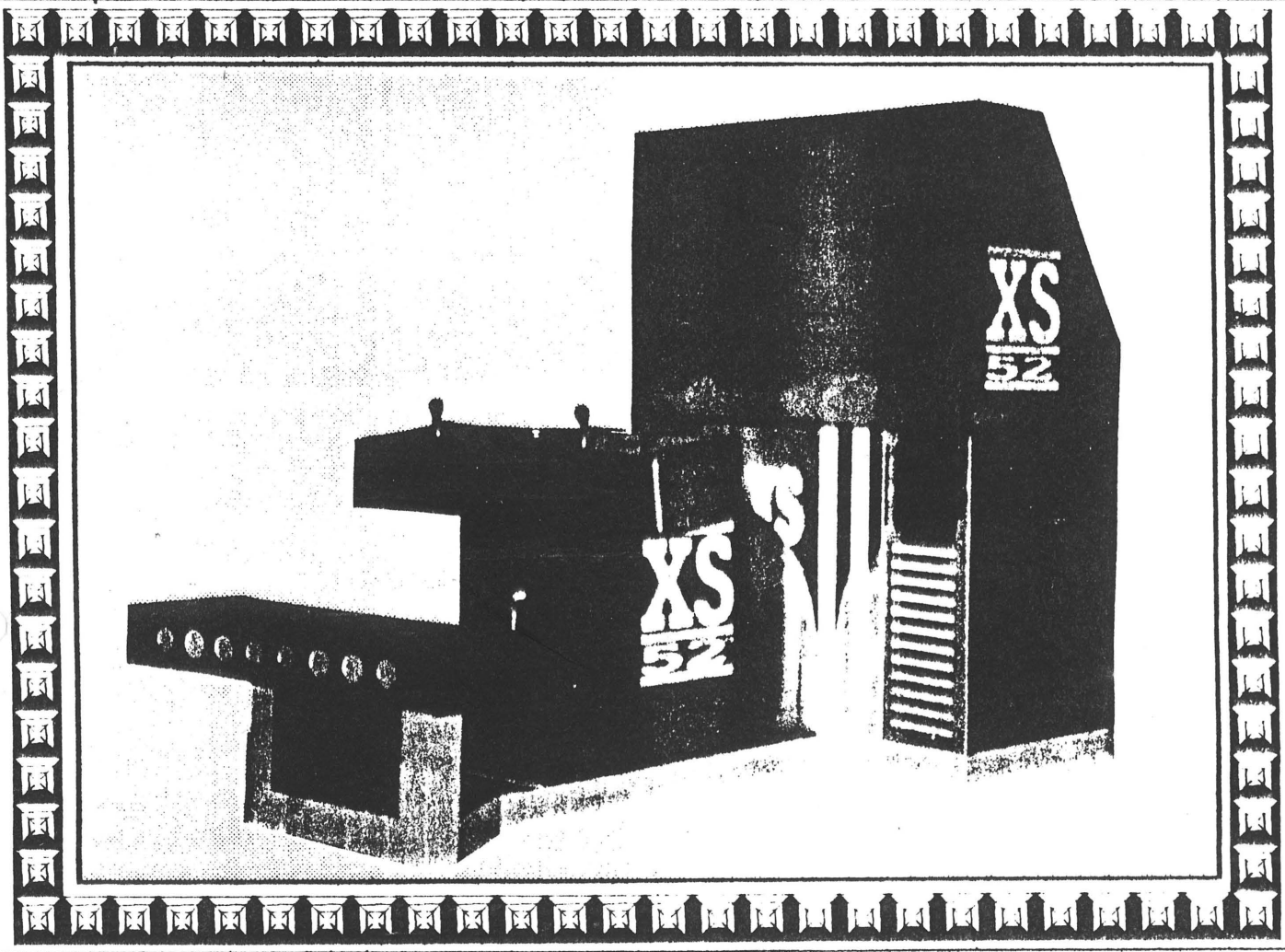
RIMINIGAMES

XS 52"



two players sitdown cabinet

OWNER MANUAL

INTRODUCTION

Congatulations on the purchase of **RIMINIGAMES's XS 52" two players sitdown cabinet !!**

GENERAL SAFETY INSTRUCTIONS

1 - Do not expose to direct sunlight.

2 - Do not place near sources of heat such as heater or radiator.

3 - Do not expose this cabinet to water or excessive moisture.

4 - Do not cover or block ventilating openings in any way. The openings or slots of this cabinet privide necessary ventilation.

5 - Do not attemp to service this product yourself as opening or removing covers may expose you to dangerous voltage or azzards. **Servicing of any nature should only to be performed by authorized service personnel.**

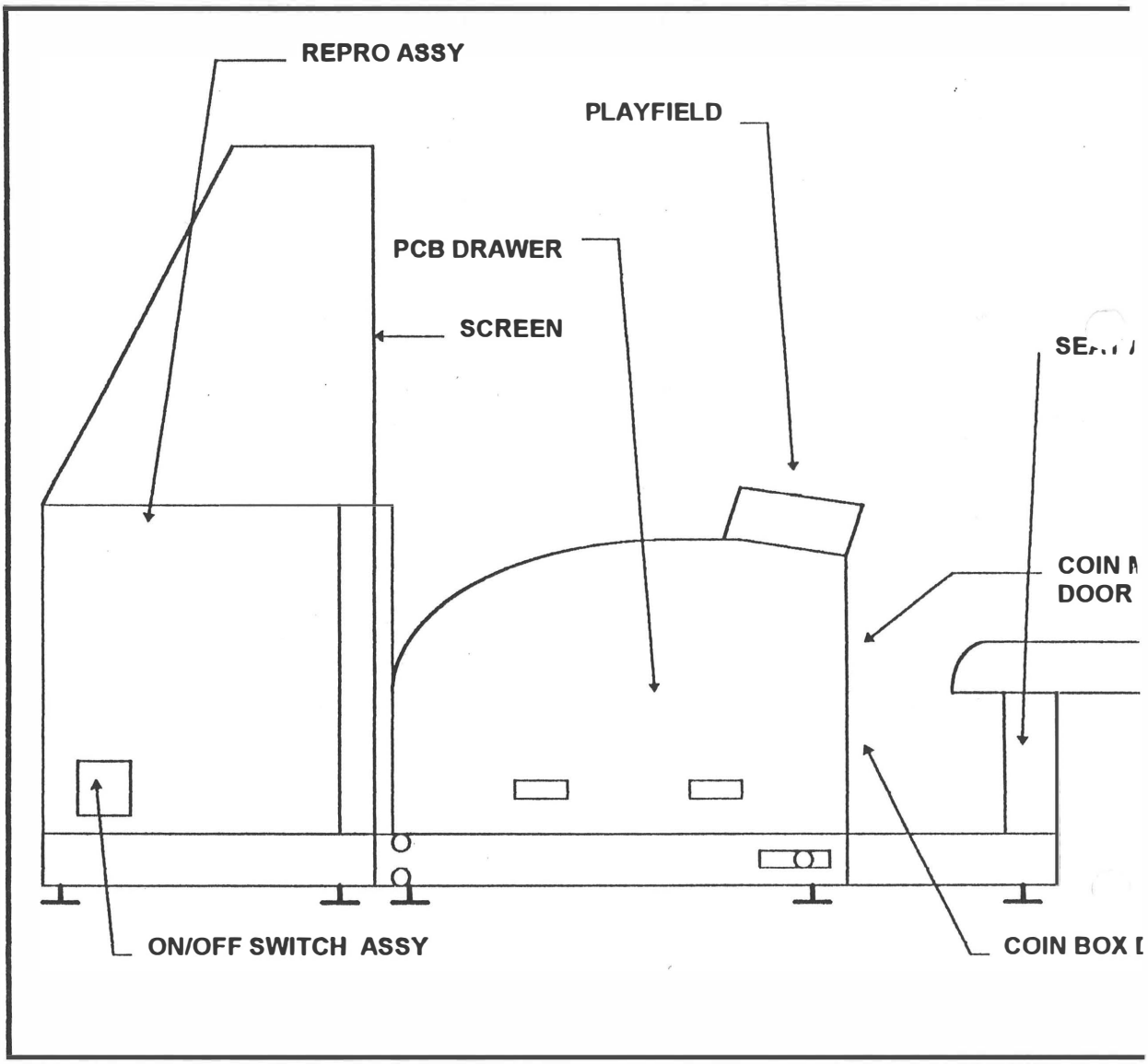
6 -The wiring of this cabinet is properly grounded, please **ensure that the cabinet will be connected to a properly grounded electric circuit.**

7 - To work properly this equipment needs a perfectly flat position. Use the adjustable foot to reach the right level.

WARNING: **never leave the cabinet standing on its wheels. Always fix it by using its adjustable feet !!!**

GENERAL CHARACTERISTICS

Power consumption: 880 watts.
Operation Ambient Temp. : 0 / +40 celsius degrees.
Dimensions: 110 cm.(W) x 220 cm.(L) x 180cm. (H)
Weight: 296 Kg. (approx.)

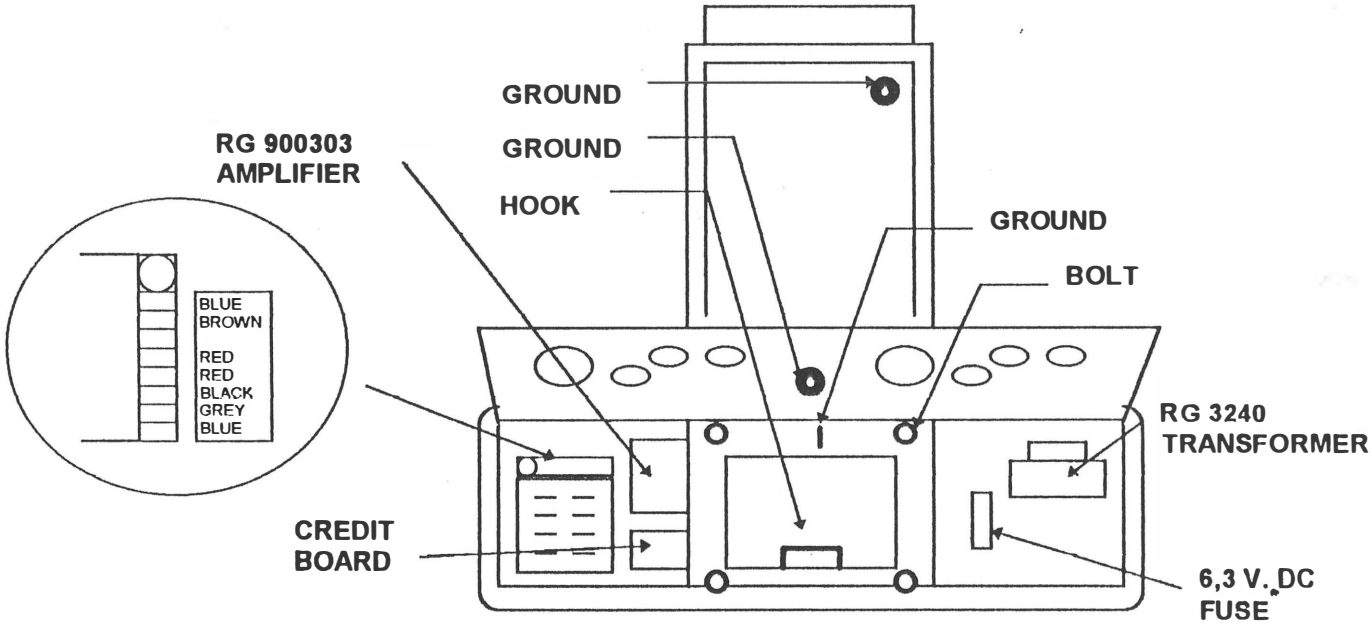

REPRO ASSY
PLAYFIELD
PCB DRAWER
SCREEN
COIN
DOOR
ON/OFF SWITCH ASSY
COIN BOX

ASSEMBLY INSTRUCTION

1 - **Fix the playfield** upon the PCB drawer by using the **provvided bolts** and **connect all the connectors.**

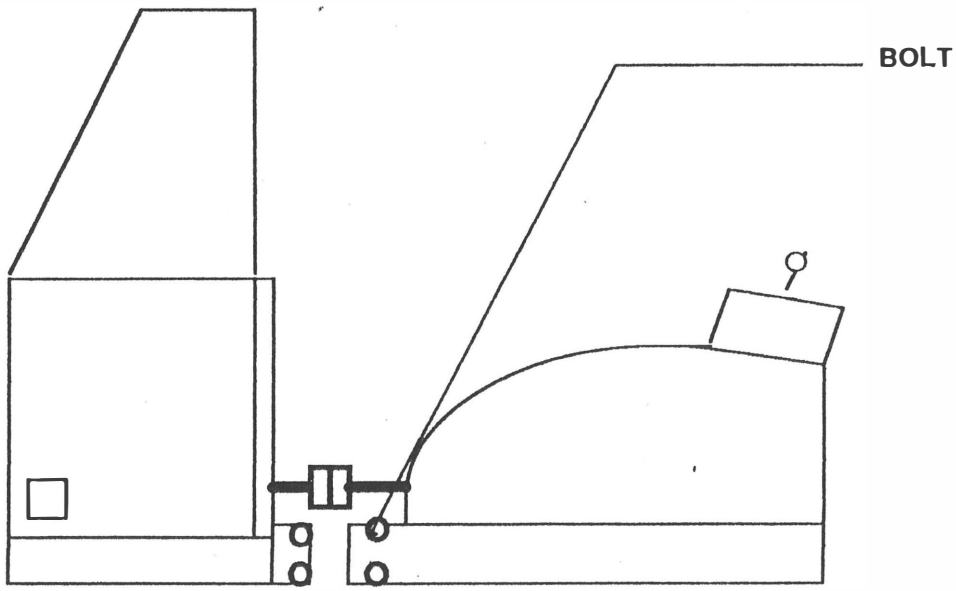
WARNING: connect properly the GROUND cables to the GROUND PIVOTS !!!

2 - Close the playfield and fix it by using the **hook**.



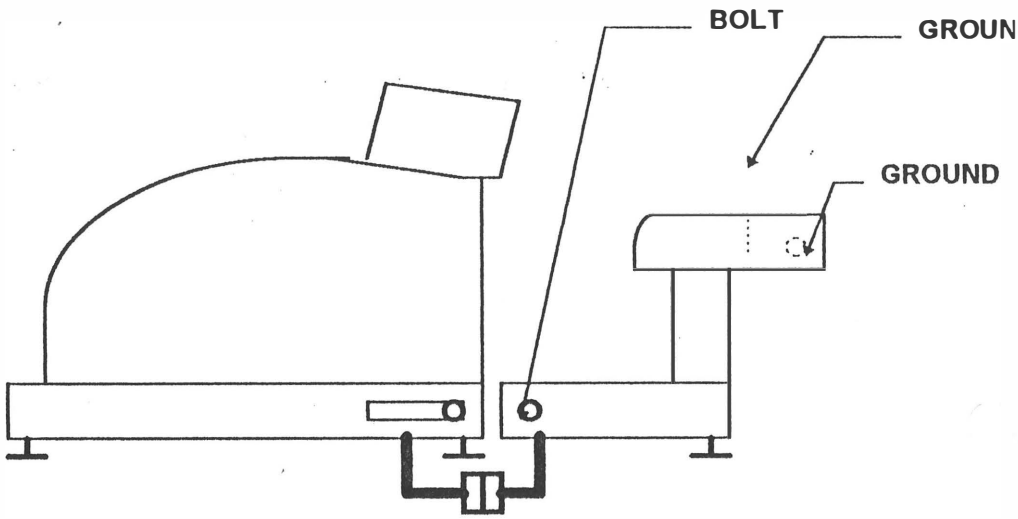
3 - **Fix the PCB drawer** to the retroprojector assy by using the **provvided bolts** and **connect the three AMP connectors.**

WARNING: connect properly the GROUND cables to the GROUND PIVOTS !!!



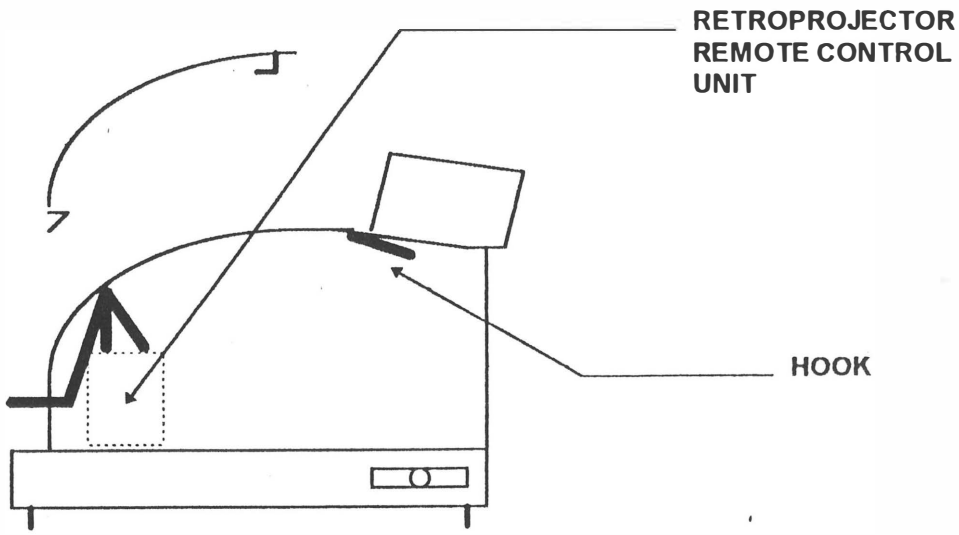
4 - **Fix the seat assy** to the PCB drawer by using the **provvided bolts** and **connect the rear neon AMP connector.**

WARNING: connect properly the GROUND cables to the GROUND PIVOTS !!!



<u>WARNING</u>: XS 52" two players sitdown cabinet had to stand fixed on its adjustable foot !!!

5 - Open the PCB drawer by releasing the hook that is inside the coin door and **connect the two flat cables to the retroprojector remote control unit** that is inside the PCB drawer.



SOUND SECTION

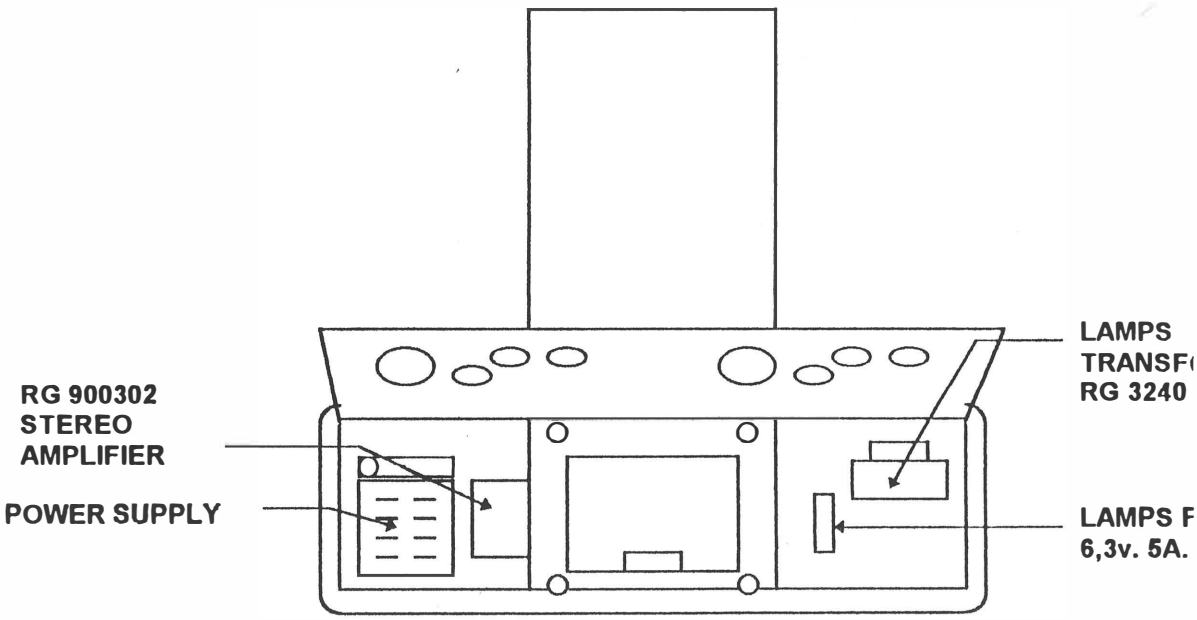
To let your **XS 52"** reproduce PCB's digital music in the best way, we have equipped it with:

- **RG 900302** stereo 20+20 watts amplifier
- **3 ways HI-FI loudspeaker's boxes**

These devices can perform one of the best "sound" in videogames production.

LIGHTED UP BUTTONS

Lights always attract people eyes, this is the reason why your **XS 52"** is so full with lights.
One of these shining attractions are the **lighted up slim round buttons** on the playfield.
They are supplied by **RG 3240 transformer** and protected by the **6,3v. 5A. fuse** (both located into the playfield), just as the coin door lamps are.



PLAYFIELD COVER

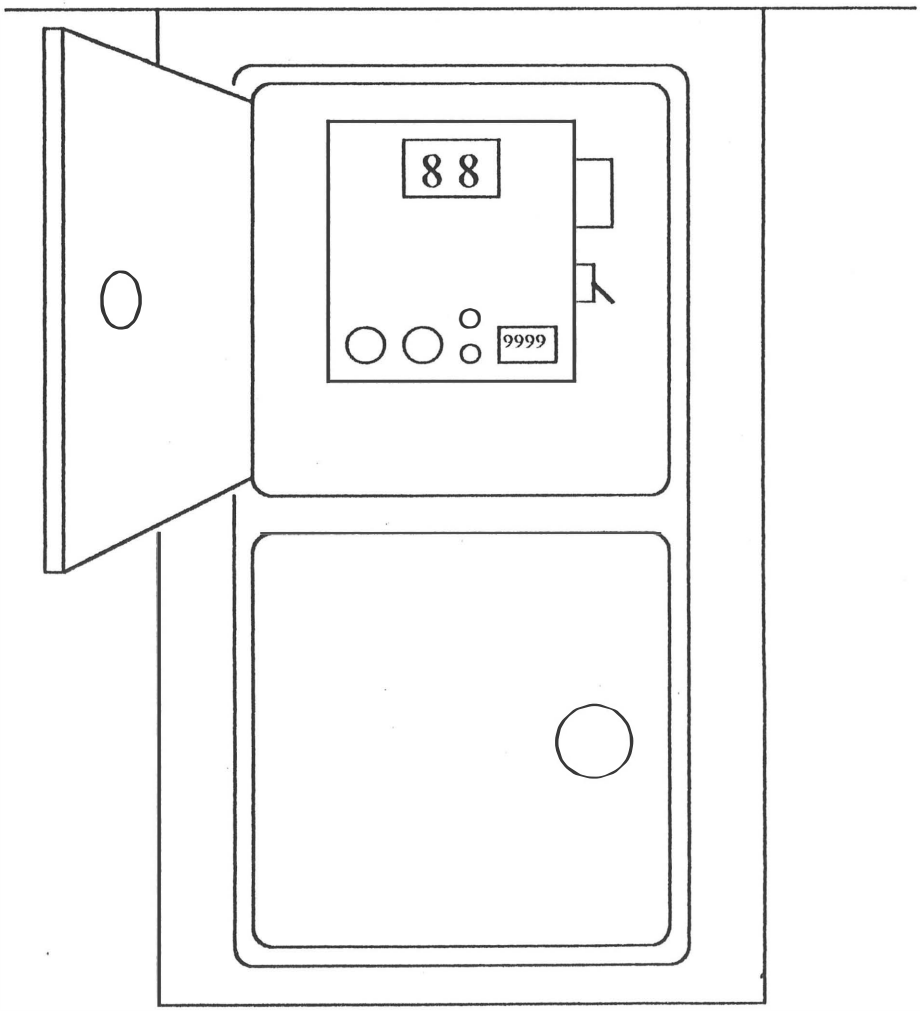
RIMINIGAMES is continuously in search for quality, this is the reason why your **XS 52"** playfield cover is made by **polycarbonate**.

DIGITAL VOLTMETER ASSY

It is located inside coin mechs drawer and carries several differen devices:

1. **digital voltmeter and display**: it shows the PCB's supply level.
2. **coin counter**: if it will be disconnected its protection circuit will keep money without giving credits!!!
3. **service button**: it let you to test the game without increasing coin counter.
4. **test switch**: it let you to enter PCB test mode (only with certain PCBs).
5. **volume controls**: they let you to adjust sound volume.
6. **stereo/mono switch**: it let you to adjust cabinet's sound system to PCB requirements.

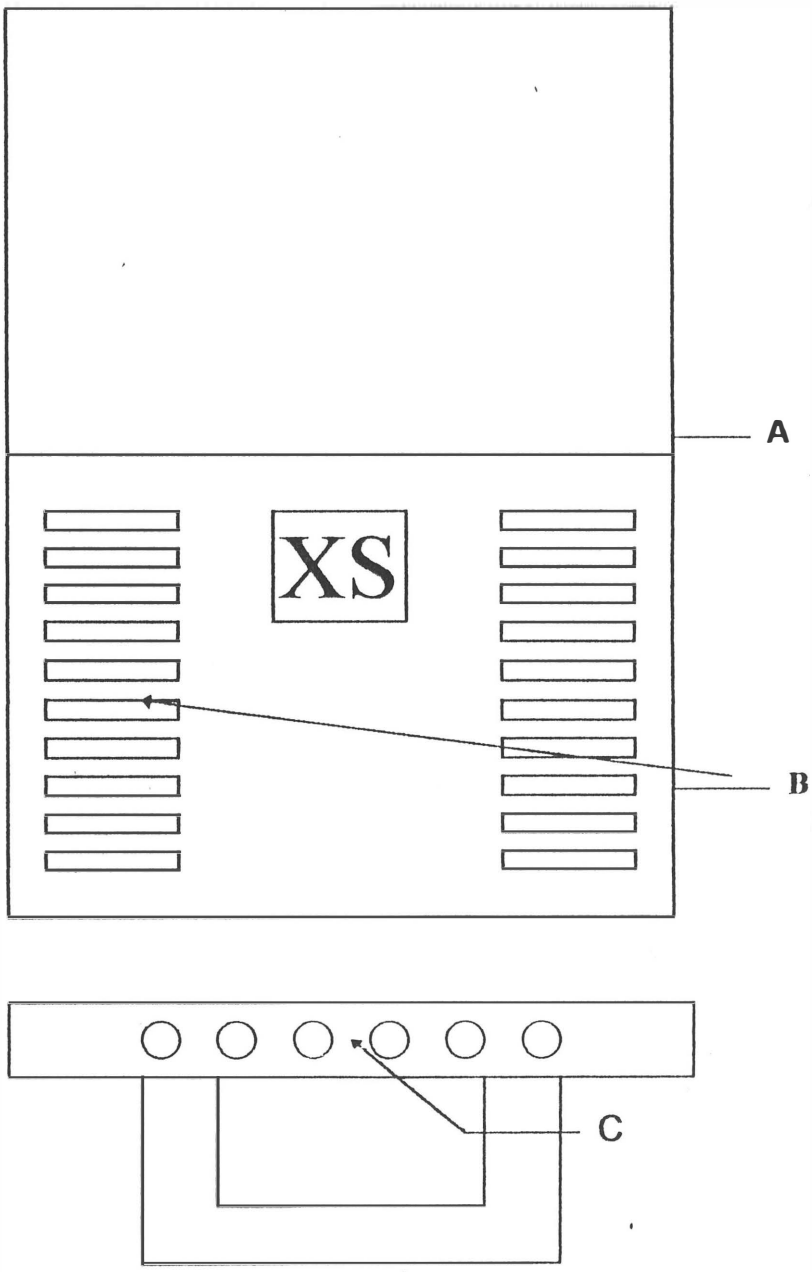
WARNING: this cabinet carries a **Jamma Standard 28 Pins Edge Connector Wiring**. **Using NON Jamma Standard PCB** it will be necessary to move the test wire from Pin 15 Solder Side of the Jamma Standard 28 Pins Edge Connector as requested by the installing PCB wiring, **to let the TEST switch works properly.**



FLUORESCENT LIGHTS

Your **XS 52"** is equipped wiyh four different fluorescent lamps:

01 - 7w. 220v. electronic low consumption fluorescent light (A);
02 - 11w 220v. electronic low consumption fluorescent lights (B);
01 - 18w. 220v. starter operated fluorescent light (C).



WIRING DIAGRAM

28 PINS EDGE CONNECTOR (JAMMA STANDARD)			
	GND	1	GND
	GND	2	GND
	+5V.DC	3	+5V.DC
	+5V.DC	4	+5V.DC
	-5V.DC	5	-5V.DC
	+12V.DC	6	+12V.DC
	n.u.	7	n.u.
	n.u.	8	n.u.
	n.u.	9	n.u.
	AUDIO OUT+	10	AUDIO OUT-
	n.u.	11	n.u.
	RED TV	12	GREEN TV
	BLUE TV	13	SYNCH.TV
	n.u.	14	SERVICE
	TEST	15	n.u.
	COIN 2	16	COIN 1
	START 1	17	START 2
	UP Pl.1	18	UP Pl.2
	DOWN Pl.1	19	DOWN Pl.2
	LEFT Pl.1	20	LEFT Pl.2
	RIGHT Pl.1	21	RIGHT Pl.2
	SHOOT 1 Pl.1	22	SHOOT 1 Pl.2
	SHOOT 2 Pl.1	23	SHOOT 2 Pl.2
	SHOOT 3 Pl.1	24	SHOOT 3 Pl.2
	n.u.	25	n.u.
	SELECT	26	n.u.
	GND	27	GND
	GND	28	GND

PLAYFIELD 15 PINS CONNECTOR (BLACK)		
1	SHOOT 4 Pl.1	ORANGE
2	SHOOT 5 Pl.1	GREEN
3	SHOOT 6 Pl.1	PINK
4	n.u.	
5	SHOOT 4 Pl.2	VIOLET
6	SHOOT 5 Pl.2	BLUE
7	SHOOT 6 Pl.2	GREY
8	n.u.	
9	n.u.	
10	n.u.	
11	n.u.	
12	n.u.	
13	n.u.	
14	n.u.	
15	GND	BLACK

POWER SUPPLY CONNECTIONS		
1	220V.AC	BLUE
2	220V.AC	BROWN
3	FG	NO WIRE
4	+5V. DC	RED
5	+5V. DC	RED
6	GND	BLACK
7	-5V DC	GREY
8	+12V. DC	BLUE

TRANSFORMER CONNECTIONS	
BLUE WIRE	TO PIN 1 POWER SUPPLY 220V. AC
GREY WIRE	TO PIN 2 POWER SUPPLY 220V. AC

REPRO ASSY / PCB DRAWER 3 PINS CONNECTOR	
1220V.AC	BLUE
2 GND	YELLOW/GREEN
3220V.AC	BROWN

REPRO ASSY / PCB DRAWER 4 PINS CONNECTOR		
1	LEFT SPEAKER-	BLACK
2	LEFT SPEAKER+	RED
3	RIGHT SPEAKER-	RED
4	RIGHT SPEAKER+	BLACK

REPRO ASSY / PCB DRAWER 6 PINS CONNECTOR		
1	RED TV	RED
2	GREEN TV	GREEN
3	BLUE TV	BLUE
4	GND TV	BLACK
5	n.u.	
6	SYNCH.TV	WHITE

COIN DOOR 9 PINS CONNECTOR		
1	GND	BLACK
2	+5v. DC	RED
3	n.u.	
4	GROUND	YELLOW/WHITE
5	6,3v. AC LAMPS	VIOLET
6	6,3v. AC LAMPS	WHITE
7	+12v.DC	BLUE
8	COIN 1	PINK
9	COIN 2	YELLOW/BLUE

VOLTMETER 15 PINS CONNECTOR		
1	SERVICE	ORANGE
2	TEST	GREEN
3	GND AUDIO	
4	INPUT LEFT	GREY
5	INPUT RIGHT	GREY
6	OUT LEFT	GREY
7	COIN 1	BLUE
8	COIN 2	PINK
9	OUT RIGHT	GREY
10	+12v.DC	YELLOW
11	n.u.	
12	n.u.	
13	GND	BLACK
14	n.u.	
15	+5v.DC	RED

PLAYFIELD 15 PINS CONNECTOR		
1	SHOOT 2 Pl.2	RED/BROWN
2	START Pl.1	WHITE/GREEN
3	GND	BLACK
4	SHOOT 2 Pl.1	LIGHT BLUE
5	DOWN Pl.1	GREY/WHITE
6	LEFT Pl.2	BROWN/WHITE
7	START Pl.2	LIGHT BROWN
8	SHOOT 1 Pl.1	VIOLET/WHITE
9	UP Pl.2	RED/GREY
10	LEFT Pl.1	WHITE/BLACK
11	RIGHT Pl.2	YELLOW/PINK
12	DOWN Pl.2	DARK GREEN
13	SHOOT 1 Pl.2	VIOLET/YELLOW
14	RIGHT Pl.1	ORANGE/WHITE
15	UP Pl.1	YELLOW

PLAYFIELD 12 PINS CONNECTOR		
1	-5v.DC LAMPS	BROWN
2	GND LAMPS	GREY
3	SELECT	BROWN
4	SHOOT 3 Pl.1	WHITE
5	SHOOT 3 Pl.2	PINK/RED
6	SHOOT 4 Pl.1	ORANGE
7	SHOOT 4 Pl.2	VIOLET
8	SHOOT 5 Pl.1	GREEN
9	SHOOT 5 Pl.2	BLUE
10	SHOOT 6 Pl.1	PINK
11	SHOOT 6 Pl.2	GREY
12	+5v.DC	RED

PLAYFIELD 2 PINS CONNECTOR		
1	6,3v.AC LAMPS	RED
2	6,3v.AC LAMPS	BLACK

STEREO AMPLIFIER 4 PINS CONNECTOR		
1	LEFT OUT +	RED
2	LEFT OUT -	BLACK
3	RIGHT OUT -	BLACK
4	RIGHT OUT +	RED

STEREO AMPLIFIER 4 PINS CONNECTOR		
1	GND SHIELD	
2	INPUT LEFT -	GREY
3	n.u.	
4	INPUT RIGHT +	GREY

STEREO AMPLIFIER 3 PINS CONNECTOR		
1	+12v.DC	BLUE
2	GND	BLACK
3	n.u.	

RIMINIGAMES
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Adapter für (z.B. Zero Point u.A.)
Schießspiele an XS52 Gerät

RG96086
CONNECTIONS

AMP 9 pins connector (female)
From PCB to RG96086

1	N.U.
2	+5 v DC
3	Central photo diode
4	N.U.
5	GND Trigger microswitch
6	GND
7	Monitor Synchronism from PCB
8	N.U.
9	N.U.

AMP 6 pins connector (male)
From RG96086 to GUN

1	N.U.
2	+5 v DC
3	Central photo diode
4	N.U.
5	GND Trigger microswitch
6	GND