

ORIGINAL VIDEO GAME
OPERATOR'S MANUAL

■ mocap boxing ■

MOTION CAPTURING
DOWN
MOTION CAPTURING™

©2001 KONAMI ALL RIGHTS RESERVED.



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.

About this product

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.



- **Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
- **Keep this manual carefully so as to be ready for use when necessary.**
- **If the machine still fails to display or to get started, immediately turn OFF the main power switch and contact your nearest dealer.**

• **This manual covers the following models:** _____

• **GQA29-TB**

• **GQA29-HD**

The specifications of GQA29-TB may be somewhat different from GQA29-HD.

In such a case, read the descriptions of the model which applies to the game machine you are operating.

• **Be sure to read the following.**

Set the memory card before use.

It is impossible to use this machine even when you turn ON the main power switch in the factory settings state.

Set the attached memory card to the PCB unit before use.

When starting the machine, read "6-6 Setting the memory card" in page 46 of this manual and follow the procedure.

-
- The specifications of this product are subject to change without notice for reasons such as improving the performance.
 - The contents of this game, its main devices and design are protected under each law concerning patent, copyright and other intellectual properties.
 - Unauthorized reproduction of this document or any of its contents is strictly forbidden.

© 2001 KONAMI ALL RIGHTS RESERVED.

Contents

| | |
|--|-----------|
| ■ Precautions for use | 2 |
| 安全使用注意事項 | 12 |
| ■ Locations of warning and other safety labels | 8 |
| 警告標籤等的張貼位置 | 18 |
| 1 Specifications | 10 |
| 規 格 | 20 |
| 2 Names of parts | 22 |
| 3 How to play | 23 |
| 4 Opening and closing the doors | |
| 4-1 Opening and closing the maintenance door | 24 |
| 4-2 Opening and closing the coin door | 25 |
| 5 Game settings | |
| 5-1 Checking the game performance | 26 |
| 5-2 Setting and adjustment of game mode | 27 |
| 5-3 Mode descriptions | 28 |
| 6 Installation and assembling | |
| 6-1 Fastening the adjusters | 38 |
| 6-2 Spreading foot sheet | 39 |
| 6-3 Attaching the foot protective guard | 40 |
| 6-4 Mounting the sensor frame | 41 |
| 6-5 Attaching the speakers | 45 |
| 6-6 Setting the memory card | 46 |
| 6-7 Power unit | 47 |
| 6-8 Service panel | 47 |
| 6-9 Splitting into and moving of units | 48 |
| 6-10 Moving the coin counter | 49 |
| 7 Maintenance | |
| 7-1 Replacing the coin selector | 50 |
| 7-2 Replacing the fluorescent light | 51 |
| 7-3 Replacing the rotating light lamp | 52 |
| 7-4 Replacing the button | 53 |
| 7-5 Replacing the glove unit | 55 |
| 7-6 Resetting the circuit protector | 58 |
| 7-7 Adjusting the monitor | 59 |
| 7-8 Troubleshooting | 60 |
| 8 Annex | |
| 8-1 Label locations and exploded view | 64 |
| 8-2 Wiring diagram | 79 |

■ Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other people's injuries and property damages.

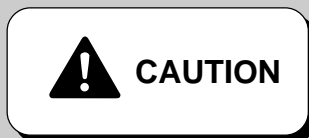
Be sure to read the following

- The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.



WARNING

Indicates a situation where disregarding the suggestions could result in death or serious injury.



CAUTION

Indicates a situation where disregarding the suggestions could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

- Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

·Otherwise an electric shock, machine trouble, or a serious accident may result.

·Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons

· A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons

· Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

Industry specialist

· An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist

· Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

Setting Up



WARNING

- **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**
 - This product should not be set up, moved or transported by anyone other than industry specialist. Doing so could result in injury or product damage.
 - When installing this product, be sure to set the 10 adjusters stable on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
 - When installing this product, use care not to apply undue force to opening and closing parts and other movable parts. Otherwise, injury or accident may result, or the product may be damaged.

- **This product is an indoor game machine. Never set up the game machine outside.**
 - Setting up this product outside could result in accidents or equipment failure.

- **Do not set up the game machine near emergency exits.**
 - Doing so could block exits in time of emergency and could result in death or serious injury.

- **Do not set up the game machine.**
 - Otherwise an accident or malfunction may result.
 - In a place exposed to rain or moisture.
 - In a place exposed to direct sunlight.
 - In a place exposed to direct heat from air-conditioning and heating equipment, etc..
 - Near hazardous flammable substance such as thinner and kerosene.
 - On an inclined or uneven floor.
 - Near fire extinguishing equipment.
 - In a place exposed to strong vibration.
 - In a place exposed to excessive dust.
 - Near equipment generating strong magnetism or electric waves.

- **Do not place containers holding chemicals or water on or near the game machine.**
 - Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

- **Do not place objects near the ventilating holes.**
 - Doing so could cause the internal temperature to rise excessively, resulting in fire or equipment failure.

- **Do not bend the power cord by force or place heavy objects on it.**
 - Doing so could result in electric leakage or fire.

- **Never plug or unplug the power cord with wet hands.**
 - Doing so could result in electrical shock.

- **Never unplug by pulling the power cord.**
 - Doing so could damage the cord, resulting in electric leakage or fire.

- **When opening the back door for setting the memory card, be sure to turn OFF the main power switch and unplug the power cord.**
 - Otherwise an accident or electric shock may result.

Setting Up



- **Be sure to use indoor wiring for within the specified voltage range. For extension cord, use indoor wiring of the specified rating or more.**
- Failure to do so could result in fire or equipment failure.
- **Be sure to use the attached power cord.**
- Otherwise a fire or machine trouble may result.
- **Never plug more than one cord at a time in the electrical receptacle.**
- Doing so could result in fire or electrical shock.
- **Do not lay the power cord where people walk through. You may tread on or stumble over them.**
- You may stumble down and get injured, or damage the power cord.
- **Be sure to ground this product.**
- Otherwise an electric shock or machine trouble may be caused.
- **The sensor frame weighs about 11 kg (24.3 lb). Be sure to make a team of 4 or more people in detaching and attaching it and to use a stepladder for added safety.**
- Otherwise, an injury or accident may result. Dropping the sensor frame may get the floor and/or the frame itself damaged.
- **Keep the specified clearances (see page 11) between the game machine and walls as well as other products.**
- Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.
- **Do not apply a strong force for moving the machine.**
- Otherwise, it may result in an accident or breakage of the units.
- **Do not leave anything that would interfere with playing the game.**
- This may not just stand in the player's way but also cause an accident or injury. Ensure space open enough for the player's body not to hit against nearby walls or other machines.
- **Do not change the DIP switch setting of this product to other than factory setting.**
- Otherwise, the game can not be played properly.



Operation



- **If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.**
- Using the machine in abnormal conditions could result in fire or accidents.



— In case of abnormality —

- 1 Turn OFF the main power switch.
- 2 Unplug the power cord from the receptacle.
- 3 Contact your nearest dealer.

- **Do not leave the power cord plugged improperly or covered with dust.**
- Doing so could result in electrical shock or fire, so inspect the power cord monthly or more frequently.
- **Do not hit against the glass surface and the machine body.**
- An accident may happen and you may get injured.



Operation



CAUTION

• **Do not use this product anywhere other than industrial areas.**

·Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..



• **Players should be advised of the following precautions.**

·Doing so could cause accidents or illness.

·Please do not play this game if

- | | |
|--|---|
| ·You have been drinking. | ·You are tired are sick or have been recently sick. |
| ·You think you might be pregnant. | ·You exercise is medically regulated. |
| ·You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures. | ·You have a trouble in the arm or wrist or have it treated. |
| ·This game is designed for one player only. Do not play with 2 or more people. | |
| ·When playing, please be aware of your surroundings. | |

• **Players should be advised of the following precautions during a play.**

·Inobservance of the precaution may cause an accident.

·Do not play violently. You may get injured.

• **Do not give impact to the glass cover.**

·Otherwise, it may result in an unexpected accident or injury.



• **If the foot sheet is wet, wipe it dry before playing.**

·Otherwise, a player may tumble down by slipping while playing, resulting in injury.

• **Do not give impact to the sensor frame.**

·Otherwise, an unexpected accident or injury may be caused.



• **Do not plug or unplug the power cord with wet hands.**

·Doing so could result in electrical shock.



• **In handling the power cord, follow the instructions below.**

·Otherwise an electric leak, fire or electric shock may result.

- | | |
|--|---|
| ·Do not damage the power cord. | ·Do not modify the power cord. |
| ·Do not bend the power cord excessively. | ·Do not twist the power cord. |
| ·Do not heat the power cord. | ·Do not pull the power cord. |
| ·Do not bind the power cord. | ·Do not tread on the power cord. |
| ·Do not sandwich the power cord. | ·Do not drive a nail into the power cord. |


• **If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.**


·Using a damaged power cord or power plug could result in fire or electrical shock.


Inspection and cleaning





- **Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.**
 · Failure to do so could result in electrical shock.


- **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**
 · Using improper parts could result in fire or equipment failure.

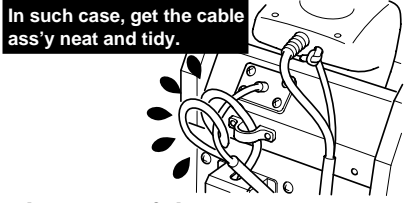

- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
 · Otherwise an accident or electric shock may result.



- **If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.**
 · Otherwise, there may arise a danger of accident or electric shock.




- **Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**
 · Otherwise, a fire, malfunction or trouble may result.
 In case of any trouble, ask your nearest dealer for repairs and other services.
 KONAMI will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.
- **To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent and wrung out.**
 · Using thinner or other organic solvent or alcohol may decompose the material.
 Particularly, the foot sheet (polycarbonate) may be deformed or broken.
 · Electrical shock or equipment failure could be caused by water entering the inside of the machine.



- **Check the glove unit once a day to make sure that the gloves are not cracked or scratched and the ropes and cable assemblies are not damaged.**
 · If you play the game with the damaged gloves, ropes or cable assemblies, an accident may result.
- **Check the ropes and cable assemblies once a day for twists and entangles.**
 · If the cable ass'y is left twisted, a machine trouble may result. (see the figure at right.)




- **Do not paint and do not stick a seal or POP on the sensor elements of the sensor frame and around them.**
 · Otherwise, the machine may fail to play the game properly or get in trouble.


- **Do not apply any oil and fat, such as wax, to the top surface of the foot sheet.**
 · Player may slip to be injured.



Moving and transportation

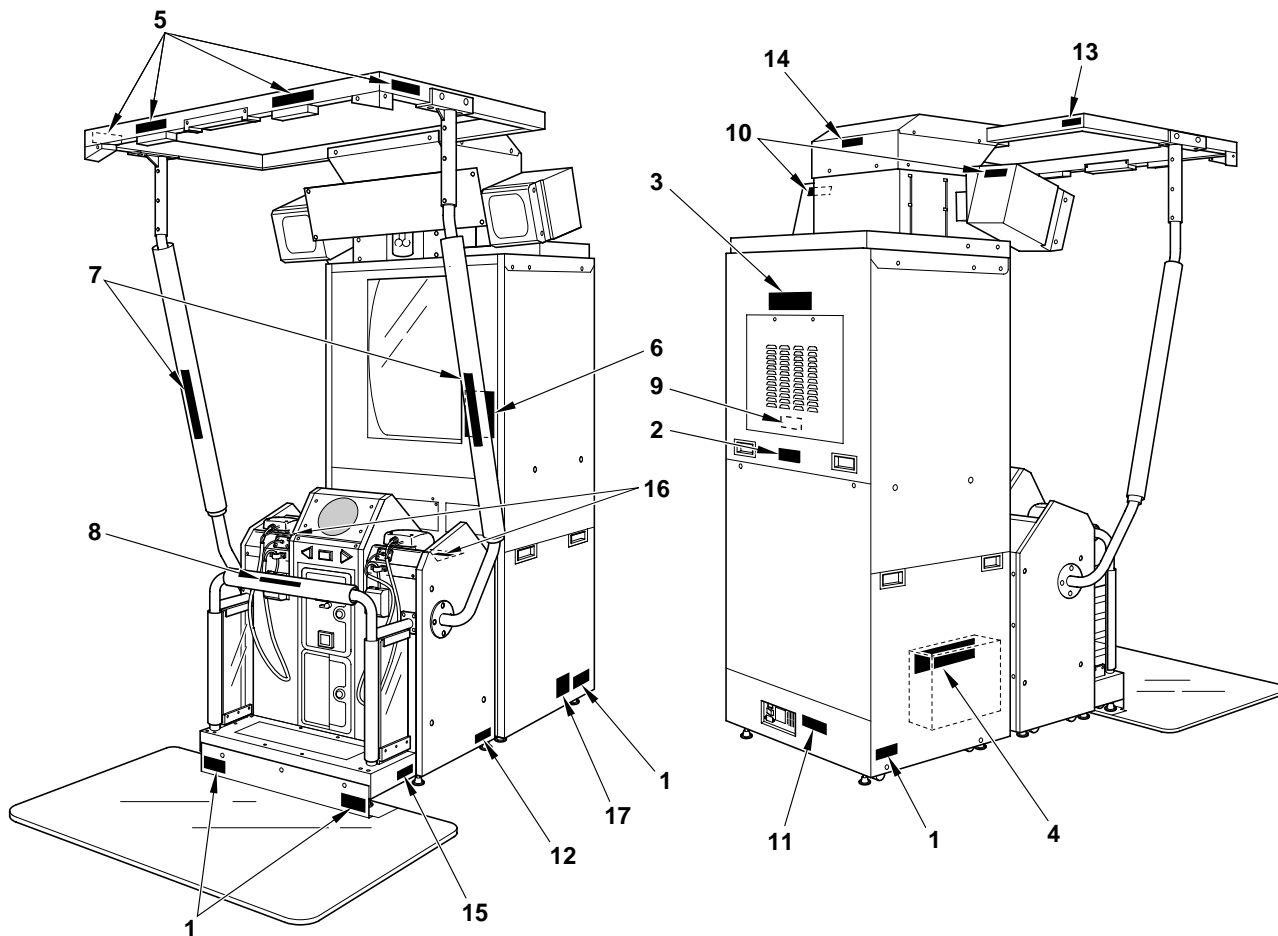
CAUTION

- **The game machine contains parts such as the monitor, electronic components and precision components which are sensitive to vibrations and impacts. Great care therefore should be taken when moving and transporting the game machine. Be sure not to let the machine tip over.** 
- **Before separating the units or moving the machine, be sure to turn OFF the main power switch, unplug the power cord, and disconnect the power cord.** 
 - Stepping on or tripping over the power cord may result in an accident or damage the machine.
- **Before moving the machine, be sure to separate the foot protective guard and foot sheet from the front cabinet and fully screw up all the adjusters. Move the machine on the casters.**
 - Otherwise, an accident, breakage or trouble may result.
- **When moving the units, use care not to apply a strong force to them.**
 - Particularly, the monitor cabinet will be broken or cause accident when it falls to the floor.
- **The monitor cabinet may fall down depending on to which direction it is pushed. When moving it after separation, always push it sideways (in the right or left direction). When moving it on a slope or over a step, it should be carried by more than four persons.**
 - Otherwise, it may fall down to cause an accident or be broken.
- **When moving the units, use care not to apply undue force to opening and closing parts as well as moving parts.**
 - Otherwise, injury or accident may be caused.

PRECAUTION IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

Locations of warning and other safety labels



Types of warning and other safety labels

1 **WARNING**
Ensure all leg levellers are securely set and game cabinet is level.
PNL0000338350

2 **WARNING**
ELECTRICAL SHOCK HAZARD.
DO NOT OPEN EXCEPT FOR SERVICE.
PNL0000334450

3 **WARNING**
BAD **GOOD**
Unit may fall if you push or truck from the wrong side. To move the unit, please push as indicated in the picture. When moving it on a slope or getting it over a level difference, be sure to take the buddy system.
PNL0000334450

4 **注意 (ちゅうい) / CAUTION**

This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.
Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cover. Failure to do so could result in machine failure and electrical shock.
Pay careful attention when opening the PCB case soon after play, because the controls will be hot.
Do not open cover when touching chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.
Do not touch this with wet hands. Doing so could cause injury and electrical shock.
When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. Using improper parts could result in fire, malfunction or equipment failure.
MADE IN JAPAN
PNL0000334450

5 **CAUTION** **Do not hang on the bar.**
Do not attach anything including Pop-ups to the frame.
PNL00001100

6 **WARNING**
Do not strike the glass surface. Doing so may cause accident or injury.
CAUTION
This game is designed for one player only. Do not play with 2 or more people.
When playing, please be aware of your surroundings.
Please do not play this game if
- you have been drinking.
- you are tired or sick or have been recently sick, you think you might be pregnant.
- You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.
Your exercise is medically regulated.

7 **Be careful not to hit your head or hands on the bars.**

13 **Weight 11kg(24.3lb)**
PNL0000095471

14 **Weight 10kg(22lb)**
PNL0000095473

15 **Weight 19kg(41.9lb)**
PNL0000095473

16 **special glove**

8 **Do not lean on or put your foot on the bar.**

9 **HAZARDOUS VOLTAGE**
PNL000033445

10 **Weight 4.5kg(9.9lb)**
PNL0000091495

11 **Weight 186kg(410.1lb)**
PNL0000091919

12 **Weight 69kg(152.1lb)**
PNL0000095470

17

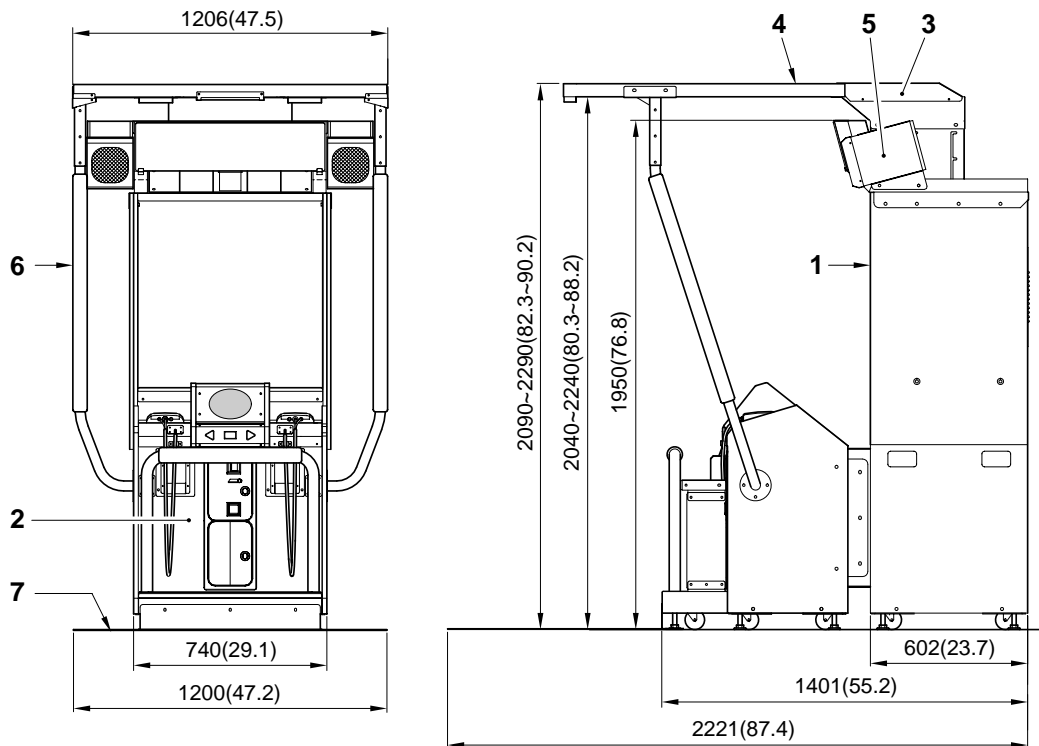
| | |
|---|----------------------------|
| MODEL | GQA29-TB mocap boxing |
| POWER | 110 v / 60 Hz 255W(MAX) |
| MANUFACTURER | KONAMI CORPORATION |
| DATE OF MANUFACTURE | March,2001 |
| WEIGHT | 304kg (670lb) |
| SERIAL NUMBER | |
| KONAMI MADE IN JAPAN PNL0000097118 INDOOR USE | |

• The above is an example. The entries are different from destination to destination.

MEMO

1 Specifications

ENGLISH



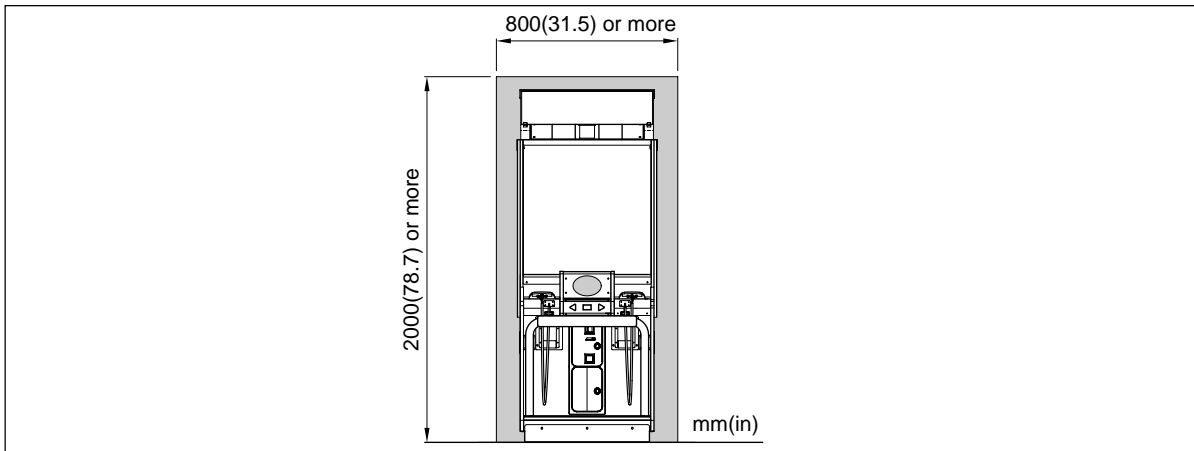
Specifications

| | |
|-------------------------|--|
| Dimensions | Refer to the figure above : mm (in) |
| Weight | Total weight: Approx.304 kg(670.3 lb) (excluded the foot sheet.) 1 Monitor cabinet: Approx.186 kg(410.1lb) 3 Joint frame: Approx.10kg(22.1lb) 2 Front cabinet: Approx.88kg(194.0lb) 5 Speaker unit: Approx.4.5kg(9.9lb) 4 Sensor frame: Approx.11kg(24.3lb) 7 Foot sheet:Approx.5kg(11.0lb) 6 Support: Approx.4.5kg(9.9lb) |
| Rated power consumption | • GQA29-TB : 255W (MAX) • GQA29-HD: 220W (290VA) |
| Monitor | 29-inch CRT |
| Service condition | Temperature 10 to 35°C (50 to 95°F), Humidity 20 to 80% (No dewing is allowed.) |
| Attachments | <ul style="list-style-type: none"> ·Instruction manual This manual ·Memory card 1 ·Keys for coin door 2 ·Keys for maintenance 2 ·AC power cord 1 ·⊕ screws(M6x30L) 8 ·Hexagon socket head screws(M6x20L) 18 ·Hexagon socket head screws(M6x35L) 8 ·Plain washer(nominal diameter 6) 26 ·Foot sheet 1 ·Double-face tape for securing the foot sheet 10 ·Foot protective guard(This is attached on the front cabinet.) 1 ·Foot protective guard lock screw(This is attached on the front cabinet.) 3 ·Hexagon wrench (width across flats: 4 mm) 1 ·Rotating spare lamp(12V10W/BA15S: on the inside the rotating lamp unit.) 1 |

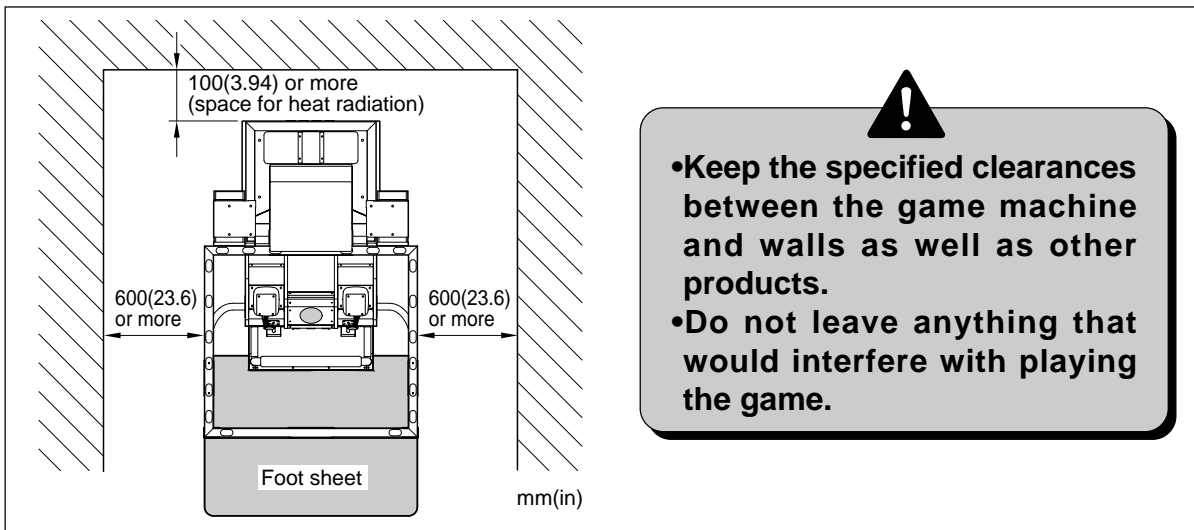
- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

■ Allowance for Carrying-in and Installation of Product — — — — —

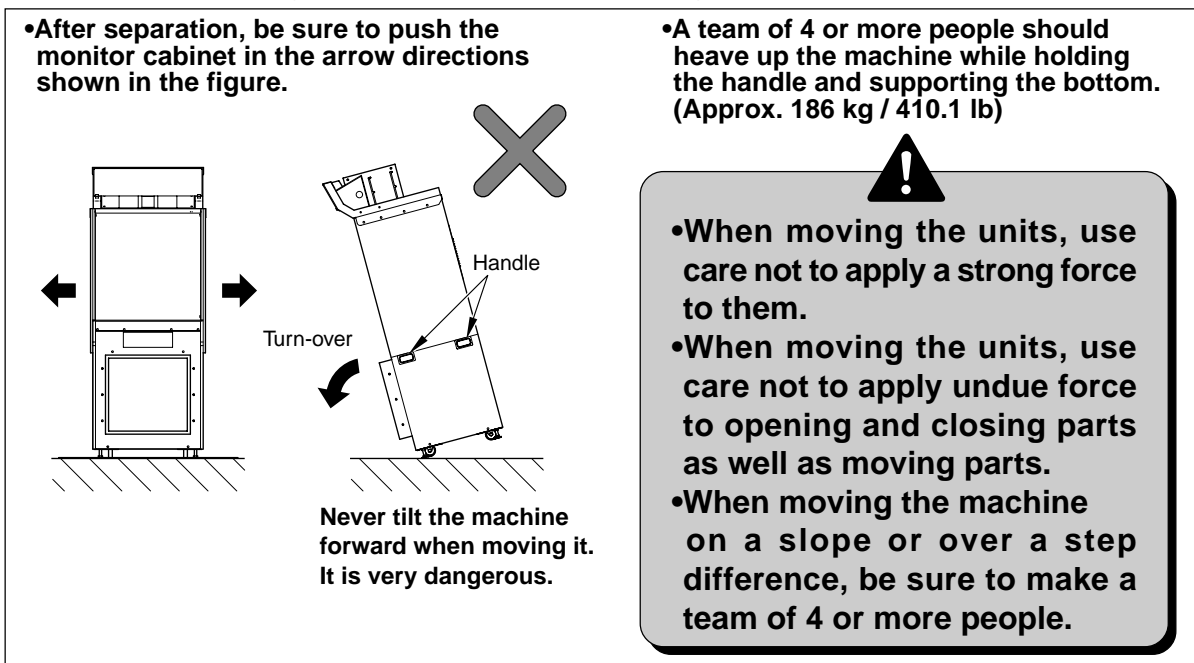
The following allowance dimensions are necessary for carrying the product indoors.



Provide a space of the following dimensions for installation of the product.



Keep the following points in mind when moving the product.



安全使用注意事項

本書說明為防止危害本產品的設置、使用、維護等人員及他人和財產的安全注意事項，本書內容務請遵守。

務請閱讀

●本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。



警告

該項標注表示“有可能造成死亡或身負重傷”的內容。



注意

該項標注表示“有可能造成傷害或物品損壞”的內容。

●本書使用如下圖標，說明務請遵守的內容種類。



本圖標表示“提請注意”的內容。



本圖標表示“禁止”的內容。



本圖標表示“強制實行”的內容。

●經營本產品的店內維修人員和技術人員的定義

●本書中記載的說明中，凡指示為由“店內維修人員”或“技術人員”進行的操作，必須由具有專門知識和技術的人員進行。

- 否則，將造成觸電或故障等重大事故。
- 交換本產品零件、維修檢查、以及處置發生的異常情況時必須由“店內維修人員”或“技術人員”進行。本書中，特別是有關危險的操作規定由“技術人員”進行。有關“店內維修人員”和“技術人員”定義如下：

什麼是店內維修人員？

- 擁有娛樂機器、換錢機的維修經驗，在娛樂機器（本產品）的所有者和運營者的管理下，對娛樂設施或店內的機器進行日常的安裝、設置、檢查維修，交換裝置和消耗零部件等對機器整體進行維修管理的人員。

店內維修人員的工作內容

- 安裝、設置、檢查維修娛樂機器和換錢機，交換裝置和消耗零部件。

什麼是技術人員？

- 關機器設計、製造、檢查和維修工作的人員，以及具有，擁有電子、機械工學等專門技術知識，日常對娛樂機器進行維修管理和修理的人員。

技術人員的工作內容

- 安裝、設置娛樂機器和換錢機，對電子部件和結構部件進行修理和調整。

設置時


警告

- 本產品的設置、移動或搬運時，務必同當地的經銷店商洽。
 - 除專門人員以外，擅自設置、移動以及搬運本產品，將會導致產品損壞。
 - 設置本產品時，必須將十個調節腳的底面平穩地放在地面，使其成為水平狀態，不可晃動。否則，不穩定的放置將會導致受傷或發生事故。
 - 在設置本產品時，請不要對開關部位和可動部位癸分施加力量，否則將會導致受傷或發生事故，並導致產品損壞。

- 本產品為室內用遊戲機，絕對不可設置在室外。
 - 如果設置在室外，將會導致發生事故或出現故障。

- 請不要把本產品設置在建築物的緊急出口處。
 - 否則發生災害時人員無法避難，將會導致傷亡。

- 此外，請不要把本產品設置在以下場所。
 - 否則將會導致發生事故或出現故障。
 - 漏雨或因潮濕結露的場所
 - 受直射陽光照射的場所
 - 直接受取暖用具等直接輻射的場所
 - 煤油、稀釋劑等引火性強的危險品附近
 - 傾斜以及強度弱的不穩定場所
 - 消防設備附近
 - 振動的場所
 - 灰塵集中的場所
 - 散發強烈磁氣和電波的機器附近

- 本產品上側及附近，請勿放置裝水或藥品的器物。
 - 水分和異常物品進入內部時，將會導致觸電或發生故障。

- 請勿在通風口附近放置物品。
 - 如果妨礙通氣，內部溫度上昇，將會導致發生火災或故障。

- 請不要過分彎折或重壓電源軟線。
 - 否則將會導致發生漏電事故或火災。

- 絕對不可用濕手插拔電源插頭。
 - 否則將會導致觸電。

- 拔下電源插頭時，不要手持電源軟線。
 - 否則電源軟線破損，將會導致發生漏電事故或火災。

- 在插入記憶卡之情況下打開背面門時，必須關閉主電源開關，并從電源插座上拔出電源插頭。
 - 否則將會導致觸電或發生故障。



禁止



禁止



禁止



禁止



禁止



禁止



禁止



禁止



拔下電源插頭

設置時

注意

- 務必使用符合規格的電源。利用加長電線時，應使用符合規格的室內用線。
 - 否則，將會導致發生火災或故障。
- 務請使用附屬的電源軟線。
 - 否則，將會導致發生火災或故障。
- 請絕對不要使用多用插頭。
 - 否則，將會導致發生火災或故障。
- 請不要將電源軟線設置在可被人踩拉的通道上。
 - 否則將會導致人員摔倒受傷，或軟線受到傷損。
- 本產品必須連接地線。
 - 如果不連接地線，將會導致觸電或故障。
- 傳感器裝置約有11公斤，裝卸時務必由四個人以上進行，使用梯台等進行安全操作。
 - 否則將會導致人員受傷或發生事故，落下時損傷地板和傳感器裝置。
- 設置本產品時，請與牆壁和其他產品按規定的距離隔開（參閱第二十一頁）。
 - 否則，將會導致本體不能正常散熱，發生故障。
- 移動本產品時請不要過分用力。
 - 否則將會導致發生事故或破損。
- 請不要在本產品周圍放置妨礙遊戲的任何物品。
 - 否則將會影響正常遊戲，導致發生事故或人員受傷。此外，還需要留下一定的空間，以免遊戲時身體碰到牆壁或其它產品。
- 請不要改變本產品的開關位置。
 - 否則，將不能正常遊戲。



禁止



禁止



連接地線



禁止

使用時

警告

- 如果本產品萬一發生冒煙、臭味或者異常聲響時、請立即關閉主電源開關，將電源插頭從插座上拔下，停止使用。
 - 否則，繼續在異常狀態下使用，會導致發生火災和事故。



拔下電源插頭

發生異常情況時

- 1 關閉主電源開關
- 2 將電源插頭從插座上拔下
- 3 通知當地的經銷店

- 請不要在電源插頭未正確插入插座或者堆積灰塵時放置不管。
 - 否則將會導致觸電或發生火災，請每個月至少一次進行檢查。
- 請不要敲打玻璃面或主體
 - 否則將會導致發生意外事故或人員受傷。



禁止



禁止

使用時

 **注意**

- 本產品不可在商工業地區以外使用。
 - 如果在住宅地區或與其相鄰的地區使用，將會影響電視機、收音機和電話機等接受信號。



禁止

- 請遊戲者注意以下事項。
 - 否則將會導致發生事故或病癥，致使病癥加重。

- 請以下人士不要進行遊戲。
 - 飲酒者
 - 孕婦或有可能懷孕者
 - 曾經因受聲音、光線以及影像等的刺激而發生肌肉痙攣、意識喪失者或有其可能者
 - 本產品為單人遊戲使用，請不要超過二人進行遊戲，以免導致受傷。
 - 遊戲時請注意不要碰到周圍。
- 疲勞、睡眠不足、病中病後、受傷以及身體不適者
- 醫囑不能激烈運動者
- 胳膊或手腕部有疾病者或正在治療中者。

- 在遊戲中如遇以下情況，請招喚服務人員。
 - 否則將會導致事故。

- 請不要過分激烈遊戲，否則將會導致人員受傷。

- 請不要撞擊玻璃面。
 - 否則將會導致發生意外事故或受傷。



禁止

- 腳踏薄板濡濕時，請擦拭干淨後讓遊戲人員遊戲。
 - 否則將會導致在遊戲中滑倒受傷。

- 請不要衝擊傳感器裝置。
 - 否則將會導致發生意外事故或受傷。



禁止

- 絕對不可用濕手插拔電源插頭。
 - ▶否則將會導致觸電。



禁止

- 使用電源軟線時，請遵守以下事項。
 - 否則將會導致發生漏電事故、火災或觸電。

- 不可損傷
- 不可加工
- 不可過分彎折
- 不可擰轉
- 不可加熱
- 不可拉拽
- 不可捆綁
- 不可用腳踩
- 不可夾住或釘釘

- 萬一發生電源軟線或電源插頭損傷時，立即停止使用，委託當地的經銷店更換零件。
 - 在破損狀態下持續使用，將會導致發生火災或觸電。

檢查和清掃

警告

- 檢查或清掃本產品時，務請關閉主電源開關，將電源插頭從插座上拔下。
 - 否則將會導致觸電。
- 交換零件或消耗零件時，必須使用本公司指定的零件，絕對不可使用其他零件或混用。
 - 否則將會導致發生火災或故障。
- 本產品內部電壓高壓部位危險，除技術人員外，不可打開背面門。如打開背面門時，請注意不可隨意觸摸顯示屏周圍。
 - 否則將會導致發生事故或觸電。
- 不關閉電源裝置的主電源開關，只關閉服務盤上的電源時，本體內仍然通電。打開背面門時，必須關閉主電源開關，將電源插頭從插座上拔下。
 - 否則將會導致發生事故或觸電。
- 請不要對本說明書中未指定的部位進行分解、修理、各種設定或者改造。
 - 否則將會導致火災、動作失誤或故障等。需要修理等時，請委託當地的經銷店。因對未指定的部位進行分解、修理、各種設定或者改造而導致的損害，本公司概不負責。
- 清掃本產品時，請使用浸有中性洗滌劑的軟布擰乾後進行擦拭。
 - 如果使用稀釋劑等有機溶劑或酒精擦拭時，會引起本體的變質，甚至會導致腳踏薄板(聚碳酸酯)變形或破損。
 - 如果本體內部浸水，將會導致觸電或發生故障。



拔下電源插頭



禁止



禁止



拔下電源插頭

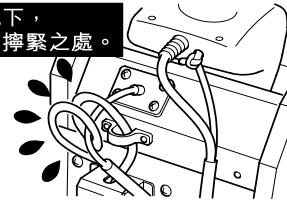


禁止分解

注意

- 至少一天一次檢查拳擊手套裝置上有無發生破裂、裂紋或繩索及電纜組件的破損。
 - 否則將會導致發生意外之事。
- 至少一天一次檢查繩索及電纜組件上有無發生擰勁現象。
 - 否則將會導致發生故障（參見右圖）
- 請不要在傳感器裝置周圍噴漆或貼上標籤與廣告等。
 - 否則將會導致無法進行正常遊戲或發生故障。
- 請不要在腳踏薄板上涂蠟或其它油脂等。
 - 否則將會導致遊戲人員滑倒受傷。

在此情況下，務請鬆開擰緊之處。



禁止



禁止

移動、搬運時

 **注意**

- 本產品裝設有顯示屏以及不抗震動的電子零件和精密零件，在移動、搬運時請小心注意。此外，絕對不可橫放。
- 分拆或移動本產品前，務必關閉主電源開關，從插座上拔下電源插頭，取下電源軟線。
 - 否則踩到或勾到電源軟線，將會導致發生事故或破損。
- 移動本產品前，必須拆下腳擋板與腳踏薄板，接著使十個調節腳擰上至最頂位置，然後用小腳輪進行移動。
 - 否則將會導致發生事故，破損或故障。
- 移動各裝置時，請不要過分施加力量。
 - 尤其會導致因顯示屏裝置跌倒而發生事故或破損。
- 移動顯示屏裝置時，按推動方向的不同，有時會跌倒。分開後移動時，必須將顯示屏朝著左右方向推動。另外，在斜坡或台階上移動時，務必由四個人以上進行。
 - 否則會導致因該裝置跌倒而發生事故或破損。
- 移動各裝置時，請不要對關閉部位與可動部位施加過分的壓力。
 - 否則將會導致人員受傷或發生事故與破損。



禁止



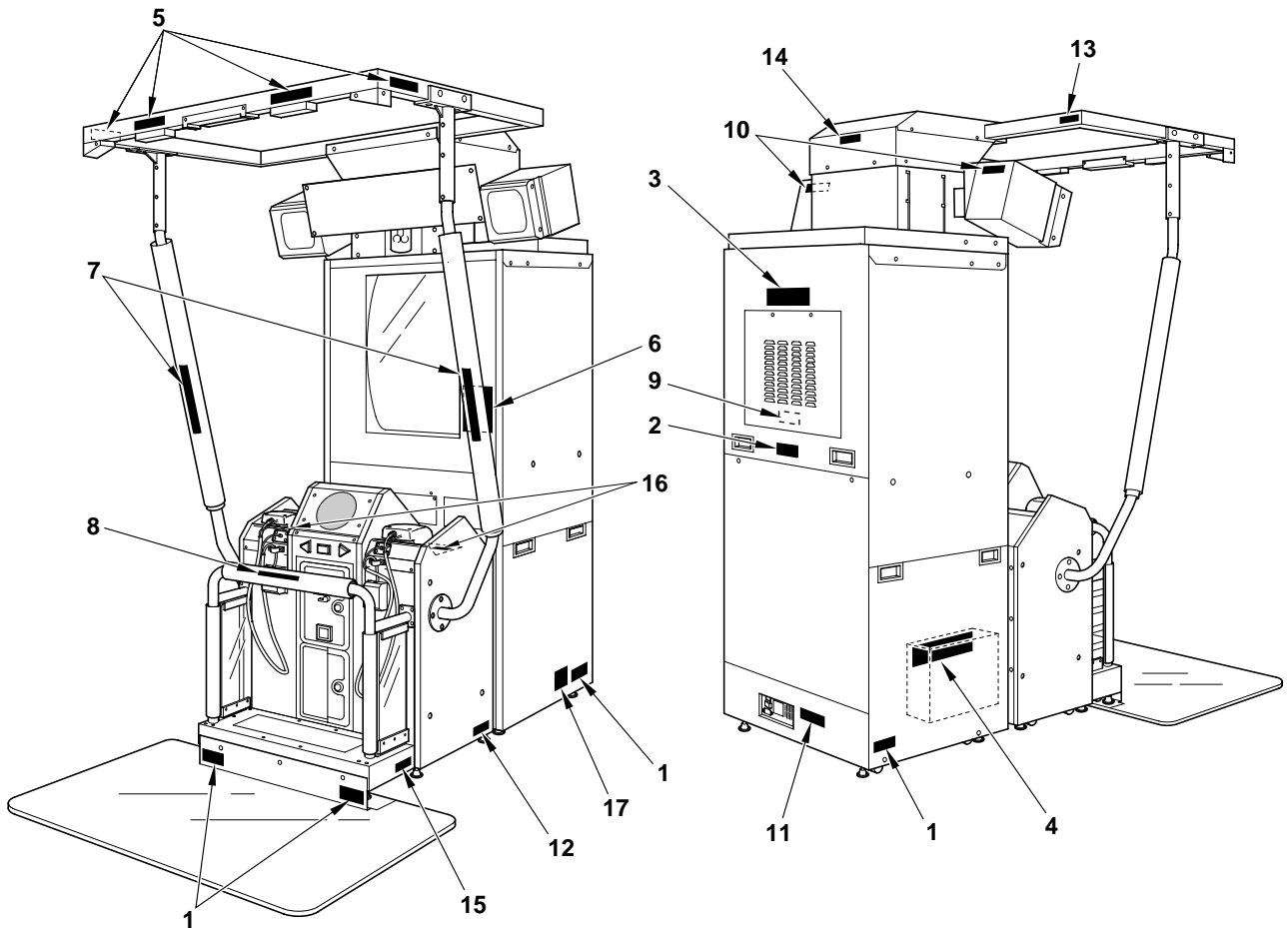
拔下電源插頭

敬請遵守

- 本產品的設置、使用、檢查、清掃、移動以及搬運的方法，請按照本書中記載的順序和內容安全進行。
- 請不要撕去貼在產品上的“警告”和“注意”標籤。
- 請不要在間接相當於警告或注意的條件下進行設置、使用、檢查、清掃、移動以及搬運。
- 轉讓等變更本產品的所有權時，務請將本書轉交給新的所有者。

警告標籤等的張貼位置

CHINESE



警告標籤等的種類

1 **WARNING**
Ensure all leg levellers are securely set and game cabinet is level.
PN:0000036360

2 **WARNING**
ELECTRICAL SHOCK HAZARD.
DO NOT OPEN EXCEPT FOR SERVICE.
PN:0000032450

3 **WARNING**
BAD
GOOD
Unit may fall if you push or truck from the wrong side. To move the unit, please push as indicated in the picture. When moving it on a slope or getting it over a level difference, be sure to take the buddy system.

4 **注意(ちゅうい) / CAUTION**

This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.
Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.
Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.
Do not place containers holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.
Do not touch this with wet hands. Doing so could cause injury and electrical shock.
When replacing parts, be sure to use parts of the correct specifications. Insert use parts other than the specified ones. Doing improper parts could result in fire/injury or equipment failure.
MADE IN JAPAN

5 **CAUTION Do not hang on the bar.**
Do not attach anything including Pop-ups to the frame.
PN:00000170

6 **WARNING**
Do not strike the glass surface. Doing so may cause accident or injury.
CAUTION
This game is designed for one player only. Do not play with 2 or more people.
When playing, please be aware of your surroundings.
Please do not play this game if
-you have been drinking,
-you are tired or sick or have been recently sick,
-you think you might be pregnant.
*You are susceptible to motion sickness or loss of consciousness due to sound, light or moving pictures.
*Your exercise is medically regulated.

7 **Be careful not to hit your head or hands on the bars.**

13 **Weight 11kg(24.3lb)**
PN:0000095471

14 **Weight 10kg(22lb)**
PN:0000095473

15 **Weight 19kg(41.9lb)**
PN:0000095143

16 **special glove**
PN:0000095475

8 **Do not lean on or put your foot on the bar.**

9 **HAZARDOUS VOLTAGE**
PN: 0000032445

10 **Weight 4.5kg(9.9lb)**
PN:000001495

11 **Weight 186kg(410.1lb)**
PN:000001919

12 **Weight 69kg(152.1lb)**
PN:0000095470

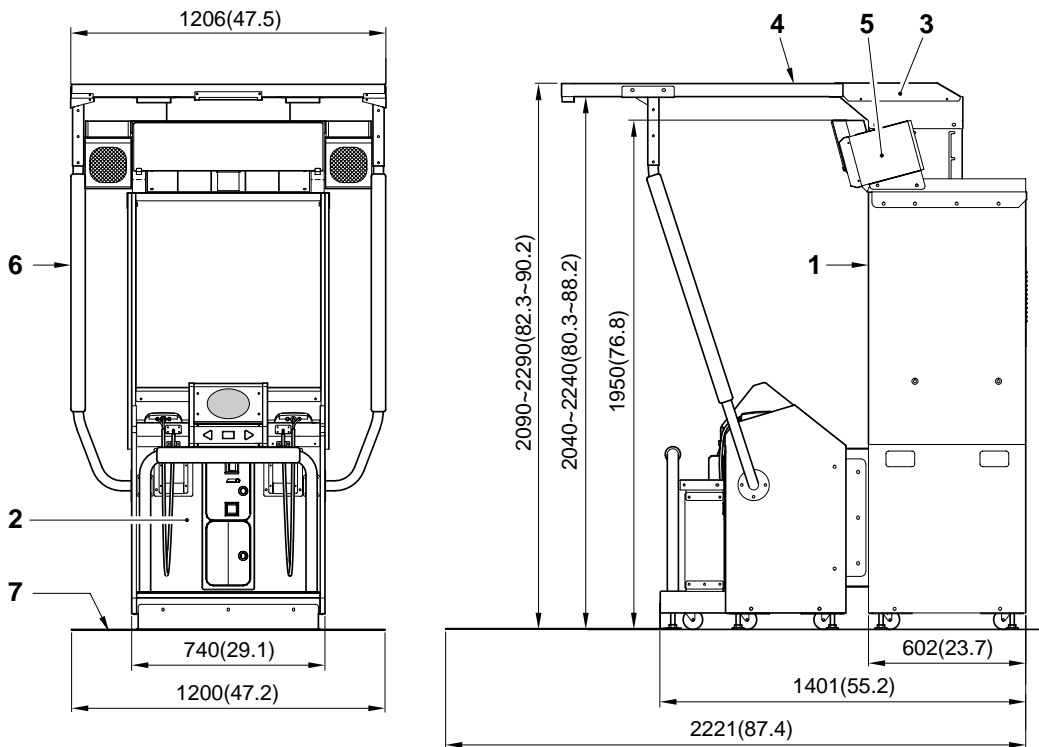
17

| | |
|--|----------------------------|
| MODEL | GQA29-TB mocalp boxing |
| POWER | 110 v / 60 Hz 255W(MAX) |
| MANUFACTURER | KONAMI CORPORATION |
| DATE OF MANUFACTURE | March,2001 |
| WEIGHT | 304kg (670lb) |
| SERIAL NUMBER | |
| KONAMI MADE IN JAPAN INDOOR USE | |
| PN:0000097118 | |

• 以上標注內容僅為示例。不同輸出地區，其標注內容有所不同。

MEMO

1 規 格



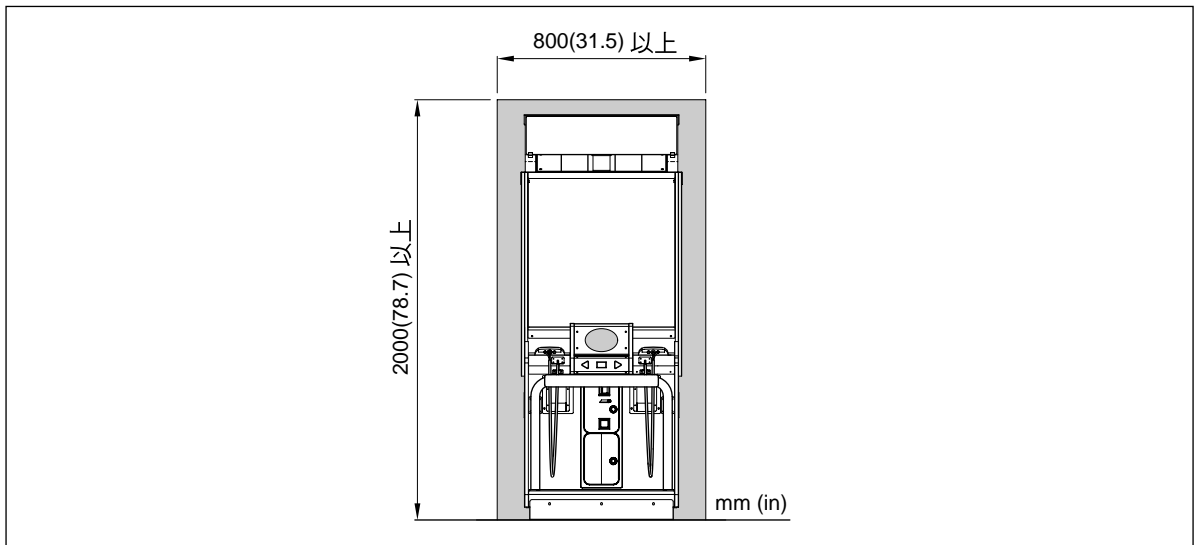
規 格

| | |
|--------|--|
| 外形尺寸 | 參閱上圖 mm(in) |
| 重 量 | 總重量：約 304kg (607.3 lb) (腳踏薄板除外) 1. 顯示屏裝置：約 186kg (410.1 lb) 2. 前面裝置：約 88kg (194.0 lb) 3. 連接架：約 10kg (22.1 lb) 4. 傳感器裝置：約 11kg (24.3 lb) (包括聚光燈) 5. 揚聲器：約 4.5kg /個 (9.9 lb) 6. 管：約 4.5kg /支 (9.9 lb) 7. 腳踏薄板：約 5kg (11.0 lb) |
| 額定消耗電力 | Σ GQA29-TB : 255W (MAX) Σ GQA29-HD : 220W (290VA) |
| 顯示屏 | 29英寸顯示屏 |
| 使用條件 | 溫度10~35°C (50~95°F) 濕度20~80% (不可結霜) |
| 附屬物品 | · 使用說明書 本書 · 記憶卡 1 · 錢箱鑰匙 2 · 維修用鑰匙 2 · 電源軟線 1 · ⊕字槽頭螺絲(M6×30L) 8 · 內六角螺絲(M6×20L) 18 · 內六角螺絲(M6×35L) 8 · 扁平墊圈(公稱直徑6) 26 · 腳踏薄板 1 · 腳踏薄板固定用雙面粘膠帶 10 · 腳擋板(安裝在前面裝置上) 1 · 腳擋板螺絲(安裝在前面裝置上) 3 · 內六角扳手(4mm) 1 · 旋轉燈的備用燈泡 (12V 10W/BA15S:在旋轉燈裝置內) 1 |

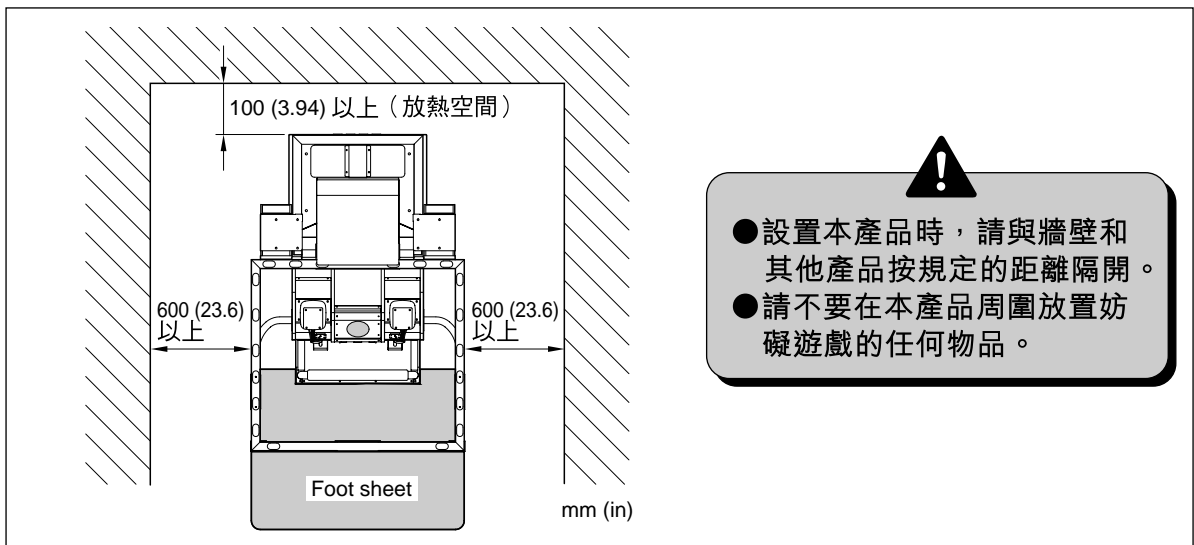
- 萬一附屬品不全或發現其他次品時，請惠詢當地的經銷店。
- 因提高產品性能等理由，本產品的規格不經預告可能有所變更。

■有關搬運與設置的尺寸

為便於搬進本裝置，門口的尺寸大小需按下列所示進行。

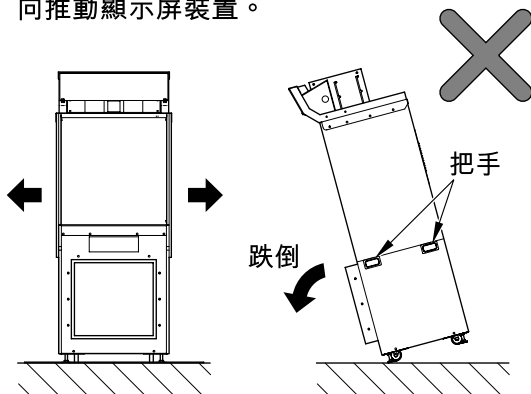


設置本產品時，請確保以下空間。



移動本產品時，請按以下方法進行。

- 分開後移動時，請務必按下圖所示的方向推動顯示屏裝置。

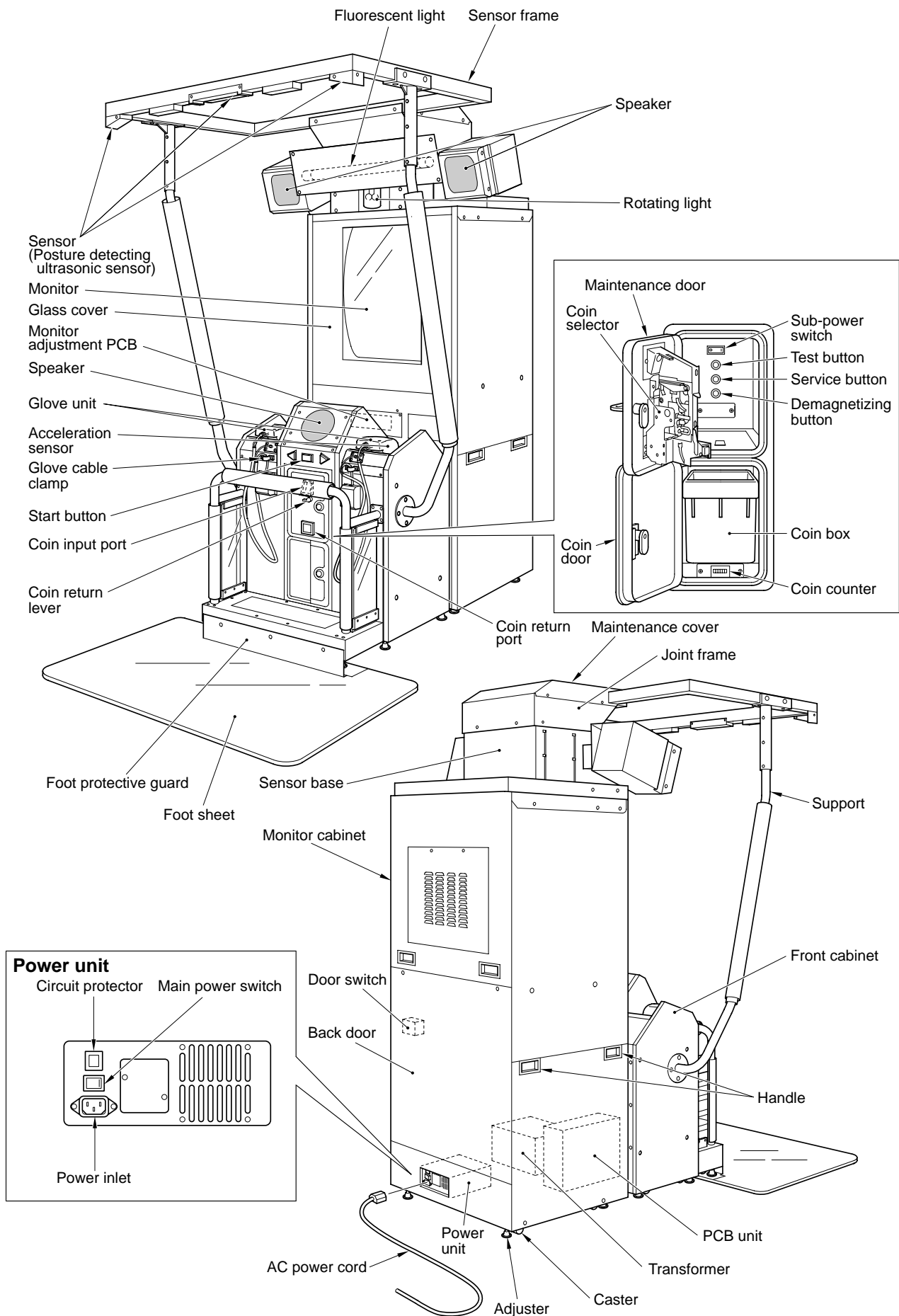


搬運時絕對不可向前傾倒，以免發生危險。

- 請務必由四個人以上手持把手或顯示屏裝置底部進行 (重量約為 186kg / 410.1 lb)

- 移動各裝置時，請不要過分施加力量。
- 移動各裝置時，請不要對關閉部位與可動部位施加過分的壓力。
- 在斜坡或臺階上移動時，請務必由四個人以上進行。

2 Names of parts



4 Opening and closing the doors

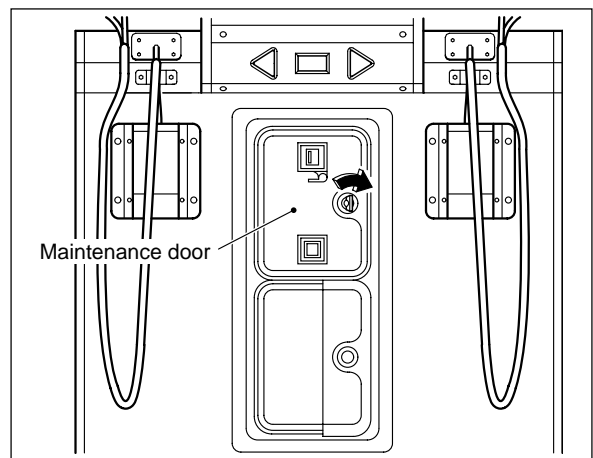
4-1 Opening and closing the maintenance door

■ How to open the maintenance door

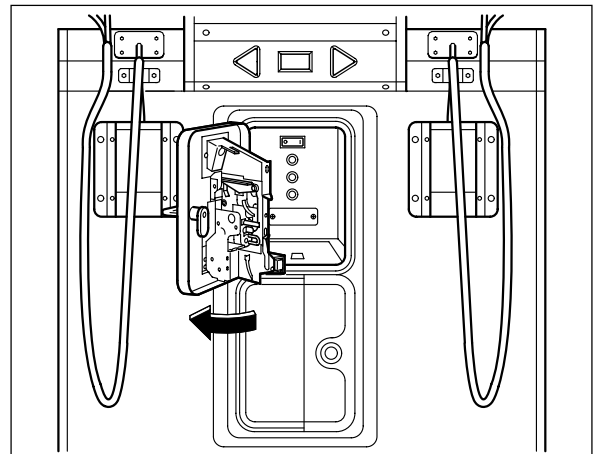


- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.

- 1 | Insert the accompanying maintenance key and turn it clockwise.



- 2 | Open the maintenance door.



■ How to close the maintenance door

- 1 | Close the maintenance door.
- 2 | Turn the maintenance key counterclockwise and draw it out.

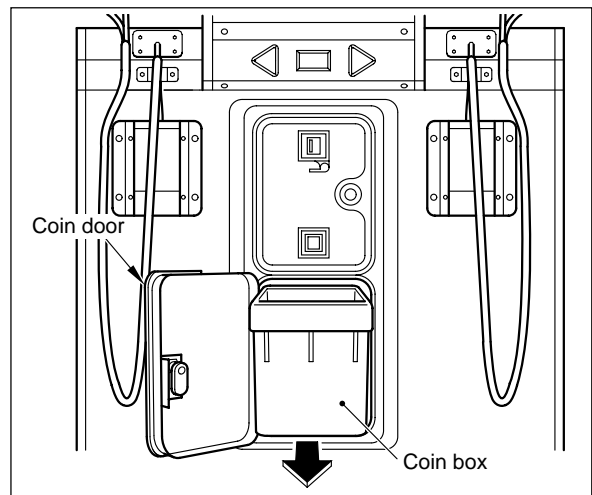
4-2 Opening and closing the coin door

■ Opening and closing the coin door and removing the coin box — — — — —



- Take care not to apply any load or impact to the coin door when it is open.
- Securely lock the door for protection against burglaries.
- Note that the coin box is considerably heavy to take out if it is full of coins.

- 1** | Insert the attached coin door key in the coin door and turn it clockwise.
- 2** | Open the coin door and take out the coin box.

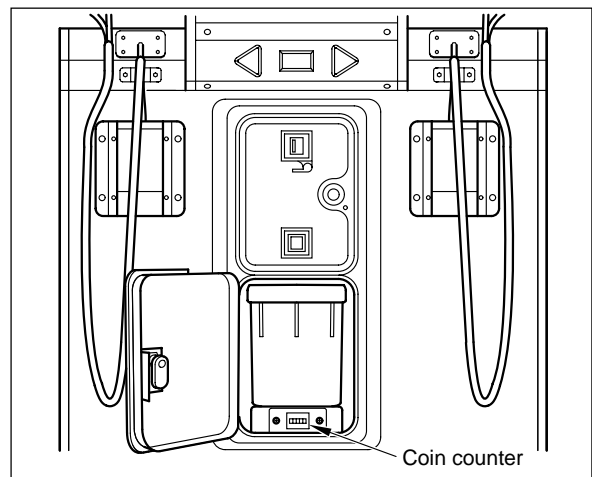


■ Coin counter — — — — —

You will find the coin box when the coin door is opened.
The coin counter is located under the coin box.

- To move the coin counter onto the service panel, see page 49.

MEMO



5 Game settings

5-1 Checking the game performance

- Turn ON the power switch, and the self-diagnosis test will get started. The test results will be shown on the screen. If the power is not turned ON, make sure that the main power switch and sub-power switch are both at the ON position. (See page 47) If the back door is not tightly closed, the power is not turned ON, either.



- Do not change the DIP switch setting of the machine to other than factory setting.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

■ Result of test —————

■ If test is OK

- The machine goes to the game mode and the demonstration game gets started.

■ If any abnormality is detected

- “BAD” or “ERROR” appears on the screen, and the checking is repeated.
- If “OPTION SETTINGS BACKUP DATA ERROR.” appear, press the test button on the service panel. (The settings will be back to the factory settings.)
- If “RECORD BACKUP DATA ERROR.” appear, press the test button on the service panel. (The ranking record will be back to the factory setting.)
- If “BOOKKEEPING BACKUP DATA ERROR.” appear, press the test button on the service panel. (The bookkeeping data will be back to the factory setting.)
- If an abnormal display continues or the machine does not operate normally, immediately turn OFF the main power switch and contact your nearest dealer.

■ Setting the time —————

If the timer is not set yet in the “BOOKKEEPING”, the following message appears on the screen.

“PLEASE SET THE TIME FOR THE BOOKKEEPING”

Press the test button, and the “MAIN MENU” screen shows up instead in the test mode. Select the “BOOKKEEPING” screen and set the time. Without this setting, the above message appears each time the machine gets started.

5-2 Setting and adjustment of game mode

Manually check and change the settings for the screen displays and game contents and change them as required.

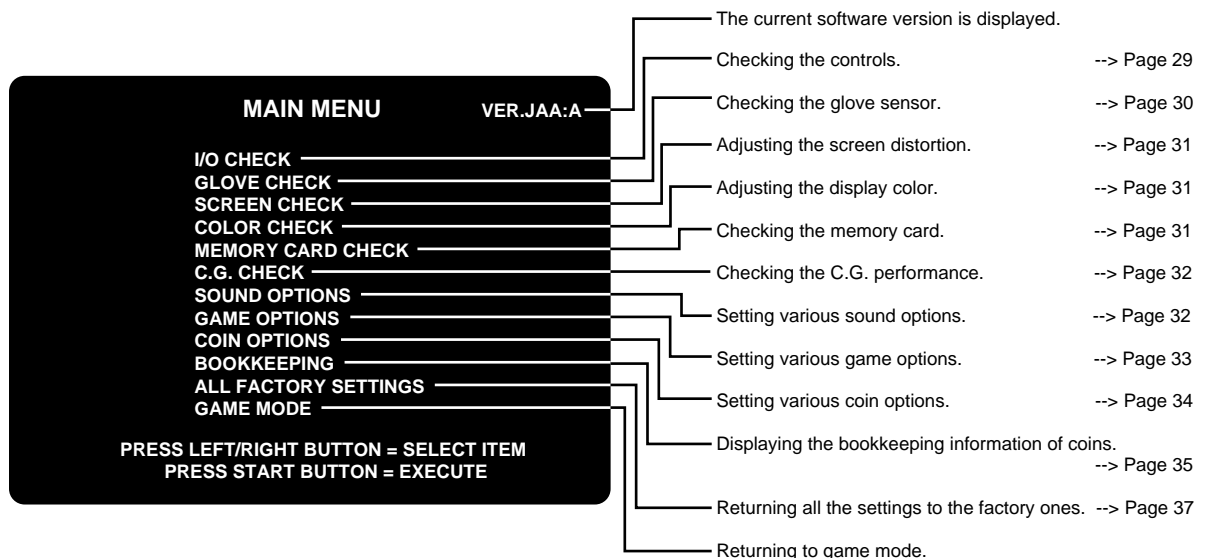
Starting the test mode

- 1 Turn ON the power switch.
- 2 While the demonstration game is playing, press the test button on the service panel. (Do not turn ON the power switch with the test button held down. The current settings, the ranking record and the "BOOKKEEPING" date will be erased and the machine, will have the factory settings.)
 - The main menu is displayed on the screen.

Quit the test mode

- 1 Press the right or left select button and select "GAME MODE" on the main menu.
- 2 Press the start button.
 - The screen goes back to the game mode.

Main menu screen (basic items)



•If the time is not set yet, "> <" starts flashing forward "BOOKKEEPING" to prompt you to set the system clock.

MEMO

Selecting each mode

How to select each mode from the main menu

- SELECT --> Press either the right or left select button.
- SET --> Press the start button.

After selecting a mode, refer to the page on which that mode is described in details.

5-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
 - Press the right or left select button to select a mode to be modified. Press the start button to change the setting.
 - After the setting has been changed, select "SAVE AND EXIT" and press the start button for entry.
"NOW SAVING" will appear, the modified settings will be saved, and the screen returns to the main menu.
 - If "EXIT" is selected after the modification of the settings, the following message will appear.

YOU DID NOT SAVE. DO YOU WANT TO SAVE? [YES / NO]

Press the right or left select button to select "YES" or "NO", and press the start button for entry.

If "YES" is selected, the new settings will be saved with "NOW SAVING" displayed and the screen will return to the main menu.

If "NO" is selected, the message "NO MODIFICATION" will appear, the modified settings will not be saved, but the main menu will show up again on the screen.

- If "FACTORY SETTINGS" is selected and the start button is pressed, all the setting of the mode will be returned to the factory setting.

MEMO

I/O CHECK

Checking the controls

■ Mode for checking the performance of the controls.

To return to the main menu screen, press the start button while pressing the left select button.

I/O CHECK

| | | |
|-------------------|------|------|
| START BUTTON | OFF | |
| LEFT BUTTON | OFF | |
| RIGHT BUTTON | OFF | |
| TEST SWITCH | OFF | |
| SERVICE SWITCH | OFF | |
| COIN MECH1 SWITCH | OFF | |
| COIN MECH2 SWITCH | OFF | |
| SENSOR DATA | 00 | 00 |
| SENSOR POSITION | 0.00 | 0.00 |

HOLD RIGHT BUTTON = ROTATING LIGHT CHECK
 HOLD START BUTTON = START BUTTON LAMP CHECK
 HOLD LEFT BUTTON ON & PRESS START BUTTON = EXIT

SENSOR ERROR(-xx)

•This screen is just an example.

- Displaying the state of switches.
 - ON.....Switch is on.
 - OFF.....Switch is off.
- Displaying sensor input value in hexadecimal notation.
 - The left number corresponds to the left sensor on the screen. Reference values are 20 thru FC (hexadecimal numbers).
 - The right number corresponds to the right sensor on the screen. Reference values are 20 thru FC (hexadecimal numbers).
- Displaying the position of sensor.
 - The left number changes when moving right and left. Values -1.00 to 1.00 are normal at maximum of -1.40 to 1.40.
 - The right number changes when moving up and down. Values 0.00 to 2.00 are normal at maximum of 0.02 to 2.00.
- Visually check the information of SENSOR POSITION.
 - The green-colored point shows the sensor detecting position.
 - This point follows the move of player.
 - It means normal that the point moves beyond the red frame when moving right and left, and up and down.
 - If the sensor is in trouble, the following message appears onscreen.
- The rotating light stays on as long as the right select button is held pressed.
- The start button light stays on as long as the start button is held pressed.

•If "SENSOR ERROR" appears on the screen, contact your nearest dealer.

MEMO

GLOVE CHECK

Checking the glove sensor

- Mode for checking the glove sensor. Stretch out the glove toward the screen to check the glove sensor performance.
To return to the main menu screen, press the start button.



•After the glove unit has been repaired or replaced, be sure to check the glove reaction.

The screenshot shows the 'GLOVE CHECK' menu with the following content:

```

GLOVE CHECK

LEFT GLOVE
  REAR-FRONT (1ch)  +0 (ADC 00000)
  |-----+-----|-----+-----+
  LEFT-RIGHT (2ch-H) +0 (ADC 00000)
  |-----+-----|-----+-----+
  BOTTOM-TOP (2ch-L) +0 (ADC 00000)
  |-----+-----|-----+-----+

RIGHT GLOVE
  REAR-FRONT (3ch)  +0 (ADC 00000)
  |-----+-----|-----+-----+
  LEFT-RIGHT (4ch-H) +0 (ADC 00000)
  |-----+-----|-----+-----+
  BOTTOM-TOP (4ch-L) +0 (ADC 00000)
  |-----+-----|-----+-----+

PRESS START BUTTON = EXIT
    
```

Callouts from the right side of the image:

- Displays the setting of the left-hand glove sensor level.
- sensor level setting.(ADC level is the A/D converter value before correction.)
The speedier you move the glove, the higher the setting variation is.
The level settings are displayed for each of the 3 directions:forward and back, right and left, and up and down.
- The "I" (red vertical bar) marking moves according to the sensor level setting.
The speedier you move the glove, the wider the marking shifts.
The yellow vertical bar "I" appears when the setting gets maximum and minimum.
- Displays the setting of the right-hand glove sensor level.

•This screen is just an example.

Check points (Make sure the following 3 points are satisfied.)

- Keep the glove in a position, and make sure the level settings remain almost the same.
- Keep the glove in a position, and make sure the ADC level is in the 26000 to 40000 range.
- Move the glove, and make sure the settings change for the 3 directions.

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB (See page 59) to make adjustments. To return to the main menu screen, press the start button.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Make the adjustment using the monitor adjustment PCB (See page 59) so that the colors of the color bars should appear properly graded and the background should become black sufficiently.

To return to the main menu screen, press the start button.

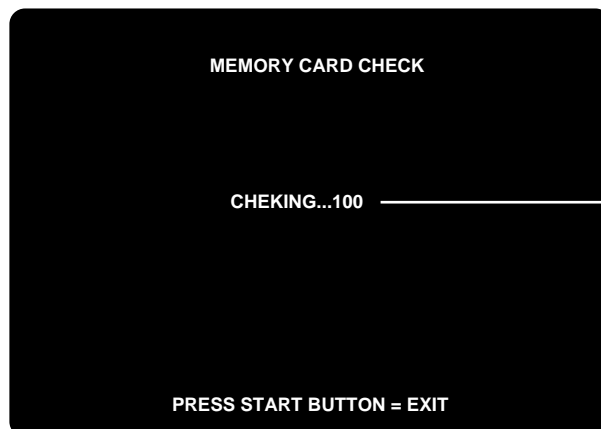
MEMORY CARD CHECK

Checking the memory card

- Mode for checking the memory card.

In this mode, the memory card is checked one after the other. "OK" appears on the screen when not in trouble: "BAD" if in trouble.

Press the start button to interrupt checking or return to the main menu screen.



Counts down from "100".
Checking is complete when at "0".

•This screen is just an example.

When the memory card have been completely checked, "OK" appears.

OK

If anything wrong is in the check results, "BAD" appears.

BAD

- If "BAD" appears, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

C.G. CHECK

Checking the C.G. performance

■ Mode for checking the function of the C.G..

Watch the screen in this mode to make sure the images appear correctly.

To return to the main menu screen, press the start button.



Two cubes turn entangled with each other. The upper cube alone appears opaque, transparent and opaque again.

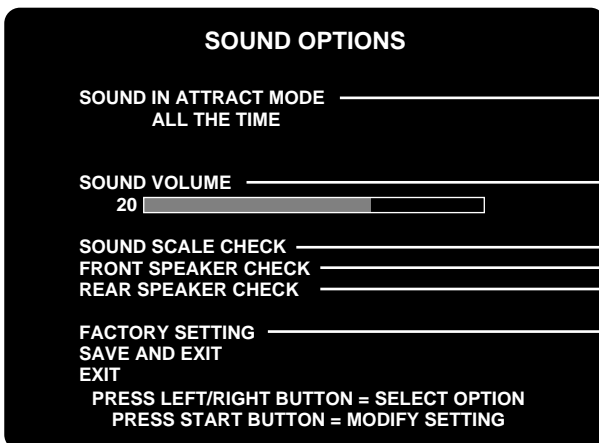
SOUND OPTIONS

Setting various sound options

■ Mode for setting and checking the sound options.

Press the right or left select button to select an item, and press the start button to change the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



Turns on and off the demo play sound.
 ·ALL THE TIME.....Sound always on.
 ·ONCE EVERY 4 CYCLES... Sound on every 4 cycles.
 ·COMPLETELY OFFSound always off.

Adjusts the sound volume level from 0 (mute) to 30 (max.).
 Each time the start button is pressed, the volume uses one level.
 When the sound volume exceeding the level 30 (max.) returns to 0 (mute).

You will hear a "do-re-mi..." musical scale from the front speaker first and then from the rear speakers. This is repeated twice.
 (The second round is given sound effects.)

You will hear a "do-re-mi..." musical scale from the front speakers.

You will hear a "do-re-mi..." musical scale from the rear speakers.

Press the start button to return all the settings in this mode to the factory settings.

•This screen is just an example.

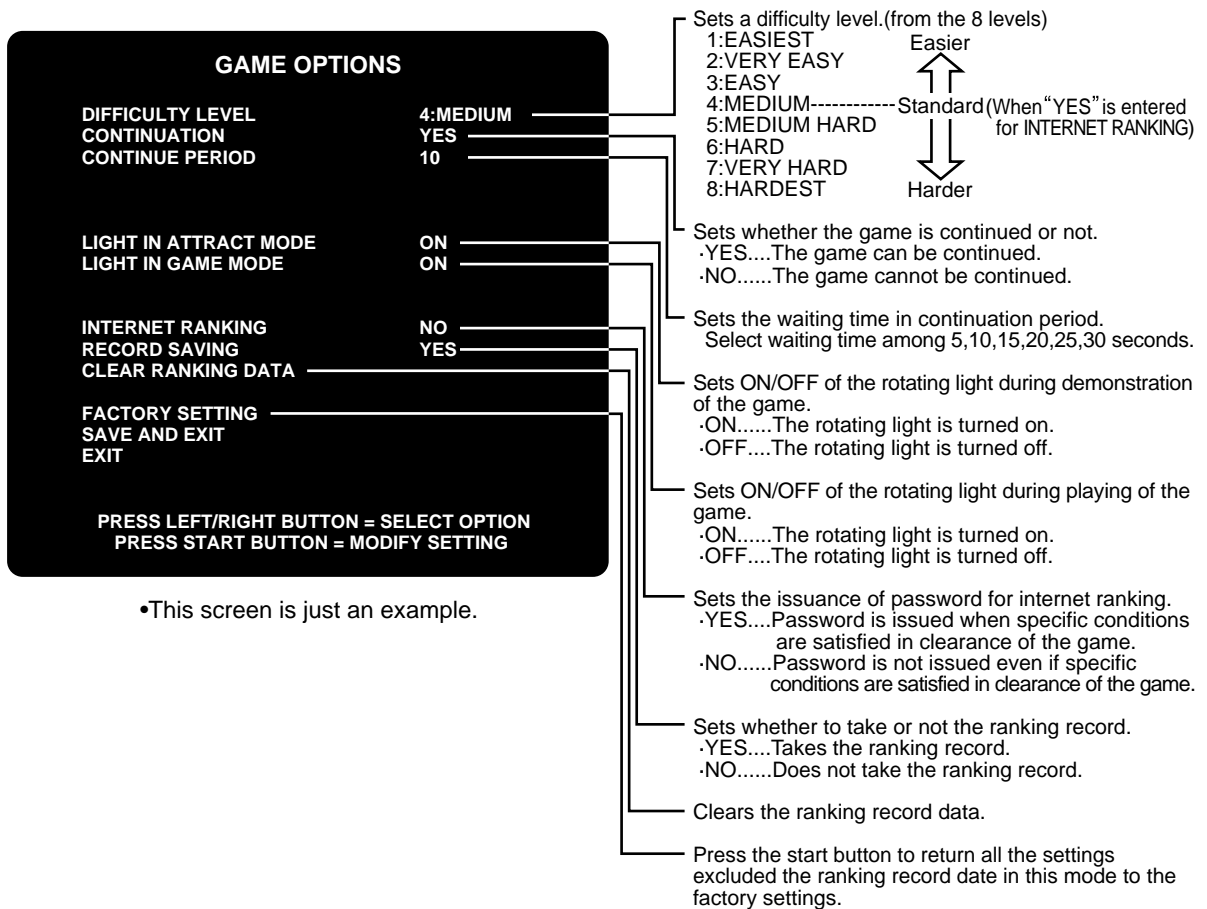
GAME OPTIONS

Setting various game options

- Mode for setting and checking the game options.

Press the right or left select button to select an item, and press the start button to change the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



•This screen is just an example.

COIN OPTIONS

Setting various coin options

■ Mode for setting and checking the coin options.

Press the right or left select button to select an item, and press start button to change the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



•The coin setting options are not displayed when "FREE PLAY" is set to "YES". In such case, remember the games will be free.

COIN OPTIONS

| | |
|-------------------------|----------------------|
| FREE PLAY | NO |
| COIN MECHANISM | COMMON |
| COIN SLOT 1 | 1 COIN 1 CREDIT |
| COIN SLOT 2 | 1 COIN 1 CREDIT |
| START | 2 CREDITS TO START |
| CONTINUE | 1 CREDIT TO CONTINUE |
| FACTORY SETTINGS | |
| SAVE AND EXIT | |
| EXIT | |

PRESS LEFT/RIGHT BUTTON = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

- Selects a free play.
·YES.....Available for free play.
·NO.....Not available for free play.
- Sets the credits of coin slots common or independent when two or more coin slots are available.
·COMMON.....When two or more coin slots are available, their credit is common.
- INDEPENDENT....The credit of each coin slot is independent.
- Sets the number of credits for a coin.
(16 COINS 1 CREDIT to 1 COIN 1 CREDIT.)
- Sets the number of credits required to start the game.
(1 CREDIT to 16 CREDITS.)
- Sets the number of credits necessary for continuation of the game.
(1 CREDIT to 16 CREDITS.)
- Press the start button to return all the settings in this mode to the factory settings.

•This screen is just an example.

BOOKKEEPING

Displaying the bookkeeping information of coins

- Mode for displaying the total data on the number of coins put in the machine.

If the time is preset on the “CLOCK SETUP” screen, the total data on the number of coins put into the machine can be checked for each coin slot.

To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the start button.

BOOKKEEPING

CLOCK SETUP

SYSTEM CLOCK 6:20:19 P.M.

SET TO HOUR 6 P.M.

MINUTE 20

SECOND 19

SAVE AND EXIT

EXIT

PRESS LEFT/RIGHT BUTTON = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

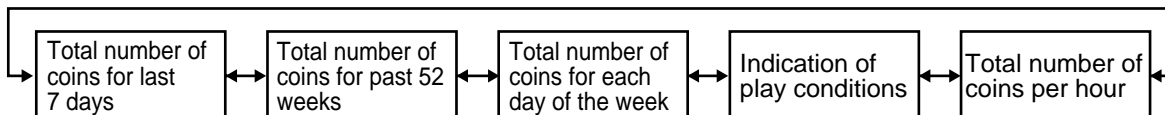
- Displays the time in the built-in calendar memory in the 12-hour system.(6:20:19 in the afternoon shown here)
- Sets the current hours (in the 12-hour system).
- Sets the current minutes.
- Sets the current seconds.
- Saves the current time and returns to the main menu screen.
If the above 3 top settings are made but not saved here, the time is not reflected.
- Does not save the current time and returns to the main menu screen.

•This screen is just an example.

- Just when the machine has been set up or initialized, set the time in this screen.
- When the time setting has been modified, the bookkeeping information is automatically cleared. With the current time not set, the total of received coins and other bookkeeping data are not displayed. (The data once erased can not be resumed.)

MEMO

- When the time has been preset on the “CLOCK SETUP” screen as shown above, the following each “BOOKKEEPING” is displayed on the screen. When pressing the right or left select button to select “NEXT SUMMARY”, the screen changes as follows. To return to the main menu screen, press the start button to select “EXIT” in individual display screen.



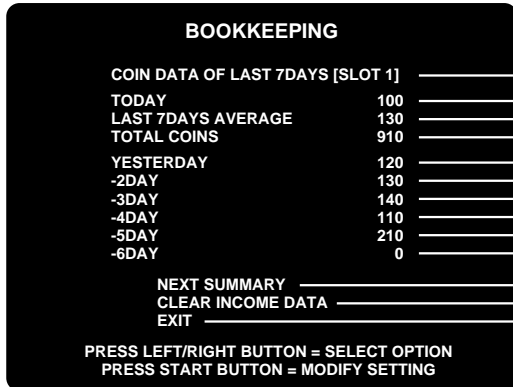
When the current time has been set, the current time and coin collection summary data can be cleared by pressing the start button after selecting "CLEAR INCOME DATA" on each display screen.

At this time, the question “DO YOU WANT TO CLEAR BOOKKEEPING DATA? YES/NO” is indicated on the screen. Press the right or left select button to select “YES” or “NO” first and then the start button to enter the decision.

If “YES” is selected, “CLEANING BOOKKEEPING DATA...” appears on the screen and all the bookkeeping data are deleted. The data is saved as was set at the time of shipment and the main menu appears again automatically.

If “NO” is selected, “NO MODIFICATION” is indicated and the main menu appears again without deletion of the data.

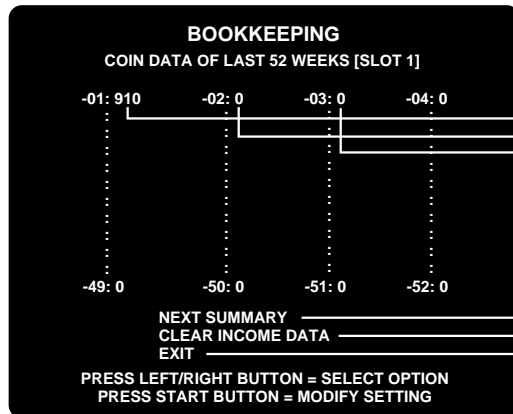
Screen of the total number of coins for last 7 days



- When COIN MECHANISM of "COIN POTIONS" is set at COMMON, "SLOT 1" and "SLOT 2" are displayed individually.
- Number of coins of today.
- Average number of coins of last 7 days.
- Total number of coins after the time being set.
- Number of coins of yesterday.
- Number of coins of 2 days ago.
- Number of coins of 3 days ago.
- Number of coins of 4 days ago.
- Number of coins of 5 days ago.
- Number of coins of 6 days ago.
- Changes to the screen of "The total number of coins for past 52 weeks".
- Clears the coin summary data and returns to the main menu screen.
- Returns to the main menu screen.
- "0" appears for the day whose data is not totaled.

•This screen at left is just an example.

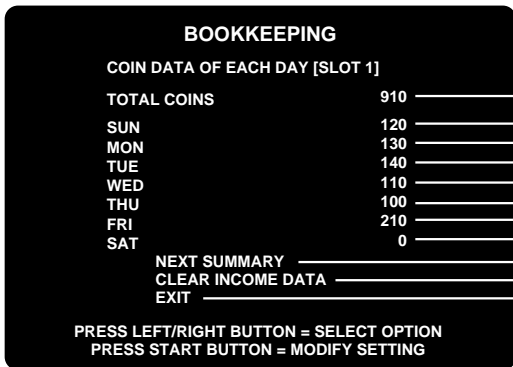
Screen of the total number of coins for past 52 weeks



- Number of coins of 1 week before.
- Number of coins of 2 weeks before.
- Number of coins of 3 weeks before.
- ...
- "0" appears for the week whose data is not totaled.
- Changes to the screen of "The total number of coins for each day of the week".
- Clears the coin summary data and returns to the main menu screen.
- Returns to the main menu screen.

•This screen at left is just an example.

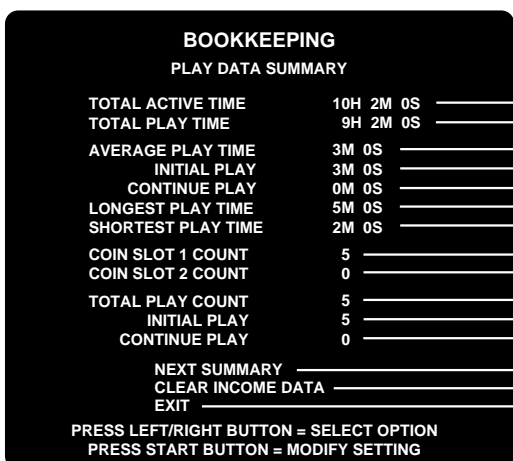
Screen of the total number of coins for each day of the week



- Total number of coins since the setting of time.
- Number of coins for Sunday.
- Number of coins for Monday.
- Number of coins for Tuesday.
- Number of coins for Wednesday.
- Number of coins for Thursday.
- Number of coins for Friday.
- Number of coins for Saturday.
- Changes to the screen of "Indication of play conditions".
- Clears the coin summary data and returns to the main menu screen.
- Returns to the main menu screen.
- "0" appears for a day of the week whose data is not totaled.

•This screen at left is just an example.

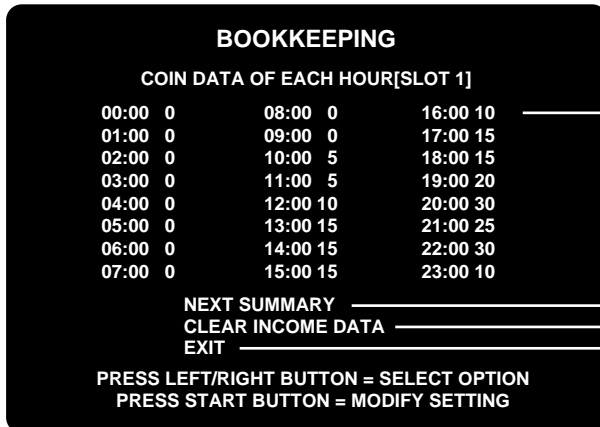
Screen of indication of play conditions



- Total active time since the setting of time.
- Total play time since the setting of time.
- Average play time.
- Average fast play time.
- Average continue play time.
- Longest play time.
- Shortest play time.
- Total count for coin slot 1.
- Total count for coin slot 2.
- Total number of play rounds since the setting of time.
- Total number of fast play rounds.
- Total number of continue play rounds.
- Changes to the screen of "The total number of coins per hour".
- Clears the coin summary data and returns to the main menu screen.
- Returns to the main menu screen.

•This screen at left is just an example.

Screen of the total number of coins per hour.



Total number of coins per hour.

Changes to the screen of "The total number of coins for last 7days".

Clears the coin summary data and returns to the main menu screen.

Returns to the main menu screen.

"0" appears for the hour whose data is not totalized.

•This screen is just an example.

ALL FACTORY SETTINGS

Returning all the settings to the factory ones

■ Mode of returning all the settings of each mode to their factory settings.

Press the right or left select button to select "YES" or "NO". Press the start button to enter the decision.

When "YES" is selected, you are requested to confirm it. When "YES" is selected again, all the settings of each mode will be returned to their factory settings with "NOW SAVING" appearing on the screen. The main menu screen will then show up itself.

If "NO" is selected, "NO MODIFICATION" is indicated and the main menu appears again without saving the data of changed settings.



When "YES" is selected, you are requested to confirm it.

•This screen is just an example.

Mode for returning to the factory settings

- SOUND OPTIONS
- GAME OPTIONS
- COIN OPTIONS
- BOOKKEEPING

6 Installation and assembling

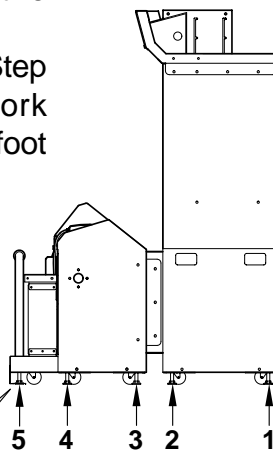
6-1 Fastening the adjusters

■ How to fasten the cabinet adjusters

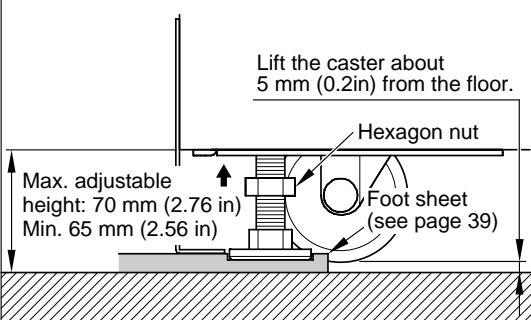


- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Make all the cabinet 10 adjusters come in contact with the floor, tighten them with hexagon nuts after making sure that all the cabinets are placed stably in a horizontal position.

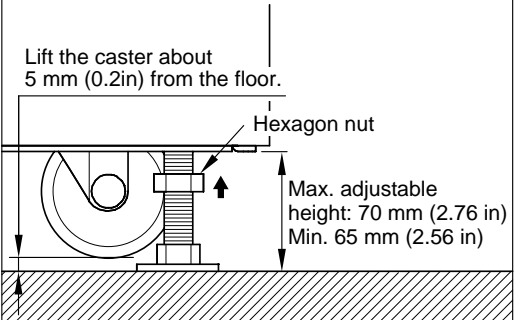
- Fix the adjusters in the order of Steps 1 to 5 as shown in the figure. When fixing the adjusters in Step 5, the fast carry out the work shown in “6-2 Spreading the foot sheet” of the next page.



Caster on the front cabinet side



Caster on the monitor cabinet side



6-2 Spreading the foot sheet

How to spread the foot sheet

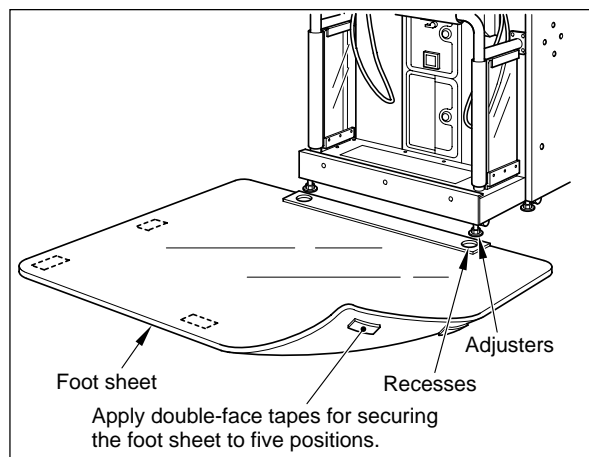


- When spreading the foot sheet, fix the cabinet unit adjusters.
- Be sure to place the foot sheet directly on the floor.
- Do not apply any oil and fat, such as wax, to the top surface of the foot sheet.

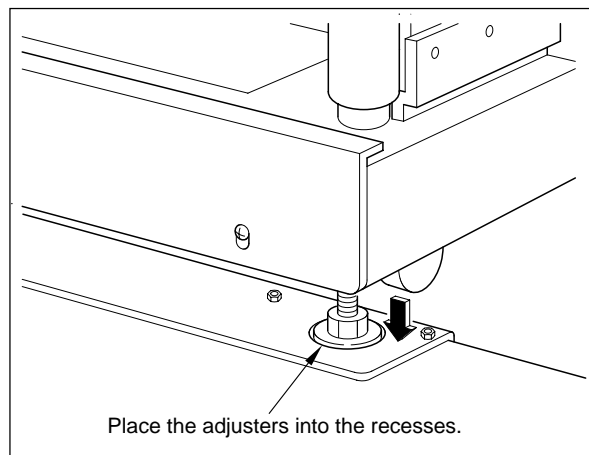
- 1** Stick the attached double-face tape to the backside of the foot sheet and place that on the floor.

- Place the foot sheet so that the recesses of the sheet come just under the adjusters.
- There are 10 double-face tapes for securing the foot sheet, 5 of which are for spare.

MEMO



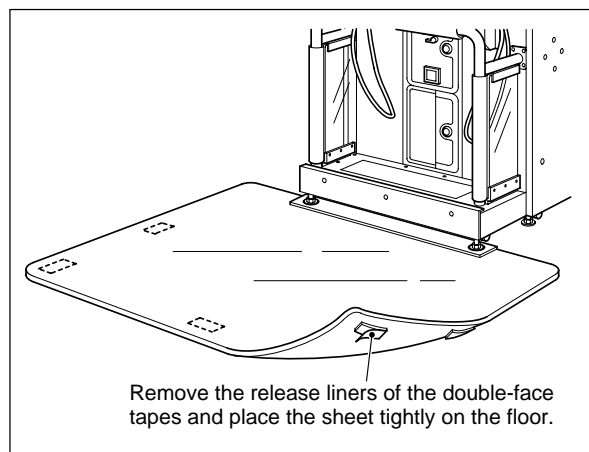
- 2** Place the adjusters into the recesses of the foot sheet. (See page 38.)



- 3** With the double-face tape (applied in Step 1 above), stick the foot sheet onto the floor.

- Make sure the foot sheet does not slip out of place.

MEMO



6-3 Attaching the foot protective guard

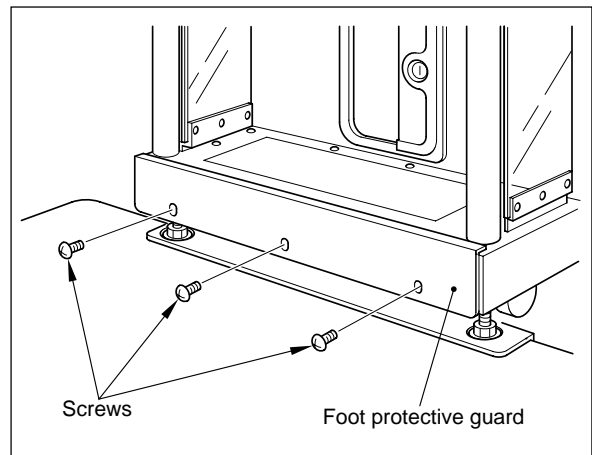
■ How to attach the foot protective guard —————

The foot protective guard has been shipped attached in the transport-purpose position. Make sure the machine is secured on the adjusters. Then place and fix the guard in the specified position.

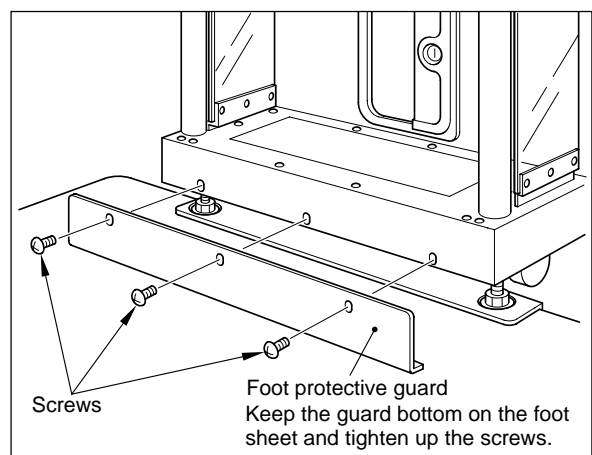


- Be sure to attach the foot protective guard in position. It is designed to prevent players from getting their feet between the floor and the machine bottom and from getting injured.
- Before attaching the foot protective guard, be sure that the adjusters are fixed tight in place.

- 1** Remove the screws off the foot protective guard. Detach the guard.



- 2** Place the foot protective guard (removed in Step 1 above) upside and down. Using the screws, attach it in position. See the figure at right.



- When moving the machine, reattach the foot protective guard to the transport-purpose position.

MEMO

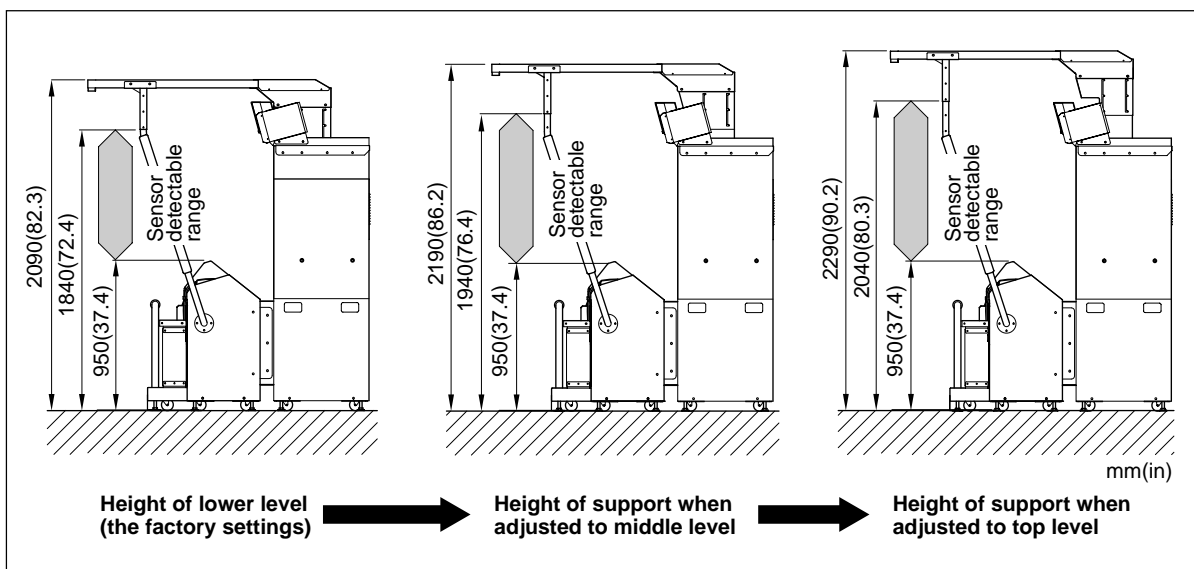
6-4 Mounting the sensor frame

How to mount the sensor frame

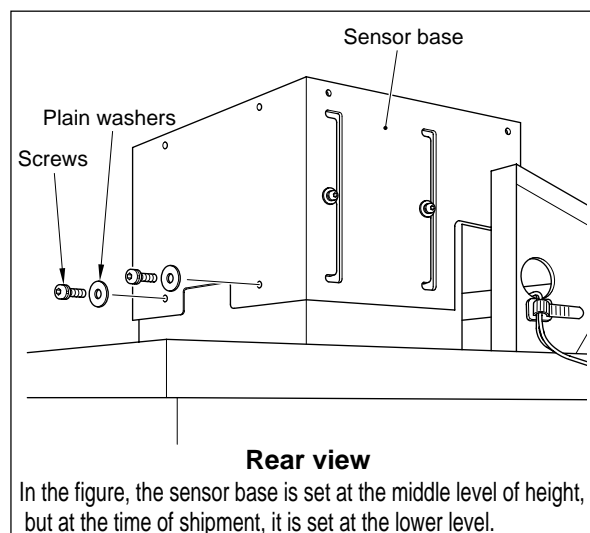


- The sensor frame weighs about 11 kg (24.3 lb). The joint frame weighs about 10 kg (22.1 lb). Be sure to make a team of 4 or more people in detaching and attaching it and to use a stepladder for added safety.
- Keep the specified clearances (see page 11) between the game machine and walls as well as other products.
- Do not apply a strong force for moving the machine.
- Do not leave anything that would interfere with playing the game.
- Do not paint and do not stick a seal or POP on the sensor elements of the sensor frame and around them.

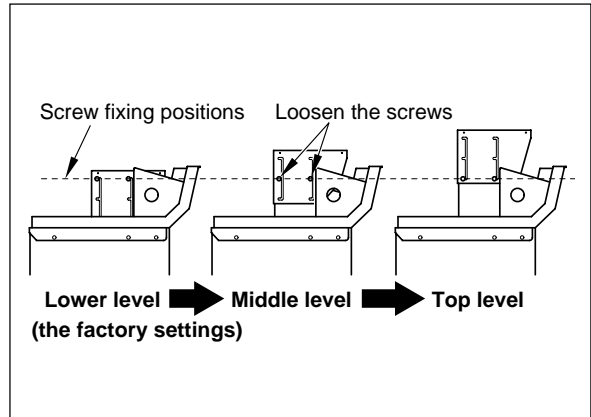
The height of this machine can be adjusted in three levels.
(The height has been set at the lowest level at the time of shipment.)



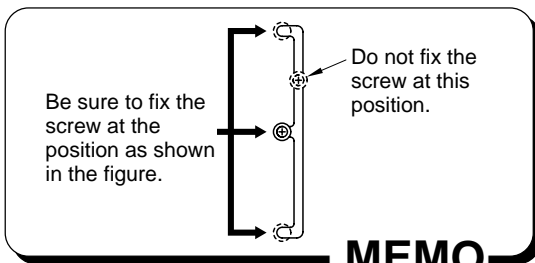
- 1 With use of the attached tool, remove the screws provided at the top of the monitor cabinet.



2 To set the machine height at other than lower level, adjust the height by loosening the four screws shown in the figure with use of the attached tool.

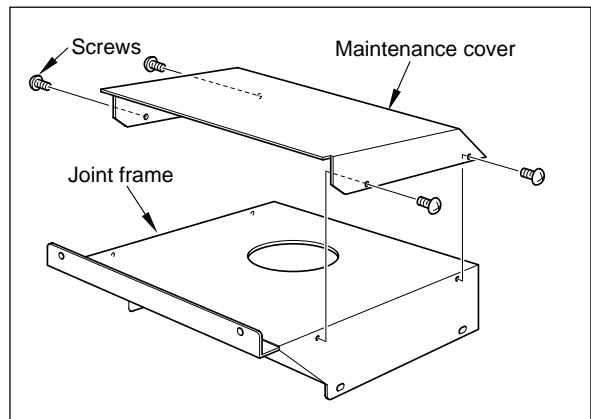


3 When the adjustment is complete, mount the screws that were removed in Step 1 and then tighten up the screws that were loosened in Step 2.

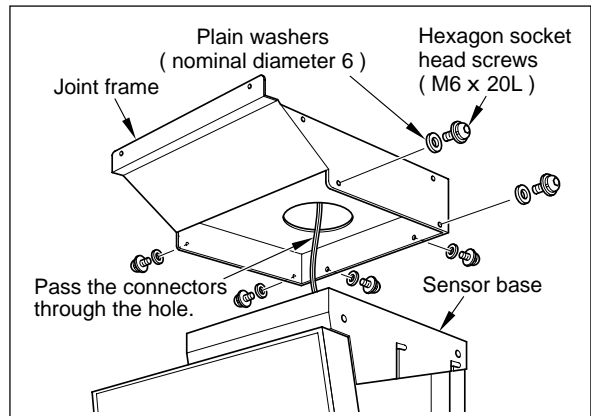


MEMO

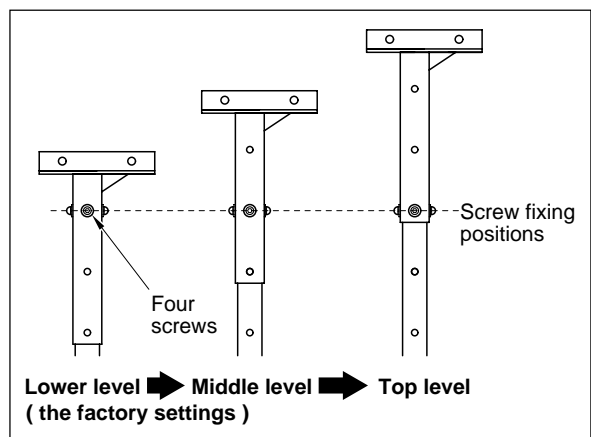
4 Remove the screws from the joint frame, and detach the maintenance cover.



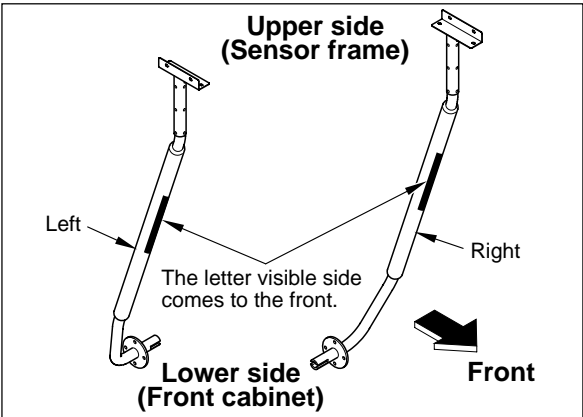
5 Mount the joint frame to the sensor base by the attached screws.



6 Align the height of the support with the position adjusted in Step 2 and tighten up the screws.



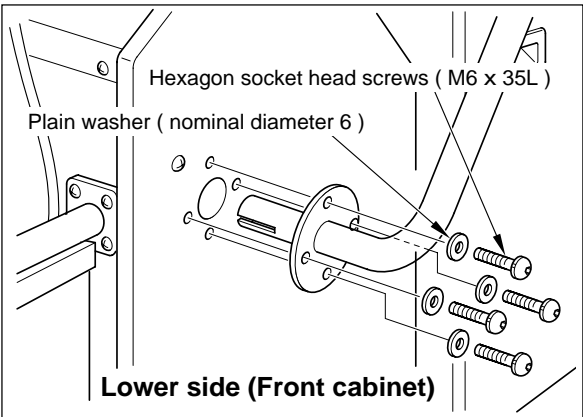
7 There are a right support and left support, which can be identified by the position of letters on the label. Make sure which support should be mounted to which side.



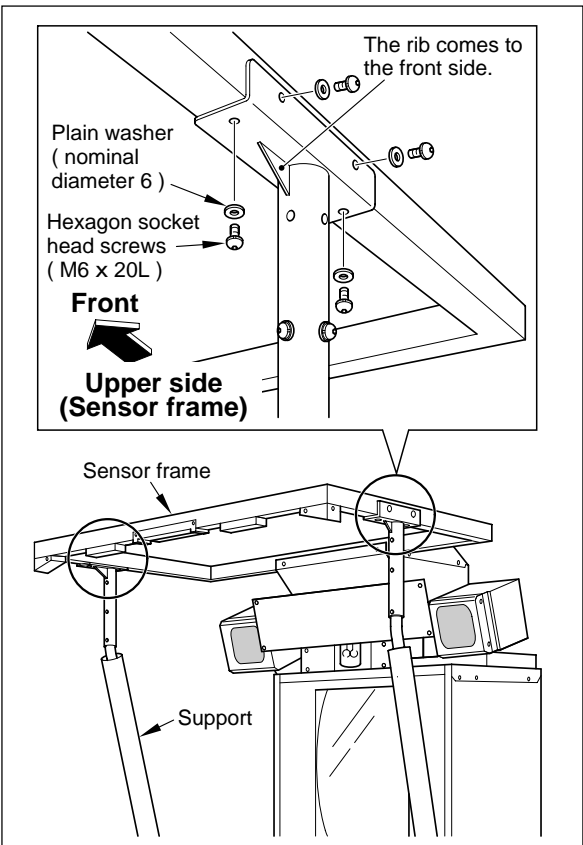
8 Temporarily fix the support at its lower part with screws.

•Mount the right and left supports simultaneously in the same procedure.

MEMO

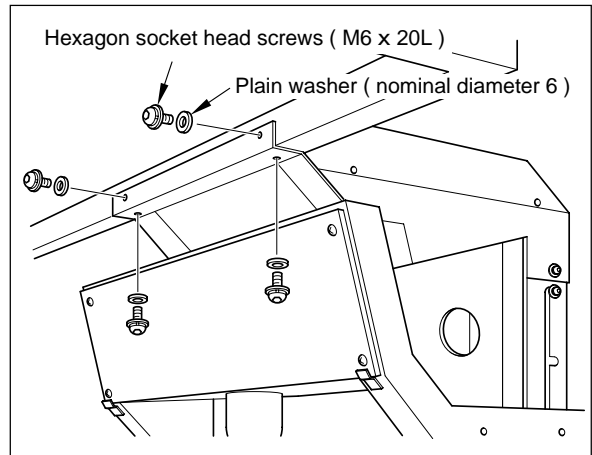


9 Secure the support and the sensor frame by tightening the accompanying screws 3 or 4 turns.

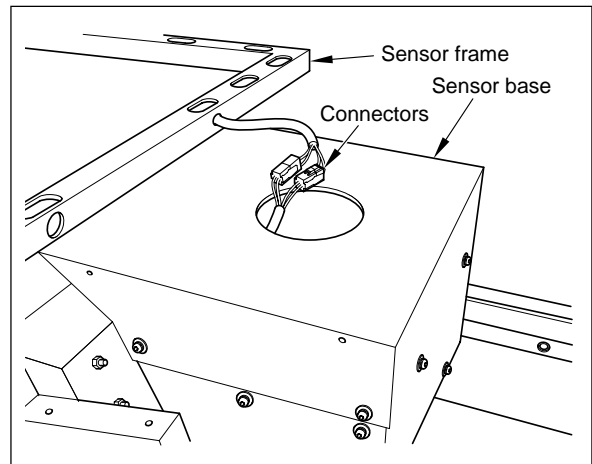


10 Fit the sensor frame onto the joint frame and secure them by tightening the accompanying screws 3 or 4 turns.

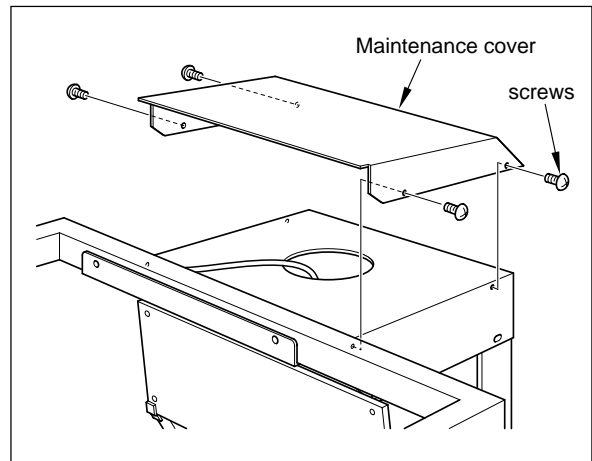
11 Tighten up all the screws to fix the sensor frame firmly.



12 Connect the connectors of the sensor base with that of the sensor frame.



13 Attach the maintenance cover (detached in Step 4) back into position.



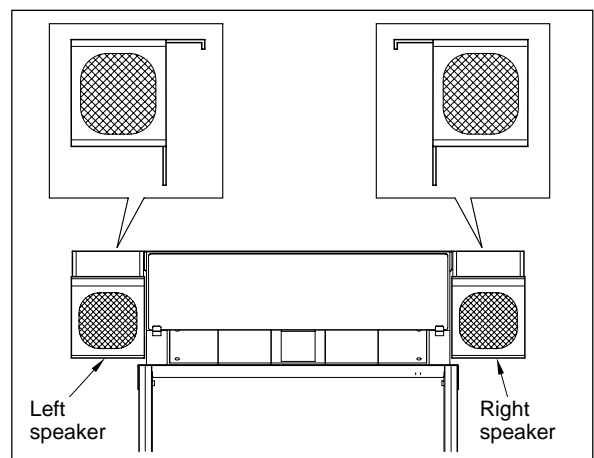
6-5 Attaching the speakers

■ How to attach the speakers



- Before attaching the speakers, be sure to fix the cabinet unit adjusters.
- When attaching the speakers, be sure to make a team of two or more people, using a stepladder for added safety.
- When attaching the speakers, be very careful not to get your hands and wires caught.

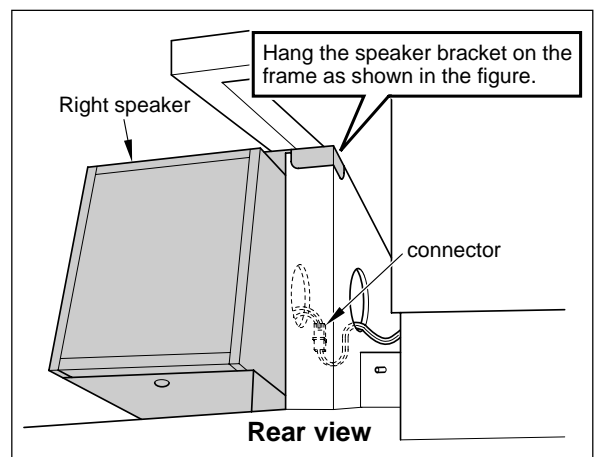
- 1** The right and left speakers can be identified by their appearance. Referring to the figure at right, check which speakers in which positions.



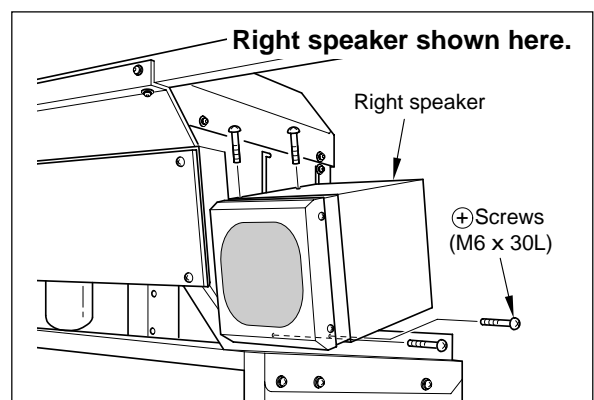
- 2** Go to the back of the machine, connect the specified connectors, and hook up the speakers on the frame.

- Do the same for both the right and left speakers.

MEMO



- 3** Being careful not to get the wires caught, attach the speakers.



6-6 Setting the memory card

■ How to set up the memory card



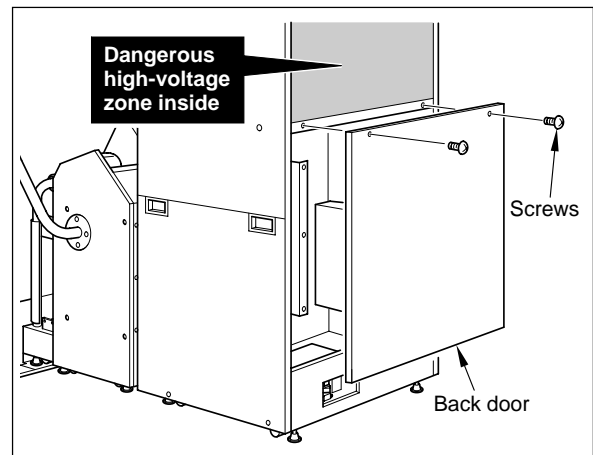
- Before setting the memory card, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

1 Make sure that the main power switch is turned OFF and the power cord is unplugged.

2 Remove the screws and detach the back door.



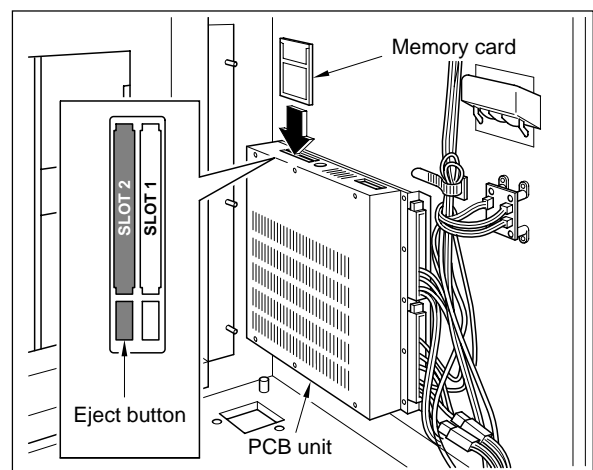
• Never touch the high-voltage area shown in the figure.



3 Insert the memory card of this kit in the left slot (SLOT2) of the PCB unit. Be careful not to turn the card upside down.

- There are two slots for memory card at the right and left in the PCB unit. Be sure to insert the memory card, with the printed side facing you, deep enough into the left slot (SLOT2). Then make sure that the eject button is popped out.
- Be sure to insert the memory card of this kit in the slot.

MEMO



4 Fix the back door tightly with the screws.
(Loose screws may activate the door switch, which keeps off the power.)

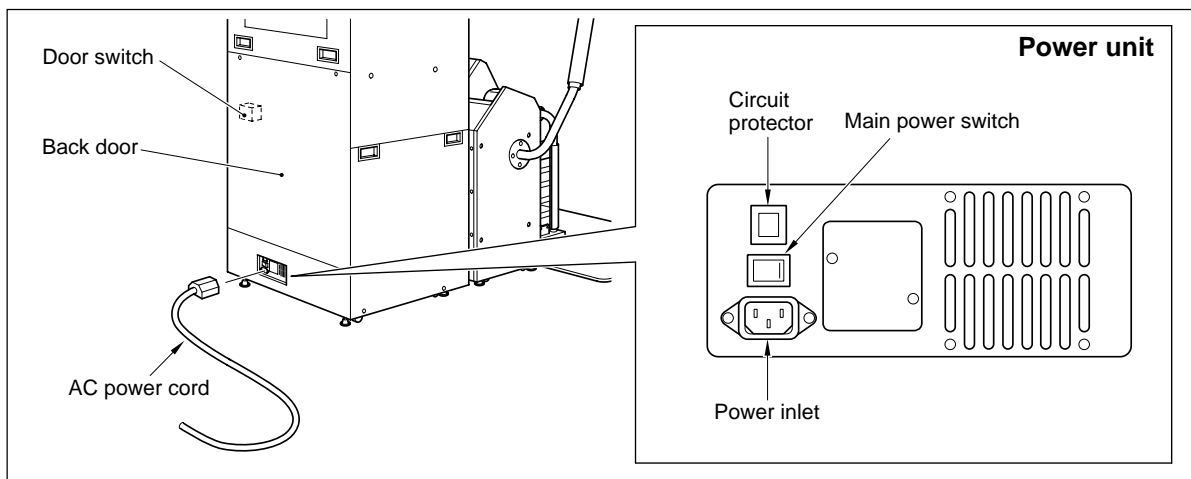
6-7 Power unit

Power unit

The power supply unit is provided at the rear side of the monitor cabinet.



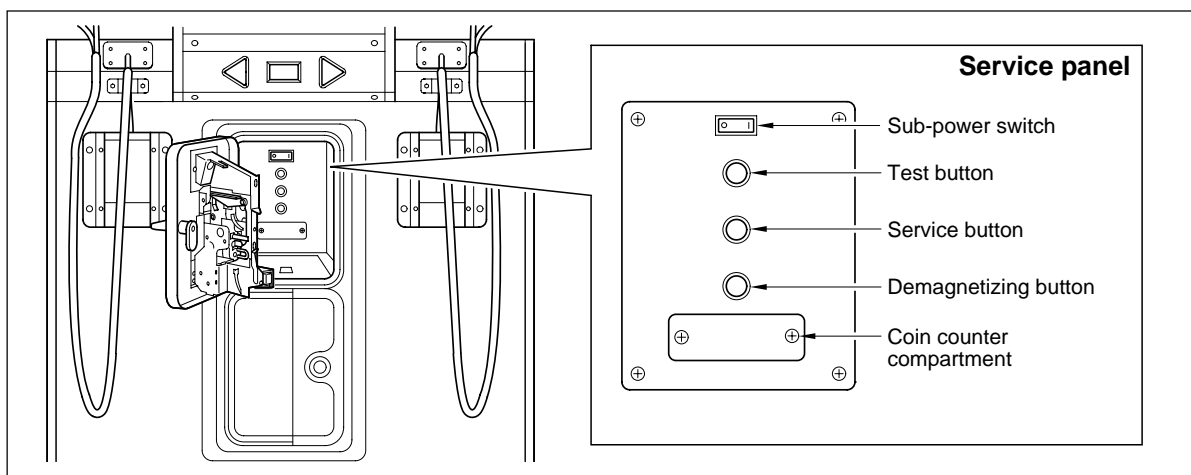
- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



6-8 Service panel

Service panel

Using the accompanying maintenance key, open and detach the maintenance door to access the service panel inside.



6-9 Splitting into and moving of units

How to split into units

Before moving the machine, be sure to remove the foot protective guard and the foot sheet.



- Before separating the units or moving the machine, be sure to turn OFF the main power switch, unplug the power cord, and disconnect the power cord.
- Before moving the machine, be sure to separate the foot protective guard and the foot sheet from the front cabinet and fully screw up all the adjusters. Move the machine on the casters.
- When moving the units, use care not to apply a strong force to them.
- The monitor cabinet may fall down depending on to which direction it is pushed. When moving it after separation, always push it sideways (in the right or left direction). When moving it on a slope or over a step, it should be carried by more than four persons.
- When moving the units, use care not to apply undue force to opening and closing parts as well as moving parts.
- When connecting the split units again, pay due attention not to pinch your hand and wires.

Take the following steps, shown below, to separate the units.

4 Detaching the supports
When detaching the supports, be sure to make a team of 2 or more people and to use a stepladder for added safety. (See page 43.)

6 Remove the foot protective guard
(See page 40.)

7 Remove the foot sheet
Carefully remove the foot sheet, which is in tight contact with the floor surface. (See page 39.)

3 Detaching the sensor frame
The sensor frame weighs about 11 kg (24.3lb). Be sure to make a team of 4 or more people and to use a stepladder for added safety. (See page 44.)

2 Detaching the speaker units
When detaching the speaker units, be sure to make a team of 2 or more people and to use a stepladder for added safety. (See page 45.)

1 Turning OFF the main power switch
Turning OFF the main power switch and unplug the AC power cord from the receptacle. (See page 47.)

5 Loosing the adjusters
Loosing the adjusters of the monitor cabinet and the front cabinet. (See page 38.)

8 Separate the cabinet.
When separating the front cabinet from the monitor cabinet, remove the screws shown in the figure and thereafter pull off the connectors.

• Note that exertion of undue force during separation work may shed off wires or break the internal wires.

MEMO

6-10 Moving the coin counter

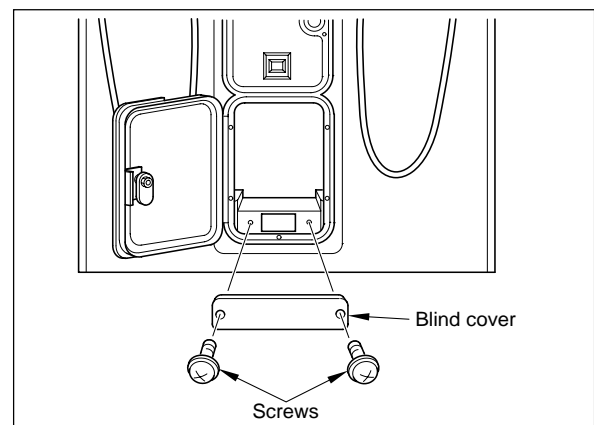
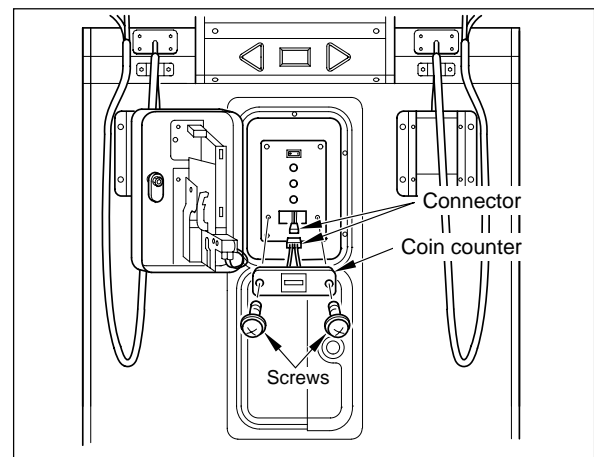
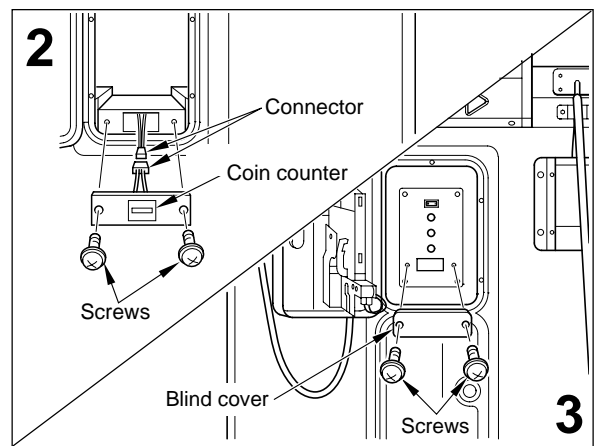
The coin counter was installed in the coin box when the machine left the factory, but it can be moved onto the service panel.

■ How to move the coin counter



•Before moving the coin counter, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

- 1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2 Open the coin door and take out the coin box. Remove the screws and take out the coin counter. In the meanwhile, disconnect the connectors.
- 3 Remove the maintenance door and unscrew the blind cover to remove it from the service panel.
- 4 Draw the connector out of the opening of the service panel and connect this connector to the coin counter's connector.
- 5 Attach the coin counter on the service panel with the screws.
- 6 Attach the blind cover (detached in Step 3 above) back in position on the coin counter using the screws.
- 7 Place the coin box back into position and close the coin door.



7 Maintenance

7-1 Replacing the coin selector

■ How to replace the coin selector

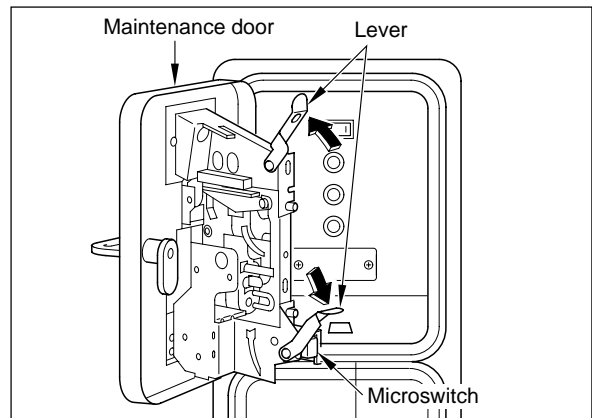


- Before replacing the coin selector, be sure to turn **OFF** the main power switch and unplug the power cord from the receptacle.
- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

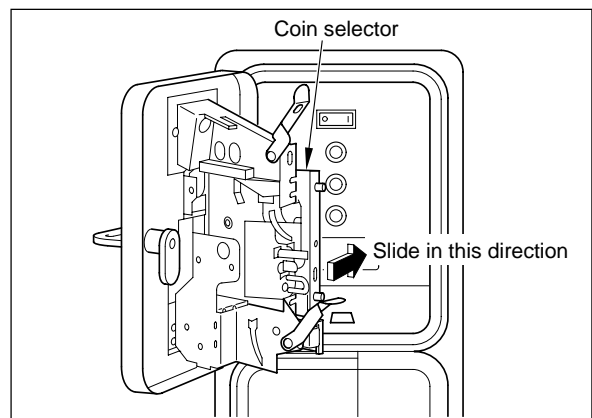
1 Be sure to turn **OFF** the main power switch and unplug the AC power cord from the receptacle.

2 Open the maintenance door.

3 Release the levers that fix the coin selector. See at right.

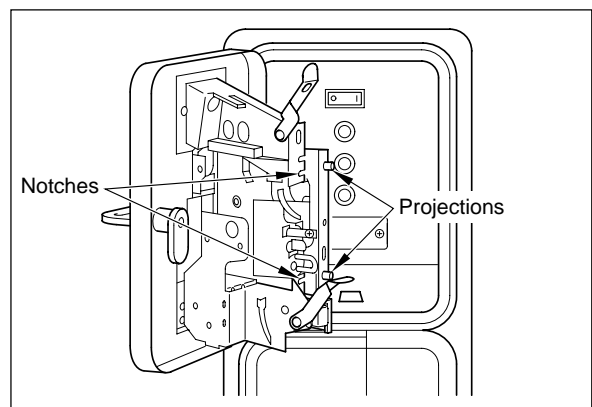


4 Slide the coin selector to the right, and take it out.



5 **To fit a new coin selector**
Fit the 2 projections of the coin selector to their mating notches.

6 Lock the levers (in Step 3 above) again, and close the maintenance door.



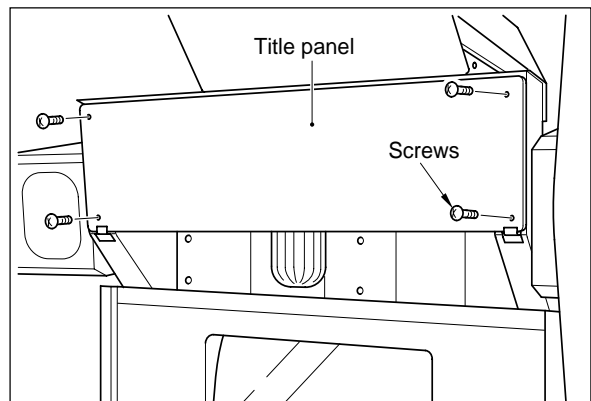
7-2 Replacing the fluorescent light

■ How to replace the fluorescent light



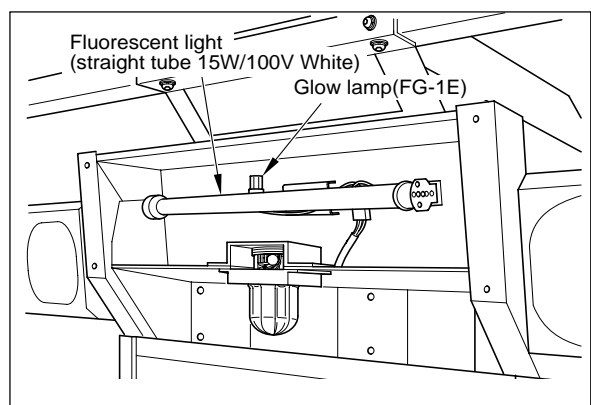
- Before replacing the fluorescent light, be sure to turn OFF the main power switch and unplug the the power cord from the receptacle .
- The fluorescent light is still very hot immediately after the power switch is turned off. After making sure that it is well cooled down, replace it a new light of same type (straight tube 15W/100V White).
- When replacing the fluorescent light, be sure to make a team of two or more people, using a stepladder for added safety.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

- 1** Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.



- 2** Remove the screws off the title panel and detach the panel. See the figure at right.

- 3** Push one end of the fluorescent light in the direction of the socket. The other end of the fluorescent light will be detached from the opposite socket.

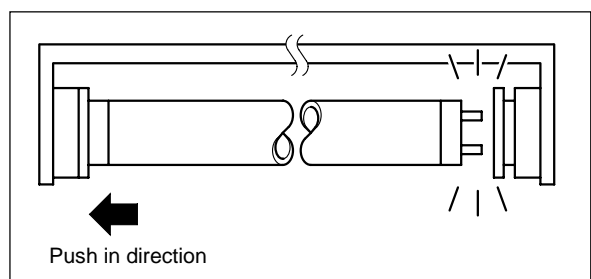


- 4** Install a new fluorescent light in the reverse order and close the cover.

• It is recommended to replace the glow lamp at the same time.

MEMO

- 5** Attach the title panel again.



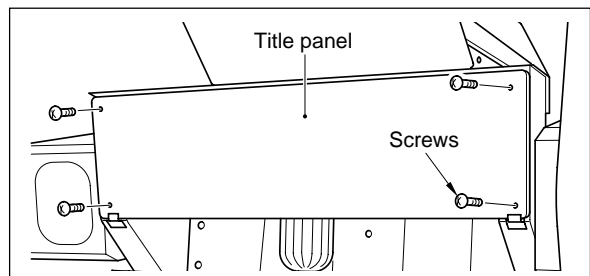
7-3 Replacing the rotating light lamp

■ How to replace the rotating light lamp



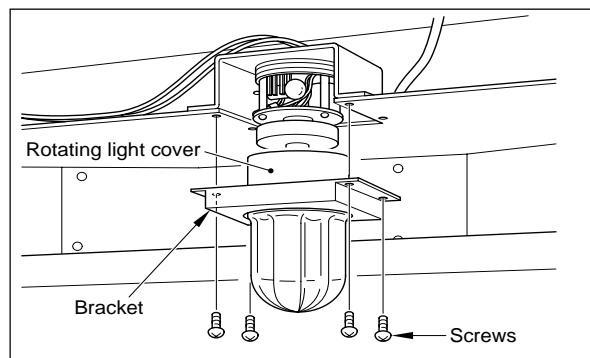
- Before detaching the title panel and replacing the rotating light lamp, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- The lamp is still heated hot just after the power switch is turned off. After making sure that it is well cooled down, replace it a new lamp of same type (12V, 10W/BA15S for automobile)
- When detaching the title panel and replacing the rotating light lamp, use a stepladder for safety sake.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.



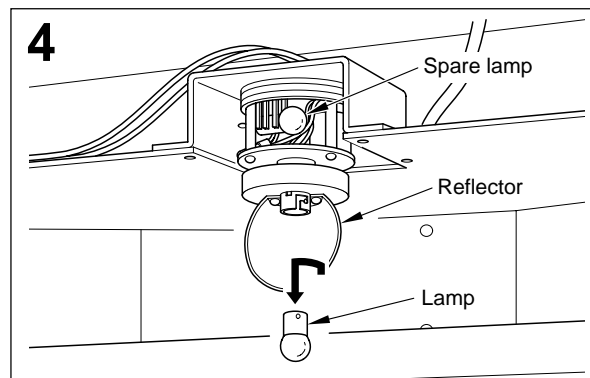
2 Detach the title panel.

3 Remove the bracket, and then dismount the rotating light cover.



4 Turn the reflector by hand so that the lamp can be easily detached. While pushing up the lamp, turn and remove it.

5 Attach a spare lamp in the reverse steps. Place the rotating lamp cover, bracket and title panel back into position.



• After you use the spare lamp, it is recommended to supply another spare lamp to the original position. (Lamp: 12V, 10W/BA15S for automobile)

MEMO

7-4 Replacing the button

■ How to replace the button

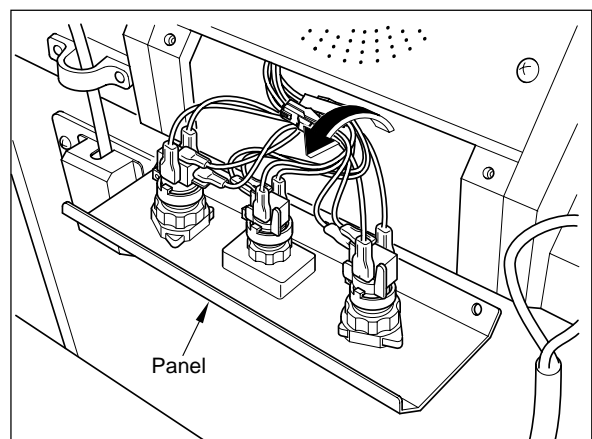
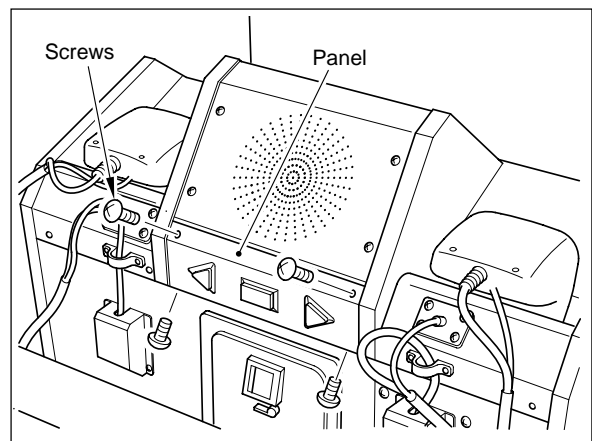


- Before replacing the buttons, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

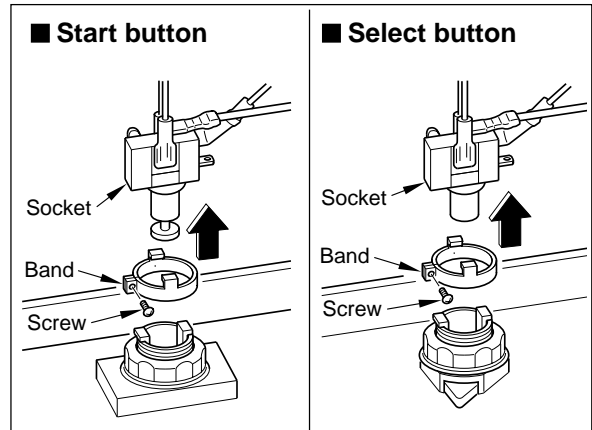
- 1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2 Remove the screws and lift the panel.

• Do not open the panel abruptly, because otherwise the wires inside may be disconnected or broken.

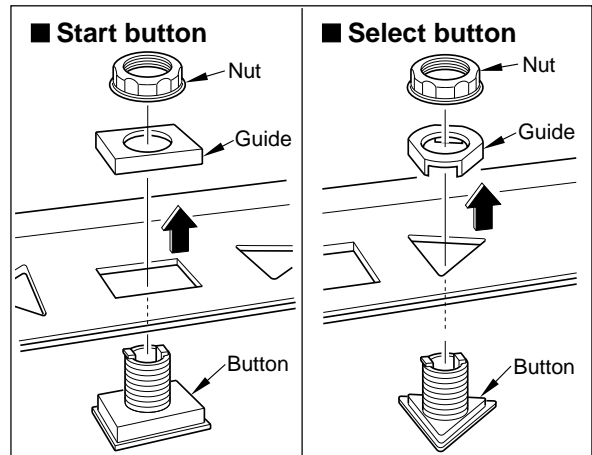
MEMO



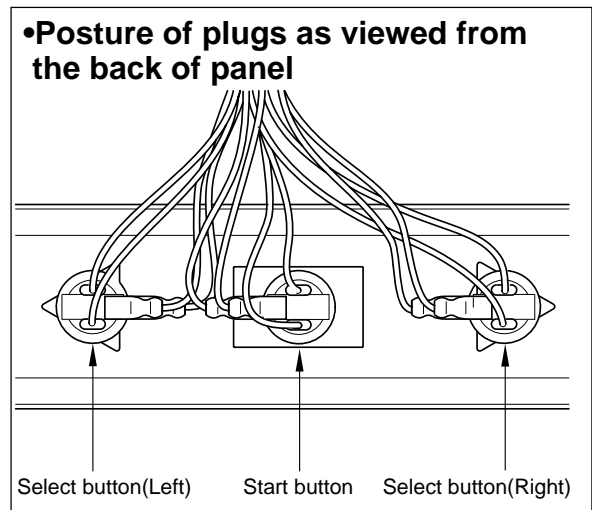
- 3 Remove the screw off the band that secures the button and the socket.
- 4 Pull out the sockets from the buttons.



- 5** Loosen the nuts and separate the button.



- 6** **To fit a new button**
Set the buttons so that the projections at the back side of buttons should fit into the holes of panel and fix them by nuts.



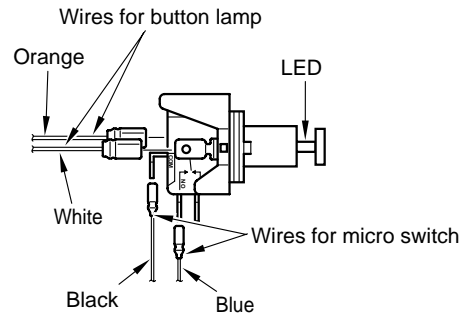
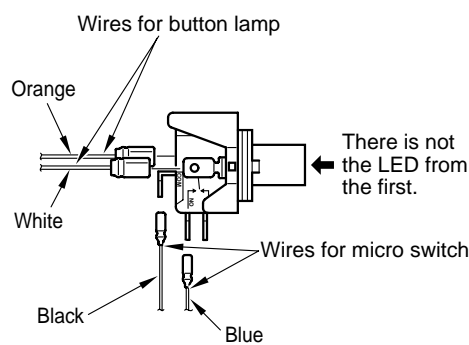
- 7** Pay attention to the posture of buttons, and sockets and assemble them in the reverse of disassembly, using care not to confuse the wires. Pay attention not to pinch the wires when mounting the panel to the machine.

•After replacement of socket and lamp

After the replacement of socket, connect the wires in the manner as shown below.

■ Select button

■ Start button



The terminals on the LED PCB are marked with (+) and (-). Be sure to connect the orange wire to the (+) terminal and the white wire to the (-) terminal.

7-5 Replacing the glove unit

Check the gloves at regular once a day and replace them as required.

■ How to replace the glove unit



- Before replacing the glove unit, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- After the glove unit has been repaired or replaced, check the glove reaction. (“GLOVE CHECK” on page 30.)
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.

2 Remove the screws and detach the rope bracket of the cable ass'y.

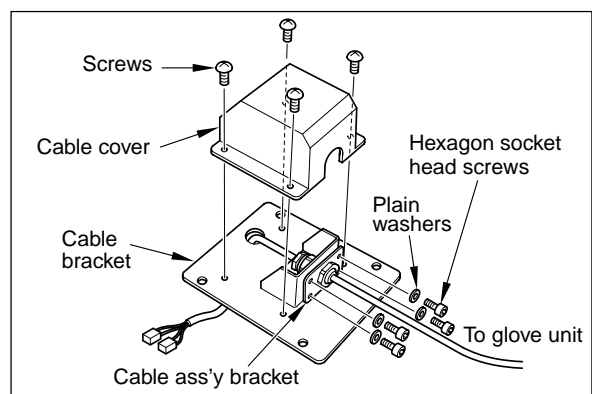
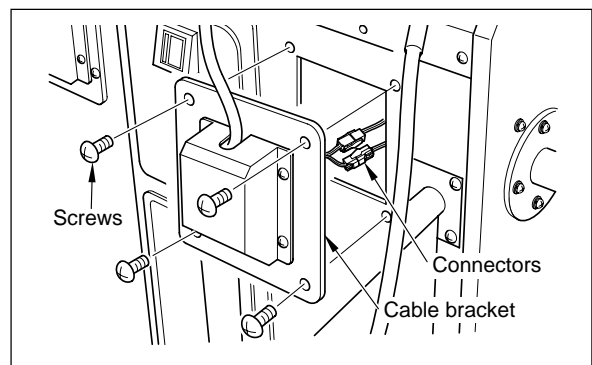
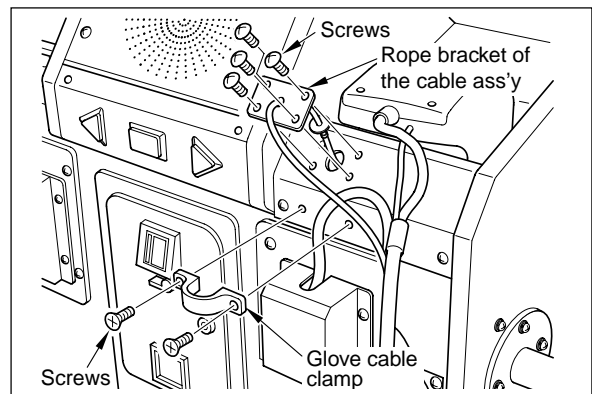
3 Remove the screws and detach the glove cable clamp.

4 Remove the screws and detach the cable bracket and pull out the connectors.

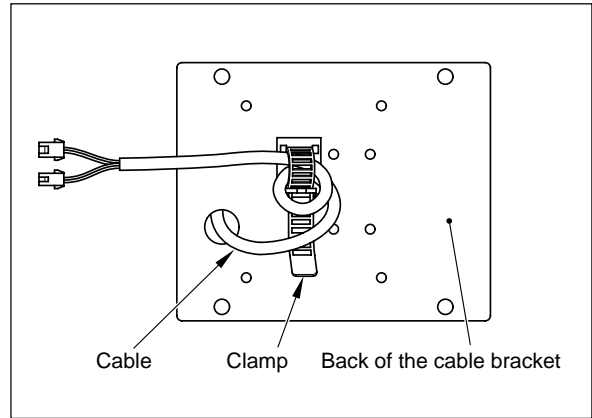
• Do not detach the cable bracket abruptly, because otherwise the wires inside may be disconnected or broken.

MEMO

5 Remove the screws and detach the cable cover from the cable bracket and remove the hexagon socket head screws fixing the cable ass'y bracket.



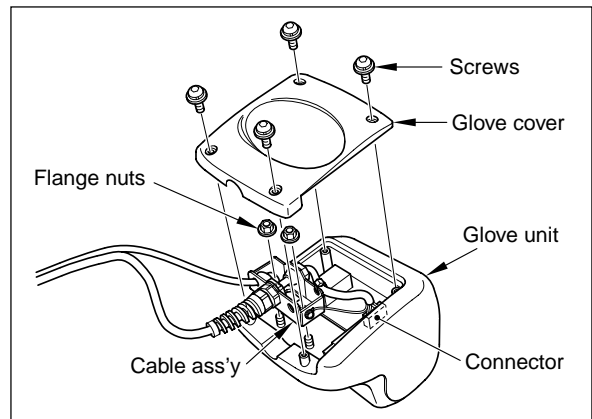
- 6** Loosen the clamp at the back of the cable bracket, and draw out the cable.



- 7** Remove the screws and detach the glove cover.

- 8** Disconnect the connector.

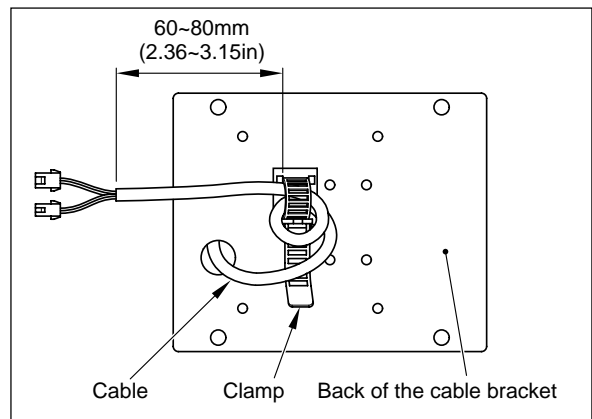
- 9** Detach the flange nuts fixing the cable ass'y and take out it. Now the glove unit and the cable ass'y are disconnected.



- 10** **To fit a new cable**
Lay the cable to the cable bracket as shown here. Secure the cable with the clamp.

•The cable ass'y comes in a pair: L (left hand) and R (right hand). (See page 57.)

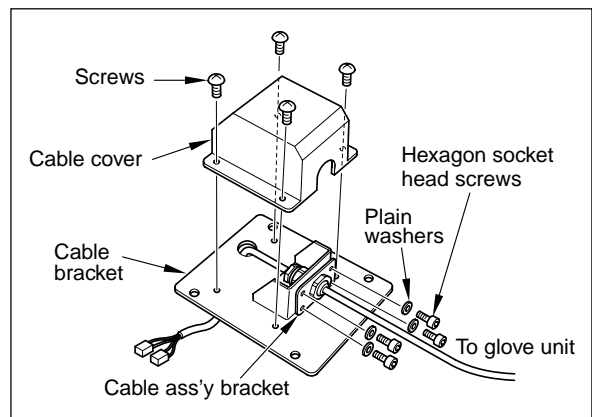
MEMO



- 11** Fix the cable ass'y to the cable bracket, and attach the cable cover into position.

•Even when the cable ass'y bracket lock screws are tightened up, the cable ass'y bracket itself remains somewhat loose. This is normal, not a trouble.

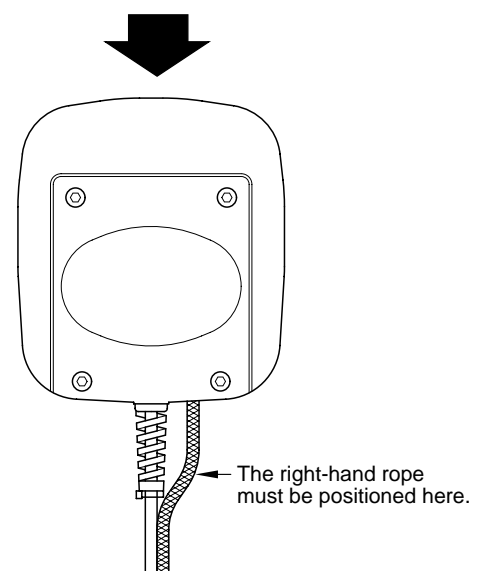
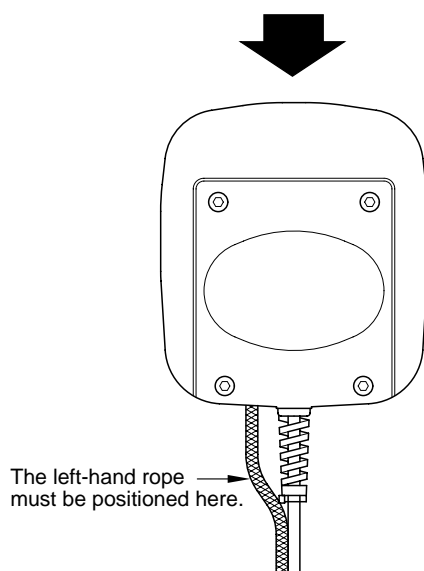
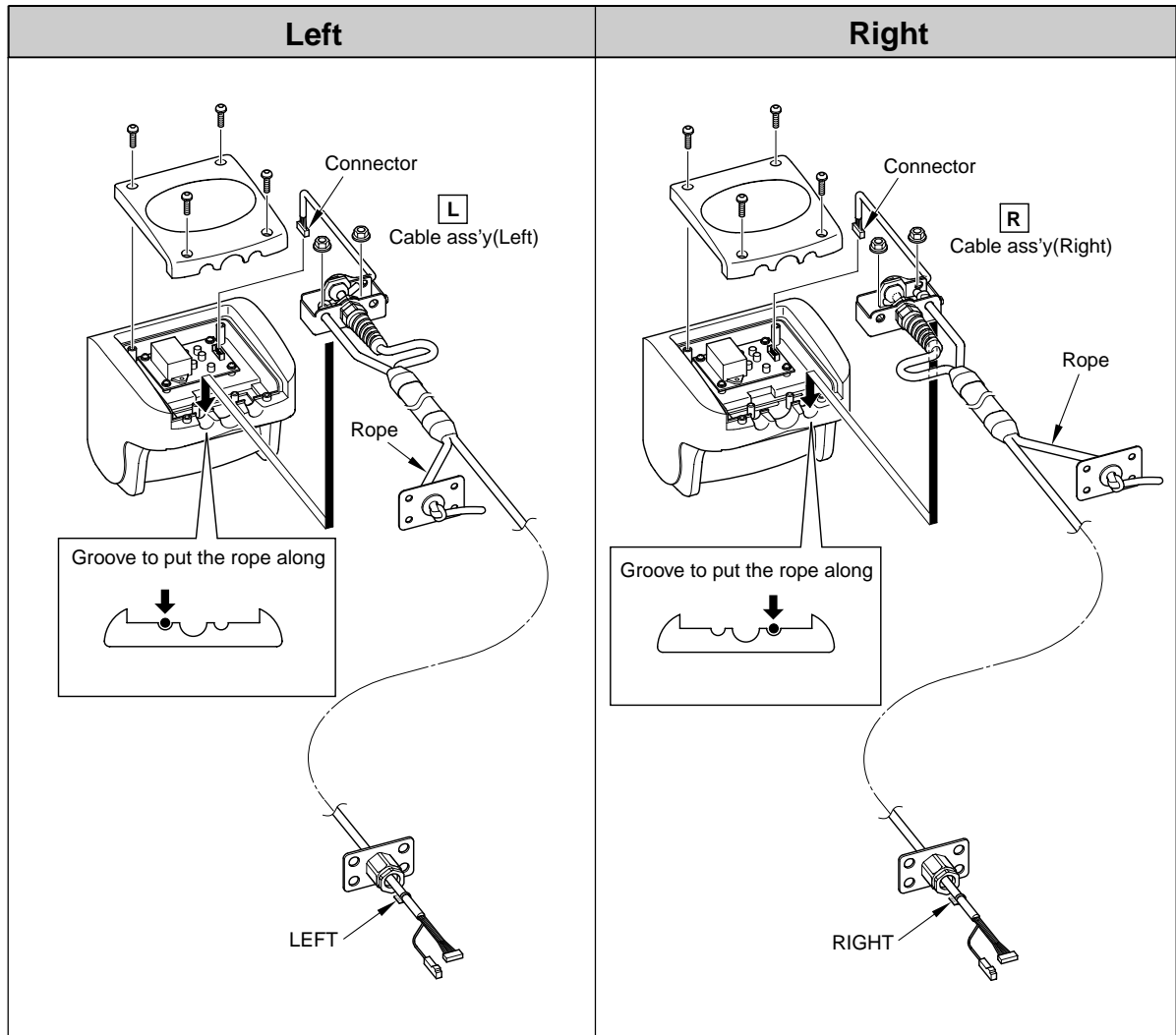
MEMO



- 12** For the remaining steps, take the reverse order of removal procedure.

■ Precautions in setting up the cable assemblies

The cable assemblies come for the right and left sides. Be careful not to confuse the right and left units when connecting them to the glove units.



7-6 Resetting the circuit protector

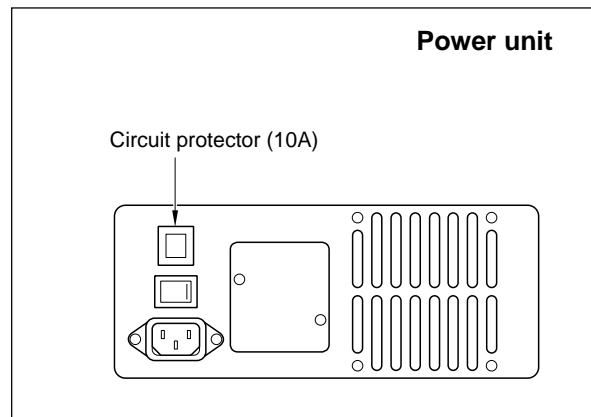
■ How to reset the circuit protector —————

If an overcurrent or short circuit occurs, the circuit protector will be automatically actuated to protect the electric circuits of the game machine. When resetting the circuit protector, turn OFF the main power switch, unplug the power cord from the receptacle, eliminate the cause, and then press the button of the circuit protector.



- Before resetting the circuit protector, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the circuit protector trips soon again, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the machine is in abnormal conditions and does not operate normally, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

- 1** Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2** Remove the cause of the trouble. Press the button on the circuit protector of the power unit.



7-7 Adjusting the monitor

The monitor has already been adjusted at the time of shipment, but it may be readjusted as desired.

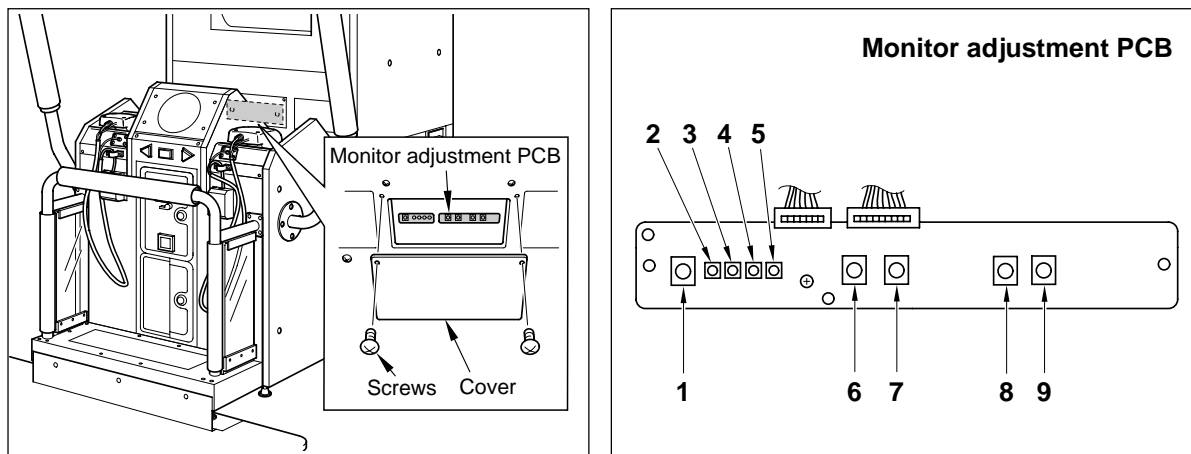
When adjusting the monitor, refer to “SCREEN CHECK” and “COLOR CHECK” on page 31.



- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.

■ Monitor adjustment PCB

The monitor adjustment PCB is located inside machine. When adjusting the monitor, open the cover shown in the figure.



| | | |
|---|-----------------|--|
| 1 | CONTRAST | Contrast adjustment Used to changes the contrast. |
| 2 | R.GAIN | Red input gain adjustment Changes red brightness. Turning it clockwise will make the red deeper. |
| 3 | G.GAIN | Green input gain adjustment Changes green brightness. Turning it clockwise will make the green deeper. |
| 4 | B.GAIN | Blue input gain adjustment Changes blue brightness. Turning it clockwise will make the blue deeper. |
| 5 | BRIGHT | Brightness adjustment Changes brightness. Turning it clockwise will make the image brighter. |
| 6 | H.SIZE | Horizontal screen size adjustment Changes the width of the screen. |
| 7 | H.POSI | Horizontal image position adjustment Changes the image position in the horizontal direction. |
| 8 | V.SIZE | Vertical screen size adjustment Changes the height of the screen. |
| 9 | V.POSI | Vertical image position adjustment Changes the image position in the vertical direction. |

7-8 Troubleshooting

If the power switch is turned ON but the machine fails to start properly, take the following measures. If the machine still malfunctions or any other problem than described below occurs, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

| Trouble | Possible causes and check points | Measures |
|---|---|---|
| No image on screen, fluorescent light failure to light up. | <ul style="list-style-type: none"> •No power turned ON. (Main power switch, Sub-power switch.) •Power cord disconnected from the machine or wall outlet. •Back door open or loosely closed. •Circuit protector activated. | <ul style="list-style-type: none"> •Turn ON the power switch. Check also the shop's circuit breaker. (See Page 47.) •Reconnect the power cord tightly. (See Page 47.) •Screw down the back door tightly. (The door switch has been activated to cut off the power.) (See Page 47.) •Take an appropriate measure referring to page 58. |
| No image on screen: fluorescent light light on. | <ul style="list-style-type: none"> •Memory card not inserted. •PCB unit defective. •Monitor defective. | <ul style="list-style-type: none"> •Check the memory card for wrong position. (See page 46.) •Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |
| Fluorescent light failure to light up. | <ul style="list-style-type: none"> •Fluorescent light or glow lamp broken. | <ul style="list-style-type: none"> •Replace the fluorescent light or glow lamp with new one of the same type. (See Page 51.) |
| Rotating light failure to light up or rotate. | <ul style="list-style-type: none"> •Rotating light lamp broken. •Rotating light control PCB in trouble. | <ul style="list-style-type: none"> •Replace the lamp with new one of the same type. (See Page 52.) •Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |
| Screen too dark or too bright. | <ul style="list-style-type: none"> •Monitor maladjusted. | <ul style="list-style-type: none"> •Readjust the brightness on the monitor adjustment PCB. (See Page 59.) |
| Start button or select button malfunctioning. | <ul style="list-style-type: none"> •Switch wires disconnected from start button. •Start button defective. | <ul style="list-style-type: none"> •Reconnect the switch wires to the socket. (See Page 53.) •Replace the start button with new one. (See Page 53.) |
| Button functioning, but failure to light up. (Select button does not light up.) | <ul style="list-style-type: none"> •Lamp wires disconnected from button socket, or reversely connected. •Button lamp (LED) defective. | <ul style="list-style-type: none"> •Reconnect the lamp wires to the socket. (See Page 53.) •Check the performance on the "I/O CHECK" screens. Replace the button as required. (See Page 29, 53.) |

| Trouble | Possible causes and check points | Measures |
|--|--|--|
| Coin selector malfunctioning. | <ul style="list-style-type: none"> •Coin selector defective. | <ul style="list-style-type: none"> •Check the performance on the "I/O CHECK" screen. If malfunctioning, replace the coin selector or microswitch with new one. (See page 29, 50.) |
| No sound or too loud (or too soft) sound. | <ul style="list-style-type: none"> •Sound level maladjusted. •Connectors of speakers disconnected. | <ul style="list-style-type: none"> •Make proper setting on the "SOUND OPTIONS" screen. (See page 32.) •Check the connectors for poor contact. (See page 45.) |
| Sensor does not react at all or reacts abnormally. "POSITION SENSOR BAD (***)" appears when starting up the machine. | <ul style="list-style-type: none"> •Sensor lead wire is removed. •Sensor is covered or sensor area blocked with something. •Trouble with sensor | <ul style="list-style-type: none"> •Check if the connector is connected correctly between the sensor frame and the monitor cabinet. (See page 44.) •Check whether or not the sensor mounted at three position is hindered. (See page 22.) •Check the sensor action in "I/O CHECK" mode. If the sensor is found troubled, turn OFF the main power switch, unplug the power cord and contact your nearest dealer. |
| There is no reaction at all or occasionally even when the glove unit is waved. "GLOVE SENSOR BAD" appears when starting up the machine. | <ul style="list-style-type: none"> •Connectors of glove unit disconnected. •Glove unit defective. | <ul style="list-style-type: none"> •Check the connectors for poor contact. (See page 55, 56.) •Check the performance on the "GLOVE CHECK" screen. if malfunctioning, contact your nearest dealer. |
| "BAD" displayed on the "MEMORY CARD CHECK" screen in test mode. | <ul style="list-style-type: none"> •Memory card defective. | <ul style="list-style-type: none"> •Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |
| "HARDWARE ERROR (***)" displayed on screen. | <ul style="list-style-type: none"> •Memory card is not set correctly. •Memory card is broken. | <ul style="list-style-type: none"> •Check that the memory card is set correctly. (See page 46.) •Contact your nearest dealer. |

7 Maintenance

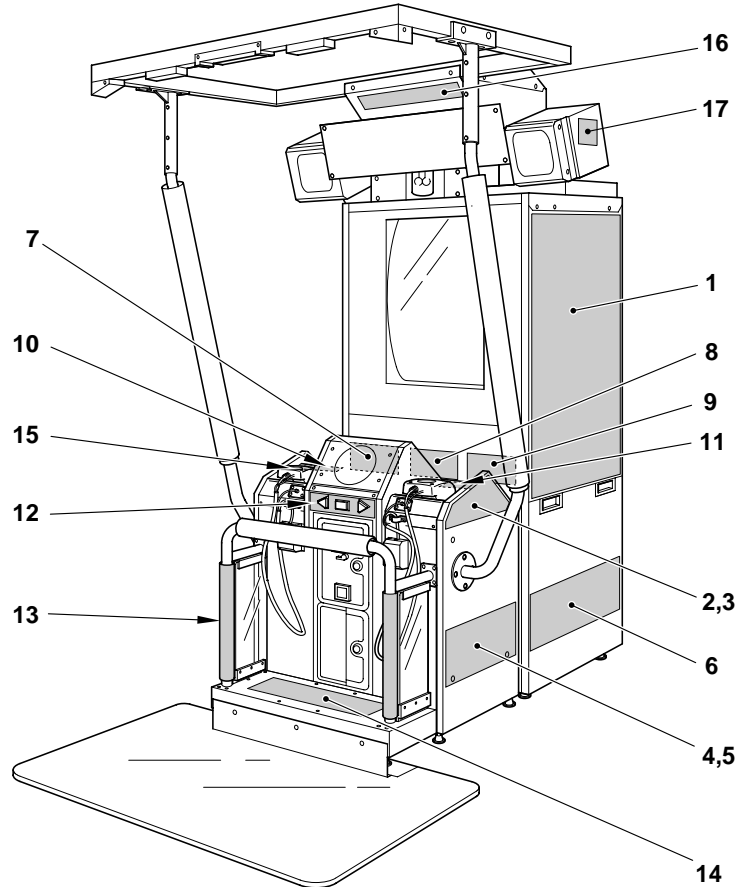
| Trouble | Possible causes and check points | Measures |
|---|--|---|
| <p>“OK” appears at the initial device check, but this check is repeated without going to the game mode.</p> | <ul style="list-style-type: none">•Some connectors disconnected or wires broken. | <ul style="list-style-type: none">•Turn OFF the main power switch, unplug the power cord from the receptacle and check all the connectors for poor contact. If all the connectors are tightly connected but the same trouble occurs, contact your nearest dealer. |

MEMO

8 Annex

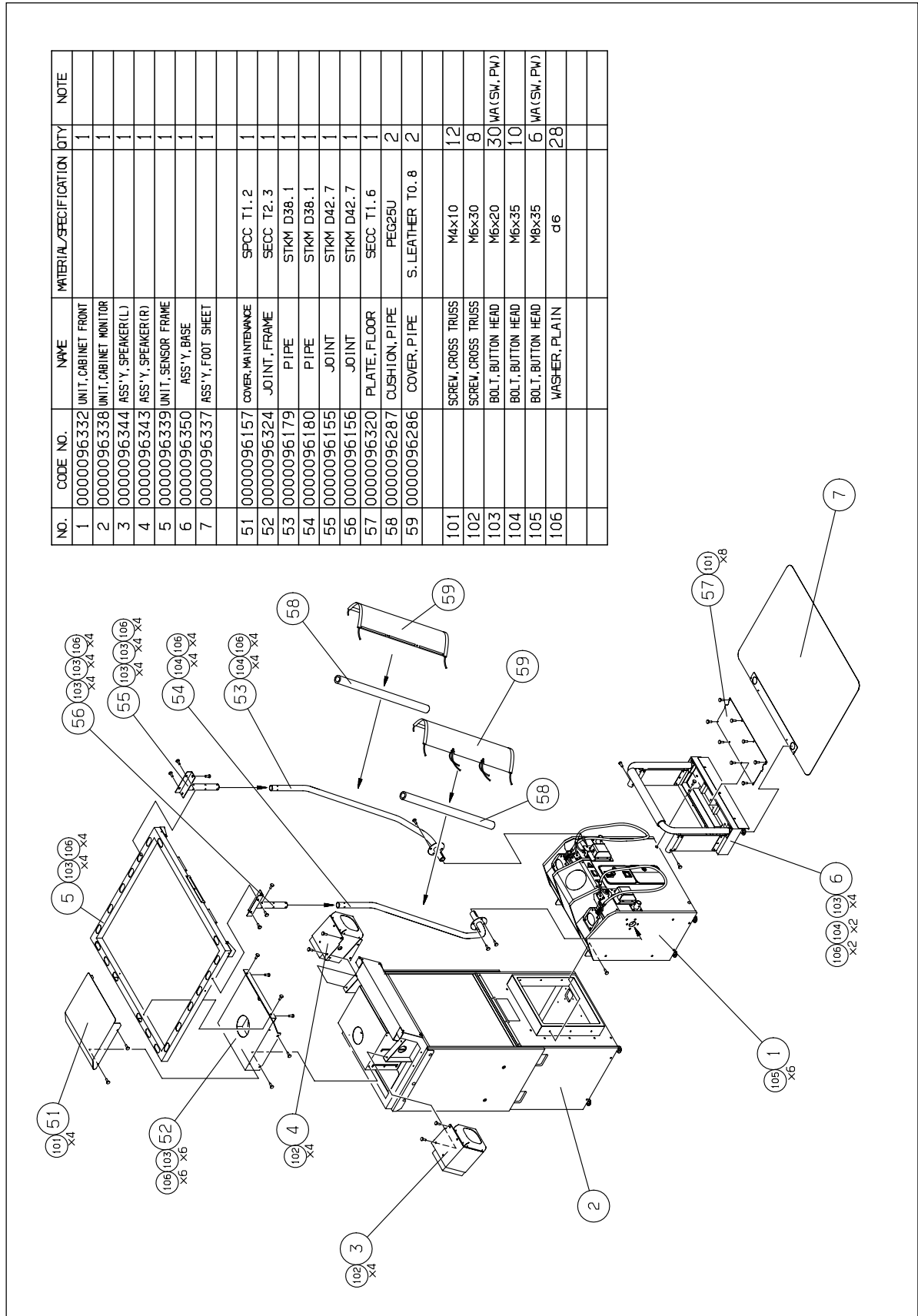
8-1 Label locations and exploded view

■ Label —————

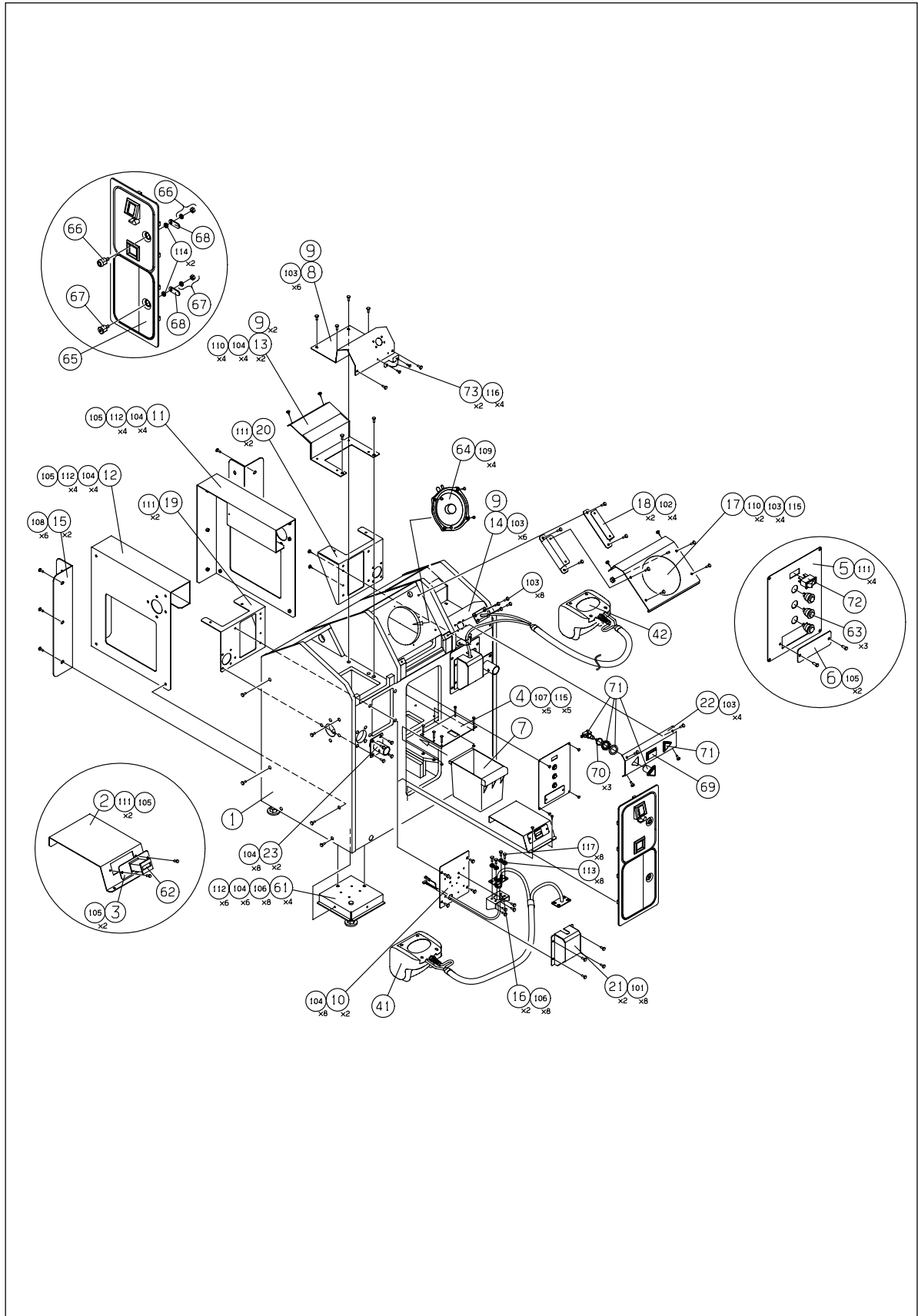


| No. | CODE No. | NAME | QTY | NOTE |
|-----|------------|-------------------|-----|------|
| 1 | 0000095414 | LABEL,SIDE | 2 | |
| 2 | 0000095416 | LABEL,SIDE,B/L | 1 | |
| 3 | 0000095417 | LABEL,SIDE,B/R | 1 | |
| 4 | 0000095415 | LABEL,ROPE,A/L | 1 | |
| 5 | 0000095510 | LABEL,ROPE,A/R | 1 | |
| 6 | 0000095516 | LABEL,ROPE,B | 2 | |
| 7 | 0000097014 | LABEL,PLAY/A/HD | 1 | |
| 8 | 0000097015 | LABEL,PLAY/B/HD | 1 | |
| 9 | 0000097016 | LABEL,PLAY/C/HD | 1 | |
| 10 | 0000097017 | LABEL,PLAY/D/HD | 1 | |
| 11 | 0000097018 | LABEL,PLAY/E/HD | 1 | |
| 12 | 0000095754 | LABEL,START | 1 | |
| 13 | 0000095512 | LABEL,PIPE/KONAMI | 2 | |
| 14 | 0000095467 | LABEL,BOXING | 1 | |
| 15 | 0000095466 | LABEL,GLOVE | 2 | |
| 16 | 0000095756 | LABEL,KONAMI/LOGO | 1 | |
| 17 | 0000061691 | LABEL,KONAMI/M | 2 | |

FIG.1 UNIT, CABINET(1/6)

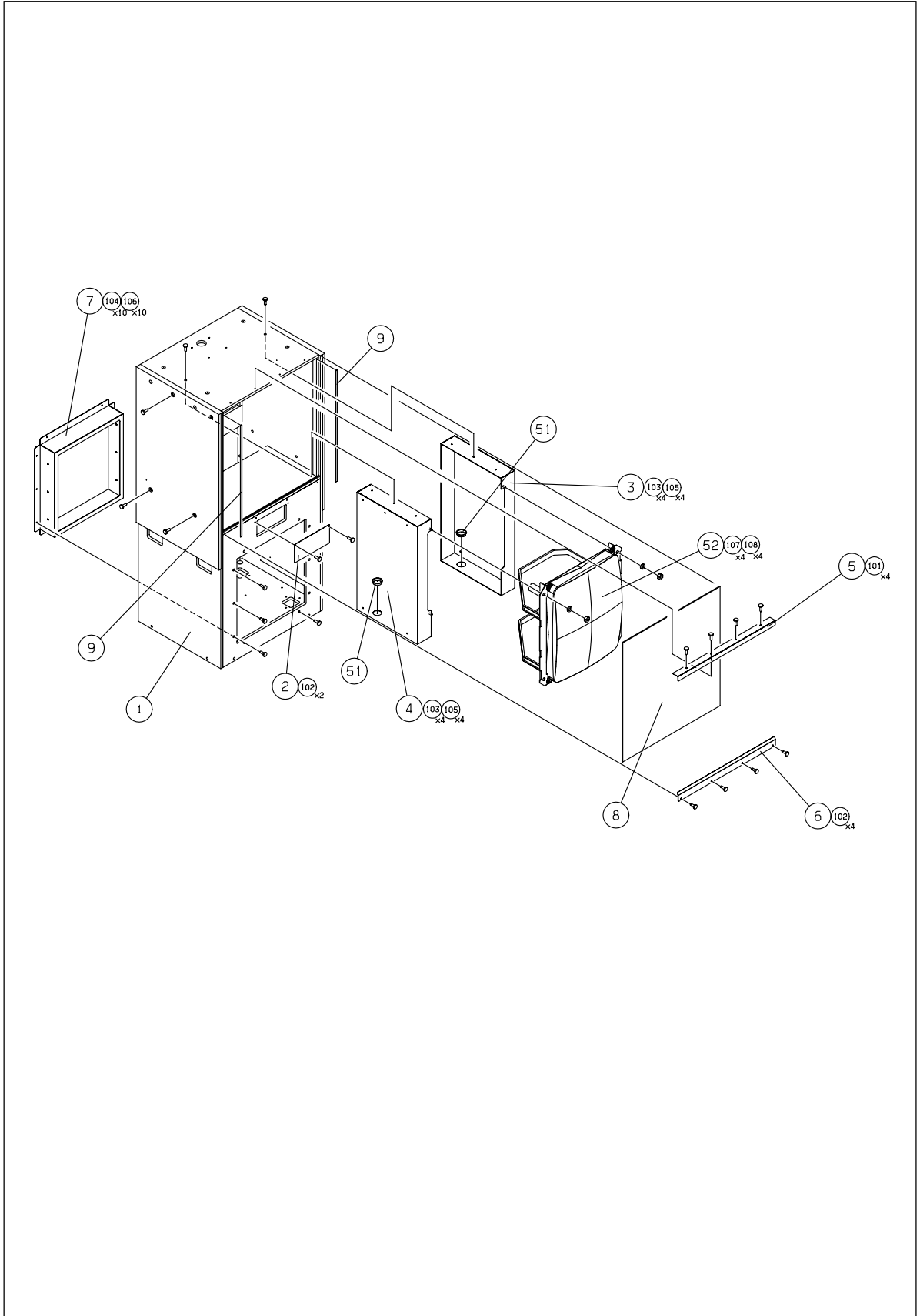


■ FIG.2 UNIT, CABINET(2/6) ———



| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE | NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------|----------------------------|------------------------|-----|------------|-----|------------|--|--|-----|------|
| 101 | | SCREW, CROSS TRUSS | M4 x 1.0 | 8 | | 1 | 0000096201 | CABINET, FRONT | WOOD T1.8, 1.5, 1.2 | 1 | |
| 102 | | SCREW, CROSS TRUSS | M5 x 1.5 | 4 | | 2 | 0000096174 | BASE, COIN BOX | SPOC T1.6 | 1 | |
| 103 | | SCREW, CROSS TRUSS | M5 x 1.5 | 28 | | 3 | 0000096147 | BRACKET, COUNTER | SPOC T1.2 | 1 | |
| 104 | | SCREW, CROSS TRUSS | M6 x 3.0 | 34 | | 4 | 0000042191 | PLATE, COIN | SPOC T1.2 | 1 | |
| 105 | | SCREW, CROSS PAN SENS | M4 x 1.0 | 7 | SW, PW | 5 | 0000096318 | PLATE, SERVICE | SPOC T1.2 | 1 | |
| 106 | | SCREW, CROSS PAN SENS | M6 x 2.0 | 16 | SW, PW | 6 | 0000096148 | COVER, COUNTER | SPOC T1.2 | 1 | |
| 107 | | BOLT, CAP SQUARE NECK | M4 x 2.5 | 5 | | 7 | 0000006850 | BOX, COIN | ABS | 1 | |
| 108 | | BOLT, BUTTON HEAD | M8 x 3.5 | 6 | WA(SV, PW) | 8 | 0000096195 | PLATE, BOX | SUS304 T1.5 | 1 | |
| 109 | | SCREW, CROSS TAPPING TRUSS | d3, 5 x 1.2 | 4 | | 9 | 0000096216 | SHEET, SPONGE | POLON T2 | 4 | |
| 110 | | SCREW, CROSS TAPPING TRUSS | d3, 5 x 1.2 | 6 | | 10 | 0000096191 | PLATE, CABLE | SPOC T1.6 | 2 | |
| 111 | | SCREW, WOOD CROSS ROUND | d3, 1 x 1.3 | 10 | | 11 | 0000096176 | JOINT | SECC T2.3 | 1 | |
| 112 | | WASHER, PLAIN | d6 | 14 | | 12 | 0000096178 | JOINT | SECC T2.3 | 1 | |
| 113 | | WASHER, PLAIN | d8 | 8 | | 13 | 0000096196 | PLATE, BOX | SUS304 T1.5 | 2 | |
| 114 | | WASHER, PLAIN | d8 | 2 | | 14 | 0000096194 | PLATE, BOX | SUS304 T1.5 | 1 | |
| 115 | | NUT, FRANGE | M4 | 6 | | 15 | 0000090710 | JOINT | SECC T2.3 | 2 | |
| 116 | | SCREW, CROSS FLAT | M3 x 1.0 | 4 | | 16 | 0000096188 | BRACKET, CABLE | SPOC T2.3 | 2 | |
| 117 | | BOLT, STRIPPER | d6, 5 x 1.0 | 8 | M5x8 | 17 | 0000096160 | COVER, SPEAKER | SUS304 T1.5 | 1 | |
| | | | | | | 18 | 0000096146 | FIXTURE, COVER | SECC T1.6 | 2 | |
| | | | | | | 19 | 0000096193 | BRACKET, CABLE | SECC T2 | 1 | |
| | | | | | | 20 | 0000096192 | BRACKET, CABLE | SECC T2 | 1 | |
| | | | | | | 21 | 0000096189 | COVER, CABLE | SPOC T1.6 | 2 | |
| | | | | | | 22 | 0000096162 | PLATE, BUTTON | SUS304 T1.5 | 1 | |
| | | | | | | 23 | 0000096316 | JOINT | STKM Ø34 T1.6 | 2 | |
| | | | | | | 41 | 0000096333 | UNIT, GLOVE(L) | | 1 | |
| | | | | | | 42 | 0000096335 | UNIT, GLOVE(R) | | 1 | |
| | | | | | | 61 | 0000072591 | BRACKET, ADJUSTER WITH SG-75BN, ADJUSTER | BRACKET, ADJUSTER WITH SG-75BN, ADJUSTER | 4 | |
| | | | | | | 62 | 0000030431 | COUNTER | GX-06FD55 | 1 | |
| | | | | | | 63 | 0000005098 | SWITCH, PUSH | DS-412-2P | 3 | |
| | | | | | | 64 | 0000082953 | SPEAKER | M160RAB03-10 | 1 | |
| | | | | | | 65 | 0000086341 | DOOR, COIN | NAD-W1 KBHA | 1 | HD |
| | | | | | | | 0000086343 | DOOR, COIN | NAD-W1 KBETA | 1 | TB |
| | | | | | | 66 | 0000001676 | LOCK | NS-801 W/2(5000) | 1 | |
| | | | | | | 67 | 0000005537 | LOCK | NS-812 W/2(RANDOM) | 1 | |
| | | | | | | 68 | 0000004799 | PLATE, LOCK | No.2 | 2 | |
| | | | | | | 69 | 0000061494 | BUTTON, PUSH | OBSA-45JK-W-LED-R | 1 | |
| | | | | | | 70 | 0000002412 | CLIP, BUTTON | OBSA-BK | 3 | |
| | | | | | | 71 | 0000094782 | BUTTON, PUSH | OBSA-30US-Y-LN | 2 | |
| | | | | | | 72 | 0000039100 | SWITCH, ROCKER | AJ8201BK | 1 | |
| | | | | | | 73 | 0000096233 | HANDLE | US-70S | 2 | |

■ FIG.3 UNIT, CABINET(3/6) - - - - -



| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE | NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------|--------------------|------------------------|-----|------|-----|------------|--------------------|------------------------|-----|------|
| 101 | | SCREW, CROSS TRUSS | M5X15 | 4 | | 1 | 0000096203 | CABINET, MONITOR | WOOD T15 | 1 | |
| 102 | | SCREW, CROSS TRUSS | M5X15 | 6 | | 2 | 0000090684 | COVER, MAINTENANCE | SECC T1.6 | 1 | |
| 103 | | SCREW, CROSS TRUSS | M6X45 | 8 | | 3 | 0000090726 | BRACKET, MONITOR | SECC T2.3 | 1 | |
| 104 | | SCREW, CROSS TRUSS | M6X45 | 10 | | 4 | 0000090727 | BRACKET, MONITOR | SECC T2.3 | 1 | |
| 105 | | WASHER, PLAIN | d6 | 8 | | 5 | 0000090707 | FIXTURE, GLASS | SECC T1.2 | 1 | |
| 106 | | WASHER, PLAIN | d6 | 10 | | 6 | 0000090708 | FIXTURE, GLASS | SECC T1.2 | 1 | |
| 107 | | WASHER, PLAIN | d10 | 4 | | 7 | 0000090724 | JOINT | SECC T2.3 | 1 | |
| 108 | | NUT, FRANGE | M8 | 4 | | 8 | 0000096242 | GLASS, MONITOR | GLASS T5 | 1 | |
| | | | | | | 9 | 0000096219 | TAPE, SPONGE | CR FOAM T2 | 2 | |
| | | | | | | 51 | 0000060665 | BUSH | NB-35 | 2 | |
| | | | | | | 52 | 0000048809 | MONITOR | D29CR55 | 1 | |

FIG.4 UNIT, CABINET(4/6)

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|-----------------------------|---|-----|--------|
| 1 | 0000090675 | COVER, REAR | WOOD T1.5, 12 | 1 | |
| 2 | 0000038230 | PLATE, SWITCH | SPOC T2.3 | 1 | |
| 3 | 0000090717 | COVER, DUCT | SECC T1.2 | 1 | |
| 4 | 0000061451 | COVER, REAR | SECC T1.2 | 1 | |
| 5 | 0000090685 | BRACKET, PCB | SPOC T1.2 | 1 | |
| 6 | 0000038221 | BRACKET, SWITCH | SPOC T1.6 | 1 | |
| 11 | 0000095448 | UNIT, PCB BOX | | 1 | |
| 12 | 0000089232 | UNIT, PCB(P) | | 1 | |
| 13 | 0000091982 | ASS'Y, TRANSFORMER | | 1 | |
| 14 | 0000095446 | UNIT, CF CARD | | 1 | |
| 21 | 0000091429 | BOX, DC POWER | PS2608-N, F | 1 | |
| 22 | 0000004953 | SWITCH, DOOR | AV1225 | 1 | |
| 23 | 0000038413 | BUSH | MP1060 | 1 | |
| 24 | 0000072591 | BRACKET, ADJUSTER | BRACKET, ADJUSTER WITH 50-75N. ADJUSTER | 4 | |
| 101 | | SCREW, CROSS TRUSS | M6X30 | 14 | |
| 102 | | SCREW, CROSS PAN SEHS | M3X6 | 3 | SM |
| 103 | | SCREW, CROSS PAN SEHS | M3X8 | 4 | SM, PW |
| 104 | | SCREW, CROSS PAN SEHS | M4X10 | 1 | SM, PW |
| 105 | | SCREW, CROSS PAN SEHS | M4X15 | 1 | SM, PW |
| 106 | | SCREW, CROSS PAN SEHS | M6X20 | 14 | SM, PW |
| 107 | | SCREW, CROSS TRIPPING TRUSS | d3. 5X12 | 14 | |
| 108 | | SCREW, WOOD CROSS ROUND | d3. 1X13 | 18 | |
| 109 | | WASHER, PLAIN | d6 | 12 | |
| 110 | | SPACER, LACE LOCK | LL-2/M3 L20 | 4 | |

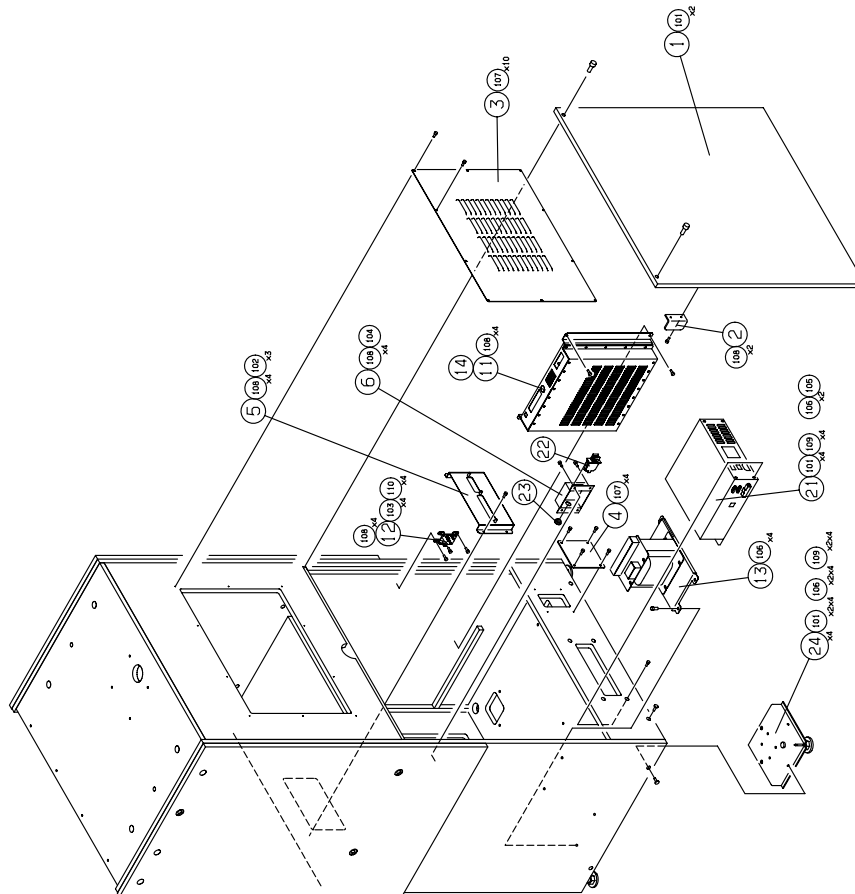


FIG.5 UNIT, CABINET(5/6)

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|------------------------|------------------------|-----|------------|
| 1 | 0000096323 | FRAME, SENSOR | STKR 50X50 T1.6 | 1 | |
| 2 | 0000093758 | BASE, SENSOR | SECC T2.3 | 1 | |
| 3 | 0000096322 | COVER, LAMP | SFCC T1.6 | 1 | |
| 4 | 0000090688 | PLATE, REFLECTOR | SUS304 T0.5 | 1 | |
| 5 | 0000096237 | PANEL, TITLE | PMMA T5 | 1 | |
| 6 | 0000090695 | COVER, MAINTENANCE | SECC T1.2 | 1 | |
| 51 | 0000094238 | LIGHT, ROTATING | ASF-12Y-QM922 | 1 | |
| 52 | 0000083196 | LIGHT, F. WIDTH HOLDER | HZ1555-VR3(R) | 1 | |
| 101 | | SCREW, CROSS TRUSS | M4X10 | 4 | |
| 102 | | SCREW, CROSS TRUSS | M4X10 | 6 | |
| 103 | | SCREW, CROSS TRUSS | M6X15 | 4 | |
| 104 | | SCREW, CROSS TRUSS | M6X30 | 4 | |
| 105 | | SCREW, CROSS TRUSS | M6X45 | 6 | |
| 106 | | SCREW, CROSS PAN SENS | M4X10 | 1 | SW, PW |
| 107 | | SCREW, CROSS PAN SENS | M6X20 | 2 | SW, PW |
| 108 | | BOLT, BUTTON HEAD | M6X20 | 6 | WA(SW, PW) |
| 109 | | WASHER, FLAIN | d6 | 15 | |
| 110 | | WASHER, FLAIN | d8 | 2 | |
| 111 | | WASHER, TOOTHED LOCK | d4 | 1 | |
| 112 | | SCREW, CROSS TRUSS | M6X15 | 4 | |

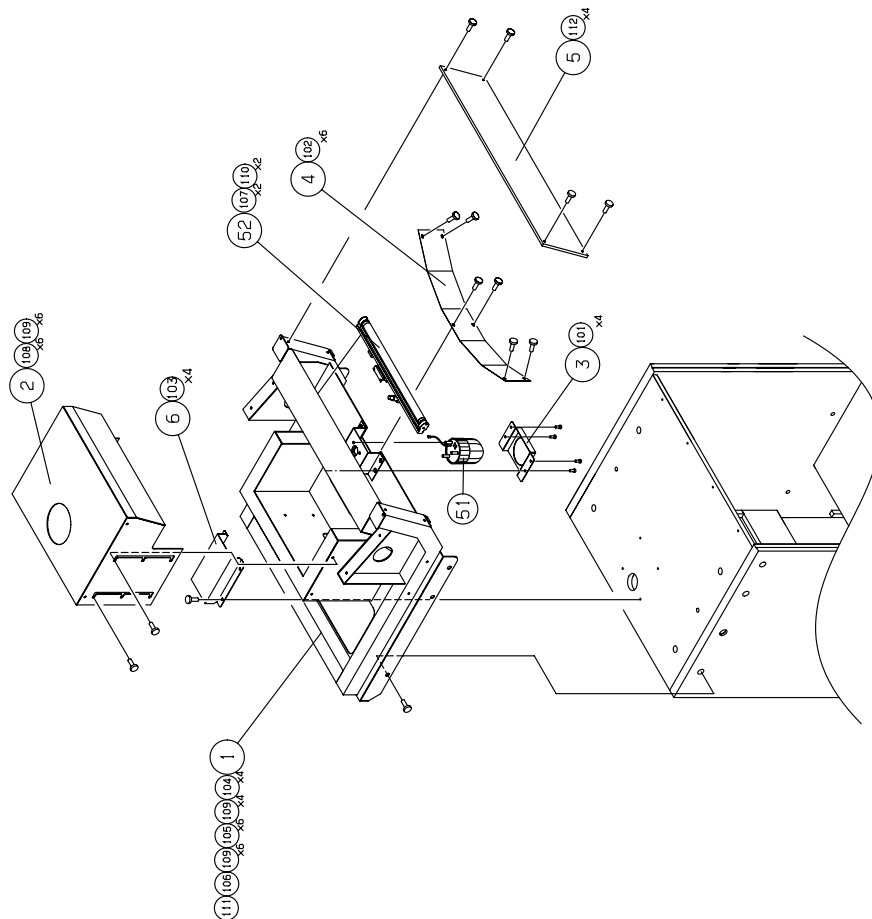


FIG.6 UNIT, CABINET(6/6)

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|----------------------|------------------------|-----|------------|
| 1 | 0000096326 | BASE, PIPE | SECC T2.3 | 1 | |
| 2 | 0000096325 | PIPE | STKM Ø42.7 T1.6 | 1 | |
| 3 | 0000096158 | FIXTURE, PANEL | SECC T1.6 | 2 | |
| 4 | 0000096317 | PLATE, FOOT | SUS304 T1.5 | 1 | |
| 5 | 0000096295 | PLATE, FLOOR | SECC T1.6 | 2 | |
| 6 | 0000096296 | JOINT | STKM Ø38.1 T1.2 | 2 | |
| 7 | 0000096288 | CUSHION, PIPE | PEG30 | 1 | |
| 8 | 0000096285 | COVER, PIPE | S. LEATHER T0.8 | 1 | |
| 9 | 0000096159 | FIXTURE, PANEL | SECC T1.6 | 2 | |
| 10 | 0000096239 | PANEL, SIDE | PMMA T5 | 2 | |
| 51 | 0000053070 | ADJUSTER | H-KYM16.75.6BK | 2 | |
| 52 | 0000047156 | CASTER | TCH-75 NM | 2 | |
| 101 | | SCREW, CROSS TRUSS | M4 x 1.0 | 4 | |
| 102 | | SCREW, CROSS TRUSS | M5 x 1.5 | 10 | |
| 103 | | SCREW, CROSS TRUSS | M6 x 1.5 | 3 | |
| 104 | | SCREW, CROSS PAN SEM | M6 x 2.0 | 14 | SM, PW |
| 105 | | BOLT, BUTTON HEAD | M6 x 2.0 | 4 | WA(SM, PW) |
| 106 | | WASHER, PLAIN | d5 | 10 | |
| 107 | | NUT, DOMED CAP | M5 | 10 | |

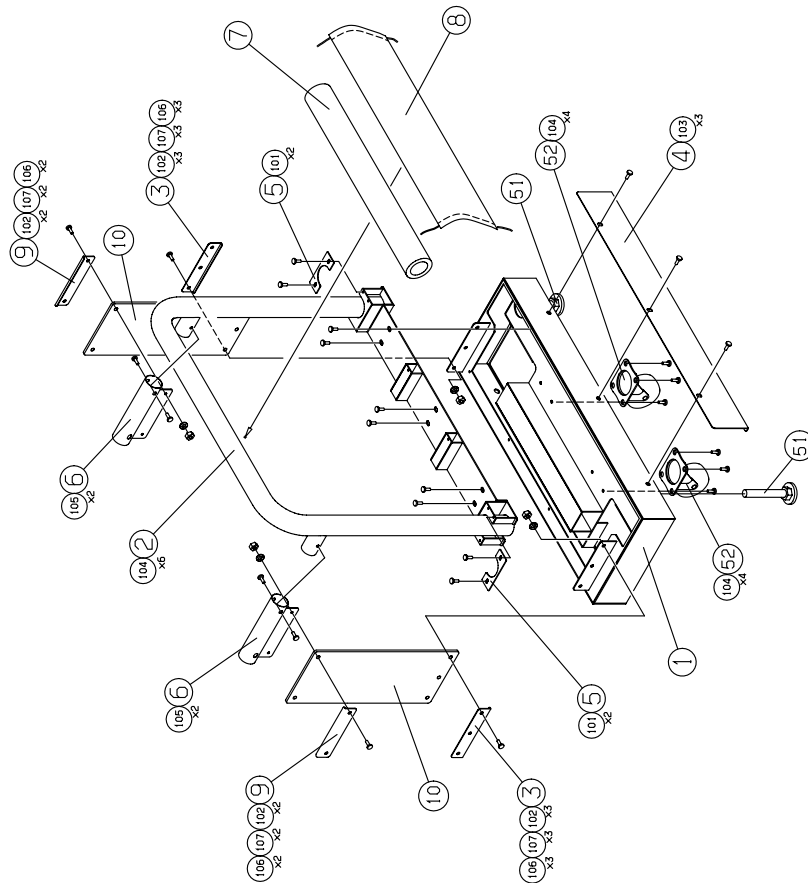


FIG.7 UNIT, SENSOR FRAME

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------------|------------------------|------------------------|-----|------|
| 1 | 0000096181 | FRAME, SENSOR | STKR 50X50 T1.6 | 1 | |
| 2 | 0000090689 | BRACKET, PCB | SECC T1.2 | 2 | |
| 3 | 0000096170 | COVER, SENSOR | SPOC T1.2 | 1 | |
| 4 | 0000096166 | COVER, SENSOR | SPOC T1.2 | 1 | |
| 5 | 0000096171 | COVER, SENSOR | SECC T1.2 | 1 | |
| 6 | 0000096173 | COVER, SENSOR | SPOC T1.2 | 2 | |
| 7 | 0000096172 | COVER, SENSOR | SPOC T1.2 | 1 | |
| 8 | 0000096153 | COVER, MAINTENANCE | SPOC T1.2 | 2 | |
| 21 | 0000091991 (R) | UNIT, SENSOR PCB(R) | | 2 | |
| 22 | 0000091991 (T) | UNIT, SENSOR PCB(T) | | 1 | |
| 101 | | SCREW, CROSS TRUSS | M4X10 | 33 | |
| 102 | | SCREW, CROSS PAN BEING | M3X6 | 14 | SW |

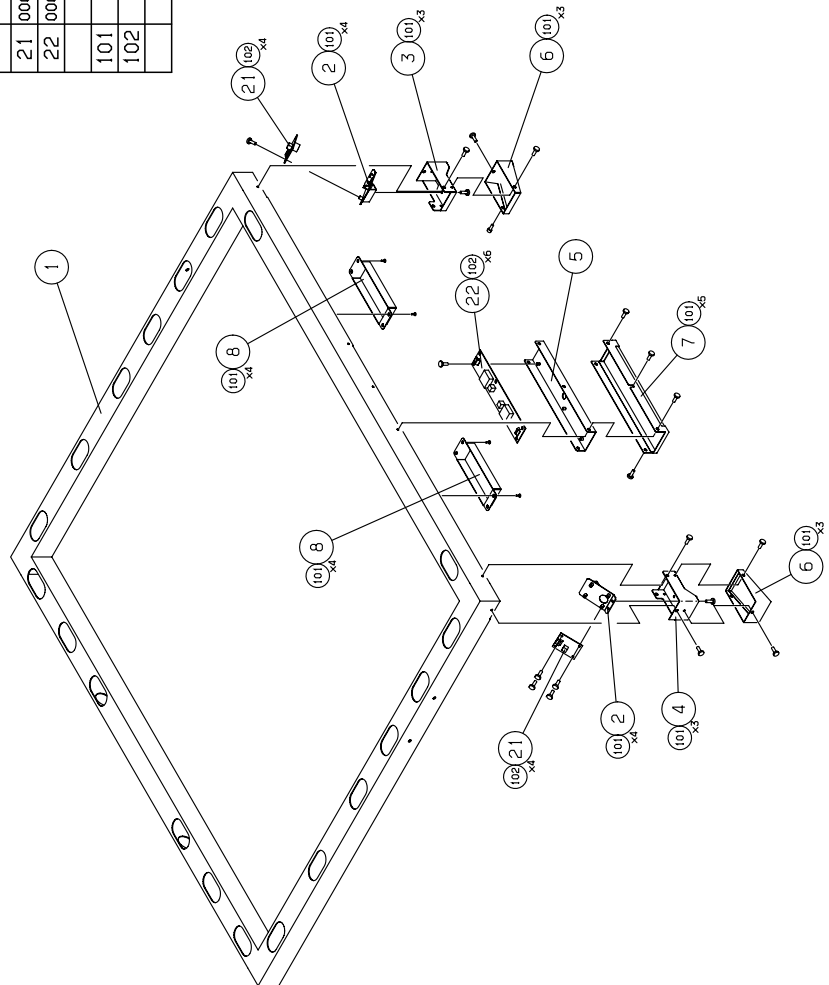


FIG.8 UNIT, SPEAKER

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE | NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------|----------------------------|------------------------|-----|------|-----|------------|------------------|------------------------|-----|------|
| 101 | | SCREW, CROSS TRUSS | M6X30 | 8 | | 1 | 0000096163 | BRACKET, SPEAKER | SECC T1.6 | 1 | |
| 102 | | SCREW, CROSS TAPPING TRUSS | ø3. 5X1.2 | 24 | | 2 | 0000096164 | BRACKET, SPEAKER | SECC T1.6 | 1 | |
| | | | | | | 3 | 0000090674 | BOX, SPEAKER | WOOD T9 | 2 | |
| | | | | | | 4 | 0000090709 | COVER, SPEAKER | SECC T1.6 | 2 | |
| | | | | | | 51 | 0000062297 | SPEAKER | M130FA803-10 | 2 | |

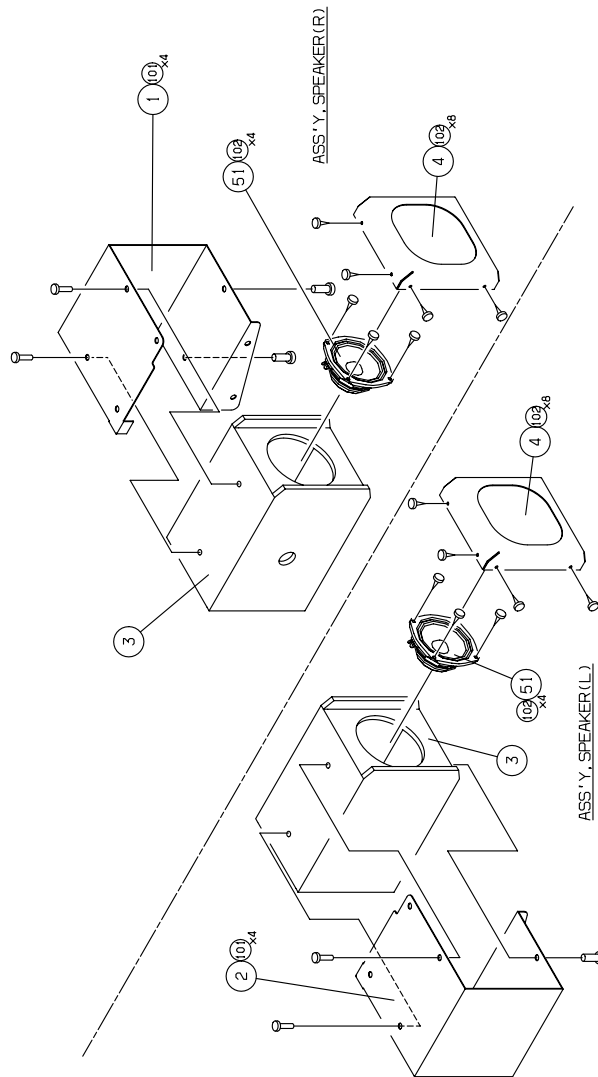


FIG.9 UNIT, GLOVE(L)

| NO. | CODE No. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|-----------------------|------------------------|-----|---------|
| 1 | 0000094765 | GLOVE | | 1 | |
| 2 | 0000094766 | COVER, GLOVE | | 1 | |
| 3 | 0000096334 | ASS'Y, CABLE (L) | | 1 | |
| 4 | 0000096206 | UNIT, PCB(S) | | 1 | |
| | | | | | |
| 101 | | SCREW, CROSS PAN SEWS | M3X6 | 4 | SM, PW |
| 102 | | BOLT, BUTTON HEAD | M4X16 | 4 | WA (SW) |
| 103 | | NUT, NYLON FRANGE | M6 | 2 | |
| | | | | | |

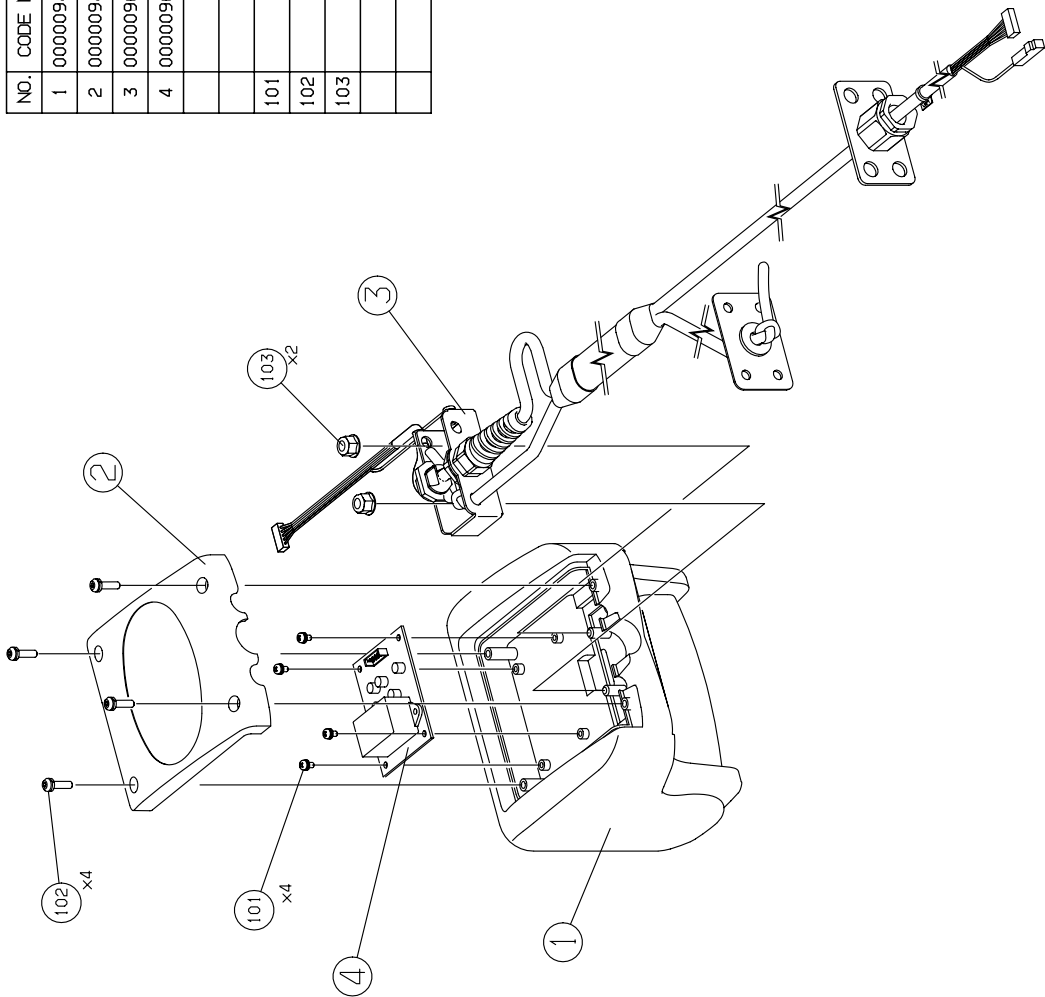
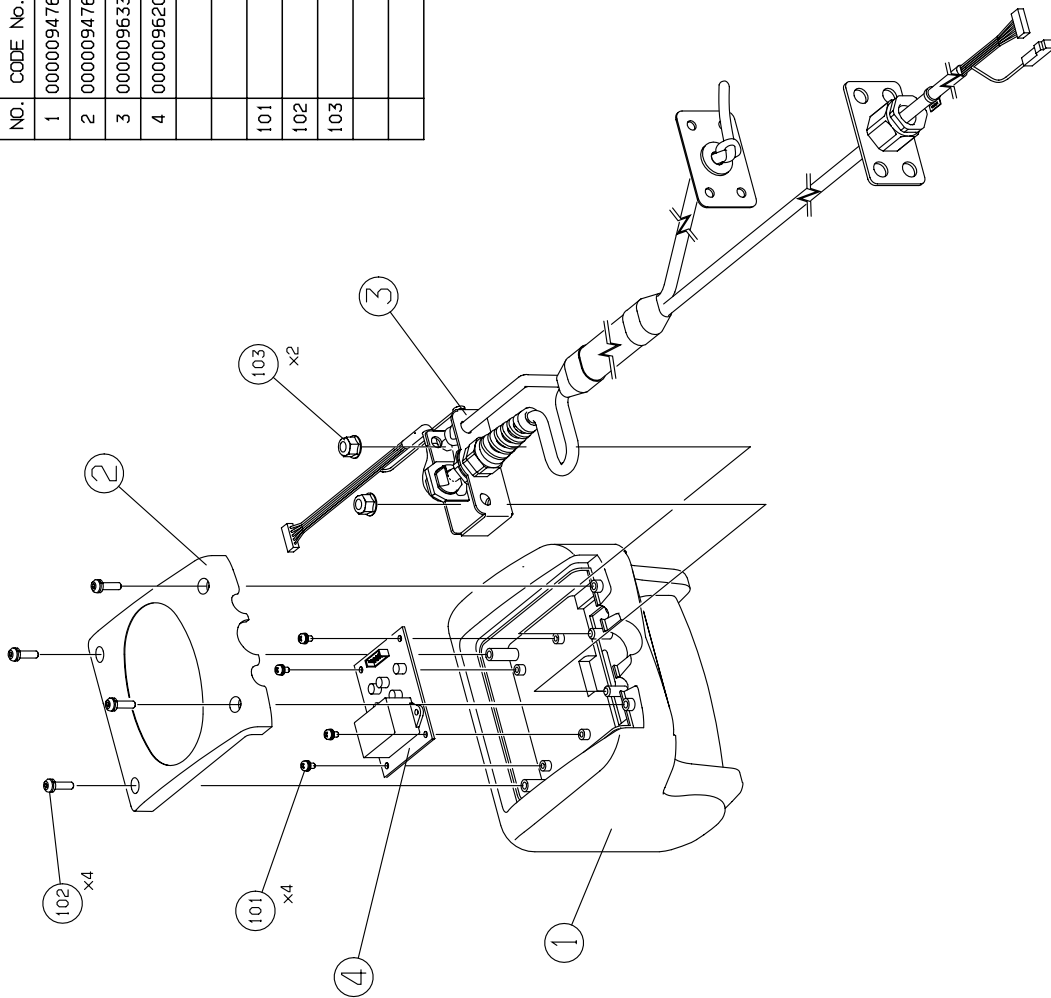


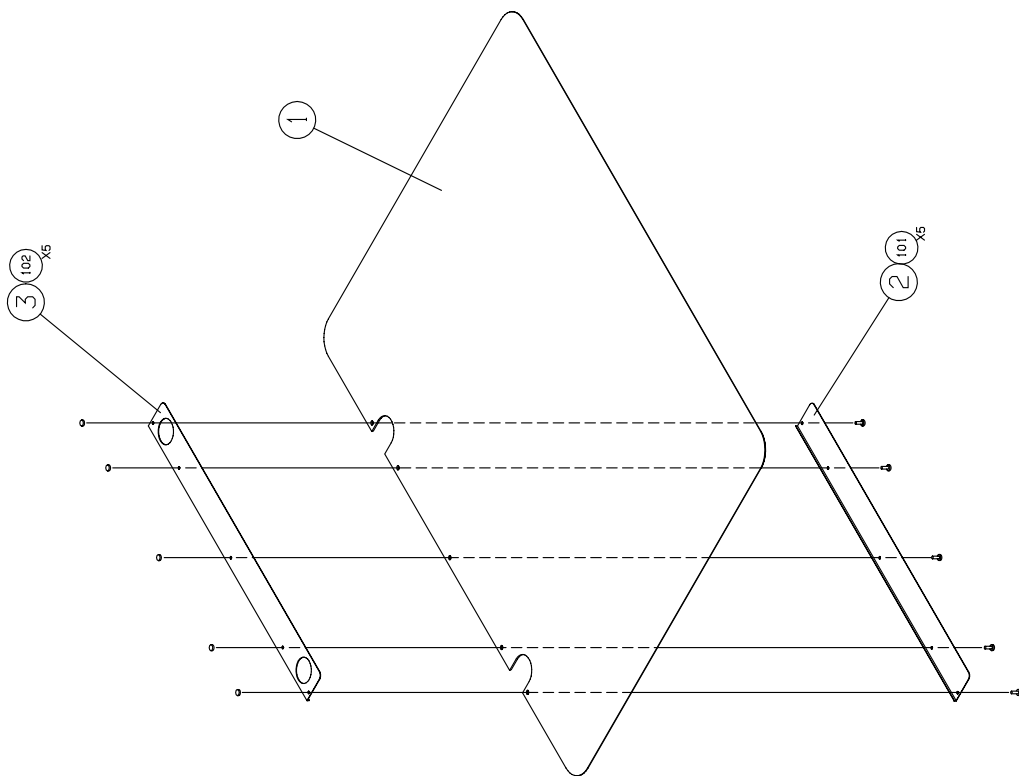
FIG.10 UNIT, GLOVE(R) - - - - -

| NO. CODE No. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|--------------|-----------------------|------------------------|-----|---------|
| 1 | GLOVE | | 1 | |
| 2 | COVER, GLOVE | | 1 | |
| 3 | ASS'Y. CABLE (R) | | 1 | |
| 4 | UNIT, PCB(S) | | 1 | |
| | | | | |
| | | | | |
| 101 | SCREW, CORSS PAN SEMS | M3x6 | 4 | SW, PW |
| 102 | BOLT, BUTTON HEAD | M4x16 | 4 | WA (SW) |
| 103 | NUT, NYLON FRANGE | M6 | 2 | |
| | | | | |



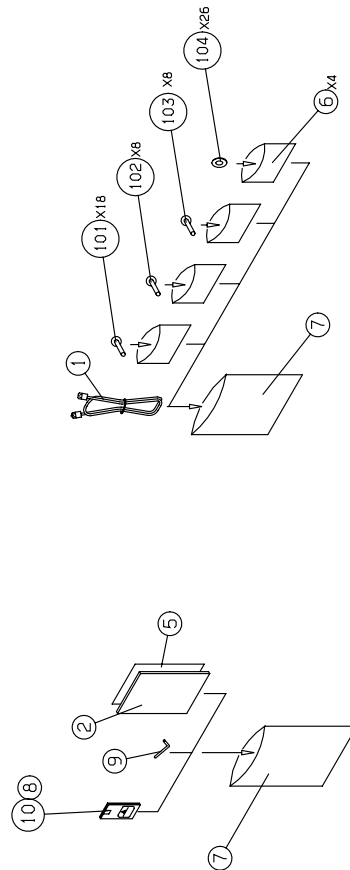
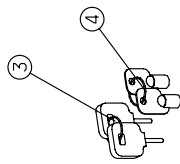
■ FIG.11 ASS'Y, FOOT SHEET - - - - -

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|-------------------|------------------------|-----|------|
| 1 | 0000096231 | SHEET, FOOT | PC T3 | 1 | |
| 2 | 0000090701 | COVER, EDGE | SUS304 T1.0 | 1 | |
| 3 | 0000090703 | COVER, EDGE | SUS304 T1.0 | 1 | |
| 101 | | SCREW, CROSS FLAT | M4X1.0 | 5 | |
| 102 | | NUT, DOMED CAP | M4 | 5 | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |



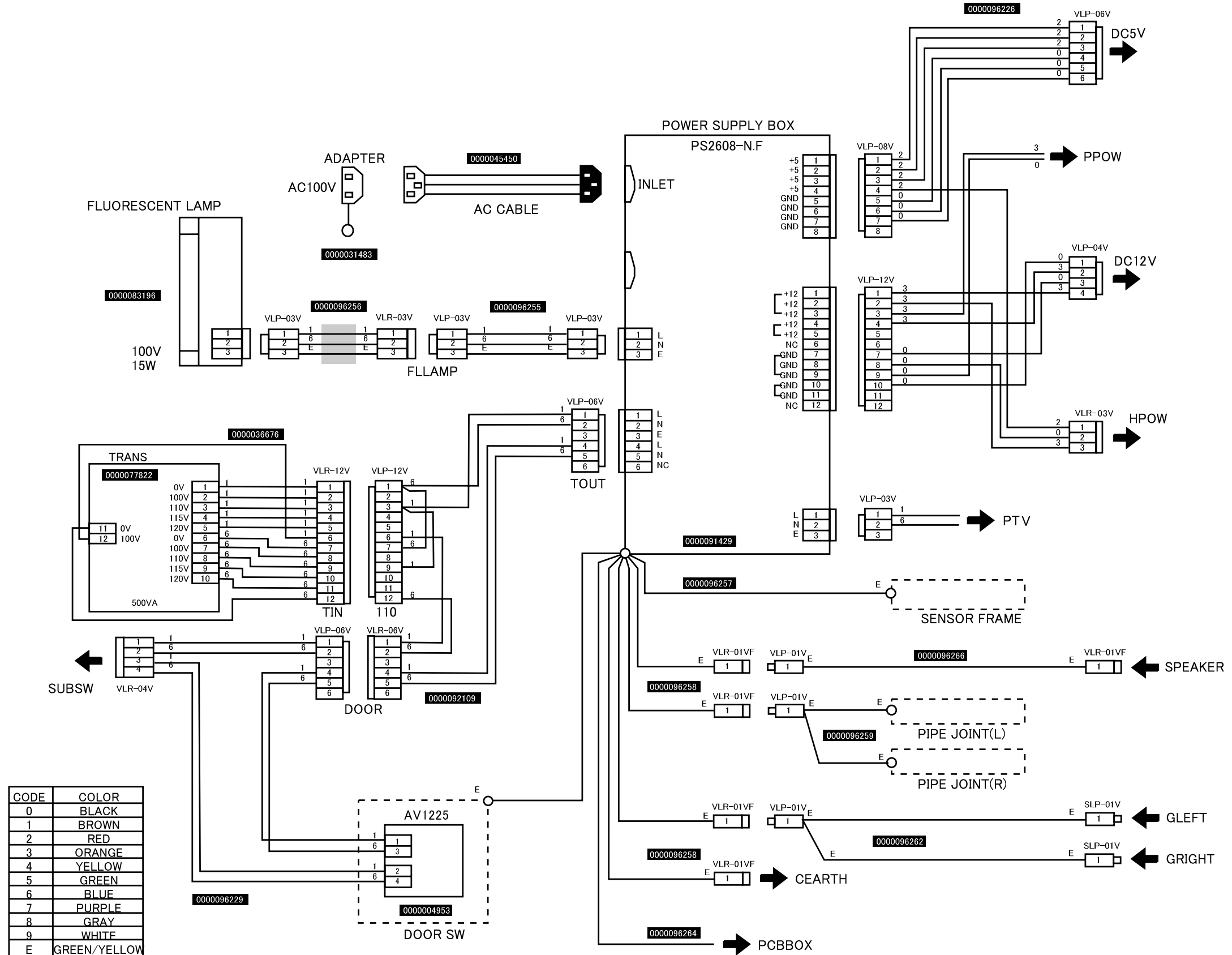
■ FIG.12 UNIT, ATTACHMENT

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|---------------------|------------------------|-----|------------|
| 1 | 0000036692 | CABLE, AC | | 1 | |
| 2 | 0000097023 | BOOK, MANUAL/HD | | 1 | |
| 3 | 0000005537 | KEY, LOCK | NS-812-M/2 | 2 | |
| 4 | 0000001676 | KEY, LOCK | NS-801-M/2 | 2 | |
| 5 | 0000091498 | SHEET, MANUAL | | 1 | |
| 6 | 0000004366 | BAG | 75X110 T0.04 | 4 | |
| 7 | 0000004319 | BAG | 230X350 T0.05 | 2 | |
| 8 | 0000004630 | BAG | 250X300 T0.05 | 1 | |
| 9 | 0000004555 | WRENCH KEY, HEXAGON | B4 | 1 | |
| 10 | 0000096446 | UNIT, CF-CARD | | 1 | |
| 101 | | BOLT, BUTTON HEAD | M6x20 | 18 | WA(SM, PW) |
| 102 | | BOLT, BUTTON HEAD | M6x35 | 8 | |
| 103 | | SCREW, CROSS TRUSS | M6x30 | 8 | |
| 104 | | WASHER, PLAIN | d6 | 26 | |



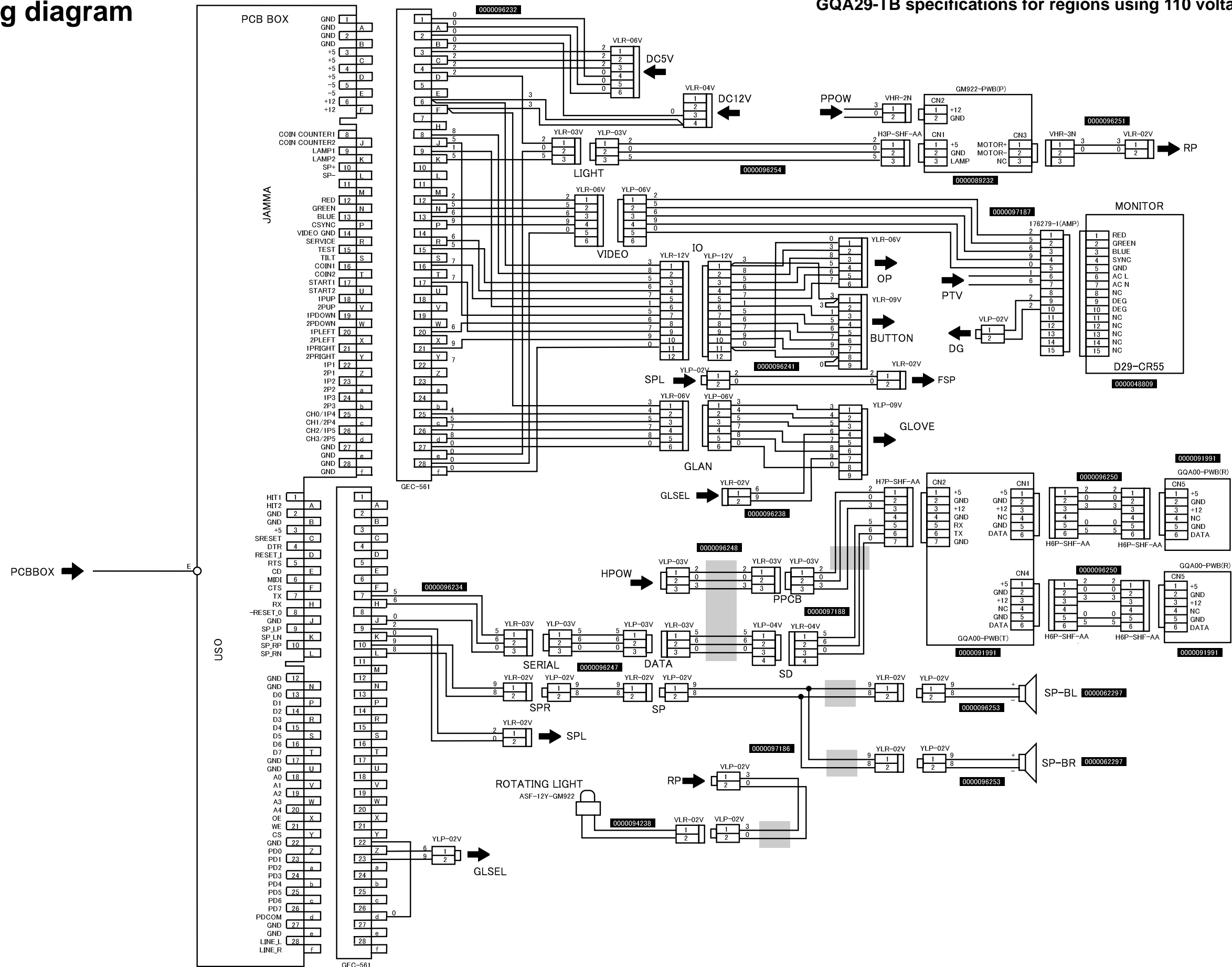
8-2 Wiring diagram

GQA29-TB specifications for regions using 110 voltage area in Asia. 1/3



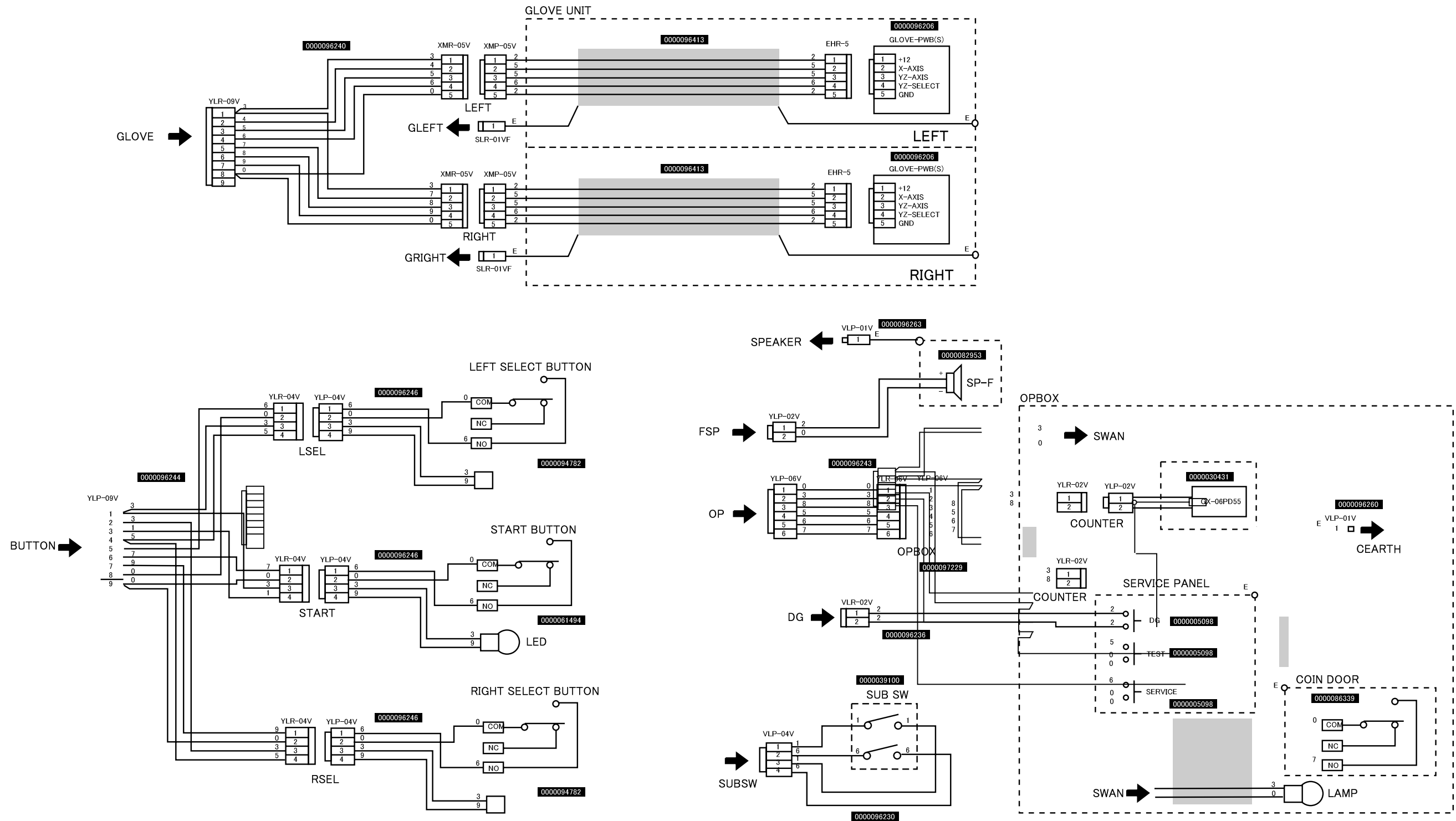
Wiring diagram

GQA29-TB specifications for regions using 110 voltage area in Asia. 2/3



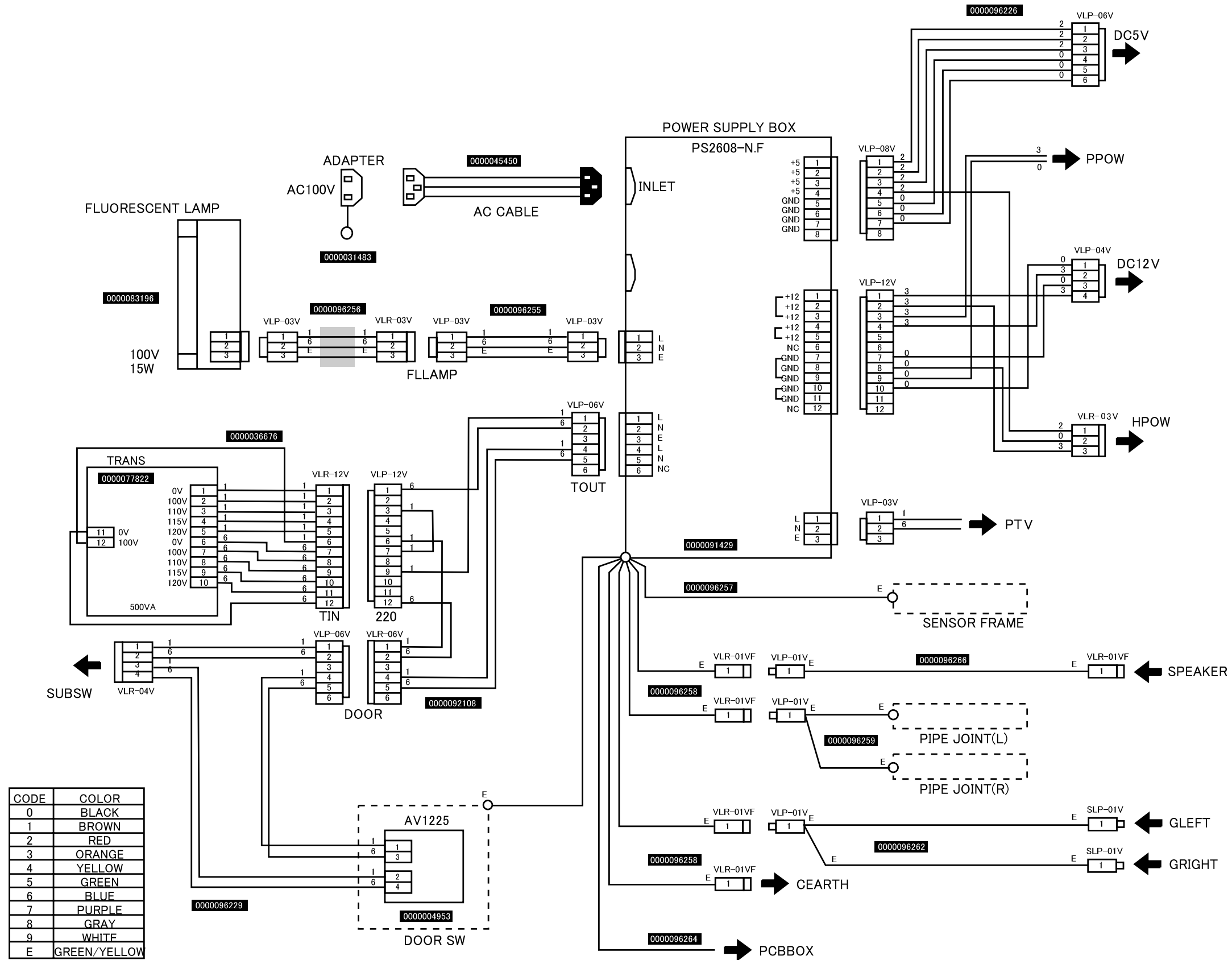
Wiring diagram

GQA29-TB specifications for regions using 110 voltage area in Asia. 3/3



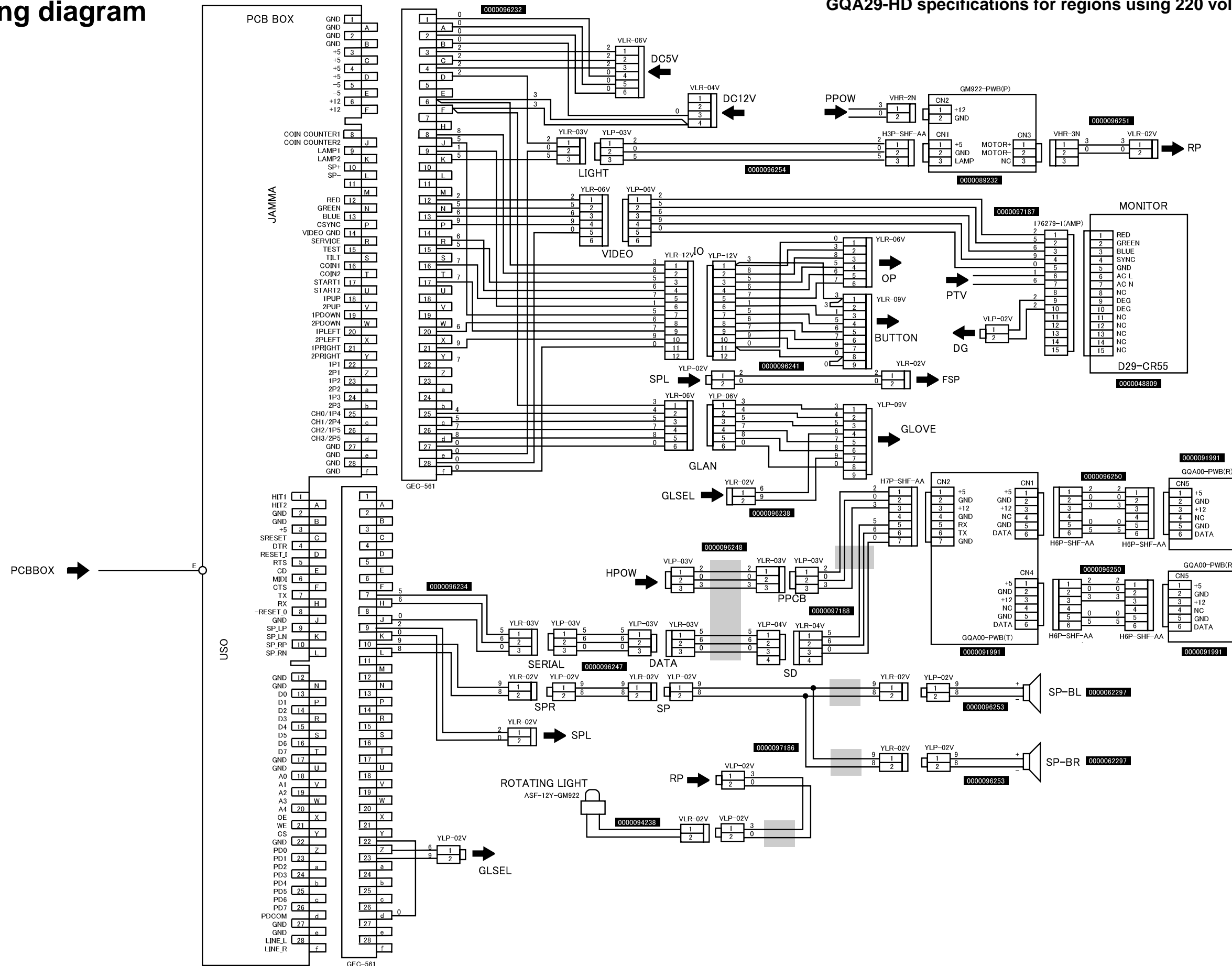
Wiring diagram

GQA29-HD specifications for regions using 220 voltage area in Asia. 1/3



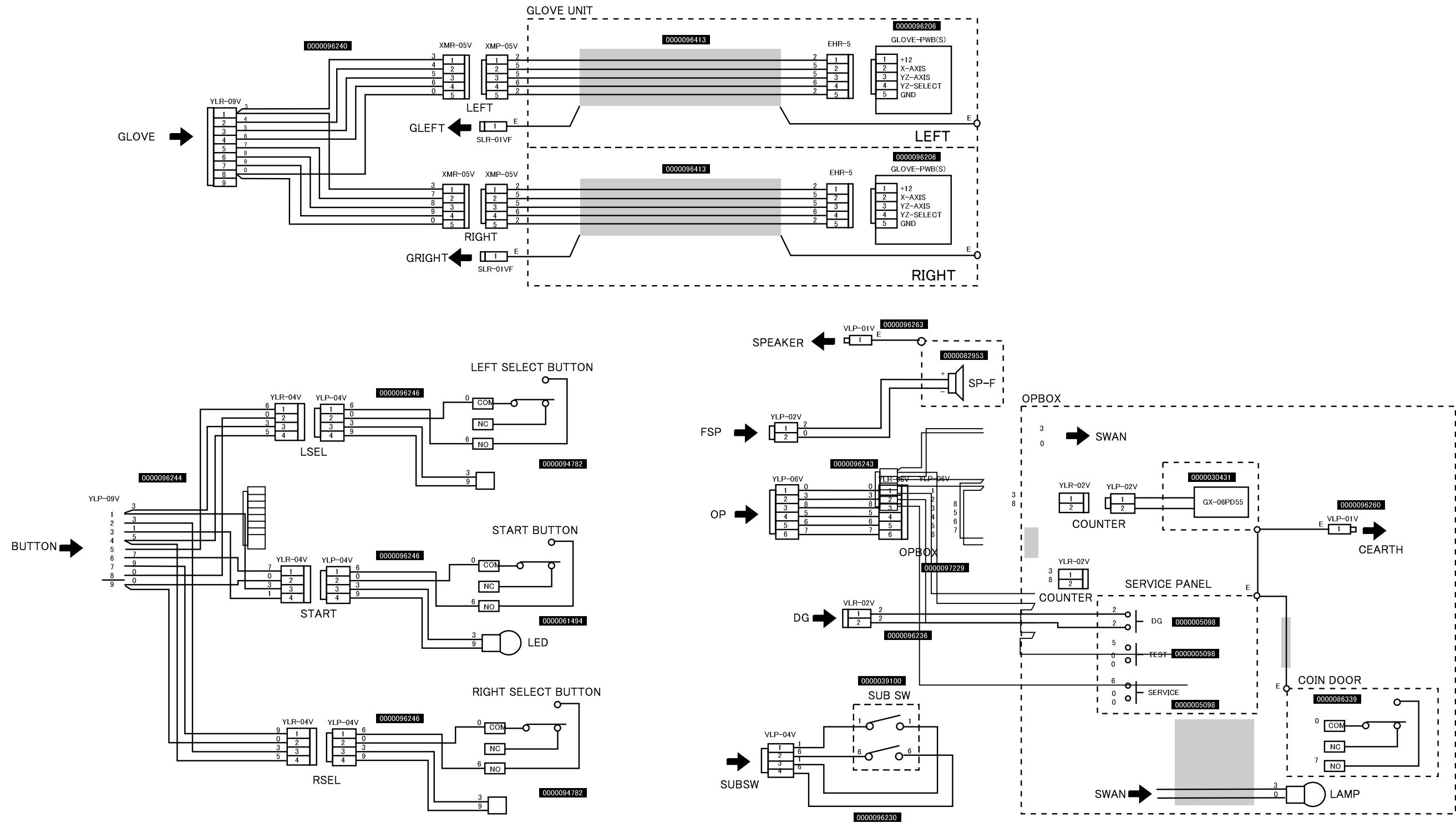
Wiring diagram

GQA29-HD specifications for regions using 220 voltage area in Asia. 2/3



Wiring diagram

GQA29-HD specifications for regions using 220 voltage area in Asia. 3/3



KONAMI®