



29 inch Deluxe Version
Owner's Manual



SEGA AMUSEMENTS USA, INC.

MANUAL NO. 999-2026

GAME CODE: OLS

VISIT OUR WEBSITE!

The screenshot shows a web browser window displaying the SEGA SERVICE website. The browser's address bar shows the URL <http://www.seuservice.com/>. The website header includes the SEGA SERVICE logo, contact information for Sega Amusements USA Inc. (45133 Industrial Dr., Fremont, CA 94538, (415) 701-6580), and a Google search bar for SEUService.com. A navigation menu contains links for Home, Whats New, Manuals, Bulletins, Assemblies, Graphics, Search, Bulletin Sign-Up, Staff, Warranty Policy, Return Policy, and Corporate Info. The main content area features the text "Help is on the way!!" with two cartoon characters: a striped character and a police officer. To the right is a large SEGA SERVICE logo with a list of links: Bulletins, Game Manuals, Search, and What's New. At the bottom, there is a text prompt: "If you have any questions or comments about this site please E-Mail to Dave.Cantrelle@seu.sega.com" and a "POWERED BY Mac OS X" logo.

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.



Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.



Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and or material damage.

For the safe usage of the product, the following pictographs are used:



Indicates “HANDLE WITH CARE.” In order to protect the human body an equipment, this display is attached to places where the Owner’s Manual and or Service Manual should be referred to.

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.
- **Be sure to ground the Earth Terminal** (this, however, is not required in the case where a power cord with earth is used).
This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the “accurately grounded indoor earth terminal” by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.
- **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**
This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.** (only for the machines which use fuses).
Using fuses exceeding the specified rating can cause a fire and electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.
 - **Ensure that the product meets the requirements of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.
 - **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
 - **When handling the Monitor, be very careful. (Applies only to the product w/monitor.)**
Some of the monitor (TV) parts are subject to high tension voltage. Even after running off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.
 - **Be sure to adjust the monitor (projector) properly. (Applies only to the product w/monitor.)**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
 - **When transporting or reselling this product, be sure to attach this manual to the product.**
In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.
- Descriptions herein contained may be subject to improvement changes without notice.
 - The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are Casters and Adjusters, damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cords have cuts and dents?
- Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- Are all accessories available?
- Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

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SPECIFICATIONS

Installation Space	: 32.8 inches width X 87.4 inches depth
Height	: 84 inches
Width	: 32.8 inches
Length	: 87.4 inches
Weight	: 634.9 lbs
Power, maximum current	: 336 W 3.44 A (AC 120V 60 Hz AREA)

MONITOR : 29 inch supplied by Sanwa

Monitor Part# 998-0162

Chassis Part# 998-0161

INTRODUCTION OF THE OWNERS MANUAL

This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the product,

OLLIE KING 29INCH DELUXE TYPE.

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the product was purchased from.

Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.



Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.

SEGA AMUSEMENTS USA, INC. / CUSTOMER SERVICE

45133 Industrial Drive, Fremont, California 94538, U.S.A.

Phone : (415) 701-6580

Fax : (415) 701-6594

DEFINITION OF LOCATION MAINTENANCE MAN AND SERVICEMAN



Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the location's maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

The location's maintenance man and serviceman are herein defined as follows:

"Location's Maintenance Man" :

Those who have experience in the maintenance of amusement equipment and vending machines, etc., and also participate in the servicing and control of the equipment through such routine work as equipment assembly and installation, servicing and inspections, replacement of units and consumables, etc. within the Amusement Facilities and or locations under the management of the Owner and Owner's Operators of the product.

Activities of Location's Maintenance Man :

Assembly & installation, servicing & inspections, and replacement of units & consumables as regards amusement equipment, vending machines, etc.

Serviceman :

Those who participate in the designing, manufacturing, inspections and maintenance service of the equipment at an amusement equipment manufacturer.

Those who have technical expertise equivalent to that of technical high school graduates as regards electricity, electronics and or mechanical engineering, and daily take part in the servicing & control and repair of amusement equipment.

Serviceman's Activities :

Assembly & installation and repair & adjustments of electrical, electronic and mechanical parts of amusement equipment and vending machines.

LISTED



5K92

AMUSEMENT MACHINE

Notes:

1. HANDLING PRECAUTIONS

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

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.



- Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- To avoid electric shock, do not plug in or unplug with a wet hand.
- Do not expose Power Cords and Earth Wires on the surface, (floor, passage, etc.). If exposed, the Power Cords and Earth Wires are susceptible to damage. Damaged cords and wires can cause electric shock or short circuit.
- To avoid causing a fire or electric shock, do not put things on or damage Power Cords.
- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or electric shock.
- Completely make connector connections for IC BD and others. Insufficient insertion can cause an electric shock.
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.
 - Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the lookers-on, or result in injury during play.
 - SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.
- Be sure to perform periodic maintenance inspections herein stated.



IMPORTANT!

- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- The Projector is employed for this machine. The Projector's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to PROJECTOR.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Some parts are the ones designed and manufactured not specifically for this game machine. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, Sega cannot repair or replace a failed game machine whether or not a warranty period has expired.

2. PRECAUTIONS REGARDING INSTALLATION LOCATION



This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- The operating (ambient) temperature range is from 5° to 30°.

LIMITATIONS OF USAGE REQUIREMENTS



- Be sure to check the Electrical Specifications.
Ensure that this product is compatible with the location's power supply, voltage and frequency requirements.
A plate describing Electrical Specifications is attached to the product.
Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 5 A or higher (AC single phase 100~120 V area), and 3 A or higher (AC 220~240 V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Be sure to independently use the power supply equipped with the Earth Leakage Breaker. Using a power supply without the Earth Leakage Breaker can cause an outbreak of fire when earth leakage occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- When using an extension cord, ensure that the cord is rated at 5 A or higher (AC 100~120 V area) and 3 A or higher (AC 220~240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

OPERATION AREA



- For the operation of this machine, secure a minimum area of 1.8 m (W)×2.5 m (D). In order to prevent injury resulting from the falling down accident during game play, be sure to secure the minimum area for operation.
- Be sure to provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning and a fire, do not place any obstacles near the ventilation opening.
- SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.



For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 0.85 m (W) and 1.8 m (H).

Electric current consumption

MAX. 3.44 A (AC 120 V, 60 Hz)
MAX. 1.86 A (AC 220 V, 50 Hz)
MAX. 1.83 A (AC 220 V, 60 Hz)
MAX. 1.71 A (AC 240 V, 50 Hz)
MAX. 3.6 A (AC 110 V, 60 Hz,
For TAIWAN)

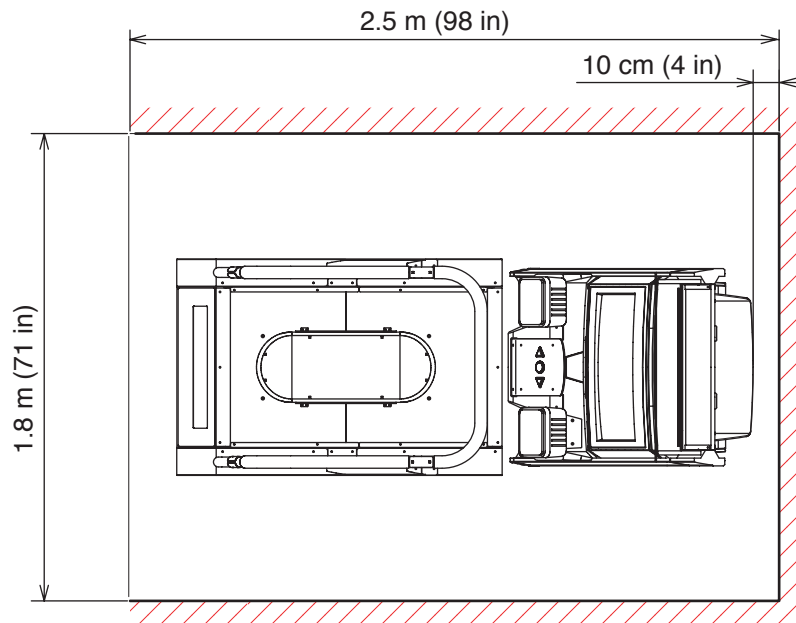


FIG. 2 ***Note: Actual Main unit WILL differ from image.

3. PRECAUTIONS REGARDING PRODUCT OPERATION

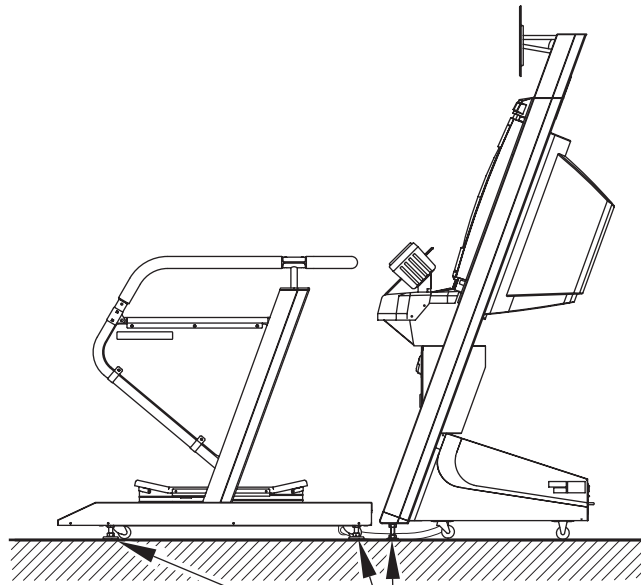
BEFORE OPERATION

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.



In order to avoid accidents, check the following before starting the operation:

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and or trouble between customers.
- Be sure to perform appropriate adjustment of the monitor (projector). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.



Ensure that all of the Adjuster
in contact with the floor.

***Note: Actual Main unit WILL differ from image.

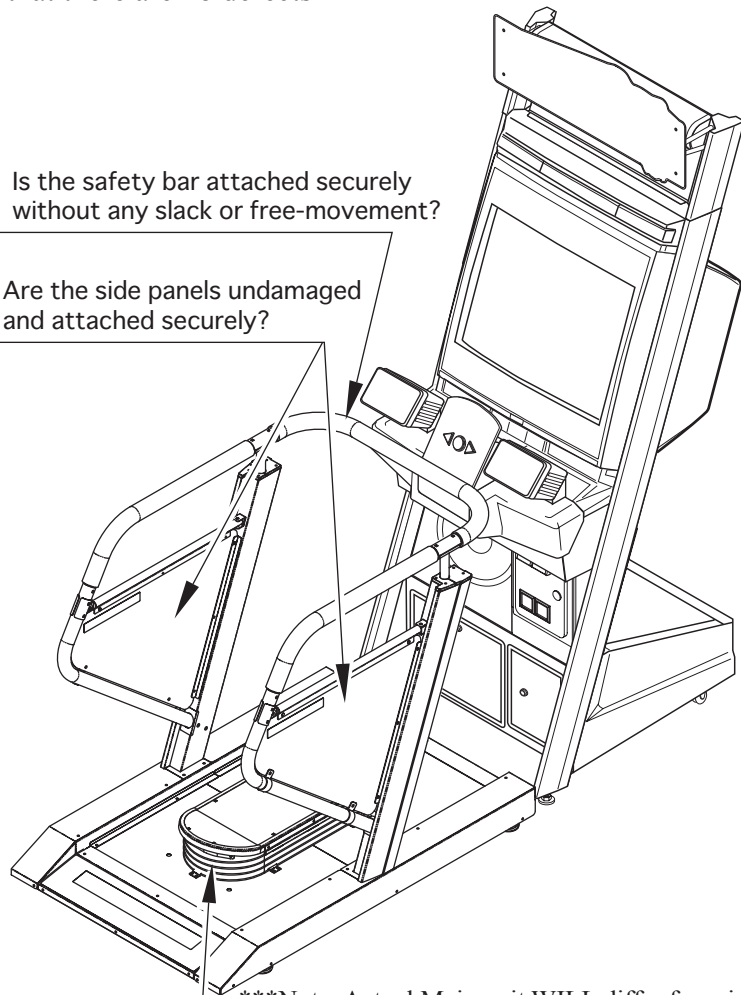
- Check that the safety parts are in good condition and securely attached. Accidents may occur if this product is operated with defective safety parts.



- Perform a test run. Check that there are no defects in the following parts.

Is the safety bar attached securely without any slack or free-movement?

Are the side panels undamaged and attached securely?



***Note: Actual Main unit WILL differ from image.
Are the bellows in good condition?

- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- To avoid electric shock, short circuit and or parts damage, do not put the following items on or in the periphery of the product.
Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/ vessels containing chemicals and water.



To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and or trouble between customers.

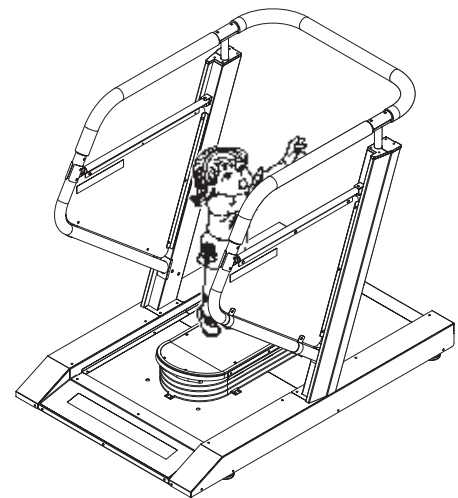
DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.



- To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.
 - Those who need assistance such as the use of an apparatus when walking.
 - Those who have high blood pressure or a heart problem.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video game, etc.
 - Those who have a trouble in the neck and or spinal cord.
 - Intoxicated persons.
 - Pregnant women or those who are in the likelihood of pregnancy.
 - Persons susceptible to motion sickness.
 - Persons whose act runs counter to the product's warning displays.
- A player who has never been adversely affected by light stimulus might experience dizziness or headache depending on his physical condition when playing the game. Especially, small children can be subject to those conditions. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury resulting from falling down and electric shock due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.

- Only players who satisfy the minimum height requirement and can hold the safety bar correctly while riding the skateboard may play.
Warn persons below the minimum height requirement of 1.3m that they are prohibited from playing. Do not allow anyone to play unless they hold the safety bar at all times.



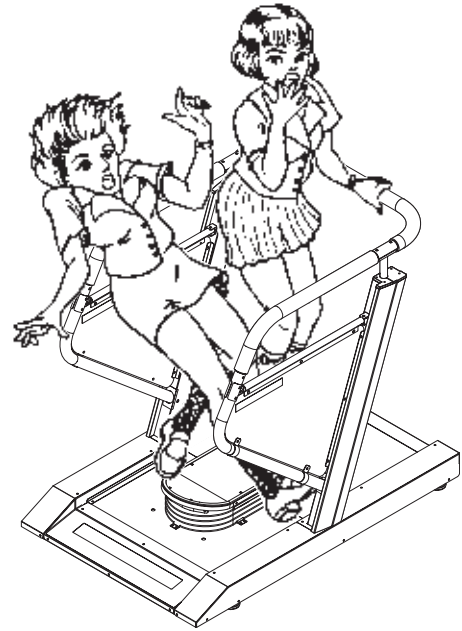


- Warn anyone wearing high heel shoes that they are prohibited from playing since there is a high risk of injury from accidents.

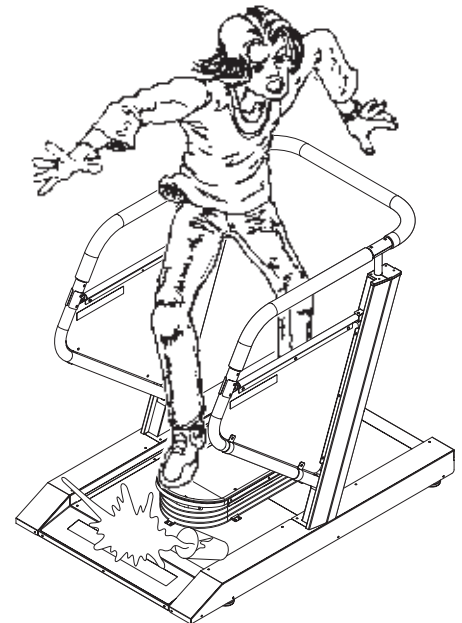


- Similarly, warn anyone wearing sandals or other easily removed shoes that they are prohibited from playing since there is a high risk of injury from accidents.

- To avoid injury from potential falling down accidents, be sure to instruct that only one person is allowed to play at a time.

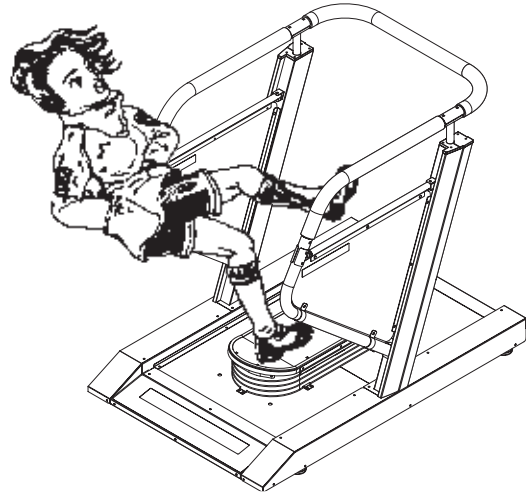
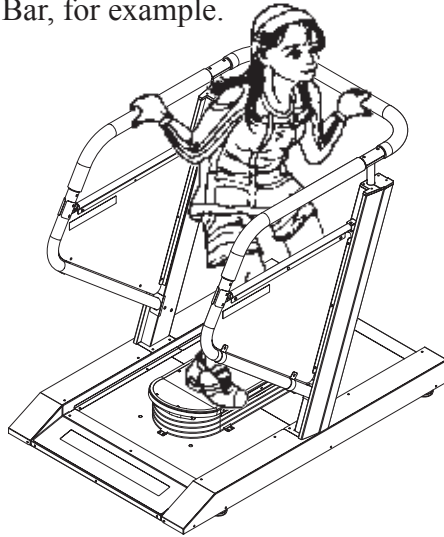


- Do not allow players to put any heavy item or beverages on the product. Falling down items can cause accidents and spilled beverages can cause electric shock.

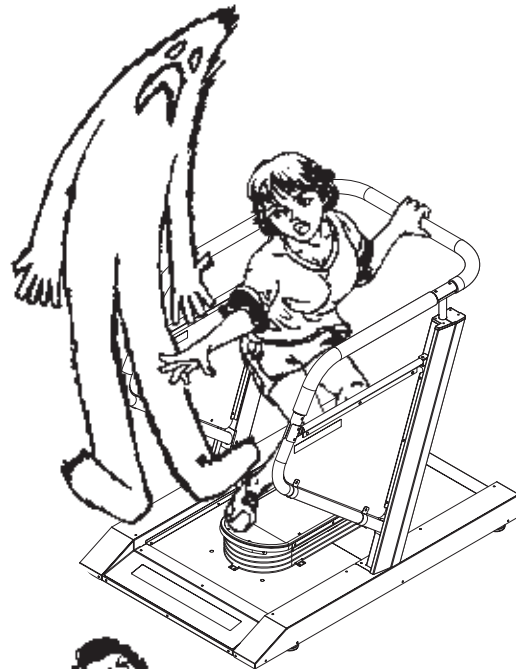




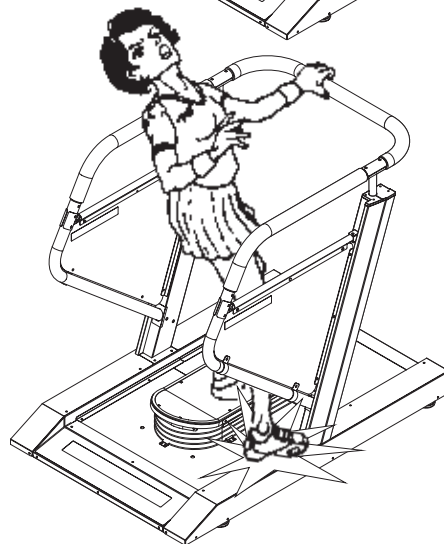
- Instruct the player to hold on firmly to the Safety Bar during game. Caution the customers who are most likely to cause injury by playing without holding the Safety Bar, for example.



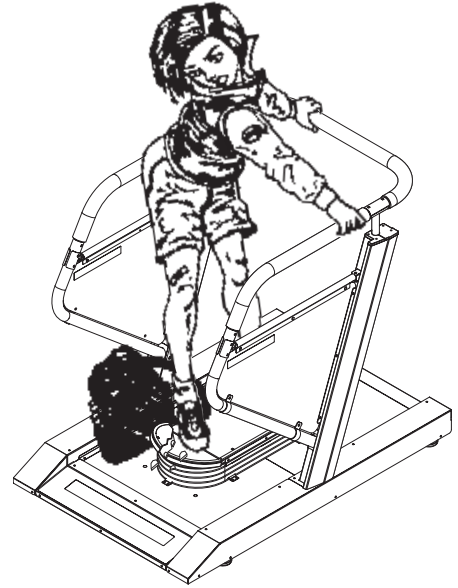
- To avoid injury, do not allow persons other than the player to access to the Rear Cabi during game play.



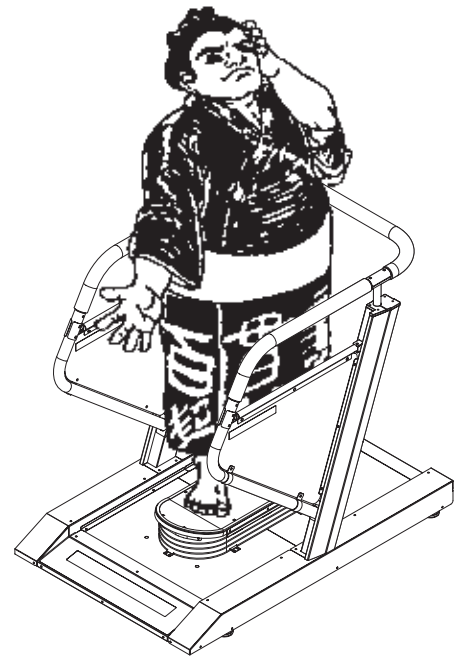
- ❖ Instruct the player to play by standing on both feet. Standing on one leg to play can cause injury.



- Instruct the player not to put baggages, etc. on the Rear Cabi to avoid damaging such items.



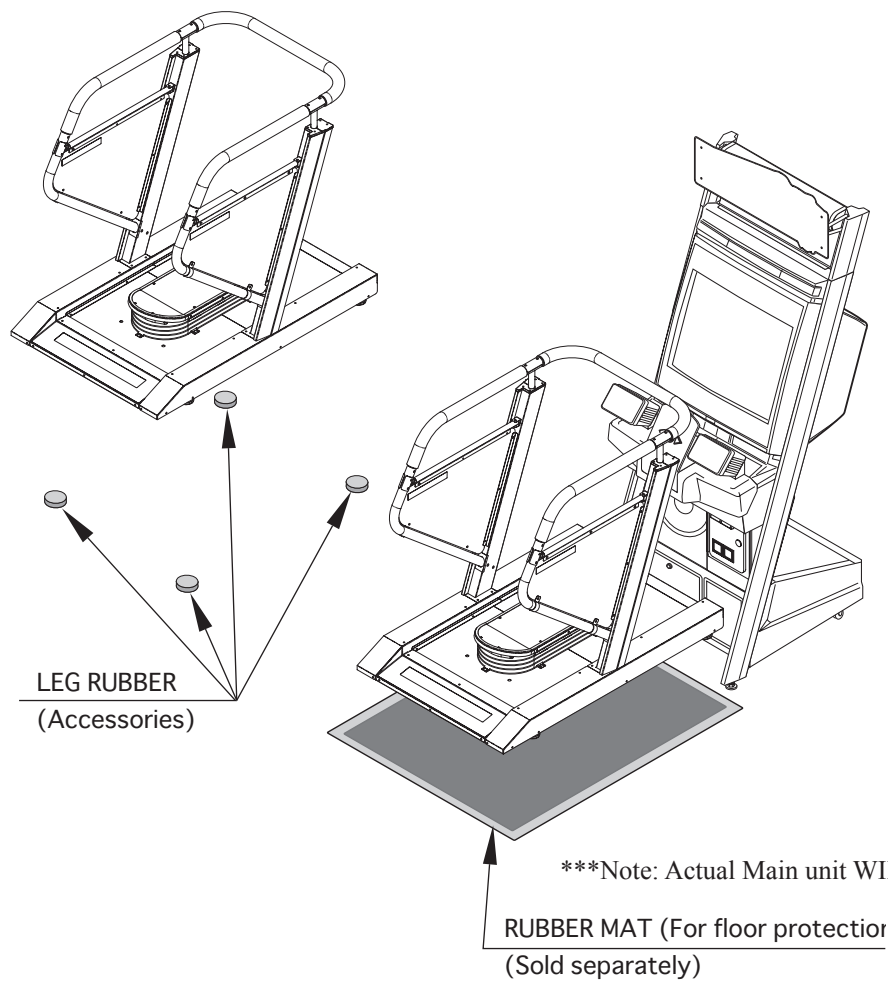
- Regarding this product, the weight of the player is limited to 387 lbs. To avoid machine damage and injury due to machine damage, playing by those who are as heavy as 287 lbs. or heavier is strictly prohibited.



- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.



- This product requires certain measures to prevent causing disruption to other nearby game machines, etc. Playing this machine may hinder the operation of nearby game machines due to vibration, etc. Fit the leg rubbers to the bottom of the adjuster feet, and avoid setting up on wooden floorings.
- This product may scratch the floor surface of the installation site. If the floor surface is wooden floorboards or carpeting, consider using a rubber mat or some other means to protect the floor.
- Please take care not to offend or disturb customers when the machine is removed or relocated to other places.



4. PART DESCRIPTIONS

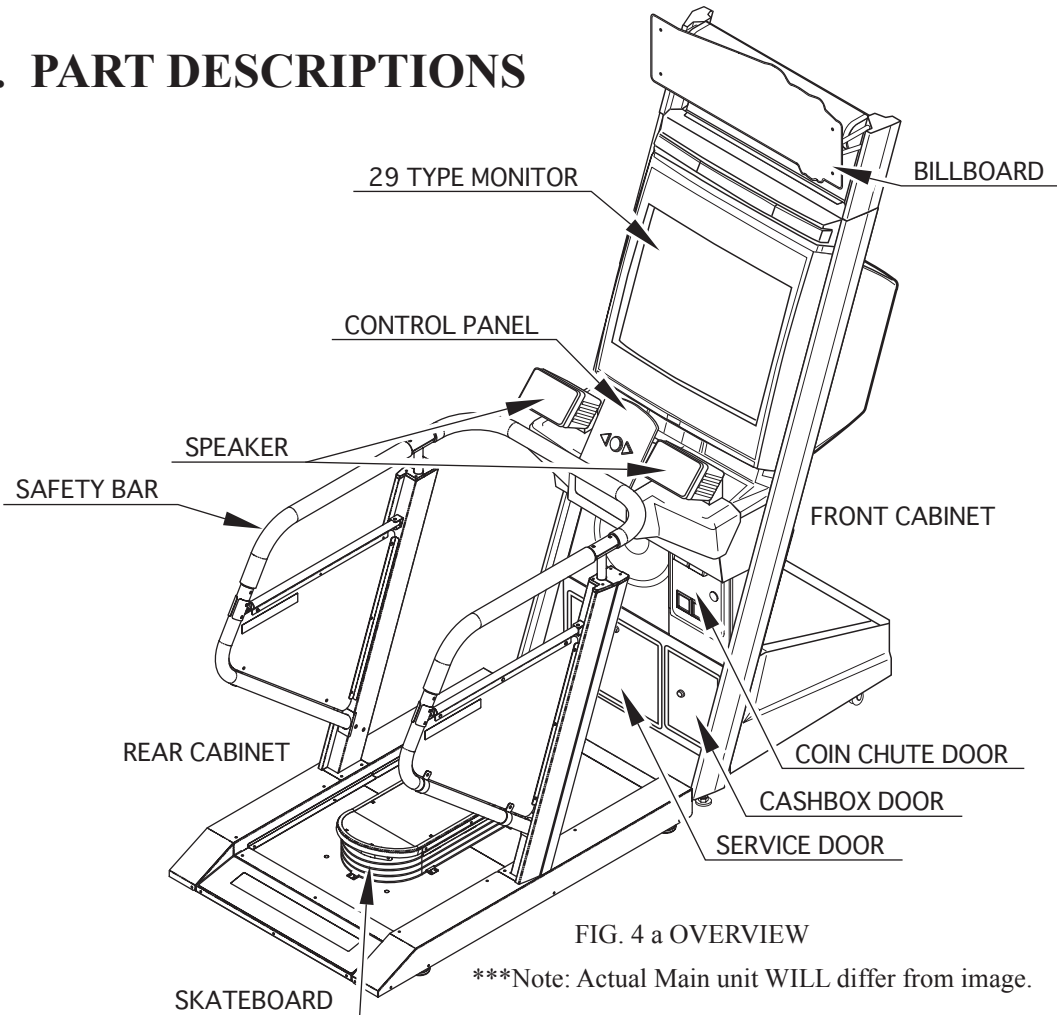


FIG. 4 a OVERVIEW

***Note: Actual Main unit WILL differ from image.

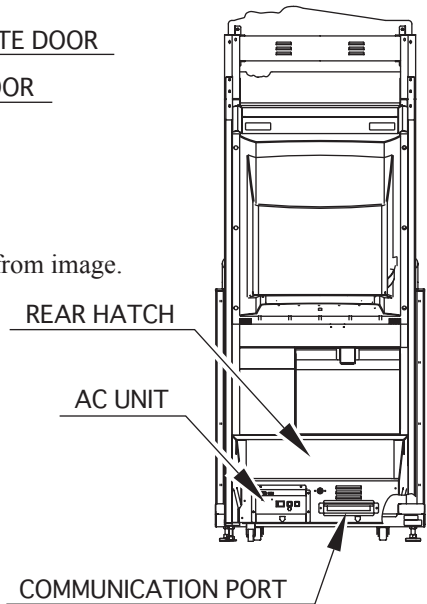


FIG. 4 c REAR VIEW

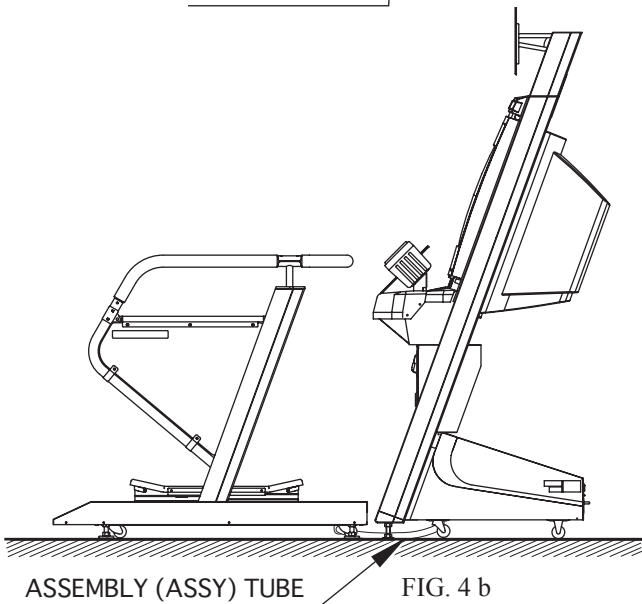


FIG. 4 b



ASSEMBLY (ASSY) TUBE

TABLE 4 Dimensions and Weights

	Width ×	Depth ×	Height	Weight
FRONT CABINET	30 in ×	37 in ×	70 in	357 lbs
BILLBOARD	30 in ×	11 in ×	16.6 in	16.5 lbs
REAR CABINET	33 in ×	49 in ×	45 in	260 lbs
FINAL PRODUCT	33 in ×	87 in ×	84 in	635 lbs

5. ACCESSORIES

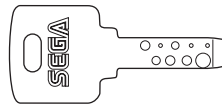
When transporting the machine, make sure that the following parts are supplied.

TABLE 5 a ACCESSORIES

DESCRIPTION	OWNER'S MANUAL
Part No. (Qty.)	999-2026
Notes	This manual
Figures	
Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.	

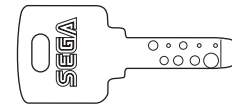
KEY MASTER
220-5576 (2)

For opening/closing the doors



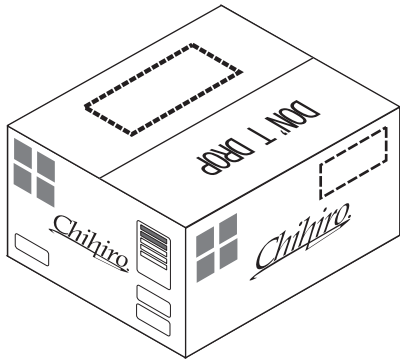
KEY
(2)

For the CASHBOX DOOR



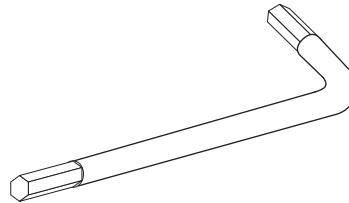
The Keys are inside the Coin Chute Door at the time of shipment from the factory.

CARTON BOX
601-11219-01 (1)



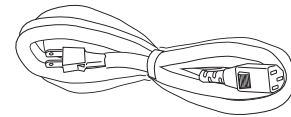
TAMPERPROOF WRENCH
M3 Torx Wrench (1)

Tool



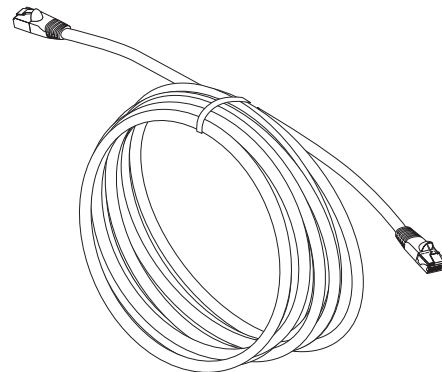
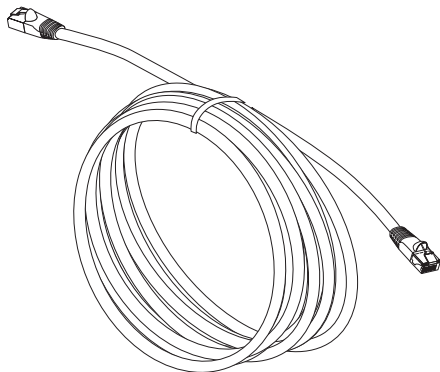
AC Cable (Power Cord)
600-7228

600-6618 (1) AC 220~240V AREA

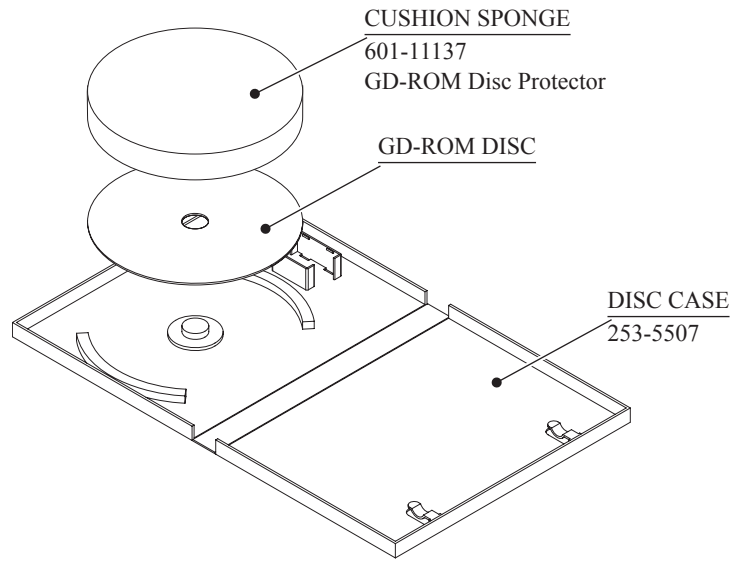


ASSY FIBER CABLE (NETWORK CABLE) 5 m
600-7269-0500 (1)

ASSY FIBER CABLE (NETWORK CABLE) 2 m
600-7269-0200 (1)



GD SOFT KIT OLS
Software



6. ASSEMBLY AND INSTALLATION



- Perform assembly work by following the procedure herein stated. Failing to comply with the instructions can cause electric shock hazard.
- Perform assembling as per this manual. Since this is a complex machine, erroneous assembling can cause an electric shock, machine damage and or not functioning as per specified performance.
- When assembling, be sure to use plural persons. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Ensure that connectors are accurately connected. Incomplete connections can cause electric shock hazard.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- This work should be performed by the site maintenance individual or other skilled professional. Performing work by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation.
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.
- To perform work safely and avoid serious accident such as the cabinet's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.



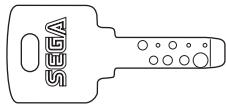
- Handle molded parts with care. Undue weight or pressure may cause them to break and the broken pieces may cause injury.
- To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Performing work without using the step can cause violent falling down accidents.
- Make sure that the GD cable connector is inserted parallel to the plug. Improper insertion may cause damage to the connector and present a fire risk.



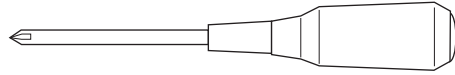
IMPORTANT!

- We recommend that the product is assembled at the proposed site of operation. If there is any difference between the place of assembly and operation, it will be necessary to dismantle and reassemble the product. Read section 7 for the precautions regarding moving the machine.
- This product requires certain measures to prevent causing disruption to other nearby game machines, etc. Playing this machine may hinder the operation of nearby game machines due to vibration, etc. Fit the leg rubbers to the bottom of the adjuster feet, and avoid setting up on wooden floorings.
- This product may scratch the floor surface of the installation site. If the floor surface is wooden floorboards or carpeting, consider using a rubber mat or some other means to protect the floor.

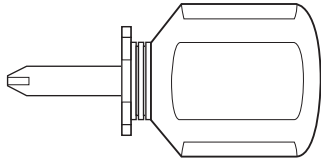
REQUIRED TOOLS, IMPLEMENTS



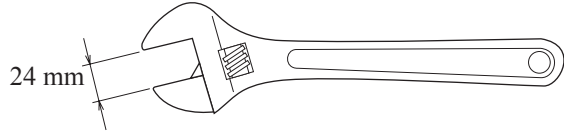
Master key



Phillips head screwdriver (M5, M4 screws)



Short Phillips head screwdriver (M5 screws)



24-mm spanner

When carrying out the assembling and installation, follow the following 7-item sequence.

- 1 CABINET-TO-CABINET CABLE CONNECTIONS
- 2 SECURING IN PLACE(ADJUSTER ADJUSTMENT)
- 3 INSTALLING THE GD-ROM DRIVE(SETTING GD-ROM DISC)
- 4 POWER SUPPLY, AND EARTH CONNECTION
- 5 TURNING POWER ON
- 6 ASSEMBLING CHECK

1 CABINET-TO-CABINET CABLE CONNECTIONS

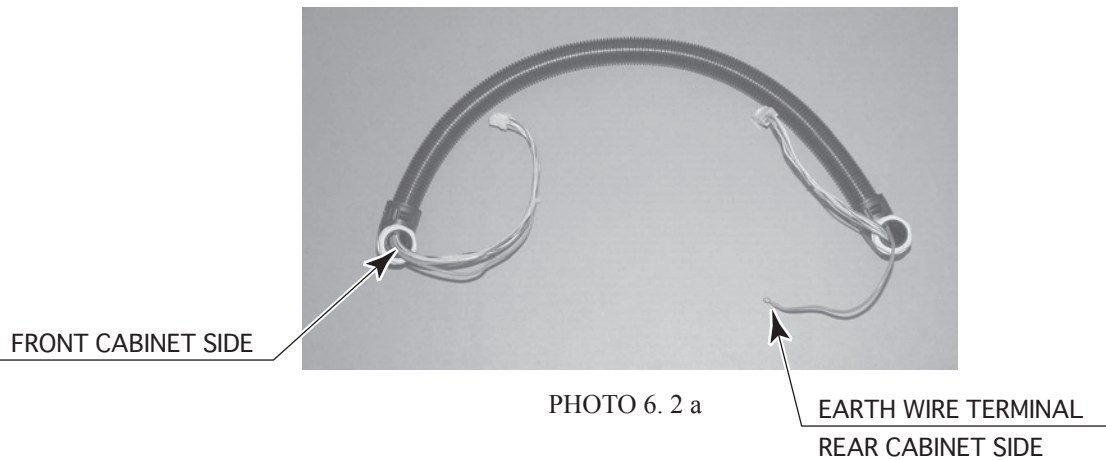


- Ensure that connectors are accurately connected. Incomplete connections can cause electric shock hazard.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.

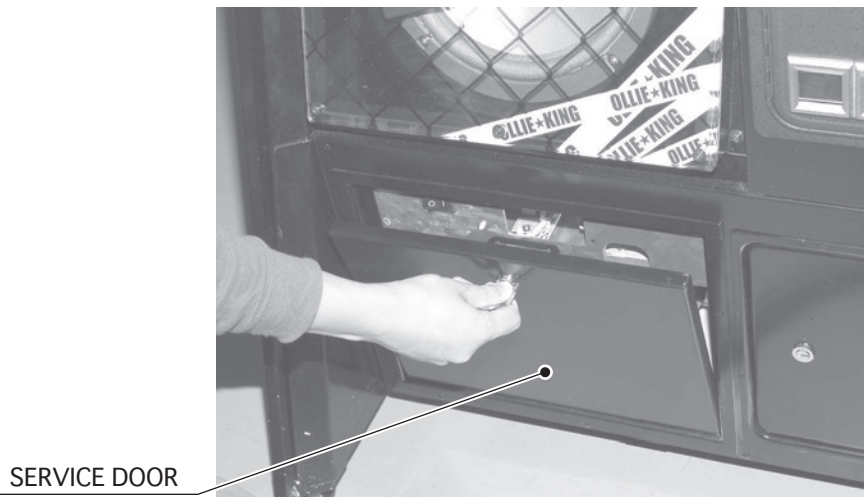
Connect the cables between both cabinets by attaching the assembly tube to the front cabinet and rear cabinet.

The matching connectors have the same number of pins and, therefore, can only be connected in one direction. Avoid forcibly inserting the connectors as this may cause damage to the pins and cables.

At one end of the assembly tube there is a circular earth wire terminal. The tube end with the earth terminal connects to the rear cabinet side.



- Remove the plastic locking nut from the front cabinet end of the assembly tube.
- Using the master key, unlock and detach the front cabinet service door.



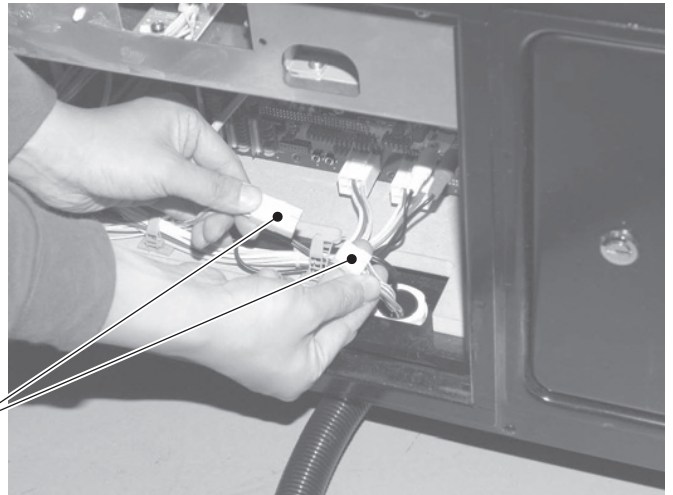
- Feed the assembly tube wires through the hole in the bottom of the front cabinet floor panel, insert the end connector and lock in place by tightening the plastic locking nut. Be careful to avoid pinching the wires when doing this.



PHOTO 6. 2 c

***Note: Actual Main unit WILL differ from image.

- Connect the assembly tube cable connector to the connector inside the front cabinet.

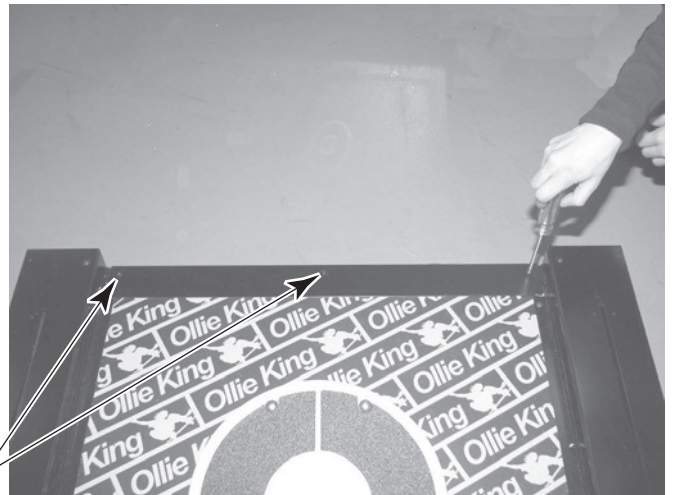


Fasten the connector

PHOTO 6. 2 d

***Note: Actual Main unit WILL differ from image.

- From the rear cabinet, detach the front floor sash facing the front cabinet. Remove the three truss screws.



TRUSS SCREW (3), black
M4×12

PHOTO 6. 2 e

- Remove the two truss screws and detach the floor side sashes locking the left and right sides of the rear cabinet floor design sheet. The left and right side floor side sash components are different. Be careful to return these to their correct original positions.

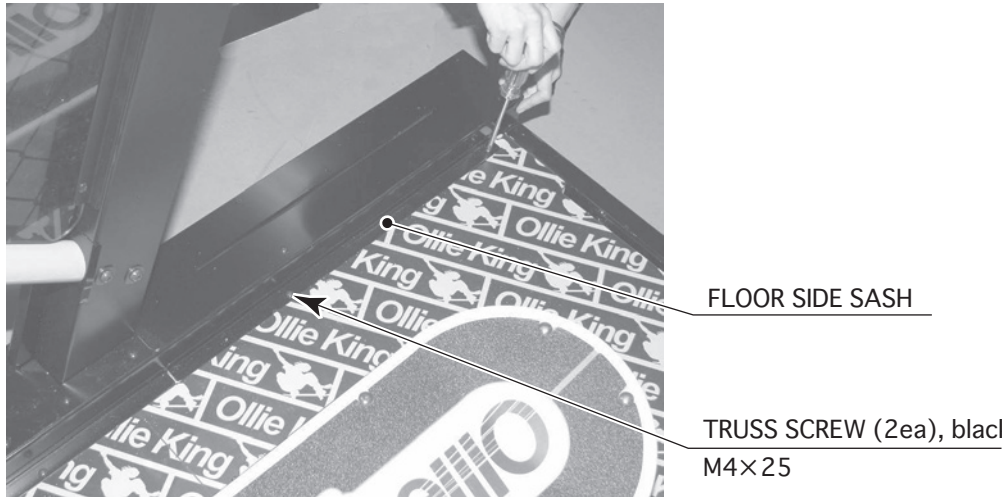


PHOTO 6. 2 f

- Pull up the floor design sheet carefully to reveal the tube mount lid.

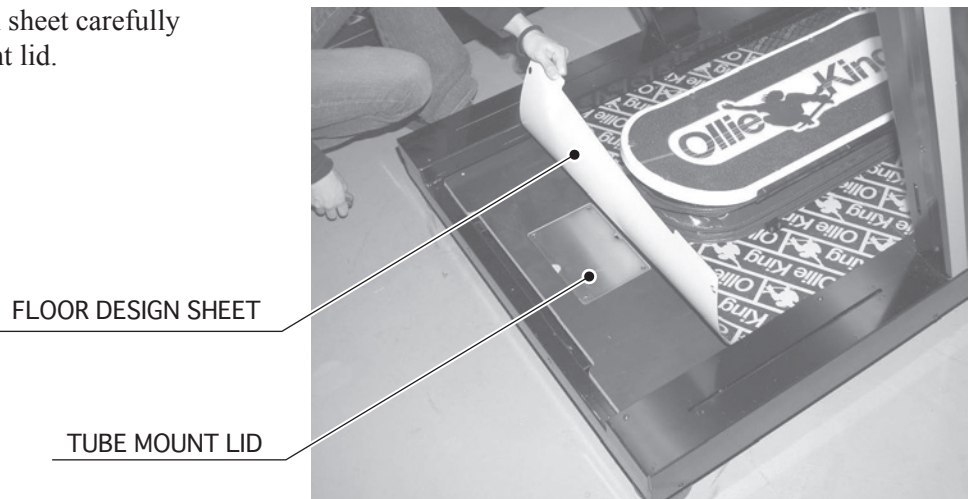


PHOTO 6. 2 g

- Remove the four flat head screws locking the tube mount lid and detach the lid.

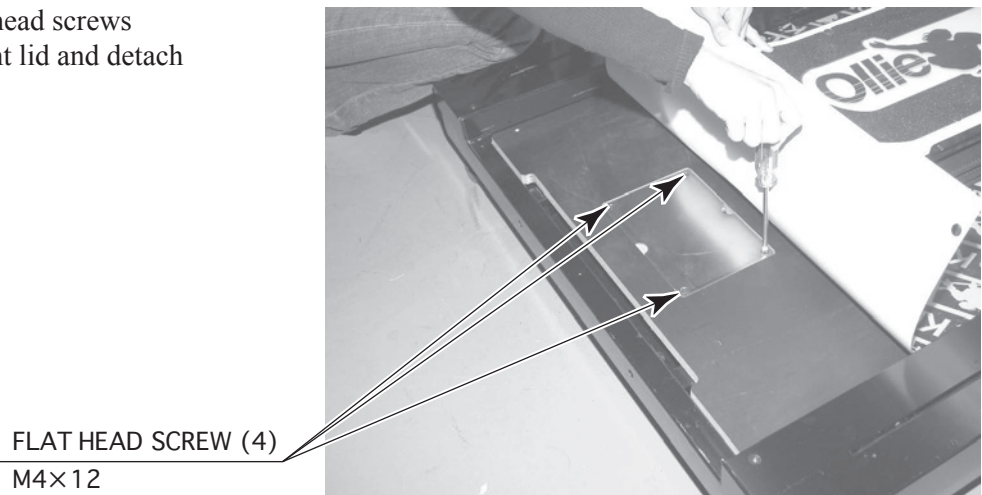


PHOTO 6. 2 h

- Remove the plastic locking nut from the rear cabinet end connector of the assembly tube.
- Feed the assembly tube wires through the hole in the bottom of the rear cabinet floor panel, insert the end connector and lock in place by tightening the plastic locking nut. Be careful to avoid pinching the wires when doing this.

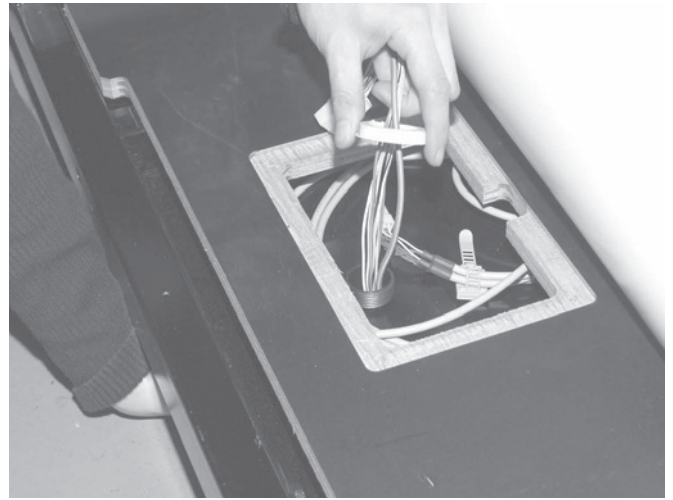
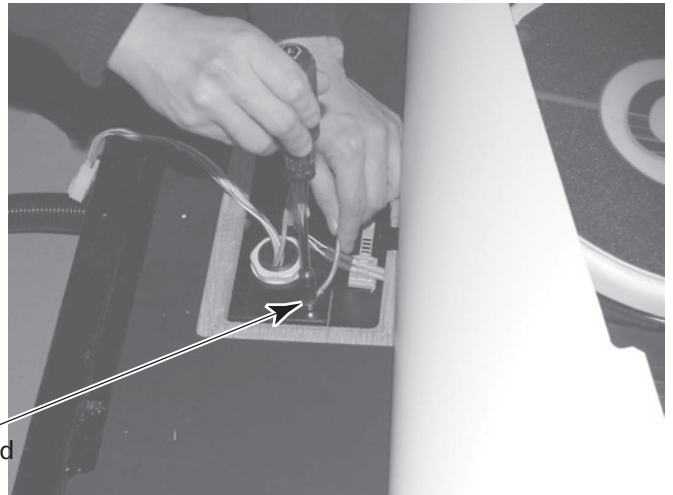


PHOTO 6. 2 i

***Note: Actual Main unit WILL differ from image.

- Next to the hole in the rear cabinet floor panel there is a stud for tightening the circular earth wire terminal. Insert the circular earth wire terminal, flat washer, and spring washer in that order and then tighten with the hexagon locking nut.

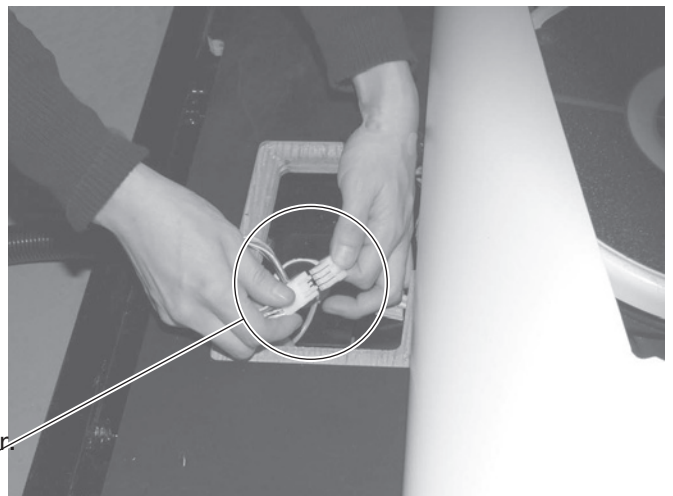


HEXAGON NUT (1)
M4 flat & spring washers used

PHOTO 6. 2 j

***Note: Actual Main unit WILL differ from image.

- Connect the assembly tube cable connector to the connector inside the rear cabinet.



Fasten the connector.

PHOTO 6. 2 k

***Note: Actual Main unit WILL differ from image.

- Lock the tube mount lid in position using the four flat head screws. Attach the floor side sashes to the left and right sides of the floor design sheet and lock in position with the two truss screws. The left and right side floor side sash components are different.
- Attach the front floor sash and lock in position with the three truss screws.
- Attach the front cabinet front service door and lock it.



***Note: Actual Main unit WILL differ from image.

PHOTO 6. 21

2 SECURING IN PLACE (ADJUSTER ADJUSTMENT)



Make sure that all of the adjusters are in contact with the floor. If they are not, the cabinet can move and cause an accident.

On the floor panel of the front cabinet there are four casters and two adjuster feet. On the rear cabinet floor panel there are four casters and four adjuster feet.

Transport the product to the installation site. When you have decided the product orientation and position, adjust the adjuster feet until they are in direct contact with the floor surface and the product remains horizontal.

- Transport the product to the installation position. Leave a space of 100mm between the rear panel of the front cabinet and the wall surface.

***Note: Actual Main unit WILL differ from image.

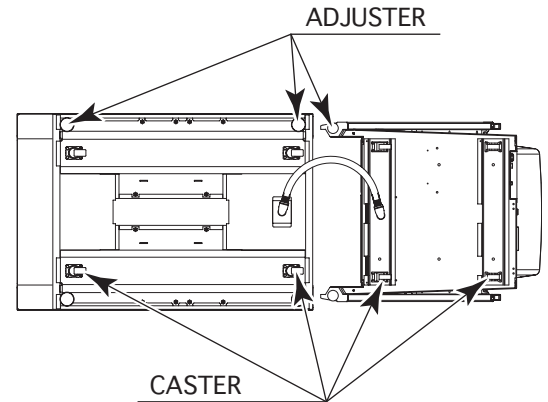


FIG. 6. 3 a BOTTOM VIEW

- Leave a space of 30mm between the front cabinet and rear cabinet.
- Using a spanner, adjust each of the adjuster feet until they are all in direct contact with the floor surface and the product is horizontal. Where the floor surface is level, the product is set horizontal when the distance between the front casters on the front cabinet and the floor surface is adjusted to 7mm.
- If there is a possibility of vibration interfering with other nearby game machines, use the accessory leg rubbers between the rear cabinet adjuster feet and the floor surface.

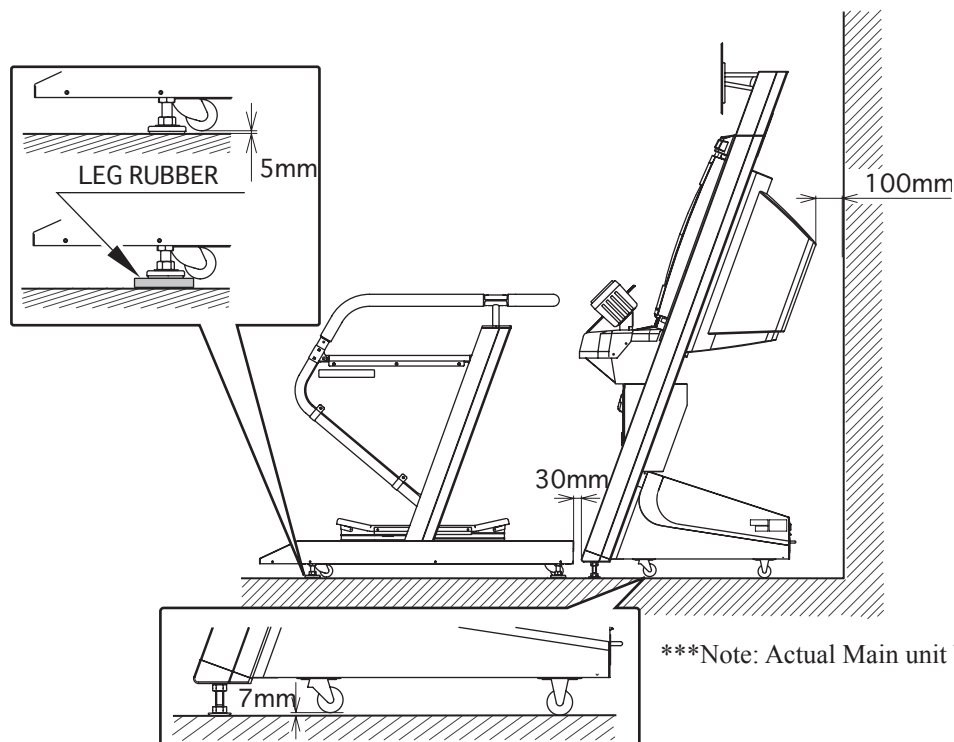


FIG. 6. 3 b

- After making adjustment, fasten the adjuster nut upward and secure the height of adjuster.

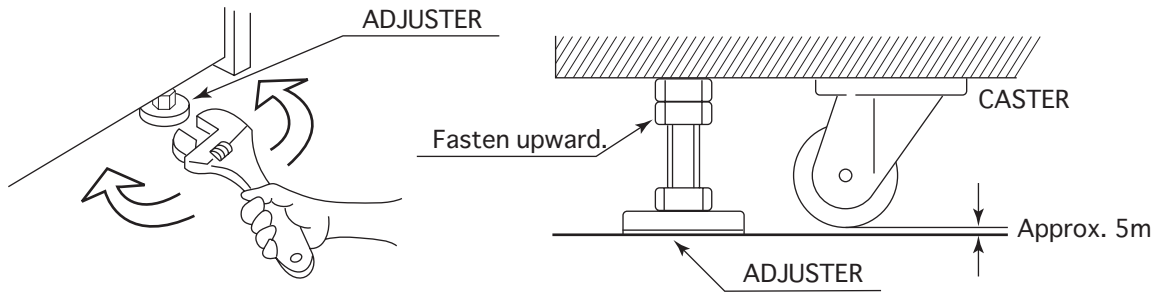


FIG. 6. 3 c

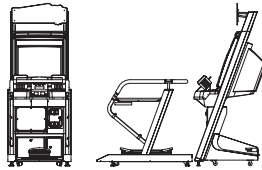
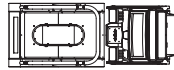


FIG. 6. 3 d
Refer to this Fig. (Scale:1/100)
for the layout of the place of
installation.

***Note: Actual Main unit WILL differ from image.

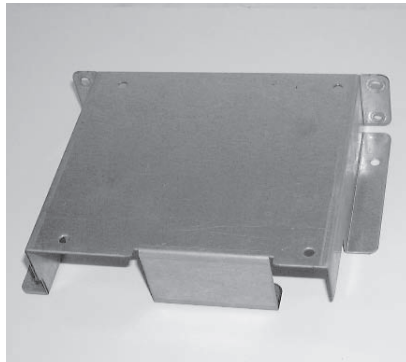
3

INSTALLING THE GD-ROM DRIVE (SETTING GD-ROM DISC)



- Carefully handle the GD-ROM drive so as not to contaminate the disc and the readout lens with stains and dust particles.
- Do not continue to use the scratched GD-ROM disc. The scratched GD-ROM disc may cause the system to malfunction.
- Set the GD-ROM disc onto the GD-ROM drive with its labeled side facing upward.
- The key chip is a precision device. Handle it carefully and avoid exposure to heat, shock and static electricity, as these may cause damage to the device.
- The key chip is contained in the GD-ROM disc case. Always use them as a set.

- Unpack the shipping crate, and take out the GD-ROM drive, GD-ROM drive bracket, and GD-ROM disc.



GD DRIVE BRACKET



GD-ROM DRIVE

PHOTO 6. 4 a

- Use the 4 tapping screws to fix the GD-ROM drive bracket onto the GD-ROM drive. Be careful about a fixing direction.

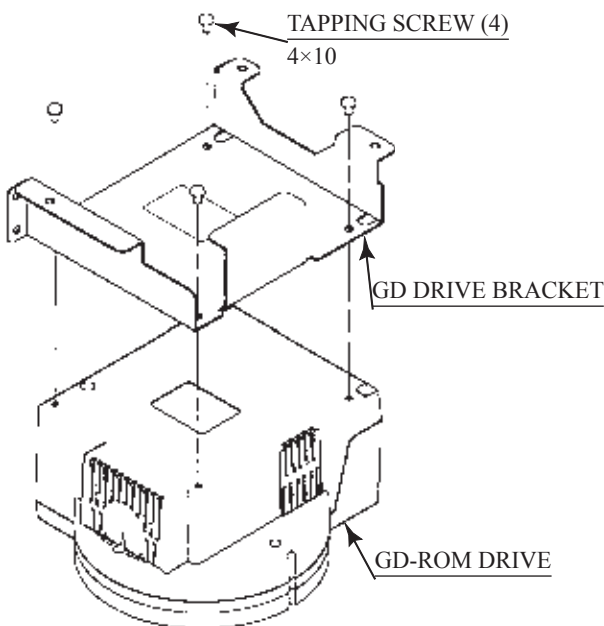
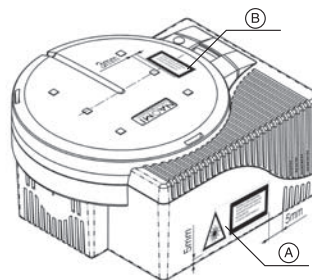
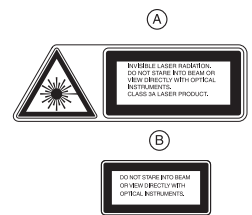


FIG. 6. 4 a



Application diagram



Please follow the drawing and place the sticker with the right language.

FIG. 6. 4 b

CAUTION for U. S. A., Europe, and Australia:
Attach the 2 caution stickers for a laser ray onto the GD-ROM drive.

- Remove the 1 truss head screw that fixes the GD-ROM drive lid (DISC LID). And turn clockwise the lid to remove.

TRUSS SCREW (1)
M3×8

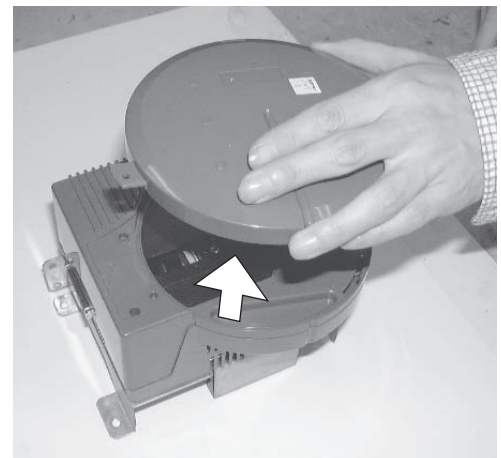
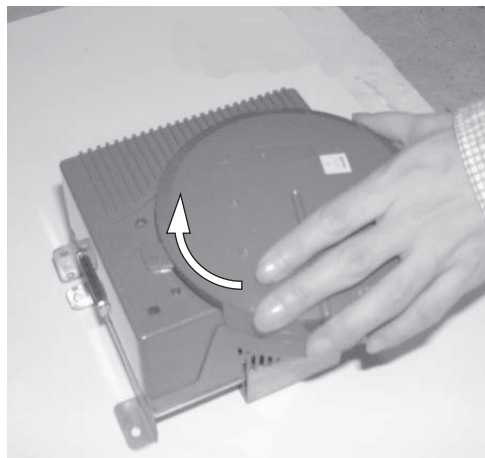
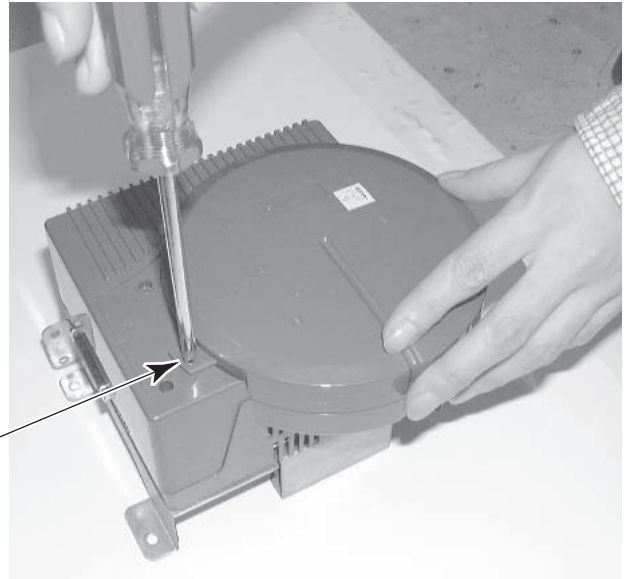


PHOTO 6. 4 b

- Set the GD-ROM disc onto the GD-ROM drive with its labeled side facing upward.
- Return the lid to its original place, and fix it with 1 truss head screw. Be careful not to fasten the screw too tightly.

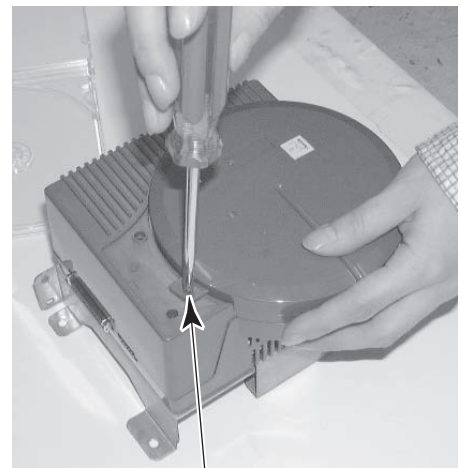
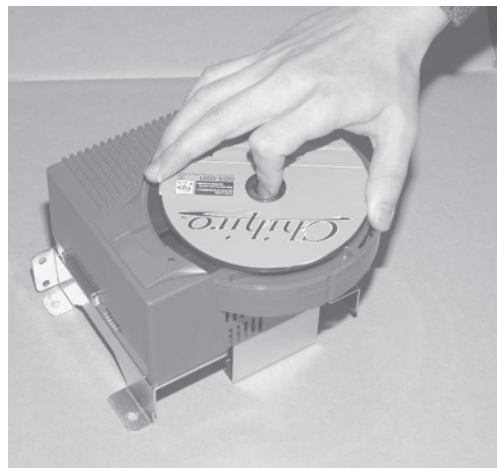


PHOTO 6. 4 c

TRUSS SCREW (1)
M3×8

- Using the master key, unlock and detach the front cabinet rear hatch.



PHOTO 6. 4 d

- Release the cord clamp locking the LAN cable connected to the hub, and disconnect the LAN cable from the hub.
- Disconnect the hub power plug from the power socket.

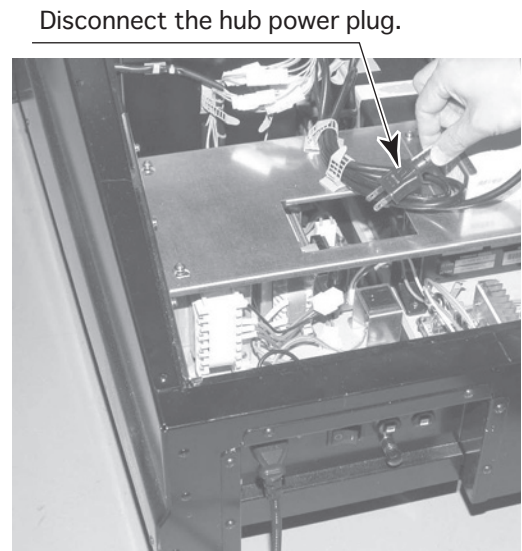
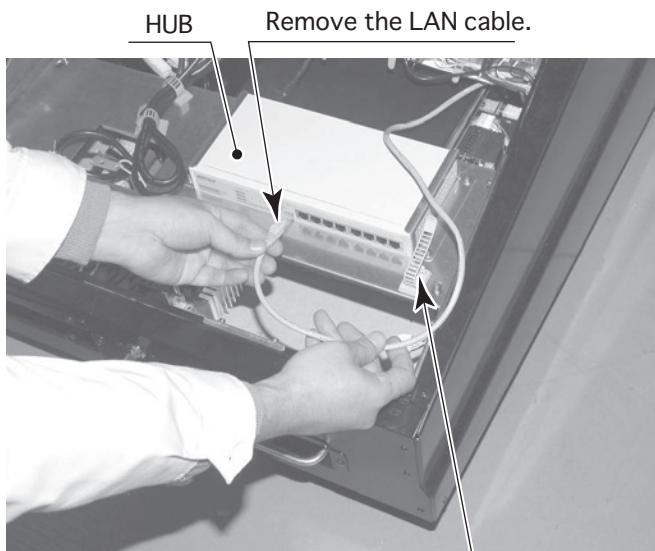


PHOTO 6. 4 e

- Loosen the four screws locking the hub base on which the hub is mounted.
- Slide the hub base forward and simply raise the screw heads. Next, withdraw the hub base from the rear of the cabinet. Be careful not to snag or damage the wires or LAN cable.

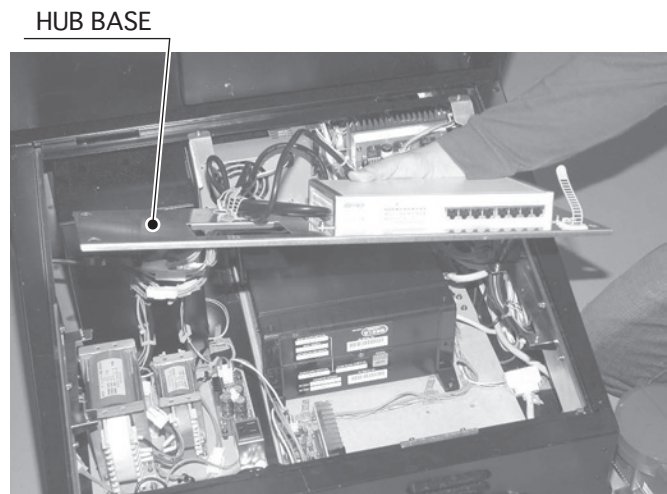
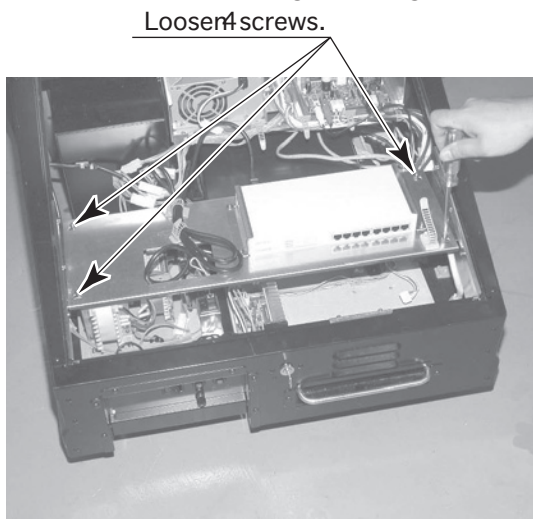
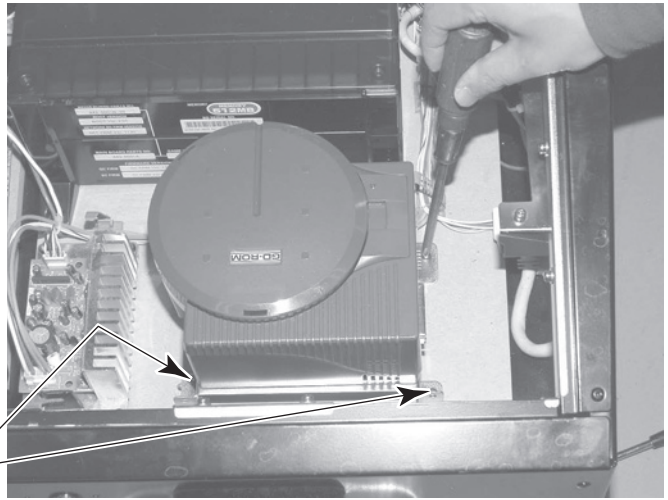


PHOTO 6. 4 f

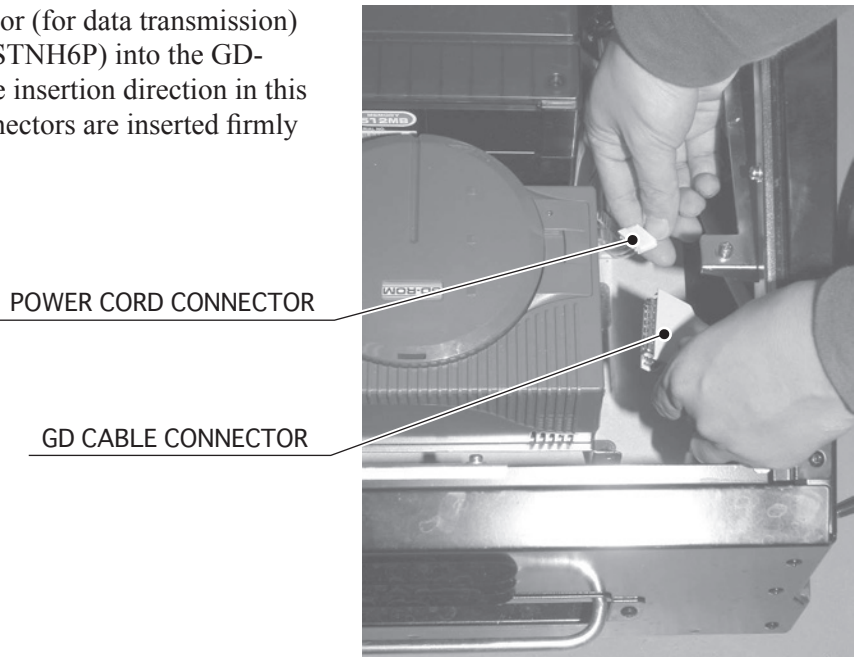
- Install the GD-ROM drive on the rear panel of the Chihiro board. Position the GD-ROM drive connector panel toward the right side facing the cabinet rear panel.
- Use 3 screws to attach the GD-ROM Drive.



SCREW (3)
M4×16, w/flat & spring washers

PHOTO 6. 4 g

- Insert both the GD cable connector (for data transmission) and the power cord connector (JSTNH6P) into the GD-ROM Drive. Be careful about the insertion direction in this instance. Make sure that the connectors are inserted firmly and completely.



POWER CORD CONNECTOR

GD CABLE CONNECTOR

PHOTO 6. 4 h

- Lock the hub base in its original position. Insert the hub power plug into the power socket, insert the LAN cable into the hub port, and then lock the LAN cable with the cord clamp.
- Reinstall and lock the rear hatch.

4

POWER SUPPLY, AND EARTH CONNECTION



- Be sure to independently use the power supply socket outlet equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause a fire when electric leakage occurs.
- Ensure that the "accurately grounded indoor earth terminal" and the earth wire cable are available (except in the case where a power cord plug with earth is used). This product is equipped with the earth terminal. Connect the earth terminal and the indoor earth terminal with the prepared cable. If the grounding work is not performed appropriately, customers can be subjected to an electric shock, and the product's functioning may not be stable.
- Ensure that the power cord and earth wire are not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord and wire can cause electric shock and short circuit accidents. Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.
- After wiring power cord on the floor, be sure to protect the power cord. Exposed power cord is susceptible to damage and causes an electric shock accident.

The AC Unit is mounted on the rear of the machine. The AC Unit has Circuit Protector, Main SW, Earth Terminal and the Inlet which connects the Power Cord.

- Ensure that the Main SW is OFF.

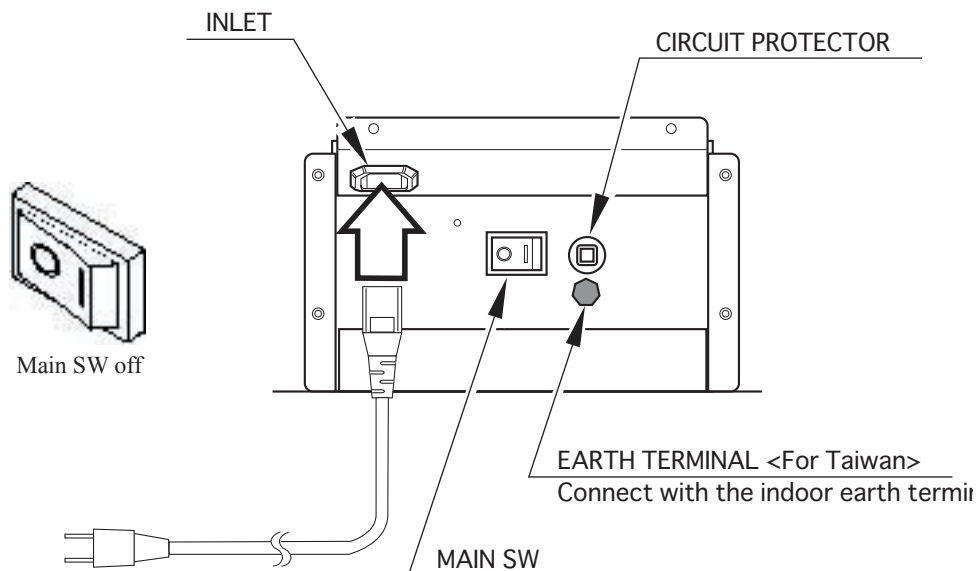


FIG. 6. 5 a AC unit

***Note: Actual Unit May Differ From Image.

- Connect one end of the earth wire to the AC Unit earth terminal, and the other end to the indoor earth terminal. The AC Unit earth terminal has a Bolt and Nut combination. Take off the Nut, pass the earth wire through the Bolt, and fasten the Nut. <For Taiwan>

*Note that the Earth Wire is incorporated in the Power Cord for the Areas of AC 120V (USA) and AC 220~240V, and therefore, this procedure is not necessary.

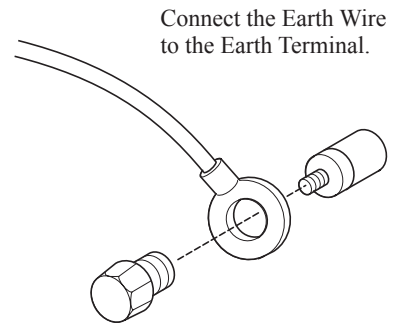


FIG. 6. 5 b *Earth Wire Connection

- Firmly insert the power plug into the socket outlet.
Insert the opposite side of Power Cord plug to the AC Unit's connector ("INLET").
- Perform wiring for the Power Cord and Earth Wire. Install protective covering for the Power Cord and Earth Wire.

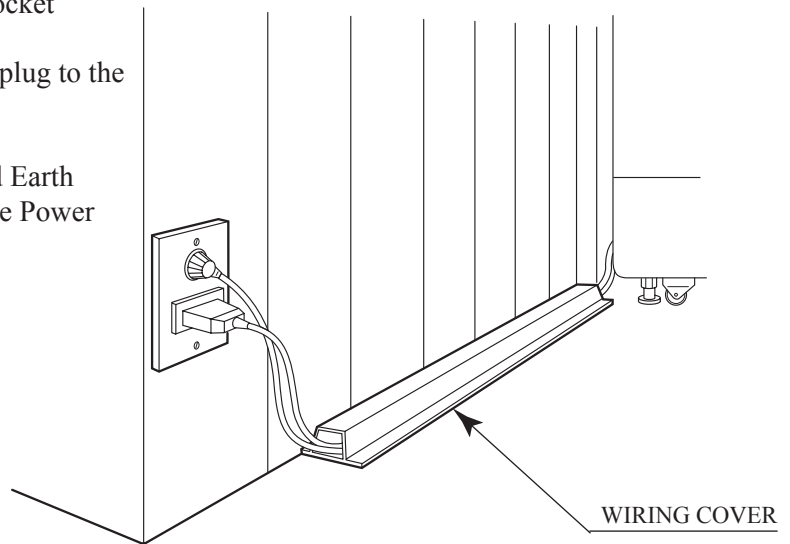


FIG. 6. 5 c Connecting Power Cord and Earth Wire

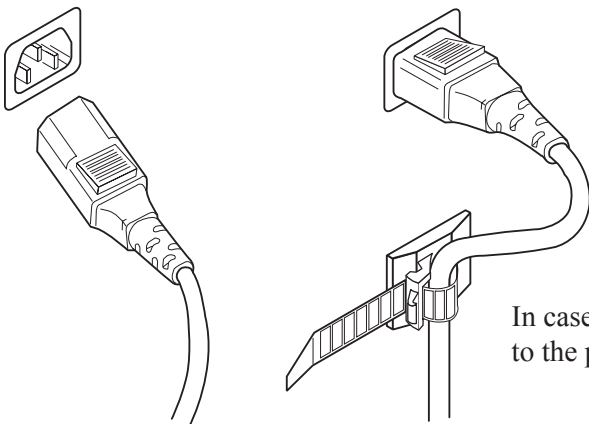


FIG. 6. 5 d HOW TO USE THE CORD CLAMP

5

TURNING POWER ON

In this product, the main switch is in the AC unit and the Sub Power switch is inside the service door. The power is not turned on unless the both switches are on.

Switch on the power. The Billboard fluorescent lamp and cold-cathode tube turn on. After the monitor displays the Chihiro initialization screen, the product enters "Advertising" mode (waiting for player mode). At the same time, sound is output from the left and right control panel speakers and from the super woofer. However, the sound is canceled if the product is set not to output the sound in "Advertising" mode.

This product retains the number of credits, the ranking data and the settings in the Test Mode even after the power is turned off. It does not retain data about the fractional number of coins (i.e., the number of coins not reaching one credit) or the bonus adder count.

Accordingly, if the power is switched off before play has ended when there were any credits remaining, when the power is switched back on, the start button light flashes on and off.

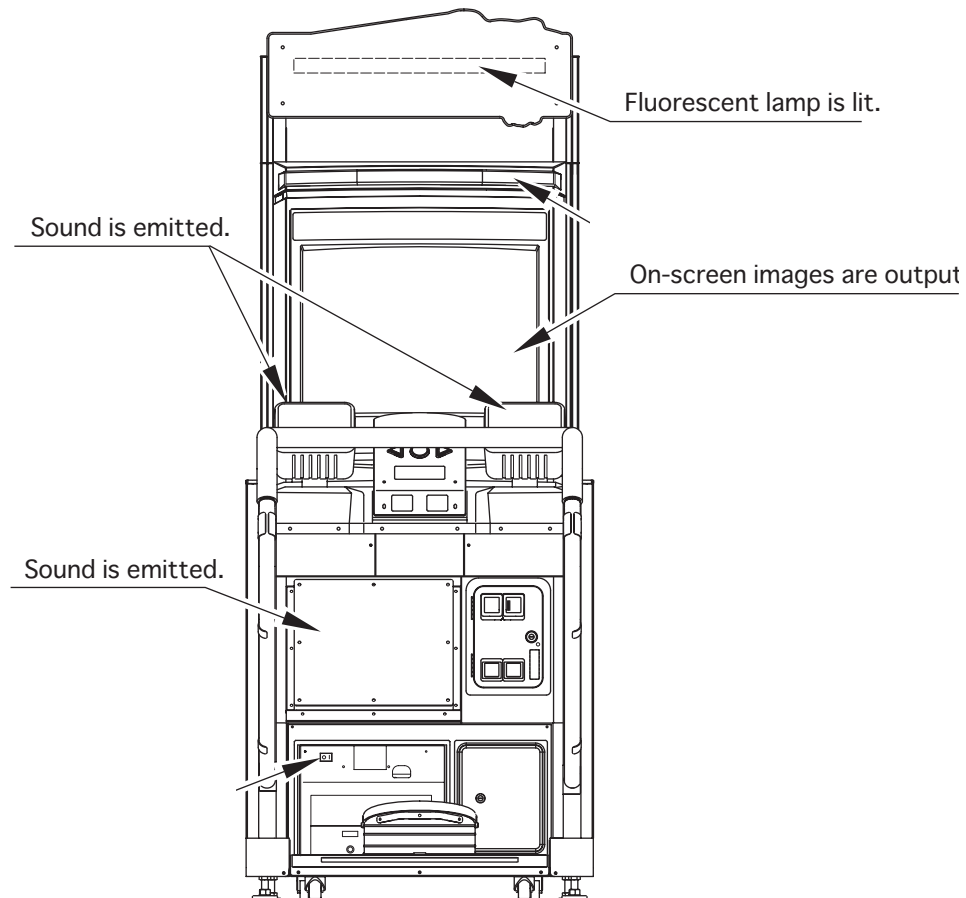


FIG. 6. 6 a

***Note: Actual Main unit WILL differ from image.

DOWNLOADING

The software is normally downloaded from the GD-ROM when the power is switched on after assembly.

- (a) Switch on the power to display the Chihiro initialization screen.
- (b) Software download from the GD-ROM starts.
The download completed % progress is displayed in the screen.
- (c) When download completed % exceeds 99%, the screen display clears and then the advertising screen is displayed.

The (a) operation takes approximately 15 seconds, (b) takes approximately 5 minutes, and (c) takes approximately 15 seconds.

When the Chihiro board stores the downloaded software, the downloading in (b) is not performed. However, if the Chihiro board has not been powered up for 2 ~ 3 days or more, the stored software is lost and must be downloaded again.

CHECK SCREEN - NETWORK PLAY

When the power is switched on while connected to an identical game machine for network play, after the Chihiro initialization screen is displayed and the above download operation has completed, the check screen is displayed.

The system check finishes less than a minute later and the advertising screen is displayed.

If there is any error or mistake in the network play connections or settings, or if the connected game machine power supply is turned off, the check screen is continuously displayed.

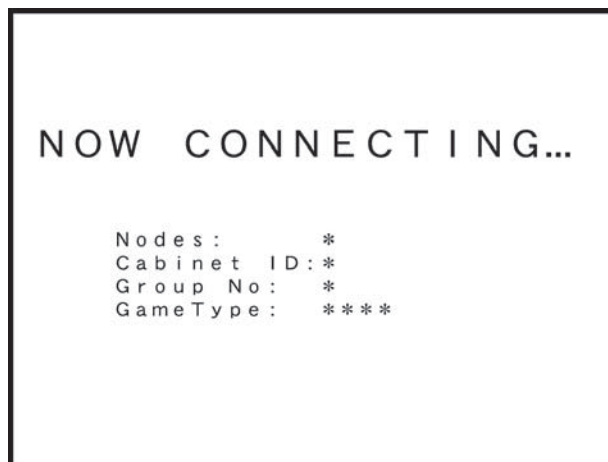


FIG. 6. 6 b

6

ASSEMBLING CHECK

In the TEST MODE, ensure that the assembly has been made correctly and IC BD. is satisfactory (refer to Section 9).

In the test mode, perform the following test:

(1) MEMORY TEST

When "MEDIA BOARD TEST" is selected from the System Test Mode Menu Screen the Game Board memory is automatically tested. If the display beside each memory reads "GOOD", the Game Board is functioning correctly.

Also, when "SYSTEM INFORMATION" is selected, Main Board and Media Board data for the Game Board are displayed. If data is displayed correctly, the Game Board is functioning correctly.

```
MEDIA BOARD TEST 1/2

DIMM BOARD(TYPE3)
VERSION ****
STATUS GOOD
CHECKING 100%

DIMM TEST
DIMM0 GOOD
DIMM1 NONE
GD-ROM GOOD

PRESS TEST BUTTON TO EXIT
```

```
MEDIA BOARD TEST 2/2

NETWORK BOARD
VERSION ****
STATUS GOOD
CHECKING 100%

NETWORK BOARD TEST
RAM CHECK-GOOD
--COMPLETED--

PRESS TEST BUTTON TO EXIT
```

MEDIA BOARD TEST screen

```
SYSTEM INFORMATION

MAIN BOARD
REGION ****
BOOT VERSION ****
QC FIRM VERSION ****
SC FIRM VERSION ****
SERIAL NO. *****

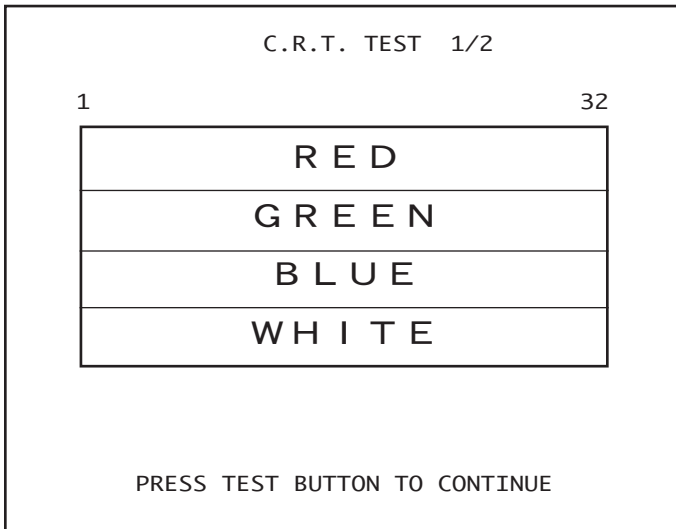
MEDIA BOARD
DIMM BOARD(TYPE3) + GDRUM
MEMORY SIZE 512MB
FIRM VERSION ****
SERIAL NO. *****

NETWORK BOARD
FIRM VERSION ****

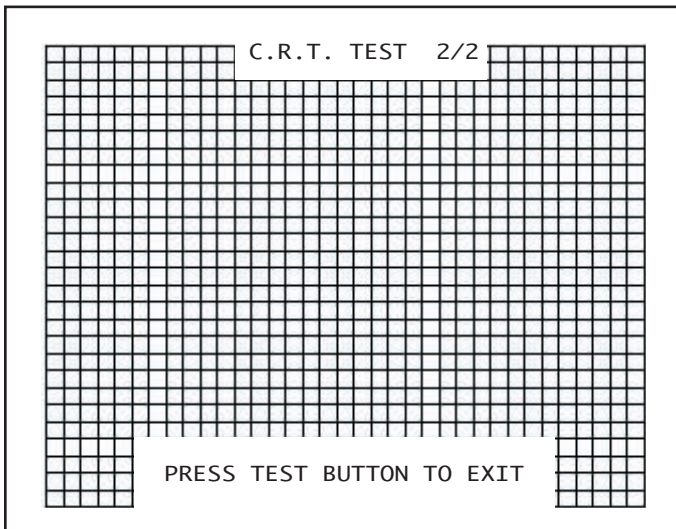
PRESS TEST BUTTON TO EXIT
```

SYSTEM INFORMATION screen

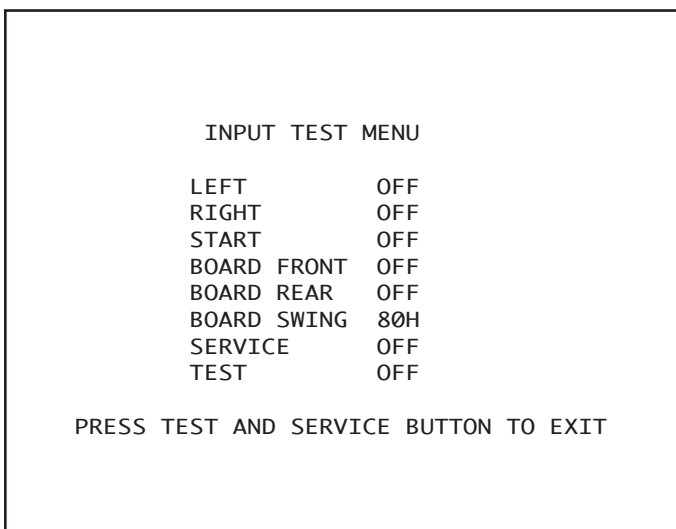
(2) C.R.T. TEST



In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the monitor is tested) to be displayed. Although the monitor adjustments have been made at the time of shipment from the factory, make judgment as to whether an adjustment is needed by watching the test mode screen. If it is necessary, adjust the monitor by referring to Section 14.



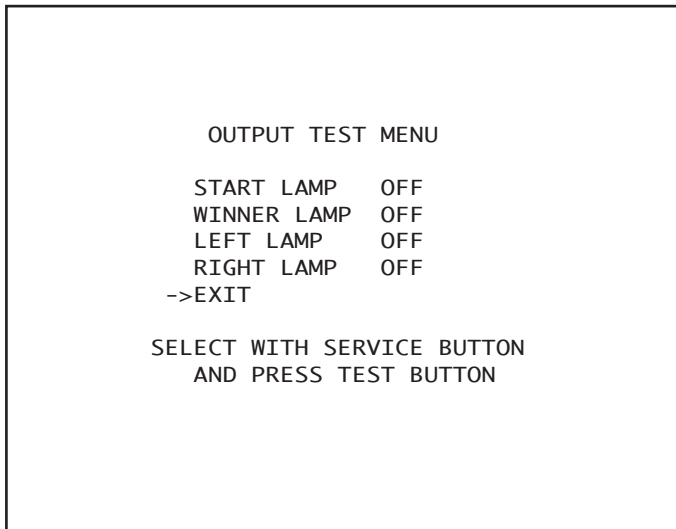
(3) INPUT TEST



Selecting the INPUT TEST on the game test mode menu screen causes the screen (on which each switch is tested) to be displayed. Press each switch. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory.

(4) OUTPUT TEST

Select OUTPUT TEST from the menu in the test mode to cause the screen (on which each lamp is tested) to appear. Ensure that lamp light up satisfactorily.



Perform the above inspections also at the time of monthly inspection.

7. PRECAUTIONS WHEN MOVING THE MACHINE



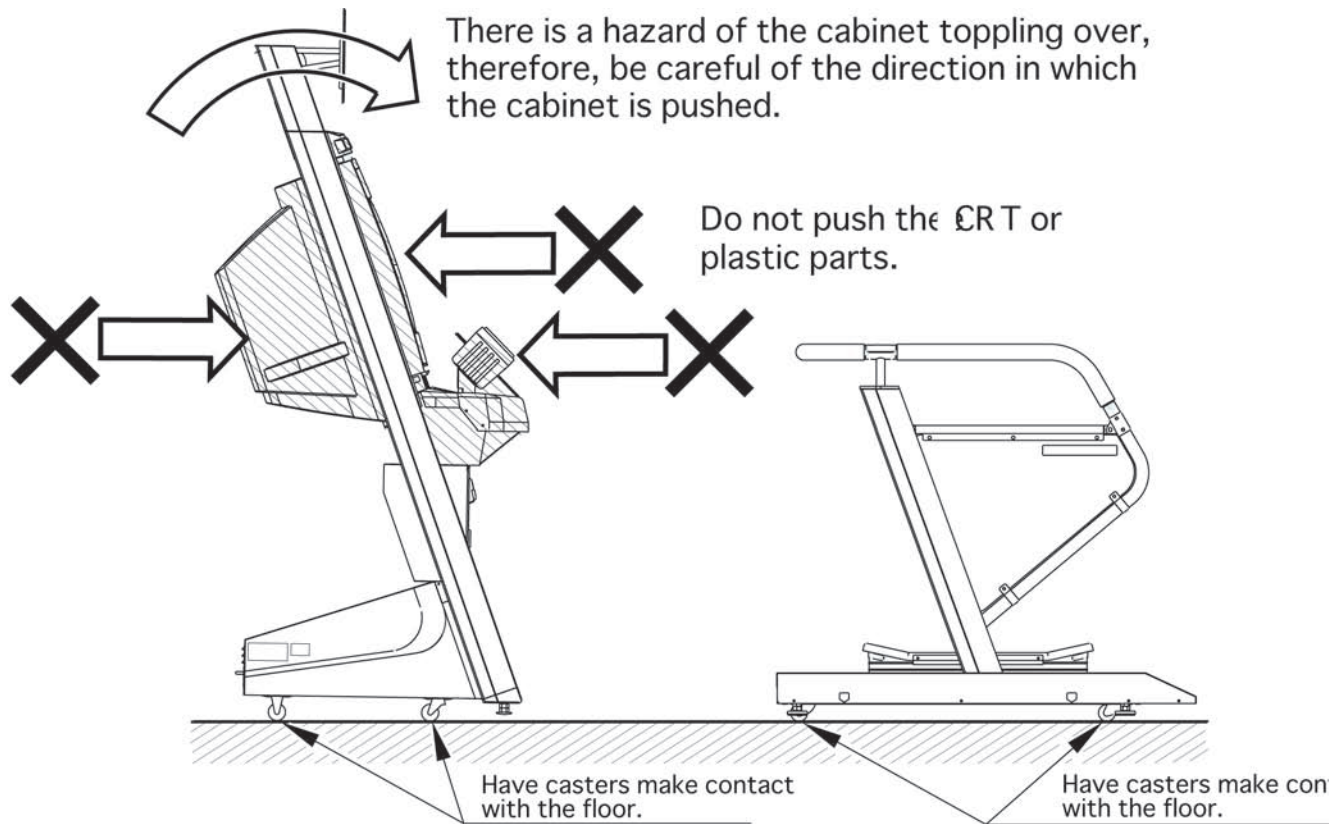
- When moving the machine, be sure to unplug the power plug. Moving the machine with the plug as is inserted can damage the power cord and cause fire and electric shock hazards.
- When moving the machine on the floor, retract the Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords and earth wires. Damaging the power cords can cause electric shock or short circuit.
- Always detach the assembly tube when transporting this product. If any unnecessary load is applied, it may cause damage to the tube and wiring, which can result in electric shock, electric shorting accidents, etc.
- There is a danger of the front cabinet toppling over if it is left unsupported. If the cabinet is accidentally pushed or left leaning it may topple over, which may result in serious accidental injury.



- Do not push on any parts made of glass (e.g. CRT screen) or plastic, as these parts may break and result in bodily injury.
- When lifting the cabinet, be sure to hold the grip portions or bottom part. Failure to observe this may damage parts and cause injury.
- Do not push the Billboard. Failure to observe this may damage the installation portions and cause unexpected accidents.



Remove the GD-ROM disc before moving. Moving the machine with the disc inserted could damage the disc and/or the GD-ROM drive.



***Note: Actual Main unit WILL differ from image.

FIG. 7

8. GAME DESCRIPTION

The following explanations apply only if the product is functioning correctly. If anything differs from below, then a problem may have occurred. Immediately look into the cause of the problem and fix it to ensure proper operation.

Provided it is plugged into an electric outlet, the "billboard" light will always be on.

The cold-cathode tube located above the monitor will also remain on at all times, but will blink when the Player reaches the goal within the game.

During the Advertising phase (referring to any time that the unit is switched on but not being used by any Players), Rank and Demo screens will be displayed.

If the sound output is set to on in Test Mode during the Advertising phase, sound will be output from both the left and right speakers.

When the appropriate number of credits (coins) has been inserted into the unit, the Start button will blink.

In Mode/Character/Stage Select screens, both the left and right triangular (Select) buttons and the Start button will flash alternately.

While the game is being played, all buttons will cease to flash.

After a game ends, the Player will have an opportunity to insert more credits to Continue. Once the appropriate number of credits has been inserted into the unit, the Start button will blink.

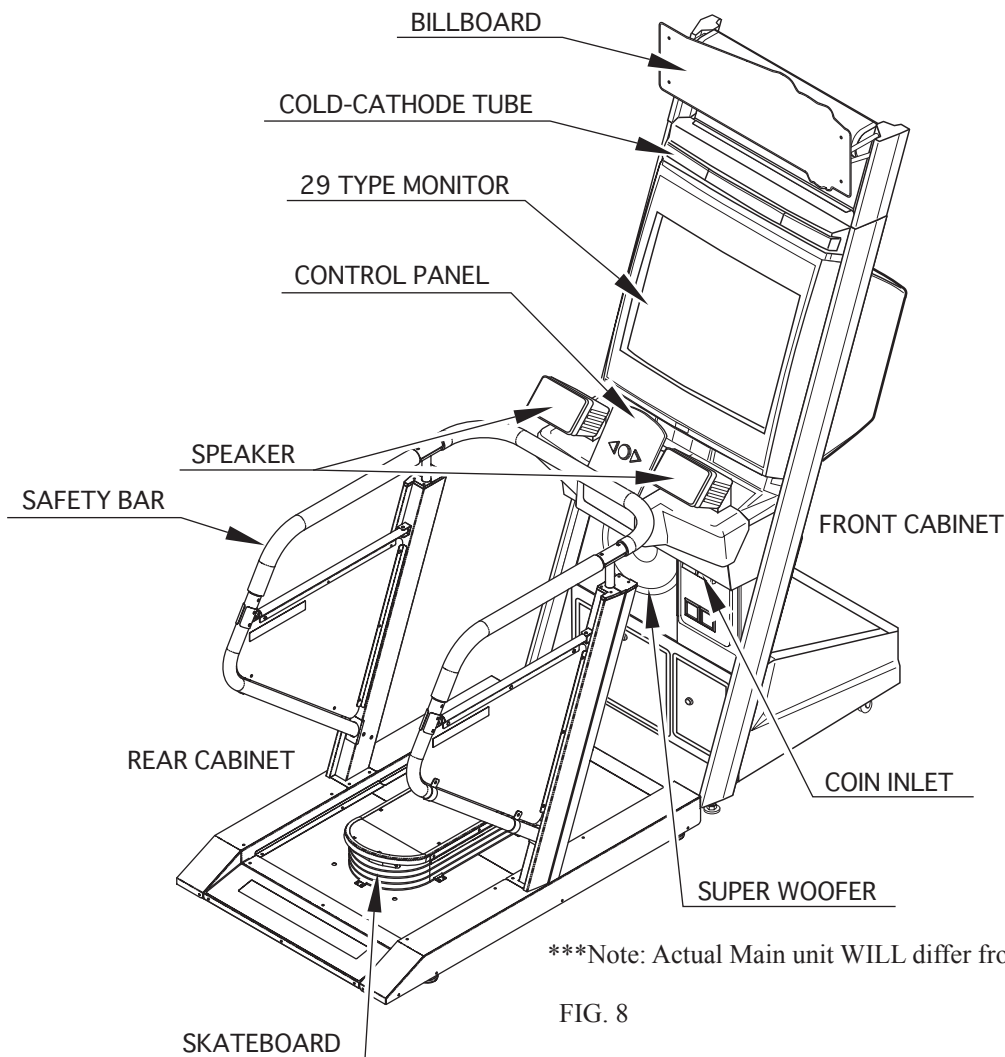


FIG. 8

8-1 HOW TO PLAY (GAME FLOW AND DESCRIPTION)

Basic Rules and Objectives

"Ollie King" is a skateboard-racing game, featuring 6 types of courses.

Much of the course from START to GOAL consists of downhill terrain. The Player controls the rear-cab skateboard by tilting it left, right, backward, and forward.

The movements and course of the on-screen character reflects the actions made by the Player, who uses various commands to change direction or jump.

Game Flow

When the Player clears a race (they arrive at the Goal), the option of advancing to the next stage is presented to the Player (the Player selects YES or NO). If the Player selects YES, the Continue screen is displayed.

By inserting a coin to Continue when the Continue screen is displayed, you will be able to play a new stage.

A. Clearing the Game

"Ollie King" can be cleared completely by fully clearing 3 courses. When the game is cleared in this way, the screen will display the ending credits and final results screens. Therefore, it will take a minimum of 1 initial game + 2 continue games in order to achieve total clearance.

About Online Battle and 1P Mode

"Ollie King" may be played by up to 4 Players simultaneously by connecting 4 separate units. If a unit has been properly installed to enable Online Battle, the Player will be able to select either 1P Mode or Online Battle after inserting the correct amount of credits.

Note: This does not apply to single stand-alone units, multiple units that have not been connected properly via LAN cabling, or units that have been set up as single player machines in TEST MODE.

If the Player selects 1P Mode at this time, the game will be played against the CPU. On the other hand, if Online Battle has been selected, the display will read, "Online Battle on Standby".

While on standby, the unit will link up with any other units that enter the race. After 20 seconds, or if all connected units have entered the game, the Standby period will end. Additionally, it is possible to shorten the duration by a few seconds, by pressing the START button found on the control panel.

Once all entries have been confirmed, the sequence of play will be identical to 1P Mode. The only difference is found on Mode and Course Select screens, where the choice is awarded to the first Player to make the selection (fastest fingers first).

Note: There is no option to Continue following stage clearance in Online Battle mode.

Starting Sequence

After the game starts, the following 3 screens will be displayed. Players move the cursor using the SELECT button found on the control panel, then press START to enter their selections.

There is a time limit on the Select screens, which is shown in real time in the corner of the screen. If no option is selected before the time runs out, the unit will select the item highlighted by the cursor at that point.

● Mode Select

Players choose their desired mode on the Mode Select screen. The default play mode has been set to Normal Mode. A brief description of the available modes follows:

- (1) Kids Mode: Full of cute characters, this mode features easier operation and is suited for children and game novices.
- (2) Normal Mode: As the name suggests - the default mode for the average Player.
- (3) Expert Mode: The most difficult mode available, this mode includes completely different stages from those found in Kids and Normal Modes. Opponents are also much tougher to beat.



● Character Select

Players choose their desired character on the Character Select screen. Character descriptions are found later in this document.

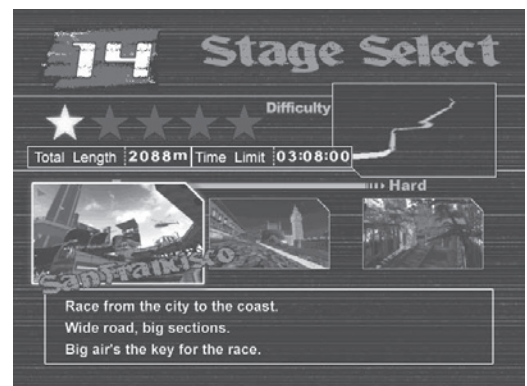
About changing a Character's color (only applies to 1P Mode)

"Stepping back" on the skateboard when the cursor is resting on a Character will cause that Character's clothing to change color. There are 4 variations to choose from.



● Stage Select

Players choose their desired stage (or race course) on the Stage Select screen. There are 3 options: San Francisco, London, and Kyoto. The stages are different in Expert Mode.



● Tutorial Demo (only in 1P Mode)

When Kids or Normal Mode is selected in 1P mode, a Tutorial Demo explaining the commands used throughout the game is shown.

The Tutorial Demo may be skipped by pressing the START button on the control panel.

Once the above sequence ends, the game will begin.



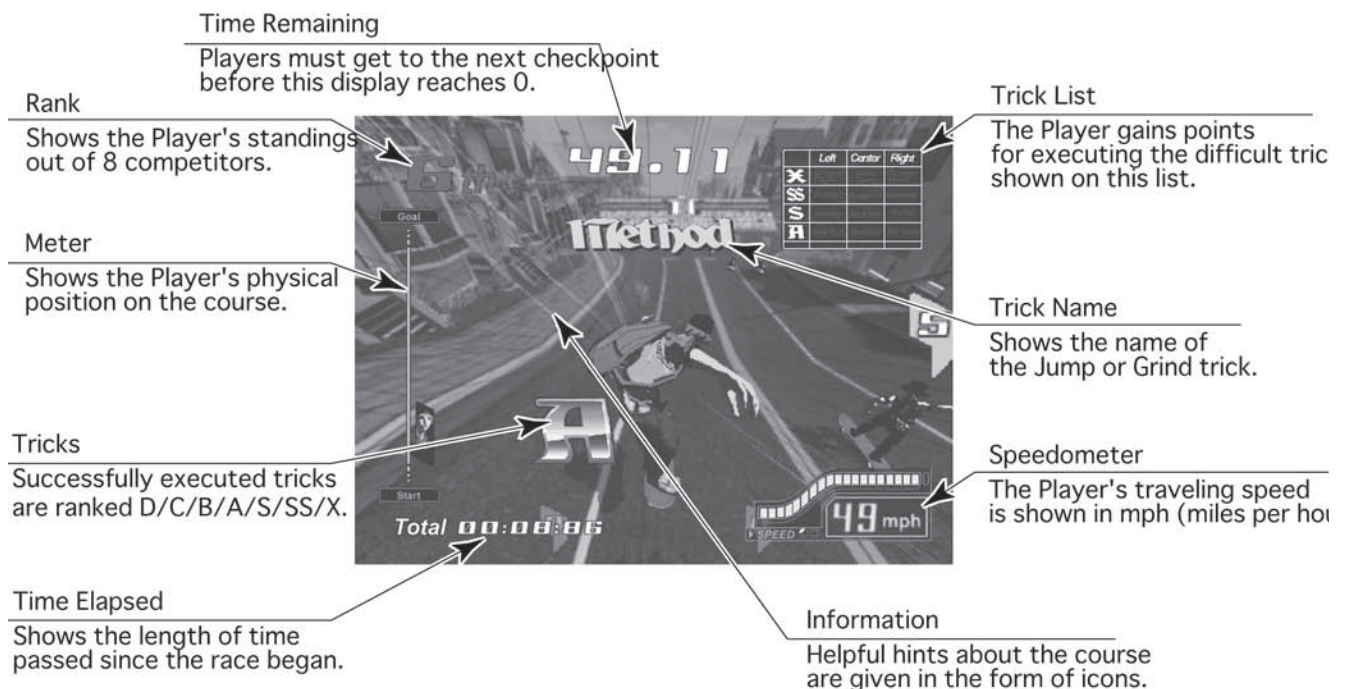
Gameplay

When the game starts, the Player will race against a CPU controlled character, or in the case of an Online Battle, a human opponent.

When in 1P Mode, a mini-event approximately 20 seconds in length takes place before the actual race begins. The mini-event may be skipped by pressing the START button on the control panel.

The race course is lined with various checkpoints. The remaining time display shows the time available for the Player to reach the next checkpoint. The stage is cleared if the Player succeeds in reaching the goal before the remaining time reaches 0.

● Game Screen



Post-Goal Results and Continue

When the Player clears all the checkpoints and arrives at the goal within the allotted time frame, the results screen is displayed.

Next, the Elapsed Time and Tricks List (the number of successfully landed tricks with a difficulty level higher than grade A) results are calculated to yield the Player's rank (each parameter is graded separately).

These Time and Tricks rankings are then combined to give the Player's Overall Ranking, determining the play level.

The highest rank achievable is "Ollie King".

Furthermore, when the Overall Ranking is displayed, the Player is also given riding tips, based on their recent performance.

If the game has been played in 1P Mode, a rival character from an as yet unplayed stage appears, along with text reading, "Try Next Stage!". The Player must then select YES or NO, by moving the cursor (the default selection is set to YES).

If the Player selects YES, the Continue screen is displayed. At this point, the correct number of credits must be inserted, after which the START button is pressed to play the next stage.

Ranking Screen (only in 1P Mode)

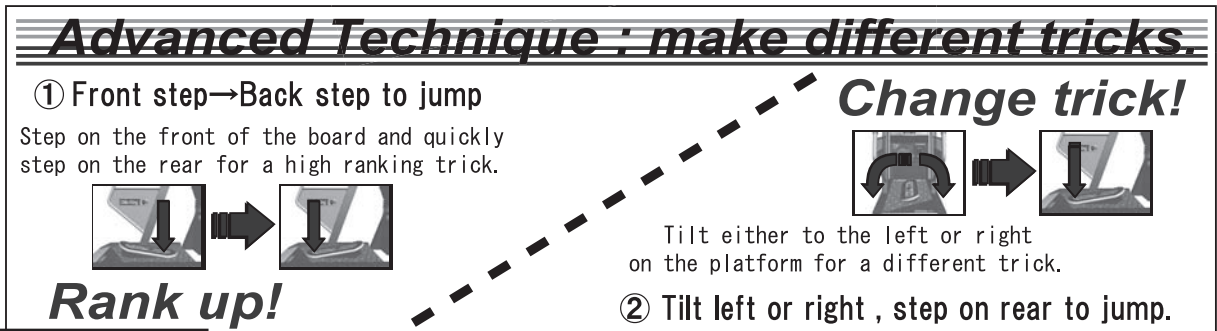
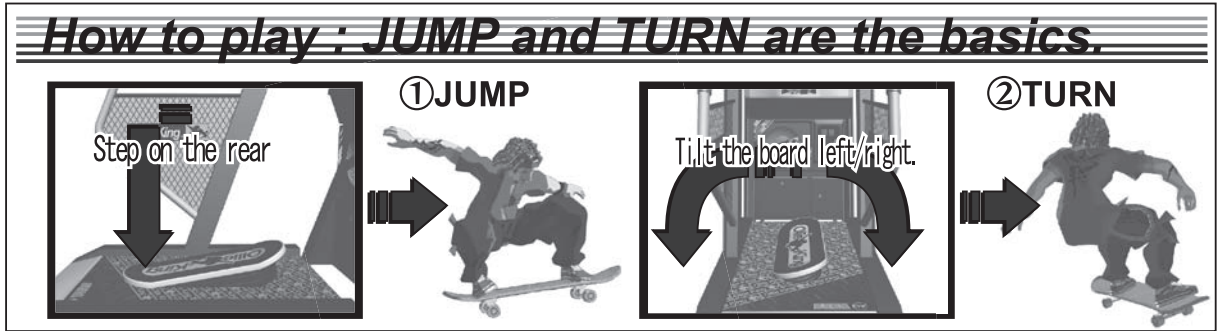
The Ranking screen is only available when playing in 1P Mode.

This screen displays the Top 5 finishers, based on the time spent to clear each stage for each of the Kids, Normal, and Expert Modes. The data can be cleared in Test mode.

If "New Record!" is displayed on-screen when the Player arrives at the Goal, it means that a Top 5 ranking time has been achieved.

8-2 GAME OPERATION

Basic operation for gameplay is described in the diagrams below.



Trick Techniques

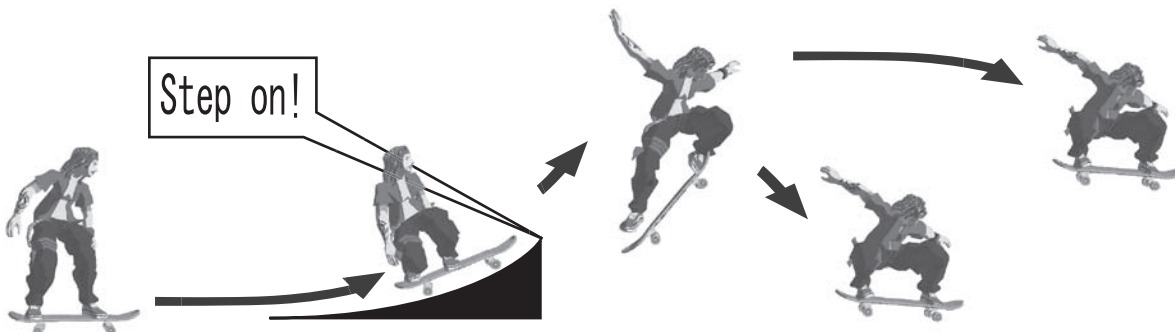
As seen above in "Change Trick!", variation can be added into Jump Tricks by tilting the skateboard differently. For instance, executing a grade A trick while tilting the skateboard to the left yields a completely different result to doing the same while tilting the skateboard backwards.

The difference is seen in the on-screen Tricks List, which is displayed during the race. The list is divided into grid form, with separate cells for Left, Center, and Right.

Accelerating

Each stage within "Ollie King" features a number of obstacles used for aerial tricks (Jumping Platforms), as well as numerous grind rails, which are highlighted in green.

In order to execute a Jump Trick, the Player must enter jump commands while on the "Jumping Platform". By doing this, the Player is also able to increase traveling speed.



As seen in the diagram above, the Player is able to use the "Jumping Platform" to execute an aerial move. Timing is essential here, as both the trajectory of the trick and its rank are influenced by when the Player pushes off the platform.

The Relationship Between Rank and Speed

Tricks are graded as one of the following: D/C/B/A/S/SS/X. A trick's grade affects the resulting increase in momentum ("dash").

For Jump Tricks, tricks rated lower than a grade B do not result in a significant increase in speed. A trick of grade A or over must be landed in order to achieve noticeable acceleration.

Grinding

In this game, a Grind Trick is defined as leaping onto one of the green lines scattered throughout the stage, and sliding along its length.

Once the Player is safely on the grind rail, the next challenge is to balance as long as possible. The Balance Meter (shown below) displays the Player's distribution of weight, thereby acting as a good indicator of balance. The longer the Player is able to stay on the rail, the more successful the trick.

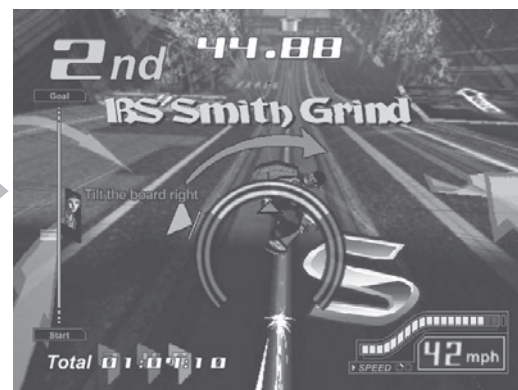
If the meter swings all the way to one side of the gauge, the actual meter becomes bigger, and the Player will cease to accelerate (see below).

The trick to speeding up is to maintain the meter in the middle of the gauge.

The Player has successfully gotten on the rail....



...but he is now losing momentum. Note the size of the Balance Meter.



Grades SS and X

The grades SS and X are reserved for Jump Tricks. SS or X ranks are not awarded for Grind Tricks.

The criteria for the SS grade is that the Player takes off from the edge of the ramp with higher than average speed, switching from "Front" to "Back" in order to make the leap.

The criteria for the X grade is that the Player takes off from the edge of the ramp at a very high speed, switching from "Front" to "Back" in order to make the leap.

The difficulty lies in the timing of the ollie, as the Player must push off right at the edge of the ramp. However, once the Player learns the technique, it is possible to aim for these results during the game.

Switching from "Front" to "Back" (Tip from the top)

Jump Tricks that have been executed by switching from "Front" to "Back" will not only result in an SS or X grade, but may also lead to an increase in rank.

Regular Jump Tricks (which require only "Back", instead of the "Front" to "Back" switch) of a grade B could have been upgraded to a grade A trick by doing the "Front" to "Back" switch - even if the timing of the launch was not perfect.

So in other words, using the "Front" to "Back" switch technique will almost always increase the rank of the trick.

8-3 CHARACTERS AND STAGES

Characters

(1) Grinner•••Regular Type

An all-round character with a good sense of balance. Speed and cornering are stable, although his balance on the grind rail could use some work.



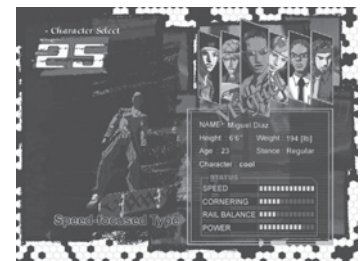
(2) Tez•••Cornering Type (suitable for beginners)

The most manageable character and therefore most suitable for inexperienced Players. Not very fast, but cornering and balancing on the grind rail are easy with this character.



(3) Miguel•••Speed Type

The fastest of all the characters, Miguel is best suited for the expert Player. Because he is so fast, he can be difficult to handle.



(4) Didi•••Cornering Type (suitable for beginners)

Didi boasts the best handling around corners. There is no need to slow down in order to clear bends, but it is also difficult to speed up.



(5) Ripper•••Regular Type

Another all-rounder, with great balance on the grind rail. In fact, Ripper's sense of balance is an advantage in other ways as well.



(6) J.B.•••Speed Type

Great grinding balance and able to achieve high speeds, but can be difficult to handle around corners. Definitely best reserved for the expert rider.



Stages

(1) Kids/Normal Mode (Same stage setup)

☆San Francisco

[Weather]: Clear and Sunny

[Course Description]: The easiest course out of all the stages. The beginning half features a large jump ramp and a long straight run, after which there is a long slalom. This stage has been designed to be easy enough for first-time Players to be able to clear it.

☆London

[Weather]: Nighttime, clear

[Course Description]: Littered with strangely shaped jump ramps, this course requires considerable skill in executing Jump Tricks. In the subway, obstacles have been set up to enable a string of tricks in the following sequence: Jump ramp □ Grind rail □ Jump ramp. The trick in conquering this stage is to control the high-speed course as much as possible. Additionally, this stage has the largest number of grind rails out of all the courses.

☆Kyoto

[Weather]: Sunset, clear

[Course Description]: Much of the course runs through bamboo forests and windy mountain paths, with shrines and temples in the background. Obstacles on this course include jump ramps with pointy edges, and extremely small jumping platforms. The line chosen by the Player plays a big part in the result of this highly creative racecourse. Players can also explore various shortcuts, or try to ride on the roof of the huts that appear toward the end of the course.

(2) Expert Stages

☆San Francisco

[Weather]: Cloudy

[Course Description]: In the beginning of the course, the bumpy asphalt roads act as jump ramps. The typical expert Players will know what is required of them, but the technique is more challenging than one may expect. In the middle of the course, there is a very high ramp - the largest in the game - and there is also a scenario where the Player must jump off a skyscraper.

☆London

[Weather]: Nighttime, clear

[Course Description]: Immediately after starting, the Player faces a jumping platform leading to a steep, fast incline. After accelerating down the hill, next comes the sharp turns of the London Underground. More than half of the stage is split into upper and lower sections. The course is designed to the player to aim for "big air" in the upper sections. Because jump points are sparse, there is very little margin for error. Each jump and grind must be executed with careful consideration in order to get through this stage.

☆Kyoto

[Weather]: Sunset, clear

[Course Description]: The starting point for this course is atop a breathtaking Japanese castle. Experience the thrill of leaping off a 60-degree roof, knowing that if you miss the next one you'll fall head first into the valley below! With the terrifyingly steep castle roofs and the difficulty of the small mountain roads, this is the most challenging course in "Ollie King".

9. EXPLANATION OF TEST AND DATA DISPLAY



- Do not stand on the skateboard when exiting Test Mode. The software in this product performs detection of skateboard input values at power on and when exiting Test Mode. If someone is standing on the skateboard or the skateboard is overly tilted left or right, operation of the skateboard during games will be affected.
- Do not use Test Mode when multiple units are configured for online play and a game is in progress on another unit. This will cause errors.
- Even when multiple units are configured for online play, each seat, each game may be given different cost settings. Incorrect cost settings may cause budget balancing problems.

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section.

The following shows tests and modes that should be utilized as applicable.

This product's basic system consists of the Chihiro game board and the GD-ROM drive. The system enables you to play several games one after the other just by changing a GD-ROM disc that is to be set on the GD-ROM drive.

The product supports, therefore, the following 2 test modes:

- (1) System test mode for an automatic self-diagnostic test (generally used by every product that contains the basic system) and a coin assignment (specifically used by this product) and
- (2) Game test mode for testing the input/output control devices and setting the difficulty level (specifically used by this product).

TABLE 9 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION
INSTALLATION OF MACHINE	When the machine is installed, perform the following: <ol style="list-style-type: none"> 1. Check to ensure each is the standard setting at shipment. 2. Check each Input equipment in the INPUT TEST mode. 3. Check each Output equipment in the OUTPUT TEST mode. 4. Test on-IC-Board IC's in the self-test mode.
MEMORY TEST	This test is automatically executed by selecting MEDIA BOARD TEST or SYSTEM INFORMATION in the Menu mode.
PERIODIC SERVICING	Periodically perform the following: <ol style="list-style-type: none"> 1. MEMORY TEST 2. Ascertain each setting. 3. To test each Input equipment in the INPUT TEST mode. 4. To test each Output equipment in the OUTPUT TEST mode.
CONTROL SYSTEM	<ol style="list-style-type: none"> 1. To check each Input equipment in the INPUT TEST mode. 2. Adjust or replace each Input equipment. 3. If the problem still remains unsolved, check each equipment's mechanism movements.
MONITOR	In the Monitor Adjustment mode, check to see if Monitor (Projector) adjustments are appropriate.
IC BOARD	MEMORY TEST
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.

9-1 SWITCH UNIT AND COIN METER



Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.



- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the Coin Meter circuitry renders the game inoperable.

SWITCH UNIT

Open the coin chute door, and the switch unit shown will appear.
The function of each SW is as follows:

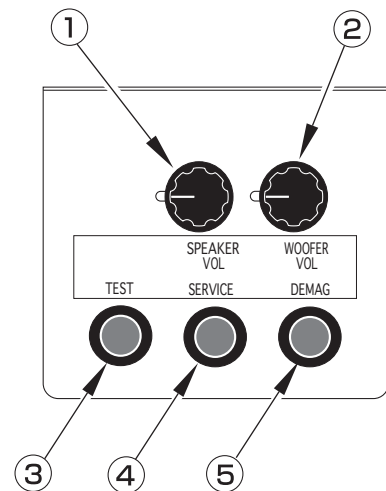


FIG. 9. 1 a SWITCH UNIT

- | | |
|---|--|
| (1) SPEAKER VOLUME:
(SPEAKER VOL) | Sound volume can be adjusted for the speakers. |
| (2) WOOFER VOLUME:
(WOOFER VOL) | Sound volume can be adjusted for the WOOFER. |
| (3) TEST BUTTON:
(TEST) | For the handling of the TEST BUTTON, refer to the following pages. |
| (4) SERVICE BUTTON:
(SERVICE) | Gives credits without registering on the coin meter. |
| (5) DEMAGNETIZER SWITCH:
(DEMAG) | Eliminates the on-screen color unevenness due to magnetization of CRT. First use this SW before performing the monitor's color adjustment. |

COIN METER

Open the Cashbox Door by using the key to have the Coin Meter appear underneath the Cashbox.

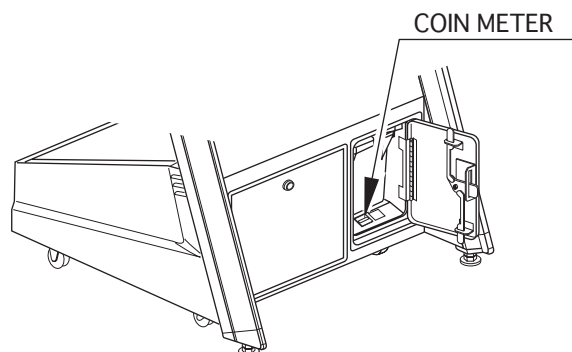


FIG. 9. 1 b COIN METER

***Note: Actual Main unit WILL differ from image.



- Any settings that are changed by users during TEST MODE are saved upon exiting TEST MODE with the EXIT command in the SYSTEM MENU. If the unit is powered off prior to exiting, changes to settings will not take effect.
- You may not enter GAME TEST MODE while the unit is reading from or checking the GD-ROM. If error messages are displayed when exiting TEST MODE, you should power the unit off and on again.
- In the manual for this product, "Media Board" and "DIMM" are one and the same.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

A. SYSTEM TEST MENU MODE

System Test Mode can be used to check that the main circuit operations are correct, adjust Monitor color, and perform coin/credit settings.

However, this product can only be used with the settings shown below.

- SOUND TEST
 - OUTPUT TYPE: STEREO
- COIN ASSIGNMENTS
 - COIN CHUTE TYPE: COMMON
 - SERVICE TYPE: COMMON
- Press the TEST Button after powering on the unit to display the following SYSTEM MENU.

```

SYSTEM MENU

MEDIA BOARD TEST
SYSTEM INFORMATION
JVS TEST
SOUND TEST
C.R.T. TEST
COIN ASSIGNMENTS
CLOCK SETTING
NETWORK SETTING(CORE)
NETWORK SETTING(MEDIA)
ENTER GAME TEST
[*****]
→EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON
    
```

- Press the SERVICE Button to move the cursor to the desired test item.
- Move the cursor to the desired item and press the TEST Button to display each test screen.
- Move the cursor to ENTER GAME TEST and press the TEST Button to enter the individual test menus for each game. Refer to "9-3 GAME TEST MODE".
- When testing is complete, move the cursor to EXIT and press the TEST Button. The game advertisement screen should be displayed.

B. MEDIA BOARD TEST



Powering off the system during the MEDIA BOARD TEST with a DIMM BOARD will erase the game programme data. It may be necessary to reload the data. Always wait for the test to complete before attempting to exit.

MEDIA BOARD TEST is used to check the memory and IC on the MEDIA BOARD connected to the Chihiro. Test screens and test times may differ depending on the type of MEDIA BOARD connected to the unit.

- The following is the MEDIA BOARD TEST screen for a unit with a DIMM BOARD.

```
MEDIA BOARD TEST 1/2

DIMM BOARD(TYPE3)
VERSION  ****
STATUS   GOOD
CHECKING 100%

DIMM TEST
DIMM0    GOOD
DIMM1    NONE
GD-ROM   GOOD

PRESS TEST BUTTON TO EXIT
```

- MEDIA BOARD TEST begins immediately upon entering this test mode.
- If "GOOD" is displayed to the right of each item, the MEDIA BOARD components are functioning properly.
- Press the TEST Button to display the following screen.

```
MEDIA BOARD TEST 2/2

NETWORK BOARD
VERSION  ****
STATUS   GOOD
CHECKING 100%

NETWORK BOARD TEST
RAM CHECK-GOOD
--COMPLETED--

PRESS TEST BUTTON TO EXIT
```

- After the test is complete, move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

C. SYSTEM INFORMATION

Use SYSTEM INFORMATION to check version and other information for system programmes. Screens may differ depending on the type of MEDIA BOARD connected to the unit.

SYSTEM INFORMATION		
MAIN BOARD		
REGION	****	(A)
BOOT VERSION	****	(B)
QC FIRM VERSION	****	(B)
SC FIRM VERSION	****	(B)
SERIAL NO.	*****	(C)
MEDIA BOARD		
DIMM BOARD(TYPE3) + GDROM		(D)
MEMORY SIZE	512MB	(E)
FIRM VERSION	****	(F)
SERIAL NO.	*****	(G)
NETWORK BOARD		
FIRM VERSION	****	(H)
PRESS TEST BUTTON TO EXIT		

Press the TEST Button to return to the SYSTEM MENU screen.

- (A) REGION
The COUNTRY CODE of the MAIN BOARD.
- (B) BOOT VERSION, QC FIRM VERSION, SC FIRM VERSION
Version information for the MAIN BOARD system programmes.
- (C) SERIAL NO.
Serial number of the MAIN BOARD.
- (D) DIMM BOARD + GDROM
Type of MEDIA BOARD. This example shows a DIMM BOARD with a GD-ROM DRIVE connected.
- (E) MEMORY SIZE
Capacity of DIMM memory installed on the DIMM BOARD.
- (F) FIRM VERSION
Version information for the DIMM BOARD system programme.
- (G) SERIAL NO.
Serial number of the DIMM BOARD.
- (H) FIRM VERSION
Version information for the NETWORK BOARD system programme.

D. JVS TEST

JVS TEST is used to verify the specs of the I/O BOARD connected to the Chihiro and to run input tests. I/O BOARD specs are displayed initially. Screens may differ depending on the type of I/O BOARD connected to the unit.

```

                JVS TEST
                INPUT TEST
                NEXT NODE
                →EXIT
NODE          ****
NAME          *****
              I/O BD JVS
              Ver****
              *****
CMD VER      1.1
JVS VER     2.0
COM VER     1.0
SWITCH      2 PLAYER(S) 13 BITS
COIN        2 SLOT
ANALOG      8 CH
ROTARY      0 CH
KEYCODE     0
SCREEN      X:0 Y:0 CH:0
CARD        0 SLOT
HOPPER OUT  0 CH
DRIVER OUT  6 CH
ANALOG OUT  0 CH
CHARACTER   CHARA:0 LINE:0
BACKUP      0
            SELECT WITH SERVICE BUTTON
            AND PRESS TEST BUTTON
```

- Use the SERVICE Button to move the cursor to the desired test item.
- Move the cursor to INPUT TEST and press the TEST Button to enter the INPUT TEST screen for the I/O BOARD currently displayed.
- When 2 or more I/O BOARDS are connected, move the cursor to NEXT NODE and press the TEST Button to enter the test screen for the next I/O BOARD. The lower the NODE number, the further away the node is from the Chihiro.
- Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

INPUT TEST Screen

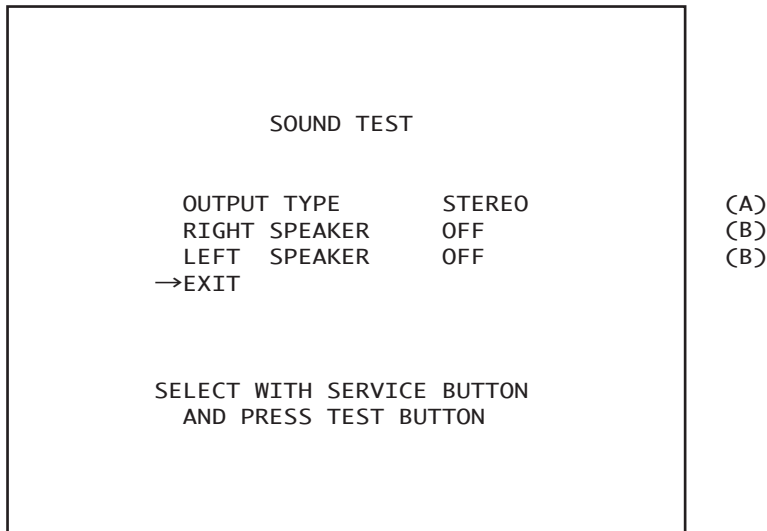
JVS TEST		
INPUT TEST		
NODE	1/1	
SYSTEM	00	(A)
PLAYER 1	0000	(A)
PLAYER 2	0000	(A)
COIN 1	0000	(B)
COIN 2	0000	(B)
ANALOG 1	0000	(C)
ANALOG 2	0000	(C)
ANALOG 3	0000	(C)
ANALOG 4	0000	(C)
ANALOG 5	0000	(C)
ANALOG 6	0000	(C)
ANALOG 7	0000	(C)
ANALOG 8	0000	(C)

PRESS TEST AND SERVICE BUTTON TO EXIT

- On-screen values change according to the input from switches and the volume.
 - (A) SYSTEM, PLAYER
Values change with input from control panel/other switches.
 - (B) COIN
Increases with input from the COIN SWITCH. The count is cleared when exiting TEST MODE.
 - (C) ANALOG
Displays analog values from "0000" to "FFFF".
- Press the SERVICE and TEST Buttons simultaneously to return to the JVS TEST main screen.

E. SOUND TEST

Use SOUND TEST to test sound output and to select the stereo/mono/surround setting.



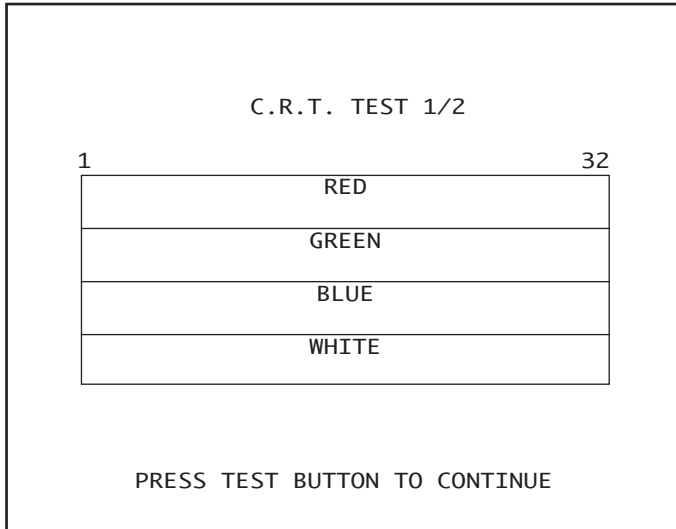
- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to enter the selected item.
 - (A) OUTPUT TYPE(STEREO, MONO, SURROUND)
Select the sound output from the I/O PANEL audio output interface setting among STEREO, MONO and SURROUND.
 - (B) RIGHT/LEFT SPEAKER(ON, OFF)
When set to "ON", the test sends a beep to each audio output interface. Only the word "SPEAKER" is displayed when the OUTPUT TYPE is set to "MONO", and when set to "ON", the test sends the same beep to both the left/right audio output interfaces.
To test surround output, it is necessary to use a separate Audio Amp, and receive signal from a terminal not in use at the time of shipping.
Note: Not available with this product.
- Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

F. C.R.T. TEST

Use the C.R.T. TEST to adjust monitor colours and verify screen size.

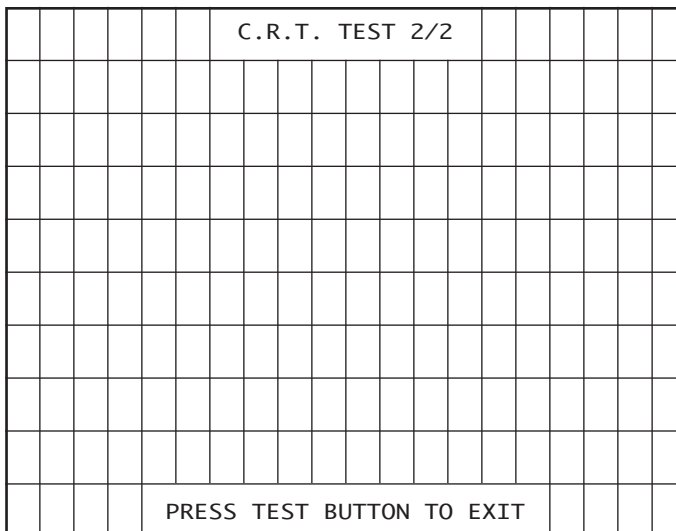
COLOUR CHECK Screen

- Monitor COLOUR CHECK screen is displayed initially.
Each of the colours (red, green and blue) is darkest at the far left and gets progressively lighter (32 steps) towards the right.
Monitor brightness is set correctly if the white colour bar is black at the left edge and white at the right edge.



- Press the TEST Button to proceed to the next page.

SIZE CHECK Screen

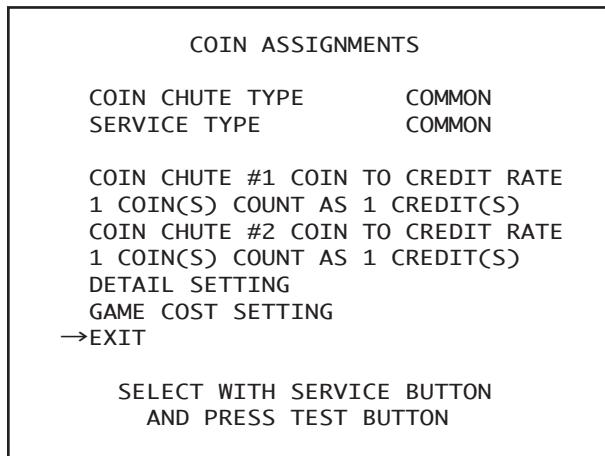


- Adjust the CHECK GRID so that the entire GRID is displayed on the screen.
- Press the TEST Button to return to the SYSTEM MENU screen.

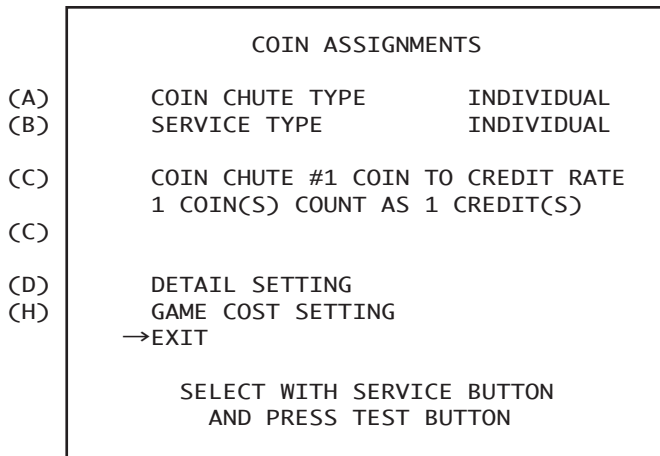
G. COIN ASSIGNMENTS

Use COIN ASSIGNMENTS to set the credit rate for each coin inserted.

- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to change the setting or to open the detailed settings.
- Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.



COIN CHUTE TYPE...COMMON



COIN CHUTE TYPE...INDIVIDUAL

(A) COIN CHUTE TYPE(COMMON, INDIVIDUAL)

Adjust settings according to the specs of the cabinet COIN CHUTE.

COMMON

This is for cabinets where a single COIN CHUTE is used by multiple players.

Coins inserted by each player are treated as common credits.

Up to 2 COIN CHUTES (#1 and #2) may be used. The (C) COIN TO CREDIT RATE setting for COIN CHUTE #1 and #2 may be set differently.

INDIVIDUAL

This is for cabinets with individual COIN CHUTES for each player.

Coins inserted by each player are treated as individual player credits.

The (C) COIN TO CREDIT RATE setting is used by all COIN CHUTES.

(B) SERVICE TYPE(COMMON, INDIVIDUAL)

Use this to set the function of each SERVICE Button when there is more than one SERVICE Button.

COMMON

Pressing any SERVICE Button enters service credits for all players.

INDIVIDUAL

Pressing the SERVICE Button enters service credits only for the corresponding player.

- (D) COIN TO CREDIT RATE
Set the CREDIT RATE for each coin inserted.
The "x COIN(S) COUNT AS y CREDIT(S)" setting indicates that "Inserting x coins equals y credits".
Set this to "FREE PLAY" to allow game play without credits.
When (A) COIN CHUTE TYPE is set to "COMMON", COIN CHUTE #2 settings are restricted to some extent by the settings for COIN CHUTE #1.
- (E) DETAIL SETTING
This mode allows for more detailed credit rate settings than the (C) COIN TO CREDIT RATE setting.
Changes made in DETAIL SETTING override any (C) COIN TO CREDIT RATE settings.

DETAIL SETTING Screen

```

          COIN ASSIGNMENTS
          DETAIL SETTING
COIN CHUTE #1 MULTIPLIER
  1 COIN COUNT AS 1 COIN(S)
COIN CHUTE #2 MULTIPLIER
  1 COIN COUNT AS 1 COIN(S)
BONUS ADDER          NO BONUS ADDER
COIN TO CREDIT      1 COIN(S) 1 CREDIT
→EXIT
COIN CHUTE #1 OPERATION
COIN  1 2 3 4 5 6 7 8 9
CREDIT 1 2 3 4 5 6 7 8 9
COIN CHUTE #2 OPERATION
COIN  1 2 3 4 5 6 7 8 9
CREDIT 1 2 3 4 5 6 7 8 9
          SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON

```

COIN CHUTE TYPE...COMMON

```

          COIN ASSIGNMENTS
          DETAIL SETTING
COIN CHUTE #1 MULTIPLIER
  1 COIN COUNT AS 1 COIN(S)
          (E)
          (E)
          (F)
          (G)
BONUS ADDER          NO BONUS ADDER
COIN TO CREDIT      1 COIN(S) 1 CREDIT
→EXIT
COIN CHUTE #1 OPERATION
COIN  1 2 3 4 5 6 7 8 9
CREDIT 1 2 3 4 5 6 7 8 9

          SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON

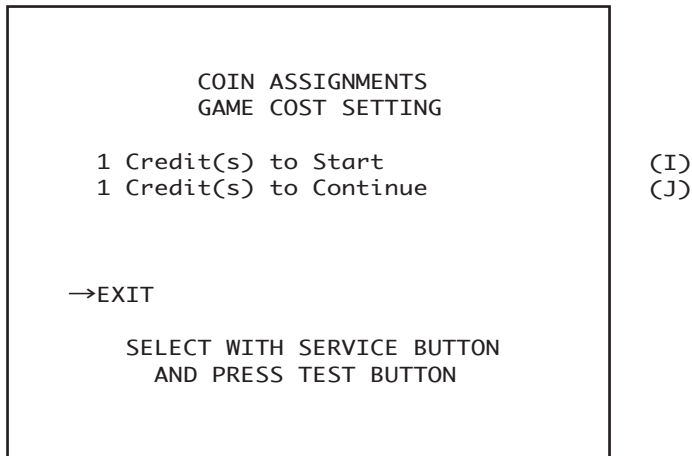
```

COIN CHUTE TYPE...INDIVIDUAL

- (E) COIN CHUTE MULTIPLIER
Use this to set how many coins will be counted for each coin inserted.
The "1 COIN COUNT AS x COIN(S)" setting indicates that "Each coin will be counted as x coins".
When the (A) COIN CHUTE TYPE is set to "COMMON", the setting may be set individually for COIN CHUTE #1 and #2.
- (F) BONUS ADDER
Use this to set the number of coins calculated with the (E) COIN CHUTE MULTIPLIER setting that need to be inserted to get 1 bonus coin. When the (A) COIN CHUTE TYPE is set to "COMMON", the sum of the coins for COIN CHUTE #1 and #2 is used for the calculation.
The "x COINS GIVE 1 EXTRA COIN" setting indicates that "For every x coins, 1 bonus coin is given".
Set this to "NO BONUS ADDER" to disable bonus coins entirely.
- (G) COIN TO CREDIT
Use this to set how many coins calculated with the (F) BONUS ADDER setting count as 1 credit.
The "x COIN(S) 1 CREDIT" setting indicates that "Every x coins equals 1 credit."

(H) GAME COST SETTING

Use this mode to set the number of credits required to start a game.
Screens may differ depending on the game.



(I) Set the number of credits required to start a game.

(J) Set the number of credits required to continue a game.

H. CLOCK SETTING

Use CLOCK SETTING to set the Chihiro internal clock.

CLOCK SETTING

Z0XX/XX/XX(XXX) XX:XX:XX

YEAR
MONTH
DAY
HOUR
MINUTE
→EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

- Use the SERVICE Button to move the cursor to the item to be set.
- Move the cursor to the desired item and press the TEST Button to increase values.
The max value for YEAR is "2099"; further increases return the value to "2000".
- Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

I. NETWORK SETTING (CORE)

Use the LAN PORT attached to the Main Board, and carry out the settings necessary for network communication.

Note: This function is not available with this product.

NETWORK SETTING (CORE)	
->REMOTE(C) ENABLE	(A)
IP ADDRESS(C) -----	(B)
SUBNET MASK(C) -----	(C)
GATE WAY(C) -----	(D)
PRIMARY DNS(C) -----	(E)
EXIT	
CURRENT ***** ***.***.***.***	(F)
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

- Use the SERVICE Button to move the cursor to the desired test item.
(When setting IP ADDRESS, SUBNET MASK, GAME WAY or PRIMARY DNS, use the underline as a guide.)
 - Press the TEST Button to change the setting.
 - Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.
- (A) REMOTE (C)
This sets up whether a communication setting is automatic or manual.
ENABLE: Sets the communication setting automatically.
DISABLE: Sets the communication setting manually.
- (B) IP ADDRESS (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.
- (C) SUBNET MASK (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.
- (D) GATE WAY (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.
- (E) PRIMARY DNS (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.
- (F) CURRENT
This displays the present setting value during a setup of each item [(B), (C), (D), (E)]. Pressing TEST Button on SET position, the settings are memorized and the screen is changed.

J. NETWORK SETTING (MEDIA)



This product should only be used with the factory settings indicated in this manual. Selecting certain options from the screens listed below may alter settings or bring up other screens. However, since these functions are not used by this machine, they are not described in this manual.

In the event that settings are altered on a screen not mentioned in this manual, the machine may cease to function properly. Restore the settings to the values shown on the screens below.

After changing a NETWORK SETTING, exit from Game Test Mode and restart the machine. Changes are not enabled without restarting the machine.

Refer to "9-3C GAME ASSIGNMENTS" for actual network play settings.

Use NETWORK SETTING to establish and test network connections.

- Use the SERVICE Button to move the cursor to the desired test item.
- Press the TEST Button to change the setting or to open the detailed settings.
- Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
NETWORK SETTING (MEDIA)
NETWORK TYPE          ETHER
SET IP ADDRESS
CLEAR NETWORK SETTING
NETWORK TEST
->EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON
```

(A)
(B)



When changing the game configuration, changes will not be enabled until the Enter Game Test has been completed. Be sure to exit the Game Test Mode properly after configuration changes.

Select ENTER GAME TEST from the System Menu screen to display the Game Test Menu screen as follows.

Use the SERVICE Button or the left and right triangle (SELECT) buttons to move the cursor to the desired test item. Press the TEST Button to enter the selected item.

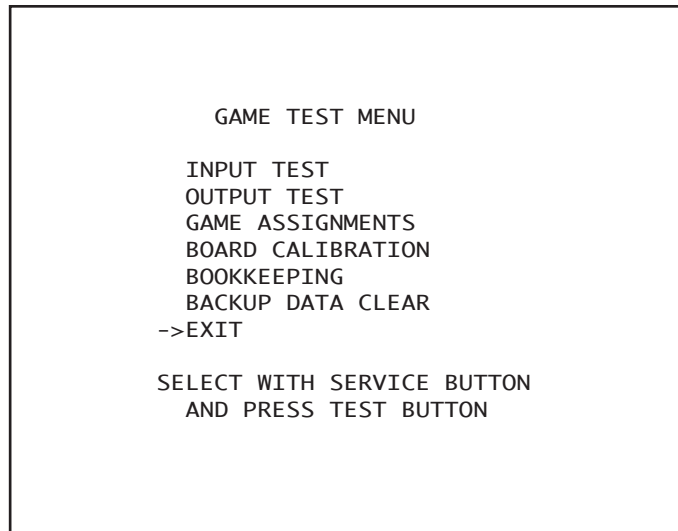


FIG. 9. 3 GAME TEST Menu screen

After selecting an item, read the explanations below regarding operation.

After the test is complete, move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

A. INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices. This test should be used periodically to check that each input device is functioning correctly.

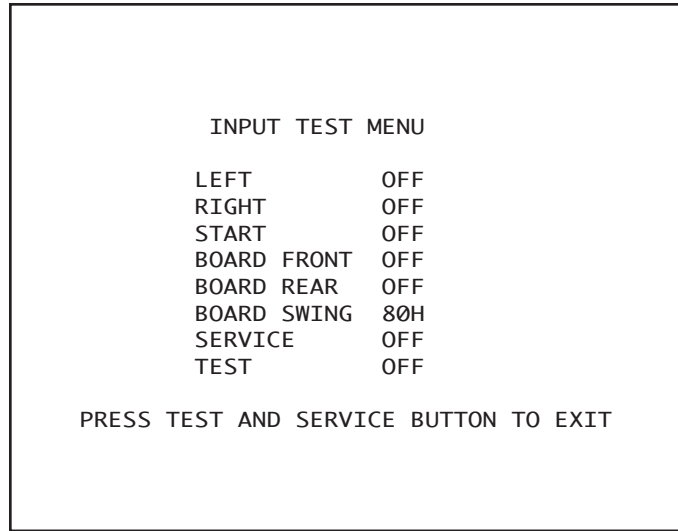


FIG. 9. 3 a a INPUT TEST screen

Operation is normal if the button label changes from "OFF" to "ON" when the corresponding button is pressed.

Operation is normal if BOARD FRONT or BOARD REAR changes from "OFF" to "ON" when treading fully down on the front or back of the skateboard.

Operation is normal if the value of BOARD SWING changes smoothly as the skateboard is tilted to the right or left. The recommended range when the skateboard is level is $80H \pm 10H$. Please perform volume adjustment if outside of this range (refer to chapter 10).

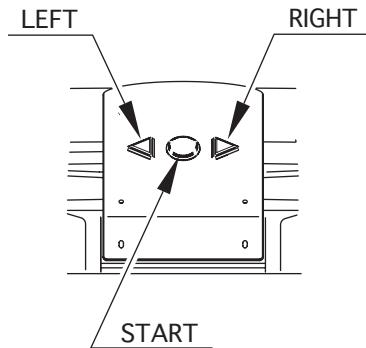


FIG. 9. 3 a b

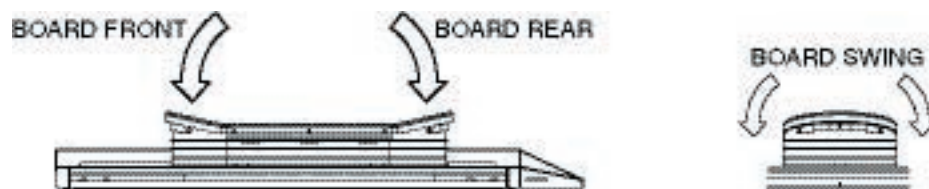


FIG. 9. 3 a c

Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu screen.

B. OUTPUT TEST

Select OUTPUT TEST to display the following screen and check the status of each lamp. This test should be used periodically to check that the lamps are functioning correctly.

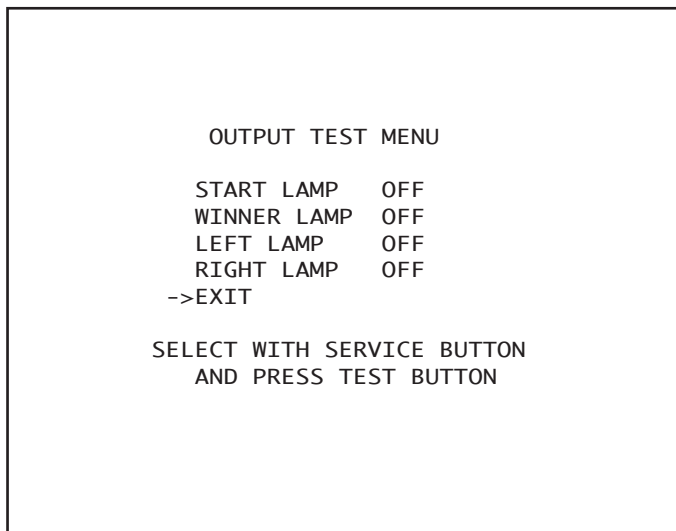


FIG. 9. 3 b a OUTPUT TEST screen

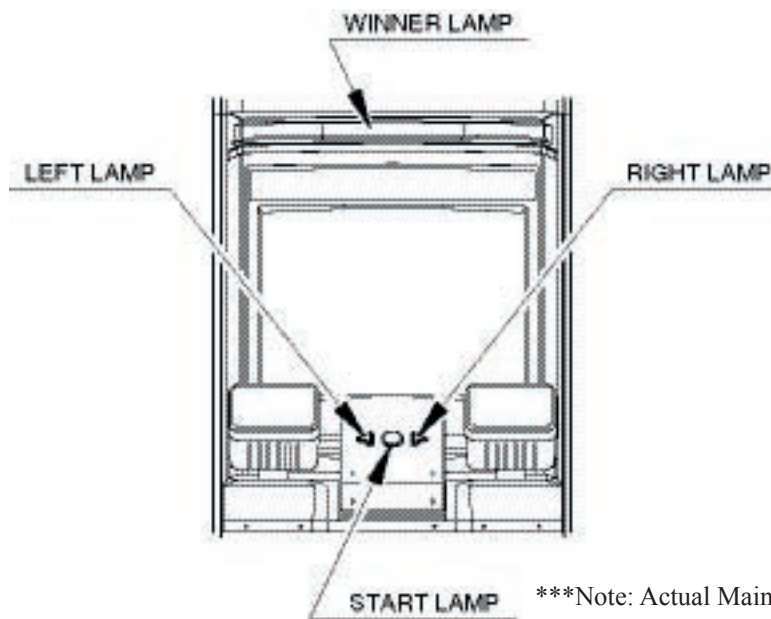


FIG. 9. 3 b b

Press the SERVICE Button or the left and right triangle (SELECT) buttons to move the cursor.

Move the cursor to the lamp to test and press the TEST Button to toggle between "OFF" and "ON". Operation is normal if the lamp lights when "ON".

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu screen.

C. GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the current game settings and make changes.

Changes to settings are not enabled until Test Mode is exited. After changing settings, be sure to exit Test Mode.

Even when configured for online play, ADVERTISE SOUND and DIFFICULTY can be configured independently on each unit.

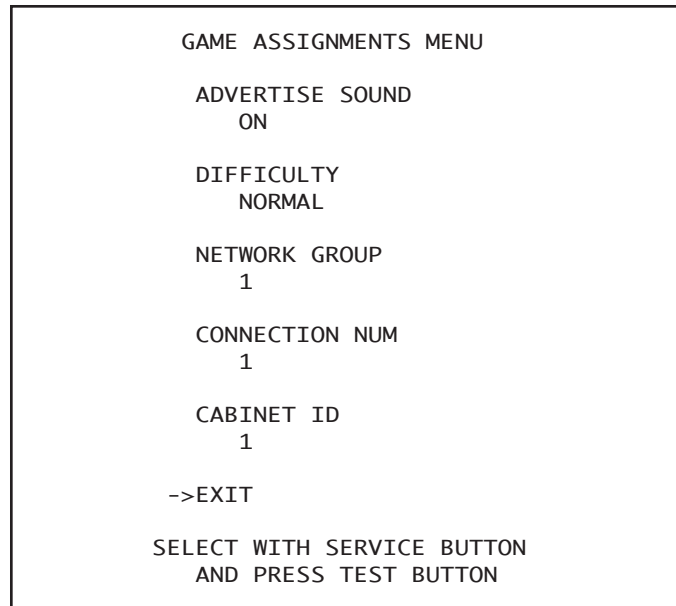


FIG. 9. 3 c GAME ASSIGNMENTS screen

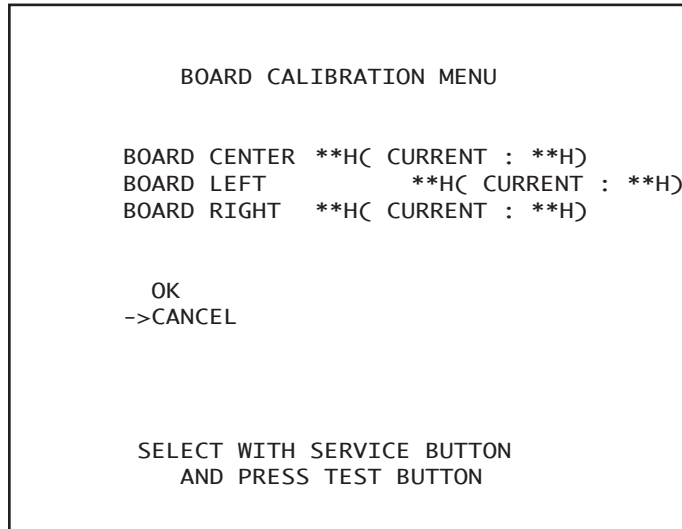
Press the SERVICE Button or the left and right triangle (SELECT) buttons to move the cursor. Move the cursor to the item to configure and press the TEST Button.

- **ADVERTISE SOUND:** The setting to turn the advertising sound ON/OFF. (Default Setting: ON)
- **DIFFICULTY:** The game difficulty setting. There are 2 difficulty levels with EASY and NORMAL. (Default Setting: NORMAL)
- **NETWORK GROUP:** Used for dividing networked cabinets into groups. For example, to split up a group of four networked machines into two groups of two cabinets, set two cabinets to "1" and the other two cabinets to "2". Generally, setting all cabinets to "1" is recommended.
- **CONNECTION NUM:** The number of connections for online play. Set this to the number of units that have been configured with the same NETWORK GROUP setting. If this setting is set to "2" or more, the unit will connect to other units that have the same NETWORK GROUP number. (Default Setting: 1)
- **CABINET ID:** The cabinet number assigned to each game unit for online play. Assign a different number to each unit within a NETWORK GROUP. Do not assign the same number to two units within a group. Numbers should be assigned sequentially starting from "1". (Default Setting: 1)

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

D. BOARD CALIBRATION

Skateboard (skateboard interface) volume values can be configured. Settings can be set to default values automatically and custom values can also be configured. Current settings are displayed on the screen as CURRENT.



● To change settings to default values:

With no one standing on the skateboard (skateboard in a level position), select OK and press the TEST Button to finish configuration. "ADJUSTED" will be displayed along with the setting values.

Do not stand on the skateboard while "ADJUSTING" is displayed because the BOARD CENTER setting is automatically detected during this time. BOARD LEFT and BOARD RIGHT values are configured automatically based on this value to give values approximately $\pm 10H$ from the BOARD CENTER value. Press the TEST Button to return to the Game Test Menu screen.

● To change settings to custom values:

Configure BOARD LEFT (largest value) and BOARD RIGHT (smallest value) settings with the skateboard tilted equally to the left and right.

Large differences between these values make turning difficult and small differences make turning easy. If the setting range is less than $\pm 10H$, set to $\pm 10H$.

After finishing configuration, make sure no one is standing on the skateboard (skateboard in a level position), then select OK and press the TEST Button. "ADJUSTED" will be displayed along with the setting values. Press the TEST Button again to return to the Game Test Menu screen.

Select CANCEL and press the TEST Button to return to the Game Test Menu screen without changing settings.

E. BOOKKEEPING

Selecting BOOKKEEPING will display the following screen. All up-to-date operation data will be displayed on six BOOKKEEPING screens.

Press the TEST Button to advance to the next screen. When the sixth screen (PAGE 6) is displayed, press the TEST Button to return to the Game Test Menu screen.

PAGE 1: Basic information regarding the number of coins and number of credits.

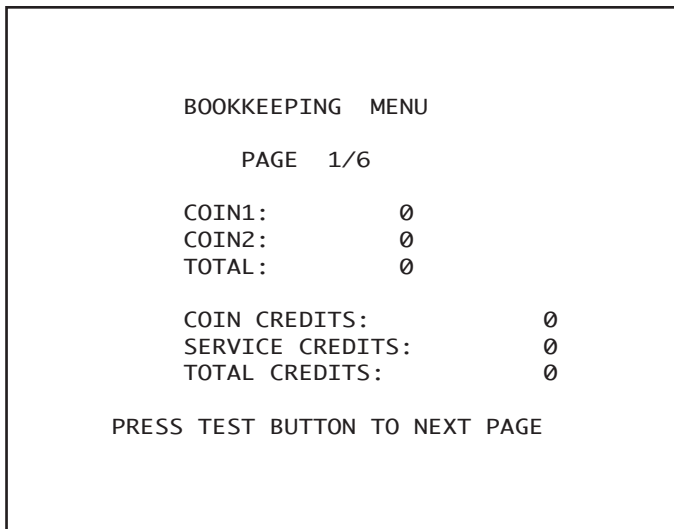


FIG. 9. 3 e a BOOKKEEPING MENU (PAGE 1/6) screen

- COIN1: The number of coins inserted into Coin Slot 1.
- COIN2: The number of coins inserted into Coin Slot 2.
- TOTAL: The total number of coins inserted into the coin slots.
- COIN CREDITS: The number of credits for the coins inserted.
- SERVICE CREDITS: The number of credits input by the SERVICE Button.
- TOTAL CREDITS: Total credits from coins and the SERVICE Button.

Press the TEST Button to advance to the next page.

PAGE 2: Basic information regarding playing time.

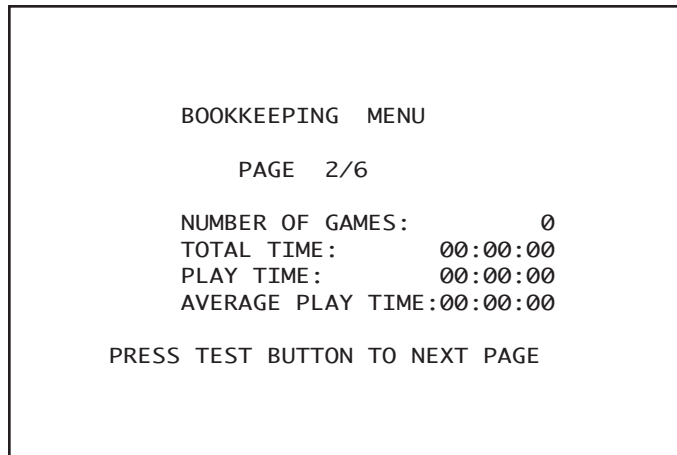


FIG. 9.3 e b BOOKKEEPING MENU (PAGE 2/6) screen

- NUMBER OF GAMES: The total number of games played.
- TOTAL TIME: The amount of time the unit has been in operation.
- PLAY TIME: Total playing time.
- AVERAGE PLAY TIME: Total play time divided by the total number of games played.

Press the TEST Button to advance to the next page.

PAGE 3: Character and mode selection statistics for 1P mode.

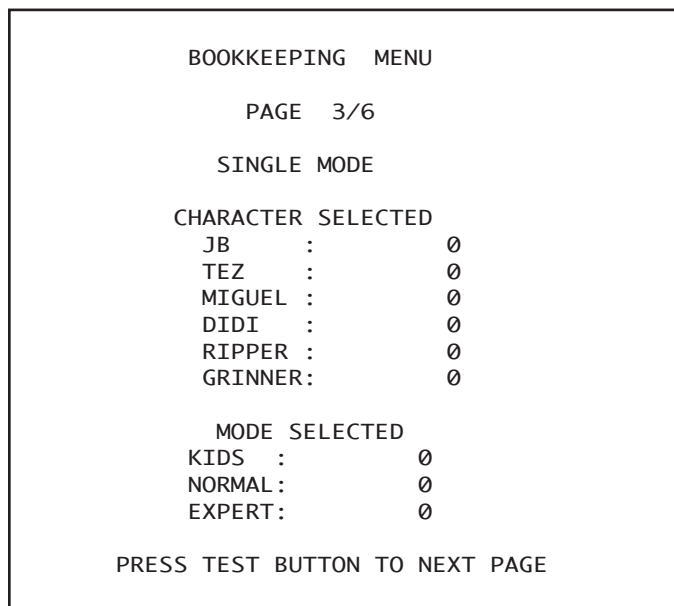


FIG. 9.3 e c BOOKKEEPING MENU (PAGE 3/6) screen

- CHARACTER SELECTED: The number of times each character was selected in 1P mode.
- MODE SELECTED: The number of times each mode was selected in 1P mode.

Press the TEST Button to advance to the next page.

PAGE 4: Stage selection statistics for 1P mode.

BOOKKEEPING MENU		
PAGE 4/6		
SINGLE MODE		
STAGE SELECTED		
KIDS		
San Francisco:	:	0
London	:	0
Kyoto	:	0
NORMAL		
San Francisco:	:	0
London	:	0
Kyoto	:	0
EXPERT		
San Francisco:	:	0
London	:	0
Kyoto	:	0
PRESS TEST BUTTON TO NEXT PAGE		

FIG. 9.3 e d BOOKKEEPING MENU (PAGE 4/6) screen

Displays the number of times each stage was chosen as the starting stage for each mode in 1P mode.

Press the TEST Button to advance to the next page.

PAGE 5: Character and mode selection statistics for online mode.

BOOKKEEPING MENU		
PAGE 5/6		
VS MODE		
CHARACTER SELECTED		
JB	:	0
TEZ	:	0
MIGUEL	:	0
DIDI	:	0
RIPPER	:	0
GRINNER:	:	0
MODE SELECTED		
KIDS	:	0
NORMAL:	:	0
EXPERT:	:	0
PRESS TEST BUTTON TO NEXT PAGE		

FIG. 9.3 e e BOOKKEEPING MENU (PAGE 5/6) screen

- CHARACTER SELECTED: The number of times each character was selected in online mode.
- MODE SELECTED: The number of times each mode was selected in online mode.

Press the TEST Button to advance to the next page.

PAGE 6: Stage selection statistics for online mode.

BOOKKEEPING MENU		
PAGE 6/6		
VS MODE		
STAGE SELECTED		
KIDS		
San Francisco:		0
London :		0
Kyoto :		0
NORMAL		
San Francisco:		0
London :		0
Kyoto :		0
EXPERT		
San Francisco:		0
London :		0
Kyoto :		0
PRESS TEST BUTTON TO NEXT PAGE		

FIG. 9. 3 e f BOOKKEEPING MENU (PAGE 6/6) screen

Displays the number of times each stage was selected for each mode in online mode.

Press the TEST Button when this screen is displayed to return to the Game Test Menu screen.

F. BACKUP DATA CLEAR

Select BACKUP DATA CLEAR to clear the contents of BOOKKEEPING and ranking data.

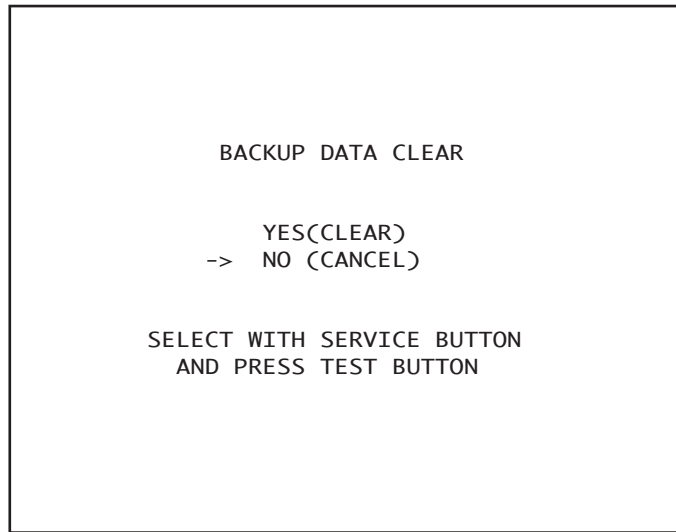


FIG. 9. 3 f BACKUP DATA CLEAR screen

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button. When the data has been cleared, the message "COMPLETED" will be displayed.

Press the TEST Button again to return to the Game Test Menu screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the Game Test Menu screen without clearing the data.

Note that this operation does not affect GAME ASSIGNMENTS or BOARD CALIBRATION settings.

10. MAINTENANCE OF SKATEBOARD MECHANISM UNIT



- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- This work should be performed by the site maintenance individual or others skilled professional. Performing work by non-technical personnel can cause electric shock hazard.
- Do not perform work other than those specified in this Manual in order to prevent accidents during performing work and operation after performing work. Performing work not specified in this Manual may require special training for this product. If performing work other than those stated in this manual is required for repair, contact the offices herein stated in this manual or where you purchased the product from and ask for repair or inquire how to repair.
- Take care not to get caught in the gears or the Mechanism Assembly. If you encounter such an accident, you may be seriously injured (e.g., a bone fractures, or of your body is cut).
- Take care not to lose any fasteners or their related parts (e.g., screws, bolts, washers). If a metallic fastener or its related part touches a conductive part, a short circuit or fire may be caused.
- Be especially careful when soldering. Failure to use a soldering iron carefully may result in a fire or burns.
- Be extremely careful when heating the heat-shrinkable tube. Failure to do so may result in a fire or burns.



Do not stand on the skateboard when exiting Test Mode. The software in this product performs detection of skateboard input values at power on and when exiting Test Mode. If someone is standing on the skateboard or the skateboard is overly tilted left or right, operation of the skateboard during games will be affected.

A tilt level detection volume control, a board-front sensor and a board-rear sensor are connected to the skateboard operation input unit.

Confirm the operation of the input device through the TEST MODE once a month.

Substandard performance or the inability to correct problems through TEST MODE CALIBRATION indicates an abnormality in the controller input device.

The adjustment of spare volumes and their method of replacement are explained in this manual.

In addition, it is necessary to grease the constituent part of this product periodically.

10-1 ADJUSTING, REPLACING THE TILT DETECTION VOLUME CONTROL

The skateboard tilt detection volume control is housed inside the bellows at the bottom-rear of the skateboard.

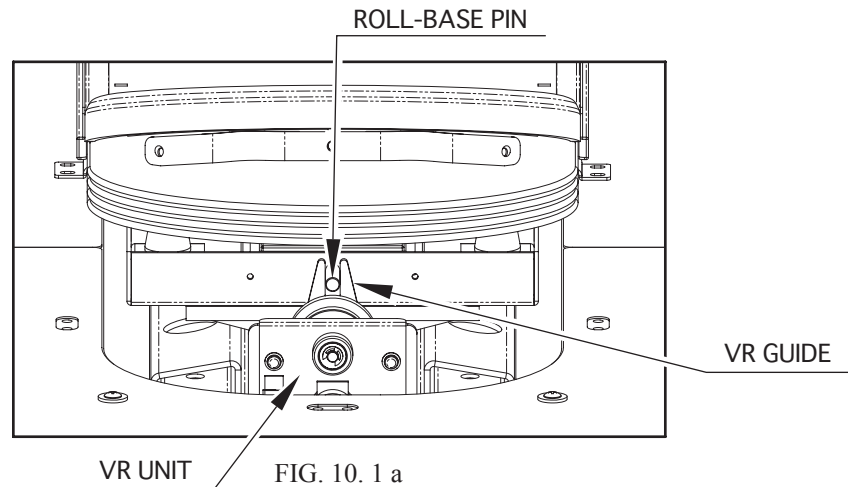
If the volume control setting does not smoothly change to match the skateboard operation, the handling of the skateboard will be unsatisfactory.

Check the following on the volume control mounted VR unit.

- Does the VR guide move smoothly in unison with the movement of the roll-base pin on the bottom of the skateboard?
- When the pin insert end section of the VR guide is straight up, is the volume control shaft's D-cut face horizontal and facing upwards?
- Does the volume control shaft gear rotate smoothly in unison with the rotation of the VR guide?

If you find a problem, after checking the above points, adjust the locking position of the volume control or gear meshing, or replace the volume control.

To perform the following task, you will need a Phillips head screwdriver for removing/inserting the M4 screws, a 1.5mm Allen wrench, a 10 11mm adjustable spanner, pliers, cutters, wire strippers, soldering iron and an industrial drier.



- Switch OFF the power supply.
- Remove the three bellows brackets from the rear of the skateboard. Remove the two screws.

SCREW (2ea), black
M4×12, w/flat & spring washers

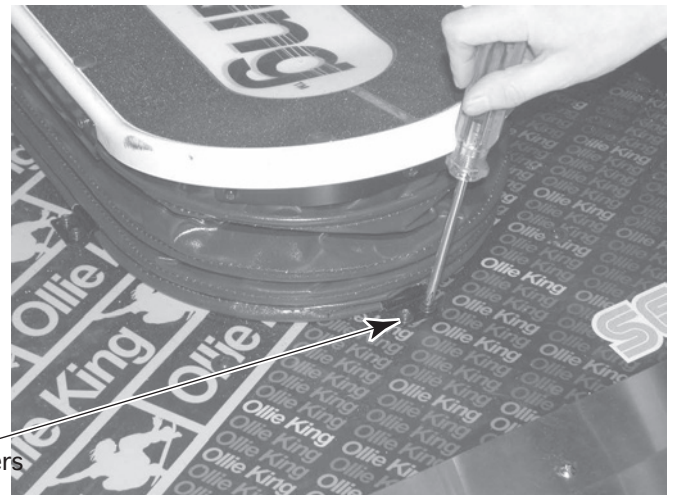


PHOTO 10. 1 a

BELLOWS BRACKET

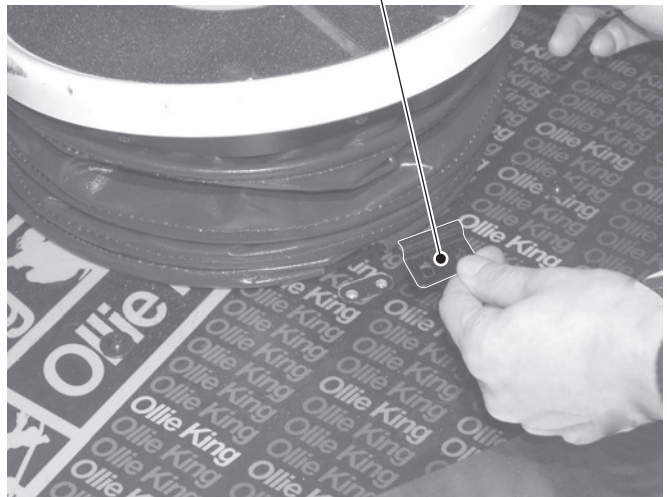


PHOTO 10. 1 b

- Lift up the bellows to reveal the VR unit.

VR UNIT

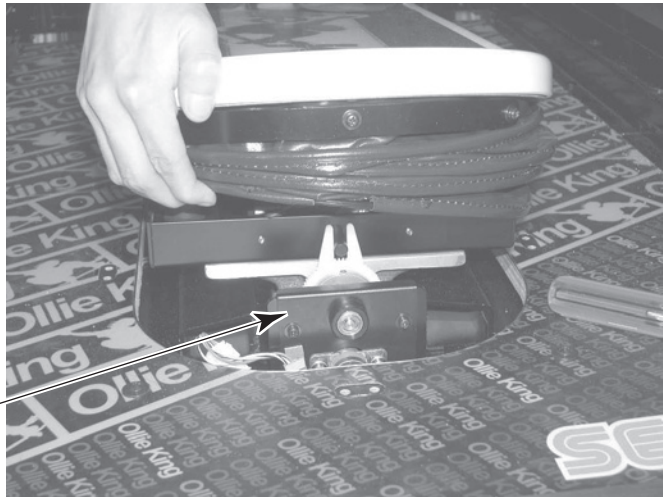


PHOTO 10. 1 c

- Unfasten the VR unit wire clamp, and unplug the connector.

Unplug the connector

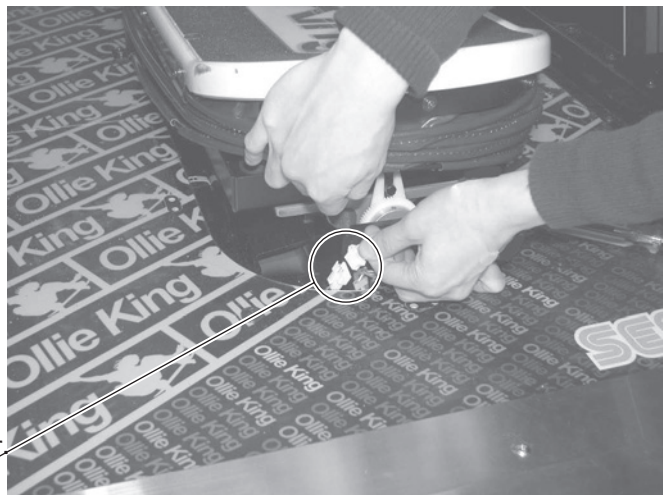
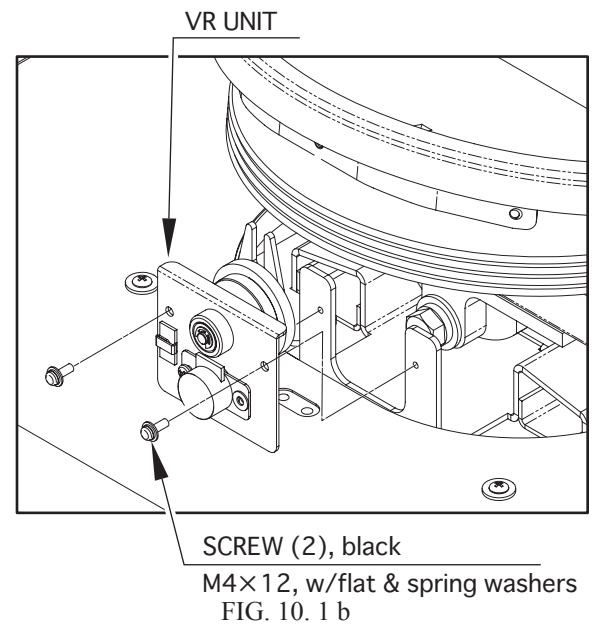
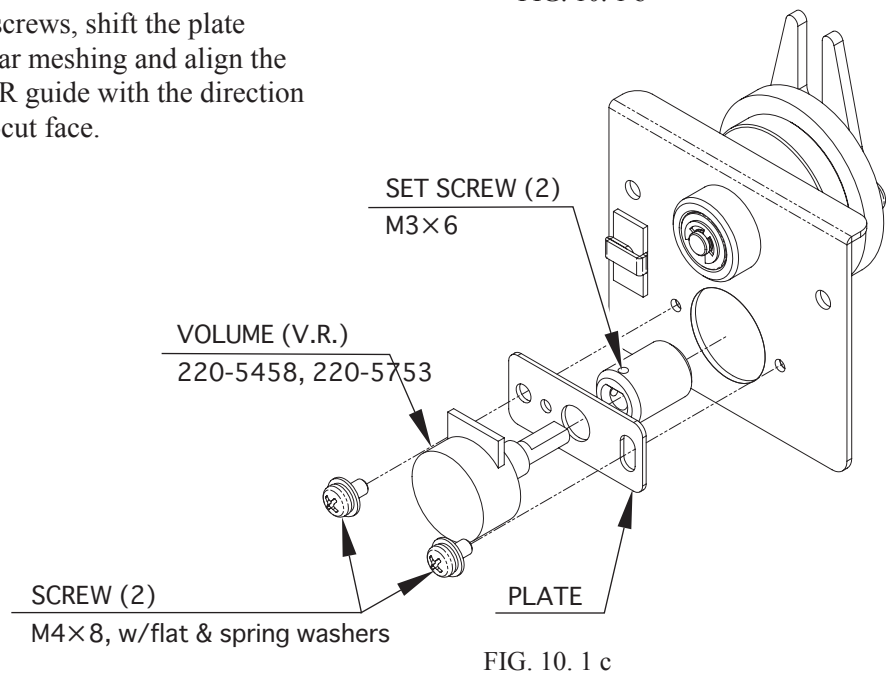


PHOTO 10. 1 d

- Remove the two screws locking the VR unit and detach it.



- Alternatively, loosen the two screws, shift the plate locking position, adjust the gear meshing and align the pin insert end section of the VR guide with the direction of the volume control shaft D-cut face.



- If the volume control is broken or damaged, remove the two screws and detach the plate, gears and volume control from the VR unit.
- Loosen the two set screws locking the gears and detach the gears from the volume control shaft.
- Remove the hexagon nuts locking the volume control to the plate and detach it from the plate.
- Use the volume control connection wires as they are.
Replace the heat-shrinkable tube at the same time. Solder the wires to the terminals of the replacement volume control.
Check the wiring figure to make sure that you do not solder the wires incorrectly.
- Using the industrial drier, heat the heat-shrinkable tube so that it covers and seals the solder joints.
- Attach the volume control to the plate, and lock the gears to the volume control shaft.

- Attach the volume control to the VR unit. Lock the plate with the two screws.
When doing this, check the following.
 - Are the VR guide and volume gear D-cut face aligned in the direction shown in the figure?
 - Does the volume gear rotate smoothly in unison with the VR guide rotation?

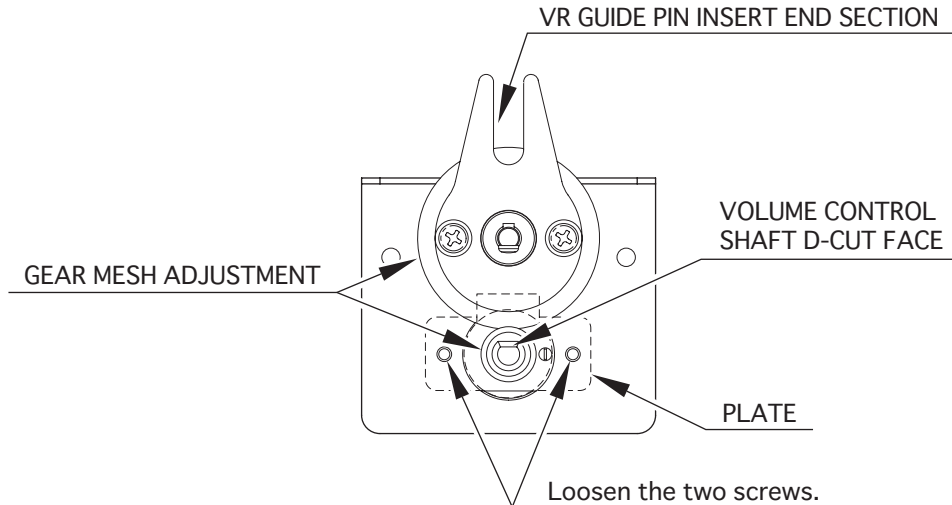


FIG. 10. 1 d

- Attach the VR unit so that the roll-base pin enters the VR guide pin insert, lock in place with the two screws.
- After fastening the connector, clamp the wires.
- Switch ON the power supply and calibrate in Test Mode. (See 9-3, D)
- Check the volume control reading.
Check that the value is within the recommended range and that it changes smoothly in unison with the skateboard operation. (See 9-3, A)
- After checking the reading, attach the three bellows brackets and lock the bellows.

10-2 GREASING



- Grease is inflammable and must never be close to fire.
- Grease may be apt to be erroneously used or drunk, and must not be placed in a location where children can access.



- Grease does harm to your body if you aspirate it. Do not perform any work related to grease in a location where ventilation is insufficient.
- If grease enters an eye, eye irritation may be caused. Take care to prevent it from entering your eyes (for example, by wearing protective goggles). Should grease enter an eye, rinse it in clean water and have your illness diagnosed by a doctor.
- If grease touches a human skin, skin irritation may be caused. Take care to prevent grease from touching your skin (for example, by wearing protective gloves). Should grease touch your skin, fully wash it using water and soap.



- Be sure to use the designated type of grease. If a non-designated type grease is used, components may break.
- The period for greasing specified herein is a standard. Apply greasing to the specified portions as occasion arises.

Using spray grease, grease-up the VR unit gear mesh section and the VR guide slide section once every three months.

Use Grease-Mate (P/N: 090-0066) spray grease.

Reveal the VR unit. (See 10-1)

Attach the extension tube to the spray grease nozzle. Coat the specified parts with grease.

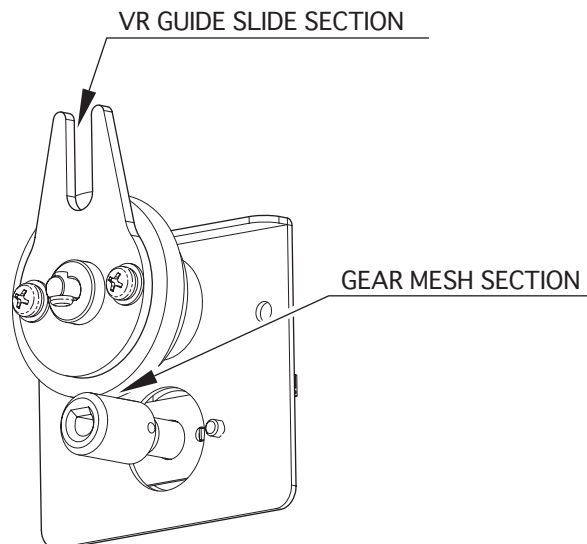


FIG. 10. 2

10-3 REPLACING THE BELLOWS



Check that the safety parts are in good condition and securely attached. Accidents may occur if this product is operated with defective safety parts.

The bellows at the bottom of the skateboard are an important component for preventing accidents. Before business opening hours, always check the bellows. If the bellows are damaged, replace them immediately.

To perform the following task, you will need a Phillips head screwdriver for removing/inserting the M4 screws, and a socket wrench and spanner for inserting/removing the M6, M8 hexagon bolts and nuts.

- Switch OFF the power supply.
- Remove all six bellows brackets. (See 10-1)
- Remove the end bellows sashes from the skateboard front and rear. Remove the three screws.

SCREW (3ea), black
M4×12, w/flat & spring washers

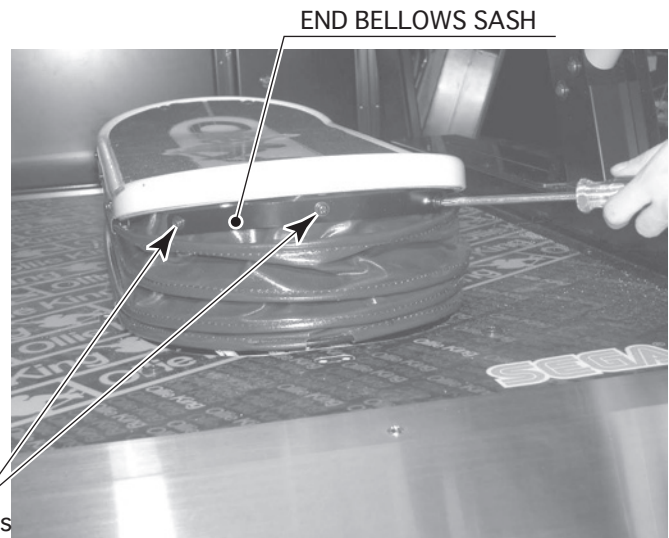


PHOTO 10. 3 a

- Remove the side bellows sashes from the left and right sides of the skateboard. Remove the three screws.

SCREW (3ea), black
M4×12, w/flat & spring washers

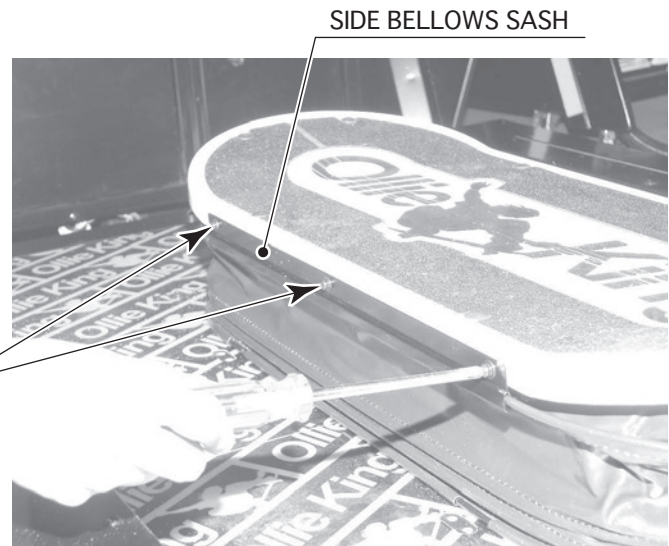


PHOTO 10. 3 b

- Detach the bellows hooks underneath the skateboard in three places on the left and right bottom sides.



PHOTO 10.3 c

- Unplug the two connectors at the bottom-front of the skateboard.

CONNECTOR (2)



PHOTO 10.3 d

- Remove the four hexagon head bolts from the bottom of the skateboard: two from the front and two from the rear.

HEXAGON BOLT (4)

M8×20, w/spring washer, flat washer used

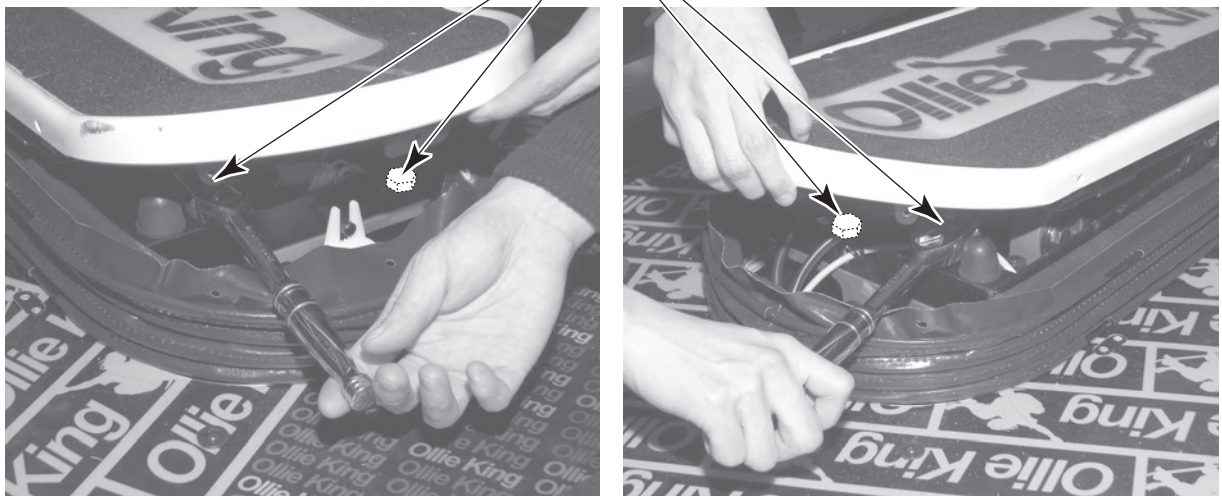


PHOTO 10.3 e

- Lift the skateboard vertically straight up and detach.



PHOTO 10. 3 f

- Replace the damaged bellows. Attach the new bellows with the joint seam at the front.

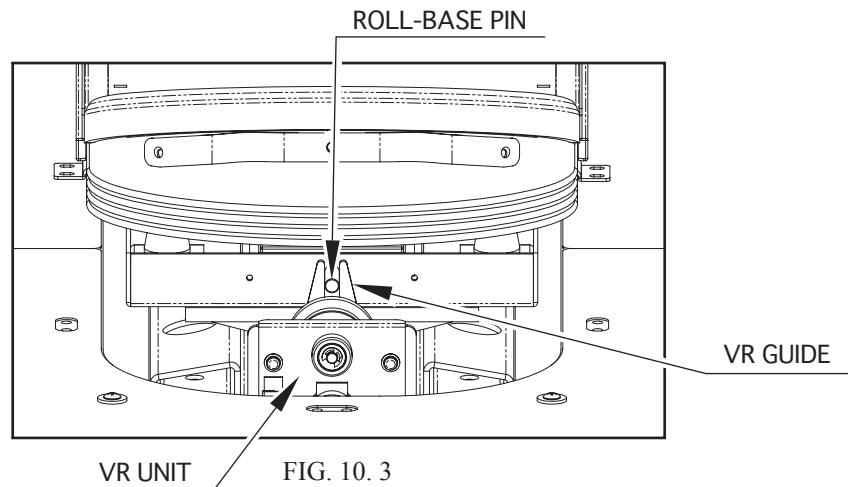


BELLOWS
ATR-3102

PHOTO 10. 3 g



When reattaching the skateboard, after replacing the bellows, insert the roll-base pin at the bottom of the skateboard into the VR guide.



11. COIN SELECTOR

HANDLING THE COIN JAM

If the coin is not rejected when the REJECT button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

CLEANING THE COIN SELECTOR



- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- Never apply machine oil, etc. to the Coin Selector.
- After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the Selector correctly functions.

The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

- Turn the power for the machine OFF. Open the coin chute door.
- Remove the coin selector from the coin chute door.
- Open the gate and dust off by using a soft brush (made of wool, etc.).
- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- Remove the CRADLE.
When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.
- Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.
- After wiping off as per above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

COIN INSERTION TEST

Once every month, when performing the Coin SW Test, simultaneously check the following:

- Does the Coin Meter count satisfactorily?
- Does the coin drop into the Cashbox correctly?
- Is the coin rejected when inserted while keeping the Reject Button pressed down?

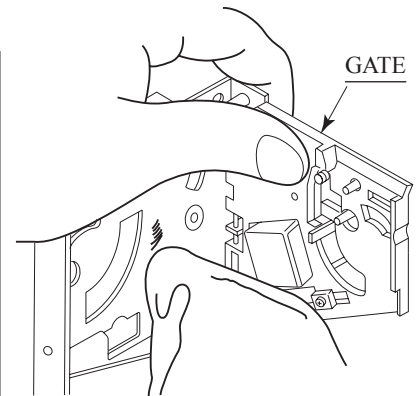


FIG. 11 a

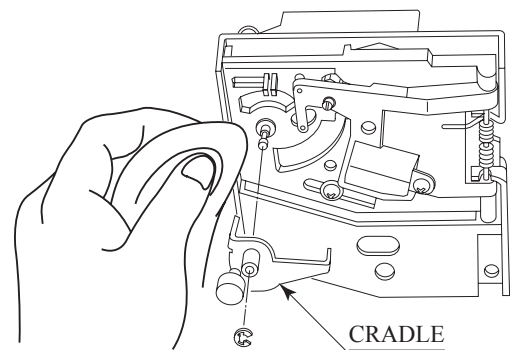


FIG. 11 b

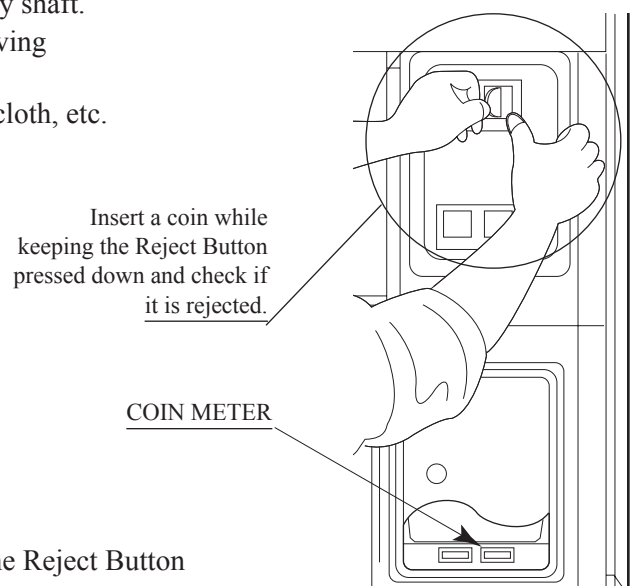


FIG. 11 c

COIN DOOR

Tom Happ
 tom.happ@happcontrols.com
 Happ Controls
 106 Garlich Drive
 Elk Grove, IL 60007
 Ph. 847-593-6161 ext. 107
 Fx. 847-956-2091

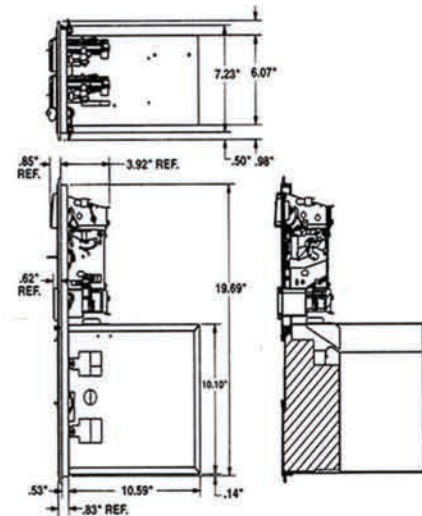
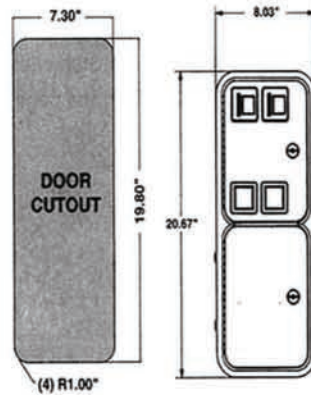
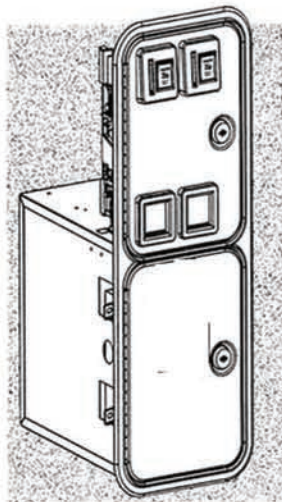
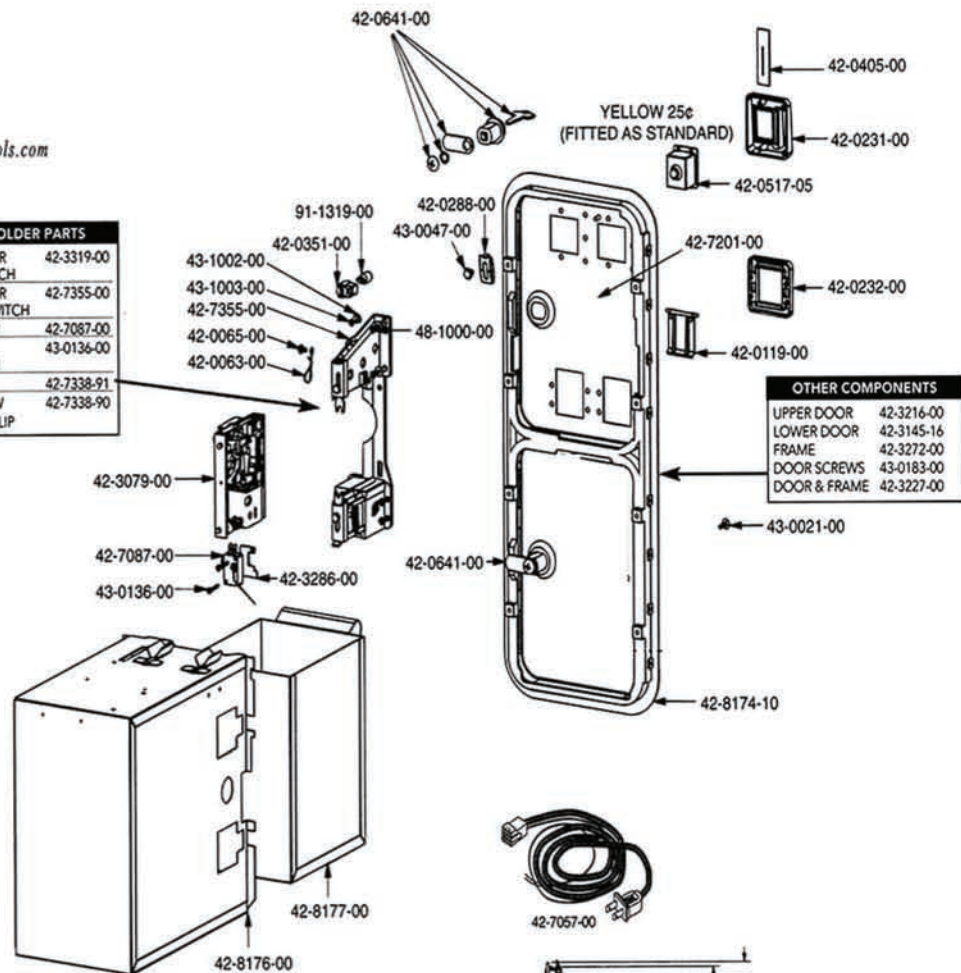
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MECH HOLDER PARTS	
MECH HOLDER W/COIN SWITCH	42-3319-00
MECH HOLDER W/O COIN SWITCH	42-7355-00
COIN SWITCH	42-7087-00
SCREW FOR COIN SWITCH	43-0136-00
METAL CLIP	42-7338-91
THUMBSCREW FOR METAL CLIP	42-7338-90



12. MONITOR

12-1 CAUTIONS AND WARNINGS CONCERNING THE SAFETY FOR HANDLING THE MONITORS

Before handling the monitors, be sure to read the following explanations and comply with the caution/warning instructions given below. Note that the caution/warning symbol marks and letters are used in the instructions.



Indicates that handling the monitors erroneously by disregarding this warning may cause a potentially hazardous situation, which could result in death or serious injury.



Indicates that handling the monitors by disregarding this caution may cause a potentially hazardous situation, which could result in personal injury and or material damage.



Indicates that access to a specific part of the equipment is forbidden.



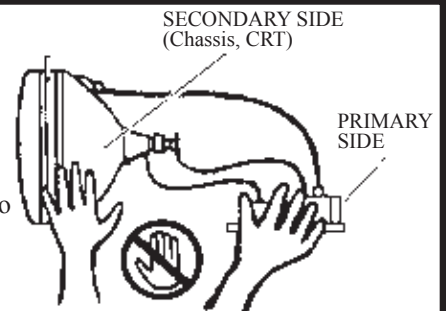
Indicates the instruction to disconnect a power connector or to unplug.



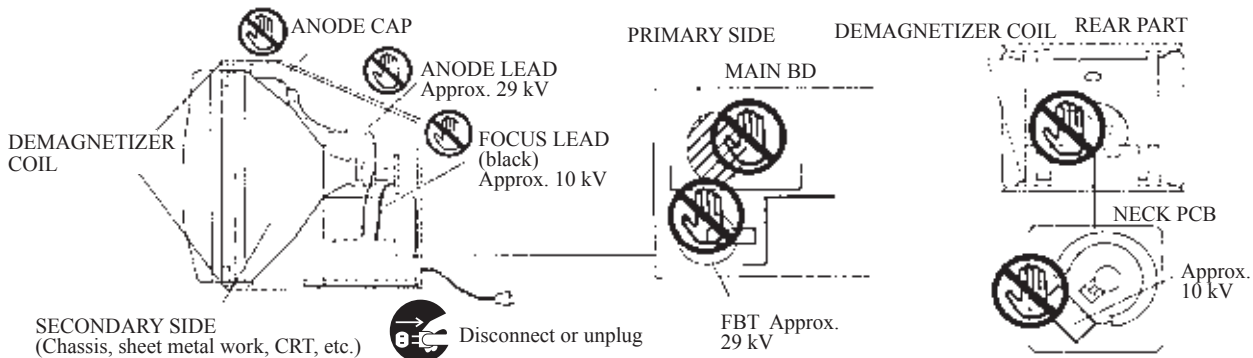
- When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor interior and the monitor, be sure to disconnect the power connector (plug) before starting the work. Proceeding the work without following this instruction can cause electric shock or malfunctioning.
- Using the monitor by converting it without obtaining a prior permission is not allowed. SEGA shall not be liable for any malfunctioning and accident caused by said conversion.



- Primary side and Secondary side
The monitor's circuit which is divided into the Primary side and Secondary side, is electrically isolated. Do not touch the primary side, or do not touch both the primary side and the secondary side simultaneously. Failing to observe the instruction can cause electric shock and this is very dangerous. When making monitor adjustments, use a non-conductive driver and make adjustment without touching any part other than the Adjustment V. R. and knob. Also, be sure not to cause a short-circuit to the Primary side and Secondary side. If short-circuited, it can cause electric shock or malfunctioning, which is very dangerous.



- High-tension Voltage
Some of the parts inside monitor are subject to high-tension voltage in excess of 20,000 volts and very dangerous. Therefore, do not touch the monitor interior. Should soldering & paper wastes, etc. be mixed in the monitor interior, turn the power off so as not to cause malfunctioning or fire hazard.



- Connecting the CRT and PCB
For combining the CRT and PCB, use the specified part No. to maintain the status of adjustments made at the factory. The anode of the CRT itself will be accumulatively charged as time elapses, generating high-tension voltage which is very dangerous. The monitor should be used with the Chassis, CRT and PCB assembled. When repair, etc. is required at the time of malfunctioning, be sure to send it in an "as is assembled" condition. If these are disassembled, what's charged to said high tension voltage can be discharged, causing a very hazardous situation. Therefore, under no circumstances should it be disassembled.

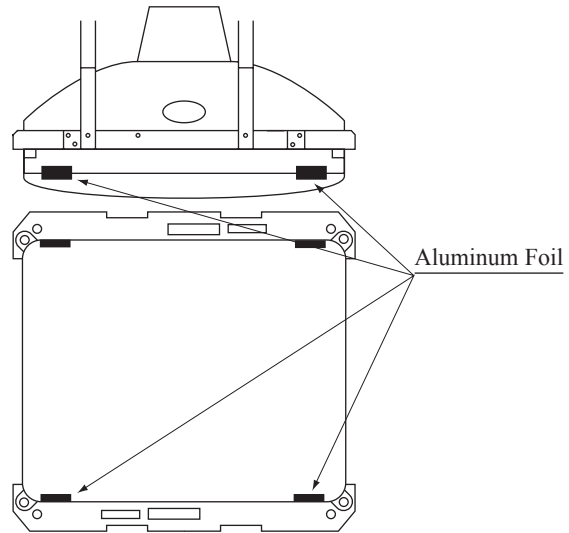


- Static Electricity
Touching the CRT surface sometimes causes you to slightly feel electricity. This is because the CRT surfaces are subject to static and will not adversely affect the human body.
- Installation and removal
Ensure that the Demagnetizer Coil, FBT (Fly-Back Transformer), Anode Lead and Focus Lead are not positioned close to the sheet metal work's sharp edges, etc. and avoid damaging the insulated portions so as not to cause electric shock and malfunctioning. (For the name of parts, refer to the above Figures).



For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the coating, pay attention to the following points. Damaging the coating film can cause electric shock to the customers.

- Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on the CRT surfaces.
- Avoid applying stickers, seals, etc. on the CRT face.
- Do not remove aluminum foils from the CRT corners. Removing the aluminum foils can cause static prevention effects to be lowered.



12-2 CLEANING THE CRT SURFACES



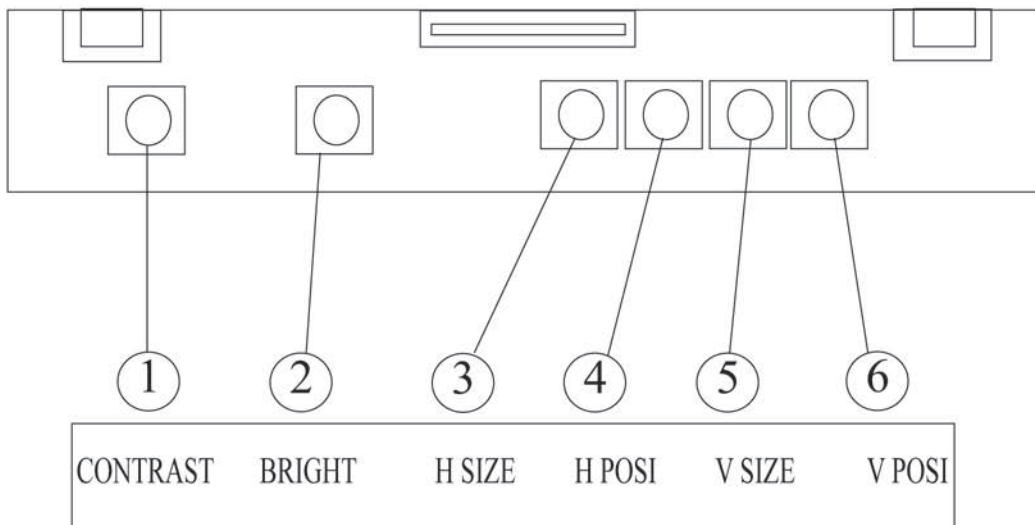
Static preventive coating is applied to the CRT surfaces. When cleaning, pay attention to the following points. Peeling off of static preventive coat can cause electric shock.

- Remove smears by using a dry, soft cloth (flannels, etc.). Do not use a coarse gauze, etc.
- For smear removing solvent, alcohol (ethanol) is recommended. When using chemical detergent, be sure to follow instructions below:
 - Dilute chemical detergent with water and dip a soft cloth in and then thoroughly wring it to wipe smears off.
 - Do not use a chemical detergent containing an abradant, powder or bleaching agent.
 - Do not use alkaline chemical detergents such as "glass cleaner" available on the market or solvents such as thinner, etc.
- Do not rub or scratch the CRT face with hard items such as brushes, scrub brush, etc.

Clean the CRT surfaces once a week. When cleaning, pay attention to the above caution so that the anti-static coating will not come off.

12-3 MONITOR ADJUSTMENT

SANWA Monitor: 998-0156 (31K Mode)



- ① CONTRAST..... Adjust image contrast.
- ② BRIGHT..... Controls screen brightness.
- ③ H. SIZE.....Controls horizontal screen size.
- ④ H. POSI.....Controls horizontal display position on screen.
- ⑤ V. SIZE.....Controls vertical screen size.
- ⑥ V. POSI.....Controls vertical display position on screen.

13. REPLACING THE FLUORESCENT LAMP/OTHER LAMPS



- When performing work, be sure to turn power off. Working with power on can cause electric shock and short circuit hazards.
- The Fluorescent Lamp, when it gets hot, can cause burn. Be very careful when replacing the Fluorescent Lamp.
- Be sure to use lamps of the designated rating. Using lamps of undesignated rating can cause a fire or malfunctioning.
- There is a hazard of the fluorescent lamp shattering if it is accidentally dropped. Serious eye injuries, including blindness may result. Therefore, it is important that this task is carried out carefully.



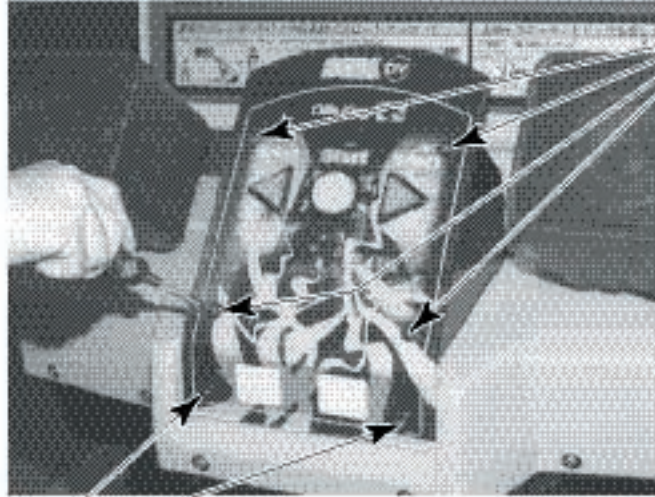
- To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Performing work without using the step can cause violent falling down accidents.
- Be careful when handling the plastic parts. Failure to observe this may cause injury due to damage or fragments resulting from damage.
- Replace the fluorescent lamp using two people to ensure this task is carried out safely and effectively.
- When detaching components from high places, make sure the components are supported securely. If the components are not properly supported while the locking screws are removed, the components may fall and cause injury.



When replacing the fluorescent lamps, it is recommended to replace the glow bulb as well.

CONTROL PANEL BUTTON LAMPS

- Switch OFF the power supply.
- Remove all six truss screws locking the control panel.
The lengths of the top four truss screws are different from the bottom two truss screws.

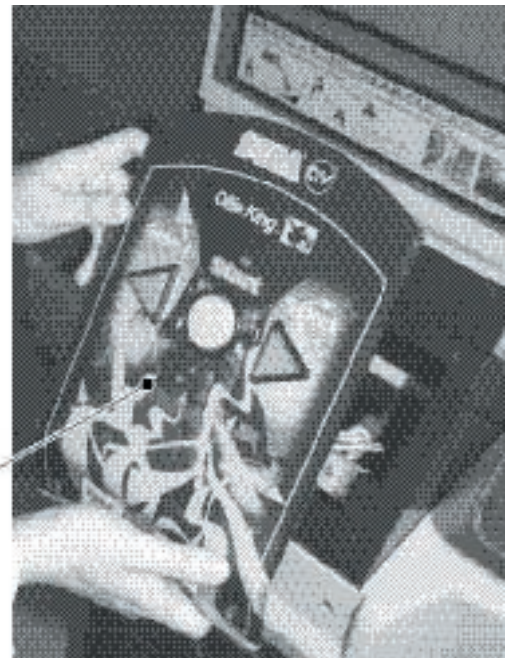


TRUSS SCREW (4), black
M4×12, flat washer used

TRUSS SCREW (2), black
M4×18, flat washer used

PHOTO 13 g

- Detach the control panel from the cabinet.
The control panel wires are connected inside the cabinet, so detach the control panel carefully.



CONTROL PANEL

PHOTO 13 h

- Hold the switch part of the button base on the back of the control panel, twist it clockwise and detach.



PHOTO 13 i

- The switches contain a lamp. Replace the lamp by pulling it straight out - avoid twisting.

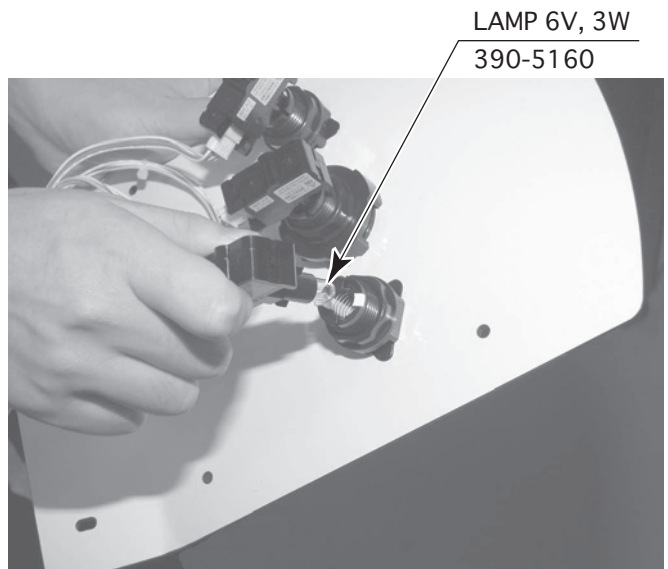


PHOTO 13 j

14. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.

When handling the controller, the player will be in direct contact with it . In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.



- Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause fire and electric shock hazards.
- Never use a water jet, etc. to clean inside and outside the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried.
- Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the internal cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

TABLE 14

ITEMS	DESCRIPTION	PERIOD
CABINET	Check Adjusters'contact with surface.	Daily - before opening hours.
	Check the safety parts.	
SKATEBOARD	Check the VR and sensors	Monthly
	Grease-up the VR unit gear mesh and VR guide slide parts.	Tri-monthly
MONITOR	SCREEN cleaning.	Weekly
	Check adjustments.	Monthly or when moving.
COIN CHUTE DOOR	Coin insertion test	Monthly
	Cleaning	Tri-monthly
GAME BD	MEMORY TEST	Monthly
	Check settings.	
POWER SUPPLY PLUG	Inspection and cleaning	Annually
INTERIOR	Cleaning	
CABINET SURFACES	Cleaning	As necessary

CLEANING THE CABINET SURFACES

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

Some general-purpose household, kitchen and furniture cleaning products may contain strong solvents that degrade plastic components, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

15. TROUBLESHOOTING

15-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)



- In order to prevent electric shock and short circuit, be sure to turn power off before performing work.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit.
- After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.
- In the event that a problem cannot be resolved by employing the procedures listed in this manual, be sure to request service from the office shown on this manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this manual can cause electrical shock, shorting, or fire.
- In the event of a problem that is not described here, be sure to contact the office shown on this manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire.

If a problem occurs, first check to make sure that the wiring connectors are properly connected.

TABLE 15. 1

PROBLEM	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	The CIRCUIT PROTECTOR functioned due to momentary overcurrent.	After eliminating the cause of overload, have the Circuit Protector of the AC Unit restored.

CIRCUIT PROTECTOR

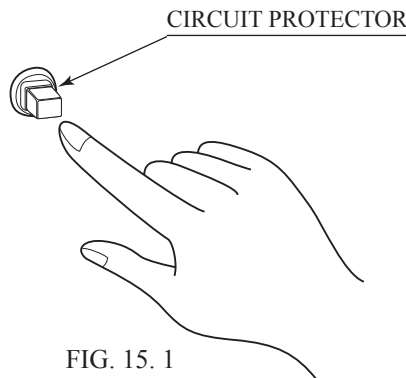


FIG. 15. 1

Functions due to the activation of bimetal. To restore the function, wait for approximately one minute or longer until the bimetal cools off. (Press the Button.)

TABLE 15. 1

PROBLEM	CAUSE	COUNTERMEASURES
Sound is not emitted from the speakers or woofers.	Sound volume adjustment is not correct.	Adjust the Switch Unit's sound adjustment volume .
	The sound output is set to "OFF" in advertise mode.	In advertise mode, the sound output setting can be changed.
	Malfunctioning BD, Amp. and Speaker.	Perform SOUND TEST.
The skateboard handling is unsatisfactory.	The volume control setting is incorrect.	Calibrate the board.
	The volume control has drifted or failed.	Adjust or replace the volume control.
	The gears do not mesh properly.	Adjust the gear meshing. If the skateboard is tilted when switching on the power supply or after quitting Test Mode, the skateboard input value is corrected automatically.
Irregular/uneven colors on the monitor screen.	Magnetization of the CRT.	Press the Demag. switch on the switch unit.
Colors on the monitor screen are strange.	Faulty connection for the visual signal connector.	Check the visual signal connector connection and make sure it is secured properly.
	Screen adjustment is not appropriate.	Make adjustment appropriately.
The on-screen image sways and/or shrinks.	The power source and voltage are no correct.	Make sure that the power supply and voltage are correct.
Fluorescent lamp inside FL box doesn't light up.	Connector connection fault.	Check connector connections between the Cabinet and the FL box.
	Fluorescent lamp and Glow lamp need replacement.	Replace the fluorescent lamp and the glow lamp.
Failure of the network play.	Network play is wrongly set.	Reset correctly.
	Communication cables are disconnected. Communication cables are wrongly connected.	Reconnect the cables correctly.
	Damage of communication cables.	Replace the cables.



- If an error code is displayed, have a site maintenance individual or others skilled professional resolve it. If someone without specialized or technical knowledge attempts to rectify the problem, electric shock, short circuits or fire may result. If there is no store maintenance person or technician available, turn the power OFF immediately, and contact your retailer or the office listed in this manual.
- If problems other than those noted in this manual occur, or the countermeasures suggested result in no improvement, do not try to rectify the problem by other means. Turn the power OFF immediately, and contact your retailer or the office listed in this manual. Careless countermeasures can result in unexpected accidents.



- If error No. 20 is generated, the power must be turned OFF and ON again in order to clear it.
- When requesting replacement or repair of the Game Board or Media Board, put the board in the special purpose packing box specified in this manual for transportation.

Chihiro displays error messages on the screen to indicate various problems.

If an error message is displayed, the game cannot be started. In this case, refer to the following section on causes and countermeasures.

In the text for this product below, "Media Board" and "DIMM" are one and the same.

Error 02

[DISPLAY]

[CAUSE]

[COUNTERMEASURES]

Error 02

Main board malfunctioning.

MAIN BOARD is inoperative.

Verify that the MAIN BOARD is connected properly.

Error 03

[DISPLAY]

[CAUSE]

[COUNTERMEASURES]

Error 03

Bad serial number on main board.

Unable to read MAIN BOARD serial ID.

Disconnect the MEDIA BOARD from the MAIN BOARD and send the MAIN BOARD for repair.

Error 04

[DISPLAY]

[CAUSE]

[COUNTERMEASURES]

Error 04

Bad serial number on media board.

Unable to read MEDIA BOARD serial ID.

With the MEDIA BOARD still attached to the MAIN BOARD, send the Chihiro for repair.

Error 05

[DISPLAY]

[CAUSE]

[COUNTERMEASURES]

Error 05

This game is not acceptable by main board.

The game is a foreign edition.

Use the domestic version of the game.

<p>Error 11 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 11 JVS I/O board is not connected to main board. (1) I/O BOARD is not connected. (2) Unreliable connection between MAIN BOARD and I/O BOARD. (1) Connect the I/O BOARD to the MAIN BOARD. Verify that the power cable is connected to I/O BOARD. (2) Reconnect or replace the JVS CABLE that connects the I/O BOARD to the MAIN BOARD.</p>
<p>Error 12 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 12 JVS I/O board does not fulfill the game spec. Correct I/O BOARD is not connected. Use an I/O BOARD that provides the proper input/output for the game.</p>
<p>Error 21 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 21 This game is not acceptable by main board. Game data loaded from the GD-ROM to the DIMM BOARD is corrupted. Verify the GD-ROM DRIVE and Chihiro connection. Check the GD-ROM disc for scratches, dust or dirt.</p>
<p>Error 22 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 22 Communication error occurred between main board and media board. No response from DIMM BOARD to MAIN BOARD. Ensure that the DIMM BOARD and the GD INTERFACE BOARD are properly connected. Should the problem persist, the DIMM BOARD or GD INTERFACE BOARD may be damaged.</p>
<p>Error 23 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 23 GD-ROM drive cover is open. The GD-ROM DRIVE cover is open. Ensure the GD-ROM DRIVE cover is firmly closed.</p>
<p>Error 24 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 24 GD-ROM is not found. GD-ROM disc is not found. Insert the GD-ROM disc correctly. Verify that the disc is a Chihiro GD-ROM disc. Check the GD-ROM disc for scratches, dust or dirt.</p>

<p>Error 25 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 25 Cannot access GD-ROM drive. (1) Unable to access GD-ROM DRIVE. (2) The GD-ROM DRIVE cover is open. (1) Verify that the GD CABLE and the power cable are properly connected to the GD-ROM DRIVE. (2) Close the GD-ROM cover securely. Should the problem persist, the GD-ROM DRIVE may be damaged.</p>
<p>Error 26 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 26 Media board malfunctioning. KEY CHIP is not found. Attach the proper KEY CHIP for the game. Insert the KEY CHIP securely.</p>
<p>Error 27 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Error 27 DIMM memory is not enough. (1) Insufficient DIMM MEMORY on DIMM BOARD. (2) DIMM MEMORY is not connected securely. (1) Provide a suitable amount of DIMM MEMORY for the software. (2) Verify that the DIMM MEMORY is connected securely to the DIMM BOARD.</p>
<p>Caution 51 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Caution 51 Wrong video output setting of horizontal scanning frequency. The game does not support horizontal sync frequency setting. Change the No. 2□4 and 6□8 DIPSW correctly on the CONNECTOR BOARD. The monitor must support these frequencies.</p>
<p>Caution 52 [DISPLAY]</p> <p>[CAUSE]</p> <p>[COUNTERMEASURES]</p>	<p>Caution 52 Wrong video output setting of horizontal/vertical screen. The game does not support the vertical/horizontal screen settings. Change the No. 1 DIPSW on the CONNECTOR BOARD. ON is for vertically placed monitor screens, OFF is for horizontally placed monitor screens. Change the monitor placement from vertical to horizontal or vice versa if necessary.</p>

16. GAME BOARD



- In order to prevent electric shock and short circuit hazards, be sure to turn power off before performing work.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- Do not expose the Game BD, etc. without a good reason. Failure to observe this can cause electric shock hazard or malfunctioning.
- Do not use this product with connectors other than those that were connected and used with the Game Board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping, as this may cause overheating, smoke or fire damage.



- In this product, setting changes are made during the test mode. The Game BD need not be operated. Use the Game BD, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- This task is performed inside a confined cabinet space. Be careful not to catch or scratch yourself on the internal components.



Put the Game Board in the carton box (an accessory) together with the shield case when requesting for replacement or repair. Transporting the Game Board in an undesignated status for replacement/repair is unacceptable.

16-1 REMOVING THE GAME BOARD

To remove the game board (Chihiro board), first remove the wooden panels on which the game board is mounted from the front cabinet. This task is performed inside the confines of the cabinet; therefore, first it is important to move the product from the installation site to a place where there is adequate space to work with.

- Switch OFF the power supply.
- Using the master key, unlock and detach the front cabinet rear hatch.

REAR HATCH

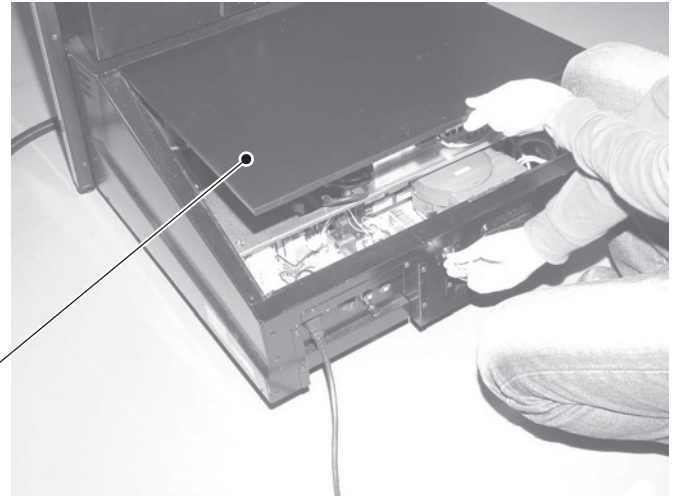


PHOTO 16. 1 a

- Unfasten the cord clamp locking the LAN cable connected to the hub, and disconnect the LAN cable from the hub.

HUB

Disconnect the LAN cable.

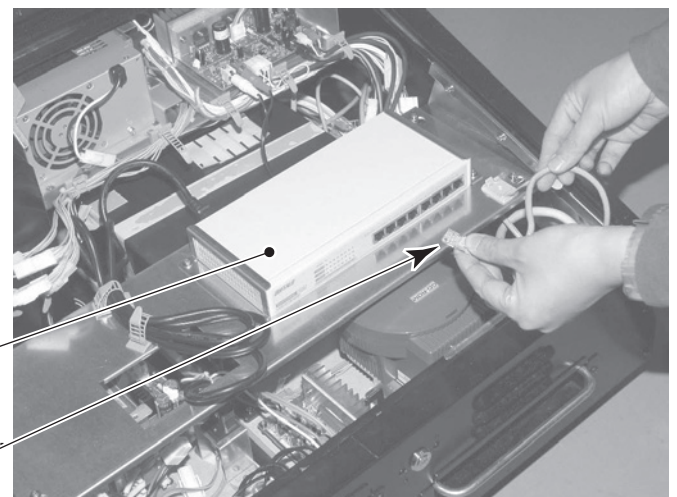


PHOTO 16. 1 b

- Unplug the hub power plug from the power socket.

HUB POWER PLUG

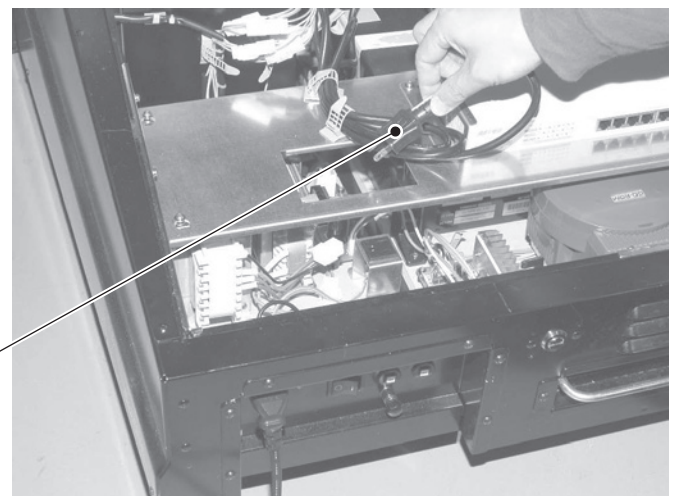


PHOTO 16. 1 c

***Note: Actual Main unit WILL differ from image.

***Note: Actual Main unit WILL differ from image.

- Loosen the four screws locking the hub base on which the hub is mounted.

Release 4 screws.
SCREW (4)
M4×8, w/flat & spring washers

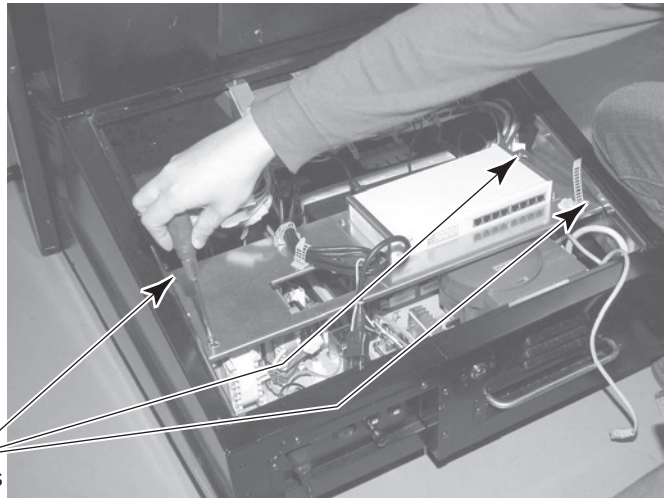


PHOTO 16.1 d

- Simply slide the hub base forward and raise over the screw heads. Next, pull the hub base out from the rear of the cabinet. Be careful not to snag or damage the wires or LAN cable.

HUB BASE

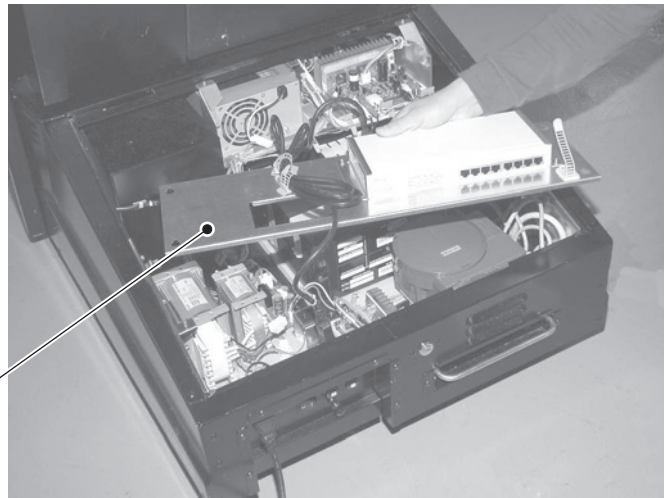


PHOTO 16.1 e

- Unplug one connector from the rectifier board.

CONNECTOR (1)

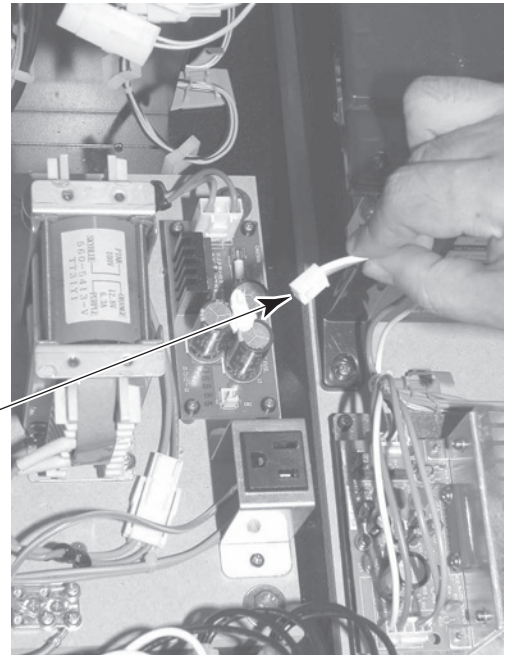
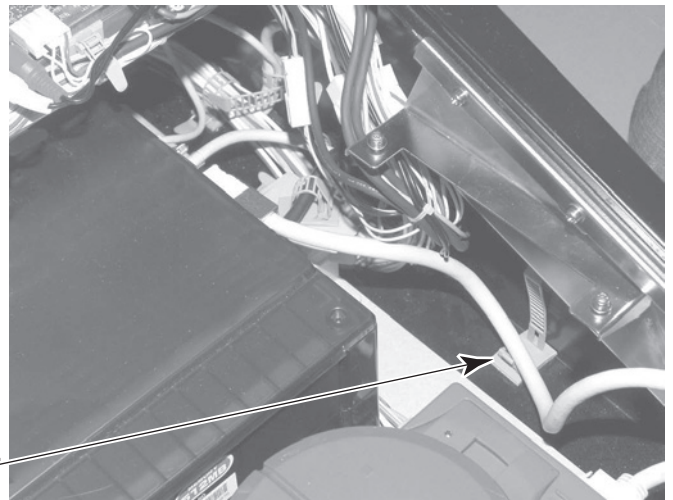


PHOTO 16.1 f

***Note: Actual Main unit WILL differ from image.

- Unfasten the cord clamp locking the GD cable attached to the GD-ROM drive.



Unfasten the cord clamp.

PHOTO 16. 1 g

- Unplug the AVIP cable connected to the side of the Chihiro board. Remove the cable guard locking the AVIP cable by the cord clamp. Take out the two screws.



SCREW (2)
M4x16, w/flat & spring washers

PHOTO 16. 1 h

- Unplug the AVIP cable, detach all the cable guard.
Be sure to pack the AVIP cable together with the Chihiro board when it is sent for repair/service.

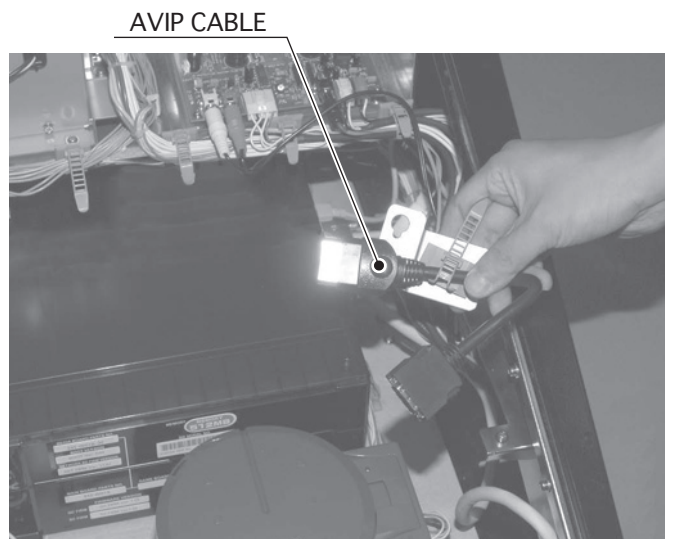
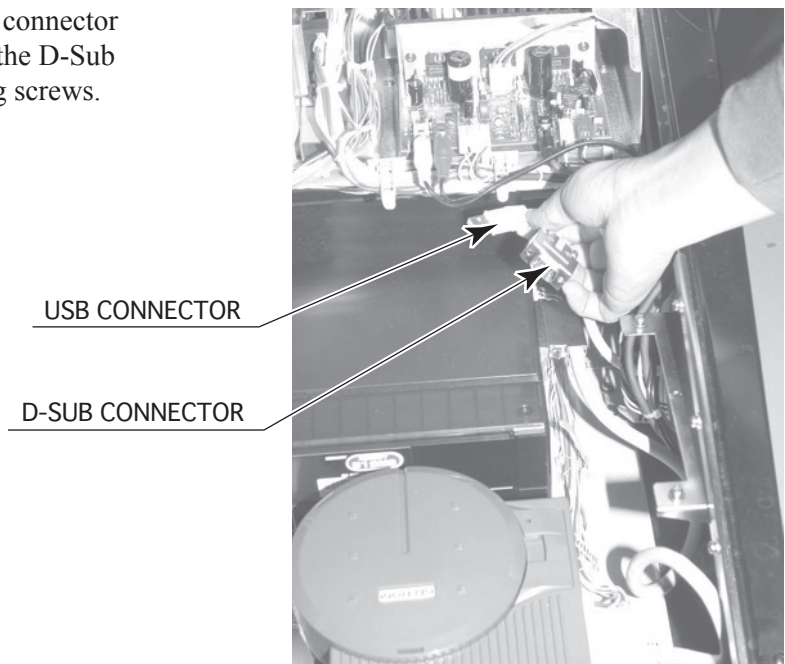


PHOTO 16. 1 i

- Unplug the D-Sub connector and USB connector attached to the Chihiro board. Unplug the D-Sub connector by loosening the two locking screws.

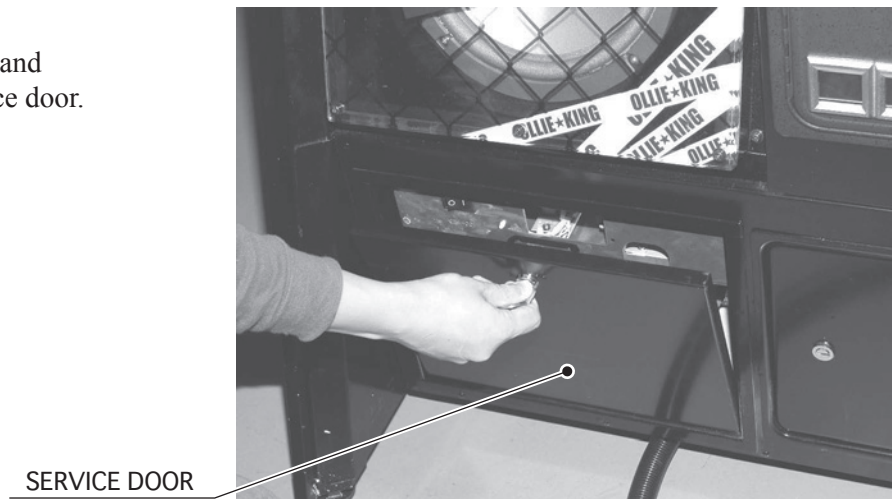


USB CONNECTOR

D-SUB CONNECTOR

PHOTO 16. 1 j

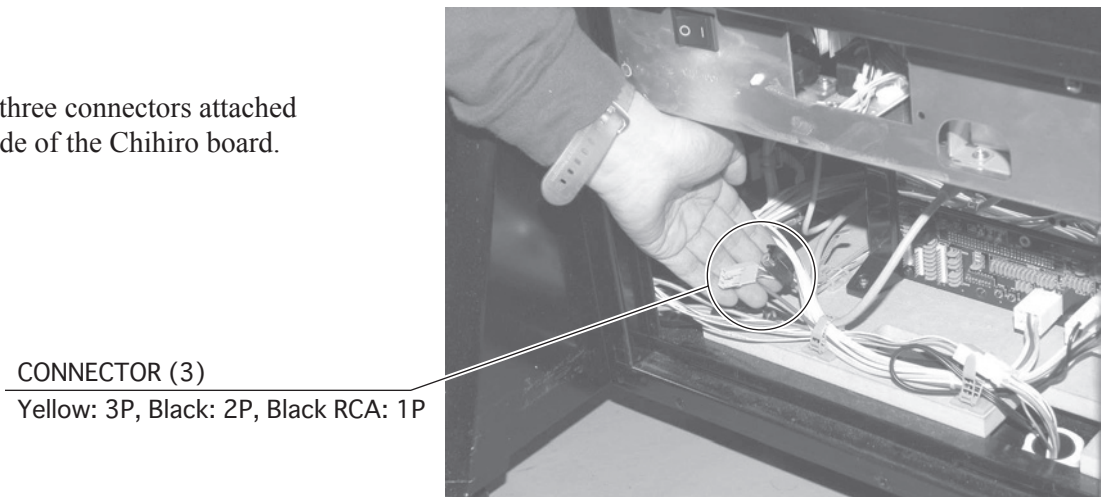
- Using the master key, unlock and detach the front cabinet service door.



SERVICE DOOR

PHOTO 16. 1 k

- Unplug the three connectors attached to the left side of the Chihiro board.



CONNECTOR (3)

Yellow: 3P, Black: 2P, Black RCA: 1P

PHOTO 16. 1 l

***Note: Actual Main unit WILL differ from image.

- Unplug the cable connector from the assembly tube.

CONNECTOR (1)

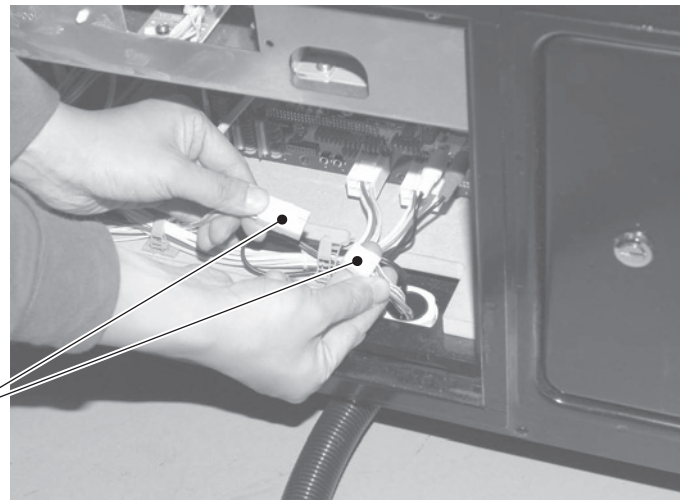


PHOTO 16.1 m

- Remove the plastic locking nut from and take the assembly tube from the front cabinet.

PLASTIC LOCKING NUT

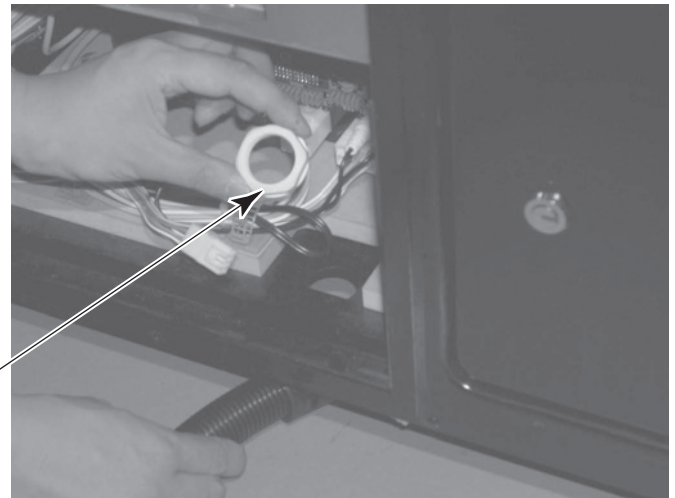


PHOTO 16.1 n

***Note: Actual Main unit WILL differ from image.

- Unplug all connectors from the front of the Chihiro board.
The LAN cable is also connected to the front of the detached cabinet service door. If the cord clamp makes it difficult to unplug the connector, undo the clamp before unplugging the connector.

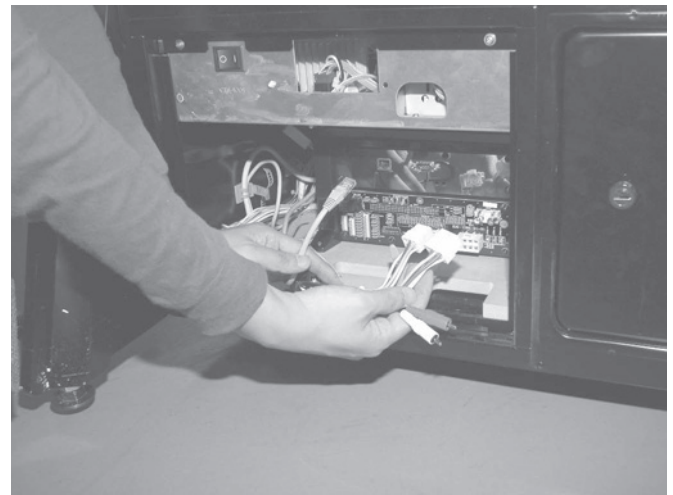


PHOTO 16.1 o

- Remove the wing bolt locking the wooden panel on which the Chihiro board is mounted.

WING BOLT (1)
M4×25, flat washer used

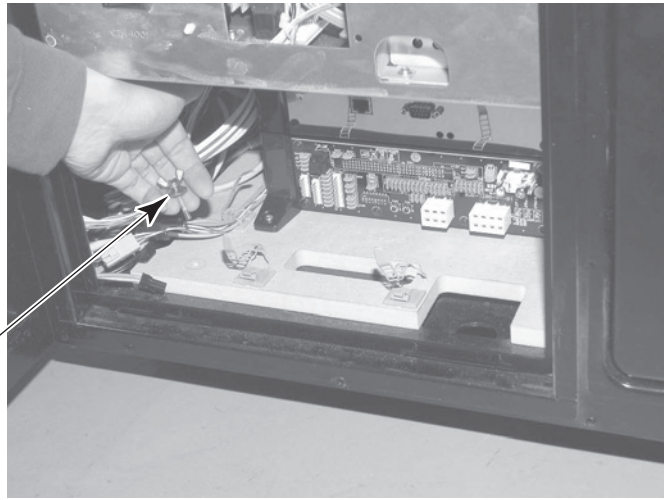


PHOTO 16. 1 p

- Remove the wooden panels on which the game board is mounted from the front cabinet. Be careful not to snag or trap the wires.



PHOTO 16. 1 q

- Set down the wooden panels on which the Chihiro board is mounted, making sure the wires do not get trapped. Unplug all connectors from the Chihiro board, such as the GD cable, etc.

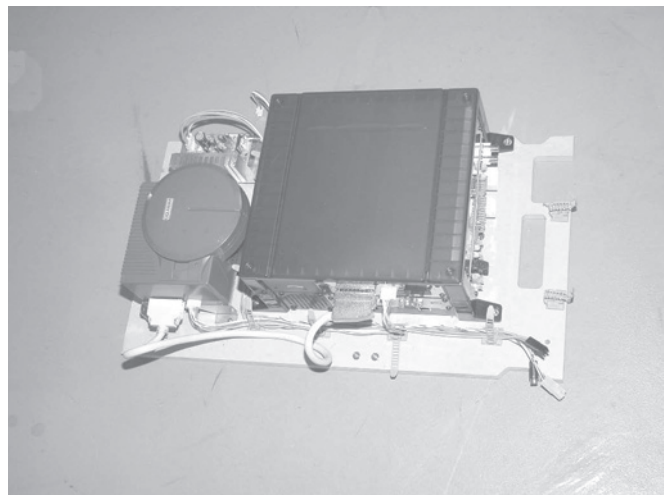


PHOTO 16. 1 r

***Note: Actual Main unit WILL differ from image.

- C Remove the four screws locking the Chihiro board to the wooden panels and take out the Chihiro board.

SCREW (4)
M4×16, w/flat & spring washers

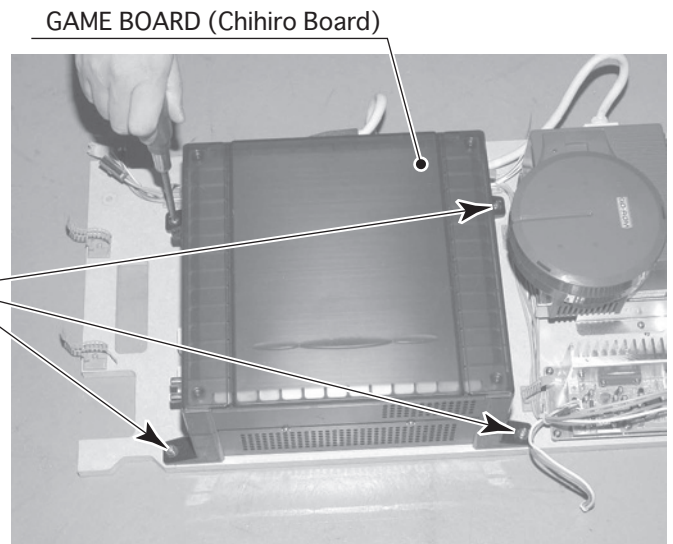


PHOTO 16. 1 s

16-2 REMOVING THE GD-ROM DRIVE

- Switch OFF the power supply.
- Remove the front cabinet rear hatch, and take out the hub base.
- Unplug the two connectors from the GD-ROM drive.

CONNECTOR (2)

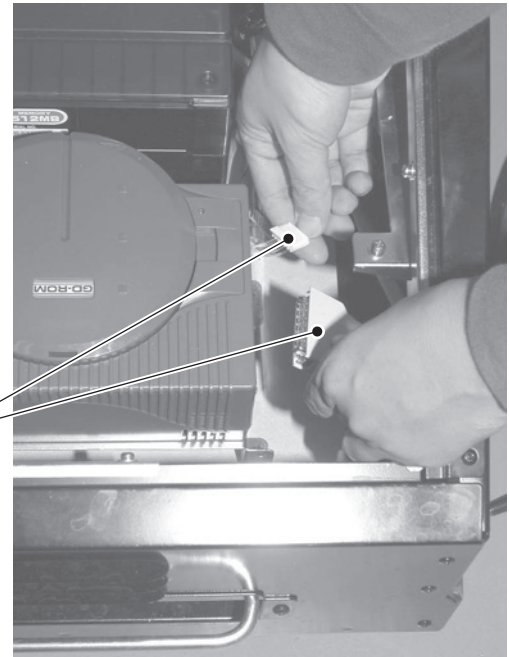


PHOTO 16. 2 a

- Remove the three screws locking the GD-ROM drive, and take out the GD-ROM drive.

SCREW (3)
M4×16, w/flat & spring washers

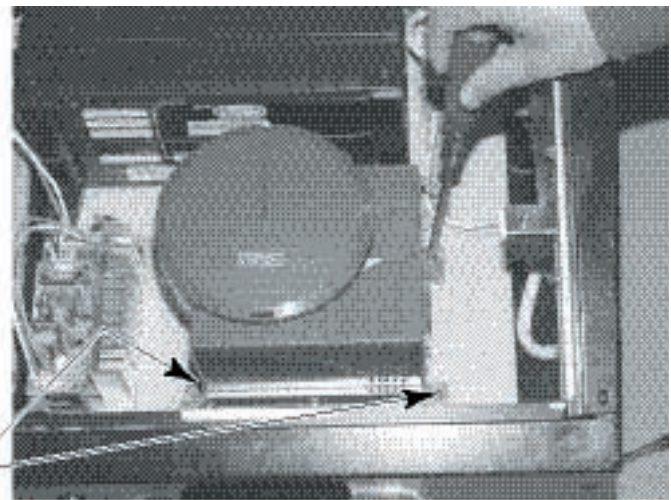


PHOTO 16. 2 b

***Note: Actual Main unit WILL differ from image.

16-3 COMPOSITION OF THE GAME BOARD



Once the Chihiro Board has the Key Chip inserted, it is this product's specialized Game Board.

ASSY CASE BOX OLS EXP(843-0006D-02)

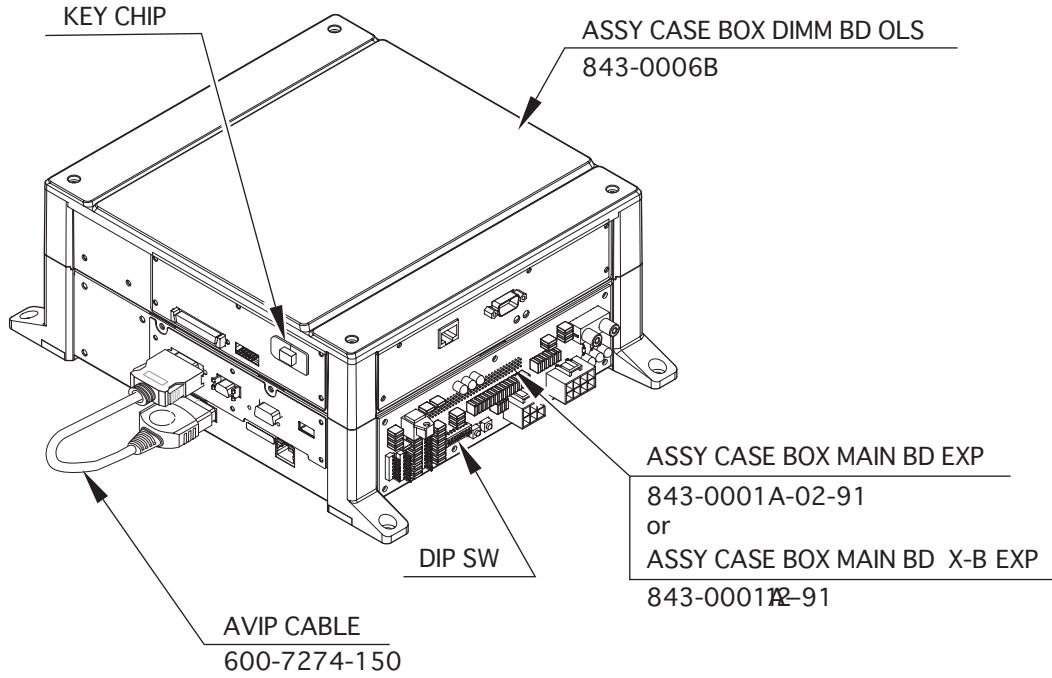


FIG. 16.3 a

DIP SW SETTING

Use this product with the DIP SW settings shown in the figure below.

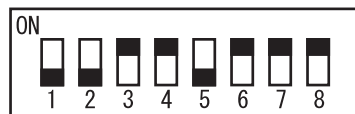


FIG. 16.3 b

16-4 REPLACING THE MAIN BOARD BATTERY



- To prevent overheating, explosion, or fire:
 - Do not recharge, disassemble, heat, incinerate, or short the battery.
 - Do not allow the battery to come into direct contact with metallic objects or other batteries.
 - To preserve or to dispose of the battery, wrap it in tape or other insulating material.
- Follow the laws/regulations when disposing of the battery. Improper disposal can damage the environment.



- To avoid risk of malfunction and damage:
- Make sure the positive and negative ends are aligned correctly.
 - Use only batteries approved for use with this unit.



If an error appears indicating that the battery power is very low within the first year of use, it is usually an indication of a problem or abnormality with something other than the battery. Be sure to inspect the board that the battery is connected to.

- There is a Media Board Button Battery underneath the Media Board.

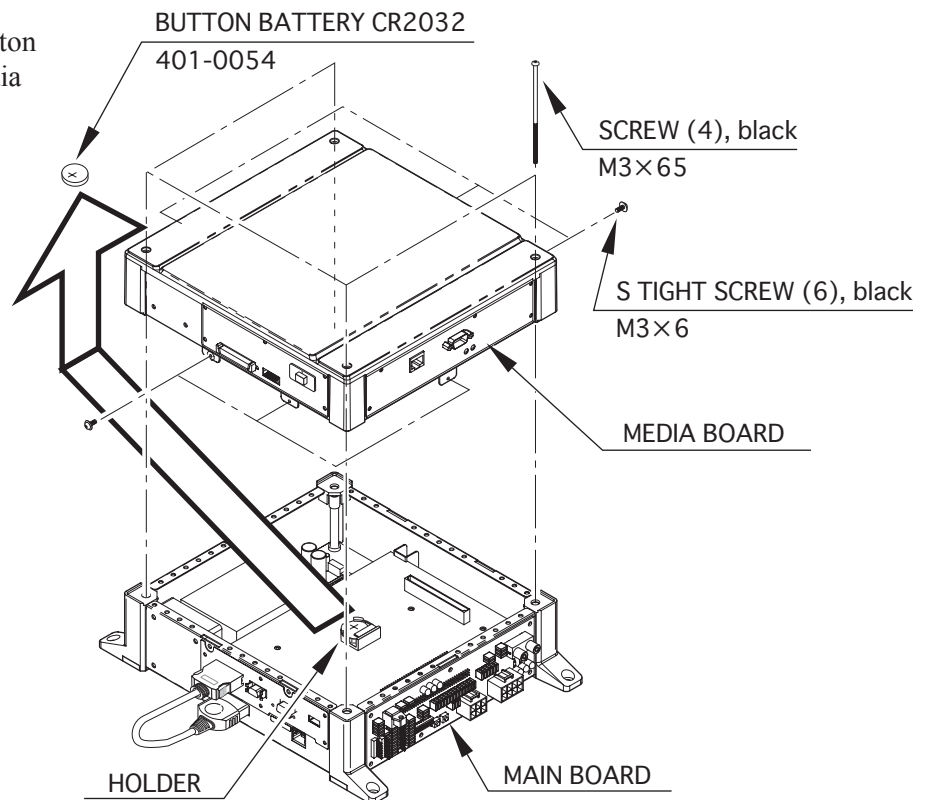


FIG. 16.4

- Carefully remove the battery from its holder.
- Insert a new battery into the holder with the "+" terminal facing up.

Prohibitions and Cautions to Handle the Battery Pack

Be careful when handling the battery pack.

We bear no responsibility for problems caused by handling clearly contrary to the content of this manual.



- Do not disassemble the battery pack and the batteries.
If you should fail to observe this instruction, the internal wires and/or protective devices may be damaged; as a result the safety system may not function when discharging and recharging, eventually causing an overheating, fire and explosion. If you should disassemble the batteries, the generated gases may harm your throat and the negative plate may overheat and make a fire.
- Do not make an external short circuit of the battery pack and the batteries.
If you should fail to observe this instruction, the batteries may overheat, make a fire, and explode.
- Do not fire the battery pack and the batteries.
If you should fail to observe this instruction, the batteries may make a fire and explode.
Do not leave the battery pack and the batteries nearby the heat source (fire or heater) or under the intense direct sunlight and flaming sun. If you should fail to observe this instruction, the batteries may reduce the service life and in the worst case may overheat, make a fire, and explode.
- Do not leave the battery pack and the batteries in water or seawater. Also do not apply water or seawater onto the battery pack and the batteries. If you should fail to observe this instruction, the internal wires and/or protective devices may be damaged; as a result the safety system may not function when discharging and recharging, eventually causing an overheating, fire and explosion. Also water may be electrolyzed into oxygen and hydrogen, and eventually the battery's sealed section may be corroded and the internal liquid may leak.
- Do not solder on the battery pack's terminals.
If you should fail to observe this instruction, the armor may be heated and melted or the internal wires may be damaged, eventually causing an overheating, fire and explosion. Also, when the battery's temperature reaches to 100° or more, the battery may leak its internal liquid due to destruction of its plastic parts (gasket, separator, etc.), or may overheat, make a fire, or explode due to internal short-circuit.
- Do not insert or connect the battery in a reversal polarity.
If you should fail to observe this instruction, the battery may be externally short-circuited and eventually overheat, make a fire, or explode, depending on the device you connect with.



- Do not tightly seal the battery pack when installing it onto an external device. Flammable gas is generated from the battery when its safety mechanism has functioned. If you should fail to observe the above-described instruction, sparks from motors, switches, etc. may cause the gas to fire. Therefore, install the battery pack so that the gas can be quickly released from the external device.
- Do not use the battery pack for the device/usage other than this game system. If you should fail to observe this instruction, the battery and/or the device may be damaged due to non-applicable specifications.
- Do not strike a nail in, hammer, step on, or apply any other forms of pressures and shocks on, the battery.
If you should fail to observe this instruction, the battery may be deformed. As a result, the battery may burst at its sealed sections to leak the internal liquid, or may be short-circuited internally to overheat, make a fire, and explode.
- Do not use a battery charger because any battery charger is not usable for this battery pack.
If you should fail to observe this instruction, the gas may be suddenly generated in the battery and eventually the battery may overheat, make a fire or explode.
- If the battery in use or in keeping shows an abnormal indication (deformation, change of color, bursting of the armor cover, etc.), immediately stop using or keeping it. If it leaks and smells abnormally, immediately keep it away from fire and put it in a safety box.
- If the liquid leaks from the battery and gets in your eyes, do not rub your eyes but immediately wash them with clean water (city water etc.); and consult a medical doctor for a treatment. If you should fail to observe this instruction, the liquid may harm your eyes.
- The battery pack armor (a polyvinyl chloride tube) may be damaged or deformed by external force or heat. When transporting the battery pack or replacing it with a new one, therefore, be careful not to drop or excessively shock it. Do not continue to use any damaged or deformed battery pack. If you should fail to observe this instruction, the battery may overheat, make a fire, or explode.
- The battery pack contains a printed circuit board (PCB) for protective circuitry. It may be destroyed by the static electricity. When handling or servicing the battery pack, therefore, take preventive measures against the static electricity.
If your battery pack has shown destruction of a protective circuitry PCB, do not continue to use it. If you should fail to observe this instruction, the battery may overheat, make a fire, or explode.
- When wiring the battery pack to a device, be careful not to apply excessive force onto the connectors and lead wires. The battery may overheat, make a fire, or explode if the connectors and lead wires are damaged.
- When discarding the battery pack at a disposal specialist, be sure to cover the terminals with tape or some other covering and avoid damage when packing.



- Do not do away with the used battery packs carelessly because they may contaminate the environment. Be sure to dispose of the used battery packs in accordance with the laws/regulations of your country.

If it takes an unusually long time to read the GD-ROM, it is possible that the life of the media board battery pack has expired. As a guideline, the life of the battery pack is approximately 16 months under normal usage conditions.

No battery pack charger is available.

Follow the procedure to replace the battery pack.

- Remove 4 screws from the upper face of the board.
- Remove the top cover.
- Remove 1 tapping screw and remove the cover battery holder.
- Disconnect the connector at the end of the wire coming out of the battery pack. Remove by pressing the projection on the connector and pulling.
- Securely connect the new battery pack.
- Attach the cover battery holder and top cover.

Submit the used battery packs to an industrial waste disposal plant. Thus they must be disposed according to the laws and the regulations in your country.

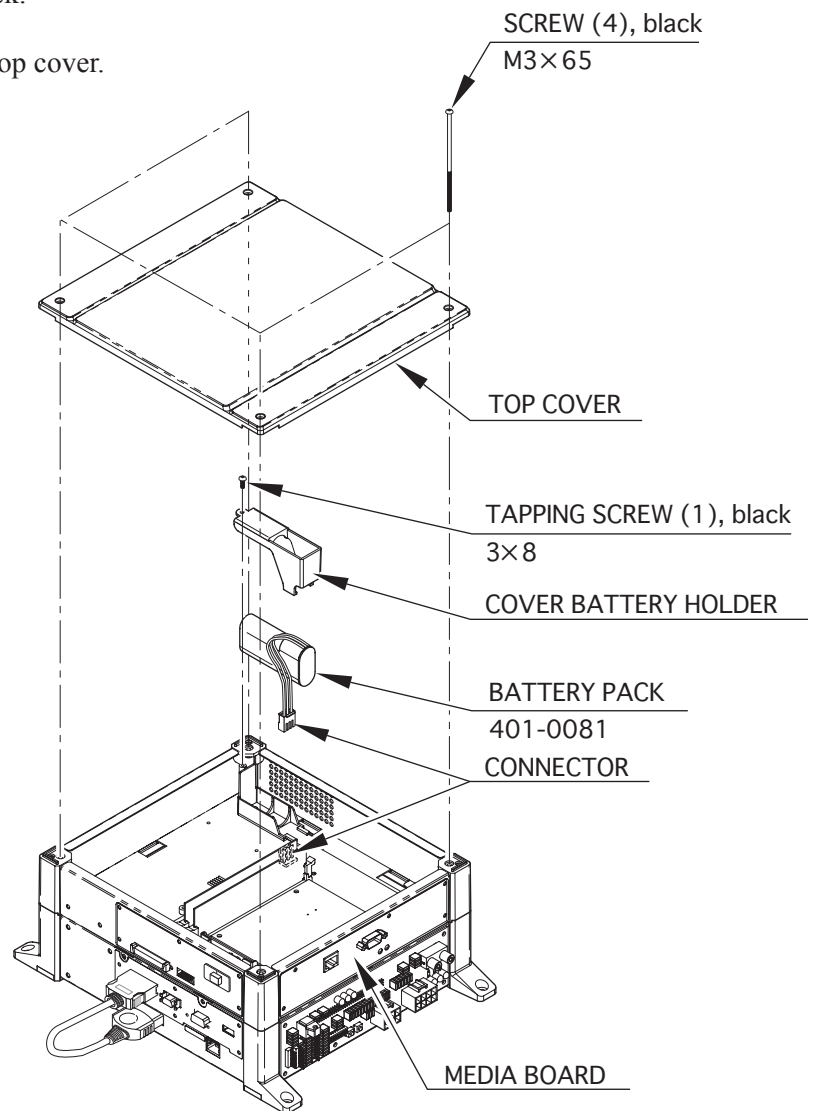


FIG. 16. 5

HOW TO USE THE CHIHIRO BOARD CARTON BOX



Replacement or repair of the Game Board (Chihiro) for this product should be undertaken at the appropriate repair center. Be sure to follow the specifications below when requesting repairs/sending the board to the repair center. Not following the specifications may result in the board not being accepted or in extra charges being made.

- Put the Game Board in the carton box as is. Do not carry out any disassembly or part removal other than that specified.
- Follow the procedure and instructions regarding direction below when placing the Game Board in the carton box.
- When packing the game board with the Media Board attached, do not remove the Key Chip.
- When packing the game board with the Media Board detached, be sure to include the AVIP Cable.

- Wrap the Chihiro Board in a plastic bag.
- Place it on top of the bottom surface cushioning material. Turn the Filter Board to face the side with the three honeycomb buffers. Placing it in the opposite direction may cause damage to the Filter Board.
- Insert corrugated cardboard into the space between the lateral honeycomb buffers of the bottom surface cushioning material and stow the AVIP cable inside.
- Place the Chihiro Board wrapped in the bottom surface cushioning material into the carton box. Use the handles on the bottom surface cushioning material.
- Place the upper surface cushioning material on top of the Chihiro Board. Be sure to align it in the right direction, as it will not fit otherwise.
- Close the top of the carton box and seal it tightly with adhesive tape.

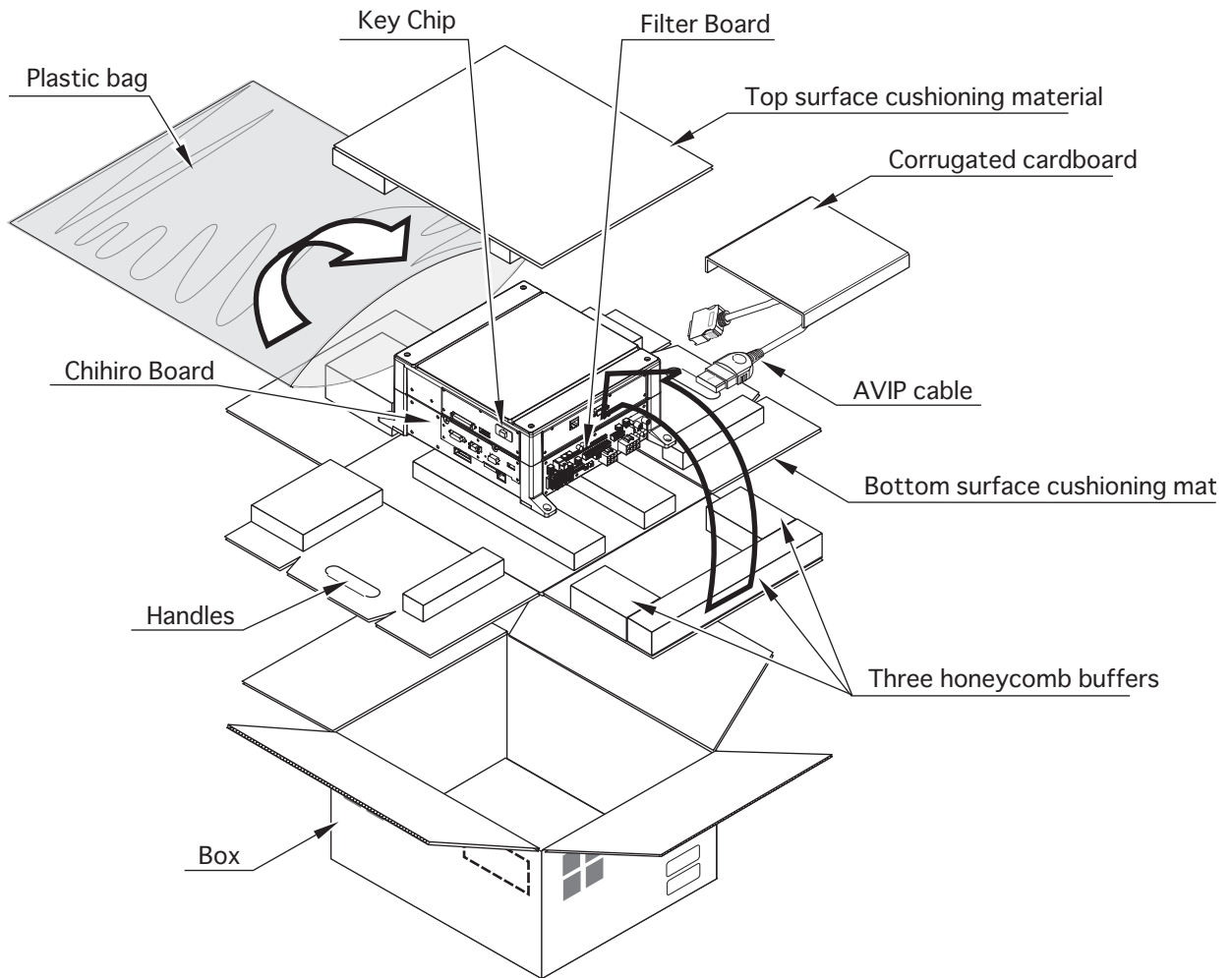


FIG. 16. 6 a

HOW TO USE THE CARTON BOX (GD-ROM DRIVE)



When you want to order for replacing or repairing service of the GD-ROM drive that is used by the product, pack it in a carton box as instructed below, and then deliver the carton box to a service agent. If you do not observe the instruction, your order may not be accepted or may be charged additionally. If you handle the GD-ROM drive differently from the following instructions, its components may be damaged.

- Contain the GD-ROM drive in a dedicated carton box. Do not disassemble it or remove any part from it unless otherwise instructed.
- Before containing the GD-ROM drive in a dedicated carton box, attach the GD-ROM drive lid (DISC LID) onto the drive and fix the lid with a screw.
- Before containing the GD-ROM drive in a dedicated carton box, remove the GD-ROM disc from the drive. Do not attempt to move the GD-ROM drive with a GD-ROM disc inside.
- Before containing the GD-ROM drive in a dedicated carton box, remove the GD-ROM drive bracket. Carefully keep the GD-ROM drive bracket and the 4 set screws, because they will be reused.
- When inserting the GD-ROM drive into a dedicated carton box, be careful about an inserting direction as illustrated below.
- The packing materials in a carton box are used as a cushion. Use them always when inserting the GD-ROM drive into a dedicated carton box. Do not bend them.

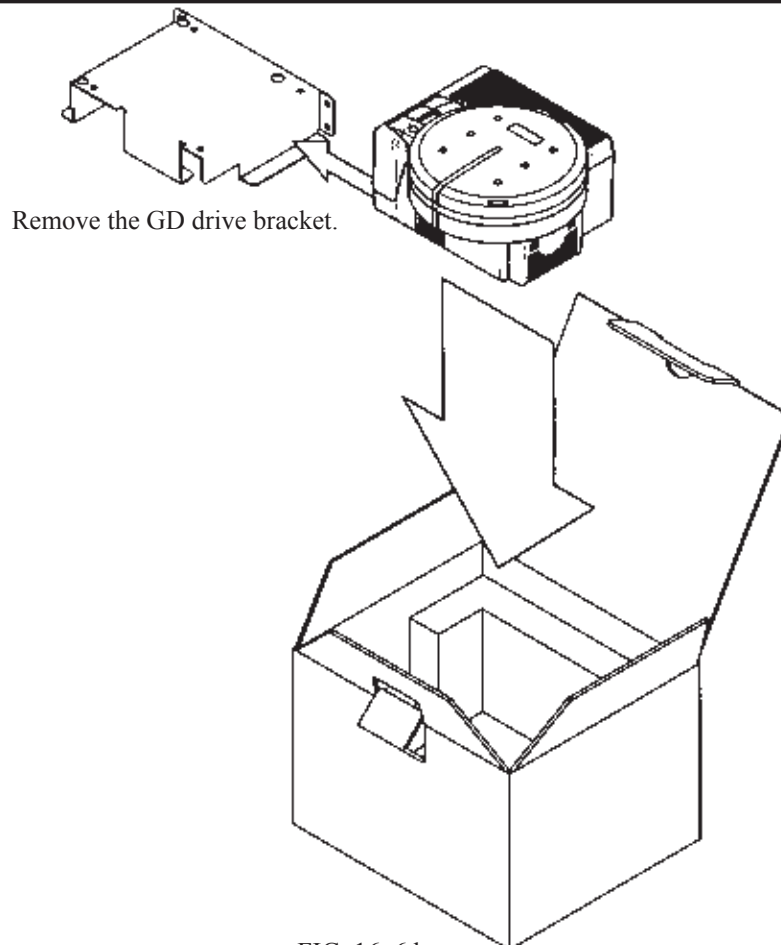


FIG. 16. 6 b

17. NETWORK PLAY

Up to 4 machines can be linked for network play. Properly connected network cables and correct network play settings are required for network play.

17-1 PRECAUTIONS REGARDING NETWORK PLAY SETUP



- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.
- Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- This work should be performed by the site maintenance individual or other skilled professional. Performing work by non-technical personnel can cause electric shock hazard.
- When linking a number of machines, be sure to supply sufficient power for the corresponding number of machines. Be sure to secure per machine current as stated in this manual. Failure to observe this can cause a fire and an electric shock accident.
- Due to the length of the network cable, the distance in between the machines is limited. However, to avoid accidents, be sure to secure space in excess of 70 cm between the machines.
- To perform work safely and avoid serious accident such as the cabinet's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.



- To perform work safely, be sure to secure the space corresponding to number of machines to be linked. Failure to observe this can cause accident.
- To avoid accidents, use a cable cover that will not cause patrons to trip when laying network cables in areas of heavy foot traffic.
- To prevent accidents and acts of vandalism, cover the network cables with the strongest cover possible.

When connecting several games machines together, make sure that a sufficient amount of electrical power is available for each machine. Plan on providing 6A for each machine in 100-120V locations, and 4A in 220-240V locations.

SPACING OF GAME MACHINES

Be sure to secure space in excess of the described distance between machines.

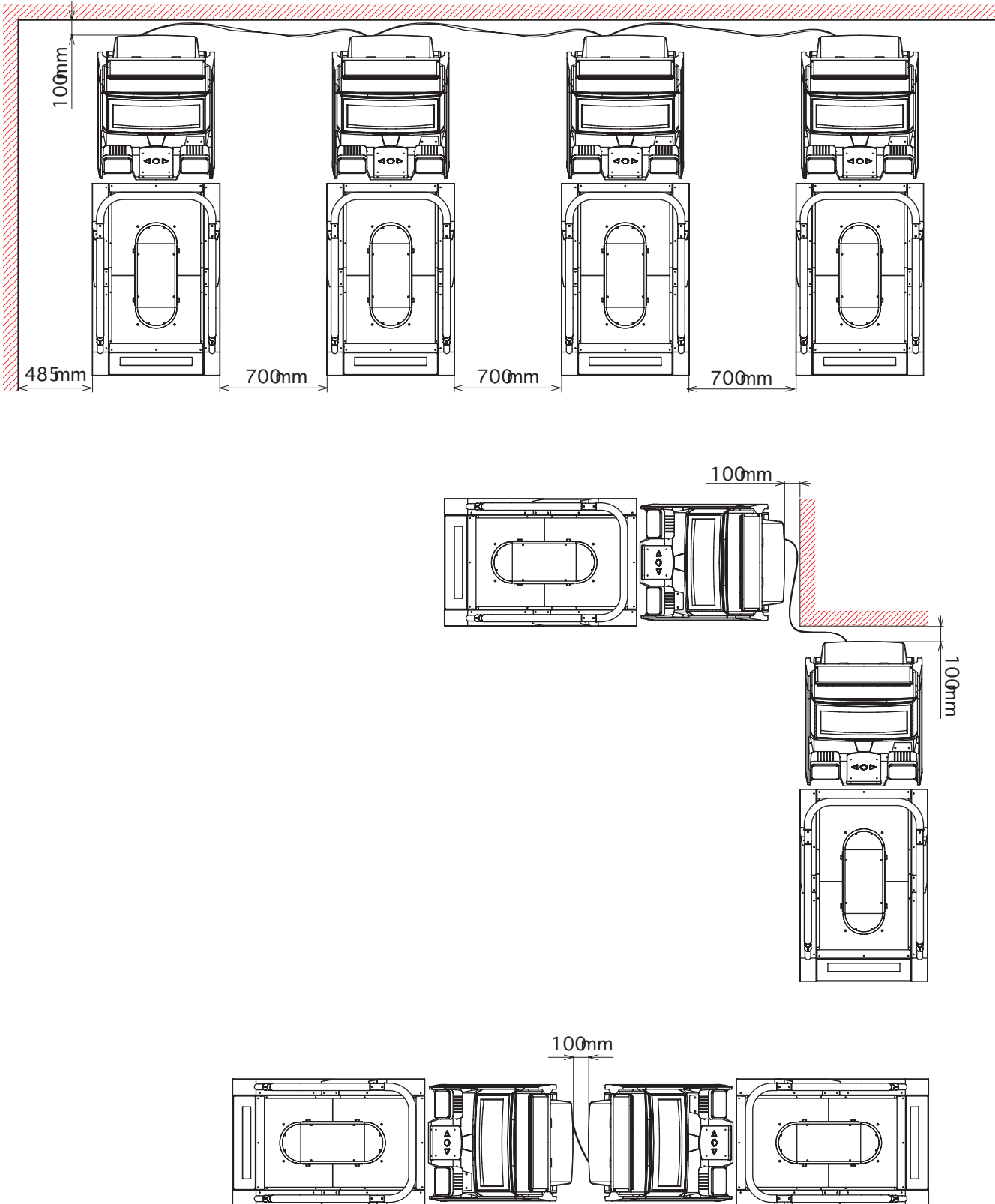


FIG. 17. 1

17-2 CONNECTING NETWORK CABLES

To allow network play, connect a network cable (LAN cable) to the hub inside each game machine to be hooked up to the network. Connect the hub of each game machine to the hubs inside all network game machines using network cables. (See each connection drawing.)

Do not connect cables to any game machine not to be used for network play.

Make sure that you have prepared the necessary network cables and master key.

- Switch OFF the power supply, and unplug the power plug from the power socket. Put the power cord to one side to avoid accidentally damaging it while you are working.
- Line up the game machines by referring to the section "PRECAUTIONS WHEN MOVING THE MACHINE" in this manual. However, in order to carry out the following tasks, be certain to leave adequate workspace behind the game machines.
- Using the master key, unlock and detach the front cabinet rear hatch.
- Prepare the required accessory network cables. Connect the cables to the hub ports inside the front cabinet.

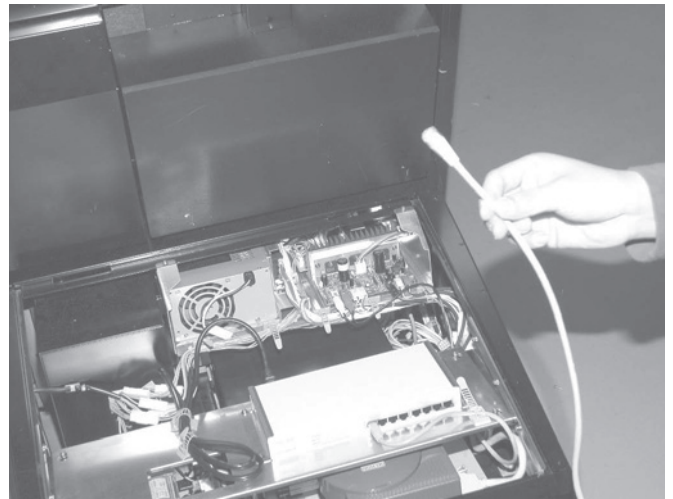


PHOTO 17. 2 a

***Note: Actual Main unit WILL differ from image.

- Pass the network cables through the slit of the communications port on the lower rear panel of the front cabinet. Refer to the photograph; draw the network cable inside the front cabinet.



PHOTO 17. 2 b

***Note: Actual Main unit WILL differ from image.

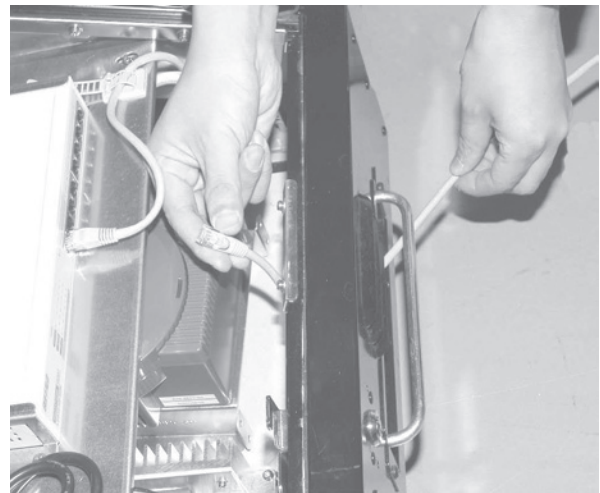


PHOTO 17. 2 c

- Connect the network cable end connector to hub port number 2 on down. Hub port number 1 connects to the Chihiro port inside the front cabinet. Any port from number 2 onwards can be used for connecting to other game machines. The hub of a single game machine is connected to the hub of every network game machine. Therefore, to each hub, connect the number of network cables corresponding to the number of game machines available for network play. The hubs of other game machines have two connections.

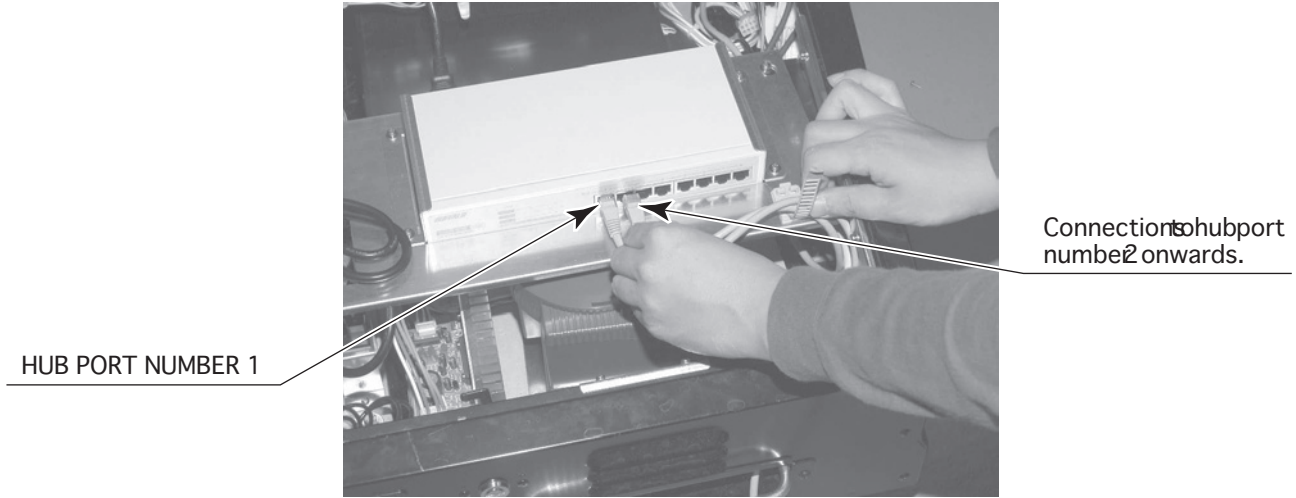


PHOTO 17. 2 d

***Note: Actual Main unit WILL differ from image.

- Secure the network cables using the cord clamps.

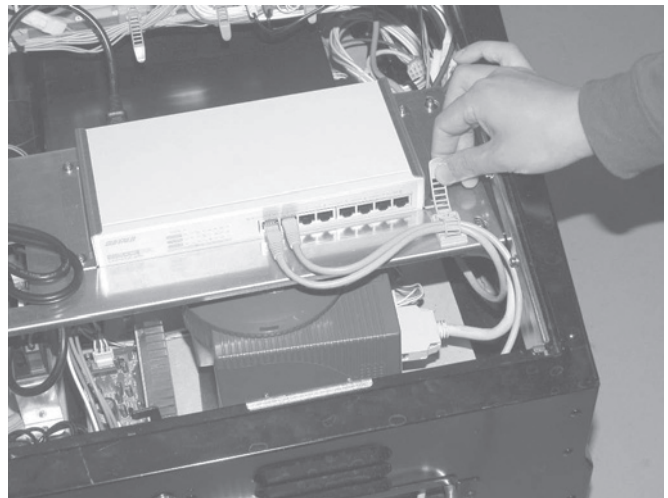


PHOTO 17. 2 e

***Note: Actual Main unit WILL differ from image.



FIG. 17.2 a

- Using the master key, lock the rear hatch.
- Line up the connected game machines to be used for network play. Keep the distance between each machine as far as possible when setting them up. (See FIG. 7.1)
- Adjust the adjuster feet on all game machines until they are in direct contact with the floor surface. (See Section 6, 3)
- Wire the game machine power supply and earth connections. (See Section 6, 5)
- Wire the power cable, earth wire, network cables, and attach the protective covers.
- Where required, secure the network cables using the accessory cord clamps.

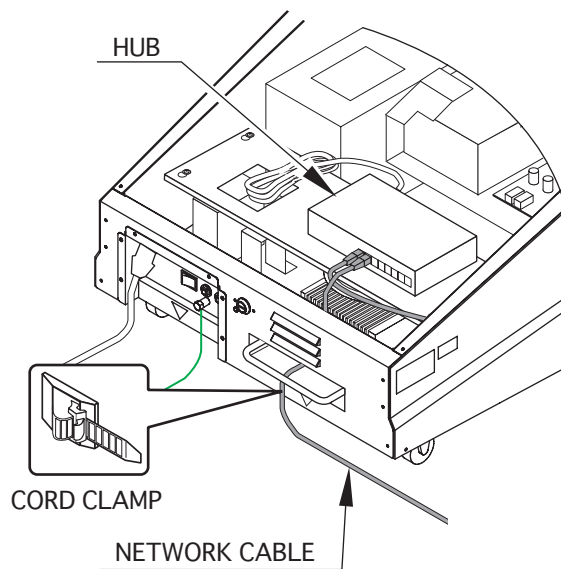


FIG. 17.2 b

***Note: Actual Main unit WILL differ from image.

17-3 NETWORK PLAY SETTINGS

Each of the linked machines must be set up for network play. If the machines are not set up correctly, network play will not be possible.

HOW TO SET UP A MACHINE FOR NETWORK PLAY

- Turn off the power on each machine to be used in network play.
- Enter Test mode on each machine. (See 9-2.)
- Select GAME TEST MODE and press the TEST Button. The machine will enter Game Test mode and the screen will display the Game Test menu. (See 9-3.)
- Select GAME ASSIGNMENTS from the Game Test menu and press the TEST Button. The Network Settings screen will appear. Network settings are carried out on this screen.

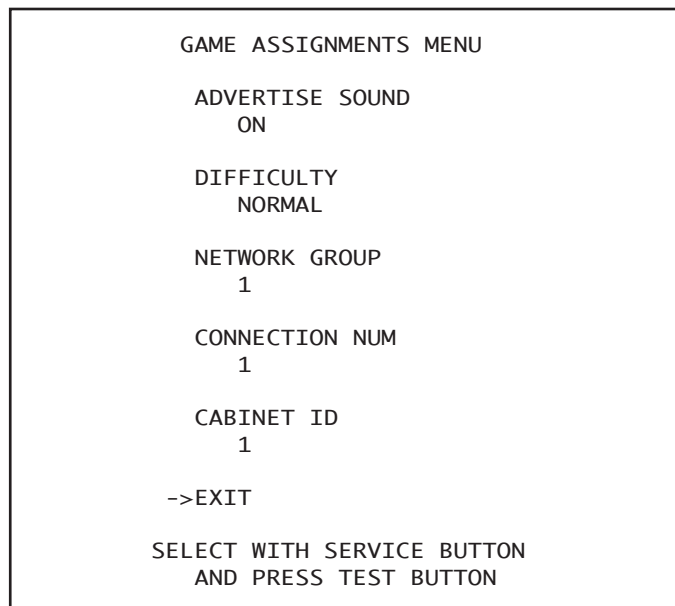


FIG. 17.3

- Set the CABINET ID setting on the screen so that each machine within a group has a different number. Make sure that one machine in each group is set to "1".
- Set the CONNECTION NUM setting on the screen to the number of game machines linked for network play.
- Set up the NETWORK GROUP setting on the screen. The NETWORK GROUP setting is used to divide the machines linked for network play into groups. For example, a network of 4 machines could be divided into 2 groups of 2 machines.
- Exit Test mode on each machine. Be sure to choose EXIT from the System Test Menu to exit Test mode properly.

- Once each machine has exited Test mode and gone through initialization, it will begin a network test. During the network test, the monitor will display a network test screen. If there are no problems with network play settings or cable connections, the machine will enter Advertising mode.
- If the advertising screen appears after the network test is finished, network settings are complete. The network test should last roughly 20 to 30 seconds. If the network test screen fails to disappear, the problem is most likely due to one of the following: incorrect settings, an improperly connected LAN cable, a faulty LAN cable connection, or a severed wire.

17-4 GENERAL PRECAUTIONS REGARDING NETWORK PLAY



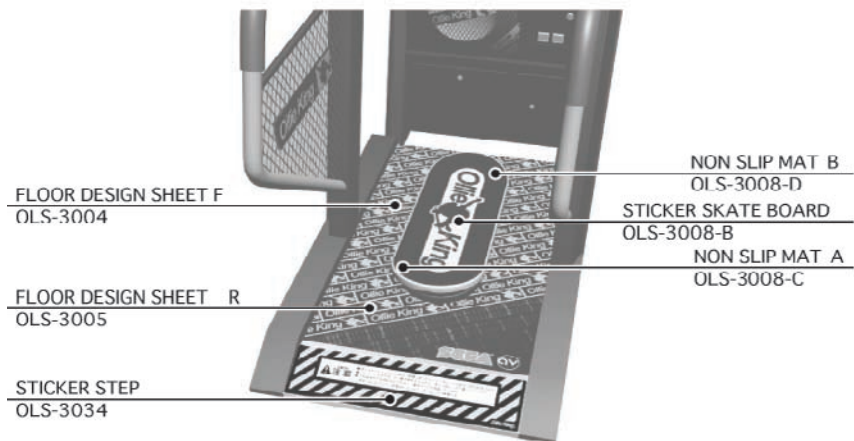
- When setting up machines for network play, settings such as the game's difficulty level will be derived from the machine whose CABINET ID is set to "1". If settings on machine "1" are changed, the other machines will have their settings changed accordingly.
- If one of the units attached for network play enters Test Mode, the other unit will display the Network Check Screen.
- Even when units are connected for network play, each seat, each game may be given different cost settings. Incorrect cost settings may cause budget balancing problems.

Note that when 2 or more machines are linked together for network play, some functions are different than for stand-alone machines.

Whenever Test mode is used on a machine linked for network play, all machines connected to the network will display the network test screen. When patrons are engaged in network play, do not enter Test mode on any of the machines in the network, even if the machine is not in use.

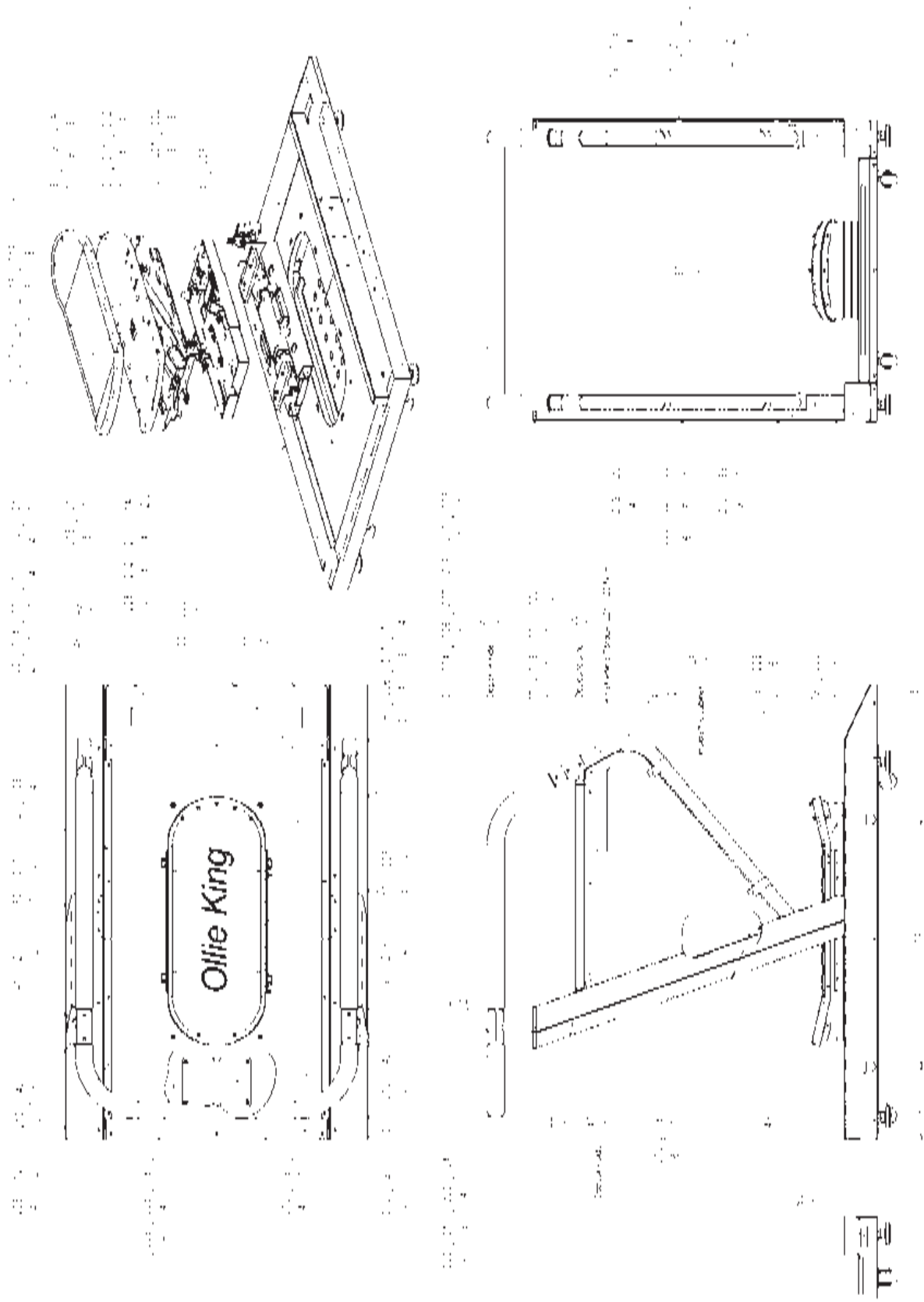
However, machines whose GROUP setting is different from that of the machine entering Test mode will not be affected.

18. DESIGN RELATED PARTS



19. PARTS LIST

① ASSY REAR CABI (OLS-3000)



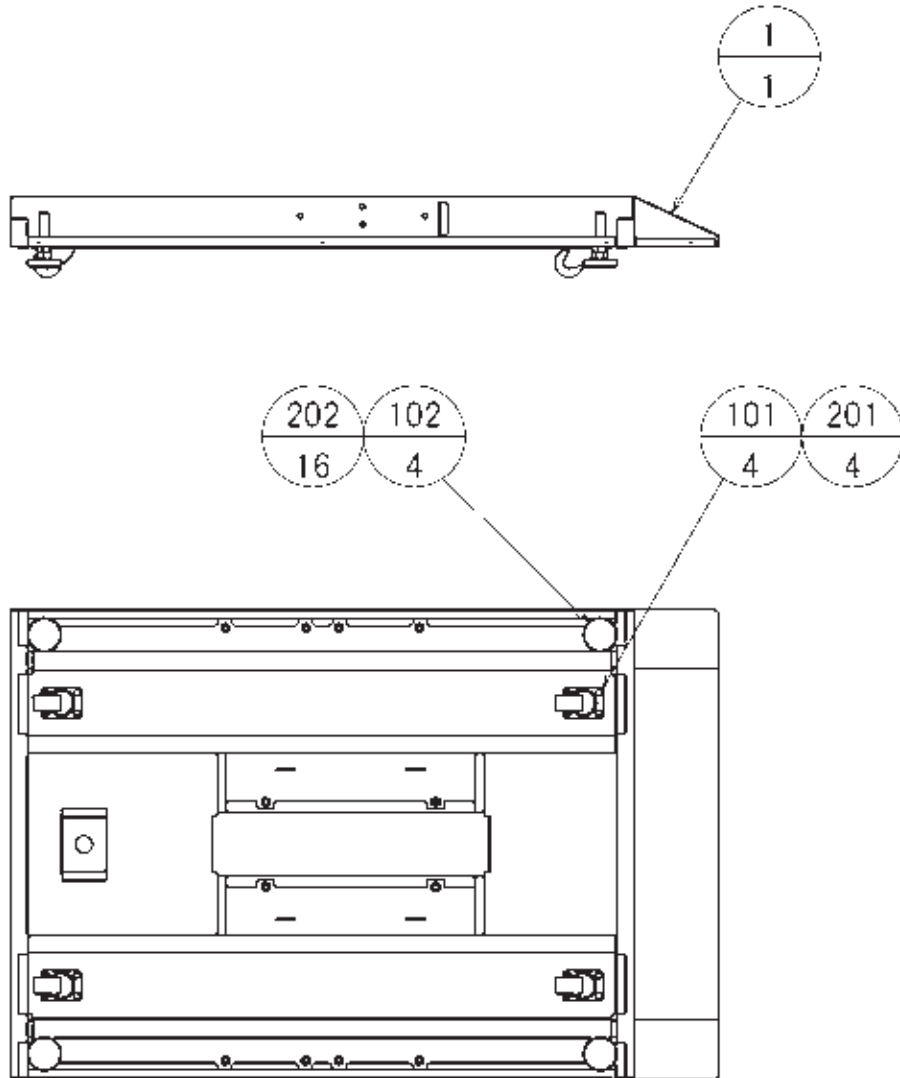
① ASSY REAR CABI (OLS-3000)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	ATR-3150	ASSY BOARD	
2	OLS-3150	ASSY ROLL BASE	
3	OLS-3200	ASSY MECHA BASE	
4	OLS-3250	ROLL VR UNIT	
5	OLS-3500	ASSY SIDE PANEL L	
6	OLS-3520	ASSY SIDE PANEL R	
7	OLS-3001	REAR BASE	
8	OLS-3002	MAIN FLOOR LID	
9	OLS-3003	TUBE MOUNT LID	
10	OLS-3004	FLOOR DESIGN SHEET F	
11	OLS-3005	FLOOR DESIGN SHEET R	
12	OLS-3006	FLOOR SIDE SASH A	
13	OLS-3007	FLOOR SIDE SASH B	
14	ASL-3106	STOPPER UPPER HOLDER	
15	ATR-3102	BELLOWS	
16	ATR-3103	SIDE BELLOWS BRKT	
17	ATR-3104	BELLOWS HOLDER	
18	OLS-3031	SIDE BELLOWS SASH	
19	ATR-3108	END BELLOWS SASH	
20	ATR-3110	BELLOWS END BRKT	
21	OLS-3008	BOARD COVER	
22	OLS-3009	SIDE TOWER L	
23	OLS-3010	SIDE TOWER R	
24	OLS-3011	PIPE FRAME FRONT	
25	OLS-3012	PIPE FRAME L	
26	OLS-3013	PIPE FRAME R	
27	OLS-3026	PIPE HOLDER BRKT	
28	OLS-3015	SIDE TOWER COVER L	
29	OLS-3016	SIDE TOWER COVER R	
30	OLS-3017	REAR SLOPE COVER	
31	OLS-3018	FRONT FLOOR SASH	
32	OLS-3019	SIDE PIPE LID	
33	OLS-3020	CABINET SIDE COVER L	
34	OLS-3021	CABINET SIDE COVER R	
35	OLS-3022	TOWER LID	
36	OLS-3023	PANEL HOLDER A	
37	OLS-3024	PANEL HOLDER B	
38	OLS-3025	SIDE PANEL SASH	
39	OLS-3027	TOWER TOP COVER L A	
40	OLS-3028	TOWER TOP COVER L B	
41	OLS-3029	TOWER TOP COVER R A	
42	OLS-3030	TOWER TOP COVER R B	
43	421-11416	STICKER CAUTION FORK	
44	OLS-3032	STICKER LINE REAR L	
45	OLS-3033	STICKER LINE REAR R	
46	OLS-3034	STICKER STEP	
47	440-CS0280-EG	STICKER C NOT APPROACH ENG	
48	440-CS0283-EG	STICKER C FOR PLAYER OLS ENG	
49	440-CS0284-EG	STICKER C STEP OLS ENG	
101	100-5302	BEARING 15	
102	280-5008	CORD CLAMP 15	
103	280-5275-SR10	CORD CLAMP SR10	

① ASSY REAR CABI (OLS-3000)

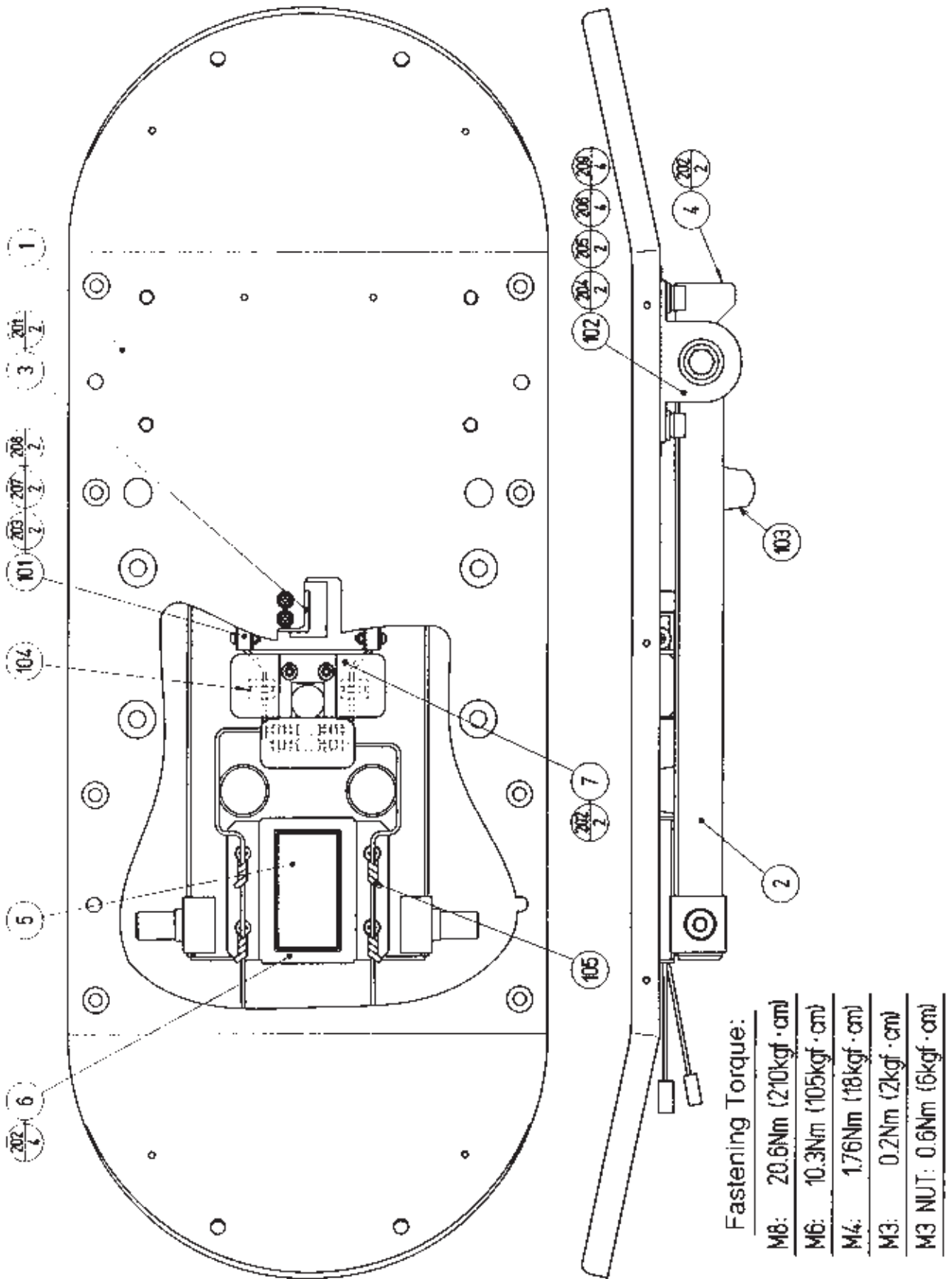
ITEM NO.	PART NO.	DESCRIPTION	NOTE
201	030-000820-S	HEX BLT W/S M8×20	
202	060-F00800	FLT WSHR M8	
203	000-P00412-WB	M SCR PH W/FS BLK M4×12	
204	000-T00616-0B	M SCR TH BLK M6×16	
206	059-0083	CAP NUT TYPE 3 BLK M6	
207	000-T00630-0B	M SCR TH BLK M6×30	
208	000-T00425-0B	M SCR TH BLK M4×25	
209	068-441616-0B	FLT WSHR BLK 4.4-16×1.6	
210	000-F00412	M SCR FH M4×12	
211	020-000825-0Z	HEX SKT H CAP SCR BLK 0Z M8×25	
212	050-H00800	HEX NUT M8	
213	000-T00412-0B	M SCR TH BLK M4×12	
214	050-H00400	HEX NUT M4	
215	000-P00410-W	M SCR PH W/FS M4×10	
216	031-000620-0B	CRG BLT BLK M6×20	
217	060-F00600-0B	FLT WSHR BLK M6	
218	050-H00600	HEX NUT M6	
219	060-S00600	SPR WSHR M6	
220	031-000650-0B	CRG BLT BLK M6×50	
221	FAS-290031	HEX SKT SCR BH BLK M8×55	
222	068-852216-0B	FLT WSHR BLK 8.5-22×1.6	
223	000-T00408-0C	M SCR TH CRM M4×8	
224	030-000816-S	HEX BLT W/S M8×16	
225	060-S00800	SPR WSHR M8	
226	050-C00400-3B	CAP NUT TYPE3 BLK M4	
301	OLS-60106X	WH REAR CABI	

② REAR BASE (OLS-3001)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	OLS-3001-A	REAR BASE BLANK	
101	601-6056-01	CASTER 50 PH	
102	601-5882	LEG ADJUSTER	
201	030-000616-W	HEX BLT W/FS M6×16	
202	050-H01600-3	HEX NUT M16 TYPE 3	

③ ASSY BOARD (ATR-3150)

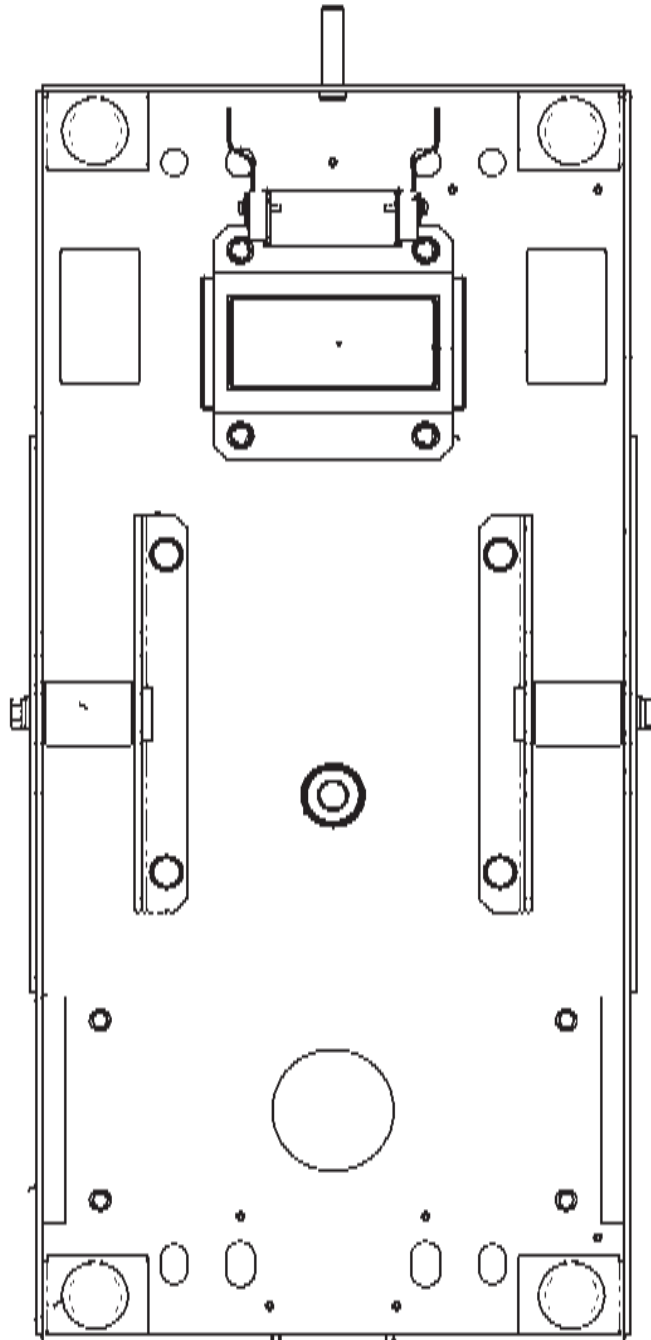


③ ASSY BOARD (ATR-3150)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	ATR-3151	BOARD BASE	
2	ATR-3152	UPPER BASE	
3	ASL-3153	SW PLATE A	
4	ATR-3154	SW PLATE B	
5	ATR-3155	STOPPER B	
6	ATR-3156	STOPPER BRKT B	
7	ATR-3157	WIRE COVER	
101	370-5232-01	PHOTO SENSOR OMT-01L-SS	
102	100-5302	BEARING 15	
103	601-5564	STOPPER	
104	280-5275-SR10	CORD CLAMP SR10	
105	280-5207	HARNESS LUG CC-1005	
201	000-P00308-W	M SCR PH W/FS M3×8	
202	000-P00408-W	M SCR PH W/FS M4×8	
203	000-P00314-S	M SCR PH W/S M3×14	
204	030-000816-S	HEX BLT W/S M8×16	
205	068-852216	FLT WSHR 8.5-22 ×1.6	
206	020-000820-OZ	HEX SKT H CAP SCR BLK OZ M8×20	
207	250-5421	FLT WSHR 3.5-12 T=1.0	
208	050-H00300	HEX NUT M3	
209	060-S00800	SPR WSHR M8	
301	ATR-60061	WH PHOT FRONT	

④ ASSY ROLL BASE (OLS-3150)

$\frac{155}{2}$	$\frac{1}{1}$	$\frac{6}{1}$	$\frac{201}{1}$	$\frac{201}{1}$	$\frac{202}{1}$	$\frac{201}{2}$	$\frac{201}{2}$	$\frac{202}{2}$	$\frac{201}{2}$	$\frac{201}{4}$	$\frac{202}{2}$
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Fastening Torque:

M6	12.3Nm
M4	1.73Nm
M3	0.2Nm
M3	1.06Nm

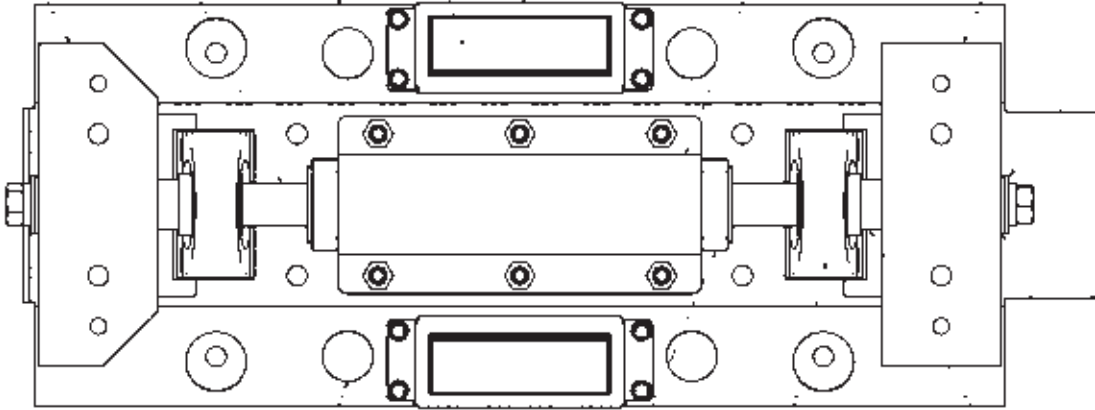
$\frac{5}{1}$	$\frac{203}{4}$	$\frac{2}{1}$	$\frac{209}{2}$	$\frac{210}{2}$	$\frac{211}{2}$
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④ ASSY ROLL BASE (OLS-3150)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	OLS-3151	ROLL BASE	
2	OLS-3152	UPPER STOPPER HOLDER	
3	ASL-3207	STOPPER UPPER	
4	ASL-3208	STOPPER A	
5	ATR-3209X	STOPPER BRKT A	
6	ASL-3210	SWING STOPPER RUBBER	
101	370-5232-01	PHOTO SENSOR OMT-01L-SS	
102	280-5288	HARNESS LUG CC-1003	
103	280-5207	HARNESS LUG CC-1005	
104	280-5275-SR10	CORD CLAMP SR10	
105	601-5564	STOPPER	
106	280-6632	CORD CLAMP MSC-2	
201	030-000616-S	HEX BLT W/S M6×16	
202	060-F00600	FLT WSHR M6	
203	000-P00408-W	M SCR PH W/FS M4×8	
204	068-652016	FLT WSHR 6.5-20 ×1.6	
209	250-5421	FLT WSHR 3.5-12 T=1.0	
210	000-P00314-S	M SCR PH W/S M3×14	
211	050-H00300	HEX NUT M3	
212	060-S00300	SPR WSHR M3	
213	060-F00300	FLT WSHR M3	
214	000-P00408	M SCR PH M4×8	
215	060-S00400	SPR WSHR M4	
216	060-F00400	FLT WSHR M4	
301	ATR-60062	WH PHOT REAR	
302	600-6897-073	WIRE HARN FRONT SENSOR	

⑤ ASSY MECHA BASE (OLS-3200)

7 204 4 1 3 2 201 5 202 203 6 204 8
 1 1 1 1 2 2 8 1 3 6 1 1 2



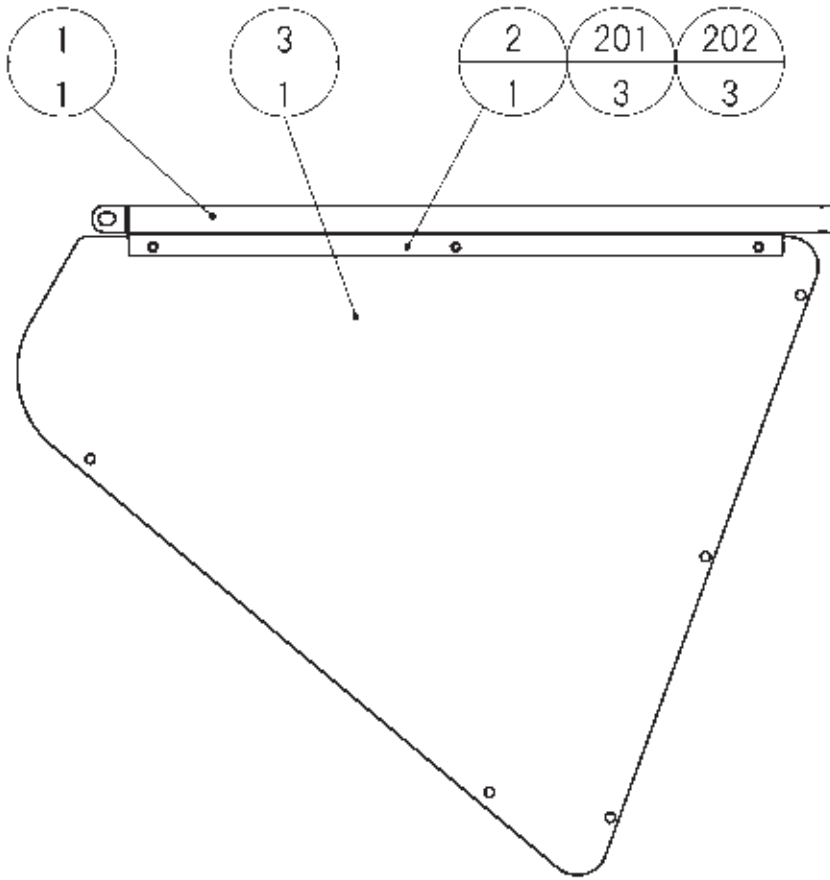
103 101 102 205 206 9 104
 4 2 2 4 4 2 2

Fastening Torque:

M12	81.6Nm
M10	35.3Nm
M8	20.6Nm
M6	4.9Nm
M4	1.76Nm
M3	1.27Nm

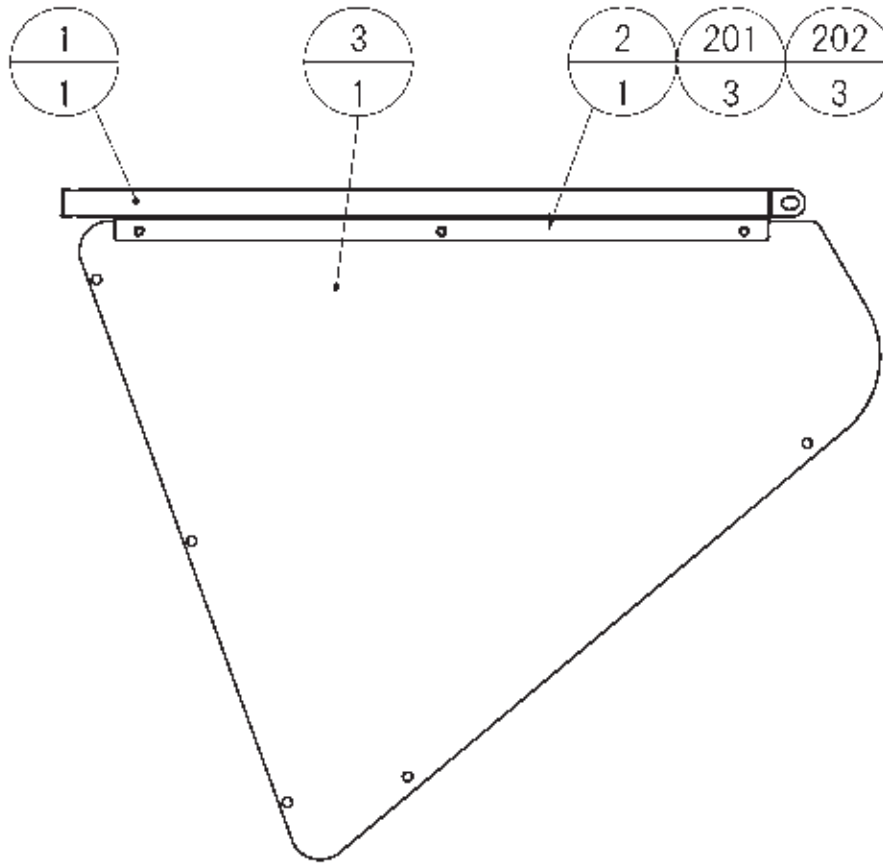
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	OLS-3201	MECHA BASE	
2	OLS-3202	ROLL STOPPER HOLDER	
3	OLS-3203	ROLL STOPPER	
4	OLS-3204	ROLL SHAFT	
5	OLS-3205	ROLL ROSTA HOLDER	
6	ASL-3251	MOUNT BLOCK	
7	ATR-3251	MOUNT BLOCK ATR	
8	ASL-3308	SPL WASHER M12	
9	ATR-3257X	ROLL COLLAR	
101	601-8458	ROSTA 22 DR-S27×100	
102	100-5410	BEARING UNIT 20	
103	601-5564	STOPPER	
104	100-5445-12	OILES BEARING 80W-12	
201	000-P00408-W	M SCR PH W/FS M4×8	
202	030-000820-S	HEX BLT W/S M8×20	
203	060-F00800	FLT WSHR M8	
204	FAS-300015	HEX BLT W/S M12×20	
205	FAS-290002	HEX SKT SCR BH BLK M10×16	
206	060-S01000	SPR WSHR M10	

⑦ ASSY SIDE PANEL L (OLS-3500)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	OLS-3501	SIDE PIPE L	
2	OLS-3502	PANEL SASH	
3	OLS-3503	SIDE PANEL L	
201	000-T00412-0B	M SCR TH BLK M4×12	
202	050-C00400-3B	CAP NUT TYPE3 BLK M4	

⑧ ASSY SIDE PANEL R (OLS-3520)



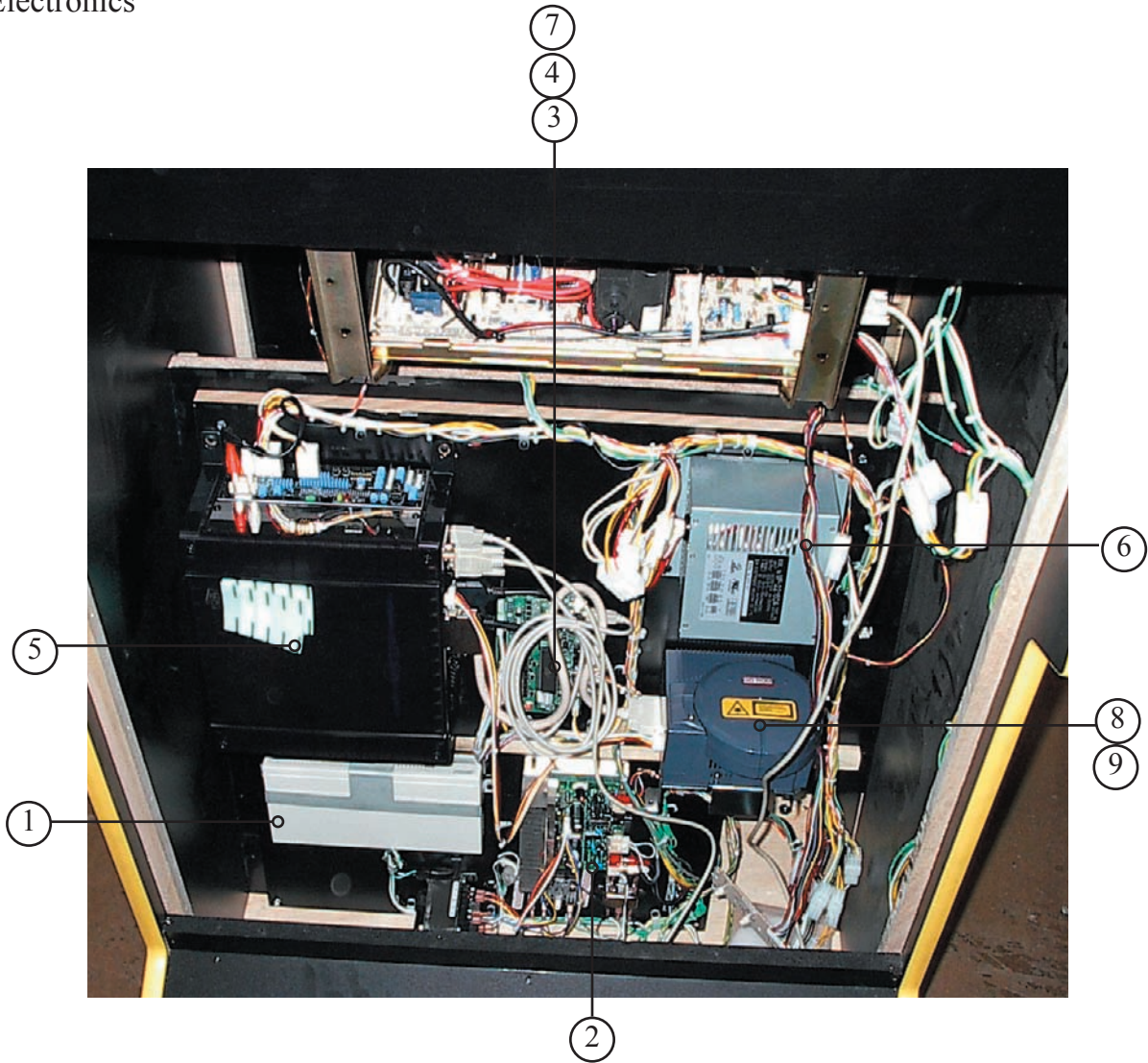
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	OLS-3521	SIDE PIPE R	
2	OLS-3502	PANEL SASH	
3	OLS-3523	SIDE PANEL R	
201	000-T00412-0B	M SCR TH BLK M4×12	
202	050-C00400-3B	CAP NUT TYPE3 BLK M4	

9 Main Cabinet



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-2023	Marquee Upper Retainer	
2	999-2024	Marquee Glass	9 5/8"x29 7/8"x3/16"
3	Local Purchase	Fluorescent Bulb 24in CoolWhite	24" F20T12CW
4	Local Purchase	Monitor Glass	25 1/8"x29 7/8"x3/16"
5	999-2031	Pushbutton Yellow Round 1.5" Illuminated	
6	999-2032	Pushbutton Green Triangle	
7	999-2022	Plexi Overlay Control Panel	
8	999-2028	Speaker Grill	
9	999-0167	Leg Leveler .5-13	
10	999-0169	Caster 160-x .5	
11	999-1177	Cash Box Black	
12	999-2030	Front Spacer Box	
13	999-2027	Bottom Marquee Retainer	
14	999-2029	Speaker 4Ohm Shield	

10 Electronics



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	601-11351	SW Hub Melco LSW 10/100-8H	
2	838-13616	Audio Power Amp 2CH	
3	220-1420	VGA Cable	
4	600-7141-250	Cable JVS Type A-B 250CM	
5	843-0006D-01	Assy Case Box OLS USA	
6	440-5443-01	SW Regu for Chihiro VA	
7	837-13551-92	I/O Control BD For JVS	
8	600-7247-500	Cable SCSI ST-L Type2 500mm	
9	610-0617-01A	Kit G.D.Rom Drive	

⑪ Items not Pictured

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-2011	Ferrite Assy Round 28A20250A0	
2	600-7269-0200	Assy Lan Cable 0200M	
5	600-7269-0500	Assy Lan Cable 0500M	
4	998-0194	Filter Line 6Amp Yupen YK06T1	
5	Local Purchase	Fuse 003Amp Slow Blow	
6	Local Purchase	Fuse 005Amp Slow Blow	
7	998-0141	Transformer MCI-4-49-7036	
8	999-1596	Fan 110/120 VAC 17x15W Sinwan S109AP	
9	999-1602	Vent Air 8 Hole	
10	Local Purchase	Wrench M3 Torx	
11	999-2010	Vent Air 4 Hole	
12	999-1798	Switch Test Black or Red .5Amp	
13	999-2012	Switch Test SPST Rocker Mini 73632	
14	999-1860	Knob 1/4~ Shaft 450-2023 Mouser	
15	999-1899	Meter Coin 6VDC (6)Digit w/Dio,BRKT	

20. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

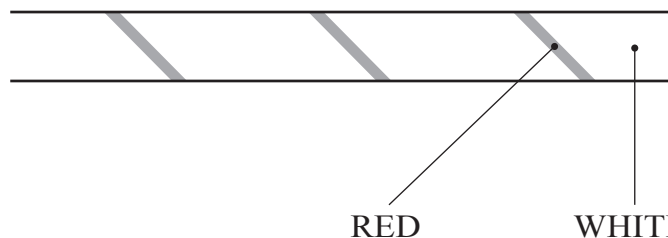
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51 WHITE / RED



Note 2: The character following the wire color code indicates the size of the wire.

U:	AWG16
K:	AWG18
L:	AWG20
None:	AWG22

Filler Page

Warranty

Your new Sega Product is covered for a period of 90 days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your Sega Distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.



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(415) 701-6594 fax