

®

ORIGINAL VIDEO GAME
OPERATOR'S MANUAL

■ **THE KEISATSUKAN 2** ■

THE KEISATSUKAN²
ザ・警察官2
全国大追跡スペシャル

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

About this product

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



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

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

• **GQB11-HD**

• **Be sure to read the following.**

Set the memory card before use.

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

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

When starting the machine, read "6-5 Setting the memory card" in page 46 of this manual and follow the procedure.

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

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Contents

| | |
|--|-----------|
| ■ Precautions for use | 2 |
| 安全使用注意事項 | 12 |
| ■ Locations of warning and other safety labels | 8 |
| 警告標籤等的張貼位置 | 18 |
| 1 Specifications | 10 |
| 規 格 | 20 |
| 2 Names of parts | 22 |
| 3 How to play | 23 |
| 4 Opening and closing the doors | |
| 4-1 Opening and closing the maintenance door | 25 |
| 4-2 Opening and closing the coin door | 26 |
| 5 Game settings | |
| 5-1 Checking the game start up | 27 |
| 5-2 Setting and adjustment of game mode | 28 |
| 5-3 Mode descriptions | 29 |
| 6 Installation and assembling | |
| 6-1 Fastening the adjusters | 39 |
| 6-2 Spreading foot sheet | 40 |
| 6-3 Mounting the sensor frame | 41 |
| 6-4 Attaching the speakers | 45 |
| 6-5 Setting the memory card | 46 |
| 6-6 Power unit | 47 |
| 6-7 Service panel | 47 |
| 6-8 Splitting into and moving of units | 48 |
| 6-9 Moving the coin counter | 49 |
| 7 Maintenance | |
| 7-1 Replacing the coin selector | 50 |
| 7-2 Replacing the spotlight lamp | 51 |
| 7-3 Replacing the rotating light lamp | 52 |
| 7-4 Replacing the start button | 53 |
| 7-5 Replacing the gun unit | 54 |
| 7-6 Resetting the circuit protector | 56 |
| 7-7 Adjusting the monitor | 57 |
| 7-8 Troubleshooting | 58 |
| 8 Annex | |
| 8-1 Label locations and exploded view | 62 |
| 8-2 Wiring diagram | 75 |

■ Precautions for use

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

Be sure to read the following

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



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



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

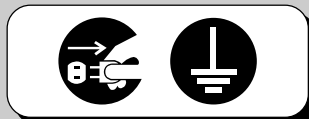
- The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

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

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

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

Qualified in-shop maintenance persons

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

Jobs handled by qualified in-shop maintenance persons

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

Industry specialist

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

Jobs handled by industry specialist

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

Setting Up



WARNING

- **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**
 - This product should not be set up, moved or transported by anyone other than industry specialist. Doing so could result in injury or product damage.
 - When installing this product, be sure to set the 8 adjusters stable on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
 - When installing this product, use care not to apply undue force to opening and closing parts and other movable parts. Otherwise, injury or accident may result, or the product may be damaged.

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

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

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

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

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

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

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

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

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

Setting Up



CAUTION

- **Be sure to use indoor wiring for within the specified voltage range. When using an extension cord, connect it independently to the indoor wiring of more than the specified rating.**
 - Failure to do so could result in fire or equipment failure.
- **Be sure to use the attached power cord.**
 - Otherwise a fire or machine trouble may result.
- **Never plug more than one cord at a time in the electrical receptacle.**
 - Doing so could result in fire or electrical shock.
- **Do not lay the power cord where people walk through. You may tread on or stumble over them.**
 - You may stumble down and get injured, or damage the power cord.
- **Be sure to ground this product.**
 - Otherwise an electric shock or machine trouble may be caused.
- **The sensor frame weighs about 16 kg (35.3 lb). Be sure to make a team of 4 or more people in detaching and attaching it and to use a stepladder for added safety.**
 - Otherwise, an injury or accident may result. Dropping the sensor frame may get the floor and/or the frame itself damaged.
- **Keep the specified clearances (see page 11) between the game machine and walls as well as other products.**
 - Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.
- **Do not apply a strong force for moving the machine.**
 - Otherwise, it may result in an accident or breakage of the units.
- **Within 60 cm (23.6 in) around the machine, do not leave anything that would interfere with playing the game. (see page 11.)**
 - This may not just stand in the player's way but also cause an accident or injury. Ensure space open enough for the player's body not to hit against nearby walls or other machines.
- **Before detaching and attaching the memory card, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.**
 - Static electricity may damage the electronic parts in the PCB unit.
- **Do not change the DIP switch setting of this product to other than factory setting.**
 - Otherwise, the game can not be played properly.



Operation

 **WARNING**

•If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.



·Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

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

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

·Doing so could result in electrical shock.



•Do not leave the power cord plugged improperly or covered with dust.

·Doing so could result in electrical shock or fire. Check the power cord once a month or more frequently.



 **CAUTION**

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

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



•Players should be advised of the following precautions.

·Doing so could cause accidents or illness.

·Please do not play this game if

- You have been drinking.
- You are tired are sick or have been recently sick.
- You think you might be pregnant.
- You exercise is medically regulated.
- You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.

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

·Inobservance of the precaution may cause an accident.

·Do not play violently. You may get injured.

•Do not give impact to the glass cover.

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



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

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

•Do not give impact to the sensor frame.

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



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

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

·Do not damage the power cord.

·Do not modify the power cord.

·Do not bend the power cord excessively.

·Do not twist the power cord.

·Do not heat the power cord.

·Do not pull the power cord.

·Do not bind the power cord.

·Do not tread on the power cord.

·Do not sandwich the power cord.






·Do not drive a nail into the power cord.

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



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

Inspection and cleaning



- **Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.**
· Failure to do so could result in electrical shock. 
- **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**
· Using improper parts could result in fire or equipment failure. 
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
· Otherwise an accident or electric shock may result. 
- **When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.**
· Otherwise, there may arise a danger of accident or electric shock. 
- **Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**
· Otherwise, a fire, malfunction or trouble may result.
In case of any trouble, ask your nearest dealer for repairs and other services.
KONAMI will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling. 
- **To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent and wrung out.**
· Using thinner or other organic solvent or alcohol may decompose the material.
Particularly, the foot sheet (polycarbonate) may be deformed or broken.
· Electrical shock or equipment failure could be caused by water entering the inside of the machine.





- **Do not paint and do not stick a seal or billboard on the sensor elements of the sensor frame and around them.**
· Otherwise, the machine may fail to play the game properly or get in trouble. 
- **Do not apply any oil and fat, such as wax, to the top surface of the foot sheet.**
· Player may slip to be injured. 

Moving and transportation



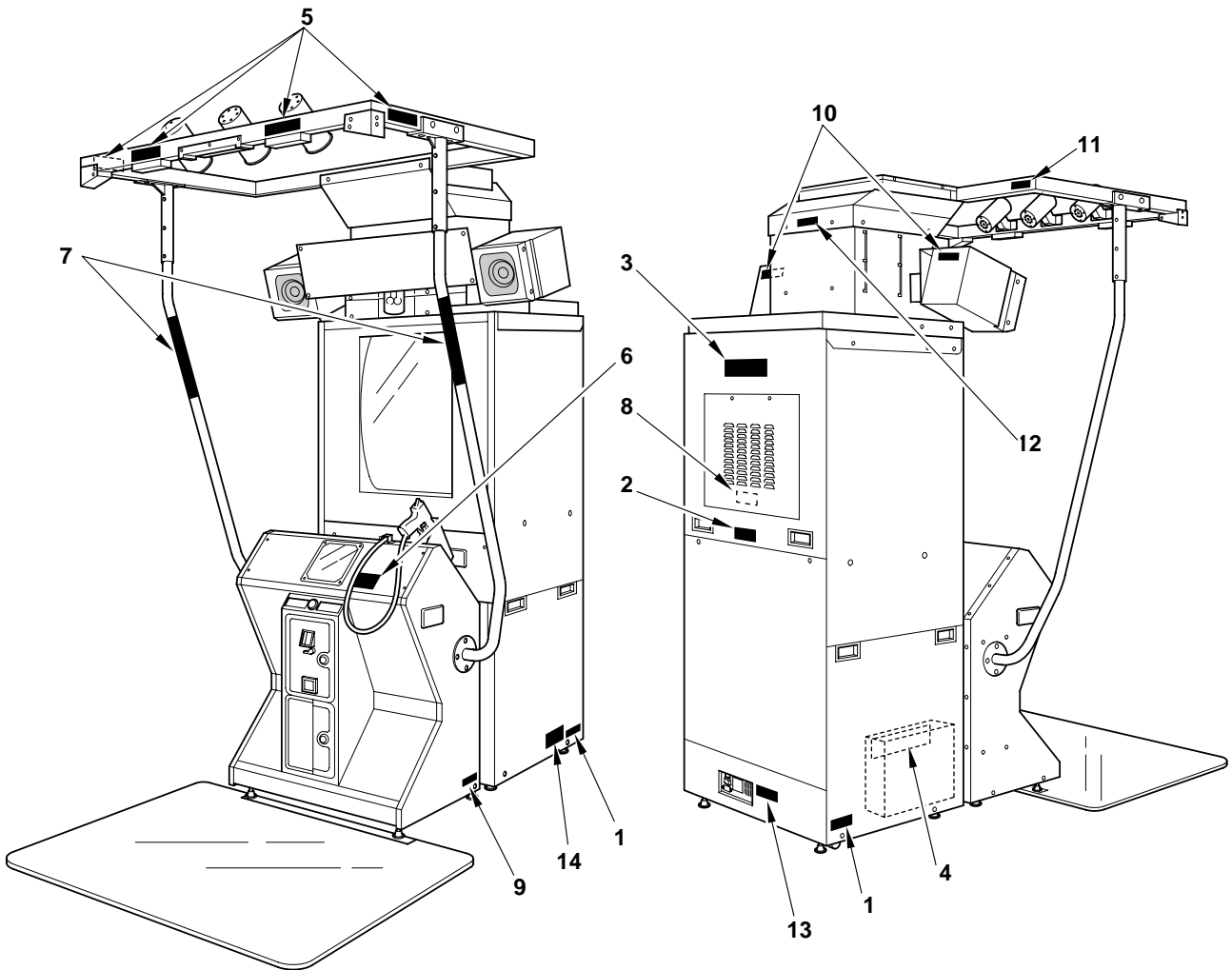
CAUTION

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

PRECAUTION IN HANDLING

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

Locations of warning and other safety labels



Types of warning and other safety labels

1 **⚠ WARNING**
 Ensure all leg levellers are securely set and game cabinet is level.
PNL00000326300

2 **⚠ WARNING**
ELECTRICAL SHOCK HAZARD. DO NOT OPEN EXCEPT FOR SERVICE.
PNL0000032450

3 **⚠ WARNING**
BAD
GOOD
 Unit may fall if you push or truck from the wrong side. To move the unit, please push as indicated in the picture. When moving it on a slope or getting it over a level difference, be sure to take the buddy system.
PNL0000032450

4 **⚠ 注意 (ちゅうい) / CAUTION**

| | |
|---|---|
| <p>⚠ 取扱説明書に必ずお読みください。この製品は、認定された専門業者による設置が必要です。この製品は、認定された専門業者による設置が必要です。この製品は、認定された専門業者による設置が必要です。</p> <p>⚠ 電源スイッチを必ずOFFにし、電源プラグを抜いてください。電源スイッチを必ずOFFにし、電源プラグを抜いてください。電源スイッチを必ずOFFにし、電源プラグを抜いてください。</p> <p>⚠ 液体のこぼれや、水や油のこぼれは、必ず拭き取ってください。液体のこぼれや、水や油のこぼれは、必ず拭き取ってください。液体のこぼれや、水や油のこぼれは、必ず拭き取ってください。</p> <p>⚠ 濡れた手で触らないでください。感電する可能性があります。濡れた手で触らないでください。感電する可能性があります。濡れた手で触らないでください。</p> <p>⚠ 部品の交換は、必ず当社指定のものを使用してください。それ以外のものを使用したり、改造することは絶対にしないでください。部品の交換は、必ず当社指定のものを使用してください。</p> | <p>This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.</p> <p>Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.</p> <p>Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.</p> <p>Do not place containers holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.</p> <p>Do not touch this with wet hands. Doing so could cause injury and electrical shock.</p> <p>When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. Using improper parts could result in the malfunction or equipment failure.</p> |
|---|---|

MADE IN JAPAN PNL00000326300

5 **⚠ CAUTION** Do not hang on the bar.
 Do not attach anything including Pop-ups to the frame.
PNL00000326300

6 **⚠ CAUTION**
Please do not play this game if

- You have been drinking.
- You are tired or sick or have been recently sick.
- You think you might be pregnant.
- You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.
- Your exercise is medically regulated.

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

8 **⚠ HAZARDOUS VOLTAGE**
PNL0000032445

9 Weight **58kg(127.9lb)**
PNL000001492

10 Weight **4.5kg(9.9lb)**
PNL000001495

11 Weight **16kg(35.3lb)**
PNL000001497

12 Weight **12kg(26.5lb)**
PNL000001697

13 Weight **186kg(410.1lb)**
PNL000001919

14

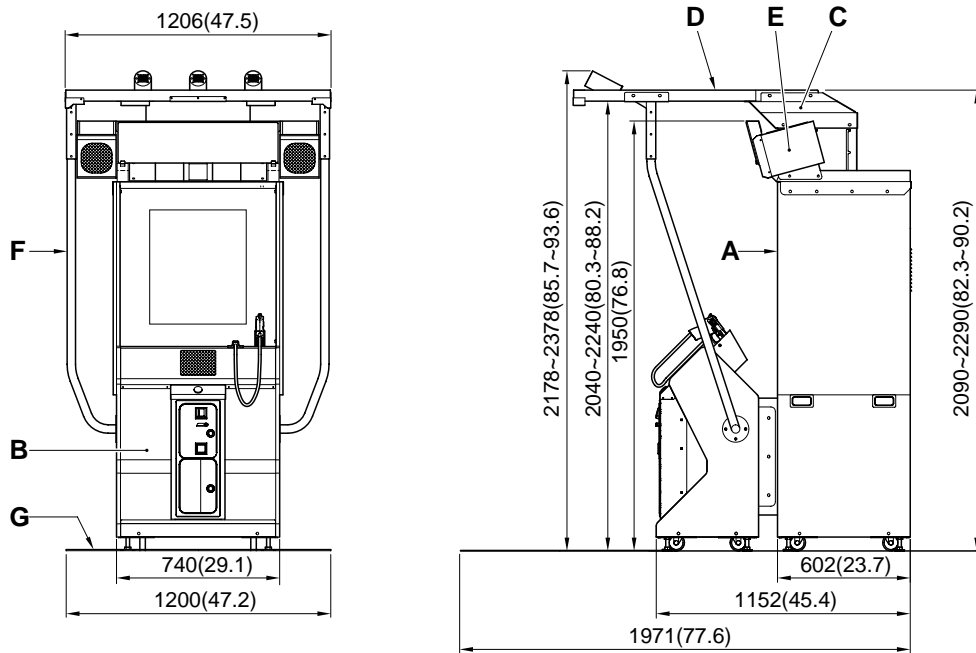
| | |
|---------------------|----------------------------|
| MODEL | GQB11-HD THE KEISATSUKAN 2 |
| POWER | 220 v / 50 Hz 2655 W |
| MANUFACTURER | KONAMI CORPORATION |
| DATE OF MANUFACTURE | December, 2001 |
| WEIGHT | 290kg (639.5 lb) |
| SERIAL NUMBER | |

KONAMI
 MADE IN JAPAN
PNL0000108142 INDOOR USE

MEMO

1 Specifications

ENGLISH



Specifications

| | |
|-------------------------|--|
| Dimensions | Refer to the figure above : mm (in) |
| Weight | Total weight: Approx.290 kg(639.5 lb) (excluded the foot sheet.) A. Monitor cabinet: Approx.186 kg(410.1lb) B. Front cabinet: Approx.58kg(127.9lb) C. Joint frame: Approx.12kg(26.5lb) D. Sensor frame: Approx.16kg(35.3lb) E. Speaker unit: Approx.4.5kg(9.9lb) F. Support: Approx.4.5kg(9.9lb) G. Foot sheet:Approx.5kg(11.0lb) |
| Rated power consumption | 265W |
| Monitor | 29-inch CRT |
| Service condition | Temperature 10 to 35°C (50 to 95°F), Humidity 20 to 80% (No dewing is allowed.) |
| Attachments | ·Instruction manual..... This manual ·Memory card(Soft ware game) 1 ·Keys for maintenance 2 ·Keys for coin door 2 ·AC power cord 1 ·Cross recessed head screws(M4x10L) 12 ·Cross recessed head screws(M6x30L) 8 ·Hexagon socket button head screws(M6x20L) 20 ·Hexagon socket button head screws(M6x35L) 8 ·Plain washer(nominal diameter 6) 28 ·Foot sheet 1 ·Double-face tape for securing the foot sheet 10 ·Hexagon wrench (width across flats: 4 mm) 1 ·Rotating spare lamp(12V10W/BA15S: on the inside the rotating lamp unit.) 1 |

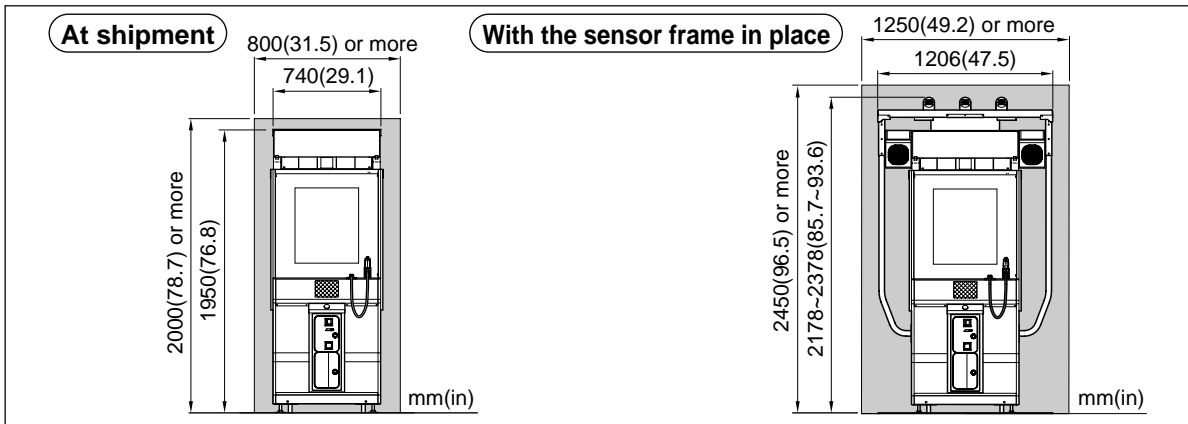
Tools necessary for setup job

- ⊕ screwdriver(#2)
- Grounding band (to be worn for anti-static measure in handling the machine components and setting the memory card)
- Wrench of 24 mm width across flats (required to fix the adjusters)

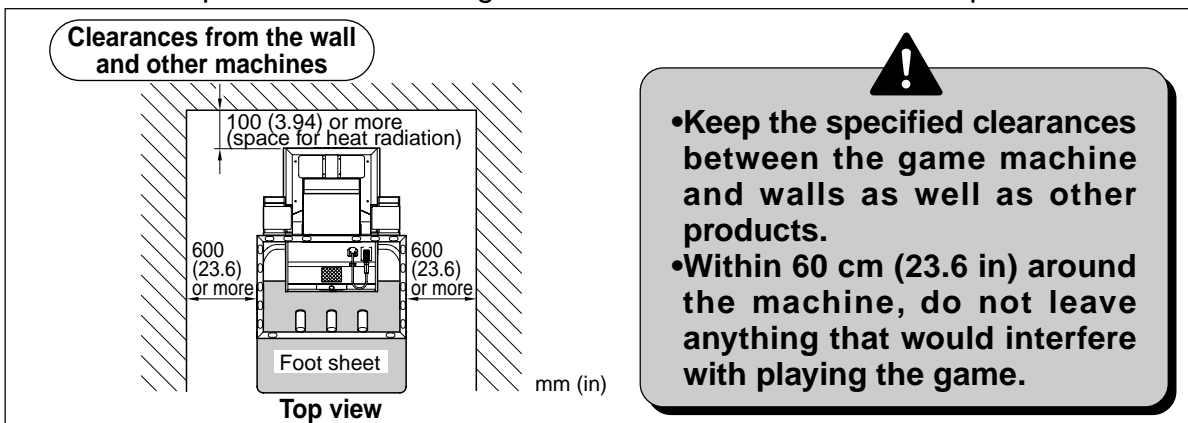
- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

Allowance for Carrying-in and Installation of Product

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



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



Keep the following points in mind when moving the product.

When moving the units, use care not to apply a strong force to them.

When moving the units, use care not to apply undue force to opening and closing parts as well as moving parts.

When moving the monitor cabinet or when moving it across a difference in level, more than two persons should be hold it always by the grips.

When heaving up the monitor cabinet, more than four persons should hold it always by the grips or at the bottom. (Approx. 186kg/410.1lb)

After separation, be sure to push the monitor cabinet in the arrow directions shown in the figure.

Never tilt the machine.

安全使用注意事項

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

務請閱讀

●本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。



警告

該項標注表示“有可能造成死亡或身負重傷”的內容。



注意

該項標注表示“有可能造成傷害或物品損壞”的內容。

●本書使用如下圖標，說明務請遵守的內容種類。



本圖標表示“提請注意”的內容。



本圖標表示“禁止”的內容。



本圖標表示“強制實行”的內容。

●經營本產品的店內維修人員和技術人員的定義

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

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

什麼是店內維修人員？

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

店內維修人員的工作內容

- 安裝、設置、檢查維修娛樂機器和換錢機，交換裝置和消耗零部件。

什麼是技術人員？

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

技術人員的工作內容

- 安裝、設置娛樂機器和換錢機，對電子部件和結構部件進行修理和調整。

設置時


警告

- 本產品的設置、移動或搬運時，務必同當地的經銷店商洽。
 - 除專門人員以外，擅自設置、移動以及搬運本產品，將會導致產品損壞。
 - 設置本產品時，必須將八個調節腳的底面平穩地放在地面，使其成為水平狀態，不可晃動。否則，不穩定的放置將會導致受傷或發生事故。
 - 在設置本產品時，請不要對開關部位和可動部位癸分施加力量，否則將會導致受傷或發生事故，並導致產品損壞。

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

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

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

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

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

- 電源線請不要過度彎曲或在上面放置物品。
 - 否則將會導致發生漏電事故或火災。

- 絕對不可用濕手插拔電源插頭。
 - 否則將會導致觸電。

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

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



禁止



禁止



禁止



禁止



禁止



禁止



禁止



禁止



拔下電源插頭

設置時

 注意

- 務必使用符合規格的電源。利用加長電線時，應單獨使用符合規格的室內用線。
 - 否則，將會導致發生火災或故障。
- 務請使用附屬的電源軟線。
 - 否則，將會導致發生火災或故障。
- 請絕對不要使用多用插頭。
 - 否則，將會導致發生火災或故障。
- 請不要將電源軟線設置在可被人踩拉的通道上。
 - 否則將會導致人員摔倒受傷，或軟線受到傷損。
- 本產品必須連接地線。
 - 如果不連接地線，將會導致觸電或故障。
- 傳感器裝置約有16公斤，裝卸時務必由四個人以上進行，使用梯台等進行安全操作。
 - 否則將會導致人員受傷或發生事故，落下時損傷地板和傳感器裝置。
- 設置本產品時，請與牆壁和其他產品按規定的距離隔開（參閱第二十一頁）。
 - 否則，將會導致本體不能正常散熱，發生故障。
- 移動本產品時請不要過分用力。
 - 否則將會導致發生事故或破損。
- 請不要在周圍60釐米（23.6英吋）以內放置妨礙遊戲的任何物品（參閱第二十一頁）。
 - 否則將會影響正常遊戲，導致發生事故或人員受傷。此外，還需要留下一定的空間，以免遊戲時身體碰到牆壁或其它產品。
- 裝卸內存卡時請用地線固定件進行去除靜電措施，並不可在絨毯或地毯進行。
 - 否則靜電發生將會導致PCB裝置內的電子零部件破損。
- 請不要改變本產品的開關位置。
 - 否則，將不能正常遊戲。



禁止



禁止



連接地線



禁止



禁止



禁止



禁止

使用時

 **警告**

- 如果本產品萬一發生冒煙、臭味或者異常聲響時、請立即關閉主電源開關，將電源插頭從插座上拔下，停止使用。

· 否則，繼續在異常狀態下使用，會導致發生火災和事故。

發生異常情況時

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



拔下電源插頭

- 絕對不可用濕手插拔電源插頭。

· 否則將會導致觸電。



禁止

- 不得在電源插頭未正確插入插座中或積滿灰塵的狀態下放置不管。

· 否則，可造成觸電或火災。應至少每月一次以上進行檢查。



禁止

 **注意**

- 本產品不可在商工業地區以外使用。

· 如果在住宅地區或與其相鄰的地區使用，將會影響電視機、收音機和電話機等接受信號。



禁止

- 請遊戲者注意以下事項。

· 否則將會導致發生事故或病癥，致使病癥加重。

- 請以下人士不要進行遊戲。
- 飲酒者 · 疲勞、睡眠不足、病中病後、受傷以及身體不適者
- 孕婦或有可能懷孕者 · 醫囑不能激烈運動者
- 曾經因受聲音、光線以及影像等的刺激而發生肌肉痙攣、意識喪失者或有其可能者

- 在遊戲中如遇以下情況，請招喚服務人員。

· 否則將會導致事故。

· 請不要過分激烈遊戲，否則將會導致人員受傷。

- 請不要撞擊玻璃面。

· 否則將會導致發生意外事故或受傷。



禁止

- 腳踏薄板濡濕時，請擦拭干淨後讓遊戲人員遊戲。

· 否則將會導致在遊戲中滑倒受傷。

- 請不要衝擊傳感器裝置。

· 否則將會導致發生意外事故或受傷。



禁止

- 使用電源軟線時，請遵守以下事項。

· 否則將會導致發生漏電事故、火災或觸電。

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

- 萬一發生電源軟線或電源插頭損傷時，立即停止使用，委託當地的經銷店更換零件。

· 在破損狀態下持續使用，將會導致發生火災或觸電。

檢查和清掃

警告

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



拔下電源插頭



禁止



禁止



拔下電源插頭



禁止分解

注意

- 請不要在傳感器裝置周圍噴漆或貼上標籤與廣告等。
 - 否則將會導致無法進行正常遊戲或發生故障。
- 請不要在腳踏薄板上塗蠟或其它油脂等。
 - 否則將會導致遊戲人員滑倒受傷。



禁止



禁止

移動、搬運時

 **注意**

- 本產品裝設有顯示屏以及不抗震動的電子零件和精密零件，在移動、搬運時請小心注意。此外，絕對不可橫放。
- 分拆或移動本產品前，務必關閉主電源開關，從插座上拔下電源插頭，取下電源軟線。
 - 否則踩到或勾到電源軟線，將會導致發生事故或破損。
- 移動本產品時，必須拆下腳踏薄板，接著使八個調節腳擰上至最頂位置，然後用小腳輪進行移動。
 - 否則將會導致發生事故，破損或故障。
- 移動各裝置時，請不要過分施加力量。
 - 尤其會導致因顯示屏裝置跌倒而發生事故或破損。
- 移動顯示屏裝置時，按推動方向的不同，有時會跌倒。分開後移動時，必須將顯示屏朝著左右方向推動。移動及超越高低差異處時，請務必兩個人以上抓好把手處搬動。
 - 否則會導致因該裝置跌倒而發生事故或破損。
- 移動各裝置時，請不要對關閉部位與可動部位施加過分的壓力。
 - 否則將會導致人員受傷或發生事故與破損。



禁止

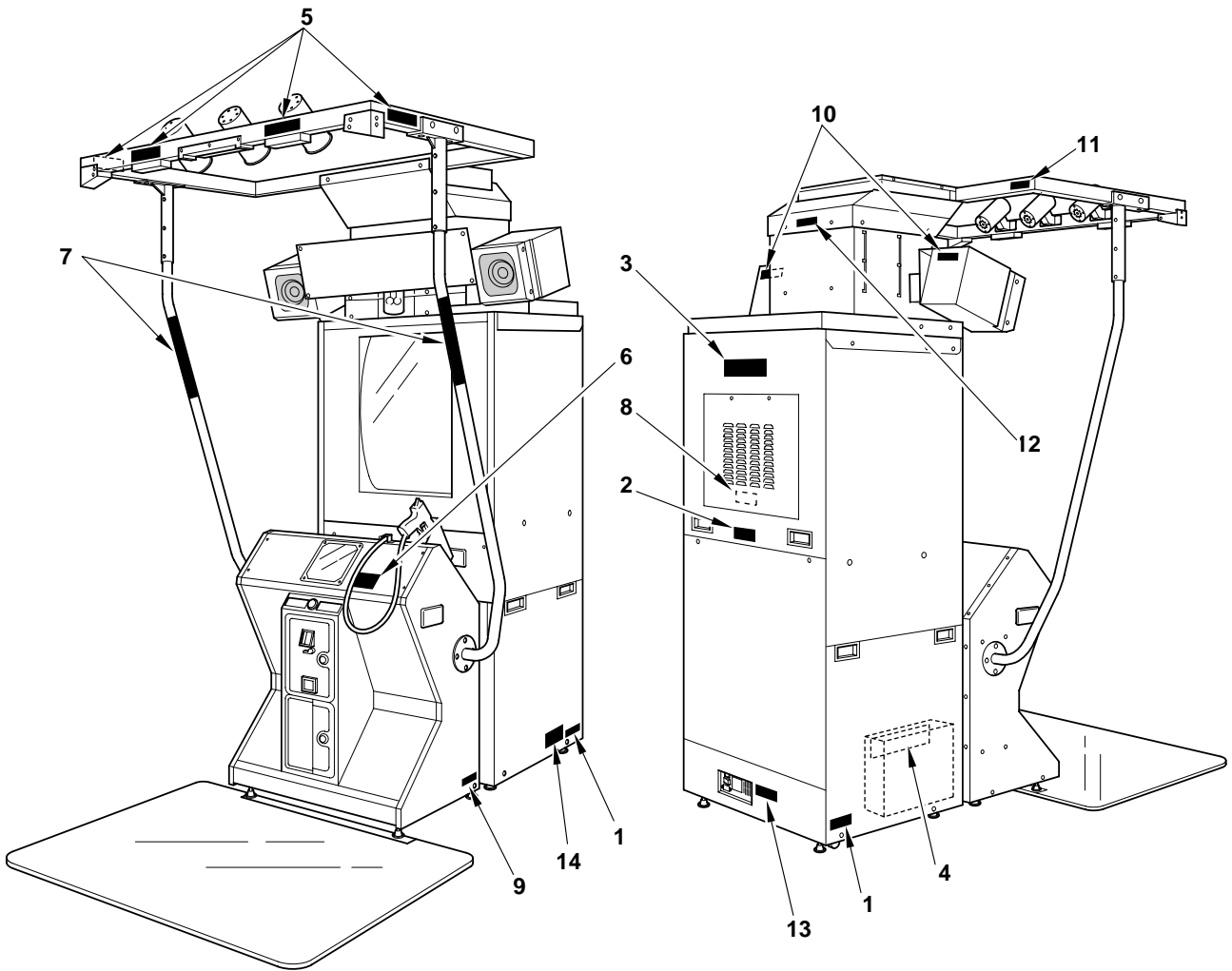


拔下電源插頭

敬請遵守

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

警告標籤等的張貼位置



警告標籤等的種類

1

⚠ WARNING

Ensure all leg levellers are securely set and game cabinet is level.

PN.0000038360

2

⚠ WARNING

ELECTRICAL SHOCK HAZARD. DO NOT OPEN EXCEPT FOR SERVICE.

PN.0000032450

3

⚠ WARNING

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

BAD **GOOD**

4

⚠ 注意 (ちゅうい) / CAUTION

| | |
|---|--|
| <p>① 本製品は必ずしも分解していません。分解は必ずしも必要ではありません。</p> <p>② 分解する前に、必ず電源から電源供給ケーブルを抜いてください。電源がまだ通電している可能性があります。</p> <p>③ 使用前には必ず電源が切れていることを確認してください。</p> <p>④ ケースの上や近くには、茶や飲み物を入った容器や物を置かないでください。水分や飲み物がこぼれると、故障の原因になります。</p> <p>⑤ 濡れた手で触らないでください。故障の原因になります。</p> <p>⑥ 本製品の取扱説明書に従って正しい方法で使用してください。それ以外の方法を適用することは保証されません。また、火災や人身事故、設備の破損の原因になります。</p> | <p>This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.</p> <p>Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.</p> <p>Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.</p> <p>Do not place beverages holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.</p> <p>Do not touch this unit with wet hands. Doing so could cause injury and electrical shock.</p> <p>When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. Using improper parts could result in fire/malfunction or equipment failure.</p> <p><small>MADE IN JAPAN PN.00000391</small></p> |
|---|--|

5

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

6

⚠ CAUTION

Please do not play this game if

- You have been drinking.
- You are tired or sick or have been recently sick.
- You think you might be pregnant.
- You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.
- Your exercise is medically regulated.

7

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

8

⚠ HAZARDOUS VOLTAGE

PN.0000032445

9

Weight **58kg(127.9lb)**

PN.000001492

10

Weight **4.5kg(9.9lb)**

PN.000001495

11

Weight **16kg(35.3lb)**

PN.000001497

12

Weight **12kg(26.5lb)**

PN.000001697

13

Weight **186kg(410.1lb)**

PN.000001919

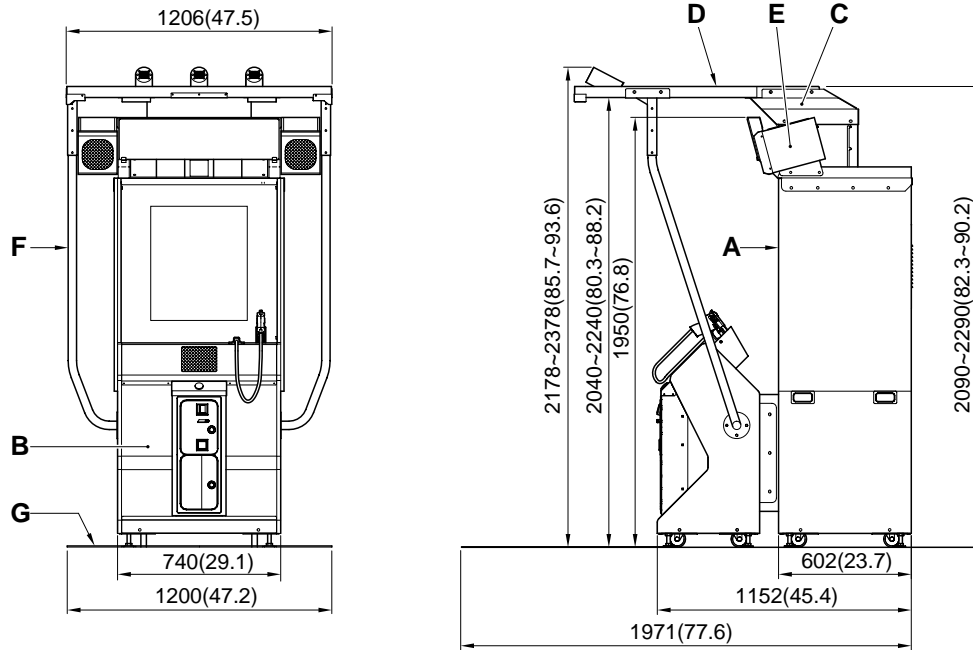
14

| | |
|---------------------|-------------------------------|
| MODEL | G0B11-HD THE KEISATSUKAN 2 |
| POWER | 220 V / 50 Hz 265 W |
| MANUFACTURER | KONAMI CORPORATION |
| DATE OF MANUFACTURE | December, 2001 |
| WEIGHT | 290kg (639.5 lb) |
| SERIAL NUMBER | |

KONAMI
MADE IN JAPAN
PN.0000108142 INDOOR USE

MEMO

1 規 格



規 格

| | |
|---------|---|
| 外形尺寸 | 參閱上圖 mm(in) |
| 重 量 | 總重量：約 290kg (639.5 lb) (腳踏薄板除外) A. 顯示屏裝置：約 186kg (410.1 lb) B. 前面裝置：約 58kg (127.9 lb) C. 連接架：約 12kg (26.5 lb) D. 傳感器裝置：約 16kg (35.3 lb) (包括聚光燈) E. 揚聲器：約 4.5kg /個 (9.9 lb) F. 管：約 4.5kg /支 (9.9 lb) G. 腳踏薄板：約 5kg (11.0 lb) |
| 額定消耗電力 | 265W |
| 顯 示 屏 | 29英寸顯示屏 |
| 使 用 條 件 | 溫度10~35°C (50~95°F) 濕度20~80% (不可結霜) |
| 附 屬 物 品 | · 使用說明書 本書 · 記憶卡(遊戲軟體) 1 · 維修用鑰匙 2 · 錢箱鑰匙 2 · 電源軟線 1 · 十字槽頭螺絲(M4 × 10L) 12 · 十字槽頭螺絲(M6 × 30L) 8 · 內六角螺絲(M6 × 20L) 20 · 內六角螺絲(M6 × 35L) 8 · 扁平墊圈(公稱直徑6) 28 · 腳踏薄板 1 · 腳踏薄板固定用雙面粘膠帶 10 · 內六角扳手(4mm) 1 · 旋轉燈的備用燈泡 (12V 10W/BA15S:在旋轉燈裝置內) 1 |

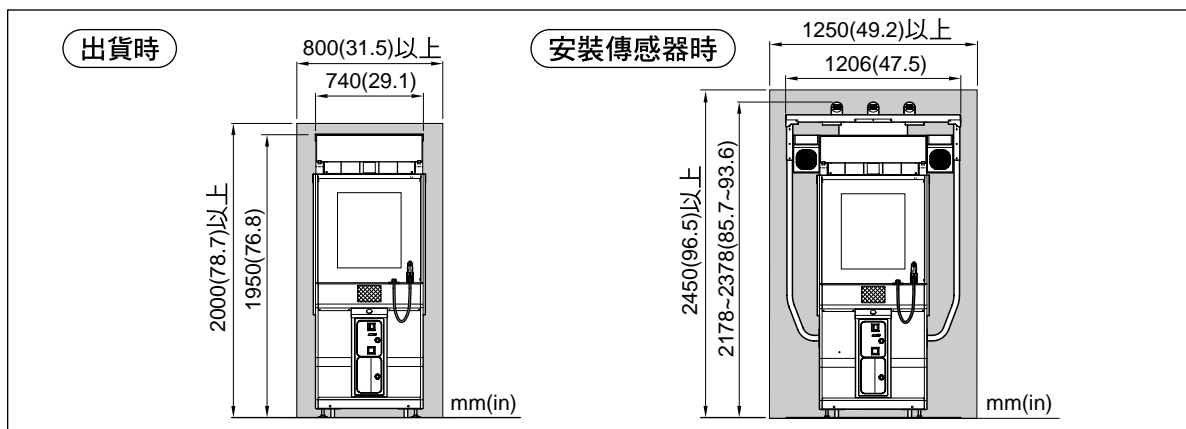
設置時需要準備的物品

- 十字螺絲刀 (#2)
- 地線固定件 (在使用機器或插入記憶卡時需要除去靜電氣)
- 對邊24mm的扳手(固定調節器時需要)

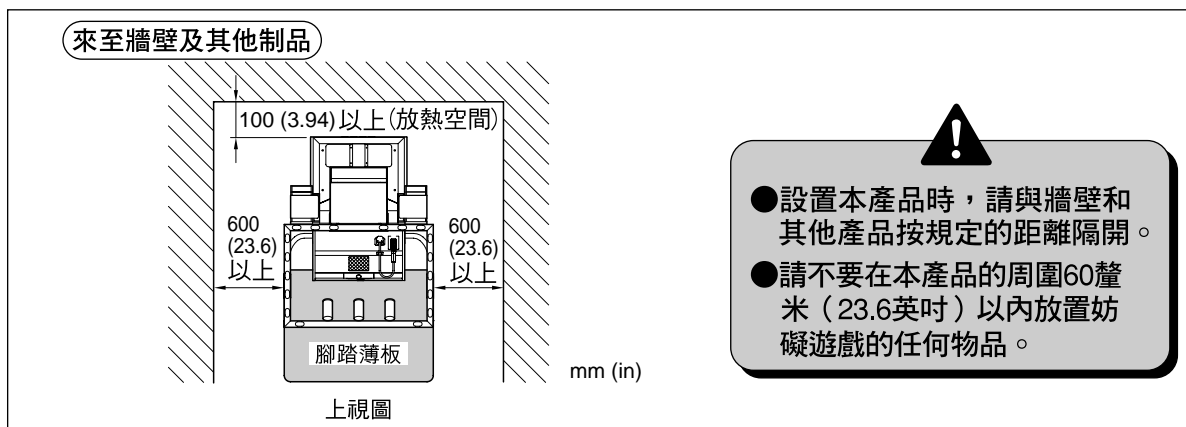
- 萬一附屬品不全或發現其他次品時，請惠詢當地的經銷店。
- 因提高產品性能等理由，本產品的規格不經預告可能有所變更。

■有關搬運與設置的尺寸

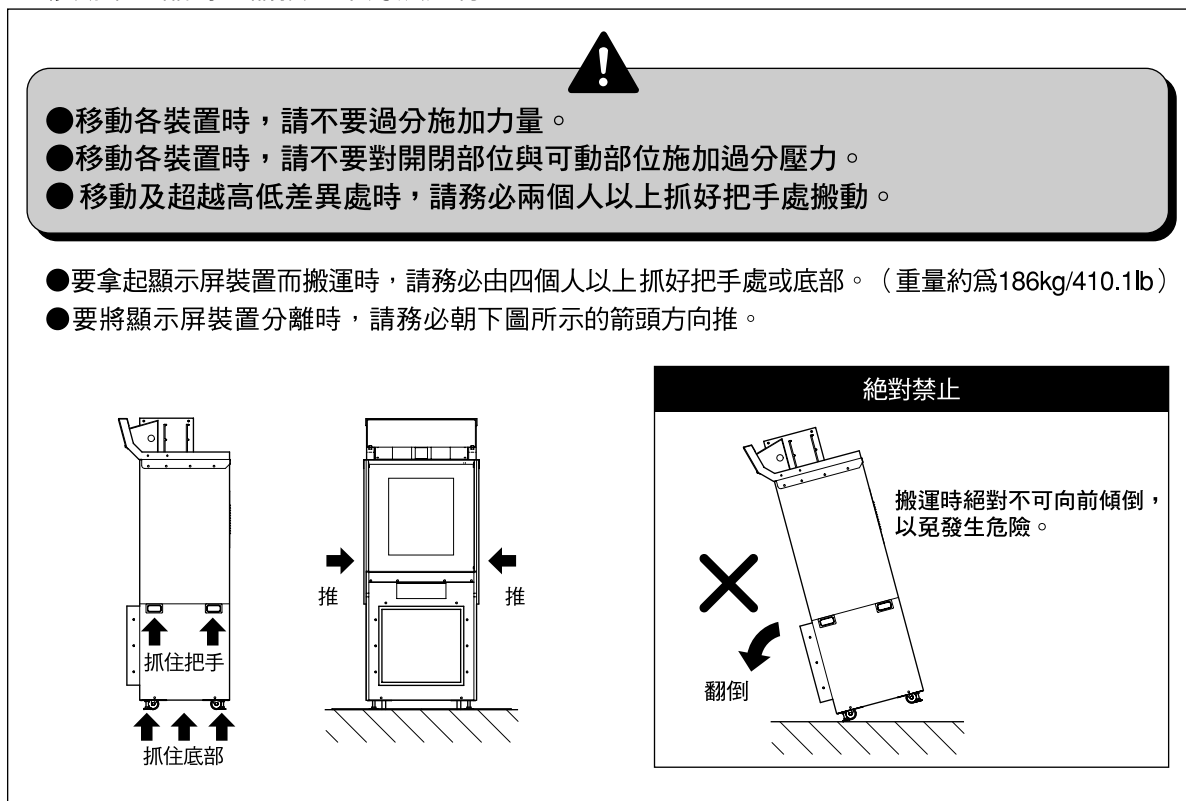
為便於搬進本裝置，門口的尺寸大小需按下列所示進行。



設置本產品時，請確保以下空間。

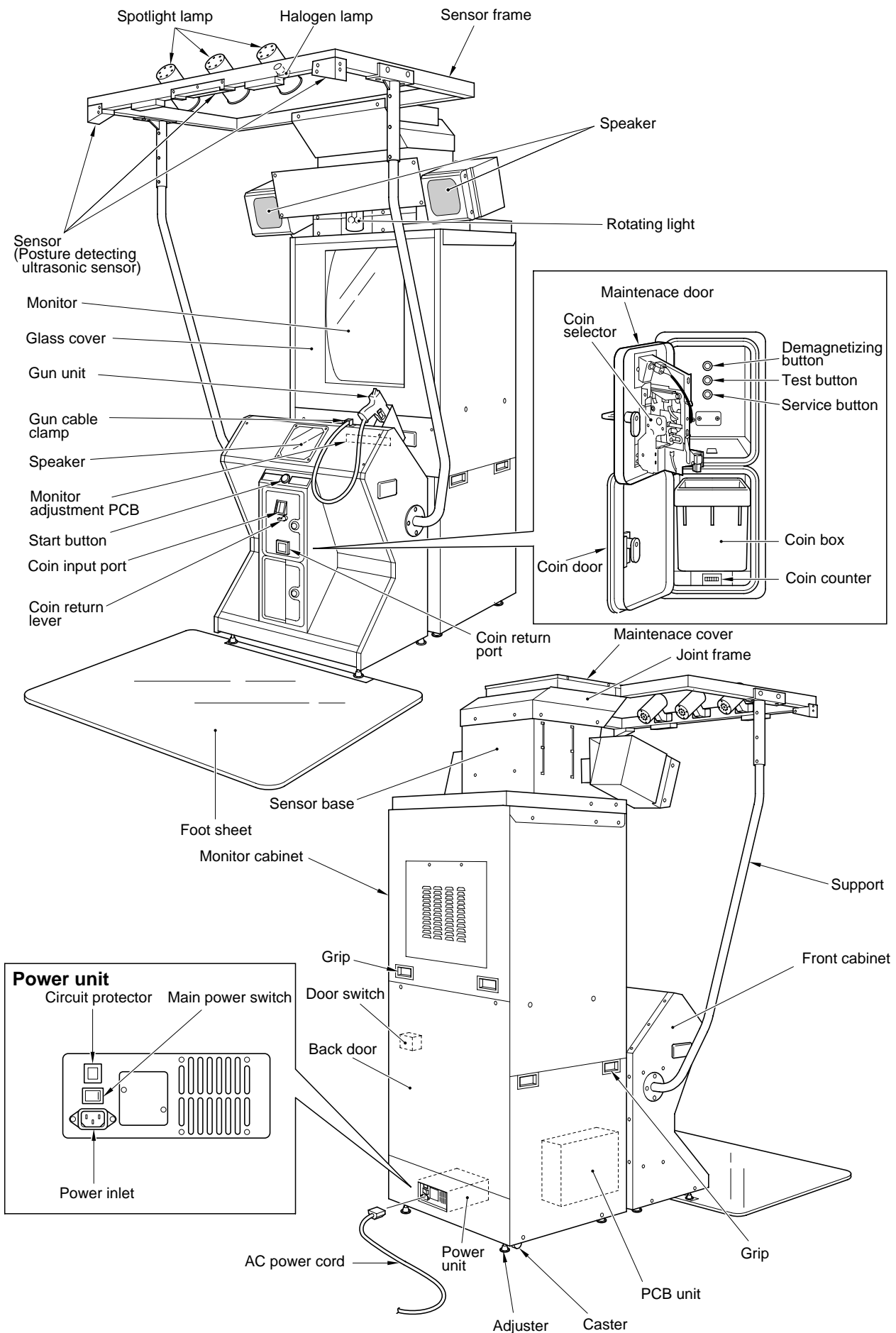


移動本產品時，請按以下方法進行。



CHINESE

2 Names of parts



■ **Continuation of the game** —————

The continuation of the game is accepted for 10 seconds after the end of the game. (The time for acceptance of the continuation can set by the procedure of “GAME OPTIONS” is page 34).

■ **Event mode** —————

This product is presettable for players to join customers’ events and competitions. To enable this, select one of the ten stages for “EVENT MODE” on the “GAME OPTIONS” screen. (See page 34.)

■ **Ranking in the “INTERNET RANKING” program** —————

By selecting “YES” for “INTERNET RANKING” of “GAME OPTIONS” screen, you can participate in the ranking event of KONAMI’s homepage. (See page 34.)

————— **Ranking-in procedure** —————

- 1 When the player has cleared, the password are displayed onscreen.
- 2 Note down the password, access the Konami homepage at the following website.

http://www.konami.co.jp/am/AM_English/

- 3 Enter the specified items and get them registered for ranking in.
 - The above Konami website can be accessed from the player’s computer or other terminal, not on the game machine. The player is expected to pay the access cost.

The schedules and durations of ranking events will be separately introduced.
(Keep in mind that those events will not be held for some reasons.)

4 Opening and closing the doors

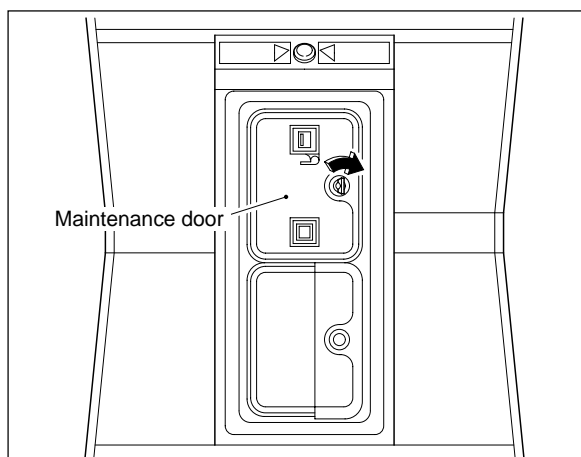
4-1 Opening and closing the maintenance door

■ How to open the maintenance door

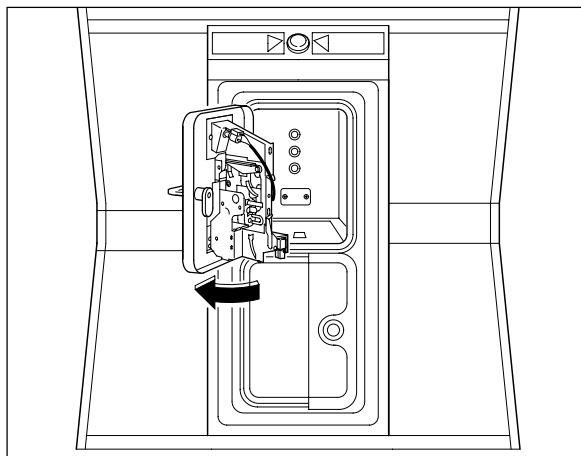


- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.

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



- 2 | Open the maintenance door.



■ How to close the maintenance door

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

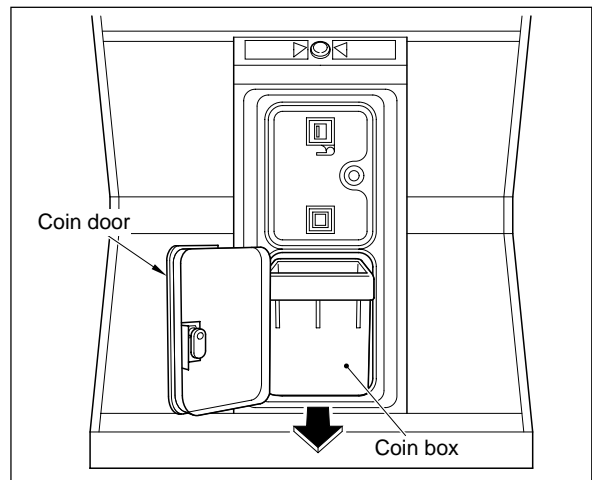
4-2 Opening and closing the coin door

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



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

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

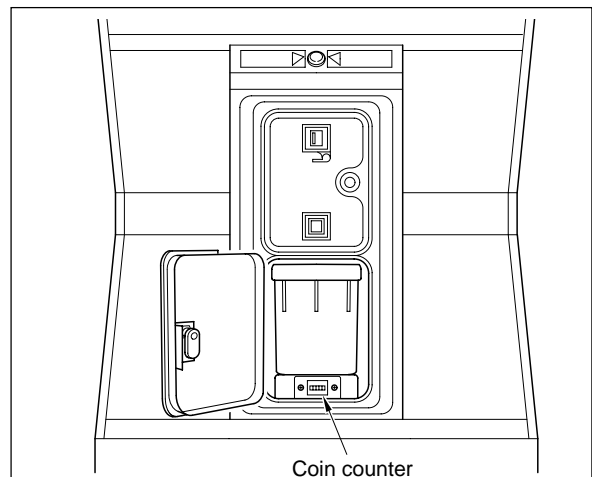


■ Coin counter — — — — —

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

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

MEMO



5 Game settings

5-1 Checking the game start up

- When the power ON after installation of machine, the selfdiagnostic test will get started. The test results will be displayed on the screen. If the power switch cannot be turned ON, check whether or not the back door is surely closed. (See pages 46 and 47.)



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

■ Result of self test —————

If test is OK

- After all the checks, the machine goes to the game mode and the demonstration game gets started.
If “BAD” or “ERROR” appears onscreen, take proper measures, referring to “7-8 Troubleshooting” on page 58.

■ Setting the time —————

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

“PLEASE SET THE TIME FOR THE BOOKKEEPING”

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

5-2 Setting and adjustment of game mode

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

Starting the test mode

- 1 Turn ON the power switch.
- 2 While the demonstration game is playing, press the test button on the service panel.
 - The main menu is displayed on the screen.

•Do not turn ON the power switch with the test button held down. The current settings, the ranking record and the “BOOKKEEPING” date will be erased and the machine will have the factory settings.

MEMO

Quit the test mode

- 1 Pull the trigger of the gun to select “GAME MODE” on the main menu.
- 2 Press the start button.
 - The screen goes back to the game mode.

Main menu screen (basic items)

| | |
|--|---|
| <p style="text-align: center;">MAIN MENU VER.HDA:A</p> <p>I/O CHECK</p> <p>GUN CHECK</p> <p>SCREEN CHECK</p> <p>COLOR CHECK</p> <p>MEMORY CARD CHECK</p> <p>C.G. CHECK</p> <p>SOUND OPTIONS</p> <p>GAME OPTIONS</p> <p>COIN OPTIONS</p> <p>BOOKKEEPING</p> <p>ALL FACTORY SETTINGS</p> <p>GAME MODE</p> <p style="text-align: center; font-size: small;">PULL GUN TRIGGER = SELECT ITEM PRESS START BUTTON = EXECUTE</p> | <ul style="list-style-type: none"> Checking the controls. --> Page 30 Checking the gun reaction and sighting. --> Page 31 Adjusting the screen distortion. --> Page 32 Adjusting the display color. --> Page 32 Checking the memory card. --> Page 32 Checking the C.G. performance. --> Page 33 Setting various sound options. --> Page 33 Setting various game options. --> Page 34 Setting various coin options. --> Page 35 Displaying the bookkeeping information of coins. --> Page 36 Returning the test-mode settings to the factory settings without the gun calibration setting. --> Page 38 Returning to game mode. |
|--|---|

•This screen is just an example.

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

MEMO

Selecting each mode

How to select each mode from the main menu

- SELECT --> Pull the trigger of the gun.
- SET --> Press the start button.

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

5-3 Mode descriptions

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

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

Pull the trigger of the gun to select “YES” or “NO”, and press the start button for entry.

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

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

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

MEMO

I/O CHECK

Checking the controls

■ Mode for checking the performance of the controls.

To return to the main menu screen, press the start button while pull the trigger of the gun.

The screenshot shows the 'I/O CHECK' menu with the following items:

- GUN TRIGGER: OFF
- START BUTTON: OFF
- TEST SWITCH: OFF
- SERVICE SWITCH: OFF
- COIN MECH1 SWITCH: OFF
- COIN MECH2 SWITCH: OFF
- SENSOR DATA: 00 00
- SENSOR POSITION: 0.00 0.00

At the bottom of the screen, there are instructions:

- HOLD START BUTTON = ROTATING LIGHT CHECK
- HOLD GUN TRIGGER = START BUTTON LAMP CHECK
- HOLD GUN TRIGGER AND PRESS START BUTTON = EXIT

Callouts provide the following explanations:

- Displaying the state of switches.
 - ON.....Switch is on.
 - OFF.....Switch is off.
- Displaying sensor input value in hexadecimal notation.
 - The left number corresponds to the left sensor on the screen. Reference values are 20 thru FC (hexadecimal numbers).
 - The right number corresponds to the right sensor on the screen. Reference values are 20 thru FC (hexadecimal numbers).
- Displaying the position of sensor.
 - The left number changes when moving right and left. The maximum level is normally in the range of -1.40 (left side) to 1.40 (right side).
 - The right number changes when moving up and down. The maximum level is normally in the range of 0.00 (upper side) to 2.00 (lower side).
- Visually check the information of "SENSOR POSITION".
 - The green-colored point shows the sensor detecting position.
 - This point follows the move of player.
 - It means normal that the point moves beyond the red frame when moving right and left, and down.
- The rotating light stays on as long as the start button is held pressed.
- The start button light stays on as long as the gun's trigger is held pulled.

•This screen is just an example.

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

MEMO

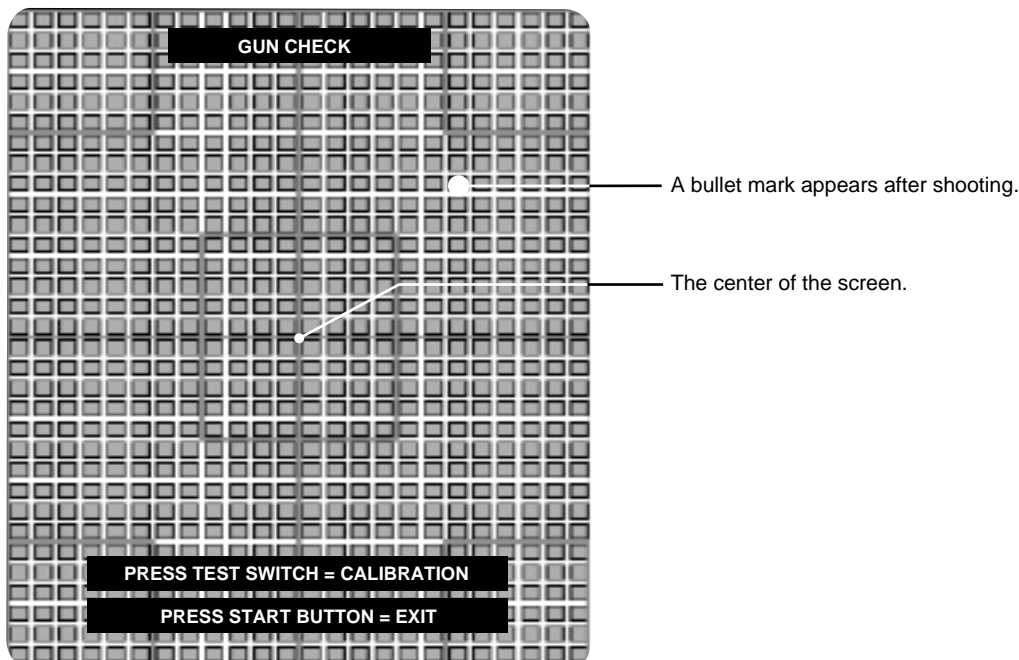
GUN CHECK

Checking the gun reaction and sighting

- Mode for checking the reaction and sighting of gun.
The reaction of gun can be checked by pulling the trigger.
To return to the main menu screen, press the start button.



- After the gun unit has been repaired or replaced, be sure to calibrate the target points.
- Make exact calibration, because otherwise the game may fail to play properly.



- This screen is just an example.

- When the test button of the service panel is pressed on the “GUN CHECK” screen, the following message appears and the mode changes to sighting mode.

SHOOT THE CENTER!

The gun is sighted correctly by taking aim at the center of the screen and pulling the trigger. The screen returns automatically to the “GUN CHECK” screen.
A bullet mark appears after shooting.

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB (See page 57) to make adjustments. To return to the main menu screen, press the start button.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Make the adjustment using the monitor adjustment PCB (See page 57) so that the colors of the color bars should appear properly graded and the background should become black sufficiently.

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

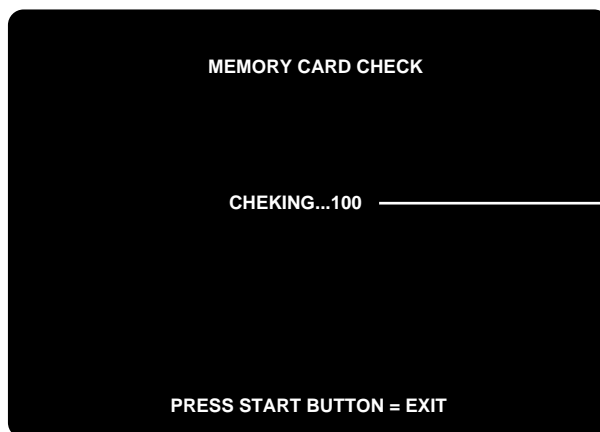
MEMORY CARD CHECK

Checking the memory card

- Mode for checking the memory card.

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

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



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

•This screen is just an example.

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

OK

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

BAD



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

C.G. CHECK

Checking the C.G. performance

■ Mode for checking the C.G. function.

Check the function of the C.G. by watching the motion on the screen in this mode to see if the C.G. works normally or not.

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



The logo of this machine appears cyclically in non-transparent letters - transparent letters - non-transparent letters.

After appearance of the logo, two cubes are rotating entangled with each other.

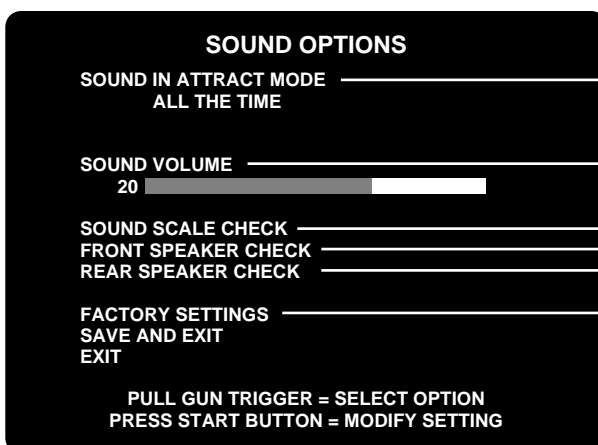
SOUND OPTIONS

Setting various sound options

■ Mode for setting and checking the sound options.

Pull the trigger of the gun to select an item, and press the start button to change the setting.

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



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

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

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

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

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

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

•This screen is just an example.

GAME OPTIONS

Setting various game options

■ Mode for setting and checking the game options.

Pull the trigger of the gun to select an item, and press the start button to change the setting.

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



•This screen is just an example.

•In the event mode, the game can be played for selected stages only. The results will be displayed for each of these stages. Using this function, you can enjoy a competitive event of how fast each stage has been cleared, for example.

•If the gun's trigger is pulled and the start button is pressed at once for 3 seconds during play in the event mode, the game will be reset and the coin acceptance screen will show up.

MEMO

Sets a difficulty level.(from the 8 levels)

- 1:EASIEST
 - 2:VERY EASY
 - 3:EASY
 - 4:MEDIUM-----Standard
 - 5:MEDIUM HARD
 - 6:HARD
 - 7:VERY HARD
 - 8:HARDEST
- ↑ Easier
↓ Harder

Sets whether the game is continued or not.

- YES....The game can be continued.
- NO.....The game cannot be continued.

Sets the waiting time in continuation period.

Select waiting time among 5,10,15,20,25,30 seconds.

Sets ON/OFF of the rotating light during demonstration of the game.

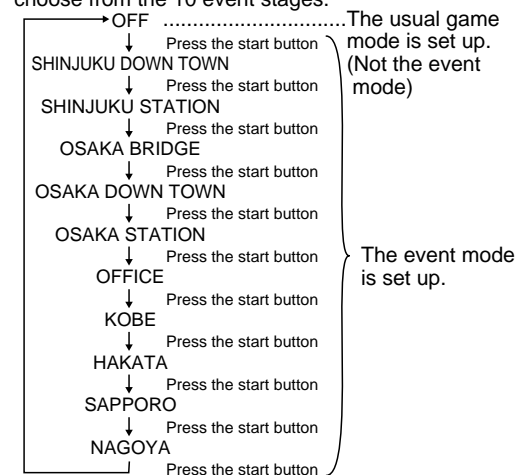
- ON.....The rotating light is turned on.
- OFF....The rotating light is turned off.

Sets ON/OFF of the rotating light during playing of the game.

- ON.....The rotating light is turned on.
- OFF....The rotating light is turned off.

Selects the event mode setting.

To set up the event mode, press the start button to choose from the 10 event stages.



Sets the issuance of password for internet ranking.

- YES....Password is issued when specific conditions are satisfied in clearance of the game.
- NO.....Password is not issued even if specific conditions are satisfied in clearance of the game.

Sets whether to take or not the ranking record.

- YES....Takes the ranking record.
- NO.....Does not take the ranking record.

Clears the ranking record data.

Press the start button to return all the settings excluded the ranking record date in this mode to the factory settings.

COIN OPTIONS

Setting various coin options

■ Mode for setting and checking the coin options.

Pull the trigger of the gun to select an item, and press start button to change the setting.

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



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

COIN OPTIONS

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

PULL GUN TRIGGER = SELECT OPTION
 PRESS START BUTTON = MODIFY SETTING

•This screen is just an example.

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

BOOKKEEPING

Displaying the bookkeeping information of coins

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

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

Pull the trigger of the gun to select “HOUR”, “MINUTE”, and “SECOND”. Press the start button to adjust the current time.

Make sure the current time is correct, select “SAVE AND EXIT” and press the start button.

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

The screenshot shows the 'BOOKKEEPING' menu with the following options and callouts:

- SYSTEM CLOCK 6:20:19 P.M.**: Displays the time in the built-in calendar memory in the 12-hour system. (6:20:19 in the afternoon shown here)
- SET TO HOUR 6 P.M.**: Sets the current hours (in the 12-hour system).
- MINUTE 20**: Sets the current minutes.
- SECOND 19**: Sets the current seconds.
- SAVE AND EXIT**: Saves the current time and returns to the main menu screen. If the above 3 top settings are made but not saved here, the time is not reflected.
- EXIT**: Does not save the current time and returns to the main menu screen.

At the bottom of the screen, it says: **PULL GUN TRIGGER = SELECT OPTION** and **PRESS START BUTTON = MODIFY SETTING**.

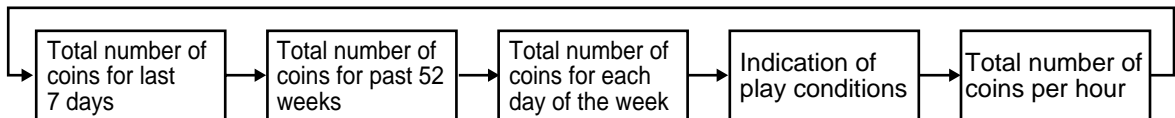
•This screen is just an example.

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

MEMO

■ When the time has been preset on the “CLOCK SETUP” screen, the following each “BOOKKEEPING” is displayed on the screen. When pulling the gun’s trigger to select “NEXT SUMMARY”, the screen changes as follows.

To return to the main menu screen, pull the gun’s trigger to select “EXIT ” in individual display screen.



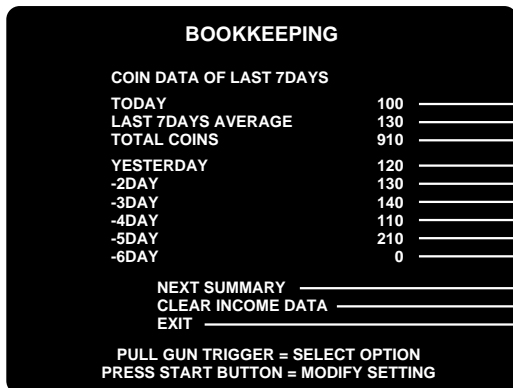
When the current time has been set, the current time and coin collection summary data can be cleared by pulling the gun’s trigger after selecting “CLEAR INCOME DATA” on each display screen.

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

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

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

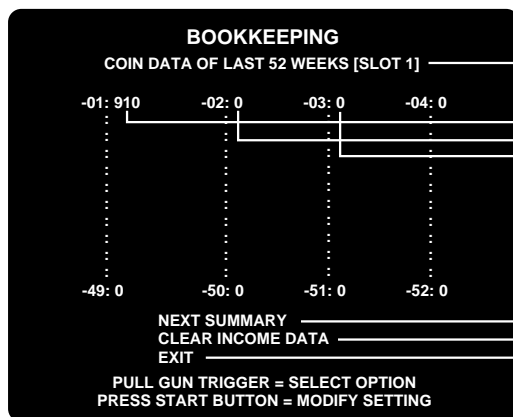
Screen of the total number of coins for last 7 days



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

•This screen at left is just an example.

Screen of the total number of coins for past 52 weeks

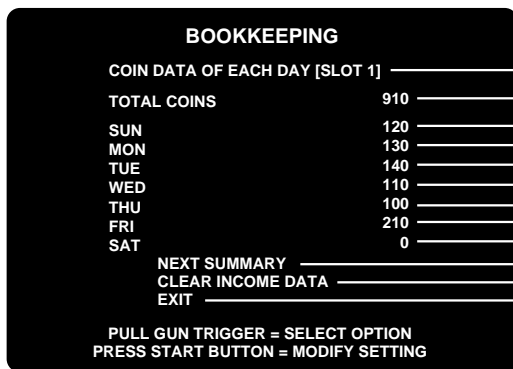


- When COIN MECHANISM of "COIN POTIONS" is set at COMMON, "SLOT 1" and "SLOT 2" are displayed individually.
- Number of coins of 1 week before.
- Number of coins of 2 weeks before.
- Number of coins of 3 weeks before.
- ...
- ...
- ...
- "0" appears for the week whose data is not totaled.

- Changes to the screen of "The total number of coins for each day of the week".
- Clears the coin summary data and returns to the main menu screen.
- Returns to the main menu screen.

•This screen at left is just an example.

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

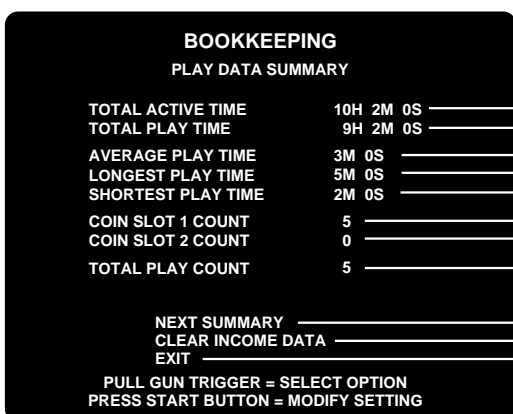


- When COIN MECHANISM of "COIN POTIONS" is set at COMMON, "SLOT 1" and "SLOT 2" are displayed individually.
- Total number of coins since the setting of time.
- Number of coins for Sunday.
- Number of coins for Monday.
- Number of coins for Tuesday.
- Number of coins for Wednesday.
- Number of coins for Thursday.
- Number of coins for Friday.
- Number of coins for Saturday.

- Changes to the screen of "Indication of play conditions".
- Clears the coin summary data and returns to the main menu screen.
- Returns to the main menu screen.
- "0" appears for a day of the week whose data is not totaled.

•This screen at left is just an example.

Screen of indication of play conditions



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

•This screen at left is just an example.

Screen of the total number of coins per hour.

| COIN DATA OF EACH HOUR[SLOT 1] | | |
|--------------------------------|----------|----------|
| 00:00 0 | 08:00 0 | 16:00 10 |
| 01:00 0 | 09:00 0 | 17:00 15 |
| 02:00 0 | 10:00 5 | 18:00 15 |
| 03:00 0 | 11:00 5 | 19:00 20 |
| 04:00 0 | 12:00 10 | 20:00 30 |
| 05:00 0 | 13:00 15 | 21:00 25 |
| 06:00 0 | 14:00 15 | 22:00 30 |
| 07:00 0 | 15:00 15 | 23:00 10 |

When COIN MECHANISM of "COIN POTIONS" is set at COMMON, "SLOT 1" and "SLOT 2" are displayed individually.

Total number of coins per hour.

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

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

Returns to the main menu screen.

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

BOOKKEEPING
 COIN DATA OF EACH HOUR[SLOT 1]
 00:00 0 08:00 0 16:00 10
 01:00 0 09:00 0 17:00 15
 02:00 0 10:00 5 18:00 15
 03:00 0 11:00 5 19:00 20
 04:00 0 12:00 10 20:00 30
 05:00 0 13:00 15 21:00 25
 06:00 0 14:00 15 22:00 30
 07:00 0 15:00 15 23:00 10
 NEXT SUMMARY
 CLEAR INCOME DATA
 EXIT
 PULL GUN TRIGGER = SELECT OPTION
 PRESS START BUTTON = MODIFY SETTING

•This screen is just an example.

ALL FACTORY SETTINGS

Returning all the settings to factory ones

- Mode of returning all the settings of test-mode to the factory settings. Pull the trigger of the gun to select "YES" or "NO". Press the start button to enter the decision. When "YES" is selected, you are requested to confirm it. When "YES" is selected again, all the settings of test-mode will be returned to the factory settings with "NOW SAVING" appearing on the screen. The main menu screen will then show up itself. If "NO" is selected, "NO MODIFICATION" is indicated and the main menu appears again without saving the data of changed settings.

ALL FACTORY SETTINGS

DO YOU WANT ALL FACTORY SETTINGS?
YES / NO

PULL GUN TRIGGER = SELECT OPTION
PRESS START BUTTON = MODIFY SETTING

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

•This screen is just an example.

Mode for returning to the factory settings

- SOUND OPTIONS
- GAME OPTIONS
- COIN OPTIONS
- BOOKKEEPING

•Note that making the factory settings in this mode returns the ranking data also to its factory one.

6 Installation and assembling

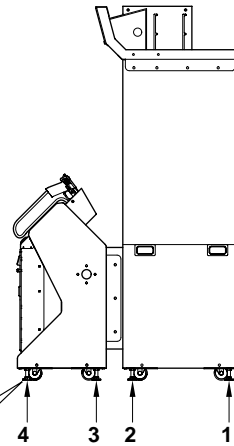
6-1 Fastening the adjusters

■ How to fasten the cabinet adjusters

- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Make all the cabinet 8 adjusters come in contact with the floor, tighten them with hexagon nuts after making sure that all the cabinets are placed stably in a horizontal position.

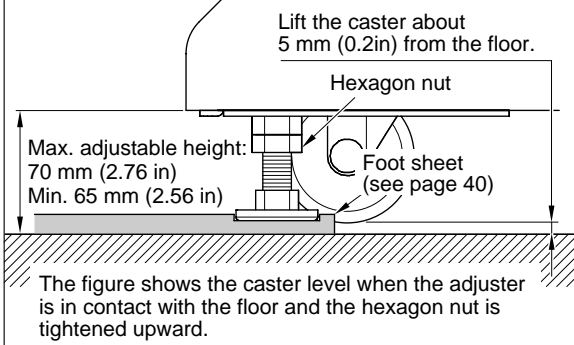
- Fix the adjusters in the order of Steps 1 to 3 as shown in the figure.

When fixing the adjusters in Step 4, the fast carry out the work shown in “6-2 Spreading the foot sheet” of the next page.

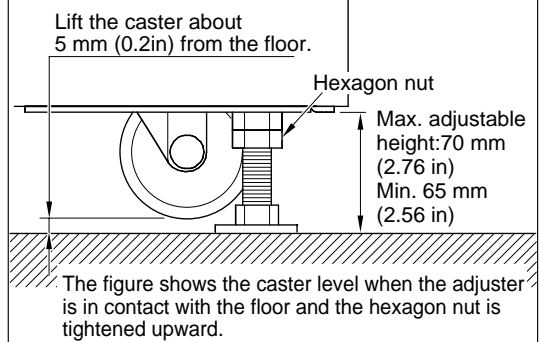


The machine has been shipped in the style shown here.

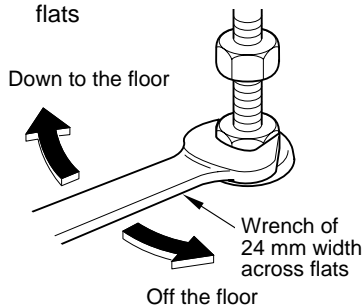
Front cabinet side



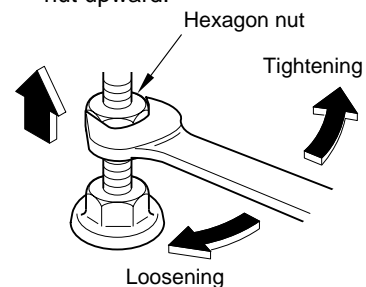
Monitor cabinet side



- 1 Bring the adjuster in contact with the floor by means of a wrench of 24 mm width across flats



- 2 Make sure that the caster is approx. 5 mm above the floor, and then tighten the hexagon nut upward.



6-2 Spreading the foot sheet

How to spread the foot sheet

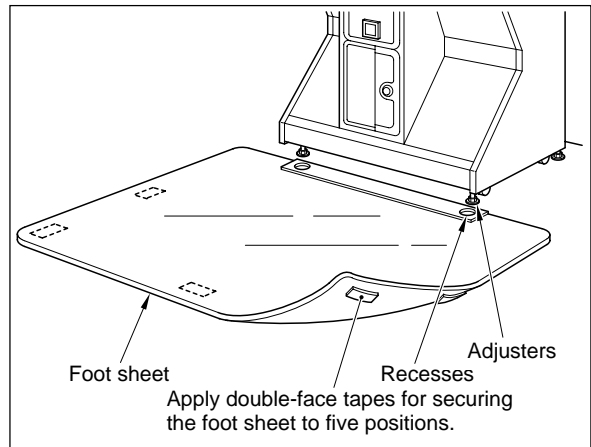


- When spreading the foot sheet, fix the cabinet unit adjusters.
- Be sure to place the foot sheet directly on the floor.
- Do not apply any oil and fat, such as wax, to the top surface of the foot sheet.
- When moving the machine, be sure to separate the foot sheet from the front cabinet and fully screw up all the adjusters. Move the machine on the casters.

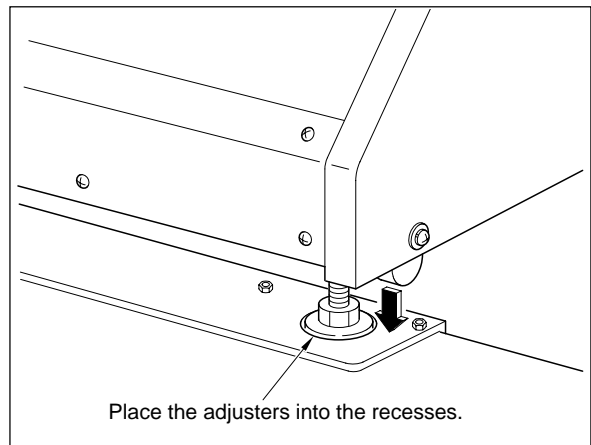
- 1** Stick the attached double-face tape to the backside of the foot sheet and place that on the floor in front of the front cabinet.

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

MEMO



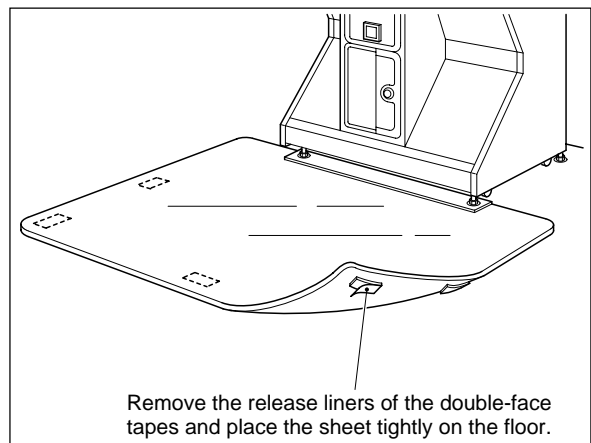
- 2** Place the adjusters into the recesses of the foot sheet. (See page 39.)



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

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

MEMO



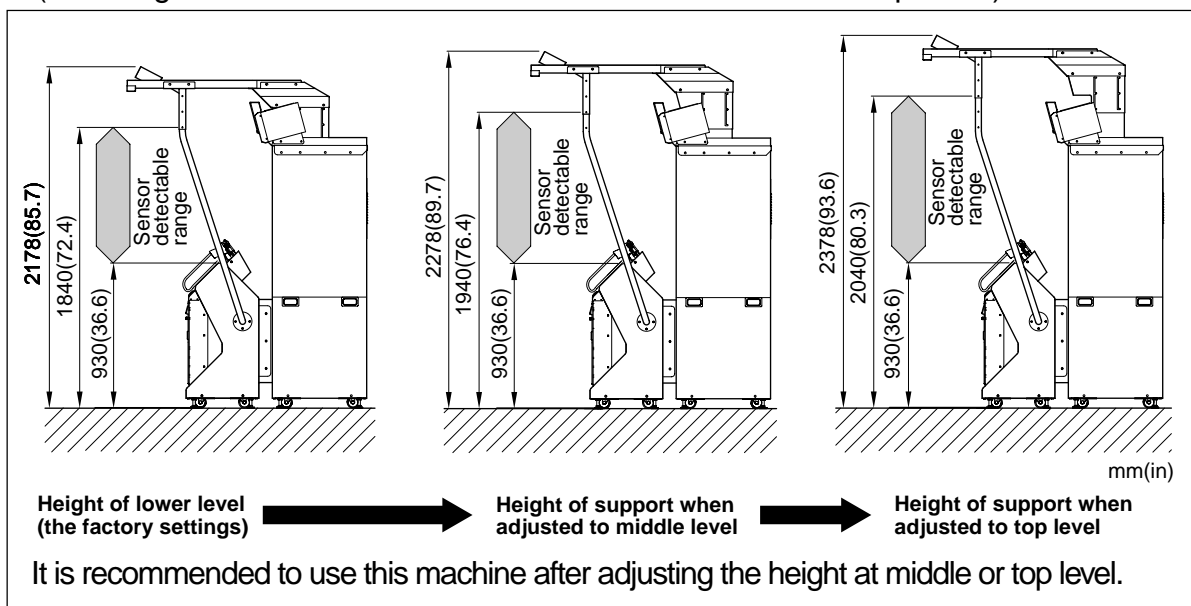
6-3 Mounting the sensor frame

How to mount the sensor frame

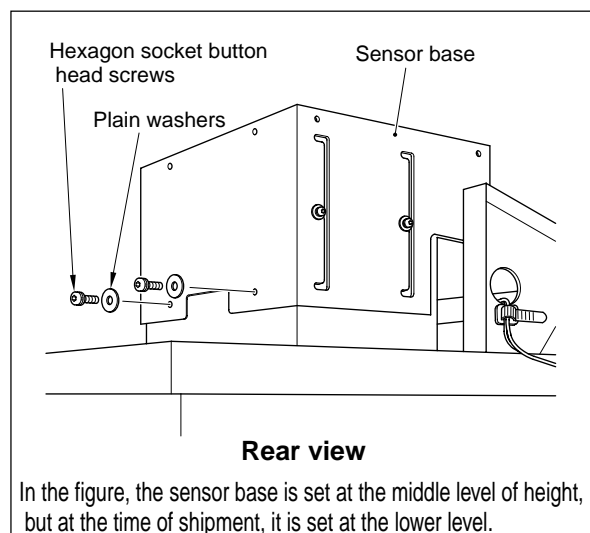


- The sensor frame weighs about 16 kg (35.3 lb). The joint frame weighs about 12 kg (26.5 lb). Be sure to make a team of 4 or more people in detaching and attaching it and to use a stepladder for added safety.
- Keep the specified clearances (see page 11, 21) between the game machine and walls as well as other products.
- Do not apply a strong force for moving the machine.
- Within 60 cm (23.6 in) around the machine, do not leave anything that would interfere with playing the game. (see page 11, 21)
- Do not paint and do not stick a seal or billboard on the sensor elements of the sensor frame and around them.

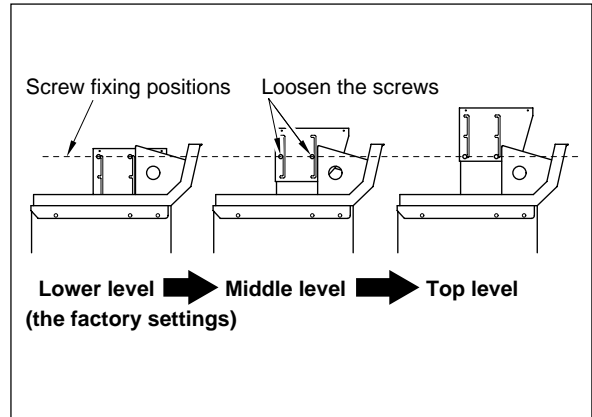
The height of this machine can be adjusted in three levels.
(The height has been set at the lowest level at the time of shipment.)



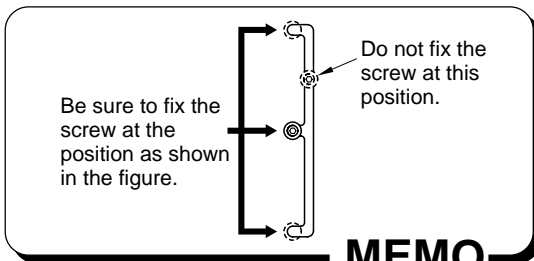
- 1 With use of the hexagon wrench, remove the screws provided at the top of the monitor cabinet.



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

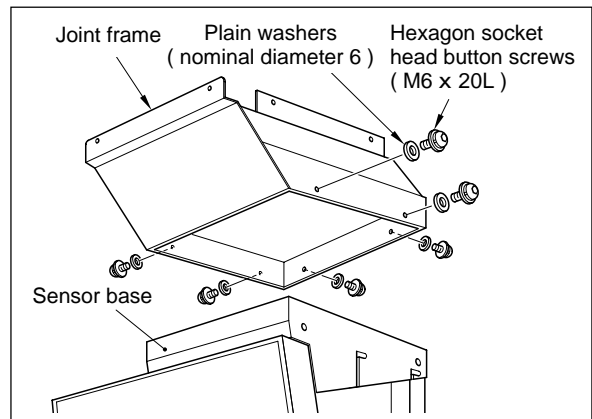


3 When the adjustment is complete, mount the screws that were removed in Step 1 and then tighten up the screws that were loosened in Step 2.



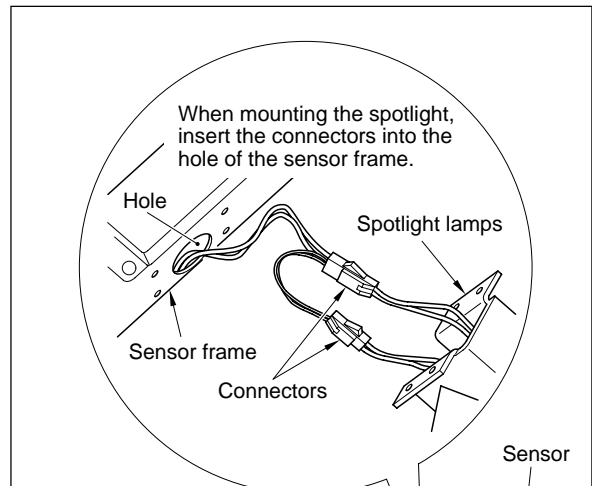
MEMO

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

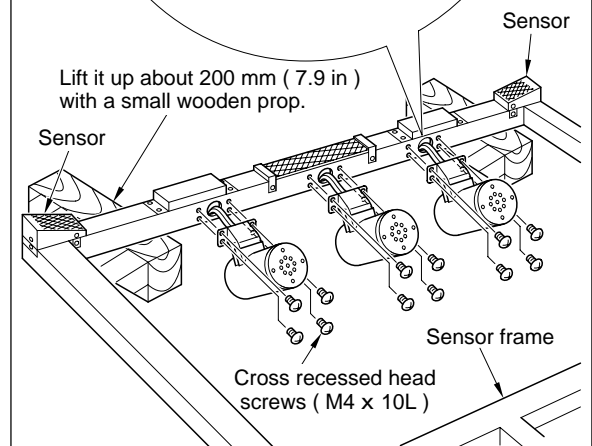
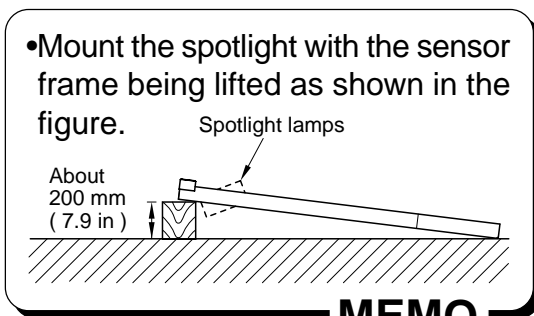


5 Place the sensor frame so that the sensor comes to the upper part.

6 Connect the connectors of the sensor frame with that of the spotlights.



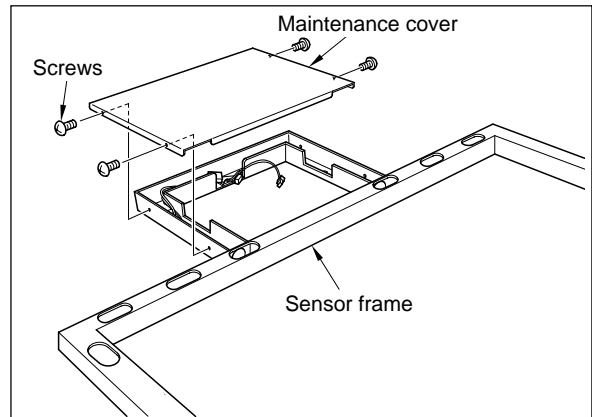
7 Insert the connector into the hole of the sensor frame, using care not allow the wires being caught, and mount the spotlight by the attached screws.



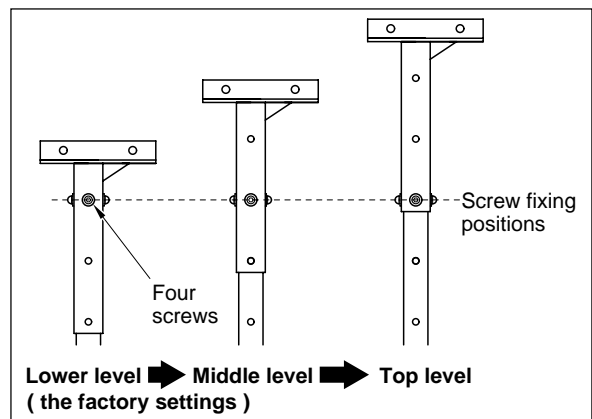
- 8** Put down the sensor part of the sensor frame and detach the maintenance cover.

• Since the support should be mounted in advance, set aside the sensor frame and the maintenance cover in a place where they do not hinder the machine assembling work.

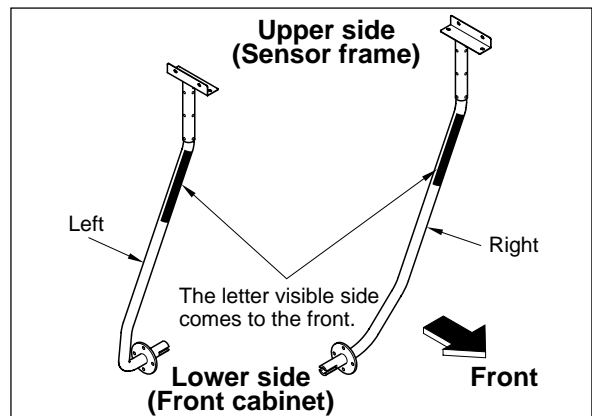
MEMO



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



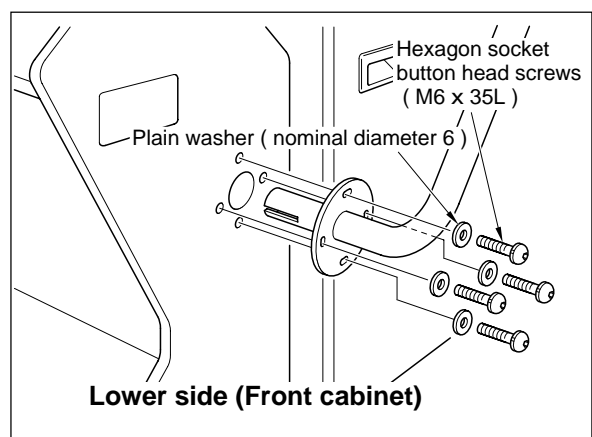
- 10** There are a right support and left support, which can be identified by the position of letters on the label. Make sure which support should be mounted to which side.



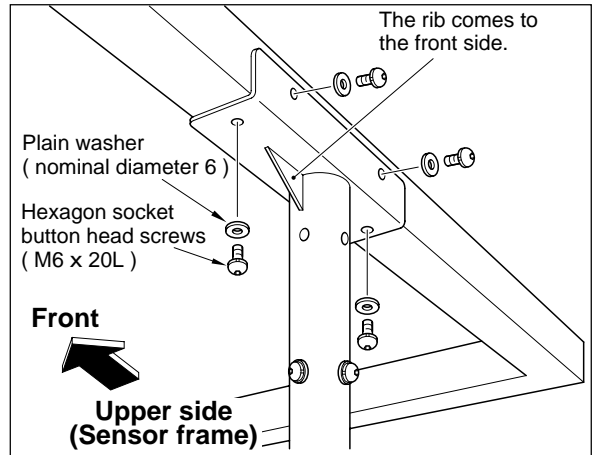
- 11** Temporarily fix the support at its lower part with screws.

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

MEMO



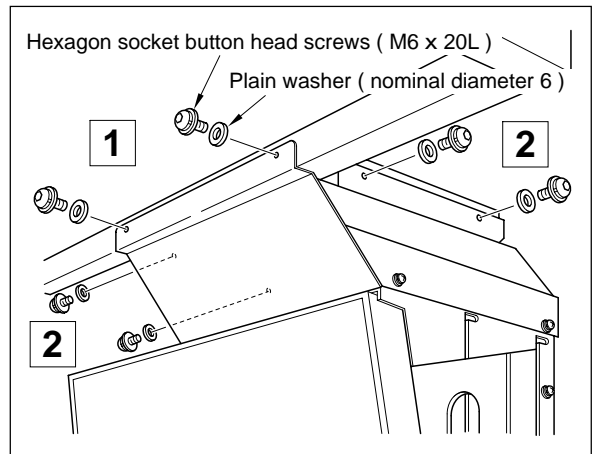
- 12** Secure the support and the sensor frame by tightening the accompanying screws 3 or 4 turns.



- 13** Fit the sensor frame onto the joint frame and the support and secure them by tightening the accompanying screws 3 or 4 turns.

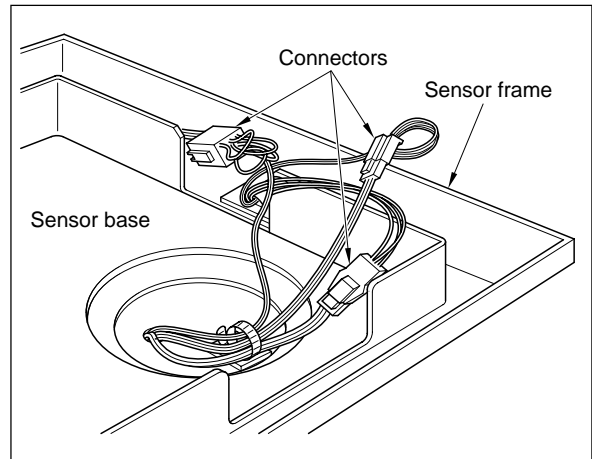
•For tightening the screws 3 or 4 turns, follow **1** and **2** in this order.

MEMO



- 14** Tighten up all the screws to fix the sensor frame firmly.

- 15** Connect the connectors of the sensor base with that of the sensor frame.



- 16** Attach the maintenance cover (detached in Step 8) back into position.

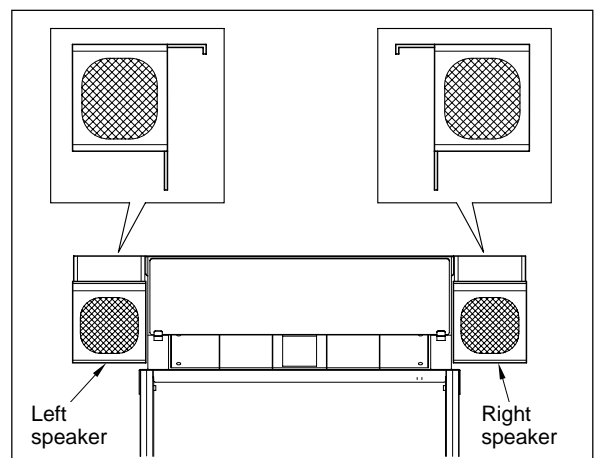
6-4 Attaching the speakers

■ How to attach the speakers

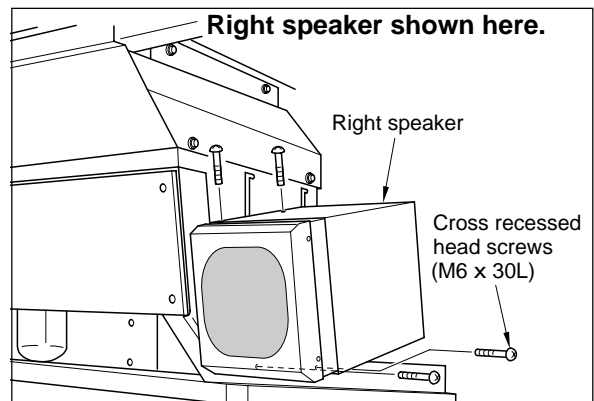


- Before handling the speakers, be sure to fix the cabinet unit adjusters.
- When handling the speakers, be sure to make a team of two or more people, using a stepladder for added safety.
- When attaching the speakers, be very careful not to get your hands and wires caught.

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



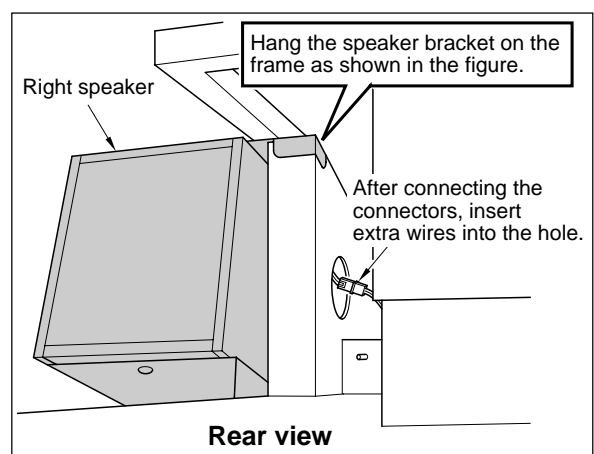
- 2** Being careful not to get the wires caught, attach the speakers.



- 3** Take out the speaker connectors from the hole at the back, and connect it to the connectors of the sensor base.

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

MEMO



6-5 Setting the memory card

■ How to set up the memory card

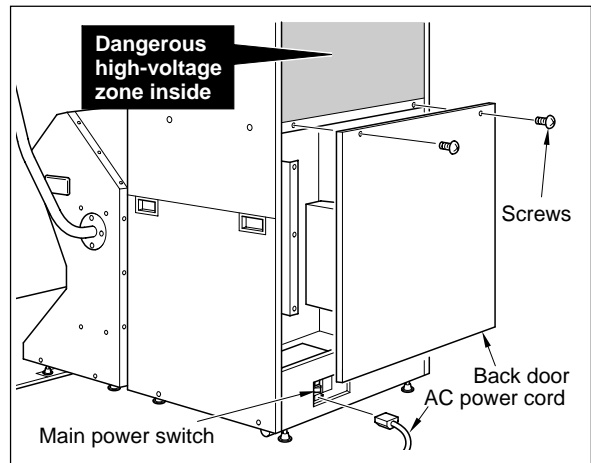
- Before setting the memory card, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



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

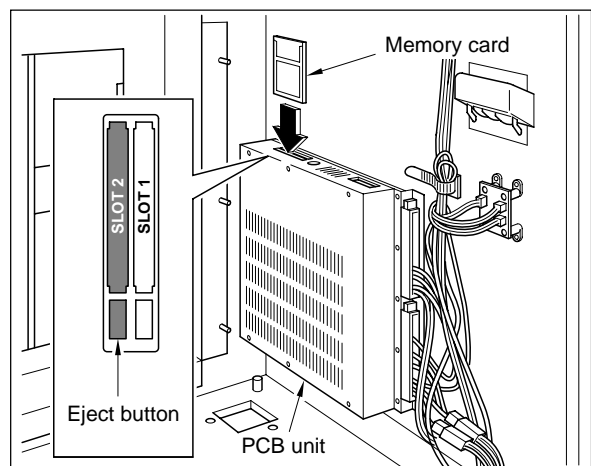
- 2 Remove the screws and detach the back door.

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



- 3 Insert the memory card of this kit in the slot (SLOT2) of the PCB unit as shown in the figure.

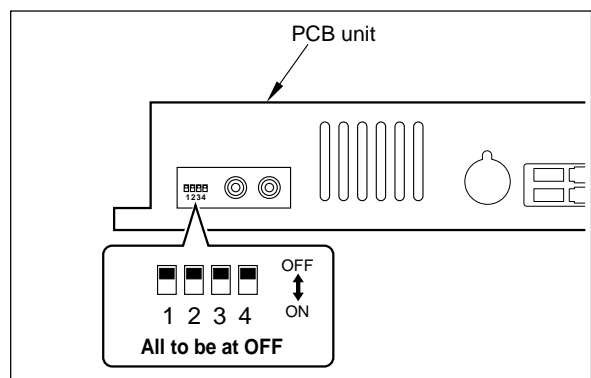
- There are two slots for memory card at the right and left in the PCB unit. Be sure to insert the memory card, with the printed side facing you, deep enough into the slot (SLOT2) as shown in the figure. Then make sure that the eject button is popped out.
- Be sure to insert the memory card of this kit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



MEMO

- 4 Make sure all the DIP switches on the PCB unit are at the OFF position.

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



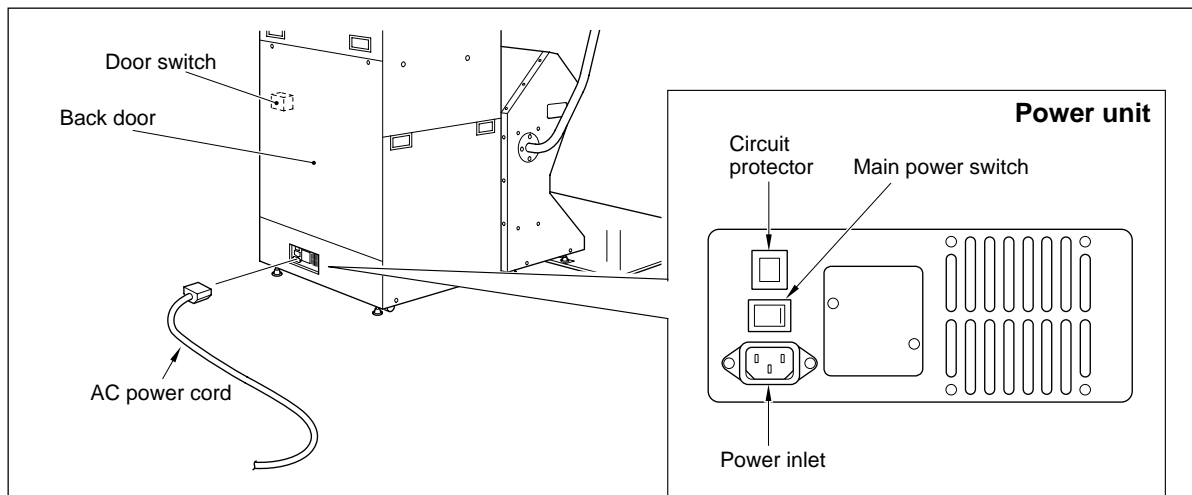
6-6 Power unit

Power unit

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



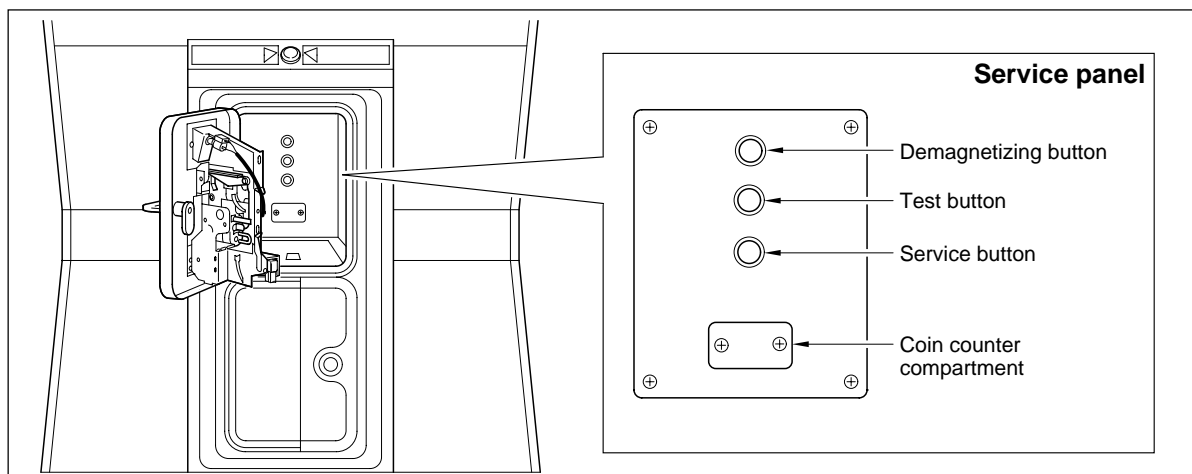
- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- There is **high voltage inside the machine**. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



6-7 Service panel

Service panel

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



6-8 Splitting into and moving of units

How to split into units

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



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

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

3 Detaching the sensor frame
The sensor frame weighs about 16 kg (35.3lb). Be sure to make a team of 4 or more people and to use a stepladder for added safety. (See page 41~44.)

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

4 Detaching the supports
When detaching the supports, be sure to make a team of 2 or more people and to use a stepladder for added safety. (See page 43,44.)

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

5 Loosing the adjusters
Loosing the adjusters of the monitor cabinet and the front cabinet. (See page 39.)

6 Remove the foot sheet
Carefully remove the foot sheet, which is in tight contact with the floor surface. (See page 40.)

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

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

MEMO

6-9 Moving the coin counter

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

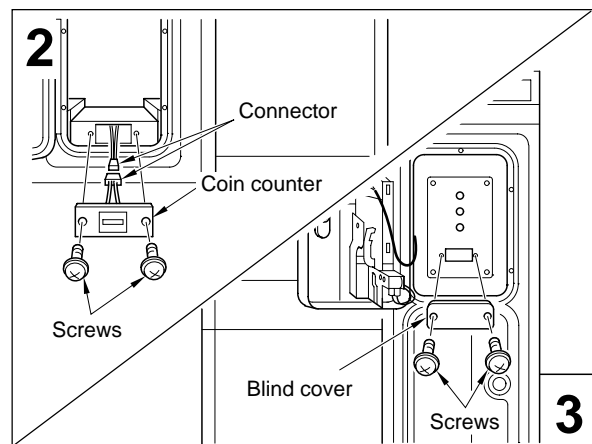
How to move the coin counter



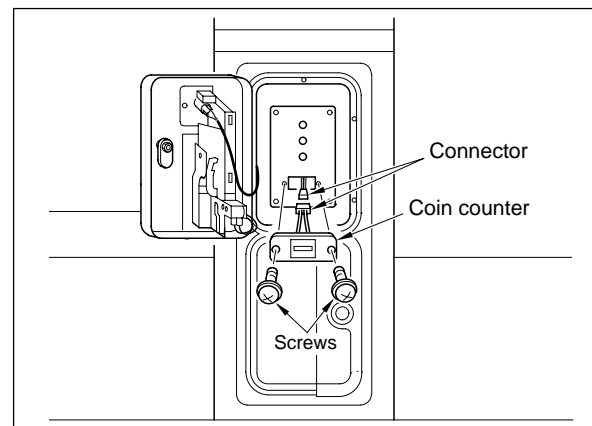
•Before moving the coin counter, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



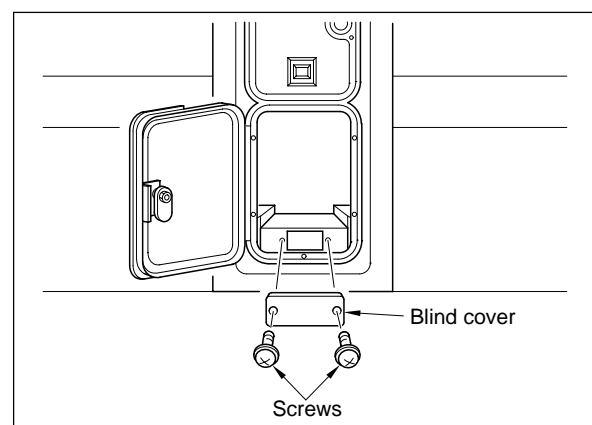
- 1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2 Open the coin door and take out the coin box. Remove the screws and take out the coin counter. In the meanwhile, disconnect the connectors.
- 3 Remove the maintenance door and unscrew the blind cover to remove it from the service panel.



- 4 Draw the connector out of the opening of the service panel and connect this connector to the coin counter's connector.
- 5 Attach the coin counter on the service panel with the screws.



- 6 Attach the blind cover (detached in Step 3 above) back in position on the coin counter using the screws.
- 7 Place the coin box back into position and close the coin door.



7 Maintenance

7-1 Replacing the coin selector

■ How to replace the coin selector — — — — —



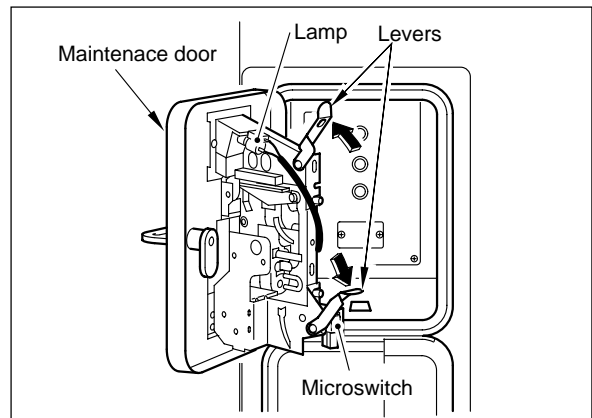
- Before replacing the coin selector, be sure to turn **OFF** the main power switch and unplug the power cord from the receptacle.
- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.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



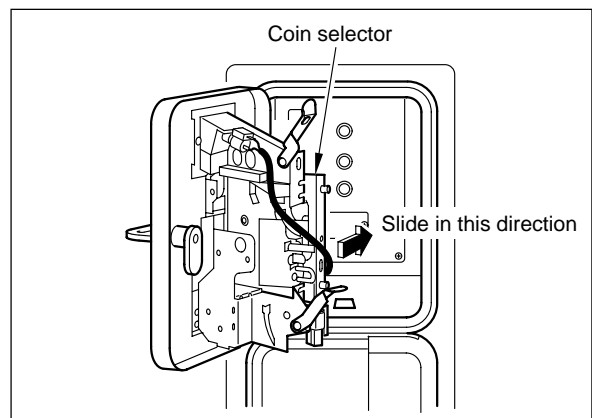
1 Be sure to turn **OFF** the main power switch and unplug the AC power cord from the receptacle.

2 Open the maintenance door.

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

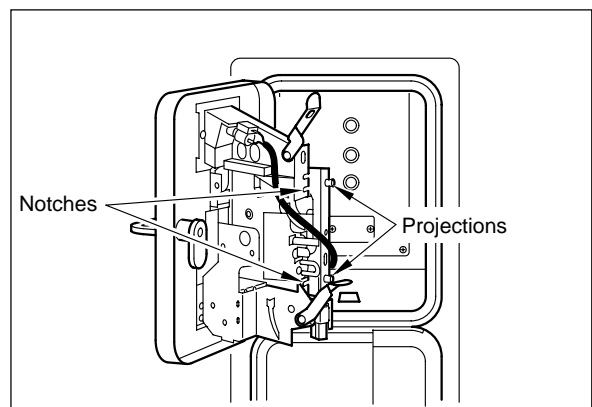


4 Slide the coin selector to the right, and take it out.



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

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



7-2 Replacing the spotlight lamp

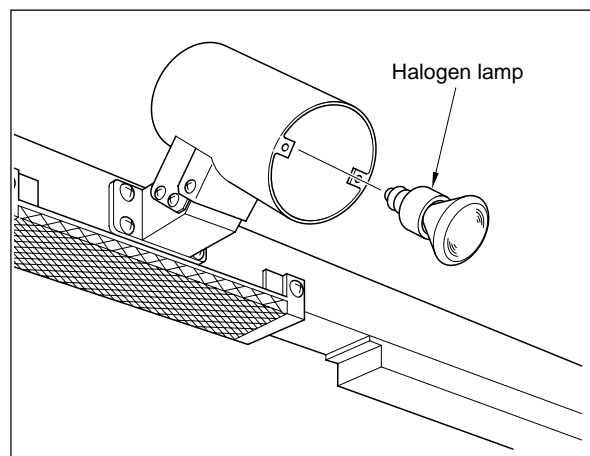
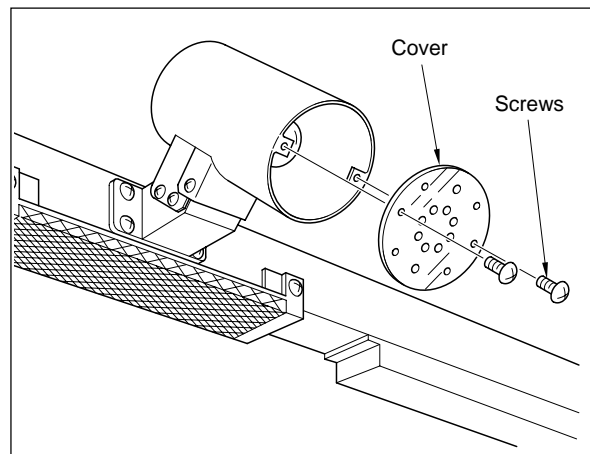
■ How to replace the halogen lamp



- Before replacing the halogen lamps, be sure to turn OFF the main power switch and unplug the the power cord from the receptacle .
- The halogen lamp is still very hot immediately after the power switch is turned off. After making sure that it is well cooled down, replace it a new lamp of same type (12V 20W/EZ10).
- When replacing the halogen lamp, use a stepladder for safety sake.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.



- 1** | Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2** | Remove the screws and detach the covers.
- 3** | Remove the halogen lamps.
- 4** | Place and secure the covers back into position.
- 5** | Place and secure the covers back into position.



7-3 Replacing the rotating light lamp

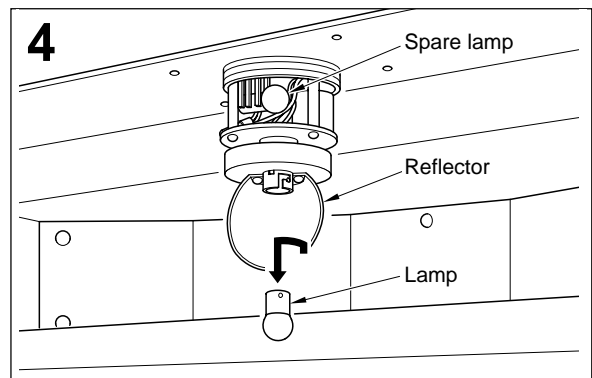
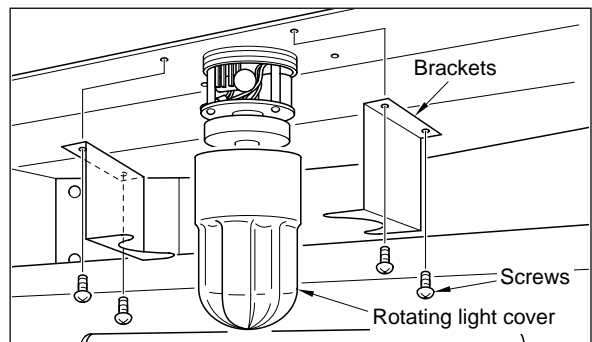
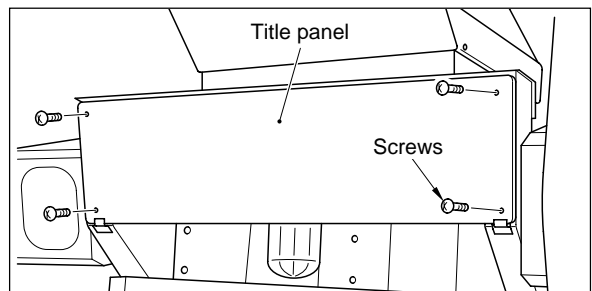
■ How to replace the rotating light lamp



- Before detaching the title panel and replacing the rotating light lamp, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- The lamp is still heated hot just after the power switch is turned off. After making sure that it is well cooled down, replace it a new lamp of same type (12V 10W/BA15S for automobile)
- Be sure to make a team of 2 or more people in detaching the title panel and replacing the rotating light lamp and to use a stepladder for added safety.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.



- 1** Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2** Remove the screws and detach the title panel.
- 3** Remove the screws (4 pcs.) which fix the bracket, and then dismount the rotating light cover.
- 4** Turn the reflector by hand so that the lamp can be easily detached. While pushing up the lamp, turn and remove it.
- 5** Attach a spare lamp in the reverse steps. Place the rotating lamp cover, bracket and title panel back into position.



• After you use the spare lamp, it is recommended to supply another spare lamp to the original position.

MEMO

7-4 Replacing the start button

How to replace the start button



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

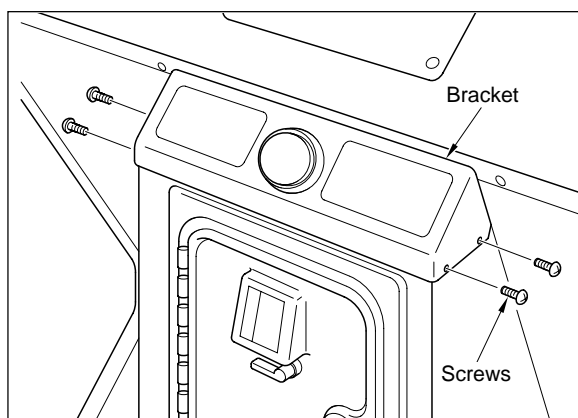


1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.

2 Remove the screws which fix the bracket and detach the bracket.

- Be careful not to force the bracket up too far. The wires connected may be damaged inside.

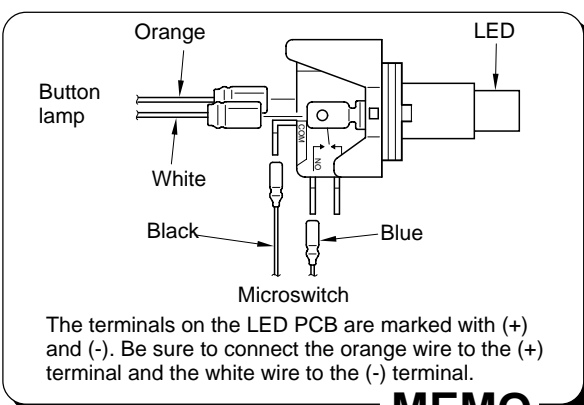
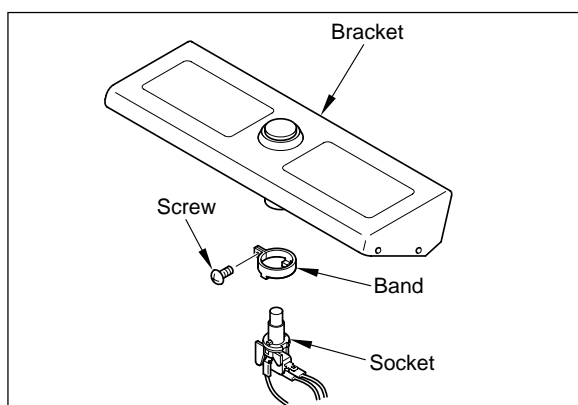
MEMO



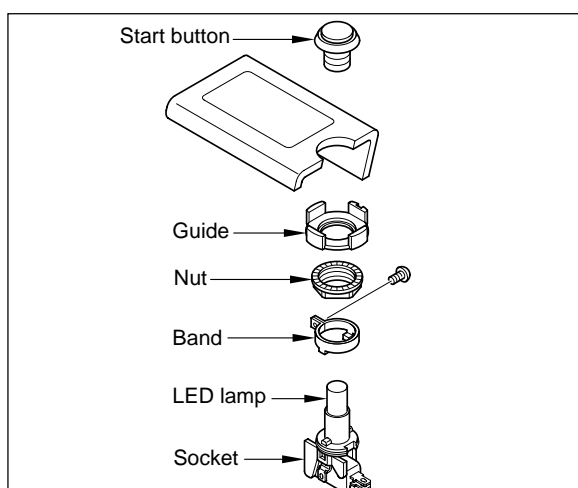
3 Remove the screw off the band that secures the start button and the socket.

4 Pull out the socket from the start button.

5 Mount the start button in the reverse order of dismounting procedure. When the socket is replaced, connect the lead wires as shown in the figure below.



MEMO



7-5 Replacing the gun unit

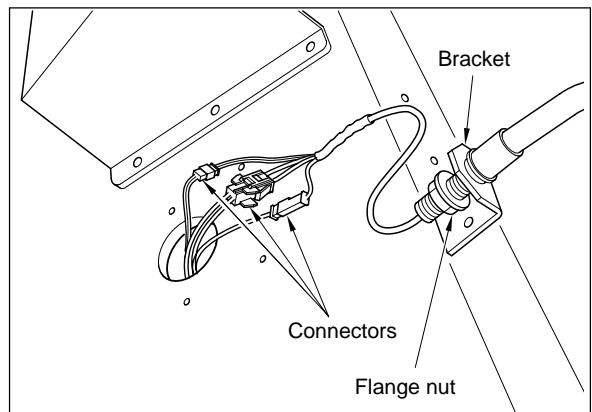
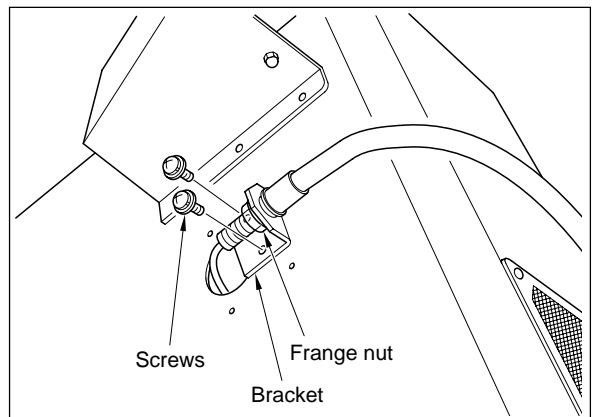
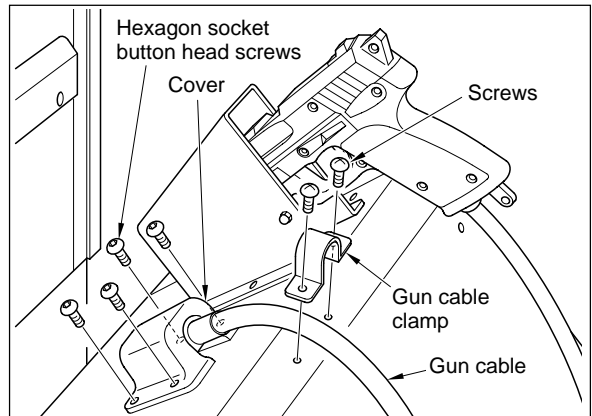
■ How to remove the gun unit



- Before replacing the gun unit, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- After the gun unit has been repaired or replaced, check the gun reaction and sighting of gun referring to “GUN CHECK” on page 31.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.



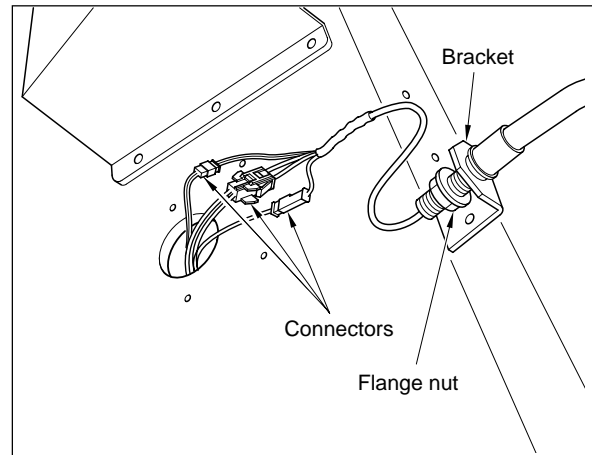
- 1** Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2** Remove the screws and detach the gun cable clamp.
- 3** Remove the screws and detach the gun cable connection cover.
- 4** Loosen the flange nut off the gun cable, and remove the screws off the bracket.
- 5** Detach the bracket and pull out the connectors.
- 6** Disconnect the connectors, remove the flange nut and take the gun cable from the bracket.



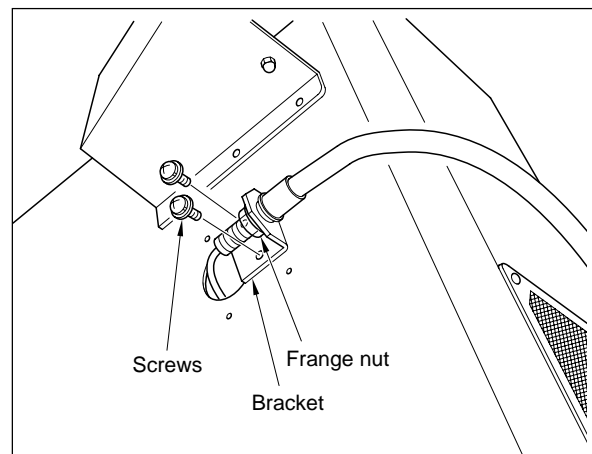
How to set up the gun unit

1 Pass the gun cable through the bracket. Apply and lightly tighten the flange nut.

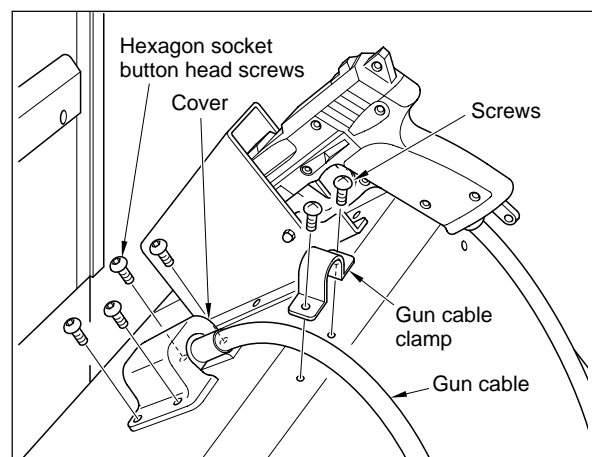
2 Reconnect the gun cable connectors.



3 Fix the bracket with the screws and tighten up the flange nut.



4 Mount the cover and the gun cable clamp into position.



5 Check the PCB settings, referring to "5-1 Checking the game start up (self-test)" on page 27. Check the gun performance, referring to "I/O CHECK" on page 30 and check the gun reaction and sighting of gun, referring to "GUN CHECK" on page 31.

7-6 Resetting the circuit protector

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

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

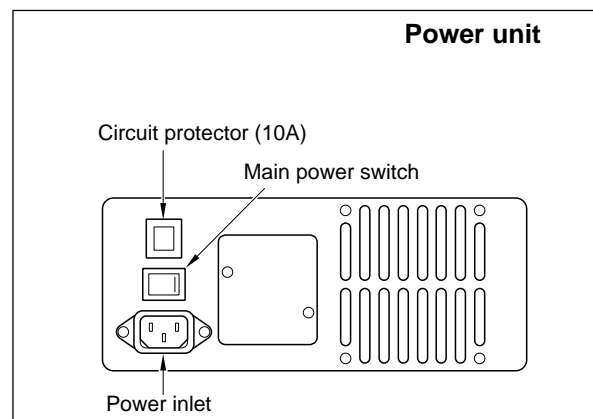


- Before resetting the circuit protector, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the circuit protector trips soon again, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the machine is in abnormal conditions and does not operate normally, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.



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

2 Remove the cause of the trouble. Press the button on the circuit protector of the power unit.



7-7 Adjusting the monitor

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

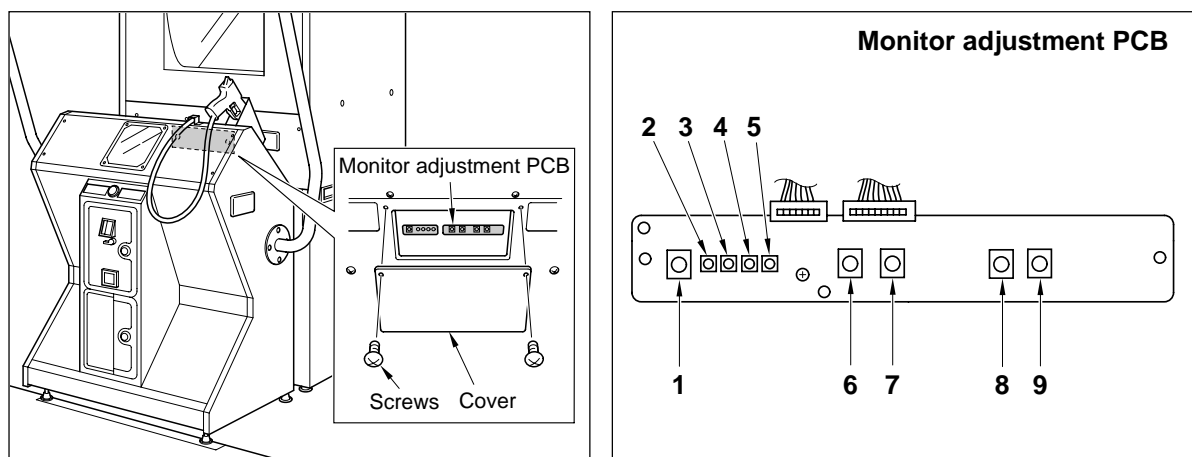
When adjusting the monitor, refer to “SCREEN CHECK” and “COLOR CHECK” on page 32.



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

■ Monitor adjustment PCB

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



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

7-8 Troubleshooting

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

| Trouble | Possible causes and check points | Measures |
|--|---|---|
| No image on screen, spotlight failure to light up. | <ul style="list-style-type: none"> •No power turned ON. (Main power switch, Sub-power switch.) •Power cord disconnected from the machine or wall outlet. •Back door open or loosely closed. •Circuit protector activated. | <ul style="list-style-type: none"> •Turn ON the power switch. Check also the shop's circuit breaker. (See Page 47.) •Reconnect the power cord tightly. (See Page 47.) •Screw down the back door tightly. (The door switch has been activated to cut off the power.) (See Page 47.) •Take an appropriate measure referring to page 56. |
| No image on screen :spotlight light on. | <ul style="list-style-type: none"> •Memory card is not set correctly. •PCB unit defective. •Monitor defective. | <ul style="list-style-type: none"> •Check the memory card for wrong position. (See page 46.) •Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |
| spotlight failure to light up. | <ul style="list-style-type: none"> •Halogen lamp broken. •Connectors of spotlight disconnected. | <ul style="list-style-type: none"> •Replace the halogen lamp with new one of the same type. (See Page 51.) •Check the connectors for poor contact. (See Page 42.) |
| Rotating light failure to light up or rotate. | <ul style="list-style-type: none"> •Rotating light lamp broken. •Rotating light control PCB in trouble. | <ul style="list-style-type: none"> •Replace the lamp with new one of the same type. (See Page 52.) •Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |
| Screen too dark or too bright. | <ul style="list-style-type: none"> •Monitor maladjusted. | <ul style="list-style-type: none"> •Readjust the brightness on the monitor adjustment PCB. (See Page 57.) |
| Start button malfunctioning. | <ul style="list-style-type: none"> •Switch wires disconnected from start button. •Start button defective. | <ul style="list-style-type: none"> •Reconnect the switch wires to the socket. (See Page 53.) •Replace the start button with new one. (See Page 53.) |
| Start button functioning, but failure to light up. | <ul style="list-style-type: none"> •Lamp wires disconnected from start button socket, or reversely connected. •Start button lamp (LED) defective. | <ul style="list-style-type: none"> •Reconnect the lamp wires to the socket. (See Page 53.) •Check the performance on the "I/O CHECK" screens. Replace the start button as required. (See Page 30, 53.) |

| Trouble | Possible causes and check points | Measures |
|--|--|--|
| Coins are put in, but the credits in "CREDIT" onscreen are not properly counted. | <ul style="list-style-type: none"> •Microswitch of the coin selector or coin selector defective. | <ul style="list-style-type: none"> •Check the performance on the "I/O CHECK" screen. If an error occurs, replace the microswitch with new one: Otherwise, replace the coin selector with new one. (See page 30, 50.) |
| Coin input port failure to light up. | <ul style="list-style-type: none"> •Lamp of the coin input port broken. | <ul style="list-style-type: none"> •Replace the lamp with new one of the same type. (See page 50.) |
| No sound or too loud (or too soft) sound. | <ul style="list-style-type: none"> •Sound level maladjusted. •Connectors of speakers disconnected. | <ul style="list-style-type: none"> •Make proper setting on the "SOUND OPTIONS" screen. (See page 33.) •Check the connectors for poor contact. (See page 45.) |
| Sensor does not react at all or reacts abnormally. "SENSOR BAD (***)" appears when starting up the machine. | <ul style="list-style-type: none"> •Sensor lead wire is removed. •Sensor is covered with something, or the sensor area is blocked with something. •Trouble with sensor. | <ul style="list-style-type: none"> •Check if the connector is connected correctly between the sensor frame and the monitor cabinet. (See page 44.) •Check whether or not the sensor mounted at three position is hindered. (See page 22.) •Check the sensor action in "I/O CHECK" mode. If the sensor is found troubled, turn OFF the main power switch, unplug the power cord and contact your nearest dealer. |
| There is no reaction at all or occasionally when the gun is triggered. | <ul style="list-style-type: none"> •Connectors of gun unit disconnected. •Gun unit defective. •Microswitch of the trigger defective. | <ul style="list-style-type: none"> •Check the connectors for poor contact. (See page 54.) •Check the performance on the "GUN CHECK" screen. If malfunctioning, replace the gun unit with new one. (See page 31, 54, 55.) •Check the performance on the "I/O CHECK" screen. if malfunctioning, contact your nearest dealer. (See page 30.) |
| "BAD" displayed on the "MEMORY CARD CHECK" screen in test mode. | <ul style="list-style-type: none"> •Memory card defective. | <ul style="list-style-type: none"> •Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |

7 Maintenance

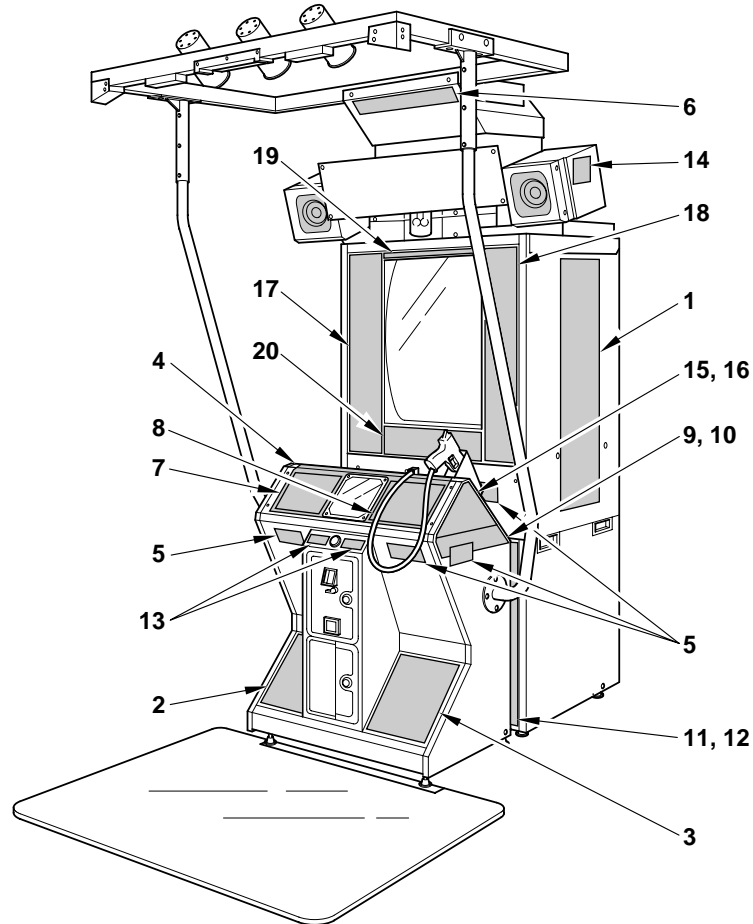
| Trouble | Possible causes and check points | Measures |
|---|--|---|
| <p>“HARDWARE ERROR (***)” displayed on screen.</p> | <ul style="list-style-type: none"> •Memory card is not set correctly. •Memory card is broken. •PCB unit is broken. •Something wrong with the hardware. | <ul style="list-style-type: none"> •Check that the memory card is set correctly. (See page 46.) •Contact your nearest dealer. •Contact your nearest dealer. •Write down the error code(***). Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer. |
| <p>“OK” appears at the initial device check, but this check is repeated without going to the game mode.</p> | <ul style="list-style-type: none"> •Some connectors disconnected or wires broken. | <ul style="list-style-type: none"> •Turn OFF the main power switch, unplug the power cord from the receptacle and check all the connectors for poor contact. If all the connectors are tightly connected but the same trouble occurs, contact your nearest dealer. |

MEMO

8 Annex

8-1 Label locations and exploded view

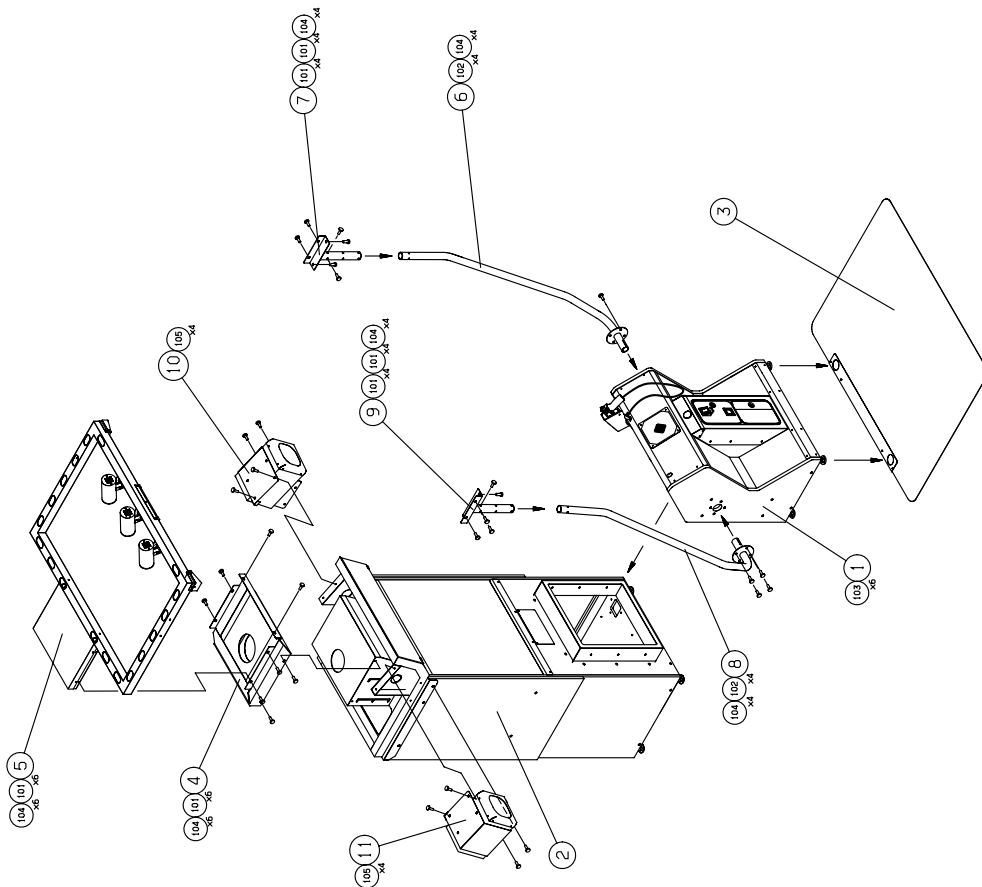
■ Label —————



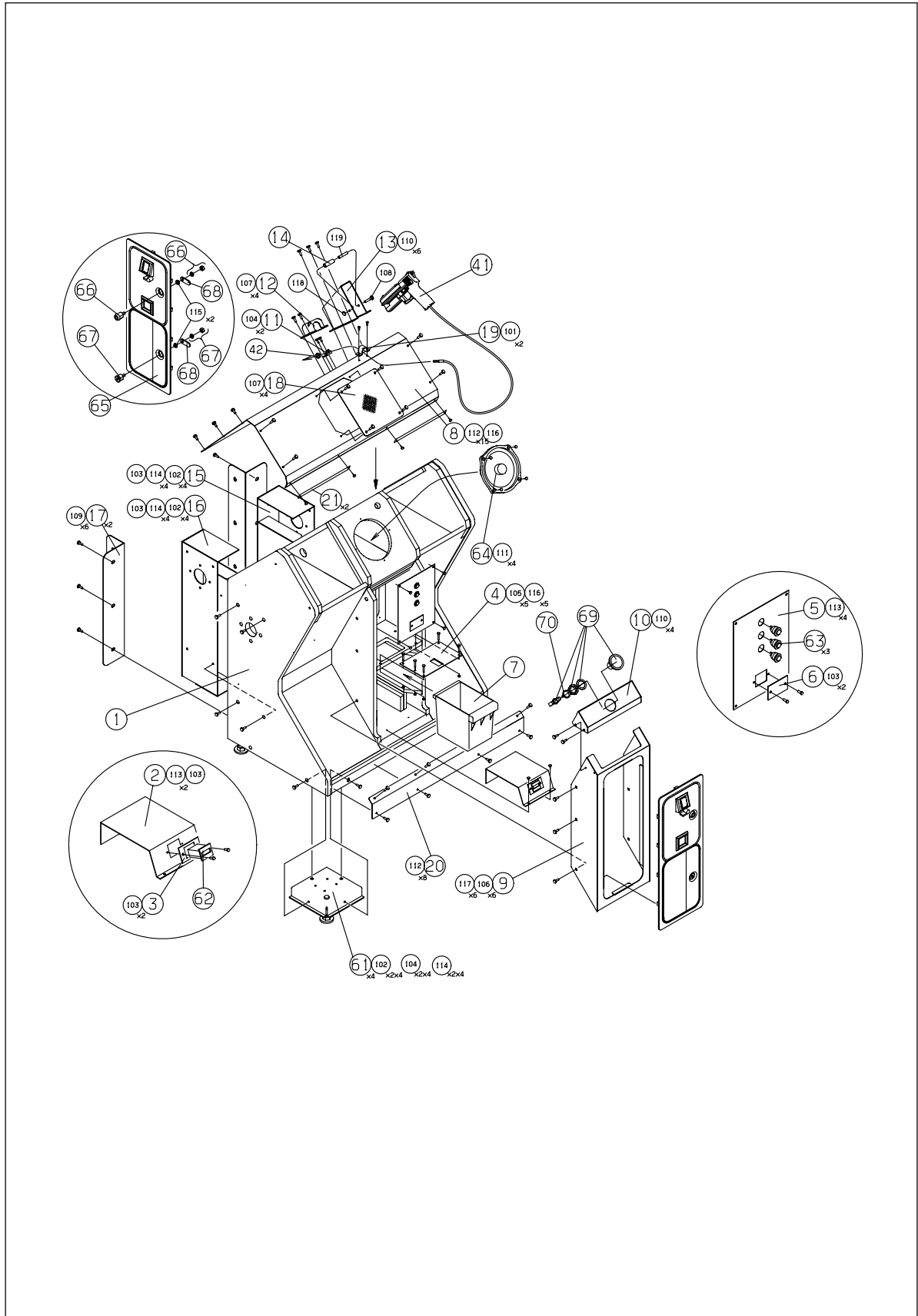
| No. | CODE No. | NAME | QTY | NOTE |
|-----|------------|---------------------|-----|------|
| 1 | 0000091437 | LABEL, SIDE | 2 | |
| 2 | 0000107398 | LABEL, FRONT/L | 1 | |
| 3 | 0000107399 | LABEL, FRONT/R | 1 | |
| 4 | 0000091470 | SHEET, CONTROL | 1 | |
| 5 | 0000091472 | LABEL, LAMP | 6 | |
| 6 | 0000091474 | LABEL, KONAMI/LOGO | 1 | |
| 7 | 0000108136 | LABEL, PLAYING A/HD | 1 | |
| 8 | 0000108137 | LABEL, PLAYING B/HD | 1 | |
| 9 | 0000091958 | LABEL, WHITE/L | 1 | |
| 10 | 0000091959 | LABEL, WHITE/R | 1 | |
| 11 | 0000091960 | LABEL, BLACK/L | 1 | |
| 12 | 0000091963 | LABEL, BLACK/R | 1 | |
| 13 | 0000091964 | LABEL, START | 1 | |
| 14 | 0000061691 | LABEL, KONAMI/M | 2 | |
| 15 | 0000107541 | LABEL, SIDE/L | 1 | |
| 16 | 0000107542 | LABEL, SIDE/R | 1 | |
| 17 | 0000108138 | LABEL, MONITOR/L | 1 | |
| 18 | 0000108139 | LABEL, MONITOR/R | 1 | |
| 19 | 0000108140 | LABEL, MONITOR/T | 1 | |
| 20 | 0000108141 | LABEL, MONITOR/B | 1 | |

FIG.1 UNIT, CABINET(1/4)

| NO. | NAME | MATERIAL | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|-----------------------|------------------------|-----|------------|
| 1 | 0000109204 | UNIT, CABINET FRONT | | 1 | |
| 2 | 0000107756 | UNIT, CABINET MONITOR | | 1 | |
| 3 | 0000091297 | ASS'Y, FOOT SHEET | | 1 | |
| 4 | 0000093760 | JOINT, FRAME | SECC T2.3 | 1 | |
| 5 | 0000093986 | UNIT, SENSOR FRAME | | 1 | |
| 6 | 0000090729 | PIPE | STKM D38.1 | 1 | |
| 7 | 0000090693 | JOINT | STKM D42.7 | 1 | |
| 8 | 0000090730 | PIPE | STKM D38.1 | 1 | |
| 9 | 0000090692 | JOINT | STKM D42.7 | 1 | |
| 10 | 0000092120 | ASS'Y, SPEAKER(R) | | 1 | |
| 11 | 0000092122 | ASS'Y, SPEAKER(L) | | 1 | |
| 101 | | BOLT, BUTTON HEAD | M6x20 | 28 | WA(SM, PW) |
| 102 | | BOLT, BUTTON HEAD | M6x35 | 8 | |
| 103 | | BOLT, BUTTON HEAD | M8x35 | 6 | WA(SM, PW) |
| 104 | | WASHER, PLAIN | d6 | 28 | |
| 105 | | SCREW, CROSS TRUSS | M6x30 | 8 | |

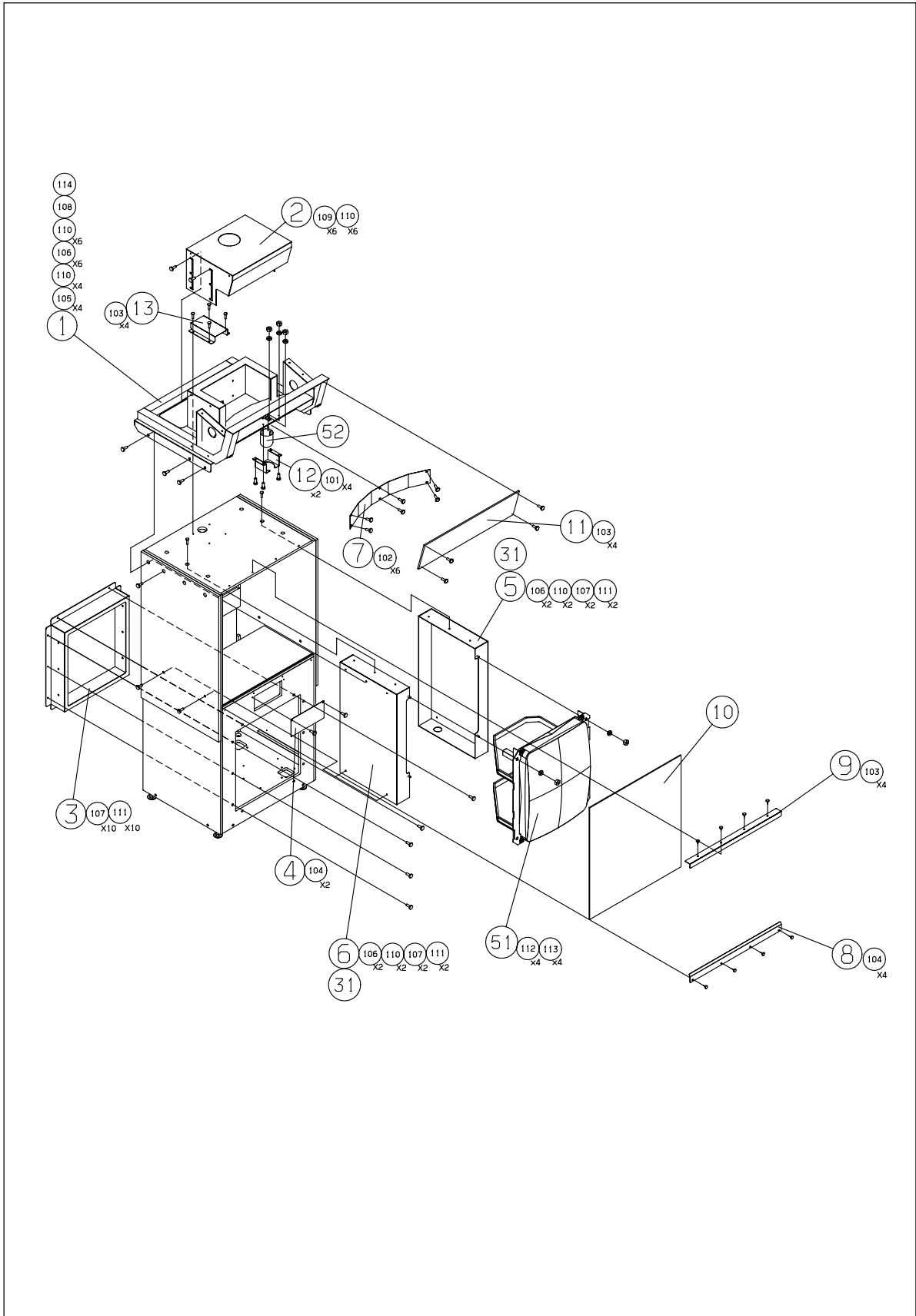


■ FIG.2 UNIT, CABINET(2/4)



| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE | NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------|---------------------------|------------------------|-----|------------|------|------------|--------------------|------------------------|-----|------|
| 101 | | SCREW CROSS TRUSS | M4x10 | 2 | | 1 | 0000093762 | CABINET, FRONT | WOOD T18, 15, 12 | 1 | |
| 102 | | SCREW CROSS TRUSS | M6x30 | 16 | | 2 | 0000052286 | BASE, COIN BOX | SPCC T1.6 | 1 | |
| 103 | | SCREW CROSS PAN SENS | M4x10 | 7 | SM, PW | 3 | 0000036952 | BRACKET, COUNTER | SPCC T1.6 | 1 | |
| 104 | | SCREW CROSS PAN SENS | M6x20 | 10 | SM, PW | 4 | 0000042191 | PLATE, COIN | SPCC T1.2 | 1 | |
| 105 | | BOLT, CAP SQUARE NECK | M4x25 | 5 | | 5 | 0000061431 | PLATE, SERVICE | SPCC T1.2 | 1 | |
| 106 | | BOLT, CAP SQUARE NECK | M6x25 | 6 | | 6 | 0000054682 | COVER, COUNTER | SPCC T1.2 | 1 | |
| 107 | | BOLT, BUTTON HEAD | M4x15 | 8 | | 7 | 000006850 | BOX, COIN | ABS | 1 | |
| 108 | | BOLT, BUTTON HEAD | M5x50 | 1 | | 8 | 0000090725 | COVER, CONTROL | SECC T1.6 | 1 | |
| 109 | | BOLT, BUTTON HEAD | M8x35 | 6 | WA(SM, PW) | 9 | 0000090723 | BRACKET, COIN DOOR | SECC T1.6 | 1 | |
| 110 | | BOLT, BUTTON HEAD | M4x10 | 10 | | 10 | 0000090716 | COVER, SWITCH | SECC T1.6 | 1 | |
| 111 | | SCREW CROSS TAPPING TRUSS | d3. 5x12 | 4 | | 11 | 0000052293 | BRACKET, CABLE | SECC T3.2 | 1 | |
| 112 | | SCREW CROSS TAPPING TRUSS | d3. 5x12 | 23 | | 12 | 0000090789 | COVER, CABLE | PMMA/PVC T5 | 1 | |
| 113 | | SCREW WOOD GROGS ROUND | d3. 1x13 | 6 | | 13 | 0000090687 | HOLSTER | SECC T2.3 | 1 | |
| 114 | | WASHER, FLAIN | d6 | 16 | | 14 | 0000093755 | STOPPER | UR90 | 1 | |
| 115 | | WASHER, FLAIN | d8 | 2 | | 15 | 0000090713 | JOINT | SECC T2.3 | 1 | |
| 116 | | NUT, FRANCE | M4 | 6 | | 16 | 0000090714 | JOINT | SECC T2.3 | 1 | |
| 117 | | NUT, FRANCE | M6 | 6 | | 17 | 0000090710 | JOINT | SECC T2.3 | 2 | |
| 118 | | NUT, DOWMED CAP | M5 | 1 | | 18 | 0000090700 | COVER, SPEAKER | SUS304 T1.5 | 1 | |
| 119 | | SPACER | C-540 L40 | 1 | | 19 | 0000093756 | FIXTURE, CABLE | SUS304 T2 | 1 | |
| | | | | | | 20 | 0000090706 | COVER, EDGE | SUS304 T1.5 | 1 | |
| | | | | | | 21 | 0000093761 | PLATE, EDGE | SECC T1.0 | 2 | |
| | | | | | | 41 | 0000091295 | UNIT, GUN | | 1 | |
| | | | | | | (42) | | NUT, FRANCE | M12x1.25 | 1 | |
| | | | | | | 61 | 0000072591 | SET, ADJUSTER | A-SET | 4 | |
| | | | | | | 62 | 0000030431 | COUNTER | GX-06PD55 | 1 | |
| | | | | | | 63 | 0000005098 | SWITCH, PUSH | DS-412-2P | 3 | |
| | | | | | | 64 | 0000082953 | SPEAKER | M160RA803-10 | 1 | |
| | | | | | | 65 | 0000086341 | DOOR, COIN | NAD-W1 KBHA | 1 | HD |
| | | | | | | | 0000086343 | DOOR, COIN | NAD-W1 KBTA | 1 | TB |
| | | | | | | 66 | 0000001676 | LOCK | NS-801 W/2(5000) | 1 | |
| | | | | | | 67 | 0000005537 | LOCK | NS-812 W/2(RANDOM) | 1 | |
| | | | | | | 68 | 0000004799 | PLATE, LOCK | No.2 | 2 | |
| | | | | | | 69 | 0000090840 | BUTTON, PUSH | OBSA-45UM-Y-LED-Y | 1 | |
| | | | | | | 70 | 0000002412 | CLIP, BUTTON | OBSA-BK | 1 | |

■ FIG.3 UNIT, CABINET(3/4) ———



| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE | NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------|-----------------------|------------------------|-----|------------|-----|------------|--------------------|------------------------|-----|------|
| 101 | | SCREW, CROSS TRUSS | M4x10 | 4 | | 1 | 0000090733 | FRAME, SENSOR | STKR 50X50 T1.6 | 1 | |
| 102 | | SCREW, CROSS TRUSS | M4x10 | 6 | | 2 | 0000093758 | BASE, SENSOR | SECC T2.3 | 1 | |
| 103 | | SCREW, CROSS TRUSS | M5x15 | 12 | | 3 | 0000090724 | JOINT | SECC T2.3 | 1 | |
| 104 | | SCREW, CROSS TRUSS | M5x15 | 6 | | 4 | 0000090684 | COVER, MAINTENANCE | SECC T1.6 | 1 | |
| 105 | | SCREW, CROSS TRUSS | M6x30 | 4 | | 5 | 0000090726 | BRACKET, MONITOR | SECC T2.3 | 1 | |
| 106 | | SCREW, CROSS TRUSS | M6x45 | 10 | | 6 | 0000090727 | BRACKET, MONITOR | SECC T2.3 | 1 | |
| 107 | | SCREW, CROSS TRUSS | M6x45 | 14 | | 7 | 0000090688 | PLATE, REFLECTOR | SUS 304 T0.5 | 1 | |
| 108 | | SCREW, CROSS PAN SEMS | M4x10 | 1 | SW, PW | 8 | 0000090708 | FIXTURE, GLASS | SECC T1.2 | 1 | |
| 109 | | BOLT, BUTTON HEAD | M6x20 | 6 | WA(SW, PW) | 9 | 0000090707 | FIXTURE, GLASS | SECC T1.2 | 1 | |
| 110 | | WASHER, PLAIN | d6 | 20 | | 10 | 0000107516 | GLASS, MONITOR | T5 | 1 | |
| 111 | | WASHER, PLAIN | d6 | 14 | | 11 | 0000107325 | PANEL, TITLE | PMMA T5 | 1 | |
| 112 | | WASHER, PLAIN | d10 | 4 | | 12 | 0000090698 | COVER, LAMP | SECC T1.6 | 2 | |
| 113 | | NUT, FRANGE | M8 | 4 | | 13 | 0000090695 | COVER, MAINTENANCE | SECC T1.2 | 1 | |
| 114 | | WASHER, TOOTHED LOCK | d4 | 1 | | | | | | | |
| | | | | | | 31 | 0000060665 | BUSH | NB-35 | 2 | |
| | | | | | | 51 | 0000048609 | MONITOR | D29CR65 | 1 | |
| | | | | | | 52 | 0000087010 | LIGHT, ROTATING | ASF-12R-GM922 | 1 | |

FIG.4 UNIT, CABINET(4/4)

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|----------------------------|------------------------|-----|--------|
| 1 | 0000093763 | CABINET, MONITOR | WOOD T15 | 1 | |
| 2 | 0000090675 | COVER, REAR | WOOD T15, 12 | 1 | |
| 3 | 0000038230 | PLATE, SWITCH | SPOC T2.3 | 1 | |
| 4 | 0000090717 | COVER, DUCT | SECC T1.2 | 1 | |
| 5 | 0000061451 | COVER, REAR | SECC T1.2 | 1 | |
| 6 | 0000090685 | BRACKET, PCB | SPOC T1.2 | 1 | |
| 7 | 0000038221 | BRACKET, SWITCH | SPOC T1.6 | 1 | |
| 11 | 0000104086 | UNIT, PCB BOX | | 1 | |
| 12 | 0000089232 | UNIT, PCB(P) | | 1 | |
| 13 | 0000091982 | ASS'Y, TRANSFORMER | | 1 | |
| 14 | 0000108268 | UNIT, CF CARD | | 1 | |
| 21 | 0000091429 | BOX, DC POWER | PS2608-N.F | 1 | |
| 22 | 0000004953 | SWITCH, DOOR | AV1225 | 1 | |
| 23 | 0000038413 | BUSH | MP1060 | 1 | |
| 24 | 0000072591 | SET, ADJUSTER | A-SET | 4 | |
| 101 | | SCREW, CROSS TRUSS | M6X30 | 14 | |
| 102 | | SCREW, CROSS PAN SENS | M3X6 | 3 | SM |
| 103 | | SCREW, CROSS PAN SENS | M4X10 | 1 | SM, PW |
| 104 | | SCREW, CROSS PAN SENS | M6X20 | 14 | SM, PW |
| 105 | | SCREW, CROSS TAPPING TRUSS | d3.5X12 | 14 | |
| 106 | | SCREW, WOOD CROSS ROUND | d3.1X13 | 18 | |
| 107 | | WASHER, PLAIN | d6 | 12 | |
| 108 | | SCREW, CROSS PAN SENS | M4X15/20X-1 | 1 | SM, PW |
| 109 | | SCREW, CROSS PAN SENS | M3X8/20X-1 | 4 | SM, PW |
| 110 | | SPACER, LACE LOCK | LL-2/M3 L20 | 4 | |

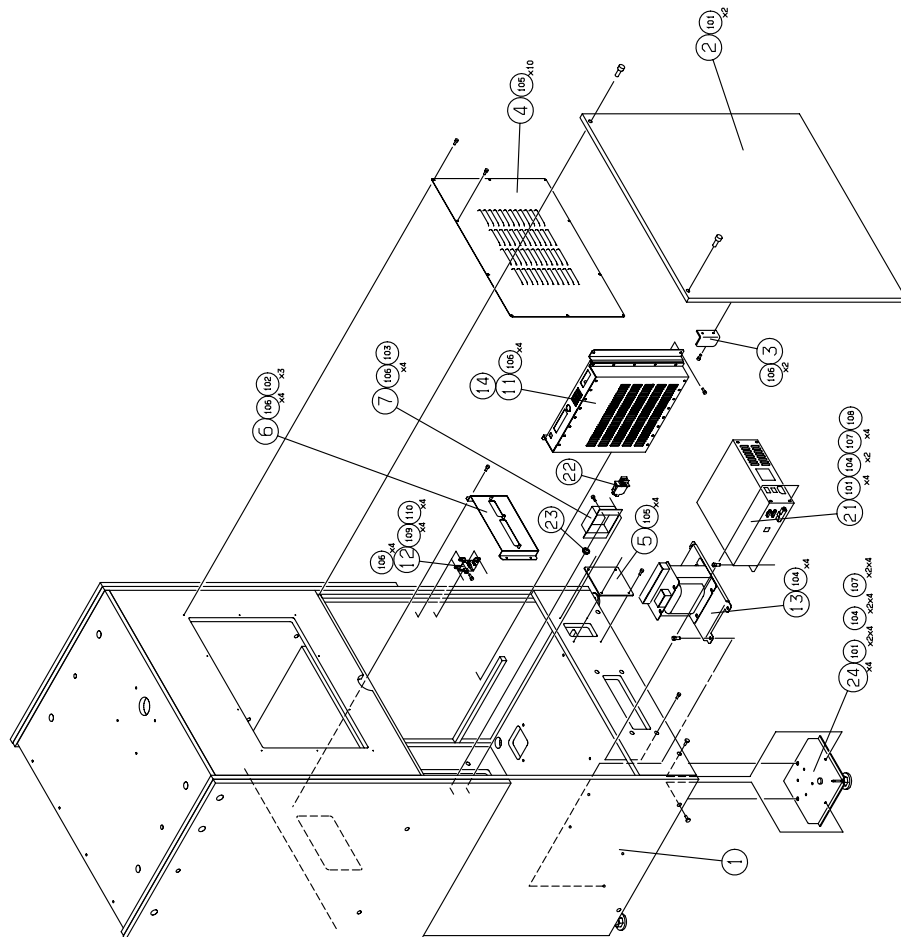


FIG.5 UNIT, SENSOR FRAME

| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|----------------|-----------------------|------------------------|-----|------|
| 1 | 0000090732 | FRAME, SENSOR | STKR 50X50 T1.6 | 1 | |
| 2 | 0000090696 | COVER, MAINTENANCE | SECC T1.2 | 1 | |
| 3 | 0000090689 | BRACKET, PCB | SECC T1.2 | 2 | |
| 4 | 0000090718 | COVER, SENSOR | SECC T1.2 | 1 | |
| 5 | 0000090720 | COVER, SENSOR | SECC T1.2 | 1 | |
| 6 | 0000090715 | COVER, SENSOR | SECC T1.2 | 1 | |
| 7 | 0000090721 | COVER, SENSOR | SECC T1.2 | 2 | |
| 8 | 0000093757 | COVER, SENSOR | SECC T1.2 | 1 | |
| 9 | 0000090704 | COVER, LAMP | SUS304 T1.2 | 3 | |
| 10 | 0000090679 | COVER, LAMP | PMMA T3 | 3 | |
| 11 | 0000090690 | BRACKET, LAMP | SECC T1.6 | 3 | |
| 12 | 0000090691 | BRACKET, LAMP | SECC T1.6 | 3 | |
| 13 | 0000090699 | COVER, LAMP | SUS304 T1.2 | 3 | |
| 14 | 0000090694 | COVER, MAINTENANCE | SECC T1.2 | 2 | |
| 21 | 0000091991 (R) | UNIT, SENSOR PCB(R) | | 2 | |
| 22 | 0000091991 (T) | UNIT, SENSOR PCB(T) | | 1 | |
| 51 | 0000053318 | SOCKET | E10FS-GN845 | 3 | |
| 52 | 0000053315 | LAMP, HALOGEN | JP12V20LW/K3/EZ | 3 | |
| 53 | 0000090850 | MOTOR, FAN | MF840B-12H(YLR L=170) | 3 | |
| 101 | | SCREW, CROSS TRUSS | M3X15 | 12 | |
| 102 | | SCREW, CROSS TRUSS | M4X10 | 24 | |
| 103 | | SCREW, CROSS TRUSS | M4X10 | 58 | |
| 104 | | SCREW, CROSS PAN SENG | M3X6 | 20 | SH |
| 105 | | NUT | M3 | 12 | |

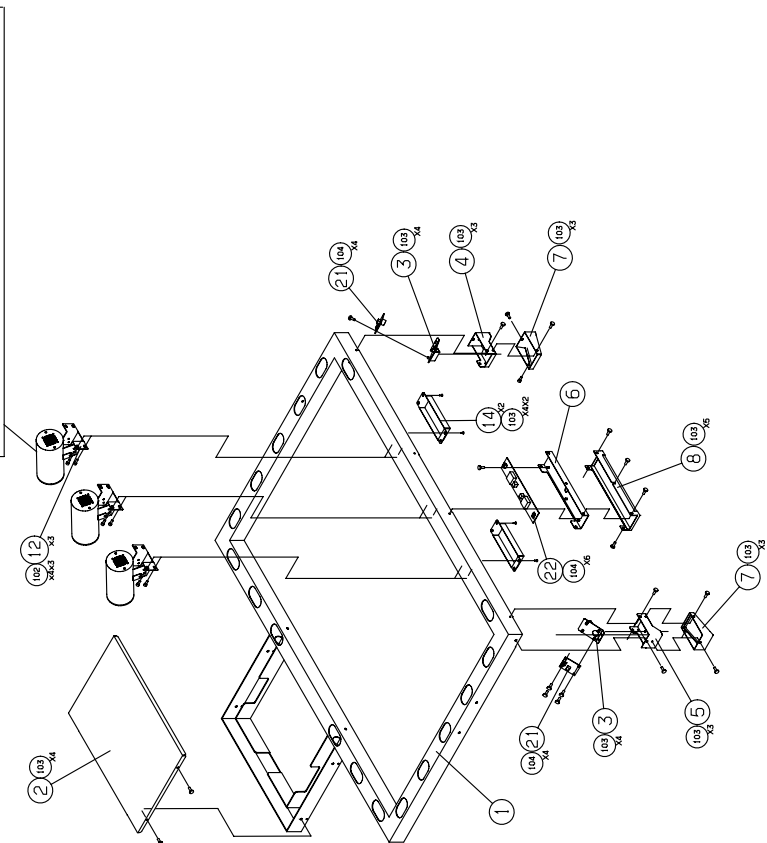
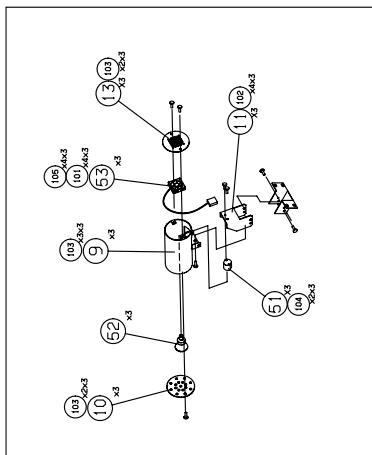
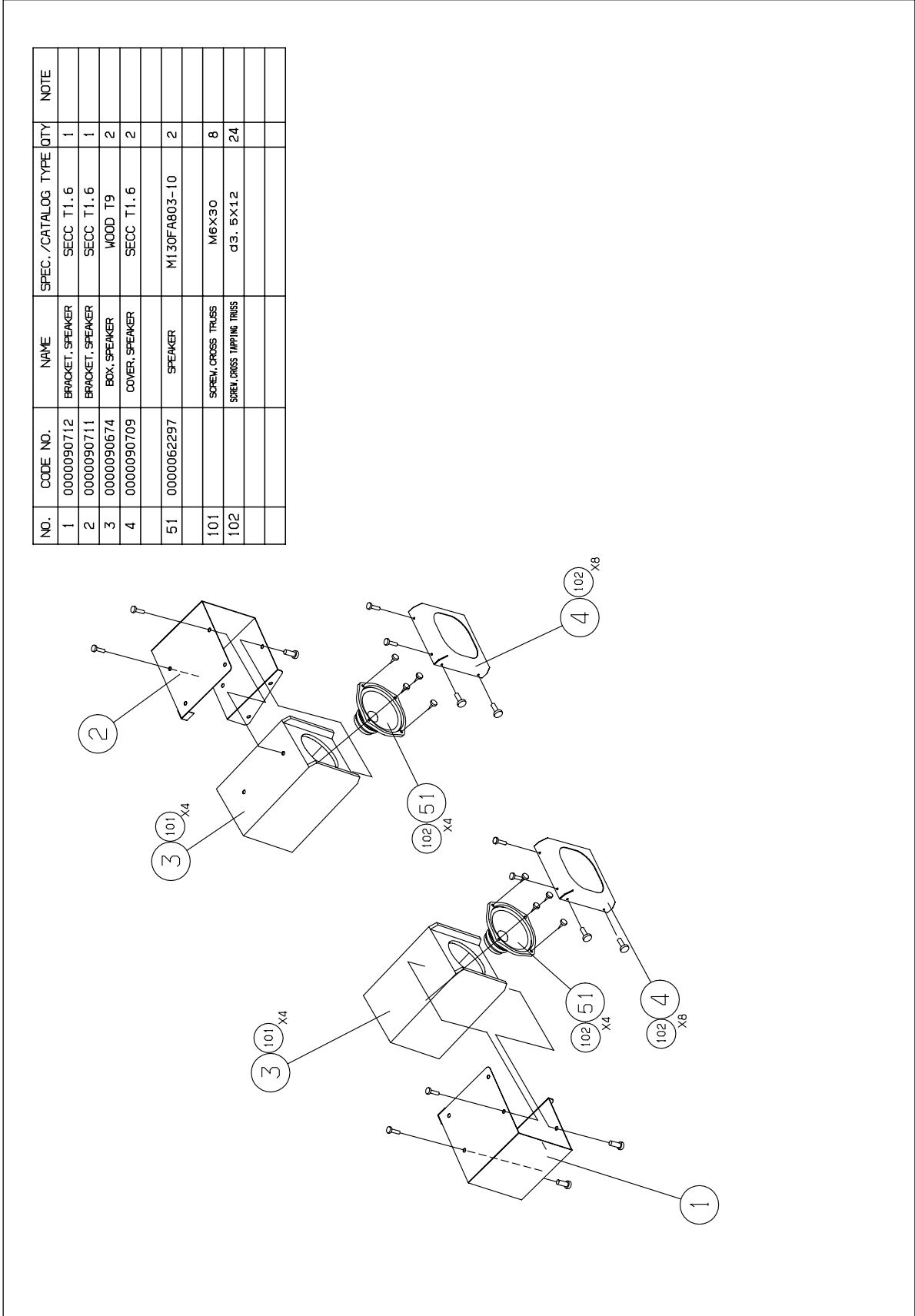


FIG.6 UNIT, SPEAKER - - - - -



| NO. | CODE NO. | NAME | SPEC./CATALOG | TYPE | QTY | NOTE |
|-----|------------|----------------------------|---------------|------|-----|------|
| 1 | 0000090712 | BRACKET, SPEAKER | SECC | T1.6 | 1 | |
| 2 | 0000090711 | BRACKET, SPEAKER | SECC | T1.6 | 1 | |
| 3 | 0000090674 | BOX, SPEAKER | WOOD | T9 | 2 | |
| 4 | 0000090709 | COVER, SPEAKER | SECC | T1.6 | 2 | |
| 51 | 0000062297 | SPEAKER | M130FA803-10 | | 2 | |
| 101 | | SCREW, CROSS TRUSS | M6X30 | | 8 | |
| 102 | | SCREW, CROSS TAPPING TRUSS | d3. 5X12 | | 24 | |

FIG.7 UNIT, GUN

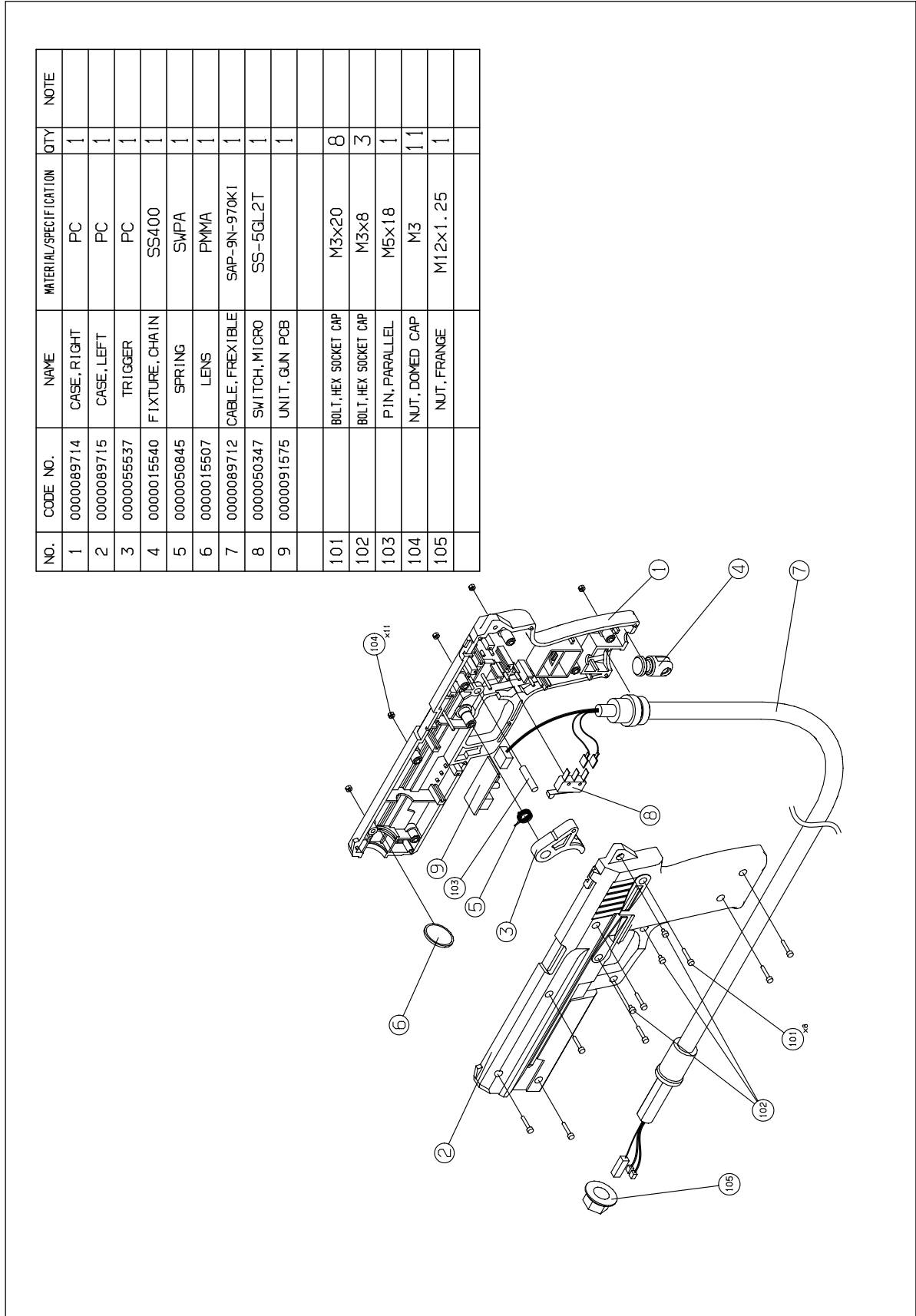
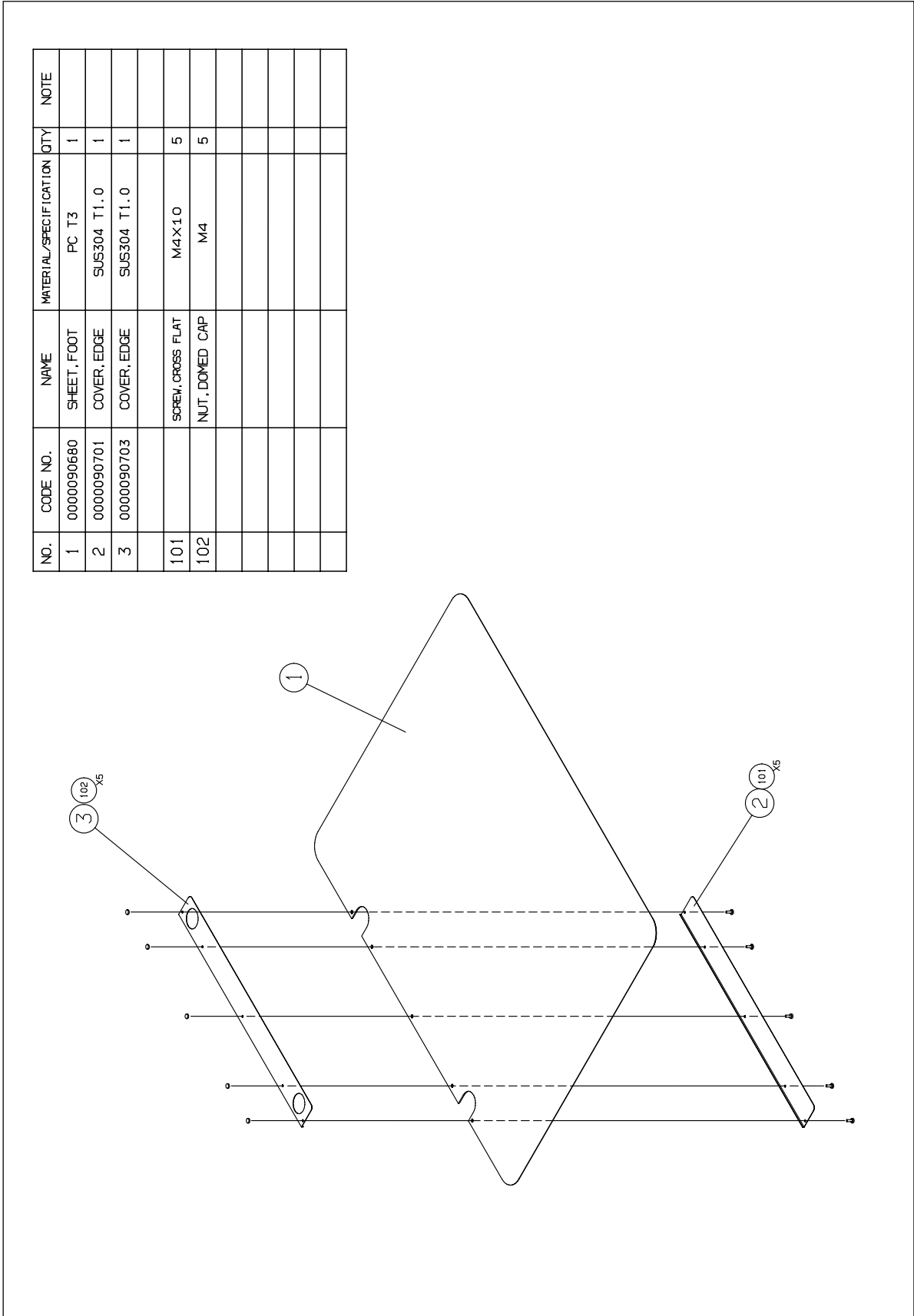


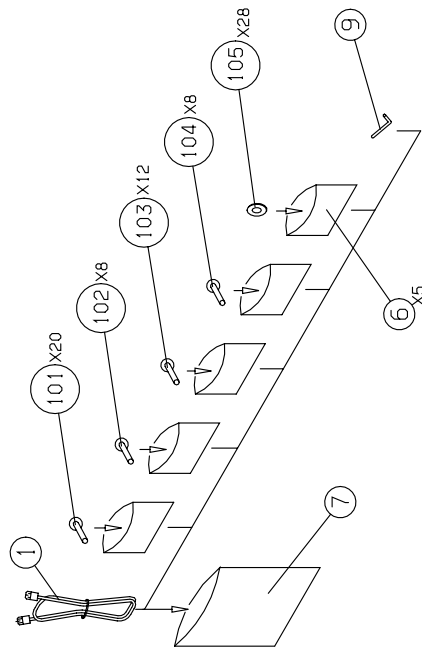
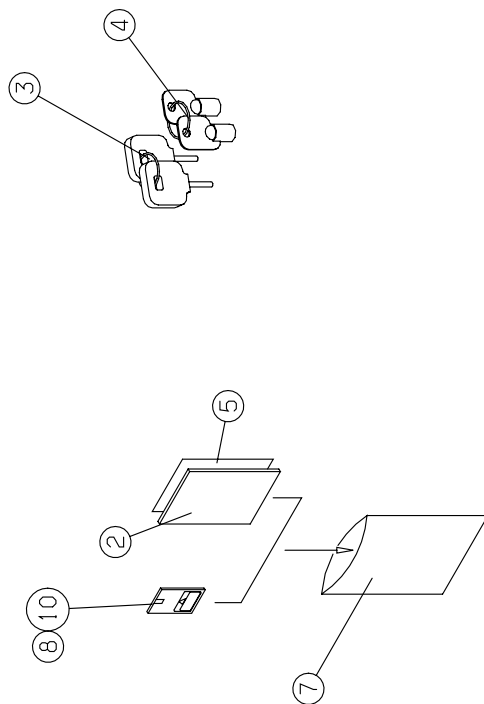
FIG.8 ASS'Y, FOOT SHEET - - - - -



| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|-------------------|------------------------|-----|------|
| 1 | 0000090680 | SHEET, FOOT | PC T3 | 1 | |
| 2 | 0000090701 | COVER, EDGE | SUS304 T1.0 | 1 | |
| 3 | 0000090703 | COVER, EDGE | SUS304 T1.0 | 1 | |
| 101 | | SCREW, CROSS FLAT | M4X10 | 5 | |
| 102 | | NUT, DOMED CAP | M4 | 5 | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

FIG.9 UNIT, ATTACHMENT

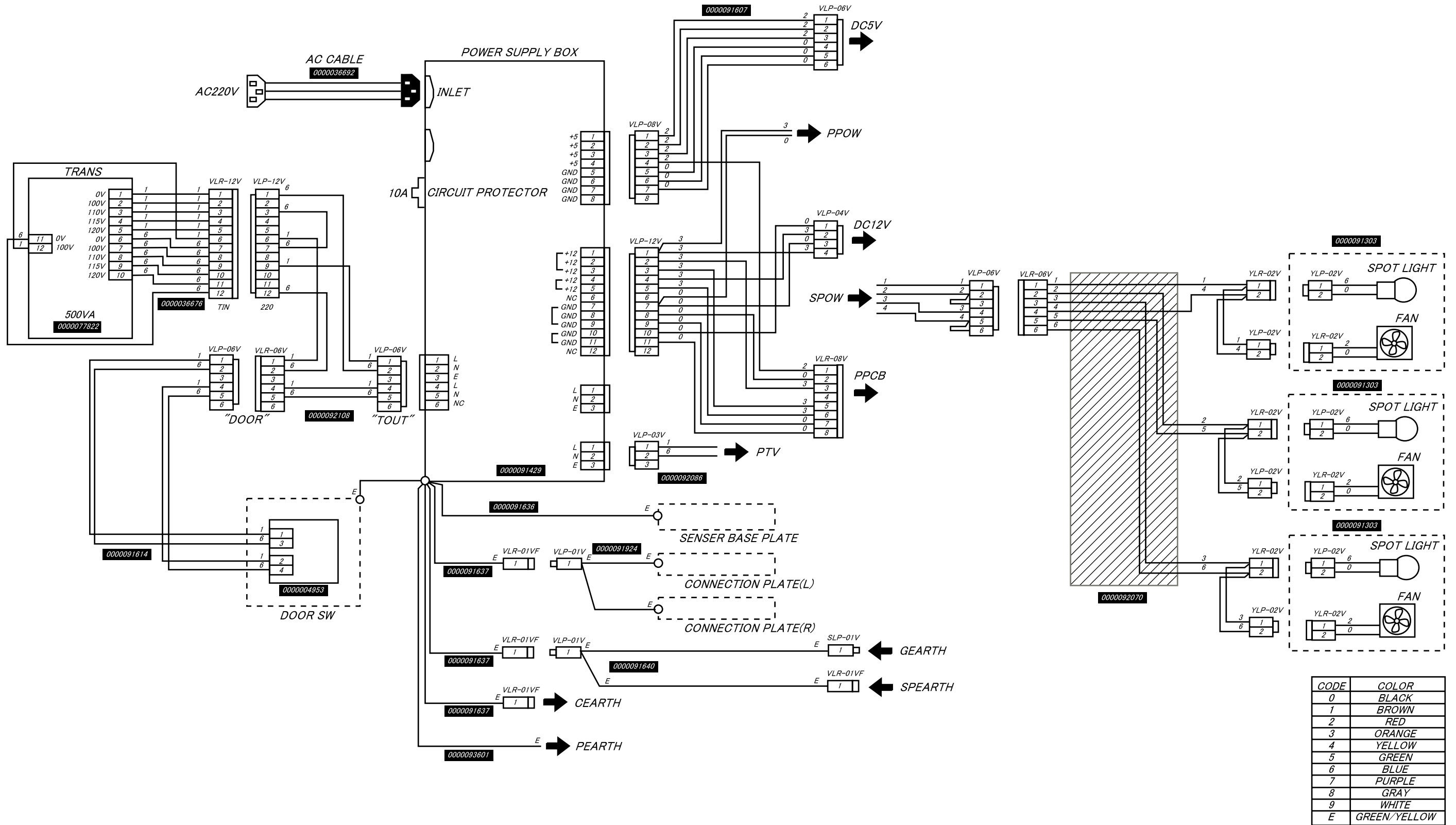
| NO. | CODE NO. | NAME | MATERIAL/SPECIFICATION | QTY | NOTE |
|-----|------------|----------------------|------------------------|-----|------------|
| 1 | 0000036692 | CABLE, AC | EQU | 1 | |
| 2 | 0000108133 | BOOK, MANUAL/HD | | 1 | |
| 3 | 0000005537 | KEY, LOCK | NS-812-W/2 | 2 | |
| 4 | 0000001676 | KEY, LOCK | NS-801-W/2 | 2 | |
| 5 | 0000091498 | SHEET, MANUAL | | 1 | |
| 6 | 0000004366 | BAG | 75X110 T0.04 | 5 | |
| 7 | 0000004319 | BAG | 230X350 T0.05 | 2 | |
| 8 | 0000004630 | BAG | 250X300 T0.05 | 1 | |
| 9 | 0000004555 | WRENCH, KEY, HEXAGON | B4 | 1 | |
| 10 | 0000108268 | UNIT, CF-CARD | | 1 | |
| 101 | | BOLT, BUTTON HEAD | M6X20 | 20 | WA(SM, PW) |
| 102 | | BOLT, BUTTON HEAD | M6X35 | 8 | |
| 103 | | SCREW, CROSS TRUSS | M4X10 | 12 | |
| 104 | | SCREW, CROSS TRUSS | M6X30 | 8 | |
| 105 | | WASHER, PLAIN | d6 | 28 | |



MEMO

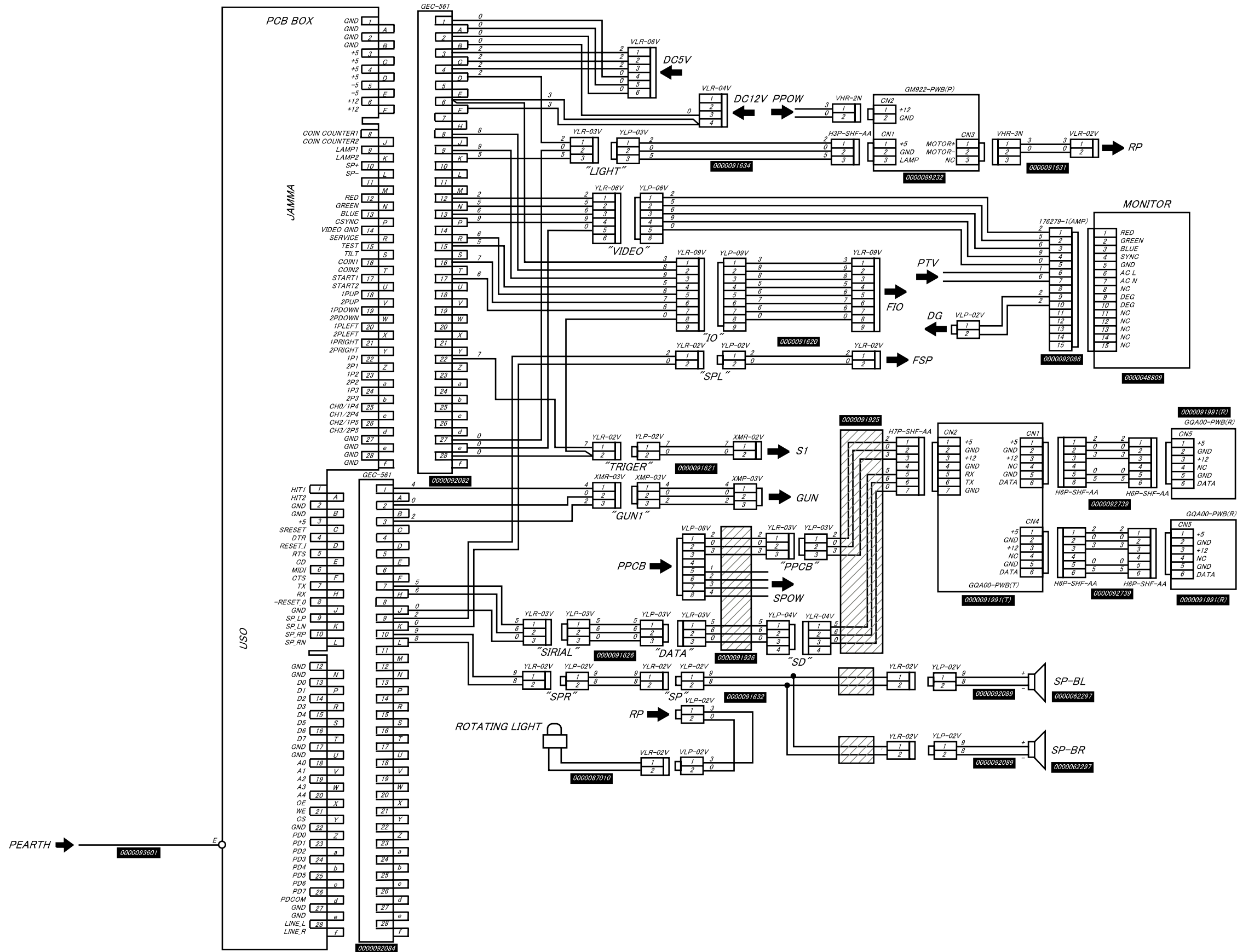
8-2 Wiring diagram

QGB11-HD specifications for regions using 220 voltage area in Asia. 1/3



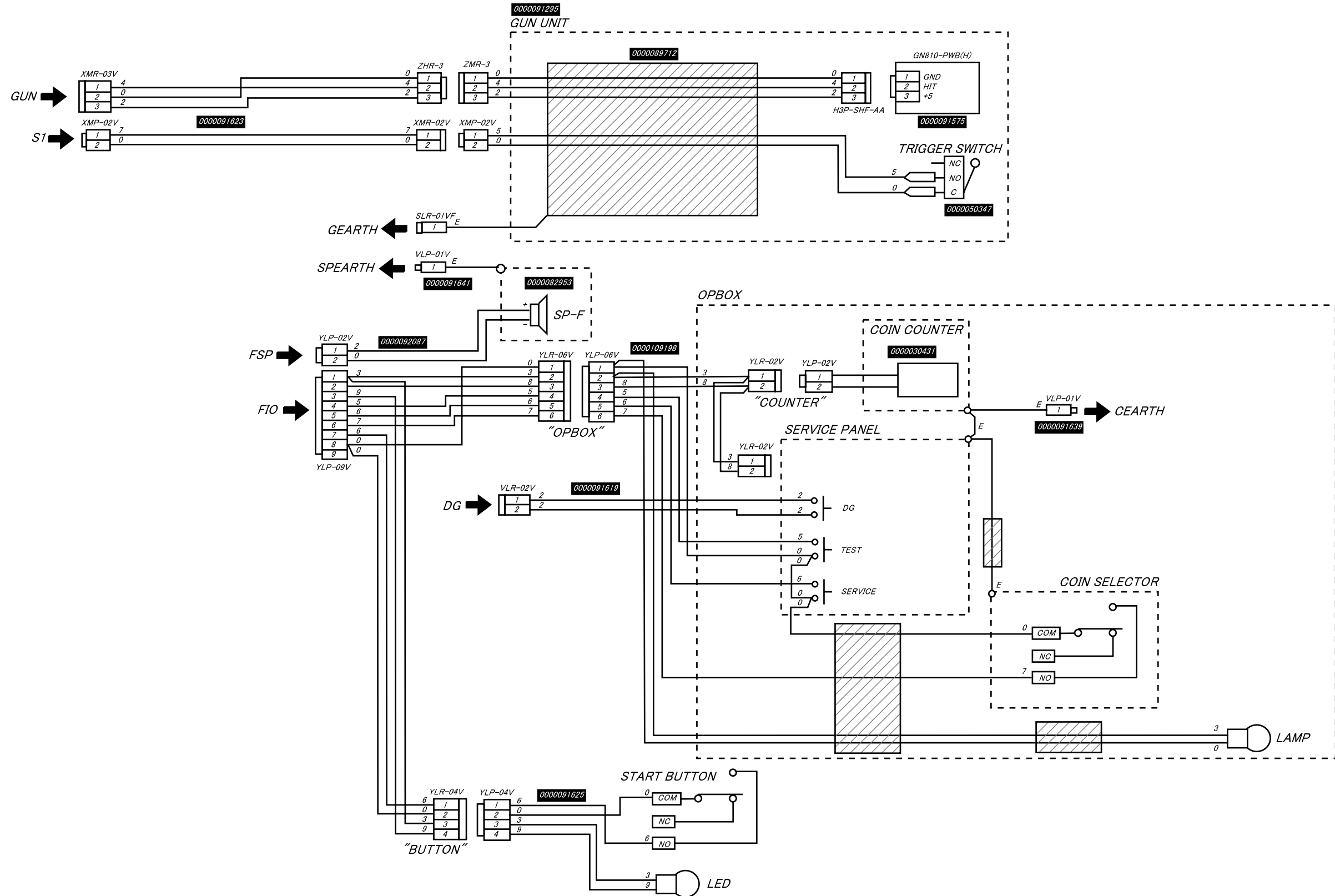
Wiring diagram

QGB11-HD specifications for regions using 220 voltage area in Asia. 2/3



Wiring diagram

GQB11-HD specifications for regions using 220 voltage area in Asia. 3/3



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