SEGA ™

SEGA NAOMI

Jamma Compatible Conversion KIT

SEGA ENTERPRISES, INC. USA

Warranty

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

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

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

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

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

1 . EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section. The following shows tests and modes that should be utilized as applicable.

<table>
<tr><td></td><td>
CAUTIONS TO BE HEEDED WHEN USING THE TEST MODE:

In the case where plural machines are linked for communication play, if even one seat enters the test mode, all of the linked seats will enter the test mode. Therefore, if any one of the linked machines is in play, use care so as not to use the test mode.

The contents of the setting changes made will not be effective unless the test mode is finished in the test mode. When the setting is changed, be sure to "EXIT" in the menu mode. Do not press the TEST BUTTON during network check at the time of turning the power on or exiting from the test mode. If anyone of the linked machines uses the test mode during network check, all other Seats will continue network checking. Cause all of the Seats to reenter the test mode and then have all of the Seats exit from the test mode simultaneously.
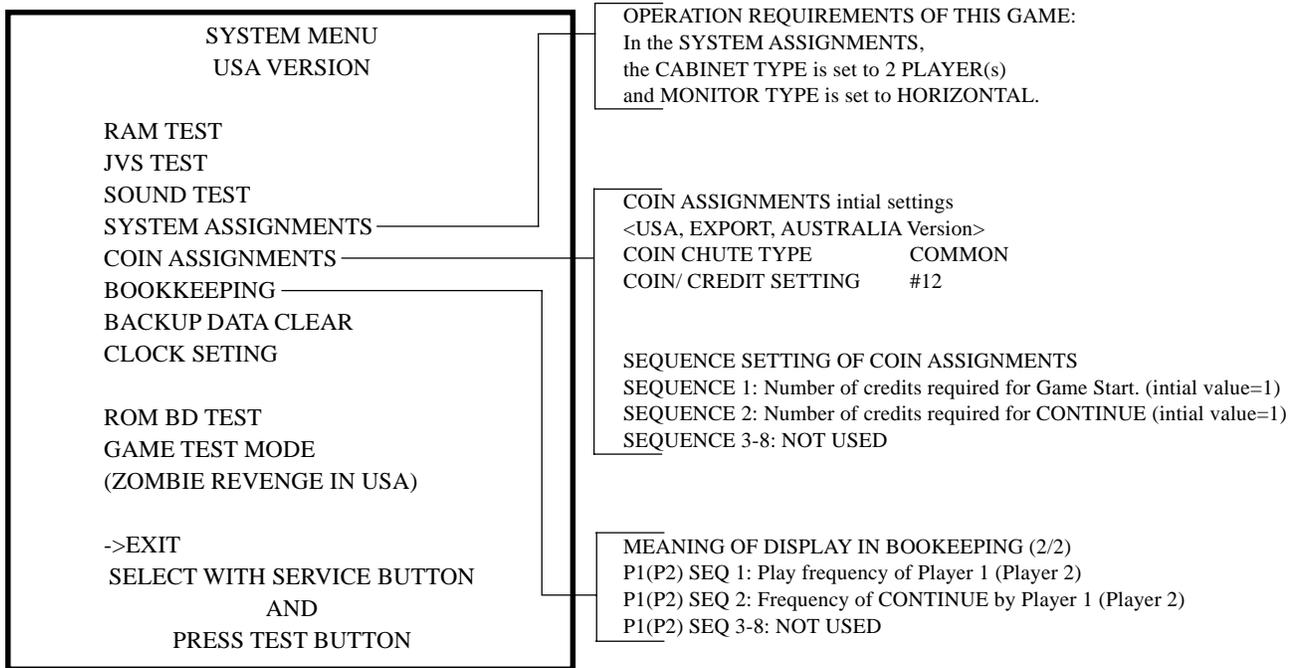</td></tr>
</table>

When performing installation, servicing product or changing game boards refer to individual kit instructions for each of the listed items below:

ITEMS	DESCRIPTION
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each of lamps. 4. In the MEMORY TEST mode, check ICs on the IC Board.
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check each of lamps.
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the MONITOR adjustment is appropriately made.
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc

1 - 2 TEST MODE

System Menu. This test mode mainly allows the IC board to be checked for accurate functioning, monitor color to be adjusted as well as COIN ASSIGNMENTS and GAME ASSIGNEMENTS to be adjusted.

1.) After turning power on, press the TEST button to have the following test item menu displayed.

2.) Press the SERVICE button to move the arrow. Bring the arrow to the desired item and press the TEST button.

```
            SYSTEM MENU
             USA VERSION


        RAM TEST
        JVS TEST
        SOUND TEST
        SYSTEM ASSIGNMENTS
        COIN ASSIGNMENTS
        BOOKKEEPING
        BACKUP DATA CLEAR
        CLOCK SETING


        ROM BD TEST
        GAME TEST MODE
        (ZOMBIE REVENGE IN USA)


        ->EXIT
         SELECT WITH SERVICE BUTTON
                   AND
            PRESS TEST BUTTON
```

OPERATION REQUIREMENTS OF THIS GAME:
In the SYSTEM ASSIGNMENTS,
the CABINET TYPE is set to 2 PLAYER(s)
and MONITOR TYPE is set to HORIZONTAL.

COIN ASSIGNMENTS intial settings
<USA, EXPORT, AUSTRALIA Version>
COIN CHUTE TYPE   COMMON
COIN/ CREDIT SETTING   #12

SEQUENCE SETTING OF COIN ASSIGNMENTS
SEQUENCE 1: Number of credits required for Game Start. (intial value=1)
SEQUENCE 2: Number of credits required for CONTINUE (intial value=1)
SEQUENCE 3-8: NOT USED

MEANING OF DISPLAY IN BOOKEEPING (2/2)
P1(P2) SEQ 1: Play frequency of Player 1 (Player 2)
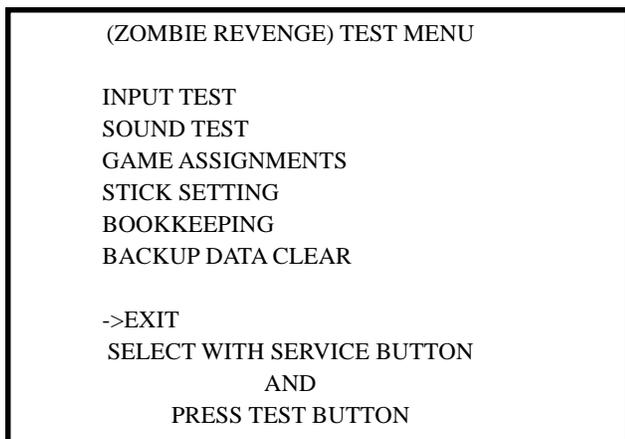P1(P2) SEQ 2: Frequency of CONTINUE by Player 1 (Player 2)
P1(P2) SEQ 3-8: NOT USED

3.) Bring the arrow to the item of Game TEST MODE and press the TEST button to display the GAME TEST MENU peculiar to ZOMBIE REVENGE. See the next page onward.

4.) Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the Gam Mode.

⚠ CAUTION!

The contents of settings changes in SYSTEM ASSIGNMENTS, COIN ASSIGNMENTS, and GAME TEST MODE are stored when the test mode is EXITed. If the power is turned off before EXITing, the contents of setting changes are ineffective. Be very careful of this point.

1 - 3 GAME TEST MODE

```
         (ZOMBIE REVENGE) TEST MENU

        INPUT TEST
        SOUND TEST
        GAME ASSIGNMENTS
        STICK SETTING
        BOOKKEEPING
        BACKUP DATA CLEAR

        ->EXIT
         SELECT WITH SERVICE BUTTON
                   AND
            PRESS TEST BUTTON
```

Bring the arrow to the item of GAME TEST MODE in the SYSTEM TEST MENU, and press the Test button to display the TEST MENU peculiar to ZOMBIE RE-VENGE.

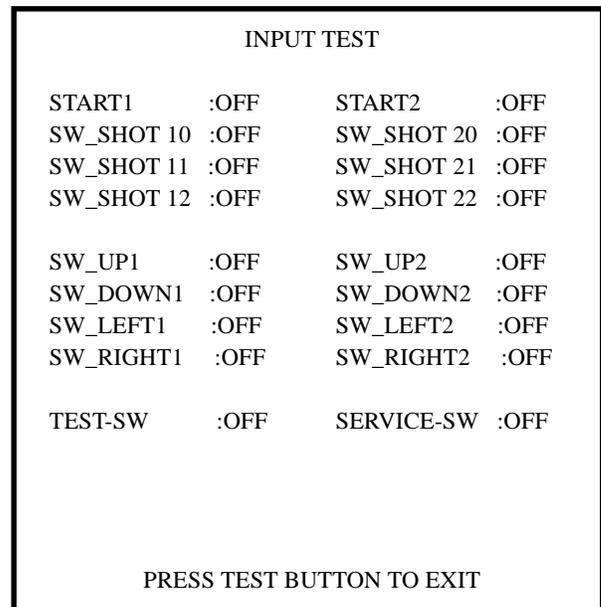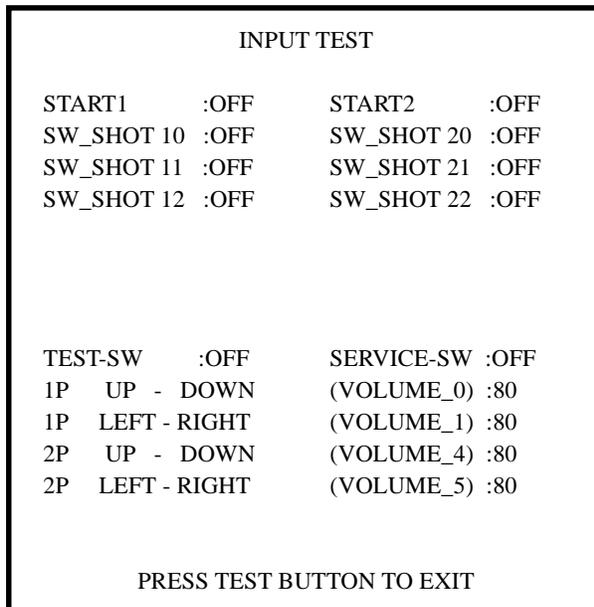Press the SERVICE button to move the arrow. Bring the arrow the desired item and press the TEST button. Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the SYSTEM MENU MODE.

1 - 4 INPUT TEST

This test displays the state of each switch.

If this switch goes ON when activated, it is satisfactory.

Display varies depending on the JOYSTICK TYPE setting in (3) GAME ASSIGNMENTS.

```
┌─────────────────────────────────────┐   ┌─────────────────────────────────────┐
│             INPUT TEST               │   │             INPUT TEST               │
│                                      │   │                                      │
│  START1      :OFF    START2    :OFF  │   │  START1      :OFF    START2     :OFF  │
│  SW_SHOT 10  :OFF    SW_SHOT 20 :OFF │   │  SW_SHOT 10  :OFF    SW_SHOT 20 :OFF  │
│  SW_SHOT 11  :OFF    SW_SHOT 21 :OFF │   │  SW_SHOT 11  :OFF    SW_SHOT 21 :OFF  │
│  SW_SHOT 12  :OFF    SW_SHOT 22 :OFF │   │  SW_SHOT 12  :OFF    SW_SHOT 22 :OFF  │
│                                      │   │                                      │
│                                      │   │  SW_UP1      :OFF    SW_UP2     :OFF  │
│                                      │   │  SW_DOWN1    :OFF    SW_DOWN2   :OFF  │
│                                      │   │  SW_LEFT1    :OFF    SW_LEFT2   :OFF  │
│  TEST-SW     :OFF    SERVICE-SW :OFF │   │  SW_RIGHT1   :OFF    SW_RIGHT2  :OFF  │
│  1P   UP - DOWN   (VOLUME_0) :80     │   │                                      │
│  1P   LEFT - RIGHT (VOLUME_1) :80    │   │  TEST-SW     :OFF    SERVICE-SW :OFF  │
│  2P   UP - DOWN   (VOLUME_4) :80     │   │                                      │
│  2P   LEFT - RIGHT (VOLUME_5) :80    │   │                                      │
│                                      │   │                                      │
│      PRESS TEST BUTTON TO EXIT       │   │      PRESS TEST BUTTON TO EXIT       │
└─────────────────────────────────────┘   └─────────────────────────────────────┘
```

1P (2P) UP-DOWN shows the minimum value when the Stick is inclined downward, and the maximum value when the Stick is inclined upward.
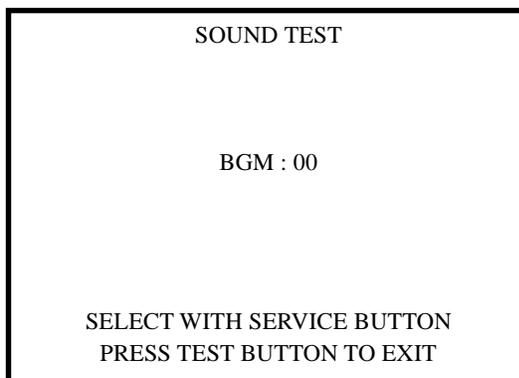
1P (2P) LEFT-RIGHT sows the minimum value when the Stick is inclined to the right, and the maximum when the Stick is inclined to the left. When the Stick is untouched, the CENTER value is displayed. If each of the center, minimum, and maximum value is within range of 70-8F,00-0F, and F0-FF respectively, it is satisfactory.

If the value is not satisfactory, return to the MENU mode, make adjustment in (4) STICK SETTING, and reconfirm the value in this test.

Press the test menu to have the MENU return onto the screen.

1 - 5 SOUND TEST

This allows sound and background used in the game to be checked/ tested.

```
┌─────────────────────────────────┐
│           SOUND TEST            │
│                                 │
│                                 │
│                                 │
│           BGM : 00              │
│                                 │
│                                 │
│                                 │
│                                 │
│   SELECT WITH SERVICE BUTTON    │
│   PRESS TEST BUTTON TO EXIT     │
└─────────────────────────────────┘
```

Pressing the service button increase the number by one and changes the sound.

Press the TEST button to have the MENU return to the screen.

1 - 6 GAME ASSIGNMENTS

```
GAME ASSIGNMENTS


JOYSTICK TYPE           DIGITAL
GAME DIFFICULTY         NORMAL
MAX LIFE                  256
VIOLENCE MODE           OFF

->EXIT


   SELECT WITH SERVICE BUTTON AND
      PRESS TEST BUTTON TO EXIT
```

Allows game difficulty adjustments to be performed/ changed.

SELECTION OF DESIRED ITEM

1.) Press the SERVICE button to move the -> and bring it to the desired item.

2.) Press the TEST btuuon to change the seting.

3.) Afte the device seting is finished, bring the -> to EXIT and press the TEST button.

(A) JOYSTICK TYPE (ANALOG, DIGITAL (NORMAL))

    This allows the Control Panel's JOYSTICK TYPE to be selected.

(B) GAME DIFFICULTY

    (VERY EASY, EASY, MEDIUM EASY, NORMAL, BITS HARD, MEDIUM HARD, HARD, VERY HARD)

(C) MAX LIFE (128, 256, 384, 512)

    Sets the characteer's "LIFE" value.

(D) VIOLENCE MODE (OFF, ON)

    Sets the blood color to ON (red) or OFF(green). This item is displayed for the USA version only and
    not for EXPORT, KOREA, AUSTRALIA versions.

1 - 7 STICK SETTING

If the JOSTICK TYPE is set to DIGITAL in (3) GAME ASSIGNMENTS, the ANALOG STICK volume can be adjusted.

```
┌─────────────────────────────────────────────────────┐
│                  NEW JAMMA ANALOG                     │
│                                                       │
│                    MIN      CENTER      MAX           │
│       1P   UP - DOWN:   00       80        FF         │
│       (VOLUME 0)                                      │
│                                                       │
│       1P  LEFT - RIGHT:  00       80        FF        │
│       (VOLUME 1)                                      │
│                                                       │
│       20   UP - DOWN:    00       80        FF        │
│       (VOLUME 4)                                      │
│                                                       │
│       20  LEFT - RIGHT:  00       80        FF        │
│       (VOLUME 5 )                                     │
│                                                       │
│                                                       │
│              PRESS TEST BUTTON TO EXIT                │
└─────────────────────────────────────────────────────┘
```

ADJUSTING THE VOLUME VALUE

Starring from the untouched status of 1P (2P) DIGITAL STICK, adjust the Volume value by moving the Stick fully UP/ DOWN/LEFT/RIGHT within the maximum movable ranges.

There after, the adjustment is finished if the MENU mode returns when the TEST button is pressed in the status and Stick is untouched.

After adjustment, be sure to check in (1) INPUT TEST to confirm that the value is satisfactory.

If the value is not staisfactory, return to STICK SETTING and adjust the Volume value. If the satisfactory value is not obtained after adjusting several times, then, the STICK may be amlfunctioning.

In the case JOYSTICK TYPE is set to DIGITAL, the following is displayed.

```
┌─────────────────────────────────────────────────────┐
│                  NEW JAMMA DIGITAL                    │
│                                                       │
│                                                       │
│              STICK TYPE IS SET  DIGITAL!!             │
│                                                       │
│                                                       │
│                                                       │
│                                                       │
│              PRESS TEST BUTTON TO EXIT                │
└─────────────────────────────────────────────────────┘
```

Press the TEST button to have the MENU return to the screen.

1 - 8 BOOKKEEPING

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

```
                         BOOKKEEPING
                      GAME REPORT PAGE 1/2


    NUMBER OF GAMES         0
          1P GAMES          0
          2P GAMES          0
    NUMBER OF CONTINUE  0
          1P GAMES          0
          2P GAMES          0


    TOTAL COIN             0
    COIN   CREDIT          0
    SERVICE   CREDIT       0
    TOTAL   CREDIT         0


    TOTAL  TIME            0D    0H    0M    0S
    PLAY TIME             0D    0H    0M    0S
    AVERAGE PLAY TIME     0D    0H    0M    0S
    LONGEST PLAY TIME     0D    0H    0M    0S
    SHORTEST PLAY TIME    0D    0H    0M    0S


              PRESS TEST BUTTON TO EXIT
```

(A) NUMBER OF GAMES

      1P, 2P total game playfrequency.

(B) NUMBER OF CONTINUE

      1P, 2P continue game playfrequency.

(C) TOTAL COIN

      Total number of times both the COIN CHUTE'S are actuated.

(D) COIN CREDIT

      Number of CREDITS registered by COIN insertion only.

(E) SERVICE CREDIT

      The SERVICE SWITCH usage frequency.

(F) TOTAL CREDIT

      Total number of CREDITS.

(G) TOTAL TIME

      Machine's total actuated time (excluding the test performance time).

(H) PLAY TIME

      Displays total game play time.

(I) AVERAGE TIME

      Average Game play time.

(J) LONGEST TIME

      Displays the longest play time.

(K) SHORTEST TIME

      Displays the shortest play time.

Press the test button to proceed to the next page.

Press the TEST button to have the MENU return to the screen.

Page 2/2 displays by-play-time play frequency.

```
┌─────────────────────────────────────────────┐
│                 BOOKKEEPING                   │
│           TIME HISTOGRAM PAGE 2/2             │
│                                               │
│   0M00S ~ 0M29S          0                    │
│   0M30S ~ 0M59S          0                    │
│   1M00S ~ 1M29S          0                    │
│   1M30S ~ 1M59S          0                    │
│   2M00S ~ 2M29S          0                    │
│   2M30S ~ 2M59S          0                    │
│   4M00S ~ 4M29S          0                    │
│   4M30S ~ 4M59S          0                    │
│   5M00S ~ 5M29S          0                    │
│   5M30S ~ 5M59S          0                    │
│   6M00S ~ 6M29S          0                    │
│   6M30S ~ 6M59S          0                    │
│   7M00S ~ 7M29S          0                    │
│   7M30S ~ 7M59S          0                    │
│   8M00S ~ 8M29S          0                    │
│   8M30S ~ 8M59S          0                    │
│   9M00S ~ 9M29S          0                    │
│   9M30S ~ 9M59S          0                    │
│   OVER                                        │
│                                               │
│          PRESS TEST BUTTON TO EXIT            │
└─────────────────────────────────────────────┘
```

1 - 9 BACK UP DATA CLEAR

Clears the contents of BOOKKEEPING.

```
┌─────────────────────────────────────────────┐
│              BACK UP DATA CLEAR               │
│                                               │
│                                               │
│                                               │
│                 YES (CLEAR)                   │
│               ->NO (CANCEL)                   │
│                                               │
│                                               │
│                                               │
│                                               │
│         SELECT WITH SERVICE BUTTON AND        │
│           PRESS TEST BUTTON TO EXIT           │
└─────────────────────────────────────────────┘
```

When clearing bring-> to YES and when not clearing, to NO, by using the SERVICE SW and then push the TEST button.

When clearing has been finished, COMPLETED will be dislayed.
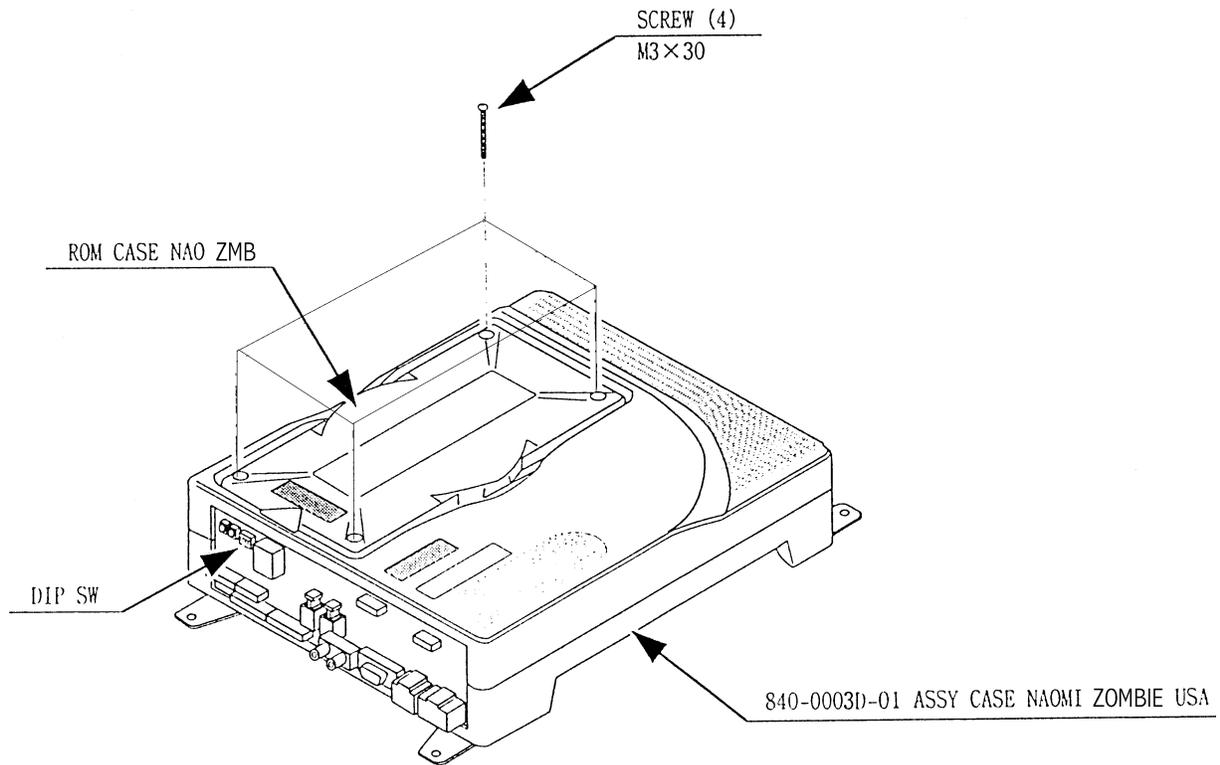Pressing the TEST button will have the MENU return to the screen.

2. GAME BOARD

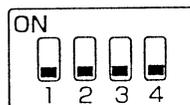## 2 -1   COMPOSITION OF GAME BOARD

ASSY CASE NAO USA (840-0003D-01) : ZOMBIE USA

SCREW (4)
M3×30

ROM CASE NAO ZMB

DIP SW

840-0003D-01 ASSY CASE NAOMI ZOMBIE USA

DIP SW SETTINGS

ON
1 2 3 4

3. PARTS LIST

STICKERS AND GRAPHICS

ITEM NO.	PART NO.	DESCRIPTION
1	999-0777	MARQUEE GRAPHIC ZBX KIT
2	999-0779	INSTRUCTION SHEET ZBX KIT
3	999-0780	SUB INSTR SHEET ZBX KIT
4	999-0785	CNTRL PNL OVERLAY ZBX KIT
5	999-0786	STICKER CABI SIDE L ZBX KIT
6	999-0787	STICKER CABI SIDE R ZBX KIT

JOYSTICKS AND BUTTONS

ITEM NO.	PART NO.	DESCRIPTION
1	610-6723-4C01	ASSY ANALOG JOY 4C GREEN
2	58-9133-L	*PUSH BUTTON GREEN
3	58-9155-L	*PUSH BUTTON YELLOW
4	95-0733-01	*MICRO SWITCH SILVER CONTACT

KIT INSTALLATION INSTRUCTIONS

1.) Install VGA Output to Jamma Interface.

2.) Install USB connector to Naomi Filter Board Port.

3.) You can use one of the extra grounds (shown in the picture on the following page) to go out to switched inputs. (The 5V and 12V can be used for whatever you like-coin meter, etc.)

MONITOR INFORMATION

You can use a
Standard Resolution-15,750K x 60 (#1 ON & #2-4 OFF)
or
High Resolution-31,000K x 10 (#1-4 OFF)

DIP SWITCH SELECTABLE
(Switch #1 on NAOMI FILTER BOARD)

XFMR 120V 17v2Ax2
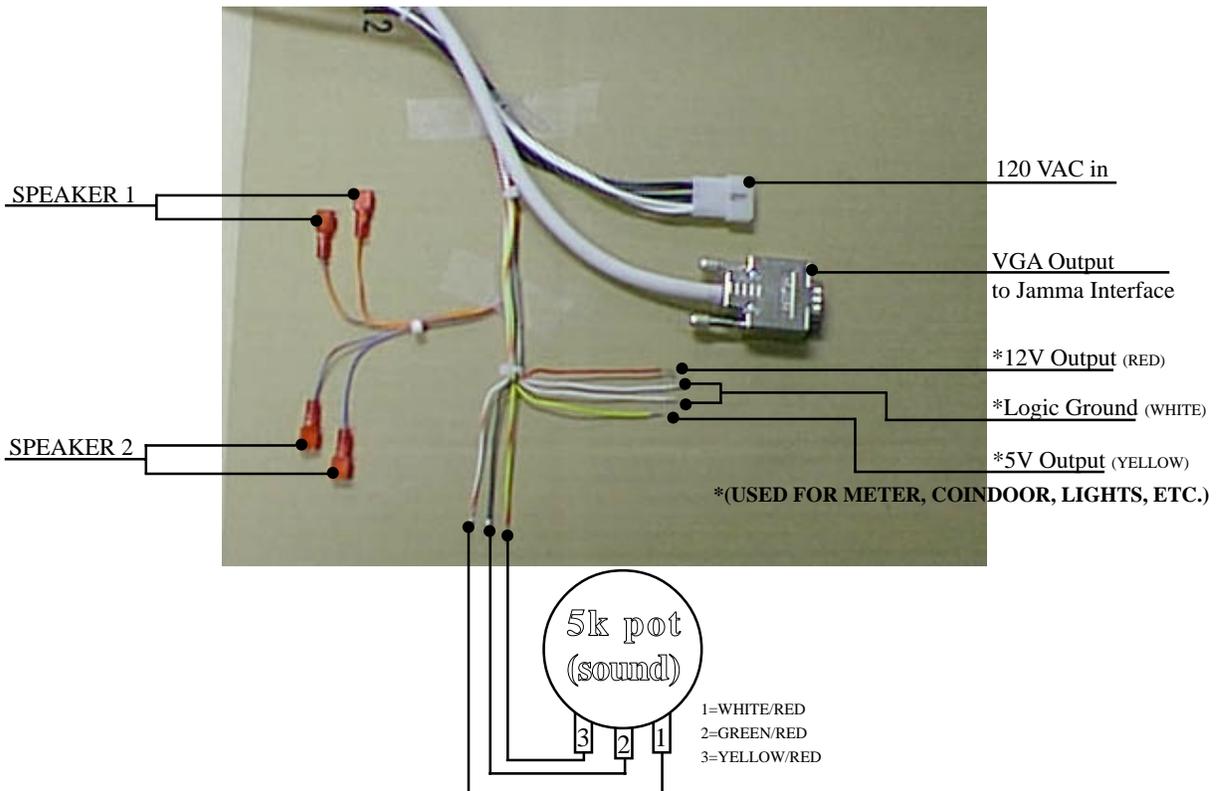560-5407

POWER AMP 2 CH
838-13616

I/O Board
838-13683

GAME BD ZOMBIE NAO
840-0003D-01

SW REGU FOR JVS
400-5397

CONTENTS OF WIRING BAG SEEN ABOVE

SPEAKER 1

120 VAC in

VGA Output
to Jamma Interface

*12V Output (RED)

*Logic Ground (WHITE)

SPEAKER 2

*5V Output (YELLOW)

(USED FOR METER, COINDOOR, LIGHTS, ETC.)

5k pot
(sound)

3   2   1

1=WHITE/RED
2=GREEN/RED
3=YELLOW/RED

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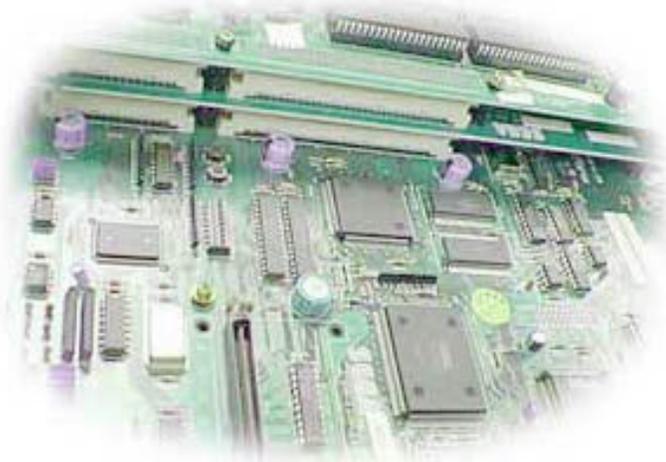
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