420-7246-01

TETRIS GIANT

OWNER'S MANUAI

SEGA CORPORATION

SEGA

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420-7246-01

- contents herein stated.
- convenient place for easy reference when necessary.



OWNER'S MANUAL

R



IMPORTANT

• Before using this product, read this manual carefully to understand the

• After reading this manual, be sure to keep it near the product or in a

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

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

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

Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

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

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

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



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to.



Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.

(The step may be omitted for products in which a power cable with earth is used.)

Perform work in accordance with the instructions herein stated.

Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.

Be sure to turn off the power before working on the machine.

To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect.

- Be sure to ground the earth terminal. (This is not required in the case where a power cable with earth is used.) This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.
- Ensure that the power supply used is equipped with an earth leakage breaker. Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.
- Be sure to use fuses which meet the specified rating. (Only for the machines which use fuses.) Using fuses exceeding the specified rating can cause a fire and an electric shock.

 Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

• Ensure that the product meets the requirements of appropriate electrical specifications.

Before installing the product, check for electrical specifications. SEGA products have a nameplate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.

- Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read. To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
- When handling the monitor, be very careful. (Applies only to products with monitors.) Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.
- Be sure to adjust the monitor properly. (Applies only to products with monitors.) Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
- When transporting or reselling this product, be sure to attach this manual to the product.
- * In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific instruction manual of such equipment.
- * Descriptions herein contained may be subject to improvement changes without notice.
- * The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

- □ Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- □ Are casters and adjusters damaged?
- □ Do the power supply voltage and frequency requirements meet with those of the location?
- □ Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
- \Box Do power cables have cuts and dents?
- \Box Are all accessories available?
- □ Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

i.

TABLE OF CONTENTS

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:			
TAB	BLE OF	CONTENTS	i
INT	RODUC	CTION	iv
	Defini	tion of 'Site Maintenance Personnel or	
	Other	Qualified Individuals'v	
1	HAND	DLING PRECAUTIONS	1
2	PREC	AUTIONS REGARDING INSTALLATION LOCATION	5
	2-1	LIMITATIONS OF USAGE	
	2-2	OPERATION AREA	
3	PREC	AUTIONS REGARDING PRODUCT OPERATION	7
	3-1	BEFORE OPERATION7	
	3-2	DURING OPERATION	
		(PAYING ATTENTION TO CUSTOMERS) 8	
4	PART	DESCRIPTIONS	10
5	ACCE	SSORIES	12
6	ASSE	MBLY AND INSTALLATION	16
	6-1	ASSEMBLING THE SCREEN STAND	
		6-1-1 Assembling the Frame	
		6-1-2 Attaching the Roof Panel	
		6-1-3 Attaching the Banner	
	6-2	ASSEMBLING THE CONTROLLER CABINET	
		6-2-1 Attaching the Projector	
		6-2-2 Attaching the Halogen Lamp Cover	
	6-3	SETTING UP THE CONTROLLER CABINET 41	
	6-4	CONNECTING THE POWER CABLE AND	
		GROUNDING THE CABINET 43	
	6-5	ADJUSTING THE POSITION OF THE PROJECTOR	
		(POWER ON)	
	6-6	ATTACHING THE CHAIN 50	
	6-7	ASSEMBLY CHECKS 52	
	6-8	USING ONLY THE CONTROLLER CABINET 53	
	6-9	KIDS MODE (ATTACHING THE DESIGN PIECES)	
	6-10	REPLACING THE DENOMINATION SHEET 58	

8

ii

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	

PRECAUTIONS WHEN MOVING THE MACHINE

GAME DESCRIPTION

8-1	GAME OUTLINE	63
8-2	GAME MODE EXPLANATIONS	64
8-3	GAME FLOW	66
8-4	KIDS MODE	

9 EXPLANATION OF TEST AND DATA DISPLAY

9-1	SWITCH	UNIT AND COIN METER 70
9-2	SYSTEM	1 TEST MODE
	9-2-1	SYSTEM MENU
	9-2-2	SYSTEM INFORMATION
	9-2-3	RAM TEST73
	9-2-4	I/O TEST
	9-2-5	SOUND TEST
	9-2-6	C.R.T. TEST
	9-2-7	SYSTEM ASSIGNMENTS77
	9-2-8	COIN ASSIGNMENTS
	9-2-9	BOOKKEEPING
	9-2-10	BACKUP DATA CLEAR 83
	9-2-11	CLOCK SETTING
	9-2-12	ROM TEST 85
	9-2-13	COMPACT FLASH TEST 85
	9-2-14	NETWORK SETTING
9-3	GAME T	EST MODE 91
	9-3-1	INPUT TEST
	9-3-2	OUTPUT TEST
	9-3-3	STICK SWING TEST
	9-3-4	GAME ASSIGNMENTS
	9-3-5	BOOKKEEPING
	9-3-6	BACKUP DATA CLEAR 101
	9-3-7	RANKING DATA CLEAR 102

10 COIN SELECTOR

10-1	COIN INSERTION TEST	104
10-2	CLEANING THE COIN SELECTOR	105
10-3	HANDLING A COIN JAM	107

11 PROJECTOR

1	1-1	NOTES RELATED TO THE PROJECTOR	109
1	1-2	CLEANING THE PROJECTOR	110
1	1-3	LAMP REPLACEMENT	111

108

103

61

63

12	REPLACING THE HALOGEN LAMP	112
13	REPLACING THE BUTTON SWITCHES	114
14	PERIODIC INSPECTION	119
15	TROUBLESHOOTING	121
	15-1TROUBLESHOOTING TABLE1215-2REPLACING THE SCREEN12	
16	GAME BOARD (SystemSP)	125
	16-1 EXTERNAL VIEW	26
	16-2 COMPOSITION OF THE GAME BOARD	
	16-3 REMOVING THE GAME BOARD	
	16-4 REPLACING THE LITHIUM BATTERY	
	16-5 INSTALLING THE SOFTWARE	34
	16-6 KEY CHIP	36
17	ERROR MESSAGE	137
18	SWITCHING TO A NAOMI BOARD	139
	REPLACING THE SHAFT STOPPER	
	(WITH 8-DIRECTION STOPPER)	144
20	DESIGN RELATED PARTS	148
21	PARTS LIST	149
22	WIRE COLOR CODE TABLE	200
23	WIRING DIAGRAM	201
SEG	A AMUSEMENTS OFFICES	

INTRODUCTION

This manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing control, spare parts, etc. for the product, "TETRIS[®] GIANT."

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the product, making sure to unplug the electrical cord from the outlet, and contact the office listed in this manual or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

Installation space	1.5 m (59.1 in) [Width]	x 1.78 m (70.1 in) [Depth]	
Height	2.03 m (79.9 in)		
Weight	208 kg (458.6 lb)		
Power, maximum current	530 W, 4.70 A	Single phase AC 120 V, 60 Hz Area	
	544 W, 2.60 A	Single phase AC 220 V, 50 Hz Area	
	530 W, 2.50 A	Single phase AC 220 V, 60 Hz Area	
	544 W, 2.50 A	Single phase AC 230 V, 50 Hz Area	
	542 W, 2.40 A	Single phase AC 240 V, 50 Hz Area	
Power, current	538 W, 5.1 A, (Max.)	AC 110 V, 60 Hz; Taiwan	
	420 W, 3.8 A, (Min.)	AC 110 V, 60 Hz; Taiwan	
Screen Size	70 Type (with screen st	tand attached)	

SPECIFICATIONS

Definition of 'Site Maintenance Personnel or Other Qualified Individuals'

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions that potentially dangerous procedures should only be carried out by professionals with the appropriate specialized knowledge.

The 'site maintenance personnel or other qualified professionals' mentioned in this manual are defined as follows:

Site maintenance personnel:

Persons with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, involved in design, production, testing or maintenance of amusement equipment. Should have graduated from technical school or hold similar qualifications in electrician/ electronics/mechanical engineering.

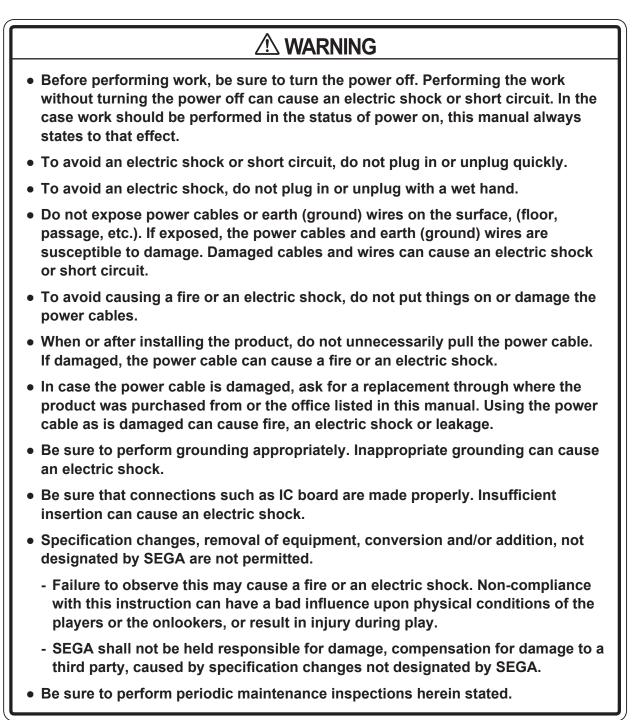
Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

1 HANDLING PRECAUTIONS

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

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





- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- Do not turn the power on and off continuously. Repeatedly turning the power on and off may cause product malfunction or parts damage.
- Some parts are not designed and manufactured specifically for this game machine. The manufacturers may discontinue, or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired.

CONCERNING THE STICKER DISPLAY

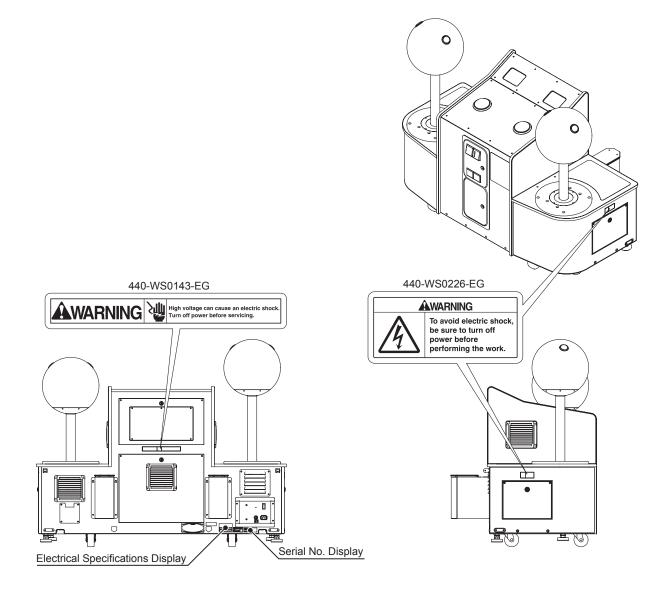
This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts. When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

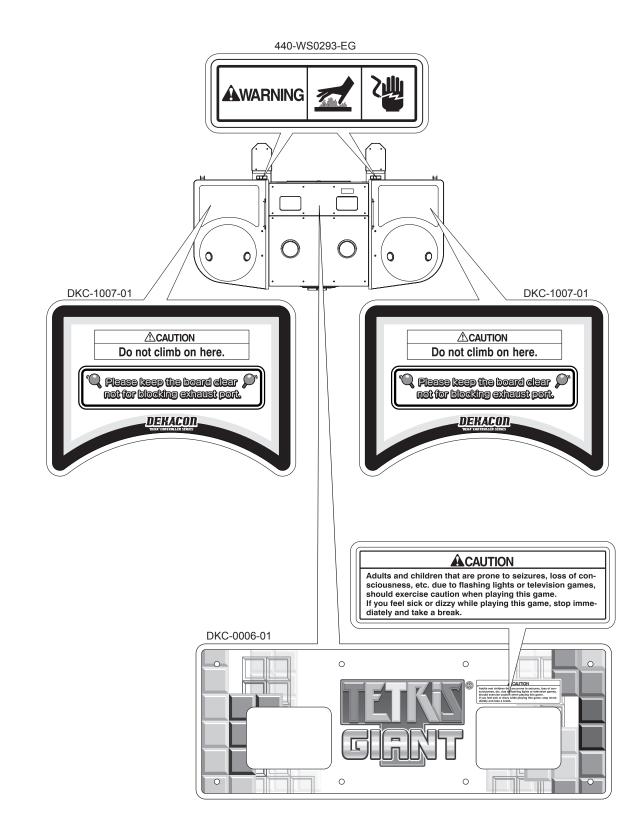
CONCERNING WARNING DISPLAYS

This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

CONTROLLER CABINET





2 PRECAUTIONS REGARDING INSTALLATION LOCATION

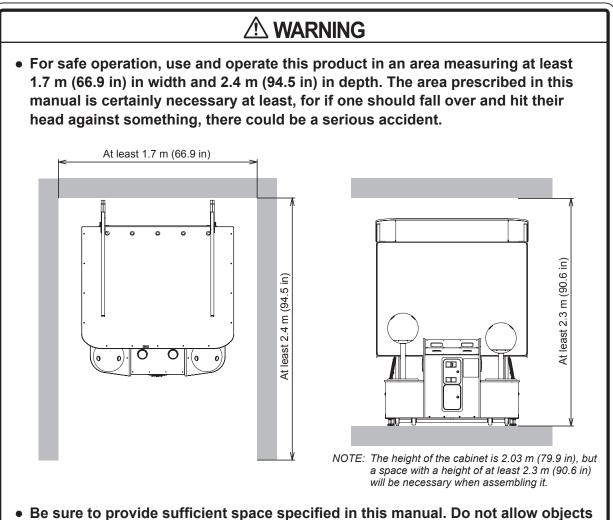
This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and/or malfunction. - Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and/or shower, etc., or places where a water jet (high pressure washing device) could be used. - Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc. - Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter. - Dusty places. - Sloped or unstable surfaces. - Places subject to any type of violent impact. - Vicinity of anti-disaster facilities such as fire exits and fire extinguishers. - Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade (41 to 86 degrees Fahrenheit.) **2-1 LIMITATIONS OF USAGE**

- Be sure to check the electrical specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing electrical specifications is attached to the product. Non-compliance with the electrical specifications can cause a fire and electric shock.
- This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.
- Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 240 V area). Non-compliance with the electrical specifications can cause a fire and electric shock.
- When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

Electricity Consumption:

MAX. 4.70 A	AC 120 V, 60 Hz
MAX. 2.60 A	AC 220 V, 50 Hz
MAX. 2.50 A	AC 220 V, 60 Hz
MAX. 2.50 A	AC 230 V, 50 Hz
MAX. 2.40 A	AC 240 V, 50 Hz
MAX. 5.1 A	AC 110 V, 60 Hz Area <taiwan></taiwan>

2-2 OPERATION AREA



- to block the ventilation ports. It can cause generation of heat and a fire.
- SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.

To install this product, the entrance must be at least 0.8 m (31.5 in) in width and 1.5 m (59.1 in) in height when packing.

3 PRECAUTIONS REGARDING PRODUCT OPERATION

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

3-1 BEFORE OPERATION

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

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.
- Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.
- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step/stepladder.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- Do not place the following items on top of the product, inside the bucket, nearby the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts.

Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/ containers/vessels containing chemicals and water.

- Be sure to perform appropriate adjustment of projector. For operation of this product, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.
- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers.
- Clean the places that are touched directly by customers (players) on a daily basis, and check to make sure that there are no scratches or cracks on the surface. Scratches or cracks can cause injury to the customer.
- Customers could get their fingers caught in between or cut on the joints of the door and cabinet. Check to make sure that the door is not loose and the joints are properly aligned before operation each day.

3

3-2 DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

A WARNING

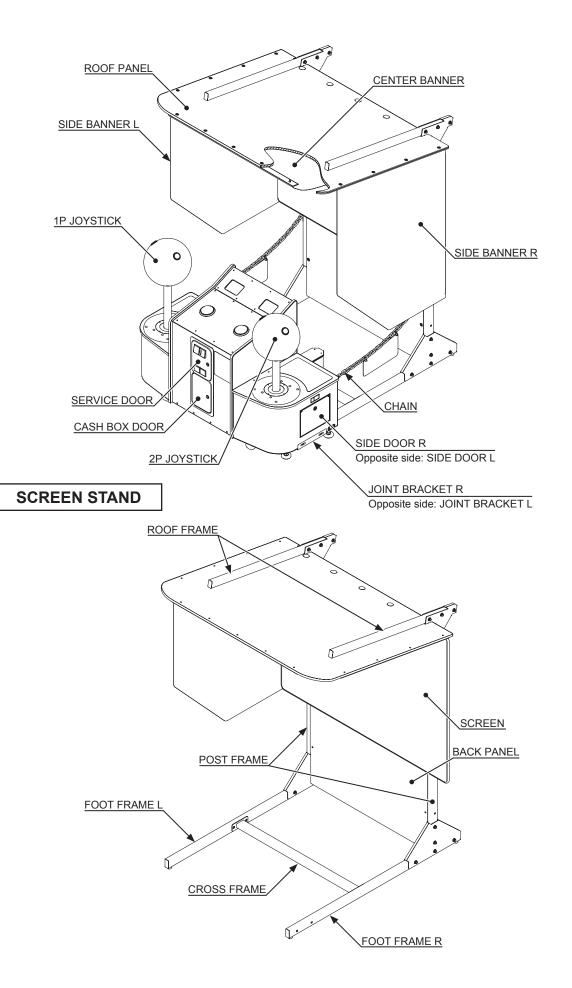
- For safety reasons, do not allow any of the following people to play the game.
 - Those who need assistance such as the use of apparatus when walking.
 - Those who are intoxicated or under the influence of drugs.
 - Persons who disregard the product's warning displays.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason.

- For safety reasons, do not allow any of the following people to play the game.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
 - Those who have neck or spinal cord problems.
 - Those who have high blood pressure or a heart problem.
 - Those who are not in good health.
 - Pregnant women.
 - Persons susceptible to motion sickness.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch on their children during play.
- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.
- The recommended height for playing the game is at least 130 cm (51.2 in). Do not set up a stool in front of the product for customers who are not tall enough to play the game as it could result in injury. Also, caution customers who attempt to play while sitting or standing on top of the controller cabinet.

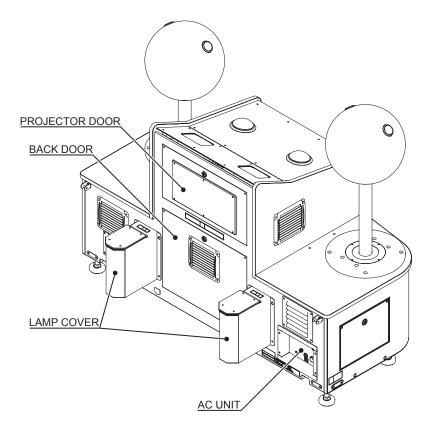


There is a vent on the controller cabinet. Be careful not to set objects on top of it.

4 PART DESCRIPTIONS



CONTROLLER CABINET



Dimensions and Weights for Major Parts

ITEMS	Width x Depth x Height	Weight
SCREEN	1,482 mm (58.3 in) x 1,126 mm (44.3 in) x 40 mm (1.6 in)	26 kg (57.3 lb)
ROOF PANEL	1,491 mm (58.7 in) x 1,213 mm (47.8 in) x 15 mm (0.6 in)	22 kg (48.5 lb)
BACK PANEL	1,038 mm (40.9 in) x 677 mm (26.7 in) x 15 mm (0.6 in)	9 kg (19.8 lb)
FOOT FRAME	33 mm (1.3 in) x 1,517 mm (59.7 in) x 75 mm (3.0 in)	6 kg (13.2 lb)
POST FRAME	33 mm (1.3 in) x 1,750 mm (68.9 in) x 70 mm (2.8 in)	5 kg (11.0 lb)
ROOF FRAME	31 mm (1.2 in) x 1,110 mm (43.7 in) x 51 mm (2.0 in)	4 kg (8.8 lb)
CROSS FRAME	140 mm (5.5 in) x 1,040 mm (40.9 in) x 52 mm (2.0 in)	3 kg (6.6 lb)
CONTROLLER CABINET	1,324 mm (52.1 in) x 778 mm (30.6 in) x 1,098 mm (43.2 in)	106 kg (233.7 lb)

5 ACCESSORIES

Confirm that the accessories listed in the table below are present when setting up the product. Accessories marked Spare in the note column are consumable items but included as spares.

Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

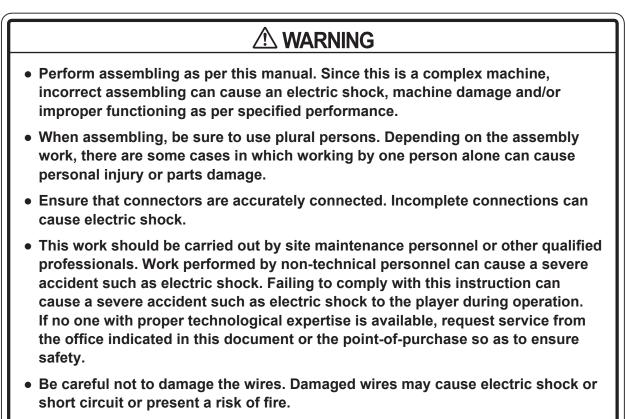
Part name/Part no.	Diagram/Use etc.	Quantity
OWNER'S MANUAL 420-7246-01	This manual	1
KEY MASTER 220-5793-2-A001	Open and Close the door	2
KEY	For cash box The keys are placed inside the coin chute box for shipping.	2
POWER CABLE 600-6619-02 <hong kong=""></hong>		1 ea.
ALLEN WRENCH (measuring distance of 4 mm to opposite side) 540-0023 ALLEN WRENCH (measuring distance of 5 mm to opposite side) 540-0062 ALLEN WRENCH (measuring distance of 6 mm to opposite side) 540-0028	Tools	1 ea.

Part name/Part no.	Diagram/Use etc.	Quantity
TAMPERPROOF WRENCH (for M4 screws) 540-0006-01 TAMPERPROOF WRENCH (for M5 screws) 540-0007-01	Tools	1 ea.
40 W HALOGEN LAMP 390-6732-40N		3
	2 for installation, 1 spare	
CF (CompactFlash) CARD MDA-C0076	For recovery	1
DENOMINATION SHEET 421-12643-03	Single Play HKD 5 Multi Play HKD 5 Single Play HKD 5 Multi Play HKD 10 Refer to 6-10.	1
SWING POP DKC-0007-01	TRY WITH MOMORPDADI HeyJTheresa KIDSMODE	2

Part name/Part no.	Diagram/Use etc.	Quantity
INSTRUCTION STICKER DKC-0008-01	KIDS MODE Carbos Contr	1
SHAFT STOPPER (8-direction) DKC-2214	Refer to Chapter 19.	2
	Spare (for 8-direction lever)	
JVS CABLE 600-7141-91-100	Refer to Chapter 18. Used with NAOMI board.	1
WIRE (DKC-60036) DKC-60036	Refer to Chapter 18. Used with NAOMI board.	1
WIRE (DKC-60037) DKC-60037	Refer to Chapter 18. Used with NAOMI board.	1

Part name/Part no.	Diagram/Use etc.	Quantity
WIRE (DKC-60038) DKC-60038		1
	Refer to Chapter 18. Used with NAOMI board.	
LAMP 200-6156	Spare (for Projector Jamp), refer to 11-3	1
	Spare (for Projector lamp), refer to 11-3.	

6 ASSEMBLY AND INSTALLATION



• Do not leave power cable exposed over passageways. Exposure could lead to damage, electric shock or short circuit. Wherever wiring has been laid out on a floor surface, use a wiring protection cover. (Wiring diameter: Power cable, approx. 8 mm)

- Be careful in handling plastic parts. Be sure not to tighten screws or nuts too tightly. Do not apply excessive force or shock to these parts. Failure to observe this instruction may result in breakage, and broken pieces and cracks or chips in these parts may cause personal injury.
- When opening/closing or attaching/removing doors or lids, be careful that your hand or finger does not get caught in anything.
- Use a stable stool so that work can be carried out safely and securely. Working without a stable stool could result in a fall or injury.
- Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.
- Make sure there is a level, 5 m square space in which to perform the work. If the space is too small, sloped, uneven, or has grooves, it could lead to an accident. It will also make the assembly work more difficult to perform.
- When installing a wire protection cover over a floor, use a material shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.

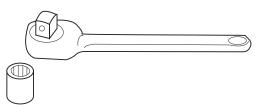
- Since the screen is susceptible to damage, pay careful attention to its handling.
- Be careful not to touch the glass at the front of the halogen lamp. There is danger that oil from your finger will be burnt, resulting in damage.

Tools necessary for work

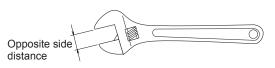
- Phillips screwdrivers (for M4, M5 screws)



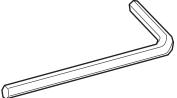
- Socket wrench (for M4, M8 hexagon bolts and nuts)



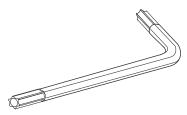
- Wrench with measuring distance of 24 mm to opposite side (adjust adjusters)



- Allen wrench (with measuring distance of 5 mm to opposite side)

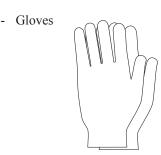


- Tamperproof wrench (for M4 screws)



Master key

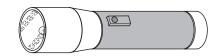




- Steptool or Stepladder



- Flashlight or other supplementary lighting



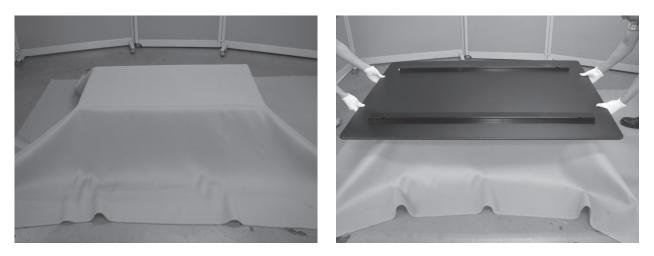
- Protective material, cloth, etc. (for preventing damage to the screen)
- Work table (for assembling the screen stand)

6-1 ASSEMBLING THE SCREEN STAND

6-1-1 Assembling the Frame

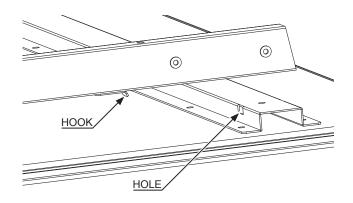
For your safety, make sure that the work is performed with at least 3 other people.

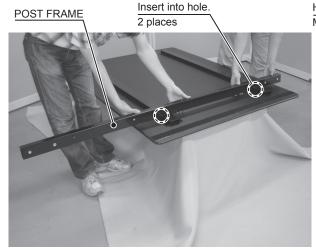
Cover the work table with protective material (such as a cloth) and place the screen on top with the back side up. Wear gloves while performing this work to prevent the screen (white surface) from getting dirty.



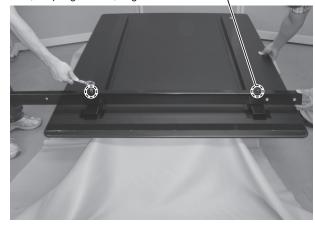


Insert the hooks on the post frame into the holes on the screen frame, and fasten it in place with 2 hexagon bolts.





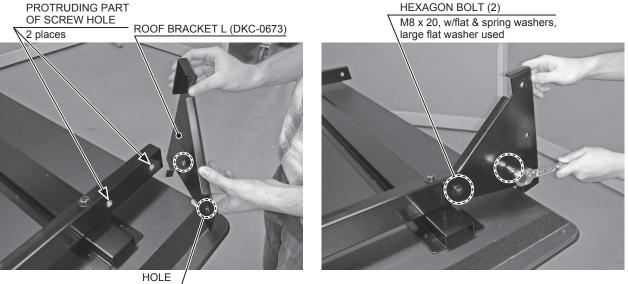
HEXAGON BOLT (2), black M8 x 80, w/spring washer, large flat washer used



Refer to Step 2 to attach the post frame using 2 hexagon bolts on the opposite side in the same way.



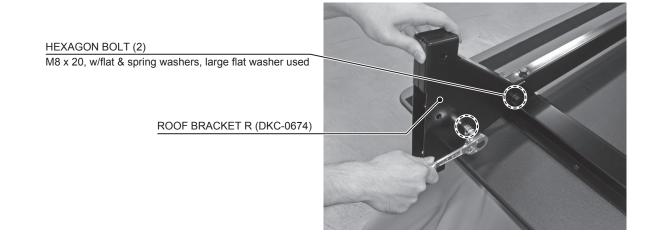
Attach the roof bracket L (DKC-0673) to the post frame. Insert the protruding part of the screw holes on the post frame into the holes on the bracket, and lightly fasten it in place with 2 hexagon bolts.



2 places

3

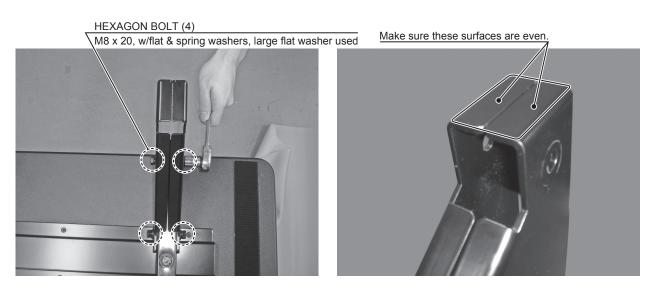
Attach roof bracket R (DKC-0674) to the opposite side of roof bracket L (DKC-0673), which was lightly fastened in place in Step 4. Insert the protruding part of the screw holes on the post frame into the holes on the bracket, and lightly fasten it in place with 2 hexagon bolts.





8

Fully tighten the 4 hexagon bolts to fasten the brackets in place, making sure that they are even as shown in the figure.



Refer to Steps 4 to 6 to attach the roof bracket L (DKC-0673) and the roof bracket R (DKC-0674) to the post frame on the opposite side in the same way.

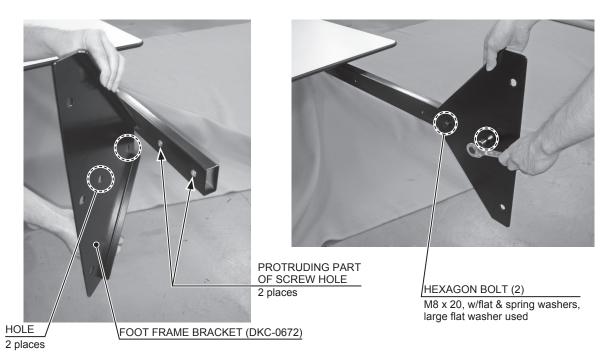


Wear gloves and perform the following work with at least 1 other person. Turn the screen over and be careful not to damage it while doing so.



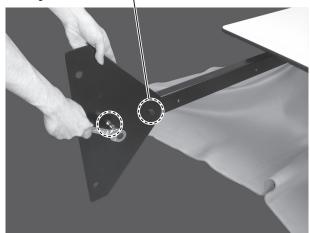
Attach the foot frame bracket (DKC-0672) to the post frame. Insert the protruding part of the screw holes on the post frame into the holes on the bracket, and lightly fasten it in place with 2 hexagon bolts.

9

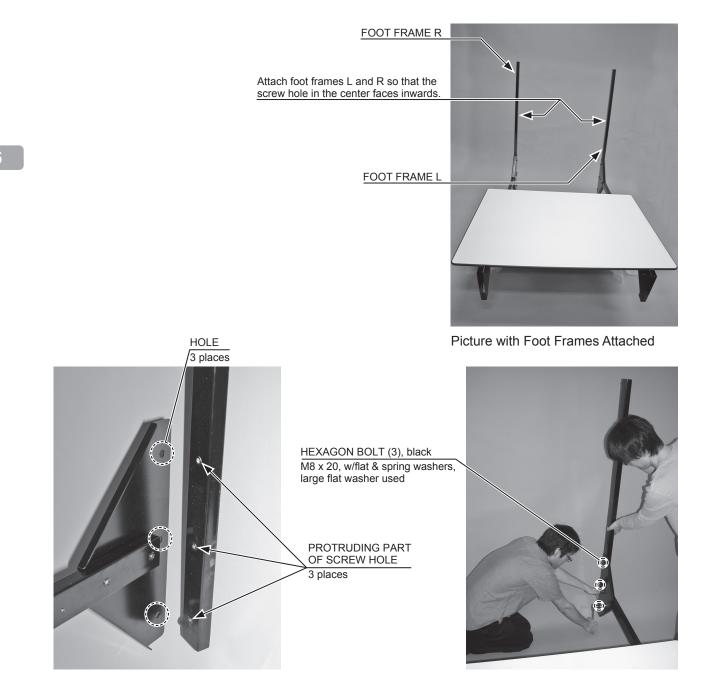


Attach the foor frame bracket (DKC-0672) to the post frame on the opposite side. Insert the protruding part of the screw holes on the post frame into the holes on the bracket, and lightly fasten it in place with 2 hexagon bolts.

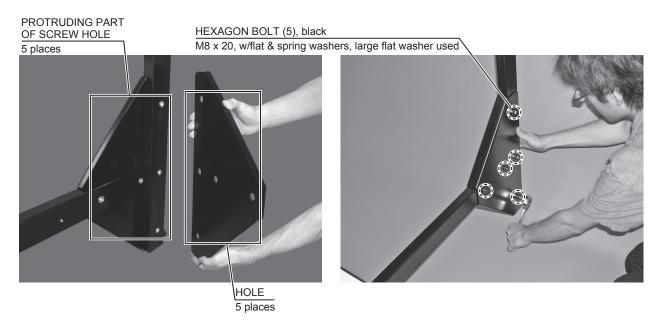
HEXAGON BOLT (2) M8 x 20, w/flat & spring washers, large flat washer used



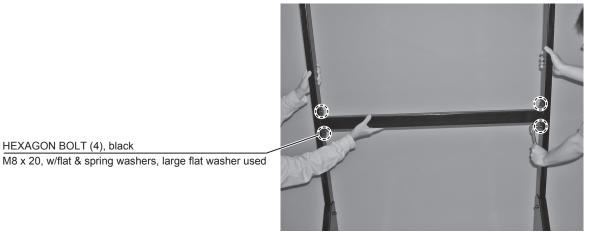
1 There is an L and an R foot frame. Be careful with the direction of the frames. Attach the foot frame to the foot frame bracket. 1 person should support the foot frame and insert the protruding part of the screw holes on the foot frame into the holes on the foot frame bracket, while the other person lightly fastens it in place with 3 hexagon bolts.



Attach the foot frame bracket (DKC-0672). Place the holes on the bracket over the protruding part of the screw holes, and lightly fasten it in place with 5 hexagon bolts.

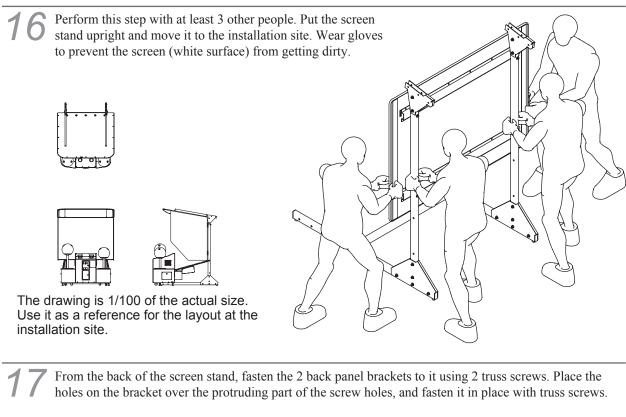


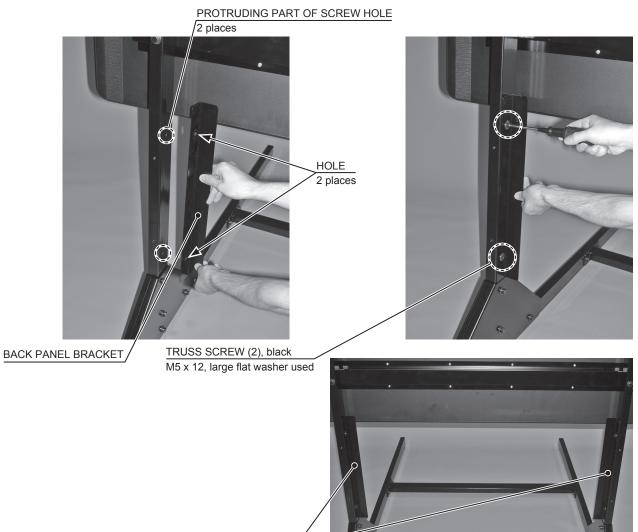
- Refer to Steps 11 and 12, and lightly fasten the foot frame bracket (DKC-0672) to the foot frame on the opposite side as well.
- Attach the cross frame to the foot frame L/R. Place the holes on the bracket over the protruding part of the screw holes, and lightly fasten it in place with 4 hexagon bolts.



HEXAGON BOLT (4), black

Fully tighten the 24 hexagon bolts that were lightly tightened in Steps 9 to 14.





BACK PANEL BRACKET

Affix the back panel with 4 truss screws.



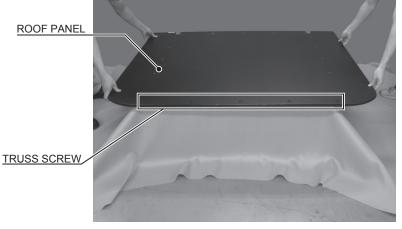


Ζ

6-1-2 Attaching the Roof Panel

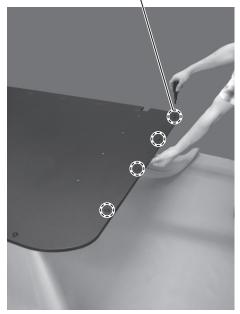
For your safety, perform this work with at least 3 other people.





Remove the 4 truss screws and take off the side banner sash. Support the side banner sash so that it does not fall off while removing the truss screws.

TRUSS SCREW (4), black M5 x 12, large flat washer used



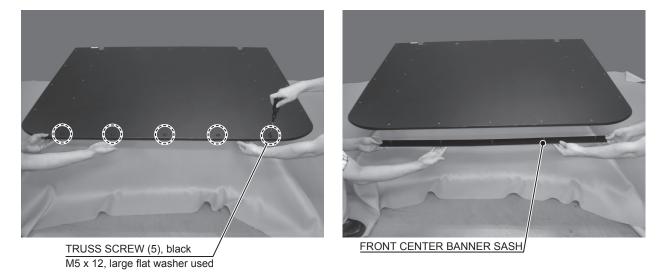
SIDE BANNER SASH



Refer to Step 2 and remove the side banner sash on the opposite side as well.

3

Remove the 5 truss screws and take off the front center banner sash. Another person should support the front center banner sash so that it does not fall off.

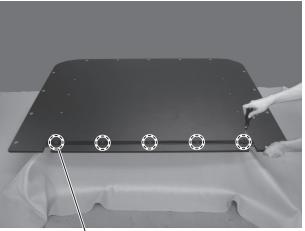


Pick up the roof panel and turn it over with at least 1 other person.

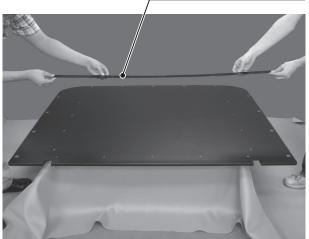


Remove the 5 truss screws and take off the rear center banner sash.

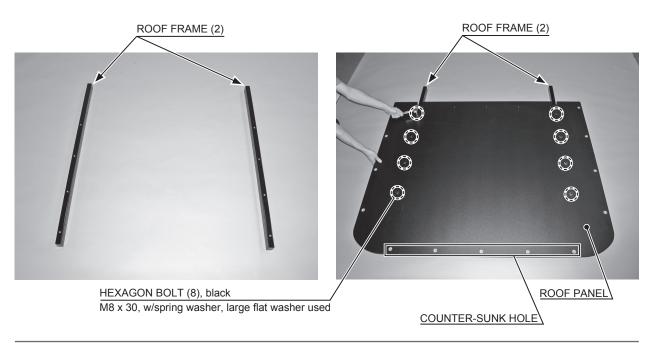




TRUSS SCREW (5), black M5 x 12, large flat washer used

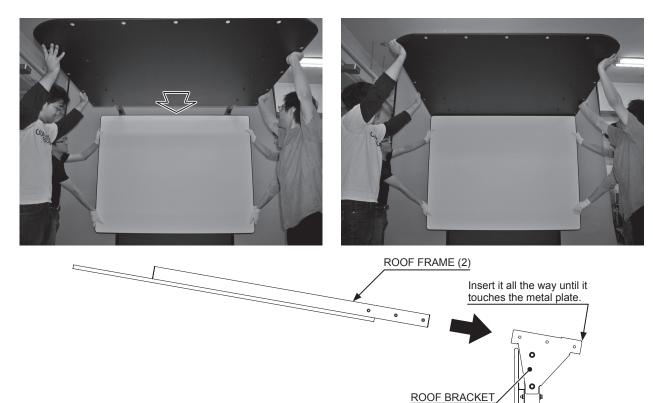


Line up the 2 roof frames as shown in the figure. Pick up the roof panel with at least 1 other person and place it on the roof frames with the side with the counter-sunk holes up. Line up the screw holes and fasten the roof panel to the roof frames with 8 hexagon bolts.

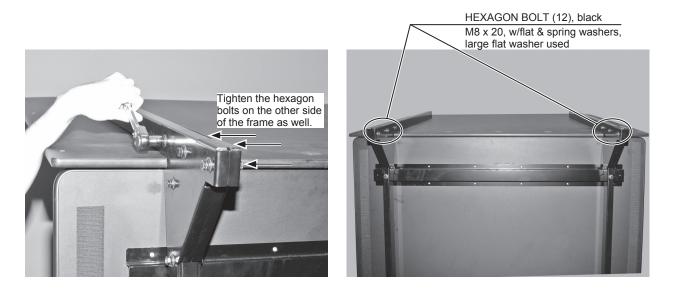


Perform this step with at least 3 other people. At least 2 people should pick up the roof panel, and at least 2 others should support the screen stand. With the side with the counter-sunk holes down, lift the roof panel and insert the 2 roof frames all the way before attaching the roof bracket. Be careful not to damage the screen (white surface) while performing this work.

NOTE: If the roof panel is difficult to attach, another person should lift the roof panel in the center and straighten out any warping while inserting it.



With 2 people still supporting the roof panel, another person should fasten it in place with 12 hexagon bolts.

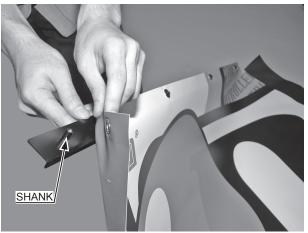


6-1-3 Attaching the Banner

Pass the shanks on the side banner sash removed in Step 2 of "6-1-2 Attaching the Roof Panel" through the holes on side banner R (4 places). Make sure that the side banner sash is facing the direction shown in the figure.

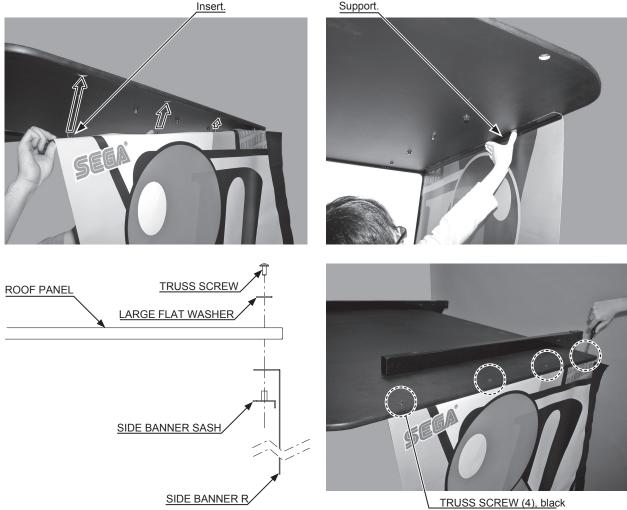


SIDE BANNER R



Be careful with the direction of the banner sash

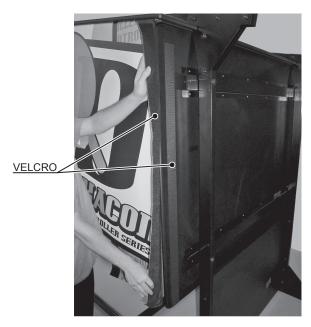
2 Insert the shanks on the side banner sash into the counter-sunk holes on the roof panel and support it. Another person should fasten it in place with the 4 truss screws removed in Step 2 of "6-1-2 Attaching the Roof Panel." Be careful not to damage the screen (white surface) with the side banner sash while performing this work.



M5 x 12, large flat washer used

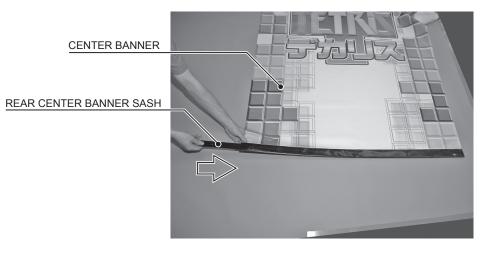
Affix the side banner R to the back of screen with velcro. Be careful not to leave any wrinkles.

3



Refer to Steps 1 to 3 to attach the side banner L on the opposite side in the same way.

Insert the rear center banner sash removed in Step 6 of "6-1-2 Attaching the Roof Panel" at the bottom of the center banner. Make sure that the screw holes line up.

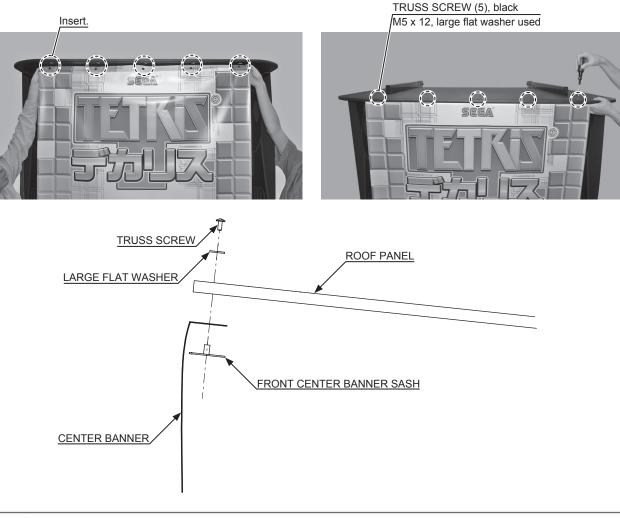


Pass the shanks on the front center banner sash that was removed in Step 4 of "6-1-2 Attaching the Roof Panel" through the holes on the center banner (5 places.)

FRONT CENTER BANNER SASH

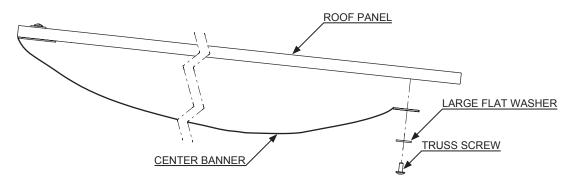


7 Insert the shanks on the front center banner sash into the counter-sunk holes on the roof panel. Another person should fasten it in place with the 5 truss screws removed in Step 4 of "6-1-2 Attaching the Roof Panel."



Fasten the bottom of the center banner to the roof panel with the 5 truss screws removed in Step 6 of "6-1-2 Attaching the Roof Panel."

TRUSS SCREW (5), black
M5 x 12, large flat washer used



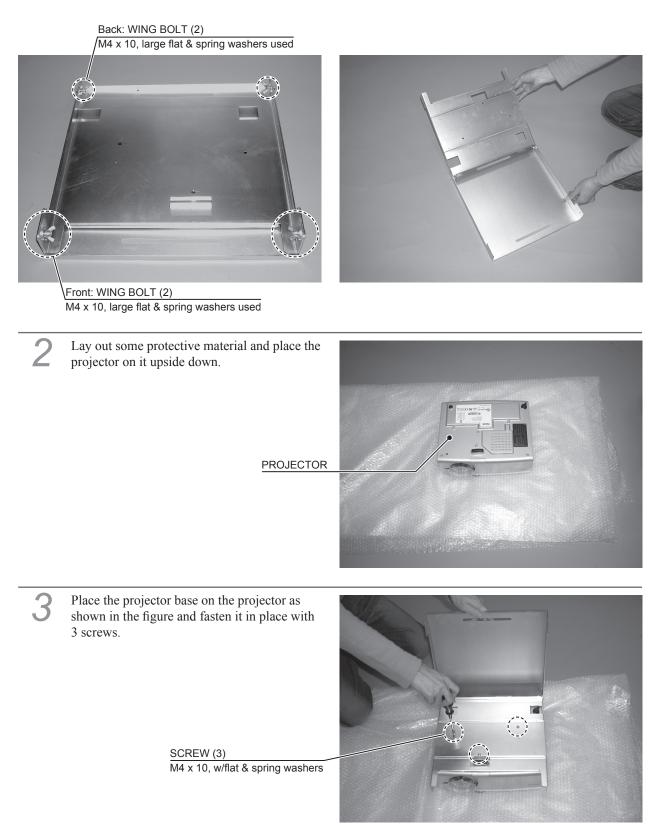
8

6-2 ASSEMBLING THE CONTROLLER CABINET

6-2-1 Attaching the Projector



Remove the 2 wing bolts on the front of the projector base and loosen the 2 wing bolts on the back to open the projector base.

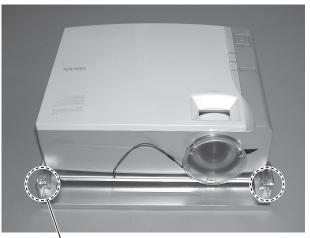


4

5



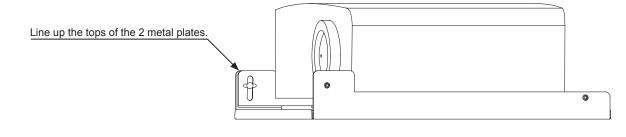
Set down the projector as shown in the figure and retighten the 2 wing bolts that were loosened in Step 1 as well as the 2 wing bolts that were removed. Line up the tops of the 2 metal plates when fastening the projector in place.



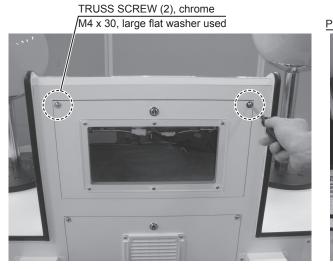
Front: WING BOLT (2) M4 x 10, large flat & spring washers used



Back: WING BOLT (2) M4 x 10, large flat & spring washers used



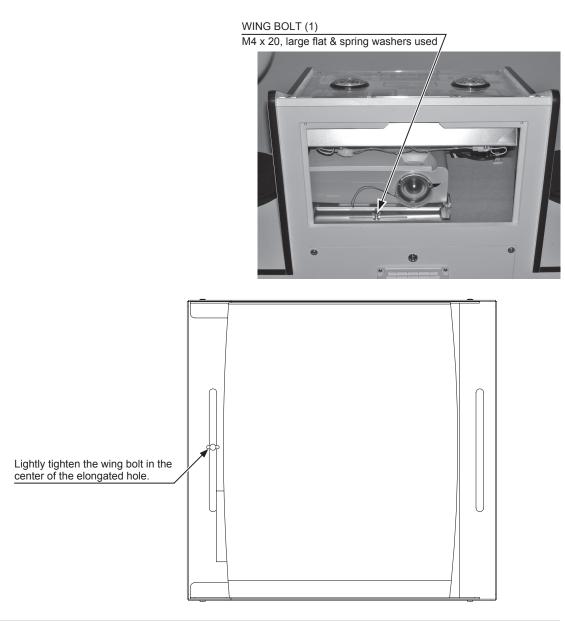
Remove the 2 truss screws, unlock the projector door with the master key, and take it off.

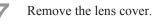


PROJECTOR DOOR Unlock

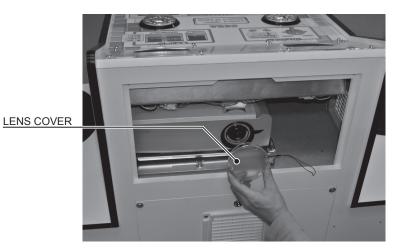
Put the projector inside the projector door and lightly fasten it in place with 1 wing bolt. Put the wing bolt in the center of the elongated hole.

NOTE: The other wing bolt is tightened from the service door side.





6



8

9

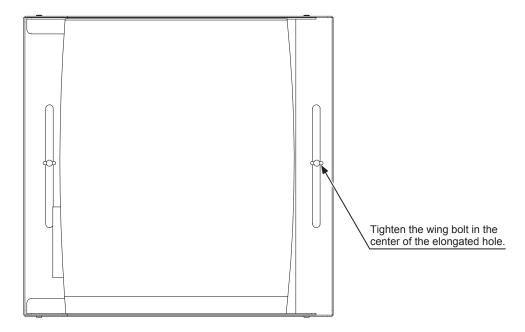
Unlock the service door with the master key and open it.



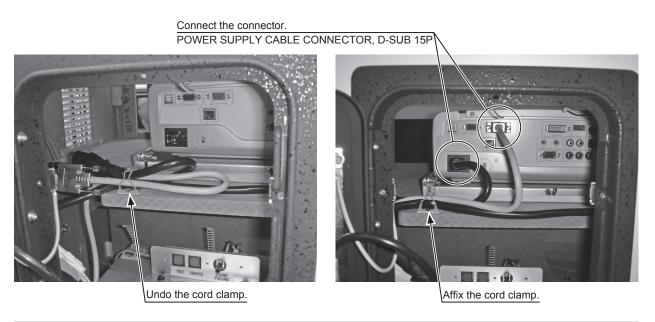
Affix the projector with 1 wing bolt. Tighten the wing bolt in the center of the elongated hole.



WING BOLT (1) M4 x 20, large flat & spring washers used



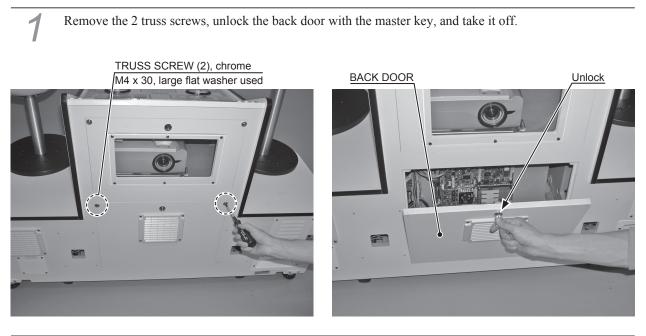
Undo the cord clamp and connect 2 connectors to the projector. Fasten the D-SUB 15P in place with 2 fastening screws. After connecting the connector, affix the cord clamp.



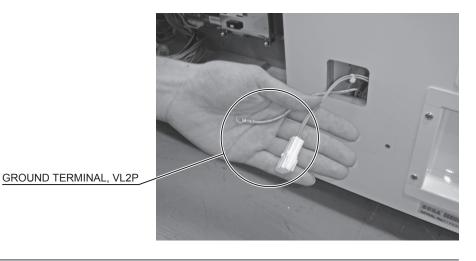
11 Close the service door and lock it with the mater key.12 Fully tighten the wing bolt that was lightly tightened in Step 6.

Q Attach the projector door, lock it with the master key, and fasten it in place with 2 truss screws.

6-2-2 Attaching the Halogen Lamp Cover

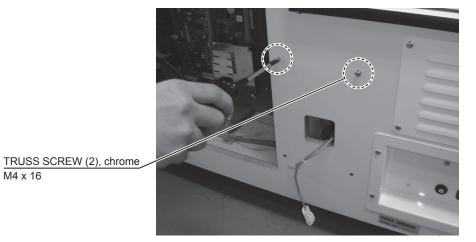


Pull out the connector and ground terminal from the square hole.





Lightly tighten the 2 truss screws.

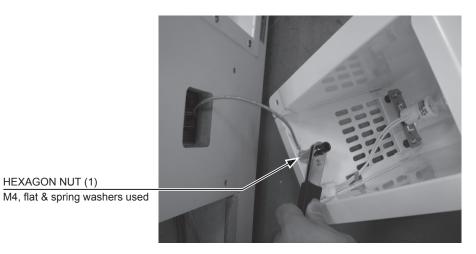


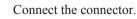
M4 x 16

Attach the halogen lamp to the halogen lamp cover. Be careful not to touch the glass surface of the halogen lamp. Oil from your fingers or hands could cause burning. NOTE: 1 of the 3 supplied halogen lamps is a spare.



Attach the ground terminal, flat washer, spring washer, and hexagon nut to the threaded shaft inside the halogen lamp cover in that order, and fasten it in place.

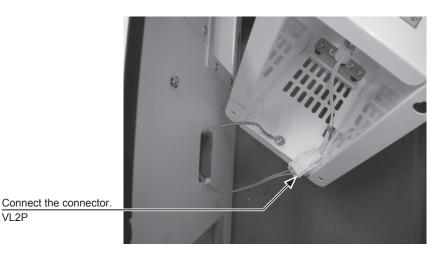




4

5

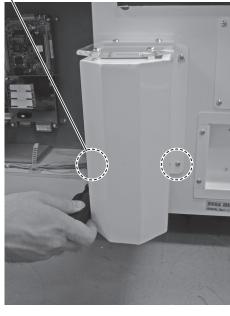
6



Hang the halogen lamp cover on the truss screws lightly tightened in Step 3 and then tighten them.

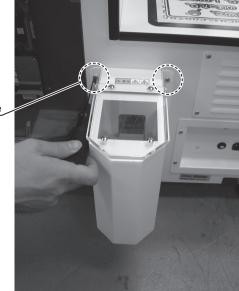


TRUSS SCREW (2), chrome



8

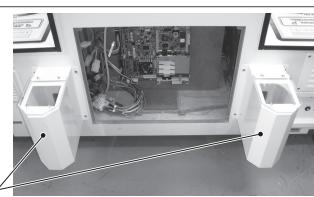
Fully tighten the 2 truss screws.



TRUSS SCREW (2), chrome M4 x 16



Refer to Steps 2 to 8 to attach the halogen lamp cover on the opposite side in the same way.



HALOGEN LAMP COVER

6-3 SETTING UP THE CONTROLLER CABINET

1

Use an Allen wrench with a WAF (with across flats) of 5 mm to remove the 4 hexagon socket bolts on the sides of the controller cabinet.



HEXAGON SOCKET BOLT (total 4) M8 x 35, large flat & spring washers used

2 Attach joint bracket R and lightly tighten the hexagon socket bolts removed in Step 1. Attach joint bracket L on the other side and lightly tighten the 2 hexagon socket bolts.



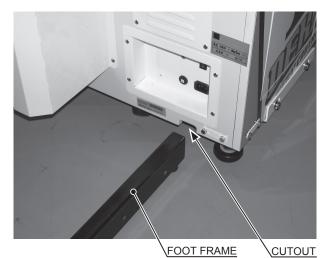
JOINT BRACKET R



HEXAGON SOCKET BOLT (2) M8 x 35, large flat & spring washers used



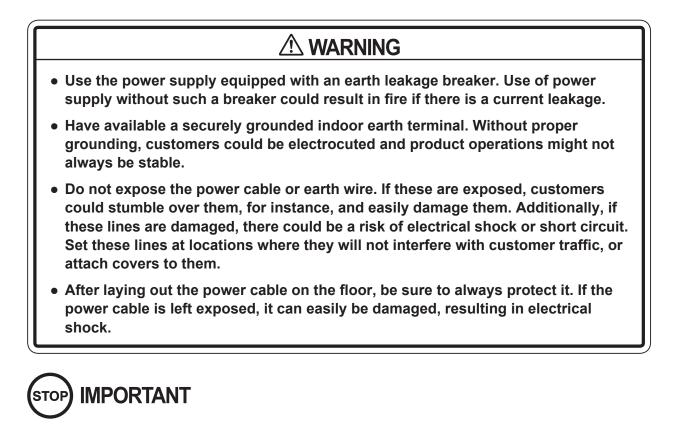
Insert the screen stand foot frame into the cutout on the controller cabinet, and line up the screw hole on the foot frame with the elongated hole on the joint bracket as shown in the figure (second elongated hole from the outside). Move the controller cabinet slowly. A heavy jolt could damage the parts. Also, be careful not to push on the joystick.





Line up the screw hole with the second elongated hole from the outside.

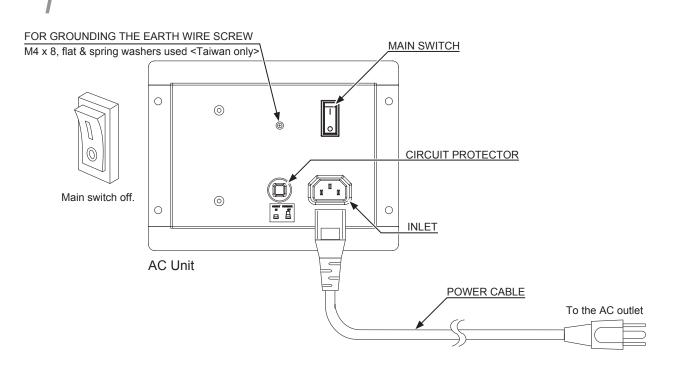
6-4 CONNECTING THE POWER CABLE AND GROUNDING THE CABINET



If using a different power supply cable equipped with an earth (ground) wire, do not ground it with the ground screw on the AC unit.

The AC unit has main switch, circuit protector, earth (ground) screw (Taiwan only) and the inlet which connects the power cable.

Confirm that the main switch is at OFF.



2



Using a power outlet with an earth terminal

outlet. Run the power cable behind the cabinet.

The accessory power cable contains earth wire. Connect power cable to AC unit inlet, and then insert power plug into "power outlet with earth terminal".

Insert the power cable connector firmly into the inlet on the AC unit and the plug firmly into the power

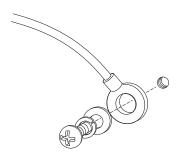




Example using power outlet with earth terminal

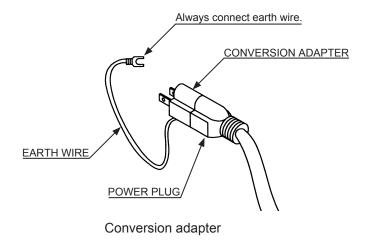
Using the earth terminal on the AC unit

If there are no power outlets that have earth terminals, connect the earth terminal on the AC unit and the earth mechanism using a separately prepared earth wire. Always make sure that the cabinet is grounded. Temporarily remove the earth screw on the AC unit and pass it through the round terminal on the earth wire. Put the spring and flat washers on the screw. Connect the opposite side to an indoor earth terminal.

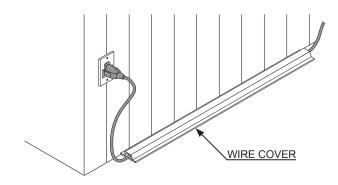


Using a commercially available conversion adapter (Taiwan only)

When using a conversion adapter sold on the market to provide power, connect the adaptor's earth wire terminal to an "earth terminal that is securely grounded".



The power cable is laid out indoors. Protect the power cable by attaching wire cover to it. If the cabinet was grounded using a separately prepared earth wire, cover the indoor wiring at the same time.



6-5 ADJUSTING THE POSITION OF THE PROJECTOR (POWER ON)

When adjusting the projector screen, be careful not to look directly into the projector lens. Doing so could hurt your eyes.



STOP IMPORTANT

- When turning on the power again, wait about 5 minutes until the projector lamp cools off. If the power is turned on before the lamp cools, it will take several minutes before the screen is shown. Also, note that turning the power switch to the ON position immediately after turning it to the OFF position can damage the projector.
- Read the manual included in the box for instructions on how to operate the projector and replace the lamp.

Turn the power on, project the image onto the screen, and adjust the screen size.

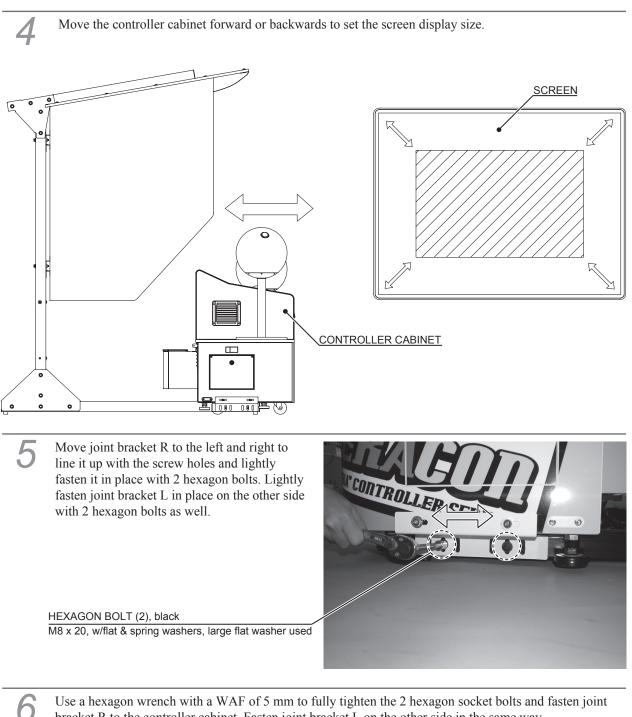
Turn the power on.

Once the advertisement screen comes up, unlock the service door with the master key and open it.



Unlock

Press the TEST Button on the switch unit inside the service door to enter TEST MODE. Select C.R.T
 TEST to display the grid pattern for checking adjustments on the screen (see Chapter 9).

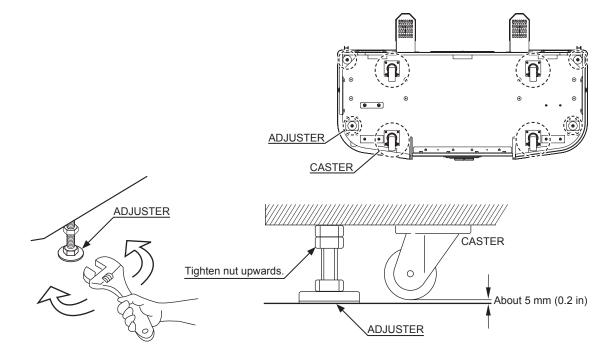


bracket R to the controller cabinet. Fasten joint bracket L on the other side in the same way.

HEXAGON SOCKET BOLT (2) M8 x 35, large flat & spring washers used



The controller cabinet has 4 casters and 4 adjusters. Make sure that all the adjusters are in contact with the floor directly. Use a wrench to set adjuster heights so that the controller cabinet will stay level.



8

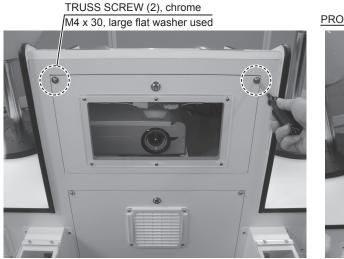
Ŷ

Fully tighten the hexagon bolts that were lightly tightened and fasten joint bracket R to the foot frame. Fasten bracket L on the other side in the same way.



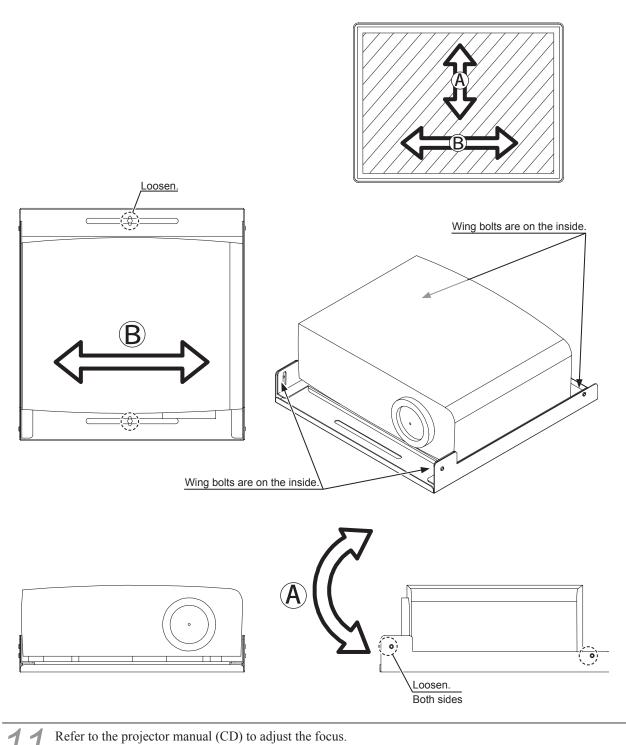
HEXAGON BOLT (2), black M8 x 20, w/flat & spring washers, large flat washer used

Remove the 2 truss screws, unlock the projector door with the master key, and take it off.





10 Loosen the wing bolts, move the projector, and adjust the position of the image on the screen. Adjust the outline of the image so that it is within the screen. Retighten the wing bolts and fasten the projector in place.



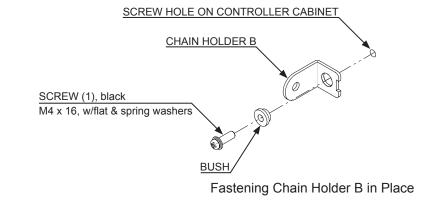
12 Exit TEST MODE and turn off the power (see Chapter 9).

6-6 ATTACHING THE CHAIN

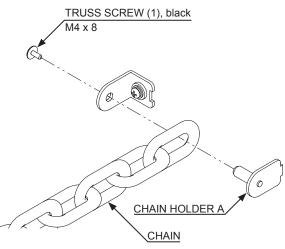
Attach the chain to the controller cabinet and the screen stand. Refer to the figure and make sure the plate is attached in the correct direction.



Affix the chain holder B to the controller cabinet and fasten it in place with the screw and the bush.



Affix the chain holder A and the chain with 1 truss screw.

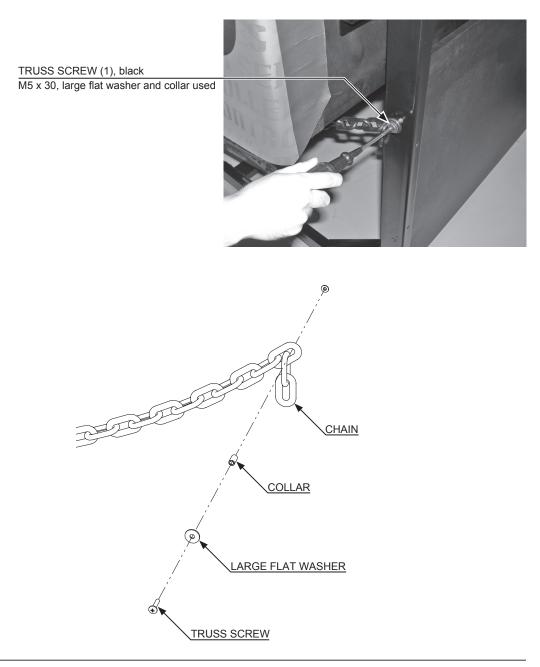


Fastening Chain Holder A in Place

1

Z

3 Put the large flat washer and collar on the truss screw in that order, and put the screw through the plastic chain before screwing it into the screen stand. Adjust the chain to the desired length when doing so.



Refer to Steps 1 to 3 to attach thechain on the opposite side in the same way.

4

6-7 ASSEMBLY CHECKS

Flip the power switch to the ON position to turn on the machine. Check the following items to make sure that the machine is operating normally.

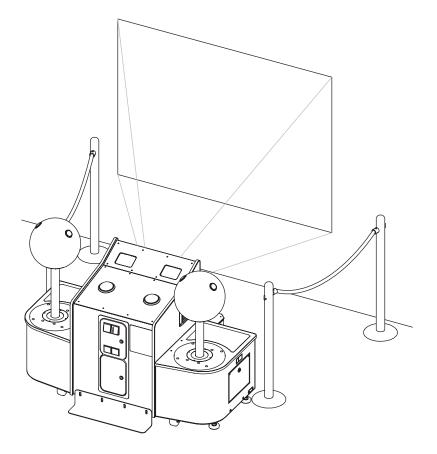
- \Box The halogen lamp is on.
- □ The input buttons (START button and Left and Right buttons on the joystick) are flashing.
- □ The advertisements (game title) screen is displayed.
- □ Press the TEST Button on the switch unit inside the service door to enter TEST MODE and check the input and output devices (see Chapter 9).
- □ The joystick moves automatically to the left and right in sync with the screen (including vibrations). Note that this can be turned off in the TEST MODE settings (see 9-3-4).
- \Box Check the screen to make sure that the game progresses.

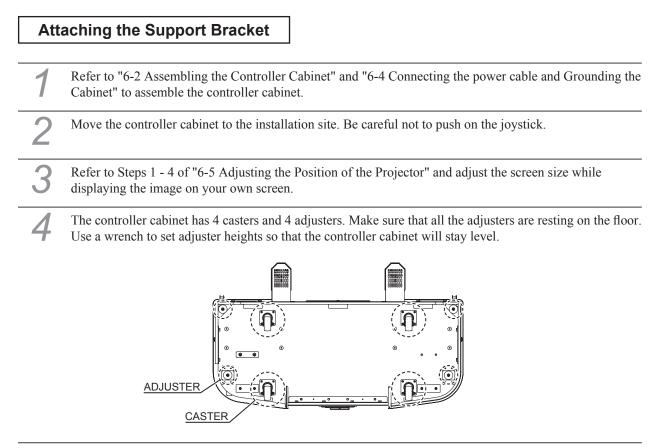
Thorough testing has been performed prior to shipping, but factors such as age-related wear and vibrations during transport can cause problems or make adjustments necessary. If the adjustments described in this manual do not work, contact the office listed in this manual or the point-of-purchase for this product.

6-8 USING ONLY THE CONTROLLER CABINET

Set up a wall or other barrier so that customers cannot look directly into the projector lens. Also, make sure to attach the support bracket to the controller cabinet.

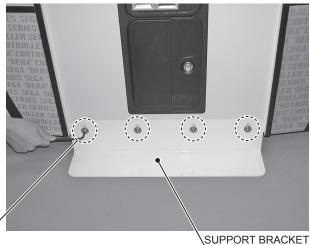
The controller cabinet can be used without the screen stand, projecting the images onto a wall or your own screen.





Refer to Steps 9 - 13 of "6-5 Adjusting the Position of the Projector" and adjust the position of the image.

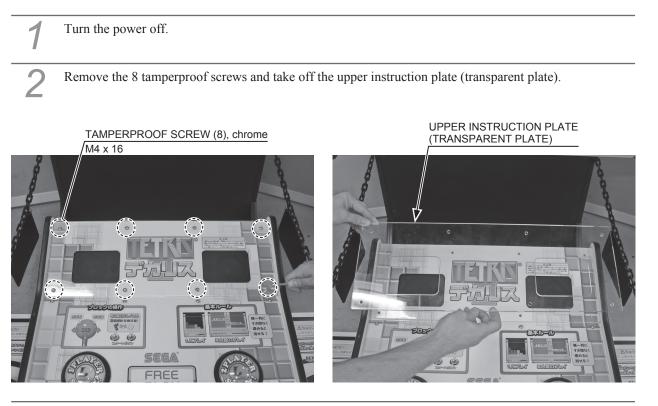
Attach the support bracket and fasten it in place with 4 hexagon socket bolts. Make sure that the support bracket touches the ground.

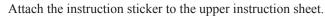


HEXAGON SOCKET BOLT (4) M8 x 35, large flat & spring washers used

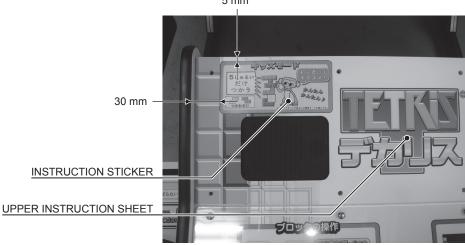
6-9 KIDS MODE (ATTACHING THE DESIGN PIECES)

If Kids Mode is enabled in the TEST MODE settings (see 9-3-4), attach the instruction sticker and 2 swinging POP displays.



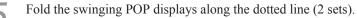


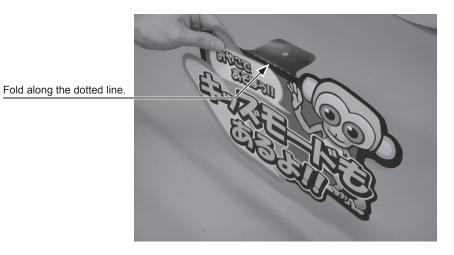
3



5 mm

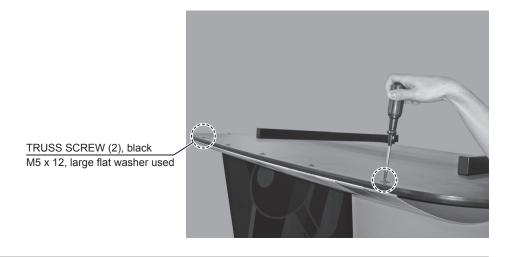








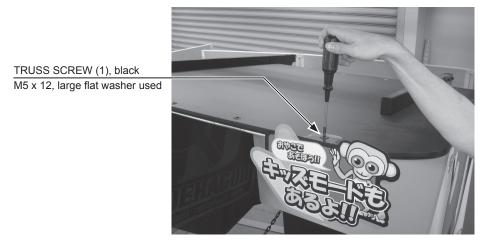
Remove the truss screws on both sides.



Affix the swinging POP displays using double-sided tape. Put the tape over the screw hole.



Affix the front of center sash barner with 1 truss screw.





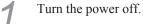
8

Refer to Steps 6 to 8 to attach the swing POP on the opposite side in the same way.



6-10 REPLACING THE DENOMINATION SHEET

If the coin credit settings are changed in TEST MODE (see 9-2-8 and 9-3-4), replace the denomination sheet as necessary.



2

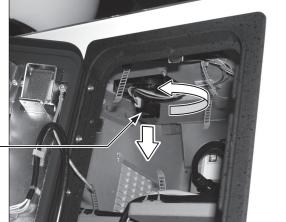
4

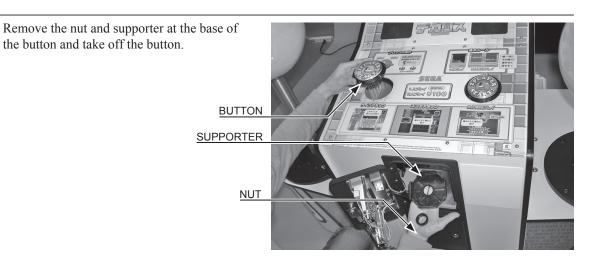
Unlock the service door with the master key and open it.



Grab both sides of the switch with your fingers and rotate it approximately 45 degrees in the direction of the arrow in the figure to take it off.

SWITCH





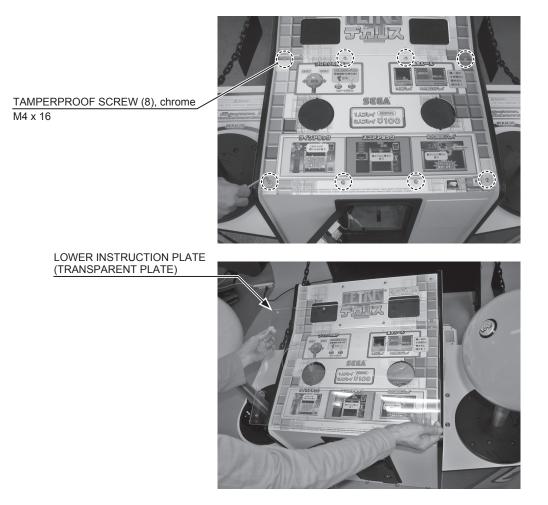
Refer to Steps 3 and 4 to remove the button on the opposite side in the same way.

5

6



Remove the 8 tamperproof screws and take off the lower instruction plate (transparent plate).



Attach the denomination sheet to the lower instruction sheet as shown in the figure.



8

Refer to Steps 1 to 6 and work in reverse order to assemble.

7 PRECAUTIONS WHEN MOVING THE MACHINE

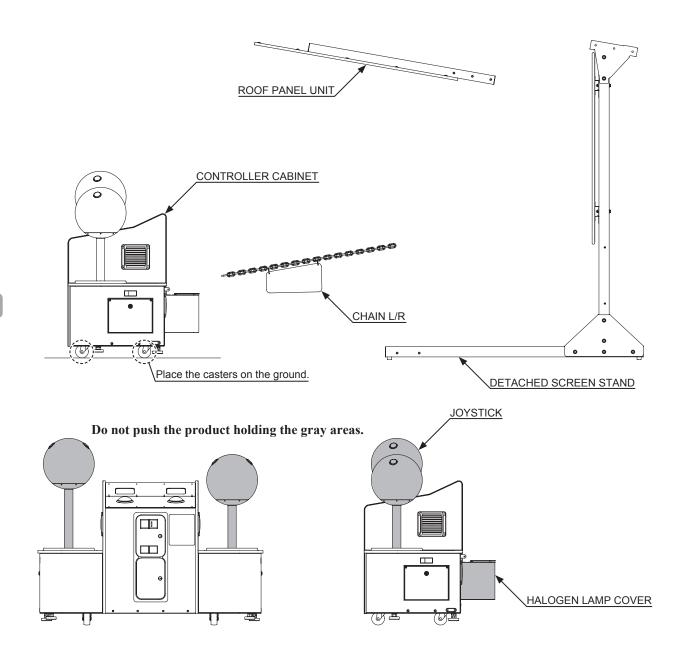
- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- To move the unit over the floor, pull in the adjustors and have the casters contact the floor. While moving the unit, be careful that the casters do not roll over the power cable. If power cable is damaged, there could be electrical shocks and/or short circuits.
- Always follow the instructions in this manual when lifting the cabinet. Failure to do so could result in damage to the parts and fittings, or physical injury due to the weight of the cabinet.

Do not push on the joystick or molded parts when moving the machine. Doing so could break the parts and fittings, and the fragments could cause an injury.

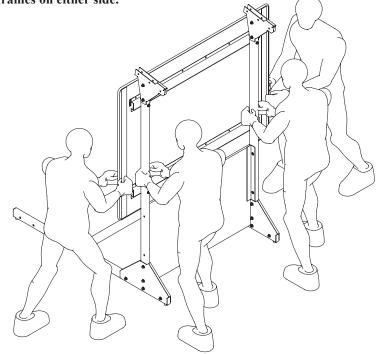


- When moving the machine across an uneven floor, take it apart into individual units beforehand. Tilting the machine while it is assembled or setting the cabinet on an uneven surface could damage the joints on the units.
- In order to prevent scratching the surface of the cabinet, do not tie a rope around it directly. Place protective material over the places where the rope will touch.

When moving it across the floor, detach the screen stand and top panel. Refer to Chapter 6 and work in reverse order from "6-1-2 Attaching the Roof Panel" to perform the detaching work.



When moving the screen stand after it has been detached, do so with at least 3 other people and support the screen and the post frames on either side.



8 GAME DESCRIPTION

The following is an explanation of how the product functions under normal conditions. If any operation other than that detailed below occurs, it can be considered a malfunction. Try to ascertain the cause of malfunctions right away and fix them to return the product to normal operating conditions.

The advertise screen (waiting for customer stand-by screen) is always displayed while the power is on, in order to promote advertising. Game explanations and demos accompanied by voice and music are displayed repeatedly until a coin is inserted.

- Advertise screen sound output can be turned ON/OFF under TEST MODE settings. (See 9-2-7.)
- Joystick vibration function can be turned ON/OFF under TEST MODE settings. (See 9-3-4.)

8-1 GAME OUTLINE

This product is TETRIS, the classic puzzle game.

There are three available game modes: SINGLE MODE, CO-OP MODE, and VERSUS MODE.

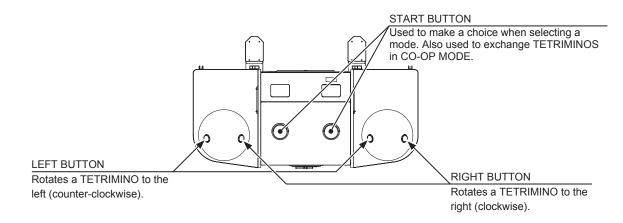
When selecting SINGLE MODE or CO-OP MODE, players can choose either Line Challenge or Score Challenge. The following are game ending conditions.

SINGLE MODE	Line Challenge	GAME OVER when time reaches 0.
	Score Challenge	GAME OVER when a block, known as a TETRIMINO, goes over the line. There is no time limit.
CO-OP MODE	Line Challenge	GAME OVER when time reaches 0.
	Score Challenge	GAME OVER when a TETRIMINO goes over the line. There is no time limit.
VERSUS MODE	-	The game ends after a player scores 2 points.





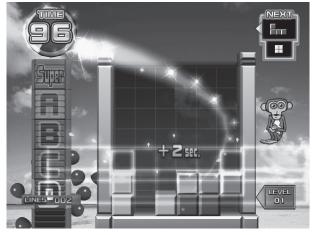
Mode Select Screen



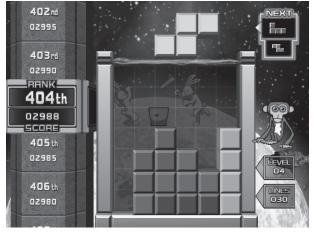
8-2 GAME MODE EXPLANATIONS

SINGLE MODE

In this mode, one player plays alone. The two available game modes are Line Challenge and Score Challenge. The player can play with either the left (green) or right (pink) joystick.



SINGLE MODE: Line Challenge GAME OVER when time in the upper-left reaches 0. The player is evaluated according to the number of lines they cleared.



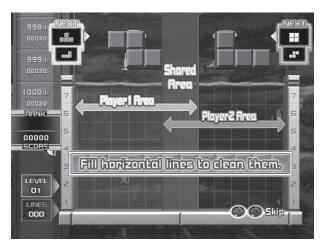
SINGLE MODE: Score Challenge GAME OVER when a TETRIMINO goes over the line.

The player is evaluated according to the score they obtained.

CO-OP MODE

In this mode, two players play together in the same Matrix.

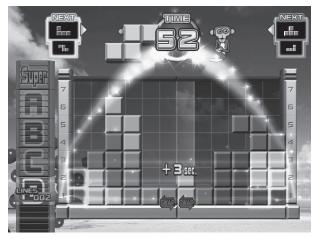
The leftside player plays in the Player 1 Area on the left, while the rightside player plays in the Player 2 Area on the right. The two columns in the center are the Shared Area, which either player may enter. The players must clear TETRIMINOS by filling horizontal lines from left to right.



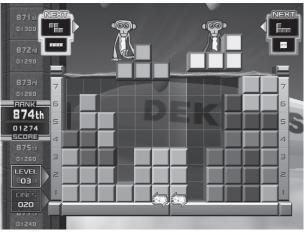
CO-OP MODE: Movable Areas Explanation Screen

As with SINGLE MODE, players can select either Line Challenge or Score Challenge.

Also, in CO-OP MODE, pressing either START button will exchange the TETRIMINOS being dropped. (This can be done up to three times.)



CO-OP MODE: Line Challenge GAME OVER when time reaches 0. Players are evaluated according to the number of lines they cleared.



CO-OP MODE: Score Challenge GAME OVER when a TETRIMINO goes over the line.

Players are evaluated according to the score they obtained.

VERSUS MODE

In this mode, two players compete against each other in separate Matrices. Players compete for the NEXT TETRIMINO (shown in the top-center of the screen). The player who drops their TETRIMINO first will receive the NEXT TETRIMINO.

The following are the three attack methods players can use.

2 Lines	Drop Speed Boost
3 Lines	2X Drop Speed Boost
4 Lines	2X Drop Speed Boost + Line Attack

If a player's TETRIMINOS go over the line, their opponent receives a point. The first player to reach 2

points wins.



VERSUS MODE Explanation Screen

8-3 GAME FLOW

Starting the Game

After sufficient coins have been inserted to obtain the required credit(s), the waiting screen appears. If the required credit(s) have not been

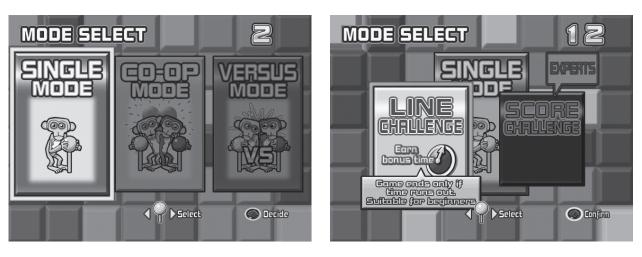
obtained, a message asking for additional coin(s) will appear.



2 Selecting a Mode The START butto

The START button pressed at the waiting screen determines which joystick is used to navigate the game's menus.

Select SINGLE MODE, CO-OP MODE, or VERSUS MODE and press the START button. If the game's TEST MODE has been set to require additional credit(s) for multiplay, players can only select CO-OP MODE or VERSUS MODE after inserting additional credit(s). If selecting SINGLE MODE or CO-OP MODE, select Line Challenge or Score Challenge and press the START button again.



Playing the Game

For details on each mode, see "8-2 GAME MODE EXPLANATIONS."

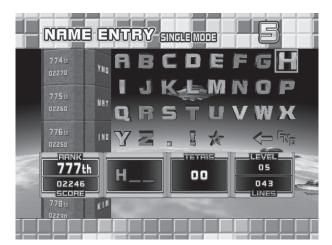




Game Over

There are no continues.

In Score Challenge only, if the player makes it into the ranking, they can enter their name after the game is over.

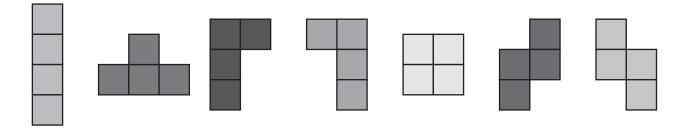


8-4 KIDS MODE

By setting KIDS MODE to ON under GAME ASSIGNMENTS in GAME TEST MODE, players can select between KIDS and STANDARD at the MODE SELECT screen. Selecting KIDS will limit the types of TETRIMINOS that appear to five. It will also limit play to either Line Challenge or VERSUS. Selecting STANDARD makes all modes available for play.

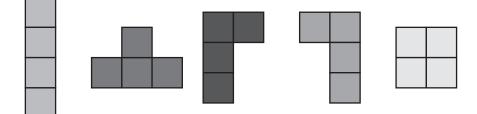


Mode Select Screen



KIDS MODE TETRIMINOS

STANDARD MODE TETRIMINOS



9 EXPLANATION OF TEST AND DATA DISPLAY

Perform tests and data checks periodically by manipulating the TEST Button and SERVICE Button in the cabinet. Follow the instructions in this chapter to conduct checks when the game machine is first installed, when money is being collected, or when the game machine does not operate properly.

Shown below are the tests and screens to be used for different problems. This product uses a SystemSP game board.

Explanation of Test Mode

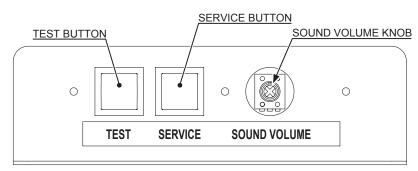
ITEMS	DESCRIPTION	REFERENCE SECTIONS	
Game machine installation	When the game machine is installed, perform the following.		
	1. Confirm that all settings are set to defaults.	9-2, 9-3	
	2. Investigate each input device on the input test screen.	9-2, 9-3	
	3. Investigate each output device on the output test screen.	9-2, 9-3	
	4. Test the IC on the IC board with the automatic self-test.	9-2	
Automatic self-test	On the menu screen, select "RAM TEST" and "ROM TEST" to perform a self-test.	9-2-3, 9-2-12	
Periodic maintenance	Periodically perform the following maintenance.	lowing maintenance.	
	1. Automatic self-test	9-2	
	2. Check settings.	9-2, 9-3	
	3. Test each input device on the input test screen.	9-2, 9-3	
	4. Test each output device on the output test screen.	9-2, 9-3	
Control problem	1. Investigate each input/output device on the input/ output test screen.	9-2, 9-3	
	2. Adjust or replace each input/output device.	9-2, 9-3, Chapter 16	
	3. If the problem persists, examine the mechanical components of each input/output device.	Chapter 10	
Image problem	Confirm that the monitor settings on the C.R.T. test screen are correct.	9-2-6	
IC board problem	Automatic self-test, SystemSP board settings.	9-2, Chapter 16	

9-1 SWITCH UNIT AND COIN METER

Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.

Open the service door, and the switch unit shown will appear. The function of each button is as listed below.

TEST Button (TEST)	Press to enter TEST MODE. Used to execute or change selected item in TEST MODE.
SERVICE Button (SERVICE)	Gives credits without registering on the coin meter. Used to move the cursor in TEST MODE.
SOUND VOLUME Knob (SOUND VOLUME)	Adjust the sound volume of the speakers.



Switch Unit

Coin Meter

After using the special-purpose key to unlock the cashbox door, the coin meter can be found at the bottom of the cashbox. The coin meter counts the number of coins inserted into the coin insert slot.



9-2 SYSTEM TEST MODE



- The details of changes to TEST MODE settings are saved when you exit from TEST MODE by selecting EXIT from the SYSTEM TEST MODE menu. Be careful because if the power is turned off before that point, changes to the settings will be lost.
- Executing BACKUP DATA CLEAR in the SYSTEM TEST MODE does not clear the BOOKKEEPING data in the GAME TEST MODE.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

SYSTEM TEST MODE is used mainly to check that the IC board is operating normally and to change the coin/ credit settings and the game settings.

9-2-1 SYSTEM MENU

1 Press the TEST Button after powering on the cabinet to display the following SYSTEM MENU screen. Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to display the test screen of the selected item.

SYSTEM MENU SYSTEM INFORMATION RAM TEST I/O TEST SOUND TEST C.R.T. TEST SYSTEM ASSIGNMENTS COIN ASSIGNMENTS BOOKKEEPING BACKUP DATA CLEAR CLOCK SETTING ROM TEST COMPACT FLASH TEST NETWORK SETTING GAME TEST MODE [GAME TITLE NAME] ->EXIT SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

SYSTEM MENU Screen

9-2-2	SYSTEM INFORMATION	Checks the version of each system program of the SystemSP board.
9-2-3	RAM TEST	Checks the operation of the RAM on the SystemSP board.
9-2-4	I/O TEST	Checks the operation of the coin meters and switches connected to the SystemSp board.
9-2-5	SOUND TEST	Performs a sound output test.
9-2-6	C.R.T. TEST	Checks the monitor color settings and size.
9-2-7	SYSTEM ASSIGNMENTS	Changes the settings of sound output during advertising and the direction of the monitor.
9-2-8	COIN ASSIGNMENTS	Changes the settings of the credit increments for each coin inserted.
9-2-9	BOOKKEEPING	Checks data for operation time, coins inserted and number of credits.
9-2-10	BACKUP DATA CLEAR	Clears the contents of BOOKKEEPING.
9-2-11	CLOCK SETTING	Changes the settings of the internal calendar of the SystemSP board.
9-2-12	ROM TEST	Checks the operation of the ROM on the SystemSP board.
9-2-13	COMPACT FLASH TEST	If CompactFlash (CF) is recognized, tests that the contents are correct.
9-2-14	NETWORK SETTING	Tests the connection and change the settings so that the network can connect.
9-3	GAME TEST MODE	Moves to each game's individual TEST MENU. (Refer to "9-3 GAME TEST MODE".)
-	[GAME TITLE NAME]	Displays the game name.

9

2 Each item is explained below.

When all tests are completed, select EXIT and press the TEST Button. The advertising screen reappears.

9-2-2 SYSTEM INFORMATION

Checks the version of each system program of the SystemSP board.

SYSTEM	INFORMATION
REGION	* * * *
BOOT VERSION	* * * *
FIRM VERSION	* * * * (* * * * * * * *)
SERIAL NO.	* * * * * * * * * * * * * * *
PRESS TEST	BUTTON TO EXIT

Each item is explained below.

REGION	This is the region code of the SystemSP board.
BOOT VERSION	This displays the version of the SystemSP board boot program.
FIRM VERSION	This displays the version of the SystemSP network firmware.
SERIAL NO.	This displays the SystemSP board serial number.

2 Press the TEST Button to move to the SYSTEM MENU screen.

9-2-3 RAM TEST

1



Do not turn the power off while performing the RAM TEST as it may damage the machine.

Checks the operation of the RAM on the SystemSP board. If operation is normal, "GOOD" will be displayed, and if there is a problem, "BAD" will be displayed.

RAM TEST			
נ	TESTING	NOW	
IC71	GOOD		
IC52S	GOOD		
IC33S	GOOD	IC34	GOOD
IC35	GOOD	IC36S	GOOD
IC37	GOOD	IC39	GOOD
IC38S	GOOD	IC40S	GOOD
IC41	GOOD	IC43	GOOD
IC42S	GOOD	IC44S	GOOD
PRESS TE	IST BUT	FON TO	EXIT

1	The test begins immediately after entering this TEST MODE.
2	During the test, "TESTING NOW" is displayed on the screen.
2	When all tests are completed, press the TEST Button. The SYSTEM MENU screen reappears.

9-2-4 I/O TEST

Checks the operation of the coin meters and switches connected to the SystemSp board.

The "1"s and "0"s displayed will differ based on game title.

	I/O TEST
SW1	OFF
SW2	OFF
TEST	OFF
SERVICE	OFF
COIN1	OFF
COIN2	OFF
COIN METE	CR1 OFF
COIN METE	CR2 OFF
IN_PORT0	11111111
IN PORT1	11111111
IN PORT2	11110111
G PORT	11111111
_	
PRESS TEST AND	SERVICE BUTTON TO EXIT

Each item is explained below.

See "16-1 External Appearance" for the location of each of the switches on the SystemSP board.

SW1, SW2	When the switches SW1 and SW2 on the SystemSP board are operated, the display changes from "OFF" to "ON."
TEST, SERVICE, COIN1, COIN2	When the switches TEST, SERVICE, COIN1, and COIN2 are operated, the display changes from "OFF" to "ON."
COIN METER1, COIN METER2	When the switches COIN1 and COIN2 are operated, the display changes from "OFF" to "ON." The coin meter operates simultaneously.
IN_PORT0	When the switches with connections to the 17-24 pins on CN9 are operated, the display changes from "1" to "0."
IN_PORT1	When the switches with connections to the 41-48 pins on CN9 are operated, the display changes from "1" to "0."
IN_PORT2	When the DIP switch (SW3) and the push switches (SW1, SW2) are operated or when the switches with connections to the 5 and 6 pins on CN19 are operated, the display changes from "1" to "0."
G_PORT	When the switches with connections to the 9-16 pins on CN10 are operated, the display changes from "1" to "0."

When all checks are completed, press the TEST Button and the SERVICE Button simultaneously. The SYSTEM MENU screen reappears.

1

2

9-2-5 SOUND TEST

Performs a sound output test. A beep will be output through each speaker.

Each item is explained below.

NOTE: RIGHT SPEAKER is assigned to Speaker R on the right side of the cabinet, and LEFT SPEAKER is assigned to Speaker L on the left side of the cabinet.

RIGH	r speaker	OFF
LEFT	SPEAKER	OFF
>EXIT		

SOUND TEST

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

Press the SERVICE Button to move the cursor and select an item. Press the TEST Button to check the selected item.

 _
_

1

RIGHT SPEAKER	Setting this to ON will output a beep from Speaker R on the right side of the cabinet.
LEFT SPEAKER	Setting this to ON will output a beep from Speaker L on the left side of the cabinet.



Select EXIT and press the TEST Button. The SYSTEM MENU screen reappears.

9-2-6 C.R.T. TEST

Checks the monitor color settings and size. Adjust the tone of each color.

First enter the monitor color check screen. Red, green, blue, and white can all be adjusted to 32 different levels of brightness with the left being the darkest and the right being the brightest. The monitor brightness is normal if the white color bar is black on the left end and white on the right end.

1 32	1 32		C.R	.T.TEST	1/	2	
		1					32

Press the TEST Button to move to the size check screen.Make sure that no part of the grid is outside the screen.

	-	-	-					_	-	_	_	_	<u> </u>	<u> </u>	-	_	_							_			_	_	_	<u> </u>	<u> </u>	<u> </u>	_		-	_
++	+	+	+	H		-		-	⊢	⊢	⊢	⊢		⊢	⊢	-	⊢		-	H	H	Η		-	-	Η	-	⊢	⊢		⊢	-	-		-	-
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++	+	+	+	\vdash		-		_	-	-	⊢	⊢	-	-	⊢	-	-		-		\vdash	-		_	-	-	-	-		-	⊢	-	-			-
++	+	+	+	\vdash		-		-	-	\vdash	\vdash	\vdash	-	\vdash	\vdash	-	\vdash	H		H		-		-		\vdash	-	\vdash		-	⊢	-	-	\vdash	-	-
	+	+	1	\square																H	H										t			\square		-
																																				-
	F																																			_
++	+	+	-							-						-															-	-		\square		_
++	+	+	-					_		-	-	-			⊢	-	-							_			-	-			-	-	-			_
++	+	+	+-	\vdash				-	-	⊢	⊢	⊢		-	⊢	-	⊢			\vdash	\vdash		\vdash	-			-	⊢	-		⊢	-	-	\vdash	-	-
++	+	+	+	H				-	⊢	-	⊢	⊢		⊢	⊢	-	⊢			H	H	-		-	-	H	-	⊢			+	-	-	\square	\rightarrow	-
	+																														t	-				-
																																				_
++																																				_
++	+	+	+						-	-	-				-	-	-											-			-	-	-			_
++	+	+	+	\vdash				_		L	_		_	_	_		_											_	_	-	⊢	-	-			_
++	+	+	+	\vdash	E	D	ᆔ	۰c	2	1	т	ਸ	q	T		R	ΤТ	т	т	O.	Ν		Π	h	1	Ę,	v.	тr	г	⊢	⊢	-		\vdash	\rightarrow	-
++	+	+	+	H	F	. 17	-1-	1		>	+	<u> </u>		· т		Ъ	U	т	т	U.	ТΛ		т,	0		د ت	Ω.	- .	T.		⊢	-				-
	+	1	t						Γ	Г	Г	Г	Г	Г		Г														İ	t					-
								_																					_							

Press the TEST Button to move to the SYSTEM MENU screen reappears.

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9-2-7 SYSTEM ASSIGNMENTS

Changes the settings of sound output during advertising and the direction of the monitor.

NOTE: Set the MONITOR TYPE of this game to HORIZONTAL.

ADVERTISE SOUND	ON
MONITOR TYPE	HORIZONTAL
->EXIT	
SELECT WITH SERVI	CE BUTTON

AND PRESS TEST BUTTON

SYSTEM ASSIGNMENTS

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to confirm selection of the item.

Each item is explained below.

ADVERTISE SOUND	Set whether or not t	Set whether or not to output sound during advertising.							
	ON	Enables sound during advertising.							
	OFF	Disables sound (no sound) during advertising. However, there will be a sound when coins are inserted.							
MONITOR TYPE	HORIZONTAL	When the monitor is positioned horizontally.							
	VERTICAL	When the monitor is positioned vertically.							



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Select EXIT and press the TEST Button. The SYSTEM MENU screen reappears.

9-2-8 COIN ASSIGNMENTS

Changes the settings of the credit increments for each coin inserted.

The game program uses the credit setting set here to manage the number of credits. Credit settings are saved to the main board after exiting from SYSTEM TEST MODE. Changing credit settings will clear the current credit number saved as backup.

NOTE: This game keeps record of credits even if the power is turned off.

However, if the game is set to "2+ Coins = 1 Credit", turning the power off and back on or entering and leaving TEST MODE will clear any fractional credit amounting to less than 1 credit. Also, if the BONUS ADDER is set to ON, any bonus will be cleared as well. For example, the game being set to five coins equaling one bonus. If the power is turned off and back on or the game enters and leaves TEST MODE after three coins have been inserted, inserting the remaining two required coins will not result in a bonus.

```
COIN ASSIGNMENTS

COIN CHUTE TYPE COMMON

COIN CHUTE #1 COIN TO CREDIT RATE

1 COIN (S) COUNT AS 1 CREDIT (S)

COIN CHUTE #2 COIN TO CREDIT RATE

1 COIN (S) COUNT AS 1 CREDIT (S)

DETAIL SETTING

GAME COST SETTING

->EXIT

SELECT WITH SERVICE BUTTON
```

COIN CHUTE TYPE is set to "COMMON"

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to confirm selection of the item.



Each item is explained below.

COIN CHUTE TYPE		ng to the specifications of the cabinet's coin chute. COIN CHUTE TYPE to COMMON for this game.
	COMMON	This is for cabinets where multiple players use a shared coin chute. Coins inserted by each player are counted towards a shared number of credits. Up to 2 coin chutes (#1, #2) can be used, and COIN CHUTE #1 and COIN CHUTE #2 can also be set separately.
	INDIVIDUAL	This is for cabinets that have separate coin chutes available for each player. Coins inserted by each player are counted towards their respective number of credits. COIN CHUTE #2 COIN TO CREDIT RATE cannot be set.
COIN CHUTE #1 COIN TO CREDIT RATE, COIN CHUTE #2 COIN TO CREDIT RATE	"O COIN(S) CO If COIN CHUT	of inserted coins that count toward what portion of a credit. DUNT AS \triangle CREDIT(S)" displays the ratio of coins to credits. E TYPE is set to COMMON, COIN CHUTE #1 and COIN also be set separately.
DETAIL SETTING		to set the credit increments for coin insertion on COIN CHUTE #* DIT RATE in further detail. For details, see DETAIL SETTING.
GAME COST SETTING	Go to this page GAME COST S	to set the credits required to start and to continue. For details, see ETTING.



Select EXIT and press the TEST Button. The SYSTEM MENU screen reappears.

DETAIL SETTING

Sets the credit increments for coin insertion on COIN CHUTE #* COIN TO CREDIT RATE in further detail.

NOTE: If DETAIL SETTING is set, the setting for COIN CHUTE #* COIN TO CREDIT RATE becomes invalid.

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

COIN CHUTE TYPE is set to "COMMON"

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to confirm selection of the item.

Each item is explained below.

COIN CHUTE #1 MULTIPLIER, COIN CHUTE #2 MULTIPLIER	Set the number of inserted coins that count toward what portion of a credit. "○ COIN(S) COUNT AS △ CREDIT(S)" displays the ratio of coins to credits. If COIN CHUTE TYPE is set to COMMON, COIN CHUTE #1 and COIN CHUTE #2 can also be set separately. See "9-2-8 TABLE 04" and "9-2-8 TABLE 05" for a detailed display.
BONUS ADDER	Set the number of coins exchanged in COIN CHUTE #* COIN TO CREDIT RATE required to receive 1 bonus coin. If COIN CHUTE TYPE is set to COMMON, the bonus coins are added to the total number of coins in COIN CHUTE #1 and COIN CHUTE #2. "O COINS GIVE 1 EXTRA COIN" displays the number of coins required to receive bonus coins. NO BONUS ADDER is the setting for no bonus coins. See "9-2-8 TABLE 06" for a detailed display.
COIN TO CREDIT	Set the number of coins that correspond to 1 credit. " \bigcirc COIN(S) \triangle CREDIT" displays the number of coins that correspond to 1 credit. For example, if set to "3," and COIN CHUTE #1 MULTIPLIER and COIN CHUTE #2 MULTIPLIER are set to "1," then inserting 1 coin will add 1/3 credit. See "9-2-8 TABLE 07" for a detailed display.

Select EXIT and press the TEST Button. The COIN ASSIGNMENTS screen reappears.

GAME COST SETTING

Sets the credits required to start and to continue. The number will differ depending on the game title.

NOTE: There are no continues in this game.

Each item is explained below.

COIN ASSIGNMENTS
GAME COST SETTING
1 CREDIT(S) TO START
1 CREDIT(S) TO MULTIPLAY
->EXIT
SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to confirm selection of the item.



1 CREDIT(S) TO START (at the time of shipment)	Set the number of credits required to start the game. 9 different settings can be selected from 1 CREDIT(S) TO START to 9 CREDIT(S) TO START.
1 CREDIT(S) TO MULTIPLAY (at the time of shipment)	Set the number of additional credits required for multiplay. However, if MULTIPLAY NO-COST is set to ON under GAME ASSIGNMENTS in GAME TEST MODE, additional credits are not required.

Select EXIT and press the TEST Button. The COIN ASSIGNMENTS screen reappears.

9-2-8 TABLE 01 COIN CHUTE #* COIN TO CREDIT RATE (COIN CHUTE TYPE "COMMON") (When operating COIN CHUTE #1, COIN CHUTE #2 will operate in tandem and change.)

COIN CHUTE #1 COIN TO CREDIT RATE Operation
1 COIN(S) COUNT AS 1 CREDIT(S)
2 COIN(S) COUNT AS 1 CREDIT(S)
3 COIN(S) COUNT AS 1 CREDIT(S)
4 COIN(S) COUNT AS 1 CREDIT(S)
5 COIN(S) COUNT AS 1 CREDIT(S)
1 COIN(S) COUNT AS 2 CREDIT(S)
1 COIN(S) COUNT AS 3 CREDIT(S)
1 COIN(S) COUNT AS 4 CREDIT(S)
1 COIN(S) COUNT AS 5 CREDIT(S)
FREE PLAY

1 8 /
COIN CHUTE #2 COIN TO CREDIT RATE Operation
1 COIN(S) COUNT AS 1 CREDIT(S)
2 COIN(S) COUNT AS 1 CREDIT(S)
3 COIN(S) COUNT AS 1 CREDIT(S)
4 COIN(S) COUNT AS 1 CREDIT(S)
5 COIN(S) COUNT AS 1 CREDIT(S)
1 COIN(S) COUNT AS 2 CREDIT(S)
1 COIN(S) COUNT AS 3 CREDIT(S)
1 COIN(S) COUNT AS 4 CREDIT(S)
1 COIN(S) COUNT AS 5 CREDIT(S)
FREE PLAY

9-2-8 TABLE 02 COIN CHUTE #* COIN TO CREDIT RATE (COIN CHUTE TYPE "COMMON") (When operating COIN CHUTE #2, COIN CHUTE #1 will not change.)

COIN CHUTE #1 COIN TO CREDIT RATE Operation
1 COIN(S) COUNT AS 1 CREDIT(S)
2 COIN(S) COUNT AS 1 CREDIT(S)
3 COIN(S) COUNT AS 1 CREDIT(S)
4 COIN(S) COUNT AS 1 CREDIT(S)
5 COIN(S) COUNT AS 1 CREDIT(S)
1 COIN(S) COUNT AS 2 CREDIT(S)
1 COIN(S) COUNT AS 3 CREDIT(S)
1 COIN(S) COUNT AS 4 CREDIT(S)
1 COIN(S) COUNT AS 5 CREDIT(S)
FREE PLAY

COIN CHUTE #2 COIN TO CREDIT RATE
Operation
1 COIN(S) COUNT AS 1 CREDIT(S)
1 COIN(S) COUNT AS 2 CREDIT(S)
1 COIN(S) COUNT AS 3 CREDIT(S)
1 COIN(S) COUNT AS 4 CREDIT(S)
1 COIN(S) COUNT AS 5 CREDIT(S)

9-2-8 TABLE 03 COIN CHUTE #* COIN TO CREDIT RATE (COIN CHUTE TYPE "INDIVIDUAL")

COIN CHUTE #1 COIN TO CREDIT RATE Operation
1 COIN(S) COUNT AS 1 CREDIT(S)
2 COIN(S) COUNT AS 1 CREDIT(S)
3 COIN(S) COUNT AS 1 CREDIT(S)
4 COIN(S) COUNT AS 1 CREDIT(S)
5 COIN(S) COUNT AS 1 CREDIT(S)
1 COIN(S) COUNT AS 2 CREDIT(S)
1 COIN(S) COUNT AS 3 CREDIT(S)
1 COIN(S) COUNT AS 4 CREDIT(S)
1 COIN(S) COUNT AS 5 CREDIT(S)
FREE PLAY

COIN CHUTE #2 COIN TO CREDIT RATE Operation

When set to INDIVIDUAL, cannot be set separately.

9-2-8 TABLE 04 DETAIL SETTING (COIN CHUTE TYPE "COMMON")

COIN CHUTE #1 COIN TO CREDIT RATE Operation
1 COIN COUNT AS 1 CREDIT(S)
1 COIN COUNT AS 2 CREDIT(S)
1 COIN COUNT AS 3 CREDIT(S)
1 COIN COUNT AS 4 CREDIT(S)
1 COIN COUNT AS 5 CREDIT(S)
1 COIN COUNT AS 6 CREDIT(S)
1 COIN COUNT AS 7 CREDIT(S)
1 COIN COUNT AS 8 CREDIT(S)
1 COIN COUNT AS 9 CREDIT(S)

COIN CHUTE #2 COIN TO CREDIT RATE Operation
1 COIN COUNT AS 1 CREDIT(S)
1 COIN COUNT AS 2 CREDIT(S)
1 COIN COUNT AS 3 CREDIT(S)
1 COIN COUNT AS 4 CREDIT(S)
1 COIN COUNT AS 5 CREDIT(S)
1 COIN COUNT AS 6 CREDIT(S)
1 COIN COUNT AS 7 CREDIT(S)
1 COIN COUNT AS 8 CREDIT(S)
1 COIN COUNT AS 9 CREDIT(S)

COIN CHUTE #2 COIN TO CREDIT RATE

When set to INDIVIDUAL, cannot be set separately.

Operation

9-2-8 TABLE 05 DETAIL SETTING (COIN CHUTE TYPE "INDIVIDUAL")

COIN CHUTE #1 COIN TO CREDIT RATE Operation
1 COIN COUNT AS 1 CREDIT(S)
1 COIN COUNT AS 2 CREDIT(S)
1 COIN COUNT AS 3 CREDIT(S)
1 COIN COUNT AS 4 CREDIT(S)
1 COIN COUNT AS 5 CREDIT(S)
1 COIN COUNT AS 6 CREDIT(S)
1 COIN COUNT AS 7 CREDIT(S)
1 COIN COUNT AS 8 CREDIT(S)
1 COIN COUNT AS 9 CREDIT(S)

9-2-8 TABLE 06 DETAIL SETTING (BONUS ADDER)

BONUS ADDER Operation
NO BONUS ADDER
2 COINS GIVE 1 EXTRA COIN
3 COINS GIVE 1 EXTRA COIN
4 COINS GIVE 1 EXTRA COIN
5 COINS GIVE 1 EXTRA COIN
6 COINS GIVE 1 EXTRA COIN
7 COINS GIVE 1 EXTRA COIN
8 COINS GIVE 1 EXTRA COIN
9 COINS GIVE 1 EXTRA COIN

9-2-8 TABLE 07 DETAIL SETTING (COIN TO CREDIT)

COIN TO CREDIT Operation
1 COIN(S) 1 CREDIT
2 COIN(S) 1 CREDIT
3 COIN(S) 1 CREDIT
4 COIN(S) 1 CREDIT
5 COIN(S) 1 CREDIT
6 COIN(S) 1 CREDIT
7 COIN(S) 1 CREDIT
8 COIN(S) 1 CREDIT
9 COIN(S) 1 CREDIT

9-2-9 BOOKKEEPING

Checks data for operation time, coins inserted and number of credits.

BOOKKEEPING				
TOTAL TIME *D **H **M **S				
COIN 1	*			
COIN 2	*			
TOTAL COIN	*			
COIN CREDIT	*			
SERVICE CREDIT	*			
TOTAL CREDIT	*			
PRESS TEST BUTTON TO	EXIT			

Each item	is	explained	below.
-----------	----	-----------	--------

TOTAL TIME	Amount of time the cabinet has been in operation. (Time connected to power not including time spent in TEST MODE.)
COIN 1	Number of coins inserted in coin chute 1.
COIN 2	Number of coins inserted in coin chute 2.
TOTAL COIN	Total number of coins inserted in all coin chutes.
COIN CREDIT	Number of credits for coins inserted.
SERVICE CREDIT	Number of credits entered with the SERVICE Button.
TOTAL CREDIT	Total number of all credits.



Press the TEST Button to move to the SYSTEM MENU screen reappears.

9-2-10 BACKUP DATA CLEAR

When YES (CLEAR) has been selected and the TEST Button pressed, all data is cleared. Then "COMPLETED" is blinked and press the TEST Button to return to the SYSTEM MENU screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the SYSTEM MENU screen without clearing the data.

BACKUP DATA CLEAR	
YES (CLEAR) ->NO (CANCEL)	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

9-2-11 CLOCK SETTING

Changes the settings of the internal calendar of the SystemSP board.

```
CLOCK SETTING
   2009 12/28 15:30 0 MON
                                  ←Example from Monday, December 28, 2009 at 15:30:00
         YEAR
         MONTH
         DAY
         HOUR
         MINUTE
       ->EXIT
SELECT WITH SERVICE BUTTON
  AND PRESS TEST BUTTON
```

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Use the SERVICE Button to move the cursor to the desired test item.

Press the TEST Button to confirm selection of the item. The YEAR can be set forward to "2030" or returned to "1998."

Select EXIT and press the TEST Button. The SYSTEM MENU screen reappears.

9-2-12 ROM TEST

Checks the operation of the ROM on the SystemSP board.

If operation is normal, "GOOD" will be displayed, and if there is a problem, "BAD" will be displayed.

ROM TEST [****************************] TYPE 512M BIT * 8 CHIPS			* * * * * * *	-	\leftarrow The game title is displayed.
AREA ~ 16M ~ 32M ~ 48M ~ 64M ~ 80M ~ 96M ~112M ~128M	IC IC62 IC62 IC62 IC63 IC63 IC63 IC63 RESS TE	RESULT GOOD GOOD GOOD GOOD GOOD GOOD GOOD GOO	BYTE **** **** **** **** **** ****	WORD **** **** **** **** **** ****	The display will differ based on game title.

The test begins immediately after entering this TEST MODE.

When all tests are completed, press the TEST Button. The SYSTEM MENU screen reappears.

9-2-13 COMPACT FLASH TEST

If CompactFlash (CF) is recognized, tests that the contents are correct. If the STATUS is normal, "GOOD" will be displayed, and if there is a problem, "BAD" will be displayed.

```
COMPACT FLASH TEST
STATUS
                    GOOD
PROGRESS
                    100.0%
OPEN ERROR(S)
                           0
SUM ERROR(S)
                           0
TOTAL SUM
                    ******
                    ****/****
FILE
                                      Only displayed during the check.
*****
FILE SUM
   PRESS TEST BUTTON TO EXIT
```

The test begins immediately after entering this TEST MODE.

When all tests are completed, press the TEST Button. The SYSTEM MENU screen reappears.

If CF is not recognized or if the keychip is not inserted, the following screen will be displayed.

NOTE: Titles that do not use CF will display this screen on startup.

The following screen will be displayed if the required sum data cannot be found on the CF.

COMPACT FLASH TEST

COMPACT FLASH NOT READY

PRESS TEST BUTTON TO EXIT

COMPACT FLASH TEST

TESTING THIS COMPACT FLASH IS NOT AVAILABLE

PRESS TEST BUTTON TO EXIT

The following screen will be displayed if the format of the sum data on the CF is not correct or if the CF and the key chip do not match.

COMPACT FLASH TEST

THIS COMPACT FLASH IS NOT ACCEPTABLE

PRESS TEST BUTTON TO EXIT

9-2-14 NETWORK SETTING

Tests the connection and change the settings so that the network can connect.

The title program connects using the network settings set here. Unlike other settings, network settings are saved to the network memory section in the SystemSP board the instant that the settings are changed.

Reset the power when network settings have been changed. Be careful because if the power is not reset, the program will continue to operate without reflecting the setting changes, and this may cause unexpected operation.

NOTE: This product does not use a network connection. Do not change the NETWORK TYPE from the NONE setting.

NETWORK TYPE (NONE/ETHER)

Set whether or not to use a network connection.

NETWORK SETTING
NETWORK TYPE ETHER
SET IP ADDRESS
CLEAR NETWORK SETTING
NETWORK TEST
->EXIT
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

Network Setting is Set to "ETHER"

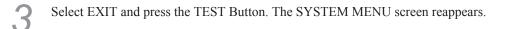
NETW	ORK SETT	ING
NETWORK TY	PE	NONE
CLEAR NETW	ORK SETT	ING
NETWORK TE	ST	
->EXIT		
SELECT WI AND PRE	TH SERVIO SS TEST	

Network Setting is Set to "NONE"

Use the SERVICE Button to move the cursor to the desired test item.

Align the cursor with the desired item and press the TEST Button to change the setting or to go to the detailed setting screen.

NONE	This is the setting not to connect. Use this setting when not using a network connection.
ETHER	This is the setting to use Ethernet for a network connection.



SET IP ADDRESS

Sets detailed settings required for network connection. Content of the settings will change based on NETWORK TYPE. This will not be displayed if it is set to NONE.

SET IP ADDRESS	
REMOTE ENABLE IP ADDRESS(E)	
-> SUBNET MASK(E) GATEWAY(E)	
PRIMARY DNS	
0. 0. 0. 0 SET SECONDARY DNS 0. 0. 0. 0 SET	
EXIT	
CURRENT ************************************	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

SET IP ADDRESS				
REMOTE	DIS	SABLE		
IP ADDRESS(E) -> 10. 0. 0. SUBNET MASK(E)	1	SET		
255. 255. 255.	0	SET		
GATEWAY(E) 0. 0. 0. PRIMARY DNS	0	SET		
0. 0. 0. SECONDARY DNS	0	SET		
0. 0. 0.	0	SET		
EXIT				
CURRENT *******	****			
0. 0. 0.	0			
SELECT WITH SERVIO AND PRESS TEST				

REMOTE is set to "ENABLE"

REMOTE is set to "DISABLE"

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to confirm selection of the item.

Each item is explained below.

REMOTE	Set whether or not to set network settings automatically.		
	ENABLEObtain network settings automatically. PRIMARY DNS and SECONDARY DNS can be set.		
	DISABLE	Set network settings manually. IP ADDRESS(E), SUBNETMASK(E), GATEWAY(E), PRIMARY DNS, and SECONDARY DNS can be set.	
IP ADDRESS(E)	Set your own IP address. After entering the numbers, align the cursor with SET and press the TEST Button to save the setting. When REMOTE is set to ENABLE, this cannot be selected.		
SUBNET MASK(E)	Set the subnet mask. After entering the numbers, align the cursor with SET and press the TEST Button to save the setting. When REMOTE is set to ENABLE, this cannot be selected.		
GATEWAY(E)	Set the GATEWAY. After entering the numbers, align the cursor with SET and press the TEST Button to save the setting. When REMOTE is set to ENABLE, this cannot be selected.		
PRIMARY DNS	Set the PRIMARY DNS. After entering the numbers, align the cursor with SET and press the TEST Button to save the setting.		
SECONDARY DNS	Set the SECONDARY DNS. After entering the numbers, align the cursor with SET and press the TEST Button to save the setting.		
CURRENT ************************************	Displays the current setting for the item you are setting.		

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Select EXIT and press the TEST Button. The NETWORK SETTING screen reappears.

CLEAR NETWORK SETTING

Returns all the network settings to default and sets the game not to connect. The NETWORK TYPE display will become "NONE."

When YES (CLEAR) has been selected and the TEST Button pressed, all data is cleared. Then "WRITING DONE." is blinked and press the TEST Button to return to the NETWORK SETTING screen.

CLEAR NETWORK SETTING

YES (CLEAR) ->NO (CANCEL)

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

Move the cursor to NO (CANCEL) and press the TEST Button to return to the NETWORK SETTING screen without clearing the data.

2

NETWORK TEST

Checks the operation of the network connection.

NETWORK TEST	
VERSION *.** STATUS GOOD CHECKING **%	← Only displayed during test.
ETHER MODE CHECKING NETWORK REMOTE DISABLE LOOPBACK - GOOD GATEWAY N/A SERVER N/A COMPLETED PRESS TEST BUTTON TO EXIT	← YOU ← GATEWAY SERVER ← EXTERNAL SERVER

The test begins immediately after entering this TEST MODE.

If the test finishes normally, "GOOD" will flash, and if it finishes and there is a problem, "BAD" will flash. If connection was not allowed, "N/A" will flash.

NOTE: Tests performed immediately after changing settings may not display results correctly. Reset the power and perform the test again.

When the test finishes, press the TEST Button to return to the NETWORK SETTING screen.

3

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9-3 GAME TEST MODE



- To change settings in the GAME TEST MODE, simply making changes on the setting screen will not be effective. Complete the TEST MODE in normal fashion.
- Executing BACKUP DATA CLEAR in the GAME TEST MODE does not clear the BOOKKEEPING data in the SYSTEM TEST MODE.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

In GAME TEST MODE you can change game settings, check the status of cabinet equipment, and check play data.

Select GAME TEST MODE from the SYSTEM MENU screen to display the GAME TEST MODE screen as follows.

	SYSTEM MENU
	SYSTEM INFORMATION
	RAM TEST
	I/O TEST
	SOUND TEST
	C.R.T. TEST
	SYSTEM ASSIGNMENTS
	BOOKKEEPING
	BACKUP DATA CLEAR
	CLOCK SETTING
	ROM TEST
	COMPACT FLASH TEST
	NETWORK SETTING
>	GAME TEST MODE
	[TETRIS GIANT]
	EXIT
	SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

System Menu Screen

2 Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.

```
GAME TEST MODE

INPUT TEST

OUTPUT TEST

STICK SWING TEST

GAME ASSIGNMENTS

BOOKKEEPING

BACKUP DATA CLEAR

RANKING DATA CLEAR

-> EXIT

SELECT WITH SERVICE BUTTON

AND PRESS TEST BUTTON
```

Game Test Mode Screen

3 Each item is explained below.

9-3-1	INPUT TEST	Tests each input device used for game.
9-3-2	OUTPUT TEST	Tests each output device used for game.
9-3-3	STICK SWING TEST	Tests joystick vibration function.
9-3-4	GAME ASSIGNMENTS	Ajust all game settings.
9-3-5	BOOKKEEPING	Displays all recorded game data.
9-3-6	BACKUP DATA CLEAR	Clears the BOOKKEEPING data stored within GAME TEST MODE.
9-3-7	RANKING DATA CLEAR	Initialize ranking data.



When all tests are completed, select EXIT and press the TEST Button. The SYSTEM MENU screen reappears.

9-3-1 INPUT TEST

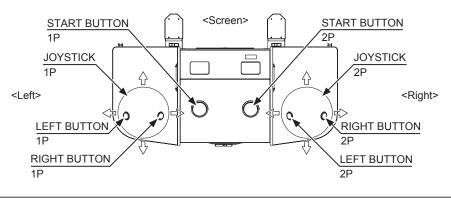
1

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

GZ	ME TEST MO INPUT TEST		
PLAYER		1P	2P
START		OFF	OFF
RIGHT		OFF	OFF
LEFT		OFF	OFF
UP		OFF	OFF
DOWN		OFF	OFF
BUTTON L		OFF	OFF
BUTTON R		OFF	OFF
SERVICE		OFF	
TEST		OFF	
PRESS TEST AN	ID SERVICE	BUTTON	TO EXIT

If the display on the right changes from "OFF" to "ON" when input devices are operated, the switches and wiring are functioning correctly.

2 Each in	tem is explained below.
START	START Button
RIGHT	Move joystick to the right
LEFT	Move joystick to the left
UP	Move joystick toward the screen
DOWN	Move joystick away from the screen
BUTTON L	Joystick Left Button
BUTTON R	Joystick Right Button
SERVICE	SERVICE Button
TEST	TEST Button



9-3-2 OUTPUT TEST

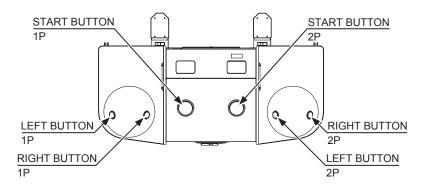
This screen is for confirming the proper operation of each output device used by the game. Periodically use this screen to check the status of each output device.

```
GAME TEST MODE
         OUTPUT TEST
  LAMP 1P START
                          OFF
  LAMP 2P START
                          OFF
  LAMP 1P LEFT
                          OFF
  LAMP 2P LEFT
                          OFF
  LAMP 1P RIGHT
                          OFF
  LAMP 2P RIGHT
                          OFF
-> EXIT
SELECT WITH SERVICE BUTTON
  AND PRESS TEST BUTTON
```

Use the SERVICE Button to move the cursor to the item you would like to check. Press the TEST Button, and the display on the right will change from "OFF" to "ON," and the lamp will turn on. Press the TEST Button again, and the display will change from "ON" to "OFF," and the lamp will turn off. If the lamp turns on and off, the wiring is functioning normally.

Each item is explained below.

LAMP 1P START	Player 1 START Button
LAMP 2P START	Player 2 START Button
LAMP 1P LEFT	Player 1 joystick Left Button
LAMP 2P LEFT	Player 2 joystick Left Button
LAMP 1P RIGHT	Player 1 joystick Right Button
LAMP 2P RIGHT	Player 2 joystick Right Button



When all tests are completed, move the cursor to EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

1

2

9-3-3 STICK SWING TEST

This is a joystick operations test which should be performed periodically.

		E TEST MODE K SWING TEST	
CLUTC	H	1P	OFF
CLUTCI	H	2P	OFF
LEFT	SWING	1P	OFF
LEFT	SWING	2P	OFF
RIGHT	SWING	1P	OFF
RIGHT	SWING	2P	OFF
ALL	SWING	1P	OFF
ALL	SWING	2P	OFF
-> EXIT			
		TH SERVICE BUTTON SS TEST BUTTON	

1 Use the SERVICE Button to move the cursor to the item you want to check. Press the TEST Button and the display on the right will change from "OFF" to "ON," and the corresponding joystick function will begin operating. Press the TEST Button again or highlight another function and the display will change from "ON" to "OFF," and the joystick function will cease.

Each item is explained below.

3

CLUTCH 1P	Player 1 joystick clutch ON/OFF.
CLUTCH 2P	Player 2 joystick clutch ON/OFF.
LEFT SWING 1P	Move Player 1 joystick to the left.
LEFT SWING 2P	Move Player 2 joystick to the left.
RIGHT SWING 1P	Move Player 1 joystick to the right.
RIGHT SWING 2P	Move Player 2 joystick to the right.
ALL SWING 1P	Move Player 1 joystick to the left and the right.
ALL SWING 2P	Move Player 2 joystick to the left and the right.

When all setting adjustments are completed, move the cursor to EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

9-3-4 GAME ASSIGNMENTS

Changes individual game settings.

GAME TEST MODE GAME ASSIGNMENTS	
MULTIPLAY NO-COST STICK SWING ADVERTISE STICK SWING 1P LINE CHALLENGE TIME 2P LINE CHALLENGE TIME KIDS MODE BGM TYPE BGM TEST	ON ON 120 120 OFF INSTRUMENTAL OFF
DEFAULT SETTING -> EXIT SELECT WITH SERVICE BU AND PRESS TEST BUTTO	

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.

Each item is explained below.

MULTIPLAY NO-COST	Set whether or not additional credits are required for multiplay.	
	ON	Additional credits are not required.
	OFF	Additional credits are required, and are determined by cost setting.
STICK SWING	Joystick vibration setting.	
	ON	The joysticks will vibrate.
	OFF	The joysticks will not vibrate.
ADVERTISE STICK SWING	Advertise screen joystick vibration setting.	
	ON	The joysticks will vibrate at the advertise screen. NOTE: Only if STICK SWING is set to ON. If set to OFF, all joystick vibration is locked to OFF.
	OFF	The joysticks will not vibrate at the advertise screen.
1P LINE CHALLENGE TIME	Set one-player Line Challenge time limit (120 or 150 seconds).	
2P LINE CHALLENGE TIME	Set two-player Line Challenge time limit (120, 150, or 180 seconds).	
KIDS MODE	Turn ON/OFF this mode for children and beginners.	
	ON	At the mode select screen, players can choose from KIDS or STANDARD. In KIDS, the number of TETRIMINO types is reduced from seven to five. Also, players can only play Line Challenge or VERSUS.
	OFF	KIDS MODE will not be available.

1

2

BGM TYPE	Set the type of music that will play during the game.	
	JAPANESE SONG	Only Japanese songs will play during the game.
	INSTRUMENTAL	Only instrumental songs will play during the game.
BGM TEST	Test game music playback. Each time the TEST Button is pressed, the first few seconds of the type of music set under BGM TYPE will play.	
DEFAULT SETTING	Return all settings unde	er GAME ASSIGNMENTS to their default settings.

When all setting adjustments are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

3

9-3-5 BOOKKEEPING

View various game records. BACKUP CLEAR TIME displays the last time BACKUP DATA CLEAR was executed.

> GAME TEST MODE BOOKKEEPING

PLAY TIME TIME HISTOGRAM

BACKUP CLEAR TIME 2009/12/25 12:00

-> EXIT

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

1 Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.

Each item is explained below.

PLAY TIME	View play time and number of times played for all games.
TIME HISTOGRAM	View play time for a single play session.



When all checkings are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

• PLAY TIME

View number of times game has been played as well as play times.

GAME TEST I BOOKKEEPING-PI	
NUMBER OF GAMES	
TOTAL GAMES	0
1P SCORE CHALLENGE	0
1P LINE CHALLENGE	0
2P SCORE CHALLENGE	0
2P LINE CHALLENGE	0
VERSUS	
KIDS	0
TOTAL TIME	OD OH OM OS
PLAY TIME	OD OH OM OS
AVERAGE PLAY TIME	OM OS
LONGEST PLAY TIME	OM OS
SHORTEST PLAY TIME	OM OS
PRESS TEST BUTTO	ON TO EXIT

Each item is explained below.

TOTAL GAMES	The total number of games played
1P SCORE CHALLENGE	The total number of one-player Score Challenge games played
1P LINE CHALLENGE	The total number of one-player Line Challenge games played
2P SCORE CHALLENGE	The total number of multiplayer Score Challenge games played
2P LINE CHALLENGE	The total number of multiplayer Line Challenge games played
VERSUS	The total number of VERSUS MODE games played
KIDS	The total number of KIDS MODE games played
TOTAL TIME	The total operation time
PLAY TIME	The total play time
AVERAGE PLAY TIME	The average play time
LONGEST PLAY TIME	The longest play time
SHORTEST PLAY TIME	The shortest play time

1

 $\ensuremath{\mathsf{Press}}$ the TEST Button to return to the BOOKKEEPING screen.

• TIME HISTOGRAM

View the time spent on one play session from each mode (10 screens total).

Screens 1 and 2	1P SCORE CHALLENGE
Screens 3 and 4	1P LINE CHALLENGE
Screens 5 and 6	2P SCORE CHALLENGE
Screens 7 and 8	2P LINE CHALLENGE
Screens 9 and 10	VERSUS

GAME TEST MODE			
BOOKKEEPING-TIME HISTOGR	AM(1/10)		
1P SCORE CHALLENGE			
0M 0S 0M29S	0		
0M30S 0M59S	0		
1M OS 1M29S	0		
1M30S 1M59S	0		
2M 0S 2M29S	0		
2M30S 2M59S	0		
3M 0S 3M29S	0		
3M30S 3M59S	0		
4M 0S 4M29S	0		
PLAY TIME OD OH	OM OS		
AVERAGE PLAY TIME	OM OS		
LONGEST PLAY TIME	OM OS		
SHORTEST PLAY TIME	OM OS		
PRESS TEST BUTTON TO CON	TINUE		

Each item is explained below.

2

To advance through Screens 1 to 9, press the TEST Button.

PLAY TIME	Play time by mode
AVERAGE PLAY TIME	Average play time by mode
LONGEST PLAY TIME	Longest play time by mode
SHORTEST PLAY TIME	Shortest play time by mode

Press the TEST Button at Screen 10 to return to BOOKKEEPING screen.

9-3-6 BACKUP DATA CLEAR

Clears the BOOKKEEPING data stored within GAME TEST MODE.

GAME TEST MODE BACKUP DATA CLEAR YES (CLEAR) -> NO (CANCEL)

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.

Each item is explained below.

YES (CLEAR)	Clear the data in BOOKKEEPING. Then "COMPLETED" is displayed. Press the TEST Button to return to the GAME TEST MODE screen.
NO (CANCEL)	Do not clear the data in BOOKKEEPING. Press the TEST Button to return to the GAME TEST MODE screen without clearing the data.

GAME TEST MODE BACKUP DATA CLEAR
-> YES (CLEAR) COMPLETED NO (CANCEL)
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

Screen After Clearing Backup Data



1

Press the TEST Button to return to the GAME TEST MODE screen.

9-3-7 RANKING DATA CLEAR

Delete game ranking data.

GAME TEST MODE RANKING DATA CLEAR	
YES (CLEAR) -> NO (CANCEL)	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	



Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to select the test item.



Each item is explained below.

YES (CLEAR)	Clear the ranking data in this game. Then "COMPLETED" is displayed. Press the TEST Button to return to the GAME TEST MODE screen.
NO (CANCEL)	Do not clear the ranking data in this game. Press the TEST Button to return to the GAME TEST MODE screen without clearing the ranking data.

GAME TEST MODE RANKING DATA CLEAR
-> YES (CLEAR) COMPLETED NO (CANCEL)
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

Screen After Clearing Ranking Data



Press the TEST Button to return to the GAME TEST MODE screen.

10 COIN SELECTOR

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.
- This work should be carried out by the site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock.

Be careful that a finger or hand does not get caught when opening/closing the door.

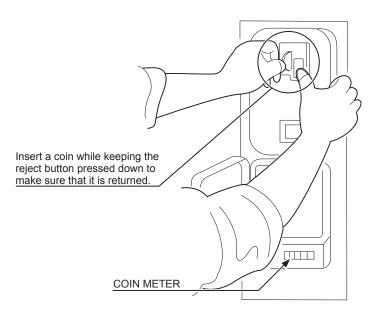


- When cleaning the coin selector, remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- Never apply machine oil, etc. to the coin selector.
- After cleaning the coin selector, insert a regular coin in the normal working status and ensure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

10-1 COIN INSERTION TEST

Once every month, when performing the coin switch test, simultaneously check the following:

- □ Does the coin meter count satisfactorily?
- \Box Does the coin drop into the cashbox correctly?
- □ Is the coin rejected when inserted while keeping the reject button pressed down?



10-2 CLEANING THE COIN SELECTOR

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



Turn the power off.

Ζ

4

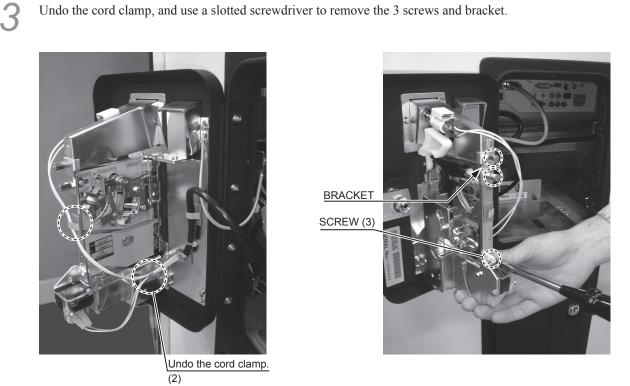
Unlock the service door with the master key and open it.



Unlock

10

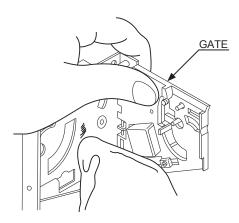
Undo the cord clamp, and use a slotted screwdriver to remove the 3 screws and bracket.



Take off the coin selector from the service door.

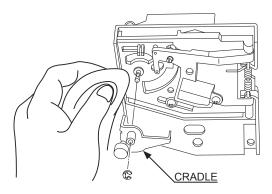
5

Open the gate and dust off by using a soft brush (made of wool, etc.).



Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.

Remove the cradle. When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.



Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.

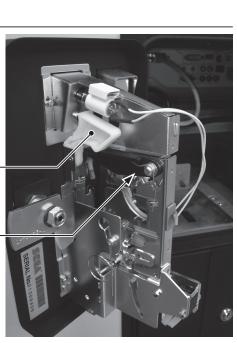
After wiping off as Steps above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

Refer to Steps 1 to 4 and work in reverse order to attach the coin selector.

NOTE: Hold the reject button lever up while attaching the coin selector so that the reject button lever catches

SELECTOR LEVER

REJECT BUTTON LEVER



10-3 HANDLING A COIN JAM

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

11 PROJECTOR

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Be careful not to lose any fasteners (screws or nuts). They could come in contact with live parts, resulting in electrical shock, short circuits or fires.

Be careful when handling the plastic parts. Placing undue stress on them could cause them to break, and the fragments could cause an injury. Also, exercise caution when tightening the screws to attach the parts and when setting them down.

Refer to the included manual (CD) for instructions on how to operate the projector and replace the lamp.

11-1 NOTES RELATED TO THE PROJECTOR



- When turning on the power again, wait about 5 minutes until the projector lamp cools off. If the power is turned on before the lamp cools, it will take several minutes before the screen is shown. Also, note that turning the power switch to the ON position immediately after turning it to the OFF position can damage the projector.
- The average life of a high-pressure mercury lamp in energy-saving mode (the default setting) is approximately 3,000 hours. This is based on the average time it takes for it to go down to 50%. A life of 3,000 hours does not mean that the lamp cannot last beyond 3,000 hours. The actual life may vary depending on how it is used.
- The lamp is a consumable part. If used for an extended amount of time, the image may become dark or it may go out and not come back on. This is a characteristic of the lamp and is not a defect.
- Replace the lamp every 3,000 hours or so (approximately 7 months at 14 hours of operation a day).
- If the lamp goes out, the projector screen will go blank, and the game will not work. Always have a spare lamp available by ordering a new one or extras immediately after replacing the lamp.
- The projector (200-6155) in this product requires a special lamp (200-6156). Do not use lamps with other part numbers.

This product is equipped with an industrial projector to display the game on the screen. Instructions for operating the projector and other information can be found in the included manual (CD). Refer to it when configuring the settings and making adjustments.

How to operate the remote control

Open the service door and point the remote control towards the back of the projector inside the cabinet.

Function settings

The projector has various functions with many different settings. The settings necessary for this product have already been configured, so it is normally not necessary to make changes. If the settings are changed accidentally, change them back as follows [refer to the included manual (CD)]:

- Menu \rightarrow Projection Settings \rightarrow Direct Power on: ON

- Menu \rightarrow Projection Settings \rightarrow Energy-saving mode: ON

Use the factory defaults for the other settings.

There is an item on the status display menu, "Lamp Timer (Hours of Lamp Use)," which can be used to check how many hours the lamp has been used.

11-2 CLEANING THE PROJECTOR

Do not use water as a cleaning agent. Water could get inside the projector, resulting in electrical shock or short circuits.

- Clean the lens with a store-bought blower or lens cleaner.
- The surface of the lens is easily scratched, so do not rub it with hard materials or hit it.
- Gently wipe dirt off the projector with a soft cloth.
- Do not use benzine, thinner, or other chemicals and solvents. Doing so could result in deformation, discoloration, or peeling of the paint.
- Do not use chemical wipes.

If dirt or dust builds up on the projector, particularly the lens, it will affect the image on the screen. Clean the projector and lens once a month.

This is only a rough guide. Some places may be more prone to dust and will require more frequent cleaning. Refer to "6-2-1 Attaching the Projector" and work in reverse order to take the projector out of the controller cabinet for cleaning.

Cleaning the lens

Clean the lens with a store-bought blower or cloth for cleaning glasses, cleaning paper, lens cleaner, etc. The surface of the lens is easily scratched, so do not rub it with hard materials or hit it with a duster.

Cleaning the projector

Wipe the dirt off lightly with a soft cloth.

If water is used, it could get inside and cause electrocution or damage the product.

Do not use chemicals, solvents, bleach or detergent as they can cause deformation, discoloration, or peeling of the paint. Also, do not use treated wipes.

11-3 LAMP REPLACEMENT

When replacing the lamp, use only special projector lamps. Using any other lamp could result in serious accidents including fires.

- The lamp will be very hot immediately after use. Do not touch it or you could be burned. Wait at least an hour for the lamp to cool off before replacing it.
- The lamp is made with glass, so do not touch it with bare hands, subject it to heavy impact, or scratch it. Dirt, scratches, and heavy impact can break the lamp, resulting in injury.
- If the lamp breaks, be careful not to cut yourself with the broken pieces of glass. If the lamp breaks inside the projector, contact the office listed in this manual or the point-of-purchase for this product.



- The projector (200-6155) in this product requires a special lamp (200-6156). Do not use lamps with other part numbers.
- After replacing the lamp, reset the "Lamp Timer (Hours of Lamp Use.)" Refer to the included manual (CD) for instructions on how to perform the reset operation.
- The lamp contains a minute amount of inorganic mercury, which is harmful to the environment. When disposing of used lamps, be careful not to break them, and do so according to the rules and regulations set forth by the local authority. Contact your local authority for details.

To replace the lamp, refer to "6-2-1 Attaching the Projector" and work in reverse order to take the projector out of the controller cabinet.

Refer to the included manual (CD) for instructions on how to replace the lamp.

12 REPLACING THE HALOGEN LAMP

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- There is danger that hot lamps can cause burns. Exercise due caution when replacing lamps.
- Use lamps of the specified ratings. Using lamps with different ratings may cause fires or damage.
- Such things as deteriorated insulation in lighting fixtures can cause a short circuit and/or smoke. Make sure there are no abnormalities. For example, check if you can smell anything burning, if any sockets have been discolored and if the lamp has to be replaced frequently.

When fastening plastic parts, be careful not to tighten screws and nuts excessively. Otherwise parts may be damaged, resulting in injuries from fragments, etc.

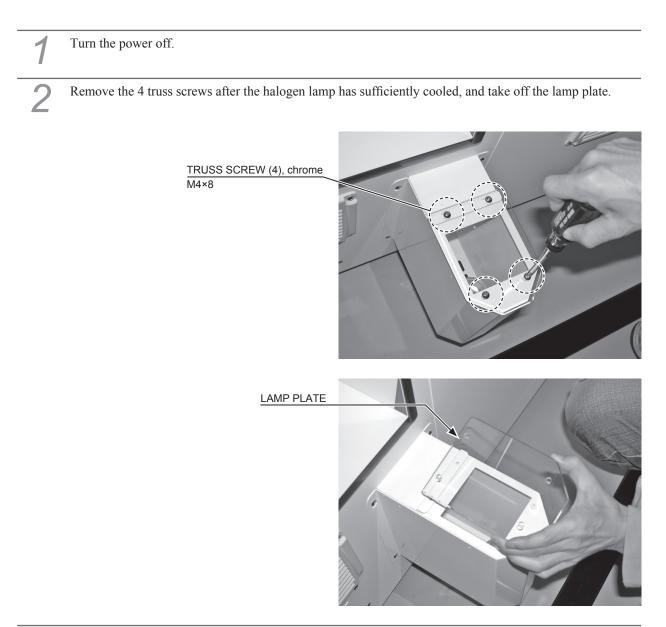


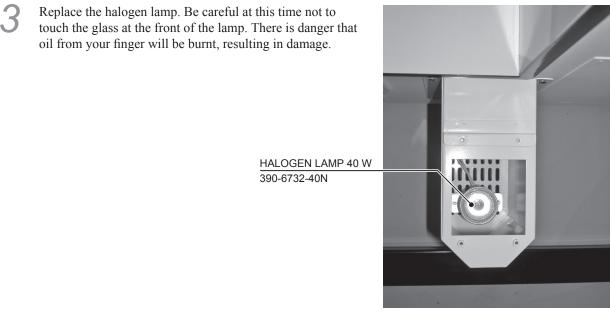
Never touch the glass surface of the lamp with your hands. Oil from your hands may damage the lamp.

There are 2 halogen lamps inside the controller cabinet. Replace them using the following procedures:

HALOGEN LAMP









Refer to Steps 1 and 2 and work in reverse order to attach the lamp plate.

13 REPLACING THE BUTTON SWITCHES

When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.

When fastening plastic parts, be careful not to tighten screws and nuts excessively. Otherwise parts may be damaged, resulting in injuries from fragments, etc.

There are button switches on the control panel and joystick. If they stop working correctly, they need to be replaced. After replacing them, bring up TEST MODE and make sure they are working correctly.

START button

1P START button	509-6240-01/SW PB WH OBSA-100UMQ DKC 1P
2P START button	509-6240-02/SW PB WH OBSA-100UMQ DKC 2P

NOTE: The button switches are comprised of a button, switch, supporter, and nut.

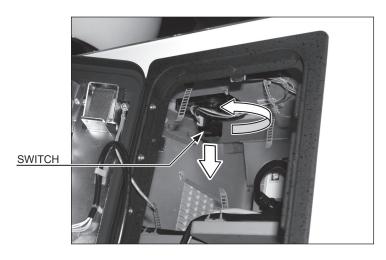


Turn the power off.

Unlock the service door with the master key and open it.



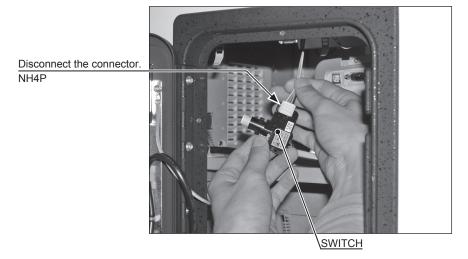
Grab both sides of the switch with your fingers and rotate it approximately 45 degrees in the direction of the arrow in the figure to take it off.



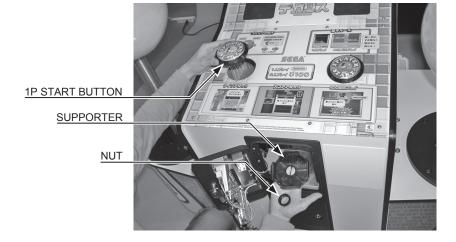
Disconnect the connector and take off the switch to replace it.

4

5

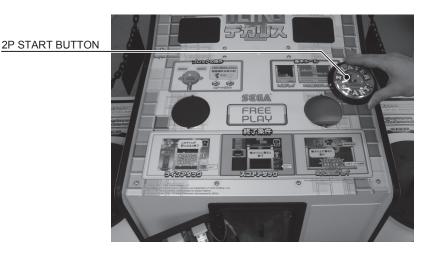


Remove the nut and supporter at the base of the button and take off the 1P START button.



6

Refer to Steps 3 to 5 and replace the 2P START button the same way.



Left and Right Buttons on the Joystick

Left and right buttons on 1P/2P joysticks (same)	509-6241/SW PB WH OBSA-45UM DKC
Left and right buttons on 17/2F Joysticks (same)	JU9-0241/SW FB WH UBSA-4JUM DKC

NOTE: The button switches are comprised of a button, switch, supporter, and nut.

Perform this work with at least 1 other person to keep from dropping the parts.

Turn the power off.

2 Remove the 6 tamperproof screws and lift up the joystick ball. The wires are still connected at this point, so be careful not to damage them.

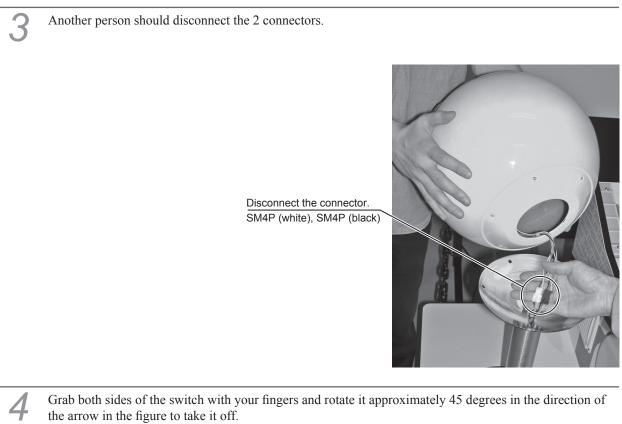
TAMPERPROOF SCREW (6), chrome

M5×8

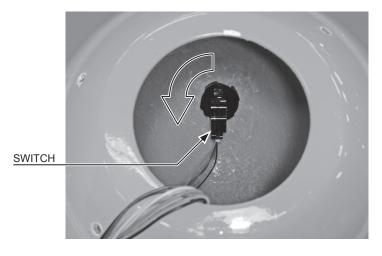
JOYSTICK BALL





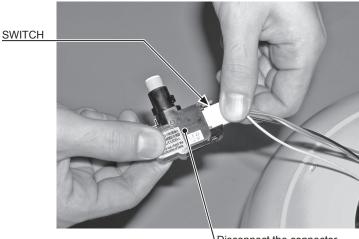


Grab both sides of the switch with your fingers and rotate it approximately 45 degrees in the direction of the arrow in the figure to take it off.

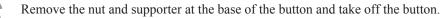


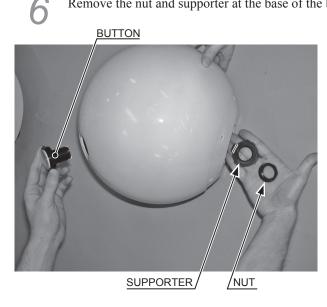


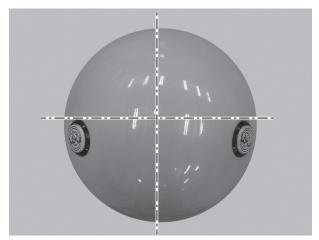
Disconnect the connector and take off the switch to replace it.



Disconnect the connector. NH4P

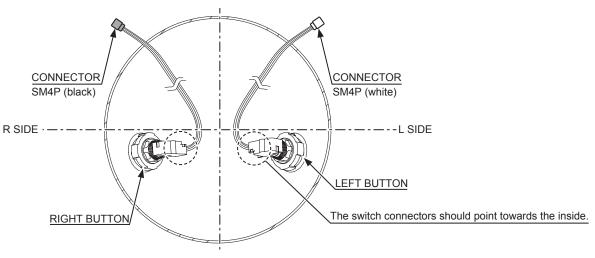




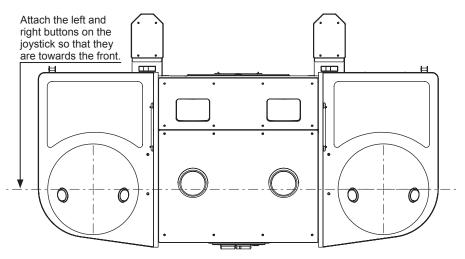


NOTE: The button is not in the center of the joystick ball, so place the button below the center as shown in the figure, and attach it so that the letters on the button can be read.

Refer to Steps 1 to 5 and work in reverse order to assemble the left/right buttons on the joystick. Be careful with the direction of the joystick ball when attaching it.

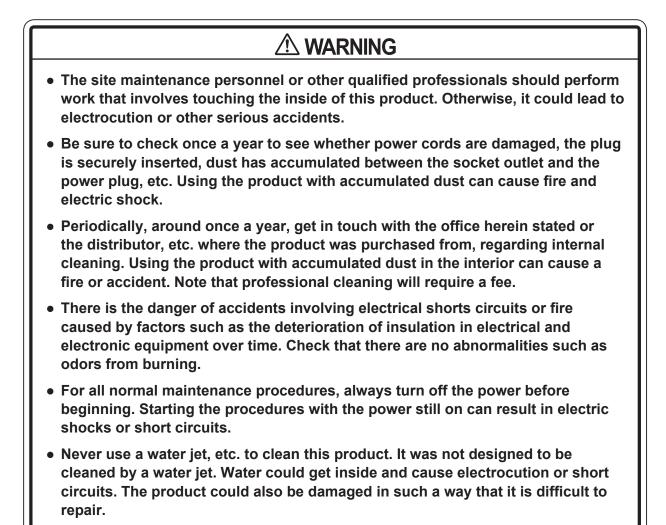


Cross-section Drawing of Joystick Ball



14 PERIODIC INSPECTION

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



Periodic Inspection Table

PERIOD	ITEMS	DESCRIPTION	REFERENCE
Daily	CABINET	Confirm that adjusters contact floor	6
	JOYSTICK	Check operation	9
Monthly	CONTROL PANEL	Check switches and lamps	9
	COIN SELECTOR	Check coin input	10
		Coin insertion test	10
	PROJECTOR	Check adjustments	6, 9
		Cleaning	11-2
	GAME BOARD	Settings check	16
Every 3 months	COIN SELECTOR	Cleaning	10
1 year	POWER CABLES	Inspection, Cleaning	As above
	CABINET INTERIOR	Cleaning	As above

PERIOD	ITEMS	DESCRIPTION	REFERENCE
As appropriate	ELECTRONIC/ELECTRICAL PARTS	Inspection	As above
	CABINET SURFACES	Cleaning	See below
	PROJECTOR DOOR	Cleaning	See below
	SCREEN	Cleaning	See below

Cleaning the Cabinet Surfaces and Cabinet Interior

When the cabinet surfaces/interior become dirty, remove stains with a soft cloth soaked in water or diluted (with water) chemical detergent and then wrung dry. To avoid damaging the finish, do not use such solvents as thinner, benzene, etc. (other than ethyl alcohol) or abrasives (bleaching agent and chemical dust-cloth).

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

Cleaning the Screen

When the screen becomes dirty, remove stains with a soft cloth soaked in water or diluted (with water) chemical detergent and then wrung dry. To avoid damaging the finish, do not use such solvents as thinner, benzene, etc. (other than ethyl alcohol) or abrasives (bleaching agent and chemical dust-cloth).

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

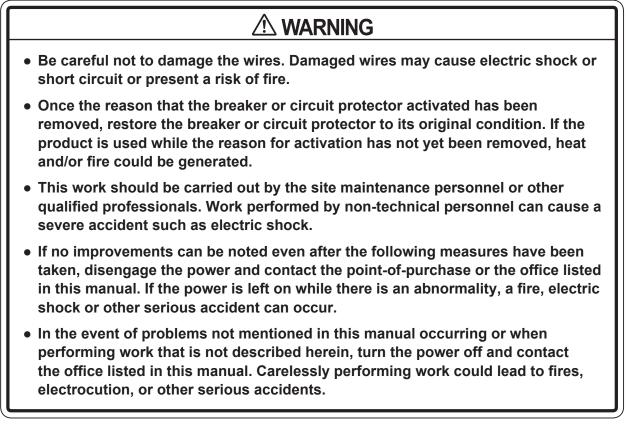
Cleaning the Projector Door

There could be hard particles in the dust or grime on the mirrors, so gently wipe them off and then wet a soft cloth with water 40 degrees centigrade or cooler, wring it out, and lightly wipe the mirrors.

If cool or warm water do not remove the dirt, use a 2 or 3% dilution of a mild detergent.

Do not use other chemicals, solvents, bleach, or detergent as they could damage the surface of the mirrors. Also, do not use treated wipes.

15 TROUBLESHOOTING





If a problem occurs, first inspect the connection of any wiring connectors.

15-1 TROUBLESHOOTING TABLE

PROBLEMS	CAUSE	COUNTERMEASURES
With main switch ON, no activation.	Power is not supplied.	Securely insert the power plug into the plug socket.
	Power supply/voltage is not correct.	Make sure that power supply/voltage is correct.
	The circuit protector functioned due to the momentary overload.	After eliminating the cause of overload, reinstate the AC unit's circuit protector. (Wait at least 1 minute and then press the button.) (See "Circuit Protector" on the next page.)
No sound is generated from the speaker.	Faulty adjustment of sound volume.	Adjust the sound volume of SW unit in the service door.(See 9-1.)
	Problem with sound circuit.	Run the sound output test.(See 9-2-5.)

PROBLEMS	CAUSE	COUNTERMEASURES	
It will not enter TEST	Problem with switch.	Replace the switch.	
MODE.	Problem with game board.	Replace the game board. (See Chapter 16.)	
	Incorrect procedure used to switch to TEST MODE.	Check the operating instructions. (See Chapter 9.)	
The on-screen display is not normal.	Improper adjustment of projector position.	Adjust the position of the projector. (See 6-5.)	
	The screen is damaged or the sheet is peeling.	Replace the screen. (See 15-2.)	
The projector does not project images.	Defective wiring between game board and projector.	Check to make sure the connectors are connected.	
	Projector overheat protection.	If the power is turned on when the projector is hot, it may take a while for the lamp to turn on. It will take 5 minutes for the lamp to be ready.	
	Projector lens cover is closed.	Remove the lens cover.	
	Projector lamp life.	Replace the lamp. (See Chapter 11.)	
	Problem with projector.	Replace the projector.	
	Problem with game board.	Replace the game board. (See Chapter 16.)	
No response when the	Problem with buttons.	Replace the buttons. (See Chapter 13.)	
START buttons on the control panel and the left/ right buttons of the joystick are pressed.	The connector came off.	Check to make sure the connectors are connected.	
The halogen lamp does not turn on.	Halogen lamp life.	Replace the halogen lamp. (See Chapter 12.)	
The joystick generates input without being touched.	Problem with centering mechanism.	Replace the joystick unit. Contact the office listed in this manual.	
	Problem with sensors.		
The joystick does not vibrate.	STICK SWING setting is OFF.	Change the STICK SWING setting to ON. (See 9-3-4.)	
	Problem with motor and clutch.	Replace the joystick unit. Contact the office listed in this manual.	
There is no input when the	The connectors came off.	Make sure the connectors are connected.	
joystick is tilted.	Problem with sensors.	Replace the joystick unit. Contact the office listed in this manual.	

CIRCUIT PROTECTOR

Functions due to the activation of bimetal. To restore the function, wait for approximately 1 minute or longer until the bimetal cools off. (Press the button.)

CIRCUIT PROTECTOR Ē

15-2 REPLACING THE SCREEN

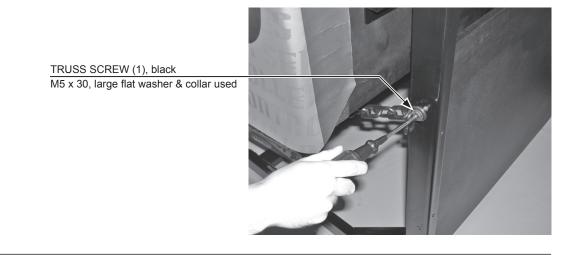
If the screen (white surface) is damaged or the sheet peels, replace the screen.



2

Turn the power off.

Remove the truss screw, and take the chain off from the screen stand.



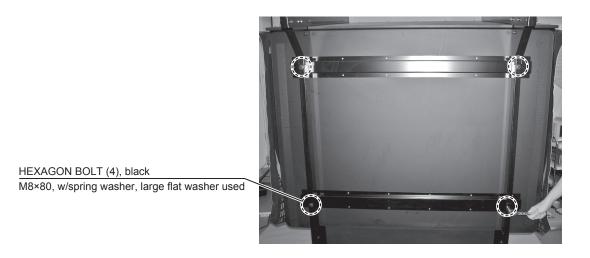
Refer to Step 2 and take off the chain from the screen stand on the opposite side as well.

Undo the Velcro and take off side banners L and R from the screen.



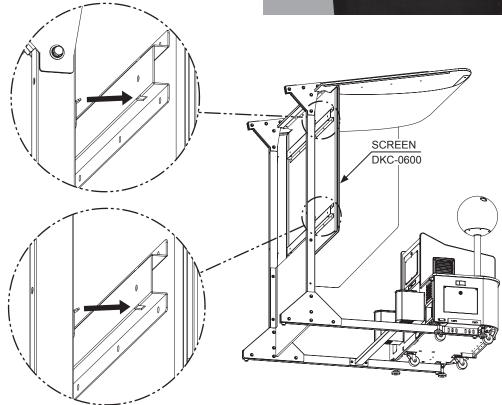
6

5 Remove the 4 hexagon bolts and unfasten the screen.



Take off the screen from the screen stand with at least 1 other person. There are hooks on the screen stand on which the screen hangs. Lift the screen a little and move it towards the controller cabinet to take it off.





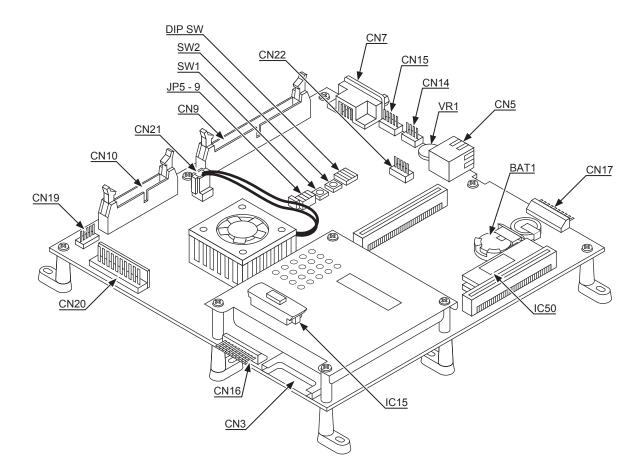
16 GAME BOARD (SystemSP)

- This work should be carried out by the site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.
- Do not expose the game board unnecessarily as it may cause electric shock or damage to the board.

- In this product, setting changes are made during the TEST MODE. The switches on the game board need not be operated. Use the game board as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

After replacing the game board, bring up TEST MODE and make sure the SystemSP board is working correctly.

16-1 EXTERNAL VIEW



16

Parts of CN3 to CN22 are used differently depending upon the game title.
See the "Wiring Diagram" at the back of this manual.

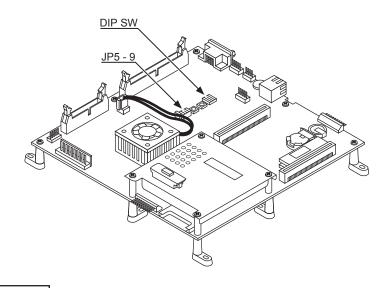
CN3	CompactFlash (CF) card slot
CN5	LAN connector (Ethernet)
CN7	RGB video output (MINI D-SUB 15P)
CN9	Input/output 1 (JST RA 60P)
CN10	Input/output 2 (JST RA 30P)
CN14	Speaker output (JST NH 4P) 1: L+ 2: L- 3: R+ 4: R-
CN15	Sound effects line output (JST NH 5P) 1: GND 2: L 3: GND 4: R 5: GND
CN16	Serial 1 (JST NH 10P) 1: TXD1 2: RXD1 3: RTS1 4: CTS1 5: GND 6: 5338TX+ 7: 5338TX- 8: 5338RX+ 9: 5338RX- 10: GND
CN17	Serial 2 (JST NH 11P) 1: +5V 2: TXD2 3: RXD2 4: RTS2 5: CTS2 6: GND 7: TDX3 8: RXD3 9: RTS3 10: CTS3 11: GND
CN19	Input/output 3 (JST NH 7P) 1: +5V 2: MP_PB1 3: MP_PB2 4: GND 5: HV_IN0 6: HV_IN1 7:+12V
CN20	DC power input (JST VH 10P) 1: +3.3V 2: +3.3V 3: +5V 4: +5V 5: +12V 6: +12V 7: GND 8: GND 9: GND 10: GND
CN21	Fan power supply (JST NH 3P)
CN22	MIDI (JST NH 6P) 1: MIDI_IN 2: MIDI_INX 3: GND 4: MIDI_OUT 5: MIDI_OUTX 6: GND
SW1	Functions as the TEST Button.
SW2	Functions as the SERVICE Button.
DIP SW	Used to switch the image frequency.
VR1	Sound volume
BAT1	Backup battery
IC15	Key Chip
IC50	SystemSP boot ROM
JP5 - 9	Do not change the points of insertion. Doing so may cause malfunctions and lead to serious accidents.

16-2 COMPOSITION OF THE GAME BOARD



Use the specified settings for the DIP SW (dip switch) and JP (jumper) on the game board. Using different settings may cause problems such as the screen not displaying properly.

GAME BD SP TETRIS GIANT EXP (834-14970-02)



DIP SW Setting

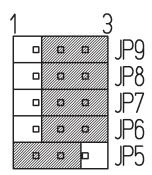
16

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



JP Setting

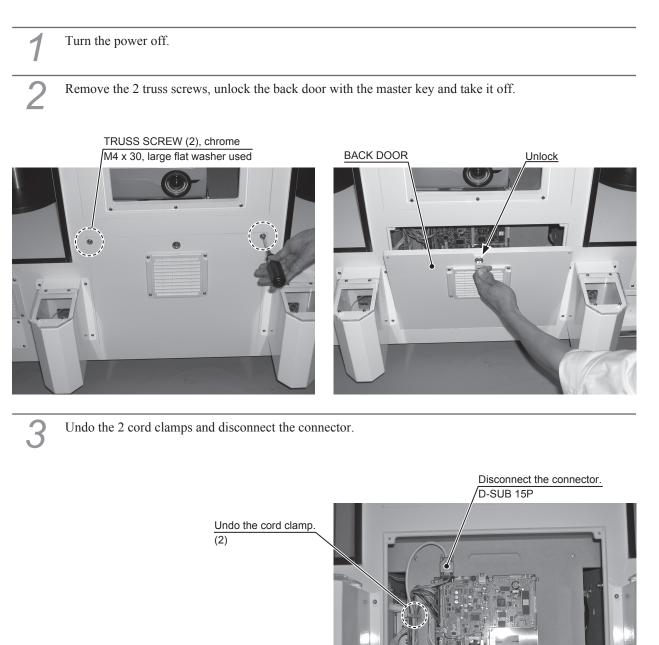
Use this product with the JP settings as shown in the figure.



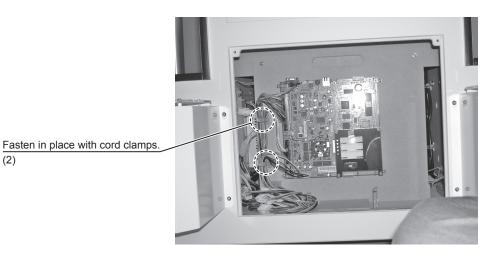
JP Setting

16-3 REMOVING THE GAME BOARD

This product uses a SystemSP board. To replace or repair it, refer to the following steps to take the base (wooden plate) out of the cabinet in order to remove the SystemSP board.





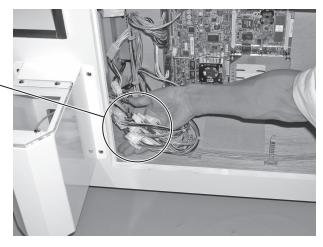




Disconnect the 8 connectors.

(2)

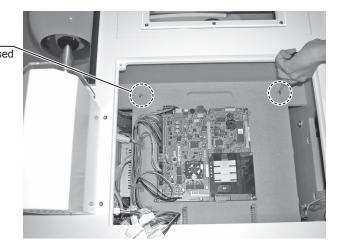
Disconnect the connector. YL6P, YL12P×2, VL8P, SM4P, SM6P, SM7P, SM12P





Remove the 2 screws.

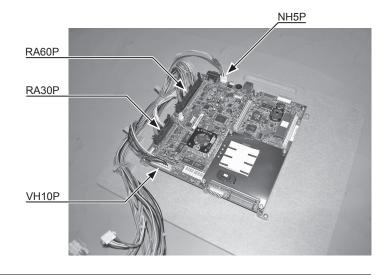
SCREW (2) M4×30, w/flat & spring washers, large flat washer used



With the SystemSP board still attached, take off the base (wooden plate). Be careful not to damage the wires when doing so.



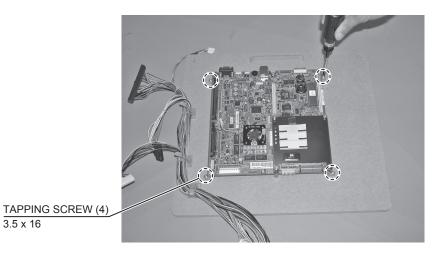
Disconnect the 4 connectors connected to the SystemSP board.



9

8

Remove the 4 tapping screws and take the SystemSP board off.



16-4 REPLACING THE LITHIUM BATTERY

WARNING When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.

- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- To prevent overheating, explosion, or fire:
 - Do not recharge, disassemble, heat, incinerate, or short the battery.
 - Do not allow the battery to come into direct contact with metallic objects or other batteries.
 - To preserve the battery, wrap it in tape or other insulating material.
- Follow local regulations when disposing of the battery. Improper disposal can damage the environment.

To avoid risk of malfunction and damage:

- Make sure the positive and negative ends are aligned correctly.

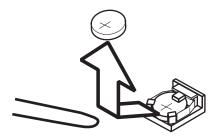
- Use only batteries approved for use with this unit.

If an error message is displayed in less than a year, there is likely a problem with the board. Replace it as necessary.

This operation must only be performed when the battery is dead or under other special circumstances and never at any other time.

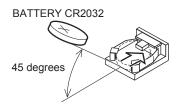
Carefully take out the battery from the battery holder (BAT1) on the SystemSP board. Insert a flat, insulated object underneath the battery and lift it upwards.

Bring it up and outwards whilst getting it over the sides of the holder.



3 Place the new battery (CR2032) horizontally into the holder at a 45 degree angle with the "+" terminal facing upwards.

The holder is fitting with a device to prevent incorrect insertion, making sure that the battery terminals are inserted correctly.



BATTERY for SystemSP

SEGA PART No.	SEGA DESCRIPTION	
401-0054	BATTERY CR2032/1F MATSUSHITA	
401-0065	BATTERY CR2032 HITACHI	

16-5 INSTALLING THE SOFTWARE



The CompactFlash (CF) is a precision device. It can be damaged by heat, impact, and static electricity. Exercise caution in handling this equipment.

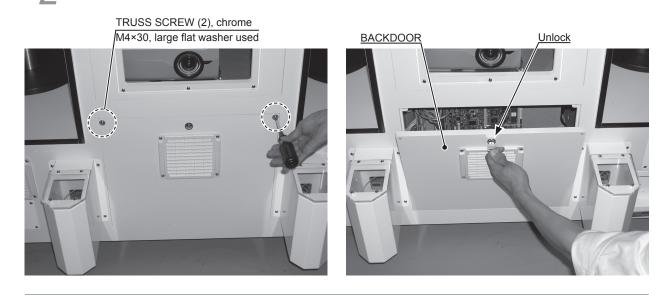
The software is already installed on the SystemSP board at the time of shipping. If it is ever necessary to reinstall the software for this title, the supplied CF card can be used to do so.

How to Install the Software



Turn the power off.

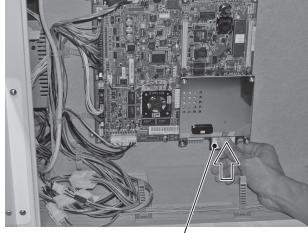
Remove the 2 truss screws, unlock the back door with the master key and take it off.



16

3 Have the supplied CF card ready. With the side showing the game title facing you, insert it straight into the card slot on the SystemSP board. Also, be sure to insert it as far as it will go.





<u>CF CARD</u>/

4	Attach the back door, lock it with the master key, and fasten it in place with 2 truss screws.
5	The software installation will begin when the power is turned on. It will take approximately 10 minutes to complete. If it finishes successfully, the advertisement screen will display. <i>NOTE: If the installation does not finish successfully, turn the power off, reinsert the CF card, and turn the power back on. If that does not work, contact the office listed in this manual.</i>
6	Turn the power off.
7	Remove the 2 truss screws, unlock the back door with the master key and take it off.
8	Remove the CF card from the card slot on the SystemSP board. Store the CF card in a safe place.
9	Attach the back door, lock it with the master key, and fasten it in place with 2 truss screws.

16-6 KEY CHIP



- The key chip is a precision component that may be damaged by such things as heat, physical shock, or static electricity. Make sure to handle it carefully.
- A key chip must be used as a set with a board or CompactFlash of the same title.

The key chip is already attached to the SystemSP board at the time of shipping. Refer to the following instructions if it becomes necessary to replace the key chip for another title.

Insertion

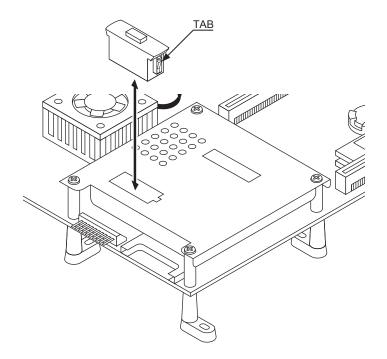
Insert the key chip straight into the hole on the top of the mounting plate on the SystemSP board. Be sure to insert it in the right direction. Also, be sure to insert it as far as it will go.

Removal



Replace the key chip on the System SP board. Press the tab on the key chip while slowly pulling it out.

2 Place the removed key chip in the accessory box for storage. Always store it together with the game board or CompactFlash that it is paired with.



17 ERROR MESSAGE

The following messages may appear upon turning on the power or leaving TEST MODE. Under these circumstances the game cannot be played. The error codes are roughly divided as follows.

Error Code	Category	
Error 01 - 09	An error relating to the actual hardware or setup of the title program.	
Error 10 - 19	An error relating to something dependant upon the title program, such as JVS or the Firmware version.	
Error 20 - 29	(Not used)	
Error 30 - 39	An error relating to the Ether-network.	
Error 40 - 49	(Not used)	
Caution 50 - 59	A warning related to set-up settings.	

MESSAGE	ERROR 01 THIS GAME IS NOT ACCEPTABLE BY MAIN BOARD.	
CAUSE	 The title program in the flash memory on the SystemSP board is corrupted. The Key Chip may not match the title program on the SystemSP board. 	
COUNTERMEASURES	 If you have a CF memory including renewal data for the title program, insert that CF memory and then restart the machine. Insert the correct Key Chip and then restart the machine. If the problem remains it is most likely a problem with the board itself. Refer to "16-3 Removing the Game Board" to remove the SystemSP board and repair it along with the Key Chip. 	

MESSAGE	ERROR 03 BAD SERIAL NUMBER ON MAIN BOARD.	
CAUSE	The SystemSP board's serial number is incorrect.	
COUNTERMEASURESThis is a problem with the SystemSP board. Refer to "16-3 Removing the Ga Board" to remove the SystemSP board and repair it along with the Key Chip.		

MESSAGE	ERROR 05 THIS GAME IS NOT ACCEPTABLE BY MAIN BOARD.
CAUSE	The SystemSP board set-up does not match with the set-up required by the title program.
COUNTERMEASURES	The game cannot be used with the SystemSP board. Use the SystemSP board with the correct set-up.

MESSAGE	ERROR 14 NETWORK FIRMWARE DOES NOT FULFILL THE GAME SPEC.
CAUSE	The SystemSP board's firmware does not fulfill the specifications required by the title program.
COUNTERMEASURES	After confirming the specifications required by the title program, obtain firmware that meets these specifications and renew the firmware.

MESSAGE	ERROR 15 GAME PROGRAM NOT FOUND.
CAUSE	 The key chip required by the application is not connected. The key chip has come out.
COUNTERMEASURES	 Connect the correct key chip. Make sure the key chip is properly connected to the SystemSP board.

MESSAGE	ERROR 33 GATEWAY IS NOT FOUND.
CAUSE	Communication with the gateway server was not possible (for a couple of minutes).
COUNTERMEASURES	Perform a SYSTEM TEST to make sure the network settings are all correct.The gateway server may not be active.

MESSAGE	ERROR 34 GATEWAY CANNOT BE FOUND.
CAUSE	Communication with the gateway server is not possible.
COUNTERMEASURES	The UTP cable is not connected.

MESSAGE	CAUTION 51 WRONG VIDEO OUTPUT SETTING OF HORIZONTAL SCANNING FREQUENCY.	
CAUSE	The title program does not support the current monitor resolution.	
COUNTERMEASURES	If necessary exchange the connected monitor, and then check the monitor resolution is set correctly (the DIP Switches on the SystemSP board).	

MESSAGE	CAUTION 52 WRONG VIDEO OUTPUT SETTING OF HORIZONTAL/VERTICAL SCREEN.
CAUSE	The title program does not support the current monitor horizontal/vertical setting.
COUNTERMEASURES	If necessary change the horizontal/vertical placement of the monitor, and then enter the SYSTEM ASSIGNMENTS in the SYSTEM TEST MODE and change the monitor horizontal/vertical settings.

18 SWITCHING TO A NAOMI BOARD

- This work should be carried out by the site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.
- Do not expose the game board unnecessarily as it may cause electric shock or damage to the board.

Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

This product can be used with an existing NAOMI board to operate games that meet the following conditions:

- Screen output: Horizontal synchronizing frequency of 31 kHz
- Monitor direction: Horizontal
- Titles that require 2 START buttons and for which there is 1 joystick (analog will not work) for Player 1 and Player 2 and 2 buttons

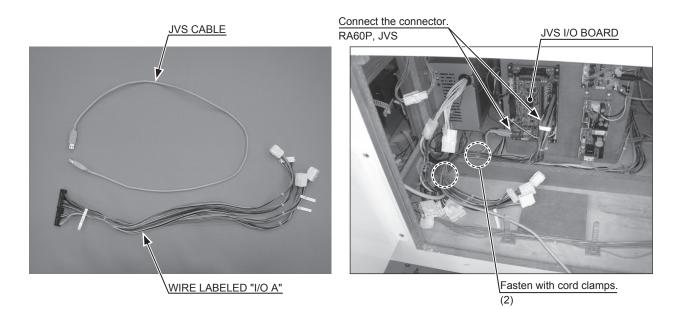
(Left button on joystick corresponds to JVS BUTTON1, and right button corresponds to BUTTON2) If the game does not meet the conditions above, it will not work correctly so do not attempt to use it.

Instructions for replacing the board with a NAOMI board are provided below.

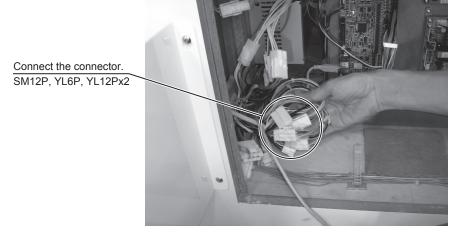
Refer to the service manual for the NAOMI board and the particular game for instructions on how to configure the board and game settings.

Refer to "16-3 Removing Game Board", remove the SystemSP board.

The wire labeled "I/O A" among the wires removed in Step 1 will continue to be used. Connect the connectors for the wire labeled "I/O A" and the supplied JVS cable to the JVS I/O board inside the back door, and fasten them in place with 2 cord clamps.

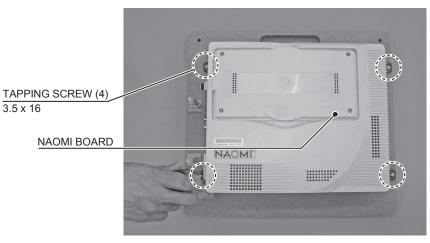


Connect the 4 connectors. Check the 1P and 2P tags and be sure to connect them correctly.



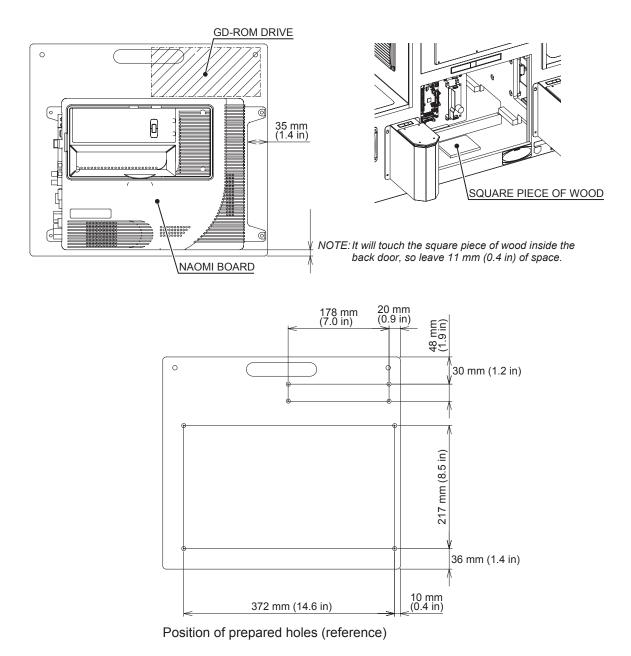
Place the NAOMI board on the base (wooden plate) as shown in the figure. Affix the NAOMI board using removed 4 tapping screws.

4



Stand-alone NAOMI board

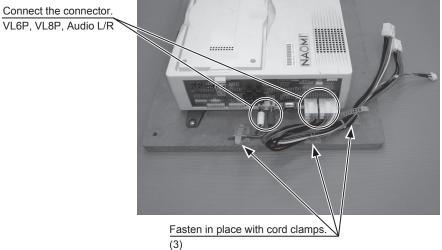
NOTE: If you have a NAOMI board + GD-ROM, refer to the figure below and fasten only the NAOMI board in place as the base.



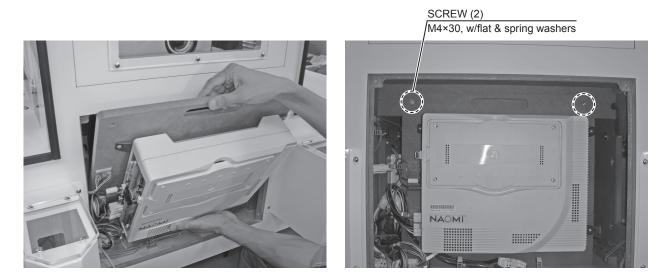
5

6



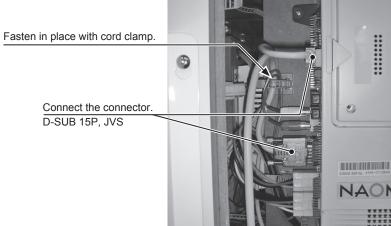


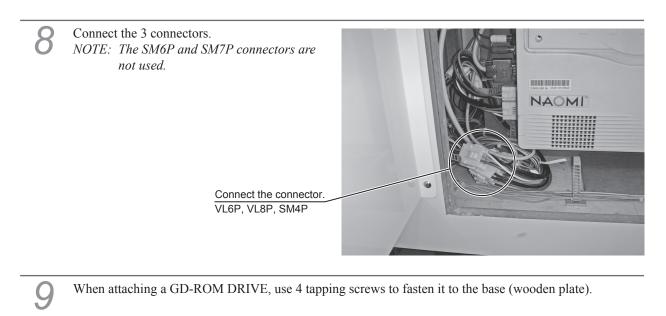
Put the base loaded with the NAOMI board inside the back door and fasten it in place with 2 screws. Be careful not to damage the wires when doing so.

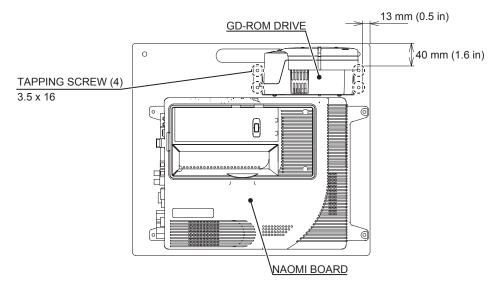




Connect the 2 connectors to the NAOMI board. Fasten D-SUB 15P in place with 2 fastening screws. After connecting the connector, fasten it in place with a cord clamp.

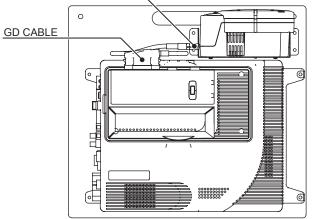






Use a GD cable and GD-ROM power cable to connect the NAOMI board and GD-ROM drive.

GD-ROM POWER CABLE (NH6P)



1 Attach the back door, lock it with the master key, and fasten it in place with 2 truss screws.

19 REPLACING THE SHAFT STOPPER (WITH 8-DIRECTION STOPPER)

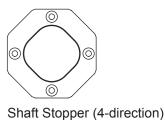
When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.

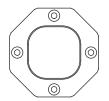
When fastening plastic parts, be careful not to tighten screws and nuts excessively. Otherwise parts may be damaged, resulting in injuries from fragments, etc.

The supplied shaft stopper is used for game software that requires an 8-direction stopper.

After the original stopper is replaced, the joystick will move in 8 directions. Check the specifications of the game software before replacing the stopper.

NOTE: This product (TETRIS GIANT) requires a 4-direction stopper, so do not replace it with the supplied shaft stopper (8-direction).



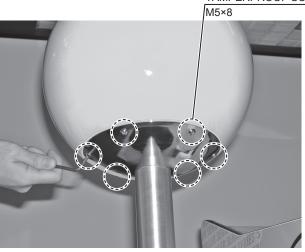


Shaft Stopper (8-direction)

This work should be performed with at least one other person to keep from dropping parts.

Turn the power off.

Remove the 6 tamperproof screws and lift up the joystick ball to take it off. The wires are still connected at this point, so be careful not to damage them.

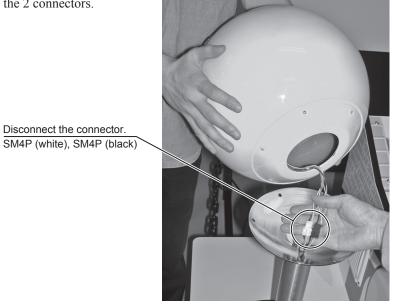


TAMPERPROOF SCREW (6), chrome

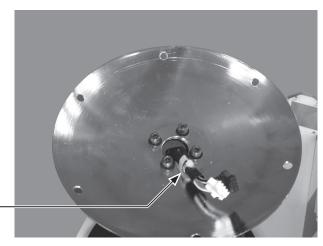
JOYSTICK BALL



3 Another person should disconnect the 2 connectors.



Undo the cord clamp. Be careful not to let the wires drop into the pipe when doing so.



Undo the cord clamp.

5 Using a hexagon wrench with a WAF of 4 mm, remove the 4 hexagon socket bolts and take off the ball dish. Be careful not to let the wires, hexagon socket bolts, flat washer, or spring washer drop into the pipe when doing so.

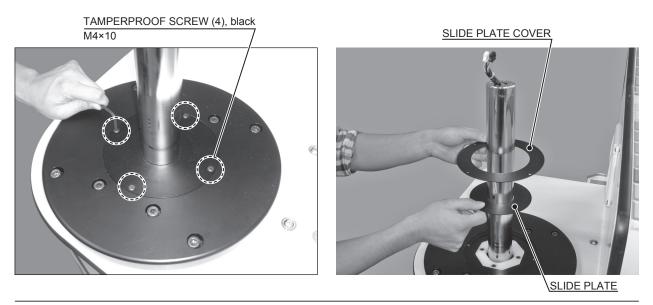


4

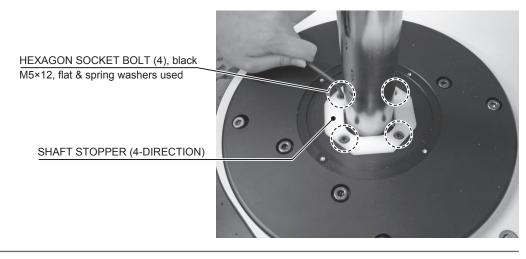


h

Remove the 4 tamperproof screws, and take off the slide plate cover and slide plate.

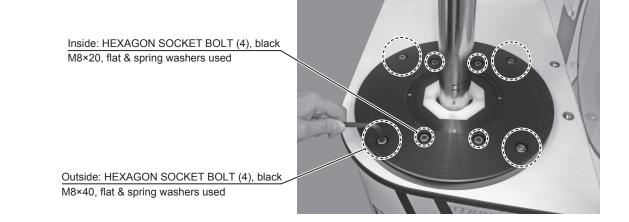


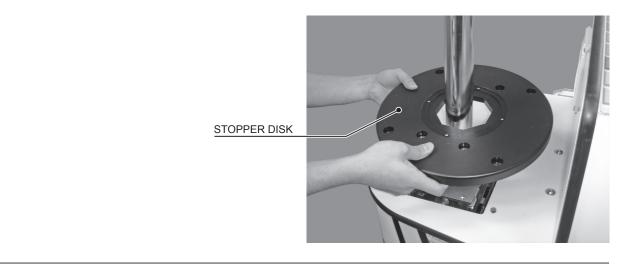
Using a hexagon wrench with a WAF of 4 mm, remove the 4 hexagon socket bolts and unfasten the shaft stopper (4-direction).



Using a hexagon wrench with a WAF of 6 mm, remove the hexagon socket bolts (8 in all) and take off the stopper disk.

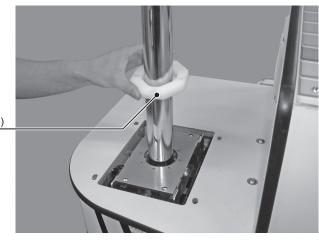
NOTE: The length of the bolts varies, so be careful when putting them back.







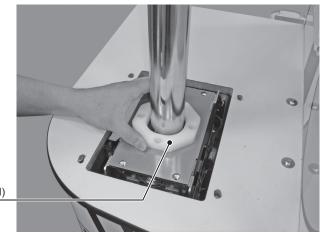
Take off the shaft stopper (4-direction).



SHAFT STOPPER (4-DIRECTION)

1(

Put on the supplied shaft stopper (8-direction).

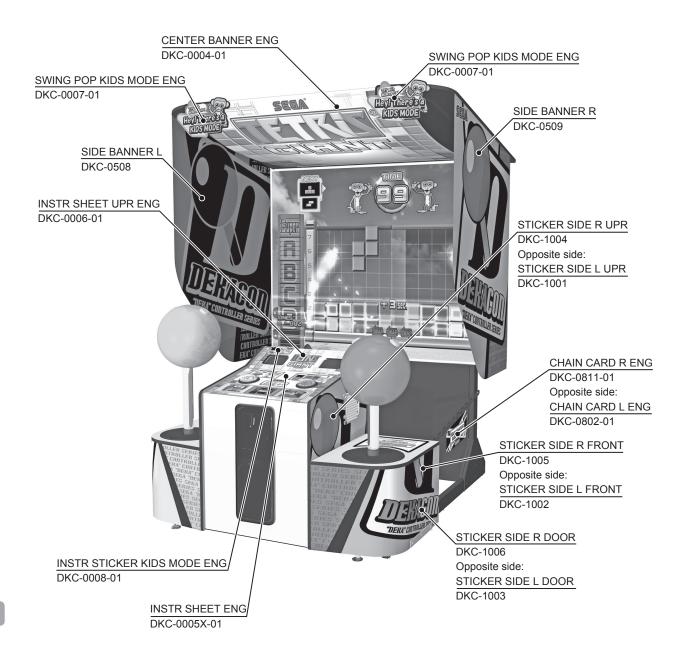


SHAFT STOPPER (8-DIRECTION)

Refer to Steps 1 to 8 and work in reverse order to assemble the ball dish and joystick ball.
 However, when fastening the 4 hexagon socket bolts removed in Step 5, use a thread-locking agent.
 Put a few drops on the threads but do not apply too much. Use the 1401C (090-0012) thread-locking agent from ThreeBond.

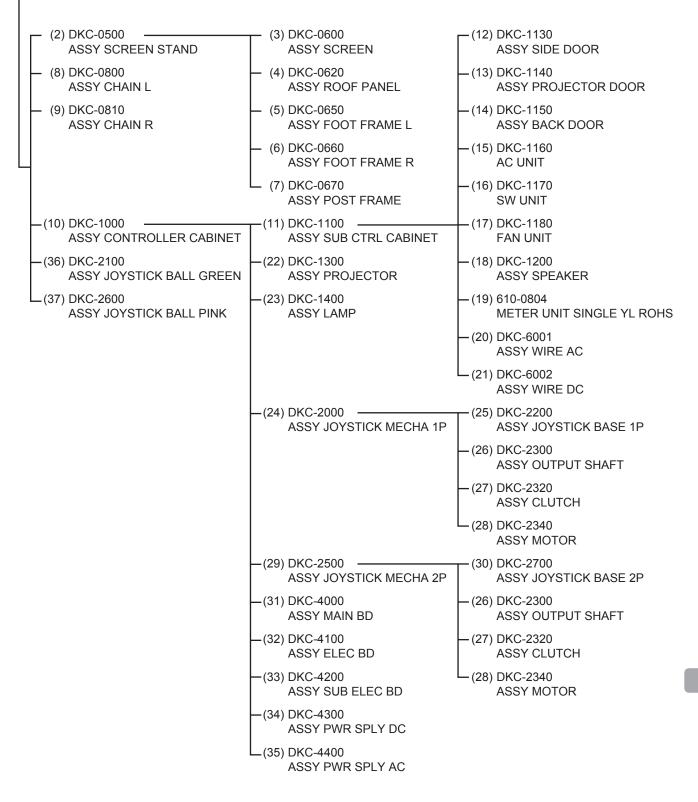
20 DESIGN RELATED PARTS

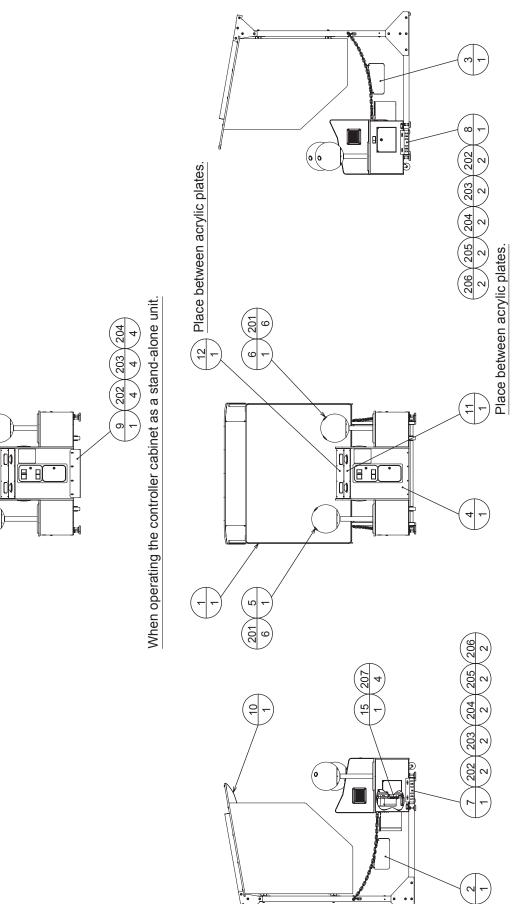
For the warning display stickers, refer to chapter 1.



21 PARTS LIST

- (1) TOP ASSY TETRIS DEKARIS







(1) TOP ASSY TETRIS DEKARIS

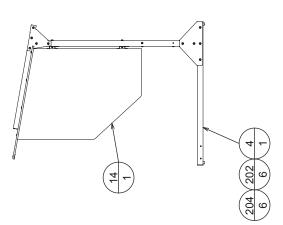
21

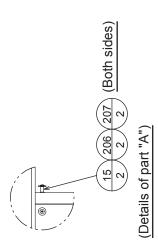
(1) TOP ASSY TETRIS DEKARIS

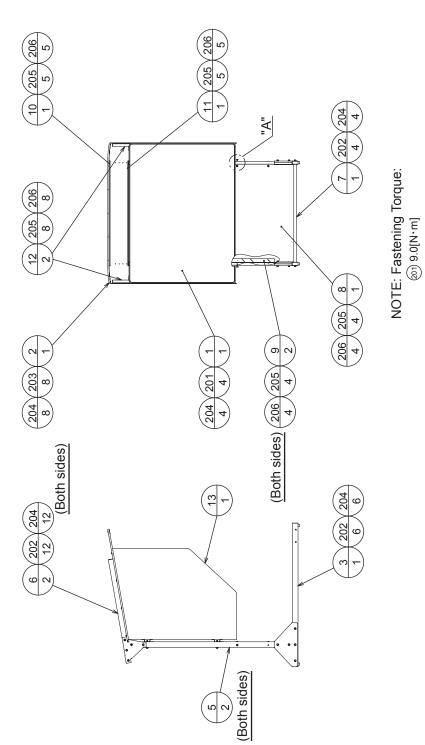
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0500	ASSY SCREEN STAND	
2	DKC-0800	ASSY CHAIN L	
3	DKC-0810	ASSY CHAIN R	
4	DKC-1000	ASSY CONTROLLER CABINET	
5	DKC-2100	ASSY JOYSTICK BALL GREEN	
6	DKC-2600	ASSY JOYSTICK BALL PINK	
7	DKC-0001	JOINT BRKT L	
8	DKC-0002	JOINT BRKT R	
9	DKC-0003	SUPPORT BRKT	
10	DKC-0004-01	CENTER BANNER ENG	
11	DKC-0005X-01	INSTR SHEET ENG	
12	DKC-0006-01	INSTR SHEET UPR ENG	
14	SGM-4247	POLY COVER 960x1600x1100	
15	834-14970-02	GAME BD SP TETRIS GIANT EXP	
10	0011101002		
201	008-T00508-0C	TMP PRF SCR TH CRM M5x8	
202	FAS-290055	HEX SKT SCR BH STN M8x35	
203	060-S00800-0C	SPR WSHR CRM M8	
204	068-852216-0C	FLAT WSHR CRM 8.5-22x1.6	
205	030-000820-WB	HEX BLT W/FS BLK M8x20	
206	068-852216-0B	FLT WSHR BLK 8.5-22x1.6	
207	011-T03516	TAP SCR TH 3.5x16	
301	600-6619-02	AC CABLE CONNECT TYPE FOR UK	
401	220-5793-2-A001	KEY MASTER A001	
402	SGM-4111Y	KEY BAG	
403	540-0062	L-WRENCH FOR HEX SOC 5MM	
405	MDA-C0076	CF SP DKC	
406	420-7246-01	OWNERS MNL TETRIS GIANT ENG	
407	390-6732-40N	HALOGEN LAMP JDR110V40WLN/K	
408	540-0006-01	WRENCH M4 TMP SCR	
409	600-7141-91-100	CABLE JVS TYPE A-B 100CM	
410	DKC-60036	WH SOUND OUT NAOMI	
411	DKC-60037	WH DC GAME BD NAOMI 1	
412	DKC-60038	WH DC GAME BD NAOMI 2	
413	421-12643-03	DENOMI SH DKC FOR HK	
414	DKC-2214	STOPPER BLOCK 8 WAY	
415	DKC-0007-01	SWING POP KIDS MODE ENG	
416	DKC-0008-01	INSTR STICKER KIDS MODE ENG	
417	540-0007-01	WRENCH M5 TMP SCR	
418	540-0023	L-WRENCH FOR HEX SOC 4MM	
419	540-0028	L-WRENCH FOR HEX SKT 6 MM	
/	200-6156	ASSY LAMP PJTR KG-PH1004S1	
/	421-6690-03	STICKER 220V (80556)	

(D-2/2)









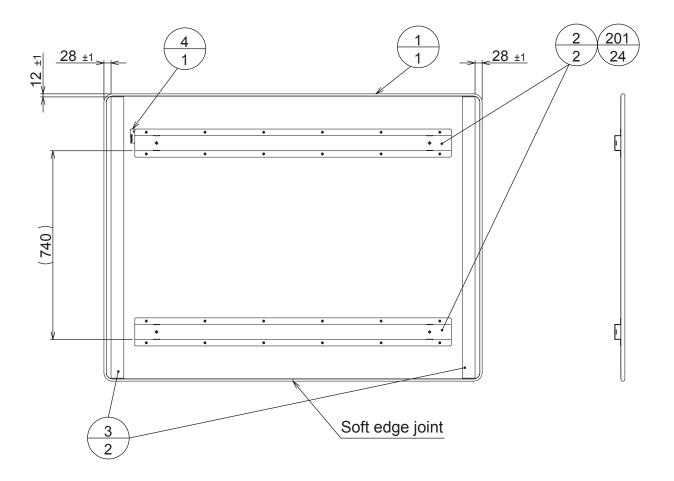
(D-1/2)

(D-2/2)

(2) DKC-0500 ASSY SCREEN STAND

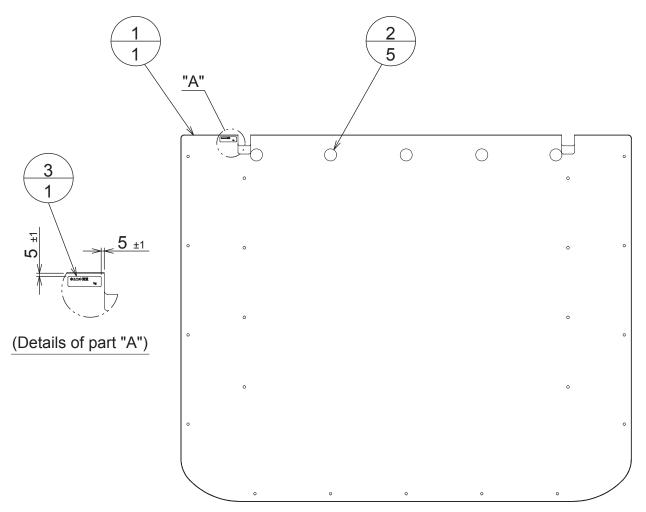
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0600	ASSY SCREEN	
2	DKC-0620	ASSY ROOF PANEL	
3	DKC-0650	ASSY FOOT FRAME L	
4	DKC-0660	ASSY FOOT FRAME R	
5	DKC-0670	ASSY POST FRAME	
6	DKC-0501	ROOF FRAME	
7	DKC-0502X	CROSS FRAME	
8	DKC-0503	BACK PANEL	
9	DKC-0504	BACK PANEL BRKT	
10	DKC-0505	CENTER BANNER SASH FRONT	
11	DKC-0506	CENTER BANNER SASH REAR	
12	DKC-0507	SIDE BANNER SASH	
13	DKC-0508	SIDE BANNER L	
14	DKC-0509	SIDE BANNER R	
15	DKC-0510	CHAIN COLLAR	
201	030-000880-SB	HEX BLT W/S BLK M8x80	
202	030-000820-WB	HEX BLT W/FS BLK M8x20	
203	030-000830-SB	HEX BLT W/S BLK M8x30	
204	068-852216-0B	FLT WSHR BLK 8.5-22x1.6	
205	000-T00512-0B	M SCR TH BLK M5x12	
206	068-552016-0B	FLT WSHR BLK 5.5-20x1.6	
207	000-T00530-0B	M SCR TH BLK M5x30	

(3) DKC-0600 ASSY SCREEN



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0601	SCREEN	
2	DKC-0602	SCREEN BRKT	
3	DKC-0603	SCREEN VELCRO TAPE	
201	FAS-110029	TAP SCR FH #1 BLK 4x12	

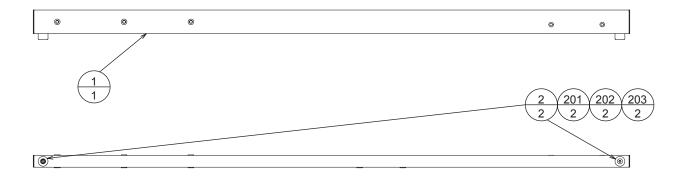




NOTE: Affix 1. (2) so as to hide the T-NUT. Also, make sure that it does not stick out over the counter-sunk hole.

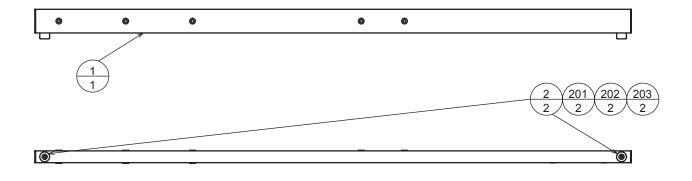
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0621	ROOF PANEL	
2	DKC-0622	STICKER HIDING NUT	





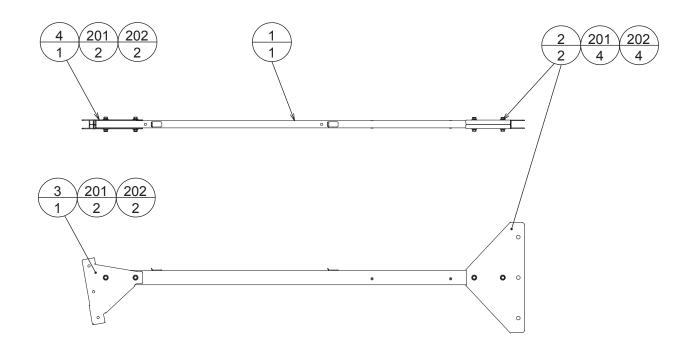
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0651	FOOT FRAME L	
2	DKC-0652	STAND FOOT	
201	020-000516-0Z	HEX SKT H CAP SCR BLK 0Z M5x16	
202	060-F00500-0B	FLT WSHR BLK M5	
203	060-S00500-0B	SPR WSHR BLK M5	





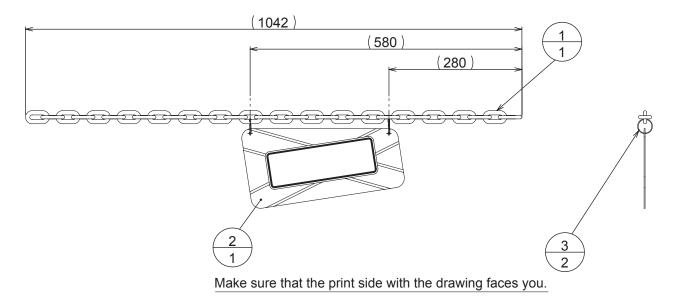
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0661	FOOT FRAME R	
2	DKC-0652	STAND FOOT	
201	020-000516-0Z	HEX SKT H CAP SCR BLK 0Z M5x16	
202 203	060-F00500-0B 060-S00500-0B	FLT WSHR BLK M5 SPR WSHR BLK M5	

(7) DKC-0670 ASSY POST FRAME



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0671	POST FRAME	
2	DKC-0672	FOOT FRAME BRKT	
3	DKC-0673	ROOF FRAME BRKT L	
4	DKC-0674	ROOF FRAME BRKT R	
201	030-000820-WB	HEX BLT W/FS BLK M8x20	
202	068-852216-0B	FLT WSHR BLK 8.5-22x1.6	

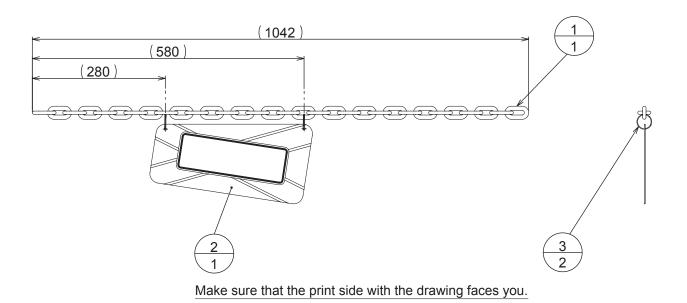
(8) DKC-0800 ASSY CHAIN L



NOTE: Put 1. (3) through the 9th and 18th links from the right when facing the drawing.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0801	CHAIN	
2	DKC-0802-01	CHAIN CARD L ENG	
3	DKC-0803	CHAIN CARD RING	

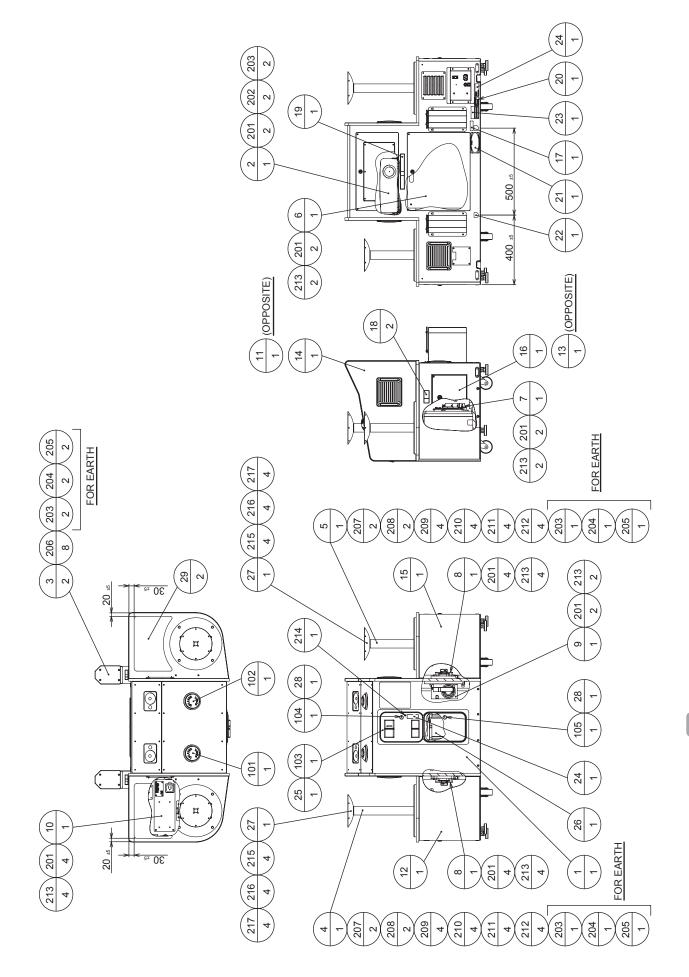
(9) DKC-0810 ASSY CHAIN R



NOTE: Put (3) through the 9th and 18th links from the left when facing the drawing.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-0801	CHAIN	
2	DKC-0811-01	CHAIN CARD R ENG	
3	DKC-0803	CHAIN CARD RING	

(10) DKC-1000 ASSY CONTROLLER CABINET



(D-1/3)

21

(10) DKC-1000 ASSY CONTROLLER CABINET

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1100	ASSY SUB CTRL CABINET	
2	DKC-1300	ASSY PROJECTOR	
3	DKC-1400	ASSY LAMP	
4	DKC-2000	ASSY JOYSTICK MECHA 1P	
5	DKC-2500	ASSY JOYSTICK MECHA 2P	
6	DKC-4000	ASSY MAIN BD	
7	DKC-4100	ASSY ELEC BD	
8	DKC-4200	ASSY SUB ELEC BD	
9	DKC-4300	ASSY PWR SPLY DC	
10	DKC-4400	ASSY PWR SPLY AC	
11	DKC-1001	STICKER SIDE L UPR	
12	DKC-1002	STICKER SIDE L FRONT	
13	DKC-1003	STICKER SIDE L DOOR	
14	DKC-1004	STICKER SIDE R UPR	
15	DKC-1005	STICKER SIDE R FRONT	
16	DKC-1006	STICKER SIDE R DOOR	
18	440-WS0226-EG		
19	440-WS0143-EG	STICKER W POWER OFF WIDE ENG	
20	421-6594-92	STICKER CERTIFICATE	
22	421-11416	STICKER CAUTION FORK	
24	421-7988-01	STICKER SERIAL NUMBER FOR UL	
25	421-7501-02	STICKER 6.3V 0.15A	
26	253-5366	CASH BOX	
27	DKC-2001X	BALL DISH	
28	DP-1167	TNG LKG	
29	DKC-1007-01	STICKER C DO NOT CLIMB ENG	
101	509-6240-01	SW PB WH OBSA-100UMQ DKC 1P	
102	509-6240-02	SW PB WH OBSA-100UMQ DKC 2P	
103	220-5237-93-05	ASSY C.C.2DR HONG KONG \$1	
104	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001	
105	220-5794	CLY LOCK W/KEYS	
106	310-5029-F20	SUMITUBE F F 20MM	
107	280-5275-SR10	CORD CLAMP SR10	
108	601-0460	PLASTIC TIE BELT 100 M/M	
109	280-6676	CORD CLAMP TL-25A TKK	
201	068-441616	FLT WSHR 4.4-16x1.6	
202	032-000420	WING BLT M4x20	
203	060-S00400	SPR WSHR M4	
204	060-F00400	FLT WSHR M4	
205	050-H00400	HEX NUT M4	
206	000-T00416-0C	M SCR TH CRM M4x16	
207	030-000830-S	HEX BLT W/S M8x30	
208	030-000840-S	HEX BLT W/S M8x40	

(D-2/3)

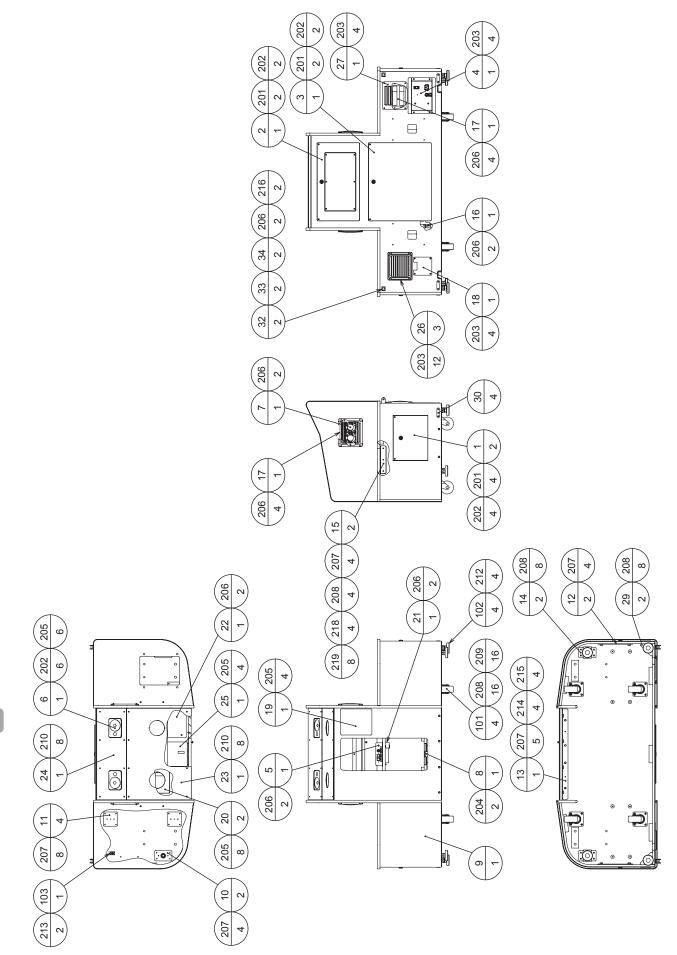
(D-3/3)

(10) DKC-1000 ASSY CONTROLLER CABINET

ITEM NO.	PART NO.	DESCRIPTION	NOTE
	FAO 000040		
209	FAS-680040	FLT WSHR 8.5-20x1.6	
210	FAS-200085	HEX SKT H CAP SCR BLK M8x40	
211	060-S00800-0B	SPR WSHR BLK M8	
212	FAS-680032	FLT WSHR BLK 8.5-16x1.2	
213	000-P00430-W	M SCR PH W/FS M4x30	
214	000-T00430-0B	M SCR TH BLK M4x30	
215	020-000516-0Z	HEX SKT H CAP SCR BLK 0Z M5x16	
216	060-S00500-0B	SPR WSHR BLK M5	
217	060-F00500-0B	FLT WSHR BLK M5	
301	600-7344-02	WH C.C. SINGLE YL	
302	600-6972-0150	WIRE HARN EARTH ID5 0150MM	

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(D-1/3)

(11) DKC-1100 ASSY SUB CTRL CABINET

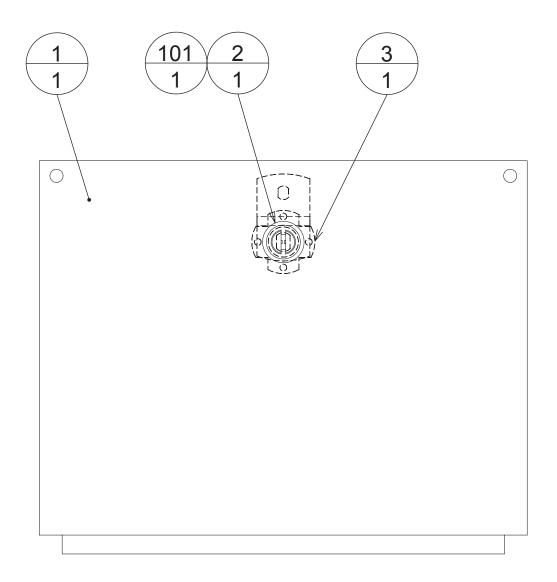
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1130	ASSY SIDE DOOR	
2	DKC-1140	ASSY PROJECTOR DOOR	
3	DKC-1150	ASSY BACK DOOR	
4	DKC-1160	AC UNIT	
5	DKC-1170	SW UNIT	
6	DKC-1200	ASSY SPEAKER	
7	DKC-1180	FAN UNIT	
8	610-0804	METER UNIT SINGLE YL ROHS	
9	DKC-1101X	CONTROLLER CABINET	
10	DKC-1102	NUT PLATE FOR LEG	
11	DKC-1103	NUT PLATE FOR CASTER	
12	DKC-1104	NUT PLATE FOR SCREEN CABI	
13	DKC-1105	NUT PLATE FOR SUPPORT BRKT	
14	DKC-1106	LEG BRKT	
15	DKC-1107	SIDE JOINT BRKT	
16	DKC-1108	PWR SPLY BRKT	
17	DKC-1109	GUARD PLATE	
18	DKC-1110	CABLE PLATE	
19	DKC-1111	HOLE LID	
20	DKC-1112	SW HOLE LID	
21	105-5637	LOCK BRKT W	
22	DKC-1114	PWR COVER SHEET	
23	DKC-1115	INSTR PLATE	
24	DKC-1116	INSTR PLATE UPPER	
25	105-5592	CHUTE PLATE SINGLE	
26	253-5460-02	AIR VENT WHITE	
27	105-5239-91-03	AIR VENT	
29	ARC-1006	LEG BRACKET	
30	117-5233-91-01	PLATE LEG BRACKET WHITE	
32	HLT-0532	CHAIN HOLDER A	
33	HLT-0533	CHAIN HOLDER B	
34	HLT-0534	BUSH	
101	601-9377	CASTER FAI=75	
102	601-5882	LEG ADJUSTER (TAKIGEN C-280-2)	
103	117-5402-06-91	EARTH TERMINAL PLATE 6P	
104	280-6676	CORD CLAMP TL-25A TKK	
201	000-T00430-0C	M SCR TH CRM M4x30	
202	068-441616-0C	FLT WSHR CRM 4.4-16x1.6	
203	000-T00416-0C	M SCR TH CRM M4x16	
204	000-P00412-W	M SCR PH W/FS M4x12	
205	050-F00400	FLG NUT M4	
206	000-P00416-WB	M SCR PH W/FS BLK M4x16	
207	011-T03512	TAP SCR TH 3.5x12	
208	030-000630-SC	HEX BLT W/S CRM M6x30	
209	060-F00600	FLT WSHR M6	
210	008-T00416-0C	TMP PRF SCR TH CRM M4x16	
212	050-H01600-3	HEX NUT TYPE3 M16	

(D-2/3)

(11) DKC-1100 ASSY SUB CTRL CABINET

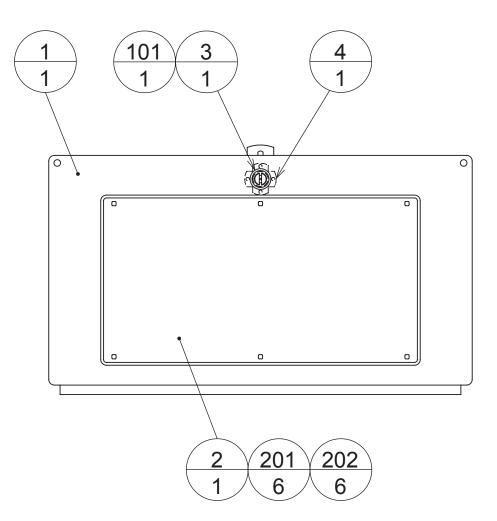
ITEM NO.	PART NO.	DESCRIPTION	NOTE
214	030-000820-S	HEX BLT W/S M8x20	
215	068-852216	FLT WSHR 8.5-22 x1.6	
216	000-T00408-0B	M SCR TH BLK M4x8	
218	008-T00630-0C	TMP PRF SCR TH CRM M6x30	
219	068-652016-0C	FLT WSHR CRM 6.5-20x1.6	
301	DKC-6001	ASSY WIRE AC	
302	DKC-6002	ASSY WIRE DC	
303	600-7009-2000	ASSY RGB CA D-SUB 15P 2000MM	

(12) DKC-1130 ASSY SIDE DOOR



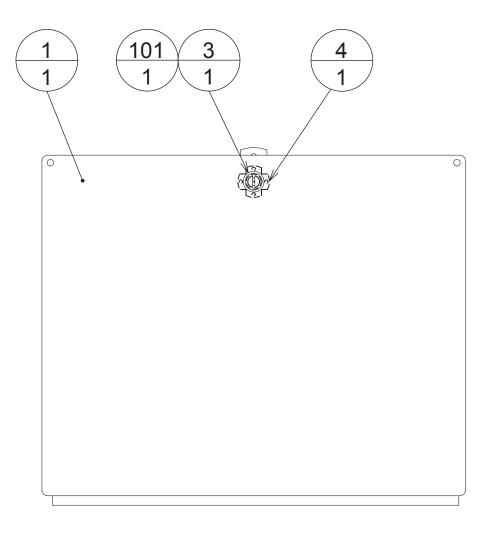
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1131	SIDE DOOR	
2	DP-1148X	LKG TNG	
3	117-0062	PLATE LOCK RETAINER	
101	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001	

(13) DKC-1140 ASSY PROJECTOR DOOR



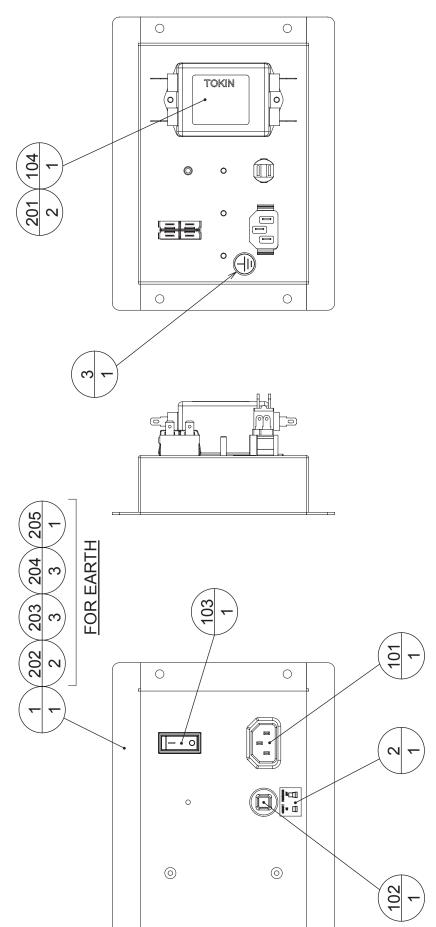
ITEM NO.	PART NO.	DESCRIPTION	NOTE	
1	DKC-1141	PROJECTOR DOOR		
2	DKC-1142	PROJECTOR PLATE		
3	DP-1148X	LKG TNG		
4	117-0062	PLATE LOCK RETAINER		
101	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001		
201	031-000425-0C	CRG BLT CRM M4x25		
202	050-F00400	FLG NUT M4		

(14) DKC-1150 ASSY BACK DOOR



		REARBIRTION	NOTE
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1151X	BACK DOOR	
3	DP-1148X	LKG TNG	
4	117-0062	PLATE LOCK RETAINER	
101	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001	

(15) DKC-1160 AC UNIT



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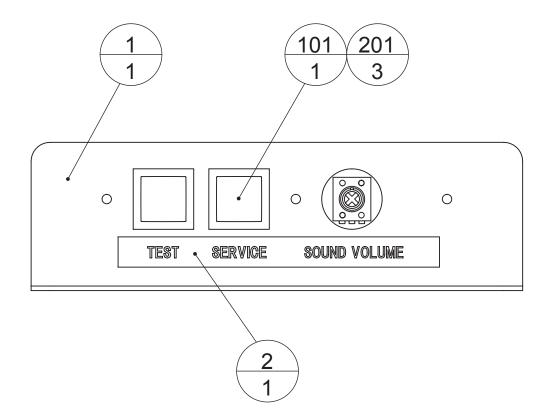
(D-1/2)

(D-2/2)

(15) DKC-1160 AC UNIT

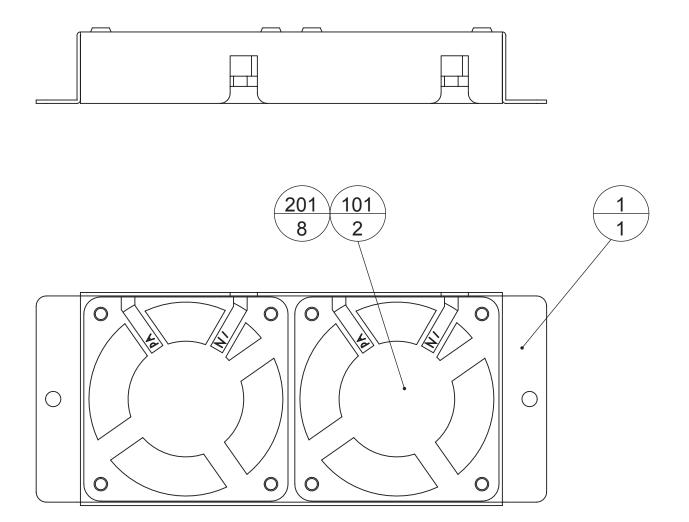
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1161	AC BRKT	
2	421-7468-02	STICKER C.P W/PIC	
3	421-8202	STICKER EARTH MARK	
101	214-0202	AC INLET PANEL TYPE	
102	512-5046-91-05	C.P 5A CE UL NRW10-5A-TK2421	
103	509-6102-V-B	SW ROCKER J8 V-B AJ8202BF	
104	270-5167	NOISE FILTER 16A FN2060-16-06	
105	280-5275-SR10	CORD CLAMP SR10	
106	280-5277	CORD CLAMP 18	
107	310-5029-H20	SUMITUBE F H 20MM	
201	000-P00408-W	M SCR PH W/FS M4x8	
202	050-H00400	HEX NUT M4	
203	060-F00400	FLT WSHR M4	
204	060-S00400	SPR WSHR M4	
205	000-P00408	M SCR PH M4x8	
301	DKC-60001	WH AC UNIT IN	
302	DKC-60002	WH AC UNIT OUT	
303	600-6972-0200	WIRE HARN EARTH ID5 0200MM	

(16) DKC-1170 SW UNIT



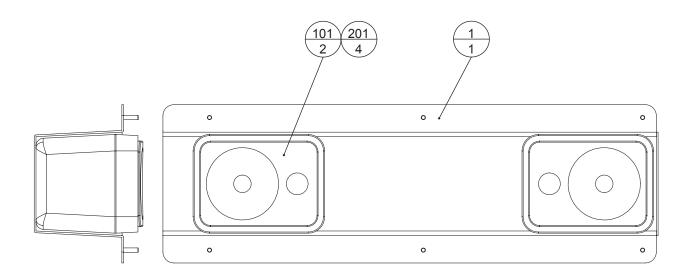
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1 2	DKC-1171 421-12043	SW BRKT STICKER SW PANEL	
101	838-14548	SW & VOL BD	
201	000-P00308-W	M SCR PH W/FS M3x8	

(17) DKC-1180 FAN UNIT



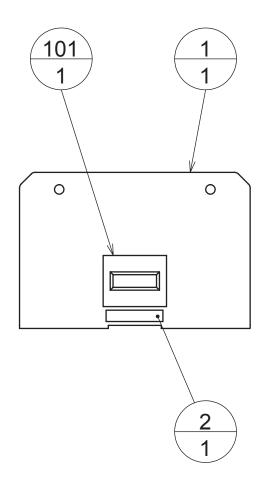
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SHT-1482X	FAN BRKT	
101	260-0092-02	FAN DC12V NIDEC	
102	280-5275-SR10	CORD CLAMP SR10	
201	000-P00420-WB	M SCR PH W/FS BLK M4x20	

(18) DKC-1200 ASSY SPEAKER



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1201	SPEAKER BRKT	
101 103	130-5282 280-6676	SPKR BOX 77MM 40HM 10W CORD CLAMP TL-25A TKK	
201	000-P00512-W	M SCR PH W/FS M5x12	

(19) 610-0804 METER UNIT SINGLE YL ROHS



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1 2	OCN-1521X 421-9168-01	METER BRKT STICKER COIN METER	
101	220-5798-01	MAG CNTR 4P MZ674-DC5V-D41 JC	

(20) DKC-6001 ASSY WIRE AC

This is comprised of the following wire harnesses. ASSY drawing is not available.

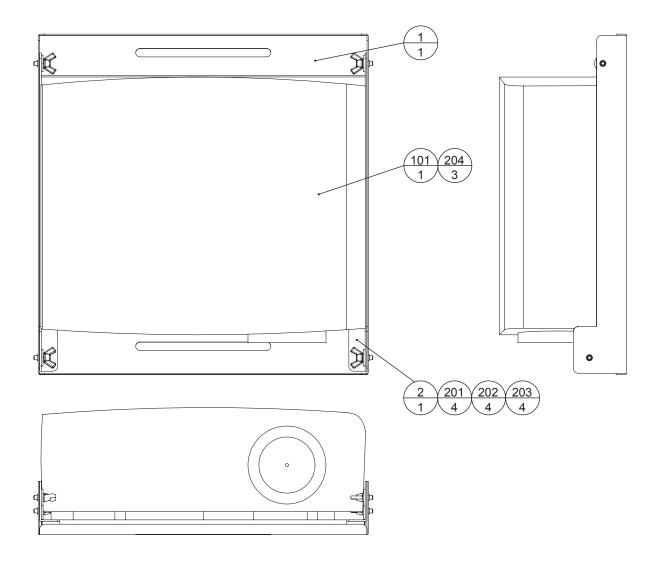
ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100 M/M	
301	DKC-60005	WH AC OUT	
302	DKC-60006	WH AC SSR OUT 1P	
303	DKC-60007	WH AC SSR OUT 2P	
304	600-6972-0400	WIRE HARN EARTH ID5 0400MM	
305	600-6972-0550	WIRE HARN EARTH ID5 0550MM	
306	600-6972-1250	WIRE HARN EARTH ID5 1250MM	
307	600-6972-1500	WIRE HARN EARTH ID5 1500MM	
308	600-6972-1550	WIRE HARN EARTH ID5 1550MM	

(21) DKC-6002 ASSY WIRE DC

This is comprised of the following wire harnesses. ASSY drawing is not available.

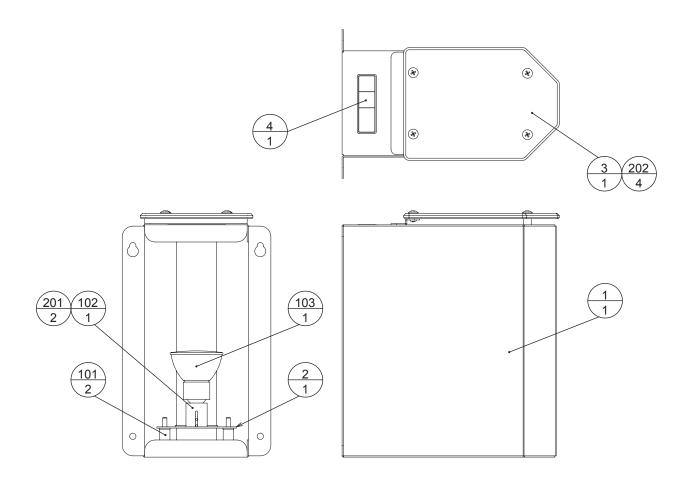
ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100 M/M	
301	DKC-60008	WH DC SSR BD EXT	
302	DKC-60009	WH SPEAKER	
303	DKC-60010	WH SOUND LINE	
304	DKC-60011	WH DC GAME BD EXT 1	
305	DKC-60012	WH DC GAME BD EXT 2	
306	DKC-60013	WH DC IO BD EXT	
307	DKC-60014	WH SERVICE DOOR	
308	DKC-60015	WH START BUTTON	
309	DKC-60016	WH CONTROLLER 1P EXT	
310	DKC-60017	WH CONTROLLER 2P EXT	
311	DKC-60018	WH SIG SSR BD 1P	
312	DKC-60019	WH SIG SSR BD 2P	

(22) DKC-1300 ASSY PROJECTOR



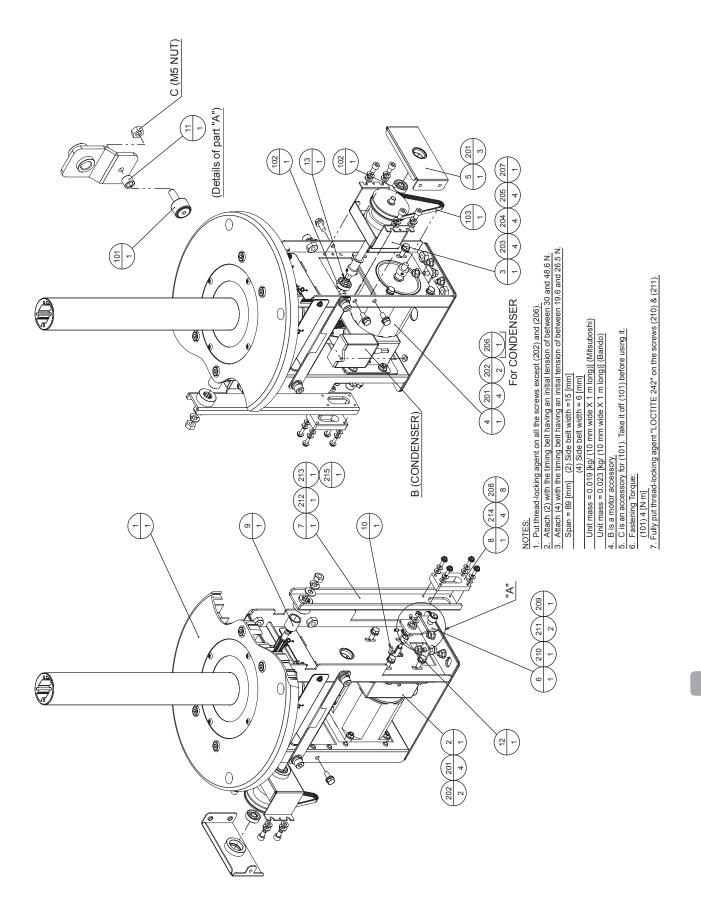
PART NO.	DESCRIPTION	NOTE
DKC-1301	PROJECTOR HOLDER	
200-6155	DLP PROJECTOR KG-PH1004S1	
032-000410	WING BLT M4x10	
060-S00400	SPR WSHR M4	
068-441616	FLT WSHR 4.4-16x1.6	
000-P00410-W	M SCR PH W/FS M4x10	
	DKC-1301 DKC-1302 200-6155 032-000410 060-S00400 068-441616	DKC-1301 PROJECTOR BASE DKC-1302 PROJECTOR HOLDER 200-6155 DLP PROJECTOR KG-PH1004S1 032-000410 WING BLT M4x10 060-S00400 SPR WSHR M4 068-441616 FLT WSHR 4.4-16x1.6

(23) DKC-1400 ASSY LAMP



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-1401	LAMP COVER	
2	DKC-1401	LAMP SOCKET BASE	
3	DKC-1403	LAMP PLATE	
4	440-WS0293-EG	STICKER W MARK ENG	
101	601-11633	RUBBER DUMPER KA-10	
102	214-0199-04	SOCKET E11 W/CONN VL WH	
103	390-6732-40N	HALOGEN LAMP JDR110V40WLN/K	
105	280-5275-SR10	CORD CLAMP SR10	
201	000-P00308-W	M SCR PH W/FS M3x8	
202	000-T00408-0C	M SCR TH CRM M4x8	

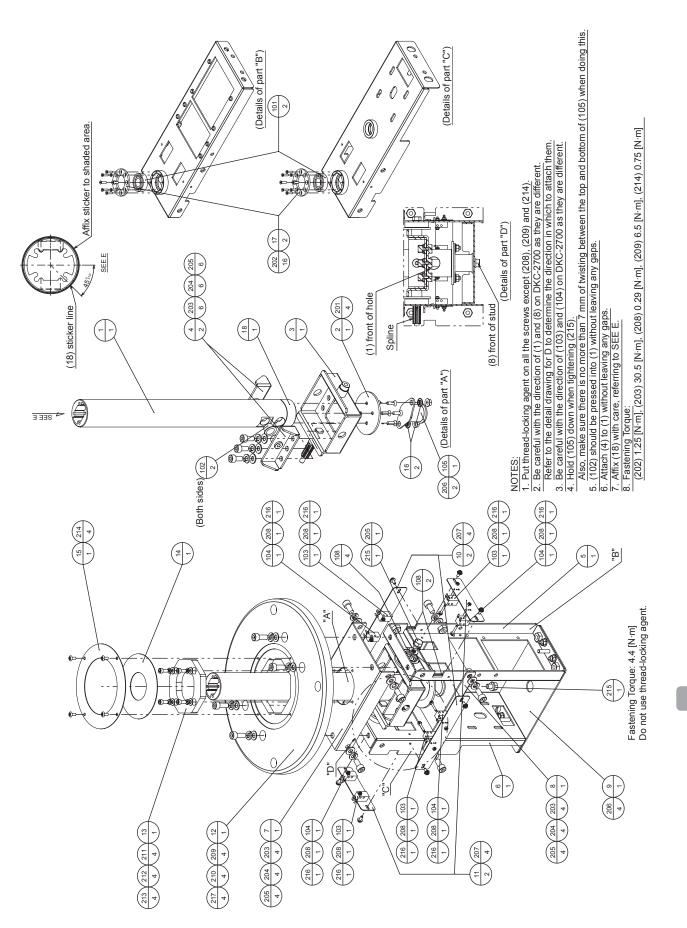
(24) DKC-2000 ASSY JOYSTICK MECHA 1P



(24) DKC-2000 ASSY JOYSTICK MECHA 1P

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2200	ASSY JOYSTICK BASE 1P	
2	DKC-2300	ASSY OUTPUT SHAFT	
3	DKC-2320	ASSY CLUTCH	
4	DKC-2340	ASSY MOTOR	
5	DKC-2006X	CLUTCH COVER BRKT	
6	DKC-2002	OUTPUT ARM	
7	DKC-2003	SWING ARM	
8	DKC-2004	SWING ARM RAIL	
9	DKC-2005	SWING ARM SPACER	
10	123-030311	KEY 3x3x11	
11	280-6622-50060	SPACER TUBE	
12	280-6622-80080	SPACER TUBE	
13	DKC-2325	MIDDLE SHAFT SPACER	
101	100-5569	CAM FOLLOWER CF 5-A	
102	100-5018	BEARING BALL 8	
103	350-5967	TIMING BELT 300 S3M 06	
201	030-000616-W	HEX BLT W/FS M6x16	
202	050-F00600	FLG NUT M6	
203	029-0330	HEX SKT H CAP SCR BLT M6x10	
204	060-S00600	SPR WSHR M6	
205	FAS-680039	FLT WSHR 6.2-10x1	
206	050-F00400	FLG NUT M4	
207	FAS-650028	WAVE WSHR BWW-608	
208	060-F00400	FLT WSHR M4	
209	060-F00500	FLT WSHR M5	
210	050-H00500	HEX NUT M5	
211	028-A00406-P	SET SCR HEX SKT CUP P M4x6	
212	050-H00800	HEX NUT M8	
213	060-F00800	FLT WSHR M8	
214	000-P00416-W	M SCR PH W/FS M4x16	
215	060-S00800	SPR WSHR M8	

(D-2/2)



(D-1/3)

(25) DKC-2200 ASSY JOYSTICK BASE 1P

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2201	STICK SHAFT LONG	
2	DKC-2202	SHAFT END PLATE	
3	DKC-2203Z	UNIVERSAL JOINT BRKT	
4	DKC-2204	UNIVERSAL JOINT SHAFT BRKT	
5	DKC-2205Y	MECHA BRKT FRONT	
6	DKC-2206Z	MECHA BRKT REAR	
7	DKC-2207	UPPER BRKT	
8	DKC-2208	DUMPER BASE BRKT	
9	DKC-2209X	BOTTOM PLATE	
10	DKC-2210	SENSOR BASE PLATE A	
11	DKC-2211	SENSOR BASE PLATE B	
12	DKC-2213	STOPPER DISK	
13	DKC-2214-01	STOPPER BLOCK 4 WAY	
14	DKC-2215	SLIDE PLATE	
15	DKC-2216	SLIDE PLATE COVER	
16	DKC-2217	DUMPER SPACER	
17	DKC-2218	BEARING STOPPER PLATE	
18	DKC-2219	STICKER LIGHT BLOCK	
101	100-5070	BEARING 15 (NSK 6002ZZ)	
102	100-5365-1510	OILES BEARING 80F 1510	
103	370-5336	PHOTO SENSOR KB891-AA22LF	
104	370-5337	PHOTO SENSOR KB890-AA12LF	
105	280-7882	RUBBER DUMPER RB-35-35H 40	
106	280-6676	CORD CLAMP TL-25A TKK	
107	280-5275-SR10	CORD CLAMP SR10	
108	601-6563-20	BUSH 2.4T	
109	280-5277	CORD CLAMP 18	
201	000-F00516	M SCR FH M5x16	
202	FAS-290092	HEX SKT SCR FH BLK OZ M3x8	
203	020-000816-0Z	HEX SKT H CAP SCR BLK 0Z M8x16	
204	060-S00800	SPR WSHR M8	
205	060-F00800	FLT WSHR M8	
206	050-F00600	FLG NUT M6	
207	000-P00410-W	M SCR PH W/FS M4x10	
208	000-P00320-W	M SCR PH W/FS M3x20	
209	FAS-200086	HEX SKT CAP SCR BLK M8x20	
210	FAS-680032	FLT WSHR BLK 8.5-16x1.2	
211	020-000512-0Z	HEX SKT H CAP SCR BLK 0Z M5x12	
212	060-S00500	SPR WSHR M5	
213	060-F00500	FLT WSHR M5	
214	008-T00410-0B	TMP PRF SCR TH BLK M4x10	
215	030-000812-S	HEX BLT W/S M8x12	
216	050-H00300	HEX NUT M3	
217	060-S00800-0B	SPR WSHR BLK M8	

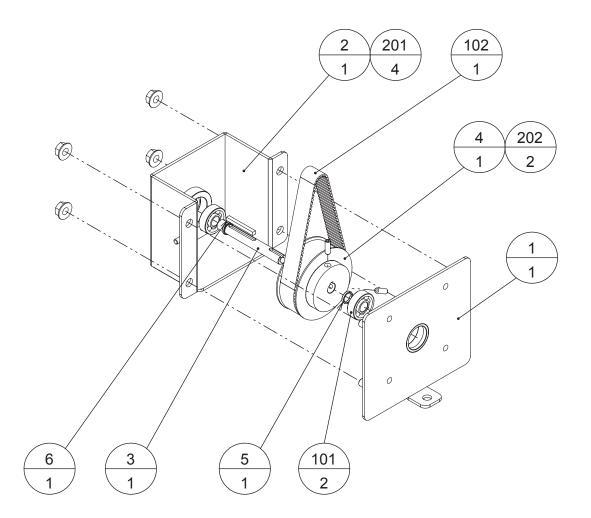
(D-2/3)

(D-3/3)

(25) DKC-2200 ASSY JOYSTICK BASE 1P

ITEM NO.	PART NO.	DESCRIPTION	NOTE
301	DKC-60027	WH CONTROLLER 1P	
302	DKC-60028	WH BUTTON 1P EXT	

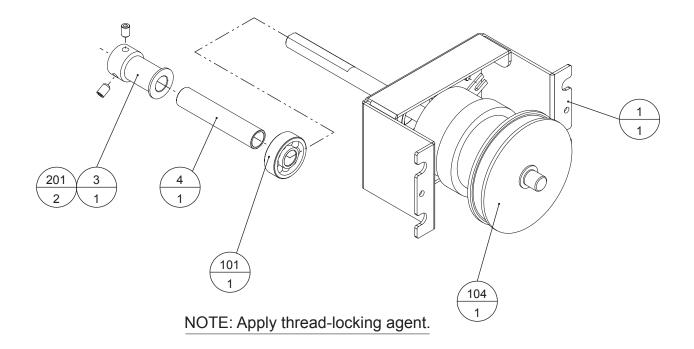
(26) DKC-2300 ASSY OUTPUT SHAFT



NOTE: Apply thread-locking agent.

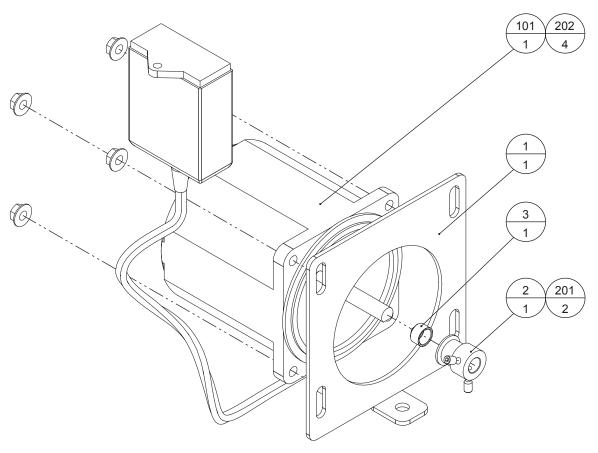
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2301	SHAFT BRKT A	
2	DKC-2302	SHAFT BRKT B	
3	DKC-2303	OUTPUT SHAFT	
4	DKC-2304	PULLEY 60 S3M 15	
5	DKC-2305	OUTPUT SHAFT SPACER	
6	123-030325	KEY 3x3x25	
101	100-5018	BEARING BALL 8	
102	350-5966	TIMING BELT 300 S3M 15	
201 202	050-F00600 028-A00412-P	FLG NUT M6 SET SCR HEX SKT CUP P M4x12	

(27) DKC-2320 ASSY CLUTCH



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2321	CLUTCH BRKT	
3	DKC-2323	PULLEY 14 S3M 15	
4	DKC-2326	MIDDLE SHAFT SPACER LONG	
101	100-5018	BEARING BALL 8	
103	280-5275-SR10	CORD CLAMP SR10	
104	350-5970	CLUTCH TMC-10E-26	
201	028-A00406-P	SET SCR HEX SKT CUP P M4x6	

(28) DKC-2340 ASSY MOTOR

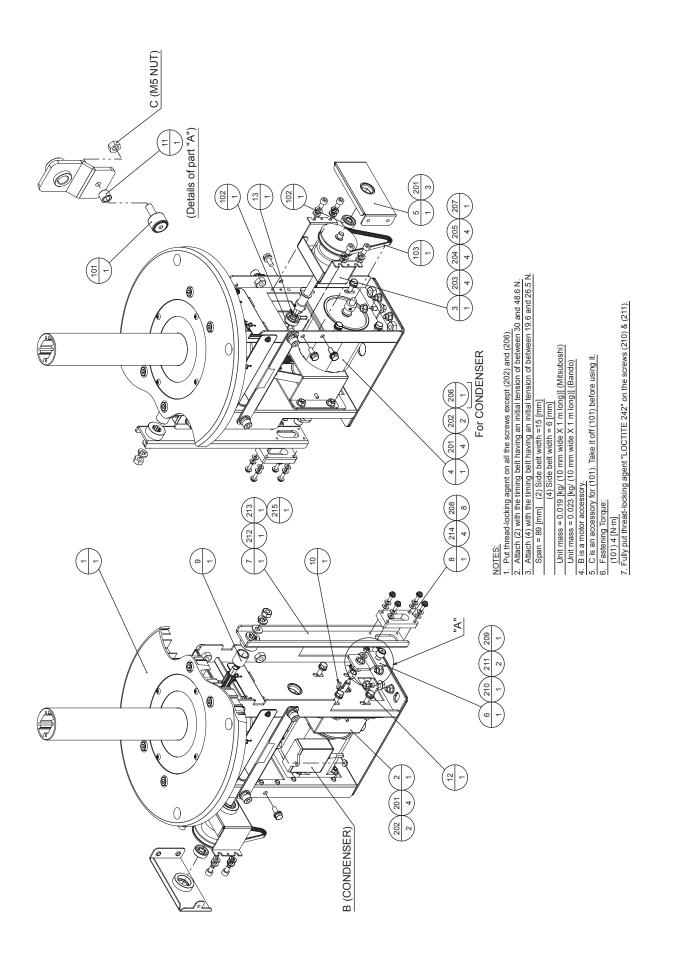


NOTE: Apply thread-locking agent.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2341	MOTOR BRKT	
2	DKC-2342	PULLEY 14 S3M 06	
3	280-6622-80055	SPACER TUBE	
101	350-5969	MOTOR AC115V RM 25W	
102	310-5029-G20	SUMITUBE F G 20MM	
103	209-0023-91	CONN CLOSED END	
104	601-0460	PLASTIC TIE BELT 100 M/M	
201	028-A00406-P	SET SCR HEX SKT CUP P M4x6	
202	050-F00500	FLG NUT M5	
301	DKC-60035	WH MOTOR AC	

(D-1/2)

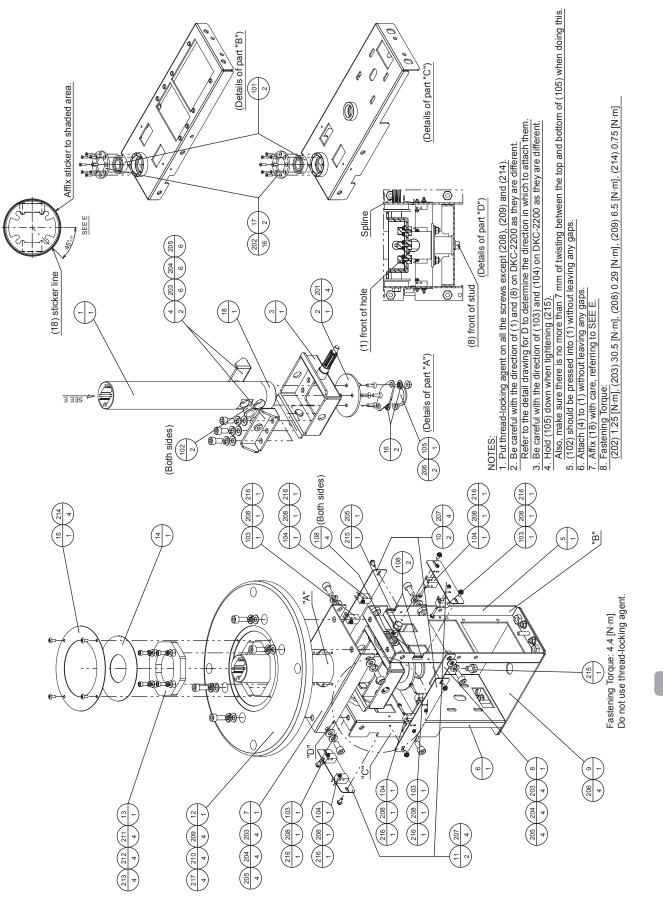
(29) DKC-2500 **ASSY JOYSTICK MECHA 2P**



(29) DKC-2500 ASSY JOYSTICK MECHA 2P

1 DKC-2700 ASSY JOYSTICK BASE 2P 2 DKC-2300 ASSY OUTPUT SHAFT 3 DKC-2320 ASSY CLUTCH 4 DKC-2340 ASSY MOTOR 5 DKC-2006X CLUTCH COVER BRKT 6 DKC-2003 SWING ARM 7 DKC-2004 SWING ARM RAIL 9 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-50080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 FAS-650028 <th>ITEM NO.</th> <th>PART NO.</th> <th>DESCRIPTION</th> <th>NOTE</th>	ITEM NO.	PART NO.	DESCRIPTION	NOTE
3 DKC-2320 ASSY CLUTCH 4 DKC-2340 ASSY MOTOR 5 DKC-2006X CLUTCH COVER BRKT 6 DKC-2002 OUTPUT ARM 7 DKC-2003 SWING ARM 8 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-80060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-650028 WAVE WSHR BWW-608 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR M5 210 050-H00400 <	1	DKC-2700	ASSY JOYSTICK BASE 2P	
4 DKC-2340 ASSY MOTOR 5 DKC-2006X CLUTCH COVER BRKT 6 DKC-2002 OUTPUT ARM 7 DKC-2003 SWING ARM RAIL 8 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 660-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 660-F00400 FLT WSHR M5 210 050-H00500 FLT WSHR M5 211 028-A00406-P SET SC	2	DKC-2300	ASSY OUTPUT SHAFT	
5 DKC-2006X CLUTCH COVER BRKT 6 DKC-2002 OUTPUT ARM 7 DKC-2003 SWING ARM RAIL 9 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00500 FLT WSHR M5 210 050	3	DKC-2320	ASSY CLUTCH	
6 DKC-2002 OUTPUT ARM 7 DKC-2003 SWING ARM 8 DKC-2004 SWING ARM RAIL 9 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-50060 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P <td>4</td> <td>DKC-2340</td> <td>ASSY MOTOR</td> <td></td>	4	DKC-2340	ASSY MOTOR	
7 DKC-2003 SWING ARM 8 DKC-2004 SWING ARM RAIL 9 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00500 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800	5	DKC-2006X	CLUTCH COVER BRKT	
8 DKC-2004 SWING ARM RAIL 9 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00500 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212	6	DKC-2002	OUTPUT ARM	
9 DKC-2005 SWING ARM SPACER 10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213	7	DKC-2003	SWING ARM	
10 123-030311 KEY 3x3x11 11 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	8	DKC-2004	SWING ARM RAIL	
11 280-6622-50060 SPACER TUBE 12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M5 210 050-H00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	9	DKC-2005	SWING ARM SPACER	
12 280-6622-80080 SPACER TUBE 13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	10	123-030311	KEY 3x3x11	
13 DKC-2325 MIDDLE SHAFT SPACER 101 100-5569 CAM FOLLOWER CF 5-A 102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	11	280-6622-50060	SPACER TUBE	
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102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	13	DKC-2325	MIDDLE SHAFT SPACER	
102 100-5018 BEARING BALL 8 103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16				
103 350-5967 TIMING BELT 300 S3M 06 201 030-000616-W HEX BLT W/FS M6x16 202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16				
201030-000616-WHEX BLT W/FS M6x16202050-F00600FLG NUT M6203029-0330HEX SKT H CAP SCR BLT M6x10204060-S00600SPR WSHR M6205FAS-680039FLT WSHR 6.2-10x1206050-F00400FLG NUT M4207FAS-650028WAVE WSHR BWW-608208060-F00400FLT WSHR M4209060-F00500FLT WSHR M5210050-H00500HEX NUT M5211028-A00406-PSET SCR HEX SKT CUP P M4x6213060-F00800FLT WSHR M8214000-P00416-WM SCR PH W/FS M4x16				
202 050-F00600 FLG NUT M6 203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	103	350-5967	TIMING BELT 300 S3M 06	
203 029-0330 HEX SKT H CAP SCR BLT M6x10 204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	201	030-000616-W	HEX BLT W/FS M6x16	
204 060-S00600 SPR WSHR M6 205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	202	050-F00600	FLG NUT M6	
205 FAS-680039 FLT WSHR 6.2-10x1 206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	203	029-0330	HEX SKT H CAP SCR BLT M6x10	
206 050-F00400 FLG NUT M4 207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	204	060-S00600	SPR WSHR M6	
207 FAS-650028 WAVE WSHR BWW-608 208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	205	FAS-680039	FLT WSHR 6.2-10x1	
208 060-F00400 FLT WSHR M4 209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	206	050-F00400	FLG NUT M4	
209 060-F00500 FLT WSHR M5 210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	207	FAS-650028	WAVE WSHR BWW-608	
210 050-H00500 HEX NUT M5 211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	208	060-F00400	FLT WSHR M4	
211 028-A00406-P SET SCR HEX SKT CUP P M4x6 212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	209	060-F00500	FLT WSHR M5	
212 050-H00800 HEX NUT M8 213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	210	050-H00500	HEX NUT M5	
213 060-F00800 FLT WSHR M8 214 000-P00416-W M SCR PH W/FS M4x16	211	028-A00406-P	SET SCR HEX SKT CUP P M4x6	
214 000-P00416-W M SCR PH W/FS M4x16	212	050-H00800	HEX NUT M8	
	213	060-F00800	FLT WSHR M8	
215 060-S00800 SPR WSHR M8	214	000-P00416-W	M SCR PH W/FS M4x16	
	215	060-S00800	SPR WSHR M8	

(D-2/2)



(D-1/3)

(30) DKC-2700 ASSY JOYSTICK BASE 2P

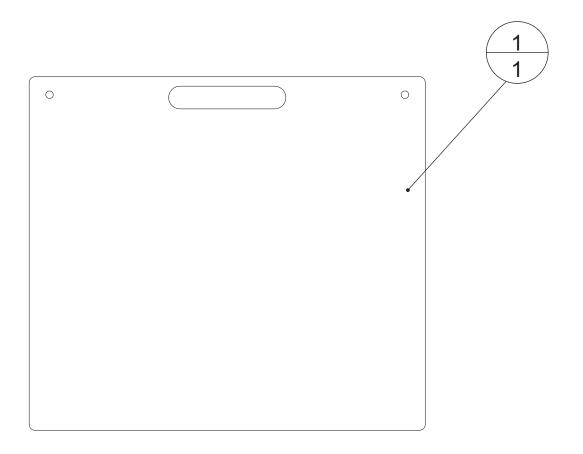
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2701	STICK SHAFT SHORT	
2	DKC-2202	SHAFT END PLATE	
3	DKC-2203Z	UNIVERSAL JOINT BRKT	
4	DKC-2204	UNIVERSAL JOINT SHAFT BRKT	
5	DKC-2205Y	MECHA BRKT FRONT	
6	DKC-2206Z	MECHA BRKT REAR	
7	DKC-2207	UPPER BRKT	
8	DKC-2208	DUMPER BASE BRKT	
9	DKC-2209X	BOTTOM PLATE	
10	DKC-2210	SENSOR BASE PLATE A	
11	DKC-2211	SENSOR BASE PLATE B	
12	DKC-2213	STOPPER DISK	
13	DKC-2214-01	STOPPER BLOCK 4 WAY	
14	DKC-2215	SLIDE PLATE	
15	DKC-2216	SLIDE PLATE COVER	
16	DKC-2217	DUMPER SPACER	
17	DKC-2218	BEARING STOPPER PLATE	
18	DKC-2219	STICKER LIGHT BLOCK	
101	100-5070	BEARING 15 (NSK 6002ZZ)	
102	100-5365-1510	OILES BEARING 80F 1510	
103	370-5336	PHOTO SENSOR KB891-AA22LF	
104	370-5337	PHOTO SENSOR KB890-AA12LF	
105	280-7882	RUBBER DUMPER RB-35-35H 40	
106	280-6676	CORD CLAMP TL-25A TKK	
107	280-5275-SR10	CORD CLAMP SR10	
108	601-6563-20	BUSH 2.4T	
109	280-5277	CORD CLAMP 18	
201	000-F00516	M SCR FH M5x16	
202	FAS-290092	HEX SKT SCR FH BLK OZ M3x8	
203	020-000816-0Z	HEX SKT H CAP SCR BLK 0Z M8x16	
204	060-S00800	SPR WSHR M8	
205	060-F00800	FLT WSHR M8	
206	050-F00600	FLG NUT M6	
207	000-P00410-W	M SCR PH W/FS M4x10	
208	000-P00320-W	M SCR PH W/FS M3x20	
209	FAS-200086	HEX SKT CAP SCR BLK M8x20	
210	FAS-680032	FLT WSHR BLK 8.5-16x1.2	
211	020-000512-0Z	HEX SKT H CAP SCR BLK 0Z M5x12	
212	060-S00500	SPR WSHR M5	
213	060-F00500	FLT WSHR M5	
214	008-T00410-0B	TMP PRF SCR TH BLK M4x10	
215	030-000812-S	HEX BLT W/S M8x12	
216	050-H00300	HEX NUT M3	
217	060-S00800-0B	SPR WSHR BLK M8	

(D-3/3)

(30) DKC-2700 ASSY JOYSTICK BASE 2P

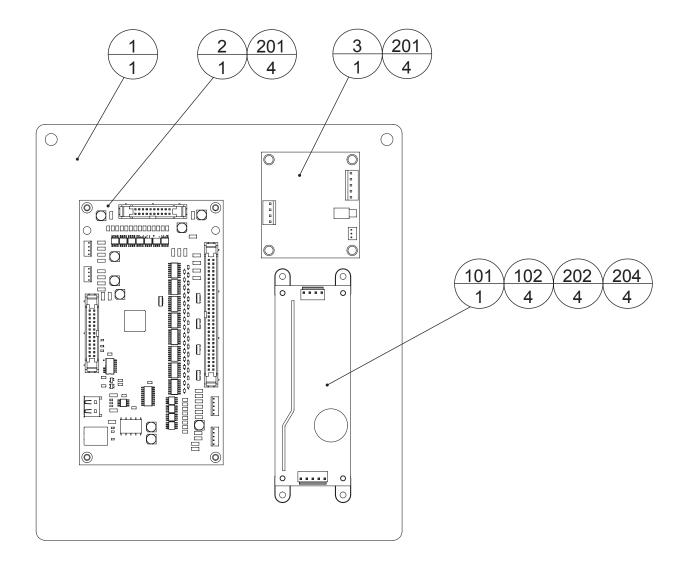
ITEM NO.	PART NO.	DESCRIPTION	NOTE
301	DKC-60031	WH CONTROLLER 2P	
302	DKC-60032	WH BUTTON 2P EXT	

(31) DKC-4000 ASSY MAIN BD



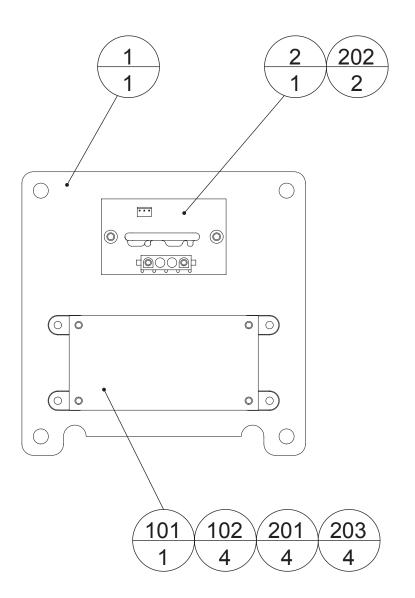
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-4001	WOODEN BASE MAIN	
101	280-6676	CORD CLAMP TL-25A TKK	
201	011-F00312	TAP SCR #1 FH 3x12	
301 302 303 304	DKC-60023 DKC-60024 DKC-60025 DKC-60026	WH SOUND OUT WH DC GAME BD WH IO SP 1 WH IO SP 2	





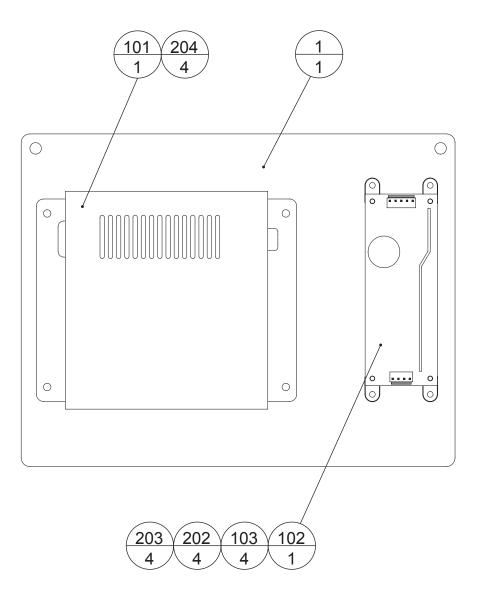
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-4101	WOODEN BASE ELEC	
2	837-14572	I/O CONTROL BD 3 FOR JVS COM	
3	839-1383	CLASS D 10W STEREO AMP MAXIM	
101			
101	400-5464-03012	SW REGU VS30C-12	
102	280-6681	L-LOCK LT-320PCG	
103	280-0419	HARNESS LUG	
201	011-P00325	TAP SCR PH 3x25	
202	011-T03516	TAP SCR TH 3.5x16	
203	011-T03512	TAP SCR TH 3.5x12	
204	000-P00308-W	M SCR PH W/FS M3x8	
301	DKC-60020	WH DC AMP	

(33) DKC-4200 ASSY SUB ELEC BD



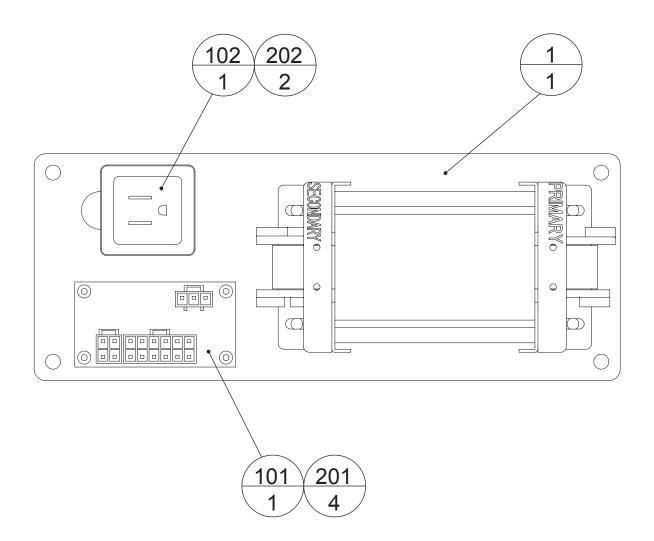
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-4201	WOODEN BASE SUB ELEC	
2	839-1148R	4A DC SSR BD NH4P	
101	838-14630	SSR BD G3MB-202P X2	
102	280-6681	L-LOCK LT-320PCG	
201	011-T03516	TAP SCR TH 3.5x16	
202	011-P00325	TAP SCR PH 3x25	
203	000-P00308-W	M SCR PH W/FS M3x8	

(34) DKC-4300 ASSY PWR SPLY DC



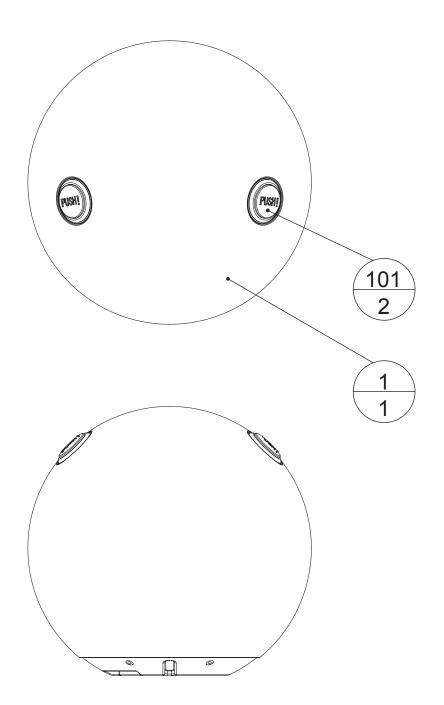
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-4301	WOODEN BASE PWR SPLY DC	
101	400-5443-02	SW REGU FOR CHIHIRO NEW	
102	400-5464-03024	SW REGU VS30C-24	
103	280-6681	L-LOCK LT-320PCG	
104	280-0419	HARNESS LUG	
201	011-T03512	TAP SCR TH 3.5x12	
202	011-T03516	TAP SCR TH 3.5x16	
203	000-P00308-W	M SCR PH W/FS M3x8	
204	000-P00416-W	M SCR PH W/FS M4x16	
301	DKC-60021	WH AC SW REGU	
302	DKC-60022	WH DC SSR BD	

(35) DKC-4400 ASSY PWR SPLY AC



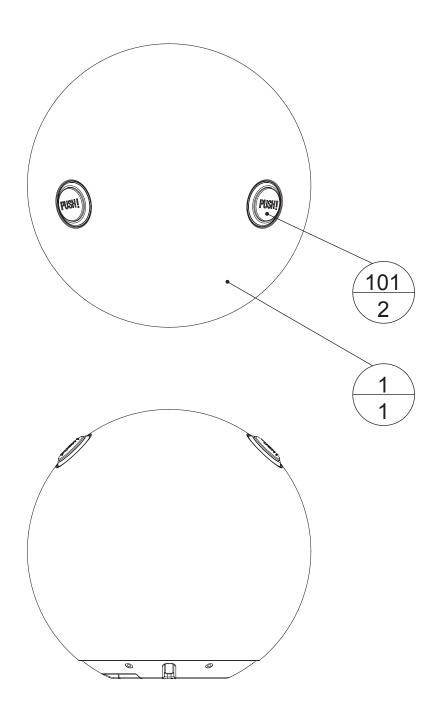
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-4401	WOODEN BASE PWR SPLY AC	
101	838-14551	DISTRIBUTION BD	
102	601-8956-01	EARTH OUTLET WK3001W	
103	280-0419	HARNESS LUG	
201	011-P00320	TAP SCR PH 3x20	
202	011-F03512	TAP SCR FH 3.5x12	
203	011-T03512	TAP SCR TH 3.5x12	
302	DKC-60004	WH AC OUTLET	
/	560-5464-V	XFMR 220-240V 100V 7.5A WB	
/	000-P00516-W	M SCR PH W/FS M5x16	
/	DKC-60039	WH AC XFMR OUT	

(36) DKC-2100 ASSY JOYSTICK BALL GREEN



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2101	JOYSTICK BALL GREEN	
101	509-6241	SW PB WH OBSA-45UM DKC	
102	280-5275-SR10	CORD CLAMP SR10	
301	DKC-60029	WH BUTTON 1P L	
302	DKC-60030	WH BUTTON 1P R	

(37) DKC-2600 ASSY JOYSTICK BALL PINK



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DKC-2601	JOYSTICK BALL PINK	
101	509-6241	SW PB WH OBSA-45UM DKC	
102	280-5275-SR10	CORD CLAMP SR10	
301	DKC-60033	WH BUTTON 2P L	
302	DKC-60034	WH BUTTON 2P R	

-MEMO

22 WIRE COLOR CODE TABLE

The DC power wire color for this product is different from previous SEGA titles. Working from the previous wire colors will create a high risk of fire.

The color codes for the wires used in the diagrams in the following chapter are as follows.

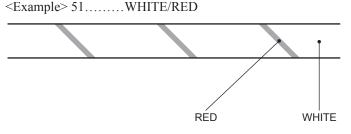
А	PINK
В	SKY BLUE
С	BROWN
D	PURPLE
Е	LIGHT GREEN

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

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

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

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

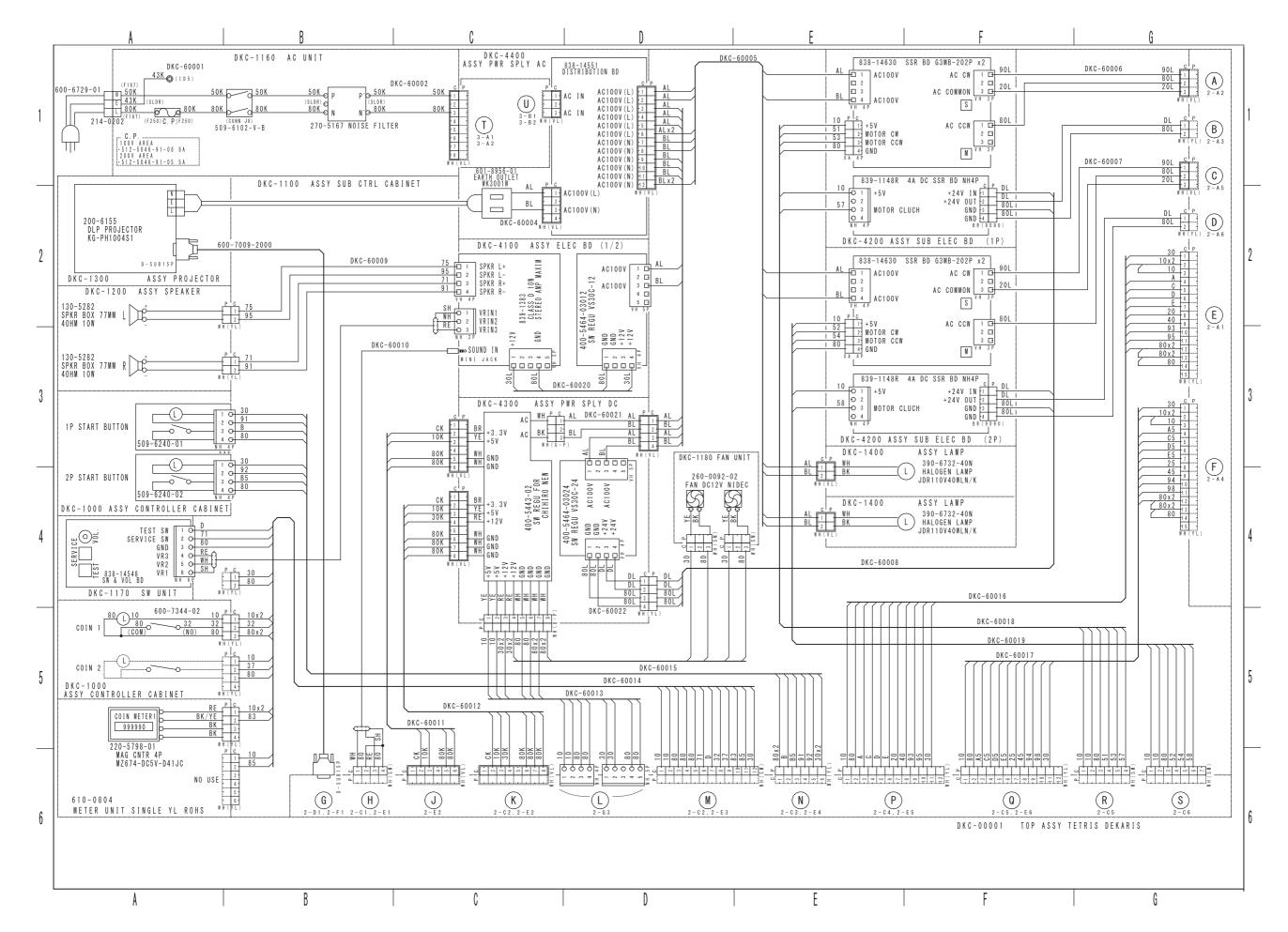


22

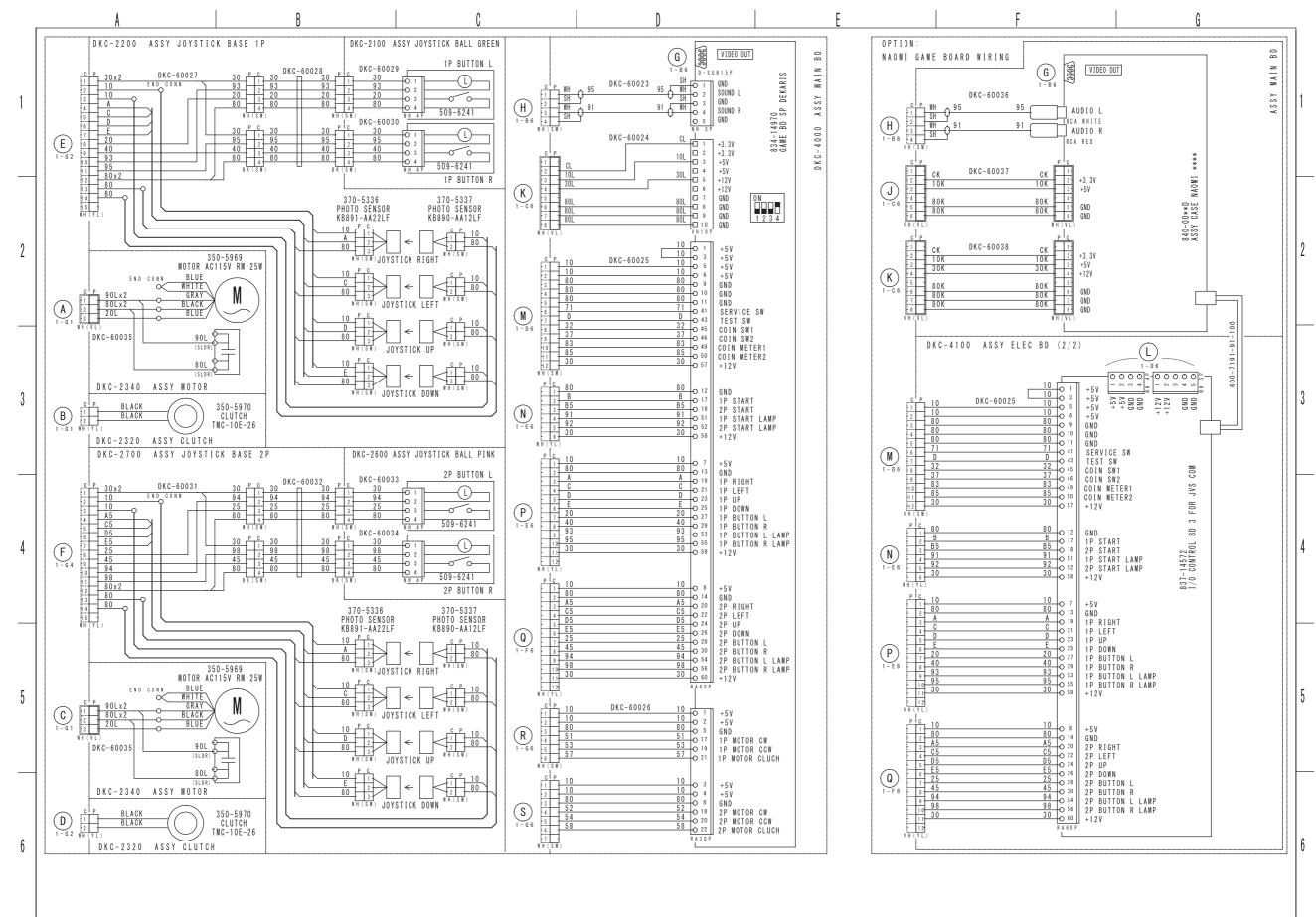
The character following the wire color code indicates the size of the wire.

U	AWG16
K	AWG18
L	AWG20
None	AWG22
Т	AWG24

23 WIRING DIAGRAM (D-1/3)



(D-2/3)



D

B

A

C

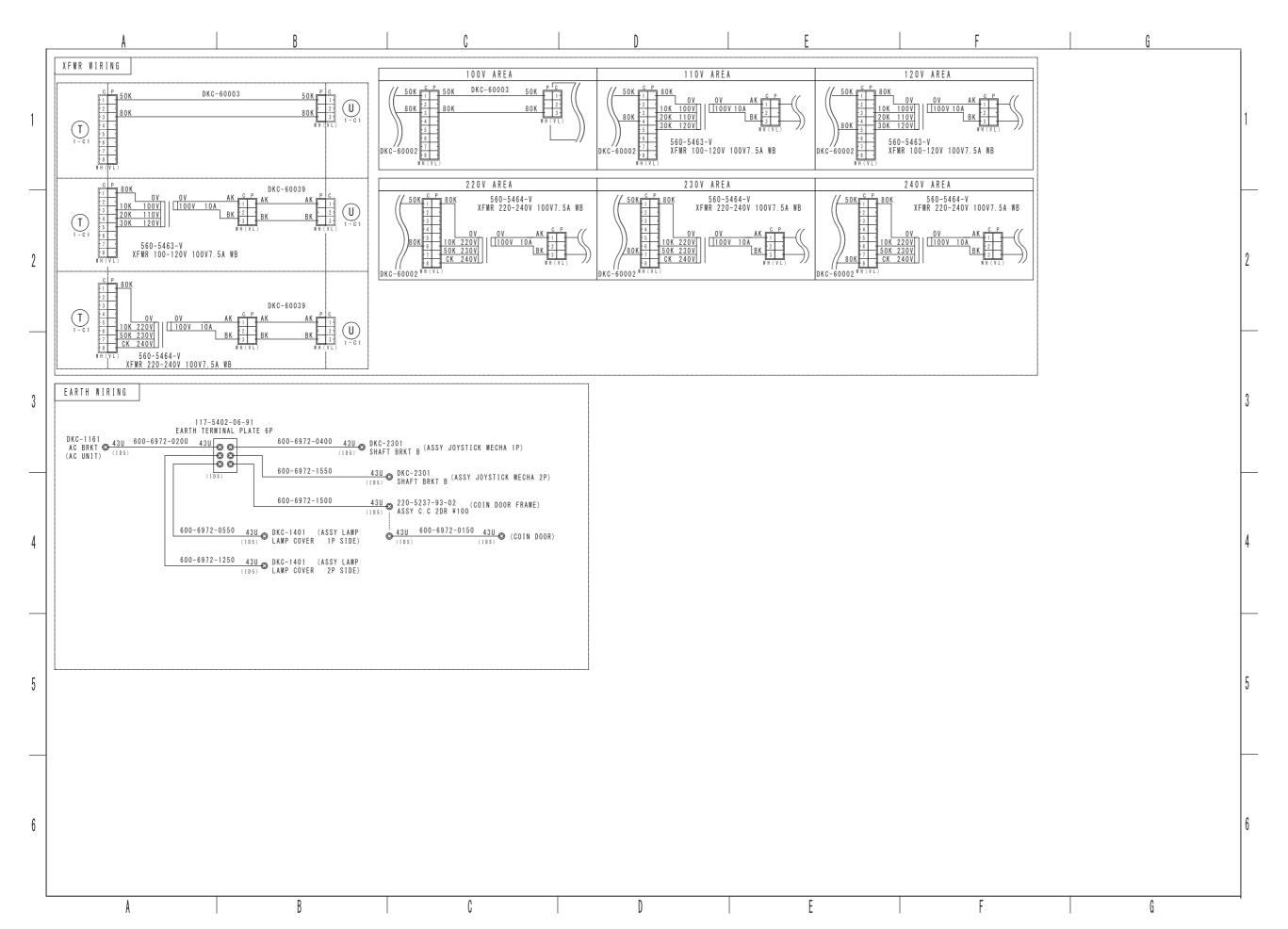
F

G

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WIRING DIAGRAM

(D-3/3)



WIRING DIAGRAM 203

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