

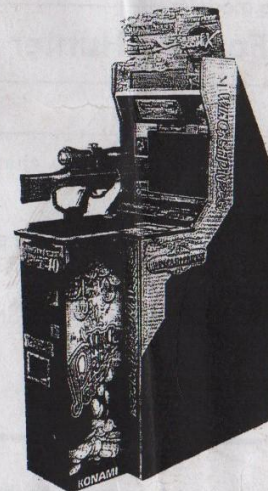


ORIGINAL VIDEO GAME

OPERATOR'S MANUAL

50854F

■ SILENT SCOPE Fortune Hunter ■



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

Part No. 64741

KONAMI

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About this product

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



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

•This manual covers the following models:

•**SILENT SCOPE Fortune Hunter (GQCCC-EA)**

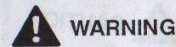
- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main devices and design are protected under each law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of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

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This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Setting Up



WARNING

- **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**
 - This product should not be set up, moved or transported by anyone other than industry specialist. Doing so could result in injury or product damage.
 - When installing this product, be sure to set the 4 adjusters stable on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
 - When installing this product, use care not to apply undue force to opening and closing parts and other movable parts. Otherwise, injury or accident may result, or the product may be damaged.
- **This product is an indoor game machine. Never set up the game machine outside.**
 - Setting up this product outside could result in accidents or equipment failure.
- **Do not set up the game machine near emergency exits.**
 - Doing so could block exits in time of emergency and could result in death or serious injury.
- **Do not set up the game machine.**
 - Otherwise an accident or malfunction may result.
 - In a place exposed to rain or moisture.
 - In a place exposed to direct sunlight.
 - In a place exposed to direct heat from air-conditioning and heating equipment, etc..
 - Near hazardous flammable substance such as thinner and kerosene.
 - On an inclined or uneven floor.
 - Near fire extinguishing equipment.
 - In a place exposed to strong vibration.
 - In a place exposed to excessive dust.
 - Near equipment generating strong magnetism or electric waves.
- **Do not place containers holding chemicals or water on or near the game machine.**
 - Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.
- **Do not place objects near the ventilating holes.**
 - Doing so could cause the internal temperature to rise excessively, resulting in fire or equipment failure.
- **Do not bend the power cord by force or place heavy objects on it.**
 - Doing so could result in electric leakage or fire.
- **Never plug or unplug the power cord with wet hands.**
 - Doing so could result in electrical shock.
- **Never unplug by pulling the power cord.**
 - Doing so could damage the cord, resulting in electric leakage or fire.
- **When opening the back door for setting the memory card, be sure to turn OFF the main power switch and unplug the power cord.**
 - Otherwise an accident or electric shock may result.

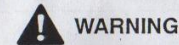
ENGLISH

Precautions for use

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

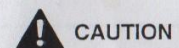
Be sure to read the following

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



WARNING

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



CAUTION

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

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



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

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

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

Qualified in-shop maintenance persons

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

Jobs handled by qualified in-shop maintenance persons

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

Industry specialist

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

Jobs handled by industry specialist

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

Operation

! WARNING

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



In case of abnormality

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

- Do not leave the power cord plugged improperly or covered with dust.
- Doing so could result in electrical shock or fire, so inspect the power cord periodically.



! CAUTION

- Do not use this product anywhere other than industrial areas.
- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..



- Players should be advised of the following precautions.
- Doing so could cause accidents or illness.

- | | |
|---|---|
| • Please do not play this game if | • You are tired or sick or have been recently sick. |
| • You have been drinking. | • You exercise is medically regulated. |
| • You think you might be pregnant. | |
| • You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures. | |

- Players should be advised of the following precautions during play.
- Inobservance of the precaution may cause an accident.

- Do not play violently. You may get injured.

- Do not give impact to the monitor glass cover.
- Otherwise, it may result in an unexpected accident or injury.



- Do not plug or unplug the power cord with wet hands.
- Doing so could result in electrical shock.



- In handling the power cord, follow the instructions below.
- Otherwise an electric leak, fire or electric shock may result.



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

- If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.
- Using a damaged power cord or power plug could result in fire or electrical shock.

Setting Up

! CAUTION

- Be sure to use indoor wiring for within the specified voltage range. For extension cord, use indoor wiring of the specified rating or more.
- Failure to do so could result in fire or equipment failure.

- Be sure to use the attached power cord.
- Otherwise a fire or machine trouble may result.

- Never plug more than one cord at a time in the electrical receptacle.
- Doing so could result in fire or electrical shock.



- Do not lay the power cord where people walk through. You may tread on or stumble over them.
- You may stumble down and get injured, or damage the power cord.



- Be sure to ground this product.

- Otherwise an electric shock or machine trouble may be caused.



- The complete machine weighs about 165k. Be sure to take a team of 3 or more people for assembly & moving the product for added safety.
- Otherwise, an injury or accident may result.

- Keep the specified clearances (see page 11) between the game machine and walls as well as other products.
- Otherwise the machine(s) cannot be ventilated well, resulting in malfunction.

- Do not apply a strong force for moving the machine.
- Otherwise, it may result in an accident or breakage of the units.

- Do not leave anything around the machine.
- This may not just stand in the player's way but also cause an accident or injury. Ensure space open enough for the player's body not to hit against nearby walls or other machines.

- Do not change the DIP switch setting of this product to other than factory setting.
- Otherwise, the game can not be played properly.



Inspection and cleaning

! WARNING

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

Moving and transportation

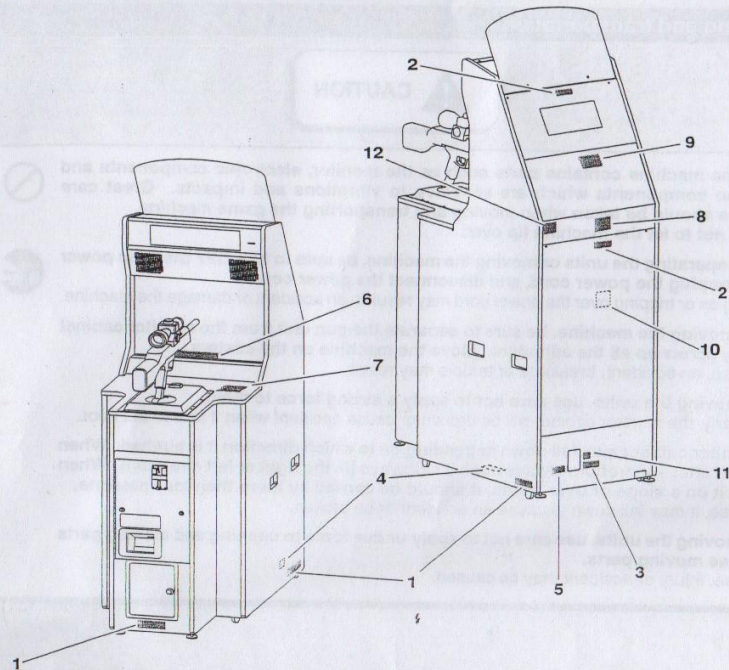
! CAUTION

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

PRECAUTION IN HANDLING

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

Locations of warning and other safety labels



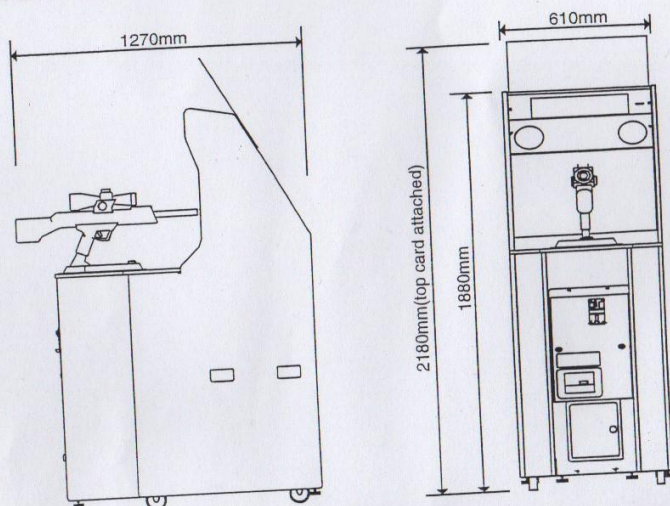
Types of warning and other safety labels

- 1 **WARNING**
Ensure all leg levelers are
securely set and game cabinet
is level.
- 2 **WARNING**
ELECTRICAL SHOCK HAZARD.
DO NOT OPEN EXCEPT
FOR SERVICE.
- 3 **MAINS**
230 VOLT
- 4
- 5 **WARNING**
THIS MACHINE
MUST BE
EARTHED
- 6 **CAUTION**
Please do not play this game if
You are under the influence of alcohol. You are tired, sick or have been
recently sick. You are pregnant or may be pregnant.
You are susceptible to muscle spasms or loss of consciousness due to
sound, light or moving pictures. Your exercise is medically regulated.
- 7 **CAUTION**
• Do not place any objects here.
They may be knocked off by the gun.
• To avoid injuries, please keep observers
away from the guns while game is in play.
- 8
- 9 ELECTROCON AUTOMATICS LTD.
WARNING
THIS UNIT IS HEAVY
TO AVOID INJURY
HANDLE WITH CARE
MAX WEIGHT 165 Kg
THREE OR MORE 100 GAMES
(170 POUNDS)
- 10 **DANGER**

ELECTRICAL
SHOCK.
DO NOT TOUCH.
- 11 OFF
ON
- 12 **MODEL: GQCCC-1A** **INLET SCOPE EW**
POWER (v) 230 V / 50Hz
(watt) 250W (max)
MANUFACTURER ELECTROCON INC. LTD.
DATE OF MANUFACTURE OCTOBER 2006
SERIAL NUMBER SS-SWP-002
CE **KONAMI**
MADE IN CHINA

MEMO

1 Specifications



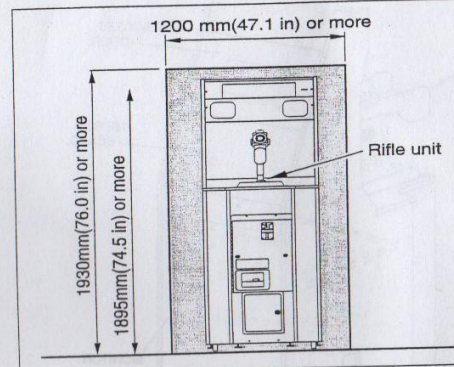
Specifications

Dimensions	Refer to the figure above : mm
Weight	Total weight: Approx.165kg(372 lb)
Rated power consumption	• GQCCC-EA : 300W (MAX)
Monitor	21-inch CRT
Service condition	Temperature 10 to 35°C (50 to 95°F), Humidity 20 to 80% (No dewing is allowed.)
Attachments	.Instruction manual..... This manual 1 .Top Title 2 .Keys for coin door 2 .Keys for maintenance..... 1 .AC power cord 2 .X-Head screw(M6x16L) 2 .M6 plain washer(Dia.19mm) 2

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

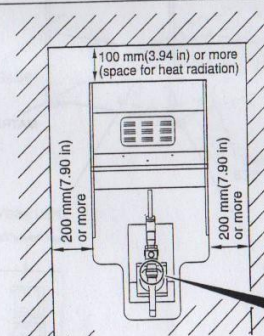
■ Allowance for Carrying-in and Installation of Product

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



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

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

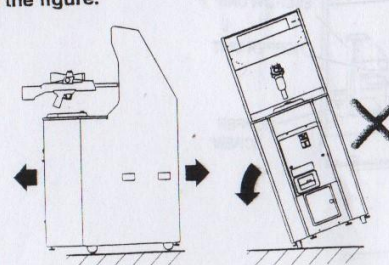


- Keep the specified clearances between the game machine and walls as well as other products.
- Do not leave anything around the machine.

Place the rifle unit to keep its scope away from direct sunlight or other strong light.

Keep the following points in mind when moving the product.

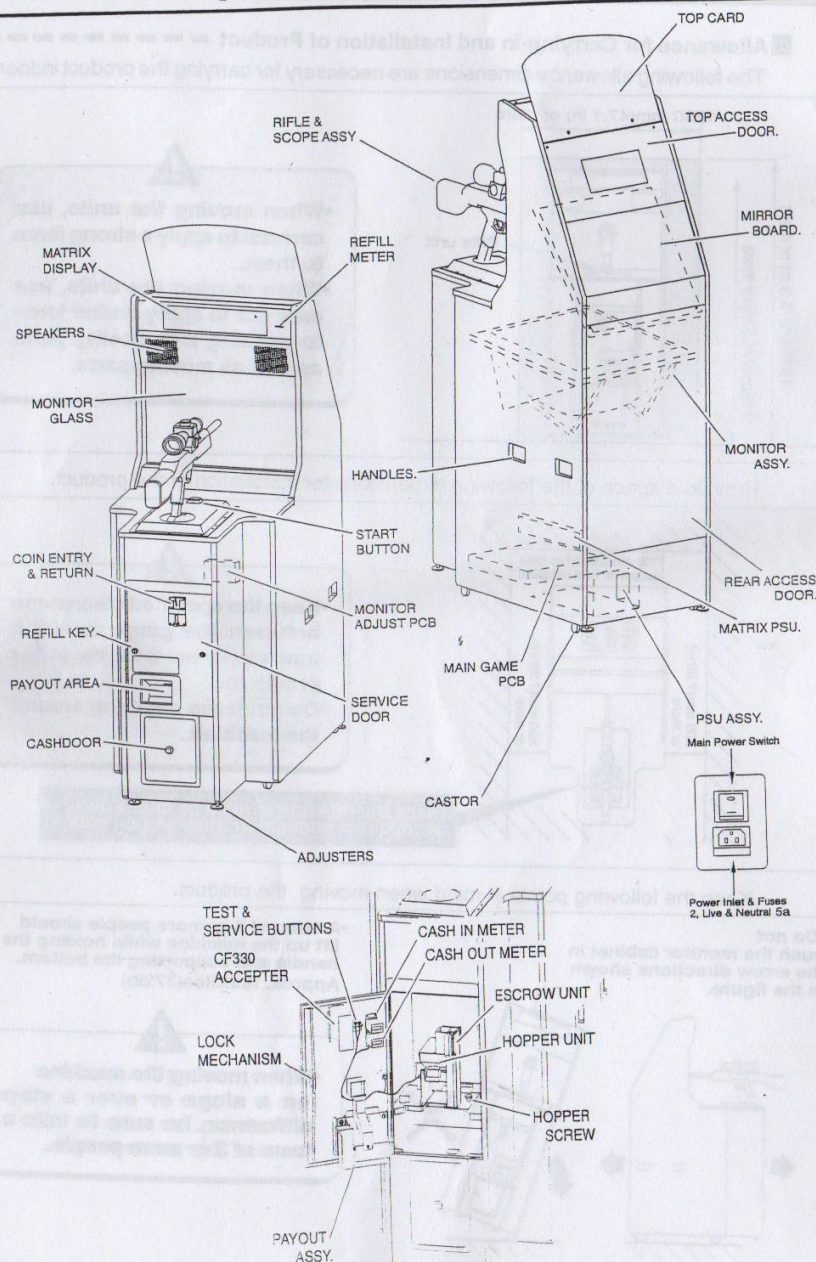
- Do not push the monitor cabinet in the arrow directions shown in the figure.



- A team of 3 or more people should lift up the machine while holding the handle and supporting the bottom. Approx. 165Kilos(372lb)

- When moving the machine on a slope or over a step difference, be sure to take a team of 3 or more people.

2 Names of parts



3 How to play

This product is a SWP (Skill With Prize) game machine that features a "SILENT SCOPE" (scope-equipped rifle shooting). Looking at the main monitor and into the rifle-mounted scope for zooming-in, the player sets the sight on a target and shoots it down.

■ Play mode

This product provides the following two modes.

- **SILENT SCOPE Fortune Hunter**.....PRIZE mode. (Maximum prizes £40)
- **SILENT SCOPE EX**.....STORY mode. (No pay out)

In the "SILENT SCOPE Fortune Hunter" mode, the player goes through two stages: "BANKING STAGE" and "WIN or LOSE". (Depending on the game results, the player can go to "EXTRA STAGE". In other words, three stages may be played in total.)

■ How to play (PRIZE mode / SILENT SCOPE Fortune Hunter)

- 1 Put coin(s) and the mode select screen shows up. Set the sight on the "SILENT SCOPE Fortune Hunter" to select, and pull the rifle unit's trigger to enter the choice.
- 2 Select a playing course the "INTERMEDIATE" or "EXPERT" on screen.
 - **INTERMEDIATE** Multi-target prizes (Maximum prizes £40)
 - **EXPERT** One shot Mini-jackpot (£10)
(On the "GAME OPTIONS" screen on/off of "EXPERT" can be set up.)

● How to play (INTERMEDIATE)

•BANKING STAGE

- 1 Set the sight on the "INTERMEDIATE" to select, and pull the rifle unit's trigger to enter the choice.
- 2 The targets appear one after another. Each time a target has been shot down, you win the prize into your bank.
 - The targets come in different types: the one you shoot down to win the prize, the one that gives a different prize depending on where to hit, and the one that gives you a penalty and removes some of your saving from the bank.
 - The lucky targets give you the prize just after shooting down or extend your playtime.
 - **INSTANT CASH** Just when a target has been shot down, the prize coin (£1~£5) comes out on the spot.
 - **TIME BONUS** When a target has been shot down, the playtime is extended 20 seconds.
- 3 When all the targets have been shot down within the time limit, the EXTRA STAGE can be played.
(During the EXTRA STAGE, plenty of prizes can be saved in the bank.)
- 4 When the time is up or all the targets have been shot down, the game is over.

•WIN or LOSE

You bet your prizes saved in the bank and challenge the single-shot target. If you hit the target with a single shot, this stage will be cleared.

- 1 Before the game gets started, the prizes saved in the bank appear onscreen.
- 2 If this stage has not been cleared or when the time is up, the prizes in the bank will not be cashed.
- 3 If the target has been successfully hit, you will be entitled to cash your prizes in the bank.
· All cash prizes are rounded up to the nearest pound.

•Continuity in the WIN or LOSE stage

If you have failed to clear the "WIN or LOSE" stage, you can continue the game by adding coin(s) and selecting "CONTINUE YES".

- Once continued, the bank saving will be back available and you can challenge the same target again.
- When coin(s) has(ve) been put in on the continue count screen, the machine will get itself in the continue play mode.
- The continue play mode can be choose just once in the "WIN or LOSE" stage.

•DOUBLE UP CHALLENGE

If the target has been successfully hit in the "WIN or LOSE" stage, you can now go to the "DOUBLE UP CHALLENGE" stage.

1 Select "TAKE MONEY" or "DOUBLE UP CHALLENGE".

- TAKE MONEY** The prizes saved in the bank are cashed.

- DOUBLE UP CHALLENGE** ... Depending on where to hit, the prizes will be doubled or halved, or remain the same, or become null.

2 If this stage has not been cleared or when the time is up, the prizes in the bank will not be cashed.

3 If the target has been successfully hit, you will be entitled to cash your prizes double, the same or half from the bank, or lose all your prizes.

●How to play (EXPERT)

1 Set the sight on the "EXPERT" to select, and pull the rifle unit's trigger to enter the choice.

•WIN or LOSE

2 You bet your prizes acquired from "MINI-JACKPOT £10" and challenge the single-shot target.

3 If this stage has not been cleared or when the time is up, the prizes in the bank will not be cashed.

4 If the target has been successfully hit, the prizes will be cashed.

■How to play (STORY mode / SILENT SCOPE EX)

1 Put coin(s) and the mode select screen shows up. Set the sight on the "SILENT SCOPE EX" to select, and pull the rifle unit's trigger to enter the choice.

- STORY mode** You will be a sniper of a special anti-terroristsquad, stationed in the story, to counter frequent terrorist outrages.

2 The game starts at this moment.

Watch the main monitor screen and search for an enemy. Look into the scope and shoot at the enemy. Initially the rifle is loaded with 5 bullets, but will be reloaded automatically and limitlessly.

From the second stage, you can select a mission or route.

When a mission has been successfully completed, you can go to the next stage. If not, however, the mission select screen shows up again. (You can now select another mission not yet played or an abortive mission again.)

You can keep playing the game until the condition gauge on the main screen reads "0". The game is over at this point.

The "STORY" mode game ends in two ways, "HAPPY ENDING" and "BAD ENDING".

4 Game settings

4-1 Checking the game start up

When the power switch is turned ON, the self-diagnostic test will get started. The test results will be displayed on the screen.



- Once the main power switch has been turned ON (while the PCB unit is being checked), never touch the rifle unit and the start button until the demonstration game gets started.
- Preferably turn OFF the main power switch while the LCD screen of the scope is off (this happens if the game is not played for longer than 20 seconds) in order to prolong the product service life.
- Do not make any other settings of the DIP switches on the PCB unit than specified in this manual.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

■Result of self test**If test is OK**

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

If any abnormality is detected

- "BAD" appears on the screen, and the checking is repeated.

After the installation of this product or when the PCB unit has been repaired or replaced, turn ON the power switch while pressing the test button of the service panel to initialize the setting once to the original factory setting.

At this time, keep pressing the test button until "BACKUP DATA INITIALE COMPLETE/SCOPE SCREEN ADJUST DATA/GUN SETTING DATA/OPTION SETTINGS/BOOKKEEPING INCOME DATA/PLEASE RELEASE TEST SWITCH" appears.

Never turn ON the power switch while holding down the test button. All the "BOOKKEEPING" data will be erased. (The data once erased can not be resumed.)

If an abnormal display continues or the machine does not operate normally, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

■On-screen message at power on

When the machine is powered on for the first time after installing, the following screen shows up. Set the current time correctly on the "CLOCK" screen. (See page 31.)

PLEASE SET THE CLOCK FOR THE BOOKKEEPING

This message will not be displayed after you set the time. To change the game mode without setting the time, please select "GAME MODE" from the main menu in the test mode. Then this message will be displayed every time you switch on the main power.

4-2 Setting and adjustment of game mode

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

Starting the test mode

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

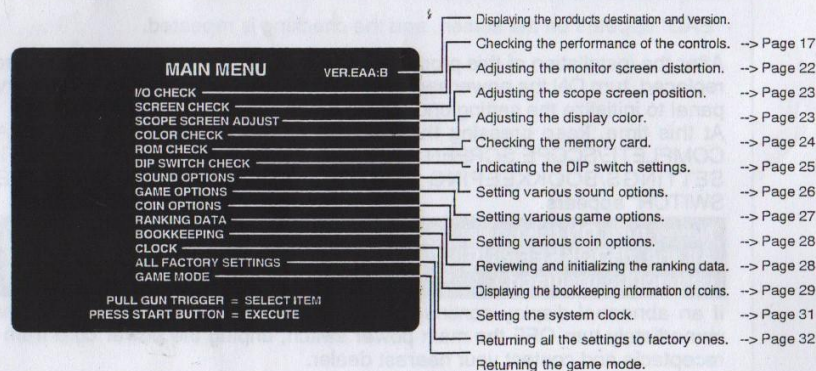
Do not turn ON the main power switch with the test button held down. The current settings as well as the BOOKKEEPING data will be erased and the machine will have the factory settings.

MEMO

Quit the test mode

- 1 Pull the rifle unit's trigger to select "GAME MODE" on the main menu screen.
- 2 Press the start button.
The screen goes back to the game mode.

Main menu screen (basic items)



Selecting each mode

How to select each mode from the main menu.

- SELECT --> Pull the rifle unit's trigger.
- SET --> Press the start button.

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

4-3 Mode descriptions

The original factory settings are displayed in green; the changed settings are displayed in red.

Pull the rifle unit's trigger to select a setting to be modified, and press the start button to change the setting.

After the setting has been changed, select "SAVE AND EXIT" and press the start button for entry.

"NOW SAVING" will appear, the modified settings will be saved, and the screen returns to the main menu.

If "EXIT" is selected after the modification of the settings, the following message will appear.

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

Pull the rifle unit's trigger to select "YES" or "NO". Press the start button for entry. If "YES" is selected, the new settings will be saved with "NOW SAVING" displayed and the screen will return to the main menu.

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

If "FACTORY SETTINGS" is selected and the start button is pressed, all the settings of the mode will go back to the factory ones.

MEMO

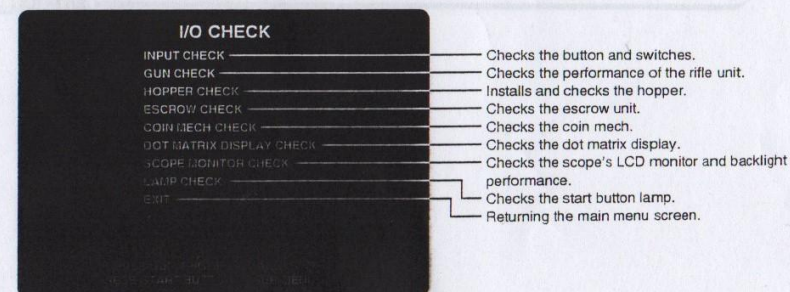
I/O CHECK

Checking the performance of the controls

Control performance check menu.

The menu is divided into sub check menus. Pull the rifle unit's trigger to select a sub menu. Press the start button and the selected sub menu appears.

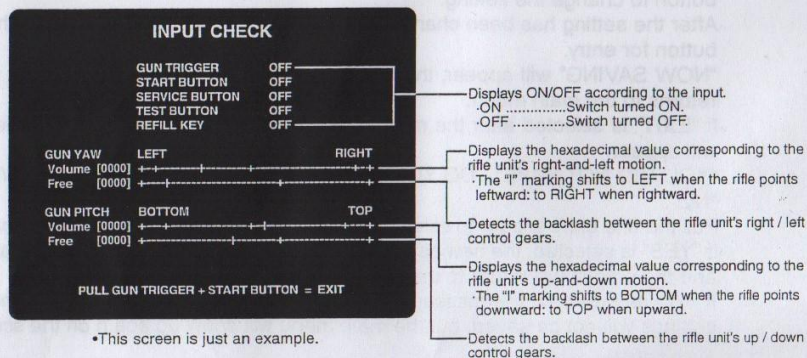
To return to the main menu screen, select "EXIT" and press the start button.



INPUT CHECK

- Mode for checking the performance of the controls.

To return to the "I/O CHECK" screen, pull the rifle unit's trigger and press the start button.



- Move the rifle unit up and down as well as right and left to see if the bar "I" of "Volume" is within the red zone. If so, reposition the potentiometer to keep the bar out of the red zone. (See page 47.)
- With the rifle unit at the right or left end, the "Free" gauge reads "0000". Now move the rifle unit by the clearance of the potentiometer gear, and the bar "I" will shift along. If the bar comes into the red zone, it means the clearance is too wide. Reposition the potentiometer to keep the bar out of the red zone. (See page 47.)
- If the potentiometer gear clearance is too large, the rifle unit fails to move finely and the game cannot be played as specified.
- If the potentiometer gear clearance is too small, the potentiometer may get damaged.

MEMO

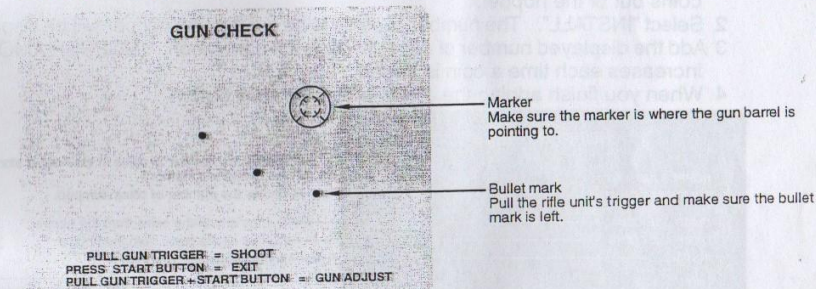
GUN CHECK

- Mode for adjusting and checking the rifle unit's swing range.

Look at the screen for the marker that the gun barrel is pointing to. If the marker is extremely out of position, pull the rifle unit's trigger and press the start button to call the gun adjustment mode.

To return to the "I/O CHECK" screen or interrupt the gun adjustment mode, press the start button.

Gun check mode



•This screen is just an example.

Gun adjustment mode

This mode is intended to adjust the pinpointing of the rifle unit. For adjustment, follow the instructions onscreen.

- A target appears at the left on the main monitor. Point the barrel to the target and pull the trigger.
- A target appears at the right on the main monitor. Point the barrel to the target and pull the trigger.
- A target appears at the bottom on the main monitor. Point the barrel to the target and pull the trigger.
- A target appears at the top on the main monitor. Point the barrel to the target and pull the trigger.
- A target appears at the center on the main monitor. Point the barrel to the target and pull the trigger.
- The "NOW SAVING" message appears and the settings will be saved. Then the "GUN CHECK" screen shows up again. Move the rifle unit and make sure the marker is in position.

- If maladjusted, "SETTING FAILED" appears. Take the procedure once again from Step 1.
- If an error happens in "GUN VOLUME DATA" at the start of the machine, the "Gun adjustment mode" screen shows up itself.
- No image appears on the scope while in the "Gun check mode" and "Gun adjustment mode".

MEMO

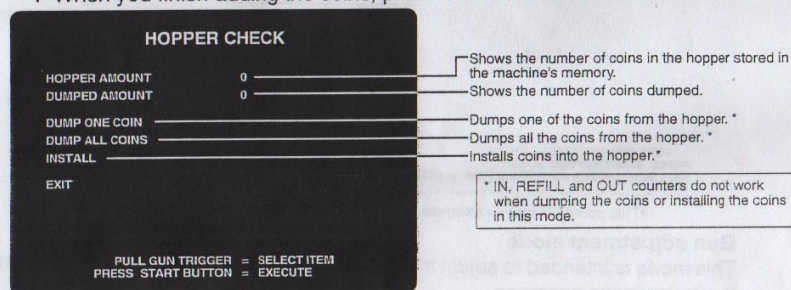
HOPPER CHECK

- Mode for installing initial coins into the hopper and checking the performance. To return to the "I/O CHECK" screen, select "EXIT" and pull the rifle unit's trigger and press the start button at once.

■ Installing initial coins into the hopper

Be sure to take the steps below. Otherwise the machine fails to correctly manage the number of coins in the hopper.

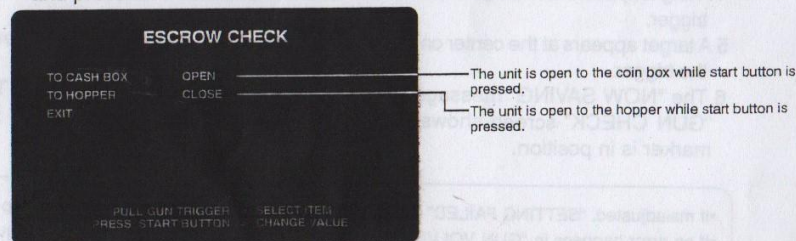
- To make sure that the hopper is empty, select "DUMP ALL COINS" and dump all coins out of the hopper.
- Select "INSTALL". The number of coins to be put into the hopper will be displayed.
- Add the displayed number of coins through the coin mech. "HOPPER AMOUNT" increases each time a coin is added.
- When you finish adding the coins, press the start button.



•This screen is just an example.

ESCROW CHECK

- Mode for checking the escrow unit performance. Move the cursor to "ESCROW" and pull the rifle unit's trigger and press the start button, and the escrow status will change. To return to the "I/O CHECK" screen, select "EXIT" and pull the rifle unit's trigger and press the start button at once.



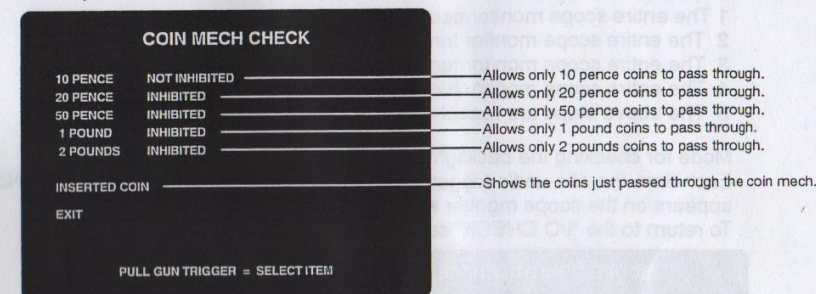
•This screen is just an example.

- If the coins are added to the hopper in this mode, please initialise the amount of coins in the hopper by "DUMP ALL COINS" and "INSTALL" in the "HOPPER CHECK" mode. Otherwise, the machine will fail to manage the number of coins in the hopper.

MEMO

COIN MECH CHECK

- Mode for checking the coin mech performance. To return to the "I/O CHECK" screen, select "EXIT" and pull the rifle unit's trigger and press the start button at once.



•This screen is just an example.

Checking procedure

- The mechanism is activated for a type of coin. Make sure that a selected coin is accepted and any other type of coin is rejected.
- Make sure that when the coin has passed through, the right coin is displayed at "INSERTED COIN". Passing coins are all put into the coin box.

MEMO

DOT MATRIX DISPLAY CHECK

- Mode for checking the dot matrix display. Select this mode, and the following steps will go on automatically. Make sure these steps are all as specified. To return to the "I/O CHECK" screen, press the start button.

- The entire dot matrix display appears red.
- Then the entire dot matrix display turns green.
- Next the entire dot matrix display turns orange.
- The entire dot matrix display disappears.
- The characters "R", "G" and "O" flow from left to right onscreen in red, green and orange, respectively.
- The above steps are repeated.

SCOPE MONITOR CHECK

- Mode for checking the scope's LCD monitor and backlight performance. Select this mode, and the following steps will go on automatically. Make sure these steps are all as specified.

- 1 The entire scope monitor appears red.
- 2 The entire scope monitor turns green.
- 3 The entire scope monitor turns blue.
- 4 The entire scope monitor turns black.
- 5 The above steps are repeated.

Mode for checking the backlight performance.

Each time the rifle unit's trigger is pulled, the backlight turns on and off. Nothing appears on the scope monitor while the backlight is off.

To return to the "I/O CHECK" screen, press the start button.

SCOPE MONITOR CHECK

BACK LIGHT ON

PULL GUN TRIGGER = BACK LIGHT ON/OFF
PRESS START BUTTON = EXIT

LAMP CHECK

Mode for checking the start button lamp.

Select this mode, and the start button lamp is kept on with "ON" indicated onscreen. Press the start button again, and the lamp goes out and the "I/O CHECK" screen shows up again.

LAMP CHECK

START BUTTON ON

PRESS START BUTTON = EXIT

SCREEN CHECK

Adjusting the monitor screen distortion

- Mode for checking the monitor screen display. Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB to make adjustments. (See page 49.)

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

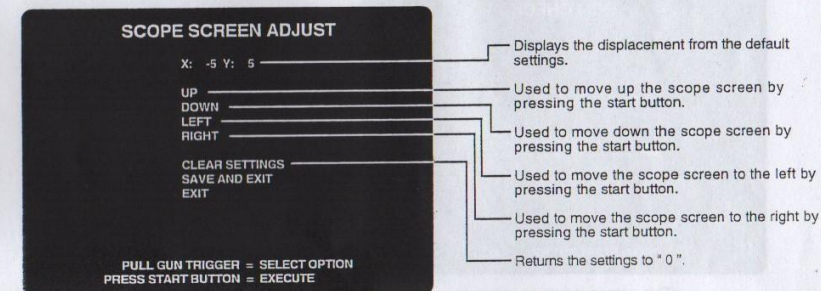
SCOPE SCREEN ADJUST

Adjusting the scope screen position

- Mode for adjusting the display position on the scope screen. Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.

Looking into the scope, adjust so that the crosshatch pattern be centered.

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



•This screen is just an example.

- The crosshatch pattern may appear slightly tilted on the scope screen. The game is not affected, however.

MEMO

COLOR CHECK

Adjusting the display color

- Mode for checking the display color. Make the adjustment using the monitor adjustment PCB so that the colors of the color bars should appear properly graduated and the background should become black sufficiently. (See page 49.)

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

- Adjust so that the lower five levels (▲) become colorless.

MEMO

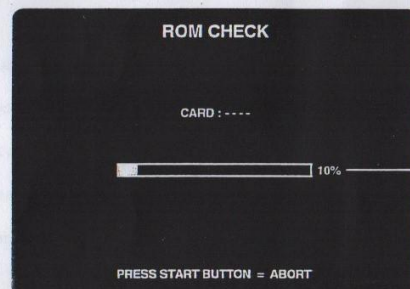
ROM CHECK

Checking the memory card

■ Mode for checking the memory card

In this mode, the memory card check sums are checked one after the other. "OK" appears on the screen when not in trouble; "BAD" if in trouble. When the machine is put into this mode, the machine starts checking automatically.

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



•This screen is just an example.

If the ROM check is interrupted halfway, "ABORTED" appears for a certain time onscreen.

ABORTED

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

CARD OK

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

CARD BAD



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

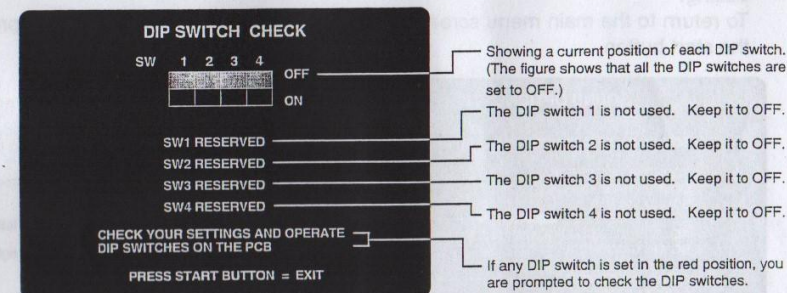
DIP SWITCH CHECK

Indicating the DIP switch settings

■ Mode for checking the setting of the DIP switches on the PCB unit.

Be sure to set the DIP switches as follows.

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



•This screen is just an example.

DIP switch bit No.			
1	2	3	4
OFF	OFF	OFF	OFF

•Be sure to keep the DIP switch settings of this product as shown at left.

MEMO

SOUND OPTIONS

Setting various sound options

- Mode for setting and checking the sound options.

Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.

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

SOUND OPTIONS

SOUND IN ATTRACT MODE ALL THE TIME

SOUND SCALE CHECK LEFT

SOUND PHASE CHECK LOUD

SOUND VOLUME 20

ALL SOUND EXCLUDING GUN AND COIN ON

BGM IN GAME MODE ON

FACTORY SETTINGS

SAVE AND EXIT

EXIT

PULL GUN TRIGGER = SELECT ITEM

PRESS START BUTTON = CHANGE VALUE

Turns on and off the demo play sound.

- ALL THE TIME.....Sound always on.
- ONCE EVERY 4 CYCLES.....Sound on every 4 cycles.
- COMPLETELY OFF.....Sound always off.

You will hear a do-re mi...do musical scale from the left speaker first and then from the right speaker, which is repeated.

- LEFT.....Musical scale is heard from the left speaker.
- RIGHT.....Musical scale is heard from the right speaker.

Listen to two different test tones to check the speaker's phases.

- LOUD....Phase difference 0°
- SOFT....Phase difference 180°

If the difference between the LOUD and SOFT settings is too small, it means the speaker's wires may be connected wrongly.

Adjusts the sound volume level of voice and sound effects in the range of 0 (mute) to 30 (maximum).

- To raise the sound level, press the start button.
- To lower the sound level, press the start button so many times that the zero level is reached and make a new setting.

Turns on and off all the sound except for the gun and coins.

- ON.....Background music is heard.
- OFF.....Background music is not heard.

Press the start button to return all the settings to the factory settings.

•This screen is just an example.

GAME OPTIONS

Setting various game options

- Mode for setting and checking the game options.

Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.

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

GAME OPTIONS

SCOPE IN ATTRACT MODE AUTO

NIGHT MODE BRIGHT 08

PRIZE MODE DIFFICULTY LEVEL 4:MEDIUM

PRIZE MODE REALTIME WINDOW ONLY BANKING STAGE

PRIZE MODE MINI-JACKPOT OFF

STORY MODE DIFFICULTY LEVEL 4:MEDIUM

STORY MODE REALTIME WINDOW EVENT AND SCOPE

STORY MODE START CONDITION 100

STORY MODE VIOLENCE MODE STRONG

STORY MODE HIT EFFECT FLASH

FACTORY SETTINGS

SAVE AND EXIT

EXIT

PULL GUN TRIGGER = SELECT ITEM

PRESS START BUTTON = CHANGE VALUE

Decides on whether the scope-screen image is displayed on the main screen during the demonstration game.

- AUTO.....Scope-screen image turned on when there is an input/output during the demonstration game. But automatically turned off if there is no input/output for 20 seconds (effective to prolong the LCD's backlight life.)
- OFF.....Off all the time (scope-screen image not displayed).

Adjusts the dark-scene brightness from 1 to 16. A window appears on the right of the screen with ladies at the left front, at the center, and at right in the background. Adjust so that the lady at right in the background disappears.

Sets the difficulty levels in the prize mode. (See the chart below.)

Sets how the top-left window appears on the main screen during the prize-mode game.

- ONLY BANKING STAGE.....Scope screen appears during the BANKING STAGE(EXTRA STAGE).
- ALWAYS ON.....Scope screen all the time.
- ALWAYS OFF.....Off all the time.

Sets the mini-jackpot.

- ON.....With prize-mode "INTERMEDIATE" and "EXPERT" can be chosen.
- OFF.....With prize-mode it is set to "INTERMEDIATE".

Sets the difficulty levels in the story mode. (See the chart below.)

Sets how the top-left window appears on the main screen during the story-mode game.

- EVENT AND SCOPE.....Displayed by stationary camera when an enemy is hit or the boss focused on. Scope screen in other cases.
- EVENT ONLY.....Displayed by stationary camera when an enemy is hit. Or the boss focused on.
- ALWAYS SCOPE.....Scope screen all the time.

Makes the initial settings in the story mode for the players condition gauge. (displayed in percentage.) (50, 80, 100, 120, 150, 200%)

Sets the violence level when enemies are hit in play or during demo scenes.

- STRONG.....Head hit effect and expression is displayed strong.
- MILD.....Hit effect and expression is displayed mild.

Sets the hit effect when an enemy is gunned down.

- FLASH.....Flashing
- RED.....Red effect spurts.
- BLUE.....Blue effect spurts.
- GREEN.....Green effect spurts.
- YELLOW.....Yellow effect spurts.

•This screen is just an example.

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

COIN OPTIONS

Setting various coin options

- Mode for setting and checking the coin options.
Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

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

COIN OPTIONS

FREE PLAY NO

INHIBIT 10 PENCE NOT INHIBITED
INHIBIT 20 PENCE NOT INHIBITED
INHIBIT 50 PENCE NOT INHIBITED
INHIBIT 1 POUND NOT INHIBITED
INHIBIT 2 POUNDS NOT INHIBITED

PRIZE MODE
START
CONTINUATION 1.00 POUND TO START
1.00 POUND TO CONTINUE

STORY MODE
START
CONTINUATION 1.00 POUND TO START
1.00 POUND TO CONTINUE

FACTORY SETTINGS
SAVE AND EXIT
EXIT

PULL GUN TRIGGER = SELECT ITEM
PRESS START BUTTON = CHANGE VALUE

Annotations:

- Selects a free play.
 - YES.....Available for free play.
 - NO.....Not available for free play.
- Sets whether each type of coin is accepted or not.
 - NOT INHIBITED ... The coin is accepted.
 - INHIBITED The coin is not accepted.
- This item can not be selected nor changed.
- Sets the number of credits required to start the story mode. (0.10 thru 2.00 pounds)
- Sets the number of credits necessary for continuation of the story mode. (0.10 thru 2.00 pounds)
- Press the start button to return all the settings to the factory settings.

•This screen is just an example.

- If the game is set to "FREE PLAY", no coins will be accepted and also no coins will be paid out.

MEMO

RANKING DATA

Reviewing and initializing the ranking data

- Mode for reviewing or initializing the game's ranking data.
Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

RANKING DATA

STORY MODE

RANK	SCORE	APTITUDE	NAME
1	10000	1000/1000	ALICE
2	8000	800/1000	BOB

Annotations:

- Displays the ranking data.
Entries in red are the data the player has made.
- Sets whether the ranking data is put in memory.
 - ON The ranking data is put in memory.
 - OFF ... The ranking data is initialized each time the power is turned on.
- Press the start button to return all the settings and ranking data to the factory settings.

•This screen is just an example.

BOOKKEEPING

Displaying the bookkeeping information of coins

- Mode for displaying the total data on the number of coins put in the machine.
If the time is preset on the "CLOCK" screen, the total data on the number of coins put into the machine can be checked for coin slot.

BOOKKEEPING MENU

BOOKKEEPING OFF

CLEAR ALL DATA

SAVE AND EXIT

EXIT

PULL GUN TRIGGER = SELECT ITEM
PRESS START BUTTON = CHANGE VALUE

Annotations:

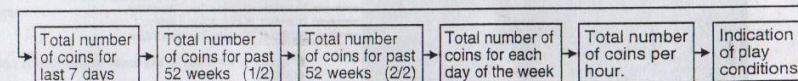
- Turns on and off the income, coin and play data screens.
 - ON The income, coin and play data screens show up after the system clock has been set.
 - OFF The data are not gathered even when the system clock has been set.
- Clear the income data.

•This screen is just an example.

- "ON" cannot be selected for "BOOKKEEPING" until the system clock has been set.
Make the clock setting in advance on the "CLOCK" screen.

MEMO

- Displaying the data of coins put in.
With "ON" selected for "BOOKKEEPING", several data screens will show up.
Pull the rifle unit's trigger on any data screen, and the data screens will change in the following order.
Keep the rifle unit's trigger pulled and press the start button, and the "BOOKKEEPING MENU" screen will show up.
To return to the main menu screen, press the start button.



CLEAR ALL DATA

- At this time, the question "DO YOU WANT TO CLEAR DATA? YES/NO" is indicated on the screen. Pull the rifle unit's trigger to select "YES" or "NO". If "YES" is selected, "NOW CLEARING" appears on the screen and the "BOOKKEEPING" data will be deleted. The data will be saved in the factory settings and the main menu screen will show itself up.
If "NO" is selected, "NO MODIFIED" is indicated and the main menu appears again without deletion of the data.

Screen of the total number of coins for last 7 days

BOOKKEEPING				
INCOME DATA OF LAST 7 DAYS				
	IN	OUT	INCOME	
TODAY	0.0	0.0	0.0	Number of coins put in.
LAST 7 DAYS AVERAGE	0.0	0.0	0.0	Number of coins put out.
LAST 7 DAYS TOTAL	0.0	0.0	0.0	Number of incoming coins minus number of outgoing coins.
YESTERDAY	0.0	0.0	0.0	Number of coins of today.
-2DAY	0.0	0.0	0.0	Average number of coins of last 7 days.
-3DAY	0.0	0.0	0.0	Total number of coins of last 7 days.
-4DAY	0.0	0.0	0.0	Number of coins of yesterday.
-5DAY	0.0	0.0	0.0	Number of coins of 2 days ago.
-6DAY	0.0	0.0	0.0	Number of coins of 3 days ago.
-7DAY	0.0	0.0	0.0	Number of coins of 4 days ago.
				Number of coins of 5 days ago.
				Number of coins of 6 days ago.
				Number of coins of 7 days ago.

PULL GUN TRIGGER = NEXT PAGE
PRESS START BUTTON = EXIT
PULL GUN TRIGGER + START BUTTON = SUB MENU

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

•This screen at left is just an example.

Screen of the total number of coins for past 52 weeks

BOOKKEEPING				
COIN DATA OF LAST 52 WEEKS 1				
INCOME	PAYOUT RATIO	INCOME	PAYOUT RATIO	
-01: 0.0	0.0%	-14: 0.0	0.0%	Number of incoming coins minus number of outgoing coins.
-02: 0.0	0.0%	-15: 0.0	0.0%	Payout ratio.
-03: 0.0	0.0%	-16: 0.0	0.0%	Number of coins of 14 week before.
:	:	:	:	Number of coins of 15 weeks before.
:	:	:	:	Number of coins of 16 weeks before.
:	:	:	:	
-12: 0.0	0.0%	-25: 0.0	0.0%	
-13: 0.0	0.0%	-26: 0.0	0.0%	

PULL GUN TRIGGER = NEXT PAGE
PRESS START BUTTON = EXIT
PULL GUN TRIGGER + START BUTTON = SUB MENU

"0" appears for the week whose data is not totaled.
The coin data for the 27th thru 52nd weeks are displayed on the next page.

•This screen at left is just an example.

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

BOOKKEEPING				
COIN DATA OF EACH DAY				
TOTAL COINS	IN	OUT	INCOME	
SUN	0.0	0.0	0.0	Number of coins put in.
MON	0.0	0.0	0.0	Number of coins put out.
TUE	0.0	0.0	0.0	Number of incoming coins minus number of outgoing coins.
WED	0.0	0.0	0.0	Total number of coins after the time being set.
THU	0.0	0.0	0.0	Number of coins for Sunday.
FRI	0.0	0.0	0.0	Number of coins for Monday.
SAT	0.0	0.0	0.0	Number of coins for Tuesday.
				Number of coins for Wednesday.
				Number of coins for Thursday.
				Number of coins for Friday.
				Number of coins for Saturday.

PULL GUN TRIGGER = NEXT PAGE
PRESS START BUTTON = EXIT
PULL GUN TRIGGER + START BUTTON = SUB MENU

"0" appears for a day of the week whose data is not totaled.

•This screen at left is just an example.

Screen of the total number of coins per hour.

BOOKKEEPING				
COIN DATA OF EACH HOUR				
IN	OUT	INCOME		
				Number of coins put in.
				Number of coins put out.
				Number of incoming coins minus number of outgoing coins.
				Total number of coins per hour.

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

•This screen at left is just an example.

Screen of indication of play conditions

BOOKKEEPING				
PLAY DATA SUMMARY				
TOTAL ACTIVE TIME	0h	0m	0s	Total active time since the setting of time.
TOTAL PLAY TIME	0h	0m	0s	Total play time since the setting of time.
AVERAGE PLAY TIME	0m	0s		Average play time.
LONGEST PLAY TIME	0m	0s		Longest play time.
SHORTEST PLAY TIME	0m	0s		Shortest play time.
TOTAL PLAY COUNT	0			Total play time since the setting of time.
GAME-STARTING	0			Total initial play rounds since the setting of time.
CONTINUATION	0			Total continue play rounds since the setting of time.
TRAINING PLAY COUNT	0			Total number of training mode played.
INTERMEDIATE PLAY COUNT	0			Total number of standard mode played.
EXPERT PLAY COUNT	0			Total number of expert mode played.
STORY PLAY COUNT	0			Total number of story mode played.
	8:38:52			Displays the current time.

PULL GUN TRIGGER = NEXT PAGE
PRESS START BUTTON = EXIT
PULL GUN TRIGGER + START BUTTON = SUB MENU

•This screen at left is just an example.

CLOCK

Setting the system clock

■ Mode for setting the system clock.

Pull the rifle unit's trigger to select "hours", "minutes" and "seconds". Press the start button to adjust the current time.

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

(The current time is now set and the main menu screen shows up.)

CLOCK		
SET TIME	14:18:23	Sets the current hours (in the 24-hour system).
SAVE AND EXIT		Sets the current minutes.
EXIT		Sets the current seconds.
		Saves the current time and goes to the main menu screen.
		Returns to the main menu screen without saving the time.

PULL GUN TRIGGER = SELECT ITEM
PRESS START BUTTON = CHANGE CLOCK

ALL FACTORY SETTINGS

Returning all the settings to factory ones

- Mode for returning the test-mode settings and ranking data to the factory settings. Pull the rifle unit's trigger to select "YES" or "NO" and press the start button for entry. If "YES" is selected, the question for re-confirmation appears on the screen. If "YES" is selected again, the "NOW SAVING" message appears on the screen and the next test-mode settings are saved as the factory settings.

- The settings of the following modes will be back to the factory ones.
 - SOUND OPTIONS
 - GAME OPTIONS
 - COIN OPTIONS
 - Gets "RECORD SAVING" activated on the RANKING DATA screen.
- The settings on the "BOOKKEEPING", "CLOCK", "GUN CHECK", "SCOPE SCREEN ADJUST" screens, "RANKING DATA" and number of coins in the hopper will not be back to the factory ones.

MEMO

If "NO" is selected, "NO MODIFY SETTING" is indicated. This means the modified settings are not saved.

After the data has been cleared, the following message appears onscreen. Check all the items before operating the machine.

CHECK ALL ITEMS BEFORE OPERATION

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

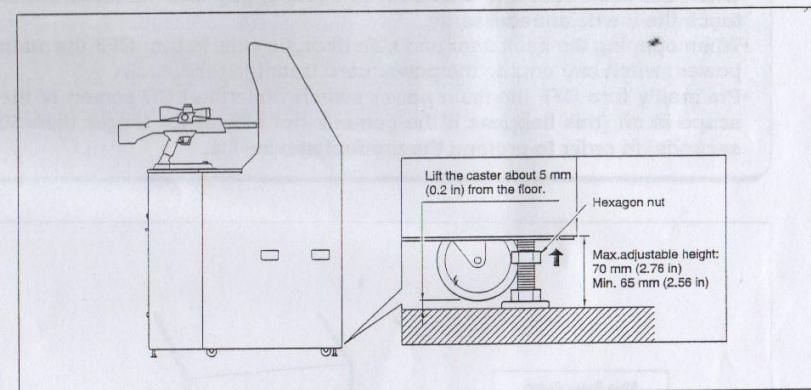
5 Installation and assembling

5-1 Fastening the adjusters

■ How to fasten the adjusters



- Adjust the adjusters so that the casters do not touch the floor.
- Take care not to exceed the maximum adjusting height of the adjuster.
- Make all the 4 adjusters come in contact with the floor, tighten them with hexagon nuts after making sure that all the unit is placed stably in a horizontal position.

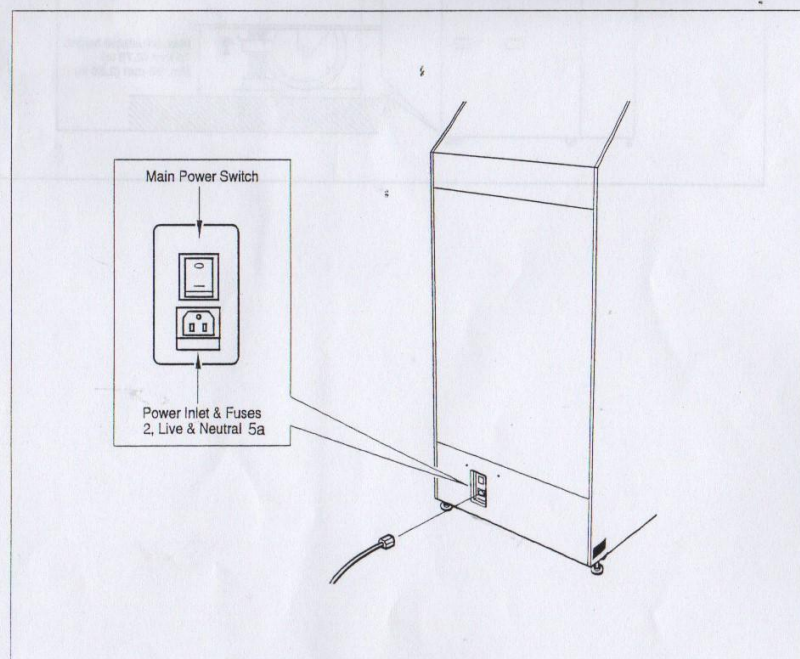


5-2 Power unit

■ Power unit

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

- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- There are high-voltaged parts inside the product. Other persons than qualified industry specialist should not open the back door and side door. When the back door and side door is opened, pay due attention not to touch the inside unnecessarily.
- When opening the back door and side door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- Preferably turn OFF the main power switch while the LCD screen of the scope is off (this happens if the game is not played for longer than 30 seconds) in order to prolong the product service life.

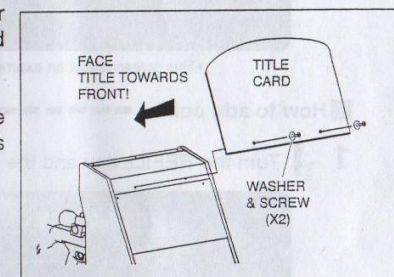


5-3 Fixing the title card

■ How to fix the title card

- Before installing the title card, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- Before installing the title card, make sure the adjusters of the machine are tight on the floor.
- Use stepladders or the like for added safety.
- Remove title card before transporting machine to prevent damage.

- 1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 Place the title unit on the rear of the cabinet & using the screws provided, fix the card in place.



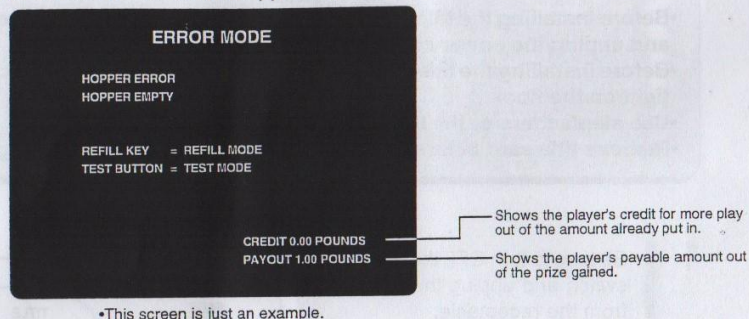
- Check for over-head obstructions when considering where to site machine.
- The top title is the first thing seen on any machine.....so fit it!

MEMO

6 MAINTENANCE

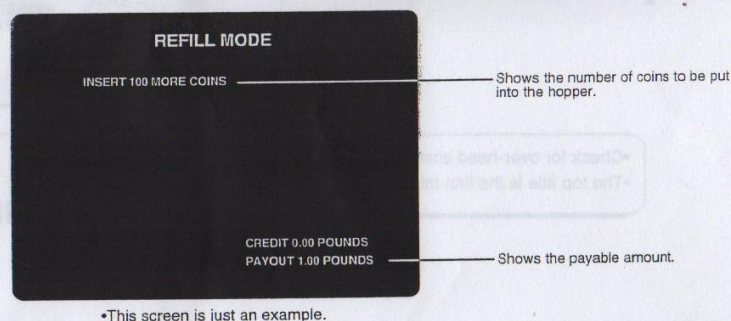
6-1 Adding coins

If the coins run short in the hopper during the game, the following error message appears onscreen. Refill the hopper with coins.



How to add coins

- 1 Turn the REFILL key and the following screen shows up.



- 2 Add the displayed number of coins through the coin mech.

•The IN counter does not count up, but the REFILL counter counts up.

MEMO

Payable prize money, if any, will be paid out of the hopper.

- 3 Finally, turn the REFILL key back to the original position. The machine gets back to the game mode.

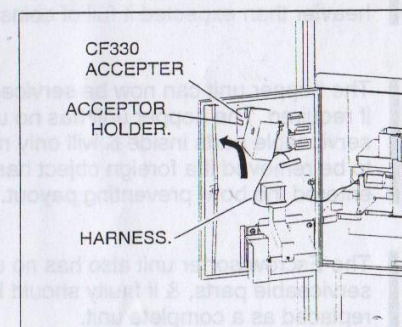
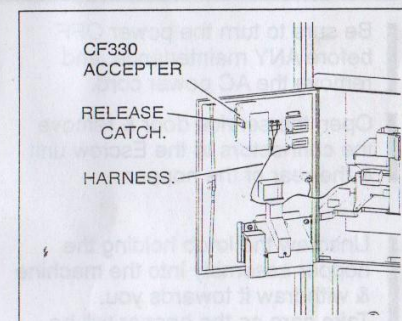
6-2 Replacing the coin selector

Replacing the coin selector

Before replacing the coin selector, be sure to turn the power OFF and unplug the AC power cord.

Take care not to apply any load on the maintenance door whilst it is open. After closing the maintenance door, check that the door is locked securely. When replacing parts, be sure to use parts that have been approved by Konami for use on this machine. Strictly refrain from disassembly and repair of parts that are not covered in this manual, as well as specified settings or re-modelling.

- 1 Be sure to turn the power OFF before ANY maintenance, and remove the AC power cord.
- 2 Remove the connector from the side of the coin acceptor.
- 3 Depress the catch located on the left side of the acceptor & pull away from the door.
- 4 To re-fit, offer the acceptor upto the holder bottom first & then push the top in towards the door until a firm "CLICK" is heard. Operate the reject button to ensure acceptor is correctly fitted.
- 5 Carefully re-fit the connector for the acceptor & ensure harness is not caught anywhere before closing door.



6-3 Removing the hopper assembly

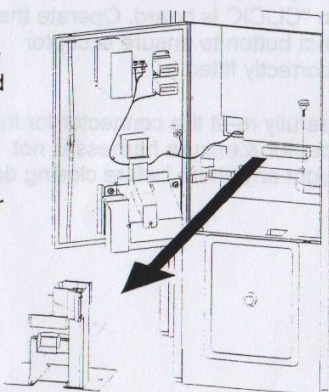
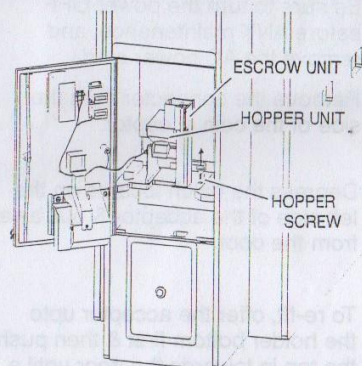
■ Removing the hopper/escrow assembly

Before removing the hopper, be sure to turn the power OFF and unplug the AC power cord.

Take care not to apply any load on the maintenance door whilst it is open. After closing the maintenance door, check that the door is locked securely. When replacing parts, be sure to use parts that have been approved by Konami for use on this machine.

Strictly refrain from disassembly and repair of parts that are not covered in this manual, as well as specified settings or re-modelling.

- 1 Be sure to turn the power OFF before ANY maintenance, and remove the AC power cord.
- 2 Open the service door & remove the connectors to the Escrow unit & the rear of the hopper.
- 3 Unscrew the knob holding the hopper assembly into the machine & withdraw it towards you. Take care as the hopper will be heavier than expected if full of coins.
- 4 The hopper unit can now be serviced if required. The hopper unit has no user serviceable parts inside & will only need to be removed if a foreign object has entered the bowl preventing payout.
- 5 The Escrow/sorter unit also has no user serviceable parts, & if faulty should be replaced as a complete unit.
To replace the hopper unit, refitting is reversal of removal. Be careful not to trap any wires when re-fitting the unit back into the machine.



•The hopper connection is easier to re-connect with the hopper outside of the machine.

MEMO

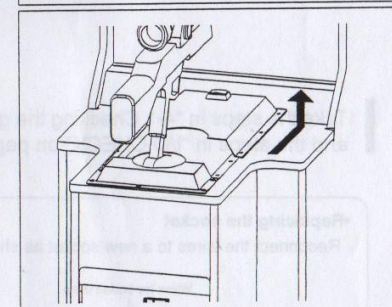
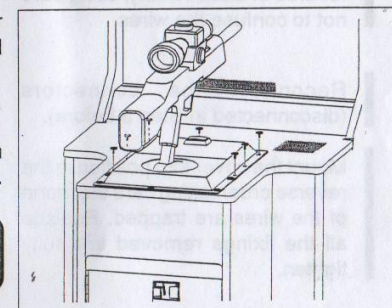
6-4 Replacing the start button

■ How to replace the start button

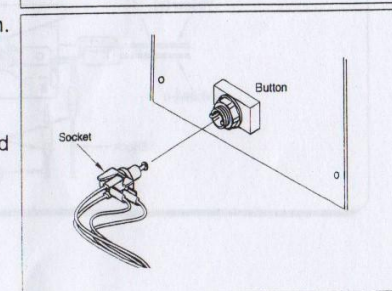
- Before replacing the start button, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts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

- 1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 Remove the 9 screws and detach the rear part of the cover as shown.
•Be careful not to force the cover up too far. The wires connected may be damaged inside.
- 3 Disconnect the connector.

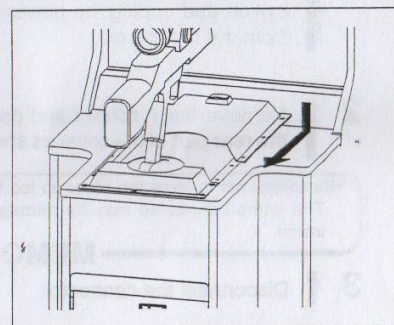
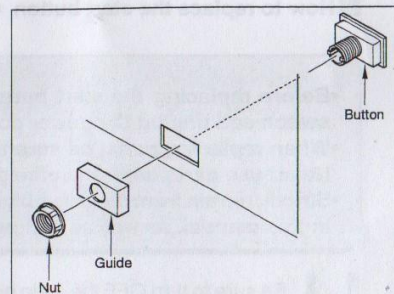
MEMO



- 4 Pull out the socket from the button.
- 5 If faulty, the lamp can be changed at this point. 12volt 1.2w

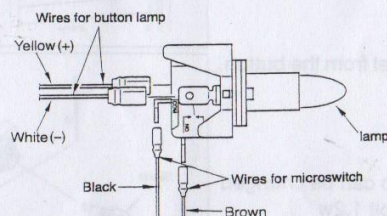


- 6 Loosen the nut and separate the button.
- 7 To fit the button again
To install the button, take the reverse procedure.
- 8 Pay attention to the posture of socket and assemble it in the reverse of disassembly, using care not to confuse the wires.
- 9 Reconnect the connectors (disconnected in Step 3 before).
- 10 Mount the cover into position in the reverse order taking care that none of the wires are trapped. Replace all the fixings removed and fully tighten.
- 11 Take the steps in "4-1 Checking the game performance (self test)" on page 15 and the steps in "I/O CHECK" on page 17.



•Replacing the socket

Reconnect the wires to a new socket as shown below.



MEMO

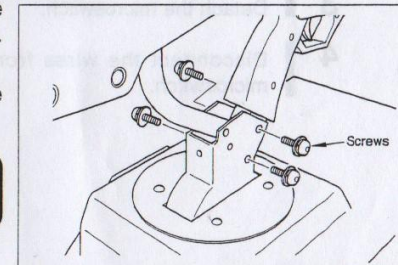
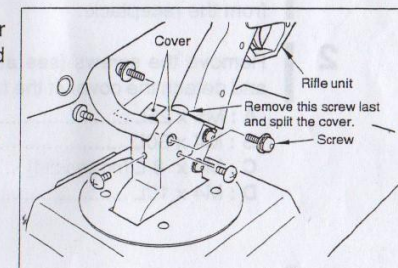
6-5 Replacing the rifle unit

How to replace the rifle unit



- Before replacing the rifle unit, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- The rifle unit weighs approx. 4 kg (8.8 lb). Be careful not to drop it.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

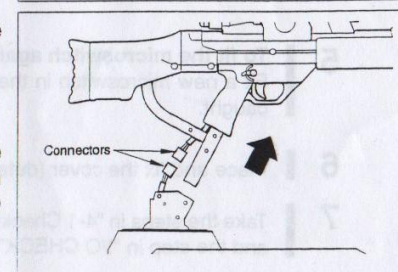
- 1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 Remove the screws (see at right).
- 3 Detach the cover and remove another set of screws (see at right).
- 4 Lift the rifle unit and disconnect the connectors.



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

MEMO

- 5 To fit the rifle unit again
To install the rifle unit, take the reverse procedure.
- 6 Take the steps in "4-1 Checking the game performance (self test)" on page 15 and the steps in "I/O CHECK" on page 17.



6-6 Replacing the rifle unit microswitch

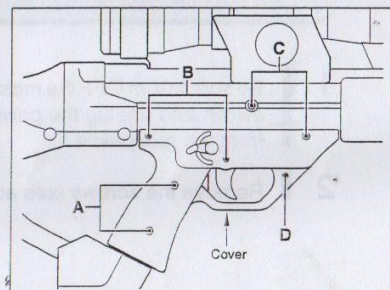
How to replace the microswitch

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

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

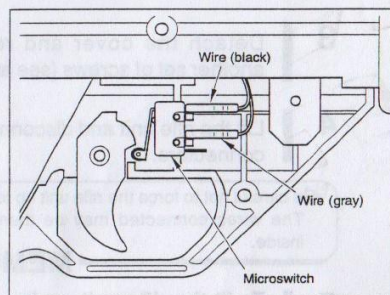
- 2 Remove the screws (see at right) and detach the cover of the trigger.

A : M5 x 25L 2
 B : M4 x 30L 2
 C : M4 x 8 L (no cap nut) 4
 D : M4 x 10L 1



- 3 Detach the microswitch.

- 4 Disconnect the wires from the microswitch.



- 5 To fit the microswitch again

Fit a new microswitch in the reverse order. Be careful not to get the wires caught.

- 6 Place and fix the cover (detached in Step 2 above) back into position.

- 7 Take the steps in "4-1 Checking the game performance (self test)" on page 15 and the step in "I/O CHECK" on page 17.

6-7 Replacing the scope

How to replace the scope

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

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

- 2 Remove the screws (see at right) and detach the scope up straight.

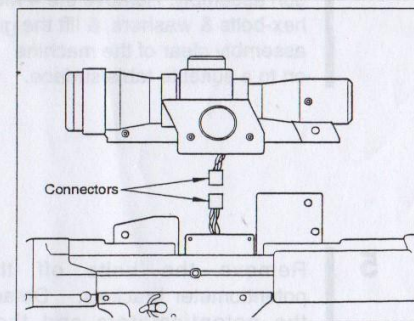
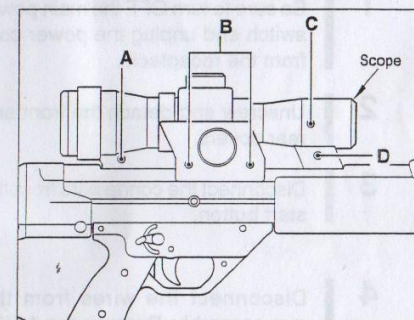
A : M5 x 25L 2
 *B : M4 x 30L 2
 C : M4 x 8 L (no cap nut) 4
 D : M4 x 10L 1

*Use the appropriate Allen wrench to remove the screws

- 3 B. Disconnect the connectors.

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

MEMO



- 4 To fit the scope again

Fit a new scope in the reverse order. Be careful not to get the wires caught.

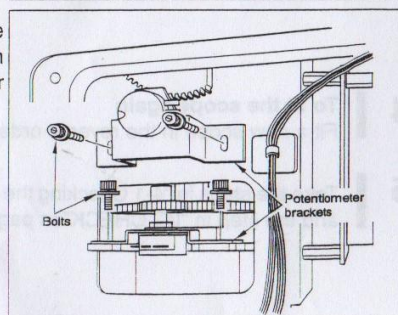
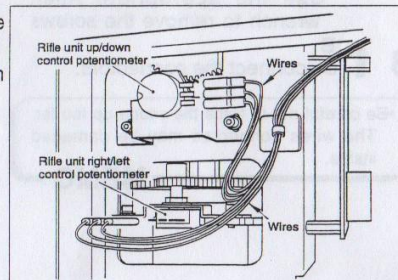
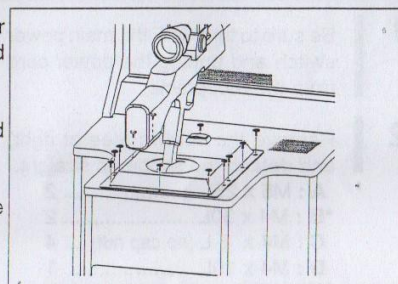
- 5 Take the steps in "4-1 Checking the game performance (self test)" on page 15 and the step in "I/O CHECK" on page 17.

6-8 Replacing the rifle unit potentiometers

How to replace the rifle unit potentiometers

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

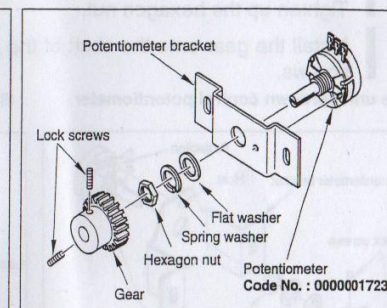
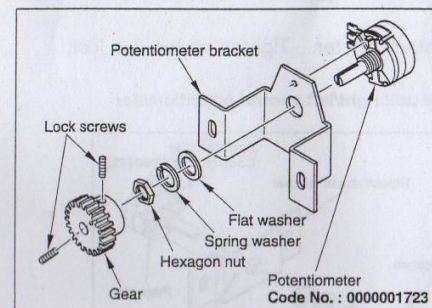
- 1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 Unscrew and detach the front and rear covers.
- 3 Disconnect the connectors from the start button.
- 4 Disconnect the wires from the gun assembly. Remove the 4 M8 hex-bolts & washers, & lift the gun assembly clear of the machine on to a suitable table/surface.
- 5 Remove the bolts off the potentiometer brackets. Detach the potentiometers and their brackets together.



6 Remove the hexagon nut and separate the potentiometer.

Rifle unit up/down control potentiometer

Rifle unit right/left control potentiometer



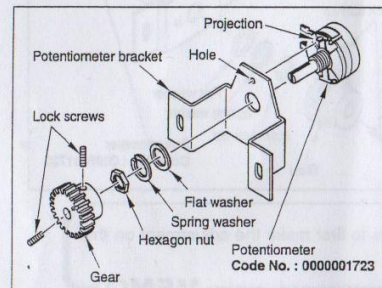
- When replacing the potentiometers with new ones, be sure to first make the adjustment on the next page.

MEMO

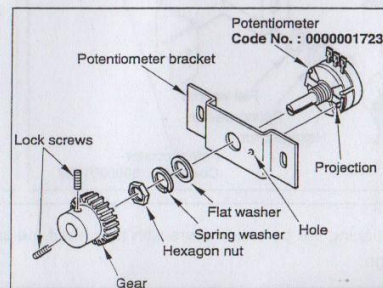
How to adjust the rifle unit potentiometers

- 1 Fit the potentiometer projection to the smallest hole of the potentiometer bracket. Tighten up the hexagon nut.
- 2 Install the gear onto the shaft of the potentiometer. Tighten up the two lock screws.

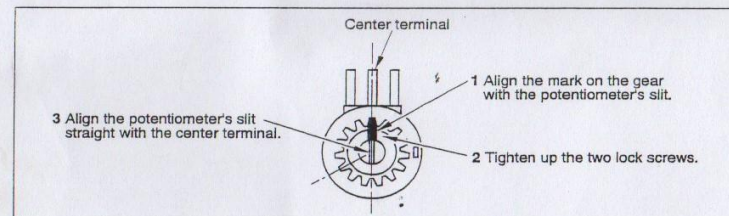
Rifle unit up/down control potentiometer



Rifle unit right/left control potentiometer

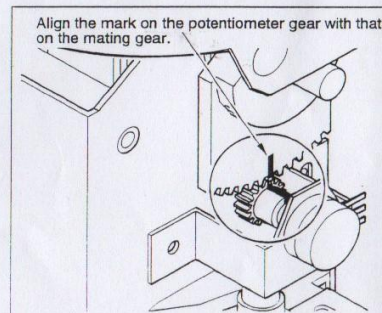


- 3 Align the potentiometer tip, as shown below.

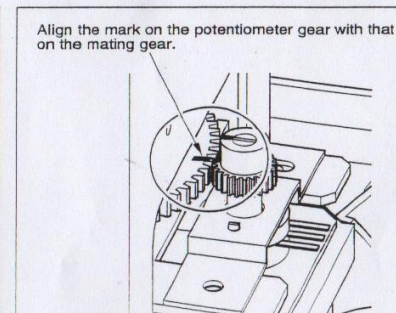


- 4 Set the potentiometer bracket so that the mark on the potentiometer gear and that on the mating gear be in alignment (see below). Also adjust the gears into good mesh.

Rifle unit up/down control potentiometer

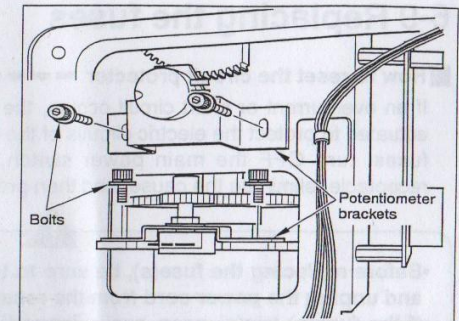
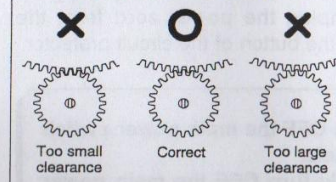


Rifle unit right/left control potentiometer



- 5 Place and fix the potentiometer brackets with the bolts.

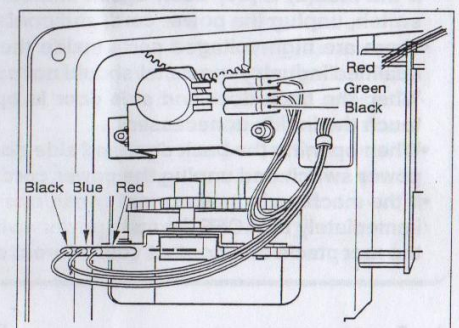
- Make sure both the gears are in proper mesh with each other. The fix the potentiometer bracket.



- 6 Reconnect the wires back to their respective terminals.

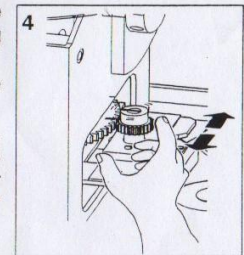
- 7 Place and fix the covers detached in Step 2 on page 44.

- 8 Plug in the power cord and turn ON the main power switch.



- 9 Take the steps in "4-1 Checking the game performance" on page 15 and the steps in "I/O CHECK" on page 17. Follow the procedure below to check the rifle unit performance.

- 1 Swing the rifle unit all the way to the left or the right. Hold it in this position.
- 2 Make sure that the "I" bar in "Volume" of "GUN YAW" is not in the red range. If in the red range, the potentiometer may get in trouble. Reposition and readjust the potentiometer so that the "I" bar comes into the green range.
- 3 While holding the rifle unit in that position, make sure that the "Free" reading is "0000". (If the reading is not "0000", go back to the above step 1.)
- 4 Make sure the reading is "0000", and make one turn of the potentiometer gear gently by hand. If the "I" bar in "Free" comes in the red range again, it means the gear's clearance is too large. This fails to play the game. Readjust the potentiometer gear into good mesh. Finally make sure the "I" bar is in the green range.



- 10 Make sure the rifle unit functions as specified.

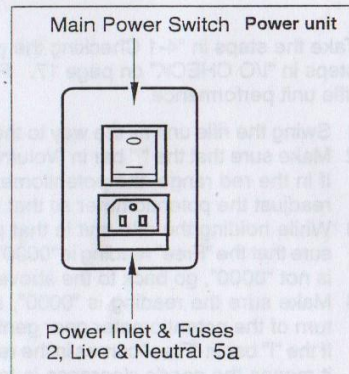
6-9 Replacing the fuses

How to reset the circuit protector

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

- Before replacing the fuse(s), be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the fuse(s) trip(s) soon again, immediately turn OFF the main power switch, unplug the power cord, and contact your nearest dealer.
- There are high-voltaged parts inside the product. Other persons than qualified industry specialist should not open the back door and side door. When the back door and side door is opened, pay due attention not to touch the inside unnecessarily.
- When opening the back door and side door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the machine is in abnormal conditions and does not operate normally, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

- 1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 Remove the cause of the trouble. Insert new fuse(s) of the correct rating.

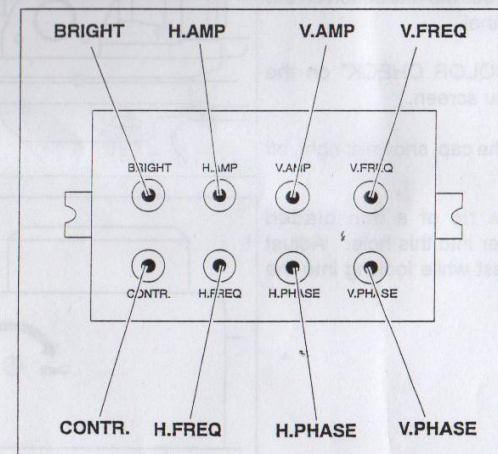


6-10 Adjusting the on-screen picture

Adjusting the on screen picture

Great care is needed when adjusting the monitor, as HIGH VOLTAGE potential exists around the monitor tube and chassis PCB.

It is advised that the machine be switched OFF while the remote monitor adjustment PCB is relocated to the front of the machine for adjustment. DO NOT touch the picture tube or chassis while machine is operating. Make people in the vicinity aware the machine is being serviced if you will be carrying out maintenance in the rear of the cabinet, so as the machine will not be inadvertently played by customers.



- BRIGHT = Adjusts the screen brightness
- H.AMP = Adjusts the horizontal amplitude of the picture
- V.AMP = Adjusts the vertical amplitude of the picture
- V.FREQ = Adjust to prevent vertical rolling
- CONTR. = Adjusts the contrast of the screen picture
- H.FREQ = Adjust to prevent horizontal rolling
- H.PHASE = Adjusts the horizontal position of the picture
- V.PHASE = Adjust the vertical position of the picture

The picture is preset at the factory, but due to vibration during transport the picture may need adjusting. Use the information above to achieve a satisfactory picture using "SCREEN CHECK" page 22.

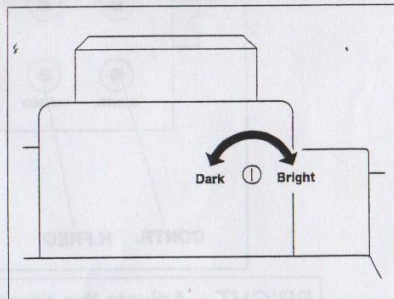
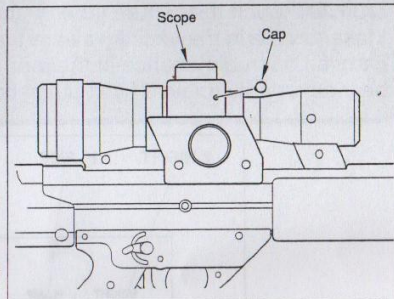
MEMO

6-11 Adjusting the brightness on the scope LCD screen

How to adjust the LCD screen brightness

! Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

- 1 Turn ON the main power switch and get the game started.
- 2 While the demonstration game is playing, press the test button on the service panel.
- 3 Select "COLOR CHECK" on the main menu screen.
- 4 Remove the cap, shown at right, off the scope.
- 5 Insert the tip of a thin bladed screwdriver into this hole. Adjust the contrast while looking into the scope.



6-12 Troubleshooting

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

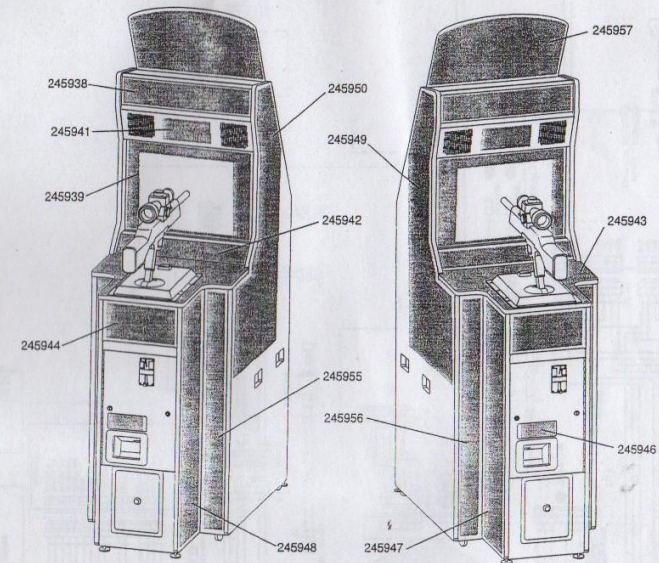
Trouble	Possible cause & check point	Measures
No image on main screen, title unit fluorescent light failure to light up.	- No power supply. - Power cord unplugged at machine or wall outlet.	- Turn ON the main power switch. Check also site circuit breaker. - Reconnect power cord. (See page 34.)
No image on main screen: Dot matrix light on.	- Connector(s) wrongly connected when joining the separated units. - Wires (connectors) disconnected on PCB unit.	- Reconnect connector(s) properly. - Check to see if PCB unit wires (connectors) are all connected.
Dot matrix failure to light up.	Dot matrix defective.	- Check performance on "DOT MATRIX CHECK" screen. (See page 21.) - Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.
Main monitor screen too dark or too bright.	Monitor maladjusted.	Readjust brightness on main monitor screen using monitor adjustment PCB. (See page 49.)
Game started, but no image on scope screen.	- Connector(s) wrongly connected after replacing the rifle unit or the scope. - Wires (connectors) disconnected on PCB unit.	- Reconnect connector(s) properly. (See pages 41 and 43.) - Check to see if PCB unit wires (connectors) are all connected.

Trouble	Possible cause & check point	Measures
Start button malfunctioning.	• Switch wires disconnected from start button socket. • Wires (connectors) disconnected on PCB unit. • Start button defective.	◦ Reconnect switch wires properly to socket. (See page 40.) ◦ Check to see if PCB unit wires (connectors) are all connected. ◦ Replace start button as required. (See page 39.)
Start button functioning, but button lamp failure to light up.	• Lamp wires disconnected from start button socket, or wrongly connected. • Start button lamp (LED) defective.	◦ Reconnect lamp wires properly to socket. (See page 40.) ◦ Check performance on "I/O CHECK" screen. Replace start button as required. (See page 39.)
Rifle unit's trigger malfunctioning.	• Wires disconnected from trigger's microswitch. • Wires (connectors) disconnected on PCB unit. • Trigger's microswitch defective.	◦ Reconnect microswitch wires properly. (See page 42.) ◦ Check to see if PCB unit wires (connectors) are all connected. ◦ Check performance on "I/O CHECK" screen. Replace trigger's microswitch as required. (See page 42.)
"COIN MECH ERROR" message displayed at start up. Coin mech malfunctioning.	• Coin mech defective.	◦ Check performance on "COIN MECH CHECK" screen. Replace coin mech as required. (See page 37.)
"HOPPER ERROR" message displayed at start up.	• Hopper empty. • Hopper clogged with coins. • Hopper sensor in trouble.	◦ Fill the hopper with coins in the REFILL or test mode. ◦ Let the stuck coin go through. ◦ Check to see if hopper wires (connectors) are all connected.

Trouble	Possible cause & check point	Measures
Rifle unit orientation cursor failure to move or out of position.	• Reference settings greatly out of spec. • Wires disconnected from rifle unit's potentiometer. • Rifle unit's potentiometer wrongly installed. • Rifle unit's potentiometer defective.	◦ Check performance on "I/O CHECK" screen. Make new settings on "GUN CHECK" screen as required. (See page 19.) ◦ Reconnect potentiometer wires properly. (See page 44.) ◦ Install potentiometer properly. (See page 46.) ◦ Replace potentiometer with new one. (See page 44.)
Image out of position on scope screen.	• Reference settings greatly out of position.	◦ Make new settings on "SCOPE SCREEN ADJUST" screen. (See page 23.)
Image too dark or too bright on scope screen.	• Scope LCD screen maladjusted.	◦ Readjust brightness on scope LCD screen. (See page 50.)
No sound, or sound too weak or too loud.	• Sound level maladjusted. • Wires (connectors) disconnected on PCB unit.	◦ Make new settings on "SOUND OPTIONS" screen. (See page 26.) ◦ Check to see if PCB unit wires (connectors) are all connected.
"BAD" displayed on "ROM CHECK" screen in test mode. "FILE ERROR" message displayed at start up.	• Indicated memory card defective.	◦ Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

Trouble	Possible cause & check point	Measures
"HARDWARE ERROR (***)" displayed on screen. Game failure to start.	•Hardware getting in trouble.	•Write down the error code "***", immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.
"RTC MEMORY ERROR" message displayed at start up.	•RTC in trouble or RTC's built-in battery voltage low.	•Replace the PCB unit with new one.
Following display shown on screen at start. Game failure to start. BACKUP DATA ERROR INDICATE ITEM OPTION SETTINGS PRESS TEST BUTTON = NEXT	•Error in indicated item. •OPTION SETTINGS •GUN VOLUME DATA •SCOPE SCREEN ADJUST DATA •BOOKKEEPING INCOME DATA •CLOCK SETTINGS DATA	•Press test button to return "OPTION SETTINGS", and "BOOKKEEPING INCOME DATA" settings to factory ones. For "SCOPE SCREEN ADJUST DATA" and "GUN VOLUME DATA" settings, press test button to go back to test mode. Then make new settings.
"OK" displayed in the initial device check, but failure to go to the game mode.	•Connectors not tightly connected with the PCB unit. •Any connector disconnected. Or wires broken.	•Turn the main power switch OFF and unplug the power cord. Check to see if all the connectors are connected properly. If they are connected properly but the same problem occurs, contact your nearest dealer.

SPARE PARTS & LABELS



ITEM	DESCRIPTION	PART No.
01	HOPPER 12V	50869
02	ESCROW UNIT	50854
03	METER 12v(x3)	50725
04	CF330 ACCEPTOR UK	50853
05	HAPP PSU	14062
06	INTERVIDEO 21" MONITOR	10223
07	MATRIX LAMBDA PSU	14068
08	START BUTTON	22687
09	REFILL KEY & SWITCH	525015-01-4
10	MIRROR	245937
11	SECURITY CASH-DOOR	50807

