



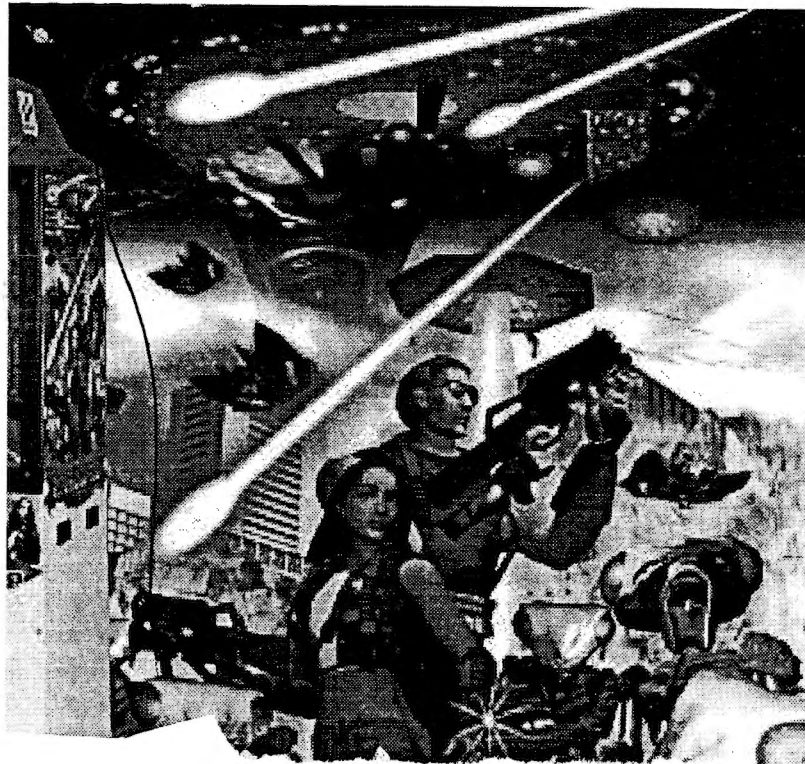
ORIGINAL VIDEO GAME

OPERATOR'S MANUAL



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27" U/R VERSION



- 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.

PN. 715401

KONAMI®

Technical Service: (847) 215-5100 (Ext. 1115)

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:** _____

27" U/R — P/N 715251

- 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 data and design are protected by copyright law and industrial property law.
- 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.

Contents

■ Precautions for use	2-6
1 Specifications	7
2 Names of parts and list of main parts	8-10
3 How to play	11
4 Opening and closing the doors	
4-1 Opening and closing the maintenance door	12
4-2 Opening and closing the coin door	13
5 PCB settings	
5-1 PCB start-up check (self test)	14
5-2 Adjusting the game environment (manual test)	15
5-3 Mode descriptions	16-22
6 Setting up the game machine	
6-1 Gun unit shooting range	23
6-2 Fastening the adjusters	24
6-3 Service panel	24
6-4 Power unit	25
7 Maintenance and annex	
7-1 How to replace the CCD camera unit	26
Wiring Diagram	27
Memo	28

■ Precautions for use

In this manual, the precautions to be followed without fail in order to prevent damage to persons who install, use or maintain "TERABURST™" or other persons or to properties are shown as follows.

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.

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 specialists. Doing so could result in injury or product damage.
 - When installing the machine, make sure that all 4 adjusters are tight on the floor and that the machine is level and stable. Unstable set-up may result in personal injury or machine trouble.
- **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:** 
 - 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.

Setting Up



CAUTION

- **Be sure to use indoor wiring 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 stumble and get injured, or damage the power cord or the cable.
- **Be sure to ground this product.**
 - Otherwise an electric shock or machine trouble may result.
- **Clearance of 4 in. or more should be created between the game machine and walls.**
 - Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.



Operation



WARNING

- **Hold the gun in the right position. Be careful not to wave or drop the machine gun.**
 - Otherwise it could result in injury or accident.
 - **If there is any abnormality such as smoke, bad smell or unusual noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle.**
 - 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.
 - **Never disassemble, repair or modify any section other than those specified in this manual.**
 - Doing so could result in fire, malfunction or equipment failure.
 - Ask your nearest dealer to perform repair etc..
 - We do not assume any responsibility for any damage caused by tampering with the machine.



Operation



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..
 - **The following users should not play the game.**
 - Doing so could cause accidents or illness.
- | | |
|---|--|
| <ul style="list-style-type: none"> · Those under the influence of alcohol. | <ul style="list-style-type: none"> · Those suffering from or being treated for arm or wrist ailments. |
|---|--|
- **Do not plug or unplug the power cord with wet hands.**
 - Doing so could result in electrical shock.
 - **When handling the power cord, take care of the following:**
 - Otherwise an electric leak, fire or electric shock may result.
- | | |
|---|---|
| <ul style="list-style-type: none"> · Do not damage the power cord. · Do not bend the power cord excessively. · Do not heat the power cord. · Do not bind the power cord. · Do not sandwich the power cord. | <ul style="list-style-type: none"> · Do not modify the power cord. · Do not twist the power cord. · Do not pull the power cord. · Do not tread on 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.
 - **After play is over, make sure the gun unit is back in the specified position.**
 - Otherwise the machine gun could fall and cause injury or damage to gun.



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.
- **Before pressing the reset switch in the PCB unit or replacing the CCD camera, take an anti-static measure using a wrist band or the like.**
 - Static electricity may damage the electronic parts in the PCB unit.
- **Never disassemble, repair or modify any section other than those specified in this manual.**
 - Doing so could result in fire, malfunction or equipment failure.
 - Ask your nearest dealer to perform repair etc..
 - We do not assume any responsibility for any damages caused by tampering with the machine.
- **To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent and wrung out.**
 - Using organic solvents such as thinner may decompose the material.
 - Electrical shock or equipment failure could be caused by water entering the inside of the machine.



Moving and transportation



CAUTION

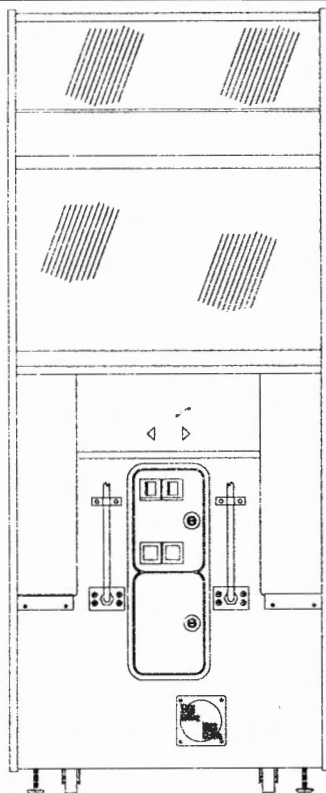
- The game machine contains parts such as the monitor, electronic components and precision components which are sensitive to vibrations and impact. Great care therefore should be taken when moving and transporting the game machine. Be sure not to let the machine tip over.
- Before moving the machine, turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine.
•Stepping on the power cord or getting caught by it may cause an accident or damage.
- Before moving the machine, fully raise the 4 adjusters. Move the unit on the casters.
•Failure to do so could result in accidents, damage or equipment failure.
- When moving the unit, be careful not to apply undue force.



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.

1 Specifications



Specifications

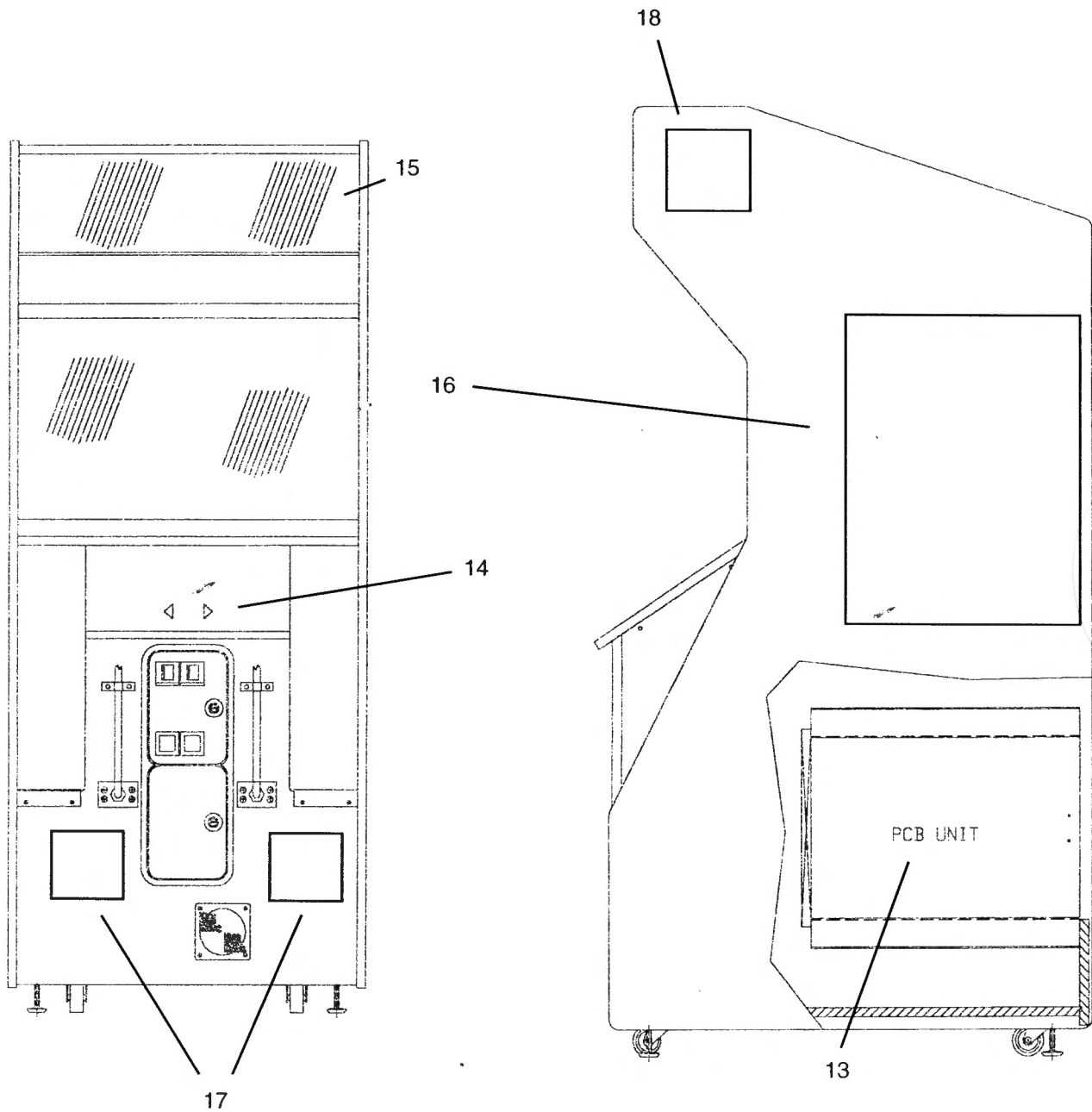
Dimensions	42 3/4" X 33 3/8" X 77 5/8"
Weight	Total weight : Approx. 462 lbs.
Rated power consumption	200 Watts
Monitor	27" - Medium Res. Color
Service condition	Temperature 0 to 30°C (32 to 86°F), Humidity 20 to 80%(No dewing is allowed.)
Attachments	· Instruction manual This manual · Keys for coin door 2 · Keys for maintenance 2 · AC power cord 1

•If any part is defective or not found, contact your nearest dealer.

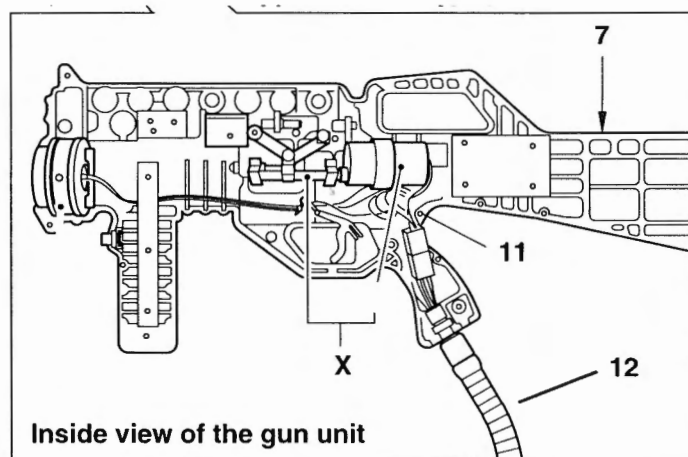
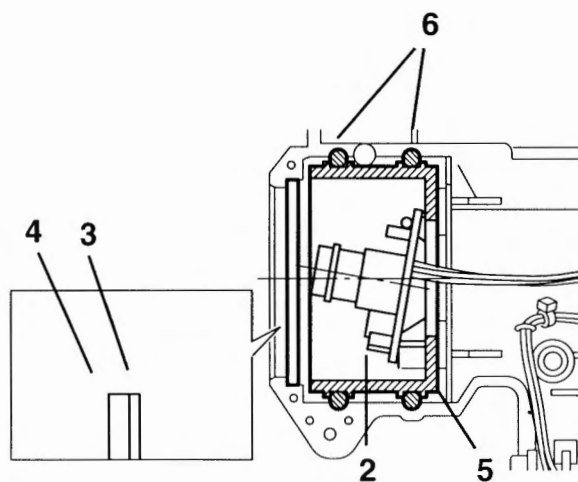
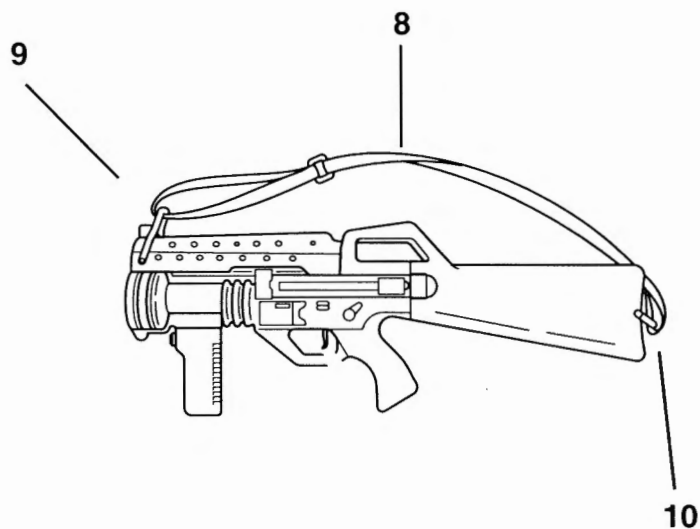
•The specifications of this product are subject to change without notice for reasons such as improving the performance.

2 Names of parts and list of main parts

■ Main machine



2 Names of parts and list of main parts



x U.S. 27" Version Motor Unit not included.

2 Names of parts and list of main parts

Parts List

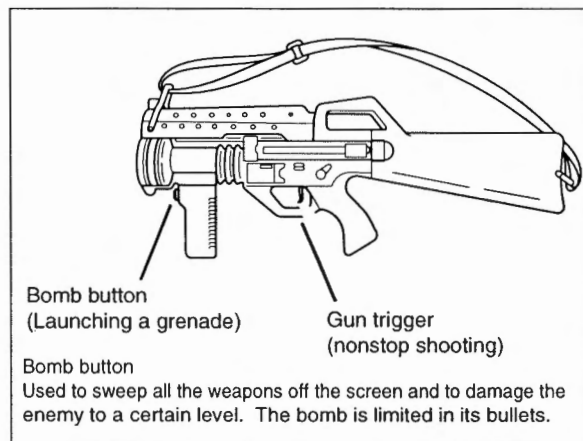
No.	Part Name	Part #	Qty.
1	Gun unit	715900B	2
2	CCD camera unit	680804	2
3	CCD filter A	680812	2
4	CCD filter B	680813	2
5	CCD plastic shell	680821	2
6	CCD O-ring	680822	4
7	Gun case	715904	2
8	Gun strap	680910	2
9	Gun strap bracket A	715911	2
10	Gun strap bracket B	715912	2
11	Gun harness (internal)	715010	2
12	Gun flex cable	715810	2
13	PCB unit	715003	1
14	Control panel overlay	715100B	1
15	Marquee	715200B	1
16	Side decal	715300B	2
17	Front decal	715301B	2
18	Konami logo decal	40936	2

3 How to play

The "TERABURST™" machine is designed to play a gun shooting game alone or in a pair.

■ How to play

- Shoot the enemy space aliens and enemy weapons that appear on the screen to get the highest score possible.
- Use both the ordinary bullets and bombs to shoot the enemies efficiently.
- As many ordinary bullets as you like can be fired for nonstop shooting. There is no need to reload the gun.



- 1 Put a coin(s) into the slot. Press the start button and the game starts itself.
- 2 The game proceeds in four stages. Each time one stage is cleared, your score at that stage is displayed.
- 3 When you get hit by the enemy, there will be fewer life points.
- 4 The game is over when you have lost all of your life points.

■ Joining a game already in progress

- You can join the game anytime during play.

■ Putting back the gun unit

- Put the gun unit back in its specified position. Ensure that guns rest firmly on bottom of holster pocket.

■ Continuing the game

- You can continue the game if you take the procedure within about 20 seconds after the game is over.

4 Opening and closing the doors

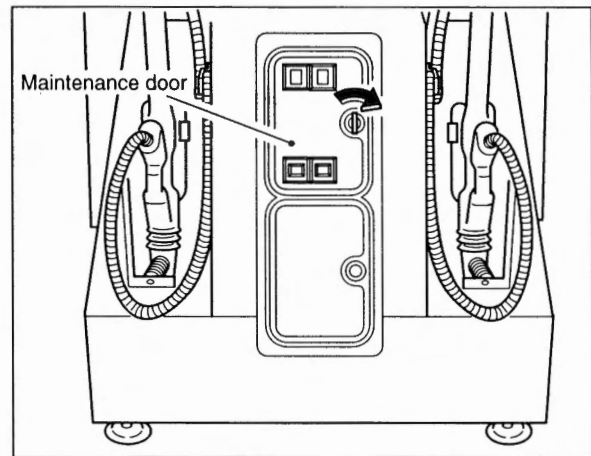
4-1 Opening and closing the maintenance door

■ How to open the maintenance door — — — — —

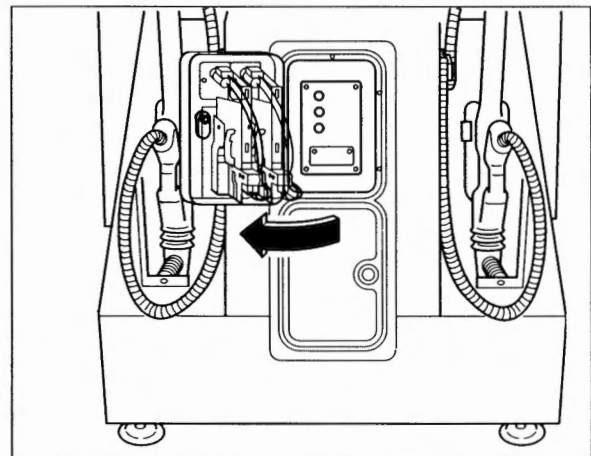


- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.

- 1 Insert the attached maintenance key in the maintenance door and turn it clockwise.



- 2 Open the maintenance door.



■ How to close the maintenance door — — — — —

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

4 Opening and closing the doors

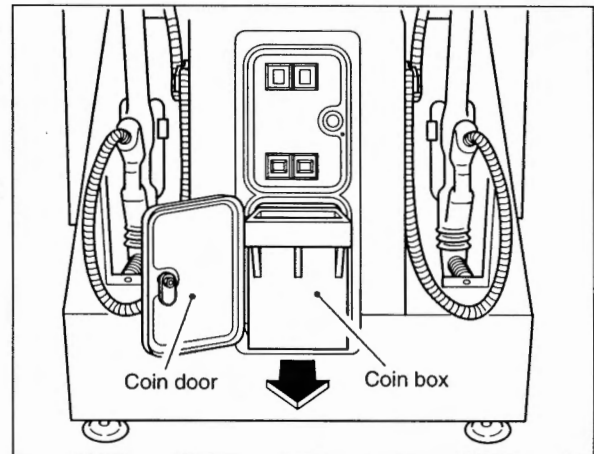
4-1 Opening and closing the coin door

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



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

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



5 PCB settings

5-1 PCB start-up check (self test)

When the main power switch is turned ON after installation of the machine, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen.



- **Be sure to check the PCB unit (self test) before using the machine.**
- **When the machine has been set up or when the PCB unit or the gun unit has been repaired or replaced, be sure to check the gun unit performance on the "GUN SETTINGS" on page 20.**
- **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 test —————

• All the devices of the PCB unit and the backup memory are checked, and the machine goes to the game mode and the demonstration game gets begins.

If any abnormality is detected

- If the PCB unit is in trouble, "BAD" appears at the device position on the screen and the start-up test will begin again in about 5 seconds.
- If there is a problem with the protected data on the backup memory, the following message appears on the screen.
"RTC SELF CHECK ERROR" In this case, the start-up test will begin again in about 5 seconds. If the same message shows up again, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.
- If there is a problem with the backup data, the following message appears on the screen.
"RTC DATA ERROR PRESS TEST SWITCH TO INITIALIZE" In this case, press the test switch on the service panel to initialize the backup memory. (The settings made in the manual test will return to the factory settings.)

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

5-2 Adjusting the game environment (manual test)

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

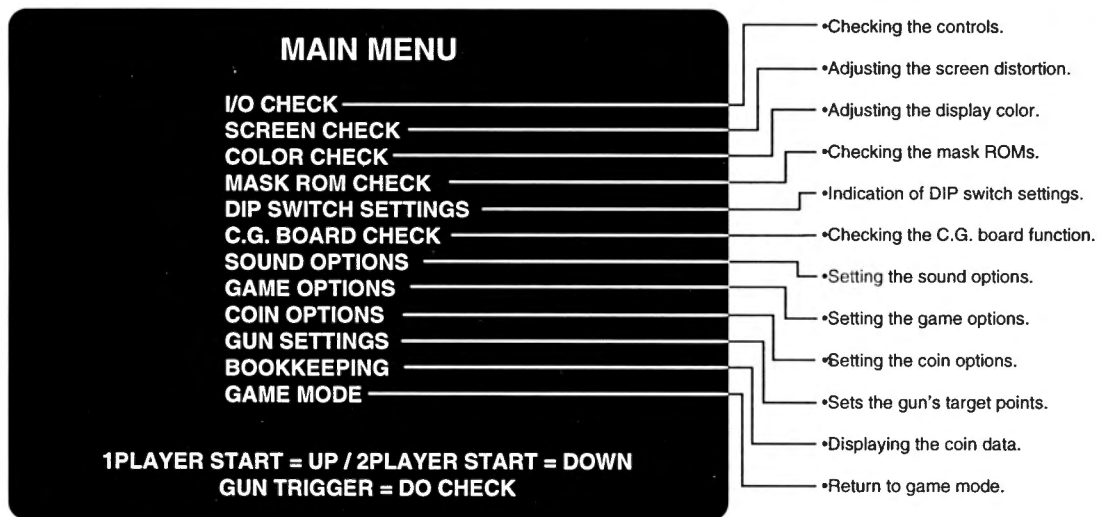
■ Starting the manual test mode -----

- 1 Turn ON the power switch.
- 2 Press the test switch on the service panel during the game mode demo (Do not turn ON the power switch with the test switch held down. The current settings will be erased and the machine will have the factory settings.)
 - The unit is set in the manual test mode and the main menu is displayed on the screen

■ Quit the manual test mode -----

- 1 Press the 1P or 2P start button to select "GAME MODE" on the main menu.
- 2 Pull the trigger of the 1P or 2P gun.
 - 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 --> Press the 1P or 2P start button.
- SET --> Pull the trigger of the 1P or 2P gun.
 - The machine is now in the selected mode.

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

5 PCB settings

5-3 Mode descriptions

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

· To change the settings, press the 1P or 2P start button to select an item and pull the 1P or 2P gun trigger to modify its setting.

· Then select "SAVE AND EXIT" and pull the 1P or 2P gun trigger again. With "NOW SAVING" displayed on the screen, all the settings are automatically saved. Then the main menu screen shows up again.

· If "EXIT" is selected after the settings have been changed, the following message appears on the screen.

YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO Using the 1P or 2P start button, select "YES" or "NO" and pull the 1P or 2P gun trigger.

When "YES" is selected, the message "NOW SAVING" will appear, the modified settings will be saved, and the main menu screen will come on again.

When "NO" is selected, the message "NO MODIFICATION" will appear, the modified settings will not be saved, and the main menu screen will come on again.

- If "FACTORY SETTINGS" is selected and the 1P or 2P gun trigger is pulled, all the settings in the mode will be back to the factory ones.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance of each control.

To return to the main menu screen, press the 1P and 2P start buttons at once.

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

While watching the crosshatch pattern on the screen, adjust the on-screen size, horizontal and vertical centering and other factors.

To return to the main menu screen, pull the trigger of the 1P or 2P gun.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Using the monitor adjustment control board, adjust the display color so that the colors of the color bars should appear properly graduated and the background should become black sufficiently.

To return to the main menu screen, pull the trigger of the 1P or 2P gun.

MASK ROM CHECK

Checking the mask ROMs

- The mask ROMs are checked one by one.
If the ROM is not in trouble, "OK" is displayed.
If anything unusual is found, "BAD" appears. Once in this mode, the check starts automatically.
To return to the main menu screen, pull the trigger of the 1P or 2P gun.
- If "BAD" appears, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

DIP SWITCH SETTINGS

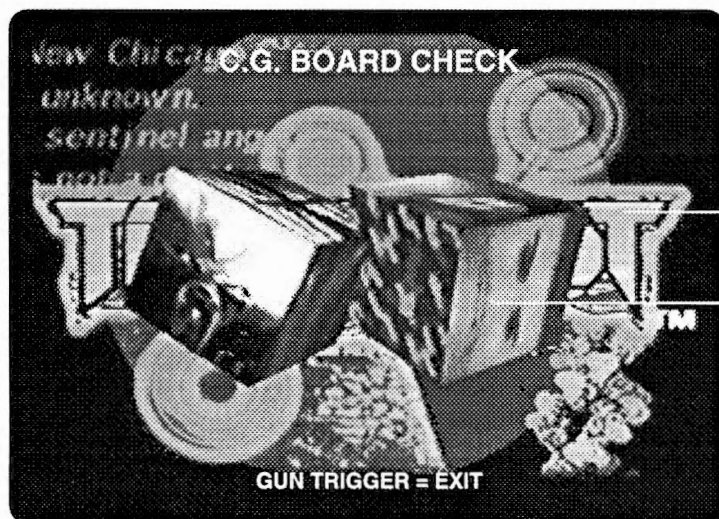
Indication of DIP switch settings

- Mode for indication of DIP switch settings.
Set all the DIP switches to the OFF position.
To return to the main menu screen, pull the trigger of the 1P or 2P gun.

C.G. BOARD CHECK

Checking the C.G. board function

- Mode for checking the function of the C.G. board.
Observe the screen in this mode to make sure that the C.G. board is functioning well.
To return to the main menu screen, pull the trigger of the 1P or 2P gun.



• The "TERABURST" logo is shown behind the cubes.

• Two cubes are rotating and entangled with each other.

5 PCB settings

SOUND OPTIONS

Setting the sound options

- This screen is used to check and adjust sound settings.
Press the 1P or 2P start button to select an item, and pull the 1P or 2P gun trigger to enter a new setting.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and pull the trigger of the 1P or 2P gun.

SOUND OPTIONS

SOUND IN ATTRACT MODE

ALL THE TIME

SOUND SCALE CHECK

SOUND VOLUME 20

FACTORY SETTINGS

SAVE AND EXIT

EXIT

1 PLAYER START = UP / 2 PLAYER START = DOWN

GUN TRIGGER = MODIFY SETTING

- 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.
- The "do re mi...do" musical scale is heard twice from both speakers. (Sound effect is given to the second round.)
- Adjusts the sound volume from level 0 (mute) to 30 (Maximum).
* To raise the sound level, pull the trigger of the 1P gun.
To lower the sound level, pull the trigger of the 2P gun.
- Pull the 1P or 2P gun trigger to return all the settings to the factory settings.

•This screen is just an example.

GAME OPTIONS

Setting the game options

- This screen is used to check and adjust game settings.
Press the 1P or 2P start button to select an item, and pull the 1P or 2P gun trigger to enter a new setting.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and pull the trigger of the 1P or 2P gun.

GAME OPTIONS

DIFFICULTY LEVEL

BLOODY MODE

RANKING DATA CLEAR

4 / MEDIUM

ON

FACTORY SETTINGS

SAVE AND EXIT

EXIT

1 PLAYER START = UP / 2 PLAYER START = DOWN

GUN TRIGGER = MODIFY SETTING

- Sets a difficulty level (from the 8 levels).
1/EASIEST
2/VERY EASY
3/EASY
4/MEDIUM Standard
5/MEDIUM HARD
6/HARD
7/VERY HARD
8/HARDEST
Easier
Harder
- To raise the difficulty level, put the trigger of the 1P gun.
To lower the difficulty level, pull the trigger of the 2P gun.
- Sets how opponent space aliens are gunned down.
ON.....Body blown off into pieces.
OFF.....Body falling down.
- Erases the score ranking data and returns the setting to the factory one.
- Pull the 1P or 2P gun trigger to returns all the settings to the factory settings.

•This screen is just an example.

5 PCB settings

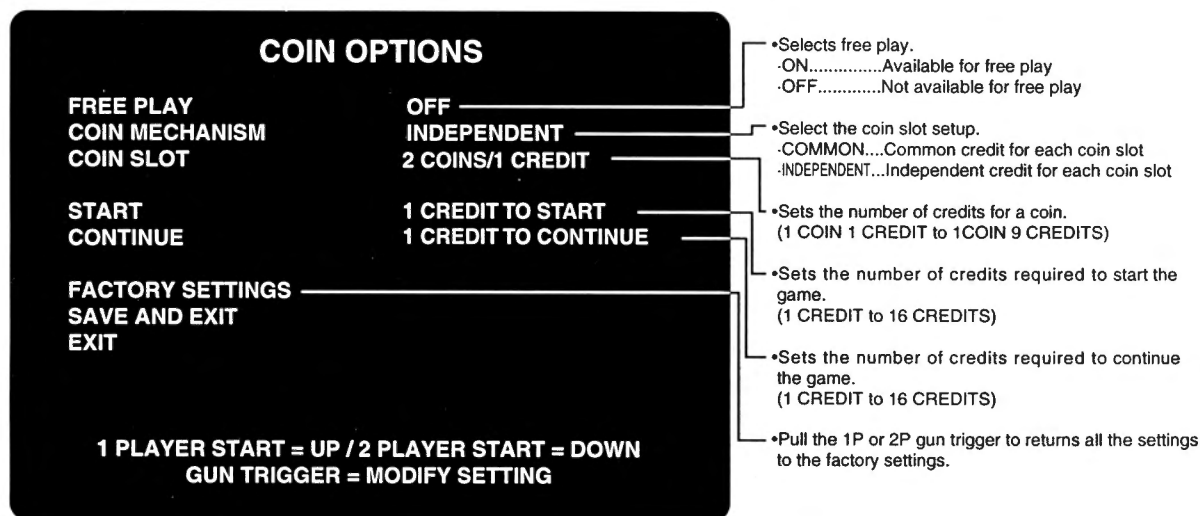
COIN OPTIONS

Setting the coin options

- This screen is used to check and modify game fee settings. Press the 1P or 2P start button to select an item, and pull the 1P or 2P gun trigger to enter a new setting. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and pull the trigger of the 1P or 2P gun.



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



•This screen is just an example.

5 PCB settings

GUN SETTINGS

Sets the gun's target points

■ In this mode, the marker position of the gun is checked.

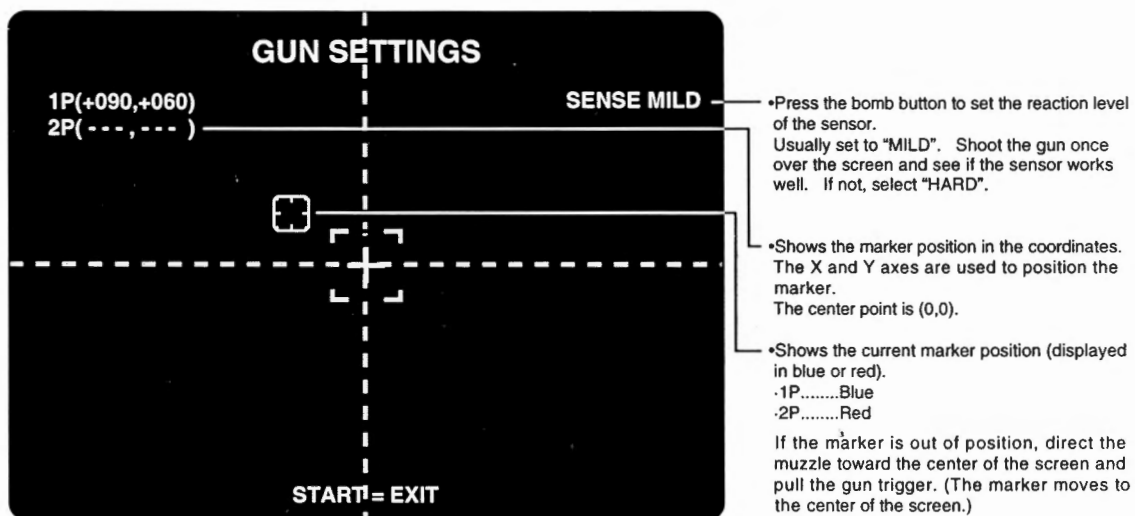
To return to the main menu screen, press the 1P or 2P start button.

•Positioning the target points

It is advisable to use this kit in the factory-set status.

If you want to reposition the target points of the gun, take the following steps on this screen.

- 1 Hold the gun unit and stand in front of the monitor. Pull the gun trigger, aiming at the center of the screen. (The target point, if out of position, will be automatically set to the center of the target on the screen.)
- 2 Make sure the marker has moved to the center of the screen.
- 3 Take the same steps for the other gun unit.



•This screen is just an example.

BOOKKEEPING

Displaying the coin data

In this mode, the total data on the number of coins put into the machine is displayed. If the time is preset in this mode, the total data on the number of coins put into the machine can be viewed by coin slot.

To return to the main menu screen, select "EXIT" pull the trigger of the 1P or 2P gun.

BOOKKEEPING

CLOCK SET UP

CURRENT 20:00:00
SET TO 20:00:00 [SET] [EXIT]

1PLAYER START = LEFT / 2PLAYER START = RIGHT
GUN TRIGGER = MODIFY SETTING

- Displays the current time in the 24-hour system.
(20 hours, 00 minutes, 00 seconds)
- Sets the system clock to a desired time.
Press the 1P or 2P start button to select an item and pull the gun trigger to change the setting.
- SET.....Pull the gun trigger and the time is set.
The "COIN DATA OF LAST 7 DAYS" screen shows up on the screen.
- EXIT.....Exits this mode without setting the time.

•This screen is just an example.

•The above setting, once made, is not displayed on the screen until the data is cleared. If the current time is not set, the coins that have been put in the machine will not be totaled nor displayed.

MEMO

When the time has been set on the "CLOCK SET UP" screen, the following BOOKKEEPING screens show up. Press the bomb button and the total coin data is cleared.

To return to the main menu screen, pull the trigger of the 1P or 2P gun.

BOOKKEEPING

COIN DATA OF LAST 7DAYS

TODAY	XX	•Number of coins of today.
YESTERDAY	XX	•Number of coins of yesterday.
-2DAY	XX	•Number of coins of 2 days ago.
-3DAY	XX	•Number of coins of 3 days ago.
-4DAY	XX	•Number of coins of 4 days ago.
-5DAY	XX	•Number of coins of 5 days ago.
-6DAY	XX	•Number of coins of 6 days ago.
-7DAY	XX	•Number of coins of 7 days ago.
LAST 7DAYS AVERAGE	XX	•Average number of coins of last 7 days.
TOTAL COINS	XX	•Total number of coins after the time being set.

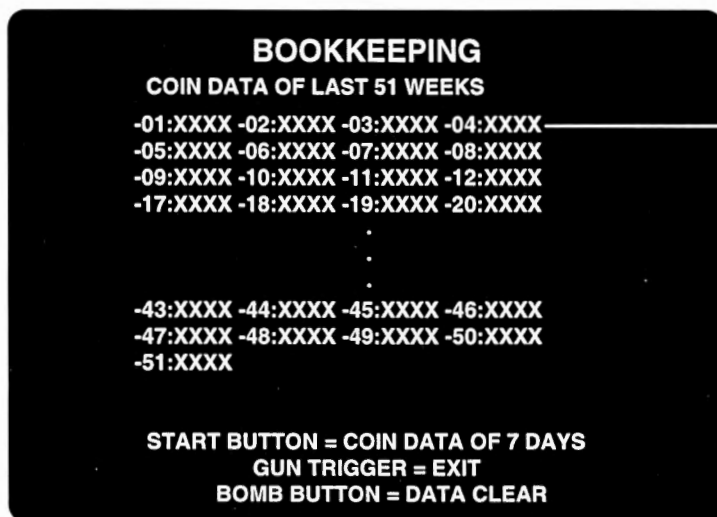
START BUTTON = COIN DATA OF 51WEEKS
GUN TRIGGER = EXIT
BOMB BUTTON = DATA CLEAR

•This screen is just an example.

5 PCB settings

- When the 1P or 2P start button is pressed on the “COIN DATA OF LAST 7 DAYS” screen, the past 51-week coin data is displayed in weekly totals. Press the bomb button and the total coin data is cleared.

To return to the main menu screen, pull the trigger of the 1P or 2P gun.



•Displays the total data for the period of 51 weeks ago up to one week ago.

•This screen is just an example.

- When the data is cleared on this screen and then “BOOKKEEPING” is selected, the “CLOCK SETUP” screen shows up. Set the time to get the coin counter started.

MEMO

6 Setting up the game machine

6-1 Gun unit shooting range

■ Setup environment for the machine -----

Be very careful not to set up the machine in any of the following ambient conditions. In such environment, the gun unit may fail to hit the targets or malfunction.

- The muzzle filter is exposed to direct sunlight.
- The muzzle filter receives the light reflected from a window or mirror.
- The muzzle filter is exposed directly to the light from a light source such as strong spotlight.

■ Gun unit shooting range -----

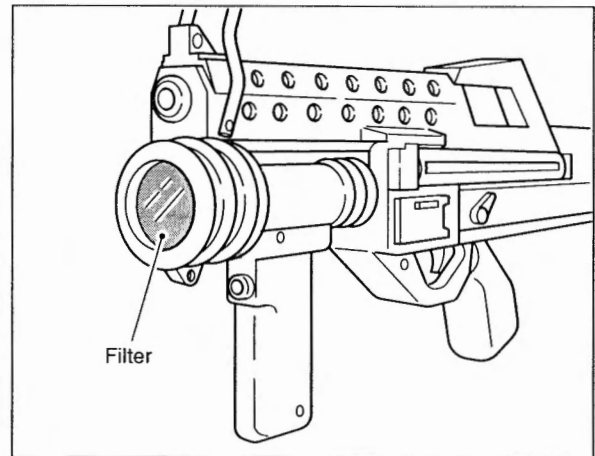
With the gun unit held under the arm, the distance between the muzzle and the monitor glass should be less than 2 feet.

■ Stain on the muzzle -----

If the muzzle filter is scratched or stained, the gun unit may fail to shoot the targets or malfunction. Check and clean the filter at regular intervals.

Machine gun care

- Gently wipe the gun clean with soft cloth (flannel) soaked in neutral detergent and squeezed well.
- Do not use any thinner and other organic solvents. The gun unit surface may be damaged.
- Allow no water to enter into the gun. An electric shock or trouble may result.



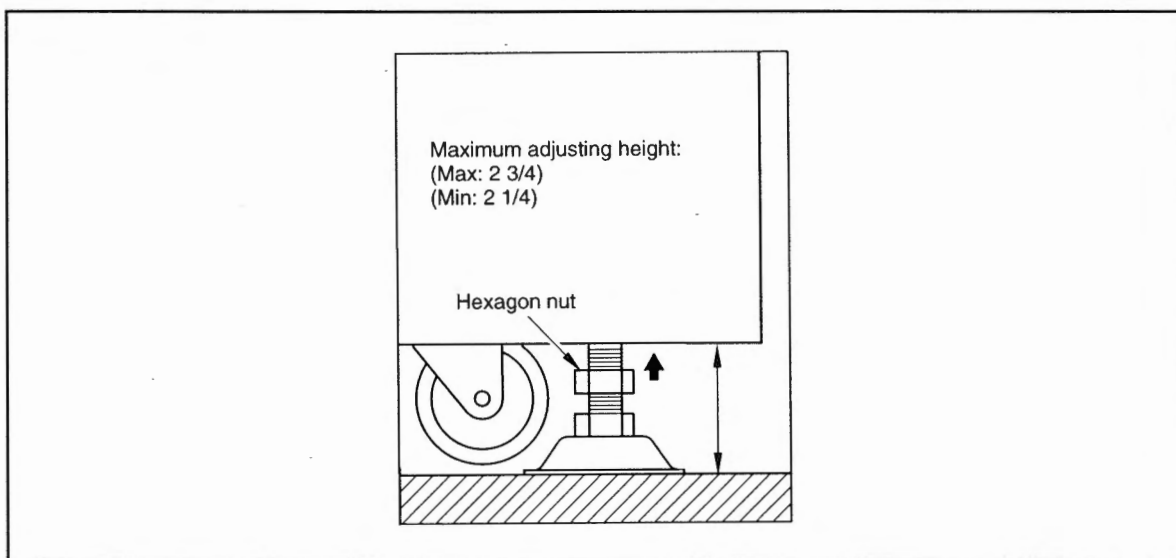
6 Setting up the game machine

6-2 Fastening the adjusters

■ How to fasten the adjusters



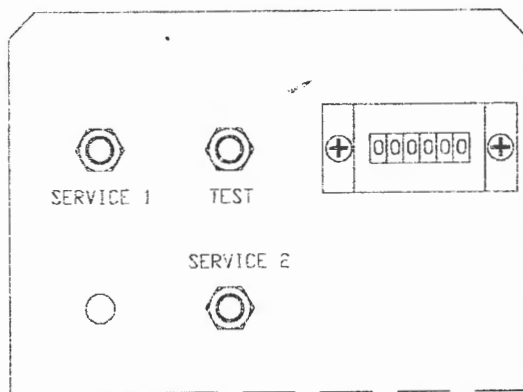
- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Adjust the 4 adjusters so that they are flush with the floor and make sure that the machine is stable and level. Then tighten up the hexagon nuts upward.



6-3 Service panel

You will find the service panel when the maintenance door is opened with the attached maintenance key.

■ Service panel



6 Setting up the game machine

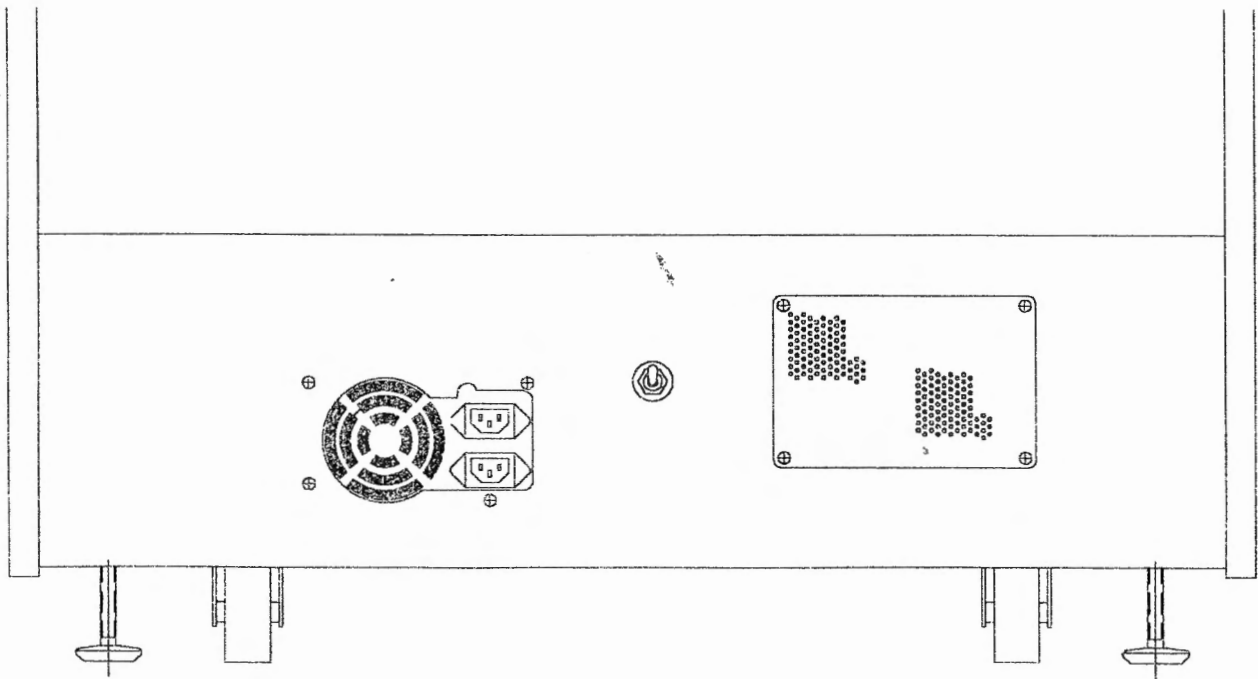
6-4 Power Supply

The power supply (with the main power switch) is located on the back of the cabinet.

■ Power unit —————



- 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.



7 Maintenance and Annex

7-1 How to replace the CCD camera unit



- Before replacing the CCD camera unit, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- Before replacing the CCD camera unit, take an anti-static measure using a wrist band or the like.
- Be sure to place the CCD camera unit with the camera facing upward. With the camera in any other position, the machine does not function as specified.

- 1** Remove the 27 screws. Detach the strap hooks and the gun case.

A M3 x 8L
B M3 x 20L
C M3 x 25L
D M3 x 30L
E M4 x 15L

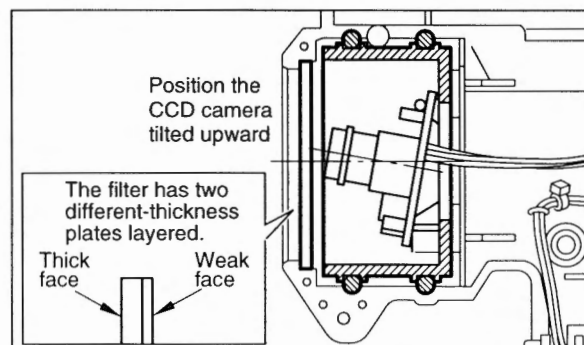
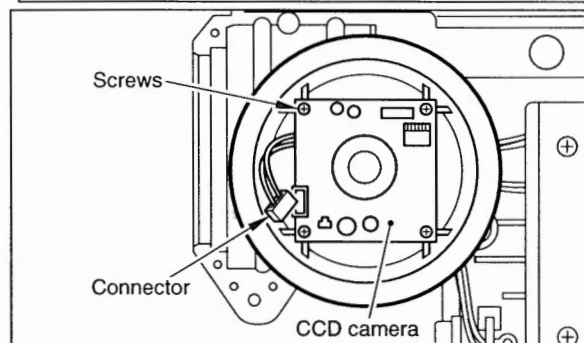
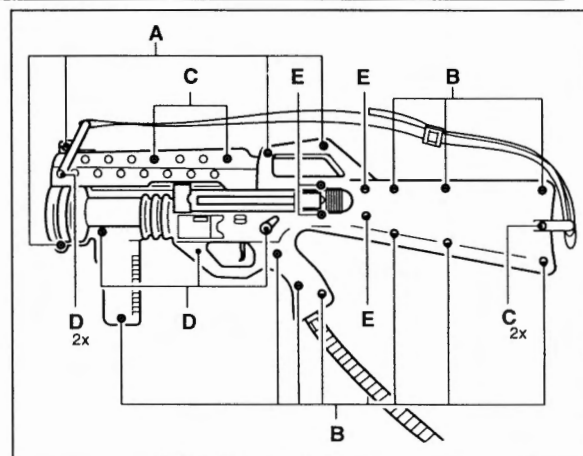
- 2** Take the CCD camera unit out of the gun case.

- 3** Disconnect the connector from the CCD camera unit.

- 4** Remove the 4 screws off the CCD camera. Detach the CCD camera.

- 5** Place and fix a new CCD camera tilted upward as shown at right. (When viewed from the muzzle, the connector must be on the left. See the middle figure at right.)

- 6** Referring to the position of the hole, fit the CCD camera unit in the reverse order. Be careful not to get the wires caught.

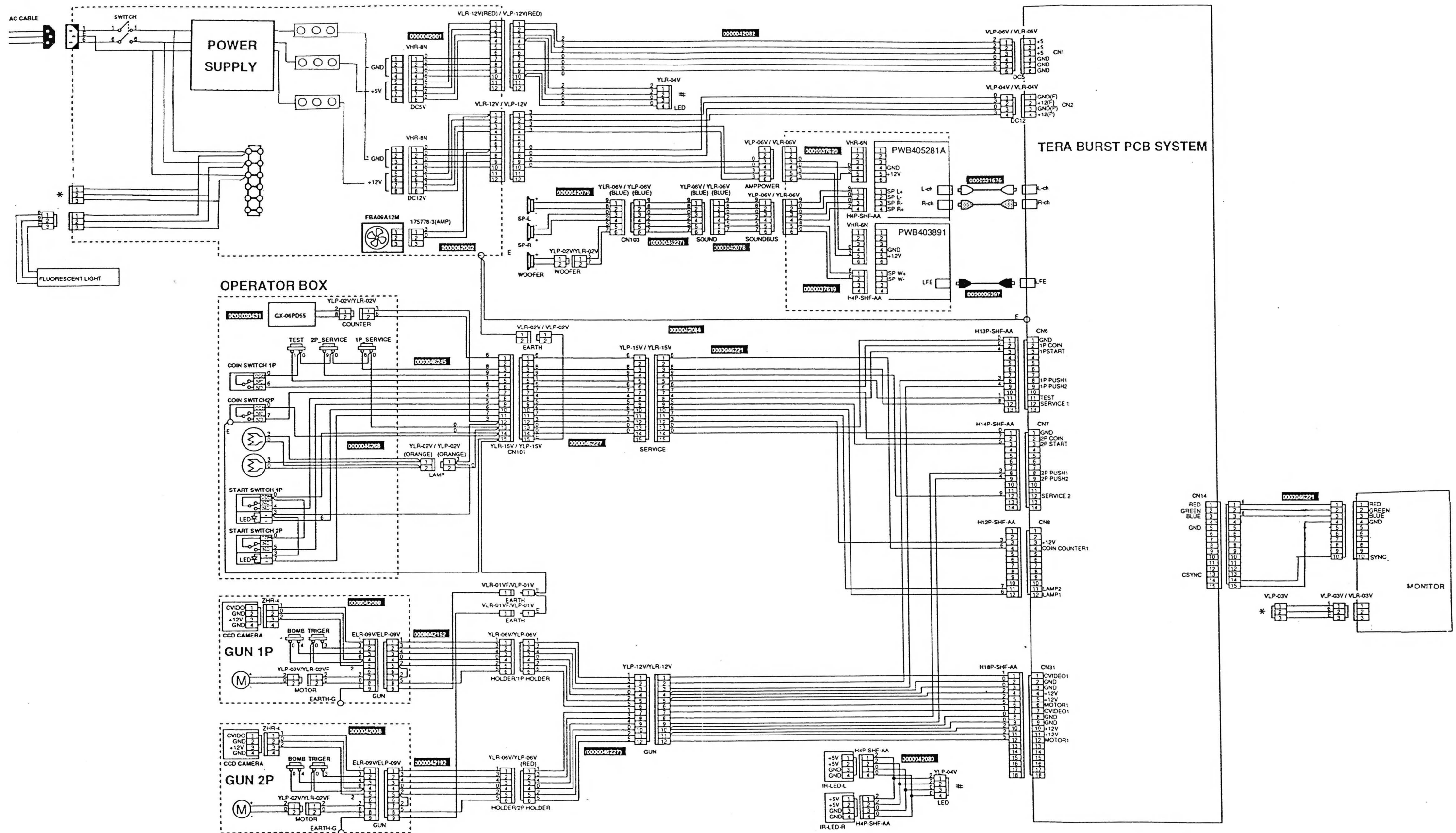


- Make sure the filter is placed back in the specified direction.

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- 7** Go to the "GUN SETTING" screen on page 20 and make sure the target point is properly displayed.

Wiring diagram



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