

**KONAMI**

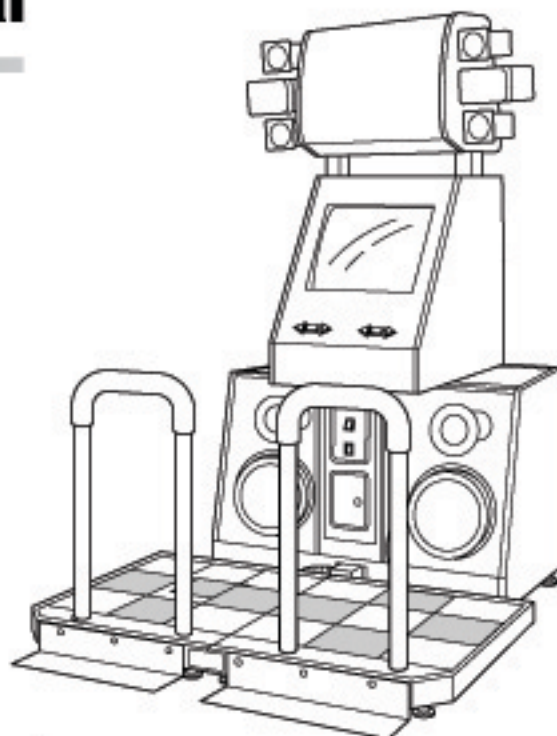


## DanceDanceRevolution SuperNOVA

Set-up, Operation, Maintenance, Parts catalog and Wiring diagram

# Operator's Manual

GKFDH-UA



**Betson Enterprises**  
**Service - 1-800-524-2343**  
**1-201-438-1300**



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

# About this product

---

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



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

• **This manual covers the following models:** \_\_\_\_\_

• **GKFDH-UA**

---

- 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.

© 2006 KONAMI

**MAGICGATE** is a copyrighted anti-copying technology created by Sony Corp.  
This **MAGICGATE** mark does not necessarily imply compatibility with other products bearing the "MAGICGATE" trademark.  
**MAGICGATE** is a trademark of Sony Corporation.

**MAGICGATE** est une marque commerciale de Sony Corporation.

# Contents

---

■ Precautions for use .....	2
■ Locations of warning and other safety labels .....	8
<b>1 Specifications .....</b>	<b>10</b>
<b>2 Names of parts .....</b>	<b>12</b>
<b>3 How to play .....</b>	<b>13</b>
<b>4 Opening and closing the doors</b>	
4-1 Opening and closing the maintenance door .....	14
4-2 Opening and closing the coin door .....	15
<b>5 Game settings</b>	
5-1 Checking the game performance .....	16
5-2 Setting and adjustment of game mode .....	17
5-3 Mode descriptions .....	18
<b>Chapter title page .....</b>	<b>31</b>
<b>6 Installation and assembling</b>	
6-1 Connection of units .....	32
6-2 Fastening the adjusters .....	35
6-3 Power unit .....	36
6-4 Service panel .....	36
6-5 External output terminals .....	37
6-6 Splitting into and moving of units .....	38
6-7 Moving the coin counter .....	39
<b>7 Maintenance</b>	
7-1 Replacing the coin selector .....	40
7-2 Replacing the fluorescent light .....	41
7-3 Replacing the spotlight lamp .....	42
7-4 Replacing the button .....	43
7-5 Maintenance of foot panel .....	45
7-6 Resetting the circuit protector .....	47
7-7 Adjusting the monitor .....	48
7-8 Troubleshooting .....	49
<b>8 Annex</b>	
8-1 Label locations and exploded view .....	53
8-2 Wiring diagram .....	79

# ■ Precautions for use

---

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

## Be sure to read the following

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



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



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

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



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

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

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

·Otherwise an electric shock, machine trouble, or a serious accident may result.

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

### Qualified in-shop maintenance persons

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

### Jobs handled by qualified in-shop maintenance persons

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

### Industry specialist

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

### Jobs handled by industry specialist

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

## Setting Up



### WARNING

• **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**

- This product should not be set up, moved or transported by anyone other than industry specialist. Doing so could result in injury or product damage.
- When installing this product, set the 12 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.
  - Where a high-pressure cleaning machine is used.



• **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 AC power cord by force or place heavy objects on it.**

- Doing so could result in electric leakage or fire.



• **Never plug or unplug the AC power cord with wet hands.**

- Doing so could result in electrical shock.



• **Never unplug by pulling the AC power cord.**






- Doing so could damage the cord, resulting in electric leakage or fire.



## 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 AC 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 AC power cord where people walk through. You may tread on or stumble over them.**  
· You may stumble down and get injured, or damage the AC power cord. 
- **Be sure to ground this product.**  
· Otherwise an electric shock or machine trouble may be caused. 
- **Clearance of 100 mm (3.94in) or more should be created between the game machine and walls.**  
· Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.
- **Do not hold the unit connection pipe when moving this product.**  
· Otherwise, it may result in an injury or accident. 
- **After the units are connected, never move the product across a step.**  
· Otherwise, it may result in an injury or accident, or damage to the units.
- **Provide a clearance of more than 200 mm (8 in) and less than 400 mm (16 in) between the step base units and the cabinet unit.**  
· If a player sticks his foot between the units, he may be injured. If a too large clearance is provided, a player who is on way of stepping down from the step base units may step on the unit connection pipe and tumbling down, resulting in a serious injury.
- **Do not change the factory settings of this product's DIP switches unless otherwise specified.**  
· Otherwise, the machine may fail to play the game properly. 

## Operation



### WARNING

- **If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the AC 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 AC power cord from the receptacle.
- 3 Contact your nearest dealer.

- **Do not leave the AC power cord plugged improperly or covered with dust.**



·Doing so could result in electrical shock or fire, so inspect the AC 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..



- **The following users should not play the game.**

·Doing so could cause accidents or illness.

·Those under the influence of alcohol. ·Those in bad shape. ·When a player holds food in his hand.  
·Those suffering from or being treated for arm, wrist, leg or foot ailments.  
·Those suffering high blood pressure or heart ailments. ·Those pregnant or probably pregnant.  
·When a player wears unstable shoes like high-heeled shoes or slippery shoes, pa a player is barefoot.

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

·Inobservance of the precaution may cause an accident.

·Do not hang on to or lean against the safety bar.  
·Do not dance violently. You may get injured.  
·Watch your step when getting down from the step base.

- **Do not give impact to the glass cover.**

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



- **If the surface of the step base units is wet, wipe it dry before playing.**

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

- **Do not give impact to the foot panel with a force more than necessary.**

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



- **Do not plug or unplug the AC power cord with wet hands.**

·Doing so could result in electrical shock.



- **In handling the AC power cord, follow the instructions below.**

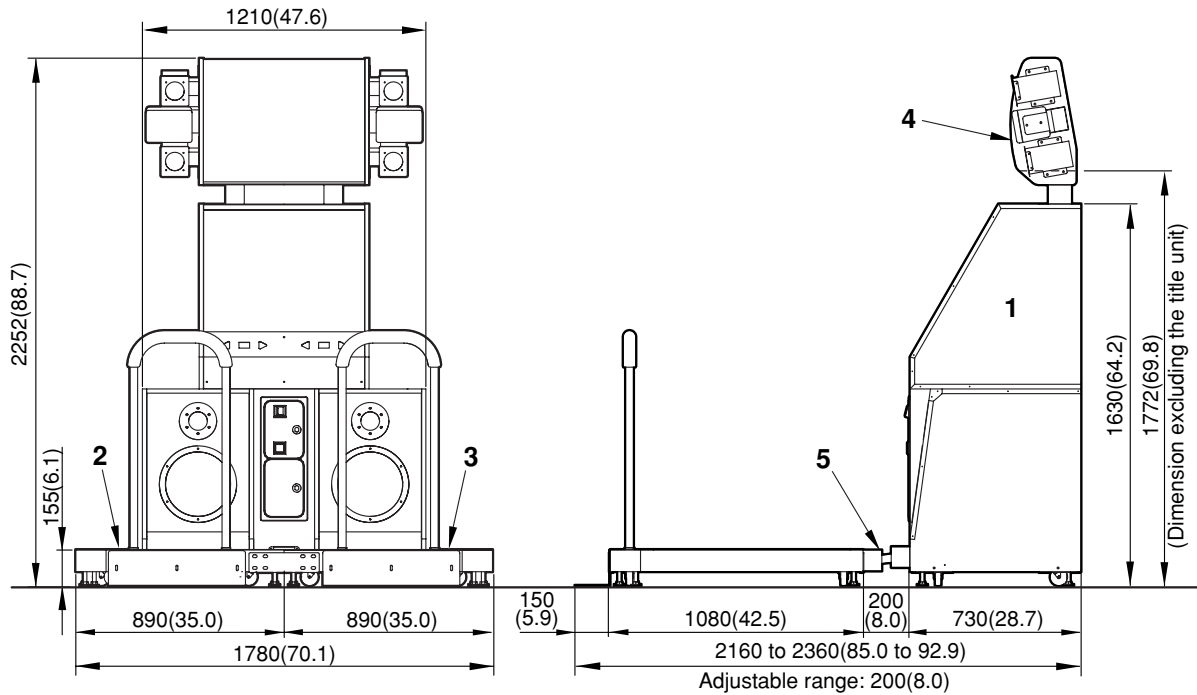
·Otherwise an electric leak, fire or electric shock may result. Normal communication play may also be impossible.

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

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

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

# 1 Specifications



Rated power consumption

## Specifications

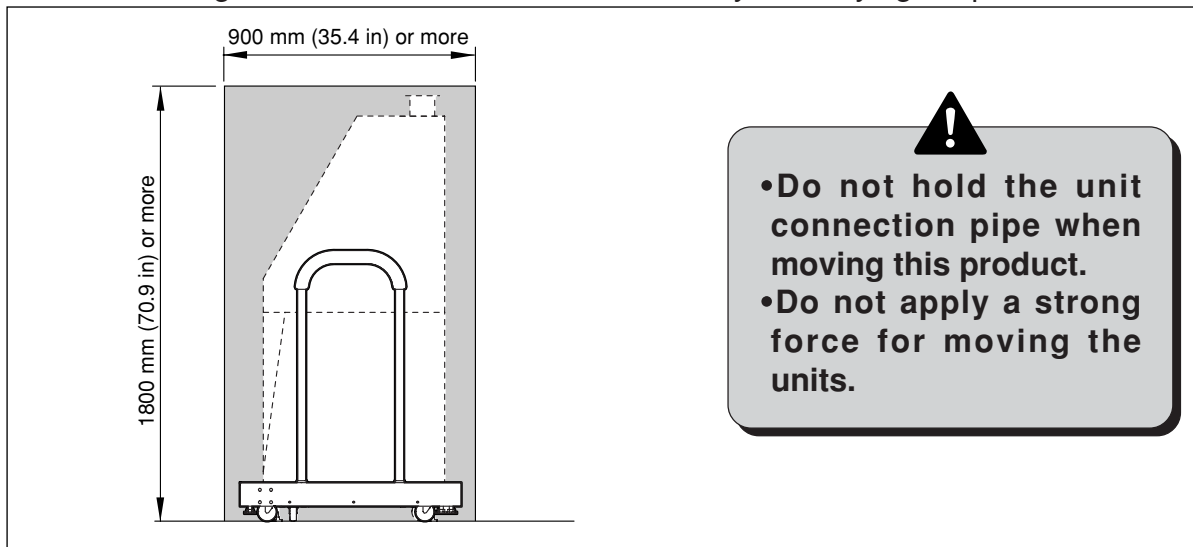
Dimensions	Refer to the figure above : mm (in)
Weight	Total weight: Approx.437 kg(964 lb)      1 Cabinet unit: Approx.207 kg(456 lb) 2 Step base unit (L): Approx.100 kg(220.5 lb)      3 Step base unit (R): Approx.100 kg(220.5 lb) 4 Title unit: Approx.28 kg(61.7 lb)      5 Unit connection pipe: Approx.2 kg(4.4 lb)
Rated power consumption	000 W
Monitor	29-inch CRT
Service condition	Temperature 5 to 35°C (41 to 95°F), Humidity 30 to 70% (No dewing is allowed.)
Attachments	·Instruction manual ..... This manual ·Keys for coin door ..... 2 ·Keys for maintenance ..... 2 ·AC power cord ..... 1 ·Title unit ..... 1 ·Title unit mounting screw (M6 x 20L) ..... 5 ·Title unit mounting plain washer (6) ..... 5 ·Step base plate mounting screw (M6 x 20L) ..... 6 ·Unit connection pipe ..... 1 ·How-to-play instruction label ..... 1 ·Billboard set ..... 1 ·Hexagon wrench (width across flats: 4 mm) ..... 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.



**■ Allowance for Carrying-in and Installation of Product** — — — — —

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



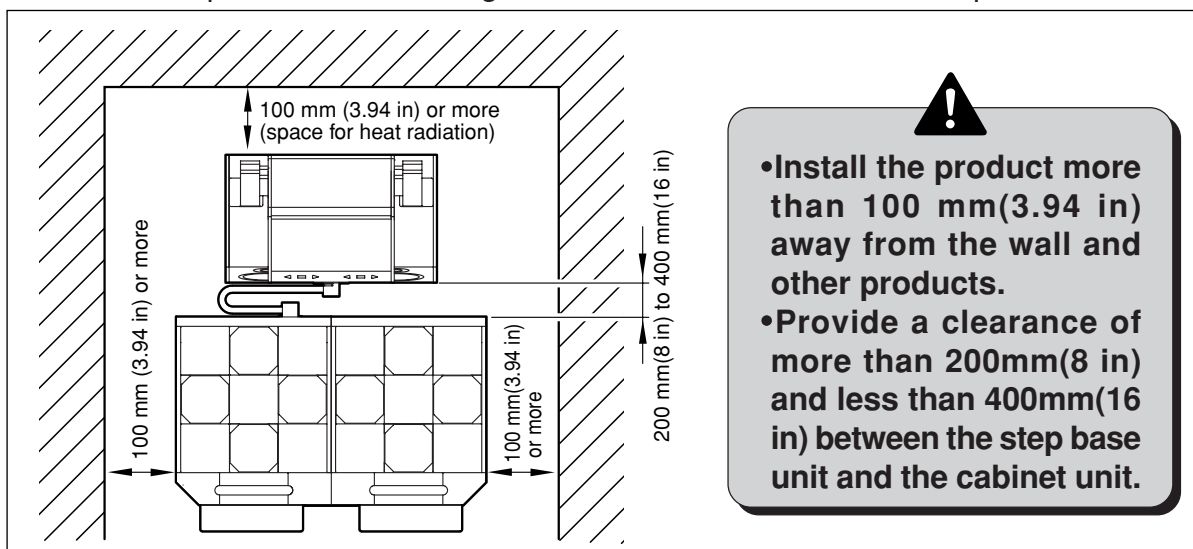
900 mm (35.4 in) or more

1800 mm (70.9 in) or more

**!**

- Do not hold the unit connection pipe when moving this product.
- Do not apply a strong force for moving the units.

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



100 mm (3.94 in) or more (space for heat radiation)

100 mm (3.94 in) or more

100 mm (3.94 in) or more

200 mm (8 in) to 400 mm (16 in)

**!**

- Install the product more than 100 mm (3.94 in) away from the wall and other products.
- Provide a clearance of more than 200mm (8 in) and less than 400mm (16 in) between the step base unit and the cabinet unit.

Follow the procedure below when heaving up the product.

**• More than four persons should heave up the product while holding the handle and supporting the bottom. (Approx. 207 kg / 456 lb)**

Never carry the product with its back side being inclined.

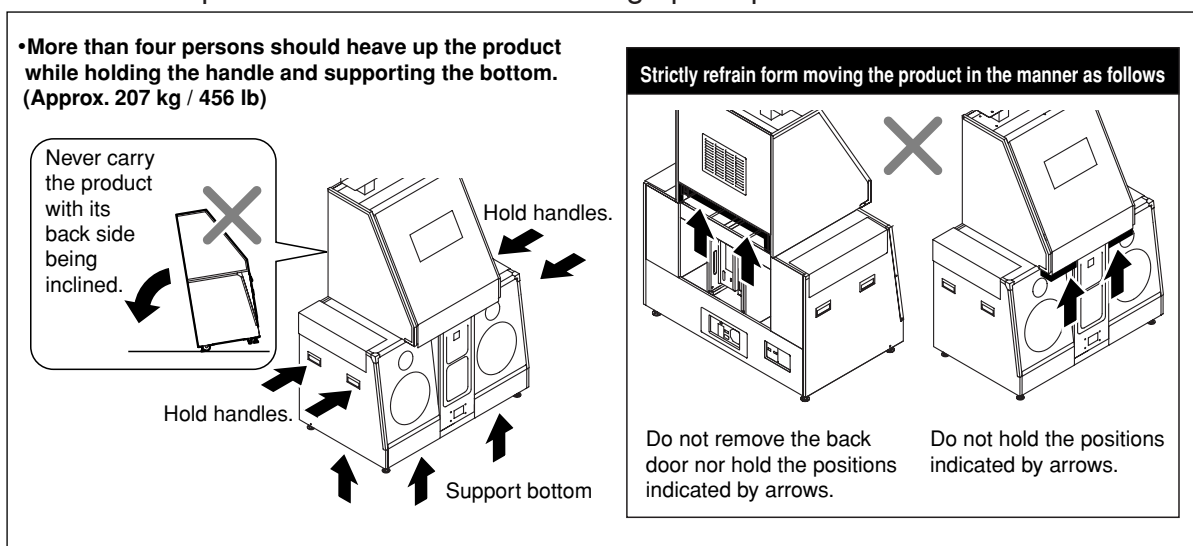
Hold handles.

Support bottom

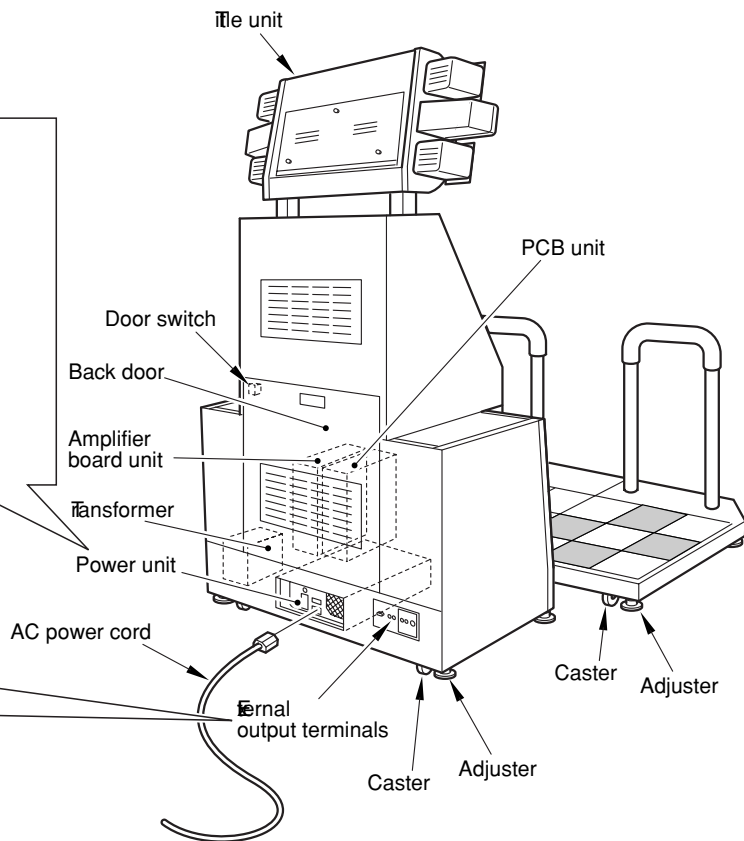
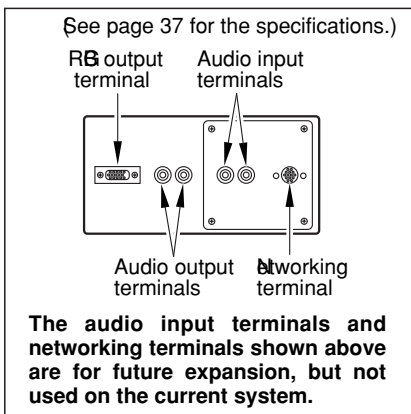
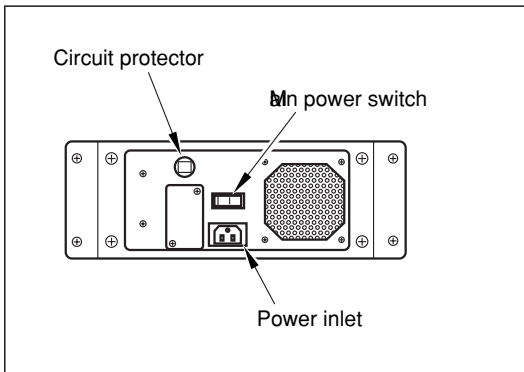
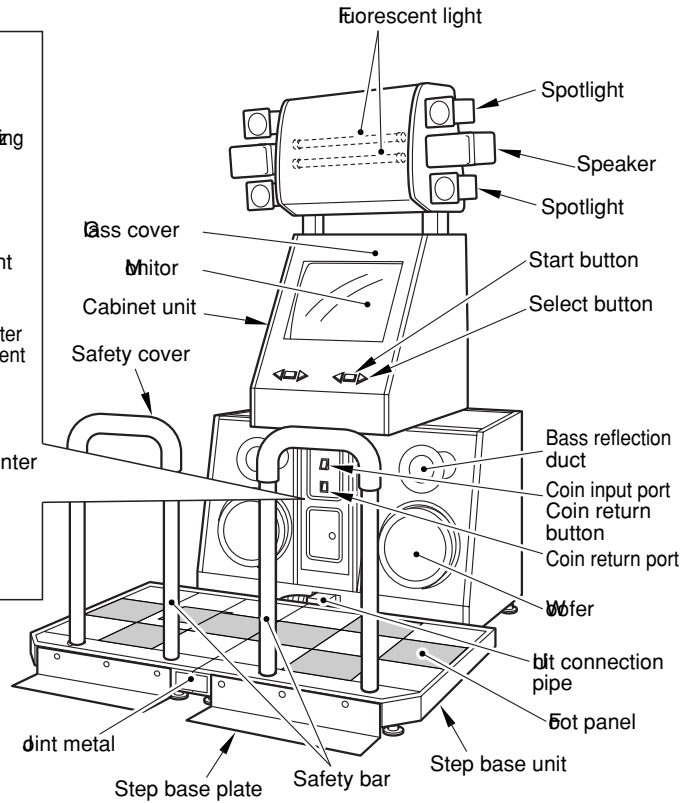
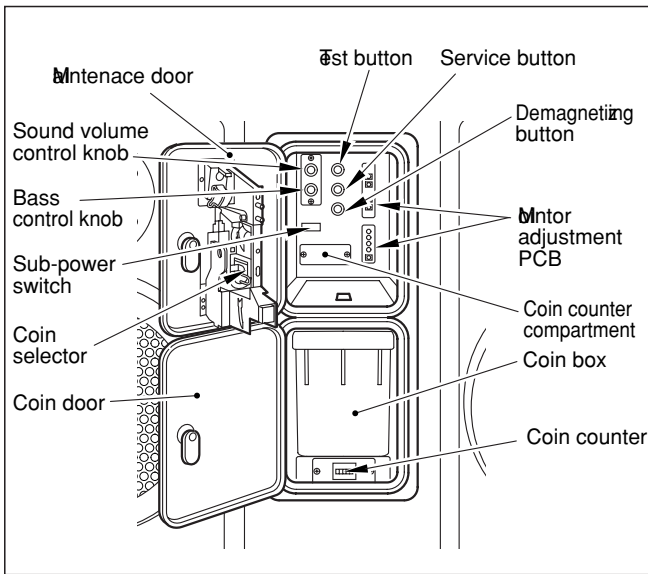
**Strictly refrain from moving the product in the manner as follows**

Do not remove the back door nor hold the positions indicated by arrows.

Do not hold the positions indicated by arrows.



# 2 Names of parts



# 3 How to play

---

This product is such a game that one or two players step on any of the foot panels corresponding to the four kinds of arrows, which appear from the lower part of the screen, timely in accordance with music.

## ■ How to play — — — — —

1 Put coin(s) into the slot and press the start button. Then, the “STYLE” select screen shows up. Press the select button to choose from the following four styles and press the start button to enter the choice.

- SINGLE MODE ..... Style in which you play the game alone.
- VERSUS MODE ... Style in which you play the game with someone else.
- DOUBLE MODE ... Style in which you play the game alone using the eight foot panels.
- BATTLE MODE .... Style in which you play the game against someone using four panels each.

2 Now the “MODE” screen shows up. Press the select button to select your favorite MODE and press the start button to enter the choice.

3 Then the “MUSIC SELECT” screen shows up. Press the select button to select your favorite music number and press the start button to enter the choice.

4 The game starts at time moment. Step on any of the foot panels corresponding to the four kinds of arrows which appear from the lower part of the screen, timely in accordance with music. The evaluation of “PERFECT!!”, “GREAT!”, “GOOD”, “ALMOST”, “BOO” and “O.K” is indicated on the screen according to the timing of stepping.

- When the evaluation of “PERFECT!!” or “GREAT!” is given, the score on the dance gauge at the upper part of the screen increases.
- When the evaluation turns to be “ALMOST” or “BOO”, the score on the dance gauge decreases.

When the point on the dance gauge decreases extremely, “Danger” appears on the upper part of the screen, telling the player the end of the game is approaching.

5 The game is over when the score on the dance gauge becomes “0”.  
(In the case when two players play the game, the game is not over unless the scores of both the dance gauges of the player become “0”.)

- When a number is played to its end, the ranking of the player “AAA”, “AA”, “A”, “B”, “C”, “D” or “E” is indicated on the screen after the comprehensive evaluation of the number of evaluations “PERFECT!!”, “GREAT!”, “GOOD”, “ALMOST”, “BOO” and “O.K” obtained for each number, the score and playing condition.

## ■ Joining the game halfway — — — — —

Another player can join the game halfway only when “STYLE” is appearing on the screen.

# 4 Opening and closing the doors

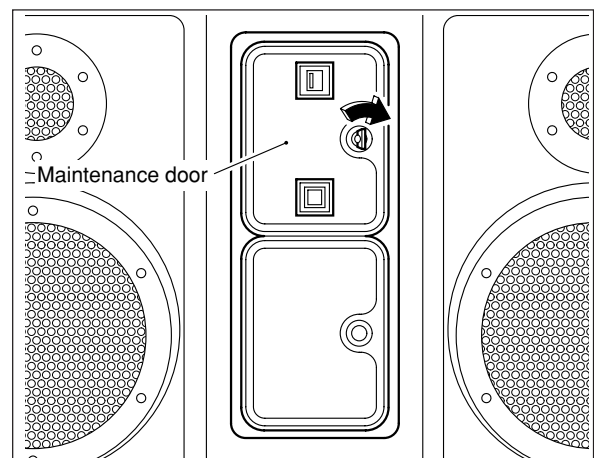
## 4-1 Opening and closing the maintenance door

### ■ How to open the maintenance door

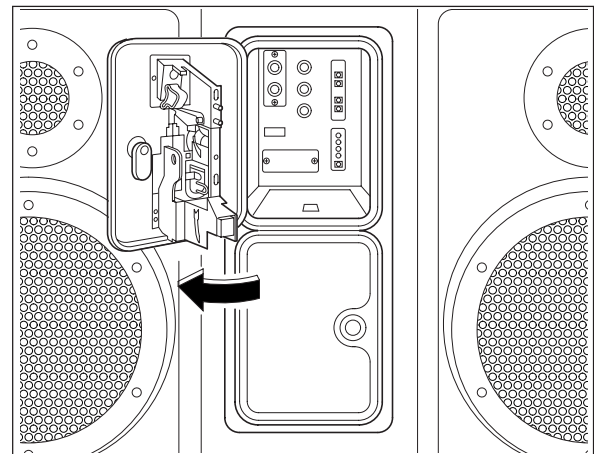


- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.

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



- 2 | Open the maintenance door.



### ■ How to close the maintenance door

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

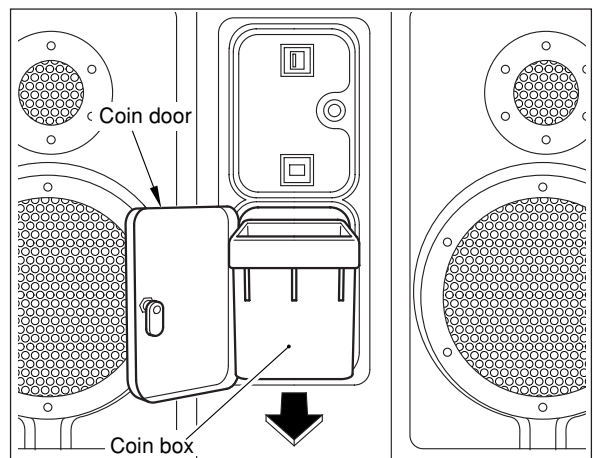
## 4-2 Opening and closing the coin door

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



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

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

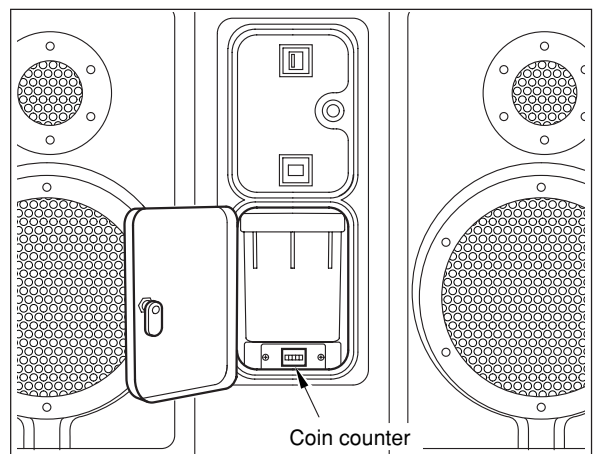


### ■ Coin counter — — — — —

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

• To move the coin counter onto the service panel.

**MEMO**



# 5 Game settings

---

## 5-1 Checking the game performance

- When the power switch is turned ON after installation of machine, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen. If the power is not turned ON, make sure that the main power switch and sub-power switch are both at the ON position.



- Be sure to check the PCB unit (self test) before using the machine.
- Do not change the factory settings of this product's DIP switches unless otherwise specified.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.

### ■ Result of test —————

#### If test is OK

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

## 5-2 Setting and adjustment of game mode

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

### Starting the test mode

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

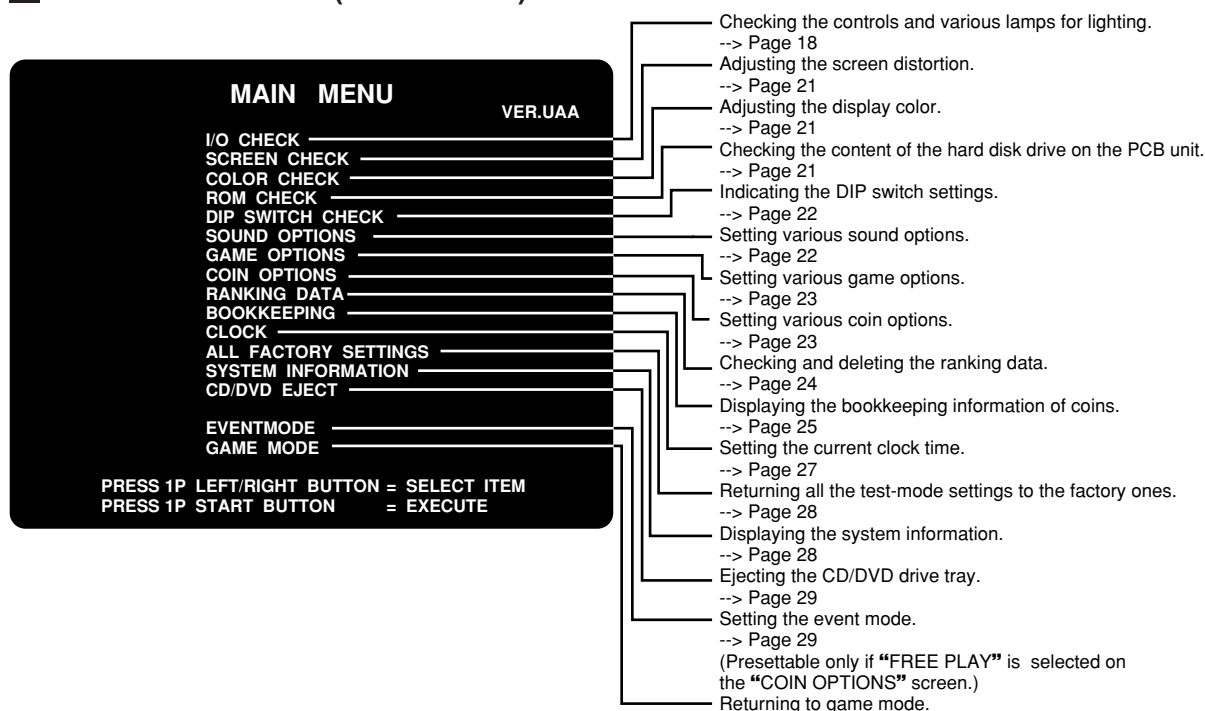
•Do not turn ON the power switch with the test button held down. The current settings will be erased and the machine will have the factory settings.

**MEMO**

### Quit the manual test mode

- 1 Press the 1P select button (< >) to select "GAME MODE" on the main menu.
- 2 Press the 1P 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 --> Press the 1P select button (< >).
- SET --> Press the 1P start button.

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

## 5-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
  - Press the 1P select button to select a mode to be modified. Press the 2P select button to change the setting.
  - After the setting has been changed, select “SAVE AND EXIT” and press the 1P 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”  
Press either the 1P select button to select “YES” or “NO”, and press the 1P 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 1P start button is pressed, all the setting of the mode will be returned to the factory setting.

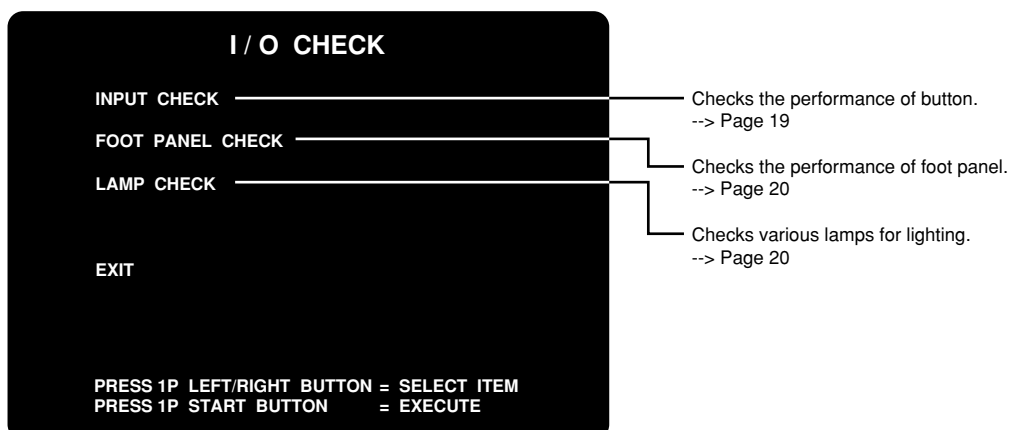
**MEMO**

## I/O CHECK

### Checking the controls and various lamps for lighting

- Mode for checking the performance of buttons and foot panel as well as the light-up of lamps.  
Press the 1P select button to select an item to check. Press the 1P start button, and its specified check screen shows up.  
To return to the main menu screen, select “EXIT” and press the 1P start button.

### “I/O CHECK” item select screen



• This screen is just an example.



## INPUT CHECK

### Checking the performance of controls

- Mode for checking the performance of button and controls.

To return to the “I/O CHECK” item select screen, hold down the 1P start button and press the 2P start button.

I / O CHECK INPUT CHECK		
TEST BUTTON	OFF	Displays “ON/OFF” according to input by each button.
SERVICE BUTTON	OFF	
CION MECH SWITCH1	OFF	Displays “ON/OFF” according to input.
CION MECH SWITCH2	OFF	
1P LEFT BUTTON	OFF	Displays “ON/OFF” according to the inputs from the 1P start button. •ON .....The switch is on. •OFF .....The switch is off.
1P START BUTTON	OFF	
1P RIGHT BUTTON	OFF	
2P LEFT BUTTON	OFF	Displays “ON/OFF” according to the inputs from the 2P start button. •ON .....The switch is on. •OFF .....The switch is off.
2P START BUTTON	OFF	
2P RIGHT BUTTON	OFF	

PRESS 1P START + 2P START = EXIT

•This screen is just an example.

- Indication “ON” displayed without stepping on the foot panel may be due to entry of sand or foreign matter in the foot panel. If that is the case, remove it according to the description.
- If “ON” is still displayed even after the removal of sand or foreign matter, immediately turn OFF the power switch, unplug the AC power cord and contact your nearest dealer.

**MEMO**

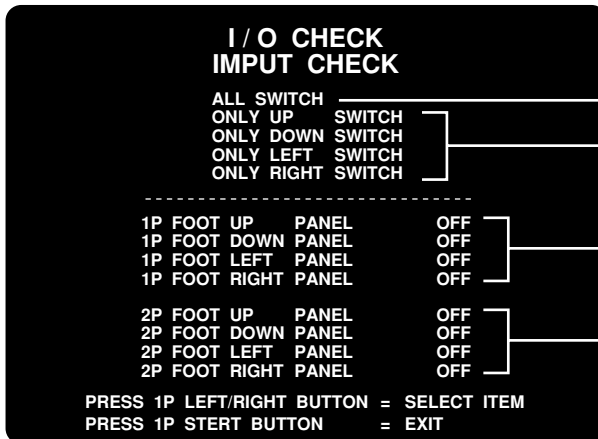
## FOOT PANEL CHECK

### Checking the performance of foot panel

■ Mode for checking the performance of foot panel.

Actually step on the foot panels to check to see if their respective switches react well to your steps. Press the 1P right or left button to select a check item, and step on the position of a selected foot switch. (It takes 1-2 seconds to switch to the next item.)

To return to the “I/O CHECK” item select screen, press the 1P start button.



The four foot panel switches respond accordingly.

Each of the foot panel switches responds accordingly.

Step on each of the 1P foot panels to check the corresponding switch for its “ON/OFF” status.  
ON ..... Indicates that the foot panel is stepped on.  
OFF ... Indicates that the foot panel is not detected.

Step on each of the 2P foot panels to check the corresponding switch for its “ON/OFF” status.  
ON ..... Indicates that the foot panel is stepped on.  
OFF ... Indicates that the foot panel is not detected.

•This screen is just an example.

•If the foot panel indicator turns “ON” without stepping on the foot panel, sand or foreign substance may be under the foot panel. Remove such substance.

**MEMO**

## LAMP CHECK

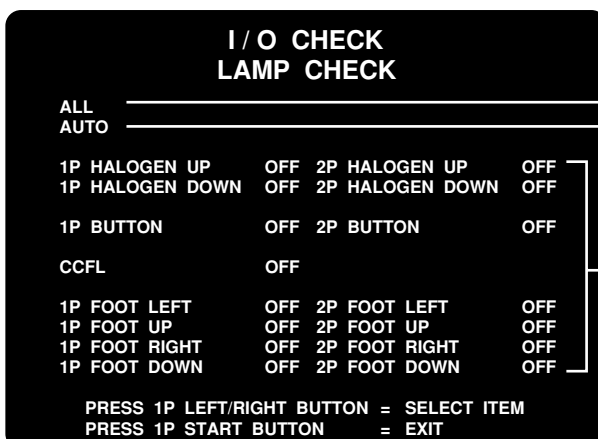
### Checking various lamps for lighting

■ Mode for checking to see if each lamp light up.

Press the 1P right or left button to select a check item, and the corresponding lamp lights up at once. When “ALL” is selected, all the lamps light up. With “AUTO” selected, all the lamps automatically light up one after another starting with “1P HALOGEN UP”.

When the indicator of an item turns “OFF”, the corresponding lamp goes out.

To return to the “I/O CHECK” item select screen, press the 1P start button.



Select “ALL”, and “ON” appears at once to tell that all the lamps come on.

The indication changes to “ON” simultaneously when “AUTO” is selected, and all the lamps automatically light up one after another starting from “1P HALOGEN UP”. After “2P FOOT DOWN”, all the lamps light up. Then the “1P HALOGEN UP” alone gets on, and the other lamps come on one after another.

The indication changes to “ON” simultaneously when the item to be checked is selected, and the related lamp lights up.

•This screen is just an example.

## SCREEN CHECK

### Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB to make adjustments. To return to the main menu screen, press the 1P start button.

## 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 graded and the background should become black sufficiently.

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

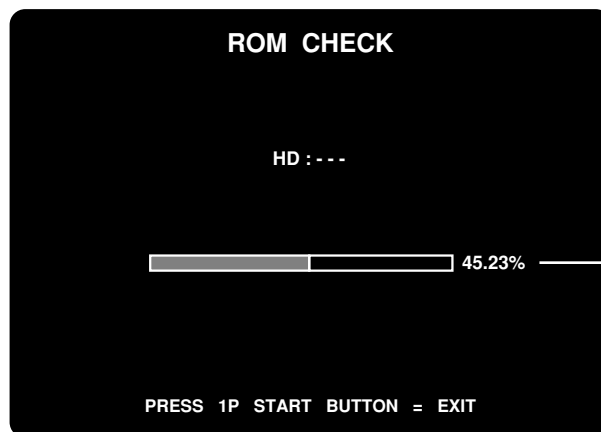
## ROM CHECK

### Checking the data on the hard disk drive

- Mode for checking the data on the hard disk drive of the PCB unit.

In this mode, the data on the hard disk drive of the PCB unit is automatically checked. When a hard disk drive is normal, "OK" is indicated, and if an abnormal hard disk drive is found, "BAD" is indicated. It takes about 30 minutes for checking. (It may take much time to check up depending on the hard disk drive contents.)

Press the 1P start button to interrupt checking or return to the main menu screen.



Counts up from "0.00%".  
Checking is complete when at "100.00%".

•This screen is just an example.

When the hard disk drive have been completely checked, "OK" appears.

HD : OK

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

HD : BAD

•If "BAD" appears, turn OFF the main power switch, wait for longer than 10 seconds and turn it ON again. If "BAD" still appears, immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.

**MEMO**

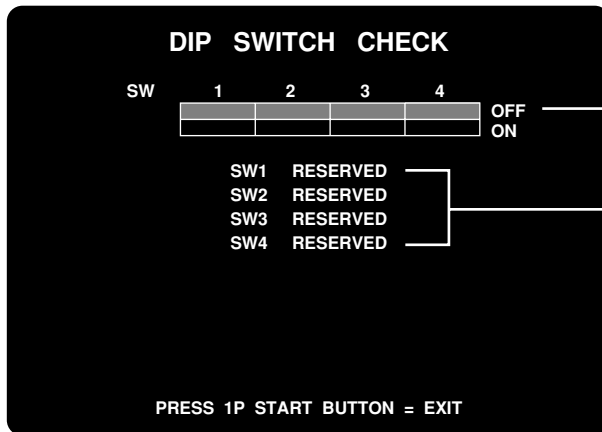
## DIP SWITCH CHECK

### 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 1P start button.



Showing a current position of each DIP switch.  
(The figure shows that all the DIP switches are set to OFF.)

The DIP switches 1 to 4 are not used.  
Keep them at OFF.

•This screen is just an example.

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

•Unless otherwise specified, keep the DIP switches on the PCB unit as shown at left.

**MEMO**

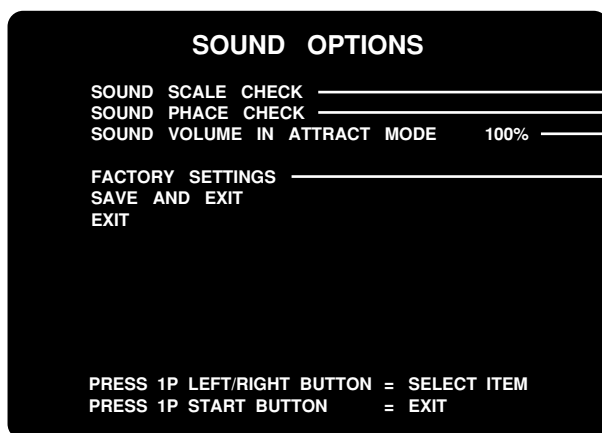
## SOUND OPTIONS

### Setting various sound options

- Mode for setting and checking the sound options.

Press the 1P select button to select an item. Press either the 2P select button to change the setting.

To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the 1P start button.



A balance sound is generated by the BGM.  
The scale “do, re, mi ... do” is heard alternately from the left and right speakers.  
The sound stops when the item ends.

Checks the phase of speakers.  
·To check this, stand opposite the front of the monitor about 2 m away from it.  
A loud sound is heard when “LOUD” is displayed.  
A soft sound is heard when “SOFT” is displayed.  
If the sound is heard reversely to the displayed sound, reverse connection of the speaker cable is suspected.

Presets what percentage of the sound volume during game is used for the demonstration.

Press the 1P start button to return all the settings to the factory settings.

•This screen is just an example.

•Control the tone and loudness of sound by the sound volume control knob and the bass control knob provided on the service panel.

**MEMO**

## GAME OPTIONS

### Setting various game options

■ Mode for setting and checking the game options.

Press the 1P select button to select an item. Press either the 1P start button to change the setting.

To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the 1P start button.

**GAME OPTIONS**

DIFFICULTY LEVEL 4:MEDIUM  
 MAX STAGE 3  
 MUSIC SELECT TIME 60SEC  
 GAME OVER DURING SONG ON

FACTORY SETTINGS  
 SAVE AND EXIT  
 EXIT

PRESS 1P LEFT/RIGHT BUTTON = SELECT ITEM  
 PRESS 1P START BUTTON = CHANGE VALUE

- Sets a difficulty level.
  - 1 : EASIEST .....Easier
  - 2 : VERY EASY
  - 3 : EASY
  - 4 : MEDIUM .....Standard
  - 5 : MEDIUM HARD
  - 6 : HARD
  - 7 : VERY HARD
  - 8 : HARDEST .....Harder
- Sets the maximum of music numbers that can be played. (1 - 5)
- Sets the music select time. (30 - 90 sec)
- Sets whether the music is interrupted just when the dance gauge goes dead.
  - ON ..... Music interrupted at the moment.
  - OFF ..... Music kept being played to its end.
- Press the 1P start button to return all the settings to the factory settings.

•This screen is just an example.

## COIN OPTIONS

### Setting various coin options

■ Mode for setting and checking the coin options.

Press the 1P select button to select an item. Press either the 1P start button to change the setting.

To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the 1P start button.

**!**

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

**COIN OPTIONS**

FREE PLAY OFF  
 CREDIT STOCK COMMON  
 COIN SLOT 1 1COIN 1CREDIT  
 COIN SLOT 2 2COINS 1CREDIT  
 START 1CREDIT TO START  
 JOINT GAME PREMIUM OFF

FACTORY SETTINGS  
 SAVE AND EXIT  
 EXIT

PRESS 1P LEFT/RIGHT BUTTON = SELECT ITEM  
 PRESS 1P START BUTTON = CHANGE VALUE

- Selects a free play.
  - ON.....Available for free play.
  - OFF.....Not available for free play.
- Selects the type of conversion of credits.
  - COMMON .....The two coin slots have different settings. The total adds up to a common credit stock.
  - INDEPENDENT ...The coin slots 1 and 2 are for 1P and 2P respectively. Their credits are separately counted. The “COIN SLOTS” screen appears instead.
- Sets the number of credits for the coin slot 1. (1 coin 1 credit - 16 coins 1 credit)
- Sets the number of credits for the coin slot 2. (1 coin 1 credit - 16 coins 1 credit)
- Sets the number of credits for a coin. (1 credit to 16 credits)
- Sets whether a credit is required for the 2P to join the play or not when the 1P player gets the premium play right.
  - ON.....does not require a credit for 2P.
  - OFF.....requires a credit for 2P.
- Press the 1P start button to return all the settings to the factory settings.

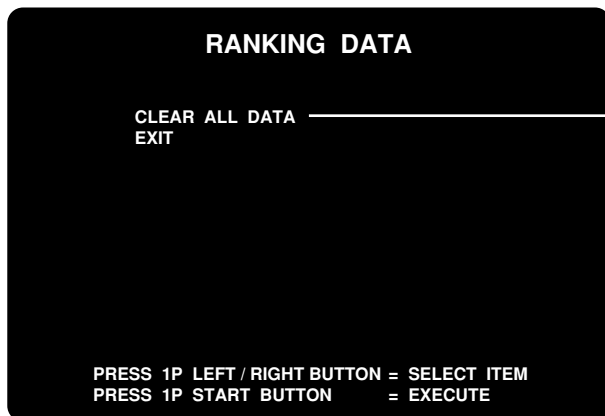
•This screen is just an example.

## RANKING DATA

### Checking and deleting the ranking data

- Mode for checking and deleting the ranking data.

To return to the “MAIN MENU” screen, select “EXIT” and press the 1P start button.



Clears the ranking data.  
Press the 1P start button, and the following message appears.

#### DO YOU WANT TO CLEAR RANKING DATA? YES/NO

Press the 1P left or right button to select “YES” or “NO”, and press the 1P start button to enter the choice. When “YES” is selected, the following message appears.

#### SURE? YES/NO

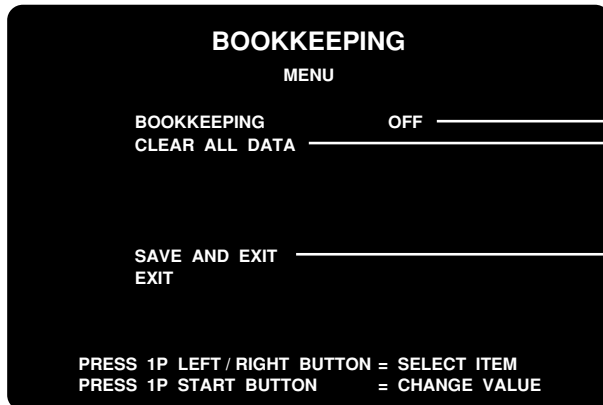
When “YES” is selected again, “NOW ERASING” appears and the ranking data will be back to its factory settings. If “NO” is selected in either of the above steps, “NOT CLEARED” appears and the data will not be erased.

# 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. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.

### "BOOKKEEPING" menu screen



Turns ON or OFF the bookkeeping of coins. ("ON" can be selected by setting the clock time on the "CLOCK" screen.)

- OFF ... The bookkeeping of coins is not done.
- ON .... The bookkeeping of coins is done. (If set at "OFF", the bookkeeping of coins is not done and the related screens do not show up either.)

Returns the coin and play data to the factory settings.

The ON/OFF setting on the "BOOKKEEPING" screen must be saved here.

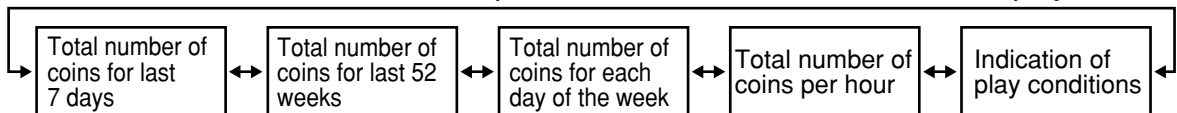
•This screen at left is just an example.

•If the clock is not set yet (just after this product has been installed or initialized, for example), the following message appears on the "BOOKKEEPING" menu screen to prompt you to set the clock.

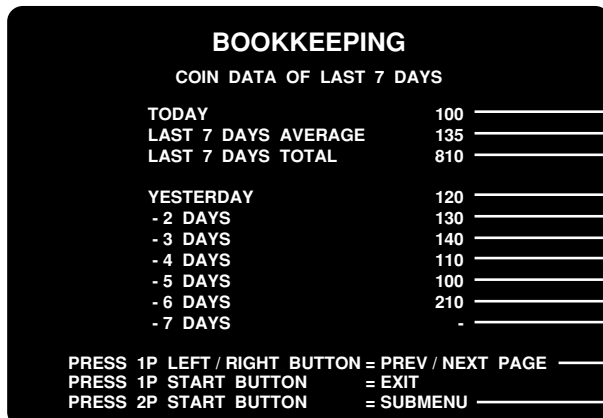
**FIRST, SET THE CLOCK.**  
"CLOCK" ITEM IS IN MAIN MENU .

### MEMO

- When the time has been preset on the "CLOCK" screen, the "BOOKKEEPING" item on the "BOOKKEEPING" menu screen can be turned ON. Now the following coin data and play data screens show up. Each time the 1P right select button and 1P left select button are pressed, the screen changes as follows. To return to the "BOOKKEEPING" menu screen, press the 1P left and 1P right select buttons at once in individual display screen. To return to the main menu screen, press the 1P start button in individual display screen.



### Screen of the total number of coins for last 7 days



Number of coins of today.

Average number of coins per day for the last 7 days.

Total number of coins for the last 7 days except today.

Number of coins of yesterday.

Number of coins of 2 days ago.

Number of coins of 3 days ago.

Number of coins of 4 days ago.

Number of coins of 5 days ago.

Number of coins of 6 days ago.

Number of coins of 7 days ago.

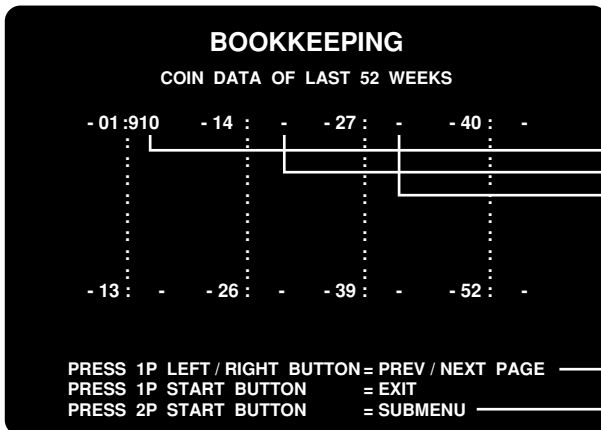
"-" appears for the day whose data is not totalized.

1P left select button → Goes back to the previous page.  
1P right select button → Goes to the next page.

When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen at left is just an example.

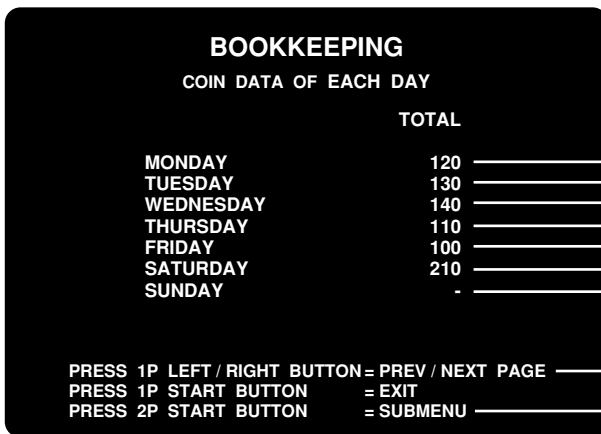
**Screen of the total number of coins for last 52 weeks**



Total number of coins for the 7 days of the week before last.  
Total number of coins for the 7 days of 14 weeks ago.  
Total number of coins for the 7 days of 27 weeks ago.  
:  
:  
:  
"-" appears for the week whose data is not totalized.  
1P left select button → Goes back to the previous page.  
1P right select button → Goes to the next page.  
When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

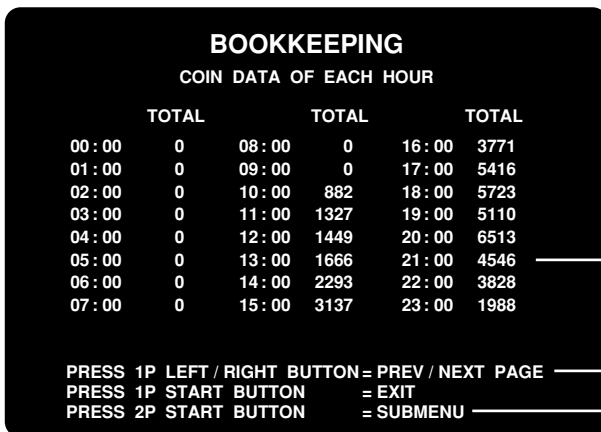
**Screen of the total number of coins for each day of the week**



Number of coins for Monday.  
Number of coins for Tuesday.  
Number of coins for Wednesday.  
Number of coins for Thursday.  
Number of coins for Friday.  
Number of coins for Saturday.  
Number of coins for Sunday.  
"-" appears for a day of the week whose data is not totalized.  
1P left select button → Goes back to the previous page.  
1P right select button → Goes to the next page.  
When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

**Screen of the total number of coins per hour**



Total number of coins per hour.  
"-" appears for the hour whose data is not totalized.  
1P left select button → Goes back to the previous page.  
1P right select button → Goes to the next page.  
When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.



Screen of indication of play conditions

**BOOKKEEPING**  
PLAY DATA SUMMARY

TOTAL ACTIVE TIME	0000H02M00S	Total active time after setting the current time.
TOTAL PLAY TIME	0000H00M00S	Total play time.
AVERAGE PLAY TIME	00M00S	Average 1P play time.
LONGEST PLAY TIME	00M00S	Longest play time.
SHORTEST PLAY TIME	05M00S	Shortest play time.
TOTAL PLAY COUNT	0	Total number of 1P play rounds.
SOLO PLAY COUNT	0	Total number of solo play rounds.
2-PERSON PLAY COUNT	0	Total number of duo play rounds.
	20 : 00 : 00	Displays the clock setting in 24-hour system. (The display denotes 20 hours, 00 minutes, 00seconds)

PRESS 1P LEFT / RIGHT BUTTON = PREV / NEXT PAGE  
PRESS 1P START BUTTON = EXIT  
PRESS 2P START BUTTON = SUBMENU

1P left select button → Goes back to the previous page.  
1P right select button → Goes to the next page.  
When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

**CLOCK**

Setting the current clock time

■ Mode for making the current clock settings

Once the clock settings have been made here, the total coin data and play data can be viewed on the "BOOKKEEPING" screens.

To set the clock, press the 1P select button to select hours, minutes and seconds, and then press the 1P start button to set the time. Select "SAVE AND EXIT" and press the 1P start button again.

To return to the main menu screen without setting the clock, select "EXIT" first and then press the 1P start button.

**CLOCK**

SET TIME 20 : 00 : 00 CLOCK NOT SET

SAVE AND EXIT  
EXIT

SET TIME: Sets the current hour.  
: : Sets the current minute.  
: : Sets the current second.  
• Press the 2P right select button to set the clock forward.  
• Press the 2P left select button to set the clock backward.

Be sure to "SAVE AND EXIT" to reflect a new "SET TIME" setting on this screen.

PRESS 1P LEFT / RIGHT BUTTON = SELECT ITEM  
PRESS 2P LEFT / RIGHT BUTTON = CHANGE VALUE

•This screen is just an example.

•If the clock is not set yet (just after this product has been installed or initialized, for example), the following message appears on the "BOOKKEEPING" menu screen to prompt you to set the clock.

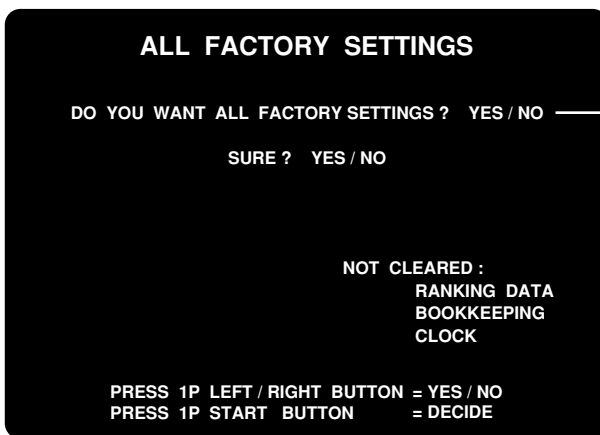
**FIRST, SET THE CLOCK.**  
"CLOCK" ITEM IS IN MAIN MENU .

**MEMO**

## ALL FACTORY SETTINGS

### Returning all the test-mode settings to the factory ones

- Mode for returning all the settings but the “BOOKKEEPING”, “RANKING DATA” and “CLOCK” to the factory settings. Press the 1P right or left button to select “YES” or “NO”, and press the 1P 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 all the test-mode settings but the “BOOKKEEPING”, “RANKING DATA” and “CLOCK” are saved as the factory settings and a message appears onscreen to prompt you to make all the necessary settings again. To return to the main menu screen, press the 1P start button. If “NO” is selected, “NO MODIFICATION” appears on the screen. The settings will not be back to their factory ones, but the main menu appears again.



If “YES” is selected, the question for re-confirmation appears on the screen.

•This screen is just an example.

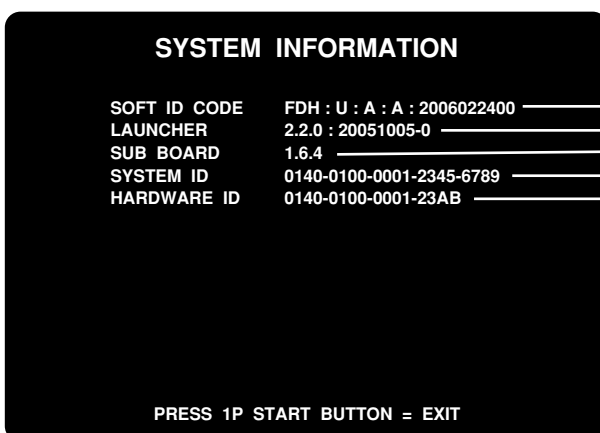


The message “CHECK ALL ITEMS BEFORE OPERATION.” appears at the bottom of the “ALL FACTORY SETTINGS” screen, when the existing settings have been returned to their factory ones, to prompt you to make all the necessary settings. Press the 1P start button to return to the main menu screen.

## SYSTEM INFORMATION

### Displaying the system information

- Mode for displaying the system-related information. To return to the main menu screen, press the 1P start button.



Shows the software version.

Displays the launcher version.

Displays the sub-board version.

Shows the system identification code.

Shows the hardware identification code.

•This screen is just an example.

## CD/DVD EJECT

### Ejecting the CD/DVD drive tray

- Mode for ejecting the CD/DVD drive tray of the PCB unit.

Press the 1P select button to select “YES” or “NO”, and press the 1P start button for entry. If “YES” is selected to eject the CD/DVD tray, no operation can be made until the power is turned OFF and ON again.

To return to the main menu screen, select “NO” and press the 1P start button.



If “YES” is selected, **EJECTING...** first and then **PLEASE TURN OFF THE POWER SWITCH** appear onscreen, and the tray gets ejected. To return the tray back into position, turn OFF the power, wait longer than 10 seconds and turn ON the power again. The tray will set itself into position.

If **EJECT FAILED.** appears onscreen, it means that the tray is not correctly ejected. Press the start button to go back to the main menu screen and select “YES” again. If “NO” is selected, the main menu screen shows up again.

•This screen is just an example.



•If by any chance the CD/DVD drive tray is ejected by mistake, turn OFF the power, wait longer than 10 seconds and turn ON the power again. The tray will set itself into position.

## EVENT MODE

### Setting the event mode

- The “EVENT MODE” can be preset only if “FREE PLAY” is selected on the “COIN OPTIONS” screen.

Customer-organized games and events can be played in this mode.

Press the 1P start button to save it. The game screen appears in the event mode. In the “EVENT MODE”, the following points are different from usual.

- “EVENT MODE” is displayed at the bottom of the screen.
- The game is not over.
- There is no time-out on various select screens.
- There is no time-out with the results display. (Just press the start button to proceed.)

To go back to the usual game mode, press the test button to start the machine in the test mode, and turn off “FREE PLAY” on the “COIN OPTIONS” screen. Then select “GAME MODE”.



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

# 6 Installation and assembling

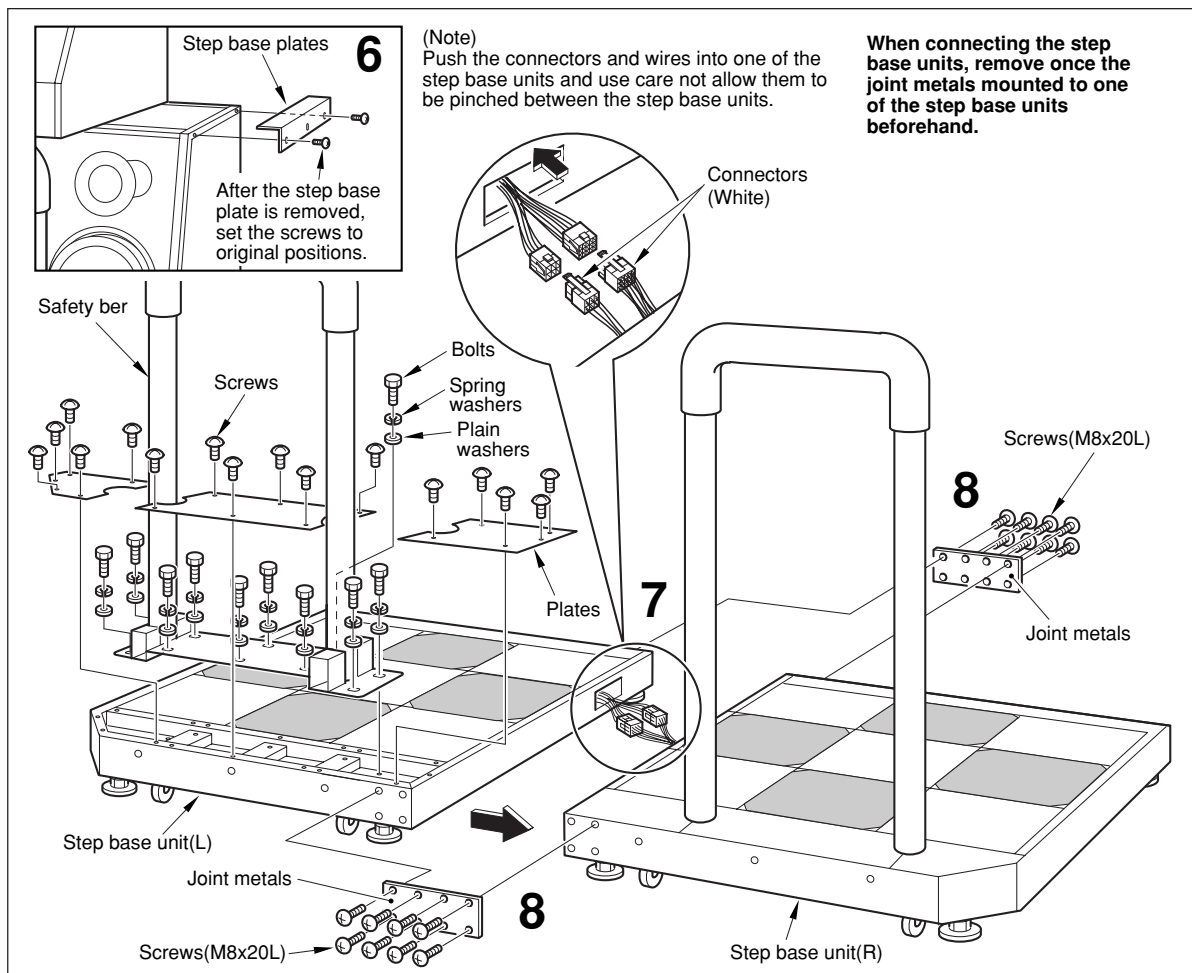
## 6-1 Connection of units

### ■ How to connect the step base units



- Do not apply a strong force for moving the step base units after connection.
- Never move the step base units across a step after connection.
- Pay full attention not to pinch wires in the connection of the step base units.

- 1 Remove plates shown in the figure from the step base units.
- 2 Remove safety bar fixing bolts from the step base units.
- 3 Use the bolts removed to fix the step base units.
- 4 Reinstall the plates removed in step 1 above.
- 5 Remove the joint metals mounted to the step base units.
- 6 Remove the step base plates mounted to the cabinet unit.
- 7 Connect the connectors which link the right and left step base units.
- 8 Connect the right and left step base units at two points with the joint metals removed in step 5 above.

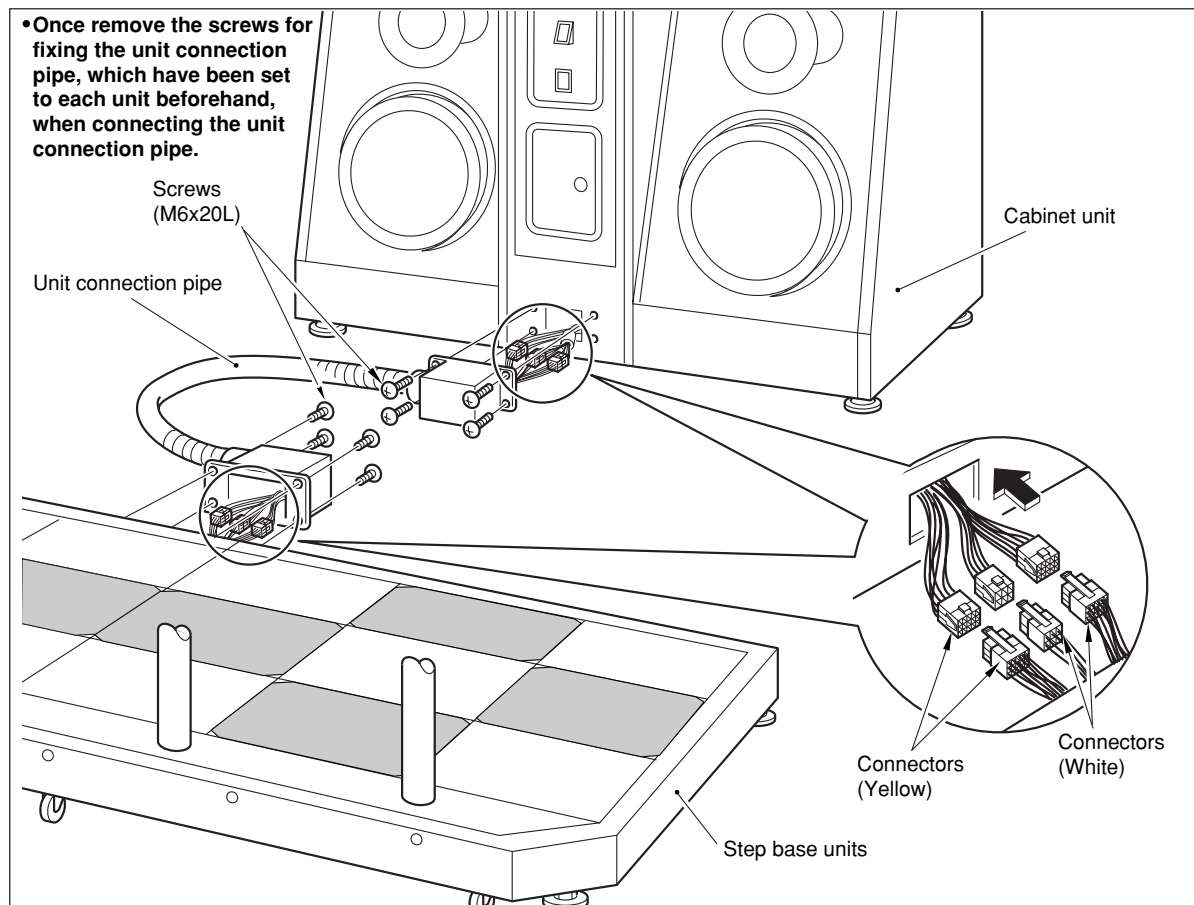


## ■ How to connect the step base units and cabinet units — — — — —



- Do not hold the unit connection pipe for moving the units.
- Do not apply a strong force for moving the units after connection.
- Do not move the units across a step after connection.
- Pay full attention not to pinch the wires when connecting the units.
- Provide a clearance of more than 200 mm(8 in) and less than 400 mm(16 in) between the step base units and the cabinet units.

- 1** Remove the screws fixing the unit connection pipe mounted to the step base unit and the cabinet unit.
- 2** Connect the connectors extended from the step base units to the connectors of unit connection pipe, paying attention not to confuse their colors.
- 3** Fix the unit connection pipe to the step base units with use of the screws which have been removed in step 1 above.
- 4** Connect the connectors extended from the cabinet unit to the connectors of unit connecting pipe.
- 5** Fix the unit connection pipe to the cabinet unit with the screws which have been removed in step 1 above.



■ How to mount the title unit

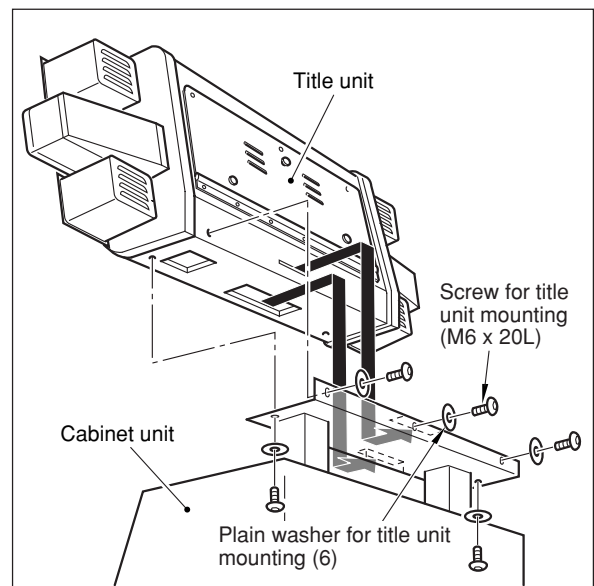


- Before mounting the title unit, be sure to fix the units by adjusters. (See the description of 6-2 Fastening the adjusters.)
- The title unit weighs 28 kg approx. Be sure to carry out the mounting work by three persons or more, using a stepladder for safety sake.
- Pay full attention not to allow your hand or wires to be pinched while mounting the title unit.

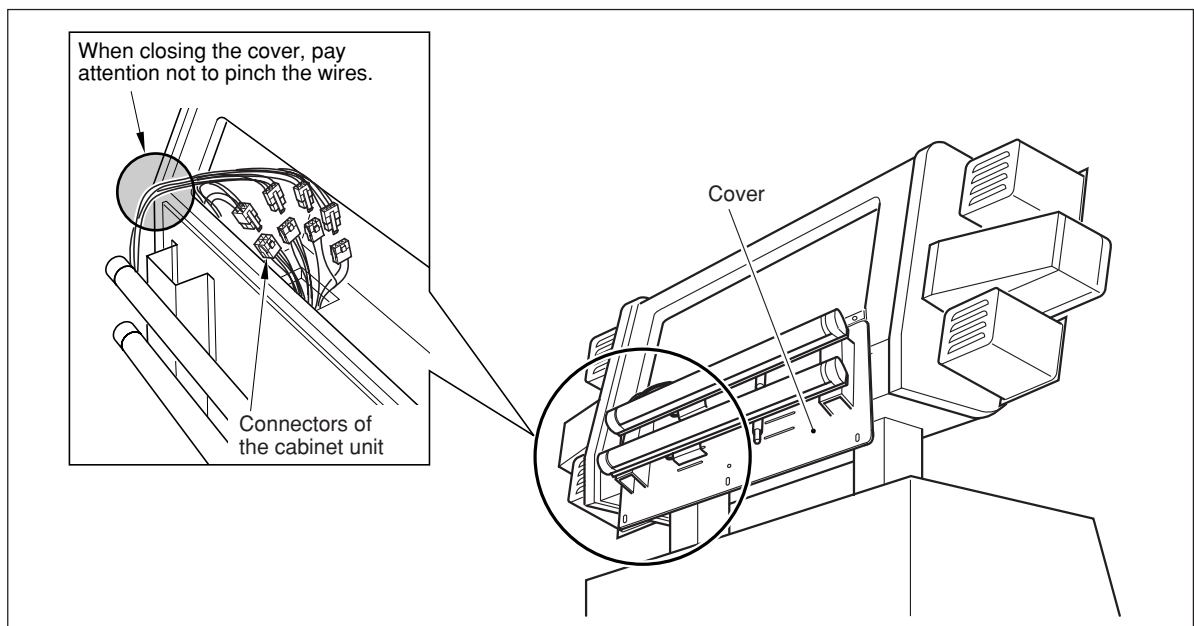
- 1 Fix each of the units with adjusters by referring to the description of “6-2. Fastening the adjusters”.
- 2 Place the title unit on the cabinet unit and fix it by tightening the plain washers and screws for title unit mounting by means of the accompanying hexagon wrench.

- Do not hold the units by speakers and spotlights.
- Pay attention not to pinch the wires.

**MEMO**



- 3 Open the title unit cover, pull out the connector from the bottom opening of the cabinet unit and connect them.



■ How to mount the step base plates

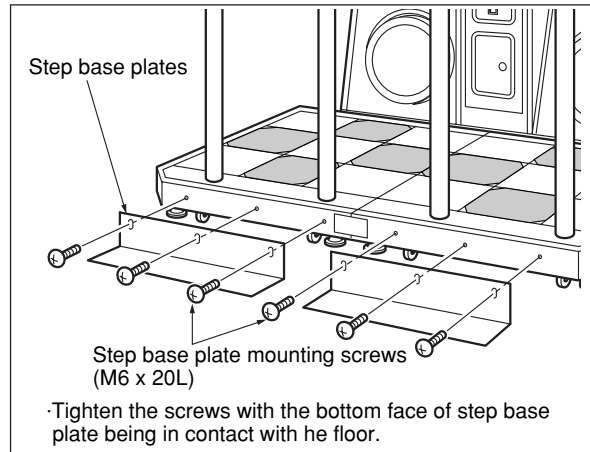


- Be sure to mount the step base plates which effectively prevent the step base units from lifting.
- Mount the step base plate after the fixation of adjusters of each unit.

Mount the step base plates, which have been removed in step 2 on page 32, with the accompanying screws.

- Mount the step base plate after the completion of the fixation described in “6-2 Fastening the adjusters”.
- Be sure to remove the step base plates when moving the units.

**MEMO**

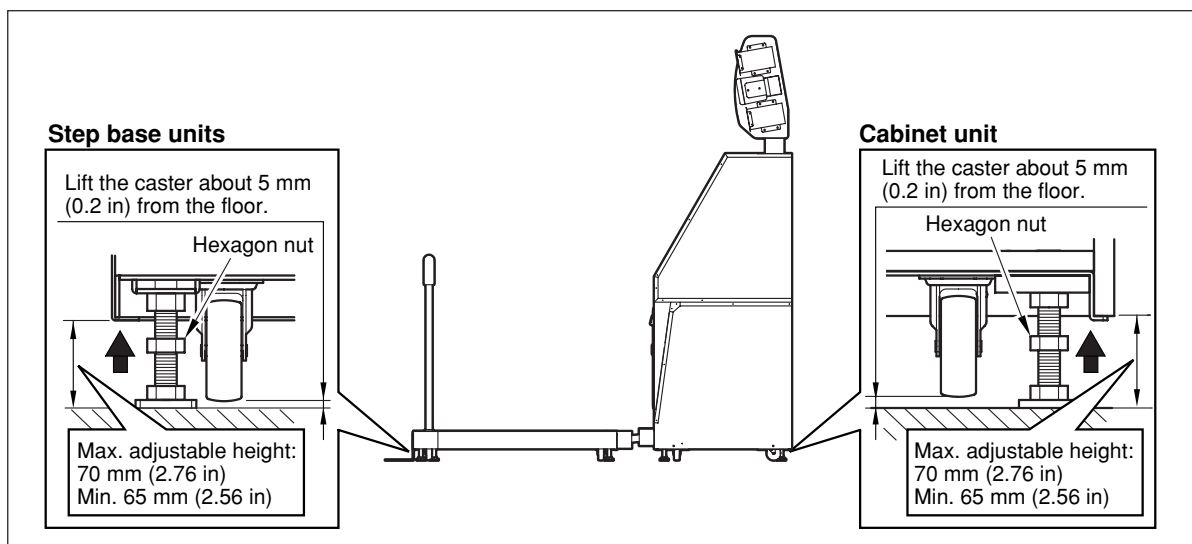


## 6-2 Fastening the adjusters

■ How to fasten the adjusters



- After the connection of the units, make all the adjusters contact the floor.
- 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 12 adjusters come in contact with the floor, tighten them with hexagon nuts after making sure that all the units are placed stably in a horizontal position.



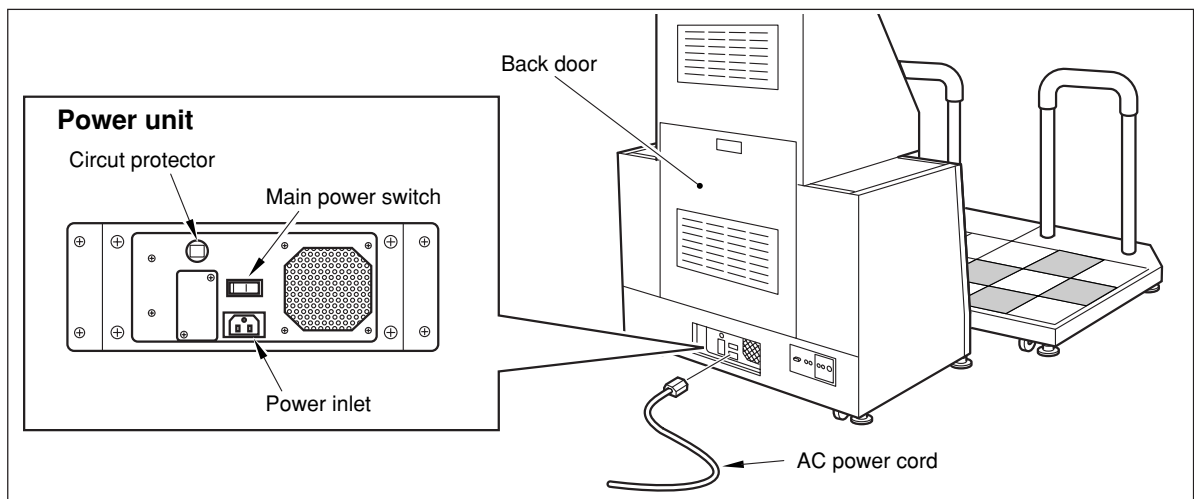
## 6-3 Power unit

### Power unit

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



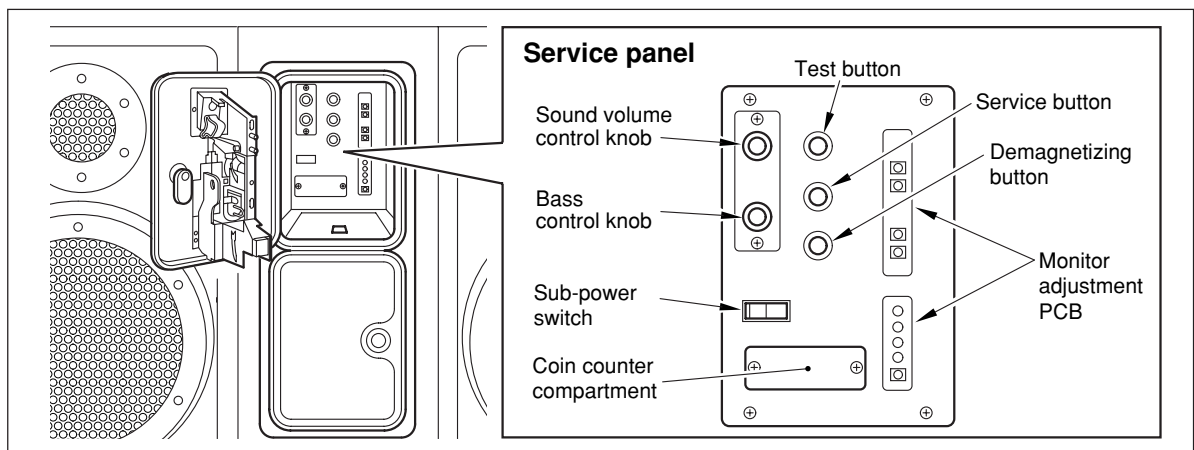
- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.



## 6-4 Service panel

### Service panel

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

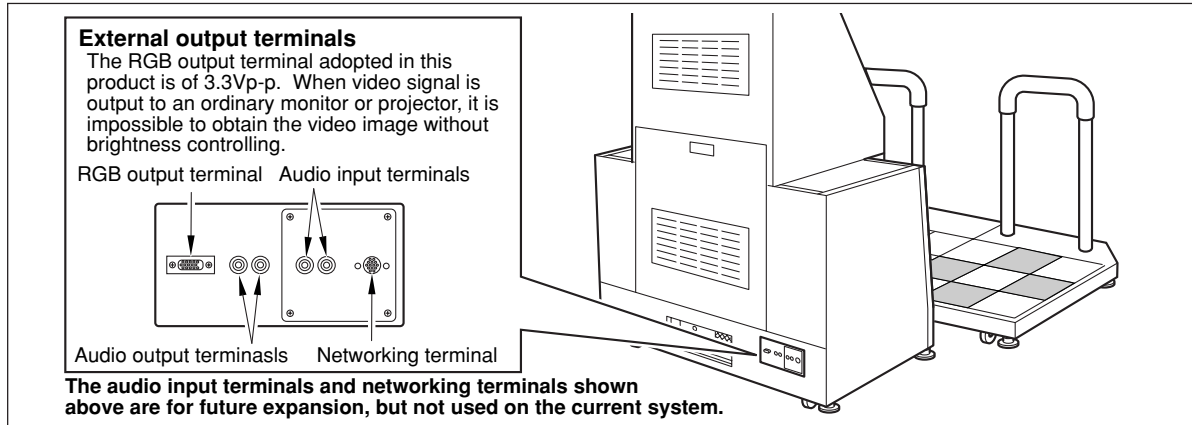




## 6-5 External output terminals

### External output terminals

For video output and audio output from this product, the external output terminals are provided at the rear side of cabinet.

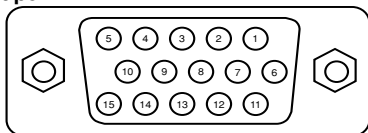


### Specification of RGB output terminal

When outputting the video image to an external projector etc. through this RGB output terminal, be sure to check the external equipment to be connected to this terminal to see if its specification is compatible with the specification of the terminal. The RGB output terminal outputs the RGB signal of 3.3Vp-p video signal amplitude for a video game monitor CRT of composite SYNC specification. Accordingly, if this signal is input by a monitor CRT for personal computer etc. of 0.7Vp-p amplitude, horizontal/vertical separation SYNC input specification, such monitor CRT will not work normally or cause a trouble with the equipment.

Please refer to the tables below as for the specifications of the RGB terminal.

#### Shape



15-pin Mini Dsub  
(conforming to MIL-C-24308 Standard) (Female)

#### Video signal output specification

Horizontal sync.frequency	15.8kHz
RGB video signal level	3.3Vp-p
RGB video signal terminal	High impedance
Sync. signal level	TTL level
Sync. signal system	Composite

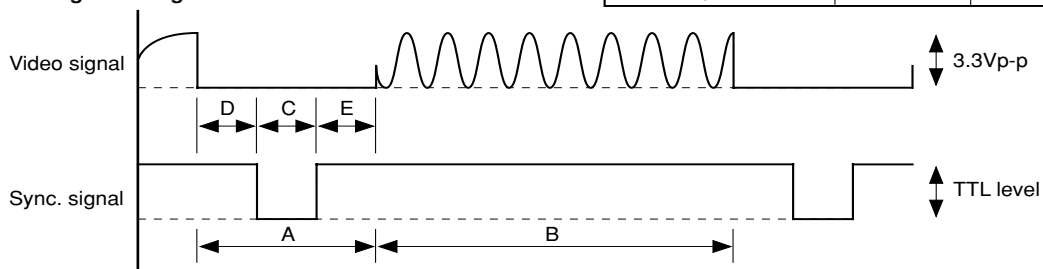
#### Arrangement

1	RED	6	GND	11	
2	GREEN	7	GND	12	
3	BLUE	8	GND	13	C-SYNC
4		9		14	
5		10	GND	15	

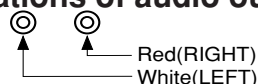
#### Video signal timing

	Horizontal sync.	Vertical sync.
Sync. frequency	15.8kHz	59.8Hz
A = Non-display section	16 $\mu$ s	38 lines
B = Display section	47.8 $\mu$ s	224 lines
C = Sync. signal amplitude	3.81 $\mu$ s	2 lines
D = Front porch	3.69 $\mu$ s	12 lines
E = Back porch	8.5 $\mu$ s	24 lines

#### Video signal timing chart



### The specifications of audio output terminal



Audio output level	0 $\pm$ 6dB
Output impedance	2k $\Omega$

## 6-6 Splitting into and moving of units

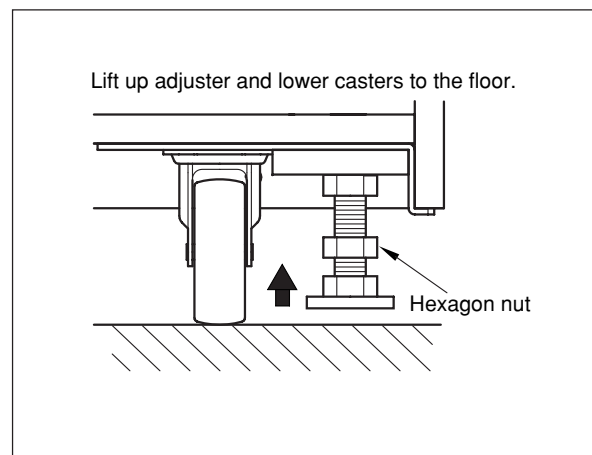
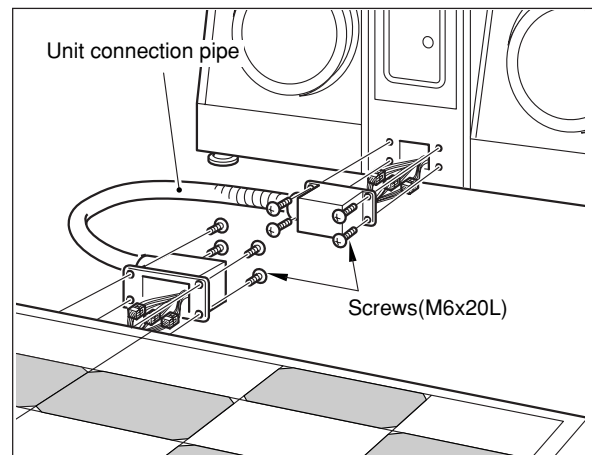
### ■ How to split into units

This product can be split into individual units.



- Before splitting the product, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- When moving this product, be sure to split it into the step base units, cabinet unit and unit connection pipe and remove connectors.
- If it is necessary to separate the title unit from the cabinet unit, split them before loosening the adjusters.
- Fully lift up the 12 adjusters before moving the product. Use casters to move it.
- When connecting the split units again, pay due attention not to pinch your hand and wires.

- 1** Turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2** Split the step base units from the cabinet units in the reverse of connection.
- 3** Remove the step base plates mounted to the step base units.
- 4** Loosen the 12 adjusters and move the units on casters. It is necessary to dismount the title unit, dismount it before loosening the adjusters.



### 6-7 Moving the coin counter

#### How to move the coin counter

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

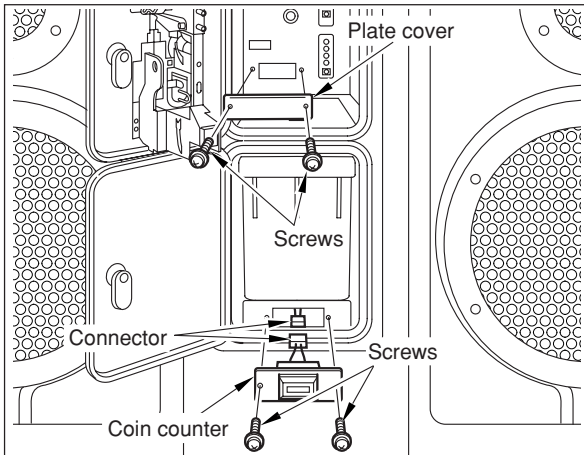


•Before moving the coin counter, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.

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

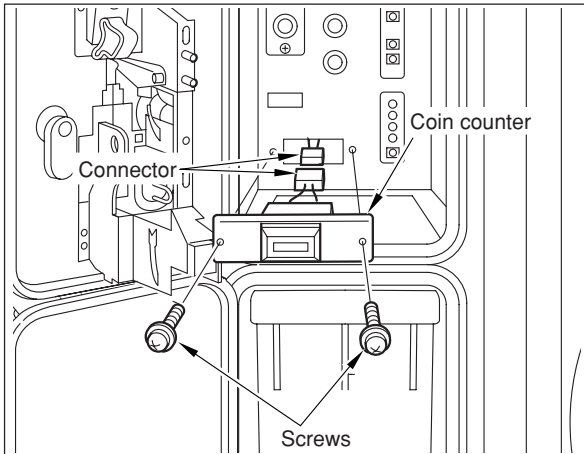
**2** Open the coin door, remove the screws and take out the coin counter. In the meanwhile, disconnect the connector.

**3** Remove the maintenance door and unscrew the plate cover to remove it from the service panel.

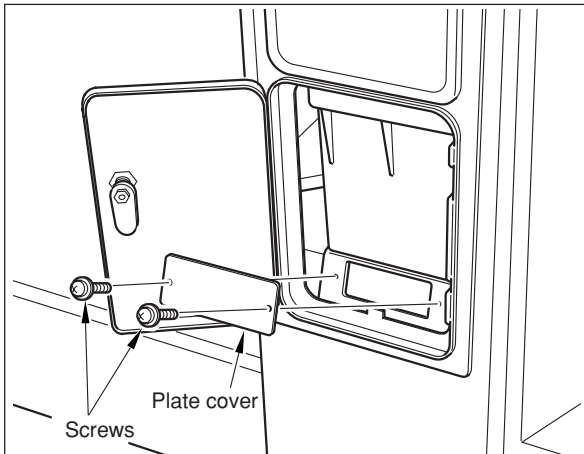


**4** Draw the connector out of the opening of the service panel and connect this connector to the coin counter's connector.

**5** Attach the coin counter on the service panel with the screws.



**6** Attach the plate cover (detached in Step 3 above) back in position on the coin counter using the screws.

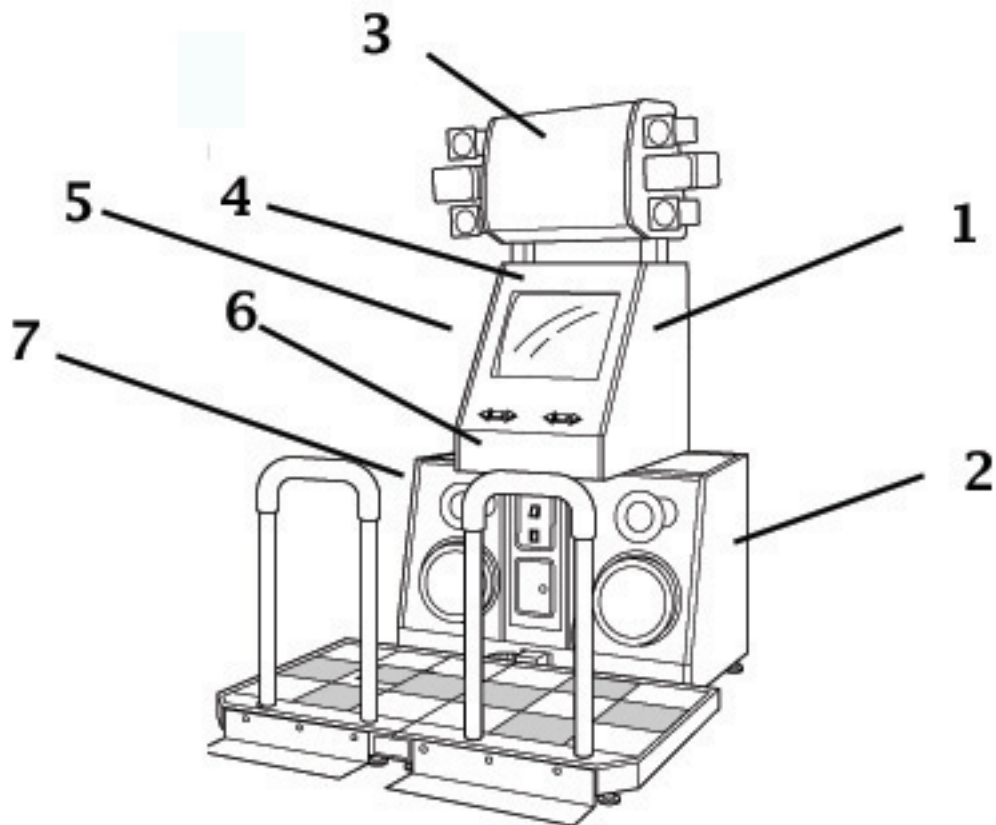


# 8 Annex

---

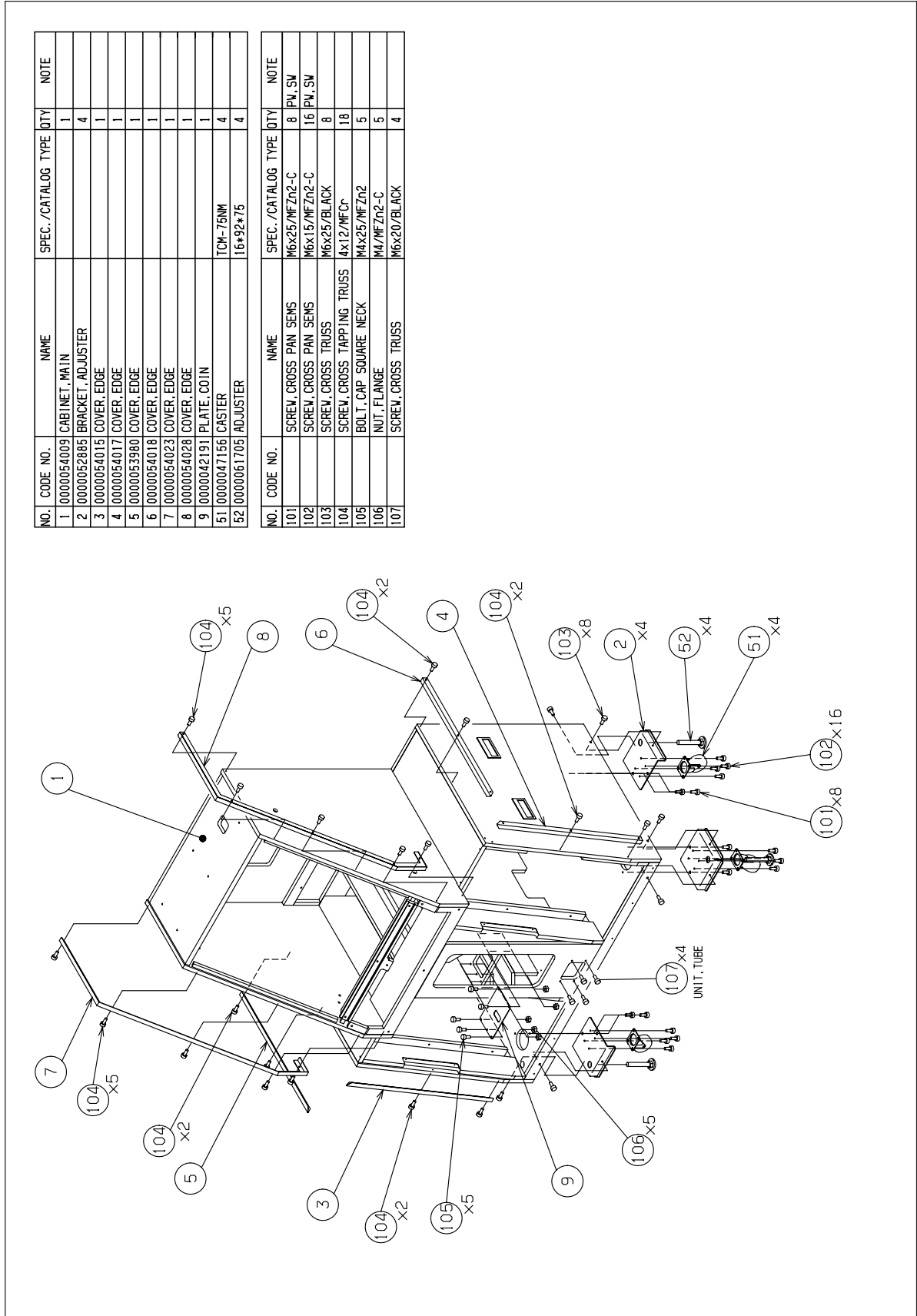
## 8-1 Label locations and exploded view

■ Label -----



- 1 - 14-50002 - Right Top Side Decal
- 2 - 14-50003 - Right Bottom Side Decal
- 3 - 14-50001 - Marquee Decal
- 4 - 14-50006 - Monitor Bezel Decal
- 5 - 14-50004 - Top left Side Decal
- 6 - 14-50007 - Control Panel Overlay
- 7 - 14-50005 - Bottom Left Side Decal

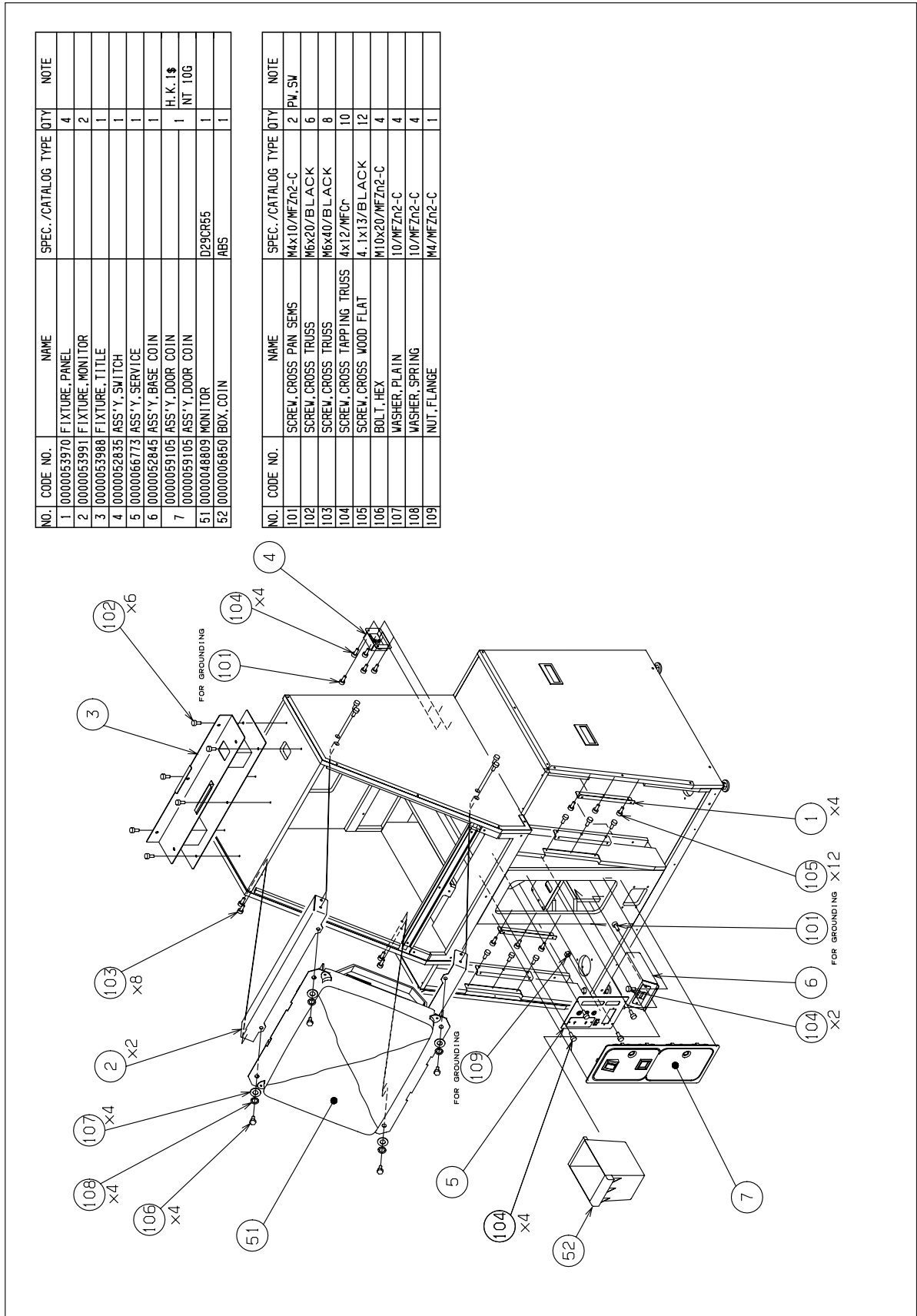
**FIG.1 UNIT, CABINET(1/4)**



NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000054009	CABINET, MAIN			1	
2	0000052885	BRACKET, ADJUSTER			4	
3	0000054015	COVER, EDGE			1	
4	0000054017	COVER, EDGE			1	
5	0000053980	COVER, EDGE			1	
6	0000054018	COVER, EDGE			1	
7	0000054023	COVER, EDGE			1	
8	0000054028	COVER, EDGE			1	
9	0000042191	PLATE, COIN			1	
51	0000047156	CASTER	TCM-75NM		4	
52	0000061705	ADJUSTER	16*92*75		4	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M6x25/MFZn2-C		8	PH, SW
102		SCREW, CROSS PAN SEMS	M6x15/MFZn2-C		16	PH, SW
103		SCREW, CROSS TRUSS	M6x25/BLACK		8	
104		SCREW, CROSS TAPPING TRUSS	4x12/MFCr		18	
105		BOLT, CAP SQUARE NECK	M4x25/MFZn2		5	
106		NUT, FLANGE	M4/MFZn2-C		5	
107		SCREW, CROSS TRUSS	M6x20/BLACK		4	

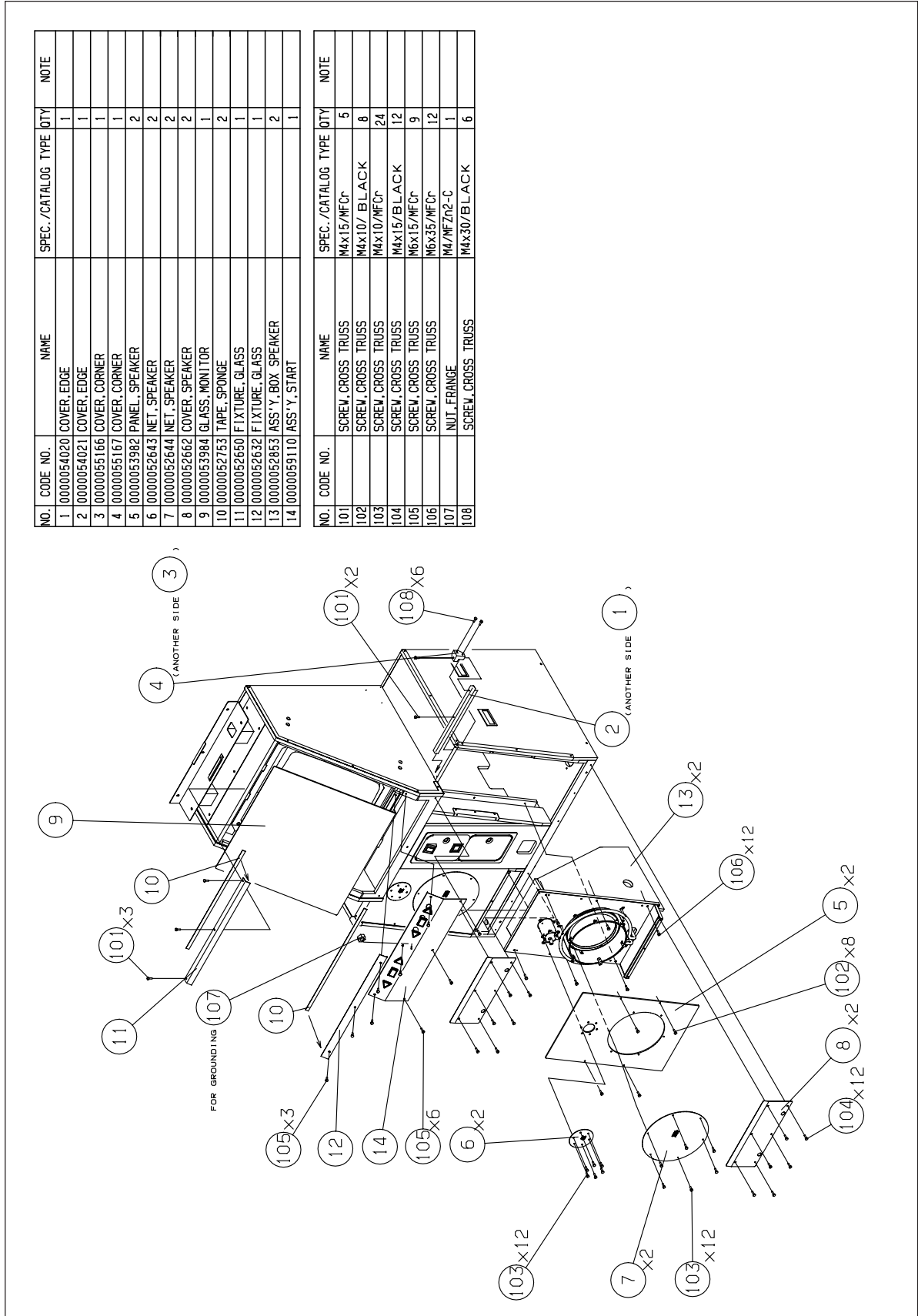
**FIG.2 UNIT, CABINET(2/4)**



NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000063970	FIXTURE, PANEL			4	
2	0000063991	FIXTURE, MONITOR			2	
3	0000063988	FIXTURE, TITLE			1	
4	0000062835	ASS'Y, SWITCH			1	
5	0000066773	ASS'Y, SERVICE			1	
6	0000062845	ASS'Y, BASE COIN			1	
7	0000069105	ASS'Y, DOOR COIN			1	H. K. 1\$
	0000069105	ASS'Y, DOOR COIN			1	NT. 10\$
51	0000048809	MONITOR	D29CR55		1	
52	0000006850	BOX, COIN	ABS		1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M4x10/MFZn2-C		2	PW, SW
102		SCREW, CROSS TRUSS	M6x20/BLACK		6	
103		SCREW, CROSS TRUSS	M6x40/BLACK		8	
104		SCREW, CROSS TAPPING TRUSS	4x12/MFC		10	
105		SCREW, CROSS WOOD FLAT	4. 1x13/BLACK		12	
106		BOLT, HEX	M10x20/MFZn2-C		4	
107		WASHER, PLAIN	10/MFZn2-C		4	
108		WASHER, SPRING	10/MFZn2-C		4	
109		NUT, FLANGE	M4/MFZn2-C		1	

**FIG.3 UNIT, CABINET(3/4)**



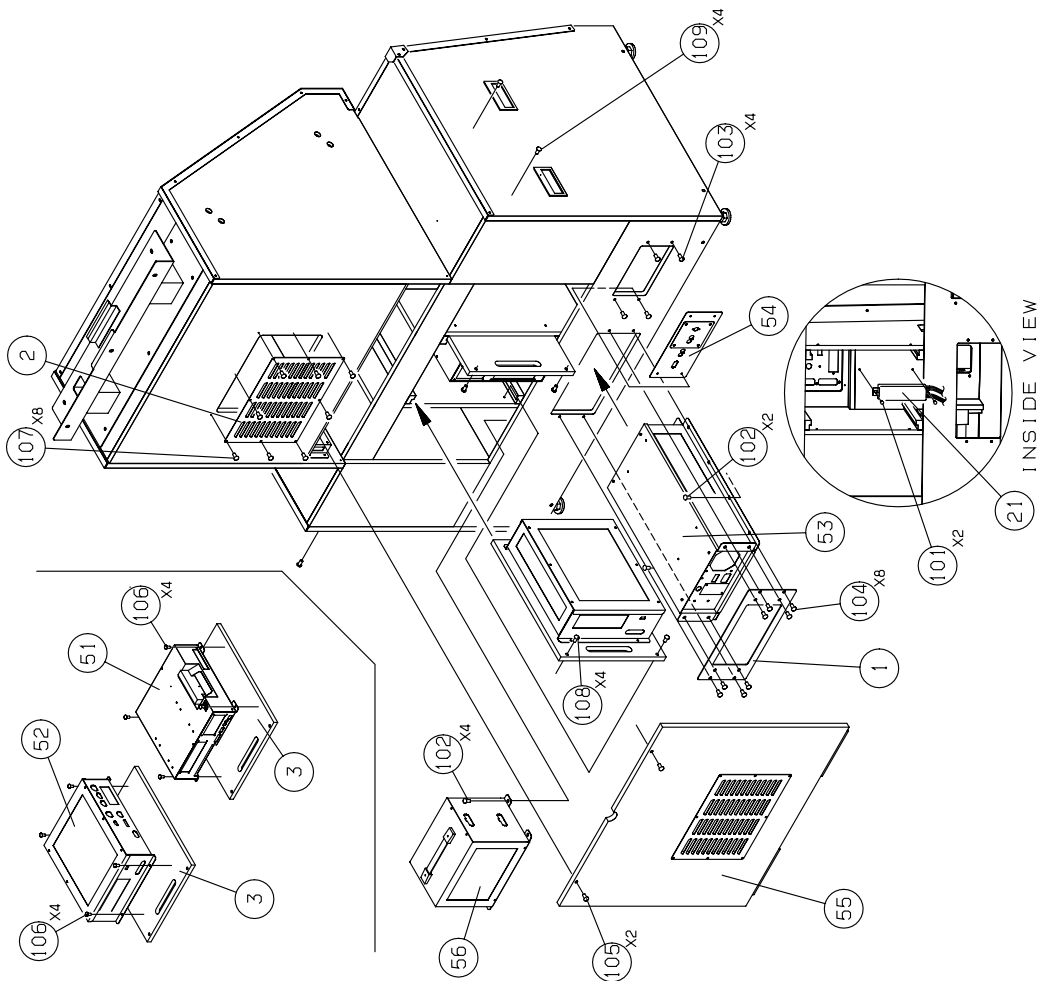
NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000054020	COVER, EDGE			1	
2	0000054021	COVER, EDGE			1	
3	0000051166	COVER, CORNER			1	
4	0000051167	COVER, CORNER			1	
5	0000053982	PANEL, SPEAKER			2	
6	0000052643	NET, SPEAKER			2	
7	0000052644	NET, SPEAKER			2	
8	0000052662	COVER, SPEAKER			2	
9	0000053984	GLASS, MONITOR			1	
10	0000052753	TAPE, SPONGE			2	
11	0000052650	FIXTURE, GLASS			1	
12	0000052632	FIXTURE, GLASS			1	
13	0000052853	ASS'Y, BOX, SPEAKER			1	
14	0000059110	ASS'Y, START			1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS TRUSS	M4x15/MFCr		5	
102		SCREW, CROSS TRUSS	M4x10/BLACK		8	
103		SCREW, CROSS TRUSS	M4x10/MFCr		24	
104		SCREW, CROSS TRUSS	M4x15/BLACK		12	
105		SCREW, CROSS TRUSS	M6x15/MFCr		9	
106		SCREW, CROSS TRUSS	M6x35/MFCr		12	
107		NUT, FRANGE	M4/MF7n2-C		1	
108		SCREW, CROSS TRUSS	M4x30/BLACK		6	

**FIG.4 UNIT, CABINET(4/4)**

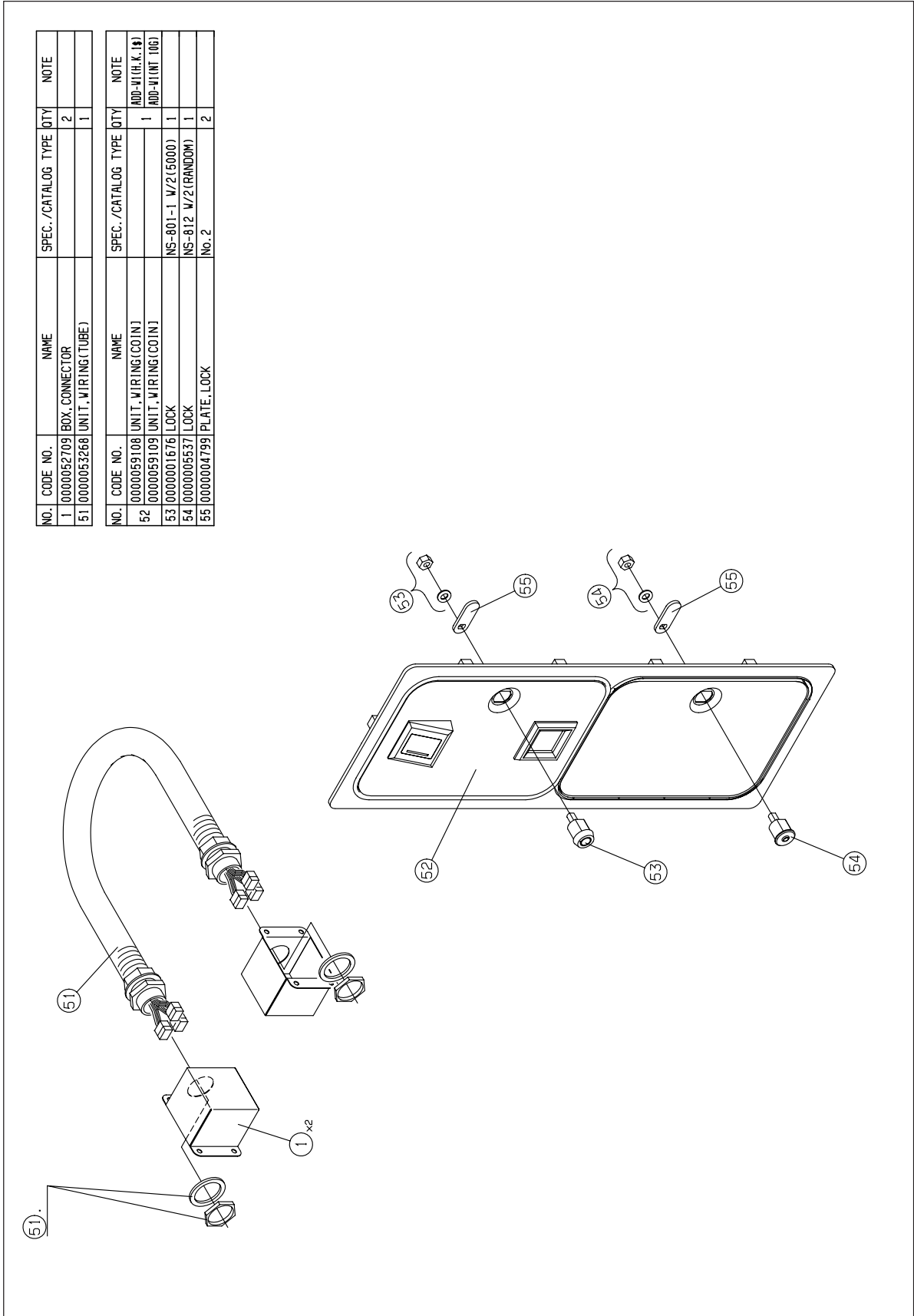
NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000052663	BRACKET, POWER		1	
2	0000052370	COVER, DUCT		1	
3	0000053996	BOARD, PCB		2	
21	0000052770	INVERTER	2JV100-20C-GN845	1	
51	0000064337	UNIT, PCB BOX		1	
52	0000064720	UNIT, AMP BOX		1	
53	0000063084	ASS'Y, POWER BOX		1	
54	0000064617	ASS'Y, CONNECTOR		1	
55	0000064617	ASS'Y, DOOR BACK		1	
56	0000037537	ASS'Y, TRANSFORMER		1	

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
101		SCREW, CROSS PAN SENS	M4x15/MFZL2-C	2	PV, SW
102		SCREW, CROSS PAN SENS	M6x20/MFZL2-C	6	PV, SW
103		SCREW, CROSS TRUSS	M4x20/ BLACK	4	
104		SCREW, CROSS TRUSS	M6x15/MFCr	8	
105		SCREW, CROSS TRUSS	M6x40/ BLACK	2	
106		SCREW, CROSS TAPPING TRUSS	4x12/MFCr	8	
107		SCREW, CROSS TAPPING TRUSS	4x12/ BLACK	8	
108		BOLT, WING	M4x30/MFZL2-C	4	
109		SCREW, CROSS TRUSS	M6x25/ BLACK	4	





**FIG.5 UNIT, TUBE / ASS'Y DOOR COIN** - - - - -



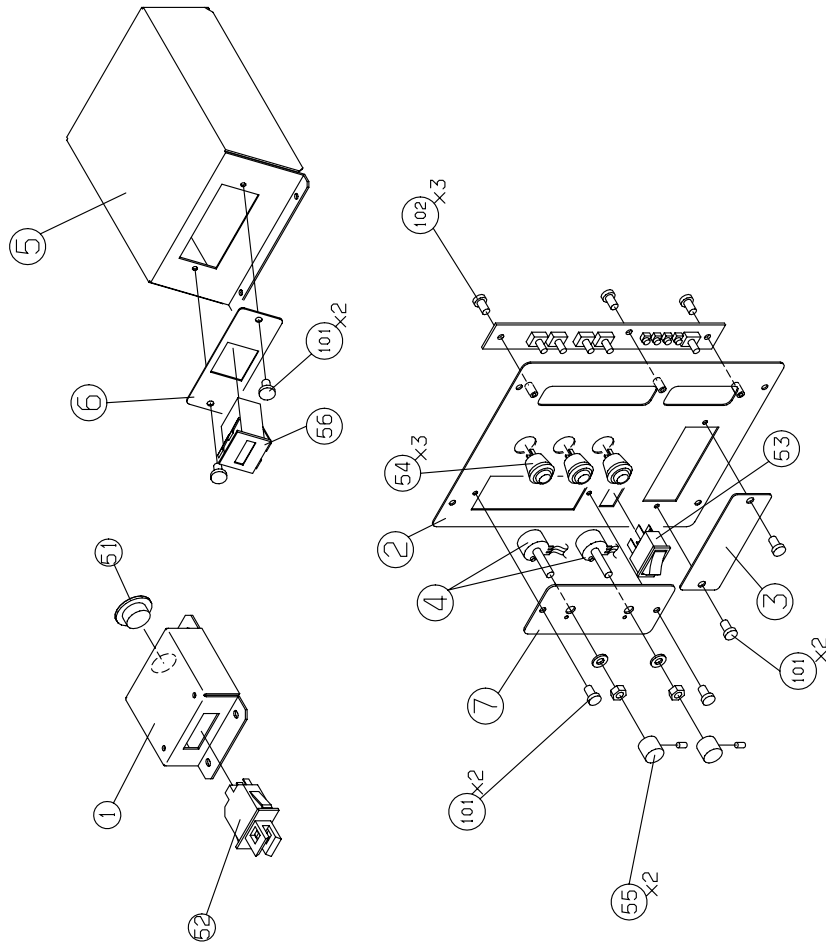
NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000052709	BOX, CONNECTOR			2	
51	0000053268	UNIT, WIRING(TUBE)			1	
NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
52	0000059108	UNIT, WIRING(COIN)			1	ADD-VT(H.K.18)
53	0000059109	UNIT, WIRING(COIN)			1	ADD-VT(NT.106)
54	0000001676	LOCK	NS-801-1	W/2 (5000)	1	
55	0000005537	LOCK	NS-812	W/2 (RANDOM)	1	
55	0000004799	PLATE, LOCK	No. 2		2	

FIG.6 ASS'Y, SERVICE

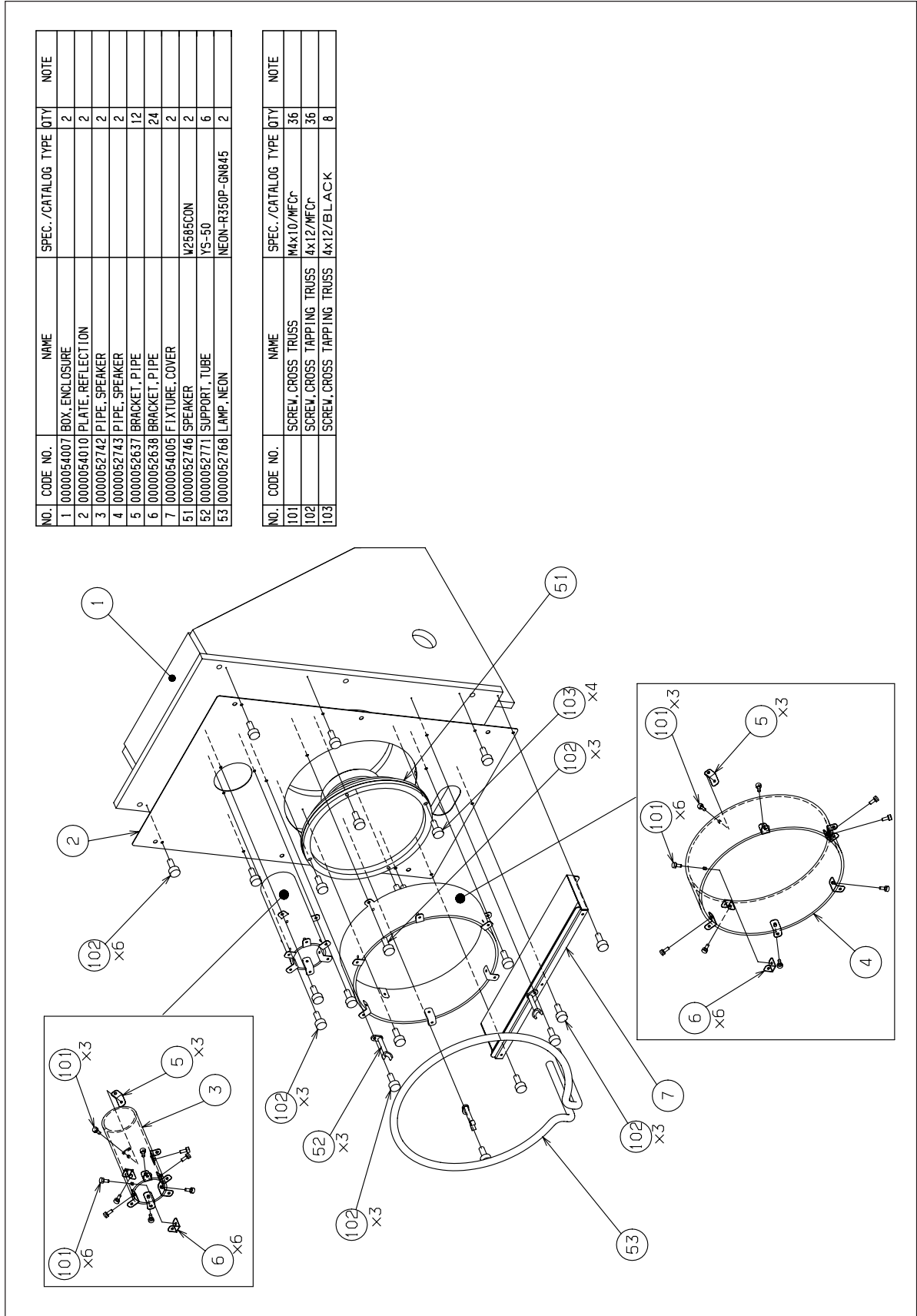
NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000038221	BRACKET, SWITCH			1	
2	0000053995	PLATE, SERVICE			1	
3	0000012255	PLATE, COVER			1	
4	0000053270	UNIT, WIRING (VOL.)			1	
5	0000052657	BASE, COINBOX			1	
6	0000052631	PLATE, COUNTER			1	
7	0000053953	PLATE, VOLUME			1	
51	0000038413	BUSH	MP1060		1	
52	000004953	SWITCH, DOOR	AV1225		1	
53	0000039100	SWITCH, ROCKER	AJ8201BK		1	
54	000005098	SWITCH, PUSH	DS412 2P		3	
55	0000031436	KNOB	K-75M		2	
56	0000030431	COUNTER	GX-06PD55		1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SENS	M4x10/MFZL2-C		6	PW, SW
102		SCREW, CROSS PAN PLASTIC	M3x6/PC		3	



**FIG.7 ASS'Y, BOX SPEAKER**



NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	10000064007	BOX, ENCLOSURE			2	
2	10000054010	PLATE, REFLECTION			2	
3	10000062742	PIPE, SPEAKER			2	
4	10000062743	PIPE, SPEAKER			2	
5	10000062637	BRACKET, PIPE			12	
6	10000062638	BRACKET, PIPE			24	
7	10000054005	FIXTURE, COVER			2	
51	10000062746	SPEAKER	W2585CON		2	
52	10000062771	SUPPORT, TUBE	YS-50		6	
53	10000062768	LAMP, NEON	NEON-R350P-GN845		2	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS TRUSS	M4x10/MFCr		36	
102		SCREW, CROSS TAPPING TRUSS	4x12/MFCr		36	
103		SCREW, CROSS TAPPING TRUSS	4x12/BLACK		8	

**FIG.8 ASS'Y, START**

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
4	0000063985	PLATE, START			1	
5	0000054003	DOOR, BACK			1	
6	0000062370	COVER, DUCT			1	
7	0000038230	PLATE, SWITCH			1	
51	0000034746	BUTTON, PUSH	0B5A-45UK-G		2	
52	0000049173	SWITCH, PUSH	0B5A-30US-Y		4	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
103		SCREW, CROSS TAPPING TRUSS	4X1.2/BLACK		8	
104		SCREW, CROSS TAPPING TRUSS	4X1.2/MFCr		2	

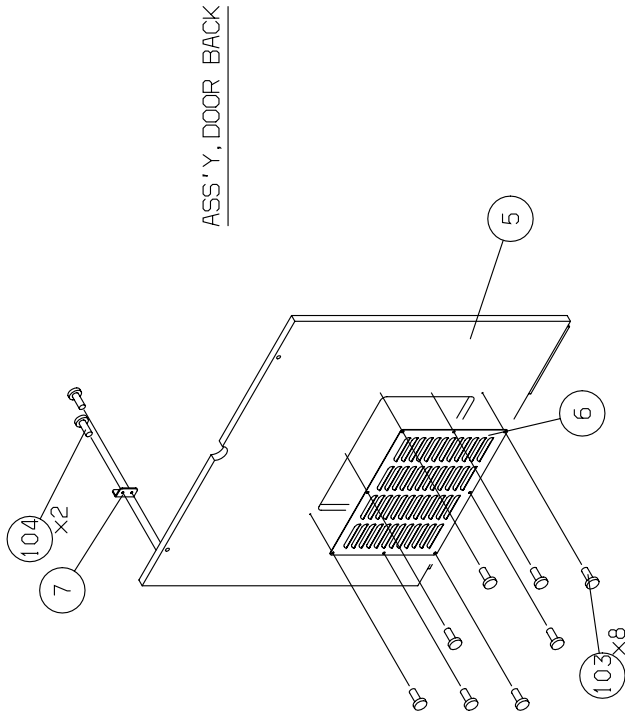
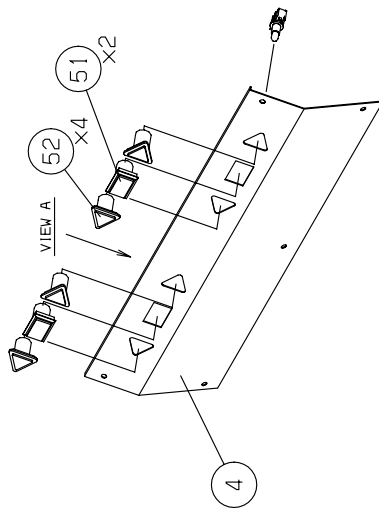
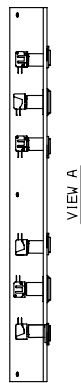
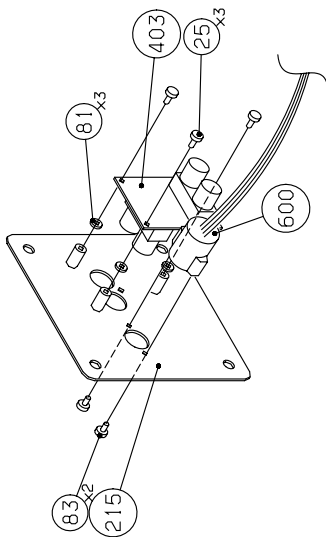


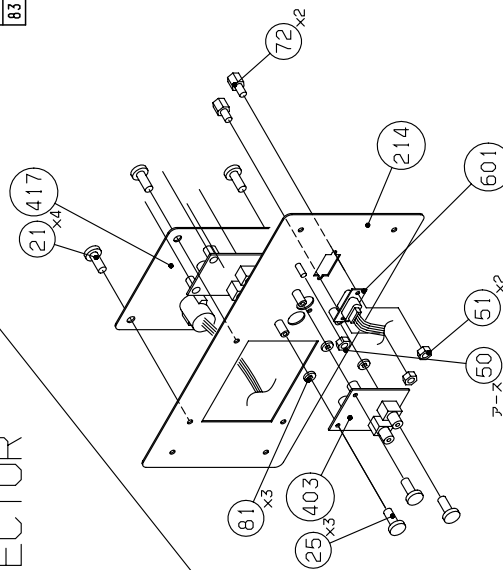
FIG.9 ASS'Y, CONNECTOR

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
	214	0000052665	BRACKET, CONNECTOR		1	
	215	0000060570	COVER, CONNECTOR		1	
	403	0000052605	UNIT, PCB(H)		2	
	417		ASS'Y, COVER, CONNECTOR		1	
	601	0000053230	WIRE		1	
	600	0000060243	CABLE, SERIAL		1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
	21	SCREW, CROSS PAN SENS	M4x10/MFZn2-C		4	PN, SV
	25	SCREW, CROSS PAN SENS	M3x6/MFZn2-C		6	SV
	50	NUT, FLANGE	M4/MFZn2-C		1	
	51	NUT, HEX	M3/MFZn2-C		2	
	72	SPACER	17L-003C26		2	
	81	WASHER, PLAIN	CC-0306-05		6	
	83	SCREW, CROSS P-TIGHT PAN	2.6x6/MFZn		2	



ASS'Y COVER, CONNECTOR



ASS'Y, CONNECTOR

FIG.11 ASS'Y, LIGHT A / B

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000054008	BOX, LAMP			4	
2	0000055665	FIXTURE, LAMP			4	
3	0000053979	COVER, LAMP			2	PINK
4	0000053977	COVER, LAMP			2	GREEN
5	0000055664	COVER, LAMP			4	
6	0000053976	COVER, DUCT			4	
51	0000053318	SOCKET	E10FS-GN845		4	
52	0000053315	LAMP, HALOGEN	JR 12V-20W/L/K3/EZ		4	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS, TRUSS	M4x6/BLACK		32	
102		SCREW, CROSS, TRUSS	M4x10/BLACK		24	
103		SCREW, CROSS PAN SEMS	M3x5/MFZn2-C		8	PH, SW
104		SPACER	BSB-408-7		16	
105		SPACER	BSB-420-7		16	
106		NUT, FLANGE	M4/MFZn2-C		16	

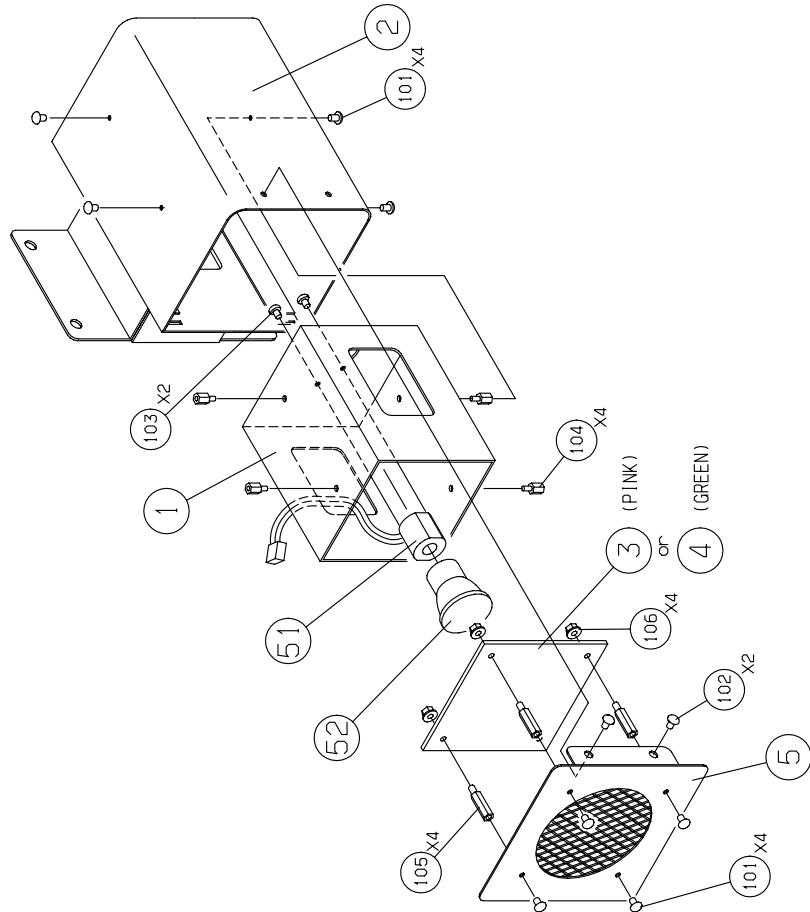


FIG.12 ASS'Y, SPEAKER / ASS'Y, LAMP

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000049345	BRACKET, LAMP			1	
2	0000052641	BRACKET, SPEAKER			2	
3	0000052639	FIXTURE, SPEAKER			2	
4	0000052635	COVER, SPEAKER			2	
51	0000048810	LAMP, F. WITH HOLDER	HZ2055-G0876		2	
52	0000048813	KNOB	A-GD20		1	
53	0000048814	LEG, RUBBER	H-SK1912		2	
54	0000037413	SPEAKER	EE0135E1		2	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M4x15/MFZn2-C		1	PN, SW
102		SCREW, CROSS PAN	M4x15/MFZn2-C		2	PN, SW
103		SCREW, CROSS PAN SEMS	M6x10/MFZn2-C		8	PN, SW
104		SCREW, CROSS PAN SEMS	M6x15/MFZn2-C		4	PN, SW
105		SCREW, CROSS TRUSS	M4x10/BLACK		4	
106		SCREW, CROSS TRUSS	M5x10/BLACK		8	
107		WASHER, PLAIN	B/MFZn2-C		4	

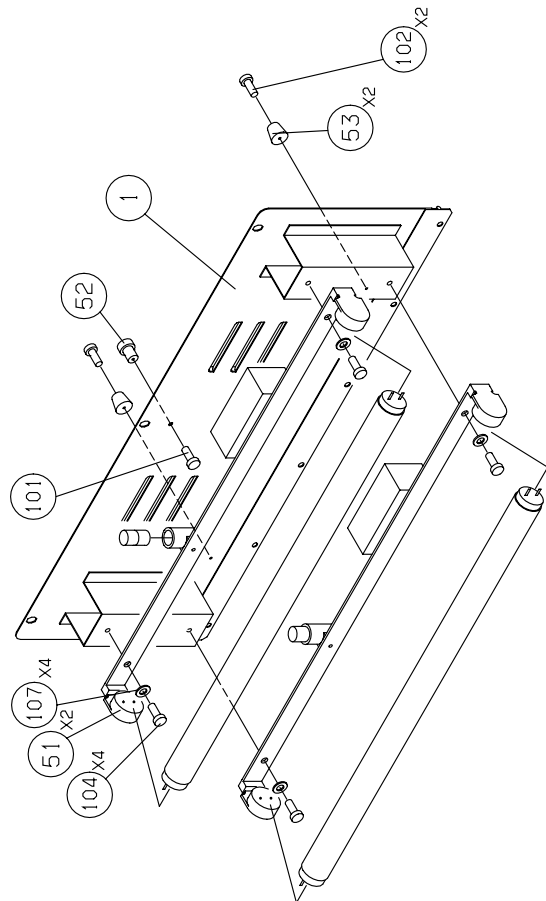
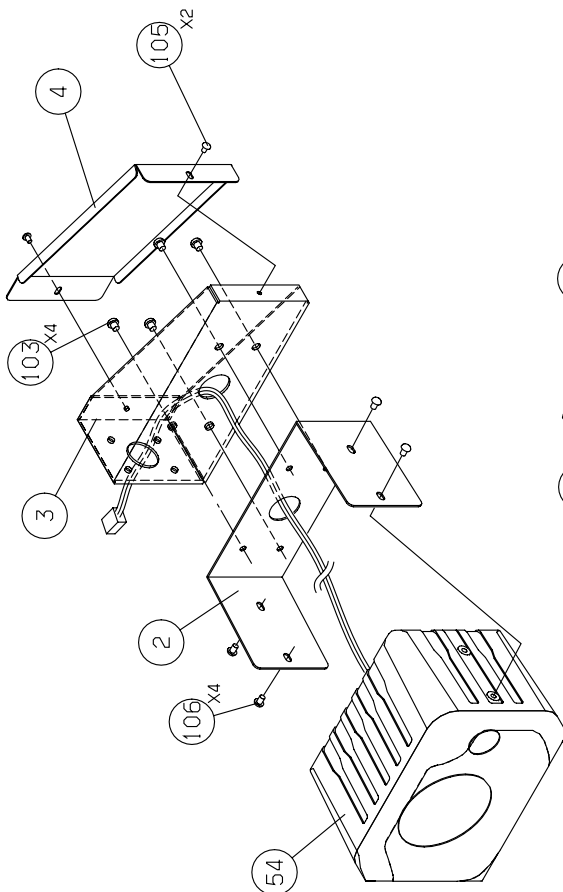


FIG.13 UNIT, STEP BASE L(1/2)

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000054040	FRAME, MAIN			1	
2	0000054031	BRACKET, SWITCH			16	
3	0000052760	TAPE, SPONGE			16	
4	0000053735	SPACER			48	
5	0000054034	COVER, PCB			1	
6	0000054035	BRACKET, COVER			1	
7	0000054039	PIPE, FRAME			1	
8	0000055671	ASS'Y, SWITCH			4	
9	0000053233	ASS'Y, LAMP(R)			2	
10	0000053234	ASS'Y, LAMP(B)			2	
11	0000052648	UNIT, PCB(D)			1	
51	0000047156	CASTER	TCH-75 NM		4	
52	0000053334	ADJUSTER	D-B316*70		4	
53	0000053698	BEARING	WC06DUN		48	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M3x5/MFZn2-C		4	PM, SW
102		SCREW, CROSS PAN SEMS	M4x10/MFZn2-C		5	PM, SW
103		SCREW, CROSS PAN SEMS	M4x20/MFZn2-C		16	PM, SW
104		SCREW, CROSS PAN SEMS	M6x15/MFZn2-C		16	PM, SW
105		SCREW, CROSS TP	M4x8/MFZn2-C		48	
106		BOLT, HEX	M10x20/MFZn2-C		10	
107		BOLT, HEX SOCKET, CAP	M6x12/MFZn2-C		4	D=Ø20, T=1.6
108		WASHER, PLAIN	6/ BLAC K		10	
109		WASHER, PLAIN	10/MFZn2-C		10	
110		WASHER, SPRING	6/MFZn2-C		4	
111		WASHER, SPRING	10/MFZn2-C		10	
112		WASHER, PLAIN	4/MFZn2-C		16	D=Ø14, T=1.0
113		SCREW, CROSS PAN SEMS	M5x10/MFZn2-C		16	PM(Ø10), SW
114		SPACER	MO-B		4	

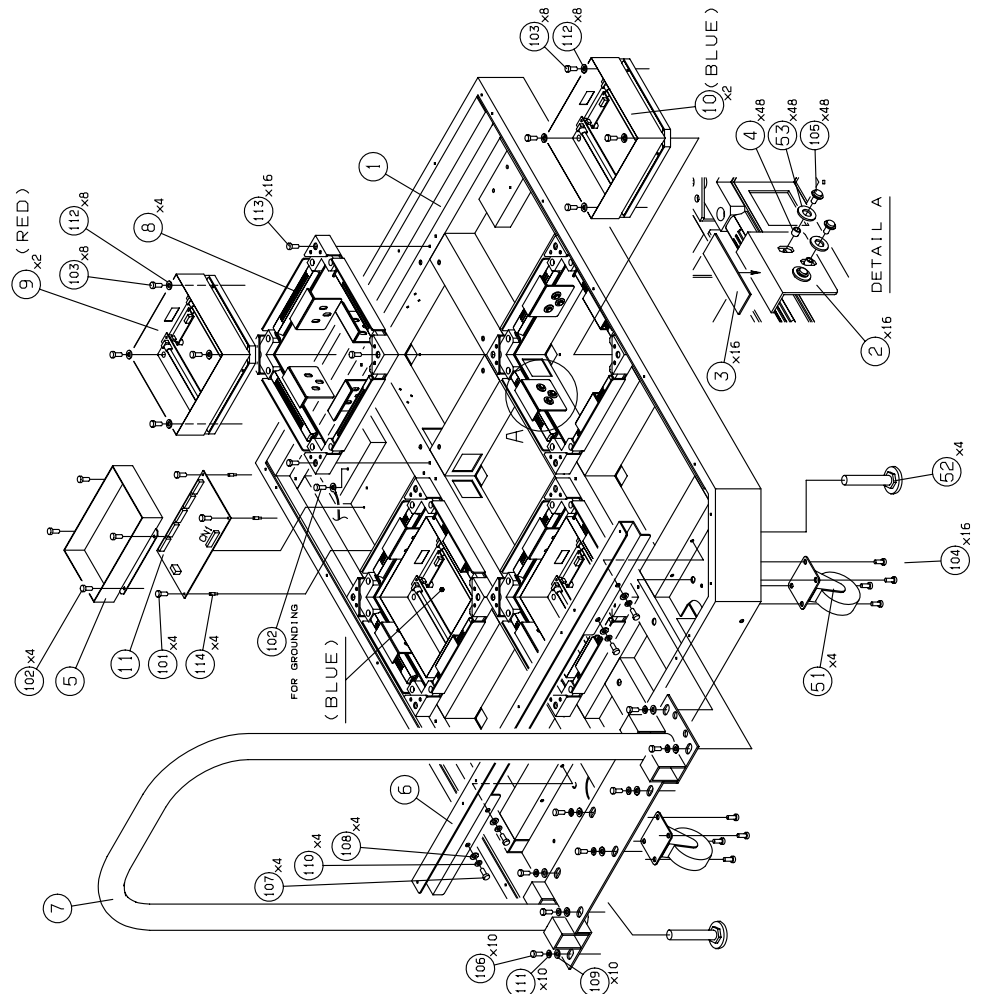




FIG.14 UNIT, STEP BASE L(2/2)

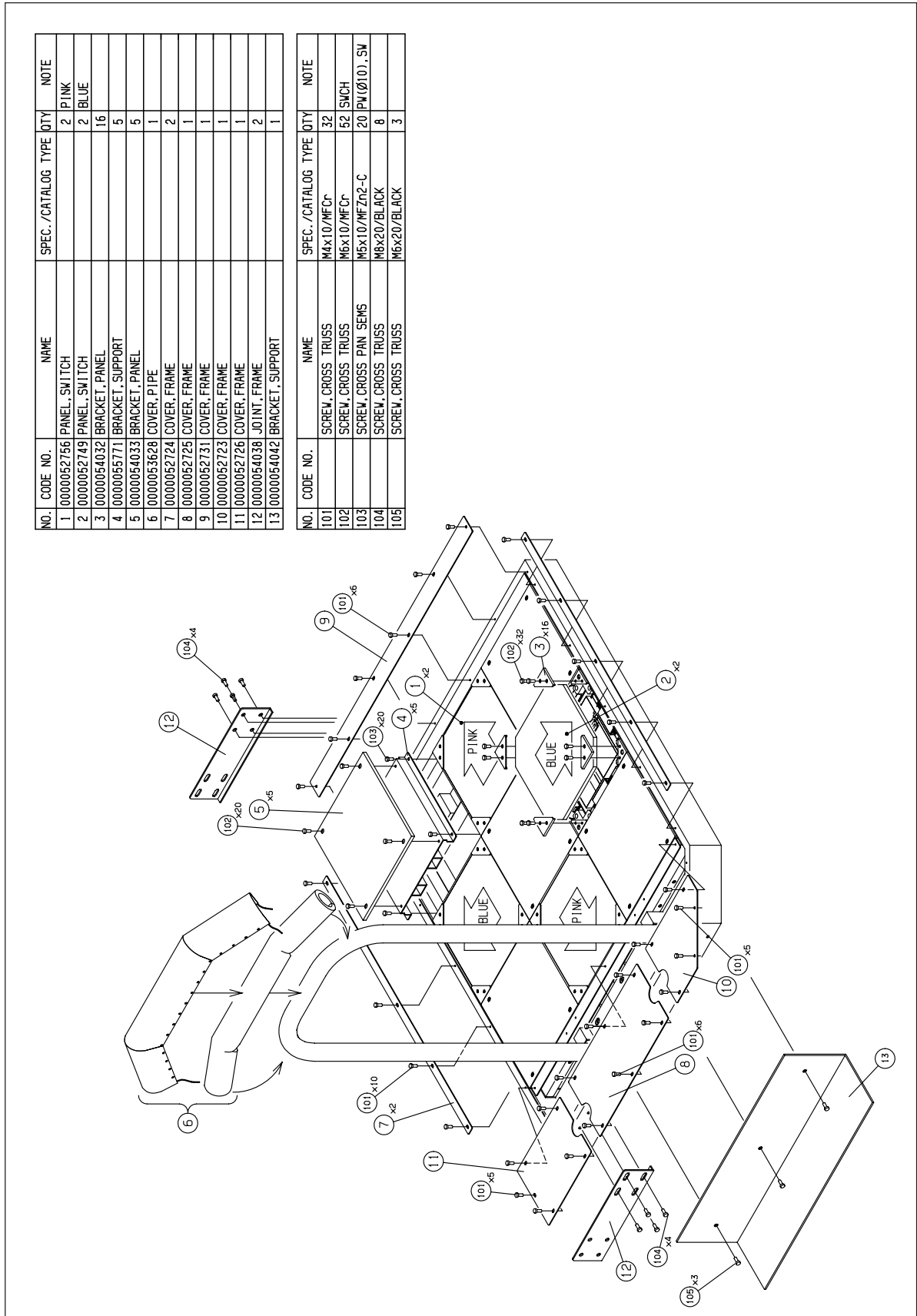


FIG.15 UNIT, STEP BASE R(1/2)

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	10000054041	FRAME, MAIN			1	
2	10000054031	BRACKET, SWITCH			16	
3	10000052760	TAPE, SPONGE			16	
4	10000053735	SPACER			48	
5	10000054034	COVER, PCB			1	
6	10000054035	BRACKET, COVER			1	
7	10000054039	PIPE, FRAME			1	
8	10000055671	ASS'Y, SWITCH			4	
9	10000053233	ASS'Y, LAMP(R)			2	
10	10000053234	ASS'Y, LAMP(B)			2	
11	10000052648	UNIT, PCB(D)			1	
51	10000047156	CASTER	TCM-75 NM		4	
52	10000053334	ADJUSTER	D-B316*70		4	
53	10000053698	BEARING	WC6DUUN		48	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SENS	M3x5/MFZn2-C		4	PV, SW
102		SCREW, CROSS PAN SENS	M4x10/MFZn2-C		5	PV, SW
103		SCREW, CROSS PAN SENS	M4x20/MFZn2-C		16	PV, SW
104		SCREW, CROSS PAN SENS	M6x15/MFZn2-C		16	PV, SW
105		SCREW, CROSS TP	M4x8/MFZn2-C		48	
106		BOLT, HEX	M10x20/MFZn2-C		10	
107		BOLT, HEX SOCKET, CAP	M6x12/MFZn2-C		4	D=Ø20, T=1.6
108		WASHER, PLAIN	6/BLACK		4	
109		WASHER, PLAIN	10/MFZn2-C		10	
110		WASHER, SPRING	6/MFZn2-C		4	
111		WASHER, SPRING	10/MFZn2-C		10	
112		WASHER, PLAIN	4/MFZn2-C		16	D=Ø14, T=1.0
113		SCREW, CROSS PAN SENS	M6x10/MFZn2-C		16	PV(Ø10), SW
114		SPACER	MO-8		4	

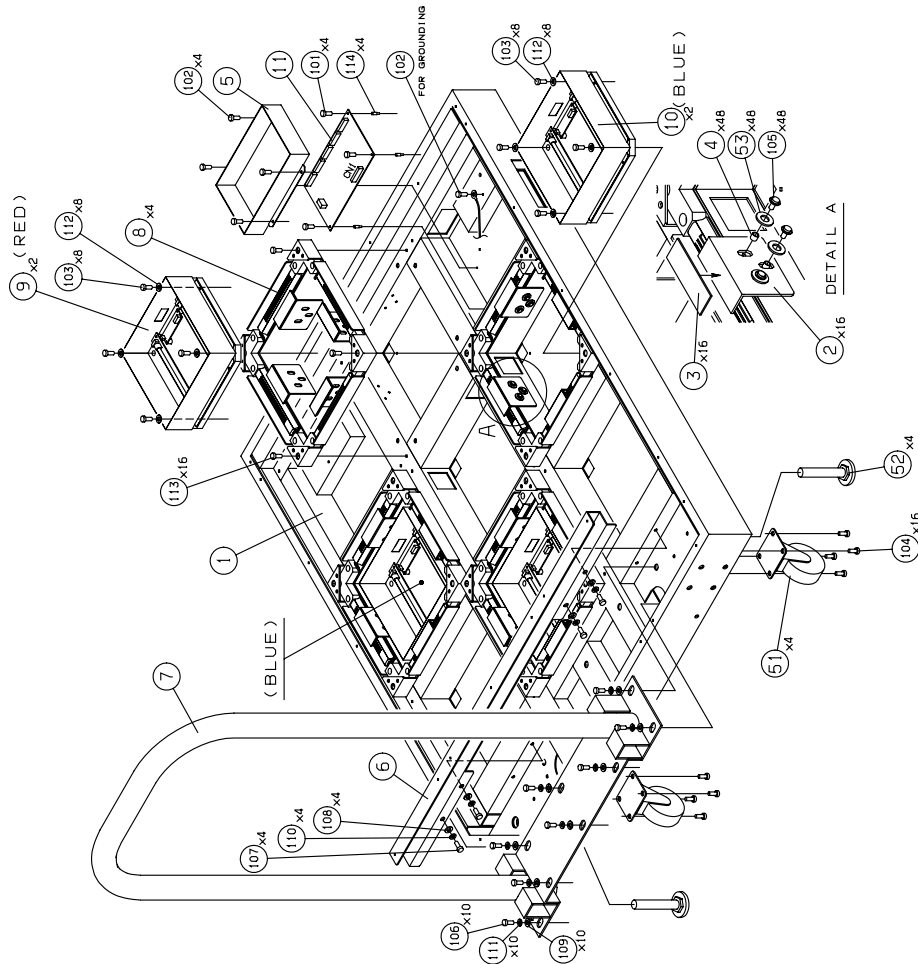
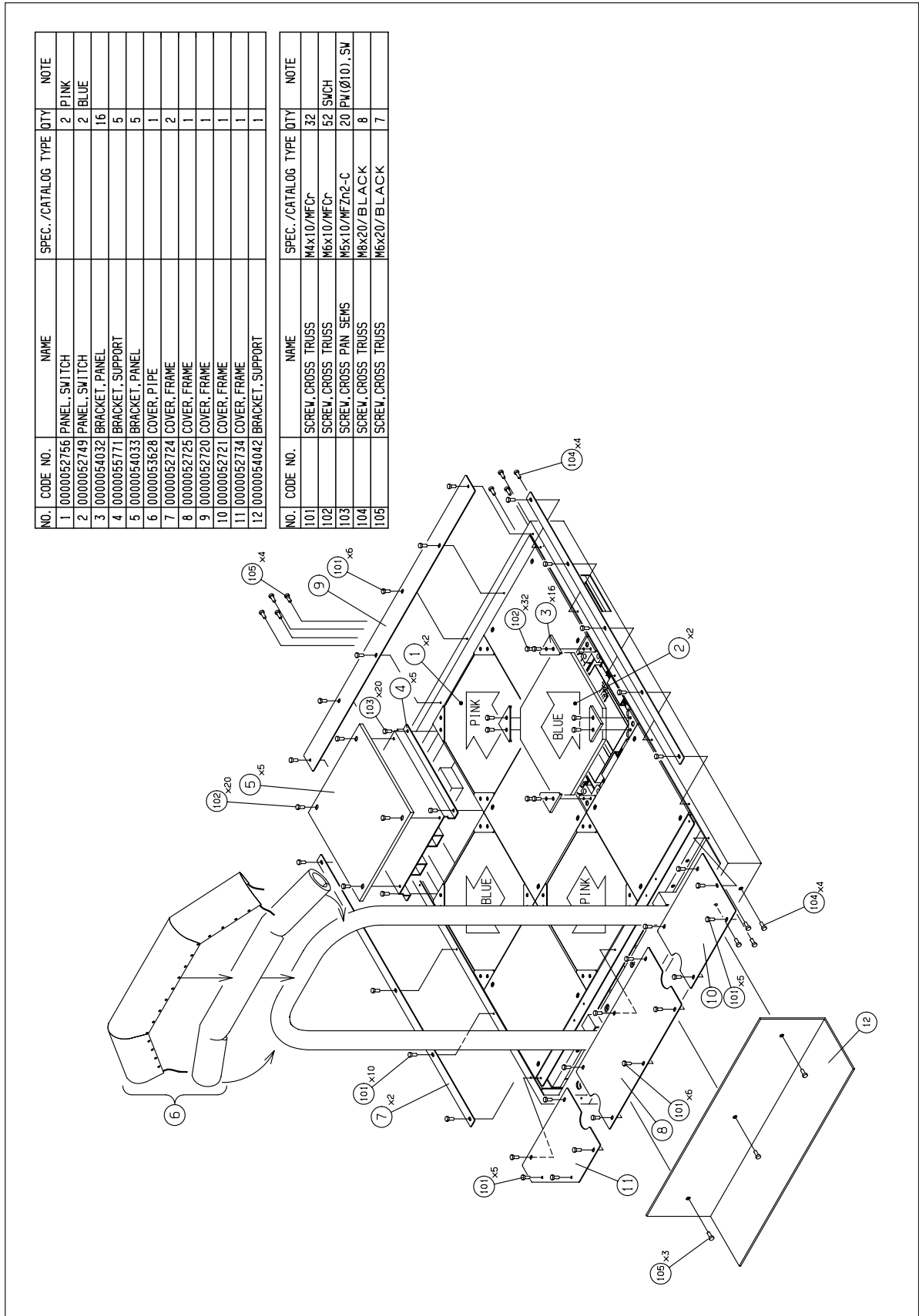


FIG.16 UNIT, STEP BASE R(2/2)

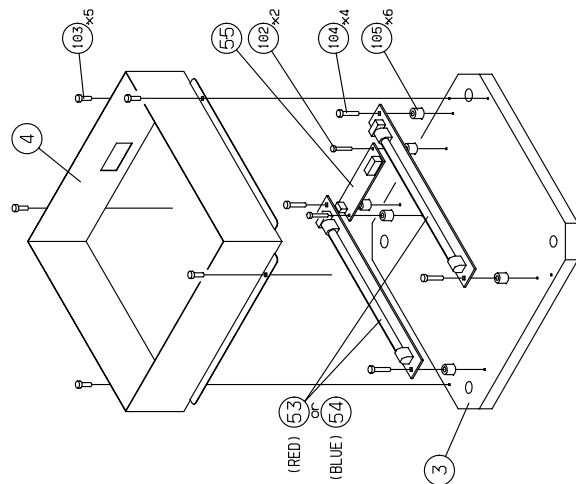
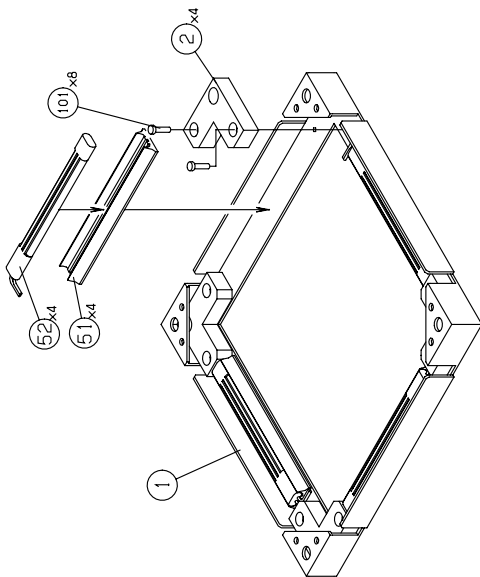


**FIG.17 UNIT, STEP BASE L / R** ———

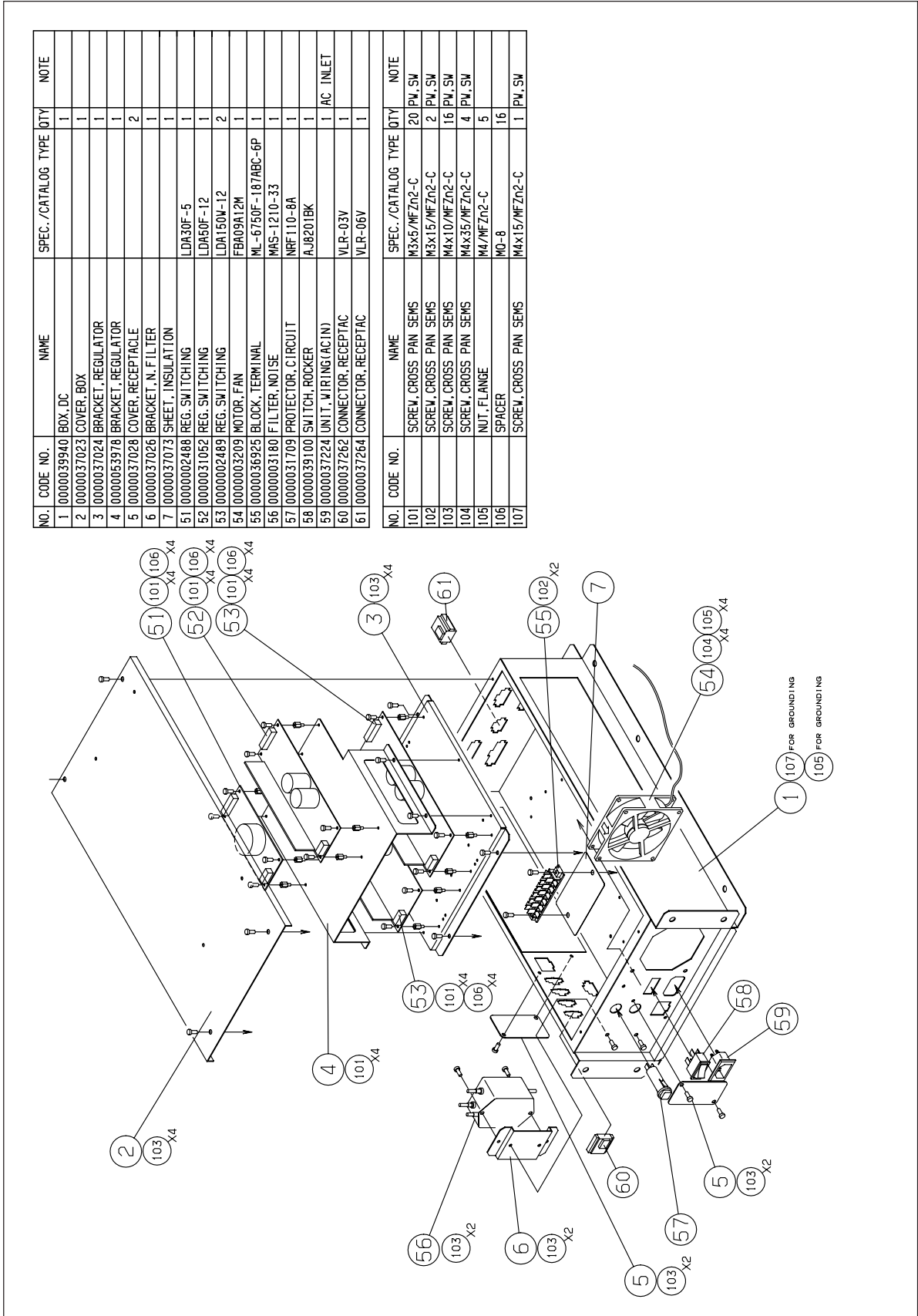
NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000055663	FRAME, SWITCH			1	
2	0000053987	STOPPER, SWITCH			4	
3	0000053959	BOARD, LAMP			1	
4	0000053983	COVER, LAMP			1	
51	0000052757	CHANNEL, RUBBER	RG601		4	
52	0000052752	SWITCH, CABLE	CB601		4	
53	0000052741	TUBE, COLD CATHODE	HIU-417-L R		1	RED
54	0000052739	TUBE, COLD CATHODE	HIU-417-L B		1	BLUE
55	0000052744	INVERTER	HIU-417		1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M4x15/MFZn2-C		8	PH(Ø10), SW
102		SCREW, CROSS, WOOD ROUND	2.4x16/MFZn2-C		2	
103		SCREW, CROSS, WOOD ROUND	3.1x10/MFZn2-C		5	
104		SCREW, CROSS, WOOD ROUND	3.1x16/MFZn2-C		4	
105		SPACER, PLASTIC	4x8		6	



**FIG.18 ASS'Y, POWER BOX**

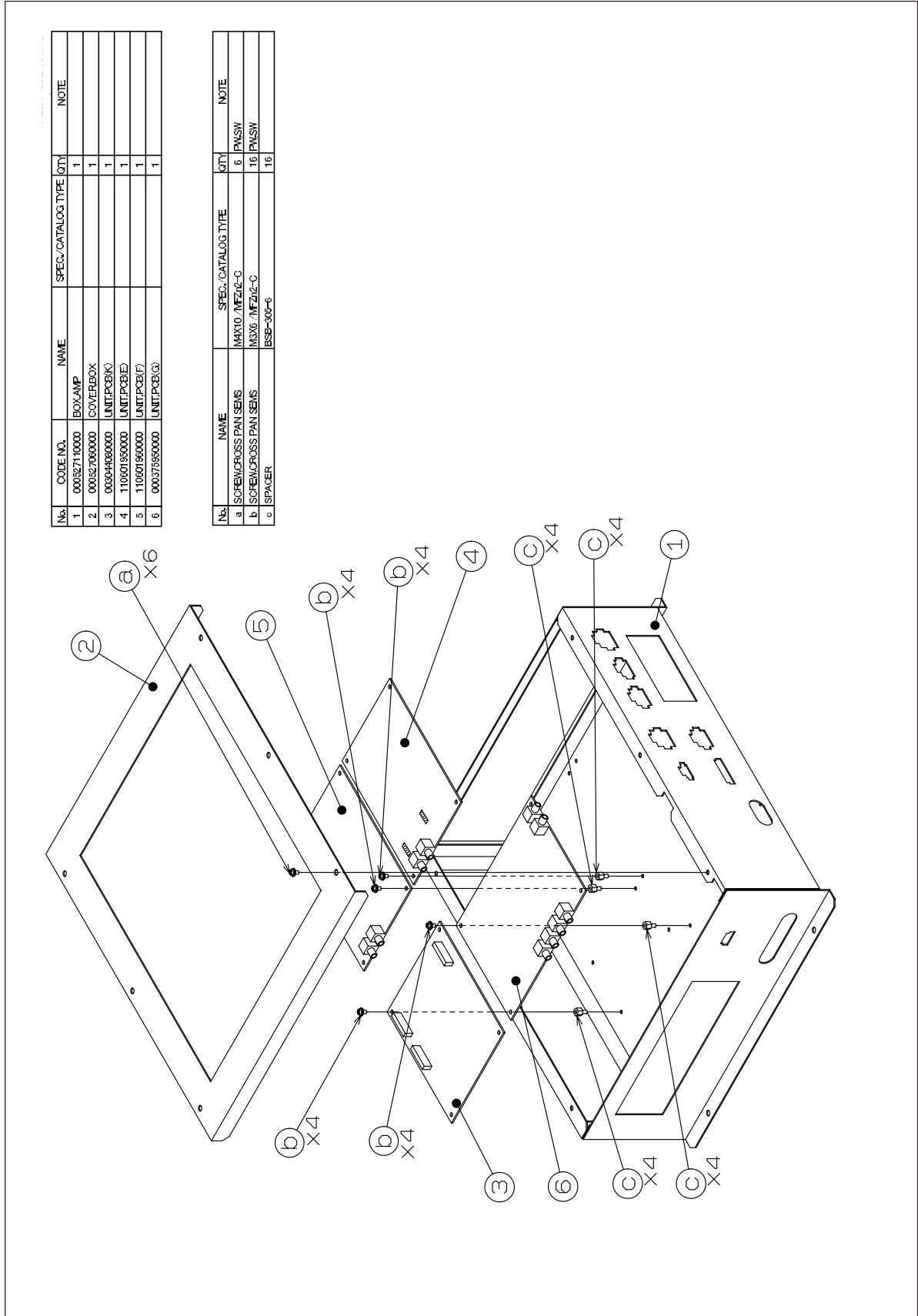


NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000039940	BOX, DC			1	
2	0000037023	COVER, BOX			1	
3	0000037024	BRACKET, REGULATOR			1	
4	0000053978	BRACKET, REGULATOR			1	
5	0000037028	COVER, RECEPTACLE			2	
6	0000037026	BRACKET, N. FILTER			1	
7	0000037073	SHEET, INSULATION			1	
51	000002488	REG. SWITCHING	LDA30F-5		1	
52	0000031052	REG. SWITCHING	LDA60F-12		1	
53	0000002489	REG. SWITCHING	LDA150W-12		2	
54	0000003209	MOTOR, FAN	FBA09A12M		1	
55	0000036925	BLOCK, TERMINAL	ML-6750F-187/ABC-GP		1	
56	0000003180	FILTER, NOISE	MAS-1210-33		1	
57	0000031709	PROTECTOR, CIRCUIT	NRF110-8A		1	
58	0000039100	SWITCH, ROCKER	AJ8201BK		1	AC INLET
59	0000037224	UNIT, WIRING(ACIN)			1	AC INLET
60	0000037262	CONNECTOR, RECEPTAC	VLR-03V		1	
61	0000037264	CONNECTOR, RECEPTAC	VLR-06V		1	

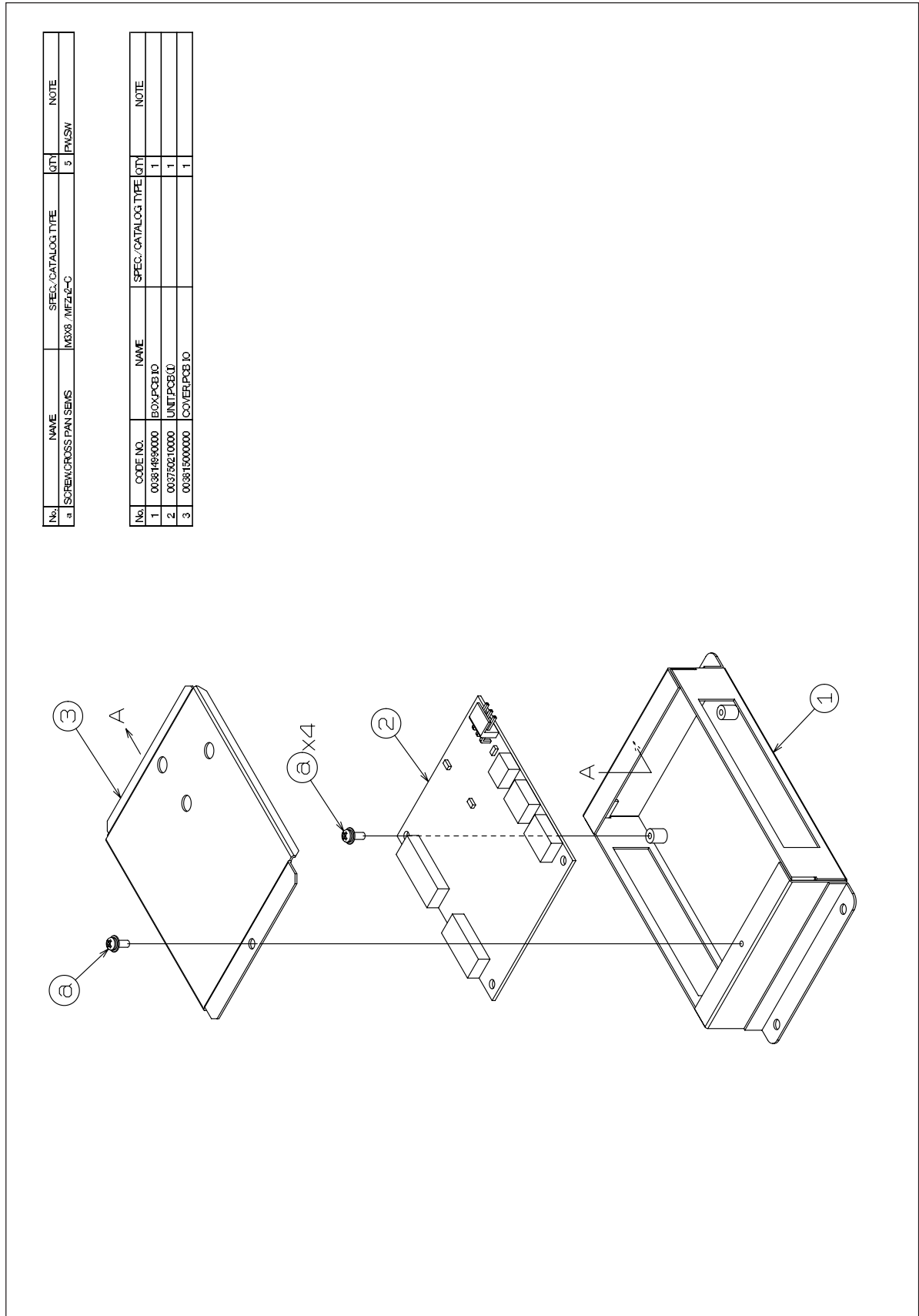
  

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SENS	M3x5/MFZn2-C		20	PV, SW
102		SCREW, CROSS PAN SENS	M3x15/MFZn2-C		2	PV, SW
103		SCREW, CROSS PAN SENS	M4x10/MFZn2-C		16	PV, SW
104		SCREW, CROSS PAN SENS	M4x35/MFZn2-C		4	PV, SW
105		NUT, FLANGE	M4/MFZn2-C		5	
106		SPACER	MO-8		16	
107		SCREW, CROSS PAN SENS	M4x15/MFZn2-C		1	PV, SW

**FIG.19 UNIT, AMP BOX**



■ FIG.20 UNIT, I/O BOX



No.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	SCREW/CROSS PAN SEAM	M3X8 /MIZ&C	5	PMSN

No.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	003814890000	BOX/PCB IO		1	
2	003759210000	UNIT/PCB IO		1	
3	003815000000	COVER/PCB IO		1	

FIG.21 UNIT, PCB BOX (1/2)

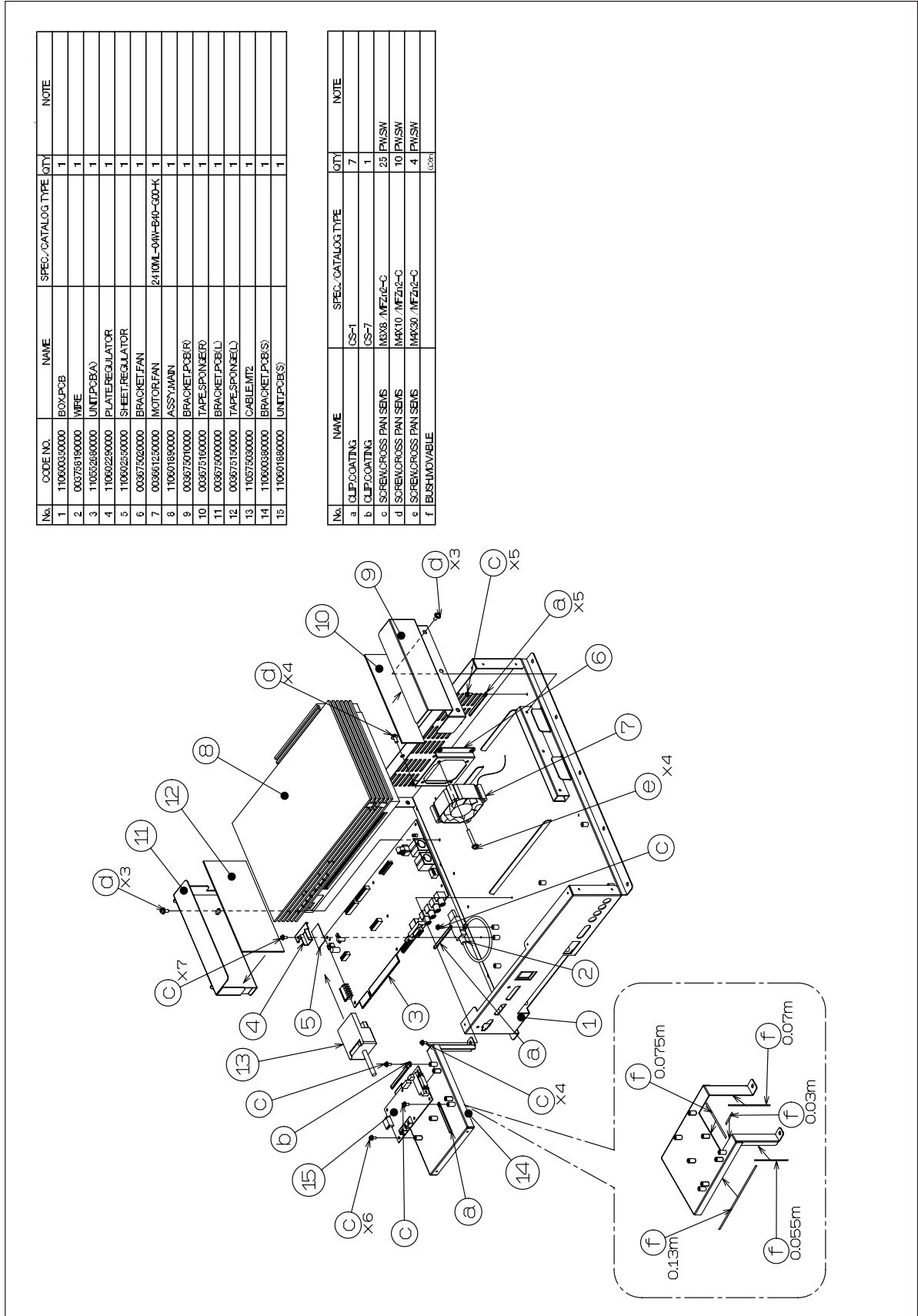
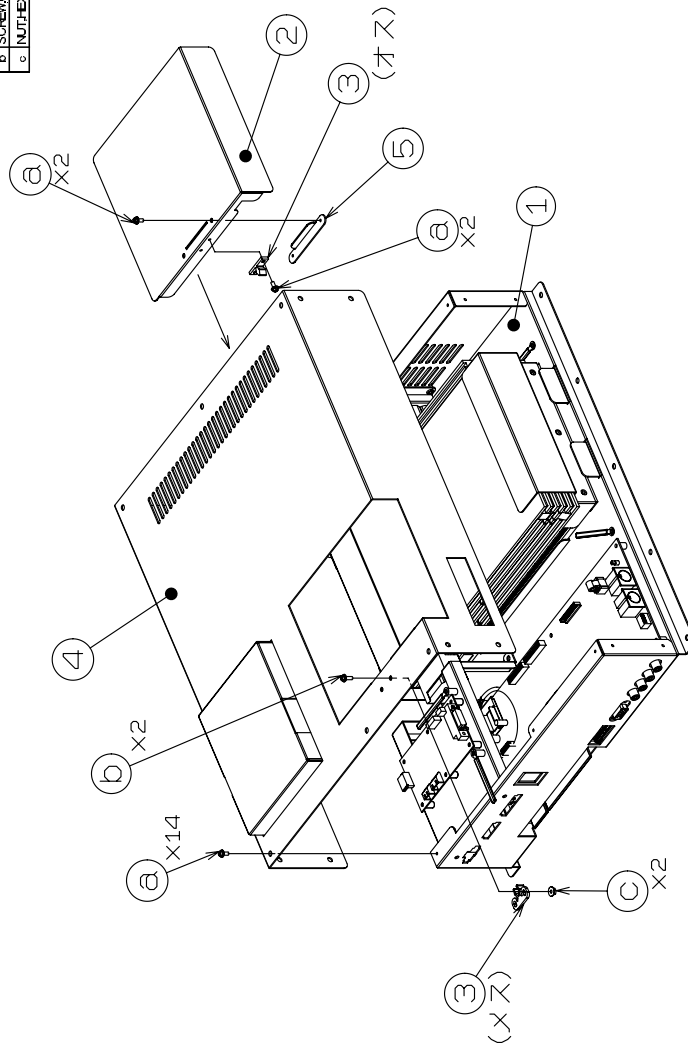




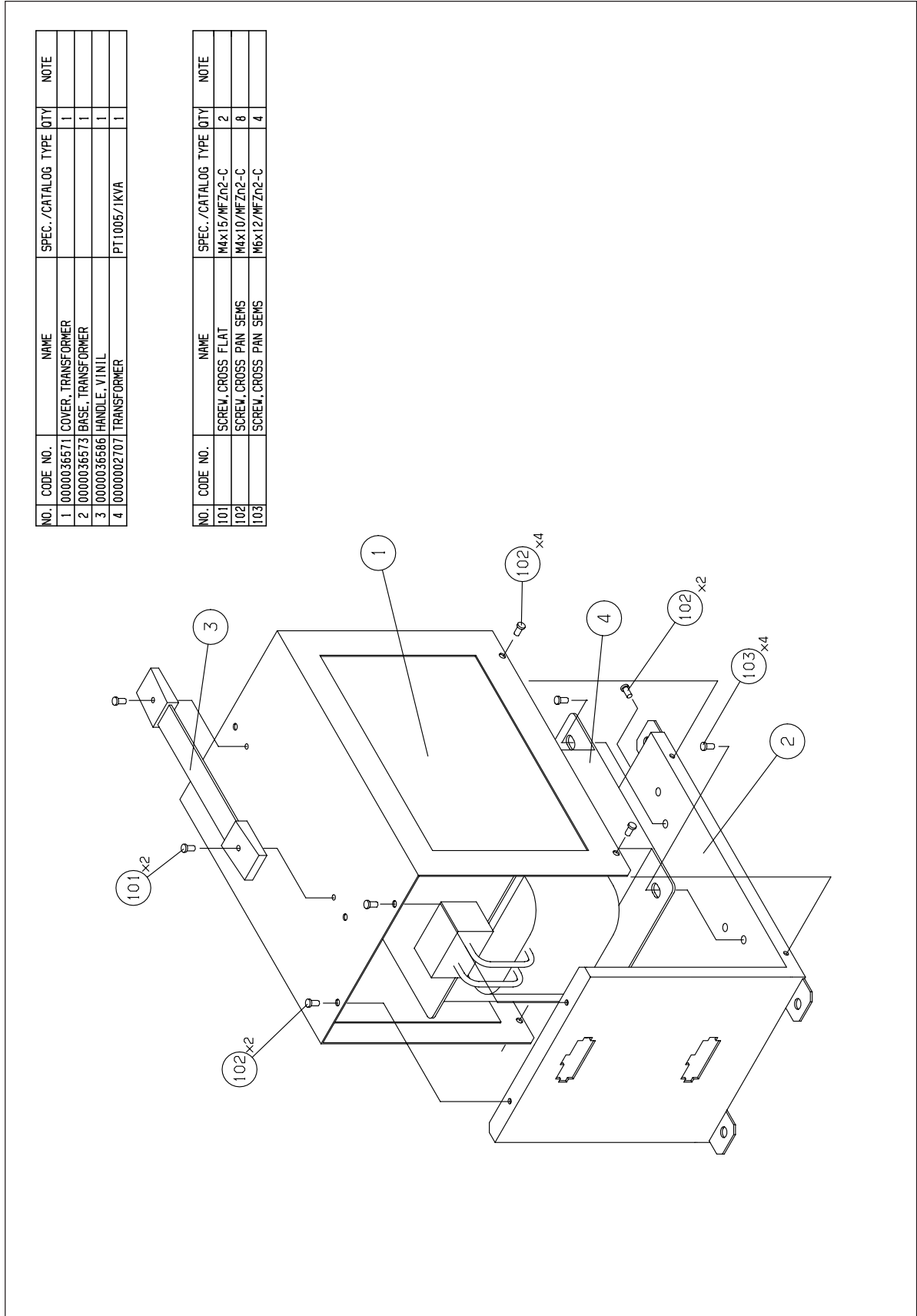
FIG.22 UNIT, PCB BOX (2/2)

No.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1		UNIT PCB BOX(1/2)		1	Refer to Fig.1
2	003675130000	COVER MAINTENANCE		1	
3	006532710000	CATCH	B-U226	1	
4	110003000000	COVER BOX		1	
5	003675140000	LEVER		1	

No.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
a	SCREW/CROSS PAN SEMI	M3X8 /MFZ12-C	16	PWSW
b	SCREW/CROSS PAN SEMI	M3X10 /MFZ12-C	2	PWSW
c	NUT-HEXAGON WITH FLANGE	M3 /MFZ12-C	2	



**FIG.23 ASS'Y, TRANSFORMER** — — — — —



NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	10000036571	COVER, TRANSFORMER			1	
2	10000036573	BASE, TRANSFORMER			1	
3	10000036586	HANDLE, VINYL			1	
4	1000002707	TRANSFORMER	PT1005/1KVA		1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS FLAT	M4X15/MFZn2-C		2	
102		SCREW, CROSS PAN SENS	M4X10/MFZn2-C		8	
103		SCREW, CROSS PAN SENS	M6X12/MFZn2-C		4	

**FIG.24 UNIT, ATTACHMENT**

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1		SCREW, CROSS TRUSS	M6X20	6	
2		BOLT, BUTTON HEAD	M6X20	5	
3		WASHER, PLAIN	6MM	5	
4	0000004565	WRENCH KEY, HEXAGON	4MM	1	
5	0000071448	UNIT, CD-ROM		1	
6	0000059047	LABEL, INST/HD		1	
7	0000071449	BOOK, MANUAL/HD		1	
8	0000060244	CABLE, SERIAL	TPX4309-010200	1	
9	0000060577	CABLE, RCA	TPX1712-015130	1	
10	0000046460	CABLE, AC		1	
11		LOCK	MAINTENANCE	1	2PIECES
12		LOCK	COIN BOX	1	2PIECES
13	0000071901	UNIT, INITIALISE		1	
14	0000070109	POP, MANUAL		1	
15	0000070107	POP/L		1	
16	0000070108	POP/R		1	
17					
18					
19					
20					

