

**KONAMI**



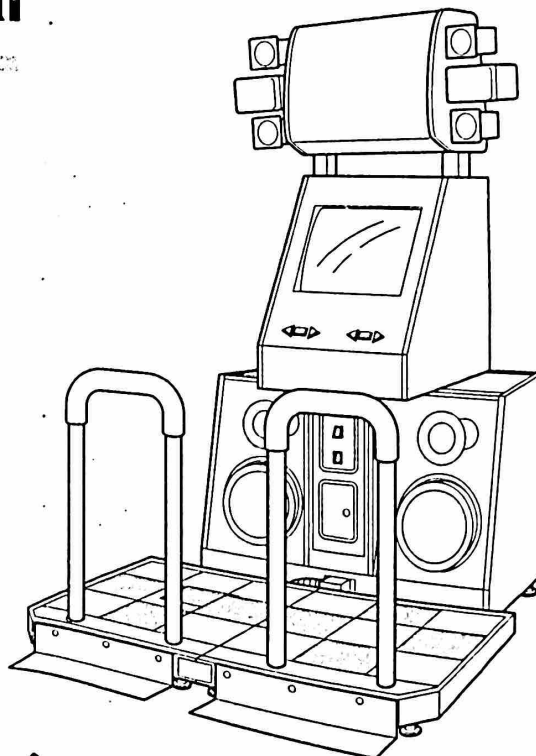
## Dancing Stage Fusion

Set-up, Operation, Maintenance, Parts catalog and Troubleshooting

# Operator's Manual

**GKE33-EA**

**GKE33-EB**



- 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: \_\_\_\_\_

• **GKE33-EA**

• **GKE33-EB**

- 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.
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## ■ Precautions for use

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

### Be sure to read the following

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



**WARNING**

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



**CAUTION**

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

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



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

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

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

#### Qualified in-shop maintenance persons

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

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

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

#### Industry specialist

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

#### Jobs handled by industry specialist

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

## 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.

## Precautions for use

### 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, or 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.

## Precautions for use

### Inspection and cleaning




#### WARNING

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



#### CAUTION



- **The spotlight halogen lamp is still very hot immediately after the power switch is turned OFF. Replace the lamp after confirming that it is sufficiently cooled.**  
• Otherwise, a burn or unexpected injury may result.
- **The step base units are so constructed that foreign matters such as sand etc. easily enter the clearance between the foot panel and the corner metals or the inside of the foot panel. Therefore, check them once a day, and if any foreign matter exists, detach the foot panel and remove it by brush or vacuum cleaner.**  
• If foreign matter enters the clearance between the foot panel and the corner metal or the inside of the foot panel, the foot switch is kept turned ON, thus unabling the normal play or resulting in trouble.  
• If sand or foreign matter is accumulated in the recess of screw head, the screw can not be turned by screwdriver, thus making it impossible to attach or detach the foot panel or replace the foot switch.
- **Do not apply fats such as wax etc. to the top surface of the step base units including the foot panel.**  
• Player may slip to be injured. 



## Moving and transportation



### CAUTION

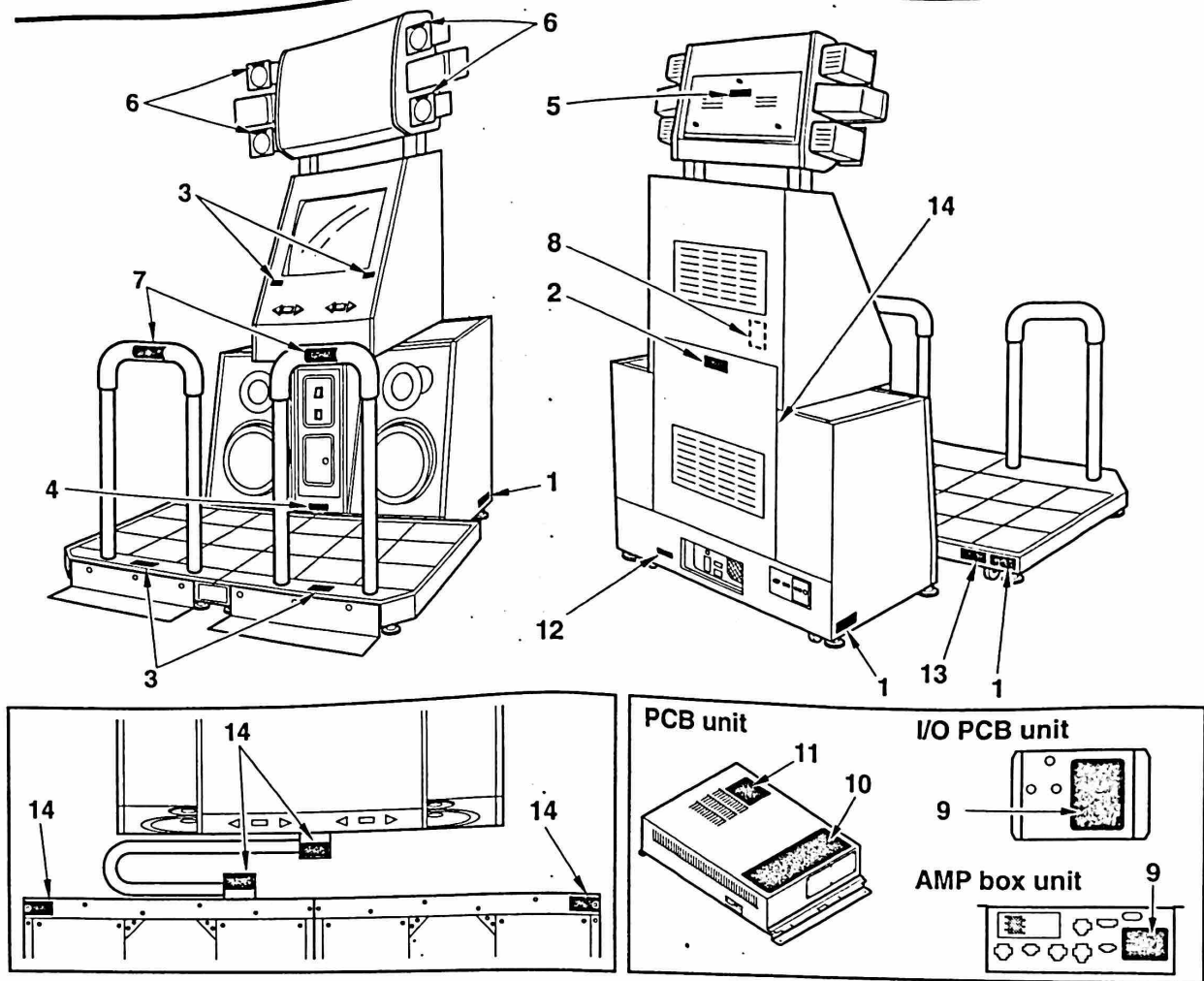
- The game machine contains parts such as the monitor, electronic components and precision components which are sensitive to vibrations and impacts. Great care therefore should be taken when moving and transporting the game machine. Be sure not to let the machine tip over. 
- Before moving the machine, be sure to turn OFF the main power switch, unplug the AC power cord from the receptacle and remove the AC power cord from the machine. Stepping on or tripping over the AC power cord may result in an accident or damage the machine. 
- Be sure to split this product into the cabinet units from the step base units, fully lift the 12 adjusters and then move them on casters. Otherwise, an accident, breakage or trouble may result.
- Do not hold the unit connection pipe when moving this product. Otherwise, it may result in an injury or accident.
- Do not apply a strong force for moving the units. Otherwise, it may result in an accident or breakage of the units.
- Do not apply a strong force to opening and closing parts or movable parts when moving this product. Otherwise, it may result in an accident or breakage of the units.

### PRECAUTION IN HANDLING

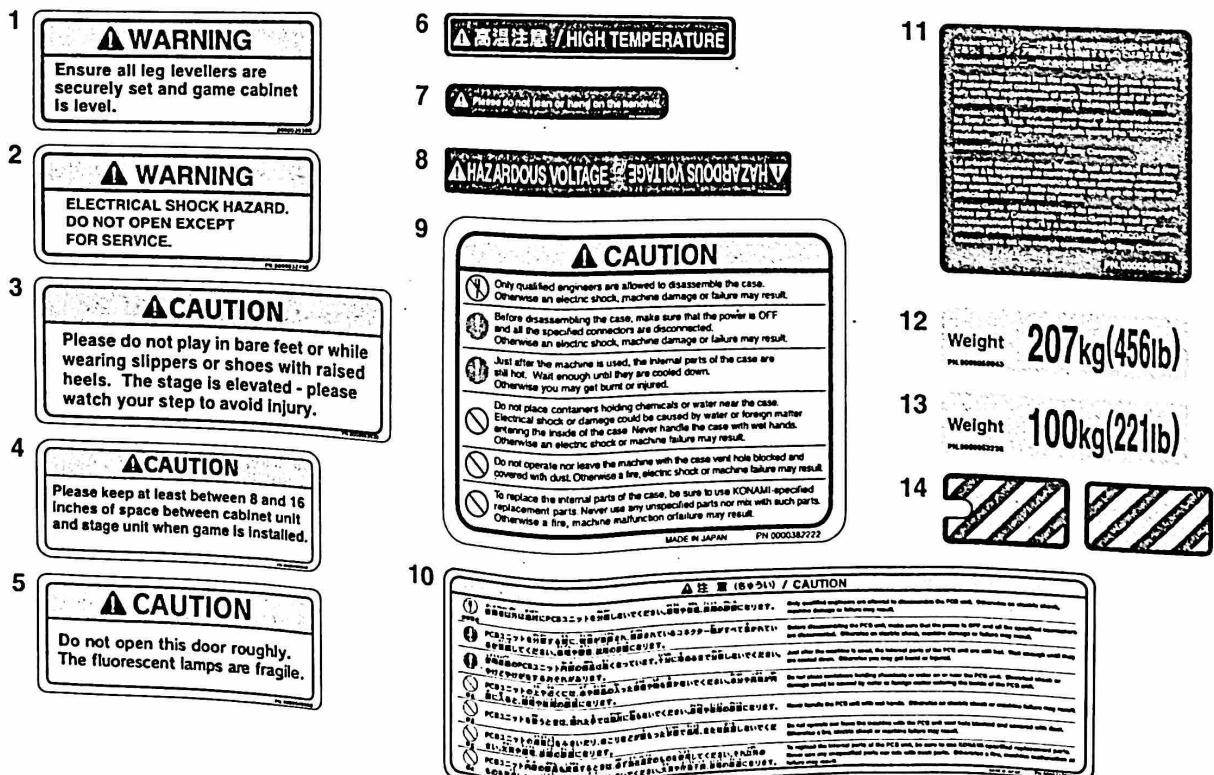
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up, handle, inspect, maintain, move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



# Locations of warning and other safety labels



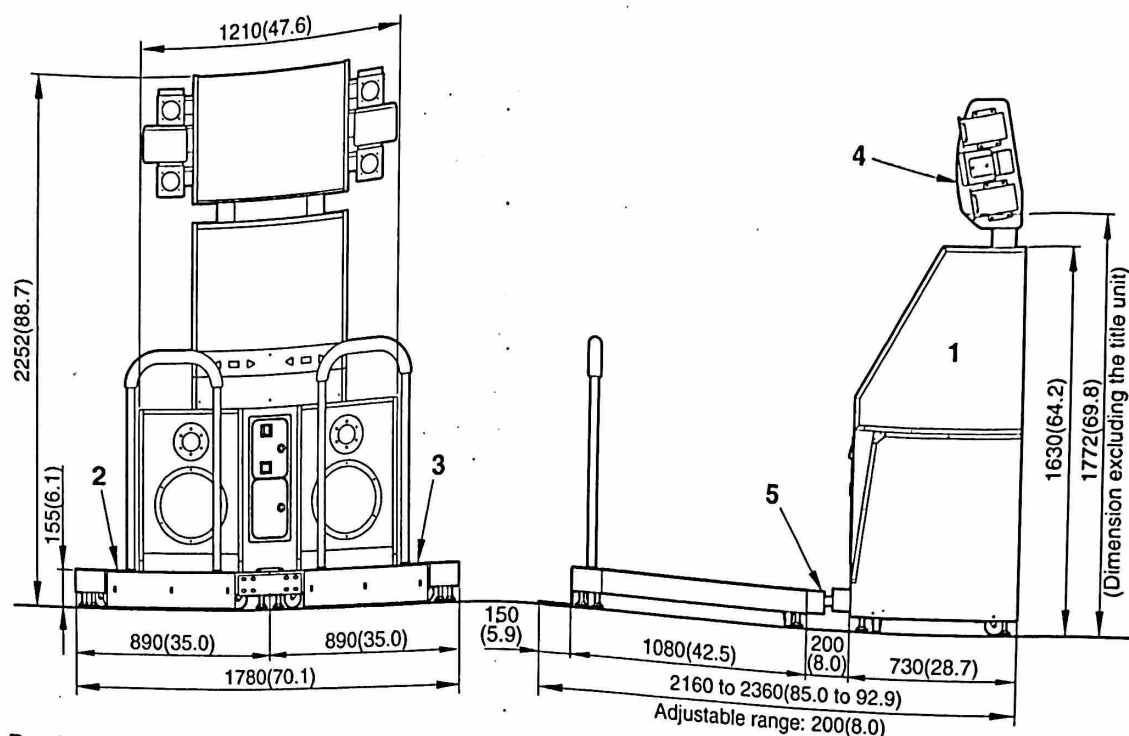
## Types of warning and other safety labels



# MEMO

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# 1 Specifications



Rated power consumption

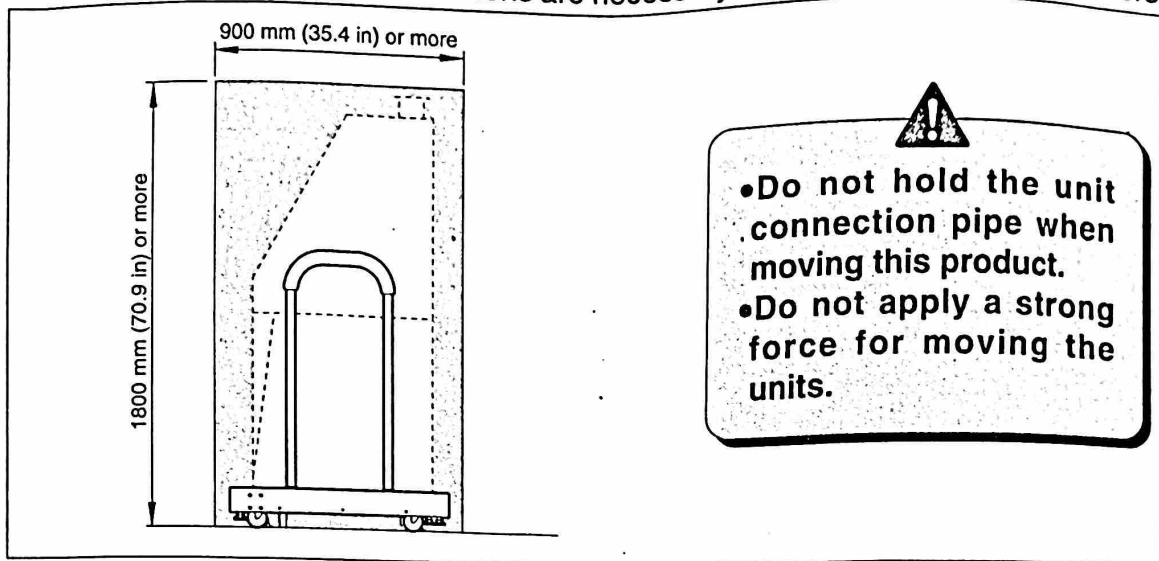
## Specifications

Dimensions	Refer to the figure above : mm (in)	
Weight	Total weight: Approx. 437 kg (964 lb) 2 Step base unit (L): Approx. 100 kg (220.5 lb) 4 Title unit: Approx. 28 kg (61.7 lb)	
Rated power consumption	350W	
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	

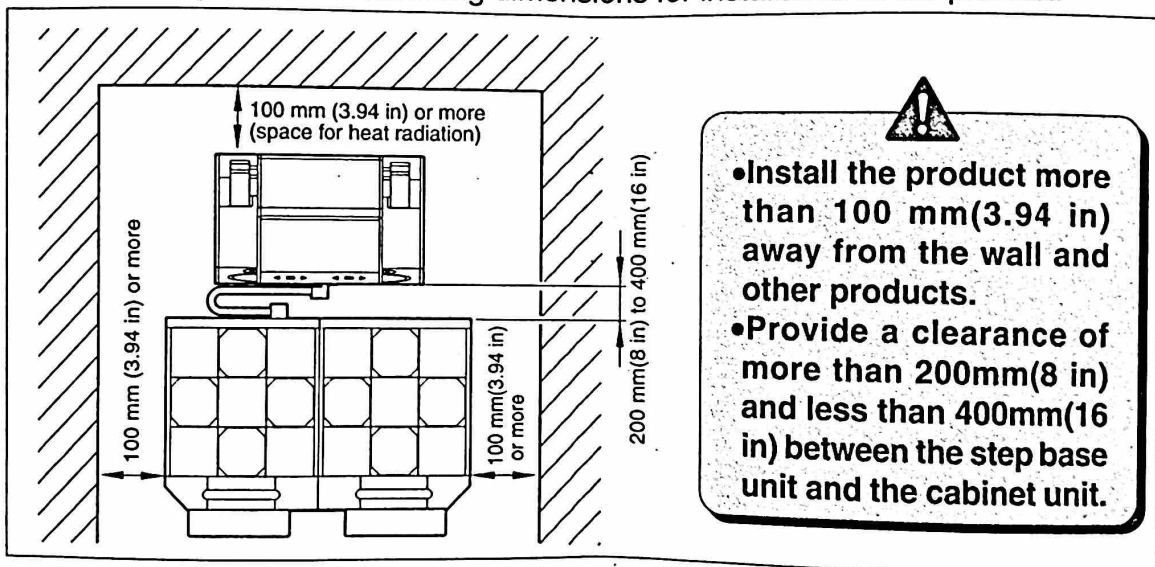
- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

## ■ Allowance for Carrying-in and Installation of Product

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

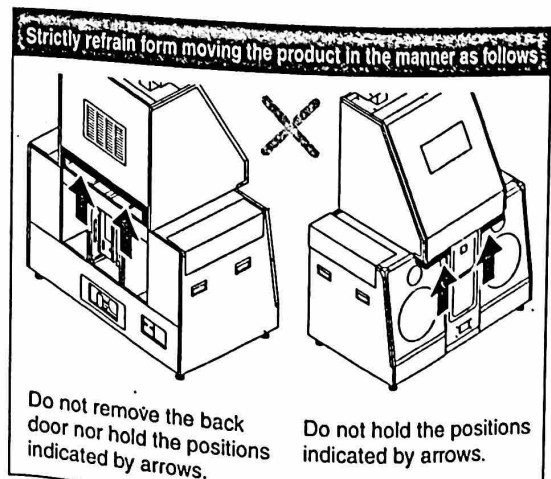
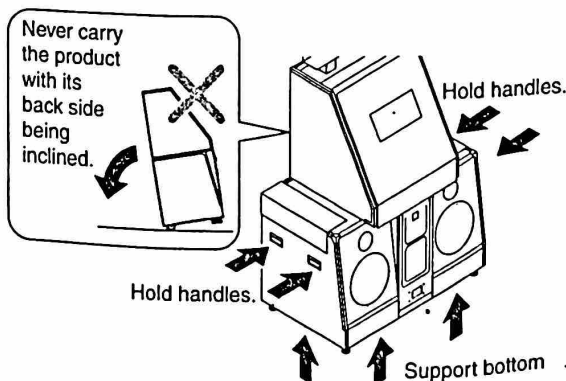


Provide a space of the following dimensions for installation of the product.

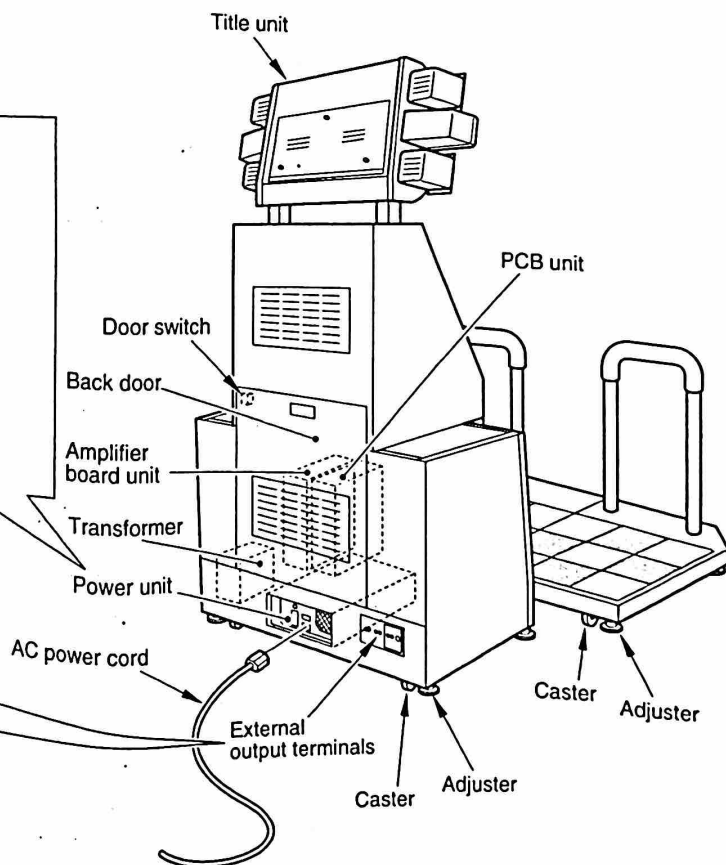
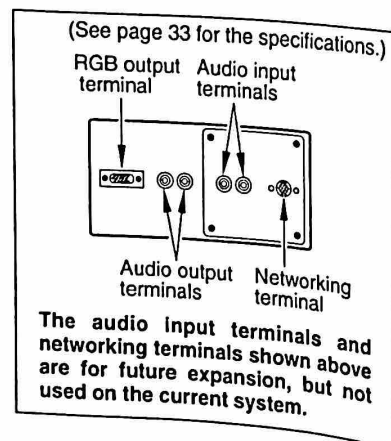
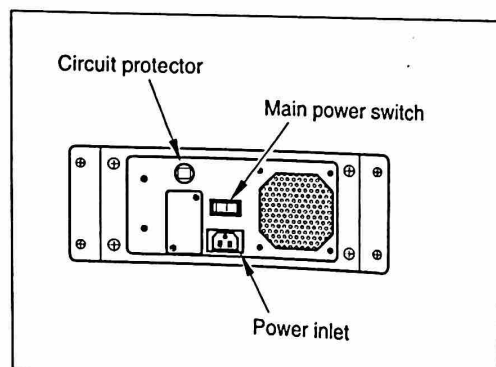
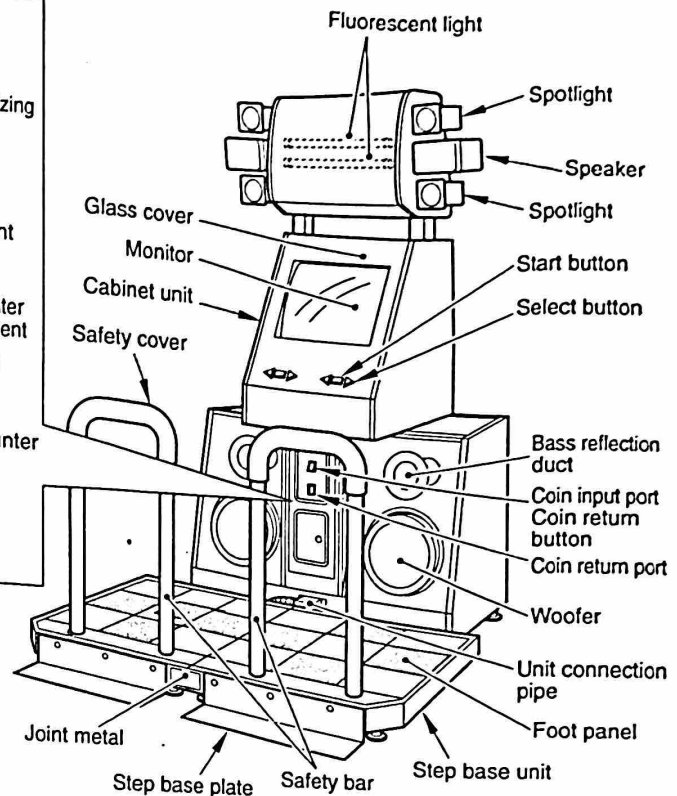
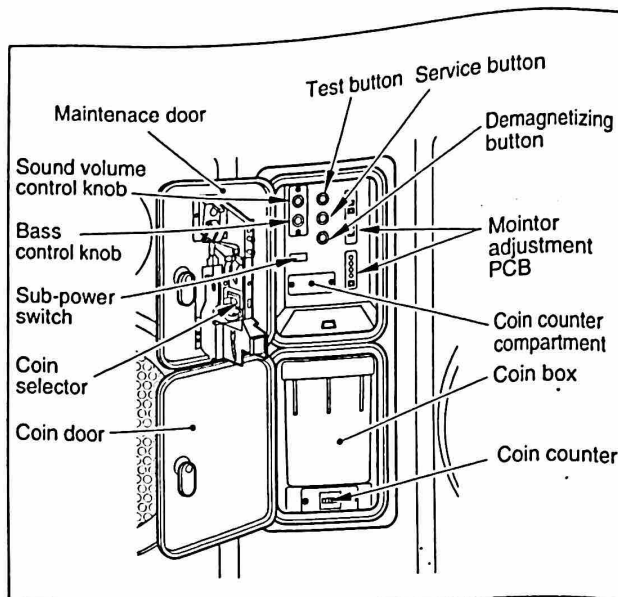


Follow the procedure below when heaving up the product.

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



## 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 three 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.

- 2 Now the "DIFFICULTY LEVEL SELECT" screen shows up. Press the select button to select your favorite difficulty level 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", "Boo" or "Miss" 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 "Boo" or "Miss", the score on the dance gauge decreases.

When the point on the dance gauge decreases extremely, "Danger" appears on 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", "Boo" and "Miss" 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

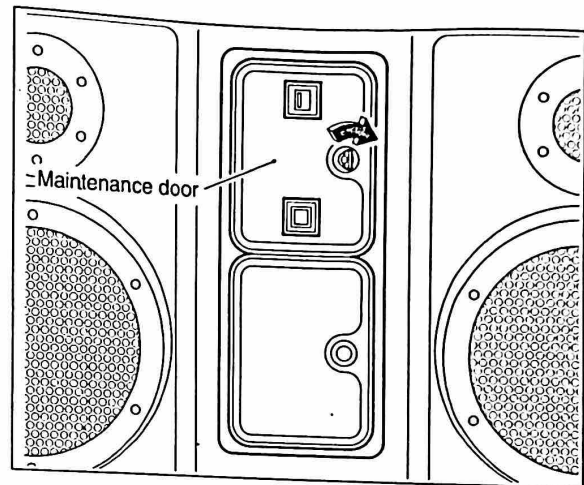
### 4-1 Opening and closing the maintenance door

#### ■ How to open the maintenance door

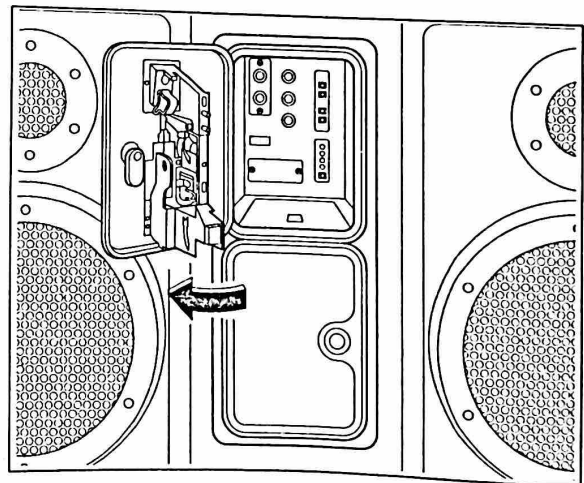


- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.

- 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.



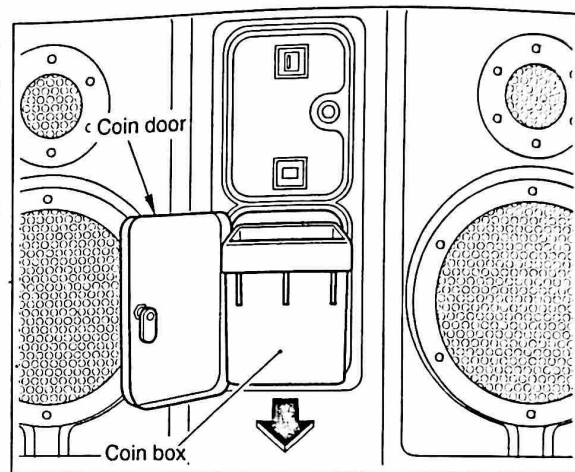
## 4-2 Opening and closing the coin door

### 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.

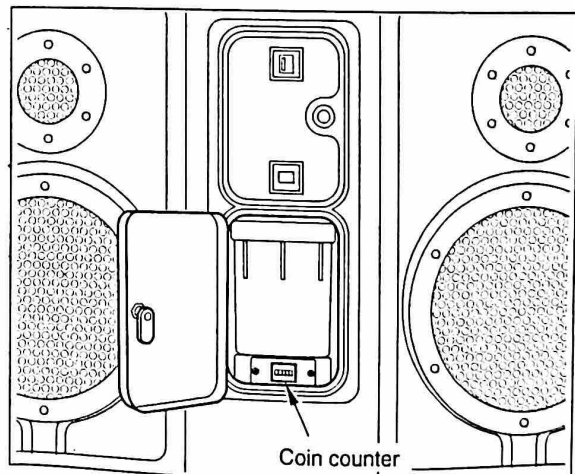


### Coin counter

You will find the coin box 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.

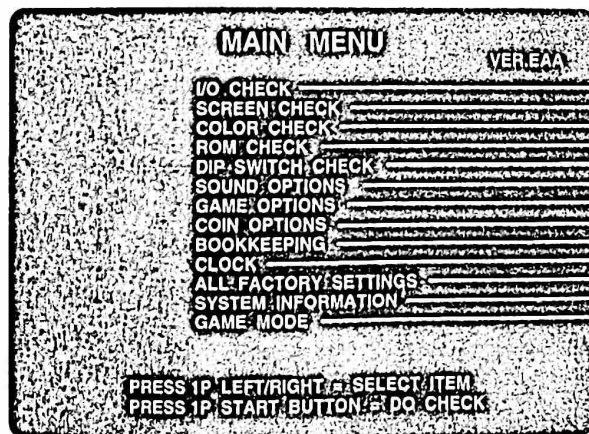
•Do not turn ON the power switch with the test button held down. The current settings will be erased and the machine will have the factory settings.

**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)



- Checking the controls and various lamps for lighting.  
--> Page 18
- Adjusting the screen distortion.  
--> Page 20
- Adjusting the display color.  
--> Page 20
- Checking the content of the hard disk drive on the PCB unit.  
--> Page 20
- Indicating the DIP switch settings.  
--> Page 21
- Setting various sound options.  
--> Page 21
- Setting various game options.  
--> Page 22
- Setting various coin options.  
--> Page 22
- Displaying the bookkeeping information of coins.  
--> Page 23
- Setting the current clock time.  
--> Page 25
- Returning all the test-mode settings to the factory ones.  
--> Page 26
- Displaying the system information.  
--> Page 26
- Returning to game mode.

### 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

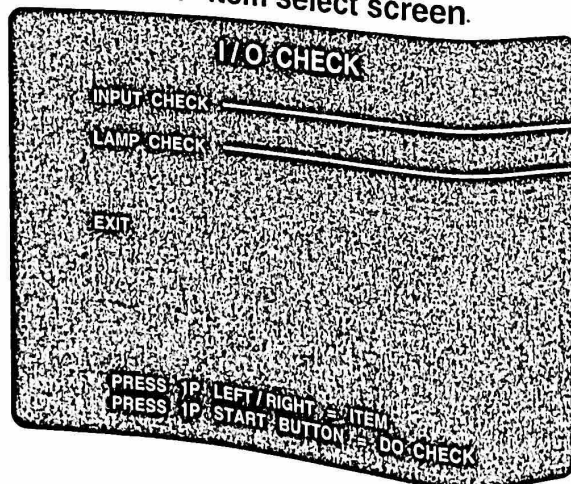
#### Checking the controls and various lamps for lighting

- 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.



Checks the performance of button and foot panel.  
--> Page 19

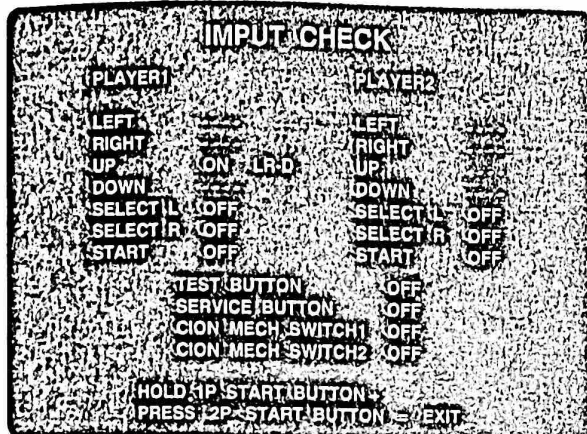
Checks various lamps for lighting.  
--> Page 19

## INPUT CHECK

Checking the performance of controls

- Mode for checking the performance of button and foot panel.

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



•This screen is just an example.

- There are four footswitches for one panel. The following symbols are displayed in addition to "ON".

•L ... Left footswitch is ON.    •R ... Right footswitch is ON.    •U ... Upper footswitch is ON.  
•D... Lower footswitch is ON.    •- ... Footswitch is OFF

- 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.

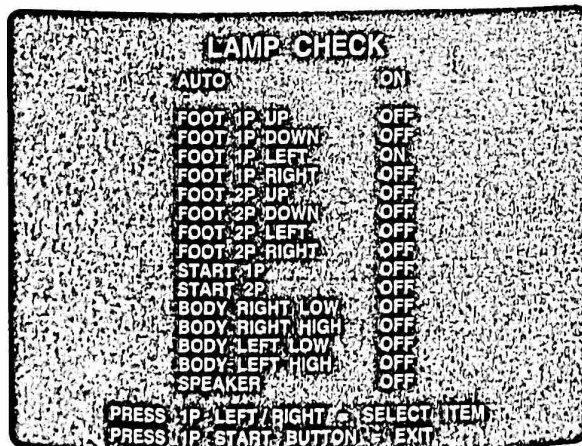
**MEMO**

## LAMP CHECK

Checking various lamps for lighting

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

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



•This screen is just an example.



## SCREEN CHECK

- Mode for checking the screen display.

Adjusting the screen distortion

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

- Mode for checking the display color.

Adjusting 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.

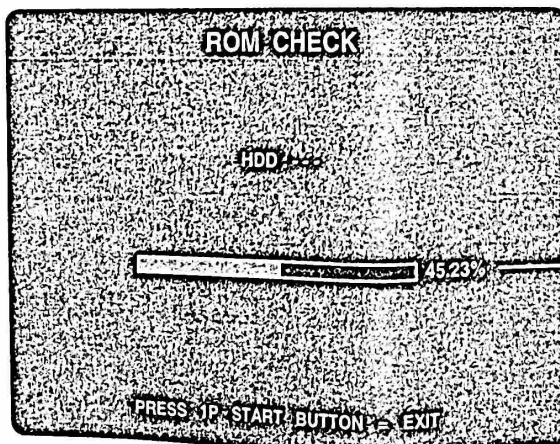
## ROM CHECK

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 9 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.

HDD: OK

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

HDD: 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

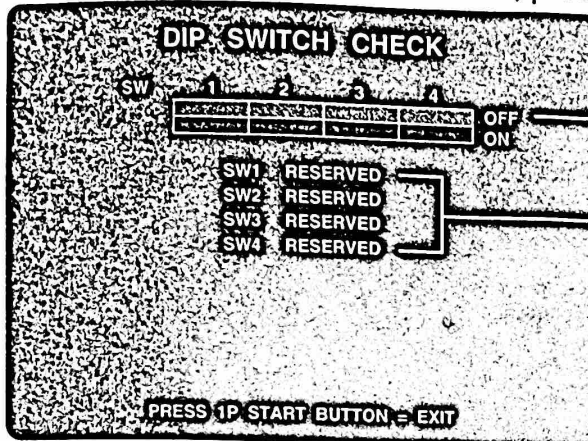
## DIP SWITCH CHECK

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**

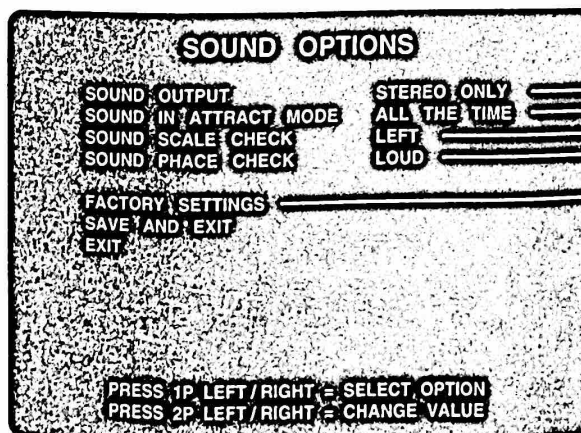
## SOUND OPTIONS

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.



This item can not be selected nor changed.

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.

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.  
Listen while sitting on the stool in the play position.  
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.

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.

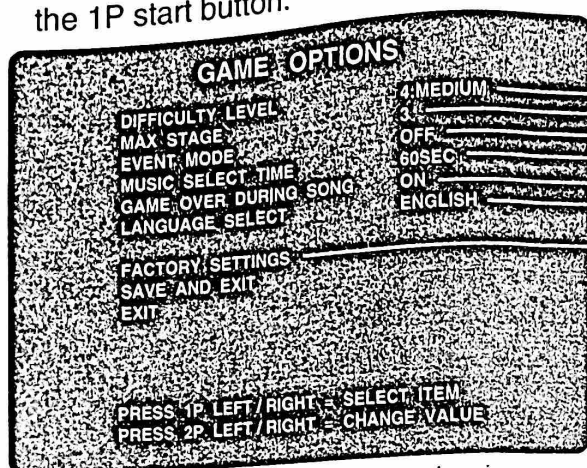
**MEMO**



## 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 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.



•This screen is just an example.

- 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.

Enables or disables the event mode.

- ON ..... Event mode  
"MUSIC SELECT TIME" becomes  $\infty$ , and the stage will be repeated all the way during play. Finally the free play mode is resumed. Even halfway through the music, the game is not over.
- OFF ..... Normal play mode

Sets the music select time.

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.

Selects the language of messages displayed during the game. (English, French, Italian, Spanish)

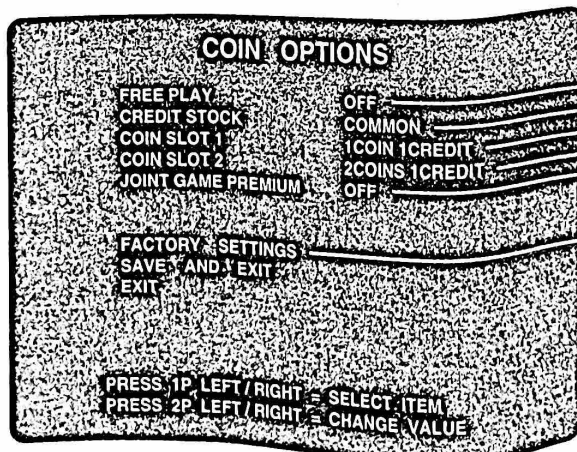
Press the 1P start button to return all the settings to the factory settings.

## 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 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.

!   
•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.

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 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.

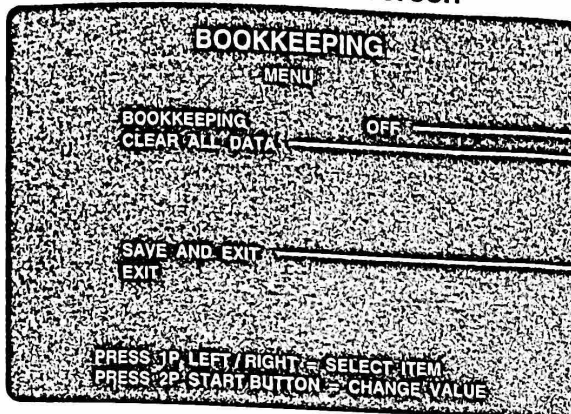
Press the 1P start button to return all the settings to the factory settings.

## 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.

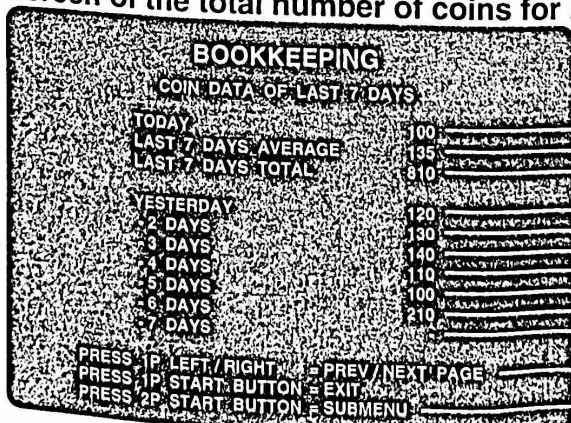
**FIRST, SET THE CLOCK**  
"CLOCK" ITEM IS IN MAIN MENU

## 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 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 (1P)	00M00S	Average 1P play time.
AVERAGE PLAY TIME (2P)	00M00S	Average 2P play time.
LONGEST PLAY TIME	00M00S	Longest play time.
SHORTEST PLAY TIME	05M00S	Shortest play time.
1P PLAY COUNT	0	Total number of 1P play rounds.
2P PLAY COUNT	0	Total number of 2P play rounds.
SOLO PLAY COUNT	0	Total number of solo play rounds.
WITH PARTNER PLAY COUNT	0	Total number of duo play rounds.

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

•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 2P select 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

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

If the clock is not set yet, "CLOCK NOT SET" appears on the screen.

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.

•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.

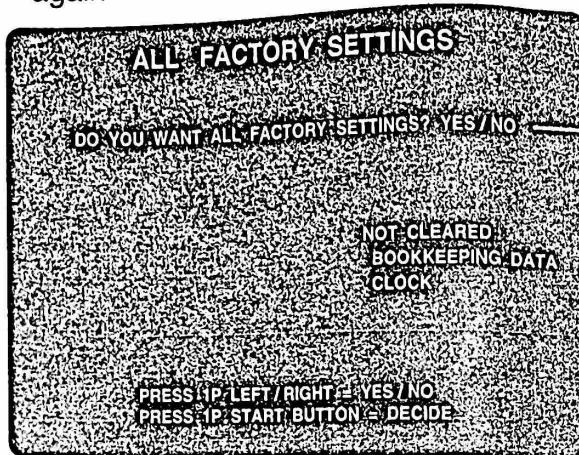
**FIRST, SET THE CLOCK**  
"CLOCK" ITEM IS IN MAIN MENU

MEMO

## ALL FACTORY SETTINGS

Returning all the test-mode settings to the factory ones

- Mode for returning all the settings but the "BOOKKEEPING" to the factory settings. Press the 1P select 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 data of settings in test mode are saved as was set at the time of shipment and the main menu appears again automatically. If "NO" is selected, "NO MODIFICATION" is indicated and the main menu appears again without saving the data of changed settings.



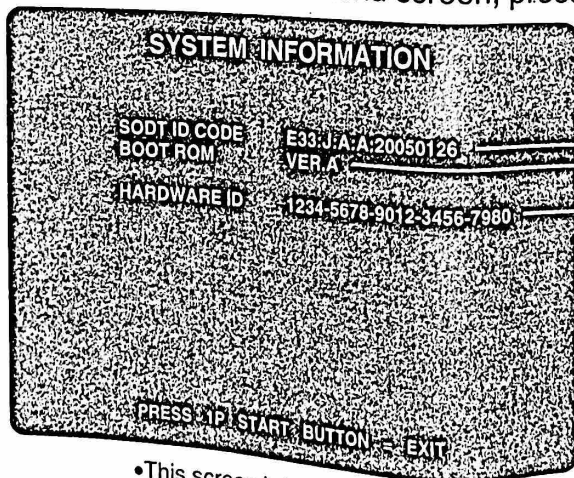
If "YES" is selected, the question for re-confirmation appears on the screen.

•This screen is just an example.

## 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.

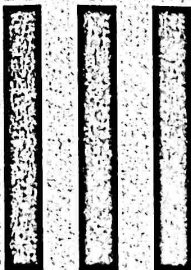


Shows the software version.

Shows the boot ROM version.

Shows the hardware identification code.

•This screen is just an example.



The Chapters "Installation and Assembling" and "Maintenance" are written particularly for qualified in-shop maintenance persons or industry specialist. Please read through these chapters.



- For parts replacement, maintenance and inspection, and emergency corrections discussed in "7 Maintenance", ask your qualified in-shop maintenance person or an industry specialist, or contact your nearest dealer (these services will be charged for).
- When a part has been replaced according to "7 Maintenance", check the performance on the "I/O CHECK" and "LAMP CHECK" screens in the test mode.



# 6 Installation and assembling

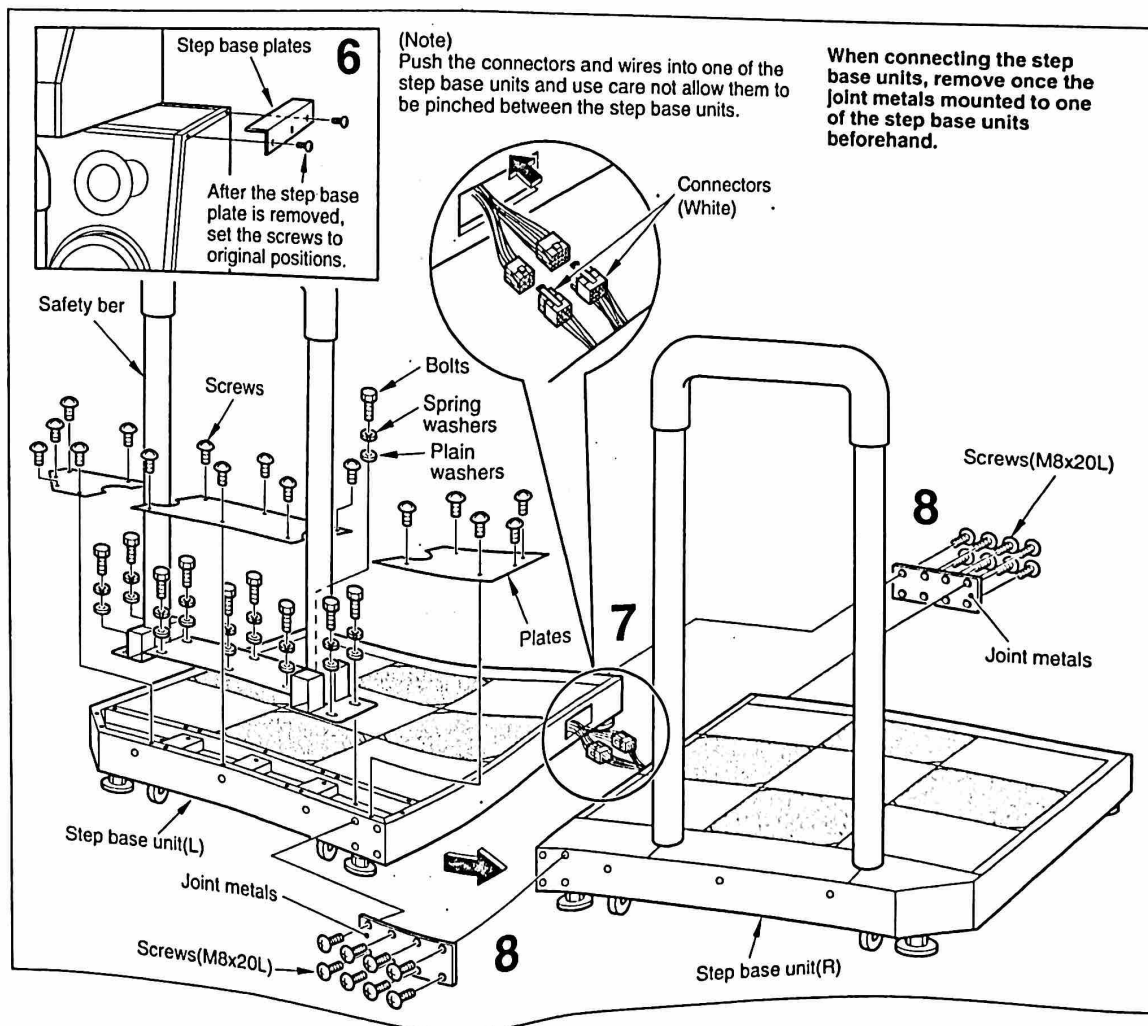
## 6-1 Connection of units

### ■ 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.



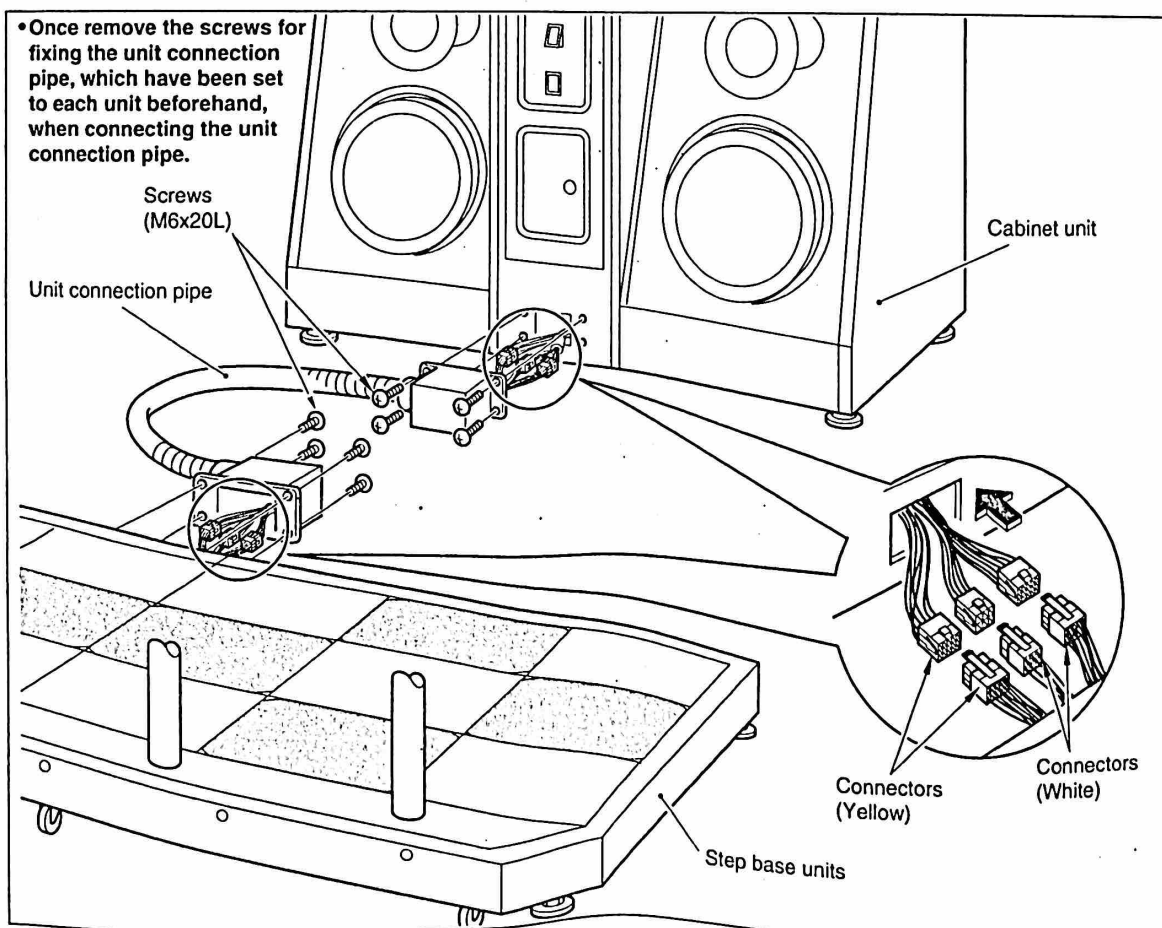


■ How to connect the step base units and cabinet units



- 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



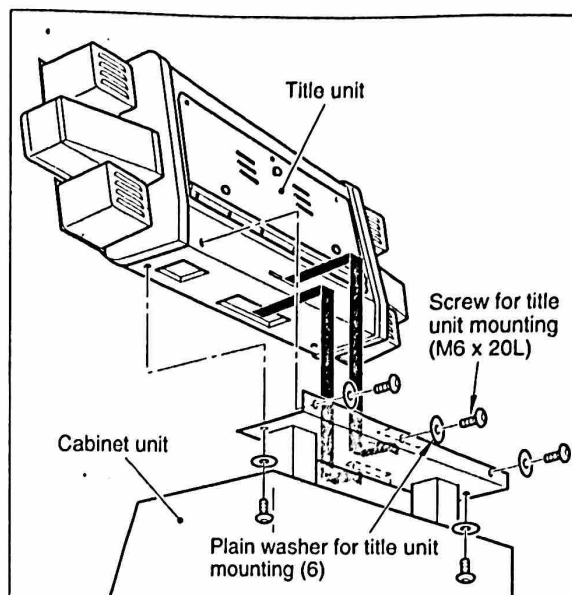
- Before mounting the title unit, be sure to fix the units by adjusters. (See the description of 6-2 Fastening the adjusters.)
- The title unit weighs 28 kg approx. Be sure to carry out the mounting work by three persons or more, using a stepladder for safety sake.
- Pay full attention not to allow your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

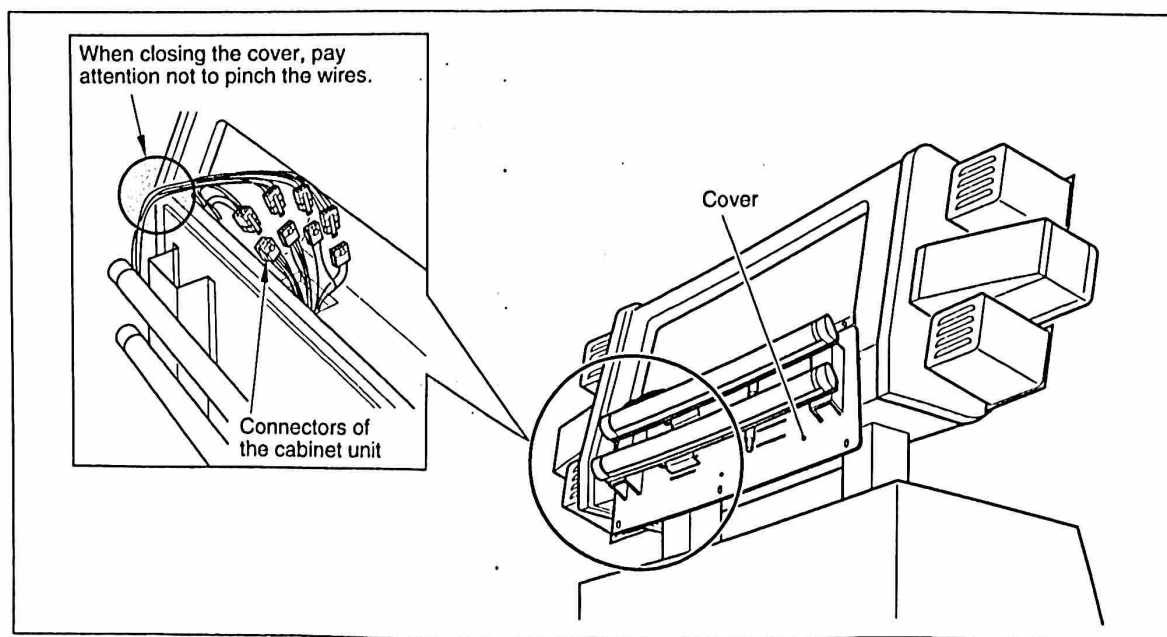
**2** Place the title unit on the cabinet unit and fix it by tightening the plain washers and screws for title unit mounting by means of the accompanying hexagon wrench.

- 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

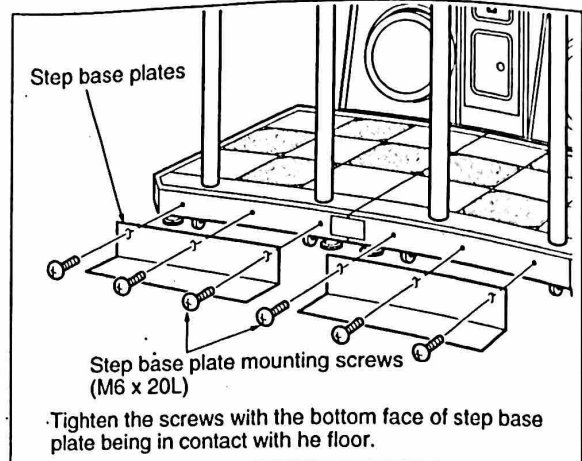


- Be sure to mount the step base plates which effectively prevent the step base units from lifting.
- Mount the step base plate after the fixation of adjusters of each unit.

Mount the step base plates, which have been removed in step 2 on page 28, 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**

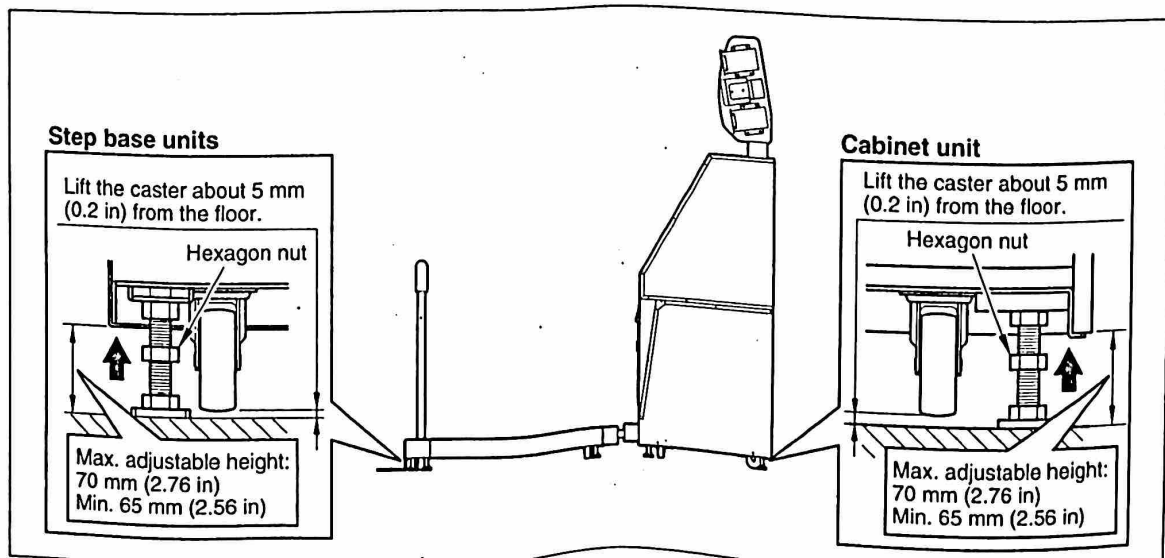


## 6-2 Fastening the adjusters

### 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.

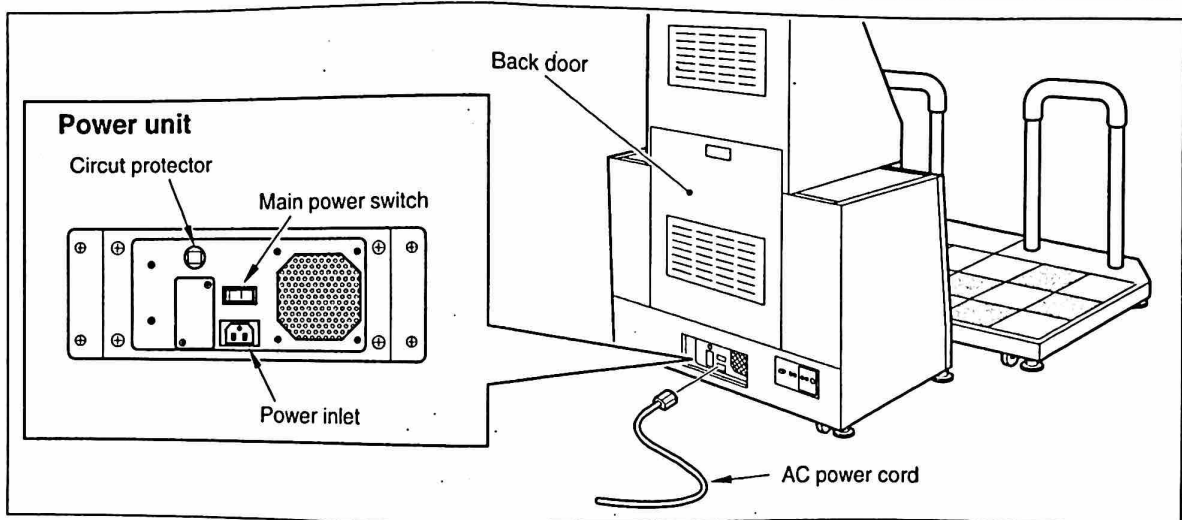


## 6-3 Power unit

### ■ Power unit

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

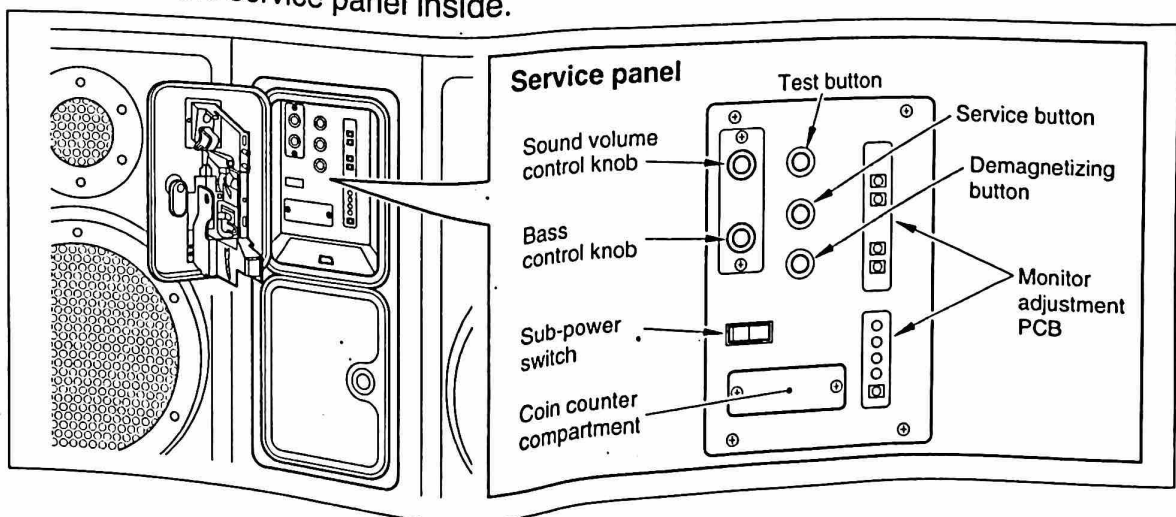
- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some 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

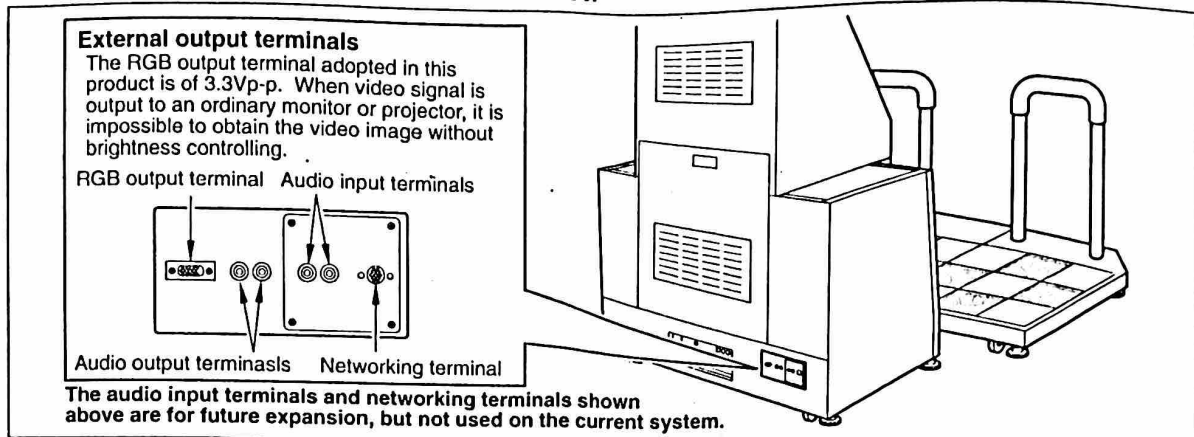
Using the accompanying maintenance key, open and detach the maintenance door to access the service panel inside.



## 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.

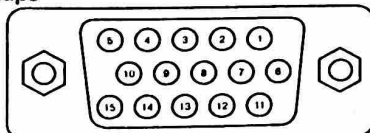


### Specification of RGB output terminal

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

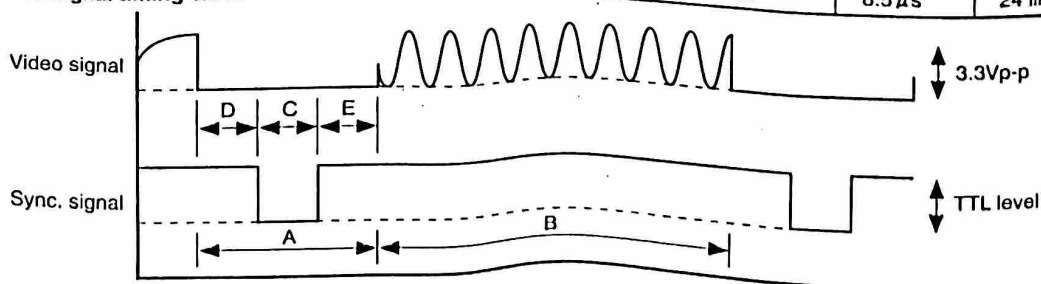
Arrangement

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

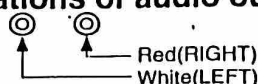
Video signal timing

	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 $\Omega$



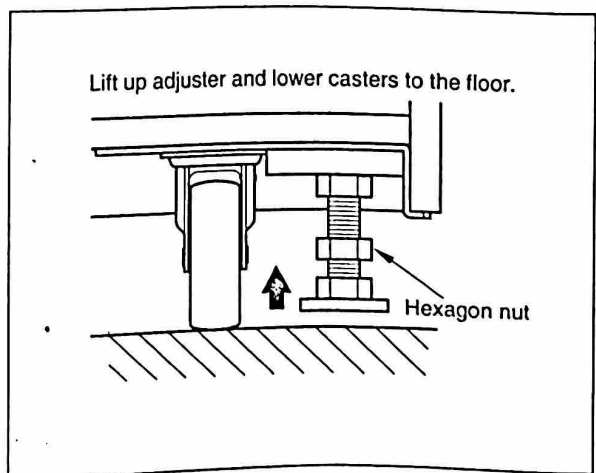
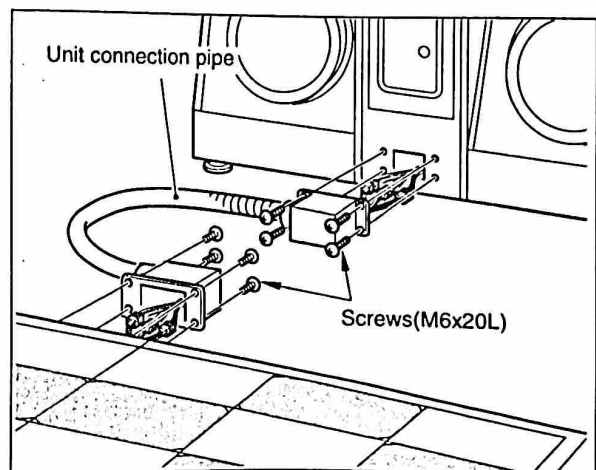
## 6-6 Splitting into and moving of units

- ❏ **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

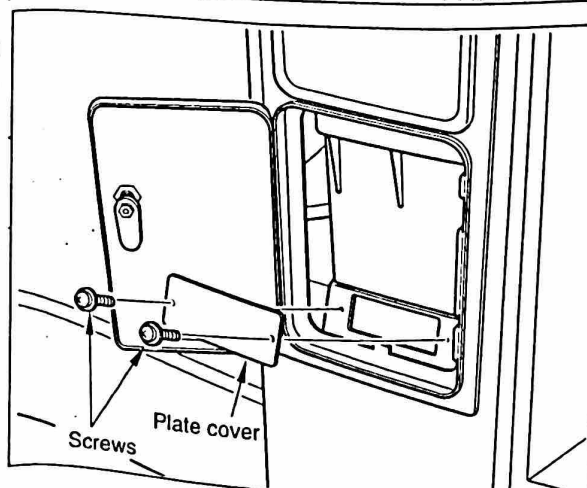
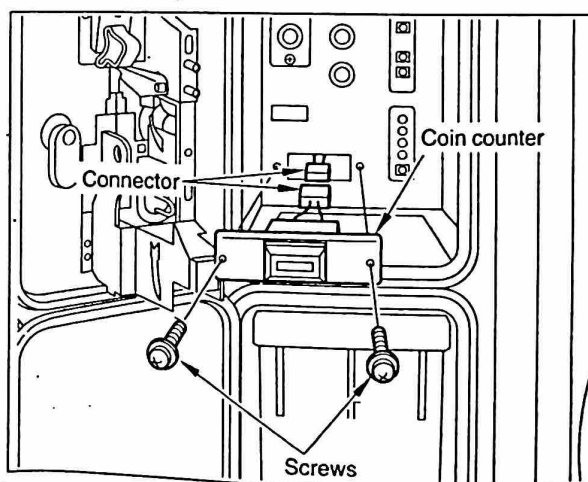
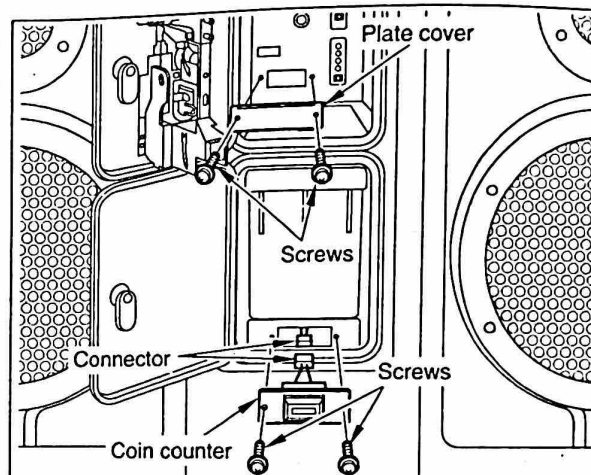
### How to move the coin counter

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.



# 7 Maintenance

## 7-1 Replacing the coin selector

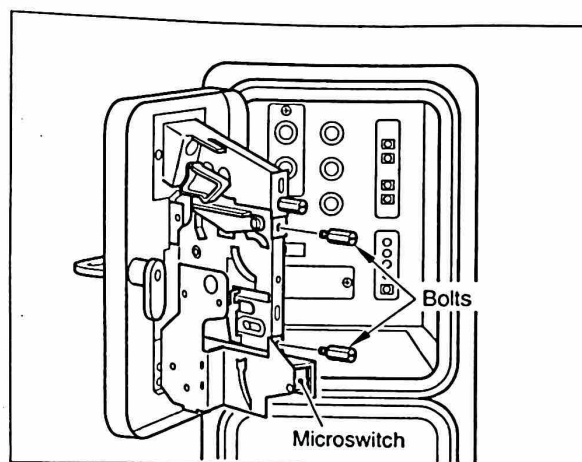
■ How to replace the coin selector



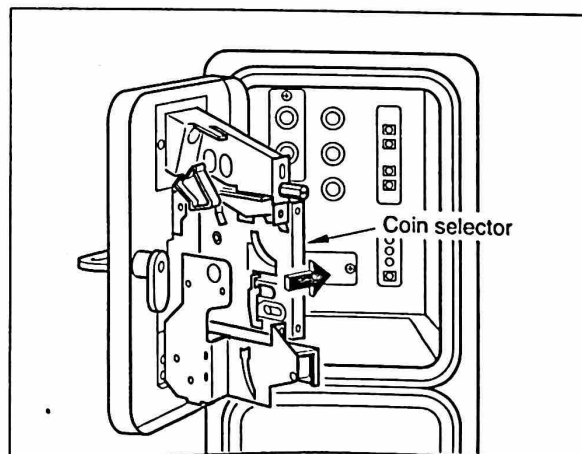
- Before replacing the coin selector, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of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

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

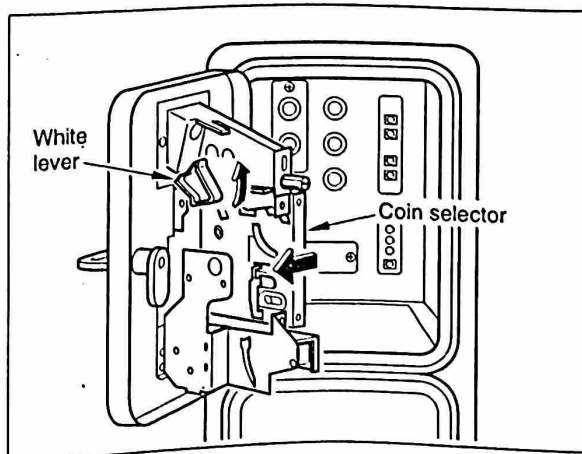
**2** Open the maintenance door and remove two bolts as shown in figure which fix the coin selector.



**3** Release the levers that fix the coin selector. See at right.



**4** **To fit a new coin selector**  
While holding up the white lever, mount a new coin selector by sliding it toward the left.



**5** After fixing the bolts which have been removed in step 2, close the maintenance door.

## 7-2 Replacing the fluorescent light

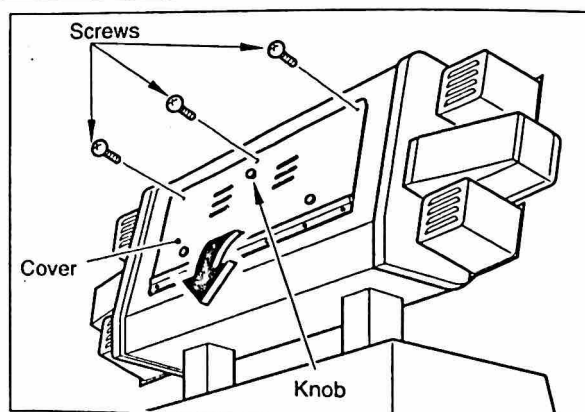
### How to replace the fluorescent light



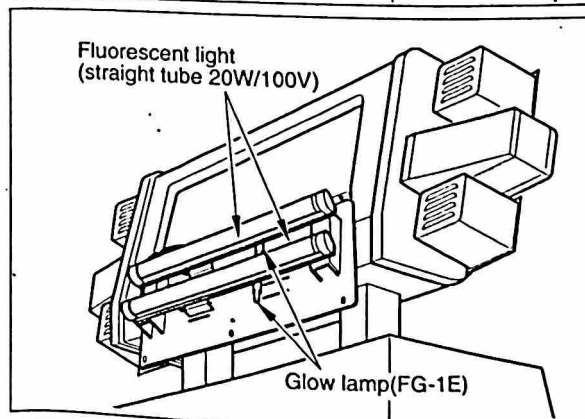
- Before replacing the fluorescent light, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- Open and close the fluorescent light cover gently.
- The fluorescent light is hot just after the power switch is turned off. Wait until it cools down and then replace it with a new one of the same type (straight tube 20W / 100V).
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

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

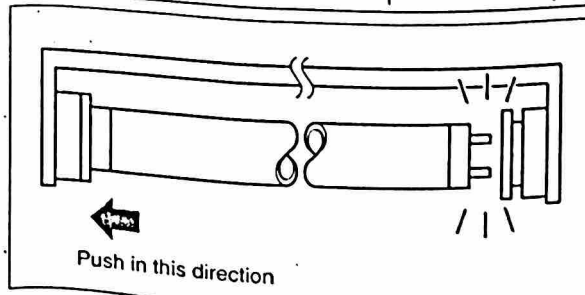
- 2 Remove the screws off the cover, and hold the knob and gently open the cover.



- 3 Push one end of the fluorescent light in the direction of the socket. The other end of the fluorescent light will be detached from the opposite socket.



- 4 Install a new fluorescent light in the reverse order and close the cover.



• It is recommended to replace the glow lamp at the same time.

**MEMO**

## 7-3 Replacing the spotlight lamp

### How to replace the spotlight lamp

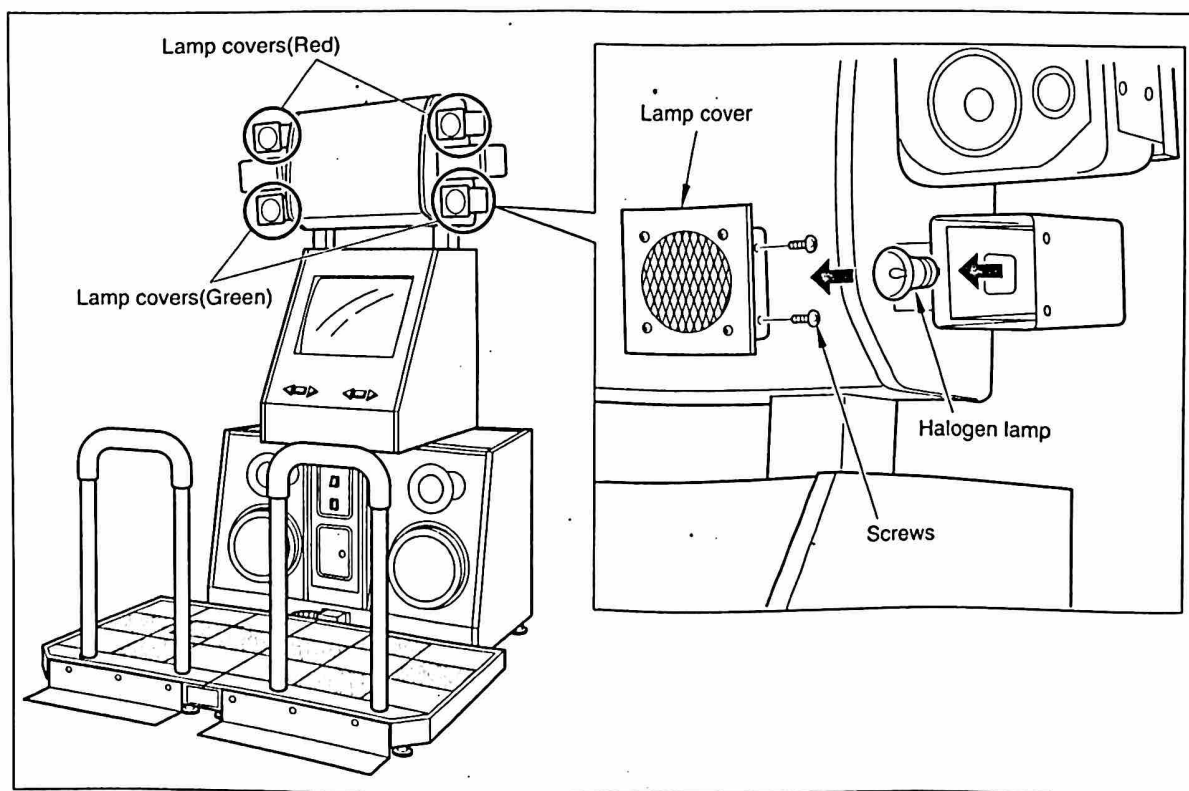


- Before replacing the halogen lamp, be sure to turn OFF the main power switch and unplug the the AC power cord from the receptacle .
- The halogen lamp is still very hot immediately after the power switch is turned off. Make sure that it is sufficiently cooled before replacement work.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

- 1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2 Remove the screws and detach the lamp covers.
- 3 Remove the halogen lamps.
- 4 Mount a new halogen lamp in the reverse of removal.
- 5 Attach the lamp covers as it was.

- Upper lamp covers: Red
- Lower lamp covers: Green

**MEMO**



## 7-4 Replacing the button

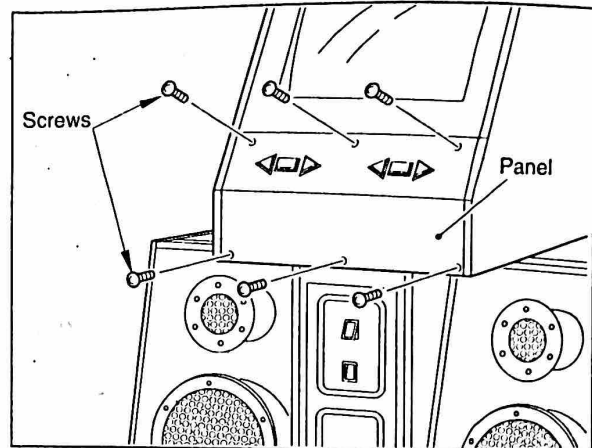
### How to replace the button



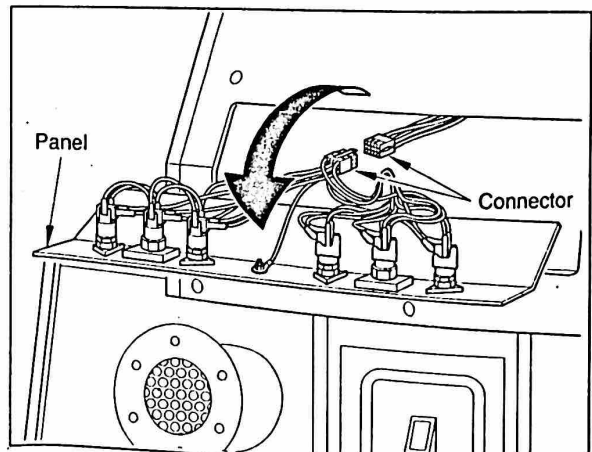
- Before replacing the button, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts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

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

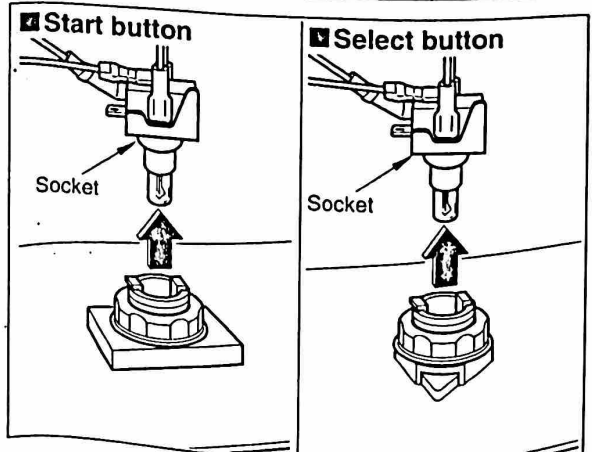
- 2 Remove the screws and lift the panel.



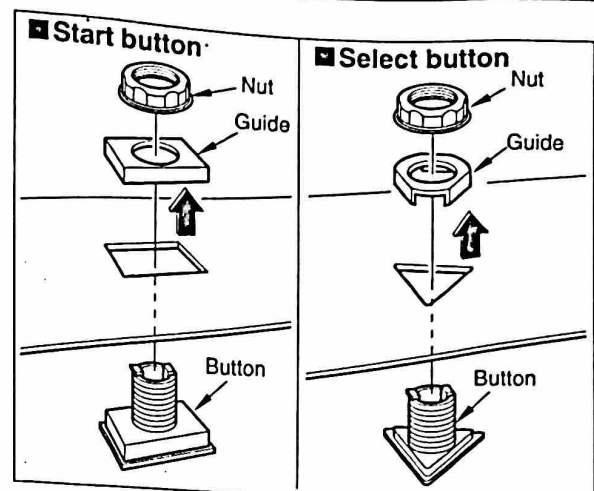
- 3 Disconnect the connectors and dismount the panel.



- 4 Pull out the sockets from the buttons.

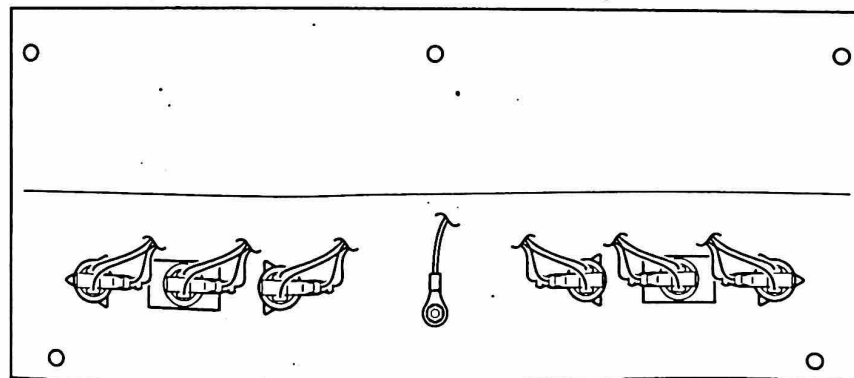


- 5** Loosen the nuts and separate the button.



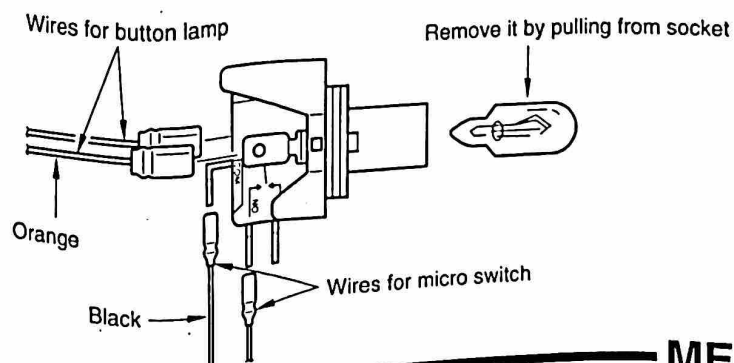
- 6** **To fit a new button**  
Set the buttons so that the projections at the back side of buttons should fit into the holes of panel and fix them by nuts.
- 7** When assembling the buttons and sockets, be careful to keep their specified postures and not to confuse the wires. Pay attention not to pinch the wires when mounting the panel to the cabinet unit.

•Posture of plugs as viewed from the back of panel



•After replacement of socket and lamp

After the replacement of socket, connect the wires in the manner as shown below.



MEMO



## 7-5 Maintenance of foot panel

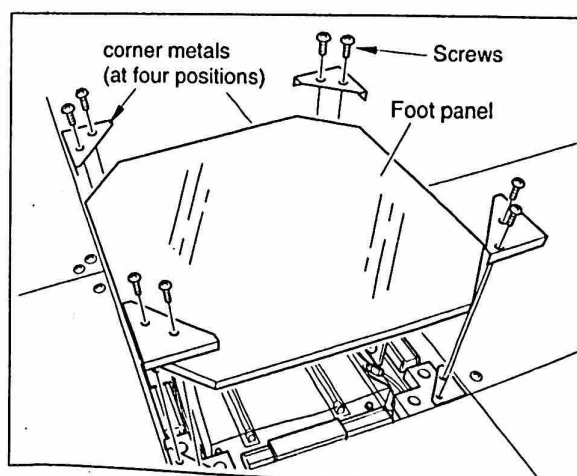
### ■ Maintenance of foot panel



- Before replacing the foot panel, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- The step base units are so constructed that foreign matters such as sand etc. easily enter the clearance between the foot panel and the corner metals or the inside of the foot panel. Therefore, check them once a day, and if any foreign matter exists, detach the foot panel and remove it by brush or vacuum cleaner.
- Do not apply fats such as wax etc. to the top surface of the step base units including the foot panel. Otherwise, a player may tumble down by slipping to get injury.
- Do not wipe the foot panel (acrylic resin plate) with thinner or alcohols.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

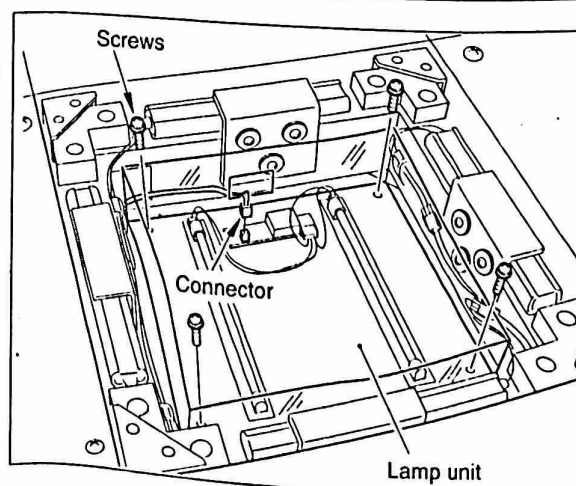
**1** Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.

**2** Remove the corner metals which fix the foot panel and dismount the foot panel.



**3** Pull out the connectors and remove the screws which fix the lamp unit.

**4** Take out the lamp unit.



**5** Cut off the band which is binding wires and pull out one cable switch connector.

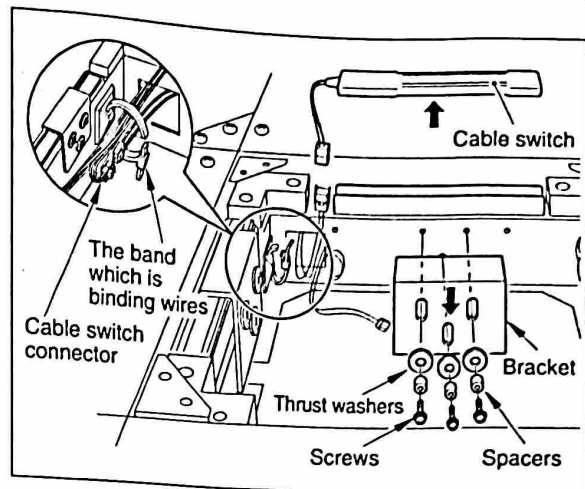
**6** Remove the bracket which holds the cable switch.

• Do not mount the thrust washers in wrong direction.

Direct the Teflon-coated part of the thrust washer to the bracket

Thrust washers  
Spacers  
Screws  
Bracket

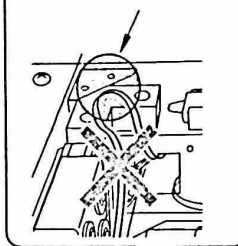
**MEMO**



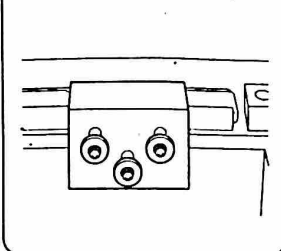
**7** Mount the cable switch in the reverse of dismantling.

• Pay attention to the following points when mounting the cable switch.

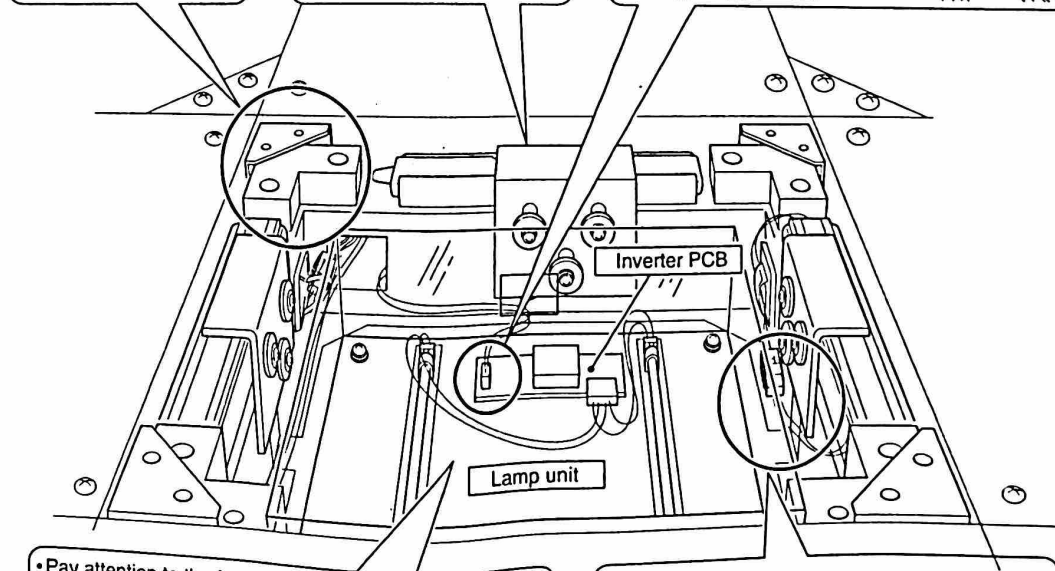
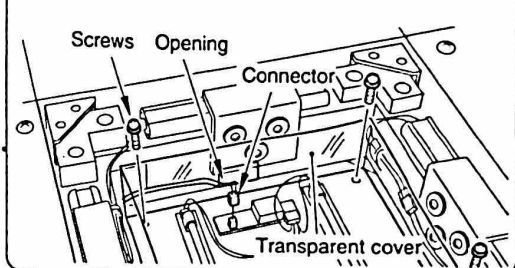
• When setting the foot plate, pay attention not to pinch the wires.



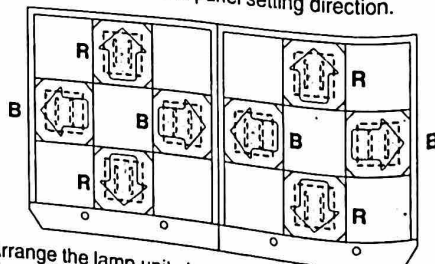
• It is normal that the bracket can be moved even when the screws is tightened firmly.



• Connect the connector through the opening of the transparent cover.

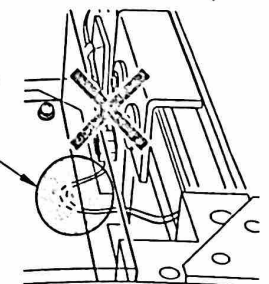


• Pay attention to the foot panel setting direction.



• Arrange the lamp units in the same direction as shown.  
• Pay attention to the lamp unit setting position which differs depending on its color.  
"R (Red)" or "B (Blue)" is printed on the inverter PCB.

• Pay attention not to pinch or tread the wires when setting the lamp unit.



## 7-6 Resetting the circuit protector

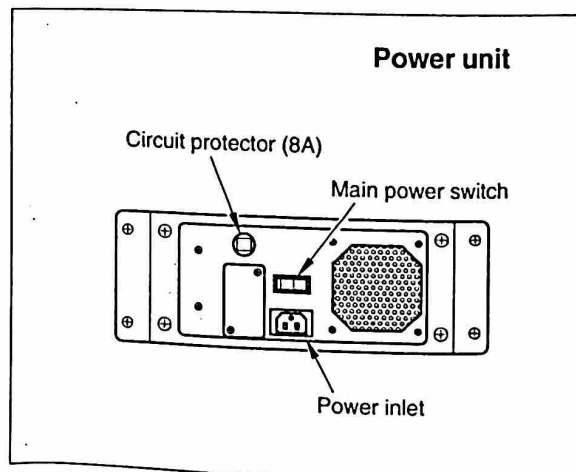
### ■ How to reset the circuit protector — — — — —

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



- Before resetting the circuit protector, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- If the circuit protector trips soon again, immediately turn OFF the main power switch, unplug the AC power cord, and contact your nearest dealer.
- 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.
- 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.
- If the machine is in abnormal conditions and does not operate normally, immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.

- 1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2 Remove the cause of the trouble. Press the button on the circuit protector of the power unit.

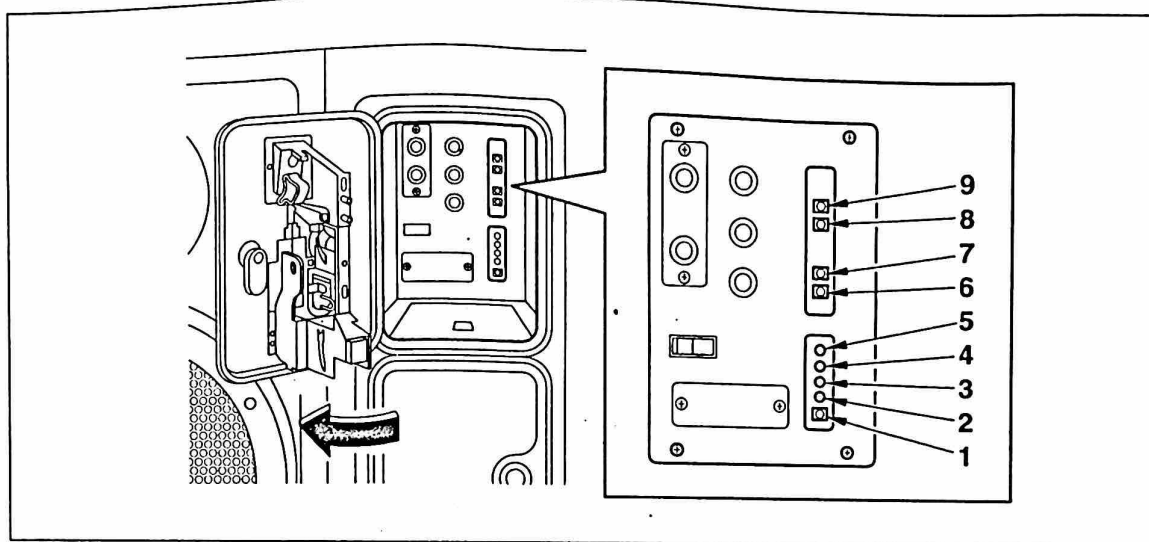


## 7-7 Adjusting the monitor

### ■ Monitor adjustment PCB

The monitor has already been adjusted at the time of shipment, but it may be readjusted as desired.

The monitor adjustment PCB is located inside the service panel. When adjusting the monitor, open the maintenance door.



1	<b>CONTRAST</b>	<b>Contrast adjustment</b> Used to changes the contrast.
2	<b>R.GAIN</b>	<b>Red input gain adjustment</b> Changes red brightness. Turning it clockwise will make the red deeper.
3	<b>G.GAIN</b>	<b>Green input gain adjustment</b> Changes green brightness. Turning it clockwise will make the green deeper.
4	<b>B.GAIN</b>	<b>Blue input gain adjustment</b> Changes blue brightness. Turning it clockwise will make the blue deeper.
5	<b>BRIGHT</b>	<b>Brightness adjustment</b> Changes brightness. Turning it clockwise will make the image brighter.
6	<b>H.SIZE</b>	<b>Horizontal screen size adjustment</b> Changes the width of the screen.
7	<b>H.POSI.</b>	<b>Horizontal image position adjustment</b> Changes the image position in the horizontal direction.
8	<b>V.SIZE</b>	<b>Vertical screen size adjustment</b> Changes the height of the screen.
9	<b>V.POSI</b>	<b>Vertical image position adjustment</b> Changes the image position in the vertical direction.



## 7-8 Troubleshooting

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

Trouble	Possible causes and check points	Measures
Nothing on the screen and start buttons failure to light up.	<ul style="list-style-type: none"> <li>•No power turned ON. (main power switch, sub-power switch) (shop's circuit breaker)</li> <li>•AC power cord disconnected from the machine or wall outlet.</li> <li>•Back door open or loosely closed.</li> <li>•Sub-power switch on the service panel set at off.</li> </ul>	<ul style="list-style-type: none"> <li>•Turn ON the power switch. Check also the shop's circuit breaker.</li> <li>•Reconnect the AC power cord tightly.</li> <li>•Screw down the back door tightly. (The door switch has been activated to cut off the power.)</li> <li>•Turn ON the sub-power switch.</li> </ul>
Nothing appearing onscreen, but the title unit's fluorescent lights and spotlights on.	<ul style="list-style-type: none"> <li>•Wires (connector) disconnected from the PCB unit.</li> </ul>	<ul style="list-style-type: none"> <li>•Reconnect the wires (connectors).</li> </ul>
Title unit fluorescent lamp failure to light up.	<ul style="list-style-type: none"> <li>•Fluorescent lamp broken.</li> <li>•Title unit wires (connectors) not connected as specified.</li> </ul>	<ul style="list-style-type: none"> <li>•Replace the fluorescent lamp with new one.</li> <li>•Reconnect the wires (connectors).</li> </ul>
Title unit spotlight failure to light up.	<ul style="list-style-type: none"> <li>•Halogen lamp of spotlight broken.</li> <li>•Title unit wires (connectors) not connected as specified.</li> </ul>	<ul style="list-style-type: none"> <li>•Replace the halogen lamp with new one.</li> <li>•Reconnect the wires (connectors).</li> </ul>
Screen too dark or too bright.	<ul style="list-style-type: none"> <li>•Monitor maladjusted.</li> </ul>	<ul style="list-style-type: none"> <li>•Readjust the brightness on the monitor adjustment PCB.</li> </ul>
Start button or select button malfunctioning.	<ul style="list-style-type: none"> <li>•Start button or select button switch wires (connectors) disconnected.</li> <li>•Start button or select button defective.</li> <li>•Wires (connectors) disconnected from the PCB unit.</li> </ul>	<ul style="list-style-type: none"> <li>•Reconnect the wires.(connectors).</li> <li>•Replace the start button or select button with new one.</li> <li>•Reconnect the wires (connectors).</li> </ul>

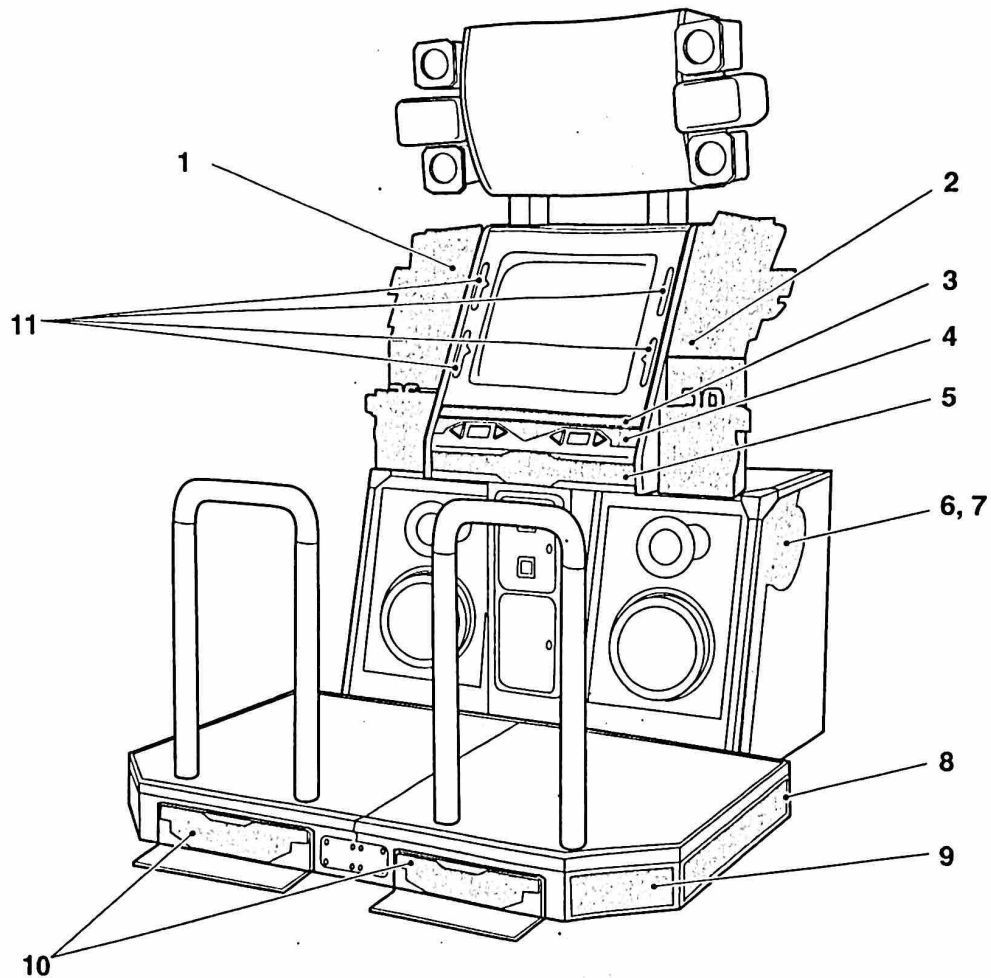
## 7 Maintenance

Trouble	Possible causes and check points	Measures
Start button and select button functioning, but failure to light up.	<ul style="list-style-type: none"> <li>•Start button or select button switch wires disconnected, or reversely connected.</li> <li>•Start button or select button lamp defective.</li> </ul>	<ul style="list-style-type: none"> <li>•Reconnect the wires.</li> <li>•Check the lamp performance on the "I/O CHECK" and "LAMP CHECK" screens. Replace the button as required.</li> </ul>
Foot panel malfunctioning.	<ul style="list-style-type: none"> <li>•Pebbles or sand stuck in panel-to-panel gaps.</li> <li>•Cable switch connectors disconnected or in poor contact.</li> <li>•Cable switch defective.</li> <li>•Wires caught and broken in replacing the cable switch or coupling the units.</li> <li>•Wires (connector) disconnected from the PCB unit.</li> </ul>	<ul style="list-style-type: none"> <li>•Take out foreign matters.</li> <li>•Check the performance on the "I/O CHECK" screen. If malfunctioning, check the cable switch connectors for poor contact.</li> <li>•Replace the malfunctioning cable switch with new one.</li> <li>•Immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.</li> <li>•Reconnect the wires (connectors).</li> </ul>
Coin selector malfunctioning.	<ul style="list-style-type: none"> <li>•Coin selector defective.</li> </ul>	<ul style="list-style-type: none"> <li>•Check the performance on the "I/O CHECK" screen. If malfunctioning, replace the coin selector or microswitch with new one.</li> </ul>
No sound or too loud (or too soft) sound.	<ul style="list-style-type: none"> <li>•Sound volume control knob or bass control knob on the service panel maladjusted.</li> <li>•Title unit wires (connectors) not connected as specified.</li> <li>•Wires (connector) disconnected from the PCB unit.</li> </ul>	<ul style="list-style-type: none"> <li>•Readjust the sound volume control knob and bass control knob.</li> <li>•Reconnect the wires (connectors).</li> <li>•Reconnect the wires (connectors).</li> </ul>
"Security Error" displayed on the screen.	<ul style="list-style-type: none"> <li>•Security plug of this product not properly set or defective.</li> </ul>	<ul style="list-style-type: none"> <li>•Turn OFF the main power switch and set the security plug of this product.</li> <li>•If the security plug is properly set but the message remains, contact your nearest dealer.</li> </ul>
"Foot panel I/O Error" displayed on the screen.	<ul style="list-style-type: none"> <li>•Step base units connectors disconnected or in poor contact.</li> </ul>	<ul style="list-style-type: none"> <li>•Check the performance on the "I/O CHECK" screen. If malfunctioning, check the step base units connectors for poor contact.</li> <li>•Immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.</li> </ul>

## 8 Annex

### 8-1 Label locations and exploded view

 Label - - - - -



No.	CODE No.	NAME	QTY	NOTE
1	0000070107	POP / L / AA	1	
2	0000070108	POP / R / AA	1	
3	0000053387	LABEL, CONTROL C	1	
4	0000059038	LABEL, CONTROL B	1	
5	0000053158	LABEL, CONTROL A	1	
6	0000053152	LABEL, SIDE / L	1	
7	0000053154	LABEL, SIDE / R	1	
8	0000053157	LABEL, STEP C	2	
9	0000053156	LABEL, STEP B	2	
10	0000053155	LABEL, STEP A	2	
11	0000059047	LABEL, INST / HD	1	

**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			4	
52	0000061705	ADJUSTER			4	
						16-g2*75

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN, SENS	M6x25/MFZn2-C		8	PU, SV
102		SCREW, CROSS PAN, SENS	M6x15/MFZn2-C		16	PU, SV
103		SCREW, CROSS TRUSS	M6x25/BL ACK		8	
104		SCREW, CROSS TAPPING TRUSS	4x12/MF-C		18	
105		BOLT, CAP SQUARE NECK	M6x25/MFZn2		5	
106		NUT, FLANGE	M4/MFZn2-C		5	
107		SCREW, CROSS TRUSS	M6x20/BL ACK		1	

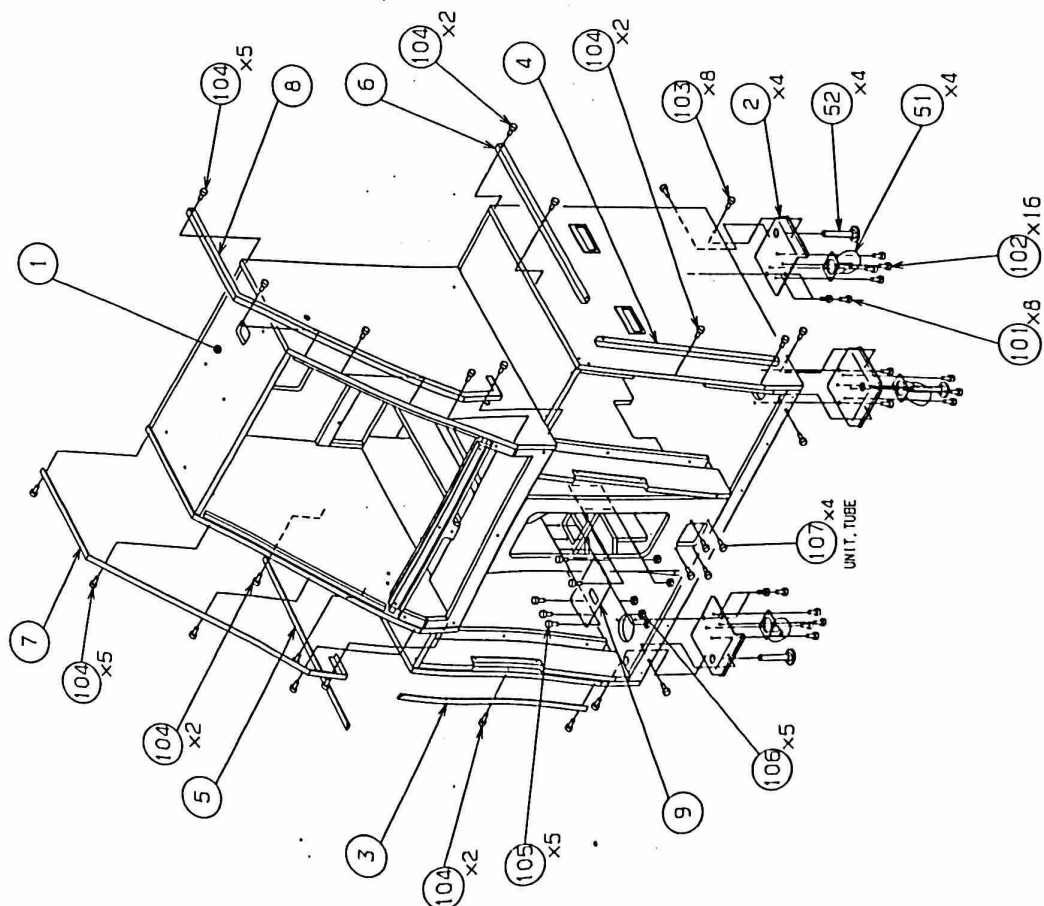
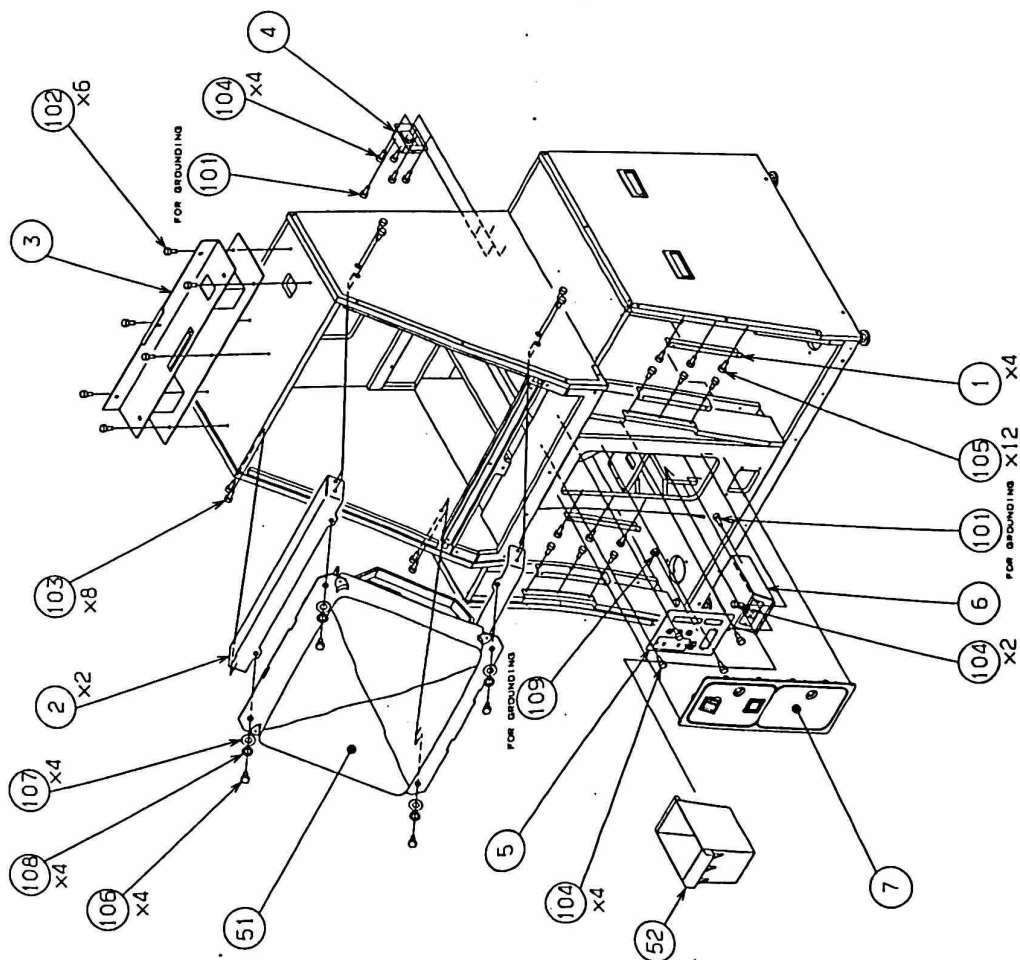




FIG.2 UNIT, CABINET(2/4)

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000053970	FIXTURE, PANEL		4	
2	0000053991	FIXTURE, MONITOR		2	
3	0000053988	FIXTURE, TITLE		1	
4	0000052835	ASS'Y, SWITCH		1	
5	0000066773	ASS'Y, SERVICE		1	
6	0000052845	ASS'Y, BASE COIN		1	
7	0000059105	ASS'Y, DOOR COIN		1	H.K. 18
	0000059105	ASS'Y, DOOR COIN		1	NT 10G
51	0000048809	MONITOR	D29CR55	1	
52	0000066850	BOX, COIN	ABS	1	

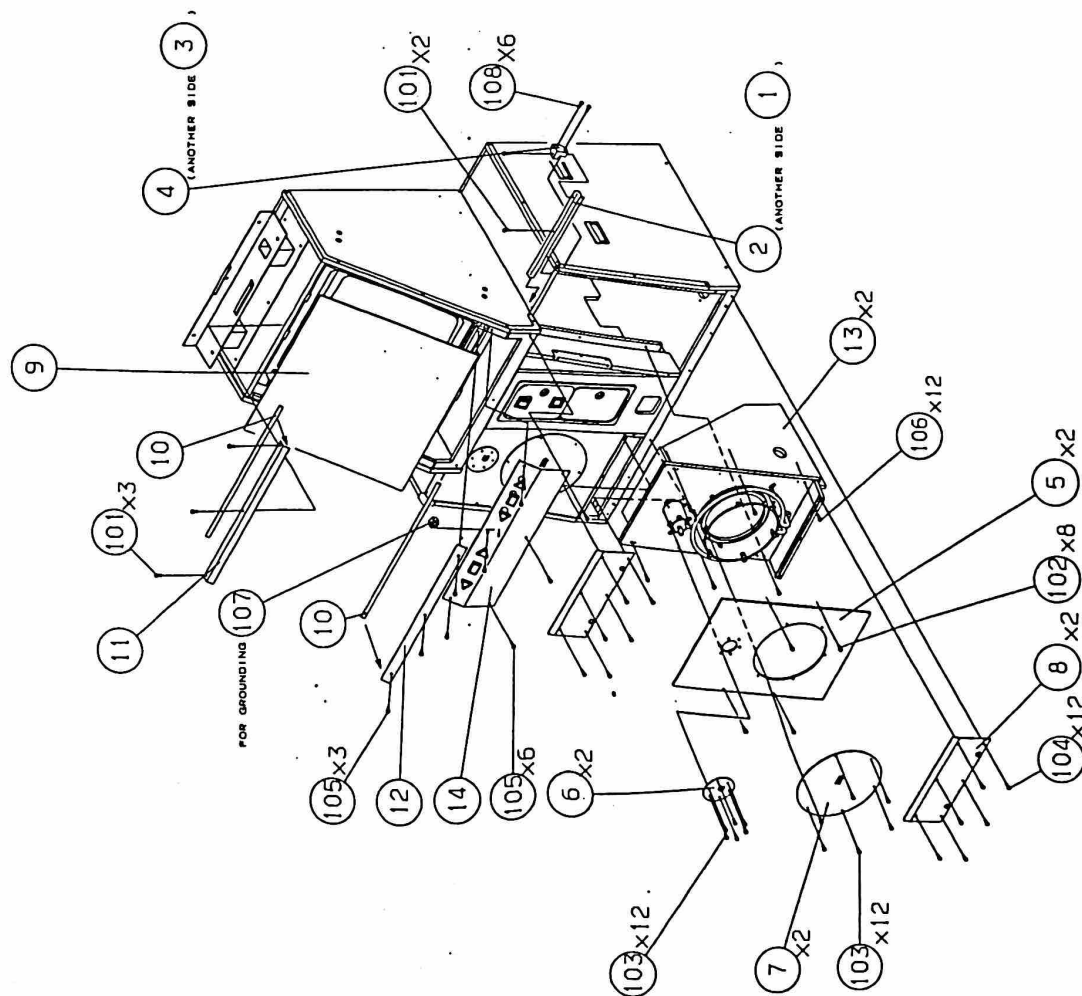
NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEHS	M4x10/MFZn2-C	2	PH, SV
102		SCREW, CROSS TRUSS	M6x20/BLACK	6	
103		SCREW, CROSS TRUSS	M6x40/BLACK	8	
104		SCREW, CROSS TAPPING TRUSS	4x12/MFC	10	
105		SCREW, CROSS WOOD FLAT	4.1x13/BLACK	12	
106		BOLT, HEX	M10x20/MFZn2-C	4	
107		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	0000055166	COVER, CORNER			1	
4	0000055167	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			2	
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/MFCrZn2-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	0000053084	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 SEMS	M4x15/MFZn2-C	2	PU, SV
102		SCREW, CROSS PAN SEMS	M6x20/MFZn2-C	6	PU, SV
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, VING	M4x30/MFZn2-C	4	
109		SCREW, CROSS TRUSS	M6x25/BLACK	4	

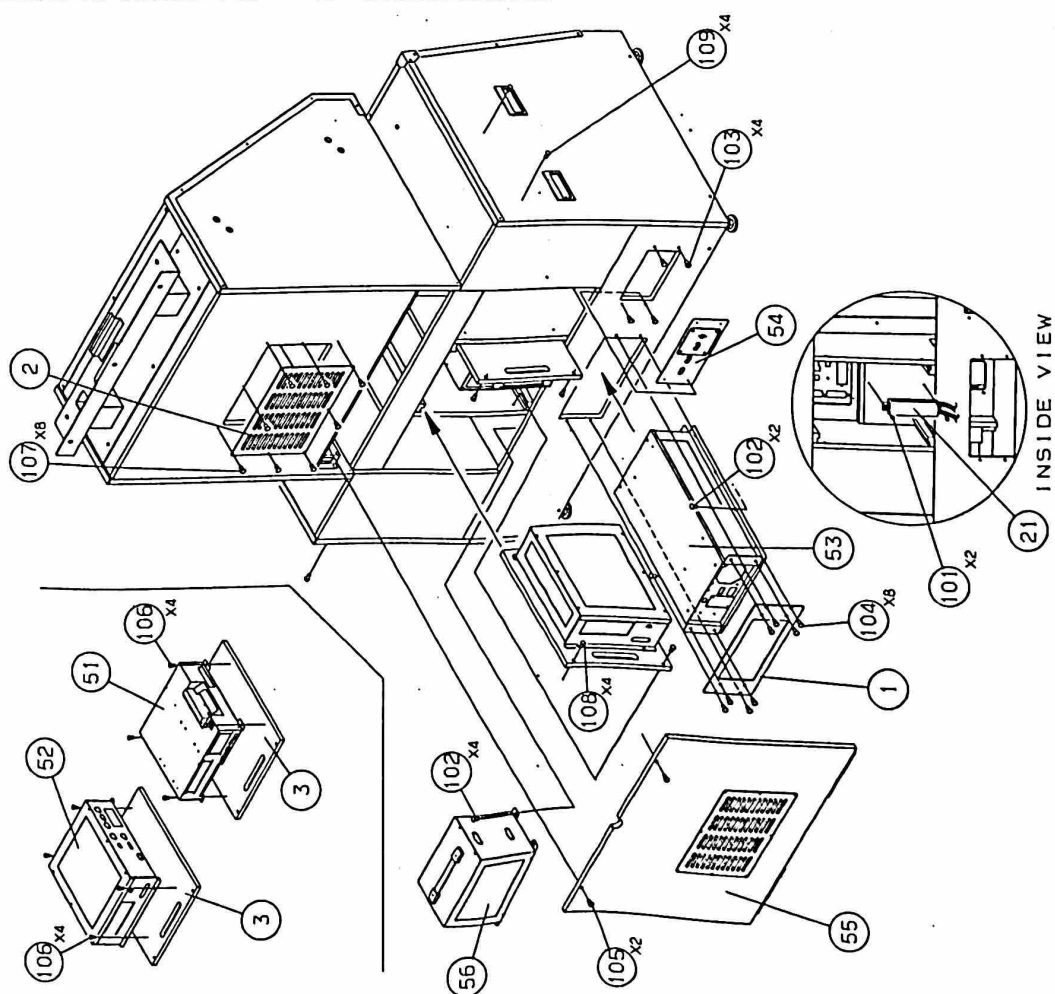
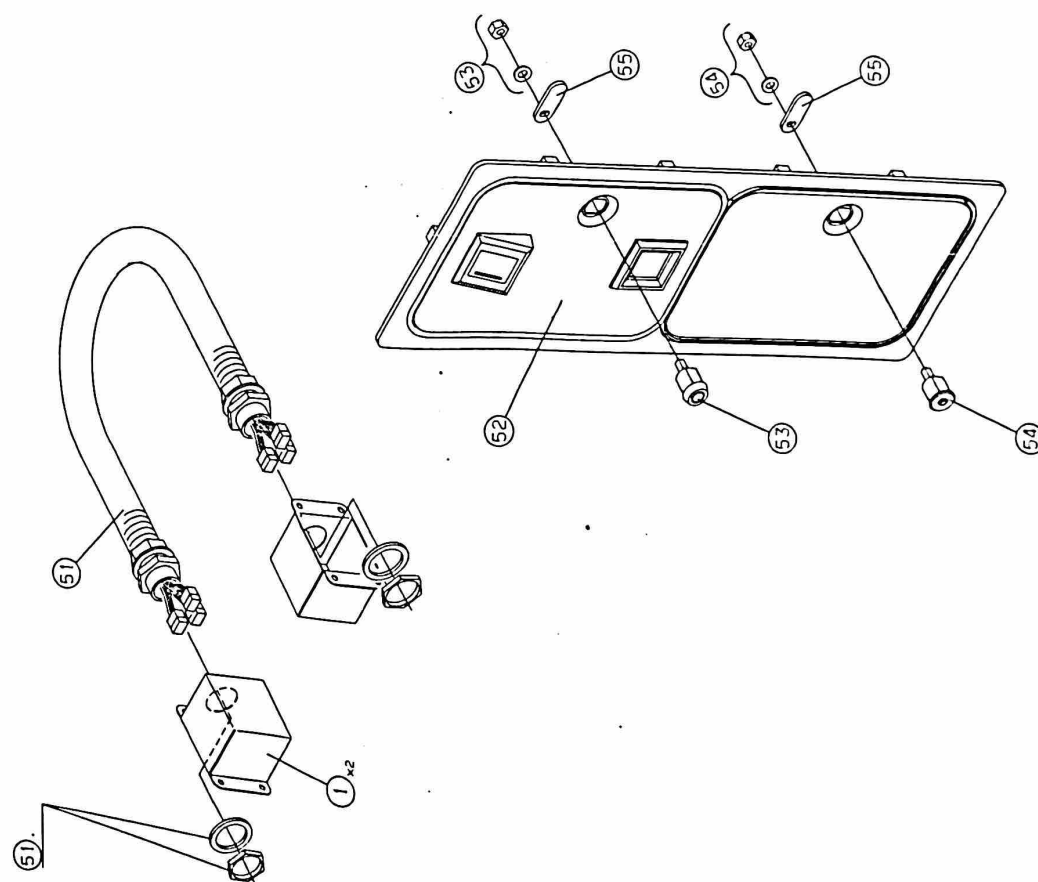


FIG.5 UNIT, TUBE / ASS'Y DOOR COIN

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000052709	BOX, CONNECTOR		2	
51	0000053268	UNIT, WIRING(TUBE)		1	

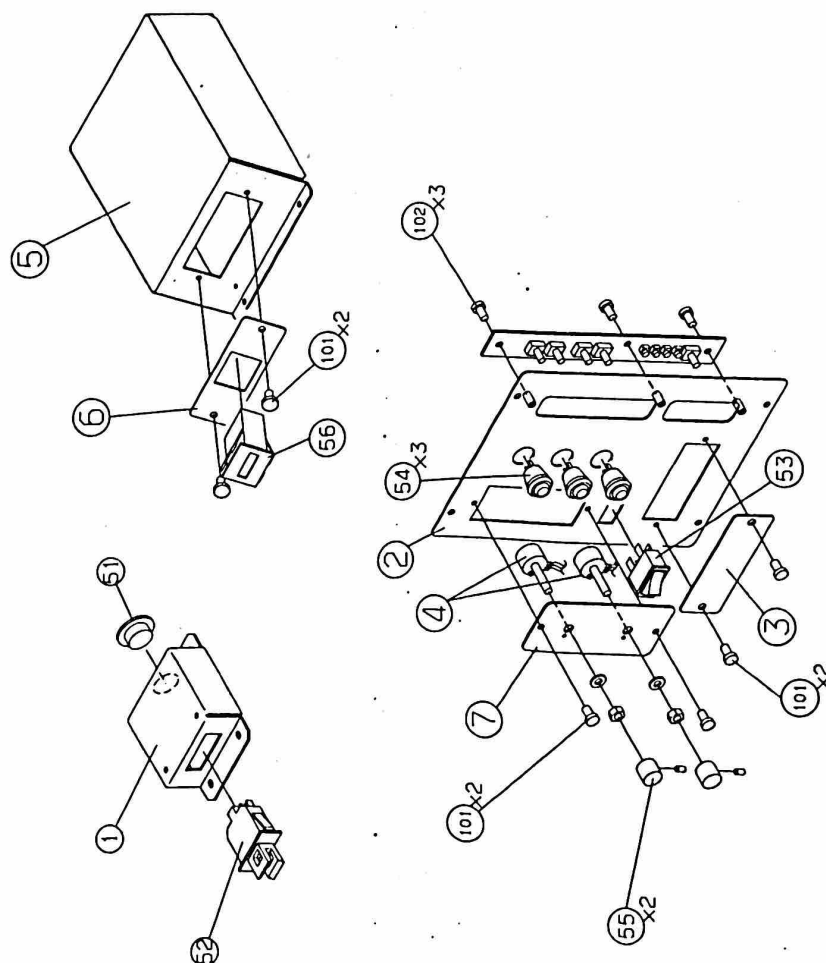
NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
52	0000059109	UNIT, WIRING(COIN)		1	ADD-VITH K.183
53	0000059109	UNIT, WIRING(COIN)		1	ADD-VITH 183
53	0000001676	LOCK	NS-801-1 W/2(5000)	1	
54	0000005537	LOCK	NS-812 W/2(RANDOM)	1	
55	00000004799	PLATE, LOCK	No. 2	2	



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	0000063953	PLATE, VOLUME		1	
51	0000038413	BUSH	HP1060	1	
52	0000004953	SWITCH, DOOR	AV1225	1	
53	0000039100	SWITCH, ROCKER	AJ8201BK	1	
54	0000005098	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 SEMS	M4x10/MFZn2-C	6	PV, SV
102		SCREW, CROSS PAN PLASTIC	M3x6/PC	3	





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

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000054007	BOX, ENCLOSURE		2	
2	0000054010	PLATE, REFLECTION		2	
3	0000052742	PIPE, SPEAKER		2	
4	0000052743	PIPE, SPEAKER		2	
5	0000052637	BRACKET, PIPE		12	
6	0000052638	BRACKET, PIPE		24	
7	0000054005	FIXTURE, COVER		2	
51	0000052746	SPEAKER	V2505CON	2	
52	0000052771	SUPPORT, TUBE	YS-50	6	
53	0000052768	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	

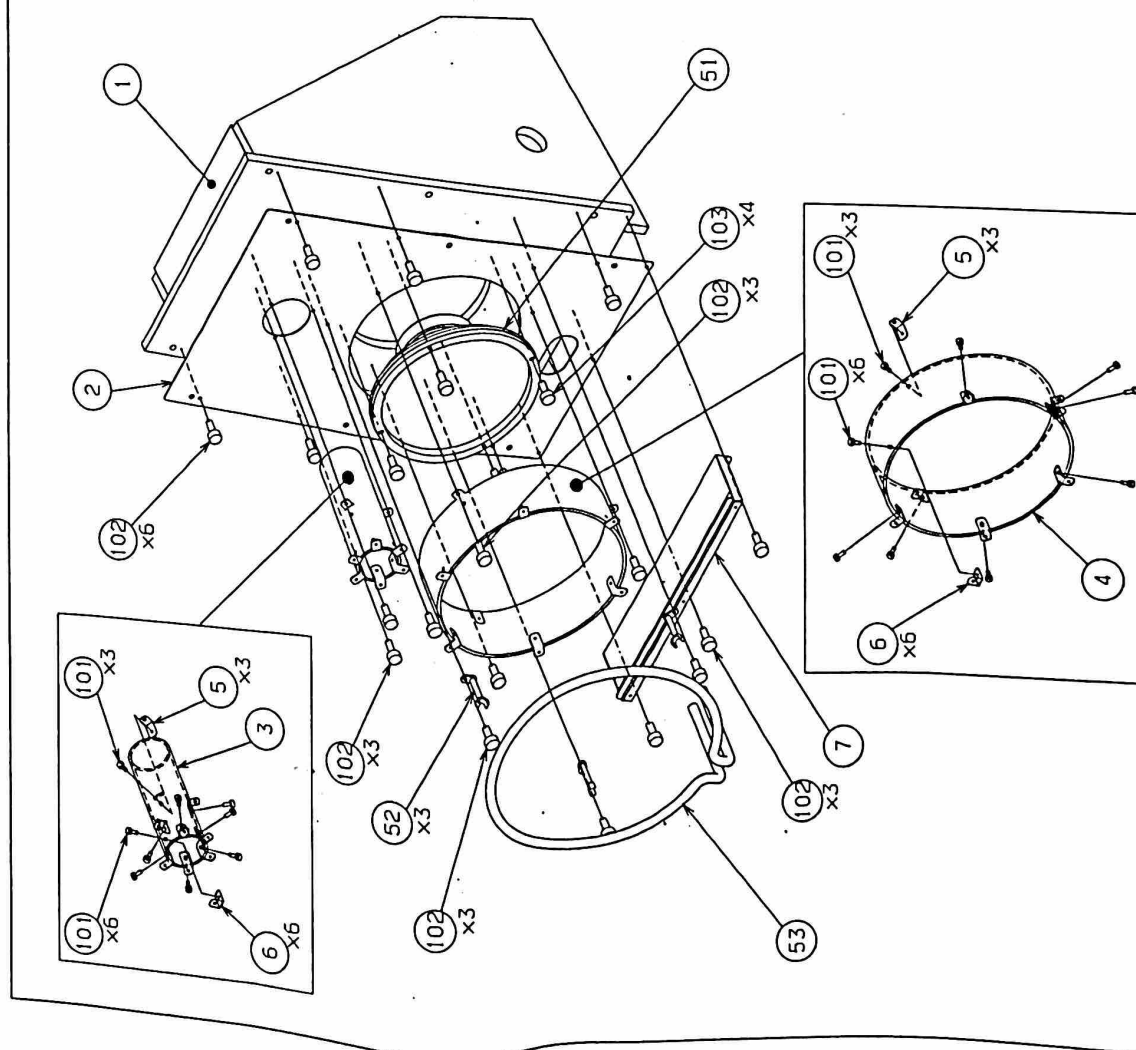
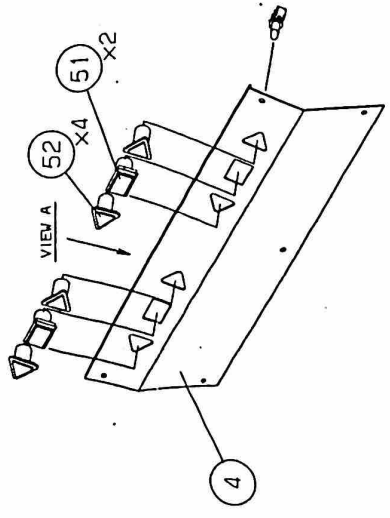
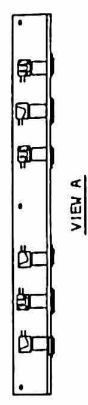


FIG.8 ASS'Y, START

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
4	0000053985	PLATE, START		1	
5	0000054003	DOOR, BACK		1	
6	0000052370	COVER, DUCT		1	
7	0000038230	PLATE, SWITCH		1	
51	0000034746	BUTTON, PUSH	08SA-45UK-G	2	
52	0000049173	SWITCH, PUSH	08SA-30US-Y	4	

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
103		SCREW, CROSS TAPPING TRUSS	4X12/BLACK	8	
104		SCREW, CROSS TAPPING TRUSS	4X12/MFCr	2	



ASS'Y, START

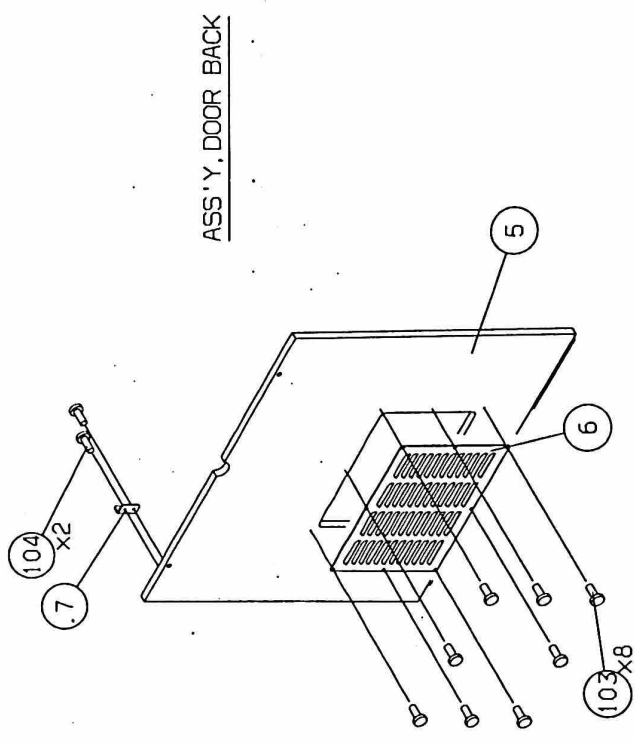
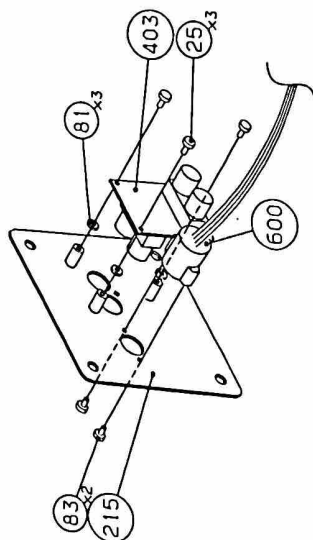


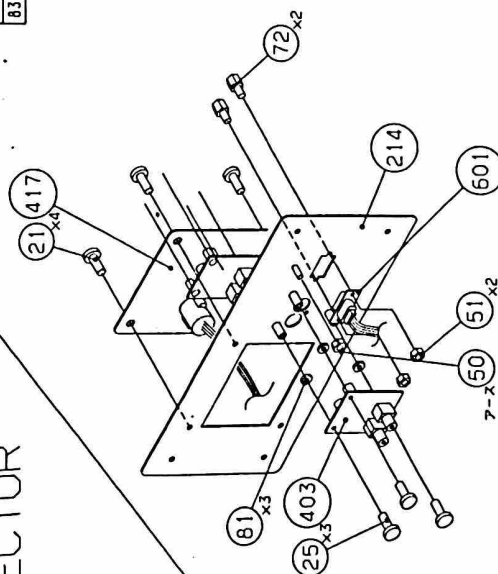
FIG.9 ASS'Y, CONNECTOR

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 SEMS	M4x10/MFZn2-C	4	PW, SV
25		SCREW, CROSS PAN SEMS	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

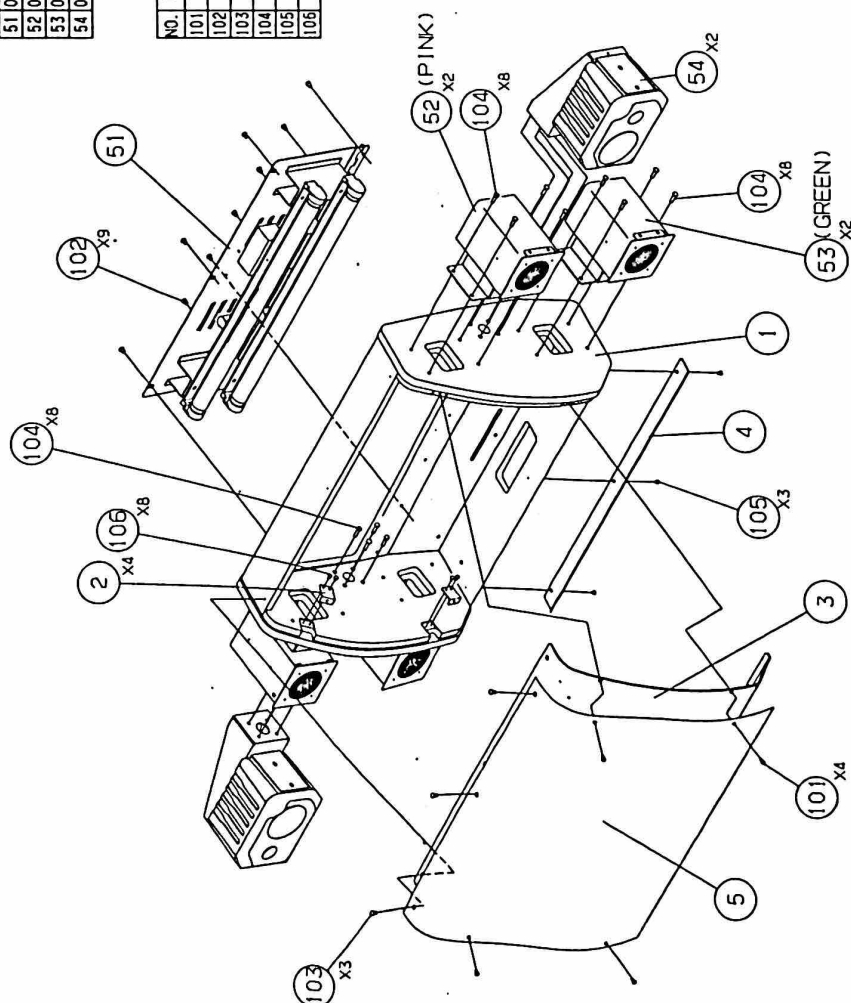


ASS'Y Y, CONNECTOR

**FIG.10 UNIT, TITLE**

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000054011	BASE, TITLE		1	
2	0000054013	FIXTURE, PANEL		4	
3	0000062550	PANEL, TITLE		1	
4	0000052634	STOPPER, PANEL		1	
5	0000071177	SHEET, TITLE		1	
51	0000053119	ASS'Y, LAMP		1	
52	0000055675	ASS'Y, LIGHT(A)		2	PINK
53	0000055677	ASS'Y, LIGHT(B)		2	GREEN
54	0000053117	ASS'Y, SPEAKER		2	

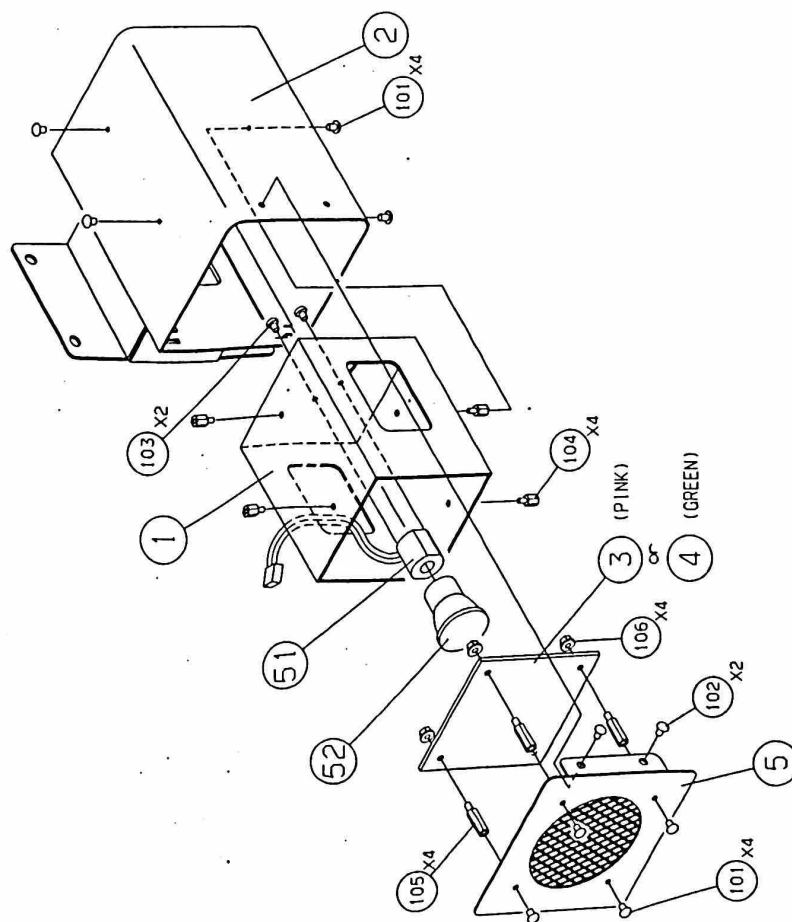
NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
101		SCREW, CROSS TRUSS	M4x15/MFCr	4	
102		SCREW, CROSS TRUSS	M5x15/MFCr	9	
103		SCREW, CROSS TRUSS	M6x15/MFCr	3	
104		SCREW, CROSS TRUSS	M6x40/BLACK	24	
105		SCREW, CROSS TAPPING TRUSS	4x12/MFCr	3	
106		SCREW, WOOD CROSS FLAT	4, 1x13/MFZn2	8	



**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-20WLV/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	PW, SW
104		SPACER	BSB-408-7	16	
105		SPACER	BSB-420-7	16	
106		NUT, FLANGE	M4/MFZn2-C	16	

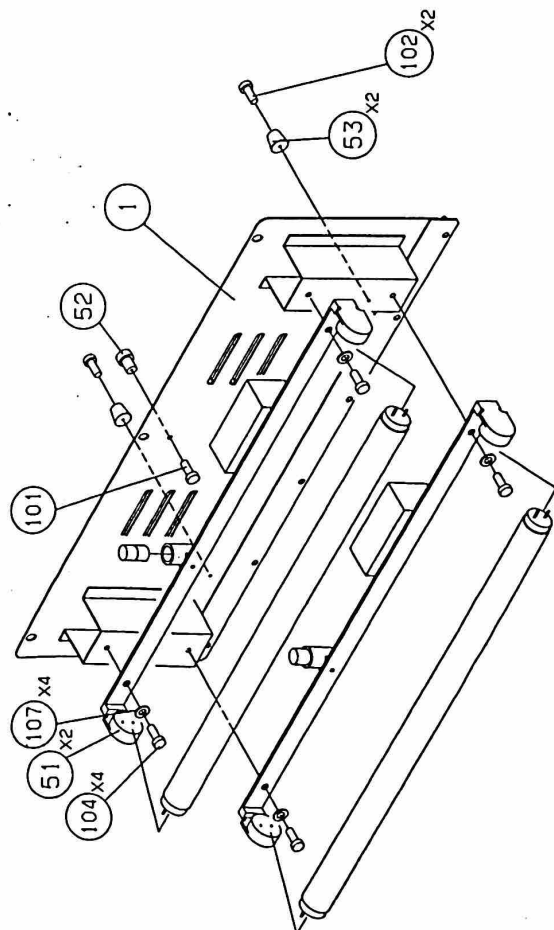
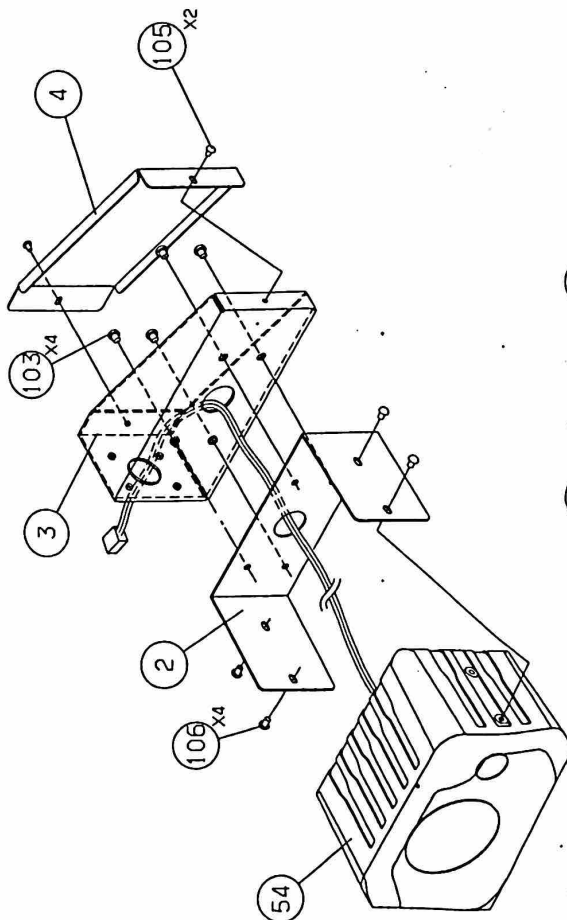




**FIG.12 ASS'Y, SPEAKER / ASS'Y, LAMP**

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	H22055-60876		2	
52	0000048813	KNOB	A-6020		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	PV, SV
102		SCREW, CROSS PAN	M4x15/MFZn2-C		2	PV, SV
103		SCREW, CROSS PAN SEMS	M6x10/MFZn2-C		8	PV, SV
104		SCREW, CROSS PAN SEMS	M6x15/MFZn2-C		4	PV, SV
105		SCREW, CROSS TRUSS	M4x10/BLACK		4	
106		SCREW, CROSS TRUSS	M5x10/BLACK		8	
107		WASHER, PLAIN	B/MFZn2-C		4	

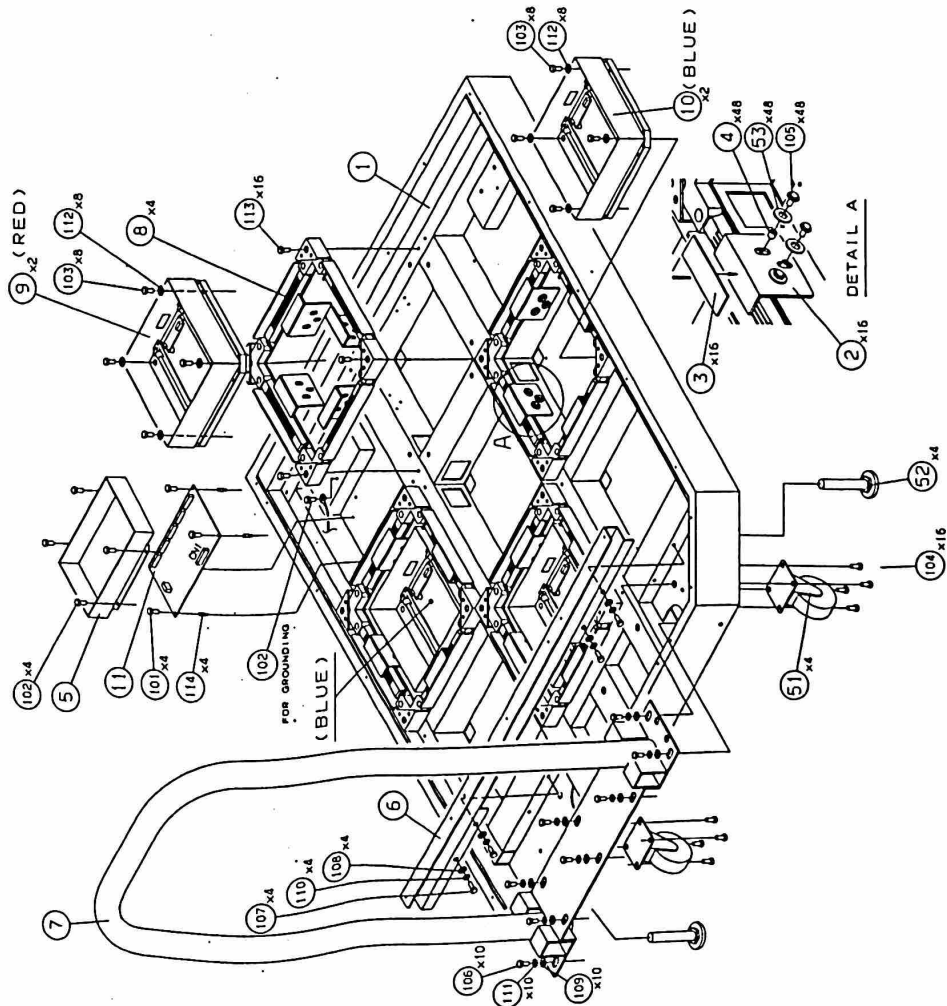


**FIG.13 UNIT, STEP BASE L(1/2)**

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 (O)		1	
51	00000047156	CASTER	TCR-75 NM	4	
52	0000053334	ADJUSTER	D-8316*70	4	
53	0000033698	BEARING	VC060UN	48	

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M3x5/MFZn2-C	4	PV, SV
102		SCREW, CROSS PAN SEMS	M4x10/MFZn2-C	5	PV, SV
103		SCREW, CROSS PAN SEMS	M4x20/MFZn2-C	16	PV, SV
104		SCREW, CROSS PAN SEMS	M6x15/MFZn2-C	16	PV, SV
105		SCREW, CROSS TP	M4x8/MFZn2-C	48	
106		BOLT, HEX	M10x20/MFZn2-C	10	
107		BOLT, HEX SOCKET, CAP	M6x12/MFZn2-C	4	
108		WASHER, PLAIN	6/ BLACK	4	D-820, T=1.6
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-814, T=1.0
113		SCREW, CROSS PAN SEMS	M5x10/MFZn2-C	16	PV(Ø10), SV
4		SPACER	MO-8	4	



NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000052756	PANEL, SWITCH		2	PINK
2	0000052749	PANEL, SWITCH		2	BLUE
3	0000054032	BRACKET, PANEL		16	
4	0000055771	BRACKET, SUPPORT		5	
5	0000054033	BRACKET, PANEL		5	
6	0000053628	COVER, PIPE		1	
7	0000052724	COVER, FRAME		2	
8	0000052725	COVER, FRAME		1	
9	0000052731	COVER, FRAME		1	
10	0000052723	COVER, FRAME		1	
11	0000052726	COVER, FRAME		1	
12	0000054038	JOINT, FRAME		2	
13	0000054042	BRACKET, SUPPORT		1	

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
101		SCREW, CROSS TRUSS	M4x10/MFCr	32	
102		SCREW, CROSS TRUSS	M6x10/MFCr	52	SVCH
103		SCREW, CROSS PAN SEMS	M5x10/MFZn2-C	20	PV(Ø10).SV
104		SCREW, CROSS TRUSS	M8x20/BLACK	8	
105		SCREW, CROSS TRUSS	M6x20/BLACK	3	

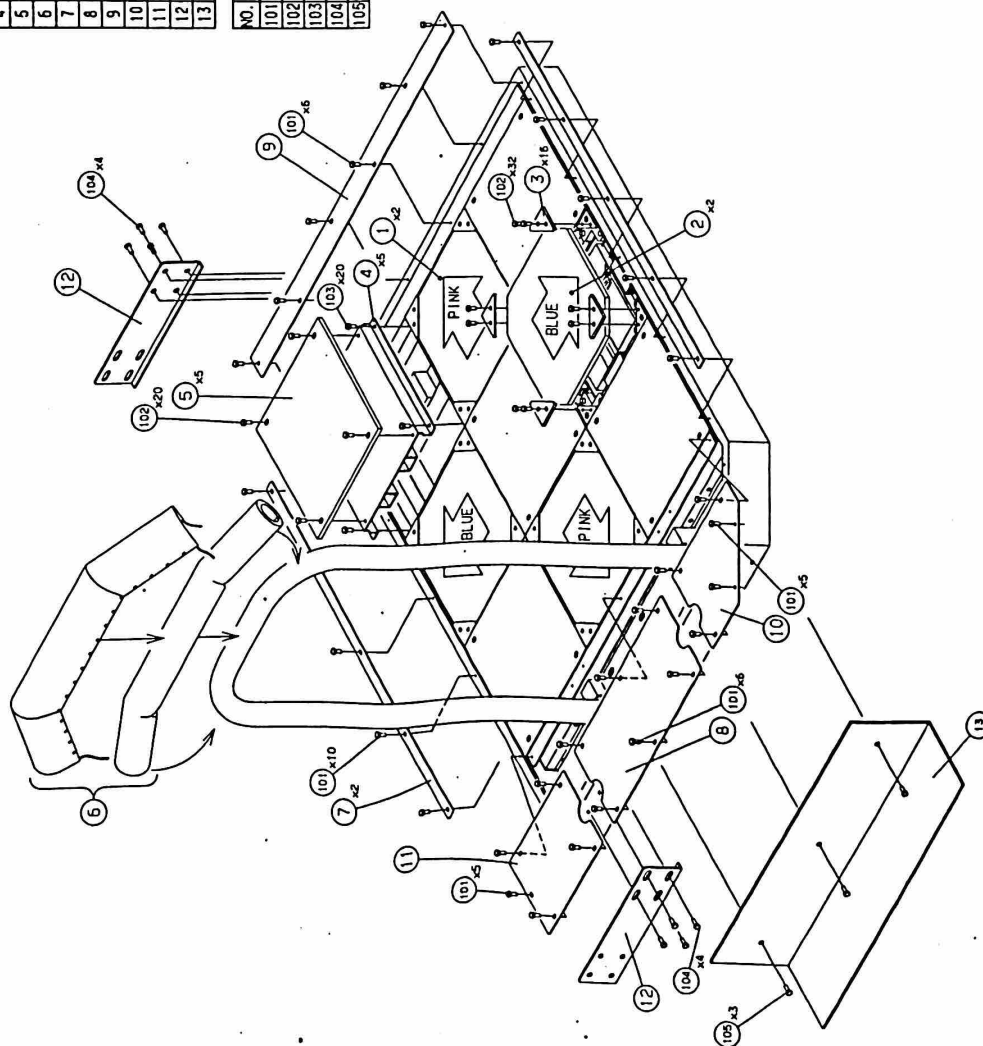
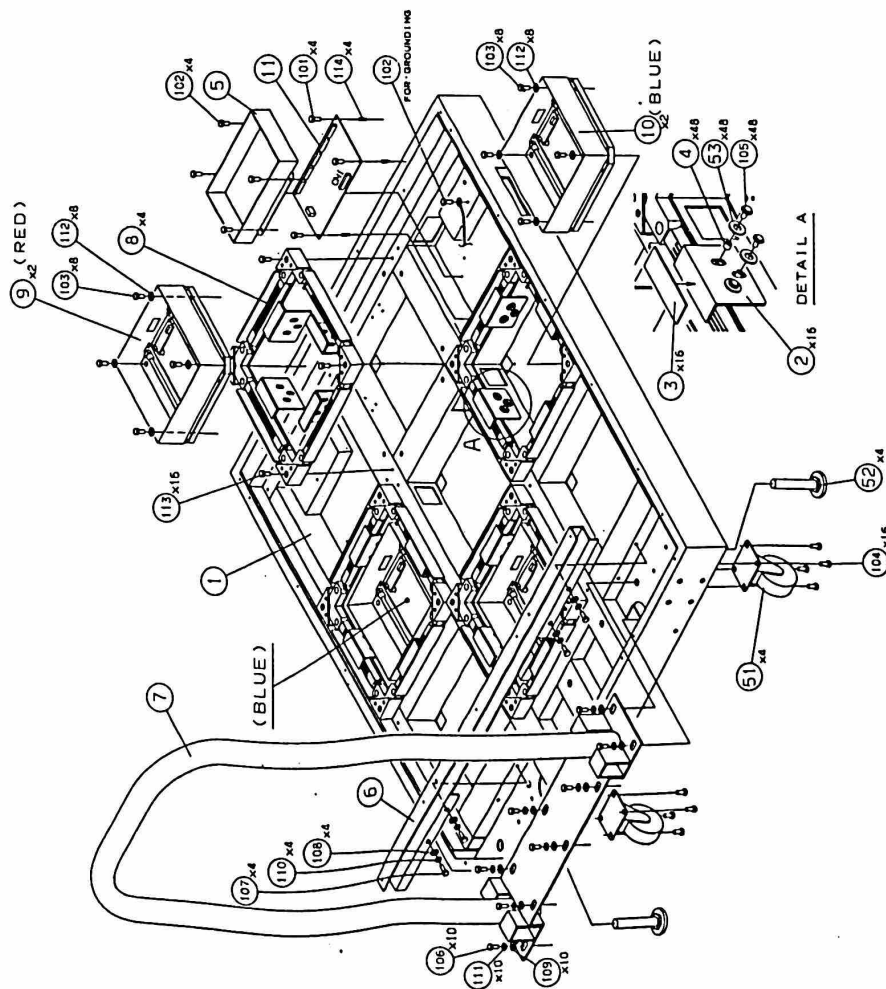


FIG.15 UNIT, STEP BASE R(1/2)

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000054041	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(OD)			1	
51	0000047156	CASTER	TCH-75 NM		4	
52	0000053334	ADJUSTER	D-8316*70		4	
53	0000053698	BEARING	VC06DUN		48	

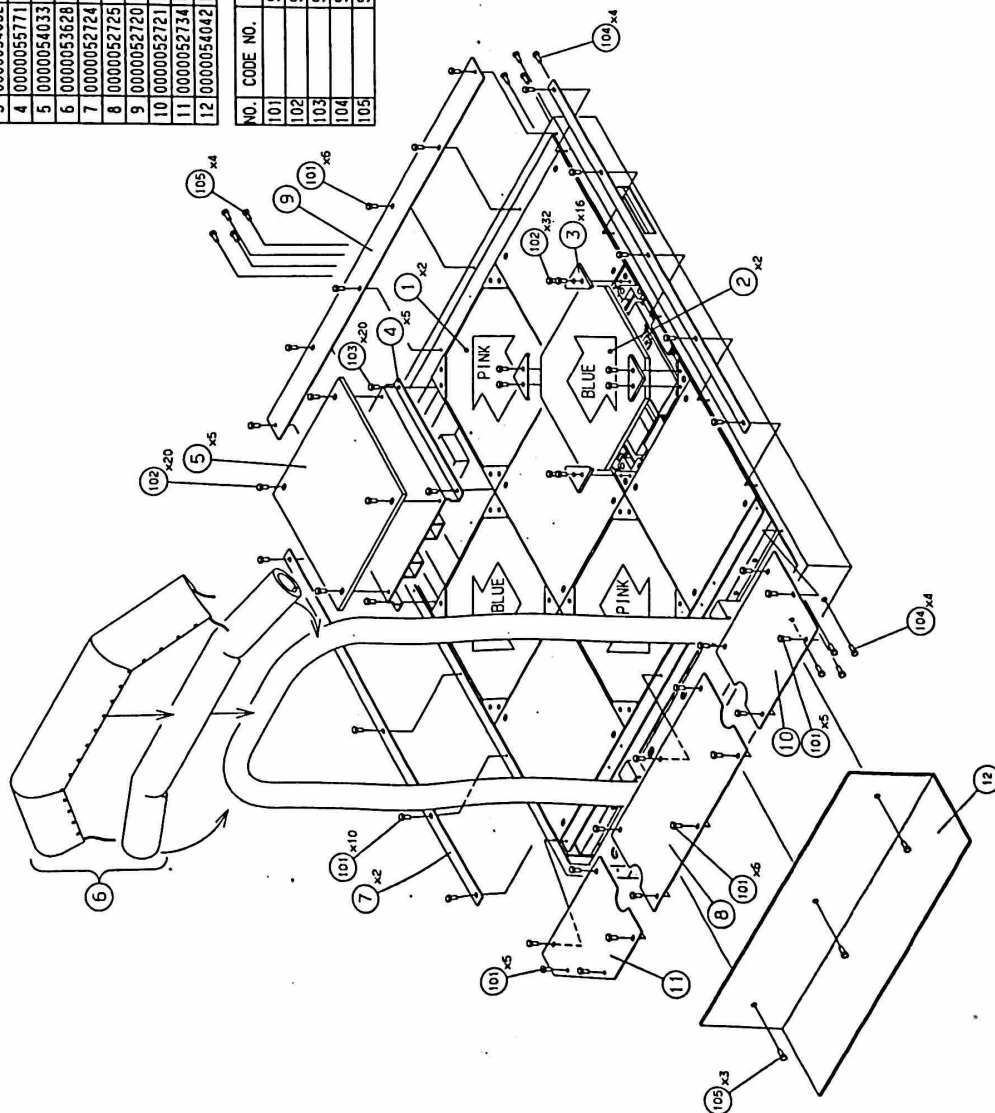
NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS PAN SEMS	M3x5/MFZn2-C		4	PV, SV
102		SCREW, CROSS PAN SEMS	M4x10/MFZn2-C		5	PV, SV
103		SCREW, CROSS PAN SEMS	M4x20/MFZn2-C		16	PV, SV
104		SCREW, CROSS PAN SEMS	M6x15/MFZn2-C		16	PV, SV
105		SCREW, CROSS TP	M4x8/MFZn2-C		48	
106		BOLT,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



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

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
1	0000052756	PANEL SWITCH			2	PINK
2	0000052749	PANEL SWITCH			2	BLUE
3	0000054032	BRACKET, PANEL			16	
4	0000055771	BRACKET, SUPPORT			5	
5	0000054033	BRACKET, PANEL			5	
6	0000053628	COVER, PIPE			1	
7	0000052724	COVER, FRAME			2	
8	0000052725	COVER, FRAME			1	
9	0000052720	COVER, FRAME			1	
10	0000052721	COVER, FRAME			1	
11	0000052734	COVER, FRAME			1	
12	0000054042	BRACKET, SUPPORT			1	

NO.	CODE NO.	NAME	SPEC./CATALOG	TYPE	QTY	NOTE
101		SCREW, CROSS TRUSS	M4x10/MFCr		32	
102		SCREW, CROSS TRUSS	M5x10/MFCr		52	SUCH
103		SCREW, CROSS PAN SEMS	M5x10/MFZn2-C		20	PV(Ø10), SV
104		SCREW, CROSS TRUSS	M8x20/BLACK		8	
105		SCREW, CROSS TRUSS	M6x20/BLACK		7	



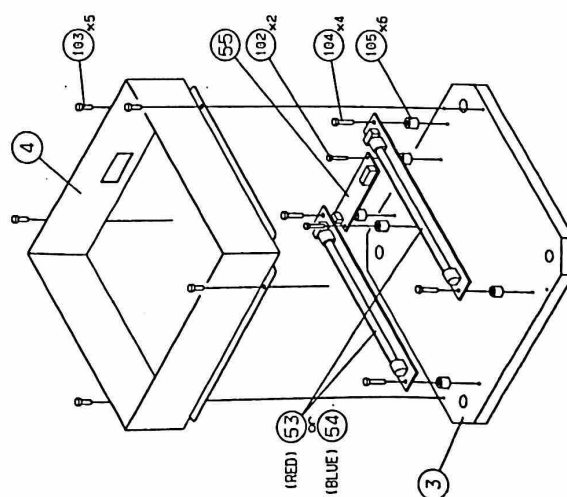
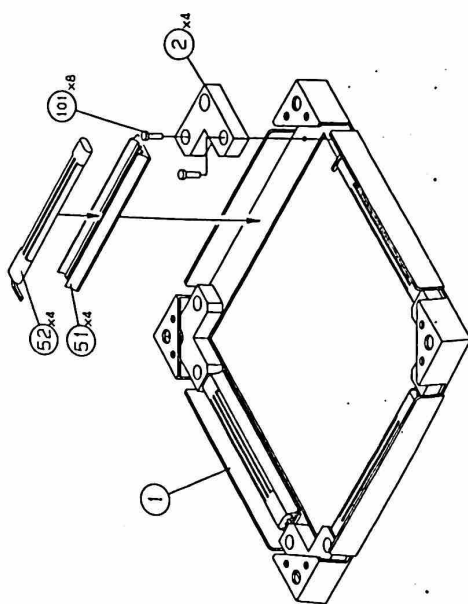


**FIG.17 UNIT, STEP BASE L / R**

NO.	CODE NO.	NAME	SPEC. / CATALOG	TYPE	QTY	NOTE
1	0000055663	FRAME, SWITCH			1	
2	0000053987	STOPPER, SWITCH			4	
3	0000053999	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	PU(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	0000002488	REG. SWITCHING	LDA30F-5	1	
52	0000031052	REG. SWITCHING	LDA50F-12	1	
53	0000002489	REG. SWITCHING	LDA150V-12	2	
54	0000003209	MOTOR, FAN	FBA09A12M	1	
55	0000036925	BLOCK, TERMINAL	ML-6750F-187ABC-6P	1	
56	0000003180	FILTER, NOISE	MAS-1210-33	1	
57	0000031709	PROTECTOR, CIRCUIT	NRF110-8A	1	
58	0000039100	SWITCH, ROCKER	AJ8201BK	1	
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, SV
102		SCREW, CROSS PAN SENS	M3x15/MFZn2-C	2	PV, SV
103		SCREW, CROSS PAN SENS	M4x10/MFZn2-C	16	PV, SV
104		SCREW, CROSS PAN SENS	M4x35/MFZn2-C	4	PV, SV
105		NUT, FLANGE	M4/MFZn2-C	5	
106		SPACER	MO-8	16	
107		SCREW, CROSS PAN SENS	M4x15/MFZn2-C	1	PV, SV

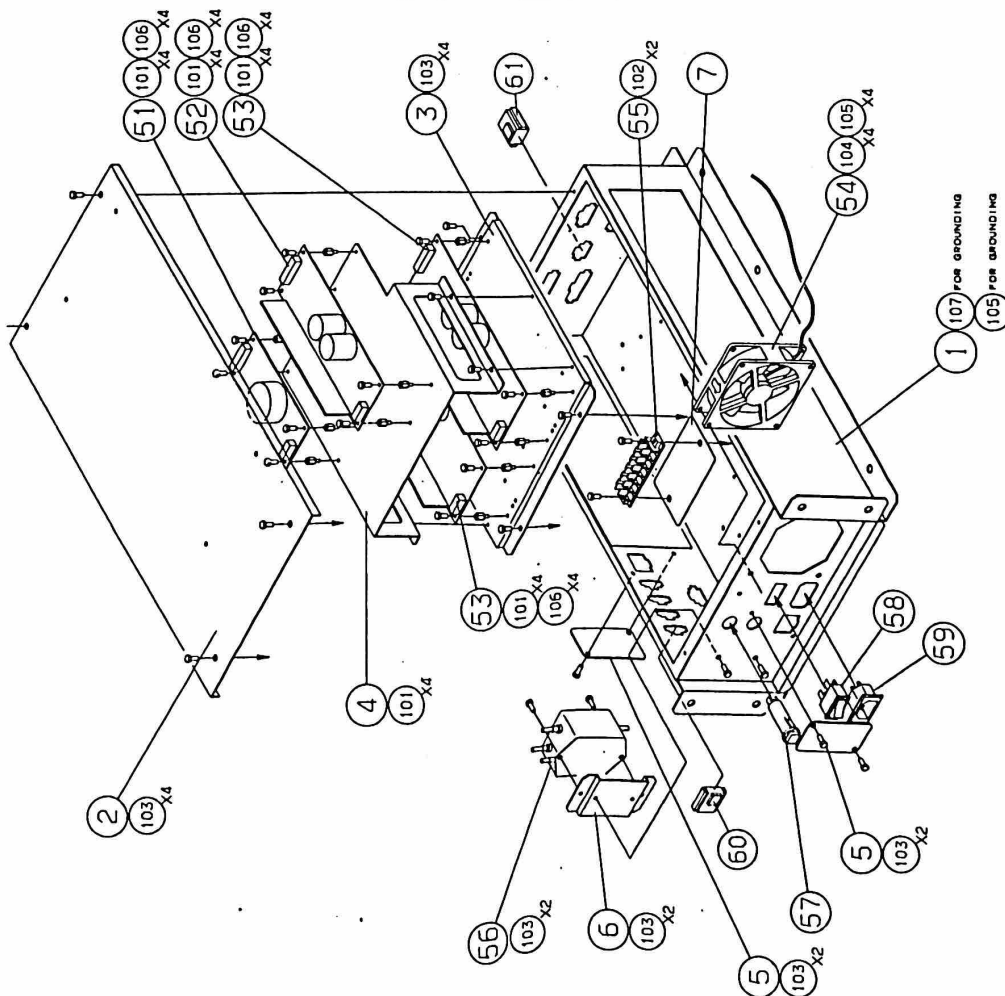


FIG.19 UNIT, AMP BOX

No.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	000327110000	BOX AMP		1	
2	000327060000	COVER BOX		1	
3	003044080000	UNIT PCB(K)		1	
4	003756060000	UNIT PCB(E)		1	
5	003756070000	UNIT PCB(F)		1	
6	003759500000	UNIT PCB(G)		1	

No.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
a	SCREW CROSS PAN SEMS	M4X10 / MFZn2-C	6	PW.SW
b	SCREW CROSS PAN SEMS	M3X6 / MFZn2-C	16	PW.SW
c	SPACER	BSB-303-6	16	

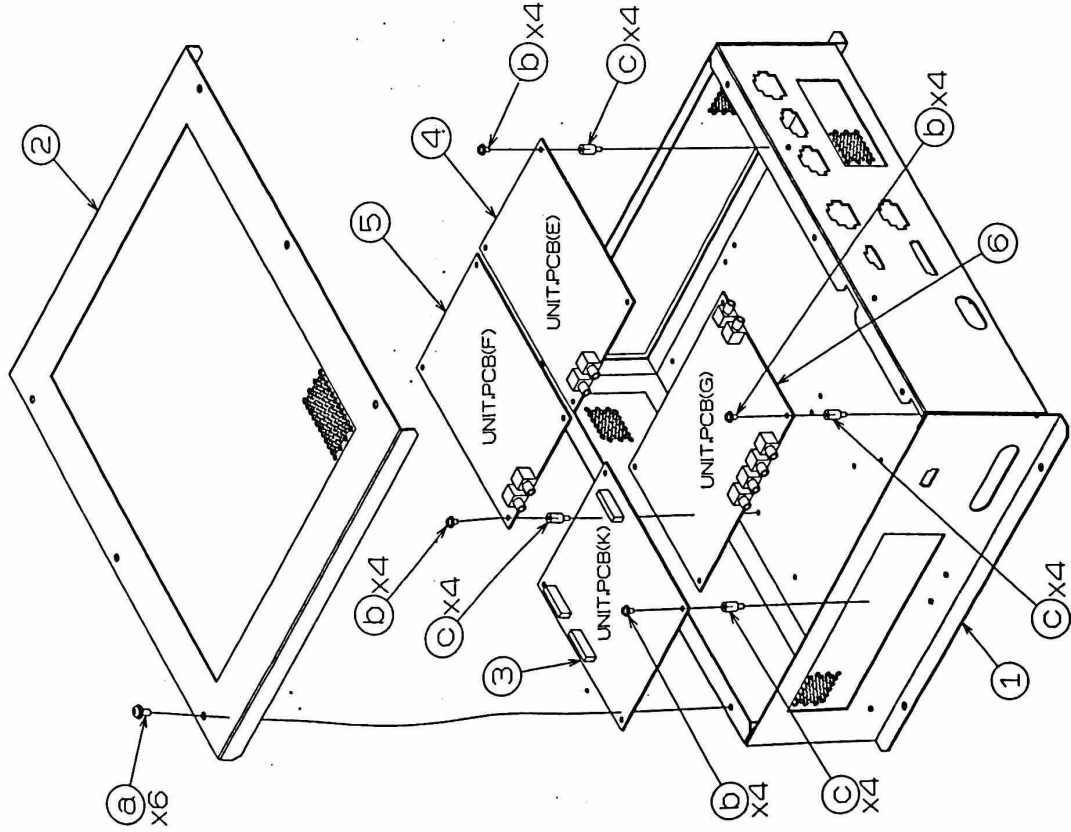


FIG.20 UNIT, I/O BOX

No.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	003814890000	BOX PCB IO		1	
2	003750210000	UNIT PCB (I)		1	
3	003815000000	COVER PCB IO		1	

No.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
a	SCREW CROSS PAN SEMS	M3X8 /MFZn2-C	5	PW/SW

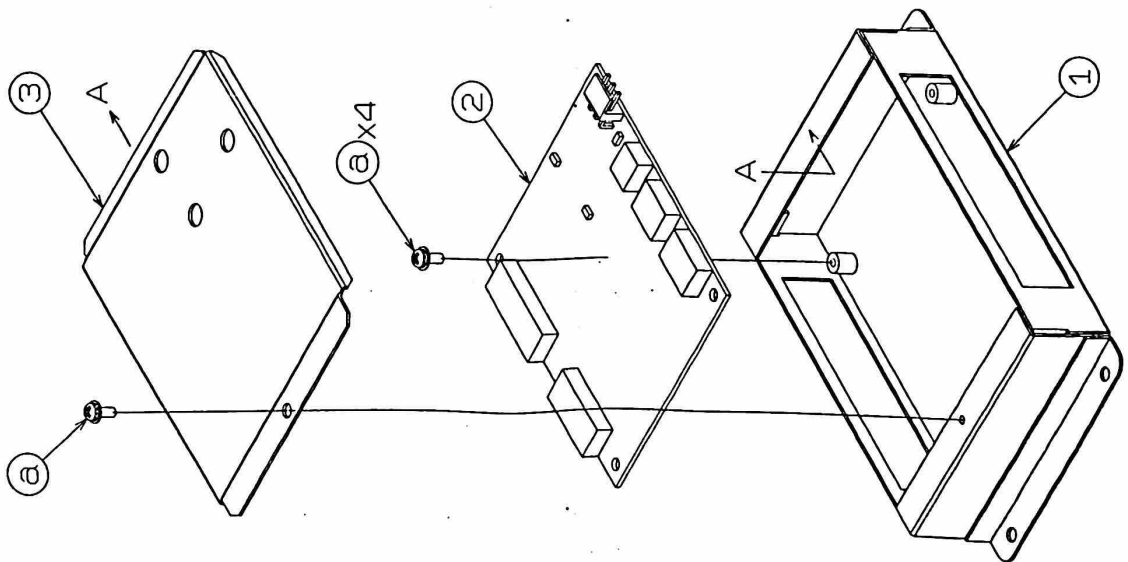
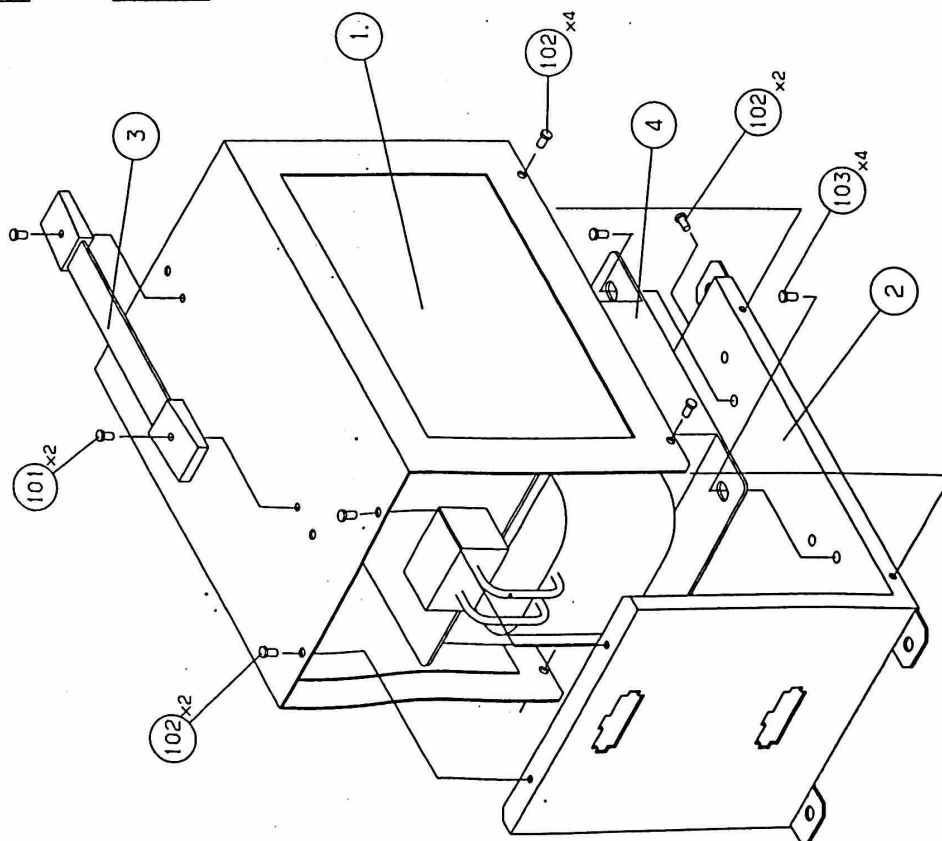


FIG.21 ASS'Y, TRANSFORMER

NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000036571	COVER, TRANSFORMER		1	
2	0000036573	BASE, TRANSFORMER		1	
3	0000036586	HANDLE, VINYL		1	
4	0000002707	TRANSFORMER	PT1005/1KVA	1	

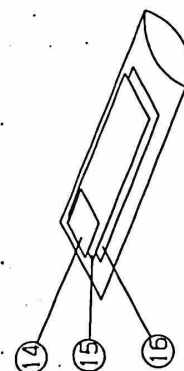
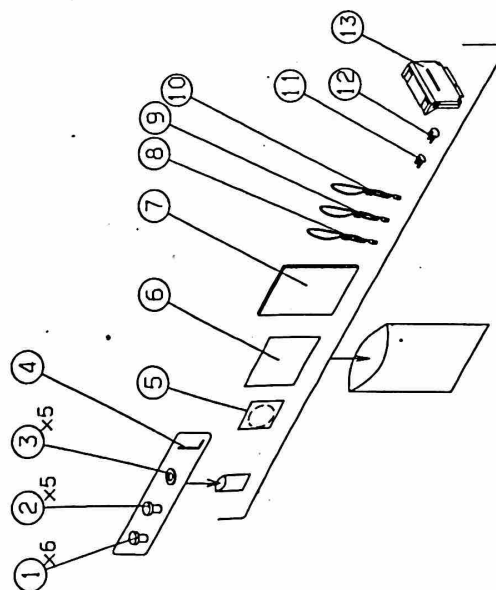
NO.	CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
101		SCREW, CROSS FLAT	M4X15/MFZn2-C	2	
102		SCREW, CROSS PAN SEMS	M4X10/MFZn2-C	8	
103		SCREW, CROSS PAN SEMS	M6X12/MFZn2-C	4	







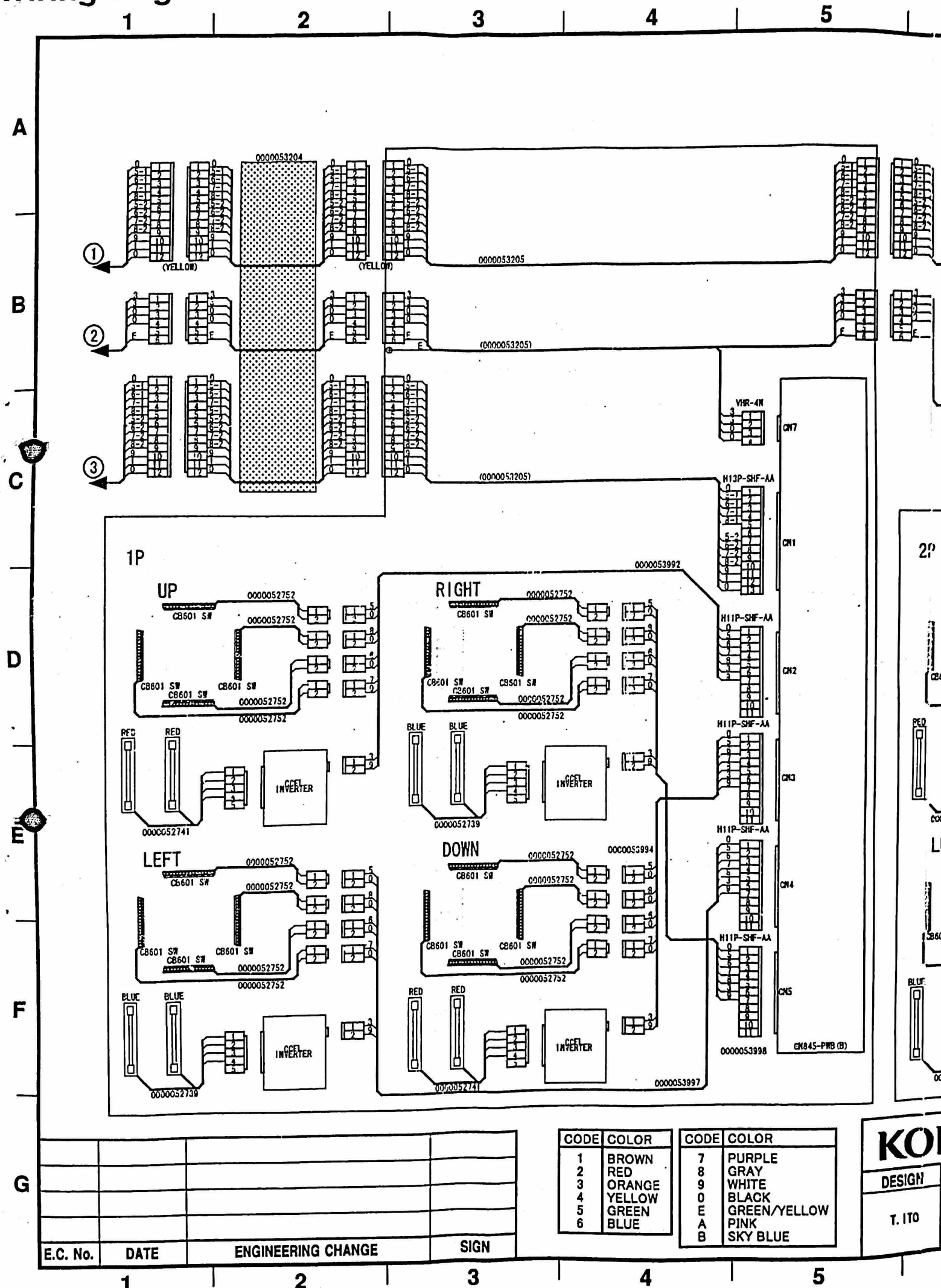
NO.	CODE NO.	NAME	SPEC/CATALOG	TYPE	QTY	NOTE
1		SCREW, CROSS TRUSS	M6X20		6	
2		BOLT, BUTTON HEAD	M6X20		5	
3		WASHER, FLAT	6mm		5	
4	0000004555	WRENCH KEY, HEXAGON	4mm		1	
5	0000071448	UNIT, CD-ROM			1	
6	0000059047	LABEL, INST/AD			1	
7	0000071449	BOOK, MANUAL/AD			1	
8	0000060244	CABLE, SERIAL	TPX4309-010200		1	
9	0000060577	CABLE, RCA	TPX1712-016130		1	
10	0000045450	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, AL			1	
16	0000070108	POP, R			1	
17						
18						
19						
20						



# MEMO

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Wiring diagram

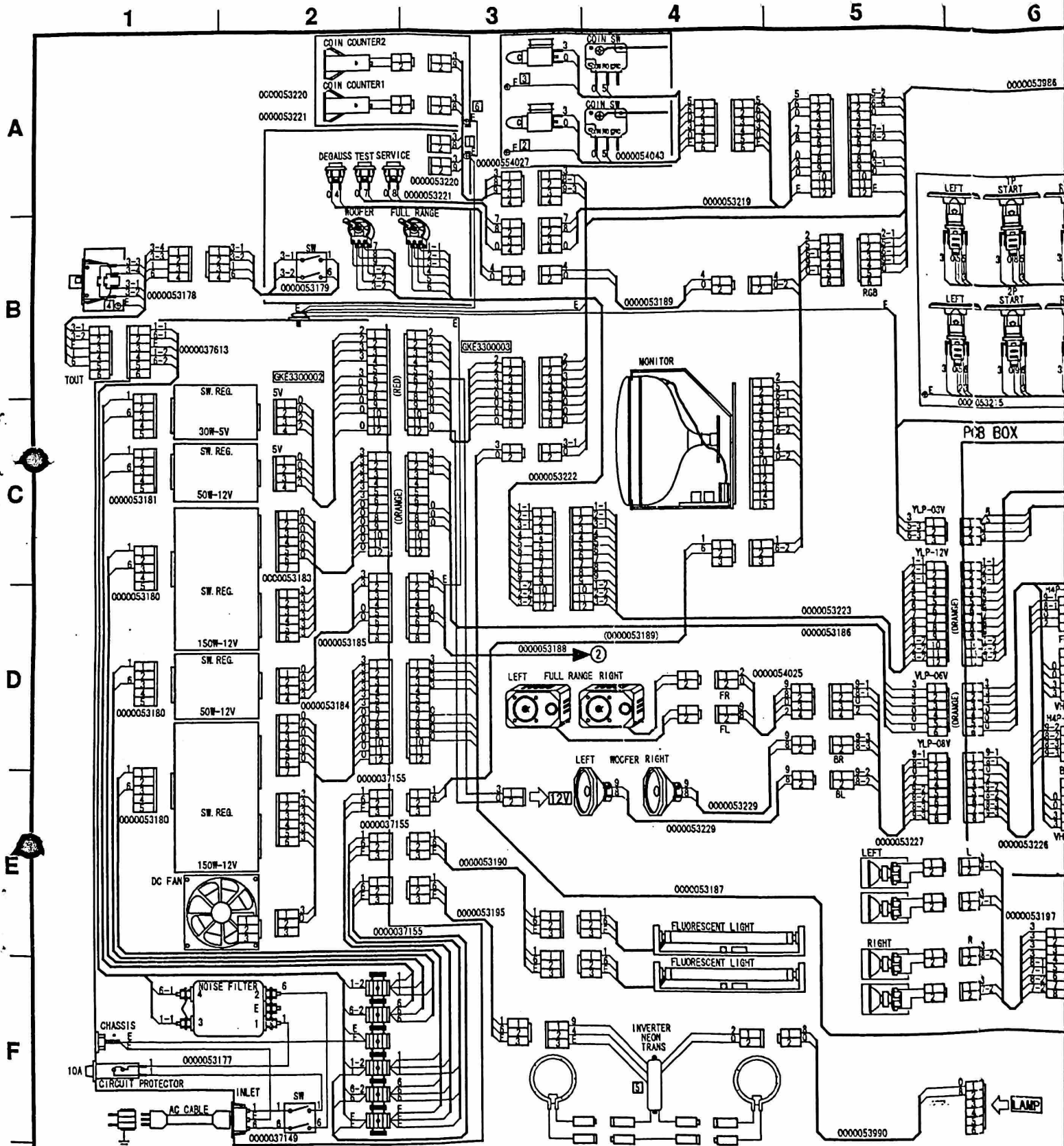




2 OF 2



wiring diagram



G				
	E.C. No.	DATE	ENGINEERING CHANGE	SIGN

CODE	COLOR
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE

CODE	COLOR
7	PURPLE
8	GRAY
9	WHITE
0	BLACK
E	GREEN/YELLOW
A	PINK
B	SKY BLUE

KONA	
DESIGN	DRAW
T. ITO	T. ITO

1

2

3

4

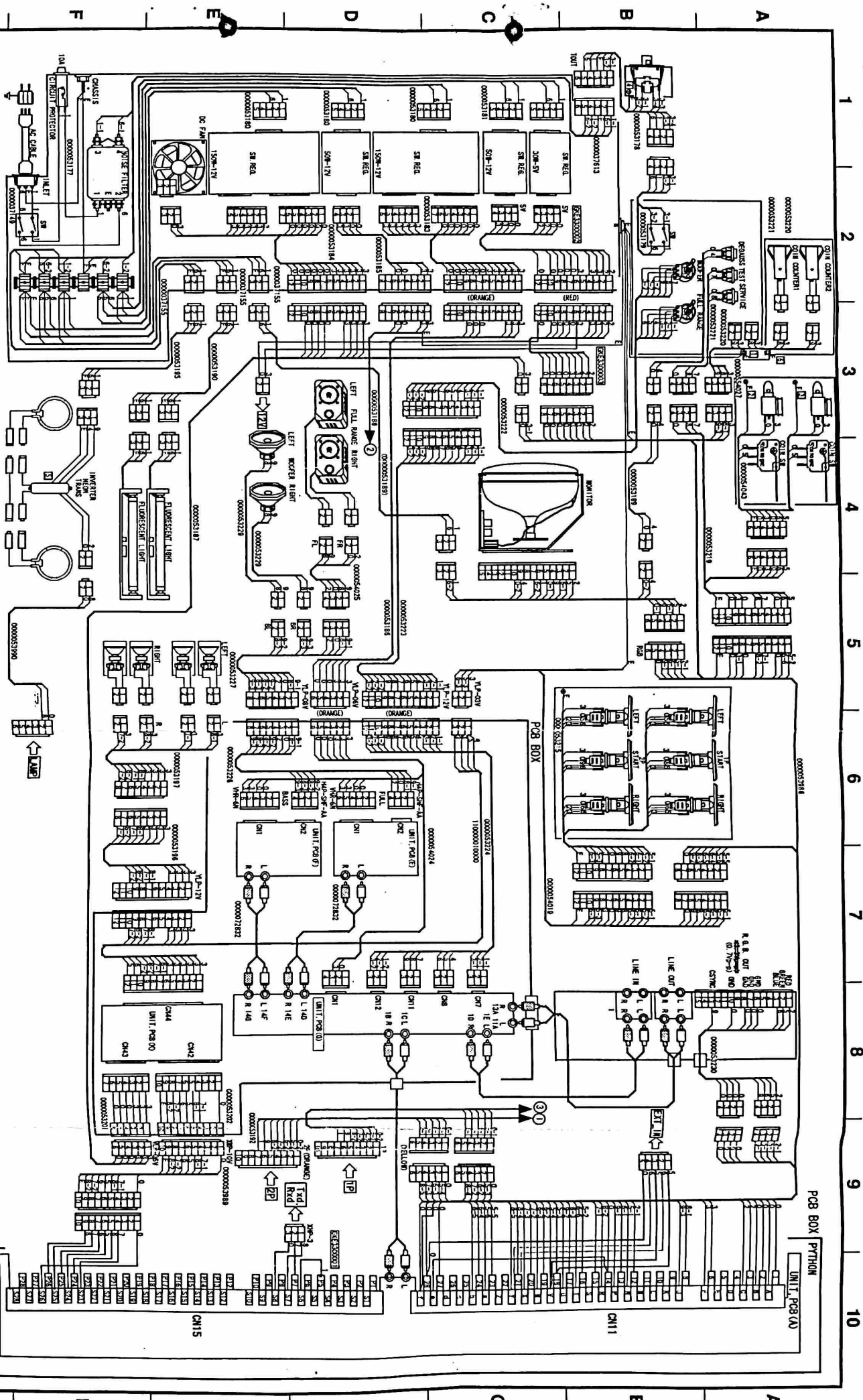
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6





**G**



EC. No.	DATE	ENGINEERING CHANGE	SIGN
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

CODE COLOR		CODE COLOR	
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	PINK
6	BLUE	A	SKY BLUE

KONAMI				KONAMI CORPORATION				REG. TYPE	
DESIGN	DRAW	CHECK	APPROVE	RELEASE DATE	SECURITY LEVEL	NAME	WIRING DIAGRAM	GKE33	
T. ITO	T. ITO	T. KITANO	Y. OYA	'05.03.04	NORMAL	GKE33-EA-WID01			
						SHEET	1 OF 2		