

# *Star Wars: Battle Pod*

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## OPERATION MANUAL

The actual product may differ slightly from the illustrations in this manual.

Star Wars : Battle Pod

OPERATION MANUAL

First Edition

BANDAI NAMCO Entertainment Inc.

Part No. -  
First Edition Published in June 2015

### **WARNING**

- To ensure safe operation of the products, be sure to read this Operation Manual before use.
- Keep this OPERATION MANUAL in a safe place for easy reference when needed.

The specifications of the machine and the contents of this operation manual are subject to change without prior notice due to product improvements.

# Introduction

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Thank you very much for purchasing the *Star Wars*: Battle Pod (referred to as "this machine" in this Operation Manual).

This Operation Manual describes:

- How to properly understand this machine.
- How to safely install, move, transport, operate, service and dispose of the machine.
- How to operate the machine properly and make full use of its functions.
- How to ensure the safety of players and bystanders.

Contact for Machine and Machine Repair Inquiries

- For inquiries regarding the machine or machine repairs, contact your distributor.

The copyrights, trademarks and other rights used by the machine are noted at the end of this Operation Manual.

# 1. Safety Precautions – Be sure to read to ensure safe operation –

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## Instructions to the Owner

If you delegate the work for installing, moving, transporting, operating, maintaining or disposing of this machine to other people, ensure that these people read the relevant sections of this operation manual carefully before starting work, and observe the corresponding precautions.

### 1-1 Levels of Risk

The safety and property damage precautions on the machine labels and in this Operation Manual are classified according to their risk level, as follows.

 **WARNING** : Failure to avoid these risks may result in serious injury or death

 **CAUTION** : Failure to avoid these risks may result in light injury or damage to other property

Notes about functionality that are not related to safety are indicated by the following symbol.

 **NOTICE** : Information about product functions or protection

### 1-2 Definition of "Technician"

This Operation Manual is designed for arcade personnel. However, the sections marked "Must be performed by a technician" in the Table of Contents are written for technicians. These must be performed by technicians only.

**A technician** is a person involved in the design, manufacture, inspection, maintenance or service at an amusement device manufacturer, or a person involved in routine maintenance or management (such as repair) of amusement devices who has specialized knowledge of electricity, electronics or mechanical engineering equivalent to or higher than a technical high school graduate.

## 1-3 Critical Safety Precautions

### WARNING

- Should any abnormalities occur, turn off the power switch immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
- Dust accumulating on the power cord plug may result in fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
- Damage to the power cord may result in fire, electric shock or electrical leakage. Be sure to observe the following.
  - Keep the power cord away from heaters.
  - Do not twist the power cord.
  - Do not forcibly bend the power cord.
  - Do not alter the power cord.
  - Do not bundle the power cord.
  - Do not pull the power cord. (Always unplug by holding the plug and not the power cord.)
  - Do not place objects on the power cord.
  - Do not allow the power cord to be caught between the machine and other devices or the wall.
  - Do not do anything else that might damage the power cord.
- Do not expose the power cord and power cord plug to water. Doing so may result in electric shock or electrical leakage.
- Do not touch the power cord plug with wet hands. Doing so may result in electric shock.
- The power capacity of the machine is as follows:
  - Models operating on 110 and 120 VAC: Maximum current consumption is    A
  - Models operating on 220 and 230 VAC: Maximum current consumption is    ATo prevent fire and electric shock, use indoor wiring that conforms to these power supply specifications.
- Use the machine with the power supply voltage in the following ranges:
  - Model operating on 110 VAC: 100 to 120 VAC
  - Model operating on 120 VAC: 110 to 130 VAC
  - Model operating on 220 VAC: 210 to 230 VAC
  - Model operating on 230 VAC: 220 to 240 VACUsing a voltage outside this range may result in fire or electric shock.  
However, to optimize use of the machine, operate the machine with the following power supply voltages as much as possible:
  - Model operating on 110 VAC: 110 VAC
  - Model operating on 120 VAC: 120 VAC
  - Model operating on 220 VAC: 220 VAC
  - Model operating on 230 VAC: 230 VAC
- In order to ensure safe use of the machine, be sure to perform the pre-operation inspection ("7-3 Pre-operation Inspection" and "8B. Service") described in this Operation Manual.  
Omitting these inspections or service may result in an accident.

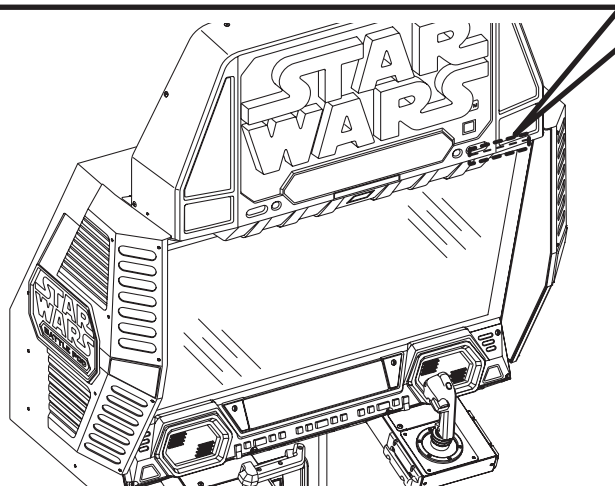
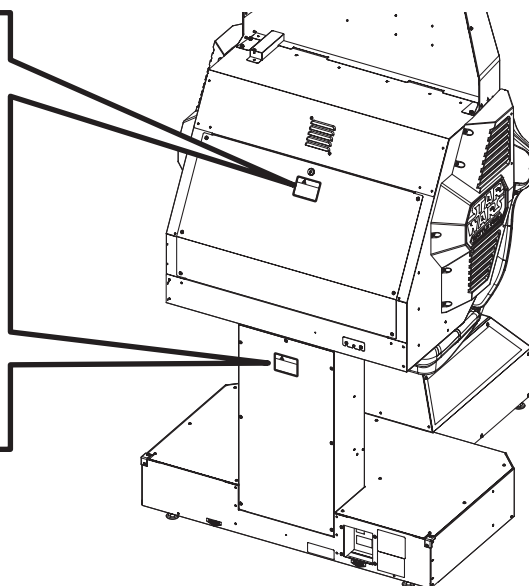
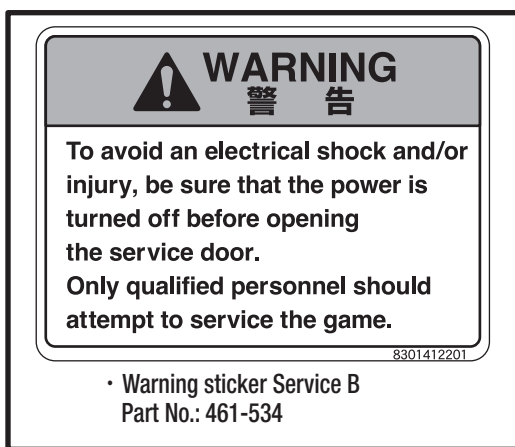
 **WARNING**

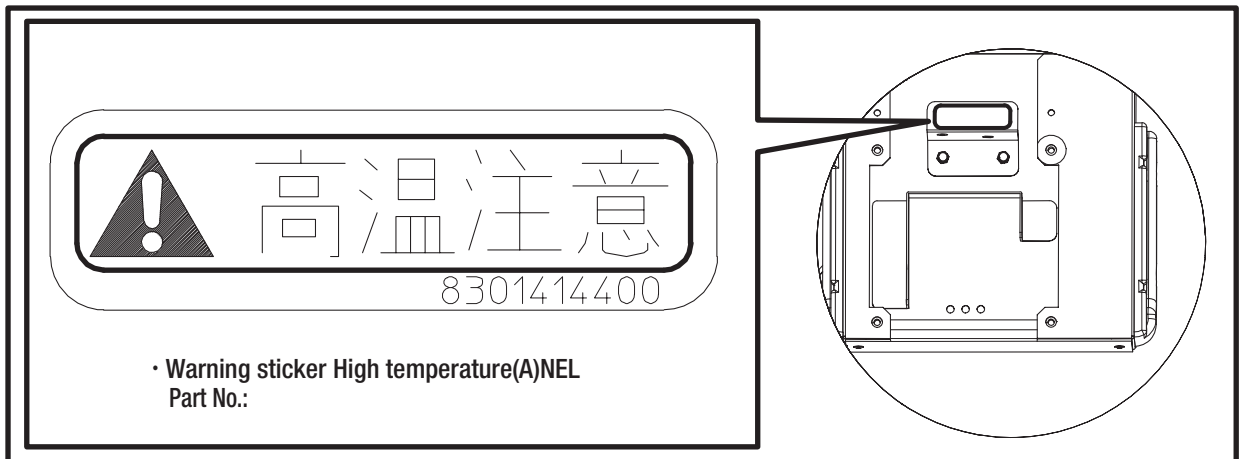
- Use the consumables and service parts (including screws) that are specified by BANDAI NAMCO Games Inc. To request repairs or to order parts, contact your distributor.
- Do not modify the machine without permission. Do not perform any operations that are not described in this Operation Manual. Modifying the machine may create unforeseen hazards.
- If you decide to transfer ownership of this machine, be sure to provide this Operation Manual along with the operation manual for the machine.

## 1-4 Machine Warning Labels

### **WARNING**

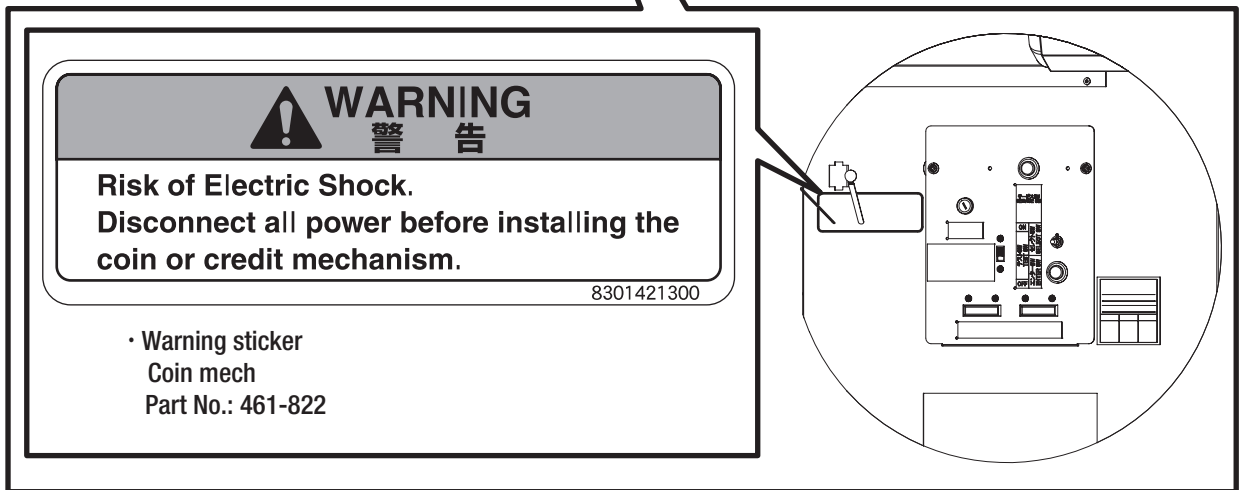
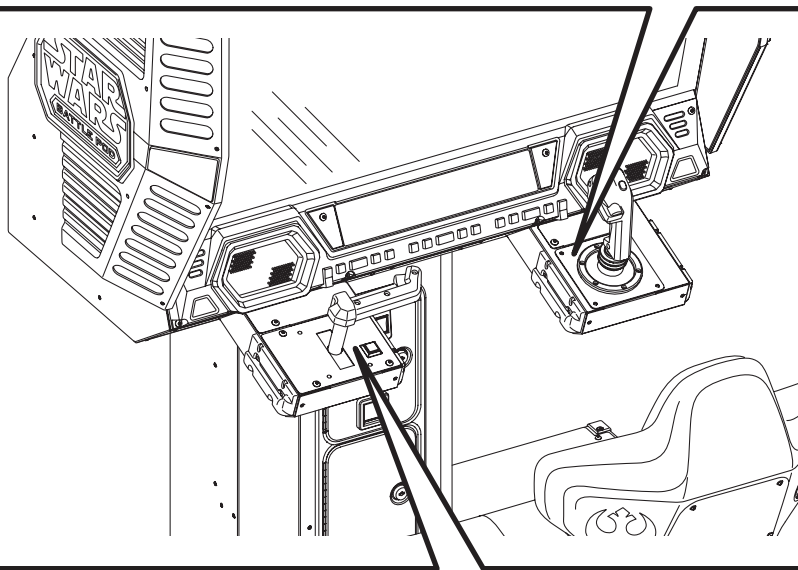
- The warning labels attached to the machine contain important information for ensuring safety. Be sure to observe the following.
  - In order to ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate, sufficiently lit location and keep the labels clean at all times. Also, make sure that the labels are not hidden by other machines or objects.
  - Do not remove or alter the warning labels.
  - If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.





The top section of the page features a warning sticker on the left and a circular inset on the right. The sticker is rectangular with rounded corners and contains a black triangle with a white exclamation mark on the left. To the right of the triangle, the Chinese characters '高温注意' (High Temperature Attention) are written in a stylized font. Below the characters, the part number '8301414400' is printed. Below the sticker, the text reads: 'Warning sticker High temperature(A)NEL Part No.:'.

The circular inset on the right shows a top-down view of the machine's internal components, with a line pointing from the warning sticker to a specific area on the machine's chassis.



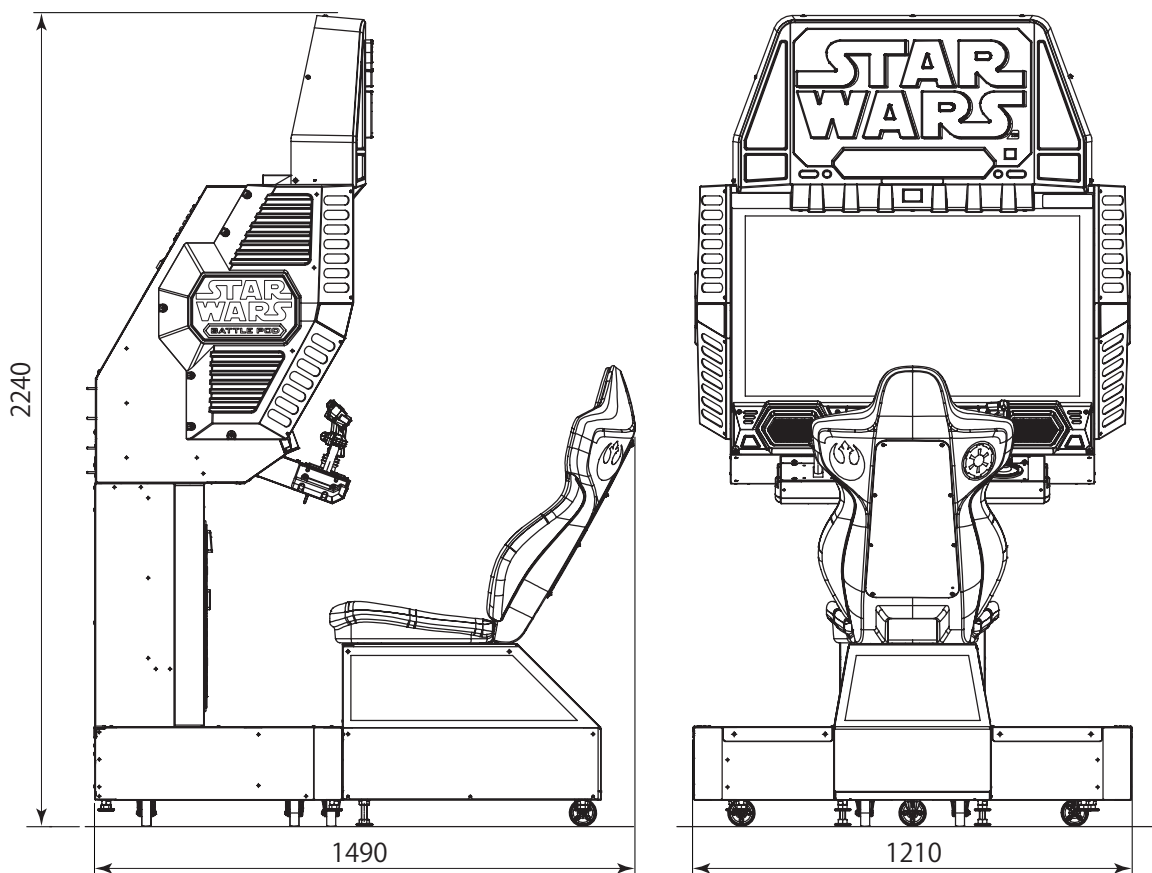
The bottom section of the page features a warning sticker on the left and a circular inset on the right. The sticker has a grey header with a black triangle and exclamation mark, followed by the word 'WARNING' in English and '警告' in Chinese. Below this, the text reads: 'Risk of Electric Shock. Disconnect all power before installing the coin or credit mechanism.' The part number '8301421300' is printed at the bottom right of the sticker. Below the sticker, the text reads: 'Warning sticker Coin mech Part No.: 461-822'.

The circular inset on the right shows a top-down view of the coin mechanism's internal components, with a line pointing from the warning sticker to a specific area on the mechanism.

## 2. Specifications

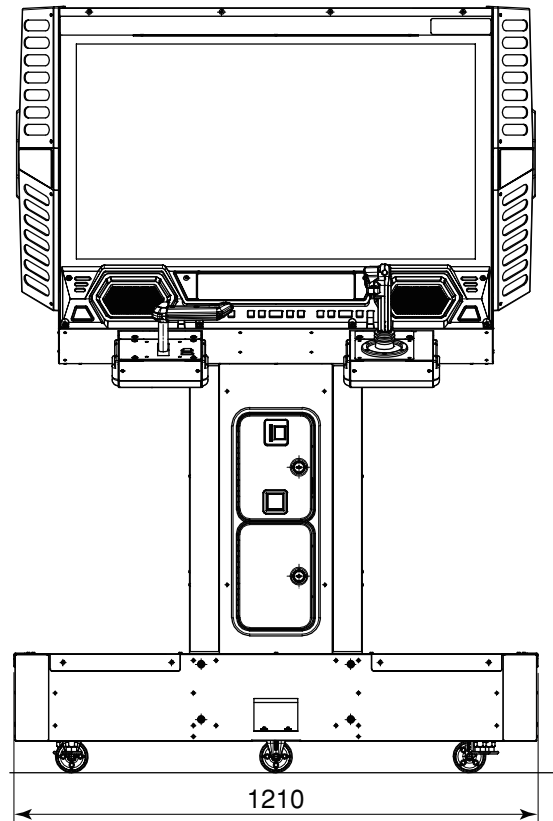
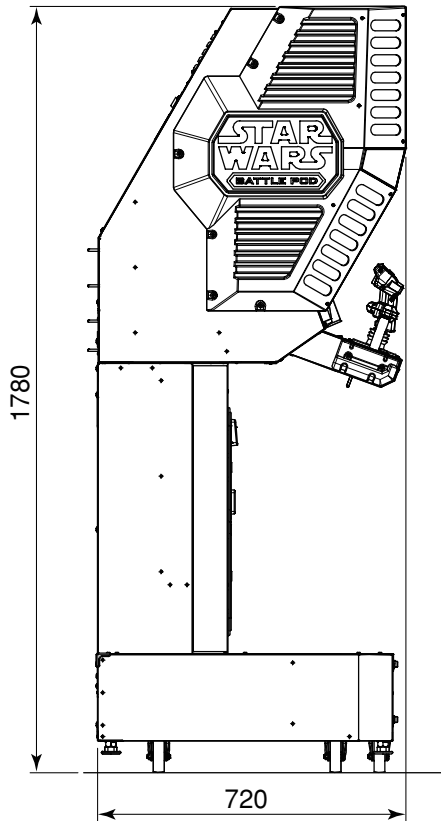
(1) Rated power supply	110 VAC 110 V ± 10 VAC 120 VAC 120 V ± 10 VAC 220 VAC 220 V ± 10 VAC 230 VAC 230 V ± 10 VAC
(2) Rated power consumption	270 W (110 VAC / 120 VAC) 154 W (220 VAC / 230 VAC)
(3) Maximum current consumption	3.0 A (110 VAC / 120 VAC) 1.6 A (220 VAC / 230 VAC)
(4) Display unit	Liquid-crystal display (42 inches)
(5) Dimensions	

[1] When installed Installation size: Width (W) 1,210 x Depth (D) 1,490 x Height (H) 2,240 [mm]

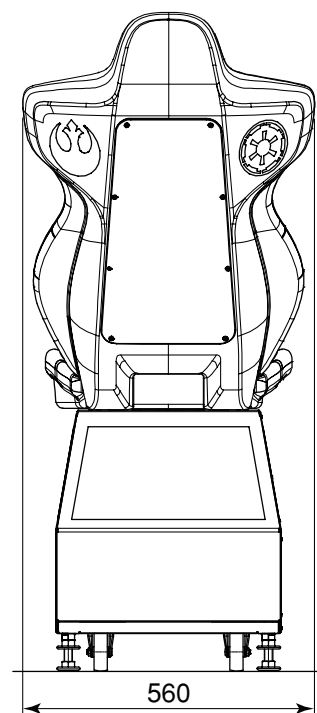
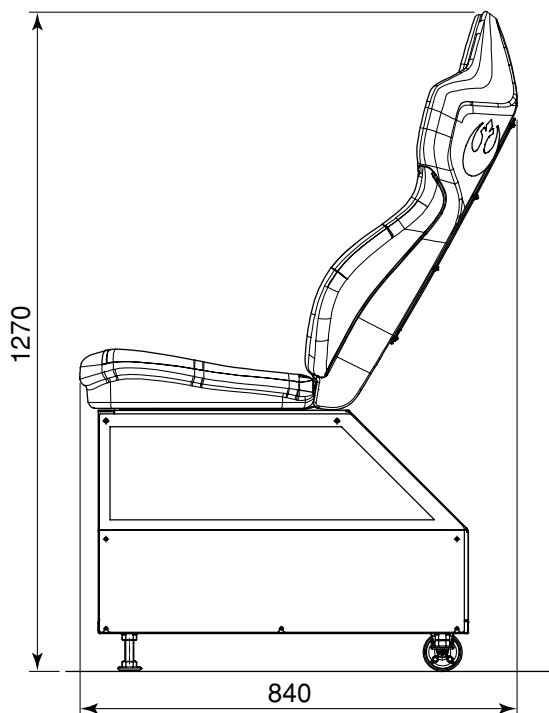


[2] When disassembled

· Cabinet assembly Width (W) 1,210 x Depth (D) 720 x Height (H) 1,780 [mm]

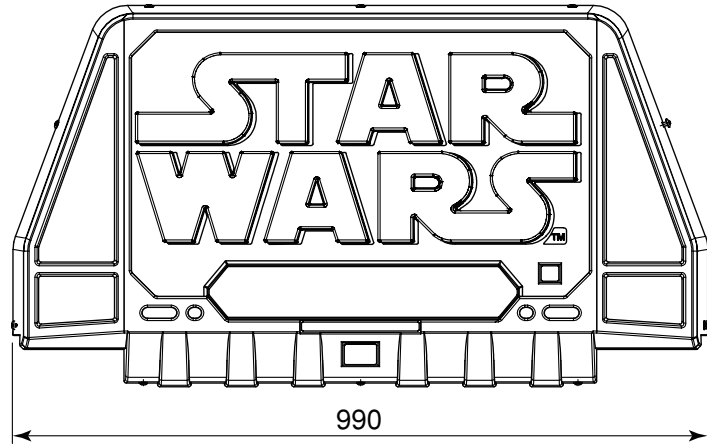
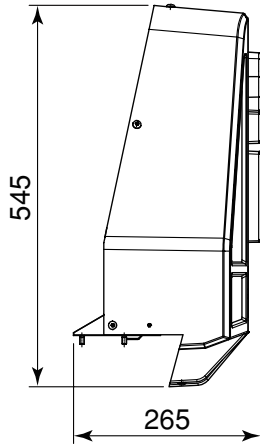


· Seat assembly Width (W) 560 x Depth (D) 840 x Height (H) 1,270 [mm]



## 2. Specifications

· Sign box assembly    Width (W) 990 x Depth (D) 265 x Height (H) 545 [mm]



### (6) Weight

[1] When installed	210 kg
[2] When disassembled	· Cabinet assembly            170 kg
	· Seat assembly                32 kg
	· Sign box assembly            8 kg

# 7. Operation

## WARNING

- Should any abnormalities occur, turn off the power switch immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
  - Dust accumulating on the power cord plug may result in fire. Inspect the plug regularly and remove any dust.
  - Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
  - Before operating the machine, be sure to check that installation has been performed according to the instructions and specified procedures in this Operation Manual (see "5. Delivery and Installation Conditions"). Failure to install the machine correctly may result in fire, electric shock, injury or malfunction.
  - The warning labels attached to the machine contain important information for ensuring safety. Be sure to observe the following. (For information about where to attach the warning labels, see "1-4 Machine Warning Labels".)
    - In order to ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate, sufficiently lit location and keep the labels clean at all times. Also, make sure that the labels are not hidden by other machines or objects.
    - Do not remove or alter the warning labels.
    - If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.
  - In order to ensure safe use of the machine, be sure to perform the pre-operation inspection ("7-3 Pre-operation Inspection"), service ("8B-1 Inspection and Service") described in this Operation Manual.
  - Set the cabinet volume within a range that allows the player to hear alarms and warning announcements within the operating facility.
- Omitting these inspections or service may result in an accident.

## 7-1 People Who Should Not Play the Game

### CAUTION

- In order to ensure the safety of players, be careful not to let people play under the following conditions. It may result in an accident.
  - People who are sensitive to light such as strobe lights
  - People whose feet cannot reach the floor when sitting on the seat
  - People under the influence of alcohol
  - People who are injured or ill
  - People who are pregnant
  - People with heart conditions
  - People with other ailments
  - People whose behavior is against what is described on the warning labels on this machine.
- The machine is designed for one player. To prevent accidents, be careful not to let two or more people attempt to enter the machine at the same time.

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## 7-2 Consideration for Players

### CAUTION

- If players start feeling ill due to game images or light stimulation, they must stop playing and take a break immediately.
- In rare cases, stimulation by lights or video images may cause the player to have a seizure or lose consciousness. If this happens, make sure that the player gets immediate medical assistance. In particular, if the player is under 6 years old, be sure to advise the parents to keep an eye on their child.

## 7-3 Pre-operation Inspection

Check the points below before starting machine operations.

If there is an abnormality, resolve it by referring to "8B-2 Troubleshooting".

### WARNING

- Before operating the machine, check the following locations. This is necessary to prevent accident or injury.
- Do not operate this machine when any part is damaged, broken, or deteriorated, or when this machine is not correctly installed. Doing so may cause injury to the players and the people around them. If you find any abnormalities, replace the affected parts immediately. To order a fuse, contact your distributor.

### 7-3-1 Safety Inspection (Before Power On)

- (1) Are the warning labels attached? (See "1-4 Machine Warning Labels".)
- (2) Are all warning labels legible? (See "1-4 Machine Warning Labels".)
- (3) Have all the level adjusters been adjusted? (See "8A-3-7 Level Adjuster Adjustment".)
- (4) Is the specified play zone provided? (See "5-1-2 Play Zone to be Set Up during Installation".)
- (5) Are the power cord and the LAN cable laid out safely so that they will not cause players or other customers to trip over them?
- (6) Is the rubber cover of the control lever torn or removed?
- (7) Is the finger guard of the throttle lever cracked or removed?
- (8) Are the parts that the player touches damaged, such as the seat and the control lever?

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### 7-3-2 Safety Inspection (After Power On)

Inspect the following points after turning on the power switch. If you discover an abnormality, turn off the power switch immediately to stop operations.

Then, disconnect the power cord plug from the outlet and contact your distributor.

- (1) Is any part of the power cord or plug abnormally hot?
- (2) Does touching the machine give a tingling electric shock?
- (3) Is there a burning smell, abnormal noise or vibration?
- (4) Is there any other abnormality or malfunction?

### 7-3-3 Function Inspection (After Power On)

- (1) Check the images. (See "7-6-5 Screen Adjustment (MONITOR TEST)".)
- (2) Check the audio. (Is sound emitted from each speaker?) (See "7-6-6 Sound Adjustment (SOUND TEST)".)
- (3) Check the lamps. (Do the view change buttons light up?) (See "(c) OUTPUT TEST".)
- (4) Check each LED module (Does the LED module light up?) (See "(c) OUTPUT TEST".)

To inspect the following points, press the Service switch and actually play the game. (See "7-5-2 Adjustment Switches".)

- (1) Check the operation of the control lever. (Does the course of the vehicle change when you operate the control lever?)
- (2) Check the operation of the throttle lever. (Does the vehicle speed up or slow down when you move the throttle lever forward or backward?)
- (3) Check the operations of the main trigger and the special button. (Is a bullet fired when you press the button?)
- (4) Check the operation of the vibration motor. (Does the control lever vibrate when a bullet is fired?)
- (5) Check the operations of the view change button. (Does the display change when you press the button?)

## 7-4 Playing the Game

### 7-4-1 Outline of the Game

This machine enables players to take part in sensory dogfight shooting games. Players ride well-known vehicles from the Star Wars movies such as X-wing Fighters and Speeder Bikes to shoot down enemy vehicles quickly in order to carry out their missions.

### 7-4-2 Operation Method

#### Operation Method When Selecting the Mission

##### (1) Control lever

- Tilt the lever forward, backward, right and left to select a mission.
- Press the main trigger or the special button to enter the mission.

#### Operation Method during the Mission

##### (1) Control lever

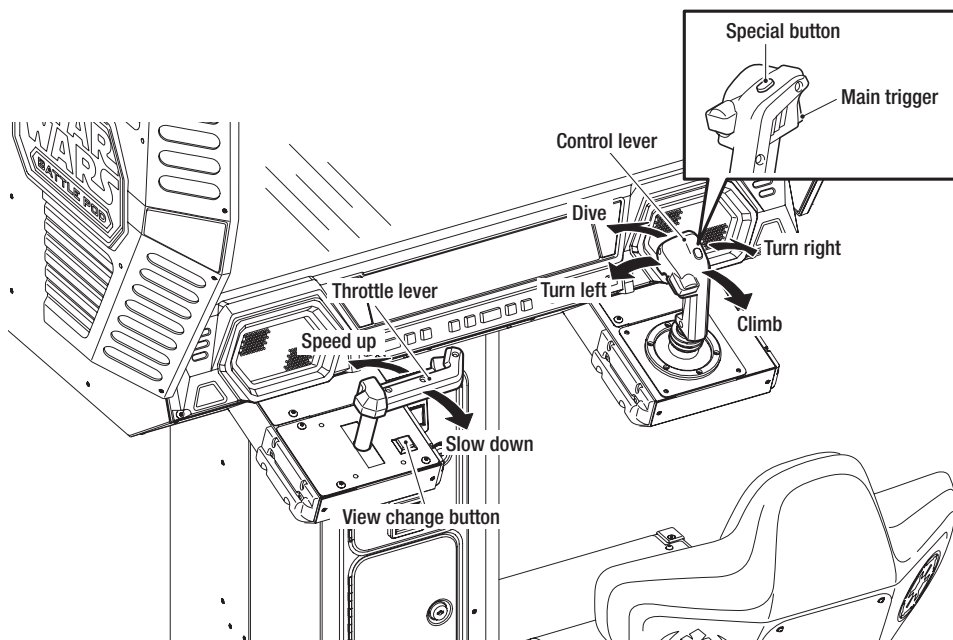
- Tilt the lever forward, backward, right and left to pilot your vehicle.
  - Tilt forward/backward: Dives/climbs
  - Tilt to the right/left: Turns to the right/left
- When you operate the main trigger or the special button, the corresponding weapons will be fired.

##### (2) Throttle lever

- Tilt the lever forward or backward to speed up or slow down the vehicle.
  - Tilt forward: The vehicle speeds up temporarily and closes the distance with the enemy vehicle.
  - Tilt backward: The vehicle slows down temporarily and the distance to the enemy vehicle widens.

##### (3) View change button

- Press the button to switch between showing/hiding the cockpit.



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### 7-4-3 Game Flow

#### How to Start the Game

When a credit is established after a coin has been inserted, the game starts. The game mode selection screen is displayed.

#### Selecting a Game Mode

To play a one-person game, select "シングルプレイ" (SINGLE PLAY). To play a two-person game, select "マルチプレイ" (MULTI-PLAY).

#### Selecting the Mission

Select a mission from among five missions, each with a different level of difficulty.

#### Missions

##### (1) Basic Dogfight

Operate the control lever and throttle lever to align the lock-on circle onto enemy vehicles that appear before you, attack the enemy vehicle by pulling the main trigger, and attempt to deliver a damaging blow to shoot it down.

You can inflict great damage on the enemy vehicle if you align the center of the lock-on circle with the center of the enemy vehicle.

If you keep aligning the center of the lock-on circle with the enemy vehicle, it will be locked on.

Press the special button while locking on to carry out a crushing attack and quickly shoot down the enemy vehicle.

##### (2) Counterattack by Enemy Vehicles

If you fail to shoot down the enemy vehicle quickly, it will counterattack. If your vehicle is attacked by the enemy vehicle, the endurance of your vehicle will fall. If it reaches 0, the mission will end in failure.

##### (3) Final Dogfight

Toward the end of each mission, the final dogfight takes place. You must accomplish your goal within the time limit. If you fail to accomplish your goal, the mission will end in failure.

#### Results

Regardless of success or failure, when the mission finishes, you can display the result screen to check your score and rank.

When the mission finishes, irrespective of the mission being a success or failure, you can enter the player's name.

#### Continue

Display the continue selection screen after displaying the results. If you do not insert a coin and select continue at this time, the game will be over.

If you continue, you will be able to select from among five missions. You can select a mission that you have successfully completed.

#### Ranking

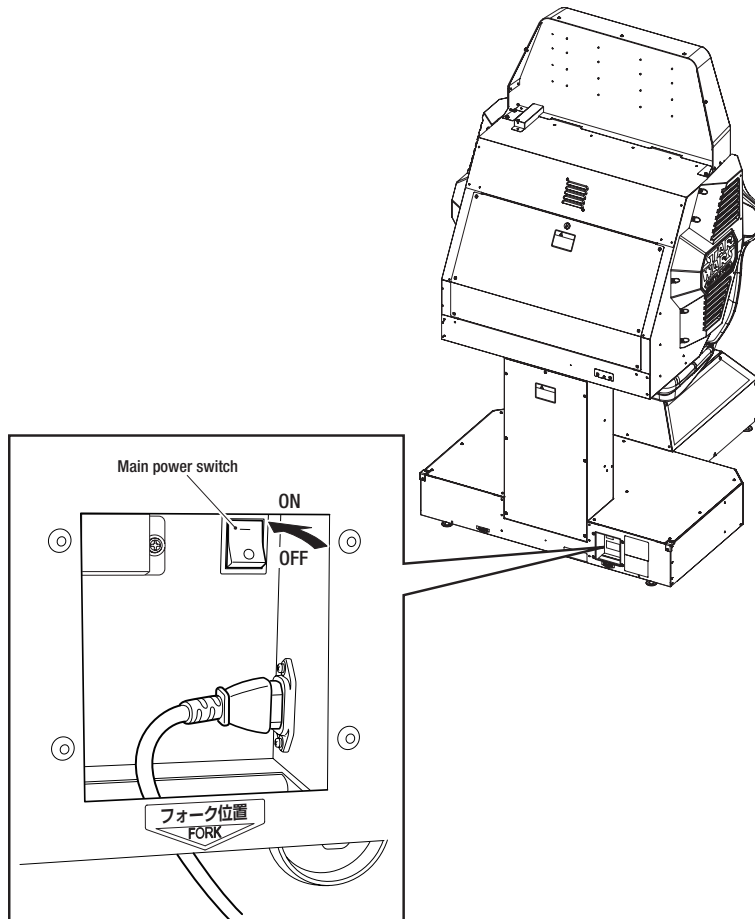
The ranking list is displayed when the game ends.

The most recent players compete in this ranking. Old data is automatically deleted in chronological order.

## 7-5 Power Switch and Adjustment Switch

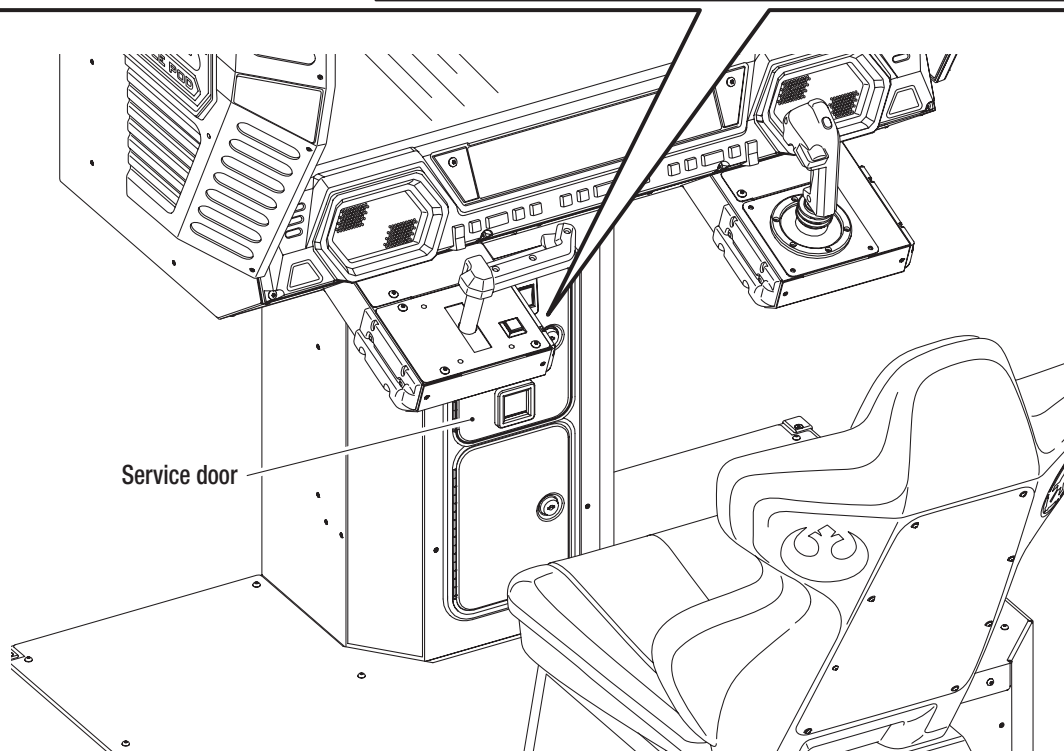
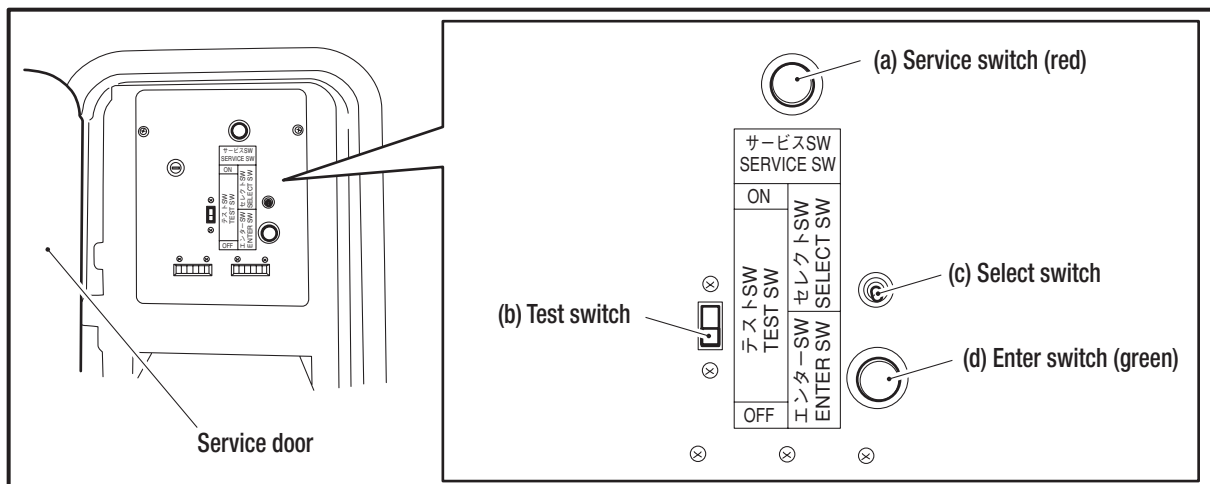
### 7-5-1 Turning the Power Switch On

Turn on the main power switch located at the rear bottom of the cabinet assembly.



## 7-5-2 Adjustment Switches

The adjustment switches are located inside the service door.



### (a) Service switch (red)

Press this button to increase the credit count without operating the coin counter. When credits are added using the Service switch, the side LED lamp on the rear cover lights up green.

### (b) Test switch

Set this switch to ON to enter Test mode. Test mode is used to set the game cost and perform the I/O test.

### (c) Select switch

Flip this switch up or down to select an item or setting to be confirmed or changed.

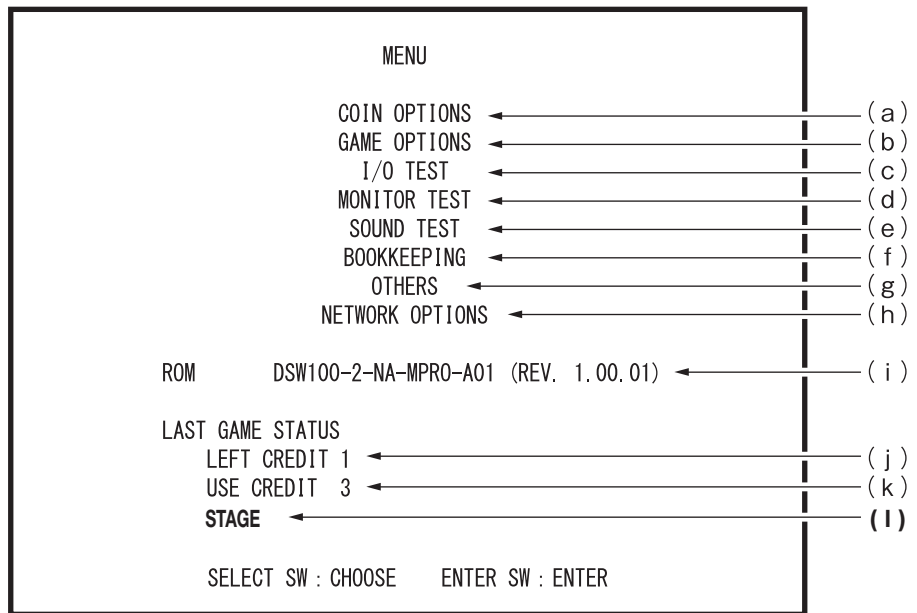
### (d) Enter switch (green)

After selecting an item or setting with the Select switch, press this switch to enter or execute the selection.

# 7-6 Test Mode

## 7-6-1 Description of the Main Menu Screen (MENU)

- 1** Use the service key to unlock and open the service door, and set the Test switch to ON. The MENU screen appears.
- 2** Flip the Select switch up or down to select the item.  
The selected item blinks.
- 3** Press the Enter switch to enter the selected item.  
When the selection is entered, the display changes to the selected test menu.
- 4** When all the adjustments are finished, set the Test switch to OFF.  
The display returns to the game screen.



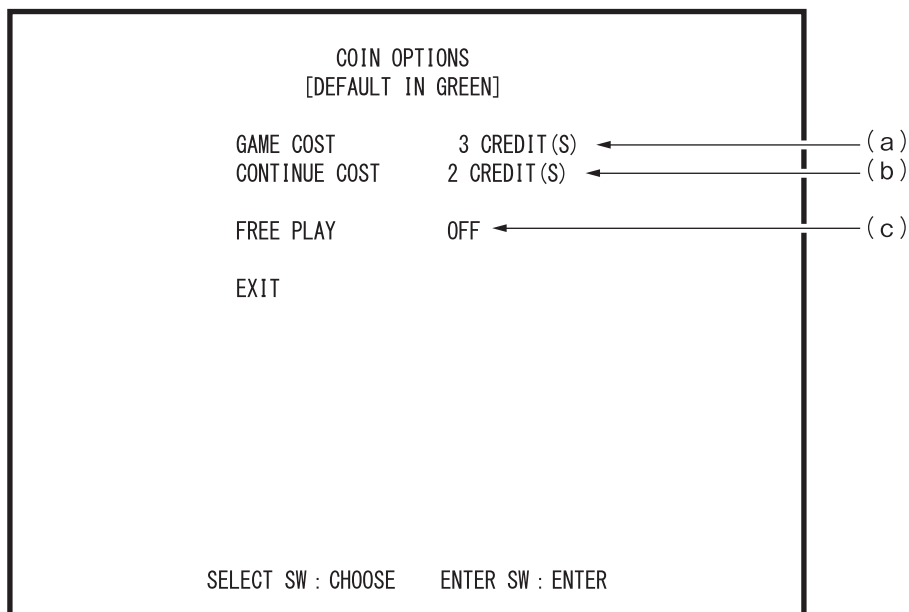
**MENU screen**

Item	Description	Reference section
(a) COIN OPTIONS	Sets the game cost.	P-17
(b) GAME OPTIONS	Sets the game contents.	P-18
(c) I/O TEST	Performs I/O test of switches and devices.	P-20
(d) MONITOR TEST	Adjusts the monitor.	P-26
(e) SOUND TEST	Adjusts the volume.	P-27
(f) BOOKKEEPING	Reviews the operating time and game data.	P-29
(g) OTHERS	Sets the time and the language.	P-31
(h) NETWORK OPTIONS	Displays information on the network. Available only on NBLINE-compatible machines.	P-34
(i) ROM	Displays software version or revision.	-
(j) LEFT CREDIT	Displays the number of credits remaining from the last time the game was played.	-
(k) USE CREDIT	Displays the number of credits used the last time the game was played.	-
(l) STAGE	Displays the last stage that was played the last time the game was played. ("0" on Attract mode)	-

## 7-6-2 Game Cost Settings (COIN OPTIONS)

This screen is used to change the settings of the game cost and free play.

- 1** In the MENU screen, select COIN OPTIONS and press the Enter switch. The COIN OPTIONS screen appears.
- 2** Flip the Select switch up or down to select the item.  
The selected item blinks.
- 3** Press the Enter switch to enter the selected item, and use the Select switch to change the setting. After changing the setting, press the Enter switch to return to the item selection.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.



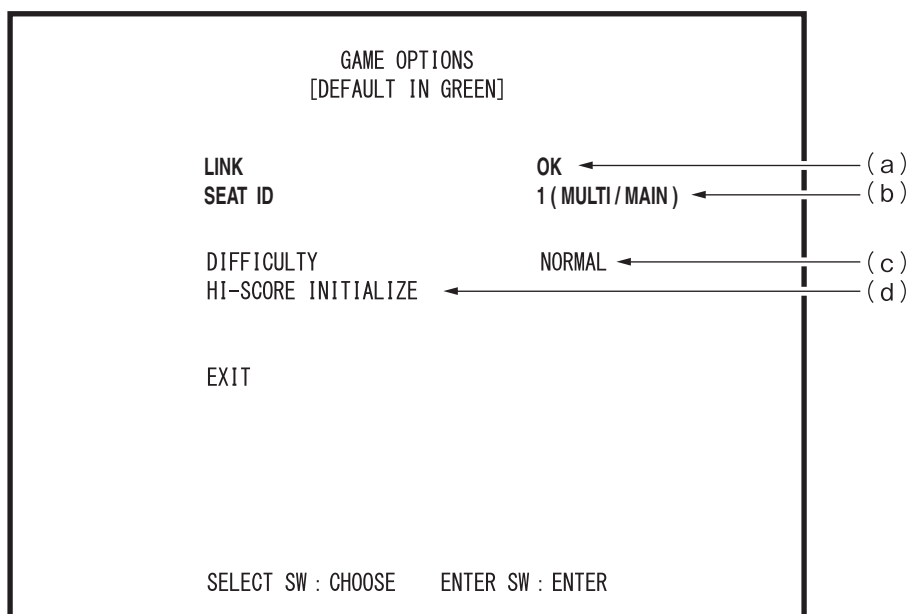
COIN OPTIONS screen

Item	Description	Default
(a) GAME COST	Sets the number of coins required for game play. The setting range is 1 to 19.	3
(b) CONTINUE COST	Sets the number of credits required to continue. The setting range is 1 to 19. Setting value cannot be larger than the GAME COST.	2
(c) FREE PLAY	Sets whether to allow free play. OFF: regular coin operation ON: free play · If FREE PLAY is turned ON, GAME COST and CONTINUE COST cannot be selected. · Depending on the specification, FREE PLAY cannot be turned ON.	OFF

### 7-6-3 Game Contents Settings (GAME OPTIONS)

This screen is used to set the game difficulty and initialize ranking.

- 1** In the MENU screen, select GAME OPTIONS and press the Enter switch. The GAME OPTIONS screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item, and use the Select switch to change the setting of the item. After changing the setting, press the Enter switch to return to the item selection.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.



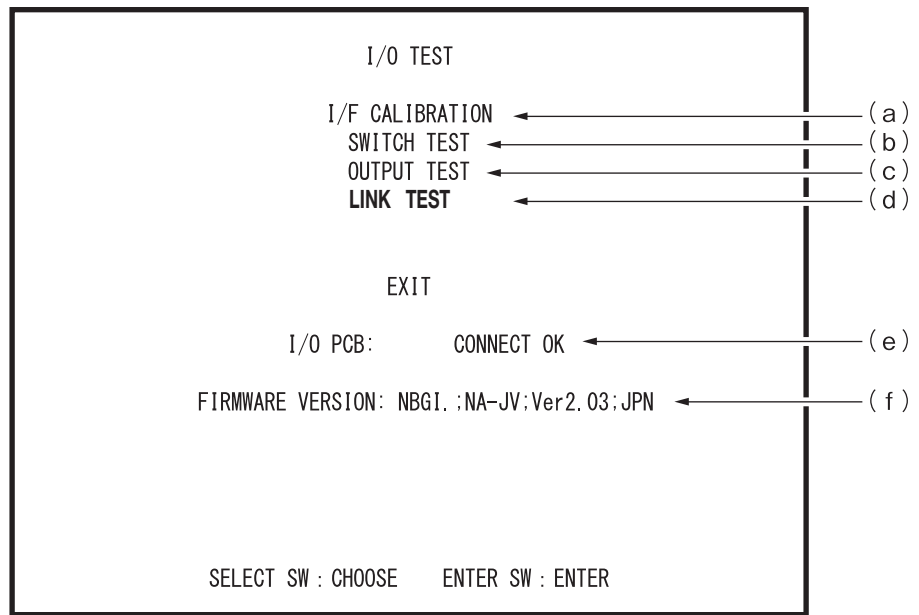
GAME OPTIONS screen

Item	Description	Default
(a) LINK	<p>Displays the cabinet-to-cabinet communication status.</p> <p>CHECKING: Indicates that the system is currently checking the communication status.</p> <p>SINGLE: Single setting</p> <p>OK: Enables in-store play settings and cabinet-to-cabinet communications.</p> <p>NG: Disables in-store play settings and cabinet-to-cabinet communications</p> <p>DUPLICATE SEAT ID x: The same SEAT ID x is being used by multiple cabinets that are in the process of cabinet-to-cabinet communications. ("x" indicates any number.)</p>	
(b) SEAT ID	<p>Sets a single game device or in-store play devices (main and sub devices).</p> <p>0(SINGLE): Single game device</p> <p>1(MULTI/MAIN): In-store play device (Main)</p> <p>2(MULTI/SUB): In-store play device (Sub)</p>	0 (SINGLE)
(c) DIFFICULTY	<p>Sets difficulty of the game.</p> <p>NO DEAD: a mode in which your vehicle will not be shot down even if it is attacked.</p> <p>EASY: a setting that makes it more difficult for your vehicle to be shot down when compared to the regular setting.</p> <p>NORMAL: regular setting</p> <p>HARD: a setting that makes it easier for your vehicle to be shot down when compared to the regular setting.</p> <p>VERY HARD: a setting that makes it extremely easy for your vehicle to be shot down when compared to the regular setting.</p>	NORMAL
(d) HI-SCORE INITIALIZE	<p>Initializes ranking.</p> <p>Select this item to display HI-SCORE INITIALIZE? with YES and NO displayed at right. Select NO to return to the state before making the above-mentioned selection. Select YES to reset and to display COMPLETE! after finishing initialization.</p>	-

## 7-6-4 Input/Output Test (I/O TEST)

Initializes the controls (levers) and perform I/O test for each switch.

- 1** In the MENU screen, select I/O TEST and press the Enter switch.  
The I/O TEST screen appears.
- 2** Flip the Select switch up or down to select the item to be displayed.
- 3** Press the Enter switch to enter the selected item. When the selection is entered, the display changes to the test screen of each item.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.



I/O TEST screen

Item	Description	Reference section
(a) I/F CALIBRATION	Calibrate the control lever assembly and the throttle lever assembly.	P-21
(b) SWITCH TEST	Tests the operation of each switch.	P-22
(c) OUTPUT TEST	Checks the fan, control lever vibration, and the center window lamp operation.	P-24
(d) LINK TEST	Checks cabinet-to-cabinet communications.	
(e) I/O PCB	Displays the connection status of the NA-JV (S) PC board. CONNECT OK (green display): Communication is normal. CONNECT NG (red display): Communication is not normal. Check the connection of the NA-JV (S) PC board.	-
(f) FIRMWARE VERSION	Displays the version of the NA-JV (S) PC board.	-

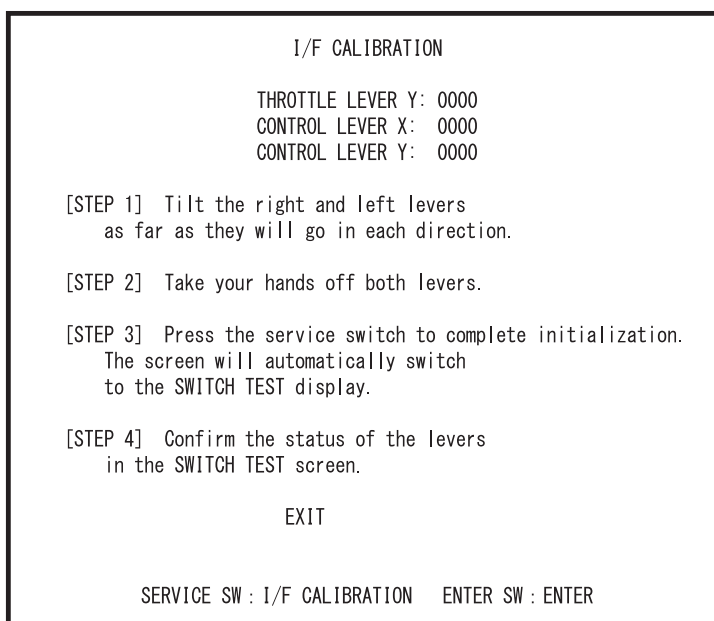
**(a) I/F CALIBRATION**

Calibrate the control lever assembly and the throttle lever assembly.



- When the control lever assembly, the throttle lever assembly, the game PC board, or the NA-JV (S) PC board is replaced, or the backup data is initialized, be sure to perform calibration. Otherwise, the game may not work correctly.

- 1** In the I/O TEST screen, select I/F CALIBRATION and press the Enter switch. The I/F CALIBRATION screen appears.
- 2** If you do not perform calibration, select EXIT and press the Enter switch to return to the I/O TEST screen.
- 3** Move the Control lever assembly from side to side, forward and backward, and move the throttle lever assembly forward and backward. When you strike the stopper, take your hands off the levers.
- 4** Press the Service switch to complete calibration of the levers. The display will automatically switch to the SWITCH TEST screen.
- 5** Confirm the status of the levers in the SWITCH TEST screen.

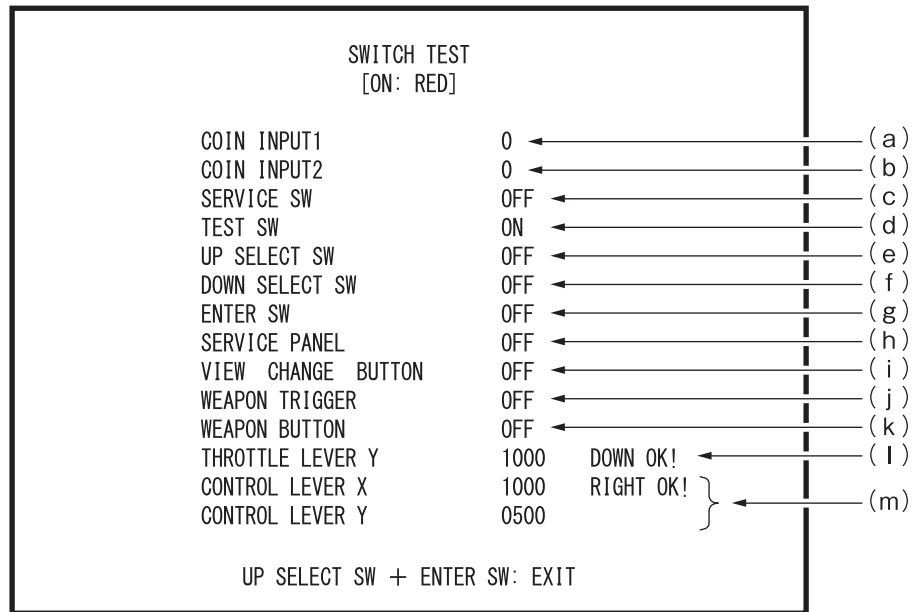


I/F CALIBRATION screen

**(b) SWITCH TEST**

This screen is used to test each switch and control.

- 1** In the I/O TEST screen, select SWITCH TEST and press the Enter switch. The SWITCH TEST screen appears.
- 2** Entering each switch changes the display.
- 3** Hold the Select switch flipped up and press the Enter switch to return to the I/O TEST screen.



**SWITCH TEST screen**

Item	Description
(a) COIN INPUT1	Adds 1 to the count each time a coin is input for coin 1. When the count exceeds 999 it returns to 0.
(b) COIN INPUT2	Adds 1 to the count each time a coin is input for coin 2. When the count exceeds 999 it returns to 0. * COIN INPUT2 checks the operation of BILL VALIDATOR.
(c) SERVICE	Displays ON when you press the Service switch.
(d) TEST	Displays ON while the machine is in Test mode. Turn it off to return to the game screen.
(e) UP SELECT	Displays ON when you flip the Select switch up.
(f) DOWN SELECT	Displays ON when you flip the Select switch down.
(g) ENTER	Displays ON when you press the Enter switch.
(h) SERVICE PANEL	Displays ON when the service door is open.
(i) VIEW CHANGE BUTTON	Displays ON when you press the view change button.
(j) WEAPON TRIGGER	Displays ON when you press the main trigger of the control lever assembly.
(k) WEAPON BUTTON	Displays ON when you press the special button of the control lever assembly.
(l) THROTTLE LEVER	Increases or decreases the numerical value when you tilt the throttle lever forward or backward. If you move the lever all the way to the far side and UP OK! is displayed, and all the way to the near side and DOWN OK! is displayed, it is operating normally. If OK is not displayed even when you move the lever all the way, calibrate the lever. (See P-21 "(a) I/F CALIBRATION".)

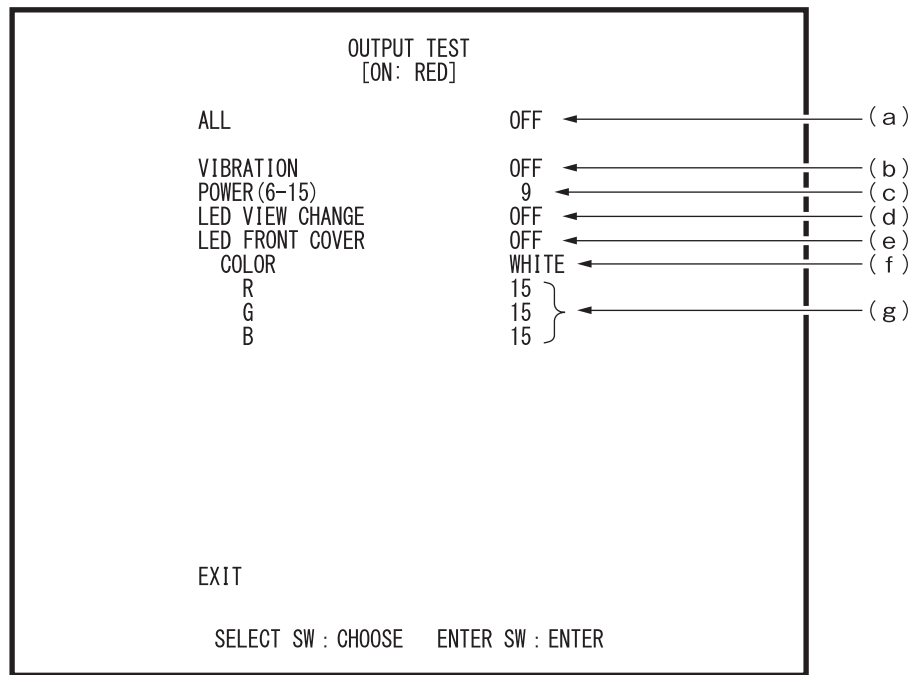
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Item	Description
(m) CONTROL LEVER	<p>Tilt the control lever from side to side to increase or decrease the numerical value on the X side, and forward or backward to increase or decrease the numerical value on the Y side.</p> <p>If you move the lever all the way to the left side and LEFT OK! is displayed, all the way to the right side and RIGHT OK! is displayed, all the way to the near side and UP OK! is displayed, and all the way to the far side and DOWN OK! is displayed, it is operating normally.</p> <p>If OK is not displayed even when you move the lever all the way, calibrate the lever. (See P-21 "(a) I/F CALIBRATION".)</p>

**(c) OUTPUT TEST**

This screen is used to check the fan, control lever vibration, and the LED module.  
 This test is used to check operation. It has no effect on game play or Attract mode operation.

- 1** In the I/O TEST screen, select OUTPUT TEST and press the Enter switch. The OUTPUT TEST screen appears.
- 2** Flip the Select switch up or down to select the item to be checked.
- 3** Press the Enter switch to enter the selected item.
- 4** Select EXIT and press the Enter switch to return to the I/O TEST screen.



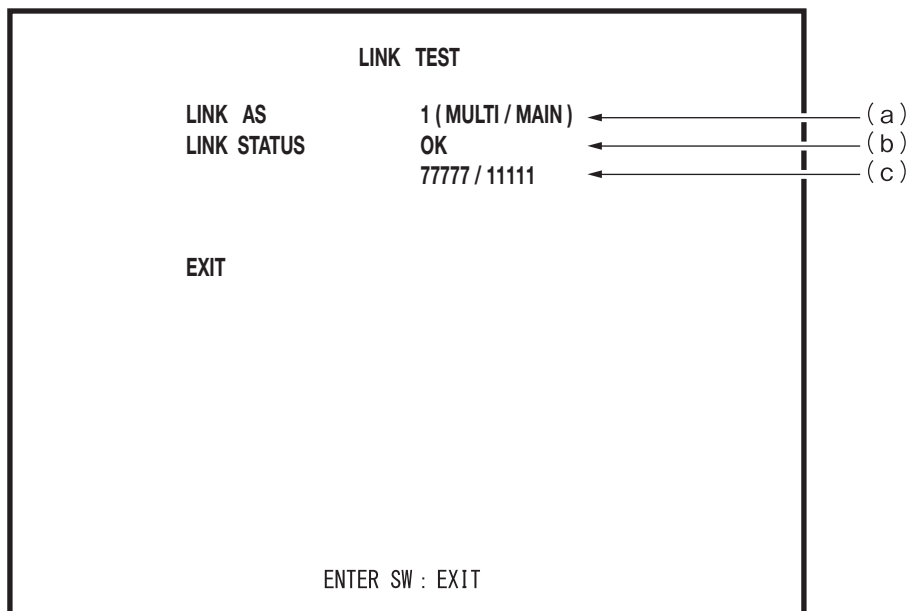
**OUTPUT TEST screen**

Item	Description	Default
(a) ALL	When you set this to ON, items (b), (c), (e), (f), (i), (l), (m), and (n) will be ON.	OFF
(b) VIBRATION	Vibrates the control lever with the intensity that has been set in "(d) POWER (6-15)" when this is set to ON.	OFF
(c) POWER(6-15)	Sets the vibration intensity of the control lever. The setting range is 6 to 15.	9
(d) LED VIEW CHANGE	Lights up the view change button lamp when this is set to ON.	OFF
(e) LED FRONT COVER	Lights up the LED module on the rear cover side in the color that has been set in "(g) COLOR" when this is set to ON.	OFF
(f) COLOR	Sets the color of the LED module lamp on the rear cover side. WHITE: white lighting RED: red lighting BLUE: blue lighting GREEN: green lighting CUSTOM: lights up a color set in "(h) R, G, B"	WHITE

**(d) LINK TEST**

This screen is displayed only when the "SEAT ID" of the cabinet is set to "1(MULTI / MAIN)" or "2(MULTI / SUB)" on the "7-6-3 Game Contents Settings(GAME OPTIONS)" screen shown on P-18 of this manual.

- 1** In the I/O TEST screen, select LINK TEST and press the Enter switch. The LINK TEST screen appears.



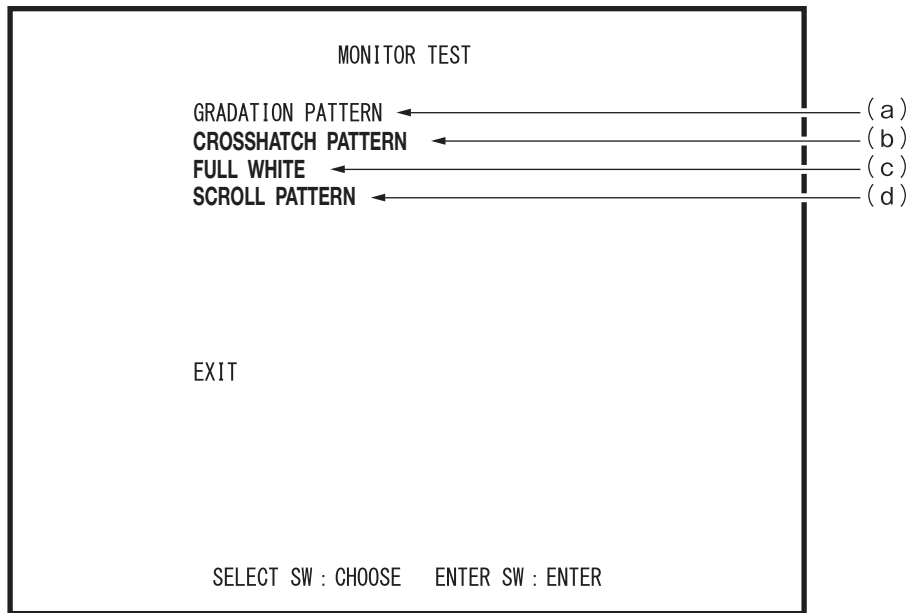
LINK TEST screen

Item	Description
(a) LINK AS	Displays the SEAT ID of the cabinet.
(b) LINK STATUS	Displays the cabinet-to-cabinet communication status. CHECKING: Indicates that the system is currently checking the communication status. SINGLE: Single setting OK: Enables in-store play settings and cabinet-to-cabinet communications. NG: Disables in-store play settings and cabinet-to-cabinet communications DUPLICATE SEAT ID x: The same SEAT ID x is being used by multiple cabinets that are in the process of cabinet-to-cabinet communications.
(c) Number of communication successes and number of communication failures	Checks cabinet-to-cabinet communications, and displays the number of communication successes and the number of communication failures.

### 7-6-5 Screen Adjustment (MONITOR TEST)

Displays the screen for adjusting the monitor.

- 1** In the MENU screen, select MONITOR TEST and press the Enter switch.  
The MONITOR TEST screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the test pattern to display.  
While the test pattern is displayed, press the Enter switch again to return to the MONITOR TEST screen.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.



MONITOR TEST screen

Item	Description
(a) GRADATION PATTERN	Displays the brightness of eight colors in 16-tone gradation (RGBCMYWK).
(b) CROSSHATCH PATTERN	Displays the crosshatch pattern to check the liquid-crystal display.
(c) FULL WHITE	Displays an all white pattern.
(d) SCROLL PATTERN	Displays a scroll line to check the liquid-crystal display.

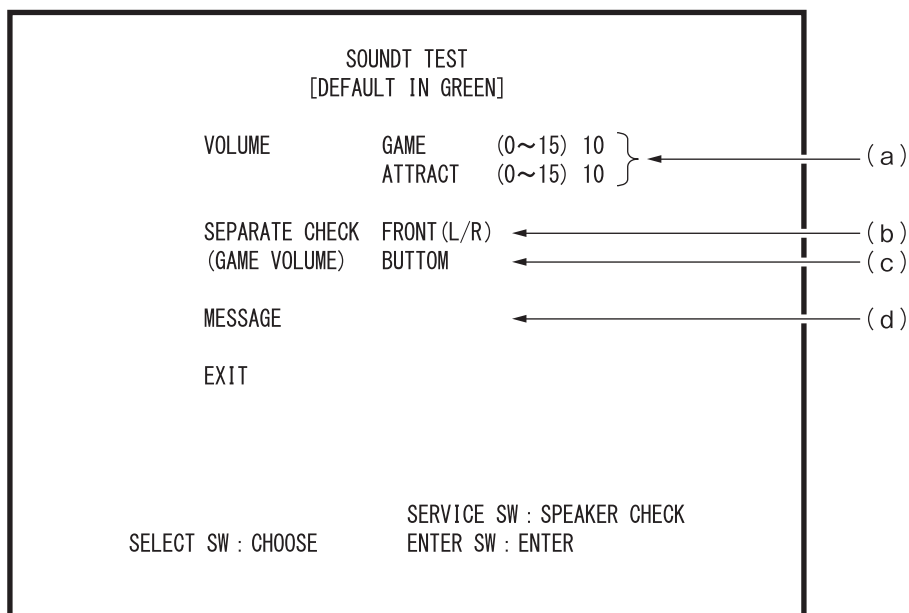
## 7-6-6 Sound Adjustment (SOUND TEST)

### WARNING

- Set the cabinet volume within a range that allows the player to hear alarms and warning announcements within the operating facility.

Displays the screen for sound adjustment.

- 1** In the MENU screen, select SOUND TEST and press the Enter switch. The SOUND TEST screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item.
- 4** After entering the selection, flip the Select switch up or down to change the item setting. After changing the setting, press the Enter switch to return to the item selection.
- 5** Press the Service switch to play the test sound from the speakers. The volume of the test sound is the setting value of the selected item.
- 6** Select EXIT and press the Enter switch to return to the MENU screen.



SOUND TEST screen

Item	Description	Default
(a) VOLUME	Sets the volume. The setting range is 0 to 15. Plays the test sound from all speakers, one at a time in sequence. GAME: volume setting during game play ATTRACT: volume setting while in Attract mode	10
(b) SEPARATE CHECK (GAMEVOLUME) FRONT (L/R)	Test sound is played in the following in turns at the volume for the game set in "(a) VOLUME". FRONT (L/R): 2 speakers under the display	

## 7. Operation

Item	Description	Default
(c) SEPARATE CHECK (GAMEVOLUME) BOTTOM	Test sound is played in the following in turns at the volume for the game set in "(a) VOLUME". BOTTOM : speaker below the seat surface	
(d) MESSAGE	Displays the speaker being used and its volume. GAME FRONT : Activates emission of sound from the front speaker at the volume set for game mode. ATTRACT FRONT : Activates emission of sound from the front speaker at the volume set for Attract mode.	

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## 7-6-7 Displaying/Initializing Game Data (BOOKKEEPING)

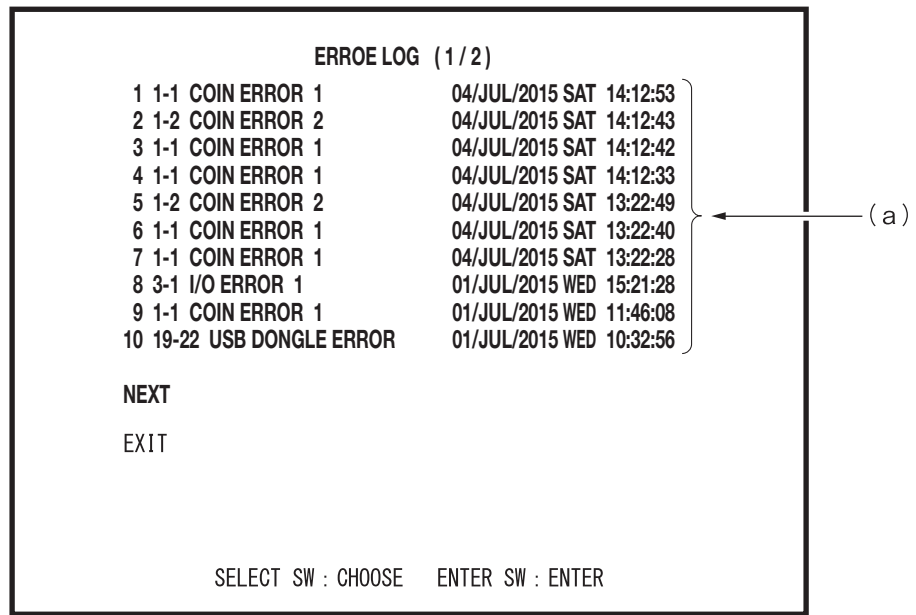
Displays or initializes various data related to the game.

- 1** In the MENU screen, select BOOKKEEPING and press the Enter switch. The BOOKKEEPING screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item.
  - Every time you select NEXT and press the Enter switch, the display switches to the next page. Select NEXT in the last page to return to the first page.
  - Select ERROR LOG and press the Enter switch to change to the screen where you can check the error log.
  - Select BOOKKEEPING INITIALIZE and press the Enter switch to display BOOKKEEPING INITIALIZE? with NO and YES displayed on the right-hand side. Select NO to return to the state before making the above-mentioned selection. Select YES to display COMPLETE! after finishing initialization.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.

## 7-6-8 ERROR LOG

Checks the history of detected error logs.

- 1** In the MENU screen, select BOOKKEEPING and press the Enter switch. The ERROR LOG screen appears.
- 2** Flip the Select switch up or down to select NEXT, then press the Enter switch to move to the next page. If NEXT PAGE is selected while there is no following page (second page in the screen example), the display returns to the first page.
- 3** Select EXIT and press the Enter switch to return to the MENU screen.



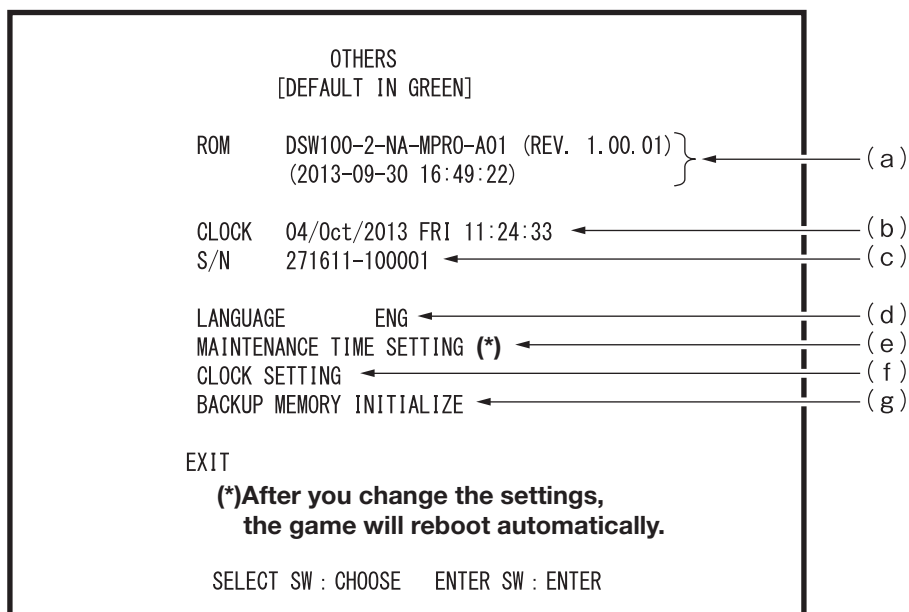
**ERROR LOG screen**

Item	Description
(a) Error log history	Displays the history of error logs. The latest error log is displayed at the top of "ERROR LOG(1/2)", and the oldest error log is displayed at the bottom of "ERROR LOG (2/2)".

## 7-6-9 Other Options (OTHERS)

Displays, sets or initializes the current time and the software version.

- 1** In the MENU screen, select OTHERS and press the Enter switch. The OTHERS screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item.
- 4** Select EXIT and press the Enter switch to return to the MENU screen.



OTHERS screen

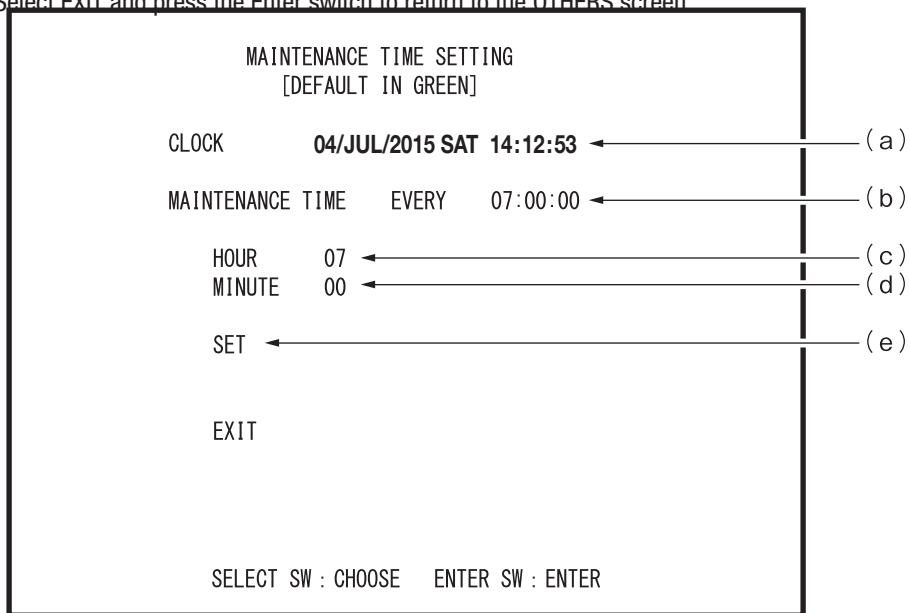
Item	Description
(a) ROM	Displays software version or revision, date and time of creation.
(b) CLOCK	Displays the current time of the built-in clock and the date.
(c) S/N	Displays the serial number of the USB dongle.
(d) LANGUAGE	Sets the language for the game. ENG: English (default) SPA: Spanish RUS: Russian IND: Indonesian THA: Thai
(e) MAINTENANCE TIME SETTING	Sets the maintenance time. (See P-34 "7-8 About Maintenance Time".)
(f) CLOCK SETTING	Sets the time of the built-in clock. CLOCK SETTING is not available in the NBLINE model.
(g) BACKUP MEMORY INITIALIZE	Resets each setting to the factory default. Select this item to display BACKUP MEMORY INITIALIZE? with YES and NO displayed on its right-hand side. Select NO to return to the state before items are selected. Select YES to display COMPLETE! after initialization is completed and to return to the screen before items are selected.

**(a) Setting Maintenance Time (MAINTENANCE TIME SETTING)**

Sets the maintenance time. (See P-34 "7-8 About Maintenance Time".)

If you change the setting, the machine will automatically restart after you set the Test switch to OFF.

- 1** In the OTHERS screen, select MAINTENANCE TIME SETTING and press the Enter switch. The MAINTENANCE TIME SETTING screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item.
- 4** Select EXIT and press the Enter switch to return to the OTHERS screen.



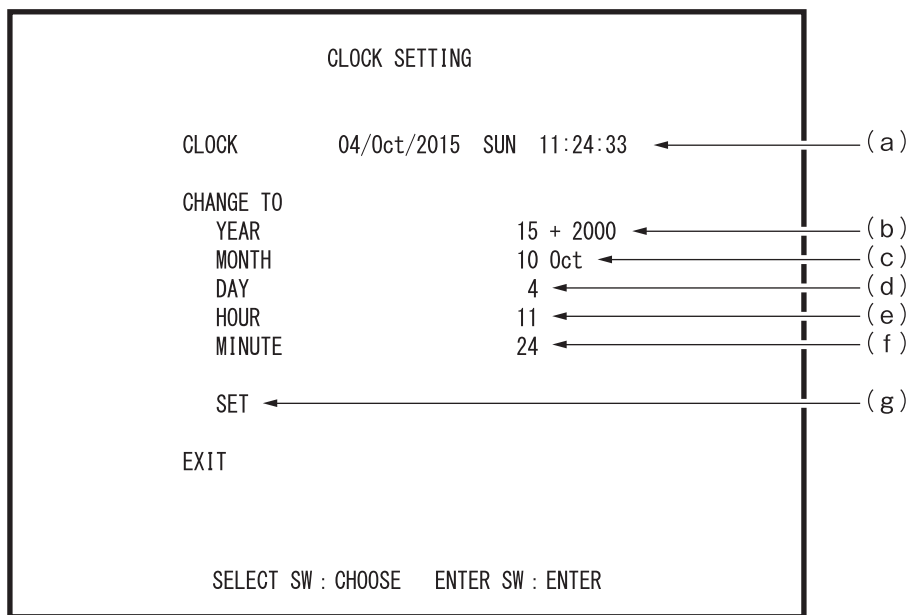
**MAINTENANCE TIME SETTING screen**

Item	Description	Default
(a) CLOCK	Displays the time of the built-in clock and date.	-
(b) MAINTENANCE TIME	Displays the maintenance time currently set.	07:00:00
(c) HOUR	Sets the hour of maintenance time.	07
(d) MINUTE	Sets the minute of maintenance time.	00
(e) SET	Enters the time that has been set.	-

**(b) Setting the Clock (CLOCK SETTING)**

Sets the time of the built-in clock.

- 1** In the OTHERS screen, select CLOCK SETTING and press the Enter switch. The CLOCK SETTING screen appears.
- 2** Flip the Select switch up or down to select the item. The selected item blinks.
- 3** Press the Enter switch to enter the selected item.
- 4** Select EXIT and press the Enter switch to return to the OTHERS screen.



**CLOCK SETTING screen**

Item	Description
(a) CLOCK	Displays the current time of the built-in clock and the date.
(b) YEAR	Sets the year after the change.
(c) MONTH	Sets the month after the change.
(d) DAY	Sets the day after the change.
(e) HOUR	Sets the hour after the change.
(f) MINUTE	Sets the minute after the change.
(g) SET	Enters the time of the built-in clock and the date.

## 7-7 About Maintenance Time

This machine is equipped with a function that clears the system by rebooting regularly ("Maintenance time") to reduce the load on the game PC board caused by prolonged continuous operation.

- \* Before shipping, the maintenance time is set at 7:00 AM. However, this can be changed by following the description in P-32 "(a) Setting Maintenance Time (MAINTENANCE TIME SETTING)".
- \* Even when the set time is reached, the machine will not reboot while a game is being played. It will reboot when the game is finished and the Attract screen reappears.

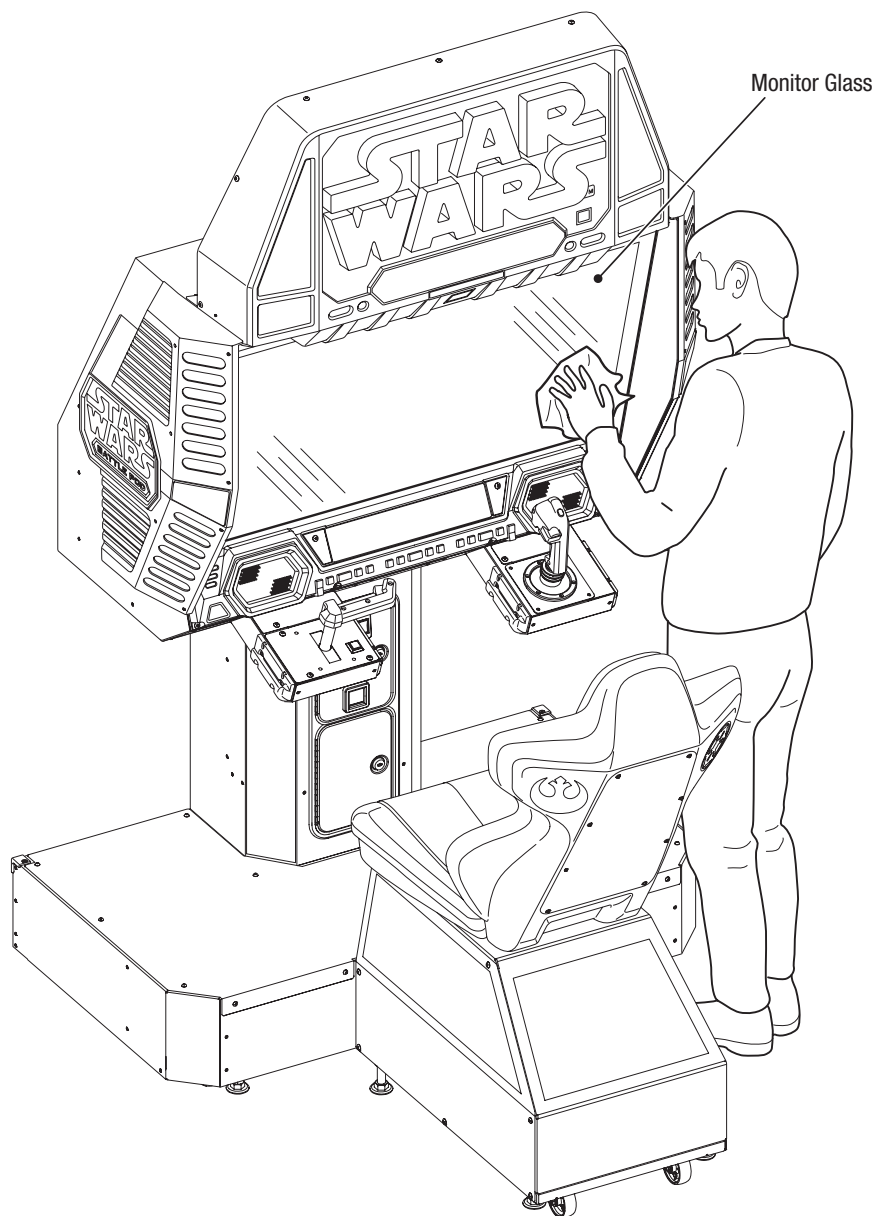
## 7-8 Cleaning



- Do not use thinner, benzene, gasoline or other organic solvents. Doing so may degrade the materials.

### (1) Cleaning the Monitor Glass

Wipe away any dirt or dust on the screen surface using a soft cloth moistened with a small amount of water, then wipe dry using a dry soft cloth.



# 8. Technician's Manual – Must be performed by a technician –

## 8A. Installation and Assembly

### 8A-1 Assembly Preparation

#### 8A-1-1 Number of Workers and Work Time

The following numbers of workers and work times are required for assembly work.

Number of workers

Delivery work: See "6-2 Transportation".)

Assembly work: Two or more technicians

Work time

Assembly work: Approximately one hour

#### 8A-1-2 Workflow

Carry out the assembly work in the following order.

- [1] Assemble the seat assembly.
- [2] Insert the USB dongle.
- [3] Adjust the level adjuster.
- [4] Connect the power cord, ground wire, and LAN cable.
- [5] Turn the power switch on.
- [6] Disassemble the machine (when transporting the machine manually).

#### 8A-1-3 Space Required during Installation

An open space of 3 m x 3 m or larger with a ceiling height of 2.5 m or higher is required for assembly and installation.

#### 8A-1-4 Required Tools and Parts

The following tools are required for assembly and installation.

- Phillips-head screw driver (No. 2)
- Torx wrench (for M5, T25) \* supplied
- Allen key (width across flats: 6 mm)
- Wrench (width across flats: 24 mm)
- A stepladder or a footstool
- Light (when needed)

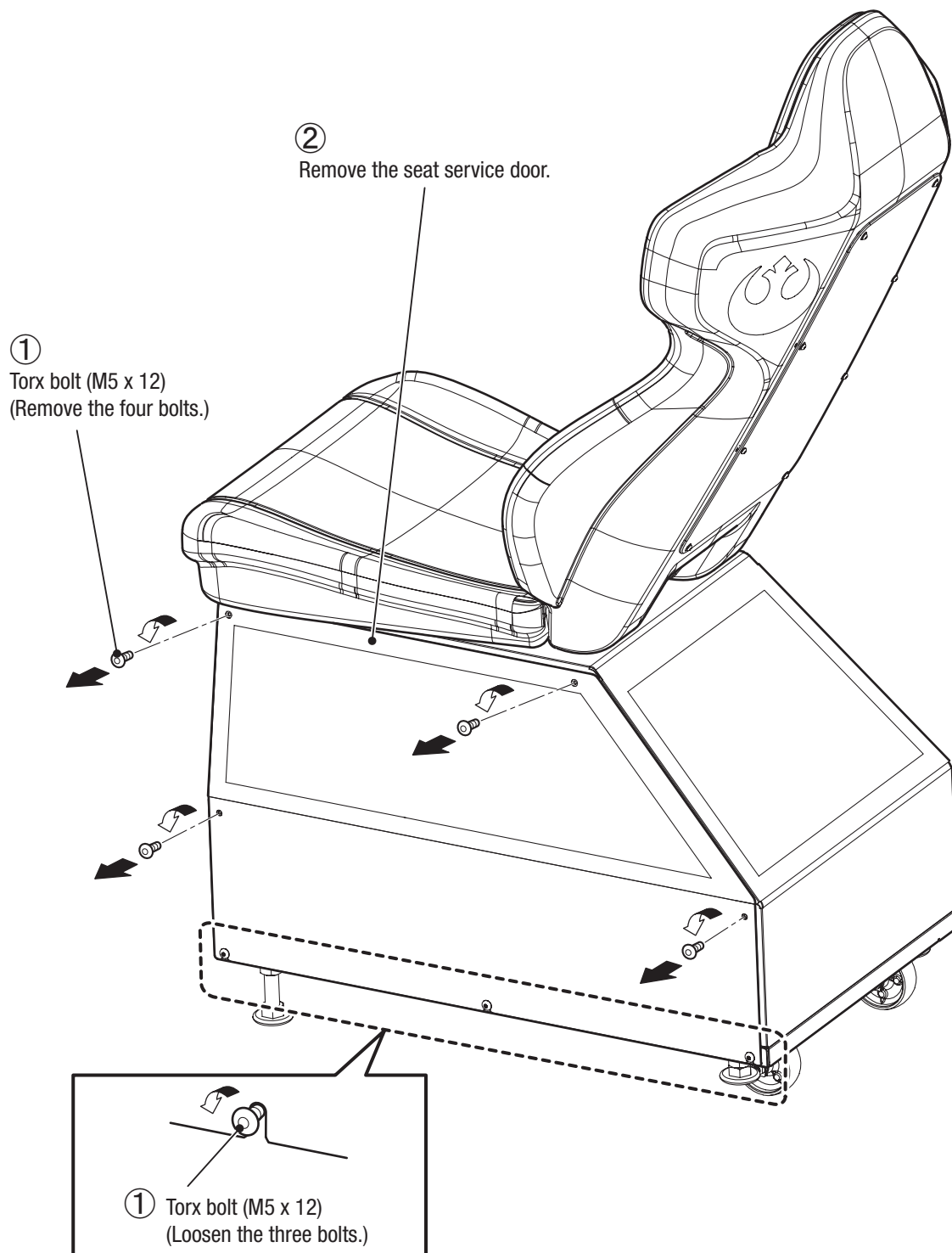
U.S. and European models are not equipped with coin selectors when they are shipped. See "(1) Replacing the Coin Selector (U.S. Model)" or "(4) Replacing the CASHFLOW (European Model)" to install a coin selector.

If connection to the NBLINE is necessary, refer to "8A-5-2 Connecting the LAN Cable to the Machine" and connect the LAN cable.

## 8A-2 Assembly

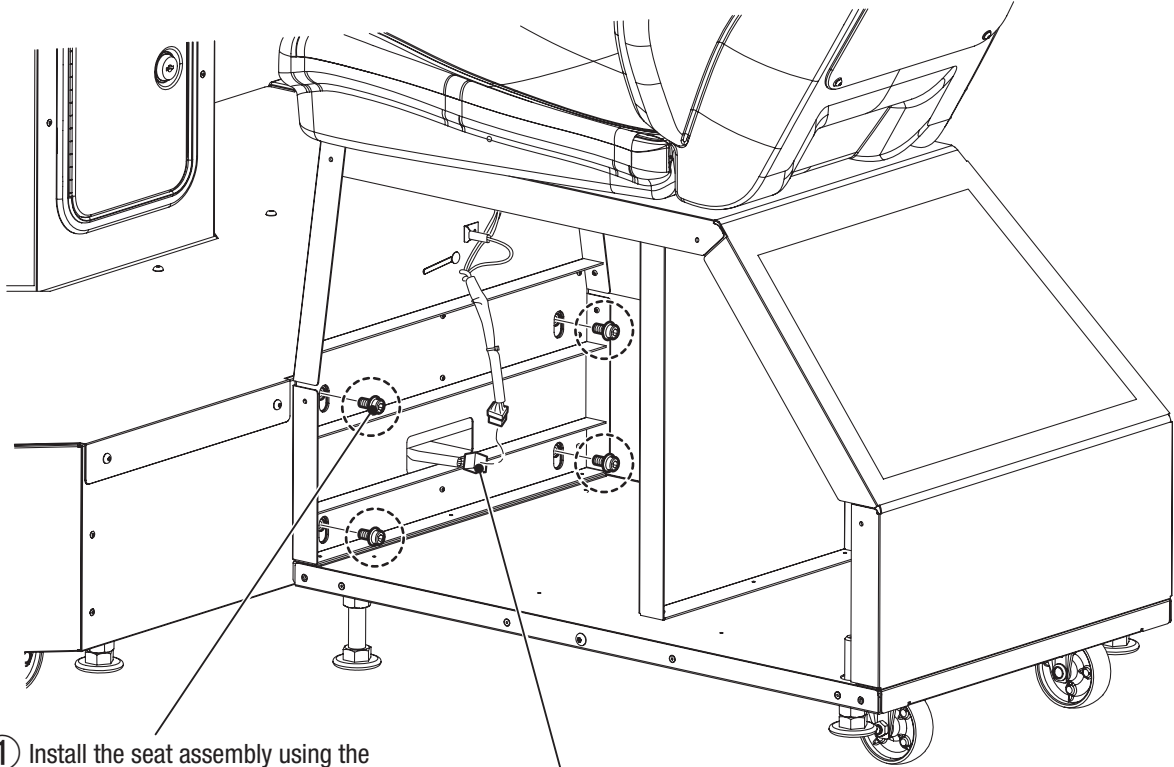
### 8A-2-1 Installing the Seat Assembly

- 1 Remove the seat service door.



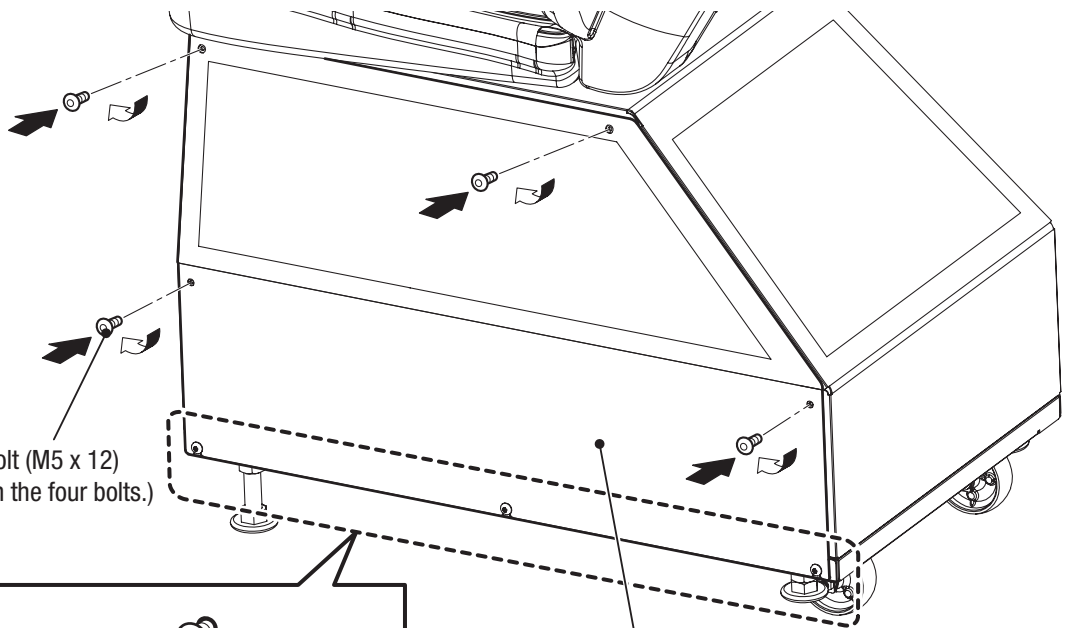
– Must be performed by a technician –

**2** Install the seat assembly.



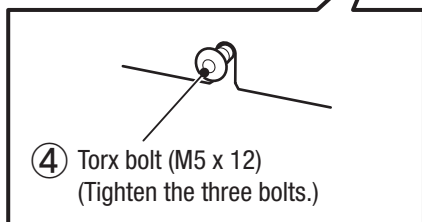
① Install the seat assembly using the four flange socket bolts (M8 x 16).

② Connect the connector.



④ Torx bolt (M5 x 12)  
(Attach the four bolts.)

③ Install the seat service door.

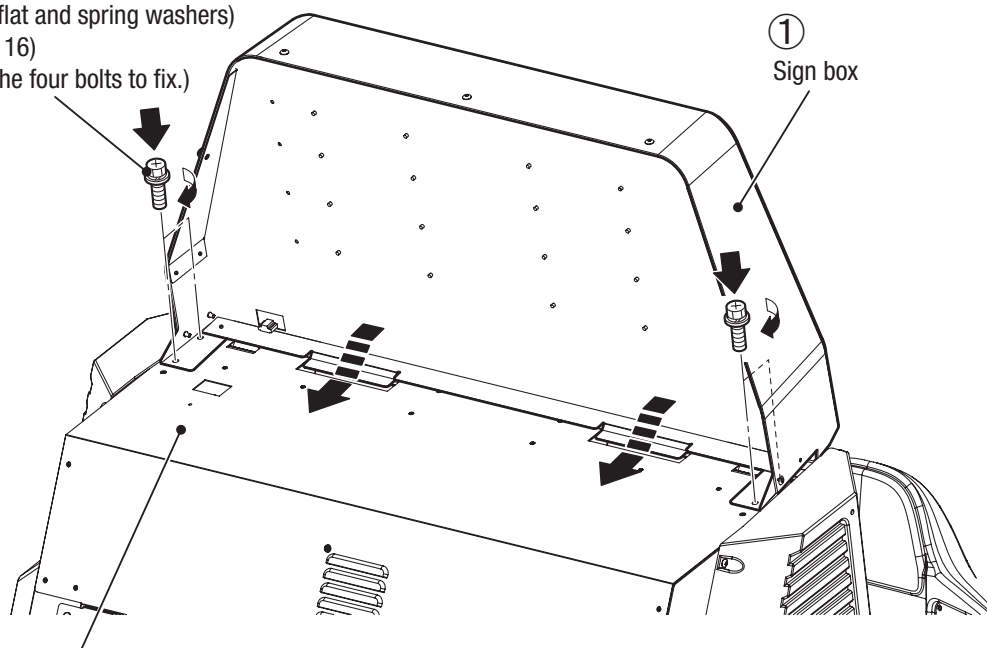


④ Torx bolt (M5 x 12)  
(Tighten the three bolts.)

## 8A-2-2 Installing the Sign Box Assembly

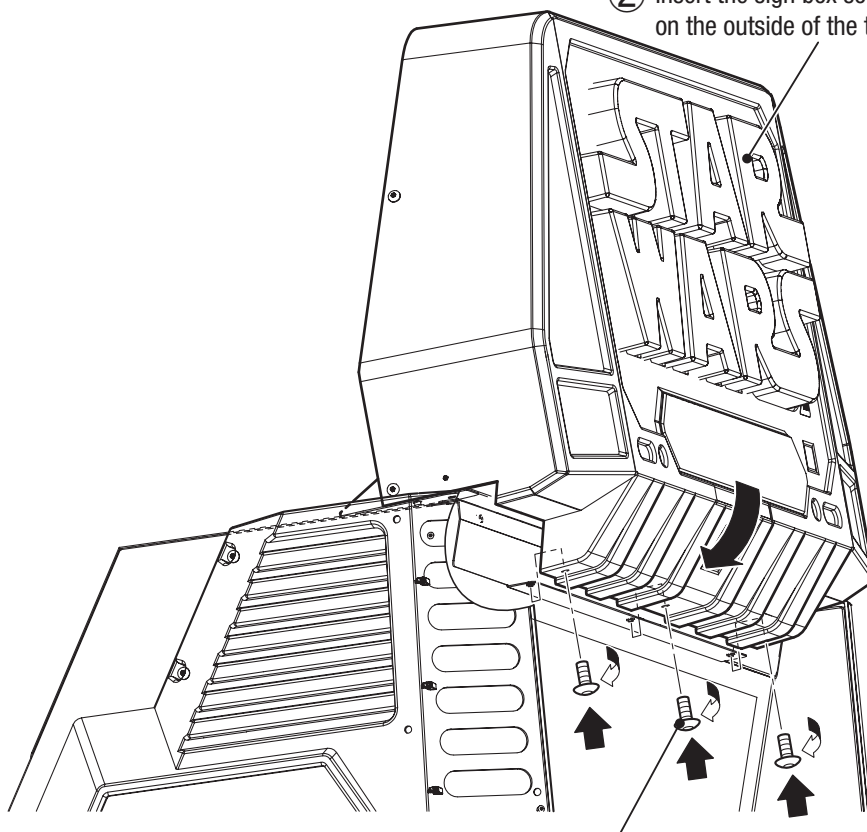
- 1 Remove the service door.  
(See "8B-4-1 Removing and Installing the Service Door".)
- 2 Install the sign box.

- ① Insert the sign box into the top part of the cabinet assembly.
- ③ Phillips hexagon head bolt (with flat and spring washers) (M6 x 16) (Use the four bolts to fix.)



Top of the cabinet assembly

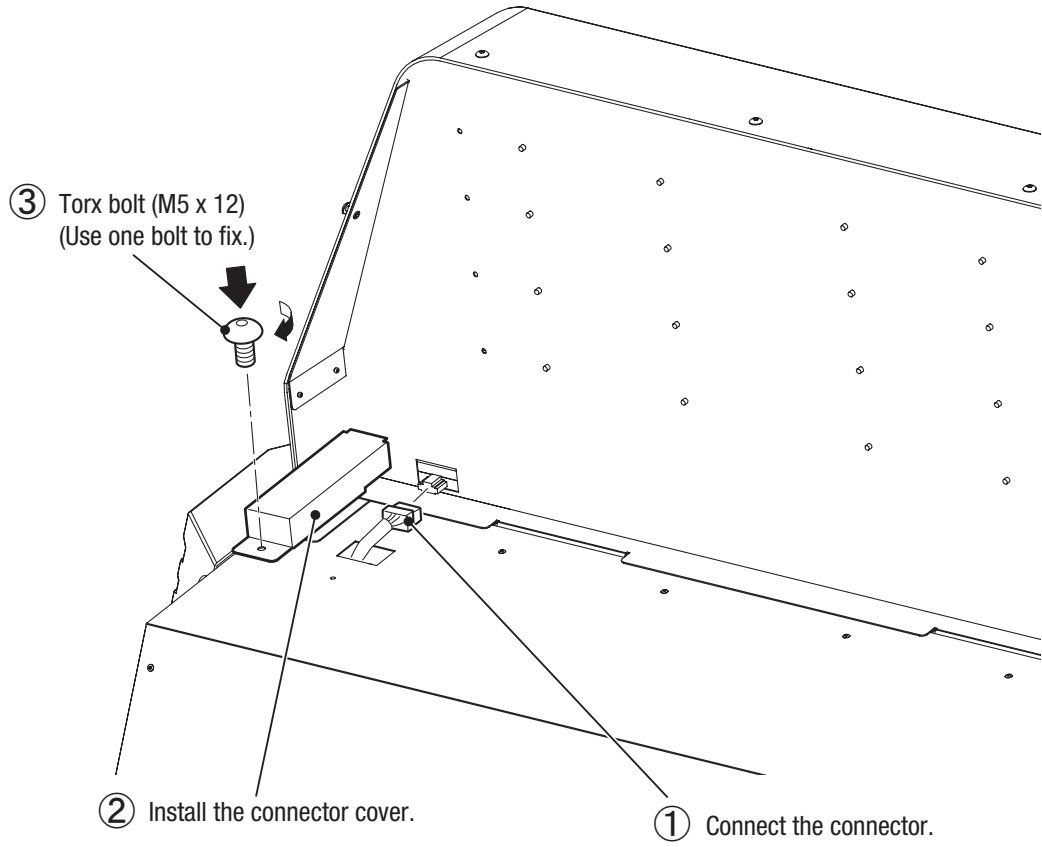
- ② Insert the sign box so that it is located on the outside of the top bezel.



- ④ Torx bolt (M5 x 12) (Use the three bolts to fix.)

– Must be performed by a technician –

**3** Install the connector and connector cover.



### 8A-2-3 Inserting the USB Dongle

## WARNING

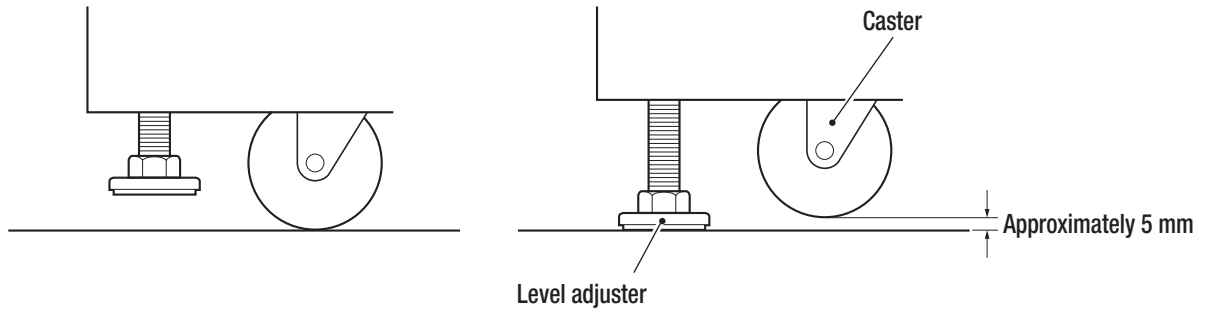
- In order to avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuits, be sure to turn off the main power switch before starting this task.

- 1** Remove the service door.  
(See "8B-4-1 Removing and Installing the Service Door".)
- 2** Insert the supplied USB dongle.  
(See "8B-4-2 Replacing the Game PC Board".)

- Must be performed by a technician -

### 8A-2-4 Level Adjuster Adjustment

Lower the level adjuster until the casters are at a height of approximately 5 mm from the floor.



## 8A-3 Connecting the Power Cord and Ground Wire and the LAN Cable

### ⚠ WARNING

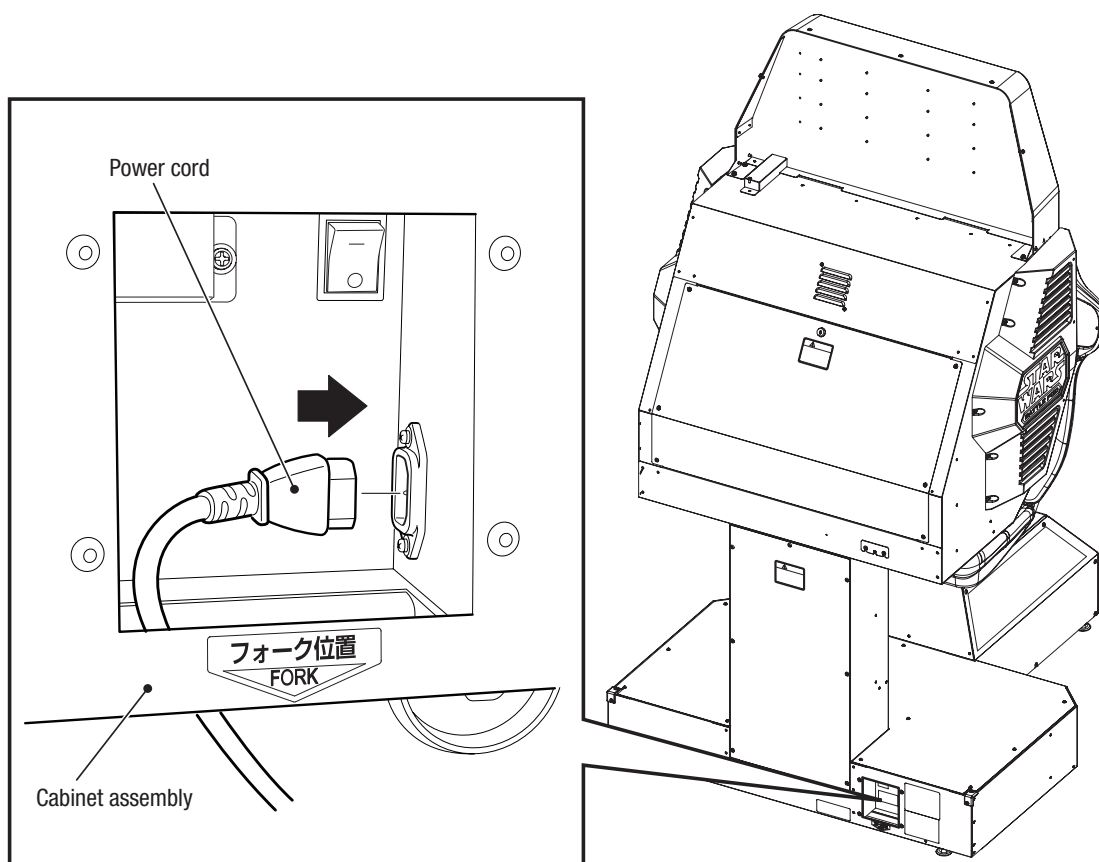
- Be sure to install the ground wire. Failure to connect the ground wire may result in electric shock in the event of a short-circuit.
- In order to avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuits, be sure to turn off the main power switch before starting this task.
- Be careful not to let the cabinet's sheet metal or other objects damage the cables that extend from the bottom of the cabinet. Doing so may result in fire or electric shock.

### ⚠ CAUTION

- Lay out the power cord and the LAN cable safely so that they will not cause players, bystanders or passersby to trip over them.

### 8A-3-1 Connecting the Power Cord and Ground Wire

- 1 Insert the power cord plug into the power supply inlet from the rear bottom of the cabinet assembly.



## 8A-3-2 Connecting the LAN Cable

Connect the LAN cable.

### WARNING

- In order to avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuits, be sure to turn off the main power switch of the game cabinet before starting this task.

### CAUTION

- Lay out the LAN cable so that it will not cause players, bystanders or passersby to trip over it.

### NOTICE

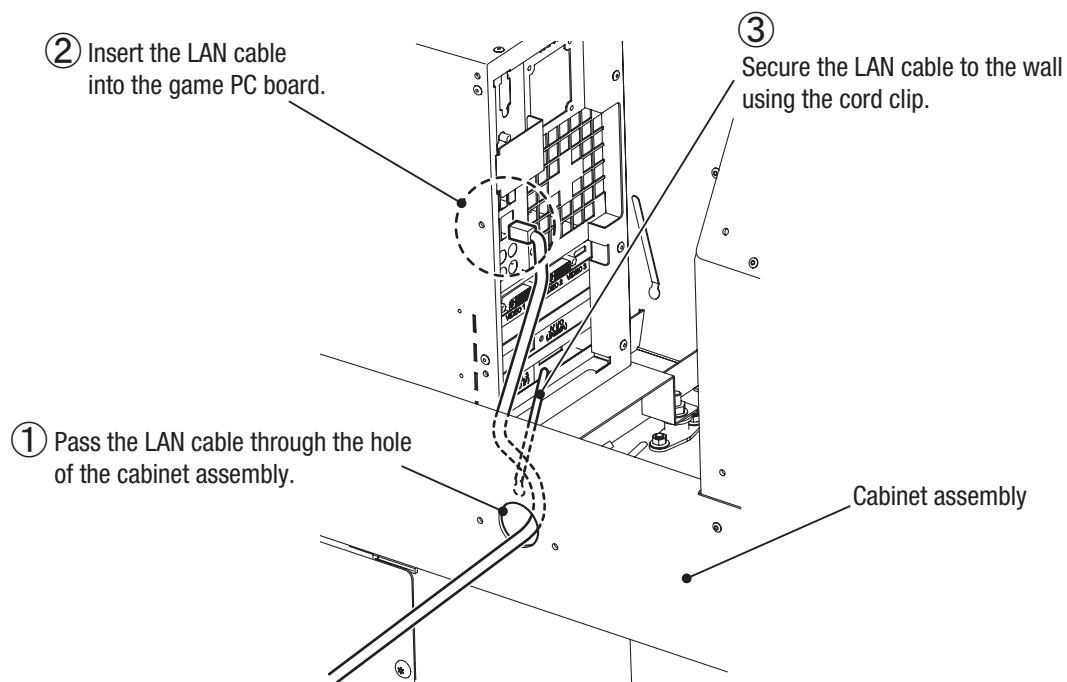
- Careless network system installation or other work makes networks susceptible to hacking and can result in communication errors, lost data and other trouble. In case a recovery or countermeasures to prevent hacking are required, it is recommended that professionals be commissioned to carry out installation and other related work.
- When laying out the LAN cable on the floor, it is recommended that commercially available cable molding be used to protect the cable.
- Failure to observe the following instructions may result in communication trouble and prevent proper game play. Be sure to connect the LAN cable correctly according to the instructions.
  - A disconnected LAN cable may result in communication trouble. When laying out the LAN cable on the floor, be sure to arrange the cable so that passersby do not trip over it.
  - Do not bundle the LAN cable with power cords or pass it through the same cable molding as power cords.
  - When installing the machine, do not bend the LAN cable excessively or pull it too tight to avoid subjecting the cable to excessive load.

– Must be performed by a technician –

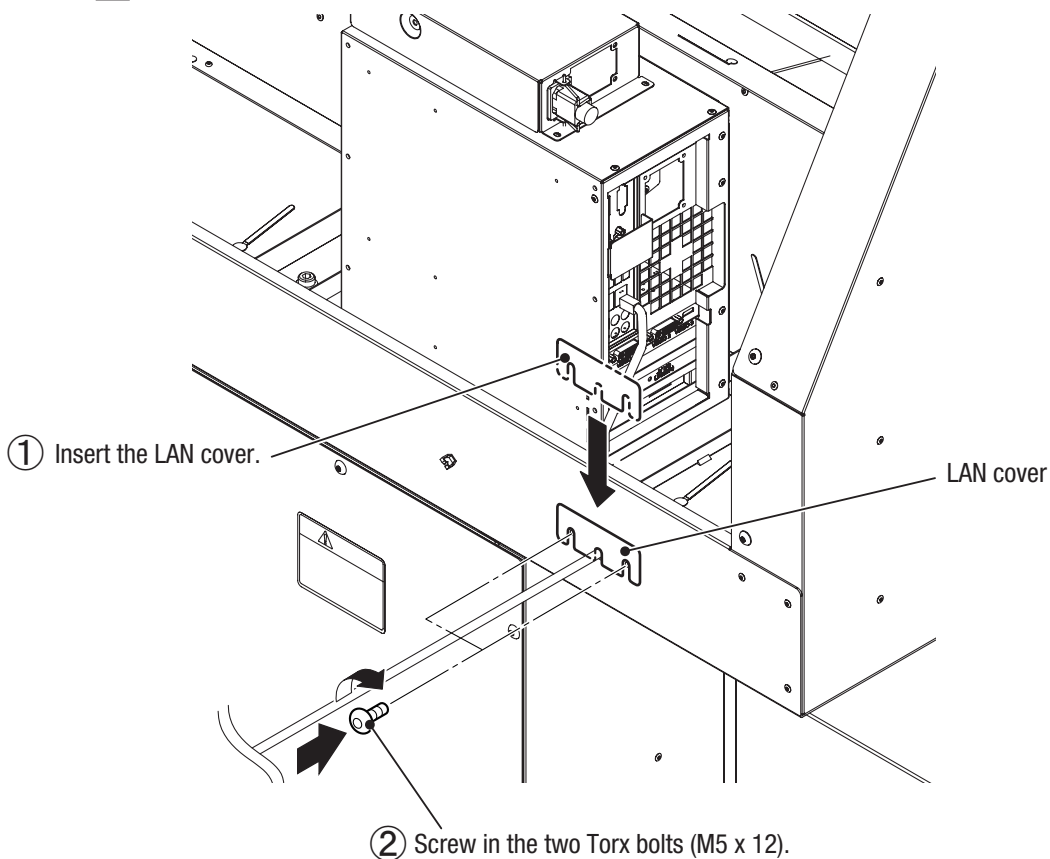
## ⚠ WARNING

- In order to avoid electric shock, accident or injury to yourself or others as well as damage to the electronic circuits, be sure to turn off the main power switch of the game cabinet before starting this task.
- Be careful not to let the cabinet's sheet metal or other objects damage the cables that extend from the bottom of the cabinet. Doing so may result in fire or electric shock.

**1** Connect the LAN cable to the game PC board.

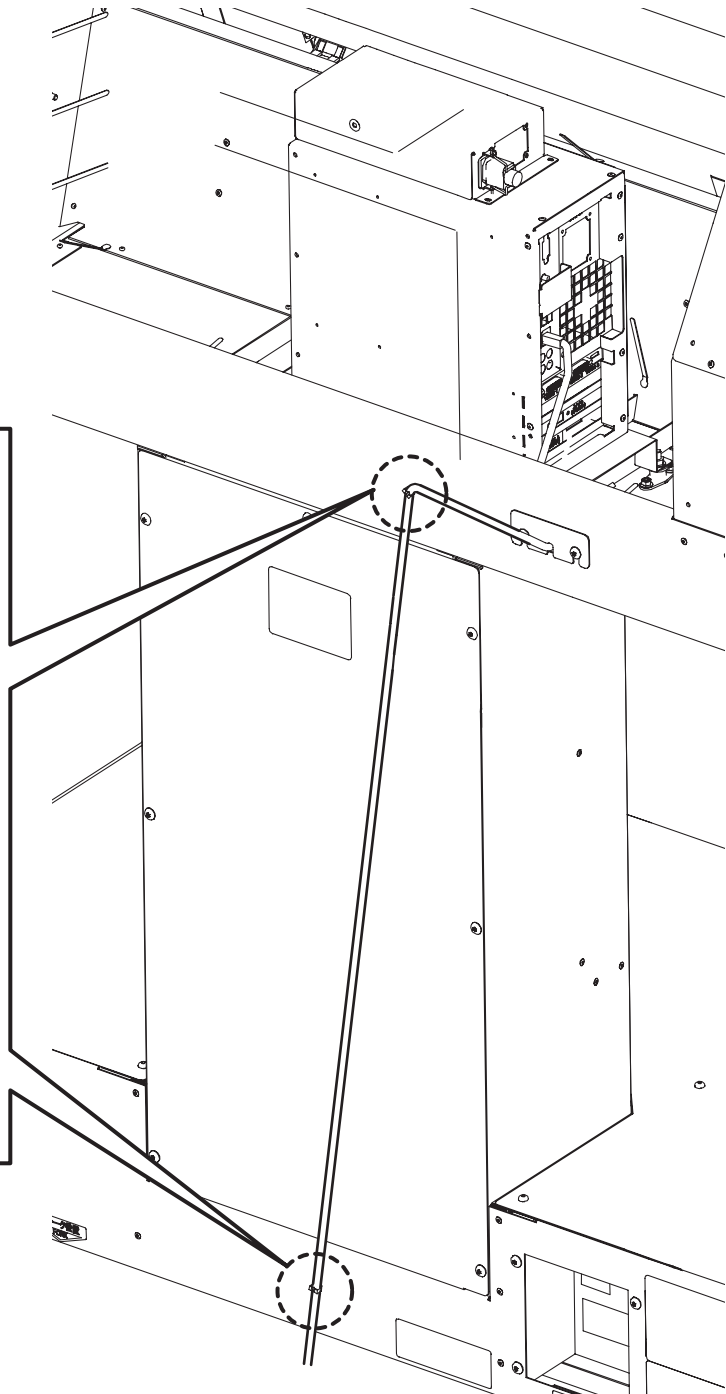
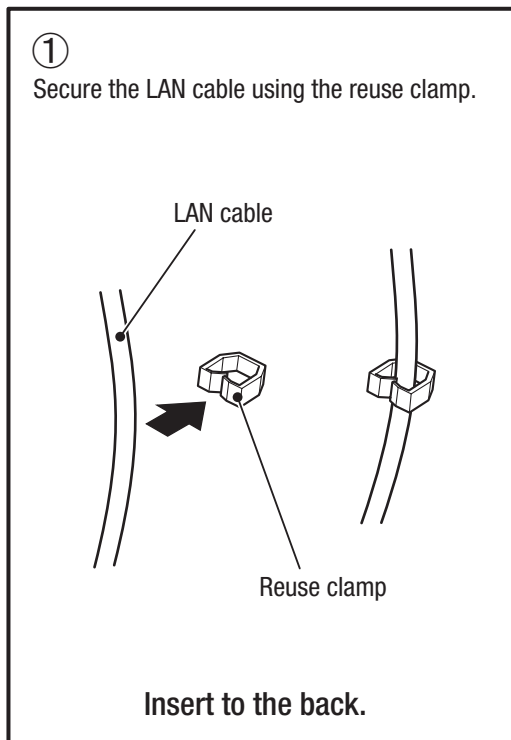


**2** Install the LAN cover.



– Must be performed by a technician –

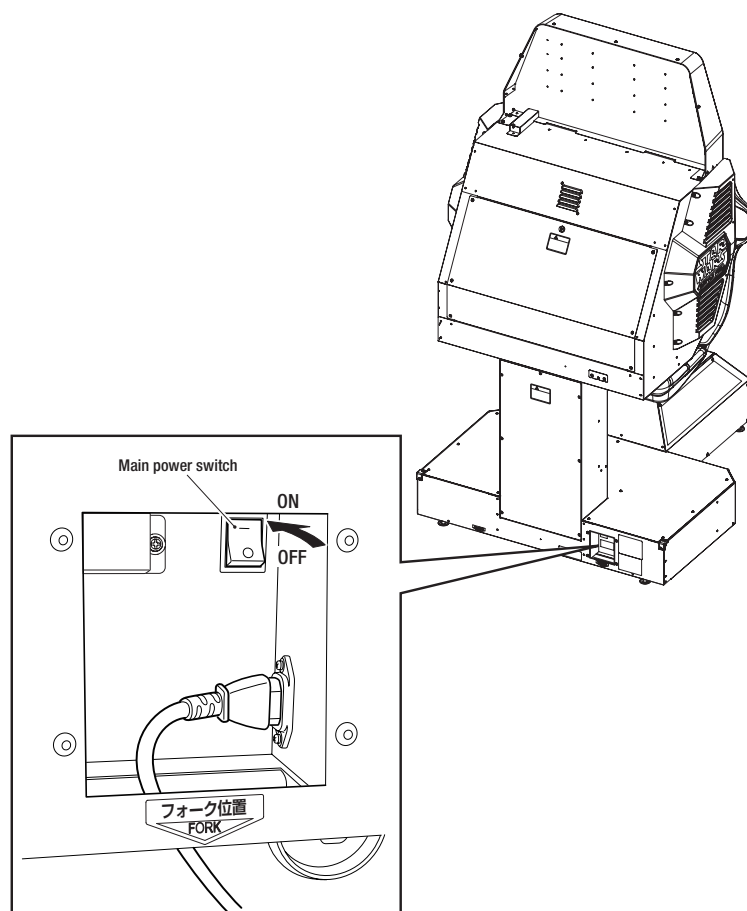
**3** Secure the LAN cable using the reuse clamp.



- Check the shape and orientation of the connector before inserting the LAN cable.
- Fully insert the LAN cable connector. A disconnected LAN cable will not work correctly.
- Recommended LAN Cable:
  - RJ45 CAT5e Ethernet Cable
  - Straight-Through
  - STP

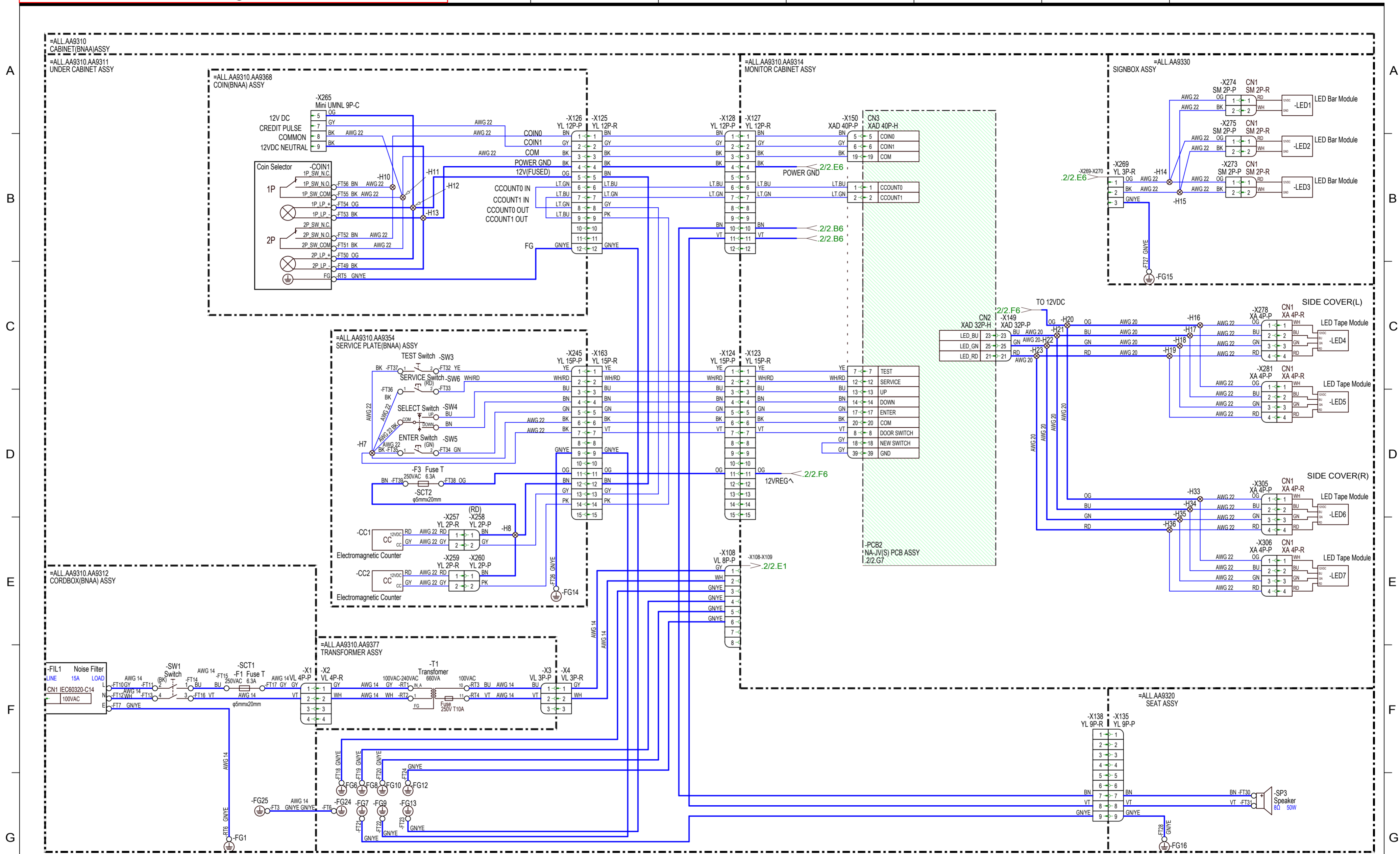
## 8A-4 Turning the Power Switch On

- 1 Turn on the main power switch at the rear bottom of the cabinet assembly.



# 11. Wiring Diagram

## 11-1 Overall Connection Diagram (U.S. model, 120 VAC)



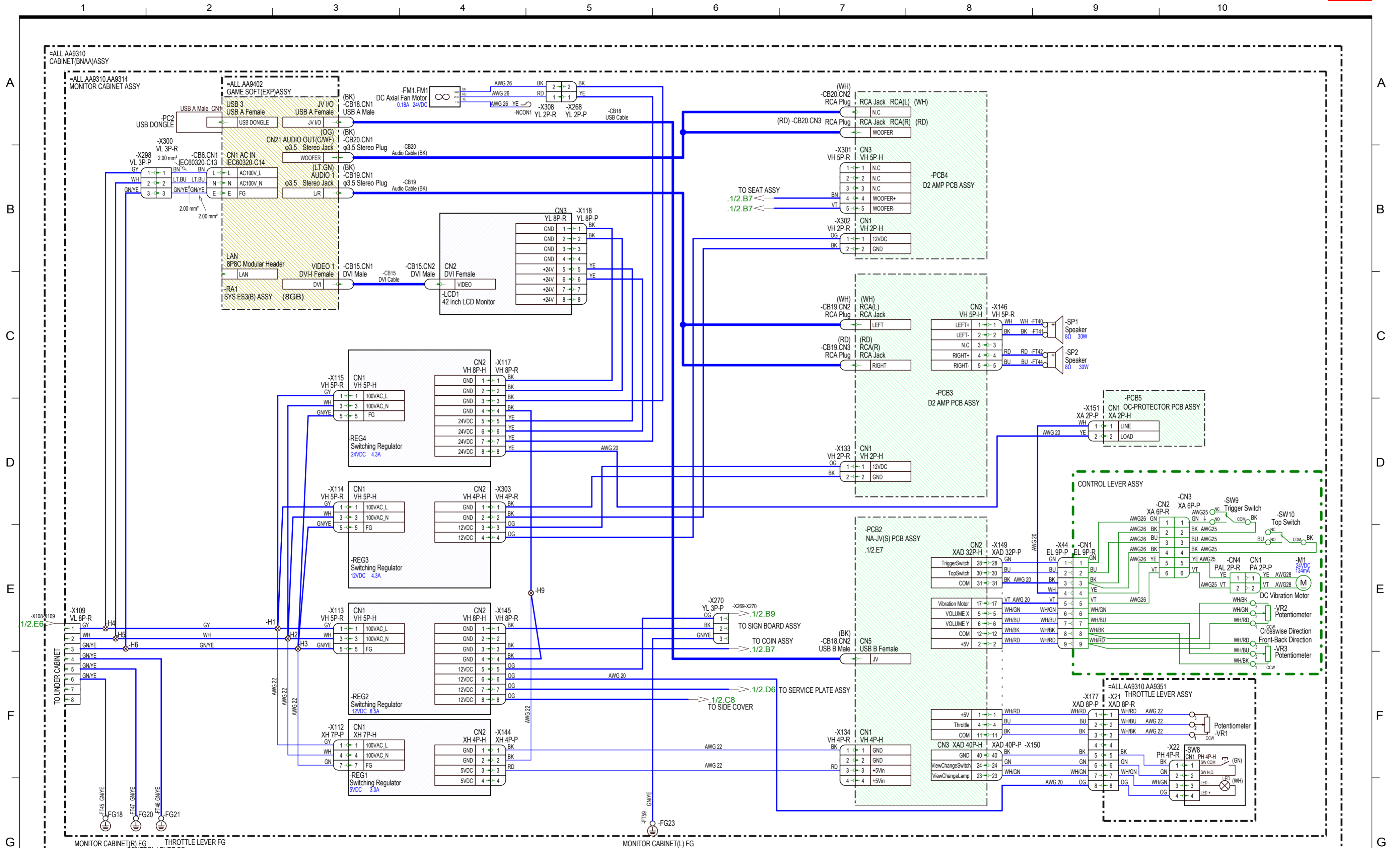
EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNYE	AWG16
	OTHER COLOR	AWG18
	AWGxx	AWGxx
NARROW LINE	ALL COLOR	AWG24
	AWGxx	AWGxx

AWG	COLOR	AWG	COLOR
BK	BLACK	VT	VIOLET
BN	BROWN	GY	GRAY
RD	RED	WH	WHITE
OG	ORANGE	PK	PINK
YE	YELLOW	LT.GN	LIGHT GREEN
GN	GREEN	LT.BU	LIGHT BLUE
BU	BLUE		

\*COLOR / COLOR\* signed spiral cable.



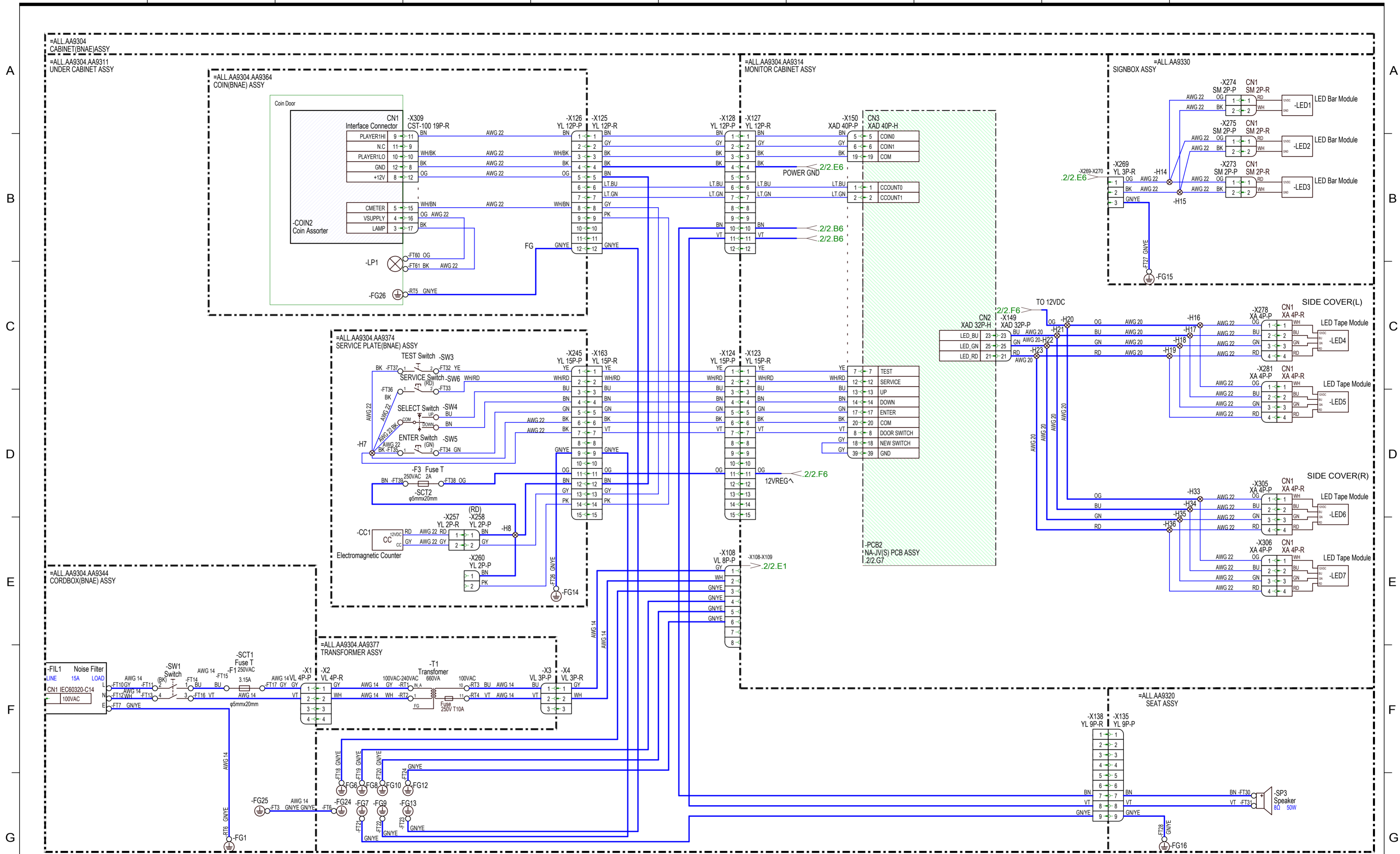
EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNVE	BK BLACK
OTHER COLOR	AWG16	VT VIOLET
AWGxx	AWG18	BN BROWN
ALL COLOR	AWG24	GY GRAY
AWGxx	AWGxx	RD RED
		WH WHITE
		OG ORANGE
		PK PINK
		YE YELLOW
		LT.GN LIGHT GREEN
		GN GREEN
		LT.BU LIGHT BLUE
		BU BLUE

\*COLOR / COLOR\* signed spiral cable.

# 11. Wiring Diagram

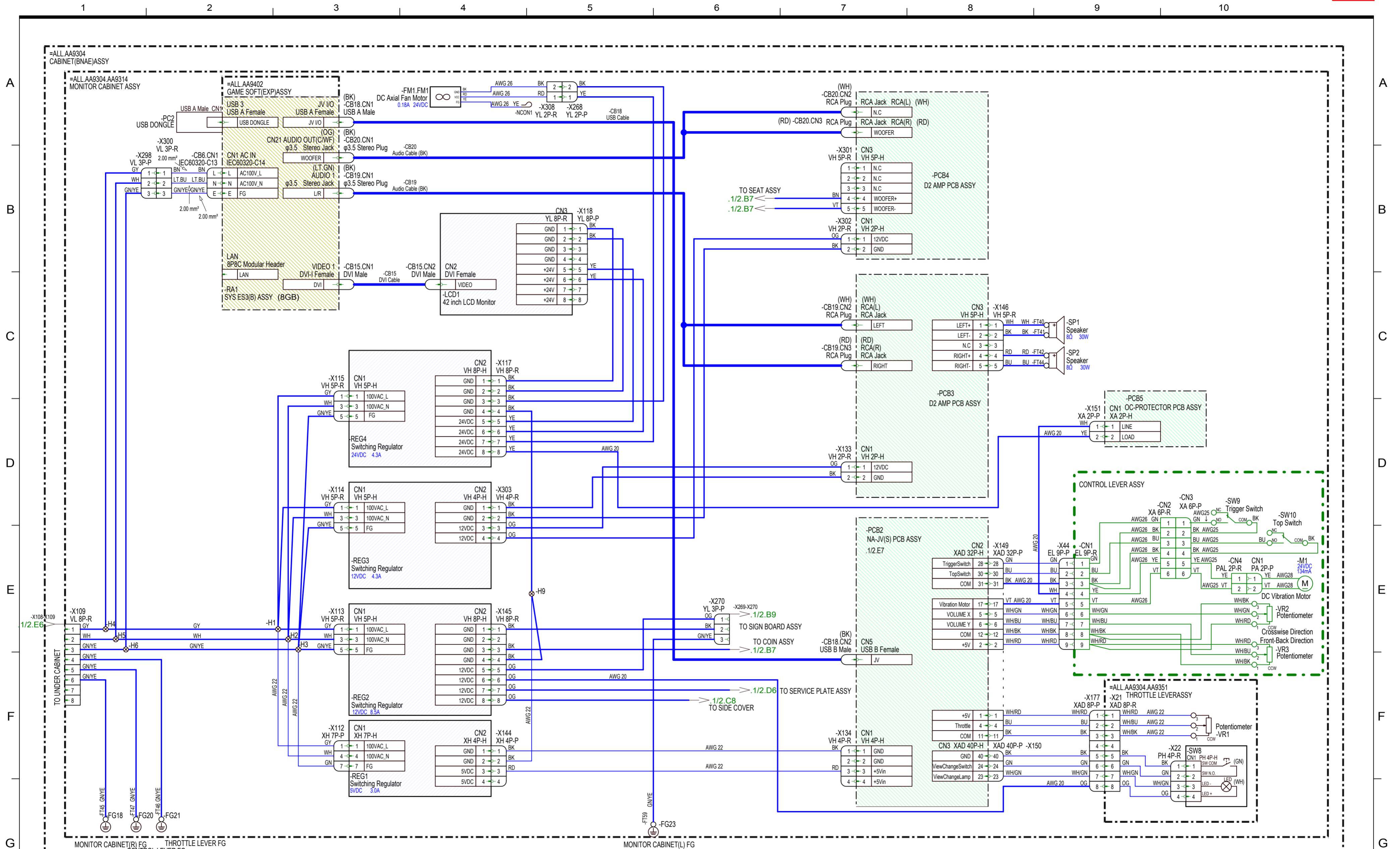
## 11-2 Overall Connection Diagram (European model, 230 VAC)



EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNYE AWG16	BK BLACK VT VIOLET
	OTHER COLOR AWG18	BN BROWN GY GRAY
	AWGxx AWGxx	RD RED WH WHITE
NARROW LINE	ALL COLOR AWG24	OG ORANGE PK PINK
	AWGxx AWGxx	YE YELLOW LT.GN LIGHT GREEN
		GN GREEN LT.BU LIGHT BLUE
		BU BLUE

\*COLOR / COLOR\* signed spiral cable.



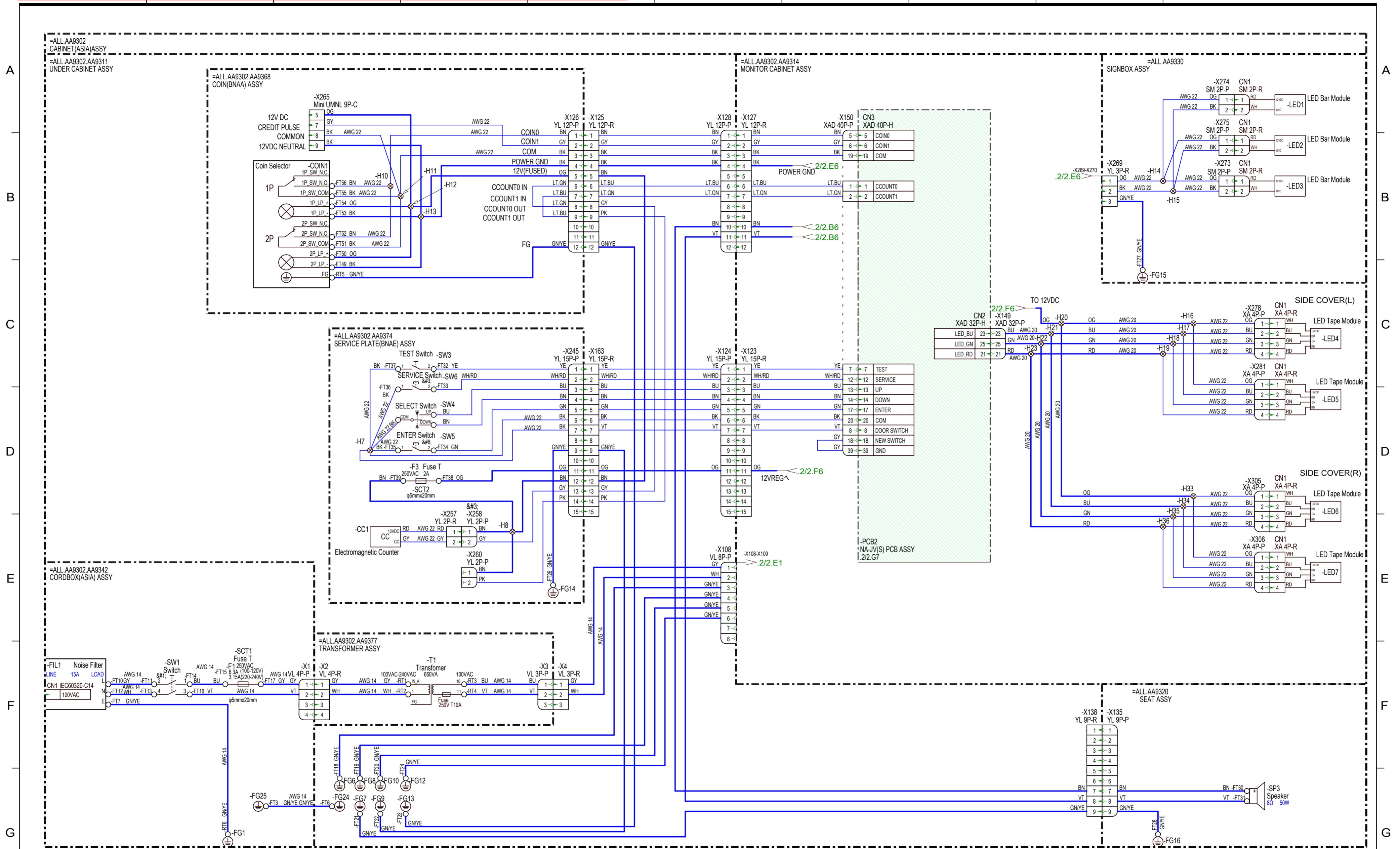
EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GN/YE	BK BLACK
	AWG16	VT VIOLET
	AWG18	BN BROWN
	AWG18	GY GRAY
	AWGxx	RD RED
	AWGxx	WH WHITE
NARROW LINE	AWG24	OG ORANGE
	AWGxx	YE YELLOW
	AWGxx	LT.GN LIGHT GREEN
	AWGxx	GN GREEN
	AWGxx	LT.BU LIGHT BLUE
	AWGxx	BU BLUE

\*'COLOR / COLOR' signed spiral cable.

# 11. Wiring Diagram

## 11-3 Overall Connection Diagram (Asian model, 110 to 120 VAC, 220 to 240 VAC)



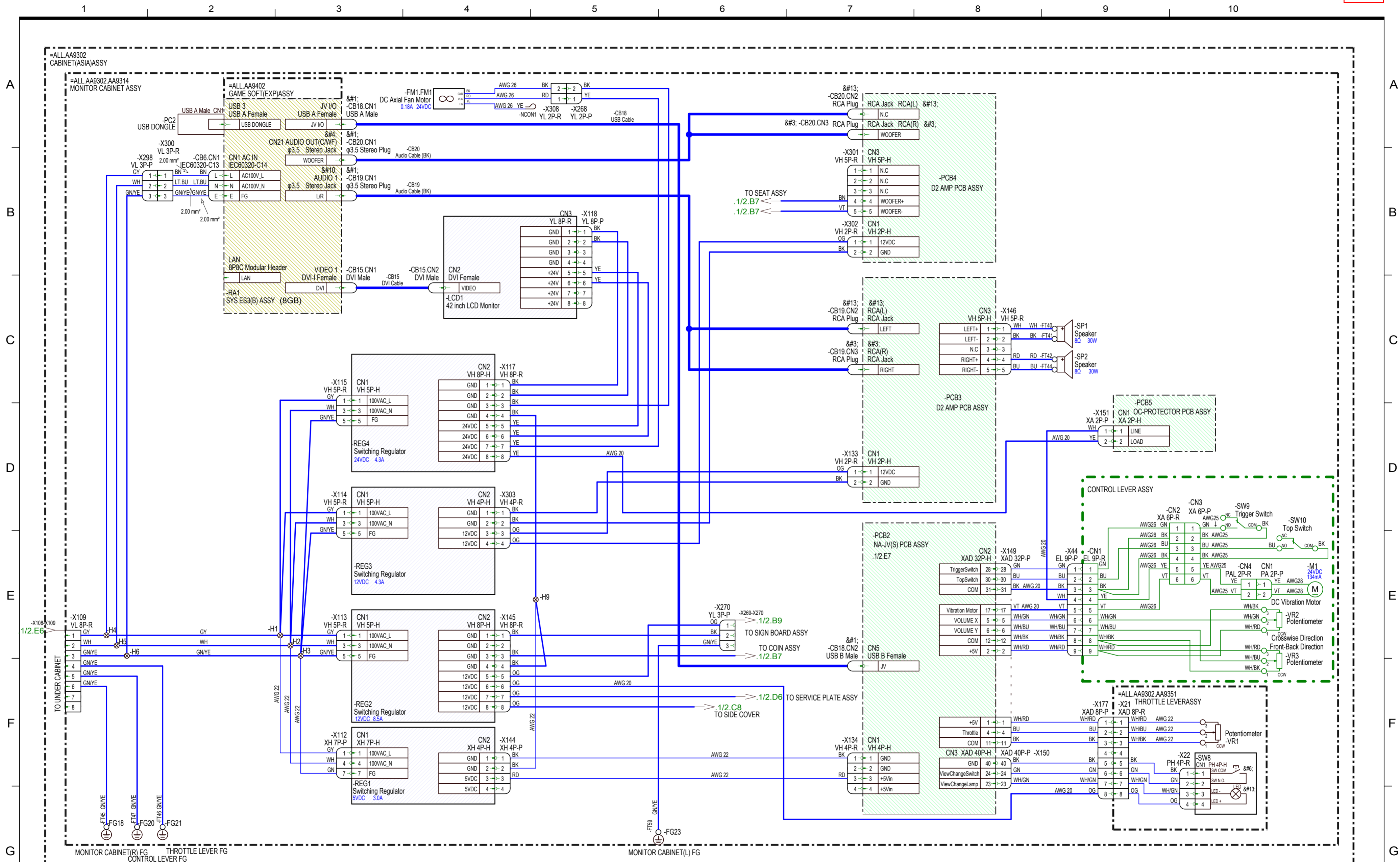
EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GN/YE	AWG16
	OTHER COLOR	AWG18
	AWGxx	AWGxx
NARROW LINE	ALL COLOR	AWG24
	AWGxx	AWGxx

LINE	AWG	COLOR TABLE	
BK	BLACK	VT	VIOLET
BN	BROWN	GY	GRAY
RD	RED	WH	WHITE
OG	ORANGE	PK	PINK
YE	YELLOW	LT.GN	LIGHT GREEN
GN	GREEN	LT.BU	LIGHT BLUE
BU	BLUE		

\*COLOR / COLOR\* signed spiral cable.



EXPLANATORY REMARKS

LINE	AWG	COLOR TABLE
WIDE LINE	GNYE	BK BLACK
	AWG16	VT VIOLET
	AWG18	BN BROWN
		GY GRAY
		RD RED
		WH WHITE
	AWGxx	OG ORANGE
	AWGxx	YE YELLOW
	AWGxx	LT.GN LIGHT GREEN
	AWGxx	GN GREEN
	AWGxx	LT.BU LIGHT BLUE
	AWGxx	BU BLUE

\*COLOR / COLOR\* signed spiral cable.