

INTRODUCTION

This manual presents information and explanations on how to run software for, "HOUSE OF THE DEAD: SCARLET DAWN"

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

Refer to Owner's manual for information on installation, operation, maintenance, inspection, transportation, parts and wiring.

In the event that you cannot carry out the work in accordance with the instructions provided in this manual, or, if you cannot achieve normal functioning of the product, contact the office listed in this manual or the point-of-purchase for this product.

Do not touch the internal system unless you are a technician.




Note: Descriptions herein contained may be subject to improvement changes without notice.

DESCRIPTION OF WARNING DISPLAYS






To ensure the safe operation of this product, be sure to read the following before usage.

After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately.


Depending on the degree of severity, the terms of DANGER, WARNING, CAUTION, etc., are used. Be sure to understand the contents of the warning displays before reading the text.

 DANGER	Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.
 WARNING	Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.
 CAUTION	Indicates that mishandling the product by disregarding this caution will cause a slightly hazardous situation which can result in personal injury and/or material damage.

For the safe usage of the product, the following pictographs are used:

	"Caution: Electric shock" Indicates a risk of electric shock under specific conditions.
	"Caution: High temperature" Indicates a risk of injury due to high temperature under specific conditions.
	"Caution: Risk of trapping hands/fingers" Indicates a risk of injury caused by trapping hands or fingers in doors, etc.
	"Forbidden" Indicates something you must not do when handling the product.
	Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

 IMPORTANT	Indicates an important detail when installing, operating, or maintaining/inspecting the product.
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Definition of 'Site Maintenance Personnel or Other Qualified Professionals'

WARNING

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the required knowledge and technical expertise. Work carried out by unqualified persons may cause serious accidents, including electrocution.

If there is no one with the required knowledge and technical expertise available, for the sake of safety, commission the work to the office listed in this manual or the point-of-purchase for this product.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialized knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

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1 GAME DESCRIPTION

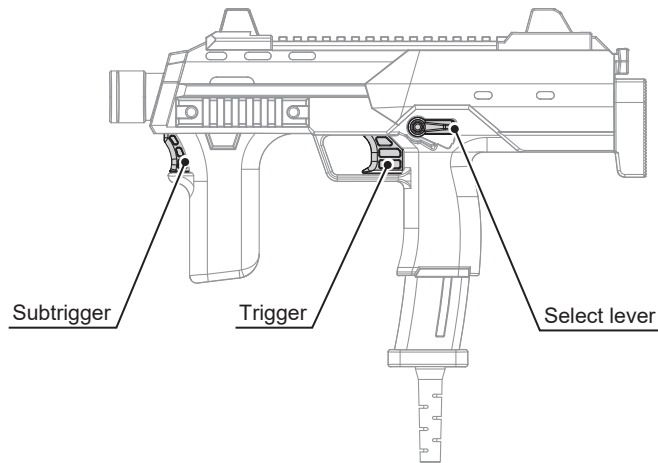
1-1 GAME OUTLINE

1

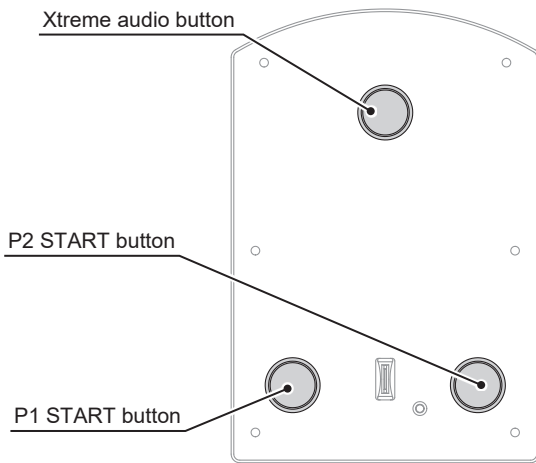
- This product is a light gun game in which players shoot down enemies using gun-shaped cabinet controllers. The game features dynamic graphics and sound that offer a realistic gameplay experience.
- One or two people can play at the same time.
- There are two game modes: STORY MODE and SELECT PATH MODE. In STORY MODE, players start the game from the beginning. Recommended for new players. In SELECT PATH MODE, players can start the game from any chapter. Recommended for players who wish to practice a specific route.

1-2 OPERATING INSTRUCTIONS

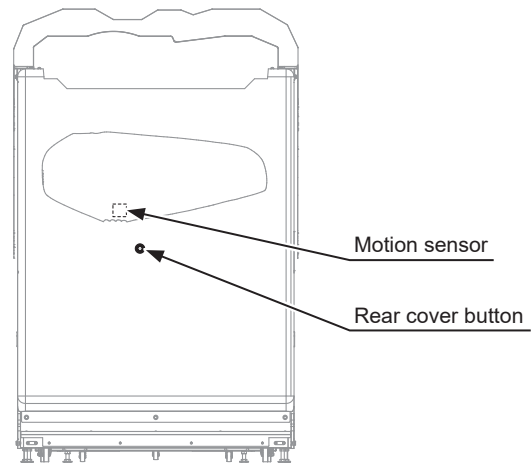
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Controller



Control panel

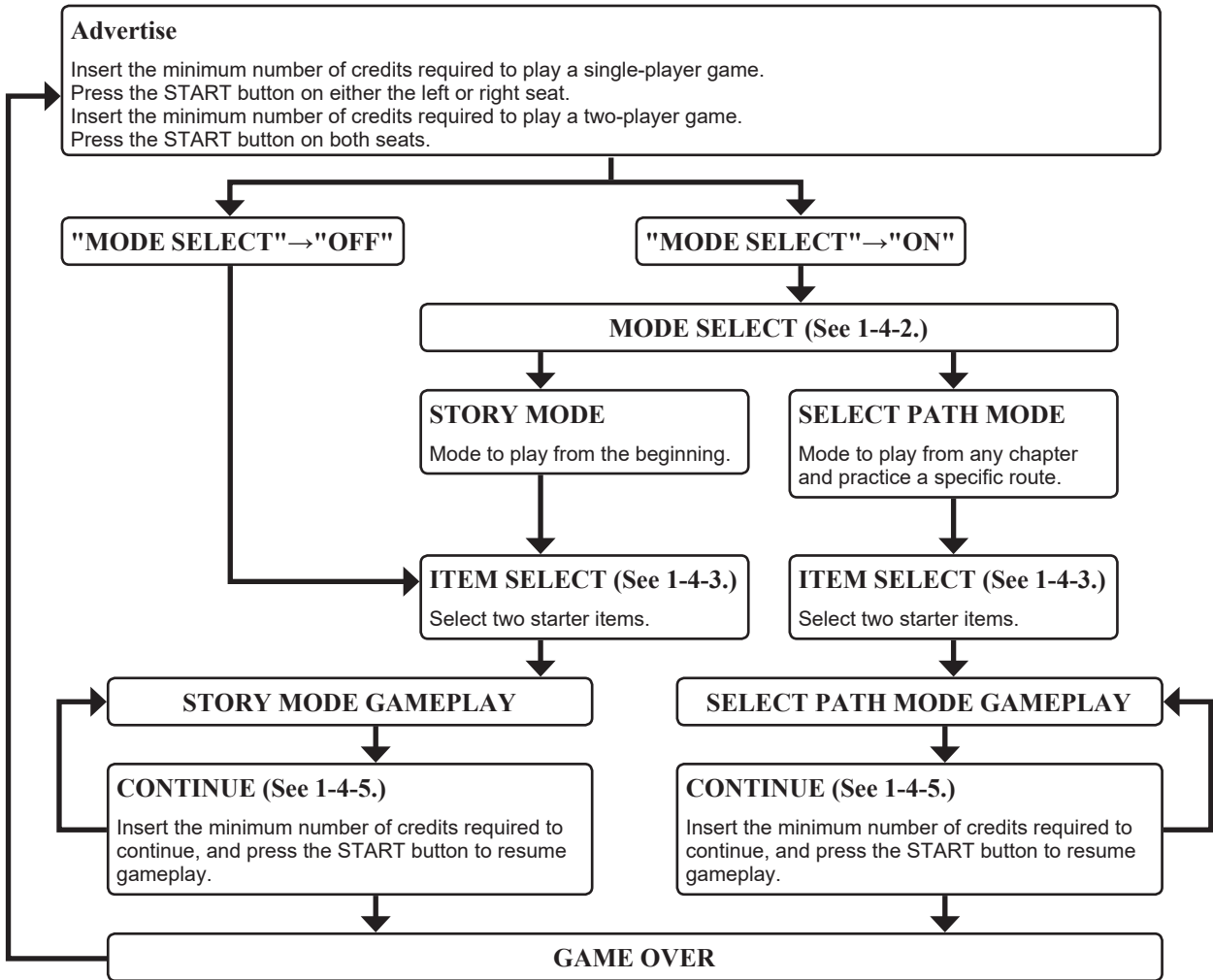


Cabinet Rear

MENU ITEMS

Controller	Aims crosshair in the direction of the controller / moves the cursor.
Trigger	Pulling the trigger fires bullets during gameplay / acts as a confirmation button on the selection screen.
Subtrigger (Sub trigger) / Select lever	Switches between items in possession during gameplay.
P1 START button	START button for the left side seat (P1).
P2 START button	START button for the right side seat (P2).
Xtreme audio button (Extreme audio)	Lights up/off when pressed to indicate explosion sound is ON/OFF respectively.
REAR COVER EYE	Emits surprise lights and sounds when the eyeball-shaped button is pressed.
MOTION SENSOR	Emits surprise lights and sounds when the sensor is triggered.

1-3 GAME FLOW

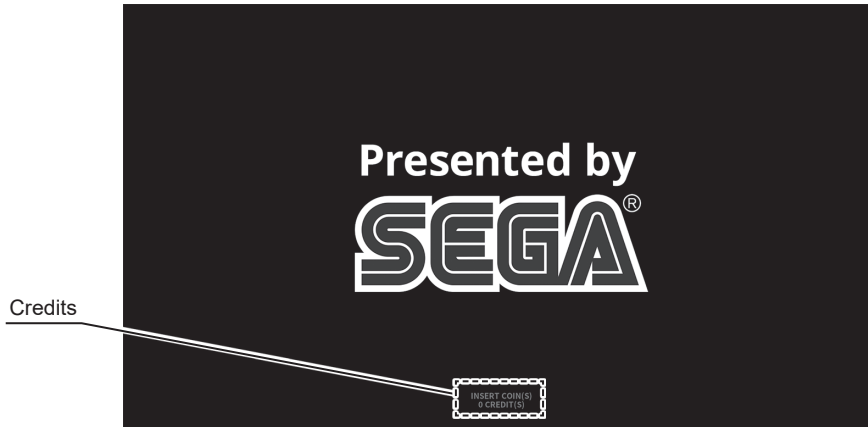


1-4 HOW TO PLAY

1

1-4-1 INSERTING CREDITS

Insert coins or use the Swipe card to increase the credit display at the bottom of the screen. (See 6-5.)
 When you insert enough coins for a game, the message at the bottom will change from "INSERT COIN(S)" to "PRESS START BUTTON," and the START buttons on both sides will flash.
 Up to 24 credits can be counted at once.



Advertise screen

1-4-2 MODE SELECT

Select and shoot which mode to play with the controller.
 If there is no input within the time limit, the game will proceed to STORY MODE.



MODE SELECT screen

MENU ITEMS

STORY MODE	In STORY MODE, players start the game from the beginning. Recommended for new players.
SELECT PATH MODE	In SELECT PATH MODE, players can start the game from any chapter. Recommended for players who wish to practice a specific route.

Note: The game starts automatically in STORY MODE when MODE SELECT in GAME ASSIGNMENTS is set to OFF.

1-4-3 ITEM SELECT

The player can select up to two items to use in the game.

Each item has its own characteristics and restrictions such as ammo.

Select and shoot two items with the controller to display the confirmation screen.

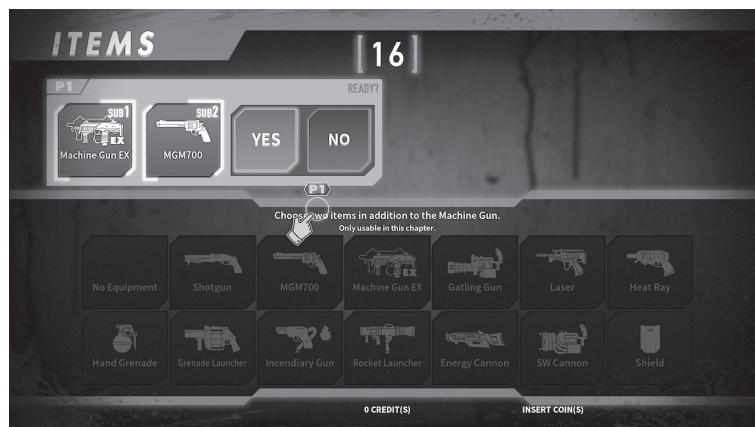
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ITEM SELECT screen

Shoot "YES" with the controller to proceed to gameplay. (See 1-4-4.)

Shoot "NO" with the controller to cancel the selection.

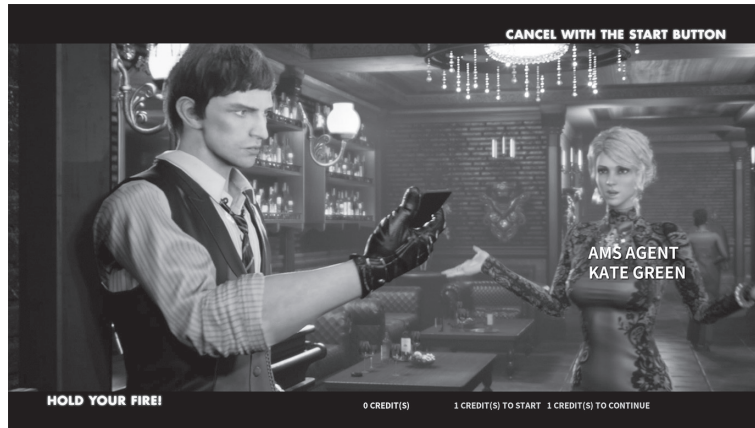


ITEM SELECT CONFIRMATION screen

1-4-4 GAME

1

When the game starts, a cutscene will play before proceeding to gameplay.



Cutscene screen

Displays items obtained.

The flame mark shows the player's remaining LIFE. Game is over when the player's LIFE becomes zero. When the player's LIFE is six or higher, it is displayed as a number.



GAME screen

Displays number of CREDITS inserted.

To join a game in progress, insert a sufficient number of credits to play.

When sufficient number of credits have been inserted, the START button on the vacant side starts blinking. Join the game by pressing the blinking START button.

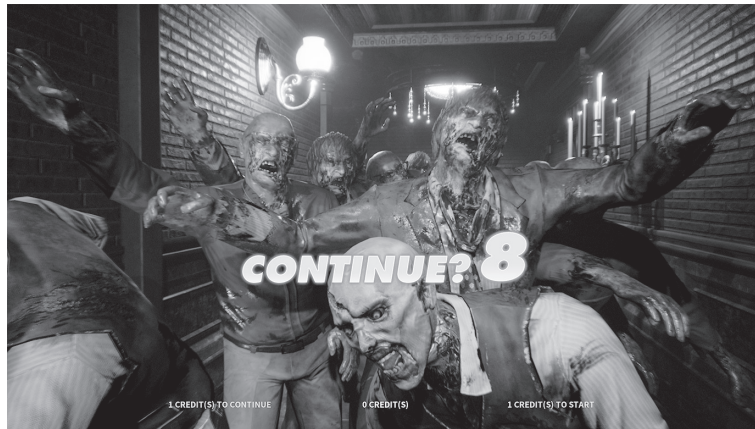
Note: Credits can be entered by inserting coins or using the Swipe card anytime during gameplay.

1-4-5 CONTINUE

"CONTINUE" is displayed when the player's LIFE becomes zero. Insert a sufficient number of credits to continue. Press the START button to continue once a sufficient number of credits have been inserted.

Note: Credits can be inserted by inserting coins or using the Swipe card.

1



Continue screen

1-4-6 RANKING

1

After completing all the stages in the game, the player can enter their name into the rankings if their total points rank among the existing high scores.

The player name entered in the NAME ENTRY screen after completing the game is displayed.

The player can enter their name by shooting letters with the controller and then shooting the END button to move to the ranking screen.



NAME ENTRY screen

The following rankings are available.

1PLAYER AGENT RANKING	1st - 20th
2PLAYERS AGENT RANKING	1st - 20th



NORMAL MODE 1PLAYER AGENT RANKING

1-5 AUTOMATIC REBOOTING PROCESS

A cabinet is automatically rebooted if it is ON between 6:55 A.M. to 7:00 A.M.

The process is not performed during gameplay.

The process is performed when the game returns to the Advertise screen.

A game cannot be started when the rebooting message is displayed.

2 TEST MODE CONTROLS

⚠ WARNING

Do not touch undesignated places. Touching undesignated places can cause an electric shock, short circuit or fire.

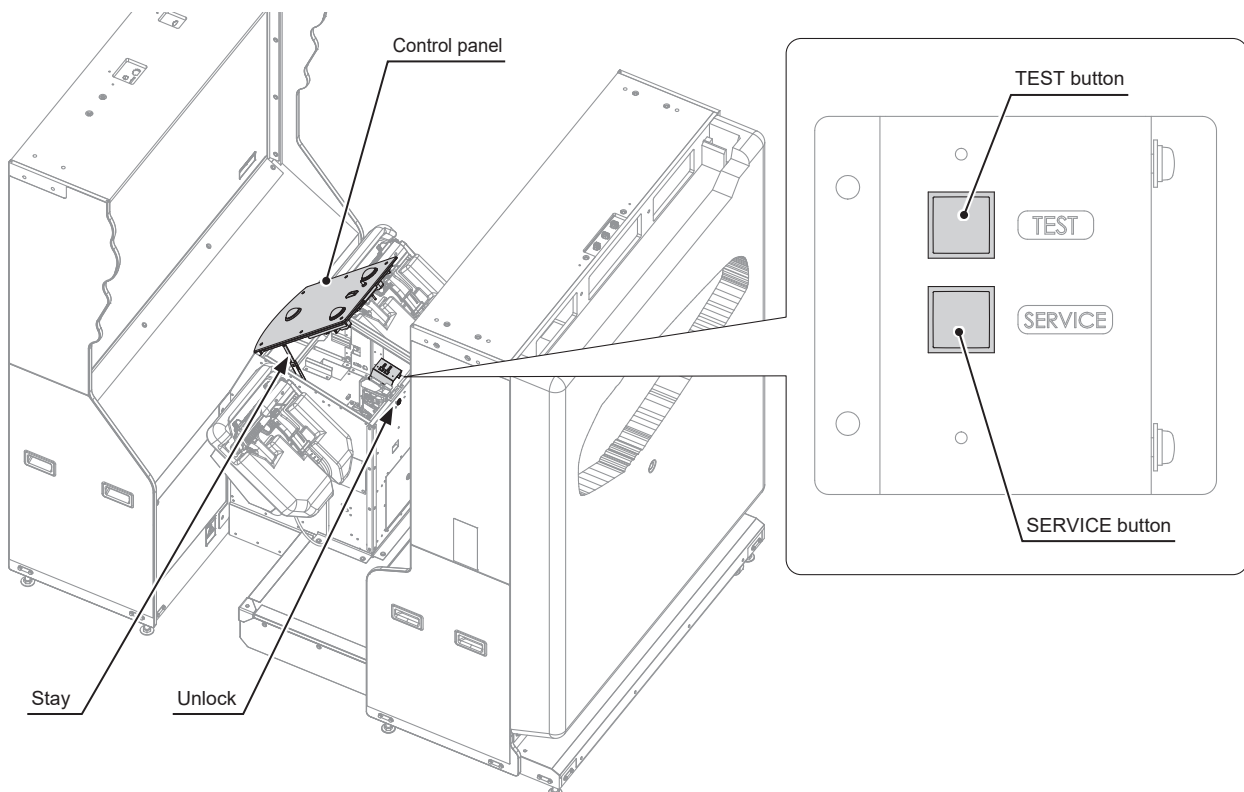
⚠ CAUTION

When opening/closing or attaching/removing doors or other parts, be careful that your hands or fingers do not get caught in anything.

2-1 SWITCH UNIT

Unlock the Control panel with the master key and then open it. There is a switch unit inside. When doing this, ensure that the Control panel remains open until the Stay locks into place. Lift up the Control panel to unlock the Stay, and then close the Control panel.

Note: Instructions are provided via illustrations without the Roof for the sake of convenience.

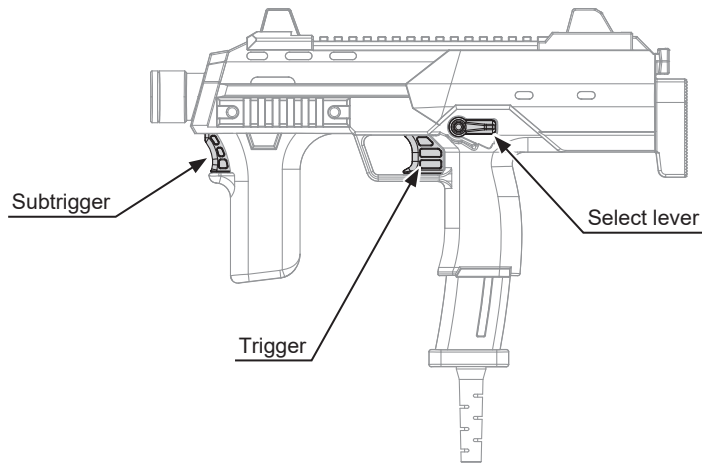


MENU ITEMS

TEST button	Used to enter GAME TEST MODE. Used to confirm items and change values in TEST MODE.
SERVICE button	Enters Service credits. Coin meter does not increase. Used to select items in TEST MODE.

2-2 CONTROLLER

Input devices on the controller can also be used in GAME TEST MODE.



CONTROLLER

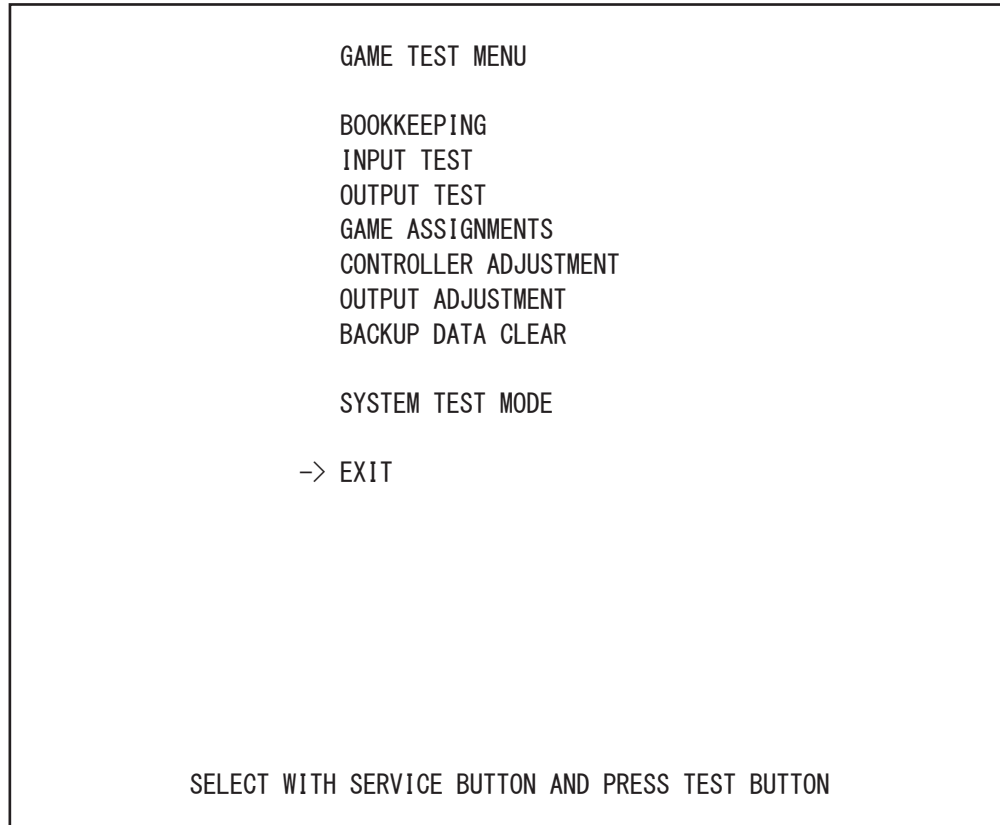
MENU ITEMS

Subtrigger	Used to select items (move the cursor upward) in TEST MODE.
Select lever	Used to select items (move the cursor downward) in TEST MODE.
Trigger	Used to confirm items and change setting values in TEST MODE.

3 GAME TEST MODE

3-1 GAME TEST MENU

Select menu items to conduct various tests or change game settings.



GAME TEST MENU screen

CONTROLS

- Press the SERVICE button or Subtrigger / Select lever to select an item.
- Press the TEST button or Trigger to confirm the selected item.
- Select EXIT and press the TEST button or Trigger to exit GAME TEST MODE and return to the Initialize screen.

MENU ITEMS

BOOKKEEPING	Checks each game data. (See 3-2.)
INPUT TEST	Checks each input device. (See 3-3.)
OUTPUT TEST	Checks each output device. (See 3-4.)
GAME ASSIGNMENTS	Configures each game setting. (See 3-5.)
CONTROLLER ADJUSTMENT	Configures and checks crosshair alignment of each controller. (See 3-6.)
OUTPUT ADJUSTMENT	Configures volume settings and checks operation of speakers/gimmick output devices. (See 3-7.)
BACKUP DATA CLEAR	Deletes various game data. (See 3-8.)
SYSTEM TEST MODE	Displays confirmation screen to move to SYSTEM TEST MODE. Select "YES(SYSTEM TEST MODE)" to move to SYSTEM TEST MODE. Select "NO(CANCEL)" to return to GAME TEST MENU screen. (See chapter 4.)

3-2 BOOKKEEPING

Checks each game data.

3

BOOKKEEPING		PAGE 1/2
COIN 1		*
COIN 2		*
TOTAL COINS		*
COIN CREDITS		*
SERVICE CREDITS		*
TOTAL CREDITS		*
PRESS TEST TO CONTINUE		

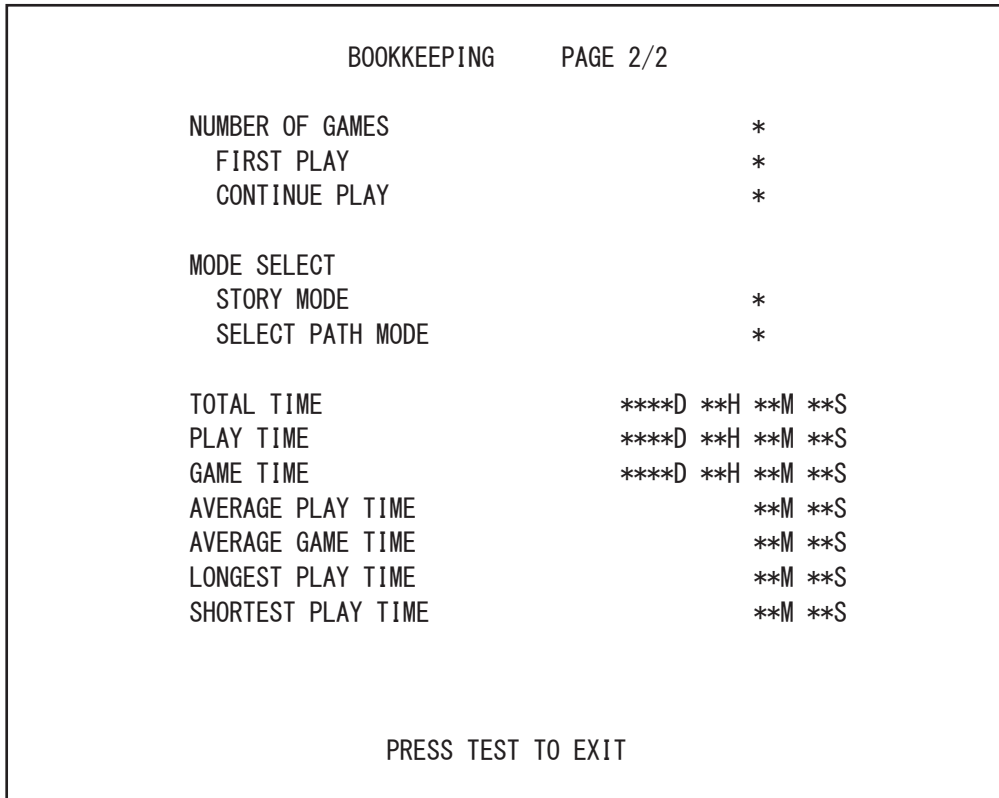
BOOKKEEPING screen(1/2)

CONTROLS

Press the TEST button or Trigger to display the next page.

MENU ITEMS

COIN 1	Number of coins inserted in coin chute 1.
COIN 2	Number of coins inserted in coin chute 2.
TOTAL COINS	Total number of coins inserted in coin chute.
COIN CREDITS	Number of credits for coins inserted.
SERVICE CREDITS	Number of credits entered with the SERVICE button.
TOTAL CREDITS	Total number of all credits including COIN CREDITS and SERVICE CREDITS.



BOOKKEEPING screen(2/2)

CONTROLS

Press the TEST button or Trigger to return to the GAME TEST MENU screen.

MENU ITEMS

NUMBER OF GAMES	Total number of games played by Player 1 and Player 2.
FIRST PLAY	Total number of first time plays by Player 1 and Player 2.
CONTINUE PLAY	Total number of times Player 1 and Player 2 opted to continue.
MODE SELECT	Total number of modes selected. <i>Note: When MODE SELECT in GAME ASSIGNMENTS is set to OFF, MODE SELECT will not be displayed in the game and neither mode will be counted.</i>
STORY MODE	Number of times the STORY MODE has been selected.
SELECT PATH MODE	Number of times the SELECT PATH MODE has been selected.
TOTAL TIME	Total operation time
PLAY TIME	Total play time (from chapter selection to gameplay)
GAME TIME	Total gameplay time (excluding pre/post gameplay activities)
AVERAGE PLAY TIME	Average play time for one game
AVERAGE GAME TIME	Average gameplay time for one game
LONGEST PLAY TIME	Longest play time for one game
SHORTEST PLAY TIME	Shortest play time for one game

3-3 INPUT TEST

Checks each input device.

INPUT TEST		
	PLAYER1	PLAYER2
CONTROLLER TRIGGER	OFF	OFF
CONTROLLER SELECT	OFF	OFF
CONTROLLER SUBTRIGGER	OFF	OFF
CONTROLLER X	*	*
CONTROLLER Y	*	*
CONTROLLER SCREEN IN	OUT	OUT
P1 START		OFF
P2 START		OFF
XTREME AUDIO		OFF
REAR COVER EYE		OFF
MOTION SENSOR		OFF
SERVICE		OFF
TEST		OFF
PRESS TEST BUTTON AND SERVICE BUTTON TO EXIT		

INPUT TEST screen

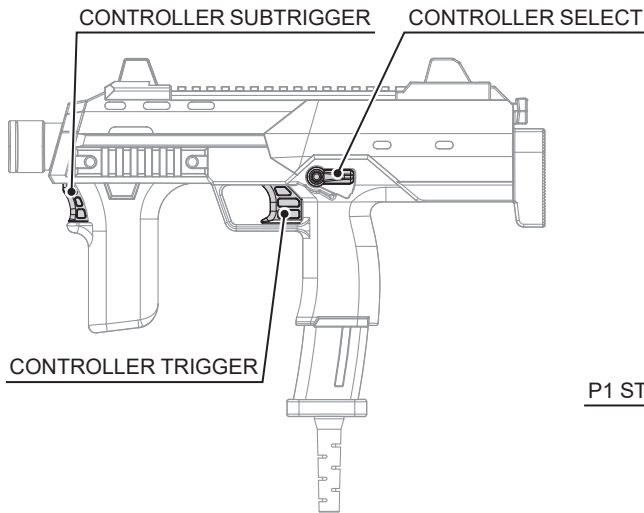
CONTROLS

Press the TEST button and the SERVICE button simultaneously. to return to the GAME TEST MENU screen.

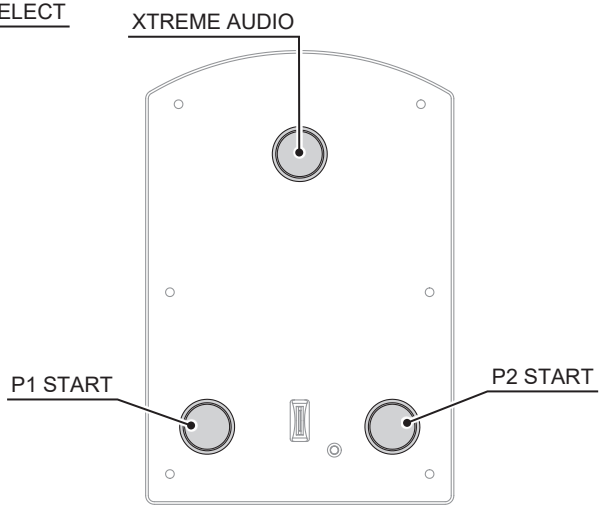
MENU ITEMS

CONTROLLER TRIGGER	It is working correctly if it switches from OFF to ON when the trigger of the controller is pulled.
CONTROLLER SELECT	It is working correctly if it switches from OFF to ON when the select lever of the controller is operated.
CONTROLLER SUBTRIGGER	It is working correctly if it switches from OFF to ON when the subtrigger of the controller is pulled.
CONTROLLER X	Checks the aim location for the X direction on the controller. It is working correctly if the value changes when the crosshair is aimed at the screen and moved left or right.
CONTROLLER Y	Checks the aim location for the Y direction on the controller. It is working correctly if the value changes when the crosshair is aimed at the screen and moved up or down.
CONTROLLER SCREEN IN	It is working correctly if it is IN/OUT when the controller's crosshair is on/ outside of the screen respectively.
P1 START	It is working correctly if it switches from OFF to ON when P1 START button is pressed.
P2 START	It is working correctly if it switches from OFF to ON when P2 START button is pressed.
XTREME AUDIO	It is working correctly if it switches from OFF to ON when Xtreme audio button is pressed.

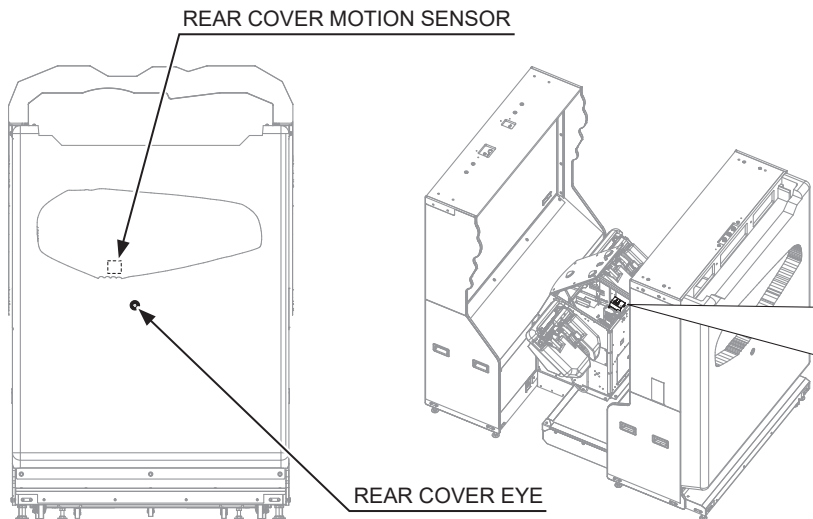
REAR COVER EYE	It is working correctly if it switches from OFF to ON when the Rear cover button on the back of the cabinet is pressed.
MOTION SENSOR	Checks the Motion sensor on the back of the cabinet. It is working correctly if it switches from OFF to ON when the back of the cabinet is approached.
SERVICE	It is working correctly if it switches from OFF to ON when the SERVICE button is pressed.
TEST	It is working correctly if it switches from OFF to ON when the TEST button is pressed.



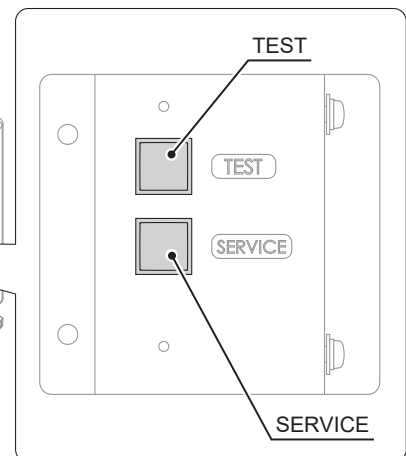
Controller



Control panel



Cabinet rear



3-4 OUTPUT TEST

Checks each output device.

3

OUTPUT TEST	
P1 START LAMP	OFF
P2 START LAMP	OFF
XTREME AUDIO LAMP	OFF
P1 CONTROLLER HOLDER LAMP	OFF
P2 CONTROLLER HOLDER LAMP	OFF
P1 CEILING LAMP	OFF
P2 CEILING LAMP	OFF
REAR COVER LAMP	OFF
REAR COVER EYE LAMP	OFF
FIGURE LAMP	OFF
COIN1 BLOCKER	ON (REJECT)
COIN2 BLOCKER	ON (REJECT)
-> EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

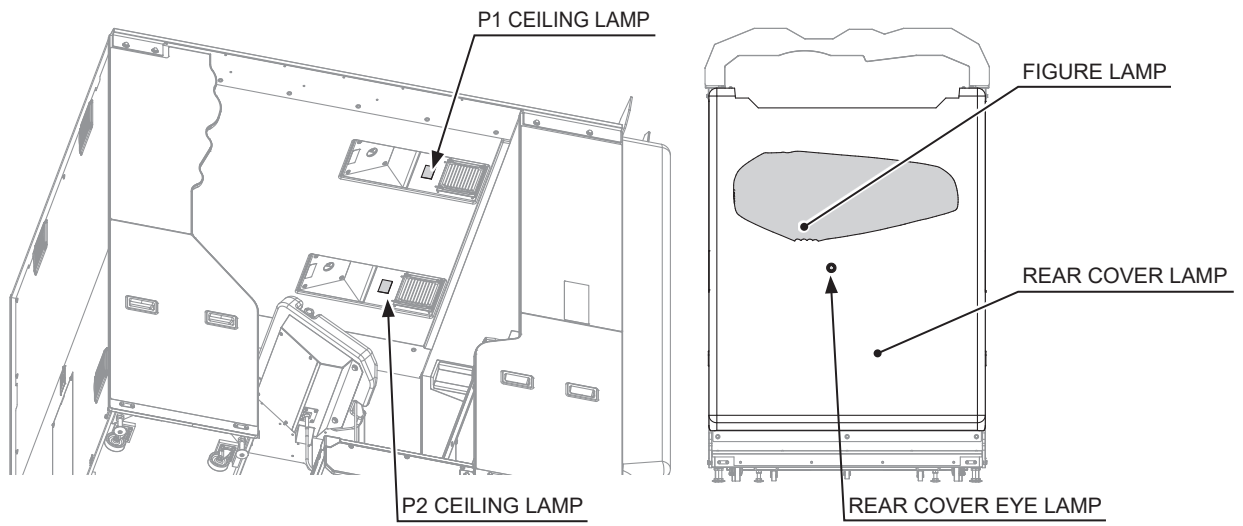
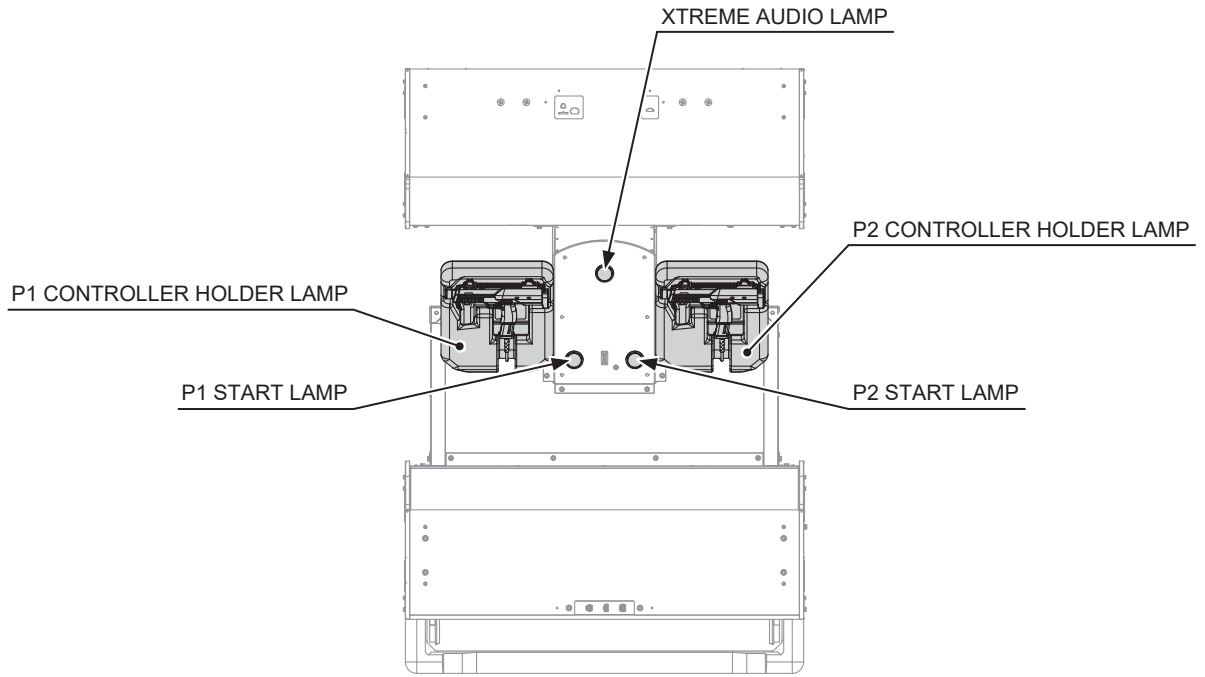
OUTPUT TEST screen

CONTROLS

- Press the SERVICE button or Subtrigger / Select lever to select an item.
- Press the TEST button or Trigger to confirm the selected item.
- Select EXIT and press the TEST button or Trigger to exit TEST mode and return to the GAME TEST MENU screen.

MENU ITEMS

P1 START LAMP	Lights up/off P1 START button lamp when ON/OFF respectively.
P2 START LAMP	Lights up/off P2 START button lamp when ON/OFF respectively.
XTREME AUDIO LAMP	Lights up/off Xtreme audio button lamp when ON/OFF respectively.
P1 CONTROLLER HOLDER LAMP	Checks the Holder lamp on P1 controller side. Checks if it lights in the order of OFF (lights off) →RED (lights up) →GREEN (lights up) →BLUE (lights up) →WHITE (lights up) →RED FADE (blinks) →GREEN FADE (blinks) →BLUE FADE (blinks) →WHITE FADE (blinks).
P2 CONTROLLER HOLDER LAMP	Checks the Holder lamp on P2 controller side. Checks if it lights in the order of OFF (lights off) →RED (lights up) →GREEN (lights up) →BLUE (lights up) →WHITE (lights up) →RED FADE (blinks) →GREEN FADE (blinks) →BLUE FADE (blinks) →WHITE FADE (blinks).
P1 CEILING LAMP	Checks the Ceiling lamp on P1 side. Checks if it lights in the order of OFF (lights off) →RED (lights up) →GREEN(lights up) →BLUE (lights up) →WHITE (lights up) →RED FADE (blinks) →GREEN FADE (blinks) →BLUE FADE (blinks) →WHITE FADE (blinks).
P2 CEILING LAMP	Checks the Ceiling lamp on P2 side. Checks if it lights in the order of OFF (lights off) →RED (lights up) →GREEN (lights up) →BLUE (lights up) →WHITE (lights up) →RED FADE (blinks) →GREEN FADE (blinks) →BLUE FADE (blinks) →WHITE FADE (blinks).
REAR COVER LAMP	Checks the Cabinet back lamp. Checks if it lights in the order of OFF (lights off) →RED (lights up) →GREEN (lights up) →BLUE(lights up) →WHITE (lights up) →RED FADE (blinks) →GREEN FADE (blinks) →BLUE FADE (blinks) →WHITE FADE (blinks).
REAR COVER EYE LAMP	Lights up/off the Rear cover button lamp when ON/OFF respectively.
FIGURE LAMP	Checks the lamp that illuminates the figure. Checks if it lights in the order of OFF (lights off) →RED (lights up) →GREEN (lights up) →BLUE (lights up) →WHITE (lights up) →RED FADE (blinks) →GREEN FADE (blinks) →BLUE FADE (blinks) →WHITE FADE (blinks).
COIN1 BLOCKER	Checks if Coin 1 blocker starts up correctly. Coins inserted in Coin chute 1 drop into the Coin return slot / Cash box when ON (REJECT) / OFF (ACCEPT) respectively.
COIN2 BLOCKER	Checks if Coin 2 blocker starts up correctly. Coins inserted in Coin chute 2 drop into the Coin return slot / Cash box when ON (REJECT) / OFF (ACCEPT) respectively.



3-5 GAME ASSIGNMENTS

Configures each game setting.

GAME ASSIGNMENTS	
LANGUAGE (INSTRUCTION ONLY)	ENGLISH
GAME DIFFICULTY	NORMAL
LIFE	
MAX LIFE	6
INITIAL LIFE	3
MODE SELECT	ON
CONTINUE COUNTDOWN	NORMAL
SELECT COUNTDOWN	NORMAL
DRESS CODE	LOW
ROUTE MAP	ON
XTREME AUDIO	DEFAULT
REAR COVER LAMP	AUTO
REAR COVER MOTION SENSOR	ON
SWIPE CARD TO PLAY	OFF
CONTROLLER SENSOR ID	F1
-> EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

GAME ASSIGNMENTS screen

CONTROLS

- Press the SERVICE button or Subtrigger / Select lever to select an item.
- Press the TEST button or Trigger to change the setting value of the selected item.
- Select EXIT and press the TEST button or Trigger to exit TEST mode and return to the GAME TEST MENU screen.

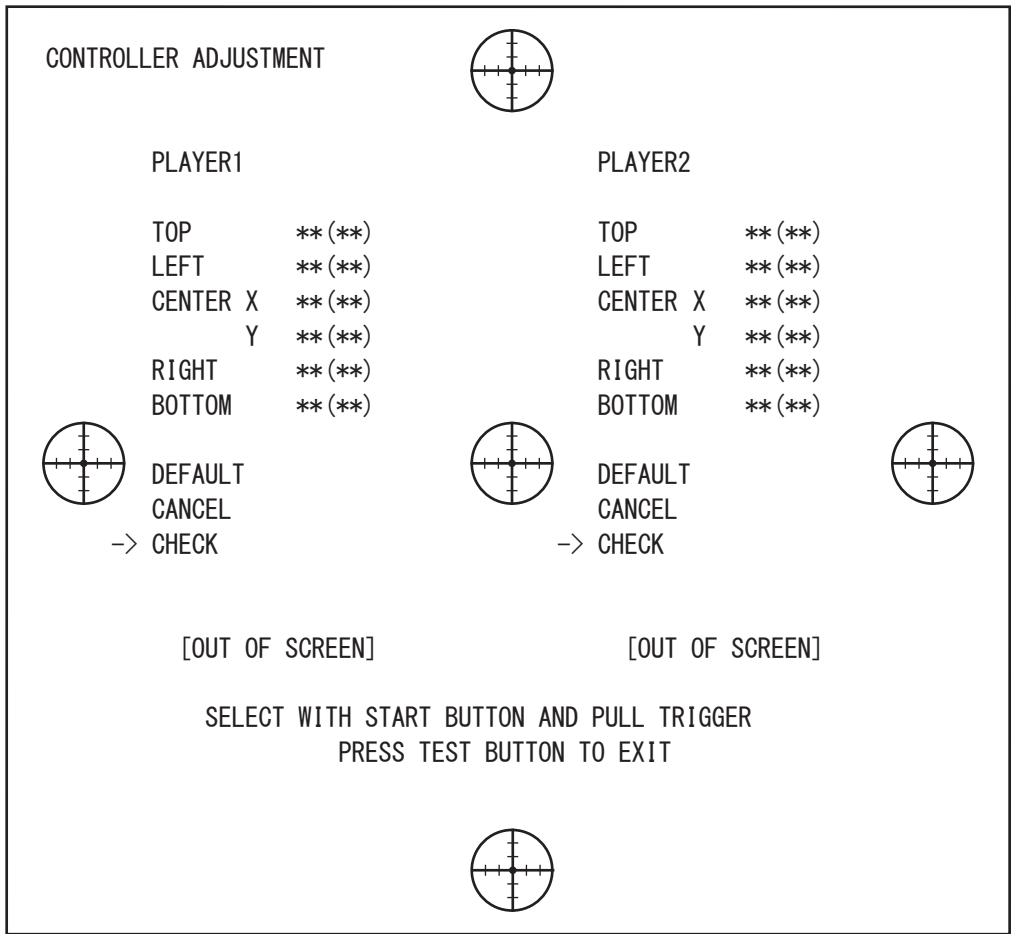
MENU ITEMS

LANGUAGE (INSTRUCTION ONLY)	Configures language to explain between ENGLISH, ITALIAN, SPANISH, PORTUGUESE, FRENCH and TURKISH. (Default: ENGLISH)
GAME DIFFICULTY	Configures the level of difficulty. There are 5 levels: VERY EASY, EASY, NORMAL, HARD, VERY HARD. The closer to VERY HARD, the higher the difficulty level. (Default setting: NORMAL)
LIFE	Configures player's life.
MAX LIFE	Configures the maximum player's life. (Default setting: 6, setting values: 1 to 12)
INITIAL LIFE	Configures the player's life to start gameplay. (Default setting: 3, setting values: 1 to 12)
MODE SELECT	When ON, either STORY MODE or SELECT PATH MODE can be selected at the start of the game. When OFF, the game starts in STORY MODE. (Default setting: ON)

CONTINUE COUNTDOWN	Configures the countdown timer when a game is continued. When configured to SHORT/NORMAL/LONG, the countdown timer is set to 10/20/30 seconds respectively. (Default setting: NORMAL, setting values: SHORT, NORMAL, LONG)	
SELECT COUNTDOWN	Configures the countdown timer for MODE SELECT, ITEM SELECT, STAGE SELECT and NAME ENTRY between SHORT, NORMAL and LONG. When set to SHORT/LONG, the timer will become 30% shorter/longer than NORMAL respectively. (Default setting: NORMAL)	
DRESS CODE	Configures the clothing of the female characters in the game to either LOW or HIGH. When set to LOW/HIGH, the clothing will be normal/less revealing respectively. (Default setting: LOW)	
ROUTE MAP	Configures whether or not the route map traveled by the player is displayed after a Game Over. When set to OFF, the route map is not displayed. (Default setting: ON)	
XTREME AUDIO	Default settings of the Xtreme audio button (Default setting: DEFAULT)	
	DEFAULT	Set to the Explosion mode at the start of the game.
	REVERSE	Starts the game with the Explosion mode to be OFF.
REAR COVER LAMP	Select the pattern of the lamp on the back of the cabinet. The lamp pattern automatically changes each month when set to AUTO. (Default setting: AUTO, setting values: AUTO, SCARLET DAWN 01, SCARLET DAWN 02, HORROR 01, HORROR 02, NEW YEAR, VALENTINE, SPRING, SUMMER, HALLOWEEN, CHRISTMAS, RED, BLUE, YELLOW, WHITE, PURPLE, OFF)	
REAR COVER MOTION SENSOR	Select the Motion sensor function on the back of the cabinet. (Default setting: ON)	
	ON	When the motion sensor is triggered, surprise lights and sounds are emitted.
	AUTO	Surprise lights and sounds are emitted at regular intervals without triggering the motion sensor.
	OFF	Set the Surprise lights and sounds to OFF.
SWIPE CARD TO PLAY	Changes the display to the Swipe card credit when set to ON. (Default setting: OFF, setting values: ON, OFF)	
CONTROLLER SENSOR ID	When using multiple cabinets, assign different values to avoid interference of the motion sensor. (Default setting: F1, setting values: F1, F2, F3, F4)	

3-6 CONTROLLER ADJUSTMENT

Configures and checks crosshair alignment of each controller.



CONTROLLER ADJUSTMENT screen

CONTROLS

- Select an item with P1/P2 START buttons.
- Press the TEST button or Trigger to exit and return to the GAME TEST MENU screen. When doing this, the adjusted values will be kept.

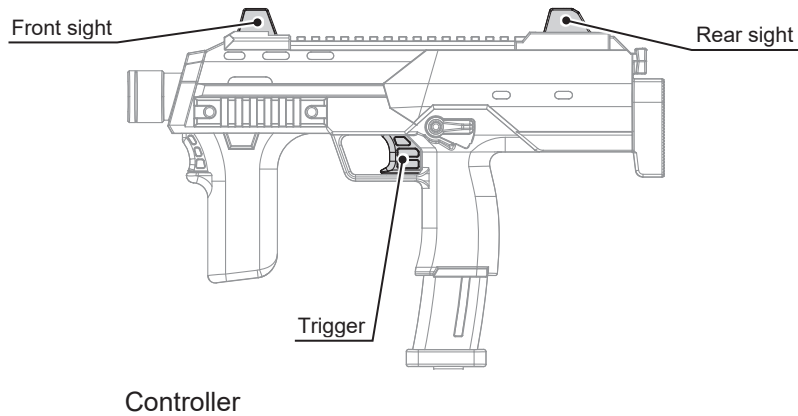
Note: The values displayed outside () are the current values, and the values displayed inside () are the previous values (values configured before the CONTROLLER ADJUSTMENT).

MENU ITEMS

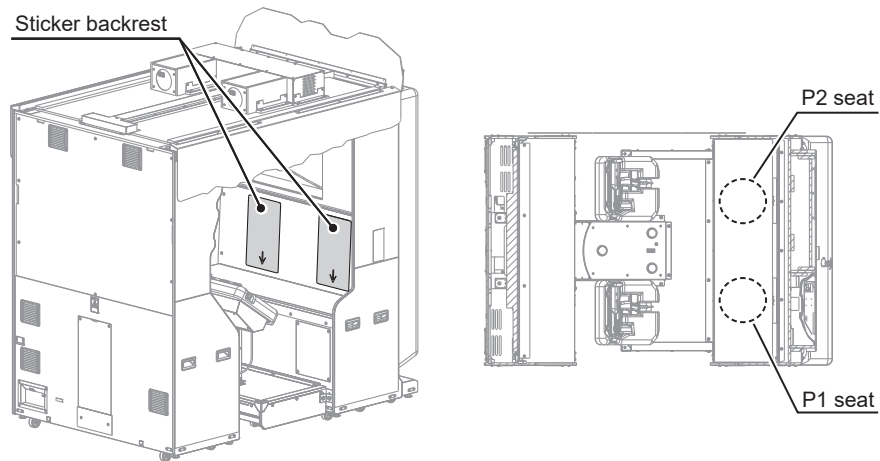
PLAYER1	Configures the controller on P1 side.
PLAYER2	Configures the controller on P2 side.
TOP	Configures the correction value (analog value) for the upper limits of the Y-axis. Aim at the mark at the top of the screen with the controller, and pull the trigger to determine the analog value. When doing this, the X-axis position does not matter.
LEFT	Configures the correction value (analog value) for the left side limits of the X-axis. Aim at the mark at the left end of the screen with the controller, and pull the trigger to determine the analog value. When doing this, the Y-axis position does not matter.
CENTER	Configures the correction value (analog value) for the center position. Aim at the mark at the center of the screen with the controller, and pull the trigger to determine the analog value. CENTER X/CENTER Y are the X-axis/Y-axis analog values respectively.
RIGHT	Configures the correction value (analog value) for the right side limits of the X-axis. Aim at the mark at the right end of the screen with the controller, and pull the trigger to determine the analog value. When doing this, the Y-axis position does not matter.
BOTTOM	Configures the correction value (analog value) for the lower limits of the Y-axis. Aim at the mark at the bottom of the screen with the controller, and pull the trigger to determine the analog value. When doing this, the X-axis position does not matter.
DEFAULT	Configures the correction value (analog value) as the default settings.
CANCEL	Cancel the settings and return to the previous values [values in ()].
CHECK	The controller's aim can be checked with the configured correction values (analog values). Select CHECK and aim the controller at the screen to display a cursor with its coordinates. The coordinates are calculated using the current correction values [values outside ()].
[OUT OF SCREEN]	If the controller's aim is calculated to be outside of the screen, [OUT OF SCREEN] will be displayed.

Configuring the Controller's Aim

This chapter explains settings with PLAYER 1. PLAYER 2 can be set with the same steps.

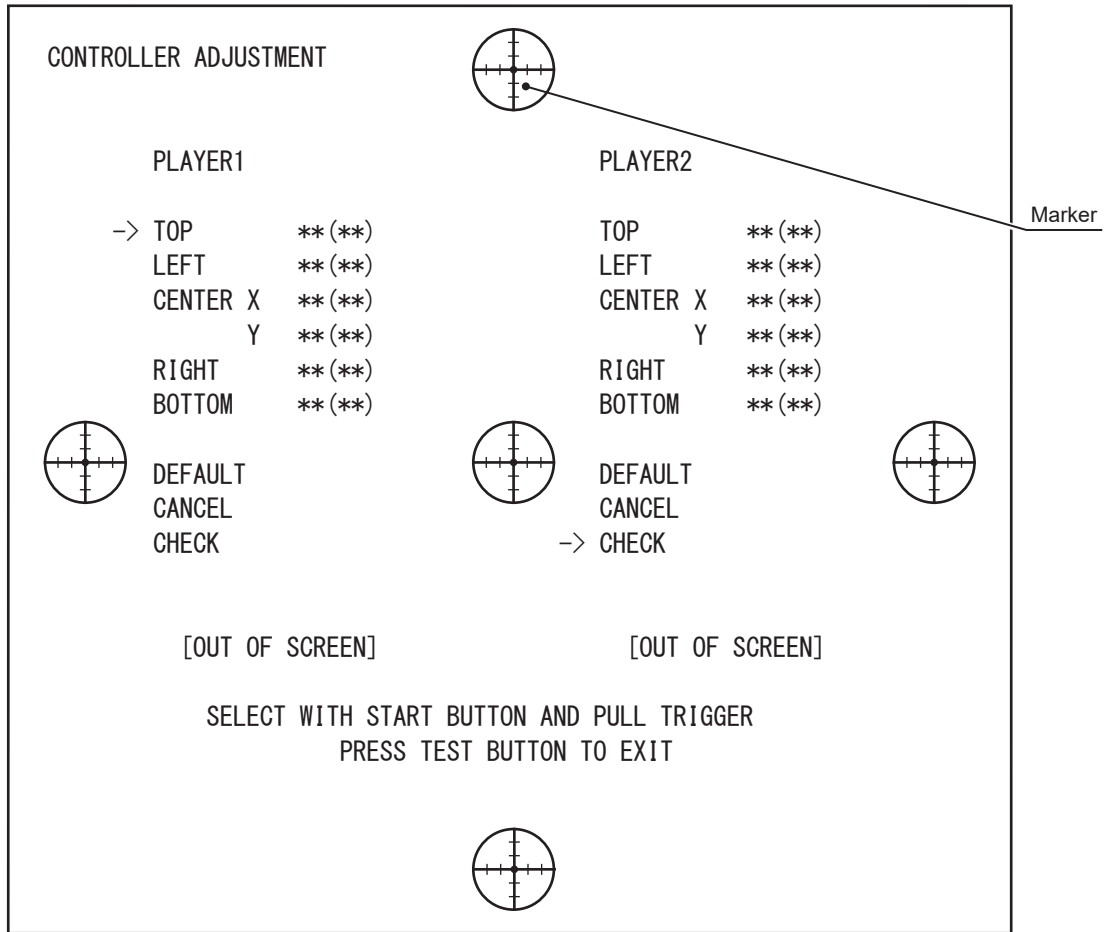


- 1 Sit in P1 seat and hold P1 controller.
Sit down securely in front of the sticker backrest.

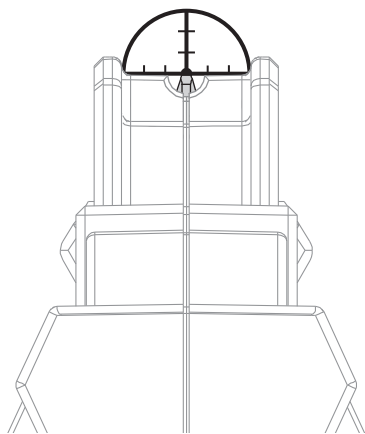


- 2 Check that TOP on PLAYER 1 side in the Controller adjustment screen is selected.
If TOP is not selected, select TOP by pressing the P1 START button.

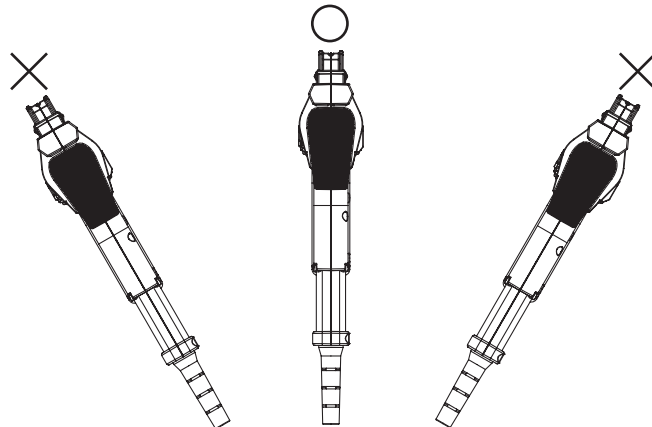
- 3 Hold the controller with both hands. With either the left or right eye, align the controller's front sight and rear sight so that they make a straight line with the marker displayed at the top of the screen, and then pull the trigger. When doing this, hold the controller upright without tilting it.



CONTROLLER ADJUSTMENT screen



On a straight line









Hold the controller upright.

4 Press the P1 START button to select LEFT.

5 Hold the controller with both hands and refer to step 3. With the same eye used in step 3, align the controller's front sight and rear sight so that they make a straight line with the marker displayed at the left side of the screen, and then pull the trigger. When doing this, hold the controller upright without tilting it.

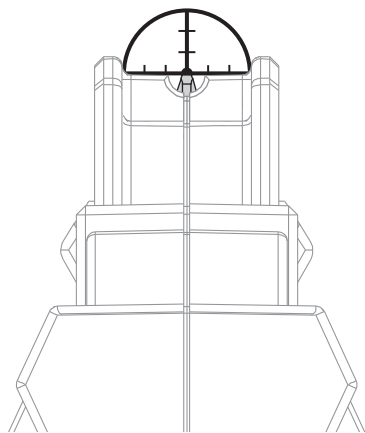
3

CONTROLLER ADJUSTMENT

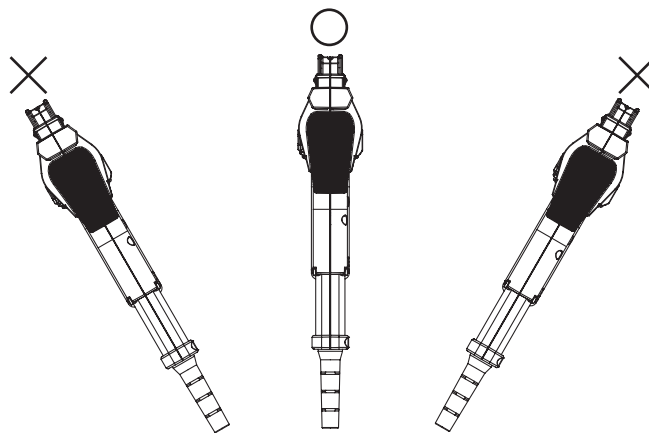
			
PLAYER1		PLAYER2	
TOP	**(**)	TOP	**(**)
-> LEFT	**(**)	LEFT	**(**)
CENTER X	**(**)	CENTER X	**(**)
Y	**(**)	Y	**(**)
RIGHT	**(**)	RIGHT	**(**)
BOTTOM	**(**)	BOTTOM	**(**)
DEFAULT		DEFAULT	
CANCEL		CANCEL	
CHECK		-> CHECK	
			
	[OUT OF SCREEN]		[OUT OF SCREEN]
SELECT WITH START BUTTON AND PULL TRIGGER PRESS TEST BUTTON TO EXIT			
			

Marker

CONTROLLER ADJUSTMENT screen



On a straight line



Hold the controller upright.


6 Press the P1 START button to select CENTER X.

7 Hold the controller with both hands and refer to step 3. With the same eye used in step 3, align the controller's front sight and rear sight so that they make a straight line with the marker displayed at the center of the screen, and then pull the trigger.


3

CONTROLLER ADJUSTMENT


PLAYER1	PLAYER2
TOP ** (**)	TOP ** (**)
LEFT ** (**)	LEFT ** (**)
-> CENTER X ** (**)	CENTER X ** (**)
Y ** (**)	Y ** (**)
RIGHT ** (**)	RIGHT ** (**)
BOTTOM ** (**)	BOTTOM ** (**)



DEFAULT
CANCEL
CHECK



DEFAULT
CANCEL
-> CHECK




Marker

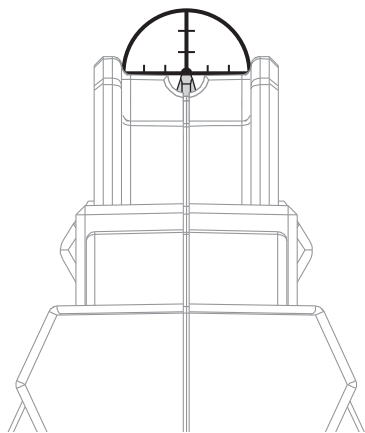
[OUT OF SCREEN] [OUT OF SCREEN]

SELECT WITH START BUTTON AND PULL TRIGGER
PRESS TEST BUTTON TO EXIT

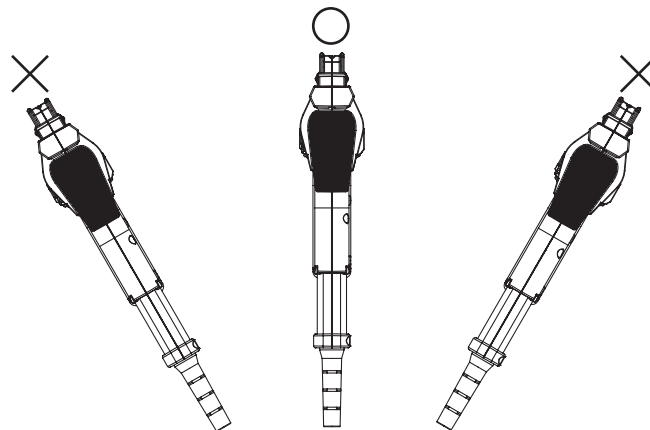
PRESS TEST BUTTON TO EXIT



CONTROLLER ADJUSTMENT screen



On a straight line



Hold the controller upright.


8 Press the P1 START button to select RIGHT.

9 Hold the controller with both hands and refer to step 3. With the same eye used in step 3, align the controller's front sight and rear sight so that they make a straight line with the marker displayed at the right side of the screen, and then pull the trigger.


3

CONTROLLER ADJUSTMENT


PLAYER1		PLAYER2
TOP	**(**)	TOP
LEFT	**(**)	LEFT
CENTER X	**(**)	CENTER X
Y	**(**)	Y
-> RIGHT	**(**)	RIGHT
BOTTOM	**(**)	BOTTOM



DEFAULT
CANCEL
CHECK



DEFAULT
CANCEL
-> CHECK

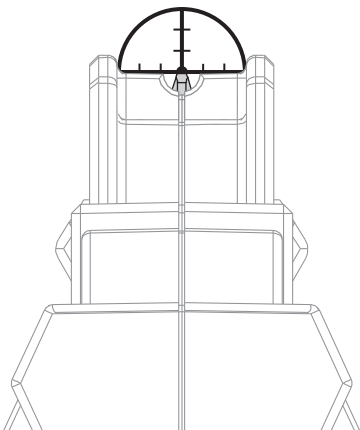


Marker

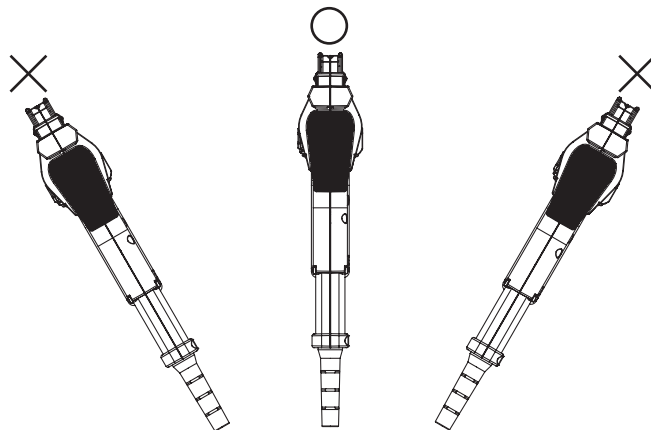
[OUT OF SCREEN] [OUT OF SCREEN]

SELECT WITH START BUTTON AND PULL TRIGGER
PRESS TEST BUTTON TO EXIT

CONTROLLER ADJUSTMENT screen



On a straight line



Hold the controller upright.


10 Press the P1 START button to select BOTTOM.

11 Hold the controller with both hands and refer to step 3. With the same eye used in step 3, align the controller's front sight and rear sight so that they make a straight line with the marker displayed at the bottom of the screen, and then pull the trigger.


3

CONTROLLER ADJUSTMENT


PLAYER1	PLAYER2
TOP ** (**)	TOP ** (**)
LEFT ** (**)	LEFT ** (**)
CENTER X ** (**)	CENTER X ** (**)
Y ** (**)	Y ** (**)
RIGHT ** (**)	RIGHT ** (**)
→ BOTTOM ** (**)	BOTTOM ** (**)



DEFAULT
CANCEL
CHECK




DEFAULT
CANCEL
→ CHECK

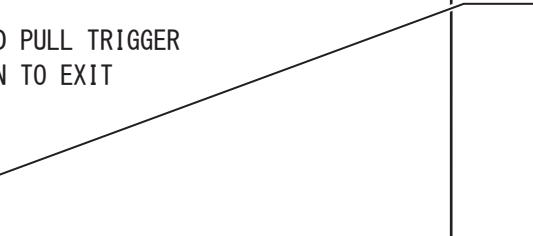


[OUT OF SCREEN] [OUT OF SCREEN]

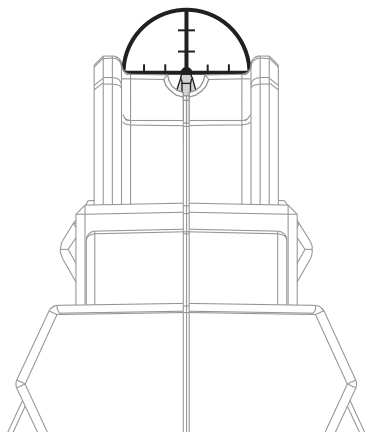
SELECT WITH START BUTTON AND PULL TRIGGER
PRESS TEST BUTTON TO EXIT



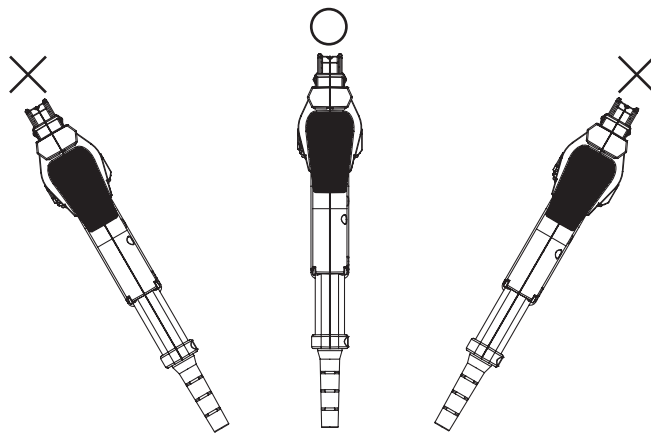
Marker



CONTROLLER ADJUSTMENT screen

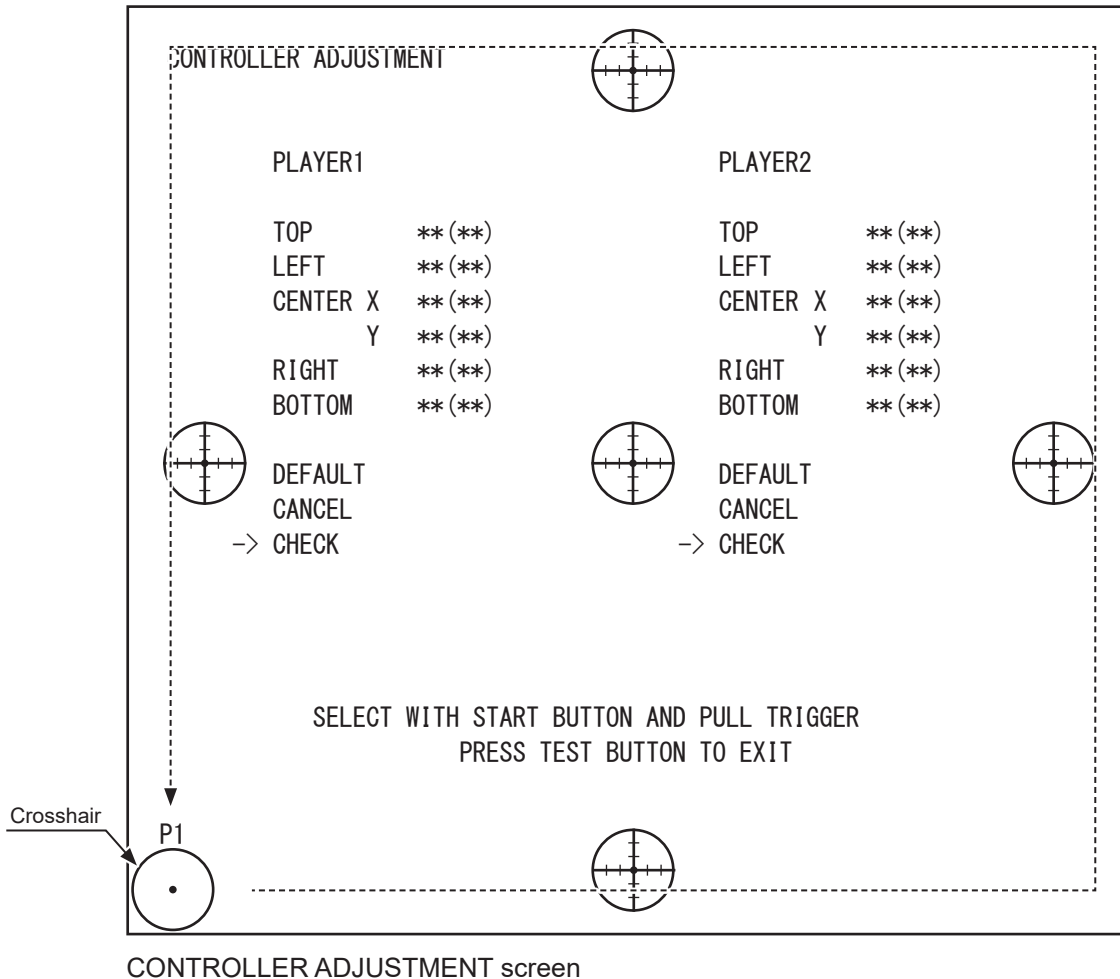


On a straight line



Hold the controller upright.

- 12** Press the P1 START button to select CHECK. Aim the controller at the screen and a crosshair will be displayed. Move the controller to move the crosshair along the edge of the screen. If the crosshair does not disappear while moving, the configuration is complete. If the crosshair disappears, proceed to step 13.



- 13** Press the P1 START button and select a setting to change from TOP, LEFT, CENTER XY, RIGHT and BOTTOM.

- 14** Pull the trigger again. (See steps 3, 5, 7, 9 and 11.)

- 15** Refer to step 12 and check the settings.

3-7 OUTPUT ADJUSTMENT

Configures volume settings and checks operation of speakers/gimmick output devices.

OUTPUT ADJUSTMENT	
SPEAKER TEST	
FRONT LEFT SPEAKER	OFF
FRONT RIGHT SPEAKER	OFF
REAR LEFT SPEAKER	OFF
REAR RIGHT SPEAKER	OFF
CENTER SPEAKER	OFF
WOOFER SPEAKER	OFF
XTREME AUDIO SPEAKER	OFF
GIMMICK OUTPUT TEST	
SEAT VIBRATION	OFF
STEP VIBRATION	OFF
AIR GIMMICK	OFF
P1 CONTROLLER VIBRATION	OFF
P2 CONTROLLER VIBRATION	OFF
ALL SOUND VOLUME	15/20
ADVERTISE SOUND VOLUME	10/10
SENSOR VOICE VOLUME	10/10
WOOFER VOLUME	10/10
GIMMICK	
SEAT VIBRATION	10/10
STEP VIBRATION	10/10
AIR GIMMICK	10/10
P1 CONTROLLER VIBRATION	10/10
P2 CONTROLLER VIBRATION	10/10
-> EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

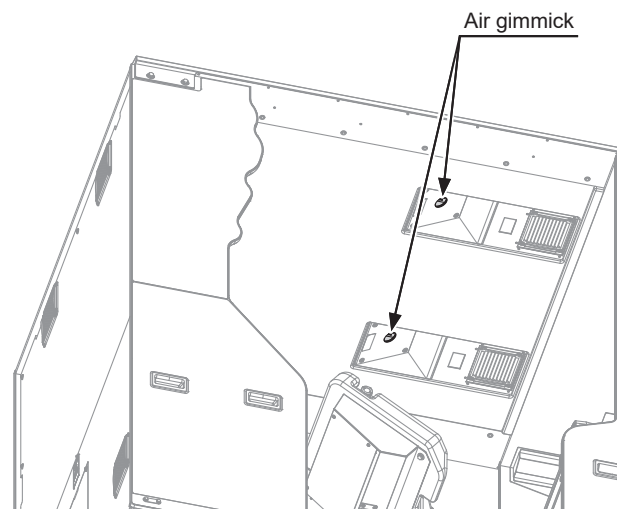
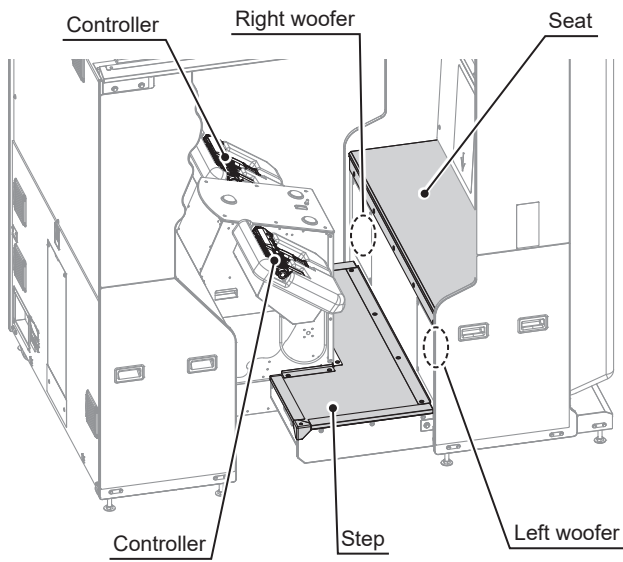
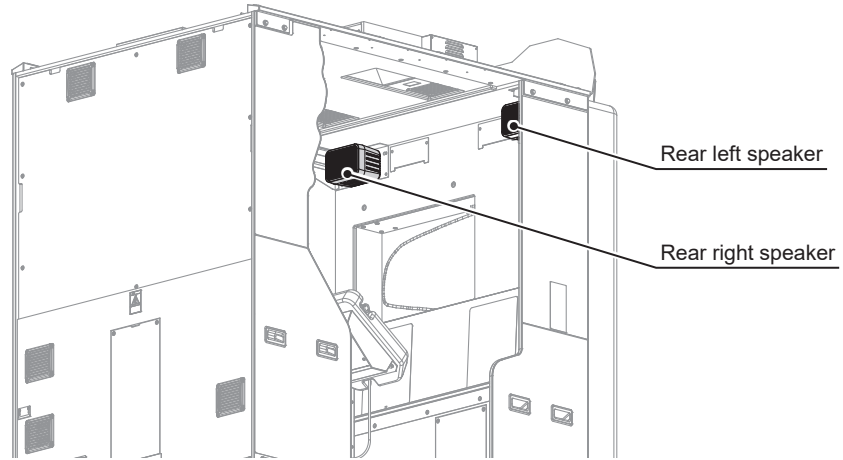
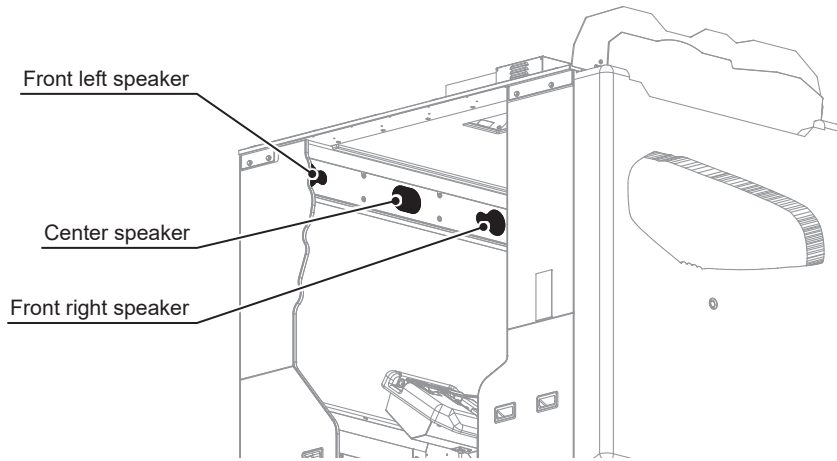
OUTPUT ADJUSTMENT screen

CONTROLS

- Press the SERVICE button or Subtrigger / Select lever to select an item.
- Press the TEST button or Trigger to change the setting values or confirm the selected item.
- Select EXIT and press the TEST button to return to the GAME TEST MENU screen.

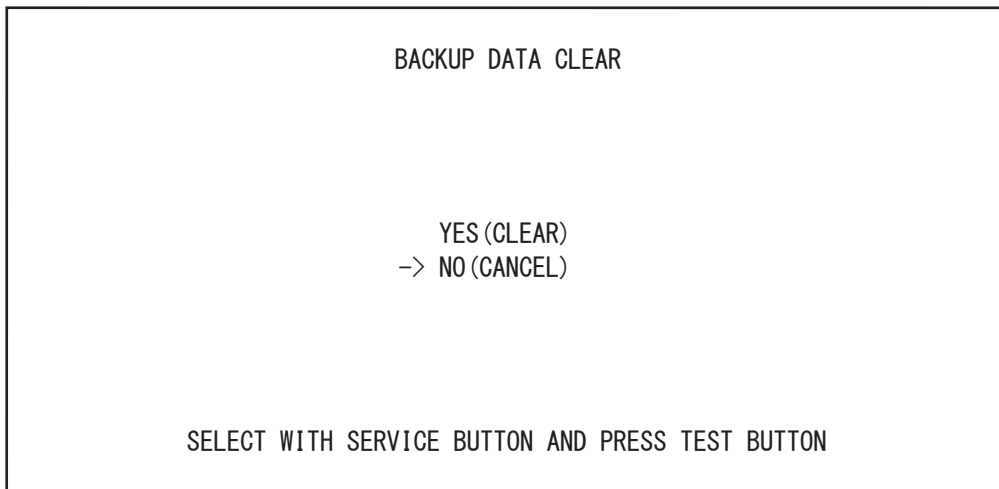
MENU ITEMS

SPEAKER TEST	Checks output devices of the speaker.
FRONT LEFT SPEAKER	When ON, the speaker is normal if a sound is emitted from front left speaker.
FRONT RIGHT SPEAKER	When ON, the speaker is normal if a sound is emitted from front right speaker.
REAR LEFT SPEAKER	When ON, the speaker is normal if a sound is emitted from rear left speaker.
REAR RIGHT SPEAKER	When ON, the speaker is normal if a sound is emitted from rear right speaker.
CENTER SPEAKER	When ON, the speaker is normal if a sound is emitted from center speaker.
WOOFER SPEAKER	When ON, the speaker is normal if a sound is emitted from right woofer.
XTREME AUDIO SPEAKER	When ON, the speaker is normal if a sound is emitted from left woofer.
GIMMICK OUTPUT TEST	Checks gimmick output devices.
SEAT VIBRATION	When ON, the seat is normal if it vibrates.
STEP VIBRATION	When ON, the step is normal if it vibrates.
AIR GIMMICK	When ON, the air gimmick is normal if it emits the air.
P1/P2 CONTROLLER VIBRATION	Checks the speaker of the controller. With a MACHINEGUN, the reload timer is set to OFF and a rapid-fire sound is emitted (24 shots) continuously in FULL AUTO mode. With a LASERGUN/GRENADE, their respective sounds are emitted one blast at a time, followed by a brief pause, and then repeated in a loop.
ALL SOUND VOLUME	Configures all volume. The closer to 20/20, the louder the volume. (Default setting: 15/20, Setting values: 20/20 to 1/20, OFF) <i>Note: SEAT VIBRATION, STEP VIBRATION, AIR GIMMICK, P1 CONTROLLER VIBRATION and P2 CONTROLLER VIBRATION are not affected by the ALL SOUND VOLUME setting.</i>
ADVERTISE SOUND VOLUME	Configures the Advertise sound volume. The closer to 10/10, the louder the volume. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)
SENSOR VOICE VOLUME	Configures the Surprise voice sound volume. The closer to 10/10, the louder the volume. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)
WOOFER VOLUME	Configures woofer volume. The closer to 10/10, the louder the volume. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)
GIMMICK	Configures sound volume of gimmick output devices.
SEAT VIBRATION	Configures seat vibration. The closer to 10/10, the larger the vibration becomes. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)
STEP VIBRATION	Configures step vibration. The closer to 10/10, the larger the vibration becomes. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)
AIR GIMMICK	Configures the strength of the air to emit. The closer to 10/10, the stronger the air becomes. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)
P1/P2 CONTROLLER VIBRATION	Configures controller vibration. The closer to 10/10, the larger the vibration becomes. (Default setting: 10/10, Setting values: 10/10 to 1/10, OFF)



3-8 BACKUP DATA CLEAR

Deletes various game data.



BACKUP DATA CLEAR screen

CONTROLS

- Press the SERVICE button or Subtrigger / Select lever to select an item.
- Press the TEST button or Trigger to confirm the selected item.
- When YES (CLEAR) is selected, "Are you sure?" will be displayed.
After the message is displayed, confirm YES (CLEAR) to delete backup data.
Press the TEST button or Trigger to return to the GAME TEST MENU screen.
Confirm NO (CANCEL) to return to the GAME TEST MENU screen without deleting backup data.
- Select NO (CANCEL) to return to the GAME TEST MENU screen without deleting backup data.

4 SYSTEM TEST MODE

STOP IMPORTANT

For each setting, select "Exit" on each test screen, and press the TEST button to start saving. The saving process is completed once the screen automatically shifts to the previous screen. If the power is turned OFF before the saving process is complete, the setting change will not be valid.

In SYSTEM TEST MODE, mainly items such as ALLS UX with Sound Board information and operation, and monitor screen adjustments can be checked.

Press TEST button to enter TEST MODE and display the GAME TEST MENU screen. Select SYSTEM TEST MODE with the SERVICE button or Subtrigger / Select lever and press the TEST button or Trigger to display the Confirmation screen, and then select YES(SYSTEM TEST MODE) and press the TEST button or Trigger to display the SYSTEM TEST MODE screen.

If the TEST button is pressed before game startup, the GAME TEST MENU screen will be skipped and proceed directly to the SYSTEM TEST MODE screen.

Furthermore, the displayed items cannot be selected when they are blinking. Wait until the light turns solid. Refer to the ALLS UX with Sound Board Service manual for more details.

4-1 CLOCK SETTING

Select each item in "Clock setting" and change the current year, month, day and time.

(See "3-6 CLOCK SETTING" in the ALLS UX with Sound Board Service manual.)

4-2 SPEAKER TEST

Conduct the Speaker test in OUTPUT ADJUSTMENT in GAME TEST MODE. (See 3-7.)

Note: The speaker test in SYSTEM TEST MODE is displayed in gray and cannot be selected.

5 ERROR DISPLAY

WARNING

- If an error is displayed, have site maintenance personnel or other qualified professionals resolve it. If someone without specialized or technical knowledge attempts to rectify the problem, an electric shock, short circuit or fire may result.
- If there are no site maintenance personnel or other qualified professionals available, turn the power off immediately and contact the office listed in this manual or the point-of-purchase for this product.
- If problems other than those covered in this manual arise, or if no improvement can be noted after the troubleshooting steps given in this manual have been taken, do not take any measures indiscriminately. Cut off the power immediately and contact the office listed in this manual or the point-of-purchase for this product. Indiscriminate countermeasures could lead to unforeseeable accidents or result in permanent damages.

IMPORTANT

- Static electricity from your body may damage some electronic devices on the IC boards. Before handling the IC boards, touch a grounded metallic surface so that any static electricity is discharged.
- Do not repeatedly turn the power ON/OFF in a short period of time. Doing so may result in breakdown or parts damage.
- If you receive an error number or message not listed below, stop using the product and send the ALLS UX with Sound Board in for maintenance.

If this product detects some sort of abnormality, one of the following error messages will appear. Read the message to determine the problem, and take the appropriate action.

When rebooting the product, turn the cabinet power switch OFF, and then wait a few moments before turning it back ON.

This manual explains errors that occur with this product. For errors not listed below that occur on all ALLS UX with Sound Board machines, refer to the ALLS UX with Sound Board Service manual.

5-1 ERROR DISPLAY

0917	Display	USB Flash Drive Remain Error
	Cause	USB flash drive remains connected.
	Measures	Remove the USB flash drive. (See "Chapter 17 SOFTWARE INSTALLATION" in the Owner's manual.)

3001	Display	Controller Board Not Found
	Cause	Network communication with the controller failed
	Measures	Check the connection with the Controller board. (See "Chapter 19 WIRING DIAGRAM" in the Owner's manual.)

6401	Display	I/O board is not connected to main board
	Cause	Network communication with the I/O board failed
	Measures	Check the connection with the I/O board. (See "Chapter 19 WIRING DIAGRAM" in the Owner's manual.)

5-2 WARNING DISPLAY

Warnings can be disabled. Press the SERVICE button to disable the warnings and return to the Advertise screen. Warnings will only be displayed at startup or when returning to the game from TEST mode.

Display	LED Board Not Found
Cause	Network communication with the LED board failed
Measures	Check the connection with the LED control board. Or, check the connection with the USB serial conversion board (USB port). (See "Chapter 19 WIRING DIAGRAM" in the Owner's manual.)

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1. Chinese/Japanese Word Break Dictionary Data (cjdict.txt)

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rapidjson 0.11

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