About this product

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

● **This product is the software kit of** "**SILENT HILL THE ARCADE**".

> SILENT HILL THE ARCADE
>   • GKGHL-EA

Contents

Contents

4

Precautions for safe use

You will see the following safety precautions throughout this manual. These safety precautions must be strictly followed to protect anyone who installs, uses, or maintains this product, as well as to prevent injury to other people and damage to property.

Be sure to read the following

● **The following signs indicate the danger or damage that can result if the recommendations are ignored or the equipment is improperly used.**

⚠ Warning	Indicates content that must be followed to avoid the risk of death or serious injury.
⚠ Caution	Indicates content that must be followed to avoid injury or damage to the product.

● **The following graphics describe the types of precautions to be followed.**

⚠	Indicates a point where caution should be exercised.
🚫	Indicates an action that is prohibited.
🔌⏚	Indicates a matter that must be performed without fail.

● **Definition of in-shop maintenance personnel and technical personnel who are qualified to handle this product.**

● **In this instruction manual, some procedures are marked as requiring a qualified in-shop maintenance personnel or technical personnel. Such procedures must be performed by a person with the appropriate knowledge and skills.**
  • Failure to follow this requirement can result in electric shock, machine malfunction, or serious accident.
  • Replacement of machine parts, inspection, maintenance of the machines, and troubleshooting must only be carried out by a qualified in-shop maintenance personnel or technical personnel. In this manual, certain hazardous procedures in particular are designated to be carried out by a technical personnel.
  Qualified in-shop maintenance personnel and technical personnel are defined as follows.
Qualified in-shop maintenance personnel
  • A qualified in-shop maintenance personnel must have experience in maintaining amusement machines, money changers, and the like. Under the supervision of an amusement machine shop owner or manager, he or she does routine assembly, installation, inspections and maintenance of the amusement machines, or replaces their component units and consumable parts, in the amusement machine workshop and/or shop.
Jobs handled by qualified in-shop maintenance personnel
  • Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.
Technical personnel
  • A technical personnel must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Alternatively, he or she must have an education in electrical, electronic, and mechanical engineering, and routinely maintain and repair amusement machines.
Jobs handled by technical personnel
  • Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic, and mechanical component parts.

Precautions for use

⚠ **Caution**

● **Inform the player of the following precautions.**
   • The use of the product may induce accident or disease, or make the symptom more serious. Also, failure to follow this caution may result in malfunction.

> **A person applicable to any of the following shall not play this game:**
> · Intoxicated with alcohol.
> · Tiredness, lack of sleep, during and after disease, injury, sickly condition.
> · The hands or wrist is diseased or being cured.
> · Hard exercise is restricted by a doctor.
> · Pregnant, or possible pregnant.
> · Muscle convulsion or consciousness loss caused by irritation from sound, light or image was, or may be experienced.

● **Inform the player of the following precaution while the game is being played.**
   • Failure to follow this caution may result in accident.

> · Do not play violently, which may cause injuries.

1. How to play

This product is a horror adventure gun game for 1 or 2 players. Wandering over the nightmare world "SILENT HILL", help out the friends and use gun to battle against the creatures. The story is advanced through the selection of route and the acquisition of items. There are different endings depending on the progress status.

■ How to play

1 **Inserting coin(s)**

Insert coin(s) required to play game.

2 **Pressing the start button**

Press the start button at the side of the player to participate.

3 **Starting the game**

Play the game.
The demo screen starts, and then the battle against the creatures starts.

* The creatures have weak points. Hitting the weak points causes the severe damages to them. If you are attacked from the creatures, your life points decrease. When the life points reach to "0", the player's game is over, and the display turns to "Continue screen". When the story is advanced and the battle against the last boss is finished, the ending starts.

■ How to place the gun units

Place the gun units correctly as shown in the diagram. When the wire of the gun units is twisted, the guns may not operate correctly even if the trigger is pulled. Also, damage to the cable and wire may result.

How to place the gun units correctly

The gun units must be placed in the gun holders.

• When placing the gun units into the gun holders on the control panel, be sure not to twist the cable and wire.
This may cause malfunction or breakage of cable and wire.

○   ✕

No twisting allowed.
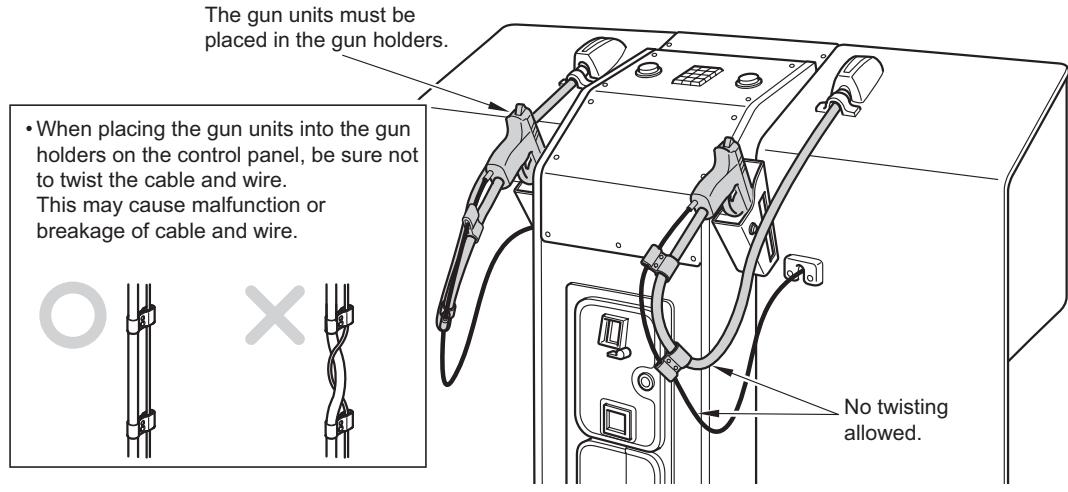
The above diagram shows one example.

■ How to operate the gun unit

To load the gun, direct the gun unit outside the screen, and pull the trigger.

Option button*

Trigger
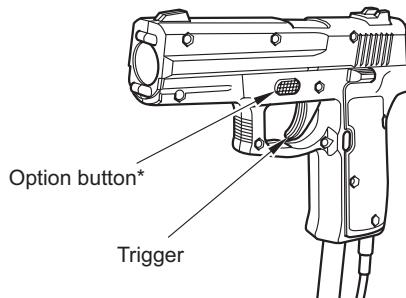
* The option button is not used.

■ Items

During the play, when certain creatures are dead, "Items" appear.
The items are shown in the table below.

Item	Effect
Supplement drink	Restores 10 life points.
Emergency kit	Restores 30 life points.
Silver coin	Adds 5000 score points.
Gold coin	Adds 10000 score points.

■ Name entry

When the game is over, the "NAME ENTRY" screen appears. The entered name will be used in the play ranking.
Pull the trigger aiming at the left and right of the screen to change the character, and confirm the character by pressing the start button.
Enter 3 characters in the specified time. When the specified time is passed without completion of entry, the entry becomes invalid.

* Once the name is confirmed, it cannot be changed.
* In the 2 players mode, the player whose game is over first cannot enter the name.

NAME ENTRY
PLAYER1
A
PLAYER2
A
Shoot Right/Left of Screen to select letter. Shoot out of the screen to delete. Press START button to select.
*Select 3rd letter and finish.
45
CREDIT: 1
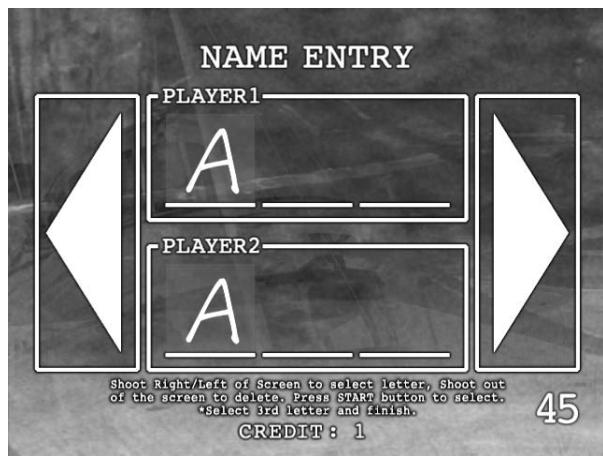
The diagram shows the 2 players mode.

■ Halfway participation

Halfway participation is allowed while the game is played.

■ Continue

The continue request is accepted for 10 seconds.

■ Internet ranking (Not used in this product)

When e-AMUSEMENT PASS is used to play the game, you can participate in the area ranking automatically.
Players compete in the score gained from the game start to game end (game over).
The ranking can be checked on the screen of the game machine.

* It may take some time to reflect the data.

■ Pair ranking (Not used in this product)

When both 2 players use e-AMUSEMENT PASS to start the game from the beginning, they can participate in the pair ranking.
When participation in the game is attempted from the halfway after one of the players' game is over, they cannot participate in the pair ranking.

2. Game settings

Game start up confirmation

■ **When the power is turned on, self-test (self diagnostic test) will automatically begin and the results will be displayed on the screen. (Refer to "Self-test results" below.)**
 • If the power is not supplied, confirm that the power of the game machine is on.

⚠ ● **After turning on the power switch, never touch the buttons on the control panel until the game demo begins.**
● **In an abnormal condition continues or the machine is not operating properly, turn OFF the main power switch immediately, remove the power plug from the socket and contact your nearest dealer.**
● **After turning off the power, wait at least 10 seconds before turning the power on again.**

■ Setting immediately after installation or relocation, or after initialization

● Immediately after the installation or relocation, or after initialization, carry out setting of the following items.
 • "GUN CHECK" in "I/O CHECK" (See page **17**.)
   Calibration of the guns
 • "SPEAKER CHANNEL" in "SOUND OPTIONS" (See page **26**.)
   Speaker setting (Set the number of speakers for your game machine.)
 • "CLOCK" (See page **42**.)
   Current time setting

■ Self-test results

• If the result of the check is normal, the screen automatically goes into game mode, and the game demo will begin. (It will take approx. 3 minutes for the game demo screen to be displayed after the power is turned ON.)
• When **"BAD"** or **"ERROR"** is displayed, refer to "3. Error codes and messages" (see page **47**), and then handle the problem accordingly.

Game settings and adjustments

Manually perform the confirmation of various settings related to the screen display and game contents as well as the change of setting details.

■ How to begin the test mode

1 **Turning on the power**

Turn on the main power switch to boot the machine.

2 **Pressing the test button**

1 Press the test button on the service panel while in the game demo.

2 "MAIN MENU" is displayed on the screen.

■ How to exit the test mode

1 **Selecting GAME MODE**

Select "GAME MODE" in the MAIN MENU screen with the trigger of PLAYER 1 gun unit or PLAYER 2 gun unit.

2 **Pressing the PLAYER 1 start button**

The screen goes into the game mode, and the game demo will begin.

■ MAIN MENU screen

```
                    MAIN MENU

              I/O CHECK
              SCREEN CHECK
              COLOR CHECK
              ROM CHECK
              IC CARD CHECK
              SOUND OPTIONS
              GAME OPTIONS
              COIN OPTIONS
              NETWORK OPTIONS
              RANKING DATA
              BOOKKEEPING
              CLOCK
              SYSTEM INFORMATION
              ALL FACTORY SETTINGS

              GAME MODE

          P1/P2 GUN TRIGGER = SELECT ITEM
                P1 START = EXECUTE
```

I/O CHECK	Input/output device check.	(See page **15**.)
SCREEN CHECK	Screen size adjustment.	(See page **22**.)
COLOR CHECK	Screen colour adjustment.	(See page **23**.)
ROM CHECK	Hard disk data check.	(See page **24**.)
IC CARD CHECK*	IC card reader operation and e-AMUSEMENT PASS status check.	(See page **25**.)
SOUND OPTIONS	Sound option settings.	(See page **26**.)
GAME OPTIONS	Game option settings.	(See page **29**.)
COIN OPTIONS	Coin option settings.	(See page **31**.)
NETWORK OPTIONS*	Network settings and connectivity check.	(See page **32**.)
RANKING DATA	Ranking data check and deletion.	(See page **36**.)
BOOKKEEPING	Coin count data display.	(See page **37**.)
CLOCK	Current time check.	(See page **42**.)
SYSTEM INFORMATION	Display of the system information.	(See page **43**.)
ALL FACTORY SETTINGS	Return to the factory settings.	(See page **44**.)
GAME MODE	Return to the game mode.	

*These items are not used in this product.

■ How to select each mode

How to select each mode from "MAIN MENU".

Select mode	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.

Decide mode	Press the PLAYER 1 start button.

Mode explanations

■ **The factory settings are displayed in green. Settings which have been changed are displayed in red.**
  • To change the current value, pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit to select the item, and then press the PLAYER 1 start button to change the value.
  • After the value has been changed, select "SAVE AND EXIT", and press the PLAYER 1 start button. **"NOW SAVING"** will appear on the screen and also the changed settings will automatically be saved, and then the screen will return to the MAIN MENU screen.
  • The following message will be displayed when "EXIT" is selected after a setting has been changed.

<div align="center">

YOU HAVE NOT SAVED YET.
SAVE CHANGES NOW? YES/NO

</div>

  • Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit to select "YES/NO", and confirm your decision by pressing the PLAYER 1 start button.
  When "YES" is selected, **"NOW SAVING"** will appear and also the modified value will be saved, and then the screen will automatically return to MAIN MENU.
  When "NO" is selected, **"NO MODIFICATION"** will appear, the change will not be saved, and the screen will automatically return to MAIN MENU.

NOTE	● If "FACTORY SETTINGS" is selected and the PLAYER 1 start button is pressed, all settings in the current mode will return to the factory settings.

I/O CHECK

Input/output device check

■ **In this mode, the operation checks for buttons, coin selector, guns, coin blocker, etc., and lamp illumination check are performed.**

"I/O CHECK" selection screen:

```
                    I/O CHECK


          INPUT CHECK
          GUN CHECK
          10KEY CHECK
          LAMP CHECK
          MECHANISM CHECK


          EXIT


           P1/P2 GUN TRIGGER = SELECT ITEM
                  P1 START = EXECUTE
```
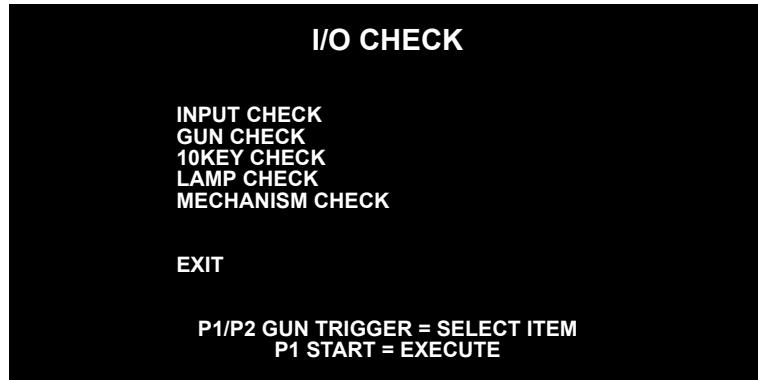
INPUT CHECK	Buttons and coin switch input checks	(See page **16**.)
GUN CHECK	Gun response and calibration checks	(See page **17**.)
10KEY CHECK*	10KEY operation check	(See page **19**.)
LAMP CHECK	Lamp illumination check	(See page **20**.)
MECHANISM CHECK	Coin blocker and recoiling gun operation checks	(See page **21**.)

*This item is not used in this product.

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Decide item	With the item being selected, press the PLAYER 1 start button.
Return to MAIN MENU	Select "EXIT" and press the PLAYER 1 start button.

I/O CHECK >> INPUT CHECK

Button and coin switch input check

■ **In this mode, the button and coin switch operations are confirmed.**
Each input (ON/OFF) can be checked.

```
                    I/O CHECK

                   INPUT CHECK

         PLAYER 1              PLAYER 2
  START         ON      START          OFF
  TRIGGER       OFF     TRIGGER        OFF
  OPTION L      OFF     OPTION L       OFF
  OPTION R      OFF     OPTION R       OFF


              TEST BUTTON         OFF
              SERVICE BUTTON      OFF
              COIN MECH           OFF


      HOLD P2 START AND PRESS P1 START = EXIT
```
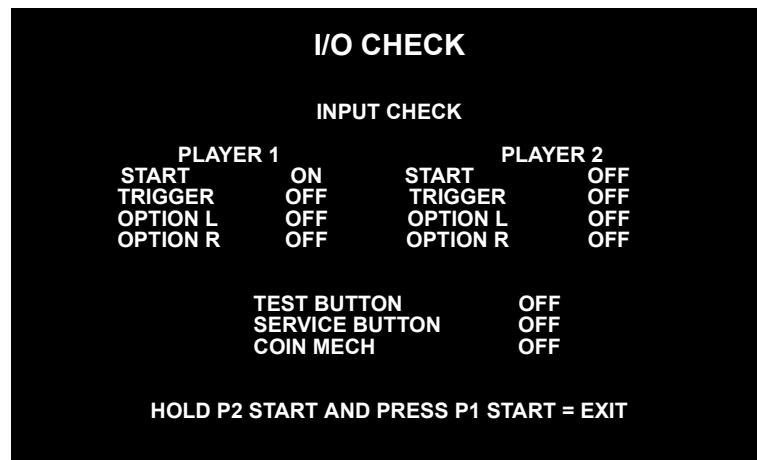
PLAYER 1 START TRIGGER OPTION L OPTION R	Displays "ON/OFF" according to the input state of buttons under PLAYER 1. • ON: The switch is ON. • OFF: The switch is OFF.
PLAYER 2 START TRIGGER OPTION L OPTION R	Displays "ON/OFF" according to the input state of buttons under PLAYER 2. • ON: The switch is ON. • OFF: The switch is OFF.
TEST BUTTON SERVICE BUTTON	Displays "ON/OFF" according to the input state of the test button and service button on the service panel. • ON: The switch is ON. • OFF: The switch is OFF.
COIN MECH	Displays "ON/OFF" according to the coin input. • ON: The switch is ON. • OFF: The switch is OFF.
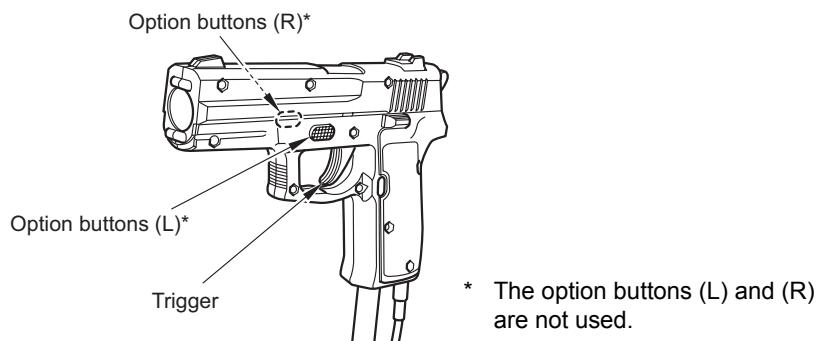
Option buttons (R)*

Option buttons (L)*

Trigger

* The option buttons (L) and (R)
   are not used.

Return to I/O CHECK	Press the PLAYER 1 start button while pressing the PLAYER 2 start button.

I/O CHECK >> GUN CHECK

Gun response and calibration check

■ **In this mode, the gun response check and sight setting (calibration) are performed.**
The gun response can be checked by pulling the gun unit trigger aimed at the screen. When the gun is aimed at the screen, the shot point is displayed. When the gun unit trigger is pulled, the gun unit recoil is came over at the same time.
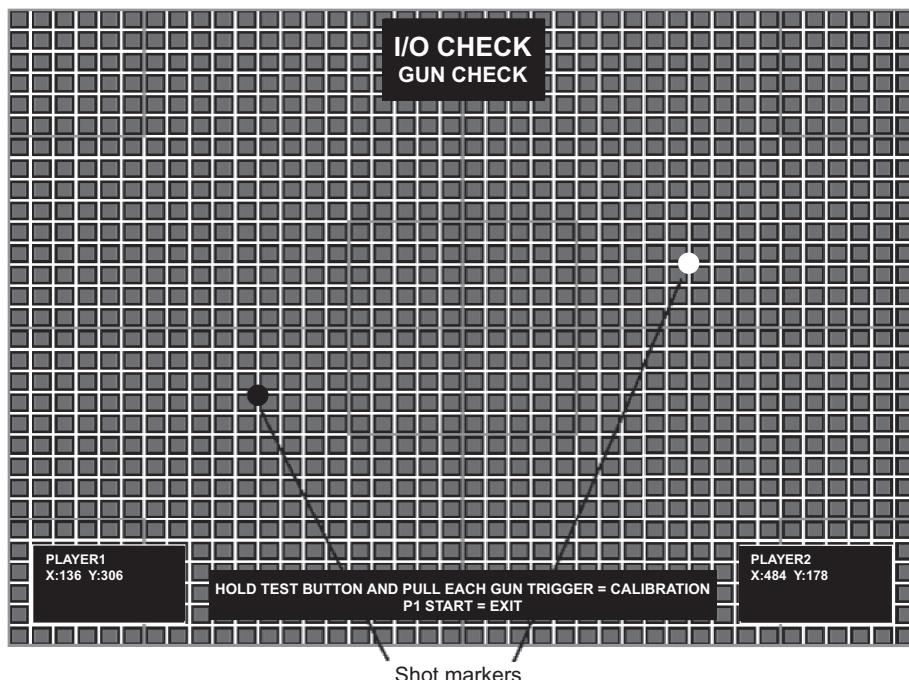
Shot markers

Shot marker

In GUN CHECK, the shot markers, which show the shot location of the gun I/O for each player, are displayed on the screen.

The gun I/O coordinates

The current gun I/O coordinate values are displayed as follows.

> **PLAYER1**
> **X:136 Y:306**

The gun I/O coordinate values are displayed in X and Y coordinates.
When the gun I/O aims at the out-of-screen area, "OUT OF SCREEN" is displayed.
When the calibration is required, or calibration has not been carried out, "NOT CALIBRATED" is displayed. In this case, perform calibration.

Perform calibration	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit while pressing the test button.
Return to I/O CHECK	Press the PLAYER 1 start button.

Gun sight setting (calibration)

To perform calibration, shoot the blue markers displayed on the screen in turn with the gun unit . The five points (the top, bottom, right, left, and centre of the screen) are sample points
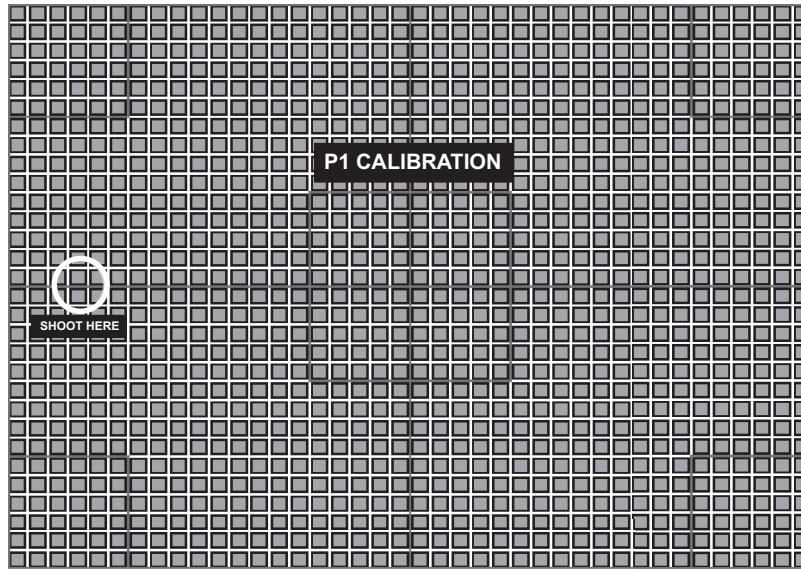
NOTES	● When the machine is started up for the first time or the game software is reinstalled, perform calibration for both PLAYER 1 and PLAYER 2.
	● When the gun units are replaced, be sure to perform calibration for gun sight setting. Otherwise, normal playing may not be possible.

I/O CHECK >> 10KEY CHECK

This item is not used in this product.

10KEY operation check

■ **In this mode, the normal input functions of the 10KEY are checked.**

I/O CHECK

10KEY CHECK

7	8	9
4	5	6
1	2	3
0	00	■

P1 START = EXIT
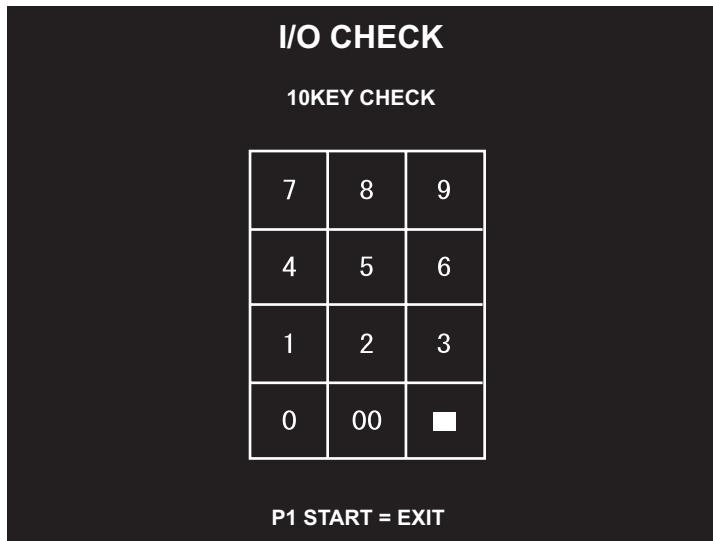
10KEY CHECK	The keys not pressed are displayed in green, the pressed keys are displayed in red.

NOTE	● The key marked "00" and the key without numbers at the lower right corner are not used.

Return to I/O CHECK	Press the PLAYER 1 start button.

I/O CHECK >> LAMP CHECK

Lamp illumination check

■ **In this mode, each lamp illumination is confirmed.**

```
                    I/O CHECK

                   LAMP CHECK

          ALL                ON
          AUTO               OFF
          P1 START           ON
          P2 START           ON
          P1 CARD RED        ON
          P1 CARD GREEN      ON
          P2 CARD RED        ON
          P2 CARD GREEN      ON
          ACRYLIC LEFT       ON
          ACRYLIC RIGHT      ON


        P1/P2 GUN TRIGGER = SELECT ITEM
              P1 START = EXIT
```

ALL	All lamps are illuminated at the same time.
AUTO	Every lamp illuminates in turn (P1 START → P2 START → ···) and once all lamps have illuminated, it is repeated from the beginning (P1 START → ·····).
P1 START **P2 START** **P1 CARD RED*** **P1 CARD GREEN*** **P2 CARD RED*** **P2 CARD GREEN*** **ACRYLIC LEFT** **ACRYLIC RIGHT**	When the desired lamp for checking is selected, the applicable lamp is illuminated.

*These items are not used in this product.

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.

Return to I/O CHECK	Press the PLAYER 1 start button.

I/O CHECK >> MECHANISM CHECK

Coin blocker and recoiling gun operation check

■ **In this mode, the coin blocker and recoiling gun operation is confirmed.**

I/O CHECK

MECHANISM CHECK

COIN BLOCKER	OPEN
P1 GUN REACTION	OFF
P2 GUN REACTION	OFF

P2 START = CHANGE BLOCK
P1/P2 GUN TRIGGER = GUN REACTION
P1 START = EXIT
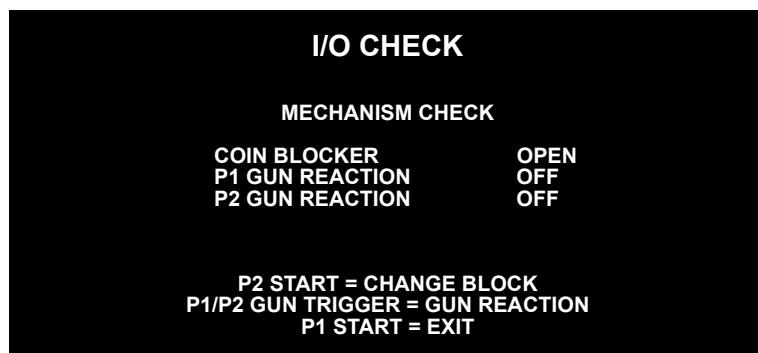
COIN BLOCKER	Check the coin blocker operation. • CLOSE: Coins will be returned. • OPEN: Coins will be accepted.
P1 GUN REACTION **P2 GUN REACTION**	Check the recoiling gun operation. • ON: The recoiling gun is operating. • OFF: The recoiling gun is not operating.

Coin blocker check	Press the PLAYER 2 start button. Every time the PLAYER 2 start button is pressed, it switches between CLOSE and OPEN. (CLOSE → OPEN → CLOSE → ⋯)
Check the recoiling gun	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Return to I/O CHECK	Press the PLAYER 1 start button.

SCREEN CHECK

Screen size adjustment

■ **In this mode, the screen display settings are confirmed.**
Adjust the screen display size and vertical/horizontal deviation while viewing the test pattern (chequered screen).

SCREEN CHECK

P1 START = EXIT
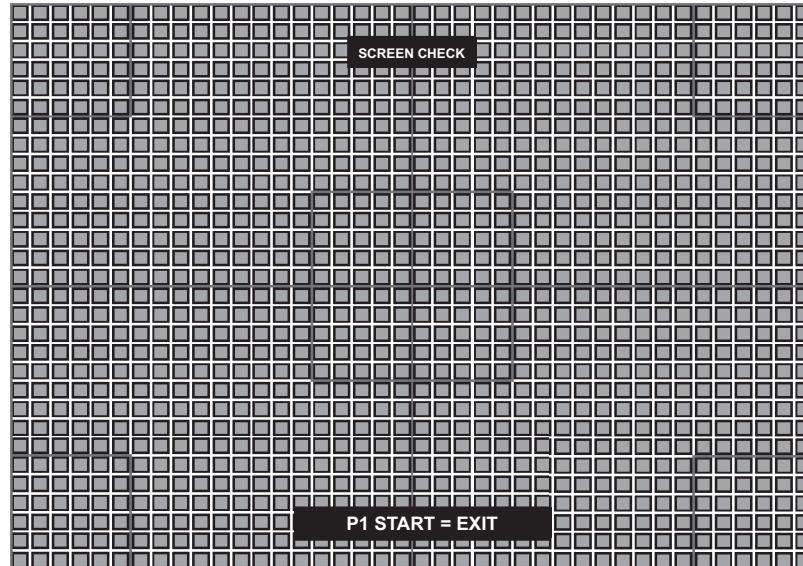
| **Return to MAIN MENU** | Press the PLAYER 1 start button. |

COLOR CHECK

Screen colour adjustment

■ **In this mode, the displayed colours are confirmed.**
Adjust using the projector adjusting remote control so that the colours on the colour bars are displayed step-wise and at the same time the background is dark enough.
At that time, adjust the area of the delta marks (△) above "COLORLESS" in the lower left-hand corner so that gradations of the colour bars are dark enough.

```
                    COLOR CHECK
RED

YELLOW

GREEN

CYAN

BLUE

MAGENTA

WHITE
        ▲▲▲
        COLORLESS
              P1 START = EXIT
```
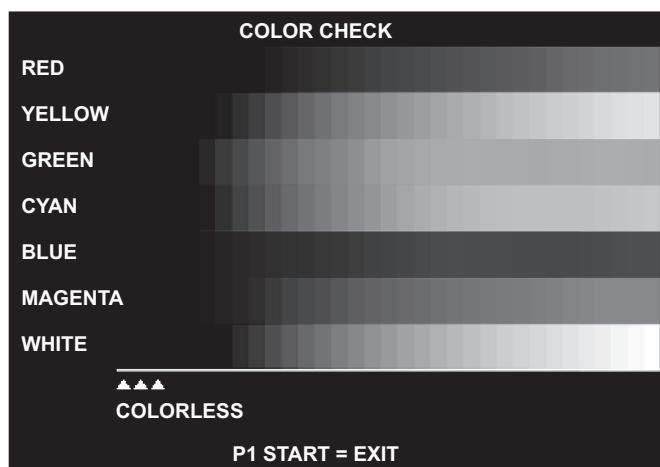
Return to MAIN MENU	Press the PLAYER 1 start button.

ROM CHECK

Hard disk data check

■ **In this mode, the contents of the hard disk data are confirmed.**
When you enter this mode, the check begins automatically.
It takes approx. 2 minute for the check.

```
                    ROM CHECK


                    HD D: - - -



        [▓▓▓░░░░░░░░░░░░░░░░░░]  25%



                  P1 START = ABORT
```
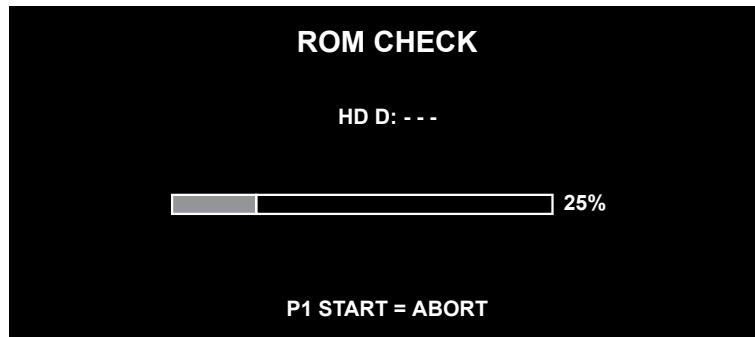
Progress (%) bar	The check begins at 0%. When 100% is reached, the check is complete. (The diagram shows the check at 25% completed.)

If the check result is normal, **"OK"** is displayed in green.
HD D: OK

If the check result is not normal, **"BAD"** is displayed in red.
HD D: BAD

NOTE	● When **"BAD"** is displayed, turn OFF the main power switch, wait at least 10 seconds, and then turn the power on again. Even after that, if **"BAD"** is displayed, immediately turn OFF the main power switch, remove the power plug from the socket, and then contact your nearest dealer.

Interrupt the check	Press the PLAYER 1 start button. ("ABORTED" is displayed, and the screen returns to MAIN MENU.)
Return to MAIN MENU	After the check is completed, press the PLAYER 1 start button.

IC CARD CHECK

This item is not used in this product.

IC card reader operation and e-AMUSEMENT PASS status check

■ **In this mode, the e-AMUSEMENT PASS and IC card reader operations are confirmed.**
To check the IC card reader operation, the e-AMUSEMENT PASS is necessary.

```
                    IC CARD CHECK


             IC CARD 1            ---
             IC CARD 2            ---


        TOUCH THE IC CARD TO THE IC CARD READER


                  P1 START = ABORT
```
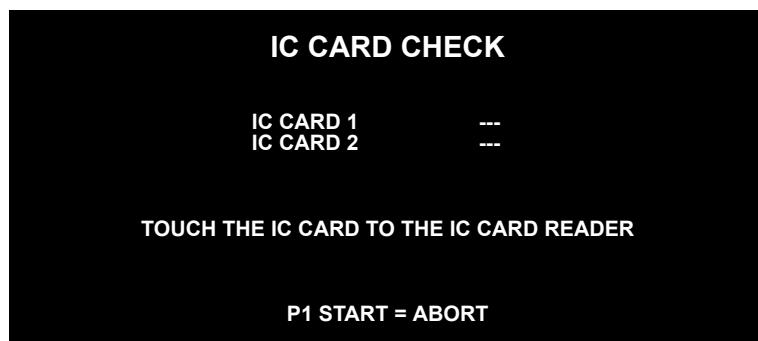
IC CARD 1
IC CARD 2
	The e-AMUSEMENT PASS status is displayed.
	• OK: The e-AMUSEMENT PASS is recognised.
	• ---: The e-AMUSEMENT PASS is not recognised. Also when
	    the e-AMUSEMENT PASS is not applied to the reading
	    area, "---" is displayed.

Interrupt the check	Press the PLAYER 1 start button. ("ABORTED" is displayed, and the screen returns to MAIN MENU.)
Return to MAIN MENU	After the check is completed, press the PLAYER 1 start button.

| NOTE	● If "OK" is not displayed even though repeatedly applied the e-AMUSEMENT PASS to the reading area, try using another e-AMUSEMENT PASS.

SOUND OPTIONS

Sound option settings

■ **In this mode, the settings and confirmations related to sound are performed.**
The "SOUND OPTIONS" setting screen changes depending on the "SPEAKER CHANNEL" setting.

The setting screen when the "SPEAKER CHANNEL" is set to "5.1ch":

```
                    SOUND OPTIONS

SPEAKER CHECK                  FRONT LEFT
SURROUND CHECK




                                        □
                              ◯




SOUND PHASE CHECK (FRONT)      LOUD
SOUND PHASE CHECK (REAR)       SOFT
SOUND VOLUME                   20


[                                    ▭  ]


SOUND VOLUME IN ATTRACT MODE   100%
SPEAKER CHANNEL                5.1ch

FACTORY SETTINGS
SAVE AND EXIT
EXIT
          P1/P2 GUN TRIGGER = SELECT ITEM
               P1 START = EXECUTE
```
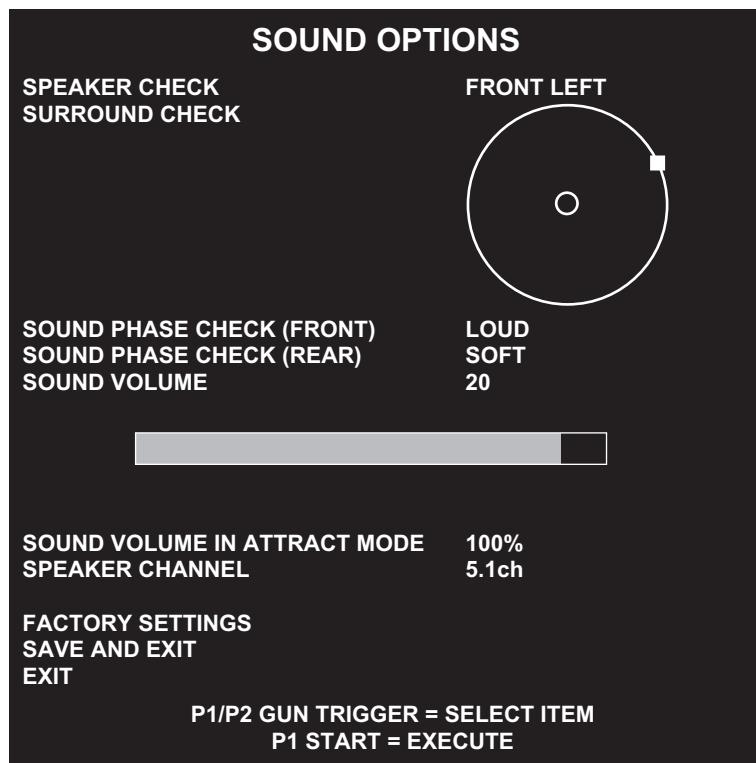
SPEAKER CHECK	Check the speaker connection. When the cursor is positioned, the cycle ("FRONT LEFT" → "CENTER" → "FRONT RIGHT" → "REAR RIGHT" → "REAR LEFT" → "WOOFER" → ⋯) is repeated.
SURROUND CHECK	Check the surround sound playback operation. When the cursor is positioned, the sound position is shown by an icon on the circle, and sound comes out automatically.
SOUND PHASE CHECK (FRONT)	Check the phase of the speakers. • Face the monitor from the playing area, and check from the front position.
SOUND PHASE CHECK (REAR)	• LOUD: The sound is loud. • SOFT: The sound is soft. If the sound heard from the speaker is opposite from the display, the speaker cables may be reversed.
SOUND VOLUME (Factory setting: 20)	Adjust the internal sound generator volume level from 0 (no sound) to 30 (maximum). • To increase the volume level: Press the PLAYER 2 start button. • To decrease the volume level: Press the PLAYER 1 start button.
SOUND VOLUME IN ATTRACT MODE (Factory setting: 100%)	Adjust the game demo sound level from 0% (no sound) to 100% (maximum) of the "SOUND VOLUME" settings. • To increase the volume level: Press the PLAYER 2 start button. • To decrease the volume level: Press the PLAYER 1 start button.
SPEAKER CHANNEL (Factory setting: 5.1ch)	The number of speakers is displayed. • 5.1ch • 2ch When the setting is made, reboot the machine after "SAVE AND EXIT" is performed.

FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

The setting screen when the "SPEAKER CHANNEL" is set to "2ch":

```
                          SOUND OPTIONS

        SOUND SCALE CHECK               LEFT
        SOUND PHASE CHECK               LOUD
        SOUND VOLUME                    20
        [███████████████        ]
        SOUND VOLUME IN ATTRACT MODE    100%
        SPEAKER CHANNEL                 2ch

        FACTORY SETTINGS
        SAVE AND EXIT
        EXIT


                P1/P2 GUN TRIGGER = SELECT ITEM
                    P1 START = EXECUTE
```

SOUND SCALE CHECK	A scale (do, ray, mi,… do) is produced alternately from the left and right speakers. LEFT/RIGHT is displayed according to which speaker is currently producing sound.
SOUND PHASE CHECK	Check the phase of the speakers. • Face the monitor from the playing area, and check from the front position. • LOUD: The sound is loud. • SOFT: The sound is soft. If the sound heard from the speaker is opposite from the display, the speaker cables may be reversed.
SOUND VOLUME (Factory setting: 20)	Adjust the internal sound generator volume level from 0 (no sound) to 30 (maximum). • To increase the volume level: Press the PLAYER 2 start button. • To decrease the volume level:Press the PLAYER 1 start button.
SOUND VOLUME IN ATTRACT MODE (Factory setting: 100%)	Adjust the game demo sound level from 0% (no sound) to 100% (maximum) of the "SOUND VOLUME" settings. • To increase the volume level: Press the PLAYER 2 start button. • To decrease the volume level: Press the PLAYER 1 start button.
SPEAKER CHANNEL (Factory setting: 5.1ch)	The number of speakers is displayed. • 5.1ch • 2ch When the setting is made, reboot the machine after "SAVE AND EXIT" is performed.
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Change settings	Press the PLAYER 1 start button or the PLAYER 2 start button while the item being selected.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

GAME OPTIONS

Game option settings

■ **In this mode, the configuration and checking of game settings such as difficulty level adjustment are performed.**

```
                    GAME OPTIONS

          DIFFICULY LEVEL          MEDIUM
          NUMBER OF LIVES          100
          VIOLENCE LEVEL           NORMAL
          LANGUAGE                 ENGLISH
          SHOP CLOSING MODE        ON
          SHOP CLOSING TIME        23 : 00
          PAYMENT MODE             "INSERT COIN(S)"


          FACTORY SETTINGS
          SAVE AND EXIT
          EXIT


             P1/P2 GUN TRIGGER = SELECT ITEM
                 P1 START = EXECUTE
```
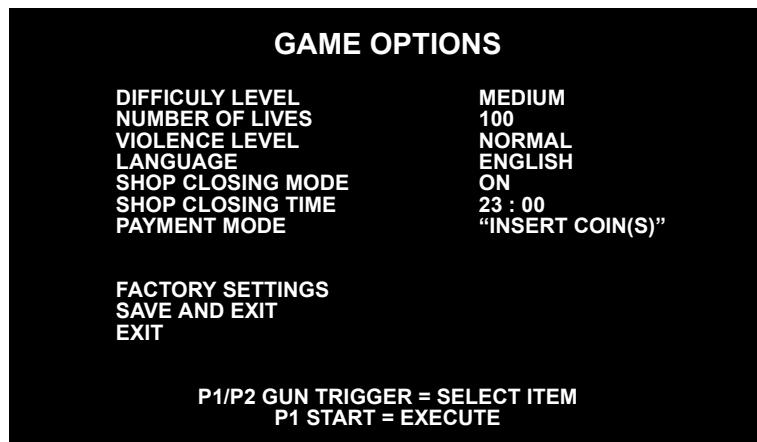
|	
DIFFICULY LEVEL (Factory setting: MEDIUM)	Adjust the difficulty level. • EASIEST • VERY EASY • EASY • MEDIUM • MEDIUM HARD • HARD • VERY HARD • HARDEST
NUMBER OF LIVES (Factory setting: 100)	Make the player life setting. (100~200)
VIOLENCE LEVEL (Factory setting: NORMAL)	Set the level of violence content. • NORMAL • MILD
LANGUAGE (Factory setting: ENGLISH)	Set the language to be used in the game. • ENGLISH • FRENCH • ITALIAN
SHOP CLOSING MODE (Factory setting: OFF)	Set the display of the shop closing time. OFF: The shop closing time is not displayed on the game screen. ON: The shop closing time is displayed on the game screen.
SHOP CLOSING TIME	Set the shop closing time. (This is displayed by making the setting of shop closing "ON".) • To change the set time, press the PLAYER 1 start button or the PLAYER 2 start button.
PAYMENT MODE (Factory setting: "INSERT COIN (S)")	Set the paying method for playing the game. •"INSERT COIN (S)" •"INSERT TOKEN(S)" •"SWIPE CARD" •"INSERT CARD" •"INSERT KEY"
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

Game settings

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Change settings	Press the PLAYER 1 start button or the PLAYER 2 start button while the item being selected.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

+

Game settings

COIN OPTIONS

Coin option settings

■ **In this mode, the settings and confirmations related to play cost are made.**

⚠ ● **Be careful because the item of fee setting is not displayed and no fee is charged for the play if the FREE PLAY is set to "ON".**

```
                    COIN OPTIONS

           FREE PLAY       OFF
           COIN SLOT       1 COIN  1 CREDIT
           START           1 CREDIT TO START
           CONTINUATION    1 CREDIT TO CONTINUE



           FACTORY SETTINGS
           SAVE AND EXIT
           EXIT

           P1/P2 GUN TRIGGER = SELECT ITEM
           P1 START = EXECUTE
```
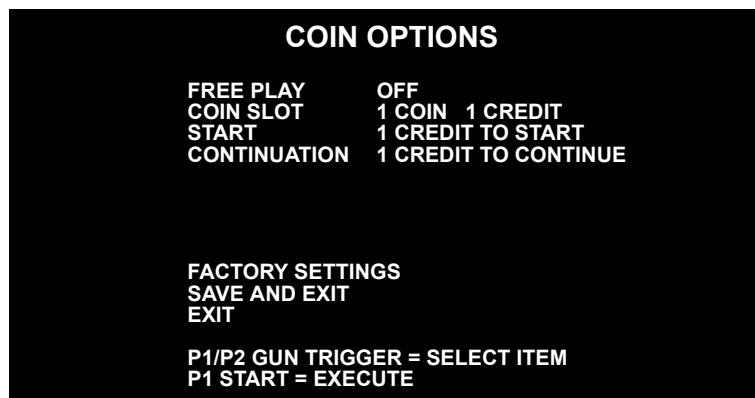
FREE PLAY (Factory setting: OFF)	Make the free play setting. • ON: Play for free • OFF: Play with fee
COIN SLOT (Factory setting: 1 COIN 1 CREDIT)	Set how many coins are required per credit. (Setting from 1 COIN 1 CREDIT through 16 COINS 1 CREDIT can be made.)
START (Factory setting: 1 CREDIT TO START)	Set the number of credits required to start the game (entrance fee). (Setting from 1 CREDIT TO START through 16 CREDITS TO START can be made.)
CONTINUATION (Factory setting: 1 CREDIT TO CONTINUE)	Set the number of credits required to continue. (Setting from 1 CREDIT TO CONTINUE through 16 CREDITS TO CONTINUE can be made.)
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Change settings	Press the PLAYER 1 start button or the PLAYER 2 start button while the item being selected.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

NETWORK OPTIONS

This item is not used in this product.

Network settings and connectivity check

■ **In this mode, the network settings are set, and every connectivity status, such as "e-AMUSEMENT" which uses the Internet, is confirmed.**

"NETWORK OPTIONS" selection screen:

```
                    NETWORK OPTIONS

          e-AMUSEMENT              OFF
          NETWORK CHECK
          SHOP AREA                Europe
          SHOP NAME                KONAMI


          FACTORY SETTINGS
          SAVE AND EXIT
          EXIT


          P1/P2 GUN TRIGGER = SELECT ITEM
               P1 START = EXECUTE
```

e-AMUSEMENT* (Factory setting: OFF)	Select setting of e-AMUSEMENT. • OFF: Do not use e-AMUSEMENT service. • ON: Use e-AMUSEMENT service.
NETWORK CHECK	Check the network connectivity. (See page **33**.) (This item is displayed when "e-AMUSEMENT" is set to "ON".)
SHOP AREA (Factory setting: Europe)	Register the area where this product is operated. • Europe • Others
SHOP NAME	Enter the shop name. The shop name is up to 12 characters. (See page **35**.)
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

*When the settings have been made or changed, be sure to reboot the machine after "SAVE AND EXIT" is performed.

| Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Change settings	Press the PLAYER 1 start button or the PLAYER 2 start button while the item being selected.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

NETWORK OPTIONS >> NETWORK CHECK

This item is not used in this product.

Network connectivity check

■ **In this mode, the network connectivity is confirmed when the e-AMUSEMENT service is activated.**
This mode is displayed only when "e-AMUSEMENT" is set to "ON" on the "NETWORK OPTIONS" selection screen.
After the network is connected, be sure to confirm connectivity with this screen.

```
                    NETWORK CHECK

        GAME ->- ROUTER ->- CENTER ->- SERVER

        STATUS              CONNECTED
        GAME TO ROUTER      15/15   (100%)
        GAME TO CENTER      14/14   (100%)
        GAME TO SERVER      13/14   (92%)

        IP ADDRESS          10.3.21.1
        SUBNET MASK         255.255.255.0
        DEFAULT ROUTER      10.3.20.1
        DOMAIN NAME         eamuse.konami.fun
        DNS SERVER          10.2.1.10
                            -
        DHCP SERVER         10.2.1.10
        NTP SERVER          10.3.20.1
        MAC ADDRESS         XX:XX:XX:XX:XX:XX

                  P1 START = EXIT
```

Connectivity status	Displays the communication status between the main unit and the central server. Example display: GAME -> - ROUTER -> - CENTER -> - SERVER • GAME: Main unit • ROUTER: In-shop VPN router • CENTER: e-AMUSEMENT entrance • SERVER: Central server When normal communication is established, the ">" symbol is moving at a constant speed from left to right. **◄ Confirmation item** When the connection is abnormal, the STATUS item is displayed in red.

STATUS	Display the connectivity.
	• CONNECTED:
	     Communication is established.
	• NOT CONNECTED:
	     Communication is not established.
	
	When the connectivity is normal, CONNECTED is displayed. **◄ Confirmation item**
	
	When confirming connectivity, "-" is displayed.

GAME TO ROUTER **GAME TO CENTER** **GAME TO SERVER**	Check response from the main unit to each section. **Confirmation item** If the values on the left side and the right side are similar as shown in the diagram, it is normal.
IP ADDRESS[*]	Display the IP address.
SUBNET MASK[*]	Display the subnet mask.
DEFAULT ROUTER[*]	Display the default router IP address.

DOMAIN NAME*	Display the central server domain name.
DNS SERVER*	Display the IP addresses for DNS server (up to 2).
DHCP SERVER*	Display the DHCP server IP address.
NTP SERVER*	Display the NTP server IP address.
MAC ADDRESS*	Display the MAC address.

*These are acquired from the central server and cannot be changed.

| Return to NETWORK OPTIONS | Press the PLAYER 1 start button. |

NETWORK OPTIONS >> SHOP NAME

This item is not used in this product.

Shop name entry

■ **In this mode, the shop name which operates this product is registered.**
For a shop name, up to 12 characters can be entered.

```
               SHOP NAME

         ■ _ _ _ _ _ _ _ _ _ _ _
                                        SPACE
   ! " # $ % & ' ( ) * + , - . /       DELETE      Entry/operation
   0 1 2 3 4 5 6 7 8 9                  ABC123
          : ; < = > ? @                SIGN1
   A B C D E F G H I J K L M            SIGN2
   N O P Q R S T U V W X Y Z            EXIT
          [ ¥ ] ^ ‾ °
   a b c d e f g h i j k l m
   n o p q r s t u v w x y z
              { | } ~


       P1 GUN TRIGGER = SELECT
         P1 START = EXECUTE
```

Characters

● **How to enter the shop name**

Selection of the character and entry/operation	Aim at the character or entry/operation on the screen, and pull the trigger of the PLAYER 1 gun unit. The selected area is surrounded by red colour.
Decision of the character and entry/operation	Press the PLAYER 1 start button.
Shop name confirmation	Position the cursor on EXIT and press the PLAYER 1 start button to confirm the shop name entered in the shop name entry area, and the screen returns to the NETWORK OPTIONS.

Return to NETWORK OPTIONS	Pull the trigger aiming at "EXIT", and press the PLAYER 1 start button.

NOTES	● When multiple units are operated in the shop, be sure to set the shop name differently, such as "KONAMI 1" or "KONAMI 2". ● The shop name registered in this item is displayed on the game screen.

RANKING DATA

Ranking data check and deletion

■ **In this mode, checking and resetting of the ranking data recorded in the machine such as the high-score are carried out.**

```
                        RANKING DATA

        1ST      00005730pts.      KNM      CONTINUE 0
        2ND      00005730pts.      KNM      CONTINUE 0
        3RD      00005730pts.      KNM      CONTINUE 0
        4TH      00005730pts.      KNM      CONTINUE 0
        5ST      00005730pts.      KNM      CONTINUE 0
        6ST      00005730pts.      KNM      CONTINUE 0
        7ST      00005730pts.      KNM      CONTINUE 0
        8ST      00005730pts.      KNM      CONTINUE 0
        9ST      00005730pts.      KNM      CONTINUE 0
        10ST     00005730pts.      KNM      CONTINUE 0

        RANKING MODE        SHOP RANKING
        PAGE 1/5
             FACTORY SETTINGS
             SAVE AND EXIT
             EXIT


             P1/P2 GUN TRIGGER = SELECT ITEM
                 P1 START = EXECUTE
```

RANKING MODE (Factory setting: SHOP RANKING)	Ranking is displayed by mode. • SHOP RANKING ⋯ Ranking within the game machine ("NETWORK RANKING" and "NETWORK PAIR RANKING" are not used in this product.)
PAGE	When there are multiple pages, the first page is displayed in green, the other pages are in red.
FACTORY SETTINGS	Press the PLAYER 1 start button to delete the SHOP RANKING data.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

| Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

BOOKKEEPING

Coin count data display

■ **In this mode, the inserted coin count is displayed.**

"BOOKKEEPING" menu screen :

```
                    BOOKKEEPING

                        MENU

        BOOKKEEPING              OFF

        CLEAR ALL DATA

        SAVE AND EXIT
        EXIT



        P1/P2 GUN TRIGGER = SELECT ITEM
                P1 START = EXECUTE
```

|	
BOOKKEEPING (Factory setting: OFF)	Set ON / OFF for the coin count. • ON:　　Tracks coin total. • OFF:　 Does not track coin total. (While set to "OFF" the coin total will not be tracked and the coin total screen will not appear.)
CLEAR ALL DATA	The coin count data will return to the factory setting. Press the PLAYER 1 start button. **DO YOU WANT TO CLEAR ALL DATA? YES/NO** The message appears. Then select by pulling the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit, and decide using the PLAYER 1 start button. When "YES" is selected, confirmation will be requested. When "YES" is selected again, **"NOW ERASING"** will be displayed and the coin count data will be erased. When "NO" is selected, **"NOT CLEARED"** will be displayed and the coin count data will not be erased.
SAVE AND EXIT	Even if the "ON / OFF" setting has been made in "BOOKKEEPING", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

■ **When "BOOKKEEPING" is set to "ON", the following coin data screens are displayed.**

Previous week's coin count	◄►	Coin count for the previous 52 weeks	◄►	Daily coin count	◄►	Hourly coin count	◄►	Play condition
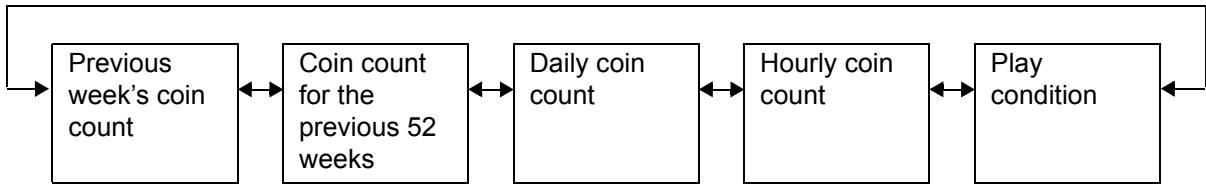
Display the next coin data screen	Pull the trigger of the PLAYER 1 gun unit.
Display the previous coin data screen	Pull the trigger of the PLAYER 2 gun unit.
Return to the BOOKKEEPING	Press the PLAYER 1 start button while pressing the PLAYER 2 start button.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

Previous week's coin count display screen :

```
                    BOOKKEEPING

              COIN DATA OF LAST 7DAYS

        TODAY                        100
        LAST 7DAYS AVERAGE           135
        LAST 7DAYS TOTAL             910

        YESTERDAY                    120
        -2DAY                        130
        -3DAY                        140
        -4DAY                        110
        -5DAY                        100
        -6DAY                        ------
        -7DAY                        ------


        P1/P2 GUN TRIGGER = PREV/NEXT PAGE
              P1 START = EXIT
        P1+P2 GUN TRIGGER = SUBMENU
```
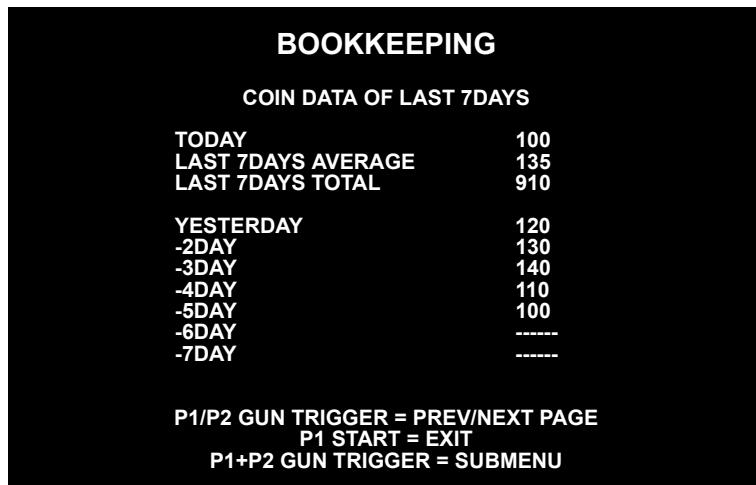
TODAY	Number of coins inserted today
LAST 7DAYS AVERAGE	Average number of coins over the last 7 days
LAST 7DAYS TOTAL	Total number of coins for the last 7 days excluding today
YESTERDAY	Number of coins used yesterday
-2 DAYS	Number of coins used 2 days ago
-3 DAYS	Number of coins used 3 days ago
-4 DAYS	Number of coins used 4 days ago
-5 DAYS	Number of coins used 5 days ago
-6 DAYS	Number of coins used 6 days ago
-7 DAYS	Number of coins used 7 days ago

Days when no coins were used will be displayed as "------".

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Change item	Press the PLAYER 1 start button or the PLAYER 2 start button while the item being selected.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

Coin count for the previous 52 weeks (1 year) display screen :

```
                        BOOKKEEPING

                 COIN DATA OF LAST 52 WEEKS


       -01 : 1100    -14 : ------   -27 : ------   -40 : ------
       -02 : 1220    -15 : ------   -28 : ------   -41 : ------
       -03 :  220    -16 : ------   -29 : ------   -42 : ------
                                :
                                :
                                :
       -11 : ------   -24 : ------   -37 : ------   -50 : ------
       -12 : ------   -25 : ------   -38 : ------   -51 : ------
       -13 : ------   -26 : ------   -39 : ------   -52 : ------


             P1/P2 GUN TRIGGER = PREV/NEXT PAGE
                     P1 START = EXIT
             P1+P2 GUN TRIGGER = SUBMENU
```
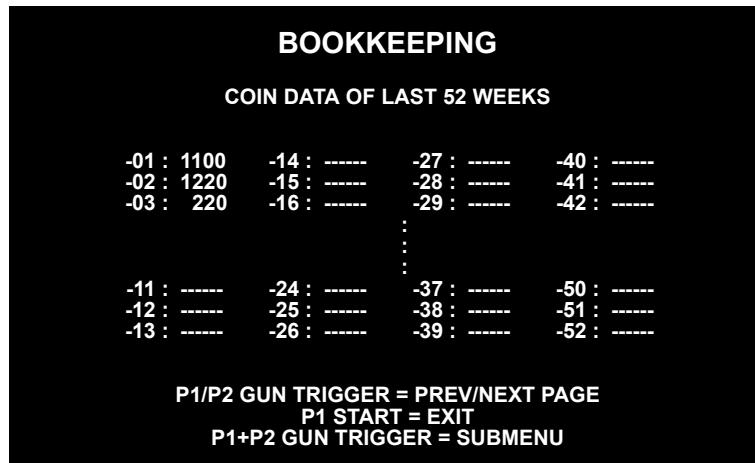
Coin counts for the each week during the previous 52 weeks are displayed in columns.

-01 :	Coin count for 1 week ago
-02 :	Coin count for 2 weeks ago
• • •	• • •
-52 :	Coin count for 52 weeks ago

Weeks when no coins were used will be displayed as "------".

Daily coin count display screen :

```
                    BOOKKEEPING

              COIN DATA OF EACH DAY


           MONDAY            120
           TUESDAY           130
           WEDNESDAY         140
           THURSDAY          110
           FRIDAY            100
           SATURDAY          210
           SUNDAY            ------


         P1/P2 GUN TRIGGER = PREV/NEXT PAGE
              P1 START = EXIT
         P1+P2 GUN TRIGGER = SUBMENU
```
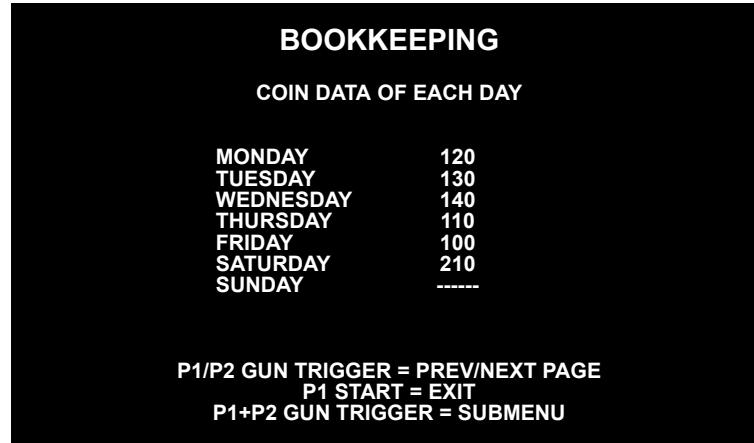
MONDAY	Number of coins for Monday
TUESDAY	Number of coins for Tuesday
WEDNESDAY	Number of coins for Wednesday
THURSDAY	Number of coins for Thursday
FRIDAY	Number of coins for Friday
SATURDAY	Number of coins for Saturday
SUNDAY	Number of coins for Sunday

Days of the week when no coins were used will be displayed as "------".

Hourly coin count display screen :

```
                    BOOKKEEPING

              COIN DATA OF EACH HOUR


      00 : 00    0    08 : 00    0    16 : 00    9
      01 : 00    0    09 : 00    4    17 : 00   10
      02 : 00    0    10 : 00    8    18 : 00   13
      03 : 00    0    11 : 00   11    19 : 00   13
      04 : 00    0    12 : 00    7    20 : 00   20
      05 : 00    0    13 : 00   12    21 : 00    5
      06 : 00    0    14 : 00   15    22 : 00    0
      07 : 00    0    15 : 00   10    23 : 00    0


         P1/P2 GUN TRIGGER = PREV/NEXT PAGE
              P1 START = EXIT
         P1+P2 GUN TRIGGER = SUBMENU
```
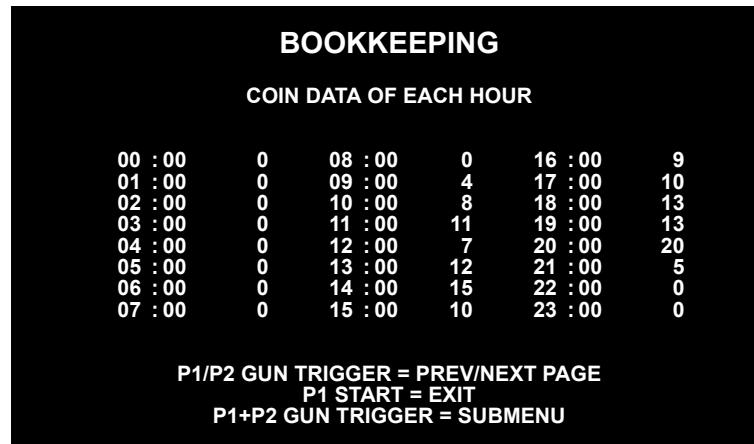
00 : 00	Coin count for 00:00
01 : 00	Coin count for 01:00
02 : 00	Coin count for 02:00
• • •	• • •
23 : 00	Coin count for 23:00

Hours when no coins were used will be displayed a "-----".

Play condition display screen :

```
                    BOOKKEEPING

                  PLAY DATA SUMMARY

     TOTAL ACTIVE TIME              10H04M07S
     TOTAL PLAY TIME                08H20M16S

     AVERAGE PLAY TIME                 20M06S
     LONGEST PLAY TIME                 62M59S
     SHORTEST PLAY TIME                00M20S

     TOTAL PLAY COUNT                     405
     GAME-STARTING                        105
     CONTINUATION                         300
     SOLO PLAY COUNT                      120
     2-PERSON PLAY COUNT                  100

                                    23:45:01


          TEST / SELECT = PREV / NEXT PAGE
                  SERVICE = EXIT
          HOLD DOWN TEST + SELECT = MENU
```
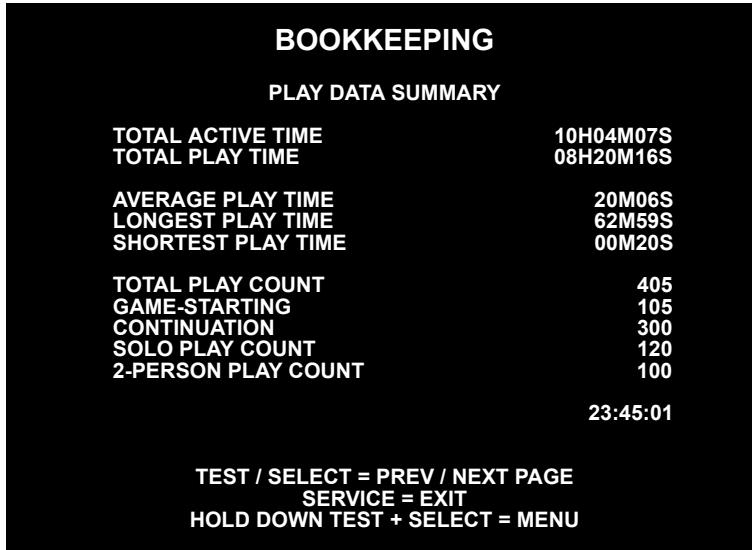
TOTAL ACTIVE TIME	Total active time since the start of bookkeeping.
TOTAL PLAY TIME	Total play time
AVERAGE PLAY TIME	Average play time
LONGEST PLAY TIME	Longest play time
SHORTEST PLAY TIME	Shortest play time
TOTAL PLAY COUNT	Total number of plays
GAME SETTINGS	Number of play starting
CONTINUATION	Number of continue
SOLO PLAY COUNT	Number of 1-person play
2-PERSON PLAY COUNT	Number of 2-person play
23:45:01	Displays the current time displayed on "CLOCK" in 24-hour system.

CLOCK

Current time check

■ **In this mode, the current time is confirmed.**

Set time in this mode to count the total of inserted coins or the play conditions. By setting the time, you can see the displays of shop opening setting, or coin counts and play conditions using the BOOKKEEPING.

```
                          CLOCK


         SET TIME      19:12:34      CLOCK NOT SET


         SAVE AND EXIT
         EXIT

                P1/P2 GUN TRIGGER = SELECT ITEM
                     P1 START = EXECUTE
```
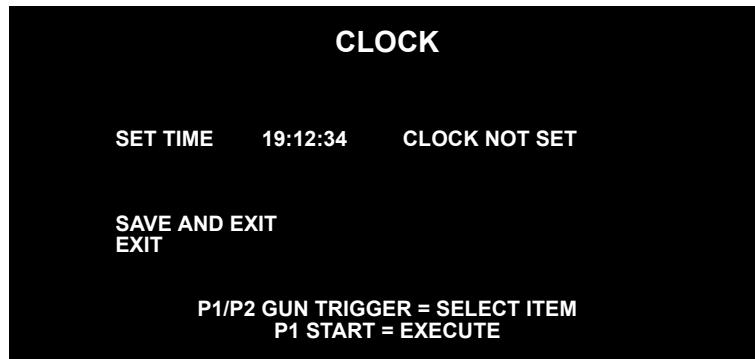
SET TIME	Set current time in 24-hour system. (If current time is not set, "CLOCK NOT SET" is displayed.)
SAVE AND EXIT	When the PLAYER 1 start button is pressed, "NOW SAVING" is displayed and the time setting value is saved, then the screen returns to "MAIN MENU".

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.
Set time	Press the PLAYER 1 start button or the PLAYER 2 start button while the numbers being selected.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", then press the PLAYER 1 start button.

SYSTEM INFORMATION

Display of the system information

■ **In this mode, the system information is displayed.**

SYSTEM INFORMATION

SOFT ID CODE	GHL : E : A : A : 2007010100
MOTHER BOARD	A

SYSTEM ID
0000-0000-0000-0000-0000

HARDWARE ID
0000-0000-0000-0000

P1 START = EXIT
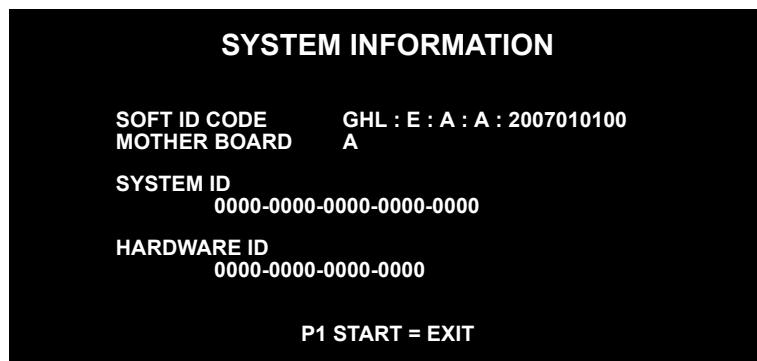
SOFT ID CODE	Displays the software version.
MOTHER BOARD	Displays the firmware version.
SYSTEM ID	Displays the system ID.
HARDWARE ID	Displays the hardware ID.

Return to MAIN MENU	Press the PLAYER 1 start button.

ALL FACTORY SETTINGS

Returning to the factory settings

■ **In this mode, the mode settings other than those of "BOOKKEEPING DATA", "RANKING DATA", "CALIBRATION DATA", "CLOCK" and "SPEAKER CHANNEL" are returned to the factory settings.**

```
                    ALL FACTORY SETTINGS



    DO YOU WANT ALL FACTORY SETTINGS?   YES/NO


                 NOT CLEARED:
                    BOOKKEEPING DATA
                    RANKING DATA
                    CALIBRATION DATA
                    CLOCK
                    SPEAKER CHANNEL


                 P1/P2 GUN TRIGGER = YES/NO
                   P1 START = DECIDE
```
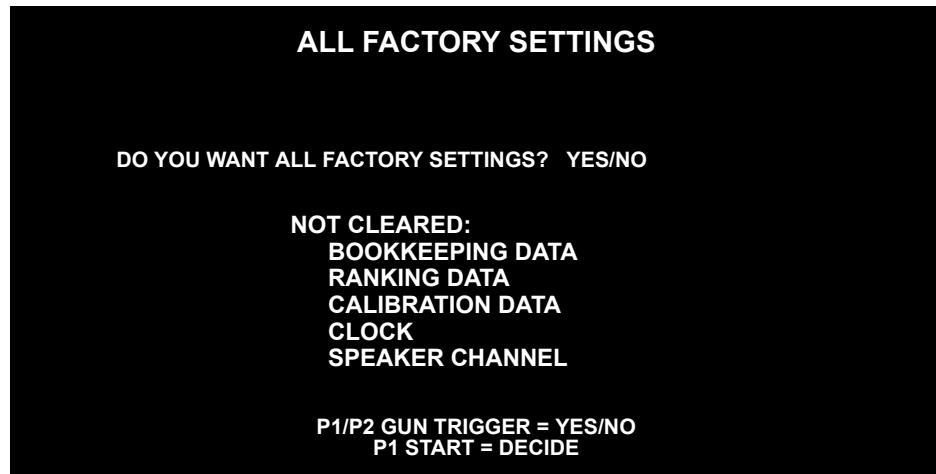
DO YOU WANT ALL FACTORY SETTINGS?	Return all settings made in test mode to the factory settings.

- Return to factory settings: Select "YES".
- Not return to factory settings: Select "NO". → **"NOT MODIFICATION"** will be displayed, and the screen will not be returned to factory settings and will return to the MAIN MENU screen.

When "YES" is selected, confirmation will be requested.

SURE? YES/NO

- Return to factory settings: Select "YES". → **"NOW SAVING"** will be displayed, the factory settings will be saved and the screen will return automatically to the MAIN MENU screen.
- Not return to factory settings: Select "NO". → **"NOT MODIFICATION"** will be displayed, and the screen will not be returned to factory settings and will return to the MAIN MENU screen.

- When the settings have been returned to factory settings, the screen will display the following message. Press the PLAYER 1 start button to return to the MAIN MENU screen, and carry out any necessary settings.

CHECK ALL ITEMS BEFORE OPERATION.

Select item	Pull the trigger of the PLAYER 1 gun unit or the PLAYER 2 gun unit.

Decide item	Press the PLAYER 1 start button.

NOTES	● The following modes can be returned to the factory settings.

NOTES ● The following modes can be returned to the factory settings.
　　　　　• "SOUND OPTIONS"
　　　　　• "GAME OPTIONS"
　　　　　• "COIN OPTIONS"
　　　　　• "NETWORK OPTIONS"
　　● The following modes cannot be returned to the factory settings.
　　　　　• "BOOKKEEPING DATA"
　　　　　• "RANKING DATA"
　　　　　• "CALIBRATION DATA"
　　　　　• "CLOCK"
　　　　　• "SPEAKER CHANNEL"
　　● Once returned to the factory setting, it cannot be returned to the original setting.

⚠	● **Before performing any solution, be sure to turn OFF the main power switch first, and then remove the power plug from the socket.** ● **After turning off the power, wait at least 10 seconds before turning the power ON again.** ● **When you do not know how to deal with a problem, before attempting to fix the problem by yourself, contact your nearest dealer.** ● **If a malfunction or failure is detected, turn OFF the main power switch, remove the power plug from the socket, and contact your nearest dealer.** ● **If the problem is not alleviated even after taking the steps described or if any other error codes or messages other than those described below are displayed, write down the error code and message, and immediately turn OFF the main power switch and remove the power plug from the socket. Then, contact your nearest dealer.**

When an error code or message is displayed on the screen, try the following solutions:

Error code	Message	Possible causes	Action to be taken
1-1600-0004	CD MEDIA ERROR	▸ The game software is not running correctly.	▸ Contact your nearest dealer.
1-1600-0005	CLEAN DISK ERROR	▸ The hard disk is not functioning correctly.	▸ Contact your nearest dealer.
1-1600-0006	INSTALLATION ERROR	▸ The game software or the hard disk is not functioning correctly.	▸ Reinstall the game software.
1-1602-0002	CHKDSK ERROR	▸ Game software installation is not successful. ▸ The hard disk is not functioning correctly.	▸ Reinstall the game software. ▸ Contact your nearest dealer.
1-1602-0003	APPLICATION INSTALL ERROR	▸ Game software installation is not successful.	▸ Reinstall the game software.
1-1602-0007	CHECK DRIVE ERROR	▸ Game software installation is not successful.	▸ Reinstall the game software.
1-1602-0008	CREATE DRIVE ERROR	▸ Game software installation is not successful.	▸ Reinstall the game software.
1-1602-0009	FORMAT DRIVE ERROR	▸ Game software installation is not successful.	▸ Reinstall the game software.
1-1602-0010	CHECK OS DRIVE ERROR	▸ Game software installation is not successful.	▸ Reinstall the game software.
1-1603-0003 1-1603-0004 1-1603-0005 1-1603-0006	HARDWARE ERROR	▸ The PCB unit is not functioning correctly.	▸ Contact your nearest dealer.
5-1500-****	LOW CONTROL ERROR	▸ The PCB unit and I/O board communication error.	▸ Reboot the system.
5-1501-0000	OUT OF MEMORY	▸ Memory error.	▸ Reboot the system.
5-1501-0001 5-1501-0002 5-1501-0003	HARDWARE ERROR	▸ The PCB unit and I/O board communication error.	▸ Reboot the system.

• The asterisks (*) in the error codes represent different numbers based on the conditions.

Error code	Message	Possible causes	Action to be taken
5-1502-0000	OUT OF MEMORY	▶ Memory is insufficient or damaged.	▶ Reboot the system.
5-1502-0001	I/O Error	▶ The button and IC card PCB are not connected correctly, or they are damaged.	▶ Contact your nearest dealer.
5-1502-0002	I/O Error	▶ The button and IC card PCB are not functioning correctly.	▶ Contact your nearest dealer.
5-1503-0000 5-1503-0001	I/O Error	▶ The gun unit connectors are not connected. ▶ The gun control board is damaged.	▶ Contact your nearest dealer.
5-1503-0002	I/O Error	▶ The I/O board is not connected, or is damaged.	▶ Contact your nearest dealer.
5-1512-****	Security error	▶ The e-AMUSEMENT plug is not connected properly. ▶ The security plug is not connected properly.	▶ Contact your nearest dealer.
5-1520-****	Security error	▶ The e-AMUSEMENT plug currently set is not for this product. ▶ The security plug currently set is not for this product.	▶ Contact your nearest dealer.
5-1530-****	I/O Error	▶ The connectors for the IC card reader are disconnected. ▶ The I/O board is not functioning correctly.	▶ Contact your nearest dealer.
5-1550-0000 5-1550-0001	System data check error	▶ The executable file is damaged.	▶ Reinstall the game software.
5-1551-0000	Hardware error	▶ The hardware is damaged.	▶ Reboot the system.
5-1555-****	A necessary file for the application has been damaged.	▶ The files necessary for the application are damaged.	▶ Reinstall the game software.

• The asterisks (*) in the error codes represent different numbers based on the conditions.

Error code	Message	Possible causes	Action to be taken
5-1556-****	The data file has been damaged.	▶ The AC file is damaged.	▶ Reinstall the game software.
5-2000-****	It cannot communicate with a router.	▶ The VPN router is unresponsive. (The in-shop network including the VPN router is the cause.)	▶ Set "e-AMUSEMENT" to "OFF" under "NETWORK OPTIONS" in the test mode (see page **32**), and then reboot the system.
5-2002-**** 5-2003-****	It cannot communicate with a center server.	▶ Communication with the centre server is impossible.	▶ Set "e-AMUSEMENT" to "OFF" under "NETWORK OPTIONS" in the test mode (see page **32**), and then reboot the system.
5-2004-**** 5-2005-****	This game machine is not registered.	**When using the e-AMUSEMENT service:** ▶ The "e-AMUSEMENT" setting is "OFF" under "NETWORK OPTIONS" in the test mode. ▶ The e-AMUSEMENT service registration has not been performed.	▶ Contact your nearest dealer.
		When not utilising the e-AMUSEMENT service: ▶ The "e-AMUSEMENT" setting is "OFF" under "NETWORK OPTIONS" in the test mode and the LAN cable is connected to the e-AMUSEMENT side hub.	▶ Contact your nearest dealer.
5-2006-****	The "on-line service" was ended.	▶ The e-AMUSEMENT service period of the product is expired.	▶ Contact your nearest dealer.
5-2007-**** 5-2008-**** 5-2009-**** 5-2500-****	The network is not operating correctly.	▶ A network error occurred.	▶ Reboot the system.

• The asterisks (*) in the error codes represent different numbers based on the conditions.

Error codes and messages

Error code	Message	Possible causes	Action to be taken
5-2551-0000	The data of the static test mode has been damaged.	▶ The test mode data is damaged.	▶ Initialise the test mode. (See page **44**.)
5-2551-0001	The ranking data has been damaged.		
5-2551-0002	The data of the bookkeeping has been damaged.		
5-2551-0003	The calibration of the gun is an unsetting.	▶ The gun unit calibration has not been carried out.	▶ Carry out the gun unit calibration. (See page **17**.)
5-2551-0005	The clock is un-setting up.	▶ The current time setting has not been carried out.	▶ Set current time in the test mode. (See page **42**.)
5-2551-0006	A speaker channel is un-setting up.	▶ The speaker channel has not been carried out.	▶ Set up the speaker channel in test mode. (See page **26**.)
5-3500-****	All the settings were initialized.	▶ The test mode has been initialised.	▶ Set again in the test mode. (See page **11**.)
5-3501-****	An e-AMUSEMENT setting was changed.	▶ The "e-AMUSEMENT" setting has been changed.	▶ Reboot the system.
5-3510-****	The speaker channel setting was changed.	▶ The speaker channel setting has been changed.	▶ Reboot the system.

• The asterisks (*) in the error codes represent different numbers based on the conditions.

Error codes and messages