



ORIGINAL VIDEO GAME

OPERATOR'S MANUAL

■ TOTALVICE ■

TOTALVICE™

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

About this product

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



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

This manual covers the following models: _____

• **GQ639-TB**

• **GQ639-HD**

• **GQ639-AF**

The specifications of GQ639-TB may be somewhat different from GQ639-HD and GQ639-AF. In such a case, read the descriptions of the model which applies to the game machine you are operating.

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
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■ Precautions for use




In this manual, the precautions to be followed without fail in order to prevent damage to persons to install, use or maintain "TOTALVICE™" or other persons or to properties are shown as follows.

Be sure to read the following

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

 WARNING	Indicates a situation where disregarding the suggestions could result in death or serious injury.
 CAUTION	Indicates a situation where disregarding the suggestions could result in injury or product damage.









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

	Indicates a matter of which care should be taken.
	Indicates a matter which is forbidden.
	Indicates a matter which should be performed without fail.

Setting Up





WARNING

- **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**
 · This product should not be set up, moved or transported by anyone other than industry specialists. Doing so could result in injury or product damage.
 · When installing the machine, be sure to place the 4 adjusters on the floor and make sure that the machine is stable at a level.
 · When setting up this product, take care that no undue force is applied to the connecting sections of the game machine. Failure to do so could cause injury, accidents or product damage.
- **This product is an indoor game machine. Never set up the game machine outside.** 
 · Setting up this product outside could result in accidents or equipment failure.
- **Do not set up the game machine near emergency exits.** 
 · Doing so could block exits in time of emergency and could result in death or serious injury.
- **Do not set up the game machine:** 
 · in a place exposed to rain or moisture.
 · in a place exposed to direct sunlight.
 · in a place exposed to direct heat from air-conditioning and heating equipment, etc..
 · near hazardous flammable substances such as thinner and kerosene.
 · on an inclined or uneven floor.
 · near fire extinguishing equipment.
 · in a place exposed to strong vibration.
 · in a place exposed to excessive dust.
 · near equipment generating strong magnetism or electric waves.
- **Do not place containers holding chemicals or water on or near the game machine.** 
 · Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.
- **Do not place objects near the ventilating holes.** 
 · Doing so could cause the internal temperature to rise excessively, resulting in equipment failure.
- **Do not bend the power cord by force or place heavy objects on it.** 
 · Doing so could result in electric leakage or fire.
- **Never plug or unplug the power cord with wet hands.** 
 · Doing so could result in electrical shock.
- **Never unplug by pulling the power cord.** 
 · Doing so could damage the cord, resulting in electric leakage or fire.

Setting Up




CAUTION

- **Be sure to use indoor wiring for within the specified voltage range. For extension cord, use indoor wiring of the specified rating or more.**
· Failure to do so could result in fire or equipment failure.
- **Never plug more than one cord at a time in the electrical receptacle.**
· Doing so could result in fire or electrical shock. 
- **Do not lay the power cord and the gun cables where people walk through. You may tread on or stumble over them.**
· You may fall down and get injured. Or the cord or cables may get damaged. 
- **Clearances of 100mm (3.94in) or more should be created between the game machine and walls.**
- **When the machine has been installed or moved to another place, be sure to press the degaussing switch on the service panel. (See page 31.)**
· Poor degaussing may cause the guns to malfunction.

Operation





WARNING

- **If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately unplug the power cord to stop operating it.** 
· Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

1. Turn OFF the power switch.
2. Unplug the power cord.
3. Contact your nearest dealer.

- **Do not leave the power cord plugged improperly or covered with dust.**
· Doing so could result in electrical shock or fire, so inspect the power cord periodically. 
- **Never disassemble, repair or modify any section other than those specified in this manual.** 
· Doing so could result in fire, malfunction or equipment failure.
We do not assume any responsibility for any damages that would be caused by tampering with the machine.

Operation



• **Do not use this product anywhere other than industrial areas.**

·Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..



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

·Doing so could cause accidents or illness.



·Those under the influence of alcohol.	·Those suffering from or being treated for arm or wrist ailments.
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• **Ask customers not to roughly handle and wave about the gun.**

·You may hit the gun against glass. Broken glass may get you injured. The gun cables, if pulled by force, may be broken.



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

·Doing so could result in electrical shock.



• **When handling the power cord, take care of the following:**

·Improper handling could result in fire or electrical shock.

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

• **If the power cord or power plug becomes damaged, stop using the machine immediately.**

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

• **Do not place anything on the machine. Do not give shock and impact to the machine either.**

·The thing may drop or the machine get damaged, which may get you injured.

Inspection and cleaning



• **Be sure to turn OFF the power and unplug the power cord from the receptacle before inspecting or cleaning the machine.**

·Failure to do so could result in electrical shock.



• **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**

·Using improper parts could result in fire or equipment failure.



• **Allow only a qualified engineer to open the back door.**

·Otherwise an accident or electric shock may result.



• **Never disassemble, repair or modify any section other than those specified in this manual.**

·Doing so could result in fire, malfunction or equipment failure.



We do not assume any responsibility for any damages that would be caused by tampering with the machine.

• **To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent and wrung out.**

·Using organic solvents such as thinner may decompose the material.

·Electrical shock or equipment failure could be caused by water entering the inside of the machine.

Inspection and cleaning



CAUTION



- Do not touch the reflector surface inside the machine.
If the surface gets dirty, wipe it clean with soft cloth. (Never use thinner, benzine and the like.)



Moving and Transportation



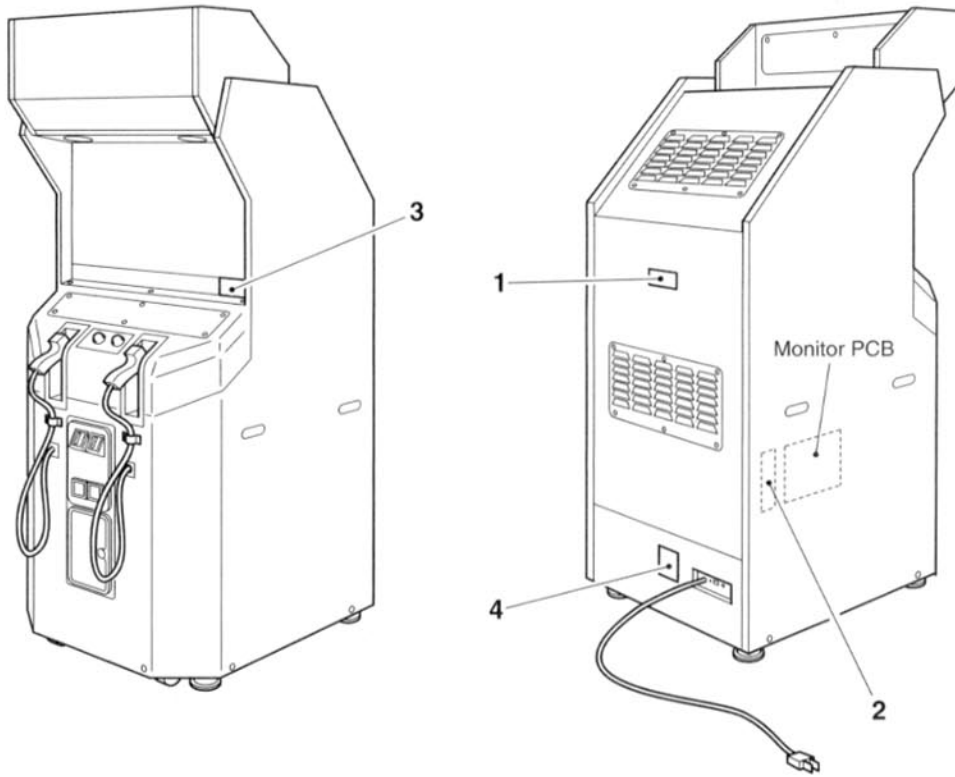
CAUTION

- The game machine contains parts such as the monitor, reflector, electronic components and precision components which are sensitive to vibrations and impacts. Handle the machine gently when moving or transporting it. Never let the machine lie on its side. 
- Before moving the machine, raise the 4 adjusters all the way and move the machine on the casters. 
Never forget to turn OFF the power switch and unplug the power cord.
·Otherwise an accident, machine damage or trouble may result.
- When the machine has been installed or moved to another place, be sure to press the degaussing switch on the service panel. (See page 31.)
·Poor degaussing may cause the guns to malfunction.

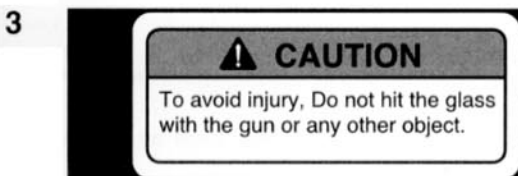
PRECAUTION IN HANDLING

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

Locations of warning and other safety labels



Types of warning and other safety labels

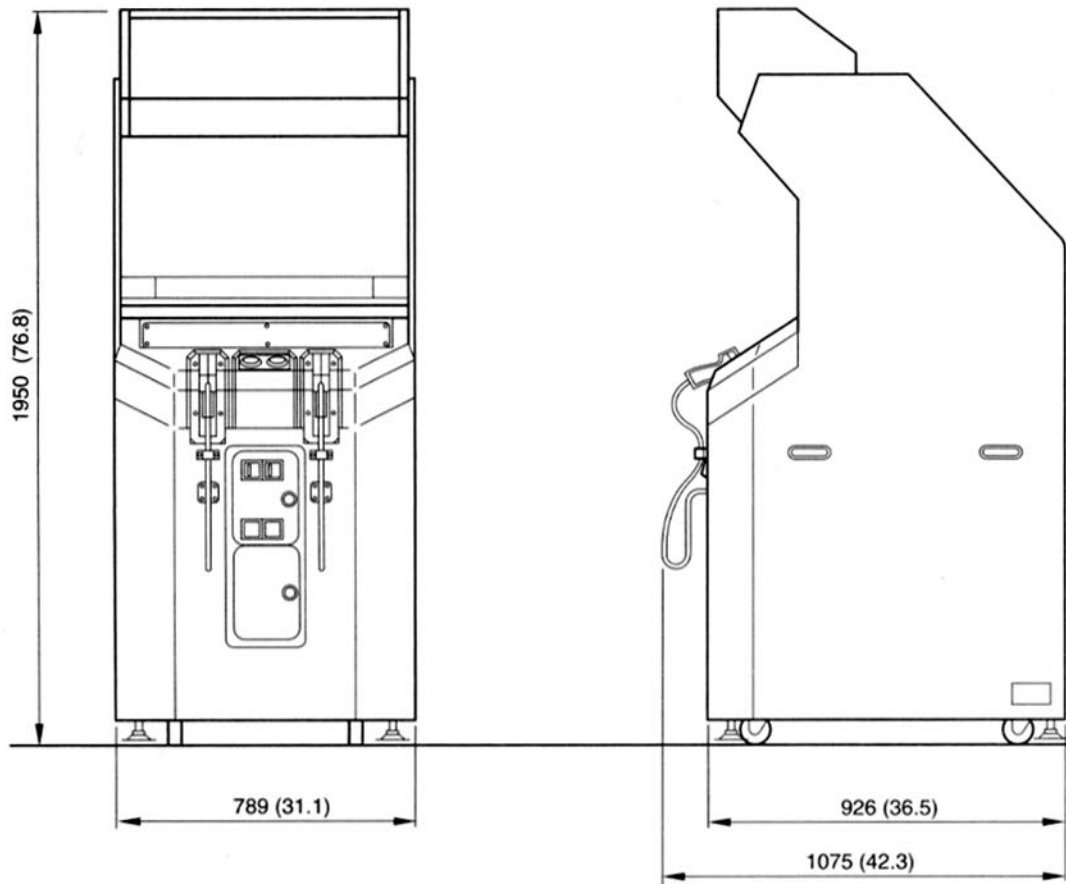


4

MODEL	GQ639 TOTAL VICE
POWER	240 v / 50 Hz 180 W
MANUFACTURER	KONAMI CO., LTD.
DATE OF MANUFACTURE	July 1997
WEIGHT	175 Kg (386 lb)
SERIAL NUMBER	
KONAMI. MADE IN JAPAN	
INDOOR USE	

•The above is an example.
The entries are different from destination to destination.

1 Specifications



Specifications

Dimensions	Refer to the figure above: mm (in)
Total weight	Approx. 175 kg (386 lb)
Rated power consumption	180W
Monitor	29-inch color monitor
Service condition	Temperature 5 to 40°C (41 to 104°F), Humidity 20 to 70% (No dewing is allowed.)
Attachments	<ul style="list-style-type: none"> ·Instruction manualthis manual ·Keys for coin door2 ·Keys for maintenance2

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

MEMO

安全使用注意事項

本書說明為防止危害“TOTALVICE™”的設置、使用、維護等人員及他人和財產的安全注意事項，本書內容務請遵守。

務請閱讀

●本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。



該項標注表示“有可能造成死亡或身負重傷”的內容。



該項標注表示“有可能造成傷害或物品損壞”的內容。

●本書使用如下圖標，說明務請遵守的內容種類。



本圖標表示“提請注意”的內容。



本圖標表示“禁止”的內容。




本圖標表示“強制實行”的內容。

設置時


 **警告**

- 設置、移動或搬運時，務必同當地的經銷店商洽。
 - ▶ 非專業人員執行設置、移動或搬運時，有可能受傷或損壞殼體。
 - ▶ 安裝本機時，務必使四個位置的可調支腳接觸地面，證實殼體呈水平狀態。無偏斜。固定不穩定時，可引起殼體晃動，及致受傷或造成事故。
 - ▶ 設置本機時，不得在殼體連接部位強加外力。否則，可致受傷或造成事故、損壞殼體。


- 本機為室內用遊戲機，千萬不要設置在室外。
 - ▶ 設置在室外，可造成事故或故障。


禁止


- 本機不得設置在建築物太平門附近。
 - ▶ 否則，發生災害時妨礙人們逃生，造成傷亡。


禁止


- 本機尚不得設置在以下場所。
 - ▶ 否則，可造成事故或故障。
 - 漏雨或潮濕結露的場所
 - 陽光直射的場所
 - 直接受到取暖裝置的熱氣吹拂的場所
 - 煤油、信那水等有引火性的危險物附近
 - 傾斜、不堅硬、不穩定的地面
 - 消防設備的附近
 - 晃動劇烈的場所
 - 多灰塵的場所
 - 產生強大磁場或電波的設備附近


禁止


- 本機上面或周圍不得放置盛水或藥劑的容器或物品。
 - ▶ 水份或異物進入內部，可致觸電或故障。


禁止


- 通風口附近不得放置物品。
 - ▶ 有妨通風，則內部溫度異常升高，造成火災或故障。


禁止


- 不得強行彎曲電源軟線，也不得在其上壓放重物。
 - ▶ 否則，可造成漏電事故或火災。


禁止


- 千萬不得用濕手拔下或插入電源插頭。
 - ▶ 否則，可致觸電。


禁止

- 不得牽拉電源軟線拔下電源插頭。
 - ▶ 否則，電源軟線損傷，造成漏電事故或火災。


禁止

設置時

 注意

- 務必使用符合規格的電源。利用加長電線時，應使用符合規格的室內用線。
▶否則，可造成火災或故障。
- 千萬不得使用多分支插座。
▶否則，可造成火災或觸電。
- 不得將電源軟線和槍用電纜伸出到被人踐踏或絆人的通道上。
▶否則，可致翻倒而傷人。而且，可損傷軟線。
- 設置本機時，應離開牆面等10公分以上。
- 機體安裝後或移動後，務必按下維修面板上的消磁開關。〔參看31頁〕
▶若消磁不完全，機關槍會不能正常反應。



禁止



禁止

使用時

 警告

- 萬一從本機中冒煙、發出氣味或異常聲響等，應立即拔下電源插頭，停止使用。
▶在異常狀態下使用，可造成火災或事故。



拔下電源插頭

判斷為異常時

- 1 斷開電源
- 2 從插座上拔下電源插頭
- 3 通知當地的經銷店

- 不得在電源插頭未正確插入插座中或積滿灰塵的狀態下放置不管。
▶否則，可造成觸電或火災，應定期檢查。
- 千萬不得拆卸、修理或改造本書未指示的部位。
▶否則，可造成火災、異常工作或故障。
需要修理等時，請委託當地的經銷店。
因改造本機而造成損害，本公司概不負責。



禁止



禁止拆卸

使用時

 注意

- 本機不得在工商業地區以外使用。
▶在住宅區或其鄰接處使用，會妨礙電視機、收音機、電話機等接收信號。



- 應提請屬於下列情況之一的顧客，不要利用本機遊戲。
▶否則，可致事故或引發疾病，加重症狀。

· 飲酒者 · 手臂、手腕有病，或正在接受治療

- 呼吁顧客不要胡亂操作和舞動機關槍〔槍單元〕。
▶若碰到玻璃上，可打碎玻璃傷人。另外，強行牽拉槍用電纜，可致斷線。

- 千萬不得用濕手拔下或插入電源插頭。
▶否則，可致觸電。



- 不得如下操作電源軟線。
▶否則，可造成火災或觸電。

· 劃傷 · 加工 · 強行彎曲 · 扭轉 · 加熱
· 牽拉 · 打結 · 腳踏 · 擠壓或打釘



- 萬一電源軟線、電源插頭損傷時，應立即停止使用，委託當地的經銷店更換零件。
▶在損傷狀態下使用，可造成火災或觸電。

- 不得在成型品上放置物品、加壓或給予衝擊。
▶否則，物品摔落或殼體損壞乃致傷人。

檢查和打掃

 警告

- 檢查或打掃本機時，務必斷開電源，從插座上拔下電源插頭。
▶否則，可致觸電。



拔下電源插頭

- 更換零件或易耗品時，務必使用本公司指定的產品。千萬不得使用或混用其它產品。
▶否則，可造成火災或故障。



- 非技術人員不得打開背面門。
▶否則可致事故或有觸電危險。

- 千萬不得拆卸、修理或改造本書未指示的部位。
▶否則，可造成火災、異常工作或故障。
需要修理等時，請委託當地的經銷店。
因改造本機而造成損害，本公司概不負責。



禁止拆卸

- 打掃本機時，用軟布蘸取中性洗劑，擰乾後再擦拭。
▶使用信那水等有機溶劑，可致本機變質。
▶本機內部滲水，可造成觸電或故障。

檢查和打掃

注意

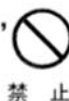
- 不得用手觸摸殼體內的反射鏡表面。反射鏡髒污時，請用軟布擦拭。
〔千萬不要使用信那水、汽油等〕



移動／搬運時

注意

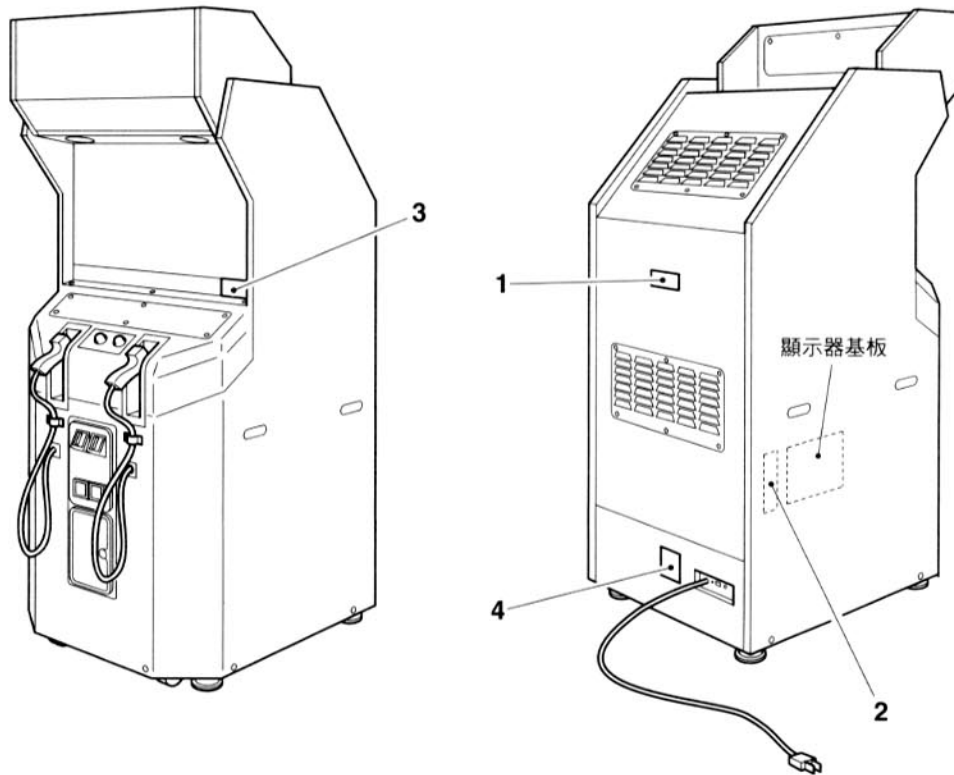
- 本機裝有不耐震動和衝撞的顯示器、反射鏡、電子元件、精密器件等。移動和搬運時，應精心操作。
千萬不要翻倒橫放。
- 移動本機前，將四個位置的可調支腳調至最上面，用腳輪移動。
另外，務必關閉電源開關，從電源插座上拔下電源插頭。
▶否則，可造成事故、損傷或故障。
- 機體安裝後或移動後，務必按下維修面板上的消磁開關。〔參看31頁〕
▶若消磁不完全，機關槍會不能正常反應。



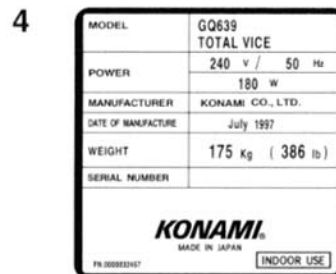
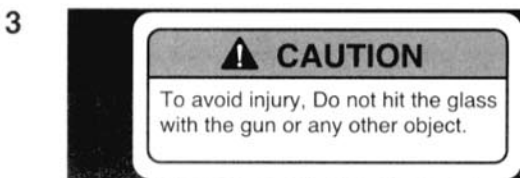
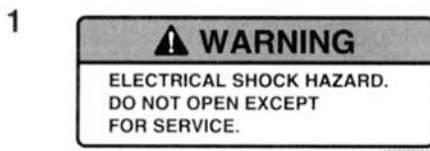
請留意

- 本機的設置、操作、檢查、打掃、移動及搬運，請遵照本書所載步驟及內容進行，確保安全。
- 不要揭下貼在本機上的“警告”“注意”等標籤。
- 不要在相當於間接性警告或注意的狀態下，設置、操作、檢查、打掃、移動或搬運等。
- 因轉讓等，本機的所有者發生變化時，務必將本書轉交給新的所有者。
- 本書遺失或破損時，請惠詢當地的經銷店。

警告標籤等的張貼位置

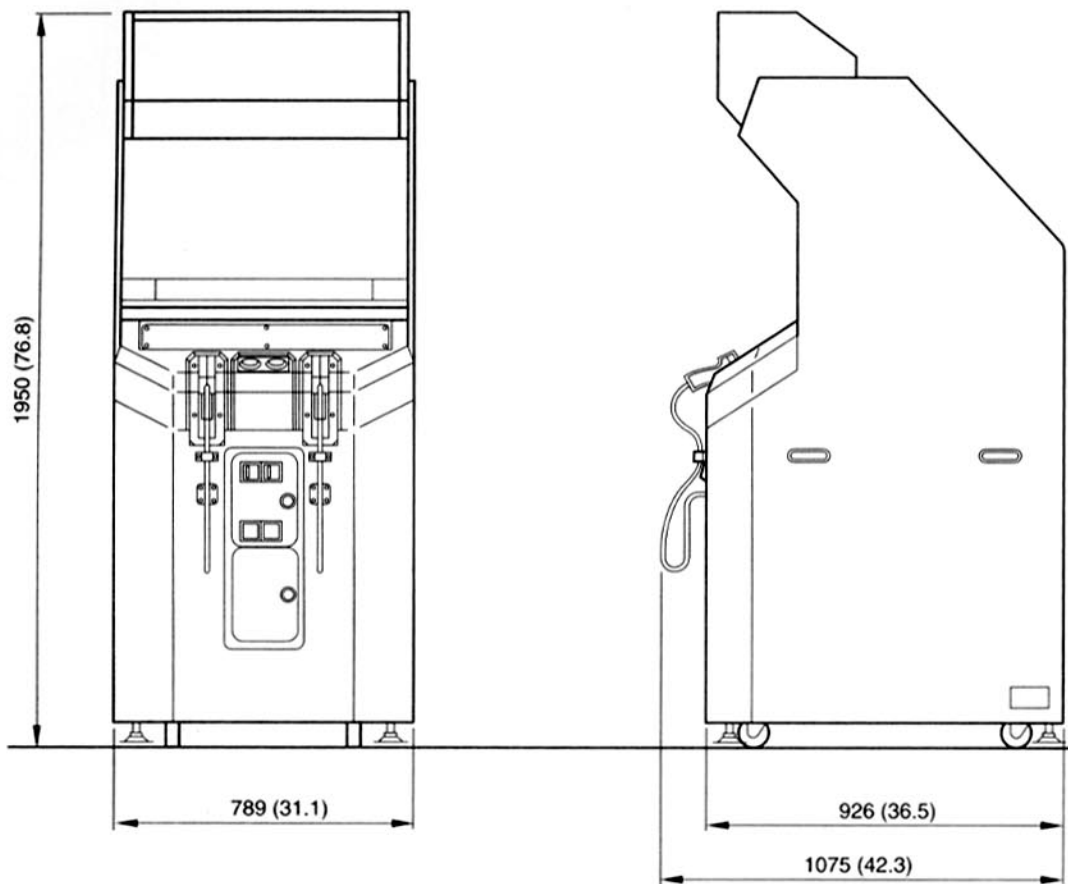


警告標籤等的種類



- 以上標注內容僅為示例。
不同輸出地區，其標注內容有所不同。

1 規 格



規 格

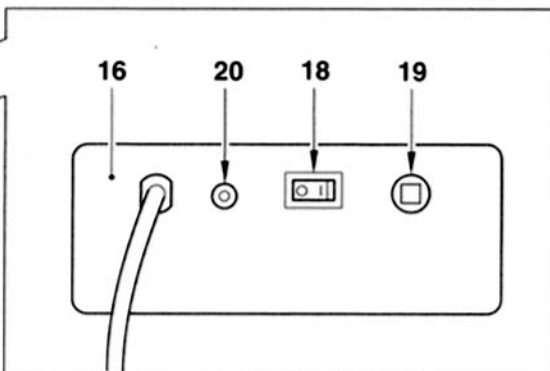
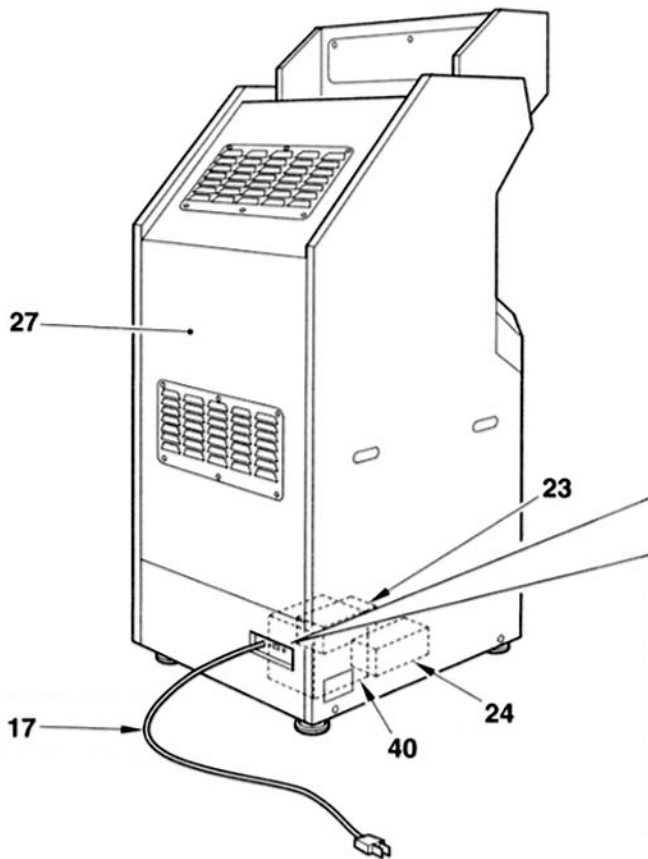
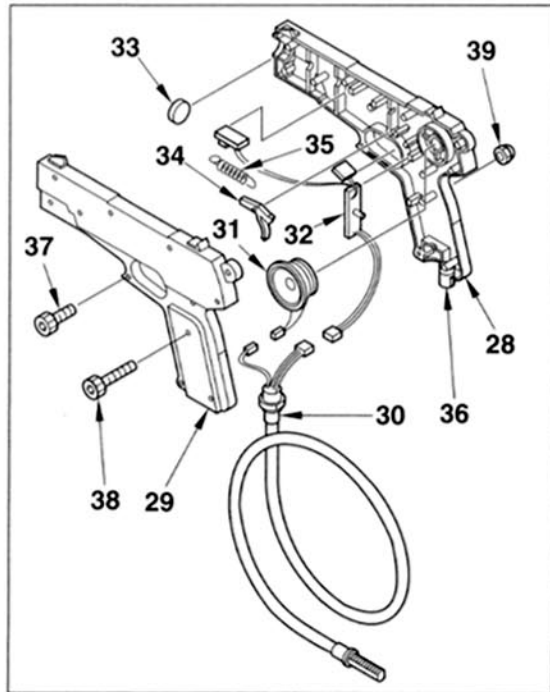
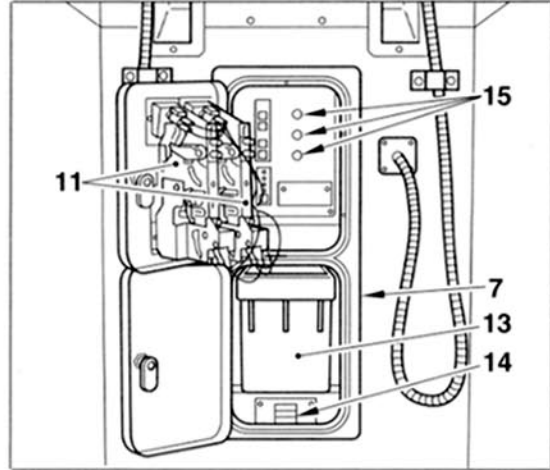
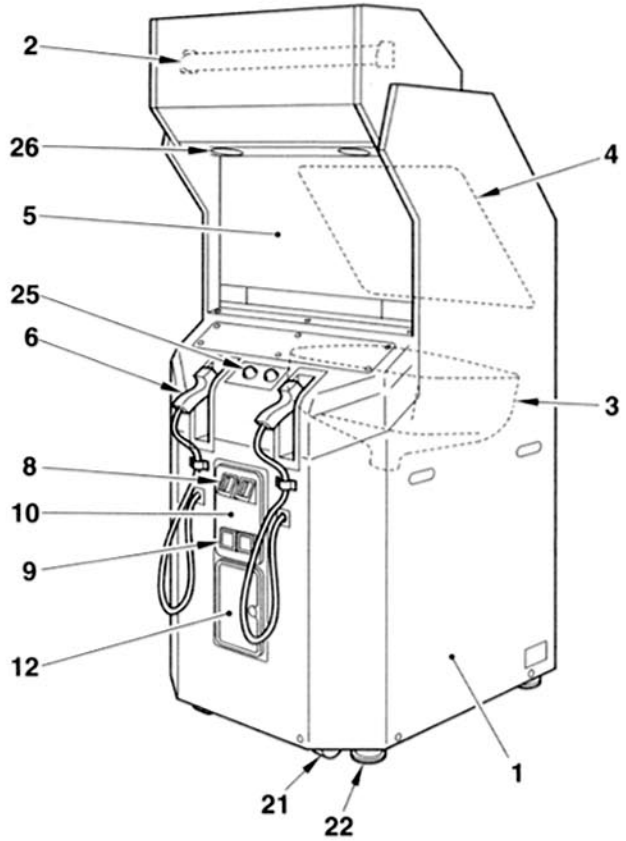
外形尺寸	參看上圖：mm(in)
總重量	約175kg (386lb)
額定耗電量	180w
顯示器	29英寸彩色顯示器
使用條件	溫度5~40°C (41 to 104°F) · 濕度20~70%〔不得結露〕
附 件	<ul style="list-style-type: none"> · 使用說明書.....本書 · 存幣箱鑰匙..... 2 · 維修用鑰匙..... 2

- 萬一有不足零件或不良零件，請惠詢當地的經銷店。
- 本機的規格因性能改良等理由而變更時，恕不預告。

MEMO

2 Names of parts and list of main parts

Main machine



2 Names of parts and list of main parts






No.	Part name	Part #	Quantity	Remarks
1	Cabinet	-	1	
2	Fluorescent light unit	0000003575	1	
3	Monitor	0000002680	1	
4	Reflector (mirror)	0000013607	1	
5	Glass	0000013606	1	
6	Gun unit	0000031937	2	Include 28 to 39
7	Coin door unit	0000001415	1	Include 8 to 12 GQ639-TB/AF
		0000002769	1	Include 8 to 12 GQ639-HD
8	Coin input port	-	2	
9	Coin return port	-	2	
10	Maintenance door	-	1	
11	Coin selector	-	2	
12	Coin door	-	1	
13	Coin box	0000006850	1	
14	Coin counter	0000030431	1	
15	Service panel switch	0000005098	3	Red
16	AC bracket	-	1	
17	AC power cord	0000004809	1	
18	Power switch	0000003197	1	
19	Circuit protector	0000032192	1	
20	Ground terminal	0000005622	1	
21	Caster	0000005357	4	
22	Adjuster	0000002405	4	
23	Switching power	0000030996	1	Main PCB(5V)
24	Switching power	0000003800	1	Main PCB(12V)
25	Press button (Start button)	0000003617	2	Yellow
26	Speaker	0000002770	2	
27	Back door	0000013611	1	
28	Gun case	0000031983	1	Mechanism-mounted side
29	Gun case	0000031984	1	
30	Gun cable	0000003670	1	
31	Speaker	0000031305	1	
32	Gun PCB unit	0000018262	1	
33	Lens	0000015507	1	
34	Trigger	0000010632	1	
35	Spring	0000015508	1	
36	Chain stopper	0000015540	1	
37	Hexagon socket bolt	-	6	M3X15L
38	Hexagon socket bolt	-	6	M3X25L
39	Cap nut	-	12	M3
40	Transformer	0000002728	1	

3 How to play

The "TOTALVICE™" machine is designed to play gun shooting game alone or in a pair. Shoot enemies who appear one after the other on the screen to get the score as high as possible.

■ How to play

- 1 Put a coin into the slot. Press the start button and the stage select menu appears on the screen.
- 2 Shoot a desired stage with the gun and the game starts itself.
- 3 Hit the enemies who appear on the screen.
The standard weapon for the player is an automatic gun that can fire 7 bullets nonstop. When the gun runs out of bullets, level the gun without the screen range and pull the trigger. The gun will be fully reloaded.
(No matter how many bullets are left in the gun, you can reload the gun anytime.)
- 4 The following five different types of guns appear during the game. When you hit a gun, you can get that type of gun.
(You will lose that gun when you get hit by the enemy.)

		
MAGNUM The bullet can go through a wall. The gun is reloaded every 6 bullets.	RIFLE Three bullets can be fired nonstop. The gun is reloaded every 15 bullets.	DUAL GUNS Two bullets can be fired one after the other. The gun is reloaded every 12 bullets.
		
SHOTGUN Pellets are fired. The gun is reloaded every 5 fires.	MACHINE GUN Up to 30 bullets are fired nonstop while the trigger is being pulled. The gun cannot be reloaded.	

- 5 When you get hit by the enemy or you wrongly shoot a citizen or a police officer, you will lose one life point.

■ Joining the game halfway

- You can join the game anytime during the play.

■ Continuing the game

- You can continue the game if you take the procedure within about 20 seconds after the game is over.

4 Opening and closing the doors

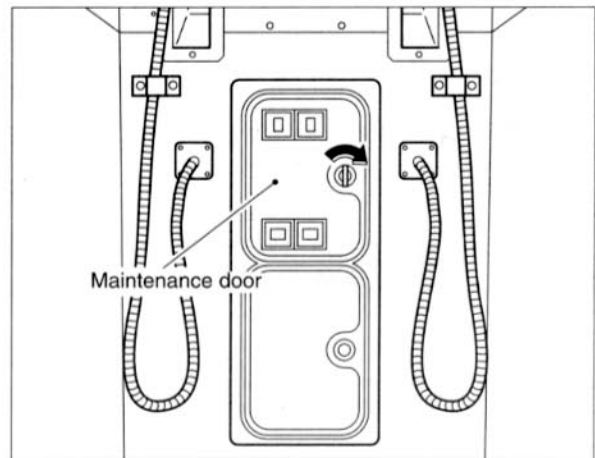
4-1 Opening and closing the maintenance door

■ How to open the maintenance door -----

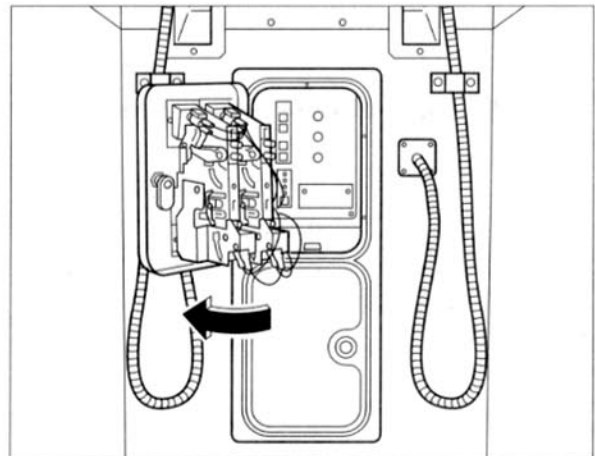


•Take care not to apply any load or impact to the maintenance door when it is open.

- 1** | Insert the accompanying maintenance key into the keyhole of the door and turn it clockwise.



- 2** | Open the maintenance door.



■ How to close the maintenance door -----

- 1** | Close the maintenance door.
- 2** | Turn the maintenance key counterclockwise.

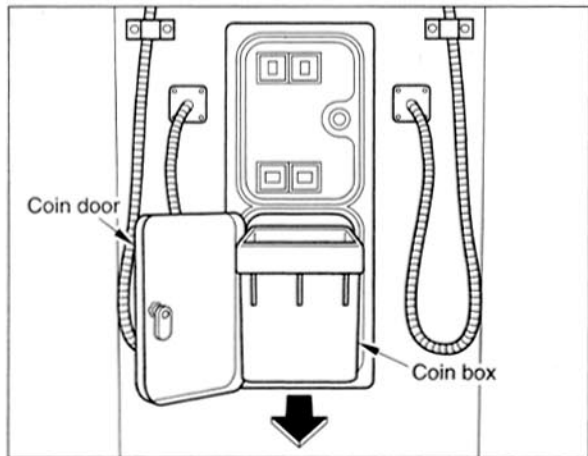
4-2 Opening and closing the coin door

How to take out the coin box



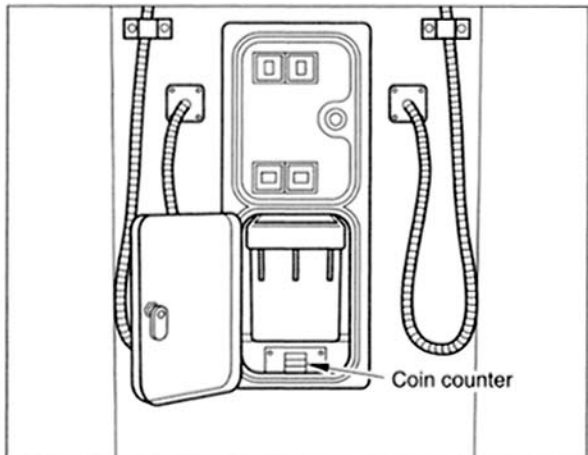
- Securely lock the door for protection against burglaries.
- Note that the coin box is considerably heavy to take out if it is full of coins.

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



Coin counter

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



5 PCB settings

5-1 PCB start-up check (self test)

When the power switch is turned ON after the installation of machine, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen.



- **Be sure to perform the self test before using the machine. If an abnormality persists or the machine does not operate properly, turn OFF the power switch immediately to stop operating the machine.**
- **When the machine has been installed or moved to another place, be sure to press the degaussing switch on the service panel (see page 31).**
- **When the machine has been set up or the game PCB or the gun has been repaired or replaced, be sure to make the “CALIBRATION” referring to page 26.**
- **When the settings have been brought back to the factory ones, be sure to make the “CALIBRATION” referring to page 26.**

■ Result of test — — — — —

— If test is OK —

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

— If any abnormality is detected —

- “BAD” appears on the screen, and the checking is repeated.
If “7K BAD” is displayed, once turn OFF the power switch and then turn it ON again while depressing the test switch button on the service panel. (The contents of setting in manual test return to those having been set at the time of shipment.)

If the machine still fails to display properly or to get started, immediately turn OFF the power switch and contact your nearest dealer.

5-2 Adjusting the game environment (manual test)

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

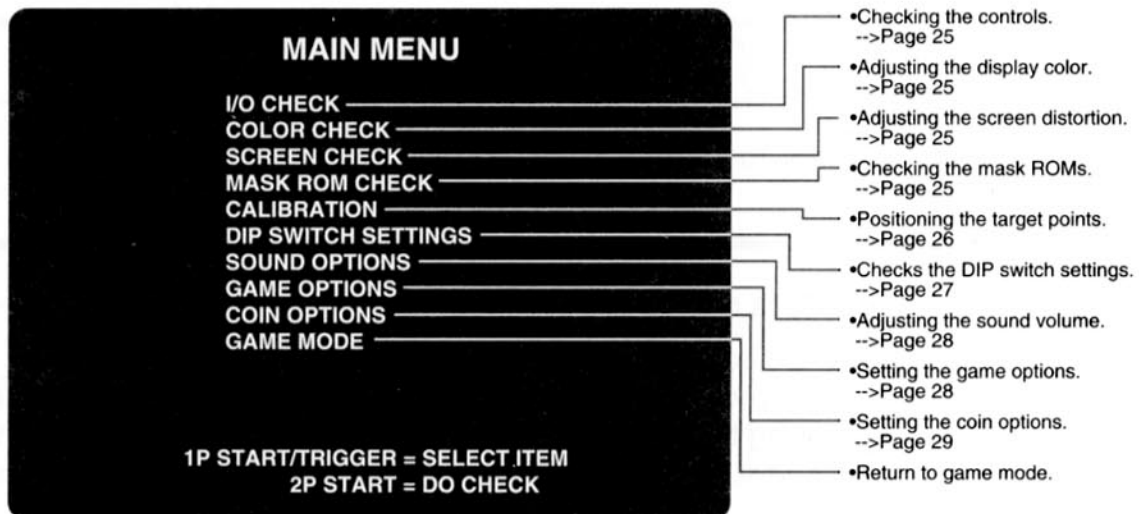
Starting the manual test mode

- 1 Turn ON the power switch.
- 2 While the demonstration game is playing, press the test switch on the service panel. (Do not turn ON the power switch with the test switch held down. The current settings will be erased and the machine will have the factory settings.)

Quit the manual test mode

- 1 Press the 1P start button, or pull the trigger of the 1P gun or 2P gun, to select "GAME MODE" on the main menu screen.
- 2 Press the 2P start button.
 - The screen goes back to the game mode.

Main mode screen (basic items)



Selecting each mode

How to select each mode from the menu

- SELECT --> Press the 1P start button or pull the 1P gun trigger to select an item down. Pull the 2P gun trigger to select an item up.
- SET --> Press the 2P start button.

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

5-3 Mode descriptions

The original factory settings are displayed in green; the changed settings are displayed in red.

- After the settings have been changed, select "SAVE AND EXIT". The new settings are saved automatically and the screen returns to the main menu.
- If "NO SAVE EXIT" is selected after the modification of the settings, the new settings are not saved.

- If "FACTORY SETTINGS" is selected, all the settings will be back to the factory ones.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance of each control.
To return to the main menu screen, press the 1P and 2P start buttons at once.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.
Make the adjustment using the monitor adjustment PCB (see page 40) so that the colors of the color bars should appear properly graduated. To return to the main menu, press the 1P start button.

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.
Adjust the focus, distortion and size of the screen while watching the crosshatch pattern. Use the monitor adjustment PCB (see page 40) to make the adjustment. To return to the main menu, press the 1P start button.

MASK ROM CHECK

Checking the mask ROMs

- The mask ROMs are checked one by one. If the ROM is not in trouble, "OK" is displayed. If anything unusual is found, "BAD" appears. Once in this mode, this checking gets started automatically. To return to the main menu, press the 1P start button.
- If "BAD" appears, immediately turn OFF the power switch and contact your nearest dealer.

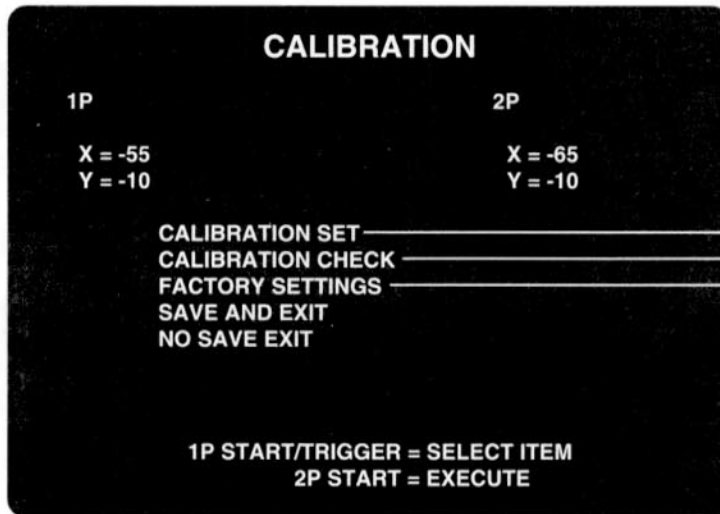
CALIBRATION

Positioning the target points

- Mode for checking the shooting target positions.
Readjust and check the shooting target positions.



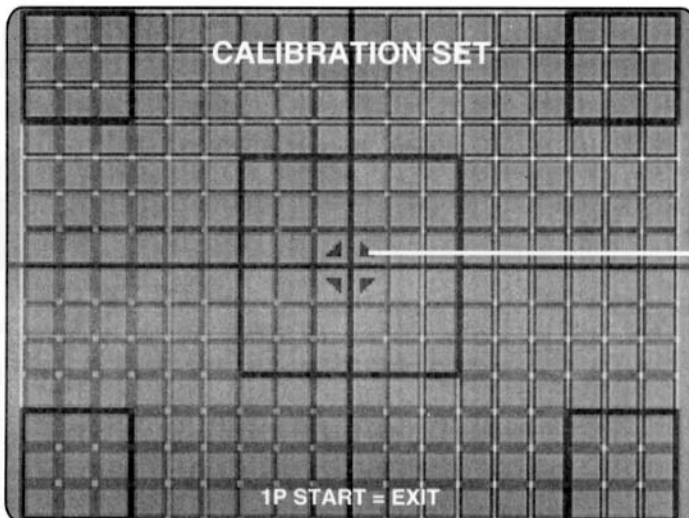
- When the gun has been repaired or replaced, be sure to make the “CALIBRATION SET” and “CALIBRATION CHECK”.
- Do not pull the trigger of the gun again after the “CALIBRATION SET”. The target points will be repositioned again.



- Sets the target point of the gun.
- Checks the target point of the gun.
- Returns all the settings to the factory settings.

•How to position the target points

- 1 Select “CALIBRATION SET” and press the 2P start button.
- 2 The “CALIBRATION SET” screen comes up. Pull the 1P gun trigger aiming at the center marker. (The target point, if out of position, will be automatically set at the center of the target on the screen.)

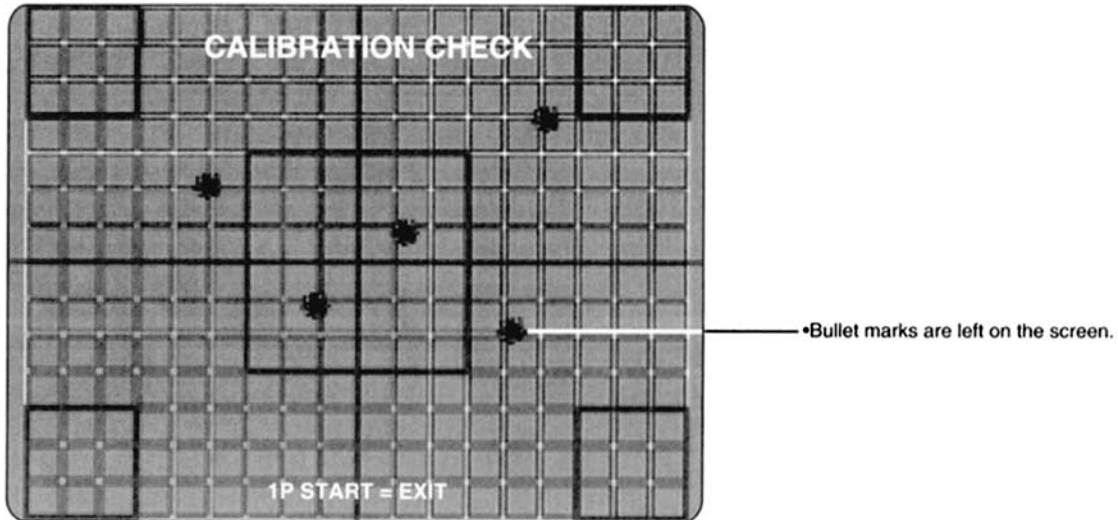


- Center marker
Sets the target points of the 1P and 2P guns.

- 3 Take the same procedure for the 2P gun.
- 4 To return to the “CALIBRATION” menu screen, press the 1P start button.

•How to check the target points

- 1 Select "CALIBRATION CHECK" and press the 2P start button.
- 2 The "CALIBRATION CHECK" screen comes up. Using the 1P gun, shoot the screen. Make sure there will be bullet marks left on the screen.



- 3 Do the same for the 2P gun.
- 4 To return to the "CALIBRATION" menu screen, press the 1P start button.

DIP SWITCH SETTINGS

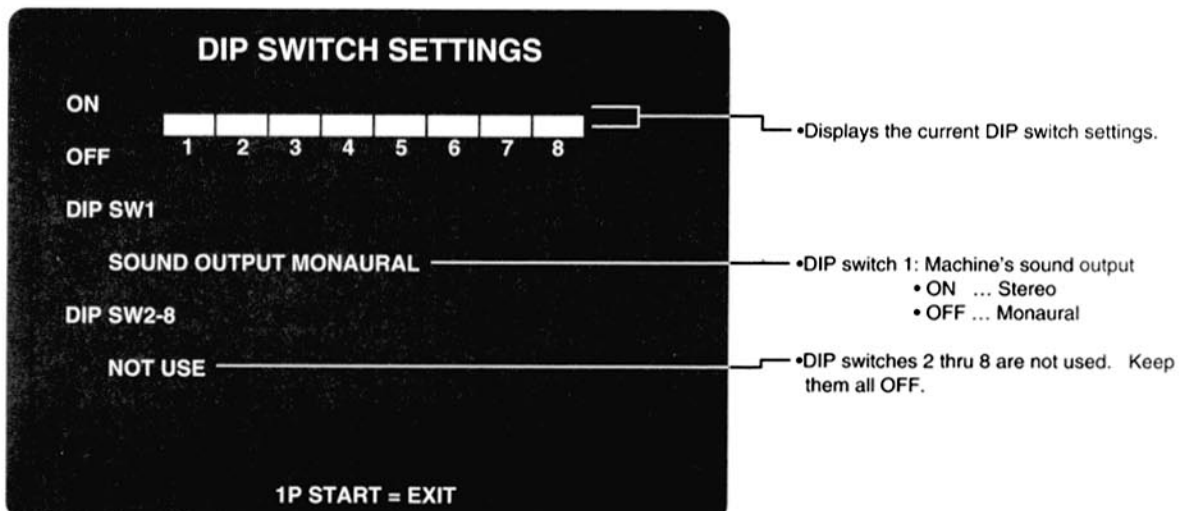
Checks the DIP switch settings

- The DIP switch check mode.

To modify the settings, use the DIP switches on the game PCB.

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

- !**
- Be sure to turn OFF the power switch before setting the DIP switch. Eliminate static electricity using a grounding band.



- The DIP switch on the PCB can be shifted easily by utilizing a thin flatblade screwdriver or a ball-point pen.

MEMO


SOUND OPTIONS

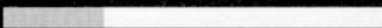
Adjusting the sound volume

- In this mode, the following appears on the screen. Using the 1P start button, select an item to modify and pull the gun trigger to change the setting. To return to the main menu, select "SAVE AND EXIT" or "NO SAVE EXIT" and press the 2P start button.

SOUND OPTIONS

SCALE CHECK _____

VOLUME 

GUN VOLUME 

SOUND IN ATTRACT MODE _____

ALL THE TIME

FACTORY SETTINGS _____

SAVE AND EXIT

NO SAVE EXIT

1P START = SELECT ITEM
2P START = EXECUTE
TRIGGER = MODIFY SETTINGS

- You will hear a do-re-mi musical scale from the left speaker first and then from the right speaker, which is repeated twice. The second round is given acoustic echo.
- Adjusts the volume from the level 0 (no sound) to 31 (max.)
 - To raise the sound level, pull the 2P gun trigger.
 - To lower the sound level, pull the 1P gun trigger.
- Adjusts the gun's shooting sound.
 - To raise the sound level, pull the 2P gun trigger.
 - To lower the sound level, pull the 1P gun trigger.
- Turns on and off the demo play sound.
 - ALL THE TIME-----Sound always on.
 - ONCE EVERY 4 CYCLES--Sound on every 4 cycles.
 - COMPLETE OFF---Sound always off.
- Returns all the settings to the factory settings.

GAME OPTIONS

Setting the game options

- In this mode, the following appears on the screen. Using the start button (an item down with the 1P start button, an item up with the 2P start button), select an item to modify. Pull the gun trigger to change the setting. To return to the main menu, select "SAVE AND EXIT" or "NO SAVE EXIT" and pull the gun trigger.

GAME OPTIONS

DIFFICULTY LEVEL 4/MEDIUM _____

PLAYER'S LIFE 5LIVES _____

VIOLENT MODE BLOODY _____

FACTORY SETTINGS _____

SAVE AND EXIT

NO SAVE EXIT

START BUTTON = SELECT ITEM
GUN TRIGGER = MODIFY SETTINGS

- Sets a difficulty level (from the 8 levels).

1/EASIEST	Easier
2/VERY EASY	↑
3/EASY	Medium
4/MEDIUM-----	
5/MEDIUM HARD	↓
6/HARD	Harder
7/VERY HARD	
8/HARDEST	

 - To raise the difficulty level, pull the 2P gun trigger.
 - To lower the difficulty level, pull the 1P gun trigger.
- Sets the number of life points. (Adjustable to 3-5 per credit)
- Sets the stage effect of violence.
 - BLOODY : Bloodshed
 - CLEAN : No bloodshed
- Returns all the settings to the factory settings.

COIN OPTIONS

Setting the coin options

■ In this mode, the following appears on the screen. Using the start buttons (an item down with the 1P start button, an item up with the 2P start button), select an item to modify. Pull the gun trigger to change the setting. To return to the main menu, select "SAVE AND EXIT" or "NO SAVE EXIT" and pull the gun trigger.

! Note that the coin setting options are not displayed when "FREE PLAY" is set to "YES".

COIN OPTIONS

FREE PLAY NO

COIN MECHANISM COMMON

 COIN SLOT 1 1 COIN 1 CREDIT

 COIN SLOT 2 1 COIN 1 CREDIT

PREMIUM START YES 1

 TO START 2 CREDITS

 TO CONTINUE 1 CREDIT

FACTORY SETTINGS

 SAVE AND EXIT

 NO SAVE EXIT

 START BUTTON = SELECT ITEM

 GUN TRIGGER = SETTINGS

- Sets the free play.
- Sets the credits to "COMMON" or "INDEPENDENT" for the 1P and 2P players.
COMMONCredits common for 1P and 2P players.
- INDEPENDENT.....Credits different for 1P and 2P players.
- Sets the number of credits for the coin. (Make the setting, referring to the table below.)
- Sets the premium start. Choose from "NO", "YES1", "YES2", "YES3" and "YES4".
- Sets the number of credits (1 to 5) required to start the game.
- Sets the number of credits (1 to 5) required to continue the game.
- Returns all the settings to the factory settings.

■ The relationship between the number of coins and the number of credits — — — —

SETTING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

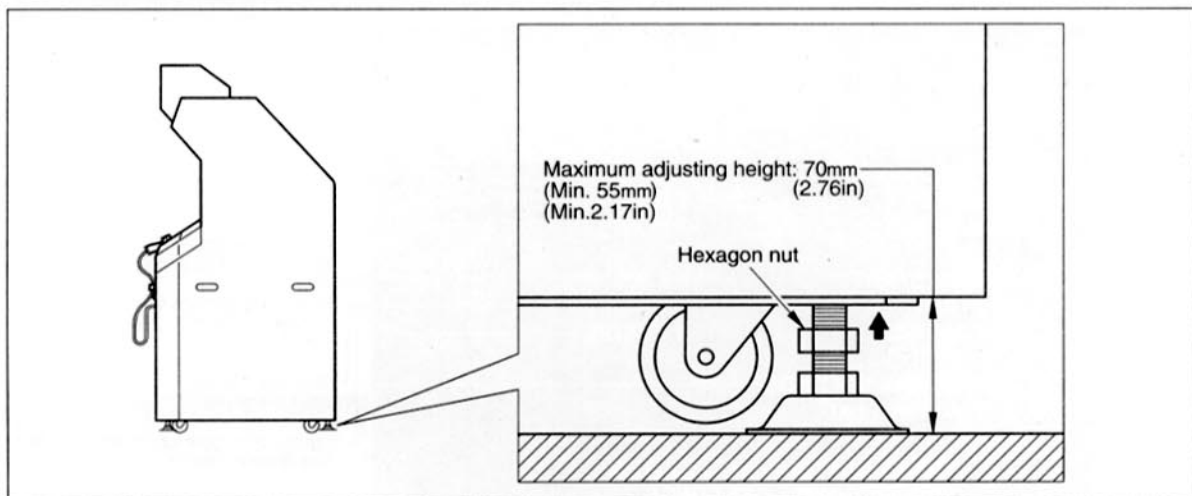
6 Setting up the game machine

6-1 Fastening the adjusters

■ How to fasten the adjusters



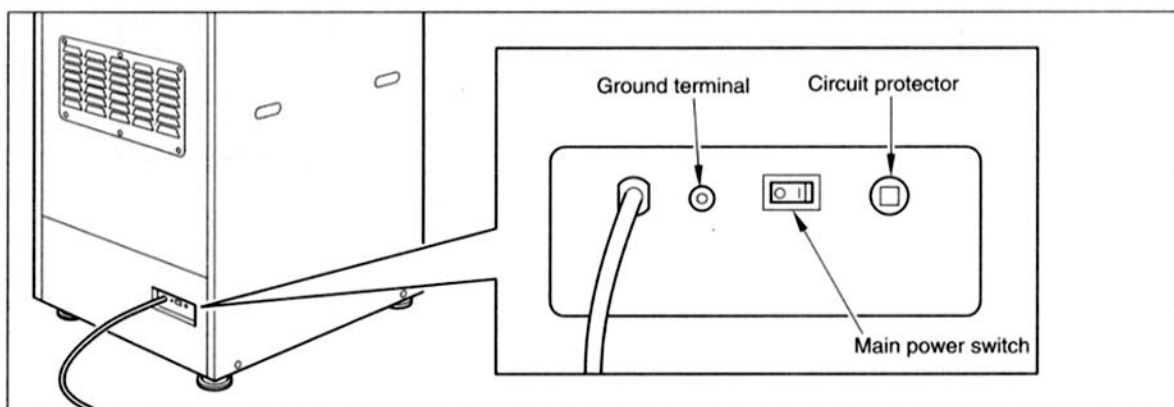
- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Make sure the 4 adjusters are evenly on the floor and that the machine is stable. Then tighten up the hexagon nuts upward.
- When the machine has been installed or moved to another place, be sure to press the degaussing switch on the service panel (see page 31).



6-2 AC bracket

■ AC bracket

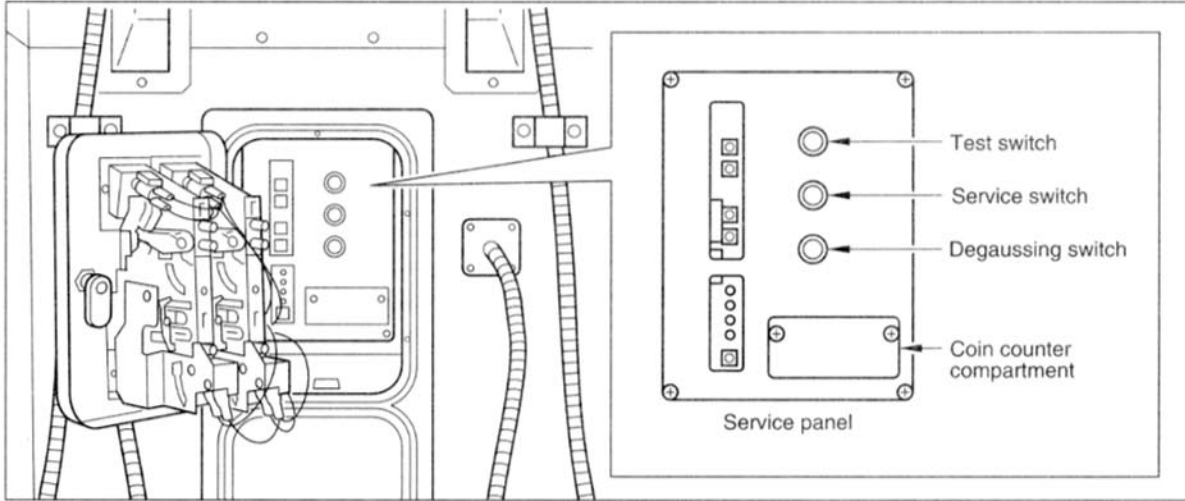
The AC bracket is located on the back of the machine.



6-3 Service panel

■ Service panel —————

You will find the service panel when the maintenance door is opened with the attached maintenance key.



6-4 Moving the coin counter

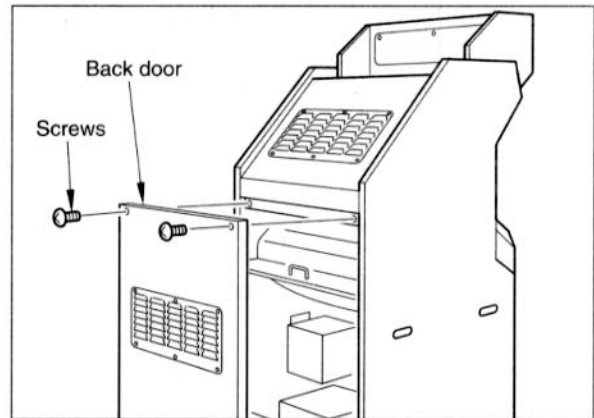
How to move the coin counter

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

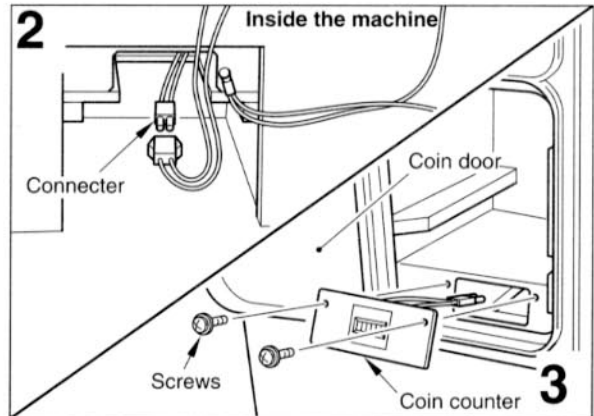


- Allow only a qualified engineer to open the back door.
- Before moving the coin counter, be sure to turn OFF the power switch and unplug the power cord. And never touch the monitor and its surrounding parts because they still have high voltage even with the power cord unplugged.
- When closing the back door, be sure to tighten up the two screws.

1 Remove the back door.

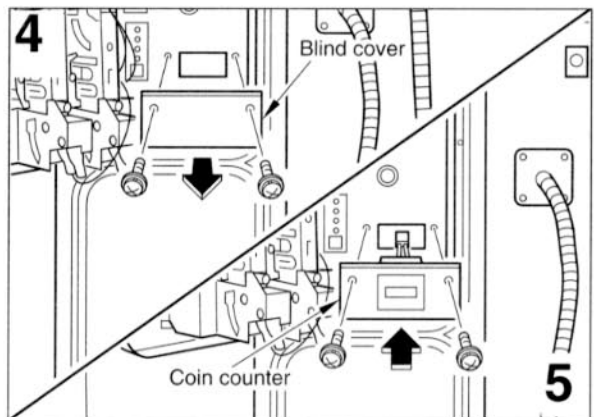


2 Disconnect the coin counter connector.



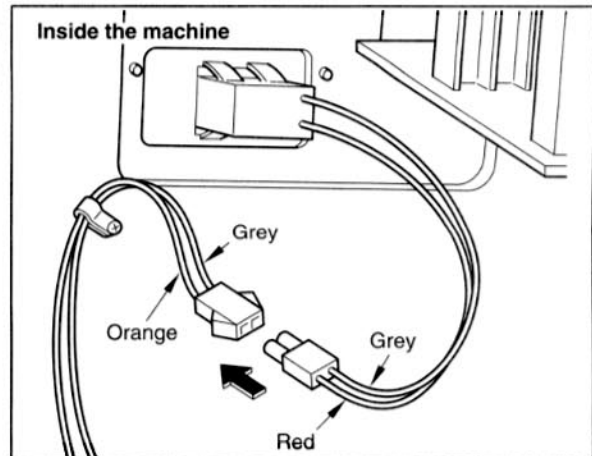
3 Open the coin door, remove the coin counter lock screws, and take out the coin counter.

4 Open the maintenance door and unscrew the blind cover to remove it from the service panel.

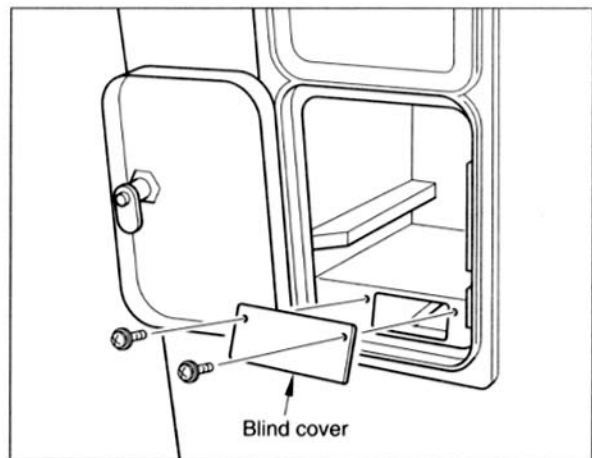


5 Fit and fix the coin counter on the service panel with the screws.

- 6** | Reconnect the coin counter connector to the counterpart inside the machine.



- 7** | Install the blind cover in the coin counter hole inside the coin box.



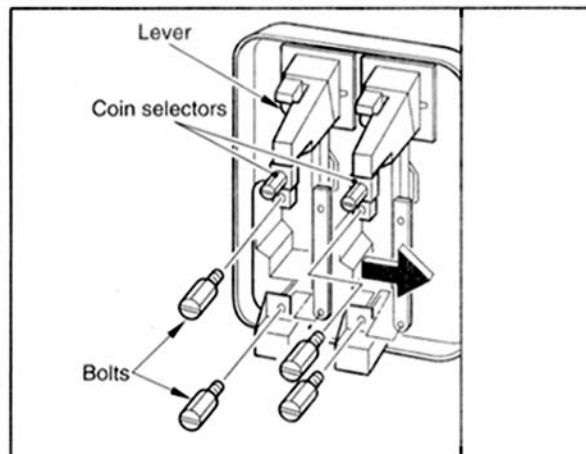
7 Maintenance and annex

7-1 Replacing the coin selector



•Be sure to turn OFF the power switch and remove the power cord plug from the receptacle before replacing the coin selector.

- 1 | Open the maintenance door.
- 2 | Remove the bolts (2 each) off the coin selectors. Slide the coin selectors to the right to taken them out. See the sketch at right.
- 3 | When mounting the coin selector, press up the lever and follow the procedure in the reverse order.

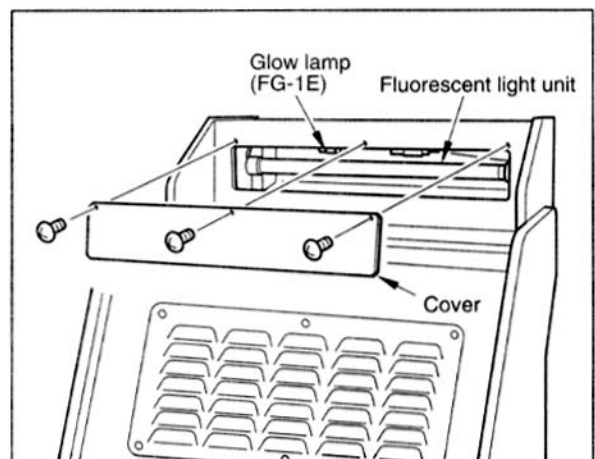


7-2 Replacing the fluorescent light

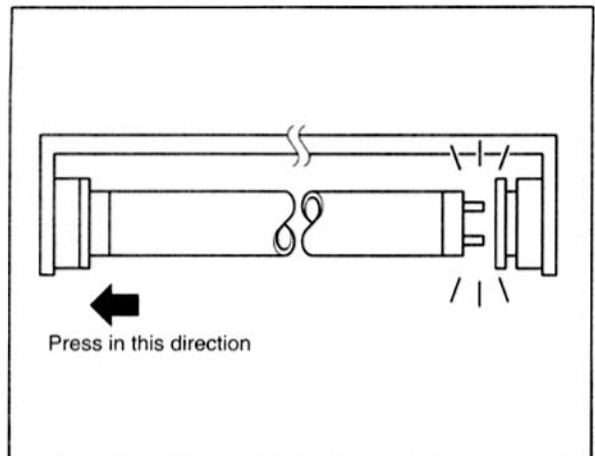


- Be sure to turn OFF the power switch and remove the power cord plug from the receptacle before replacing the fluorescent light.
- The fluorescent light is hot just after it is put off. Wait until it cools down and then replace it with a new one of the same type (straight tube 20W/100V).

- 1 Remove the cover off the back of the billboard.



- 2 Press one end of the fluorescent light in the direction of the socket. The other end of the fluorescent light will be detached from the opposite socket.
- 3 Install a new fluorescent light in the reverse order.



- It is recommended that the glow lamp should be also replaced.

MEMO

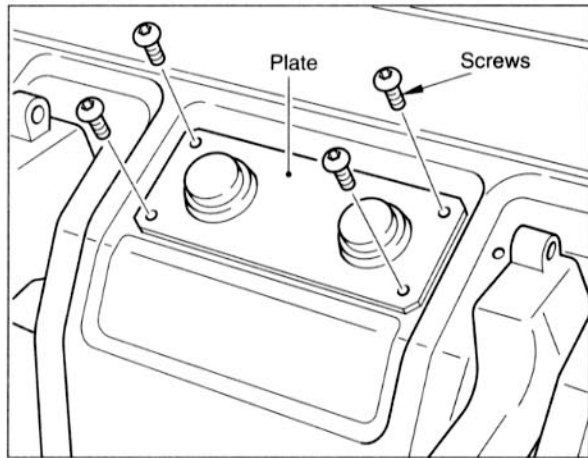
7-3 Replacing the press-button

■ How to replace the press-button — — — — —

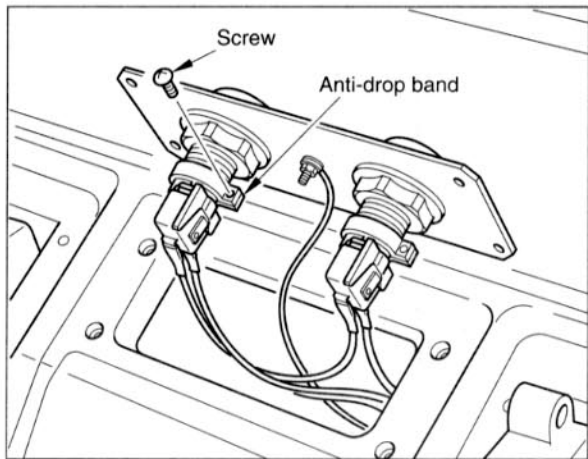


•Be sure to turn OFF the power switch and remove the power cord plug from the receptacle before replacing the press-button.

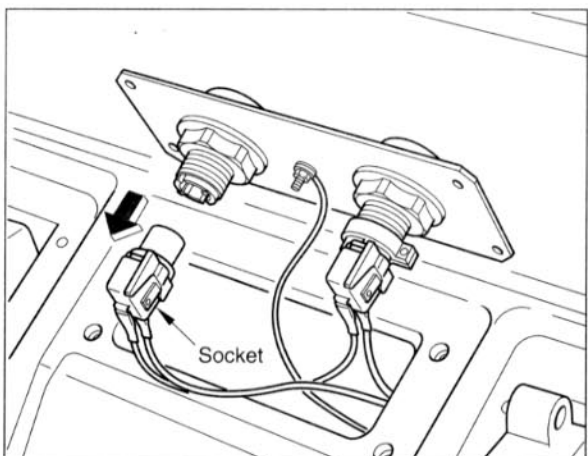
- 1** | Remove the screws off the plate.



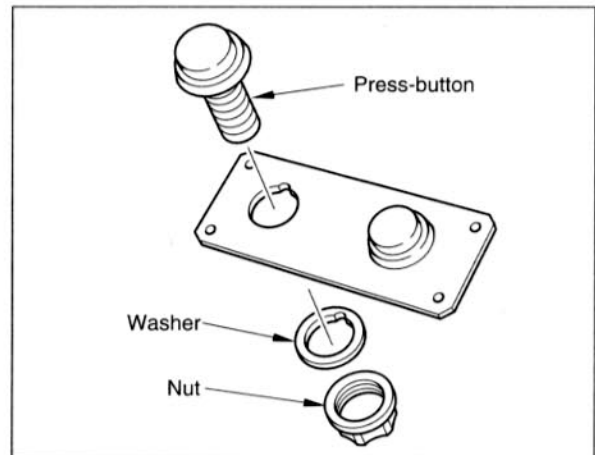
- 2** | Undo the anti-drop band.



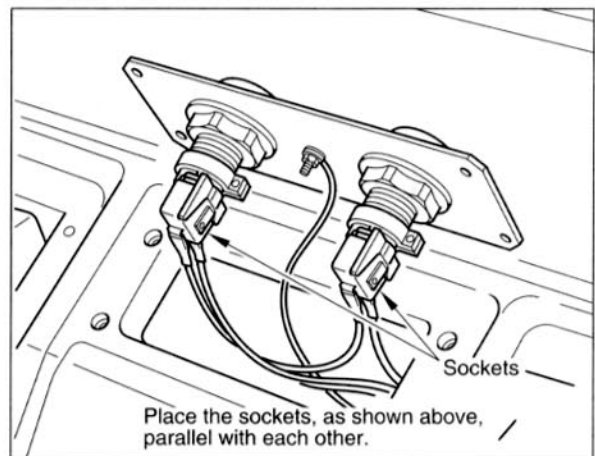
- 3** | Pull out the socket.



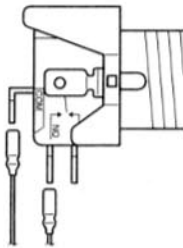
- 4 Loosen the nut and remove the press-button.



- 5 Take the reverse procedure to fit a new press-button. Pay attention to the direction of the socket. Be also careful not to confuse the bundled cables.



- Be sure to reconnect the cables to the "COM" and "NO" terminals of the new socket (microswitch).



MEMO

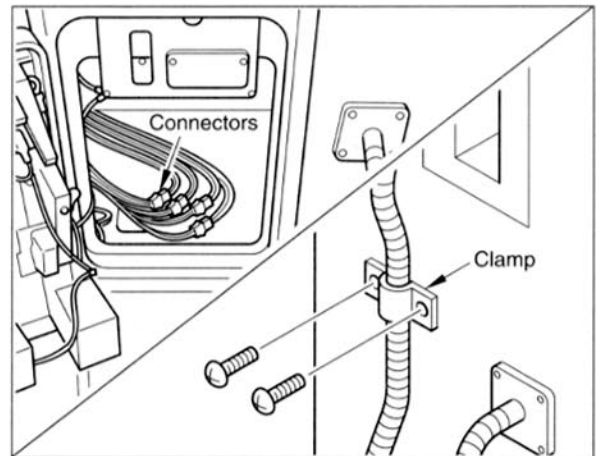
7-4 Replacing the gun unit

■ How to replace the gun unit



•Be sure to turn OFF the power switch and remove the power cord plug from the receptacle before replacing the gun unit.

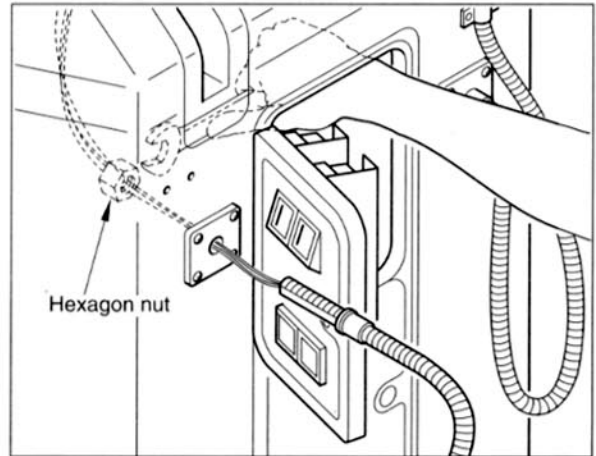
- 1 | Open the maintenance door.
(See page 21.)
- 2 | Disconnect the 4 connectors of the gun unit.
- 3 | Undo the clamp.



- 4 | Put your hand behind the maintenance door and remove the hexagon nut using a wrench or the like.

•Use a wrench (19mm wide across flat) to remove the unit.

MEMO



- 5 | Draw out the gun cable with care to the connector.
Remove the gun unit.
- 6 | Take the reverse procedure to fit the gun unit.



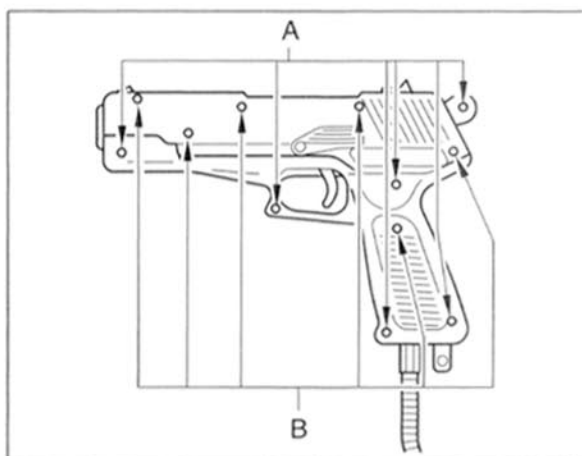
How to replace the gun PCB and speaker - - - - -

•Be sure to turn **OFF** the power switch and remove the power cord plug from the receptacle before replacing the gun unit.

- 1** Remove the 12 bolts and detach the gun casing.

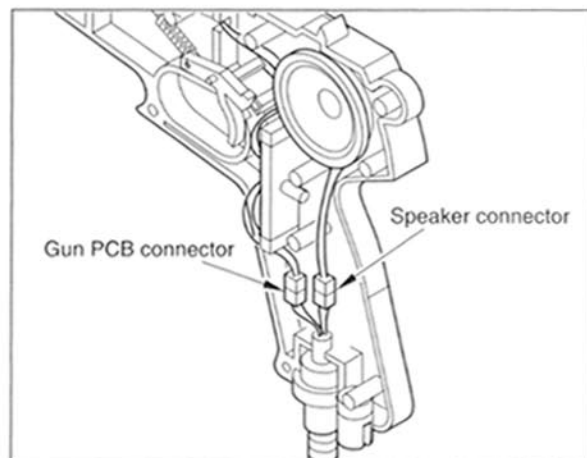
A.....M3 X 15L

B.....M3 X 25L



- 2** Disconnect the gun PCB connector and the speaker connector.

- 3** Take the reverse procedure to reassemble the gun. Be careful not get the bundle cables caught.



7-5 Adjusting the monitor

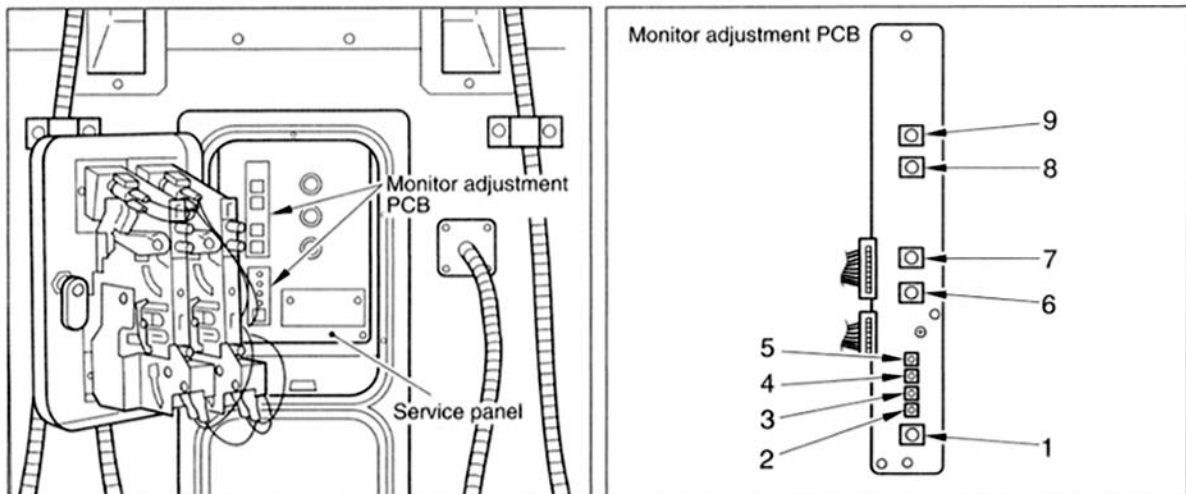
The monitor has already been adjusted at the time of shipment, but it may be readjust as desired.



•The monitor contains high-voltage components inside it. Exercise due care not to touch them.

■ Monitor adjustment PCB

The monitor adjustment PCBs are located on the service panel.
To access them, open the maintenance door. (See page 21.)

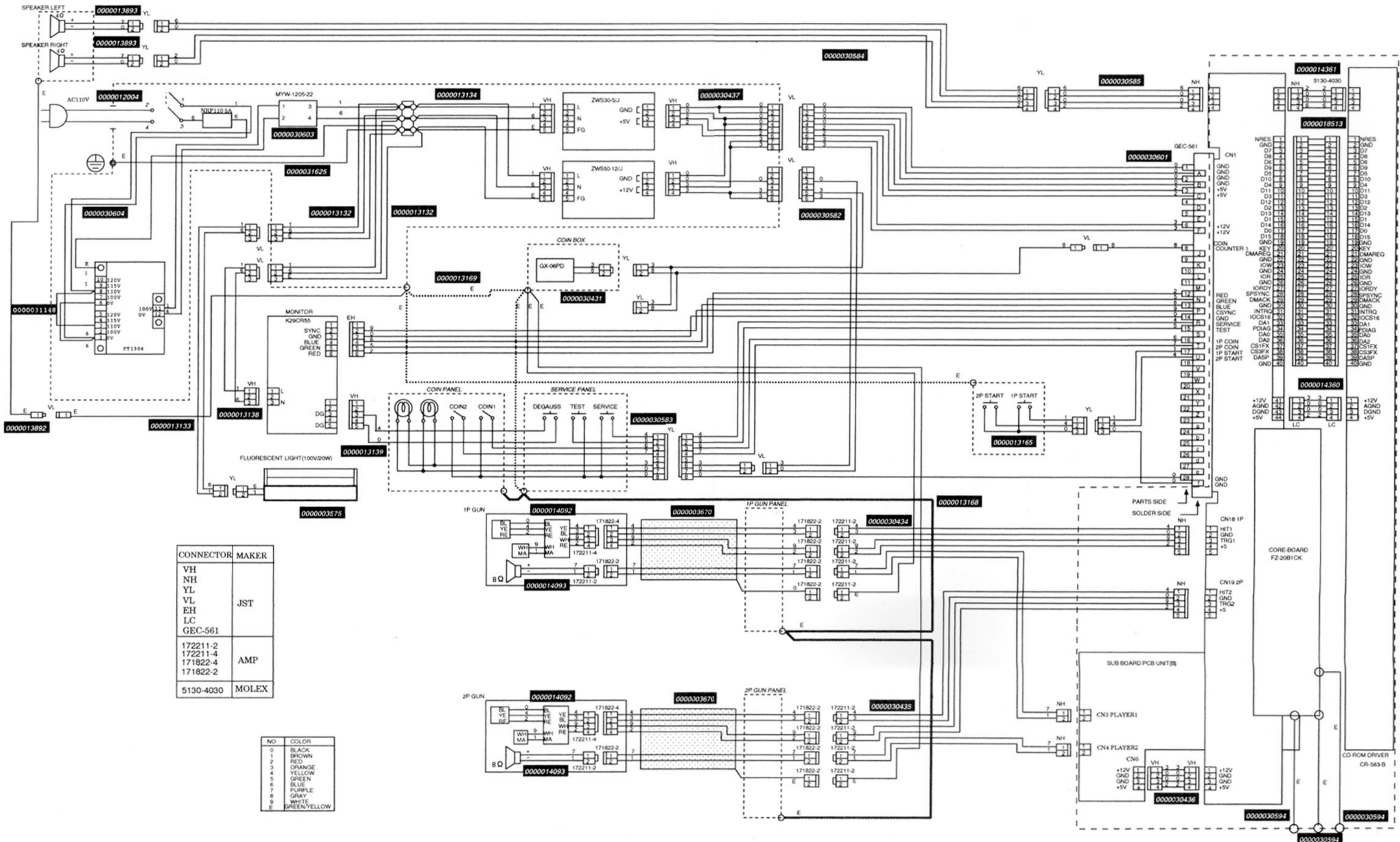


1	CONTRAST	Contrast adjustment Used to change the contrast.
2	R.GAIN	Red input gain adjustment Changes red brightness. Turning it clockwise will make the red deeper.
3	G.GAIN	Green input gain adjustment Changes green brightness. Turning it clockwise will make the green deeper.
4	B.GAIN	Blue input gain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

MEMO

7-6 Wiring diagram

GQ639-TB specifications for regions using 110 voltage area in Asia.

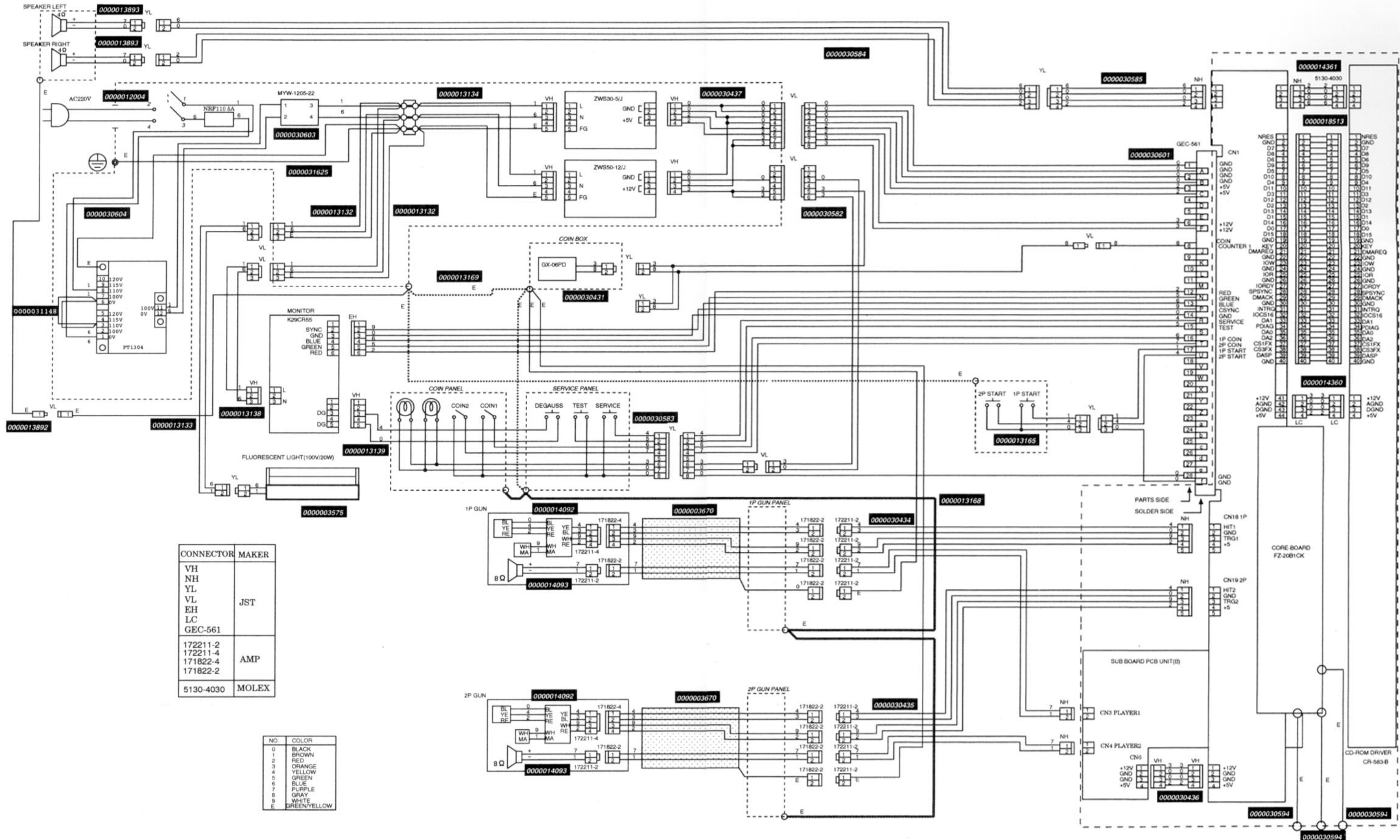


CONNECTOR	MAKER
VH NH YL VL EH LC GEC-561	JST
172211-2 172211-4 171822-4 171822-2	AMP
5130-4030	MOLEX

NO	COLOR
0	BLACK
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	PURPLE
8	GRAY
9	WHITE
E	GREEN/YELLOW

Wiring diagram

GQ639-HD specifications for regions using 220 voltage area in Asia.

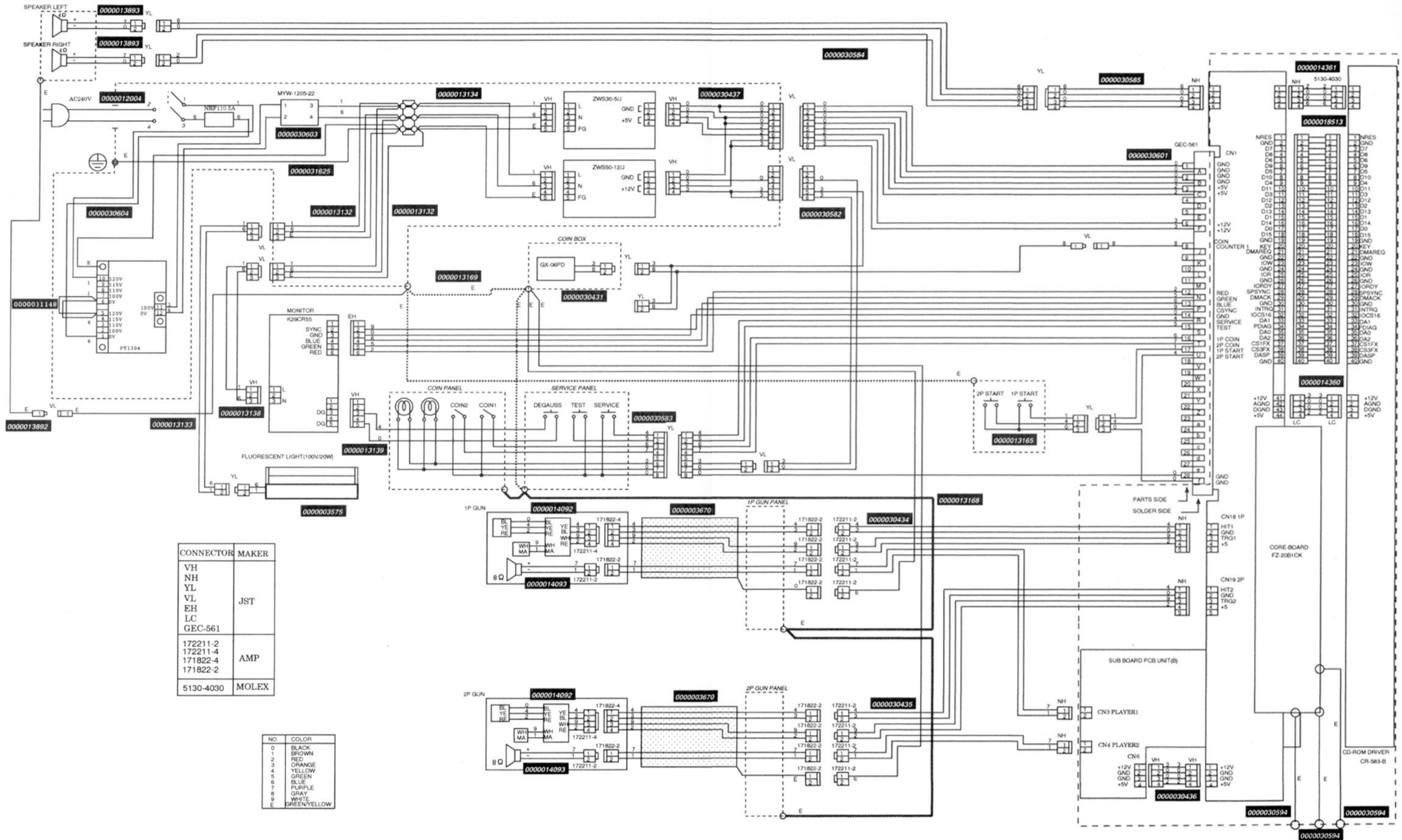


CONNECTOR	MAKER
VH NH YL VL EH LC	JST
172211-2 172211-4 171822-4 171822-2	AMP
5130-4030	MOLEX

NO.	COLOR
0	BLACK
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	PURPLE
8	GRAY
9	WHITE
E	GREEN/YELLOW

Wiring diagram

GQ639-AF specifications for regions using 240 voltage area in Australia.



CONNECTOR	MAKER
VH NH YL VL EH LC GEC-561	JST
172211-2 172211-4 171822-4 171822-2	AMP
5130-4030	MOLEX

NO.	COLOR
0	BLACK
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	PURPLE
8	GRAY
9	WHITE
E	GREEN/YELLOW

