



# CONVERSION KIT

## INSTRUCTIONS

[INCLUDES SERVICE BULLETINS]

 **Sammy USA Corporation**

901 Cambridge Drive  
Elk Grove Village, IL 60007  
Phone: (847) 364-9787  
Fax: (847) 364-9831

# CONTENTS

1. KIT PACKAGE CONTENTS	Page 1, 2
2. CONNECTOR TABLES	Page 3
3. DIP SWITCH TABLES	Page 4
4. LAYOUT OF P.C.BOARD & CONTROL PANEL	Page 5
5. HOW TO ASSEMBLE THE KIT	Page 6, 7
6. TEST MODE	Page 8, 9, 10
7. TROUBLE WITH GUN SHOOTING	Page 11
8. WARRANTY	Page 11

## SERVICE BULLETINS

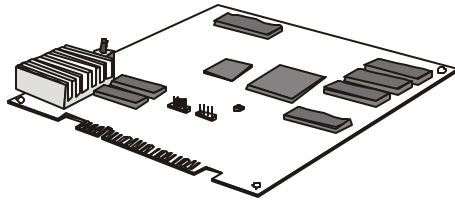
### **EXCITING FEATURE!!**

**The blood color can be changed from RED (Factory setting) to YELLOW.  
See Dip Switch tables (page 4).**

# 1. KIT PACKAGE CONTENTS



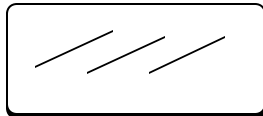
- A Main P.C.Board  
36-10-001



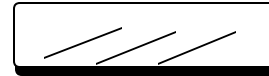
- B Push Button Assy  
36-50-013



- C Instruction Decal Sheet  
36-30-210



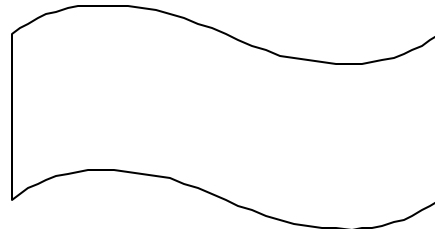
- D "PUMP BEFORE SHOOTING"  
Decal  
36-30-224



- E Marquee Styrene  
36-30-100



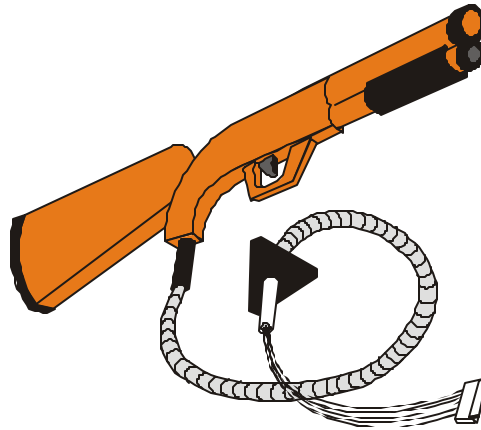
- F Control Overlay  
36-30-150



- G Side Decal (2 sheet)  
36-30-200



I Gun Assy  
99-50-310



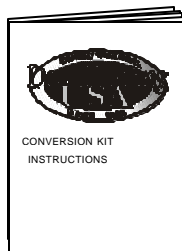
H Gun Holster  
43-50-303



K AAMA Sticker  
99-30-750



J Conversion Kit  
Instructions  
36-30-300



## 2. CONNECTOR TABLES



JAMMA CONNECTOR					
MAIN P.C.BOARD					
SOLDER SIDE			COMPONENT SIDE		
FUNCTION	COLOR	PIN #	PIN #	COLOR	FUNCTION
GROUND	BLK	A	1	BLK	GROUND
GROUND	BLK	B	2	BLK	GROUND
+5VDC	RED	C	3	RED	+5VDC
+5VDC	RED	D	4	RED	+5VDC
		E	5		
+12VDC	BLU	F	6	BLU	+12VDC
KEY		H	7		KEY
COIN METER B		J	8	BLU/BRN	COIN METER A
COIN LOCKOUT B		K	9		COIN LOCKOUT A
SPEAKER(-)	BLK	L	10	WHT/BLK	SPEAKER(+)
		M	11		
VIDEO GREEN	GRN	N	12	RED	VIDEO RED
VIDEO SYNC	WHT	P	13	BLU	VIDEO BLUE
SERVICE CREDIT SWITCH	BRN/WHT	R	14	BLK	VIDEO GROUND
		S	15	WHT/GRY	TEST SWITCH
COIN SWITCH B		T	16		COIN SWITCH A
		U	17		1P START BUTTON
		V	18		
		W	19		
		X	20		
		Y	21		
		Z	22		
		a	23		
		b	24		
		c	25		
		d	26		
GROUND	BLK	e	27	BLK	GROUND
GROUND	BLK	f	28	BLK	GROUND

CN6 - 4 PIN SUB CONNECTOR		
MAIN P.C.BOARD		
PIN #	COLOR	FUNCTION
1		
2	GREEN	PUMP SWITCH
3	BROWN	PUMP SWITCH
4		

CN5 - 4 PIN SUB CONNECTOR		
MAIN P.C.BOARD		
PIN #	COLOR	FUNCTION
7	RED	+5VDC
8	WHITE	TRIGGER SWITCH
9	BLACK	GROUND
10	BLUE	OPTICAL

### 3. DIP SWITCH TABLES



DIP SWITCH 1		SWITCH POSITIONS							
FUNCTIONS	SETTING	1	2	3	4	5	6	7	8
COIN CHUTE 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	2 COINS 1 CREDIT	ON	OFF	OFF					
	4 COINS 1 CREDIT	OFF	ON	OFF					
	1 COIN 2 CREDITS	ON	ON	OFF					
	1 COIN 3 CREDITS	OFF	OFF	ON					
	1 COIN 4 CREDITS	ON	OFF	ON					
	1 COIN 5 CREDITS	OFF	ON	ON					
	1 COIN 6 CREDITS	ON	ON	ON					
COIN CHUTE 2	1 COIN 1 CREDIT				OFF	OFF	OFF		
	2 COINS 1 CREDIT				ON	OFF	OFF		
	4 COINS 1 CREDIT				OFF	ON	OFF		
	1 COIN 2 CREDITS				ON	ON	OFF		
	1 COIN 3 CREDITS				OFF	OFF	ON		
	1 COIN 4 CREDITS				ON	OFF	ON		
	1 COIN 5 CREDITS				OFF	ON	ON		
	1 COIN 6 CREDITS				ON	ON	ON		
DISCOUNT to CONTINUE	NO DISCOUNT							OFF	
	START 2 COINS CONTINUE 1 COIN							ON	
TEST MODE	OFF								OFF
	ON								ON

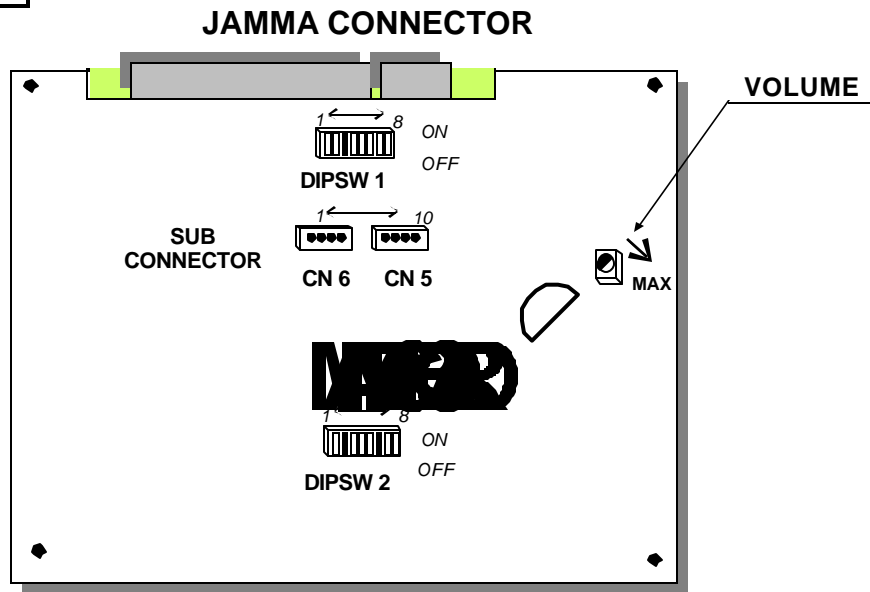
DIP SWITCH 2		SWITCH POSITIONS							
FUNCTIONS	SETTING	1	2	3	4	5	6	7	8
MONITOR SETTING 1	NORMAL	OFF							
	REVERSE VERTICAL	ON							
MONITOR SETTING 2	NORMAL		OFF						
	REVERSE HORIZONTAL		ON						
ATTRACT SOUND	ON			OFF					
	OFF			ON					
DIFFICULTY LEVEL	NORMAL				OFF	OFF			
	EASY				ON	OFF			
	HARD				OFF	ON			
	HARDEST				ON	ON			
BLOOD COLOR	RED						OFF		
	YELLOW						ON		
CHANCES	3							OFF	
	4							ON	
GUN TYPE	PUMP ACTION GUN UNIT								OFF
	HAND GUN UNIT								ON

**"FACTORY INSTALLED" SETTING**

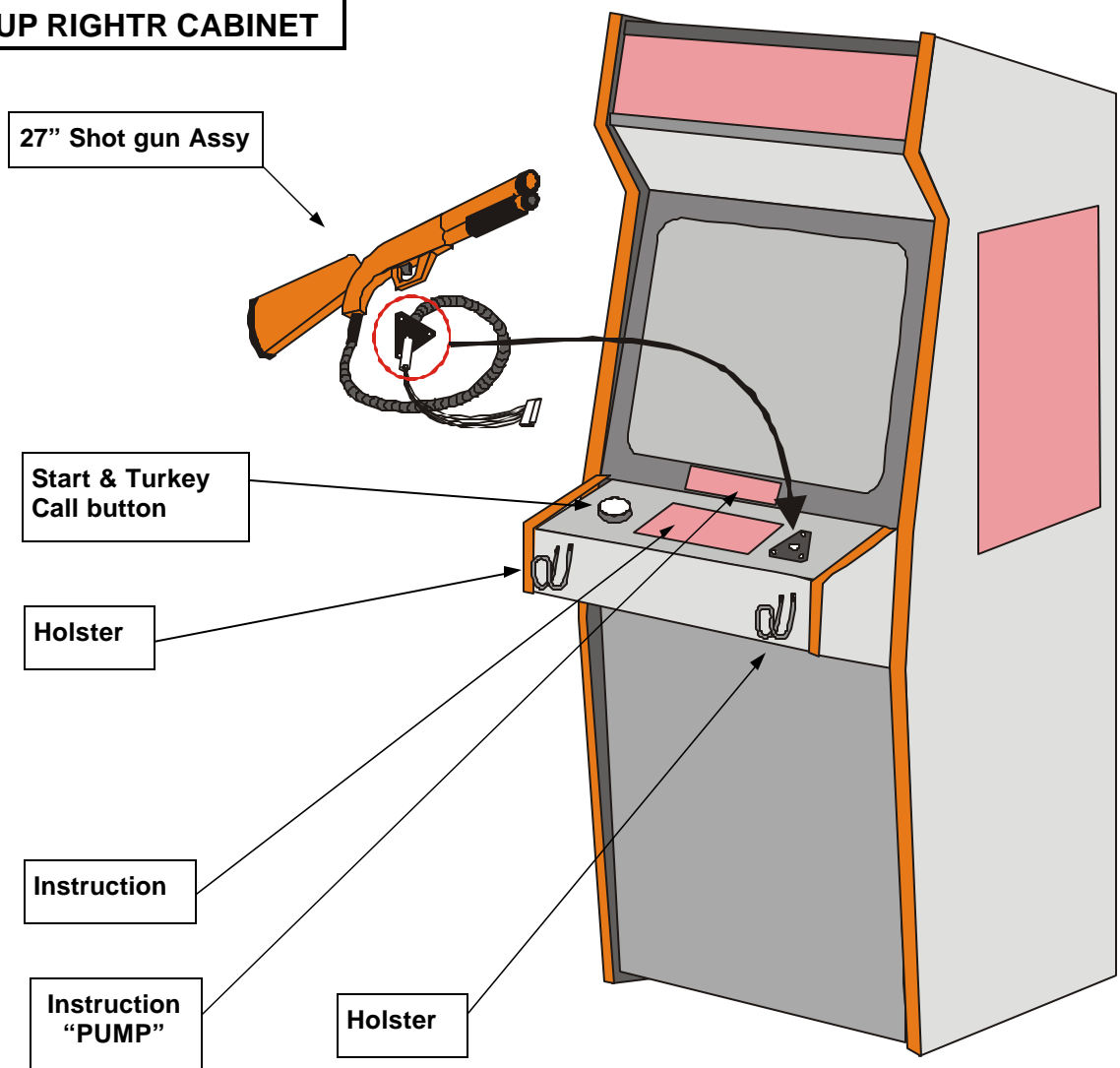


# 4. LAYOUT OF P.C.BOARD & CONTROL PANEL

## MAIN P.C.BOARD



## UP RIGHTR CABINET





## 5. HOW TO ASSEMBLE THE KIT

### 1. Change the GAME CABINET

#### • MARQUEE STYRENE

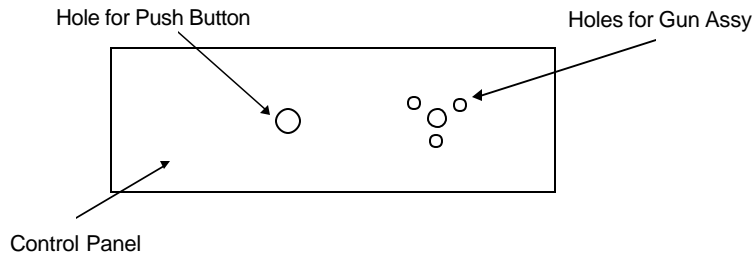
Change the old marquee to the DEER HUNTING USA Marquee Styrene.

**NOTE:** If the DEER HUNTING USA Marquee Styrene does not fit your cabinet, you should cut the marquee to fit.

#### • CONTROL PANEL

Change the parts on the control panel. Take off the old parts (Joystick or Gun unit assy) and the old push button assys from the control panel. Then put on the DEER HUNTING USA Control Panel Overlay.

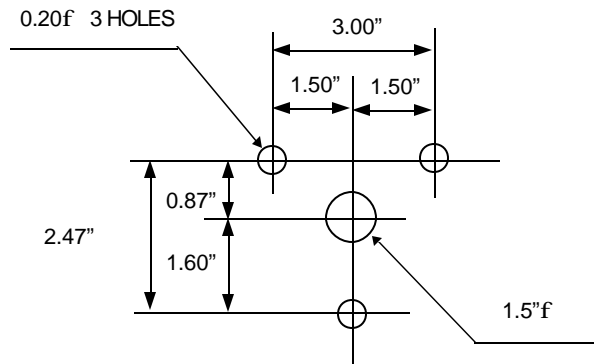
**NOTE:** After you put on the DEER HUNTING USA Control Panel Overlay, you must make the holes for the DEER HUNTING USA Gun Assy, Gun Holster and Push Button Assy. See sample layout picture below. Or if you want, install Gun Assy or Gun Holster on the side of cabinet.



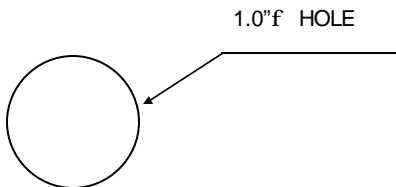
### MOUNTING GUN HOLSTER

You can mount GUN HOLSTER to the top of the control panel or side of cabinet. To mount it, use HOLSTER as a template for drilling holes. Use a hex wrench to tighten screws.

### MOUNTING DIMENSIONS FOR GUN ASSY



### MOUNTING DIMENSIONS FOR PUSH BUTTON ASSY



### IF YOU WANT TO INSTALL A HAND GUN:

You can use a HAND GUN instead of the original pump action gun for this game.

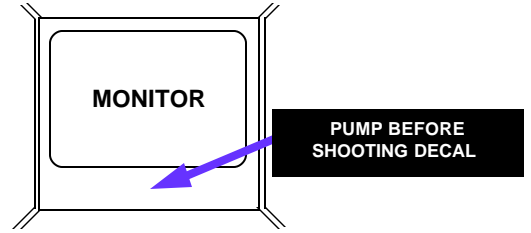
#### \*WARNING\*

Be absolutely sure that the connector for the hand gun matches exactly the pin position for CN5 as shown on page 3.

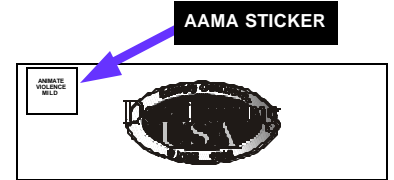
Connect gun connector to CN5 and turn on Dip switch 2, #8. See page 4 for details.



- **INSTRUCTION DECAL SHEET**  
Put "PUMP BEFORE SHOOTING" Decal Sheet on the front glass of the monitor.



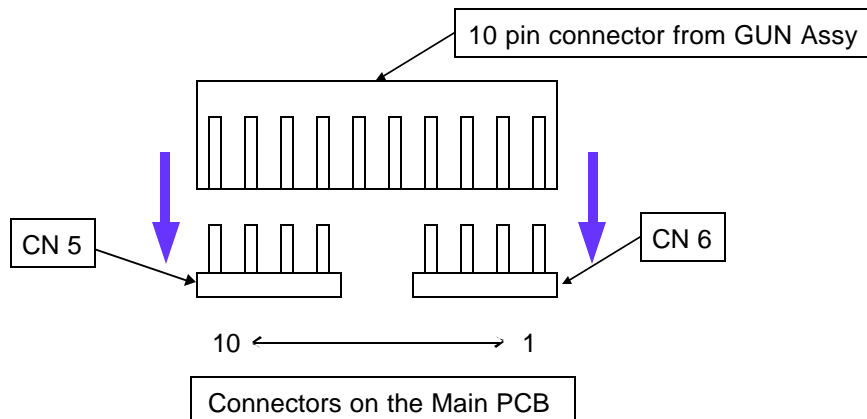
- **AAMA "ANIMATED VIOLENCE MILD" STICKER**  
Place AAMA sticker on the upper left hand side corner of the marquee.



**Remove old P. C .Boards and install new P. C. Board in its place.**

**2. Connect the HARNESSES**

- **JAMMA HARNESS**  
Connect the JAMMA Harness to the edge connector on the DEER HUNTING USA Main P.C.BOARD.
- **GUN HARNESS**  
Connect the Gun Harness to the Gun Connectors located on the Main P.C. Board components side. There are CN5 and CN6 connectors on the P.C. BOARD. Connect Gun Connector to CN5 and CN6, correctly, as shown below.





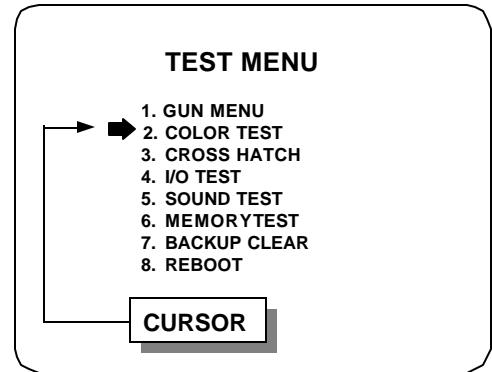
## 6. TEST MODE

### Entering the TEST MODE

If you need to check the condition of the game circuitry and controls, you can use the TEST MENU. Turn ON "DIP SWITCH 1, #8" and re-power on the game. The game will go into TEST MODE (diagnostics) and the screen appears as follows:

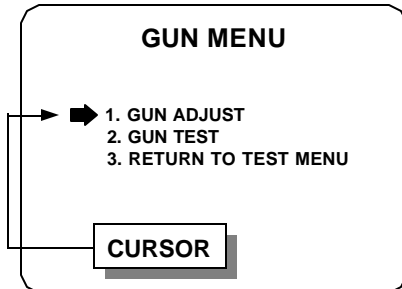
### Select TEST

Use this screen to choose which of the 7 screens you want to see. Move cursor using the START BUTTON. Then pull the TRIGGER to enter the function.



### 1. GUN MENU

Use this screen to adjust the GUN. Choose setting style with the cursor. Move the cursor with the START button and pull the TRIGGER.



#### - GUN ADJUST

When you choose **GUN ADJUST**, you go to next screen which is manual adjustment. Shoot center mark correctly and exit from GUN ADJUST menu by pressing STAR button.



#### - GUN TEST

Use this screen to check your Gun accuracy. Shoot all around the screen to see Gun's accuracy area. If you can't shoot any particular area, you may want try and clear the backup memory data for the Gun adjust. See page 10 "BACKUP CLEAR" this procedure for details on.

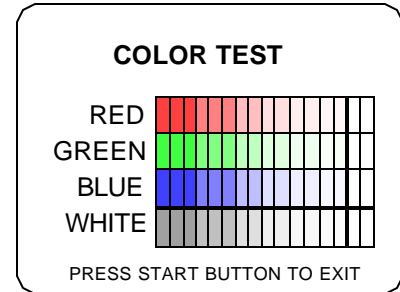


\* Press START button to exit from GUN TEST function.

## 2. COLOR TEST

Use this screen to check the color of monitor. The color blocks in the center should be four bands (Red, Green, Blue and White from top to bottom), each with a color scale from dark to bright, left to right. If the screen does not match this description, adjust the Monitor as described in the Monitor's manual.

\* Press the START button to exit and go back to the TEST MENU screen.

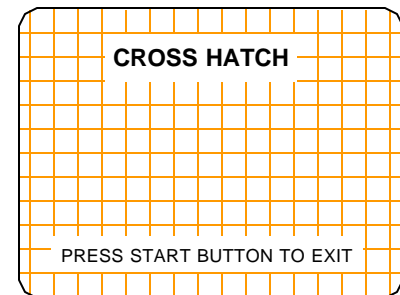


## 3. CROSS HATCH

Use this screen to check the size of picture. The CROSS HATCH test pattern has a White grid on a Black background. Check following:

- The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
- "Out"line of grid line is the same size as "Out"line of game screen. So, "Out"line should be able to be seen with no overflow of grid lines on screen. If these are not as above, adjust the Monitor as described in the Monitor's manual.

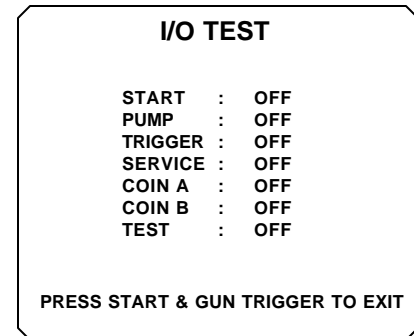
\* You can exit and go back to the TEST MENU screen by press START button.



## 4. I/O TEST

Use this screen to check the switches in this game. To check the functioning of each switch, activate it and watch the corresponding OFF letters change to ON. If the ON and OFF letters do not appear correctly, check the Harness connections and Switches.

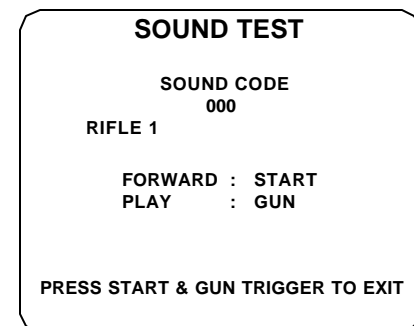
\* Press START button and Gun trigger simultaneously to exit.



## 5. SOUND TEST

Use this screen to check all game sounds. Choose a sound with the START button. Then pull the TRIGGER. You can check each sound in this game.

\* Press START button and Gun trigger simultaneously to exit.



## 6. MEMORY TEST

Use this screen to check RAM and ROM on the Main P.C.B. The Main P.C.B. will automatically check them when you enter this screen. If there are no problems, the word **OK** will appear on screen.

If you get the word **ERROR**, check the mounting of RAMs or ROMs on the Main P.C.B. and if **ERROR** reappears, it needs to be replaced.

### MEMORY TEST

WORK RAM : OK  
ROM (EVEN) : OK  
ROM (ODD) : OK

\* This mode will automatically exit after testing is finished.

## 7. BACKUP CLEAR

(GUN DATA)

If you have problem with Gun sight setting, you may have to clear the Gun backup memory.

If you are still having problems after clearing the backup data, you may need to repair the Main P.C.B or Gun Assy.

### BACKUP CLEAR

ARE YOU SURE YOU WANT TO CLEAR  
BACKUP DATA?

YES  
NO

PRESS START BUTTON TO CHOOSE  
PRESS GUN TRIGGER TO DECIDE

CURSOR

## 8. REBOOT

Use this screen to go back to normal game mode. After selecting this function, the game will automatically take you to the normal game screen.

Make sure to turn OFF "DIP SWITCH 1, #8" or you will return to test mode upon powering on.

## Returning to GAME MODE

You can return to normal game mode by doing one or the other of the following:

Turn OFF "DIP SWITCH 1, #8" and re-power on the game.

Select REBOOT at TEST MENU. (But you will have to make sure to turn OFF "DIP SWITCH 1, #8".)



## 7. TROUBLE WITH GUN SHOOTING

If you have trouble because you can't shoot to the corner of the screen, you may have to adjust the monitor brightness. Turn up the monitor brightness until you can shoot the corner of screen.

Plus, monitors tend to develop a magnetic field from continues use, which would cause the gun unit not to function properly, the refore, it is recommended that the monitor is demagnetized " Degaussed" every so often in order to keep the gun unit functioning properly.

In addition, the following conditions of the monitor may result in Gun shooting problems:

- ? Picture burned on monitor screen
- ? Over gauzed monitor.
- ? Non adjustable brightness feature

Also following conditions of the cabinet may result in Gun shooting problems.

- ? Combination of low performing adjustable brightness monitor and low reflection mirror
- ? Dirty monitor screen or monitor grass

## WARRANTY

### Limited warranty, Repair and Return Policy

Sammy USA Corporation warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the Sammy USA Corporation invoice date unless otherwise specified in writing by Sammy USA Corporation. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by Sammy USA Corporation.

There are no additional warranties which extend beyond those limited warranties described above. The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

### Return Merchandise Authorization

1. Contact your authorized SUSA distributor to receive a Return Merchandise Authorization for return.
2. You must obtain RMA numbers from Sammy USA Corporation through an authorized SUSA distributor. Please have your serial number available when calling for an RMA number.
3. All items must have an RMA number marked clearly on the outside of the package.
4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.
5. Credits to accounts are subject to inspection of products for damage and suitability for resale.





