

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.



DANGER

Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.



CAUTION

Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.



WARNING

Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

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



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the Owner's Manual and/or Serviceman Manual should be referred to.

- **In the case where warning labels are soiled or peel off, replace them immediately.** To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places that can cause accidents. If labels are soiled or peel off, replace them immediately.
 - In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.
- * Descriptions herein contained may be subject to improvement changes without notice.
* The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are Casters and Adjusters damaged?
- Are all accessories available?
- Do power cords have cuts and dents?

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INTRODUCTION

This manual presents information and explanations on how to manage settings and run software for "THE HOUSE OF THE DEAD 4 SPECIAL".

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point-of-purchase for this product. For information on mechanical or hardware maintenance, see the Owner's Manual.

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



Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

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Definition of 'Site Maintenance Personnel or Other Qualified Individuals'

WARNING

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

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

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

Site maintenance personnel:

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

Activities to be carried out by site maintenance personnel:

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

Other qualified professionals:

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

Activities to be carried out by other qualified professionals:

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

⚠ WARNING

To operate this product, there must always be an attendant on site. To prevent accidents and take immediate countermeasures if there is an accident, fire or earthquake, always have an attendant on duty while operating the product. The customers play inside the cabinet. The seat rotates. Have an attendant do the following: assist the customer in entering and leaving, confirm that safety measures have been taken, explain precautionary points to prevent accidents and watch the customers playing. In addition, prepare a system for quick countermeasures in the event of accident, fire or earthquake.

Use of GPL/LGPL software

This product can use GPL/LGPL software, which is open source software. This means that customers who purchase this product can freely obtain, alter and pass-on the source code for this software (hereafter referred to as “the source code”).

Downloaded this software is an indication of the customer’s agreement to the GPL/LGPL contract of use and thus the download and all subsequent use of the source code is the full responsibility of the customer.

Furthermore this source code and the download service are provided totally as-is, with no guarantees of effectiveness, completeness, usefulness or reliability, and our company offers no support concerning this source code.

Customers using this product who wish to obtain this source code should enter the following password on the website below to download it.

URL: <http://amproduct-softlicense.sega.jp/>

ID: amsoftwebdl

Password: segaamhd1

GPL/LGPL Contract Site

URL: <http://www.fsf.org/licenses/gpl.html>

URL: <http://www.fsf.org/licenses/lgpl.html>

1 OPERATION METHOD

1-1 PRECAUTIONS REGARDING PRODUCT OPERATION

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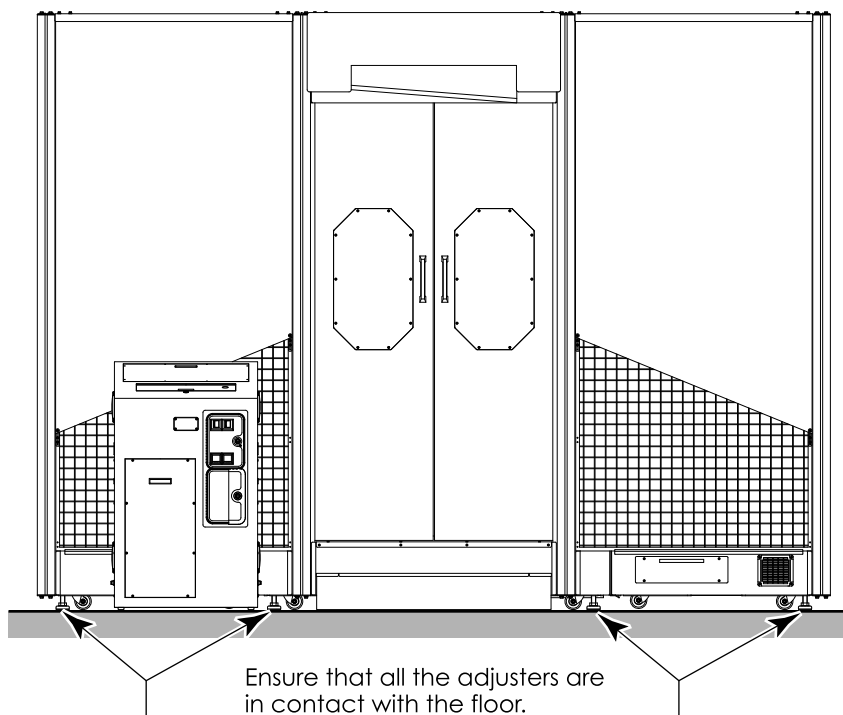
To ensure safe operation of this product, strictly observe the following precautions.

⚠️ WARNING

- There must be an attendant on duty when this product is being operated. Players play inside the cabinet. In addition, the ride (seat) rotates. The attendant shall do the following and work to guarantee safe operation at all times.
 - Open/close door.
 - Usher players inside the cabinet to the seat.
 - Explain precautionary points to prevent accidents.
 - Raise and lower armrest.
 - Check seatbelt.
 - Select motion mode (ROTATE or STILL).
 - Start game.
 - Observe cabinet interior during game play.
 - Usher players out of cabinet when game is over.
 - Make sure that nothing has been forgotten and left behind.
 - Inspect seat and Control Unit (Gun).
 - Stop game in the event of an accident.
 - Assist players in evacuating if there is a fire or earthquake.

In order to avoid accidents, check the following before starting the operation:

- Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.



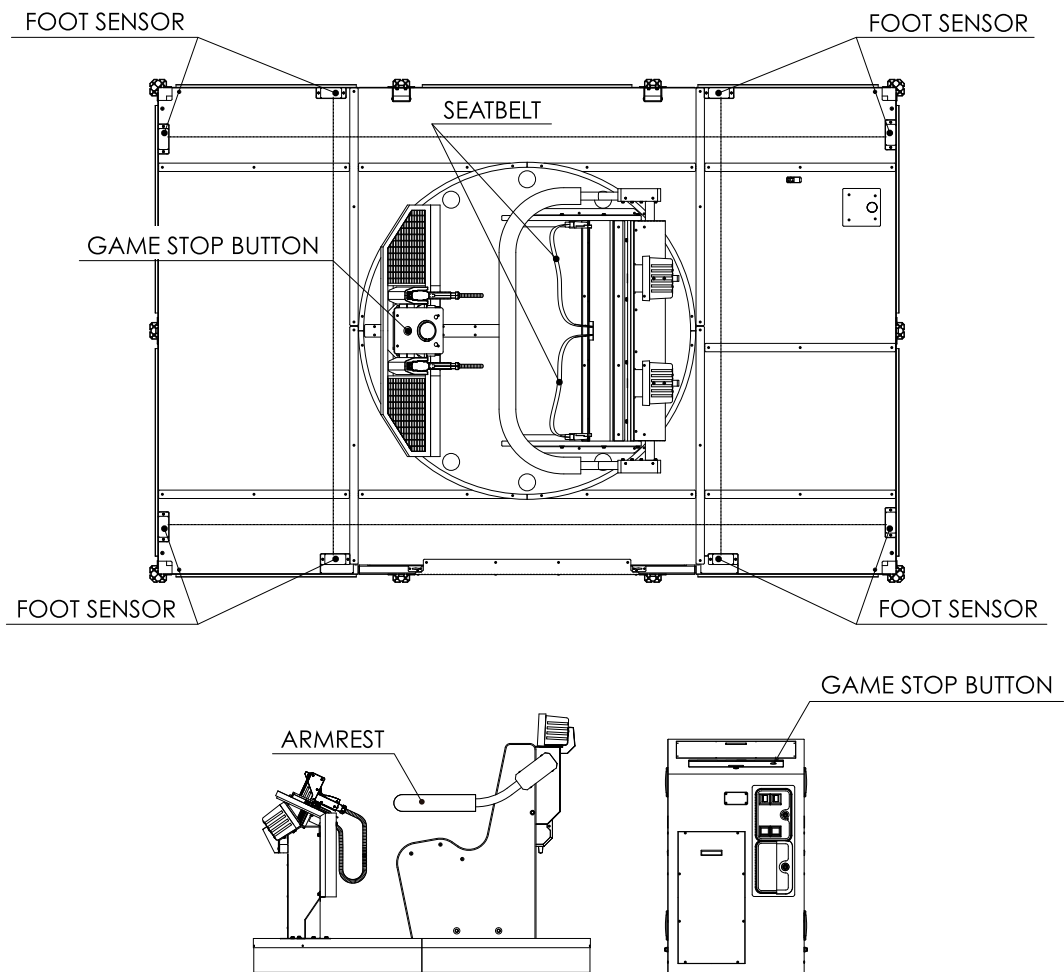
⚠ WARNING

ENGLISH

1 OPERATION METHOD

- Conduct a trial run before operation and confirm that the following safety parts work properly. Each safety part is a vital component for preventing accidents. Any abnormality in a safety part can cause an accident.

- Armrest
- Foot sensor
- Seatbelt
- Player GAME STOP Button
- Control tower GAME STOP Button
- Door sensor



- Make sure that nothing has been put in the evacuation space set aside at the time of installation. If anything occupies this space, it can obstruct evacuation in the event of an accident, fire or earthquake.
- Make sure that the door opens and closes easily. If the door does not open easily, it can obstruct evacuation.
- For safety, players whose bodily features inhibit proper functioning of the seatbelt or armrest must only be allowed to play in STILL Mode (without ride rotation). To ensure safety and prevent needless trouble, always display the stickers that announce restrictions in use.

 WARNING

- Stickers or warning labels are posted to prevent accidents. Players, however, cannot read these labels because of the cabinet structure. Upon ushering players to the seat, the attendant should pay special attention to the step, explain safety measures including how to use the seatbelt before the game starts and take other measures to prevent accidents.
- Be sure to perform appropriate adjustment of the projector. Do not leave the machine operating with screen flickering or malfunctioning. Failure to observe this can have a bad influence upon the players' or the customers' physical condition.
- It is suggested to ensure a space for players who feel sick while playing the game to take a rest.
- Do not put any heavy items on this product. Placing heavy items on the product can cause accidents or parts damage.
- Do not climb on the product. Climbing on the product can cause accidents. To check the top portion of the product, use a stepladder.
- To avoid electric shock, check that no door & cover parts are damaged or missing.
- To avoid electric shock, short circuit and/or parts damage, do not put the following items on or in the periphery of the product.

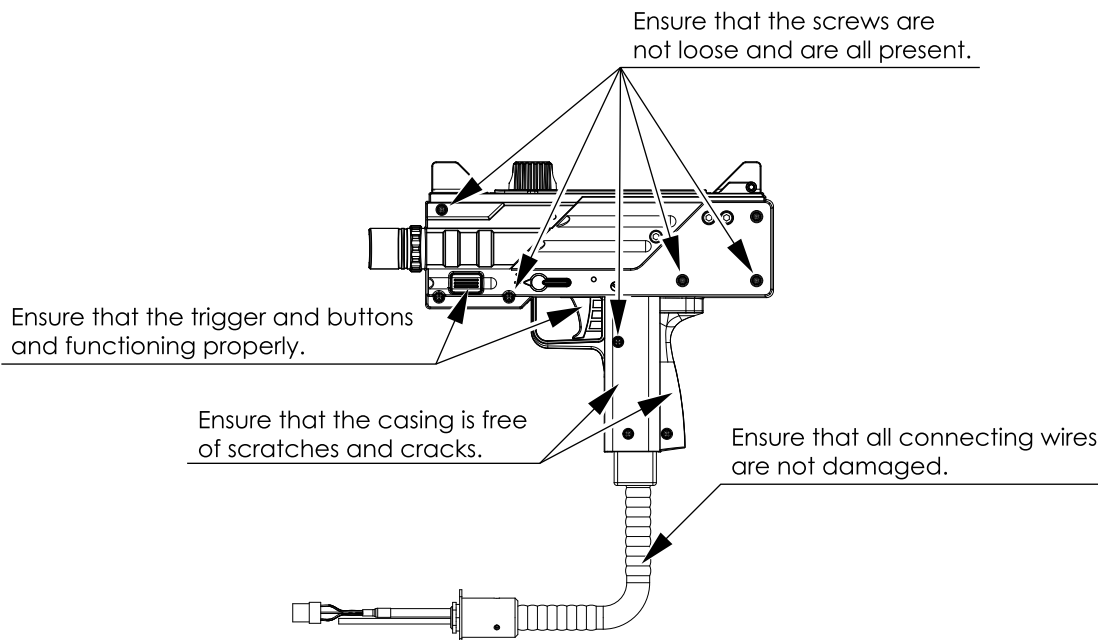
Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals or water.

 CAUTION

- To avoid injury, be sure to provide sufficient space by considering the crowd situation at the installation location. Insufficient installation space can cause customers to bump into each other, causing trouble.

⚠ CAUTION

- Every day when cleaning the Control Unit (Gun), inspect the gun and make sure that there are no scratches or cracks in the surface, and that the fastening screws are not loose. If the game is played with scratches, cracks or loose screws, it can cause injuries to the player or to people nearby.



- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc., to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage.
 - Does the ride (seat) rotate smoothly at initial operation? (See Section 7 of the Owner's Manual.)
 - Does the Control Unit (Gun) aim properly?
 - Are there any errors with the reaction mechanism of the gun?
 - Are there any misalignments to the screen image?
 - Are there any errors with the compressor?
 - Does the drain discharge drainage properly?

STOP IMPORTANT

- Players directly hold the controller with their bare hands so it is recommended that wet towels (paper towels) be provided.
- Be sure to clean the cabinet interior and Control Unit (Gun) at appropriate times.
- Set aside a container or space for storing customer baggage, etc. To prevent accidents and protect parts, take steps to prohibit players from carrying umbrellas or other raingear, or juice or other drinks, into the cabinet.
- Turn off ambient lighting so that projector images can be easily seen during the game.

1-2 PRECAUTIONS DURING BUSINESS HOURS (CUSTOMER-RELATED PRECAUTIONS)

To prevent accidents and avoid trouble, attendants should observe the following precautions.

WARNING

- For safety, do not allow any of the following people to play the game.
 - Those who have high blood pressure or a heart problem.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
 - Those who have neck or spinal cord problems.
 - Those who are intoxicated or under the influence of drugs.
 - Pregnant women or those who could be pregnant.
 - Those who are not in good health.
 - Those who do not follow the attendant's instructions.
 - Those who cannot grasp the Control Unit (Gun) securely because of immobility in fingers, hands or arms.
 - Persons who disregard the product's warning displays.
The game cannot be played while sitting in a wheelchair.
- The following people must be allowed to play only in STILL Mode (without ride rotation). Otherwise there might be an accident. To avoid needless trouble, always explain these matters to the player before starting the game.
 - Persons susceptible to motion sickness.
 - Those who require supporting devices, etc., to walk.
 - Those who cannot bend their knees because of illness, etc.
 - Those who have fractures or other bone abnormalities anywhere in the body.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shocks and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc.
- Warn players not to wrap the Control Unit (Gun) wire around their wrists or neck. Otherwise there could be a serious accident.
- This product has a capacity of two people. Make sure that there are never any more than two people riding the machine. Otherwise the safety devices might not function properly and there could be accident such as a tumble or fall.

⚠ WARNING

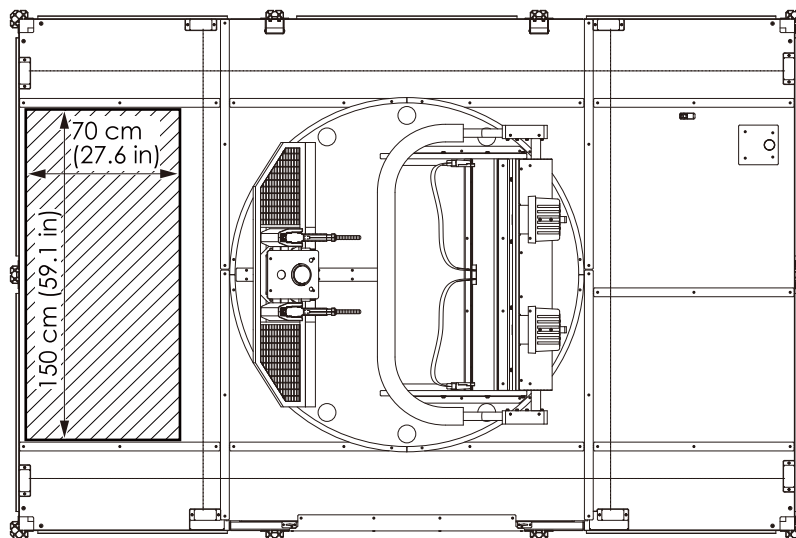
- Entering the cabinet with a wet umbrella or wet shoes is strictly forbidden. There are electrical parts and wiring underneath the cabinet floor. If these become wet, this can cause an electric shock or short circuit. Be especially careful in managing the product on rainy days.
- The attendant should always remain near the product during operating so he or she can respond quickly to accidents, fire or earthquake. The attendant must also constantly observe the interior of the cabinet.
- Do not put drinks or heavy objects on the ride or seat. The player could be accidentally hit by an object due to the ride rotation. Spilt fluids can cause an electric shock or short circuit and they can also cause the player to slip and fall.
- The armrest should be raised and lowered only by the attendant. To insure safety, make sure that the seatbelt is never unfastened and the armrest is never raised during play.
- Explain that, for the sake of safety, the following people must be allowed to play only in STILL Mode (without ride rotation). Otherwise the safety devices might not function properly and there could be accident such as a tumble or fall.
 - Those who are less than 110 cm in height.
 - Those who range from 110 to 130 cm in height but are not accompanied by a guardian.
 - Those who weigh 150 kg or more.Those from 110 to 130 cm in height who are with a guardian must play in MILD Mode in which movement of the ride is restricted.
- Someone might try to insert such things as an umbrella through the fence or place foreign objects inside the cabinet. Stop such activity, as it could cause an accident.
- Have players remove scarves, long necklaces, etc. Such items could get caught in the armrest or rotating ride and cause strangulation or some other kind of accident.
- Whenever the attendant leaves the control tower, he or she should lock the control panel lid. If someone were to mishandle the panel, it could cause a very serious accident.
- Have players remove any candy, gum, etc., from their mouths beforehand. Such items could get caught in the throat while playing.

⚠ CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or cause the cabinet to fall over, resulting in injury.
- Instruct players to hold the Control Unit (Gun) securely while playing. If the gun is dropped, it could cause injury to the player.
- Items such as large finger rings can cause injury to the fingers while playing. Instruct players to remove all accessories that could cause an accident before playing.
- Instruct players that a single Control Unit (Gun) is never to be held by two or more people during play. Otherwise there could be dangerous contact or a collision.
- Explain that the GAME STOP Button can be pressed to stop play whenever the player feels ill.
- Explain that the attendant will stop the game if he or she judges that a situation is dangerous.
- Do not allow other customers to open the door during play. Otherwise there could be accidents or conflicts between customers.
- Inside the cabinet there is a step leading to the ride. Instruct players to watch their step when entering or leaving.
- Do not allow players to extend their hands or feet out from the ride during play. Otherwise there could be bruises, sprains or other accidental injuries.

STOP IMPORTANT

- Explain that if handbags or other items are placed under the ride, the foot sensor will stop ride rotation. Have customers put their handbags, etc. at a location outside the range of the foot sensor on the front screen side, that is within an area 150 cm (59.1 in) in width, 70 cm (27.6 in) in length and 50 cm (19.7 in) in height under the front screen.
- Make sure that customers do not forget anything when leaving.



1-3 OPERATION PROCEDURES

ENGLISH

Following is an explanation of general operation procedures to be carried out by the attendant. Such things as product installation environment or presentation method can vary, depending on the installation site. Understand that the following are common operation procedures.

Start Standby (Reception, Guidance)

- 1 Explain play restrictions to players and make sure they are understood. Explain very carefully to players of short stature and very large body size that they must play in a mode in which the ride does not rotate.
- 2 Check the number of players and arrange them into groups.
- 3 In the case of coin operation, the attendant accepts coins and inserts them. For ticket operation, a ticket or card is accepted.

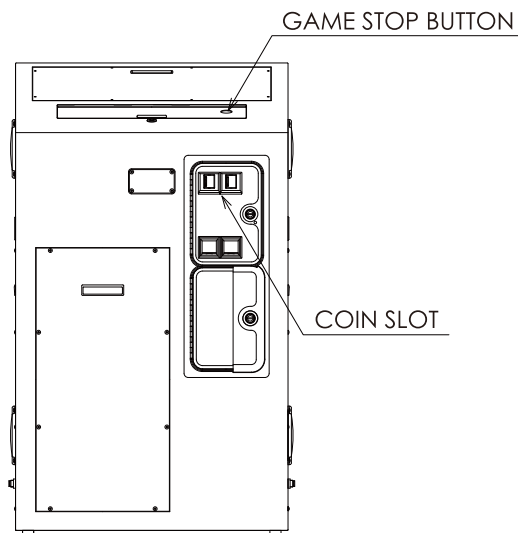


FIG. 1-3a

[Coin Operation]

If coins are inserted while the customer welcome screen is displayed, the number of credits is shown on the screen. When there are enough credits that a game can be started, the spot light in the cabinet and the ride floor light glow and the start standby screen appears.

[Ticket Operation]

If the door is opened or closed, or if the foot sensor reacts, while the customer welcome screen is displayed, the spot light in the cabinet and the ride floor light glow and the start standby screen appears.

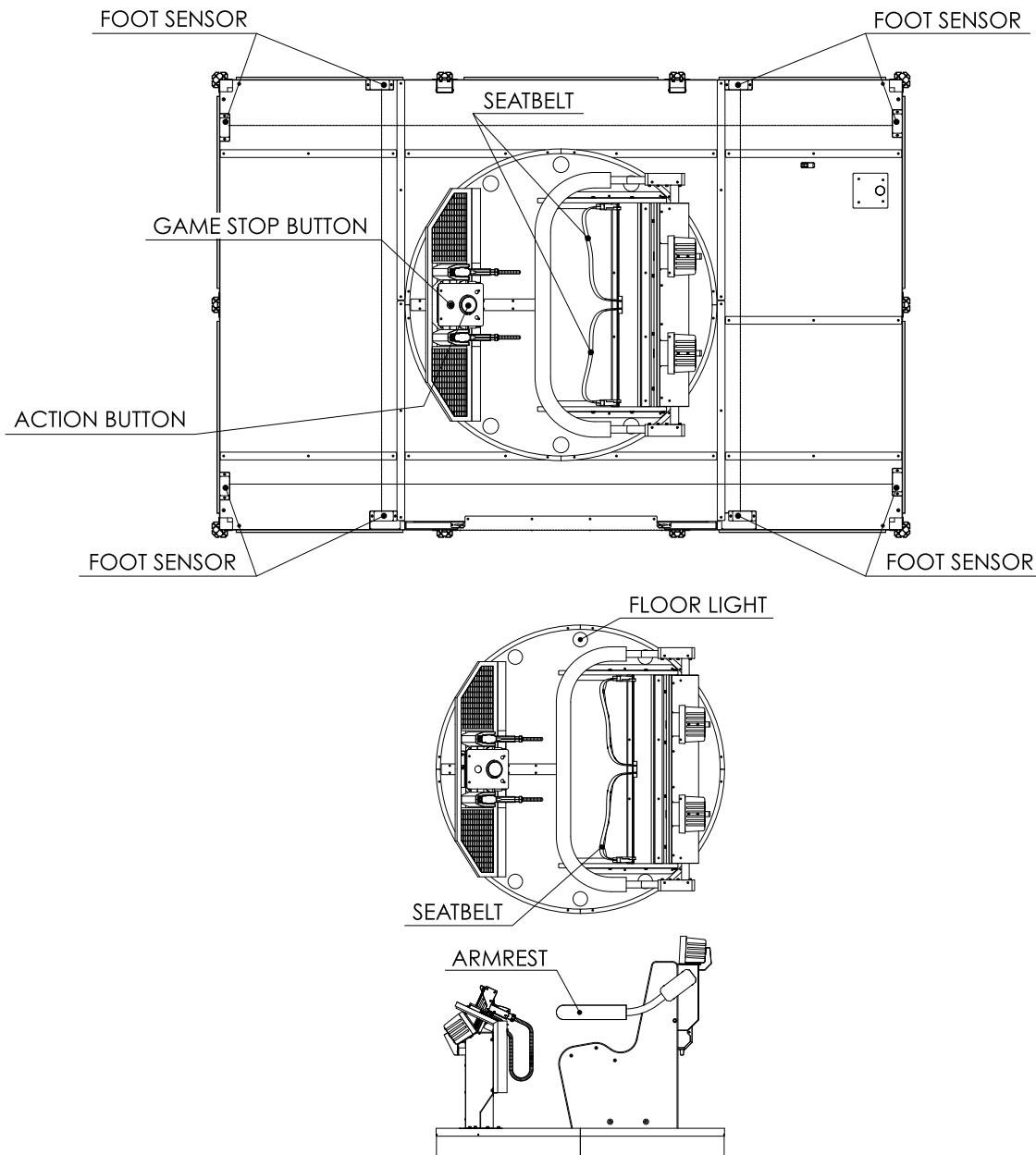


FIG. 1-3b

On Cancellation of Start Standby

- 1 If the start standby screen continues for 3 minutes, and there are no changes detected by the door sensor, foot sensor, or the seatbelt and armrest sensors in that time, it is judged that no one is inside the cabinet and the spot light and floor light go out.
- 2 Under this condition, if the GAME STOP Button of the ride is not pressed for at least 2 seconds, no further game progress can be made.
- 3 If the GAME STOP Button is pressed for 2 seconds or longer, the cabinet spot light and ride floor light glow and the start standby screen reappears.

Game Start Preparation

- 1 Confirm that the unit is at customer welcome or start standby condition. At the customer welcome or start standby condition, the billboard (guillotine) is white.
If the door is closed, look through the door window and confirm that no one is inside.

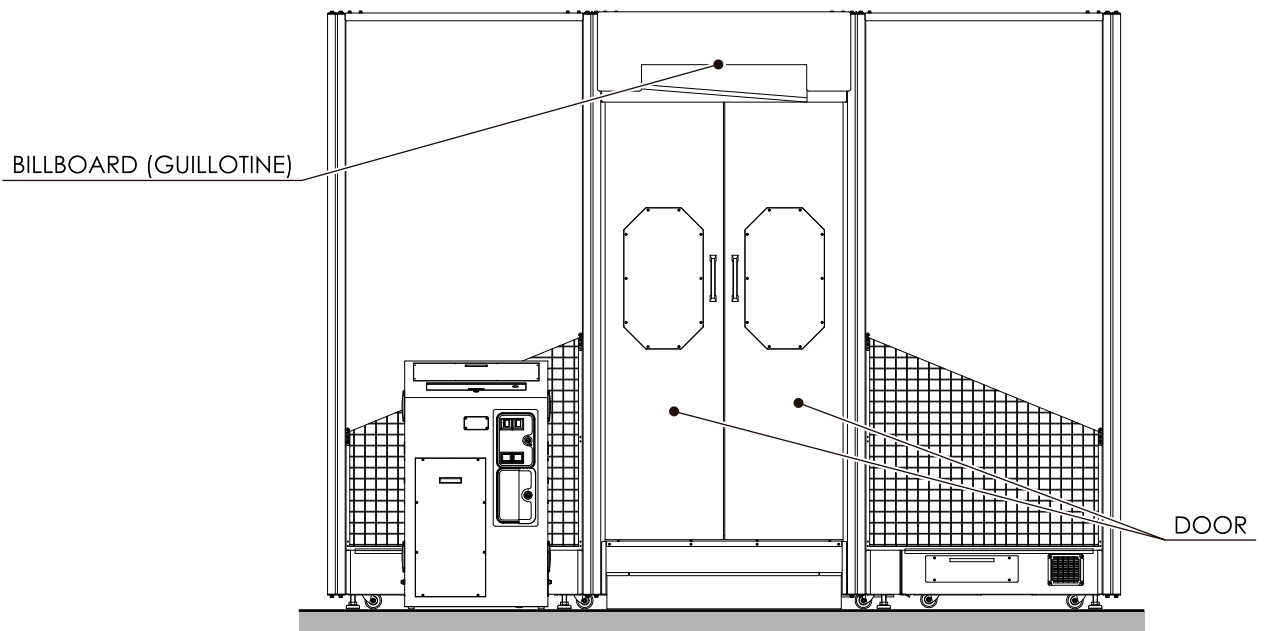


FIG. 1-3c

- 2 Usher the customers into the cabinet and have them take a seat. Warn the customers to watch their step as the cabinet is dark inside and there is a step.
- 3 Have customers put their handbags, etc. at a location outside the range of the foot sensor on the front screen side, that is within an area 150 cm in width, 70 cm in length and 50 cm in height under the front screen. If a customer has anything on their person that might get caught while the ride is rotating (e.g. muffler, sunglasses not being worn), have him/her remove it.

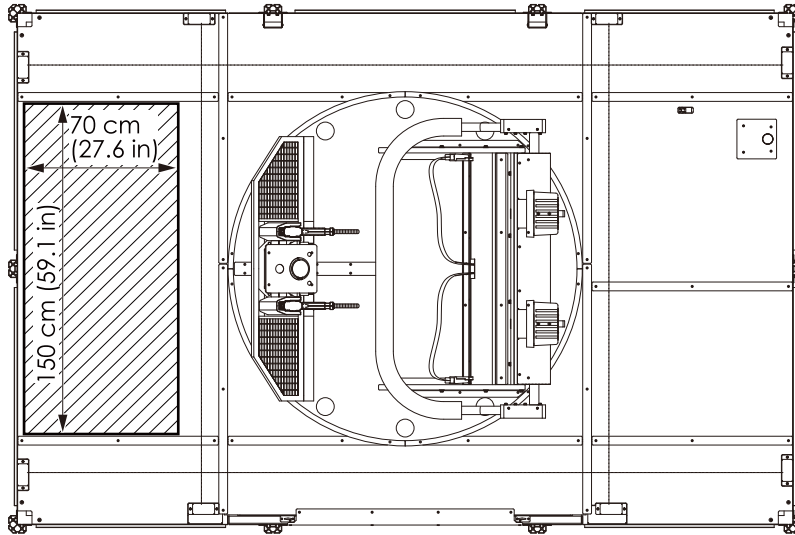


FIG. 1-3d

- 4 If there is only one customer, direct him/her to sit on the right side facing the screen in the area farthest from the door. Have him/her sit on the far side from the door to ensure safety. If the player must be attended by a guardian, also have the player sit on the far side from the door.
- 5 After the customer has been seated, press the yellow ACTION Button. Precautions in game play are shown on the screen. You cannot proceed until this screen's explanations are finished.
- 6 Explain about the seatbelt and armrest.
- 7 Have the customers fasten the seatbelt, and then confirm that the seatbelt is locked and that its length is adjusted properly.
- 8 If there is only one customer, lock the other seatbelt.
- 9 Lower the armrest. The attendant should lower the armrest while warning the customers to be careful. When the armrest lock lever on the back of the seat has been raised up, the armrest can be locked. It is not always necessary to lock the armrest.

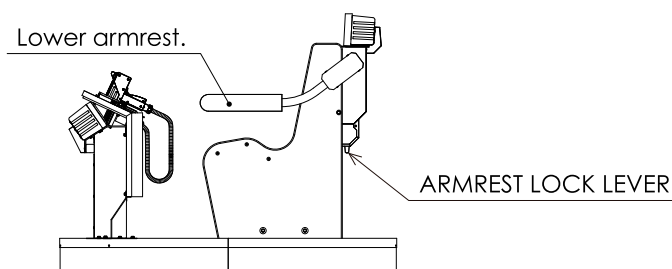


FIG. 1-3e

-
- 10** Press the ACTION Button once again. An explanation of precautions is given on the screen. You cannot proceed until this screen's explanations are finished.
-
- 11** Give an explanation of each button and the Control Unit (Gun). Instruct players to hold the control unit firmly in both hands.
-
- 12** Explain precautionary items and emergency procedures.
-
- 13** Make sure that there are no objects obstructing the foot sensor.
-
- 14** Leave the cabinet and shut the door securely.
-

Game Start

- 1 With the motion select switch on the control tower, select NORMAL, MILD or STOP.

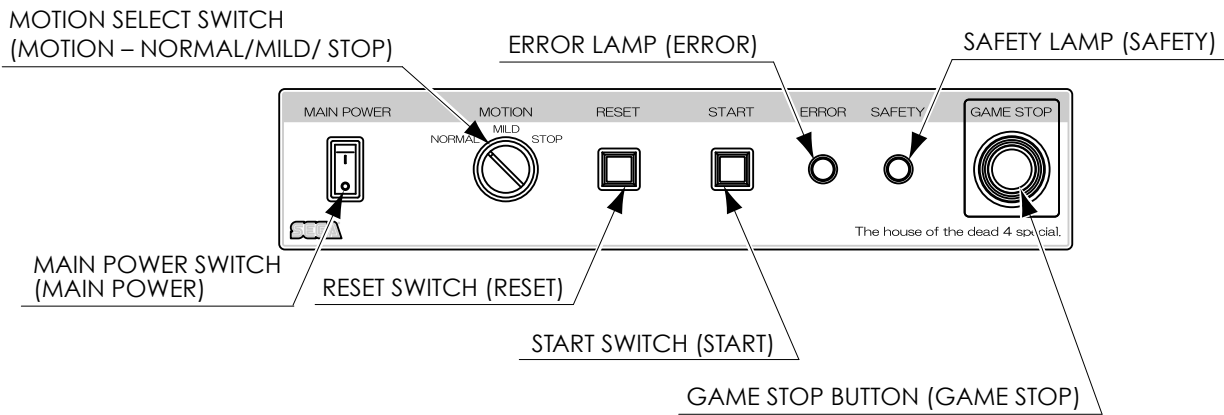


FIG. 1-3f

- NORMAL Mode (NORMAL):** Mode in which the ride turns around and play takes place on both front and rear screen.
- MILD Mode (MILD):** Mode in which the ride turns up to 45 degrees right or left and play takes place on the front screen.
- STILL Mode (STOP):** Mode in which the ride remains stationary and play takes place on the front screen.

- 2 If there are no problems for any of the safety sensors, the safety lamp on the control tower changes from blinking to glowing and the start switch blinks.

- 3 When the start switch is pressed, the start switch changes from blinking to glowing and the game starts.

Game In Progress

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- 1 Listen carefully and look through the door window to confirm that the customers are playing safely. The state of progress (percentage of remaining life) can be judged by the color of the billboard.

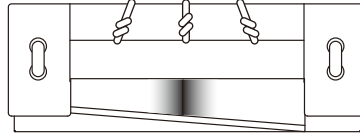


FIG. 1-3g

[In Operation]

Color	State of progress
White:	Customer welcome
White, blinking with light out for 1 second:	In start standby
Green:	Game explanation
Game Start	
Green:	Life 100%~
↓	
Yellow green:	Life 90~71%
↓	
Yellow:	Life 70~61%
↓	
Orange:	Life 60~21%
↓	
Red:	Life 20~1%
Game Over	
Red, white blinking	Results display
Blue:	Game Over Display

[Other Than Normal Operations]

Green, blinking:	Initialization, rectifying game stop condition
Yellow, blinking:	Ride stops during game
Red, blinking:	Game stop
Purple, blinking:	Error occurrence

- 2 While playing game in NORMAL or MILD Mode, if the foot sensor responds or the armrest has been raised, ride operation stops and “The ride has been stopped.” appears on the screen. The safety lamp on the control tower blinks at this time and billboard blinks yellow.

- 3 If obstruction activating the foot sensor is removed and the armrest is lowered, the ride starts to operate again. The safety lamp changes from blinking to glowing and the billboard returns to a game play color.

- 4 If the armrest is raised and the customer does not lower it, the game progresses with the ride stopped.

5 Check the customers' condition and, if necessary, stop the game.

6 When the ride remains stopped until the game is over, the screen gives instructions on how to leave the cabinet, and then displays the following: "The ride was stopped prematurely, and will return to its default position. Once confirming that there are no obstacles in the way and that the room is secure, please lower the armrest, buckle the seatbelts, and press the INITIALIZE button."

7 Execute the steps given below for "Game Stop Countermeasures".

Game Over

- 1** When the game is over, the start switch on the control tower goes out and the billboard blinks red and white.
- 2** When “Game Over” appears on the screen, the billboard becomes blue. The attendant should open the door and enter the cabinet. “Game Over” is displayed continuously for 30 seconds, but this can be aborted by pressing the ACTION Button.
- 3** Ask the player to return the Control Unit (Gun) to the holder.
- 4** The attendant, after raising the armrest, should ask the players to unfasten their seatbelts.
- 5** Have customers leave the cabinet. Warn them to watch their step, guide them to their belongings, and then usher them out.
- 6** Check to be sure that customers have not dropped or forgotten anything.
- 7** Even if there is only one player, always unfasten the seatbelt on the empty seat. Unless both seatbelts are opened after each play session, the next game cannot be started.
- 8** In the case of coin operation, if enough credits for game start are already inserted, the game start standby screen for the next game appears. If there are not enough credits for game start, the customer welcome screen appears and, two minutes after the foot sensor responds, the spot light in the cabinet and the ride floor light both go out.
For ticket operation, the customer welcome screen appears and, two minutes after, the spot light in the cabinet and the ride floor light both go out.
- 9** Leave the door open so preparations can be made for the next game.

Game Stop Countermeasures

[NORMAL Mode, MILD Mode]

1 When the following operations are performed during game play, the game stop screen appears, ride rotation and Control Unit (Gun) reaction and blowing both stop. The spot light in the cabinet and ride floor light glow and the GAME STOP Button on the ride blinks. The billboard blinks red.

- The GAME STOP Button on the control tower is pressed.
- The GAME STOP Button on the ride is pressed.
- The door is opened.
- A seatbelt is unfastened.

2 Check customers' condition.

3 After raising the armrest, unfasten the seatbelts and have customers leave the cabinet.

4 Inspect cabinet interior for abnormalities.

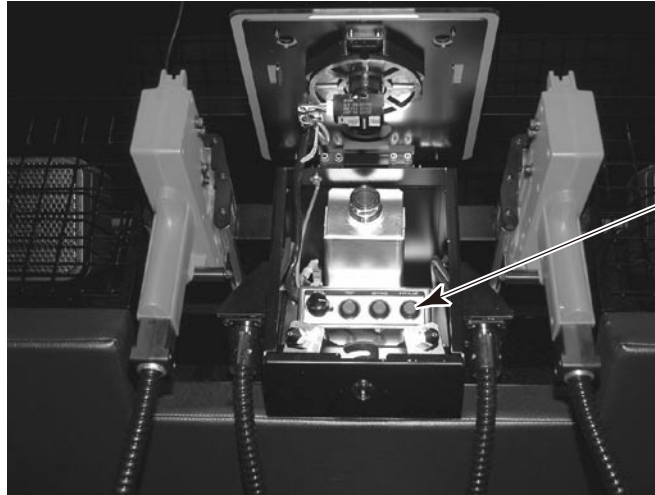
5 Lower armrest and lock both seatbelts.

6 Unlock and open the ride control panel.



PHOTO 1-3a

-
- 7** When the INITIALIZE Button is pressed, the ride floor light changes from glowing to blinking.



INITIALIZE BUTTON

PHOTO 1-3b

-
- 8** When the armrest is lowered, seatbelts are locked and foot sensor is not obstructed, the reset switch on the control tower blinks. “Press the RESET button to return the ride to its default position. Do not touch the ride until all movement has stopped.” appears on the screen.
-
- 9** Make sure that no one is inside the cabinet.
-
- 10** When the reset switch on the control tower is pressed, the ride rotates, and game stop rectifying operation begins. The reset switch changes from blinking to glowing and the GAME STOP Button goes out.
-
- 11** If, during rectifying operation, the armrest is raised, if a seatbelt is unfastened, or the foot sensor is obstructed, the operation stops. It also stops if the GAME STOP Button on the ride or control tower is pressed. The door sensor function stops at this time so that the status of rectifying operation can be checked.
-
- 12** If, during rectifying operation, the operation is stopped, rectifying operation can be started again by pressing the INITIALIZE Button again and then pressing the reset switch.
-
- 13** When the ride rotates to front position, the customer welcome screen appears and game stop rectifying operation is completed.

[STILL Mode]

-
- 1** If the GAME STOP Button on the control tower or the ride is pressed during game play, the game stop screen appears and Control Unit (Gun) reaction and blowing stop. The spot light in the cabinet and the ride floor light glow and the ride GAME STOP Button blinks. The billboard blinks red.

 - 2** Check customer status.

 - 3** If, after raising the armrest, a seatbelt is fastened, unfasten it and have the customer leave.

 - 4** Lower the armrest and lock both seatbelts.

 - 5** Unlock and open the ride control panel. When you press the INITIALIZE Button, the ride floor light changes from glowing to blinking.

 - 6** When the armrest is lowered, seatbelts are locked and foot sensor is not obstructed, the reset switch on the control tower blinks. "Press the RESET button to return the ride to its default position. Do not touch the ride until all movement has stopped." appears on the screen.

 - 7** When the reset switch on the control tower is pressed, the reset switch and the GAME STOP Button go out, the customer welcome screen appears. Game stop rectifying operation is now completed.

2 GAME CONTENT

Procedures Up To Game Start

ENGLISH

2 GAME CONTENT

[Coin Operation]

1 When a coin is inserted, the number of credits displayed at the bottom of the screen increases. When enough coins for one game have been inserted, the message at the bottom of the screen changes from “INSERT COIN(S)” to “PRESS START BUTTON”.

In one session, credits are counted up to 9. If a coin is inserted after 9 credits have been counted, more credits are not counted for this display and the coin is not returned. Instead, the number of coins inserted is counted and shown on data display or coin meter.

2 With credits for one game, a game can be played by either one player or by two players simultaneously. If there is only one player, have him/her sit in the seat on the right side of the ride. To insure safety, usher the customer to the side farthest from the door.

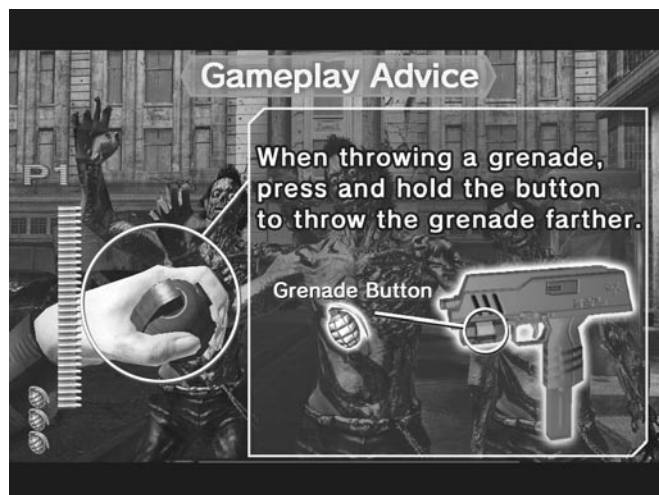
3 When there are enough credits to start a game, the game start standby screen appears. First, an explanation is given of the objective of the game.

When the attendant presses the ACTION Button on the ride, the screen changes and an explanation of precautions during game play is displayed.



4 After taking safety precautions, the attendant starts the game.
(See the sections entitled “Game Start Preparation” and “Game Start” under 1-3 Operation Procedures.)

5 When the game starts, a display is given of how to use the Control Unit (Gun). Then a demonstration of the game begins and the game can be played.

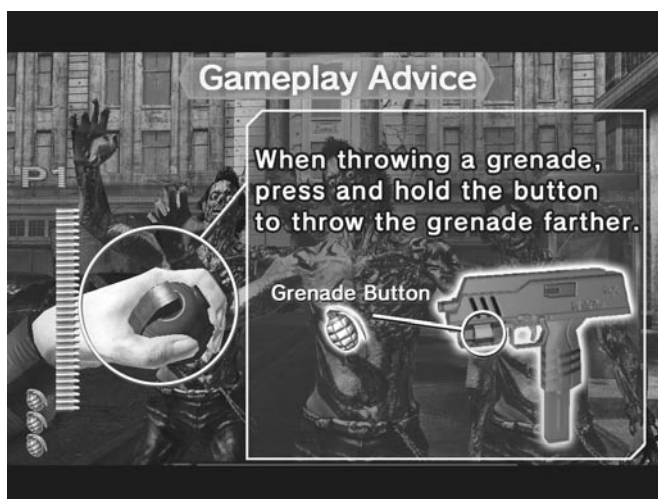


[Ticket operation]

- 1 The game can be played by one player or by two players simultaneously. If there is only one player, have him/her sit on the seat to the right of the ride to play.
- 2 After a player gets on the ride, the game start standby screen appears. First, the objective of the game is explained. When the attendant presses the ACTION Button installed in the ride, the screen changes and precautions during game play are explained on the screen.

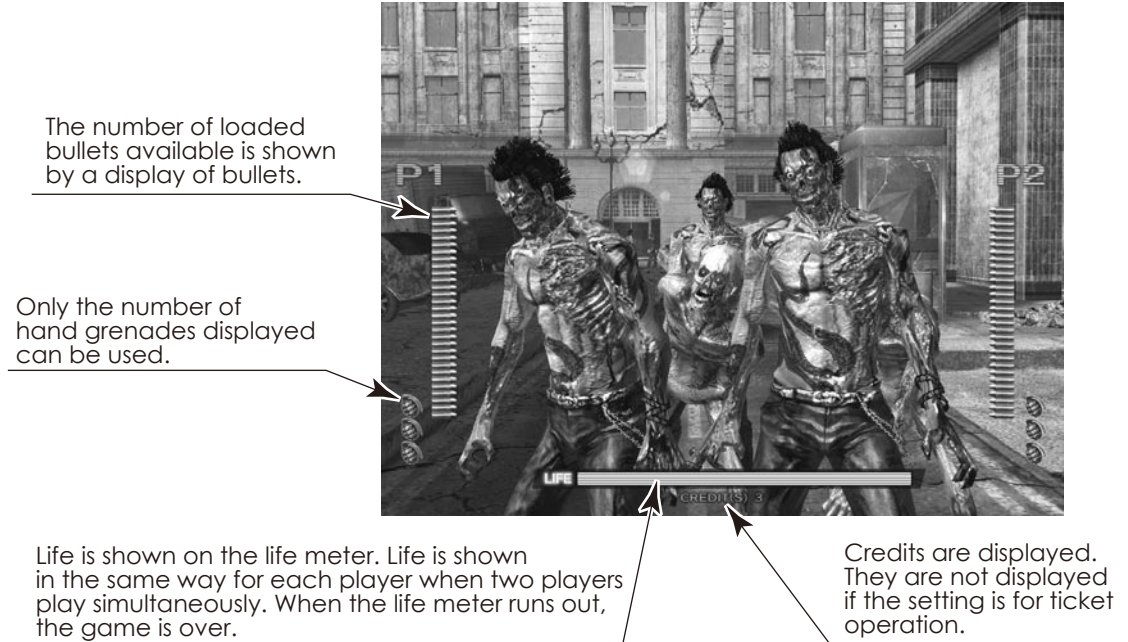


- 3 After taking safety precautions, the attendant starts the game.
(See the sections entitled "Game Start Preparation" and "Game Start" under 1-3 Operation Procedures.)
- 4 When the game starts, a display is given of how to use the Control Unit (Gun). Then a demonstration of the game begins and the game can be played.

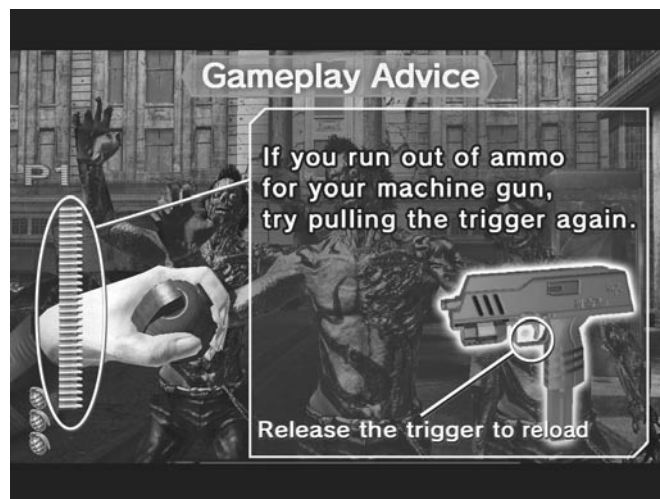


Game Explanation

- ◇ For player P1 playing on the left side, loaded bullets and hand grenades are shown at the bottom left of the screen; for player P2 on the right side, loaded bullets and hand grenades are shown on the bottom right of the screen.
Player life is also shown on a life meter. When two players are playing simultaneously, life is shown for each of them.



- ◇ After 30 bullets have been fired, there will be no more bullets and “RELOAD” appears on the screen. To reload bullets, the player should release the Control Unit (Gun) trigger once. Even if there are still loaded bullets in the gun, more bullets can be loaded by releasing the Control Unit (Gun) trigger.



- ◇ Only the number of hand grenades displayed can be used. Hand grenades can be increased by obtaining hand grenade items during game play. Hand grenades can be obtained up until there are 5. If there are 2 or less hand grenades left when the stage is clear, the number of hand grenades automatically replenishes to 3.
- ◇ A player can defend himself by shooting down axes, rocks, drum cans and other items hurled by the enemy.
- ◇ When the background is hit, an item may appear. In this way, an item can be obtained. By obtaining items, life can be restored and hand grenades can be obtained.
- ◇ When a player’s life meter runs out, the game is over.

- ◇ There is a unique boss waiting at each stage. Bosses appear at different times, depending on the particular stage. The boss for each stage is defeated when that boss's life meter runs out. When a boss starts to attack, a cancel meter appears. By eliminating this meter, attacks from the boss can be avoided.

Boss life meter. The boss is defeated when this meter runs out.

Boss cancel meter. Attacks from the boss can be avoided when this meter runs out.

BOSS



- ◇ As the game progresses, dangerous scenes arise in which the player is grabbed by the enemy. The player can escape from such dangerous situations by continuously pressing the ACTION Button on the ride so that the on-screen meter is filled within time. If this meter has not been filled within time, the player is damaged by the enemy and his life is decreased.

The meter is filled by continuously pressing the ACTION Button.

If the meter is filled within time, the player can shake off the enemy.

While a player is grabbed by the enemy, he/she cannot fire the gun or throw hand grenades.



Player is grabbed by the enemy.

- ◇ When a player's life meter runs out, the game is over. The game is also over when it has been cleared and it has progressed to the end.

Items

"Medical Kit"

Increases life by one.



"Hand Grenade"

Hand grenades increase.



"Gold Coin"

Increases a player's score.



"Silk Hat"

Increases a player's score.



NOTE: There are other items besides these.

Play Hints

- **Aim for the head!**
Enemies in every stage, aside from boss characters, will lose the most life when shot in the head. Therefore, shooting enemies accurately in the head is the fastest way to defeat them.
- **Choose your favorite route!**
Each stage has a number of branching paths. Some branching paths can be simply chosen and some depend upon certain actions. The key to improving play is to find the route that suits you best!
- **Use recovery items to regain lost lives!**
Although being attacked by enemies will reduce your remaining lives, each stage also contains items that will increase remaining lives. Also, upon clearing a stage your performance may award extra lives. Repeated play and knowledge of the levels will aid in gathering extra lives.
- **Use grenades effectively!**
As well as the gun, you have grenades in your arsenal. These can cause massive damage to enemies, and are best used when there are a large number of enemies on screen or at sections you find difficult. Your number of remaining grenades can be increased by collecting items, and if a stage is cleared with less than 2 grenades remaining you will start the next stage with 3.
- **Aim for the boss' weak spot!**
Every stage boss has a weak spot. Shooting this weak spot accurately will help you to avoid boss' attacks. However, practice will be required to hit the weak spot accurately whilst the boss is moving.

3 TEST MODE

WARNING

- When performing a test in which the ride rotates, make sure that everyone other than the person on the ride leaves the cabinet. If the ride should move, it could cause a very serious accident.
- In performing test in which compressed air is blown out, do not bring your eye close to where the air is being blown out. You could be blinded.
- Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits.

CAUTION

- When operating in TEST Mode, have a flashlight, etc., on hand. During TEST Mode, the lamp inside the cabinet is extinguished, except for certain tests. Light from outside cannot easily reach inside the cabinet. Because the cabinet interior is dark, you could stumble and fall or make an operational error.
- While the ride is rotating, it is strictly forbidden to raise the armrest, unfasten the seatbelt, or cause the foot sensor to activate. Emergency stops can lead to accidents. To restore game play, game stop rectifying action is required.
- Be careful not to trap your fingers when closing the control panel.

STOP IMPORTANT

ENGLISH

3 TEST MODE

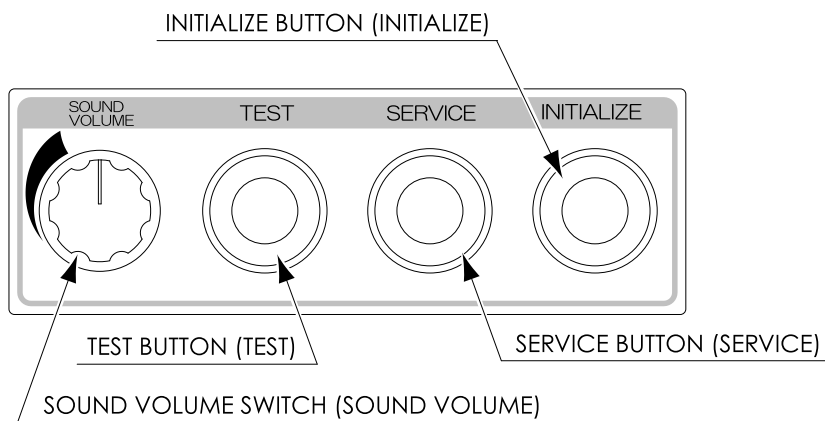
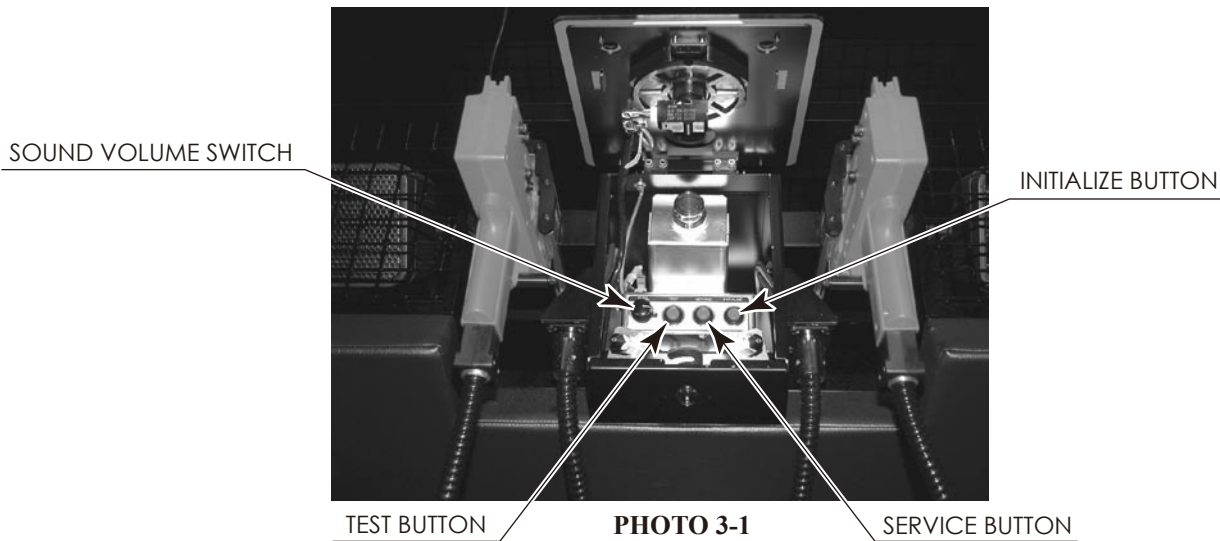
- When the ride has stopped in the front position, if the player does not face directly toward the front screen, the TEST Mode cannot be entered into.
- When communication between game mode and control board has not yet been checked completely, there are some items (e.g., switches, devices) that cannot be tested with TEST Mode input test or output test. Reset the power supply.
- Changes in the setting of GAME ASSIGNMENTS do not become effective until the game TEST Mode has finished.
- When the ride will rotate with ride operation test or aim adjustment, etc., check the following before proceeding.
 - All obstacles obstructing the foot sensor have been removed.
 - Seatbelts are fastened.
 - Armrest has been lowered.
- If there is a stop for some reason while the ride is rotating, game stop rectifying action is required. If the game stop rectifying operation is not completed properly, the game cannot be restored.
- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- If coin meter circuitry is removed, the game can no longer be played.

3-1 SWITCH UNIT

The TEST Mode is performed by manipulating the ride switch unit. When the ride rotates, do the following for safety: sit in seat, fasten seatbelt and lower armrest. Unlock and open the ride control panel to find the switch unit.

ENGLISH

3
TEST MODE



SOUND VOLUME SWITCH (SOUND VOLUME):

This is the sound volume adjustment knob. Sound volume increases as the knob is turned clockwise.

TEST BUTTON (TEST):

To enter TEST Mode. In TEST Mode, this button is used to confirm or execute commands.

SERVICE BUTTON (SERVICE):

Makes it possible to enter credits when servicing the game without inserting coins for the coin meter. In TEST Mode, this button is used to select options.

INITIALIZE BUTTON (INITIALIZE):

Used for rectifying operation when the game has stopped.

3-2 SYSTEM TEST MODE

ENGLISH

3 TEST MODE

STOP IMPORTANT

- In **SYSTEM TEST Mode**, the settings reset by the user are recorded when the **TEST Mode** completes after **EXIT** from the **SYSTEM TEST MENU**. If the power is disengaged beforehand, changes to settings will be lost.
- Use with settings as prescribed. If used with a setting other than as prescribed, faulty operations or malfunctions could occur.

In **SYSTEM TEST Mode**, the main activities are confirmation of **LINDBERGH** information and operations, and establishing the settings for coin/credit operations. In addition, a screen is shown for checking screen adjustment. For details, read the **LINDBERGH Service Manual** provided separately. Use this product with the following settings. If the setting is other than prescribed, an error message might be displayed or some other irregular action might occur.

- **COIN ASSIGNMENTS**
 - **COIN CHUTE TYPE:** COMMON
 - **SERVICE TYPE (Service Button Type):** COMMON
- **NETWORK SETTING**
 - **NETWORK TYPE:** MAIN
 - **MAIN NETWORK:** SETTING NOT REQUIRED

- 1 When the **TEST Button** is pressed, the **SYSTEM TEST Mode's SYSTEM TEST MENU** screen appears.
- 2 Press the **SERVICE Button** and move the cursor to select an item.
- 3 Press the **TEST Button** to execute the item.
- 4 When testing or checking, etc. is completed, select **EXIT** and press the **TEST Button**. The **SYSTEM TEST MENU** screen reappears.
- 5 When all tests are completed, select **EXIT** and press the **TEST Button**. The game screen reappears.

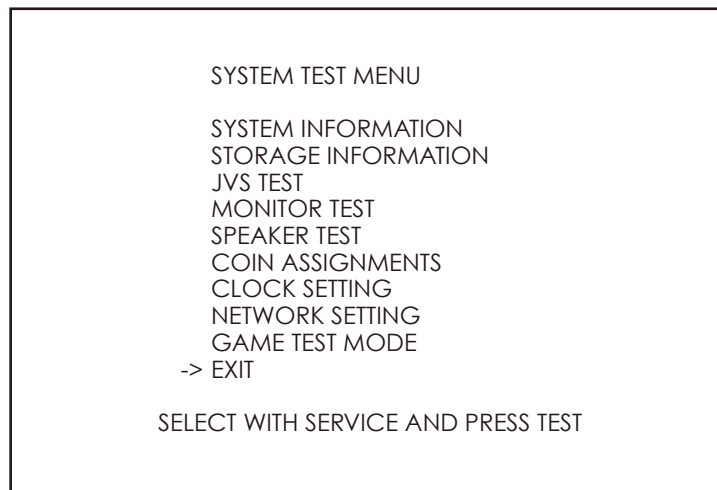


FIG. 3-2 SYSTEM TEST MENU screen

3-3 GAME TEST MODE

- 1 At the SYSTEM TEST MENU screen, select GAME TEST MODE and press the TEST Button. The GAME TEST MODE screen appears.

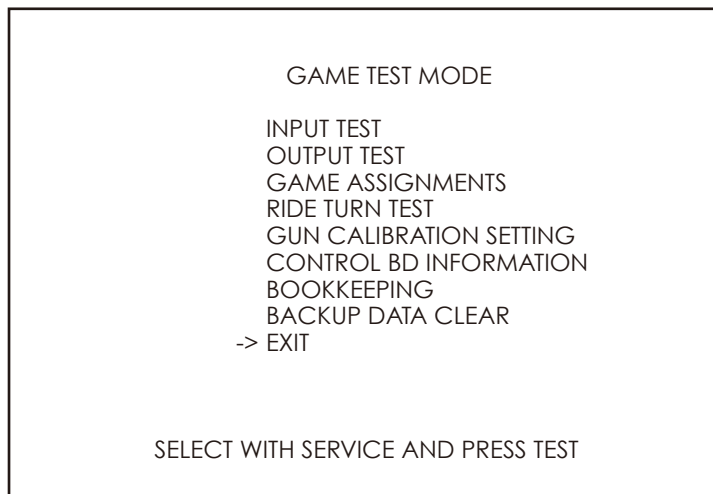


FIG. 3-3 GAME TEST MODE screen

- 2 For each following item, a test or setting is implemented, or data is displayed.

- | | |
|-----------------------------|--|
| a. INPUT TEST: | Tests each input device used for game. |
| b. OUTPUT TEST: | Tests each output device used for game. |
| c. GAME ASSIGNMENTS: | Adjusts all game settings. |
| d. RIDE TURN TEST: | Tests ride operation. |
| e. GUN CALIBRATION SETTING: | Adjusts aim settings for Control Unit (Gun). |
| f. CONTROL BD INFORMATION: | Displays control board information. |
| g. BOOKKEEPING: | Displays all recorded game data. |
| h. BACKUP DATA CLEAR: | Erases all types of game records. |

- 3 Press the SERVICE Button and move the cursor to select an item.

- 4 Press the TEST Button to execute the item. The test or setting screen of the selected item appears.

- 5 The test or setting adjustment, etc., is performed.

- 6 When testing or setting adjustment, etc. is completed, select EXIT and press the TEST Button, etc. to have the GAME TEST MODE screen reappear.

- 7 On the GAME TEST MODE screen, select EXIT and press the TEST Button. The SYSTEM TEST MENU screen reappears.

- 8 On the SYSTEM TEST MENU screen, select EXIT and press the TEST Button. The game screen reappears.

a. INPUT TEST

Test of each input device is performed.

Periodically check the status of each input device on this screen.

However, if the TEST Button is pressed and you move to TEST Mode before communication between the LINDBERGH and the control board is performed properly, there may be cases in which items are generated that cannot be confirmed on the INPUT TEST screen. In such cases, OFF, etc., is displayed in gray. Reset the power supply.

- 1 On the GAME TEST MODE screen, select INPUT TEST and press the TEST Button. The INPUT TEST screen appears.

INPUT TEST		
	PLAYER1	PLAYER2
GUN TRIGGER	OFF	OFF
GUN BUTTON	OFF	OFF
GUN X	00	00
GUN Y	00	00
SCREEN IN	OUT	OUT
SEAT BELT SENSOR	LOCK	LOCK
ARMREST SENSOR		DOWN
ACTION BUTTON		OFF
GAME STOP(RIDE)		OFF
GAME STOP(TOWER)		OFF
MOTION SELECT SW		NORMAL
START BUTTON		OFF
RESET BUTTON		OFF
FOOT SENSOR FRONT		OFF
FOOT SENSOR REAR		OFF
FOOT SENSOR LEFT		OFF
FOOT SENSOR RIGHT		OFF
DOOR SENSOR LEFT		CLOSE
DOOR SENSOR RIGHT		CLOSE
INITIALIZE		OFF
SERVICE		OFF
TEST		OFF

PRESS TEST AND SERVICE TO EXIT

FIG. 3-3a INPUT TEST screen

2 Manipulate each switch, etc., to check screen display.

GUN TRIGGER:	ON when the trigger of each player's Control Unit (Gun) is pulled.
GUN BUTTON:	ON when each player's Control Unit (Gun) button is pressed.
GUN X:	Displays the aim position of each player's Control Unit (Gun) in X direction.
GUN Y:	Displays the aim position of each player's Control Unit (Gun) in Y direction.
SCREEN IN:	IN when the aim of each player's Control Unit (Gun) is inside the screen. OUT when the aim is outside the screen.
SEATBELT SENSOR:	UNLOCK when the ride seatbelts are unfastened. LOCK when the seatbelts are fastened.
ARMREST SENSOR:	UP when the ride armrest is lifted. DOWN when the armrest is lowered.
ACTION BUTTON:	ON when the ride ACTION Button is pressed.
GAME STOP (RIDE):	ON when the ride GAME STOP Button is pressed.
GAME STOP (TOWER):	ON when the tower GAME STOP Button is pressed.
MOTION SELECT SW:	Shown as NORMAL, MILD, or STOP when the tower motion select switch is changed.
START BUTTON:	ON when the tower START Button is pressed.
RESET SWITCH:	ON when the tower reset switch is pressed.
FOOT SENSOR FRONT:	ON when the foot sensor front reacts.
FOOT SENSOR REAR:	ON when the foot sensor rear reacts.
FOOT SENSOR LEFT:	ON when the foot sensor left reacts.
FOOT SENSOR RIGHT:	ON when the foot sensor right reacts.
DOOR SENSOR LEFT:	OPEN when the left side door is opened; CLOSE when this door is closed. (Normally sensors change together since left and right doors are connected.)
DOOR SENSOR RIGHT:	OPEN when the right side door is opened; CLOSE when this door is closed. (Normally sensors change together since left and right doors are connected.)
INITIALIZE:	ON when the ride INITIALIZE Button is pressed.
SERVICE:	ON when the SERVICE Button is pressed.
TEST:	ON when the TEST Button is pressed.

3 When all checks are completed, press the TEST Button and the SERVICE Button simultaneously. The GAME TEST MODE screen reappears.

b. OUTPUT TEST

Test of each output device is performed.

Periodically check the status of each output device on this screen.

However, if the TEST Button is pressed and you move to TEST Mode before communication between the LINDBERGH and the control board is performed properly, there may be cases in which items are generated that cannot be confirmed on the OUTPUT TEST screen. In such cases, OFF, etc., is displayed in gray. The item itself cannot be selected. Reset the power supply.

- 1 On the GAME TEST MODE screen, select OUTPUT TEST and press the TEST Button. The OUTPUT TEST screen appears.

OUTPUT TEST	
GUN REACTION P1	OFF
GUN REACTION P2	OFF
BLOW FRONT P1	OFF
BLOW FRONT P2	OFF
BLOW REAR P1	OFF
BLOW REAR P2	OFF
GAME STOP LAMP	OFF
ACTION LAMP	OFF
START LAMP	OFF
RESET LAMP	OFF
ERROR LAMP	OFF
SAFETY LAMP	OFF
FLOOR LAMP	OFF
SPOT LAMP	OFF
BILLBOARD	OFF

-> EXIT

SELECT WITH SERVICE AND PRESS TEST

FIG. 3-3b OUTPUT TEST screen

2 Press the SERVICE Button and move the cursor to select the item (output device).

3 When the TEST Button is pressed, the display to the item's right changes and the output device operates. Confirm that the output device behaves in compliance with manipulations.

- GUN REACTION P1:** Goes ON when GUN REACTION P1 is selected and the TEST Button is pressed. The player 1 Control Unit (Gun) vibrates. Goes OFF when the TEST Button is pressed again.
- GUN REACTION P2:** Goes ON when GUN REACTION P2 is selected and the TEST Button is pressed. The player 2 Control Unit (Gun) vibrates. Goes OFF when the TEST Button is pressed again.
- BLOW FRONT P1:** Goes ON when BLOW FRONT P1 is selected and the TEST Button is pressed. Air is blown out from the front side blow port on player 1 side attached to the ride. Goes OFF when the TEST Button is pressed again.
- BLOW FRONT P2:** Goes ON when BLOW FRONT P2 is selected and the TEST Button is pressed. Air is blown out from the front side blow port on player 2 side attached to the ride. Goes OFF when the TEST Button is pressed again.
- BLOW REAR P1:** Goes ON when BLOW REAR P1 is selected and the TEST Button is pressed. Air is blown out from the rear side blow port on player 1 side attached to the ride. Goes OFF when the TEST Button is pressed again.
- BLOW REAR P2:** Goes ON when BLOW REAR P2 is selected and the TEST Button is pressed. Air is blown out from the rear side blow port on player 2 side attached to the ride. Goes OFF when the TEST Button is pressed again.
- GAME STOP LAMP:** Goes ON when GAME STOP LAMP is selected and the TEST Button is pressed. The ride game stop lamp lights up. Goes OFF when the TEST Button is pressed again.
- ACTION LAMP:** Goes ON when ACTION LAMP is selected and the TEST Button is pressed. The ride ACTION Button lights up. Goes OFF when the TEST Button is pressed again.
- START LAMP:** Goes ON when START LAMP is selected and the TEST Button is pressed. The tower START Button lights up. Goes OFF when the TEST Button is pressed again.
- RESET LAMP:** Goes ON when RESET LAMP is selected and the TEST Button is pressed. The tower reset switch lights up. Goes OFF when the TEST Button is pressed again.
- ERROR LAMP:** Goes ON when ERROR LAMP is selected and the TEST Button is pressed. The tower error lamp lights up. Goes OFF when the TEST Button is pressed again.
- SAFETY LAMP:** Goes ON when SAFETY LAMP is selected and the TEST Button is pressed. The tower safety lamp lights up. Goes OFF when the TEST Button is pressed again.
- FLOOR LAMP:** Goes ON when FLOOR LAMP is selected and the TEST Button is pressed. The ride floor light lights up. Goes OFF when the TEST Button is pressed again.
- SPOT LAMP:** Goes ON when SPOT LAMP is selected and the TEST Button is pressed. The two halogen lamps on the right and left of the projector light up. Goes OFF when the TEST Button is pressed again.
- BILLBOARD:** Turns RED when BILLBOARD is selected and the TEST Button is pressed. Changes from GREEN to BLUE if the TEST Button is pressed again. The color of the billboard on the door changes to match the color displayed. Goes OFF when the TEST Button is pressed again after it has turned BLUE.

4 When all checks are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

c. GAME ASSIGNMENTS

All settings such as level of game difficulty are adjusted.

Setting changes do not become effective until EXIT has been selected on the GAME TEST MODE screen. After a setting has been changed, be sure to always exit the GAME TEST Mode.

- 1 On the GAME TEST MODE screen, select GAME ASSIGNMENTS and press the TEST Button. The GAME ASSIGNMENTS screen appears.

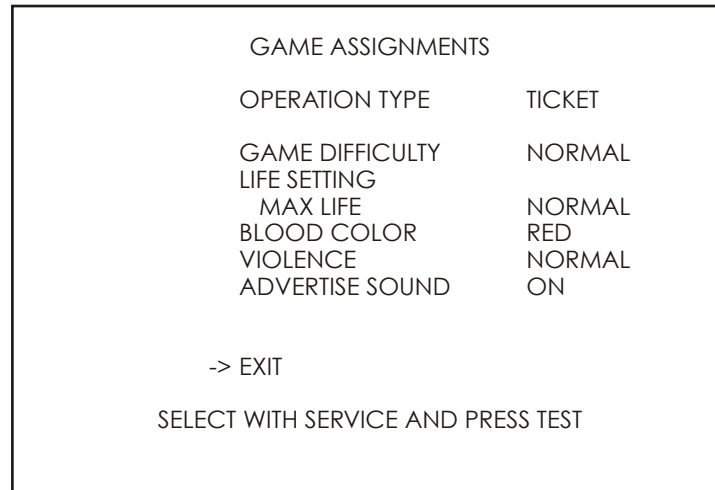


FIG. 3-3c GAME ASSIGNMENTS screen

- 2 Press the SERVICE Button and move the cursor to select an item.
- 3 When the TEST Button is pressed, the display to the item's right changes and the setting, itself, changes.

OPERATION TYPE:

Select whether the game will operate by ticket or by coin.

If TICKET is selected, the setting allows for the game to take place in Free Play status with no coin display, regardless of the setting of COIN ASSIGNMENTS on the SYSTEM TEST MENU.

If COIN is selected, the game setting calls for coin insertion.

GAME DIFFICULTY:

The following five levels of game difficulty can be selected: VERY EASY, MEDIUM EASY, NORMAL, MEDIUM HARD and VERY HARD.

LIFE SETTING/MAX LIFE:

The initial value of the player's life can be set. There are five levels of game difficulty: VERY EASY, MEDIUM EASY, NORMAL, MEDIUM HARD and VERY HARD, and the player's initial life value decreases as the level gets more difficult.

BLOOD COLOR:

BROWN or RED can be selected as the color of the enemy's blood.

VIOLENCE:

NORMAL or MILD can be selected for the degree of damage done to the enemy that is shown. If MILD is selected, the enemy is not shown to be damaged.

ADVERTISE SOUND:

ON or OFF can be selected for audio output for welcome screen.

- 4 When all setting adjustments are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

d. RIDE TURN TEST

STOP IMPORTANT

Unless the following conditions are met, the ride will not rotate even in TEST Mode.

- There are no obstacles blocking the foot sensor.
- Seatbelts are locked.
- The armrest is lowered.

Confirm that the ride operates properly.

Periodically check the status of the ride on this screen.

In ride turn test, the ride is moved and checked, so the test screen appears both on the front and rear screen.

- 1 On the GAME TEST MODE screen, select RIDE TURN TEST and press the TEST Button.
The RIDE TURN TEST screen appears.

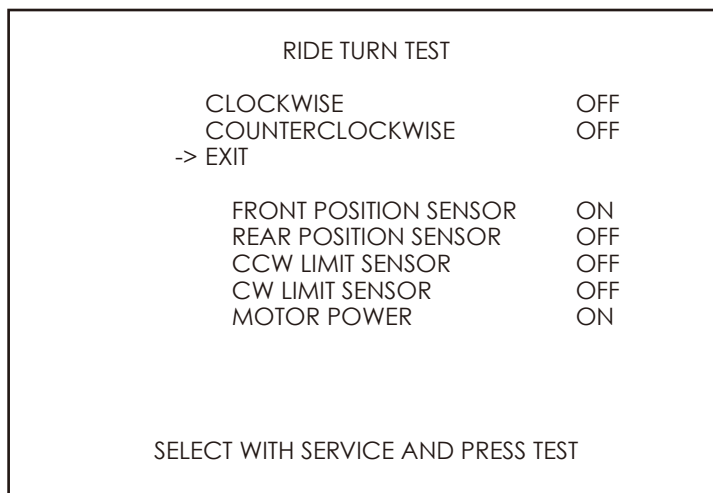


FIG. 3-3d RIDE TURN TEST screen

- 2 Press the SERVICE Button, move the cursor to select CLOCKWISE or COUNTERCLOCKWISE, and then press the TEST Button to test your selection. The items from FRONT POSITION SENSOR and below are all for checking the ride status. If the CCW LIMIT SENSOR and the CW LIMIT SENSOR are working properly, they do not go ON.

3 Each item is explained below.

CLOCKWISE:

The ride turns to the right. ON is displayed while the ride is in operation and OFF appears when operation stops. When the TEST Button is pressed, the ride moves by each of the following stages one at a time, depending upon its status: front left 45 degrees → front 0 degrees → front right 45 degrees → rear left 135 degrees → rear 180 degrees → rear right 225 degrees. However, at rear right 225 degrees, there is no response even if the TEST Button is pressed.

COUNTERCLOCKWISE:

The ride turns to the left. ON is displayed while the ride is in operation and OFF appears when operation stops. When the TEST Button is pressed, the ride moves by each of the following stages one at a time, depending upon its status: rear right 225 degrees → rear 180 degrees → rear left 135 degrees → front right 45 degrees → front 0 degrees → front left 45 degrees. However, at front left 45 degrees, there is no response even if the TEST Button is pressed.

Regardless of the cursor position on the screen, similar manipulations can be made as when CLOCKWISE or COUNTERCLOCKWISE is selected by using the P1 or P2 Control Unit (Gun).

NOTES:

- When CLOCKWISE and COUNTERCLOCKWISE is at OFF and the ride is not running, RIDE STOP is displayed if there is any response from a safety device (foot sensor, armrest sensor, seatbelt sensor) and the ride cannot be moved. To move the ride again, resolve what triggered the safety device and set to OFF.
- When CLOCKWISE or COUNTERCLOCKWISE is at ON and the ride is running, RIDE STOPPED is displayed if the ride has been stopped because of a response from a safety device (foot sensor, armrest sensor, seatbelt sensor). Under this condition, the ride turn test cannot be performed. Take the following steps to restore the ride to normal condition.

Press the SERVICE Button, move the cursor and press the TEST Button. Select and choose the following: EXIT → GAME TEST MODE → SYSTEM TEST MENU. Then return to the game. After resolving what triggered the safety device, press the INITIALIZE Button. Check that the surroundings are safe and press the tower reset switch. Now the ride can be moved and returned to its proper position.

CLOCKWISE:

Chosen and operated by pulling the trigger of the P2 Control Unit (Gun).

COUNTERCLOCKWISE:

Chosen and operated by pulling the trigger of the P1 Control Unit (Gun).

FRONT POSITION SENSOR:

Goes ON while the ride is facing front at 0 degrees.

REAR POSITION SENSOR:

Goes ON while the ride is facing rear at 180 degrees.

CCW LIMIT SENSOR:

Goes ON when the ride moves beyond front left at 45 degrees. Stays OFF when the ride runs normally.

CW LIMIT SENSOR:

Goes ON when the ride moves beyond rear right at 225 degrees. Stays OFF when the ride runs normally.

MOTOR POWER:

Checks the ride motor. Goes ON under normal conditions. Goes OFF when the emergency stop switch is activated and no power is being supplied to the servo driver.

4 When all checks are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

e. GUN CALIBRATION SETTING

STOP IMPORTANT

Unless the following conditions are met, the ride will not rotate even in TEST Mode.

- There are no obstacles blocking the foot sensor.
- Seatbelts are locked.
- The armrest is lowered.

Aim settings for Control Unit (Gun) are adjusted.

Aim settings are adjusted not only for the front screen but also for the rear screen.

- 1 On the GAME TEST MODE screen, select GUN CALIBRATION SETTING and press the TEST Button. The GUN CALIBRATION SETTING screen appears.

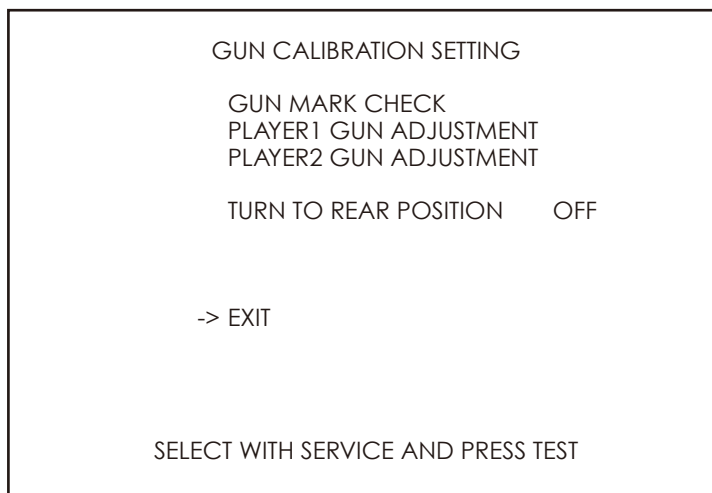


FIG. 3-3e GUN CALIBRATION SETTING screen

- 2 Press the SERVICE Button and move the cursor to select an item, then press the TEST Button to test the item.

- 3 Each item is explained below.

GUN MARK CHECK:

This item is for checking Control Unit (Gun) mark position. Player 1 and player 2 are checked simultaneously.

PLAYER1 GUN ADJUSTMENT:

This item is for adjusting the aim of the player 1 Control Unit (Gun) by firing it.

PLAYER2 GUN ADJUSTMENT:

This item is for adjusting the aim of the player 2 Control Unit (Gun) by firing it.

TURN TO REAR POSITION:

Turns the ride so that aim settings for Control Unit (Gun) can be adjusted for the rear screen. Goes ON while the ride is rotating and goes OFF when the ride stops.

- 4 If you want to set aim for the rear screen, select TURN TO REAR POSITION and press the TEST Button to execute it. The ride turns 180 degrees to the rear. At the same time, the GUN CALIBRATION SETTING screen appears on the rear screen, and TURN TO REAR POSITION changes to TURN TO FRONT POSITION. Also, EXIT can no longer be selected.

-
- 5** After aim has been set for the rear screen, select TURN TO FRONT POSITION and press the TEST Button to execute. The ride turns 180 degrees, returning to its original position.

NOTES:

- When TURN TO REAR POSITION or TURN TO FRONT POSITION is at OFF and the ride is not running, RIDE STOP is displayed if there is any response from a safety device (foot sensor, armrest sensor, seatbelt sensor) and the ride cannot be moved. To move the ride again, resolve what triggered the safety device and set to OFF.
- When TURN TO REAR POSITION or TURN TO FRONT POSITION is at ON and the ride is running, RIDE STOPPED is displayed if the ride has been stopped because of a response from a safety device (foot sensor, armrest sensor, seatbelt sensor). Under this condition, the ride cannot be moved. Take the following steps to restore the ride to normal condition.

When TURN TO REAR POSITION has been selected but the ride stops moving because of a safety device, select TURN TO FRONT POSITION displayed on the rear screen. After display has moved to the front screen, press the SERVICE Button and select with the cursor, then press the TEST Button. Select and choose the following: EXIT → GAME TEST MODE → SYSTEM TEST MENU. Then return to the game screen. Press the INITIALIZE Button. Check that the surroundings are safe and press the tower reset switch. Now the ride can be moved and returned to its proper position.

When TURN TO FRONT POSITION has been selected but the ride stops moving because of a safety device, press the SERVICE Button and select with the cursor, then press the TEST Button. Select and choose the following: EXIT → GAME TEST MODE → SYSTEM TEST MENU. Then return to the game. Press the INITIALIZE Button. Check that the surroundings are safe and press the tower reset switch. Now the ride can be moved and returned to its proper position.

-
- 6** When all setting adjustments are completed, select EXIT and press the TEST Button. The GAME TEST MODE screen reappears.

e-1 GUN MARK CHECK

This screen is for checking aim of Control Unit (Gun).
This also applies for the rear screen.

- 1 On the GUN CALIBRATION SETTING screen, select GUN MARK CHECK and press the TEST Button. The GUN MARK CHECK screen appears.
If the gun mark is recognized as being outside the screen, "OUT OF SCREEN" is displayed.

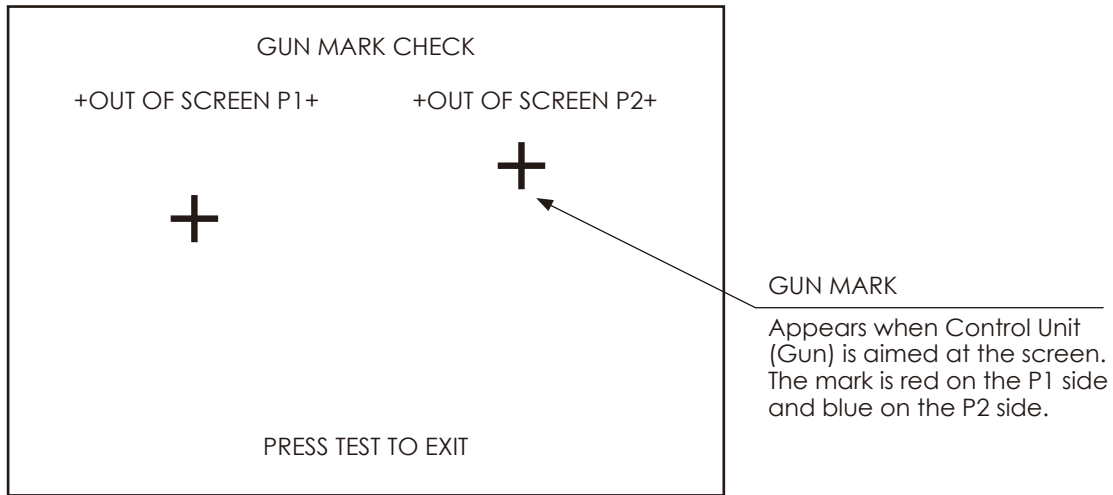


FIG. 3-3e-1 GUN MARK CHECK screen

- 2 Gun mark appears when Control Unit (Gun) is aimed at the screen. This screen is used to confirm that calibration is correct.
- 3 When all checks are completed, press the TEST Button. The GUN CALIBRATION SETTING screen reappears.

e-2 PLAYER1 GUN ADJUSTMENT

On this screen, set and correct aim for the player 1 Control Unit (Gun).

The same applies for player 2's Control Unit (Gun). Follow the same procedure for correcting gun mark position on the rear screen.

- 1 On the GUN CALIBRATION SETTING screen, select PLAYER1 GUN ADJUSTMENT and press the TEST Button. The PLAYER1 GUN ADJUSTMENT screen appears.
- 2 Set Control Unit (Gun) aim as directed on the screen. Aim at the grid on the upper left of the screen and shoot. The grid at upper left disappears and a similar grid appears at lower right. If the TEST Button is pressed, the setting adjustment is aborted and the GUN CALIBRATION SETTING screen reappears.

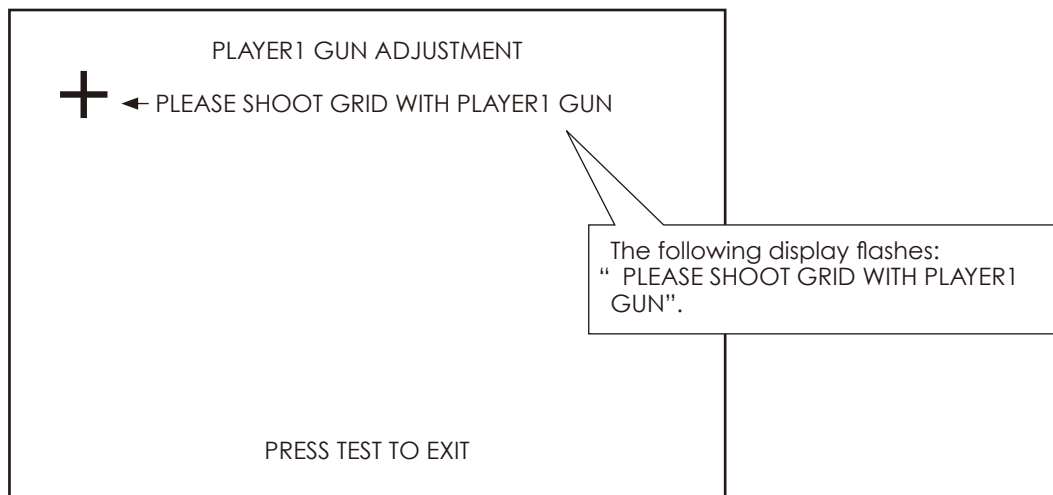


FIG. 3-3e-2a PLAYER1 GUN ADJUSTMENT screen

- 3 Aim at the grid on the lower right of the screen and shoot. The grid at lower right disappears and a similar grid appears in the center.

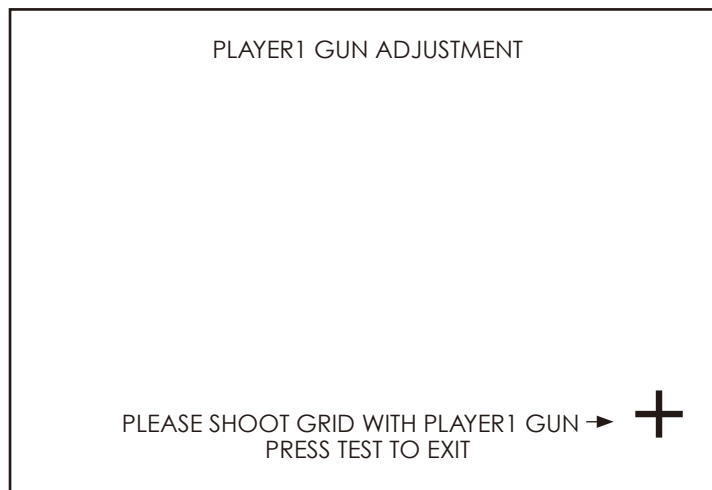


FIG. 3-3e-2b PLAYER1 GUN ADJUSTMENT screen

4 Aim at the central grid and shoot.

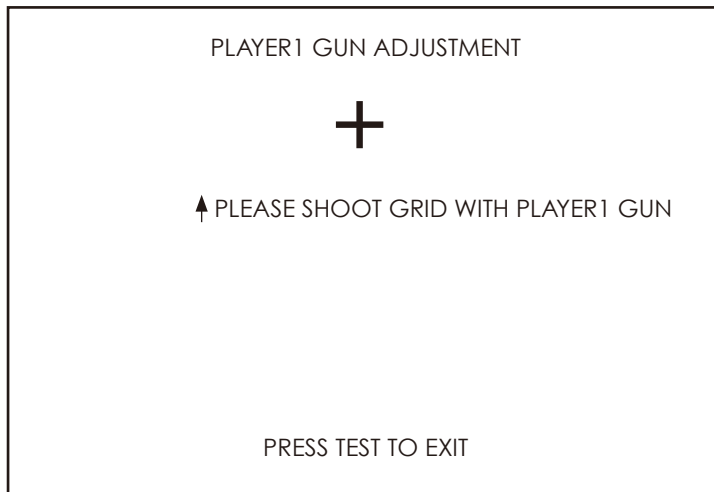


FIG. 3-3e-2c PLAYER1 GUN ADJUSTMENT screen

5 “NOW CALCULATING” is displayed at the center. The next screen appears automatically.

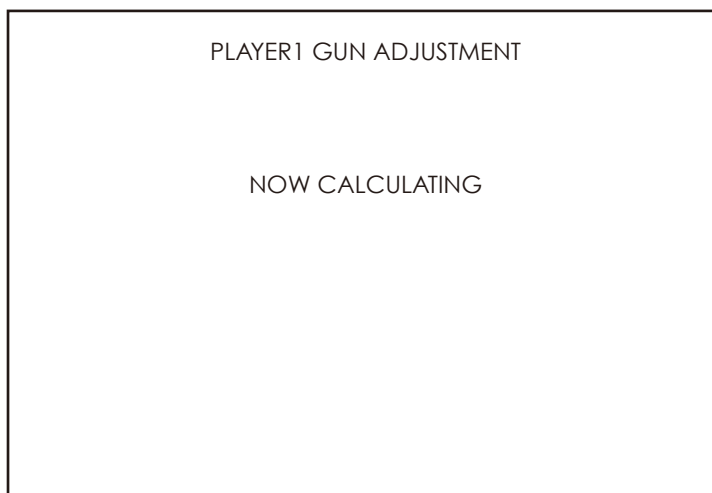


FIG. 3-3e-2d PLAYER1 GUN ADJUSTMENT screen

- 6** The gun mark appears when the Control Unit (Gun) is aimed at the screen. Confirm that the Control Unit (Gun) can be aimed properly from end to end within the frame. If the calibration is correct, press the TEST Button to record the setting. If the calibration is not correct, press the SERVICE Button. The setting is not recorded and the GUN CALIBRATION SETTING screen reappears.

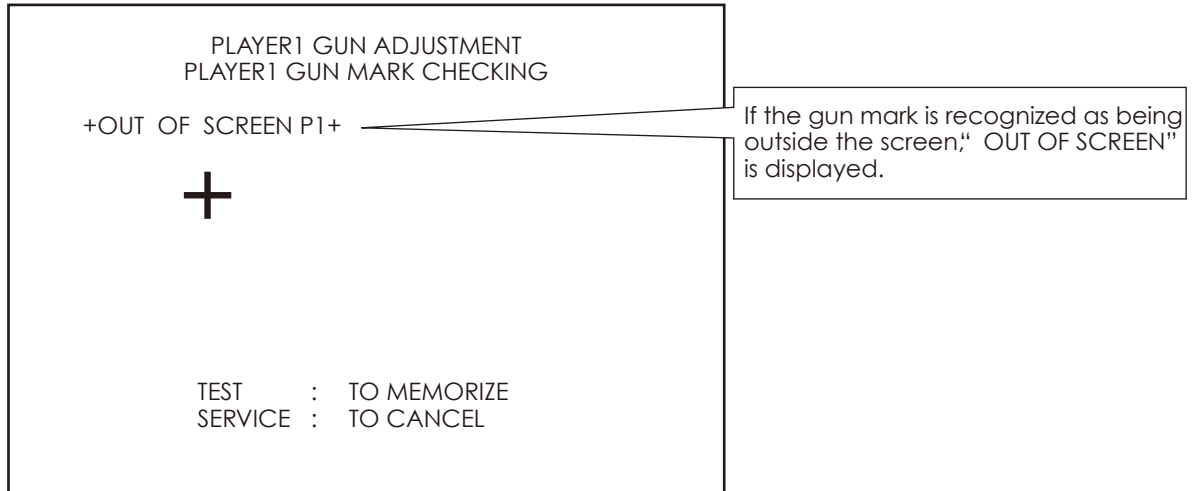


FIG. 3-3e-2e PLAYER1 GUN ADJUSTMENT screen

Refer to the following procedures when adjusting the aim.

- Line up the concave upper part nearest you on the Control Unit (Gun) so that it is at the height of the horizontal line of the "+" mark on the screen.
- Line up the convex upper part at the tip of the Control Unit (Gun) so that it also lines up with the horizontal line.
- Line up the centers of the tops of the concave and convex upper parts with the center of the "+" and shoot.

- 7** When the TEST Button is pressed, "COMPLETED" appears on the screen and the GUN CALIBRATION SETTING screen appears automatically.

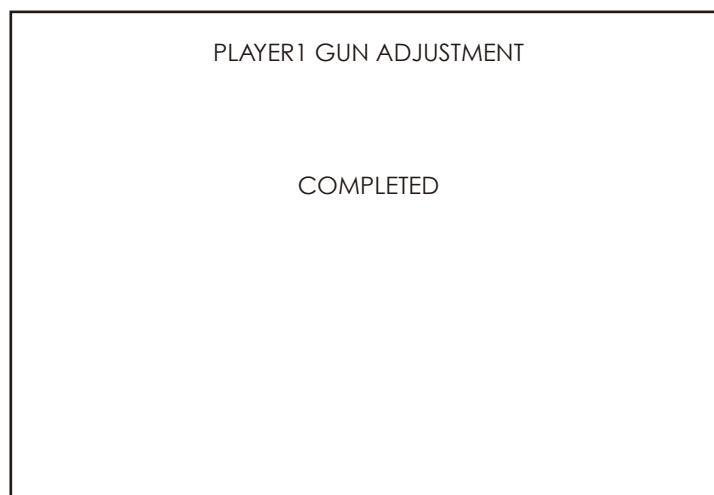


FIG. 3-3e-2f PLAYER1 GUN ADJUSTMENT screen

f. CONTROL BD INFORMATION

Information on each control board program version is displayed.

On the GAME TEST MODE screen, select CONTROL BD INFORMATION and press the TEST Button. The CONTROL BD INFORMATION screen appears.

CONTROL BD INFORMATION		
	VERSION	SUM
2ND BOOT	x,xx	xx
USB LOADER	x,xx	xx
APPLICATION	x,xx	xx

PRESS TEST TO EXIT

FIG. 3-3f CONTROL BD INFORMATION screen

Press the TEST Button to return to the GAME TEST MODE screen.

g. BOOKKEEPING

Each game record can be viewed.

On the GAME TEST MODE screen, select BOOKKEEPING and press the TEST Button.

The BOOKKEEPING screen appears.

The BOOKKEEPING screen is comprised of three pages. The next page appears each time the TEST Button is pressed. If the TEST Button is pressed while the third page is being shown, the GAME TEST MODE screen reappears.

BOOKKEEPING		PAGE1/3
COIN 1		0
COIN 2		0
TOTAL COINS		0
COIN CREDITS		0
SERVICE CREDITS		0
TOTAL CREDITS		0
PRESS TEST TO CONTINUE		

FIG. 3-3g1 BOOKKEEPING PAGE 1/3 screen

COIN 1:	Number of coins inserted in coin chute 1.
COIN 2:	Number of coins inserted in coin chute 2.
TOTAL COINS:	Total number of coins inserted in coin chutes.
COIN CREDITS:	Number of credits for coins inserted.
SERVICE CREDITS:	Number of credits entered with the SERVICE Button.
TOTAL CREDITS:	Total number of all credits.

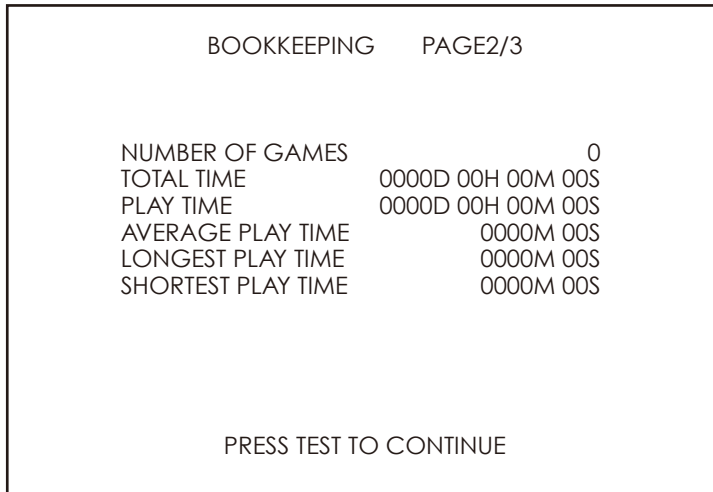


FIG. 3-3g2 BOOKKEEPING PAGE 2/3 screen

- NUMBER OF GAMES: Total number of games played. (Counted as 1 game when P1 plays alone or P1 plays together with P2.)
- TOTAL TIME: Amount of time the unit has been in operation.
- PLAY TIME: Amount of time game has been played. (Counted as 1 play period whether P1 plays alone or plays together with P2.)
- AVERAGE PLAY TIME: Average play time for one game. (Counted as 1 play period whether P1 plays alone or plays together with P2.)
- LONGEST PLAY TIME: Longest play time for one game. (Counted as 1 play period whether P1 plays alone or plays together with P2.)
- SHORTEST PLAY TIME: Shortest play time for one game. (Counted as 1 play period whether P1 plays alone or plays together with P2.)

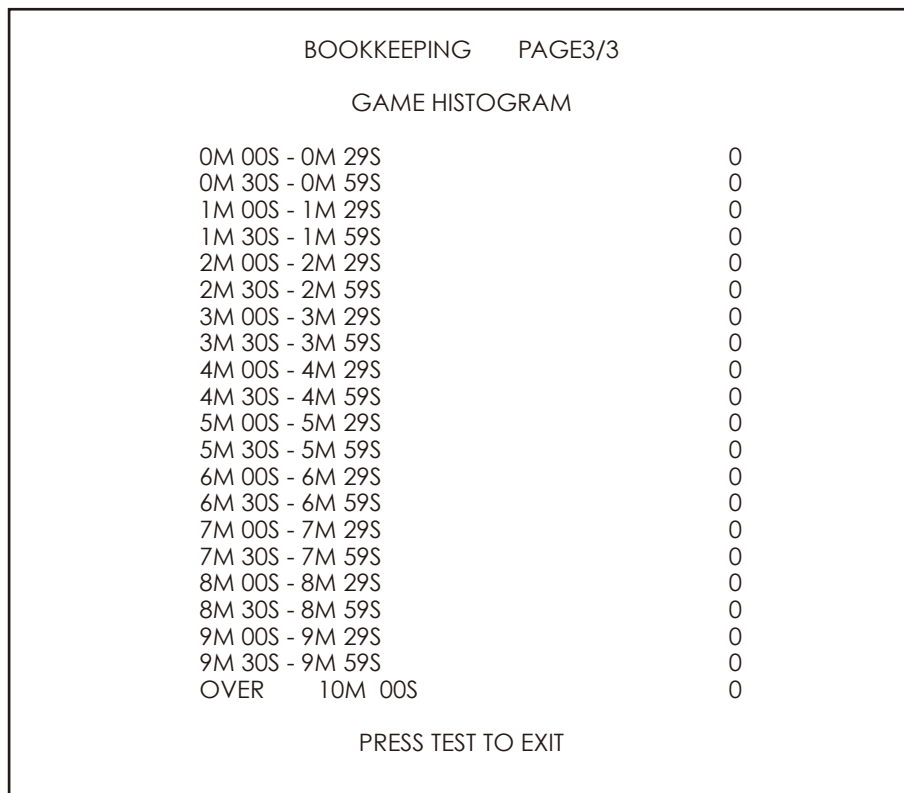


FIG. 3-3g3 BOOKKEEPING PAGE 3/3 screen

This displays play times on a scale from 0M00S to 9M59S based on 30-second intervals. All play times ten minutes or over are included in the item OVER 10M00S. Whether P1 plays alone or plays together with P2, it is counted as one play period.

h. BACKUP DATA CLEAR

All game records (bookkeeping information) can be cleared.

1 On the GAME TEST MODE screen, select BACKUP DATA CLEAR and press the TEST Button. The BACKUP DATA CLEAR screen appears.

2 Select item to either clear data or to cancel the function, and then confirm with the TEST Button.

YES (CLEAR): All game records are cleared. After clearing, "COMPLETED" is displayed.

NO (CANCEL): All game records are not cleared.

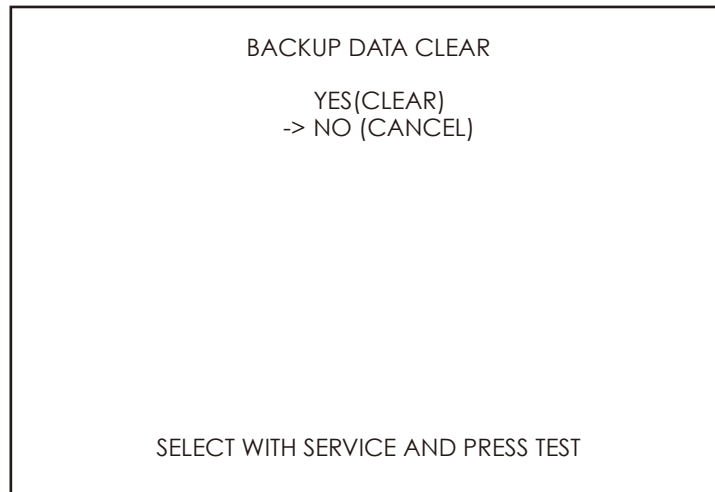


FIG. 3-3h1 BACKUP DATA CLEAR screen

3 When YES (CLEAR) has been selected and the TEST Button pressed, all data is cleared. Then "COMPLETED" is displayed and the GAME TEST MODE screen reappears automatically.

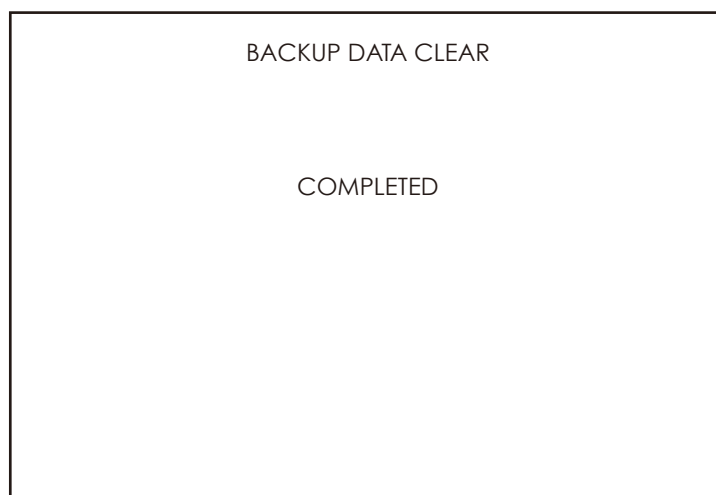


FIG. 3-3h2 BACKUP DATA CLEAR screen

4 Move the cursor to NO (CANCEL) and press the TEST Button to return to the GAME TEST MODE screen without clearing the data.

4 ERROR DISPLAY

WARNING

- If there is an error display, search out the cause immediately and take corrective action. If the product is operated while the error is ignored, there could be an accident. There could also be permanent damage to parts, etc.
- If an error is displayed, have the site maintenance personnel or other qualified individuals resolve it. If someone without specialized or technical knowledge attempts to rectify the problem, electric shock, short circuits or fire may result. If there is no site maintenance personnel or other qualified individuals available, turn the power off immediately, and contact your retailer or the office listed in this manual.
- If a problem not described in this manual and the LINDBERGH Service Manual occurs, or the resolution to a problem described in this manual is not effective, do not make further attempts to resolve the problem yourself. Immediately turn off the power and contact your retailer or the office listed in this manual. Any unguided attempts to solve such problems may lead to a serious accident.
- If countermeasures given in this manual have been taken and there are still no improvements, contact the point of purchase or the office indicated in these instructions.

IMPORTANT

- If there is a control board-related error (Error 201-210), the error lamp on the control tower blinks. To restore normal operation, first remove the cause of the error, and then engage the power again.
- Before engaging the power again, wait at least 5 minutes. If power is engaged before the projector lamp has cooled down, the lamp might not light up. This might also cause the lamp to deteriorate rapidly. If possible, wait for about 30 minutes to engage power again so the projector lamp has cooled down adequately and the lamp will not suffer any deterioration.

To respond to various problems, error messages appear on the screen whenever an error has occurred. If an error message is displayed, the game cannot be played.

Errors are grouped into the following two categories.

Error 01~52:

These are errors on the LINDBERGH. For details, read the LINDBERGH Service Manual.

Error 201~211:

These are errors occurring with the product itself.

Error 201~210 are displayed on the screen when the corresponding error has occurred.

Error 211 is displayed when the screen moves back from SYSTEM TEST Mode to the game screen.

Error 201~211 Details

ENGLISH

4 ERROR DISPLAY

Error 201

Servo error

CAUSE: Breakdown of servo driver.

Error 202

Servo error

CAUSE: Breakdown of servo driver.
Breakdown of relay for brake release.

Error 203

Power not supplied to the servo driver.

CAUSE: Triple phase power is not being supplied.
The triple phase power breaker has been activated by a momentary overload.
The emergency stop switch has been activated by faulty ride operation.

Error 204

Alarm generation

CAUSE: Breakdown of servo motor or servo driver.
Triple phase power is not being supplied.
The triple phase power breaker has been activated by a momentary overload.
The emergency stop switch has been activated by faulty ride operation.

Error 205

Limit error

CAUSE: Ride limit sensor has been activated.

Error 206

Position sensor error

CAUSE: Breakdown of position sensor.
Position sensor does not function normally because it is dirty.

Error 208

Ride default setting operation is stopped. (1)

CAUSE: During ride default setting operation, the GAME STOP Button was pressed, stopping the operation.

Error 209

Communication time out

CAUSE: Communication between game board and control board has stopped.

Error 210

Ride default setting operation is stopped (2)

CAUSE: During default ride setting operation, the foot sensor activated, stopping the operation. Remove the cause of sensor activation and restart.

Error 211

This is an error in the COIN ASSIGNMENTS setting in SYSTEM TEST Mode. COIN CHUTE TYPE and SERVICE TYPE settings should both be set at COMMON for the game. If you move to the game screen after selecting INDIVIDUAL for COIN CHUTE TYPE or SERVICE TYPE, an error message is displayed. In that case, press the TEST Button again, enter SYSTEM TEST MENU and change the setting of COIN CHUTE TYPE or SERVICE TYPE for COIN ASSIGNMENTS to COMMON.

5 POWER SUPPLY ENGAGEMENT

WARNING

- Have work performed by site maintenance personnel or other qualified individuals. Do not allow people without proper knowledge and technical expertise to work on the product. Otherwise there could be an electric shock or other serious accident. Also, customers could be injured while operating the product.
- The ride (seat) rotates during initialization. It is very dangerous if someone is in the cabinet at this time. Before starting initialization, make sure that all procedures related to initialization will be carried out by one person and that there is no one inside the cabinet.
- Proceed with checks and tasks as indicated in these instructions. If instructions are not followed, or if tasks and/or checks are neglected, an electric shock or other very serious accident, even fatal accident, can occur. Also, the customer could be injured while operating the product.
- To ensure safe operation, inspect all product parts and confirm proper operation by each before engaging the power. If there are any abnormalities, take corrective action immediately. Never operate the product if there is an abnormality.

IMPORTANT

- After starting initialization, wait until the ride stops and the customer welcome screen appears or until an error message is displayed, indicating that an abnormality has been detected. Careless manipulation of switches, for instance, at this time could result in product breakdown or damage to parts.
- Before engaging the power again, wait for about 30 minutes if possible, at least until the projector lamp cools down. Engaging power before the projector lamp has cooled adequately can cause the lamp to deteriorate.

5-1 CONTROL TOWER PANEL

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5 POWER SUPPLY ENGAGEMENT

This product's power is turned on by manipulating control tower switch. Have the master key available so that the lid of the control tower panel can be opened.

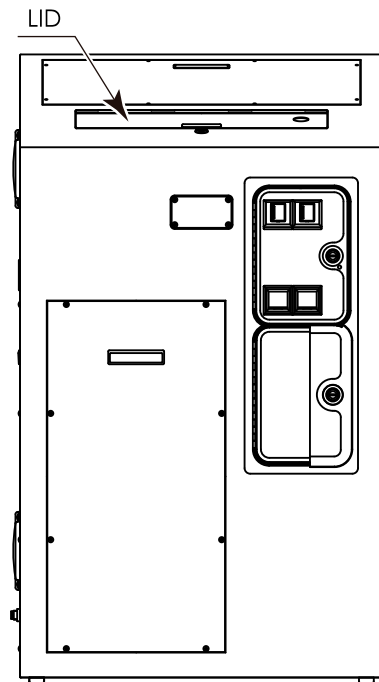


FIG. 5-1a CONTROL TOWER FRONT VIEW

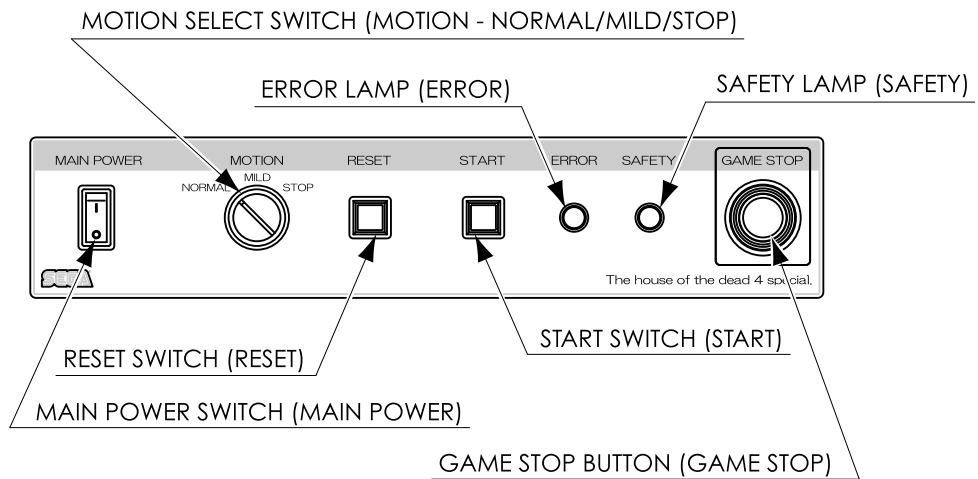


FIG. 5-1b CONTROL PANEL

See the service manual for instructions on how to manipulate each switch on the panel.

Coin Meter

STOP IMPORTANT

If the coin meter circuit is removed, play cannot be executed.

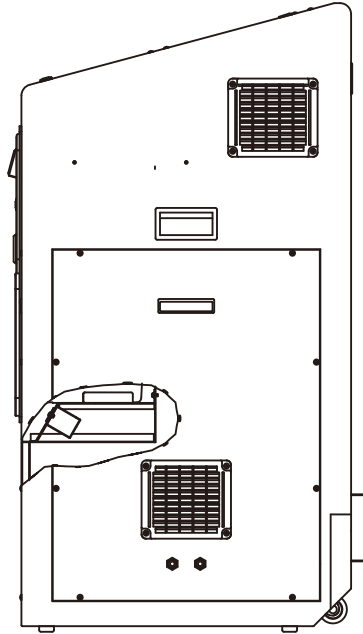


FIG. 5-1c COIN METER

5-2 STEPS FOR ENGAGING POWER

ENGLISH

5 POWER SUPPLY ENGAGEMENT

Inspect each part in the sequence given below and engage the power. Initialization takes place when the power is engaged.

During initialization, the ride rotates. Wait for the ride to stop and the customer welcome screen to appear.

It takes about one minute from the start of initialization to the display of the customer welcome screen.

If an abnormality is detected during initialization, an error message is displayed. For details, read the service manual.

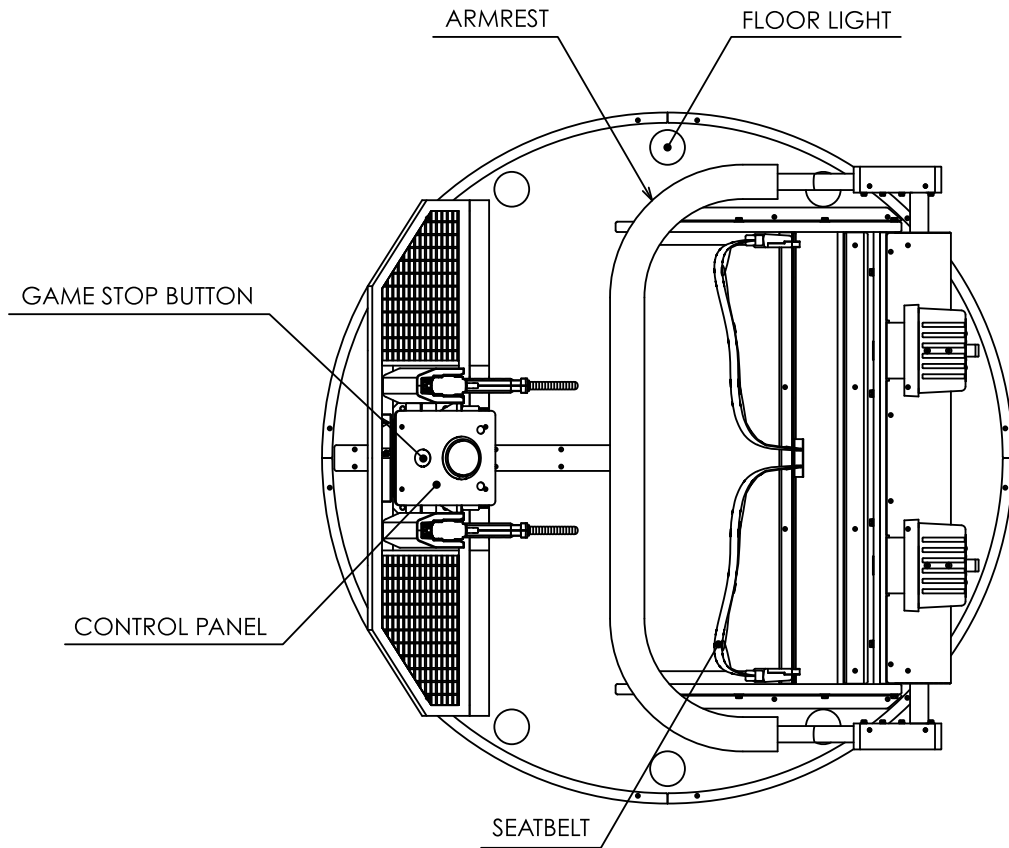


FIG. 5-2a RIDE

- 1** Confirm that all the adjusters contact the floor and that no objects have been placed in the spaces for evacuation and for smoke exhaust that were reserved when the product was installed.
- 2** Confirm that the compressor drain tube is connected to the drainage container or drainage port. If there is a lot of drainage in the container, empty it.
- 3** Confirm that all the breakers (switches) of the indoor power supply for this product are at ON. If any breakers are at OFF, turn them all to ON.
- 4** Unlock and open the lid of the control panel in the control tower. Turn the MAIN POWER switch to ON.
- 5** When the power is engaged, the GAME STOP Button on the ride and the reset switch on the control tower both blink.
- 6** The game board begins to read the program. It takes several minutes to read the program through. When reading is completed, communication (connection) between game board and control board is checked automatically.

- 7** Upon completion of communication check, the spot light inside the cabinet lights up and the floor lights blink. The GAME STOP Button and reset switch go out. The billboard blinks green and the following is displayed on the screen: “The ride will be reset to its default settings. Once confirming that there are no obstacles in the way and that the room is secure, please lower the armrest, buckle the seatbelts, and press the INITIALIZE button.”
- 8** Enter the cabinet and inspect it for abnormalities.
- 9** Lower armrest and lock seatbelts (for both player 1 and 2).
- 10** Unlock and open the ride control panel, and then press the INITIALIZE Button. The spot light inside the cabinet switches from glowing to blinking and the GAME STOP Button of the ride blinks.

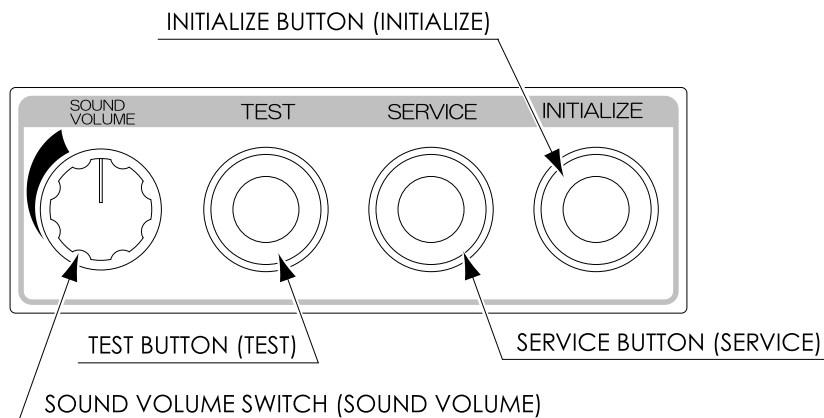


FIG. 5-2b RIDE SWITCH UNIT

- 11** When the armrest is lowered, the seatbelts are locked and the foot sensor is not blocked, the start switch on the control tower blinks. The following is displayed on the screen: “Press the START button to reset the ride to its default settings. Do not touch the ride until all movement has stopped.”
- 12** Confirm that no one is inside the cabinet, that there are no foreign objects on the ride, and that nothing is blocking the foot sensor.
- 13** When the start switch on the control tower is pressed, the ride rotates and initialization begins. The spot light, start switch and GAME STOP Button all switch from blinking to glowing. The following is displayed on the screen: “The ride is resetting to its default settings. Please do not touch the ride.”
- 14** If, during operation, the armrest rises, the seatbelt is unfastened, or the foot sensor becomes blocked, operation will stop. Operation stops even if the GAME STOP Button on the ride or the control tower is pressed.
- 15** If operation is stopped during the initialization, an error message is displayed. Check the cabinet interior for safety, reengage the power and execute initialization again.

16 When initialization has been started, the ride rotates to the CCW limit sensor.

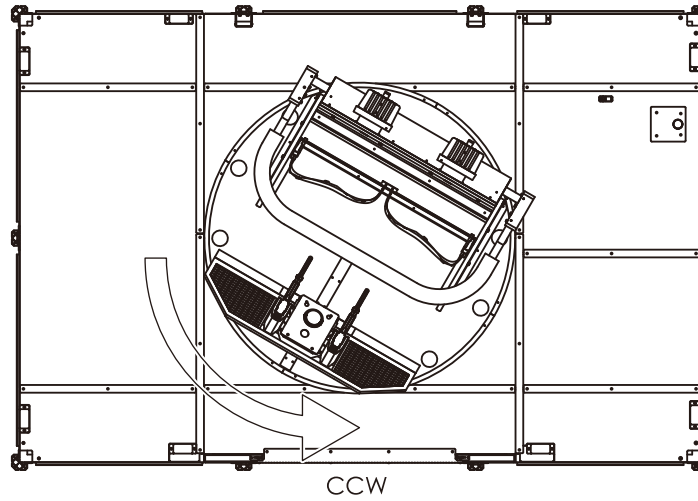


FIG. 5-2c Ride rotates to CCW limit sensor.

17 Ride rotates to CW limit sensor.

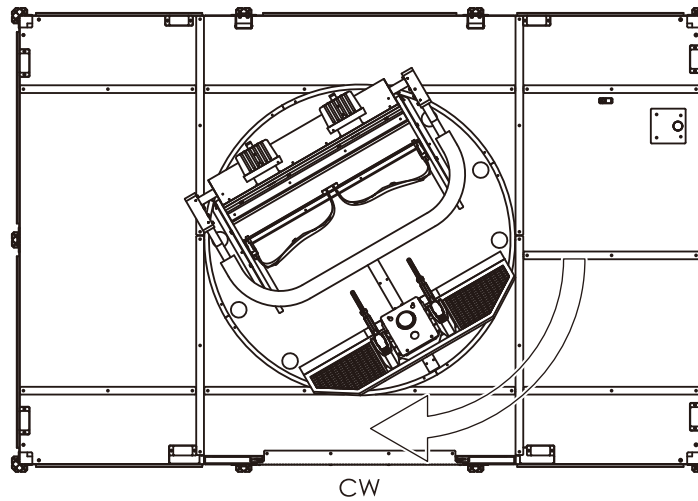


FIG. 5-2d Ride rotates to CW limit sensor.

18 Ride rotates to 45 degrees left from front position.

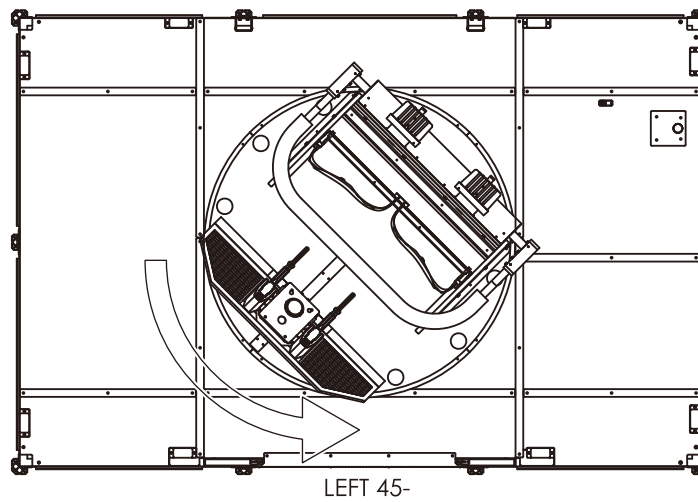


FIG. 5-2e Ride rotates to 45 degrees left from front position.

19 Ride rotates to front position and all lights go out except the safety lamp.

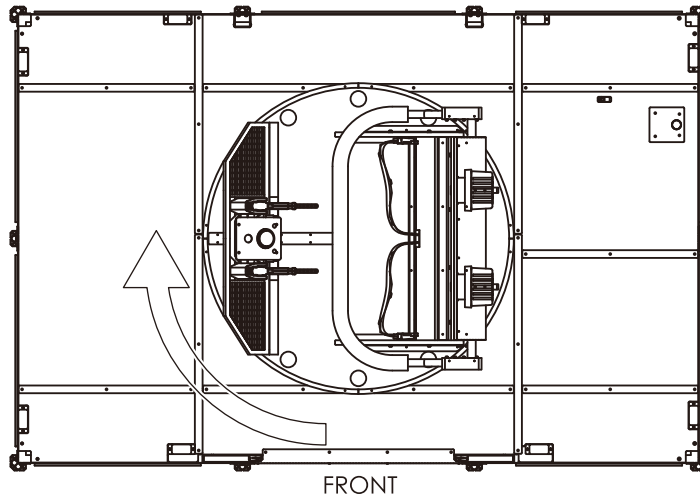


FIG. 5-2f Ride rotates to front position.

20 The customer welcome screen appears.

How to Disengage Power When Store is Closed

Even when the power supply to this product has been cut off, settings such as for credits or level of game difficulty and bookkeeping information are preserved.

1 Turn the MAIN POWER switch of the control tower to OFF.

2 Set indoor power supply breakers to OFF.