

Maze of the Kings

Problem: Sceptor sights not able to be used due to parameters set on IC Bd Gun Sense. This causes inaccurate tracking characteristics.

Solution: Reset IC Bd Gun Sense parameters so sights can be used.

Procedure:

- 1) Enter System Test.
- 2) Enter Game Test.
- 3) Enter Input Test. Note you are going to be using “Target Center” (see fig 1) to calibrate the center position for the IC Bd Gun Sense.
- 4) Now locate VR4 and VR5 on the IC Bd Gun Sense (see fig 2).
- 5) Using sights on Sceptor just as you would on a gun, point the Left Player Sceptor at “Target Center”. Adjust VR4 (y axis) until Gun-Y for player 1 is approximately 80H. If you look above the Gun-Y value you will notice the Gun-X value also. It should be close to 80H also. If not, adjust VR5 until it is close to 80H. VR4 and VR5 should look similar to fig 3 now.
- 6) Exit Input Test and go down to Gun Adjustment. Perform adjustments as described in your manual.

You're finished. You should now be able to use the sights on the Sceptors.



fig 1

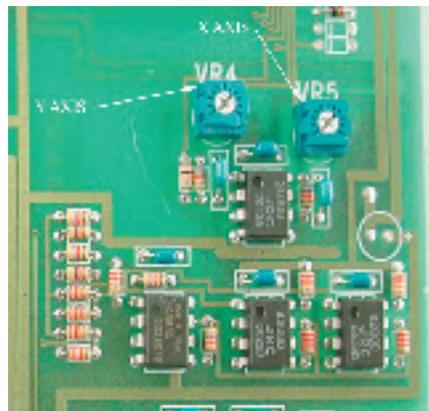


fig 2

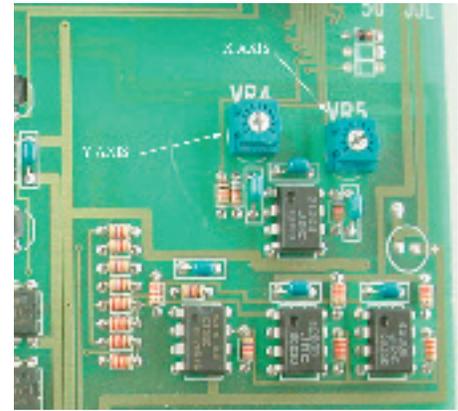


fig 3

Caution: Once parameters are changed, only Sceptors will work. Lost world type guns will not work. In order to use Lost World Guns, you must change parameters back to those on fig 2.