

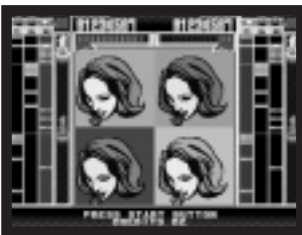


ORIGINAL VIDEO GAME
OPERATOR'S MANUAL

■ **GUITAR FREAKS** ■



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Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.

Keep this manual carefully so as to be ready for use when necessary.

About this product

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



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

• **This manual covers the following models:** _____

• **GQ886-TB**

• **GQ886-HD**

The specifications of GQ886-TB may be somewhat different from GQ886-HD.

In such a case, read the descriptions of the model which applies to the game machine you are operating.

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main devices and design are protected under each law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

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■ Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other people's injuries and property damages.

Be sure to read the following

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



WARNING

Indicates a situation where disregarding the suggestions could result in death or serious injury.



CAUTION

Indicates a situation where disregarding the suggestions could result in injury or product damage.

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



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

- Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•**In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.**

·Otherwise an electric shock, machine trouble, or a serious accident may result.

·Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons

·A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons

·Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

Industry specialist

·An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.









Jobs handled by industry specialist

·Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

Setting Up








WARNING

- **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**
 · This product should not be set up, moved or transported by anyone other than industry specialist. Doing so could result in injury or product damage.
 · When installing this product, set the 4 adjusters stable on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
 · When installing this product, use care not to apply undue force to opening and closing parts and other movable parts. Otherwise, injury or accident may result, or the product may be damaged.
- **This product is an indoor game machine. Never set up the game machine outside.** 
 · Setting up this product outside could result in accidents or equipment failure.
- **Do not set up the game machine near emergency exits.** 
 · Doing so could block exits in time of emergency and could result in death or serious injury.
- **Do not set up the game machine.** 
 · Otherwise an accident or malfunction may result.
 · In a place exposed to rain or moisture.
 · In a place exposed to direct sunlight.
 · In a place exposed to direct heat from air-conditioning and heating equipment, etc..
 · Near hazardous flammable substance such as thinner and kerosene.
 · On an inclined or uneven floor.
 · Near fire extinguishing equipment.
 · In a place exposed to strong vibration.
 · In a place exposed to excessive dust.
 · Near equipment generating strong magnetism or electric waves.
- **Do not place containers holding chemicals or water on or near the game machine.** 
 · Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.
- **Do not place objects near the ventilating holes.** 
 · Doing so could cause the internal temperature to rise excessively, resulting in fire or equipment failure.
- **Do not bend the power cord by force or place heavy objects on it.** 
 · Doing so could result in electric leakage or fire.
- **Never plug or unplug the power cord with wet hands.** 
 · Doing so could result in electrical shock.
- **Never unplug by pulling the power cord.** 
 · Doing so could damage the cord, resulting in electric leakage or fire.


Setting Up




- **Be sure to use indoor wiring for within the specified voltage range. For extension cord, use indoor wiring of the specified rating or more.**
· Failure to do so could result in fire or equipment failure.
- **Be sure to use the attached power cord.**
· Otherwise a fire or machine trouble may result.
- **Never plug more than one cord at a time in the electrical receptacle.**
· Doing so could result in fire or electrical shock. 
- **Do not lay the power cord where people walk through. You may tread on or stumble over them.**
· You may stumble down and get injured, or damage the power cord. 
- **Be sure to ground this product.**
· Otherwise an electric shock or machine trouble may be caused. 
- **Do not apply a strong force for moving the machine.**
· Otherwise, it may result in an accident or breakage of the units.
- **Do not hold the guitar units nor the guitar holders when moving the machine.**
· Otherwise, it may result in an injury or damage to this product. 
- **Clearance of 100 mm (3.94in) or more should be created between the game machine and walls.**
· Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.
- **Do not change the DIP switch setting of this product to other than factory setting.**
· Otherwise, the game can not be played properly. 

Operation



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

— In case of abnormality —

 - 1 Turn OFF the main power switch.
 - 2 Unplug the power cord from the receptacle.
 - 3 Contact your nearest dealer.
- **Do not leave the power cord plugged improperly or covered with dust.**
· Doing so could result in electrical shock or fire, so inspect the power cord periodically. 

Operation



•**Do not use this product anywhere other than industrial areas.**
 ·Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..



•**The following users should not play the game.**
 ·Doing so could cause accidents or illness.

- | |
|---|
| ·Those under the influence of alcohol. |
| ·Those suffering from or being treated for arm or wrist ailments. |

•**Players should be advised of the following precautions during a play.**
 ·Inobservance of the precaution may cause an accident.

- | |
|---|
| ·Do not swing around or roughly handle the guitar unit. |
| ·Do not pluck the picking lever with anything but bare hands. |

•**Do not give impact to the glass cover.**
 ·Otherwise, it may result in an unexpected accident or injury.



•**Do not plug or unplug the power cord with wet hands.**
 ·Doing so could result in electrical shock.



•**In handling the power cord, follow the instructions below.**
 ·Otherwise an electric leak, fire or electric shock may result. Normal communication play may also be impossible.

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

•**If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.**

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

Inspection and cleaning



•**Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.**
 ·Failure to do so could result in electrical shock.



•**When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**
 ·Using improper parts could result in fire or equipment failure.



•**There are high-voltaged parts inside the product. Other persons than qualified industry specialist should not open the back door. When the back door is opened, pay due attention not to touch the inside unnecessarily.**
 ·Otherwise an accident or electric shock may result.



•**If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.**
 ·Otherwise, there may arise a danger of accident or electric shock.



•**Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**
 ·Otherwise, a fire, malfunction or trouble may result.



In case of any trouble, ask your nearest dealer for repairs and other services.
 Konami will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

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

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.




Inspection and cleaning



- The spotlight halogen lamp is still very hot immediately after the power switch is turned OFF. Replace the lamp after confirming that it is sufficiently cooled.
-Otherwise, a burn or unexpected injury may result.
- The guitar units is so constructed that foreign matters easily enter the clearance between the guitar body and the picking lever. Therefore, check for foreign matters once a day, and remove them if any.
-Foreign matters stuck or coming into the guitar body may fail to play the game normally or result in machine trouble.

Moving and transportation

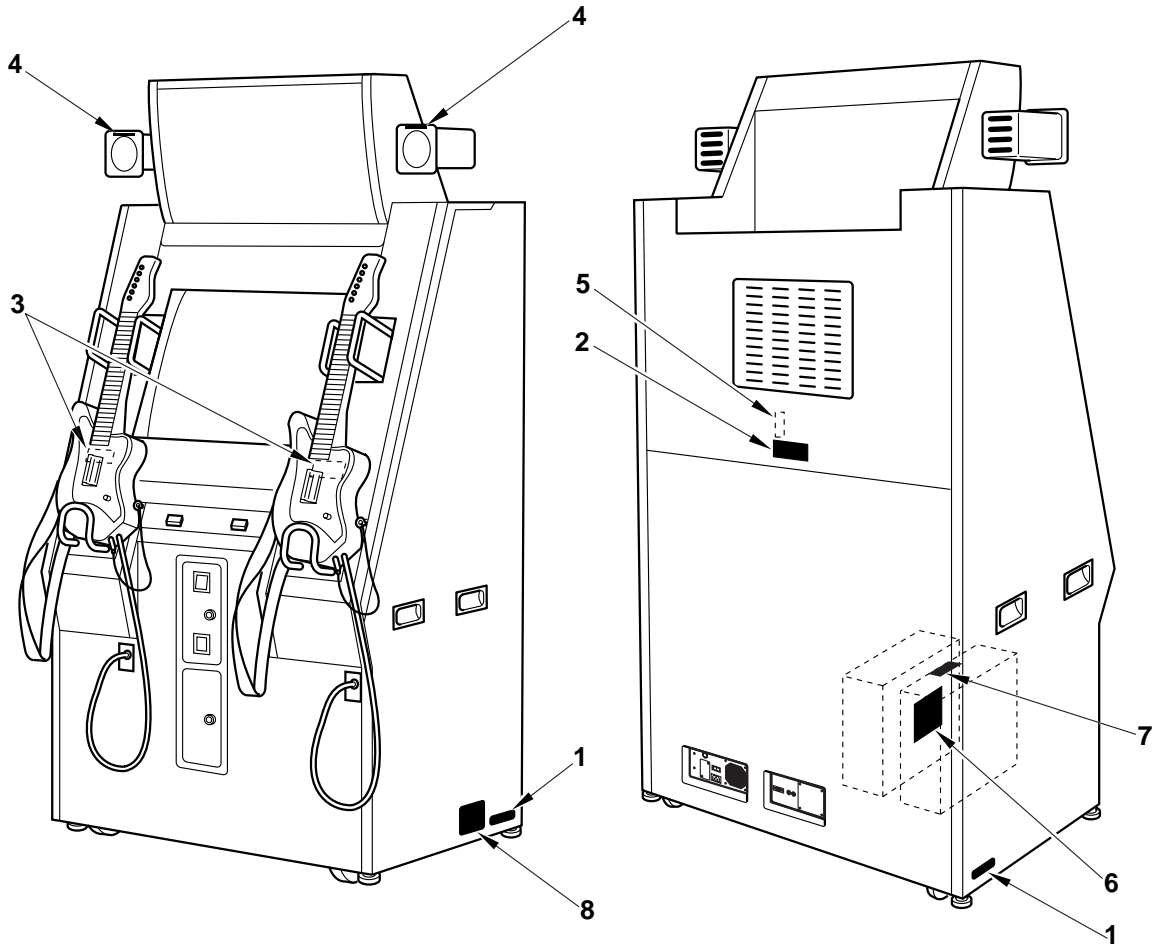


- The game machine contains parts such as the monitor, electronic components and precision components which are sensitive to vibrations and impacts. Great care therefore should be taken when moving and transporting the game machine. Be sure not to let the machine tip over. 
- Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine. 
-Stepping on or tripping over the power cord may result in an accident or damage the machine.
- Before moving the machine, be sure to fully lift the four adjusters and move it on the casters.
-Otherwise, an accident, breakage or trouble may result.
- Do not apply a strong force for moving the machine.
-Otherwise, it may result in an accident or breakage of the units.
- Do not hold the guitar units nor the guitar holders when moving the machine. 
-Otherwise, it may result in an injury or damage to this product.



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

Locations of warning and other safety labels



Types of warning and other safety labels

1

▲ WARNING

Ensure all leg levellers are securely set and game cabinet is level.

PK000016302

4

▲ 高温注意 / HIGH TEMPERATURE

7

GQ886 GE886 AA

▲ CAUTION

To avoid damaging the software, please ensure that the security cassette matches the game software.

PK000016302

2

▲ WARNING

ELECTRICAL SHOCK HAZARD. DO NOT OPEN EXCEPT FOR SERVICE.

PK000016345

5

▲ HAZARDOUS VOLTAGE 電圧危険

PK000016370

3

▲ CAUTION

DO NOT STRIKE THE GLASS SURFACE. DOING SO MAY CAUSE ACCIDENT OR INJURY.

PK000009142

6

▲ 注意 (ちゅうい) CAUTION

分解禁止
技術者以外は絶対に分解しないでください。けがや故障の原因になります。
This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.

電源の切り抜き
基板を取り外す前に、必ず電源を切り、基板に接続されているコネクタを抜いてください。感電や感電の原因になります。
Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.

開封時の注意
使用直後に基板カバーを開ける際は、基板上の部品が熱くなっていることがあります。取り扱いは注意してください。
Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.

液体の浸入
ケースの上や近くには、水や薬品の入った容器や物を置かないでください。水分や異物が内部に入ると、感電や故障の原因になります。
Do not place containers holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

濡れた手で触らないでください
濡れた手で触らないでください。感電することがあります。
Do not touch this with wet hands. Doing so could cause injury and electrical shock.

部品の交換
部品の交換は、必ず当社指定のものを使用してください。それ以外のものを使用したり混用することは絶対にしないでください。火災や異常作動、故障の原因になります。
When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. Using improper parts could result in fire, malfunction or equipment failure.

PK000009140

8

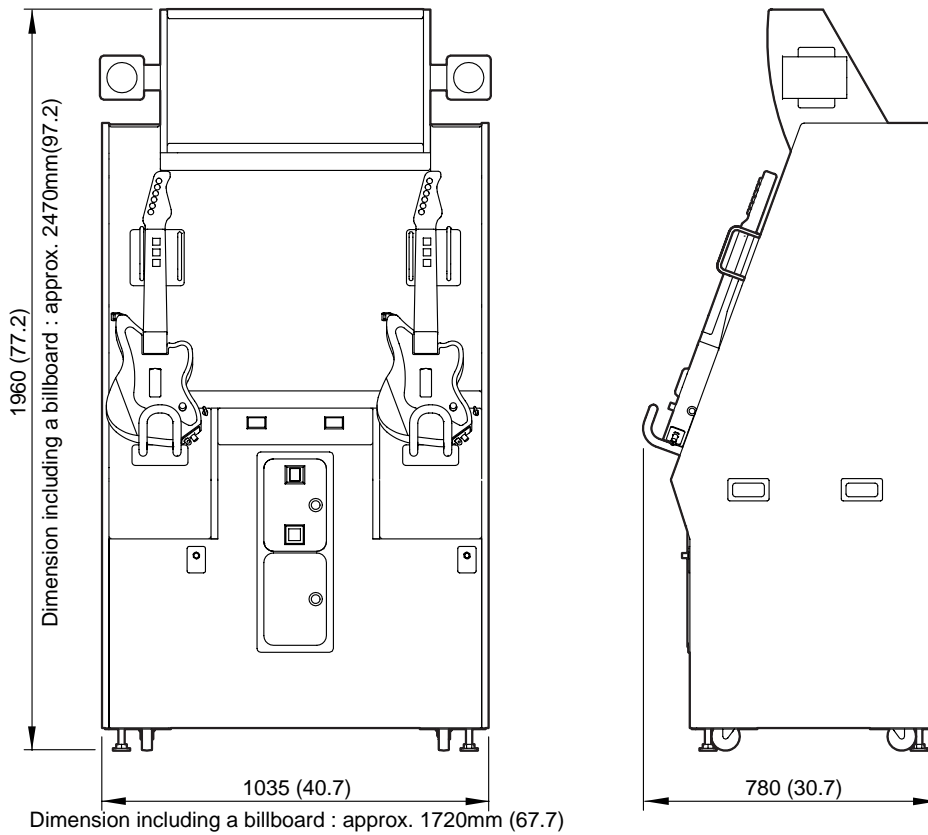
MODEL	GQ886-TB GUITAR FREAKS	
POWER	110 v /	60 Hz
	250 W (MAX)	
MANUFACTURER	KONAMI CO., LTD.	
DATE OF MANUFACTURE	February, 1999	
WEIGHT	199 kg (439 lb)	
SERIAL NUMBER		
KONAMI MADE IN JAPAN		
INDOOR USE		

PK000009694

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

1 Specifications

ENGLISH



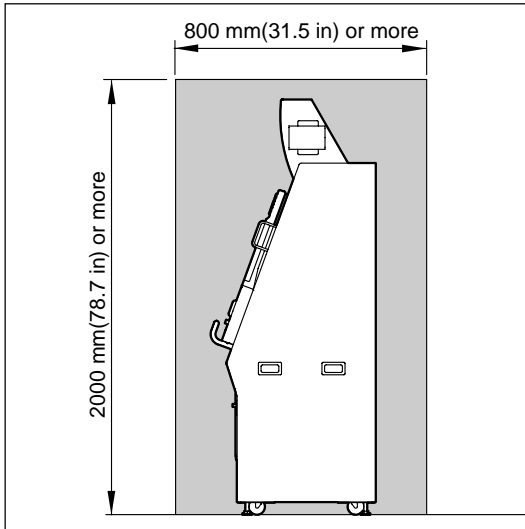
Specifications

Dimensions	Refer to the figure above : mm (in)
Total weight	Approx.199 kg (439 lb)
Rated power consumption (actual power)	250W (MAX)
Monitor	29-inch color monitor
Service condition	Temperature 5 to 35°C (41 to 95°F), Humidity 30 to 70% (No dewing is allowed.)
Attachments	<ul style="list-style-type: none"> ·Instruction manual This manual ·Keys for coin door 2 ·Keys for maintenance 2 ·AC power cord 1 ·Guitar label 1 ·Billboard 1 set

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

■ **Allowance for Carrying-in and Installation of Product** - - - - -

The following allowance dimensions are necessary for carrying the product indoors.



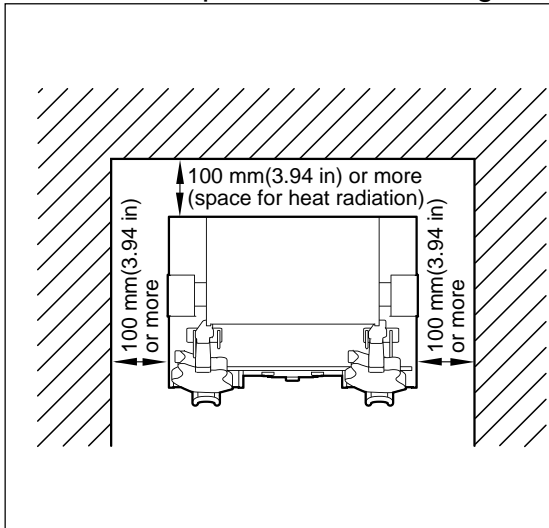
800 mm (31.5 in) or more

2000 mm (78.7 in) or more

!

- Do not apply a strong force for moving the machine.
- Do not hold the guitar units nor the guitar holders when moving the machine.

Provide a space of the following dimensions for installation of the product.



100 mm (3.94 in) or more

100 mm (3.94 in) or more (space for heat radiation)

100 mm (3.94 in) or more

!

- Install the product more than 100 mm (3.94 in) away from the wall and other products.

安全使用注意事項

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

務請閱讀

- 本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。



警告

該項標注表示“有可能造成死亡或身負重傷”的內容。



注意

該項標注表示“有可能造成傷害或物品損壞”的內容。

- 本書使用如下圖標，說明務請遵守的內容種類。



本圖標表示“提請注意”的內容。



本圖標表示“禁止”的內容。



本圖標表示“強制實行”的內容。

- 經營本產品的店內維修人員和技術人員的定義

- 本書中記載的說明中，凡指示為由“店內維修人員”或“技術人員”進行的操作，必須由具有專門知識和技術的人員進行。

- ▶否則，將造成觸電或故障等重大事故。
- ▶交換本產品零件、維修檢查、以及處置發生的異常情況時必須由“店內維修人員”或“技術人員”進行。本書中，特別是有關危險的操作規定由“技術人員”進行。有關“店內維修人員”和“技術人員”定義如下：

什麼是店內維修人員？

- 擁有娛樂機器、換錢機的維修經驗，在娛樂機器（本產品）的所有者和運營者的管理下，對娛樂設施或店內的機器進行日常的安裝、設置、檢查維修，交換裝置和消耗零部件等對機器整體進行維修管理的人員。

店內維修人員的工作內容

- 安裝、設置、檢查維修娛樂機器和換錢機，交換裝置和消耗零部件。

什麼是技術人員？

- 關機器設計、製造、檢查和維修工作的人員，以及具有，擁有電子、機械工學等專門技術知識，日常對娛樂機器進行維修管理和修理的人員。

技術人員的工作內容

- 安裝、設置娛樂機器和換錢機，對電子部件和結構部件進行修理和調整。

設置時

 **警告**

- 本產品的設置、移動或搬運時，務必同當地的經銷店商洽。
 - ▶ 除專門人員以外，擅自設置、移動以及搬運本產品，將會導致產品損壞。
 - ▶ 在設置本產品時，必須在地面設置十二個支腳，平穩地放在地面。否則，不穩定的放置將會導致受傷或發生事故。
 - ▶ 在設置本產品時，請不要對開關部位和可動部位癸分施加力量，否則將會導致受傷或發生事故，並導致產品損壞。

- 本產品為室內用遊戲機，絕對不可設置在室外。
 - ▶ 如果設置在室外，將會導致發生事故或出現故障。

- 請不要把本產品設置在建築物的緊急出口處。
 - ▶ 否則發生災害時人員無法避難，將會導致傷亡。

- 此外，請不要把本產品設置在以下場所。
 - ▶ 否則將會導致發生事故或出現故障。
 - 漏雨或因潮濕結露的場所
 - 受直射陽光照射的場所
 - 直接受取暖用具等直接輻射的場所
 - 煤油、稀釋劑等引火性強的危險品附近
 - 傾斜以及強度弱的不穩定場所
 - 消防設備附近
 - 振動的場所
 - 灰塵集中的場所
 - 散發強烈磁氣和電波的機器附近

- 本產品上側及附近，請勿放置裝水或藥品的器物。
 - ▶ 水分和異常物品進入內部時，將會導致觸電或發生故障。

- 請勿在通風口附近放置物品。
 - ▶ 如果妨礙通氣，內部溫度上昇，將會導致發生火災或故障。

- 請不要過分彎折或重壓電源軟線。
 - ▶ 否則將會導致發生漏電事故或火災。

- 絕對不可用濕手插拔電源插頭。
 - ▶ 否則將會導致觸電。

- 拔下電源插頭時，不要手持電源軟線。
 - ▶ 否則電源軟線破損，將會導致發生漏電事故或火災。



設置時

! 注意

- 務必使用符合規格的電源。利用加長電線時，應使用符合規格的室內用線。
▶否則，將會導致發生火災或故障。
- 務請使用附屬的電源軟線。
▶否則，將會導致發生火災或故障。
- 請絕對不要使用多用插頭。
▶否則，將會導致發生火災或故障。
- 請不要將電源軟線設置在可被人踩拉的通道上。
▶否則將會導致人員摔倒受傷，或軟線受到傷損。
- 本產品必須連接地線。
▶如果不連接地線，將會導致觸電或故障。
- 移動各裝置時請不要過分用力。
▶否則將會導致發生事故或破損。
- 移動本產品時請不要手持吉他裝置或吉他支架。
▶否則將會導致人員受傷或發生事故，裝置受到傷損。
- 設置本產品時，請距離牆壁和其他產品10公分以上。
▶否則，將會導致本體不能正常散熱，發生故障。
- 請不要改變本產品的開關位置。
▶否則，將不能正常遊戲。



禁止



禁止



連接地線



禁止



禁止

使用時

! 警告

- 如果本產品萬一發生冒煙、臭味或者異常聲響時、請立即關閉主電源開關，將電源插頭從插座上拔下，停止使用。
▶否則，繼續在異常狀態下使用，會導致發生火災和事故。



拔下電源插頭

發生異常情況時

- 1 關閉主電源開關
- 2 將電源插頭從插座上拔下
- 3 通知當地的經銷店

- 請不要在電源插頭未正確插入插座或者堆積灰塵時放置不管。
▶否則將會導致觸電或發生火災，請定期進行檢查。



禁止

使用時

! 注意

- 本產品不可在商工業地區以外使用。
 - ▶ 如果在住宅地區或與其相鄰的地區使用，將會影響電視機、收音機和電話機等接受信號。
- 請以下人士不要進行遊戲。
 - ▶ 否則將會導致發生事故或病癥、以及致使病癥嚴重，而且還將會導致裝置發生故障。

- 飲酒者
 - 手筆、手腕部有病癥或正在治療中的患者
- 在遊戲中如遇以下情況，請招喚服務人員。
 - ▶ 否則將會導致事故。

- 請不要晃動吉他裝置，不可粗暴使用。
 - 請不要用裸手之外的物品彈奏琴弦。
- 請不要撞擊玻璃面。
 - ▶ 否則將會導致發生意外事故或受傷。
- 絕對不可用濕手插拔電源插頭。
 - ▶ 否則將會導致觸電。
- 使用電源軟線時，請遵守以下事項。
 - ▶ 否則將會導致發生漏電事故、火災或觸電。

- 不可損傷
 - 不可加工
 - 不可過分彎折
 - 不可擰轉
 - 不可加熱
 - 不可拉拽
 - 不可捆綁
 - 不可用腳踩
 - 不可夾住或釘釘
- 萬一發生電源軟線或電源插頭損傷時，立即停止使用，委託當地的經銷店更換零件。
 - ▶ 在破損狀態下持續使用，將會導致發生火災或觸電。



檢查和清掃

! 警告

- 檢查或清掃本產品時，務請關閉主電源開關，將電源插頭從插座上拔下。
 - ▶ 否則將會導致觸電。
- 交換零件或消耗零件時，必須使用本公司指定的零件，絕對不可使用其他零件或混用。
 - ▶ 否則將會導致發生火災或故障。
- 本產品內部高壓危險，除技術人員外，不可打開背面門，並且打開時不可隨處觸摸。
 - ▶ 否則將會導致發生事故或觸電。
- 不關閉電源裝置的主電源開關，只關閉服務盤上的電源時，本體內仍然通電。打開背面門時，必須關閉主電源開關，將電源插頭從插座上拔下。
 - ▶ 否則將會導致發生事故或觸電。
- 請不要對本說明書中未指定的部位進行分解、修理、各種設定或者改造。
 - ▶ 否則將會導致火災、動作失誤或故障等。需要修理等時，請委託當地的經銷店。因對未指定的部位進行分解、修理、各種設定或者改造而導致的損害，本公司概不負責。
- 清掃本產品時，請使用浸有中性洗滌劑的軟布擰乾後進行擦拭。
 - ▶ 如果使用稀釋劑等有機溶劑或酒精等擦拭，會引起本體的變質。
 - ▶ 如果本體內部浸水，將會導致觸電或發生故障。



CHINESE

檢查和清掃

注意

- 關閉電源後的直射燈燈泡溫度極高，請待放冷後進行交換。
▶否則將會導致燙傷或意外受傷。
- 在結構上，吉他裝置的本體與琴弦之間容易進入異物，請每天進行檢查，有異物時請取出。
▶如果有異物夾住或進入內部，將會導致不能正常進行遊戲，發生故障。

移動、搬運時

注意

- 本產品裝設有顯示屏以及不抗震動的電子零件和精密零件，在移動、搬運時請小心注意。此外，絕對不可橫放。
- 移動本產品前，務請關閉主電源開關，將電源插頭從插座上拔下，並將電源軟線從本體上取下。
▶否則踩到或勾到電源軟線，將會導致發生事故或破損。
- 移動本產品時，務必將四個支腳提高到最大限度，用腳輪移動。
▶否則將會導致發生事故或破損、故障。
- 移動各裝置時請不要過分用力。
▶否則將會導致發生事故或破損。
- 移動本產品時請不要手持吉他裝置或吉他支架。
▶否則將會導致人員受傷或發生事故，裝置受到傷損。



禁止



拔下電源插頭

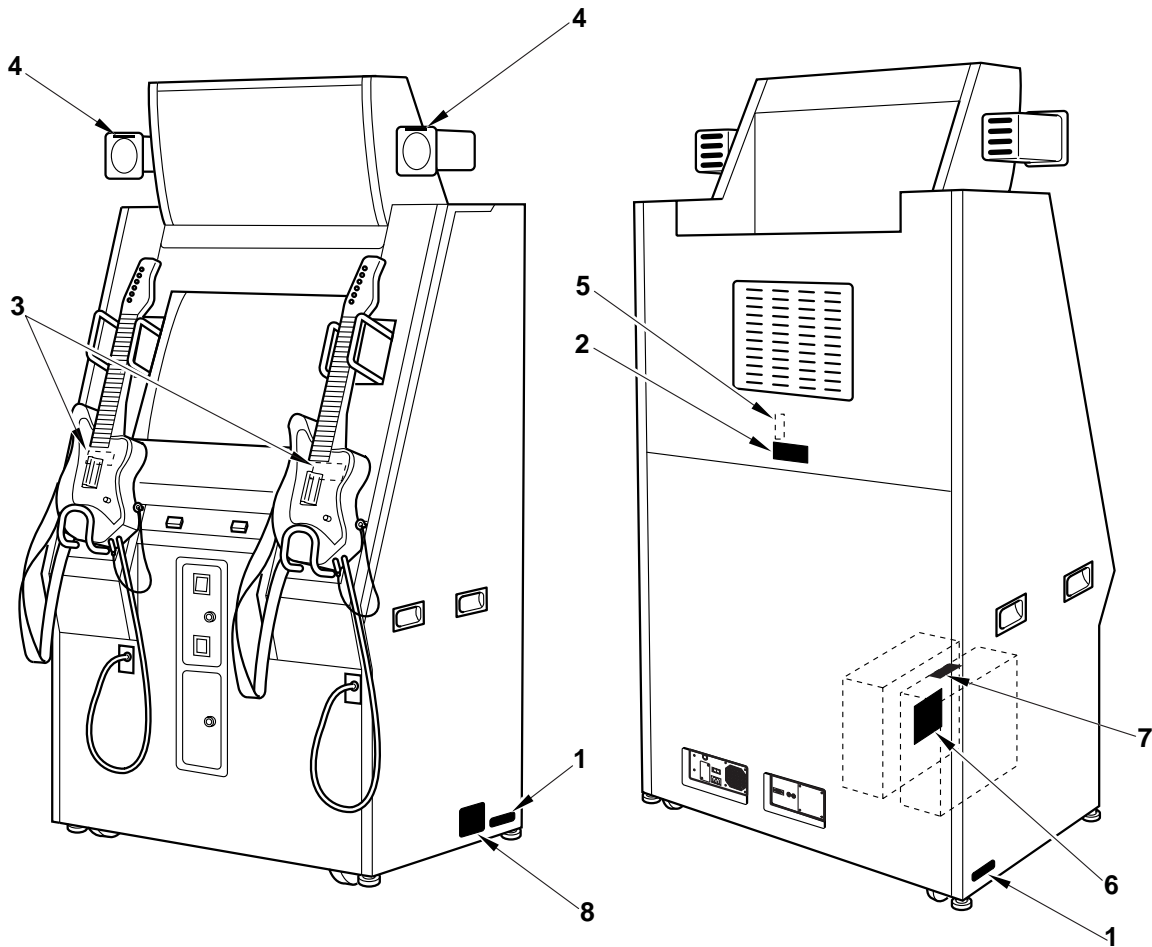


禁止

敬請遵守

- 本產品的設置、使用、檢查、清掃、移動以及搬運的方法，請按照本書中記載的順序和內容安全進行。
- 請不要撕去貼在產品上的“警告”和“注意”標籤。
- 請不要在間接相當於警告或注意的條件下進行設置、使用、檢查、清掃、移動以及搬運。
- 轉讓等變更本產品的所有權時，務請將本書轉交給新的所有者。

警告標籤等的張貼位置



CHINESE

警告標籤等的種類

1

⚠ WARNING

Ensure all leg levellers are securely set and game cabinet is level.

PK00003420

2

⚠ WARNING

ELECTRICAL SHOCK HAZARD. DO NOT OPEN EXCEPT FOR SERVICE.

PK00003426

3

⚠ CAUTION

DO NOT STRIKE THE GLASS SURFACE. DOING SO MAY CAUSE ACCIDENT OR INJURY.

PK000009429

4

⚠ 高温注意 / HIGH TEMPERATURE

5

⚠ HAZARDOUS VOLTAGE 注意 危险电压

PK000041670

6

⚠ 注意 (ちゅうい) CAUTION

技術者以外は絶対に分解しないでください。けがや故障の原因になります。
This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.

⚠ 基板を取り外す前に、必ず電源を切り、基板に接続されているコネクタを抜いてください。故障や感電の原因になります。
Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.

⚠ 使用直後に基板カバーを開ける際は、基板上の部品が熱くなっていることがあります。取り扱いは注意してください。
Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.

⚠ ケースの上や近くには、水や薬品の入った容器や物を置かないでください。水分や異物が内部に入ると、故障や感電の原因になります。
Do not place containers holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

⚠ 濡れた手では触らないでください。感電することがあります。
Do not touch this with wet hands. Doing so could cause injury and electrical shock.

⚠ 部品の交換は、必ず当社指定のものを使用してください。それ以外のものを使用したり混用することは絶対にしないでください。火災や異常作動、故障の原因になります。
When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. Using improper parts could result in fire malfunction or equipment failure.

PK000009409

7

⚠ CAUTION

GQ886
GE886
AA

To avoid damaging the software, please ensure that the security cassette matches the game software.

PK00007820

8

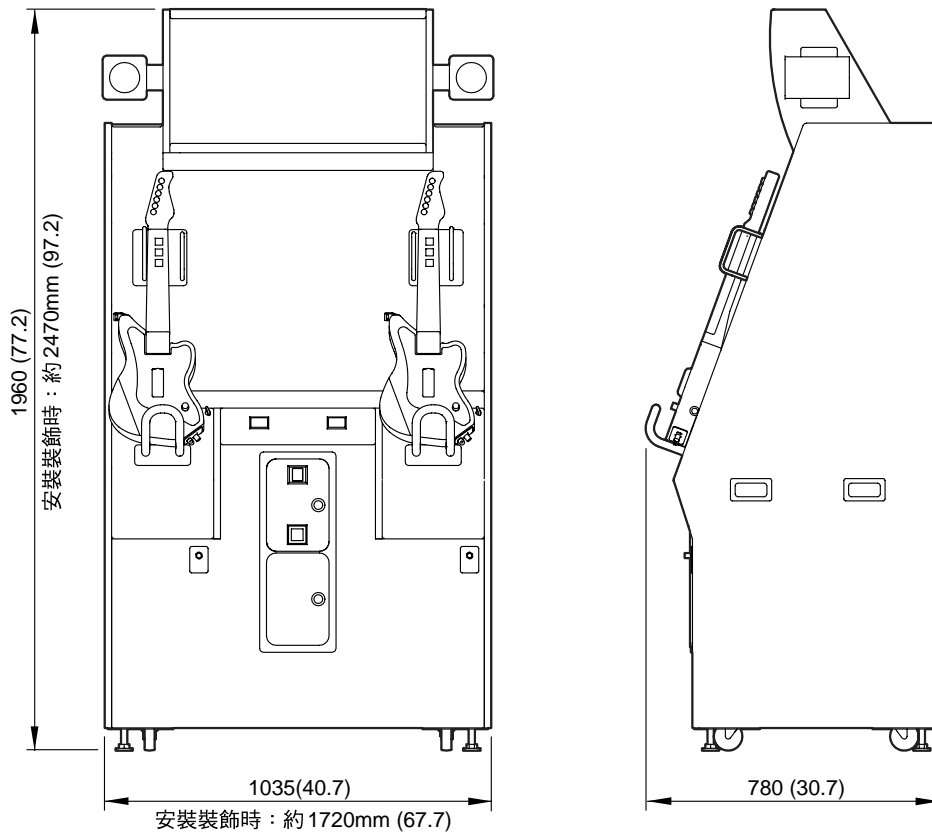
MODEL	GQ886-TB GUITAR FREAKS	
POWER	110 v /	60 Hz
	250 W (MAX)	
MANUFACTURER	KONAMI CO., LTD.	
DATE OF MANUFACTURE	February, 1999	
WEIGHT	199 kg (439 lb)	
SERIAL NUMBER		
KONAMI MADE IN JAPAN		
INDOOR USE		

PK000009664

• 以上標注内容僅爲示例。不同輸出地區，其標注內容有所不同。

1 規 格

CHINESE



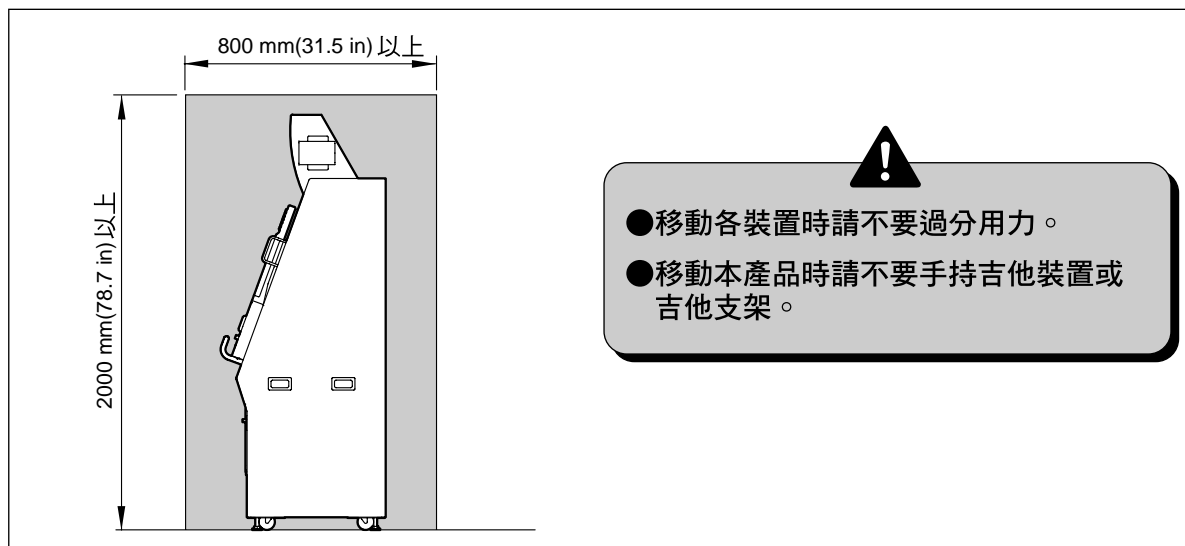
規 格

外形尺寸	參閱上圖 mm(in)
重 量	約199kg (439lb)
額定消耗電力(實際功效電力)	250W (MAX)
顯 示 屏	29英寸彩色顯示屏
使 用 條 件	溫度5~35°C (41~95°F) 濕度30~70% (不可結霜)
附 屬 物 品	<ul style="list-style-type: none"> · 使用說明書 本書 · 錢箱鑰匙 2 · 維修用鑰匙 2 · 電源軟線 1 · 吉他標籤 1 · 裝飾 1套

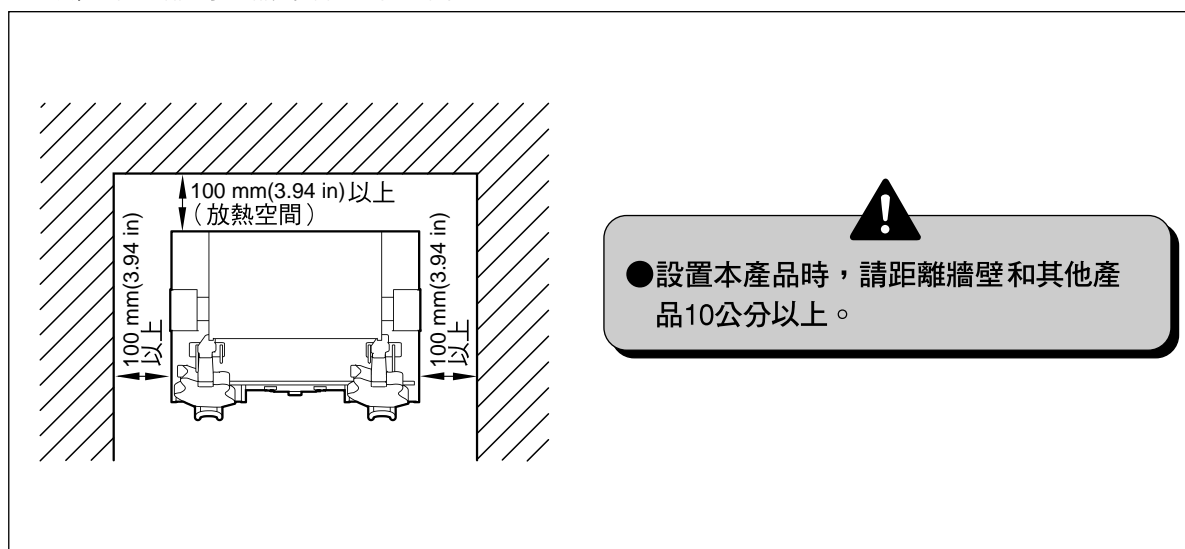
- 萬一附屬品不全或發現其他次品時，請惠詢當地的經銷店。
- 因提高產品性能等理由，本產品的規格不經預告可能有所變更。

■有關搬運與設置的尺寸

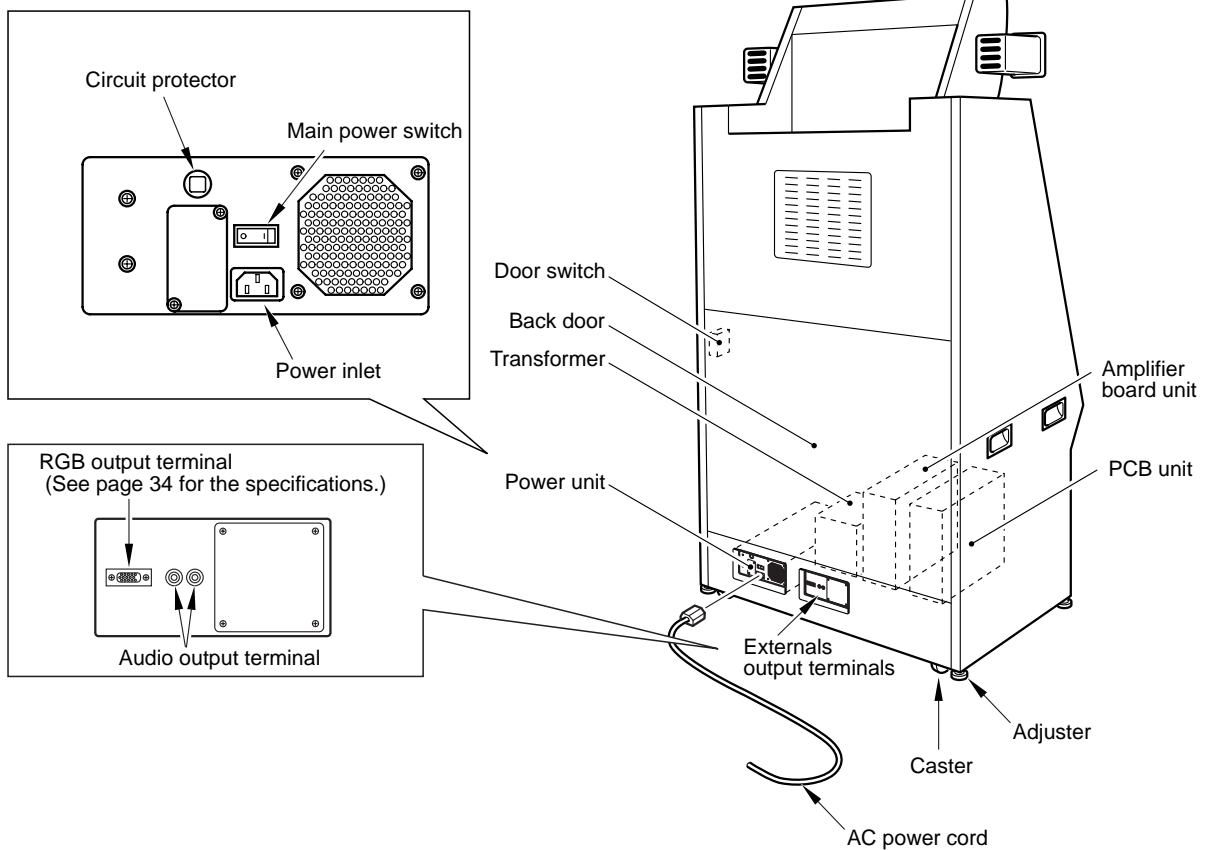
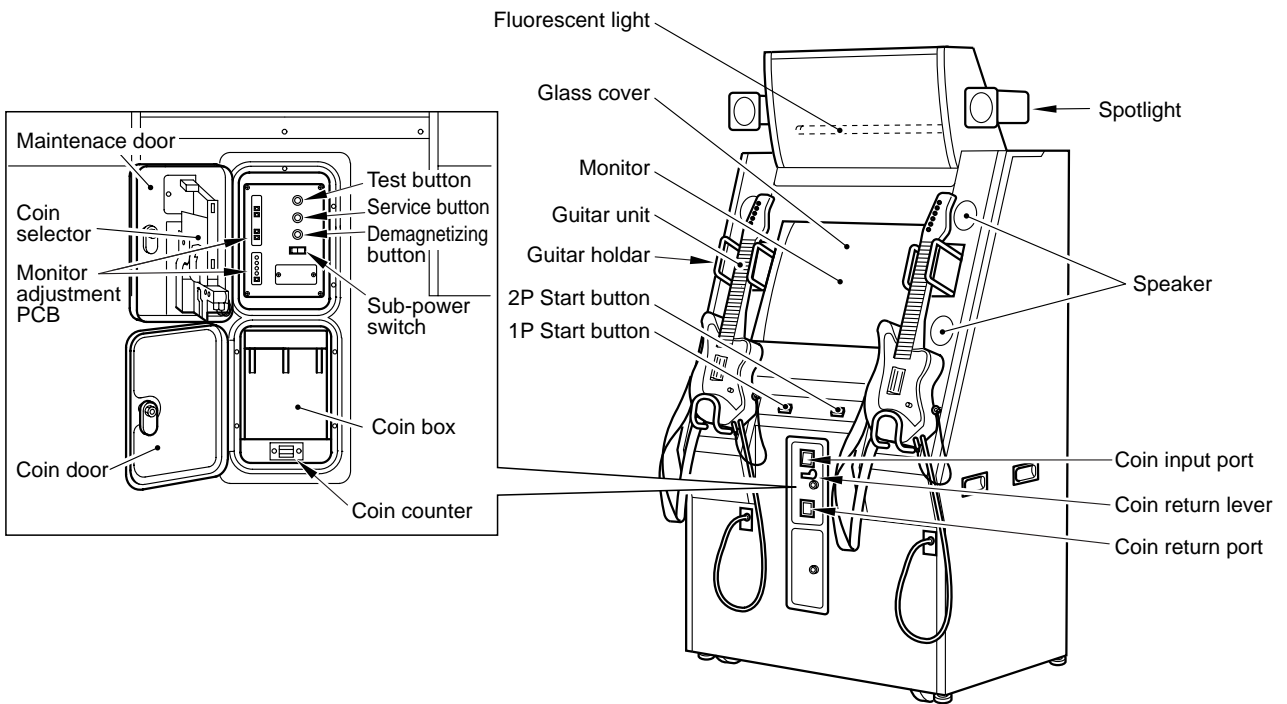
為搬進本產品，門口需要以下的尺寸。



設置本產品時，請確保以下空間。



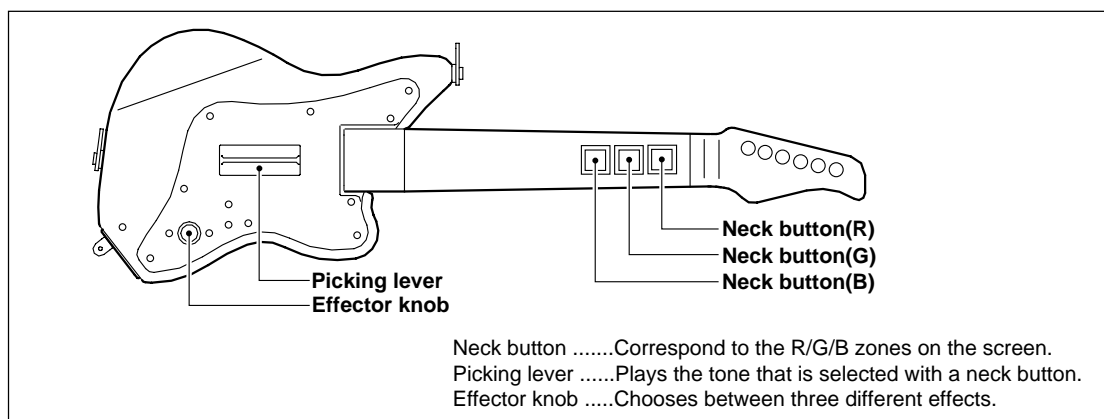
2 Names of parts



3 How to play

The "GUITAR FREAKS™" is a guitar playing game that allows one or two players to enjoy at once. Just when three types of bars come up from the bottom of the screen and match the picking points, you press and hold the corresponding neck button and pluck the picking lever. Try to be a good guitarist and get high scores.

■ Control panel



■ How to play

- 1 Put coin(s) into the slot and press the start button. Then, "HOW TO PLAY" appears on the screen. (The "HOW TO PLAY" screen can be skipped by making the setting on the GAME OPTIONS screen on page 28.)
 - When the display time is over or the start button is pressed, this screen is replaced by the "PLAY MODE SELECT" screen.
- 2 On the "PLAY MODE SELECT" screen, select one of the following three play modes by pressing a neck button and then press the start button to enter the setting. (The "GAME OVER PATTERN" setting can be made on the GAME OPTIONS screen on page 28.)
 - PRACTICE You can practice a short model phrase as well as play a practice (beginners' level) tune. (You cannot select your favorite tune.) When the score on the excite gauge at the top of the screen runs short, the game is over whether you play the tune halfway or not.
 - NORMAL You can play up to three of the six tunes. When the score on the (intermediate level) excite gauge at the top of the screen runs short, the game is over whether you play a tune halfway or not.
 - EXPERT You can play up to three of the six tunes. At this level, you are (advanced level) supposed to maneuver the neck buttons and the picking lever in a more sophisticated way. When the score on the excite gauge at the top of the screen runs short, the game is over whether you play a tune halfway or not.
- 3 The indication on the screen changes to "MUSIC SELECT". Select a desired number by pressing the neck button and then press the start button to enter the number.
- 4 The game starts at this moment. You will see three types of bars coming up from the bottom of the screen to the music. Just when they match the picking points, press and hold the corresponding neck button and pluck the picking lever. The evaluation of "COOL", "GOOD", "BAD" or "MISS" is indicated on the screen according to the timing of picking.
 - When the evaluation of "COOL" or "GOOD" is given, the score on the excite gauge at the top of the screen increases.
 - When the evaluation turns to be "BAD" or "MISS", the score on the excite gauge decreases.
 - When the point on the excite gauge has got down extremely, the gauge starts flashing in red, telling the player that the game is nearing the end.

- 5 The game is over when there is no more point on the excite gauge. (In the case when two players play the game, the game is not over unless the scores of both the excite gauges become “0”.)
 - When the game screen is cleared, the “RESULTS” screen shows up instead. On this screen, the ranking of the player “S”, “A”, “B”, “C” or “D” is indicated after the comprehensive evaluation of the number of evaluations “COOL”, “GOOD”, “BAD” and “MISS” obtained, the score and playing condition.
 - When the percentage (%) of “COOL” points has exceeded a preset level, you may play three tunes first and then play another one on the “EXTRA STAGE”.
- 6 When the score has reached worth for ranking, the name entry appears on the screen. In the name entry screen, press a neck button to select an alphabetical letter, and pluck the picking lever to enter the letter.

■ Joining the game halfway — — — — —

- No one can join the game during a play (while the excite gauge appears on the top of the screen).
- A player can join the game halfway only when “PLAY MODE SELECT”, “MUSIC SELECT” “RESULTS” or “How to Play” is appearing on the screen. The number of music numbers that can be played does not change even when someone join the game halfway.

4 Opening and closing the doors

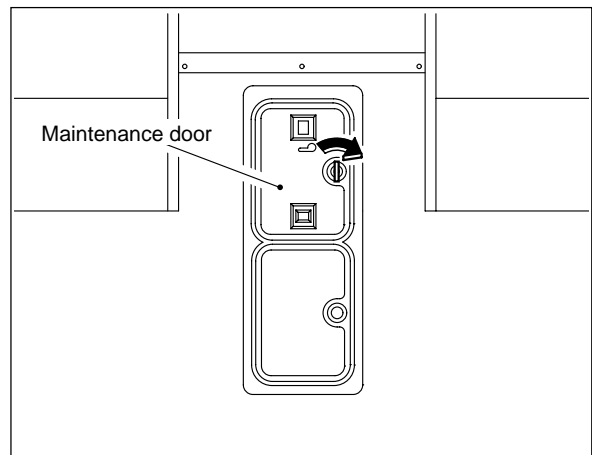
4-1 Opening and closing the maintenance door

■ How to open the maintenance door

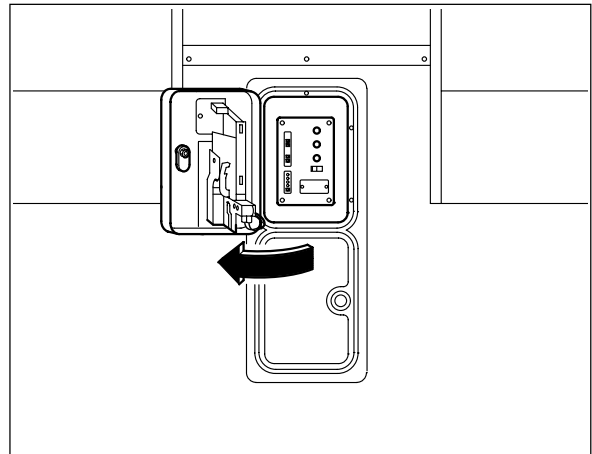


- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.

- 1 | Insert the accompanying maintenance key and turn it clockwise.



- 2 | Open the maintenance door.



■ How to close the maintenance door

- 1 | Close the maintenance door.
- 2 | Turn the maintenance key counterclockwise and draw it out.

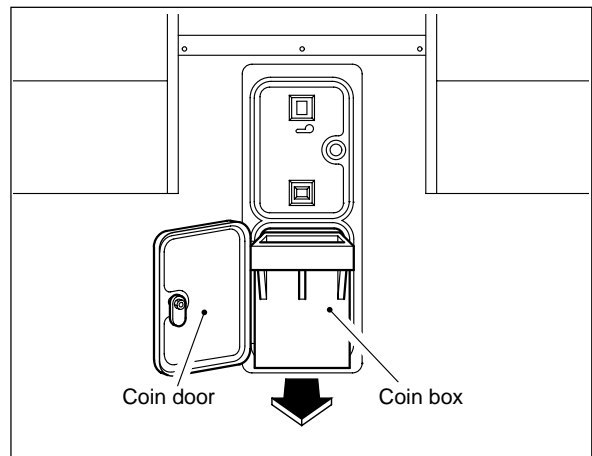
4-2 Opening and closing the coin door

■ Opening and closing the coin door and removing the coin box — — — — —



- Take care not to apply any load or impact to the coin door when it is open.
- Securely lock the door for protection against burglaries.
- Note that the coin box is considerably heavy to take out if it is full of coins.

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

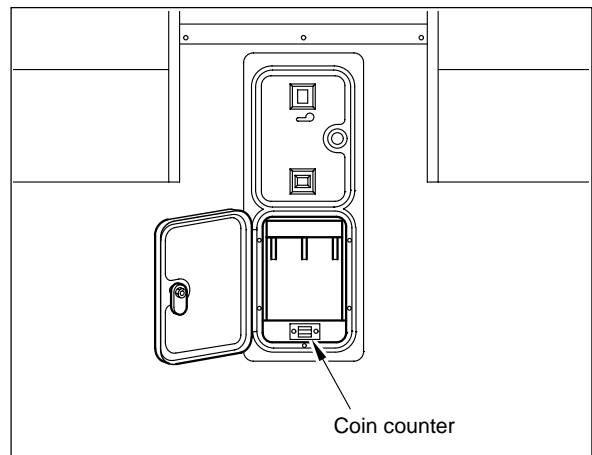


■ Coin counter — — — — —

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

- To move the coin counter onto the service panel, see page 36.

MEMO



5 Game settings

5-1 Checking the game performance

- When the power switch is turned ON after installation of machine, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen. If the power is not turned ON, make sure that the main power switch and sub-power switch are both at the ON position. (See page 32 and 33)



- **Be sure to check the PCB unit (self test) before using the machine.**
- **Once the power switch has been turned on (while the PCB unit is being checked), never touch the guitar unit until the demonstration game gets started.**
- **Do not change the DIP switch setting of this product to other than factory setting.**
- **If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.**

■ Result of test — — — — —

If test is OK

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

If any abnormality is detected

- “BAD” appears on the screen, and the checking is repeated.

After the installation of this product or when the PCB unit has been repaired or replaced, turn ON the power switch while pressing the test button of the service panel to initialize the setting once to the original factory setting.

At this time, keep pressing the test button until “RTC DATA INITIALIZED. PLEASE RELEASE TEST BUTTON” appears.

If an abnormal display continues or the machine does not operate normally, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.

5-2 Setting and adjustment of game mode

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

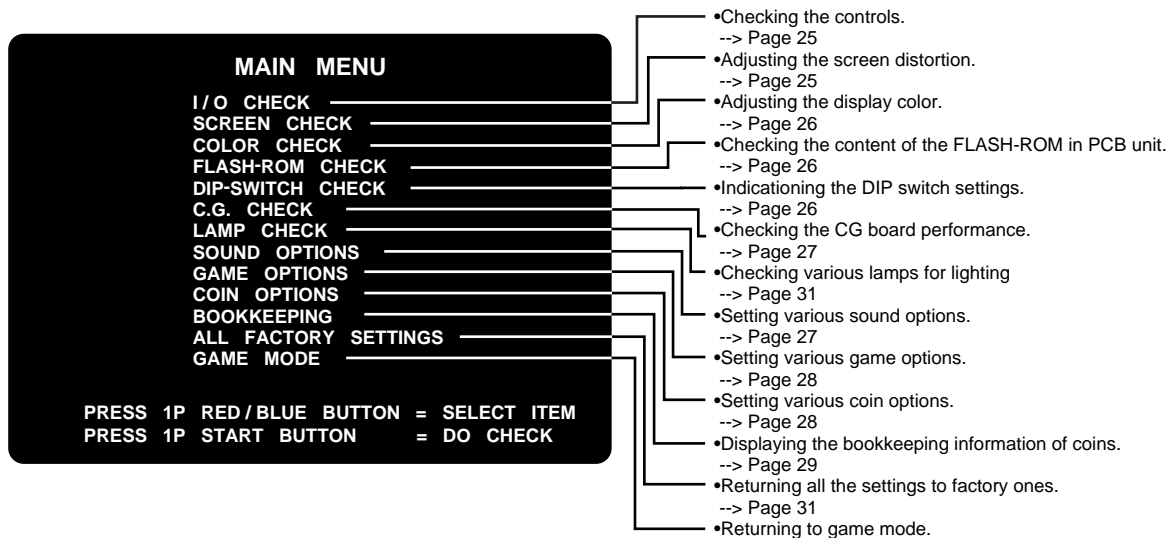
■ Starting the test mode

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

■ Quit the manual test mode

- 1 Press the 1P neck button “R” or “B” to select “GAME MODE” on the main menu.
- 2 Press the 1P start button.
 - The screen goes back to the game mode.

■ Main menu screen (basic items)



■ Selecting each mode

How to select each mode from the main menu

- SELECT --> Press the 1P neck button “R” or “B”.
- SET --> Press the 1P start button.

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

5-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
 - Press the 1P neck button “R” or “B” to select a mode to be modified. Press the 2P neck button “R” or “B” to change the setting.
 - After the setting has been changed, select “SAVE AND NEXT” and press the 1P start button for entry. “NOW SAVING” will appear, the modified settings will be saved, and the screen returns to the main menu.
 - If “EXIT” is selected after the modification of the settings, the following message will appear. “YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO” select “YES” or “NO”. Press the 2P neck button “R” or “B” to select “YES” or “NO”, and press the 1P start button for entry. If “YES” is selected, the new settings will be saved with “NOW SAVING” displayed and the screen will return to the main menu. If “NO” is selected, the message “NO MODIFICATION” will appear, the modified settings will not be saved, but the main menu will show up again on the screen.

- If “FACTORY SETTINGS” is selected and the 1P start button is pressed, all the setting of the mode will be returned to the factory setting.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance of buttons and controls.

To return to the main menu screen, press the 2P start button while pressing the 1P start button.

 - To check on the WAILING function, let the guitar unit stand upright and make sure “ON” is displayed. If you swing the guitar unit, the “ON” and “OFF” indications may get flickering: This is not a trouble. In checking on the EFFECT function, the WAILING “ON” and “OFF” indications may get flickering: This is not a trouble, either.

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB (See page 47) to make adjustments.

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

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Make the adjustment using the monitor adjustment PCB (See page 47) so that the colors of the color bars should appear properly graduated and the background should become black sufficiently.

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

FLASH ROM CHECK

Checking the content of the FLASH-ROM in PCB unit

- Mode for checking the FLASH-ROM.

In this mode, the FLASH-ROMs in the PCB unit are automatically checked one by one. When a ROM is normal, "OK" is indicated, and if an abnormal ROM is found, "BAD" is indicated. It takes about 40 sec. for checking.

To return to the main menu screen, press the 1P start button. (The game can be interrupted at any time during a play.)

- If "BAD" is indicated, turn OFF the power switch and turn it ON again. If "BAD" still appears, write down the ROM number. And immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.

DIP SWITCH CHECK

Indicating the DIP switch settings

- Mode for checking the setting of the DIP switches.

Be sure to set the DIP switches as follows.

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

The screenshot shows a screen titled "DIP-SWITCH CHECK". At the top, there are four switches labeled SW 1, 2, 3, and 4, each with a small indicator window. Below the switches, there are labels for SW1 (RESERVED), SW2 (RESERVED), SW3 (RESERVED), and SW4 (BOOT DEVICE CD-ROM). At the bottom, it says "PRESS 1P START BUTTON = EXIT".

Callouts from the right side of the image explain the settings:

- Showing a current position of each DIP switch. (The figure shows that all the DIP switches are set to OFF.)
- The DIP switch 1 is not used. Keep it to OFF.
- The DIP switch 2 is not used. Keep it to OFF.
- The DIP switch 3 is not used. Keep it to OFF.
- Keep the DIP switch 4 to OFF. When it is set to OFF, "CD-ROM" appears on the screen.

• This screen is just an example.

DIP switch bit No.			
1	2	3	4
OFF	OFF	OFF	OFF

• Since the DIP switches have been set in the status shown in figure. at left at the time of shipment, the game starts simply by pressing the power switch. If the bit No. 4 is turned "ON", the game will not start even by pressing the power switch.

MEMO

CG CHECK

Checking the CG board performance

- Mode for checking the CG board function.
Check the function of the CG board by watching the motion on the screen in this mode to see if the board works normally or not.
To return to the main menu screen, press the 1P start button.

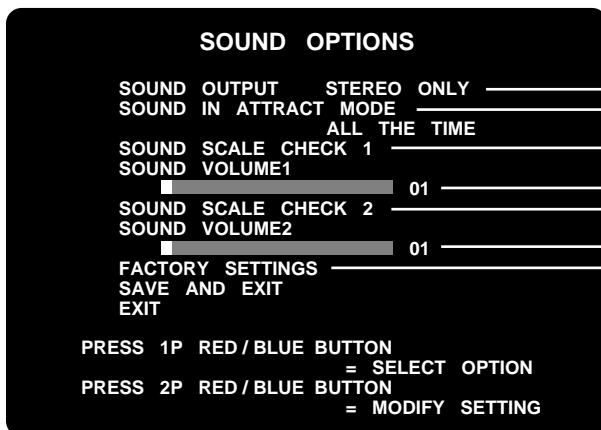


- In front of the logo, two cubes are seen engaged each other while rotating.
The right cube is semi-transparent.
- The logo is seen behind the cubes.

SOUND OPTIONS

Setting various sound options

- Mode for setting and checking the sound options.
Press the 1P neck button "R" or "B" to select a mode to be modified. Press the 2P neck button "R" or "B" to change the setting.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.



•This screen is just an example.

- This item can not be selected nor changed.
- Turns on and off the demo play sound.
 - ALL THE TIME.....Sound always on.
 - ONCE EVERY 4 CYCLES ... Sound on every 4 cycles.
 - COMPLETELY OFFSound always off.
- A balance sound is generated by the built-in sound source. The sound stops when the item ends.
- Adjusts the sound volume of the built-in sound source in the range of 0 (mute) to 30 (max).
 - Press the 2P neck button "B" to raise the volume.
 - Press the 2P neck button "R" to lower the volume.
- A balance sound is generated by the CD sound source. The sound stops when the item ends.
- Adjusts the sound volume of the CD sound source in the range of 0 (mute) to 30 (max).
 - Press the 2P neck button "B" to raise the volume.
 - Press the 2P neck button "R" to lower the volume.
- Press the 1P start button to return all the settings to the factory settings.

GAME OPTIONS

Setting various game options

- Mode for setting and checking the game options.
 Press the 1P neck button “R” or “B” to select a mode to be modified. Press the 2P neck button “R” or “B” to change the setting.
 To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the 1P start button.



Sets the difficulty level mode by mode. (from the 8 levels).

- 1:EASIESTEasier
- 2:VERY EASY
- 3:EASY
- 4:MEDIUMStandard
- 5:MEDIUM HARD
- 6:HARD
- 7:VERY HARD
- 8:HARDESTHarder

Sets whether the “HOW TO PLAY” instructions are displayed or not.

- YES..... Shown on screen.
- NO..... Not shown on screen.

Setting whether or not the game is played till the end of a music number, when the excite gauge indicates “zero”.

- YES..... makes the game continue till the end of a music number.
- NO..... makes the game end.

Press the 1P start button to return all the settings to the factory settings.

•This screen is just an example.

COIN OPTIONS

Setting various coin options

- Mode for setting and checking the coin options.
 Press the 1P neck button “R” or “B” to select a mode to be modified. Press the 2P neck button “R” or “B” to change the setting.
 To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the 1P start button.



•The coin setting options are not displayed when “FREE PLAY” is set to “ON”. In such case, remember the games will be free.



Selects a free play.

- ON.....Available for free play.
- OFF.....Not available for free play.

Sets the number of credits for the coin. (1 coin 1 credit to 16 coins 1 credit)

Sets the number of credits required to get the game started. (1 credit to 16 credits)

Press the 1P start button to return all the settings to the factory settings.

•This screen is just an example.

BOOKKEEPING

Displaying the bookkeeping information of coins

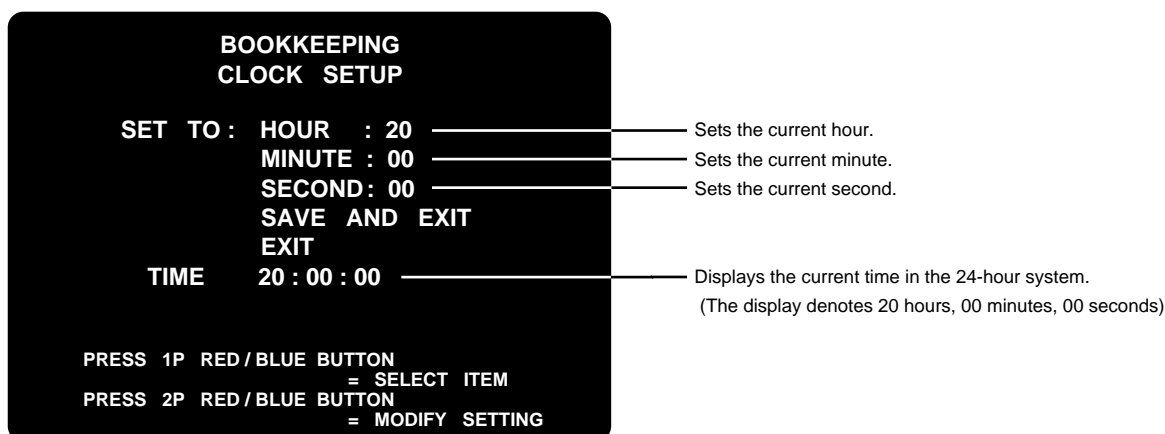
- Mode for displaying the total data on the number of coins put in the machine.

If the time is preset on the “CLOCK SETUP” screen, the total data on the number of coins put into the machine can be checked for each coin slot.

Press the 1P neck button “R” or “B” to select “HOUR”, “MINUTE” and “SECOND”.

Press the 2P neck button “R” or “B” to set the current time.

Make sure the current time is correct, select “SAVE AND EXIT” and press the 1P start button. (The current time is now set and the main menu screen shows up.)

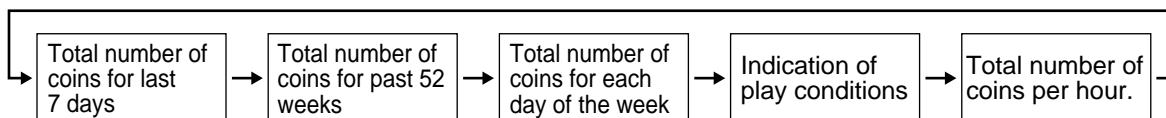


•This screen is just an example.

- If the time setting has not been made — for example, after the machine has been set up or initialized —, the “CLOCK SETUP” screen shows up.
- When the time setting has been modified, the bookkeeping information is automatically cleared. With the current time not set, the total of received coins and other bookkeeping data are not displayed. (The data once erased can not be resumed.)

MEMO

- When the time has been preset on the “CLOCK SETUP” screen as shown above, the following “VIEW BOOKKEEPING INFORMATION” is displayed on the screen. When the 1P neck button “R” or “B” is pressed, the screen changes as follows. To return to the main menu screen, press the 1P start button in individual display screen.



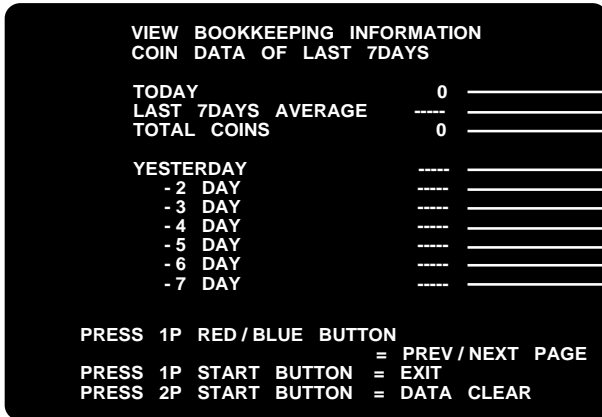
Also, when the current time has been set and the 2P start button is pressed in each screen, the current time and bookkeeping data can be cleared.

At this time, the question “DO YOU WANT TO CLEAR DATA? YES/NO” is indicated on the screen. Then, press the 2P neck button “R” or “B” to select “YES” or “NO”.

If “YES” is selected, the question for re-confirmation appears on the screen. If “YES” is selected again, all the bookkeeping data are deleted and “CLEAR BOOKKEEPING” appears on the screen, the data is saved as was set at the time of shipment and the main menu appears again automatically.

If “NO” is selected, “NO MODIFICATION” is indicated and the main menu appears again without deletion of the data.

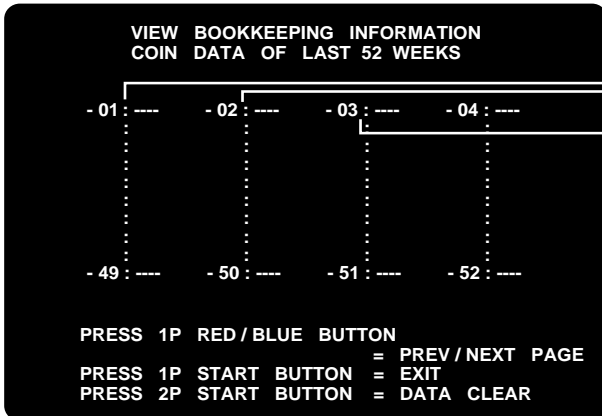
Screen of the total number for last 7 days



- Number of coins of today.
- Average number of coins of last 7 days.
- Total number of coins after the time being set.
- Number of coins of yesterday.
- Number of coins of 2 days ago.
- Number of coins of 3 days ago.
- Number of coins of 4 days ago.
- Number of coins of 5 days ago.
- Number of coins of 6 days ago.
- Number of coins of 7 days ago.

•This screen is just an example.

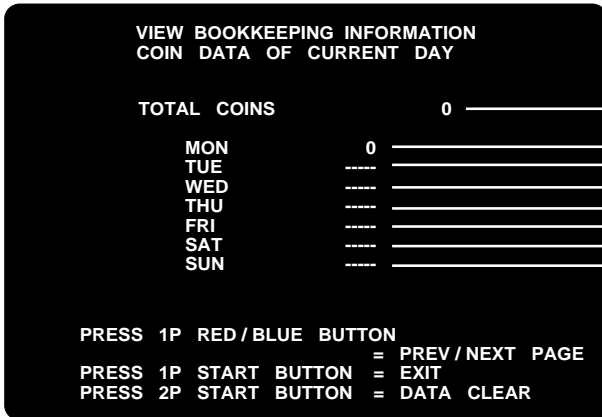
Screen of the total number of coins for past 52 weeks



- Number of coins of 1 week before.
- Number of coins of 2 weeks before.
- Number of coins of 3 weeks before.
- ...
- ...
- ...
- ...
- ...
- "-" appears for the week whose data is not totaled.

•This screen is just an example.

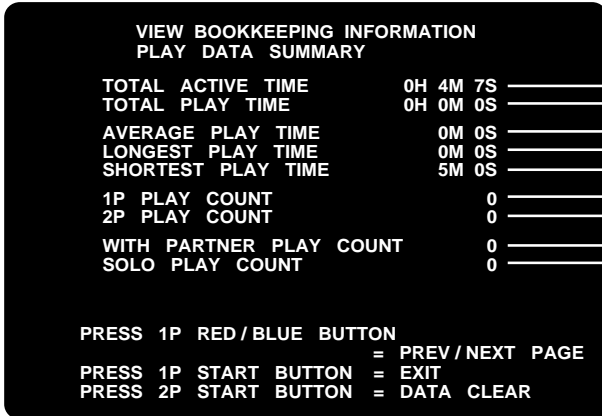
Screen of the total number of coins for each day of the week



- Total number of coins after the time being set.
- Number of coins for Monday.
- Number of coins for Tuesday.
- Number of coins for Wednesday.
- Number of coins for Thursday.
- Number of coins for Friday.
- Number of coins for Satday.
- Number of coins for Sunday.

•This screen is just an example.

Screen of indication of play conditions



- Total active time after setting the current time.
- Total play time.
- Average play time.
- Longest play time.
- Shortest play time.
- Total number of 1P play rounds.
- Total number of 2P play rounds.
- Total number of duo play rounds.
- Total number of solo play rounds.

•This screen is just an example.

Screen of the total number of coins per hour.

VIEW BOOKKEEPING INFORMATION
COIN DATA BY THE HOUR

TOTAL COINS 82

00:00 -	----	12:00 -	----
01:00 -	----	13:00 -	----
02:00 -	----	14:00 -	----
03:00 -	----	15:00 -	----
04:00 -	----	16:00 -	----
05:00 -	----	17:00 -	----
06:00 -	----	18:00 -	----
07:00 -	----	19:00 -	----
08:00 -	12	20:00 -	2
09:00 -	6	21:00 -	42
10:00 -	2	22:00 -	18
11:00 -	----	23:00 -	----

PRESS 1P RED/BLUE BUTTON = PREV/NEXT PAGE
PRESS 1P START BUTTON = EXIT
PRESS 2P START BUTTON = DATA CLEAR

Total number of coins after the time being set.

Total number of coins per hour.

•This screen is just an example.

LAMP CHECK

Checking various lamps for lighting

- Mode for checking various button indicators for lighting.

Press the 1P neck button “R” or “B” to select a lamp to be lighted and press the 1P start button. (The lamp lights up as long as the 1P start button is pressed.) If “ALL” is selected, all the lamps light up one after another.

To return to the main menu screen, select “EXIT” and press the 1P start button.

ALL FACTORY SETTINGS

Returning all the settings to factory ones

- Mode for returning all the settings to the factory settings at the time of shipping.

Press the 2P neck button “R” or “B” to select “YES” or “NO”, and press the 1P start button for entry.

If “YES” is selected, the question for re-confirmation appears on the screen. If “YES” is selected again, the “NOW SAVING” message appears on the screen and all the data of settings in test mode are saved as was set at the time of shipment and the main menu appears again automatically.

If “NO” is selected, “NO MODIFICATION” is indicated and the main menu appears again without saving the data of changed settings.

ALL FACTORY SETTINGS

DO YOU WANT
ALL FACTORY SETTINGS? YES/NO

PRESS 1P/2P RED/BLUE BUTTON = SELECT OPERATION
PRESS 1P START BUTTON = EXECUTE OPERATION

If "YES" is selected, the question for re-confirmation appears on the screen.

•This screen is just an example.

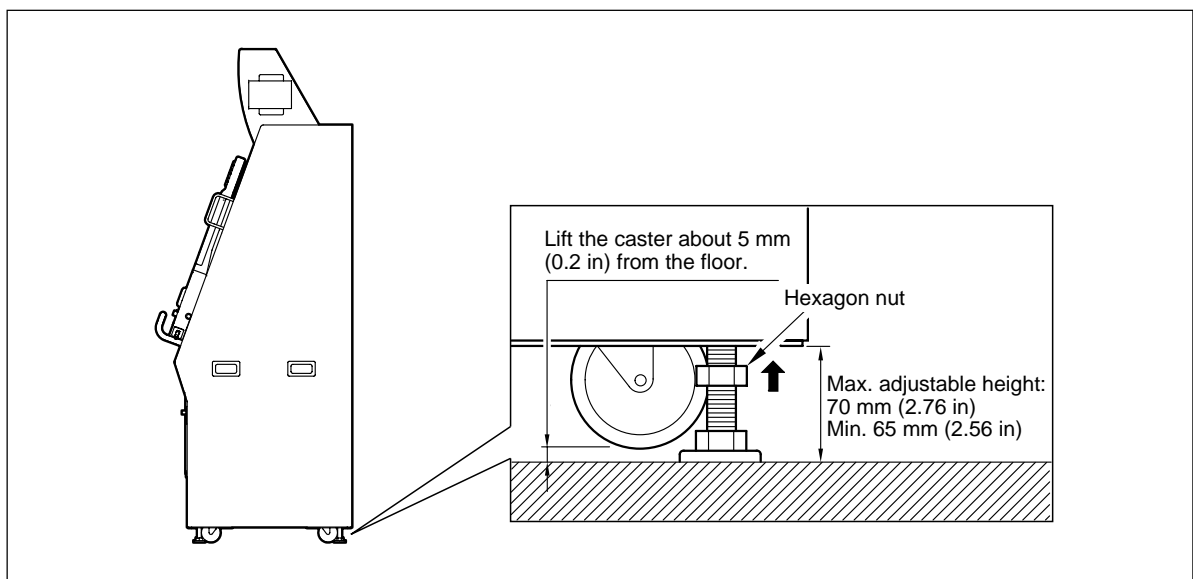
6 Installation and assembling

6-1 Fastening the adjusters

■ How to fasten the adjusters



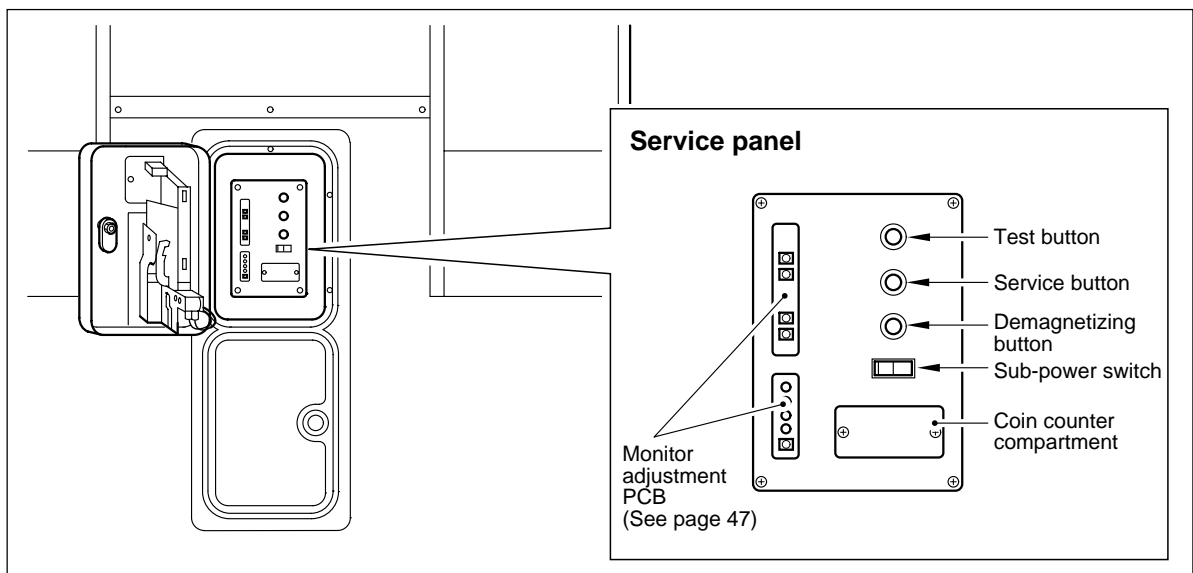
- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Make all the 4 adjusters come in contact with the floor, tighten them with hexagon nuts after making sure that all the units are placed stably in a horizontal position.



6-2 Service panel

■ Service panel

Using the accompanying maintenance key, open and detach the maintenance door to access the service panel inside.



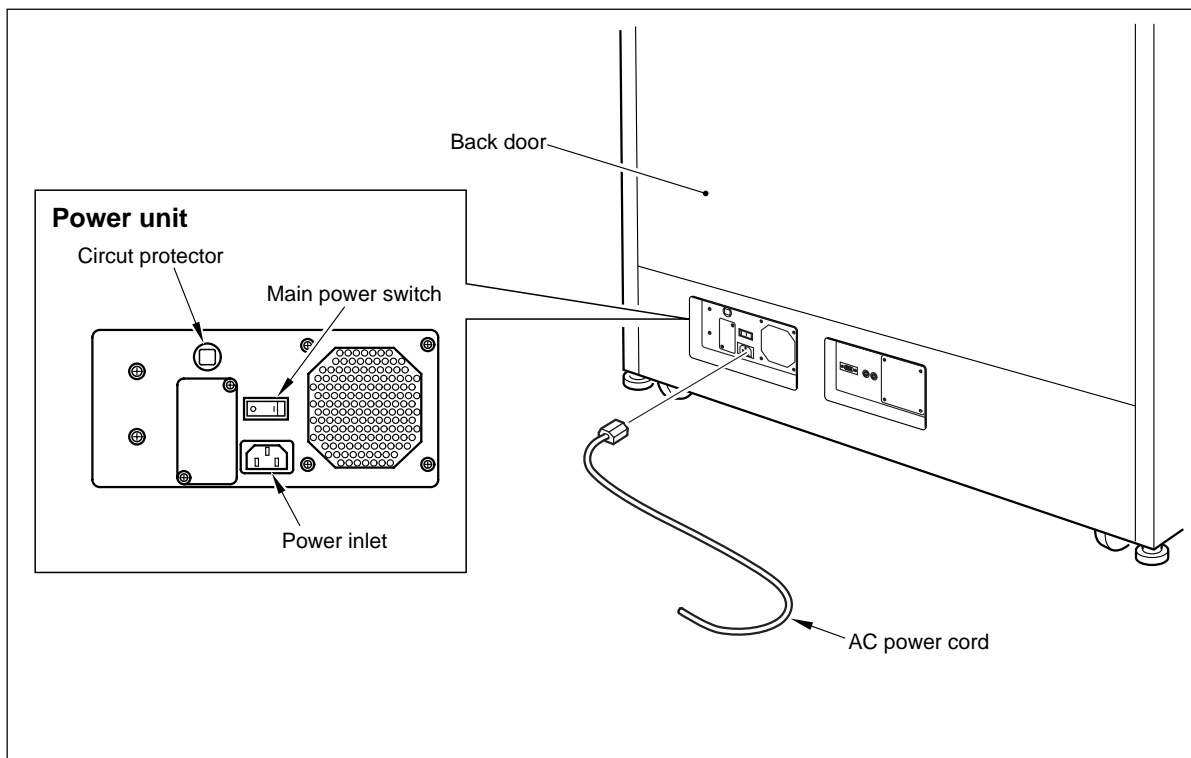
6-3 Power unit

■ Power unit

The power supply unit is provided at the rear side of the machine.



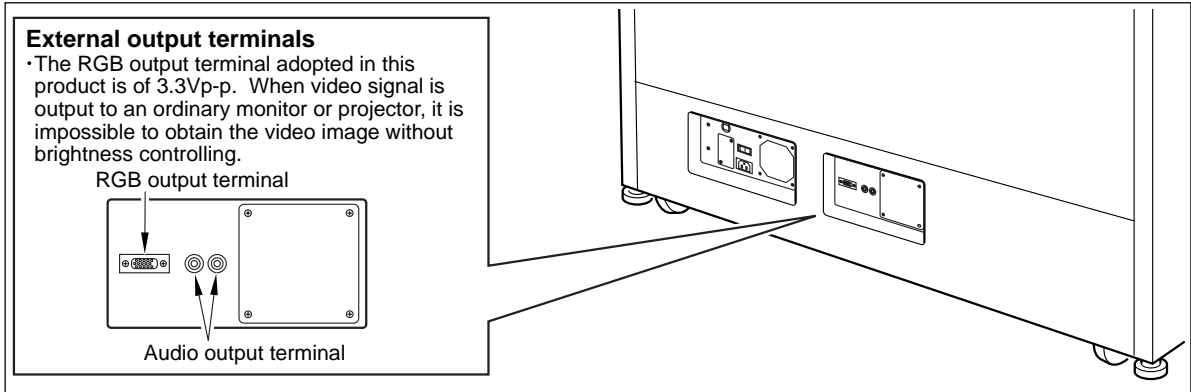
- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- There are high-voltaged parts inside the product. Other persons than qualified industry specialist should not open the back door. When the back door is opened, pay due attention not to touch the inside unnecessarily.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



6-4 External output terminals

External output terminals

For video output and audio output from this product, the external output terminals are provided at the rear side of the machine.

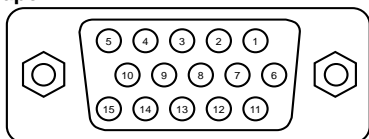


Specification of RGB output terminal

When outputting the video image to an external projector etc. through this RGB output terminal, be sure to check the external equipment to be connected to this terminal to see if its specification is compatible with the specification of the terminal. The RGB output terminal outputs the RGB signal of 3.3Vp-p video signal amplitude for a video game monitor CRT of composite SYNC specification. Accordingly, if this signal is input by a monitor CRT for personal computer etc. of 0.7Vp-p amplitude, horizontal/vertical separation SYNC input specification, such monitor CRT will not work normally or cause a trouble with the equipment.

Please refer to the tables below as for the specifications of the RGB terminal.

Shape



15-pin Mini Dsub
(conforming to MIL-C-24308 Standard) (Female)

Arrangement

1	RED	6	GND	11	
2	GREEN	7	GND	12	
3	BLUE	8	GND	13	C-SYNC
4		9		14	
5		10	GND	15	

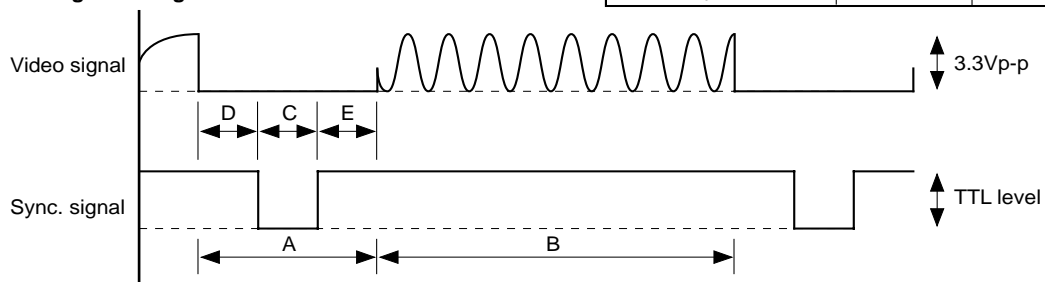
Video signal output specification

Horizontal sync.frequency	15.8kHz
RGB video signal level	3.3Vp-p
RGB video signal terminal	High impedance
Sync. signal level	TTL level
Sync. signal system	Composite

Video signal timing

	Horizontal sync.	Vertical sync.
Sync. frequency	15.8kHz	59.8Hz
A = Non-display section	16 μs	38 lines
B = Display section	47.8 μs	224 lines
C = Sync. signal amplitude	3.81 μs	2 lines
D = Front porch	3.69 μs	12 lines
E = Back porch	8.5 μs	24 lines

Video signal timing chart



Specifications of audio output terminal



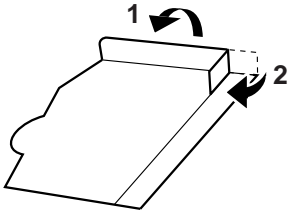
Audio output level	0±6dB
Output impedance	2kΩ

6-5 Mounting billboards

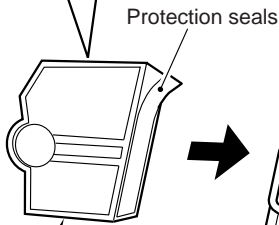
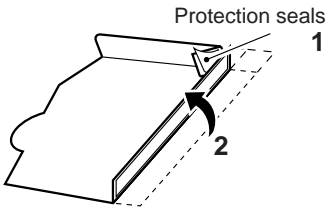
■ Mounting billboards

Mounting the side billboard

1 Fold the flap upright as shown below.



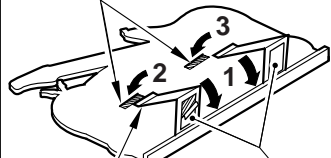
2 Peel off the protection seal and set up the side billboard.



Left billboard
Remove the protection seals and align the side billboard with a braid provided at the side of cabinet and fix it.

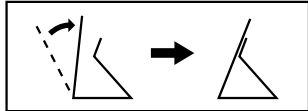
Mounting the upper billboard

Apply along the grooves.

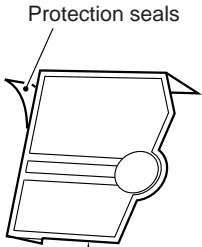
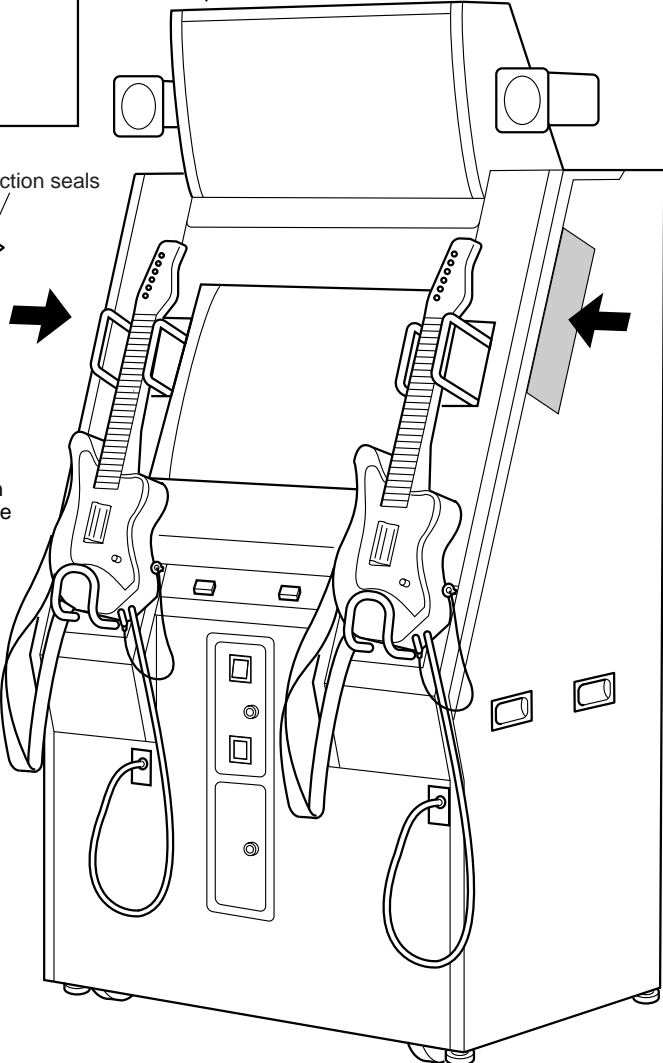
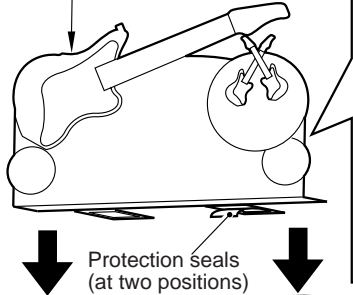


Peel off the protection seals and fix on top of the machine.

Peel off the protection seal.



Upper billboard



Right billboard
Mount the right side billboard in the same procedure for the left one. The right and left billboards should be mounted abreast.

6-6 Moving the coin counter

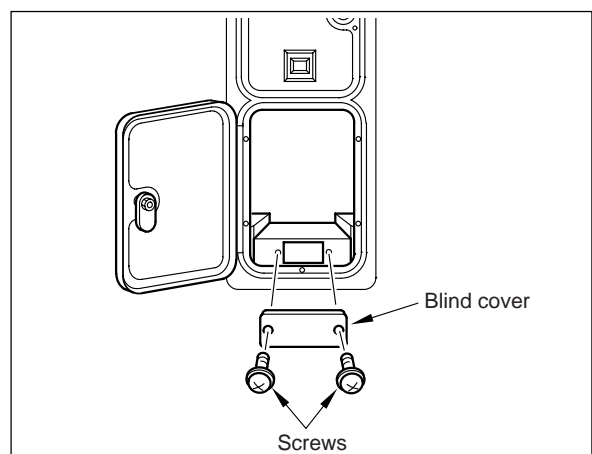
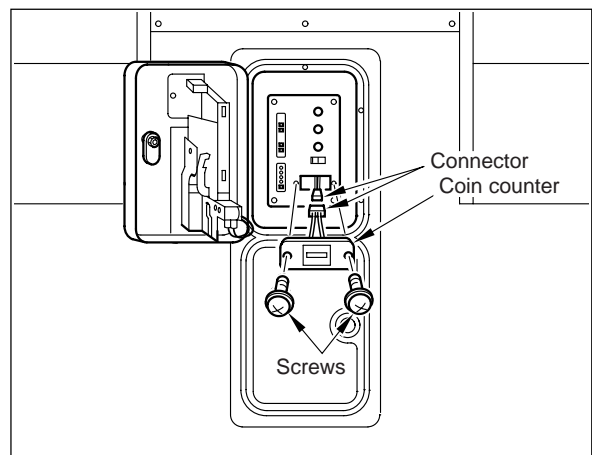
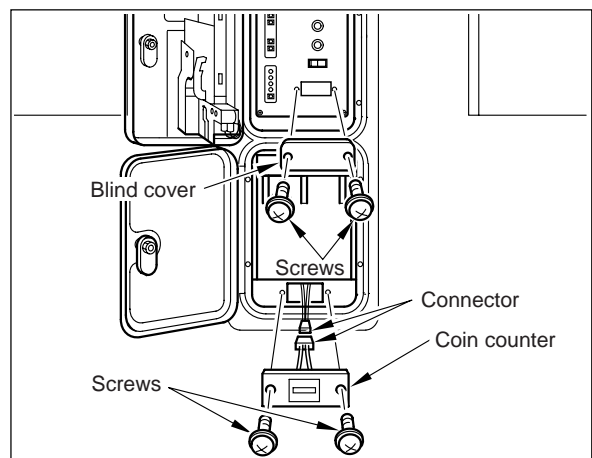
■ How to move the coin counter — — — — —

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



•Before moving the coin counter, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

- 1** Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2** Open the coin door, remove the screws and take out the coin counter. In the meanwhile, disconnect the connector.
- 3** Remove the maintenance door and unscrew the blind cover to remove it from the service panel.
- 4** Draw the connector out of the opening of the service panel and connect this connector to the coin counter's connector.
- 5** Attach the coin counter on the service panel with the screws.
- 6** Attach the blind cover (detached in Step 3 above) back in position on the coin counter using the screws.



7 Maintenance

7-1 Replacing the coin selector

■ How to replace the coin selector —————

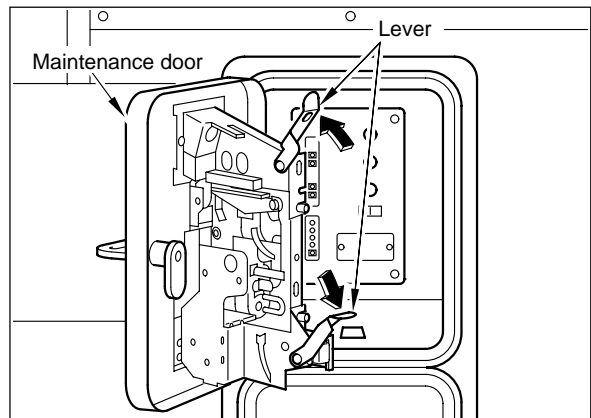


- Before replacing the coin selector, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- Take care not to apply any load or impact to the maintenance door when it is open.
- After closing the maintenance door, be sure to check that the door is locked securely.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

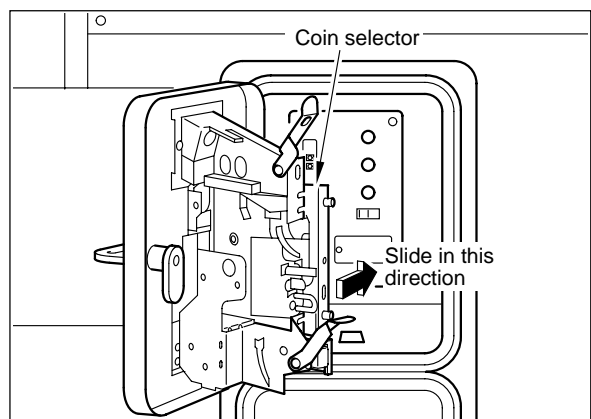
1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

2 Open the maintenance door.

3 Release the levers that fix the coin selector. See at right.

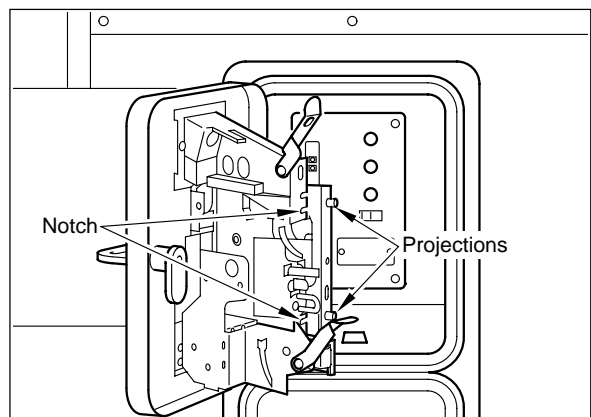


4 Slide the coin selector to the right, and take it out.



5 **To fit the coin selector again**
Fit the 2 projections of the coin selector to their mating notches.

6 Lock the levers (in Step 3 above) again, and close the maintenance door.



7-2 Replacing the fluorescent light

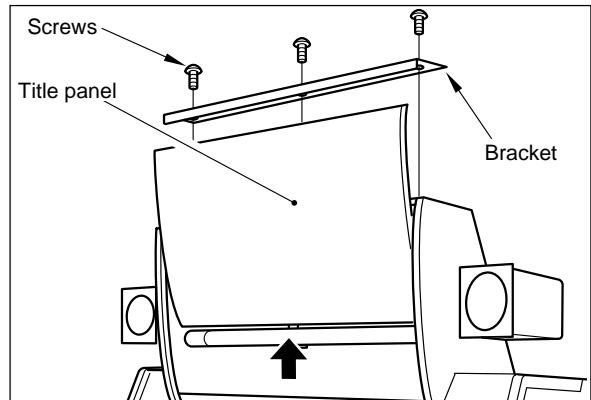
■ How to replace the fluorescent light



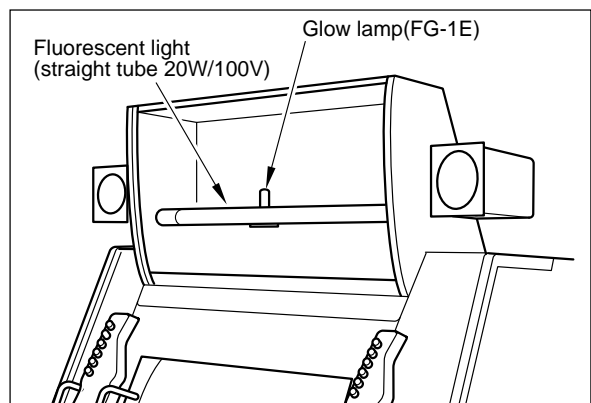
- Before replacing the fluorescent light, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- The fluorescent light is hot just after the power switch is turned off. Wait until it cools down and then replace it with a new one of the same type (straight tube 20W / 100V).
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

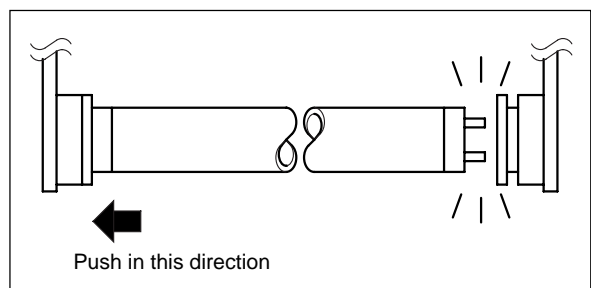
2 Remove the screws off the bracket and detach the title panel. (Lift the title panel vertically.)



3 Push one end of the fluorescent light in the direction of the socket. The other end of the fluorescent light will be detached from the opposite socket.



4 Install a new fluorescent light in the reverse order.



• It is recommended to replace the glow lamp at the same time.

MEMO

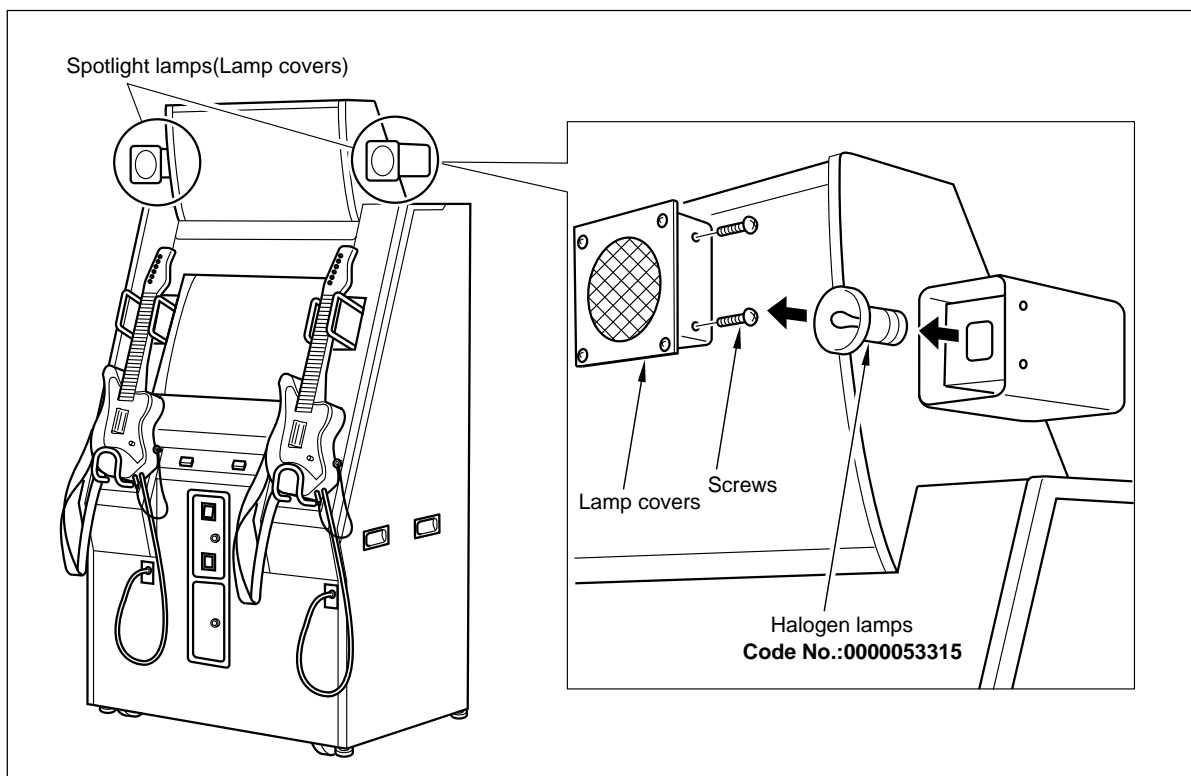
7-3 Replacing the spotlight lamps

■ How to replace the spotlight lamps



- Before replacing the halogen lamps, be sure to turn OFF the main power switch and unplug the the power cord from the receptacle .
- The halogen lamp is still very hot immediately after the power switch is turned off. Make sure that it is sufficiently cooled before replacement work.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

- 1 | Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 | Remove the screws and detach the lamp covers.
- 3 | Remove the halogen lamps.
- 4 | Mount a new halogen lamp in the reverse of removal.
- 5 | Attach the lamp covers as it was.



7-4 Replacing the start buttons

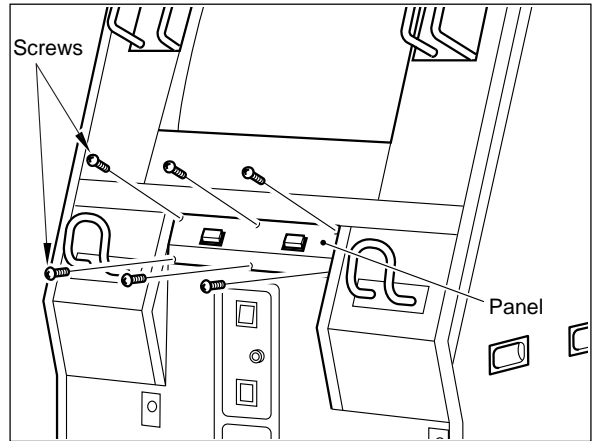
■ How to replace the start buttons



- Before replacing the buttons, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

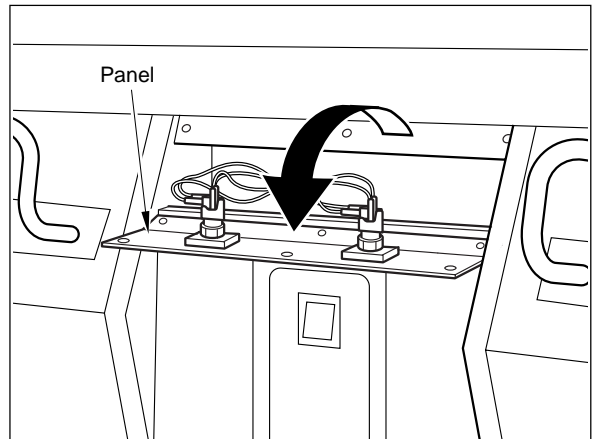
2 Remove the screws off the panel.



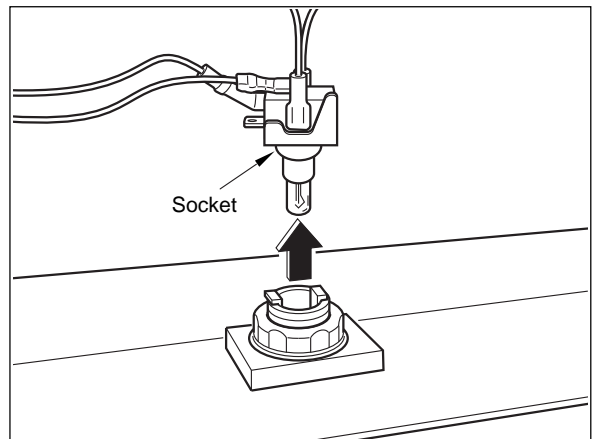
3 Gently open the panel as shown at right.

• Do not open the panel abruptly, because otherwise the wires inside may be disconnected or broken.

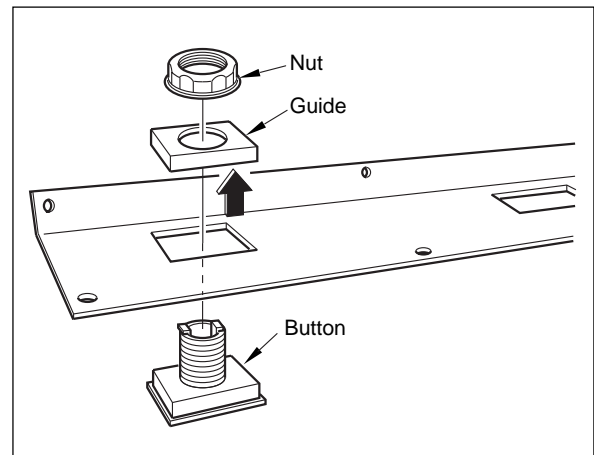
MEMO



4 Pull out the sockets from the buttons.



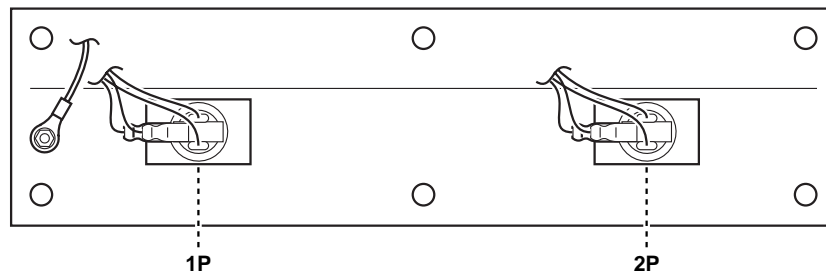
- 5** Loosen the nuts and separate the buttons.



- 6** **To fit the button again**
Fit a new button in the panel and secure it with the nut.

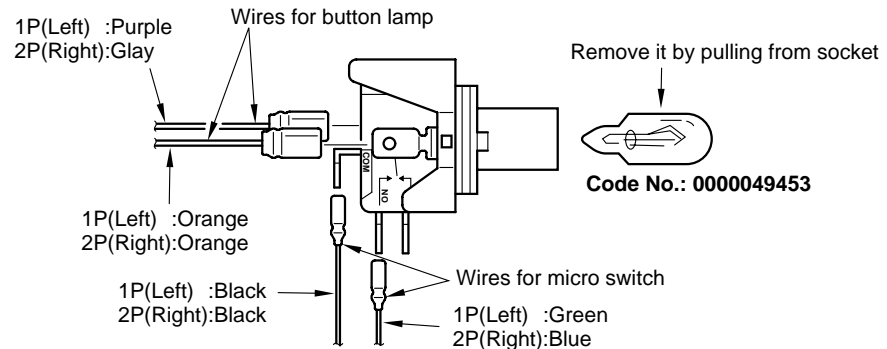
- 7** Pay attention to the posture of buttons, and sockets and assemble them in the reverse of disassembly, using care not to confuse the wires. Pay attention not to pinch the wires when mounting the panel to the cabinet unit.

•Posture of plugs as viewed from the back of panel



•After replacement of socket and lamp

After the replacement of socket, connect the wires in the manner as shown below.



MEMO

7-5 Replacing the guitar units

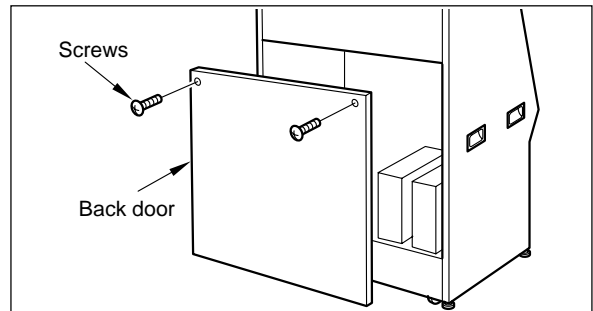
■ How to replace the guitar units



- Before replacing the guitar units, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- There are high-voltaged parts inside the product. Other persons than qualified industry specialist should not open the back door. When the back door is opened, pay due attention not to touch the inside unnecessarily.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

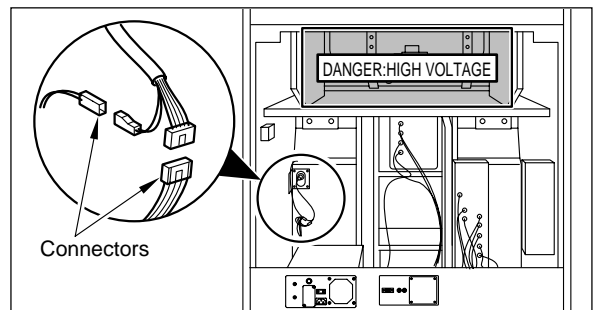
2 Remove the screws and detach the back door.



3 Disconnect the connectors as shown at right.

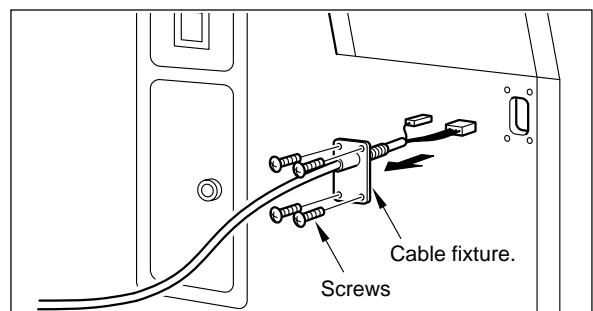
• Never touch any part over the "DANGER: HIGH VOLTAGE" area shown at right.

MEMO

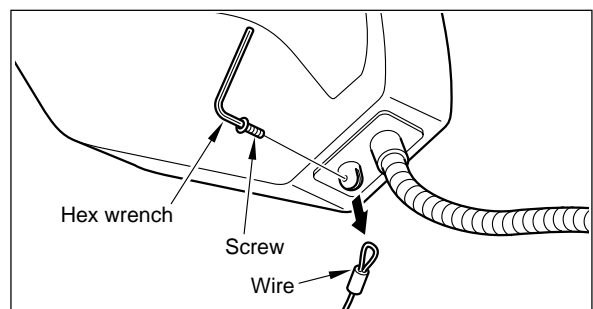


4 Remove the screws off the cable fixture. Take out the cable fixture together with the cable.

5 Using a hex wrench (2.5 mm across), remove the wire fixture screws off the guitar unit. Disconnect the wire.



6 To fit a new guitar unit into position, take the reverse order. When attaching the back door, be sure to tighten up the screws. Poor tightness may activate the door switch, which in turn fails to turn on the power.



7-6 Replacing the neck buttons

■ How to replace the neck buttons



- Before replacing the neck buttons, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

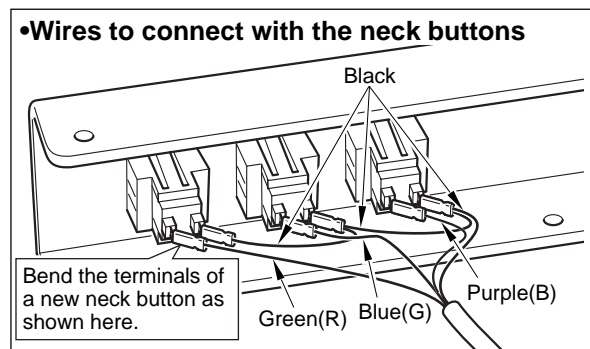
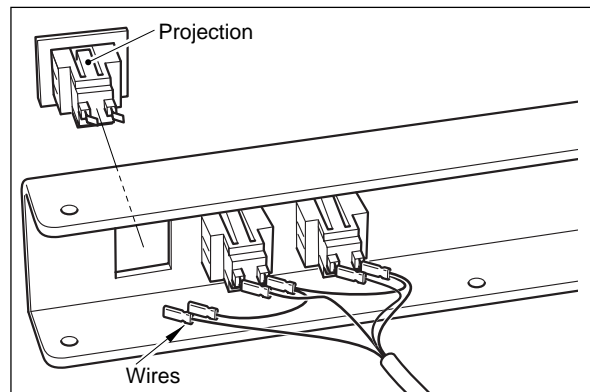
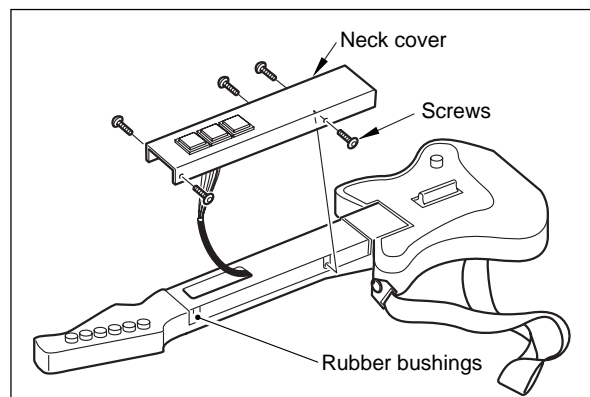
- 1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- 2 Remove the screws off both sides of the neck cover.
- 3 Lift the neck cover gently upward.

- Do not take up the neck cover abruptly, because otherwise the wires inside may be disconnected or broken.

MEMO

- 4 Disconnect the wires from the neck buttons.
- 5 Push the neck buttons projection to release the button.

- 6 **To fit a new neck button**
Take the reverse order in order to attach the new neck buttons.



- When attaching the neck cover, be careful not to get the wires caught between the neck cover and the guitar units.
- Be careful not to overtighten the screws. Otherwise the rubber bushing inside may come off.

MEMO

7-7 Replacing the picking lever unit

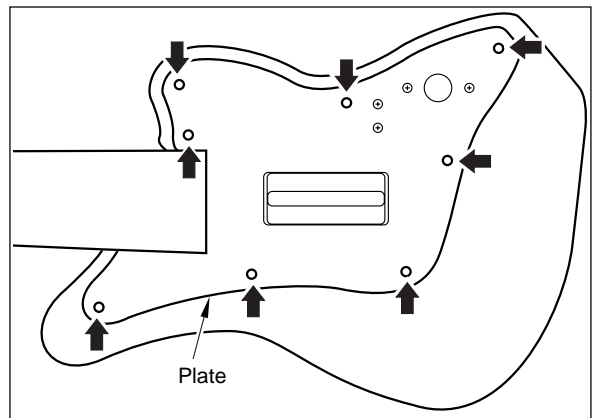
■ How to replace the picking lever unit



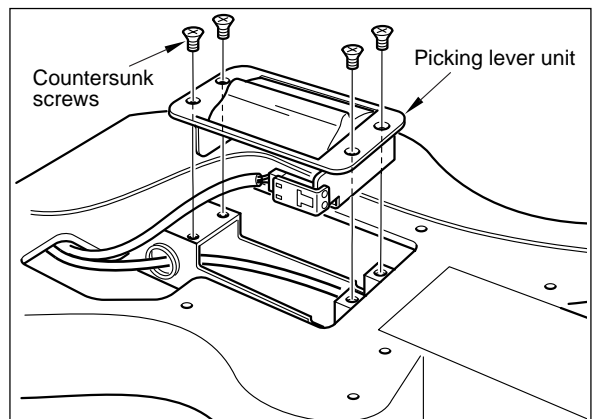
- Before replacing the picking lever unit, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

- 1** Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

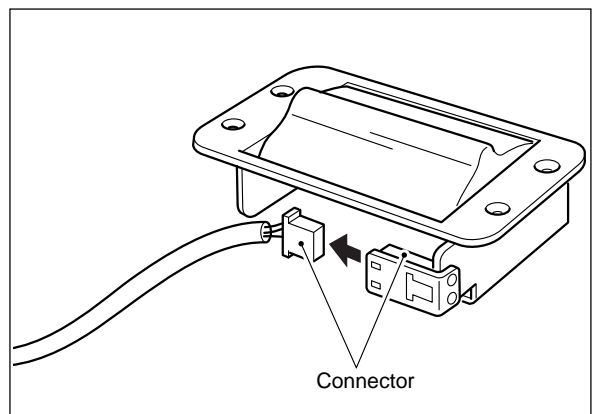
- 2** Using a hex wrench (2.5 mm across), remove the eight screws off the shell plate.



- 3** Remove the countersunk screws off the picking lever unit.



- 4** Disconnect the connector from the picking lever unit.



- 5** Take the reverse order in order to attach the new picking lever unit.

7-8 Replacing the effector knob unit

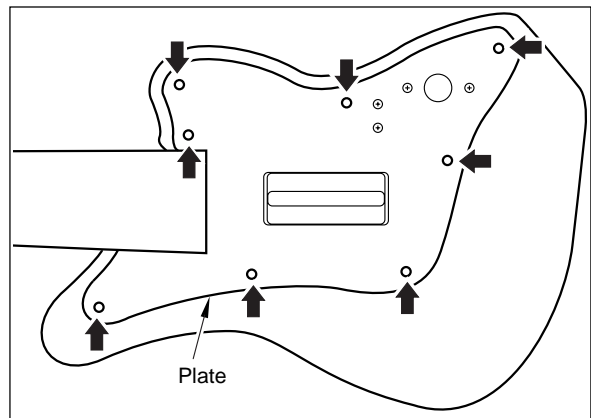
■ How to replace the effector knob unit



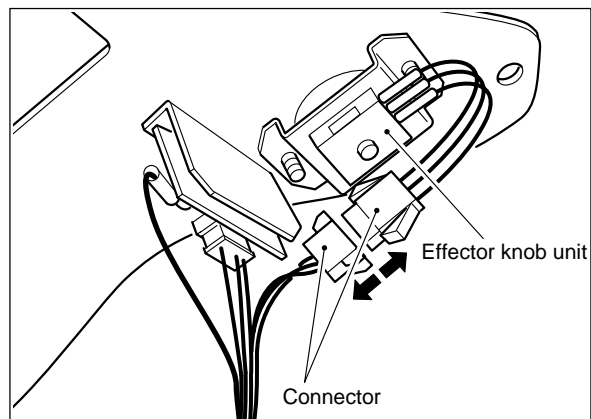
- Before replacing the effector knob unit, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

1 Be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

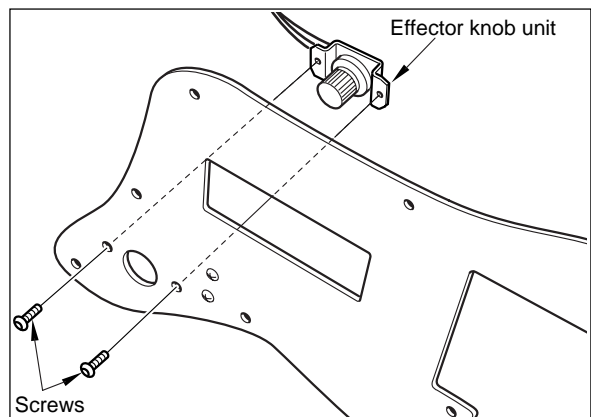
2 Using a hex wrench (2.5 mm across), remove the eight screws off the shell plate.



3 Disconnect the connectors from the effector knob unit located behind the shell plate.



4 Using a hex wrench (2.5 mm across), remove the screws off the effector knob unit.



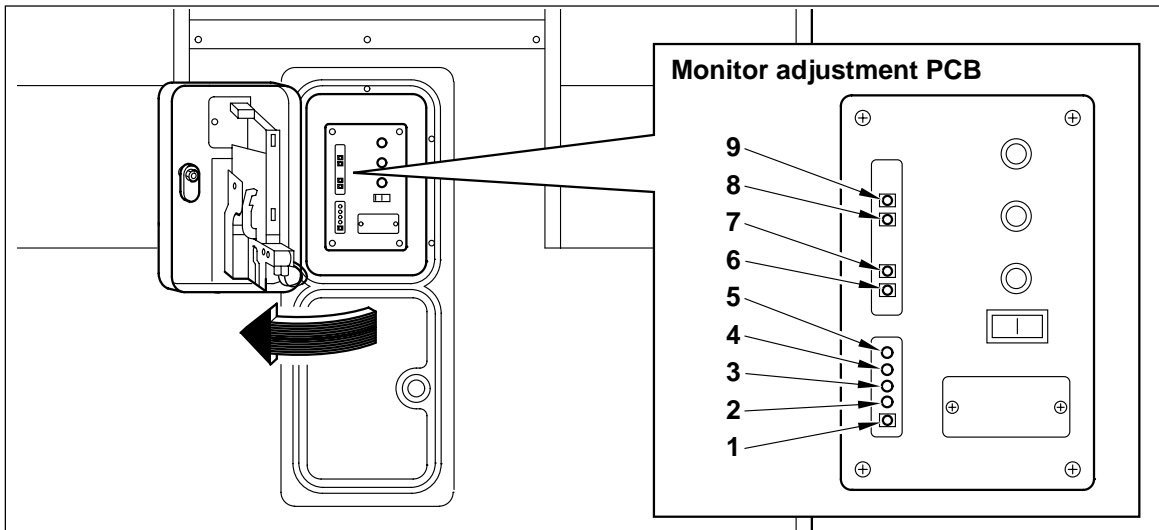
5 Take the reverse order in order to attach the new effector knob unit.

7-10 Adjusting the monitor

■ Monitor adjustment PCB

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

The monitor adjustment PCB is located inside the service panel. When adjusting the monitor, open the maintenance door. (See page 21)

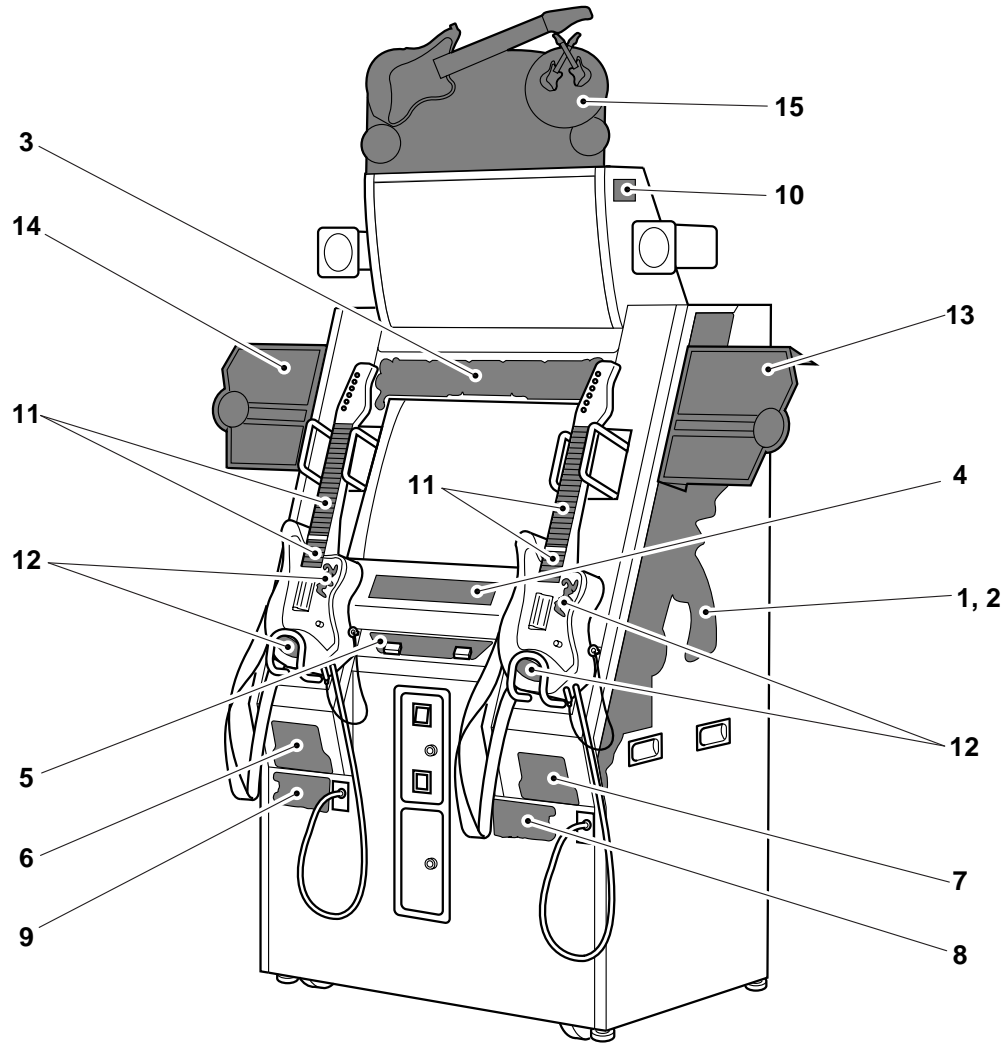


1	CONTRAST	Contrast adjustment Used to changes the contrast.
2	R.GAIN	Red input gain adjustment Changes red brightness. Turning it clockwise will make the red deeper.
3	G.GAIN	Green input gain adjustment Changes green brightness. Turning it clockwise will make the green deeper.
4	B.GAIN	Blue input gain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

8 Annex

8-1 Label locations and exploded view

■ Label —————



No.	CODE No.	NAME	QTY	NOTE
1	00000058543	LABEL, SIDE/L	1	
2	00000058545	LABEL, SIDE/R	1	
3	00000059426	LABEL, FRONT A/HD	1	
4	00000059427	LABEL, PLAYING/HD	1	
5	00000059428	LABEL, START/HD	1	
6	00000058549	LABEL, 1P	1	
7	00000058550	LABEL, 2P	1	
8	00000058551	LABEL, FRONT B/L	1	
9	00000058552	LABEL, FRONT B/R	1	
10	00000054199	LABEL, KONAMI/S	2	
11	00000058554	LABEL, NECK	2	
12	00000058553	LABEL, GUITAR	2	Attachment
13	00000059433	POP, SIDE/L/HD	1	Attachment
14	00000059434	POP, SIDE/R/HD	1	Attachment
15	00000059435	POP/HD	1	Attachment

FIG.1 UNIT, CABINET(1/4)

NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE	NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
02	BOLT, CAP SQUARE NECK	M4X30	5		000	00000582568	CABINET		1	
21	SCREW, CROSS PAN SEMS	M4X10	3	PM, SW	104	0000058220	COVER, SPEAKER		2	
23	SCREW, CROSS PAN SEMS	M6X18	24	PM, SW	105	0000058225	FIXTURE, FRAME	SECC T1.6	1	
38	SCREW, CROSS TRUSS	M6X30 BLACK	14		106	0000058226	FIXTURE, FRAME	SECC T1.6	1	
40	SCREW, CROSS TAPPING TRUSS	4X13 BLACK	40		202	0000036952	BRACKET, COUNTER	SPOC T1.6	1	
50	NUT, FLANGE	M4	5		206	0000052286	BASE, COIN BOX	SPOC T1.6	1	
60	WASHER, PLANE	6 BLACK	8	D20	207	0000052885	BRACKET, ADJUSTER	SPOC T3.2	4	
61	WASHER, PLANE	8	2		213	0000042191	PLATE, COIN	SPOC T1.2	1	
					500	0000058377	LAMP, P. WITH HOLDER	GG876-L-20W	1	
					507	0000047156	CASTER	TOM-N75	4	
					508	0000053070	ADJUSTER	H-KYM16.75.BK	4	
					509	0000030431	COUNTER	GX-06PD-55	1	
					517	0000057518	SPEAKER	C120RFX31K24	4	

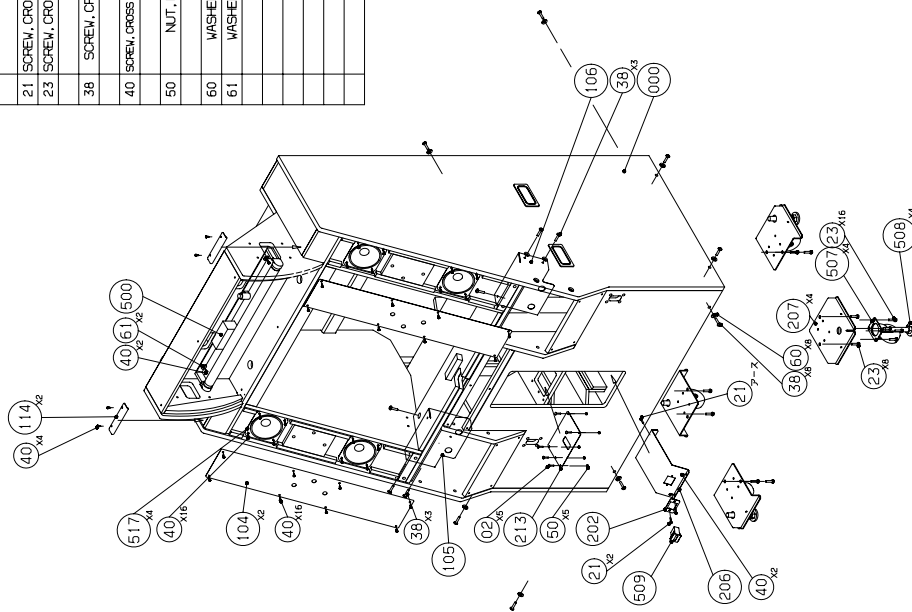


FIG.2 UNIT, CABINET(2/4)

NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE	NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
20	SCREW, CROSS PAN SEWS	M5X5	7	PM, SM	100	0000058211	FIXTURE, FRAME	SECC T3. 2	2	
21	SCREW, CROSS PAN SEWS	M4X10	2	PM, SM	103	0000058216	BRACKET, MONITOR	SECC T2. 3	2	
23	SCREW, CROSS PAN SEWS	M6X18	8	PM, SM	113	0000058229	PLATE, FRONT	SUS304 T1. 5 HL*180	2	
30	SCREW, CROSS TRUSS	M4X6 BLACK	16		115	0000058997	COVER, LAMP	SECC T1. 2	2	
31	SCREW, CROSS TRUSS	M4X10 BLACK	4		203	0000036953	COVER, CENTER	SPOCC T1. 6	1	
35	SCREW, CROSS TRUSS	M5X20	10		209	0000053862	PLATE, SERVICE	SPOCC T1. 2	1	
38	SCREW, CROSS TRUSS	M6X30 BLACK	16		211	0000054008	BOX, LAMP	SPOCC T1. 2	2	
40	SCREW, CROSS TAPPING TRUSS	4X13 BLACK	4		212	0000055665	FIXTURE, LAMP	SECC T1. 6	2	
50	NUT, FLANGE	M4	8		308	0000006650	BOX, COIN	ABS	1	
52	NUT, NYLON	M6	2		302	0000053977	COVER, LAMP	PMMA T3	2	
60	WASHER, PLANE	6 BLACK	2	D20	306	0000058389	ROPE, WIRE	SUS304	2	
70	SPACER	BSB-408-7	8		307	0000058996	NET, INSULATION	PVC T0. 5	1	
71	SPACER	BSB-420-7	8		502	0000053318	SOCKET	E10FS-GN845	2	
					503	0000053315	LAMP, HALOGEN	JR12V20W/LV/K3/EZ	2	
					510	0000005537	LOCK	NS-812 W/2(RANDOM)	1	
					511	0000001676	LOCK	NS-801-1 M2(5000)	1	
					512	0000004799	PLATE, LOCK	NO. 2	2	
					513	0000053021	DOOR, COIN	NMD-W1-K4H8	1	
					514	0000005098	SWITCH, PUSH	DS-412-2P	3	
					515	0000039100	SWITCH, POKER	AJ6201BK	1	

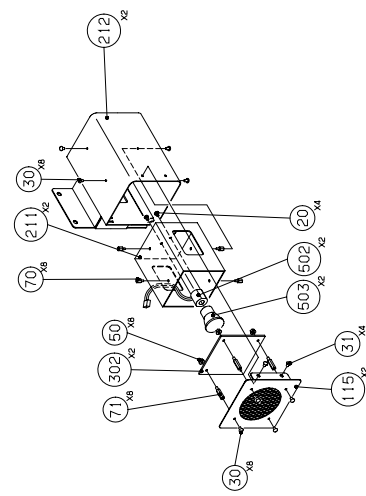
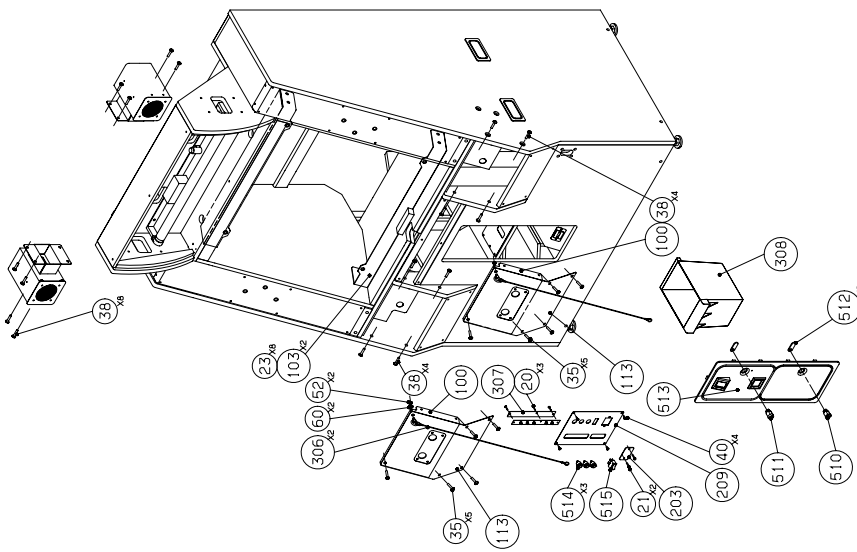
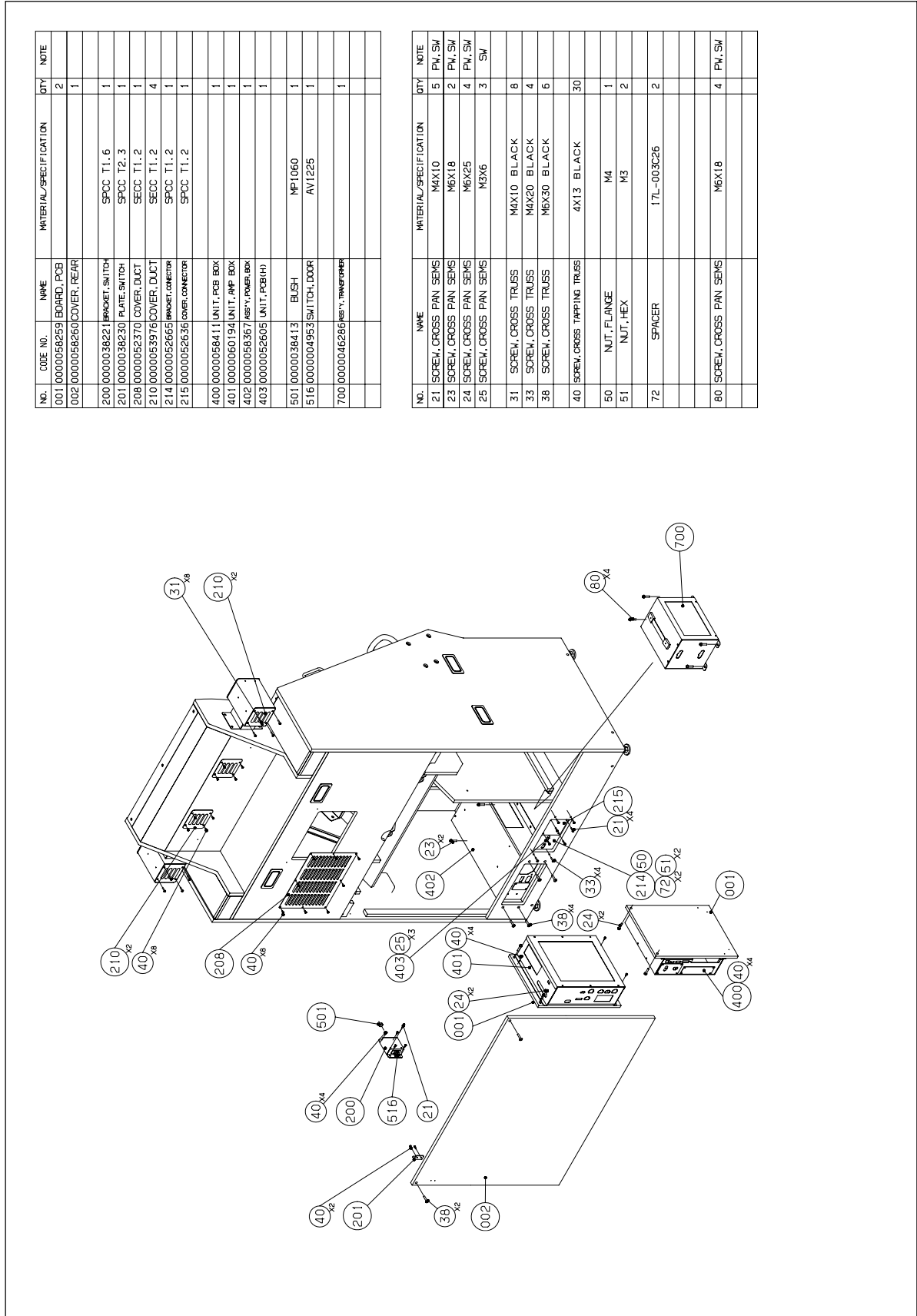


FIG.3 UNIT, CABINET(3/4)

NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
101	0000058212	FIXTURE, PLATE	SECC T2, 3	2	
102	0000058215	PLATE, STOPPER	SS400 T4, 5	2	
107	0000058221	FIXTURE, GLASS	SUS430 T1.5 HL*180	1	
108	0000058222	FIXTURE, GLASS	SECC T1, 6	1	
109	0000058223	FIXTURE, TITLE	SUS430 T1.5 HL*180	1	
110	0000058224	FIXTURE, TITLE	SECC T1, 2	1	
111	0000058227	GLASS, CONTROLLER		2	
112	0000058228	PLATE, BUTTON	SUS430 T1.5 HL*180	1	
300	0000058261	GLASS, MONITOR	T5	1	
301	0000058263	PANEL, TITLE	PMMA, T3	1	
303	0000058396	PULL	SUS304	2	
304	0000058265	TAPE, SPONGE	T1	1	
305	0000058264	TAPE, SPONGE	T3	1	
404	0000058365	UNIT, CONTROL		2	
504	0000048809	MONITOR	D29CR65	1	
505	0000034745	BUTTON, PUSH	CESA-45UK-R	1	
506	0000058398	BUTTON, PUSH	CESA-45UK-B	1	
518	0000059001	PULL	A-1042-C-4	2	

NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
01	BOLT, BUTTON HEAD	M4X10	3	
03	BOLT, HEX	M10X20 P1.5	4	
10	SCREW, CROSS FLAT	M6X10	8	
21	SCREW, CROSS PAN SEMS	M4X10	4	PM, SM
34	SCREW, CROSS TRUSS	M5X20 BLACK	3	
35	SCREW, CROSS TRUSS	M5X20	9	
36	SCREW, CROSS TRUSS	M6X40 BLACK	4	
37	SCREW, CROSS TRUSS	M6X15	8	
39	SCREW, CROSS TRUSS	M6X40	14	
40	SCREW, CROSS TAPPING TRUSS	4X13 BLACK	7	
50	NUT, FLANGE	M4	1	
60	WASHER, PLANE	6 BLACK	4	D20
62	WASHER, PLANE	10	4	
63	WASHER, SPRING	10	4	

FIG.4 UNIT, CABINET(4/4)



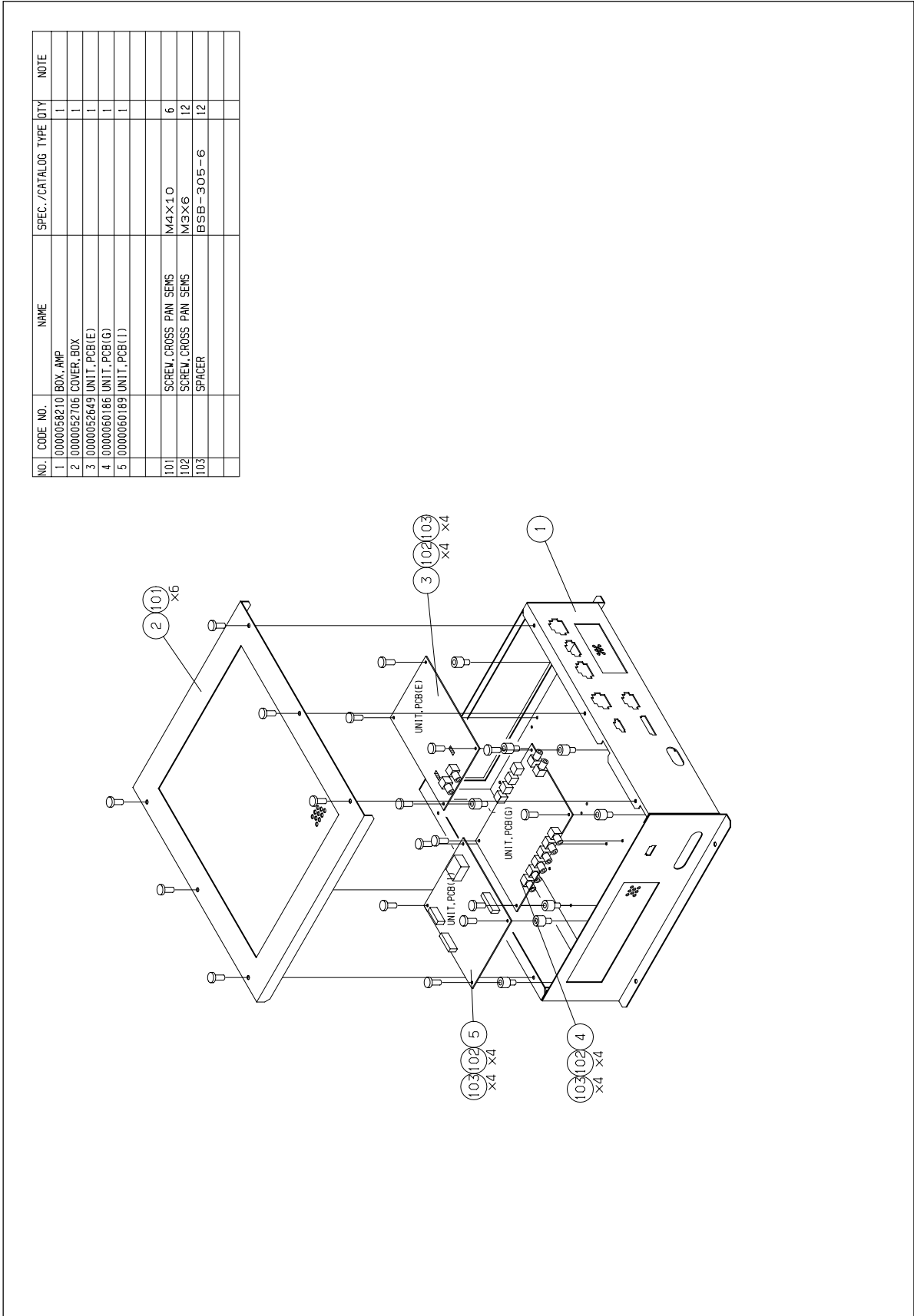
NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
001	0000058259	BOARD, PCB		2	
002	0000058260	COVER, REAR		1	
200	0000038221	BROCKET, SWITCH	SPOC T1.6	1	
201	0000038230	PLATE, SWITCH	SPOC T2.3	1	
208	0000052370	COVER, DUCT	SECC T1.2	1	
210	0000053976	COVER, DUCT	SECC T1.2	4	
214	0000052665	BROCKET, CONNECTOR	SPOC T1.2	1	
215	0000052636	COVER, CONNECTOR	SPOC T1.2	1	
400	0000058411	UNIT, PCB BOX		1	
401	0000060194	UNIT, AMP BOX		1	
402	0000058367	ASSEMBLY, POWER BOX		1	
403	0000052605	UNIT, PCB(H)		1	
501	0000038413	BUSH	MP1060	1	
516	0000004953	SWITCH, DOOR	AV1225	1	
700	00000046286	ASSEMBLY, TRANSFORMER		1	

NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
21	SCREW, CROSS PAN SENS	M4X10	5	PW, SW
23	SCREW, CROSS PAN SENS	M6X18	2	PW, SW
24	SCREW, CROSS PAN SENS	M6X25	4	PW, SW
25	SCREW, CROSS PAN SENS	M3X6	3	SW
31	SCREW, CROSS TRUSS	M4X10 BLACK	8	
33	SCREW, CROSS TRUSS	M4X20 BLACK	4	
38	SCREW, CROSS TRUSS	M6X30 BLACK	6	
40	SCREW, CROSS TAPPING TRUSS	4X13 BLACK	30	
50	NUT, FLANGE	M4	1	
51	NUT, HEX	M3	2	
72	SPACER	17L-003C25	2	
80	SCREW, CROSS PAN SENS	M6X18	4	PW, SW

FIG.5 UNIT, CONTROL

NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE	NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
00	BOLT, BUTTON HEAD	M4X10	16		000	0000056232	BRACKET, PICK		1	
01	BOLT, BUTTON HEAD	M4X10 BLACK	2		001	0000056236	BRACKET, SENSOR	SPCC T1.0	1	
02	BOLT, BUTTON HEAD	M4X20	5		003	0000056237	SHAFT	SA6C	1	
10	SCREW, CROSS PAN	M5X8	3		004	0000056238	STRIKER	SPCC T0.8	1	
11	SCREW, CROSS FLAT	M4X12	4		005	0000056253	BASE, PICK	SPCC T3.2, 2.3, 1.6	1	
20	SCREW, CROSS PAN SEMS	M3X6	3	SM	100	0000056239	COLLAR	SS400	2	
21	SCREW, CROSS PAN SEMS	M3X6	4	PM, SM	101	0000056241	FIXTURE, CABLE	SECC T2.3	1	
22	SCREW, CROSS PAN SEMS	M4X10	4	PM, SM	102	0000056243	FIXTURE, CHAIN	SS400	1	
30	SCREW, CROSS TRUSS	M4X10 BLACK	3		103	0000056245	FIXTURE, STRAP	SECC T2.3	1	
33	SCREW, CROSS TRUSS	M6X15 BLACK	2		104	0000056246	FIXTURE, STRAP	SECC T2.3	1	
34	SCREW, CROSS TRUSS	M6X15	2		105	0000056251	BRACKET, PCB	SECC T1.2	1	
35	SCREW, CROSS TRUSS	M6X40	2		106	0000056252	BRACKET, SWITCH	SECC T1.2	1	
40	SCREW, CROSS P-TIGHT BIND	3X7	4		107	0000056256	FRAME	A6063 40X30XT2	1	
50	SCREW, HEX SOCKET SET	M4X6 BLACK	1	W POINT	108	0000056255	COVER, NECK	A605PH34 T2 HL-400	1	
60	NUT, NYLON	M12X1.25	2		109	0000056257	PLATE, FACE	A605PH34 T2 HL-400	1	
61	NUT, NYLON	M6	2		200	0000056267	SPRING, COIL	SMPA	4	
62	NUT, WELL	M4	5	B-832	300	0000056266	STOPPER	POH	1	
63	WASHER, PLANE	4 BLACK	2		301	0000057446	PICK	POH	1	
64	WASHER, PLANE	6	2	D20						
					500	0000036907	BUSH, DRY	R-MLDF0806	2	
					501	0000001328	SENSOR, PHOTO	OPTA21	1	
					502	0000057514	BUTTON, PUSH	CBSE-244K-BK	3	
					503	0000057402	SWITCH, DIGITAL	SPRSTC-F0020-1	1	
					504	0000057527	KNOB	K12	1	
					505	0000038413	BUSH	MP1060	1	
					600	0000056365	WASHER, CABLE	NYLON	1	
					601	0000057424	CABLE, FLEXIBLE		1	
					602	0000056248	PLATE, CABLE	SPCC T3.2	1	
					603	0000056213	PLATE, CABLE	SPCC T2.3	1	
					610	0000056350	WASHER, STRAP		1	
					611	0000056250	PLATE, STRAP	SPCC T3.2	2	
					612	0000056363	BAND	M37 L=1400 (MAX)	1	
					620	0000056370	UNIT, PCB(C)		1	

FIG.6 UNIT, BOX AMP - - - - -



NO. CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000058210 BOX, AMP		1	
2	0000052706 COVER, BOX		1	
3	0000052649 UNIT, PCB(E)		1	
4	0000060186 UNIT, PCB(G)		1	
5	0000060189 UNIT, PCB(I)		1	
101	SCREW, CROSS PAN SENS	M4X10	6	
102	SCREW, CROSS PAN SENS	M3X6	12	
103	SPACER	BSB-305-6	12	

FIG.7 ASS'Y, POWER BOX

NO. CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000039940 BOX, DC		1	
2	0000037023 COVER, BOX		1	
3	0000058217 BRACKET, REGULATOR		1	
4	0000043023 BRACKET, REGULATOR		1	
5	0000037028 COVER, RECEPTACLE		2	
6	0000037026 BRACKET, N. FILTER		1	
7	0000037073 SHEET, INSULATION		1	
51	0000057390 REG. SWITCHING	LCA305-5	1	
52	0000059563 REG. SWITCHING	VS150B-12/CE	1	
53	0000059564 REG. SWITCHING	VS75B-12/CE	1	
54	000003209 MOTOR, FAN	FBA09A12M	1	
55	0000035925 BLOCK, TERMINAL	ML-6750F-187ABC-6P	1	
56	0000003180 FILTER, NOISE	MHS-1210-33	1	
57	0000036921 PROTECTOR, CIRCUIT	NRF110-10A	1	
58	0000039100 SWITCH, ROCKER	AJ8201BK	1	AC INLET
59	0000037224 UNIT, WIRING(AC IN)		1	
101				
102	SCREW, CROSS PAN SEMS	M3X6	16	PW, SW
103	SCREW, CROSS PAN SEMS	M3X15	2	PW, SW
104	SCREW, CROSS PAN SEMS	M4X10	16	PW, SW
105	SCREW, CROSS PAN SEMS	M4X35	4	PW, SW
106	NUT, FLANGE	M4	5	
107	SPACER	MC-8	12	
108	SCREW, CROSS PAN SEMS	M4X15	1	PW, SW

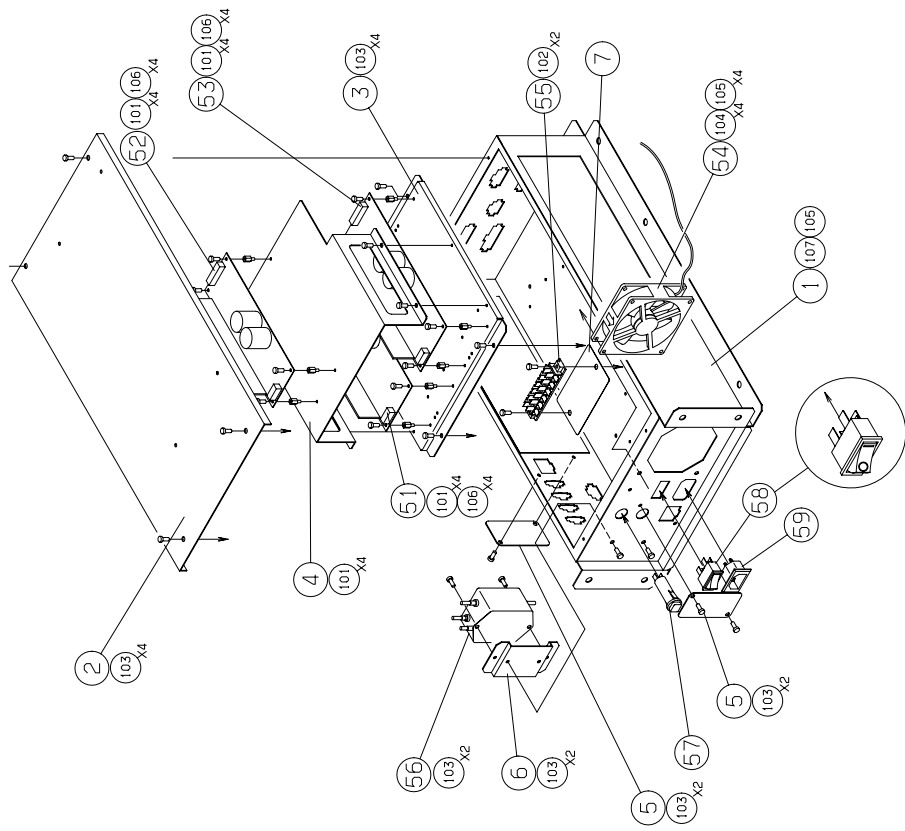
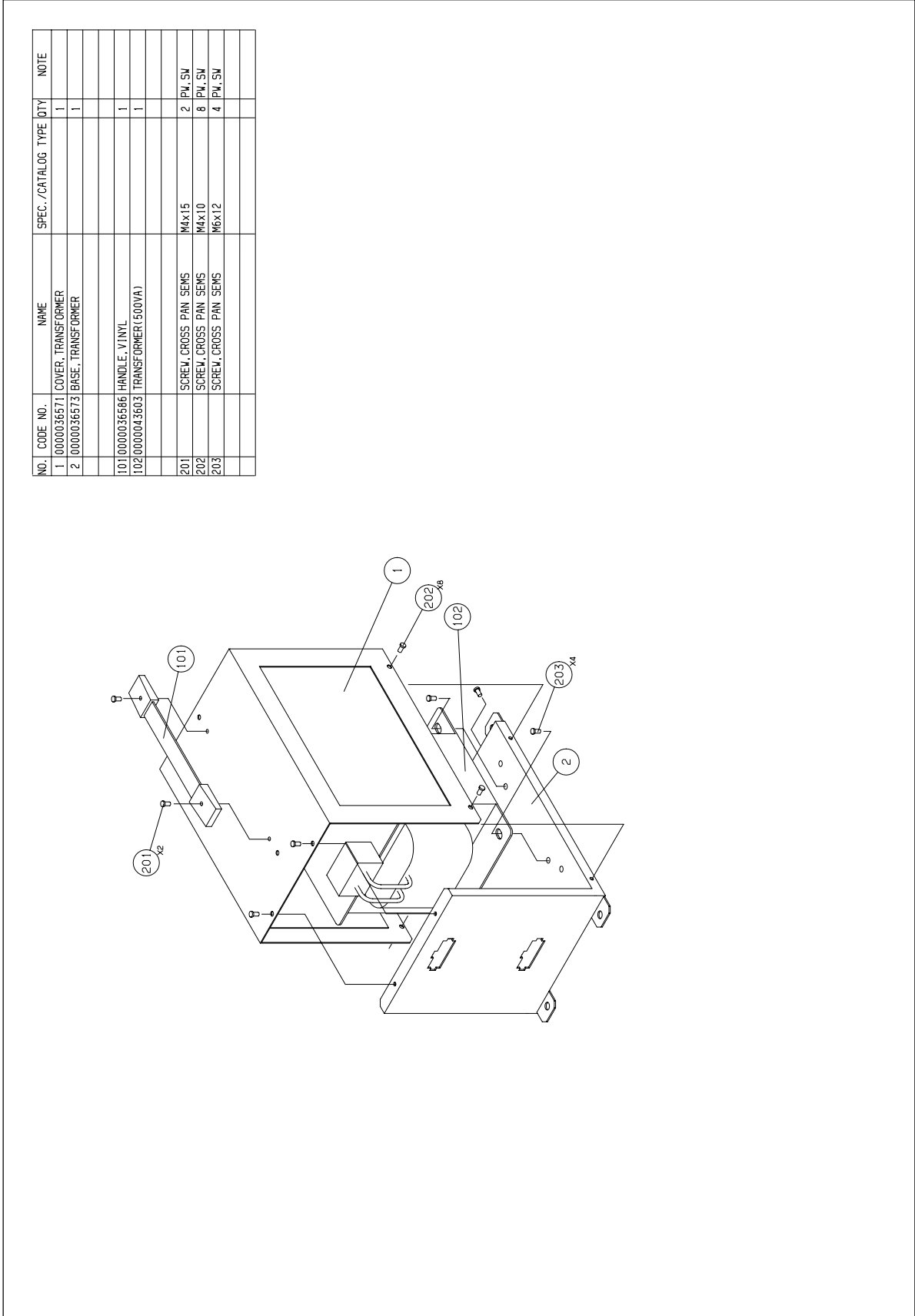
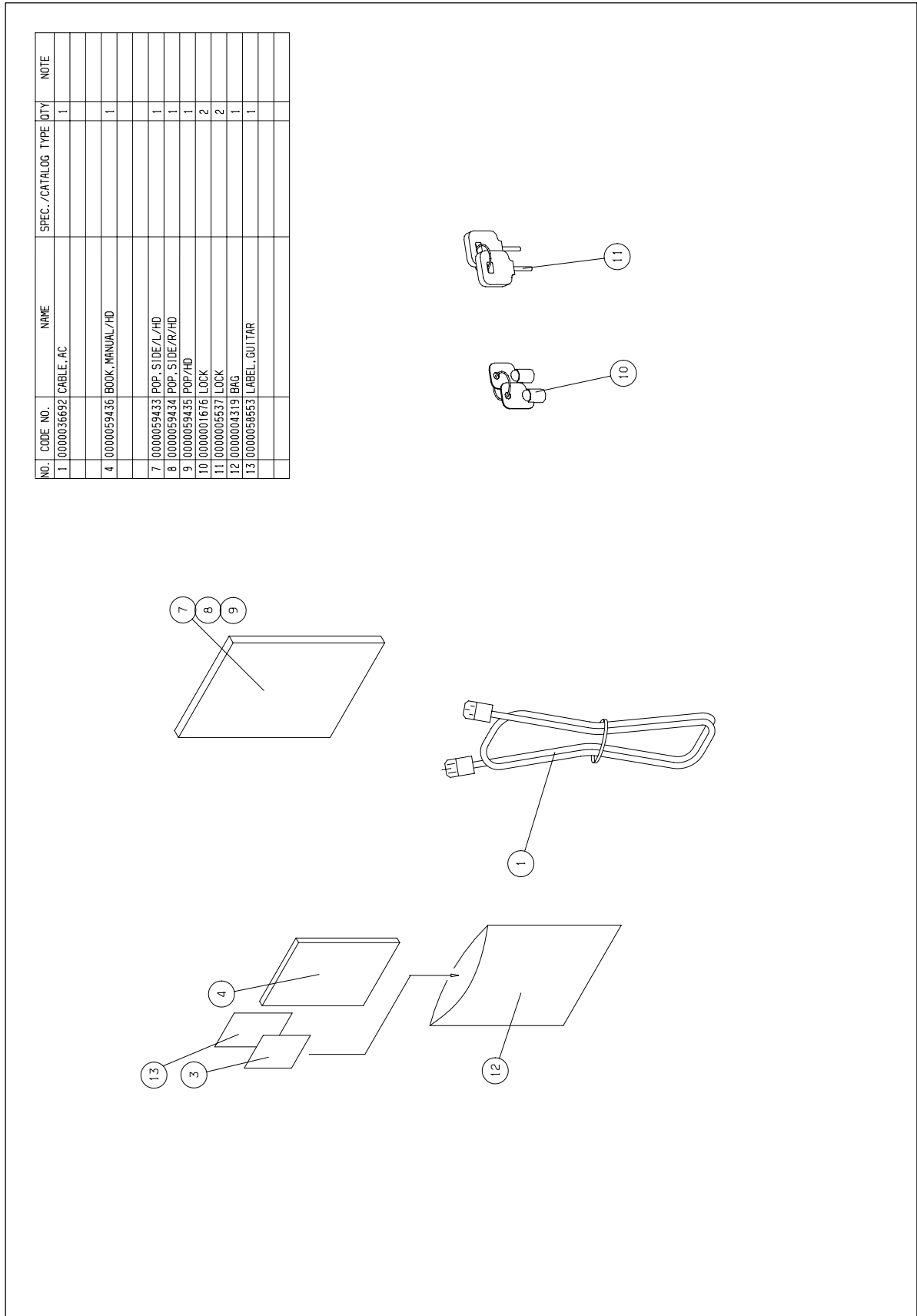


FIG.8 ASS'Y, TRANSFORMER - - - - -



NO. CODE NO.	NAME	SPEC./CATALOG TYPE	QTY	NOTE
1	0000036571 COVER, TRANSFORMER		1	
2	0000036573 BASE, TRANSFORMER		1	
101	0000036586 HANDLE, Y INYL		1	
102	0000043603 TRANSFORMER(500VA)		1	
201	SCREW, CROSS PAN SEMS	M4x15	2	PL, SM
202	SCREW, CROSS PAN SEMS	M4x10	8	PL, SM
203	SCREW, CROSS PAN SEMS	M6x12	4	PL, SM

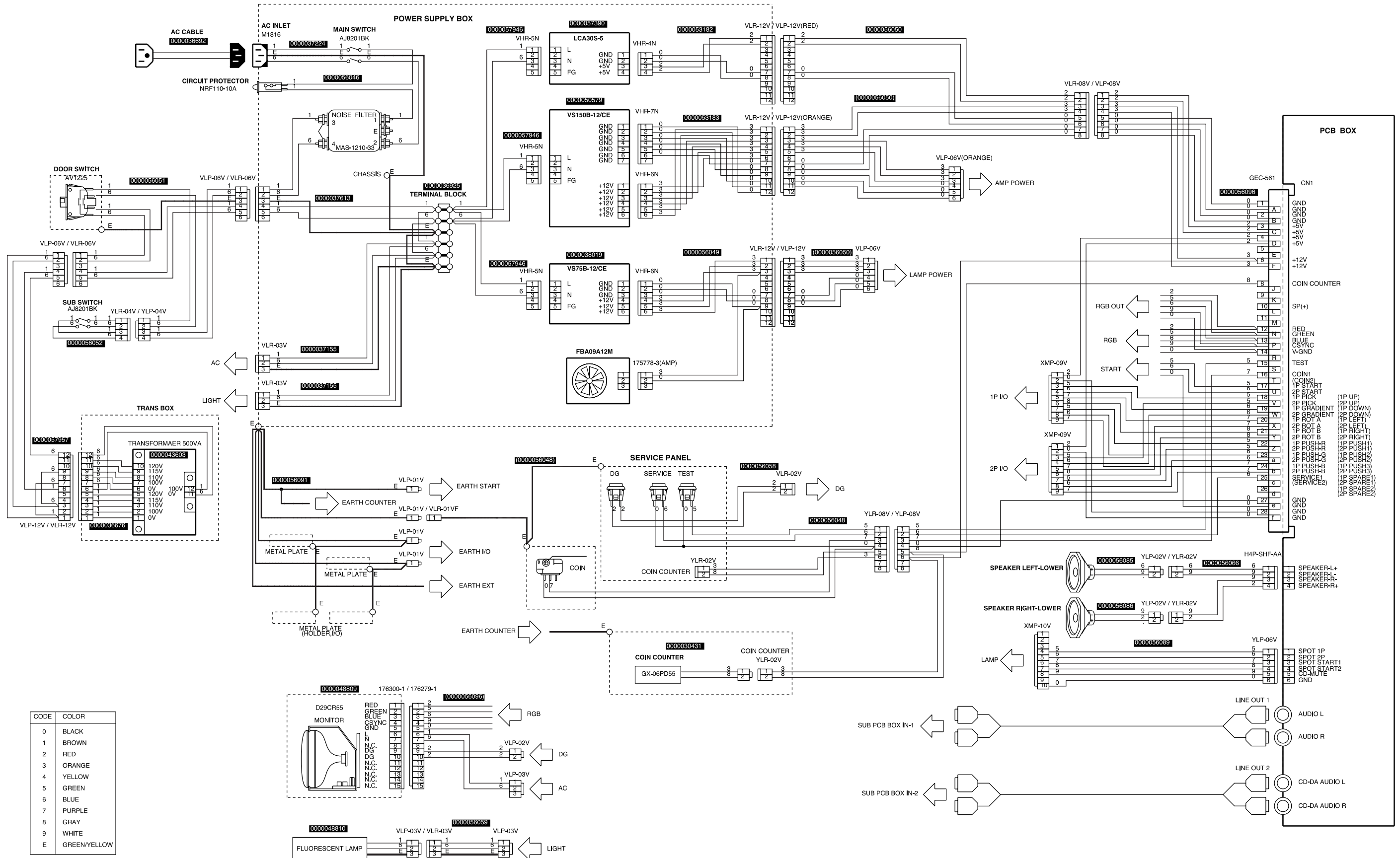
FIG.9 ATTACHMENT



MEMO

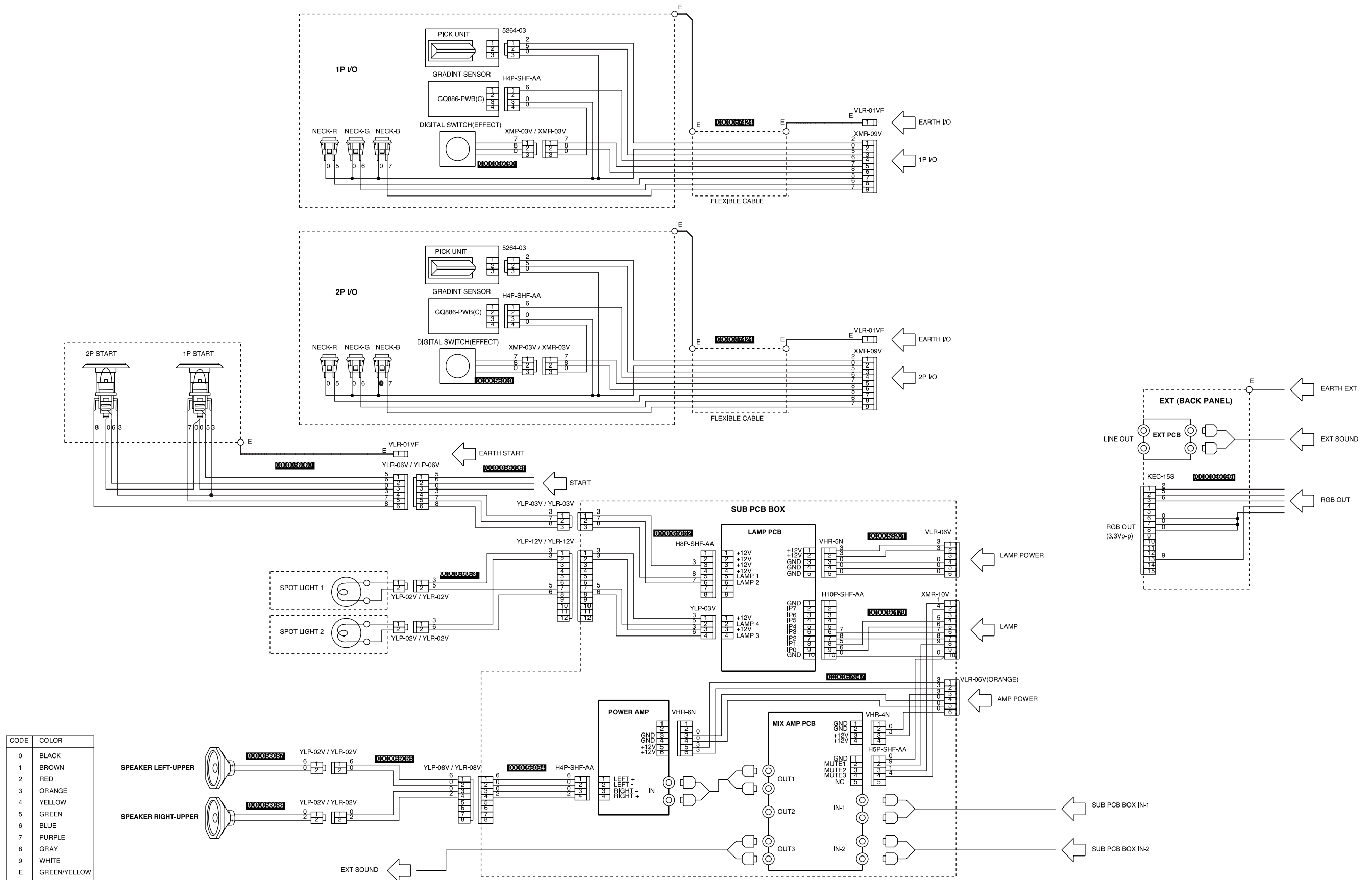
8-2 Wiring diagram

GQ886-TB specifications for regions using 110 voltage area in Asia. 1/2



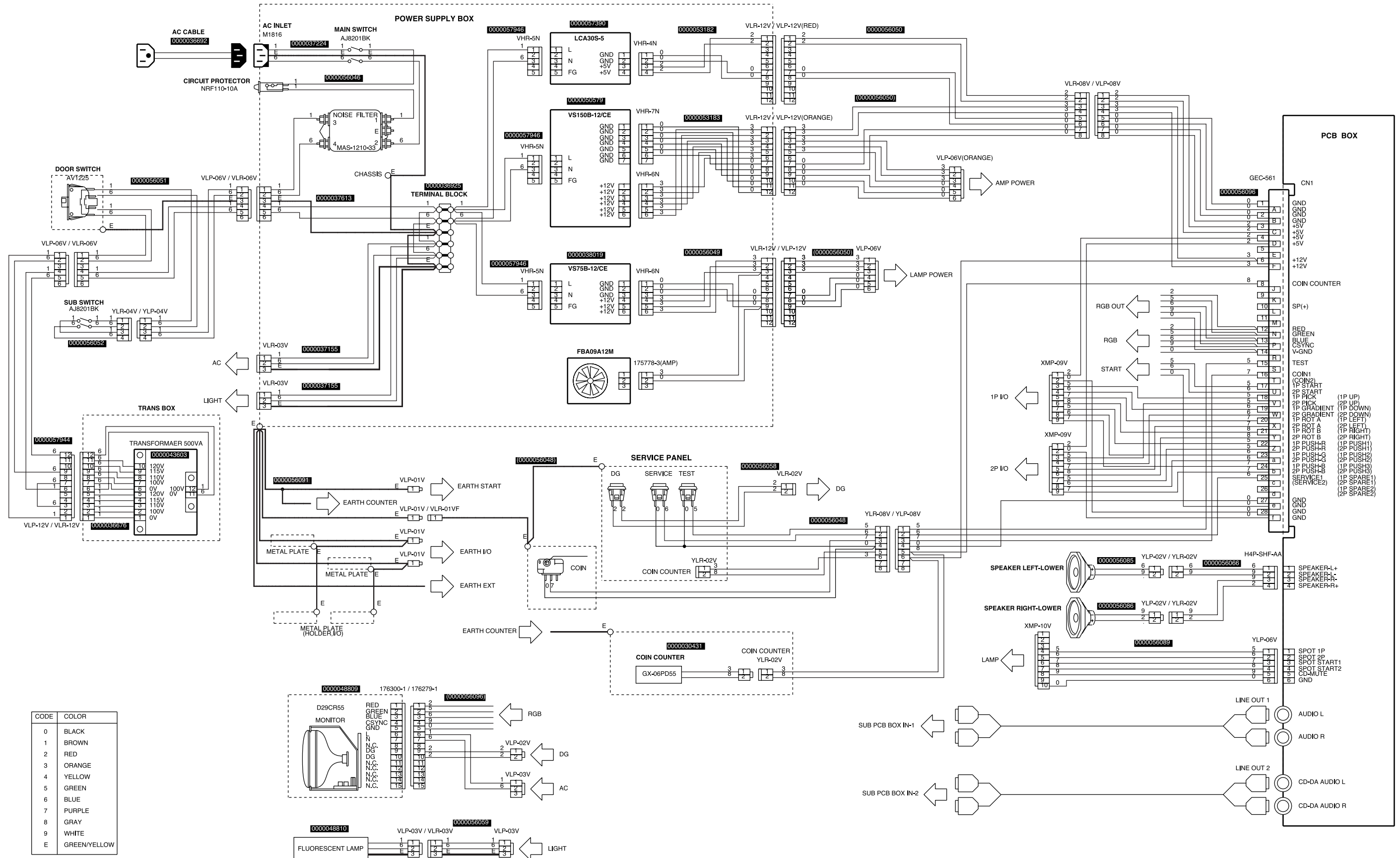
Wiring diagram

GQ886-TB specifications for regions using 110 voltage area in Asia. 2/2



Wiring diagram

GQ886-HD specifications for regions using 220 voltage area in Asia. 1/2



Wiring diagram

GQ886-HD specifications for regions using 220 voltage area in Asia. 2/2

