

SAMMY GAME CARTRIDGE SYSTEM



# ***OPERATION MANUAL***

**25" VIDEO GAME  
DEDICATED CABINET  
CONVERSION INSTRUCTIONS**



**Sammy USA Corporation**

901 CAMBRIDGE DRIVE  
ELK GROVE VILLAGE, IL 60007  
TEL: (847)364-9787 FAX: (847)364-9831  
TOLL-FREE: 1-888-US-SAMMY  
WWW.SAMMYUSA.COM

Part#: 77-30-300

# CONTENTS

<b>1.</b>	<b>SPECIFICATIONS OF CABINET</b> .....	<b>2,3</b>
<b>2.</b>	<b>GAME PLAY</b> .....	<b>4</b>
<b>3.</b>	<b>GAME SETTING</b> .....	<b>5</b>
<b>4.</b>	<b>CALIBRATION OF GUN</b> .....	<b>6</b>
<b>5.</b>	<b>SYSTEM BOARD</b> .....	<b>7 to 11</b>
	EXPANSION CARTRIDGE SLOT 1.....	7
	JAMMA CONNECTOR TABLE.....	8
	SPEAKER VOLUME (SOUND).....	9
	MODEM CONNECTOR (SRL) >>> OPTION.....	9
	DIP SWITCH (2 POSITIONS).....	9
	STEREO SPEAKER OUTPUT CONNECTOR (OPTION).....	10
	VGA (31KHz) TV SIGNAL OUTPUT CONNECTOR (VDO) >>> OPTION.....	10
	GAME CARTRIDGE.....	11
<b>6.</b>	<b>SYSTEM MENU</b> .....	<b>12 to 18</b>
	TEST MODE.....	13, 14
	COIN SETTING.....	15, 16
	CONFIGURATION.....	17
	BOOKKEEPING.....	18
	BACKUP CLEAR.....	19
	<b>WARRANTY</b>	
	<b>GUN SUB HARNESS (FOR KIT) WIRING DIAGRAM</b>	
	<b>GUN CONTROL PANEL (DEDICATED) WIRING DIAGRAM</b>	
	<b>CONVERSION INSTRUCTIONS (FROM SPORTS SHOOTING USA)</b>	
	<b>CABINET WIRING DIAGRAM</b>	

# 1. SPECIFICATIONS OF CABINET

**INPUT POWER: USA&CANADA = 120VAC, 60Hz**

**SIZE: W = 30" (762 mm)**

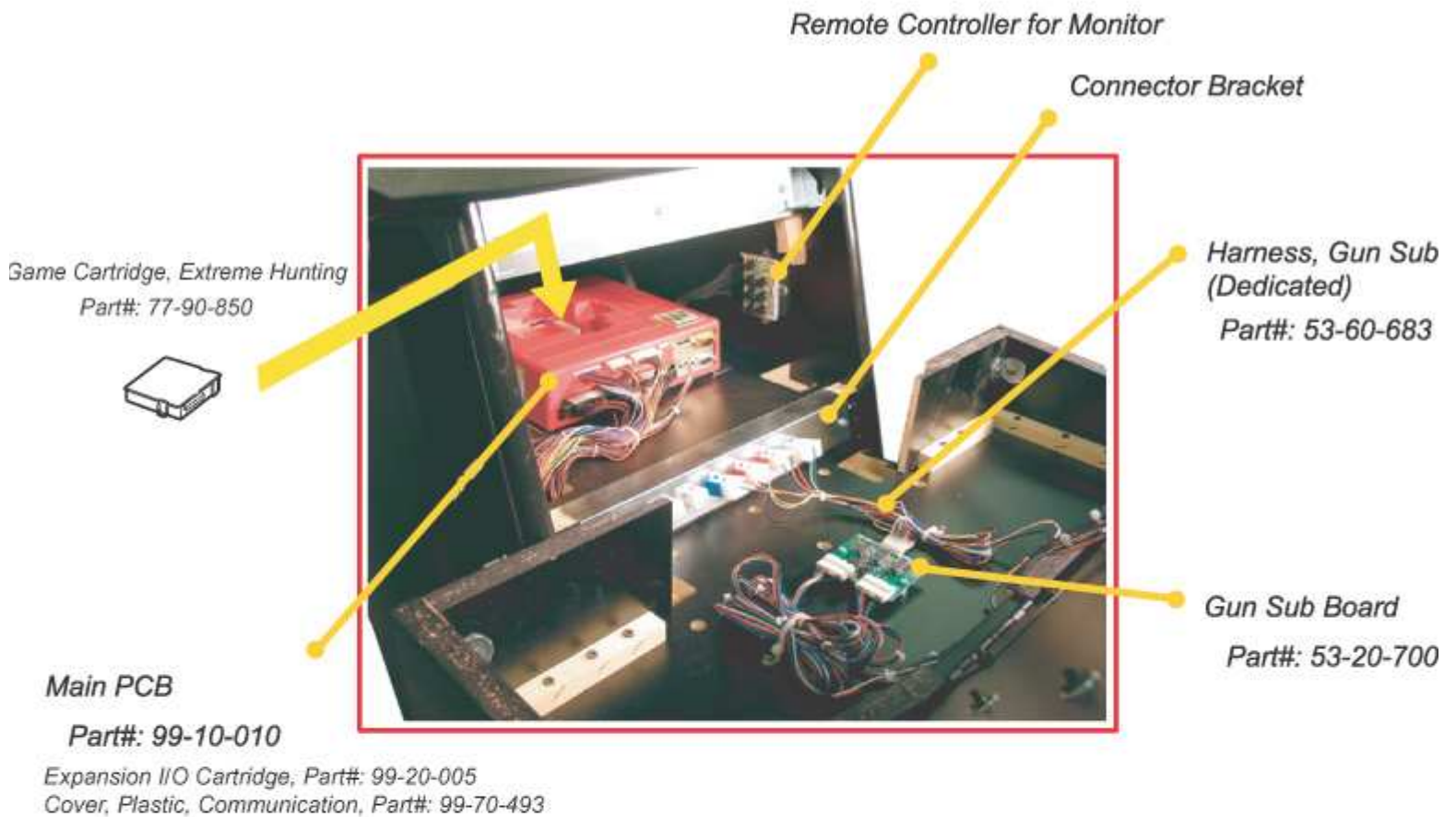
**WEIGHT: 380 lbs (173 kg)**

**D = 37" (940 mm)**

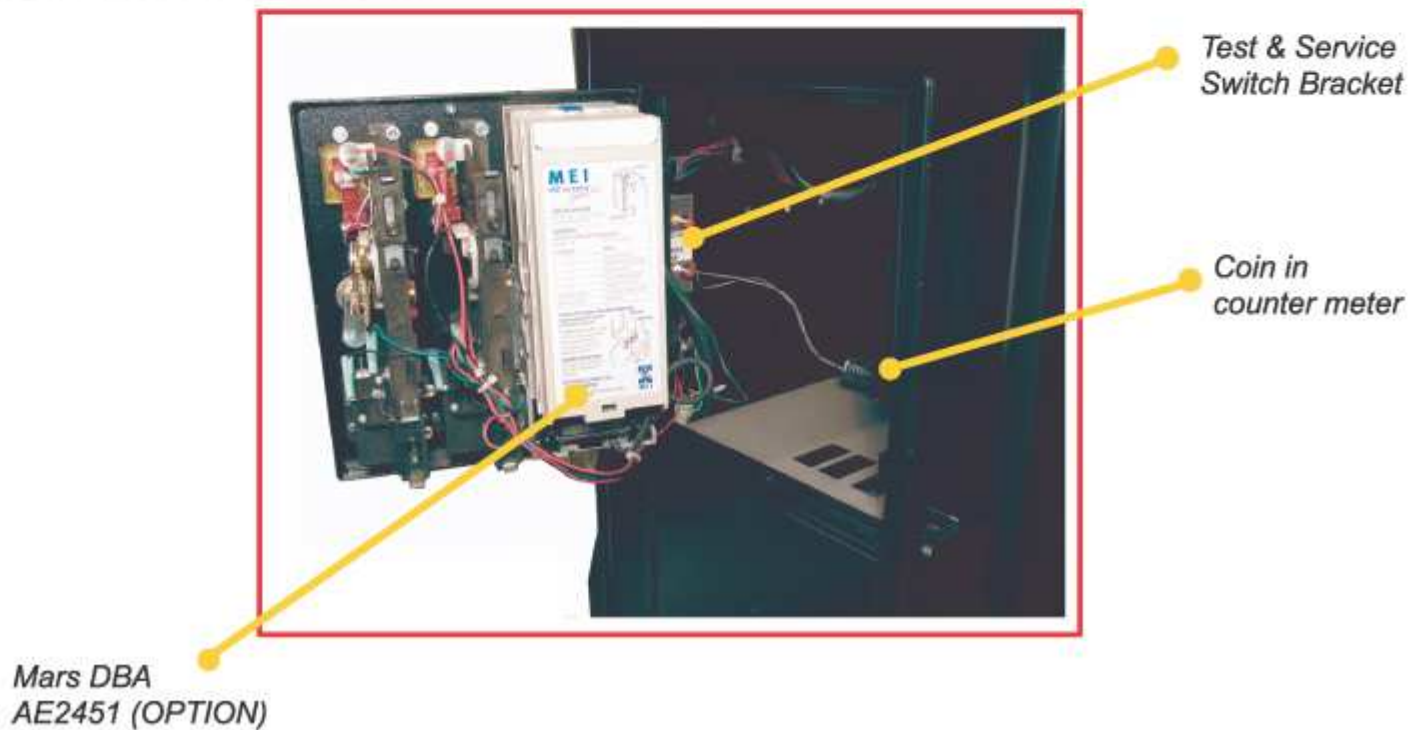
**H = 75" (1910 mm)**



## INSIDE VIEW OF CONTROL PANEL & INSTRUCTION PANEL



## INSIDE VIEW OF COIN DOOR



## 2. GAME PLAY

Extreme Hunting features 5 game modes: Single Play, Head to Head Play, Party Play 3 person alternate play, Party Play 4 person alternate play, and Party Play Team vs. Team Play.



### SINGLE PLAY

An individual player plays the game and can be joined by a second player at any time

### HEAD TO HEAD

Two players can play against one another at the same time.



### PARTY PLAY

Three or more players can compete against one another, alternating turns between each hunting session. There are 3 Party Play options:

- 3 person alternating play \*
- 4 person alternating play \*
- Team vs. Team alternating play (Only 1 Animal Playable) \*\*

\* Use left side gun only!

\*\* Use left and right side gun!



### ANIMAL SELECT

Choose from 6 different animals to hunt:

- \* White Deer
- \* Black Bear
- \* Moose
- \* Elk
- \* Grizzly Bear
- \* Mule Deer



### WEAPON SELECT

Choose from 3 different weapons to start with:

- \* Shotgun
- \* Rifle
- \* Bow

Unlock 3 hidden weapons, additional bonus weapons, and items as you finish the various hunting stages.

### 3. GAME SETTING

Extreme Hunting has dedicated GAME SETTINGS. Press TEST switch to display "SYSTEM MENU" screen. Go to "CONFIGURATION" and select "GAME SETTINGS." You can adjust the following game settings.

#### ■ MY LIFE

The number of Lives can change from 1,2,3, and 4. (4 is the Max.)

DEFAULT SETTING IS 2

Player will lose one life if the player doesn't shoot an animal in the spot.

#### ■ DIFFICULTY (Animal vital point will change according to the level of difficulty.) 4 different levels can be set (Easy, Normal, Hard & Expert)

DEFAULT SETTING IS NORMAL

#### ■ VIOLENCE

Red blood, Yellow Blood, NO Blood

DEFAULT SETTING IS RED BLOOD

#### ■ ALT / PARTY STAGE CONT.

On or Off. ON allows the players to continue on to hunt the next animal once the players finish the stage. OFF only lets the players hunt one type of animal.

DEFAULT SETTING IS ON



**COIN SETTING: OUR RECOMMENDATION for EXTREME HUNTING  
(NORTH AMERICAN VERSION)**

**GAME MODE: NORMAL**

**COIN CHUTE TYPE: COMMON**

**COIN CHUTE #A: 3 COINS 1 CREDIT, 2 COINS CONTINUE**

**COIN CHUTE #B: 3 COINS 1 CREDIT, 2 COINS CONTINUE**

**PRESET SITUATION: NORMAL**

## 4. CALIBRATION OF GUN ASSY

For gun calibration, go to "TEST MENU" and select "I/O TEST." Screen shows calibration screen. (Fig.1)

Bottom of screen shows "SHOOT CENTER MARK ONLY ADJUST." ( Fig.1)

Shoot center of X mark by using 1 player and 2 player guns.

Then Press SERVICE switch to go to GUN TEST screen. (Fig.2)

Pull the trigger to test both guns at this mode. Screen shows X marks when pull the trigger. Shoot anywhere to test gun calibration at this screen.

Before Pulling trigger at this screen, please test all of switches, if necessary. Screen shows ON or OFF letters for each switch when they are activated.

After finished with above, press SERVICE switch to exit I/O test.

Please double check gun calibration using normal game mode. Move gun forward and backward then shoot screen. Make sure each gun's hit mark does not move or jump.

If hit mark moves or jumps, you need monitor adjustment. Lower brightness or contrast of monitor.

**NOTE:** Once you are in this mode, you can not skip calibration of both guns. If you re-power game during calibration, all settings will revert to previous data.

Fig.1



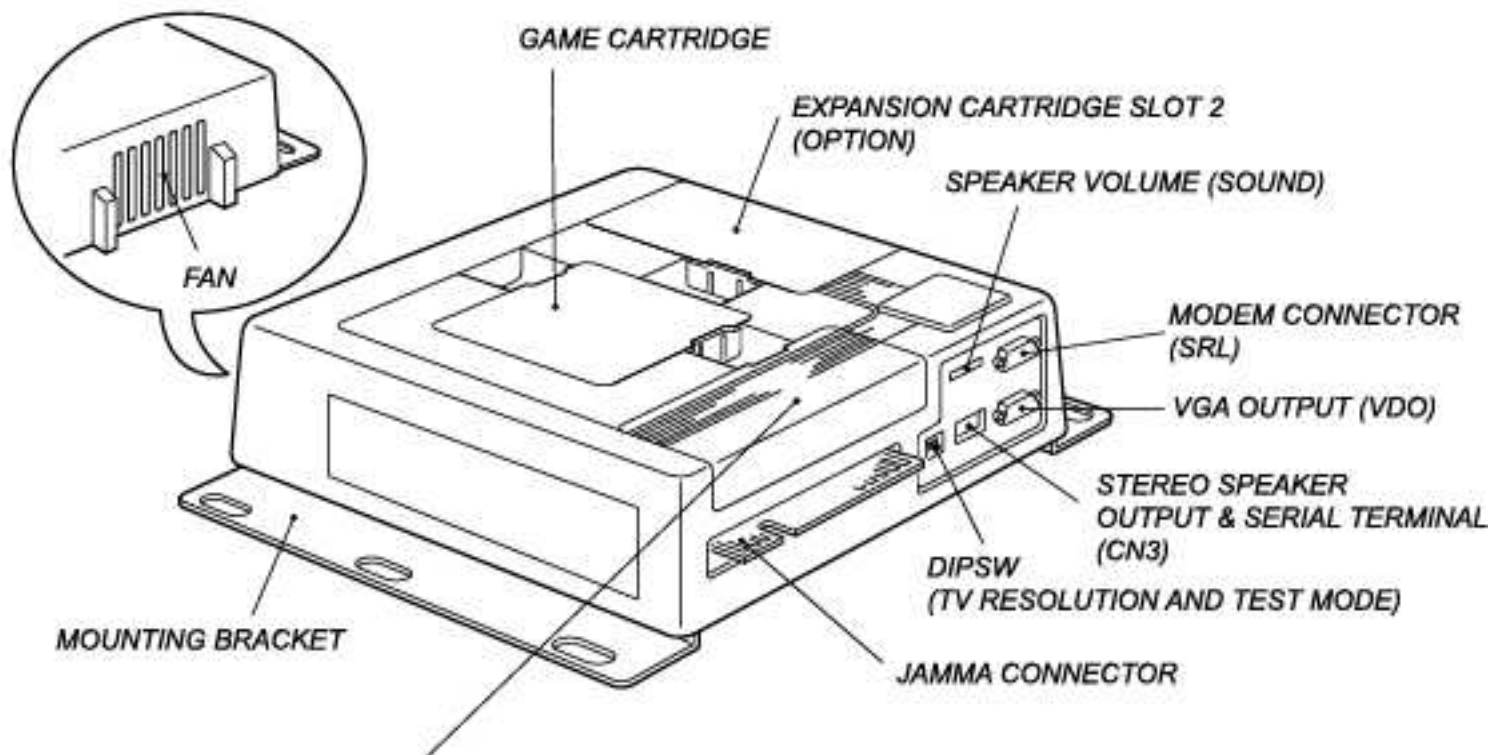
Fig.2



# 5. SYSTEM BOARD

**DIMENSIONS:** 10.67" W x 9.04" D x 2.52" H

**WEIGHT:** 3 lbs



## ■ EXPANSION CARTRIDGE SLOT 1 (EX. I/O BOARD) CONNECTOR TABLE

**CN303: 8 PIN CONNECTOR**

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	ANALOG 0
6	ANALOG 1
7	ANALOG 2
8	ANALOG 3

**CN304: 12 PIN CONNECTOR**

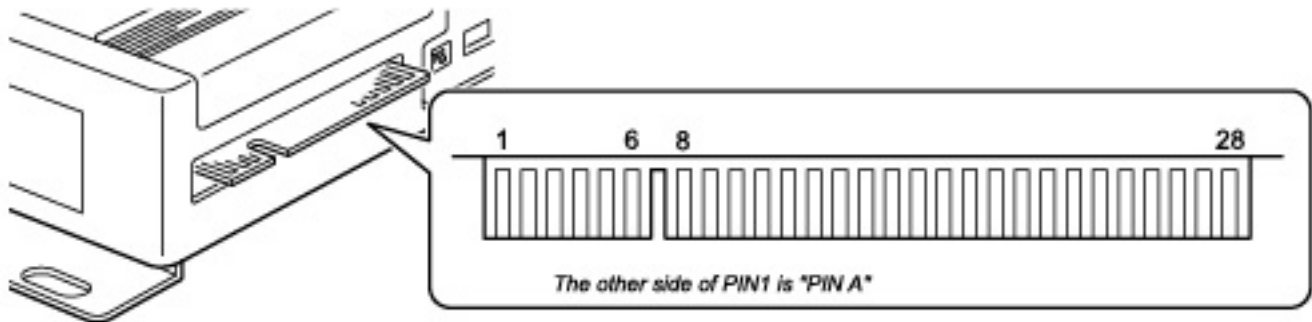
PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	POUT 0
6	POUT 1
7	POUT 2
8	POUT 3
9	POUT 4
10	POUT 5
11	POUT 6
12	POUT 7

**CN302: 28 PIN CONNECTOR**

PIN#	FUNCTION	PIN#	FUNCTION
1	+5VDC	2	+5VDC
3	GND	4	GND
5	3P GUN	6	4P GUN
7	3PUP/PULX1	8	4PUP/PULX1
9	3PDO/PULX2	10	4PDO/PULX2
11	3PLE/PULY1	12	4PLE/PULY1
13	3PRI/PULY2	14	4PRI/PULY2
15	3P COIN	16	4P COIN
17	3P START	18	4P START
19	3PPU1/TRIG	20	4PPU1/TRIG
21	3P PUSH2	22	4P PUSH2
23	3P PUSH3	24	4P PUSH3
25	3P PUSH4	26	4P PUSH4
27	3P PUSH5	28	4P PUSH5



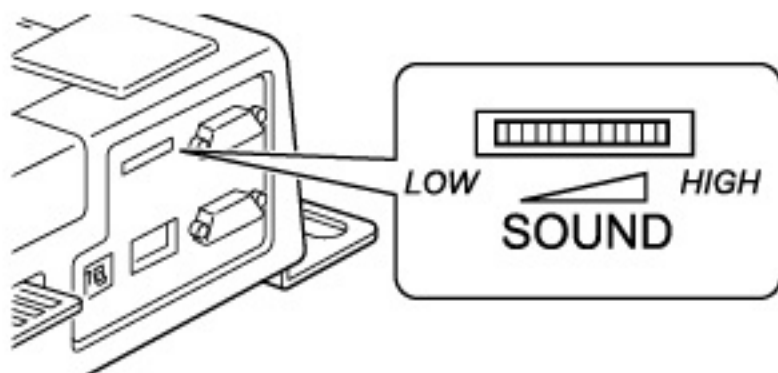
## ■ JAMMA CONNECTOR TABLE



### JAMMA EDGE CONNECTOR (56 PINS)

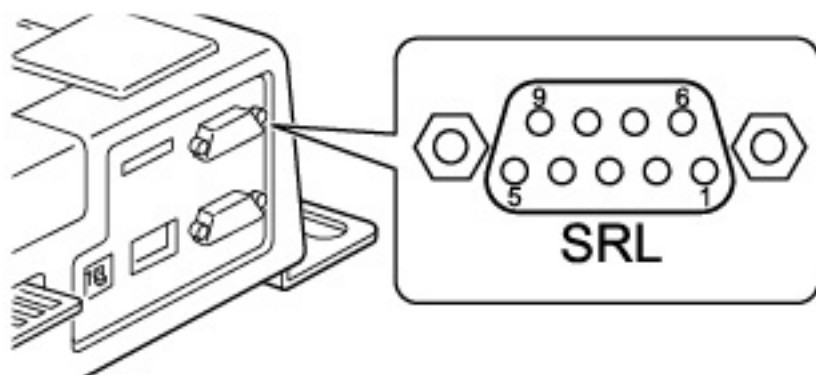
No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	N.C.	-	H	N.C.	-
8	1P COIN COUNTER	OUT	J	2P COIN COUNTER	OUT
9	1P COIN LOCKOUT	OUT	K	2P COIN LOCKOUT	OUT
10	MONO SPEAKER (+)	OUT	L	MONO SPEAKER (-)	OUT
11	AUDIO OUT	OUT	M	AUDIO GND	-
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	-	R	SERVICE SW	IN
15	TEST SW	IN	S	TILT SW	IN
16	1P COIN	IN	T	2P COIN	IN
17	1P START	IN	U	2P START	IN
18	NOT USED	IN	V	NOT USED	IN
19	NOT USED	IN	W	NOT USED	IN
20	NOT USED	IN	X	NOT USED	IN
21	NOT USED	IN	Y	NOT USED	IN
22	1P PUMP	IN	Z	2P PUMP	IN
23	NOT USED	IN	a	NOT USED	IN
24	NOT USED	IN	b	NOT USED	IN
25	NOT USED	IN	c	NOT USED	IN
26	NOT USED	IN	d	NOT USED	IN
27	GND	-	e	GND	-
28	GND	-	f	GND	-

## ■ SPEAKER VOLUME (SOUND)



Use for adjusting game sound

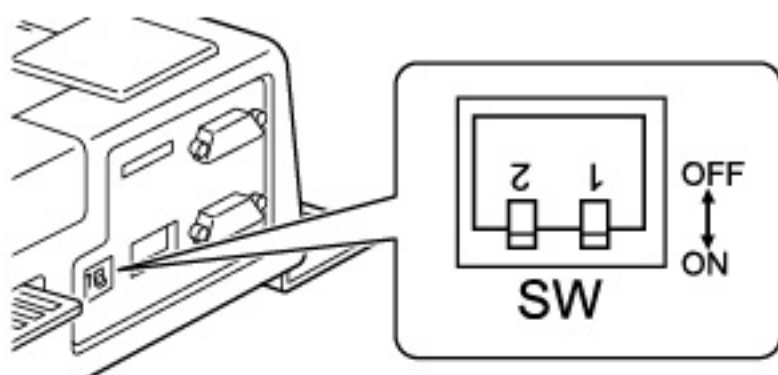
## ■ MODEM CONNECTOR (SRL) >>> OPTION



JST 9PIN SUB, CONNECTOR (MALE)

No.	FUNCTION	I/O
1	(N.C.)	-
2	RXD2	IN
3	TXD2	OUT
4	DTR	OUT
5	GND	-
6	(N.C.)	-
7	RTS	OUT
8	CTS	IN
9	(N.C.)	-

## ■ DIP SWITCH (2 POSITIONS)

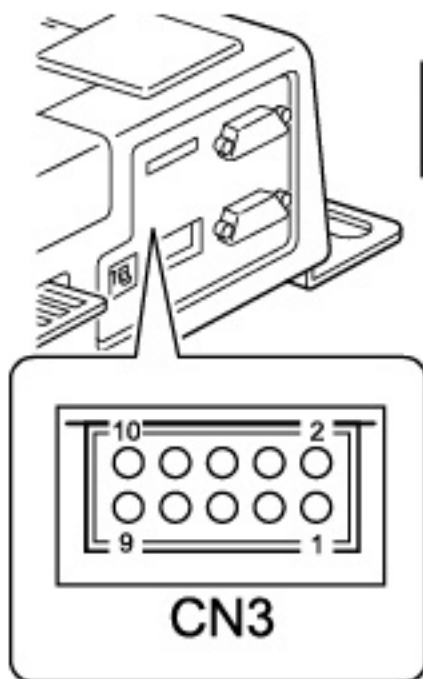


SW-1: Change Frequency of TV signal.  
Default is OFF = 15KHz\*  
\*For Standard = Low resolution monitor

SW-2: Change ON position to go to SYSTEM MENU.

	ON	OFF
SW-1	31KHZ	15KHZ
SW-2	SYSTEM MENU MODE	GAME MODE

## ■ STEREO SPEAKER OUTPUT CONNECTOR (OPTION)



### NOTE:

Can not use JAMMA speaker output & STEREO speaker output at same time.

STEREO SPEAKER OUTPUT & EXTENSION SERIAL CONNECTOR, PIN LAYOUT  
(JST, 10 PIN PHD CONNECTOR)

No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	STEREO SPEAKER L (+)	OUT	2	TXD	OUT
3	STEREO SPEAKER L (-)	OUT	4	RXD	IN
5	STEREO SPEAKER R (+)	OUT	6	GND	-
7	STEREO SPEAKER R (-)	OUT	8	+5V	OUT
9	N.C.	-	10	N.C.	-

## ■ VGA (31KHz) TV SIGNAL OUTPUT CONNECTOR (VDO) >>>OPTION

VGA OUTPUT CONNECTOR, PIN LAYOUT  
(JST, 15 PIN D-SUB CONNECTOR, 3 SEQUENCE, FEMALE)



Use this connector when TV Monitor is High Resolution. Make sure DIPSW #1 is set to ON position.

No.	FUNCTION	I/O
1	R	OUT
2	G	OUT
3	B	OUT
4	N.C.	-
5	GND	-
6	R-GND	-
7	G-GND	-
8	B-GND	-
9	+5V	OUT
10	GND	-
11	N.C.	-
12	N.C.	-
13	COMP SYNC	OUT
14	N.C.	-
15	N.C.	-

## ■ GAME CARTRIDGE

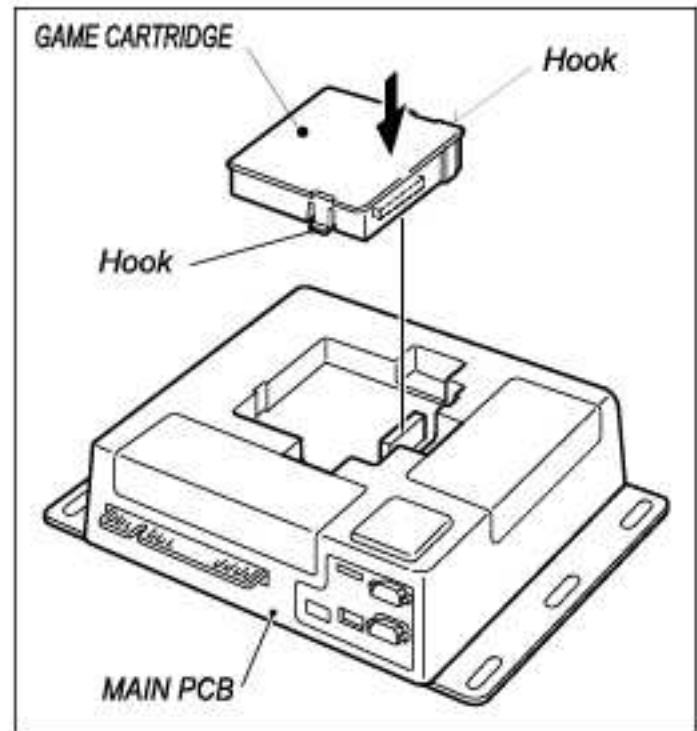
### HOW TO MOUNT GAME CARTRIDGE

*Check position of connector for both game cartridge and slot in MAIN PCB.  
Then insert Game Cartridge.  
Make sure that Game Cartridge is locked by hooks.*

### HOW TO REMOVE GAME CARTRIDGE

*Pinch both Hooks on game cartridge,  
then pull game cartridge out.*

*When you exchange Game Cartridge to another Game Cartridge, all backup data (bookkeeping data) will be cleared. Then all settings will go back to default settings.*

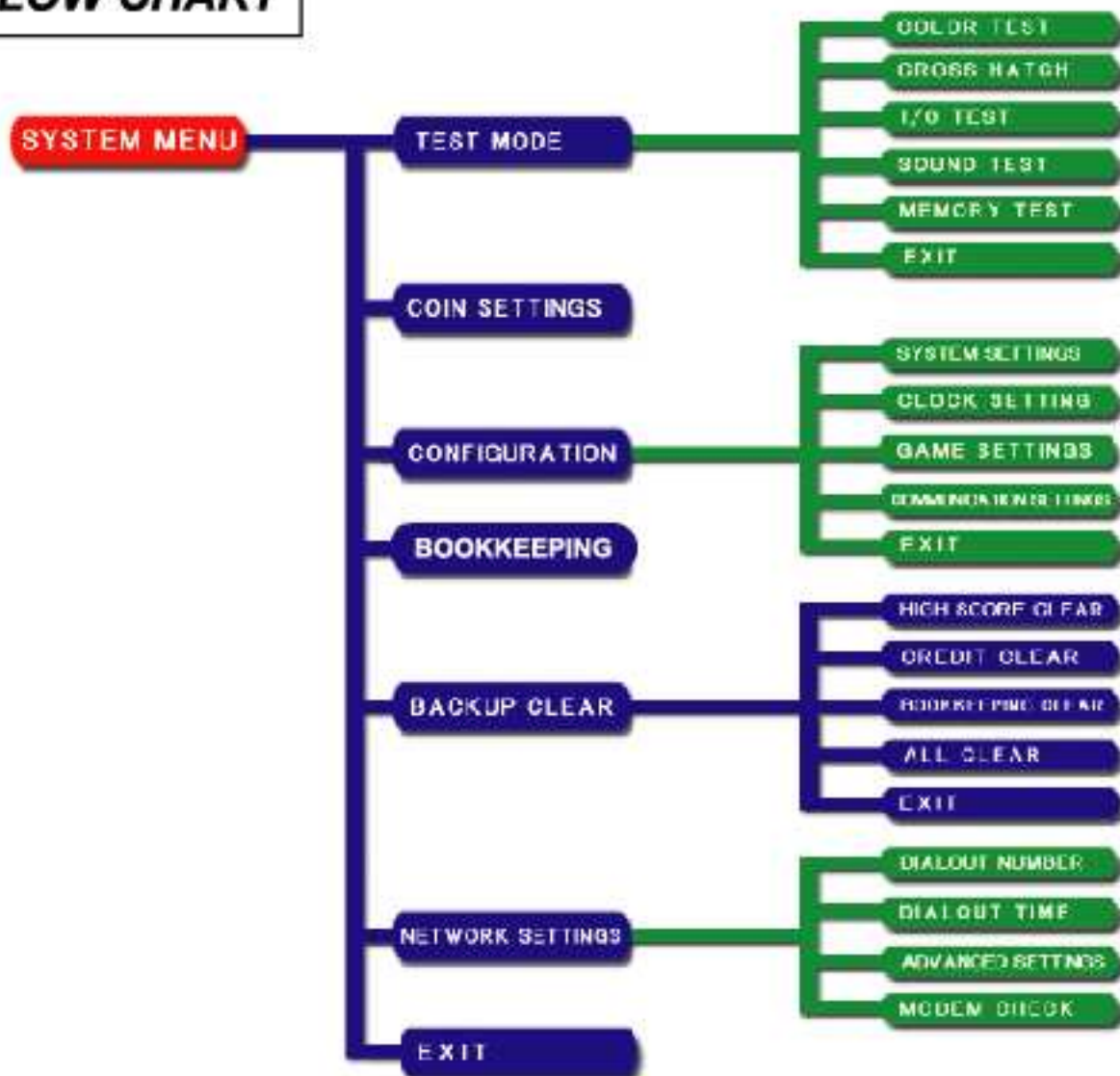


## 6. SYSTEM MENU

Press **TEST** switch to enter **SYSTEM MENU**.

(**TEST** switch can be activated any time. Game play will cancel when you press a test switch during game play. Credit(s) will be lost.)

### FLOW CHART



### HOW TO CONTROL

Press **TEST** switch to move cursor. Press **SERVICE** switch to select.

(If there is no **TEST** switch in your cabinet, change **DIPSW #2 ON**, re-power on to go to **SYSTEM MENU**. Press **1P START** switch quickly to move cursor. Press & hold **1P START** button to select it.)

## TOP PAGE OF SYSTEM MENU

*This is first screen of SYSTEM MENU.*

*Move cursor to contents then select to go to next menu*

*Move cursor to "EXIT" and select to go back to normal game mode.  
Credit(s) are memorized.*



## TEST MODE

*Use for function test of game.*

*Select "EXIT" to go back to top page screen of SYSTEM MENU.*



## COLOR TEST

*Use for Color adjustment and checking of monitor.*

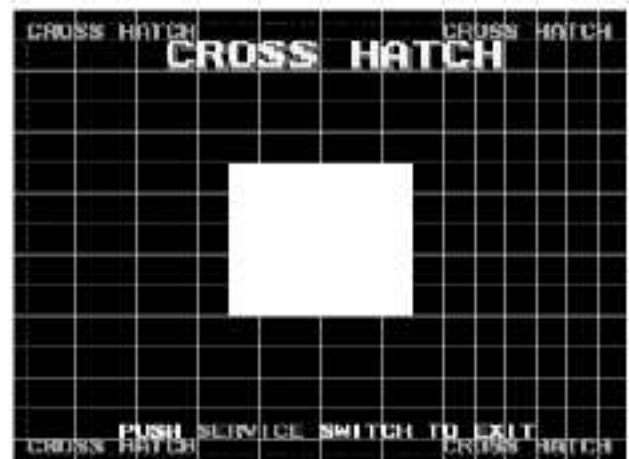
*Press SERVICE switch to go back to TEST MODE screen*



## CROSS HATCH

*Use for Size adjustment of monitor.*

*Press SERVICE switch to go back to TEST MODE screen*



## I/O TEST

*Use for Gun Calibration. Refer page 6 of "GUN CALIBRATION OF GUN ASSY"*

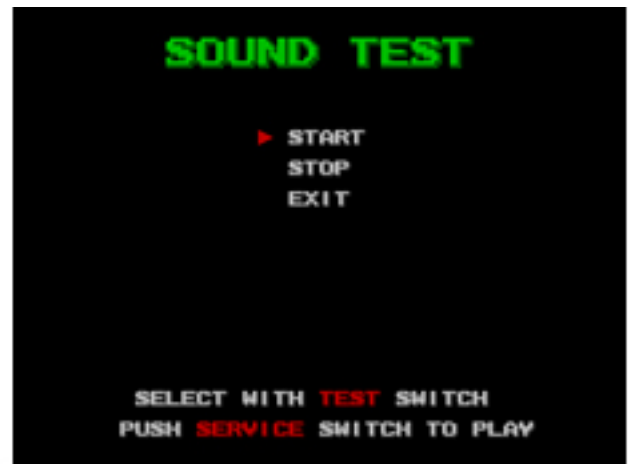
## SOUND TEST

Use for checking Speaker output.  
When NOT STEREO SPEAKER Setting,  
select START to output sound.  
Select STOP to stop sound.  
Select "EXIT" to go back to  
TEST MODE screen

When STEREO SPEAKER Setting (OPTION),  
select RIGHT to output sound from right  
speaker.  
Select LEFT to output sound from left speaker.  
Select CENTER to output sound from both left  
& right speakers.  
Select STOP to stop sound.  
Select "EXIT" to go back to  
TEST MODE screen

## MEMORY TEST

Use for testing RAM of MAIN PCB.  
Press TEST switch to start read  
& writing RAM test. Can not cancel  
this test till MEMORY test is complete.  
Press SERVICE switch after  
test complete to go back to  
TEST MODE screen



## COIN SETTING

**WARNING: ALL CREDIT DATA WILL BE LOST WHEN MAKING THE FOLLOWING CHANGES!**

### GAME MODE

Select *FREE PLAY* or *NORMAL*. Move cursor to *GAME MODE* then press *SERVICE* switch to select "*NORMAL (COIN OPERATION)*" or "*FREE PLAY.*"  
(Refer Fig.B)

### COIN CHUTE TYPE

Select *COMMON* or *INDIVIDUAL*. Move cursor to *COIN CHUTE TYPE* then press *SERVICE* switch to select "*COMMON*" or "*INDIVIDUAL*" mode.  
(Refer Fig.A)



Fig. A



Fig. B

### WHEN COIN CHUTE IS "COMMON"

*Credit(s)* will display all in one place on screen. Move cursor to coin chute A or B then press *SERVICE* switch to change setting number. Able to set up coin chute A and B separately. Select *SAVE & EXIT* to go back to *SYSTEM MENU*.

### WHEN COIN CHUTE IS "INDIVIDUAL"

*Credit(s)* will display on screen by players. Move cursor to coin chute A or B then press *SERVICE* switch to change setting number. Unable to set up coin chute A and B separately. Coin chute A & B will be the be the same setting. Select *SAVE & EXIT* to go back to *SYSTEM MENU*.



## PRESET SITUATION

There is 53 kinds of coin settings.  
 When PRESET SITUATION is NORMAL,  
 you can select from 14 kinds. (#00 to #09 and  
 #45 to #48.) This is basic coin settings line-up.  
 When PRESET SITUATION is ADVANCE,  
 you can choose from all 53 kinds as shown  
 below.

NO	COIN SETTING
#00	1 COIN 1 CREDIT / 1 COIN CONTINUE
#01	2 COINS 1 CREDIT / 1 COIN CONTINUE
#02	2 COINS 1 CREDIT / 2 COINS CONTINUE
#03	3 COINS 1 CREDIT / 1 COIN CONTINUE
#04	3 COINS 1 CREDIT / 2 COINS CONTINUE
#05	3 COINS 1 CREDIT / 3 COINS CONTINUE
#06	4 COINS 1 CREDIT / 1 COIN CONTINUE
#07	4 COINS 1 CREDIT / 2 COINS CONTINUE
#08	4 COINS 1 CREDIT / 3 COINS CONTINUE
#09	4 COINS 1 CREDIT / 4 COINS CONTINUE
#10	5 COINS 1 CREDIT / 1 COIN CONTINUE
#11	5 COINS 1 CREDIT / 2 COINS CONTINUE
#12	5 COINS 1 CREDIT / 3 COINS CONTINUE
#13	5 COINS 1 CREDIT / 4 COINS CONTINUE
#14	5 COINS 1 CREDIT / 5 COINS CONTINUE
#15	6 COINS 1 CREDIT / 1 COIN CONTINUE
#16	6 COINS 1 CREDIT / 2 COINS CONTINUE
#17	6 COINS 1 CREDIT / 3 COINS CONTINUE
#18	6 COINS 1 CREDIT / 4 COINS CONTINUE
#19	6 COINS 1 CREDIT / 5 COINS CONTINUE
#20	6 COINS 1 CREDIT / 6 COINS CONTINUE
#21	7 COINS 1 CREDIT / 1 COIN CONTINUE
#22	7 COINS 1 CREDIT / 2 COINS CONTINUE
#23	7 COINS 1 CREDIT / 3 COINS CONTINUE
#24	7 COINS 1 CREDIT / 4 COINS CONTINUE
#25	7 COINS 1 CREDIT / 5 COINS CONTINUE
#26	7 COINS 1 CREDIT / 6 COINS CONTINUE
#27	7 COINS 1 CREDIT / 7 COINS CONTINUE



NO	COIN SETTING
#28	8 COINS 1 CREDIT / 1 COIN CONTINUE
#29	8 COINS 1 CREDIT / 2 COINS CONTINUE
#30	8 COINS 1 CREDIT / 3 COINS CONTINUE
#31	8 COINS 1 CREDIT / 4 COINS CONTINUE
#32	8 COINS 1 CREDIT / 5 COINS CONTINUE
#33	8 COINS 1 CREDIT / 6 COINS CONTINUE
#34	8 COINS 1 CREDIT / 7 COINS CONTINUE
#35	8 COINS 1 CREDIT / 8 COINS CONTINUE
#36	9 COINS 1 CREDIT / 1 COIN CONTINUE
#37	9 COINS 1 CREDIT / 2 COINS CONTINUE
#38	9 COINS 1 CREDIT / 3 COINS CONTINUE
#39	9 COINS 1 CREDIT / 4 COINS CONTINUE
#40	9 COINS 1 CREDIT / 5 COINS CONTINUE
#41	9 COINS 1 CREDIT / 6 COINS CONTINUE
#42	9 COINS 1 CREDIT / 7 COINS CONTINUE
#43	9 COINS 1 CREDIT / 8 COINS CONTINUE
#44	9 COINS 1 CREDIT / 9 COINS CONTINUE
#45	1 COIN 2 CREDITS
#46	1 COIN 3 CREDITS
#47	1 COIN 4 CREDITS
#48	1 COIN 5 CREDITS
#49	1 COIN 6 CREDITS
#50	1 COIN 7 CREDITS
#51	1 COIN 8 CREDITS
#52	1 COIN 9 CREDITS

## CONFIGURATION

4 kinds of contents.  
Contents of "COMMUNICATION" is  
unavailable when game has no  
COMMUNICATION feature.

### SYSTEM SETTINGS

**AREA:** Select country of operation.  
(JAPAN, NORTH AMERICA, EUROPE or OTHER)  
This setting effects factory defaults.

**LANGUAGE:** English

**ADVERTISE SOUND:**  
Select to output sound in attract mode.

**AUDIO MODE:**  
Select sound STEREO (OPTION) or NORMAL

**SOUND VOLUME:**  
Volume level of sound. Default is "15"

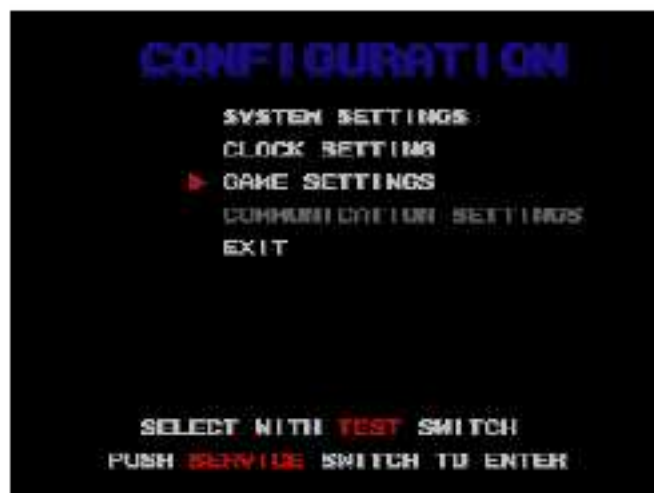
### CLOCK SETTING

Adjust clock system on Main PCB.  
Move cursor then press SERVICE switch  
to advance each digit. Press & hold  
SERVICE switch more than 1 sec. to  
speed it up.

Move cursor to "SAVE & EXIT" then press  
SERVICE switch to go back to SYSTEM  
MENU screen.

### GAME SETTING

Adjust game setting at this mode.  
Move cursor to "SAVE & EXIT" then press SERVICE switch to go back to  
CONFIGURATION.  
Select "RETURN TO FACTORY SETTINGS" to change all settings to  
Factory default settings.



# BOOKKEEPING

5 kinds. Refer below.

## SUMMARY

SRAM on Main PCB records & saves following data.

**TOTAL TIME:** This is time when game is powered on.

**TOTAL PLAY TIME:** Play time.

**COIN #A:** Total coins of COIN CHUTE 1.

**COIN #B:** Total coins of COIN CHUTE 2.

**COIN #C:** Total coins of COIN CHUTE 3.

**COIN #D:** Total coins of COIN CHUTE 4.

**TOTAL COIN:** Total coins of COIN #A, B, C and D.

**COIN CREDIT:** Number of credits by coins in.

**SERVICE CREDIT:** Number of SERVICE credits.

**TOTAL CREDIT:** Total of COINS + SERVICE CREDITS.

**NORMAL START:** Number of games started from beginning.

**CONTINUE START:** Number of Continue plays.

**NETWORK START 1:** Number of NETWORK plays by Cabinet 1.

**NETWORK START 2:** Number of NETWORK plays by Cabinet 2.

**NETWORK START 3:** Number of NETWORK plays by Cabinet 3.

**NETWORK START 4:** Number of NETWORK plays by Cabinet 4.



## DAILY PLAY DATA1

Display Average of play time for each play by Daily.

DAILY PLAY DATA1				
DATE	PLAY	COIN	AVE PLAY TIME	
05/16/93 FRI	0	0	0h	0m 0s
PUSH SERVICE SWITCH TO EXIT				

## MONTHLY PLAY DATA1

Display Average of play time for each play by Monthly.

MONTHLY PLAY DATA1				
DATE	PLAY	COIN	AVE PLAY TIME	
Oct -93	0	0	0h	0m 0s
TOTAL	0	0	0h	0m 0s
PUSH SERVICE SWITCH TO EXIT				

## DAILY COIN DATA1

Display number of coin in for each play by Daily.

DAILY COIN DATA1						
DATE	Co#A	Co#B	Co#C	Co#D	SERV	
05/16/93 FRI	0	0	0	0	0	0
PUSH SERVICE SWITCH TO EXIT						

## MONTHLY COIN DATA1

Display number of coin in for each play by Monthly.

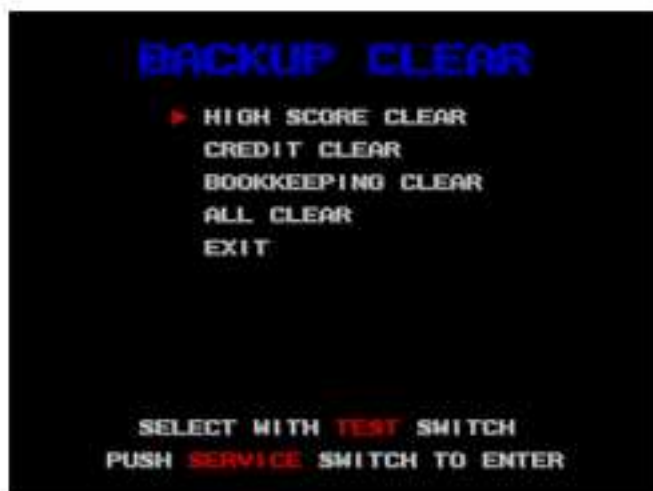
MONTHLY COIN DATA1						
MONTH	Co#A	Co#B	Co#C	Co#D	SERV	
Oct -93	0	0	0	0	0	0
TOTAL	0	0	0	0	0	0
PUSH SERVICE SWITCH TO EXIT						

## **BACKUP CLEAR**

*Clear following data in MAIN PCB.  
(HIGH SCORE, CREDIT CLEAR,  
BOOKKEEPING CLEAR and ALL CLEAR)*

*Press SERVICE to select each contents then  
go to each data clear screen.*

*In each data clear screen, Press TEST switch  
to move cursor to "YES" then press  
SERVICE switch. After finishing data clear,  
screen will go back to BACKUP CLEAR screen.*



# **WARRANTY**

## *Limited warranty, Repair and Return Policy*

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

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

*There are no additional warranties described above.*

*The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.*

## *Return Merchandise Authorization*

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

# EXTREME HUNTING

## Extreme Hunting KIT for AW25"UR, SS USA

### CONVERSION INSTRUCTION FROM SPORTS SHOOTING USA, AW25"UR

#### KEY PAD, GAME CARTRIDGE AND INSTRUCTION SHEET EXCHANGE



1) Open Coin door and unlatch control panel key pad.

2) Remove Scope Gun Assy from Key pad then mount 2 of Sammy 27" Shotgun Assy in its place.



3) Use carriage bolts to mount Holster Hook to each side of cabinet. Do not remove original Scope gun holster. Remove the inner Rubber spacer from both of Scope gun holster

Hook Holster

Scope Gun Holster

**Do not remove this Rubber Spacer. Remove the other one.**



4) Remove 2 screws to open Instruction panel bracket. (Slide out to exchange instruction sheet.)



5) Exchange game cartridge. (Just snap in to mount it.) Then close instruction panel bracket.

#### MARQUEE EXCHANGE

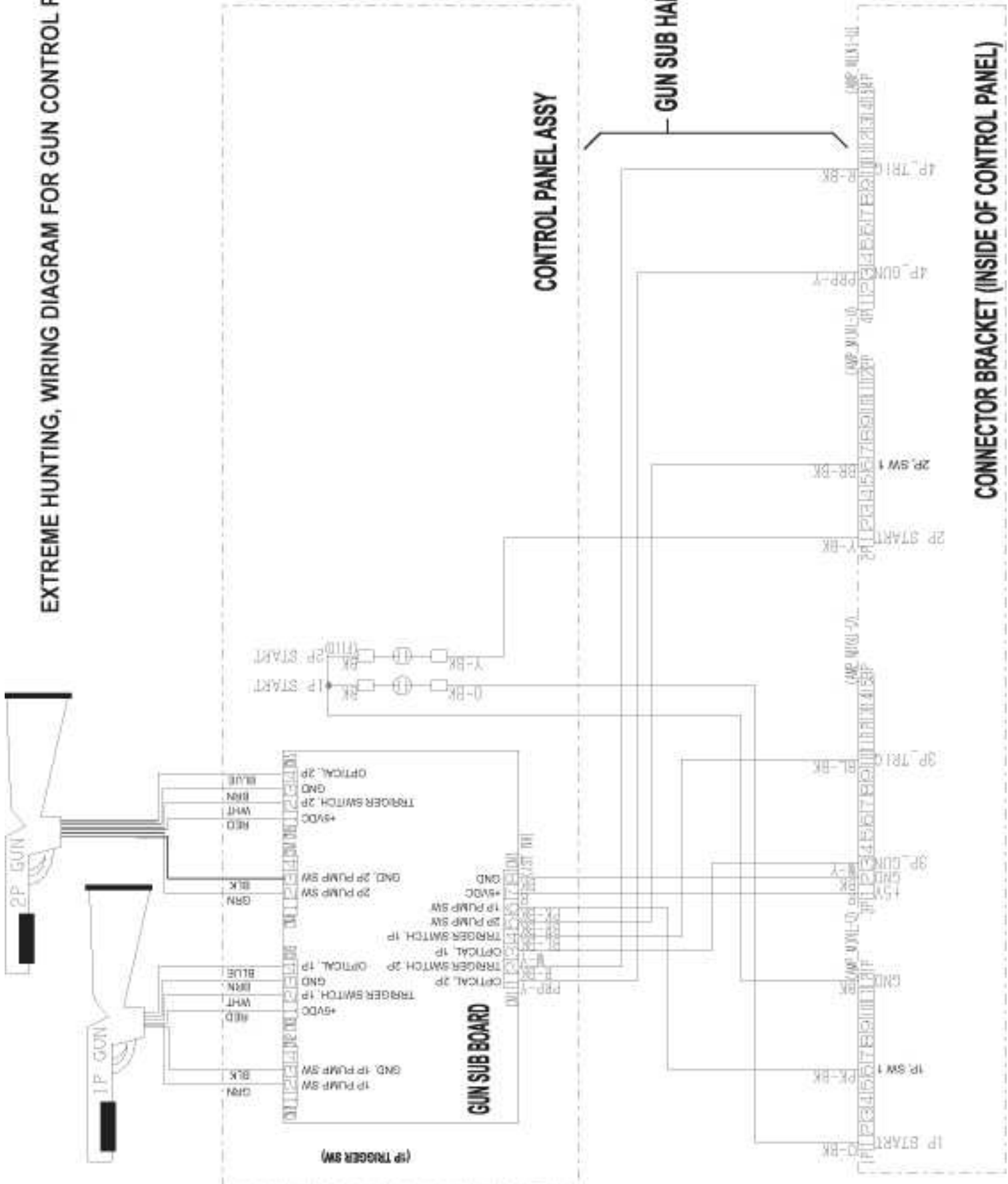


6) Change the Marquee lexan.

7) Close key pad down, Latches on, close coin door . END

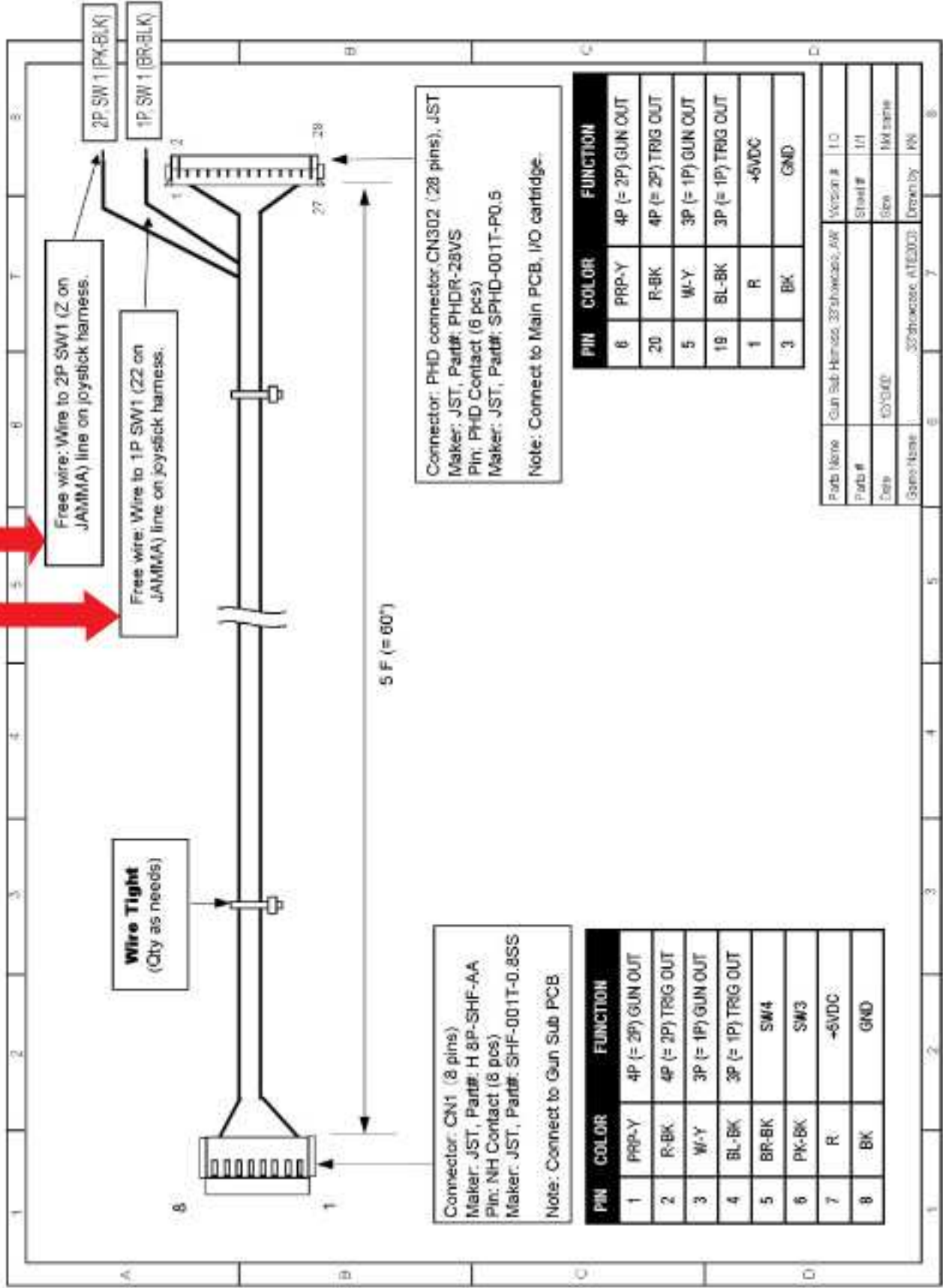


# EXTREME HUNTING, WIRING DIAGRAM FOR GUN CONTROL PANEL



# Gun Sub Harness (For KIT), AW

**NOTE: Please wire these 2 wires to your JAMMA connector when you use SAMMY 27" PUMP SHOT GUN.**





CONNECTOR BRACKET (INSIDE OF CONTROL PANEL)

SPEAKER # ORN 15W  
SPEAKER # ORN 15W

25V TV Assy  
Wells-gardner  
(15.75khz)

MARQUEE BOX  
FL Assy

MODEM  
(OPTION)

CONNECTOR BRACKET  
(INSIDE OF CONTROL PANEL)

MARS ACCTG MALLOR BILL  
ACCEPTOR (OPTION)

CABINET WIRING DIAGRAM  
25" UR CABINET

COIN DOOR

Samsy USA Corporation USA, Canada 1-202-682-8888

