

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.



- Be sure to check the PCB unit (self test) before using the machine.
- Do not change the factory settings of this product's DIP switches unless otherwise specified.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.

■ Result of test —————

If test is OK

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

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.
 - The main menu is displayed on the screen.

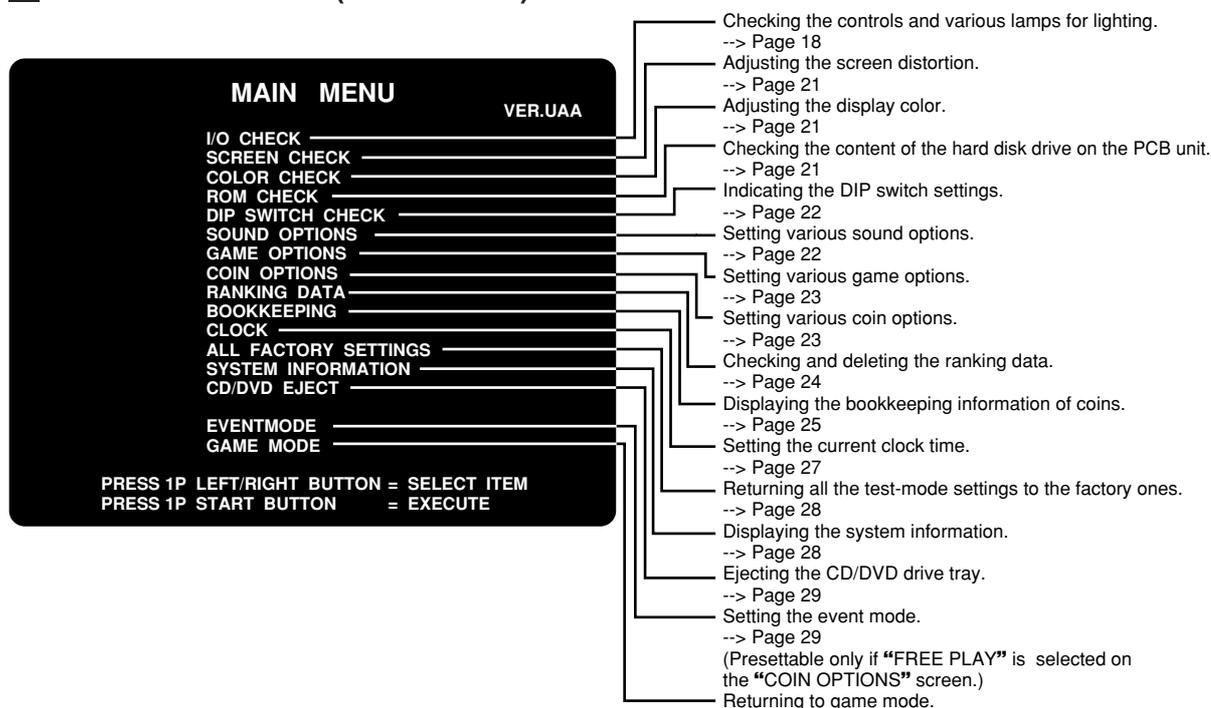
•Do not turn ON the power switch with the test button held down. The current settings will be erased and the machine will have the factory settings.

MEMO

Quit the manual test mode

- 1 Press the 1P select button (< >) 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 select button (< >).
- 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 select button to select a mode to be modified. Press the 2P select button to change the setting.
 - After the setting has been changed, select “SAVE AND EXIT” 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”
Press either the 1P select button 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.

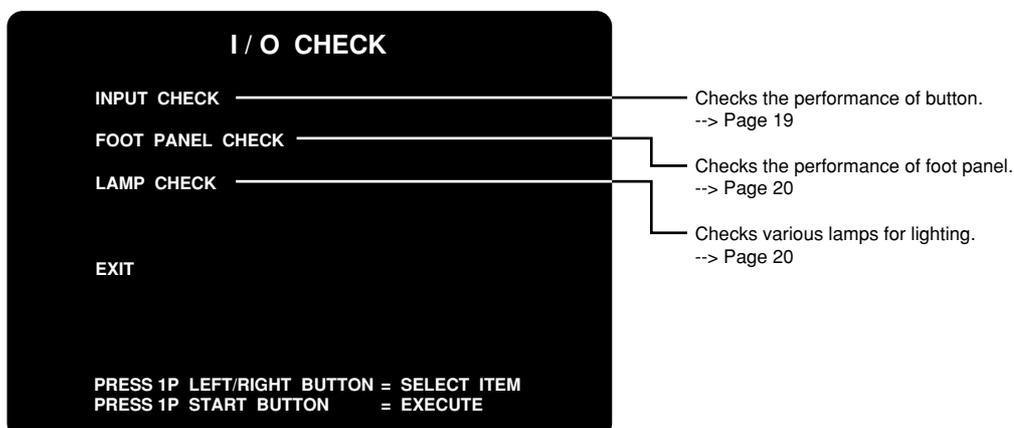
MEMO

I/O CHECK

Checking the controls and various lamps for lighting

- Mode for checking the performance of buttons and foot panel as well as the light-up of lamps.
Press the 1P select button to select an item to check. Press the 1P start button, and its specified check screen shows up.
To return to the main menu screen, select “EXIT” and press the 1P start button.

“I/O CHECK” item select screen



• This screen is just an example.

INPUT CHECK

Checking the performance of controls

- Mode for checking the performance of button and controls.

To return to the “I/O CHECK” item select screen, hold down the 1P start button and press the 2P start button.

I / O CHECK INPUT CHECK		
TEST BUTTON	OFF	Displays “ON/OFF” according to input by each button.
SERVICE BUTTON	OFF	
CION MECH SWITCH1	OFF	Displays “ON/OFF” according to input.
CION MECH SWITCH2	OFF	
1P LEFT BUTTON	OFF	Displays “ON/OFF” according to the inputs from the 1P start button. •ONThe switch is on. •OFFThe switch is off.
1P START BUTTON	OFF	
1P RIGHT BUTTON	OFF	
2P LEFT BUTTON	OFF	Displays “ON/OFF” according to the inputs from the 2P start button. •ONThe switch is on. •OFFThe switch is off.
2P START BUTTON	OFF	
2P RIGHT BUTTON	OFF	
PRESS 1P START + 2P START = EXIT		

•This screen is just an example.

- Indication “ON” displayed without stepping on the foot panel may be due to entry of sand or foreign matter in the foot panel. If that is the case, remove it according to the description.
- If “ON” is still displayed even after the removal of sand or foreign matter, immediately turn OFF the power switch, unplug the AC power cord and contact your nearest dealer.

MEMO

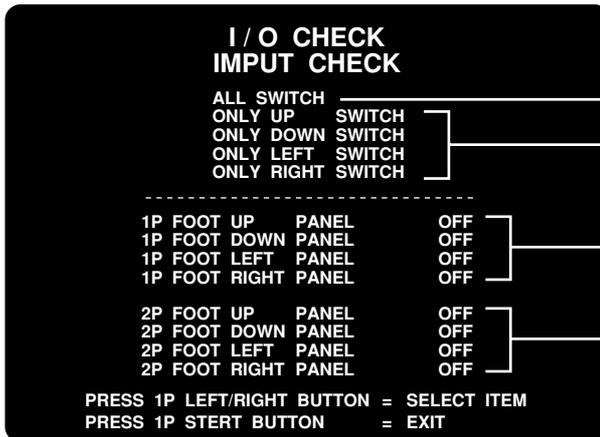
FOOT PANEL CHECK

Checking the performance of foot panel

■ Mode for checking the performance of foot panel.

Actually step on the foot panels to check to see if their respective switches react well to your steps. Press the 1P right or left button to select a check item, and step on the position of a selected foot switch. (It takes 1-2 seconds to switch to the next item.)

To return to the “I/O CHECK” item select screen, press the 1P start button.



The four foot panel switches respond accordingly.

Each of the foot panel switches responds accordingly.

Step on each of the 1P foot panels to check the corresponding switch for its “ON/OFF” status.
ON Indicates that the foot panel is stepped on.
OFF ... Indicates that the foot panel is not detected.

Step on each of the 2P foot panels to check the corresponding switch for its “ON/OFF” status.
ON Indicates that the foot panel is stepped on.
OFF ... Indicates that the foot panel is not detected.

•This screen is just an example.

•If the foot panel indicator turns “ON” without stepping on the foot panel, sand or foreign substance may be under the foot panel. Remove such substance.

MEMO

LAMP CHECK

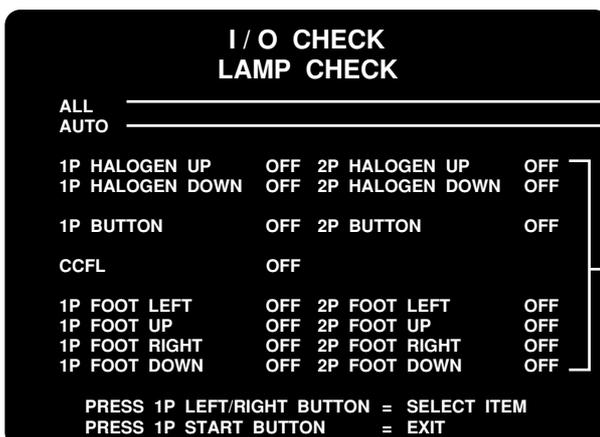
Checking various lamps for lighting

■ Mode for checking to see if each lamp light up.

Press the 1P right or left button to select a check item, and the corresponding lamp lights up at once. When “ALL” is selected, all the lamps light up. With “AUTO” selected, all the lamps automatically light up one after another starting with “1P HALOGEN UP”.

When the indicator of an item turns “OFF”, the corresponding lamp goes out.

To return to the “I/O CHECK” item select screen, press the 1P start button.



Select “ALL”, and “ON” appears at once to tell that all the lamps come on.

The indication changes to “ON” simultaneously when “AUTO” is selected, and all the lamps automatically light up one after another starting from “1P HALOGEN UP”. After “2P FOOT DOWN”, all the lamps light up. Then the “1P HALOGEN UP” alone gets on, and the other lamps come on one after another.

The indication changes to “ON” simultaneously when the item to be checked is selected, and the related lamp lights up.

•This screen is just an example.

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 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 so that the colors of the color bars should appear properly graded and the background should become black sufficiently.

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

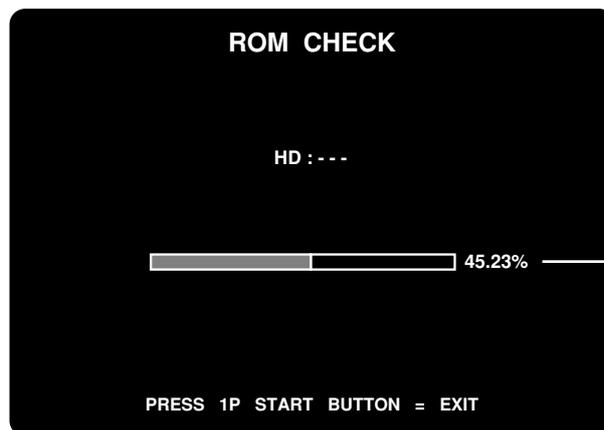
ROM CHECK

Checking the data on the hard disk drive

- Mode for checking the data on the hard disk drive of the PCB unit.

In this mode, the data on the hard disk drive of the PCB unit is automatically checked. When a hard disk drive is normal, "OK" is indicated, and if an abnormal hard disk drive is found, "BAD" is indicated. It takes about 30 minutes for checking. (It may take much time to check up depending on the hard disk drive contents.)

Press the 1P start button to interrupt checking or return to the main menu screen.



Counts up from "0.00%".
Checking is complete when at "100.00%".

•This screen is just an example.

When the hard disk drive have been completely checked, "OK" appears.

HD : OK

If anything wrong is in the check results, "BAD" appears.

HD : BAD

•If "BAD" appears, turn OFF the main power switch, wait for longer than 10 seconds and turn it ON again. If "BAD" still appears, immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.

MEMO

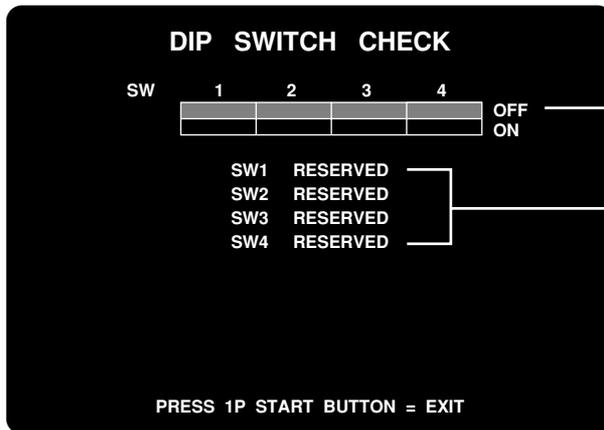
DIP SWITCH CHECK

Indicating the DIP switch settings

- Mode for checking the setting of the DIP switches on the PCB unit.

Be sure to set the DIP switches as follows.

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



Showing a current position of each DIP switch.
(The figure shows that all the DIP switches are set to OFF.)

The DIP switches 1 to 4 are not used.
Keep them at OFF.

•This screen is just an example.

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

•Unless otherwise specified, keep the DIP switches on the PCB unit as shown at left.

MEMO

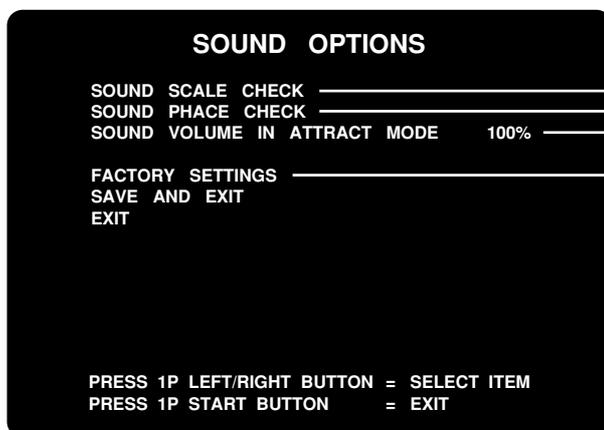
SOUND OPTIONS

Setting various sound options

- Mode for setting and checking the sound options.

Press the 1P select button to select an item. Press either the 2P select button to change the setting.

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



A balance sound is generated by the BGM.
The scale “do, re, mi ... do” is heard alternately from the left and right speakers.
The sound stops when the item ends.

Checks the phase of speakers.
·To check this, stand opposite the front of the monitor about 2 m away from it.
A loud sound is heard when “LOUD” is displayed.
A soft sound is heard when “SOFT” is displayed.
If the sound is heard reversely to the displayed sound, reverse connection of the speaker cable is suspected.

Presets what percentage of the sound volume during game is used for the demonstration.

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

•This screen is just an example.

•Control the tone and loudness of sound by the sound volume control knob and the bass control knob provided on the service panel.

MEMO

GAME OPTIONS

Setting various game options

■ Mode for setting and checking the game options.

Press the 1P select button to select an item. Press either the 1P start button to change the setting.

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

GAME OPTIONS

DIFFICULTY LEVEL 4:MEDIUM
 MAX STAGE 3
 MUSIC SELECT TIME 60SEC
 GAME OVER DURING SONG ON

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

PRESS 1P LEFT/RIGHT BUTTON = SELECT ITEM
 PRESS 1P START BUTTON = CHANGE VALUE

- Sets a difficulty level.
 - 1 : EASIESTEasier
 - 2 : VERY EASY
 - 3 : EASY
 - 4 : MEDIUMStandard
 - 5 : MEDIUM HARD
 - 6 : HARD
 - 7 : VERY HARD
 - 8 : HARDESTHarder
- Sets the maximum of music numbers that can be played. (1 - 5)
- Sets the music select time. (30 - 90 sec)
- Sets whether the music is interrupted just when the dance gauge goes dead.
 - ON Music interrupted at the moment.
 - OFF Music kept being played to its 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 select button to select an item. Press either the 1P start button to change the setting.

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

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

COIN OPTIONS

FREE PLAY OFF
 CREDIT STOCK COMMON
 COIN SLOT 1 1COIN 1CREDIT
 COIN SLOT 2 2COINS 1CREDIT
 START 1CREDIT TO START
 JOINT GAME PREMIUM OFF

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

PRESS 1P LEFT/RIGHT BUTTON = SELECT ITEM
 PRESS 1P START BUTTON = CHANGE VALUE

- Selects a free play.
 - ON.....Available for free play.
 - OFF.....Not available for free play.
- Selects the type of conversion of credits.
 - COMMONThe two coin slots have different settings. The total adds up to a common credit stock.
 - INDEPENDENT ...The coin slots 1 and 2 are for 1P and 2P respectively. Their credits are separately counted. The “COIN SLOTS” screen appears instead.
- Sets the number of credits for the coin slot 1. (1 coin 1 credit - 16 coins 1 credit)
- Sets the number of credits for the coin slot 2. (1 coin 1 credit - 16 coins 1 credit)
- Sets the number of credits for a coin. (1 credit to 16 credits)
- Sets whether a credit is required for the 2P to join the play or not when the 1P player gets the premium play right.
 - ON.....does not require a credit for 2P.
 - OFF.....requires a credit for 2P.
- Press the 1P start button to return all the settings to the factory settings.

•This screen is just an example.

RANKING DATA

Checking and deleting the ranking data

- Mode for checking and deleting the ranking data.

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



Clears the ranking data.
Press the 1P start button, and the following message appears.

DO YOU WANT TO CLEAR RANKING DATA? YES/NO

Press the 1P left or right button to select “YES” or “NO”, and press the 1P start button to enter the choice. When “YES” is selected, the following message appears.

SURE? YES/NO

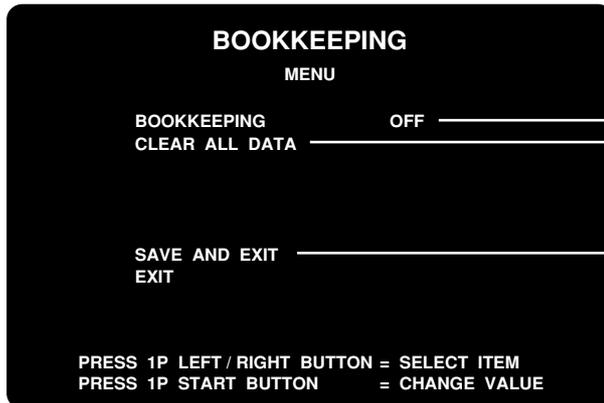
When “YES” is selected again, “NOW ERASING” appears and the ranking data will be back to its factory settings. If “NO” is selected in either of the above steps, “NOT CLEARED” appears and the data will not be erased.

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" screen, the total data on the number of coins put into the machine can be checked. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.

"BOOKKEEPING" menu screen



Turns ON or OFF the bookkeeping of coins. ("ON" can be selected by setting the clock time on the "CLOCK" screen.)

- OFF ... The bookkeeping of coins is not done.
- ON The bookkeeping of coins is done. (If set at "OFF", the bookkeeping of coins is not done and the related screens do not show up either.)

Returns the coin and play data to the factory settings.

The ON/OFF setting on the "BOOKKEEPING" screen must be saved here.

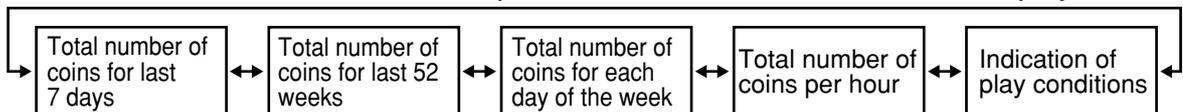
•This screen at left is just an example.

•If the clock is not set yet (just after this product has been installed or initialized, for example), the following message appears on the "BOOKKEEPING" menu screen to prompt you to set the clock.

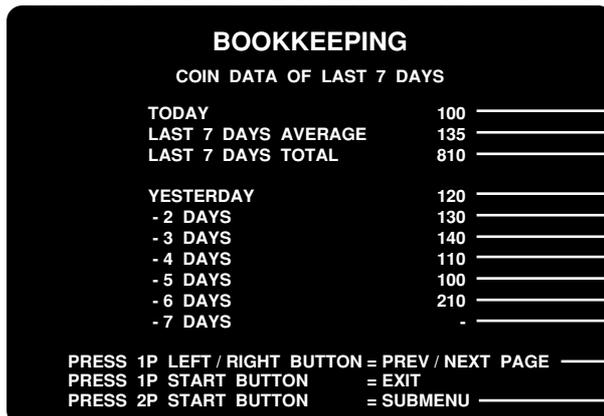
FIRST, SET THE CLOCK.
"CLOCK" ITEM IS IN MAIN MENU .

MEMO

- When the time has been preset on the "CLOCK" screen, the "BOOKKEEPING" item on the "BOOKKEEPING" menu screen can be turned ON. Now the following coin data and play data screens show up. Each time the 1P right select button and 1P left select button are pressed, the screen changes as follows. To return to the "BOOKKEEPING" menu screen, press the 1P left and 1P right select buttons at once in individual display screen. To return to the main menu screen, press the 1P start button in individual display screen.



Screen of the total number of coins for last 7 days



Number of coins of today.

Average number of coins per day for the last 7 days.

Total number of coins for the last 7 days except today.

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.

"-" appears for the day whose data is not totalized.

1P left select button → Goes back to the previous page.
1P right select button → Goes to the next page.

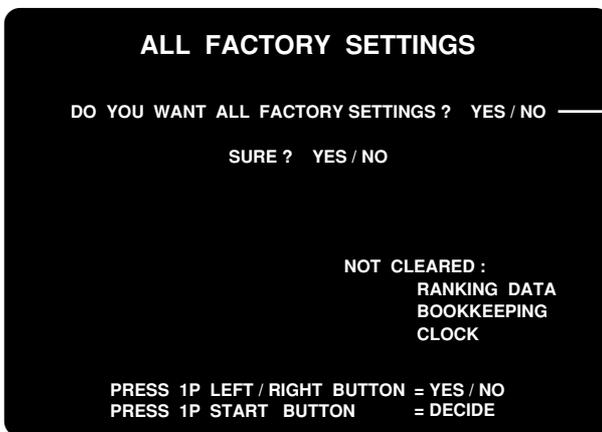
When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen at left is just an example.

ALL FACTORY SETTINGS

Returning all the test-mode settings to the factory ones

- Mode for returning all the settings but the “BOOKKEEPING”, “RANKING DATA” and “CLOCK” to the factory settings. Press the 1P right or left button 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 test-mode settings but the “BOOKKEEPING”, “RANKING DATA” and “CLOCK” are saved as the factory settings and a message appears onscreen to prompt you to make all the necessary settings again. To return to the main menu screen, press the 1P start button. If “NO” is selected, “NO MODIFICATION” appears on the screen. The settings will not be back to their factory ones, but the main menu appears again.



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

•This screen is just an example.

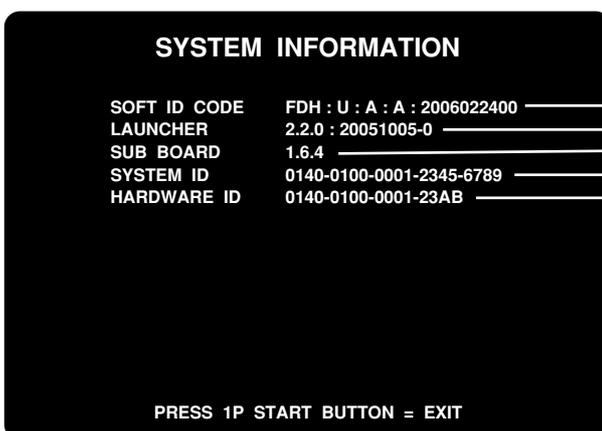


The message “CHECK ALL ITEMS BEFORE OPERATION.” appears at the bottom of the “ALL FACTORY SETTINGS” screen, when the existing settings have been returned to their factory ones, to prompt you to make all the necessary settings. Press the 1P start button to return to the main menu screen.

SYSTEM INFORMATION

Displaying the system information

- Mode for displaying the system-related information. To return to the main menu screen, press the 1P start button.



Shows the software version.

Displays the launcher version.

Displays the sub-board version.

Shows the system identification code.

Shows the hardware identification code.

•This screen is just an example.

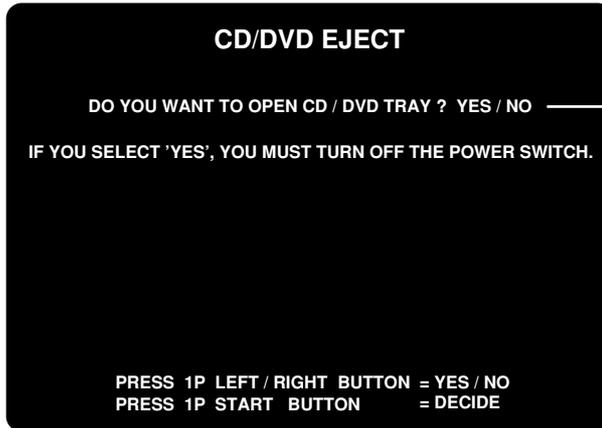
CD/DVD EJECT

Ejecting the CD/DVD drive tray

- Mode for ejecting the CD/DVD drive tray of the PCB unit.

Press the 1P select button to select “YES” or “NO”, and press the 1P start button for entry. If “YES” is selected to eject the CD/DVD tray, no operation can be made until the power is turned OFF and ON again.

To return to the main menu screen, select “NO” and press the 1P start button.



•This screen is just an example.

If “YES” is selected, **EJECTING...** first and then **PLEASE TURN OFF THE POWER SWITCH** appear onscreen, and the tray gets ejected. To return the tray back into position, turn OFF the power, wait longer than 10 seconds and turn ON the power again. The tray will set itself into position.

If **EJECT FAILED.** appears onscreen, it means that the tray is not correctly ejected. Press the start button to go back to the main menu screen and select “YES” again. If “NO” is selected, the main menu screen shows up again.



•If by any chance the CD/DVD drive tray is ejected by mistake, turn OFF the power, wait longer than 10 seconds and turn ON the power again. The tray will set itself into position.

EVENT MODE

Setting the event mode

- The “EVENT MODE” can be preset only if “FREE PLAY” is selected on the “COIN OPTIONS” screen.

Customer-organized games and events can be played in this mode.

Press the 1P start button to save it. The game screen appears in the event mode. In the “EVENT MODE”, the following points are different from usual.

- “EVENT MODE” is displayed at the bottom of the screen.
- The game is not over.
- There is no time-out on various select screens.
- There is no time-out with the results display. (Just press the start button to proceed.)

To go back to the usual game mode, press the test button to start the machine in the test mode, and turn off “FREE PLAY” on the “COIN OPTIONS” screen. Then select “GAME MODE”.



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