

KONAMI



DanceDanceRevolution X



SOFTWARE KIT

Operator's Manual

GKHDX-UA



- Failure to operate the machine correctly could result in malfunction or accidents. Please read this manual carefully before commencing operation and be sure to operate the machine as described in this manual.
- Store this manual in a secure location so that it will be readily available when needed.

About this product

Thank you for purchasing this product.

This manual explains how to operate your game machine correctly and safely.

- **This product is the software kit of “DanceDanceRevolution X (GKHDX-UA)”.**
- **Be sure to read the following:**
 - **This product is a game machine for “e-AMUSEMENT”.**

“e-AMUSEMENT” is an on-line service for amusement game machines that links amusement arcades and KONAMI by a network.
To utilize this service, a prior agreement with KONAMI is required.
 - **The on-line service may not be available due to communication line problems, even when the machine is functioning properly.**

“Connection failure” or “Communication line disturbance” while using the e-AMUSEMENT service may result from problems or maintenance by your telephone company or Internet service provider. Contact your telephone company or Internet service provider, or visit their websites for information.
 - **If the on-line service is not available due to communication line problems, it will not be possible to play ON-LINE PLAY games.**

In addition, it will not be possible to use the “e-AMUSEMENT PASS”.
 - **The e-AMUSEMENT function of this product is specifically designed for broadband communication lines only.**

- Please contact your nearest dealer if you have any questions about this manual.
- The contents of this game, the primary parts of the device, the design, etc., of this product are protected by patent law, copyright law, and other laws relating to intellectual property rights.
- It is strictly forbidden to reprint all or any part of this manual without our approval.
- It is forbidden to copy all or any part of the software of this product.

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Precautions for safe use

You will see the following safety precautions throughout this manual. These safety precautions must be strictly followed to protect anyone who installs, uses, or maintains this product, as well as to prevent injury to other people and damage to property.

Be sure to read the following

- The following signs indicate the danger or damage that can result if the recommendations are ignored or the equipment is improperly used.



Warning

Indicates content that must be followed to avoid the risk of death or serious injury.



Caution

Indicates content that must be followed to avoid injury or damage to the product.

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



Indicates a point where caution should be exercised.



Indicates an action that is prohibited.



Indicates a matter that must be performed without fail.

- Definitions of in-shop maintenance personnel and technical personnel who are qualified to handle this product.

- In this manual, some procedures are marked as requiring a qualified in-shop maintenance personnel or technical personnel. Such procedures must be performed by a person with the appropriate knowledge and skills.

- Failure to follow this requirement can result in electric shock, machine malfunction, or serious accident.
- Replacement of machine parts, inspection, maintenance of the machines, and troubleshooting must only be carried out by a qualified in-shop maintenance personnel or technical personnel. In this manual, certain hazardous procedures in particular are designated to be carried out by a technical personnel.

Qualified in-shop maintenance personnel and technical personnel are defined as follows.

Qualified in-shop maintenance personnel

- A qualified in-shop maintenance personnel must have experience in maintaining amusement machines, money changers, and the like. Under the supervision of an amusement machine shop owner or manager, he or she does routine assembly, installation, inspection and maintenance of the amusement machines, or replaces their component units and consumable parts, in the amusement machine workshop and/or shop.

Jobs handled by qualified in-shop maintenance personnel

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

Technical personnel

- A technical personnel must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Alternatively, he or she must have an education in electrical, electronic, and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by technical personnel

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

Precautions for use



Caution

- **Inform the player of the following precautions.**

- The use of the product may induce accident or disease, or make the symptom more serious. Also, failure to follow this caution may result in malfunction.

A person applicable to any of the following shall not play this game:

- Intoxicated with alcohol.
- Tiredness, lack of sleep, during and after disease, injury, sickly condition.
- The hands or wrist is diseased or being cured.
- Hard exercise is restricted by a doctor.
- Pregnant, or possible pregnant.
- Muscle convulsion or consciousness loss caused by irritation from sound, light or image was, or may be experienced.
- Wearing unstable high-heeled shoes or slippery shoes, or barefoot.

- **Inform the player of the following precaution while the game is being played.**

- Failure to follow this caution may result in accident.

- Do not hang on or lean against the safety bar.
- Do not play violently, which may cause injuries.
- Pay attention to the step between the floor and stage when you get off after playing.

1. How to play

This product is a game timely stepping on a foot panel corresponding to one of arrows indicating four directions, which appears from the bottom of the screen together with music. It can be played by 1 player or 2 players.

■ How to play

Before starting the game

1 Apply e-AMUSEMENT PASS to the reading area and enter the PIN number.

* When e-AMUSEMENT PASS is not used, proceed to Step 2.

2 Insert the coins, and press the start button.

How to select/decide

When "Workout function ON/OFF" "USB memory loading ON/OFF" "Play style" "Character" "Play mode" "Play music" are selected and decided in order, the game starts.

Press the select button to select, and the start button to decide.

* When e-AMUSEMENT PASS is not used, the "Workout function" is not displayed.

Workout function

The total amount of calories burned during game play can be displayed and saved. When the Workout function is used for the first time, enter the weight value using 10KEY. (See page 8.)

Select play style

Select and decide the desired style from the following play styles.
When coins are not enough, insert coins to make up for the shortfall.

- SINGLE
This mode is for 1 player only, and played by using four foot panels.
- VERSUS
This mode is for 2 players, and played by using four foot panels each.
- DOUBLE
This mode, for 1 player only, is an advanced mode played by using all eight foot panels.

Select play mode

Select and decide the desired mode from the following play modes.

- **STARTER**
This is an easier mode. All songs can be played. The game is not ended halfway.
- **STANDARD**
This is the main mode. Only the first song can be played to the end, however, when the dance gauge becomes "0", the game is over after the first song ends. As for the second song or after, when the dance gauge becomes "0", the game is over even in the middle of the song.
- **BATTLE**
This mode is for 1 or 2 players, and played by using four foot panels each.
- **COURSE**
This is a mode in which specified several songs are played continuously. The conditions causing a game over vary depending on the courses.
When the dance gauge is a meter course, if the meter becomes "0", the game is over even in the middle of the song. When the dance gauge is a life meter, the gauge goes down if your steps are judged as Good or lower. When the life meter becomes "0", the game is over even in the middle of the song.

The number of songs to be played can be set in the STARTER mode, STANDARD mode, and BATTLE mode. (See page 23.)

Select play song and course

When the STARTER mode or STANDARD mode is selected for the play mode, you will proceed to the "SELECT MUSIC" screen. Select and decide the song you desired to play.

In the BATTLE mode, after selecting the difficulty level, you will proceed to the "SELECT MUSIC" screen.

When the COURSE mode is selected, you will proceed to the "SELECT COURSE" screen.

Select and decide the course you desired to play.

Then, the game starts.

Grade

One of the following grades is displayed on the screen depending on the timing of steps on the foot panel.

Grade	
MARVELOUS	The dance gauge on top of the screen goes up.
PERFECT	The dance gauge on top of the screen goes up.
GREAT	The dance gauge on top of the screen goes up.
GOOD	The dance gauge does not change.
ALMOST	The dance gauge on top of the screen goes down.
BOO	The dance gauge on top of the screen goes down.
O.K.	The dance gauge on top of the screen goes up.
N.G.	The dance gauge on top of the screen goes down.

When the dance gauge goes down considerably, "DANGER" is displayed on the screen to notify the player that the game will be over soon.

- NOTES**
- When the dance gauge becomes "0", the game is over at that time. The way to end the game can be set with "GAME OPTIONS". (See page 23.)
(For 2-players play, the game is not ended until both 2 players' dance gauges become "0".)
 - When a song is played to the end, the number of "MARVELOUS", "PERFECT", "GREAT", "GOOD", "ALMOST", "BOO", "O.K.", and "N.G." and the scores you got, and the play situations for previous songs are evaluated comprehensively to display the rank of "AAA", "AA", "A", "B", "C", "D", or "E".

■ Halfway participation

Halfway participation is not allowed after the play style is decided.

■ Ranking event

When the e-AMUSEMENT PASS is used to play in the store that supports e-AMUSEMENT, you are ranked automatically.

When e-AMUSEMENT PASS cannot be used, you cannot participate in the ranking event.

Information on the schedule and service period of the ranking event will be announced separately.

(Please note that the event may be canceled for some reasons.)

■ 10KEY

It is used when the entry of the PIN number or the weight value for the Workout function is required during the game.

2. Game settings

Game start up confirmation

- When the power is turned on, self-test (self diagnostic test) will automatically begin and the results will be displayed on the screen. (Refer to “Self-test results” below.)
 - If the power is not supplied, confirm that the power of the game machine is on.



- After turning on the power switch, never touch the buttons, the e-AMUSEMENT PASS reading area or the foot panel until the game demo begins.
- Unless otherwise specified by KONAMI, do not change the DIP switch settings from the factory setting.
- In an abnormal condition continues or the machine is not operating properly, turn OFF the main power switch immediately, remove the power plug from the socket and contact your nearest dealer.
- After turning off the power, wait at least 10 seconds before turning the power on again.

■ Self-test results

- If the result of the check is normal, the screen automatically goes into game mode, and the game demo will begin. (It will take approximately 5 minutes for the game demo screen to be displayed after the power is turned on.)
- When “**BAD**” or “**ERROR**” is displayed, refer to “3. Error codes and messages” (see page 38), and then handle the problem accordingly.

Game settings and adjustments

Manually perform the confirmation of various settings related to the screen display and game contents as well as the change of setting details.

■ How to begin the test mode

1 Turning on the power

Turn on the main power switch to boot the machine.

2 Pressing the test button

- 1 Press the test button on the service panel while in the game demo.
- 2 "MAIN MENU" is displayed on the screen.

■ How to exit the test mode

1 Selecting "GAME MODE"

Select "GAME MODE" in the MAIN MENU screen with the PLAYER 1 left button or right button.

2 Pressing the PLAYER 1 start button

The screen goes into the game mode, and the game demo will begin.

NOTE ● When the "NETWORK OPTIONS" setting is changed, the restart prompt message may appear when you return to the MAIN MENU screen.

■ How to select each menu item

How to select each menu item on the MAIN MENU screen is:

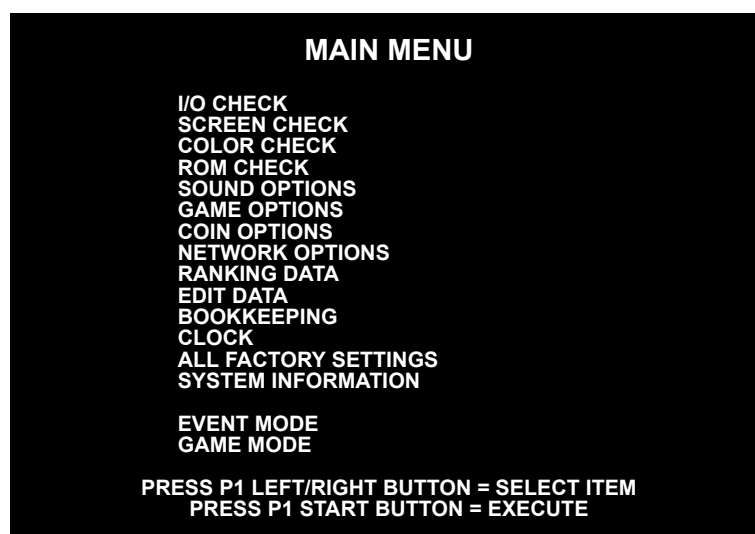
Select menu item

Press the PLAYER 1 left button or right button.

Decide menu item

Press the PLAYER 1 start button.

■ MAIN MENU screen



I/O CHECK	Input/output device check.	(See page 13.)
SCREEN CHECK	Screen size adjustment.	(See page 20.)
COLOR CHECK	Screen color adjustment.	(See page 20.)
ROM CHECK	Hard disk data check.	(See page 21.)
SOUND OPTIONS	Sound option settings.	(See page 22.)
GAME OPTIONS	Game option settings.	(See page 23.)
COIN OPTIONS	Coin option settings.	(See page 25.)
NETWORK OPTIONS	Network settings and connectivity check.	(See page 26.)
RANKING DATA	Ranking data check and deletion.	(See page 28.)
EDIT DATA	USB memory settings.	(See page 29.)
BOOKKEEPING	Coin count data display and deletion.	(See page 30.)
CLOCK	Clock setting.	(See page 34.)
ALL FACTORY SETTINGS	Return to the factory settings.	(See page 35.)
SYSTEM INFORMATION	Display of the system information.	(See page 37.)
EVENT MODE	Event mode settings.	(See page 37.)
GAME MODE	Return to the game mode.	—

Explanations for menu items

- The factory settings are displayed in green. Settings which have been changed are displayed in red.

- To change the current value, press the PLAYER 1 left button or right button to select the item, and then press the PLAYER 1 start button to change the value.
- After the value has been changed, select "SAVE AND EXIT", and press the PLAYER 1 start button. "**NOW SAVING**" will appear on the screen and the changed settings will automatically be saved, and then the screen will return to "MAIN MENU".
- The following message will be displayed when "EXIT" is selected after a setting has been changed.

**YOU HAVE NOT SAVED YET.
SAVE CHANGES NOW? YES/NO**

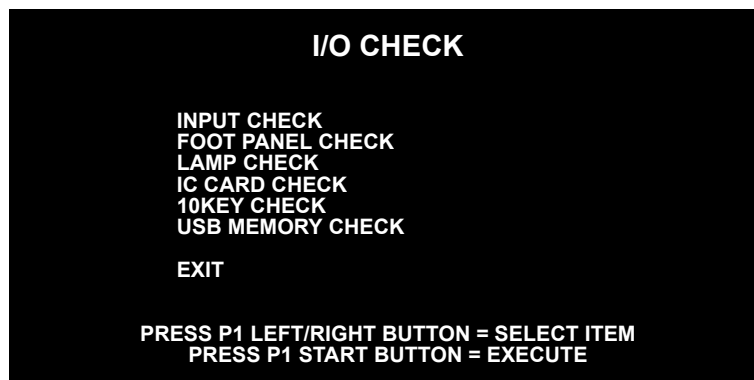
- Press the PLAYER 1 left button or right button to select "YES" or "NO", and confirm your decision by pressing the PLAYER 1 start button.
When "YES" is selected, "**NOW SAVING**" will appear and the changed settings will be saved, and then the screen will automatically return to "MAIN MENU".
When "NO" is selected, "**NO MODIFICATION**" will appear, the changed settings will not be saved, and then the screen will automatically return to "MAIN MENU".

NOTE ● If "FACTORY SETTINGS" is selected and the PLAYER 1 start button is pressed, all settings in the current menu item will return to the factory settings.

I/O CHECK

- The operation check for buttons, coin selector, foot panel, IC card reader, etc., and lamp illumination check are performed.

“I/O CHECK” selection screen:



INPUT CHECK	Buttons and coin switch input checks.	(See page 14.)
FOOT PANEL CHECK	Foot panel (switch) input check.	(See page 15.)
LAMP CHECK	Lamp illumination check.	(See page 16.)
IC CARD CHECK	IC card reader operation and e-AMUSEMENT PASS status checks.	(See page 17.)
10KEY CHECK	10KEY operation check.	(See page 18.)
USB MEMORY CHECK	USB memory operation check.	(See page 19.)

Select item

Press the PLAYER 1 left button or right button.

Decide item

Select the item, and then press the PLAYER 1 start button.

Return to MAIN MENU

Select “EXIT”, and then press the PLAYER 1 start button.

I/O CHECK >> INPUT CHECK

- The buttons and coin selector operations are confirmed.
Each input (ON/OFF) can be checked.

I/O CHECK INPUT CHECK		
TEST BUTTON		OFF
SERVICE BUTTON		OFF
VOLUME UP BUTTON		OFF
VOLUME DOWN BUTTON		OFF
COIN MECH SWITCH 1		OFF
COIN MECH SWITCH 2		OFF
P1 START	BUTTON	OFF
P1 LEFT	BUTTON	OFF
P1 RIGHT	BUTTON	OFF
P1 UP	BUTTON	OFF
P1 DOWN	BUTTON	OFF
P2 START	BUTTON	OFF
P2 LEFT	BUTTON	OFF
P2 RIGHT	BUTTON	OFF
P2 UP	BUTTON	OFF
P2 DOWN	BUTTON	OFF

PRESS P1 START + P2 START = EXIT

TEST BUTTON SERVICE BUTTON VOLUME UP BUTTON VOLUME DOWN BUTTON	Displays "ON/OFF" according to the input state of the test button, service button and volume buttons on the service panel. • ON: The switch is ON. • OFF: The switch is OFF.
COIN MECH SWITCH 1 COIN MECH SWITCH 2	Displays "ON/OFF" according to the coin input under PLAYER 1 and 2. • ON: The switch is ON. • OFF: The switch is OFF.
P1 START BUTTON P1 LEFT BUTTON P1 RIGHT BUTTON P1 UP BUTTON P1 DOWN BUTTON	Displays "ON/OFF" according to the input state of buttons under PLAYER 1. • ON: The switch is ON. • OFF: The switch is OFF.
P2 START BUTTON P2 LEFT BUTTON P2 RIGHT BUTTON P2 UP BUTTON P2 DOWN BUTTON	Displays "ON/OFF" according to the input state of buttons under PLAYER 2. • ON: The switch is ON. • OFF: The switch is OFF.

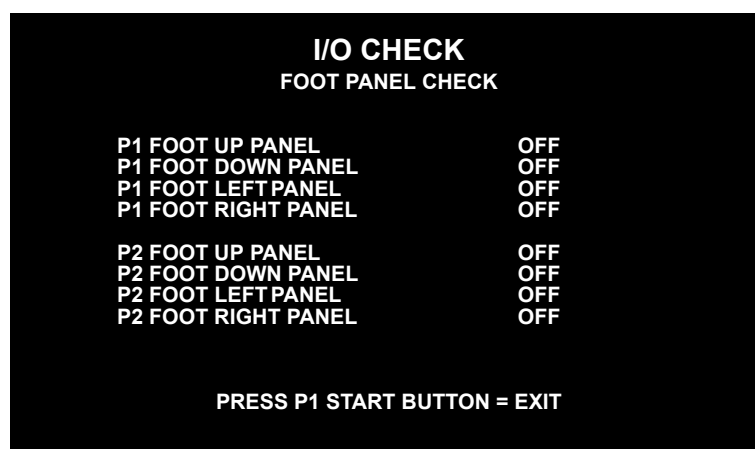
Return to I/O CHECK

Press the PLAYER 2 start button while pressing the PLAYER 1 start button.

I/O CHECK >> FOOT PANEL CHECK

■ The operation check for switches in the foot panel is performed.

Step on the foot panel actually to check that the step can be sensed properly. Four foot switches (cable switches) are provided for one foot panel.



P1 FOOT UP PANEL P1 FOOT DOWN PANEL P1 FOOT LEFT PANEL P1 FOOT RIGHT PANEL P2 FOOT UP PANEL P2 FOOT DOWN PANEL P2 FOOT LEFT PANEL P2 FOOT RIGHT PANEL	<p>“ON” is displayed when the step on each foot panel is sensed; otherwise “OFF” is displayed. When “ON” is displayed, the foot switch which has sensed the step is displayed as follows.</p>
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NOTE ● When the foot panel is turned “ON” without being stepped on, the foreign materials such as sand may enter the foot panel. Remove the sand or other foreign materials.

Return to I/O CHECK

Press the PLAYER 1 start button.

I/O CHECK >> LAMP CHECK

■ Each lamp illumination is confirmed.

I/O CHECK LAMP CHECK			
ALL AUTO			
P1 SPOT UPPER	ON	P2 SPOT UPPER	ON
P1 SPOT LOWER	ON	P2 SPOT LOWER	ON
P1 START	ON	P2 START	ON
P1 SELECT UP	ON	P2 SELECT UP	ON
P1 SELECT DOWN	ON	P2 SELECT DOWN	ON
P1 SELECT LEFT	ON	P2 SELECT LEFT	ON
P1 SELECT RIGHT	ON	P2 SELECT RIGHT	ON
SPEAKER(W)	ALL		
P1 FOOT LEFT	ON	P2 FOOT LEFT	ON
P1 FOOT UP	ON	P2 FOOT UP	ON
P1 FOOT RIGHT	ON	P2 FOOT RIGHT	ON
P1 FOOT DOWN	ON	P2 FOOT DOWN	ON

PRESS P1 LEFT/RIGHT BUTTON = SELECT ITEM
PRESS P1 START BUTTON = EXIT

ALL	All lamps are illuminated at the same time.
AUTO	Lamps are illuminated from P1 SPOT UPPER in order. After P2 FOOT DOWN is illuminated, the P1 SPOT UPPER is illuminated again to repeat the procedure.
P1 SPOT UPPER P1 SPOT LOWER P2 SPOT UPPER P2 SPOT LOWER P1 START P1 SELECT UP P1 SELECT DOWN P1 SELECT LEFT P1 SELECT RIGHT P2 START P2 SELECT UP P2 SELECT DOWN P2 SELECT LEFT P2 SELECT RIGHT	When a check item is selected, the applicable lamp is illuminated. • ON: The lamp is illuminated. • OFF: The lamp is not illuminated.
SPEAKER(W)	When the item is selected, the LED lamp of the speakers is illuminated in RED, ORANGE or BLUE as pressing the PLAYER 1 left button or right button.
P1 FOOT LEFT P1 FOOT UP P1 FOOT RIGHT P1 FOOT DOWN P2 FOOT LEFT P2 FOOT UP P2 FOOT RIGHT P2 FOOT DOWN	When a check item is selected, the applicable lamp is illuminated. • ON: The lamp is illuminated. • OFF: The lamp is not illuminated.

Select item

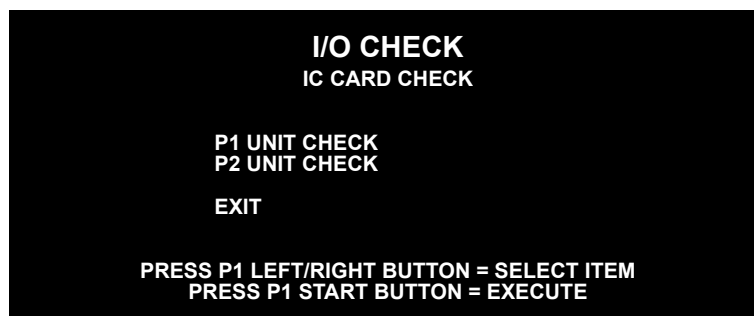
Press the PLAYER 1 left button or right button.

Return to I/O CHECK

Press the PLAYER 1 start button.

I/O CHECK >> IC CARD CHECK

- The IC card reader operation check and e-AMUSEMENT PASS status check are performed. Prepare an e-AMUSEMENT PASS for the IC card reader operation check.



P1 UNIT CHECK P2 UNIT CHECK	Selects the IC card reader to be checked. <ul style="list-style-type: none"> • P1 UNIT CHECK: PLAYER 1 side IC card reader • P2 UNIT CHECK: PLAYER 2 side IC card reader
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Select item

Press the PLAYER 1 left button or right button.

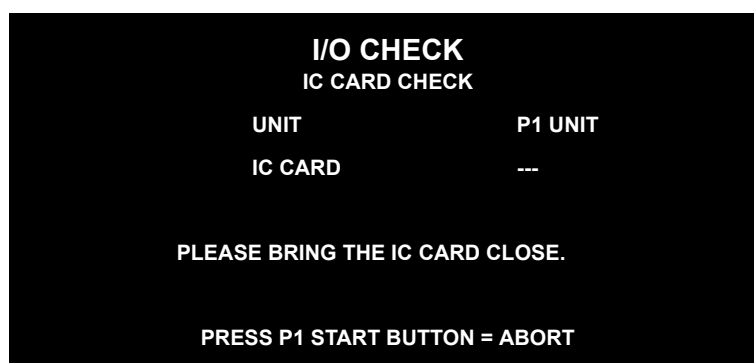
Decide item

Select the item, and then press the PLAYER 1 start button.

Return to I/O CHECK

Select "EXIT", and then press the PLAYER 1 start button.

- When the IC card reader to be checked is decided, the following screen is displayed. Place the prepared e-AMUSEMENT PASS to the e-AMUSEMENT PASS reading area.



UNIT	The IC card reader decided on the previous screen is displayed. <ul style="list-style-type: none"> • P1 UNIT: PLAYER 1 side • P2 UNIT: PLAYER 2 side
IC CARD	The e-AMUSEMENT PASS status is displayed. <ul style="list-style-type: none"> • OK: The e-AMUSEMENT PASS is recognised. • BAD: The e-AMUSEMENT PASS is not recognised. Also when the e-AMUSEMENT PASS is not applied to the reading area, "---" is displayed.

NOTE

- If "OK" is not displayed even though repeatedly applied the e-AMUSEMENT PASS to the reading area, try using another e-AMUSEMENT PASS.

Return to IC CARD CHECK



Press the PLAYER 1 start button.

I/O CHECK >> 10KEY CHECK■ **The input functions of the 10KEY are checked.**

Press the PLAYER 1 side 10KEY and PLAYER 2 side 10KEY respectively to check that the number of the keys can be entered properly.

**P1 INPUT KEY
P2 INPUT KEY**

The numbers entered by pressing the PLAYER 1 side 10KEY and PLAYER 2 side 10KEY are displayed.
The following are special keys.

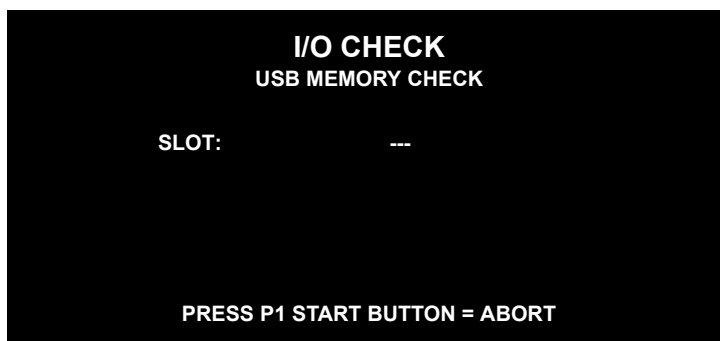
-   Key: These keys cannot be used. (It does not function.)

**Return to I/O CHECK**

Press the PLAYER 1 start button.

I/O CHECK >> USB MEMORY CHECK

- The USB memory and the USB memory unit operation are checked.
When the USB memory is inserted into either slot, the check starts.



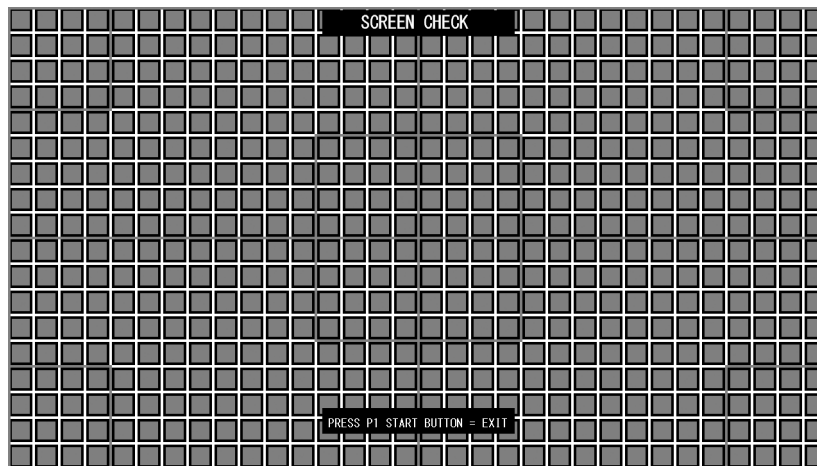
SLOT	Displays the status of the USB memory being connected. <ul style="list-style-type: none"> • OK: The USB memory is connected. • NOT SUPPORT: The unsupported USB device is connected. • ERROR: There is a problem on the USB memory unit. • ---: The USB memory is not connected or cannot be recognized.
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Return to I/O CHECK

Press the PLAYER 1 start button.

SCREEN CHECK

- **The check of screen display is performed.**
Check the screen display size and vertical/horizontal deviations, viewing the grid screen.

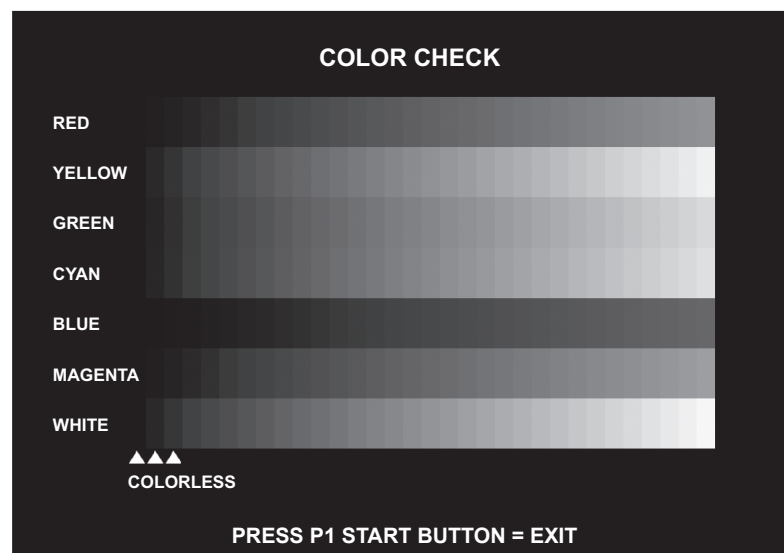


Return to MAIN MENU

Press the PLAYER 1 start button.

COLOR CHECK

- **The check of color display is performed.**
Adjust the colors on the color bars are displayed step-wise and at the same time the background is dark enough.
At that time, adjust the area of the delta marks (Δ) above "COLORLESS" in the lower left-hand corner so that gradations of the color bars are dark enough.



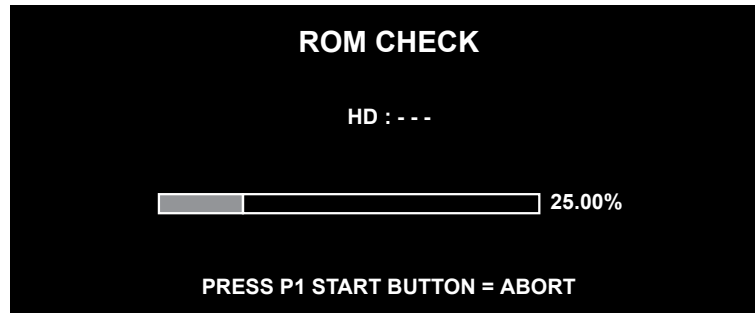
Return to MAIN MENU

Press the PLAYER 1 start button.

ROM CHECK

■ The check of the hard disk data is performed.

When this menu item is entered, the check starts automatically.
It takes approximately 10 minutes to complete the check.



Progress (%) bar

The check begins at 0%. When 100% is reached, the check is complete. (The diagram shows the check at 25% completed.)

If the check result is normal, “**OK**” is displayed in green.

HD : OK

If the check result is not normal, “**BAD**” is displayed in red.

HD : BAD

NOTE

- When “**BAD**” is displayed, turn OFF the main power switch, wait at least 10 seconds, and then turn the power on again.
Even after that, if “**BAD**” is displayed, immediately turn OFF the main power switch, remove the power plug from the socket, and then contact your nearest dealer.

Interrupt the check

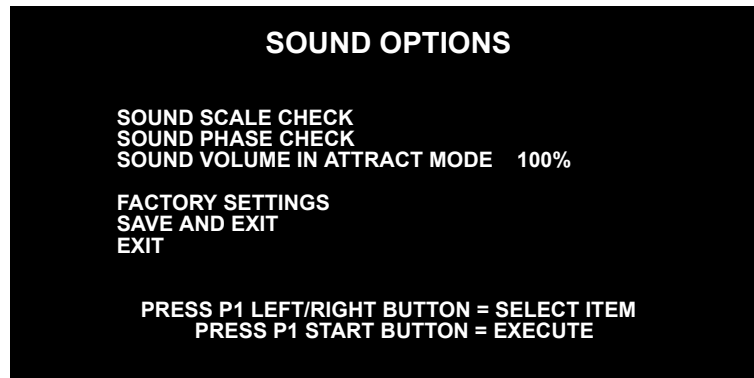
Press the PLAYER 1 start button.
 (“ABORTED” is displayed on the screen.)

Return to MAIN MENU

Press the PLAYER 1 start button.

SOUND OPTIONS

- The setting and check of sound option are performed.



SOUND SCALE CHECK	Makes the balance sound with BGM. A scale (do, re, mi, ... do) is produced alternately from the upper left, lower right, lower left, and upper right speakers. The sound stops when selecting another item. LEFT: The upper left and lower right speakers are producing sound. RIGHT: The lower left and upper right speakers are producing sound.
SOUND PHASE CHECK	Check the phase of the speakers. <ul style="list-style-type: none"> • Face the monitor from the playing area, and check from the front position. • LOUD: The sound is loud. • SOFT: The sound is soft. If the sound heard from the speakers is opposite from the display, the speaker cables may be reversed.
SOUND VOLUME IN ATTRACT MODE (Factory setting: 100%)	Adjust the game demo sound level to 0% (no sound) or 100% (maximum) of the sound volume settings.
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

Select item

Press the PLAYER 1 left button or right button.

Change setting

Select the item, and then press the PLAYER 2 left button or right button.

Return to MAIN MENU

Select "SAVE AND EXIT" or "EXIT", and then press the PLAYER 1 start button.

GAME OPTIONS

- The setting and check of the game options are performed.



DIFFICULTY LEVEL (Factory setting: 4:MEDIUM)	Adjust the difficulty level. <ul style="list-style-type: none"> • 1:EASIEST • 2:VERY EASY • 3:EASY • 4:MEDIUM • 5:MEDIUM HARD • 6:HARD • 7:VERY HARD • 8:HARDEST
MAX STAGE (Factory setting: 3)	Sets the number of stages during the game. (1 to 5)
MUSIC SELECT TIME (Factory setting: 90 SEC)	Sets the time limit for selecting the music. (30 to 90 seconds)
GAME OVER DURING SONG (Factory setting: ON)	Sets the game over when the dance gauge becomes "0". <ul style="list-style-type: none"> • ON: Displays the game over screen. • OFF: Displays the game over screen at the end of the song.
PAYMENT MODE (Factory setting: "INSERT COINS")	Set the paying method for playing the game. <ul style="list-style-type: none"> • "INSERT COINS" • "INSERT TOKENS" • "SWIPE CARD" • "INSERT CARD" • "INSERT KEY"
SHOP CLOSE SETTING (Factory setting: OFF)	Set the display of the shop closing time. OFF: The shop closing time is not displayed on the game screen. ON: The shop closing time is displayed on the game screen.
SHOP CLOSE TIME 22:00(24H)	Set the shop closing time. (Displayed only when "SHOP CLOSE SETTING" is set to "ON".) • To change the set time, press the PLAYER 2 right button or left button.
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

Select item

Press the PLAYER 1 left button or right button.

Change setting

Select the item, and then press the PLAYER 1 start button.

Return to MAIN MENU

Select "SAVE AND EXIT" or "EXIT", and then press the PLAYER 1 start button.

NOTES

- When "SHOP CLOSE SETTING" is set to "ON", a message is displayed on the game screen from 30 minutes before the time which has been set in "SHOP CLOSE TIME", and you cannot play a new game from 10 minutes before.
(To play the game after the shop closing time that has been set, reboot the system.)
- When the clock setting is not made in such cases as immediately after the installation of this product or after initialization, the following message that suggests time setting is displayed on those screens.

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

COIN OPTIONS

- The setting and check of playing fee are performed.



- Be careful because the item of fee setting is not displayed and no fee is charged for the play if "FREE PLAY" is set to "ON".



FREE PLAY (Factory setting: OFF)	Make the free play setting. • ON: Play for free • OFF: Play with fee
COIN SLOT 1* (Factory setting: 2 COINS 1 CREDIT)	Set how many coins are required per credit for PLAYER 1. (Setting from 1 COIN 1 CREDIT through 16 COINS 1 CREDIT can be made.)
COIN SLOT 2* (Factory setting: 2 COINS 1 CREDIT)	Set how many coins are required per credit for PLAYER 2. (Setting from 1 COIN 1 CREDIT through 16 COINS 1 CREDIT can be made.)
START* (Factory setting: 2 CREDITS TO START)	Set the number of credits required to start the game (entrance fee). (Setting from 1 CREDIT TO START through 16 CREDITS TO START can be made.)
JOINT GAME PREMIUM* (Factory setting: OFF)	Sets whether or not to require the credit for the versus mode play or double mode play when a single mode play premium is given. • ON: Additional credits are not required. • OFF: Additional credits are required.
JOINT DOUBLE PREMIUM* (Factory setting: OFF)	Sets whether or not to require the credit for the double mode play (versus mode play is not included) when a single mode play premium is given. When "JOINT GAME PREMIUM" is set to "ON", "JOINT DOUBLE PREMIUM" is also set to "ON" automatically. • ON: Additional credits are not required. • OFF: Additional credits are required.
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in "FACTORY SETTINGS", a final confirmation needs to be made with "SAVE AND EXIT" to reflect the changes.

*When "FREE PLAY" is "ON", these items are not displayed.

To use "EVENT MODE", set "FREE PLAY" to "ON". (See page 37.)

Select item

Press the PLAYER 1 left button or right button.

Change setting

Select the item, and then press the PLAYER 1 start button.

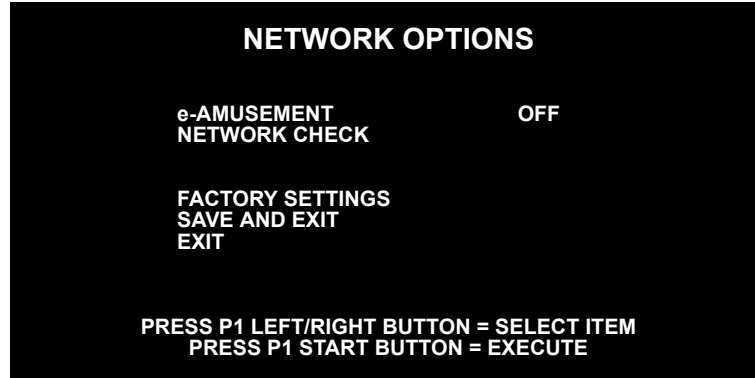
Return to MAIN MENU

Select "SAVE AND EXIT" or "EXIT", and then press the PLAYER 1 start button.

NETWORK OPTIONS

- Network settings and connectivity check are performed.

“NETWORK OPTIONS” selection screen:



e-AMUSEMENT* (Factory setting: OFF)	Select the e-AMUSEMENT setting. <ul style="list-style-type: none"> • ON: Use e-AMUSEMENT service. • OFF: Do not use e-AMUSEMENT service.
NETWORK CHECK	Check the network connectivity. (See page 27.) (This item is displayed when “e-AMUSEMENT” is set to “ON”.)
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in “FACTORY SETTINGS”, a final confirmation needs to be made with “SAVE AND EXIT” to reflect the changes.

*When the settings have been made or changed, be sure to reboot the machine after “SAVE AND EXIT” is performed.

Select item

Press the PLAYER 1 left button or right button.

Decide item Change setting

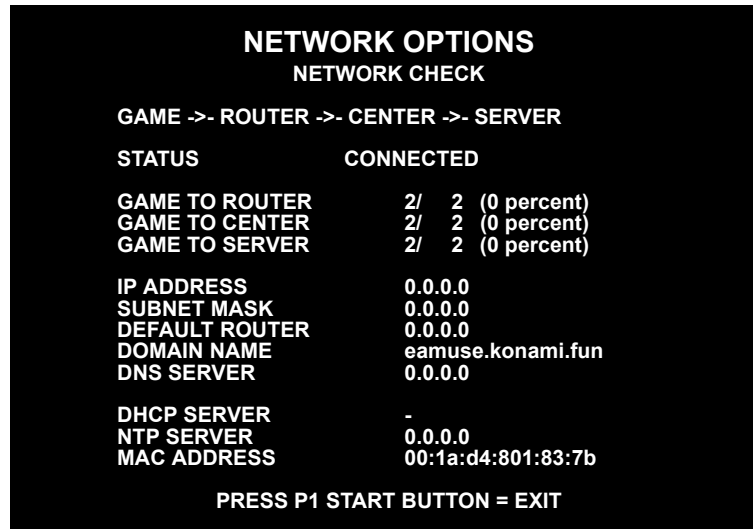
Select the item, and then press the PLAYER 1 start button.

Return to MAIN MENU

Select “SAVE AND EXIT” or “EXIT”, and then press the PLAYER 1 start button.

NETWORK OPTIONS >> NETWORK CHECK

- The network connectivity is confirmed when the e-AMUSEMENT service is activated.
This mode is displayed only when “e-AMUSEMENT” is set to “ON” on the “NETWORK OPTIONS” selection screen.
After the network is connected, be sure to confirm connectivity with this screen.



Connectivity status	<p>Displays the communication status between the main unit and the central server. Example display: GAME -> - ROUTER -> - CENTER -> - SERVER</p> <ul style="list-style-type: none"> • GAME: Main unit • ROUTER: In-shop VPN router • CENTER: e-AMUSEMENT entrance • SERVER: Central server <p>When normal communication is established, the “>” symbol is moving at a constant speed from left to right.] ← Confirmation item</p> <p>When the network connection is abnormal, “ROUTER”, “CENTER”, or “SERVER” is displayed in red.</p>
STATUS	<p>Display the connectivity.</p> <ul style="list-style-type: none"> • CONNECTED: Communication is established. • NOT CONNECTED: Communication is not established. <p>When the connectivity is normal, CONNECTED is displayed.] ← Confirmation item</p> <p>When confirming connectivity, “-” is displayed.</p>
GAME TO ROUTER GAME TO CENTER GAME TO SERVER	<p>Check response from the main unit to each section. If the values on the left side and the right side are similar as shown in the diagram, it is normal.] ← Confirmation item</p>
IP ADDRESS*	Display the IP address.
SUBNET MASK*	Display the subnet mask.
DEFAULT ROUTER*	Display the default router IP address.
DOMAIN NAME*	Display the central server domain name.
DNS SERVER*	Display the IP addresses for DNS server (up to 2).
DHCP SERVER*	Display the DHCP server IP address.
NTP SERVER*	Display the NTP server IP address.
MAC ADDRESS*	Display the MAC address.

*These are acquired from the central server and cannot be changed.

**Return to NETWORK
OPTIONS**

Press the PLAYER 1 start button.

RANKING DATA

- Delete the ranking data recorded in the machine.



CLEAR RANKING DATA	Deletes the ranking data.
---------------------------	---------------------------

When “CLEAR RANKING DATA” is selected and the PLAYER 1 start button is pressed, the following message is displayed.

DO YOU WANT TO CLEAR RANKING DATA? YES/NO

- Delete the ranking data: Select “YES”
- Leave the ranking data: Select “No” → “**NOT CLEARED**” is displayed, and the data will not be deleted.

When “YES” is selected, confirmation will be requested again.

SURE? YES/NO

- Delete the ranking data: Select “YES” → “**NOW ERASING**” is displayed and the ranking data in the machine will return to the factory setting status.
- Leave the ranking data: Select “No” → “**NOT CLEARED**” is displayed and the data will not be deleted.

NOTE	● The deleted ranking data cannot be recovered.
-------------	---

Select item	Press the PLAYER 1 left button or right button.
--------------------	---

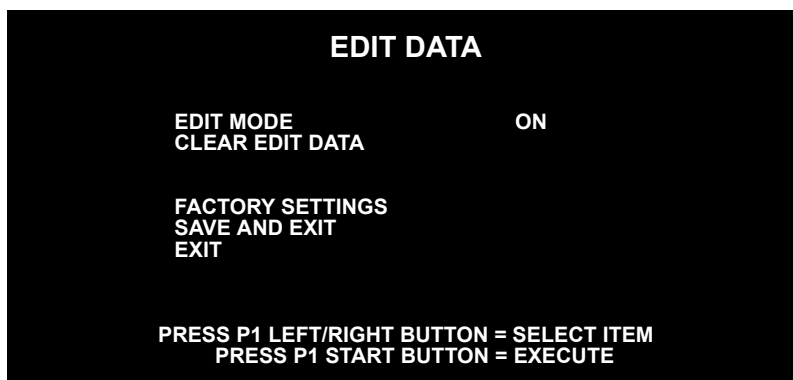
Ranking data deletion	Select “CLEAR RANKING DATA”, and then press the PLAYER 1 start button.
------------------------------	--

Return to MAIN MENU	Select “EXIT”, and then press the PLAYER 1 start button.
----------------------------	--

EDIT DATA

■ Make the setting whether or not to use the USB memory.

When “EDIT MODE” is set to “ON” in advance, the screen about the use of USB memory during the game is displayed.



EDIT MODE (Factory setting: OFF)	Makes the setting whether or not to use the USB memory during the game. <ul style="list-style-type: none"> • OFF: The screen about the use of USB memory during the game is not displayed. • ON: The screen about the use of USB memory during the game is displayed.
CLEAR EDIT DATA *	Deletes all the player edit data saved in the machine.
FACTORY SETTINGS	Press the PLAYER 1 start button to return all settings in this mode to the factory settings.
SAVE AND EXIT	Even if the settings have been changed or the settings have returned to the factory settings in “FACTORY SETTINGS”, a final confirmation needs to be made with “SAVE AND EXIT” to reflect the changes.

*Not displayed when “EDIT MODE” is set to “OFF”.

To delete the edit data, press the PLAYER 1 start button. The message below appears.

DO YOU WANT TO CLEAR ALL DATA? YES/NO

Then select “YES” or “NO” by pressing the PLAYER 1 left button or right button, and then press the PLAYER 1 start button.

When “YES” is selected, confirmation will be requested.

SURE? YES/NO

When “YES” is selected again, “**NOW ERASING**” will be displayed and the edit data saved in the machine will be deleted.

When “NO” is selected for either of the questions above, “**NOT CLEARED**” will be displayed and the data will not be deleted.

Select item

Press the PLAYER 1 left button or right button.

Decide item Change setting

Select the item, and then press the PLAYER 1 start button.

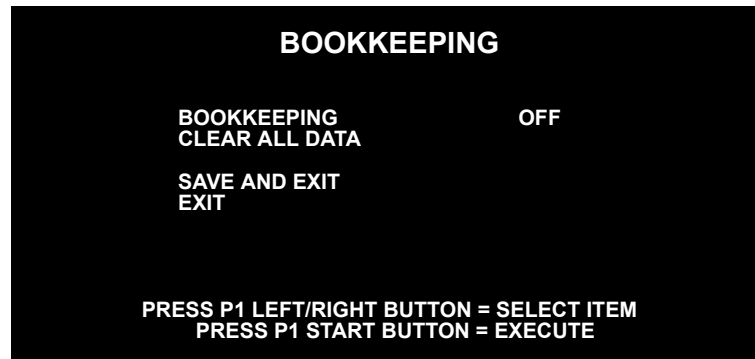
Return to MAIN MENU

Select “EXIT”, and then press the PLAYER 1 start button.

BOOKKEEPING

- The inserted coin count is displayed.

“BOOKKEEPING” menu screen :



BOOKKEEPING (Factory setting: OFF)	Set ON / OFF for the coin count. (If the “CLOCK” has not been set, “ON” cannot be selected.) <ul style="list-style-type: none"> • ON: Tracks coin total. • OFF: Does not track coin total. (While set to “OFF” the coin total will not be tracked and the coin total screen will not appear.)
CLEAR ALL DATA	The coin count data will return to the factory setting. Press the PLAYER 1 start button, and the message below appears. <p style="text-align: center;">DO YOU WANT TO CLEAR ALL DATA? YES/NO</p> Then select “YES” or “NO” by pressing the PLAYER 1 left button or right button. When “YES” is selected, confirmation will be requested. When “YES” is selected again, “ NOW ERASING ” will be displayed and the coin count data will be erased. When “NO” is selected, “ NOT CLEARED ” will be displayed and the coin count data will not be erased.
SAVE AND EXIT	Even when the settings have been changed, a final confirmation needs to be made with this item to reflect the changes.

Select item

Press the PLAYER 1 left button or right button.

Decide item
Change setting

Select the item, and then press the PLAYER 1 start button.

Coin count screen display
Return to MAIN MENU

Select “SAVE AND EXIT” or “EXIT”, and then press the PLAYER 1 start button.

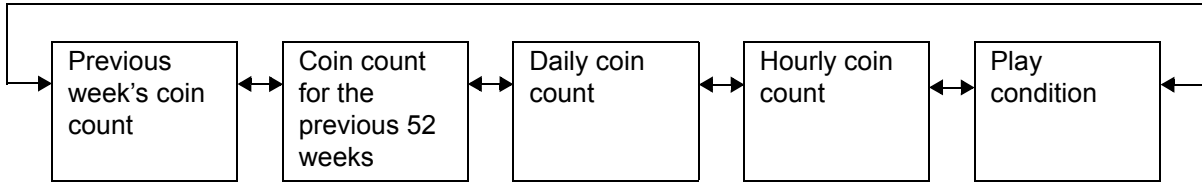
NOTE

- When the clock setting is not made after the main unit installation or initialization, the attempt to set “BOOKKEEPING” to “ON” is refused and the time setting prompt message below is displayed.

**FIRST, SET THE CLOCK.
“CLOCK” ITEM IS IN MAIN MENU.**

In this case, make the clock setting in “CLOCK”. (See page 34.)

■ When “BOOKKEEPING” is set to “ON”, the following coin data screens are displayed.



Display the next coin data screen

Press the PLAYER 1 right button.

Display the previous coin data screen

Press the PLAYER 1 left button.

Return to the BOOKKEEPING

Press the PLAYER 1 start button.

Return to MAIN MENU

Press the PLAYER 2 start button.

Previous week's coin count display screen :

BOOKKEEPING	
COIN DATA OF LAST 7DAYS	
TODAY	0
LAST 7 DAYS AVERAGE	-
LAST 7 DAYS TOTAL	-
YESTERDAY	-
-2 DAYS	-
-3 DAYS	-
-4 DAYS	-
-5 DAYS	-
-6 DAYS	-
-7 DAYS	-
PRESS P1 LEFT/RIGHT BUTTON = PREV/NEXT PAGE	
PRESS P1 START BUTTON = EXIT	
PRESS P2 START BUTTON = SUBMENU	

TODAY	Number of coins inserted today
LAST 7 DAYS AVERAGE	Average number of coins over the last 7 days
LAST 7 DAYS TOTAL	Total number of coins for the last 7 days excluding today
YESTERDAY	Number of coins used yesterday
-2 DAYS	Number of coins used 2 days ago
-3 DAYS	Number of coins used 3 days ago
-4 DAYS	Number of coins used 4 days ago
-5 DAYS	Number of coins used 5 days ago
-6 DAYS	Number of coins used 6 days ago
-7 DAYS	Number of coins used 7 days ago

No operation days will be displayed as “-”.

Coin count for the previous 52 weeks (1 year) display screen :

BOOKKEEPING			
COIN DATA OF LAST 52 WEEKS			
-01 :	-	-14 :	-
-02 :	-	-15 :	-
-03 :	-	-16 :	-
-04 :	-	-17 :	-
-05 :	-	-18 :	-
-06 :	-	-19 :	-
-07 :	-	-20 :	-
-08 :	-	-21 :	-
-09 :	-	-22 :	-
-10 :	-	-23 :	-
-11 :	-	-24 :	-
-12 :	-	-25 :	-
-13 :	-	-26 :	-
		-27 :	-
		-28 :	-
		-29 :	-
		-30 :	-
		-31 :	-
		-32 :	-
		-33 :	-
		-34 :	-
		-35 :	-
		-36 :	-
		-37 :	-
		-38 :	-
		-39 :	-
		-40 :	-
		-41 :	-
		-42 :	-
		-43 :	-
		-44 :	-
		-45 :	-
		-46 :	-
		-47 :	-
		-48 :	-
		-49 :	-
		-50 :	-
		-51 :	-
		-52 :	-

PRESS P1 LEFT/RIGHT BUTTON = PREV/NEXT PAGE
PRESS P1 START BUTTON = EXIT
PRESS P2 START BUTTON = SUBMENU

Coin counts for the each week during the previous 52 weeks are displayed in columns.

-01 :	Coin count for 1 week ago
-02 :	Coin count for 2 weeks ago
.	.
.	.
.	.
-52 :	Coin count for 52 weeks ago

No operation weeks will be displayed as "-".

Daily coin count display screen :

BOOKKEEPING	
COIN DATA OF EACH DAY	
MONDAY	TOTAL
TUESDAY	-
WEDNESDAY	-
THURSDAY	-
FRIDAY	-
SATURDAY	0
SUNDAY	-

PRESS P1 LEFT/RIGHT BUTTON = PREV/NEXT PAGE
PRESS P1 START BUTTON = EXIT
PRESS P2 START BUTTON = SUBMENU

MONDAY	Number of coins for Monday
TUESDAY	Number of coins for Tuesday
WEDNESDAY	Number of coins for Wednesday
THURSDAY	Number of coins for Thursday
FRIDAY	Number of coins for Friday
SATURDAY	Number of coins for Saturday
SUNDAY	Number of coins for Sunday

No operation days of the week will be displayed as "-".

Hourly coin count display screen :

BOOKKEEPING					
COIN DATA OF EACH HOUR					
	TOTAL		TOTAL		TOTAL
00 : 00	-	08 : 00	-	16 : 00	-
01 : 00	-	09 : 00	-	17 : 00	-
02 : 00	-	10 : 00	0	18 : 00	-
03 : 00	-	11 : 00	-	19 : 00	-
04 : 00	-	12 : 00	-	20 : 00	-
05 : 00	-	13 : 00	-	21 : 00	-
06 : 00	-	14 : 00	-	22 : 00	-
07 : 00	-	15 : 00	-	23 : 00	-

PRESS P1 LEFT/RIGHT BUTTON = PREV/NEXT PAGE
PRESS P1 START BUTTON = EXIT
PRESS P2 START BUTTON = SUBMENU

00 : 00	Coin count for 00:00
01 : 00	Coin count for 01:00
02 : 00	Coin count for 02:00
.	.
.	.
.	.
23 : 00	Coin count for 23:00

No operation hours will be displayed as "-".

Play condition display screen :

BOOKKEEPING	
PLAY DATA SUMMARY	
TOTAL ACTIVE TIME	10H 11M 12S
TOTAL PLAY TIME	0H 00M 00S
AVERAGE PLAY TIME	0M 00S
LONGEST PLAY TIME	0M 00S
SHORTEST PLAY TIME	0M 00S
TOTAL PLAY COUNT	0
SOLO PLAY COUNT	0
2-PERSON PLAY COUNT	0
	20:00:00
	2008-11-01(Sat)

PRESS P1 LEFT/RIGHT BUTTON = PREV/NEXT PAGE
PRESS P1 START BUTTON = EXIT
PRESS P2 START BUTTON = SUBMENU

TOTAL ACTIVE TIME	Total active time since the start of bookkeeping.
TOTAL PLAY TIME	Total play time
AVERAGE PLAY TIME	Average play time
LONGEST PLAY TIME	Longest play time
SHORTEST PLAY TIME	Shortest play time
TOTAL PLAY COUNT	Total number of plays
SOLO PLAY COUNT	Number of 1-person play
2-PERSON PLAY COUNT	Number of 2-person play
20:00:00 2008-11-01(Sat)	Displays the date and the current time displayed on "CLOCK" in 24 hour system.

CLOCK

■ The clock setting is performed.

Set the clock in this menu item to count the total of inserted coins or the play conditions. By setting the clock, you can see the displays of coin counts and play conditions using the BOOKKEEPING.



SET TIME	Set the clock in 24-hour system. (If the clock is not set, "CLOCK NOT SET" is displayed.)
SAVE AND EXIT	When the PLAYER 1 start button is pressed, "NOW SAVING" is displayed and the clock setting is saved, then the screen returns to "MAIN MENU".

Select item	Press the PLAYER 1 left button or right button.
Set clock	Forward: Press the PLAYER 2 right button. Backward: Press the PLAYER 2 left button.
Return to MAIN MENU	Select "SAVE AND EXIT" or "EXIT", and then press the PLAYER 1 start button.

ALL FACTORY SETTINGS

- The test mode settings other than “BOOKKEEPING”, “CLOCK”, “RANKING DATA”, and “EDIT DATA” are returned to the factory settings.



DO YOU WANT ALL FACTORY SETTINGS?	Return all settings made in test mode to the factory settings.
--	--

- Return to factory settings: Select “YES”.
- Not return to factory settings: Select “NO”. → “**NOT MODIFICATION**” will be displayed, and the settings will not be returned to factory settings and the screen will return to “MAIN MENU”.

When “YES” is selected, confirmation will be requested.

SURE? YES/NO

- Return to factory settings: Select “YES”. → “**NOW SAVING**” will be displayed, the factory settings will be saved and the screen will return automatically to “MAIN MENU”.
- Not return to factory settings: Select “NO”. → “**NOT MODIFICATION**” will be displayed, and the settings will not be returned to factory settings and the screen will return to “MAIN MENU”.
- When the settings have been returned to factory settings, the screen will display the following message. Press the PLAYER 1 start button to return to the MAIN MENU screen, and carry out any necessary settings.

CHECK ALL ITEMS BEFORE OPERATION.

- When the settings have been returned to factory settings, the following message may be displayed. In this case, turn OFF the power, wait at least 10 seconds, and then turn ON the power again.

PLEASE TURN OFF THE SWITCH AND REBOOT.

Select item

Press the PLAYER 1 left button or right button.

Decide item

Select the item, and then press the PLAYER 1 start button.

NOTES

- The following menu items can be returned to the factory settings.
 - “SOUND OPTIONS”
 - “GAME OPTIONS”
 - “COIN OPTIONS”
 - “NETWORK OPTIONS”
- The following menu items cannot be returned to the factory settings.
 - “RANKING DATA”
 - “EDIT DATA”
 - “BOOKKEEPING”
 - “CLOCK”
- Once returned to the factory settings, it cannot be returned to the original settings.

To return all settings to the factory settings

- 1** Turn ON the power.
- 2** Press and hold the test button on the start up screen. (The following message appears during the procedure.)

```
HDX : U : A : A

I/O BOARD      OK
SECURITY       -
BACKUP RAM     -
```

- 3** When “INITIALIZED” is displayed for “BACKUP RAM”, release the test button.

```
HDX : U : A : A

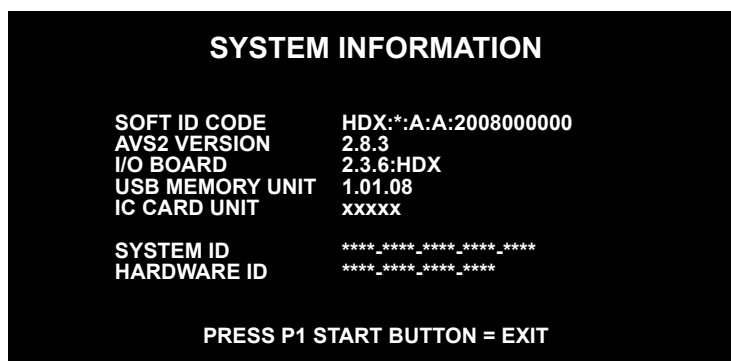
I/O BOARD      OK
SECURITY       OK
BACKUP RAM     INITIALIZED
```

- 4** When the following message appears, press the test button.

```
Please push a TEST BUTTON.
```

SYSTEM INFORMATION

- System information is displayed.



SOFT ID CODE	Displays the software version.
AVS2 VERSION	Displays the program version.
I/O BOARD	Displays the firmware version of the main I/O board.
USB MEMORY UNIT	Displays the firmware version of the USB memory board.
IC CARD UNIT	Displays the firmware version of the IC card unit.
SYSTEM ID	Displays the system ID.
HARDWARE ID	Displays the hardware ID.

Return to MAIN MENU

Press the start button.

EVENT MODE

- The settings for events such as in-shop competitions of your shop are made.

When "FREE PLAY" is set to "ON" in "COIN OPTIONS", the event mode can be selected.

How to set

Select "EVENT MODE" on the MAIN MENU screen.

The event mode is set, and the screen returns to the game mode automatically.

(When "FREE PLAY" is set to "OFF" in "COIN OPTIONS", the event mode cannot be selected.)

How to return to the normal mode

Select "GAME MODE" on the MAIN MENU screen.

NOTE

- When the "EVENT MODE" setting was made, followings are different from the normal game mode.
 - "EVENT MODE" is displayed at the bottom of the screen.
 - There is no timeout for the selection screen during the game and the result display.

3. Error codes and messages



- Before performing any solution, be sure to turn OFF the main power switch first, and then remove the power plug from the socket.
- After turning off the power, wait at least 10 seconds before turning the power ON again.
- When you do not know how to deal with a problem, before attempting to fix the problem by yourself, contact your nearest dealer.
- If a malfunction or failure is detected, turn OFF the main power switch, remove the power plug from the socket, and contact your nearest dealer.
- If the problem is not alleviated even after taking the steps described or if any other error codes or messages other than those described below are displayed, write down the error code and message, and immediately turn OFF the main power switch and remove the power plug from the socket. Then, contact your nearest dealer.

When an error code or message is displayed on the screen, try the following solutions:

Error code	Message	Possible causes	Action to be taken
5-1501-**** 5-1502-**** 5-1503-**** 5-1504-****	BOARD ERROR	▶ The communication with the DDRX main I/O board was not established.	▶ Contact your nearest dealer.
5-1505-**** 5-1506-**** 5-1507-****	SECURITY ERROR	▶ The security plug (black) of this product is not set correctly. ▶ The security plug (black) was damaged.	▶ Contact your nearest dealer.
5-1508-****	COIN ERROR	▶ Coins are stuck.	▶ Remove the stuck coins.
5-1509-**** 5-1510-**** 5-1511-**** 5-1512-****	FOOT ERROR	▶ The communication with the FOOT - I/O board was not established.	▶ Contact your nearest dealer.
5-1513-**** 5-1514-**** 5-1515-**** 5-1516-****	CARD UNIT ERROR	▶ The communication with the IC CARD UNIT board was not established.	▶ Contact your nearest dealer.
5-1517-**** 5-1518-****	SATELLITE ERROR	▶ The communication with the satellite LED board was not established.	▶ Contact your nearest dealer.
5-1519-**** 5-1520-****	DRIVE LED ERROR	▶ The communication with the LED drive board was not established.	▶ Contact your nearest dealer.
5-1521-****	HDD ERROR	▶ An anomaly has occurred in the hard disk data of PCB unit.	▶ Perform "ROM CHECK" in the test mode. (See page 21.) When BAD is displayed ▶ Turn OFF the main power switch immediately and remove the power plug from the socket. Then contact your nearest dealer.

- The asterisks (*) in the error codes represent different numbers based on the conditions.

Error code	Message	Possible causes	Action to be taken
5-1522-**** 5-1523-****	BACKUPRAM ERROR	▶ Access to the set data failed.	▶ If the same problem occurs repeatedly, press and hold the test button until the startup check when turning on the power. At that time, the settings are initialized. Set it again.
5-1524-****	USB MEMORY ERROR	▶ The communication with the USB memory board was not established.	▶ Contact your nearest dealer.
5-1550-**** 5-1551-**** 5-1552-**** . . . 5-1598-**** 5-1599-**** 5-1600-****	APPLICATION SYSTEM ERROR	▶ A problem has occurred at game system startup.	▶ Contact your nearest dealer.
5-2000-****	It cannot communicate with a router.	▶ The VPN router is unresponsive. (The in-shop network including the VPN router is the cause.)	▶ Set "e-AMUSEMENT" to "OFF" under "NETWORK OPTIONS" in the test mode (see page 26), and then reboot the system.
5-2002-**** 5-2003-****	It cannot communicate with a center server.	▶ Communication with the centre server is impossible.	▶ Set "e-AMUSEMENT" to "OFF" under "NETWORK OPTIONS" in the test mode (see page 26), and then reboot the system.
5-2004-**** 5-2005-****	This game machine is not registered.	<p>When using the e-AMUSEMENT service:</p> <p>▶ The "e-AMUSEMENT" setting is "OFF" under "NETWORK OPTIONS" in the test mode.</p> <p>▶ The e-AMUSEMENT service registration has not been performed.</p> <p>When not utilising the e-AMUSEMENT service:</p> <p>▶ The "e-AMUSEMENT" setting is "OFF" under "NETWORK OPTIONS" in the test mode and the LAN cable is connected to the e-AMUSEMENT side hub.</p>	▶ Contact your nearest dealer.
5-2006-****	The "on-line service" was ended.	▶ The e-AMUSEMENT service period of the product is expired.	▶ Contact your nearest dealer.

- The asterisks (*) in the error codes represent different numbers based on the conditions.

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