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Introduction

Congratulations on your purchase of Tsunami Visual Technologies’ TsuMo™ Mega Kit! This manual will guide you through the system assembly, operation, and maintenance of your TsuMo™ Mega Kit – the Multiple Expandable Game Arcade Kit.

The TsuMo™ Mega Kit is different from any other arcade machine you have experienced. The TsuMo™ Mega Kit provides the ability to convert old cabinets or build up new cabinets into a multi-game platform with the ability to add new games via software updates. As new games are installed, they show up in the MEGA Kit software’s multi-game menu system. Players use the joystick to scroll through the menu of the games installed and use the trigger to select the game they wish to play.

Together, these factors combine to offer you the most advanced and exciting arcade machine available!
# Mega Kit BOM

<table>
<thead>
<tr>
<th>Part #</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU-9003-X</td>
<td>Tsumo Mega PC Computer</td>
</tr>
<tr>
<td>CPU-0006-X</td>
<td>USB GCI board</td>
</tr>
<tr>
<td>CPU-0007-X</td>
<td>Universal Video Converter board (only required w/ MED &amp; LOW Res monitors)</td>
</tr>
<tr>
<td>ELC-0006-X</td>
<td>Analog Joystick</td>
</tr>
<tr>
<td>ELC-0004-X</td>
<td>Throttle w/ harness</td>
</tr>
<tr>
<td>ELC-0063-X</td>
<td>Operator service panel w/ buttons</td>
</tr>
<tr>
<td>ELC-0080-X</td>
<td>Audio amplifier</td>
</tr>
<tr>
<td>CBL-0008-X</td>
<td>Wiring harness, Joystick/throttle</td>
</tr>
<tr>
<td>CBL-0031-X</td>
<td>USB cable, PC to USB GCI</td>
</tr>
<tr>
<td>CBL-0127-X</td>
<td>Cable, 3-prong 110 A/C to PC</td>
</tr>
<tr>
<td>CBL-0108-X</td>
<td>Wiring harness, 12VDC power connection for Audio Amp</td>
</tr>
<tr>
<td>CBL-0130-X</td>
<td>Cable, PC to Audio Amp</td>
</tr>
<tr>
<td>CBL-0071-X</td>
<td>Cable, PC to VGA monitor (or to UVC when using MED &amp; LOW Res monitors)</td>
</tr>
<tr>
<td>CBL-0072-X</td>
<td>Cable, UVC to MED &amp; LOW Res monitors (only required w/ MED &amp; LOW Res monitors)</td>
</tr>
<tr>
<td>CBL-0073-X</td>
<td>Wiring harness, PC 4 pin power connector to UVC</td>
</tr>
<tr>
<td>CBL-0074-X</td>
<td>Wiring harness, Audio Amp to speakers</td>
</tr>
<tr>
<td>GRA-0033-X</td>
<td>Control panel overlay decal</td>
</tr>
<tr>
<td>GRA-0046-X</td>
<td>Marquee for MEGA Kit</td>
</tr>
<tr>
<td>GRA-0039-X</td>
<td>Documentation for MEGA Kit</td>
</tr>
</tbody>
</table>
Detail Cabling Connections

PC Connections

1- Part # CPU-9003-X, TsuMo MEGA PC Computer
2- Part # CBL-0127-X, Cable, 3-prong 110 A/C to PC
3- Part # CBL-0031-X, USB cable, PC to USB GCI
4- Part # CBL-0073-X, Wiring harness, PC 4 pin power connector to UVC
5- Part # CBL-0071-X, Cable PC to VGA monitor (only required w/ MED & LOW Res monitors)
6- Part # CBL-0130-X, Cable, PC to Audio Amp

Note: When installing the PC be sure to allow enough room for ventilation fans.
Audio Amplifier Board Connections

1- Part # ELC-0080-X, Audio Amplifier board

2- Part # CBL-0074-X, Wiring harness Audio Amp to speakers
   Red line -
   Black line -
   Green line -
   Yellow line –

3- Part # CBL-0108-X, Wiring harness, 12VDC power connection for Audio Amp, Supply 12VDC to the leads red is positive black is negative.

4- Part # CBL-0130-X, Cable, PC to Audio Amp

5- Hardware control, adjusts gain for the Audio Amp
USB GCI Board Connections

1- Part # CPU-0006-X, USB UGCI Board
2- Part # CBL-0008-X, Wiring harness, Joystick/throttle
3- Part # CBL-0008-X, Three pin connector to coin door
4- Part # ELC-0063-X, Operator service panel with buttons
5- Part # CBL-0031-X, USB cable, PC to USB GCI Board
Throttle Connection

1- Part # ELC-0004-X, Throttle w/ harness
2- Part # CBL-0008-X, Wiring harness, Joystick/throttle
3- 4 pin Molex connector
4- 6 pin Molex connector
5- 3 pin Molex connector (unused)
6- Spade connectors (unused)
Joystick Connections

1- Part # ELC-0006-X, Analog joystick
2- Part # CBL-0008-X, Wiring harness, Joystick/throttle
3- 4 pin Molex connector
4- 9 pin Molex connector
UVC Board Connections (only required w/ MED & LOW Res monitors)

1- Part # CPU-0007-X, Universal Video Converter board (only required w/ MED & LOW Res monitors)

2- Part # CBL-0072-X, Wiring harness, UVC to MED & LOW Res monitors (only required w/ MED & LOW Res monitors)

3- Part # CBL-0073-X, Wiring harness, PC 4 pin power connector to UVC

4- Part # CBL-0071-X, Cable PC to VGA monitor (only required w/ MED & LOW Res monitors)

Note: See UVC appendices for specific monitor setup.
1.0 TSUMO™ MEGA KIT SYSTEM OPERATOR CONSOLE

1.1 INTRODUCTION

Now that your TsuMo™ MEGA Kit is installed, as an operator you have many choices in which to configure the software of your unit. The sections below describe in detail how each screen on the Operator Console will help you to customize your TsuMo™ MEGA Kit software.

1.2 OPERATOR CONSOLE ACCESS AND NAVIGATION

1.2.1 Operator Console Access

1. The Service Panel is used to access the operator console.

2. The Service Panel is located behind the coin door on your display cabinet.

3. The Service Panel is a quick interface to the Tsumo™ MEGA Kit system Operator Console. (See bellow for details)

IN GAME MODE

a. The Test button displays the Operator Console on-screen.

b. The Service button gives credits without registering on the coin meter.

c. The Volume +/- buttons manually raise and lower volume of all speakers.
1.2.2 Operator Console Navigation

1. The operator can use either the joystick or the service panel for navigating in the operator console.

2. When using the Joystick for navigation in the operators console.

   a. Each screen of the operator console has a picture at the bottom of the screen detailing joystick button functions for navigation.

3. When using the Service Panel for navigation in the operators console.

   a. Test button is used to scroll through the menu.

   b. Service, Volume +, and Volume - buttons are used to select a menu item, and for changing the value of a selected item.

1.3 OPERATOR CONSOLE

From the Operators Console main menu, you have direct access to all game settings. From sub-menus (listed below), you have access to general game controls and diagnostics. Set and Select buttons are labeled in the lower-left section of the screen, and defined in the lower-right section of the screen. To return to game play and automatically save changes made, select “Exit to Game”.

![Operator Console Menu](image)
1.3.1 Coin Options

1. The “Coin Options” sub-menu allows you to set all coin options on your TsuMo™ MEGA Kit.

<table>
<thead>
<tr>
<th>Coin Options</th>
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</thead>
<tbody>
<tr>
<td>Exit Menu</td>
</tr>
<tr>
<td>Coins per Play : 8</td>
</tr>
<tr>
<td>Coins per Continue : Same</td>
</tr>
<tr>
<td>Currency Type : Coins</td>
</tr>
<tr>
<td>Coins per Pulse #1 : 1</td>
</tr>
<tr>
<td>Coins per Pulse #2 : 1</td>
</tr>
</tbody>
</table>

a. “Coins per Play” is how many coins it will take for a player to start a game.

b. “Coins per Continue” is how many coins a player must insert to continue their current game.

c. “Currency Type” lets you select what kind of currency you wish to use in your TsuMo™ MEGA Kit.

d. “Coins per Pulse” allows you to adapt different currency acceptors that are pulse specific to your TsuMo™ MEGA Kit.
1.3.2 Game Options Sub-menu

1. “Game Options” sub-menu allows you to customize your game software. It has four sub-menus, launcher selection, launcher order, game settings and game licenses.

a. Launcher Selection

1. Enables and disables the different game titles.

2. A line through the title designates a disabled title.
b. **Launcher Order**

1. Arranges the game titles in the order to be shown on the game launch screen.

**Launcher Order**

- Exit Menu
- Air Raid
- AirStrike
- BeachHead 2000
- Mechwarrior 4

---

2. **Game Settings**

1. “Game Time” can be adjusted using the Select and Set buttons.

2. “Continue Time” can be adjusted using the Select and Set buttons.

3. “Continue Timer Length” adjusts the amount of time the player has to continue playing after their game has ended. This can be adjusted by using the Select and Set buttons.

4. “Clear High Scores” will permanently erase your high scores and replace them with the default manufacturer’s high scores.
d. Game Licenses

1. “Version” displays the software version of the game on your system.

2. “Status” displays the license status of the software.

1.3.3 Statistics Sub-menu

1. The “Statistics” menu displays important information about the number of starts, continues and total plays your TsuMo™ MEGA Kit has processed.

1. Select a game title to see more defined statistics for a specific title.
a. Game Settings

2. “Coin-mech 1” and “Coin-mech 2” displays the number of coins inserted in each individual coin slot (if applicable).

3. “Total Coins” displays the sum of the “Coin-mech 1 and Coin-mech 2” numbers.

4. “Service Credits” is the number of credits used via Service button.

5. “Next Page” will show you the stats of each individual game. An example is shown below the main statistics graphic.
1.3.4 The Clock Settings Sub-menu

1. “Set Clock” allows setting of the current time using the Set and Select buttons. (Please note: Setting the current time is important for locations which run their TsuMo™ MEGA Kit games 24x7. A nightly reboot is scheduled into a twenty-four hour time period. This reboot optimizes the CPU system to ensure trouble-free operation.)
1.3.5 Volume Control Sub-menu

1. The “Volume Control” menu controls the volume level of your TsuMo™ MEGA Kit’s game play and the volume level during the attract mode which runs when the game is not being played. Use the Set and Select buttons to change these settings.

![Volume Control Menu]

1.3.6 Joystick Options Sub-menu

IMPORTANT:
Always verify joystick calibration and functionality after replacement of any control component or after the game is relocated.

1. To calibrate the Joystick, follow these simple steps:

   a. Depress and hold the trigger on the right Joystick while leaving the joystick centered.

   b. Release the trigger when the message “Joystick Limits Reset” appears across the top of the screen.

   c. Next you will see “Calibrate by moving joystick to limits” move the Joystick to its extents forward and backward, then from side to side. On screen, you will notice the centerline on the correlating meter will move to the limits of the bar.
d. Set the **Throttle** calibration by moving the Throttle to the fullest extent forward and to the fullest extent backward. Again, you should see the centerline on the Throttle meter move back and forth to the limits of the bar.

2. To check Joystick functionality, press Joystick and Throttle buttons to verify they are working. When you press any button, you should see the corresponding circle on the screen turn red.

3. To exit this page, hold the Select button until you return to the Main menu.
1.3.7 Software Upgrade Sub-menu

1. Insert the upgrade CD and press the Set button. You should see a message notifying you that a valid upgrade CD was found. If you do not see such a message, wait for a moment and press the Set button again.

2. When the screen tells you that the valid Upgrade CD was found, press the Set button, and your software system will be automatically upgraded.

3. Verify that your upgrade process was successful by noting the new version number at the bottom center of the screen.
1.3.8 MULTI SELECT MENU

1. When more than one game or attraction is enabled on TsuMo™ MEGA Kit, players get to make their choice of which game or attraction they want to play. The graphic below details that screen. Game selection is made by moving the flight control joystick right, left, forward or backward and then pulling the trigger to start the game when the desired attraction is in the center of the screen.