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TsuMo⁻ M

Tsunami Upright Conversion Kit

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Trouble shooting documentation

UVC documentation



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 TsuMoTM Mega Kit is different from any other arcade machine you have experienced. The TsuMoTM 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!



FREMONT, CA 94539 TEL, 510.661.9588 FAX, 510.661.9587 www.fsonamivisual.com

Mega Kit BOM

Part #	Description
CPU-9003-X	Tsumo Mega PC Computer
CPU-0006-X	USB GCI board
CPU-0007-X	Universal Video Converter board (only required w/ MED & LOW Res monitors)
ELC-0006-X	Analog Joystick
ELC-0004-X	Throttle w/ harness
ELC-0063-X	Operator service panel w/ buttons
ELC-0080-X	Audio amplifier
CBL-0008-X	Wiring harness, Joystick/throttle
CBL-0031-X	USB cable, PC to USB GCI
CBL-0127-X	Cable, 3-prong 110 A/C to PC
CBL-0108-X	Wiring harness, 12VDC power connection for Audio Amp
CBL-0130-X	Cable, PC to Audio Amp
CBL-0071-X	Cable, PC to VGA monitor (or to UVC when using MED & LOW Res monitors
CBL-0072-X	Cable, UVC to MED & LOW Res monitors (only required w/ MED & LOW Res monitors)
CBL-0073-X	Wiring harness, PC 4 pin power connector to UVC
CBL-0074-X	Wiring harness, Audio Amp to speakers

TsuMo MEGA Multiple Expandable Kit

Tsunami Upright Conversion Kit

GRA-0033-X	Control panel overlay decal
GRA-0046-X	Marquee for MEGA Kit
GRA-0039-X	Documentation for MEGA Kit



Detail Cabling Connections

PC Connections

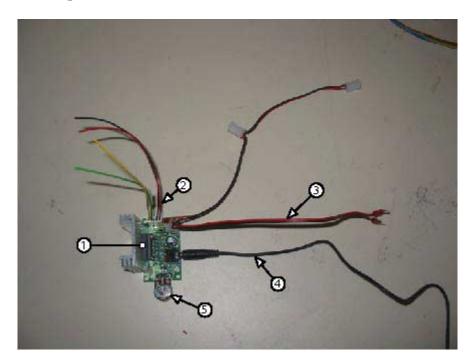


- 1- Part # CPU-9003-X, TsuMo MEGA PC Computer
- 2- Part # CBL-0127-X, Cable, 3-prong 110 A/C to PC
- 3- Part # CBL-0031-X, USB cable, PC to USB GCI
- 4- Part # CBL-0073-X, Wiring harness, PC 4 pin power connector to UVC
- 5- Part # CBL-0071-X, Cable PC to VGA monitor (only required w/ MED & LOW Res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



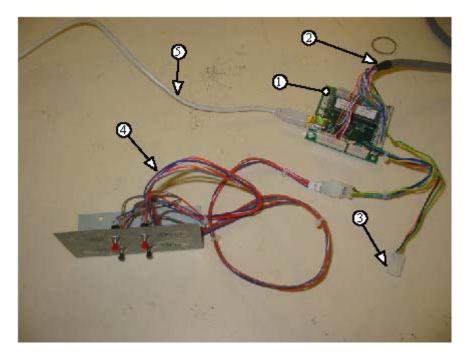
Audio Amplifier Board Connections



- 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



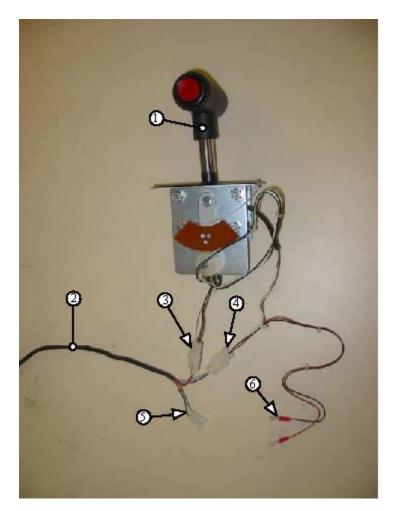
USB GCI Board Connections



- 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



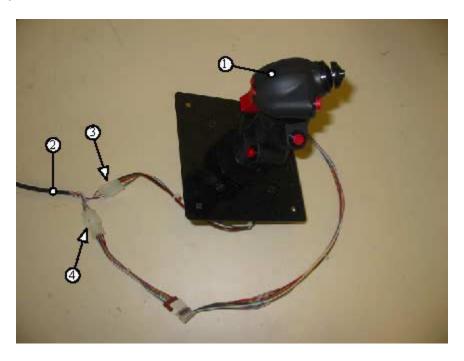
Throttle Connection



- 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)



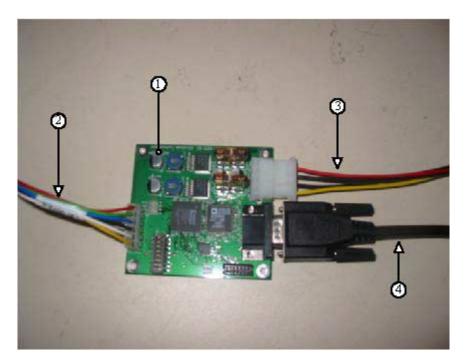
Joystick Connections



- 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.



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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.

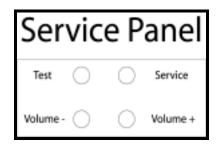
1.2 **OPERATOR CONSOLE ACCESS AND NAVIGATION**

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.



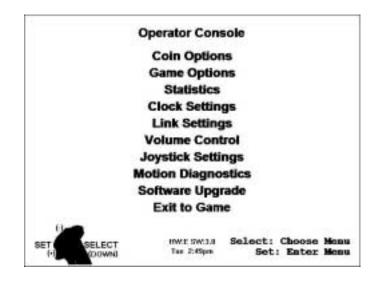


1.2.2 Operator Console Navigation

- **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 threw 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".





1.3.1 Coin Options

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

Coin Options			
Exit Menu			
Coins per Play : 8			
Coins per Continue : Same			
Currency Type : Coins			
Coins per Pulse #1 : 1			
Coins per Pulse #2 : 1			
(-)			
SELECT	Select: Choose Item		
(+) (DOWN)	Set: Modify Item		

- **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.



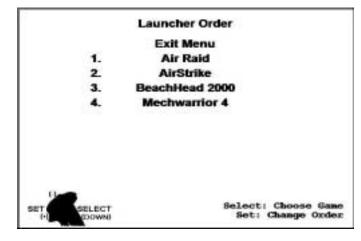
a. Launcher Selection



- 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.
- c. 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.



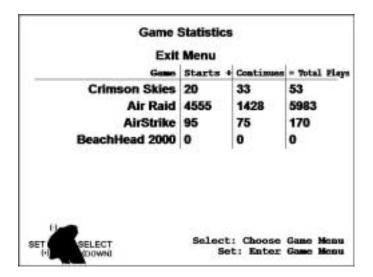
d. Game Licenses



- **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

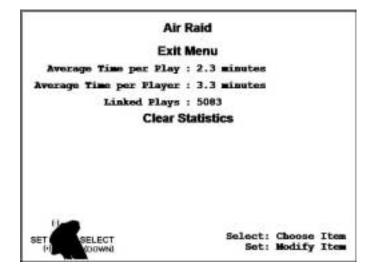
1. The "Statistics" menu displays important information about the number of starts, continues and total plays your TsuMoTM MEGA Kit has processed.



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.



1.3.6 Joystick Options Sub-menu



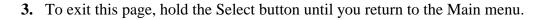
IMPORTANT:

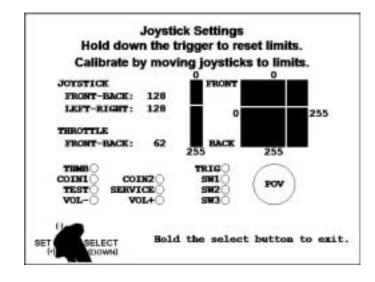
Always verify joystick calibration and functionality after replacement of any control component or after the game is relocated.

- 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.







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.

