

WARZAIID

Set-up, Operation, Maintenance, Parts catalog and Wiring Diagram

# Operators Manual

GKC22-UCC



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.



## TROUBLESHOOTING

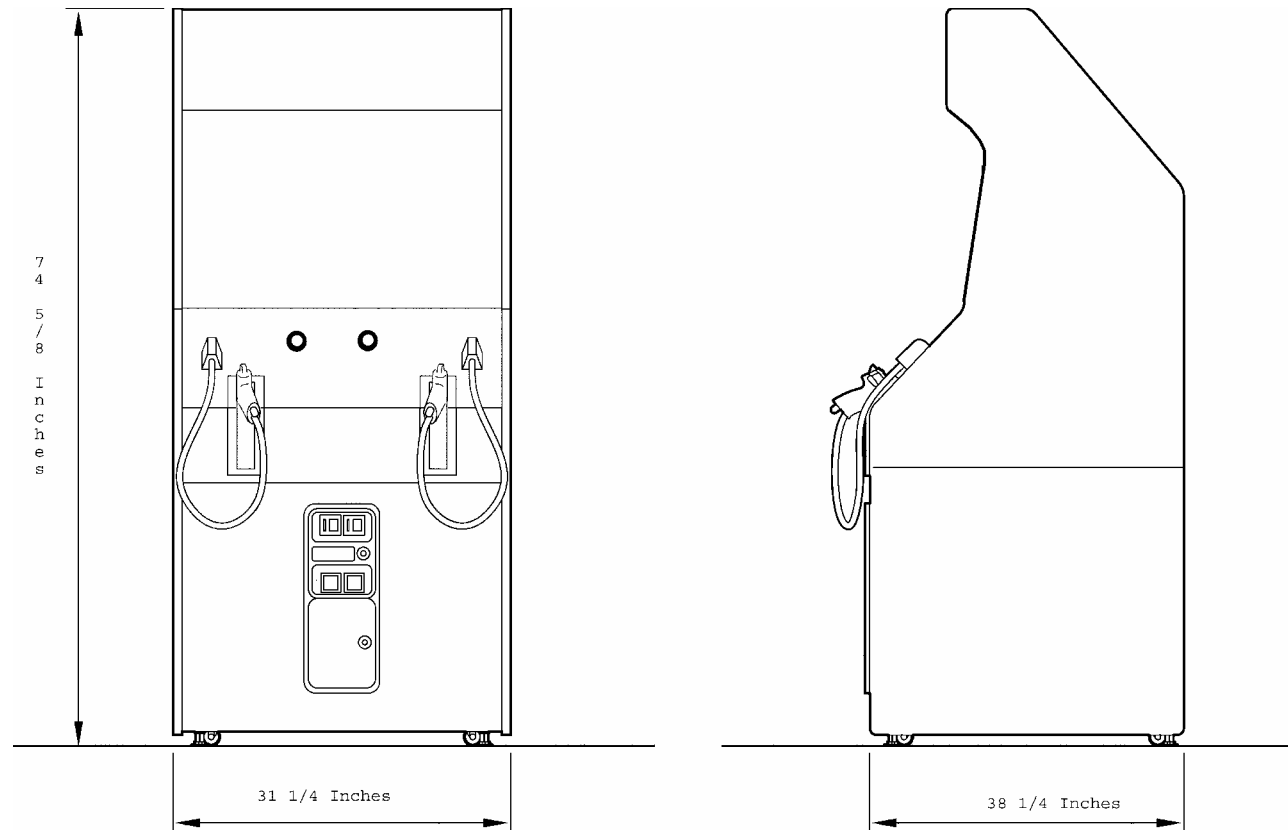
If the power switch is turned “ON” but the machine fails to start properly, take the following measures. If the machine still malfunctions or any other problem than described below occurs, immediately turn “OFF” the main power to the machine, unplug the receptacle, and contact your nearest distributor.

Problem	Possible Cause and check items	Solutions
Nothing on screen, and fluorescent lamp doesn't light	Power not turned on Power disconnected from wall Fuse Blown	Turn on Power Reconnect power Replace fuse
Nothing on screen, but title panel's fluorescent is on.	Memory card loose PCB defective Monitor defective	Turn off game, check memory card connection, or contact your distributor
Fluorescent lamp doesn't light	Fluorescent lamp or starter bad / defective	Replace the fluorescent or starter
Screen too dark or too bright	Monitor incorrectly adjusted	Adjust the screen brightness
Coins are put in, but no credit is received	Coin acceptor defective Coin switch bad	Replace the coin acceptor or switch
No sound or the sound is too loud	Sound level incorrectly adjusted Speaker disconnected	Adjust sound in “SOUND ADJUSTMENT” Check speaker connections
“BAD” appears repeatedly on screen by “ROM” check in test mode	Memory card is defective	Turn off power to the game and contact your distributor
“Hardware Error” displayed on screen	Memory card is defective PCB is defective Something wrong with hardware.	Turn off power to the game and Contact your distributor
There is no gun reaction or occasionally the gun doesn't fire.	Gun is disconnected Gun is defective Gun is exposed to direct sunlight Trigger switch is defective	Check gun connectors Relocate machine Replace gun

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## 2 - Specifications



### Specifications

Dimensions ----- Refer to the figure above: Inches  
 Weight ----- 450 LBS  
 Rated Power Consumption ----- 600W  
 Monitor ----- 27 Inch – Medium Resolution  
 Service Conditions ----- Temperature 33 to 95 degrees F, Humidity 20 to 70%  
 (No dewing)

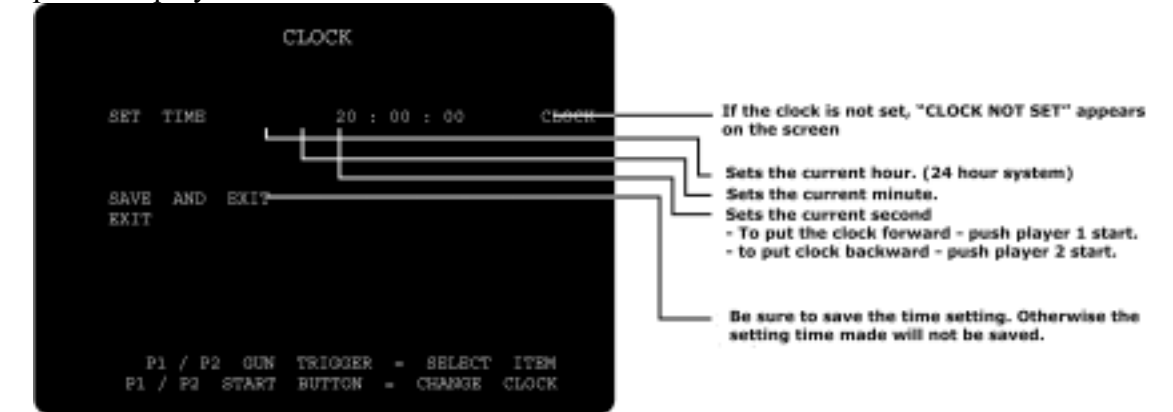
- The specifications of this product are subject to change without notice.

## CLOCK

- Mode for setting the current clock time.

Once the clock settings have been made using this menu, the total coin and play data can be viewed in the “BOOKKEEPING” screens. Pull the trigger of the player 1 or player 2 gun to select the “Hour”, “Minute”, and “Second” and press the start button of the player 1 or player 2 to set the current time.

To return to the “MAIN MENU” screen, select “SAVE AND EXIT” or “EXIT” and then press the player 1 start button.



If the clock is not set (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**  
**P1 START BUTTON = OK**

## ALL FACTORY SETTING

- Mode for returning the setting back to factory setting.

Pull the gun trigger for the player 1 or the player 2 to select the desired item and press the start button of player 1 to select.

When “YES” is selected, you are requested to confirm it. When “YES” is selected again, all of the settings will be returned to factory settings, “NOW SAVING” will appear on the screen as the settings are being saved. The screen will then go to the main menu.

- The following modes return to factory settings.  
“Sound Options”, “Game Options”, and “Coin Options”
- The following modes DO NOT return to factory settings.  
“Calibration of Gun”, “Bookkeeping”, and “Ranking Data”

If “NO” is selected “NO MODIFY SETTING” is indicated. This means the modified settings are not saved.

**Screen for the total number of coins per hour**

**BOOKKEEPING**

COIN DATA OF EACH HOUR

00 : 00 -	12 : 00 1448
01 : 00 0	13 : 00 1666
02 : 00 0	14 : 00 2293
03 : 00 0	15 : 00 3137
04 : 00 0	16 : 00 3771
05 : 00 0	17 : 00 5416
06 : 00 0	18 : 00 5723
07 : 00 0	19 : 00 5110
08 : 00 0	20 : 00 6513
09 : 00 0	21 : 00 4546
10 : 00 882	22 : 00 3828
11 : 00 1237	23 : 00 1988

P2 / P1 GUN TRIGGER PREV NEXT PAGE  
P1 START BUTTON = EXIT  
P2 START BUTTON = SUB MENU

**Total number of coins per hour**  
"-" appears for the week whose data is not totaled.

**Player 1 trigger -- Goes back to previous page**  
**Player 2 trigger -- goes to next page**

**When the player 1 start button is pressed, the screen returns to "MAIN MENU".**

**When the player 2 start button is pressed, the screen returns to the "BOOKKEEPING" menu.**

**Screen indication of game play details**

**BOOKKEEPING**

PLAY DATA SUMMARY

TOTAL ACTIVE TIME	10H 2M 0S
TOTAL PLAY TIME	5H 1M 0S
AVERAGE PLAY TIME	3M 0S
LONGEST PLAY TIME	5M 0S
SHORTEST PLAY TIME	2M 0S
TOTAL PLAY COUNT	110
GAME-STARTING COUNT	40
CONFIRMATION COUNT	70
SOLO PLAY COUNT	10
2-PERSON PLAY COUNT	40
20:00:00	

P2 / P1 GUN TRIGGER PREV NEXT PAGE  
P1 START BUTTON = EXIT  
P2 START BUTTON = SUB MENU

**Total active time after setting current time.**  
**Total play time after setting current time.**

**Average play time**  
**Longest play time**  
**Shortest play time**

**Total number of rounds played.**  
**Total number of initial play rounds.**

**Total number of continue play rounds.**

**Total number solo play rounds.**  
**Total number of 2 - person plays.**

**Displays the clock setting.**  
**(Hours, minutes, seconds)**

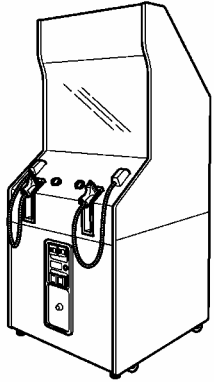
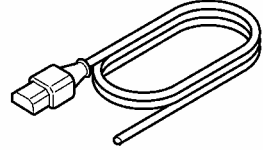
**Gun trigger player 1 -- Go to previous page**  
**Gun trigger player 2 -- Go to next page**

**Player 1 Start button -- Return to "MAIN MENU"**

**Player 2 Start button -- Returns to "BOOKKEEPING" menu**

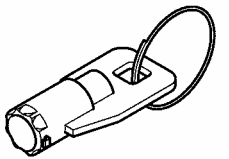
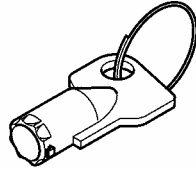
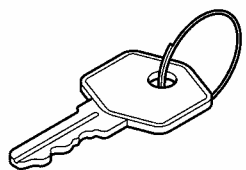
**3 -- Contents of the Product**

Make sure the following parts are in the product

NAME	QTY	NAME	QTY
 Main unit	1	 AC power cord (Approx. 3m)	1

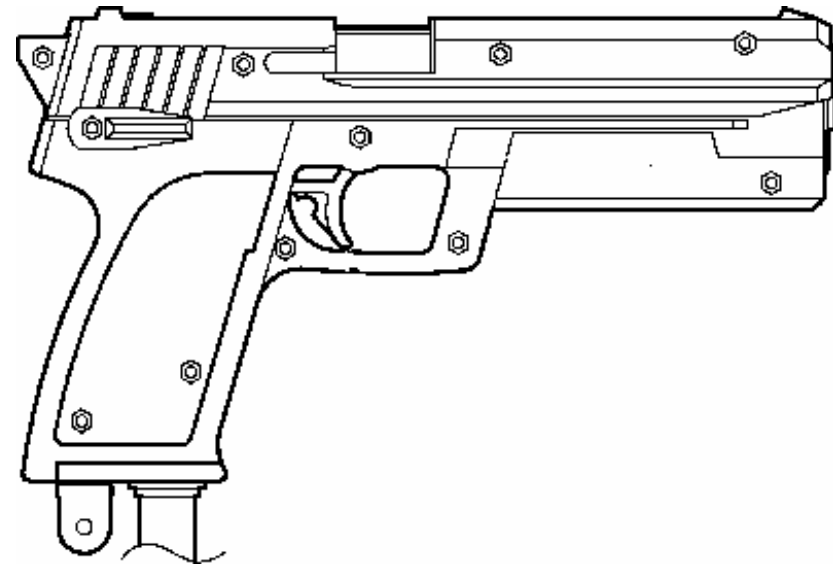
**3.1 -- Accessories**

Make sure that the following accessories are all in the machine.

NAME	QTY	NAME	QTY
Instruction manual (This manual)	1	 Coin door key	2
 Maintenance door key	2	 Back door key	2

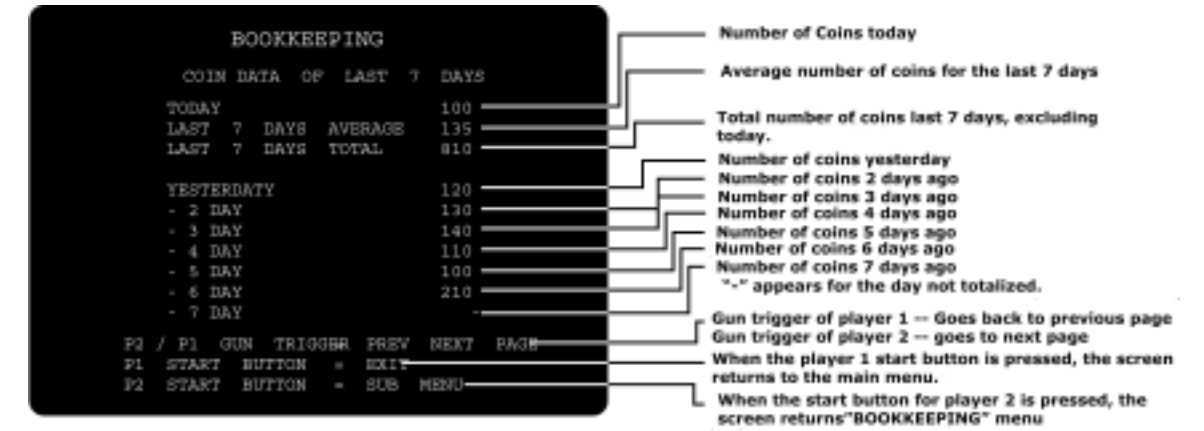
If any parts are missing or defective please contact your local distributor or Betson Enterprises.

## 4 – Part Numbers and Descriptions

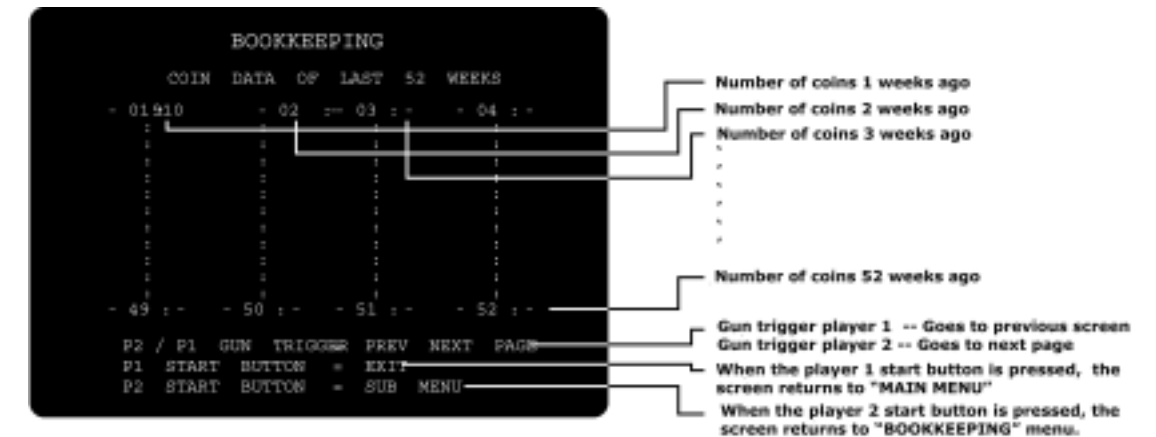


Complete Red Gun -----	Part Number ---	47-4400-01
Complete Blue Gun -----	Part Number ---	47-4400-02
Red Gun Case with trigger and Spring -----	Part Number ---	47-4409
Blue Gun Case with trigger and Spring -----	Part Number ---	47-4408
Gun Lens -----	Part Number ---	47-4407
Gun Hose / Cable -----	Part Number ---	47-4406
Gun Board -----	Part Number ---	47-4405
Trigger -----	Part Number ---	47-4404-04
Spring -----	Part Number ---	47-4409-09
Gun Trigger Switch -----	Part Number ---	47-9070
Gun Screw -----	Part Number ---	47-4410-01
Gun Nut -----	Part Number ---	47-4410-02

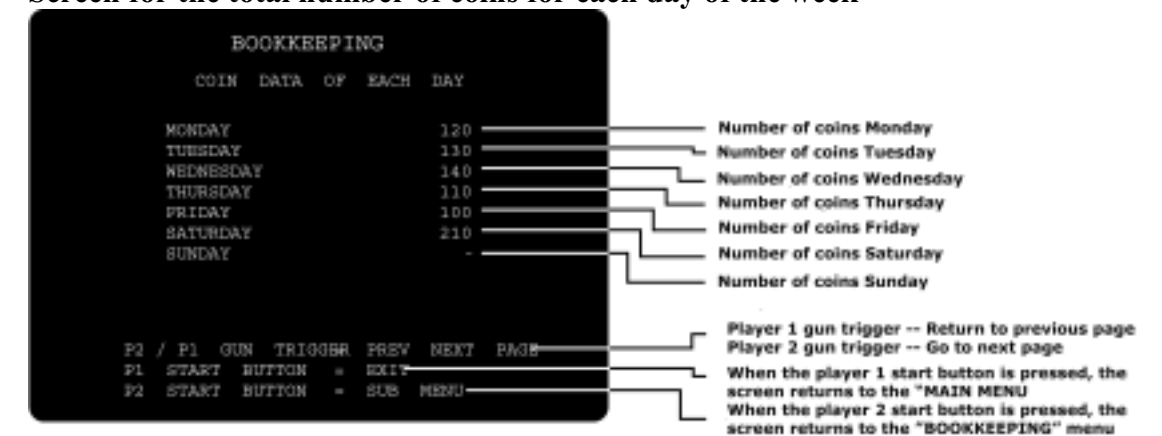
Screen of the total number of coins for the last 7 days.



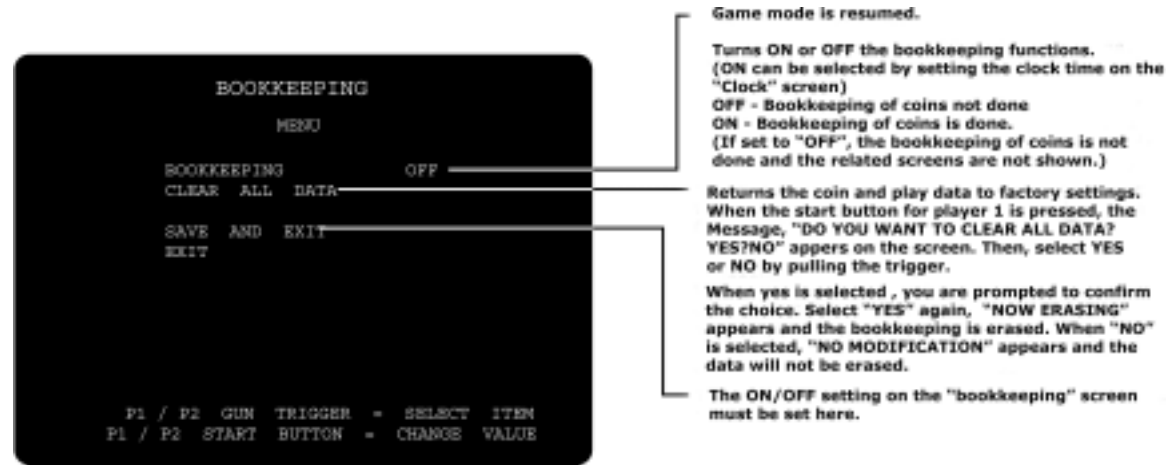
Screen total for the total coins for the last 52 weeks



Screen for the total number of coins for each day of the week



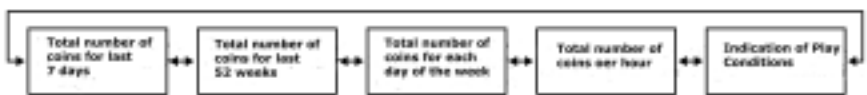
# BOOKKEEPING



Let's suppose that the clock is not set yet (just after this product has been installed or initialized, for example). If you try to set "BOOKKEEPING" to "ON", the following message appears on the screen to prompt you to set the clock. The bookkeeping screens cannot be opened. In such case, press the start button for player 1 to clear this message and set the clock on the "CLOCK" screen.

**FIRST, SET THE CLOCK.  
 "CLOCK" ITEM IS IN MAIN MENU  
 P1 START BUTTON = OK**

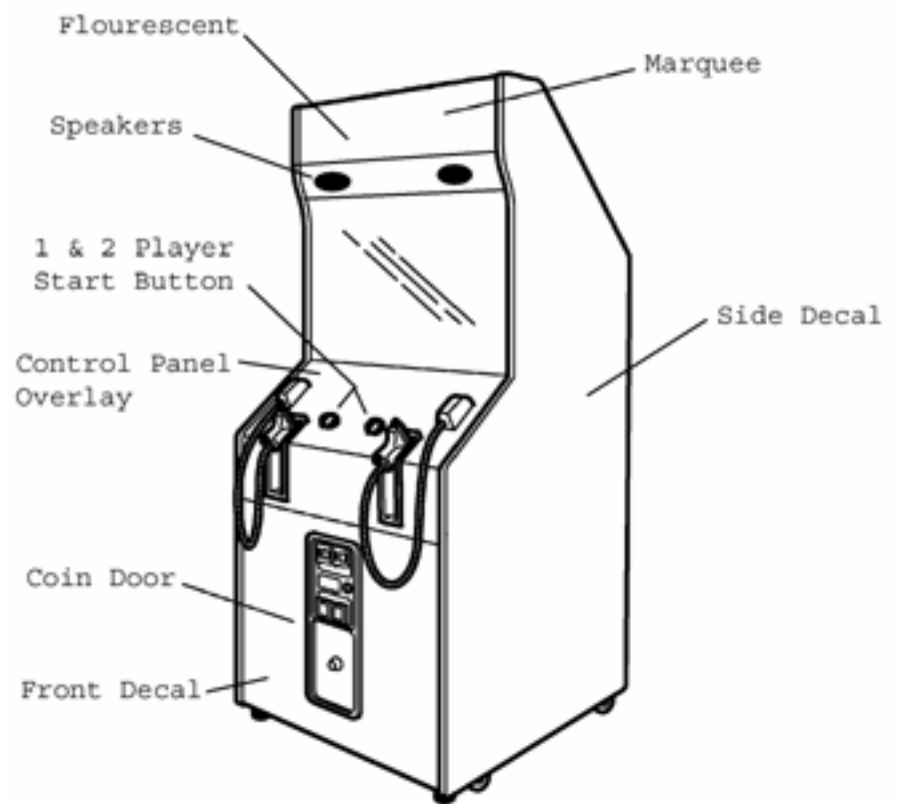
When the time has been preset on the "CLOCK" screen, and then the "BOOKKEEPING" item on the "BOOKKEEPING" menu screen can be turned on.  
 Now the following coin data and play data screen shows up.  
 The screen changes in the order shown below each time the player 1 trigger is pulled.  
 To return to the "BOOKKEEPING" menu screen, press the player 1 start button in individual display screen.  
 To return to the main menu, press the player 1 start button in individual display screen.



When "Coin Mechanism" on the "Coin Options" screen is set at "common" the bookkeeping data except "PLAY DATA SUMMARY" is displayed for each of the 2 slots on the bookkeeping screen.  
 The slot number appears to the right of the screen.

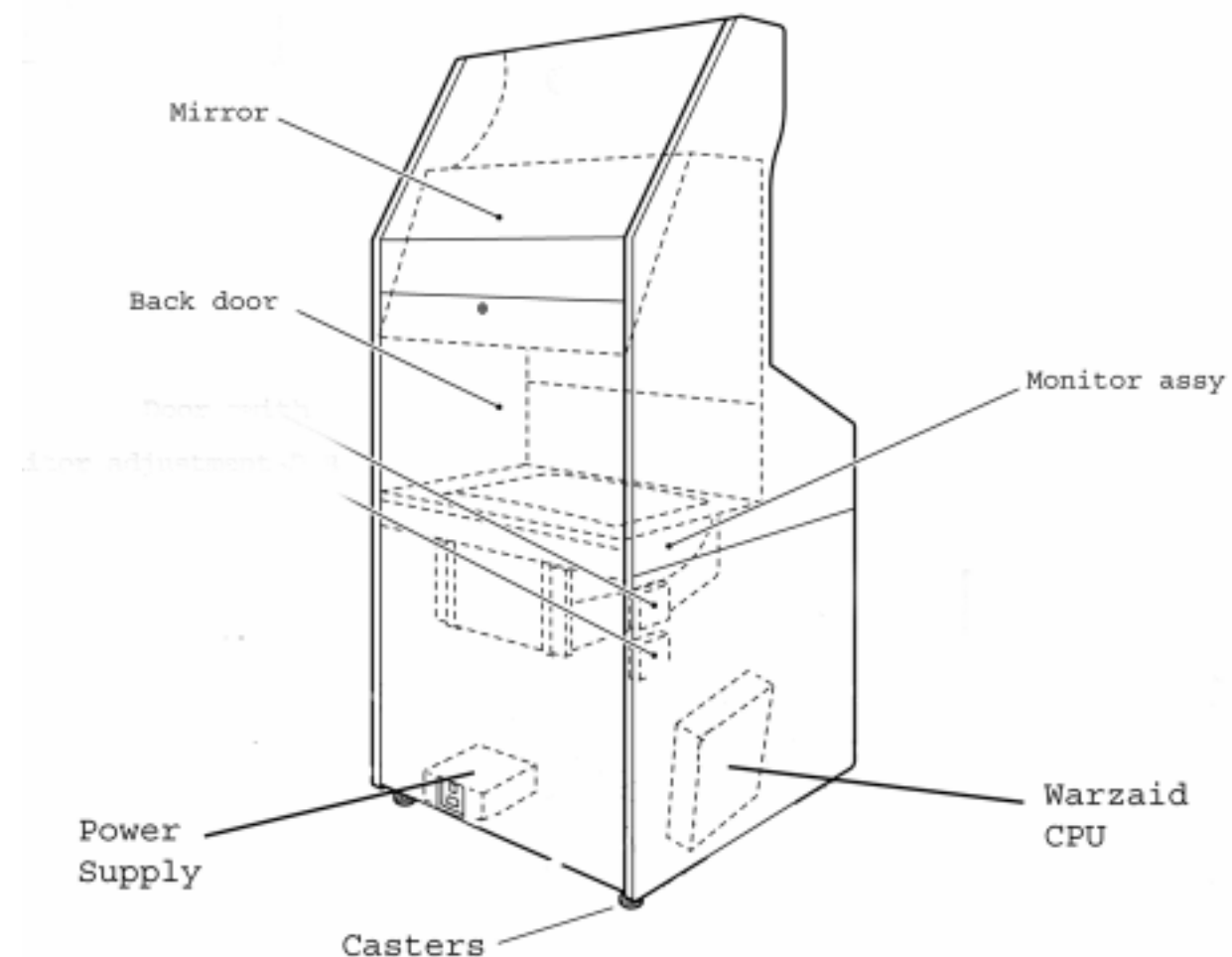
**COIN DATA OF LAST 7 DAYS [SLOT 1]**

## 4 – Part Numbers and Descriptions -- Continued



- One Player Start Button ----- Part Number --- 47-9150-1P
- Two Player Start Button ----- Part Number --- 47-9150-2P
- Left Side Decal ----- Part Number --- 1001-403-0004
- Right Side Decal ----- Part Number --- 1001-403-0003
- Control Panel Overlay ----- Part Number --- 1001-403-0002
- Front Decal ----- Part Number --- 1001-403-0005
- Marquee ----- Part Number --- 1001-403-0001
- Coin Door ----- Part Number --- 40-0038-47
- Speakers ----- Part Number --- 43-3010

## 4 – Part Numbers and Descriptions -- Continued



Casters -----	Part Number -----	0095-001-001
Power Supply -----	Part Number -----	44-1065-IT
Warzaid CPU -----	Part Number -----	1001-503-0001
Monitor Assy -----	Part Number -----	44-4070-00
Mirror -----	Part Number -----	D505-501-100
Back Door -----	Part Number -----	D505-602-000

## COIN OPTIONS

- Mode for settings and checking the coin options.  
Pull the gun trigger for the player 1 or the player 2 gun to select the desired item and press the start button of the player 1 or player 2 to select. To return to the "MAIN MENU" screen, select "SAVE AND EXIT" or "EXIT" and then press the player 1 start button.

The coin settings options are not displayed when "FREE PLAY" is set to "YES". In this case, remember the games will be free.

```

COIN  OPTIONS
FREE PLAY      NO
COIN STOCK    INDEPENDENT
COIN SLOTS     1 COIN 1 CREDIT

START          2 CREDITS TO START
CONTINUE       1 CREDIT TO CONTINUE

FACTORY SETTINGS
SAVE AND EXIT
EXIT

P1 / P2 GUN TRIGGER = SELECT OPTION
P1 / P2 START BUTTON = CHANGE VALUE
                
```

Selects a free play.  
Yes -- Can be played Free of charge  
No -- Can be played charged.

Sets the credits of the coin slots Common or independent when two or more coin slots are available.  
Common - When two or more coin slots are available, and their credit is common  
Independent - When the credit of each coin slot is independent.

Sets the number of credits for a coin.  
(1 credit to 16 credits)

Sets the number of credits required to start a game. (1 credit to 16 credits)

Sets the number of credits needed for the continuation of the game. (1 to 16 credits)

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

Be sure to "SAVE AND EXIT" to reflect new settings or the factory settings if selected.

## RANKING DATA

- Mode for setting, checking and deleting the ranking data.  
As for the items followed by setting or deletion, pull the trigger of the player 1 or player 2 gun to select the item and press the player 1 or player 2 start button to delete the content of setting. To return to the "MAIN MENU" screen, select "SAVE AND EXIT" or "EXIT" and then press the player one start button.

```

RANKING  DATA
1ST ABCDE TEAM 1388430 11TH ACWP TEAM 933180
2ND FGHIJ TEAM 1362450 12TH ACWP TEAM 889450
3RD KLMNO TEAM 1330800 13TH ACWP TEAM 571360
4TH PQRST TEAM 1304700 14TH ACWP TEAM 516550
5TH UVWXY TEAM 1289900 15TH ACWP TEAM 234350
6TH ZABCD TEAM 1170630 16TH ACWP TEAM 149250
7TH ACWP TEAM 1159830 17TH ACWP TEAM 57300
8TH ACWP TEAM 1030780 18TH ACWP TEAM 57290
9TH ACWP TEAM 1025730 19TH ACWP TEAM 57280
10TH ACWP TEAM 1023630 20TH ACWP TEAM 57270

RECORD SAVING      YES
FACTORY SETTINGS
SAVE AND EXIT
EXIT

P1 / P2 GUN TRIGGER = SELECT OPTION
P1 / P2 START BUTTON = CHANGE VALUE
                
```

Displays the ranking, team name, and score.

Selects the score ranking setting  
Yes -- Score ranking id recorded  
No -- Score ranking is not recorded

Press the player 1 start button to return all settings back to factory settings.

Be sure to "SAVE AND EXIT" to reflect the new settings or the "Factory Settings" if selected

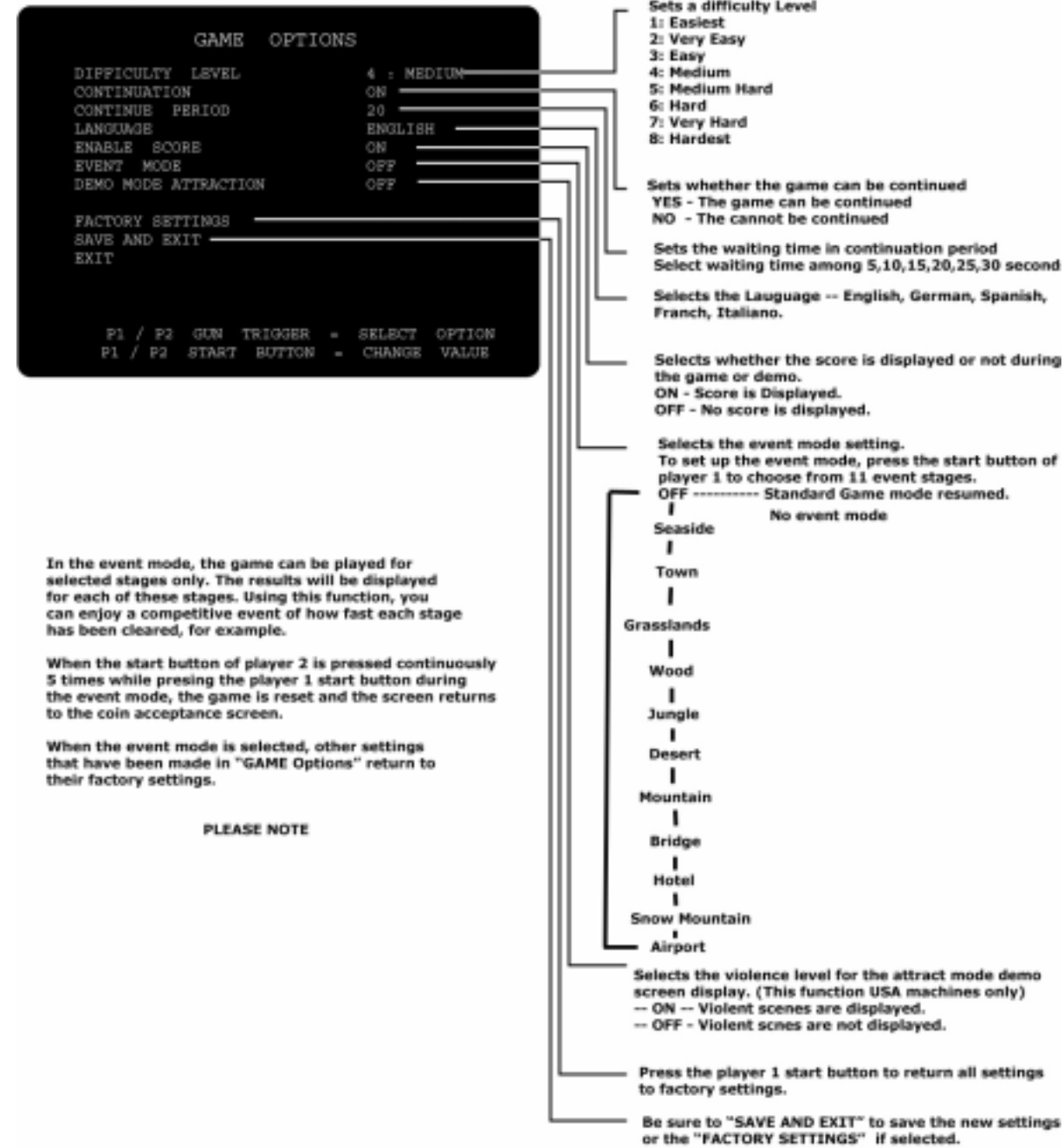


## Game Options

- Mode for setting and checking the game options.

Pull the trigger of the player 1 or player 2 gun to select the desired item and press the start button for player 1 or player 2 to select.

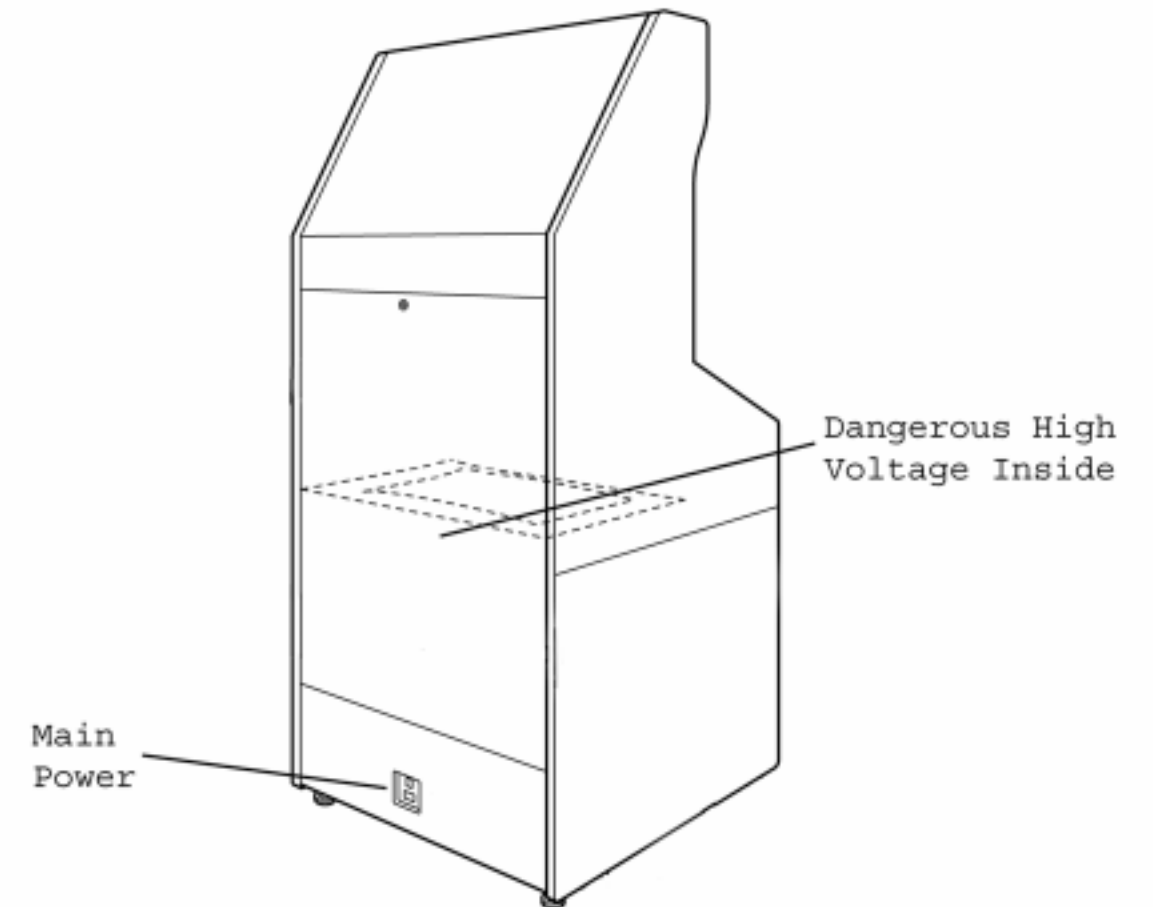
To return to the "Main Menu" screen, select "SAVE AND EXIT" or "EXIT" and then press the player 1 start button to select.



## 4 – Power Unit

The Power Supply is located at the rear of the machine.

- Be sure to use the enclosed AC power cord.
- Be sure to ground the machine.
- There are high voltage components inside of the machine. Only qualified technicians are allowed to open the back door. When the back door is open, be careful not to touch the monitor or it's nearby parts.
- When opening the back door, be sure to turn off the main power switch and unplug the power cord from the receptacle.



## 5 -- How to Play Game

This machine gives a lively entertainment of a soldier gun-shooting simulation game, which can be competed by a maximum of 2 players at a time. By having shot down a particular enemy, the player can get another weapon item, which allows for different types of weapons depending on the battle situation and for other broader ways of enjoying the game. The player can reload the handgun by directing it to the outside of the screen and pulling the trigger. Similarly, by firing the gun to the outside of the screen, a shield appears in front of the player by which he or she can protect against attack from the enemy.

Find out the enemy and recapture the territory that has been occupied once the enemy, in various ways of attack and defense.

### ■ How to Play -----

1. Put coins(s) in the slot, press the start button, and the start demonstration appears and "Posture-for Fire System Explanation" starts. Up to 2 persons can simultaneously enjoy themselves in playing the game. In addition, another player can join in and play the game during a current game.
2. Then, "Nickname Selection" starts. From the nicknames displayed on the screen, aim at and shoot a desired nickname with the gun to select your nickname.
3. After the selection of a nickname, the "Operations Explanation" starts. The player is given the knowledge about all the stages and the rules of the game as well as the details of the operation.
4. After the explanation of the operations, the "Start Demo" appears and then the game begins.
  - One life point is lost whenever a soldier is attacked by the enemy. In addition, one life point for all soldiers participating in the combat will be lost unless the operations are executed successfully within the preset time for each stage.
  - If the player achieves exceptional results in the combat, he or she can be promoted to a higher rank.
  - If a soldier is wounded by a bullet from the enemy, one life point is lost and at the same time the player is demoted down by one rank.
  - When the operations for each stage have been executed completely, the score of the game currently in progress is displayed. If 2 players participate in the game, the higher ranking player is given the life point bonus.
  - If a bullet hits the "Enemy", "Combat Vehicle", or "Enemy Shell", score is added. (COMBO Points)
  - If the player successfully hits enemies continuously, additional scores are accumulated. (Great Shot)
  - If the player hits an enemy in the head, he or she can gain additional score.
  - When a particular enemy has been shot down, "Weapon Item" and "Life-up" comes out. The player can obtain the items when he or she shoots them.

Dip Switch Bit Number			
1	2	3	4
OFF	OFF	ON	ON

Be sure to set the DIP switches as shown in the figure to the left. Otherwise, the machine will fail to function correctly.

## SOUND OPTIONS

- Mode for setting and checking the sound options.  
Pull the gun trigger for the player 1 or player 2 gun to select the desired item and press the start button for player 1 or player 2.  
To return to the "MAIN MENU" screen, select "SAVE AND EXIT" or "EXIT" and then press the player 1 start button.

The screenshot shows the "SOUND OPTIONS" menu with the following options: SOUND IN ATTRACT MODE, ALL THE TIME, SOUND VOLUME (set to 20), SOUND SCALE CHECK, SOUND PHASE CHECK, FACTORY SETTINGS, SAVE AND EXIT, and EXIT. Callouts provide detailed instructions for each option.

**TURNS ON AND OFF THE DRCO SOUND PLAY**  
ALL THE TIME ..... Sound always on.  
ONCE EVERY 4 CYCLES ..... Sound every 4 cycles.  
COMPLETELY OFF ..... Sound always off.

Adjusts the sound level from 0 (MUTE) to 30 (MAX)  
To raise the sound volume, press the start button for player 1. When you reach 30 (MAX) the sound volume will return to 0 (MUTE).  
To lower the volume, press the start button for player 2. When you reach 0 (MUTE), the sound volume will return to 30 (MAX).  
The sound stops when the selection ends.

The scale "Do, RE, MI" is heard alternately from the left and right speakers.  
Displays "Left" or "Right" according to which of the speakers is active.

Checks the phase of the speakers.  
It is possible to check whether the speakers are wired correctly or not by hearing the 2 kinds of sounds of different phase through a pair of speakers. The sound is heard accompanied by repetition of phase difference 0 degree and 180 degree at 2 second intervals.

Press the start button for player 1 to return all the settings to factory settings.

Be sure to "SAVE AND EXIT" to reflect new settings or the "FACTORY SETTINGS" if selected.

At the bottom of the screen, it says:  
P1 / P2 GUN TRIGGER = SELECT OPTION  
P1 / P2 START BUTTON = CHANGE VALUE

If the ROM check is aborted, "ABORTED" is displayed.



Countdown counts down from 100, and completes at "0"

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



If "BAD" is indicated, turn off the power switch and turn it on again. If "BAD" still appears, immediately turn OFF the main power switch, unplug the AC power cord from the game, and contact your nearest distributor for assistance.

**Please note**

## DIP SWITCH CHECK

- Mode for checking the DIP switch settings on the main PCB unit.  
Be sure to set the DIP switches as follows.  
To return to the "MAIN MENU" screen, press the start button for player 1.



Shows the current position of each DIP switch (The figure shows that DIP switches 1 and 2 are set to OFF and 3 and 4 are ON)

DIP switch 1 is not used - Keep off

DIP switch 2 is not used - Keep off

DIP switch 3 should be ON

DIP switch 4 should be ON

Machine gun ---- Can shoot continuously  
(The number of bullets is limited and cannot be reloaded)  
Rocket launcher - Can destroy tanks and combat helicopter with one shot.  
(The number of bullets is limited and cannot be reloaded)  
Life up ---- Increases by one life point.  
The obtained weapon items can be selected with the start button.  
Those weapons are ready for use when they are acquired. Press the start button to replace the handgun with one of them. With the battle situation in mind, use the obtained machine gun or rocket launcher wisely.

- The game is over when the life points become "0".
  - The "Result Report" then appears after the game-over or game-clear, and the evaluation of the teams fighting power is displayed.

### How to operate the gun unit -----

The player can reload the handgun by directing it to the outside of the screen and pulling the trigger. Similarly, by firing the gun to the outside of the screen, a shield appears in front of the player by which he or she can protect against the enemy from attack. The shield stays in place until the next bullet is shot on the screen.

### Joining the game halfway -----

Another player can participate in the game during another players game, at any time during game play.

### Placing the gun back into the holster -----

Place the gun unit back into the holster after game play.

### Continuation of the game -----

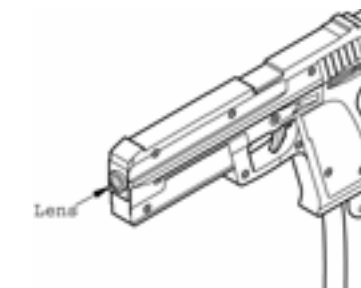
The continuation of the game is accepted for 10 seconds after the end of the game. (This time is operator adjustable in the game options settings)

### Event Mode -----

By selecting a desired 1 out of 11 modes programmed in the "Event Mode" of the "Game Options", this product can provide a mode suitable to the event or competition organized by the customer.

### Cleaning the lens -----

Periodically check the guns lens unit to see if it is scratched or stained. If so, sight may fail or the gun unit may malfunction.



## 6-1 – Checking the Game at start up

- When the game is first turned ON after the installation of the machine, the self diagnostic test will begin. The test results will be displayed on the screen. If the power is not turned ON, make sure that the main power switch is in the ON position.

- Do not change the DIP switch setting of this machine to anything other than the factory settings. There are no operator adjustments using the DIP switches.
- If the game fails to function properly, immediately turn off the main power switch, unplug the power cord from the receptacle and contact your local distributor.

- Results of power up tests -----

**If the test is OK** – The machine goes to the demonstration mode and the attract mode begins.

**If the test fails** – If “BAD” or “Error” appears on the screen, take proper measures, referring to the Trouble shooting section on page 26.

- Setting the time -----

If the timer is not yet set in the “Clock”, the following message appears on the screen.

PLEASE SET THE CLOCK BEFORE OPERATION  
PRESS TEST BUTTON = MAIN MENU

Press the test button, and the “Main Menu” screen shows up instead in the test mode. Select the “Clock” screen and set the time. Without this setting, the above message appears each time the machine starts.

- Gun calibration setting-----

If the gun has not been calibrated in the “Gun Check” section in the set-up and diagnostics menu the following message appears in the screen. (The gun calibration is made at the time of shipment so the message should not appear)

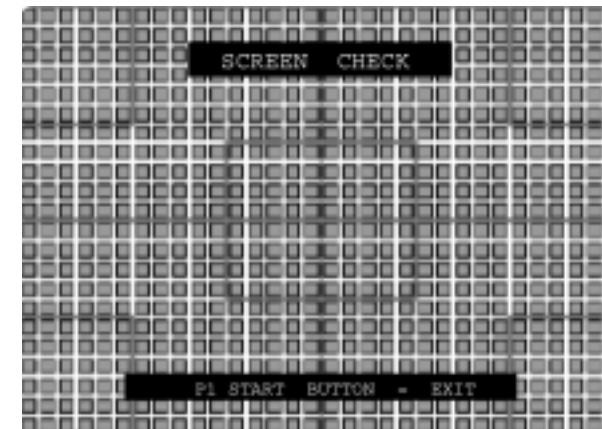
PLEASE CALIBRATE GUN.  
PRESS TEST BUTTON = MAIN MENU

When the test button is pressed at this time, the menu changes to “Main Menu” of the “Test Mode”. Then, calibrate the gun using the “Gun Check” of the “I/O” check menu. If the gun calibration has not yet been completed, the above message appears whenever the game is started.

## Screen Check

Adjusting the screen distortion

- Mode for checking the screen.  
Adjust the vertical and horizontal picture size, as required, using the test screen crosshatch pattern. Use the monitor adjustment PCB to make the adjustments. To return to the “MAIN MENU” screen, press the start button for player 1.



## COLOR CHECK

Adjusting the color display

- Mode for checking the color display  
Adjust the monitor using the monitor adjustment PCB so that the colors of the color bars in the monitor crosshatch are white, and the background color is dark.

## ROM CHECK

Checking the content of ROM

- Mode for checking the memory card ROM.  
Check the memory card (ROM) which is located in the main PCB unit. “OK” appears when the board is working normally and “BAD” appears when there is a malfunction.  
Press the player 1 start button to interrupt the ROM check or return to the main menu.

When the ROM check has completed, and passes the tested, “OK” appears.

OK

## 6-2 – Game Settings and Adjustments

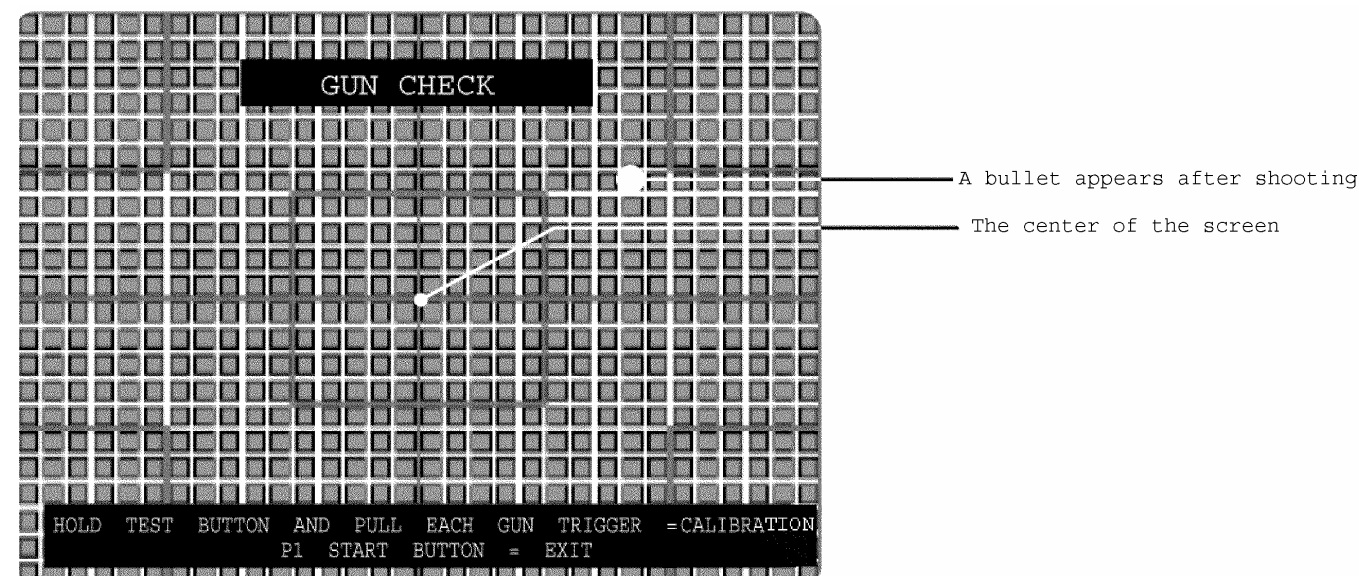
This section describes how to change and check the current game settings, as required.

### Gun Check

Checking the gun reaction and Sighting

- This is the mode for checking the gun reaction and sighting. The reaction of the gun can be checked by pointing the gun at the screen and pulling the trigger. To return to the “I/O” item selection screen, press the start button for player 1.

- After the gun has been repaired or replaced, be sure to calibrate the gun
- Be careful to calibrate the gun accurately to ensure the game operates properly.
- Perform a calibration for all (BOTH) the guns when calibrating.

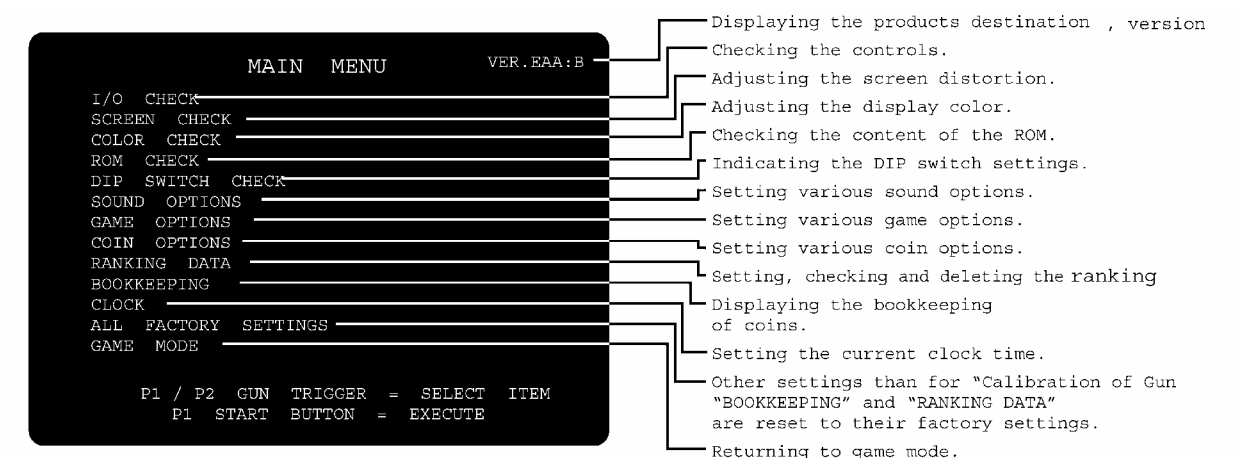


- Performing the gun calibration  
To calibrate the gun hold down the test button and shoot the spot at the center of the screen for each players gun.  
A bullet mark appears after shooting.  
Always perform a calibration for both guns when calibrating.

- Starting the Test Mode -----
  1. Turn on the power switch.
  2. While the game is in the attract mode, press the test switch on the service panel. The main menu is displayed on the screen.

If the power is turned on while the test button pressed, the current settings and all the data recorded in the “Ranking Data” and “Bookkeeping” are deleted and returned to their factory settings.  
**PLEASE NOTE**

- Exiting the Test Mode -----
  1. Use / pull the trigger of the player 1 or player 2 gun to select “Game Mode” on the main menu screen.
  2. While the “Game Mode” is selected press the player 1 start button. This will return the game to the game mode. (Attract Mode)
- Main menu Screen (Basic items) -----



- If the system clock has not been set, “>” and “<” start flashing at both ends of “BOOKKEEPING” to prompt you to set the clock.
- If the gun calibration has not been made, “>” and “<” will flicker on both sides of the “I/O CHECK” screen to prompt you to make the gun calibration.

**Please Note**

■ **Selecting Each Mode** -----

How to select each mode from the main menu..

- Select ---- Pull the trigger of the player 1 or player 2 gun.
  - Set ----- Press the start button for player 1.
- For a basic explanation of each mode refer to the above pages.

**6-3 Mode Descriptions**

- The original factory settings are displayed; the changed settings are in red.
  - To change the preset value, pull the trigger of the player 1 or the player 2 gun to select the desired item and press the start button for player 1.
  - After the desired setting has been changed, select “SAVE AND EXIT” and press the start button to enter.
  - “NOW SAVING” will appear, the new settings will be saved, and they will than return 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]

Pull the trigger of the player 1 or player 2 gun to make a selection of “YES/NO” and press the start button for player 1 to enter.

If “YES” is selected, the new settings will be saved and the display will indicate “NOW SAVING” and then 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, and then the screen will return to the main menu.

If “FACTORY SETTINGS” is selected and the player 1 start button is pressed, all of the settings will be reset to factory settings.

**Please Note**

**I/O Check**

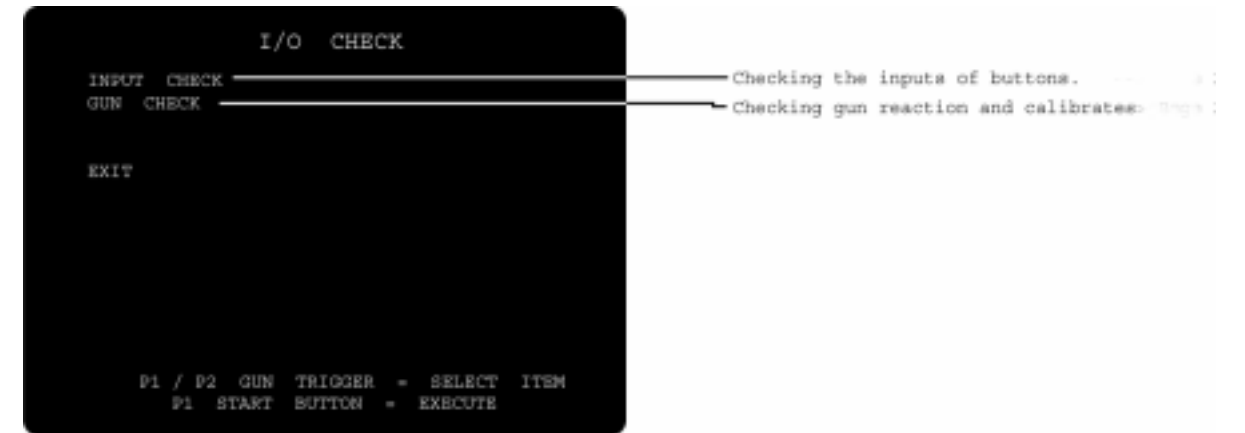
Checking the Controls

- Mode for checking the buttons.

Select the item(s) to be checked by pulling the gun trigger of player 1 or the player 2 gun, and press the player 1 start button to select the item to be checked. Then, the screen for the item(s) being checked appears.

To return to the main menu screen, select “Exit” and then press the start button for player 1.

**“I/O CHECK” item selection screen**



**INPUT CHECK**

- This mode is used for checking the switch inputs. This screen is used to see whether the inputs on the controls are on or off. To return to the “I/O CHECK” item select screen, press the start button for player 1 while pulling the gun trigger on the player 1 gun.

