

6 Installation and assembling

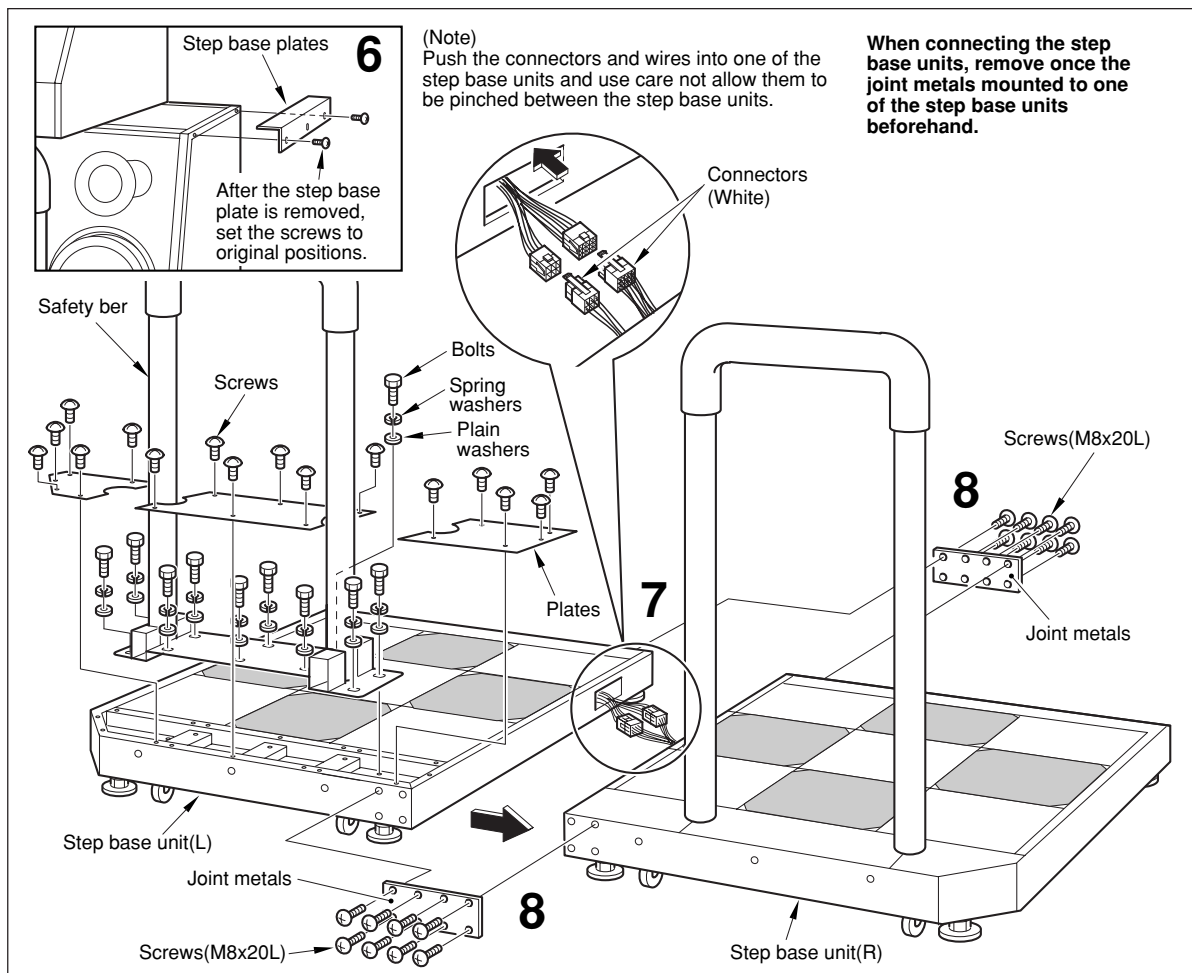
6-1 Connection of units

■ How to connect the step base units



- Do not apply a strong force for moving the step base units after connection.
- Never move the step base units across a step after connection.
- Pay full attention not to pinch wires in the connection of the step base units.

- 1 Remove plates shown in the figure from the step base units.
- 2 Remove safety bar fixing bolts from the step base units.
- 3 Use the bolts removed to fix the step base units.
- 4 Reinstall the plates removed in step 1 above.
- 5 Remove the joint metals mounted to the step base units.
- 6 Remove the step base plates mounted to the cabinet unit.
- 7 Connect the connectors which link the right and left step base units.
- 8 Connect the right and left step base units at two points with the joint metals removed in step 5 above.

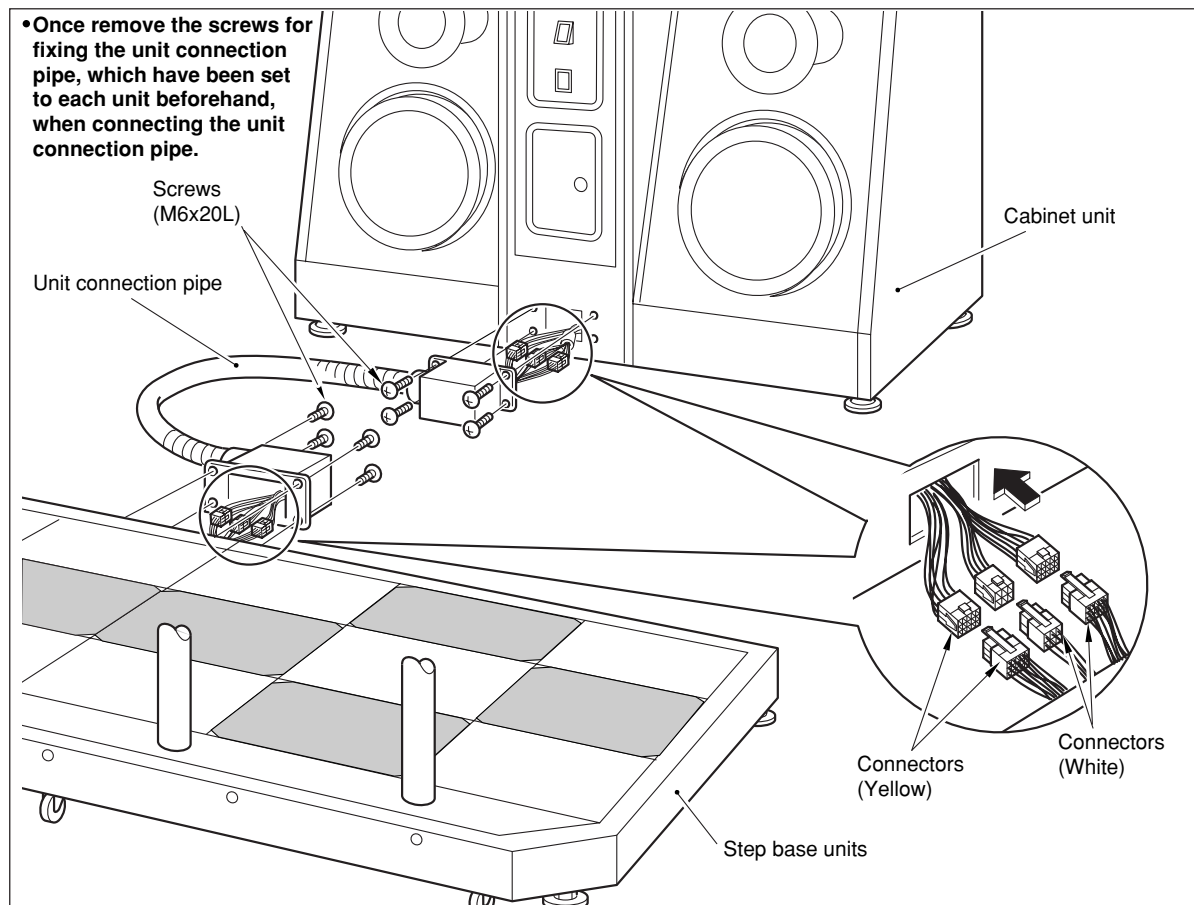


■ How to connect the step base units and cabinet units — — — — —



- Do not hold the unit connection pipe for moving the units.
- Do not apply a strong force for moving the units after connection.
- Do not move the units across a step after connection.
- Pay full attention not to pinch the wires when connecting the units.
- Provide a clearance of more than 200 mm(8 in) and less than 400 mm(16 in) between the step base units and the cabinet units.

- 1** Remove the screws fixing the unit connection pipe mounted to the step base unit and the cabinet unit.
- 2** Connect the connectors extended from the step base units to the connectors of unit connection pipe, paying attention not to confuse their colors.
- 3** Fix the unit connection pipe to the step base units with use of the screws which have been removed in step 1 above.
- 4** Connect the connectors extended from the cabinet unit to the connectors of unit connecting pipe.
- 5** Fix the unit connection pipe to the cabinet unit with the screws which have been removed in step 1 above.



■ How to mount the title unit

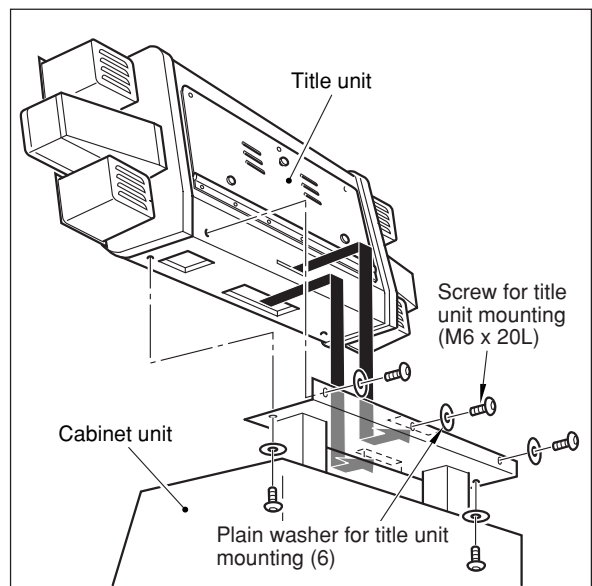


- Before mounting the title unit, be sure to fix the units by adjusters. (See the description of 6-2 Fastening the adjusters.)
- The title unit weighs 28 kg approx. Be sure to carry out the mounting work by three persons or more, using a stepladder for safety sake.
- Pay full attention not to allow your hand or wires to be pinched while mounting the title unit.

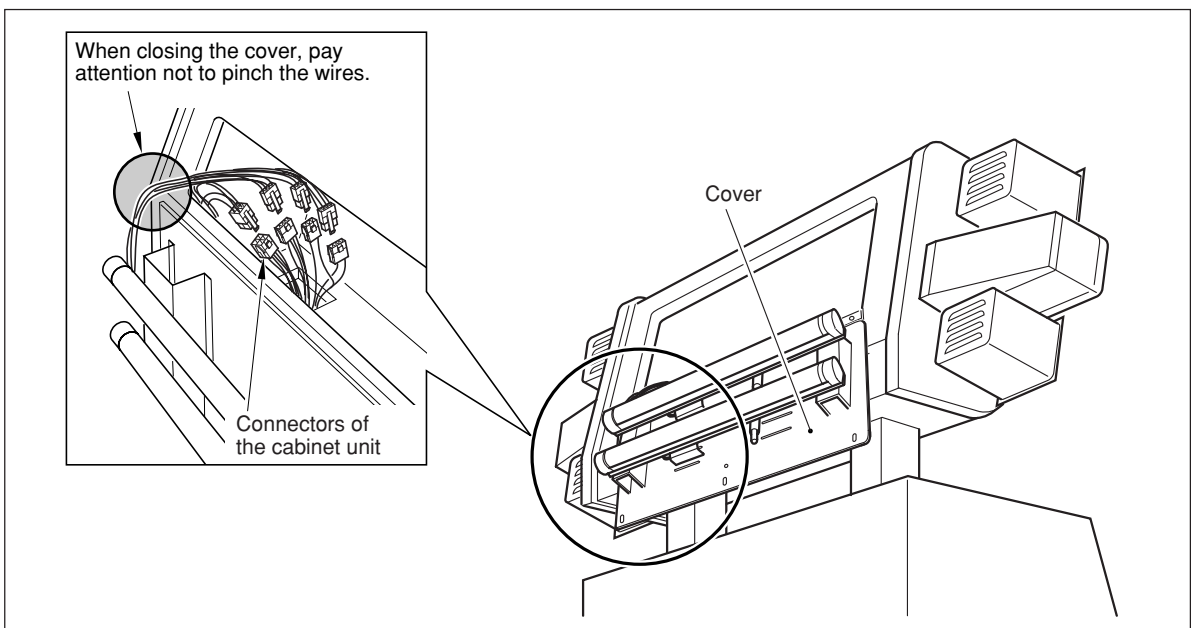
- 1 Fix each of the units with adjusters by referring to the description of “6-2. Fastening the adjusters”.
- 2 Place the title unit on the cabinet unit and fix it by tightening the plain washers and screws for title unit mounting by means of the accompanying hexagon wrench.

- Do not hold the units by speakers and spotlights.
- Pay attention not to pinch the wires.

MEMO



- 3 Open the title unit cover, pull out the connector from the bottom opening of the cabinet unit and connect them.



■ How to mount the step base plates

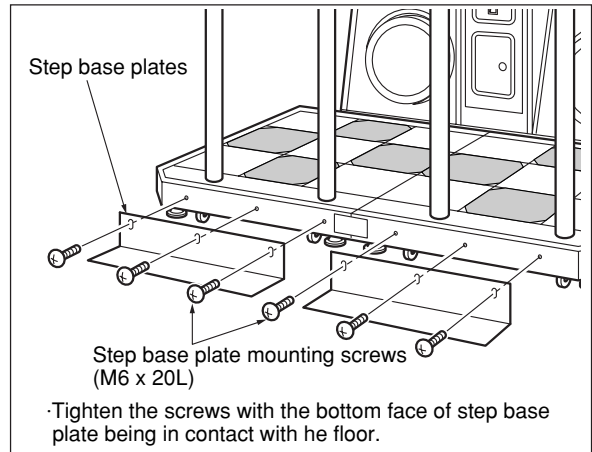


- Be sure to mount the step base plates which effectively prevent the step base units from lifting.
- Mount the step base plate after the fixation of adjusters of each unit.

Mount the step base plates, which have been removed in step 2 on page 32, with the accompanying screws.

- Mount the step base plate after the completion of the fixation described in “6-2 Fastening the adjusters”.
- Be sure to remove the step base plates when moving the units.

MEMO

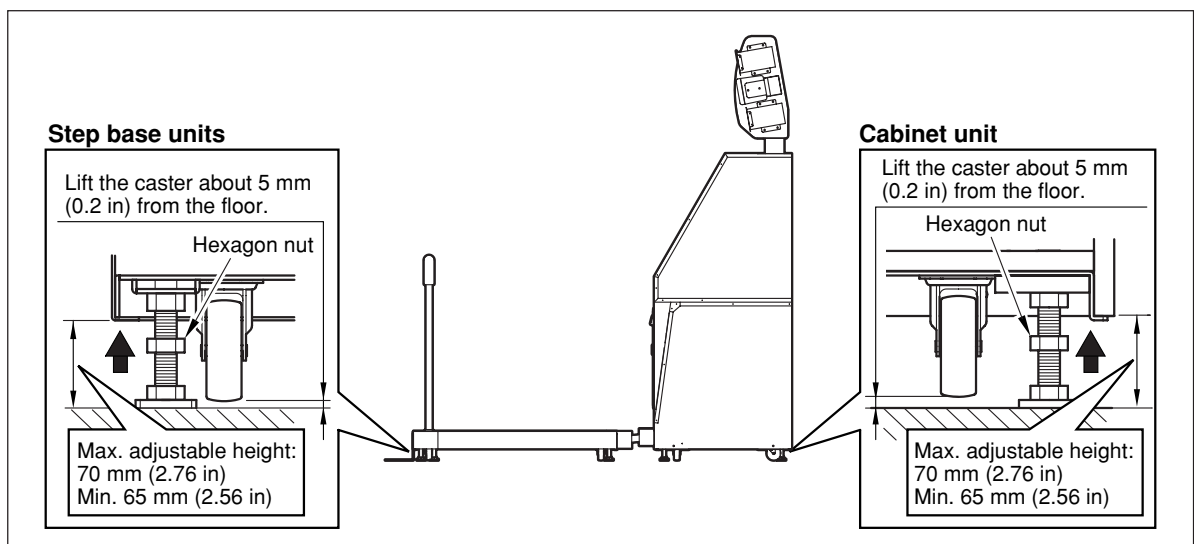


6-2 Fastening the adjusters

■ How to fasten the adjusters



- After the connection of the units, make all the adjusters contact the floor.
- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Make all the 12 adjusters come in contact with the floor, tighten them with hexagon nuts after making sure that all the units are placed stably in a horizontal position.



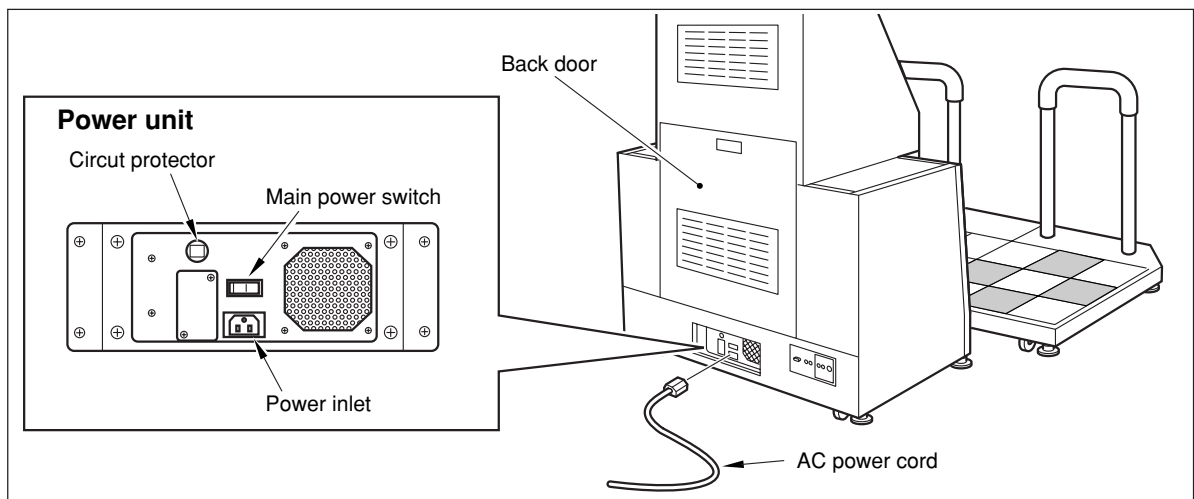
6-3 Power unit

Power unit

The power supply unit is provided at the rear side of the cabinet unit.



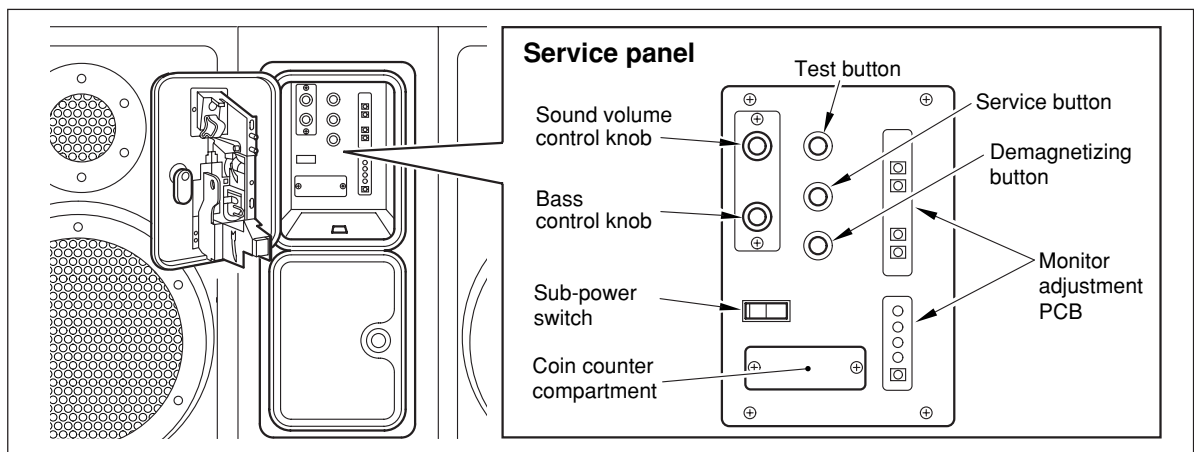
- Be sure to use the attached AC power cord.
- Be sure to ground to the machine. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.
- If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.



6-4 Service panel

Service panel

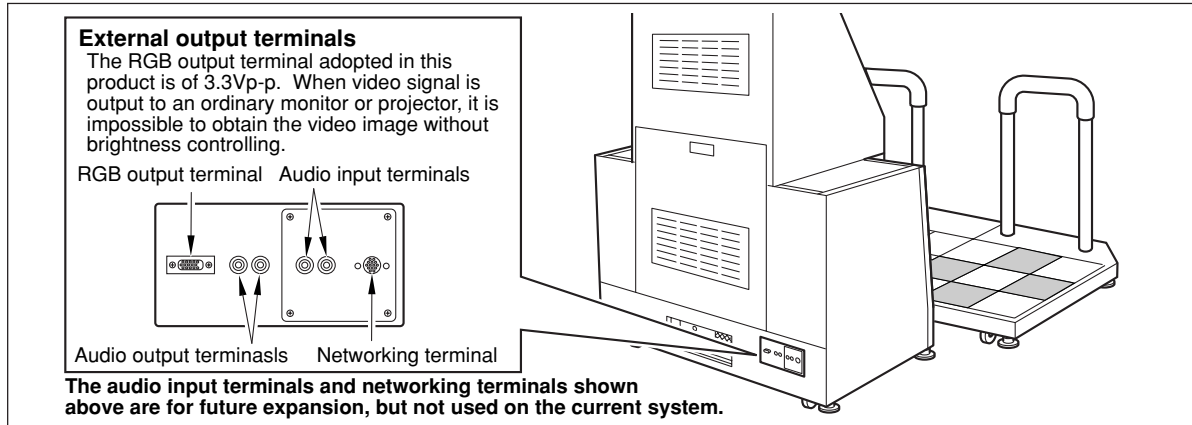
Using the accompanying maintenance key, open and detach the maintenance door to access the service panel inside.



6-5 External output terminals

External output terminals

For video output and audio output from this product, the external output terminals are provided at the rear side of cabinet.

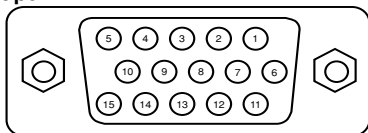


Specification of RGB output terminal

When outputting the video image to an external projector etc. through this RGB output terminal, be sure to check the external equipment to be connected to this terminal to see if its specification is compatible with the specification of the terminal. The RGB output terminal outputs the RGB signal of 3.3Vp-p video signal amplitude for a video game monitor CRT of composite SYNC specification. Accordingly, if this signal is input by a monitor CRT for personal computer etc. of 0.7Vp-p amplitude, horizontal/vertical separation SYNC input specification, such monitor CRT will not work normally or cause a trouble with the equipment.

Please refer to the tables below as for the specifications of the RGB terminal.

Shape



15-pin Mini Dsub
(conforming to MIL-C-24308 Standard) (Female)

Video signal output specification

Horizontal sync.frequency	15.8kHz
RGB video signal level	3.3Vp-p
RGB video signal terminal	High impedance
Sync. signal level	TTL level
Sync. signal system	Composite

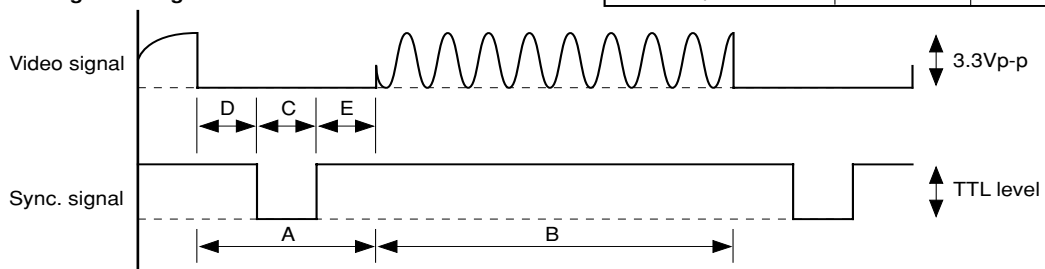
Arrangement

1	RED	6	GND	11	
2	GREEN	7	GND	12	
3	BLUE	8	GND	13	C-SYNC
4		9		14	
5		10	GND	15	

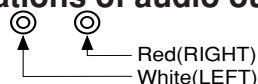
Video signal timing

	Horizontal sync.	Vertical sync.
Sync. frequency	15.8kHz	59.8Hz
A = Non-display section	16 μ s	38 lines
B = Display section	47.8 μ s	224 lines
C = Sync. signal amplitude	3.81 μ s	2 lines
D = Front porch	3.69 μ s	12 lines
E = Back porch	8.5 μ s	24 lines

Video signal timing chart



The specifications of audio output terminal



Audio output level	0 \pm 6dB
Output impedance	2k Ω

6-6 Splitting into and moving of units

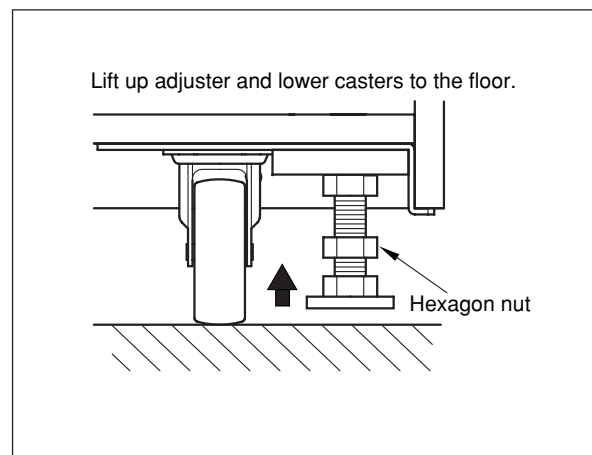
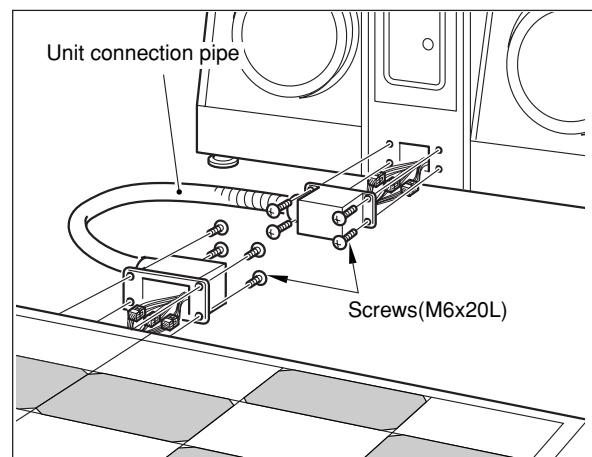
■ How to split into units

This product can be split into individual units.



- Before splitting the product, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- When moving this product, be sure to split it into the step base units, cabinet unit and unit connection pipe and remove connectors.
- If it is necessary to separate the title unit from the cabinet unit, split them before loosening the adjusters.
- Fully lift up the 12 adjusters before moving the product. Use casters to move it.
- When connecting the split units again, pay due attention not to pinch your hand and wires.

- 1** Turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2** Split the step base units from the cabinet units in the reverse of connection.
- 3** Remove the step base plates mounted to the step base units.
- 4** Loosen the 12 adjusters and move the units on casters. It is necessary to dismount the title unit, dismount it before loosening the adjusters.



6-7 Moving the coin counter

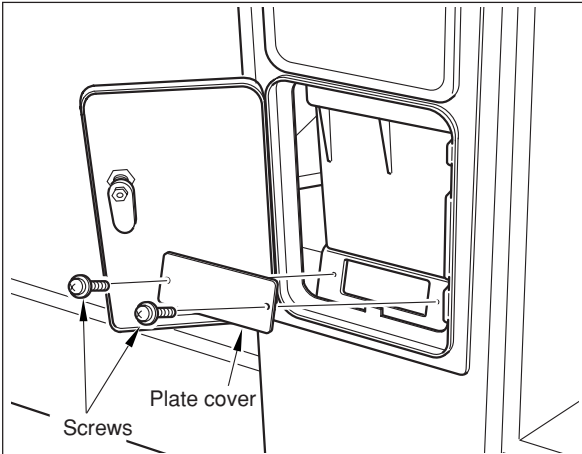
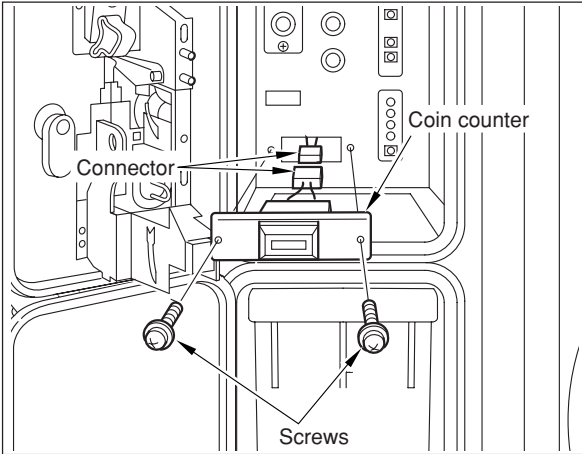
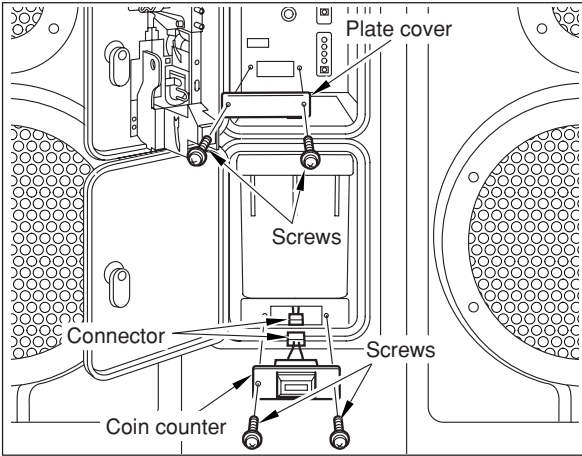
How to move the coin counter

The coin counter was installed in the coin box when the machine left the factory, but it can be moved onto the service panel.



• **Before moving the coin counter, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.**

- 1 Be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- 2 Open the coin door, remove the screws and take out the coin counter. In the meanwhile, disconnect the connector.
- 3 Remove the maintenance door and unscrew the plate cover to remove it from the service panel.
- 4 Draw the connector out of the opening of the service panel and connect this connector to the coin counter's connector.
- 5 Attach the coin counter on the service panel with the screws.
- 6 Attach the plate cover (detached in Step 3 above) back in position on the coin counter using the screws.



5 Game settings

5-1 Checking the game performance

- When the power switch is turned ON after installation of machine, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen. If the power is not turned ON, make sure that the main power switch and sub-power switch are both at the ON position.



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

■ Result of test —————

If test is OK

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

5-2 Setting and adjustment of game mode

Manually check and change the settings for the screen displays and game contents and change them as required.

Starting the test mode

- 1 Turn ON the power switch.
- 2 While the demonstration game is playing, press the test button on the service panel.
 - The main menu is displayed on the screen.

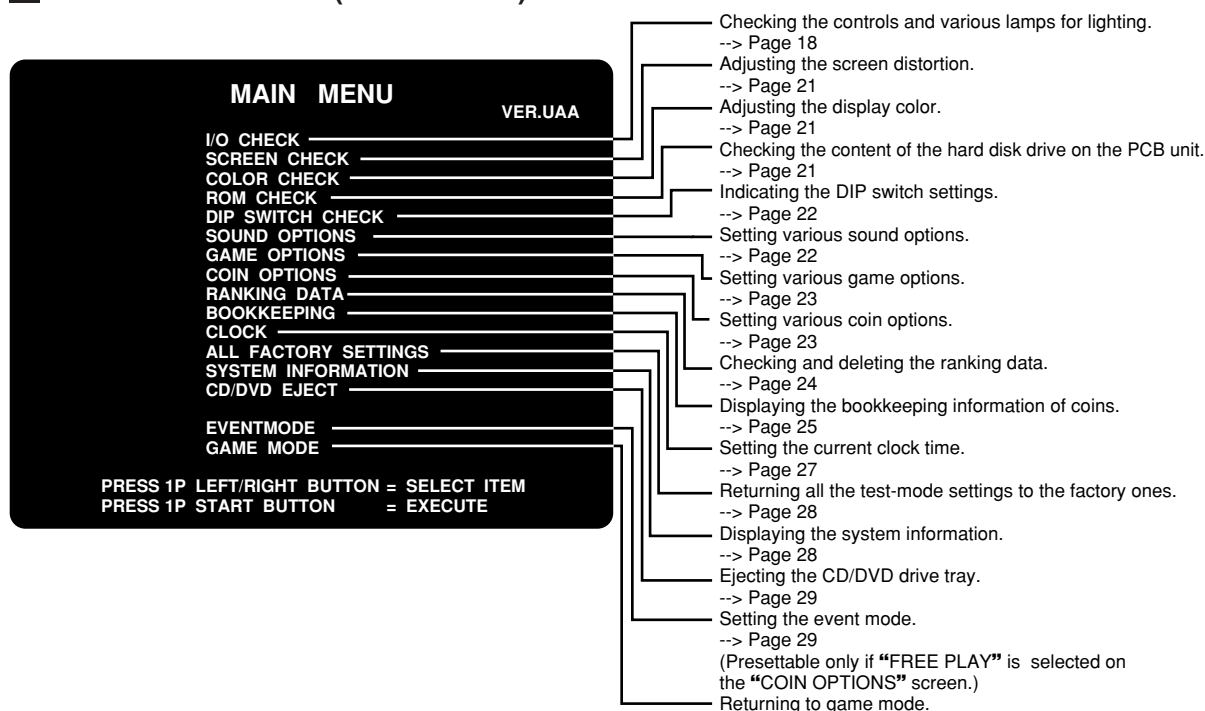
•Do not turn ON the power switch with the test button held down. The current settings will be erased and the machine will have the factory settings.

MEMO

Quit the manual test mode

- 1 Press the 1P select button (< >) to select “GAME MODE” on the main menu.
- 2 Press the 1P start button.
 - The screen goes back to the game mode.

Main menu screen (basic items)



Selecting each mode

How to select each mode from the main menu

- SELECT --> Press the 1P select button (< >).
- SET --> Press the 1P start button.

After selecting a mode, refer to the page on which that mode is described in details.

5-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
 - Press the 1P select button to select a mode to be modified. Press the 2P select button to change the setting.
 - After the setting has been changed, select “SAVE AND EXIT” and press the 1P start button for entry.
“NOW SAVING” will appear, the modified settings will be saved, and the screen returns to the main menu.
 - If “EXIT” is selected after the modification of the settings, the following message will appear.
“YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO”
Press either the 1P select button to select “YES” or “NO”, and press the 1P start button for entry.
If “YES” is selected, the new settings will be saved with “NOW SAVING” displayed and the screen will return to the main menu.
If “NO” is selected, the message “NO MODIFICATION” will appear, the modified settings will not be saved, but the main menu will show up again on the screen.

• If “FACTORY SETTINGS” is selected and the 1P start button is pressed, all the setting of the mode will be returned to the factory setting.

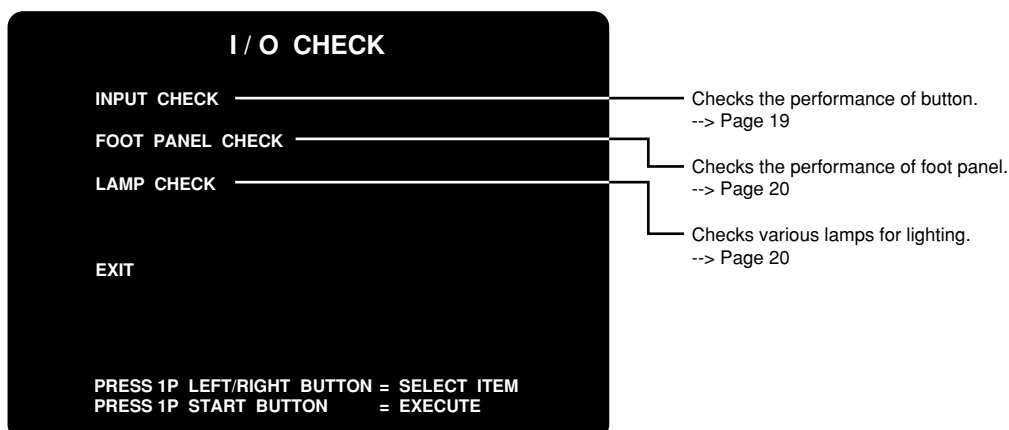
MEMO

I/O CHECK

Checking the controls and various lamps for lighting

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

“I/O CHECK” item select screen



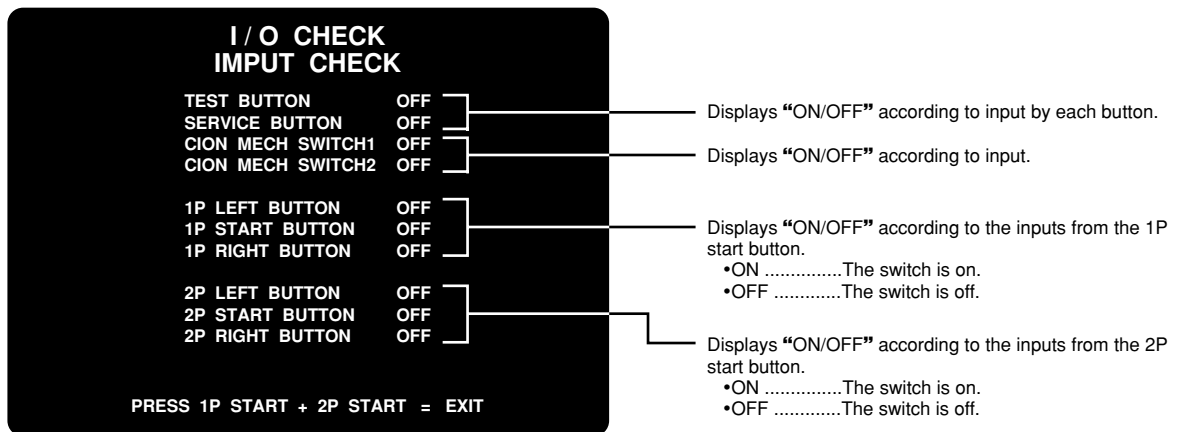
• This screen is just an example.

INPUT CHECK

Checking the performance of controls

- Mode for checking the performance of button and controls.

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



•This screen is just an example.

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

MEMO

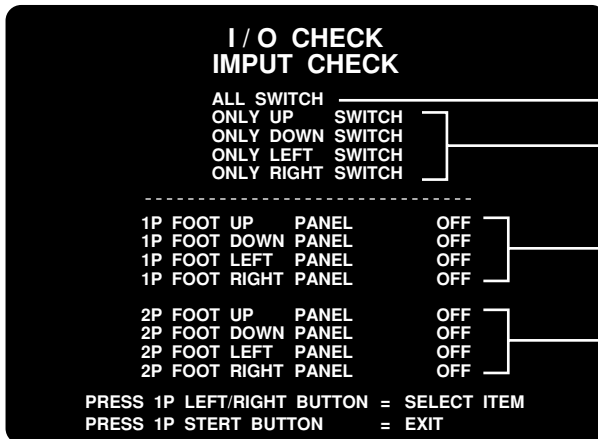
FOOT PANEL CHECK

Checking the performance of foot panel

■ Mode for checking the performance of foot panel.

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

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



The four foot panel switches respond accordingly.

Each of the foot panel switches responds accordingly.

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

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

•This screen is just an example.

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

MEMO

LAMP CHECK

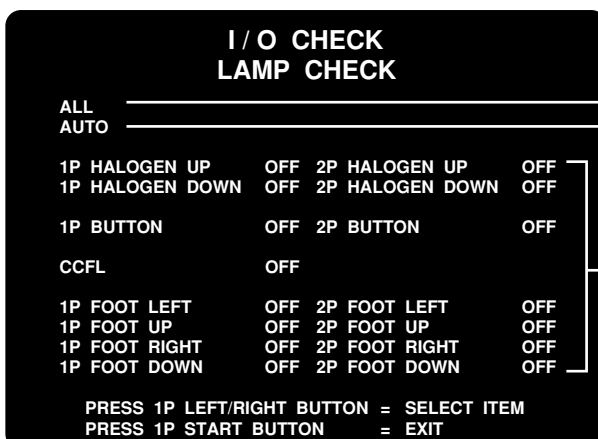
Checking various lamps for lighting

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

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

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

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



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

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

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

•This screen is just an example.

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB to make adjustments. To return to the main menu screen, press the 1P start button.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Make the adjustment using the monitor adjustment PCB so that the colors of the color bars should appear properly graded and the background should become black sufficiently.

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

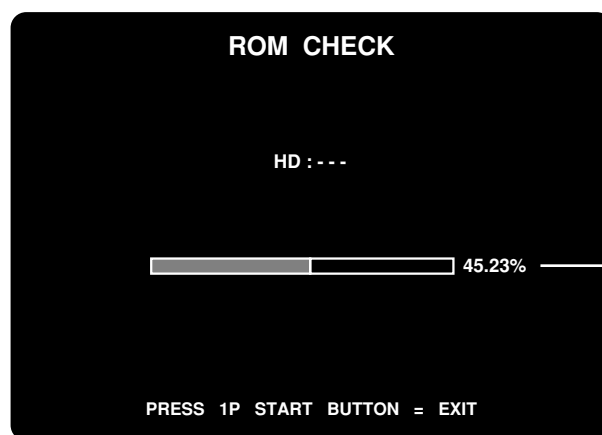
ROM CHECK

Checking the data on the hard disk drive

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

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

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



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

•This screen is just an example.

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

HD : OK

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

HD : BAD

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

MEMO

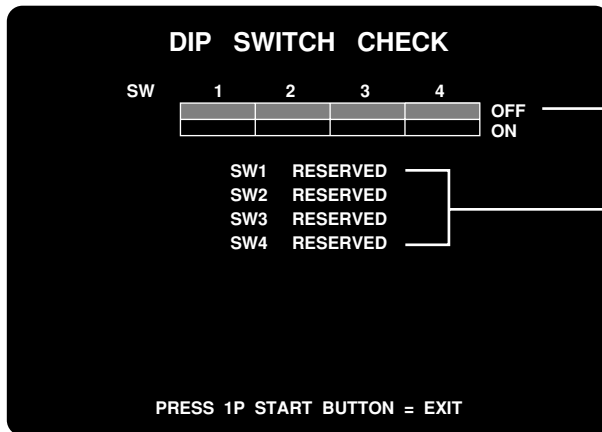
DIP SWITCH CHECK

Indicating the DIP switch settings

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

Be sure to set the DIP switches as follows.

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



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

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

•This screen is just an example.

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

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

MEMO

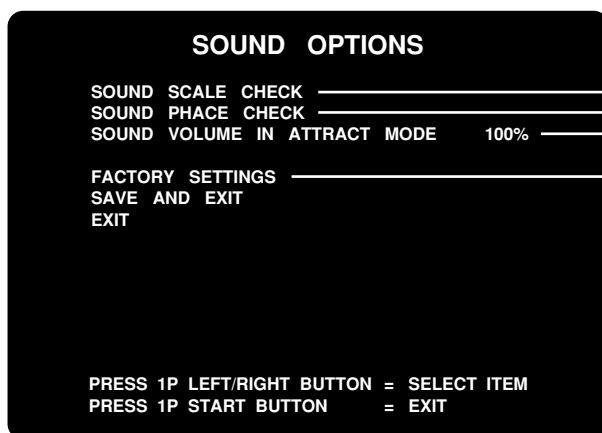
SOUND OPTIONS

Setting various sound options

- Mode for setting and checking the sound options.

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

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



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

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

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

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

•This screen is just an example.

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

MEMO

GAME OPTIONS

Setting various game options

■ Mode for setting and checking the game options.

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

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

GAME OPTIONS

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

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

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

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

•This screen is just an example.

COIN OPTIONS

Setting various coin options

■ Mode for setting and checking the coin options.

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

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

!

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

COIN OPTIONS

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

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

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

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

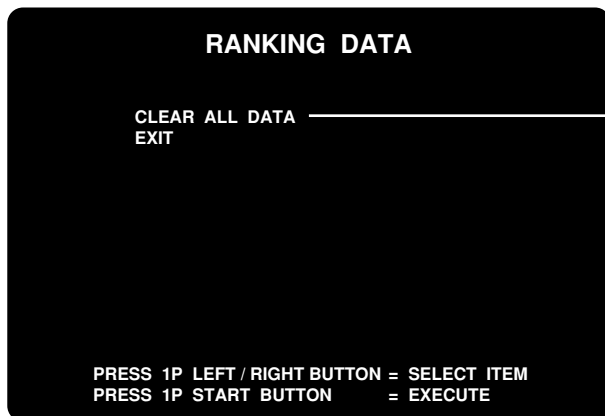
•This screen is just an example.

RANKING DATA

Checking and deleting the ranking data

- Mode for checking and deleting the ranking data.

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



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

DO YOU WANT TO CLEAR RANKING DATA? YES/NO

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

SURE? YES/NO

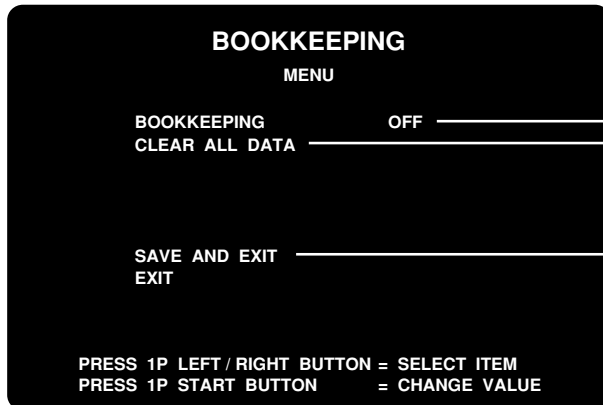
When “YES” is selected again, “NOW ERASING” appears and the ranking data will be back to its factory settings. If “NO” is selected in either of the above steps, “NOT CLEARED” appears and the data will not be erased.

BOOKKEEPING

Displaying the bookkeeping information of coins

- Mode for displaying the total data on the number of coins put in the machine. If the time is preset on the "CLOCK" screen, the total data on the number of coins put into the machine can be checked. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.

"BOOKKEEPING" menu screen



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

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

Returns the coin and play data to the factory settings.

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

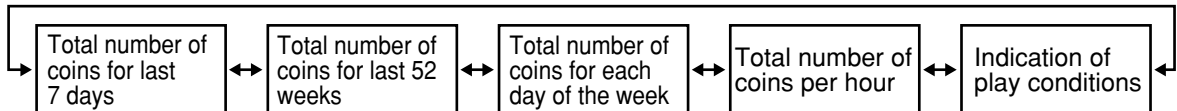
•This screen at left is just an example.

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

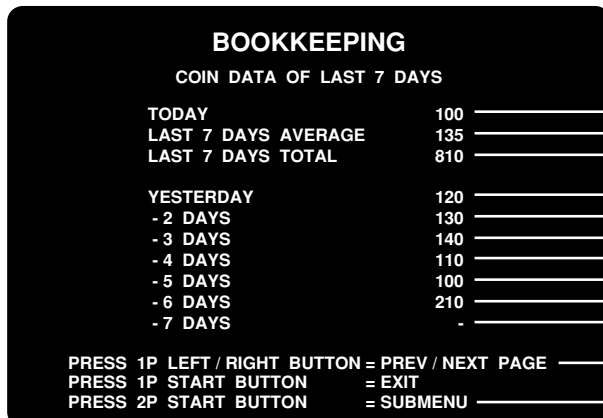
FIRST, SET THE CLOCK.
"CLOCK" ITEM IS IN MAIN MENU .

MEMO

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



Screen of the total number of coins for last 7 days



Number of coins of today.

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

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

Number of coins of yesterday.

Number of coins of 2 days ago.

Number of coins of 3 days ago.

Number of coins of 4 days ago.

Number of coins of 5 days ago.

Number of coins of 6 days ago.

Number of coins of 7 days ago.

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

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

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

•This screen at left is just an example.

5 Game settings

Screen of the total number of coins for last 52 weeks

BOOKKEEPING
COIN DATA OF LAST 52 WEEKS

- 01 : 910	- 14 :	-	- 27 :	-	- 40 :	-
- 13 :	-	- 26 :	-	- 39 :	-	- 52 :

PRESS 1P LEFT / RIGHT BUTTON = PREV / NEXT PAGE
PRESS 1P START BUTTON = EXIT
PRESS 2P START BUTTON = SUBMENU

- Total number of coins for the 7 days of the week before last.
- Total number of coins for the 7 days of 14 weeks ago.
- Total number of coins for the 7 days of 27 weeks ago.
-
-
-
-
-
- "—" appears for the week whose data is not totaled.
- 1P left select button → Goes back to the previous page.
- 1P right select button → Goes to the next page.
- When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

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

BOOKKEEPING
COIN DATA OF EACH DAY

	TOTAL
MONDAY	120
TUESDAY	130
WEDNESDAY	140
THURSDAY	110
FRIDAY	100
SATURDAY	210
SUNDAY	-

PRESS 1P LEFT / RIGHT BUTTON = PREV / NEXT PAGE
PRESS 1P START BUTTON = EXIT
PRESS 2P START BUTTON = SUBMENU

- Number of coins for Monday.
- Number of coins for Tuesday.
- Number of coins for Wednesday.
- Number of coins for Thursday.
- Number of coins for Friday.
- Number of coins for Saturday.
- Number of coins for Sunday.
- "—" appears for a day of the week whose data is not totaled.
- 1P left select button → Goes back to the previous page.
- 1P right select button → Goes to the next page.
- When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

Screen of the total number of coins per hour

BOOKKEEPING
COIN DATA OF EACH HOUR

TOTAL	TOTAL	TOTAL
00 : 00 0	08 : 00 0	16 : 00 3771
01 : 00 0	09 : 00 0	17 : 00 5416
02 : 00 0	10 : 00 882	18 : 00 5723
03 : 00 0	11 : 00 1327	19 : 00 5110
04 : 00 0	12 : 00 1449	20 : 00 6513
05 : 00 0	13 : 00 1666	21 : 00 4546
06 : 00 0	14 : 00 2293	22 : 00 3828
07 : 00 0	15 : 00 3137	23 : 00 1988

PRESS 1P LEFT / RIGHT BUTTON = PREV / NEXT PAGE
PRESS 1P START BUTTON = EXIT
PRESS 2P START BUTTON = SUBMENU

- Total number of coins per hour.
- "—" appears for the hour whose data is not totaled.
- 1P left select button → Goes back to the previous page.
- 1P right select button → Goes to the next page.
- When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

Screen of indication of play conditions

BOOKKEEPING
PLAY DATA SUMMARY

TOTAL ACTIVE TIME	0000H02M00S	Total active time after setting the current time.
TOTAL PLAY TIME	0000H00M00S	Total play time.
AVERAGE PLAY TIME	00M00S	Average 1P play time.
LONGEST PLAY TIME	00M00S	Longest play time.
SHORTEST PLAY TIME	05M00S	Shortest play time.
TOTAL PLAY COUNT	0	Total number of 1P play rounds.
SOLO PLAY COUNT	0	Total number of solo play rounds.
2-PERSON PLAY COUNT	0	Total number of duo play rounds.
	20 : 00 : 00	Displays the clock setting in 24-hour system. (The display denotes 20 hours, 00 minutes, 00seconds)

PRESS 1P LEFT / RIGHT BUTTON = PREV / NEXT PAGE
PRESS 1P START BUTTON = EXIT
PRESS 2P START BUTTON = SUBMENU

1P left select button → Goes back to the previous page.
1P right select button → Goes to the next page.
When 2P start button are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen is just an example.

CLOCK

Setting the current clock time

■ Mode for making the current clock settings

Once the clock settings have been made here, the total coin data and play data can be viewed on the "BOOKKEEPING" screens.

To set the clock, press the 1P select button to select hours, minutes and seconds, and then press the 1P start button to set the time. Select "SAVE AND EXIT" and press the 1P start button again.

To return to the main menu screen without setting the clock, select "EXIT" first and then press the 1P start button.

CLOCK

SET TIME 20 : 00 : 00 CLOCK NOT SET

SAVE AND EXIT
EXIT

Be sure to "SAVE AND EXIT" to reflect a new "SET TIME" setting on this screen.

PRESS 1P LEFT / RIGHT BUTTON = SELECT ITEM
PRESS 2P LEFT / RIGHT BUTTON = CHANGE VALUE

If the clock is not set yet, "CLOCK NOT SET" appears on the screen.

Sets the current hour.
Sets the current minute.
Sets the current second.
•Press the 2P right select button to set the clock forward.
•Press the 2P left select button to set the clock backward.

•This screen is just an example.

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

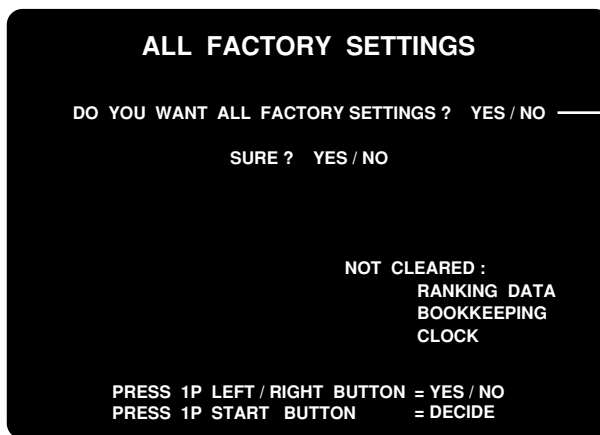
FIRST, SET THE CLOCK.
"CLOCK" ITEM IS IN MAIN MENU .

MEMO

ALL FACTORY SETTINGS

Returning all the test-mode settings to the factory ones

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



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

•This screen is just an example.

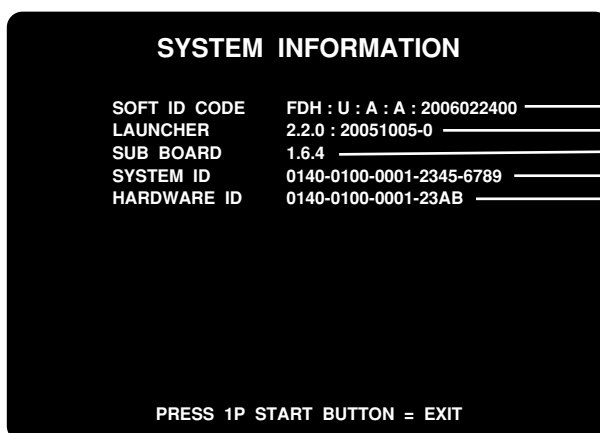


The message “CHECK ALL ITEMS BEFORE OPERATION.” appears at the bottom of the “ALL FACTORY SETTINGS” screen, when the existing settings have been returned to their factory ones, to prompt you to make all the necessary settings. Press the 1P start button to return to the main menu screen.

SYSTEM INFORMATION

Displaying the system information

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



Shows the software version.

Displays the launcher version.

Displays the sub-board version.

Shows the system identification code.

Shows the hardware identification code.

•This screen is just an example.

CD/DVD EJECT

Ejecting the CD/DVD drive tray

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

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

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



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

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

•This screen is just an example.



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

EVENT MODE

Setting the event mode

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

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

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

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

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



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

3 How to play

This product is such a game that one or two players step on any of the foot panels corresponding to the four kinds of arrows, which appear from the lower part of the screen, timely in accordance with music.

■ How to play — — — — —

1 Put coin(s) into the slot and press the start button. Then, the “STYLE” select screen shows up. Press the select button to choose from the following four styles and press the start button to enter the choice.

- SINGLE MODE Style in which you play the game alone.
- VERSUS MODE ... Style in which you play the game with someone else.
- DOUBLE MODE ... Style in which you play the game alone using the eight foot panels.
- BATTLE MODE Style in which you play the game against someone using four panels each.

2 Now the “MODE” screen shows up. Press the select button to select your favorite MODE and press the start button to enter the choice.

3 Then the “MUSIC SELECT” screen shows up. Press the select button to select your favorite music number and press the start button to enter the choice.

4 The game starts at time moment. Step on any of the foot panels corresponding to the four kinds of arrows which appear from the lower part of the screen, timely in accordance with music. The evaluation of “PERFECT!!”, “GREAT!”, “GOOD”, “ALMOST”, “BOO” and “O.K” is indicated on the screen according to the timing of stepping.

- When the evaluation of “PERFECT!!” or “GREAT!” is given, the score on the dance gauge at the upper part of the screen increases.
- When the evaluation turns to be “ALMOST” or “BOO”, the score on the dance gauge decreases.

When the point on the dance gauge decreases extremely, “Danger” appears on the upper part of the screen, telling the player the end of the game is approaching.

5 The game is over when the score on the dance gauge becomes “0”.
(In the case when two players play the game, the game is not over unless the scores of both the dance gauges of the player become “0”.)

- When a number is played to its end, the ranking of the player “AAA”, “AA”, “A”, “B”, “C”, “D” or “E” is indicated on the screen after the comprehensive evaluation of the number of evaluations “PERFECT!!”, “GREAT!”, “GOOD”, “ALMOST”, “BOO” and “O.K” obtained for each number, the score and playing condition.

■ Joining the game halfway — — — — —

Another player can join the game halfway only when “STYLE” is appearing on the screen.