



ORIGINAL VIDEO GAME OPERATOR'S MANUAL

FIGHTING WU-SHU



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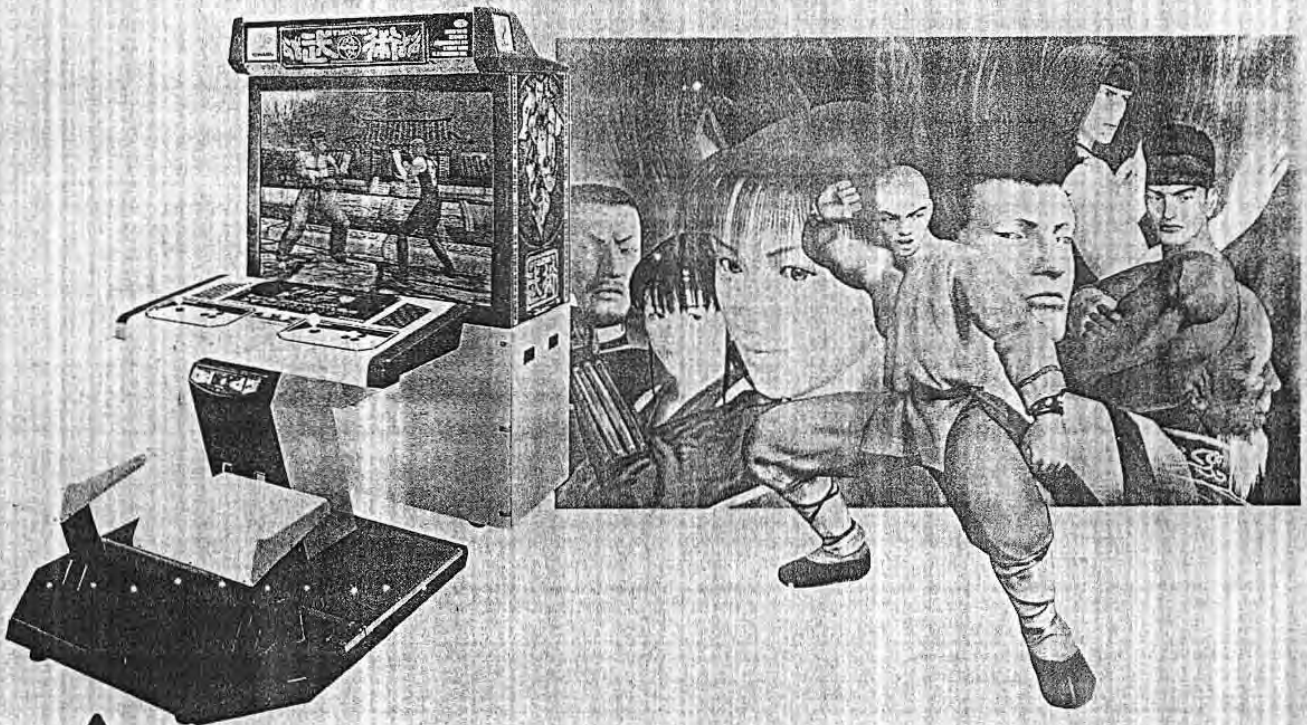
TM

FIGHTING BUJUTSU



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TM



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing 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.



About this product

Thank you for purchasing this Konami product. This manual explains how to operate your game machine correctly and safely.



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing 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.
- If the machine still fails to display or to get started, immediately turn OFF the power switch and contact your nearest dealer.

This manual covers the following models: _____

•GN645-TB

•GN645-HD

•GN645-UC

The specifications of GN645-TB may be somewhat different from GN645-HD and GN645-UC. In such a case, read the descriptions of the model which applies to the game machine you are operating.

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main data and design are protected by copyright law and industrial property law.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

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This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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■ Precautions for use

In this manual, the precautions to be followed without fail in order to prevent damage to persons to install, use or maintain "FIGHTING WU-SHU™ (FIGHTING BUJUTSU™)" or other persons or to properties are shown as follows.

Be sure to read the following

•The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.



WARNING

Indicates a situation where disregarding the suggestions could result in death or serious injury.



CAUTION

Indicates a situation where disregarding the suggestions could result in injury or product damage.

•The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter of which care should be taken.




Indicates a matter which is forbidden.





Indicates a matter which should be performed without fail.


Setting Up**WARNING**


- **Be sure to consult your nearest dealer when setting up, moving or transporting this product.**
 - This product should not be set up, moved or transported by anyone other than industry specialists. Doing so could result in injury or product damage.
 - When installing the machine, be sure to place 12 level adjusters on the floor and make sure that the machine is stable at a level. If the machine is unstable, it could result in injury or accidents.
 - When setting up this product, take care that no undue force is applied to the opening/closing sections or moving sections of the game machine. Failure to do so could cause injury, accidents or product damage.


- **This product is an indoor game machine. Never set up the game machine outside.** 
 - Setting up this product outside could result in accidents or equipment failure.


- **Do not set up the game machine near emergency exits.** 
 - Doing so could block exits in time of emergency and could result in death or serious injury.


- **Do not set up the game machine.** 
 - In a place exposed to rain or moisture.
 - In a place exposed to direct sunlight.
 - In a place exposed to direct heat from air-conditioning and heating equipment, etc.
 - near hazardous flammable substance such as thinner and kerosene.
 - on an inclined or uneven floor.
 - near fire extinguishing equipment.
 - in a place exposed to strong vibration.
 - in a place exposed to excessive dust.
 - near equipment generating strong magnetism or electric waves.

- **Do not place containers holding chemicals or water on or near the game machine.** 
 - Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

- **Do not place objects near the ventilating holes.** 
 - Doing so could cause the internal temperature to rise excessively, resulting in fire or equipment failure.

- **Do not bend the power cord by force or place heavy objects on it.** 
 - Doing so could result in electric leakage or fire.

- **Never plug or unplug the power cord with wet hands.** 
 - Doing so could result in electrical shock.





- **Never unplug by pulling the power cord.** 
 - Doing so could damage the cord, resulting in electric leakage or fire.

Precautions for use

Setting Up




CAUTION

- **Be sure to use indoor wiring for within the specified voltage range.** For extension cord, use indoor wiring of the specified rating or more.
 - Failure to do so could result in fire or equipment failure.
- **Be sure to use the attached power cord.**
- **Never plug more than one cord at a time in the electrical receptacle.**
 - Doing so could result in fire or electrical shock. 
- **Do not lay the power cord where people walk through.** You may tread on or stumble over them.
 - You may fall down and get injured or the cord may get damaged. 
- **Do not place heavy objects on or pull by force the unit connecting pipe the projector unit and control unit.**
 - Doing so could result in equipment failure, electrical shock or fire. 
- **Be sure to ground this product.**
 - Otherwise an electric shock or machine trouble may be caused. 
- **Clearances of 100 mm (3.94in) or more should be created between the game machine and walls.**

Operation





WARNING

- **If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.** 

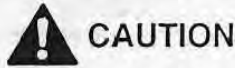
- Using the machine in abnormal conditions could result in fire or accidents.



In case of abnormality


- 1 Turn OFF the main power switch.
- 2 Unplug the power cord from the receptacle.
- 3 Contact your nearest dealer.

- **Do not leave the power cord plugged improperly or covered with dust.**
 - Doing so could result in electrical shock or fire, so inspect the power cord periodically. 
- **Never disassemble, repair or modify any section other than those specified in this manual.**
 - Doing so could result in fire, malfunction or equipment failure. 
 - Ask your nearest dealer to perform repairing, etc..
 - We do not assume any responsibility for any damages that would be caused by tampering with the machine.

Operation







- **Do not use this product anywhere other than industrial areas.**
 - Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc. 
- **The following users should not play the game.**
 - Doing so could cause accidents or illness. 

·Those under the influence of alcohol.	·Those suffering from or being treated for arm or wrist ailments.
----------------------------------------	-------------------------------------------------------------------
- **Do not plug or unplug the power cord with wet hands.**
 - Doing so could result in electrical shock. 
- **When handling the power cord, take care of the following:**
 - Improper handling could result in fire or electrical shock.

·Do not damage the power cord.	·Do not modify the power cord.
·Do not bend the power cord excessively.	·Do not twist the power cord.
·Do not heat the power cord.	·Do not pull the power cord.
·Do not bind the power cord.	·Do not tread on the power cord.
·Do not sandwich the power cord.	·Do not drive a nail into the power cord.
- **If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.**
 - Using a damaged power cord or power plug could result in fire or electrical shock.

Inspection and cleaning








- **Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.** 
 - Failure to do so could result in electrical shock.
- **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.** 
 - Using improper parts could result in fire or equipment failure.
- **Allow only a qualified engineer to open the Front door and back door of the projector unit.** 
 - Otherwise an accident or electric shock may result.
- **Never disassemble, repair or modify any section other than those specified in this manual.** 
 - Doing so could result in fire, malfunction or equipment failure.
 - Ask your nearest dealer to perform repairing, etc.
 - We do not assume any responsibility for any damages that would be caused by tampering with the machine.
- **To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent and wrung out.**
 - Using organic solvents such as thinner may decompose the material.
 - Electrical shock or equipment failure could be caused by water entering the inside of the machine.

Precautions for use



Moving and transportation

CAUTION

- The game machine contains parts such as the projector, electronic components and precision components which are sensitive to vibrations and impacts. Great care therefore should be taken when moving and transporting the game machine. Be sure not to let the machine tip over. 
- Before moving the machine, turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine. 
 - Stepping on the power cord or getting caught by it may cause an accident or damage.
- When moving the machine, do not hold the unit connecting pipe or connector cover. 
 - Otherwise accidents or machine damage may result.
- Before moving the machine, be sure to separate the control unit and projector unit and fully raise the 12 adjusters so that the machine can be moved on the casters. Also be sure to turn OFF the main power switch and unplug the power cord from the receptacle. 
 - Otherwise accidents, machine damage or trouble may result.
- When moving the machine, take care that no undue force is applied to the opening / closing sections or moving sections of the machine. 
 - Otherwise injury, accidents or machine damage may result.

Disposal

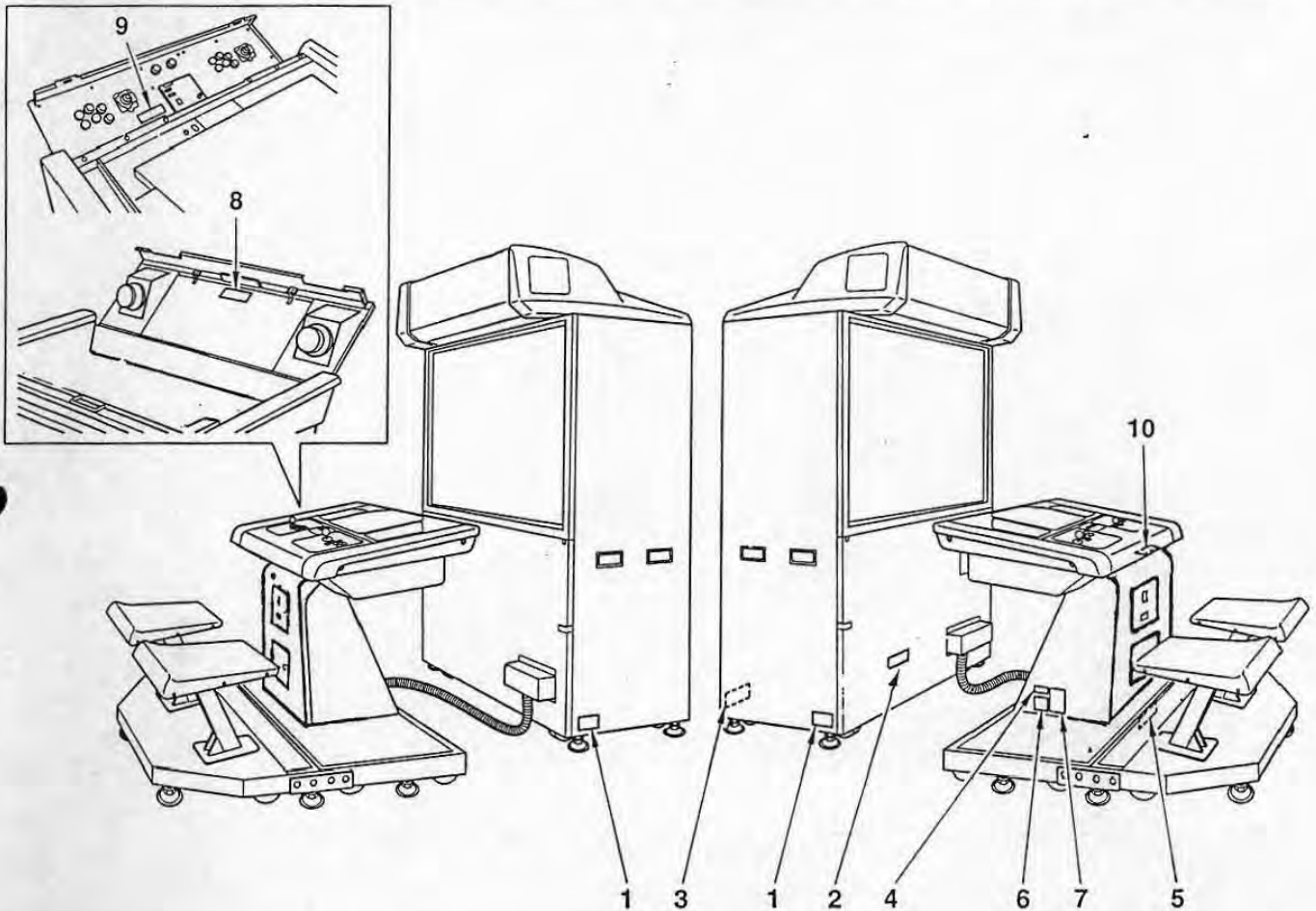
WARNING

- When disposing of the projector of this product, do not leave it with the screen exposed. 
 - Doing so could result in fire due to direct sunlight, etc..
- When disposing of the projector with the screen section removed, do not hold the screen section to direct sunlight, etc.. 
 - Doing so could cause burns or fire.

PRECAUTION IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

Locations of warning and other safety labels



Types of warning and other safety labels

1

⚠ WARNING
Ensure all leg levelers are securely set and game cabinet is level.
<small>K0000036355</small>

2

⚠ WARNING
ELECTRICAL SHOCK HAZARD. DO NOT OPEN EXCEPT FOR SERVICE.
<small>PH 8000021200</small>

3

Weight 168kg(370lb)
<small>K0000036357</small>

4

Weight 100kg(220lb)
<small>K0000036358</small>

5

Weight 45kg(99lb)
<small>K0000036359</small>

6

MODEL	GN645 FIGHTING WU-SHU
POWER	220 v / 50 Hz 350 w
MANUFACTURER	KONAMI CO., LTD.
DATE OF MANUFACTURE	SEPTEMBER 1987
WEIGHT	. Kg (. lb)
SERIAL NUMBER	
KONAMI. MADE IN JAPAN	
<small>PLUMBING INDOOR USE</small>	

•The above is an example.
The entries are different from destination to destination.

8

⚠ CAUTION
When you open the speaker panel, be careful not to hit the projector.
<small>PH 8000021200</small>

9

⚠ CAUTION
Do not put any weight on the open control door.
<small>PH 8000021200</small>

7

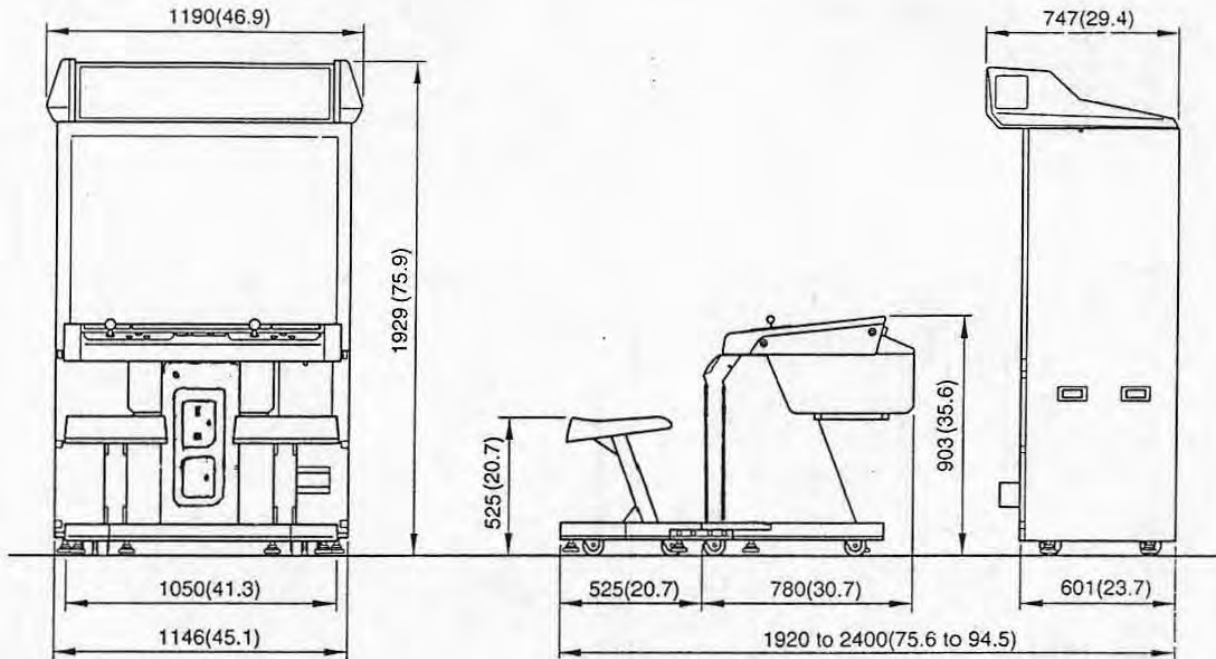
THIS EQUIPMENT COMPLES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRABLE OPERATION.
KONAMI. <small>PH 800027545</small>

10

⚠ CAUTION
When opening the control panel, please pull the maintenance door out fully. Do not put any weight on the open door.
<small>PH 8000021200</small>

GN645-UC only

1 Specifications

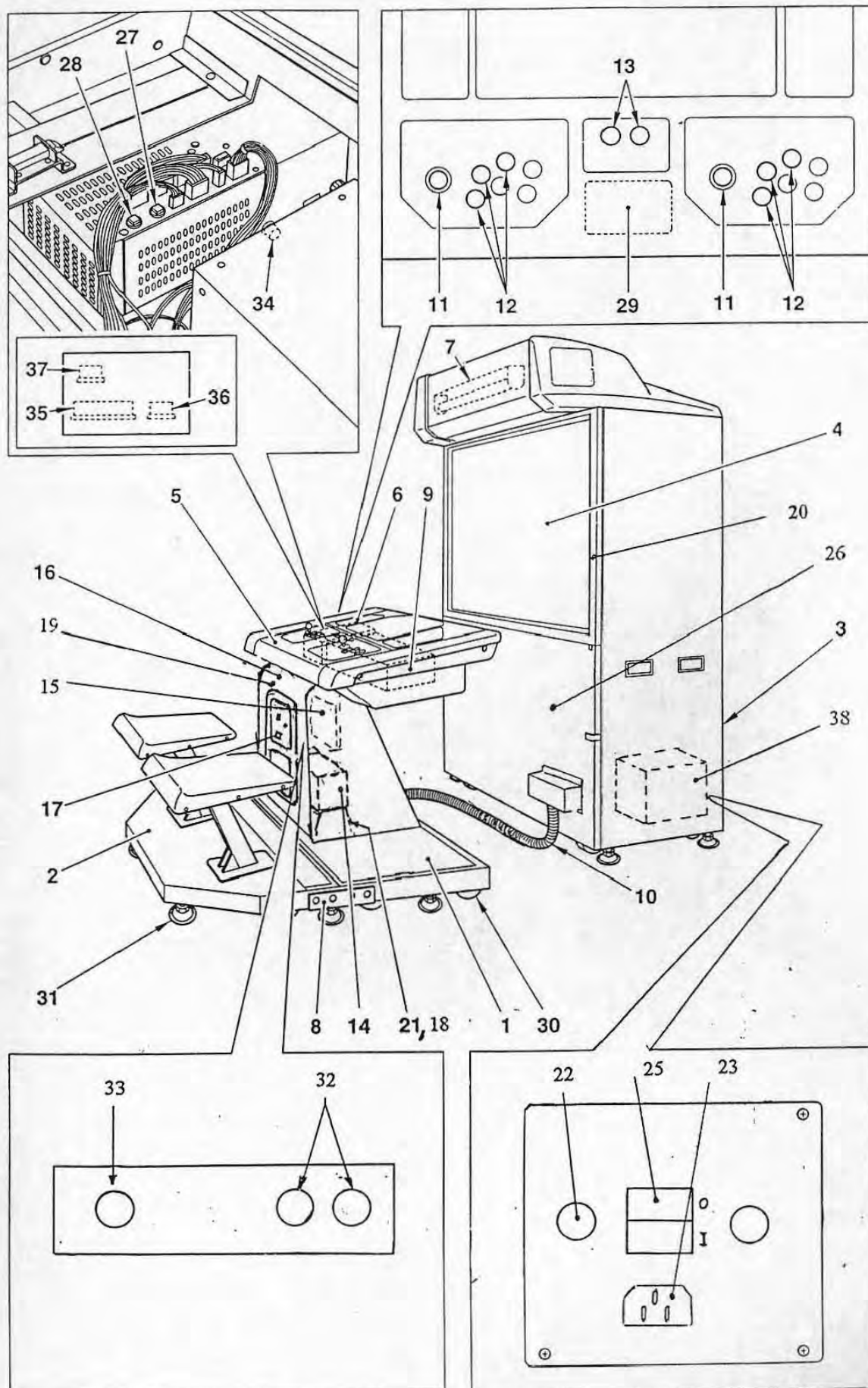


Specifications

Dimensions	Refer to the Figures above (mm)
Weight	Total Weight 313 Kg (688lb)
Power Consumption	350 Watts at 230V ac 50 Hz
Monitor	50 inch Colour Projector
Service Condition	Temp. 0 to 30 C (32 to 86 F) Humidity 20 to 80% (No dewing allowed)
Allocated Spares	<ul style="list-style-type: none"> -Instruction Manual -Coin Door Keys -Alarm Instruction Manual -Allen Key 2.5mm -IEC Power lead 2Metres -Connecting Plates -M8x20 button head Bolts black -Allen Key 5mm -Remote Control (Projector) -Battery Size AA -Fuse 5Amp -M4x10 Mushroom Hd -Bulb 12v 2.2w

- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

2 Names of parts and list of main parts



2.Names of Parts and list of Main Parts

No.	Part Name	Part No.	Quantity	Remarks
1	Control Unit	-	1	
2	Seat Unit	K0000036476	1	
3	Projector Unit	-	1	
4	Projector	K0000034962	1	
5	Control Panel	-	1	
6	Speaker Panel	-	1	
7	Fluorescent Light Assy	81095	1	Flo-Tube(81078)
8	Machine Connecting Plate	K0000012168	2	
9	Game PC Board Unit	-	1	
10	Unit Connecting Pipe	-	1	
11	Joystick	K0000002520	2	Yellow
12	Button	K0000034959	6	Yellow
13	Start Button	K0000034960	2	Green
14	Coin Box	204074	1	
15	Alarm/Credit Pcb's	12532/12584	1	12562 for Europe
16	Front Vac Forming	542148	1	
17	Coin Door /C120 Coin Mech	50703/50664	1	Coin Door Yellow
18	Meter Tray	204075	1	
19	Keyswitch (alarm)	52006	1	
20	Escuethcon	K0000006857	1	
21	Meter	50405	1	
22	Mains Fuse	80003	2	
23	IEC Inlet	13038	1	
24	AC Power Cord	162186	1	162008 (schuko) Eur.
25	Mains Switch	45A034	1	
26	Cover Monitor	K0000034987	1	
27	Circuit Protector	-	2	8 Amp
28	Circuit Protector	-	1	15 Amp
29	Pcb I/O	K0000031496	1	
30	Castor	31744	12	
31	Feet	31746	12	
32	Service Switch		2	
33	Test Switch		2	
34	Volume Adjustment Knob	K0000031436	1	
35	Switch Mode A	K0000031052	1	12v 50W
36	Switch Mode B	K0000031053	1	3.3v 150W(with remote)
37	Switch Mode C	K0000031054	1	5v 75W(with remote)
38	Transformer Assy	382056	1	

3 How to play

The "FIGHTING WU-SHU™ (FIGHTING BUJUTSU™)" is a evolving 3-D fighting game with an Artificial Intelligence function.

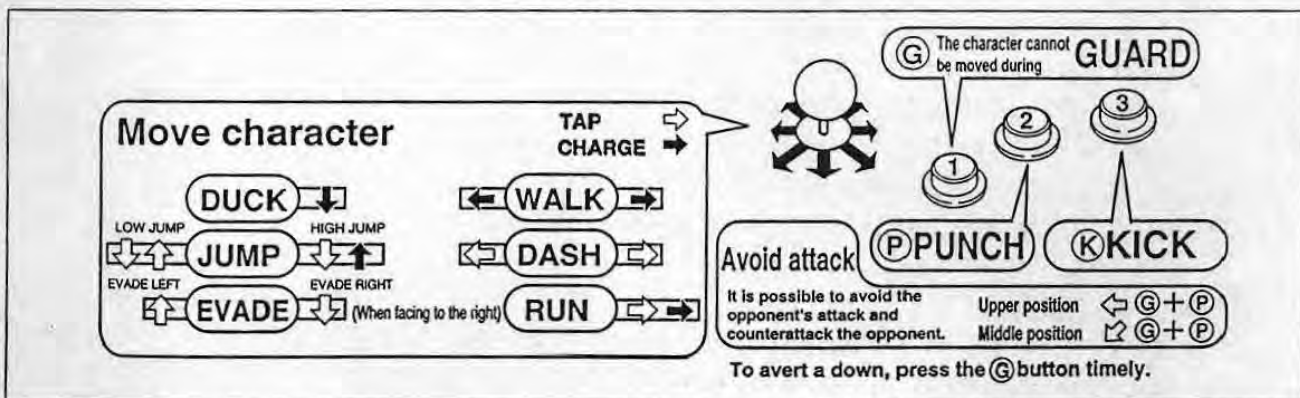
The motion-capture program realizes movements of hyper-reality of each fighter and the state-of-the-art used for this game brings you to a marvelous image world. Please enjoy this unprecedented fighting game, fully utilizing each character's own military arts.

■ How to play

•Character manipulating method

One joy stick and three buttons are used for manipulating the character. The joy stick is operated to move the character. The three buttons are for "GUARD", "PUNCH" and "KICK", respectively. The combined operation of the joy stick and buttons enables various military arts. (When the AUTOMATIC mode is selected, "PUNCH" and "KICK" cannot be used separately and "GUARD" is performed automatically.)

- Joy stick Used to move the character.
- Guard button (button 1) ... Pressing and holding this button will make the character guard itself against the opponent's attack. (The character cannot be moved during "GUARD".)
- Punch button (button 2) ... Pressing this button will make the character make attacks with hands such as a punch.
- Kick button (button 3) Pressing this button will make the character make attacks with legs such as a kick.



- 1 Put a coin into the coin input port. Press the start button to start the game.
- 2 Select a character with the joy stick and set it by pressing the button.
- 3 Select the MANUAL mode or AUTOMATIC mode with the joy stick and set it by pressing the button.
 - MANUAL mode The joy stick and three buttons are used to play the game.
 - AUTOMATIC mode It is a mode for beginners. The joy stick and one button are used to play the game.
- 4 A three-round bout with the opponent character is started.
- 5 The character loses a battle if the strength gauge displayed on the screen becomes "0" or in case of ring-out or time-out.

■ Joining the game halfway

•You can join the game anytime during the 1P play. In this case, switching from "CPU Play" to "VS Play" is performed automatically.

■ Continuing the game

•You can continue the game if you take the procedure within about 10 seconds before the game is over.

■ **Command table**

Each character has its own military arts.

■ **Artificial Intelligence function**

The Artificial Intelligence function is individually set in each character. The CPU character will learn from each fight and fight with the player using its various attacking combinations learned.

The Artificial Intelligence function is also applied to "AUTOMATIC mode" and "CPU Play".

■ **Best player's score battle mode**

This mode makes it possible to virtually fight with an opponent registered as the best player when "CPU Play" is selected. Because the Artificial Intelligence function stores the fighting patterns of the best player, you can make a virtual fight with the best player who is not present at the game machine.

The best player can register his or her initials using three characters. The initials are displayed on the lower right portion of the screen in "Artificial Intelligence VS Mode".

■ **AUTOMATIC mode**

It is a mode for beginners in which various attacks can be made by using only the joy stick and one button. By operating one button, splendid military arts can be used as if commands were entered. Pressing the button repeatedly will make it possible to exert a series of military arts.

"GUARD" is automatically performed by the CPU as much as possible. The past fighting patterns learned by the CPU through the Artificial Intelligence function are reflected in attacks automatically made when the button is pressed.

(In the AUTOMATIC mode, no name can be entered.)

■ **Strength gauge**

The present strength is indicated by the blue gauge. When the character sustains damage, the red gauge appears and the strength decreases gradually. At this time, the character is susceptible to additional damage.

■ **WU-SHU (BUJUTSU) gauge**

The WU-SHU (BUJUTSU) gauge is a globe located beside the strength gauge. "ONE HIT KNOCKOUT" can be used only when the WU-SHU (BUJUTSU) gauge becomes large and brilliant. "ONE HIT KNOCKOUT" is a secret military art with which you can knock out the opponent with a single attack.

■ **Free movement system**

Commands concerning movements such as a dash and axial movement can be entered with one action in most cases.

■ **Hidden characters**

After the machine is operated for a certain time, you can make a hidden character appear and exert military arts at a higher speed. To do so, select "GAME OPTIONS" in the manual test mode and make setting. (See Page 18)

5 PCB settings

5-1 PCB start-up check (self test)

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.



- Be sure to perform the self test before using the machine.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

■ Result of test —————

If test is OK —————

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

If any abnormality is detected —————

• An error message appears on the screen and the checking is repeated.

Turn ON the power switch and wait for 2 minutes to see if the machine functions again. If not, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

4. Opening and closing the Control Panel

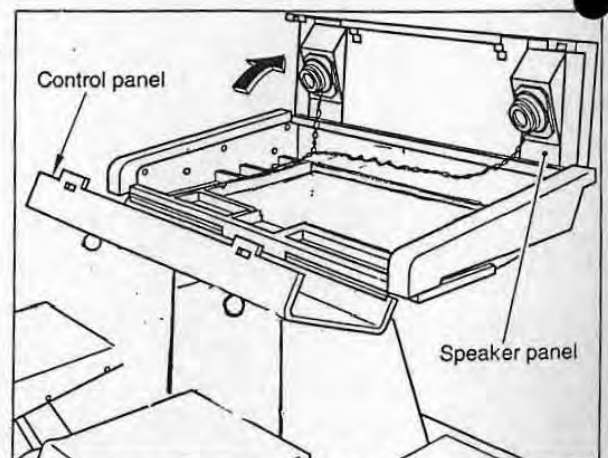
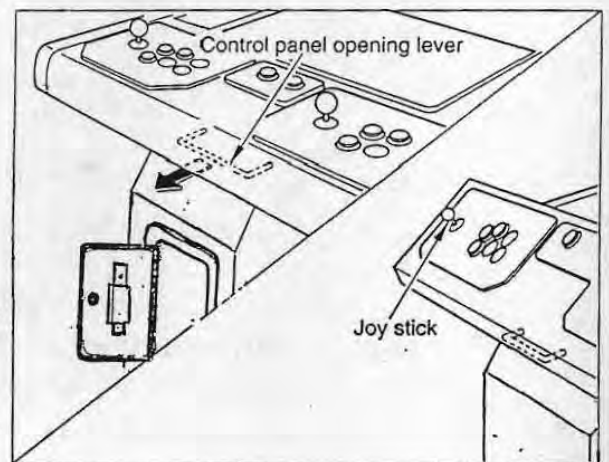
4 Opening and closing the control panel

■ How to open the control panel



- When the control panel and speaker panel are opened, take care not to apply any load or impact to them.
- When opening the speaker panel, take care not to let the speaker panel strike the projector unit.
- Before closing the control panel, close the speaker panel first.
- When closing the control panel, be sure to do so while holding it with hands. Never utilize its dead-weight to close it.
- When closing the control panel and speaker panel, take great care that your fingers, etc. are not pinched.

- 1 | Open the coin door
- 2 | Release control panel latches by pulling on handle shown.
- 3 | Lift up the control panel while holding the joy stick.
- 4 | When opening the speaker panel, open it until it stops.



■ How to close the control panel

- 1 | Gently close the speaker panel.
- 2 | Gently close the control panel.

5-2 Adjusting the game environment (manual test)

Manually check and change the settings for the screen display and game contents.

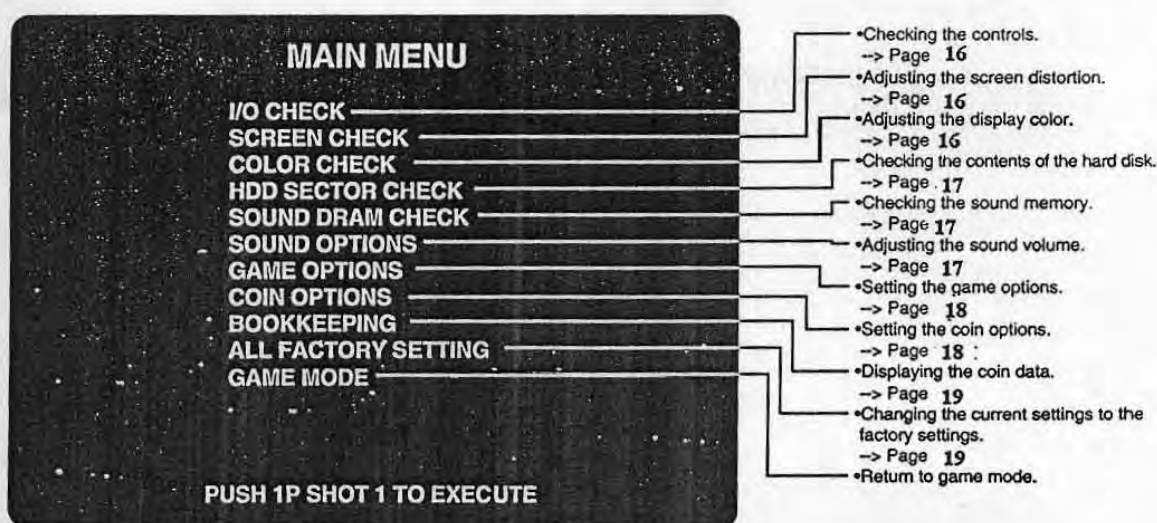
■ Starting the manual test mode -----

- 1 Turn ON the power switch.
- 2 While the demonstration game is playing, press the test switch on the service panel.
 - The unit is set in the manual test mode and the main menu is displayed on the screen.

■ Quit the manual test mode -----

1. Turn up / down the 1P joy stick to select "GAME MODE" on the main menu screen.
2. Press the 1P button 1 (guard 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 --> Turn up / down the 1P joy stick.
- SET --> Press the 1P button 1 (guard 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.
- To modify some settings, select them by moving up and down the 1P joy stick and change them by moving the joy stick right and left.
- After the settings have been changed, select "SAVE AND EXIT" and press the 1P button 1. The new settings are saved automatically 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" Select "YES" or "NO" by turning right / left the 1P joy stick and set it by pressing the 1P button 1. 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 new settings will not be saved with "NO MODIFICATION" displayed.

• If "FACTORY SETTINGS" is selected and the 1P button 1 is pressed, all the settings will be back to the factory ones.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance of the joy sticks and buttons.
To return to the main menu screen, press the 1P buttons at a time. (Including three buttons and the 1P start button.)

• The coin counter is interlocked with the coin slots 1 and 2.

MEMO

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.
Adjust the display width, color tone, etc. while watching the crosshatch pattern. Use the projector adjusting remote controller (See page 30) to make the adjustment. To return to the main menu screen, press the 1P button 1.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.
Make the adjustment using the projector adjusting remote controller (See page 30) so that the colors of the color bars should appear properly graduated and the background should become black sufficiently. To return to the main menu screen, press the 1P button 1.

HDD SECTOR CHECK

Checking the contents of the hard disk

- The contents of the hard disk are checked automatically.
If they are normal, "OK" is displayed. If any abnormality is found, "BAD" appears with the No. of the defective sector displayed.
After going into the menu, the progress is displayed as a percentage. To cancel the checking halfway, press the 1P button 3. To return to the main menu screen, press the 1P button 1.
If "BAD" is displayed, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

SOUND DRAM CHECK

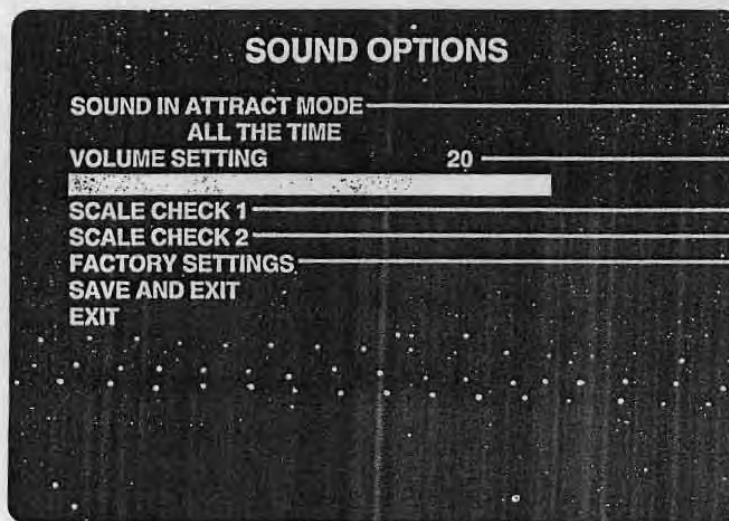
Checking the sound memory

- The sound memory is checked automatically.
By RAM part, "OK" is displayed if it is normal; "BAD" is displayed if abnormal.

SOUND OPTIONS

Adjusting the sound volume

- In this mode, the following appears on the screen.
Select an item by turning up / down the 1P joy stick.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P button 1.



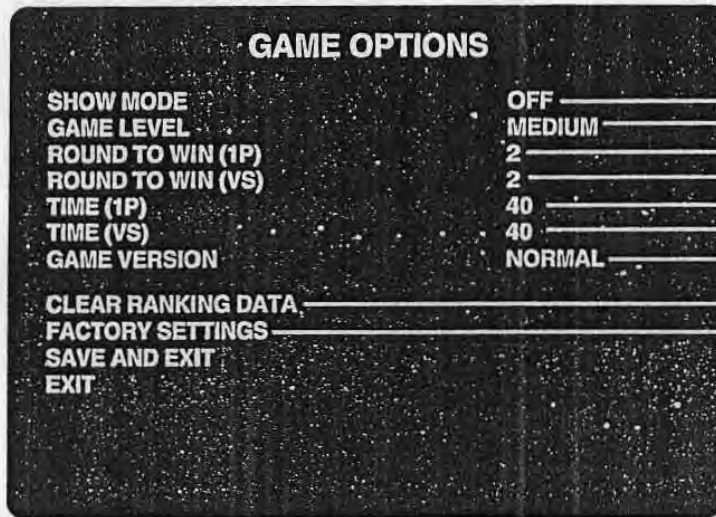
- Turns on and off the demo play sound.
• ALL THE TIME ... Sound always on.
• ONCE EVERY 4 CYCLES ... Sound on every 4 cycles.
• COMPLETE OFF ... Sound always off.
- Adjust the volume from the level 0 (no sound) to 30 (max).
Make adjustments by turning right/left the joy stick.
- Gives the balance sound 1.
The sound is stopped by deselecting the item.
- Gives the balance sound 2.
The sound is stopped by deselecting the item.
- Returns all the settings to the factory settings.

GAME OPTIONS

Setting the game options

■ In this mode, the following appears on the screen.

Select a item by turning up / down the 1P joy stick and set it by turning right / left the 1P joy stick. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P button 1.



•The above-shown "GAME VERSION" is displayed after the machine is operated for a certain time.

•Selects the show mode.
•ON ... If one of the two players beats the other three times, the game is over for both the players.

•Sets a difficulty level (from the 8 levels).

1/EASIEST Easier
2/VERY EASY ↑
3/EASY
4/MEDIUM -----Medium
5/MEDIUM HARD ↓
6/HARD
7/VERY HARD
8/HARDEST Harder

•Sets the round to win for "CPU Play". (1 to 5)

•Sets the round to win for "VS Play". (1 to 5)

•Sets the round time for "CPU Play".
(10/20/30/40/50/60 sec.)

•Sets the round time for "VS Play".
(10/20/30/40/50/60 sec.)

•It is displayed to be selectable after the machine is operated for a certain time.
-NORMAL Normal speed
-HIGH SPEED ... Military arts are exerted at a higher speed.

•Erases the ranking data.

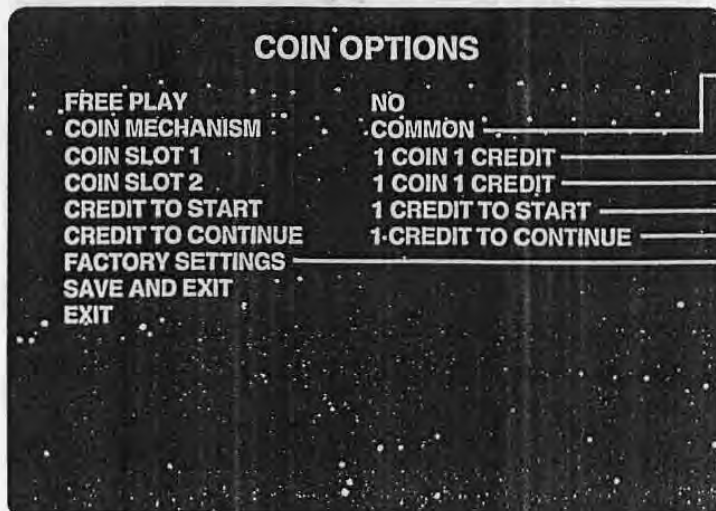
•Returns all the settings to the factory settings.

COIN OPTIONS

Setting the coin options

■ In this mode, the following appears on the screen.

Select a item by turning up / down the 1P joy stick and set it by turning right / left the 1P joy stick. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P button 1.



•Sets the credits to "COMMON" or "INDEPENDENT" for the 1P and 2P players.

-COMMON Credits common for 1P and 2P players.
-INDEPENDENT ... Credits different for 1P and 2P players.

•Sets the number of credits for the coin.
(16 COINS 1 CREDIT to 1 COIN 16 CREDITS)

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

•Sets the number of credits (1 to 16) required to continue the game.

•Returns all the settings to the factory settings.

BOOKKEEPING

Displaying the coin data

- Mode for displaying the number of coins put into the machine.
If the time is preset in this mode, the following data on the number of coins put into the machine can be viewed by coin slot. To return to the main menu screen, press the 1P start button.
To clear the data, press the 1P buttons at a time (Including three buttons and the 1P start button)
When the date has been cleared, the time is reset to the Greenwich Mean Time. When "BOOKKEEPING" is selected next time, the time setting screen comes up.

Time setting

When this item is selected after setting up the game machine, the time setting screen will appear. Pressing the 1P button 1 after setting the time will save the setting. To cancel the setting, press the start button.

- Once the time is set, this screen will not appear until the data is cleared. If the time setting is canceled, the data will not be collected.

MEMO

BOOKKEEPING

·TOTAL COINS _____ Total number of coins after the time being set

COIN DATA OF LAST 7DAYS

·TODAY _____ Number of coins of today
 ·YESTERDAY _____ Number of coins of yesterday
 ·-2DAY _____ Number of coins of 2 days ago
 ·-3DAY _____ Number of coins of 3 days ago
 ·-4DAY _____ Number of coins of 4 days ago
 ·-5DAY _____ Number of coins of 5 days ago
 ·-6DAY _____ Number of coins of 6 days ago

LAST 7DAYS AVERAGE _____ Average number of coins of last 7 days

The data of the last 51 weeks are displayed by week average by turning right / left the 1P joy stick.

ALL FACTORY SETTING

Factory settings

- Mode for Returning all the settings to the factory settings.
When this item is selected, all the settings other than the setting for "BOOKKEEPING" will be returned to the factory settings.
Note that the ranking data is not initialized. To initialize this data, select "CLEAR RANKING DATA" on the "GAME OPTIONS" screen. (See page 18) The sound volume will be effective again when the power switch is turned on next time. To make the volume setting effective right now, select "VOLUME SETTING" on the "SOUND OPTIONS" screen and change the setting. (See page 17)

6 Setting up the game machine

6-1 Connecting the unit

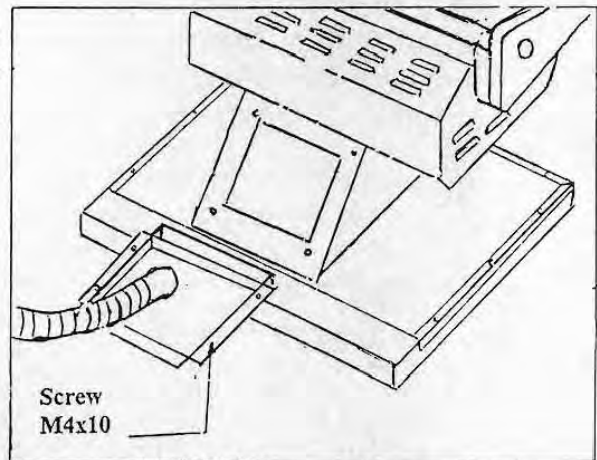
■ How to connect the unit -----



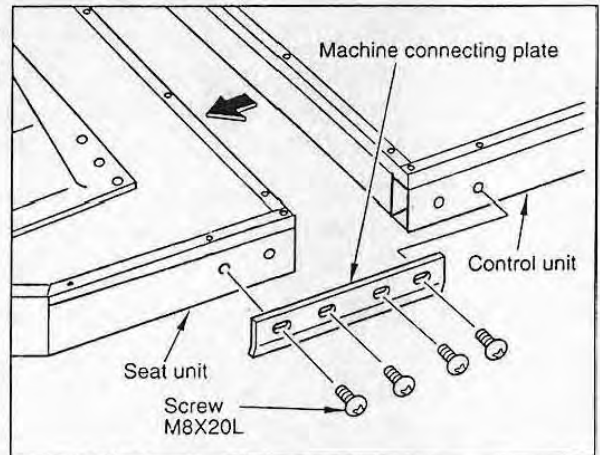
- Do not pull the wiring and connectors of the control unit and projector unit to move them.
- When installing the connector cover, take care not to catch the wiring.

1 | Connect the connectors of the control unit to the counterparts of the projector unit. Tighten the connector fixing screws.

2 | Install the connector cover with the attached screws.



3 | Align the control unit with the seat unit and install the attached machine connecting plate.



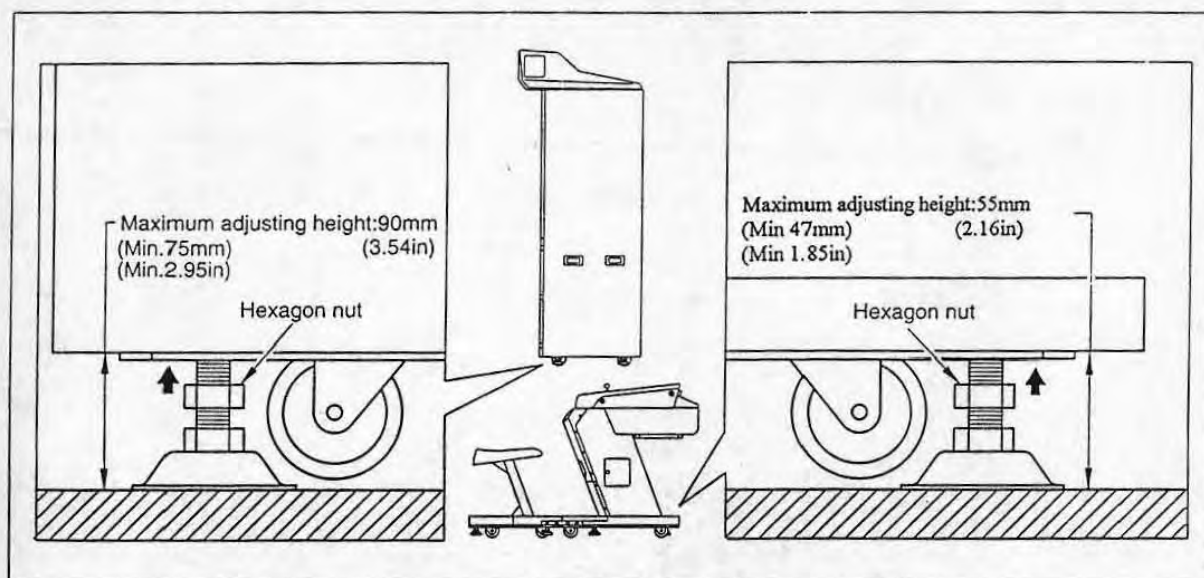
Connecting plate fitted inside the frame tube.

6-2 Fastening the adjusters

■ How to fasten the adjusters



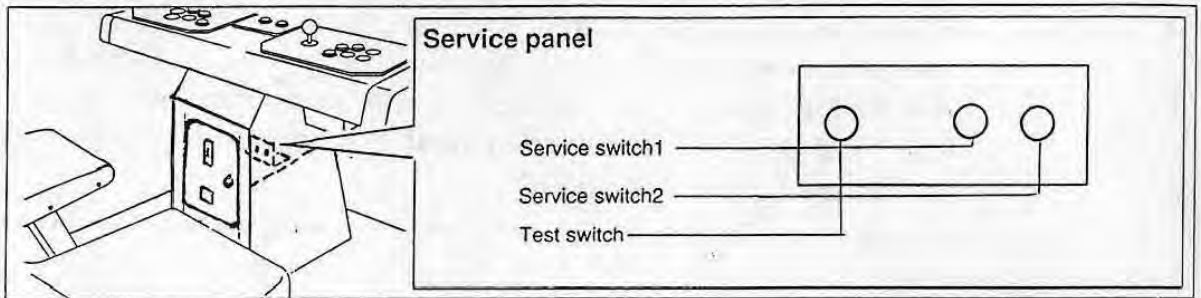
- Adjust the adjusters so that the casters do not touch the floor. Take care not to exceed the maximum adjusting height of the adjuster.
- Adjust the 12 adjusters so that they are flush with the floor and make sure that the machine is stable and placed in a horizontal position. Then tighten up the hexagon nuts upward.



6.3 Service panel

■ Service panel

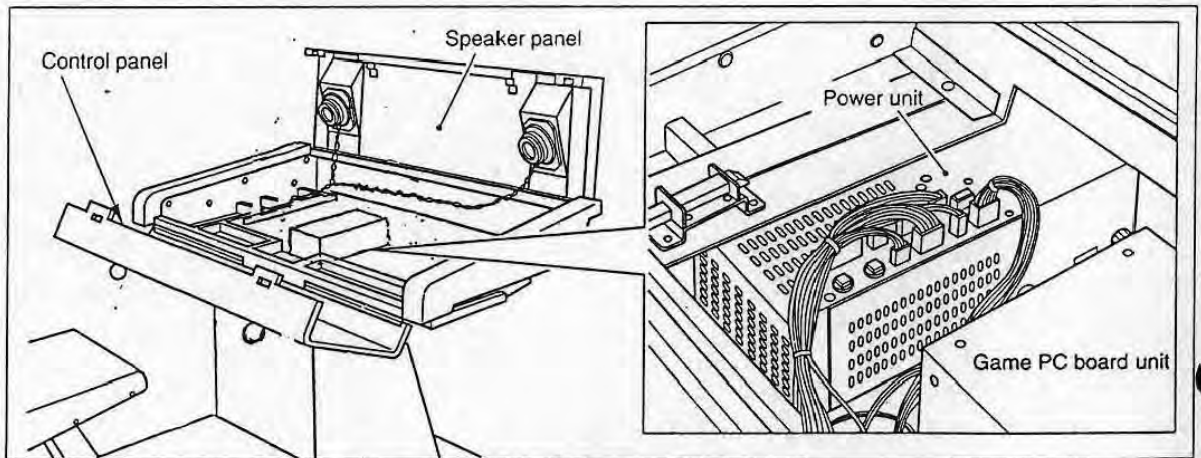
You will find the service panel by opening the coin door with the attached maintenance key



6.4 Power unit

■ Power unit

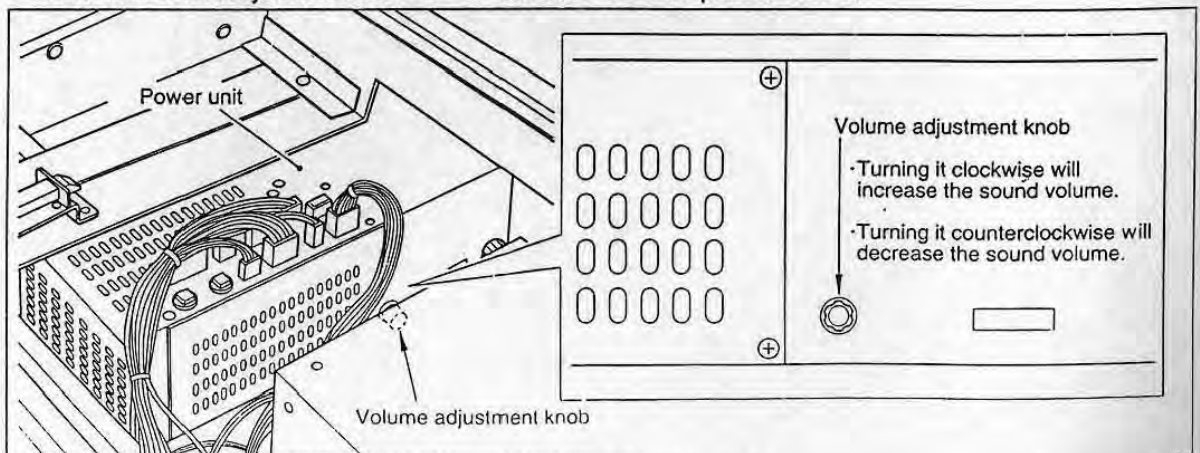
The power unit is contained in the yellow box under the control panel



6.5 Adjusting the sound volume

■ How to adjust the sound volume

The volume adjustment knob is located on the power unit.



6 Setting up the game machine

6.6 DIP SWITCH SETTINGS

I/O PCB - This bank of switches are set at the factory and should not be altered. The correct settings are as follows:-

SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
ON	OFF	ON	ON	OFF	OFF	OFF	OFF

GAME PCB....- These are set by the factory and should not be altered.

KLINGON PCB

Dip Switch 2 (Under IC Socket)

SW 1	SW 2	SW 3	SW 4	OPTIONS (COIN SETS)	COIN 1 (F)	COIN 2 (E)	COIN 3 (D)	COIN 4 (C)
OFF	OFF	OFF	--	UK & GREECE	100	50	20	10
OFF	OFF	OFF	---	ISRAEL, FINLAND, & SWEDEN	10	5	2	1
ON	OFF	OFF	---	BELGIUM		50	20	
OFF	ON	ON	---	FRANCE, AUSTRIA NORWAY, CZECH & DENMARK	20	10	5	1
OFF	ON	ON	---	HUNGARY	20	10		
OFF	ON	OFF	---	MALTA	1	50c		25c
OFF	OFF	ON	---	HOLLAND		5G	2.5G	1G
OFF	ON	ON		PORTUGAL	200	100	50	
ON	ON	ON	---	GERMANY & SWITZERLAND	5	2	1	
ON	ON	ON	---	SOUTH AFRICA	5	2	1	
ON	ON	ON	---	SPAIN & ITALY	500	200	100	
			OFF	DIRECT MODE				
			ON	2 CHANNEL MODE				

6 Setting up the game machine

Price of Play Settings : Greece(Dr) Portugal(Esc) &UK(Pence)

Price of Play			DIP SWITCH 1				
			1	2	3	4	5
10	No Bonus		OFF	OFF	OFF	OFF	OFF
10	50=5	100=11	ON	OFF	OFF	OFF	OFF
10	50=6	100=12	OFF	ON	OFF	OFF	OFF
20	No Bonus		ON	ON	OFF	OFF	OFF
20	50=3	100=6	OFF	OFF	ON	OFF	OFF
20	50=3	100=7	ON	OFF	ON	OFF	OFF
30	No Bonus		OFF	ON	ON	OFF	OFF
30	50=2	100=4	ON	ON	ON	OFF	OFF
30	50=2	100=5	OFF	OFF	OFF	ON	OFF
40	No Bonus		ON	OFF	OFF	ON	OFF
40	50=1.25	100=3	OFF	ON	OFF	ON	OFF
50	No Bonus		ON	ON	OFF	ON	OFF
50	50=1	100=3	OFF	OFF	ON	ON	OFF
60	No Bonus		ON	OFF	ON	ON	OFF
60	50=0.8	100=2	OFF	ON	ON	ON	OFF
80	No Bonus		ON	ON	ON	ON	OFF
100	No Bonus		OFF	OFF	OFF	OFF	ON
100	100=1	200=3	ON	OFF	OFF	OFF	ON
200	No Bonus		OFF	ON	OFF	OFF	ON
200	200=1	500=3	ON	ON	OFF	OFF	ON
300	No Bonus		OFF	OFF	ON	OFF	ON
300		500=3	ON	OFF	ON	OFF	ON
500	No Bonus		OFF	ON	ON	OFF	ON
500	500=1	1000=3	ON	ON	ON	OFF	ON
			OFF	OFF	OFF	ON	ON
			ON	OFF	OFF	ON	ON
			OFF	ON	OFF	ON	ON
			ON	ON	OFF	ON	ON
			OFF	OFF	ON	ON	ON
			ON	OFF	ON	ON	ON
			OFF	ON	ON	ON	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

Meter Pulses:- Portugal 10Esc = 1 Pulse
 Greece 10Drc = 1 Pulse
 UK 10pence = 1 Pulse

6 Setting up the game machine

Price of Play Settings : Austria(Sch) France(Fr) Germany(Dm)
 Switzerland(SFr) Denmark(Kr) Sweden(Kr)
 Norway(Kr) Finland(Mk) & Czech Rep(Kc)

Price of Play			DIP SWITCH 1				
			1	2	3	4	5
1	No Bonus		OFF	OFF	OFF	OFF	OFF
1	5=5	10=11	ON	OFF	OFF	OFF	OFF
1	5=6	10=12	OFF	ON	OFF	OFF	OFF
2	No Bonus		ON	ON	OFF	OFF	OFF
2	5=3	10=6	OFF	OFF	ON	OFF	OFF
2	5=3	10=7	ON	OFF	ON	OFF	OFF
3	No Bonus		OFF	ON	ON	OFF	OFF
3	5=2	10=4	ON	ON	ON	OFF	OFF
3	5=2	10=5	OFF	OFF	OFF	ON	OFF
4	No Bonus		ON	OFF	OFF	ON	OFF
4	5=1.25	10=3	OFF	ON	OFF	ON	OFF
5	No Bonus		ON	ON	OFF	ON	OFF
5	5=1	10=3	OFF	OFF	ON	ON	OFF
6	No Bonus		ON	OFF	ON	ON	OFF
6	5=0.8	10=2	OFF	ON	ON	ON	OFF
8	No Bonus		ON	ON	ON	ON	OFF
10	No Bonus		OFF	OFF	OFF	OFF	ON
10	10=1	20=3	ON	OFF	OFF	OFF	ON
20	No Bonus		OFF	ON	OFF	OFF	ON
20	20=1	50=3	ON	ON	OFF	OFF	ON
30	No Bonus		OFF	OFF	ON	OFF	ON
30		50=3	ON	OFF	ON	OFF	ON
50	No Bonus		OFF	ON	ON	OFF	ON
50	50=1	100=3	ON	ON	ON	OFF	ON
			OFF	OFF	OFF	ON	ON
			ON	OFF	OFF	ON	ON
			OFF	ON	OFF	ON	ON
			ON	ON	OFF	ON	ON
			OFF	OFF	ON	ON	ON
			ON	OFF	ON	ON	ON
			OFF	ON	ON	ON	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

Meter Pulses: 1Dm,1Sch,1Kr,1Fr,1SFr & 1Kc = 1 Pulse

6 Setting up the game machine

Price of Play Settings :Spain(Ptas) & Italy(Lira)

Price of Play			DIP SWITCH 1				
			1	2	3	4	5
100	No Bonus		OFF	OFF	OFF	OFF	OFF
100	500=5	1000=11	ON	OFF	OFF	OFF	OFF
100	500=6	1000=12	OFF	ON	OFF	OFF	OFF
200	No Bonus		ON	ON	OFF	OFF	OFF
200	500=3	1000=6	OFF	OFF	ON	OFF	OFF
200	500=3	1000=7	ON	OFF	ON	OFF	OFF
300	No Bonus		OFF	ON	ON	OFF	OFF
300	500=2	1000=4	ON	ON	ON	OFF	OFF
300	500=2	1000=5	OFF	OFF	OFF	ON	OFF
400	No Bonus		ON	OFF	OFF	ON	OFF
400	500=1.25	1000=3	OFF	ON	OFF	ON	OFF
500	No Bonus		ON	ON	OFF	ON	OFF
500	500=1	1000=3	OFF	OFF	ON	ON	OFF
600	No Bonus		ON	OFF	ON	ON	OFF
600	500=0.8	1000=2	OFF	ON	ON	ON	OFF
800	No Bonus		ON	ON	ON	ON	OFF
1000	No Bonus		OFF	OFF	OFF	OFF	ON
1000	1000=1	2000=3	ON	OFF	OFF	OFF	ON
2000	No Bonus		OFF	ON	OFF	OFF	ON
2000	1000=0.5	5000=3	ON	ON	OFF	OFF	ON
3000	No Bonus		OFF	OFF	ON	OFF	ON
3000		5000=3	ON	OFF	ON	OFF	ON
5000	No Bonus		OFF	ON	ON	OFF	ON
5000	5000=1	10000=3	ON	ON	ON	OFF	ON
			OFF	OFF	OFF	ON	ON
			ON	OFF	OFF	ON	ON
			OFF	ON	OFF	ON	ON
			ON	ON	OFF	ON	ON
			OFF	OFF	ON	ON	ON
			ON	OFF	ON	ON	ON
			OFF	ON	ON	ON	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

Meter Pulses: 100 Lira/Ptas = 1 Pulse

6 Setting up the game machine

Price of Play Settings :Holland

Price of Play			DIP SWITCH 1				
			1	2	3	4	5
1G	No Bonus		OFF	OFF	OFF	OFF	OFF
1G	2.5G=3	5G=6	ON	OFF	OFF	OFF	OFF
1G	2.5G=3	5G=7	OFF	ON	OFF	OFF	OFF
2G	No Bonus		ON	ON	OFF	OFF	OFF
2G		5G=3	OFF	OFF	ON	OFF	OFF
2G	5G=3	10G=7	ON	OFF	ON	OFF	OFF
3G	No Bonus		OFF	ON	ON	OFF	OFF
3G	5G=2		ON	ON	ON	OFF	OFF
3G	5G=2	10G=5	OFF	OFF	OFF	ON	OFF
4G	No Bonus		ON	OFF	OFF	ON	OFF
4G	10G=3		OFF	ON	OFF	ON	OFF
5G	No Bonus		ON	ON	OFF	ON	OFF
5G	10G=3		OFF	OFF	ON	ON	OFF
6G	No Bonus		ON	OFF	ON	ON	OFF
6G	15G=3		OFF	ON	ON	ON	OFF
8G	No Bonus		ON	ON	ON	ON	OFF
8G	20G=3		OFF	OFF	OFF	OFF	ON
10G	No Bonus		ON	OFF	OFF	OFF	ON
10G	20G=3		OFF	ON	OFF	OFF	ON
			ON	ON	OFF	OFF	ON
			OFF	OFF	ON	OFF	ON
			ON	OFF	ON	OFF	ON
			OFF	ON	ON	OFF	ON
			ON	ON	ON	OFF	ON
			OFF	OFF	OFF	ON	ON
			ON	OFF	OFF	ON	ON
			OFF	ON	OFF	ON	ON
			ON	ON	OFF	ON	ON
			OFF	OFF	ON	ON	ON
			ON	OFF	ON	ON	ON
			OFF	ON	ON	ON	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

Meter Pulses:- 0.5G = 1 Pulse

6 Setting up the game machine

Price of Play Settings : Belgium

Price of Play			DIP SWITCH 1				
			1	2	3	4	5
5Bfr	No Bonus		OFF	OFF	OFF	OFF	OFF
5Bfr	20=4	50=11	ON	OFF	OFF	OFF	OFF
5Bfr	20=5	50=12	OFF	ON	OFF	OFF	OFF
10Bfr	No Bonus		ON	ON	OFF	OFF	OFF
10Bfr	20=2	50=5	OFF	OFF	ON	OFF	OFF
10Bfr	20=3	50=7	ON	OFF	ON	OFF	OFF
15Bfr	No Bonus		OFF	ON	ON	OFF	OFF
15Bfr	20=1.33	50=4	ON	ON	ON	OFF	OFF
15Bfr	20=2	50=5	OFF	OFF	OFF	ON	OFF
20Bfr	No Bonus		ON	OFF	OFF	ON	OFF
20Bfr	20=1	50=3	OFF	ON	OFF	ON	OFF
20Bfr	50=3	100=7	ON	ON	OFF	ON	OFF
25Bfr	No Bonus		OFF	OFF	ON	ON	OFF
25Bfr	50=2	100=5	ON	OFF	ON	ON	OFF
25Bfr	50=3	100=6	OFF	ON	ON	ON	OFF
30Bfr	No Bonus		ON	ON	ON	ON	OFF
30Bfr	50=1.66	100=4	OFF	OFF	OFF	OFF	ON
30Bfr	50=2	100=4	ON	OFF	OFF	OFF	ON
40Bfr	No Bonus		OFF	ON	OFF	OFF	ON
40Bfr		100=3	ON	ON	OFF	OFF	ON
			OFF	OFF	ON	OFF	ON
			ON	OFF	ON	OFF	ON
			OFF	ON	ON	OFF	ON
			ON	ON	ON	OFF	ON
			OFF	OFF	OFF	ON	ON
			ON	OFF	OFF	ON	ON
			OFF	ON	OFF	ON	ON
			ON	ON	OFF	ON	ON
			OFF	OFF	ON	ON	ON
			ON	OFF	ON	ON	ON
			OFF	ON	ON	ON	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

Meter Pulses: 5Bfr = 1 Pulse

7.1 Resetting the circuit protector and replacing the fuse

If an overcurrent or short circuit occurs, the circuit protector will be automatically actuated to protect the electric circuits of the game machine. When resetting the circuit protector, turn OFF the main power switch, unplug the power cord from the receptacle, eliminate the cause, and then press the button of the circuit protector. When replacing the fuse, the same procedure should be followed.



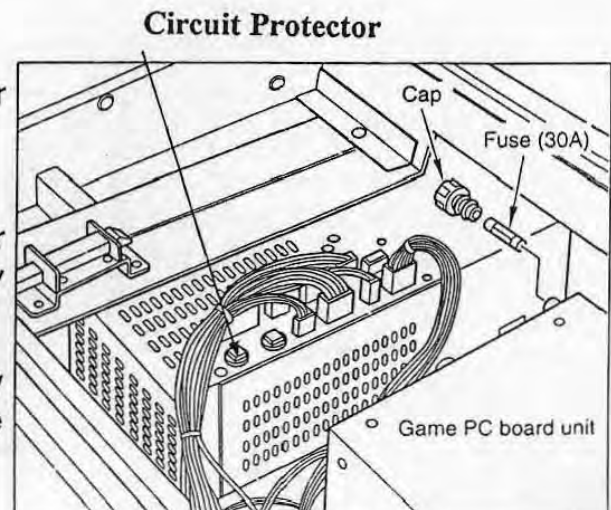
- Before resetting the circuit protector, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- If the circuit protector breaks the circuits soon after it is reset, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.
- Before replacing the fuse, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- Be sure to replace the fuse with a new one of the same type.
- If the machine is in abnormal conditions and does not operate normally, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

Resetting the circuit protector

Press the button of the circuit protector. There are 2 fitted to the power supply and 3 on the game PCB.

Replacing the fuse

- 1 Open the control panel and speaker panel (See page 13)
- 2 Remove the cap of the fuse holder in the game PC board unit by turning it counterclockwise.
- 3 Take out the fuse and set a new fuse. Screw in the cap while pushing it in.



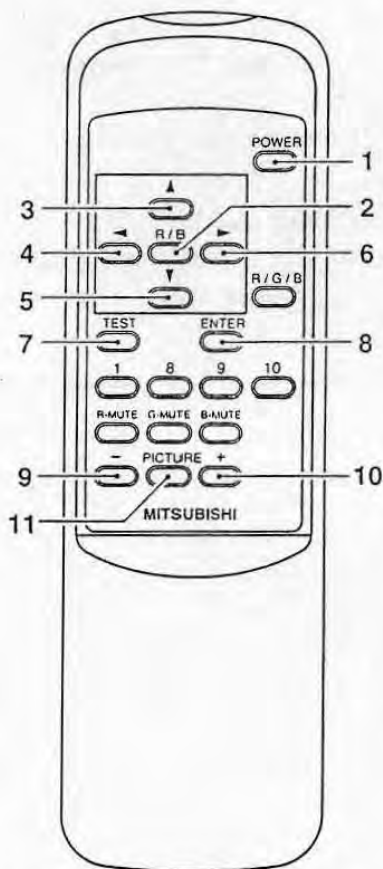
7.2 Adjusting the projector

The projector has already been adjusted at the time of shipment, but it may be readjusted with the attached remote controller as desired.



•The projector contains high-voltage components inside it. Exercise due care not to touch them.

■ Appearance of the remote controller



Projector adjusting remote controller

1	POWER key	Used to turn ON/OFF the power. The POWER key is used only at the time of service maintenance. Do not use it in normal times.
2	R/B key	Used to select the red adjustment mode (R) or blue adjustment mode (B) in the static convergence adjustment mode.
3	▲(UP) key	Used to shift "Test Cross" up in the static convergence adjustment mode.
4	◀(LEFT) key	Used to shift "Test Cross" left in the static convergence adjustment mode.
5	▼(DOWN) key	Used to shift "Test Cross" down in the static convergence adjustment mode.
6	▶(RIGHT) key	Used to shift "Test Cross" right in the static convergence adjustment mode.
7	TEST key	It is a ON/OFF key for the static convergence adjustment mode. When it is turned ON, the "Test Cross" pattern appears in the center of the screen.
8	ENTER key	This key is used at the time of shipment. It does not function in normal times.
9	- key	Used to decrease the adjustment data value in the CONTRAST, BRIGHT, H-POS, V-POS, H-WIDTH and V-WIDTH adjustment modes.
10	+ key	Used to increase the adjustment data value in the CONTRAST, BRIGHT, H-POS, V-POS, H-WIDTH and V-WIDTH adjustment modes.
11	PICTURE key	Used to select the CONTRAST, BRIGHT, H-POS, V-POS, H-WIDTH and V-WIDTH adjustment modes. The adjustment modes are selected in the following order by pressing the key. <div style="text-align: center; margin-top: 5px;"> <pre> Normal operation → CONTRAST adjustment mode → BRIGHT adjustment mode → H-POS adjustment mode V-WIDTH adjustment mode ← V-POS adjustment mode ← H-WIDTH adjustment mode </pre> </div>

•Only the keys 1 to 11 shown above are allowed to be used. Never press the other keys.

MEMO

•Adjustment mode

CONTRAST adjustment mode	Used to change the brightness the picture. Make adjustments with the "+" or "-" key.
BRIGHT adjustment mode	Used to change the black level of the picture. Make adjustments with the "+" or "-" key.
H-POS adjustment mode	Used to shift the position of the picture in the horizontal direction. Make adjustments with the "+" or "-" key.
H-WIDTH adjustment mode	Used to change the horizontal width of the picture. Make adjustments with the "+" or "-" key.
V-POS adjustment mode	Used to shift the position of the picture in the vertical direction. Make adjustments with the "+" or "-" key.
V-WIDTH adjustment mode	Used to change the vertical width of the picture. Make adjustments with the "+" or "-" key.

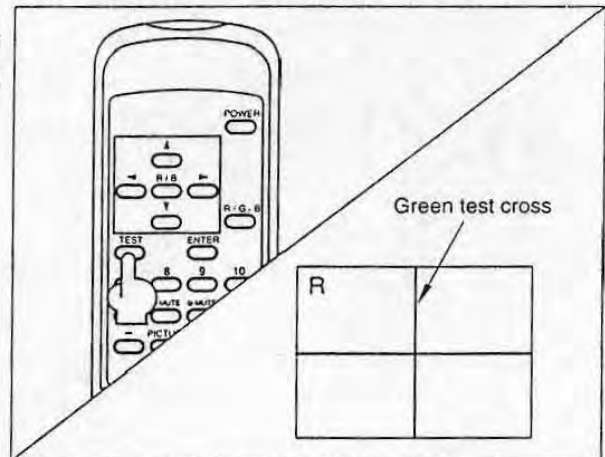
When the game machine is moved to another location or reoriented, screen color distortion can occur due to magnetism from objects near the game machine or from the earth's magnetic field. If screen color distortion occurs uniformly across the whole screen, adjust convergence in the following way.

How to adjust the static convergence



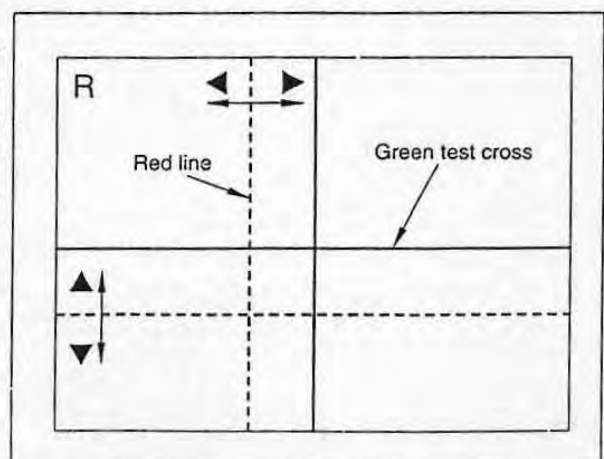
- Direct the remote control to the screen.
- When using the remote control, keep it within a 30° angle to the top, bottom, left and right of the center of the screen and stand no further than 3 meters (118 inches) away from the screen.
- When the screen is disturbed by static electricity etc. during the adjustment of the unit, turn OFF the power switch and on again, and readjust the unit.
- If the remote control does not work properly, replace the batteries with new ones. If the remote control is not to be used for a long time, remove the batteries from the remote control. Failure to do so could cause liquid leakage.

- 1 Press the TEST key of the remote control. (The red line adjustment screen will appear.)

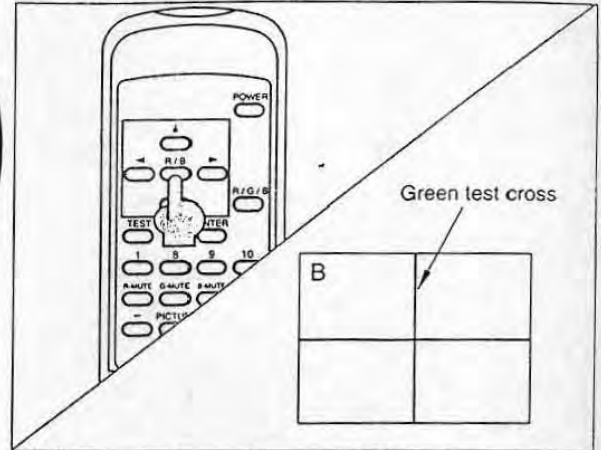


- 2 Superimpose the red line on the green test cross. Using the "◀", "▶", "▲" and "▼" keys on the remote control, align the center of the red line with the center of the green test cross.

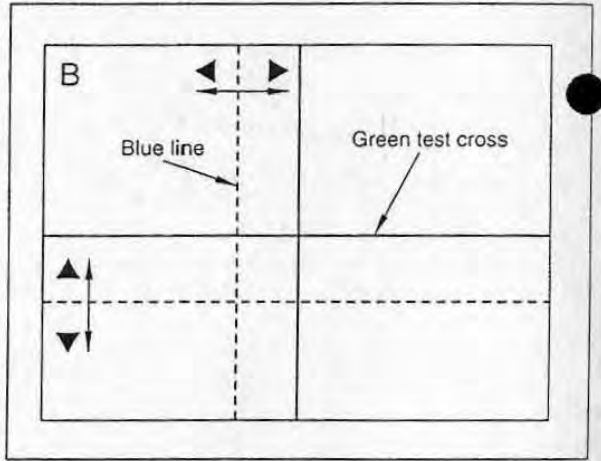
(When the red line is superimposed on the green test cross, the green test cross turns yellow or white.)



- 3** Press the R / B key.
 (The blue line adjustment screen will appear. Each time the key is pressed, switching between the red and blue is made.)



- 4** Superimpose the blue line on the green test cross. Using the "◀", "▶", "▲" and "▼" keys on the remote control, align the center of the blue line with the center of the green test cross.
 (When the blue line is superimposed on the green test cross, the green test cross turns white.)



- 5** When the adjustment is completed, press the TEST key.

Ending and automatic canceling of the adjustment mode

If no valid key entry (changing the value or picture) is made in each adjustment mode within the time specified below, the mode is automatically canceled and ended and then the normal picture is displayed.

<p>About 6 seconds</p>	<ul style="list-style-type: none"> ·CONTRAST adjustment mode ·BRIGHT adjustment mode ·H-POS adjustment mode ·H-WIDTH adjustment mode ·V-POS adjustment mode ·V-WIDTH adjustment mode
<p>About 5 minutes</p>	<ul style="list-style-type: none"> ·Static convergence adjustment mode

7.3 Adjusting the voltage

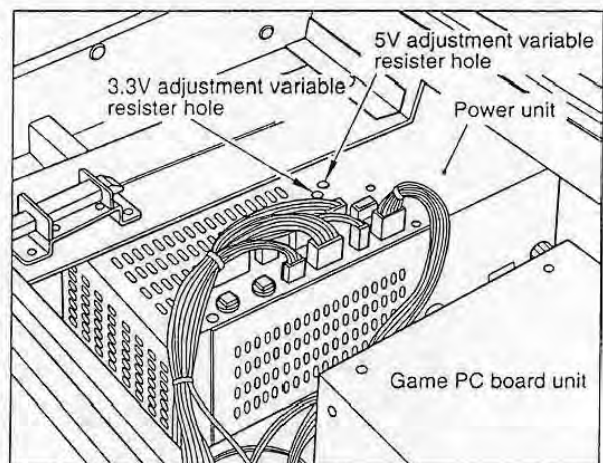
How to adjust the voltage

! If the voltage of each line exceeds the specified value, the game PC board may be damaged. Take great care that the voltage does not exceed the specified value.

• When measuring the voltage, never cause a short between the connectors.

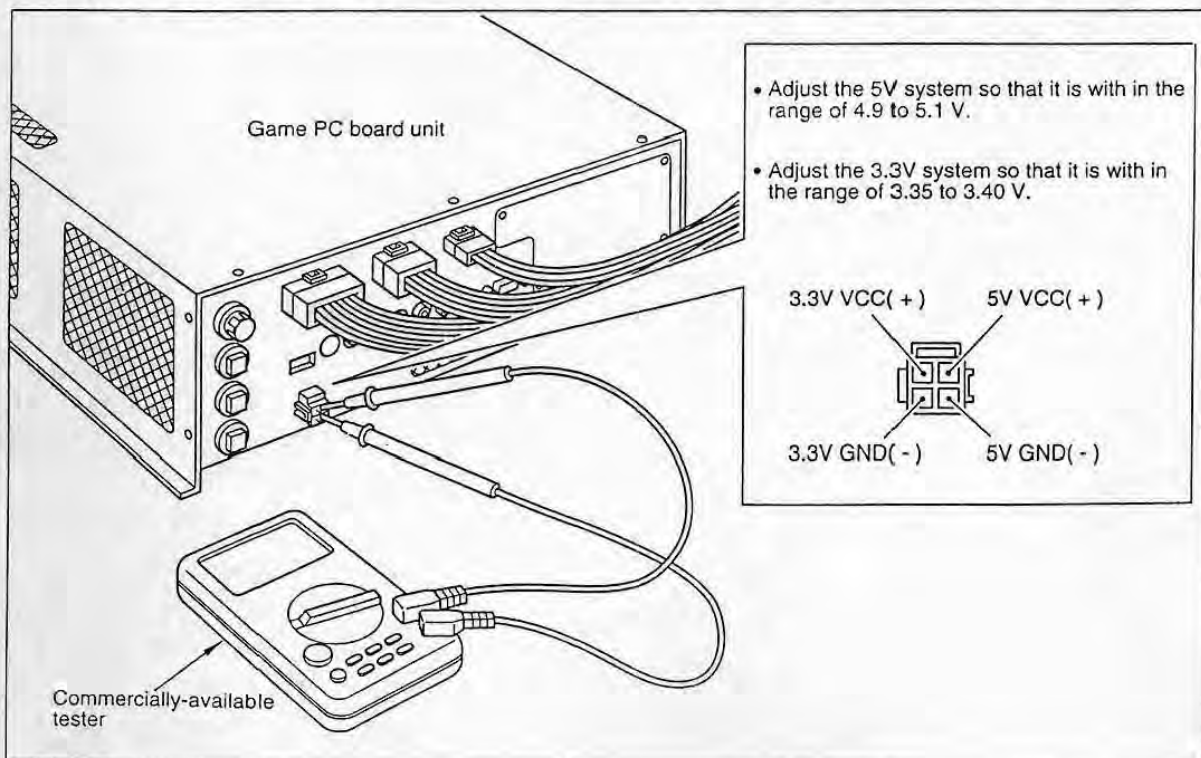
1 Open the control panel and speaker panel.

2 The adjustment variable resistor holes are located on the top surface of the power unit. Adjust the voltage carefully with an adjustment screwdriver (commercially-available) while measuring the voltage with a tester.

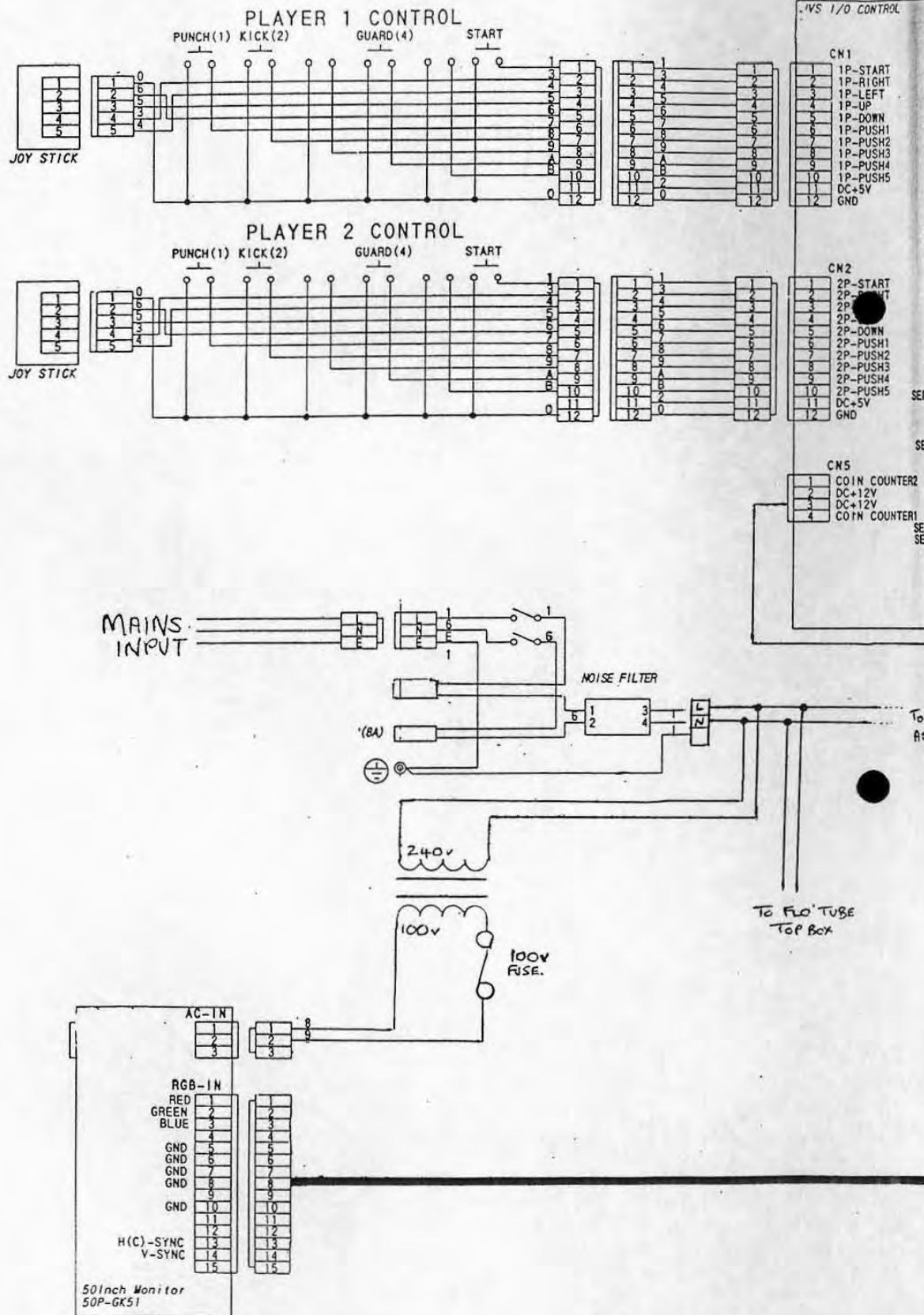


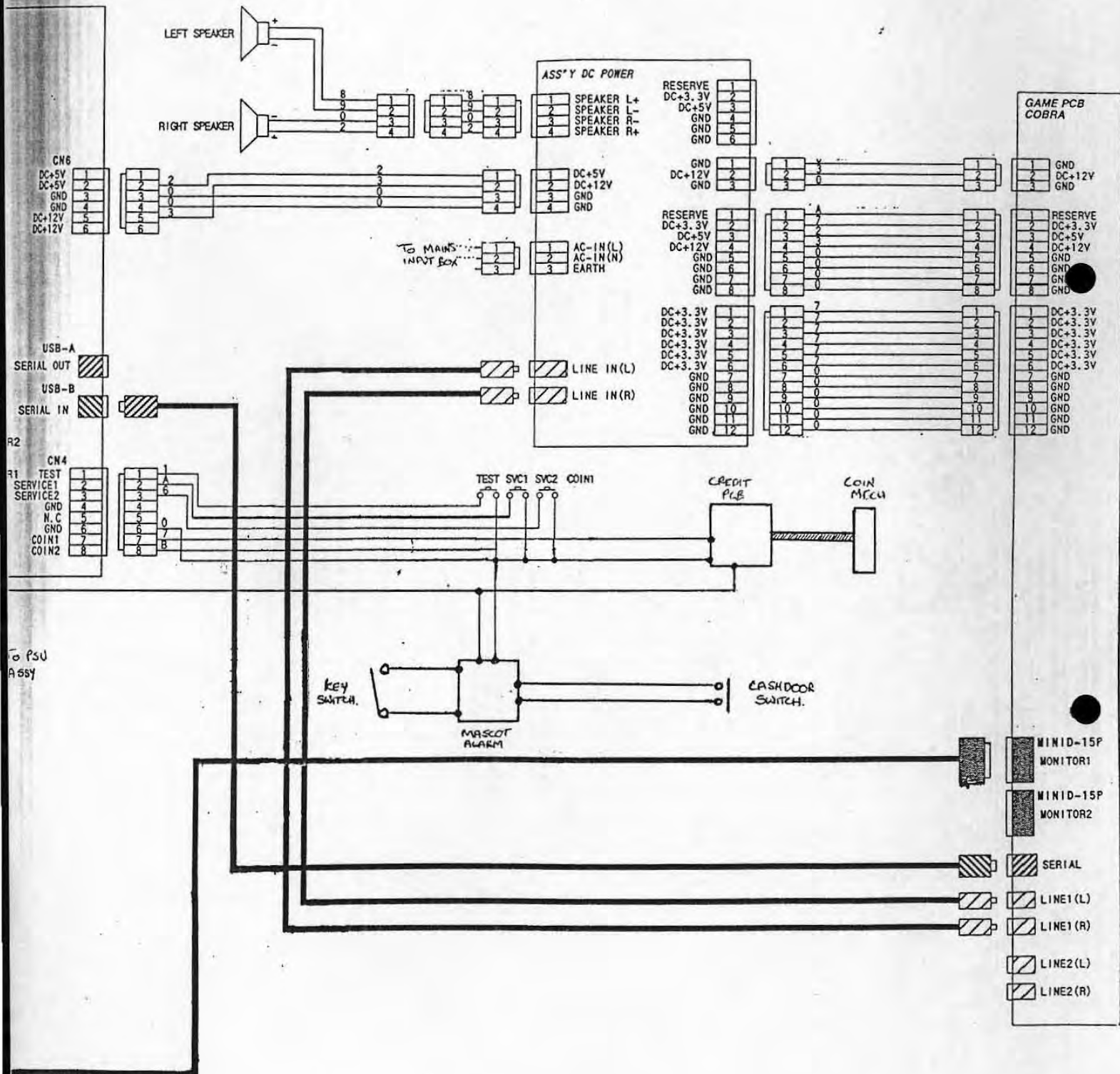
How to measure the voltage

Measure the voltage on the connector in the game PC board unit as shown in the figure below.



Wiring diagram





**Price of Play Settings : Austria,Sweden,Finland,France,Czech
Rep,Norway,Denmark and Hungary**

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
1	1 = 1			OFF	OFF	OFF	OFF	OFF
1	1 = 1	5 = 6		ON	OFF	OFF	OFF	OFF
2	2 = 1			OFF	ON	OFF	OFF	OFF
2	2 = 1	5 = 3		ON	ON	OFF	OFF	OFF
3	3 = 1			OFF	OFF	ON	OFF	OFF
3	3 = 1	5 = 3		ON	OFF	ON	OFF	OFF
4	4 = 1			OFF	ON	ON	OFF	OFF
4	4 = 1	10 = 3		ON	ON	ON	OFF	OFF
5	5 = 1			OFF	OFF	OFF	ON	OFF
5	5 = 1	10 = 2	20 = 5	ON	OFF	OFF	ON	OFF
6	6 = 1			OFF	ON	OFF	ON	OFF
6	6 = 1	10 = 2		ON	ON	OFF	ON	OFF
8	8 = 1			OFF	OFF	ON	ON	OFF
8	8 = 1		20 = 3	ON	OFF	ON	ON	OFF
10	10 = 1			OFF	ON	ON	ON	OFF
10	10 = 1		20 = 3	ON	ON	ON	ON	OFF
12	12 = 1			OFF	OFF	OFF	OFF	ON
15	15 = 1			ON	OFF	OFF	OFF	ON
20	20 = 1			OFF	ON	OFF	OFF	ON
25	25 = 1			ON	ON	OFF	OFF	ON
30	30 = 1			OFF	OFF	ON	OFF	ON
35	35 = 1			ON	OFF	ON	OFF	ON
40	40 = 1			OFF	ON	ON	OFF	ON
45	45 = 1			ON	ON	ON	OFF	ON
50	50 = 1			OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Units :	Austria	Schilling
	Sweden	Kronor
	Norway	Kroner
	Finland	Markka
	Czech Rep	Krona
	France	Franc
	Denmark	Kroner
	Hungary	Forint

Addendum

The tables below are price of play and bonus awards for the Klingon Plus credit PCB

Price of Play Settings : UK and Greece

Price of Play Options			DIP SWITCH 1				
Price	Bonus		1	2	3	4	5
10	10 = 1		OFF	OFF	OFF	OFF	OFF
10	10 = 1	50 = 6	ON	OFF	OFF	OFF	OFF
20	20 = 1		OFF	ON	OFF	OFF	OFF
20	20 = 1	50 = 3	ON	ON	OFF	OFF	OFF
30	30 = 1		OFF	OFF	ON	OFF	OFF
30	30 = 1	50 = 2	ON	OFF	ON	OFF	OFF
40	40 = 1		OFF	ON	ON	OFF	OFF
40	40 = 1	100 = 3	ON	ON	ON	OFF	OFF
50	50 = 1		OFF	OFF	OFF	ON	OFF
50	50 = 1	200 = 5	ON	OFF	OFF	ON	OFF
60	60 = 1		OFF	ON	OFF	ON	OFF
60	60 = 1	100 = 2	ON	ON	OFF	ON	OFF
80	80 = 1		OFF	OFF	ON	ON	OFF
80	80 = 1	200 = 3	ON	OFF	ON	ON	OFF
100	100 = 1		OFF	ON	ON	ON	OFF
100	100 = 1	200 = 3	ON	ON	ON	ON	OFF
120	120 = 1		OFF	OFF	OFF	OFF	ON
150	150 = 1		ON	OFF	OFF	OFF	ON
200	200 = 1		OFF	ON	OFF	OFF	ON
250	250 = 1		ON	ON	OFF	OFF	ON
300	300 = 1		OFF	OFF	ON	OFF	ON
350	350 = 1		ON	OFF	ON	OFF	ON
400	400 = 1		OFF	ON	ON	OFF	ON
450	450 = 1		ON	ON	ON	OFF	ON
500	500 = 1		OFF	OFF	OFF	ON	ON
			ON	OFF	OFF	ON	ON
			OFF	ON	OFF	ON	ON
			ON	ON	OFF	ON	ON
			OFF	OFF	ON	ON	ON
			ON	OFF	ON	ON	ON
			OFF	ON	ON	ON	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

Monetary Units: UK Pence
 Greece Drachma

Price of Play Settings : Switzerland

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
1	1 = 1			OFF	OFF	OFF	OFF	OFF
1	1 = 1	5 = 6		ON	OFF	OFF	OFF	OFF
2	2 = 1			OFF	ON	OFF	OFF	OFF
2	2 = 1	5 = 3		ON	ON	OFF	OFF	OFF
3	3 = 1			OFF	OFF	ON	OFF	OFF
3	3 = 1	5 = 2		ON	OFF	ON	OFF	OFF
4	4 = 1			OFF	ON	ON	OFF	OFF
4	4 = 1	10 = 3		ON	ON	ON	OFF	OFF
5	5 = 1			OFF	OFF	OFF	ON	OFF
5	5 = 1	10 = 2	20 = 5	ON	OFF	OFF	ON	OFF
6	6 = 1			OFF	ON	OFF	ON	OFF
6	6 = 1	10 = 2	20 = 4	ON	ON	OFF	ON	OFF
8	8 = 1			OFF	OFF	ON	ON	OFF
8	8 = 1		20 = 3	ON	OFF	ON	ON	OFF
10	10 = 1			OFF	ON	ON	ON	OFF
10	10 = 1		20 = 3	ON	ON	ON	ON	OFF
12	12 = 1			OFF	OFF	OFF	OFF	ON
15	15 = 1			ON	OFF	OFF	OFF	ON
20	20 = 1			OFF	ON	OFF	OFF	ON
25	25 = 1			ON	ON	OFF	OFF	ON
30	30 = 1			OFF	OFF	ON	OFF	ON
35	35 = 1			ON	OFF	ON	OFF	ON
40	40 = 1			OFF	ON	ON	OFF	ON
45	45 = 1			ON	ON	ON	OFF	ON
50	50 = 1			OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Units : Switzerland Swiss Franc

Price of Play Settings : Germany

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
1	1 = 1			OFF	OFF	OFF	OFF	OFF
1	1 = 1	5 = 6		ON	OFF	OFF	OFF	OFF
2	2 = 1			OFF	ON	OFF	OFF	OFF
2	2 = 1	5 = 3		ON	ON	OFF	OFF	OFF
3	3 = 1			OFF	OFF	ON	OFF	OFF
3	3 = 1	5 = 2		ON	OFF	ON	OFF	OFF
4	4 = 1			OFF	ON	ON	OFF	OFF
4	4 = 1	10 = 3		ON	ON	ON	OFF	OFF
5	5 = 1			OFF	OFF	OFF	ON	OFF
5	5 = 1	10 = 2	20 = 5	ON	OFF	OFF	ON	OFF
6	6 = 1			OFF	ON	OFF	ON	OFF
6	6 = 1	10 = 2		ON	ON	OFF	ON	OFF
8	8 = 1			OFF	OFF	ON	ON	OFF
8	8 = 1		20 = 3	ON	OFF	ON	ON	OFF
10	10 = 1			OFF	ON	ON	ON	OFF
10	10 = 1		20 = 3	ON	ON	ON	ON	OFF
12	12 = 1			OFF	OFF	OFF	OFF	ON
15	15 = 1			ON	OFF	OFF	OFF	ON
20	20 = 1			OFF	ON	OFF	OFF	ON
25	25 = 1			ON	ON	OFF	OFF	ON
30	30 = 1			OFF	OFF	ON	OFF	ON
35	35 = 1			ON	OFF	ON	OFF	ON
40	40 = 1			OFF	ON	ON	OFF	ON
45	45 = 1			ON	ON	ON	OFF	ON
50	50 = 1			OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Units : Germany

Deutsche Mark

Price of Play Settings : Portugal

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
				OFF	OFF	OFF	OFF	OFF
				ON	OFF	OFF	OFF	OFF
				OFF	ON	OFF	OFF	OFF
				ON	ON	OFF	OFF	OFF
				OFF	OFF	ON	OFF	OFF
				ON	OFF	ON	OFF	OFF
				OFF	ON	ON	OFF	OFF
				ON	ON	ON	OFF	OFF
50	50 = 1			OFF	OFF	OFF	ON	OFF
50	50 = 1	100 = 2	200 = 5	ON	OFF	OFF	ON	OFF
				OFF	ON	OFF	ON	OFF
				ON	ON	OFF	ON	OFF
				OFF	OFF	ON	ON	OFF
				ON	OFF	ON	ON	OFF
100	100 = 1			OFF	ON	ON	ON	OFF
100	100 = 1		200 = 3	ON	ON	ON	ON	OFF
				OFF	OFF	OFF	OFF	ON
150	150 = 1			ON	OFF	OFF	OFF	ON
200	200 = 1			OFF	ON	OFF	OFF	ON
250	250 = 1			ON	ON	OFF	OFF	ON
300	300 = 1			OFF	OFF	ON	OFF	ON
350	350 = 1			ON	OFF	ON	OFF	ON
400	400 = 1			OFF	ON	ON	OFF	ON
450	450 = 1			ON	ON	ON	OFF	ON
500	500 = 1			OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Units : Portugal Escudos

Price of Play Settings : Belgium

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
5		20 = 4	50 = 10	OFF	OFF	OFF	OFF	OFF
5		20 = 4	50 = 12	ON	OFF	OFF	OFF	OFF
10		20 = 2	50 = 5	OFF	ON	OFF	OFF	OFF
10		20 = 2	50 = 6	ON	ON	OFF	OFF	OFF
15		15 = 1		OFF	OFF	ON	OFF	OFF
15		25 = 2	50 = 4	ON	OFF	ON	OFF	OFF
20		20 = 1		OFF	ON	ON	OFF	OFF
20		50 = 3	100 = 6	ON	ON	ON	OFF	OFF
25		50 = 2		OFF	OFF	OFF	ON	OFF
25		50 = 2	100 = 5	ON	OFF	OFF	ON	OFF
30		30 = 1		OFF	ON	OFF	ON	OFF
30		50 = 2	100 = 4	ON	ON	OFF	ON	OFF
40		40 = 1		OFF	OFF	ON	ON	OFF
40		40 = 1	100 = 3	ON	OFF	ON	ON	OFF
50		50 = 1	100 = 2	OFF	ON	ON	ON	OFF
50		50 = 1	100 = 3	ON	ON	ON	ON	OFF
60		60 = 1		OFF	OFF	OFF	OFF	ON
75		75 = 1		ON	OFF	OFF	OFF	ON
100		100 = 1		OFF	ON	OFF	OFF	ON
140		140 = 1		ON	ON	OFF	OFF	ON
150		150 = 1		OFF	OFF	ON	OFF	ON
200		200 = 1	350 = 2	ON	OFF	ON	OFF	ON
200				OFF	ON	ON	OFF	ON
250		450 = 2		ON	ON	ON	OFF	ON
				OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Unit : Belgian Franc

Price of Play Settings :Holland

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
				OFF	OFF	OFF	OFF	OFF
				ON	OFF	OFF	OFF	OFF
1		1 = 1		OFF	ON	OFF	OFF	OFF
1		1 = 1	5 = 6	ON	ON	OFF	OFF	OFF
				OFF	OFF	ON	OFF	OFF
				ON	OFF	ON	OFF	OFF
2			10 = 5	OFF	ON	ON	OFF	OFF
2		5 = 3		ON	ON	ON	OFF	OFF
2.5				OFF	OFF	OFF	ON	OFF
2.5		2.5 = 1	10 = 5	ON	OFF	OFF	ON	OFF
3		3 = 1		OFF	ON	OFF	ON	OFF
3		5 = 2	10 = 4	ON	ON	OFF	ON	OFF
4		4 = 1		OFF	OFF	ON	ON	OFF
4		4 = 1	10 = 3	ON	OFF	ON	ON	OFF
5		5 = 1		OFF	ON	ON	ON	OFF
5		5 = 1	10 = 3	ON	ON	ON	ON	OFF
6		6 = 1		OFF	OFF	OFF	OFF	ON
7.5		7.5 = 1		ON	OFF	OFF	OFF	ON
10		10 = 1		OFF	ON	OFF	OFF	ON
15		15 = 1	25 = 2	ON	ON	OFF	OFF	ON
15		15 = 1		OFF	OFF	ON	OFF	ON
20		20 = 1	35 = 2	ON	OFF	ON	OFF	ON
20		20 = 1		OFF	ON	ON	OFF	ON
25		25 = 1	45 = 2	ON	ON	ON	OFF	ON
25		25 = 1		OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
				ON	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Units : Holland Guilder

Price of Play Settings : Spain and Italy

Price of Play Options				DIP SWITCH 1				
Price	Bonus			1	2	3	4	5
100	100 = 1			OFF	OFF	OFF	OFF	OFF
100	100 = 1	500 = 6		ON	OFF	OFF	OFF	OFF
200	200 = 1			OFF	ON	OFF	OFF	OFF
200	200 = 1	500 = 3		ON	ON	OFF	OFF	OFF
300	300 = 1			OFF	OFF	ON	OFF	OFF
300	300 = 1	500 = 2		ON	OFF	ON	OFF	OFF
400	400 = 1			OFF	ON	ON	OFF	OFF
400	400 = 1	1000 = 3		ON	ON	ON	OFF	OFF
500	500 = 1			OFF	OFF	OFF	ON	OFF
500	500 = 1	1000 = 2	2000 = 5	ON	OFF	OFF	ON	OFF
600	600 = 1			OFF	ON	OFF	ON	OFF
600	600 = 1	1000 = 2	2000 = 4	ON	ON	OFF	ON	OFF
800	800 = 1			OFF	OFF	ON	ON	OFF
800	800 = 1		2000 = 3	ON	OFF	ON	ON	OFF
1000	1000 = 1			OFF	ON	ON	ON	OFF
1000	1000 = 1		2000 = 3	ON	ON	ON	ON	OFF
1200	1200 = 1			OFF	OFF	OFF	OFF	ON
1500	1500 = 1			ON	OFF	OFF	OFF	ON
2000	2000 = 1			OFF	ON	OFF	OFF	ON
2500	2500 = 1			ON	ON	OFF	OFF	ON
3000	3000 = 1			OFF	OFF	ON	OFF	ON
3500	3500 = 1			ON	OFF	ON	OFF	ON
4000	4000 = 1			OFF	ON	ON	OFF	ON
				ON	ON	ON	OFF	ON
				OFF	OFF	OFF	ON	ON
				ON	OFF	OFF	ON	ON
				OFF	ON	OFF	ON	ON
				ON	ON	OFF	ON	ON
				OFF	OFF	ON	ON	ON
				ON	OFF	ON	ON	ON
				OFF	ON	ON	ON	ON
				ON	ON	ON	ON	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

Monetary Units:

Spain
Italy

Pesetas
Lire