SEGAS

Temporary Manual

LINE of FIRE UPRIGHT
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SPECIFICATIONS

<table>
<thead>
<tr>
<th>INSTALLATION SPACE</th>
<th>HEIGHT</th>
<th>POWER</th>
<th>C. R. T</th>
<th>WEIGHT</th>
</tr>
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<tbody>
<tr>
<td>1800 mm (96 in) (D) × 1070 mm (42 in) (W)</td>
<td>1400 mm (28 in)</td>
<td>650 W</td>
<td>24V</td>
<td>350 kg (772 lbs.)</td>
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NOTE:
Descriptions herein contained may be subject to improvement changes without notice.
INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanicals servicing control, spare parts, etc. as regards the SEGA MONACO-GP a new SEGA product. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstance touch the interior system.

1. HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- Do not use any fuse that does not meet the specified rating.
- Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

Also, for the IC board circuit inspections, only the logic tone is allowed. The use of a tester is not permitted, so be careful in this regard. After confirming that there are no irregularities, turn the power ON.
2. PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

ORIGINAL SEAL

The following seal is put on the machines manufactured by SEGA.

LICENSE SEAL

The following seal is put on the kits, such as the printed circuit boards, of SEGA products.

COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

(C) SEGA 1989

This signifies that this work was disclosed in 1989 and is the property of SEGA ENTERPRISES, LTD.
3. PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

LINE OF FIRE 57/D is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Places subject to any type of violent impact.
- Dusty places.
Opening the coin chute door allows the service switch to operate.
The function of each switch is as follows:

1. DEMAGNETIZER SW
   Used for removing the on-screen color unevenness.

2. TEST SWITCH
   Used for displaying SELF-TBST screen modes.

3. LEFT SERVICE SW (#1)
   Used for the purpose of servicing and increasing the credits without registering on the meter.

4. RIGHT SERVICE SW (#2)

5. SOUND VOLUME
   Used for adjusting the speaker's sound volume.
Used to prevent overcurrent of the GUN UNIT SOLENOID. When the center button is in a projected position, first turn the power OFF, push the button back to its original position and turn the power back ON again.

*When the SOLENOID does not function, check to see if the CIRCUIT PROTECTOR is functioning.
* Removing the Gun Unit Cover:

- As shown, take off the M4 TAMPERPROOF SCREWS, and remove the FRONT COVER (GUN-2032) and SIGHT (GUN-2034).

M4 TAMPERPROOF SCREWS (4)

- Take off the SIX M4 TAMPERPROOF SCREWS and remove the GUN COVER.
Note: The threads of the TAMPERPROOF SCREWS used for the GUN COVERS, etc. have been applied with special NYLON RESIN for the purpose of preventing the screws from loosening. Although repeated usage of the screws are possible, when they are subject to excessively frequent fastening/unfastening, the effect of the step taken to prevent the loosening of the screws will decrease.

- By using a hexagonal wrench, take off the 4 hexagon screws and remove the electromagnetic solenoid together with the bracket.

Note: When reassembling, use an ordinary loosening prevention agent which is available on the market, for said hexagon screws.

- The SOLENOID can be removed by taking out the loosening prevention pins from the screws which secure the SOLENOID to the BRACKET, and then removing the nuts.
13. REMOVING THE GRIP UNIT AND REPLACING THE SWITCH

Removing the Grip Unit

1. Take off the 4 TAMPERPROOF SCREWS and remove the GRIP's LOWER COVER (GUN-2029).

2. Disengage the GRIP UNIT (ASSY GRIP: GUN-2100) wiring from the CORD CLAMPS and disconnect the UNIT's wiring connectors.

3. As per the illustration, take off the M5 U NUTs and M4 TAMPERPROOF SCREWS "A", unfasten the M4 TAMPERPROOF SCREW "B", and pull the GRIP UNIT out in an upward position.

Note: At this time, pay careful attention so that the GRIP UNIT's wiring CONNECTORS will not catch in the GRIP BASE portion, which is marked with a circle in the illustration.
Replacing the Microswitch

Microswitch for Trigger

1. Disengage the wiring from the CORD CLAMP.

2. Take off the two M3 screws and the two M3 hexagon nuts, and remove the SWITCH BRACKET (GUN-2106).

3. Take off the two M2 screws and the two M2 hexagon nuts, then remove the switch from the bracket.

4. With the M4 screw in a loosened condition, the fine adjustments of the switch can be made by moving the switch and bracket together.
SWITCH FOR MISSILE (GRENADE LAUNCHER) BUTTON

1. Take off the M4 TAMPERPROOF SCREW and remove the GRIP COVER (GUN-2112), FIRE BUTTON (JI-2005), SPACER (GUN-2108) and SPRING (GUN-2113).

2. Disengage the wiring from the CORD CLAMP.

3. Loosen the M3 SCREW of SWITCH HOLDER (GUN-2111) and remove the SWITCH.

---

[Diagram showing the components and their names: GRIP COVER (GUN-2112), M4 TAMPERPROOF SCREW, FIRE BUTTON (JI-2005), SPACER (GUN-2108), SPRING (GUN-2113), SWITCH HOLDER (GUN-2111), SWITCH BOARD 839-0016]
Note: When reassembling, firmly secure the wiring with the CORD CLAMP.

When reinstalling the GRIP COVER (GUN-2112), assemble the FIRE BUTTON (JI-2005), SPACER (GUN-2108), SPRING (GUN-2113) and SWITCH BOARD (839-0016) in a manner so that they will be positioned as shown. In the case where the SPRING deviates from its correct position, you may not be able to push the FIRE BUTTON smoothly.

When reinstalling the GRIP UNIT to the GRIP BASE, make sure that the wiring does not catch in the inner part of said GRIP BASE.
16. GUN UNIT V.R. (VARIABLE RESISTOR) ADJUSTMENT

- Precautions

This machine allows, during the test mode, the GUN UNIT's sight to be electronically adjusted and therefore, V.R. adjustments are normally not required. However, when the electronically adjustable scope is exceeded, or the V.R. GEAR is idly racing, make the following adjustments.

- V.R. Adjustments in Vertical Directions

1. Loosen the two M4 screws to move V.R. BRACKET "A", (GUN-2035).

2. When the V.R. BRACKET is moved, the V.R. GEAR and the ADJUSTMENT GEAR will be disengaged. At this time, turn the V.R. GEAR and make sure that the "D" shaped V.R. SHAFT's flat surface faces the opposite side of the ADJUSTMENT GEAR, as shown.

3. Fasten the M4 SCREWS. At this time, make the backlash adjustments.
(4) Slowly swing the GUN UNIT's upper portion back and forth and check to see that the electronically adjustable scope of the V.R. is not exceeded.

(5) Fine adjustments are electronically made.

V.R. ADJUSTMENTS
(horizontal)

1. Loosen the M4 U NUTs and move V.R. BRACKET A (GUN-2035)

2. When the V.R. BRACKET is moved, the V.R. GEAR (601-5943) and ADJUSTMENT GEAR (601-6005) will be disengaged. At this time, turn the V.R. GEAR in a manner so that the "D" shaped V.R. SHAFT's flat surface faces the opposite side of the ADJUSTMENT GEAR as shown in the illustration.
3) Fasten the M4 U NUTs. At this time, make backlash adjustments.

4) Slowly swing the UNIT's upper portion in the horizontal directions (left/right) and check to see that the electronically adjustable scope is not exceeded.

5) Fine adjustments are electronically made during the test mode.
17. DESCRIPTION OF 26 INCH MONITOR

26 INCH MONITOR (NANAO)

(1) V. HOLD (Vertical synchronizing adjustment)
Allows the on-screen image's vertical distortion to be adjusted.

(2) V. SIZE (Vertical size adjustment)
Adjusts the screen's vertical size.

(3) V. POSI (Vertical position adjustment)
Adjusts the image's vertical position.

(4) H. HOLD (Horizontal synchronizing adjustment)
Makes adjustments when correcting horizontal distortions.

(5) H. SIZE (Horizontal size adjustment)
Makes adjustments when the horizontal size is too wide or too narrow.

(6) H. POSI (Horizontal position adjustment)
Allows the image's horizontal position to be adjusted.

(7) BRIGHT
Allows the image's brightness to be adjusted.

(8) B. GAIN
Allows blue color contrast to be adjusted.

(9) G. GAIN
Allows green color contrast to be adjusted.

(10) R. GAIN
Allows red color contrast to be adjusted.

FOCUS ADJUSTMENTS

SCREEN

* In normal cases, do not adjust the FOCUS and SCREEN.
This test mainly checks the operation of game PCB's, discovers defects if any, and also checks monitor colors and audio quality. In addition, the test indicates dip SW assignment and has a Bookkeeping function.

TEST PROGRAM

(1) Memory Test : Checks the EPROM programs and RAM Area.
(2) Input Test : Tests the operation of COIN, SHOT, MISSILE, SERVICE switches, etc.
(3) Output Test : To check SOLENOID function
(4) CRT Test : Checks colors displayed.
(5) Sound Test : Checks the quality of the synthesized sound transmitted from the PCB.
(6) GUN ADJUSTMENT : GUN SIGHTING ADJUSTMENT
(7) Dip Switch Assignment : Indicates dip switch assignments.
(8) Bookkeeping : Indicates data on average score and play time.
(9) Backup RAM Clear : Clears Bookkeeping memory.

1. TEST OPERATION

(1) Push the TEST SW button to display the test menu (Fig. 1).

(2) Push the SERVICE SW button and bring the arrow to the desired position. Press the TEST SW button again to display the desired test.

(3) When each test is finished, press the TEST SW button again to display the test menu (Fig. 1). To end the test program, bring the arrow to EXIT and push the TEST SW button.
* INDIVIDUAL and CONTINUE can be selected by pushing the TEST SW button when the arrow is at the top position.

INDIVIDUAL : Indicates only the item which the arrow points to. Push the TEST SW button again to display the test menu (Fig. 1).

CONTINUE : After displaying the item which the arrow points to, push the TEST SW button again to proceed to the following test in the order as indicated in the Fig. 1 test menu.

2. TEST ITEMS AND DESCRIPTION

(1) Memory Test

<table>
<thead>
<tr>
<th>DIAGNOSTIC</th>
<th>MEMORY TEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>IC 27 GOOD</td>
<td>IC 38 GOOD</td>
</tr>
<tr>
<td>IC 63 GOOD</td>
<td>** RAMS TEST **</td>
</tr>
<tr>
<td>IC 23 GOOD</td>
<td>IC 32 GOOD</td>
</tr>
<tr>
<td>IC 81 GOOD</td>
<td>IC 12 GOOD</td>
</tr>
<tr>
<td>IC 133 GOOD</td>
<td>IC 134 GOOD</td>
</tr>
<tr>
<td>IC 53 GOOD</td>
<td>** CUSTOM IC TEST **</td>
</tr>
<tr>
<td>IC 107 GOOD</td>
<td>IC 108 GOOD</td>
</tr>
</tbody>
</table>

CHECKS THE GAME PCB'S 16 MAIN ROMS, 18 RAMS AND 5 CUSTOM IC'S.

GOOD means the IC is in "GOOD" operating condition.

If there exists any malfunctioning of the IC's, "BAD" will be indicated.

(2) INPUT TEST

① Operate each switch. When the "OFF" condition is changed to "ON", the corresponding switch is in good working order.

② When the gun is pointed to the left, if V.W.R. data increases; and when it is pointed to the right, if the V.R. data decreases; it is satisfactory.

③ When the gun is pointed upward, if the V data increases; and when it is pointed downward, if the V.R. data decreases; it is satisfactory.

* Make the GUN SIGHTING ADJUSTMENTS in the GUN ADJUSTMENT MODE.
(3) OUTPUT TEST

To check the GUN's SOLENOID function.
When repeating the test, press SERVICE SW II.

(4) C. R. T. TEST

(i) Checks the C. R. T. position. Make sure that the on-screen corners are consistent, and then make size adjustments.

(ii) Color check.

(5) SOUND TEST

When the test has been completed push CANNON TEST SW.
ADJUSTMENT PROCEDURE

Pull the TRIGGER of the left-hand side GUN. The target will appear on the upper left-hand side.

Direct the GUN fully to the upper left and then pull the TRIGGER.

Then, the target will appear on the lower right-hand side.

Direct the GUN fully to the lower right and pull the TRIGGER.

Make similar adjustments for the right-hand side GUN.

After the adjustments, press the TEST SW. To repeat the adjustments, pull the TRIGGER.

PRESENT SETTING OF EACH DIP SWITCH

1. Coin switch setting
   - ON: Expressions in English.

2. Cabinet type
   - OFF: Starts with 1 CREDIT
   - ON: Starts with 2 CREDITS, continues with 1 CREDIT

3. Game difficulty
   - OFF: To continue game or not
   - ON: Advertise sound

4. ON: TWIN (normal use)
(A) Bookkeeping

### Diagnostic Bookkeeping (Page 1)

| Credit Report |  
|---------------|---
| Coin SW#1 (Right) | 15 |
| Coin SW#2 (Left) | 12 |
| Coin Credits | 27 |
| Service #1 (Left) | 3 |
| Service #2 (Right) | 5 |
| Service Credits | 8 |
| **Total Credits** | 35 |

PUSH SERVICE BUTTON

1. Operation frequency of coin chute 1
2. Operation frequency of coin chute 2
3. Number of coin credits
4. Usage frequency of service switch 1
5. Usage frequency of service switch 2
6. Number of service credits
7. Number of credits in total

Press the SERVICE SW button to display the following:

### Diagnostic Bookkeeping (Page 2)

| Time Report |  
|--------------|---
| **Total Time** | 1H 10M 10S |
| **Game Time** |  
| **Total** | 1H 10M 10S |
| **Average** | 0H 1M 0S |
| **Longest** | 0H 8M 12S |

PUSH SERVICE BUTTON

1. Total working time (HH MM SS)
2. Total game play time
3. Average game play time
4. Longest game play time

Press the SERVICE SW button to display the following:

### Diagnostic Bookkeeping (Page 3)

| Score Report |  
|--------------|---
| **Ave. Score** | 106333 |
| **Top Score** | 3456789 |
| **Low Score** | 89012 |

| **Number of Game** | 20 |

PUSH TEST BUTTON

1. All players' average score
2. Highest score
3. Lowest score
4. Total number of game plays
Bookkeeping data is stored for at least 3 days after the power is turned off. When clearing, bring the arrow to YES and push the TEST button.

DIAGNOSTIC
BACKUP RAM CLEAR
→ NO
YES

SELECT BY SERVICE BUTTON
PUSH TEST BUTTON
## DIP SWITCH SETTING

### COIN/CREDIT OPTION SWITCH SETTING

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<th>1</th>
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<th>3</th>
<th>4</th>
<th>5</th>
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### GAME OPTION SWITCH SETTING

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### CAUTION

- **COIN CHUTE TYPE**
  - SINGLE: Refers to the single COIN CHUTE TYPE CABINET, in which each chute can accept coins.
  - TWIN: Refers to the twin COIN CHUTE TYPE CABINET, in which each chute can accept coins.

Make sure that the settings of COIN SW #1 and COIN SW #2 are identical.
### ROM LOCATIONS

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<th>MAIN WORK</th>
<th>IC No.</th>
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**NOTE**

- JAPAN
- USA
- EXPORT

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20.
When the game mode does not appear on the screen (i.e. when in the GUN ADJUSTMENT mode):

In this game, GUN SIGHTING data is stored in the BACKUP MEMORY. However, due to installation or transportation when the machine is not energized for more than one week, or after making the MAIN BD adjustments, the following (but not the game mode) will appear. In this case, make the following adjustments:

1. UPPER LEFT TARGET

Pull the left-hand side gun's trigger, and the target appears on the upper left side. Direct the gun towards the target (fully to the upper left side) and pull the TRIGGER.

2. LOWER RIGHT TARGET

The target appears on the lower right side. Direct the gun towards the target (fully to the lower right side) and pull the TRIGGER.

3. Make similar adjustments to the right-hand side gun sighting.

4. After the adjustments, simultaneously push both guns' MISSILE buttons and the game mode will appear.

*Ordinary GUN SIGHTING adjustments can be made by performing the SELF-TEST (refer to the SELF-TEST).

25
MARS COIN CHUTE DOOR

(COIN METER (DC12V))

COIN METER +Ve -Ve
CH-5

COIN SH H.O N.C
CH-2

+12V 0V
CH-10

(COIN DOOR)

40K
CH-4

DOOR BASE

TERM LUG

TERM LUG

40K

DOOR BASE

TERM LUG

SH UNIT

40K
GUN UNIT (GUN-2000)
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# LINE OF FIRE (834-7218-~)

## COIN/CREDIT OPTION SWITCH SETTING

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### COIN SWITCH #1
- **COIN CHUTE TYPE**
  - SINGLE: コインシュートが1個の筐体タイプ用です。
    - Refers to the one COIN CHUTE TYPE CABINET.
  - TWIN: コインシュートが2個あり、それぞれがコインを受け付ける事ができる筐体タイプ用です。通常はこのモードで使用します。
    - COIN SW #1, COIN SW #2は同じ設定にして下さい。
    - Refers to the 2 COIN CHUTE TYPE CABINET, in which each chute can accept coins. Make sure that the settings of COIN SW #1 and COIN SW #2 are identical.

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