Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before operation. Be sure to operate the machine as described in this manual.

Keep this manual carefully so as to be ready for use when necessary.
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 accident, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual available and ready for use when necessary.
- If the machine fails to function correctly, immediately turn off the machine and contact your local distributor.

This manual covers the following models:

**Warzaid (KC22-UCC)**

For Parts or Service contact your local Distributor or:

**Betson Enterprises**
303 Paterson Plank Road
Carlstadt, NJ 07072

Main Phone: 201-438-1300
Toll Free Phone: 800-524-2343
Parts Phone: 800-828-2048

- The specifications of this product are subject to change without notice for reasons such as performance.
- The contents of this game, its main devices and design are protected under each law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

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 at his own expense.

Portions of this product copyright 1996-1999 3DFX Interactive, Inc.
TROUBLESHOOTING

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

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

Table of Contents

1. Contact Information .................................................. 2
2. Specifications .......................................................... 4
3. Contents of the product ............................................. 5
4. Names of parts ............................................................ 6-9
   4-1 Gun
   4-2 Cabinet
   4-3 Power Unit
5. How to Play .............................................................. 10-11
6. Game Settings .............................................................. 12-25
   6-1 Checking the game start up
   6-2 Setting and adjustment of the game
   6-3 Mode descriptions
7. Maintenance ................................................................. 26
7 Troubleshooting
8. Annex .......................................................... 27-28
   8-1 Wiring diagram
2 - Specifications

Specifications

<table>
<thead>
<tr>
<th>Dimensions</th>
<th>Refer to the figure above: Inches</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>450 LBS</td>
</tr>
<tr>
<td>Rated Power Consumption</td>
<td>600W</td>
</tr>
<tr>
<td>Monitor</td>
<td>27 Inch – Medium Resolution</td>
</tr>
<tr>
<td>Service Conditions</td>
<td>Temperature 33 to 95 degrees F, Humidity 20 to 70%</td>
</tr>
</tbody>
</table>

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

CLOCK

- Mode for setting the current clock time.
  Once the clock settings have been made using this menu, the total coin and play data can be viewed in the “BOOKKEEPING” screens. Pull the trigger of player 1 or player 2 gun to select the “Hour”, “Minute”, and “Second” and press the start button of player 1 or player 2 to set the current time.
  To return to the “MAIN MENU” screen, select “SAVE AND EXIT” or “EXIT” and then press the player 1 start button.

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

ALL FACTORY SETTING

- Mode for returning the setting back to factory setting.
  Pull the gun trigger for player 1 or player 2 to select the desired item and press the start button of player 1 to select.
  When “YES” is selected, you are requested to confirm it. When “YES” is selected again, all of the settings will be returned to factory settings, “NOW SAVING” will appear on the screen as the settings are being saved. The screen will then go to the main menu.

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

If “NO” is selected “NO MODIFY SETTING” is indicated. This means the modified settings are not saved.
3 -- Contents of the Product

Make sure the following parts are in the product

<table>
<thead>
<tr>
<th>NAME</th>
<th>QTY</th>
<th>NAME</th>
<th>QTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main unit</td>
<td>1</td>
<td>AC power cord</td>
<td>1</td>
</tr>
</tbody>
</table>

3.1 -- Accessories

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

<table>
<thead>
<tr>
<th>NAME</th>
<th>QTY</th>
<th>NAME</th>
<th>QTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instruction manual (This manual)</td>
<td>1</td>
<td>Coin door key</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maintenance door key</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Back door key</td>
<td>2</td>
</tr>
</tbody>
</table>

If any parts are missing or defective please contact your local distributor or Betson Enterprises.
4 – Part Numbers and Descriptions

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

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

Bookkeeping

<table>
<thead>
<tr>
<th>Coin Data of Last 7 Days</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date</td>
<td>110</td>
</tr>
<tr>
<td>Average</td>
<td>110</td>
</tr>
<tr>
<td>1 Day</td>
<td>110</td>
</tr>
<tr>
<td>2 Days</td>
<td>110</td>
</tr>
<tr>
<td>3 Days</td>
<td>110</td>
</tr>
<tr>
<td>4 Days</td>
<td>110</td>
</tr>
<tr>
<td>5 Days</td>
<td>110</td>
</tr>
<tr>
<td>6 Days</td>
<td>110</td>
</tr>
<tr>
<td>7 Days</td>
<td>110</td>
</tr>
</tbody>
</table>

Number of coins today
Number of coins yesterday
Number of coins 2 days ago
Number of coins 3 days ago
Number of coins 4 days ago
Number of coins 5 days ago
Number of coins 6 days ago
Number of coins 7 days ago

When the player 1 start button is pressed, the screen returns to the main menu.

Screen total for the total coins for the last 52 weeks

Bookkeeping

<table>
<thead>
<tr>
<th>Coin Data of Last 52 Weeks</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date</td>
<td>110</td>
</tr>
<tr>
<td>Average</td>
<td>110</td>
</tr>
<tr>
<td>1 Week</td>
<td>110</td>
</tr>
<tr>
<td>2 Weeks</td>
<td>110</td>
</tr>
<tr>
<td>3 Weeks</td>
<td>110</td>
</tr>
<tr>
<td>4 Weeks</td>
<td>110</td>
</tr>
<tr>
<td>5 Weeks</td>
<td>110</td>
</tr>
<tr>
<td>6 Weeks</td>
<td>110</td>
</tr>
<tr>
<td>7 Weeks</td>
<td>110</td>
</tr>
</tbody>
</table>

Number of coins 1 weeks ago
Number of coins 2 weeks ago
Number of coins 3 weeks ago
Number of coins 4 weeks ago
Number of coins 5 weeks ago
Number of coins 6 weeks ago
Number of coins 7 weeks ago

When the player 1 start button is pressed, the screen returns to the main menu.

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

Bookkeeping

<table>
<thead>
<tr>
<th>Coin Data of Each Day</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday</td>
<td>110</td>
</tr>
<tr>
<td>Tuesday</td>
<td>110</td>
</tr>
<tr>
<td>Wednesday</td>
<td>110</td>
</tr>
<tr>
<td>Thursday</td>
<td>110</td>
</tr>
<tr>
<td>Friday</td>
<td>110</td>
</tr>
<tr>
<td>Saturday</td>
<td>110</td>
</tr>
<tr>
<td>Sunday</td>
<td>110</td>
</tr>
</tbody>
</table>

Number of coins Monday
Number of coins Tuesday
Number of coins Wednesday
Number of coins Thursday
Number of coins Friday
Number of coins Saturday
Number of coins Sunday

When the player 1 start button is pressed, the screen returns to the main menu.

When the player 2 start button is pressed, the screen returns to the "BOOKKEEPING" menu.
When the time has been preset on the "CLOCK" screen, and then the "BOOKKEEPING" item on the "BOOKKEEPING" menu screen can be turned on. Now the following coin data and play data screen shows up. In such case, press the start button for player 1 to clear this message and set the clock on the "CLOCK" screen.

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

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

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

To return to the main menu, press the player 1 start button in individual display screen.

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

4 – Part Numbers and Descriptions -- Continued

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

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

COIN OPTIONS

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

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

RANKING DATA

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

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

Displays the ranking, team name, and score.

Selects the score ranking setting
Yes – Score ranking is recorded
No – Score ranking is not recorded

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

Be sure to “SAVE AND EXIT” to reflect new settings or the factory settings if selected.
Mode for setting and checking the game options.
Pull the trigger of the player 1 or player 2 gun to select the desired item and press the start button for player 1 or player 2 to select.
To return to the “Main Menu” screen, select “SAVE AND EXIT” or “EXIT” and than press the player 1 start button to select.

4 – Power Unit
The Power Supply is located at the rear of the machine.

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

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

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

- **How to Play**

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

---

### SOUND OPTIONS

- Mode for setting and checking the sound options.
  - Pull the gun trigger for the player 1 or player 2 gun to select the desired item and press the start button for player 1 or player 2.
  - To return to the “MAIN MENU” screen, select “SAVE AND EXIT” or “EXIT” and then press the player 1 start button.
If the ROM check is aborted, “ABORTED” is displayed.

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

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

**Please note**

**DIP SWITCH CHECK**

- Mode for checking the DIP switch settings on the main PCB unit.

Be sure to set the DIP switches as follows.

To return to the “MAIN MENU” screen, press the start button for player 1.

**How to operate the gun unit**

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

**Joining the game halfway**

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

**Placing the gun back into the holster**

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

**Continuation of the game**

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

**Event Mode**

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

**Cleaning the lens**

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

---

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

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

---

- Machine gun ---- Can shoot continuously
- Rocket launcher - Can destroy tanks and combat helicopter with one shot.

---

**Please note**

BAD

**DIP SWITCH CHECK**

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

---

Player can save a copy of the game for later use.

---

Joining the game halfway:

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

---

Cleaning the lens:

Periodically check the gun’s lens unit to see if it is scratched or stained. If so, sight may fail or the gun unit may malfunction.
6-1 – Checking the Game at start up

- When the game is first turned ON after the installation of the machine, the self diagnostic test will begin. The test results will be displayed on the screen. If the power is not turned ON, make sure that the main power switch is in the ON position.
  - Do not change the DIP switch setting of this machine to anything other than the factory settings. There are no operator adjustments using the DIP switches.
  - If the game fails to function properly, immediately turn off the main power switch, unplug the power cord from the receptacle and contact your local distributor.

Results of power up tests

- Setting the time
  If the timer is not yet set in the “Clock”, the following message appears on the screen.
  - If the test is OK – The machine goes to the demonstration mode and the attract mode begins.
  - If the test fails – If “BAD” or “Error” appears on the screen, take proper measures, referring to the Trouble shooting section on page 26.

Gun calibration setting

- If the gun has not been calibrated in the “Gun Check” section in the set-up and diagnostics menu the following message appears in the screen. (The gun calibration is made at the time of shipment so the message should not appear)
  - PLEASE SET THE CLOCK BEFORE OPERATION
  - PRESS TEST BUTTON = MAIN MENU

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

- Gun calibration setting
  - PLEASE CALIBRATE GUN.
  - PRESS TEST BUTTON = MAIN MENU

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

Screen Check

Adjusting the screen distortion

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

COLOR CHECK

Adjusting the color display

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

ROM CHECK

Checking the content of ROM

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

When the ROM check has completed, and passes the tested, “OK” appears.
6-2 – Game Settings and Adjustments

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

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

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

     **PLEASE NOTE**

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

- **Main menu Screen (Basic items)**

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

    **Please Note**
Selecting Each Mode

How to select each mode from the main menu.

--- Select ---- Pull the trigger of the player 1 or player 2 gun.
--- Set ------- Press the start button for player 1.

For a basic explanation of each mode refer to the above pages.

6-3 Mode Descriptions

The original factory settings are displayed; the changed settings are in red.

- To change the preset value, pull the trigger of the player 1 or the player 2 gun to select the desired item and press the start button for player 1.
- After the desired setting has been changed, select “SAVE AND EXIT” and press the start button to enter.
- “NOW SAVING” will appear, the new settings will be saved, and they will then return to the main menu.
- If “EXIT” is selected after the modification of the settings, the following message will appear.

YOU DID NOT SAVE. DO YOU WANT TO SAVE? [YES/NO]

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

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

If “NO” is selected, the message “NO MODIFICATION” will appear, the modified settings will not be saved, and then the screen will return to the main menu.

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

Please Note

I/O Check

Mode for checking the buttons.

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

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

“I/O CHECK” item selection screen

This mode is used for checking the switch inputs.

This screen is used to see whether the inputs on the controls are on or off.

To return to the “I/O CHECK” item select screen, press the start button for player 1 while pulling the gun trigger on the player 1 gun.

INPUT CHECK

Displays the player to be checked
Displays “ON/OFF” for each start button
“ON”: The switch is on
“OFF”: The switch is off
Displays “ON/OFF” for each trigger
Displays “ON/OFF” for this input
Displays “ON/OFF” for this input
Displays “ON/OFF” for this input
Displays “ON/OFF” for this input