



OWNER'S MANUAL

SEGA PRESENTS **EXTREME HUNTING** **2** *Tournament Edition*



AW25"UR



29"UR



50"DX

25" 29" and 50"DX VIDEO GAME DEDICATED CABINETS AND CONVERSION INSTRUCTIONS

IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

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WARRANTY

ASSEMBLE VIEW, 28"SHOTGUN WISPEAKER

KIT LIST (3 KINDS)

NEW GUN SUB HARNESS (FOR KIT) WIRING DIAGRAM

GUN CONTROL PANEL (DEDICATED) WIRING DIAGRAM

CONVERSION INSTRUCTIONS (FROM SPORTS SHOOTING USA)

CABINET WIRING DIAGRAM

TOSHIBA 50"PTV (P503SGF) MONITOR ADJUSTMENT MANUAL (14 pages)

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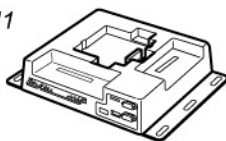
1. SPECIFICATIONS OF CABINET

INPUT POWER: USA & CANADA. = 120VAC, 60Hz



INSIDE VIEW OF CONTROL PANEL & INSTRUCTION PANEL, AW25"UR

Main PCB, AW
Part#: 99-10-011



Expansion I/O Cartridge
Part#: 99-20-005

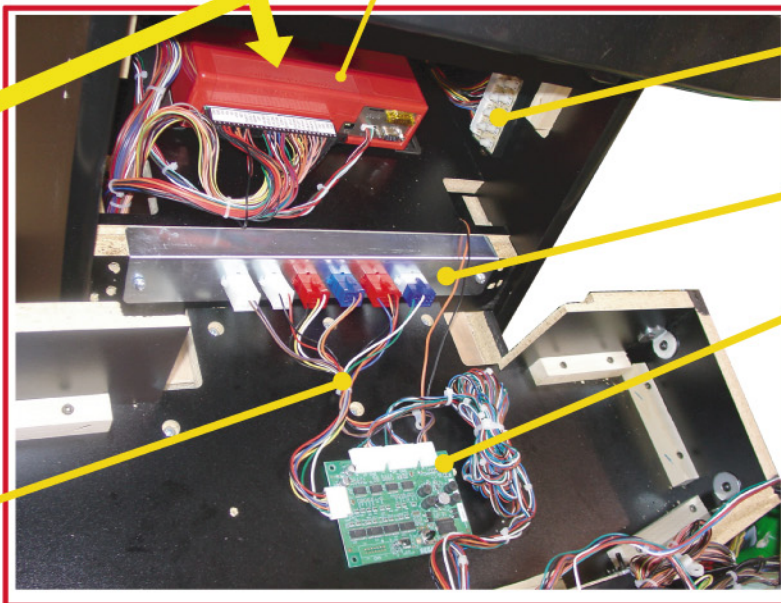


ASSY LAN BOX CTRG
Part#: 610-0751



ASSY ROM CTRG EH2
Part#: 610-0752P
> Game Cartridge,
Extreme Hunting 2

New Gun Sub Harness (DED)
Part#: 99-60-683



Remote Controller
for Monitor

Connector Bracket

SOUND BD GUN
Part#: 837-14593P

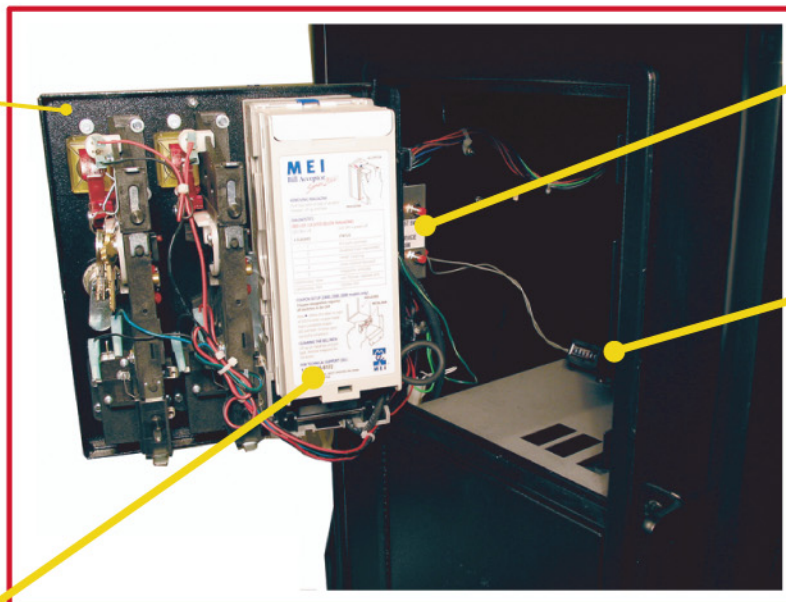
INSIDE VIEW OF COIN DOOR, AW25"UR & 29"UR

Coin Door Mid Width 40-3000
Part#: 99-70-103

Security Bar KIT, MID
(Option)
Part#: 99-70-278



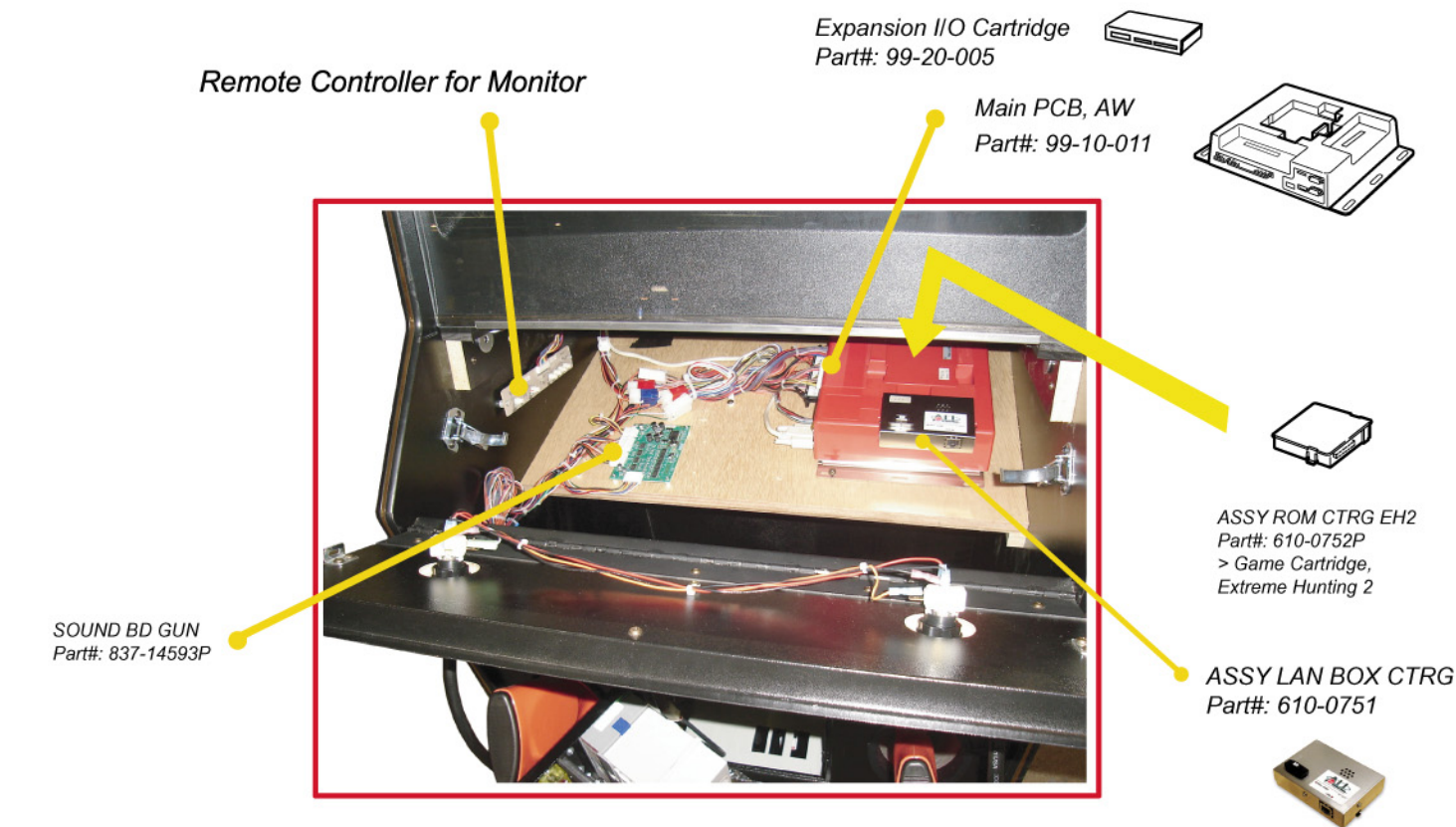
Mars DBA
AE2451 (OPTION)



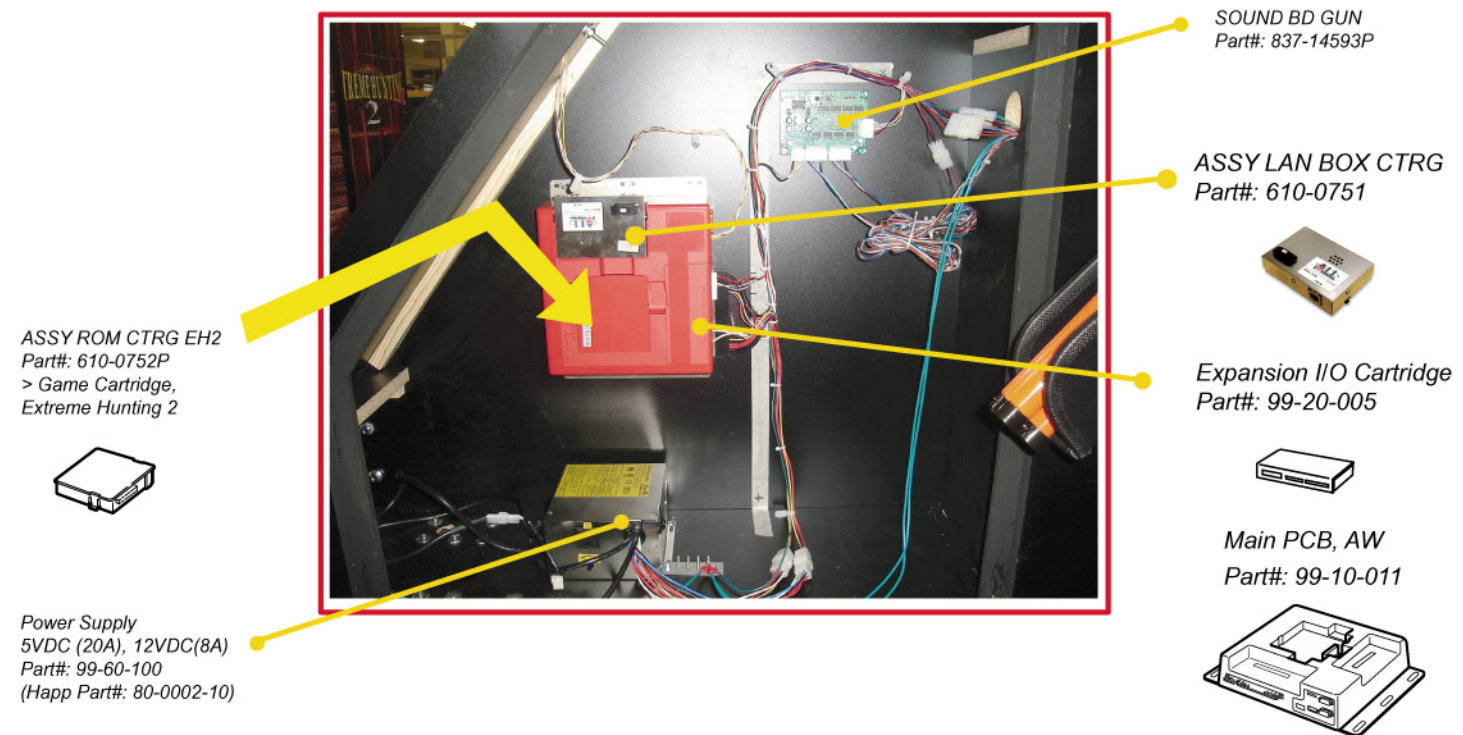
Test & Service
Switch Bracket

Meter 12 Volt Coin Door
Part#: 99-70-184

INSIDE VIEW OF CONTROL PANEL & INSTRUCTION PANEL, 29"UR



INSIDE VIEW OF SIDE DOOR, 50"DX



2. GAME PLAY

Embark on a hunting trip of a lifetime with *Extreme Hunting 2 Tournament Edition*, the second, and better than ever, installment of the *Extreme Hunting Franchise*.

SELECT PLAY MODE



SINGLE or HEAD TO HEAD

Play within the comfort of your own tree stand or side-by-side with your competition. Single Play is individual play where a hunter shoots for practice or for rank. In Head to Head mode, two players aim to beat one another by shooting simultaneously during each scene.



ALTERNATE PLAY

*In *Extreme Hunting 2 Tournament Edition*, up to 4 players can compete in Alternate Play. Whether it is a two-player, three-player, or four-player game, hunters take their turn with each scene. What better a social activity than hunting indoors, with your buddies, and practicing a little healthy competition?*



ANIMAL SELECT

Your hunting experience is virtually limitless in *Extreme Hunting 2 Tournament Edition*. You have a choice of six wild game including Whitetail Deer, Black Bear, Elk, Wolf, Moose, the new Bison hunt and more to come. Each play sends you a Bonus Hunt of Goose, Bat, Prairie Dog, Squirrel, Bass, or Target Shooting. Additionally, each player has the chance at a Special Hunt you have to play to uncover. The life-like animations, variety of stages, regions, imagery and weather conditions all serve to enhance your world of indoor hunting.

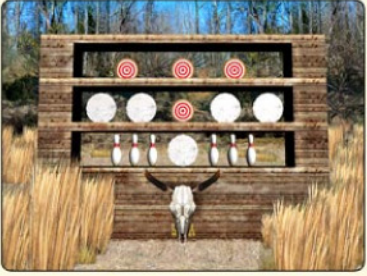


WEAPON SELECT

Playing *Extreme Hunting 2 Tournament Edition*, hunters have access to 6 forceful weapons. To start off, players have a choice of a Shotgun, Rifle, or Bow and Arrow. If you are a registered player, your mileage levels will earn you special hidden weapons. Each weapon has a different power level and ammo count. Develop a strategy by picking the appropriate weapon for each animal. You'll also hear and feel each shot through the game's model gun as if it were real.




BONUS HUNT




Shoot all 20 to earn bonus points!

TARGET



Shoot all 20 to earn bonus points!

BAT




Shoot all 20 to earn bonus points!

SQUIRREL




Shoot all 20 to earn bonus points!

BASS



Shoot all 20 to earn bonus points!

PRAIRIEDOG



Shoot all 20 to earn bonus points!

GEESE

3. GAME SETTING

Extreme Hunting 2 has dedicated GAME SETTINGS. Press TEST switch to display "SYSTEM MENU" screen. Go to "CONFIGURATION" and select "GAME SETTINGS." You can adjust the following game settings.

■ STAGE TYPE

Select HALF TRIP or FULL TRIP. DEFAULT SETTING IS HALF TRIP.

HALF TRIP: This allows the player to play until the bonus stage and it will ask for the player to continue the second game.

FULL TRIP: This allows the player to play from start to end of each animal include Bonus and Special Spot. After they finished that animal, they can continue to the next animal by add more money.

- **DIFFICULTY** (Animal vital point will change according to the level of difficulty.) 4 different levels can be set (Easy, Normal, Hard & Expert) DEFAULT SETTING IS **NORMAL**.

■ GUN FEEDBACK

ON or OFF. DEFAULT IS ON.

■ RELOAD TYPE

SHOTGUN or HAND GUN. DEFAULT IS **SHOTGUN**.

SHOTGUN = Reload when Pump.

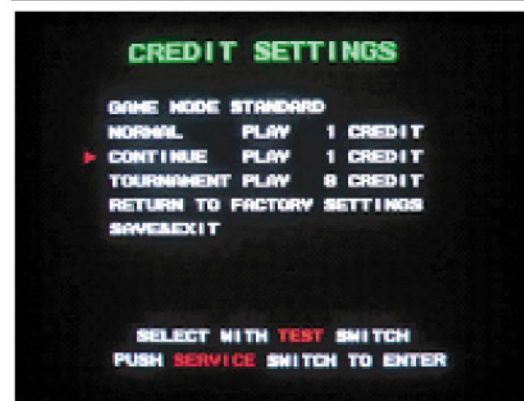
HAND GUN = Reload when shoot out of screen.

■ AUTO RELOAD

4 kinds. OFF, 0, 0.25 and 0.5. DEault IS OFF.

■ CREDIT SETTING

You able to set up 3 kinds of credit settings as NORMAL PLAY, CONTINUE PLAY and TOURNAMENT PLAY. (1 to 20)



DEFAULT SETTING (OUR RECOMMENDATION for EXTREME HUNTING 2 (NORTH AMERICAN VERSION))

STAGE TYPE: FULL TRIP

DIFFICULTY: NORMAL

CREDIT SETTING:

NORMAL PLAY : 4 CREDIT(S)

CONTINUE PLAY: 4 CREDIT(S)

TOURNAMENT PLAY: 8 CREDIT(S) >>> OPTION

4. CALIBRATION OF GUN ASSY

For gun calibration, go to "TEST MENU" and select "I/O TEST." Screen shows calibration screen. (Fig.1)

Bottom of screen shows "SHOOT CENTER MARK ONLY ADJUST." (Fig.1)

Shoot center of X mark by using 1 player and 2 player guns.

Then Press SERVICE switch to go to GUN TEST screen. (Fig.2)

Pull the trigger to test both guns at this mode. Screen shows X marks when pull the trigger. Shoot anywhere to test gun calibration at this screen.

Before Pulling trigger at this screen, please test all of switches, if necessary. Screen shows ON or OFF letters for each switch when they are activated.

NOTE:

Test Sound speaker of Gun Assy at GUN TEST screen. Pull trigger then Speaker of Gun Assy will output sound.

After finished with above, press SERVICE switch to exit I/O test.

Please double check gun calibration using normal game mode. Move gun forward and backward then shoot screen. Make sure each gun's hit mark does not move or jump.

If hit mark moves or jumps, you need monitor adjustment. Lower brightness or contrast of monitor.

NOTE: Once you are in this mode, you can not skip calibration of both guns. If you re-power game during calibration, all settings will revert to previous data.

Fig.1

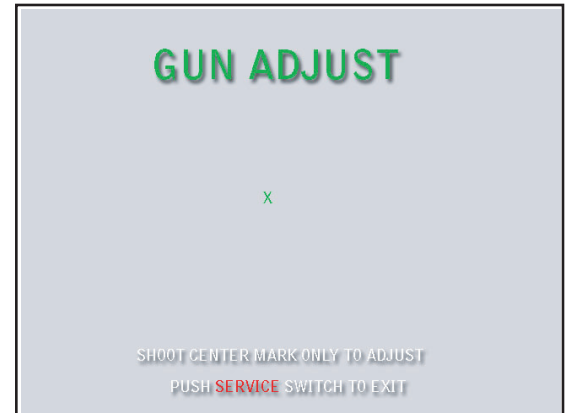


Fig.2



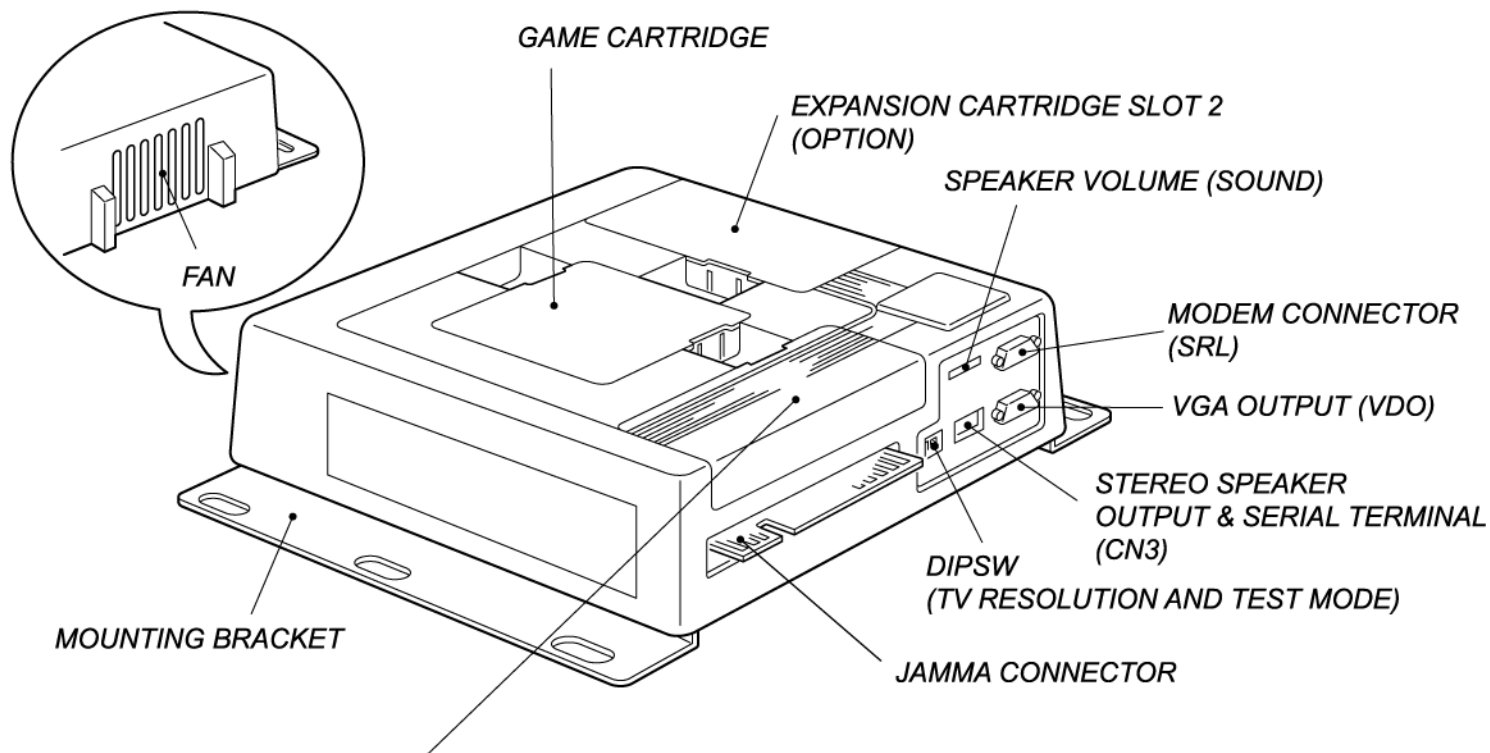
NOTE:

You must Calibrate both 1P and 2P Guns when completing gun adjustments. Calibration of only one gun will lead to inaccurate shooting.

5. SYSTEM BOARD

DIMENSIONS: 10.67" W x 9.04" D x 2.52" H

WEIGHT: 3 lbs



■ EXPANSION CARTRIDGE SLOT 1 (EX. I/O BOARD) CONNECTOR TABLE

CN303: 8 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	ANALOG 0
6	ANALOG 1
7	ANALOG 2
8	ANALOG 3

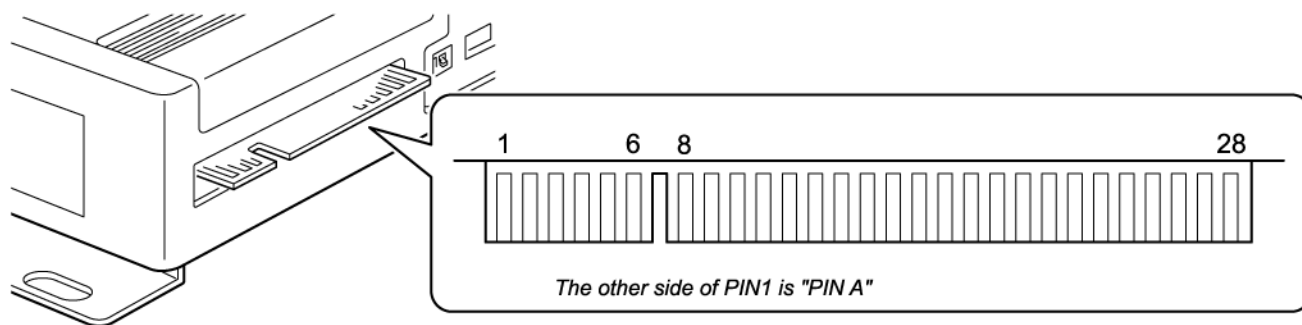
CN304: 12 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	POUT 0
6	POUT 1
7	POUT 2
8	POUT 3
9	POUT 4
10	POUT 5
11	POUT 6
12	POUT 7

CN302: 28 PIN CONNECTOR

PIN#	FUNCTION	PIN#	FUNCTION
1	+5VDC	2	+5VDC
3	GND	4	GND
5	3P GUN	6	4P GUN
7	3PUP/PULX1	8	4PUP/PULX1
9	3PDO/PULX2	10	4PDO/PULX2
11	3PLE/PULY1	12	4PLE/PULY1
13	3PRI/PULY2	14	4PRI/PULY2
15	3P COIN	16	4P COIN
17	3P START	18	4P START
19	3PPU1/TRIG	20	4PPU1/TRIG
21	3P PUSH2	22	4P PUSH2
23	3P PUSH3	24	4P PUSH3
25	3P PUSH4	26	4P PUSH4
27	3P PUSH5	28	4P PUSH5

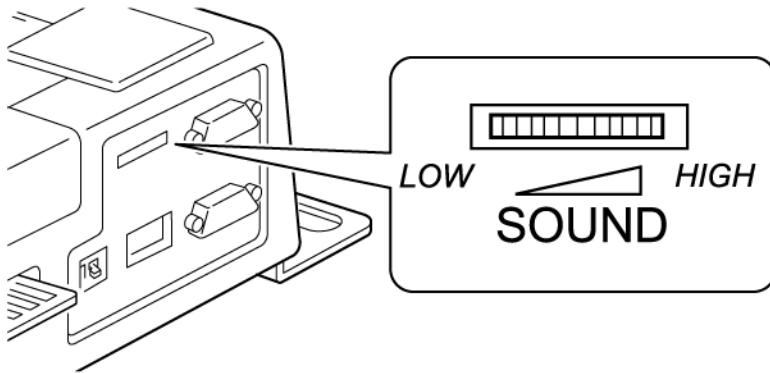
■ JAMMA CONNECTOR TABLE



JAMMA EDGE CONNECTOR (56 PINS)

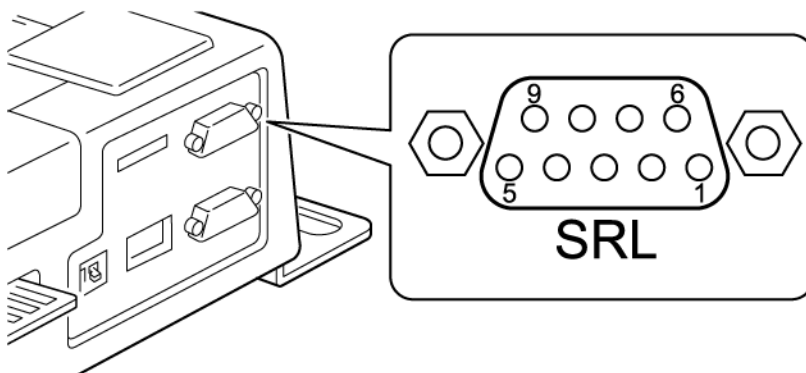
No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	N.C.	-	H	N.C.	-
8	1P COIN COUNTER	OUT	J	2P COIN COUNTER	OUT
9	1P COIN LOCKOUT	OUT	K	2P COIN LOCKOUT	OUT
10	MONO SPEAKER (+)	OUT	L	MONO SPEAKER (-)	OUT
11	AUDIO OUT	OUT	M	AUDIO GND	-
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	-	R	SERVICE SW	IN
15	TEST SW	IN	S	TILT SW	IN
16	1P COIN	IN	T	2P COIN	IN
17	1P START	IN	U	2P START	IN
18	NOT USED	IN	V	NOT USED	IN
19	NOT USED	IN	W	NOT USED	IN
20	NOT USED	IN	X	NOT USED	IN
21	NOT USED	IN	Y	NOT USED	IN
22	1P PUMP	IN	Z	2P PUMP	IN
23	NOT USED	IN	a	NOT USED	IN
24	NOT USED	IN	b	NOT USED	IN
25	NOT USED	IN	c	NOT USED	IN
26	NOT USED	IN	d	NOT USED	IN
27	GND	-	e	GND	-
28	GND	-	f	GND	-

■ SPEAKER VOLUME (SOUND)



Use for adjusting game sound

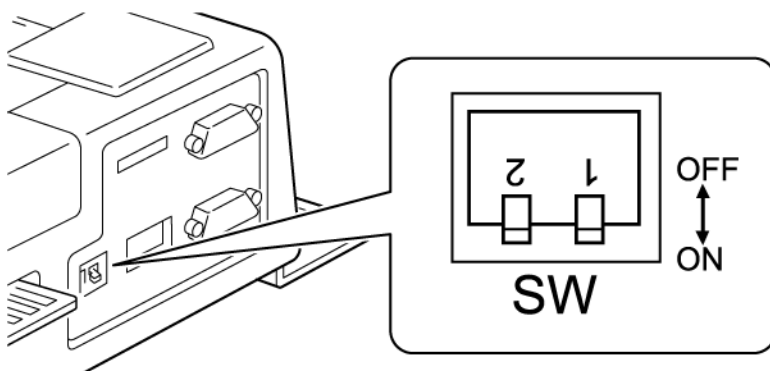
■ MODEM CONNECTOR (SRL) >>> OPTION



JST 9PIN SUB, CONNECTOR (MALE)

No.	FUNCTION	I/O
1	(N.C.)	-
2	RXD2	IN
3	TXD2	OUT
4	DTR	OUT
5	GND	-
6	(N.C.)	-
7	RTS	OUT
8	CTS	IN
9	(N.C.)	-

■ DIP SWITCH (2 POSITIONS)



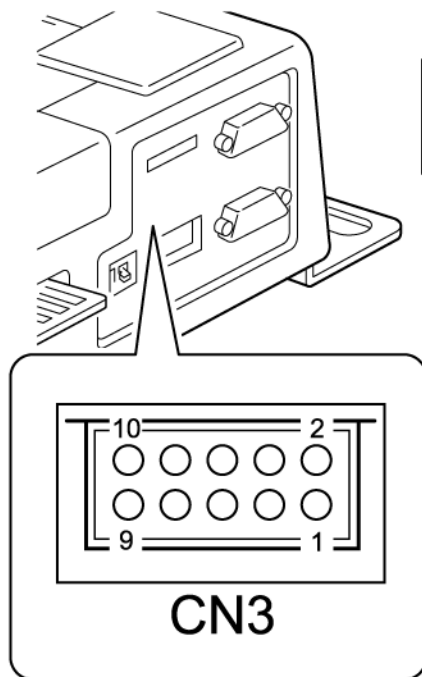
SW-1: *Change Frequency of TV signal. Default is OFF = 15KHz**

**For Standard = Low resolution monitor*

SW-2: *Change ON position to go to SYSTEM MENU.*

	ON	OFF
SW-1	31KHZ	15KHZ
SW-2	SYSTEM MENU MODE	GAME MODE

■ STEREO SPEAKER OUTPUT CONNECTOR (OPTION)



NOTE:

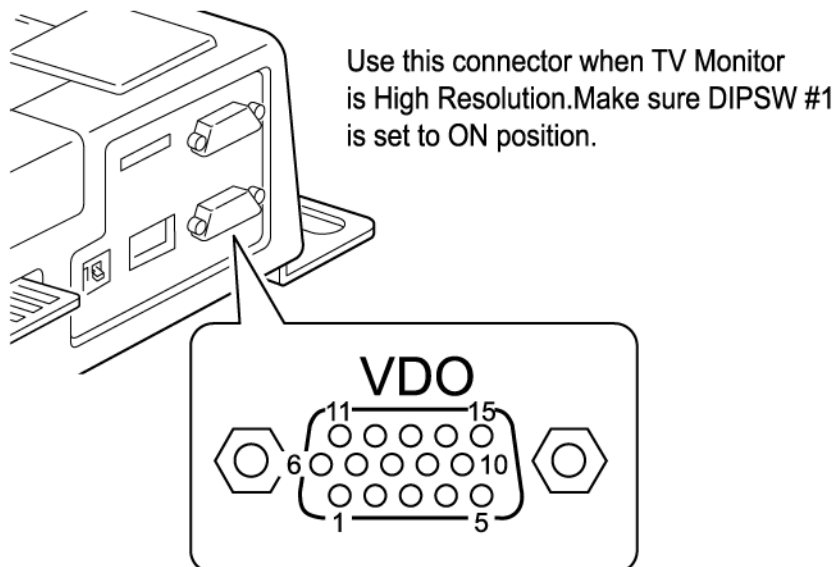
Can not use JAMMA speaker output & STEREO speaker output at same time.

STEREO SPEAKER OUTPUT & EXTENSION SERIAL CONNECTOR, PIN LAYOUT
(JST, 10 PIN PHD CONNECTOR)

No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	STEREO SPEAKER L (+)	OUT	2	TXD	OUT
3	STEREO SPEAKER L (-)	OUT	4	RXD	IN
5	STEREO SPEAKER R (+)	OUT	6	GND	-
7	STEREO SPEAKER R (-)	OUT	8	+5V	OUT
9	N.C.	-	10	N.C.	-

■ VGA (31KHz) TV SIGNAL OUTPUT CONNECTOR (VDO) >>>OPTION

VGA OUTPUT CONNECTOR, PIN LAYOUT
(JST, 15 PIN D-SUB CONNECTOR, 3 SEQUENCE, FEMALE)



No.	FUNCTION	I/O
1	R	OUT
2	G	OUT
3	B	OUT
4	N.C.	-
5	GND	-
6	R-GND	-
7	G-GND	-
8	B-GND	-
9	+5V	OUT
10	GND	-
11	N.C.	-
12	N.C.	-
13	COMP SYNC	OUT
14	N.C.	-
15	N.C.	-

■ GAME CARTRIDGE

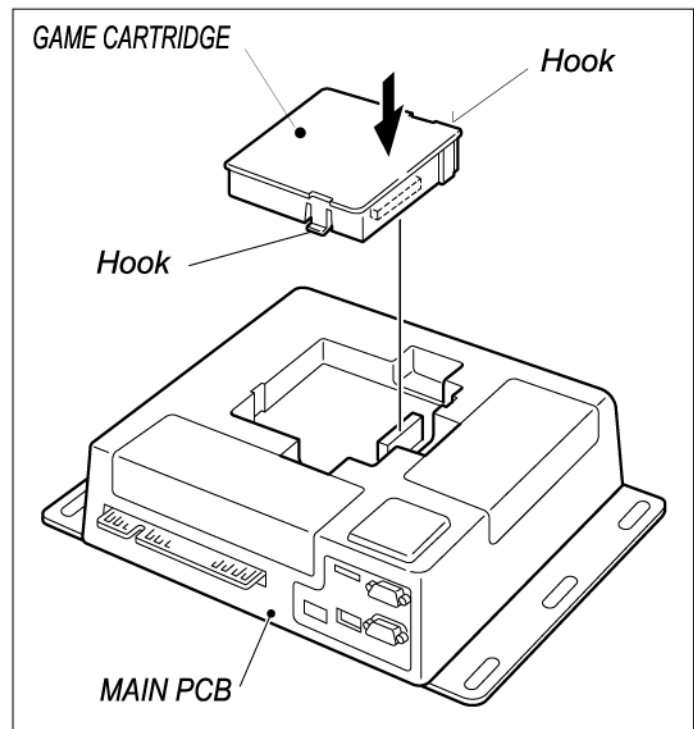
HOW TO MOUNT GAME CARTRIDGE

Check position of connector for both game cartridge and slot in MAIN PCB.
Then insert Game Cartridge.
Make sure that Game Cartridge is locked by hooks.

HOW TO REMOVE GAME CARTRIDGE

Pinch both Hooks on game cartridge,
then pull game cartridge out.

When you exchange Game Cartridge to another Game Cartridge, all backup data (bookkeeping data) will be cleared. Then all settings will go back to default settings.

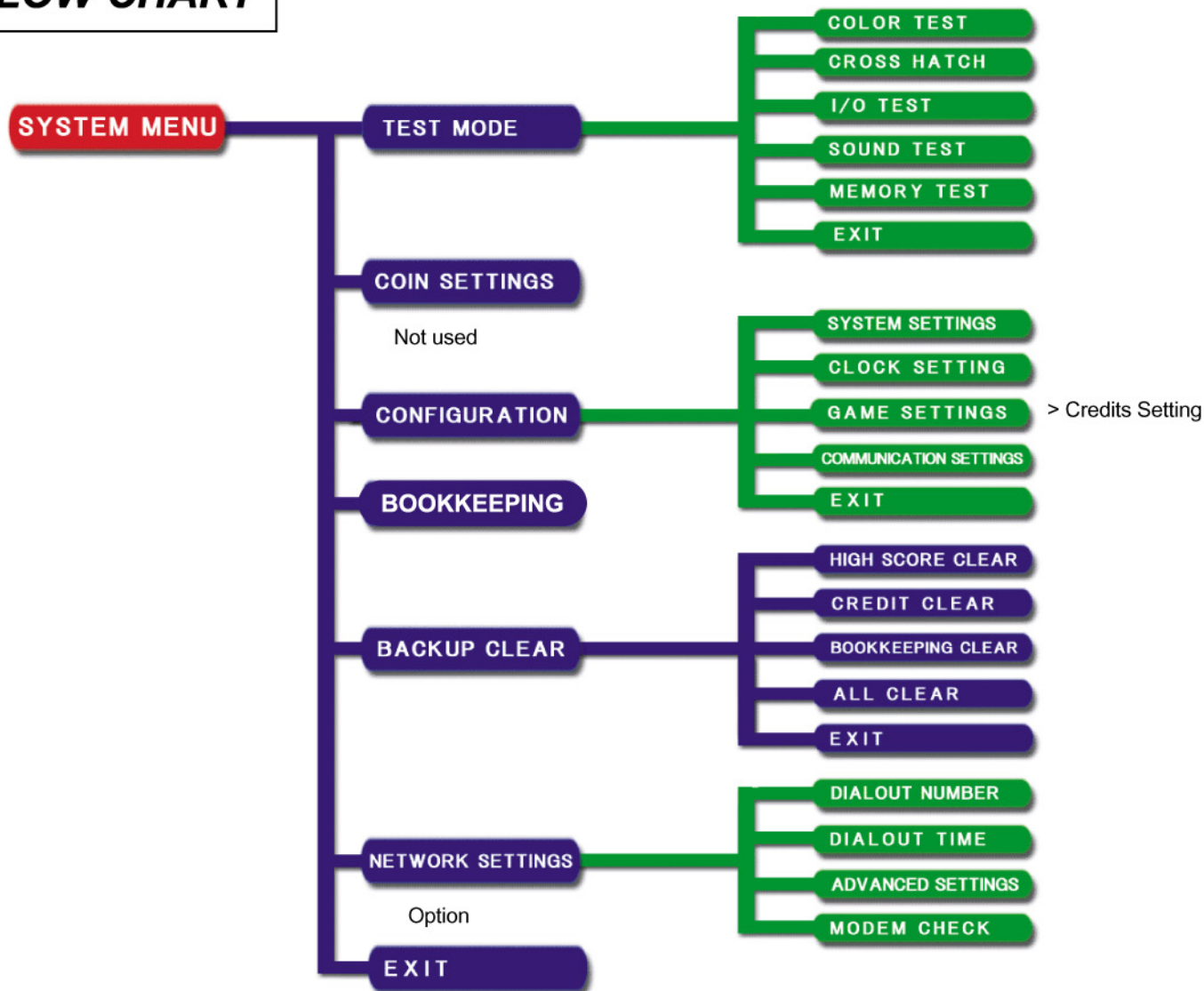


6. SYSTEM MENU

Press **TEST** switch to enter **SYSTEM MENU**.

(**TEST** switch can be activated any time. Game play will cancel when you press a test switch during game play. Credit(s) will be lost.)

FLOW CHART



HOW TO CONTROL

Press **TEST** switch to move cursor. Press **SERVICE** switch to select.

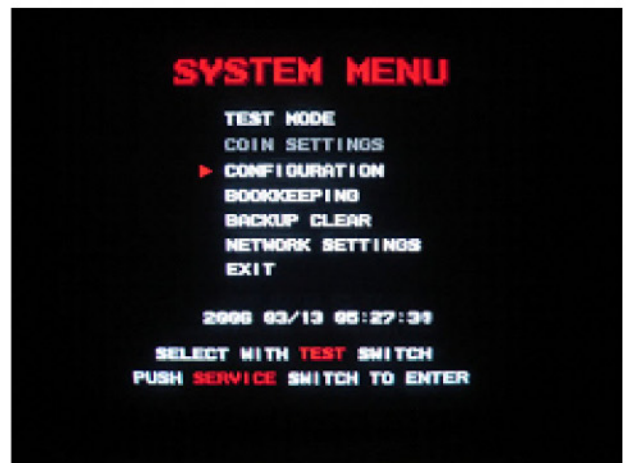
(If there is no **TEST** switch in your cabinet, change **DIPSW #2 ON**, re-power on to go to **SYSTEM MENU**. Press **1P START** switch quickly to move cursor. Press & hold **1P START** button to select it.)

TOP PAGE OF SYSTEM MENU

This is first screen of SYSTEM MENU.

Move cursor to contents then select to go to next menu

*Move cursor to "EXIT" and select to go back to normal game mode.
Credit(s) are memorized.*



TEST MODE

Use for function test of game.

Select "EXIT" to go back to top page screen of SYSTEM MENU.



COLOR TEST

Use for Color adjustment and checking of monitor.

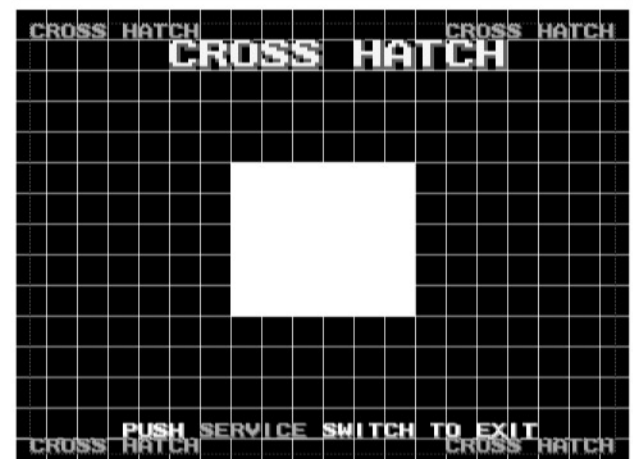
Press SERVICE switch to go back to TEST MODE screen



CROSS HATCH

Use for Size adjustment of monitor.

Press SERVICE switch to go back to TEST MODE screen



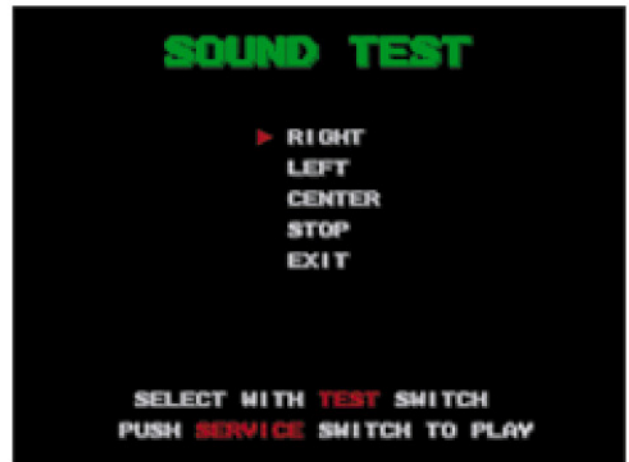
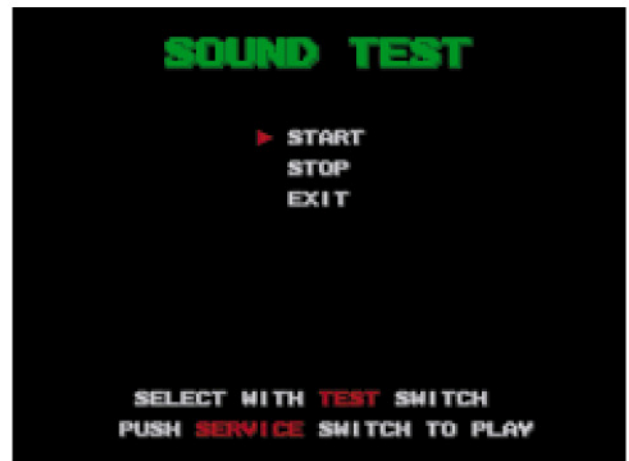
I/O TEST

Use for Gun Calibration. Refer page 6 of "GUN CALIBRATION OF GUN ASSY"

SOUND TEST

Use for checking Speaker output.
When NOT STEREO SPEAKER Setting,
select START to output sound.
Select STOP to stop sound.
Select "EXIT" to go back to
TEST MODE screen

When STEREO SPEAKER Setting (OPTION),
select RIGHT to output sound from right
speaker.
Select LEFT to output sound from left speaker.
Select CENTER to output sound from both left
& right speakers.
Select STOP to stop sound.
Select "EXIT" to go back to
TEST MODE screen



MEMORY TEST

Use for testing RAM of MAIN PCB.
Press TEST switch to start read
& writing RAM test. Can not cancel
this test till MEMORY test is complete.
Press SERVICE switch after
test complete to go back to
TEST MODE screen



I/O TEST

Use for functions of input devices.
I/O TEST contents will be deferent game
by game. (Picture shows basic I/O screen)
Activate each input device manually.
If it's functioned, letter on screen "OFF"
change to "ON."
Press SERVICE switch to go back to
TEST MODE screen



CONFIGURATION

4 kinds of contents.

Contents of "COMMUNICATION" is unavailable when game has no COMMUNICATION feature.

SYSTEM SETTINGS

AREA: Select country of operation.
(JAPAN, NORTH AMERICA, EUROPE or OTHER)
This setting effects factory defaults.

LANGUAGE: English

ADVERTISE SOUND:
Select to output sound in attract mode.

AUDIO MODE:
Select sound STEREO (OPTION) or NORMAL

SOUND VOLUME:
Volume level of sound. Default is "15"

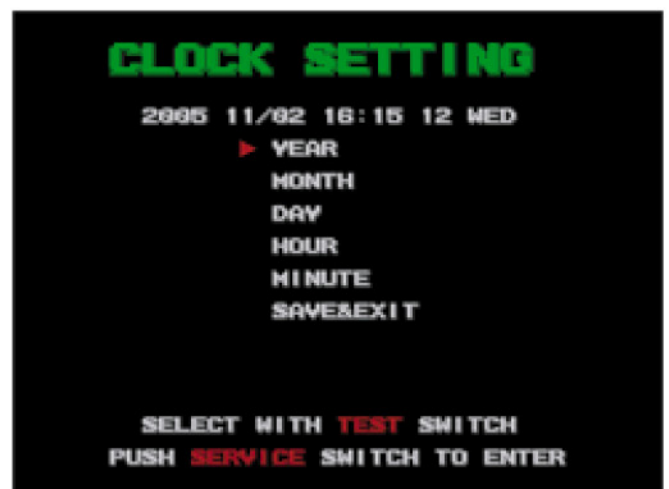
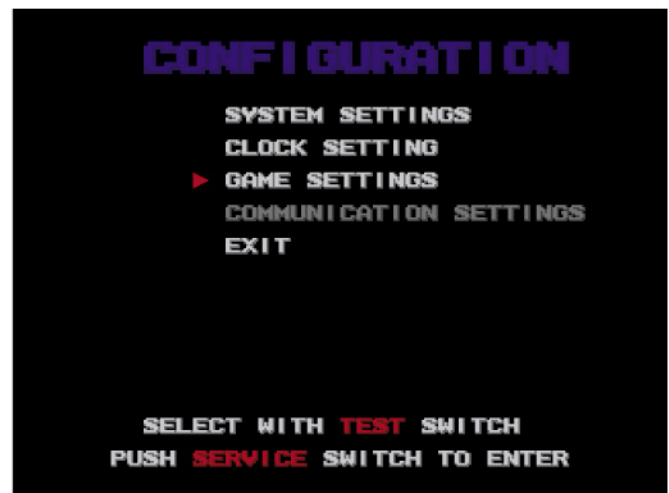
CLOCK SETTING

Adjust clock system on Main PCB.
Move cursor then press SERVICE switch to advance each digit. Press & hold SERVICE switch more than 1 sec. to speed it up.

Move cursor to "SAVE & EXIT" then press SERVICE switch to go back to SYSTEM MENU screen.

GAME SETTING

Adjust game setting at this mode.
Move cursor to "SAVE & EXIT" then press SERVICE switch to go back to CONFIGURATION.
Select "RETURN TO FACTORY SETTINGS" to change all settings to Factory default settings.



BOOKKEEPING

5 kinds. Refer below.

SUMMARY

SRAM on Main PCB records & saves following data.

TOTAL TIME: *This is time when game is powered on.*

TOTAL PLAY TIME: *Play time.*

COIN #A: *Total coins of COIN CHUTE 1.*

COIN #B: *Total coins of COIN CHUTE 2.*

COIN #C: *Total coins of COIN CHUTE 3.*

COIN #D: *Total coins of COIN CHUTE 4.*

TOTAL COIN: *Total coins of COIN #A, B, C and D.*

COIN CREDIT: *Number of credits by coins in.*

SERVICE CREDIT: *Number of SERVICE credits.*

TOTAL CREDIT: *Total of COINS + SERVICE CREDITS.*

NORMAL START: *Number of games started from beginning.*

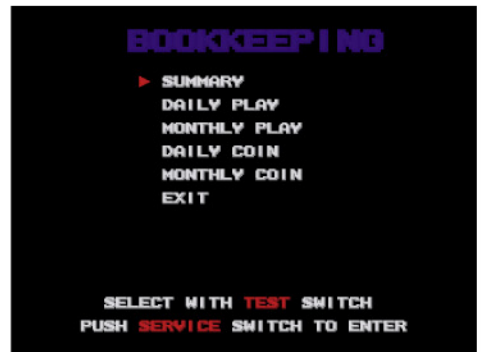
CONTINUE START: *Number of Continue plays.*

NETWORK START 1: *Number of NETWORK plays by Cabinet 1.*

NETWORK START 2: *Number of NETWORK plays by Cabinet 2.*

NETWORK START 3: *Number of NETWORK plays by Cabinet 3.*

NETWORK START 4: *Number of NETWORK plays by Cabinet 4.*



DAILY PLAY DATA1

Display Average of play time for each play by Daily.

DAILY PLAY DATA1			
DATE	PLAY	CONT	AVE PLAY TIME
25/10/93	FRI	0	0h 0m 0s

PUSH SERVICE SWITCH TO EXIT

MONTHLY PLAY DATA1

Display Average of play time for each play by Monthly.

MONTHLY PLAY DATA1

DATE	PLAY	CONT	AVE PLAY TIME		
Oct . 83	9	9	9h	9m	9s
TOTAL	9	9	9h	9m	9s

PUSH SERVICE SWITCH TO EXIT

DAILY COIN DATA1

Display number of coin in for each play
by Daily.

[illegible]

MONTHLY COIN DATA1

Display number of coin in for each play
by Monthly.

MONTH	Co #A	Co #B	Co #C	Co #D	SRV
Oct - 83	0	0	0	0	0
TOTAL	0	0	0	0	0

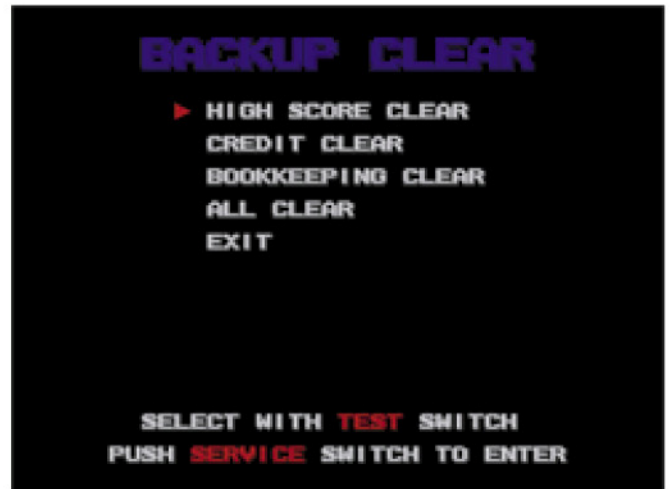
PUSH SERVICE SWITCH TO EXIT

BACKUP CLEAR

Clear following data in MAIN PCB.
(HIGH SCORE, CREDIT CLEAR,
BOOKKEEPING CLEAR and ALL CLEAR)

Press SERVICE to select each contents then
go to each data clear screen.

In each data clear screen, Press TEST switch
to move cursor to "YES" then press
SERVICE switch. After finishing data clear,
screen will go back to BACKUP CLEAR screen.



WARRANTY

Limited warranty, Repair and Return Policy

SEGA Amusements U.S.A., Inc. warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from SEGA Amusements U.S.A., Inc. invoice date unless otherwise specified in writing by SEGA Amusements U.S.A., Inc. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by SEGA Amusements U.S.A., Inc.

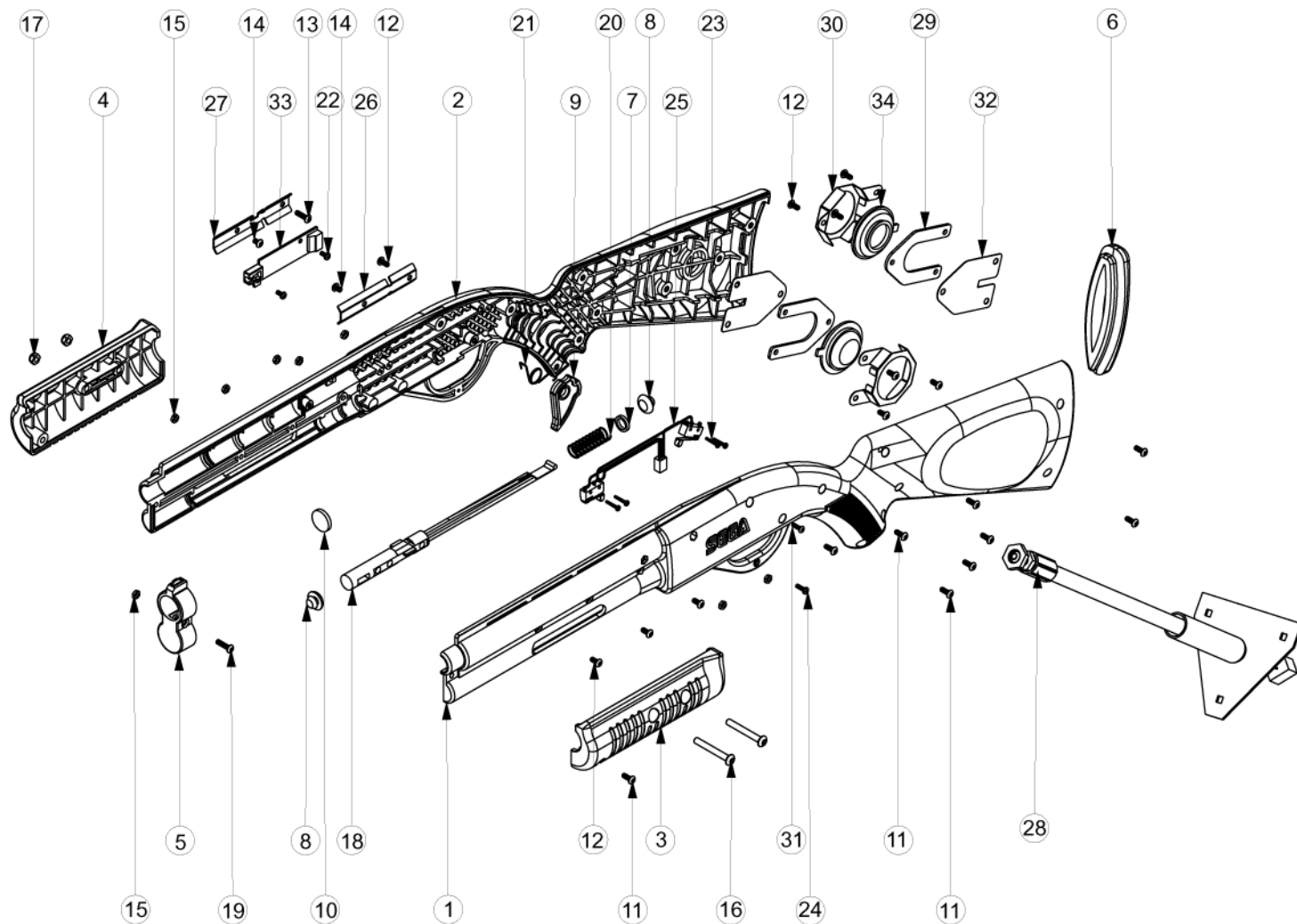
There are no additional warranties described above.

The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

Return Merchandise Authorization

- 1. Contact your authorized SEGA Amusements U.S.A., Inc. distributor to receive a Return Merchandise Authorization for return.*
- 2. You must obtain RMA numbers from SEGA Amusements U.S.A., Inc. through an authorized SEGA Amusements U.S.A., Inc. distributor. Please have your serial number available when calling for RMA number.*
- 3. All items must have an RMA number marked clearly on the outside of the package.*
- 4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.*
- 5. Credits to accounts are subject to inspection of products for damage and suitability for resale.*

ASSEMBLE VIEW, 28"SHOTGUN WITH SPEAKER ASSY



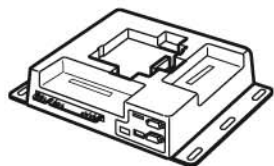
No.	Part number	Part name	QTY	No.	Part number	Part name	QTY
1	99-50-328	Housing L Half Shotgun w/Speaker	1	18	99-50-325	Activation Bar Shotgun	1
2	99-50-329	Housing R Half Shotgun w/Speaker	1	19		Screw 6-32 x 9/16 BH Torx	1
3	99-50-330	Pump L Half Shotgun w/Speaker	1	20	99-50-317	Spring Pump Carnevil Shotgun	1
4	99-50-331	Pump R Half Shotgun w/Speaker	1	21	99-50-322	Torsion Spring Trigger Shotgun	1
5	99-50-332	Front Cap Shotgun w/Speaker	1	22		Screw, 4-40-x .25 PH.PN.HD	2
6	99-50-321	Rear Cap (Butt) 27"Shotgun	1	23		Screw, #2 x 1/2 Type B.PPH	4
7	99-50-327	Washer Plastic F/Pump Shotgun	1	24		Screw, #4 PH PN HD TP B .38 L.	1
8	99-50-326	Rubber Bumper Lavelle 16-86PB	2	25	99-50-323	Trigger & Pump Switch and Harness	1
9	99-50-318	Trigger for Shotgun/Rifle	1	26	99-50-333	Shield Plate L.H. Shotgun w/SPKR	1
10	99-50-314	Lens Glass for Shotgun	1	27	99-50-334	Shield Plate R.H. Shotgun w/SPKR	1
11		Screw 6-32 x 3/8 BHMS T-10 Torx	9	28	99-50-339	Hose & Harness Shotgun w/SPKR	1
12		Screw 6-32 x 5/16 BHMS T-10 Torx	10	29	99-50-337	SP Holder BKT Shotgun w/SPKR	2
13		Screw 6-32 x 1/2 BH Torx	1	30	99-50-336	SP Cover BKT Shotgun w/SPKR	2
14		Screw 6-32 x 7/32 BHMS T-Torx	2	31		Screw 4-40 x 3/8 BHMS T-10 Torx	1
15		Nut hex 6-32 .25A.F. Black Oxide	8	32	99-50-338	SP Base BKT Shotgun w/SPKR	2
16		SCR 10-32 x 1-1/2 BH Torx Black	2	33	837-14592	Sensor Board, 28"shotgun w/speaker	1
17		Nut Hex 10-32 Jam Nylock Zinc Plated	2	34	130-5262P	Speaker, 28"shotgun	2

EXTREME HUNTING 2, KIT#1 (FULL KIT)

KIT Part#: 523-00-003

6/29/06

Main PCB, AW
Part#: 99-10-011



EX I/O Cartridge
Part#: 99-20-005



ASSY ROM CTRG EHT
Part#: 610-0752P



ASSY LANBOX AW
Part#: 610-0751



28" Shotgun w/Speaker Assy (2 pcs)
Part#: 99-50-324



Marquee AW25UR & KIT EH2
Part#: 523-30-100



SOUND BD GUN
Part#: 837-14593P



Epilepsy Caution Sticker
Part#: 99-30-014



Instructions AW25UR EH2
Part#: 523-30-210



Gun Holster, Hook (4 pcs)
(w/4 Screws, Nuts & Washers)
Part#: 43-50-303



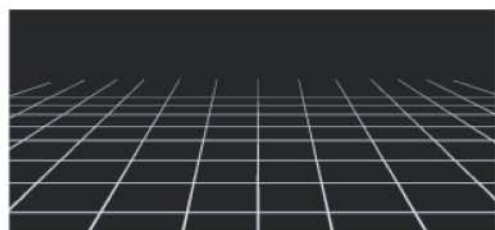
New Gun Sub Harness (KIT)
Part#: 99-60-685



START Button 2" Yellow Round (2)
Part#: 99-50-006



Overlay, AW KIT
Part#: 99-30-151



Manual, Extreme Hunting 2
Part#: 523-30-300



EXTREME HUNTING 2, KIT#3 (UPDATE KIT w/New guns)

KIT Part#: 523-00-068

6/29/06

ASSY ROM CTRG EHT
Part#: 610-0752P



ASSY LANBOX AW
Part#: 610-0751



START Button 2" Yellow Round (2)
Part#: 99-50-006



Epilepsy Caution Sticker
Part#: 99-30-014



Marquee AW25UR & KIT EH2
Part#: 523-30-100



Instructions AW25UR EH2
Part#: 523-30-210



SOUND BD GUN
Part#: 837-14593P



Gun Holster, Hook (2 pcs)
(w/4 Screws, Nuts & Washers)
Part#: 43-50-303



Gun Holster (2 pcs)
(w/8 Nuts&Washers)
Part#: 53-50-304



New Gun Sub Harness (KIT)
Part#: 99-60-685



28" Shotgun w/Speaker Assy (2 pcs)
Part#: 99-50-324



Manual, Extreme Hunting 2
Part#: 523-30-300



New Gun Sub Harness (Dedicated)
Part#: 99-60-683



Harness Dual Power EX Hunt 2
Part#: 99-60-686



Overlay, AW KIT
Part#: 99-30-151



EXTREME HUNTING 2, KIT#4 (UPDATE KIT w/o guns)

KIT Part#: 523-00-067

6/01/06

ASSY ROM CTRG EHT

Part#: 610-0752P



ASSY LANBOX AW

Part#: 610-0751



Instructions AW25UR EH2

Part#: 523-30-210



Manual, Extreme Hunting 2

Part#: 523-30-300



Marquee AW25UR & KIT EH2

Part#: 523-30-100

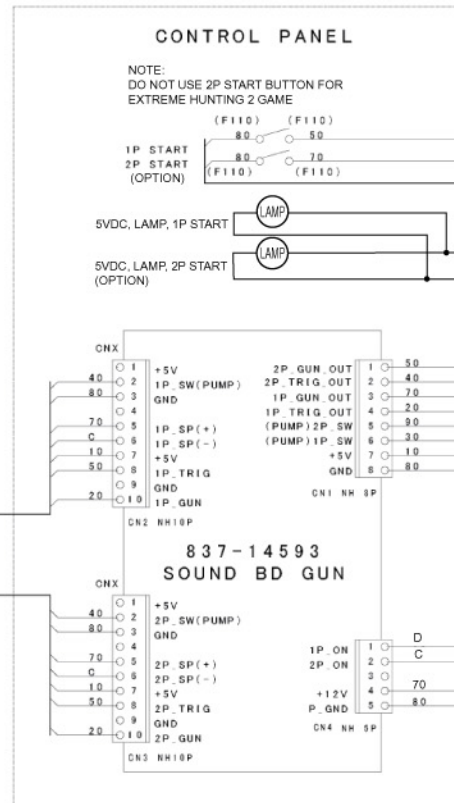
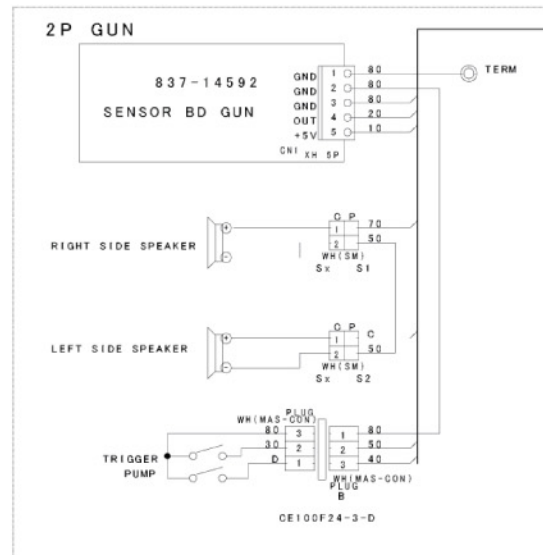
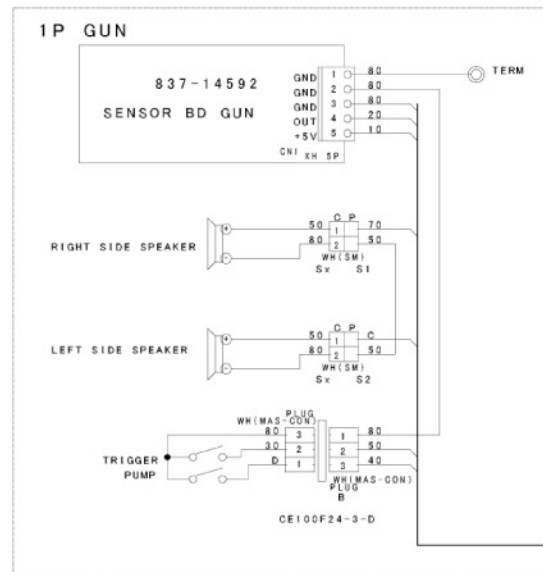


Epilepsy Caution Sticker

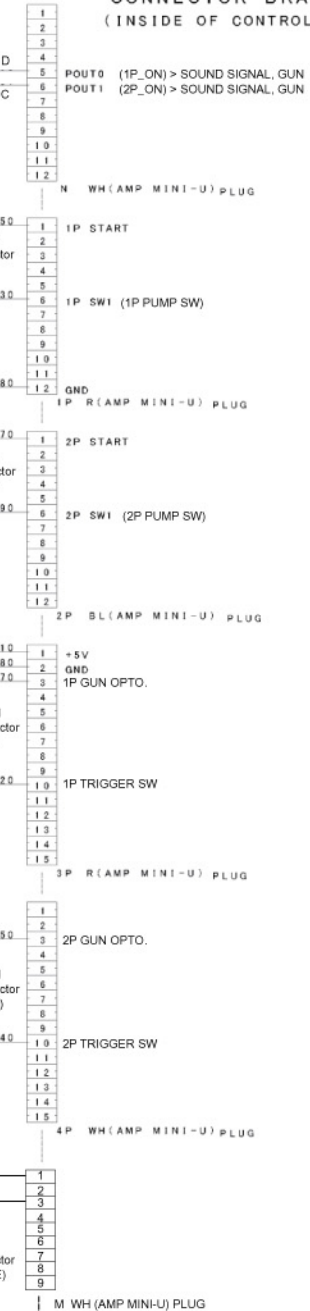
Part#: 99-30-014



NEW GUN SUB HARNESS (DED)
Part#: 99-60-683



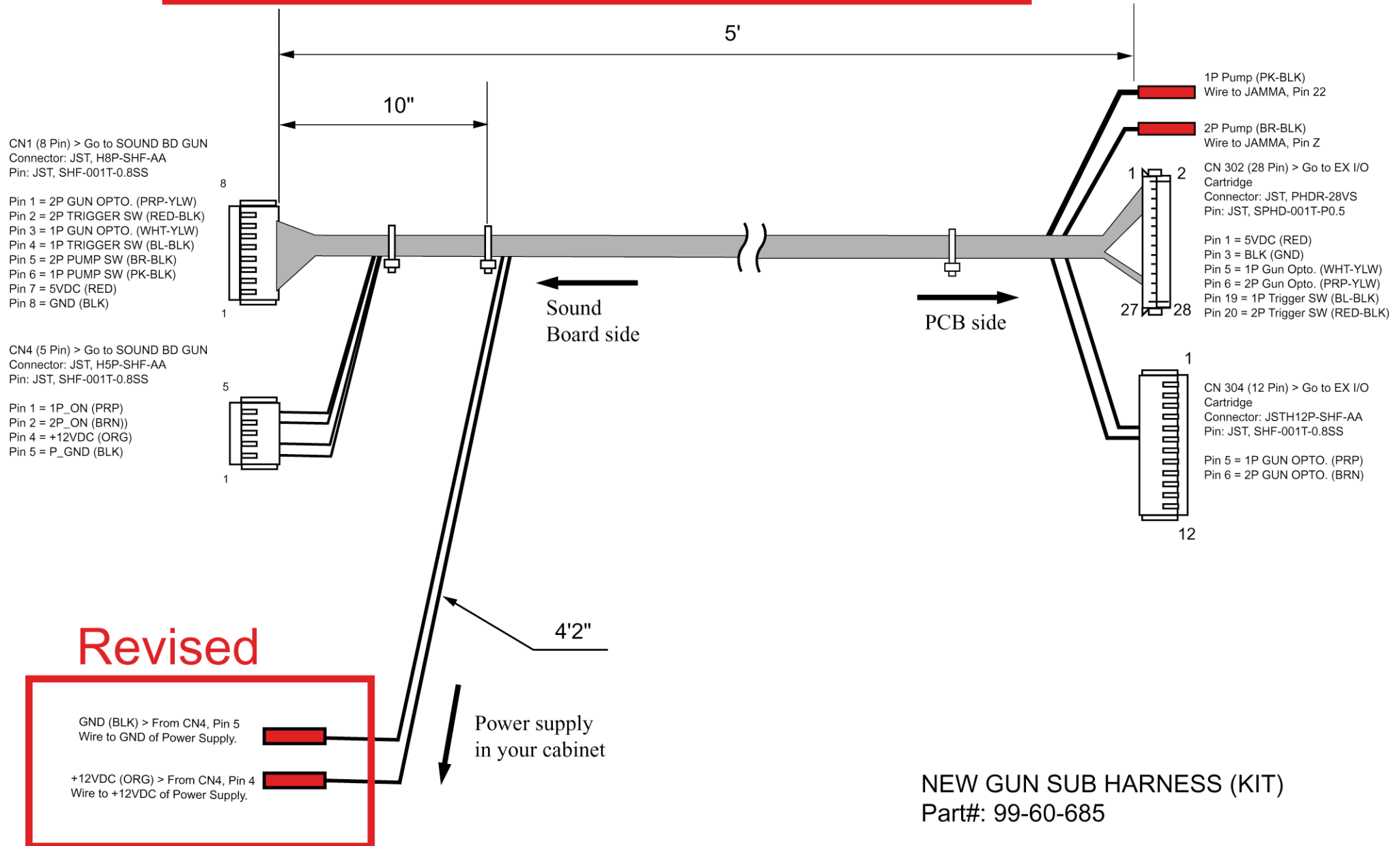
**CONNECTOR BRACKET
(INSIDE OF CONTROL PANEL)**



WIRE COLOR TABLE

8 BLACK	E LIGHT GREEN
7 ORANGE	D PURPLE
6 WHITE	C BROWN
5 GREEN	B SKY BLUE
4 GREEN	A PINK
3 YELLOW	9 GRAY
2 BLUE	
1 RED	

**NOTE: Please exchange this page in original manual.
We change pin layout note as below RED box.**



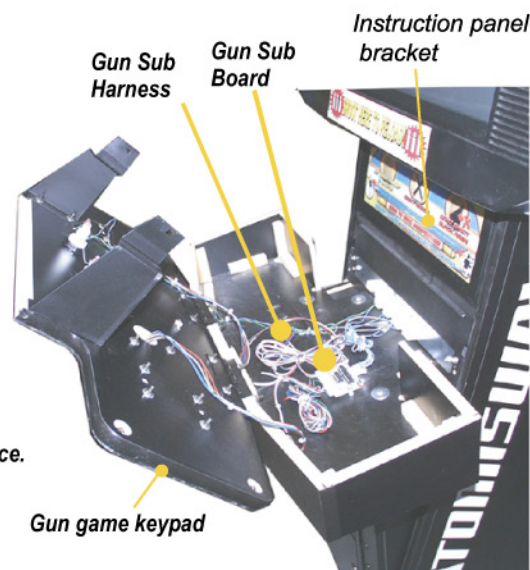
CONVERSION INSTRUCTION FROM SPORTS SHOOTING USA, AW25"UR

KEY PAD, GAME CARTRIDGE AND INSTRUCTION SHEET EXCHANGE



1) Open Coin Door and unlatch control panel Keypad.

2) Remove Scope Gun Assy (2) & Gun Sub BD from inside of Keypad then mount 28"SEGA Shotgun Assy w/Speaker (2) & Sound BD in its place.

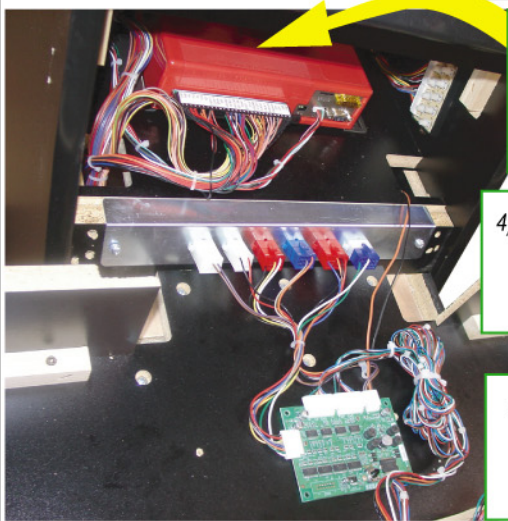
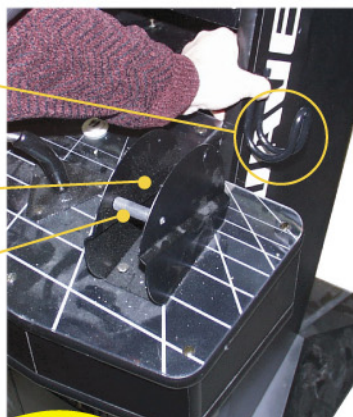


3) Use carriage bolts to mount Holster Hook to each side of cabinet. Do not remove original Scope gun holster. Remove the inner Rubber spacer from both of Scope gun holster

Hook Holster

Scope Gun Holster

Do not remove this Rubber Spacer. Remove the other one.



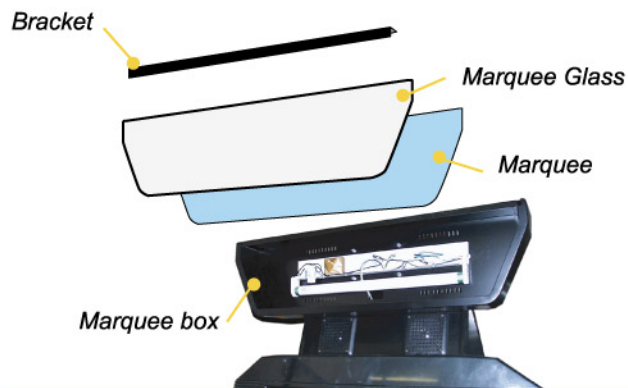
Extreme Hunting 2
Game cartridge



4) Remove 2 screws to open Instruction panel bracket. (Slide out to exchange instruction sheet)

5) Exchange game cartridge. (Just snap in to mount it.) Then close instruction panel bracket.

MARQUEE EXCHANGE



6) Change the Marquee lexan.

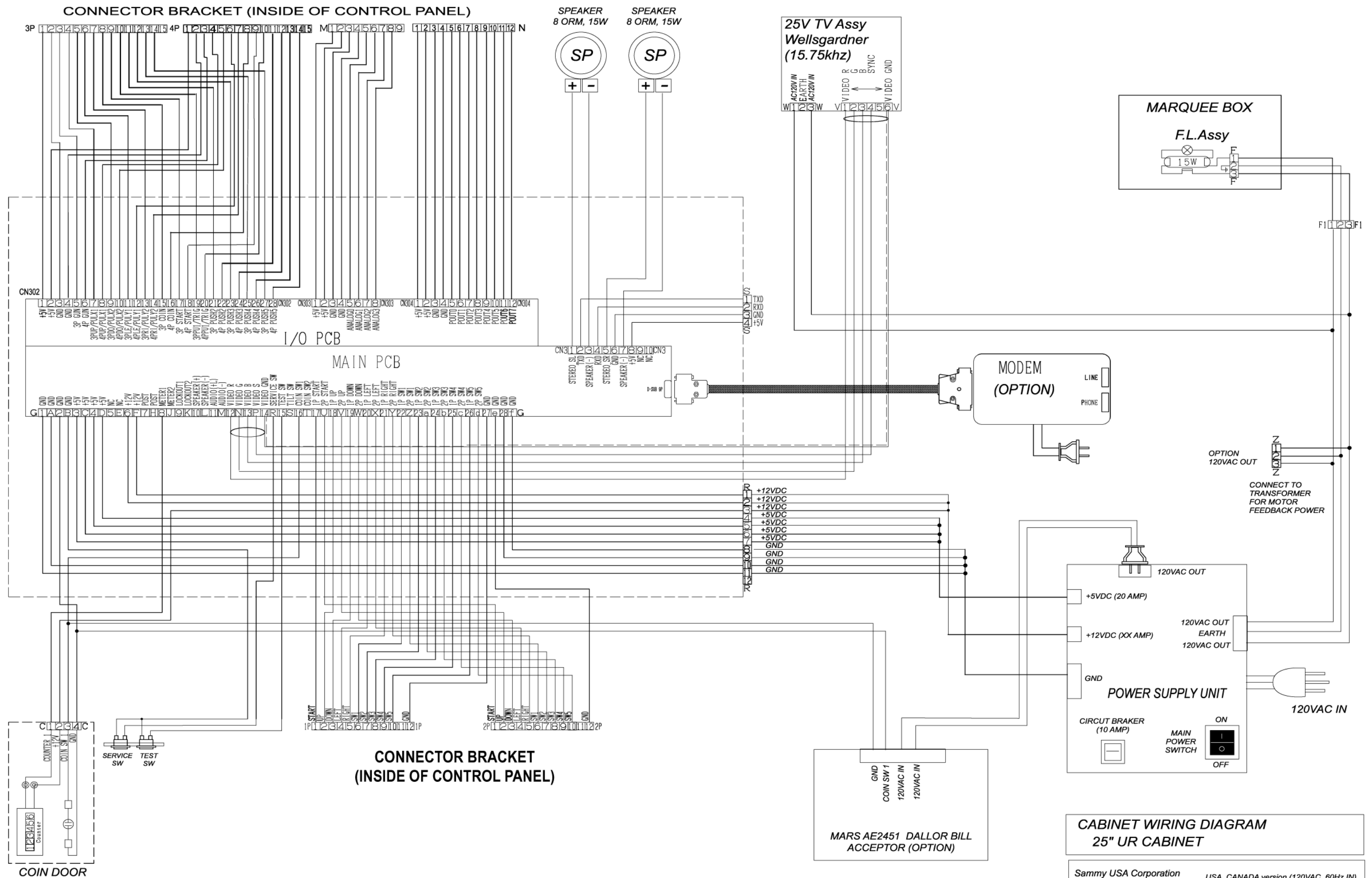
7) Close key pad down, Latches on, close coin door . END



CABINET WIRING DIAGRAM
50" DX CABINET

SEGA Amusement U.S.A., Inc.
USA, CANADA version (120VAC, 60Hz 1N)

SEGA Amusement U.S.A., Inc.
USA, CANADA version (120VAC, 60Hz 1N)



The diagram illustrates the internal wiring of a slot machine control panel, showing the connections between the COIN DOOR, I/O PCB, MAIN PCB, and CONNECTOR BRACKET.

COIN DOOR: Located at the bottom left, it includes a counter (labeled 1-12) and a coin switch (labeled COIN SW).

I/O PCB: The central processing unit, featuring various input/output pins labeled 3P, 4P, M, and N. It includes components like 3P, 4P, M, and N, and is connected to the MAIN PCB.

MAIN PCB: The main control board, featuring numerous components including switches, relays, and connectors. It is connected to the I/O PCB and the CONNECTOR BRACKET.

CONNECTOR BRACKET (INSIDE OF CONTROL PANEL): Located at the bottom right, it shows the external wiring for the coin door and other components. It includes a coin switch (labeled COIN SW) and a counter (labeled 1-12).

The diagram shows a complex network of lines representing electrical connections between these components, including power lines, signal lines, and ground connections.

AC120V IN
E.
AC120V IN

VGA (31KHz)
TV signal inout
connector, 15 pins


W123W

NOTE: Please refer this 50"DX wiring diagram for 29"UR & AW25"UR cabinet instead of Monitor and F.L.Lamp for Maruee and speaker.

1	2	3	F1
---	---	---	----

CONNECT TO
TRANSFORMER
FOR MOTOR
FEEDBACK POWER

**CIRCUIT BRAKER
(10 AMP)**



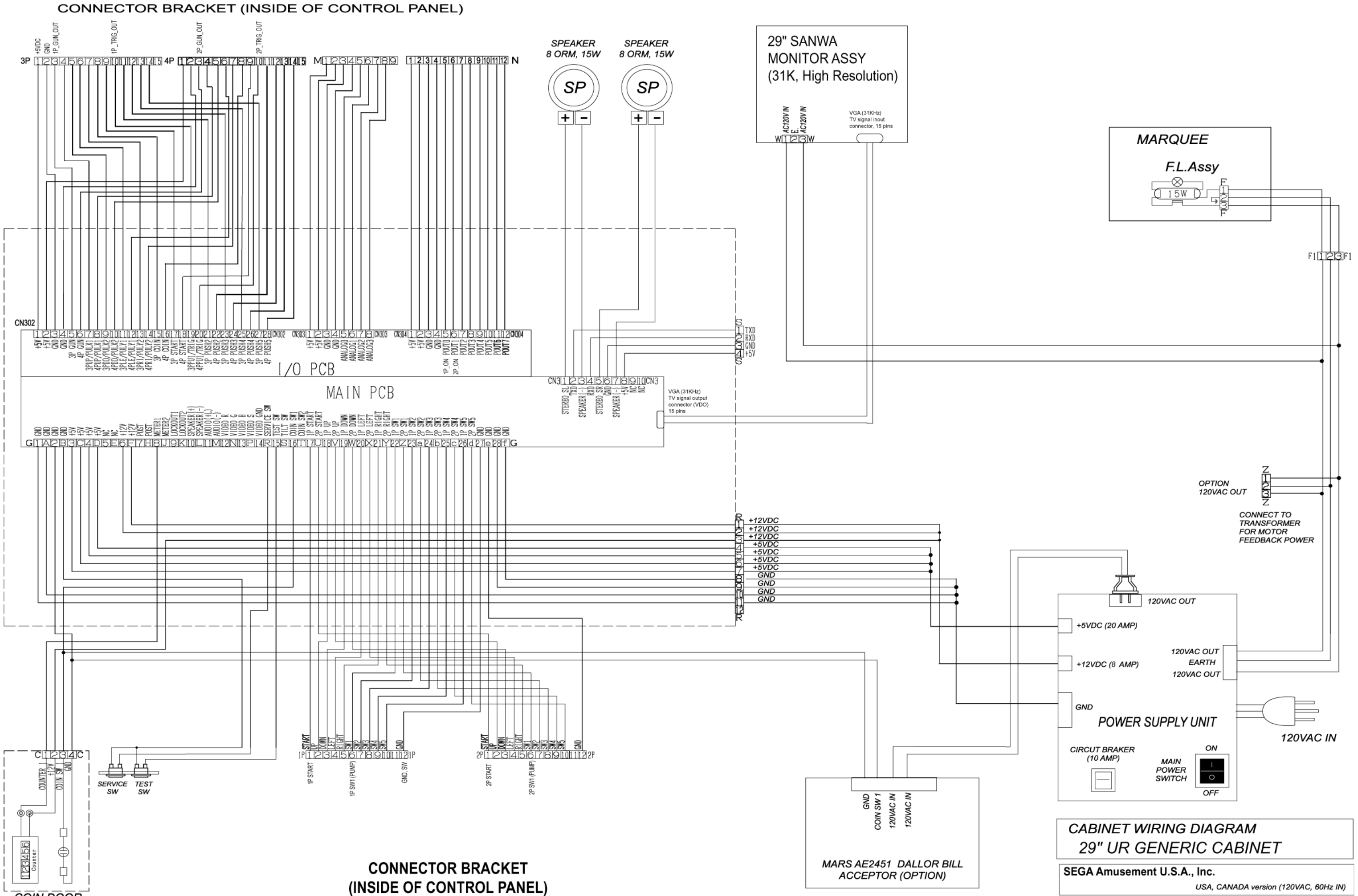
120VAC OUT
EARTH
120VAC OUT

120VAC IN

SEGA Amusement U.S.A., Inc.

USA, CANADA version (120VAC, 60Hz IN)

MARS AE2451 DALLOR BILL
ACCEPTOR (OPTION)



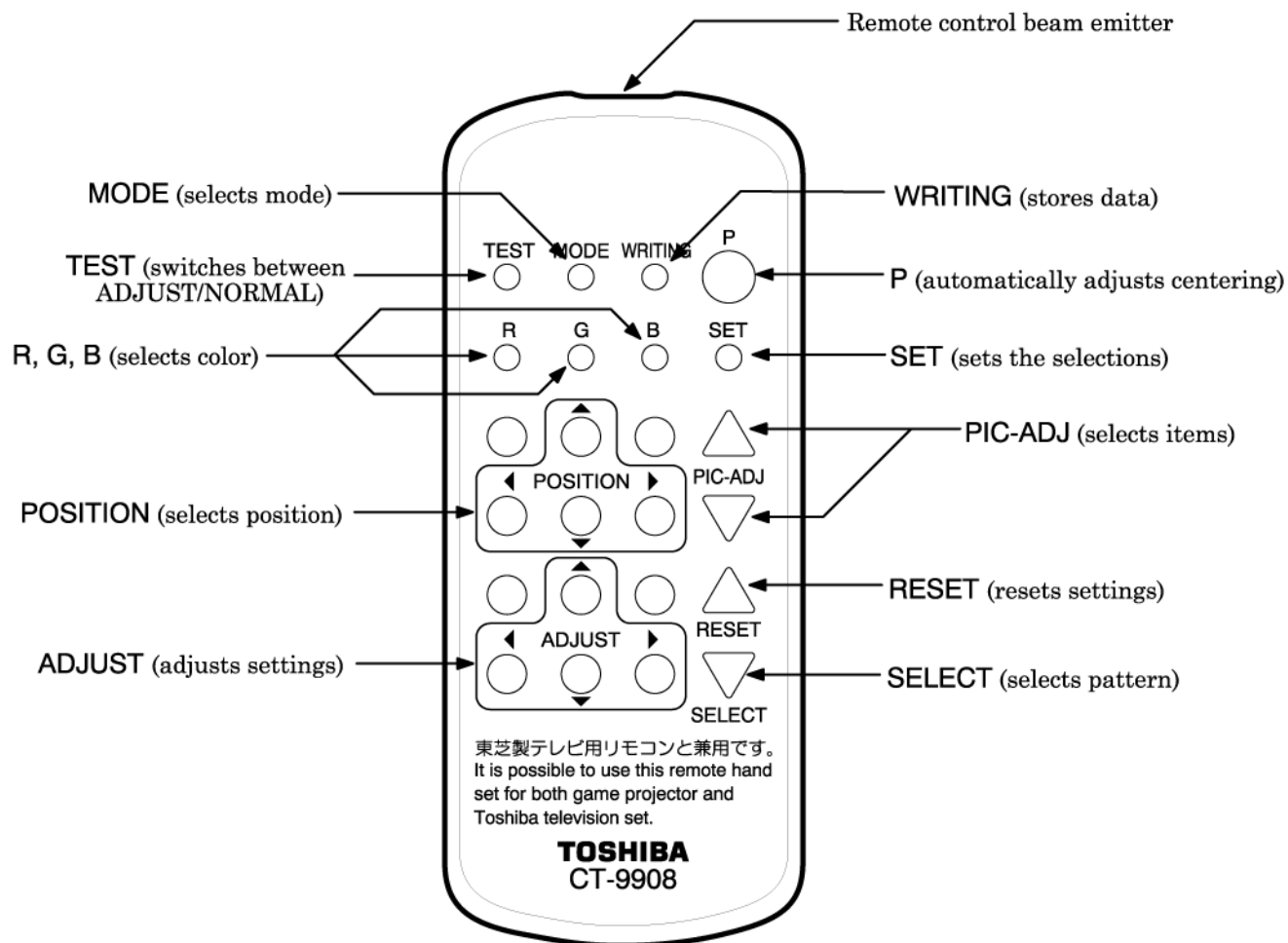
TOSHIBA 50 PTV (P503SGF) Monitor adjustment Manual

Remote Controller

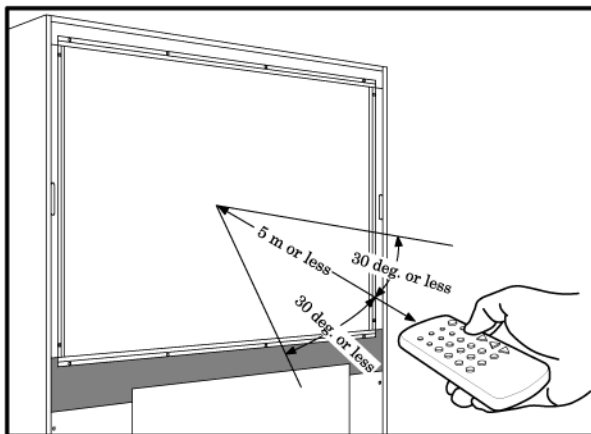
*** This remote controller is used to make adjustments to the projector.**

You cannot use this remote controller to turn the entire projector and game system on or off.

For detailed operating procedures, refer to the pages with the specific adjustment procedures.



*** The remote controller should be used when facing the projector screen.**



Notes on the remote controller:

- * Do not drop, shake, or subject the remote controller to shocks.
- * Do not expose the remote controller to water or place it on top of wet objects.
- * Do not take the remote controller apart.
- * Do not place the remote controller in places where the temperature becomes high or high-humidity places.

Remote Controller Functions

TEST Button

When in the normal image receiving mode, holding down the **TEST** button for three seconds will display "--- ADJUST MODE ---" to indicate that the projector is in adjustment mode. A green cross pattern appears on the screen. To return to image receiving mode, hold down the **TEST** button for three seconds again.

Note 1: Do not switch the input signals while the projector is in adjustment mode.

Note 2: If the adjustment status is disrupted by a spark from the CRT while the projector is in adjustment mode, turn off the power without saving the data or performing other operations.

MODE Button

- Repeatedly pressing the **MODE** button will cycle through these modes: (1) Static Convergence Adjustment Mode → (2) Line (Row) Adjustment Mode → (3) Point Adjustment Mode
- Repeatedly pressing the **CENTER MODE** button will cycle through these modes: (1) Static Convergence Adjustment Mode → (2) Line (Row) Adjustment Mode → (3) Point Adjustment Mode → (4) Sensor Adjustment Mode.

WRITING Button

Press this button to store the adjustment status (adjustment data). When this button is pressed, "WRITING" is displayed on the screen, and the projector automatically returns to image receiving mode after saving the data. If you return to image receiving mode before saving the data or the power is turned off, the projector will be in the status before adjustment or the status when the last button was pressed.

If you do not want to store the data, return to image receiving mode without pressing this button.

G Button

This button is used for turning off and adjusting green.

Pressing this button when green is displayed will turn off green.

When green is off, pressing this button will display green, allowing you to adjust green with the Adjust button.

When the blank pattern appears in **CENTER MODE**, the projector is in Sensor Adjustment mode and only a green single-color display is shown.

R Button

This button is used for turning off and adjusting red.

Pressing this button when red is displayed will turn off red.

When red is off, pressing this button will display red, allowing you to adjust red with the Adjust button.

When the blank pattern appears in **CENTER MODE**, the projector is in Sensor Adjustment mode and only a red single-color display is shown.

B Button

This button is used for turning off and adjusting blue.

Pressing this button when blue is displayed will turn off blue.

When blue is off, pressing this button will display blue, allowing you to adjust blue with the Adjust button.

When the blank pattern appears in **CENTER MODE**, the projector is in Sensor Adjustment mode and only a blue single-color display is shown.

POSITION Buttons ▲▼◀▶

These buttons are used when moving the adjustment position (point cursor or line cursor). The cursor moves in the direction of the arrow shown on the buttons.

ADJUST Buttons ▲▼◀▶

These buttons are used to adjust the selected mode.

- In Convergence Adjustment mode, the four buttons ▲▼◀▶ can be used to move the cursor in the direction of the arrow shown.
- In other adjustment modes, the two buttons ◀▶ can be used. The ◀ button will reduce the data value, and the ▶ button will increase the data value.

RESET Button

In ADJUST MODE, holding down this button for three seconds when in Static Convergence Adjustment mode will display "RESET" and return the Static Convergence Adjustment data to the default values.

In CENTER MODE, holding down this button for three seconds when in Static Convergence Adjustment mode will display "RESET" and return the Static Convergence and all the Auto-centering data (TILT, CENT) to the default values.

SELECT Button

Press this button when you want to view the test pattern and input signal image while in ADJUST MODE. Repeatedly pressing this button will switch between (1) test pattern → (2) test pattern + input signal. Pressing this button allows adjustment while viewing the input signal image.

PIC-ADJ Buttons

In normal mode, these buttons are used when selecting the user adjustment items.

Pressing these buttons display the menu items shown below. The selected adjustment item is highlighted in violet (other items are displayed in light blue). Press the buttons to highlight the desired item for selection.

CONTRAS Contrast adjustment
BRIGHTNESS Brightness adjustment
H. POSI Horizontal phase adjustment
V. POSI Vertical phase adjustment
H. SIZE Horizontal amplitude adjustment
V. SIZE Vertical amplitude adjustment
EXIT Cancels mode

In ADJUST MODE, these buttons are used when selecting the secondary adjustment items.

Pressing these buttons displays the menu items shown below. The selected adjustment item is highlighted in violet (other items are displayed in light blue). Press the buttons to highlight the desired item for selection.

SUB H. SIZE Secondary horizontal amplitude adjustment
SUB V. SIZE Secondary vertical amplitude adjustment
SUB BRIGHT Secondary brightness adjustment
EXIT Cancels mode

SET Button

This button is used when entering the user adjustment mode and secondary adjustment mode.

After the item is selected with the PIC-ADJ buttons, pressing the SET button will show the scale bar display and send you to the mode for adjusting the item. However, if this button is pressed in EXIT mode, the screen display will be closed and the mode will be canceled.

P Button

Holding down this button for three seconds in the normal image receiving mode will send you to the auto-centering mode. In this mode, the screen will automatically change to the green, red, and blue cross patterns, in that order. When the operation is completed, the projector will return to image receiving mode.

If operations cannot be properly performed when returning to image receiving mode, the error messages shown below will appear.

* When an error occurs for the first time:

The message "TRY AGAIN" is shown in red indicating that the geomagnetism adjustment should be performed again.

* When an error occurs two or more times:

The message "PLEASE ADJ" is shown in red indicating that the sensor sensitivity and centering adjustment should be performed again.

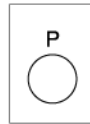
- When in the ADJUST MODE, holding down the P button for three seconds will display "--- CENTER MODE ---" to indicate that the projector is in the mode for adjusting the sensor sensitivity and centering. A green cross pattern appears on the screen.

OPERATION AND ADJUSTMENT PROCEDURES

Automatic Centering Adjustment

Raster misalignment may occur in the projector due to the influence of ground magnetism.

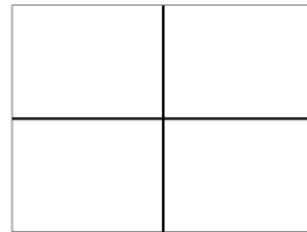
To prevent this, perform automatic centering adjustment when first installing the projector or after changing the installation location or direction.



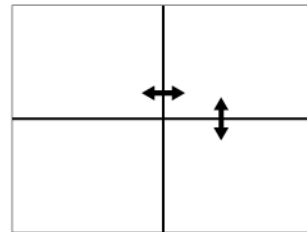
1 Hold down the P button for about three seconds.

The following operations are then performed automatically.

The projector enters correction mode for raster misalignment, and a green cross-pattern appears on the screen.

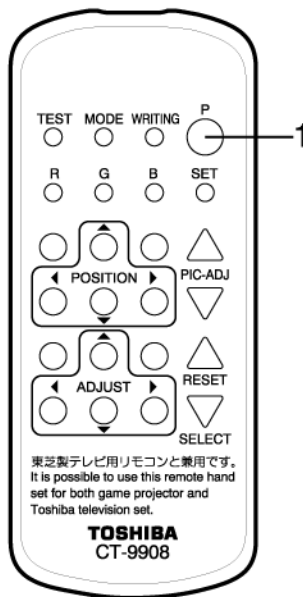


The cross-pattern moves vertically and horizontally to detect the correct screen position and inclination.



After the operation, the green cross-pattern changes to red, and then changes to blue. The projector performs the same detection operation for each color.

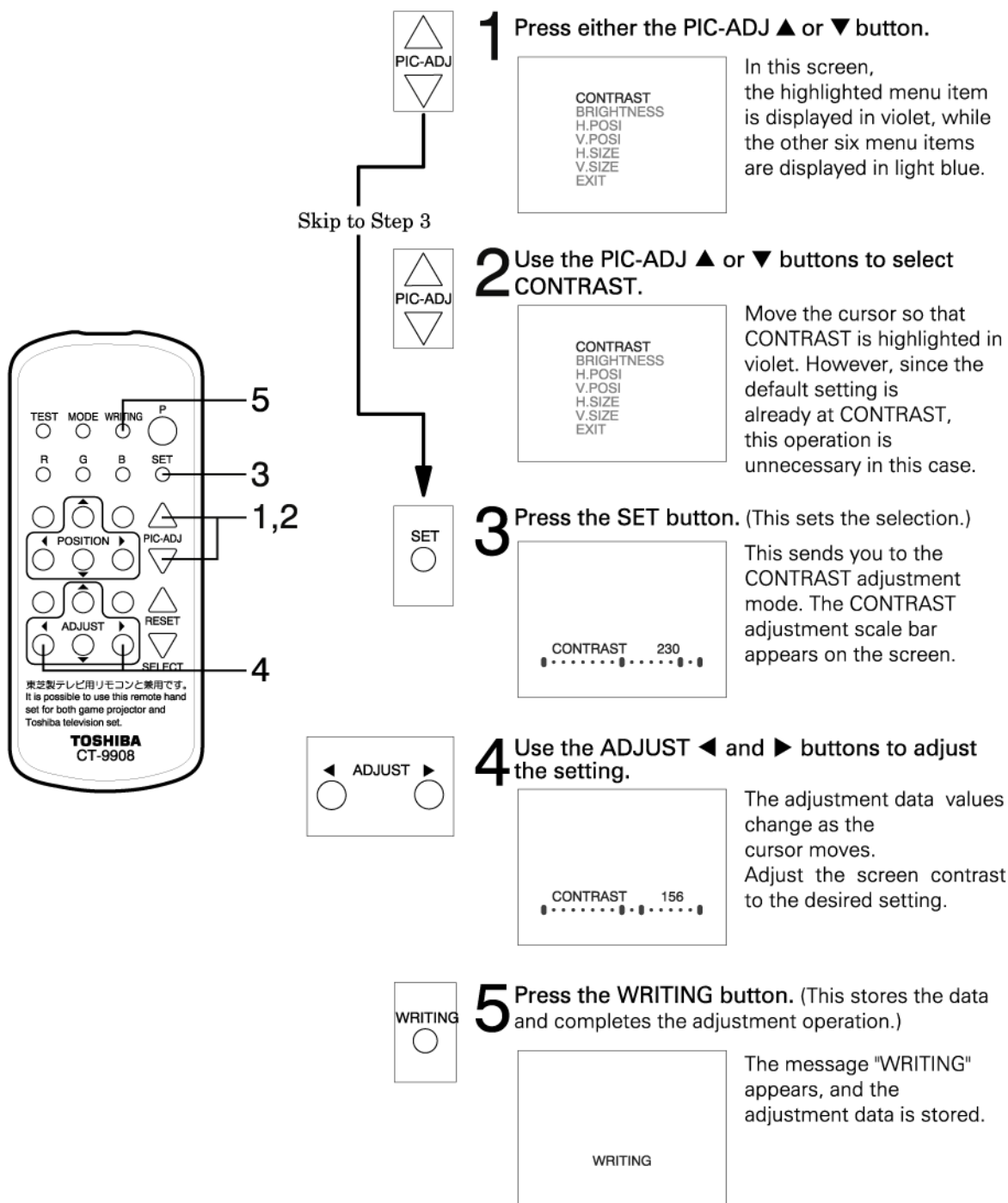
When the green, red, and blue detection operations are completed, the projector returns to the game screen. Any color misalignment has been corrected.



- Operation and Adjustment Procedures Sunlight from the outside, strong lighting, or other sources of light hitting the projector screen can prevent the projector from operating properly.
If this happens, the error message "TRY AGAIN" is shown in red on the projector screen.
When this message is shown, hold down the P button again for about three seconds.
If the error message continues to occur after repeating this procedure, the projector screen changes to the "PLEASE ADJ" message.
When this message is shown, adjust the screen so that light does not directly hit it, and then hold down the P button for about three seconds.
- If an error occurs in the automatic centering, the color alignment can be performed manually.
For more information on manual color alignment, see the convergence adjustment procedure starting on page 16.

Adjusting the Contrast

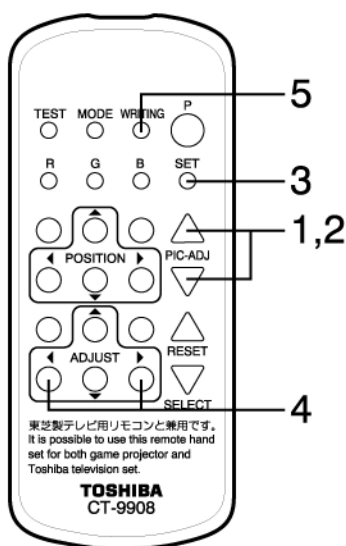
The images contrast has been adjusted to standard settings at the factory. However, you can also adjust to your own settings.



- *1. To exit the adjustment procedure, select EXIT in Step 2, and then press the SET button.
- *2. To make the settings for other items in the menu, repeat Steps 2 to 4.
- *3. If you do not store the new adjustment data, it will be erased when the projector is turned off. Then, when you turn on the projector the next time, the projector will have the previous settings.

Adjusting the Brightness

The image brightness has been adjusted to standard settings at the factory. However, you can also adjust to your own settings.



1 Press either the PIC-ADJ ▲ or ▼ button.

CONTRAST
BRIGHTNESS
H.POSI
V.POSI
H.SIZE
V.SIZE
EXIT

In this screen, the highlighted menu item is displayed in violet, while the other six menu items are displayed in light blue.



2 Use the PIC-ADJ ▲ or ▼ buttons to select BRIGHTNESS.

CONTRAST
BRIGHTNESS
H.POSI
V.POSI
H.SIZE
V.SIZE
EXIT

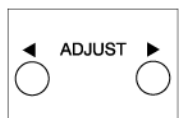
Move the cursor that BRIGHTNESS is highlighted in violet.



3 Press the SET button. (This sets the selection.)

BRIGHTNESS 128

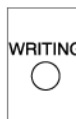
This sends you to the BRIGHTNESS adjustment mode. The BRIGHTNESS adjustment scale bar appears on the screen.



4 Use the ADJUST ◀ and ▶ buttons to adjust the setting.

BRIGHTNESS 156

The adjustment data values change as the cursor moves. Adjust the screen brightness to the desired setting.



5 Press the WRITING button. (This stores the data and completes the adjustment operation.)

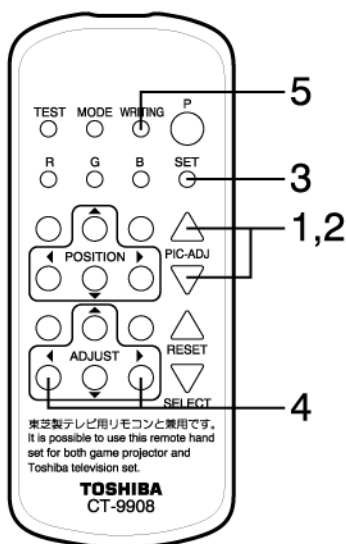
WRITING

The message "WRITING" appears, and the adjustment data is stored.

- *1. To exit the adjustment procedure, select EXIT in Step 2, and then press the SET button.
- *2. To make the settings for other items in the menu, repeat Steps 2 to 4.
- *3. If you do not store the new adjustment data, it will be erased when the projector is turned off. Then, when you turn on the projector the next time, the projector will have the previous settings.

Adjusting the image display Position

The image display position (H.POSI, V.POSI) on the screen has been adjusted to standard settings at the factory. However, you can also adjust to your own settings. You may have to adjust the screen position when changing game software.



1 Press either the PIC-ADJ ▲ or ▼ button.

CONTRAST
BRIGHTNESS
H.POSI
V.POSI
H.SIZE
V.SIZE
EXIT

In this screen, the highlighted menu item is displayed in violet, while the other six menu items are displayed in light blue.



2 Use the PIC-ADJ ▲ or ▼ buttons to select H.POSI (horizontal position) or V.POSI (vertical position).

CONTRAST
BRIGHTNESS
H.POSI
V.POSI
H.SIZE
V.SIZE
EXIT

Move the cursor so that H.POSI or V.POSI is highlighted in violet. The figure shows the case when H.POSI is selected.

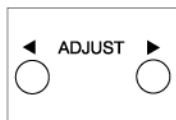


3 Press the SET button. (This sets the selection.)

H.POSI 128
●.....●.....●

This sends you to the H.POSI or V.POSI adjustment mode. The H.POSI or V.POSI adjustment scale bar appears on the screen.

The ◀ and ▶ buttons are also used when adjusting the vertical direction.



4 Use the ADJUST ◀ and ▶ buttons to adjust the setting.

H.POSI 156
●.....●.....●

The adjustment data values change as the cursor moves. Adjust the screen display position to the desired setting.



5 Press the WRITING button. (This stores the data and completes the adjustment operation.)

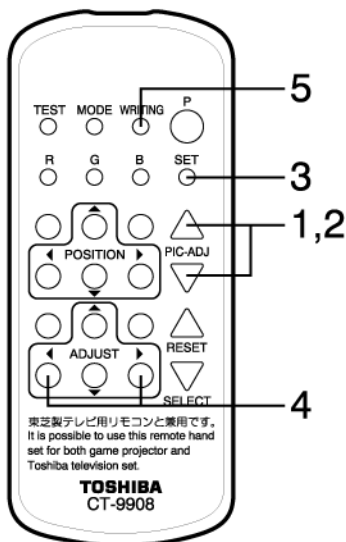
WRITING

The message "WRITING" appears, and the adjustment data is stored.

- *1. To exit the adjustment procedure, select EXIT in Step 2, and then press the SET button.
- *2. To make the settings for other items in the menu, repeat Steps 2 to 4.
- *3. If you do not store the new adjustment data, it will be erased when the projector is turned off. Then, when you turn on the projector the next time, the projector will have the previous settings.

Adjusting the Image Size

The image size (H.SIZE, V.SIZE) on the screen has been adjusted to standard settings at the factory. However, you can also adjust to your own settings. You may have to adjust the image size when changing game software.



1 Press either the PIC-ADJ ▲ or ▼ button.

CONTRAST
BRIGHTNESS
H.POSI
V.POSI
H.SIZE
V.SIZE
EXIT

In this screen, the highlighted menu item is displayed in violet, while the other six menu items are displayed in light blue.



2 Use the PIC-ADJ ▲ or ▼ buttons to select H.SIZE (horizontal size) or V.SIZE (vertical size).

CONTRAST
BRIGHTNESS
H.POSI
V.POSI
H.SIZE
V.SIZE
EXIT

Move the cursor so that H.SIZE or V.SIZE is highlighted in violet. The figure shows the case when H.SIZE is selected.

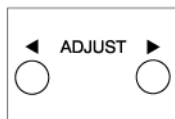


3 Press the SET button. (This sets the selection.)

H.SIZE 128
●.....●.....●

This sends you to the H.SIZE or V.SIZE adjustment mode. The H.SIZE or V.SIZE adjustment scale bar appears on the screen.

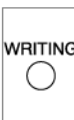
The ◀ and ▶ buttons are also used when adjusting the vertical direction.



4 Use the ADJUST ◀ and ▶ buttons to adjust the setting.

H.SIZE 156
●.....●.....●

The adjustment data values change as the cursor moves. Adjust the screen size to the desired setting.



5 Press the WRITING button. (This stores the data and completes the adjustment operation.)

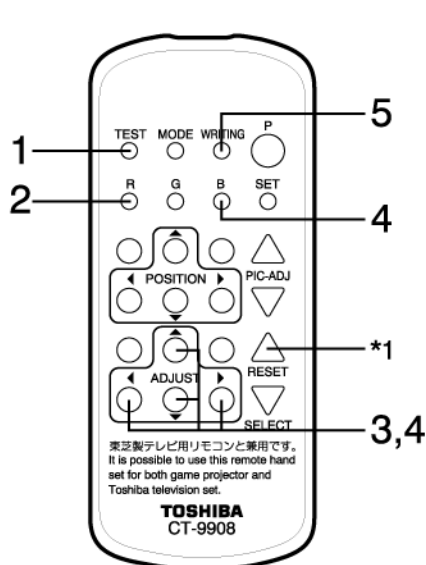
WRITING

The message "WRITING" appears, and the adjustment data is stored.

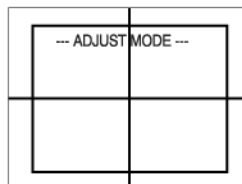
- *1. To exit the adjustment procedure, select EXIT in Step 2, and then press the SET button.
- *2. To make the settings for other items in the menu, repeat Steps 2 to 4.
- *3. If you do not store the new adjustment data, it will be erased when the projector is turned off. Then, when you turn on the projector the next time, the projector will have the previous settings.

Adjusting the Static Convergence

- * Static convergence is an adjustment operation where a red and a blue image are each moved so that the entire color overlaps with a green image. Perform this adjustment procedure when the satisfactory color cannot be produced with the automatic color adjustment function.
- * Before starting this adjustment procedure, perform the automatic centering adjustment operation once.



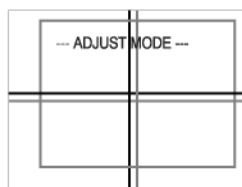
1 Hold down the TEST button for approximately three seconds.



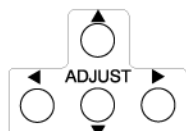
The projector enters ADJUST MODE.
A green test pattern appears on the screen.



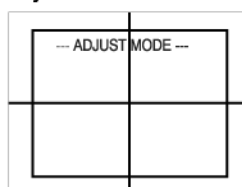
2 Press the R button to enter red adjustment mode.



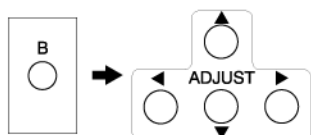
The red test pattern is added to the screen.
The color of the frame changes to red to indicate that red can be adjusted.



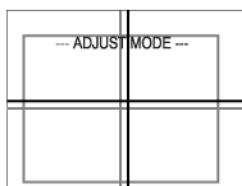
3 Use the ADJUST ▲, ▼, ◀ and ▶ buttons to adjust.



Perform the adjustment by moving the red pattern so that it overlaps with the green pattern.
When red overlaps with green, the pattern appears as yellow.

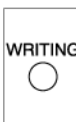


4 Press the B button to select blue, and then adjust.

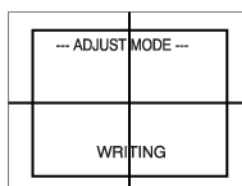


Perform the adjustment for the blue pattern in the same way as the red pattern.
When red, green, and blue overlap, the pattern appears as white.

If the color to be adjusted disappears from the screen after pressing a color selection button (R, B), then press the button again to perform adjustment again.
(For example, to perform adjustment for red again in Step 4, the R button must be pressed twice.)



5 Press the WRITING button. (This stores the data and completes the adjustment operation.)



The message "WRITING" appears, and the adjustment data is stored.

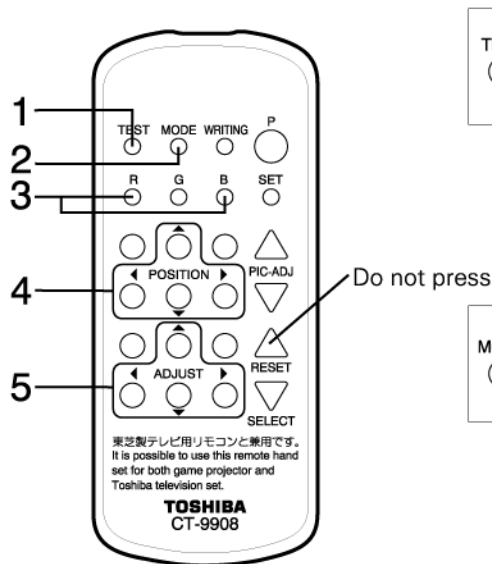
*1. Do not press the RESET button.

*2. To cancel the adjustments, hold down the TEST button for approximately three seconds before Step 5.

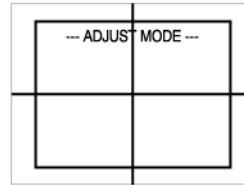
*3. If the screen malfunctions due to static electricity or other electrical noise, turn the power off without storing the adjustment data.

Adjusting the Point Convergence

- * Point convergence is an adjustment operation where red, green, and blue images are partially moved to align the colors. Adjustment may be necessary when changing game software or changing the screen size.
- * Before starting this adjustment procedure, perform the automatic centering adjustment operation once.

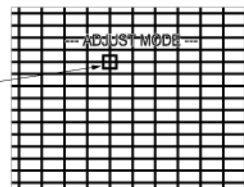


- 1** Hold down the TEST button for approximately three seconds.



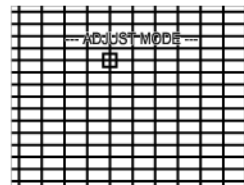
The projector enters ADJUST MODE.
A green test pattern appears on the screen.

- 2** Press the MODE button twice to enter point adjustment mode.*



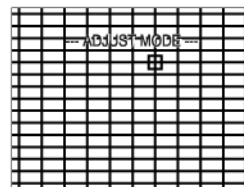
A grid test pattern appears, and a marker is displayed on the grid indicating the adjustment point.

- 3** Use the R button or B button to select the color (red or blue) to be adjusted.** (G is also possible.)



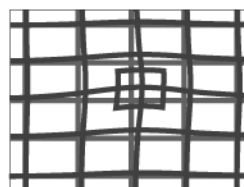
The selected color is displayed overlapped with green.
The marker is shown in the selected color.

- 4** Move the marker to the adjustment position using the POSITION ▲, ▼, ◀ and ▶ buttons.



The marker moves in the direction of the arrow button.
However, the points where the marker can be moved are predetermined.

- 5** Use the ADJUST ▲, ▼, ◀ and ▶ buttons to adjust.



Although the area near the marker center moves the most, perform adjustment while also paying attention to the surrounding area.
The figure shows an enlarged view of the area near the marker.

*

Repeatedly pressing the MODE button will cycle through the adjustment modes as shown below.

Static Adjustment Mode
↓
Line Adjustment Mode
↓
Point Adjustment Mode

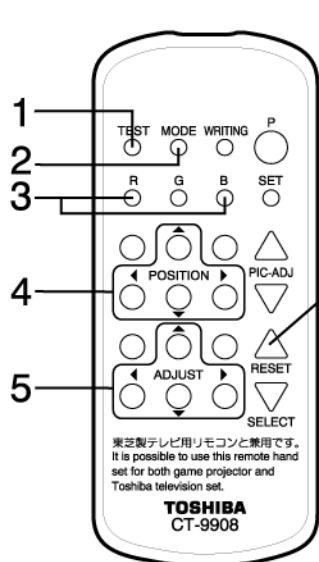
**

If the color to be adjusted disappears from the screen after pressing a color selection button (R, G, B), then press the button again to perform adjustment again.

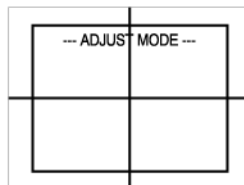
The procedure continues on the next page.

Adjusting the Point Convergence

- * Point convergence is an adjustment operation where red, green, and blue images are partially moved to align the colors. Adjustment may be necessary when changing game software or changing the screen size.
- * Before starting this adjustment procedure, perform the automatic centering adjustment operation once.



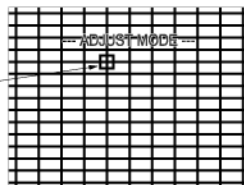
- 1** Hold down the TEST button for approximately three seconds.



The projector enters ADJUST MODE.
A green test pattern appears on the screen.



- 2** Press the MODE button twice to enter point adjustment mode.*



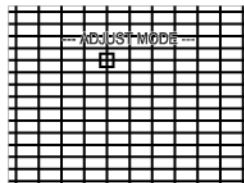
A grid test pattern appears, and a marker is displayed on the grid indicating the adjustment point.



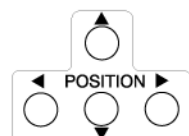
or



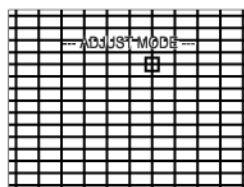
- 3** Use the R button or B button to select the color (red or blue) to be adjusted.**
(G is also possible.)



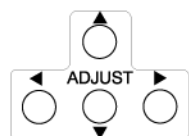
The selected color is displayed overlapped with green.
The marker is shown in the selected color.



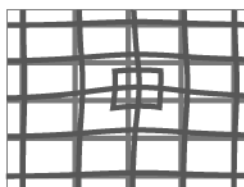
- 4** Move the marker to the adjustment position using the POSITION ▲, ▼, ◀ and ▶ buttons.



The marker moves in the direction of the arrow button.
However, the points where the marker can be moved are predetermined.



- 5** Use the ADJUST ▲, ▼, ◀ and ▶ buttons to adjust.



Although the area near the marker center moves the most, perform adjustment while also paying attention to the surrounding area.
The figure shows an enlarged view of the area near the marker.

*

Repeatedly pressing the MODE button will cycle through the adjustment modes as shown below.

Static Adjustment Mode

Line Adjustment Mode

Point Adjustment Mode

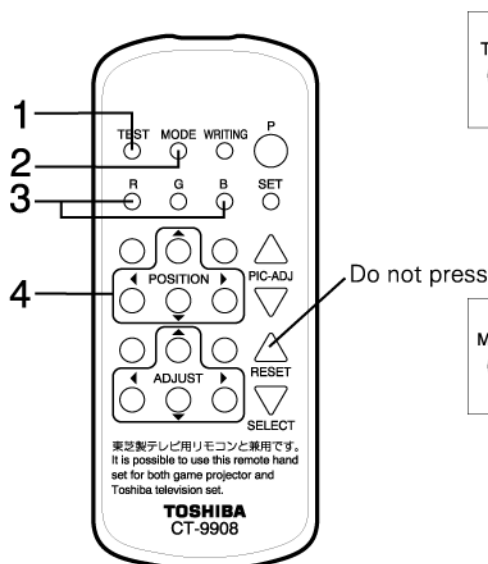
**

If the color to be adjusted disappears from the screen after pressing a color selection button (R, G, B), then press the button again to perform adjustment again.

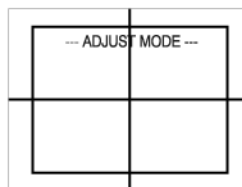
The procedure continues on the next page.

Adjusting the Line Convergence

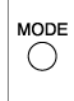
Line convergence is an adjustment operation which moves a vertical row or horizontal row of adjustment points in a single operation. This adjustment is useful when the rows show a uniform color misalignment.



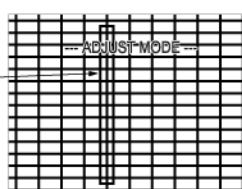
- 1 Hold down the TEST button for approximately three seconds.



The projector enters ADJUST MODE.
A green test pattern appears on the screen.



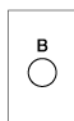
- 2 Press the MODE button once to enter line adjustment mode.*



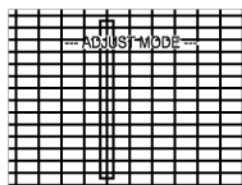
A grid test pattern appears, and a vertical line marker is displayed on the grid.



or



- 3 Use the R button or B button to select the color (red or blue) to be adjusted.**
(Be careful not to press G.)



The selected color is displayed overlapped with green.
The marker is shown in the selected color.

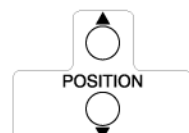
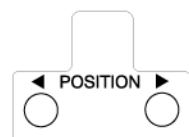
*

Repeatedly pressing the MODE button will cycle through the adjustment modes as shown below.

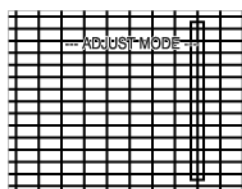
Static Adjustment Mode
↓
Line Adjustment Mode
↓
Point Adjustment Mode

**

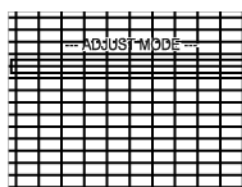
If the color to be adjusted disappears from the screen after pressing a color selection button (R, G, B), then press the button again to perform adjustment again.



- 4 Move the marker to the adjustment position using the POSITION ▲, ▼, ◀ and ▶ buttons.



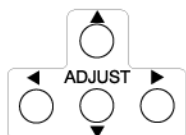
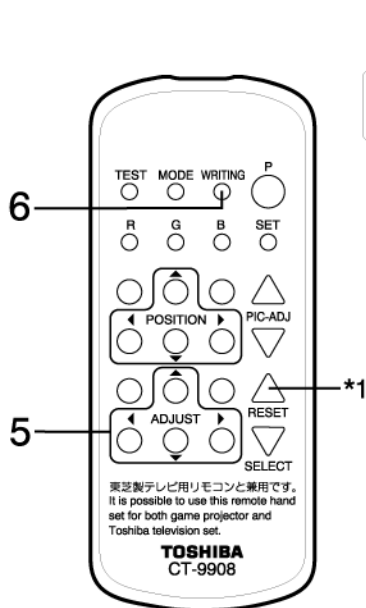
Pressing the ◀ or ▶ button will select vertical row adjustment. The marker moves to the right or left according to the buttons. However, the points where the marker can be moved are predetermined.



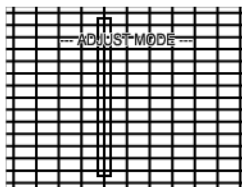
Pressing the ▲ or ▼ button will select horizontal row adjustment. The marker moves up or down according to the buttons. However, the points where the marker can be moved are predetermined.

The procedure continues on the next page.

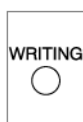
Adjusting the Line Convergence -- Continued



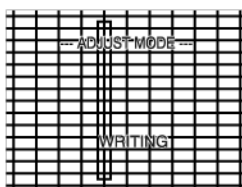
5 Use the ADJUST ▲, ▼, ◀ and ▶ buttons to adjust.



You can use these buttons to move the selected vertical row or horizontal row (the example in the figure shows a vertical row) in the horizontal and vertical direction as required.



6 Press the WRITING button when all the adjustments are completed. (This stores the data and completes the adjustment operation.)



The message "WRITING" appears, and the adjustment data is stored. After storing the data, the screen returns to the game screen.

*1. Do not press the RESET button.

*2. To cancel the adjustments, hold down the TEST button for approximately three seconds before Step 7.

*3. If the screen malfunctions due to static electricity or other electrical noise, turn the power off without storing the adjustment data.

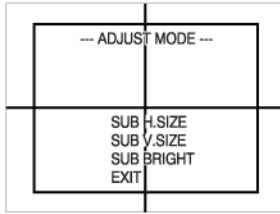


Do not under any circumstances use the convergence adjustment function (particularly line convergence adjustment) while changing the size of the screen.

The increase in power load may cause the circuits to break down.

Once the new convergence adjustment data is stored, there is no way to retrieve the original adjustment data. Also, do not perform line convergence adjustment for the green pattern, because this could gradually change the screen size over time as a result of convergence adjustment.

Other Remote Control Adjustments



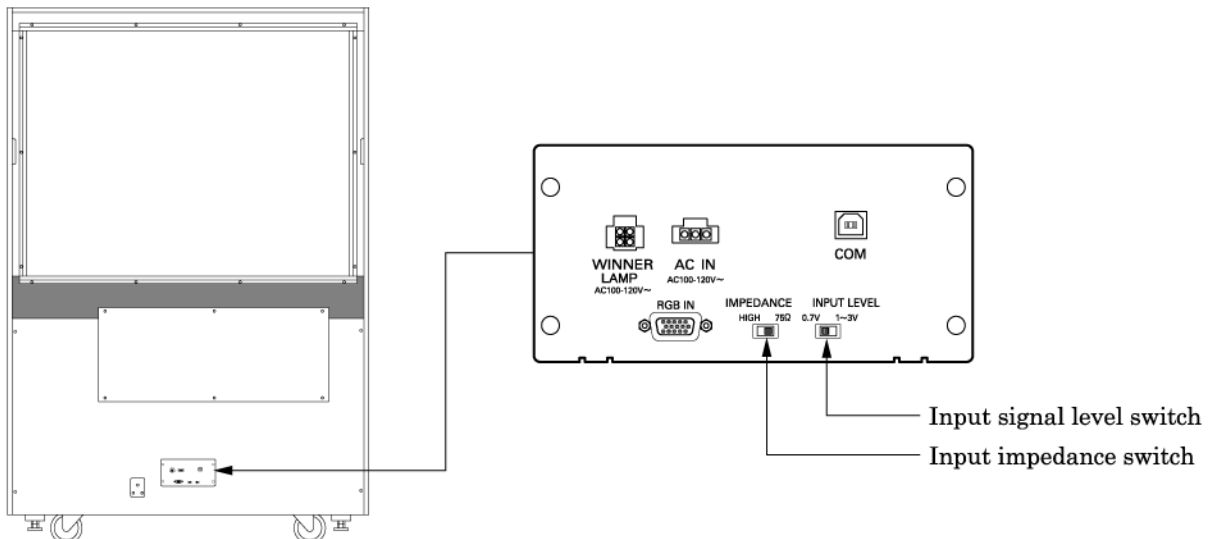
When the projector is in convergence adjust mode, pressing the PIC-ADJ ▲ or ▼ button will display the adjustment menu shown in the figure at left. When the specified game signal is being input, this adjustment menu is used for adjusting to the specified image size and darkness level when the user adjustment menu H.SIZE, V.SIZE, and BRIGHTNESS adjustment data has been set to 128. (The user does not adjust this menu.)

- If this adjustment menu appears unintentionally when operating the remote control, select EXIT with the PIC-ADJ ▲ or ▼ buttons, and then press the SET button to exit the menu.
- When the projector was repaired, the items in these menus need to be checked and adjusted (See page 35 and 37).

Game System Interface Settings

The setting panel for the signal interface connecting the game system and projector is on the front of the projector. The settings for the input level and input impedance in the projector are made according to the output level and output impedance of the image signal from the game system. If the proper settings are not made, the image contrast will not be able to be adjusted properly, and the image quality will be reduced.

* The synchronizing signal is compatible only with the negative polarity TTL level and cannot be changed.



The factory settings are INPUT LEVEL: 0.7V, IMPEDANCE: 75Ω. However, these settings can be changed if necessary such as when replacing the game system or game software.

After changing the settings, input a half-tone signal or other test pattern from the game system in order to re-adjust the contrast to the optimum state.

The figure above shows the projector before it is installed in the game system. If performing work on the projector when it is installed in the game system, remove the front cover according to the servicing documents issued by the game manufacturer.