namco®

TEKKEN 5

Game PCB Kit

Connections
and
Adjustments

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Contents

KIT CONTENTS

Description		Part No	Quantity
Tekken 5 PCB Rack Assy		XTEK5-RACKASSY	1
DVD Rom CD Disc		XTEK5-DVD	1
Jamma (B) PCB		XTEK4-JAMMA	1
Tekken 5 Security Dongle		XTEK5-DONGLE	1
Rack Assy to Jamma (B) PCB connecting cables	Power Supply Loom		1
	RGB Video Loom		1
	RCA (Phono) Audio Loom		1
	Data Loom		1
	Amp El with Flying Leaqs	69200067	1
Extender PCB		470000574	1
Amp El connectors with Flying Leads Loom		69200066	1
Button Decals		40000785	1 set
Instruction Card		40000783	1
Move List Card		40000784	1
Tekken 5 Promotional Poster			1
Top Flash		40000703	1
Universal Cabinet Side Decal - LHS / RHS		40000704	2
Header Decal		40000782	1
Connection and Adjustment Manual		90500153	1

Card Read/Write Parts (Where Applicable)

Description	Part No	Quantity
Read/Write Assembly	XTEK5-CARDRWASSY	2
S-CONV PCB	XTEK5-SCONVPCB	2
EXCARD PCB	XTEK5-EXCARDPCB	1
EXCARD PCB to S-CONV PCB Loom	69200134	1
Read/Write Surround Decal - Player 1	40000817	1
Read/Write Surround Decal - Player 2	40000818	1
Card Decal	40000792	1
Card Read/Write Decal	40000793	1

1.   SPECIFICATIONS

COMPATIBILITY: JAMMA STANDARD (with JAMMA (B) PCB)

                                JAMMA VIDEO STANDARD (JVS)

PCB INPUT POWER: +5v (±5%) @ 7A (Min), +12v (±5%) @ 2A (Min)

OPERATING   Temperature   +5ºC to +45ºC
ENVIRONMENT: Humidity   10% to 85% (no condensation)

MONITOR ORIENTATION   Horizontal Orientation
AND SIGNAL: Horizontal Frequency   15kHz / 31kHz (selectable)

                                RGB output level   0.7V p-p / 3.0V p-p (selectable)
                                                         when set to 15kHz
                                                         0.7V p-p when set to 31kHz

                                Composite Sync / Separate Sync (selectable)

2. CABINET CONNECTIONS (Standard Jamma)

Option Switches

PCB Rack Assy

Video Cable

Power Cable

Ferrite

Data Cable

Audio Cable

SYSTEM246 JAMMA(B) PC

Volume Control
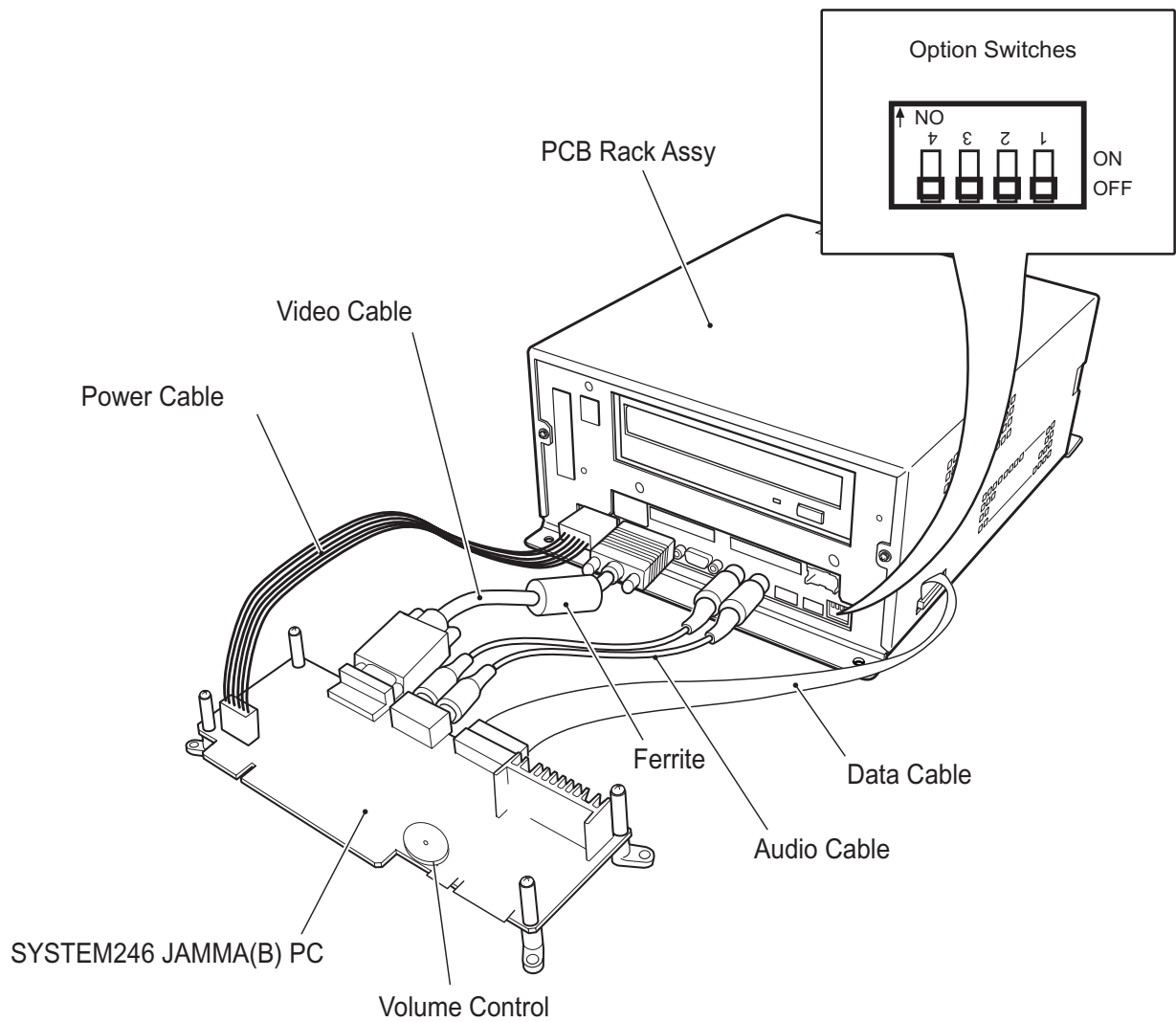
The JAMMA (B) PCB is connected to the game cabinet with a 56way Edge Connector (standard JAMMA) and 4 and 10way AMP EI Connectors.
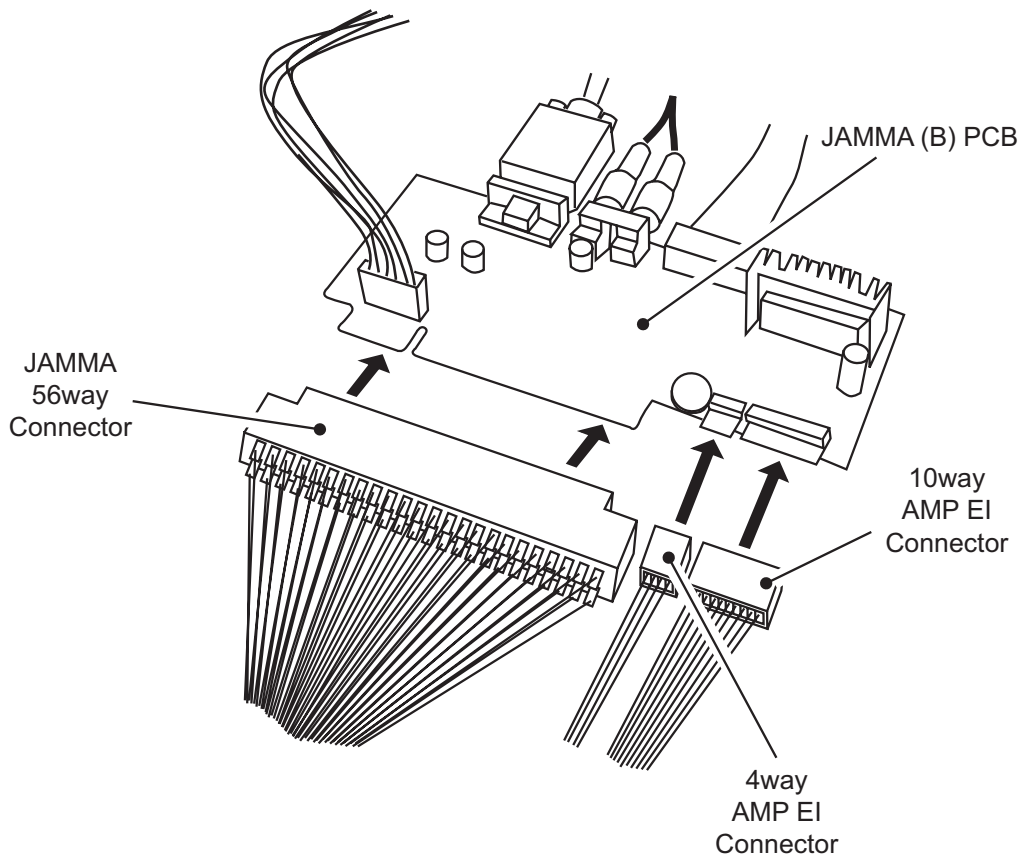
Note: *Supplied in the Kit is an Amp EI connectors to 48way extender card adaptor loom, for cabinets with an existing 48way connector, and an AMP EI connectors with flying leads loom for cabinets without a 48way connection.*

4 and 10way AMP EI Connector with 48way Extender Card
Part No. 69200067

4 and 10way AMP EI Connector with flying leads
Part No.69200066

Connections for Standard JAMMA Cabinet

		TEKKEN 5	
		Jamma 56way Edge Connector	
Solder Side	Terminal No		Component Side
GND	A	1	GND
GND	B	2	GND
+5 volt	C	3	+5 volt
+5 volt	D	4	+5 volt
	E	5	
+12 volt	F	6	+12 volt
Polarizing Key	H	7	Polarizing Key
Coin Counter 2	J	8	Coin Counter 1
	K	9	
L Speaker (-)	L	10	L Speaker (+)
Audio (-) (mono)	M	11	Audio (+) (mono)
Video GREEN	N	12	Video RED
Video SYNC	P	13	Video BLUE
Service Switch	R	14	Video GND
	S	15	Test Switch
Coin Switch 2	T	16	Coin Switch 1
P2 Start Switch	U	17	P1 Start Switch
P2 Lever UP	V	18	P1 Lever UP
P2 Lever DOWN	W	19	P1 Lever DOWN
P2 Lever LEFT	X	20	P1 Lever LEFT
P2 Lever RIGHT	Y	21	P1 Lever RIGHT
P2 Punch (Left) Sw 1	Z	22	P1 Punch (Left) Sw 1
P2 Punch (Right) Sw 2	a	23	P1 Punch (Right) Sw 2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

Connector Loom
(Part No. 69200066)

TEKKEN 5	
10way AMP EI Connector	
Pin No.	Description
1	GND
2	
3	P2 Kick (Right) Sw 5
4	P2 Kick (Left) Sw 4
5	
6	
7	P1 Kick (Right) Sw 5
8	P1 Kick (Left) Sw 4
9	
10	GND

TEKKEN 5	
4way AMP EI Connector	
Pin No.	Description
1	
2	
3	R Speaker (+)
4	R Speaker (-)

	PREVIOUS TEKKEN GAMES				
	48way Extension Connector				
	Solder Side	Terminal No.		Component Side	
4w AMP EI pin 4	R Speaker (-)	A24	B24	R Speaker (+)	4way AMP EI pin 3
		A23	B23		
		A22	B22		
		A21	B21		
	Polarizing Key	A20	B20	Polarizing Key	
		A19	B19		
		A18	B18		
10way AMP EI pin 4	P2 KICK (Left)	A17	B17	P2 KICK (Right)	10way AMP EI pin3
		A16	B16		
		A15	B15	GND	10way AMP EI Pin 10
		A14	B14	GND	10way AMP EI Pin 10
		A13	B13		
		A12	B12		
		A11	B11		
		A10	B10		
		A9	B9		
		A8	B8	GND	10way AMP EI Pin 1
		A7	B7	GND	10way AMP EI Pin 1
		A6	B6	P1 KICK (Right)	10way AMP EI Pin 7
10way AMP EI Pin 8	P1 KICK (Left)	A5	B5		
		A4	B4		
		A3	B3		
		A2	B2		
		A1	B1		

3. CABINET CONNECTIONS (JVS Standard)

Game PC board

Standard I/O cable

Audio cable
• Connect the red cable or the cable
  indicated with "R" to the red terminal.
• Connect the white cable or the cable
  indicated with "L" to the white terminal.

Video cable
• The video cable can be connected to
  either connector.
  If there are two video cables, connect
  both cables.

C-CONV P1 harness

DC power cable

JV power supply harness
(provided with SYSTEM 256 PC Board Kit)

4.   FITTING THE DONGLE

The dongle included in this kit is limited to this game only. DO NOT insert this Dongle in other games. Inserting the Dongle in other games may cause damage.

Ensure that the power is switched OFF before inserting the Dongle.

Insert the dongle (with a bar code label) into the dongle insertion slot (on the left side), making sure that the bar code label side is facing up. Insert it firmly until the dongle is held firmly by the connector inside the slot.

Game PC board

Dongle
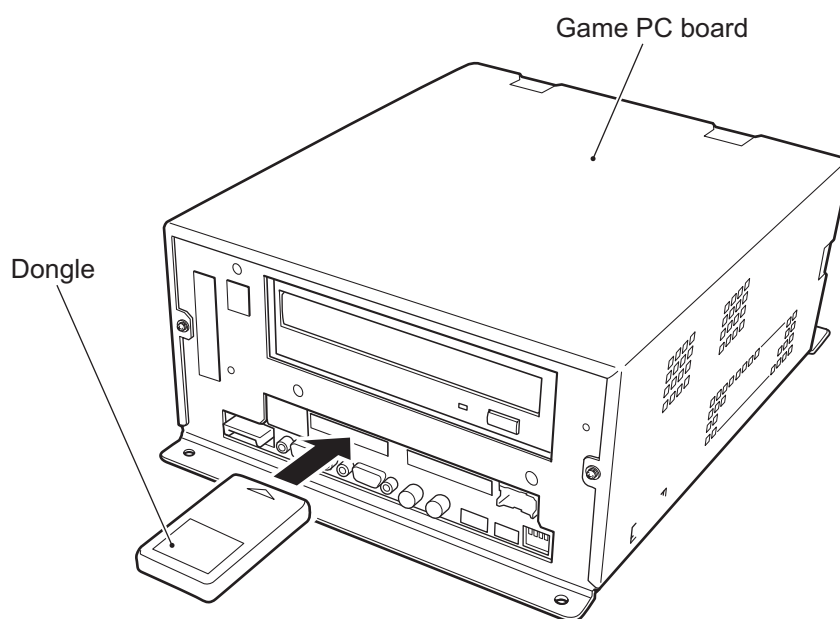
5. FITTING THE CD-ROM

- **The DVD-ROM Disc must be inserted with the power switched on. To prevent an electric shock, accident or injury, do not touch any parts other than those specified below.**

- **The supplied DVD-ROM Disc is designed exclusively for this product. Never use the DVD-ROM Disc in any other product. Do not insert other DVD-ROM Discs in the DVD-ROM drive of this game.**

- **The DVD-ROM tray retracts automatically after 10 seconds.**

1. Press the eject button of the CD-ROM drive to open the tray.

DVD-ROM Drive

Indicator Lamp   Eject Button
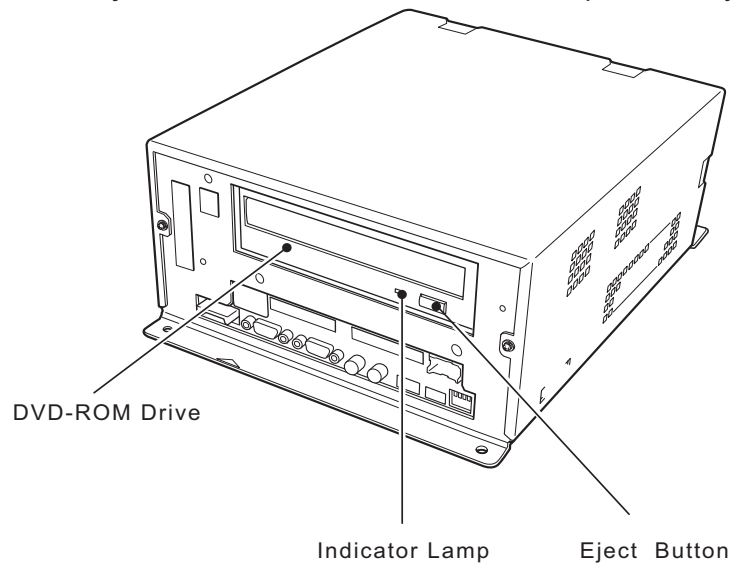
2. Place the DVD-ROM Disc on to the tray, ensuring that the label side (printed surface) is facing away from the Tray.

DVD-ROM

Ensure that the DVD-ROM Disc is securely placed on the tray, with the label side facing upwards.
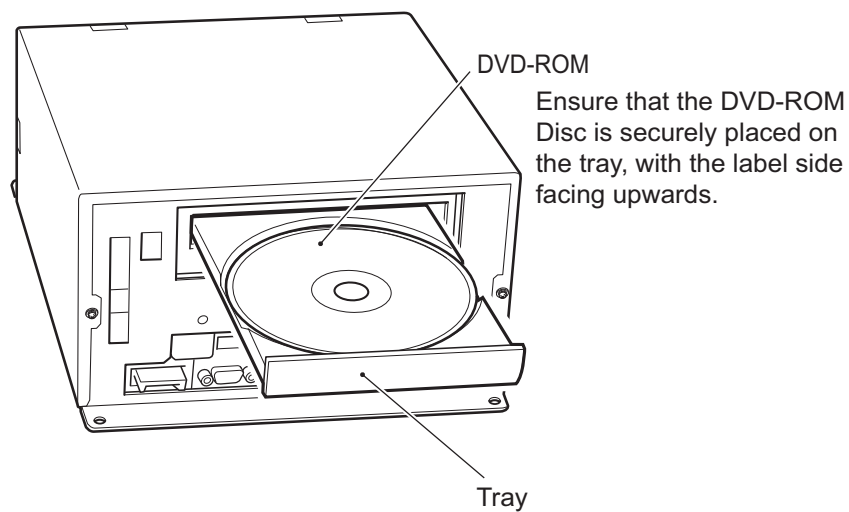
Tray

3. Press the Eject button to retract the Tray in to the unit.

4. Switch the power OFF, wait approx 10 seconds then switch the game back ON.

6. ADJUSTMENTS AND SETTINGS

The Game PC Board Assy is fitted with 4 Option Switches.
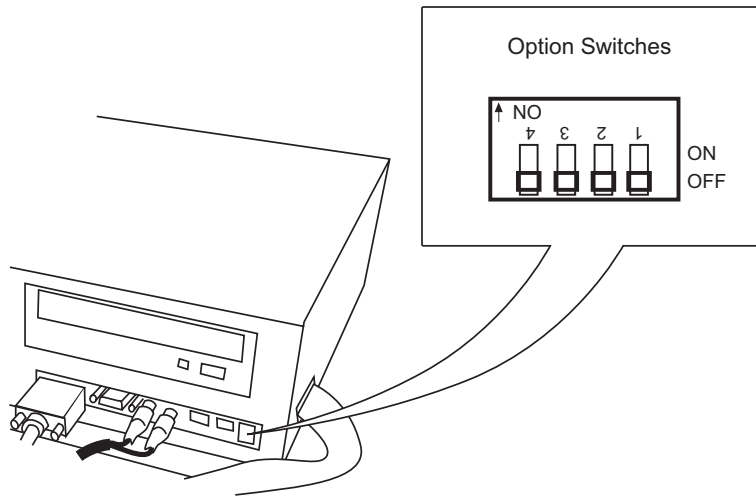
The JAMMA (B) PCB has the Volume Control fitted.
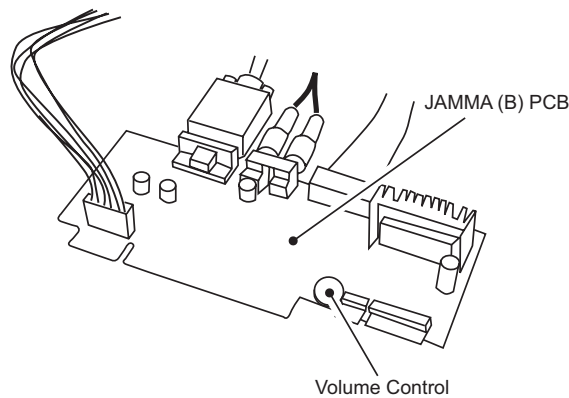
6-1   Option Switches

Switch 1 is used to change between Test Mode and Game Mode.
ON: Test Mode   OFF: Game Mode

Switch 2 is used to set the output level of the video signal.
31kHz   ON: 0.7V p-p   OFF: 0.7V p-p
15kHz   ON: 3.0V p-p   OFF: 0.7v P-P

Switch 3 is used to change the monitor Sync Frequency
ON: 31kHz   OFF: 15kHz

Note: When using a 31kHz monitor, set the RGB input of the monitor to 0.7v. If the monitor does not have a setting adjustment, refer to page 17 section 6-2-1 "Display Test", and change the Contrast and RGB Brightness levels to adjust the brightness.

Switch 4 is used to set the Video Sync Signal
ON: Composite Sync   OFF: Seperate Sync

6-2   Test Mode

To enter Test Mode set the Test switch in the cabinet (if fitted) to ON, or if no Test switch is fitted to the cabinet, set Option switch 1 ON
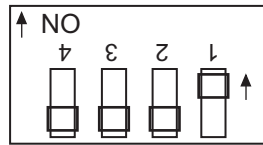
Note: *The test mode is activated only when the cabinet Test switch or Option switch 1 is moved from OFF to ON. If the game is switched on with either switch in the ON position the Test Mode will not be activated. The switch must be switched OFF and then ON to enter the test mode.*

When the Test Mode is entered, the following screen is displayed.

SYSTEM 256 TESTMODE S/N:000000-000000	Software serial No.
Loaded software:*****	
DISPLAY TEST	Monitor Adjustments
INPUT TEST	Tests all switches
GAME OPTIONS	Set Game options
COIN OPTIONS	Set Price of Play
SOUND TEST	Sound test
JVS STATUS	Not used
BOOKKEEPING	Bookkeeping
DATA CLEAR	Data clear
CARD OPTIONS	Test and set card options
CLOSE SETTING CARD	Sets site closing time
EXIT & SAVE	Exit from test mode
Enter: P1 -BUTTON 1	

Use the Joystick Up or Down to step through the tests. (The selected test will be displayed in red)

Press the 1 Player Button 1 to enter the selected test.

After making adjustments select EXIT and press the 1 Player Button 1 to return to the above screen. Select another test or select 'EXIT & SAVE' and press the 1 Player Button 1 to save the changes and return to the Game Mode.

Note: *If 'EXIT &SAVE' is not selected and activated, any changes made may not be stored properly. Switching the cabinet Test switch or Option 1 switch OFF does not exit the Test Mode.*

Switch the cabinet Test switch or Option 1 switch OFF.

6-2-1　Display Test

This test allows the following checks and adjustments to be made.

■ Colour Edit
Adjust contrast and brightness of each colour to match video output from the PCB to the Monitor.
Note: This adjustment should only be made if the correct picture quality cannot be achieved by using the normal monitor adjustments.

■ Convergence
Check and adjust the size, position and distortion of the screen image.

1. Select display Test from the Test Menu Screen, the following screen is displayed.


```
            DISPLAY TEST
            Color bar              >Interlace
                                    Contrast  :  **        Overall contrast
                                    Bright R  :  **        Brightness (red)
                                    Bright G  :  **        Brightness (green)
                                    Bright B  :  **        Brightness (blue)

                                                           Color bar (white)

                                                           Color bar (red)

                                                           Color bar (green)

                                                           Color bar (blue)

    Previous Color         :  P1-Button4                  Reset Colour Edit values to factory defaults
    EXIT color edit        :  P1-Button3                  Colour Edit ON /OFF
    NEXT                   :  P1-Button1                  Select next test pattern
    EXIT                   :  P1-Start                    Return to test menu screen
```

2. Each time the 1P Button 3 is pressed the Colour Edit adjustment box is turned ON or OFF.


```
            DISPLAY TEST
            Color bar                                     Overall contrast
                                                          Brightness (red)
                                                          Brightness (green)
                                                          Brightness (blue)

                                                          Color bar (white)

                                                          Color bar (red)

                                                          Color bar (green)

                                                          Color bar (blue)

    Previous Color         :  P1-Button4                 Reset Colour Edit values to factory defaults
    EXIT color edit        :  P1-Button3                 Colour Edit ON /OFF
    NEXT                   :  P1-Button1                 Select next test pattern
    EXIT                   :  P1-Start                   Return to test menu screen
```
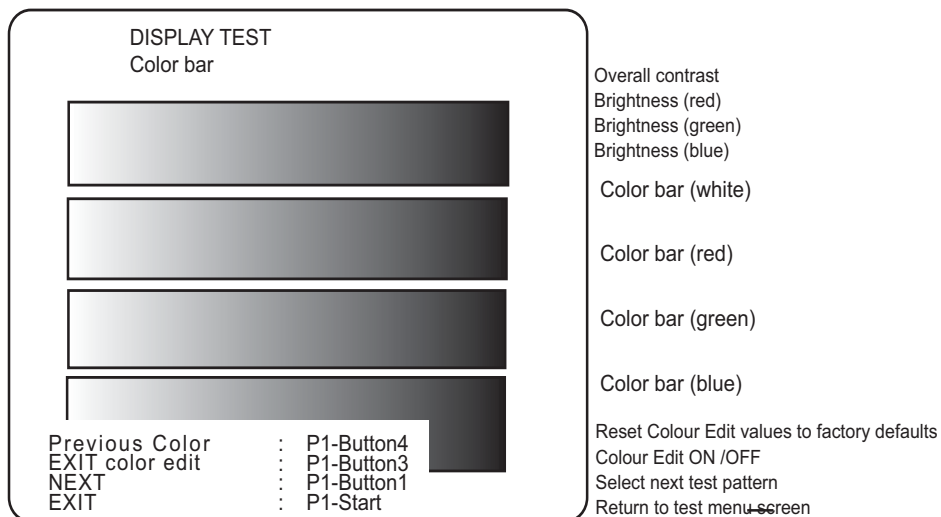
3. Press the 1P Button 1 to step to the next test function
COLOUR BAR → CONVERGENCE ↵

6-2-2 Colour Edit

1.   Ensure that the Colour Edit Adjustment Box is showing. (Press P1 Button 3 if the Adjustment box is not displayed.

2.   Use the Joystick UP/DOWN to step to the required adjustment. (Contrast, Brightness (red), Brightness (green), Brightness (blue)).

3.   Use the Joystick LEFT/RIGHT to adjust the value.

3.   When all adjustments have been made, press P1 Button 1 to step to the Convergence Test or P1 Start Button to return to the Main Test Menu screen

6-2-3 Convergence

Use this screen to adjust the geometry (height, width , etc.) of the Monitor.

```
DISPLAY TEST
Convergence
                              Interlace
                              Contrast  :  150
                              Bright R  :  100
                              Bright G  :  100
                              Bright B  :  100




    Previous Color          :  P1-Button4
    EXIT color edit         :  P1-Button3
    NEXT                    :  P1-Button1
    EXIT                    :  P1-Start
```
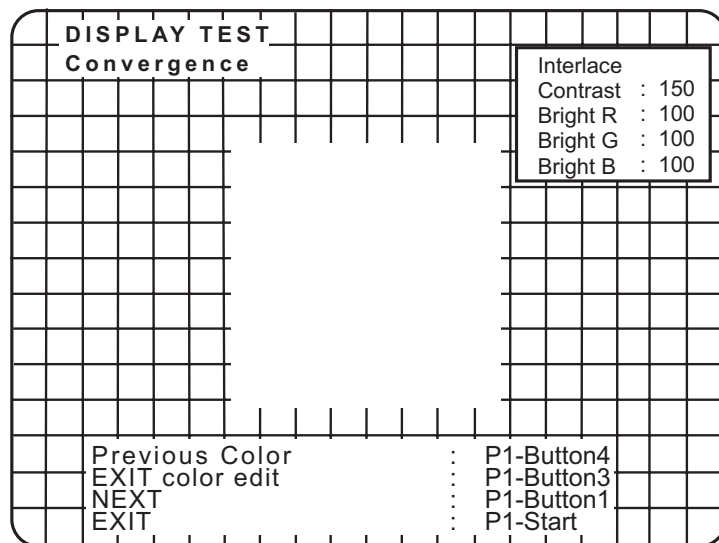
The screen colour will change each time P1 Button 4 is pressed.
When all adjustments have been made, press P1 Button 1 to return to the Colour Bar Screen or P1 Start Button to return to the Main Test Menu screen.

6-2-4   Input Test

Select Input Test from the Main Test Menu. The following screen is displayed.

```
                         INPUT TEST

P1 Start switch ──────────→  1P              2P   ←────── P2 Start switch
                          Start           Start
                          Service         Service
                        ┌ Up              Up ┐
P1 8-direction lever ─→ │ Down            Down │ ←─── P2 8-direction lever
                        │ Left            Left │
                        └ Right           Right ┘
                          TEST            TEST
                        ┌ Button 1 Button 2   Button 1 Button 2 ┐
P1 Button switch ─────→ │ Button 3 Button 4   Button 3 Button 4 │ ←─ P2 Button switch
                        └   : :     : :         : :     : :     ┘

DIP switches ──────→ DIPsw   1 : OFF    2 : OFF    3 : OFF    4 : OFF
                     COIN 1 : 0 0 0    COIN 2 : 0 0 0 ←──── Number of coin counter operations
                                                           (default: 0)
                     EXIT :                  P1-Button1&2 ←── Shows how to return to test mode
                                                              menu screen
```
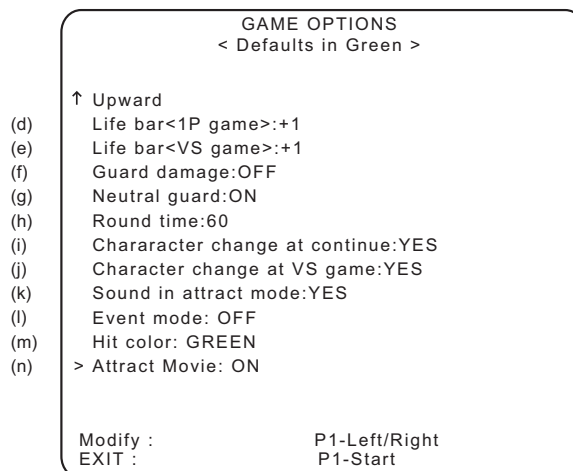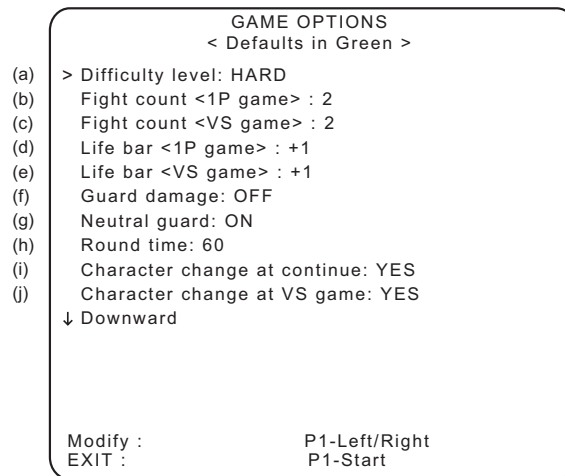
Each time a switch is operated, the corresponding item on the display will change colour to red, except the DIP switches which show whether the switch is ON or OFF.

When testing is completed, press P1 Buttons 1 and 2 together to return to the Main Test Menu screen.

6-2-5   Game Options

1.   Select Game Options from the Main Test Menu. The following screen is displayed.

```
                    GAME OPTIONS
                 < Defaults in Green >
(a)    > Difficulty level: HARD
(b)      Fight count <1P game> : 2
(c)      Fight count <VS game> : 2
(d)      Life bar <1P game> : +1
(e)      Life bar <VS game> : +1
(f)      Guard damage: OFF
(g)      Neutral guard: ON
(h)      Round time: 60
(i)      Character change at continue: YES
(j)      Character change at VS game: YES
       ↓ Downward



       Modify :            P1-Left/Right
       EXIT :              P1-Start
```

```
                    GAME OPTIONS
                 < Defaults in Green >

       ↑ Upward
(d)      Life bar<1P game>:+1
(e)      Life bar<VS game>:+1
(f)      Guard damage:OFF
(g)      Neutral guard:ON
(h)      Round time:60
(i)      Chararacter change at continue:YES
(j)      Character change at VS game:YES
(k)      Sound in attract mode:YES
(l)      Event mode: OFF
(m)      Hit color: GREEN
(n)    > Attract Movie: ON


       Modify :            P1-Left/Right
       EXIT :              P1-Start
```

2.   Use the Joystick UP/DOWN to step to the required adjustment.

3.   Use the Joystick LEFT/RIGHT to adjust the value.

4.   When all adjustments have been made, press P1 Start Button to return to the Main Test Menu screen

(a) Difficulty level (degree of game difficulty)

EASY	MEDIUM	HARD	VERY HARD	ULTRA HARD

(b) Fight Count <1P game > (number of rounds required to win the game in 1 player mode)

1	2	3	4	5

(c)) Fight Count <VS game > (number of rounds required to win the game in 2 player mode)

1	2	3	4	5

(d) Life bar <1P game > (energy guage in 1 player mode)

-2	-1	NORMAL	+1	+2

(e) Life bar < VZ game > (energy guage in 2 player mode)

-2	-1	NORMAL	+1	+2

(f) Guard damage (damage received on guard)

ON (	OFF

(g) Neutral guard (guard activated with lever in neutral)

ON	OFF

(h) Round time (time [seconds] per round)

30	40	60	80	99

(i) Character change at continue (change of character for continued game)

YES (possible)	NO (not possible)

(j) Character change at VS game (change of character when another player joins in) see note

YES (possible)	NO (not possible)

(k) Sound in attract mode

YES (with sound)	NO (without sound)

(l) Event mode (action after 2 player game has finished)

ON	OFF

(m) Hit colour (colour of graphic effects when attacks are successful

RED	YELLOW

(n) Attract Movie (movie shown in attract mode)

OFF	ON

Note: When card is used, the game character cannot be changed even if the setting (j) has been set to YES.

6-2-6   Coin Options

1.   Select Coin Options from the Main Test Menu. The following screen is displayed.

```
                    COIN OPTIONS
                  Defaults in Green
(a)   >   Start cost: 1Credit to START
(b)       Continue cost: 1Credit to CONTINUE
(c)       Coin chute 1 mechanical value:
                      1Coin count as 1coin
(d)       Coin chute 2 mechanical value:
                      1Coin count as 1coin
(e)       Credit mode: COMMON
(f)       Coin counter: 1counter
(g)       Free play: NO




          Modify :              P1-Left/Right
          EXIT :                P1-Start
```

2.   Use the Joystick UP/DOWN to step to the required adjustment.

3.   Use the Joystick LEFT/RIGHT to adjust the value.

4.   When all adjustments have been made, press P1 Start Button to return to the Main Test Menu screen

Note: When using a CashFlow acceptor ensure that Cost and Coin Chute values are set to 1

(a) Start cost (number of credits to start a game)

1	2	3	4	5	6	7	8	9

(b) Continue cost (number of credits to continue a game - must be equal to or smaller than start cost)

1	2	3	4	5	6	7	8	9

(c) Coin chute 1 mechanical value (number of credits for each coin)

1	2	3	4	5	6	7	8	9

(d) Coin chute 2 mechanical value (number of credits for each coin)

1	2	3	4	5	6	7	8	9

(e) Credit Mode (credit storage and use)

COMMON	EACH ONE
Credits are stored as a single account regardles of which coin switch or start switch is operated.	Different credit accounts are established. Credits from coin 1 are used by player 1 and credits from coin 2 are used by player 2

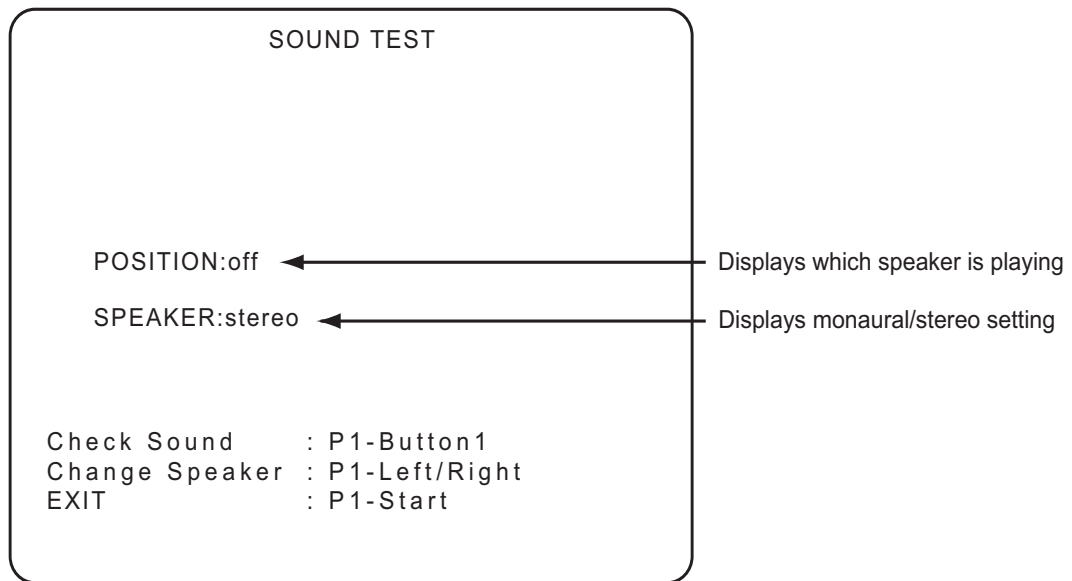(f) Coin counter (assignment of coin meters)

1 COUNTER	2 COUNTERS
Both coin switches share one coin counter	Each coin switch has its own coin counter

(g) Free play

YES (no coins required)	NO (coins required)

6-2-7   Sound Test

1.   Select Sound Test from the Main Test Menu. The following screen is displayed.

```
┌─────────────────────────────────────────┐
│                                         │
│                 SOUND TEST              │
│                                         │
│                                         │
│                                         │
│                                         │
│                                         │
│      POSITION:off    ◄──────────────────── Displays which speaker is playing
│                                         │
│      SPEAKER:stereo  ◄──────────────────── Displays monaural/stereo setting
│                                         │
│                                         │
│                                         │
│   Check Sound    : P1-Button1           │
│   Change Speaker : P1-Left/Right        │
│   EXIT           : P1-Start             │
│                                         │
│                                         │
└─────────────────────────────────────────┘
```

2.   Press 1P Button 1 to conduct a stereo check. Sound will be produced from the left speaker only, then the right speaker only, then both speakers together. The display will show which speaker is active.

3.   Use the Joystick LEFT/RIGHT to change between STEREO/MONO sound.

4.   When testing has been completed, press P1 Start Button to return to the Main Test Menu screen

6-2-8   JVS Status

This test is inactive and not used on JAMMA system cabinets, it is only operational on JVS system cabinets.

6-2-9   Bookkeeping

1.   Select Bookkeeping from the Main Test Menu. The following screen is displayed.

```
┌─────────────────────────────────────────────┐
│      Bookkeeping      ON TIME    0:00:00      │
│                                               │
│  Coin 1 Total    0        Play Ratio    0%    │
│  Coin 2 Total    0     1P Play Ratio    0%    │
│  Service Total   0     VS Play Ratio    0%    │
│  Freeplay Total  1                            │
│                                               │
│                                               │
│              Total Time    Count     Average  │
│  1P Play     0:00:00       000      0:00:00   │
│  1P Cont.    0:00:00       000      0:00:00   │
│  VS Play     0:00:00       000      0:00:00   │
│  All Play    0:00:00       000      0:00:00   │
│                                               │
│                                               │
│  Next:                        P1-Button1      │
│  Exit :                       P1-Start        │
└─────────────────────────────────────────────┘
```
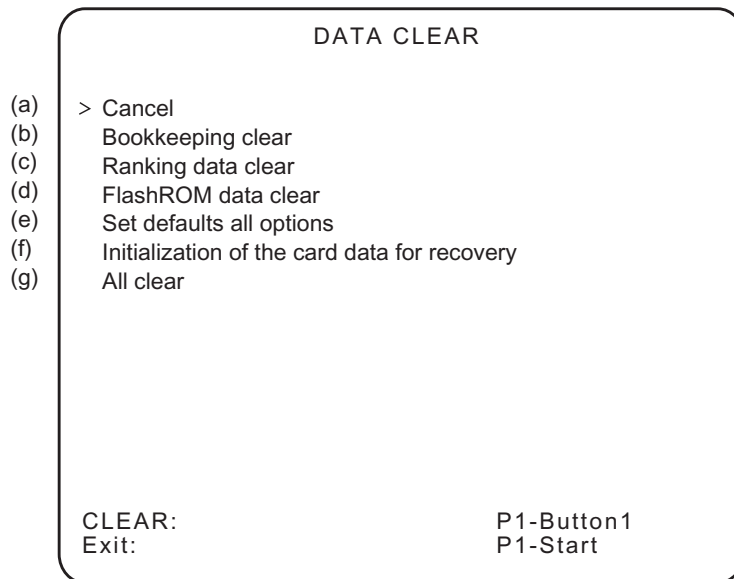
```
┌─────────────────────────────────────────────┐
│  Bookkeeping      ON TIME      0:00:00        │
│            CHARACTER DATA                     │
│              Rate    Total     1P      VS     │
│  Raven       0%/      0 /      0 /      0     │
│  FENG        0%/      0 /      0 /      0     │
│  ASUKA       0%/      0 /      0 /      0     │
│  PAUL        0%/      0 /      0 /      0     │
│  JIN         0%/      0 /      0 /      0     │
│  LAM         0%/      0 /      0 /      0     │
│  KING        0%/      0 /      0 /      0     │
│  YOSHIMITSU  0%/      0 /      0 /      0     │
│  NINA        0%/      0 /      0 /      0     │
│  HWOARANG    0%/      0 /      0 /      0     │
│  ↓ Downward                                   │
│                                               │
│  Next:                        P1-Button1      │
│  Exit :                       P1-Start        │
└─────────────────────────────────────────────┘
```

```
┌─────────────────────────────────────────────┐
│  Bookkeeping      ON TIME      0:00:00        │
│       VS GAME WINNING AVERAGE DATA            │
│              WinAve  Total     Win    LoseVS  │
│  Raven       0%/      0 /      0 /      0     │
│  FENG        0%/      0 /      0 /      0     │
│  ASUKA       0%/      0 /      0 /      0     │
│  PAUL        0%/      0 /      0 /      0     │
│  JIN         0%/      0 /      0 /      0     │
│  LAM         0%/      0 /      0 /      0     │
│  KING        0%/      0 /      0 /      0     │
│  YOSHIMITSU  0%/      0 /      0 /      0     │
│  NINA        0%/      0 /      0 /      0     │
│  HWOARANG    0%/      0 /      0 /      0     │
│  ↓ Downward                                   │
│                                               │
│  Next:                        P1-Button1      │
│  Exit :                       P1-Start        │
└─────────────────────────────────────────────┘
```

Item	Description
COIN1 TOTAL	Total number of coins inserted
COIN2 TOTAL	Total number of coins inserted
SERVICE TOTAL	Number of times the Service switch was pressed
FREEPLAY TOTAL	Number of free play games
PLAY RATIO	Percentage of play hours in total power ON hours (Rounded to one decimal place)
1P PLAY RATIO	Percentage of single player play hours in total
VS PLAY RATIO	Percentage of tournament mode play hours in total
TOTAL TIME	Total play hours
COUNT	Number of game plays
AVERAGE	Average play time
CHARACTER DATA	Number of times each game character was selected by players, and percentage in total
VS GAME WINNING AVERAGE DATA	Number of times each game character was selected by players for tournament game, and percentage of wins

6-2-10 Data Clear

1. Select Data Clear from the Main Test Menu. The following screen is displayed.

```
                        DATA CLEAR

(a)      > Cancel
(b)        Bookkeeping clear
(c)        Ranking data clear
(d)        FlashROM data clear
(e)        Set defaults all options
(f)        Initialization of the card data for recovery
(g)        All clear




           CLEAR:                      P1-Button1
           Exit:                       P1-Start
```
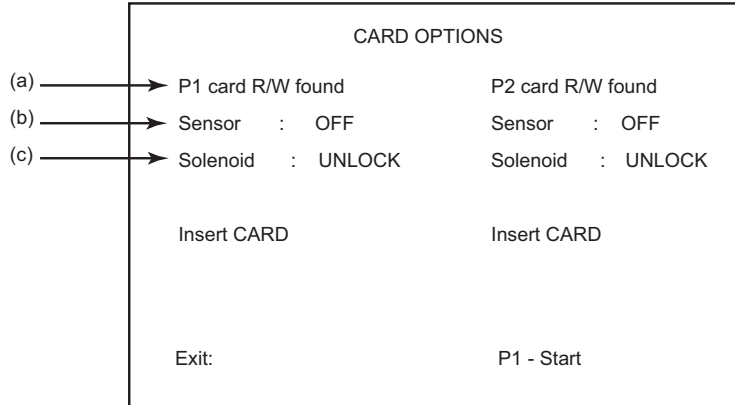
2. Use the Joystick UP/DOWN to step to the required adjustment.

3. When all adjustments have been made, press P1 Start Button to return to the Main Test Menu screen

(a) Returns to the Main Test Menu.

(b) Resets all Book Keeping data to zero

(c) Resets all ranking data such as record of consecutive wins to factory default

(d) Initializes the data stored in the flash memory, such as ghost data and replay data.

(e) Resets all Game and Coin Options to factory default.

(f) Deletes the information for the card data restoration.

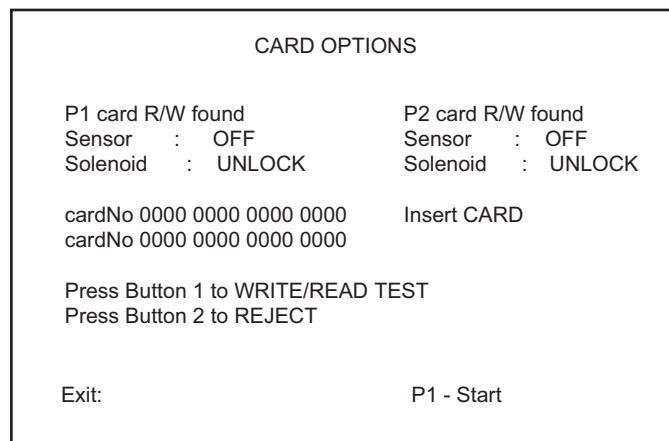(g) Returns ALL data and settings to defaults.

6-2-11   Card Options (Where Fitted)

This test is used to set the Read/Write unit and TEKKEN-NET IDcard.

1.   Select Card Options from the Main Test Menu. The following screen is displayed.

```
                         CARD OPTIONS

(a) ──────►  P1 card R/W found        P2 card R/W found
(b) ──────►  Sensor    :  OFF         Sensor    :  OFF
(c) ──────►  Solenoid  :  UNLOCK      Solenoid  :  UNLOCK


             Insert CARD              Insert CARD



             Exit:                    P1 - Start
```

Item	Options	Description
(a) P1 card R/W found (P2 card R/W found)	[found] or [not found]	Displays [found] if the card R/W unit is connected to the Game PC board, and displays [not found] if it is not connected.
(b) Sensor	[ON] or [OFF]	Displays [ON] when a card is inserted in the card R/W unit, and displays [OFF] when there is no card in the card R/W unit
(c) [UNLOCK] or [LOCK]	[UNLOCK] or [LOCK]	As soon as the card is inserted into the card R/W unit, the card is locked into position and the screen displays "LOCK". If the card is not locked in position, the screen displays "UNLOCK"

2.   To conduct a test or data restoration, insert a card into the Read/Write unit

```
                      CARD OPTIONS

      P1 card R/W found          P2 card R/W found
      Sensor    :   OFF          Sensor    :   OFF
      Solenoid  :   UNLOCK       Solenoid  :   UNLOCK

      cardNo 0000 0000 0000 0000    Insert CARD
      cardNo 0000 0000 0000 0000

      Press Button 1 to WRITE/READ TEST
      Press Button 2 to REJECT


      Exit:                      P1 - Start
```

 * Note: The above is an example of the screen display when two cards
   are inserted into the P10-side card R/W unit

Display after card insertion

Item	Description
CardNo 0000 0000 0000 0000 CardNo 0000 0000 0000 0000	When a card is inserted in the card R/W unit, the 16-digit number (access code) printed on the reverse of the inserted card is displayed on the screen. When two cards are inserted, the access codes for both cards are displayed in two rows

If a card is inserted in the P1-side card R/W unit, press the P1 Button switch 1 to conduct the card read/write test. If a card is inserted in the P2-Side card R/W unit, press the P2 Button switch1 to conduct the card read/write test. To eject the card from the card R/W unit, press the Button switch 2 on the side in which the card is inserted.

```
                        CARD OPTIONS


        P1 card R/W found          P2 card R/W found
        Sensor    :   OFF          Sensor    :   OFF
        Solenoid  :   UNLOCK       Solenoid  :   UNLOCK

        READ DATA ERROR            Insert CARD
        cardNo 0000 0000 0000 0000

        Press Button 1 to WRITE/READ test
        Press Button 2 to REJECT
        Press Button 3 to Restore Data   *Note 1

        Exit:                      P1 - Start
```

Note 1: This item is only shown when an error card is inserted

Item	Description
CARD READ ERROR	This indicates that a card other than a TEKKEN-NET ID card was inserted and data could not be read.
CARD WRITE ERROR	This indicates that the Write test has failed.
READ DATA ERROR	This indicates that comparison of the data after the write test resulted in a mismatch.
WRITE READ OK	This indicates that both read and write operations were successful.

Note 1: Conducting the card read/write test will not damage the game play data on the card.

Note 2: When two cards are inserted, the card read/write test cannot be performed.

If a card on which a write error was generated is inserted or if a card on which data was destroyed due to power-off during data writing is inserted, pressing the Button switch 3 of the applicable player side initiates an attempt to restore the data on the card.

Card data may or may not be restored depending on the condition of the card, as described below.

- Data may only restored with the card that was used to play the game with the Game PC board that you are working on and has been set to the test mode. It should be noted that there is a limit to the amount of data saved (10 cases max.).
- If a write error was indicated during a game play, it may be possible to restore the data successfully.
- If power interruption ocured when data was being written to the card, it may be possible to restore the data successfully.
- If the card was pulled out during a game play, the data cannot be restored.
- Data restoration can be tried only once for one error.
- Data restoration cannot be conducted with a card whose access code is different from the data stored in the cabinet.
- Data cannot be restored with a card which disallows data reading or writing due to damage.

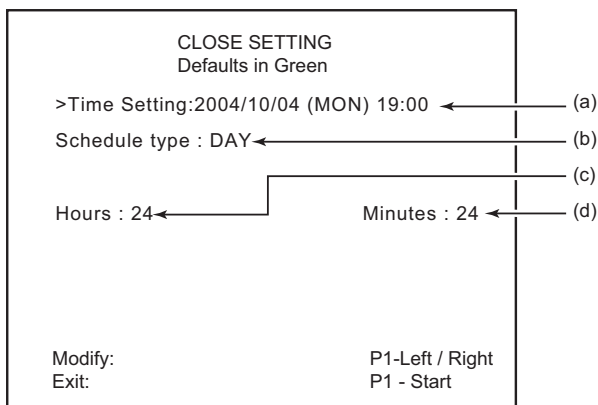To return to the test menu screen, press P1 Start switch.

6-2-12 Close Setting (When Card Reader Fitted)

This mode is used to set the site closing time, and prevents the card from being used from 15 minutes before the set time. This ensures that data is not lost if the game is powered-down during game play.
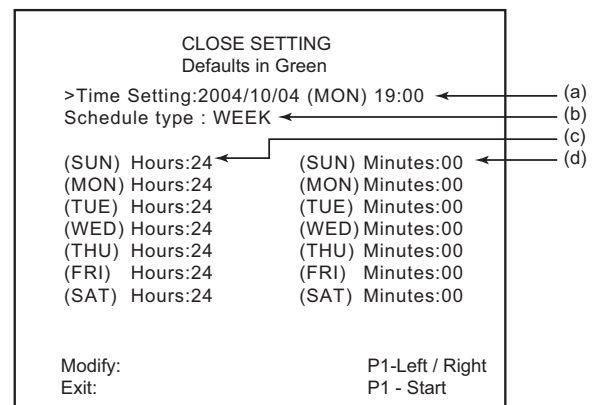
The time can be set between 19:00 and 31:00 (7:00 am on the following day), or 24 hour operation.

The same closing time can be set for every day, or the the closing time can be set differently for each day of the week.

1. Select Close Setting from the Main Test Menu. The following screen is displayed.

```
        CLOSE SETTING
       Defaults in Green
>Time Setting:2004/10/04 (MON) 19:00  ←──── (a)

Schedule type : DAY ←──────────────────── (b)
                                     ───── (c)

Hours : 24 ←─────           Minutes : 24 ←── (d)




Modify:                 P1-Left / Right
Exit:                   P1 - Start
```

Close Setting screen (Day)

```
        CLOSE SETTING
       Defaults in Green
>Time Setting:2004/10/04 (MON) 19:00 ←──── (a)
Schedule type : WEEK ←──────────────────── (b)
                                     ───── (c)
(SUN) Hours:24        (SUN) Minutes:00 ←──── (d)
(MON) Hours:24        (MON) Minutes:00
(TUE) Hours:24        (TUE) Minutes:00
(WED) Hours:24        (WED) Minutes:00
(THU) Hours:24        (THU) Minutes:00
(FRI)  Hours:24        (FRI)  Minutes:00
(SAT) Hours:24        (SAT) Minutes:00

Modify:                 P1-Left / Right
Exit:                   P1 - Start
```

Close Setting screen (Week)

2. Use the joystick Up/Down to scroll through the options and the joystick Left/ Right to change the settings.

Item	Setting Options	Default	Description
(a) TIME SETTING			Set the current time
(b) SCHEDULE TYPE	[DAY]<=>[WEEK]	[DAY]	Select daily setting [DAY] or weekly setting [WEEK]. *note1
(c) HOURS	[24]=>[25]=>[26]=>[27]=>[28]=>29]=>[30]-=>[31] [ALLDAY]=>[19]=>[20]=>[21]=>[22]=>[23-]=>[24]	[ALLDAY]	Set the [HOURS] for closing time setting. Select [ALLDAY] if the machine is made available 24 hours of the day.
(d) MINUTES	[00]=>[15]=>[30]=>[45]=>[008]=>....	[24HOURS]	Select [MINUTES] for closing time *note 2

*Note 1: When [DAY] is selected, the same closing time applies to every day of the week, and the machine disallows the use of card 15 minutes before the set closing time.
The machine begins accepting cards from 7:00am, except when [ALL DAY] is set.

*Note 2: When [HOURS] is set to [30], the [MINUTES] indication becomes fixed at [00]. When [ALL DAY] is set, "(24 HOURS)" is indicated.
Example: When [HOURS] and [MINUTES] are set to [25] and [30], respectively, the daily closing time will be 1:30am, and the machine will stop accepting cards at 1:15am.

Select "Time Setting" and press the P1 Button switch to display the time setting screen shown below.

```
┌─────────────────────────────────────────┐
│          CLOSE SETTING(CARD)             │
│            Defaults in Green             │
│   Now    2004 /10 / 04 (MON)    19:00:00 │
│                                          │
│          >Year      : 2004  ◄─────────(a)│
│           Month     : 10    ◄─────────(b)│
│           Day       : 04    ◄─────────(c)│
│           Hour      : 19    ◄─────────(d)│
│           Minute    : 00    ◄─────────(e)│
│                                          │
│                                          │
│                                          │
│   Modify:                P1-Left / Right │
│   Exit:                  P1 - Start      │
└─────────────────────────────────────────┘
```

Close Setting screen (Time Setting)

	Item	Setting Options
(a)	YEAR	Set the current Year.
(b)	MONTH	Set the current Month.
(c)	DAY	Set the current Day. (Sunday is Day 01)
(d)	HOURS	Set the Hours of the current time.
(e)	MINUTES	Set the Minutes of the crrent time.

*   Note:The day of the week is automatically displayed when the [DAY] setting is entered.

To return to the test menu screen, press the P1 Start switch.

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For all Parts or Technical Support contact:

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The Vale,
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