

1ST PRINTING-AUG

# SEGA



## OWNER'S MANUAL



SEGA ENTERPRISES, USA

MANUAL NO. 4201-6325-02



## **Warranty**

Your new SEGA product is covered for a period of 90 Days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your SEGA distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.

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## SPECIFICATIONS

<b>Installation space:</b>	104 in.(L) x 50 in.(W)
<b>Height:</b>	85 in.
<b>Weight:</b>	Approx. 975 lbs.
<b>Power maximum current:</b>	5 Amp AC 120V 60 Hz AREA
<b>MONITOR:</b>	50 INCH PROJECTION DISPLAY

## INTRODUCTION OF THE OWNERS MANUAL

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SEGA ENTERPRISES, LTD., has for more than 30 years been supplying various innovative and popular amusement products to the world market. This Owners Manual is intended to provide detailed descriptions together with all the necessary installation, game settings and parts ordering information related to the LOST WORLD DLX, a new SEGA product.

This manual is intended for those who have knowledge of electricity and technical expertise, especially in ICs, CRTs, microprocessors, and circuit boards. Read this manual carefully to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should the need arise, contact our main office, or the closest branch office listed below.

### **SEGA ENTERPRISES, INC. (USA)**

#### **Customer Service**

45133 Industrial Drive

Fremont, CA 94538

Phone 415-802-1750

Fax 415-802-1754

7:30 am - 4:00 pm, Pacific Standard Time

Monday thru Friday

## General Precautions

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**Follow Instructions:** All operating and use instructions should be followed.

**Attachments:** Do not use attachments not recommended by the product manufacturer as they may cause hazards.

**Accessories:** Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use only mounting accessories recommended by the manufacturer.

**Moving the Product:** This product should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the product to overturn.

**Ventilation:** Slots and openings in the cabinet are provided for ventilation, to ensure reliable operation of the product and to protect it from overheating; these openings must not be blocked or covered. The openings should never be blocked by placing the product in a built-in installation such as a bookcase or rack unless proper ventilation is provided or the manufacturer's instructions have been adhered to.

**Power Sources:** This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your location, consult your local power company. For products intended to operate from battery power or other sources, refer to the operating instructions.

**Grounding or Polarization:** This product is equipped with a three-wire grounding-type plug, a plug having a third (grounding) pin. This plug will only fit into a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the grounding-type plug.

**Power Cord Protection:** Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.

**Overloading:** Do not overload wall outlets, extension cords, or integral convenience receptacles as this can result in a risk of fire or electric shock.

**Object and Liquid Entry:** Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

**Servicing:** Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

**Damage Requiring Service:** Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- a) If the power cord or plug is damaged;
- b) If liquid has been spilled, or objects have fallen into the product;
- c) If the product has been exposed to rain or water;
- d) If the product does not operate normally when following the operating instructions. Adjust only those controls that are explained in the operating instructions. An improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation;
- e) If the product has been dropped or damaged in any way;
- f) When the product exhibits a distinct change in performance; this indicates a need for service.

**Replacement Parts:** When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or that have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

**Safety Check:** Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

**Heat:** The product should be situated away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

**Lithium Battery-** Dispose of batteries only in accordance with the battery manufacturer's recommendations. Do not dispose in an open flame condition, since the battery may explode.

**Cleaning:** When cleaning the monitor glass, use water or glass cleaner and a soft cloth. Do not apply chemicals such as benzene, thinner, etc.

**Location:** This an indoor game machine, DO NOT install it outside. To ensure proper usage, avoid installing indoors in the places mentioned below:

- Places subject to rain/water leakage, or condensation due to humidity;
- In close proximity to a potential wet area;
- Locations receiving direct sunlight;
- Places close to heating units or hot air;
- In the vicinity of highly inflammable/volatile chemicals or hazardous matter;
- On sloped surfaces;
- In the vicinity of emergency response facilities such as fire exits and fire extinguishers;
- Places subject to any type of violent impact;
- Dusty places.

#### **INSTALLATION PRECAUTIONS**

- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 VAC, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.) of 32" (W) by 77" (H).
- For the operation of this machine, secure a minimum area of 32" (W) by 42"(D).

#### **REGULATORY APPROVALS**

This game has been tested and found to comply with the Federal Communications Commission Rules.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This game has been tested and listed by Underwriters Laboratories, Inc., to ANSI/UL22.



# 1. NAME OF PARTS

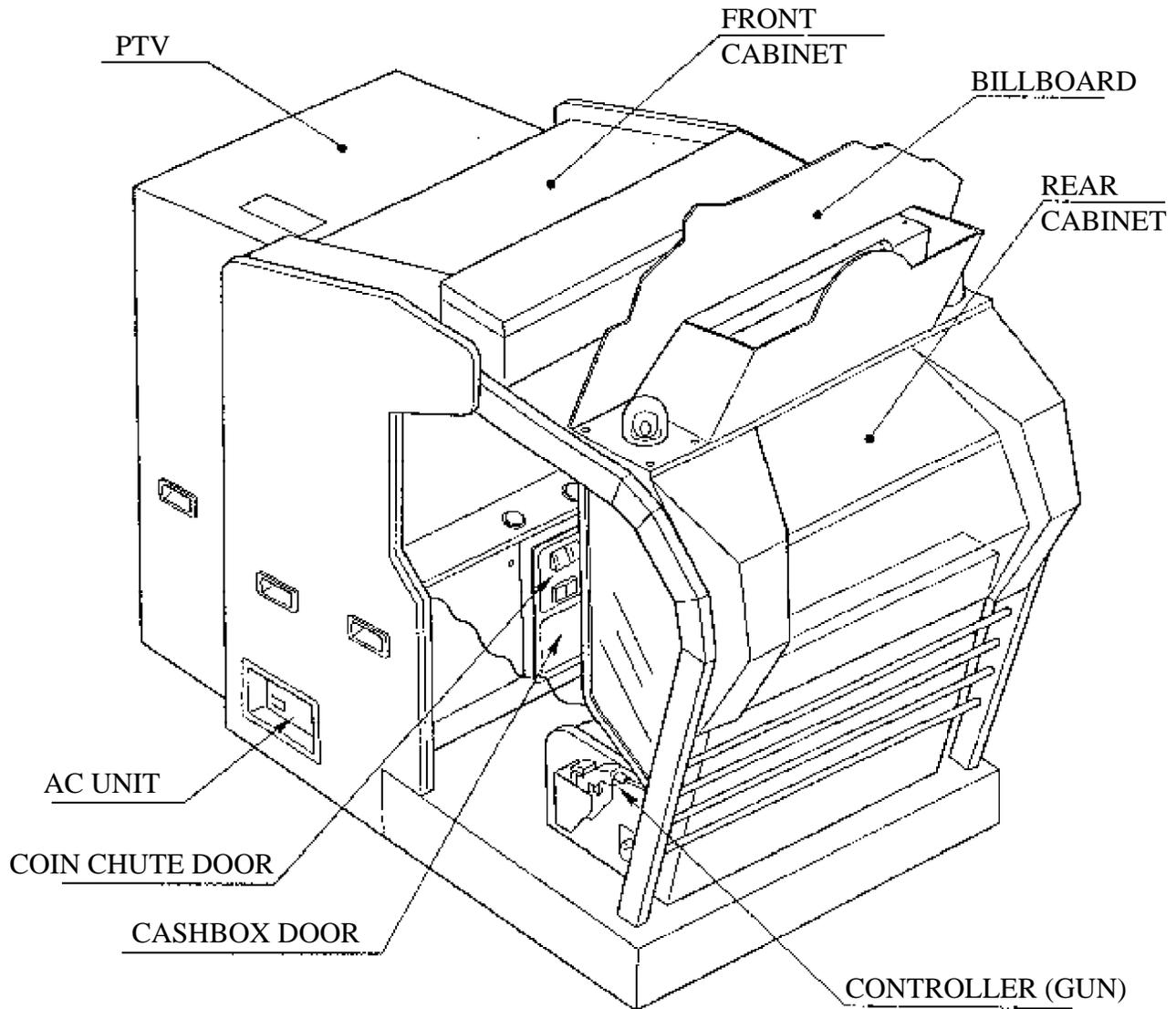


FIG.1 OVERVIEW

GAME SPECIFICATIONS	WIDTH		HEIGHT		DEPTH	WEIGHT
FRONT CABINET	51.5"	X	73.5"	X	37"	440 LBS.
PTV w/PTV BASE	46.5"	X	67"	X	27.5"	250 LBS.
REAR CABINET	51.75"	X	75"	X	55.5"	385 LBS.
MARQUEE	47"	X	24"	X	9"	50 LBS.
<b>DURING SHIPPING</b>						1,125 LBS.
FRONT CABINET	50"	X	73"	X	35.5"	400 LBS.
PTV w/PTV BASE	45"	X	66"	X	24"	225 LBS.
REAR CABINET	50"	X	70.5"	X	50"	350 LBS.
MARQUEE	46"	X	20.5"	X	8"	40 LBS.
<b>WHEN ASSEMBLED</b>	50"	X	90"	X	104"	1015 LBS.

## 2. ACCESSORIES

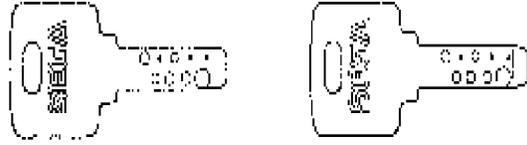
DESCRIPTION OWNERS MANUAL  
Part No. (Qty.) 420-6325-02 (1)

Note  
FIGURES

If Part No. has no description, the Number has not been registered or can not be registered. Such a part may not be obtainable even if the customer desires to purchase it. Therefore, ensure that the part is in safekeeping with you.

KEY MASTER KEY  
220-5576 (2) (2)

For opening/closing the doors.  
For the CASHBOX DOOR



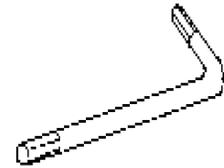
SW MICRO TYPE  
509-5080 (1)

For spare refer to section 10



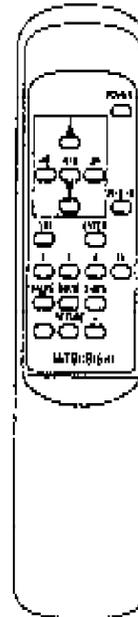
(TAMPERPROOF WRENCH)  
M4 540-0006-01 (1)

TOOL  
T-25 TORX  
M-3 TORX  
T-15 TORX



MITSUBISHI 50" PROJECTOR MONITOR  
REMOTE CONTROL  
200-5532 (1)

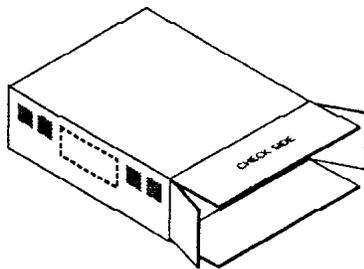
Used for adjustment





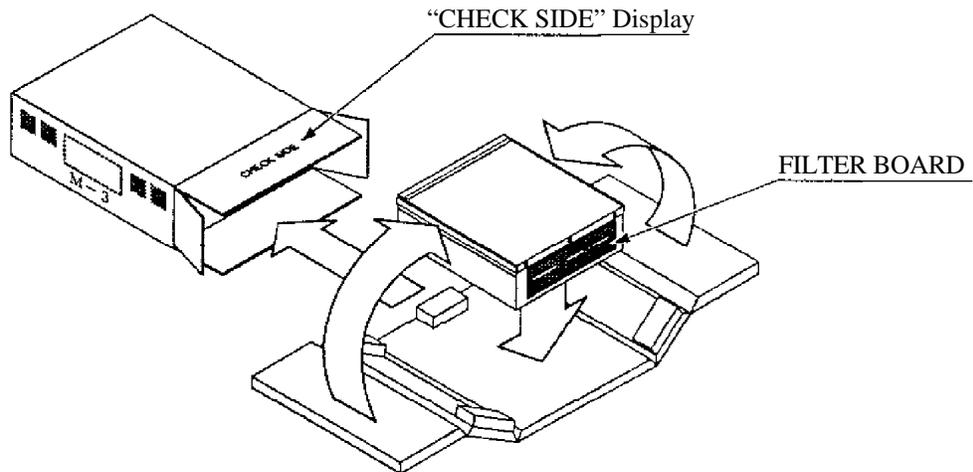
IMPORTANT!

- When Asking for the replacement or repair of the product's Game Board (MODEL 3 BOARD), be sure to put the Game Board together with the shield case in the Carton Box.
- Put the Shield Case in the Carton Box by paying attention to the correct direction as per the following instructions and as shown by the instructions printed on the Carton Box. Handling in an erroneous manner can damage the Game Board.



CARTON BOX  
601-8928 (1)

Used for transporting the GAME BOARD



Wrap the Shield Case with the packing material and put in the Carton Box as shown. Putting it upside down or packing otherwise in the manner not shown can damage the Game Board and parts.

### 3. ASSEMBLING PRECAUTIONS



WARNING!

Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling may cause damage to the machine, or malfunctioning to occur.

When assembling, be sure to perform work by plural persons. Depending on the assembly work, there are some cases in which performing the work by a single person can cause personal injury or parts damage.

When carrying out the assembly work, follow the procedure in the following 4-item sequence:

1 ASSY OF CABINETS AND BILLBOARD INSTALLATION

2 SECURING IN PLACE (ADJUSTER ADJUSTMENT)

3 POWER SUPPLY

4 ASSEMBLING CHECK

Note that the tools such as a phillips screwdriver and wrench for M16 hexagon bolt w/24 mm width across flats are required for the assembly work.

1

ASSY OF CABINETS AND INSTALLATION OF BILLBOARD



CAUTION!

It is difficult to carry out work by one person. Be sure to perform work by plural persons.



WARNING!

To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Not using a step or using an unstable step can cause a violent falling down accident.

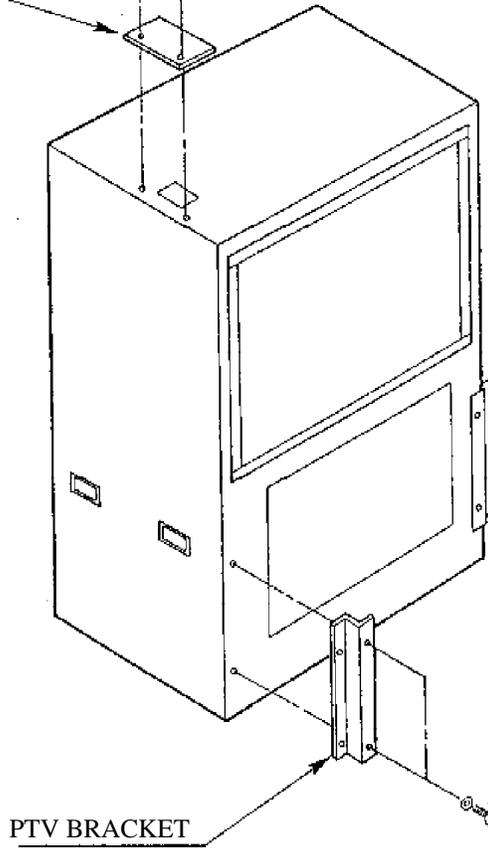


During assembling work, cabinets are moved. Be sure to perform work with each cabinet's casters as is in contact with the floor. Working with the adjusters in contact with the floor can damage parts and floor surfaces, also working in this status is difficult

① Install the Connect Lid and PTV Bracket to the PTV.

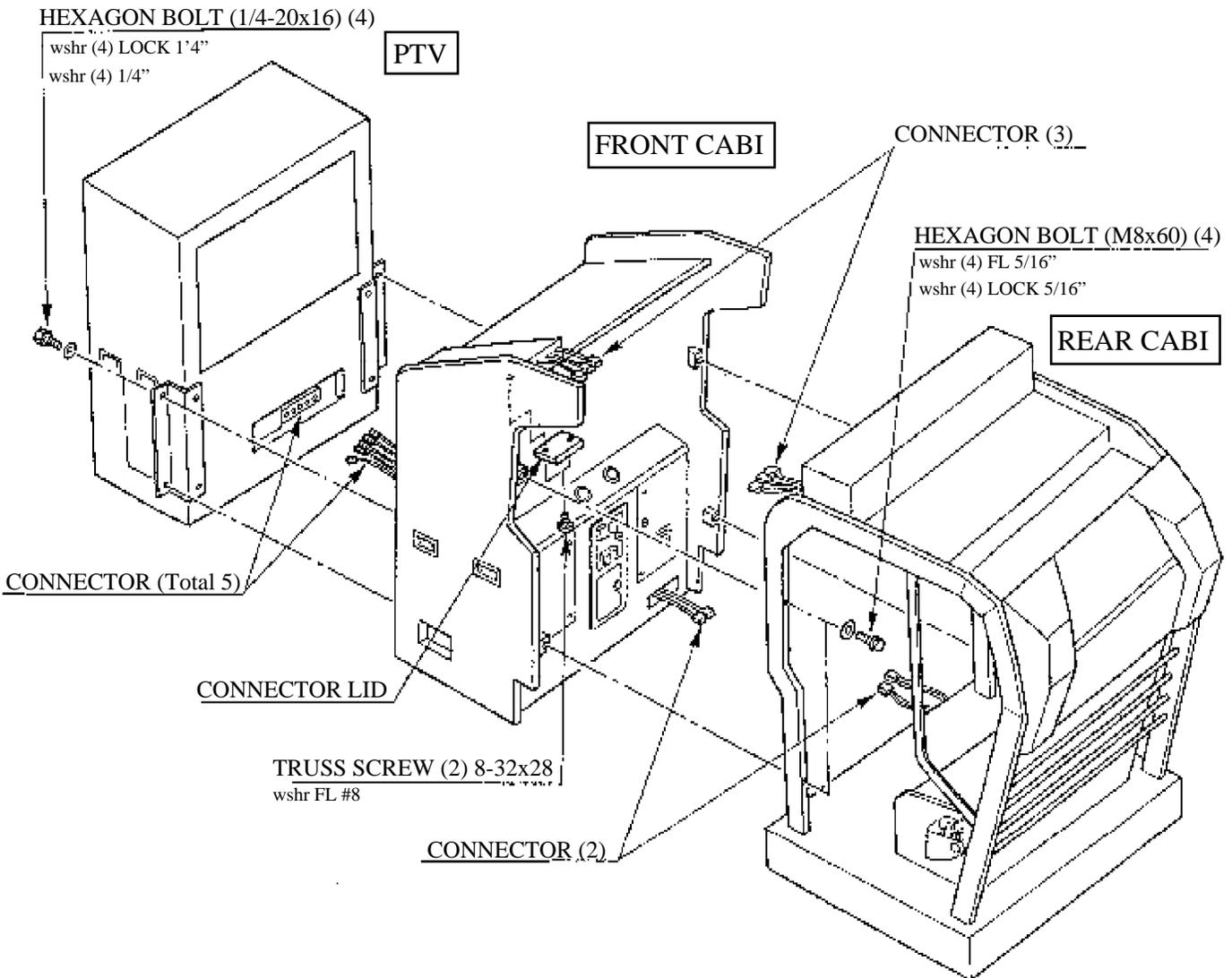
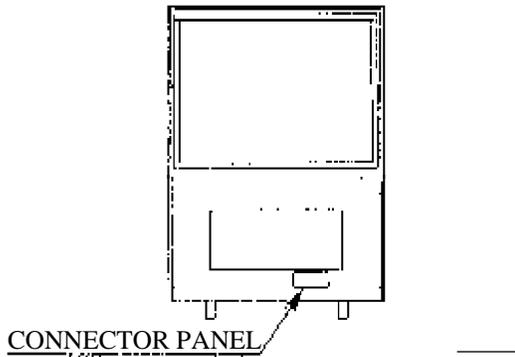
SCREWS(2)  
8x8 SMS TMPR PRF  
(2) WSHR LOCK #10

CONNECT LID



SCREW (4)  
M5x25 PH PN  
(4) WSHR SPLIT LOCK

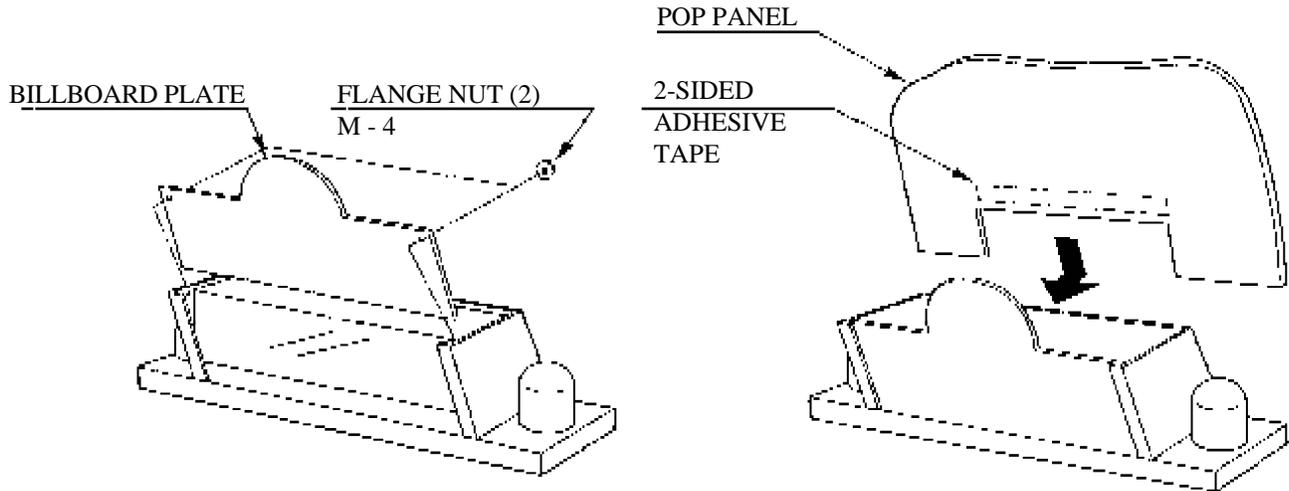
② Jointing the PTV, FRONT CABI, and REAR CABI. Insert the wiring connectors, each of which wire covering is red, green, and blue, to the corresponding one of R.G.B. terminals as per connector panel display inside the PTV, and insert the remaining wire connector to the SYNC terminal. The connector's insertion angle is predetermined. Inserting the connector in a forcible manner will damage the connector. Check for the correct inserting direction and then insert the connector. After the insertion of the connector, turn the connector's ring clockwise to lock the connection.



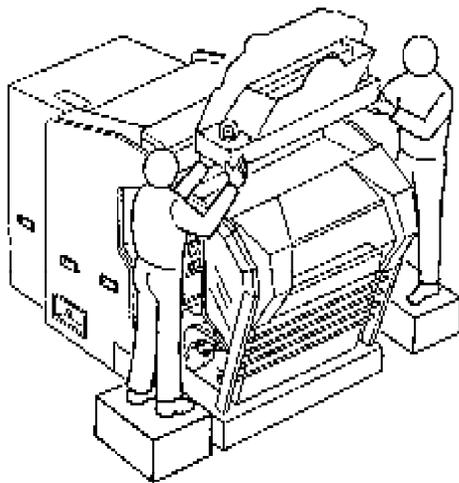


To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Using an unstable step can cause a violent falling down accident.

- ① Install the Billboard Plate to the Billboard Box and adhere the POP Panel with 2-sided adhesive tape.

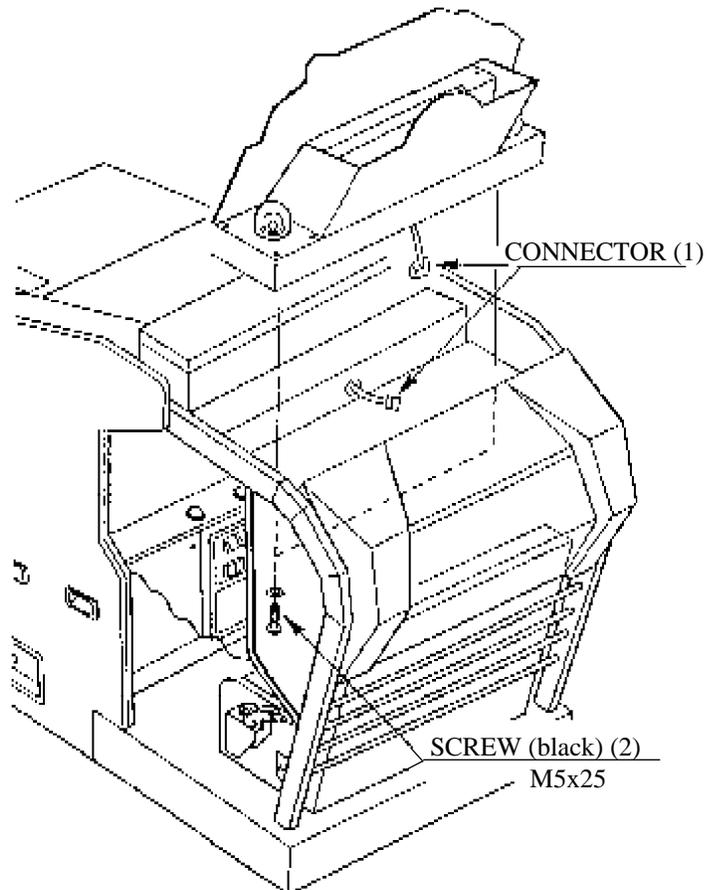


- ② Install the assembled Billboard to the Rear Cabinet. After connecting the Connector, secure with 2 screws.



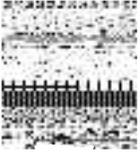
Prepare a step to perform work.

Be sure to perform work by plural persons.



# 2

## SECURING IN PLACE (ADJUSTER ADJUSTMENT)



Be sure to have all the Adjusters make contact with the floor surface. Unless the Adjusters come into contact with the surface, the Cabinet can move of itself, causing an accident.

This machine has 12 each of casters and adjusters (FIG. 3. 2 a). When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5mm. from the floor and make sure that the machine position is level.

- ① Move the machine to the installation position.
- ② Cause all of the leg adjusters to make contact with the floor. By using a wrench, make adjustments in the height of the leg adjusters to ensure that the machine's position is level.
- ③ After making adjustments, fasten the leg adjuster nut upward and secure the height of the leg adjuster.

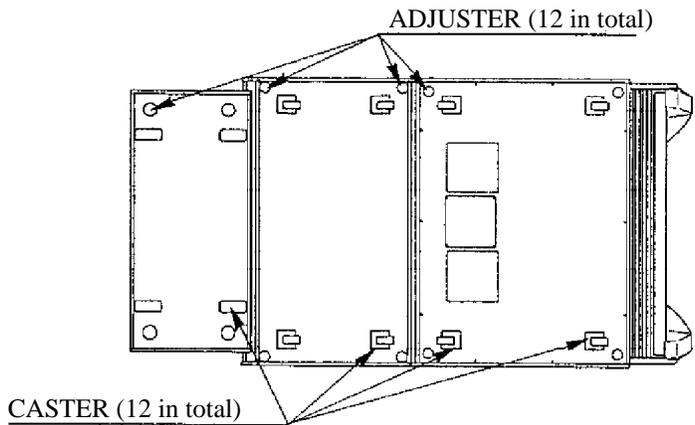


FIG. 3. 2a BOTTOM VIEW

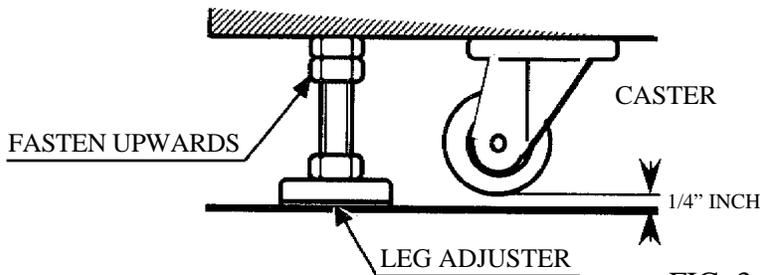


FIG. 3. 2b ADJUSTER

### 3 POWER SUPPLY

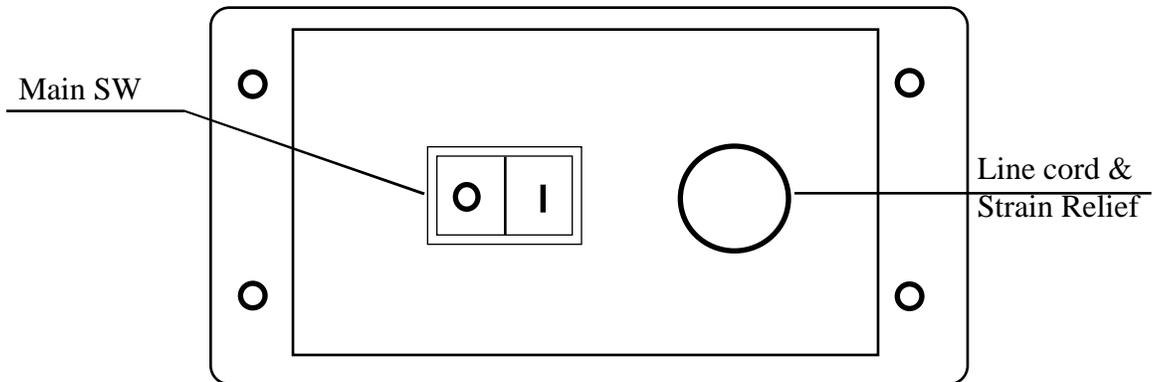


- Ensure that the power cord is not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord can cause an electric shock or short circuit. Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.

The AC unit is mounted on the left side of Front Cabinet DX. The AC Unit incorporates the Main SW. Firmly insert the Power Plug into the Socket Outlet. Turn the Main SW ON to turn power ON.

- ① Ensure that the Main SW is OFF.

FIG. 3.1 AC Unit



#### REPLACEMENT AND ADJUSTMENT OF FUSE



- In order to prevent electrical shock, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electrical shock or short circuit accident.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or electrical shock.
- After eliminating the cause of the fuse blowing, replace the fuse. Depending on the cause of fuse blowing, continued use with the fuse as is blown can cause generation of heat resulting in a fire.

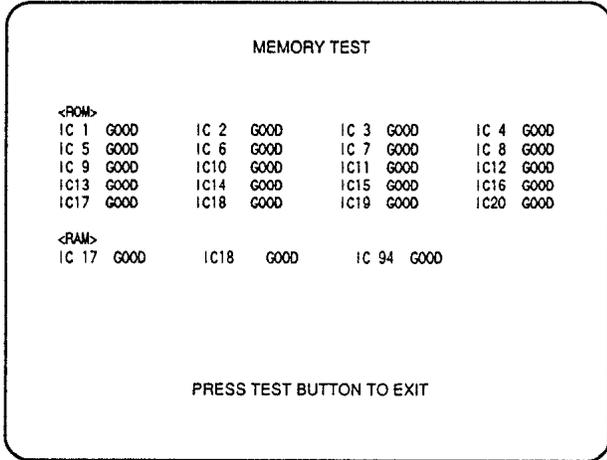
- ① Unplug the unit.
- ② Remove the AC Switch Panel on the left side of the game which secures the PTV and Front Cabinet Dx.
- ③ The 4 fuses are now visible. Replace the blown fuse. Always replace the fuses with the same type and current rating for continued protection.
- ④ By using the reverse procedure reinstall the AC Switch Panel.

# 4

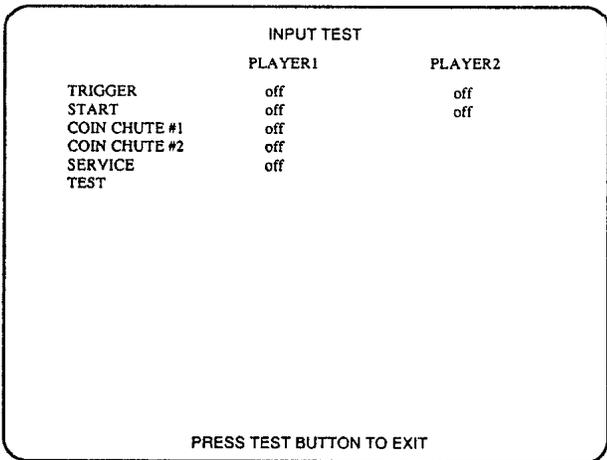
## ASSEMBLING CHECK

In the TEST MODE, ensure that the assembly has been made correctly and IC BD is satisfactory (refer to Section 6).

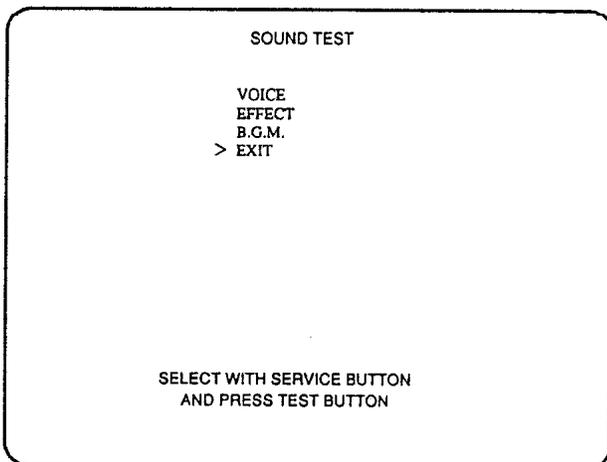
In the test mode, perform the following test:



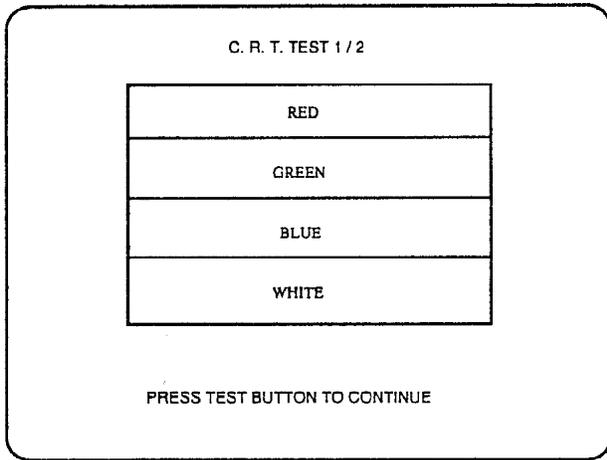
Selecting the MEMORY TEST on the test mode menu screen causes the on-board memory to be tested automatically. The game board is satisfactory if the display beside each IC No. shows GOOD.



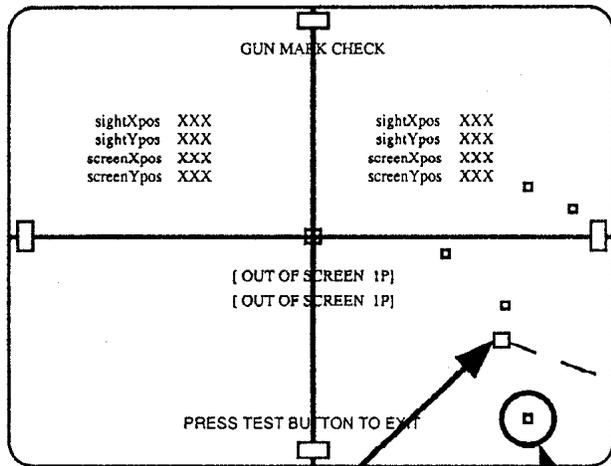
Selecting the INPUT TEST on the test mode menu screen causes the screen (on which each switch is tested) to be displayed. Press each switch. For the coin switch test, insert a coin into the coin inlet with the coin chute door being open. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory.



In the TEST mode, selecting SOUND TEST causes the screen, on which sound related BD and wiring connections are tested, to be displayed. be sure to check if the sound is satisfactorily emitted from each of speaker and the sound volume is appropriate.



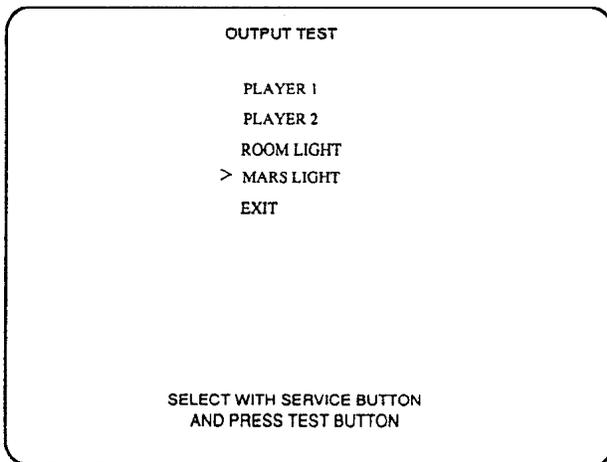
In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the monitor is tested) to be displayed. Although the monitor adjustments have been made at the same time of shipment from the factory, color deviation, etc., may occur due to the effect caused by geomagnetism, the location building's steel frames and other game machines in the periphery. By watching the test mode screen, make judgement as to whether an adjustment is needed. If it is necessary, adjust the monitor by referring to Section 9.



On the menu screen in the test mode, selecting GUN SETTING displays the screen on which gun setting is set. Check to see if there is any problem for playing game.

CURSOR  
(Impact Position)

IMPACT MARK



Select "OUTPUT TEST" from the Test Menu in the Test Mode to have the Lamp Test Screen displayed. Check if each lamp lights up satisfactorily.

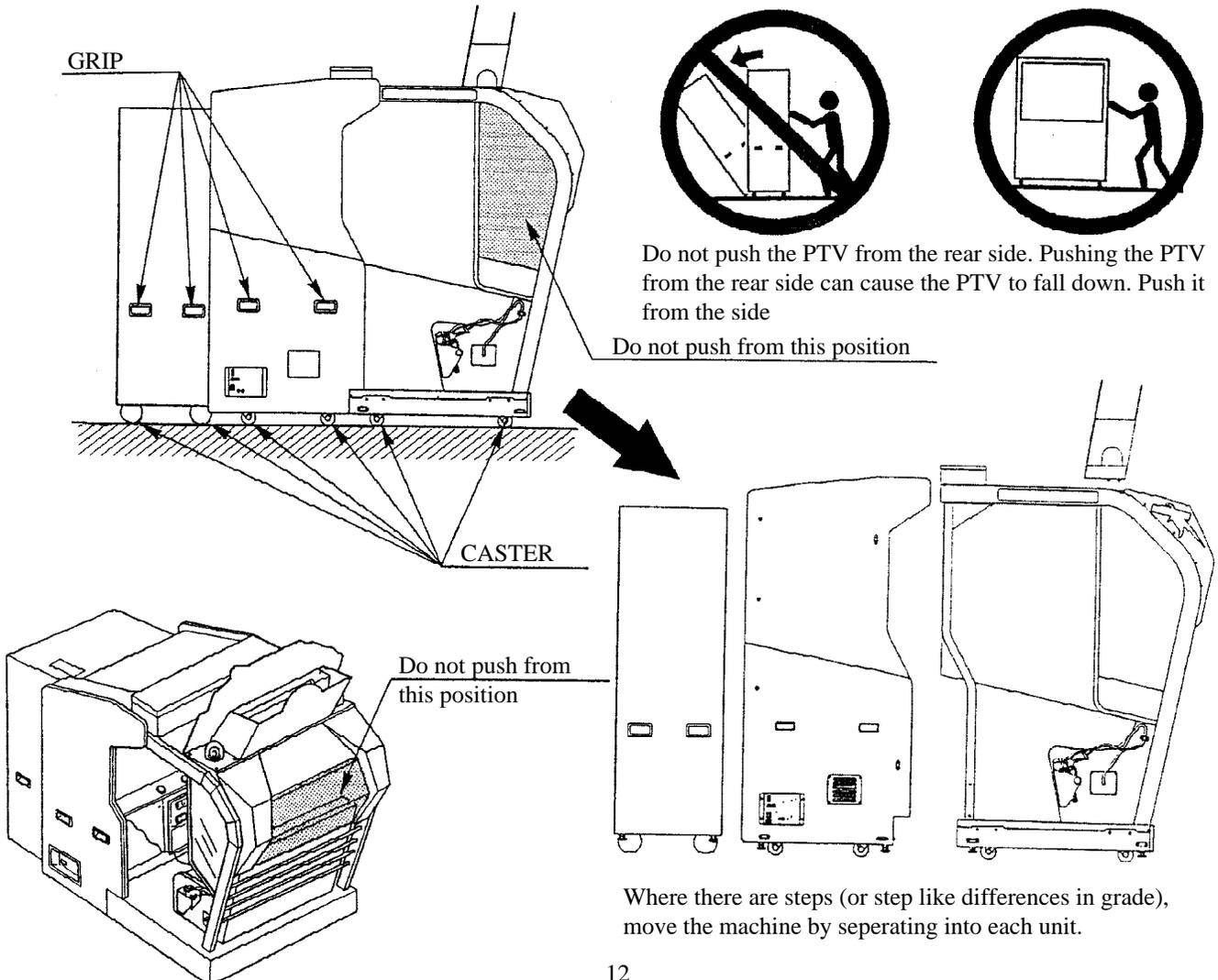
# 4. PRECATIONS TO BE HEEDED WHEN MOVING THE MACHINE



- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug as is inserted can damage the power cord and cause a fire or electric shock.
- When moving the machine on the floor, retract the Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords. Damaging the power cords can cause an electric shock and/or short circuit.
- When lifting the cabinet, be sure to hold the catch portions or bottom part. Lifting the cabinet by holding other portions can damage parts and installation portions, due to the empty weight of the cabinet, and cause personal injury.

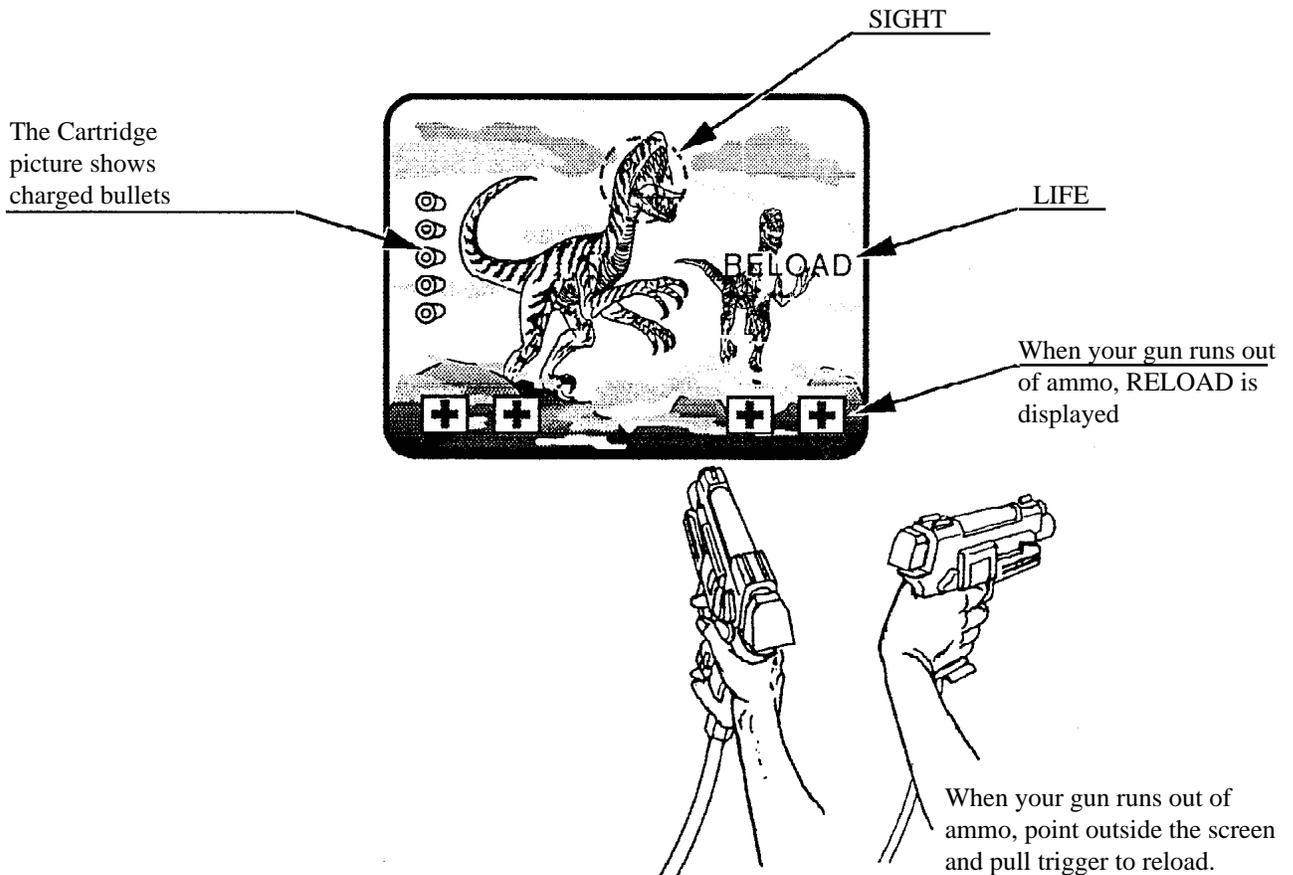


Use care when handling glass made parts. When the glass is damaged, fragments of glass can cause injury

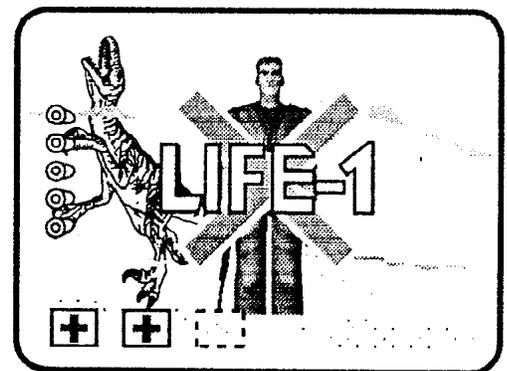


## 5. CONTENTS OF GAME

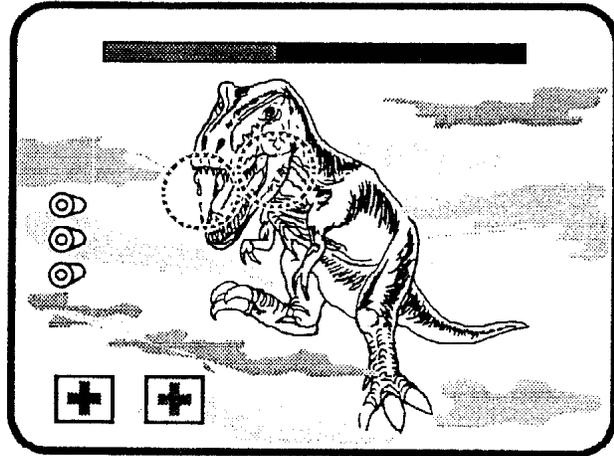
- ① Inserting a coin(s) causes the credit display on the bottom of the screen to count. Inserting one credit worth coin(s) changes the message on the bottom of the screen from "INSERT COIN(S)" to "PRESS START BUTTON" and both of the start buttons will flash.
- ② Pressing either of the start buttons determines which side (left or right) you are playing on. Press the START button to start the game.
- ③ After starting the game, the Title of the Stage being started and the purpose of game are displayed.



- The life points and the number of bullets of the left-hand side player (1P) are displayed on the lower left-hand side of the screen, and those of the right-hand side player (2P), on the lower right-hand side of the screen.
- Lose one life when a dinosaur attacks you.
- The player loses one life point if he shoots a human by mistake.

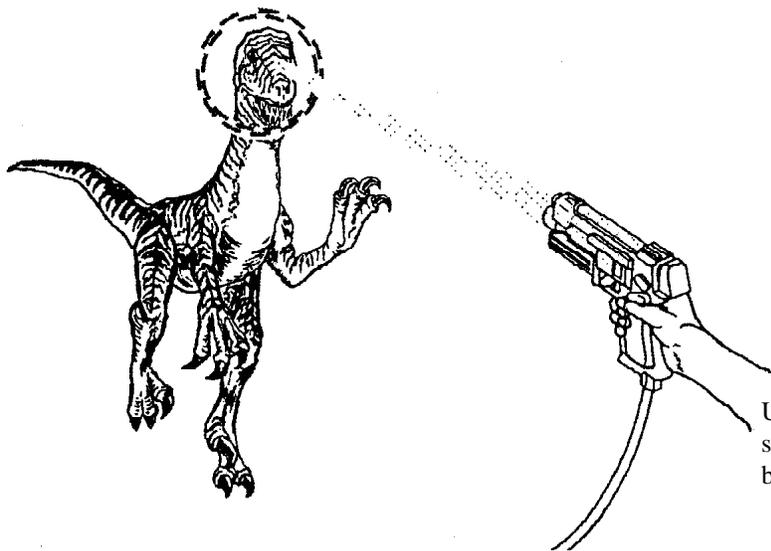


- The gun holds 5 bullets. When it runs out of ammo, "RELOAD" is displayed on the screen. At this time, point outside the screen and pull the trigger to reload.
- When the life point reaches zero the game is over.
- Downing the boss character awaiting you at the end of each stage results in clearing that particular stage. The player can not defeat the boss until the life meter of the boss becomes zero.
- Sometimes shooting the background scenery can cause Special Items to appear. The Special Items can be captured by shooting. Capturing an item allows you to earn points or recovers life points (explanations as regards to the Items are given later).

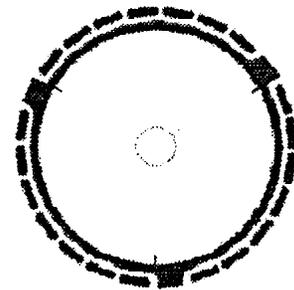


Downing the Boss character awaiting you at the end of each stage results in clearing that particular stage. The player can not defeat the boss until the life meter of the boss becomes zero.

- The sight mark sometimes appears on the enemy. At this time, unless the enemy is downed before the sight turns red, the player's life point may be lost or the player's status could become extremely unfavorable.



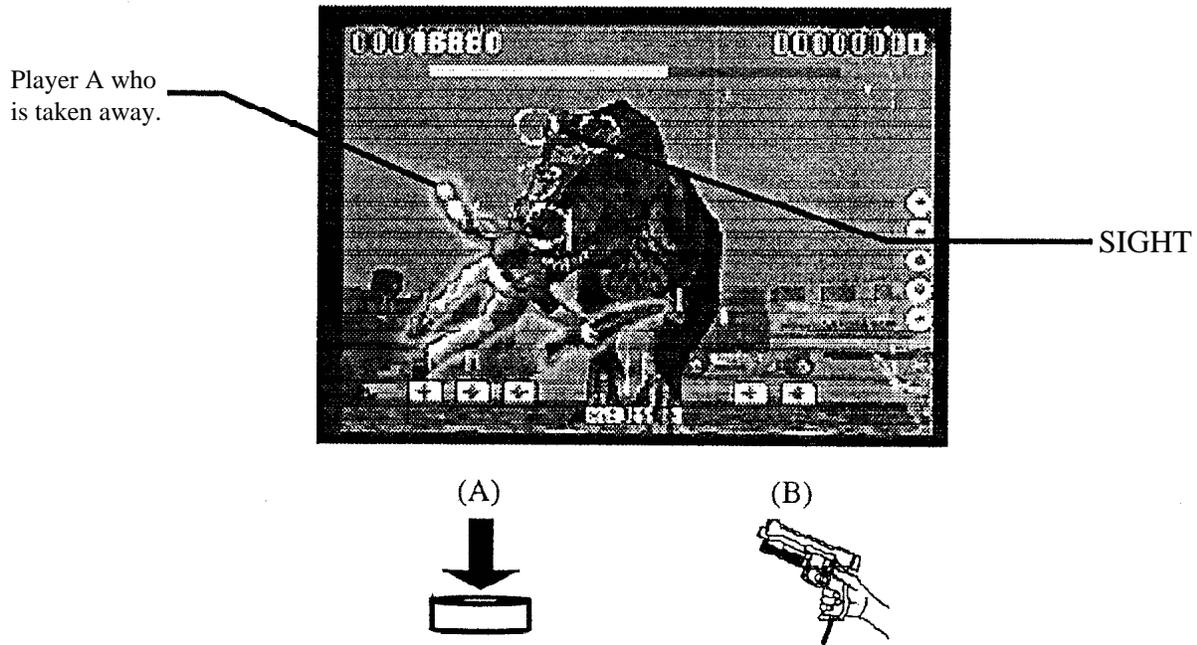
SIGHT



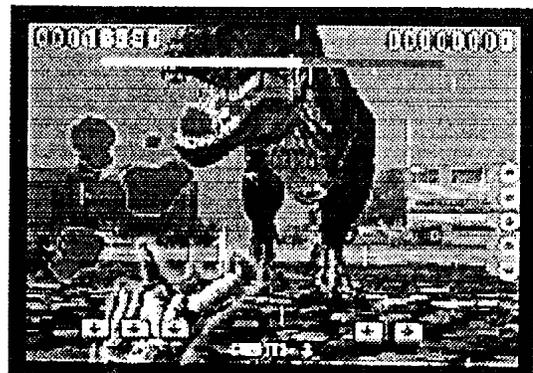
Unless the enemy is downed before the sight turns red, the player's status could be extremely unfavorable.

- When fighting against the boss character at the end of each stage in the 2 player simultaneous play, if all of the sights cannot be shot, the screen will be in objective mode and in this case either of the players may be taken away by the enemy.

- The player who is taken away will remain on the screen as is between the dinosaur's teeth. Herein, he is referred to as player A.
- The other player who is not taken away stays on the screen in the subjective mode. Herein, he is referred to as player B.



- At this time, Player B who is not taken away can rescue Player A by shooting all of the sights before the sight attached to the boss turns red.
- Although Player A can not shoot with the gun, he can extend the completion time of the sight attached to the boss by repeatedly pressing the Start Button.
- If Player B fails to shoot all of the sights before the boss sight becomes red, then Player A will be subject to damage and Player A loses one life.

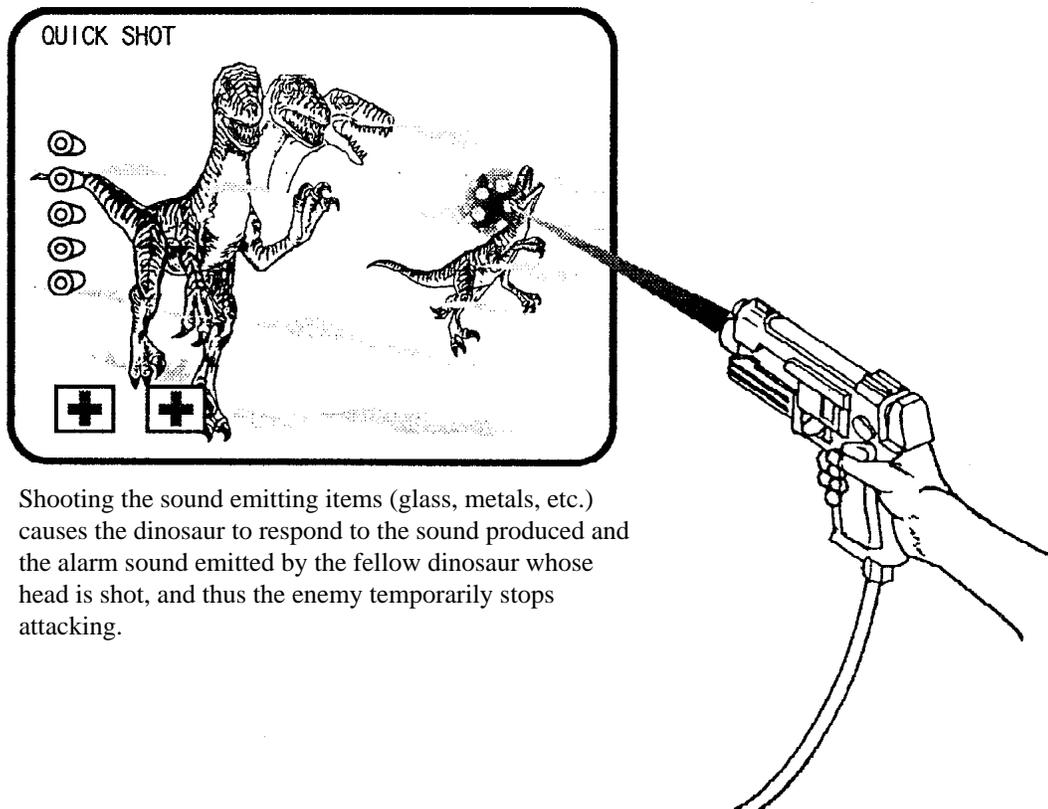


- ④ If you would like to join in the game at anytime while the other is playing, insert a coin(s) and press the start button. Also, when credits allowing the game to be played still remain, the start button on the other side will keep flashing. The player can participate in the game by pressing the flashing button.
- ⑤ When the life point becomes zero, if you want to continue, insert a coin(s) required to continue and press the start button. If the credits allowing the player to continue still remain, you can continue by merely pressing the start button.
- ⑥ At the time of Game Over, if the player's score ranks 10th or higher, his name can be entered.

## KNACK OF PLAY

### TO SHOOT AND DESTROY OBJECTS THAT EMIT SOUND:

In any stage, the enemy characters other than the boss character will face in the direction where sound is emitted in response to sound and during this time, they stop attacking temporarily. When you are surrounded by plural enemies, shoot anything that emits sound to divert the enemy's attention. Things that emit sound are glass, metal, wooden items, etc.



Shooting the sound emitting items (glass, metals, etc.) causes the dinosaur to respond to the sound produced and the alarm sound emitted by the fellow dinosaur whose head is shot, and thus the enemy temporarily stops attacking.

### ACCURATELY SHOOT THE HEAD:

In each stage, the head part is the weak point of the enemy characters other than the boss. Shooting the head produces a very loud alarm sound which results in the same effect as shooting objects that emit sound.

### SUCCESSFULLY PERFORM AN EVENT:

Successfully achieving an event which takes place during a stage allows you to favorably proceed with what's coming thereafter. On the other hand, failing to achieve the event causes the enemy attack to become more furious and the situation for the player to be less favorable.

Continuously hitting the target enemy without missing earns you high points.

## REGARDING THE ITEMS



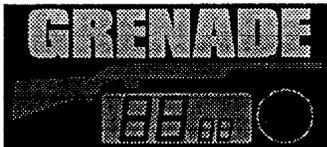
### S-POWERBAR (SPECIAL POWER BAR)

This increases your "LIFE" by one.



### POWERBAR

Collecting 3 POWERBARs increases your "LIFE" by one.



### GERNADE

Hitting this against the earth surface damages the target(s) over a wide area. During the limited time, there is no limit regarding the number of gernades that can be used. When the limited time elapses, this returns to an ordinary gun..



### SHOTGUN

Having a wide scope for hit determination, this damages the target(s) in an extensive area. During the limited time, there is no limit regarding the number of bullets that can be used. When the limited time elapses, this returns to an ordinary gun.



### LIGHTNING

Hitting a target damages targets within a certain scope from that particular point. During the limited time, there is no limit regarding the number of bullets that can be used. When the limited time elapses, this returns to an ordinary gun.



### LASER-SITE

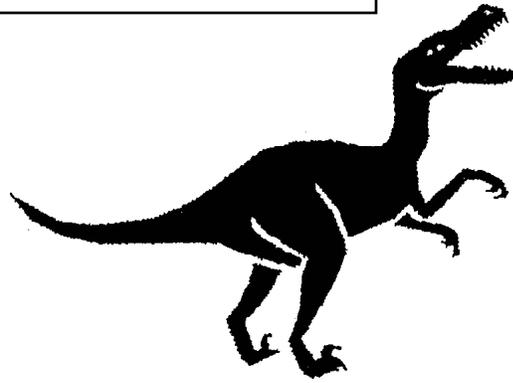
The present place at which the gunpoint appears on the screen in real time is the pointer. During the limited time, there is no limit regarding the number of bullets that can be used. When the limited time elapses, this returns to an ordinary gun.

## VELOCIRAPTOR

Alias: RAPTOR

Weight: 45 kg. Length: 2m Flesh-Eater

One of the most ferocious dinosaurs in The Lost World. Captures prey by taking an advantage of sharp, long & hook-shaped claws and agile movements as powerful weapons. This dinosaur seems to have brains and skills to pursue prey in groups.

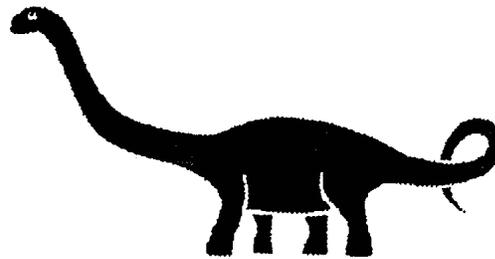


*APPEARENCE IN ALL STAGES*

## MAMENCHISAURUS

Weight: 12 tons. Length: 22m Plant-Eater

MAMENCHISAURUS was a living creature with an approximately 11m long head & neck portion, about half of the total length, the longest ever ( in relation to the physical length) in the terrestrial history. Since the head movements were not so versatile, it might have been able to stand on it's rear feet alone sometimes to make up for the handicap.

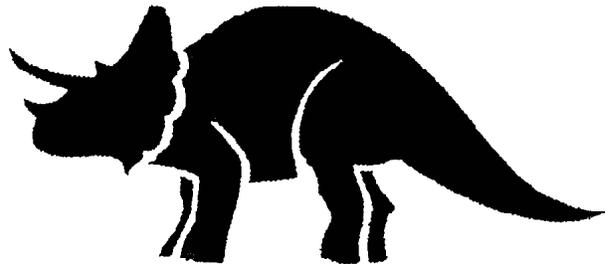


*APPEARENCE IN STAGE 2*

## TRICERATOPS

Weight: 6 tons. Length: 9m Plant-Eater

This plant-eater has features of three large horns and an accessory-like pattern around the neck portion which derive its name . It's a gentle dinosaur which eats young buds, etc. with the edge-sharp beak.



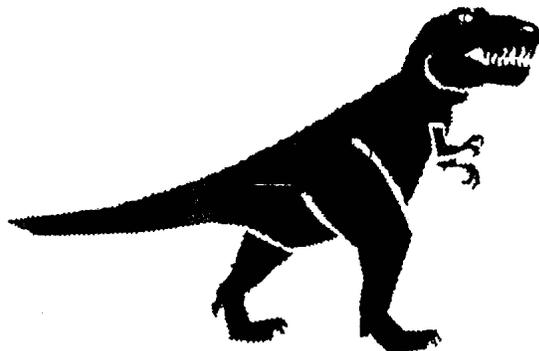
*APPEARENCE IN STAGE 1*

## TYRANNOSAURUS-REX

Alias: T-REX

Weight: 6.5 tons. Length: 12m Flesh-Eater

This flesh eating dinosaur is well-known and the strongest one ever in history. Although physically gigantic, it seems that this dinosaur was unable to run fairly quickly to pursue prey. The sharp biting attack ability with teeth of 17 cm. length could be the maximum threat.

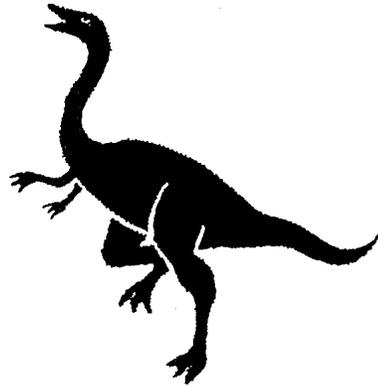


*APPEARENCE IN STAGE 1 & ?*

## GALLIMIMUS

Weight: 130 kg. Length: 4m Omnivorous  
This dinosaur running in groups in the “JURASSIC PARK” Movie is very impressive. It has the skeletal structure quite similar to an ostrich and it’s movements are the fastest of all dinosaurs. Having omnivorous-eating habits, it eats insects, small lizards, and fruit.

*APPEARENCE IN STAGE 2*



## STEGOSAURUS

Weight: 1.5 tons. Length: 6m Plant-Eater  
A large body and small head as well as the spine are very characteristic. It seems that the 2 pairs of tail spines are utilized for defense, and also, they always act in groups.

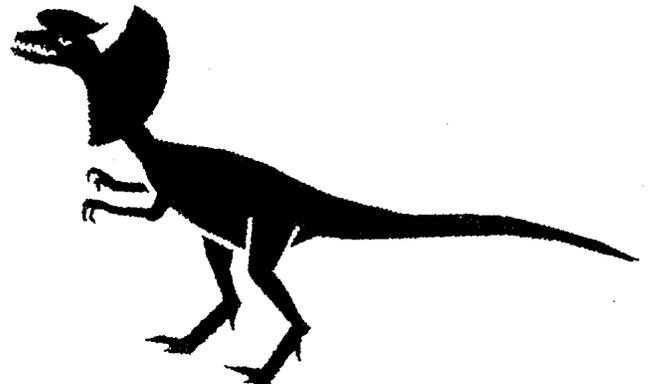
*APPEARENCE IN STAGE 1*



## DILOPHOSAURUS

Alias: SPITTER  
Weight: 1 tons. Length: 6m Flesh-Eater  
This dinosaur suddenly became infamous as poison spitter in “JURASSIC PARK” the Movie. It is distinguished by the large muffer that spreads out to threaten others.

*APPEARENCE IN STAGE 1*



## PACHYCEPHALOSAURUS

Alias: PACHY  
Weight: ? Length: 4.5m Plant-Eater  
Having the head of a dome-shaped skeletal structure, this dinosaur looks strange as if it had a helmet on. The “helmet” portion is as thick as 25 cm. and surrounded by spike-shaped spines. Did it ferociously fight against enemies and its rivals sometimes with head butt attacks by taking advantage of the rock head?

*APPEARENCE IN STAGE 2*

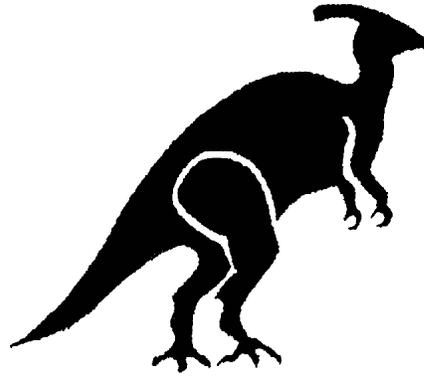


## PARASAUROLOPHUS

Weight: ? Length: 10m Plant-Eater

The length of the cristated, cylindrical portion of the head is approximately one meter. The cristate is considered to produce cry resonance and to be useful for communicating with fellow dinosaurs belonging to their groups and also instrumental in making amorous approaches.

*APPEARENCE IN STAGE 2*

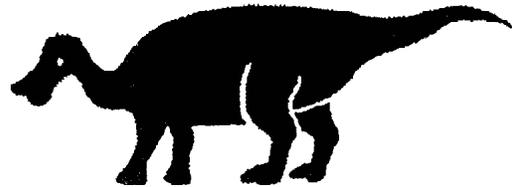


## ANATOSAURUS

Weight: 3 tons. Length: 10m Plant-Eater

This belongs to one of the duck-billed dinosaur species, the same as PARASAUROLOPHUS. Its characteristic is the duck-billed wide beak. A number of back teeth allows it to eat hard things such as pine needles and nuts.

*APPEARENCE IN STAGE 2*



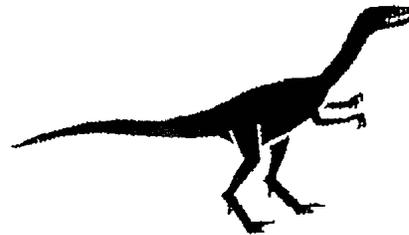
## PROCOMPSOGNATHUS

Alias: COMPY

Weight: 3 kg. Length: 60cm Flesh-Eater

This is one of the smallest dinosaurs, only as large as a chicken. It can move quickly and catches small animals such as lizards, etc., and sometimes attacks human adults with large groups.

*APPEARENCE IN STAGE 1, 3, and 5*



## DEINOSUCHUS

Weight: ? Length: 15m Flesh-Eater

The name is derived from "fearful alligator". Although belonging to a species different from the dinosaur, this is a ferocious flesh-eater which attacks living creatures and fish at the waterside. The length is said to be 15m though the appearance is almost the same as currently existing alligators. Its weapons are the jaws lined up with sharp teeth and a strong tail.

*APPEARENCE IN STAGE 2*



## **PTERANODON**

Weight: 17 kg. Length: 7m (when wings are opened)

Flesh-Eater

PTERANODON signifies that it has wings and is toothless.

It used to glide through the air like a glider with its wings spread out. Freely flying through the sky, it pursues prey from above with its sharp beak.

*APPEARENCE IN STAGE 4*

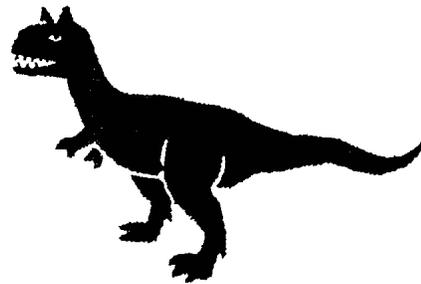


## **CARNOTAURUS**

Weight: ? Length: 12m Flesh-Eater

The characteristics are a two short strange looking spines on top of it's head. In the LOST WORLD the original novel, this is given a designation of chameleon dinosaur, and captures prey by surprising those that come to near. Capable of changing its color to match its surroundings.

*APPEARENCE IN STAGE 4*



## 6. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section. The following shows tests and modes that should be utilized as applicable.

TABLE 6 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each of lamps. 4. In the MEMORY TEST mode, check ICs on the IC Board.	6 - 8, 6 - 9, 6 - 10  6 - 4  6 - 7  6 - 3
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	6 - 3
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check each of the lamps.	6 - 3  6 - 8, 6 - 9  6 - 4  6 - 7
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem hasn't been solved yet, check the CONTROL's moves.	6 - 4  7  7
PROJECTOR	In the PROJECTOR ADJUSTMENT mode, check to see if the PROJECTOR adjustment is appropriately made.	6 - 7
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	6 - 3  6 - 5
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc	6 - 11

## 6 - 1 SWITCH UNIT AND COIN METER



WARNING!

Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit.



IMPORTANT!

- Adjust to the optimum sound volume by considering the environmental requirements of the installation location.
- If the COIN METER and the game board are electrically disconnected, game play is not possible.

Open COIN CHUTE DOOR, and the switch unit shown appears. The function of each switch is as follows:

- ① **SOUND VOLUME**  
Controls the speaker volume.
- ② **TEST BUTTON (TEST SW)**  
For the handling of the TEST BUTTON, refer to the section on test mode.
- ③ **SERVICE BUTTON (SERVICE SW)**  
Gives credits without registering on the coin meter.

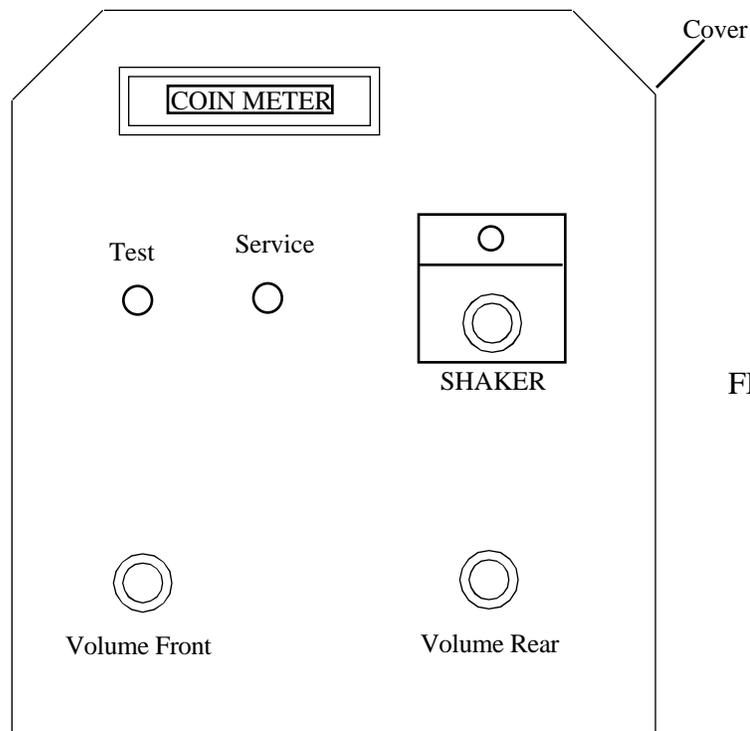


FIG. 6.1

## 6 - 2 TEST MODE

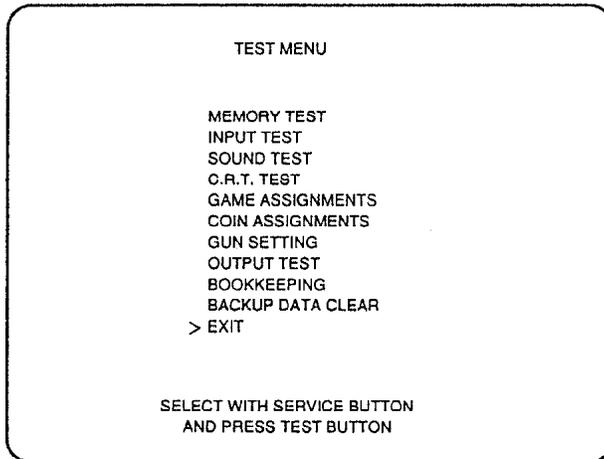


IMPORTANT!

In case settings are changed in GAME ASSIGNMENTS, COIN ASSIGNMENTS, and GUN SETTING, the setting changes are not effective unless the test mode is exited and the game mode returns to the screen. The setting changes are ineffective if the power is turned off in the test mode.

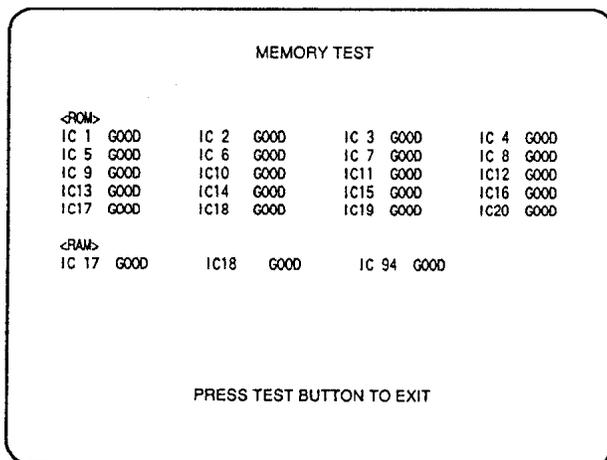
This mainly checks if the operation of the Game BD is accurate, and allows for COIN ASSIGNMENTS/GAME ASSIGNMENTS setting and Projector adjustments.

### SELECTION OF TEST ITEMS



- 1 Push the TEST BUTTON to cause the following TEST MENU to appear:
- 2 By pushing the SERVICE BUTTON, bring the arrow mark to the desired item and press the TEST BUTTON.
- 3 After the test is complete, move the arrow mark to "EXIT" and press the TEST BUTTON to return to game mode.

## 6 - 3 MEMORY TEST



The MEMORY TEST mode is for checking the on-BD memory IC functioning. "GOOD" is displayed for normal ICs and "BAD" is displayed for abnormal ICs

- When the test is completed, if the display is as shown left, it is satisfactory.
- After finishing the test, pressing the TEST BUTTON allows the MENU MODE to return on the screen.

## 6 - 4 INPUT TEST

When INPUT TEST is selected, the MONITOR will show the following, allowing you to watch the status of each switch.

On the screen, periodically check the status of each switch.

INPUT TEST		
	PLAYER 1	PLAYER 2
TRIGGER	off	off
START	off	off
COIN CHUTE #1	off	
COIN CHUTE #2	off	
SERVICE	off	
TEST		

PRESS TEST BUTTON TO EXIT

- By pressing each switch, if the display on the righthand side of the name of each switch changes to ON from OFF, the SW and the wiring connections are satisfactory.
- Open the COIN CHUTE DOOR and insert a coin from the COIN ENRTY to check the COIN CHUTE SW.

In the INPUT test, pressing the TEST BUTTON causes the menu to return to the screen.

## 6 - 5 SOUND TEST

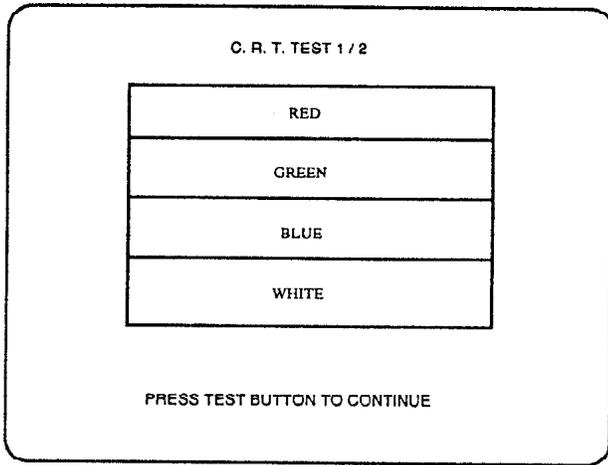
SOUND TEST	
VOICE	
EFFECT	
B.G.M.	
> EXIT	

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

This enables sound used in the game to be checked. Sound related memory and each speaker are checked. Press the SERVICE BUTTON to bring the arrow to the desired sound item to be tested. Pressing the TEST BUTTON causes the desired sound test to appear.

Each time the SERVICE BUTTON is pressed, the numeral displayed on the screen counts up and sound is emitted.

## 6 - 6 C.R.T. TEST

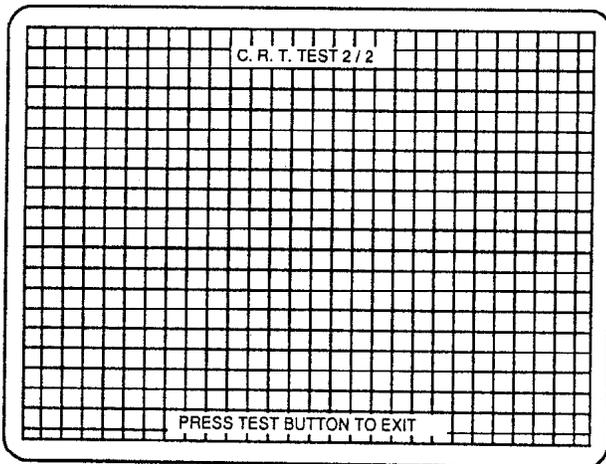


Select C.R.T. TEST to cause the MONITOR to display the screen shown left, allowing MONITOR adjustment status to be checked.

Periodically check the MONITOR adjustment status on this screen.

The screen (1/2) enables color adjustment check to be performed. The color bar of each of the 4 colors, i.e., red, green, blue, and white, is the darkest at the extreme left and becomes brighter towards the extreme right.

Press the TEST BUTTON to shift to the next page (2/2).

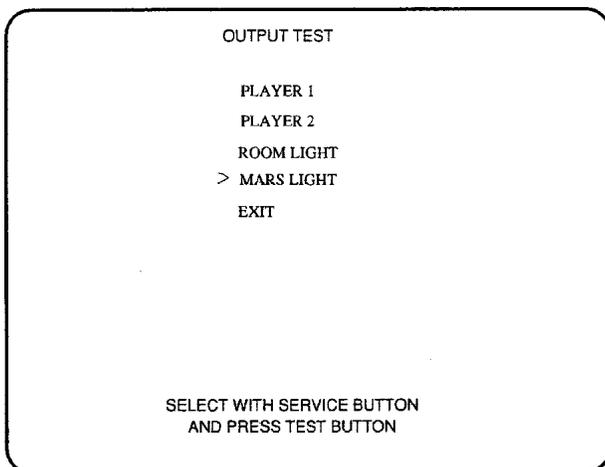


The screen (2/2) allows screen size and distortion to be tested.

Check if the CROSSHATCH FRAME LINE goes out of the screen and if the crosshatch lines are distorted.

Press the TEST BUTTON to return to the MENU mode. (FIG. 6.2)

## 6 - 7 OUTPUT TEST



Choose OUTPUT TEST to have the MONITOR screen shown left to appear. This screen allows lamp status to be checked. Periodically check the lamp status in this mode.

Press the SERVICE BUTTON to move the arrow to the desired lamp test item.

Press the TEST BUTTON. If the display to the right of the lamp name changes to ON from OFF, the lamp and wiring connection are satisfactory.

Choose EXIT and press the TEST BUTTON to return to MENU mode (FIG. 6.2).

## 6 - 8 GAME ASSIGNMENTS

Selecting the GAME ASSIGNMENTS in the MENU mode causes the present game settings to be displayed and also the game settings changes (game difficulty, etc.) can be made. Each item displays the following content.

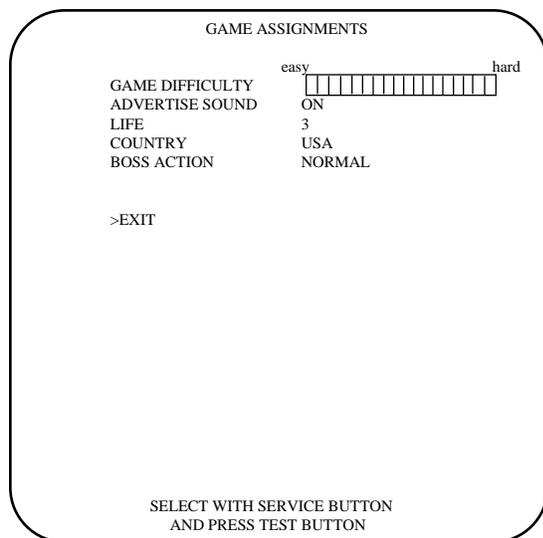
### SETTING CHANGE PROCEDURE



IMPORTANT!

Setting changes cannot be stored unless the TEST BUTTON is pressed while the arrow is on EXIT.

- ① Press the SERVICE BUTTON to move the arrow to the desired item.
- ② Choose the desired setting change item by using the TEST BUTTON.
- ③ To return to the MENU mode, move the arrow to EXIT and press the TEST BUTTON.



#### ● GAME DIFFICULTY

Game difficulty can be set in 5 different levels from VERY EASY to VERY HARD

#### ● LIFE SETTING

The combination set of INITIAL LIFE (the number of life points allotted to the player at the time of game start) and MAX LIFE (the limited number of life points) can be selected from the following 12 variations.

INITIAL LIFE: 1 2 3 1 2 3 4 1 2 3 4 5  
 MAX LIFE: 3 3 3 4 4 4 4 5 5 5 5 5

#### ● BOSS ACTION

The setting of the Boss Character is performed. NORMAL enables Life Recovery, MILD disables Life Recovery

#### ● ADVERTISE SOUND

Determines whether ADVERTISE SOUND is to be emitted or not by the setting to ON when emitting it and to OFF when not emitting it.

#### ● COUNTRY

Message language.

These FIGURES/TABLES show the factory recommended settings.(6-8, 6-9)

## 6 - 9 COIN ASSIGNMENTS

The “COIN ASSIGNMENTS” mode permits you to set the start number of credits, as well as the basic numbers of coins and credits. This mode expresses “how many coins correspond to how many credits.”

### SETTING CHANGE PROCEDURE



IMPORTANT!

Setting changes cannot be stored unless the TEST BUTTON is pressed while the arrow is on EXIT.

- ① Press the SERVICE BUTTON to move the arrow to the desired item.
- ② Choose the desired setting change item by using the TEST BUTTON.
- ③ To return to the MENU mode, move the arrow to EXIT and press the TEST BUTTON.

COIN ASSIGNMENTS			
COIN CHUTE TYPE	COMMON		
CREDIT TO START	2 CREDITS		
CREDIT TO CONTINUE	1 CREDIT		
COIN/CREDIT SETTING #1			
CHUTE#1	1 COIN	1 CREDIT	
CHUTE#2	1 COIN	1 CREDIT	
MANUAL SETTING			
>EXIT			
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON			

#### ● COIN CHUTE TYPE

Sets the combination of the number of COIN CHUTES and the number of players as applicable. In the case that the COIN CHUTE is changed, be sure the setting is made in a manner meeting the replaced coin chute.

#### COMMON:

Coins are accepted in common for both players.

#### INDIVIDUAL:

Each player uses a coin chute which accepts coins independently.

#### ● CREDIT TO START

Number of credits required for starting game (1~5 credits are selected.)

#### ● CREDIT TO CONTINUE

Number of credits required for continuing game (1~5 credits are selected.)

#### ● COIN/CREDIT SETTING

Sets the CREDITS increase increment per coin insertion. There are 27 settings from #1 to #27, expressed in XX CREDIT as against XX COINS inserted. (TABLE 6.10a, 6.10b) #27 refers to FREE PLAY.

When the COIN CHUTE TYPE is set to INDIVIDUAL, there are some setting numbers not displayed as indicated in TABLE 6.10b.

#### ● MANUAL SETTING

This allows credit increase setting as against coin insertion to be further set in the manner finer than COIN/CREDIT SETTING (refer to TABLE 6.10c).

TABLE 6.9a COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

SETTING	FUNCTIONING OF CHUTE#1	
SETTING #1	1 COIN	1 CREDIT
SETTING #2	1 COIN	2 CREDITS
SETTING #3	1 COIN	3 CREDITS
SETTING #4	1 COIN	4 CREDITS
SETTING #5	1 COIN	5 CREDITS
SETTING #6	1 COIN	2 CREDITS
SETTING #7	1 COIN	5 CREDITS
SETTING #8	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT
SETTING #13	1 COIN	1 CREDIT
SETTING #14	1 COIN	2 CREDITS
SETTING #15	1 COIN	1 CREDIT
	2 COINS	3 CREDITS
SETTING #16	1 COIN	3 CREDITS
SETTING #17	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	5 CREDITS
SETTING #20	1 COIN	5 CREDITS
SETTING #21	5 COINS	1 CREDIT
SETTING #22	1 COIN	2 CREDITS
SETTING #23	2 COINS	1 CREDIT
	4 COINS	2 CREDITS
	5 COINS	3 CREDITS
SETTING #24	1 COIN	3 CREDITS
SETTING #25	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	4 CREDITS
	5 COINS	6 CREDITS
SETTING #26	1 COIN	6 CREDITS
SETTING #27	FREE PLAY	

TABLE 6.9b COIN/CREDIT SETTING (COIN CHUTE INDIVIDUAL TYPE)

SETTING	FUNCTIONING OF COIN CHUTE	
SETTING #1	1 COIN	1 CREDIT
SETTING #6	1 COIN	2 CREDITS
SETTING #8	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT
SETTING #15	1 COIN	1 CREDIT
	2 COINS	3 CREDITS
SETTING #17	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	5 CREDITS
SETTING #21	5 COINS	1 CREDIT
SETTING #22	3 COINS	1 CREDIT
	5 COINS	2 CREDITS
SETTING #23	2 COINS	1 CREDIT
	4 COINS	2 CREDITS
	5 COINS	3 CREDITS
SETTING #25	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	4 CREDITS
	5 COINS	6 CREDITS
SETTING #27	FREE PLAY	

# MANUAL SETTING

Selecting MANUAL SETTING in the COIN ASSIGNMENTS mode displays the following screen.

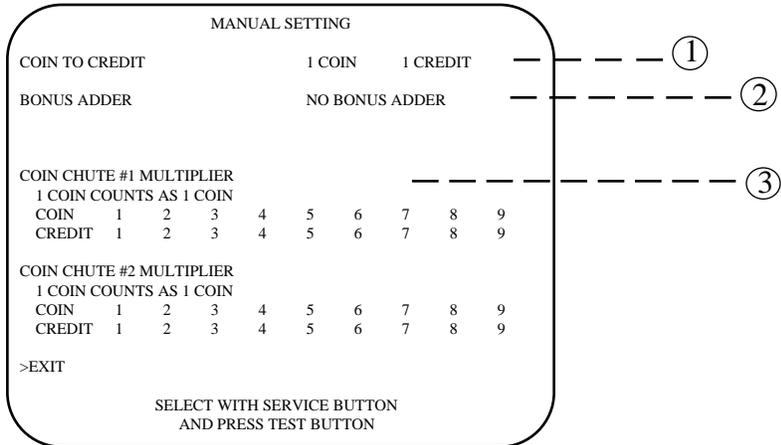


FIG. 6.9b MANUAL SETTING

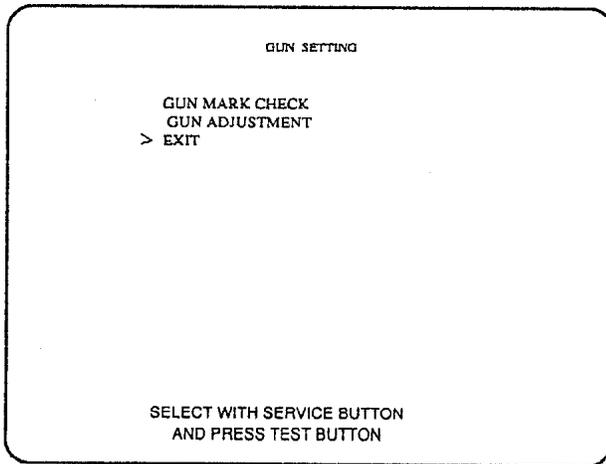
- ① Determines Coin/Credit setting.
- ② This sets how many coins should be inserted to obtain one Service Coin.
- ③ This sets how many tokens one coin represents.

Table 6.9c MANUAL SETTING

COIN TO CREDIT	1 COIN 1 CREDIT
	2 COINS 1 CREDIT
	3 COINS 1 CREDIT
	4 COINS 1 CREDIT
	5 COINS 1 CREDIT
	6 COINS 1 CREDIT
	7 COINS 1 CREDIT
	8 COINS 1 CREDIT
	9 COINS 1 CREDIT
BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN
COIN CHUTE MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

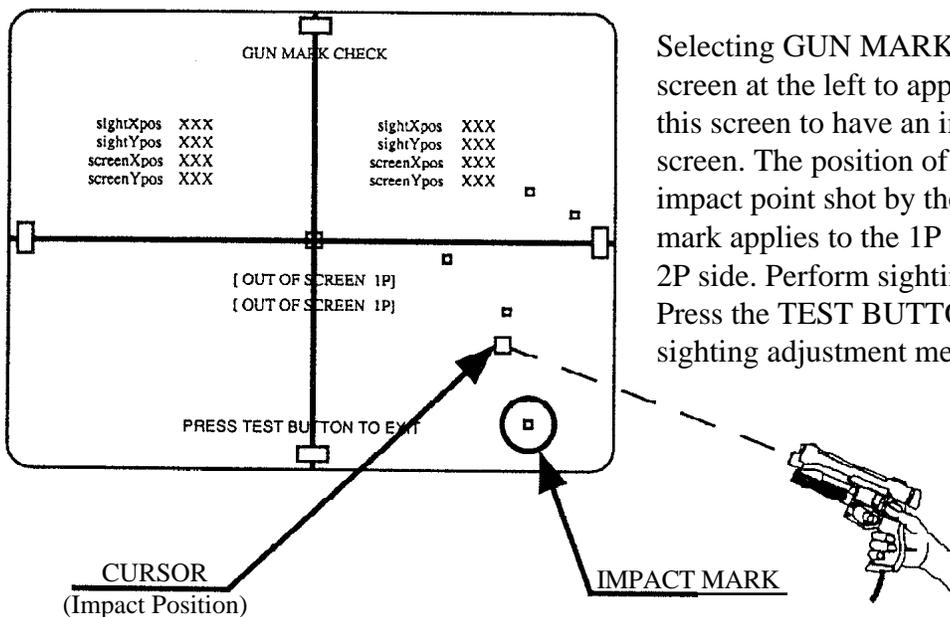
## 6 - 10 GUN SETTING

Selecting GUN SETTING causes the following screen shown at the top to appear. This allows the controller sighting to be adjusted. Periodically check the sighting adjustment status on this screen.



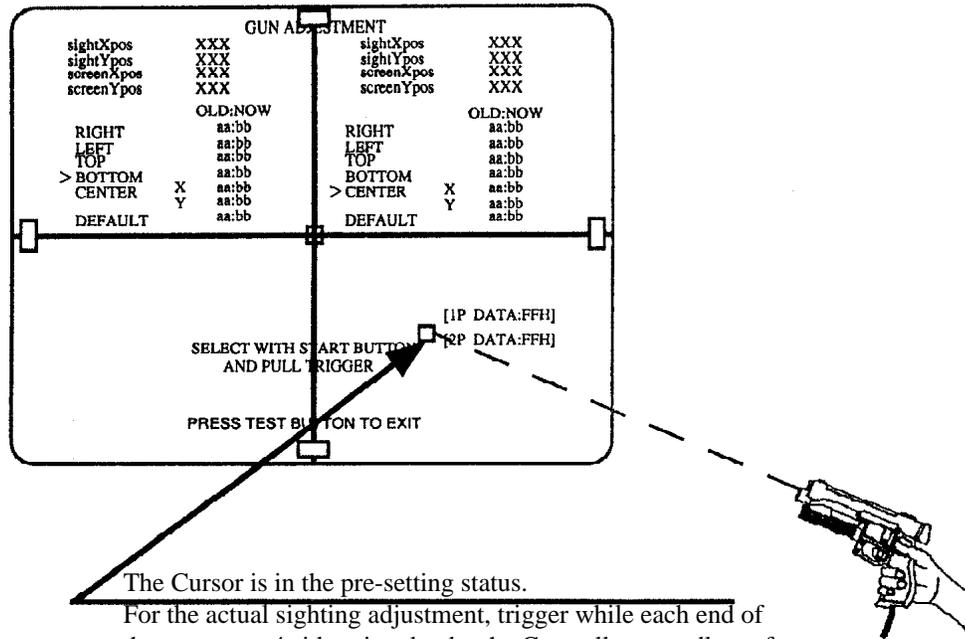
The screen shown at the left is the sighting adjustment menu mode. Press the SERVICE BUTTON to bring the arrow to the desired adjustment item to select.

Press the TEST BUTTON to cause the following sighting check screen and sighting adjustment screen to appear. There are 2 types of adjustments, i.e., one for 1P side and one for the 2P side. Adjustments for both 1P and 2P can not be made on the same screen. To return to the main menu bring the arrow to EXIT and press TEST BUTTON. (FIG. 6.2)



Selecting GUN MARK CHECK causes the screen at the left to appear. Point the controller at this screen to have an impact mark appear on the screen. The position of the mark shows the impact point shot by the controller. A red impact mark applies to the 1P side and a blue one to the 2P side. Perform sighting check on this screen. Press the TEST BUTTON to return to the above sighting adjustment menu screen.

Select GUN ADJUSTMENT to cause the screen shown on the next page to be displayed. In this screen, the 4 adjustment values can be set. Each adjustment value is set as follows. Be sure to determine the adjustment value by actually pointing the Controller at the end of the designated direction (the cursor value is preset). Select each adjustment position by using the 1P or 2P start button. Press the Test Button to return to the SIGHTING ADJUSTMENT mode.



ADXMIN = xxx

Determines the adjustment value of the screen's left-hand end in the horizontal direction. Point the controller at the screen's left-hand end to bring the impact mark to the screen's left-hand end. Determine the adjustment value while actually aiming the Controller at the left hand of the screen and triggering regardless of the cursor. Make adjustments in a manner so that the impact mark is at an appropriate position. At this time, disregard vertical directions.

ADXMAX = xxx

Determines the adjustment value of the screen's right-hand end in the horizontal direction. Point the controller at the screen's right-hand end to bring the impact mark to the screen's right-hand end. Determine the adjustment value while actually aiming the Controller at the right hand of the screen and triggering regardless of the cursor. Make adjustments in a manner so that the impact mark is at an appropriate position. At this time, disregard vertical directions.

CENTER= xxx

Determines the adjustment value of the screens center. X and Y respectively indicates left/right and up/down directions. The left hand side value (aa) indicates the pre-setting value, and the right hand side value (bb) refers to the value to be newly inputted. This is true for all of the above adjustments. By pointing the Controller to the center of the screen, determine the adjustment value while actually aiming the Controller at the center of the screen and triggering regardless of the cursor.

ADYMIN = xxx

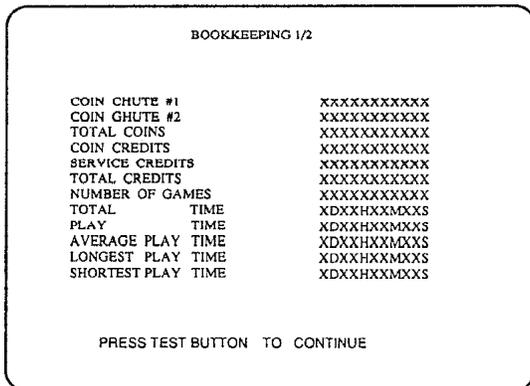
Determines the adjustment value of the screen's upper end in the vertical direction. Point the controller at the screen's upper end to bring the impact mark to the screen's upper end. Determine the adjustment value while actually aiming the Controller at the upper end of the screen and triggering regardless of the cursor. Make adjustments in a manner so that the impact mark is at an appropriate upper end position. At this time, disregard horizontal directions

ADYMAX = xxx

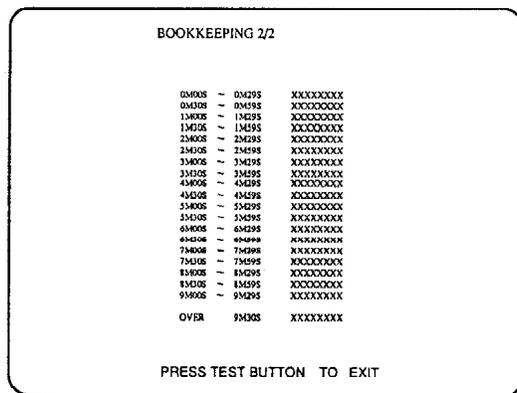
Determines the adjustment value of the screen's lower end in the vertical direction. Point the controller at the screen's lower end to bring the impact mark to the screen's lower end. Determine the adjustment value while actually aiming the Controller at the lower end of the screen and triggering regardless of the cursor. Make adjustments in a manner so that the impact mark is at an appropriate lower end position. At this time, disregard horizontal directions

## 6 - 11 BOOKKEEPING

Choosing BOOKKEEPING in the MENU mode displays the data of operating status up to the present are shown on 2 pages. Press the TEST BUTTON to proceed to PAGE 2/2.



- **COIN CHUTE#\*:**  
Number of coins put in each Coin Chute.
- **TOTAL COINS:**  
Total number of activations of Coin Chutes.
- **COIN CREDITS:**  
Number of credits registered by inserting coins.
- **SERVICE CREDITS:**  
Credits registered by the SERVICE BUTTON.
- **TOTAL CREDITS:**  
Total number of credits (COIN CREDITS+SERVICE CREDITS).

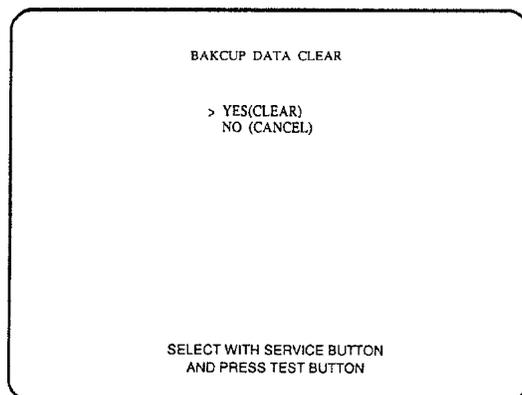


- **TOTAL TIME:**  
The total energized time.

On page (2/2), each play frequency is displayed. When setting difficulty levels, the frequency can be referred to as a standard.

When in the PAGE 2/2 mode, press the TEST BUTTON to return to the MENU mode (FIG. 6.2).

## 6 - 12 BACKUP DATA CLEAR



Clears the contents of BOOKKEEPING and high score player ranking entry.

When clearing, bring the arrow to “YES” and when not clearing, to “NO”, by using the SERVICE BUTTON, and push the TEST BUTTON. When the data has been cleared, “COMPLETED” will be displayed. Bring the arrow to “NO” and press the TEST BUTTON to cause the MENU mode to return on to the screen.

Note that the contents of the game setting and sighting adjustment are not affected by BACKUP DATA CLEAR operation.

## 7. CONTROLLER (GUN)



WARNING!

- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.

In the cases where the controller's operation is not satisfactory or the controller sight deviates from the direction in which the controller is pointed, it is possible that some maintenance may be required (the controller's interior parts may have been damaged). Replace the parts by disassembling the controller in the following procedure: Also, be sure to perform sighting check in the TEST mode when the controller parts are replaced.

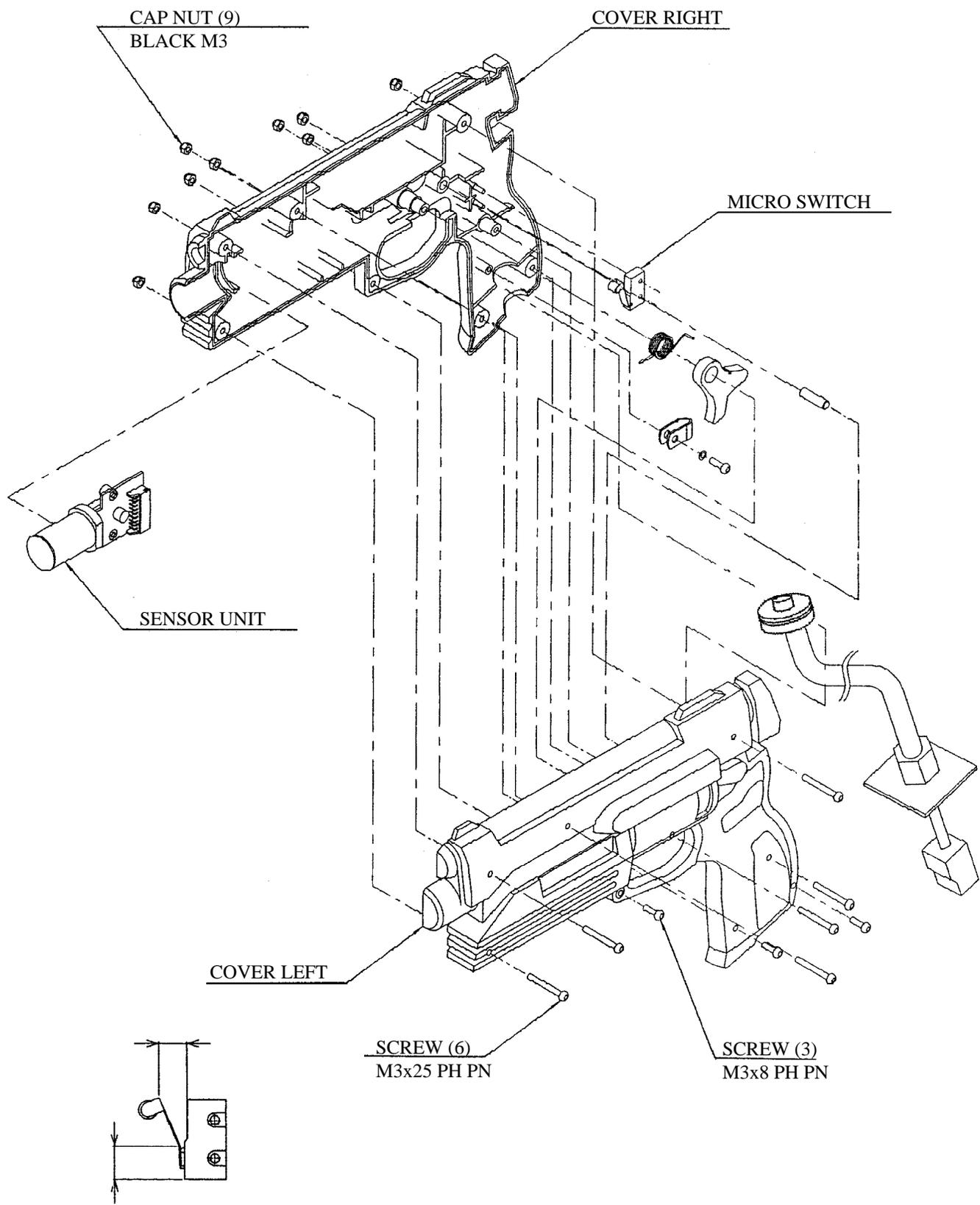
### 7 - 1 REPLACING THE MICROSWITCH

- ① Disassemble the controller.
- ② Pull out the microswitch from COVER RIGHT.
- ③ Take out the microswitch by removing the soldering from it.
- ④ Solder the new microswitch and assemble the controller.

### 7 - 2 REPLACING THE SENSOR BOARD

The sensor board fits in between LENS HOLDER L and LENS HOLDER R. Replace the sensor board by disassembling sensor unit in the following procedure:

- ① Disassemble the controller.
- ② Remove the sensor unit from COVER R.



## 8. COIN SELECTOR

### HANDLING THE COIN JAM

If the coin is not rejected when the REJECT BUTTON is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

### CLEANING THE COIN SELECTOR

The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

- ① Turn the power for the machine OFF. Open the coin chute door.
- ② Open the gate and dust off by using a soft brush (made of wool, etc.).
- ③ Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- ④ Remove the CRADLE. When removing the retaining ring(E-ring), be very careful so as not to bend the shaft.
- ⑤ Remove stain from the shaft and pillow portions by wiping off with a soft cloth, etc.
- ⑥ After wiping as per #5 above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

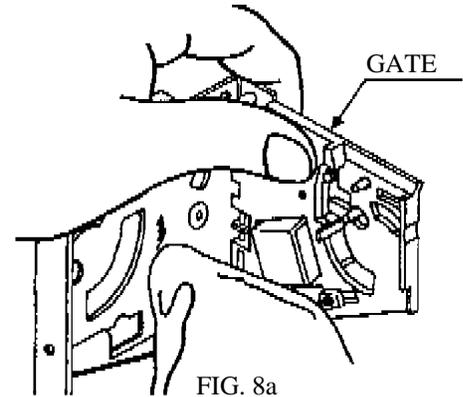


FIG. 8a

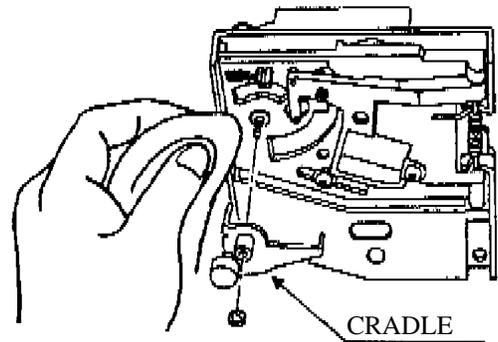


FIG.8b



IMPORTANT!

- Never apply machine oil, etc. to the coin selector
- After cleaning the Coin Selecting, Insert a regular coin in the normal working status and ensure that the Selector correctly functions.

### COIN INSERTION TEST

Once a month, when performing the COIN SW TEST, simultaneously check the following:

- Does the Coin Meter count satisfactorily?
- Does the coin drop into the Cashbox correctly?
- Is the coin rejected when inserted while keeping the REJECT BUTTON pressed down?

Insert a coin while keeping the Reject Button pressed down and check if it is rejected.

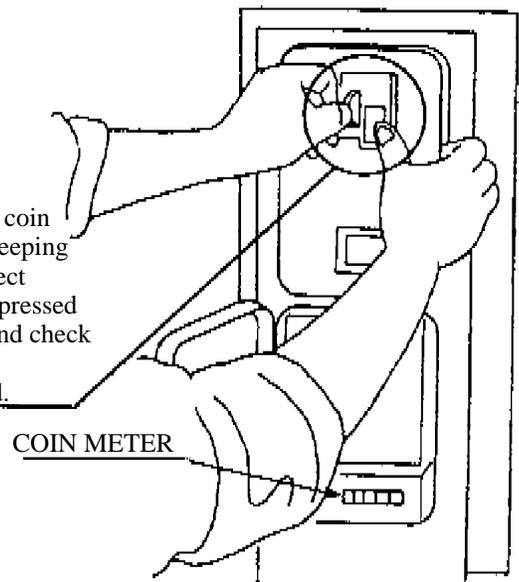


FIG. 8c

OPTIONAL DOLLAR BILL ACCEPTOR

● THE COIN DOOR ASSEMBLY USED ON LOST WORLD DLX COMES EQUIPPED TO ACCEPT A DOLLAR BILL ACCEPTOR. ALL NEEDED WIRING CONNECTIONS ARE CONVIENENTLY LOCATED INSIDE THE GAME FOR THIS APPLICATION.

● THE COIN DOOR CAN ACCCOMMODATE THE FOLLOWING VALIDATORS:

HOLE POSITION#1 (FORWARD-MOST POSITION)	VFM5-AE 2400-GL 5 (MARS) AL4 (MARS)
--	--

HOLE POSITION#2	VFM2-AE 2400-GL 5 (MARS) VFM4-AE 2400-GL 5 (MARS) DBV45 (JCM)
-----------------	---

HOLE POSITION #3	CURRENTLY NOT USED
------------------	--------------------

HOLE POSITION #4	DSIO1*
------------------	--------

\*The back flange on the chute can be removed for hole position #4. If the flange is not removed, it may interfere with the back of the cabinet.

## 9. PROJECTOR



Since the Projector has been adjusted at the time of shipment, avoid making further adjustments without good reason.



The Projector is subject to color deviation due to Convergence deviation caused by the geomagnetism at the time of installation, location, and peripheral magnetic field. After the installation of machine, and before commencing operation, check for Convergence deviation and if deviated, make adjustments.

Fine adjustments are stored in the Projector. Pressing the Fine Adjustment SW (Convergence Adjustment) results in entering the Fine Adjustment mode, and this may cause the stored fine adjustment to be changed. During work other than for adjustment, Should you touch the Fine Adjustment SW by mistake, immediately turn power off by using the main SW and then turn it back on again. If any distortion or color deviation is found in the test mode and adjustments are needed, use the specified adjustment knob, or perform adjustment by remote control. To find the adjustment knob, move Cabinet DX and remove the PTV Front Service Door by using the procedure opposite the one for installing and assembling. In some cases a cover is installed to the Adjustment Knobs. Remove the Cover.

### 9 - 1 CLEANING THE SCREEN



Since the Projector screen is susceptible to damage, pay careful attention to it's handling. When cleaning, refrain from using water or volatile chemical.

When the screen surface becomes dirty with dust, etc., clean it by using a soft cloth such as gauze. When water, and volatile chemicals such as benzine, thinner, etc., spill on the screen surface, it may be subject to damage, therefore, do not use them. Also, since the surfaces are susceptible to damage, refrain from rubbing them with a hard material or using a duster.

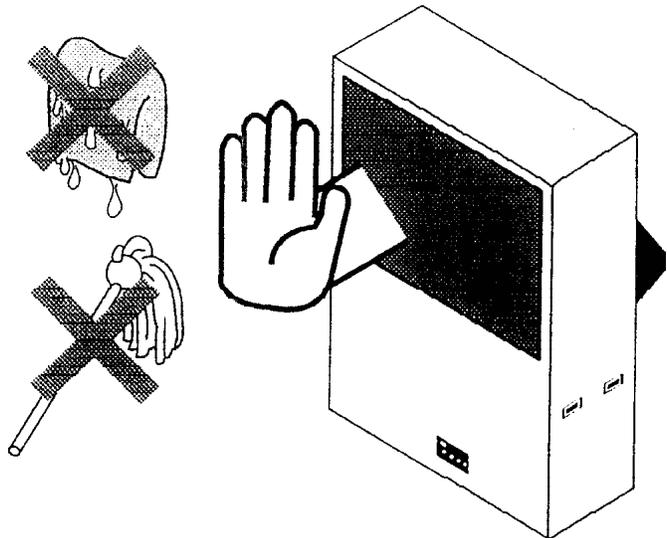
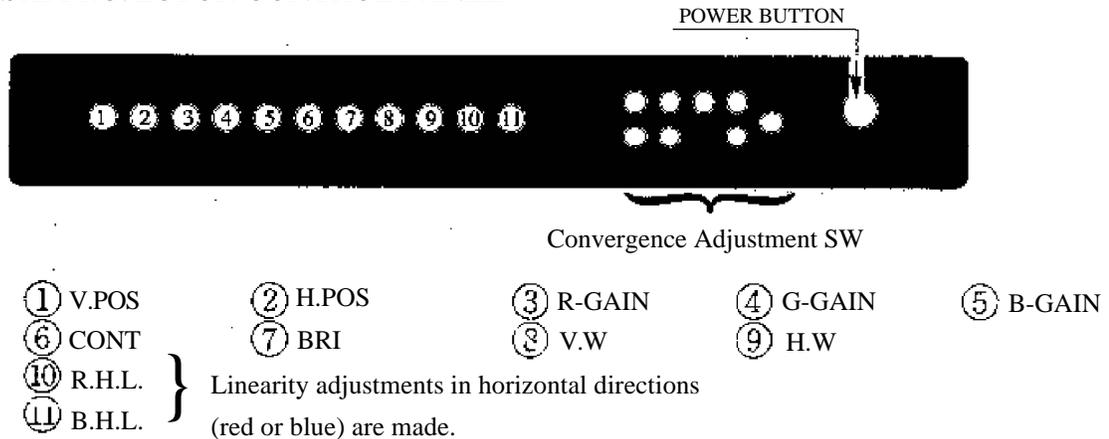


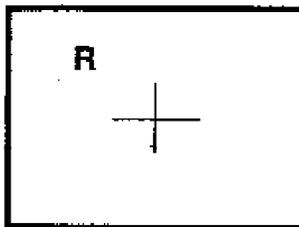
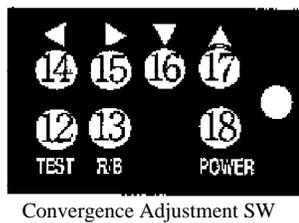
FIG. 9.1

## 9- 2 MITSUBISHI PROJECTOR

### □ MITSUBISHI PROJECTOR CONTROL PANEL



### STATIC CONVERGENCE ADJUSTMENT



- |         |                      |
|---------|----------------------|
| ⑫ TEST  | Test mode on/off key |
| ⑬ R/B   | R/B key              |
| ⑭ ◀     | Left shift key       |
| ⑮ ▶     | Right shift key      |
| ⑯ ▼     | Lower shift key      |
| ⑰ ▲     | Upper shift key      |
| ⑱ POWER | Power button         |

- ① For the Convergence adjustment mode, press the test mode on/off key. ⑫
- ② Ensure that “R” is displayed on the screen.
- ③ Make adjustments so as to cause the red cross pattern to match with the green cross pattern by using Left shift key ⑭, Right shift key ⑮, Lower shift key ⑯, and Upper shift key ⑰.
- ④ By using R/B shift key ⑬, cause the red adjustment “R” to shift to blue adjustment “B” and make sure that “B” is displayed on the screen.
- ⑤ In the same manner as in ③ above, cause the blue cross pattern to match with the green cross pattern.
- ⑥ After making adjustment, press the test mode on/off key ⑫ to cancel the convergence adjustment mode.

## STATIC CONVERGENCE ADJUSTMENT METHOD WITH REMOTE CONTROL



- Although Remote Control Buttons other than those specified below do not function even if pressed during Convergence Adjustment, do not press them during adjustment work so as to avoid causing malfunctioning.
- Operate the Remote Control towards the PTV screen. If directed other than to the PTV screen, the Remote Control does not function.

### BEFORE USING REMOTE CONTROL:

First make sure that the main SW on the Projector's control panel is ON (the LED adjacent to the main SW is lit).

The Remote Control has 2 different types. Depending on the type, the Adjustment procedure is different.

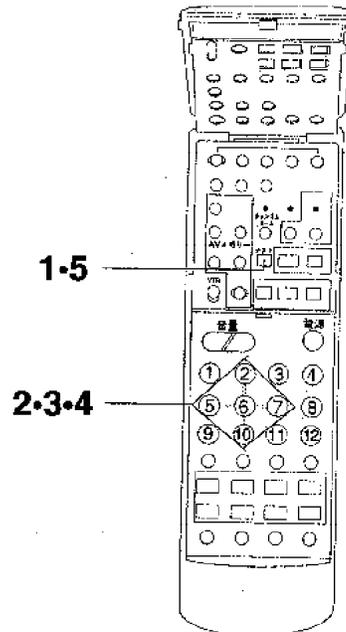
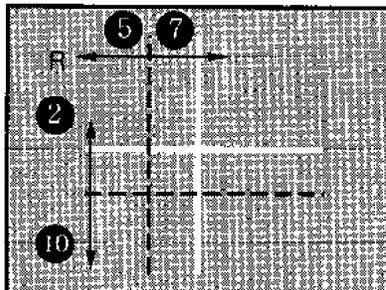
In case of REMOTE CONTROL (Part No. 200-5298):

- ① For the Convergence Adjustment mode, press the test button. Ensure that "R" is displayed on the screen.
- ② Make adjustment so as to cause the red cross pattern to match with the green cross pattern. When the red cross matches the green cross, the green cross turns yellow or white.

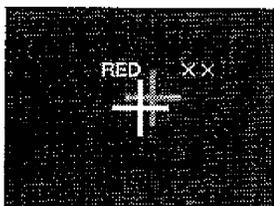
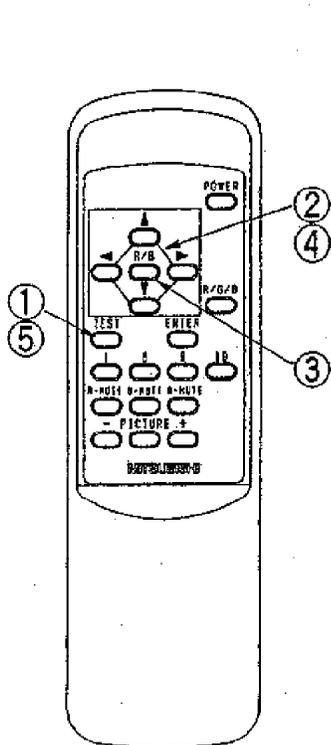
Use remote control buttons shown below to move the red cross as follows:

- Button
- ⑤ ————— to the left
  - ⑦ ————— to the right
  - ② ————— Upward
  - ⑩ ————— Downward

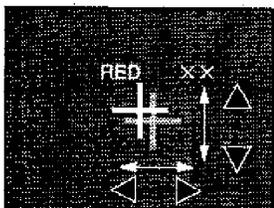
- ③ Use Remote Control button 6 to shift "R" to "B". Make sure that "B" is displayed on the screen. Each time Button ⑥ is pressed, red and blue adjustments are shifted.
- ④ In the same manner as in ② above, cause the blue cross to match the green cross. When the blue cross matches the green cross, the green cross turns white.
- ⑤ After adjustment is made, press the test button to cancel the Convergence Adjustment mode.  
\*When 2 minutes or more elapses in the Convergence mode screen without taking any action, the on-screen adjustment mode will disappear.



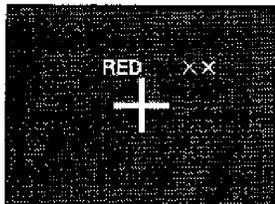
In case of REMOTE CONTROL (Part No. 200-5532):



Red line adjustment



Press SHIFT to superimpose the red line on the green line.



Completion of Adjustment

- ① Press the TEST KEY to have the red line adjustment screen appear.
- ② Superimpose the red cross on the green cross at the center of the screen. Move the red cross to the left, right, up, and down respectively with the corresponding buttons of the remote control. When the red cross is superimposed on the green cross, the green cross turns into yellow or white.
- ③ Press the R/B Key to have the blue line adjustment screen appear. Each time R/B Key is pressed, the red line and blue line will be alternated.
- ④ In the manner similar to ② above, press each key to superimpose the blue cross on the green cross. When it is superimposed, the cross in the center will become white.
- ⑤ Press the TEST KEY to exit from the adjustment mode.

During STATIC CONVERGENCE Adjustment Mode, if no action is taken within 5 minutes, the adjustment mode will be exited automatically.

# 10. REPLACEMENT OF FLUORESCENT LAMP AND LAMPS

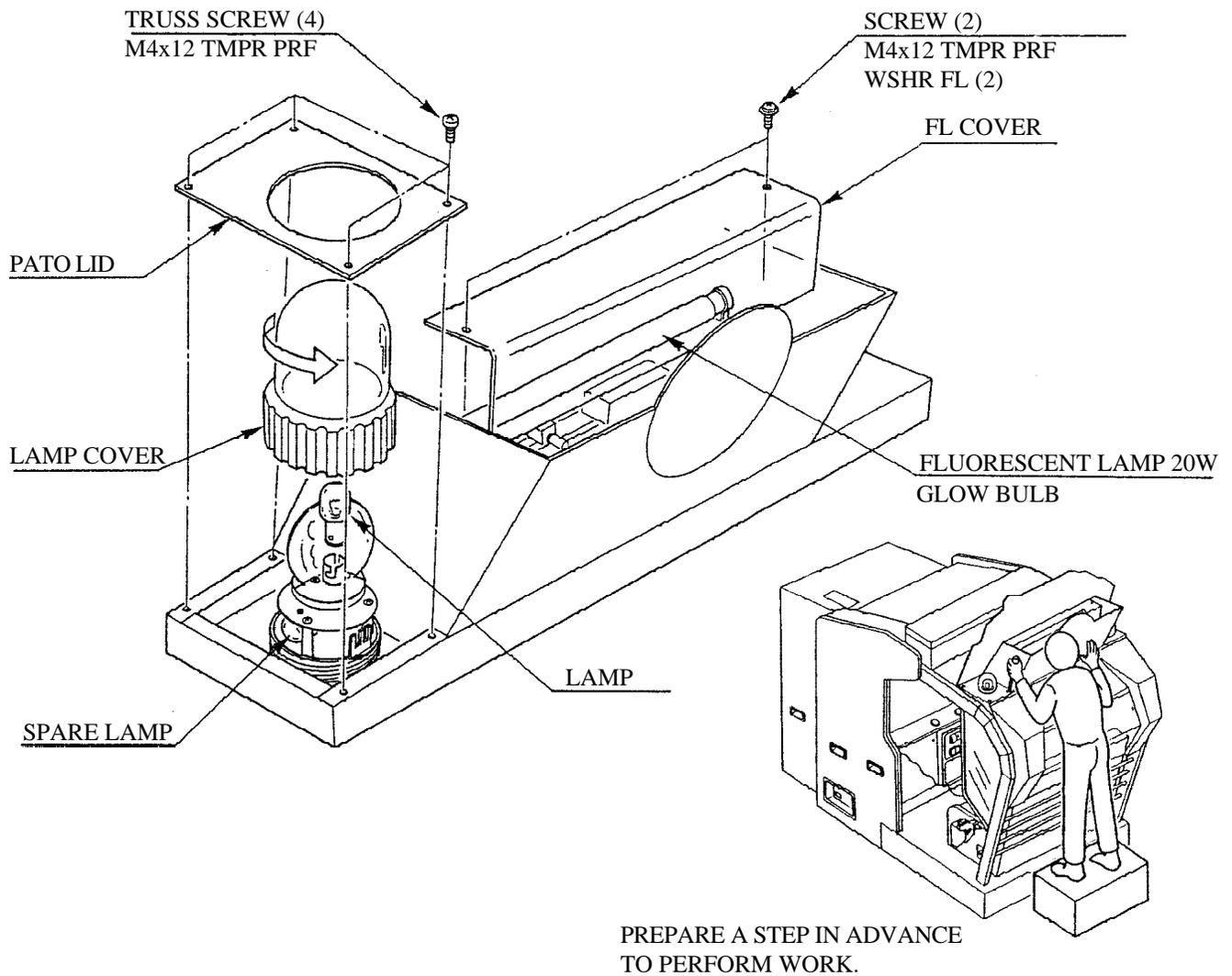


- When performing the work, be sure to turn power off. Working with power on can cause an electric shock or short circuit accident.
- The Fluorescent Lamp, when it gets hot, can cause burns. Be very careful when replacing the Fluorescent Lamp.



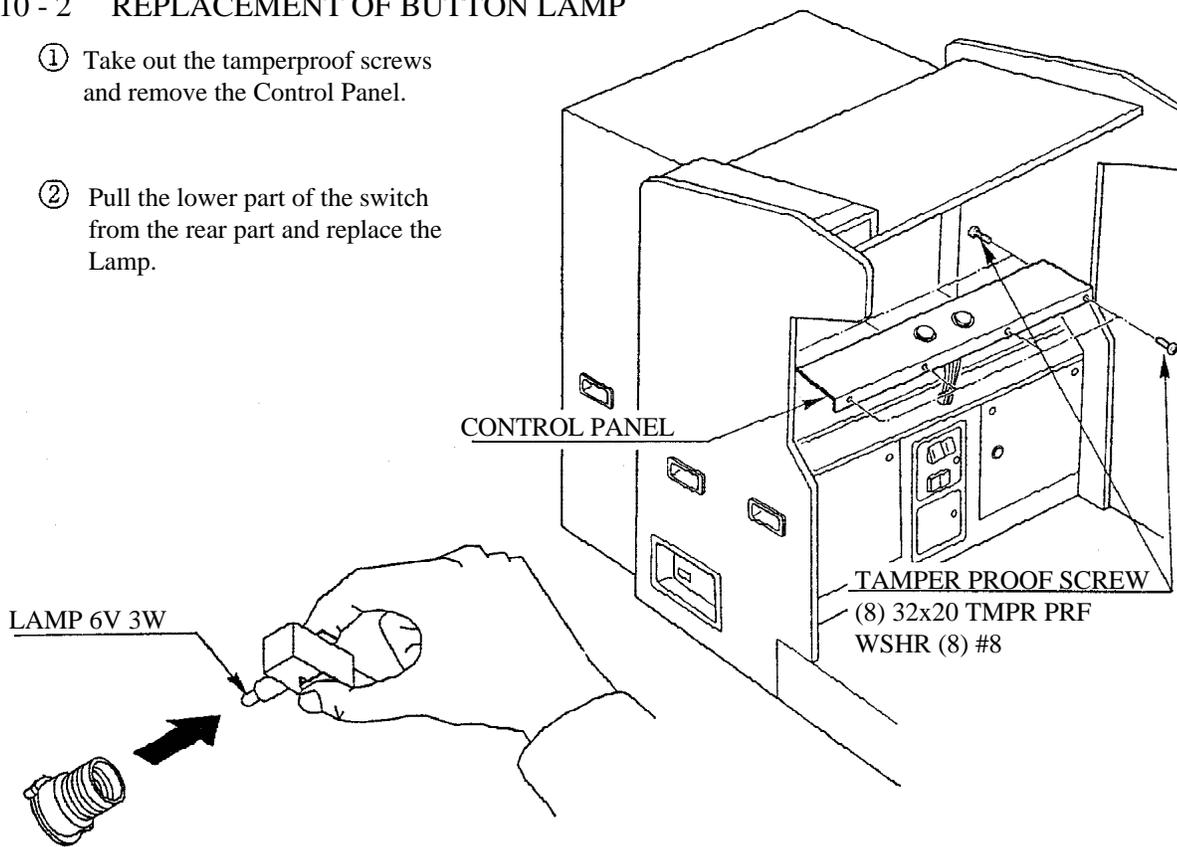
To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Not using a step or using an unstable step can cause a violent falling down accident.

## 10 - 1 REPLACEMENT OF FLUORESCENT LAMP AND TURNING LAMP (PATO LAMP)



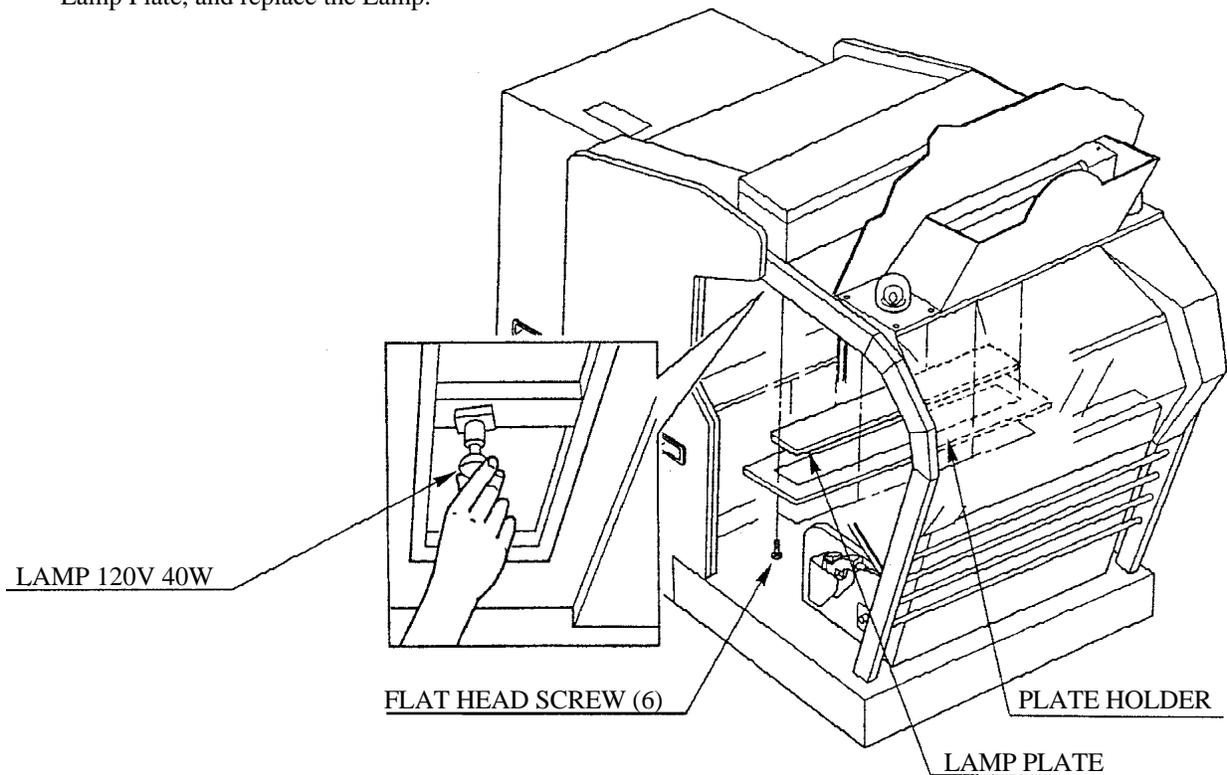
## 10 - 2 REPLACEMENT OF BUTTON LAMP

- ① Take out the tamperproof screws and remove the Control Panel.
- ② Pull the lower part of the switch from the rear part and replace the Lamp.



## 10 - 3 REPLACEMENT OF ROOM LAMP

Take out the 6 Flat Head screws to remove the Lamp Plate, and replace the Lamp.



## 11. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and ensure safe operation.

When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly.



- Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause a fire or electrical shock.
- Periodically once a year, request the place of contact herein stated or the Distributer, etc. where the product was purchased from, as regards the interior cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CONTROLLER	Cleaning	as required	
	Sight check	Weekly	6
	Check Sw	Monthly	6
COIN SELECTOR	Check COIN SW	Monthly	6
	COIN SELECTOR cleaning	Trimonthly	8
PROJECTOR	C.R.T. cleaning	weekly	9
	Check adjustments	Monthly	3, 6, 9
GAME BD	Setting check	monthly	6
INTERIOR	Cleaning	Annually	see above.
POWER PLUG	Inspection and cleaning		
CABINET SURFACE	Cleaning	As necessary	see below
CABINET	Ensure that adjusters are in contact with the floor	As necessary	3

### CLEANING CABINET SURFACES

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

## 12. TROUBLESHOOTING

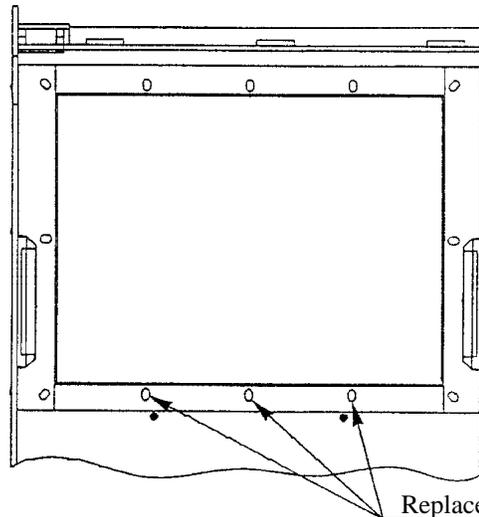
Should trouble occur, first check connector connections.

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation	Power is not supplied.  Power supply/voltage is not correct.  AC main fuse causes the power to be cut off due to momentary overload.	Plug in correctly  Make sure that power supply/voltage is  Check fuse. Remove the cause of overload and replace fuse
PTV screen is blackened and no sound is emitted.	POWER SW is OFF  Connections within the base are defective.	1.> Check to see if the power SW is ON.  2.> Check the BNC connector connections of the PTV TERMINAL BD and VPM BUFFER BD in CONTROL CABI.  3.> Check the Main Fuse.
PTV screen is all blue.	Irregular communications between each board.	1.> Check the communication cable connection between the Game BD and I/O BD.  2.> Turn the Power SW back on again.
The color of the image on PTV screen is incorrect.	Connector connections are defective.	Check the connection for the RGB and SYNC connectors of the PTV TERMINAL BD and VPM BUFFER BD.
The image on PTV screen has color deviation.	Affected by the magnetic field of installation location.	Make CONVERGENCE adjustment. (Refer to Section 9.)
No sound is emitted.	Sound Volume adjustment is not appropriate.  Sound BD and speaker are malfunctioning.	Adjust sound volume. (see Section 6).  Perform sound test to find and replace defective parts.(Refer to Section 6).
Controller operation is not satisfactory.	Due to enviromental changes, etc., sighting became inappropriate.  Microswitch malfunctioning.  Sensor BD malfunctioning.	Perform sighting adjustment in the TEST mode (See Section 6).  Replace the microswitch (See Section 7).  Replace the sensor BD (See Section 7).
The Fluorescent lamp does not light up.	The Fluorescent tube is burnt out.	Replace the Fluorescent tube (Refer to Section 10).
The Spot and/or Turning lamp does not light up.	Lamp Fault	Replace the Lamp (Refer to Section 10).

## 12 - 1 REPLACEMENT OF LED BOARD

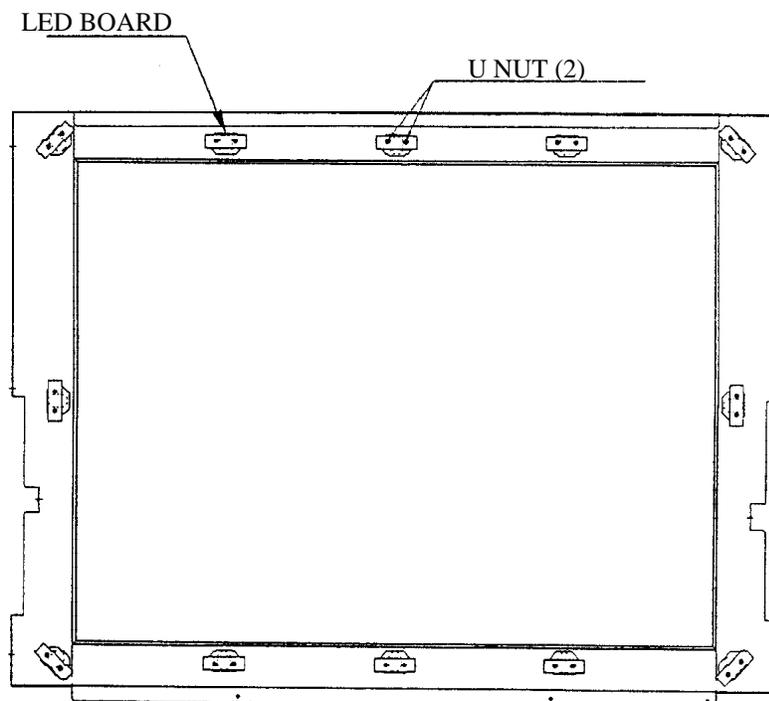
### REPLACEMENT OF LED BOARD

In case of no light emission from the 2 LED's, LED fault or malfunctioning may be considered. Replace by using the following procedure. Also, use the procedure below when wiping off surface soils after seperating the Front Cabinet and PTV.



Replace the LED in case of no light emission from the 2 LED's.

- ① Turn power off.
- ② Seperate the Front Cabinet and the PTV. Since there are wiring connections inside, pay attention so as not to damage wirings when seperating the Front Cabinet and the PTV.
- ③ The LED Board is inside the Mask of the Front Cabinet. Disconnect the connectors from both ends of the malfunctioning LED Board, take out the 2 U Nuts to remove the LED Board and then replace it.



# 13. GAME BOARD



● In order to prevent an electrical shock, be sure to turn power off before performing work by touching the interior parts of the product.  
● Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.

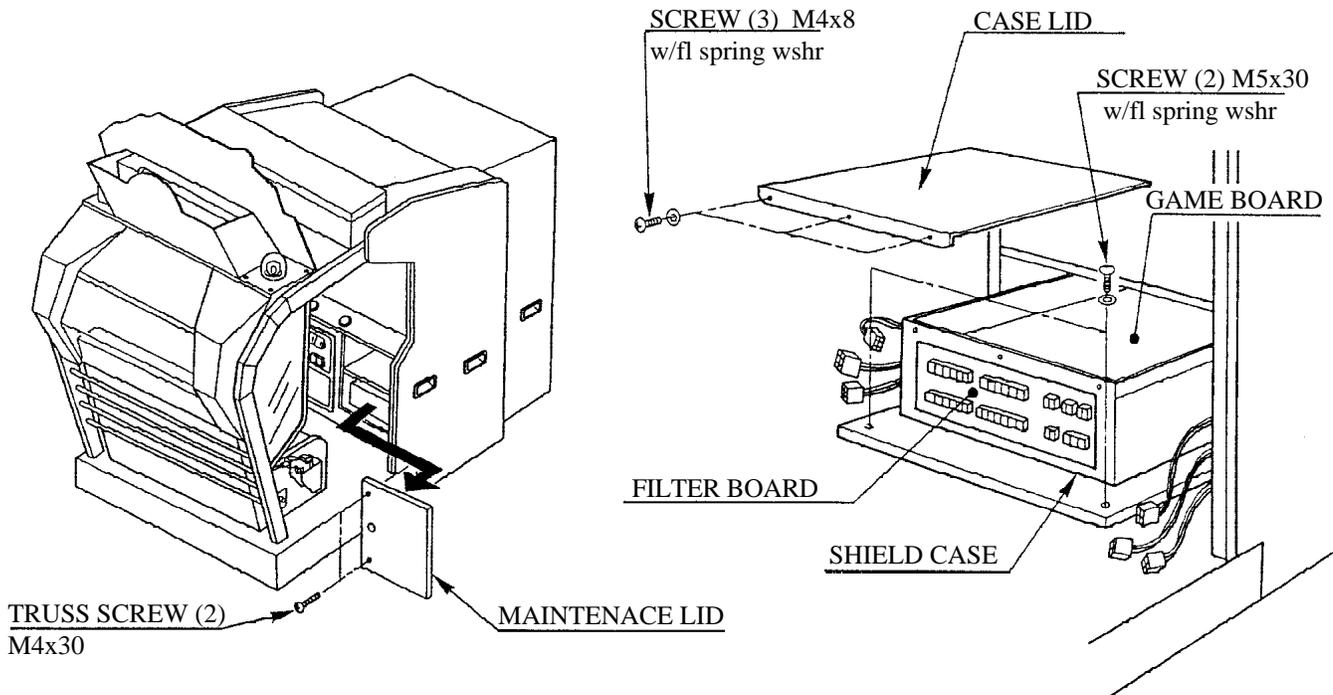


Do not expose the Game BD, etc. without a good reason. In this product, setting changes are made during the test mode. The Game BD need not be operated. Use the Game BD, etc. as is with the same setting made at the time of shipment. The electronic parts on the IC Board could be damaged due to human static electricity. Before performing IC Board related work, be sure to discharge physically accumulated statics by touching grounded metallic surfaces. When asking for the replacement or repair of the product's Game Board (MODEL 3 BOARD), be sure to put the Game Board together with the Shield Case in the Carton Box.

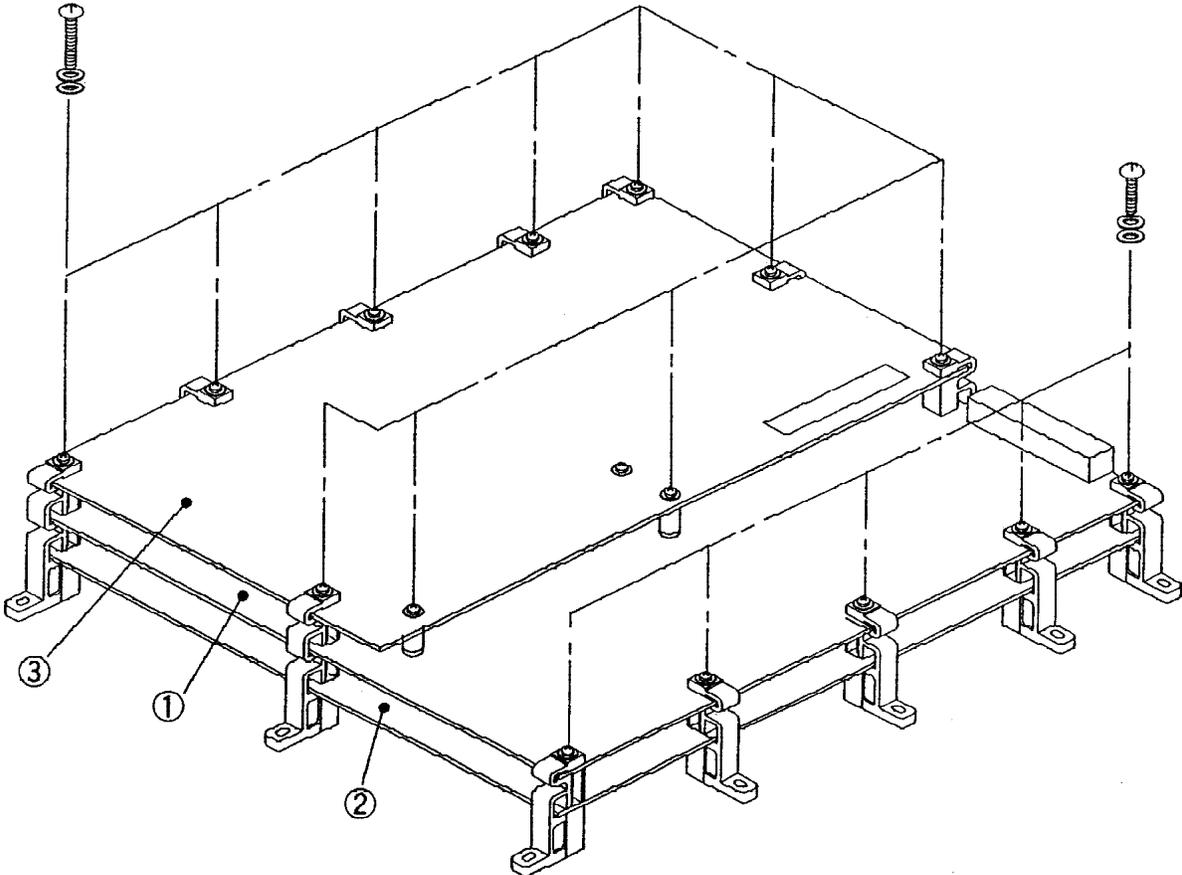
## 13 - 1 REMOVING THE BOARD

To replace the IC Board (such as the GAME BOARD, I/O BOARD), take out the IC BOARD by using the following procedure.

- ① Turn power off.
- ② Take out the 2 screws to unlock, and remove the right-hand side Maintenance Lid.
- ③ Disconnect all of the Connectors which are connected to the Shield Case Filter Board.
- ④ Take out the 2 screws which secure the Wooden Base, and pull out the Shield Case together with the Base.
- ⑤ Take out the 3 screws and remove the Case Lid to have the Game Board appear.



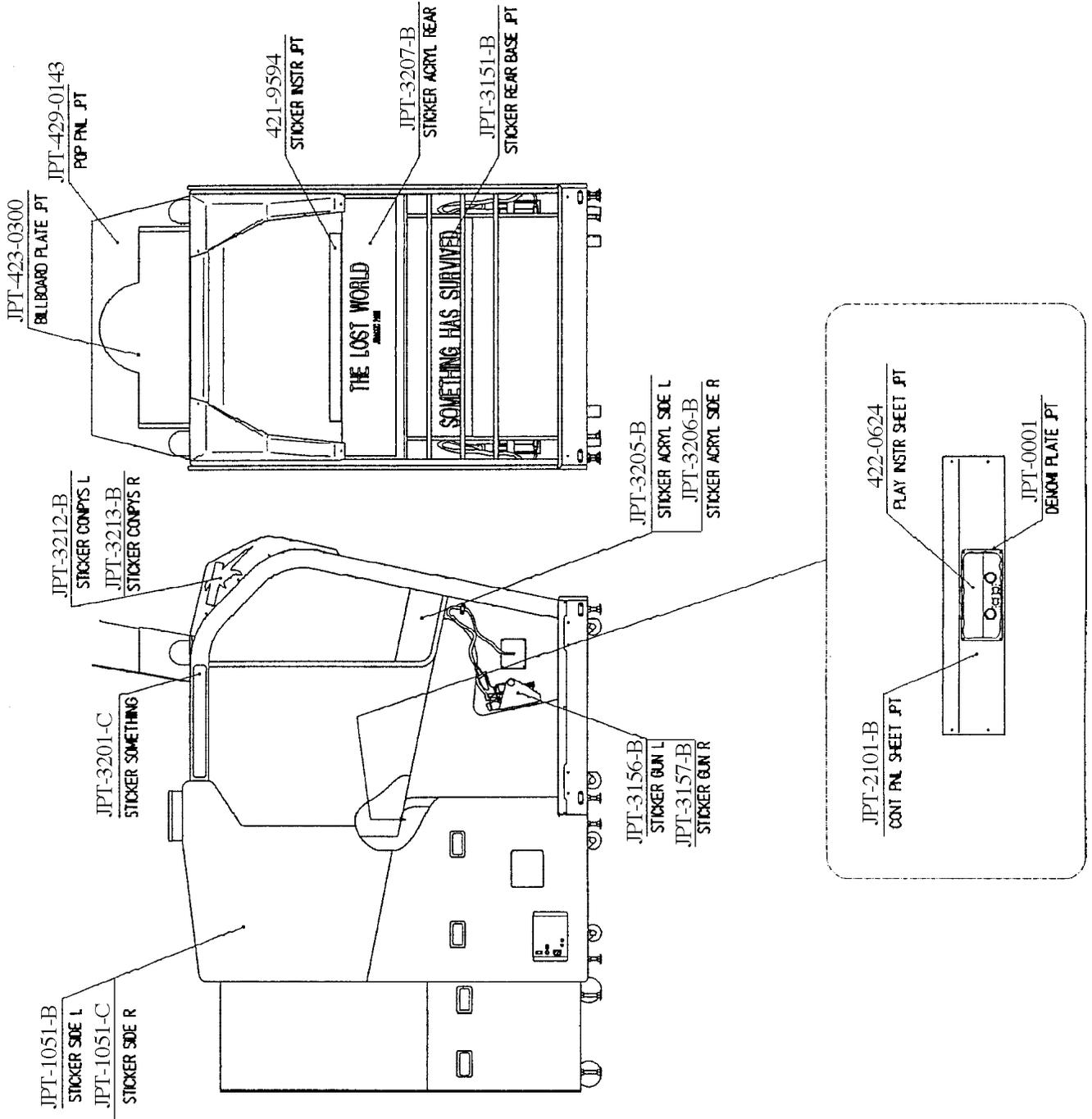
13 - 2 COMPOSITION OF GAME BOARD



No.	PART No.	DESCRIPTION
①	837-12874 837-12874-01	MODEL3 STEP 1.5 CPU BOARD MODEL3 STEP 1.5 CPU BD W/GND BD
②	837-12875	MODEL3 STEP 1.5 VIDEO BOARD
③	834-13172	ROM BD THE LOST WORLD

**NOTE: PICTURE IS ONLY FOR REFERENCE, UNIT IS NOT TO BE OPENED. EXPOSING THE BOARD FOR ANY REASON MAY VOID WARRANTY.**

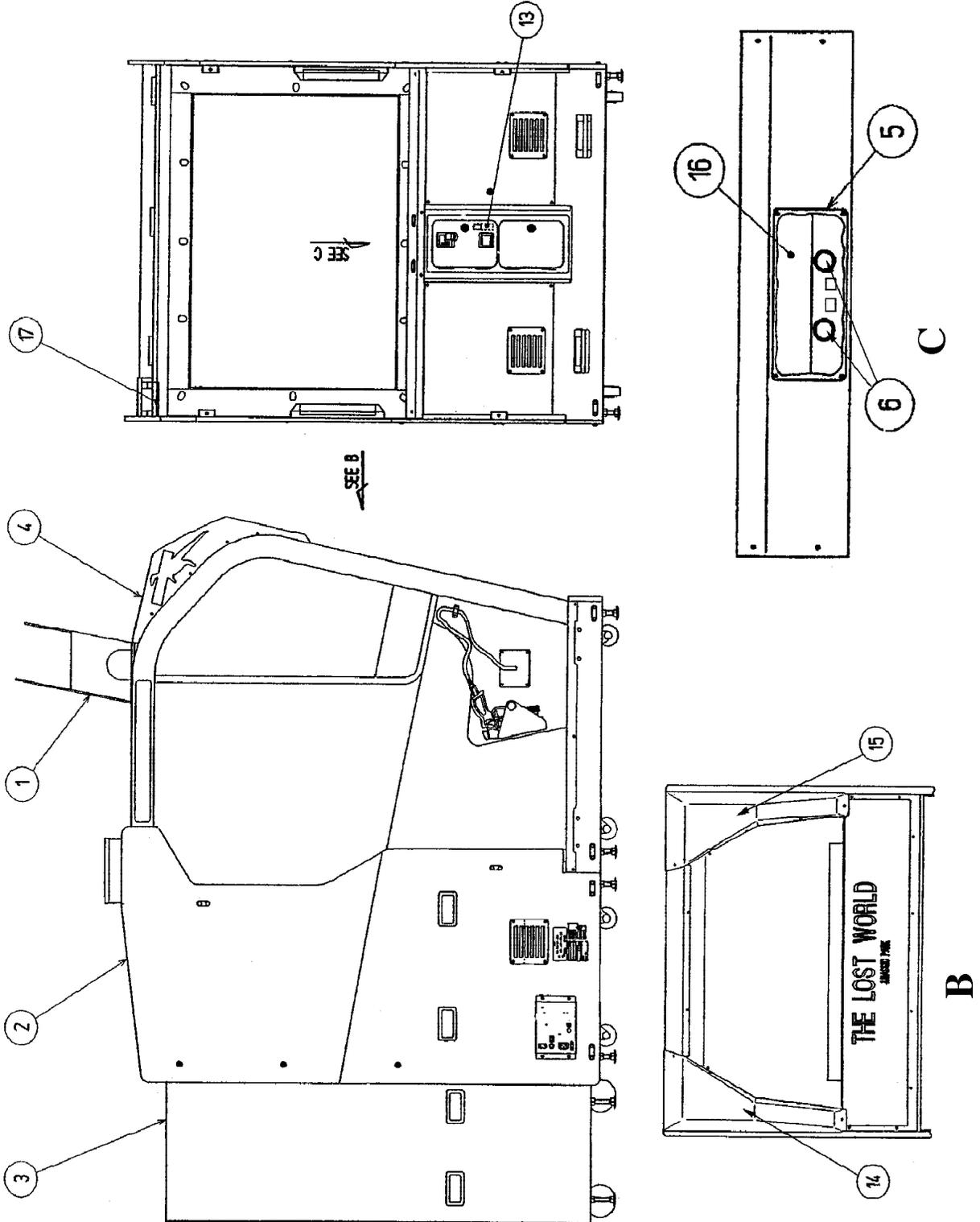
# 14. DESIGN RELATED PARTS



# 15. PARTS LIST

## ① TOP ASSY THE LOST WORLD DX

(D-1/2)

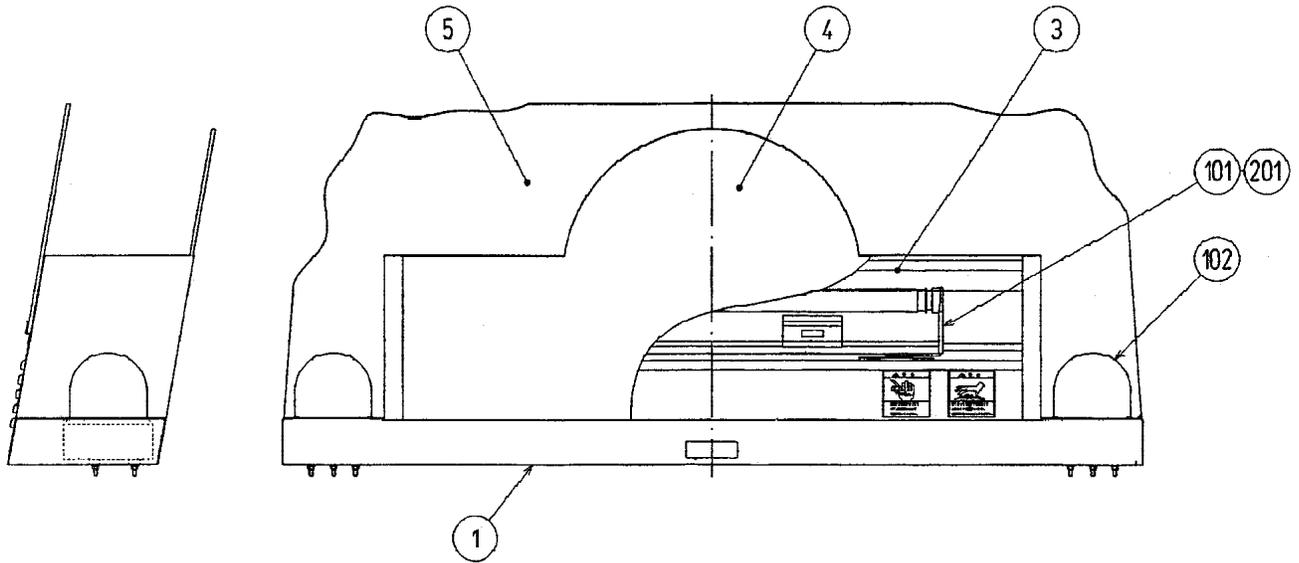


① TOP ASSY THE LOST WORLD DX

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	JPT-0500	ASSY BILLBOARD
2	JPT-1000	ASSY FRONT CABI
3	JPT-1100	ASSY PTV
4	JPT-2100	ASSY CNTRL PNL
5	JPT-3000	ASSY REAR CABI
6	5091-5712-01	SW PB W/L 6V YELLOW
13	N/A	SERIAL NUMBER STICKER
14	JPT-3212	AURICLE L
15	JPT-3213	AURICLE R
16	422-0624-01	PLAYER INSTR SHEET
17	JPT-1053	CONN LID

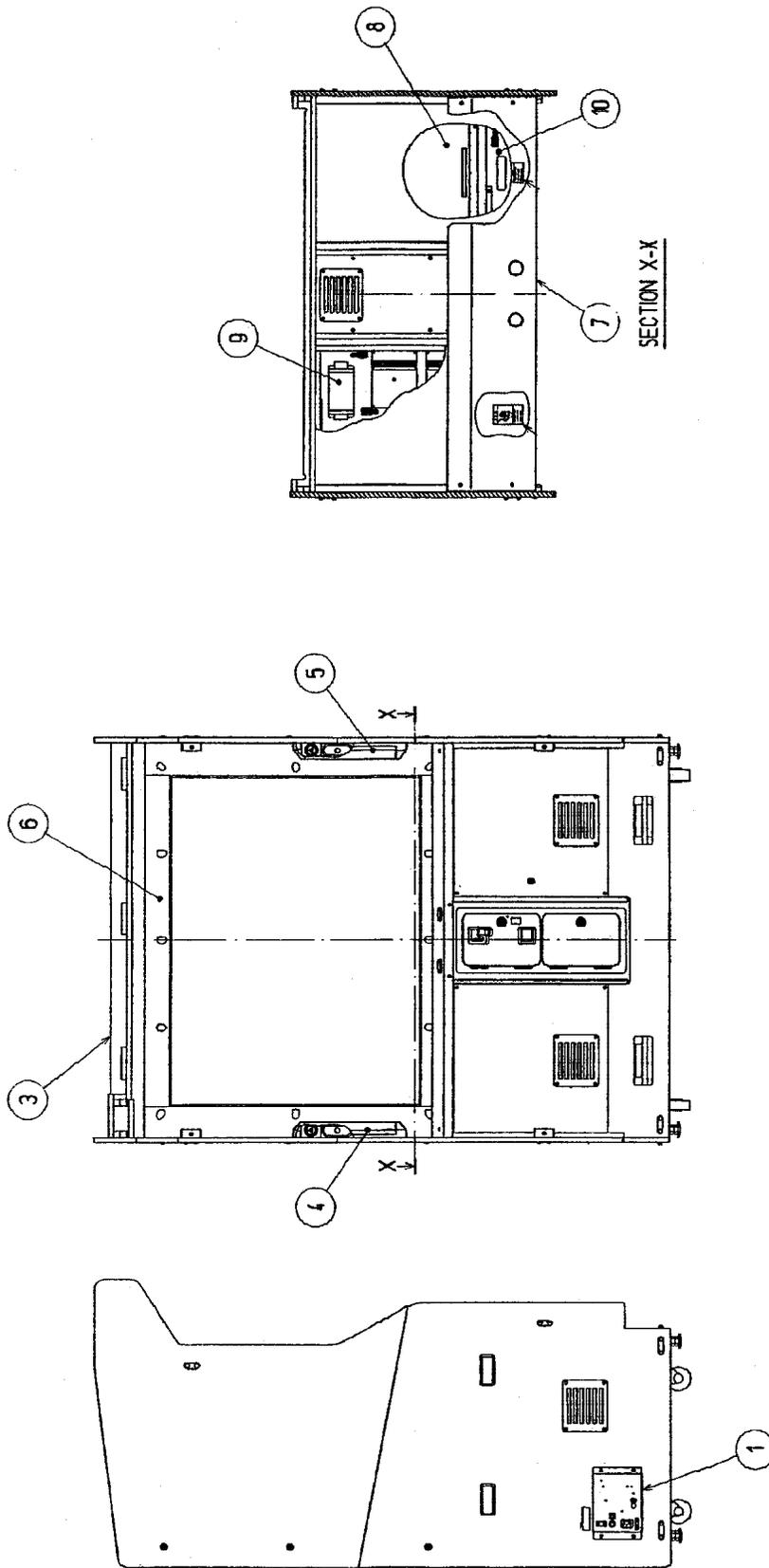
② ASSY BILLBOARD (JPT-0500)



ITEM NO.	PART NO.	DESCRIPTION
1	JPT-0501	BILLBOARD BOX
3	JPT-0503	FL COVER
4	423-0300	BILLBOARD PLATE JPT
5	429-0143	POP PNL JPT
101	390-5695-20EX	ASSY FL20W EX W/CONN HIGH T CE
102	LOCAL PURCHASE	PAT LAMP YELLOW TRI-LITE, MODEL MV 110 (#25T8DC)
201	LOCAL PURCHASE	120V 25W FL LAMP BULB

③ ASSY FRONT CABI (JPT-1000)

(D-1/2)

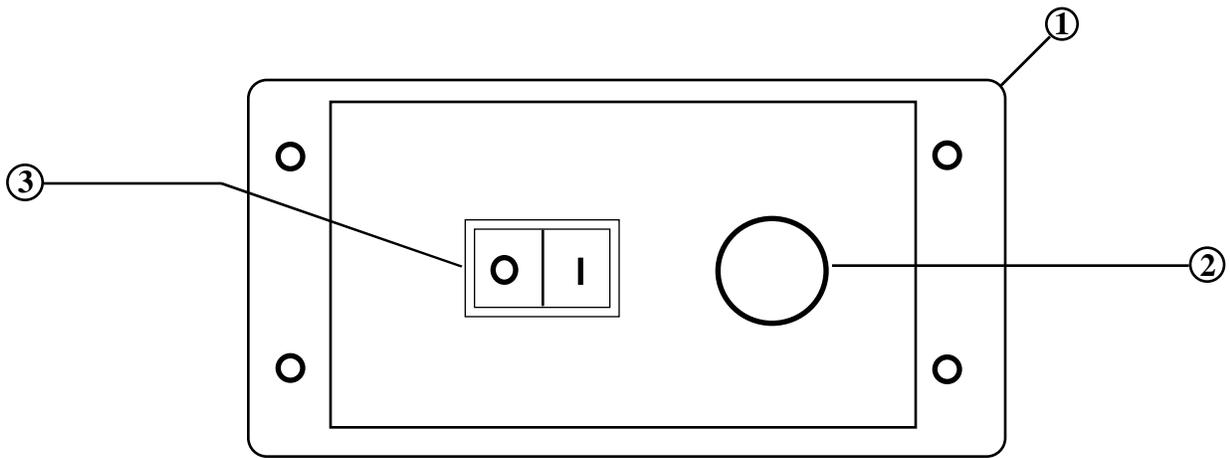


③ ASSY FRONT CABI (JPT-1000)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	JPT1-1020	AC UNIT
3	JPT-1050	ASSY SUB FRONT CABI
4	JPT-1070	ASSY SPEAKER FL
5	JPT-1075	ASSY SPEAKER FR
6	JPT-1080	ASSY MASK
7	JPT-2100	ASSY CNTRL PNL
8	JPT-4000	ASSY MAIN BD
9	JPT1-4100	ASSY PWR SPLY
10	JPT-4200	ASSY GUN SENSE BD

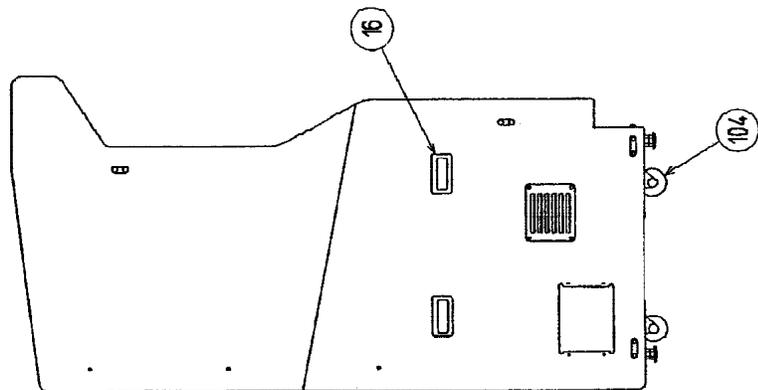
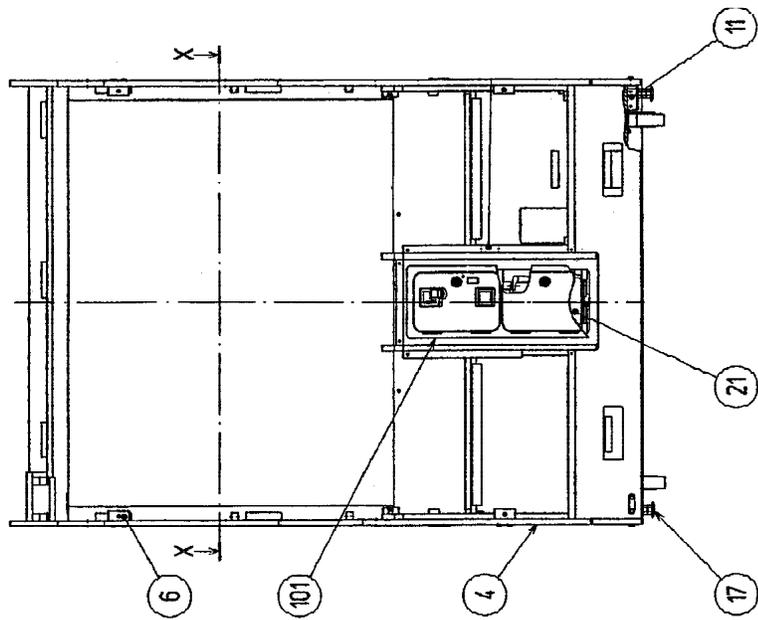
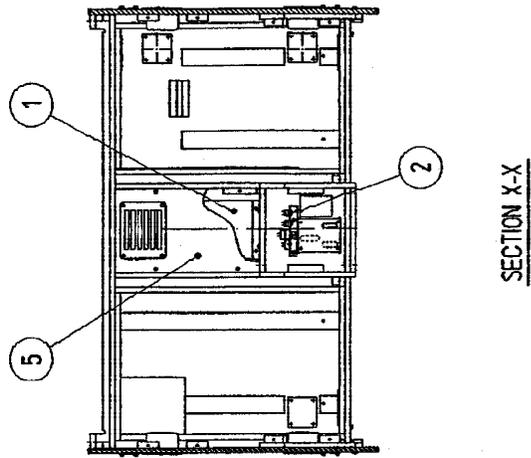
④ AC UNIT (JPT1-1020)



ITEM NO.	PART NO.	DESCRIPTION
1	N/A	AC BRKT
2	N/A	LINE STRAIN RELIEF
3	5091-5234	MAIN ROCKER SW 25A

⑥ ASSY SUB FRONT CABI (JPT-1050)

(D-1/3)

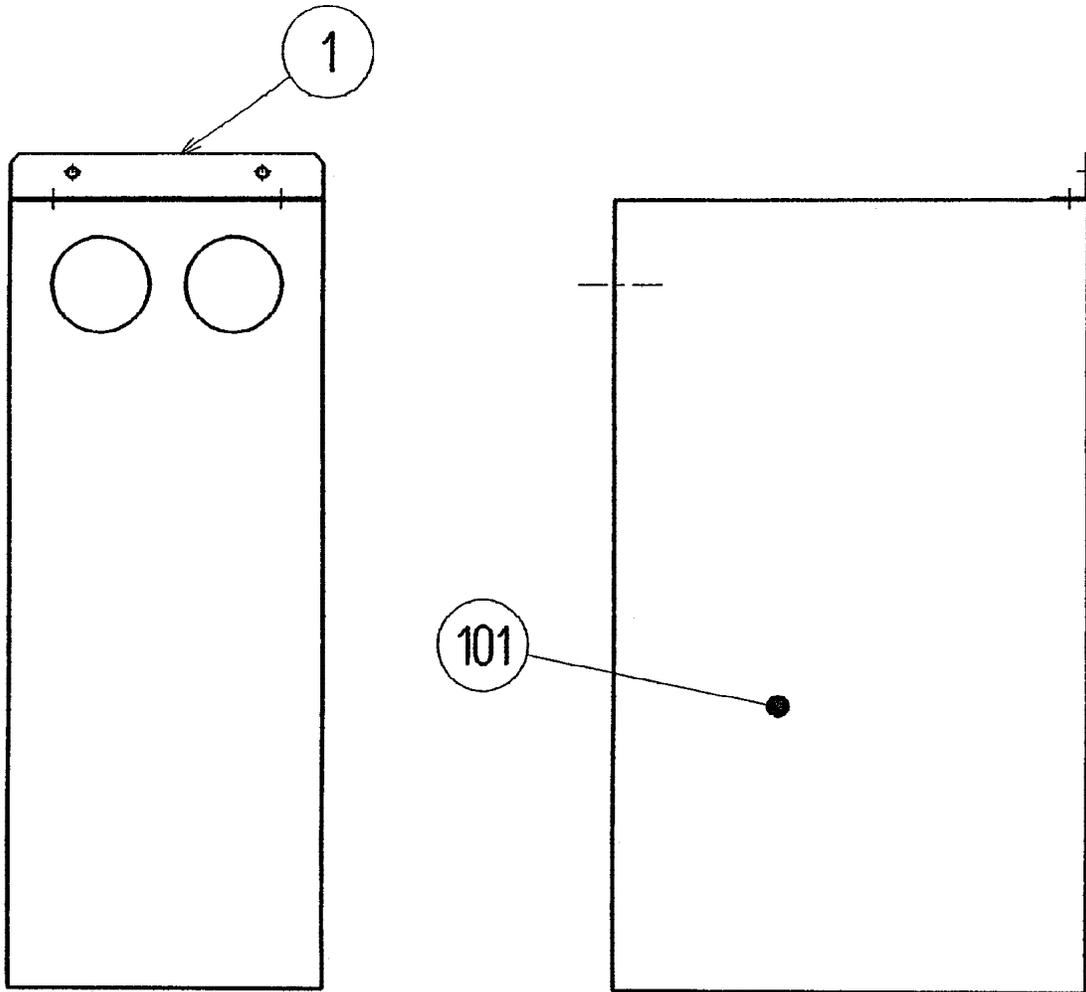


⑥ ASSY SUB FRONT CABI (JPT-1050)

(D-2/3)

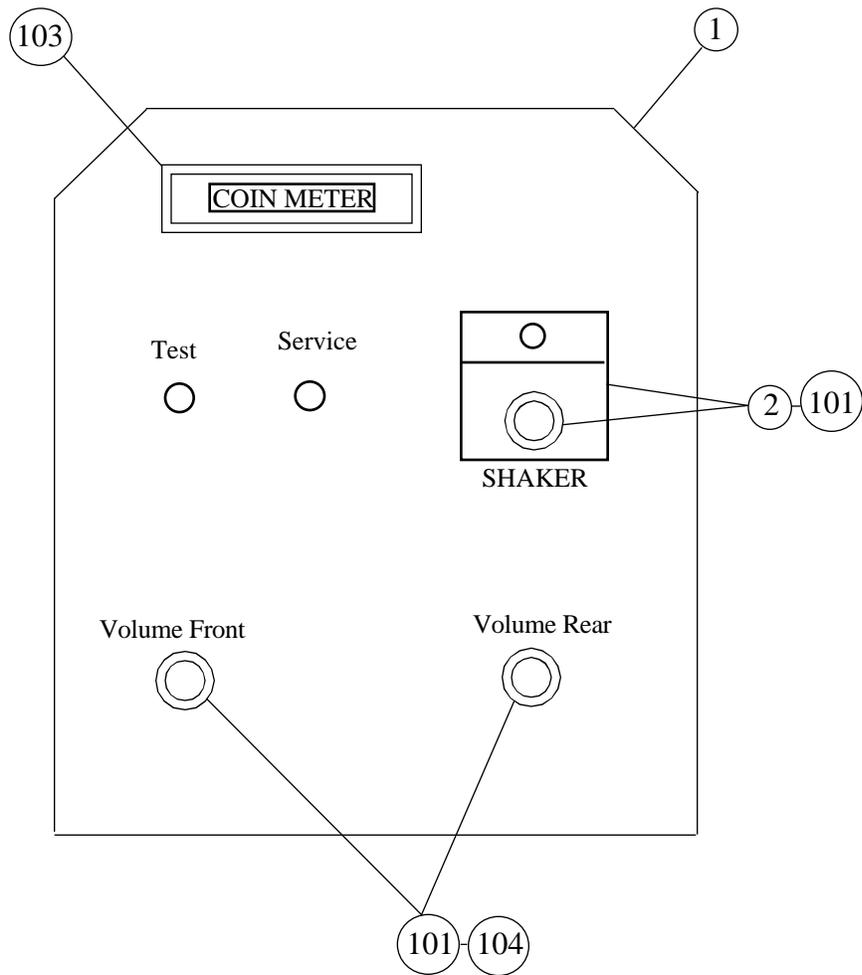
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-1025	ASSY WOOFER
2	JPT1-1030	SW UNIT
4	JPT-1051	FRONT CABI
5	JPT-1052	CENTER LID
6	JPT-1054	JOINT BRKT
11	ARC-1006	LEG BRKT
16	253-5396	CABINET HANDLE
17	999-0167	LEG ADJUSTER BOLT 1/2x13x3
21	253-5366	CASH BOX
101	220-5237	COINDOOR ASSY
104	999-0169	CASTER 2 1/2"

⑦ ASSY WOOFER (JPT-1025)



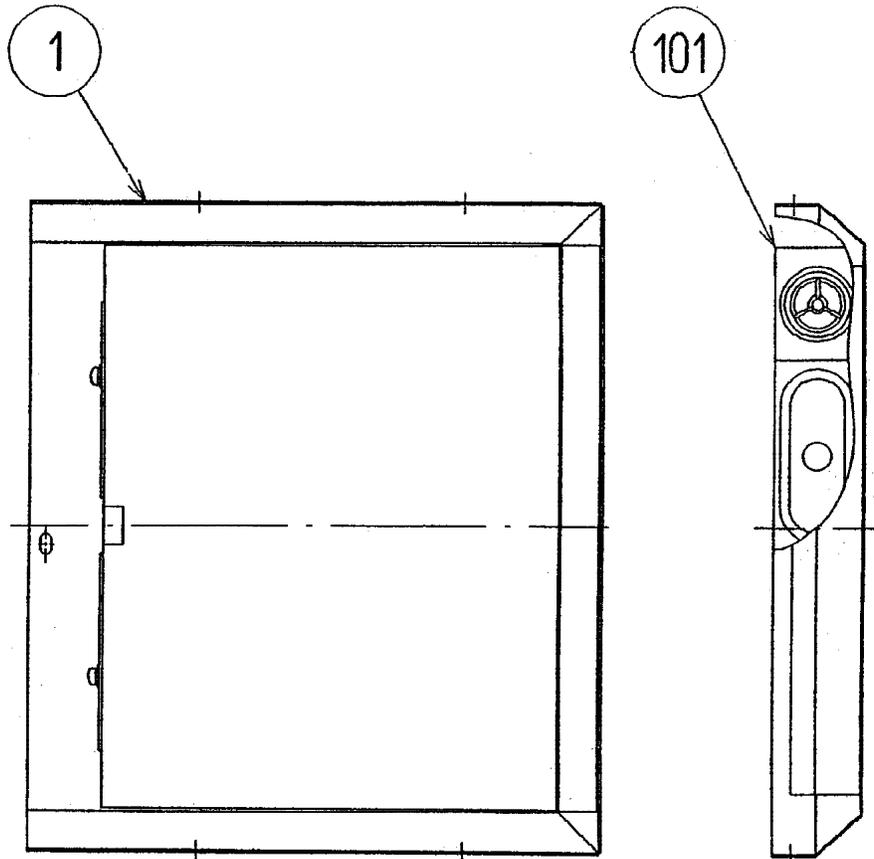
ITEM NO.	PART NO.	DESCRIPTION
1	N/A	BRKT WOOFER
101	130-5172	SPEAKER SUB WOOFER-BASS SHAKER

⑧ SW UNIT (JPT1-1030)



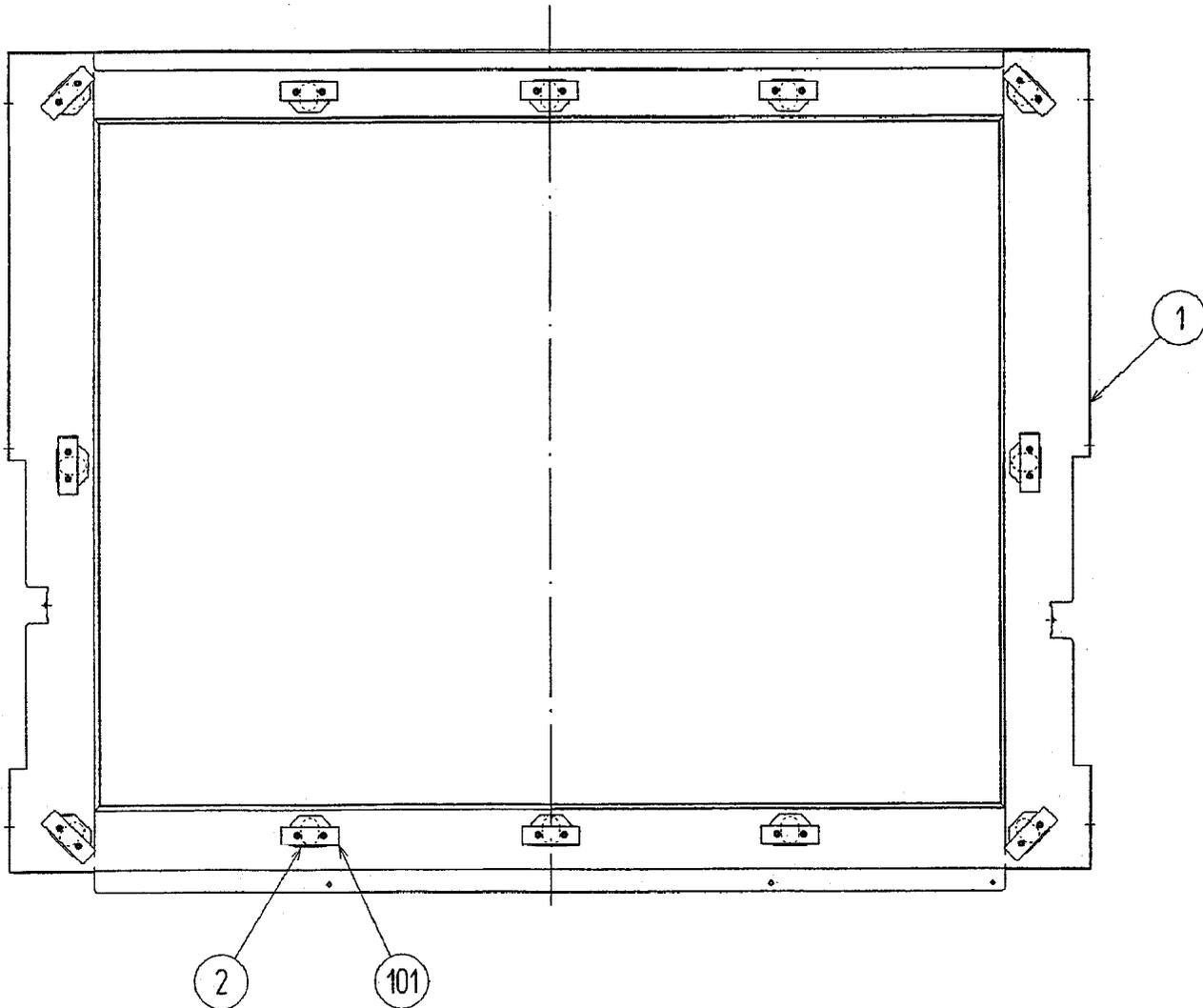
ITEM NO.	PART NO.	DESCRIPTION
1	N/A	SW BRKT
2	N/A	VOL COVER
101	220-5179	VOL CONT B-5K OHM
103	509-5028	SW PB 1M
104	601-0042	KNOB 22 M

⑩ ASSY SPEAKER FL (JPT-1070)  
(JPT-1075)



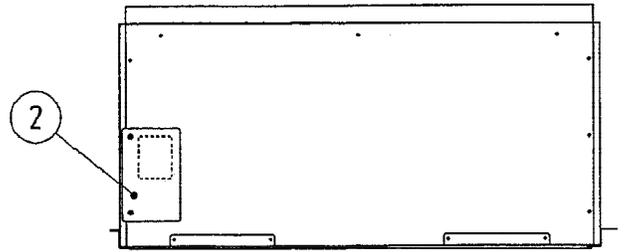
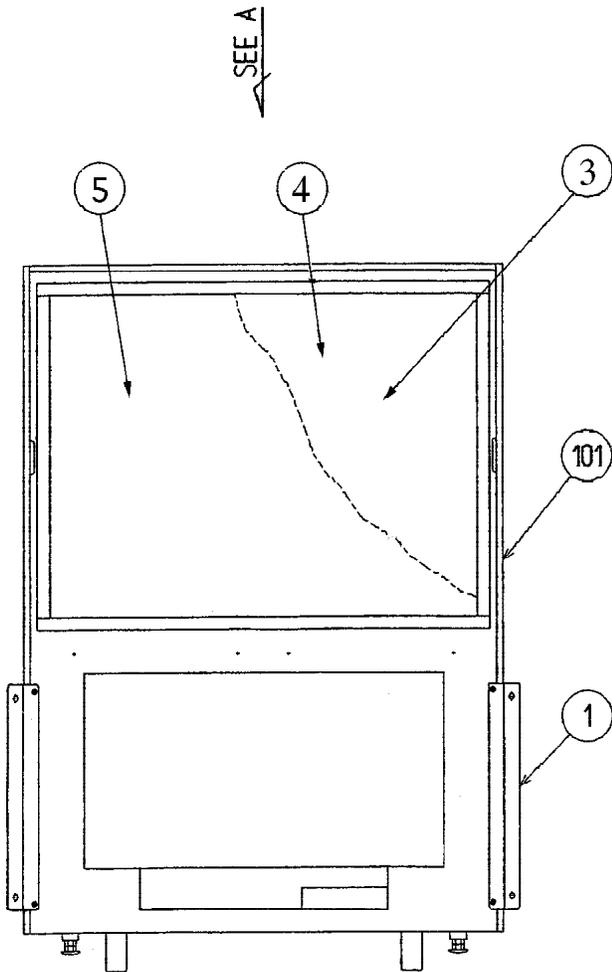
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-3203	SPEAKER COVER L
2	JPT-3204	SPEAKER COVER R
101	130-5156	SPEAKER BOX 80HM 20W

⑫ ASSY MASK (JPT-1080)



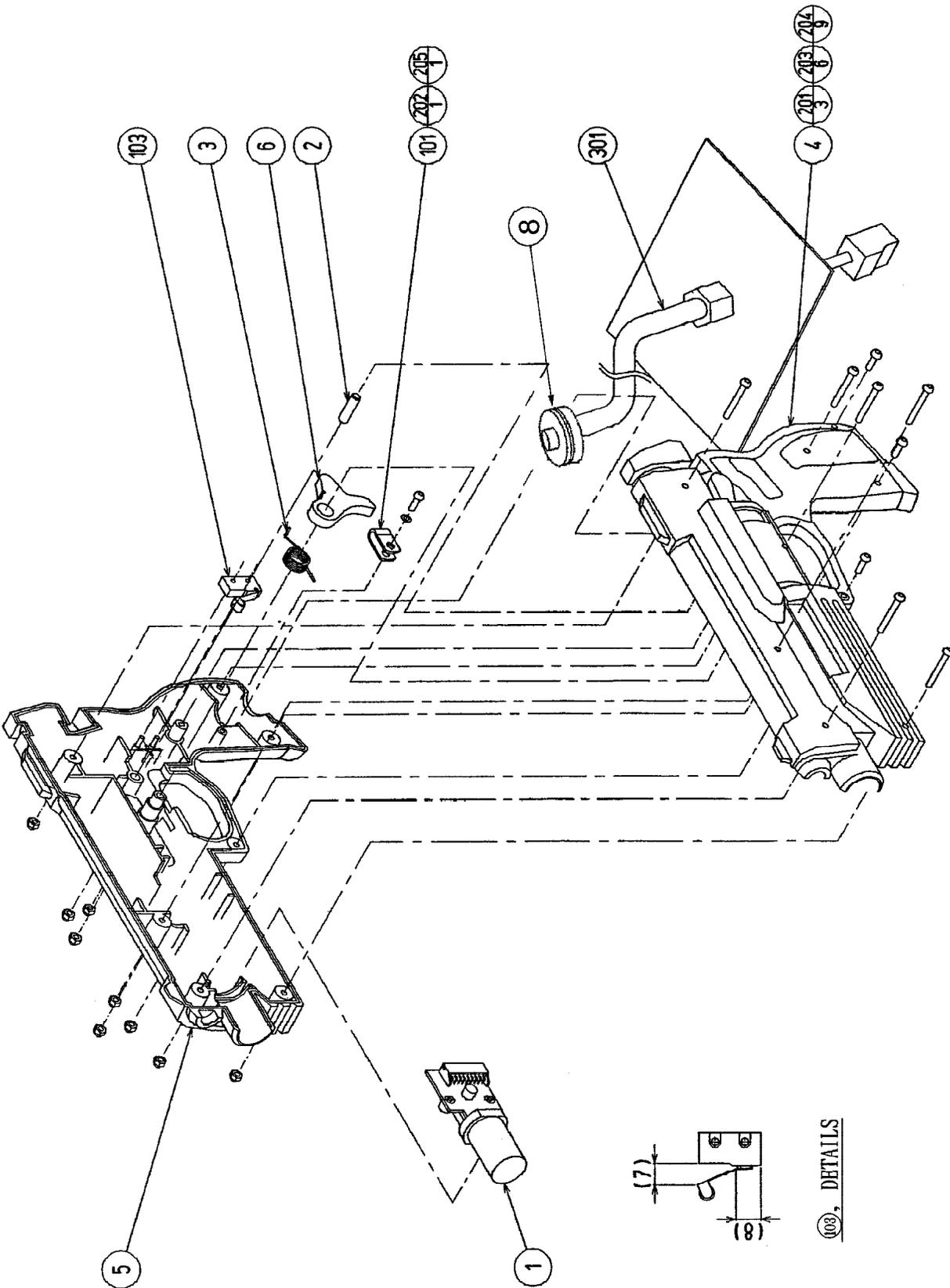
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-1081	MASK BASE
2	JPT-1082	IR COVER
101	838-13145	LED BD GUN SENSE

⑱ ASSY PTV (JPT-1100)



SEE A

ITEM NO.	PART NO.	DESCRIPTION
1	JPT-1101	BRACKET PTV
2	JPT-1102	LID CONN PTV
3	200-5277	LENTICULAR SHEET
4	2000-5350	FRESNEL SHEET
5	999-0276	LEXAN PROTECTOR SHEET
101	200-5265	ASSY PROJECTION DISPLAY JPT



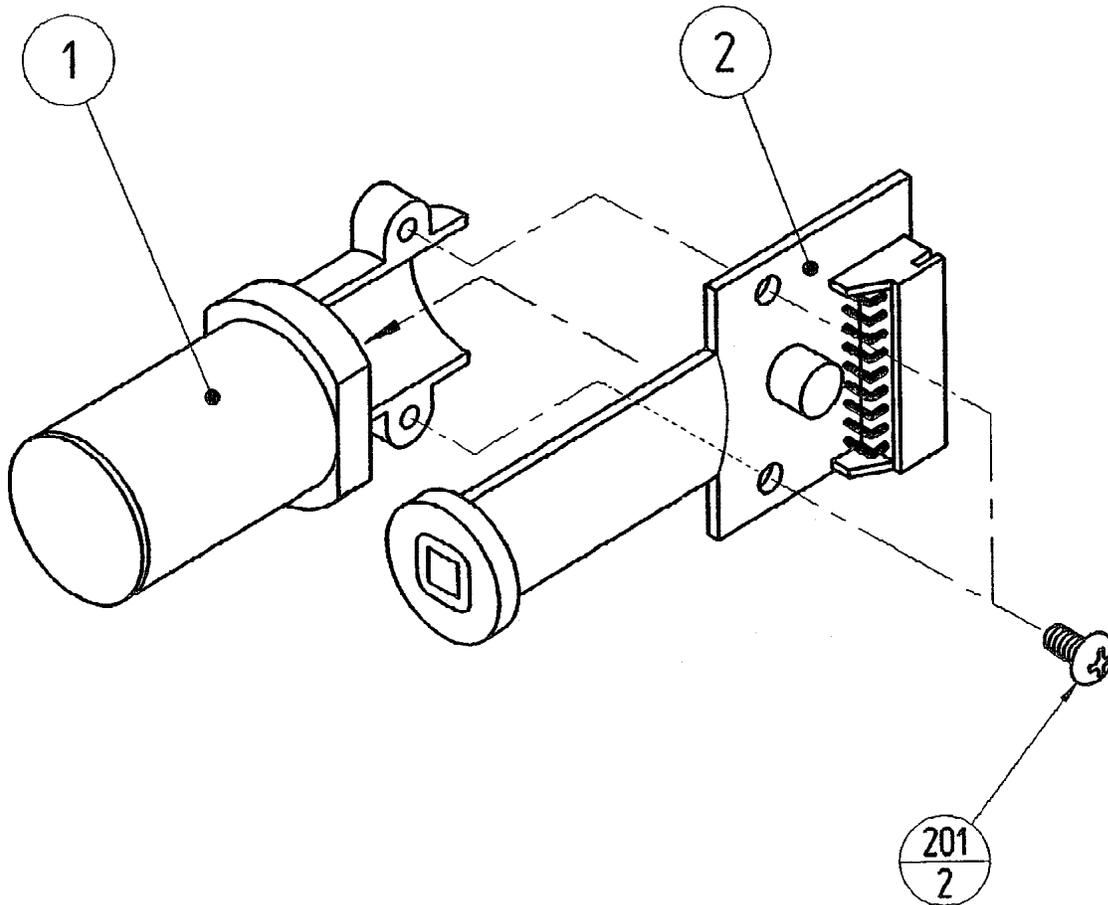
**NOTE:** When assembling (103), bend the Actuator as shown in the Detail FIG. and adjust the Actuator so as to allow the Trigger of (6) to turn the Microswitch ON-OFF correctly.

② CONTROL UNIT 1P (JPT1-2000)

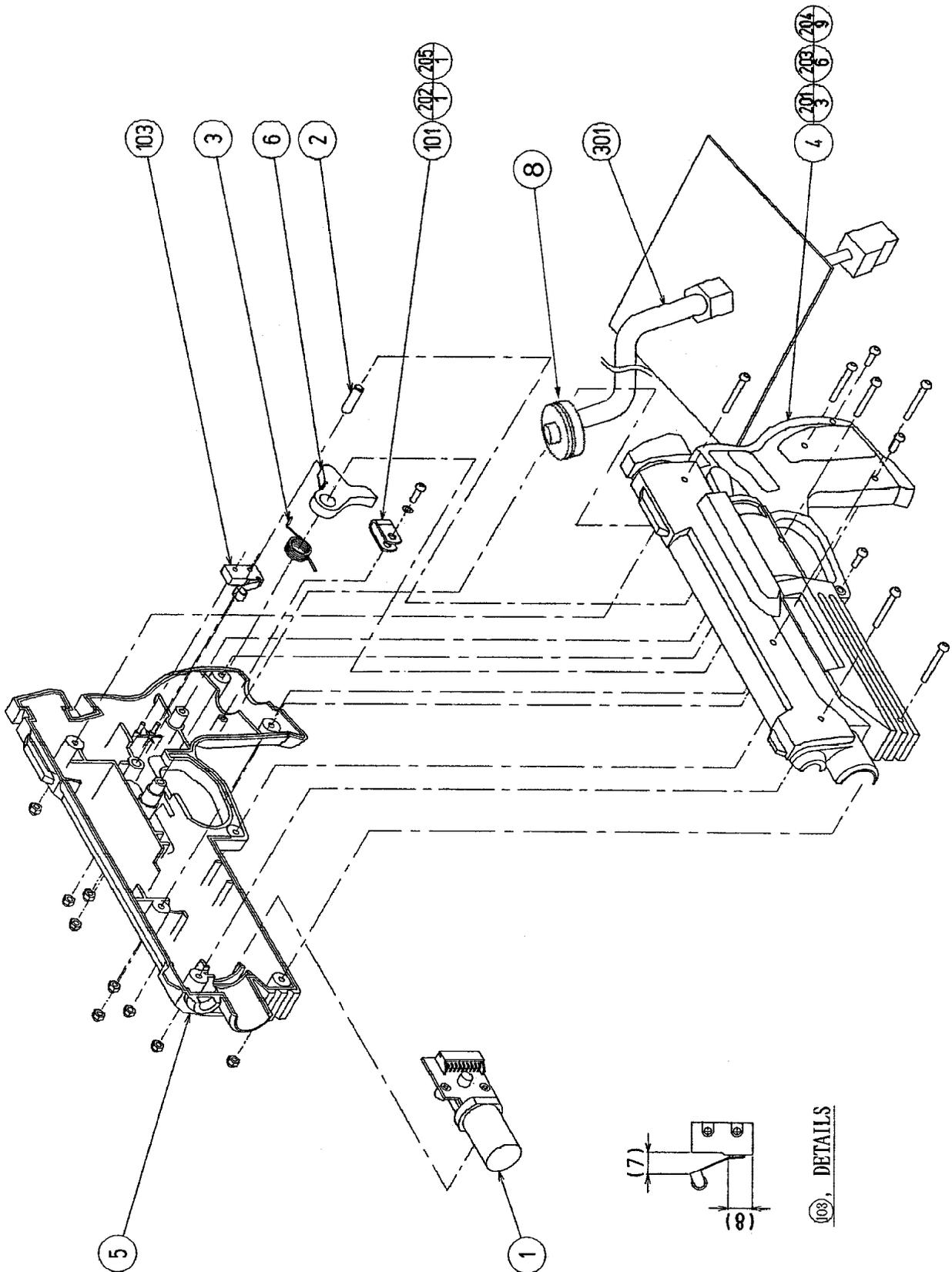
(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	JPT-2030	SENSOR UNIT
2	COP-2005	STOPPER PIN
3	125-5124	TORSION SPRING
4	253-5404-02	COVER LEFT RED
5	253-5405-02	COVER RIGHT RED
6	253-5406-02	TRIGGER RED
7	999-0675	PROTECT TUBE W/WIRE; COUPLING; WASHER
101	280-5124-03	NYLON CLAMP NK03
102	509-5080	SW MICRO TYPE
201	000-P00308-0B	M SCR PH BLK M3 X8
202	012-P00308	TAP SCR#2 PH 3 X8
203	FAS-000015	M SCR PH BLK M3X8
204	FAS-500006	CAP NUT TYPE 3 BLK M3
205	060-F00300	FLT WSHR M3

22 SENSOR UNIT (JPT-2030)



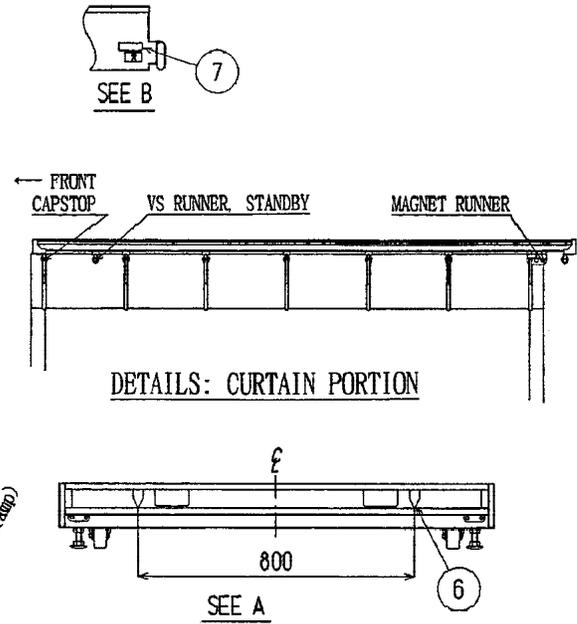
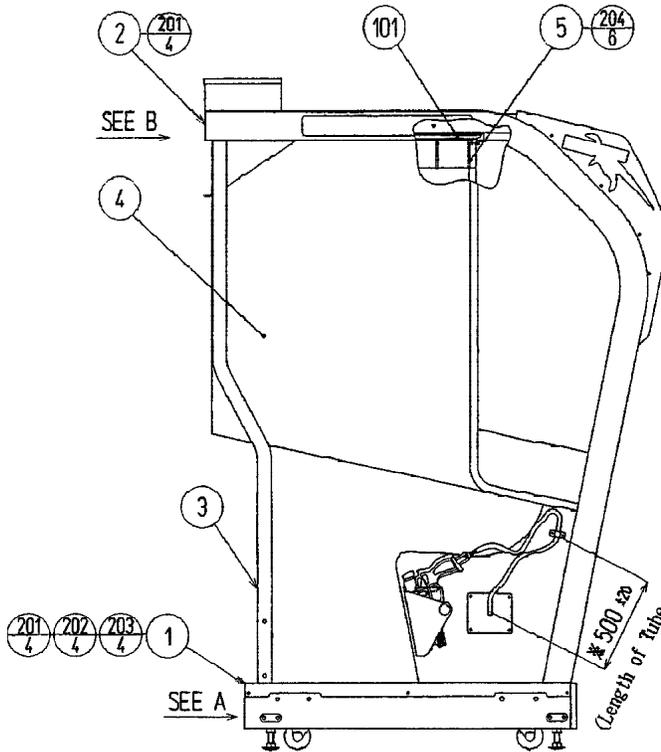
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-2031	SENSOR HOLDER
101	838-13144	SENSOR BD GUN SENSE
201	012-P00306	TAP SCR #2 PH 3X6



NOTE: When assembling 103, bend the Actuator as shown in the Detail FIG. and adjust the Actuator so as to allow the Trigger of 6 to turn the Microswitch ON-OFF correctly.

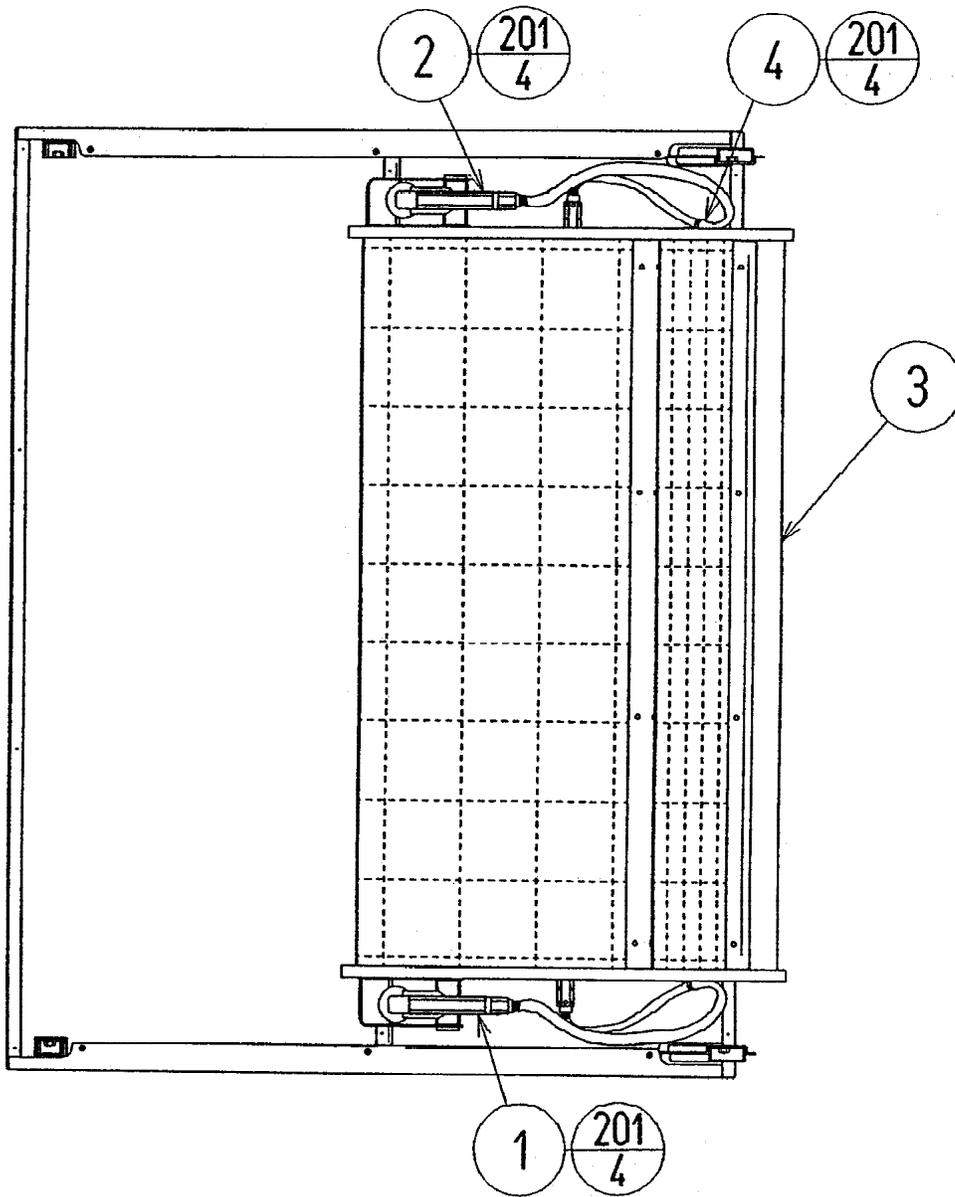
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-2030	SENSOR UNIT
2	COP-2005	STOPPER PIN
3	125-5124	TORSION SPRING
4	253-5404-01	COVER LEFT BLUE
5	253-5405-01	COVER RIGHT BLUE
6	253-5406-01	TRIGGER BLUE
7	999-0675	PROTECT TUBE W/WIRE; COUPLING; WASHER
101	280-5124-03	NYLON CLAMP NK03
102	509-5080	SW MICRO TYPE
201	000-P00308-0B	M SCR PH BLK M3 X8
202	012-P00308	TAP SCR#2 PH 3 X8
203	FAS-000015	M SCR PH BLK M3X8
204	FAS-500006	CAP NUT TYPE 3 BLK M3
205	060-F00300	FLT WSHR M3

① ASSY REAR CABI (JPT0-3000)

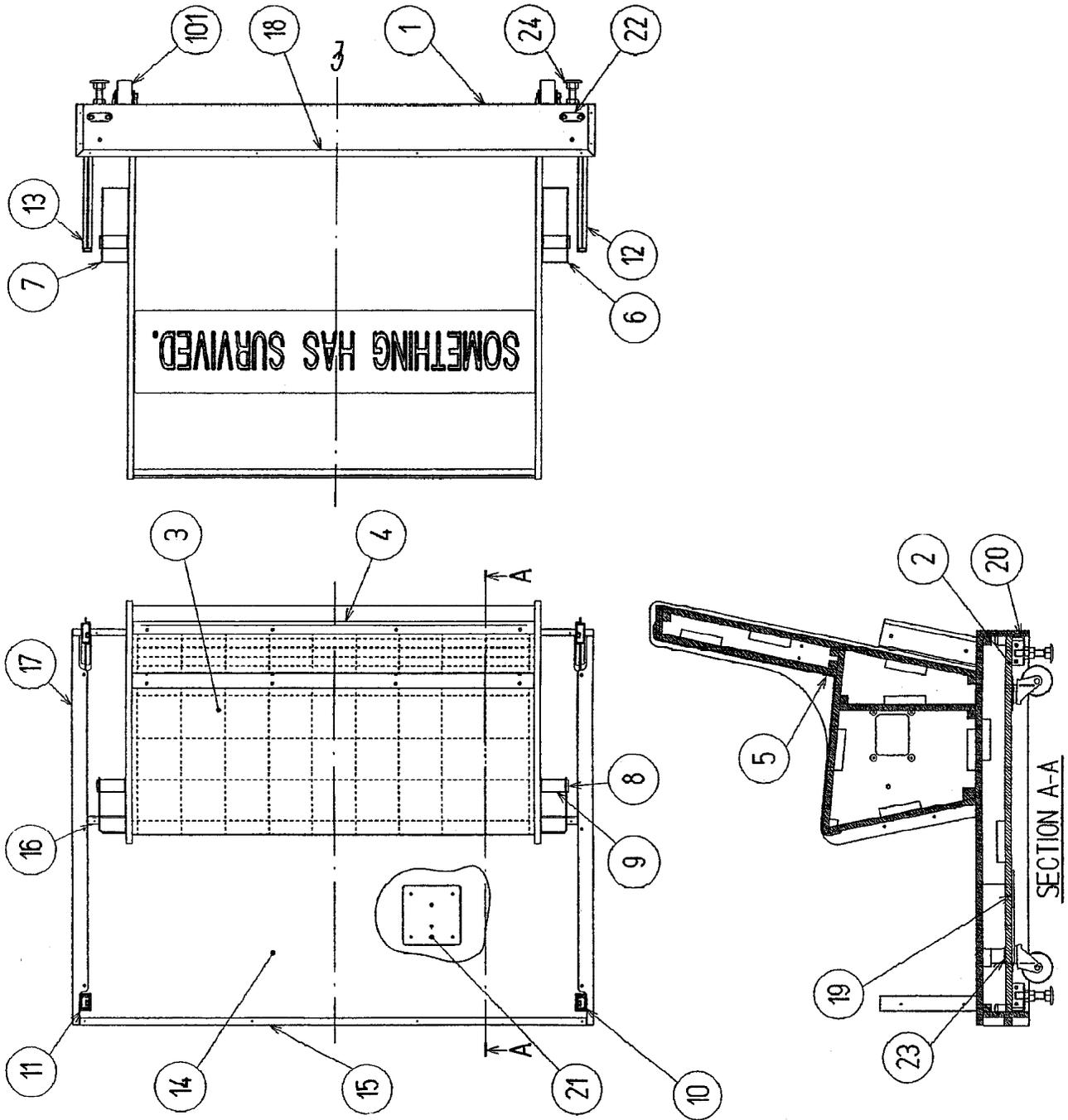


ITEM NO.	PART NO.	DESCRIPTION
1	JPT0-3100	ASSY REAR BASE
2	JPT0-3200	ASSY REAR FRAME
3	JPT0-3001	REAR PILLAR
4	JPT1-3002	CURTAIN L
5	JPT1-3003	CURTAIN R
6	N/A	STICKER CAUTION FORK
101	601-9519	CURTAIN RAIL
201	030-000820-SB	HEX BLT W/S BLK M8x20
202	030-000860-SB	HEX BLT W/S BLK M8X60
203	060-f00800-0b	FLT WSHR BLK M8
204	000-P00412-S	M SCR PH W/S M4x12

②① ASSY REAR BASE (JPT0-3100)



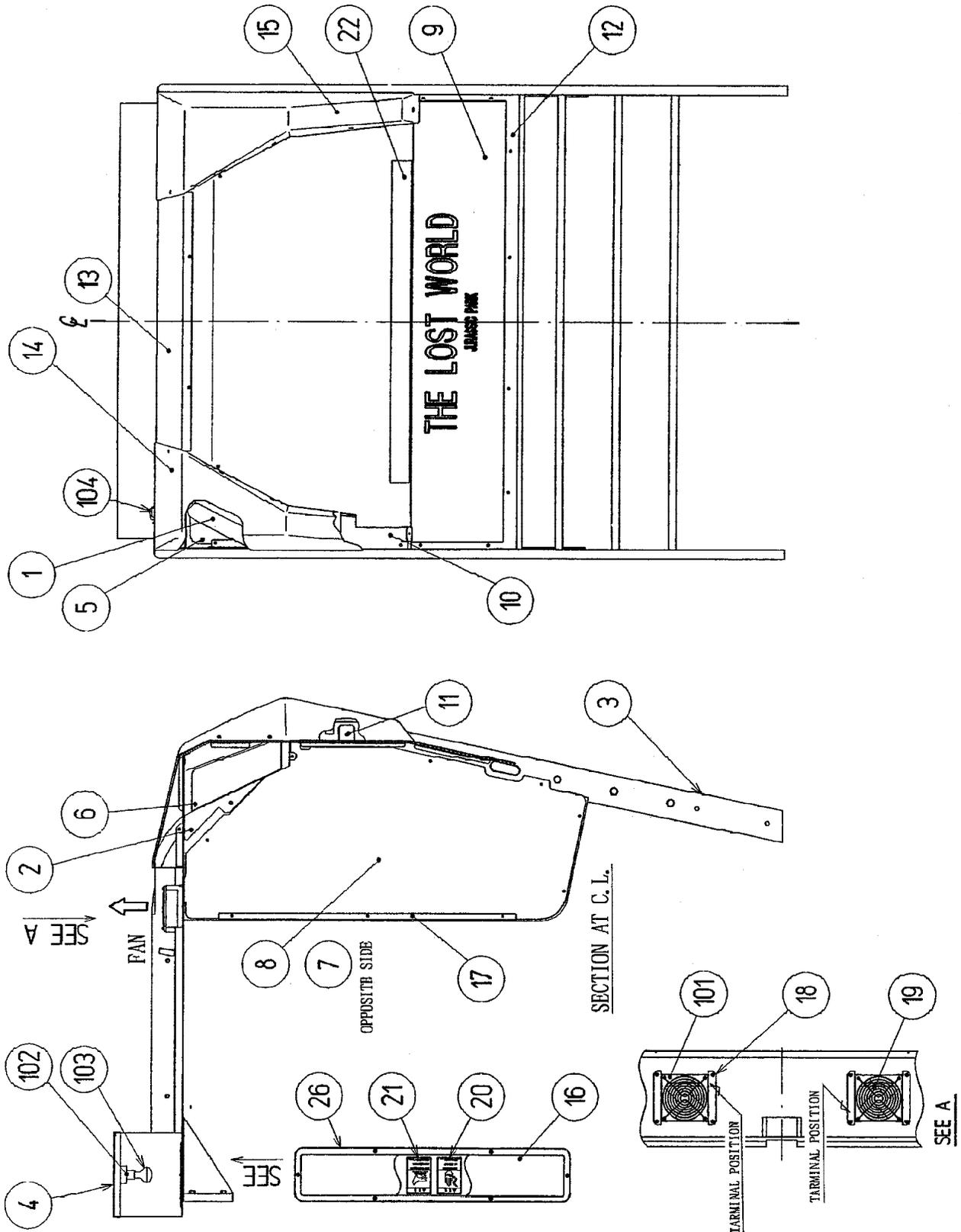
ITEM NO.	PART NO.	DESCRIPTION
1	JPT1-2000	CONTROL UNIT 1P BLUE
2	JPT1-2050	CONTROL UNIT 2P RED
3	JPT-3150	ASSY REAR BASE
4	JPT-3101	TUBE CLAMP
201	000-T00416-0B	M SCR TH BLK M4x16



②④ ASSY SUB REAR BASE (JPT-3150)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	JPT-3151	REAR BASE
2	JPT-3152	REAR BASE LID
3	JPT-3153	SEAT CARPET
4	JPT-3154	SEAT SASH
5	JPT-3155	SEAT SASH MID
6	JPT-3156	GUN HOLDER L
7	JPT-3157	GUN HOLDER R
8	JPT-3158	HOLDER SHAFT
9	JPT-3159	HOLDER PAD
10	JPT-3160	FRONT STAND L
11	JPT-3161	FRONT STAND R
12	JPT-3162	REAR STAND L
13	JPT-3163	REAR STAND R
14	JPT-3164	FLOOR MAT
15	JPT-3165	MAT EDGE F
16	JPT-3166	MAT EDGE C
17	JPT-3167	MAT EDGE S
18	JPT-3168	MAT EDGE R
19	JPT-3169	CHEST LID
20	JPT-3170	LEG BRAKT
21	JPT-3171	SUSPENSION PLATE
22	117-5233	PLATE LEG BRACKETBLACK
23	SCR-1008	NUT PLATE FOR CASTER
24	999-0167	LEG ADJUSTER BOLT 1/2x13x3
101	999-0169	CASTER 2 1/2"

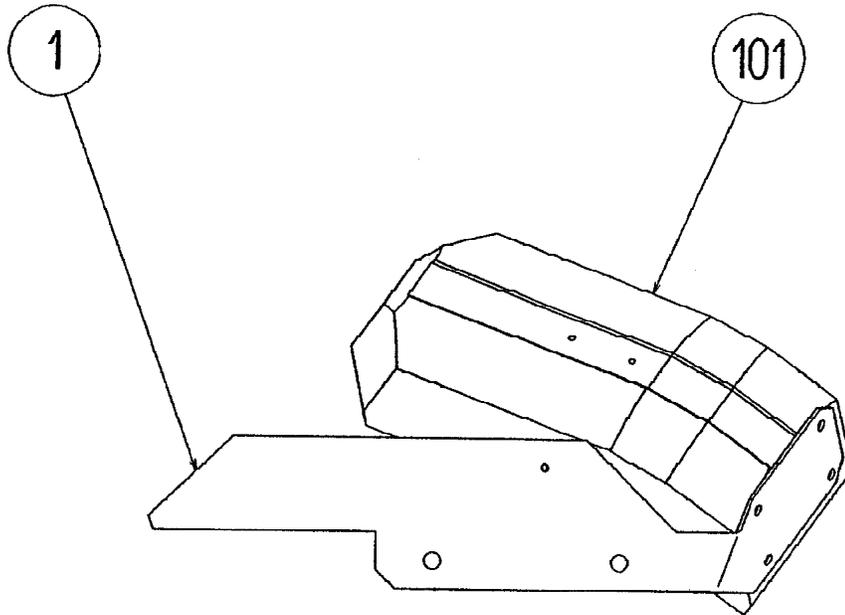


25 ASSY REAR FRAME (JPT0-3200)

(D-2/2)

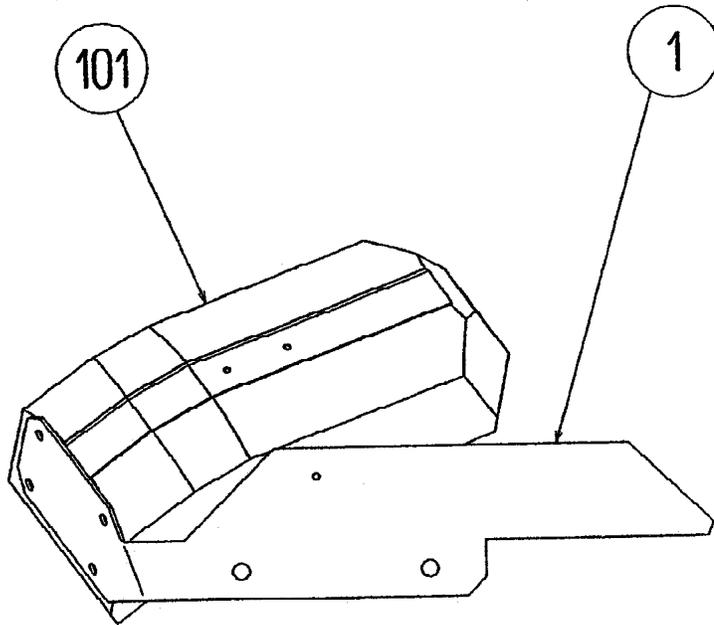
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-3250	ASSY SPEAKER RL
2	JPT-3255	ASSY SPEAKER RR
3	JPT0-3201	REAR FRAME
4	JPT-3202	ROOF LID
5	JPT-3203	SPEAKER COVER L
6	JPT-3204	SPEAKER COVER R
7	JPT-3205	SIDE WINDOW L
8	JPT-3206	SIDE WINDOW R
9	JPT-3207	REAR WINDOW
10	JPT-3208	REAR WINDOW SASH L
11	JPT-3209	REAR WINDOW SASH R
12	JPT-3210	REAR WINDOW SASH D
13	JPT-3211	ROOF PLATE
14	JPT-3212	AURICLE L
15	JPT-3213	AURICLE R
16	JPT-3214X	LAMP PLATE
17	JPT-3215	SIDE WINDOW SASH
101	260-0011-02	AXIAL FAN AC 100V 50-60HZ
103	LOCAL PURCHASE	LAMP 110V 30W SINGLE AR

②⑥ ASSY SPEAKER RL (JPT-3250)



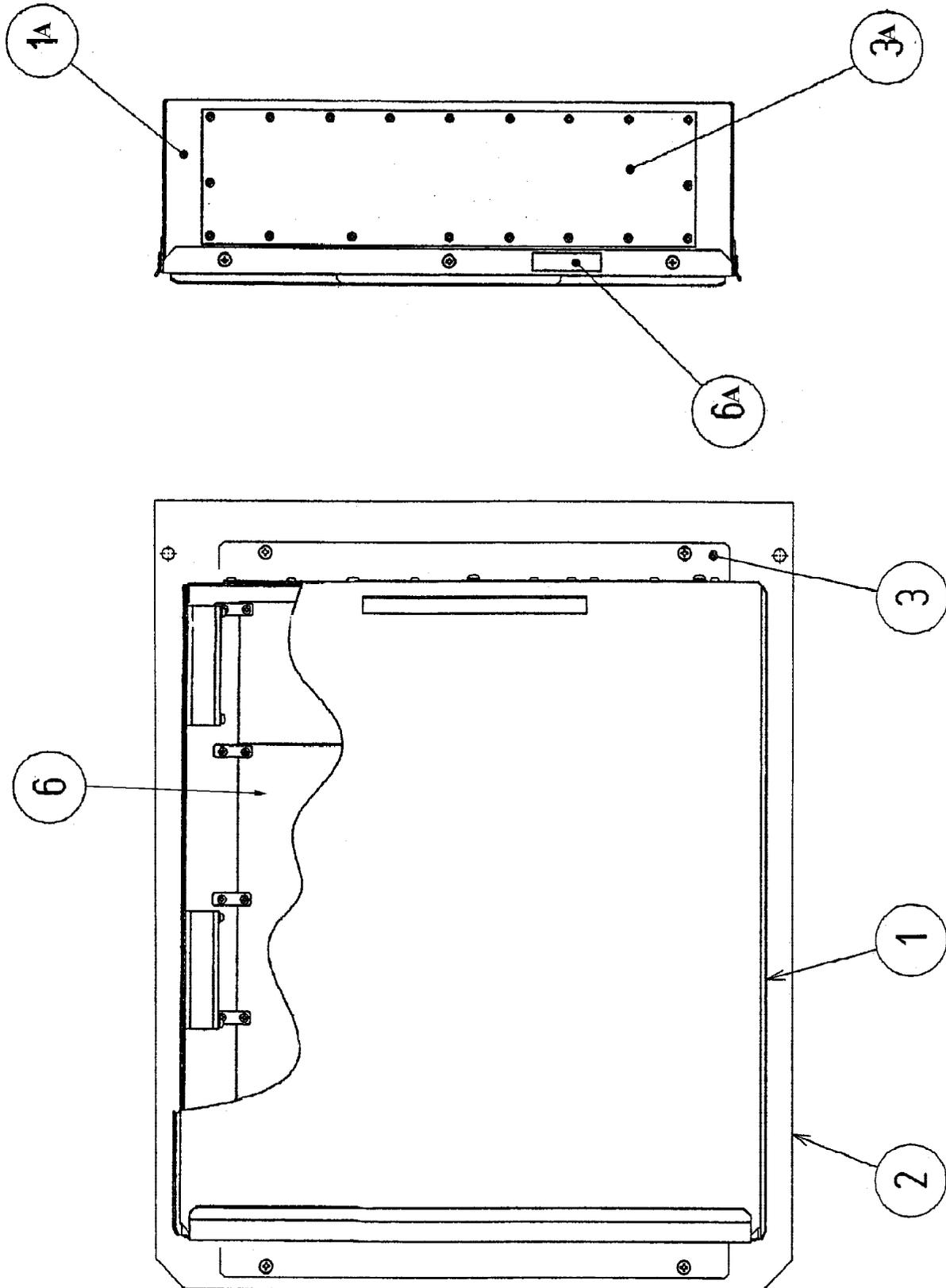
ITEM NO.	PART NO.	DESCRIPTION
1	JPT-3251X	SPEAKER BRKT L
101	130-5162	GULL BOX SPEAKER 8OHM 8W

②⑦ ASSY SPEAKER RR (JPT-3255)



ITEM NO.	PART NO.	DESCRIPTION
1	JPT-3256X	SPEAKER BRKT R
101	130-5162	GULL BOX SPEAKER 8OHM 8W

⑭ ASSY MAIN BD (JPT-4000)  
ASSY SHIELD CASE (JPT-0100)



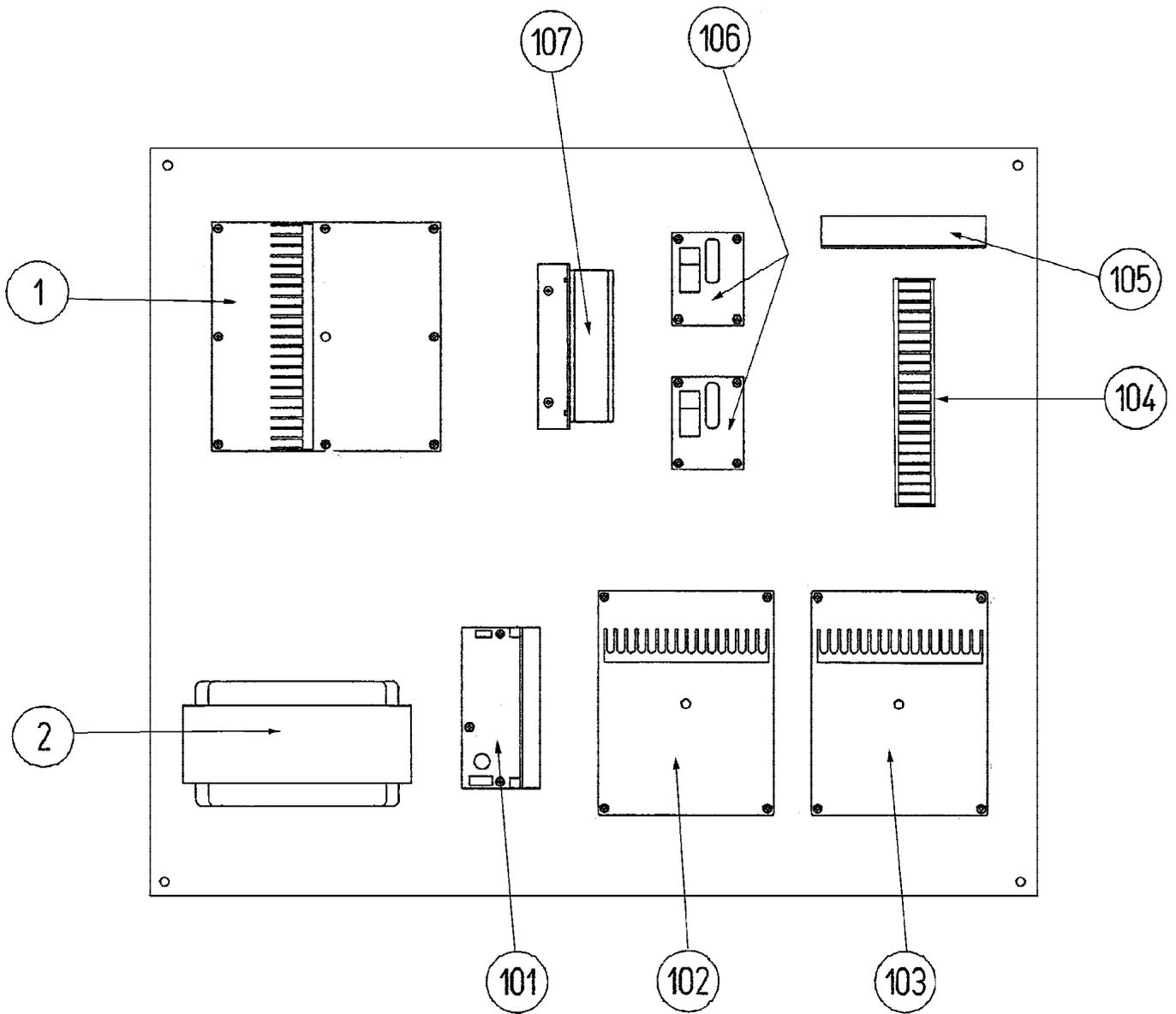
⑭ ASSY MAIN BD (JPT-4000)  
 ASSY SHIELD CASE (JPT-0100)

ITEM NO.	PART NO.	DESCRIPTION
1a	N/A	SHIELD CASE MODEL 3
3a	N/A	FILTER BD MODEL 3 JPT
6a	N/A	STICKER 833-13171
1	N/A	ASSY SHIELD CASE
2	N/A	MAIN BD BASE
3	N/A	SHIELD CASE BRKT
6	N/A	GAME BD JPT

THESE PARTS ARE NOT AVAILABLE SEPERATELY  
 INSTEAD THEY ARE SOLD AS A COMPLETE UNIT.

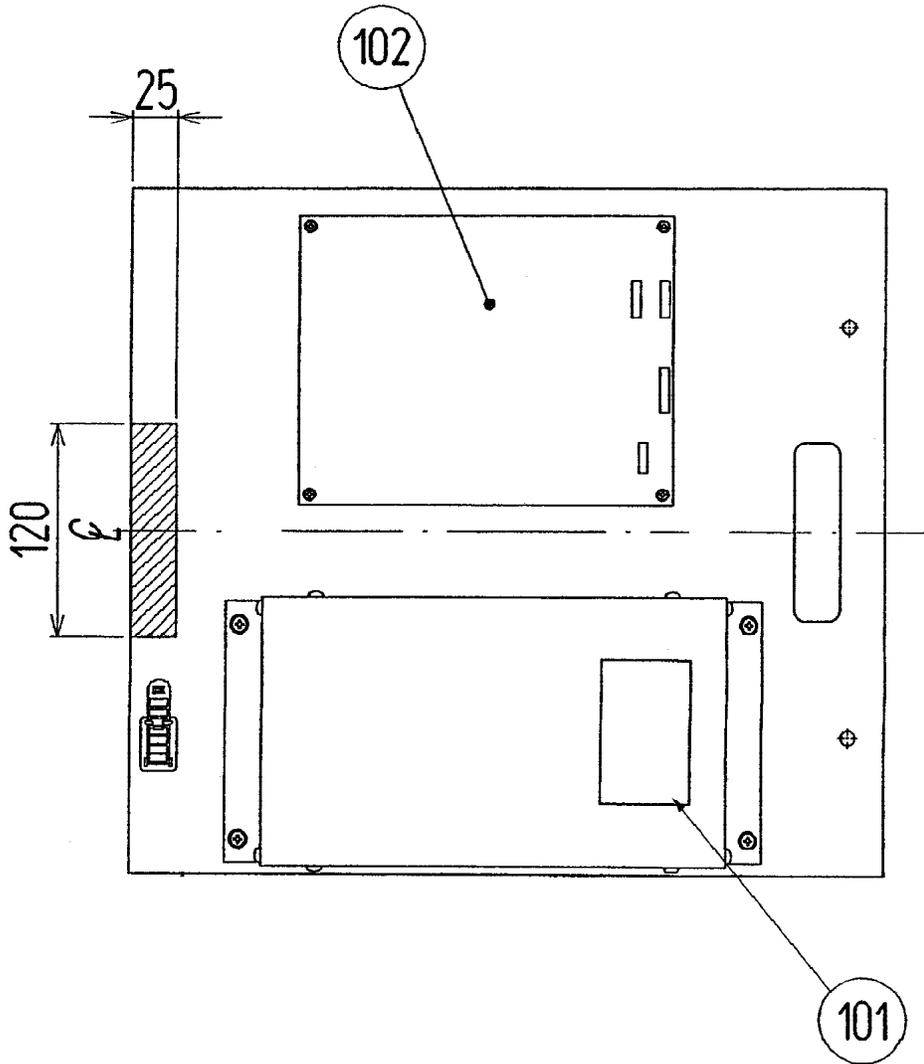
ALL	JPT-4000	ASSY MAIN BD
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①⑥ ASSY PWR SPLY (JPT1-4100)



ITEM NO.	PART NO.	DESCRIPTION
1	838-13142	BASS AMP 50Wx2
2	999-0677	AUDIO XFMR 12.8V 6Ax2 23V 9.6Ax2
101	838-11651-91	LOWPASS AMP
102	838-11650-01	EQ.PWR AMP JPT A
103	838-11650-28	EQ. PWR AMP JPT B
104	LOCAL PURCHASE	FUSES; EQ AMP FUSES, PTV FUSE, MAIN FUSE 4A slo, 5A slox2, 8A slo
105	N/A	GND BRCKT
106	838-11855	SSR CONN BD
107	260-0011-02	AXIAL FLOW FAN AC 120V 50-60HZ

⑰ ASSY GUN SENSE BD (JPT-4200)



ITEM NO.	PART NO.	DESCRIPTION
101	400-5330-02	POWER SUPPLY
102	838-13146	GUN SENSE BD

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