

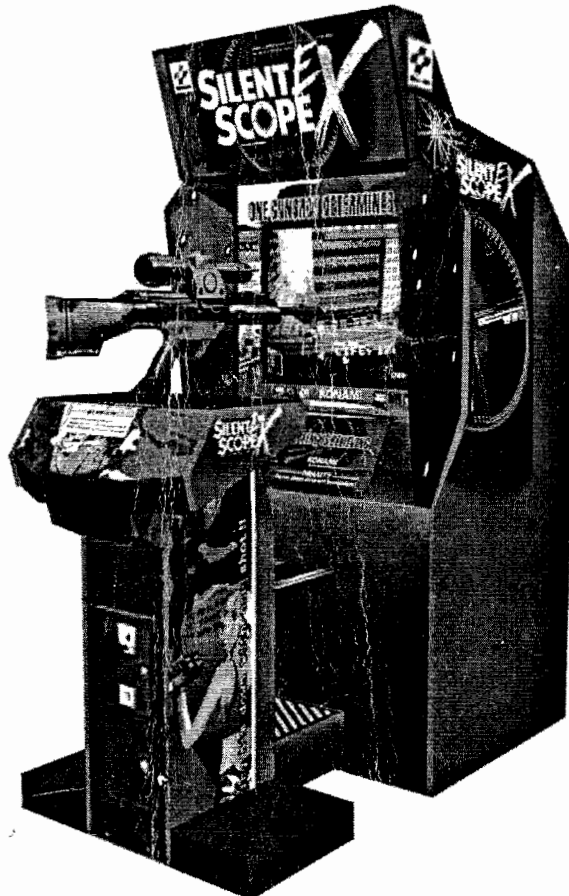
ORIGINAL VIDEO GAME  
**OPERATOR'S MANUAL**

■ silent scope ex kit ■

**SILENT SCOPE**



*QDOS-10221*



- ! Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.

# About this product

---

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Before using this product, read the refer also to the Operator's Manual of "SILENT SCOPE" or "SILENT SCOPE 2 DARK SILHOUETTE".
- Keep this manual carefully so as to be ready for use when necessary.
- If the machine still fails to display or to get started, immediately turn OFF the main power switch and contact your nearest dealer.

• This manual covers the following models: \_\_\_\_\_

This kit can replace the following machine models. Never use it for any other types of machines.

• **SILENT SCOPE: 830251**

• **SILENT SCOPE 2 DARK SILHOUETTE: 931251**

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

© 2001 KONAMI ALL RIGHTS RESERVED.

# Contents

---


■ Precautions for use .....	2
■ Locations of warning and other safety labels .....	5
■ Specifications .....	6
■ Kit set-up outline and flowchart .....	8
<b>1 Setting up in the machine</b>	
1-1 Replacing the PCB unit. ....	10
1-2 Setting the memory card .....	15
1-3 Setting the PCB unit.....	16
1-4 Replacing the title panel.....	17
1-5 Applying the decorative labels .....	18
<b>2 Game settings</b>	
2-1 Checking the game start up .....	19
2-2 Setting and adjustment of game mode .....	20
2-3 Mode descriptions .....	21
<b>3 How to play .....</b>	<b>31</b>
<b>4 Troubleshooting .....</b>	<b>33</b>
<b>5 Annex</b>	
5-1 Exploded view .....	35
5-2 Wiring diagram .....	39


# ■ Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other bodily injury and property damage.


## Be sure to read the following


•The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.


 <b>WARNING</b>	Indicates a situation where disregarding the suggestions could result in death or serious injury.
--	---

 <b>CAUTION</b>	Indicates a situation where disregarding the suggestions could result in injury or product damage.
--	--

•The following graphic suggestions describe the types of precautions to be followed.

	Indicates a matter of which care should be taken.
---	---

	Indicates a matter which is forbidden.
---	--

	Indicates a matter which should be performed without fail.
---	--

•Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

•Otherwise an electric shock, machine trouble, or a serious accident may result.  
•Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

### Qualified in-shop maintenance persons

•A qualified in-shop maintenance person must have experience in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

### Jobs handled by qualified in-shop maintenance persons

•Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

### Industry specialist

•An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

### Jobs handled by industry specialist

•Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.



•**Be sure to carefully read this manual before setting up this product. Improper handling may cause machine trouble or accident. Ask a qualified industry specialist to set up this product or contact your nearest dealer. (You will be charged.)**

•**Handle this product with enough care when setting it up in the machine.**

- Improper handling may cause machine trouble or accident.
- The parts inside the machine become hot. Do not touch any internal parts until the machine cools down.
- This product and some in-machine parts have projections. Be very careful not to injure yourself with such sharp points.

•**Do not place containers holding chemicals or water on or near the game machine.**

- Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.



•**Before setting up this product, be sure to turn OFF the machine's main power switch and unplug the power cord from the receptacle.**

- Otherwise, machine trouble or electric shock may result.



•**There is high voltage inside the machine. Only a qualified industry specialist should open the machine's side door and back door. With the door open, be very careful not to touch the monitor and its nearby parts.**

- Otherwise, an accident or electric shock may result.



•**Before installing the PCB unit, clean up the inside of the machine with a vacuum cleaner or the like.**

- Dust deposits on the electrical parts may invite an electric shock or fire.

•**When setting up this product, connect the connectors tightly.**

- Otherwise, machine trouble or fire may result.

•**Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**

- Otherwise, a fire, malfunction or trouble may result.
- In case of any trouble, ask your nearest dealer for repairs and other services.  
 KONAMI will not assume any responsibility for damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.




## Precautions for use


---



### CAUTION

• **This product is specifically designed for the following machine. Never use it for any other types of machines.** 

- Other types of machines may get in trouble.
- SILENT SCOPE (830251)
- Dark Silhouette SILENT SCOPE 2 (931251)

• **Before detaching and attaching the memory card and PCB unit, put on a grounding band as an anti-static measure. Do not handle these parts on a carpet or rug.** 

- Static electricity may damage the electronic parts in the PCB unit.

• **While the PCB unit is running, do not pull out or push in the memory card.** 

- Otherwise, the game may fail to play.

• **Make settings of the DIP switches on the PCB unit only as specified in this manual.** 

- Otherwise, the program may fail to install itself or the game may fail to play.

• **If any connectors or cables of the machine or the PCB unit is found damaged, immediately stop using the machine and contact your nearest dealer for replacing the damaged part.**

- Continued use of the damaged part may cause fire or electric shock.

---

### PRECAUTION IN HANDLING

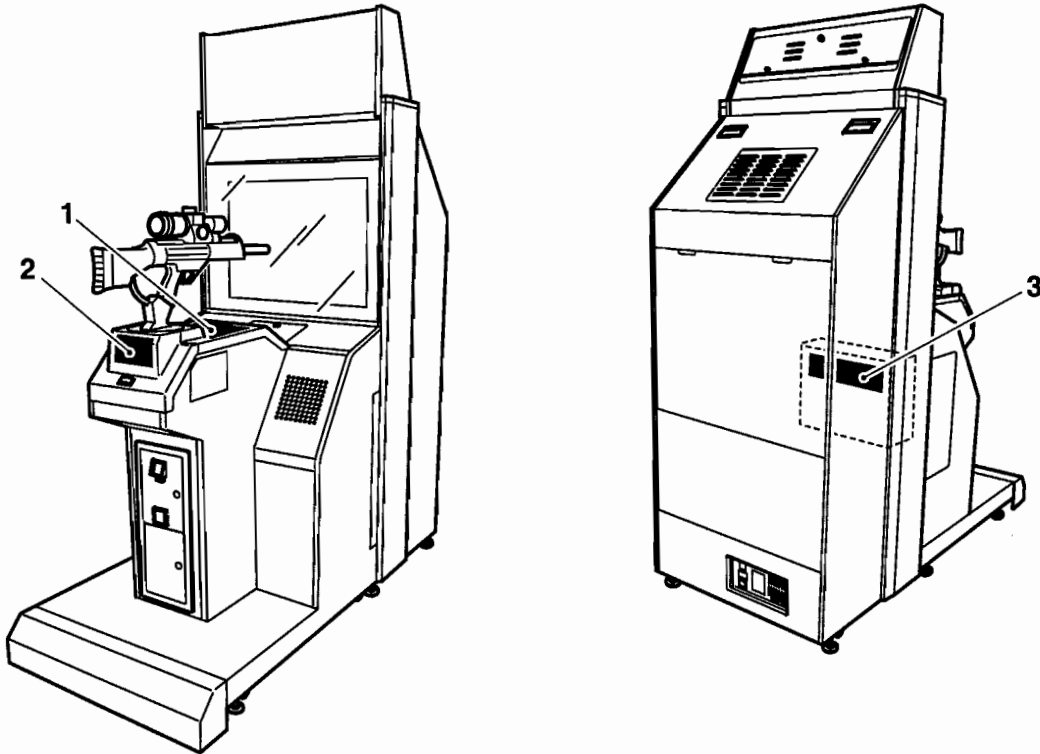
• When setting up or handling this product, follow the procedures and instructions set forth in this manual and perform such work safely.

• Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.

• Do not set up or handle this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.

• If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

# Locations of warning and other safety labels



## Types of warning and other safety labels

1

**CAUTION**

- Do not place any objects here. They may be knocked off by the gun.
- To avoid injuries, please keep observers away from the guns while game is in play.

Please do not play this game if

- You have been drinking.
- You are tired or sick or have been recently sick.
- You think you might be pregnant.
- You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.
- Your exercise is medically regulated.

3

**CAUTION**

The product should be disconnected by qualified technical personnel only. Please do not touch the moving parts until it is properly stopped. Turn off the power. Turn the power OFF and disconnect the power supply from the PWR before opening the PWR cover. Failure to do so could result in electric shock and structural damage.

Do not touch the moving parts when the PWR cover is open.

When the power is ON, the PWR cover will be hot.

Do not touch the PWR cover when it is hot or when the power is ON. The PWR cover may be damaged or deformed due to heat or damage caused by static or charge build-up during the use of the product.

Do not touch the side with wet hands. Please do not cause injury and obstruct vision.

When performing parts, be sure to use parts of the correct specification. Please do not open other than the specified parts. Being repaired parts should be used in the maintenance or maintenance. Please refer to the manual.

2

**CAUTION**

To avoid breaking the gun, please do not place any weight on it. Also, please do not touch the scope.

# ■ Specifications

---

Name	Silent Scope EX CONVERSION KIT (Software and PCB unit)
Kit's supplies	<ul style="list-style-type: none"> <li>•Instruction manual ..... This manual</li> <li>•PCB unit ..... 1</li> <li>•Relay PCB ..... 1</li> <li>•Memory card ..... 1</li> <li>•Relay wires ..... 1</li> <li>•⊕ screws(M3x8L) ..... 3</li> <li>•Spacer ..... 3</li> <li>•Title panel ..... 1</li> <li>•Decorative label ..... 1 set</li> </ul>

### Preparations for set-up

- ⊕ screwdriver (#2)
- Grounding band (required to remove static electricity in handling the devices)

- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

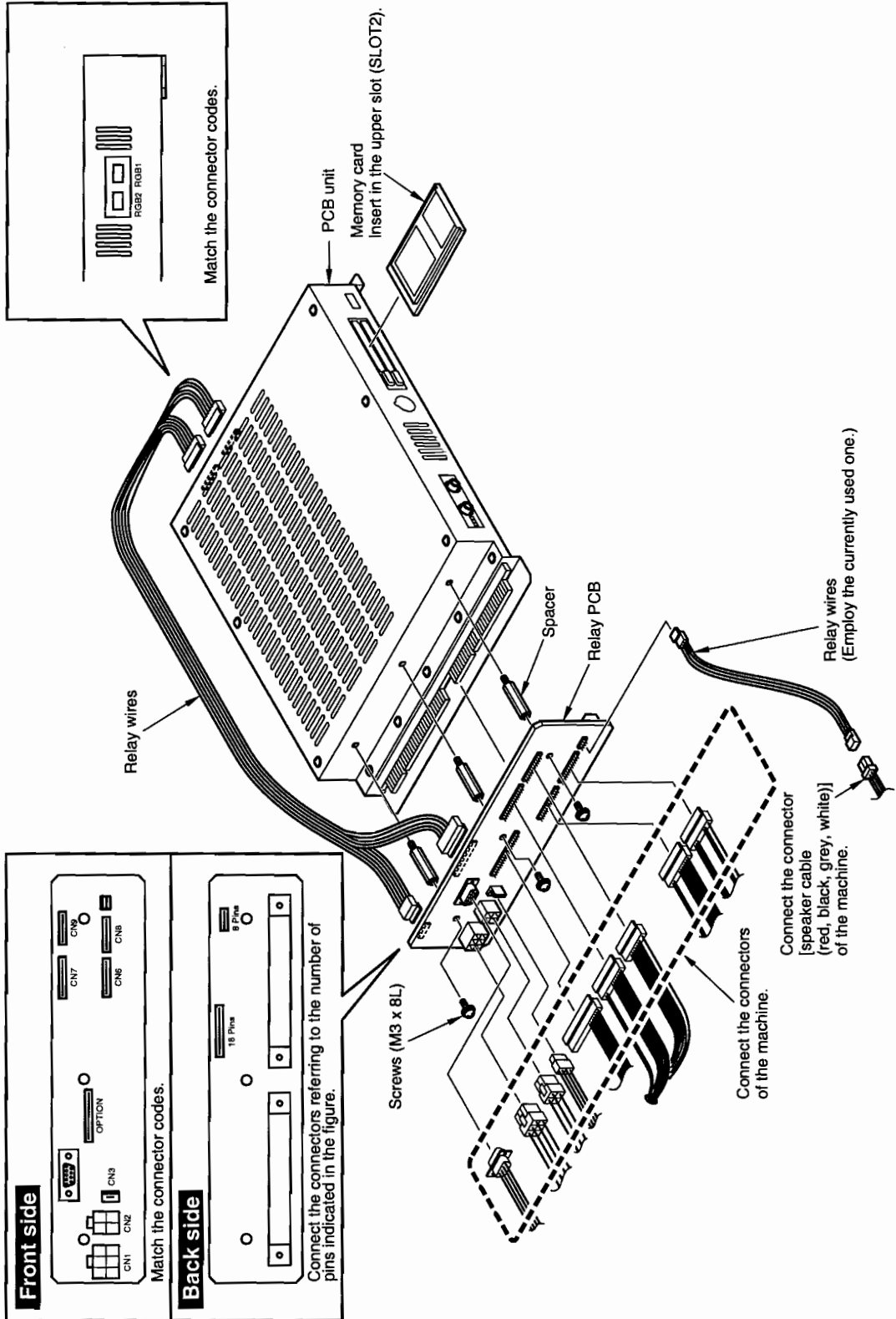


# MEMO

---

# Kit set-up outline and flowchart

## Kit set-up outline



**Set-up flowchart** -----

Be sure to take the following procedure to set up this product.

**1 Replacing the PCB**

1 Turn OFF the main power switch and unplug the power cord from the receptacle. ➔ See Page 10



(A qualified industry specialist must take care of the steps below.)

2 Remove the machine's side door or back door. ➔ See Page 10



3 Remove the PCB unit. ➔ See Page 11



4 Set the PCB unit of this kit on the wooden board. ➔ See Page 13

**2 Setting the memory card**

1 Set the memory card in place. ➔ See Page 15



IMPORTANT

2 Make sure the DIP switches on the PCB unit are all at OFF. ➔ See Page 15

**3 Setting the PCB unit**

1 Set the PCB unit of this kit and connect the wires to it. ➔ See Page 16



2 Fit the side door. ➔ See Page 16

**4 Replace the start button**

➔ See Page 17

**5 Replace the title panel**

➔ See Page 19

**6 Apply the decorative labels**

➔ See Page 20

**7 Turn ON the main power switch and make the game settings**

➔ See Page 21

# 1 Installation

## 1-1 Replacing the PCB unit

**!**

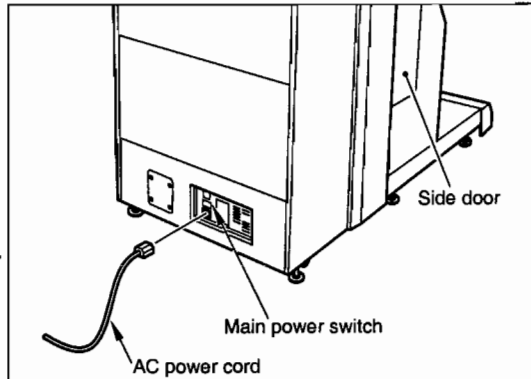
- Be sure to ask a qualified industry specialist or contact your nearest dealer to remove the PCB unit. (You will be charged.)
- Before removing the PCB unit, be sure to turn OFF the machine's main power switch and unplug the power cord from a receptacle.
- There is high voltage inside the machine. Only the qualified industry specialist should open the machine's side door and back door. With the door open, be very careful not to touch the monitor and its nearby parts.
- Before installing the PCB unit, clean up the inside of the machine with a vacuum cleaner.

### How to remove the PCB unit

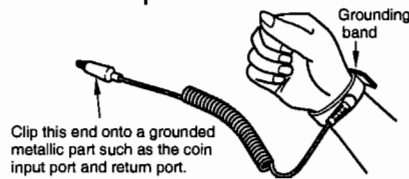


**1** Be sure to turn OFF the machine's main power switch and unplug the AC power cord from the receptacle.

**2** Wear a grounding band to prevent static electricity. Be sure to keep on the grounding band for the later procedures too. (The grounding band does not come with the kit.)



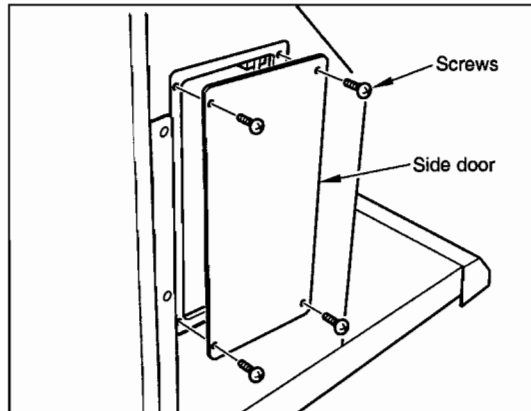
•Static electricity may damage the electronic parts in the PCB unit.



**MEMO**

**3** Detach the side door of the control unit (see at right).

•The side door may fall down when the screws are removed. Hold the side door with one hand and remove the screws. Your cabinet may not have a side door. If so, open the back door for access and skip to step 6.

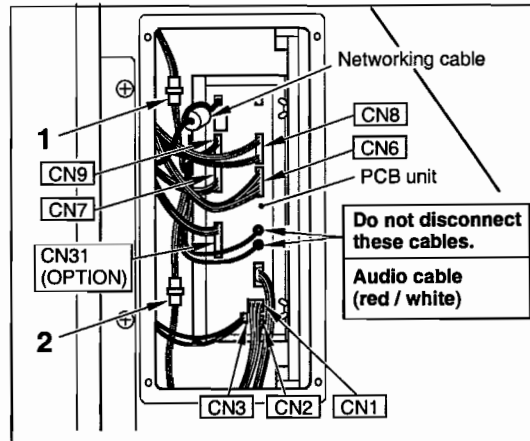


**MEMO**

- 4** Disconnect all the connectors from the PCB unit as well as the connectors 1, 2 and the networking cable. Once network cable is disconnected, remove the network cable and clamp filter completely.

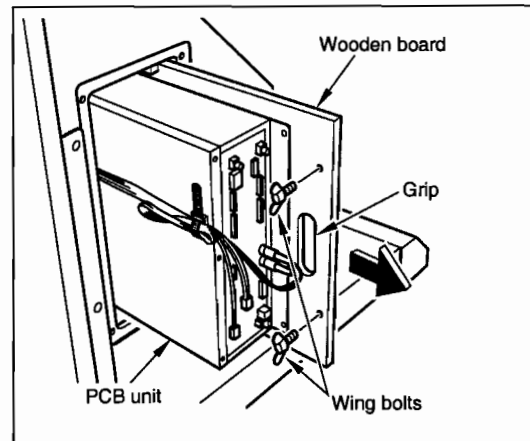
Remove network cable and clamp filter completely. This version of the game software does not utilize network capability.

**MEMO**



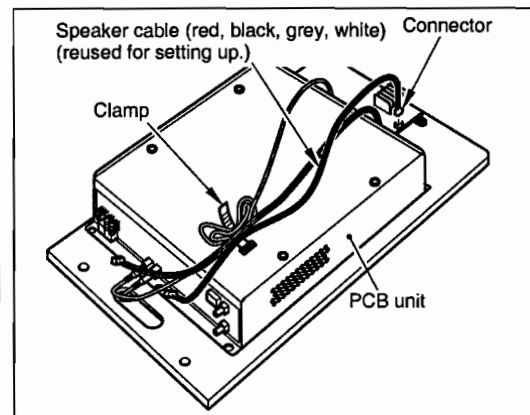
- 1: Speaker cable**  
(Red, Black, Gray, White)  
**2: AMP Power cable**  
(Orange, Black)
- MEMO**

- 5** Remove the wing bolts. Hold the grip and gently draw out the wooden board with the PCB unit attached.



- 6** Pull out the connector, undo the clamp and disconnect the wires from the PCB unit. See at right.

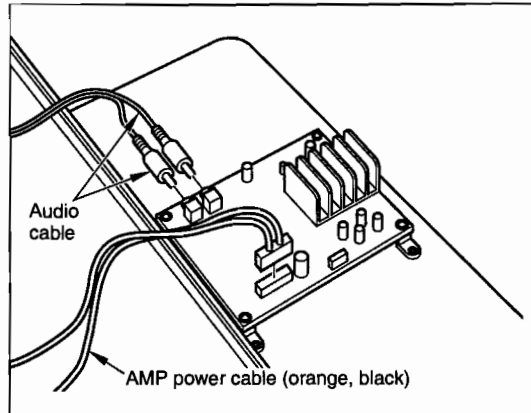
- The speaker cable (red, black, gray, white) will be reconnected to the PCB unit of this kit. Keep them in a safe place until then.
- MEMO**



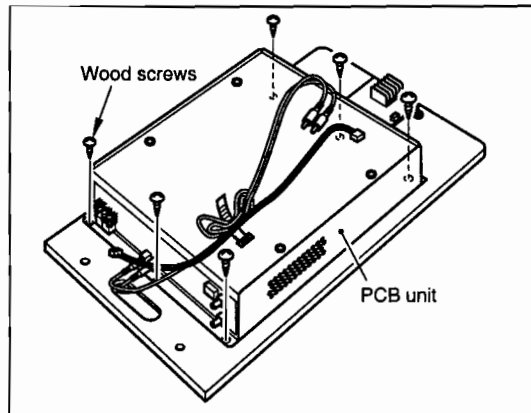
- 7** | Disconnect the audio cable and the AMP power cable, as shown at right.

•The disconnected audio cable and AMP power cable (orange, black) will not be used. Keep them in a safe place.

**MEMO**



- 8** | Remove the wood screws fixing the PCB unit and take it off of the wooden board.



•The four wood screws removed from the PCB unit will be reused to mount the PCB unit of this kit. Keep them in a safe place.  
•The PCB unit, the audio cable and the AMP power cable (orange, black) will not be used for this game. Keep them in a safe place.  
(Secure the audio cable and the AMP power cable with the clamp atop the PCB unit.)

**MEMO**

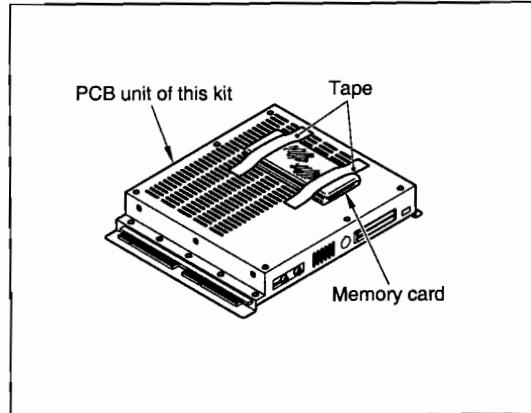
**Next install the PCB unit.**

■ How to install the PCB unit

- 1** Peel off the tape that attaches the memory card on top of the PCB unit of this kit.

•Instructions for installing the memory card can be found on page 15.

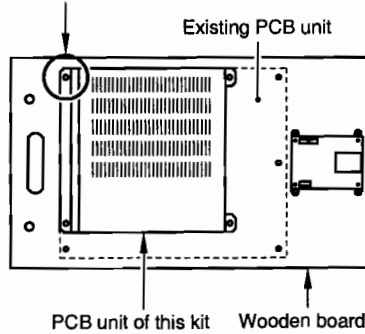
**MEMO**



- 2** Using the wood screws (removed in Step 8 on page 12), fix the PCB unit in the position shown at right.

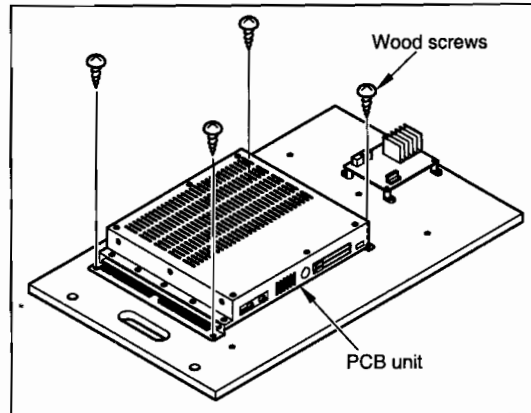
•Place and fix the PCB unit in the specified direction as shown in the figure.

Referring to this screw hole, place and fix the PCB unit of this kit.



Top view

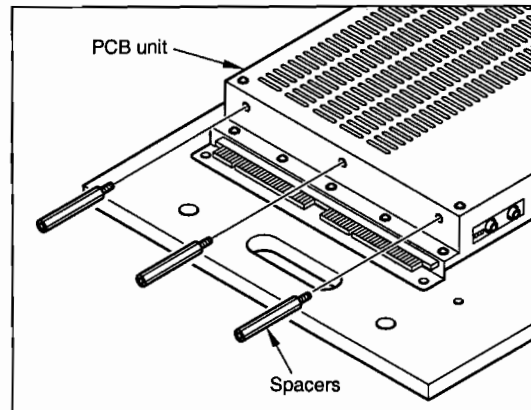
**MEMO**



- 3** Screw down the spacers of this kit into the PCB unit hand-tight.

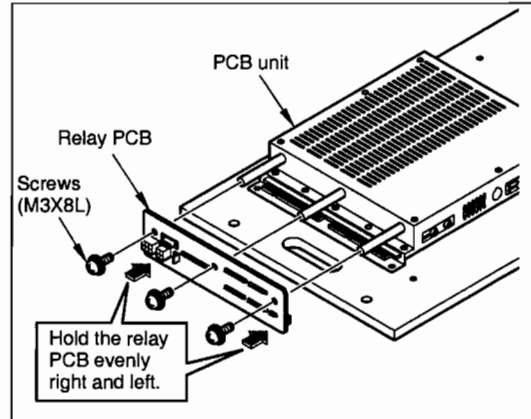
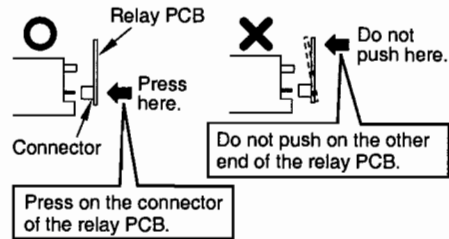
•Do not use any tool to tighten up the spacers. The PCB unit may be damaged.

**MEMO**



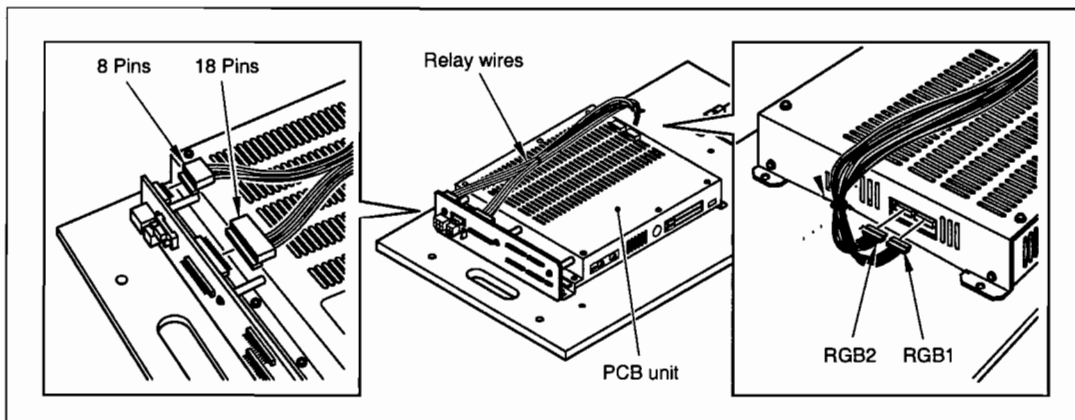
- 4** Press the relay PCB of this kit evenly and firmly to the PCB unit. Fix this PCB with the accompanying screws of this kit.

- Press on the connector of the relay PCB.



**MEMO**

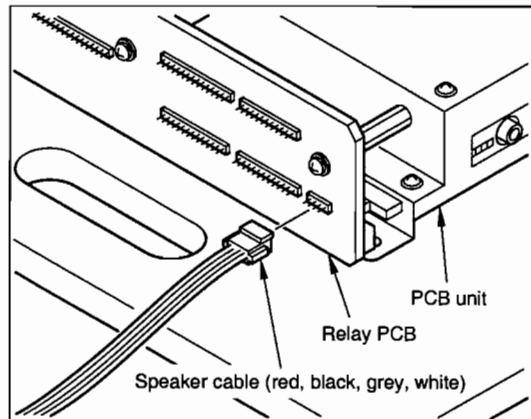
- 5** Connect the relay wires of this kit to the PCB unit. Bundle the wires neatly. Place the accompanying clamp filter as close to the connectors as possible and secure the wires with the band.



- Be careful to connect the wires, matching the number of pins and the connector codes.

**MEMO**

- 6** Reconnect the connector (removed in Step 6 on page 11) of the speaker cable (red, black, gray, white) to the specified position on the relay PCB.





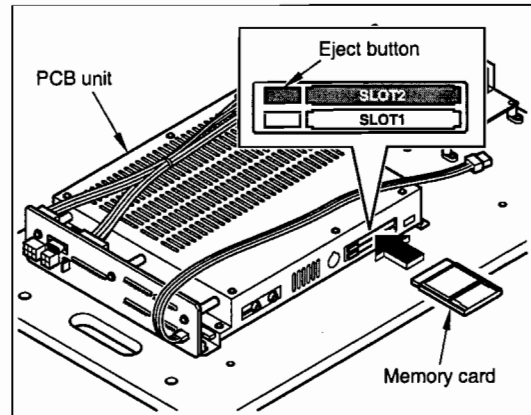
## 1-2 Setting the memory card

### ■ How to set up the memory card

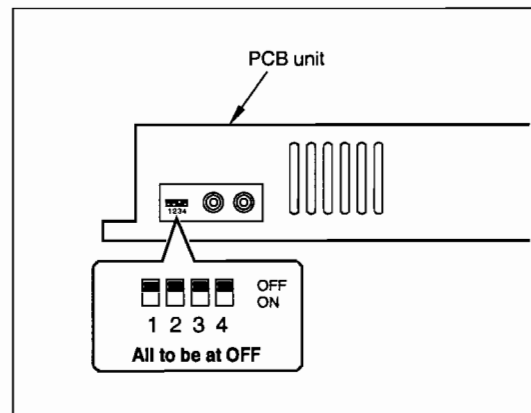
- 1** Insert the memory card of this kit in the upper slot (SLOT2) of the PCB unit. Be careful not to turn the card upside down.

- There are two memory card slots in the PCB unit. Be sure to insert the memory card, with the printed side up, deep into the upper slot (SLOT2). With the card in, make sure the eject button beside the slot is out.
- Be sure to insert the memory card of this kit in the slot.

#### MEMO



- 2** Make sure all the DIP switches on the PCB unit are at the OFF position.



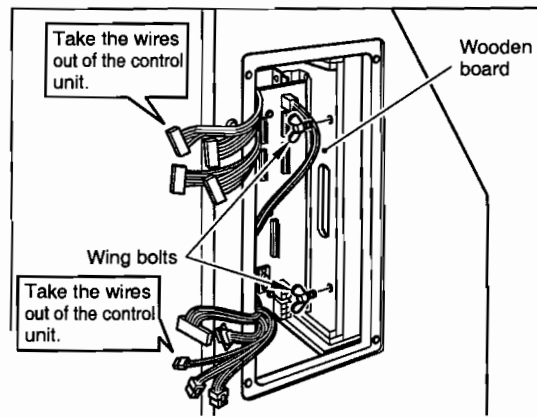
## 1-3 Setting the PCB unit

### ■ How to set the PCB unit



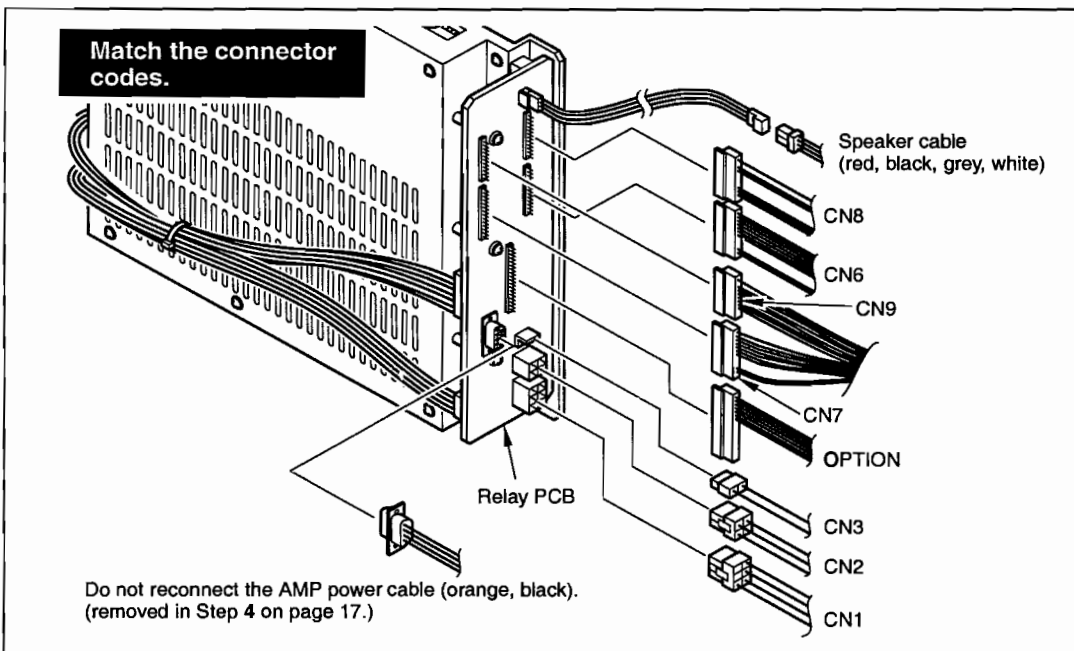
- Before setting the PCB unit, be sure to turn OFF the machine's main power switch and unplug the power cord from the receptacle.
- There is high voltage inside the machine. Only the qualified industry specialist should open the machine's side door and back door. With the door open, be very careful not to touch the monitor and its nearby parts.

**1** Take the wires, which are to be connected to the PCB unit, out of the control unit as shown at right. Push the PCB unit deep into position.



**2** Make sure the PCB unit is deep in place. Fix the wooden board with the wing bolts.

**3** Reconnect the connectors (removed in Step 4 on page 11) to the relay PCB of the PCB unit.



**4** Place the side door (removed in Step 3 on page 10) in position and fix it with the screws.

## 1-4 Replacing the title panel

### ■ How to replace the title panel

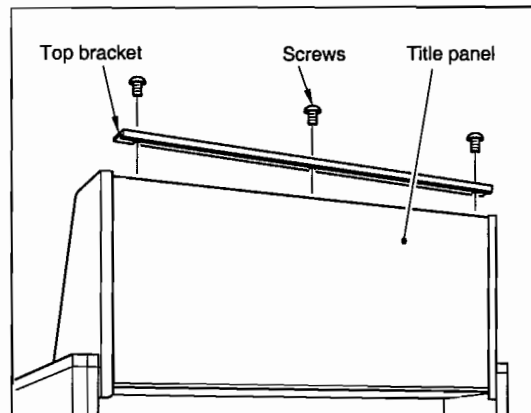


- Before replacing the title panel, be sure to turn OFF the machine's main power switch and unplug the power cord from the receptacle.
- When replacing the title panel, be sure to make a team of two. Use a stepladder or the like for added safety.



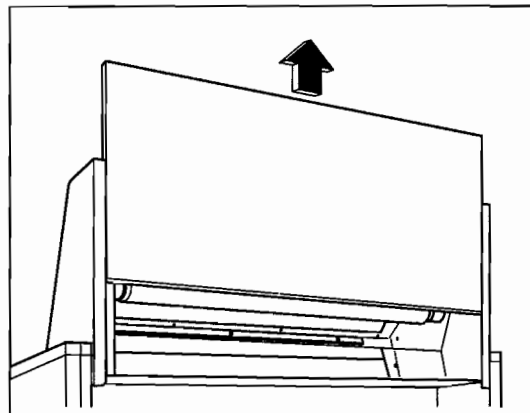
- 1** Be sure to turn OFF the machine's main power switch and unplug the AC power cord from the receptacle.

- 2** Remove the screws off the top bracket that secures the title panel. See at right.



- 3** Pull up the title panel and replace it with the kit's one.

- 4** **To fit the new title panel**  
Make sure the new title panel fits into the bottom bracket. Then secure the top bracket with the screws.



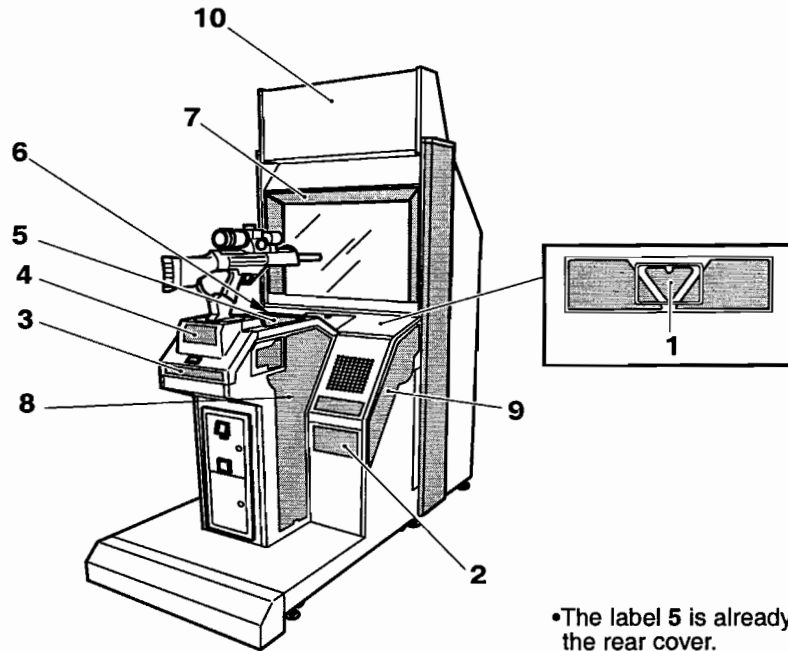
## 1-5 Applying the decorative labels

### ■ Applying the decorative labels

Just apply the decorative labels of this kit over the existing labels.



•Before applying the decorative labels, be sure to turn OFF the machine's main power switch and unplug the power cord from the receptacle.



- The label 5 is already attached on the rear cover.
- The labels 16 and 17 are already attached on the front cover.

No.	CODE No.	NAME	QTY	NOTE
1	400872	Decal, Player Instructions	1	
2	400867	Decal, Square "Green Light"	2	
3	400868	Decal, "Insert Coins"	1	
4	400869	Decal, "Start Button"	1	
5	400870	Decal, "How to play"	1	
6	400871	Decal, "Don't Let the Enemy..."	1	
7	400873	Decal, Monitor Glass	1	
8	400866	Decal, Gun Pedestal Side	2	
9	400865	Decal, Control Cabinet Side	2	
10	400874	Plexiglass, Printed Marquee	1	

## 2 Game settings

### 2-1 Checking the game start up

When the power switch is turned ON, the self-diagnostic test will get started. The test results will be displayed on the screen. The power does not turn ON if the back door is not tightly fixed.



- Once the main power switch has been turned ON (while the PCB unit is being checked), never touch the rifle unit and the start button until the demonstration game gets started.
- Preferably turn OFF the main power switch while the LCD screen of the scope is off (this happens if the game is not played for longer than 20 seconds) in order to prolong the product service life.
- Do not make any other settings of the DIP switches on the PCB unit than specified in this manual.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

#### Result of self test

##### If test is OK

- The machine goes to the game mode and the demonstration game gets started. If "BAD" or "ERROR" appears onscreen, take proper measures, referring to "4 Troubleshooting" on page 35.

##### Getting started after conversion

- When the machine gets started for the first time after conversion, the following message appears on the screen. Press the test button on the service panel.

BACKUP DATA ERROR  
SCOPE SCREEN ADJUST DATA  
GUN VOLUME DATA  
PRESS TEST SWITCH to FACTORY/DEFAULT SETTINGS  
AND MANUAL TEST MODE

Now the message below appears. Press the test button once again.

PLEASE SET the TIME for the BOOK KEEPING  
PRESS TEST SWITCH to MANUAL TEST MODE

The main menu screen reappears with ">" and "<" displayed flashing before and after the next item. Select and enter the mode, and go to the adjustments.

- GUN CHECK ..... page 22
- SCOPE SCREEN ADJUST .... page 23
- BOOKKEEPING ..... page 28
- If the system clock is not set, "> <" is also displayed flashing before and after "BOOKKEEPING" to prompt you to make the time setting.
- If an error occurs with "SCOPE SCREEN ADJUST DATA" or "GUN VOLUME DATA" at the startup, "> <" is displayed flashing before and after the "SCOPE SCREEN ADJUST" or "GUN CHECK". Call this item and make necessary settings and adjustments. The "GAME MODE" items are not displayed until these settings are made, which means the game cannot be played.

## 2-2 Setting and adjustment of game mode

Manually check and change the settings for the screen displays and game contents and change them as required.

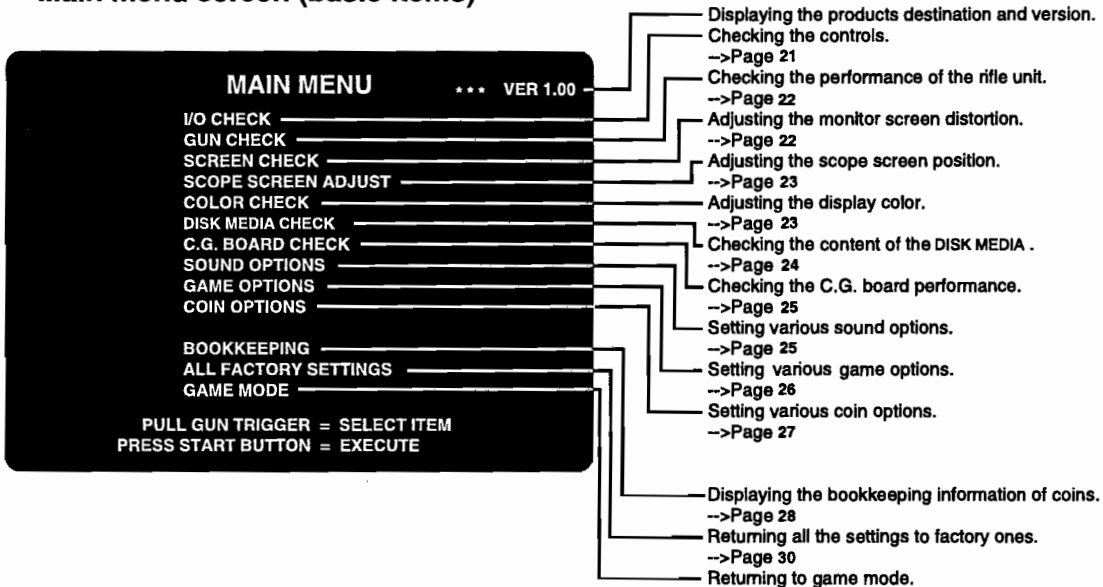
### Starting the test mode

- 1 Turn ON the main power switch.
- 2 While the demonstration game is playing, press the test button on the service panel. (Do not turn ON the main power switch with the test button held down. The current settings as well as the BOOKKEEPING data will be erased and the machine will revert to the factory settings.)
  - The main menu is displayed on the screen.

### Quit the manual test mode

- 1 Pull the rifle unit's trigger to select "GAME MODE" on the main menu screen.
- 2 Press the start button.
  - The screen returns to the game mode.

### Main menu screen (basic items)



### Selecting each mode

How to select each mode from the main menu.

- SELECT --> Pull the rifle unit's trigger.
- SET --> Press the start button.

After selecting a mode, refer to the page on which that mode is described in details.

### Setting the time

If the timer is not set yet in the "BOOKKEEPING", the following message appears on the screen. "PLEASE SET the TIME for the BOOKKEEPING"

Press the test button, and the "MAIN MENU" screen shows up instead in the test mode. Select the "BOOKKEEPING" screen and set the time. Without this setting, the above message appears each time the machine gets started.

## 2-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
  - Pull the rifle unit's trigger to select a setting to be modified, and press the start button to change the setting.
  - After the setting has been changed, select "SAVE AND NEXT" and press the start button for entry.
  - "NOW SAVING" will appear, the modified settings will be saved, and the screen returns to the main menu.
  - If "EXIT" is selected after the modification of the settings, the following message will appear.
  - "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO" select "YES" or "NO". Pull the rifle unit's trigger to select "YES" or "NO". Press the start button for entry.
  - If "YES" is selected, the new settings will be saved with "NOW SAVING" displayed and the screen will return to the main menu.
  - If "NO" is selected, the message "NO MODIFY SETTINGS" will appear, the modified settings will not be saved, but the main menu will show up again on the screen.

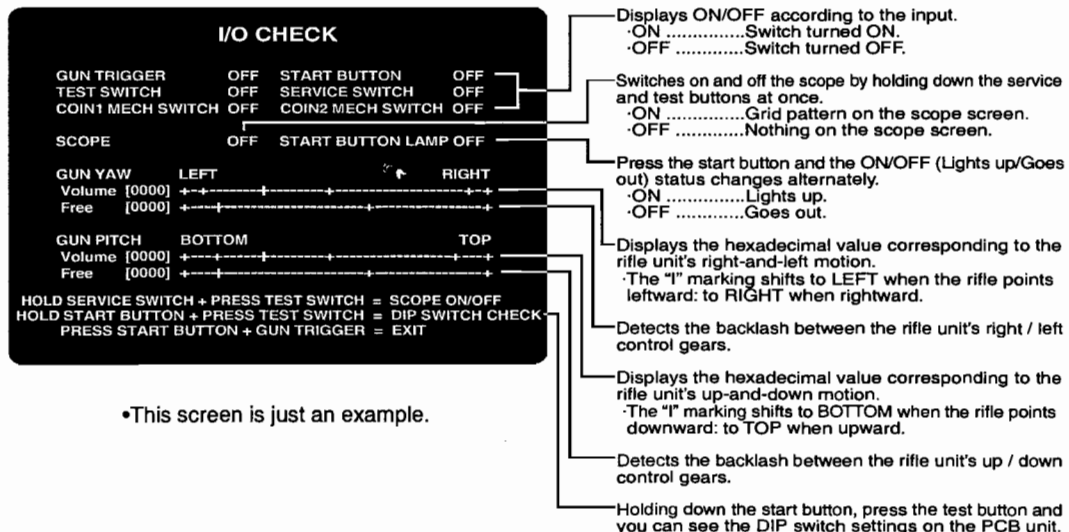
- If "FACTORY SETTINGS" is selected and the start button is pressed, all the settings of the mode will go back to the factory ones.
- If "DEFAULT SETTINGS" is selected, the settings of the mode will become the default ones.

**MEMO**

## I/O CHECK

### Checking the controls

- Mode for checking the performance of the controls.
  - To return to the main menu screen, pull the rifle unit's trigger while pressing the start button.



## GUN CHECK

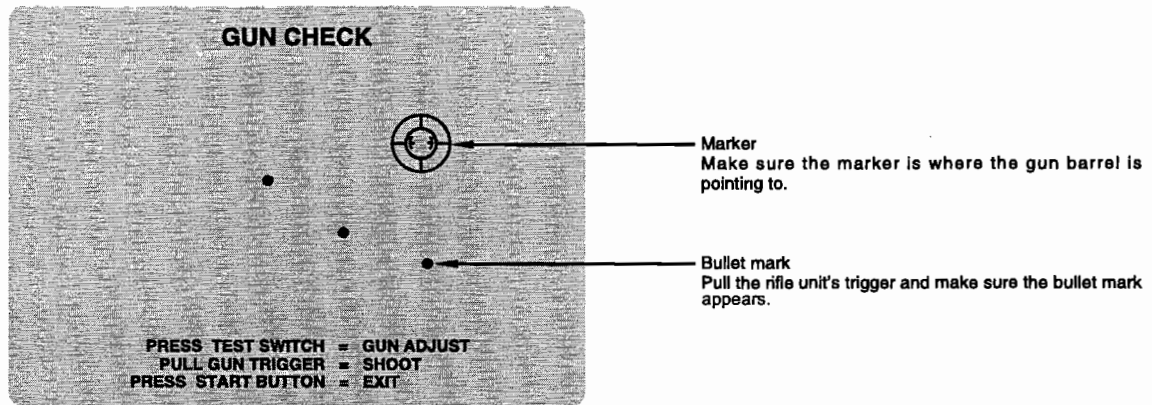
### Checking the performance of the rifle unit

- Mode for adjusting and checking the rifle unit's swing range.

Look at the screen for the marker that the gun barrel is pointing to. If the marker is extremely out of position, press the test button on the service panel to call the gun adjustment mode.

To return to the main menu screen or interrupt the gun adjustment mode, press the start button.

### Gun check mode



•This screen is just an example.

### Gun adjustment mode

This mode is intended to adjust the aim of the rifle unit. Take the following adjustment procedure.

- 1 Point the gun barrel to the lower-left corner of the screen, and pull the rifle unit's trigger.
- 2 Point the gun barrel to the upper-right corner of the screen, and pull the rifle unit's trigger.
- 3 The "NOW SAVING" message appears and the settings will be saved. Then the "GUN CHECK" screen shows up again. Move the rifle unit and make sure the marker is in position.

- If an error happens in "GUN VOLUME DATA" at the start of the machine, the "Gun adjustment mode" screen appears automatically.
- No image appears on the scope while in the "Gun check mode" and "Gun adjustment mode".

**MEMO**

## SCREEN CHECK

### Adjusting the monitor screen distortion

- Mode for checking the monitor screen display.

Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern. Use the monitor adjustment PCB to make adjustments.

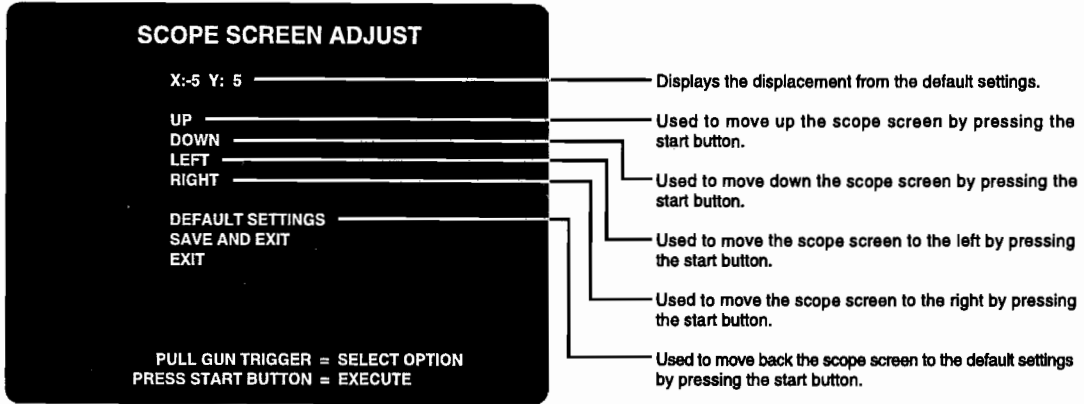
To return to the main menu screen, press the start button.



## SCOPE SCREEN ADJUST

### Adjusting the scope screen position

- Mode for adjusting the display position on the scope screen.  
 Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.  
 Looking into the scope, adjust so that the crosshatch pattern is centered.  
 To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



•This screen is just an example.

•The crosshatch pattern may appear slightly tilted on the scope screen. The game is not affected, however.

**MEMO**

## COLOR CHECK

### Adjusting the display color

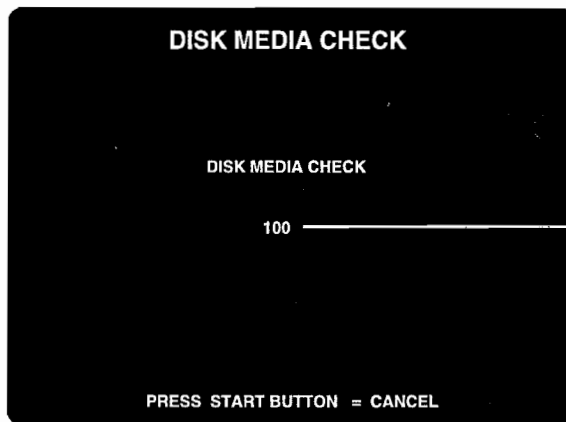
- Mode for checking the display color.  
 Make the adjustment using the monitor adjustment PCB so that the colors of the color bars should appear properly graduated and the background should become black sufficiently.  
 To return to the main menu screen, press the start button.

## DISK MEDIA CHECK

### Checking the disk media

■ Mode for checking the DISK MEDIA.

In this mode, the disk media check sums are checked one after the other. "OK" appears on the screen when no problems are detected, "BAD" if a problem occurs. When the game is put into this mode, the check starts automatically. Press the start button to interrupt the checking or return to the main menu screen.



Counts down from "100"  
Checking is complete when "0" is reached

When the disk media has been completely checked, "OK" appears.

**DISK MEDIA CHECK OK**

If anything wrong is found in check, "BAD" appears.

**DISK MEDIA CHECK BAD**

If "BAD" appears, immediately turn "OFF" the main power switch, unplug the AC power cord from the machine and contact your nearest KONAMI approved dealer.

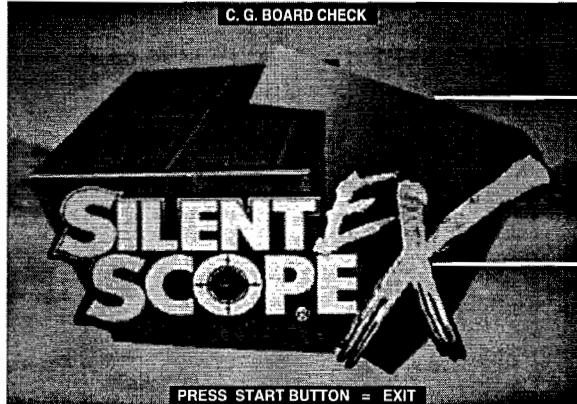
## C.G. BOARD CHECK

### Checking the C.G. board performance

■ Mode for checking the C.G. board function.

Check the function of the C.G. board by watching the motion on the screen in this mode to see if the board works normally or not.

To return to the main menu screen, press the start button.



Two turning cubes zoom in and out repeatedly behind the logo.  
(Two cubes merge together from time to time.)

The product logo mark flashes translucent here.  
(The same logo mark appears in the scope.)

•This screen is just an example.

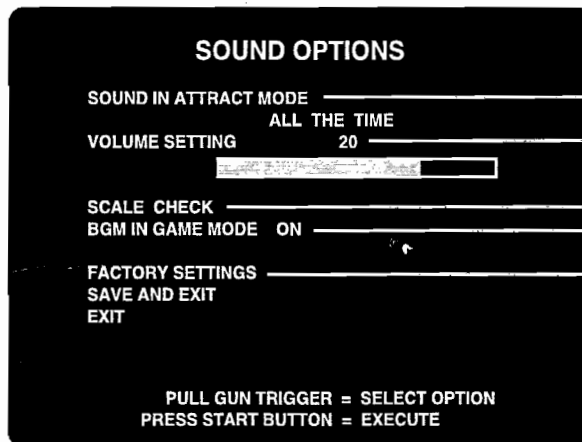
## SOUND OPTIONS

### Setting various sound options

■ Mode for setting and checking the sound options.

Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



Turns on and off the demo play sound.  
 ·ALL THE TIME.....Sound always on.  
 ·ONCE EVERY 4 CYCLES ... Sound on every 4 cycles.  
 ·COMPLETELY OFF .....Sound always off.

Adjusts the sound volume level of voice and sound effects in the range of 0 (mute) to 30 (maximum).  
 \*To raise the sound level, press the start button.  
 \*To lower the sound level, press the start button so many times that the zero level is reached and make a new setting.

You will hear a do-re mi...do musical scale from the left speaker first and then from the right speaker, which is repeated twice.  
(Sound effect is given for the 2nd round.)

Sets to give background music while the game is being played.  
 ·ON ..... Background music heard.  
 ·OFF ..... Background music not heard.

Press the start button to return all the settings to the factory settings.

•This screen is just an example.

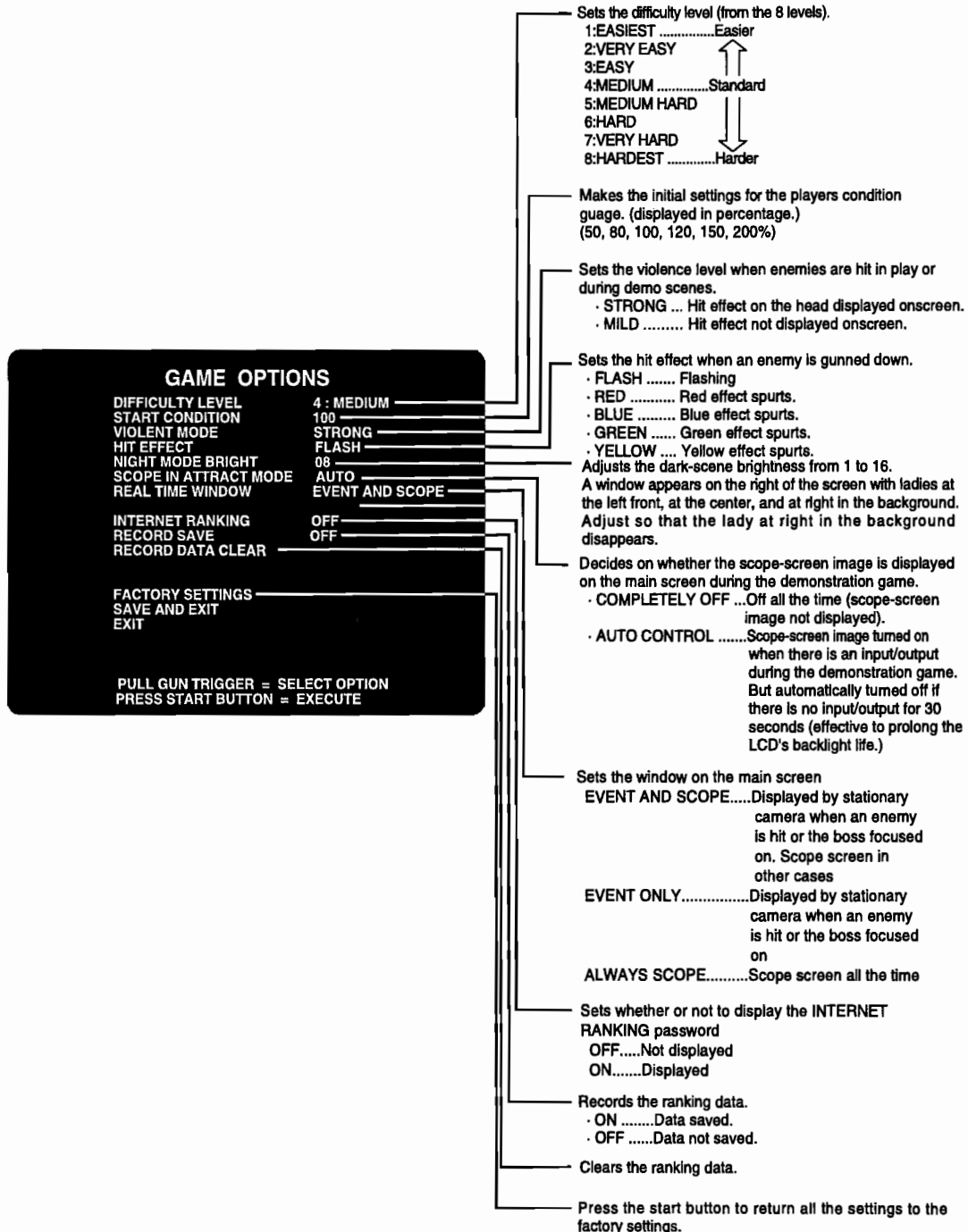
# GAME OPTIONS

## Setting various game options

■ Mode for setting and checking the game options.

Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



# COIN OPTIONS

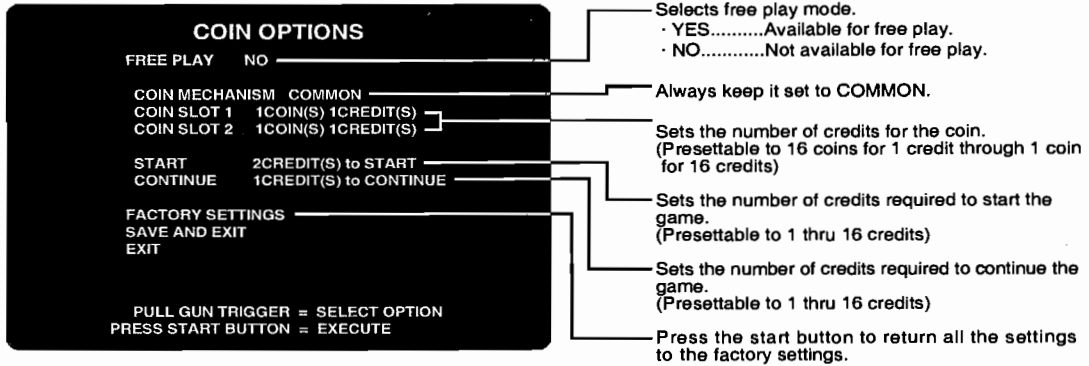
## Setting various coin options

■ Mode for setting and checking the coin options.

Pull the rifle unit's trigger to select an item. Press the start button to modify the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

**! The coin setting options are not displayed when "FREE PLAY" is set to "ON". In such case, remember the games will be free.**

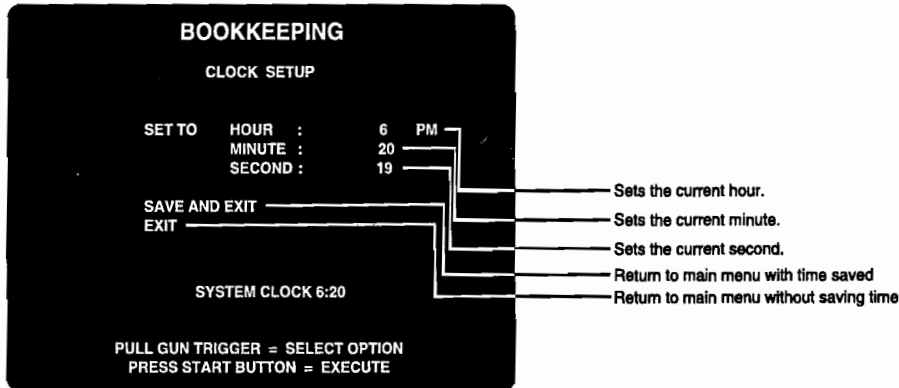


•This screen is just an example.

## BOOKKEEPING

### Displaying the bookkeeping information of coins

- Mode for displaying the total data on the number of coins put in the machine.  
If the time is preset on the "CLOCK SETUP" screen, the total data on the number of coins put into the machine can be checked for each coin slot.  
Pull the rifle unit's trigger to select "HOUR", "MINUTE", and "SECOND". Press the start button to adjust the current time.  
Make sure the current time is correct, select "SAVE AND EXIT" and press the start button. (The current time is now set and the main menu screen shows up.)

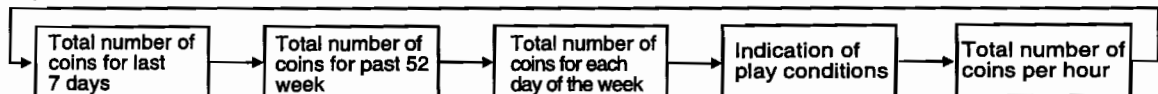


•This screen is just an example.

- If the time setting has not been made — for example, after the machine has been set up or initialized —, the "CLOCK SETUP" screen shows up.
- When the time setting has been modified, the bookkeeping information is automatically cleared. With the current time not set, the total of received coins and other bookkeeping data are not displayed. (The data once erased can not be resumed.)

### MEMO

- When the time has been preset on the "CLOCK SETUP" screen as shown above, the following "BOOKKEEPING" information is displayed on the screen. Select "NEXT DATA SUMMARY" and press the start button, and the screen will switch in the following sequence. To return to the main menu screen, select "EXIT" and press the start button.



Also, when the current time has been set and "INCOME DATA CLEAR" has been selected and the start button pressed, the current time and BOOKKEEPING data can be cleared.

At this time, the question "DO YOU WANT TO CLEAR DATA? YES/NO" is indicated on the screen. Pull the rifle unit's trigger to select "YES" or "NO". If "YES" is selected, "NOW CLEARING" appears on the screen and the "BOOKKEEPING" data will be deleted. The data will be saved in the factory settings and the main menu screen will show itself up.

If "NO" is selected, "NO MODIFIED" is indicated and the main menu appears again without deletion of the data.

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

BOOKKEEPING		
COIN DATA OF LAST 7 DAYS		
	SLOT1	SLOT2
TODAY	100	0
LAST 7DAYS AVERAGE	130	0
TOTAL COINS	910	0
YESTERDAY		
-2DAY	120	0
-3DAY	130	0
-4DAY	140	0
-5DAY	110	0
-6DAY	210	0
-7DAY	0	0

Number of coins of today.  
 Average number of coins of last 7 days.  
 Total number of coins after the time being set.  
 Number of coins of yesterday.  
 Number of coins of 2 days ago.  
 Number of coins of 3 days ago.  
 Number of coins of 4 days ago.  
 Number of coins of 5 days ago.  
 Number of coins of 6 days ago.  
 Number of coins of 7 days ago.  
 "0" appears for the day whose data is not totalled.  
 Goes to the next date.  
 Clears the current time and the income date.

NEXT DATA SUMMARY  
 INCOME DATA CLEAR  
 EXIT  
 PULL GUN TRIGGER = SELECT ITEM  
 PRESS START BUTTON = EXECUTE

•This screen is just an example.

### Screen of the total number of coins for past 52 weeks

Number of coins of 1 week before.  
 Number of coins of 2 weeks before.  
 Number of coins of 3 weeks before.  
 "0" appears for the week whose data is not totalled.  
 Displays the total number of coins for the coin slot1 and slot2.  
 Goes to the next date.  
 Clears the current time and the income date.

NEXT DATA SUMMARY  
 INCOME DATA CLEAR  
 EXIT  
 PULL GUN TRIGGER = SELECT ITEM  
 PRESS START BUTTON = EXECUTE

•This screen is just an example.

### Screen of the total number of coins by hours and days of the week

BOOKKEEPING		
COIN DATA OF EACH DAY		
	SLOT1	SLOT2
TOTAL COINS	910	0
SUN		
MON	120	0
TUE	130	0
WED	140	0
THU	110	0
FRI	200	0
SAT	210	0

Total number of coins since the setting of time.  
 Number of coins for Sunday.  
 Number of coins for Monday.  
 Number of coins for Tuesday.  
 Number of coins for Wednesday.  
 Number of coins for Thursday.  
 Number of coins for Friday.  
 Number of coins for Saturday.  
 "0" appears for a day of the week whose data is not totalled.  
 Goes to the next date.  
 Clears the current time and the income date.

NEXT DATA SUMMARY  
 INCOME DATA CLEAR  
 EXIT  
 PULL GUN TRIGGER = SELECT ITEM  
 PRESS START BUTTON = EXECUTE

•This screen is just an example.

### Screen of indication of play conditions

BOOKKEEPING		
PLAY DATA SUMMARY		
TOTAL ACTIVE TIME	10h 2m 0s	
TOTAL PLAY TIME	5h 1m 0s	
AVERAGE PLAY TIME	3m 30s	
LONGEST PLAY TIME	5m 0s	
SHORTEST PLAY TIME	2m 0s	
COIN SLOT 1 COUNT	8	
COIN SLOT 2 COUNT	0	
TOTAL PLAY COUNT	5	
INITIAL PLAY	3	
CONTINUE PLAY	2	

Total active time since the setting of time.  
 Total play time since the setting of time.  
 Average play time.  
 Longest play time.  
 Shortest play time.  
 Total count for coin slot 1.  
 Total count for coin slot 2.  
 Total play time since the setting of time.  
 Total initial play rounds since the setting of time.  
 Total continue play rounds since the setting of time.  
 Goes to the next date.  
 Clears the current time and the income date.

NEXT DATA SUMMARY  
 INCOME DATA CLEAR  
 EXIT  
 PULL GUN TRIGGER = SELECT ITEM  
 PRESS START BUTTON = EXECUTE

•This screen is just an example.

## 2 Game settings

### Screen of the total number of coins per hour

**BOOKKEEPING**

COIN DATA OF EACH HOUR

00:00	0	08:00	0	16:00	10
01:00	0	09:00	0	17:00	15
02:00	0	10:00	5	18:00	15
03:00	0	11:00	5	19:00	20
04:00	0	12:00	10	20:00	30
05:00	0	13:00	15	21:00	25
06:00	0	14:00	15	22:00	30
07:00	0	15:00	15	23:00	10

NEXT DATA SUMMARY  
INCOME DATA CLEAR  
EXIT

PULL GUN TRIGGER = SELECT ITEM  
PRESS START BUTTON = EXECUTE

Total number of coins per hour.

"0" appears for the hour whose data is not totalled.  
Displays the total number of coins for the coin slot1 and slot2.

Goes to the next date.

Clears the current time and the income date.

•This screen is just an example.

## ALL FACTORY SETTINGS

### Returning all the settings to factory ones

- Mode for returning the test-mode settings to the factory settings.

Pull the rifle unit's trigger to select "YES" or "NO" and press the start button for entry.

If "YES" is selected, the question for re-confirmation appears on the screen.

If "YES" is selected again, the "NOW SAVING" message appears on the screen and the test-mode settings, are saved as the factory settings.

- SOUND OPTIONS
- GAME OPTIONS
- COIN OPTIONS

If "NO" is selected, "NO MODIFY SETTING" is indicated. This means the modified settings are not saved.



# 3 How to play

---

This gun shooting game is designed to allow you to look into the scope of the rifle unit and shoot at enemies. You can see telescopic and night vision images that are not clearly displayed on the main monitor screen. Search for targets quickly and shoot them with pinpoint accuracy & precision.

## ■ How to play the game -----

- 1 Put coin(s) in the slot and press the start button once.
- 2 The play mode selection screen shows up. Within 15 seconds, move the rifle unit to select a play mode. Pull the trigger to enter your choice. (you may press the start button instead to enter a choice.)

•**SHOOTING RANGE mode**.....You try to get the highest score possible within a certain period of time in the shooting range.

•**STORY**.....You will be a sniper of a special anti-terrorist squad, stationed in the story to counter frequent terrorist activity.

•**SHOOTING RANGE mode**

You can keep playing the game until the preset time is '0'. The game is over at this point. Each time a target is hit, your score increases. (The score value is different depending on where the bullet hits.)

The game is over when you successfully hit the last target. The remaining time is added as a bonus to your score and the final score is displayed.

- 3 With the play mode selected, the game starts automatically.  
Watch the monitor screen and search for an enemy. Look into the scope and shoot the enemy. Initially, the rifle is loaded with 5 bullets, but will reload automatically and is limitless.  
From the second stage, you can select a mission or route.  
When a mission has been successfully completed, you can go to the next stage. If not however, the mission select screen shows up again. (You can now select another mission not yet played, or an aborted mission again.)  
You can keep playing the game until the condition gauge on the screen reaches '0'. The game is over at this point.  
The 'STORY' mode ends in TWO ways, 'HAPPY ENDING' or 'BAD ENDING' .....

**The condition gauge gets boosted in the following cases:**

- When an enemy has been hit.
- When a mission has been successfully completed. (A bonus is added according to the performance evaluation.)
- When a woman (in a nurses uniform) appearing in certain scenes has been caught in the scope for a certain period of time.

**The condition gauge gets reduced in the following cases:**

- If a civilian, not an enemy, has been hit.
- If you have been attacked by an enemy.
- If a mission has been aborted.
- The gauge drops gradually with the passing of game time.

**■ Setting the hit-effect when gunning down enemies — — — — —**

On this machine, the violence expression when an enemy is hit can be chosen from several options.

**■ Continuing the game — — — — —**

The game can be continued within 10 counts after a game is over. There are some scenes and modes in which you cannot continue.

# 4 Troubleshooting

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

Trouble	Possible causes and check points	Measures
No image on main screen, title unit fluorescent light failure to light up.	<ul style="list-style-type: none"> <li>•No power turned ON.</li> <li>•Power cord disconnected from the machine or wall outlet.</li> <li>•Circuit protector activated.</li> </ul>	<ul style="list-style-type: none"> <li>•Turn ON the main power switch. Check also the shop's circuit breaker.</li> <li>•Reconnect the power cord tightly.</li> <li>•Take measures, referring to the machine's Operator's Manual.</li> </ul>
No image on screen : title unit fluorescent light on.	<ul style="list-style-type: none"> <li>•Memory card not or loosely inserted.</li> <li>•Some connectors disconnected or wires broken.</li> <li>•PCB unit defective.</li> <li>•Monitor defective.</li> </ul>	<ul style="list-style-type: none"> <li>•Check the memory card for wrong position.</li> <li>•Turn OFF the main power switch, unplug the power cord from the receptacle and check all the connectors for poor contact. If all the connectors are tightly connected but the same trouble occurs, contact your nearest dealer.</li> <li>•Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.</li> </ul>
Title unit fluorescent lamp failure to light up.	<ul style="list-style-type: none"> <li>•Fluorescent lamp or glow lamp broken.</li> </ul>	<ul style="list-style-type: none"> <li>•Replace the fluorescent lamp or glow lamp with new one of the same type.</li> </ul>
Screen too dark or too bright.	<ul style="list-style-type: none"> <li>•Monitor maladjusted.</li> </ul>	<ul style="list-style-type: none"> <li>•Readjust the brightness on the monitor adjustment PCB.</li> </ul>
Start button malfunctioning.	<ul style="list-style-type: none"> <li>•Switch wires and connectors disconnected from start button.</li> <li>•Start button defective.</li> </ul>	<ul style="list-style-type: none"> <li>•Reconnect the switch wires and connectors to the socket.</li> <li>•Replace the start button with new one.</li> </ul>

Trouble	Possible causes and check points	Measures
Coin selector malfunctioning.	•Coin selector defective.	•Check the performance on the "I/O CHECK" screen. If malfunctioning, replace the coin selector or microswitch with new one.
No sound or too loud (or too soft) sound.	•Sound level maladjusted.	•Make proper setting on the "SOUND OPTIONS" screen.
Game started, but no image on scope screen.	•Wires (connectors) disconnected on PCB unit.	•Check to see if PCB unit wires (connectors) are all connected.
Rifle unit's trigger malfunctioning.	•Wires (connectors) disconnected on PCB unit.	•Check to see if PCB unit wires (connectors) are all connected.
"BAD" displayed on the "DISK MEDIA CHECK" screen in test mode.	•Memory card defective.	•Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.
"HARDWARE ERROR (***)" displayed on screen: game failure to start.	•Something wrong with the hardware.	•Write down the error code displayed. Immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.
"OK" appears at the initial device check, but this check is repeated without going to the game mode.	•Some connectors disconnected or wires broken.	•Turn OFF the main power switch, unplug the power cord from the receptacle and check all the connectors for poor contact. If all the connectors are tightly connected but the same trouble occurs, contact your nearest dealer.

# 5 Annex

## 5-1 Exploded view

■ FIG.1 UNIT, RIFLE -----

NO.	CODE No.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
01	500666	ASS'Y, SCOPE	-	1	
02		ASS'Y, BARREL	-	1	
101		SCREW, CROSS TAILS	MAX15	2	
102		BOLT, TORX	MAX25	4	
103		SCREW, CROSS TAILS	MAX45	1	
104		NUT, DOWMED CAP	M4	3	

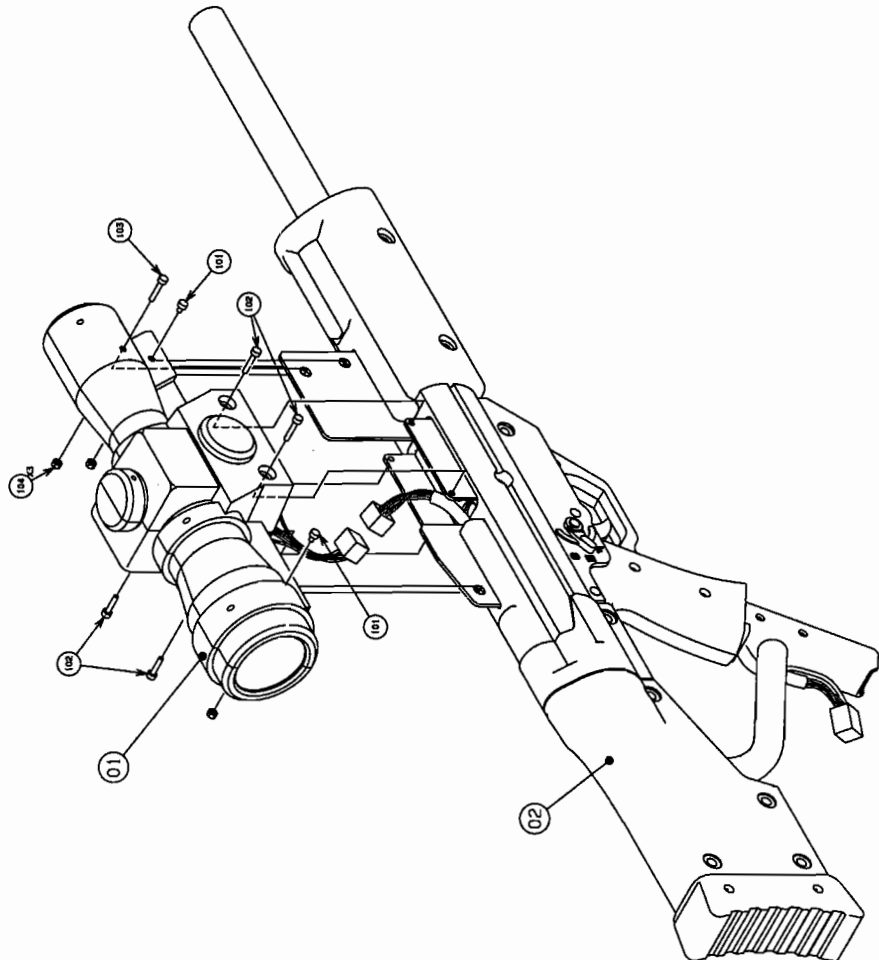


FIG.2 ASS'Y, SCOPE

NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QUANTITY	NOTE
01	500675	CASE, SCOPE(L)	PC	1	
02	500679	CASE, SCOPE(R)	PC	1	
03		PIPE, SCOPE	ABS	1	
04	500712	COVER, SCOPE	PC	1	
11	500684	COVER, LCD	SECC T1.0	1	
12	500694	BRACKET, LCD	SPOC T1.0	1	
13	500698	BRACKET, LCD	SPOC T1.0	1	
21		TAPE, SPONGE	CR FORM T3	2	
22		TAPE, SPONGE	CR FORM T2	8	
51	500687	DISPLAY, LCD	LB20HR-8000	1	
52	500709	LENS	L-020	1	
53		BUSH	DP-167	1	
61	500651	PCB(L) UNIT	-	1	
62		LABEL, PL/AVOLT	YUPO-TAX	1	
63		ASS'Y, LCD	-	1	
64	500707	Scope Ham. Assy	-	1	
65	500703	CABLE, FTS	-	1	
101		SCREW, CROSS PH. BPH	M3X8	10	SW
102		BOLT, HEX SOCKET CAP	M3X30	6	
103		BOLT, HEX SOCKET CAP	M3X35	1	
104		SCREW, CROSS PH. TORX	D4X8	2	
105		SPACER, PC	d6X3	4	
106		NUT, DOME CAP	M3	7	

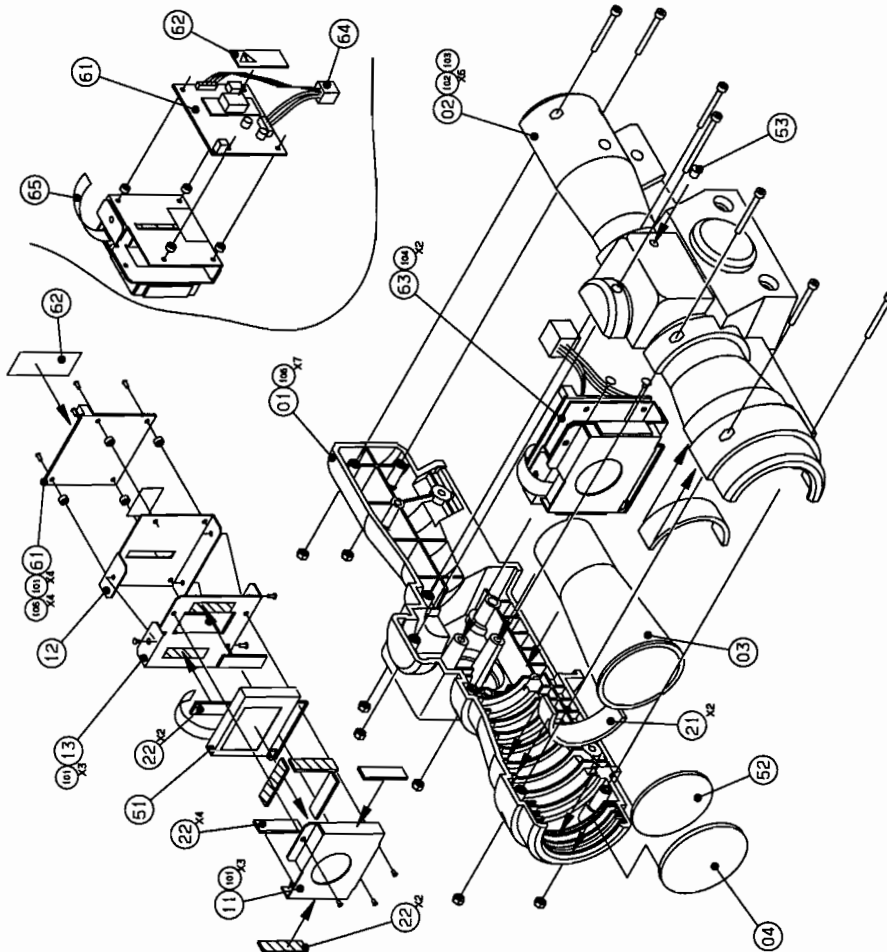


FIG.3 ASS'Y, BARREL

NO.	CODE No.	NAME	MATERIAL/SPECIFICATION/QTY	NOTE
01	500855	CASE, GRIP(L)	PC	1
02	500857	CASE, GRIP(R)	PC	1
03	500852	TRIGGER	PC	1
04	500859	CASE, BARREL	PE	1
05	500862	COVER, STOCK	PE	1
11	500721	FRAME, GRIP	SPOC T2.3	1
12	500838	FRAME, SCOPE	SPOC T2.3	2
13	500829	FRAME, SCOPE	SPOC T2.3	1
14	500833	FRAME, SCOPE	SPOC T2.3	1
15	500825	FRAME, SCOPE	SPOC T2.3	1
16	500821	FRAME, STOCK	SPOC T1.6	1
17	500727	FRAME, STOCK	SPOC T1.6	1
18	500815	FRAME, STOCK	SPOC T1.6	1
19	500718	FRAME, GRIP	PIPE S25 SS400	1
20	500723	FRAME, GRIP	SPOC T1.6	1
21	500715	FRAME, BARREL	A6063TD	1
22	500846	SPRING	SWPA D1.0	1
31	500842	SWITCH, MICRO	SS-5GLT/OMRON	1
32	500864	Gun Barrel Ham.	-	1
101		SCREW, CROSS PAN 15#4	MAX10	27
102		SCREW, CROSS PAN 15#4	M5X15	10
103		SCREW, CROSS TRUSS	MAX8	26
104		SCREW, CROSS TRUSS	MAX15	4
105		BOLT, HEX SOCKET CAP	MAX10	1
106		BOLT, HEX SOCKET CAP	MAX30	2
107		BOLT, BUTTON HEAD	M16X25	2
108		WASER, TORQUE LOCK	d4	1
109		NUT, NYLON	M5	4
110		NUT, DOPED CAP	M4	3
111		NUT, DOPED CAP	M5	2

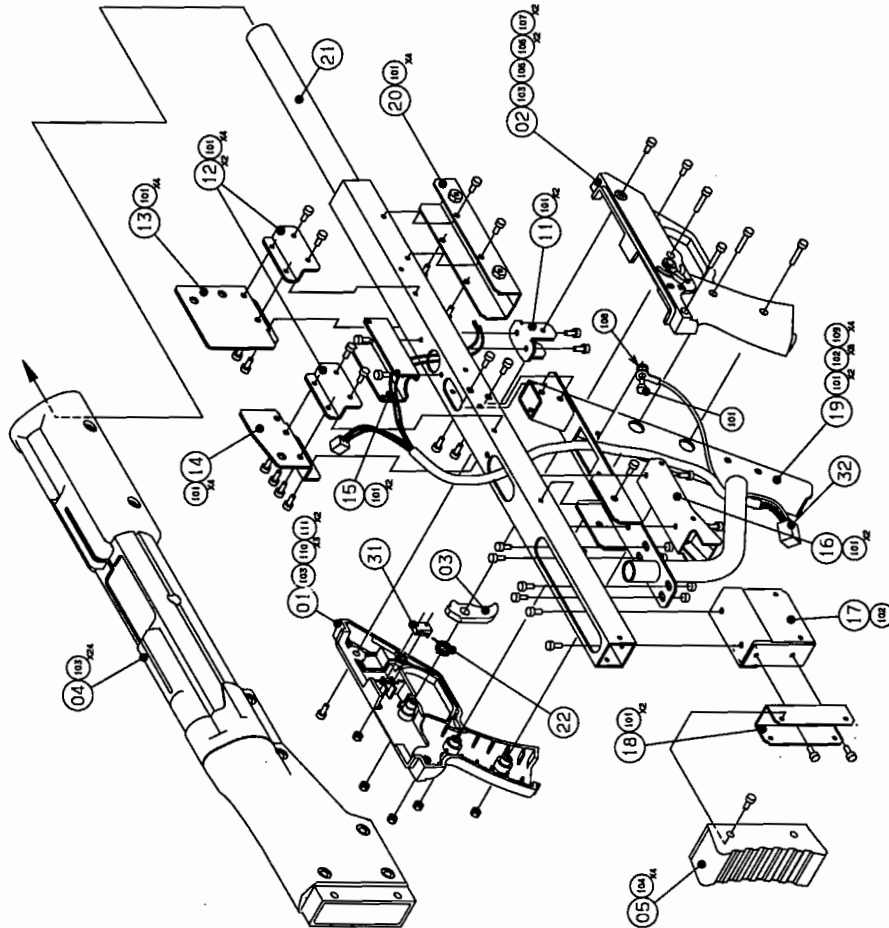
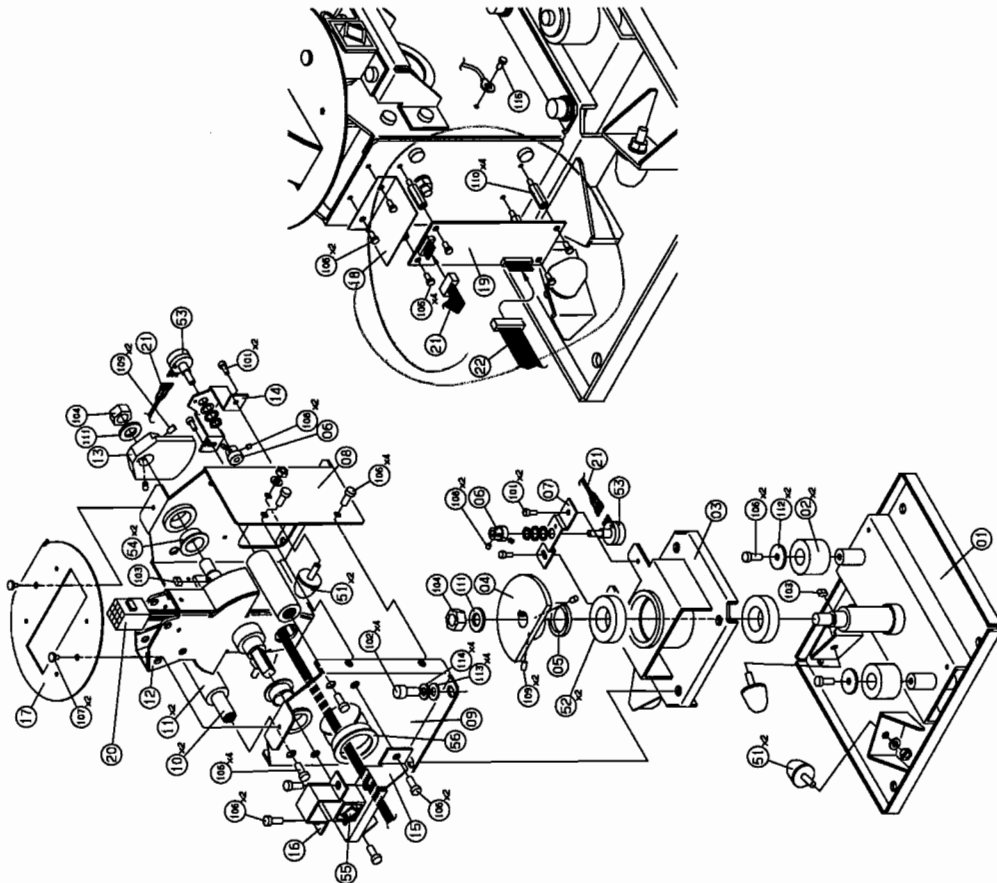


FIG.4 UNIT, MECHANISM

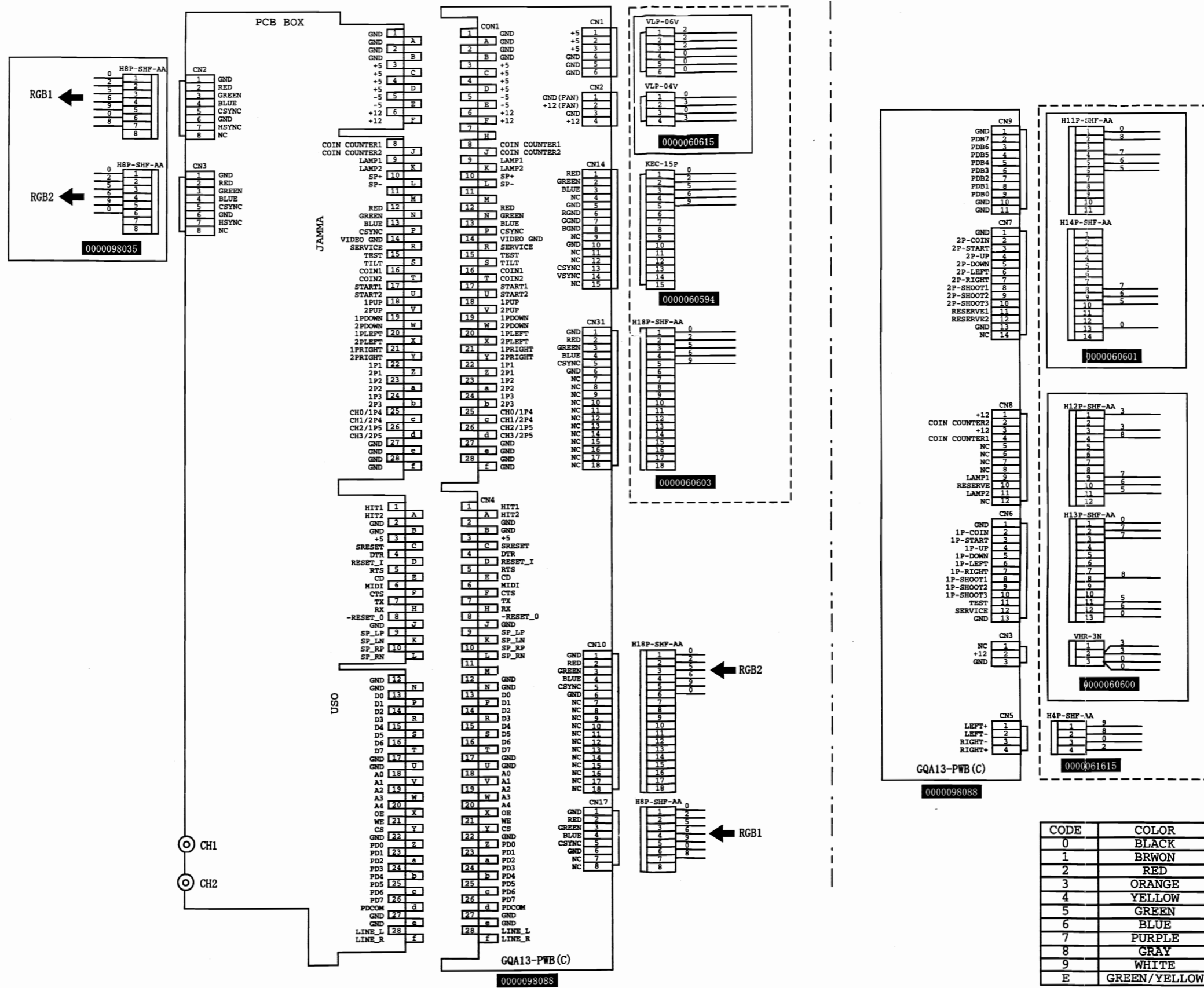
NO.	CODE NO.	NAME	MATERIAL/SPECIFICATION	QTY	NOTE
01		BASE	S45C/SPCC T3.2	1	
02	500878	RUBBER, STOPPER	UR HS90	2	
03	500905	BRACKET, BEARING	SPCC T3.2	1	
04		GEAR	SS400	1	
05		SPACER	SS400	1	
06		GEAR	SS400	2	
07		BRACKET, P. METER	SPCC T1.6	1	
08		FRAME	SPCC T2.3	1	
09		FRAME	SPCC T2.3	1	
10	500873	PIN, STOPPER	SS400	2	
11	500876	RUBBER, STOPPER	UR HS90	2	
12		SHAFT	S45C/SPCC T3.2	1	
13		GEAR	SS400	1	
14		BRACKET, P. METER	SPCC T1.6	1	
15		BRACKET, SUSPENSION	SPCC T2.3	1	
16		BRACKET, SUSPENSION	SPCC T2.3	1	
17	500869	PLATE, MASK	SECC T1.6	1	
18		SHEET, COVER	PVC T0.5	1	
19	500651	PCB(J)UNIT		1	
20	500917	WIRE	GU2	1	
21	500920	WIRE	G_VOL	1	
22	500923	WIRE	A/D IN	1	
51	500881	STOPPER, RUBBER	RI-25	4	
52	500909	BEARING	7005	2	
53	500257	POTENTIOMETER	EWS-U0AS25E53	2	
54		BUSH	R-MC.F2010	2	
55	500814	SUSPENSION, RUBBER	DR-S-15X25	1	
56		BUSH	NB-35	1	
101		BOLT, HEX SOCKET CAP	M4x10	4	SW, PM
102		BOLT, HEX SOCKET CAP	M8x18	4	
103		KEY, PARALLEL	5x6x10	2	
104		NUT, NYLON	M12	2	
105		SCREW, CROSS PAN SEMS	M3x6	5	SW, PM
106		SCREW, CROSS PAN SEMS	M6x15	14	SW, PM
107		SCREW, CROSS TRUSS	M4x6	2	
108		SCREW, HEX SOCKET SET	M4x4	4	V POINT
109		SCREW, HEX SOCKET SET	M5x8	4	V POINT
110		SPACER	ES-318	4	
111		WASHER, PLAIN	d12	2	
112		WASHER, PLAIN	d6	2	D28
113		WASHER, PLAIN	d8	4	
114		WASHER, SPRING	d8	4	
115		SCREW, CROSS PAN SEMS	M4x10	1	SW, PM





---

## 5-2 Wiring Diagrams



The sections in broken-lined boxes denote the wires of the machine.