ANIMAL KAISER PLUS
THE KING OF ANIMALS

OPERATION MANUAL

The actual product you have recieved may differ slightly from the illustration.

⚠ DANGER

- To ensure safe operation of the product, be sure to read this Operation Manual before use.
- Keep this Operation Manual in a safe place for quick access whenever needed.

INTRODUCTION

Thank you for purchasing the "Animal Kaiser Plus The King of Animals" game machine (hereafter referred to as the "machine")

This operation manual describes:

- How to install, operate, relocate, transport, maintain and discard the machine safely and properly.
- How to operate the machine correctly and make full use of its features
- How to ensure safety of players and bystanders

1. SAFETY PRECAUTIONS - Be sure to read these instructions to ensure safety -

Instructions to the owner

If you entrust another party to perform installation, operation, relocation, transportation, maintenance or discarding of the machine, instruct the concerned party to read and observe all the instructions and precautions in this operation manual regarding the particular action to be taken.

1-1 Magnitudes of risk

On the labels attached to the machine and in this operation manual, pre-cautions regarding safety and property damage are classified as shown below in accordance with the magnitude of the particular risk.

⚠ **DANGER** Failure to avoid the risk most certainly results in death or serious injury.

⚠ **WARNING** Failure to prevent the indicated risk may result in death or serious injury.

⚠ **CAUTION** Failure to prevent the indicated risk may result in minor injury or property damage.

1-2 Definition of the term "technician"

This operation manual is written for arcade personnel. However, the sec-tions marked "To be conducted by a technician only" in the table of contents are written for technicians. These tasks should be conducted by technicians only.

Technician: A person engaged in machine design, manufacture, inspection or maintenance service for a manufacturer of amusement equipment, or a person who has technical knowledge related to electricity, electronics or mechanical engineering at a level equal to or higher than that of a technical high school graduate and is engaged routinely in the maintenance and management (including repair) of amusement machines.

1-3 Top-priority safety precautions

⚠WARNING

● Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord plug from the AC outlet. Operating the machine without correcting a problem may cause a fire or accident.

● Some monitor sections remain hot or charged with high voltage even after the power switch is turned off. To avoid electric shock and burns, be careful not to touch the monitor sections accidentally.

● Dust accumulated on the power cord plug may cause a fire. Check the power cord plug regularly and remove dust.

● Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.

● A damaged power cord can cause a fire, electric shock or electrical leakage. Observe the following cautions.

   • Keep the power cord away from heating devices.

   • Do not twist the power cord.

   • Do not bend the power cord forcibly.

   • Do not alter the power cord.

   • Do not bundle the power cord.

   • Do not pull the power cord. (Always unplug by holding the power cord plug, and avoid pulling the power cord.)

   • Do not place anything on the power cord.

   • Do not get the power cord caught by the machine, other products or wall.

   • Do not do anything else that might damage the power cord.

● Do not wet the power cord or power cord plug with water. Water can cause an electric shock or leakage.

● Do not touch the power cord with a wet hand. Doing so can result in an electric shock.

● Use only specified parts to replace consumables and service parts (including fasteners). To order parts, contact your distributor.

● Do not convert the machine without permission. Do not perform any work that is not described in this operation manual. Unauthorized conversion of the machine may create unforeseen hazards.

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2. SPECIFICATIONS

(1) Rated power supply

12V Power Supply Manual Switching
100-120V - 4A 50/60Hz
200-240V - 2A
12V - 17A

5V Power Supply Auto Switching
100-240V - 1A 50/60Hz
5V - 10A

(2) Maximum current consumption   440w

(3) Dimensions   31.93 (W) x 23.44 (D) x 75.02 (H) [in]

(4) Monitor Dimensions   21.5in Monitor
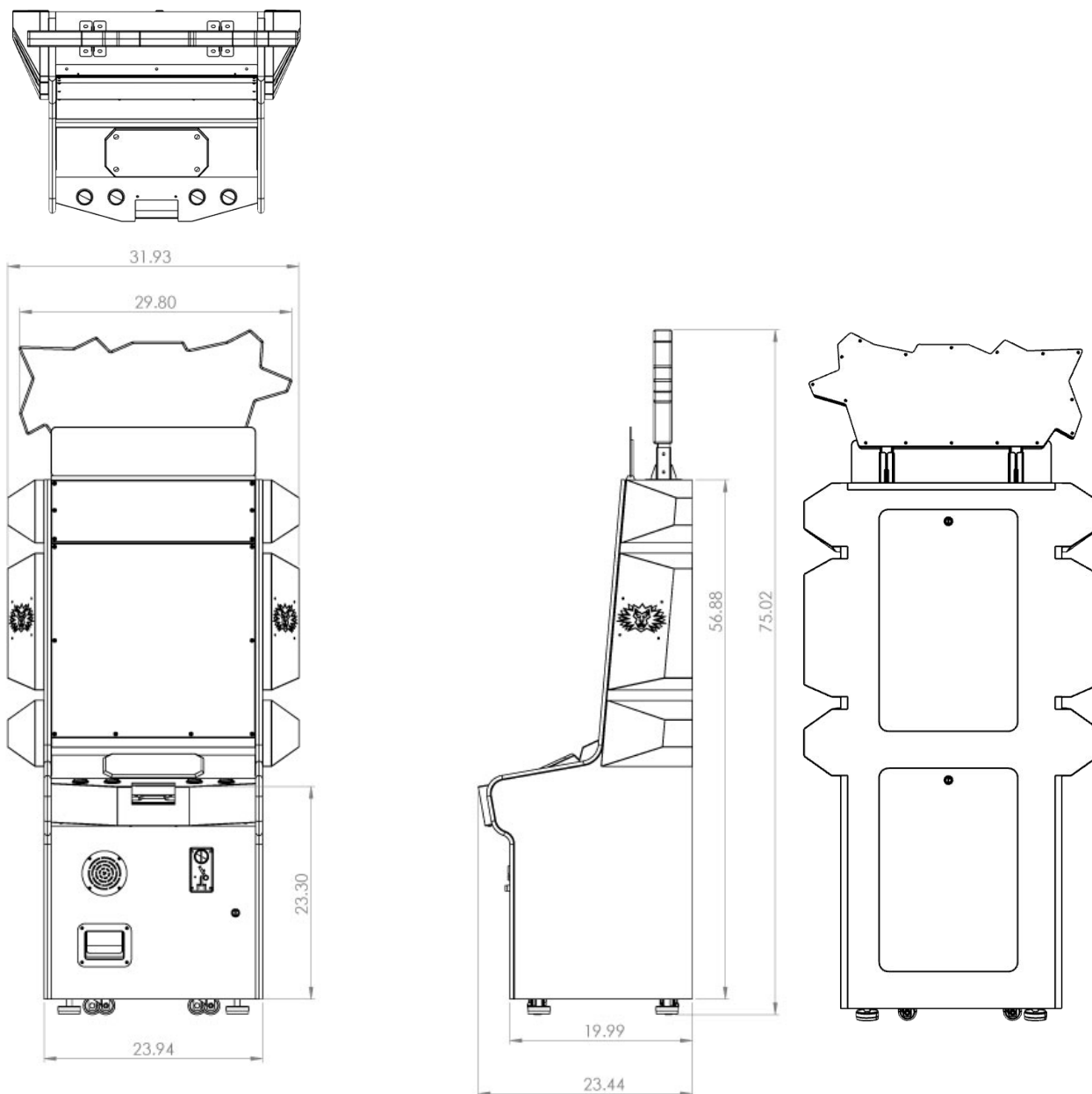
3. OVERALL CONSTRUCTION (Names of Parts)

Front view

POP panel

Cabinet Assy

Illuminated
Pushbutton(1)
(green)

Inside the front door

Card dispenser

Card reader

Player1 side

Player2 side

Illuminated
Pushbutton(2)
(yellow)

Control Panel Assy

Speaker

Front door

Card outlet

[Rear side]

Back panel
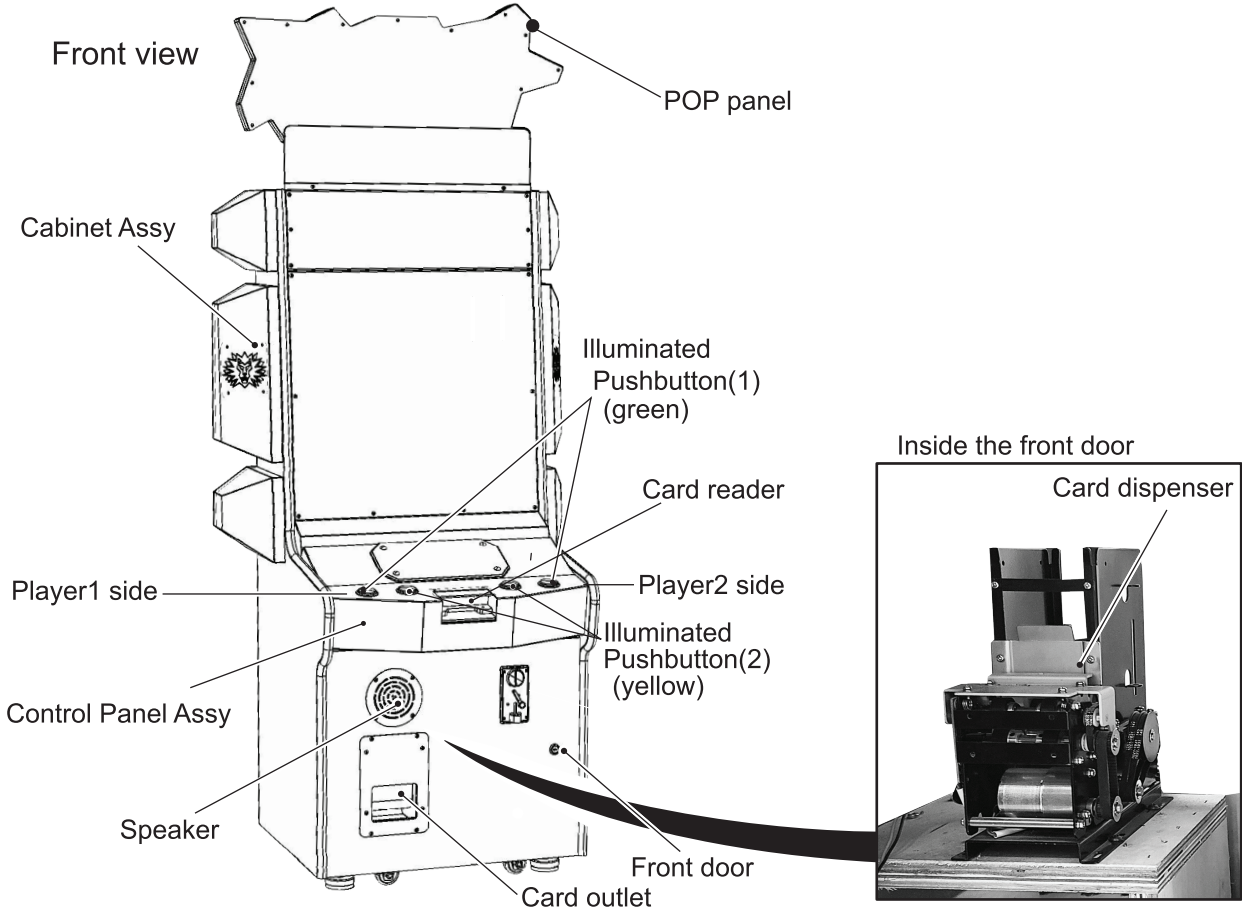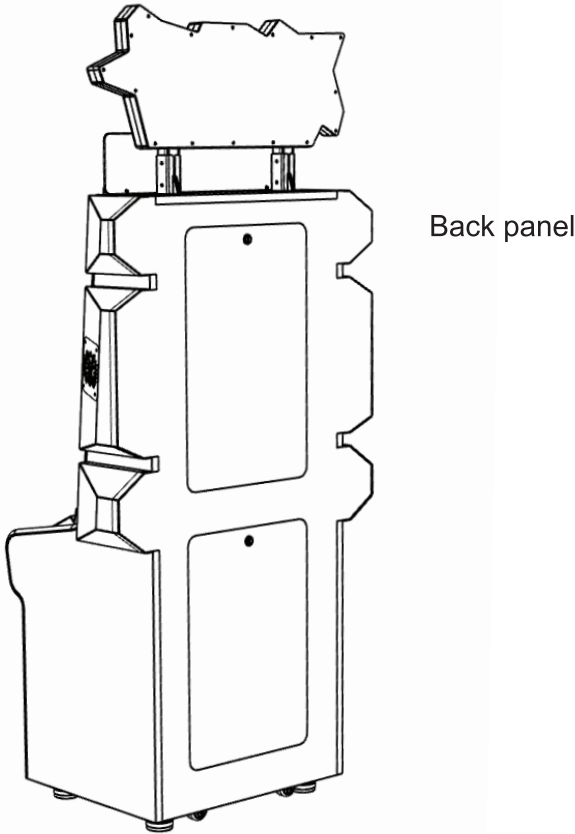
4. INSTALLATION

┌─────────────── ⚠ WARNING ───────────────┐

● **Install the machine according to the instructions and procedures specified in this operation manual. Failure to follow the specified procedures may result in a fire, electric shock, injury or machine malfunctions.**
● **Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.**
● **Be sure to connect the ground lead. If the ground lead is not connected, electric shock can result in case of electrical leakage.**
● **Install the machine securely by using the level adjusters. Unstable machine installation can result in an accident or injury.**

└──┘

4-1 Installation conditions

4-1-1 Locations to avoid

┌─────────────── ⚠ WARNING ───────────────┐

● **The machine is designed for indoor use. Never install the machine outdoors or at any of the following locations:**

  • **Place in direct sunlight**

  • **Place exposed to rain or water leakage**

  • **Damp place**

  • **Dusty place**

  • **Close to heating devices**

  • **Hot place**

  • **Extremely cold place**

  • **Place where dew condensation may occur due to temperature differences**

  • **Place where the machine may become an obstruction in emergencies (such as near emergency exit) and place where fire extinguisher or similar equipment is installed**

  • **Unstable place or location where vibrations are produced**

└──┘

4-2-1 Adjusting the level adjusters

1 After positioning the machine lower the level adjusters (2 locations) so that the casters are lifted about 5 mm from the floor (the casters should swivel freely).
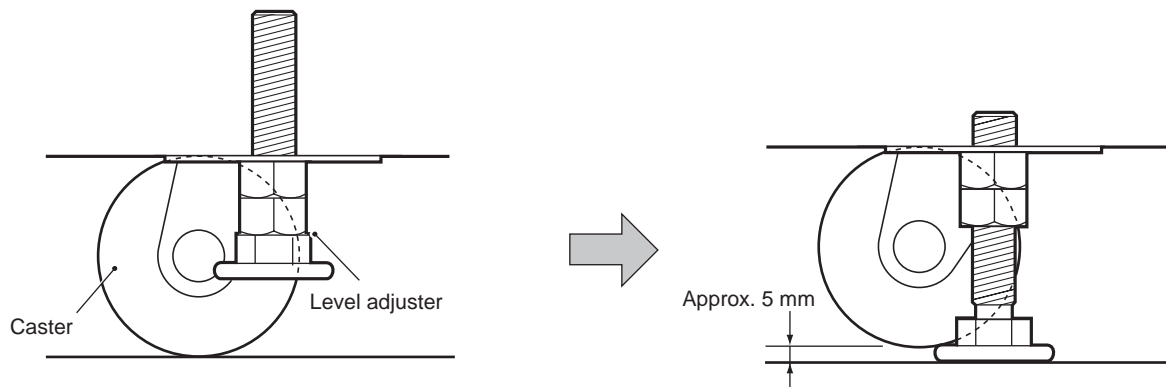
4-3 Connecting the power cord

⚠ **WARNING**

If the machine is not grounded properly, electric shock can occur in case of electrical leakage.

(1) Use the 3-pin plug for grounding the machine.
(2) (If the 3-pin plug and 3P-2P adaptor plug cannot be used) Connect the ground lead to the ground terminal of the machine for grounding the machine.

(1) Using 3-pin AC outlet

Simply insert the power cord plug into the 3-pin AC outlet. Connect the ground lead to the ground terminal located on the Cord Box Assy on the rear side of the Cabinet Assy for grounding the machine.

4-4 Adding game cards

┌─────────────── ⚠ **WARNING** ───────────────┐

●To protect the service staff and other people from an electric shock,
accident and injury and to prevent damage to the electrical circuitry of
the machine, always turn off the power switch before conducting the
described task.

└──┘

● **Make sure that the specified side is facing up when adding game cards**
The direction of cards is indicated on the card box.
● **Do not use any cards other than the card specified by our company**
Each card dispenser can contain 300 cards
● **Card jams can occur if too many cards are place in the card dispenser**

1 Turn off the main power switch.

2 Unlock and open the front door by using the provided maintenance key.

3 Remove the weight from the card dispenser and take out the cards from the game card
box and add them to the card dispenser, making sure that the side printed with the bar
codes are facing up. Then, place the weight on top of the cards.

Insert cards here
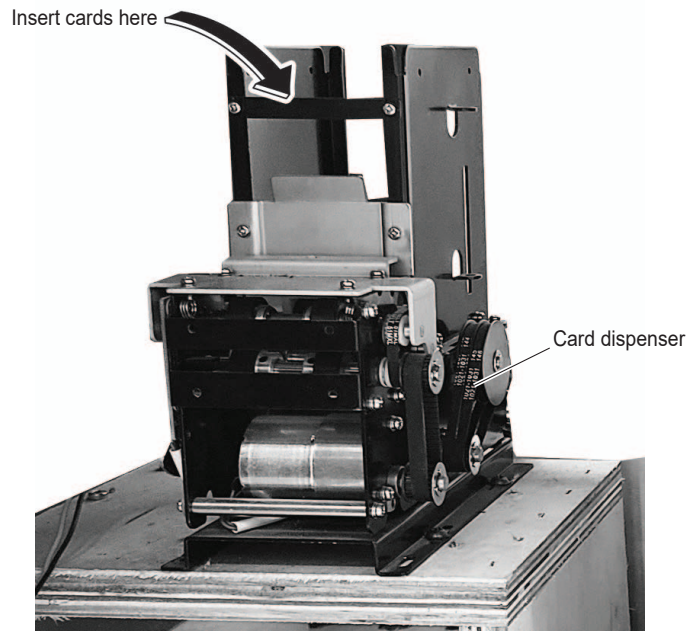
Card dispenser

● **When adding cards, make sure that the side printed with a barcode is facing up.**
Incorrectly positioned cards can cause jamming.
● **The card dispenser can contain 300 cards. Card jams can occur if too many**
cards are placed in the card dispenser, do not place more than (2) "stacks" at a
time.
● **If too many cards are added to the dispenser at one time, it can become difficult**
to differentiate the version tags. Be sure to post the version tag each time cards
are added. Leave a memo inside the machine as a precautionary measure.

4-5 Turning on the power switch

1 Turn on the main power switch located on the rear side of the Cabinet Assy.

Cord Box Assy

Power cord
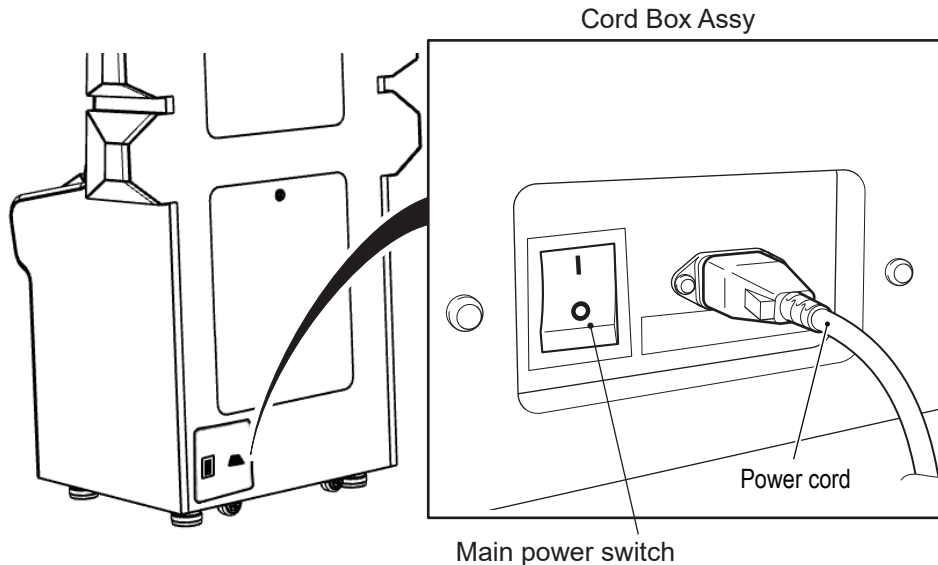
Main power switch

4-6 Setting/replacing the IC card

⚠WARNING

● **The power switch must be turned on when the IC card is set. Therefore, an electric shock, accident or injury can result if the work is conducted carelessly. Do not touch any section other than those specified in the procedures.**

● **Be sure to set the IC card correctly. If the IC card is set incorrectly, the game card may not be dispensed after the game.**
● **When adding new game cards, be sure to replace the set IC card with the new IC card provided with the game cards.**
● **Each new IC card can dispense game card 600 times.**
● **Do not use the IC card inappropriately. Incorrect use can render the IC card non-operable.**

1 Turn on the main power switch.

2 If the old IC card is still set in the machine, eject the card by using "IC CARD EJECT" in the Test mode.

3 Insert the new IC card provided with the game cards into the IC card inlet in the direction shown by the arrow, making sure that the front card side is facing up.

5. OPERATION

⚠ **WARNING**

● Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord plug from the AC outlet. Operating the machine without correcting a problem may cause a fire or accident.

● Dust accumulated on the power cord plug may cause a fire. Check the power cord plug regularly and remove dust.

● Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.

● Be sure to check that the machine has been installed according to the instructions and procedures specified in this operation manual before operating the machine. If the machine is not installed properly, fire, electric shock, injury or malfunction may result.

● The warning labels describe important safety precautions. Be sure to observe the following:

  • To make sure that the warning labels attached to the machine are easily legible, install the machine at a proper location with ample illumination and keep the labels clean at all times. Also, make sure that the labels are not hidden behind another game machine or other objects.

  • Do not remove or alter the warning labels.

  • If the warning labels become excessively dirty or damaged, replace them with new labels. To order warning labels, contact your distributor.

● To make sure safe operation of the machine, be sure to conduct the pre-service check and maintenance described in this manual. Failure to perform the specified inspection and service can result in unexpected accidents.

5-1 Pre-service check

Inspect the following items before commencing operation.
If any problem is found, take corrective measures by referring to "Troubleshooting"

5-1-1 Safety check (before power ON)

⚠ **WARNING**

● To prevent accidents and injury, be sure to check the following items before commencing operation.

(1) Are all level adjusters adjusted properly for stable machine installation?

(2) Is the power cord routed properly so that players and other people will not trip over the cable?

(5) Check the card outlet to make sure there is no foreign item.
(6) Make sure that the power cord plug and power cord input connector are not loose or disconnected.
(7) Make sure that there is no dust collected on the power cord plug.

Check the following items after turning on the power switch. If any problem is found, turn off the power switch immediately to stop operating the machine. Then unplug the power cord plug from the AC outlet and contact your distributor.

(8) Is any part of the power cord or the plug abnormally hot?
(9) Does touching the machine give a slight electric shocks
(10)   Is there a burning smell, abnormal noise or vibration?
(11)   Check to make sure that there is no sign of abnormality or malfunction?

5-1-2 Operation check (after power ON)

Check the following items after turning on the power switch.

(1) Check the sound. (Is sound produced by the speaker?)
(2) Check the monitor displays images.

To check the following items, activate the Test mode.

(5) Check all switches for proper operation.
(6) Check all lamps for proper operation.
(7) Check the card reader for proper operation.
(8) Check the card dispenser for proper operation.

5-2 How to play

```
┌─────────────── ⚠ CAUTION ───────────────┐
│ ● If a player becomes sick due to game images or stimulation by     │
│   light, have the person stop playing the game immediately and let  │
│   him/her rest.                                                      │
│ ● In rare cases, stimulation by lights or video images can cause    │
│   convulsions or a loss of consciousness. If this happen, advise    │
│   the player to consult a doctor as soon as possible. When pre-     │
│   school children play the game, request their parents or           │
│   guardians to observe the children.                                │
└─────────────────────────────────────────┘
```

5-2-1 Outline of the game

Animal Kaiser is a "slot-machine-based battle" game machine which uses data read from the barcodes on cards.

There are three types of cards, and one card of each type can be registered.

(1) Animal card [red]: This is an animal card.
Each animal has three types of fighting features [G (guts), T (techniques), P (power)].
(2) Strong card [green]: This card boosts the fighting feature of the animal.
(3) Miracle card [blue]: This card gives major damage to the opponent. It is registered in "Super" in the set slot machine.

* For smoother game play when there is a line of people waiting to play the game, the lockout solenoid in the machine is activated after the number of coins required for one game are inserted, thus disallowing the machine to accept any more coins. The lockout function will be deactivated after the game ends. This coin lockout function can be disabled in the Test mode.
* The machine can be set so that a low HP level still remains when the first blow is powerful enough to reduce the Health level to "0."
* The machine can be set to skip the "card dispensing roulette presentation.

5-2-2 CPU versus game

1 Insert the specified number of coins.

2 When the game mode selection screen is displayed, press Button ①
(green button) to select "1 Player."

Button (1) (green button)

Card reader   Control Panel   Assy

Button (2) (yellow button)
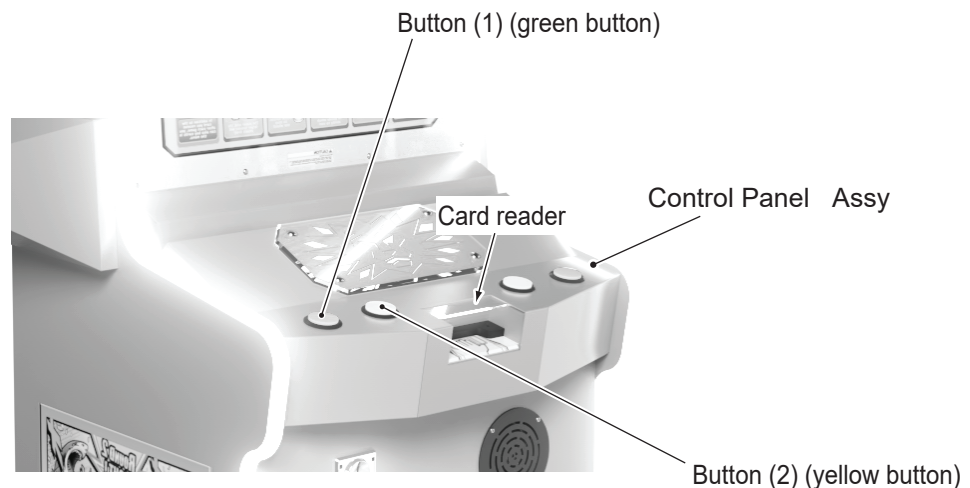
3 When the difficulty level selection screen is displayed, press Button ①
(green button) to select "Normal" or Button A (yellow button) to select
"Strong."

4 Register a card. (Insert Animal card, Strong card, Miracle card into the
card reader.)

* It is possible to play the game without registering a card.

5 When "Normal" is selected in **3**, select "Skip Tutorial" or "Watch Tuto-
rial." When "Watch Tutorial" is chosen, the game rules will be explained.

6 Press Button① (green button) to stop the rotating Attack Slot (green
slot machine) on the monitor and determine the fighting feature.

7 Press Button ② (yellow button) to stop the rotating Power Slot (yellow
slot machine) on the monitor. The animal with a larger number makes
an attack using the fighting feature determined in **6**. The order of indi-
cated strength levels is as follows: 10 < 20 < 30 < 40 < 50 < "Fighting
feature" mark.

* If the both have the same number or "Fighting feature" mark, the result is
a tie. In that case, the Power Slot rotates again. The game continues until
the winner is determined. Each time a tie results, damage given to the
opponent becomes greater (Tiebreaker Charge).

8 Steps **6** and **7** are repeated until the Health level drops to "0."

9 When the player wins, he/she moves up to the next round. However,
the Health level will not be restored.

10 If the player wins three rounds or the Health level decreases to "0," the
game ends.

11 After the game ends, a card will be dispensed. This card dispensing
function can be disabled.

5-2-3 Two Player versus game

1 Insert the specified number of coins.

2 When the game mode selection screen is displayed, press Button ① (yellow button) to select "2 Players."
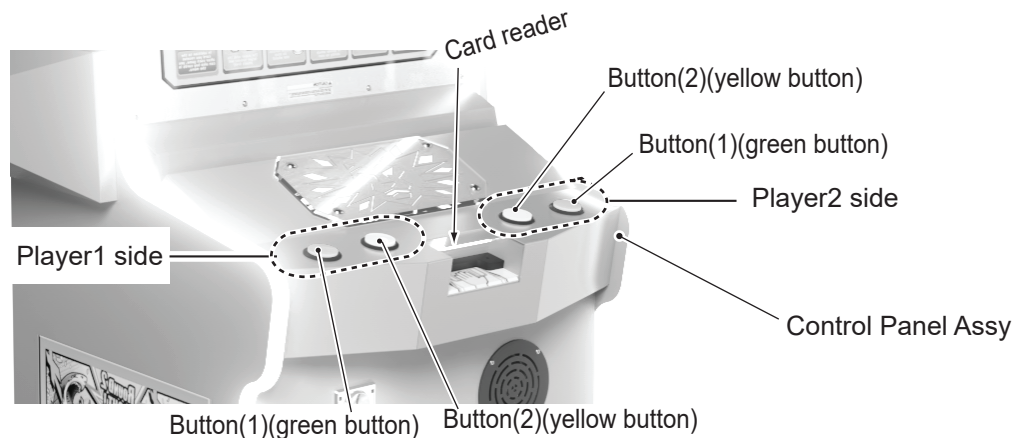
3 Register cards in the order of 1P (left side) and 2P (right side). (Insert Animal card, Strong card, Miracle card into the card reader.)

  * It is possible to play the game without registering cards.

4 Press Button ① (green button) to stop the rotating Attack Slot (green slot machine) on the monitor and determine the fighting feature.

5 Press Button ② (yellow button) to stop the rotating Power Slot (yellow slot machine) on the monitor. The animal with a larger number makes an attack using the fighting feature determined in **4**. The order of indicated strength levels is as follows: 10 < 20 < 30 < 40 < 50 < "Fighting feature" mark.

  * If the both have the same number or "Fighting feature" mark, the result is a tie. In that case, the Power Slot rotates again. The game continues until a winner is determined. Each time a tie results, damage given to the opponent becomes greater (Tiebreaker Charge).

6 Steps **4** and **5** are repeated until the Health level drops to "0."

7 When one player wins twice, the game ends. The number of wins for ending the game can be changed.

8 After the game ends, a card will be dispensed. This card dispensing function can be disabled.

5-2-4 Tournament mode

1 Insert the specified number of coins.

2 Register cards in the order of 1P (left side) and 2P (right side). (Insert Animal card, Strong card, Miracle card into the card reader.)

* It is possible to play the game without registering cards.
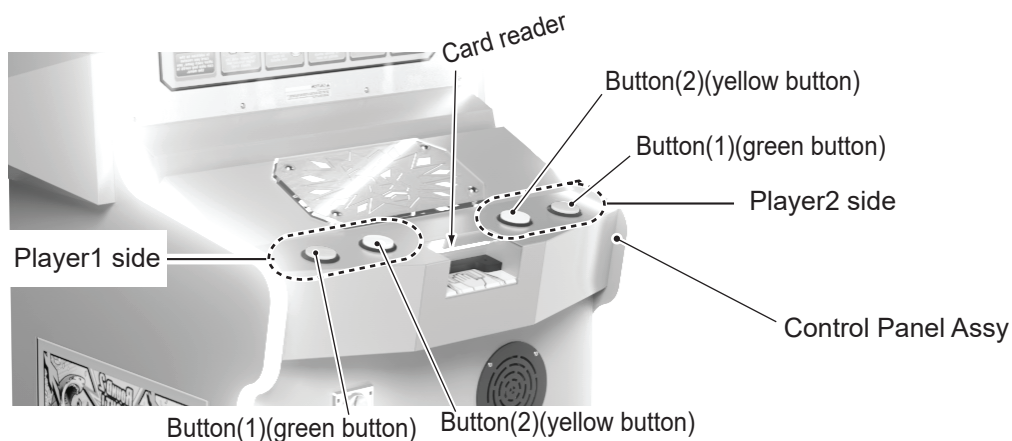
3 Press Button ① (green button) to stop the rotating Attack Slot (green slot machine) on the monitor and determine the fighting feature.

4 Press Button ② (yellow button) to stop the rotating Power Slot (yellow slot machine) on the monitor. The animal with a larger number makes an attack using the fighting feature determined in **3**. The order of indicated strength levels is as follows: 10 < 20 < 30 < 40 < 50 < "Technique" mark.

* If the both have the same number or "Fighting feature" mark, the result is a tie. In that case, the Power Slot rotates again. The game continues until a winner is determined. Each time a tie results, damage given to the opponent becomes greater (Tiebreaker Charge).

5 Steps **3** and **4** are repeated until the Health level drops to "0."

6 When one player wins twice, the game ends. The number of wins for ending the game can be changed.

7 After the game ends, a card will be dispensed. This card dispensing function can be disabled.

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5-3 Test Mode

5-3-1 Description of the MENU screen

1 Open the front door on the Cabinet Assy and slide the Test switch to ON. The MENU screenappears on the monitor.

2 Flip the Select switch up or down to select an item.
The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection. When the selection is finalized, the monitor displays the detail screen for the selected item.

4 After adjustment is completed, slide the Test switch to OFF.

5 The screen will return to the Game screen.

```
                    TEST MODE
         1 . BOOK KEEPING                    ←──── Refer to Section  5-3-2
         2 . GAME SETTINGS                   ←──── Refer to Section  5-3-3
         3 . SYSTEM SETTINGS                 ←──── Refer to Section  5-3-4
         4 . CARD [BARCODE] CHECK            ←──── Refer to Section  5-3-5
         5 . I / O TEST                      ←──── Refer to Section  5-3-6
         6 . CARD DISPENSER TEST             ←──── Refer to Section  5-3-7
         7 . ACTIVATION CARD INFORMATION     ←──── Refer to Section  5-3-8
         8 . MONITOR TEST                    ←──── Refer to Section  5-3-9
         9 . SOUND TEST                      ←──── Refer to Section  5-3-10
        10 . OTHERS                          ←──── Refer to Section  5-3-11

MACHINE NO.
CLOCK
VERSION
ROM VERSION

 1P  SW       : SELECT         2P  SW        : DECIDE
 SELECT SW : SELECT            SELECT SW  : DECIDE
```

MENU screen

Item	Description
BOOK KEEPING	Display of game-related data such as operating hours
GAME SETTINGS	Setting of game details, etc.
SYSTEM SETTINGS	Setting of game costs free play etc.
CARD [BARCODE] CHECK	Scan test for barcode reader
I/O TEST	I/O test of switches and lamps
CARD DISPENSER TEST	Card ejection test for card dispenser
IC CARD INFORMATION	Display of the number of dispensable cards and for replacement of IC card
MONITOR TEST	Adjustment of monitor
SOUND TEST	Reproduction of sound, etc.
OTHERS	Initialization of backup memory, etc.

5-3-2 Description of the BOOKKEEPING screen

This screen displays game-related data.

1 On the MENU screen, select "BOOKKEEPING" and press the Enter switch. The BOOKKEEPING screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection. When the selection is finalized, the monitor displays the detail screen for the selected item.

4 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                    BOOK KEEPING


             1 . PLAY LOG            ←─────────
             2 . ERROR LOG           ←─────────
             EXIT




   1P  SW      : SELECT      2P  SW      : DECIDE
   SELECT SW : SELECT        SELECT SW  : DECIDE
```
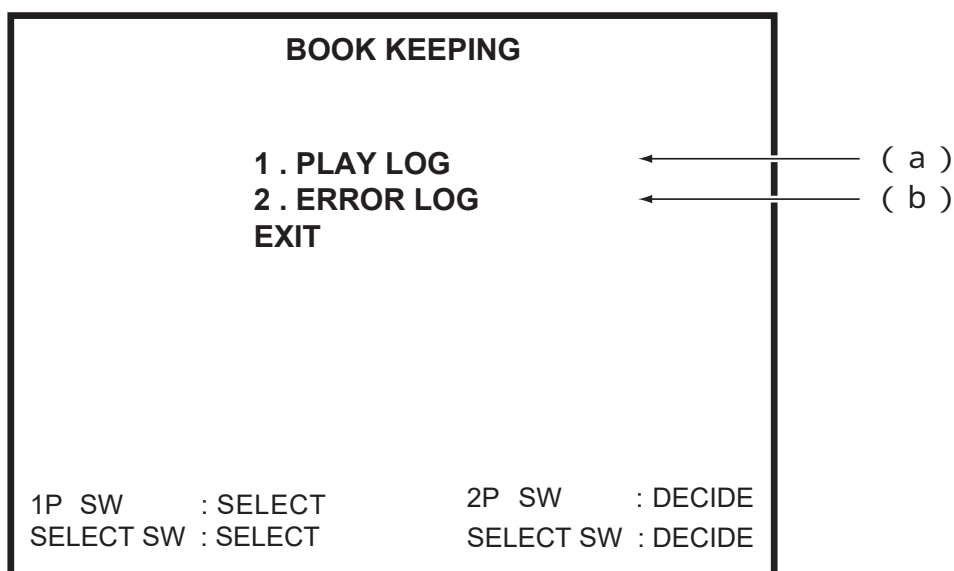
BOOK KEEPING screen

Item	Description
PLAY LOG	Displays data such as income, play count and play time
ERROR LOG	Displays the error log.
EXIT	Exits the book keeping menu.

(a) Play Log data

This screen displays the income, the number of game plays and the number of dispensed cards.

1 On the BOOKKEEPING screen, select "PLAY LOG" and press the Enter switch. The PLAY LOG screen appears

2 To return to the BOOKKEEPING screen, select "EXIT" and press the Enter switch.

```
                        PLAY LOG

        COIN COINT          0
        SERVICE COUNT       0
        CARD OUT COUNT      0
        1P GAME COUNT       0
        2P GAME COUNT       0
        BUY CARDS COUNT     0

        TODAY 1PLAY         0
        TODAY 2PLAY         0
        TODAY BUY           0

        NEXT
        EXIT


    1P  SW      : SELECT        2P  SW      : DECIDE
    SELECT SW : SELECT          SELECT SW : DECIDE
```

PLAY LOG screen

```
                        PLAY LOG
        POWER ON TIME               0 0 0 0 0 0 0
        TOTAL PLAY TIME             0 0 0 0 0 0 0

        1P AVE . PLAY TIME          0 0 0 0 0 0 0
        1P MAX PLAY TIME            0 0 0 0 0 0 0
        1P MIN PLAY TIME            0 0 0 0 0 0 0
        1P TOTAL PLAY TIME          0 0 0 0 0 0 0

        2P AVE . PLAY TIME          0 0 0 0 0 0 0
        2P MAX PLAY TIME            0 0 0 0 0 0 0
        2P MIN PLAY TIME            0 0 0 0 0 0 0
        2P TOTAL PLAY TIME          0 0 0 0 0 0 0
        BACK
        EXIT


    1P  SW      : SELECT        2P  SW      : DECIDE
    SELECT SW : SELECT          SELECT SW : DECIDE
```

(b) Error log

This screen shows the history of errors. It shows the detail and date/time of the last 20 errors.

1 On the BOOKKEEPING screen, select "ERROR LOG" and press the Enter switch. The ERROR LOG screen appears

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Select "NEXT" and press the Enter switch to change the screen between ERROR LOG 1/2 and ERROR LOG 2/2 if needed.

4 To return to the BOOKKEEPING screen, select "EXIT" and press the Enter switch.

```
           ERROR LOG
             1 / 2

  1
  2
  3
  4
  5
  6
  7
  8
  9
  10

  NEXT
  EXIT

   SELECT SW:CHOOSE   ENTER SW:ENTER
```
ERROR LOG   1/2 screen

```
           ERROR LOG
             2 / 2

  11
  12
  13
  14
  15
  16
  17
  18
  19
  20

  BACK
  EXIT

   SELECT SW:CHOOSE   ENTER SW:ENTER
```
ERROR LOG   2/2 screen

5-3-3 Description of the GAME SETTINGS screen

This screen is used to set game details.

1 On the MENU screen select "GAME SETTINGS" and press the Enter switch. The GAME SETTINGS screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection.

4 After finalizing the selection, use the Select switch to change the setting.

5 After changing the setting, press the Enter switch to return to the item selection screen.

6 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
              GAME  SETTINGS
             [ DEFAULT IN GREEN ]

       1 . 2P ROUNDS              2     ←
       2. COMPETITION MODE        OFF ←

       EXIT




    1P  SW      : SELECT       2P  SW       : DECIDE
    SELECT SW  : SELECT        SELECT SW  : DECIDE
```
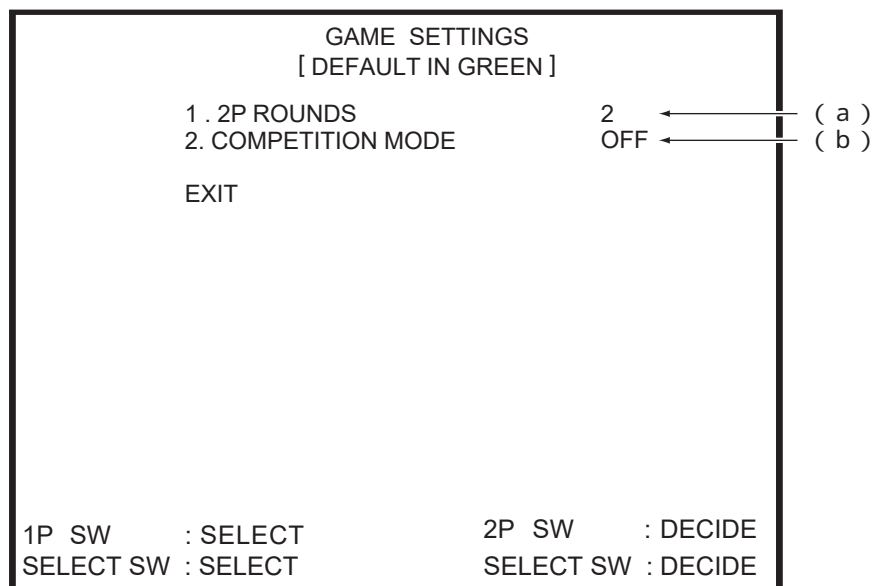
GAME OPTIONS screen

Item	Description	Setting	Default
( ) 2P ROUNDS	Sets the number of rounds required to win 2P versus game.	1 5	2
( ) COMPETITION MODE	Enables/disables the Competition mode	ON/OFF	OFF

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5-3-4 Description of the SYSTEM SETTINGS screen

This screen is used to set the game fee, free play, and coin lockout function.

1 On the MENU screen , select "SYSTEM SETTINGS" and press the Enter switch. The SYSTEM SETTINGS screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection.

4 After finalizing the selection, use the Select switch to change the setting.

5 After changing the setting, press the Enter switch to return to the item selection screen.

6 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                    SYSTEM SETTINGS
                   [DEFAULT IN GREEN]

        1 . CARD COST          1    ◄──────────  ( a )
        2 . FREE PLAY          ON   ◄──────────  ( b )
        3 . PAYOUT ENABLE      ON   ◄──────────  ( c )
        4 . CARD BUY MODE      OFF  ◄──────────  ( d )
        5 . CARD BUY MAX       9    ◄──────────  ( e )
        6 . ATTRACT SOUND      ON   ◄──────────  ( f )
        7 . SETTING CLEAR

        EXIT



  1P  SW      : SELECT      2P  SW        : DECIDE
  SELECT SW  : SELECT       SELECT SW  : DECIDE
```
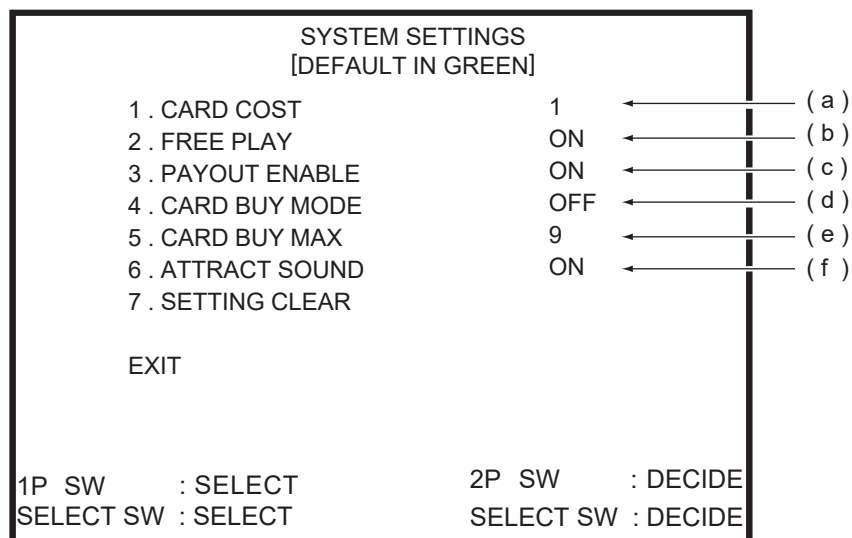
COIN OPTIONS screen

Item	Description	Setting	Default
a CARD COST	Sets the cost of cards	01 ~ 19	1
b FREE PLAY	Enables/disables the free play function. When it is set to ON, free game can be started by pressing the button on the control panel.	ON/OFF	OFF
c PAYOUT ENABLE	Enables or disables payout.	ON/OFF	ON
d CARD BUY MODE	Allows the machines to be set into card buying mode	ON/OFF	OFF
e CARD BUY MAX	Sets the MAX amount of cards a player can buy	01 ~ 19	9
(f) ATTRACT SOUND	Turns the games attract sounds on and off	ON/OFF	ON

5-3-5 Description of the CARD [BARCODE] CHECK screen

This screen is used to conduct a scan test for the barcode reader.

1 On the MENU screen, select "CARD [BARCODE] CHECK" and press the Enter switch. The BARCODE READER TEST screen appears.

2 When a barcode is scanned by the barcode reader, the scanned information appears on the screen.

3 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
BARCODE READER TEST


   1 . SCAN BARCODE
   2 . CHECK BARCODE READER CONNECTION
   EXIT                                      ←




   1P  SW      : SELECT        2P  SW      : DECIDE
   SELECT SW : SELECT          SELECT SW : DECIDE
```
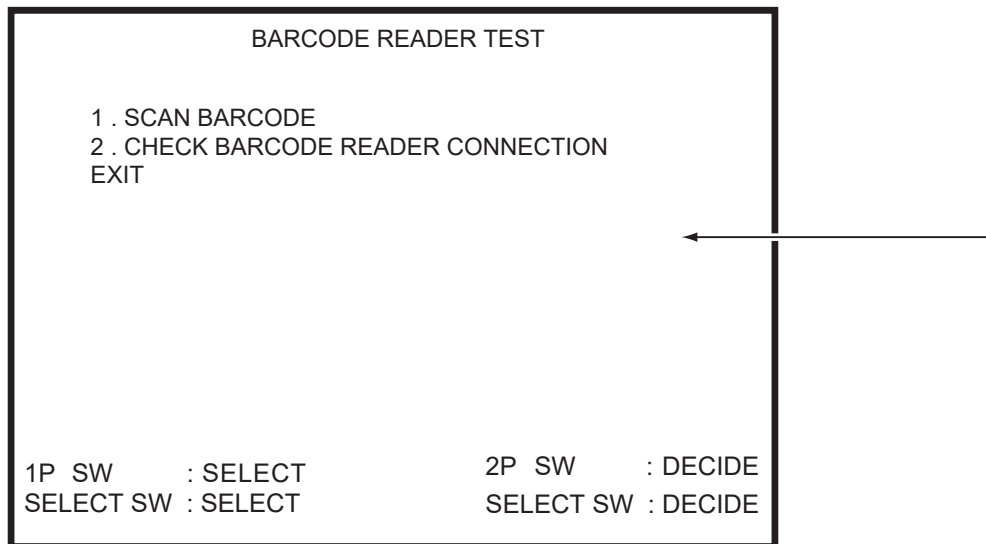
CARD READER TEST screen

①Display of card scan status

Scan status	Display
Please scan an Animal Kaiser card in the barcode reader.	Displays the explanation of the card reader test.
------------------------------- This is an Animal Card. This is a Strong Card. This is a Miracle Card. This card cannot be used in this game.	The information of the scanned card is indicated in the section"------------" shown on the left. When the card scanning operation is completed successfully, the card information is displayed in green. If the scanned card cannot be used for this game machine, the message appears in red.

5-3-6 Description of the I/O TEST screen

This screen is used to conduct an I/O test for switches and lamps.

1 On the MENU screen, select "I/O TEST" and press the Enter switch. The I/O TEST screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection.

4 After finalizing the selection, use the Select switch to change the setting.

5 After changing the setting, press the Enter switch to return to the item selection screen.

6 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                        I/O TEST


            1 . SWITCH TEST  ←
            2 . OUTPUT TEST  ←
            3 . LINK TEST    ←                    c
            EXIT



            I/O PCB          Connect  OK  ←


    1P  SW     : SELECT      2P  SW      : DECIDE
    SELECT SW  : SELECT      SELECT SW   : DECIDE
```
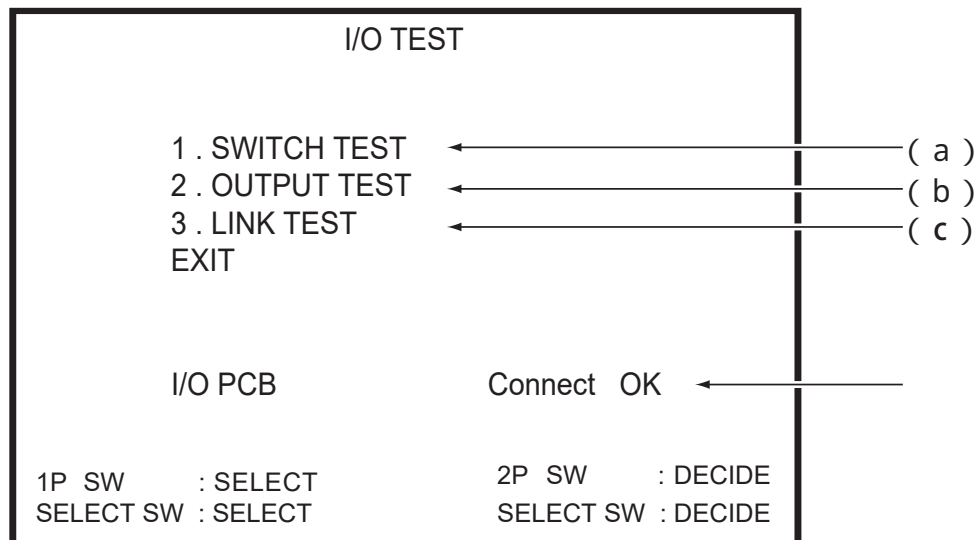
I/O TEST screen

① Display of I/P PC Board communication status
This indicates the condition of communication between the I/O PC Board and Game PC Board. In normal condition, "Connect OK" (in green) is indicated. If an error occurs, "Connect NG!" (in red) appears. If this error indication appears, the I/O PC Board or Game PC Board may be faulty.

Item	Description
(a) SWITCH TEST	Starts a switch test.
(b) OUTPUT TEST	Starts an output test.
(c) LINK TEST	Starts a link test.

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(a) Switch test

This screen is used to conduct an input/operation test for switches, etc.

1 On the MENU screen, select "SWITCH TEST" and press the Enter switch. The SWITCH TEST screen appears.

2 When each input device is operated, the screen displays its input condition.

3 To return to the I/O TEST screen, hold the Select switch up and press the Enter switch.

```
              SWITCH TEST
               [RED : ON]

        COIN         0              ◄───────  i
        SERVICE      OFF            ◄───────  ii
        TEST         ON            ◄───────  iii
        UP           OFF            ───────►  iv
        DOWN         OFF
        ENTER        OFF            ◄───────  v
        1P CP SW L   OFF            ◄───────  vi
        1P CP SW R   OFF            ◄───────  vii
        2P CP SW L   OFF
        2P CP SW R   OFF            ◄───────  viii

   1P  SW     : SELECT      2P  SW     : DECIDE
   SELECT SW  : SELECT      SELECT SW  : DECIDE
```
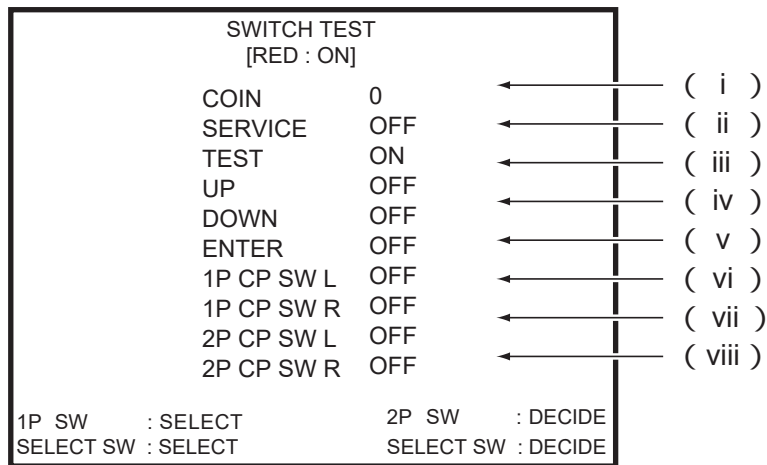
SWITCH TEST screen

	Item	Description	Status indication
i	COIN	Starts an input test for the coin switch. During this input test, the indication increments form "0." ?The coin counter also increments at the same time.	000 to 999 (Returns to "000" after "999.")
ii	SERVICE	Starts an input test for the Service switch. Input results in the display of "ON" on the screen.	ON/OFF
iii	TEST SWITCH	Starts an input test for the Test switch. Input results in the display of "ON" on the screen.	ON/OFF
iv	SELECT SWITCH UP/DOWN	Starts an input test for the Select switch. UP/DOWN input results in the display of "ON" on the screen.	ON/OFF
v	ENTER SWITCH	Starts an input test for the Enter switch. Input results in the display of "ON" on the screen.	ON/OFF
vii	1P BUTTON (L/R)	Starts an input test for the right and left buttons for "1 Player." Input results in the display of "ON" on the screen.	ON/OFF
viii	2P BUTTON (L/R)	Starts an input test for the right and left buttons for "2 Player." Input results in the display of "ON" on the screen.	ON/OFF

(b) Output test

This screen is used to conduct a output test.

1️⃣ On the MENU screen, select "OUTPUT TEST" and press the Enter switch. The OUTPUT TEST screen appears

2️⃣ Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3️⃣ When the Enter switch is pressed, the selected lamp lights.

4️⃣ To return to the I/O TEST screen, select "EXIT" and press the Enter switch.

```
                    OUTPUT TEST
                    [RED : ON]
          1 . 1P CP LED L              OFF
          2 . 1P CP LED R              OFF
          3 . 2P CP LED L              OFF
          4 . 2P CP LED R              OFF
          5 . FULL COLOR LED1 R        OFF
          6 . FULL COLOR LED1 G        OFF
          7 . FULL COLOR LED1 B        OFF
          8 . FULL COLOR LED1 R        OFF
          9 . FULL COLOR LED1 G        OFF
         10 . FULL COLOR LED1 B        OFF

 1P  SW       : SELECT        2P  SW        : DECIDE
 SELECT SW  : SELECT          SELECT SW  : DECIDE
```

OUTPUT TEST screen

(c) Link test

This screen is used to conduct a pcb / I / O Link test.

1️⃣ On the MENU screen, select "LINK TEST" and press the Enter switch.
The LINK TEST screen appears

2️⃣ To return to the I/O TEST screen, select "EXIT" and press the Enter switch.

```
                       LINK TEST
                         EXIT
           I / O PCB         CONNECT OK
              RETRY          0




    1P  SW       : SELECT      2P  SW       : DECIDE
    SELECT SW  : SELECT        SELECT SW  : DECIDE
```
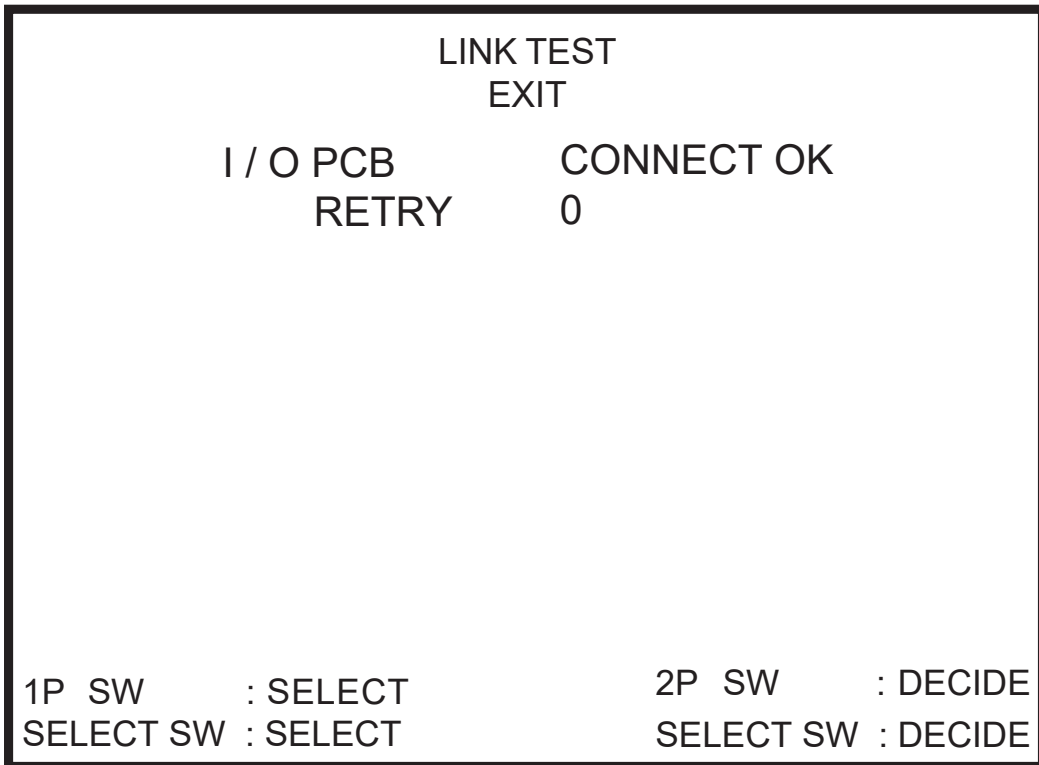
LINK TEST screen

5-3-7 Description of the CARD DISPENSER TEST screen

This screen is used to conduct a card ejection test for the card dispenser.

1 On the MENU screen, select "CARD DISPENSER TEST" and press the Enter switch. The CARD DISPENSER TEST screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to dispense a card from the selected card dispenser.

4 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                CARD DISPENSER TEST
                    DISPENSER              ←
                      EXIT
             READY    FILLED    SMOOTH

                                           ←




   1P  SW      : SELECT       2P  SW      : DECIDE
   SELECT SW  : SELECT        SELECT SW  : DECIDE
```
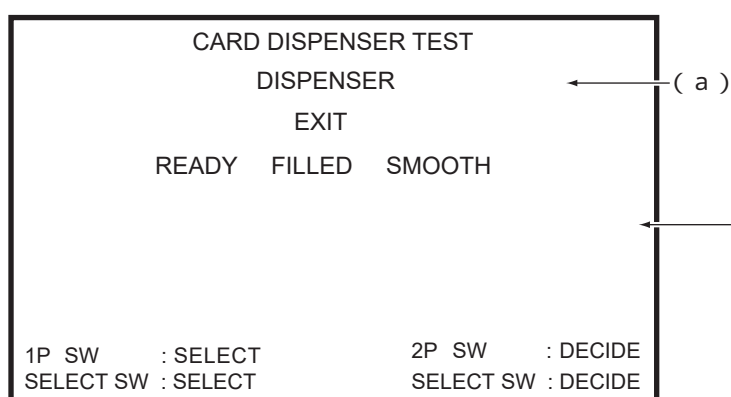
CARD DISPENSER TEST screen

Item	Description	Status indication
DISPENSER	Starts a card dispenser test. When the screen displays "OK," pressing the Enter switch dispenses a card.	OK/ Active/ Empty/ Jammed

① Error display area

	Item	Description
1	—	Initiates a card dispenser test.
2	A card is stuck in Dispenser. Resolve the problem, then select Dispenser. and press the Enter switch.	This message appears when a card jams inside the card dispenser. Waits for the Enter switch to be pressed. Jammed card is removed.　To 1 Card is still jammed.　2 (no change)
3	There are no cards left in Dispenser. Please resupply the card.	This message appears when there is no card in the card dispenser. Add card.　To 1 There is still no card.　3 (no change)
4	Failed to connect with Dispenser. Turn off the machine, check the connection, and turn it on again.	This message appears when communication with the card dispenser fails. This message remains until the machine is restarted and communication is established. Communication error is solved and machine is restarted.　To 1 Communication error is unsolved.　4 (no change)

5-3-8 Description of the ACTIVATION CARD INFORMATION screen

This screen is used to display the number of dispensable cards recorded on the IC card and to replace the IC card.

1 On the MENU screen, select "ACTIVATION CARD INFORMATION" and press the Enter switch. The ACTIVATION CARD INFORMATION screen appears.

2 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
ACTIVATION CARD INFORMATION


    ACTIVATION CARD COUNTER  ...

    EXIT




1P  SW       : SELECT        2P  SW       : DECIDE
SELECT SW : SELECT           SELECT SW : DECIDE
```
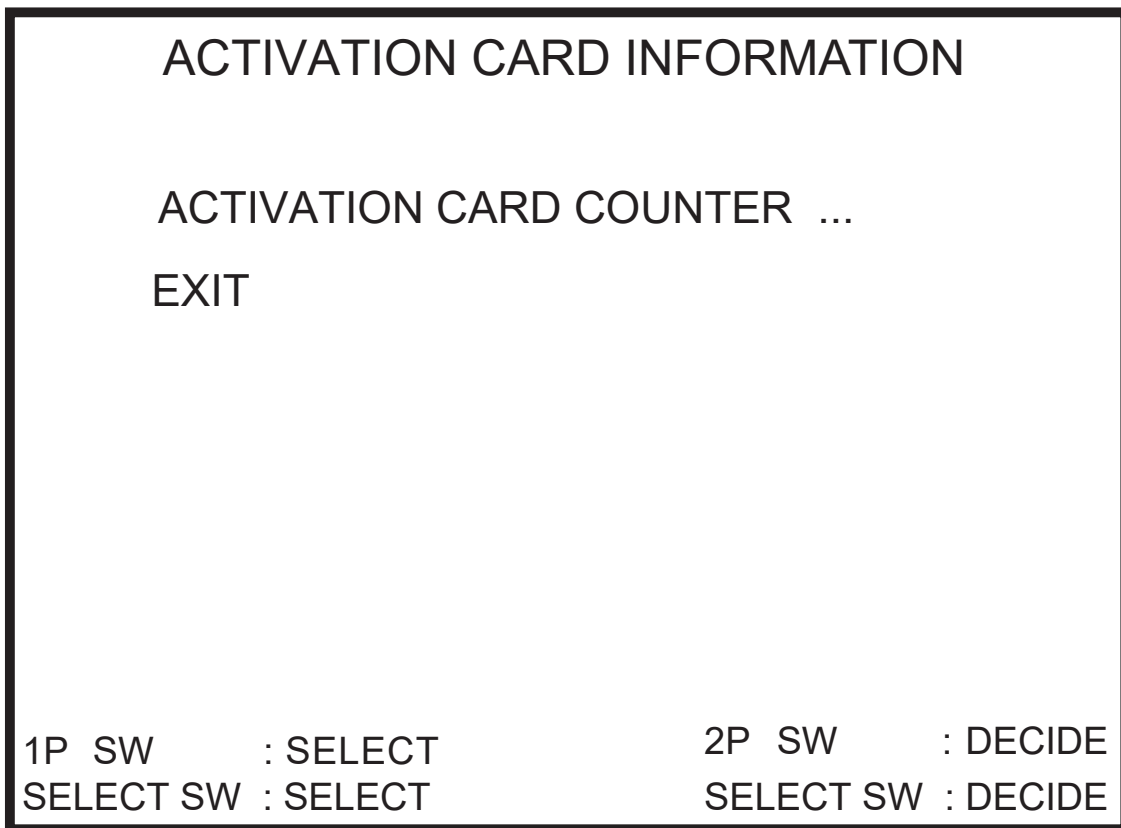
ACTIVATION CARD INFORMATION screen

5-3-9 Description of the MONITOR TEST screen

This screen is used to conduct a monitor display test.

1 On the MENU screen, select "MONITOR TEST" and press the Enter switch. The MONITOR TEST screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection. The selected test pattern appears.

4 To return to the item selection screen, press the Enter switch again.

5 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                    MONITOR TEST


         1 . GRADATION PATTERN        ←
         2 . CROSSHATCH PATTERN       ←
         3 . FULL WHITE               ←
         4 . SCROLL PATTERN           ←


         EXIT




    1P  SW      : SELECT      2P  SW      : DECIDE
    SELECT SW : SELECT        SELECT SW : DECIDE
```
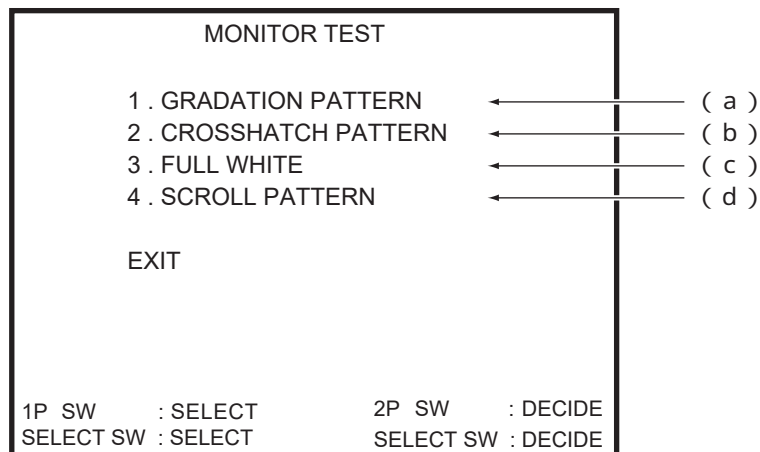
MONITOR TEST screen

Item	Description
GRADATION PATTERN	Displays a 16-step gradation pattern.
CROSSHATCH PATTERN	Displays a crosshatch pattern.
c FULL WHITE	Displays a white screen.
d SCROLL PATTERN	Displays an scroll pattern

5-3-10 Description of the SOUND TEST screen

This screen is used to conduct a sound test.

1 On the MENU screen, select "SOUND TEST" and press the Enter switch. The SOUND TEST screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection.

4 After finalizing the selection, use the Select switch to change the setting.

5 After changing the setting, press the Enter switch to return to the item selection screen.

6 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                    SOUND TEST


          VOLUME              0          ◄─────
          1 . SOUND NO .      00         ◄─────
          2 . PLAY            START  ◄──────────
          EXIT




     1P  SW      : SELECT     2P  SW      : DECIDE
     SELECT SW : SELECT       SELECT SW : DECIDE
```
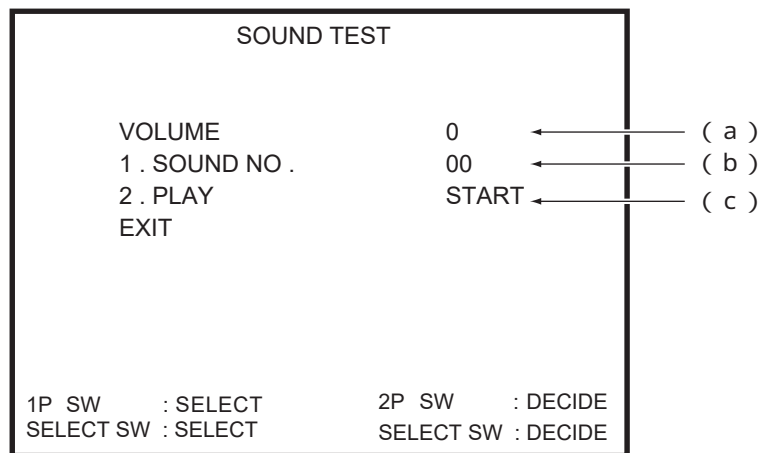
SOUND TEST screen

Item	Description	Status indication
VOLUME	Displays the sound level value that corresponds with turning of the sound volume dial.	00~15
REQUEST SONG NO.	Plays selected music or reproduces selected sound effect.	0 50
PLAY.	Plays the selected music	START/STOP

5-3-11 Description of the OTHERS screen

This screen is used to set the internal clock, initialize the backup memory, and so on.

1 On the MENU screen, select "OTHERS" and press the Enter switch. The OTHERS screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection. When the selection is finalized, the monitor displays the detail screen for the selected item.

4 To return to the MENU screen, select "EXIT" and press the Enter switch.

```
                    OTHERS


            1 . VERSIONUP RELEASE        ←
            2 . BACKUP MEMORY INITIALIZE ←
            3 . CLOCK SETTING            ←
            EXIT




    1P  SW      : SELECT      2P  SW      : DECIDE
    SELECT SW : SELECT        SELECT SW : DECIDE
```
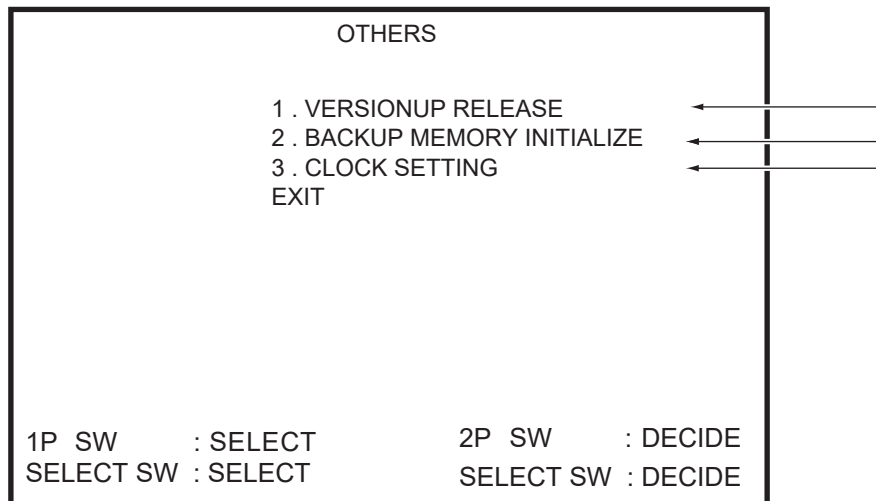
OTHERS screen

Item	Description
① VERSIONUP RELEASE	Displays the current version.
② BACKUP MEM INIT	Displays the backup memory initialize settings
③ CLOCK SETTING	Displays the current time set in the internal clock.

(a) Clock setting

This screen is used to set the current time.

1 On the OTHERS screen, select "CLOCK SETTING" and press the Enter switch. The CLOCK SETTING screen appears.

2 Flip the Select switch up or down to select an item. The selected item is indicated by blinking.

3 Press the Enter switch to finalize the selection.

4 After finalizing the selection, use the Select switch to change the setting.

5 After changing the setting, press the Enter switch to return to the item selection screen.

6 To return to the OTHERS screen, select "EXIT" and press the Enter switch.

```
                      CLOCK SETTING

 CLOCK SETTING     02  06  2008  MON  06:28:16  ◄─── Current time of the
                                                      internal clock.
 YEAR              36  2000  ◄───────────────────── i
 MONTH0 2                    ◄───────────────────── ii
 DAY0 6                      ◄───────────────────── iii
 HOUR              06        ◄───────────────────── iv
 MINUTE            28        ◄───────────────────── v
 SET              ◄──────────────────────────────── vi

 EXIT

 1P  SW      : SELECT        2P  SW      : DECIDE
 SELECT SW : SELECT          SELECT SW : DECIDE
```
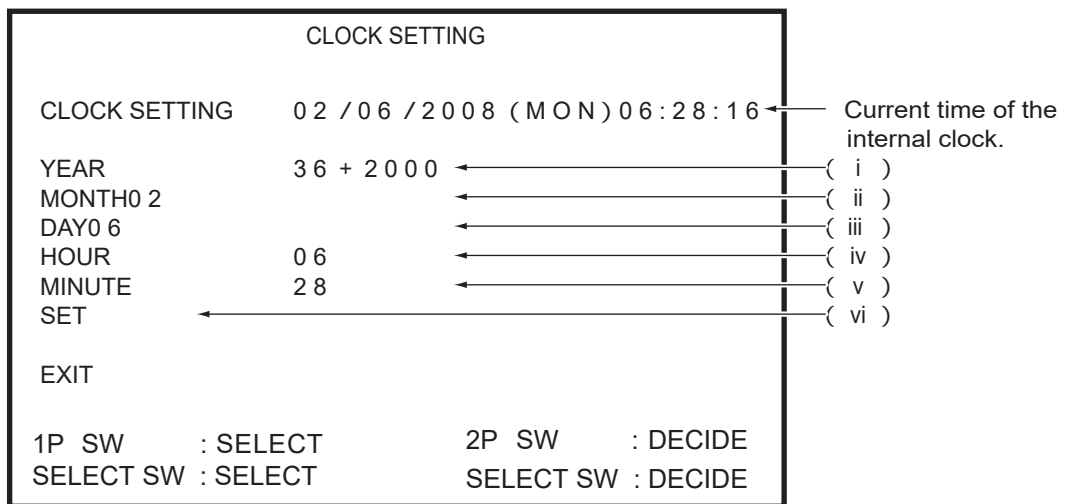
CLOCK SETTING screen

Item		Description
i	YEAR	Sets the current year. Enter the last two digits of the western calendar year.
ii	MONTH	Sets the month in the clock.
iii	DAY	Sets the day in the clock.
iv	HOUR	Sets the hour in the clock.
v	MINUTE	Sets the minute in the clock.
vi	SET	Applies changes to the internal clock. (Changes are not applied until SET is executed.)

● **If the past date/time is set, the bookkeeping data will not be updated until the internal clock reaches the time immediately before the change of settings.**

(b) Initializing the backup memory

This screen is used to initialize all data including game settings and bookkeeping data.

1 On the OTHERS screen, select "BACKUP INITIALIZE" and press the Enter switch. The screen displays "Initializing data continue?"

2 Flip the Select switch up or down to choose "YES" and press the Enter switch to initialize all game settings and bookkeeping data. (If you do not want to initialize the data, select "NO.")

```
                    OTHERS

    ROM          ANK130-5-NA-MPRO-A08
                 06  20  2008  THU  21:15:59
    CLOCK        02  06  2136  TUE  06:28:16
    S /N         000000-000000/E

    LANGUAGE
    CLOCK SET    ENG

    BACKUP INITIALIZE
    Initializing data. Continue?      NO
                                      YES

    EXIT

    1P  SW     : SELECT      2P  SW      : DECIDE
    SELECT SW : SELECT       SELECT SW  : DECIDE
```

Select "BACKUP INITIALIZE" and press the Enter switch.
The screen displays "Initializing data continue?"

```
                    OTHERS

    ROM          ANK130-5-NA-MPRO-A08
                 06  20  2008  FRI  16:40:59
    CLOCK        05  22  2007  MON  06:28:16
    S /N         000000-000000/E

    LANGUAGE     ENG
    CLOCK SET

    BACKUP INITIALIZE COMPLETED

    EXIT

    1P  SW     : SELECT      2P  SW      : DECIDE
    SELECT SW : SELECT       SELECT SW  : DECIDE
```

OTHERS screen

Select "YES" and press the Enter switch to initialize all game settings and bookkeeping data.
(If you do not want to initialize the data, select "NO.")
The screen displays "BOOKKEEPING INITIALIZE COMPLETED!"

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6. SERVICE

> ## ⚠ WARNING
>
> ● To protect the service staff and other people from electric shock, accident and injury, be sure to turn off the power switch before conducting maintenance work (troubleshooting, repair, etc.).
> ● Some monitor sections remain hot or charged with high voltage even after the power switch is turned off. Be careful not to touch those parts accidentally to avoid electric shock and burns.

6-1 Inspection and service

> ## ⚠ WARNING
>
> ● **Conduct maintenance periodically. Failure to conduct periodic maintenance may result in unexpected accidents.**
> ● **Conduct the pre-service check everyday to prevent accidents.**

6-1-1 Inspection items

Check the following inspection items regularly to make sure that the machine is operating properly.

(1) Inspecting the level adjusters

(1) Make sure that the machine is installed stably.

(2) Inspecting the power cord plug

(1) Make sure that the power cord is connected firmly to the cord box section of the the machine.
(2) If the connecting section is dusty, clean.
(3) Check the power cord for cracking and dirty sheath. If there is any abnormality in the power cord, be sure to replace it with a new cord.

(3) Inspecting screws and bolt for tightness

Check the following screws and bolts for tightness. If any of them are loose, tighten firmly
(1) Door mounting screws (Cabinet Assy)
(2) POP mounting screws (Cabinet Assy)
(3) Mounting screws for molded parts (such as cover on Cabinet Assy)
(4) Others

(4) Inspecting the barcode reader

(1) Clean the inlet section of the barcode reader.

6-2 Troubleshooting

⚠️ **WARNING**

● To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

● If any of the symptoms does not apply to any of the descriptions in "6-2 Troubleshooting" or if the action taken does not result in an improvement, turn off the power switch immediately to stop the machine operation, then contact your distributor. Operating the machine without correcting problems can result in an unexpected accident.

● In the event a machine problem occurs, first, check to make sure that all connectors are connected securely.

● If there is a problem in any of the PC boards, contact your distributor. Never use a tester to conduct a continuity test. Internal voltage of a tester can damage ICs.

● When sending parts for repair, pack them carefully to protect them from damage during transportation. When sending the Game PC Board, cover it completely with sponge or bubble wrap and place it in a corrugated cardboard box to protect it against external impact.

6-2-1 General -To be conducted by a technician only -

Symptom	Cause	Action
The machine does not start up.	The connector is disconnected.	Connect the connector securely.
	The Game PC Board is faulty.	Contact your distributor.
The machine does not operate stably, or it malfunctions.	The power supply voltage is outside the range of 120 to 140 VAC.	Disconnect large power consuming equipment (air conditioners, large rides, etc.) from the same AC power line, and ensure that the game machine receives the specified power supply voltage.
The machine turns off in the middle of operation.	The circuit protector inside the power switch was activated and turned off the power switch. * The circuit protector is designed to cut off the power supply when an abnormal current flows.	Turn on the power switch again. If the circuit protector is activated frequently, there is a problem in the machine. Contact your distributor.

6-2-2 Cabinet Assy - To be conducted by a technician only -

Symptom	Cause	Action
The monitor does not display image.	The connector is disconnected.	Connect the connector securely.
	The monitor is faulty.	Replace the monitor.
	The Game PC Board is faulty.	Replace the Game PC Board.
There is no sound from the speakers.	The sound level is set too low.	Adjust the sound level.
	The connector is disconnected.	Connect the connector securely.
	The IS AMP PC Board is faulty.	Replace the IS AMP PC Board.
	The Game PC Board is faulty.	Replace the Game PC Board.
The cold-cathode tube does not light.	The connector is disconnected.	Connect the connector securely.
	The cold-cathode tube is faulty.	Replace the cold-cathode tube.
The side LED does not light.	The connector is disconnected.	Connect the connector securely.
	The Side LED PC Board is faulty.	Replace the Side LED PC Board.
The barcode reader does not operate.	The connector is disconnected.	Connect the connector securely.
	The barcode reader is faulty.	Replace the barcode reader.
	The Game PC Board is faulty.	Replace the Game PC Board.
	The I/O PC Board is faulty.	Replace the I/O PC Board.
The card dispenser does not operate.	Card is jammed.	Remove the jammed card.
	The connector is disconnected.	Connect the connector securely.
	The card dispenser is faulty.	Replace the card dispenser.
	The I/O PC Board is faulty.	Replace the I/O PC Board.

6-2-3 Control Panel Assy - To be conducted by a technician only -

Symptom	Cause	Action
The illuminated switch does not operate.	The connector is disconnected.	Connect the connector securely.
	The illuminated switch is faulty.	Replace the illuminated switch.
The LED in the illuminated switch does not light.	The connector is disconnected.	Connect the connector securely.
	The LED in the illuminated switch is faulty.	Replace the LED in the illuminated switch.
The AA LED does not light.	The connector is disconnected.	Connect the connector securely.
	The AA LED PC Board is faulty.	Replace the AA LED PC Board.

6-2-4 Error display

Symptom	Cause	Action
The monitor displays "I/O PCB communication error."	The connector is disconnected.	Connect the connector securely.
	The I/O PC Board is faulty.	Contact your distributor.
The monitor displays "Card cannot be scanned."	The connector is disconnected.	Connect the connector securely.
	The barcode reader is faulty.	Contact your distributor.
The monitor displays "Card cannot be dispensed by the dispenser."	The connector is disconnected.	Connect the connector securely.
	The card dispenser is faulty.	Contact your distributor.
The monitor displays "There is no card in the dispenser."	There is no card in the dispenser.	Add cards to the dispenser.
The monitor displays "Card is jammed in the dispenser."	There is a jammed card inside the dispenser.	Remove the jammed card.

Symptom	Cause	Action
The monitor displays **"Initialize backup data. Press Enter switch."**	The battery for the Game PC Board is dead.	Contact your distributor.
	The Game PC Board is faulty.	Contact your distributor.
The monitor displays **"Coin is jammed."**	The coin switch is faulty.	Contact your distributor.
The monitor displays **"Service switch error."**	The Service switch is faulty.	Contact your distributor.
The monitor displays **"IC card reader error."**	The connector is disconnected.	Connect the connector securely.
	The Card Reader Assy is faulty.	Contact your distributor.
The monitor displays **"IC card is not found."**	Avalid IC card is not inserted.	Insert a valid IC card.
	The IC card is faulty.	Contact your distributor.
The monitor displays **"IC card data error."**	Avalid IC card is not inserted.	Insert a valid IC card.
	The IC card is faulty.	Contact your distributor.
The monitor displays **"Out of IC card."**	The number of dispensable cards for the IC card is "0."	Insert a valid IC card.

6-2-5 Error code display

ERROR CODE	ERROR TITLE	CAUSE
Coin-Related Errors:		
1-1	COIN ERROR 1	Coin jam
1-2	COIN ERROR 2	Service switch error
1-3	COIN ERROR 3	Coin counter disconnected
PCB-Related Errors:		
2-1	FIRST POWER ON	Initial bootup error
2-3	BACKUP MEMORY ERROR 1	Backup memory error
2-4	BACKUP MEMORY ERROR 2	Abnormal value in configuration
I/O-Related Errors:	I/O ERROR 1	I/O board abnormality
3-3	I/O ERROR 3	Communication lost with I/O board
IC Card-Related Errors:		
201-1	ACTIVATION CARD READER ERROR	Unable to communicate with IC card reader/writer
201-2	ACTIVATION CARD IS NOT FOUND	No activation count card inserted
201-3	ACTIVATION CARD DATA ERROR	Data cannot be read from the activation count card
201-4	OUT OF ACTIVATION CARD	Activation count card has reached 0. Please replace with new card.
Barcode-Related Errors:		
7-1	BARCORD READER DISCONNECT ERROR	Communication lost with barcode reader
Card dispenser-Related Errors:		
22-1	DISPENSER EMPTY	Card dispenser is empty
22-2	DISPENSER JAM	Card dispenser is jammed
22-4	DISPENSER DISCONNECT ERROR	Communication lost with card dispenser

6-3 Disassembling and reassembling and replacing Assys and parts

6-3-1 I/O Board - To be conducted by a technician only -

(1) Replacing the I/O PC Board

⚠️ **WARNING**

● To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before initiating the described task.

1 Turn off the main power switch

2 Dismount the back panel.

3 Disconnect the six connectors.

4 Remove the four Phillips pan-head screws (with flat and spring washers) (M3 x 6) and replace the I/O PC Board.

Connectors

Sticker (red)

Phillips pan-head screw (with flat and spring washers) (M3 x 6)

Connector (red)

Connector

I/O PC Board

Connector

Phillips pan-head screw (with flat and spring washers)
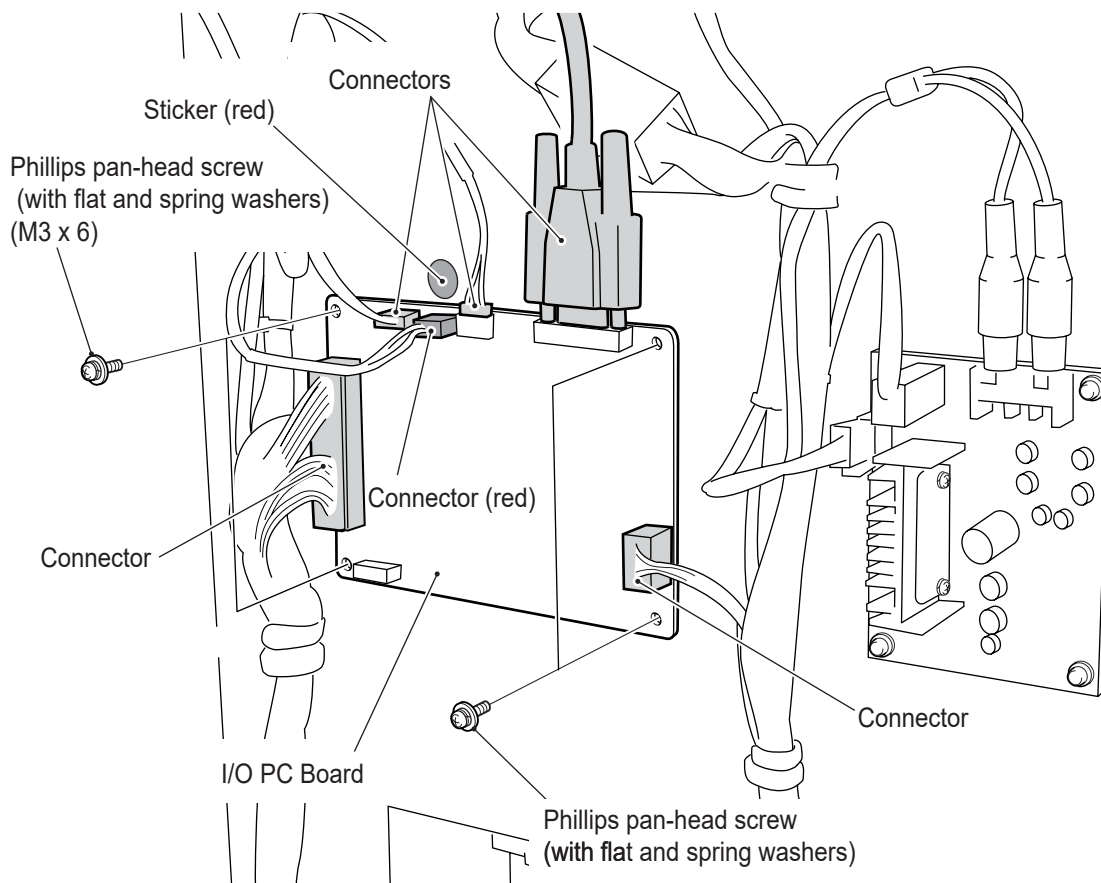
5 To reinstall, follow the removal sequence in reverse.

6-3-2 Control Panel Assy - To be conducted by a technician only -

(2) Replacing the illuminated switch and LED

⚠ **WARNING**

● To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switch before conducting the described task.

1 Turn off the main power switch or sub-power switch.

2 Dismount the control panel cover.

3 Disconnect the connector from the illuminated switch to be replaced, and rotate the illuminated switch to the left to dismount.

Illuminated switch

Connector

Sticker
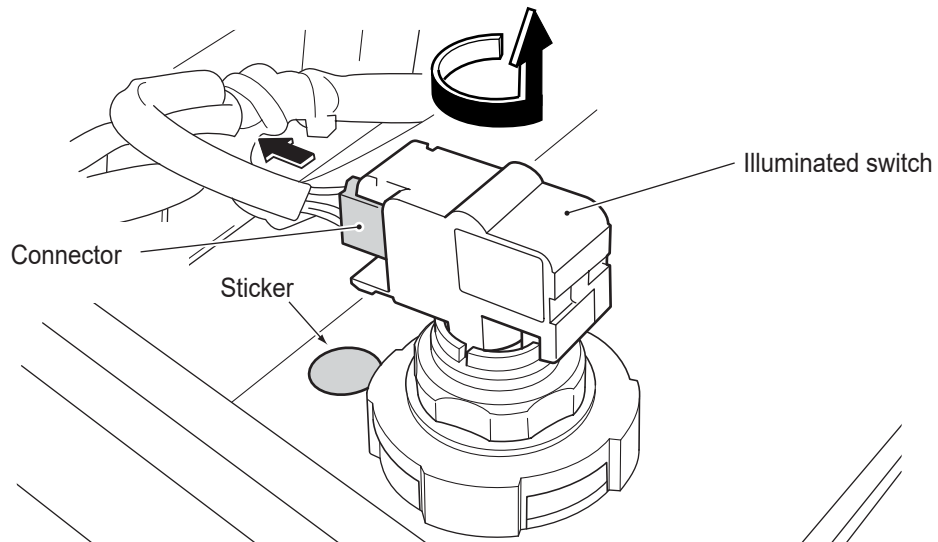
4 Pull out the LED lamp from the illuminated switch.

5 Replace the illuminated switch or LED lamp, and reinstall the illuminated switch by following the removal sequence in reverse. During the installation, make sure that the red connector is positioned at the red sticker attached on the control panel cover.

LED lamp

Illuminated switch
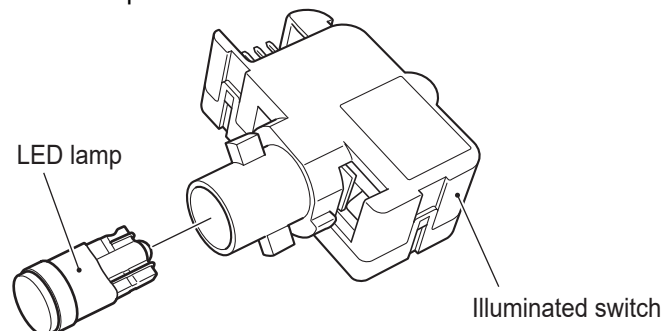
● Be careful not to pinch the connectors or harnesses during installation.
● After the replacement, check to make sure the illuminated switch operates properly and the LED lamp lights.

7. PARTS LISTS

7-1 Cabinet Assy

Monitor

Push Button
Green &
Yellow

Card reader

Speaker

Card Dispenser Shoot

Side Decal

7-2 Internal Assy

7-4 Parts List

No.	Name	Part No.	Type and rating
1	ANIMAL KAISER + MAIN KIT	KA03-22901-00	
2	ANIMAL KAISER + I/O PCB	KA03-22902-00	
3	ANIMAL KAISER + AMP PCB	KA03-22903-00	
4	ANIMAL KAISER + IC CARD RW	KA03-22904-00	
5	ANIMAL KAISER + BARCODE READER	KA03-22905-00	
6	ANIMAL KAISER + ASSY, CARD DISPENSER	KA05-22906-00	
7	CARD BOX COVER PANEL	KA40-22927-00	
8	MONITOR COVER PANEL	KA40-22928-00	
9	LOGO MARQUEE	KA40-22930-00	
10	CABINET SIDE DECAL L	KA40-22931-00	
11	CABINET SIDE DECAL R	KA40-22931-01	
12	CARD INSERT DIRECTION	KA40-22932-00	
13	AK VERSION POP VER 1	KA40-22933-01	
14	HARNESS, I/O+DC	KA50-22939-00	
15	HARNESS, RGB LED	KA50-22940-00	
16	HARNESS, SPEAKER	KA50-22941-00	
17	HARNESS, BARCODE	KA50-22942-00	
18	HARNESS, CARD READER	KA50-22943-00	
19	HARNESS, AC POWER	KA50-22944-00	
20	LION COVER CONTROL PANEL	KA90-22954-00	
21	CARD BUCKET DORR FLAP	KA90-22955-00	
22	CARD SCANNER CLEAR COVER	KA90-22956-00	
23	CARD SCANNER BLACK BRACKET	KA90-22957-00	
24	CARD DISPLAY BRACKET	KA90-22958-00	
25	PLASTIC LED COVER CARD BOX	KA90-22959-00	
26	PLASTIC LED COVER LION SIDE	KA90-22960-00	
27	PLASTIC LED COVER CONTROL PANEL	KA90-22961-00	
28	21.5 BOE PANEL OEM KIT	VG85-22963-00	
29	POWER SUPPLY- ANIMAL KAISER LRS-200-12	VG88-22964-00	
30	POWER SUPPLY - ANIMAL KAISER LRS-50-5	VG88-22965-00	
31	PUSH BTN, ILLUM CIR YEL CAP.	VG53-13754-05	
32	PUSH BTN, ILLUM CIR GRN CAP.	VG53-13754-06	
33	SPKR 8 OHM SHIELD	VG54-20160-00	

Notes

AC input

-FIL2   Noise Filter
LINE   10A   LOAD
CN1 IEC60320-C14
AC_IN
L
N
E

-BRK2
Circuit Protector
LINE   5.0   LOAD
1   2
3   4

CN1
VH 5P-H
1	100VAC_L
2	N.C.
3	100VAC_N
4	N.C.
5	FG

CN2
VH 6P-H
12VDC	1
12VDC	2
12VDC	3
12VDC	4
12VDC	5
12VDC	6

CN3
VH 7P-H
GND	1
GND	2
GND	3
GND	4
GND	5
GND	6
GND	7

-REG4
Switching Regulator
12VDC

12V DC   12V DC

CN1
VH 5P-H
1	100VAC_L
2	N.C.
3	100VAC_N
4	N.C.
5	FG

CN2
VH 4P-H
GND	1
GND	2
5VDC	3
5VDC	4

-REG5
Switching Regulator
5VDC

5V DC

CN5 VIDEO 2
DVI Female
VIDEO
DVI   HDMI

LCD Monitor
21.5inch 16:9
-LCD1
DC IN

CN2 SERIAL 1
D-SUB DE-9P Male
RS232C
RS232C
5VDC 150mA /max 170mA

CN1
PH 10P-H
*10   [6]
BAR CODE SCANNER
MCR14
-BS1

CN3 SERIAL 2
D-SUB DE-9P Male
RS232C
RS232C

CARD DISPENSER
CRT-541-(HL2)NR
12VDC 100mA max1.5A

CN17 SERIAL 3
XA 7P-R
RS232C   *7
RS232C
12VDC 1.1A max2.5A

CN1
PA 9P-H
*9   [8]
IC Card Reader Writer
ICU-70SL-J(DS001290)
-CARD1

CN1 DC IN
Mini-Fit Jr. 4P-P
*4

CN11 AUDIO 1
(LT.GN)
φ3.5 Stereo Jack
AUDIO
AUDIO(LEFT)

(WH)
RCA(L)
RCA Jack
AUDIO IN

CN3
VH 5P-H
[5]   *5
SP LEFT

-SP1
Speaker
4Ω 15W

CN1
VH 2P-H
*2   [2]
-PCB2
D2-IS AMP PCB ASSY
12VDC 1.25A

CN6 USB 1
USB A Female
I/O
USB

CN7
USB B Female Header
USB

CN2
XAD 32P-H
[26]   *32

CN3
XAD 40P-H
[36]   *40

CN1
VH 4P-H
*4   5V IN
-PCB1
V406 USIO(T)PCB ASSY
5V DC

-RA1
SYS ES2P(A) ASSY

12V DC
GOUT
LED MODULE(1)

12V DC
GOUT
LED MODULE(2)

12V DC
COIN1
COIN SELECTOR
LK100B+

-SW5
CN1 NH 4P-H   LED (GN)
1	LED +
2	LED -
3	SW N.O.	(GN)
4	SW COM
12V DC
GOUT
SWITCH
Illumination switch
GREEN

-SW7
CN1 NH 4P-H   LED (YE)
1	LED +
2	LED -
3	SW N.O.	(YE)
4	SW COM
12V DC
GOUT
SWITCH
Illumination switch
YELLOW

-SW8
CN1 NH 4P-H   LED (YE)
1	LED +
2	LED -
3	SW N.O.	(YE)
4	SW COM
12V DC
GOUT
SWITCH
Illumination switch
YELLOW

-SW6
CN1 NH 4P-H   LED (GN)
1	LED +
2	LED -
3	SW N.O.	(GN)
4	SW COM
12V DC
GOUT
SWITCH
Illumination switch
GREEN

12V DC
CC1
12VDC
RD CC
CC
GY
-CC1
COIN COUNTER

12V DC
GOUT
12VDC
RD CC
CC
GY
-CC2
CARD COUNTER

-SW1   Slide Switch
SWITCH
TEST SWITCH

-SW2
Push Button Switch (RD)
Red
SWITCH
Service Switch

SW3
Push Button Switch (GN)
Green
SWITCH
Enter Switch

-SW4   Toggle switch
COM
SWITCH
SELECT SWITCH

-VR1
Potentiometer
5V DC
ANALOG
SOUND VOLUME

AC PLATE ASSY.

LINE FILTER 115/230V 6A

5AMP SLOW BLOW

ON/OFF

BLK
GRN-YEL 16G
WHT

BLK BLK
WHT WHT

GROUND STUD

MLX.093
GRN-YEL 16G
WHT

AC(L) E-GND AC(N)

BLK 18AWG
GRN-YEL 18AWG
WHT 18AWG

BLK 18AWG
GRN-YEL 18AWG
WHT 18AWG

LCD

HDMI

AC(L)
FG
AC(N)
GND
GND
+5VDC
+12VDC
+12VDC

BLK 18AWG
GRN-YEL 18AWG
WHT 18AWG
BLK 18AWG
BLK 18AWG
RED 18AWG
YEL 18AWG
YEL 18AWG

POWER SUPPLY

JST PHR-10
RED +5VDC
BLK GND
WHT TXD
RED RXD

BARCODE SCANNER

JST XHP-14
CARD DISPENSER
WHT TXD
RED RXD
YEL +12VDC
YEL +12VDC
BLK GND

VHR-5N
BLK
WHT
GRN-YEL

VHR-5N
BLK
WHT
GRN-YEL

VHR-5N
BLK
WHT
GRN-YEL

RED JST-YL RED
BLK BLK

YEL JST-YL YEL
BLK BLK

SMP-02V-B
RED
BLK
LEDS

SMP-02V-B
RED MLX.093 YEL
BLK BLK
LEDS

SMP-02V-B
RED YEL JST-YL YEL
BLK YEL YEL
LEDS BLK BLK
BLK BLK

SMP-02V-B
RED MLX.093 YEL
BLK BLK
LEDS

MARQUEE LEDS

USB-B

USIO PCB

JST VHR-4N
BLK GND
BLK GND
RED +5VDC
RED +5V

COIN COUNTER WHT
COIN SIGNAL RED-BLU
TEST SW. PNK

SERVICE GRY
SEL UP WHT-ORG
SEL DOWN ORG-BLK

ENTER WHT-YEL
GND BLK 20AWG
GND BLK 20AWG

SWITCH1 LED BRN
SWITCH1 SIG WHT-BRN
SWITCH2 LED GRN
SWITCH2 SIG WHT-GRN
SWITCH3 LED BLU
SWITCH3 SIG WHT-BLU
SWITCH4 LED VIO
SWITCH4 SIG WHT-VIO
CARD COUNTER WHT-GRY

GND BLK 20AWG
GND BLK 20AWG

WHT-RED +5VDC-OUT
WHT-BRN SOUND VOLUME

WHT-BLK GND
GND

RED LED1 RED
GRN LED1 GRN
BLU LED1 BLU
WHT-RED LED2 RED
WHT-GRN LED2 GRN
WHT-BLU LED2 BLU

JST XADRP-32P

JST XADRP-40P

D-SUB

AUDIO AMP

YEL
BLK
+12V
GND
JST VHR-2N

JST VHR-5N WHT
BLK

SPKR
+
-

CPU BOARD

GND
GND
+12VDC
+12VDC
MLX 39-01-2040

USB-A

MLX 51110-1060

RED WHT BLK

MLX.093
BLK
BLK

HDMI

GND
BLK
+12VDC YEL
JST XHP-4 WHT
RED

JST PAP-09V-S
+12VDC
GND
TXD
RXD

IC CARD READER/WRITER

YEL MLX.093 YEL
YEL

YEL
BLU
GRN
RED
XHP-04
RGB LEDS

YEL
BLU
GRN
RED
XHP-04
RGB LEDS

YEL
WHT-BLU
WHT-GRN
WHT-RED
SMP-04V
RGB LEDS

YEL
WHT-BLU
WHT-GRN
WHT-RED
SMP-04V
RGB LEDS

BLK 20AWG
BLK 20AWG

SERVICE

BLK 20G
WHT-ORG SELECT
ORG-BLK
PNK
GRY TEST
WHT-YEL

WHT-RED
WHT-BRN VOL POT SERVICE
WHT-BLK ENTER

YEL 18G MLX.093
RED-BLU
BLK 20G

COIN DOOR

YEL 18G
WHT COIN COUTER
YEL 18G CARD
WHT-GRY COUNTER

YEL 18G
BRN
WHT-BRN
BLK 20G PLAYER 1

YEL 18G
GRN
WHT-GRN
BLK 20G PLAYER 2

YEL 18G
BLU
WHT-BLU
BLK 20G PLAYER 3

YEL 18G
VIO
WHT-VIO
BLK 20G PLAYER 4

CONTROL PANEL

NAMCO ANIMAL KAISER   — P2   (1/1)

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