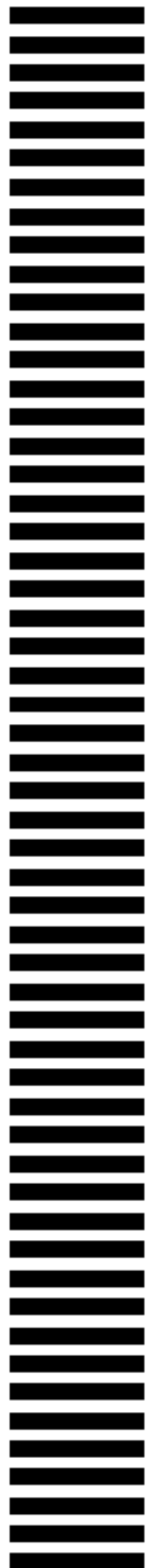# SEGA

VIRTUA NBA

NAOMI KIT MANUAL
(JAMMA COMPATIBLE)

OWNER'S MANUAL

SEGA ENTERPRISES, INC. USA

MANUAL NO. 999-0890

Warranty

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

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

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

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

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

1. CONTENTS OF GAME

The following explanations apply to the case the product is functioning satisfactorily. Should there be any moves different from the following contents, some sort of faults may have occured. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

OUTLINE OF GAME

FROM AMONG THE 29 NBA TEAMS, SELECT YOU R FAVORITE TEAM

When a single play mode is selected, you battle against the computer controlled players in a tournament imagined real NBA playoffs.

If the score you have earned is greater than that of the opposing team at the game end, you can proceed to the next stage. In case of a tie score or less the game is over.

A player can buy into play a versus game, and the game can be continued up to the 4th quater. Upon finishing a quarter, the player who has earned greater score can proceed to the next game. The player who lost the game can also play the game by executing a continue.

In case that a quarter ends in a tie, the player who has earned greater score in that quarter can proceed to the next quarter.

HOW TO OPERATE

Operate the lever and the 2 buttons to play the game.

LEVER: movement
BLUE BUTTON: (offense) pass
                                   (defense) steal
RED BUTTON: (offense) shoot
                                   (defense) block shot/rebound

HOW TO PLAY

OFFENSE:

JUMP SHOT
When standing still, keep pressing down the shoot button to jump. Release the shoot button to shoot the ball.
RUNNING JUMPER
Press the shoot button to do a running jumper while dribbling.
If the defense stops your dribble, you will shoot a regular jump shot. You can perform a dunk shot depending on the distance to the goal or the timing of a shot.
PASS:
You can pass to any of your teammates by inclining the Lever in the direction of the intended player, and then pressing the pass button.

DEFENSE:

BLOCK SHOT
You can interrupt an opposing player's shot if you press the block button timely in accordance to his jump. You can decrease the probability of making the shot, even if you can not block the shot.
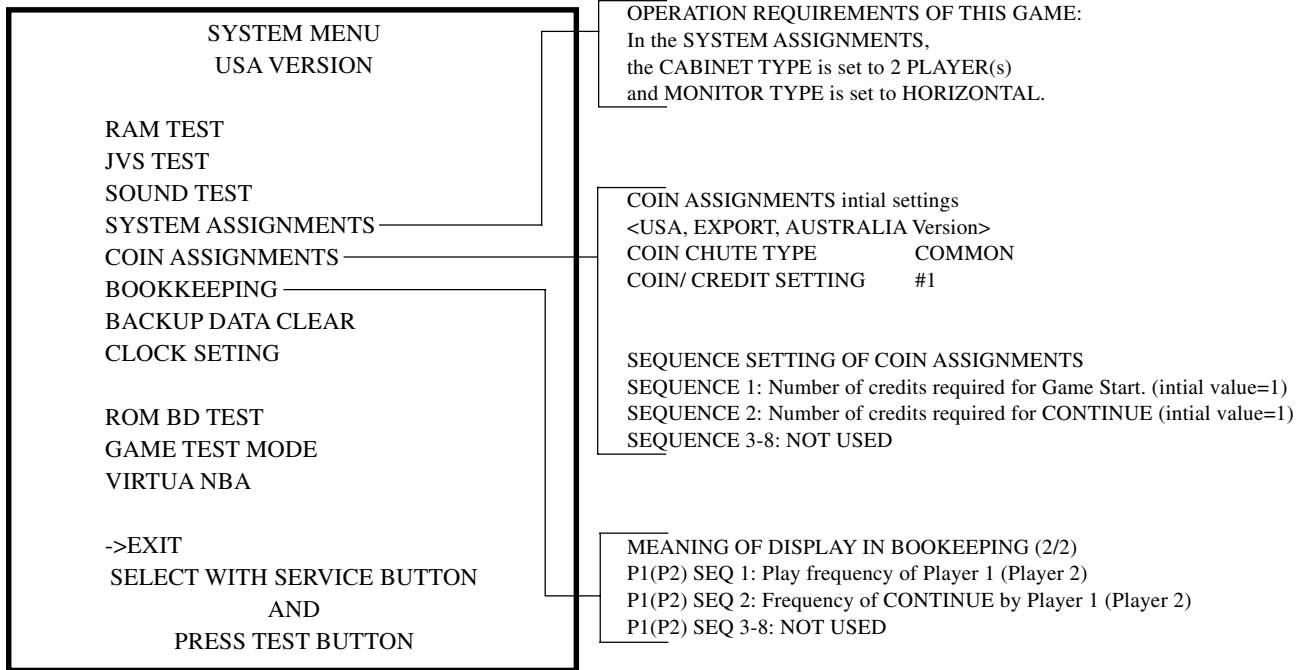STEAL
When you are very close to the opposing player dribbling, if you press the steal button timely, you can steal the ball. You can also steal the ball if you timely press the steal button at a certain position when an opposing player is passing the ball.

1 - 1 TEST MODE

System Menu. This test mode mainly allows the IC board to be checked for accurate functioning, monitor color to be adjusted as well as COIN ASSIGNMENTS and GAME ASSIGNEMENTS to be adjusted.

1.) After turning power on, press the TEST button to have the following test item menu displayed.

2.) Press the SERVICE button to move the arrow. Bring the arrow to the desired item and press the TEST button.

```
            SYSTEM MENU
             USA VERSION


        RAM TEST
        JVS TEST
        SOUND TEST
        SYSTEM ASSIGNMENTS ────────┐
        COIN ASSIGNMENTS ──────────┤
        BOOKKEEPING ───────────────┤
        BACKUP DATA CLEAR          │
        CLOCK SETING               │
                                   │
        ROM BD TEST                │
        GAME TEST MODE             │
        VIRTUA NBA                 │
                                   │
        ->EXIT                     │
         SELECT WITH SERVICE BUTTON
                    AND
            PRESS TEST BUTTON
```

OPERATION REQUIREMENTS OF THIS GAME:
In the SYSTEM ASSIGNMENTS,
the CABINET TYPE is set to 2 PLAYER(s)
and MONITOR TYPE is set to HORIZONTAL.

COIN ASSIGNMENTS intial settings
<USA, EXPORT, AUSTRALIA Version>
COIN CHUTE TYPE   COMMON
COIN/ CREDIT SETTING   #1

SEQUENCE SETTING OF COIN ASSIGNMENTS
SEQUENCE 1: Number of credits required for Game Start. (intial value=1)
SEQUENCE 2: Number of credits required for CONTINUE (intial value=1)
SEQUENCE 3-8: NOT USED

MEANING OF DISPLAY IN BOOKEEPING (2/2)
P1(P2) SEQ 1: Play frequency of Player 1 (Player 2)
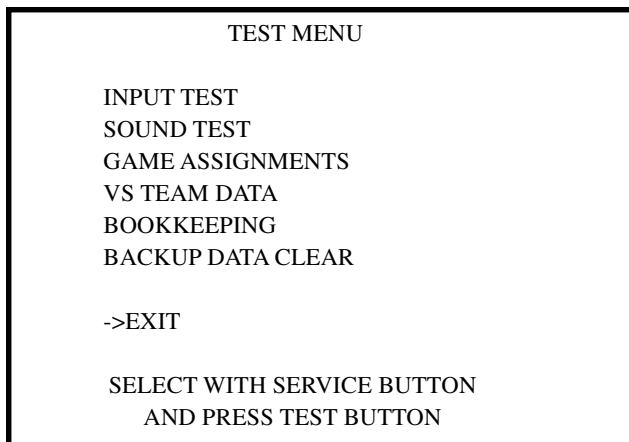P1(P2) SEQ 2: Frequency of CONTINUE by Player 1 (Player 2)
P1(P2) SEQ 3-8: NOT USED

3.) Bring the arrow to the item of Game TEST MODE and press the TEST button to display the GAME TEST MENU peculiar to Virtua Tennis. See the next page onward.

4.) Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the Gam Mode.

1 - 2 TEST MENU

> ⚠ CAUTION!
>
> The contents of settings changes in SYSTEM ASSIGNMENTS, COIN ASSIGNMENTS, and GAME TEST MODE are stored when the test mode is EXITed. If the power is turned off before EXITing, the contents of setting changes are ineffective. Be very careful of this point.

```
            TEST MENU

        INPUT TEST
        SOUND TEST
        GAME ASSIGNMENTS
        VS TEAM DATA
        BOOKKEEPING
        BACKUP DATA CLEAR

        ->EXIT

         SELECT WITH SERVICE BUTTON
             AND PRESS TEST BUTTON
```

Bring the arrow to the item of GAME TEST MODE in the SYSTEM TEST MENU, and press the Test button to display the TEST MENU peculiar to Virtua Tennis.

Press the SERVICE button to move the arrow. Bring the arrow the desired item and press the TEST button. Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the SYSTEM MENU MODE.

1 - 3 INPUT TEST

This test displays the state of each switch.

If this switch goes ON when activated, it is satisfactory.

Display varies depending on the JOYSTICK TYPE setting in (3) GAME ASSIGNMENTS.

```
                    INPUT TEST


PLAYER              1P      2P
UP                  OFF     OFF
DOWN                OFF     OFF
RIGHT               OFF     OFF
LEFT                OFF     OFF
SHOT1               OFF     OFF
SHOT2               OFF     OFF
START               OFF     OFF
COIN CHUTE #1       OFF
COIN CHUTE #2       OFF
SERVICE             OFF
TEST                OFF


        PRESS TEST BUTTON TO EXIT
```

If any switches do not report ON when switch is activated, return to the menu screen and take steps described in "VOLUME SETTING". Then return to this test and confirm the switches perform adaquately.

To return to the menu screen, press the TEST Button while holding the SERVICE Button down.
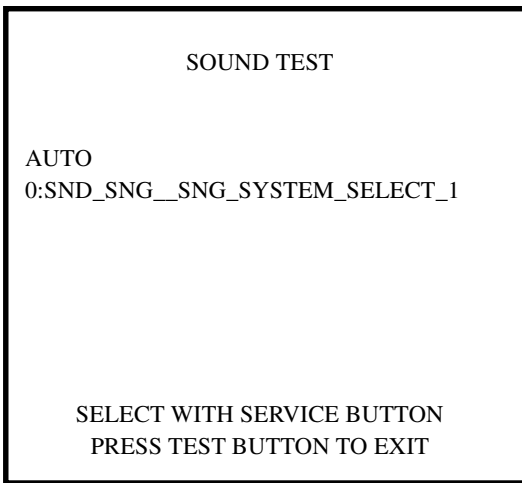
1 - 4 SOUND TEST

This allows sound and background used in the game to be checked/ tested.

```
            SOUND TEST

AUTO
SE
BGM AND VOICE
SE PACIFIC
SE MIDWEST
SE CENTRAL
SE  ATLANTIC
BGM             1 3 4 5 6
BGM             7 8 9 10 11 12

   SELECT WITH SERVICE BUTTON
    PRESS TEST BUTTON TO EXIT
```

To check them, specify the appropriate item using the SERVICE Button and press the TEST Button to generate the sound.

By default, the arrow is located at EXIT.

```
            SOUND TEST


AUTO
0:SND_SNG__SNG_SYSTEM_SELECT_1




       SELECT WITH SERVICE BUTTON
        PRESS TEST BUTTON TO EXIT
```

In this test, the sound displayed under AUTO in the following menu screen is played for 3 seconds in order. After performing all the BGM and sound effects, the screen automatically returns to the SOUND TEST menu. To return to the SOUND TEST menu even in the middle of test, press the TEST button with the SERVICE button pressed down.

```
            SOUND TEST


 SE
 0:SND_SNG__SNG_SYSTEM_SELECT_1




       SELECT WITH SERVICE BUTTON
        PRESS TEST BUTTON TO EXIT
```
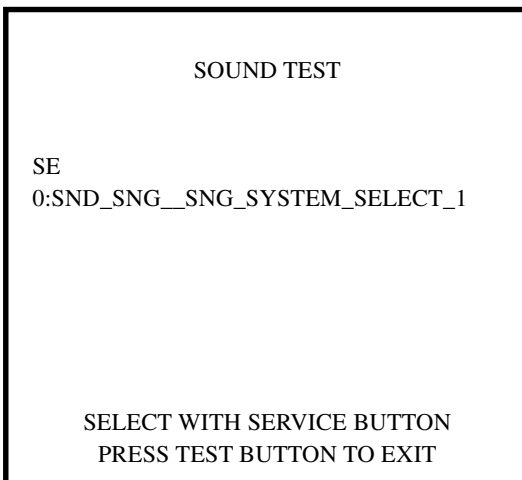
This allows sound effects and voices used in the game to be tested. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both 1P and 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and Press the TEST button to have the sound played.
Press the TEST Button to return to the SOUND TEST Menu.
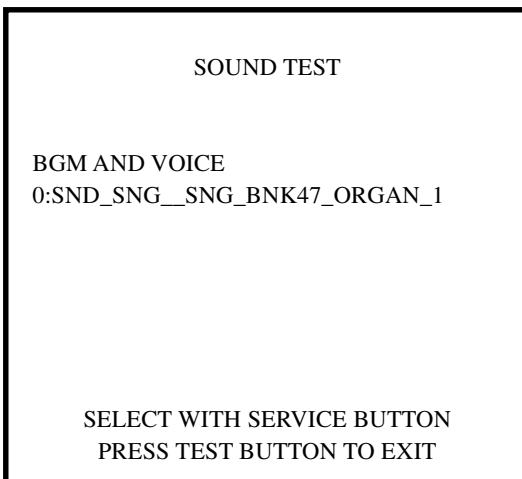
```
            SOUND TEST


 BGM AND VOICE
 0:SND_SNG__SNG_BNK47_ORGAN_1




       SELECT WITH SERVICE BUTTON
        PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.

4

```
                SOUND TEST


SE PACIFIC
0:SND_SEB_GOLDEN STATE_SELECT_GSW




        SELECT WITH SERVICE BUTTON
         PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.

```
                SOUND TEST


SE MIDWEST
0:SND_SEB_DALLAS_SELECT_DAL




        SELECT WITH SERVICE BUTTON
         PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.

```
                SOUND TEST


 SE CENTRAL
 0:SND_SEB_ATLANTA_SELECT_ATL




        SELECT WITH SERVICE BUTTON
          PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.

```
            SOUND TEST


SE ATLANTIC
0:SND_SEB_BOSTON_SELECT_BOS




      SELECT WITH SERVICE BUTTON
      PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.

```
            SOUND TEST


SE 1 3 4 5  6
0:SND_SNG_SNG_BNK11_BGM_1




      SELECT WITH SERVICE BUTTON
      PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.
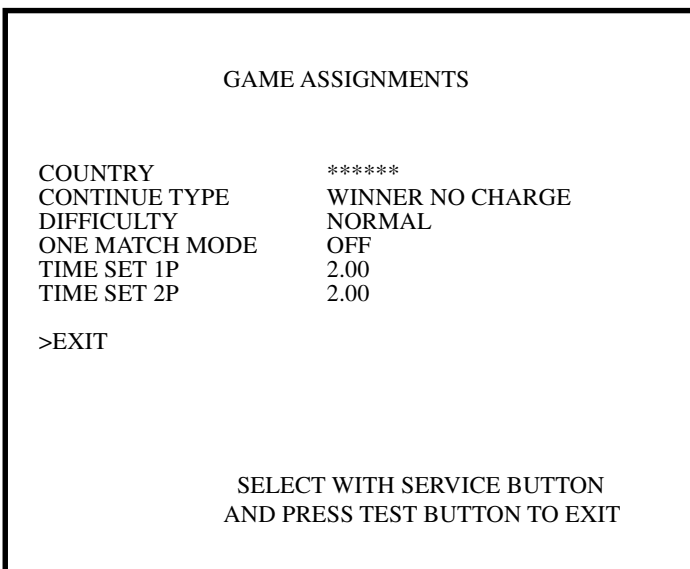
```
            SOUND TEST


SE 7 8 9 10 11 12
0:SND_SNG_SNG_BNK42_BGM_7




      SELECT WITH SERVICE BUTTON
      PRESS TEST BUTTON TO EXIT
```

This allows the BGM and voices used during the game to be checked. Pressing the SERVICE button increases the SOUND No. and cuases the sound to be played. Both the 1P and the 2P sides of the control panel can be used for this test. Incline the lever to change the SOUND No. and press the button to have the sound played.

```
                GAME ASSIGNMENTS


COUNTRY              ******
CONTINUE TYPE        WINNER NO CHARGE
DIFFICULTY           NORMAL
ONE MATCH MODE       OFF
TIME SET 1P          2.00
TIME SET 2P          2.00

>EXIT




           SELECT WITH SERVICE BUTTON
         AND PRESS TEST BUTTON TO EXIT
```

In this test, game difficulty adjustments, time setting, etc. can be changed. Move the arrow to the desired item by SERVICE button and press the TEST button to change the setting.
Select EXIT to return to the Menu Screen.

● TIME SET
The time for one play can be set within a range of 1'15" and 3'00". The standard setting is 2'00".

● ONE MATCH MODE
Select from among OFF, 1 GAME, and FULL GAME.
OFF- This is the standard setting
1 GAME- Game is over when one game is finished. This option is for some sorts of event such as game competition, etc.
FULL GAME- Regardless of communication mode 1P (against the computer) mode, the game starts at the 1st quarter.

● GAME DIFFICULTY
Sets the difficulty level in 4 categories, i.e., EASY, NORMAL, HARD, and HARDEST.

● CONTINUE TYPE
Game continue setting. "CHARGE" and "WINNER NO CHARGE" settings are available. The standard setting is WINNER NO CHARGE.
WINNER NO CHARGE>The player who wins the versus game can continue to play.
CHARGE>In this option, each time game is finished, the player who plays the game against the computer is urged to continue whether he wins or not. In versus game, the players are urged to continue each time quarter ends regardless of win or loss.
VS. WIN TO CHARGE>In this option, when played against a computer, the player is urged to continue each time when game is finished. When played in VS. mode, the player who wins the game can continue the game.

1 - 5 VS. TEAM DATA

In this test, the team data oin the vs. mode can be checked.

USE:
Displays team selection frequency.
WIN:
Displays each team's total number of victories in versus games.
DRAW:
Displays each team's total number of draws in versus games.
LOSE:
Displays each team's total number of losses in versus games.

VS TEAM DATA (1)

TEAM NAME	USE	WIN	DRAW	LOSE
1 CELTICS	0	0	0	0
2 HEAT	0	0	0	0
3 NETS	0	0	0	0
4 KNICKS	0	0	0	0
5 MAGIC	0	0	0	0
6 76ERS	0	0	0	0
7 WIZARDS	0	0	0	0
8 HAWKS	0	0	0	0
9 HORNETS	0	0	0	0
10 BULLS	0	0	0	0
11 CAVALIERS	0	0	0	0
12 PISTONS	0	0	0	0
13 PACERS	0	0	0	0
14 BUCKS	0	0	0	0
15 RAPTORS	0	0	0	0

PRESS TEST BUTTON TO CONTINUE

VS TEAM DATA (2)

TEAM NAME	USE	WIN	DRAW	LOSE
16 MAVERICKS	0	0	0	0
17 NUGGETS	0	0	0	0
18 ROCKETS	0	0	0	0
19 TIMBERWOLVES	0	0	0	0
20 SPURS	0	0	0	0
21 JAZZ	0	0	0	0
22 GRIZZLIES	0	0	0	0
23 WARRIORS	0	0	0	0
24 CLIPPERS	0	0	0	0
25 LAKERS	0	0	0	0
26 SUNS	0	0	0	0
27 TRAILBLAZERS	0	0	0	0
28 KINGS	0	0	0	0
29 SUPERSONICS	0	0	0	0
30 ALL NBA	0	0	0	0

PRESS TEST BUTTON TO EXIT

1 - 6 BOOKKEEPING

This test mode allows each of the CREDIT/TIME/GAME data to be ascertained.

```
           BOOKKEEPING        PAGE1/5

  COIN CHUTE #1              XXXXXXXXXXX
  COIN CHUTE #2              XXXXXXXXXXX
  TOTAL COINS                XXXXXXXXXXX

  COIN CREDITS               XXXXXXXXXXX
  SERVICE CREDITS            XXXXXXXXXXX
  TOTAL CREDITS              XXXXXXXXXXX

  NUMBER OF GAMES            XXXXXXXXXXX

  TOTAL       TIME           XDXXHXXMXXS
  1P PLAY     TIME           XDXXHXXMXXS
  VS. PLAY    TIME           XDXXHXXMXXS
  AVERAGE PLAY        TIME       XXMXXS
  LONGEST PLAY        TIME       XXMXXS
  SHORTEST PLAY       TIME       XXMXXS
  PLAY TIME RATE                    XXX
  VS. PLAY RATE                     XXX



        PRESS TEST BUTTON TO CONTINUE
```

NUMBER OF GAMES:
Displays the total number of games played
PLAYTIME:
Displays the game's play time
AVERAGE PLAY TIME:
Displays the average game play time.
LONGEST PLAY TIME:
Displays the longest game play time.
SHORTEST PLAY TIME:
Displays the shortest game play time.
TOTAL TIME:
Displays the total energized time.
1P PLAY TIME:
Displays the game time by 1P.
VS PLAY TIME:
Displays the total vs game play time.
PLAY TIME RATE:
Displays the rate of play time against the total energized time.
VS. PLAY RATE:
Displays the rate of versus play time against the total play time.

```
            BOOKKEEPING  PAGE 2/5


            TIME HISTOGRAM
  COURSE        BEGINNER ADVANCED EXPERT
  ~2M29S           0         0       0
  2M30S~2M44S      0         0       0
  2M45S~2M59S      0         0       0
  3M00S~3M14S      0         0       0
  3M15S~3M29S      0         0       0
  3M30S~3M44S      0         0       0
  3M45S~3M59S      0         0       0
  4M00S~4M14S      0         0       0
  4M15S~4M29S      0         0       0
  4M30S~           0         0       0



        PRESS TEST BUTTON TO CONTINUE
```

TIME HISTOGRAM:
Displays the histogram of play time.

9

```
            BOOKKEEPING 3/5


   TOTAL GAME COUNT              XXX

   CONTINUE GAME COUNT           XXX

   PLAYER 1 GAME COUNT           XXX

   PLAYER 2 GAME COUNT           XXX




        PRESS TEST BUTTON TO CONTINUE
```

TOTAL GAME COUNT:
Displays the number of games played.
CONTINUE GAME COUNT:
Displays the number of continued games played.
VS. CONTINUE GAME COUNT:
Displays the number of games continued versus games played.
PLAYER 1 GAME COUNT:
Displays the total number of games played at Player 1 side.
PLAYER 2 GAME COUNT:
Displays the total number of games played by Player 2 side.

```
            BOOKKEEPING  PAGE 4/5

   DRAW COUNT                     0
   VS. WINS MAXIMUM               0

              VS. WINS HISTOGRAM
   WINS              COUNT
   1                  0
   2                  0
   3                  0
   4                  0
   5                  0
   6                  0
   7                  0
   8                  0
   9                  0
   10-14              0
   15-19              0
   20-24              0
   25-29              0
   30-39              0
   40-49              0
   50~                0
        PRESS TEST BUTTON TO CONTINUE
```

DRAW COUNT:
Displays the number of draw games.
VS WINS MAXIMUM:
Displays the maximum number of successive wins in the versus mode.
VS WINS HISTOGRAM:
Displays the histogram of the total number of wins in the versus mode.

```
            BOOKKEEPING 5/5




   {TOURNAMENT REPORT}

   1ST MATCH                    0
   CONFERENCE SEMI FINAL        0
   CONFERENCE FINAL             0
   FINAL MATCH                  0
   FINAL WINNER                 0
   ALL-NBA MATCH WINNER         0




   >EXIT


        SELECT WITH SERVICE BUTTON
        PRESS TEST BUTTON TO EXIT
```

TOURNAMENT REPORT:
Dislays how far players go without continue in the 1P mode.

1 - 7 BACK UP DATA CLEAR

Clears the contents of BOOKKEEPING.

```
┌─────────────────────────────────────────────┐
│              BACK UP DATA CLEAR               │
│                                               │
│                                               │
│                                               │
│                  YES (CLEAR)                  │
│                ->NO (CANCEL)                   │
│                                               │
│                                               │
│                                               │
│                                               │
│         SELECT WITH SERVICE BUTTON AND        │
│           PRESS TEST BUTTON TO EXIT           │
│                                               │
└─────────────────────────────────────────────┘
```

When clearing bring-> to YES and when not clearing, to NO, by using the SERVICE SW and then push the TEST button.

When clearing has been finished, COMPLETED will be dislayed.
Pressing the TEST button will have the MENU return to the screen.

2. GAME BOARD

2 -1   COMPOSITION OF GAME BOARD

ASSY SHIELD CASE NAO USA (840-0021D-01) : Virtua NBA
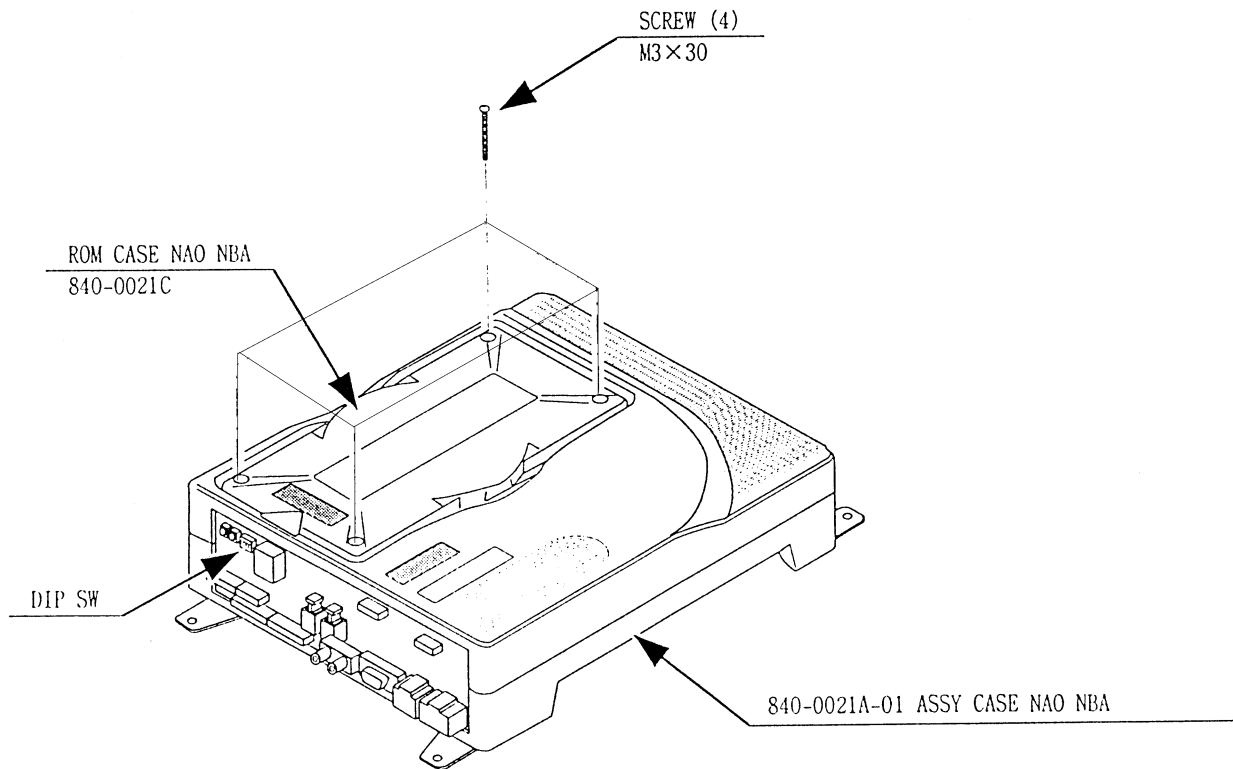
DIP SW SETTINGS

3. DESIGN RELATED PARTS/PARTS LIST

STICKERS AND GRAPHICS

ITEM NO.	PART NO.	DESCRIPTION
1	999-0892	INSTRUCTION SHEET#1 Virtua NBA
2	999-0896	MARQUEE Virtua NBA
3	999-0894	CONTROL PANEL OVERLAY Virtua NBA
4	999-0895	DECAL SIDE ART Virtua NBA (QTY.2)
5	999-0893	INSTRUCTION SHEET#2 Virtua NBA

JOYSTICKS AND BUTTONS

ITEM NO.	PART NO.	DESCRIPTION
1	50-7608-16	*ASSY JOY 4C BLACK
2	58-9133-L	*PUSH BUTTON GREEN
3	58-9122-L	*PUSH BUTTON BLUE
4	58-9111-L	*PUSH BUTTON WHT
5	95-0733-01	*MICRO SWITCH SILVER CONTACT

*These Joystick/buttons are HAPP components.

KIT INSTALLATION INSTRUCTIONS

1.) Install VGA Output to Jamma Interface.

2.) Install USB connector to Naomi Filter Board Port.

3.) You can use one of the extra grounds (shown in the picture on the following page) to go out to switched inputs. (The 5V and 12V can be used for whatever you like-coin meter, etc.)

MONITOR INFORMATION

You can use a
Standard Resolution-15,750K x 60 (#1 ON & #2-4 OFF)
or
High Resolution-31,000K x 10 (#1-4 OFF)

DIP SWITCH SELECTABLE
(Switch #1 on NAOMI FILTER BOARD)

4. WIRING

XFMR 120V 17v2Ax2
560-5407

POWER AMP 2 CH
838-13616

I/O Board
838-13683

GAME BD Virtua NBA
840-0021D-01

SW REGU FOR JVS
400-5397

CONTENTS OF WIRING BAG SEEN ABOVE

SPEAKER 1

SPEAKER 2

120 VAC in

VGA Output
to Jamma Interface

*12V Output (RED)

*Logic Ground (WHITE)

*5V Output (YELLOW)

*(USED FOR METER, COINDOOR, LIGHTS, ETC.)

5k pot
(sound)

3   2   1

1=WHITE/RED
2=GREEN/RED
3=YELLOW/RED
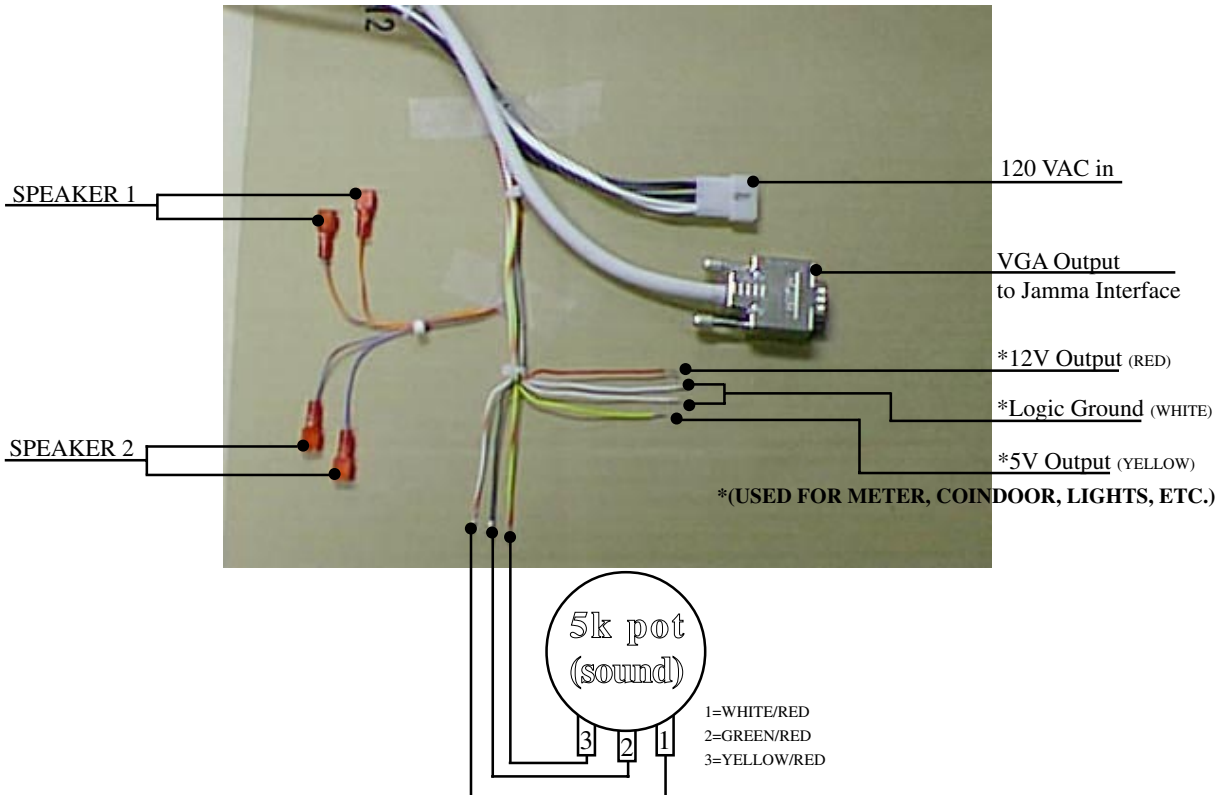
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Netscape: SEGA ARCADE.COM

Location: http://www.segaarcade.com/

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(image taken from *CRAZY TAXI*)

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