

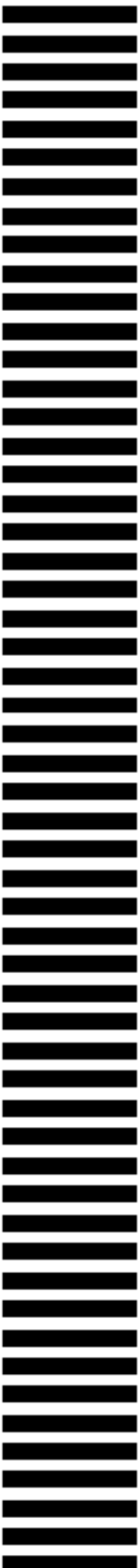
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MARCH 99

SEGA™



SEGA ENTERPRISES, INC. USA

MANUAL NO. 4201-6470-01



Warranty

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

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

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

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

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

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SPECIFICATIONS

Installation space:	36 in.(L) x 28 in.(W)
Height:	71 in.
Weight:	Approx. 400 lbs.
Power maximum current:	2.7 Amp AC 120V 60 Hz
MONITOR:	29" NANAO MONITOR

INTRODUCTION OF THE OWNERS MANUAL

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

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

SEGA ENTERPRISES, INC. (USA)

Customer Service

45133 Industrial Drive

Fremont, CA 94538

Phone 650-632-7580

Fax 650-632-7594

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

Monday thru Friday

General Precautions

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

INSTALLATION PRECAUTIONS

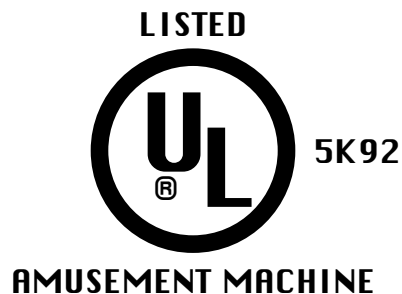
- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 VAC, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.)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

REGULATORY APPROVALS

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

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

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



1 . PRECAUTIONS TO BE HEHEDED FOR OPERATION

In order to prevent accidents, be sure to comply with the following points before and during operation.

PRECAUTIONS TO BE HEHEDED FOR OPERATION BEFORE STARTING THE OPERATION



- In order to avoid accidents, check the following before starting the operation:
Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.
- To avoid electric shock, check to see if door & cover parts are closed.



To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause the player to come into contact with or hit others and result in injury or trouble.

PRECAUTIONS TO BE HEHEDED DURING OPERATION



To avoid injury and accidents, those who fall under the following categories are not allowed to play the game:

- * Intoxicated persons
- * Those who have high blood pressure or heart problems.
- * Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
- * Persons susceptible to motion sickness.
- * Persons whose acts runs counter to the products warning displays.



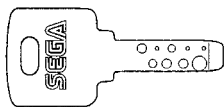
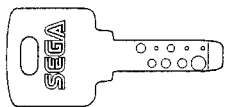
- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in openings of the product or small openings in or around doors.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.
- Although this product has the accident preventive covering attached to potentially hazardous places where hand and fingers could be caught, small children are unable to perceive hazards. Use care so that small children do not come close to the product when in play.
- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage and/or falling down, resulting in injury due to fragments and falling down.

2 . NAME OF PARTS



GAME SPECIFICATIONS	WIDTH in.	LENGTH in.	HEIGHT in.	WEIGHT lbs.
Weight-DURING SHIPPING	All measurements are and rounded UP			~ 300 LBS.
WHEN ASSEMBLED	28"	X 36"	X 71"	250 LBS.

3. ACCESSORIES

<p>DESCRIPTION OWNERS MANUAL Part No. (Qty.) 4201-6470-01 Note Figures If Part No. has no description, the Number has not been registered or can not be registered. Such a part may not be obtainable even if the customer desires to purchase it. Therefore, ensure that the part is in safekeeping with you.</p>	<p>KEY MASTER 220-5576 (2) For opening/closing the doors</p>	<p>KEY (2) For the CASHBOX DOOR</p>
		

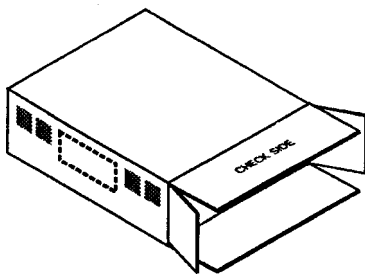


WARNING!

THE SHIPMENT METHOD DESCRIBED BELOW ONLY APPLIES TO 'MODEL 3' BOARDS CONTAINED IN THE FOLLOWING GAMES:

LOST WORLD, VIRTUA FIGHTER 3, SUPER GT, SEGA BASS FISHING, STRIKER 2 HARLEY DAVIDSON, RALLY 2, DAYTONA 2, DIRT DEVILS, HOUSE OF THE DEAD 2, CRAZY TAXI, **ZOMBIE REVENGE**

!!NEVER SHIP MODEL 3 / NAOMI GAME BOARDS OUT-SIDE OF CAGE!!

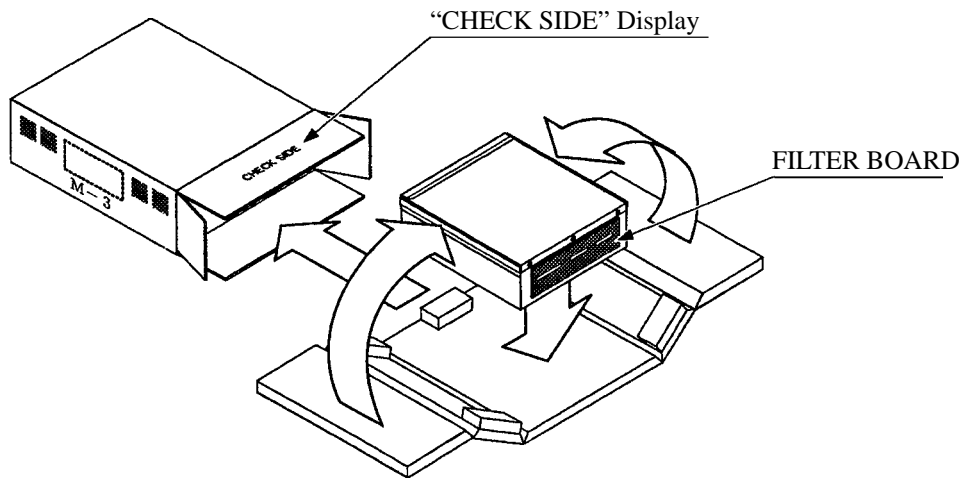


CARTON BOX

601-8928 (1)

Used for transporting the GAME BOARD.
{ SUPPLIED WITH YOUR GAME }

DO NOT SHIP GAME BOARD WITHOUT THIS BOX AS IT MAY DAMAGE THE GAME BOARD AND VOID YOUR WARRANTY.



WARNING!

NO OTHER GAMES BOARDS ARE TO BE SHIPPED IN THE CAGE AS THEY MAY BE DAMAGED BEYOND REPAIR. PLEASE SHIP THEM WITHOUT CAGE PROPERLY PROTECTED DURING SHIPPING.

4 . ASSEMBLING AND INSTALLATION



CAUTION!

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

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

When carrying out the assembly work, follow the procedure in the following 5-item sequence:

- 1 ASSY OF CABINET
- 2 SECURING IN PLACE (ADJUSTER ADJUSTMENT)
- 3 POWER SUPPLY
- 4 ASSY CHECK

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

- 1 ASSY OF CABINET

As this game is shipped fully built up, no assy of the cabinet portion is required.

2

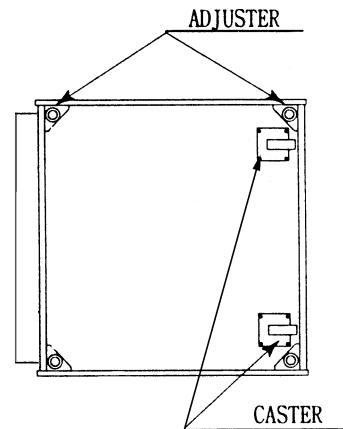
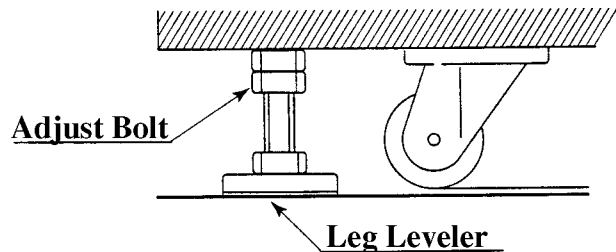
SECURING IN PLACE (ADJUSTER ADJUSTMENT)



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

This machine has 2 each of casters and 4 each of adjusters (shown below). When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5mm. from the floor and make sure that the machine position is level.

- ① Move the machine to the installation position.
- ② Cause all of the leg levelers to make contact with the floor. By using a wrench, make adjustments in the height of the leg adjusters to ensure that the machine's position is level.
- ③ After making adjustments, fasten the leg adjuster nut upward and secure the height of the leg adjuster.
- ④ The height of the table can then be determined by adjusting the leg height of the table. The Table has a range of 30" to 40" in height depending upon the preferences of the operator.



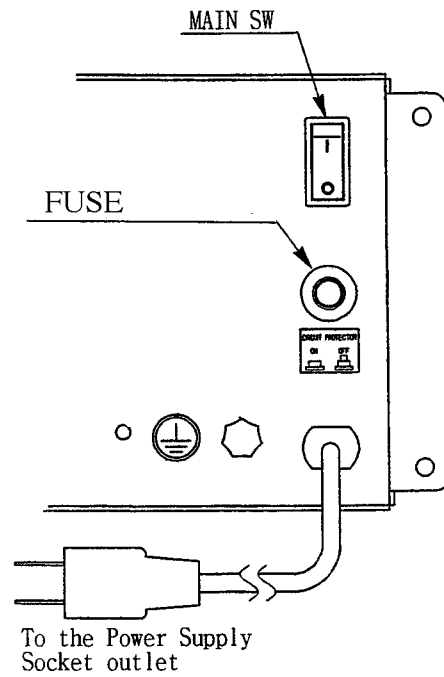
BOTTOM VIEW

3 POWER SUPPLY



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

Connect the game to the power supply and turn on power to the game. Before connecting power supply be sure that power switch is off



4

ASSYCHECK

GAME TEST MODE

```

(ZOMBIE REVENGE) TEST MENU

INPUT TEST
SOUND TEST
GAME ASSIGNMENTS
STICK SETTING
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 ZOMBIE REVENGE.

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.

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

START1      :OFF      START2      :OFF
SW_SHOT 10 :OFF      SW_SHOT 20 :OFF
SW_SHOT 11 :OFF      SW_SHOT 21 :OFF
SW_SHOT 12 :OFF      SW_SHOT 22 :OFF

TEST-SW     :OFF      SERVICE-SW :OFF
1P  UP - DOWN (VOLUME_0) :80
1P  LEFT - RIGHT (VOLUME_1) :80
2P  UP - DOWN (VOLUME_4) :80
2P  LEFT - RIGHT (VOLUME_5) :80

                PRESS TEST BUTTON TO EXIT
    
```

```

                INPUT TEST

START1      :OFF      START2      :OFF
SW_SHOT 10 :OFF      SW_SHOT 20 :OFF
SW_SHOT 11 :OFF      SW_SHOT 21 :OFF
SW_SHOT 12 :OFF      SW_SHOT 22 :OFF

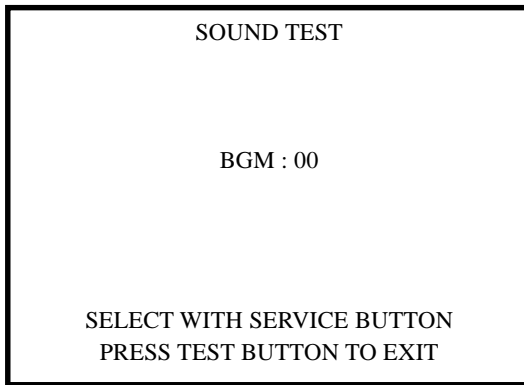
SW_UP1      :OFF      SW_UP2      :OFF
SW_DOWN1    :OFF      SW_DOWN2    :OFF
SW_LEFT1    :OFF      SW_LEFT2    :OFF
SW_RIGHT1   :OFF      SW_RIGHT2   :OFF

TEST-SW     :OFF      SERVICE-SW :OFF

                PRESS TEST BUTTON TO EXIT
    
```

SOUND TEST

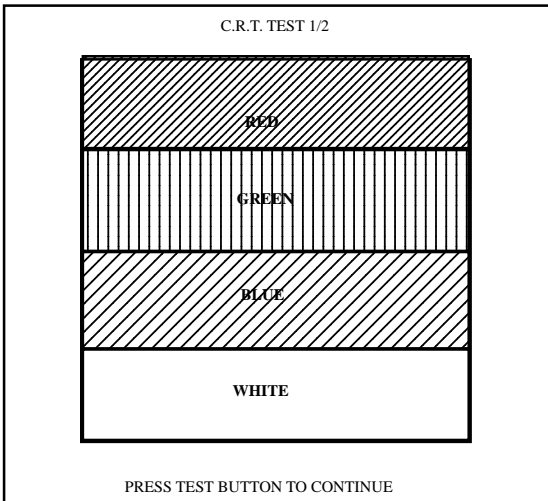
This allows sound and background used in the game to be checked/ tested.



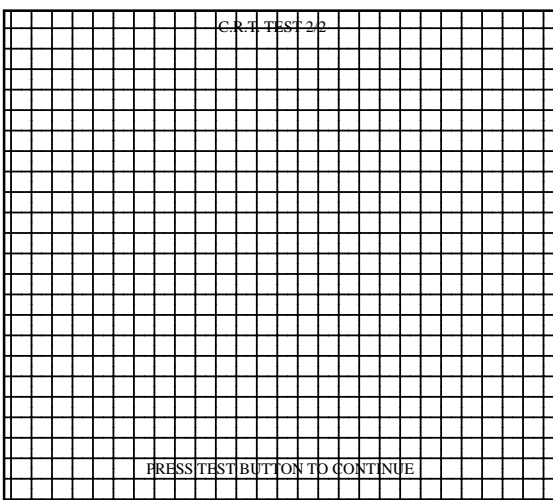
Pressing the service button increase the number by one and changes the sound.

Press the TEST button to have the MENU return to the screen.

CRT TEST



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



Perform the above inspections also at the time of monthly inspection.

5 . PRECATIONS TO BE HEEDED WHEN MOVING THE MACHINE



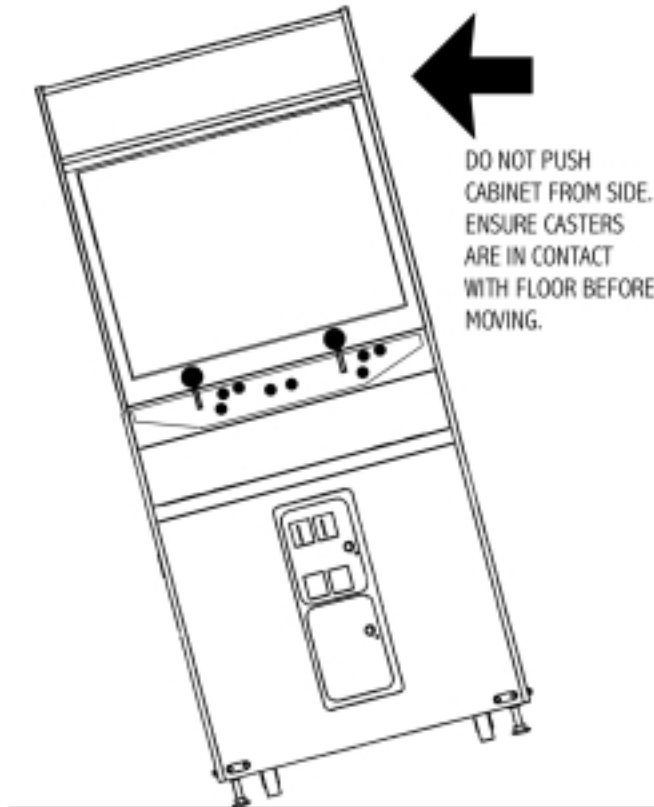
WARNING!

- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug as is inserted can damage the power cord and cause a fire or electric shock.
- As this game has no casters, the Cabinet must be lifted off of the ground in order to be moved. Plural persons are required to lift cabinet safely. Moving the cabinet with the leg still in contact with the floor, or moving the cabinet by 'rocking' the cabinet can severely damage the cabinet and the legs.
- When lifting the cabinet, be sure to hold the catch portions or bottom part. Lifting the cabinet by holding other portions can damage parts and installation portions, due to the empty weight of the cabinet, and cause personal injury.



CAUTION!

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



6 . EXPLANATION OF TEST AND DATA DISPLAY

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



IMPORTANT!

CAUTIONS TO BE HEEDED WHEN USING THE TEST MODE:

In the case where plural machines are linked for communication play, if even one seat enters the test mode, all of the linked seats will enter the test mode. Therefore, if any one of the linked machines is in play, use care so as not to use the test mode.

The contents of the setting changes made will not be effective unless the test mode is finished in the test mode. When the setting is changed, be sure to "EXIT" in the menu mode. Do not press the TEST BUTTON during network check at the time of turning the power on or exiting from the test mode. If anyone of the linked machines uses the test mode during network check, all other Seats will continue network checking. Cause all of the Seats to reenter the test mode and then have all of the Seats exit from the test mode simultaneously.

When performing installation, servicing product or changing game boards refer to individual kit instructions for each of the listed items below:

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

6 - 1 SWITCH UNIT AND COIN METER



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

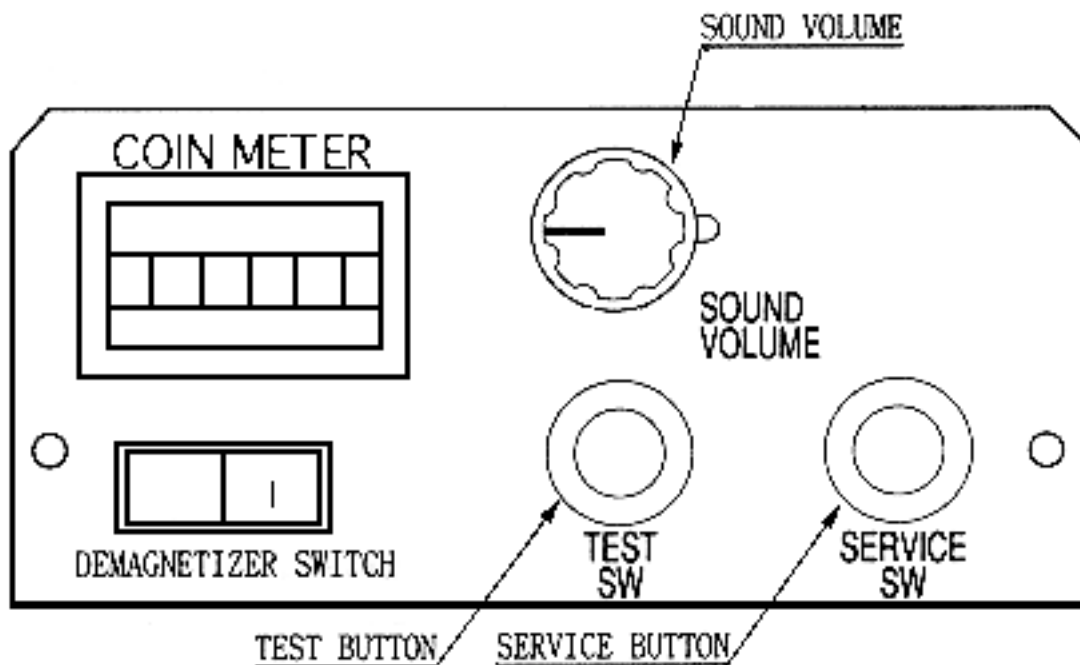


- Adjust to the optimum sound volume by considering the environmental requirements of the installation location.
- If the COIN METER and the game board are electrically disconnected, game play is not possible.

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

SWITCH UNIT

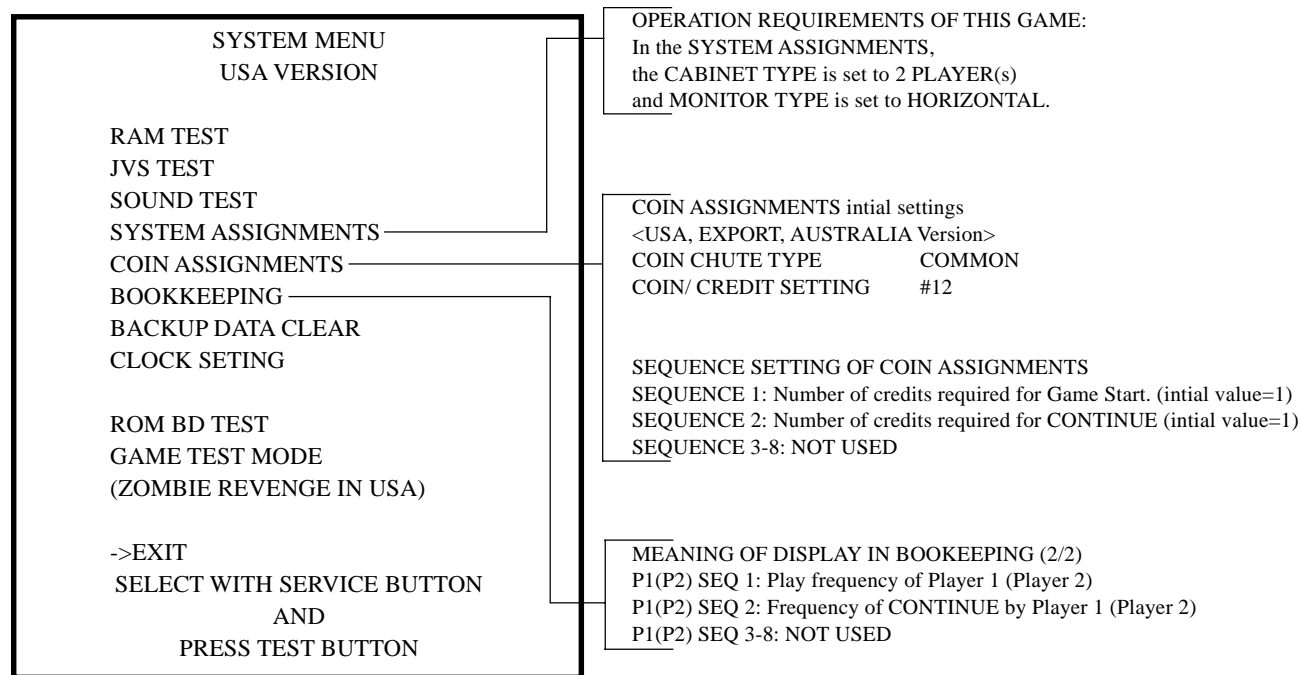
- ① **SOUND VOLUME**
Controls the speaker volume of the right/left speakers.
- ② **TEST BUTTON (TEST SW)**
For the handling of the TEST BUTTON, refer to the section on test mode.
- ③ **SERVICE BUTTON (SERVICE SW)**
Gives credits without registering on the coin meter.



6 - 2 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 ASSIGNMENTS 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.



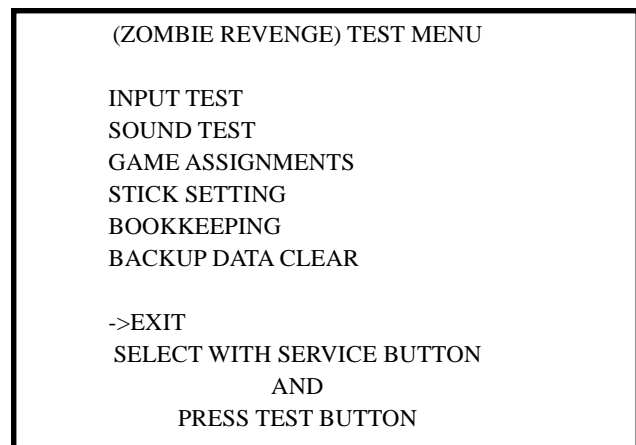
- 3.) Bring the arrow to the item of Game TEST MODE and press the TEST button to display the GAME TEST MENU peculiar to ZOMBIE REVENGE. See the next page onward.
- 4.) Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the Gam Mode.



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.

6 - 3 GAME TEST MODE



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 ZOMBIE REVENGE.

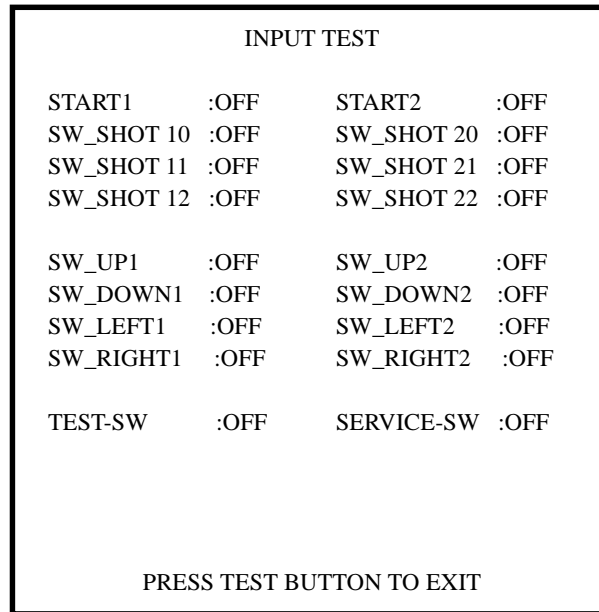
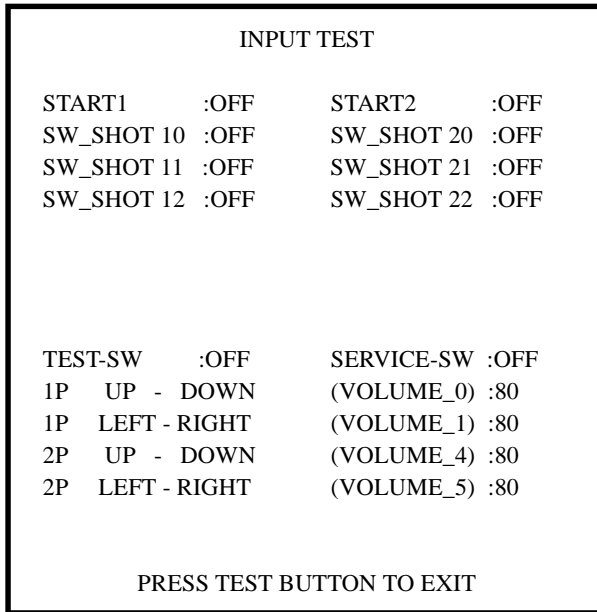
Press the SERVICE button to move the arrow. Bring the arrow the desired item and press the TEST button. Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the SYSTEM MENU MODE.

6 - 4 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.



1P (2P) UP-DOWN shows the minimum value when the Stick is inclined downward, and the maximum value when the Stick is inclined upward.

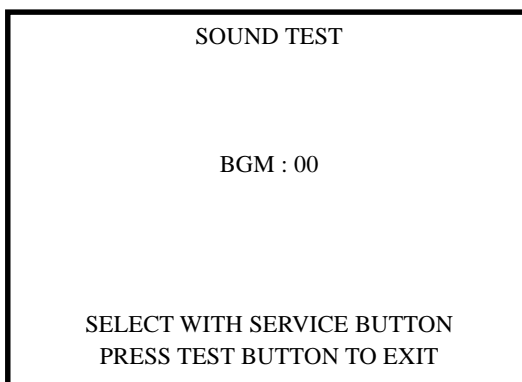
1P (2P) LEFT-RIGHT shows the minimum value when the Stick is inclined to the right, and the maximum when the Stick is inclined to the left. When the Stick is untouched, the CENTER value is displayed. If each of the center, minimum, and maximum value is within range of 70-8F,00-0F, and F0-FF respectively, it is satisfactory.

If the value is not satisfactory, return to the MENU mode, make adjustment in (4) STICK SETTING, and reconfirm the value in this test.

Press the test menu to have the MENU return onto the screen.

6 - 5 SOUND TEST

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



Pressing the service button increase the number by one and changes the sound.

Press the TEST button to have the MENU return to the screen.

6 - 6 GAME ASSIGNMENTS

GAME ASSIGNMENTS	
JOYSTICK TYPE	ANALOG
GAME DIFFICULTY	NORMAL
MAX LIFE	256
VIOLENCE MODE	OFF
->EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON TO EXIT	

Allows game difficulty adjustments to be performed/ changed.

SELECTION OF DESIRED ITEM

- 1.) Press the SERVICE button to move the -> and bring it to the desired item.
- 2.) Press the TEST button to change the setting.
- 3.) After the device setting is finished, bring the -> to EXIT and press the TEST button.

(A) JOYSTICK TYPE (ANALOG, DIGITAL (NORMAL))

This allows the Control Panel's JOYSTICK TYPE to be selected.

(B) GAME DIFFICULTY

(VERY EASY, EASY, MEDIUM EASY, NORMAL, BITS HARD, MEDIUM HARD, HARD, VERY HARD)

(C) MAX LIFE (128, 256, 384, 512)

Sets the character's "LIFE" value.

(D) VIOLENCE MODE (OFF, ON)

Sets the blood color to ON (red) or OFF (green). This item is displayed for the USA version only and not for EXPORT, KOREA, AUSTRALIA versions.

6 - 7 STICK SETTING

If the JOSTICK TYPE is set to ANALOG in (3) GAME ASSIGNMENTS, the ANALOG STICK volume can be adjusted.

NEW JAMMA ANALOG				
	MIN	CENTER	MAX	
1P UP - DOWN: (VOLUME 0)	00	80	FF	
1P LEFT - RIGHT: (VOLUME 1)	00	80	FF	
2P UP - DOWN: (VOLUME 4)	00	80	FF	
2P LEFT - RIGHT: (VOLUME 5)	00	80	FF	
PRESS TEST BUTTON TO EXIT				

ADJUSTING THE VOLUME VALUE

Starting from the untouched status of 1P (2P) ANALOG STICK, adjust the Volume value by moving the Stick fully UP/DOWN/LEFT/RIGHT within the maximum movable ranges.

There after, the adjustment is finished if the MENU mode returns when the TEST button is pressed in the status and Stick is untouched.

After adjustment, be sure to check in (1) INPUT TEST to confirm that the value is satisfactory.

If the value is not satisfactory, return to STICK SETTING and adjust the Volume value. If the satisfactory value is not obtained after adjusting several times, then, the STICK may be malfunctioning.

In the case JOYSTICK TYPE is set to DIGITAL, the following is displayed.

NEW JAMMA DIGITAL
STICK TYPE IS SET DIGITAL!!
PRESS TEST BUTTON TO EXIT

Press the TEST button to have the MENU return to the screen.

6 - 8 BOOKKEEPING

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

BOOKKEEPING				
GAME REPORT PAGE 1/2				
NUMBER OF GAMES	0			
1P GAMES	0			
2P GAMES	0			
NUMBER OF CONTINUE	0			
1P GAMES	0			
2P GAMES	0			
TOTAL COIN	0			
COIN CREDIT	0			
SERVICE CREDIT	0			
TOTAL CREDIT	0			
TOTAL TIME	0D	0H	0M	0S
PLAY TIME	0D	0H	0M	0S
AVERAGE PLAY TIME	0D	0H	0M	0S
LONGEST PLAY TIME	0D	0H	0M	0S
SHORTEST PLAY TIME	0D	0H	0M	0S
PRESS TEST BUTTON TO EXIT				

(A) NUMBER OF GAMES

1P, 2P total game playfrequency.

(B) NUMBER OF CONTINUE

1P, 2P continue game playfrequency.

(C) TOTAL COIN

Total number of times both the COIN CHUTE'S are actuated.

(D) COIN CREDIT

Number of CREDITS registered by COIN insertion only.

(E) SERVICE CREDIT

The SERVICE SWITCH usage frequency.

(F) TOTAL CREDIT

Total number of CREDITS.

(G) TOTAL TIME

Machine's total actuated time (excluding the test performance time).

(H) PLAY TIME

Displays total game play time.

(I) AVERAGE TIME

Average Game play time.

(J) LONGEST TIME

Displays the longest play time.

(K) SHORTEST TIME

Displays the shortest play time.

Press the test button to proceed to the next page.

Press the TEST button to have the MENU return to the screen.

Page 2/2 displays by-play-time play frequency.

BOOKKEEPING	
TIME HISTOGRAM PAGE 2/2	
0M00S ~ 0M29S	0
0M30S ~ 0M59S	0
1M00S ~ 1M29S	0
1M30S ~ 1M59S	0
2M00S ~ 2M29S	0
2M30S ~ 2M59S	0
4M00S ~ 4M29S	0
4M30S ~ 4M59S	0
5M00S ~ 5M29S	0
5M30S ~ 5M59S	0
6M00S ~ 6M29S	0
6M30S ~ 6M59S	0
7M00S ~ 7M29S	0
7M30S ~ 7M59S	0
8M00S ~ 8M29S	0
8M30S ~ 8M59S	0
9M00S ~ 9M29S	0
9M30S ~ 9M59S	0
OVER	
PRESS TEST BUTTON TO EXIT	

6 - 9 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 displayed.

Pressing the TEST button will have the MENU return to the screen.

7 . COIN SELECTOR

HANDLING THE COIN JAM

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

CLEANING THE COIN SELECTOR

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

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

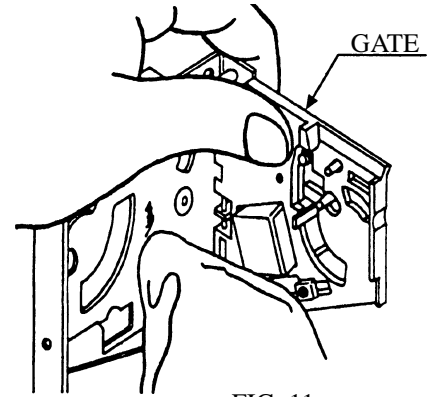


FIG. 11a

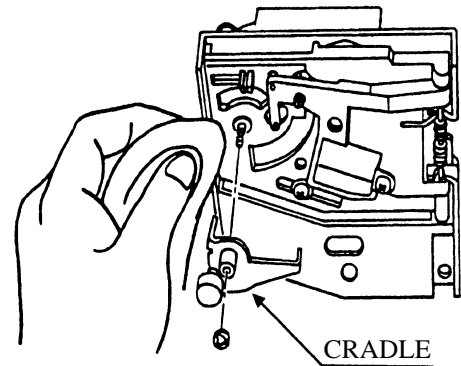


FIG.11b



IMPORTANT!

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

COIN INSERTION TEST

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

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

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

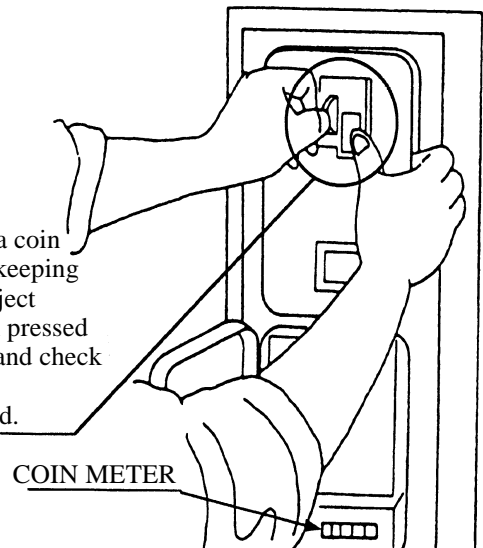


FIG. 11c

OPTIONAL DOLLAR BILL ACCEPTOR

● THE COIN DOOR ASSEMBLY USED ON **ZOMBIE REVENGE** COMES EQUIPPED TO ACCEPT A DOLLAR BILL ACCEPTOR. ALL NEEDED WIRING CONNECTIONS ARE CONVENIENTLY LOCATED INSIDE THE GAME FOR THIS APPLICATION.

● THE COIN DOOR CAN ACCCOMMODATE THE FOLLOWING VALIDATORS:

HOLE POSITION#1 (FORWARD-MOST POSITION)	Mars 2000 series
HOLE POSITION#2	Mars 2000 series DBV45 (JCM)
HOLE POSITION #3	CURRENTLY NOT USED
HOLE POSITION #4	DSI01*

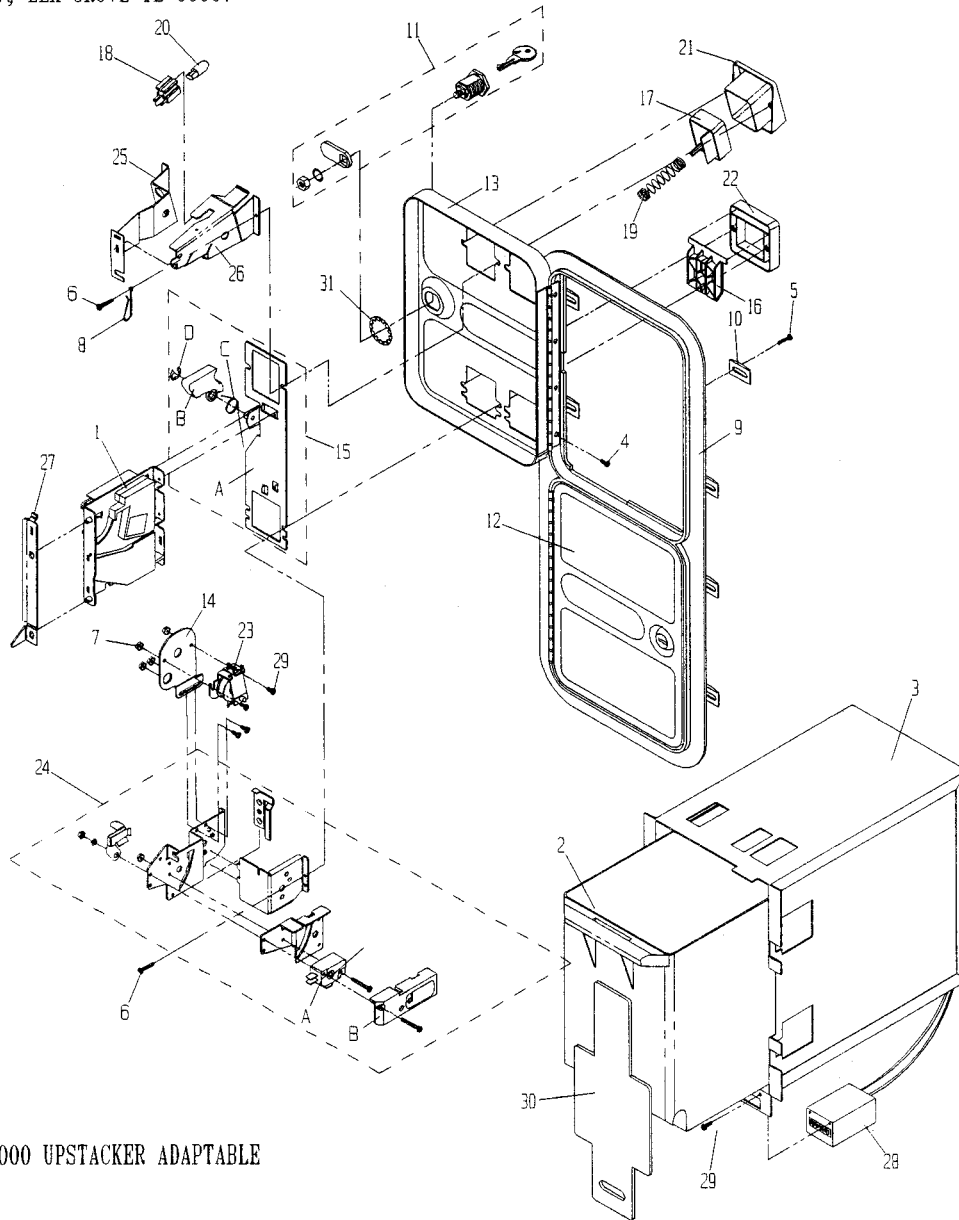
*The back flange on the chute can be removed for hold position #4. If the flange is not removed, it may interfere with the back of the cabinet.

The frame and cashbox enclosure on this coindoor has been modified to accomodate a Mars 2000 series upstacker. A 2000 series stacker can be added by simply removing the top two entry door and replacing it with a one entry door with a cut-out for a stacker. This one entry door can be ordered through Coin Controls or one of Coin Controls authorized distributors. The part number is 91-4000-01. The Mars stacker can be obtained through an authorized Mars distibutor.

COIN CONTROLS INTERNATIONAL

1850 HOWARD ST., ELK GROVE IL 60007
(847) 228-1810

OVER/UNDER TWO ENTRY COIN DOOR*



* MARS SERIES 2000 UPSTACKER ADAPTABLE

PART #	DESCRIPTION	COST	PART #	DESCRIPTION	COST	PART #	DESCRIPTION	COST
1)	12-4050-XX S-10 ACCEPTOR	19.50	16)	91-1109-16 REJECT FLAP NYLON, BLACK	2.70	28)	23-1011-00 12V DC METER	8.50
	12-4150-011 S-7 US #.25	12.00	17)	91-1113-01 ENTRY/REJECT BUTTON 25c	4.45		23-1103-00 4.5V DC METER	8.50
2)	20-4177-00 PLASTIC CASEBOX	7.40	18)	91-1117-00 LAMPHOLDER	1.40	29)	90-1032-01 METER & LOCKOUT SCREW	.25
3)	20-4189-00 ENCLOSURE, Z2000	27.50	19)	91-1121-00 E/R BUTTON SPRING	.80	30)	22-1400-00 LOCKING BAR	7.00
4)	90-1002-00 HINGE SCREW	.25	20)	91-1118-00 6V LAMP WEDGE BASE	.95	31)	90-1019-00 3/4" LOCKWASHER	.25
5)	90-1003-00 CLAMP SCREW	.95	21)	91-1311-16 BUTTON BEZEL BLACK	2.70			
6)	90-1017-00 SCREW BEZEL NYLON	.25	22)	91-1312-16 REJECT BEZEL BLACK	2.70			
7)	90-1206-02 #4-40 KEP NUT	.25	23)	91-2125-00 12V LOCKOUT COIL ASSEMBLY	12.85			
8)	90-1300-00 KEYHOOK	.35	24)	91-2216-16 MICROSWITCH ASSEMBLY	15.00			
9)	91-0508-16 FRAME	30.00	24A)	91-1116-16 MICROSWITCH BLACK	5.40			
10)	91-0506-00 CLAMP	.45		91-1116-11 MICROSWITCH WHITE	5.40			
11)	91-0547-00 DOUBLE D CAM LOCK	5.25		91-1116-10 MICROSWITCH RED	5.40			
12)	91-0603-16 BLACK MINI DOOR	8.40	24B)	91-1125-00 MICROSWITCH PLASTIC COVER	.85			
13)	91-0604-16 2 ENTRY UPPER DOOR	10.00	25)	92-1002-01 COIN INLET LAMP SIDE	1.80			
14)	91-1008-039 LOCKOUT BRACKET	4.30	26)	92-1002-021 COIN INLET COVER SIDE	1.80			
15)	91-1008-107 BASEPLATE ASSEMBLY	5.00	27)	92-1002-10 HOLD DOWN BRACKET	1.50			

8. MONITOR



CAUTION!

When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor, be sure to disconnect the power connector (plug) before starting work. Proceeding the work without following this instruction can cause electric shock or malfunctioning.

Using the monitor by converting it without obtaining a prior permission is not allowed. SEGA shall not be liable for any malfunctioning and accident caused by said conversion.

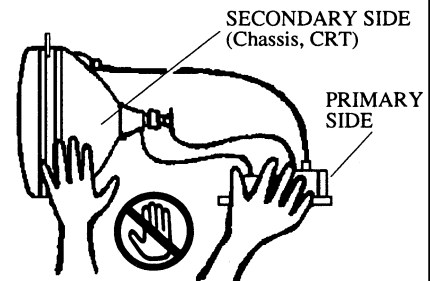


WARNING!

Primary side and secondary side

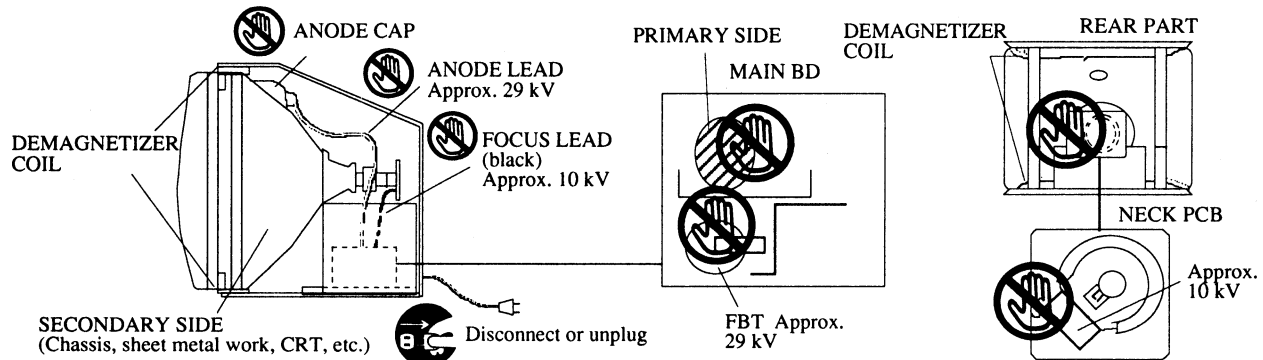
The monitor's circuit which is divided into the Primary side and secondary side, is electrically isolated. Do not touch the primary side and the secondary side simultaneously. Failing to observe the instruction can cause electric shock, and this is very dangerous.

When making monitor adjustments, use a non-conductive driver and make adjustment without touching any other part other than the Adjustment V.R. and Knob. Also, be sure not to cause a short-circuit to the Primary side and the Secondary side. If short-circuited, it can cause electric shock or malfunctioning, which is very dangerous.



High tension Voltage

Some of the parts inside the monitor are subject to high-tension voltage in excess of 20,000 volts and very dangerous. Therefore, do not touch the monitor interior. Should soldering & paper wastes, etc. be mixed in the monitor, turn the power off so as not to cause malfunctioning or fire hazard.



Connecting the CRT and PCB

For combining the CRT and PCB, use the specified part No. to maintain the status of adjustments made at the factory. The anode of the CRT itself will be accumulatively charged as time elapses, generating high tension voltage which is very dangerous. The monitor should be used with the Chassis, CRT and PCB assembled. When repair, etc. is required at the time of malfunctioning, be sure to send it in an "as assembled" condition. If these are disassembled, what's charged to said high tension voltage can be discharged, causing a very hazardous situation. Therefore, under no circumstances should it be disassembled.



CAUTION!

Static Electricity

Touching the CRT surface sometimes causes you to slightly feel electricity. This is because the CRT surfaces are subject to static and will not adversely affect the human body.

Installation and removal

Ensure that the Magnetizer Coil, FBT (Fly-Back Transformer), Anode Lead and Focus Lead are not positioned close to the sheet metal work's sharp edges, etc. and avoid damaging the insulated portions so as not to cause an electric shock and malfunctioning. (For the name of parts, refer to the above figures.)



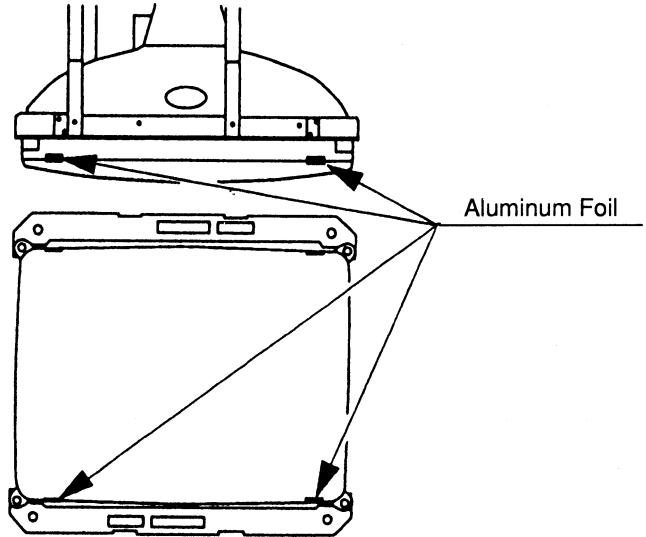
CAUTION!

For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the coating, pay attention to the following points. Damaging the coating film can cause electric shock to the customers. For the caution to be heeded when clearing, refer to the Section of Periodic inspection Table.

Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on C.R.T. surfaces.

Avoid applying stickers, seals, etc. on the C.R.T. face.

Do not remove aluminum foils from the C.R.T. corners. Removing the aluminum foils can cause static prevention effects to be lowered.

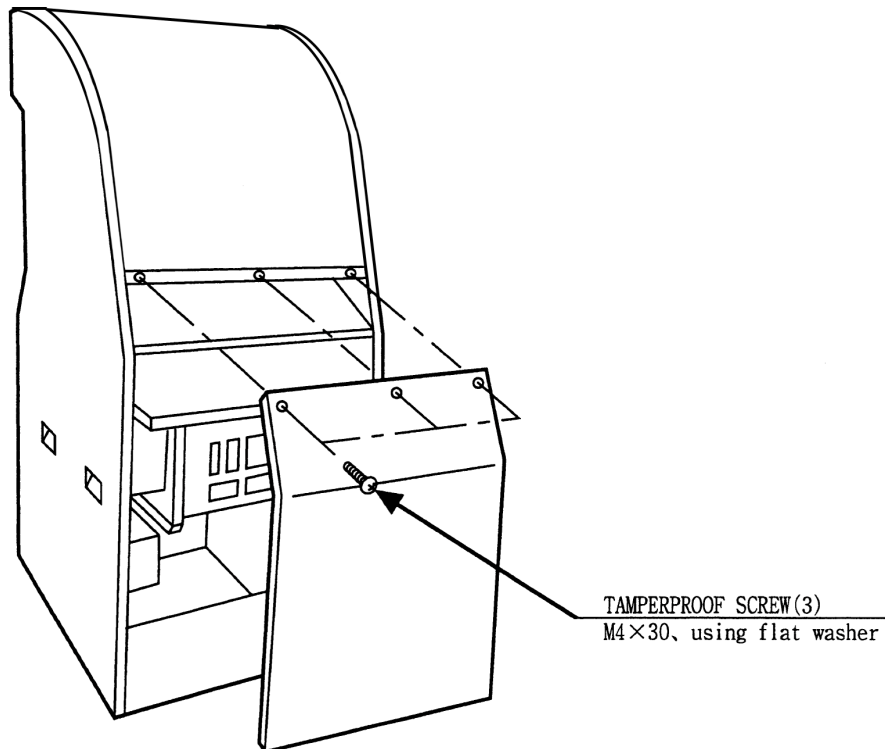


CAUTION!

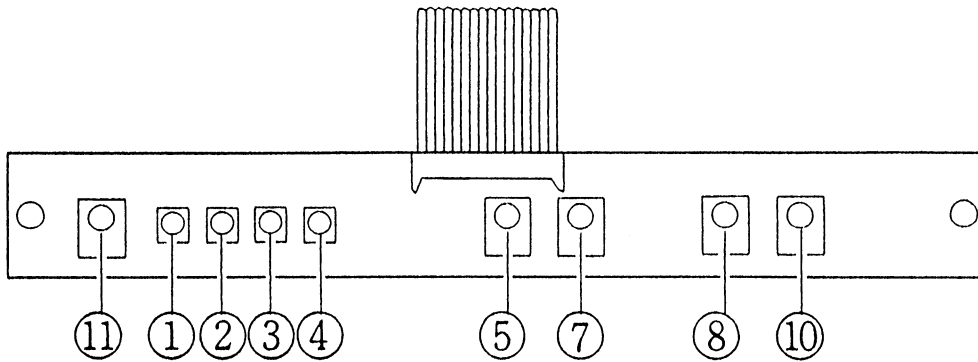
Monitor adjustments have been made at the time of shipment. Therefore do not make further adjustment without a justifiable reason.

Adjusting the monitor which contains high tension parts is dangerous work. Also, an erroneous adjustment can cause deviated synchronization and image fault, resulting in malfunctioning.

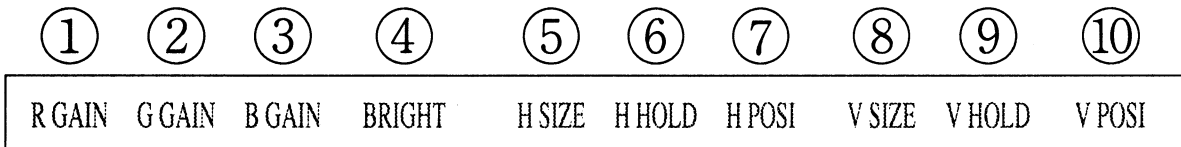
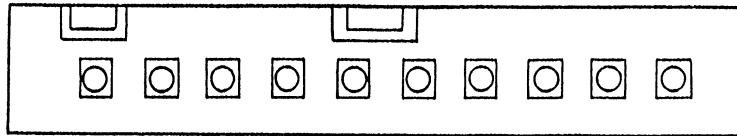
When making adjustment, utilize a resinous Alignment Rod. Servicing with bare hands or using conductive tools can cause electric shock.



NANAO monitor: 2 0 0 - 5 2 4 2 - 2 4 - 0 4 (24K mode)



SANWA monitor: 2 0 0 - 5 2 4 3 - 2 4 (24K mode)



- ① R-GAIN
- ② G-GAIN Controls colors.
- ③ B-GAIN
- ④ BRIGHT Controls screen brightness.
- ⑤ H. SIZE Controls horizontal screen size.
- ⑥ H. HOLD Provides horizontal synchronization, i.e., controls right/left hold.
- ⑦ H. POSI Controls horizontal display position on screen.
- ⑧ V. SIZE Controls vertical screen size.
- ⑨ V. HOLD Provides vertical synchronization, i.e., controls up-down hold.
- ⑩ V. POSI Controls vertical display position on screen.
- ⑪ CONTRAST Adjusts image contrast.

9. REPLACEMENT OF FLUORESCENT LAMP



WARNING!

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

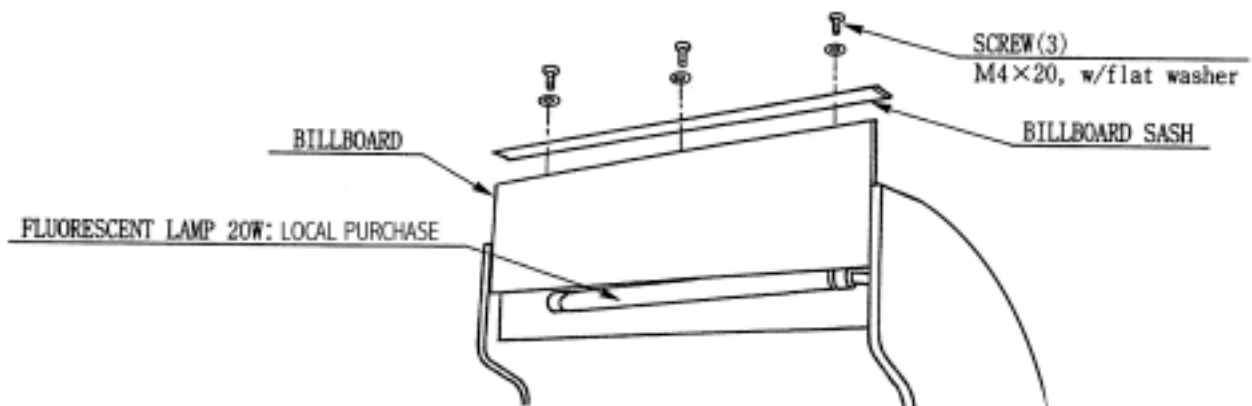


CAUTION!

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

9-1 REPLACEMENT OF FLUORESCENT LAMP

- ① Take out the 3 Tamperproof screws securing the billboard plex. Remove the billboard plex.
- ② Be sure to disconnect all connectors connected to the Marquee assembly before removing the FL fixture and/or performing work.
- ③ Replace the bulb and reinstall.



10. PERIODIC INSPECTION TABLE

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

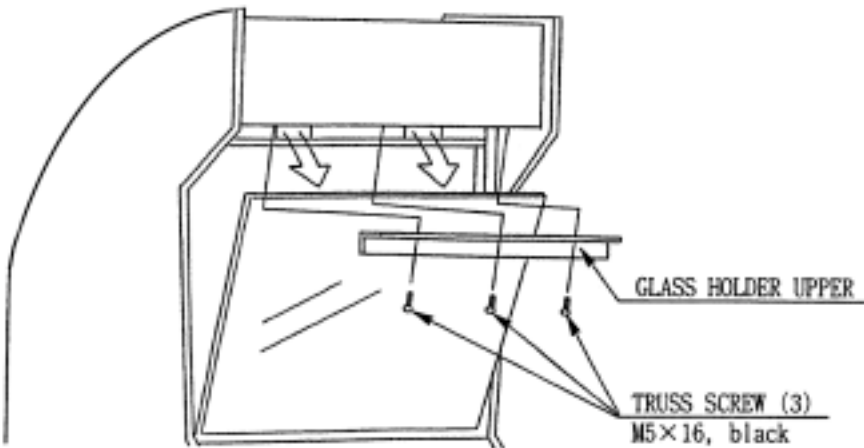


- Be sure to check once a year to see if Power Cords are damaged, the plug is securley inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause a fire or electrical shock.
- Periodically once a year, request the place of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

	Item	Interval
CABINET	Check Adjuster's contact with surface.	Daily
MONITOR	Check Adjustments.	Monthly
	Cleaning of CRT surfaces.	Weekly
COIN CHUTE TOWER	Check COIN SW.	Monthly
	Coin insertion test.	Monthly
	Cleaining the COIN SELECTOR	Monthly
Cabinet surfaces	Cleaning	As necessary
INTERIOR	Cleaning	Annually
POWER SUPPLY PLUG	Inspection and cleaing	Annually

CLEANING CABINET SURFACES

If the cabinet is badly stained, use a cloth which is dipped in the chemical detergent liquid diluted with water and then squeezed dry. Do not use thinner, benzine, alcohol or chemical dustcloth as these can damage Cabinet surfaces.



11. TROUBLESHOOTING

Should trouble occur, first check connector connections.

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation	Power is not supplied. Power supply/voltage is not correct.	Plug in correctly Make sure that power supply/voltage is correct
Irregular sound emitted from inside Cabinet	Greasing to gear mesh portion is not satisfactory, or extraneous matter mixed in.	Apply greasing or eliminate extraneous matter.
The color of the image on PROJ. screen is incorrect.	Connector connections are defective.	Check the connection for the RGB and SYNC connectors of the PROJ. TERM. BD and VPM BUFFER BD.
The image on PROJ. screen has color deviation.	Affected by the magnetic field of installation location.	Make CONVERGENCE adjustment. (Refer to Section 12.)
No sound is emitted.	Sound Volume adjustment is not appropriate. Sound BD and speaker are malfunctioning.	Adjust sound volume. (see Section 7). Perform sound test to find and replace defective parts.(Refer to Section 7).
*NETWORK check will not finish.	Communication cable's connection failure.	Perform V.R. setting, Adjustment.
*Communication play is not possible.	Communication cable's connection failure. Communication Play setting is wrong.	Check for Communication cable disconnection Correctly set in test mode.

12. GAME BOARD



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



Do not expose the Game BD, etc. without a good reason. In this product, setting changes are made during the test mode. The Game BD need not be operated. Use the Game BD, etc. as is with the same setting made at the time of shipment.

12-1 REMOVING THE GAME BOARD

To replace the IC Board or to change dip switch settings, take out the IC board using the following procedure;

- ① Turn main switch off.
- ② Unlock Cabi Drawer, pull outward, exposing all game components.
- ③ Disconnect all connectors connected to the Shield Case.
- ④ Take off the 4 screws to remove the Shield Case. The game board is inside the shield case.

NAOMI
GAME BD



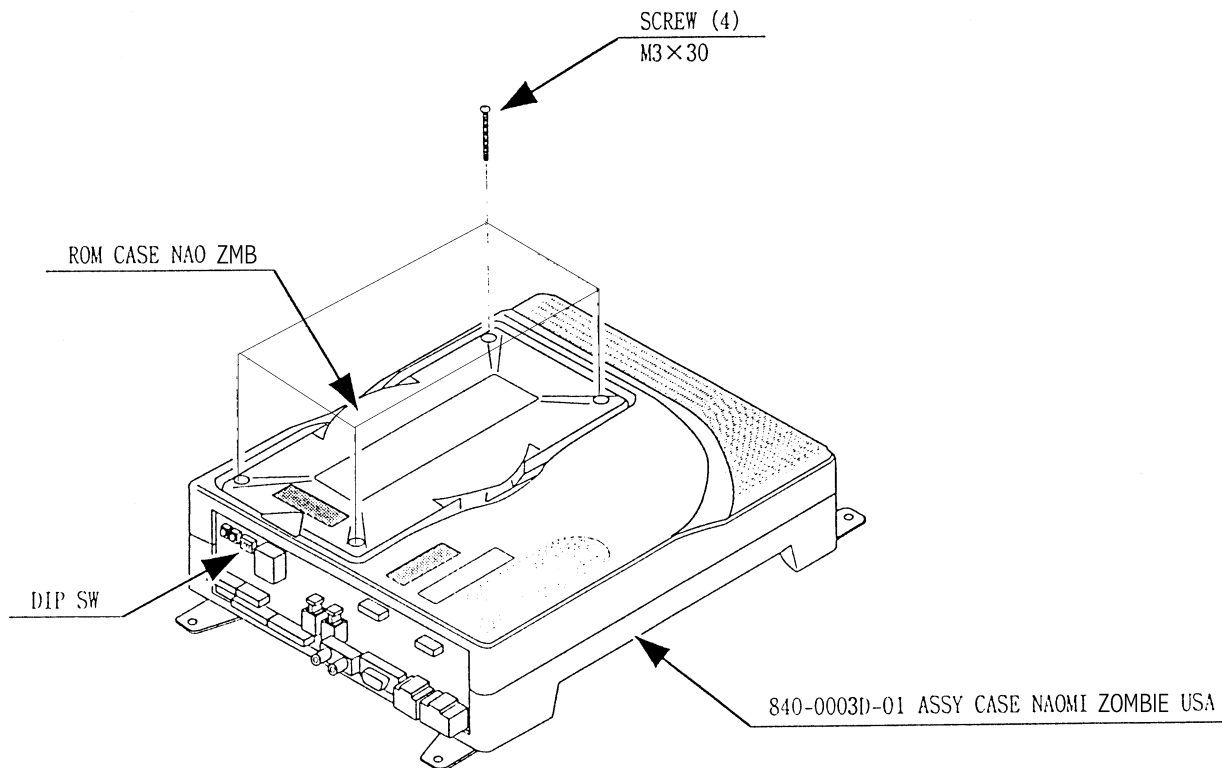
12 -2 COMPOSITION OF GAME BOARD



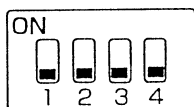
IMPORTANT!

Ensure that the DIP SW setting is performed as designated as designated. Failure to observe thisw may cause functioning not suitable for tyhe operation, or malfunctioning.

ASSY CASE NAO USA (840-0003D-01) : ZOMBIE USA



DIP SW SETTINGS



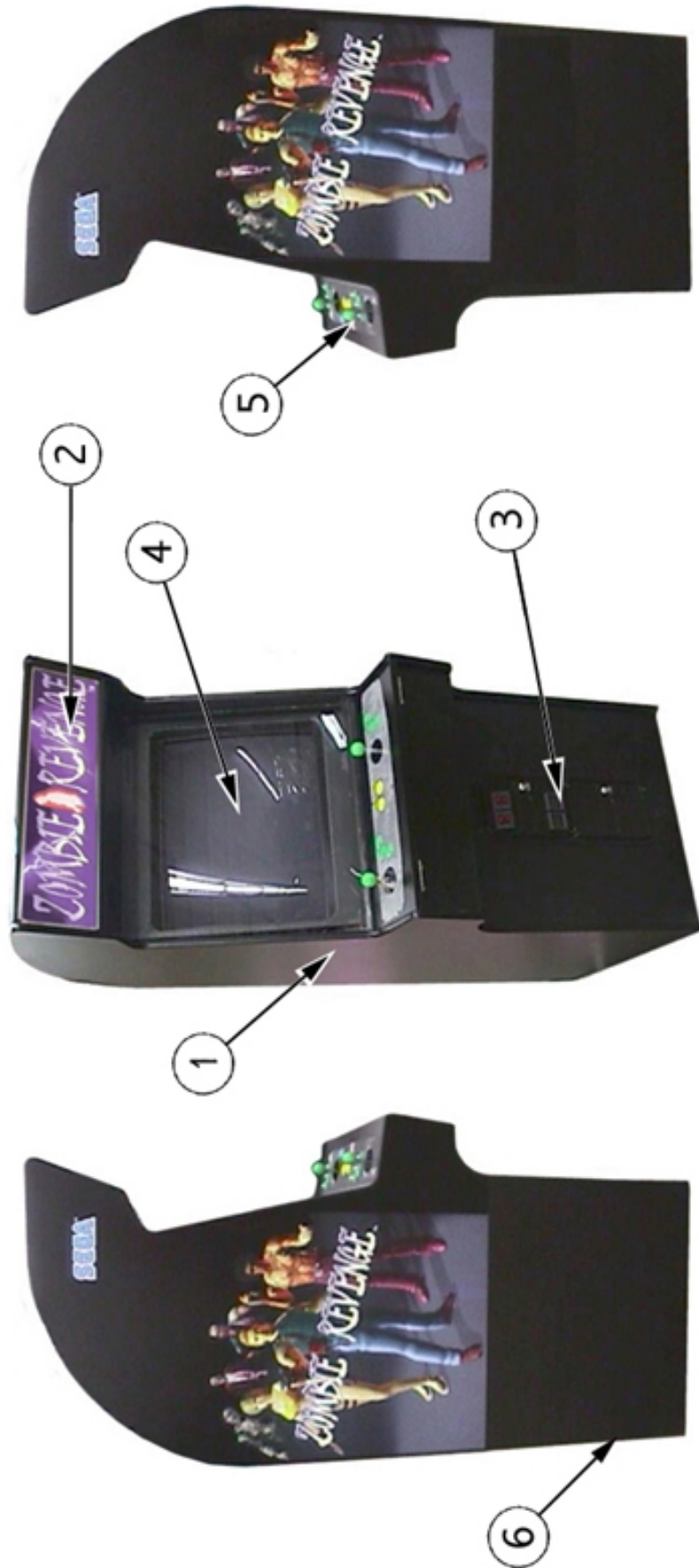
13. DESIGN RELATED PARTS



ITEM NO.	PART NO.	DESCRIPTION
1	999-0777	MARQUEE PLEX ZBX
2	999-0780	SUB INSTR SH ZBX
3	999-0779	INSTRUCTION SHEET ZBX
4	999-0778	CONTROL PANEL OVERLAY ZBX
5	999-0775	STICKER CABI LEFT ZBX
6	999-0776	STICKER CABI RIGHT ZBX

14. PARTS LIST

TOP ASSY ZBX

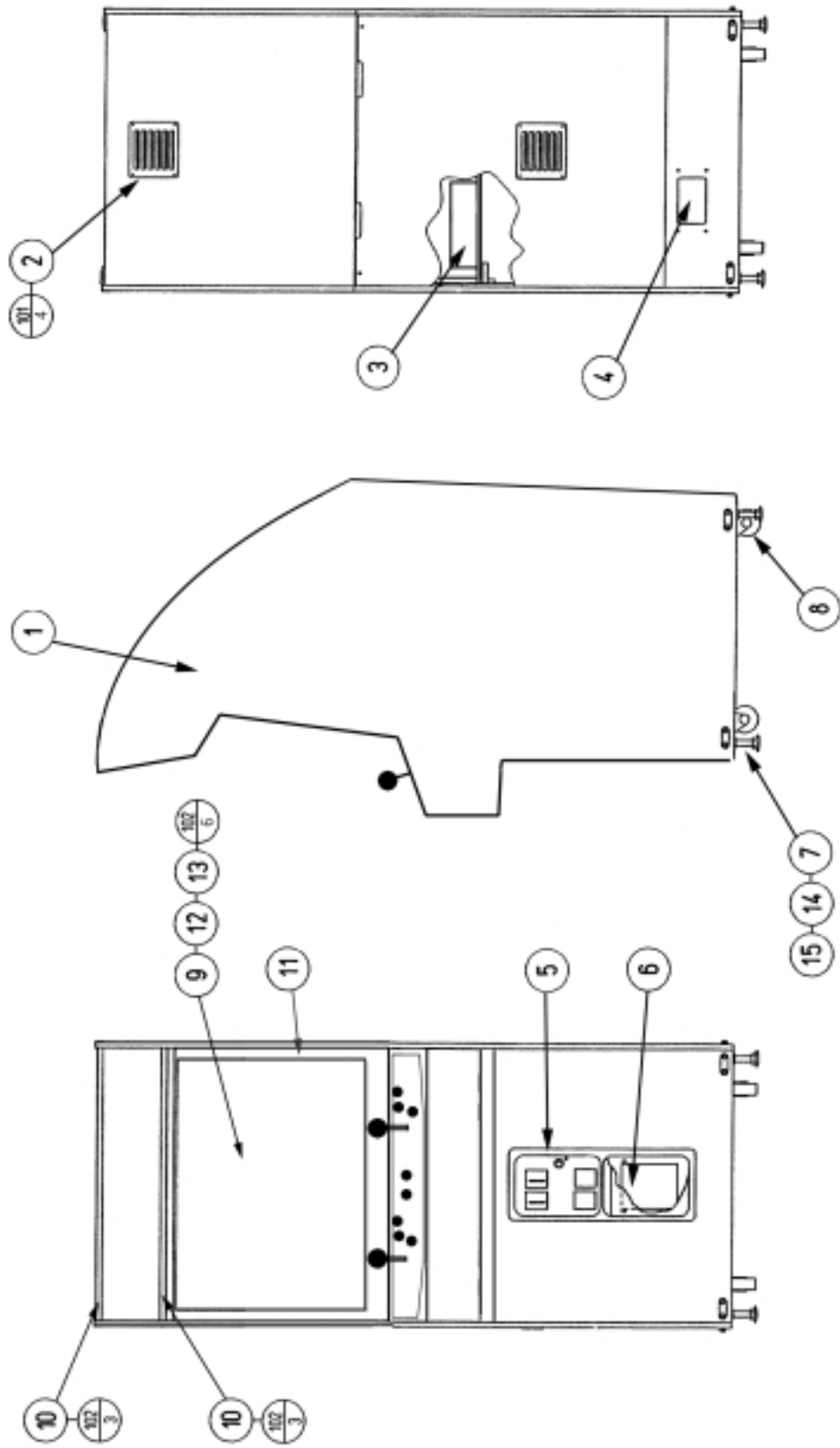


TOP ASSY ZBX

ITEM NO.	PART NO.	DESCRIPTION
1	NOT AVAILABLE*	ASSY SUB-CABINET ZBX
2	SEE DESCRIPTION*	ASSY BILLBOARD ZBX
3	SEE DESCRIPTION*	ASSY COIN TOWER
4	HOD1-1570	ASSY MONITOR 29TYPE 31K
5	SEE DESCRIPTION*	ASSY CONTROL PANEL ZBX
6	DRT1-0400	AC UNIT

* THESE ITEMS ARE NOT SOLD AS COMPLETE UNITS, PLEASE SEE INDIVIDUAL ASSEMBLIES FOR PART NUMBERS OF ALL ITEMS CONTAINED ON THEM.

ASSY SUB CABI ZBX

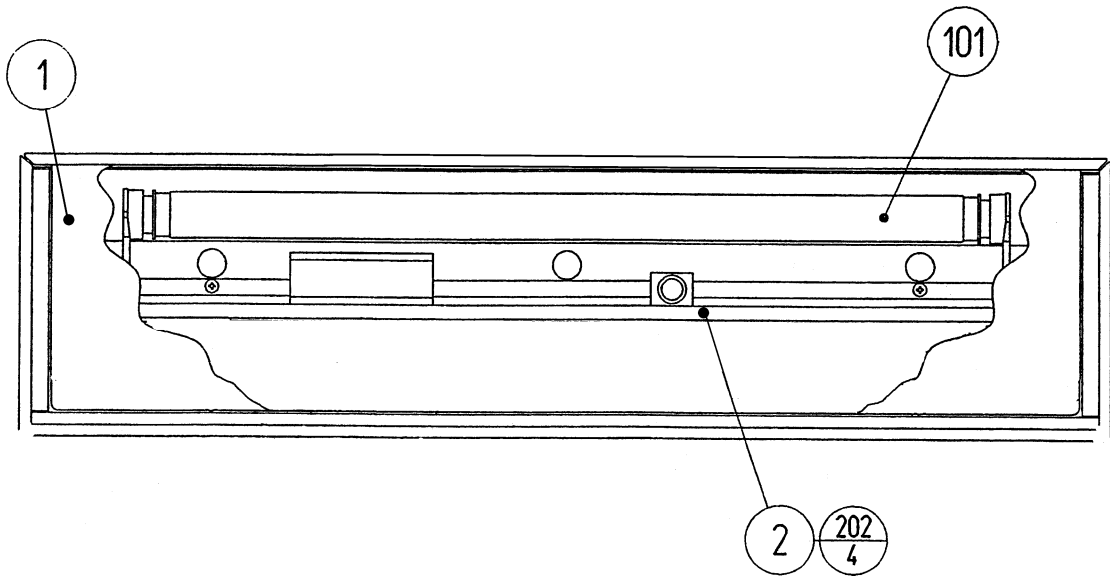


ASSY SUB CABI ZBX

ITEM NO.	PART NO.	DESCRIPTION
1	NOT AVAILABLE*	ASSY SUB-CABINET ZBX
2	UP-1018	AIR VENT
3	SEE DESCRIPTION*	ASSY ELEC BASE
4	DRT1-0400	ASSY AC UNIT
5	SEE DESCRIPTION*	ASSY COIN TOWER
6	BOX-CASH	CASH BOX
7	601-5699X	LEG ADJUSTER BOLT M16X75
8	601-9377	CASTER FAI=75
9	999-0781	MONITOR GLASS 29" ZBX
10	COP-1509	BILLBOARD SASH
11	999-0782	MONITOR BEZEL 29" ZBX
12	AIN-1033	GLASS HOLDER UPPER
13	COP-1510	GLASS HOLDER LOWER
14	ARC-1006	LEG BRACKET
15	117-5191	PLATE
101	000-T00420-W	M SCR TH BLK M4X20
102	000-T00516-0B	M SCR TH BLK M5X16

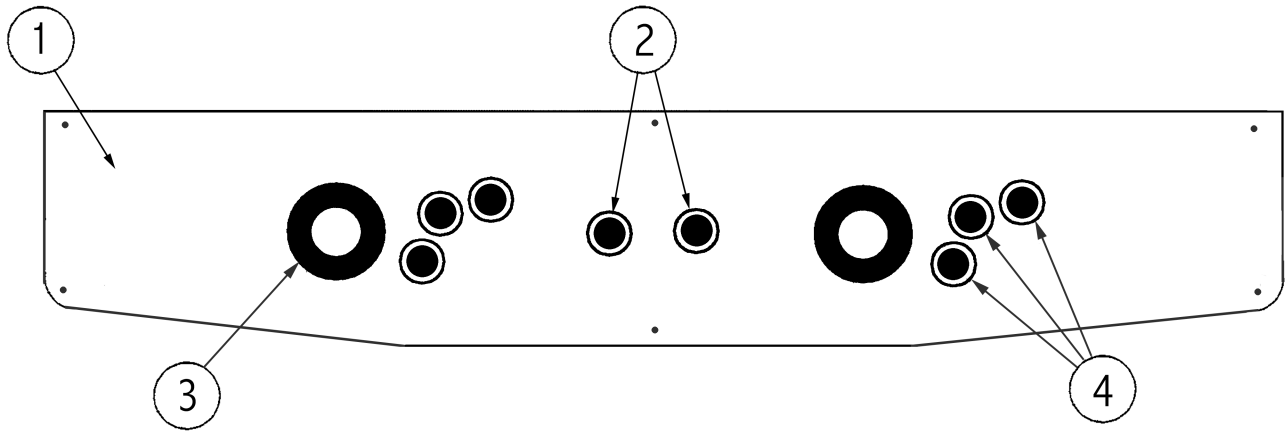
* THESE ITEMS ARE NOT SOLD AS COMLETE UNITS, PLEASE SEE INDIVIDUAL ASSEMBLIES FOR PART NUMBERS OF ALL ITEMS CONTAINED ON THEM.

ASSY BILLBOARD



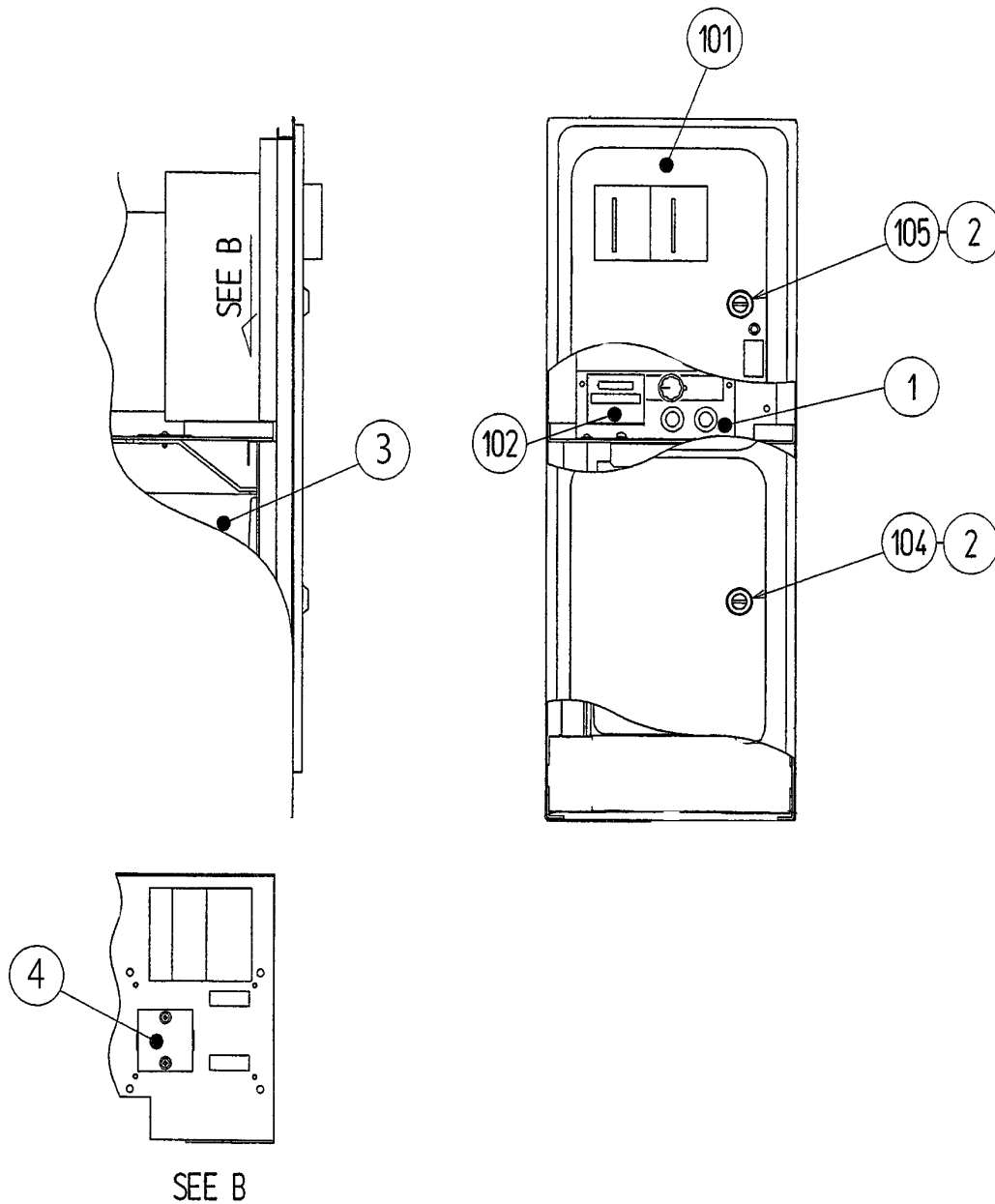
ITEM NO.	PART NO.	DESCRIPTION
1	999-0777	MARQUEE PLEX
2	LOCAL PURCHASE	FL BALLAST 20W
3	LOCAL PURCHASE	FL BULB 20W

ASSY CONTROL PANEL



ITEM NO.	PART NO.	DESCRIPTION
1	999-0783	CONTROL PANEL PLATE ZBX NAO
2	509-5560-Y	PB SW W/L 6V 1L Y
3	610-6723-4C01	ASSY ANALOG JOY 4C GREEN
4	509-5561-G	PB SW W/L 6V 5L G

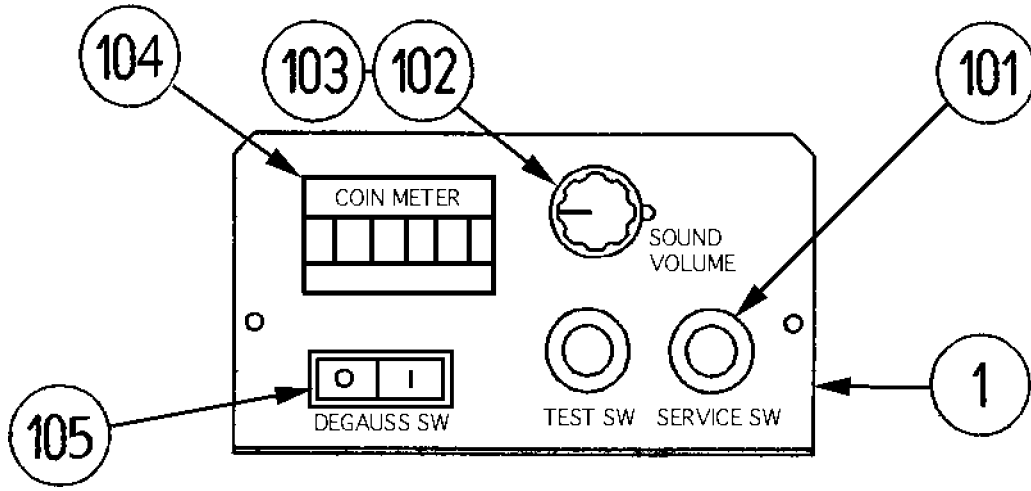
ASSY COIN TOWER



ITEM NO.	PART NO.	DESCRIPTION
1	SPG1-0350	SW UNIT
2	DP-1167	TNG LKG
3	BOX-CASH	CASH BOX
4	105-5202	HOLE COVER
101	92-1003-05*	ASSY C.C. 2DR
102	220-5412	MAG CNTR W/CONN
104	220-5574	CAM LOCK W/KEYS
105	220-5575	CAM LOCK MASTER W/O KEY

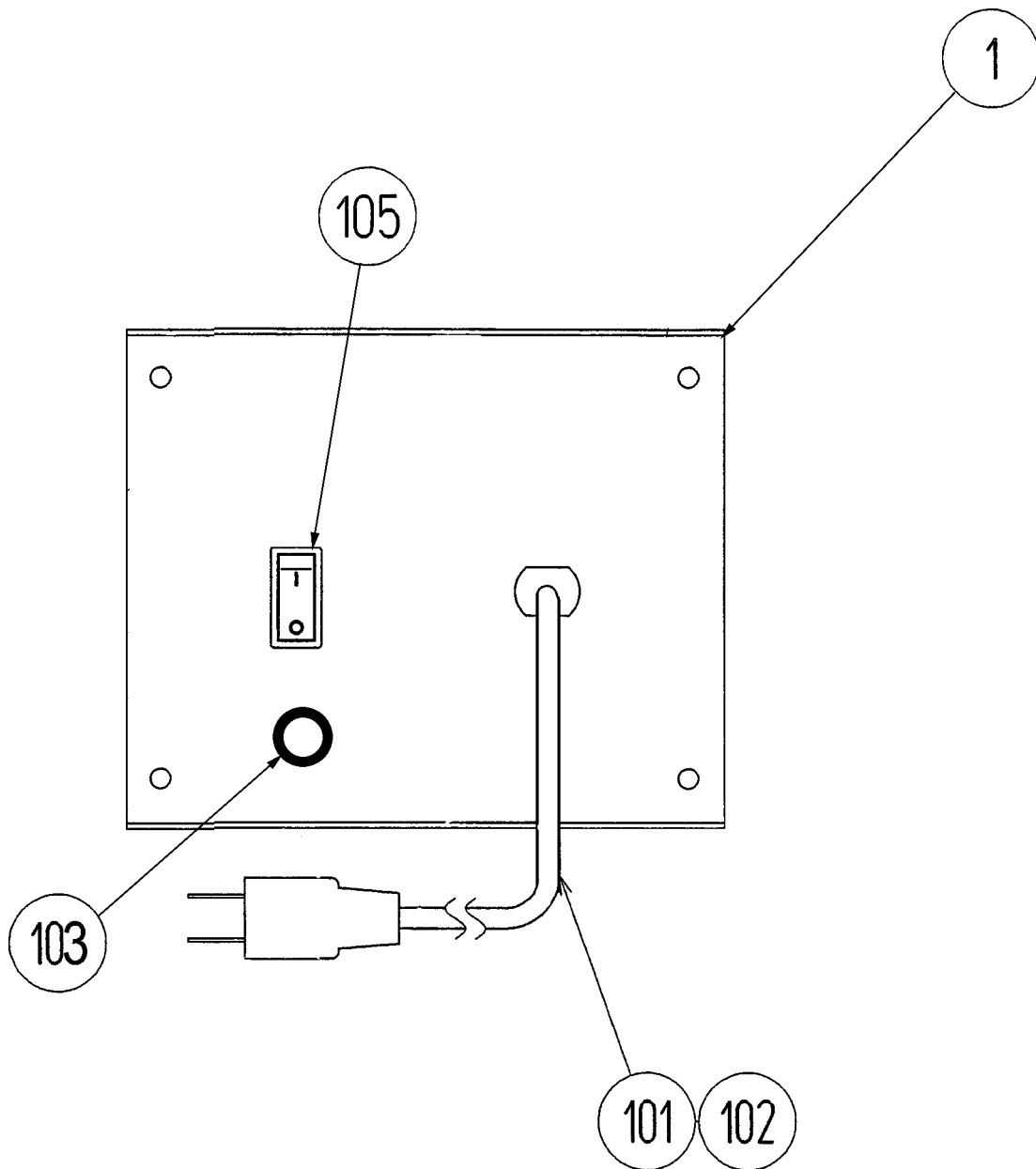
*This is a COIN CONTROLS PART No. and can be ordered through them, please view insert in the COIN DOOR Chapter of this manual for more information.

ASSY SW UNIT (SPG5-0350)



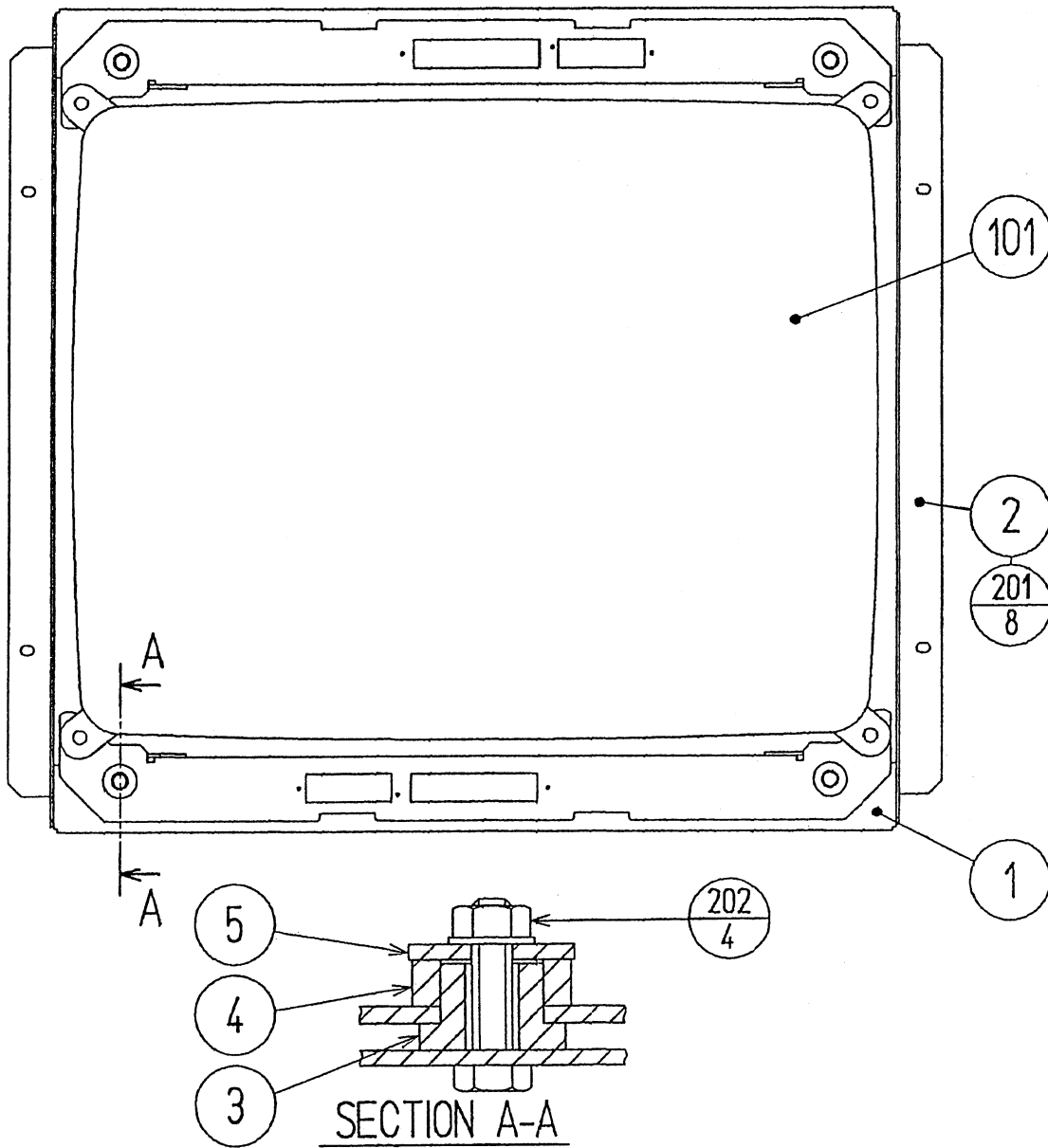
ITEM NO.	PART NO.	DESCRIPTION
1	SPG5-0351	SWITCH BRKT
101	509-5028	SW PB 1M
102	220-5179	VOL CONT B-5K OHM
103	601-0042	KNOB 22MM
104	220-5412	MAG CNTR W/CONN
105	509-5453-91-V-B	ROCKER SWJ8 V-B

ASSY AC UNIT (DRT1-0400)



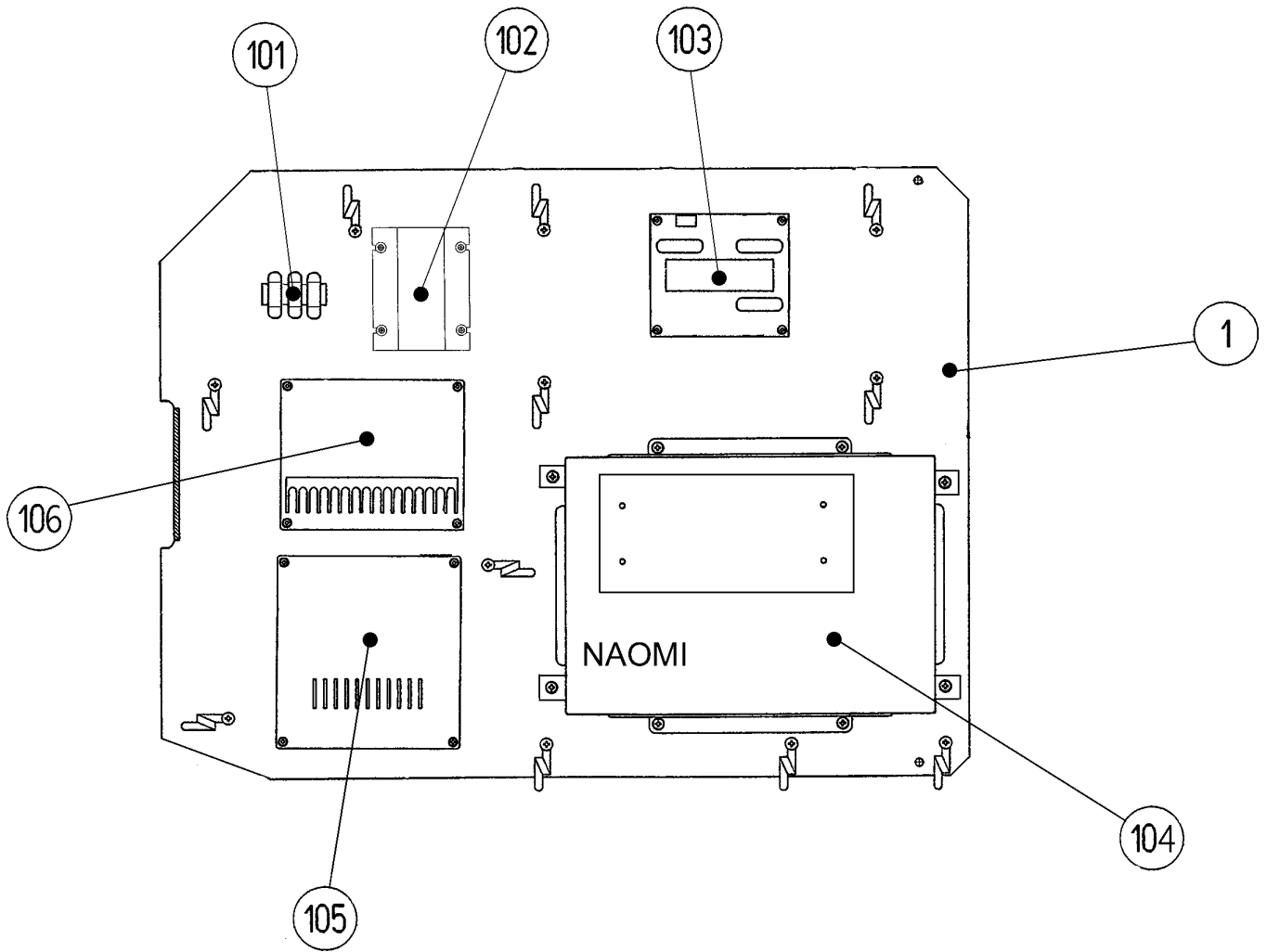
ITEM NO.	PART NO.	DESCRIPTION
1	SPG1-0401	AC BRKT
101	600-5843-25	CA & PLUG ASSY 15A W/F-L=2.5M
102	280-5134-6N34	BUSHING STRAIN RELIEF 6N34
103	LOCAL PURCHASE	FUSE 5A
105	509-5453-91-V-B	SW ROCKER J8 V-B

ASSY MONITOR 29TYPE 31K (HOD1-1570)



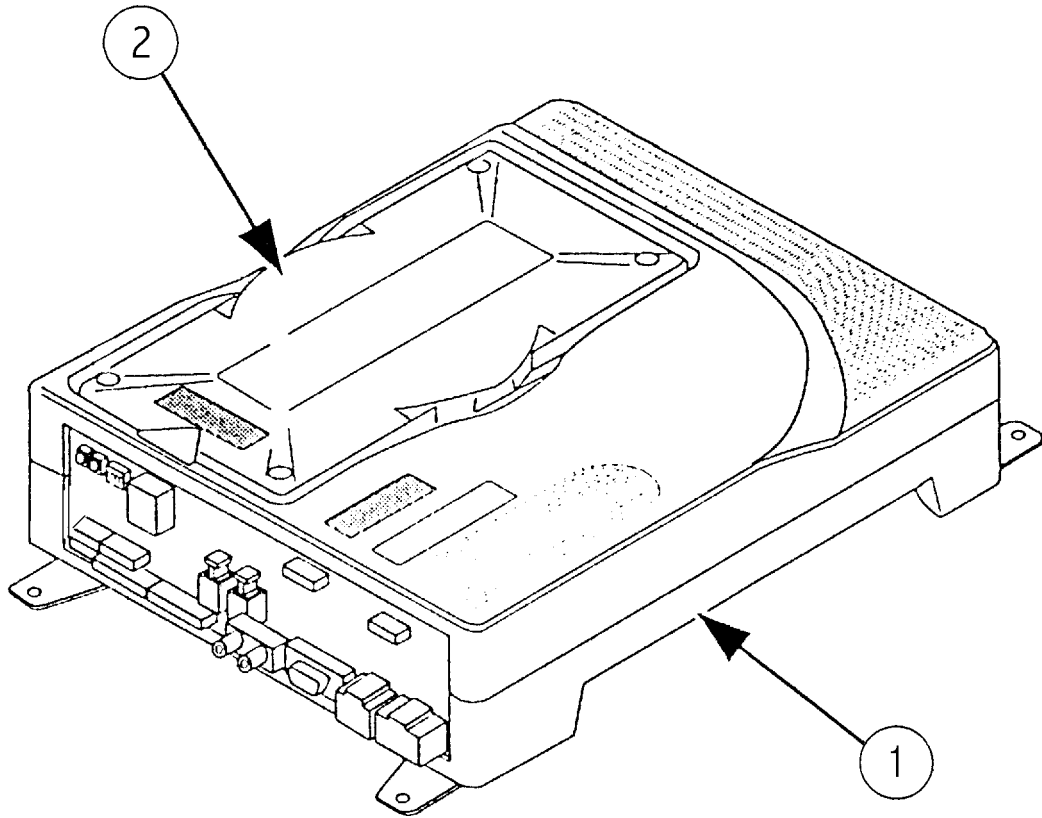
ITEM NO.	PART NO.	DESCRIPTION
1	AIN-1026	MONITOR BRKT A
2	AIN-1027	MONITOR BRKT B
3	280-5112	BUSH FOR TV
4	280-5113	COLLAR FOR TV
5	280-5114	SPACER 6.4-25X2
101	200-5787	ASSY CLR DSPL 29TYPE 31K 100V
201	000-P00512-W	M SCR PH W/FS M5X12
202	050-F00600	FLG NUT M6

ASSY ELEC BASE



ITEM NO.	PART NO.	DESCRIPTION
1	NOT AVAILABLE	WOODEN BASE ELEC
101	LOCAL PURCHASE	FUSE BLOCK W/ FUSES
102	560-5360-01	XFMR 12.8V 6.3A 34V 4.2A
103	837-13551-91	I/O BD
104	840-0003D-01	NAOMI BD zbx
105	400-5397	PWR SPPLY
106	838-13616	AUDIO POWER AMP 2CH

ASSY SHIELD CASE NAO ZBX (840-0003D-01)



ITEM NO.	PART NO.	DESCRIPTION
1	840-0003A-01	SHIELD CASE ZBX NAO USA
2	840-0003C	ROM CASE NAO

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