

1ST PRINTING - SP

SEGA

**VIRTUAL
COP 2**

U/R TYPE

OWNER'S MANUAL

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the owners, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the instructions, handle the product appropriately.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, terms of **WARNING!**, **CAUTION!** and **IMPORTANT!** are used. SEGA is not liable whatsoever, even during the Liability period, for any injury or damage caused by the usage in the manner counter to the instructions herein stated. In order to prevent accidents, warning stickers and printed instructions are applied to the places where a potentially hazardous situation relating to the product can occur. For safety cause, be sure to comply with such warnings.



WARNING!

Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.



CAUTION!

Indicates that mishandling the product by disregarding this caution will cause a potentially hazardous situation which can result in personal injury and or material damage.



IMPORTANT!

This is cautionary information which should be complied with when handling the product. Indicates that mishandling the product by disregarding this will cause a potentially hazardous situation which might not result in personal injury but can damage the equipment, etc

○ **Be sure to turn off power before working on the machine.**

To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.

○ **Be sure to ground the Earth Terminal (this, however, is not required in the case where a power cord with earth is used).**

This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, be sure to firmly connect the Earth Wire to the Control equipment.

○ **Ensure that the Power Supply used is equipped with a Circuit Protector.**

This product does not incorporate the Circuit Protector. Using a power supply which is not equipped with the Circuit Protector can cause a fire when short circuit occurs.

○ **Be sure to use fuses which meet the specified rating.**

○ **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product. SEGA is not liable whatsoever for any injury and or damage caused by Specification changes (using other firm's parts, or by conversion) not designated by SEGA.

- **Ensure that the product is of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location.
- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately.
- **When handling the Monitor, be very careful. (Applies only to the product w/ monitor).**
Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

- Descriptions herein contained may be subject to improvement changes without notice.
- The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are Casters and Leg Adjusters damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- Are all IC's of each IC BD firmly inserted?
- Do power cords have cuts and dents?
- Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- Are such units as Monitors, Control equipment, IC BD, etc. firmly secured? Are all Earth Wires connected?
- Are all accessories available?
- Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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SPECIFICATIONS

| | |
|----------------------|--|
| Insallatin Space: | 800mm x 1,120mm (31.5in x 44.1in) |
| Height: | 1.87 m (73.6in) |
| Weight: | 165 kg (363.3lbs) |
| Power, Max. Current: | 1.2A 288Watts at 240V 1.3A 288Watts at 220V |

| | |
|----------------|-----|
| For TAIWAN | N/A |
| Powre, Current | N/A |
| Monitor: | N/A |

NOTE: Descriptions in this manual are subject to change without prior notice.

INTRODUCTION TO THIS OWNERS MANUAL.

SEGA ENTERPRISES LTD, supported by its high electronic technology of LSI's, microprocessors, etc. and with with a wealth of experience, has for more that 30 years been supplying various innovative and popular game machines to the world market. This Owners Manual is intended to provide detailes descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regarda VIRTUA COP 2, a new SEGA product.

This manual is intended for those who have a knowledge of electricity and technical expertise especially in IC's, CRT's, microprocessors, etc. Carefully read this manual to acquire sufficent knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under ne circumstances to the interior systems.. Should such a situation arise immediately contact our main office or the naerest branch office listed below;

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FAX: 0181 336 1715

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Calle Vallellano, 19-23, 1 A, 37008-Salamanca, Spain.
PHONE: 923 265893
FAX: 923 265913

1. HANDLING AND INSTALLATION PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

This Game is designed for indoor use only. The game must NOT be installed outdoors or under the following conditions:

1. In areas directly exposed to sunlight, high humidity, dust, excessive heat or extreme cold.
2. In locations that would present an obstacle in the case of an emergency i.e. near fire equipment or emergency exits.
3. On an unstable surface or subject to vibrations.

IMPORTANT.

Ensure that the line voltage matches that of the transformer input tapping. Please note the voltage that the machine has been set to during manufacture. This information is located on the rear of the machine.

Be sure to switch the power **OFF** before replacing any user servicable parts.

Do NOT attempt to repair the PCB (Printed Circuit Board) yourself as this will void the warranty. The PCB contains static sensitive components that could be damaged.

Always return a faulty PCB to your distributor.

When removing the plug from a mains outlet always grasp the plug and not the cable.

Do not use a fuse that does not meet a specified rating.

Make sure all connections are secure before restoring power.

Ensure that the mains lead is not exposed. If the mains lead becomes exposed there is a danger of an electric shock or a short circuit.
Ensure that the power supply is fitted with a circuit protector. Using the power supply without a circuit protector is a fire hazard.

2. PREVENTION OF COUNTERFEITING OR CONVERSION

- LABELLING

To prevent counterfeits or conversions, the following labels are put on all SEGA products. When handling such goods be sure to confirm that the labels are present. They are used to prevent unlawful acts such as the unauthorised copying of the products and the PCB's or carrying on business by manufacturing similar items or by converting, selling or using such products or PCB's.

The following seal is put on all machines manufactured by SEGA



ORIGINAL SEAL

- COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

©SEGA 1995

This signifies that this work was disclosed in 1995 and is the property of SEGA ENTERPRISES LTD.

3. ACCESSORIES

When Transporting the machine ensure that the following parts are supplied;

| Seq No. | Part Number | Description | Qty |
|---------|-------------|------------------------|-----|
| 1 | DO0047 | OWNERS MANUAL VCOP2 UK | 1 |
| 2 | 540-0006-01 | WRENCH M4 TMP PRF | 1 |
| 3 | 540-0007-01 | WRENCH M5 TMP PRF | 1 |
| 4 | 509-5080UK | SW MICRO TYPE | 1 |
| 5 | OS1019 | SELF SEAL BAG 9X12.3/4 | 1 |
| 6 | LT1006 | LAMP WEDGE 12V 1.2W | 1 |
| 7 | EP1007 | FUSE 5A 250Vac 20mm SB | 1 |

- TOOL

(Tamperproof Wrench)

M4 540-0006-01

M5 540-0007-01

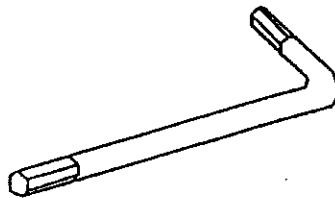


FIG. 6 TAMPERPROOF WRENCH

4. PRECAUTIONS WHEN ASSEMBLING AND MOVING GAME

WARNING:

- Perform the assembly work by following the procedure stated. Failing to comply with these instructions, for example, inserting the plug into an outlet at the wrong stage may cause an electric shock.

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

- 1. SECURING IN PLACE**
- 2. POWER SUPPLY CONNECTION**
- 3. ASSEMBLY CHECK**

1 SECURING IN PLACE (LEG ADJUSTER ADJUSTMENT)

WARNING!

Make sure that all of the leg adjusters are in contact with the floor. If they are not, the cabinet may move and cause an accident.

This machine has 4 each of casters and leg adjusters (FIG. 6. 1). When the installation position is determined, cause the leg adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5 mm. from the floor and make sure that the machine position is level.

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

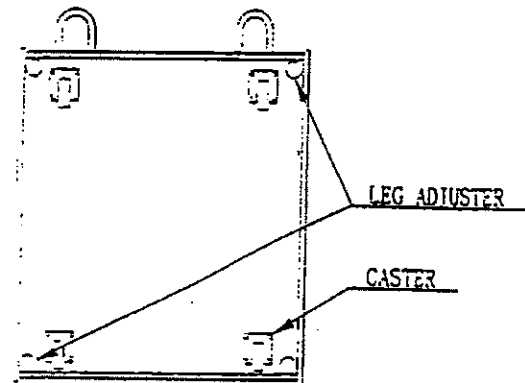


FIG. 6. 1 BOTTOM VIEW

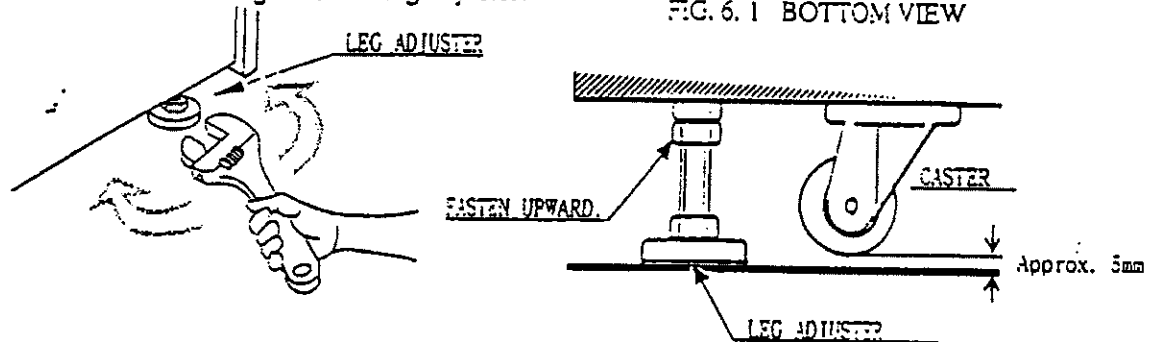


FIG. 6. 2 LEG ADJUSTER

2 POWER SUPPLY, AND EARTH CONNECTION

CAUTION!

Ground the EARTH TERMINAL (this, however, is not required in the case where a power cord plug with earth is used). Check to make sure that the power cord or the ground wire is not exposed on the surface (floor, ground, etc.) where it may be dangerous.

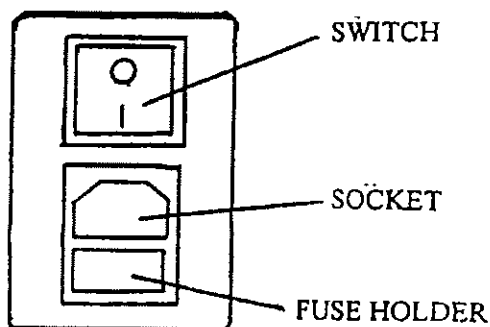


FIG. 6. 3 AC UNIT

The AC UNIT is located on back side of the CABINET. By using an earth wire, connect the AC UNIT EARTH TERMINAL and the securely grounded indoor EARTH TERMINAL.

For POWER ON, turn the AC UNIT's MAIN SW on.

3 ASSEMBLY CHECK

In the TEST MODE, ascertain that the assembly has been made correctly and IC BD. is satisfactory (refer to Section 8).

In the test mode, perform the following test:

```

      MEMORY TEST
ROM
IC.  4  GOOD
IC.  9  GOOD
IC. 12  GOOD
IC. 13  GOOD
RAM
IC. 45  GOOD
IC. 48  GOOD
IC. 54  GOOD
      IC.  7  GOOD
      IC. 10  GOOD
      IC. 13  GOOD
      IC.  8  GOOD
      IC. 11  GOOD
      IC. 14  GOOD
      IC. 46  GOOD
      IC. 49  GOOD
      IC. 53  GOOD
      IC. 47  GOOD
      IC. 50  GOOD

      TEST : TO EXIT

```

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

```

      INPUT TEST
CHUTE #1  OFF  CHUTE #2  OFF
START1   OFF  START2   OFF
TEST-SW  OFF  SERVICE-SW OFF
TRIGGER1 OFF  TRIGGER2  OFF

      TEST & SERVICE : TO EXIT

```

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

```

GUN SETTING
GUN MARK CHECK
PLAYER1 GUN ADJUSTMENT
PLAYER1 GUN DEFAULT ADJUSTMENT
PLAYER1 GUN MANUAL ADJUSTMENT
PLAYER2 GUN ADJUSTMENT
PLAYER2 GUN DEFAULT ADJUSTMENT
PLAYER2 GUN MANUAL ADJUSTMENT
>> EXIT

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

```

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

```

OUTPUT TEST
CRT SIZE
CRT COLOR
LAMP
>> EXIT

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

```

In the TEST mode menu, selecting OUTPUT TEST allows the screen, on which the monitor or lamp is tested, to be displayed. Although the monitor adjustments have been made at the time of shipment from the factory, make judgment (by watching the test mode screen) as to whether an adjustment is needed. If it is necessary, adjust the monitor by referring to Section 11.

In the LAMP TEST mode, carry out the lamp test to ascertain that each lamp lights up satisfactorily.

```

SOUND TEST
AUTO
S01
S02
S03
S04
S05
S06
S07
S08
>> EXIT

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

```

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

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

MOVING THE MACHINE

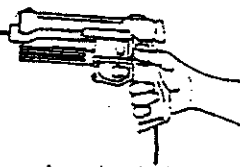
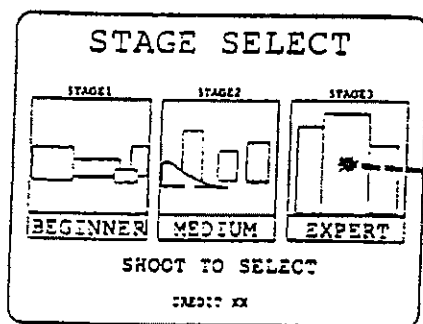
Since the weight of this machine is approximately 165 kgs., its leg adjusters should be retracted when moving the machine over the floor.

In the case where there is a sharp difference in the surface level, be sure to hold the catch and or bottom when lifting the cabinet. Lifting the cabinet by holding other portions may cause the cabinet and parts to be damaged.

5. HOW TO PLAY

CONTENT OF GAME AND HOW TO PLAY

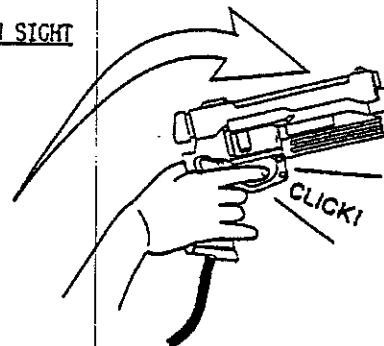
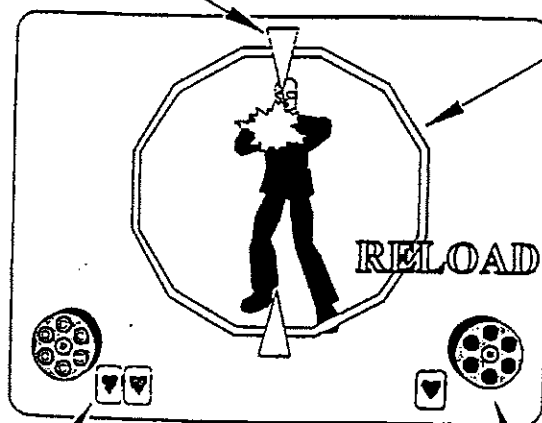
- ① Inserting a coin(s) causes the credit display on the bottom of the screen to count. Inserting one credit worth coin(s) changes the message on the bottom of the screen from "INSERT COIN(S)" to "PUSH START" and both of the start buttons light up. The maximum number of credits counted at a time is 9. Any coin inserted after counting 9 credits will not be counted as any credits, nor be returnable. These coins, however, will count as coins inserted in bookkeeping and the coin meter. Note that game setting to USA allows up to 24 credits to be counted.
- ② Pressing either of the start buttons determines which side (left or right) you are playing on. Pressing the start button causes the STAGE SELECT screen to appear. There are 3 stages, i. e., BEGINNER (stage 1), MEDIUM (stage 2) and EXPERT (stage 3) to choose from. Shoot to select the desired stage. If no desired stage is selected, BEGINNER will be chosen automatically to start.



Shoot to select the desired stage.

- ③ When the game starts, the player's mission and boss character are introduced.
 - The life points and the number of bullets of the left-hand side player (1P) are displayed on the lower left-hand side of the screen, and those of the right-hand side player (2P), on the lower right-hand side of the screen.
 - The LOCK-ON SIGHT indicates the enemy character who is firing at the player. If the sight turns red, the enemy fires at the player and he loses one life point.

If the sight turns red, the enemy fires at the player.



When your gun runs out of ammo, point outside the screen and pull the trigger to reload.

When the life point becomes zero, the game is over.

The loaded status of ammo is shown by cartridges in the cylinder.



- The player loses one life point if he shoots a hostage by mistake.
 - The gun holds 6 bullets. When it runs out of ammo, "RELOAD" is displayed on the screen. At this time, point outside the screen and pull the trigger to reload. Note that by using the DIP SW, the reload setting can be changed to AUTO RELOAD (refer to Section 15).
 - The enemy's hand grenades, axes, rocket bombs, fire bombs, etc., can be shot down for your defense.
- Shooting the background causes Special Items to appear. Capturing an item by shooting strengthens your weapon or recovers life points (explanations as regards the items are given later).
 - When the life point becomes zero, the game is over.
 - Downing the boss character awaiting you at each stage results in clearing that particular stage. The player can not defeat the boss until his life meter becomes zero.
- ④ If you would like to join in the game at anytime while the other person is playing, insert a coin(s) and press the start button. Also, when credits allowing the game to be played still remain, the start button on the other side will keep flashing. The player can participate in the game by pressing the flashing button.
 - ⑤ When the life point becomes zero, if you want to continue, insert a coin(s) required to continue and press the start button. If credits allowing the player to continue still remain, you can continue by merely pressing the start button.
 - ⑥ At the time of game over, if the player's score ranks 10th or higher, his name can be entered.

CONCERNING SPECIAL ITEMS:



MACHINE GUN

Holds 30 bullets. Can be repeatedly fired by keeping the trigger pulled. This can not be reloaded. Running out of ammo, or being damaged by the enemy causes the machine gun to become an ordinary gun.



RIFLE

Holding 24 bullets, this allows for 3 consecutive shoots every time the trigger is pulled. It can not be reloaded. Running out of ammo, or being damaged by the enemy causes the rifle to become an ordinary gun.



AUTOMATIC

Holding 15 bullets, this allows for reloading. When damaged by the enemy, this becomes an ordinary gun.



SHOT GUN

Holds 6 bullets. Having a large "HIT" determining range, this allows you to shoot the enemy easier. It allows for reloading. When damaged by the enemy, it becomes an ordinary gun.



MAGNUM GUN

Holds 6 bullets. Allows you to hit the enemy through an obstacle. Can be reloaded. When damaged by the enemy, it becomes an ordinary gun.



LIFE

The life point increases by one, provided however that the life points in total do not exceed 10.

Depending on items, when a certain item is already strengthened, shooting another may cause such strengthened item to become another item.

KNACK OF EARNING A HIGH SCORE:

● ACCURATELY SHOOT AT THE HEAD OR CHEST.

In each stage, enemy characters other than the boss can be downed by hitting any part of the body. When a bullet hits any portion other than the head or chest, a hit or not must be determined. Until such time that a hit or not is determined, shooting at the character that appears behind the opponent who was previously shot will result in shooting the previously shot character again instead. On the other hand, if any character is shot in the head or chest, he will be downed by single shot and in this case, there will be no need for hit determination, thus making it easy to shoot the enemy behind. The higher the stage level is, the more important the shooting accuracy becomes.

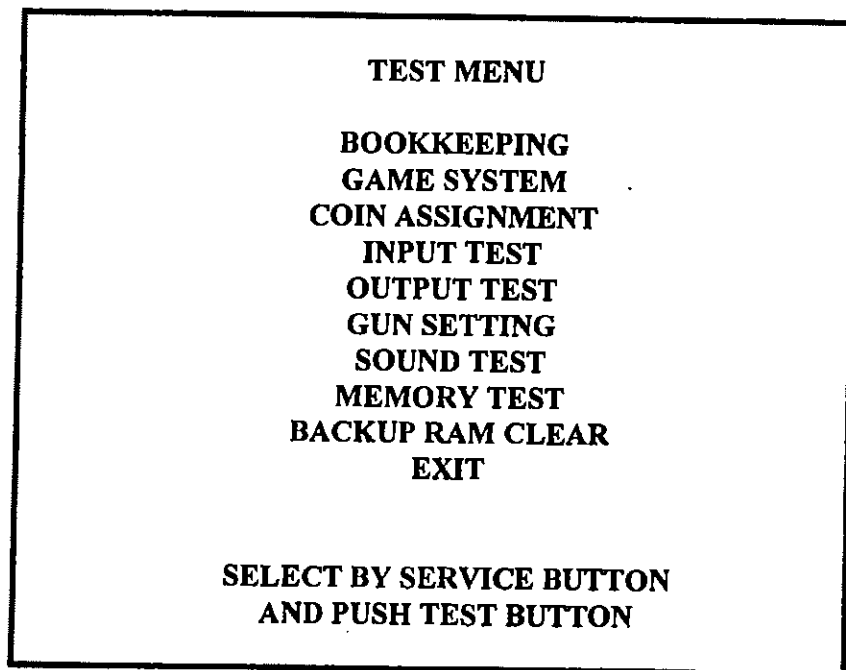
● FORESEEING THE ENEMY APPEARANCE POSITION

The enemy marked with the LOCK-ON SIGHT is the only one that fires at you. To forecast the enemy's appearance position, pay attention to the direction in which the sight moves. Since their appearance pattern is the same every time, you could master a knack of play by learning such pattern through repeated game play.

6. TEST MODE

Selection of TEST ITEMS

1) Push the TEST SW (Located on the VTS Bracket) to cause the following TEST ITEM MENU to appear:



2) By pushing the service sw, bring the arrow marker to the desired item and press the TEST button

3) When the test has been completed, bring the arrow marker to the EXIT selection and push the TEST button

1. BOOKKEEPING

This area keeps a record of the coins inserted into the machine and the games played.

| BOOKKEEPING | |
|----------------------|-----------|
| COIN CHUTE # 1 | 0 |
| COIN CHUTE # 2 | 0 |
| TOTAL COINS | 0 |
| | |
| COIN CREDITS | 0 |
| SERVICE CREDITS | 0 |
| TOTAL CREDITS | 0 |
| | |
| NUMBER OF GAMES | 0 |
| | |
| TOTAL TIME | 0D 0H0M0S |
| GAME PLAY TIME | 0D 0H0M0S |
| AVERAGE GAME TIME | 0M0S |
| LONGEST GAME TIME | 0M0S |
| SHORTEST GAME TIME | 0M0S |
| | |
| TEST TO EXIT | |
| SERVICE TO NEXT PAGE | |

| | |
|-------------------------|----------------|
| TOTAL PLAY GAMES | 0 GAMES |
|-------------------------|----------------|

| | |
|-----------------------|----------------|
| CONTINUE GAMES | 0 GAMES |
|-----------------------|----------------|

| | |
|-----------------|----------------|
| P1 GAMES | 0 GAMES |
|-----------------|----------------|

| | |
|-----------------|----------------|
| P2 GAMES | 0 GAMES |
|-----------------|----------------|

| | |
|------------------------|------------|
| TWO PLAYER RATE | 0 % |
|------------------------|------------|

SERVICE TO OTHER PAGE

This mainly checks if the operation of the game board is correct, allows monitor colour adjustment and allows for coin and game assignment alterations.

2. GAME SYSTEM

This screen is used to alter the parameters of the game itself, i.e. difficulty, length, country etc.

| MENU OPTIONS | |
|-----------------|--------|
| GAME SYSTEM | |
| ADVERTISE SOUND | ON |
| COUNTRY | EXP |
| CABINET | U/R |
| DIFFICULTY | HARD |
| LIFE | 5 |
| HUMAN TYPE | NORMAL |
| RELOAD TYPE | NORMAL |
| EXIT | |

(A) ADVERTISE SOUND

This allows the advertise sound to be either on or off.

(B) COUNTRY

This allows the game to be set to one of three countries Japan, USA or Export.

(C) CABINET

In this game the cabinet type is set to U/R.

(D) DIFFICULTY

Sets the game to either EASY, NORMAL or HARD.

(E) LIFE

This is the number of life points that can be allocated, ranging from 1 to 9.

(F) HUMAN TYPE

Allows the enemy characters to be switched between robot or human.

(G) RELOAD TYPE

This sets the type of reload between normal and automatic.

3. COIN ASSIGNMENT

In this mode the COIN/CREDIT settings can be changed.

| | |
|--|--------------------|
| COIN ASSIGNMENT | |
| CREDIT TO START | 1 CREDIT(S) |
| CREDIT TO CONTINUE | 1 CREDIT(S) |
| COIN CREDIT SETTING | #26 |
| CHUTE #1 | FREEPLAY |
| CHUTE #2 | FREEPLAY |
| EXIT | |
| SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON | |

(A) COIN CHUTE TYPE

This sets the type of coin mechanism used. Can be set to either COMMON or INDIVIDUAL.

(B) CREDIT TO START, CREDIT TO CONTINUE

Sets the credits required to start the game and then to continue playing.

(C) COIN/CREDIT SETTING

Sets the amount of credits given for each coin inserted. There are 26 settings, see the tables overleaf for the various settings.

4. INPUT TEST

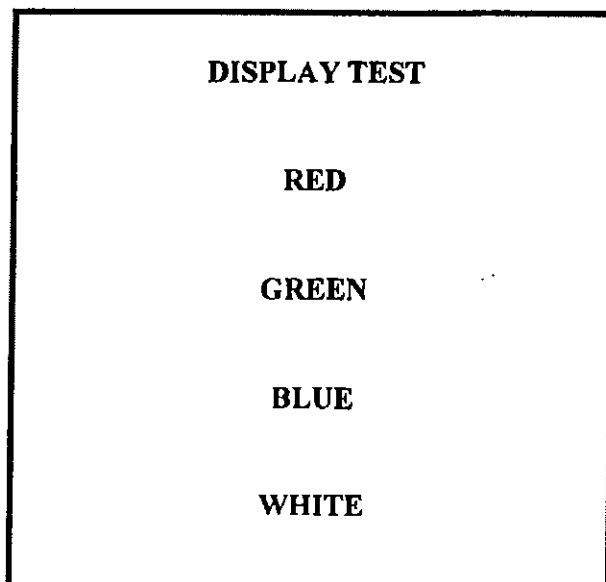
This test screen displays the state of each switch.
If the switch goes "ON" when the switch is activated it is satisfactory.
The screen is set out like this;

| INPUT TEST | | | |
|--------------------------|-----|-----------|-----|
| CHUTE 1 | OFF | CHUTE 2 | OFF |
| START 1 | OFF | START 2 | OFF |
| TEST SW | OFF | SERVICE | OFF |
| TRIGGER 1 | OFF | TRIGGER 2 | OFF |
| TEST AND SERVICE TO EXIT | | | |

5. DISPLAY TEST

RGB COLOUR ADJUSTMENT SCREEN

This screen allows for checking and adjusting the colour monitor and the BIAS and GAIN settings.



Each of the colours is darkest at the left-hand side of the screen and becomes lighter towards the right-hand side in 16 gradations. The monitor brightness is satisfactory if the white colour bar is black at the left-hand side of the screen and white at the right-hand side.

Use the test button to return to the OUTPUT TEST menu.

MONITOR SIZE ADJUSTMENT

This screen allows the monitor size to be checked.

Make the necessary adjustment to the size of the checkered portion using the controls detailed in the Monitor Information Section shown later in this manual.

Ensure that the checkered pattern does not go beyond the edge of the visible screen.

Use the test button to return to the OUTPUT TEST menu.

6. GUN SETTING

Select GUN SETTING and the following screen will appear

| |
|--|
| <p style="text-align: center;">GUN SETTING GUN MARK CHECK PLAYER 1 GUN ADJUSTMENT PLAYER 1 GUN DEFAULT ADJUSTMENT PLAYER 1 GUN MANUAL ADJUSTMENT PLAYER 2 GUN ADJUSTMENT PLAYER 2 GUN DEFAULT ADJUSTMENT PLAYER 2 GUN MANUAL ADJUSTMENT EXIT</p> <p style="text-align: center;">SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON</p> |
|--|

The screen shown above is the sighting adjustment menu. Press the service button to bring the arrow to the desired selection.

Press the test button to cause the following sighting check screen to appear.

Each gun has three different adjustment screens, adjustments for player 1 and 2 cannot be made on the same screen.

| | |
|--|---|
| GUN MARK CHECKING | |
| IP1X = XXX IP1Y = XXX | IP2X = XXX IP2Y = XXX |
| AD1XMIN = XXX Y MIN = XXX XMAX = XXX YMAX = XXX | AD2XMIN = XXX YMIN = XXX XMAX = XXX YMAX = XXX |
| TEST TO EXIT | |

Selecting GUN MARK CHECK causes the screen shown above to appear. Point the controller at the screen to have an impact mark appear on the screen. The position of the mark shows the point at which the gun is aimed. A blue mark is shown for player 1 while a red one is shown for player 2.

| | |
|--|--|
| PLAYER 1 GUN ADJUSTMENT | |
| <input type="checkbox"/> | PLEASE SHOOT GRID WITH PLAYER 1 GUN |
| PLEASE SHOOT GRID WITH PLAYER 2 GUN | |
| | <input type="checkbox"/> |

Selecting **PLAYER 1 GUN ADJUSTMENT** will display the screen shown above. The adjustments for 1P gun can be made on this screen. Shoot at the center of the grid in the upper left corner of the screen, this will cause another grid to appear in the opposite corner, shoot at this screen also.

After shooting at the two grids the gun mark checking screen will appear. This allows you to decide if the results of the previous operation were satisfactory.

By choosing the **PLAYER 1 GUN DEFAULT ADJUSTMENT** the gun sighting is reset to the initial factory setting. However due to changes occurring during shipment this setting may not be accurate. To reset to the initial setting press the test button. To return back to the sighting adjustment menu without altering anything press the service button.

PLAYER GUN MANUAL ADJUSTMENT

ADXMIN = XXX
ADYMIN = XXX
ADXMAX = XXX
ADYMAX = XXX
EXIT

SELECT BY SERVICE BUTTON
PLAYER 1 START : INCREASE
PLAYER 2 START : DECREASE

Selecting **PLAYER GUN MANUAL ADJUSTMENT** will cause the screen shown above to appear. In this screen the 4 adjustment values which determine sighting can be set. When setting each of these values follow the procedure explained below.

ADXMIN = XXX

Sets the value for the left side of the screen. By pointing the gun at the left of the screen bring the impact mark to the left of the screen, press the 1P and 2P start buttons to adjust the value and move the impact mark slightly. Make adjustments so that the impact mark is at the very edge of the screen.

ADYMIN = XXX

Performs the same adjustment as the previous operation but for upper edge of the screen.

ADXMAX = XXX

Does the same for the RHS of the screen.

ADYMAX = XXX

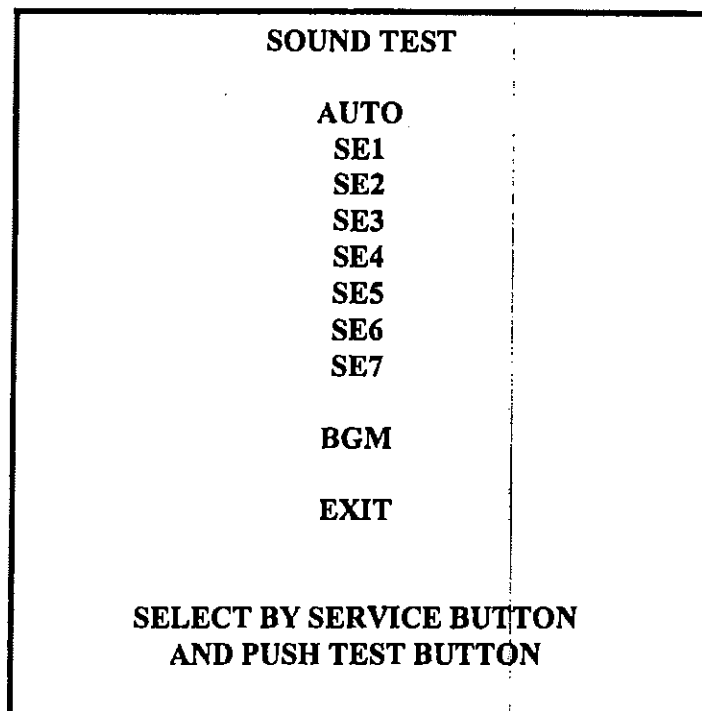
Does the same for the bottom of the screen.

All the operations described above should then be repeated for the 2P gun.

7. SOUND TEST

This test screen allows sound and background music used in the game to be checked.

1) Press the TEST button to have the following test menu appear on the screen.



2) By pushing the service button the arrow marker will move through the selections, push the test button to choose a selection. A list of sounds will appear, push the service button to move through the list and the test button to hear each one, push the service button again to stop the sound and move on to the next one.

8.MEMORY TEST

This is used to check the PCB's memory IC's.

When the IC is in good operating condition, "GOOD" will be displayed.

If there exists any malfunction in the IC's then "BAD" will be displayed.

| MEMORY TEST | | |
|--------------|-------|-------|
| ROM | | |
| IC 7 | IC 8 | IC 9 |
| IC10 | IC11 | IC 12 |
| IC13 | IC14 | IC 15 |
| IC16 | | |
| RAM | | |
| IC 79 | IC 80 | IC 81 |
| IC 82 | IC 83 | IC 84 |
| IC 88 | IC 89 | |
| TEST TO EXIT | | |

7. CONTROLLER (GUN)

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

9-1 REPLACING THE MICROSWITCH

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

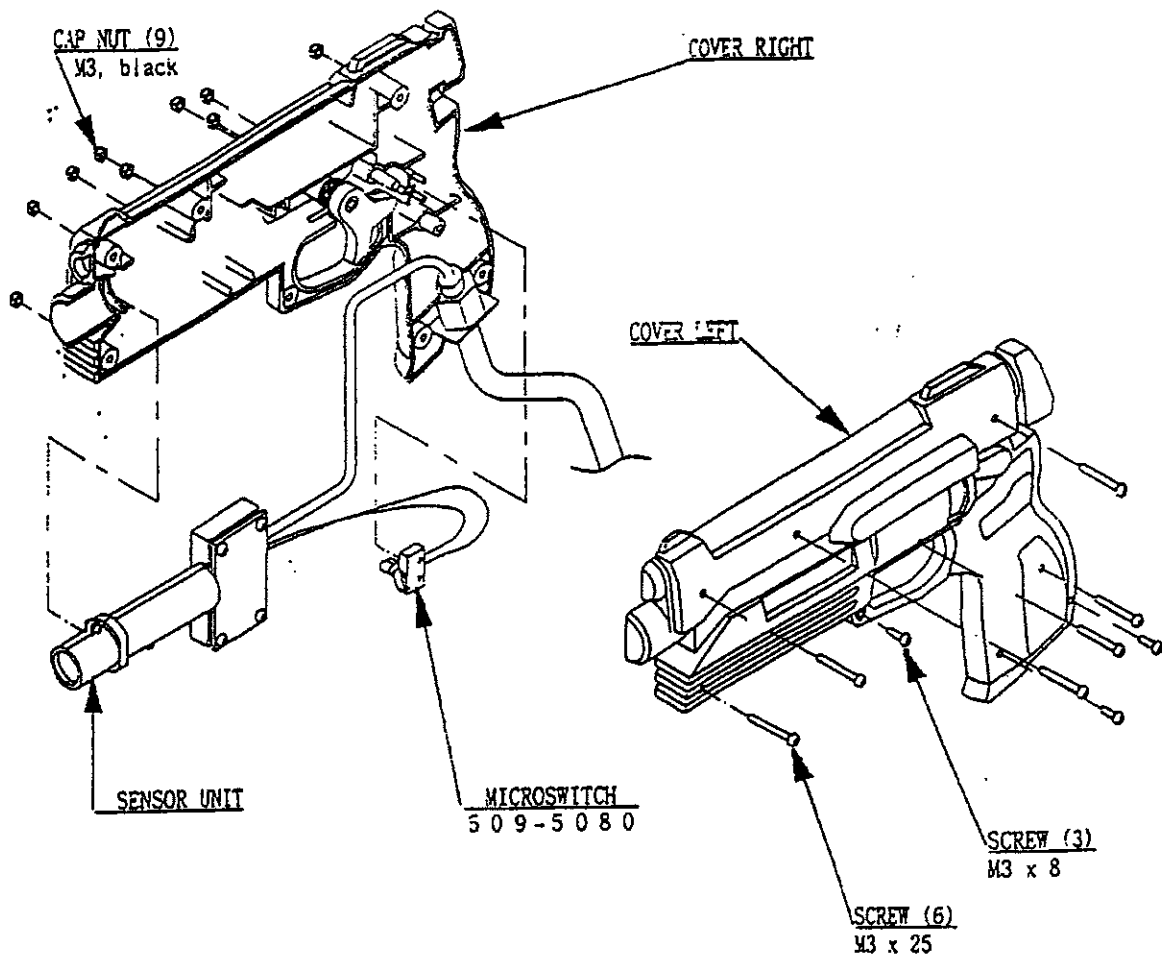


FIG. 9.1

9. BACKUP RAM CLEAR

This options allows the RAM contained on the game board to be cleared.

BACKUP RAM CLEAR

YES

NO

7-2 REPLACING THE SENSOR BOARD

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

- ① Disassemble the controller.
- ② Remove the sensor unit from COVER R.
- ③ Take off the 2 tapping screws to remove LENS HOLDER L.
- ④ Take off the 4 tapping screws and remove the sensor board from LENS HOLDER R.

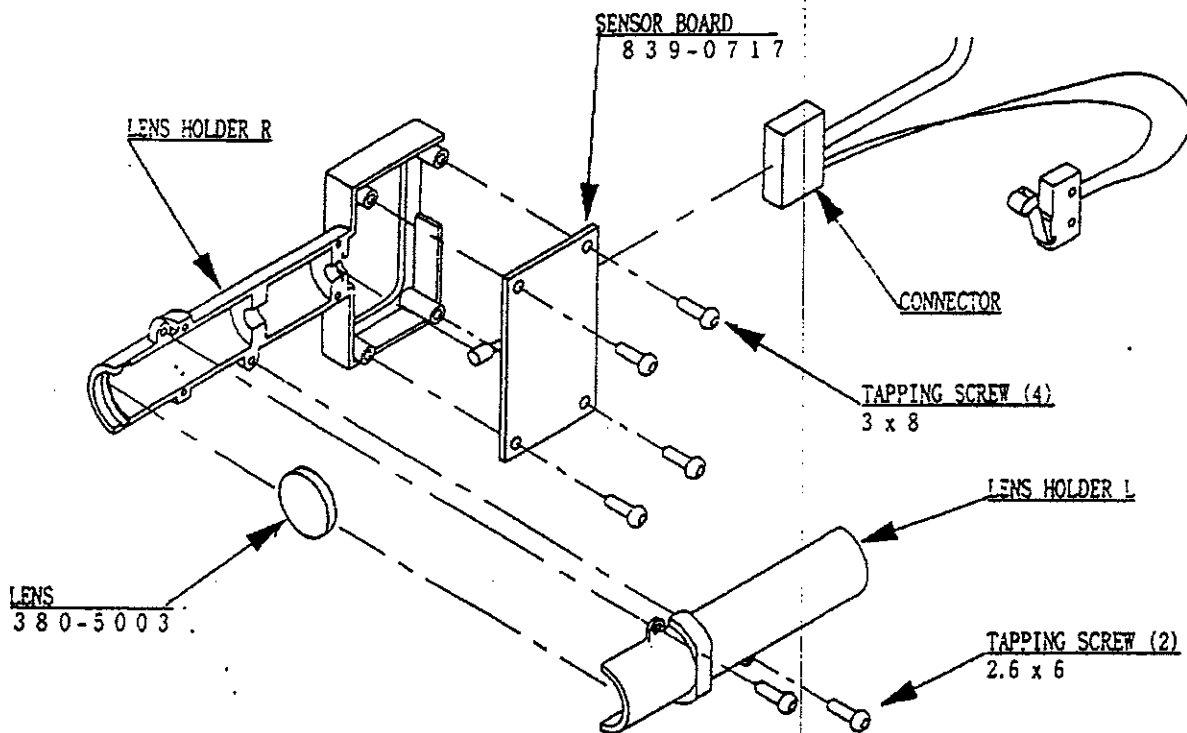


FIG. 9.2

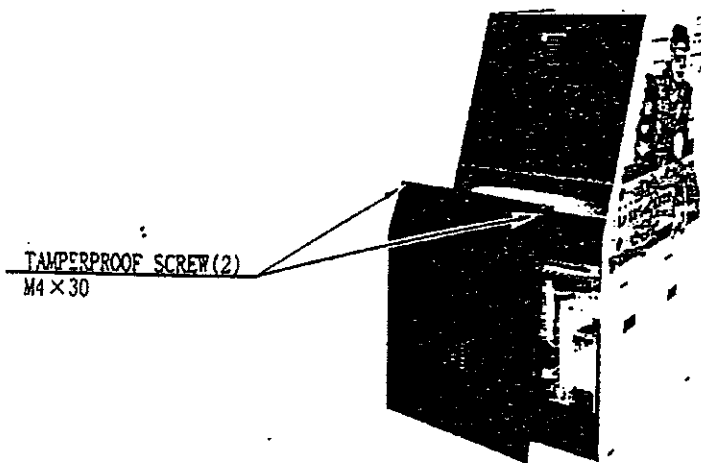
8. MONITOR ADJUSTMENT

WARNING !

- Do not operate the ADJUSTMENT knobs without good reason.
- A certain portion of the monitor is subject to a high voltage and therefore be very careful of this point.
- When making adjustment, utilize a resinous Alignment Screwdriver.

Remove the back door at the rear of the cabinet, and the monitor adjustment knob appears. When cleaning the CRT, be sure to turn the power switch off and then remove the back door.

- ① Take off the 2 tamperproof screws to remove the back door.



- ② There are two different manufacturers (NANAO and SANWA) for the 29 INCH MONITORS. Each of the manufacturers has their own adjustment method. Therefore, when making adjustments, ascertain the name of the maker by referring to the part No. below and follow the applicable method.

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

| | | | | | | | | | | |
|--------|--------|--------|--------|--------|---------|---------|---------|---------|---------|-----|
| ① | ② | ③ | ④ | ⑪ | ⑤ | ⑥ | ⑦ | ⑧ | ⑨ | ⑩ |
| R-G | G-G | B-G | BRI | S.S | H.S | H.H | H.P | V.S | V.H | V.P |
| R-GAIN | B-GAIN | B-GAIN | BRIGHT | SS. SW | H. SIZE | H. POSI | V. HOLD | V. SIZE | V. POSI | |
| | G-GAIN | | | | H. HOLD | | | V. SIZE | V. POSI | |

SANWA monitor: 2 0 0 - 5 2 4 3 - 2 4 - 0 1 (24K mode)

| | | | | | | | | | |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| ① | ② | ③ | ④ | ⑤ | ⑥ | ⑦ | ⑧ | ⑨ | ⑩ |
| R GAIN | G GAIN | B GAIN | BRIGHT | H SIZE | H HOLD | H POSI | V SIZE | V HOLD | V POSI |

- 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 blurring of image.
- 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 scrolling of image.
- ⑩ V. POSI Controls vertical display position on screen.
- 11 SS. SW Controls the visual quality. (Only applies to Nanao.)
A: Ordinary B: Super-sharpness

12. REPLACEMENT OF FLUORESCENT LAMP

Replace the fluorescent lamp by taking off the related parts in the following procedure:

- ① Take off the 3 screws and remove either of BILLBOARD SASH (upper) or BILLBOARD SASH (lower).
- ② Take out the billboard from the cabinet and replace the fluorescent lamp (15w)

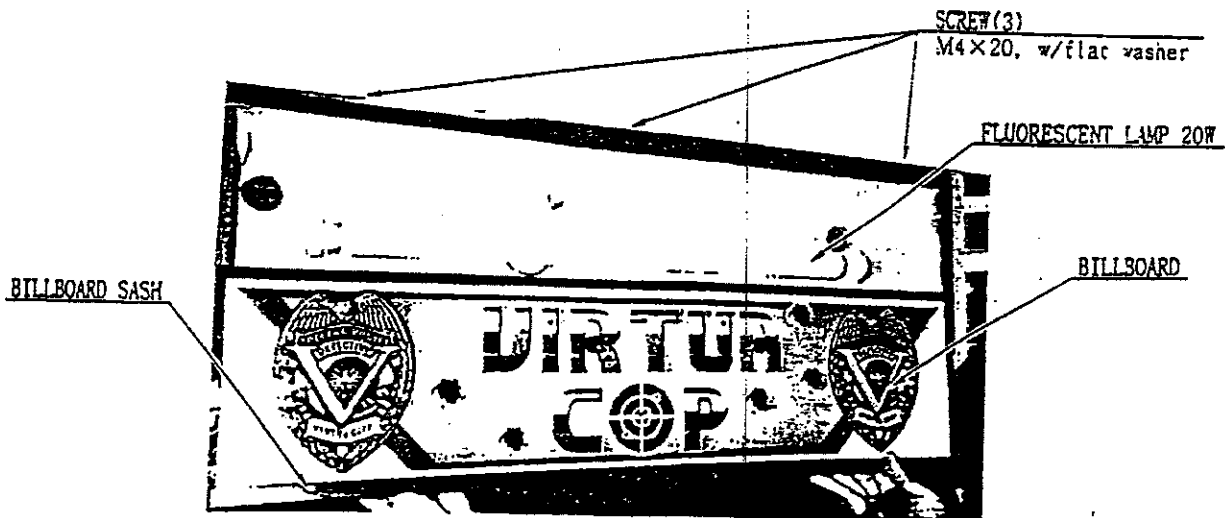


FIG. 12

9. PERIODIC INSPECTION TABLE

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

When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.

| ITEMS | DESCRIPTION | PERIOD | REFERENCE |
|---------------------|-------------------------|-------------|------------|
| CONTROLLER | Cleaning | As required | |
| | Sight check | Weekly | 8 |
| | Check SWes. | Monthly | 8 |
| COIN SELECTOR | Check COIN SWes. | Monthly | 8 |
| | COIN SELECTOR cleaning. | Trimonthly | 10 |
| MONITOR | C.R.T. cleaning. | Weekly | 11 |
| | Check adjustments. | Monthly | 6, 8, 11 |
| FRONT GLASS, MIRROR | Cleaning | Weekly | See below. |
| GAME BD | Setting check | Monthly | 8 |

CLEANING THE FRONT GLASS AND MIRROR:

When cleaning, be sure to comply with the following CAUTION and instructions so as to ensure that the front glass and mirror are not damaged.

CAUTION!

- Use alcohol based cleaner (liquid).
- Use a soft cloth.
- When removing an attached large particle of dust (or foreign matter), do not rub with a cloth.

Remove the front glass when cleaning the front glass and mirror. First, remove GLASS HOLDER UPPER only. Then, put your hand through the square hole in the back side of GLASS HOLDER UPPER, and pull the front glass toward you.

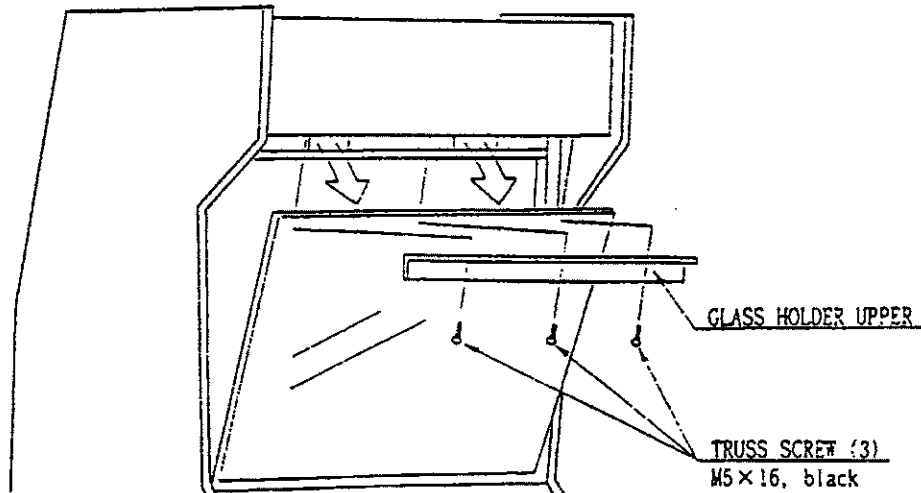


FIG. 13

10. TROUBLESHOOTING

Should trouble occur, first check wiring connector connections.

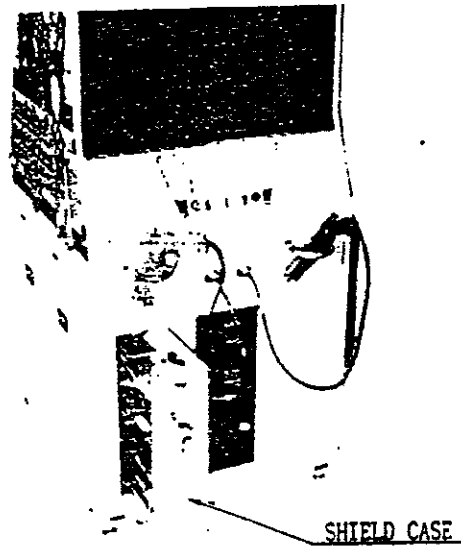
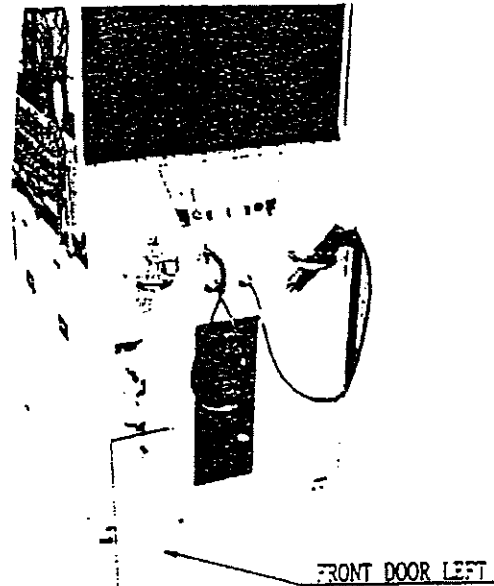
| PROBLEMS | CAUSE | COUNTERMEASURES |
|---|---|--|
| With Main SW ON, no activation | Power is not supplied. Power supply/voltage is not correct. Power supply unit fuse is blown due to momentary overload. The SUB POWER SW of the power supply unit is OFF. | Plug in correctly. Make sure that power supply/voltage is correct. First remove the cause of overload, and then replace the power supply unit fuse (See Sec. 8). EP1007 5A SB 20mm 240V Turn it ON. (See Section 8). |
| The monitor screen sways or shrinks. | The power supply voltage is not correct. | Ensure that the power supply voltage is correct. |
| No sound is emitted. | Sound volume adjustment is not appropriate. Sound BD and speaker are malfunctioning. | Adjust sound volume (see Section 8). Perform sound test to find and replace defective parts (See Section 8). |
| Controller operation is not satisfactory. | Due to environmental changes, etc., sighting became inappropriate. Microswitch malfunctioning. Sensor BD malfunctioning. | Perform sighting adjustment in the test mode (see Section 3). Replace the microswitch (see Section 9). Replace the sensor BD. (see Section 9). |
| The Fluorescent lamp does not light up. | The Fluorescent tube is burnt out. | Replace the Fluorescent tube with an FL 15W tube (refer to Section 12). |

11. GAME BOARD

15-1 REMOVING THE BOARD

To replace the IC BD (such as GAME BD, I/O BD, etc.) or to change DIP SW settings, take out the IC BD by using the following procedure:

- ① Turn the MAIN SW off.
- ② Take off the screw to unlock and open FRONT DOOR LEFT. Depending on cabinets, the front door may not have this screw.
- ③ The shield case is contained inside FRONT DOOR LEFT.
- ④ Disconnect all of the connectors which are connected to the shield case.
- ⑤ The shield case is secured to the base (wooden). Take off the 2 wing bolts which secure the base to the cabinet and take out the shield case together with the base.
- ⑥ Take off the 3 screws to remove the case lid. The game BD and I/O BD are contained in the shield case.



15-2 COMPOSITION OF GAME BOARD

When changing enemy characters and the bullet reloading method, use No. 1 and No. 2 of DIP SW 1 out of the 3 DIP SWs on the I/O BD.

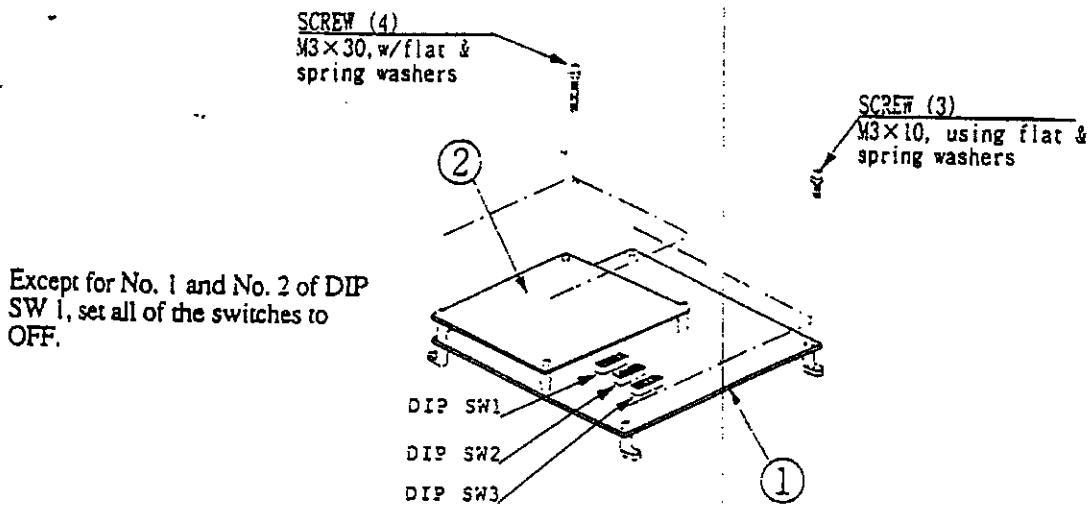
CAUTION!

- Make sure that, where NOT USED is specified, that particular DIP SW is always is set to OFF.
- When changing DIP SW setting, ensure that the power is OFF.

DIP SW 1 SETTING

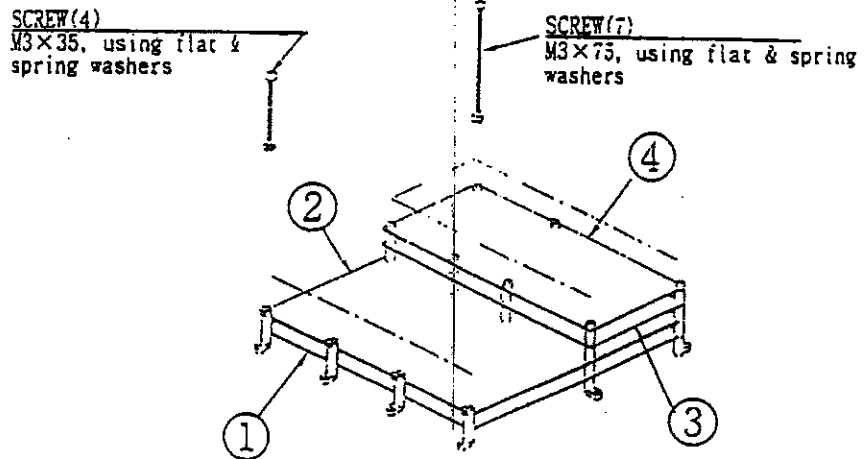
| DIP SW 1 | | 1 | 2 | 3 ~ 8 |
|-----------------|---|-----|-----|----------|
| ENEMY CHARACTER | Human type (NORMAL) | OFF | | NOT USED |
| | Robot type (ROBOT) | ON | | |
| RELOADING | Point outside the screen and pull the trigger (NORMAL). | | OFF | |
| | Automatically reloaded (AUTO RELOAD). | | ON | |

I/O BD VIRTUA COP (837-11130)



| No. | PART No. | DESCRIPTION |
|-----|--------------|-------------------------|
| 1 | 837-10279-01 | I/O BD COM (FULL MOUNT) |
| | 837-10279-04 | I/O BD COM (VIRTUA COP) |
| 2 | 837-11131 | I/O OPTION BD COP |

GAME BD VIRTUA COP (833-11127)



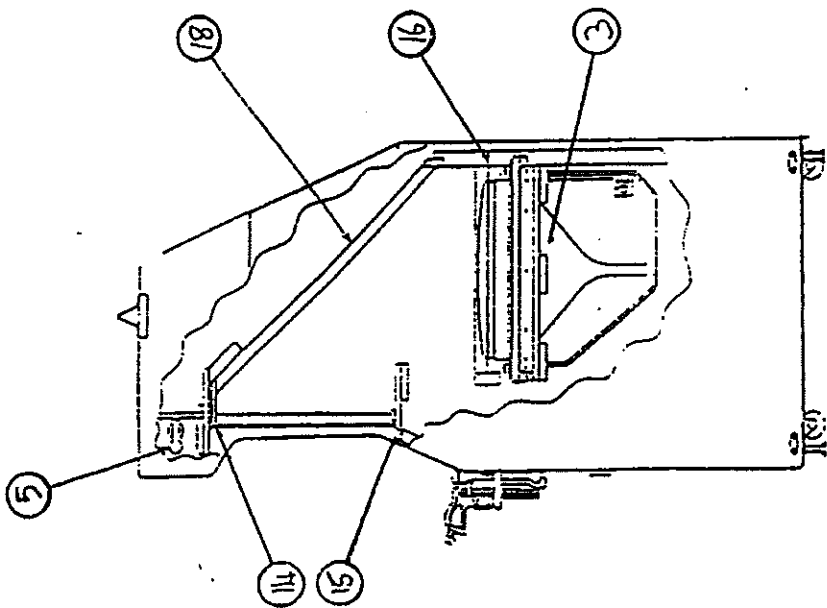
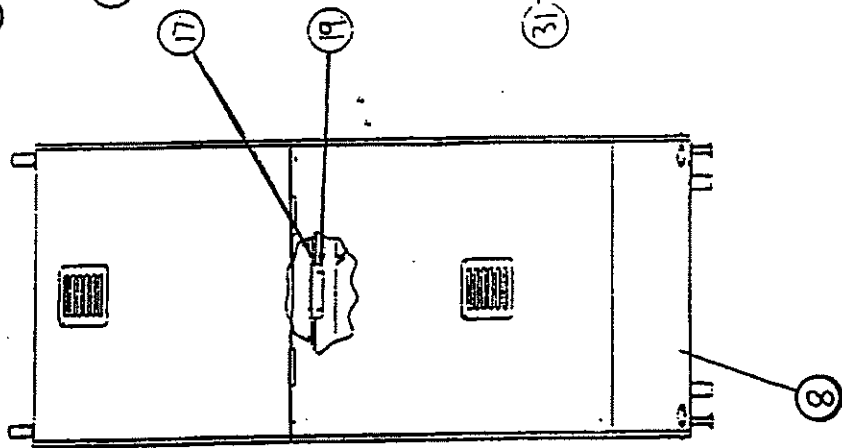
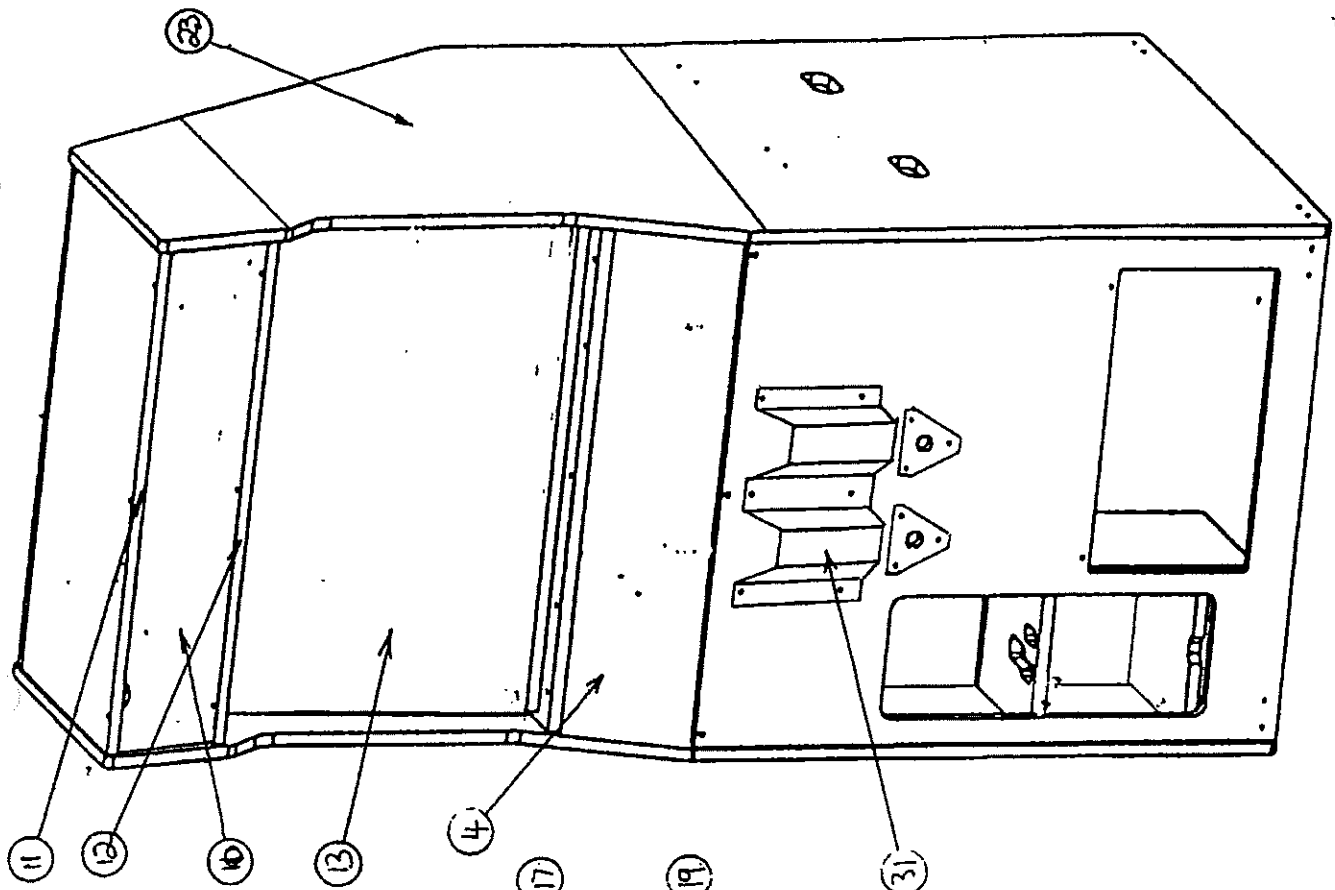
| No. | PART No. | DESCRIPTION |
|-----|-----------------|-------------------|
| 1 | 837-10072-92 | CGT VIDEO BD COM |
| 2 | 837-10071-91-01 | CGT CPU BD COM |
| | 837-10071-91-02 | CGT CPU BD COM |
| 3 | 834-11128 | ROM BD VIRTUA COP |
| 4 | 837-5258 | DUMMY BD |

12. PARTS LIST

1. Top Assembly VCOP 2 CPT-0002UK

| Seq No. | Part Number | Description | Qty |
|---------|--------------|--------------------------------|-----|
| 1 | CPT-0200UK | ASSY ELEC U/R VCOP2 UK | 1 |
| 2 | AY0278 | ASSY VTS SEGA SINGLE (NON Q-F) | 1 |
| 3 | CPT-1570UK | ASSY MONITOR 26 IN 29 UK | 1 |
| 4 | CPT-2200UK | ASSY CONT PANEL U/R VCOP2 UK | 1 |
| 5 | AY0215 | ASSY FLOURESCENT LIGHT TRAY | 1 |
| 6 | CPT-2000UK | CONTROL UNIT 1P UK | 1 |
| 7 | CPT-2050UK | CONTROL UNIT 2P UK | 1 |
| 8 | CPT-1501UK | CABINET U/R VCOP2 UK | 1 |
| 9 | AY0019 | CABINET AIR VENT ASSY | 1 |
| 10 | CPT-1508UK | BILLBOARD U/R VCOP2 UK | 1 |
| 11 | CPT-1520UK | BILLBOARD SASH UPPER VCOP2 UK | 1 |
| 12 | CPT-1521UK | BILLBOARD SASH LOWER VCOP2 UK | 1 |
| 13 | COP-1510UK | FRONT GLASS | 1 |
| 14 | AIN-1033UK | GLASS HOLDER UPPER | 1 |
| 15 | COP-1511UK | GLASS HOLDER LOWER | 1 |
| 16 | CPT-1522UK | WOODEN MASK VCOP2 UK | 1 |
| 17 | AIN-1044UK | MIRROR BRKT | 1 |
| 18 | AIN-1038UK | MIRROR | 1 |
| 19 | AIN-1040UK | MIRROR HOLDER | 1 |
| 20 | CPT-1502UK | FRONT DOOR UK | 1 |
| 21 | CPT-1524UK | BACK DOOR VCOP2 U/R UK | 1 |
| 22 | CPT-1502 | STICKER CABI RIGHT VCOP2 UK | 1 |
| 23 | CPT-1503 | STICKER CABI LEFT VCOP2 UK | 1 |
| 24 | COP-1506UK | WIRE COVER | 1 |
| 25 | CPT-1525UK | MONITOR SUPPORT BRKT | 2 |
| 29 | CPT-1523UK | COIN MECH SHIELD VCOP2 UK | 1 |
| 30 | CPT-0100UK | ASSY INSTALLATION KIT VCOP2 UK | 1 |
| 31 | CPT-2207UK | HOLSTER UK | 1 |
| 32 | CPT-2208UK | PLATE 3-M5 CRG BLT | 3 |
| 33 | CPT-2201-DUK | STICKER CONTROL PANEL EMBLEM | 2 |
| 34 | PK0029 | CARTON VIRTUA COP 2 U/R | 1 |
| 35 | PK0030 | PALLET VIRTUA COP U/R | 1 |
| 101 | 421-7020UK | STICKER CAUTION FORK | 2 |
| 102 | PP1087 | BOX CASH FOR MINI DOOR | 1 |
| 103 | OS1000 | RUBBER EDGING FOR 6mm GLASS | 0.8 |
| 104 | OS1209 | RUBBER EDGE STRIP FOR 3mm GLAS | 0.8 |
| 105 | OS1210 | FOAM STRIP 14mm WIDE | 0.8 |
| 106 | 421-7987 | STICKER ELEC SPEC | 1 |
| 107 | 421-7988-91 | STICKER SERIAL NUMBER | 2 |

| | | | |
|-----|---------------|-------------------------------|---|
| 108 | SGM-4323UK | POLYETHYLENE COVER | 1 |
| 109 | LB1083 | LABEL "FAILURE TO EARTH..." | 1 |
| 110 | LB1079 | LABEL DLM SERIAL NUMBER | 1 |
| 111 | LB1046 | LABEL TESTED FOR ELEC. SAFETY | 1 |
| 112 | LB1084 | LABEL AC VOLTAGE SET TO: | 1 |
| 113 | LT1006 | LAMP WEDGE-12V 1.2W | 1 |
| 114 | 253-5396 | CABINET HANDLE | 4 |
| 201 | FX0041 | M4X30 MSCR POSI PAN BZP | 6 |
| 202 | FX0301 | M4 WSHR 16OD FLT BZP | 2 |
| 203 | FX0243 | M4 WSHR SPR BZP | 3 |
| 204 | FX0163 | N8X1/2" S/TAP POSI FLG BZP | 9 |
| 205 | FX0273 | M6X12 SET BZP | 4 |
| 206 | FX0255 | M6 WSHR SPR BZP | 4 |
| 207 | FX0248 | M6 WSHR FORM A FLT BZP | 4 |
| 208 | FX0326 | M4X20 MCSR POSI CSK BZP | 2 |
| 209 | 008-T00525-OC | M5X25 MSCR TMP PRF TH CRM | 3 |
| 210 | FS1033 | M5 WSHR 19OD FLT CRM | 3 |
| 211 | FX0386 | N8X1" S/TAP POSI CSK BZP | 2 |
| 212 | FX0417 | M5X20 CRG BLT BNP | 5 |
| 213 | FX0009 | M4 WSHR FORM A FLT BZP | 1 |
| 214 | FS1006 | M5X20 MSCR SKT BH BNP | 2 |
| 215 | FS1027 | M5 WSHR 19OD FLT BNP | 2 |
| 216 | FX0037 | M4X12 MSCR POSI PAN BZP | 7 |
| 217 | FX0011 | M4 NUT FLG SER BZP | 2 |
| 218 | 008-T00430-OC | M4X30 MSCR TMP PRF TH CRM | 1 |
| 219 | FX0165 | N8X1/2" S/TAP POSI FLG BNP | 3 |
| 220 | FX0131 | M6X30 CRG BLT CRM | 8 |
| 221 | FX0013 | M6 NUT FLG SER BZP | 8 |
| 224 | FX0302 | M5 NUT FLG SER BZP | 5 |
| 301 | 600-6657-106 | LOOM FL / FAN CPT | 1 |
| 302 | 600-6657-109 | 26" NANA0 INTERFACE | 1 |
| 303 | LM9012 | LOOM EARTH 200mm | 1 |
| 304 | LM9212 | LOOM EARTH 400mm | 1 |
| 305 | LM9722 | LOOM EARTH 1500mm | 1 |
| 306 | 600-6657-104 | LOOM MONITOR AC SUPPLY & VTS | 1 |

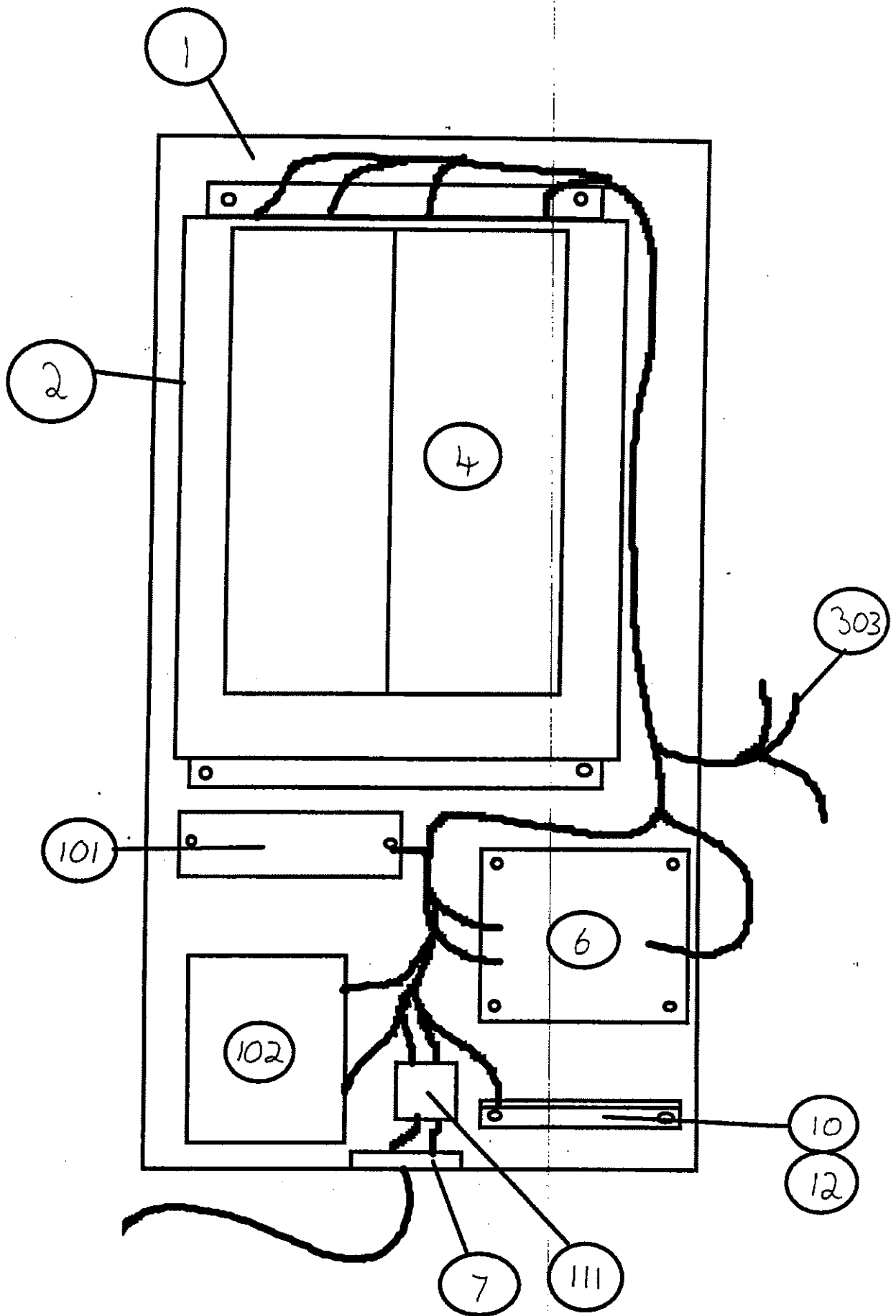


2. Installation Kit VCOP 2 CPT-0100UK

| Seq No. | Part Number | Description | Qty |
|---------|-------------|------------------------|-----|
| 1 | DO0047 | OWNERS MANUAL VCOP2 UK | 1 |
| 2 | 540-0006-01 | WRENCH M4 TMP PRF | 1 |
| 3 | 540-0007-01 | WRENCH M5 TMP PRF | 1 |
| 4 | 509-5080UK | SW MICRO TYPE | 1 |
| 5 | OS1019 | SELF SEAL BAG 9X12.3/4 | 1 |
| 6 | LT1006 | LAMP WEDGE 12V 1.2W | 1 |
| 7 | EP1007 | FUSE 5A 250Vac 20mm SB | 1 |

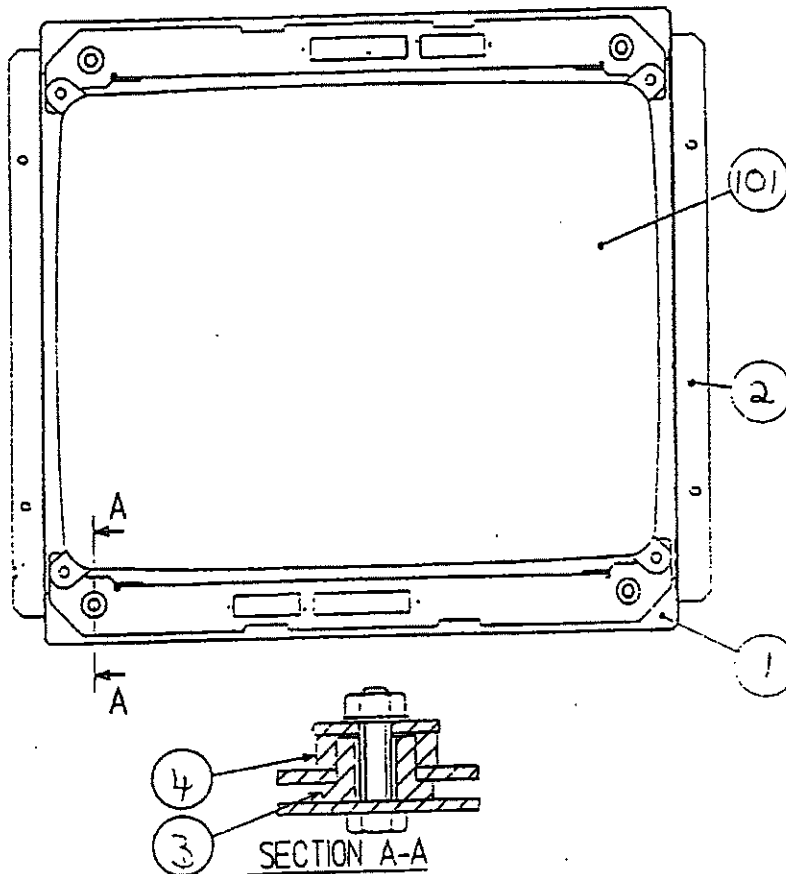
3. Electronics Assembly VCOP2 CPT-0200UK

| Seq No. | Part Number | Description | Qty. |
|---------|--------------|--------------------------------|------|
| 1 | CPT-0201UK | WOODEN BASE ELEC | 1 |
| 2 | 105-5218 | SHIELD CASE | 1 |
| 3 | 105-5219-91 | SHIELD CASE LID | 1 |
| 4 | 833-12266 | PEC GAME BOARD VCOP2 | 1 |
| 5 | 839-0827 | PEC FILTER BD VCOP2 | 1 |
| 6 | 838-11650-10 | PEC PWR AMP VCOP2 | 1 |
| 7 | CPT-0202UK | AC BRKT VCOP2 U/R UK | 1 |
| 8 | MP1266 | BRKT TRANSFORMER MOUNTING | 4 |
| 10 | 837-12079 | PEC GUN SENSOR BD VCOP2 | 1 |
| 11 | 838-10800 | PEC CONN A SEGA | 1 |
| 12 | CPT-0203UK | BRKT GUN SENS BD | 2 |
| 101 | EP1335 | SWITCHED MODE POWER SUPPLY | 1 |
| 102 | TX1071 | TRANSFORMER VCOP2 | 1 |
| 103 | SW1021 | SWITCH ROCKER 250V AC E4666 | 1 |
| 104 | SW1020 | SWITCH ANTI CHEAT | 1 |
| 105 | EP1337 | SOCKET IEC 10 AMP SCREW MOUNT | 1 |
| 106 | FN1011 | FAN AXIAL 12V 80mm x 25mm(MAX) | 1 |
| 107 | FN1017 | FAN GUARD 80mm | 1 |
| 108 | EP1007 | FUSE 5A 250Vac 20mm SB | 1 |
| 109 | EP1308 | FERRITE RING CORE | 1 |
| 110 | OS1098 | CRIMP BELL END SMALL | 2 |
| 111 | EP1340 | FILTER EMI 10A CORCOM | 1 |
| 112 | LB1000 | LABEL 5A (AC BRKT FUSE) | 1 |
| 113 | LB1010 | LABEL DLM ASSEMBLED | 1 |
| 114 | LB1011 | LABEL DLM TESTED | 1 |
| 115 | LB1036 | LABEL 240VAC YEL/BLK LARGE | 1 |
| 116 | PP1067 | COVER PLASTIC POWER SUPPLY | 1 |
| 117 | OS1177 | TAPE D/S PVC 50mm X 50 M ROLL | 0.2 |
| 201 | FX0011 | M4 NUT FLG SER BZP | 1 |
| 202 | FX0163 | N8X1/2" S/TAP POSI FLG BZP | 6 |
| 203 | FX0020 | M3X8 TAPTITE POSI PAN BZP | 9 |
| 204 | FX0151 | N4X1" S/TAP POSI PAN BZP | 0 |
| 205 | FX0021 | M4X8 MSCR POSI PAN BZP | 5 |
| 206 | FX0241 | M4 WSHR FORM C FLT BZP | 4 |
| 207 | FX0305 | M3X30 MSCR POSI PAN BZP | 4 |
| 208 | FX0016 | M3 WSHR FORM C FLT BZP | 8 |
| 209 | FX0239 | M3 WSHR SPR BZP | 4 |
| 210 | FX0032 | M3X20 MSCR POSI PAN BZP | 4 |
| 301 | LM1049 | LOOM AC BKT VIRTUA FIGHTER | 1 |
| 302 | 600-6657-102 | LOOM SMPSU AC INT HAPP | 1 |
| 303 | 600-6657-101 | LOOM MAIN HARNESS VCOP2 | 1 |
| 304 | LM1308 | LOOM INT XFMR | 1 |
| 306 | LM9222 | LOOM EARTH 400mm | 1 |
| 307 | LM9622 | LOOM EARTH 1000mm | 1 |



4. Monitor Assembly VCOP 2 CPT-1570UK

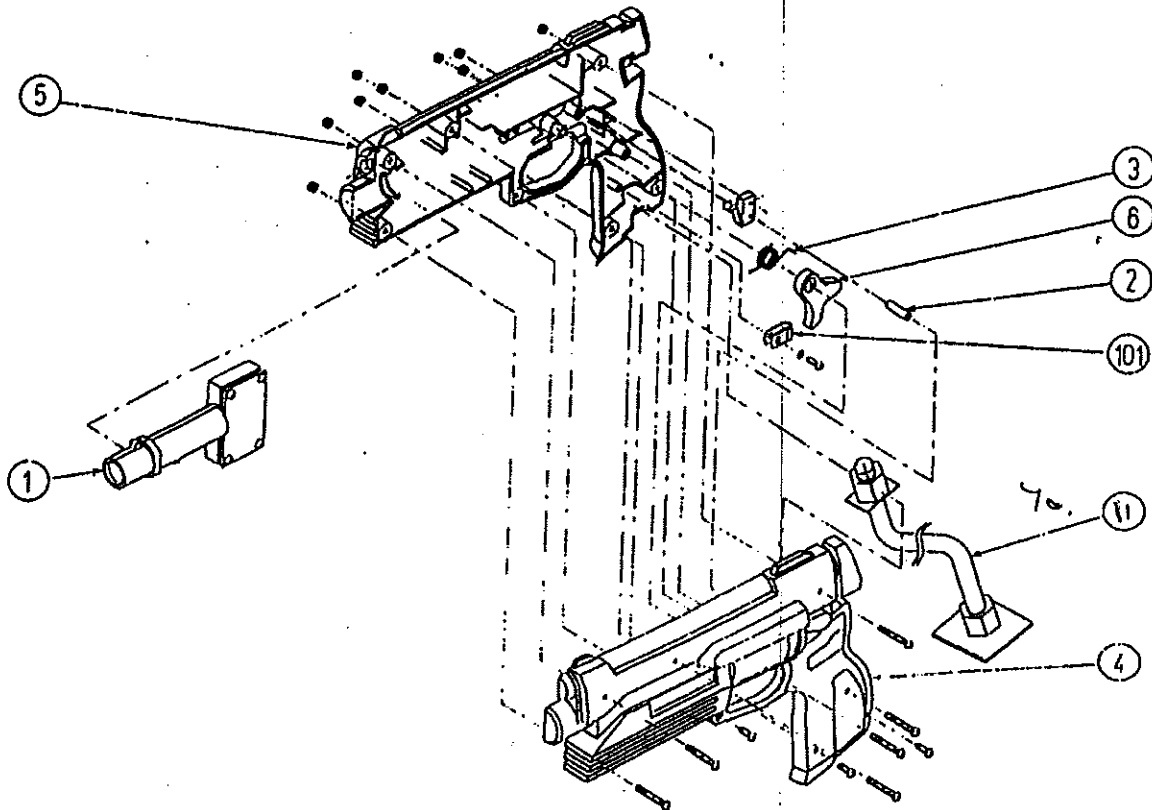
| Seq No. | Part Number | Description | Qty |
|---------|-------------|--------------------------------|--------|
| 1 | CPT-1571UK | MONITOR BRKT A (26 IN 29 CAB) | 2 |
| 2 | CPT-1572UK | MONITOR BRKT B (26 IN 29 CAB) | 2 |
| 3 | PP1000 | BUSH FOR NANA0 MONITOR | 4 |
| 4 | PP1001 | COLLAR FOR NANA0 MONITOR | 4 |
| 101 | MO1000 | MONITOR 26 NANA0 MED RES. | 1 |
| 102 | LB1034 | LABEL "HIGH VOLTAGE" 64 X 38mm | 1 |
| 103 | OS1214 | SPACER M4X16 ROUND NYLON | 3 |
| 201 | FX0012 | M6 WSH 25OD FLAT BZP | 4 |
| 202 | FX0045 | M5X12 MSCR POSI PAN BZP | 8 |
| 203 | FX0245 | M5 WSHR FORM A FLT BZP | 8 |
| 204 | FX0246 | M5 WSHR SPR BZP | 8 |
| 205 | FX0013 | M6 NUT FLG SER BZP | 4 |
| 206 | FX0041 | M4X30 MSCR POSI PAN BZP | 3 |
| 207 | FX0011 | M4 NUT FLG SER BZP | 3 |
| 301 | LM9622 | LOOM EARTH 1000mm | 1 |
| 302 | LM9522 | LOOM EARTH 750mm | 1 </tr |



5. Control Unit 1P VCOP 2 CPT-2000UK *DCM 118*

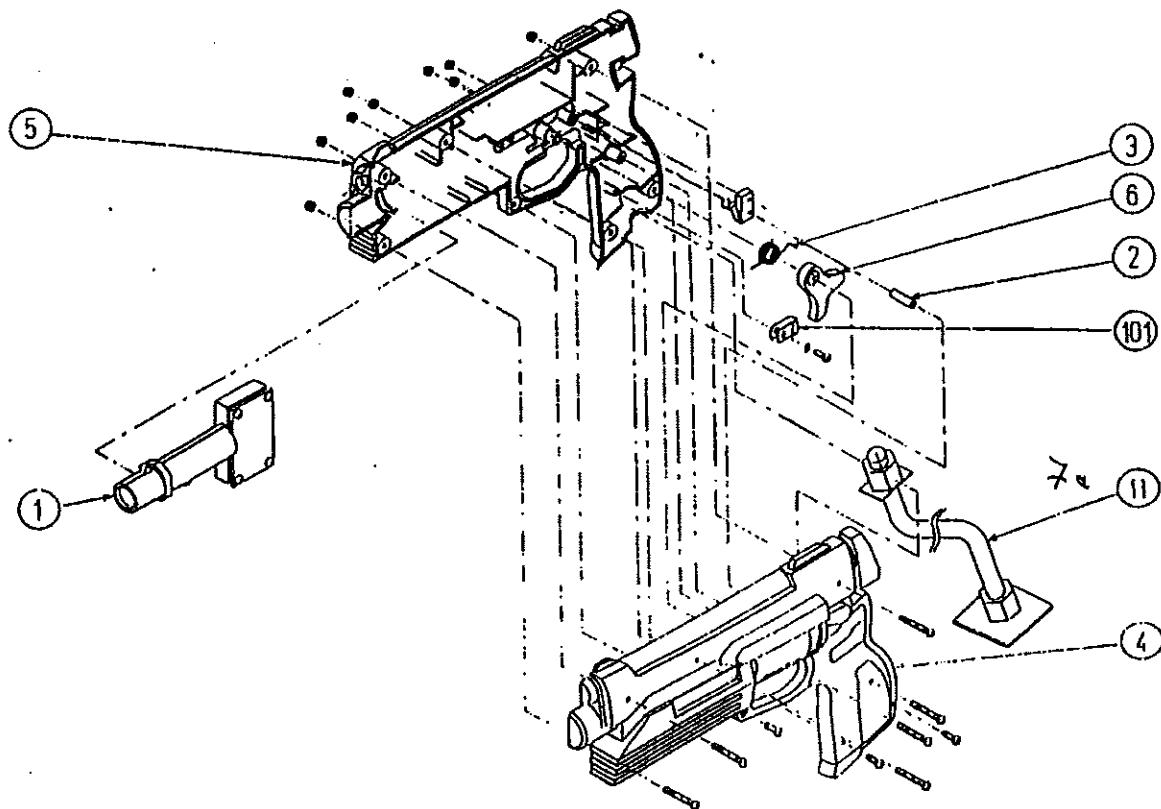
SC 5672

| Seq No. | Part Number | Description | Qty |
|---------|----------------|-----------------------------------|-----|
| 1 | COP-2020 | SENSOR UNIT | 1 |
| 2 | COP-2005 | STOPPER PIN | 1 |
| 3 | 125-5124 | TORSION SPRING | 1 |
| 4 | 253-5404-01 | COVER LEFT BLUE | 1 |
| 5 | 253-5405-01 | COVER RIGHT BLUE | 1 |
| 6 | 253-5406-01 | TRIGGER BLUE | 1 |
| 7 | CPT-2010UK | PROTECT TUBE L=1000MM (NBR) | 1 |
| 8 | 421-7226-02-91 | STICKER B LONG | 1 |
| 9 | CPT-2011UK | PLATE PROTECT TUBE UK | 1 |
| 11 | 600-6657-107 | LOOM GUN CPT <i>Not available</i> | 1 |
| 12 | 600-6657-108 | LOOM RGB ELEC BD (GUN SENSOR) | 1 |
| 101 | OS1142 | CLIP "P" MINI | 1 |
| 201 | FX0405 | M3X8 MSCR POSI PAN BNP | 3 |
| 202 | FX0145 | N4X1/4" S/TAP POSI PAN BZP | 1 |
| 203 | FX0418 | M3X25 MSCR POSI PAN BNP | 6 |
| 204 | FAS-500006 | M3 NUT DOME BNP | 9 |
| 205 | FX0263 | M3 WSHR FORM A FLT BZP | 1 |



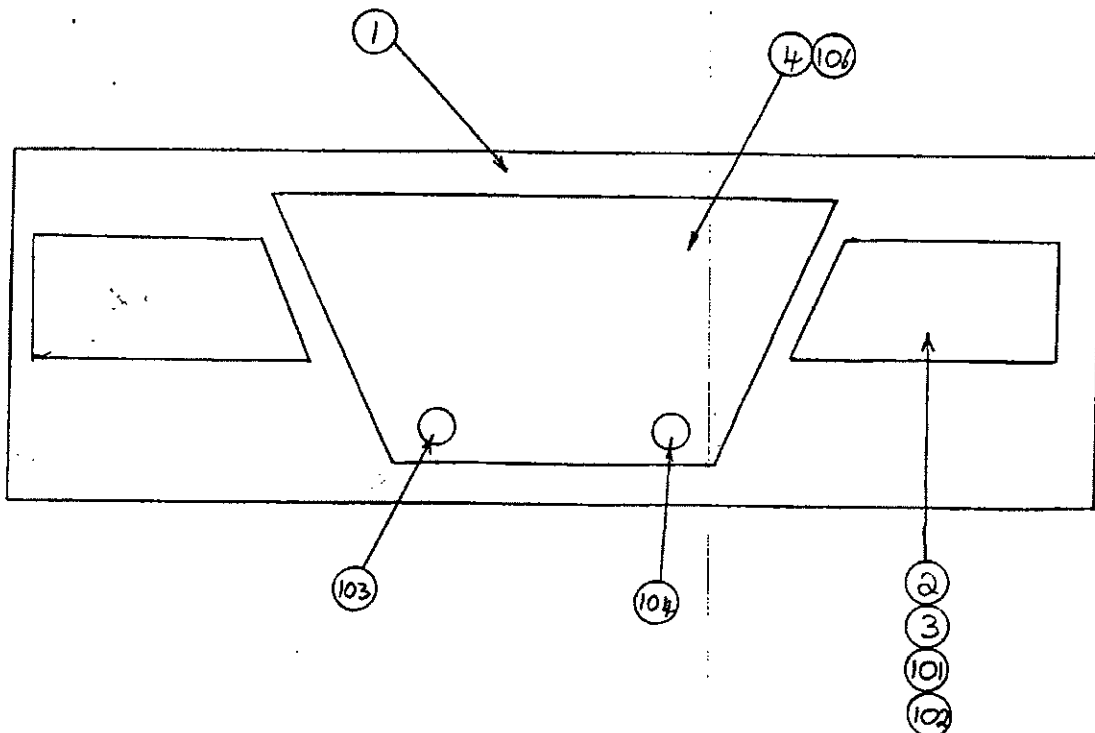
6. Control Unit 2P VCOP 2 CPT-2050UK *DLM 119*

| Seq No. | Part Number | Description | Qty. |
|---------|----------------|-----------------------------------|------|
| 1 | COP-2020 | SENSOR UNIT | 1 |
| 2 | COP-2005 | STOPPER PIN | 1 |
| 3 | 125-5124 | TORSION SPRING | 1 |
| 4 | 253-5404-02 | COVER LEFT RED | 1 |
| 5 | 253-5405-02 | COVER RIGHT RED | 1 |
| 6 | 253-5406-02 | TRIGGER RED | 1 |
| 7 | CPT-2010UK | PROTECT TUBE L=1000MM (NBR) | 1 |
| 8 | 421-7226-18-91 | STICKER R LONG | 1 |
| 9 | CPT-2011UK | PLATE PROTECT TUBE UK | 1 |
| 11 | 600-6657-107 | LOOM GUN CPT <i>Not available</i> | 1 |
| 12 | 600-6657-108 | LOOM RGB ELEC BD (GUN SENSOR) | 1 |
| 101 | OS1142 | CLIP "P" MINI | 1 |
| 201 | FX0405 | M3X8 MSCR POSI PAN BNP | 3 |
| 202 | FX0145 | N4X1/4" S/TAP POSI PAN BZP | 1 |
| 203 | FX0418 | M3X25 MSCR POSI PAN BNP | 6 |
| 204 | FAS-500006 | M3 NUT DOME BNP | 9 |
| 205 | FX0263 | M3 WSHR FORM A FLT BZP | 1 |



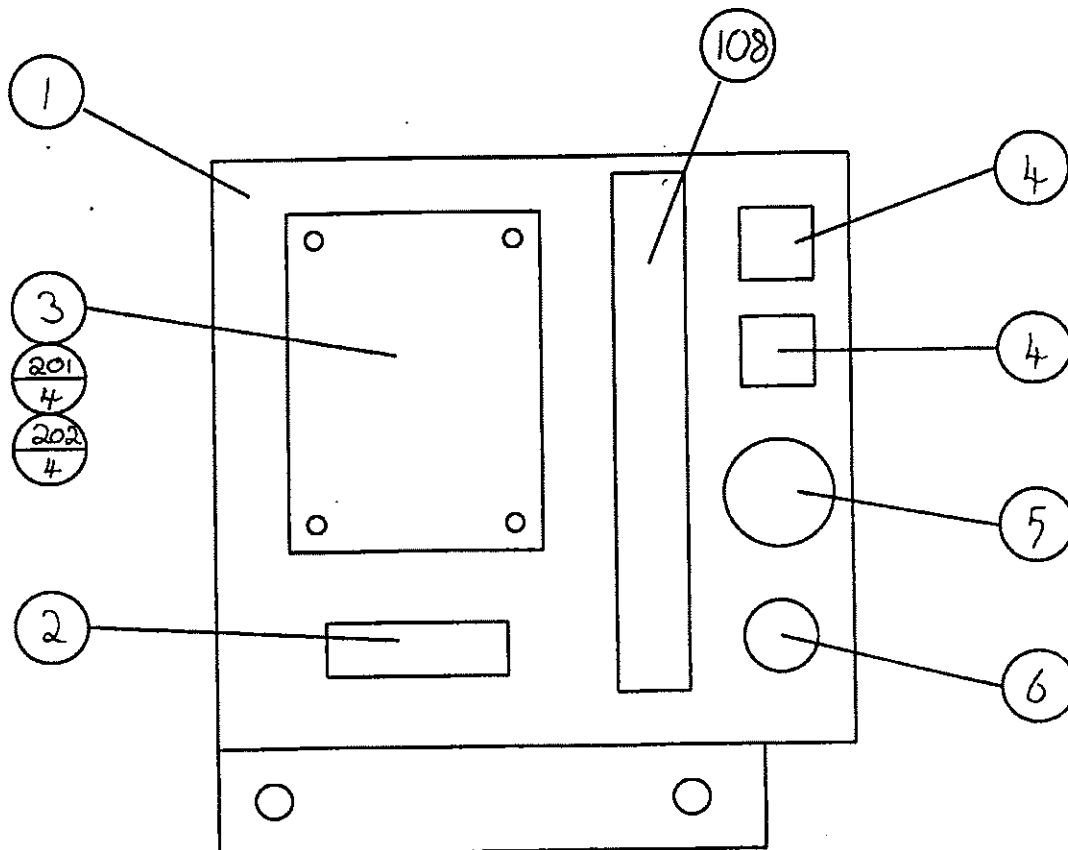
7. Control Panel Assembly VCOP 2 CPT-2200UK

| Seq No. | Part Number | Description | Qty. |
|---------|---------------|-----------------------------|------|
| 1 | CPT-2201UK | CONTROL PANEL BASE VCOP2 UK | 1 |
| 2 | CPT-2202 | SPEAKER NET | 2 |
| 3 | CPT-2203UK | SPEAKER BASE VCOP2 UK | 2 |
| 4 | CPT-2101 UK | INSTR PLATE U/R | 1 |
| 6 | CPT-2201-AUK | STICKER CONTROL PANEL A | 1 |
| 7 | CPT-2201-BUK | STICKER CONTROL PANEL B | 1 |
| 8 | CPT-2201-CUK | STICKER CONTROL PANEL STRIP | 1 |
| 101 | LS1020 | SPEAKER 10mm 8 OHM 25W ASSY | 2 |
| 102 | LS1021 | SPEAKER 4" AV 8Ω 30W | 2 |
| 103 | 509-5610-01BL | SW PB 30M BLUEW/L 1P 5V 3W | 1 |
| 104 | 509-5610-02RE | SW PB 30M RED W/L 2P 5V 3W | 1 |
| 105 | 421-5800-277 | ORIGINAL SEAL VIRTUA COP 2 | 1 |
| 106 | 422-0549-01UK | PLAY INSTR SHT VCOP2 | 1 |
| 107 | LB1010 | LABEL DLM ASSEMBLED | 1 |
| 201 | FX0011 | M4 NUT FLG SER BZP | 9 |
| 202 | 008-T00408-OC | M4X8 MSCR TMP PRF TH CRM | 5 |
| 203 | FX0163 | N8X1/2" S/TAP POSI FLG BZP | 8 |
| 301 | 600-6657-105 | LOOM START VCOP2 | 1 |
| 304 | 600-6657-103 | LOOM SPEAKER | 1 |
| 306 | LM9611 | LOOM EARTH 1000mm | 1 |



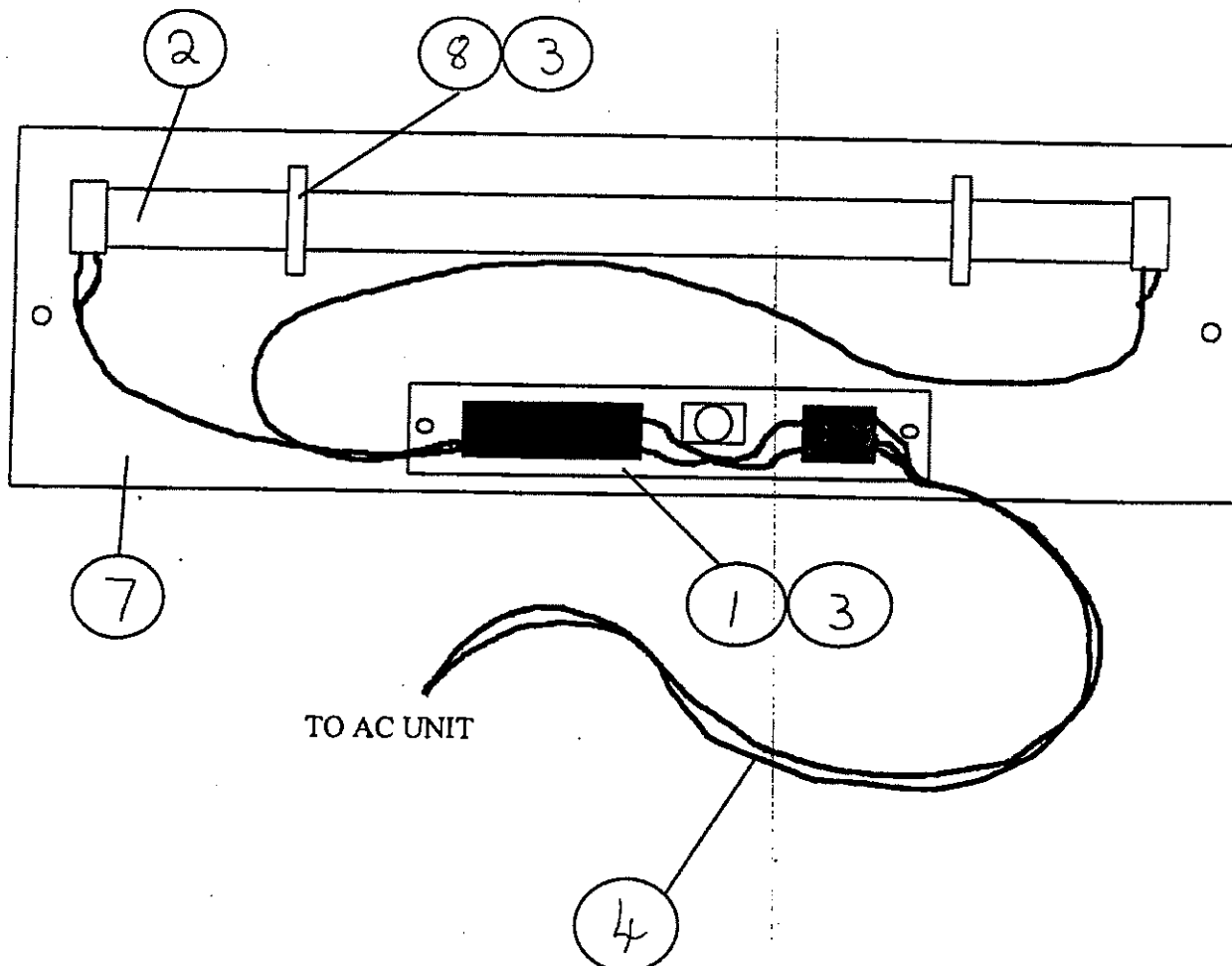
8. VTS Assembly VCOP 2 AY0278

| Seq No | Part Number | Description | Qty |
|--------|-------------|--------------------------------|-----|
| 1 | MP1296 | VTS BRKT SEGA SINGLE (NON Q-F) | 1 |
| 2 | EP1003 | COUNTER IMPULSE, PANEL W/CLIP | 1 |
| 3 | EP1004 | PEC CREDIT BD KLINGON | 1 |
| 4 | SW1025 | PUSHBUTTON MO'TY ACT - E0611 | 2 |
| 5 | SW1099 | SWITCH PB MOMENTARY 30/40AMP | 1 |
| 6 | EP1011 | POT 4K7 CARBON | 1 |
| 7 | EP1018 | KNOB 15MM DIA FOR 6.3MM SHAFT | 1 |
| 101 | OS1029 | CABLE SLEEVE H30 BLACK | 2 |
| 102 | OS1034 | SLEEVE H 20 BLACK | 2 |
| 103 | OS1181 | CABLE TIE BASE 19mmSq SELF/ADH | 3 |
| 104 | OS1174 | CABLE TIE, NYLON 100mm | 3 |
| 105 | OS1098 | CRIMP BELL END SMALL | 2 |
| 106 | LB1010 | LABEL DLM ASSEMBLED | 1 |
| 107 | LB1011 | LABEL DLM TESTED | 1 |
| 108 | LB1006 | LABEL VTS 1 SIL/BLK VERT LIST | 1 |
| 109 | LB1028 | LABEL 110VAC MINI YELL/BLK | 1 |
| 110 | OS1055 | TERM 1/4" RECEPT. RED F/INSUL | 1 |
| 201 | FX0029 | M3X10 MSCR POSI PAN BZP | 4 |
| 202 | FX0263 | M3 WSHR FORM A FLT BZP | 4 |
| 301 | LM1009 | LOOM VTS BKT.VIRTUA FIGHTER | 1 |



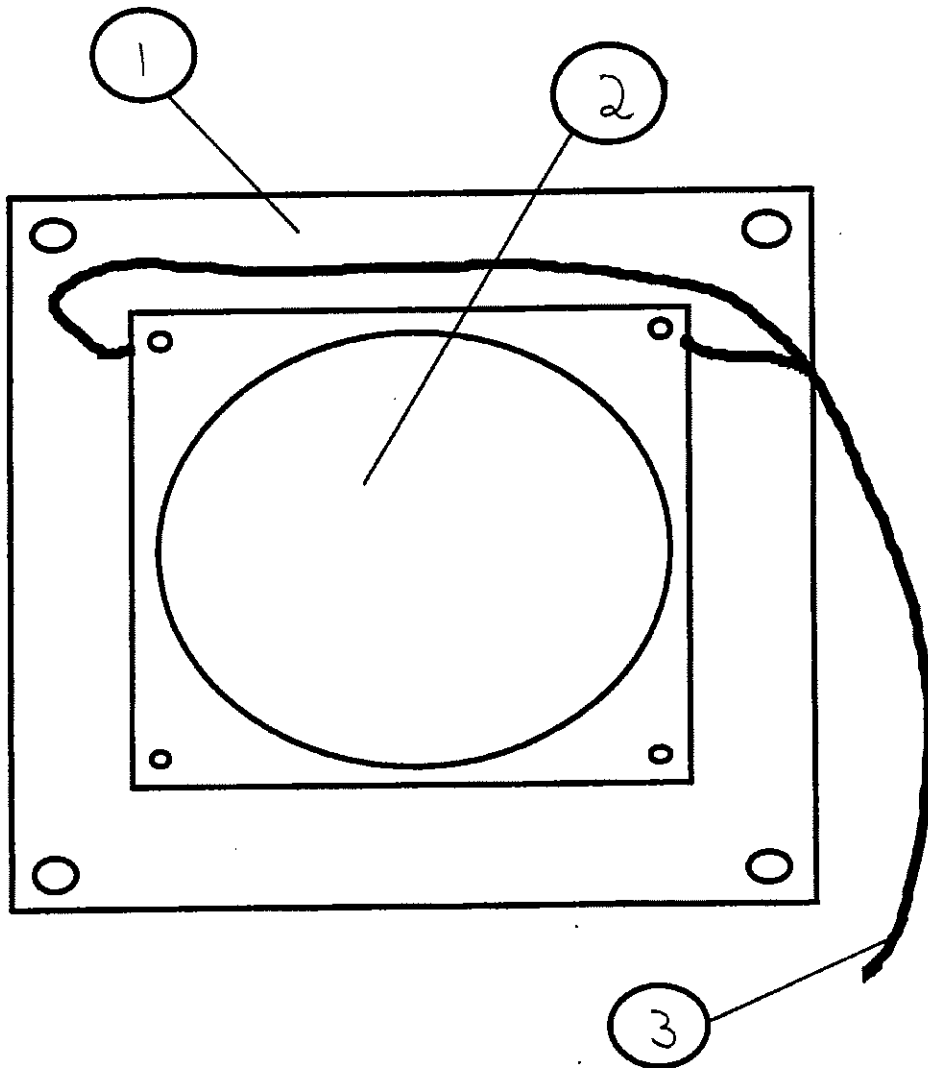
9. Fluorescent Assembly VCOP 2 AY0215

| Seq No. | Part Number | Description | Qty |
|---------|-------------|----------------------------|-----|
| 1 | LT1000 | LIGHTING TRAY 15W E5025 | 1 |
| 2 | LT1001 | TUBE FLUORESCENT 15W E3017 | 1 |
| 3 | FX0163 | N8X1/2" S/TAP POSI FLG/BZP | 4 |
| 4 | LM1048 | LOOM STD INT FL | 1 |
| 5 | OS1174 | CABLE TIE, NYLON 100mm | 4 |
| 7 | CB1059 | LIGHTING BOARD VCOP POC | 1 |
| 8 | OS1208 | CLIP TERRY 22mm DIA. POC | 2 |
| 9 | LT1042 | FL STARTER 4-36 WATT POC | 1 |
| 10 | LB1010 | LABEL DLM ASSEMBLED | 1 |



10. Air Vent Assembly VCOP 2 AY0019

| Seq No | Part Number | Description | Qty. |
|--------|-------------|--------------------------------|------|
| 1 | MP1017B | VENT AIR BLACK | 1 |
| 2 | FN1000 | FAN AXIAL 240V AC 120mm x 38mm | 1 |
| 3 | LM1050 | LOOM STD INT FAN VENT | 1 |
| 5 | FX0320 | N10X1/2" S/TAP HEX BZP | 4 |
| 6 | FX0245 | M5 WSHR FORM A FLT BZP | 4 |
| 7 | FX0021 | M4X8 MSCR POSI PAN BZP | 1 |
| 8 | FX0019 | M4 WSHR S/PRF BZP | 1 |



WIRE COLOUR CODE TABLE

THE WIRE COLOUR CODE IS AS FOLLOWS:

| | |
|---|--------------|
| A | PINK |
| B | SKY BLUE |
| C | BROWN |
| D | PURPLE |
| E | LIOGHT GREEN |

Wires other than those of any of the colours listed above will be displayed by 2 alphanumeric characters.

| | |
|---|--------|
| 1 | RED |
| 2 | BLUE |
| 3 | YELLOW |
| 4 | GREEN |
| 5 | WHITE |
| 7 | ORANGE |
| 8 | BLACK |
| 9 | GRAY |

If the right hand side numeral of the code is 0, then the wire will be of a single colour shown by the left hand side numeral (see the list above).

Note 1: If the right hand side alphanumeric is not 0, that particular wire has a spiral colour code. The left hand side character shows the base colour and the right hand side one, the spiral colour.

[Example] 51----- WHITE/RED



Note 2: The character following the wire colour code indicates the size of the wire.

| | |
|------|---------------|
| K: | AWG18, UL1015 |
| L: | AWG20, UL1007 |
| None | AWG22, UL1007 |

COIN MECH INSTALLATION AND CREDIT BOARD SETUP

Game credits between the Coin Mech and the game board for the Virtua Cop 2 machine are controlled by a *Klingon* board. This electronic circuit allows the price of play to be set for a range of different countries. These functions are set on Dual In Line PCB mounted switches.

DIL-2 is used to set the currency (or coin ratio) and DIL-1 the price of play. Refer to the Tables on the following pages for the correct settings for your environment.

The *Klingon* board pictured in Fig 8 is mounted on the VTS Bracket within the Coin Chute Tower.

The *Klingon* board is connected to the coin validator and lamps via a dedicated wiring harness depending upon the coin validator used:

| <u>Wiring Harness</u> | | <u>Validator</u> | |
|-----------------------|---|------------------|--------------------|
| LM1006 | - | Coin Controls | (15 way connector) |
| LM1007 | - | Mars | (13 way connector) |
| LM1008 | - | Mechanical | See note 2 |
| - | - | NRI | See note 1 |

Notes

1. If NRI mechs are to be used, these should be ordered with the highest denomination coin on coin path #1 and the lowest denomination on coin path #4. The *Klingon* board should be then be set up for either the UK or Switzerland settings. A minimum connecting lead length of 600mm is required.
2. Mechanical coin mechs may be connected in parallel allowing two identical mechs to be fitted.

Klingon Credit Board Option Settings

DIL Switch 2 (under IC socket)

Coin Controls:

Mars:

| SW1 | SW2 | SW3 | SW4 | OPTIONS | COIN 1 F | COIN 2 E | COIN 3 D | COIN 4 C |
|-----|-----|-----|-----|-------------------------------|-------------|-------------|-------------|-------------|
| OFF | OFF | OFF | | UK Coin Setting | £1 | 50p | 20p | 10p |
| ON | OFF | OFF | | Belgium Coin Setting | n/u | 50Bf | 20Bf | 25Pst |
| OFF | ON | OFF | | Spain Coin Setting | 100Pst | 50 Pst | n/u | 5 Pst |
| ON | ON | OFF | | German Coin setting using NRI | | | | |
| OFF | OFF | ON | | Holland Coin Setting | n/u | 5G | 2.5G | 1G |
| ON | OFF | ON | | Portugal Coin Setting | 100Esu | 50 Esu | n/u | n/u |
| OFF | ON | ON | | Austria Coin Setting | 20 | 10 | 5 | 1 |
| ON | ON | ON | | Switzerland Coin Setting | 5Sf | 2Sf | 1Sf | n/u |
| | | | OFF | Direct mode | | | | |
| | | | ON | 2 Channel Mode | | | | |

Set DIL switches (DIL-1) SW-1 to SW-5 according to the option settings found in the relevant Price Of Play Settings Table on the following pages.

Set DIL switches (DIL-2) on the *Klingon* board located under the IC socket as shown in the table above. SW-4 must always be set 'ON' as the game board only operates in common mode. Care must be exercised when removing IC-1 so as not to damage its lead-outs pins. After setting the switches return the IC to its socket with the package indent mark adjacent to the board edge.

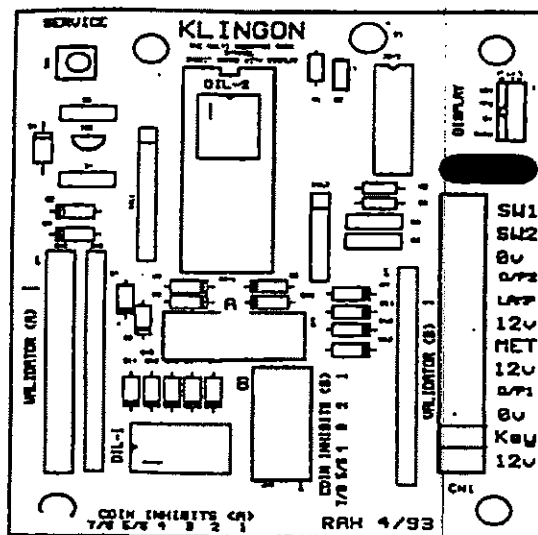


Fig. 8 THE 'KLINGON' CREDIT BOARD

PRICE OF PLAY SETTINGS FOR THE UK

| | | | DIP SWITCH | | | | |
|------------------|-----------------------------|------------|------------|-----|-----|-----|-----|
| | | | 1 | 2 | 3 | 4 | 5 |
| 10p Play | 50p = 5 | £1 = 10 | OFF | OFF | OFF | OFF | OFF |
| 10p Play | 50p = 5 | £1 = 11 | ON | OFF | OFF | OFF | OFF |
| 10p Play | 50p = 6 | £1 = 12 | OFF | ON | OFF | OFF | OFF |
| 20p Play | 50p = 2½ | £1 = 5 | ON | ON | OFF | OFF | OFF |
| 20p Play | 50p = 3 | £1 = 6 | OFF | OFF | ON | OFF | OFF |
| 20p Play | 50p = 3 | £1 = 7 | ON | OFF | ON | OFF | OFF |
| 30p Play | 50p = 1 2/3 | £1 = 3 1/3 | OFF | ON | ON | OFF | OFF |
| 30p Play | 50p = 2 | £1 = 4 | ON | ON | ON | OFF | OFF |
| 30p Play | 50p = 2 | £1 = 5 | OFF | OFF | OFF | ON | OFF |
| 40p Play | 50p = 1¼ | £1 = 2½ | ON | OFF | OFF | ON | OFF |
| 40p Play | 50p = 1¼ | £1 = 3 | OFF | ON | OFF | ON | OFF |
| 50p Play | 50p = 1 | £1 = 2 | ON | ON | OFF | ON | OFF |
| 50p Play | 50p = 1 | £1 = 3 | OFF | OFF | ON | ON | OFF |
| 60p Play | 50p = 5/6 | £1 = 1 2/5 | ON | OFF | ON | ON | OFF |
| 60p Play | 50p = 5/6 | £1 = 2 | OFF | ON | ON | ON | OFF |
| 80p Play | 50p = 5/8 | £1 = 1¼ | ON | ON | ON | ON | OFF |
| £1 Play | £1 = ½ | £1 = 1 | OFF | OFF | OFF | OFF | ON |
| £1 Play | £1 = ½ £1 = 1 £1 = 3 | | ON | OFF | OFF | OFF | ON |
| £2 Play | 50p = ¼ | £1 = ½ | OFF | ON | OFF | OFF | ON |
| £2 Play | 50p = ¼ £1 = ½ £1 = 3 | | ON | ON | OFF | OFF | ON |
| £3 Play | 50p = ¼ £1 = ½ £5 = 3 | | ON | ON | OFF | OFF | ON |
| £3 Play | NO BONTSES | | OFF | OFF | ON | OFF | ON |
| £3 Play | - | £5 = 3 | ON | OFF | ON | OFF | ON |
| £5 Play | - | - | OFF | ON | ON | OFF | ON |
| £5 Play | - | £10 = 3 | ON | ON | ON | OFF | ON |
| FREE PLAY OPTION | | | ON | ON | ON | ON | ON |

PRICE OF PLAY SETTINGS FOR SPAIN

| | | | DIP SWITCH | | | | |
|-----------------------------------|--------------|------------|------------|-----|-----|-----|-----|
| | | | 1 | 2 | 3 | 4 | 5 |
| 25Pst Play | 50Pst = 2 | 100Pst = 4 | OFF | OFF | OFF | OFF | OFF |
| 25Pst Play | 50Pst = 2 | 100Pst = 5 | ON | OFF | OFF | OFF | OFF |
| | | | OFF | ON | OFF | OFF | OFF |
| 50Pst Play | 100Pst = 2 | - | ON | ON | OFF | OFF | OFF |
| 50pst Play | 100pst = 3 | - | OFF | OFF | ON | OFF | OFF |
| 50Pst Play | 100Pst = 3 | 200Pst = 7 | ON | OFF | ON | OFF | OFF |
| 75Pst = Play | 100Pst = 2/3 | - | OFF | ON | ON | OFF | OFF |
| 75Pst Play | 100Pst = 2/3 | 200Pst = 3 | ON | ON | ON | OFF | OFF |
| 75Pst Play | 200Pst = 3 | 400Pst = 7 | OFF | OFF | OFF | ON | OFF |
| 100Pst Play | - | - | ON | OFF | OFF | ON | OFF |
| 100Pst Play | 200Pst = 3 | - | OFF | ON | OFF | ON | OFF |
| 200Pst Play | - | - | ON | ON | OFF | ON | OFF |
| 200Pst Play | 500Pst = 3 | - | OFF | OFF | ON | ON | OFF |
| 300Pst Play | - | - | ON | OFF | ON | ON | OFF |
| 300Pst Play | 500Pst = 2 | - | OFF | ON | ON | ON | OFF |
| 400Pst Play | - | - | ON | ON | ON | ON | OFF |
| 400Pst Play | 1000Pst = | - | OFF | OFF | OFF | OFF | ON |
| | | | ON | OFF | OFF | OFF | ON |
| | | | OFF | ON | OFF | OFF | ON |
| [Coin Metering: 1 Pulse = 25Pst] | | | ON | ON | OFF | OFF | ON |
| | | | ON | ON | OFF | OFF | ON |
| | | | OFF | OFF | ON | OFF | ON |
| | | | ON | OFF | ON | OFF | ON |
| | | | OFF | ON | ON | OFF | ON |
| | | | ON | ON | ON | OFF | ON |
| FREE PLAY OPTION | | | ON | ON | ON | ON | ON |

PRICE OF PLAY SETTINGS FOR PORTUGAL

| | | | DIP SWITCH | | | | |
|------------------|---------------|----------------|------------|-----|-----|-----|-----|
| | | | 1 | 2 | 3 | 4 | 5 |
| 10Esc Play | 50Esc = 5 | 100Esc = 10 | OFF | OFF | OFF | OFF | OFF |
| 10Esc Play | 50Esc = 5 | 100Esc = 11 | ON | OFF | OFF | OFF | OFF |
| 10Esc Play | 50Esc = 6 | 100Esc = 12 | OFF | ON | OFF | OFF | OFF |
| 20Esc Play | 50Esc = 2½ | 100Esc = 5 | ON | ON | OFF | OFF | OFF |
| 20Esc Play | 50Esc = 3 | 100Esc = 6 | OFF | OFF | ON | OFF | OFF |
| 20Esc Play | 50Esc = 3 | 100Esc = 7 | ON | OFF | ON | OFF | OFF |
| 30Esc Play | 50Esc = 1 2/3 | 100Esc = 1 1/3 | OFF | ON | ON | OFF | OFF |
| 30Esc Play | 50Esc = 2 | 100Esc = 4 | ON | ON | ON | OFF | OFF |
| 30Esc Play | 50Esc = 2 | 100Esc = 5 | OFF | OFF | OFF | ON | OFF |
| 40Esc Play | 50Esc = 1 ¼ | 100esc = 2½ | ON | OFF | OFF | ON | OFF |
| 40Esc Play | 50Esc = 1 ¼ | 100Esc = 3 | OFF | ON | OFF | ON | OFF |
| 50Esc Play | 50Esc = 1 | 100Esc = 2 | ON | ON | OFF | ON | OFF |
| 50Esc Play | 50Esc = 1 | 100Esc = 3 | OFF | OFF | ON | ON | OFF |
| 60Esc Play | 50Esc = 5/6 | 100Esc = 1 2/5 | ON | OFF | ON | ON | OFF |
| 60Esc Play | 50Esc = 5/6 | 100Esc = 2 | OFF | ON | ON | ON | OFF |
| 80Esc Play | 50Esc = 5/8 | 100Esc = 1¼ | ON | ON | ON | ON | OFF |
| 100Esc Play | 50Esc = ½ | 100Esc = 1 | OFF | OFF | OFF | OFF | ON |
| 100Esc Play | 50Esc = ½ | 100Esc = 1 | ON | OFF | OFF | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | OFF | ON | OFF | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | ON | ON | OFF | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | ON | ON | OFF | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | OFF | OFF | ON | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | ON | OFF | ON | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | OFF | ON | ON | OFF | ON |
| 200Esc Play | 50Esc = ¼ | 100Esc = ½ | ON | ON | ON | OFF | ON |
| FREE PLAY OPTION | | | ON | ON | ON | ON | ON |

PRICE OF PLAY SETTINGS FOR AUSTRIA

| | | | DIP SWITCH | | | | |
|------------------|--------------|---------------------|------------|-----|-----|-----|-----|
| | | | 1 | 2 | 3 | 4 | 5 |
| 1Sch Play | 5Sch = 5 | 10Sch = 10 | OFF | OFF | OFF | OFF | OFF |
| 1Sch Play | 5Sch = 5 | 10Rch = 11 | ON | OFF | OFF | OFF | OFF |
| 1Sch Play | 5Sch = 6 | 10Sch = 12 | OFF | ON | OFF | OFF | OFF |
| 2Sch Play | 5Sch = 2½ | 10Sch = 5 | ON | ON | OFF | OFF | OFF |
| 2Sch Play | 5Sch = 3 | 10Sch = 6 | OFF | OFF | ON | OFF | OFF |
| 2Sch Play | 5Sch = 3 | 10Sch = 7 | ON | OFF | ON | OFF | OFF |
| 3Sch Play | 5Sch = 1 2/3 | 10Sch = 2 1/3 | OFF | ON | ON | OFF | OFF |
| 3Sch Play | 5Sch = 2 | 10Sch = 4 | ON | ON | ON | OFF | OFF |
| 3Sch Play | 5Sch = 2 | 10Sch = 5 | OFF | OFF | OFF | ON | OFF |
| 4Sch Play | 5Sch = 1¼ | 10Sch = 2½ | ON | OFF | OFF | ON | OFF |
| 4Sch Play | 5Sch = 1¼ | 10Sch = 3 | OFF | ON | OFF | ON | OFF |
| 5Sch Play | 5Sch = 1 | 10Sch = 2 | ON | ON | OFF | ON | OFF |
| 5Sch Play | 5Sch = 1 | 10Sch = 3 | OFF | OFF | ON | ON | OFF |
| 6Sch Play | 5Sch = 5/6 | 10Sch = 1 2/5 | ON | OFF | ON | ON | OFF |
| 6Sch Play | 5Sch = 5/6 | 10Sch = 2 | OFF | ON | ON | ON | OFF |
| 8Sch Play | 5Sch = 5/8 | 10Sch = 1¼ | ON | ON | ON | ON | OFF |
| 10Sch Play | 5Sch = ½ | 10Sch = 1 | OFF | OFF | OFF | OFF | ON |
| 10Sch Play | 5Sch = ½ | 10Sch = 1 20Sch = 3 | ON | OFF | OFF | OFF | ON |
| 20Sch Play | 5Sch = ¼ | 10Sch = ½ | OFF | ON | OFF | OFF | ON |
| 20Sch Play | 5Sch = ¼ | 10Sch = ½ 50Sch = 3 | ON | ON | OFF | OFF | ON |
| 30Sch Play | NO BONUSSES | | OFF | OFF | ON | OFF | ON |
| 30Sch Play | 50Sch = 3 | - | ON | OFF | ON | OFF | ON |
| 50Sch Play | - | - | OFF | ON | ON | OFF | ON |
| 50Sch Play | 100Sch = 3 | - | ON | ON | ON | OFF | ON |
| FREE PLAY OPTION | - | - | ON | ON | ON | ON | ON |

Coin Assignment:

Coin 1 = 20Sch, Coin 2 = 10Sch, Coin 3 = 5Sch, Coin 4 = 1Sch

PRICE OF PLAY SETTINGS FOR FRANCE / SWITZERLAND

| | | | | DIP SWITCH | | | | |
|------------------|------------|-------------|---------|------------|-----|-----|-----|-----|
| | | | | 1 | 2 | 3 | 4 | 5 |
| 1F Play | 5F = 5 | 10F = 10 | | OFF | OFF | OFF | OFF | OFF |
| 1F Play | 5F = 5 | 10F = 11 | | ON | OFF | OFF | OFF | OFF |
| 1F Play | 5F = 6 | 10F = 12 | | OFF | ON | OFF | OFF | OFF |
| 2F Play | 5F = 2½ | 10F = 5 | | ON | ON | OFF | OFF | OFF |
| 2F Play | 5F = 3 | 10F = 6 | | OFF | OFF | ON | OFF | OFF |
| 2F Play | 5F = 3 | 10F = 7 | | ON | OFF | ON | OFF | OFF |
| 3F Play | 5F = 1 2/3 | 10F = 3 1/3 | | OFF | ON | ON | OFF | OFF |
| 3F Play | 5F = 2 | 10F = 4 | | ON | ON | ON | OFF | OFF |
| 3F Play | 5F = 2 | 10F = 5 | | OFF | OFF | OFF | ON | OFF |
| 4F Play | 5F = 1¼ | 10F = 2½ | | ON | OFF | OFF | ON | OFF |
| 4F Play | 5F = 1¼ | 10F = 3 | | OFF | ON | OFF | ON | OFF |
| 5F Play | 5F = 1 | 10F = 2 | | ON | ON | OFF | ON | OFF |
| 5F Play | 5F = 1 | 10F = 3 | | OFF | OFF | ON | ON | OFF |
| 6F Play | 5F = 5/6 | 10F = 1 2/5 | | ON | OFF | ON | ON | OFF |
| 6F Play | 5F = 5/6 | 10F = 2 | | OFF | ON | ON | ON | OFF |
| 8F Play | 5F = 5/8 | 10F = 1¼ | | ON | ON | ON | ON | OFF |
| 10F Play | 5F = ½ | 10F = 1 | | OFF | OFF | OFF | OFF | ON |
| 10F Play | 5F = ½ | 10F = 1 | 20F = 3 | ON | OFF | OFF | OFF | ON |
| 20F Play | 5F = ¼ | 10F = ½ | | OFF | ON | OFF | OFF | ON |
| 20F Play | 5F = ¼ | 10F = ½ | 50F = 3 | ON | ON | OFF | OFF | ON |
| | | | | ON | ON | OFF | OFF | ON |
| | | | | OFF | OFF | ON | OFF | ON |
| | | | | ON | OFF | ON | OFF | ON |
| | | | | OFF | ON | ON | OFF | ON |
| | | | | ON | ON | ON | OFF | ON |
| FREE PLAY OPTION | | | | ON | ON | ON | ON | ON |

PRICE OF PLAY SETTINGS FOR BELGIUM

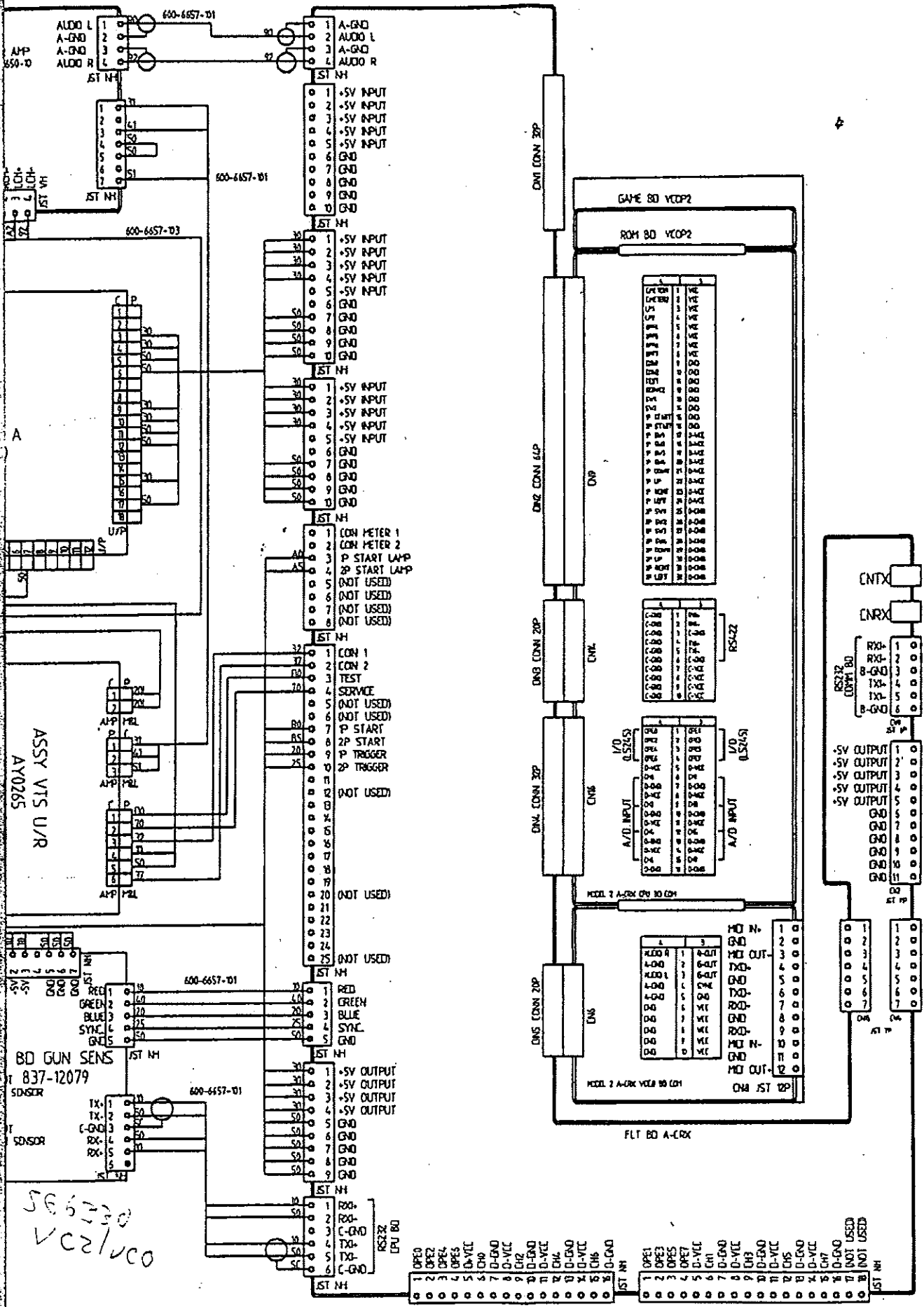
| | | | | DIP SWITCH | | | | |
|------------------|-------------|-------------|----------|------------|-----|-----|-----|-----|
| | | | | 1 | 2 | 3 | 4 | 5 |
| 5F Play | 20F = 4 | 50F = 10 | | OFF | OFF | OFF | OFF | OFF |
| 5F Play | 20F = 4 | 50F = 11 | | ON | OFF | OFF | OFF | OFF |
| 5F Play | 20F = 5 | 50F = 12 | | OFF | ON | OFF | OFF | OFF |
| 10F Play | 20F = 2 | 50F = 5 | | ON | ON | OFF | OFF | OFF |
| 10F Play | 20F = 2 | 50F = 5 | | OFF | OFF | ON | OFF | OFF |
| 10F Play | 20F = 3 | 50F = 7 | | ON | OFF | ON | OFF | OFF |
| 15F Play | 20F = 1 1/3 | 50F = 3 1/3 | | OFF | ON | ON | OFF | OFF |
| 15F Play | 20F = 1 1/3 | 50F = 4 | | ON | ON | ON | OFF | OFF |
| 15F Play | 20F = 2 | 50F = 5 | | OFF | OFF | OFF | ON | OFF |
| 20F Play | | 50F = 2½ | | ON | OFF | OFF | ON | OFF |
| 20F Play | | 50F = 3 | | OFF | ON | OFF | ON | OFF |
| 20F Play | 50F = 3 | 100F = 7 | | ON | ON | OFF | ON | OFF |
| 25F Play | 20F = 4/5 | 50F = 2 | | OFF | OFF | ON | ON | OFF |
| 25F Play | 20F = 4/5 | 50F = 2 | 100F = 5 | ON | OFF | ON | ON | OFF |
| 25F Play | 20F = 4/5 | 50F = 3 | 100F = 6 | OFF | ON | ON | ON | OFF |
| 30F Play | 20F = 2/3 | 50F = 1½ | | ON | ON | ON | ON | OFF |
| 30F Play | 20F = 2/3 | 50F = 1 2/3 | 100F = 4 | OFF | OFF | OFF | OFF | ON |
| 30F Play | 20F = 2/3 | 50F = 2 | 100F = 4 | ON | OFF | OFF | OFF | ON |
| 40F Play | 20F = ½ | 50F = 1¼ | | OFF | ON | OFF | OFF | ON |
| 40F Play | 20F = ½ | 50F = 2¼ | 100F = 3 | ON | ON | OFF | OFF | ON |
| | | | | ON | ON | OFF | OFF | ON |
| | | | | OFF | OFF | ON | OFF | ON |
| | | | | ON | OFF | ON | OFF | ON |
| | | | | OFF | ON | ON | OFF | ON |
| FREE PLAY OPTION | | | | ON | ON | ON | ON | ON |

Meter Operates on 1BF = 1 Pulse

Coin 1 = 50F, Coin 2 = 20F, Coin 3 = 5F, Coin 4 = 1F

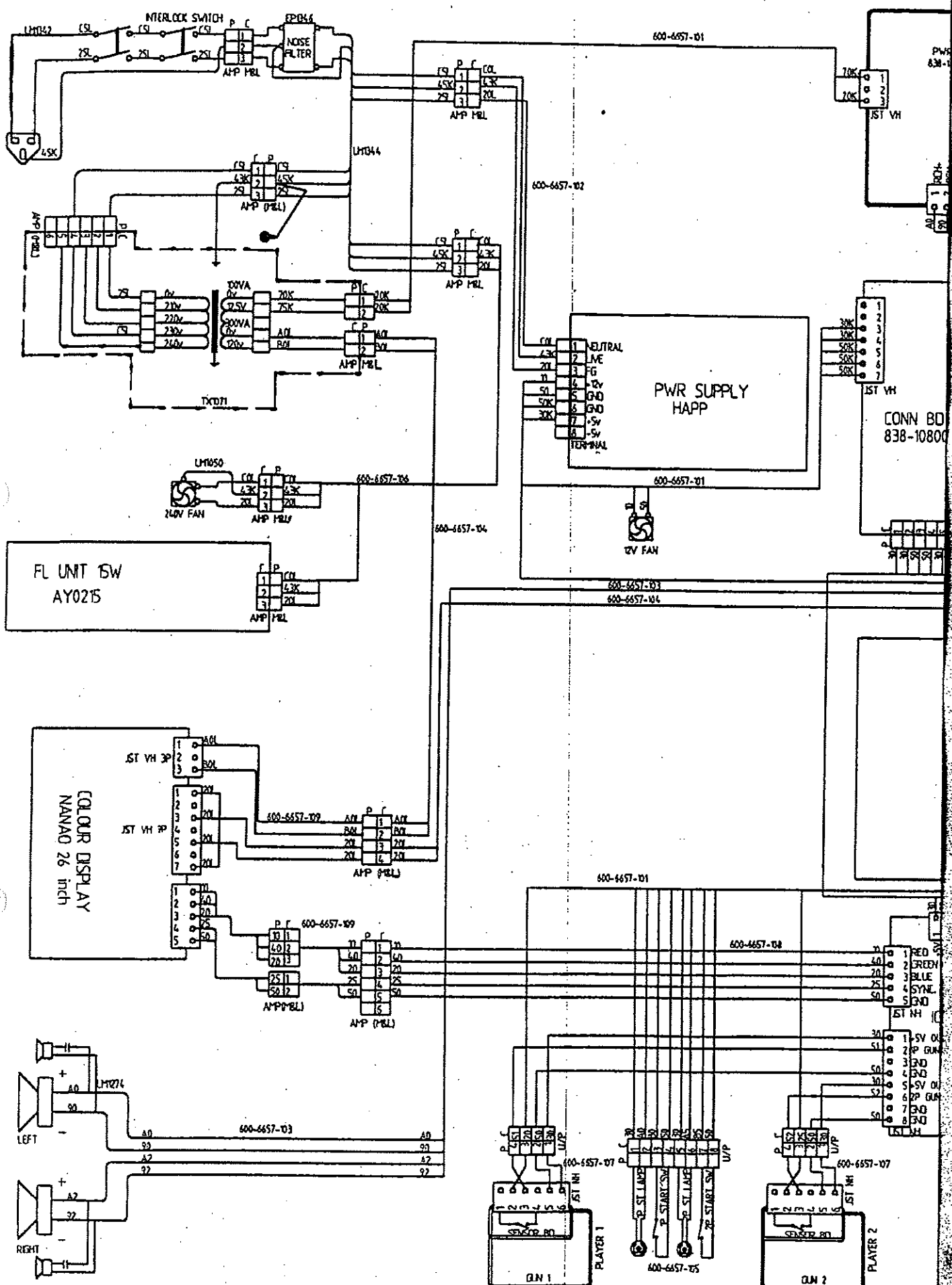
PRICE OF PLAY SETTINGS FOR HOLLAND

| | | | DIP SWITCH | | | | |
|---|----------|---------|------------|-----|-----|-----|-----|
| | | | 1 | 2 | 3 | 4 | 5 |
| 1G Play | NO BONUS | | OFF | OFF | OFF | OFF | OFF |
| 1G Play | 2.5G = 3 | 5G = 6 | ON | OFF | OFF | OFF | OFF |
| 1G Play | 2.5G = 3 | 5G = 7 | OFF | ON | OFF | OFF | OFF |
| 2G Play | NO BONUS | | ON | ON | OFF | OFF | OFF |
| 2G Play | 5G = 3 | | OFF | OFF | ON | OFF | OFF |
| 2G Play | 5G = 3 | 10G = 7 | ON | OFF | ON | OFF | OFF |
| 3G Play | NO BONUS | | OFF | ON | ON | OFF | OFF |
| 3G Play | 5G = 2 | | ON | ON | ON | OFF | OFF |
| 3G = Play | 5G = 2 | 10G = 5 | OFF | OFF | OFF | ON | OFF |
| 4G Play | NO BONUS | | ON | OFF | OFF | ON | OFF |
| 4G Play | 10G = 3 | | OFF | ON | OFF | ON | OFF |
| 5G Play | NO BONUS | | ON | ON | OFF | ON | OFF |
| 5G Play | 10G = 3 | | OFF | OFF | ON | ON | OFF |
| 6G Play | NO BONUS | | ON | OFF | ON | ON | OFF |
| 6G Play | 15G = 3 | | OFF | ON | ON | ON | OFF |
| 8G Play | NO BONUS | | ON | ON | ON | ON | OFF |
| 8G Play | 20G = 3 | | OFF | OFF | OFF | OFF | ON |
| 10G Play | NO BONUS | | ON | OFF | OFF | OFF | ON |
| 10G Play | 20G = 3 | | OFF | ON | OFF | OFF | ON |
| | | | ON | ON | OFF | OFF | ON |
| | | | ON | ON | OFF | OFF | ON |
| | | | OFF | OFF | ON | OFF | ON |
| | | | ON | OFF | ON | OFF | ON |
| | | | OFF | ON | ON | OFF | ON |
| FREE PLAY OPTION | | | ON | ON | ON | ON | ON |
| 1 Meter Pulse = 0.5G | | | | | | | |
| Coin 1 = N/U, Coin 2 = 5G, Coin 3 = 2.5G, Coin 4 = 1G | | | | | | | |



| | | | |
|------|------|------|----------------|
| 260V | 220V | 240V | 100V 50Hz/60Hz |
|------|------|------|----------------|

VIRTUA COP 2



FL UNIT SW
AY02'S

COLOR DISPLAY
NANA0 26 inch

PWR SUPPLY
HAPP

CONN BD
838-10800

| | | | | | | | |
|---|----------|---|-------------|---|--------|---|-------|
| A | PINK | E | LIGHT GREEN | L | GREEN | 8 | BLACK |
| B | SKY BLUE | 1 | RED | S | WHITE | 9 | GREY |
| C | BROWN | 7 | BLUE | 6 | YELLOW | | |