

namco®

PAC-MAN'S GAMES ARCADE PARTY™



COIN OP

OPERATOR'S MANUAL

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

⚠ DANGER

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

NAMCO BANDAI Games Inc.

IMPORTANT

Read PRECAUTIONS and INSTALLATION
Sections before operating game

RF Notice

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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SAFETY PRECAUTIONS

The following symbols are used in labels on the game to draw attention to potentially hazardous situations:



WARNING : Failure to avoid the risk may result in serious injury or death.



Electrical Shock Hazard. Disconnect power before removing cover.
Should only be done by a qualified technician.

OPTIONAL DOLLAR BILL ACCEPTOR

- THE COIN DOOR ASSEMBLY USED ON PAC-MAN PARTY ARCADE 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 ACCOMMODATE THE FOLLOWING VALIDATORS:

HOLE POSITION #1 (FORWARD- MOST POSITION)	VFM5-AE2400-GL5 (MARS) AL4 (MARS)
HOLE POSITION #2	VFM2-AE 2400-GL5 (MARS) VFM4-AE 2400-GL5 (MARS) 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.

1.0 SPECIFICATIONS

Input Power:	120 VAC, 60 Hz, 1.5 Amp 180 Watts Maximum
Installed Dimensions:	24 3/4" W 33 1/4" D 68 1/4" H
Monitor:	MAKVISION Model # MT26W-153P or Wells-Garner Model # WGF2679-SSASXX

WARNING

REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR COMPONENTS WILL VOID THE WARRANTY
THIS GAME CONTAINS NO SERVICEABLE PARTS INSIDE AND ANY ATTEMPT TO ACCESS INTERNAL PARTS MAY RESULT IN ELECTRIC SHOCK DUE TO THE PRESENCE OF HIGH VOLTAGE.

2.0 IMPORTANT SAFETY INSTRUCTIONS

2.1 INSTRUCTIONS

1. Read these instructions.
2. Keep these instructions
3. Heed all warnings.
4. Follow all instructions
5. Do not use apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any ventilation openings, Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point it exits from the product.
11. Only use the attachments/accessories specified by the manufacturer.
12. Unplug this apparatus during lightning storms or when unused for long periods of time.
13. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
14. When replacing fuses heed the following warning: CAUTION: For continued protection against risk of fire, replace only with the same type of fuse having the same electrical ratings.

2.2 INSTALLATION

This game is designed for indoor use only. It must not be installed outdoors. The following conditions must be avoided.

1. Direct exposure to sunlight, high humidity, direct water contact, dust, high heat, or extreme cold.
2. Vibration. The game must be installed on a level surface.
Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., near fire equipment or emergency exits).

2.3 HANDLING

1. Before operating the game, make sure that the main AC power hookup includes a safety ground. This will ensure safe operation as well as compliance with FCC and UL regulations. Measure the AC power line voltage. Verify that the voltage source is between 110 and 125 VAC.
2. Before replacing any parts, turn the AC power OFF and unplug the game.
3. When unplugging the game from an electrical outlet, always grasp the plug, not the line cord.
4. The game power supply includes areas of high voltage. Take care at all times to avoid electrical shock whenever inspecting or adjusting the game.

3.0 INSPECTION & INSTALLATION

To ensure a successful startup following shipment, the **PAC-MAN'S™ ARCADE PARTY** game cabinet should be inspected before initial power-up.

1. Carefully remove the game cabinet from its shipping platform and inspect it for visible signs of damage. When installing, please ensure there is at least 3 inches of clearance around the cabinet for adequate ventilation.

If your game exhibits signs of damage be sure to document it and contact your distributor and transportation carrier immediately.

2. Examine the contents of the package, It should contain the following:
 - One **PAC-MAN'S**[™] ARCADE PARTY game.
 - One Line cord.
 - One operator's warranty registration card.
 - One operator's manual (this manual).
 - One T-15 Torx Tamperproof wrench.If any of these items are missing please contact your distributor immediately.
4. Turn on the game.
Plug in the game and turn on the power switch, (the switch is located inside the front door on the metal plate below the adjustment switches.)
5. The upright game consists of the following video games in one package:

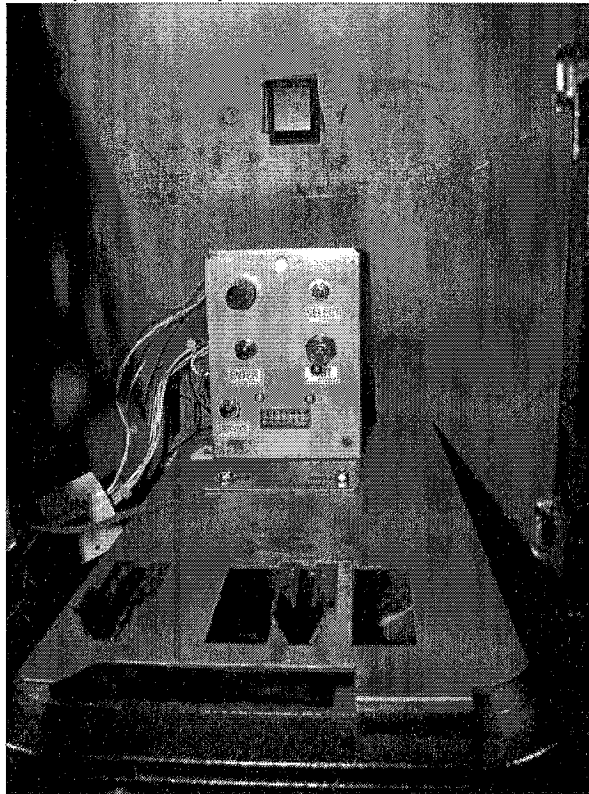
BOSCONIAN	DIG DUG
DRAGON SPIRIT	GALAGA
GALAGA '88	GALAXIAN
MAPPY	PAC-MAN
PAC-MANIA	RALLY-X
ROLLING THUNDER	XEVIUS

From the main screen (Attract Mode) press any button on the Player control panel to enter the Select Game Mode. While in this mode, move the joystick to the left or right to view the game titles listed above. When the desired game title is selected (ie. Galaga) press the B button (the right hand player button) to select that game. To begin playing operate the 1 or 2 Player Start button to initiate the appropriate game.

To back out of this selection, hit any other button before pressing either of the Player start buttons and the screen will return to game select mode. At this point you can move the joystick to start the choice for another selection. If no selection is made by the time countdown timer reaches zero, the game reverts back to attract mode.

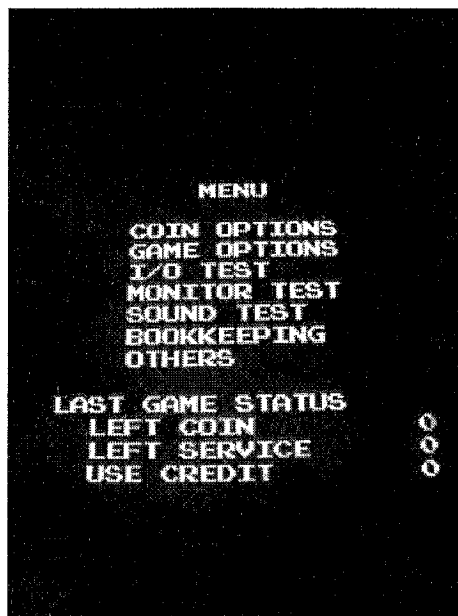
4.0 TEST MODE

Located behind the front door are access controls to the test mode. In addition to the main power switch and a coin meter, there are 3 switches and a volume control provided to tweak the settings to the operator's specifications.

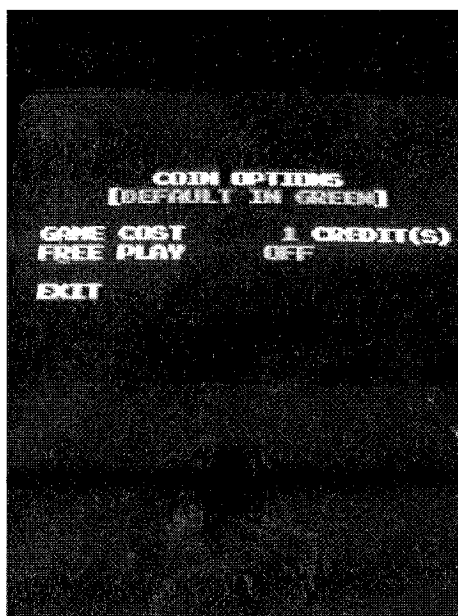


The **Test** toggle switch causes the game to enter test mode, showing the available categories from which the tests can be selected. When the test toggle is returned to its previous position, the game returns to attract mode any changes performed by the operator are saved into memory. The **Select** toggle switch is used to move up and down through the menus or categories, and the **Enter** pushbutton is used to make the selection. After making any changes to a setting, use the EXIT function to step out of that section. When complete, return the test toggle switch to its normal position before turning the game off. The **Service** Pushbutton is provided to allow the operator to add credits for game testing, without altering the coin input bookkeeping functions and meter counts.

When the test switch is operated, the following menu is displayed:

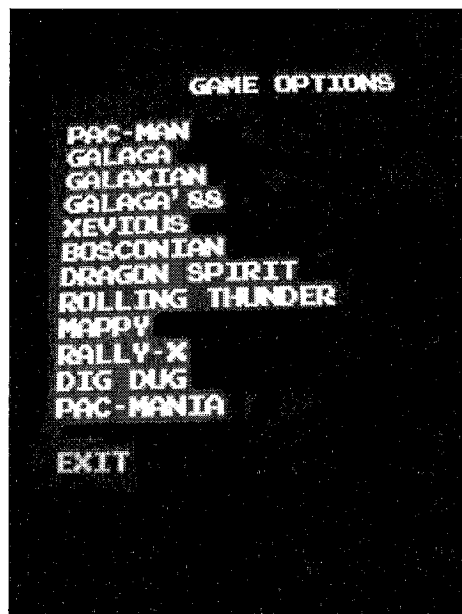


Choosing Coin Options gives you the following menu :



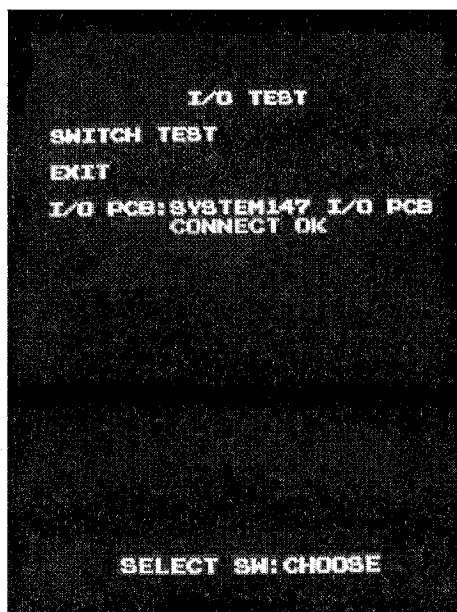
The game cost can be adjusted for 1 through 19 credits or set for free play.

Choosing Game Options gives you the following menu :



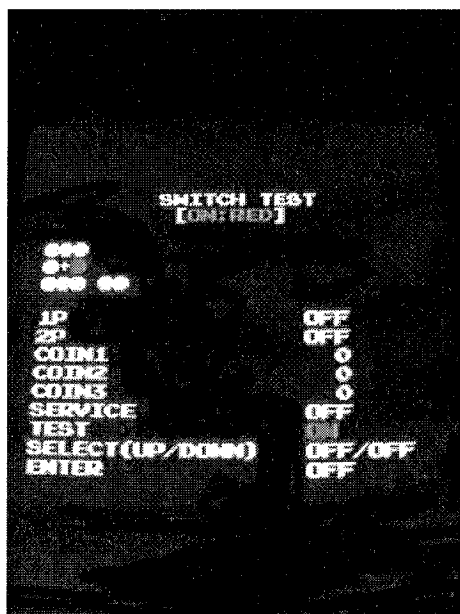
This will allow you to tailor each of the games characteristics individually by adjusting things like the game difficulty, the speed, the number of lives, and the number of points required for a bonus. It also allows you to return each game to default factory settings.

The next menu is the I/O test:

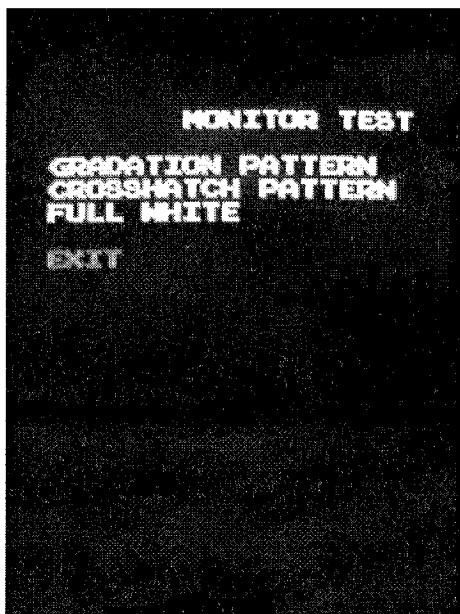


The I/O test only has one function in this game: checking switch operation.

Please note that the Joystick used in this game only has 4 positions (4 switches), and even though some games have 2 players, on this game, the same Joystick is used for both players. The left and right A buttons are wired the same, as are the left and right B buttons. Below is an example of the results when the Joystick pushed to the right.

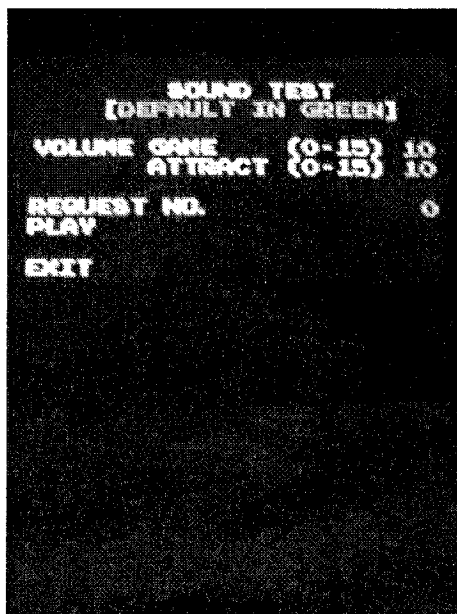


The next menu is the Monitor Tests:



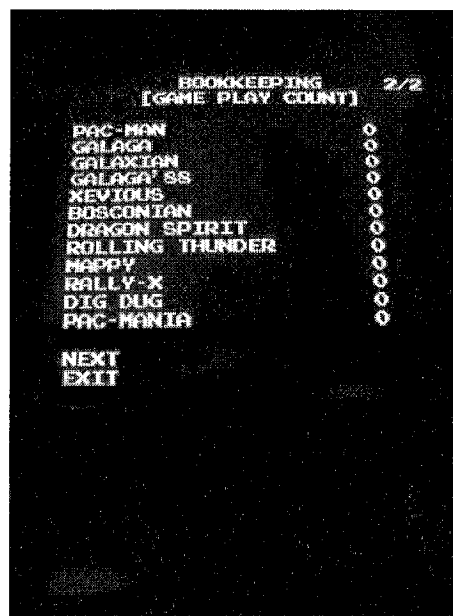
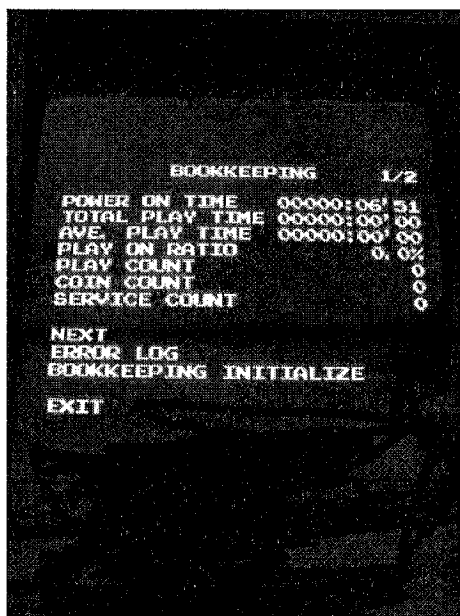
This is provided for use by a technician to adjust the monitor in the game.

The next menu item is the sound test:



This is provided to allow the operator to set the basic sound level of the attract mode to a different volume level than that used in normal game play. Caution should be observed when making adjustments so the main volume is not too loud when the volume potentiometer is turned all the way up.

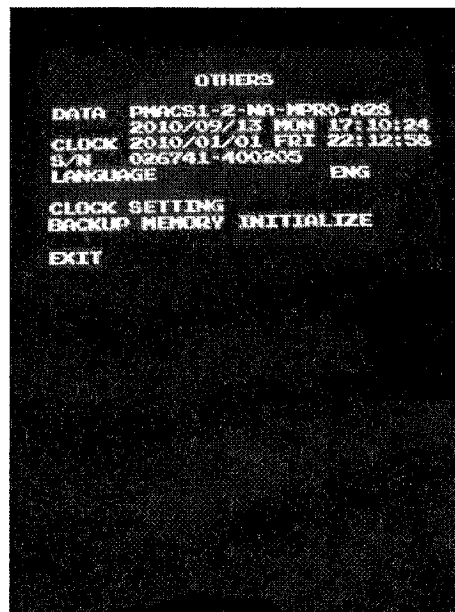
The next menu is the Bookeeping section:



These tables are self-explanatory, showing details such as how many times a particular game was played, how long the power was on, total play time, etc. An error log is provided to keep track of discrepancies detected by the processor board that may help a technician in troubleshooting the game should major errors occur later.

Note: The Bookeeping Initialize function clears all bookeeping records, error logs and resets the meters back to zero.

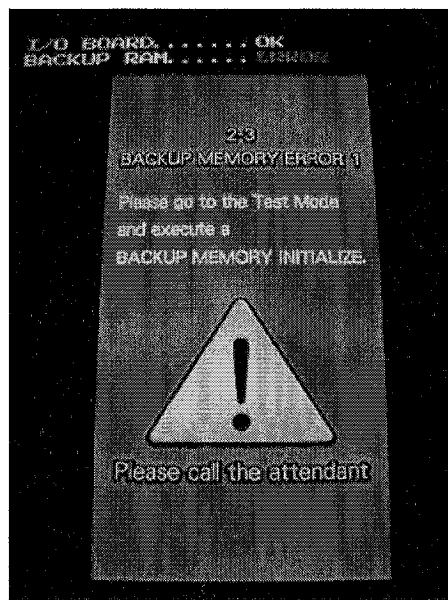
The last menu shown in this collection is the Others menu.



This should be the least used menu of all. It displays the time, date and the language used in the part of the world for which this game was manufactured. It also allows you to change the time and date.

The Backup Memory Initialize function is used to de-scramble memory in the computer that may have occurred during storage or shipping.

Should you ever get a message like the one described below when the game is turned on:



Go to the OTHERS MENU, enter the BACKUP MEMORY INITIALIZE menu, set it to YES, and press enter. This should clear any random garbage that got into the memory, and it will initialize it for game play.

Miscellaneous:

Navigating the Adjustment Menus on the Makvision LCD monitor

Press the Menu Button once to bring up the initial menu
Use the Up & Down buttons to highlight the following menus:

640 X 480
Feature Controls

Select the highlighted menu by pressing the Menu Button,
To choose a sub-menu, press Menu again and use the Up & Down Buttons to select the sub-category.

For example - To adjust Brightness:

Press Menu	- 640 X 480 appears
Press Menu again	- Contrast becomes highlighted
Press Down once	- Brightness becomes highlighted
Press Menu once	- Brightness adjuster opens up

Using the Up & Down buttons adjust the slider for the desired brightness.
When the effect is achieved, use the Escape button to exit from each menu.

NOTES:

WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective.
- b) Such products are returned prepaid to Seller's plant; and
- c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligations or liabilities on the Seller's part, and it neither assumes nor authorizes any other person to assume for the Seller any other liabilities in connection with the sale of products by Seller.

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Contact **Namco America Inc.** Customer Service at:

1 (847) 264-5610 or FAX 1 (847) 264-5613

Hours: 8:30 am - 5:00 pm CST

Parts and repair services for **Namco America Inc.** products are available through your distributor.

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The specifications of the machine and the instructions of this operation manual are subject to change without notice for enhancement.