

namco®

TOKYO COP
SPECIAL POLICE REINFORCEMENT

OPERATOR'S MANUAL

Copia - ALBERTO GORDILLO

FIRST EDITION



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IT IS THE RESPONSIBILITY OF THE OPERATOR TO CARE ABOUT CUSTOMER SAFETY AT ALL TIMES. PLEASE READ AND OBSERVE THE NOTES ON SAFETY DESCRIBED IN THIS MANUAL.

Important

**Read PRECAUTIONS and INSTALLATION
Sections before operating game**

RF Notice

Note: 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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About TOKYO COP

Thank you for purchasing this Namco America Inc/Gaelco S.A. product. This manual explains how to safely operate your game machine. Failing to operate the machine correctly could result in malfunction or accident, so please read the manual carefully before starting operation, especially the SAFETY NOTES (Section 3).

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Note: Operator's Manual Specifications are subject to change without prior notice

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Copyright law and industrial property law protect the contents of this game, its main data and design.



TOKYO COP has been manufactured in accordance with UL and FCC directives. Any changes or modifications to this machine has to be authorized by Namco America Inc. and must be in accordance with the UL and FCC directives.

Using spare parts that do not fit specifications will void the warranty. Removal of serial numbers and/or bar codes from product or components will void the warranty.

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FCC Notice

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.

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1. GENERAL INFORMATION

1.1 MANUFACTURER AND MACHINE DATA

Manufacturer	NAMCO America, Inc. / Gaelco S.A.
Address	890 Service St. #C
ZIP	95112
City	San Jose
State:	CA
Tel.	(408) 383-3973
Fax	(408) 436-9554

Name of the game	TOKYO COP
Model	MOTION

1.2 TECHNICAL SERVICE

Namco America Inc or its Distributors carry out technical service.

1.3 RESPONSIBILITY

Any modifications made to this machine that are not authorized in writing by the manufacturer will be considered to be at the exclusive responsibility of the operator, who will consequently become the new "manufacturer" and must operate in compliance with the UL and FCC directives.

In case of an accident caused by a defective part, the manufacturer will assume responsibility only if the machine was defective in its original condition. However, this responsibility shall be diminished or even totally annulled if the operator or the player do not follow the instructions provided or if the operator uses spare parts that are not covered by warranty, are not authorized in writing or do not correspond to the specified technical characteristics.

2. SPECIFICATIONS

GAME DESCRIPTION

TOKYO COP is a "catch me if you can" game. The player drives a police car and patrols the streets of Tokyo. The goal is to capture as many criminals as possible within the span of time allowed by the machine. As the criminals drive crazy and have fast cars, the chase turns in a frantic urban race. There's an interactive driving feedback with 2D motion that delivers very realistic sensations to the player. Furthermore, the chase takes place in an open circuit, so each game is a new experience with plenty of surprises.

Two players can also compete one against each other when the machines are linked.

DIMENSIONS AND WEIGHT

1) Crate dimensions and shipping weight of each module

	width	depth	height	weight
Monitor cabinet	40 in	32 in	76 in	452 lbs
Platform	40 in	59 in	61 in	716 lbs

2) Dimensions and net weight of each module unpacked

	width	depth	height	weight
Monitor cabinet	33 in	29 in	86 in*	419 lbs
Platform	35 in	59 in	54 in	683 lbs

* With the marquee

3) Total dimensions of the machine, installed on site

width	depth	height
60 in	97 in	86 in

POWER SUPPLY

Operating Power: 110 VAC, 60 Hz
Output: +5VDC 20A, +12VDC 8A

MONITOR

33" Neotec SVGA

CPU BOARD

PCB Gaelco TOKYO COP

CONTROLS

- Interactive steering wheel
- Start button (placed in the centre of the steering wheel)
- View button (placed on the dashboard)
- Siren button (placed on the dashboard)
- Accelerator pedal
- Brake pedal
- Emergency Stop button (placed on top of the coin tower)

MOTION SYSTEM

Degrees of freedom: 2 DOF
Actuators: 2 induction motors (geared), 0.75KW each
Control: 2 frequency inverters SE1120075, input voltage 230V +/-10%, 50/60Hz

ATTACHMENTS

Operator's Manual	(1)
Motor driver manual	(1)
Monitor Manual	(1)
Coin box keys	(2)
Monitor cabinet keys	(3)
Power cord (6ft long)	(1)
Link cable	(1)

3. SAFETY NOTES

In order to use this machine safely please read carefully this Manual BEFORE the installation, use or maintenance of the machine.

This Operator's Manual and other manuals delivered with the machine must be available to the operating and service personnel.

When transporting or reselling the machine, be sure to attach this Manual.

The TOKYO COP machine has been designed for indoor use only, within residential or commercial areas, and must be used exclusively for the purpose intended.

Namco America Inc. and Gaelco S.A. bear no responsibility for accidents, injury or damage resulting for unauthorized changes or improper use of the machine.

WARNING

To avoid accidents or damages, it is imperative to follow the notes on Safety listed below, as well as all those included in the following sections:

- SECTION 4. MATERIAL HANDLING
- SECTION 5. UNPACKING, ASSEMBLING & INSTALLATION
- SECTION 9. TECHNICAL SERVICE

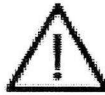
3.1 GENERAL SAFETY CONSIDERATIONS



- Before operating the machine, check that it has been installed correctly and in accordance with this Manual.
- As some parts of the machine move during game play, there are places where the distance between the stationary section and the mobile section changes. Despite the measures implemented to avoid accidents, if the operator feels that a person is in any danger, he should warn that person or stop the machine immediately by using the Emergency Stop button.
- The warning notices (stickers) must be kept in such condition that customers can read them easily.
- Installation, service or routine maintenance should be carried out by qualified personnel.
- Before connecting the machine to the main AC supply, verify that it is set for the correct voltage and that the proper fuses are already installed.
- When replacing fuses, use spare fuses of the same type and rating as the originals. The use of other material can cause serious damage to the electronic circuits or even a fire hazard. Check the Parts List to know the exact specifications.
- The machine includes areas of high voltage. Care must be taken at all times to avoid electrical shock whenever inspecting or adjusting the equipment, particularly around the monitor.
- To ensure safe operation, the machine must be grounded with a 3 prong plug securely connected to a grounded outlet.
- Do not turn ON the power switch until the machine has been installed in its dedicated place.

If there is any error or problem with this machine, operation must be stopped immediately.

3.2 SAFETY PRECAUTIONS CONCERNING LOCATION



Do not place the machine where it might be an obstacle in case of emergency (i.e. close to fire extinguishers or emergency exits).

Install and operate the machine in places where appropriate lighting is available, so warning labels can be clearly read by the customers.

This machine has been manufactured for indoor use only, within residential or commercial spaces. Absolutely do not set up the machine outdoors or under the following conditions:

- Direct exposure to sunlight, high humidity, water contact, dust, high heat or extreme cold.
- In locations near containers holding liquids or liquid dispensing equipment. In general, precautions should be taken against spilling liquids of any kind whatsoever over the machine
- In a place exposed to vibration. The machine must be installed on a level surface with levelers properly adjusted.
- In locations near ventilating holes. Doing so could cause internal temperature to rise excessively, resulting in equipment failure.
- Near hazardous substances

Furthermore:

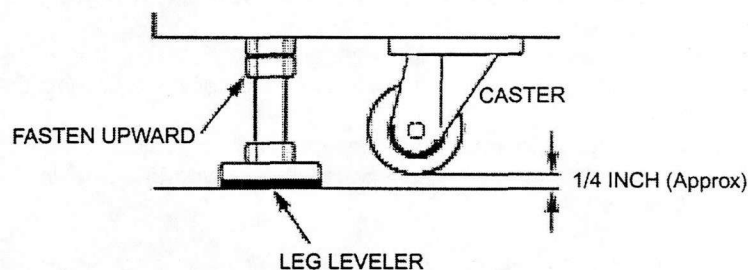
- In order to have easy access to the PSU, CPU and control devices, please make sure that the rear and sides of the machine are separated from the wall or other machines by at least 12 inches.
- Ventilation slots must be not obstructed, and the machine must be positioned so as to leave a distance of at least 4 inches from possible obstructions
- Do not run the power cord across passages where pedestrian's feet could get caught on the cord.
- Ensure that the location's power supply is equipped with an Earth Leakage Breaker rated at 30mA.

Namco America Inc. / Gaelco S.A. shall not be held responsible for any damage resulting from the failure to observe these instructions.

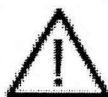
3.2.1 SECURING IN PLACE

Ensure that all the leg levelers make firm contact with the surface of the floor. This precaution is crucial for the TOKYO COP version with motion system, because the machine can move of itself, causing an accident.

After making the adjustment of all levelers, secure the height of each one by fastening the locking nut upward.



3.3 PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE

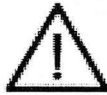


The machine can easily moved by using their casters. When moving the game machine, always retract the levelers to the extreme up position, so the casters can make contact with the floor. Please ensure that the levelers are raised fully when moving the machine, even for short distances. Furthermore:

- Do not use the handlebar or the rear handle to move the platform (rider assembly), unless the levelers are raised fully.
- When moving the machine on slopping or uneven surfaces or across steps, proceed with extreme caution to avoid the risk of being crushed!
- If there are steps or step-like differences in grade, move the machine by separating into each unit. Be sure to lift from the bottom.
- During transportation, pay attention so that the casters do not runover power cords.
- Ensure that there is enough room to get through doors and to avoid any collision with elements hanging from the ceiling. Read section 4 to know the dimensions of the machine.

The two units of the machine are not equipped with lifting rings. It is therefore absolutely prohibited to lift them with ropes or belts!

3.4 PRECAUTIONS TO BE HEEDED DURING OPERATION



Please heed the following indications in order to ensure the safety of the customers when using this game machine. Be sure to read and get a good understanding of each item:

- Before starting the operation, please check if all the level adjusters are in firm contact with the surface of the ground. If they are not, the cabinet can move and cause an accident.
- Do not use the machine as support for other objects.
- Do not put on the machine or near by any kind of receptacle containing chemicals or water.
- Ensure to provide enough space around the machine to avoid the risk of injury or trouble. Insufficient installation space can cause the player to come in contact with spectators or hit them.

In order to avoid injury and accidents, it is not allowed to use the machine by those persons who fall under the following cases:

- Intoxicated persons.
- Persons susceptible to motion sickness.
- Persons who are not in good health, such those having problems of high blood pressure or heart malfunctions.
- Pregnant women
- Persons whose acts do not observe the warning notices.
- Persons who could be unable to support themselves being sitting (disabled people, small children, etc.).

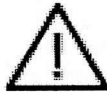
Despite the machine is fitted with protection hoods to avoid access to potentially dangerous places, do not allow customers to put hands, fingers or extraneous matter in any opening of the cabinet.

3.5 SAFETY DEVICES CONCERNING THE MOTION SYSTEM

The TOKYO COP / MOTION machine has an EMERGENCY STOP BUTTON placed on top of the coin tower, which can be easily activated by the player or the operator at any time. The game keeps running but the motion stops until the button is unlocked manually by turning it clockwise.

The action of this device reduces the possibility of an accident resulting from sudden sickness or improper use of the machine while it is moving.

4. MATERIAL HANDLING

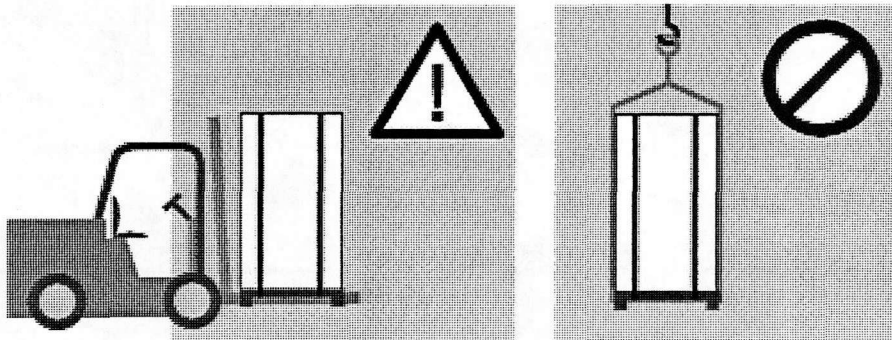


This machine should be transported or moved by trained persons. Failing to do so could result in injury or product damage. Please be very careful.

4.1 TRANSPORT OF PACKAGED UNITS

The packaged machine must be transported in a closed means of transport with sufficient carrying capacity for the gross weight of the machine, which is 452 lbs for the monitor cabinet and 716 lbs for the platform. The machine must remain packaged on its pallet and must be suitably secured to the means of transport. It is very important that the lifting forks are pushed right to the back of the wooden pallet, to give optimum stability to the load.

CODE	width	depth	height	crate weight
MONITOR CABINET	39.5 in	31.5 in	76.25 in	425 lbs
PLATFORM	39.5 in	59 in	60.5 in	716 lbs



It is not allowed to lift the packed machine with ropes or belts, as the package is not equipped with suitable lifting points for this type of transport.

4.2 STORAGE

Store the packed machine in sheltered and dry areas. Temperatures allowed: maximum +113°F / minimum +23°F.

4.3 RECEPTION

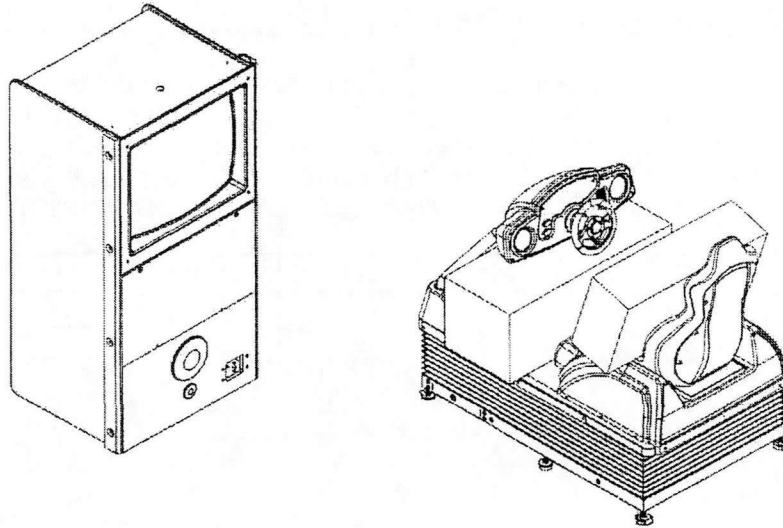
The TOKYO COP packaging should be carefully inspected upon receipt to ensure that the product is delivered in good conditions.

Shipping damage may void warranty. In case of shipping damage, contact your Distributor and the Transportation Carrier immediately. See section 5.1 for further inspection.

5. UNPACKING, ASSEMBLING & INSTALLATION

It is best to unpack the machine where it is going to be used or in a place as near as possible to this. Two people are needed to lift the cardboard packaging over the top of each unit.

Once the packaging is removed, the machine looks as shown in the illustration.



5.1 INSPECTION BEFORE ASSEMBLING

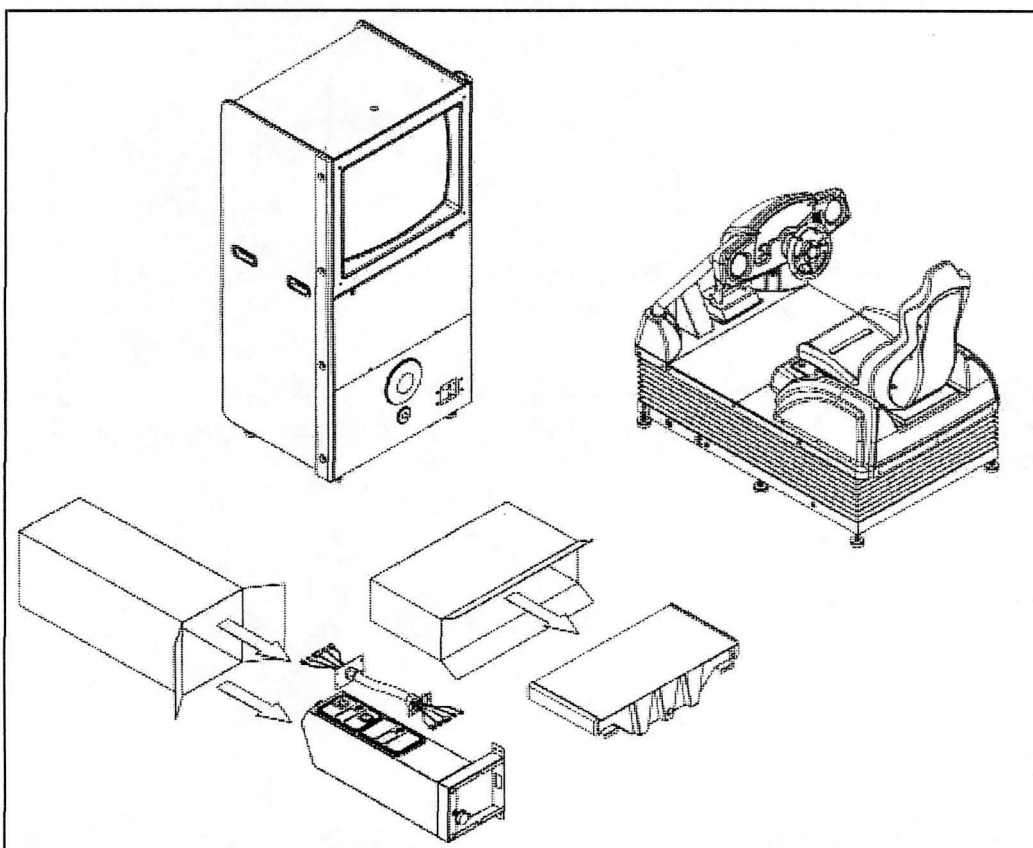
Normally, Namco America products are ready to assemble immediately after transporting to the location. Nevertheless, some mishandling may occur during transportation. Check the following points to ensure that the machine has been properly delivered:

- Examine the cabinet exterior for dents, chips, or broken parts
 - Verify that casters and levelers are not damaged
 - Inspect the major assemblies, such as the video display monitor, handlebar and seat. Make sure that they are mounted securely and that all ground wires are firmly connected.
 - Ensure that the power supply voltage and frequency requirements meet those of the location.
 - Ensure that the fuses already installed meet the specified rating and type.
 - Inspect the power cable to ensure that it is not damaged.
 - Verify that the keys delivered with the machine open all doors.
 - Check if all the accessories are included.
-

5.2 ASSEMBLING & INSTALLATION

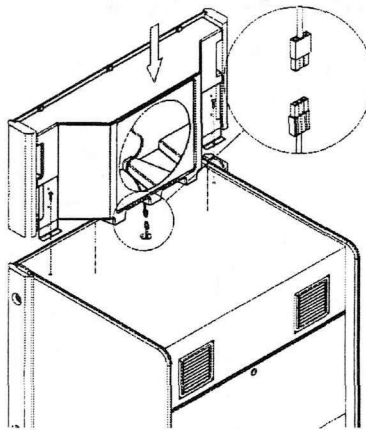
To assemble the machine proceed as follows:

1. Take out the boxes containing the accessories.
- 2.. Raise the leg levelers and put the units down on the floor with the help of a ramp. Be very careful to avoid the risk of being crushed!

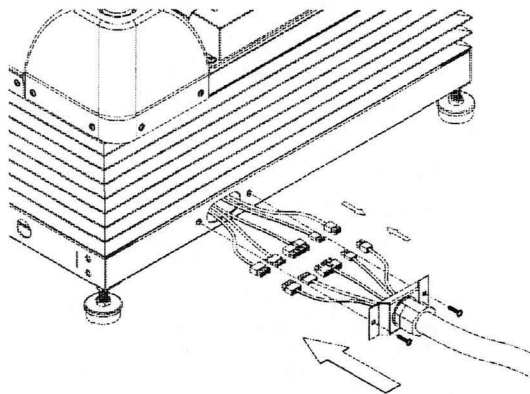


3. Place the monitor cabinet is at its final location and strictly follow the instructions described in section 3.2. Ensure that the cabinet is level, then secure the height of the leg levelers by fastening the adjuster nut upwards.

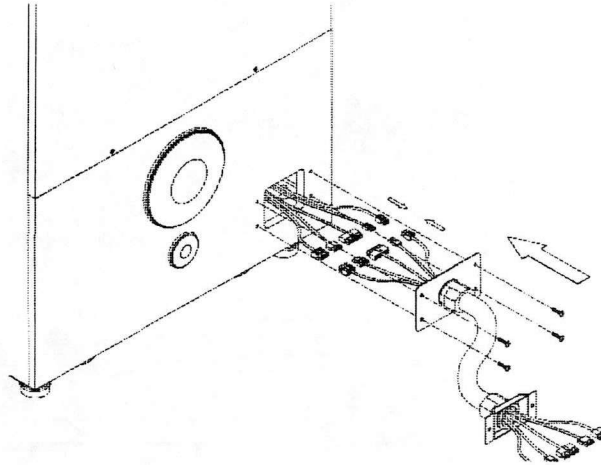
4. Assemble the marquee on the top of the monitor cabinet, **using a step**. Do not climb on the cabinet! The screws that attach the marquee are either installed in their place or in the coin box. Remove those screws and use them for attaching the marquee. Plug in the connector of the fluorescent tube.



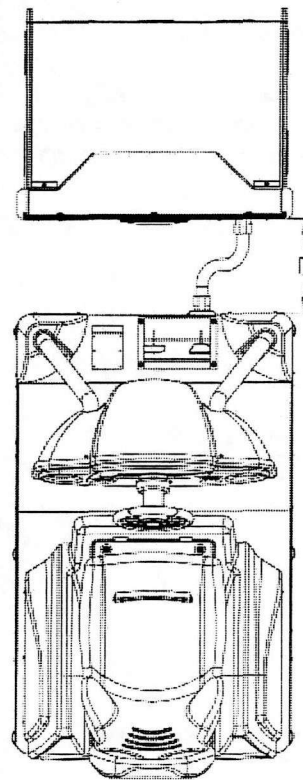
5. Proceed to assemble the two units together. This must be done where the machine is to be used. First of all make sure the monitor cabinet is level. Then follow the steps below:
6. Connect the harness to the platform and secure it. The screws are either mounted in their place or in the coin box. Loosen them and then tighten them again securing the harness plate.



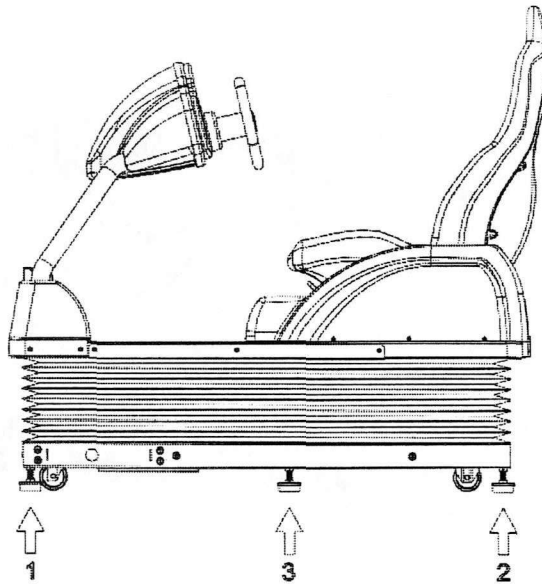
7. Move the two units close to each other so you can connect the other end of the harness to the monitor cabinet. The screws that fix the harness plate are either installed in their place or in the coin box.



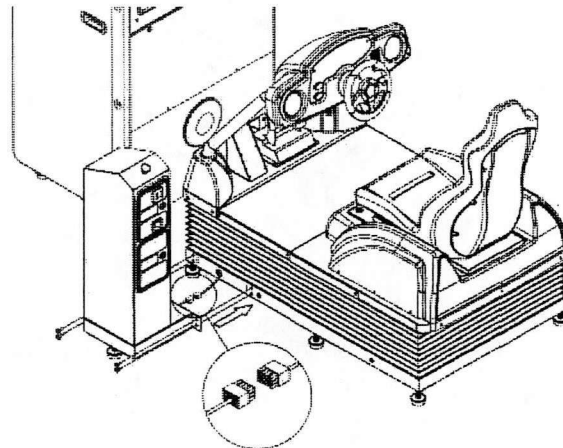
8. The gap between the platform and the monitor cabinet should be about 12 in. When this position is reached, the harness makes a gentle "S" as shown in the picture.



9. Level the platform . The levelers of the middle (number 3 in the drawing) should be adjusted last.



10. Carefully adjust all the levelers so that the whole machine rests firm and level on the floor. (See section 3.2). Remember that the platform contains a motion system!
11. Proceed to assemble the coin tower to the platform. First connect the cable, then attach the tower. The screws for that purpose are either installed in their place or in the coin box. Loosen them and then screw them in again, securing the tower. Adjust the leveler of the tower.



12. If the machine has to be moved, even a little bit, retract the leg levellers. To clean the game machine, wipe with a soft cloth damped with a neutral detergent and wrung out. Using organic solvents like thinner may damage the plastic parts.

5.3 GETTING READY TO START



BEFORE SWITCHING ON THE MACHINE, PLEASE CHECK THAT THE INSTALLATION FITS ALL THE REQUIREMENTS DESCRIBED IN CHAPTER 3 (SAFETY NOTES) AND ESPECIALLY THOSE OF SECTION 3.2

The installation of the machine at its final site should be carried out by trained people. Main AC power must always be turned off, and the machine unplugged, before replacing any part or handling connectors. Please check the following points again:

- The area chosen for the machine is well away from heat sources.
- The machine does not obstruct emergency exits.
- The whole machine is level and stable on the floor. The leg levelers are secured in place.
- The power cord can be plugged into a grounded receptacle that provides the specified voltage and frequency.
- The main AC supply is equipped with an Earth Leakage Breaker rated at 30mA.

5.4 SWITCHING ON THE MACHINE

The main power switch is located in the AC plate assembly, which also contains the fuse and the socket for the main AC power cable. It is found in the back of the monitor cabinet.

To start the machine, push the switch up, to position "I".

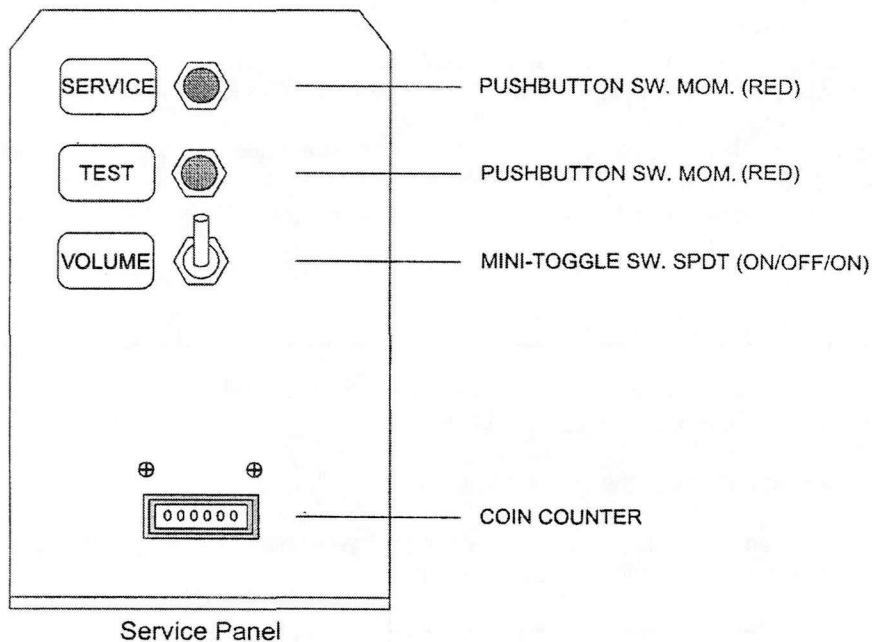
The machine can be switched OFF (position "0") whenever necessary. If a game is in progress on the machine, the credit will be lost.

To avoid possible damage to the electronic components, wait several seconds before turning the machine on again.

6. PROGRAMMING THE MACHINE AND TEST MODE

An automatic check of the memory is made when the machine is switched on. This coincides with the presentation of the Screen Test. After a few seconds, if no error occurs, it automatically goes on to show the game. The interface is also adjusted dynamically each time that a machine is switched on. Any other adjustment should be made in TEST MODE.

The access to the TEST MODE as for the other controls -monitor, sound, etc.- is made from the CONTROL PANEL, which is situated behind the coin box door. This panel consists of a button to access TEST MODE, a coin counter, a SERVICE button, and a commutator to adjust the VOLUME of the loudspeakers.



Pressing the TEST button enters TEST MODE, where the game variables, such as level of difficulty, linkage of machines, etc., can be adjusted. A check of the motion system and other controls can also be made. The SERVICE button allows the technician to introduce game credits without moving the coin counter.

The main menu of TEST MODE offers the following options:

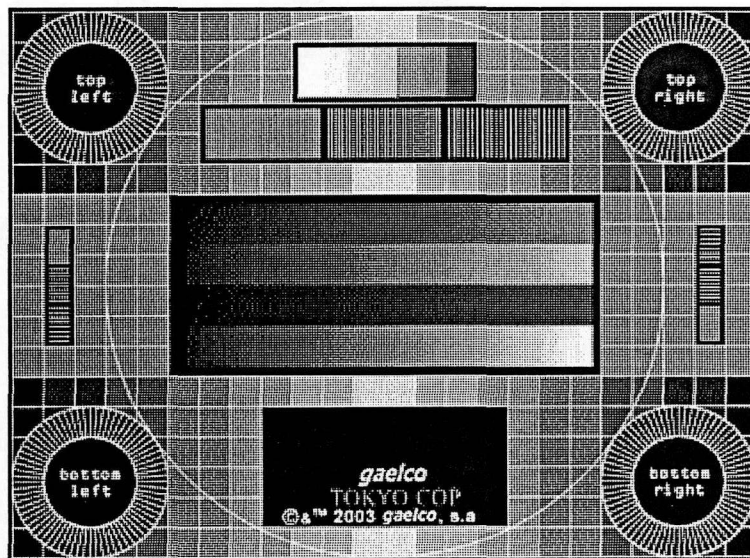
Screen test
Controls
Motion system
Settings
Link settings
Sound
Book-keeping

Exit and save
Exit without saving

You can choose the option required by pushing the VIEW button (the cursor moves up) or the SIREN button (the cursor moves down). Pushing the START button placed on the steering wheel makes the selection.

To make sure that the changes that have been made are kept permanently, you must not switch off the machine without first leaving TEST MODE with the option **Exit and save**.

6.1 SCREEN TEST



This screen is the ADJUSTMENT CARD, which should be used to suitably adjust the monitor. It shows you, also, information about the installed software version.

You can return to the Main Menu by pushing the START button placed in the center of the steering wheel.

6.2 CONTROLS TEST

This screen enables you to check the correct functioning of all controls of the machine. The device to be tested is selected by pushing the VIEW and SIREN buttons placed on the front panel. To return to the main menu just push both buttons at once.

Warning! When checking the EMERGENCY STOP, remember that the message displayed on the screen is ON when the button is released. So, if the message is "OFF", it means that the button is working (motion system disabled). Once pushed, the button will remain mechanically locked until you turn the red knob clockwise.

CONTROLS TEST	
Steering wheel:	
Reading:	128
Force:	-0.46
Horn:	off
Keyboard:	-
Siren:	off
View:	off
Brake pedal:	off
Gas pedal:	0
Coin chute 1:	off
Coin chute 2:	off
Service:	off
Test:	on
Volume:	up
Security	off
Press VIEW button and SIREN to exit	

The Horn button, placed in the center of the steering wheel, works as START button when the machine is not in game mode.

To return to the main menu, push VIEW and SIREN buttons at once.

6.3 MOTION SYSTEM TEST

This screen enables you to check some functions related to the motion system.

MOTION SYSTEM	
LEFT MOTOR	
Start :	1
Turn :	0
Speed :	0
Pot :	38
RIGHT MOTOR	
Start :	1
Turn :	0
Speed :	0
Pot :	60
Security:	OFF
Mode:	ON
Motion test	
Exit	

Left Motor / Right Motor

This is an option for maintenance purposes that allows manual control of each motor, using the keyboard. The keys 7 and * allows you to control the left motor. The right motor is controlled with the keys 9 and #. The information belonging to "Pot" shows the position of the motor. A reading of 60 should refer to the higher position (shaft crank in vertical position). The rest position of the platform should correspond to a reading of -60.

Mode

There are two working modes of the motion system: ON (the motion system is activated) and OFF (the motion is disabled).

Security

This option allows you to check the emergency stop button (red knob placed on top of the coin tower). The message displayed on the screen is ON when the button is released. So, if the message is "OFF", it means that the button is working (motion system disabled). Once pushed, the button will remain mechanically locked until you turn the red knob clockwise. It should be noted that the CPU does not detect whether the security circuit is operative but only that emergency stop button is being pressed. Given that the CPU only provides a warning, you have to check that the security circuit is operational by following the relevant troubleshooting sections in this manual.

Motion Test

The system moves following a repetitive pattern, allowing you to see if there is anything wrong with it.

Return to Main Menu

You leave this screen by choosing the Exit option and then pushing the START button.

6.4 SETTINGS

On this screen you can change the following game parameters:

SETTINGS	
Difficulty:	50
Advertising sound:	YES
Free play:	NO
Credits to start:	1
Credits to continue:	1
Coin / credit conversion:	
1 coins (1)	
1 credits (1)	
1 counter pulses (1)	
1 coins (2)	
1 credits (2)	
1 counter pulses (2)	
Debug mode:	
Save player game:	
Language:	ENGLISH
Exit	

As for the previous screens, the parameter is selected with the VIEW and SIREN buttons, then changed by pushing the START button.

Difficulty

This options allows the operator to adjust the level of difficulty of the game. There are three levels: 1, 2 and 3, corresponding to low, normal and hard difficulty.

Advertising sound

By means of this option you can program the machine for sound production (or not) when it is in exhibition mode.

Free Play

This option allows you to play without inserting coins.

Credits to start

Here you can program the number of coins required to start the game.

Credits to continue

When this option is enabled, the player can start a game from the last stage passed on the previous game.

Coin / credit conversion

On this option you can adjust the number of credits (game price) that the machine gives for a defined number of coins. The machine can work with two coin acceptors (USA)

Debug mode

This option is for programming purposes only and has no utility for the operator.

Save player game

This option allows the player to save the game, by means of a personal code introduced with the alphanumeric keypad. The game can be restarted later at the same stage as it was when saved.

Language

Using this option can change the language of the messages shown on the screen. The languages available are: English and Japanese.

Exit

To leave this screen go to the Exit line and push the START button placed in the center of the steering wheel.

6.5 LINK SETTINGS

This screen shows the status of the machine. This could be: NOT LINKED, MASTER or SLAVE. If it is linked with another machine you have to assign a different status to each one of them: one must be MASTER and the other SLAVE, as indicated on the options.

LINK SETTINGS	
Link mode:	NOT LINKED
Master IP:	090.000.000.232
Slave IP:	090.000.000.233
Test:	
On line mode:	No
Remote IP:	XXX.XXX.XXX.XXX
Netmask:	XXX.XXX.XXX.XXX
Gateway/Proxy:	XXX.XXX.XXX.XXX
Test:	
Exit	

Just for playability convenience, it is recommended to assign the MASTER status to the machine placed at the left.

The machines can be linked either directly, with a cable delivered by the manufacturer, or through a local net. The linking system complies the Ethernet 10/100 specifications. The IP code is assigned automatically, being 232 for Master and 233 for Slave.

The Test option allows you to know the actual status of the machines. This option has to be selected on both machines and the initial message will be "TESTING". After few seconds the next message will be LINK OK or LINK ERROR. If the machines have different software version, the message will be "THIS VERSION CAN BE UPDATED" for the machine which has the older version, or "THIS VERSION IS THE NEWEST ONE".

As both machines have to run the same software when linked, you are asked to make a transfer from one machine to another. If you press the VIEW button on the machine with the older version, it would be updated with the software of the other machine. If the operator prefers to keep the old version, this can be done by pressing the VIEW button on the newest machine.

The message will be LINK ERROR if there is any interconnection problem. This could be due to a cable fault or because both machines have the same status (Master/Master or Slave/Slave).

The machines can be linked using a local net, when the location has this facility. In that case the connection must be carried out by qualified staff.

The option NOT LINKED should be selected if there is no link between two machines.

TOKYO COP machines can be connected to internet, either in stand alone mode or linked, using the ON LINE MODE option. As for the local net connection, the work must be carried out by an expert technician. The dealer will provide all the necessary information.

6.6 SOUND TEST

This screen allows you to check the whole sound system.

SOUND	
Volume:	50%
Bass level:	30%
Left channel test:	OFF
Right channel test:	ON
Woofers test:	OFF
Exit	

As for the previous screens, the selection of the required option is made by means of the VIEW and SIREN buttons. The Volume can be adjusted with the Volume commutator of the Control Panel placed behind the coin door. The Bass level can be adjusted by pushing the START button. Each push increases the level by 10%. The START button is used as well for activate/deactivate the other options.

To leave this screen go to the Exit option and push the START button placed in the center of the steering wheel.

6.7 BOOK-KEEPING

The data for the activity of the machine are collected on several screens. The first screen shows the following information:

BOOK-KEEPING 1		
Total time	(hh:mm) :	0050:20
Play time	(hh:mm) :	0016:48
Shortest play	(mm:ss) :	01:46
Longest play	(mm:ss) :	11:34
Average play	(mm:ss) :	02:48
Total credits	:	00346
Servicet games	:	00008
Start games (1P/2P)	:	00310/285
Continue games(1P/2P):		00046/022
Saved games	:	00010
Next screen		
Reset book-keeping		
Reset records		
Exit		

Reading from top to bottom:

- Total time the machine is connected in hours and minutes
- Total time the machine is busy in hours and minutes
- Time of the shortest play in minutes and seconds
- Time of the longest play in minutes and seconds
- Time of the average play in minutes and seconds
- Total number of credits
- Credits entered with the SERVICE button
- Credits owed for the coins entered (one or two players)
- Number of plays using the Continue option (one or two players)
- Games saved by players, using the keypad and a personal code
- Go to the next bookkeeping screen
- Reset the information delivered on this screen
- Reset the games saved by the players
- Reset the records
- Exit this page and go to the main menu, by pressing the START button

The second screen shows additional information about the game incidences on each stage.

BOOK-KEEPING 2	
0:00 - 2:00: 0034	4:30 - 5:00: 0016
2:00 - 2:30: 0156	5:00 - 5:30: 0010
2:30 - 3:00: 0017	5:30 - 6:00: 0020
3:00 - 3:30: 0029	6:00 - 7:00: 0021
3:30 - 4:00: 0027	7:00 - 8:00: 0007
4:00 - 4:30: 0014	8:00 - n.nn: 0008
 Next screen	
Reset book-keeping	
Exit	

The following book-keeping screens (3rd and successives), are for programming purposes only and have no practical application for the operator.

To leave this screen and return to the Main Menu, select Exit and press the START button.

6.8 LEAVING THE TEST MODE

The last two options of the main menu allows you to leave the test mode and go back to the play mode.

Screen test
Controls
Motion system
Settings
Link settings
Sound
Book-keeping

Exit and save
Exit without saving

The selection is made with the VIEW and SIREN buttons. You can leave the Test Mode and save the changes that have been made in the previous screens. In that case you must select the **Exit and save** option. If you want to leave the Test Mode without keeping the changes, you should select the option **Exit without saving** (last line of the menu).

Warning! Whatever the changes that have been selected in the previous screens (SETTINGS & MOTION SYSTEM) will be eliminated unless you exit from this final screen using the option **Exit and save**, confirmed with the START button.

The program does not request further confirmation, so each option will be validated once you push the START button.

7. HOW TO PLAY

Game's Concept

Neo Koban Police Station is at the heart of Tokyo. Agents Isamu, Kazu, Reika and Junko have to patrol the most conflictive Tokyo districts: Ginza, Hibiya, Shiujuku and Shibuya. Their mission is to clear the streets of dangerous criminals. Furthermore, their promotion depends on the number of criminals that they capture and arrest, in the least possible time. Or they could also be demoted if they use all their time limit catching the delinquents.

Game's Features

- The player can choose from 4 agents (2 males and 2 females).
- There are four different districts to look after.
- In each district there are 12 criminals with different danger levels and reward points.
- There are a total of 6 cars available, each with different characteristics, during the game. One car will be available at the beginning of the game and two more will be available as the player progresses and gets promoted. Three additional cars will be able to be confiscated from the most dangerous criminals and used for the chase. Seeing the criminal's profile, the player will decide which car is more appropriate to use for going after them.
- **The criminal chase takes place in an open circuit, so each game could be a new experience for the player.**
- **There's a realistic driving feedback with 2DOF motion system and interactive steering wheel.**
- This is a single player motion machine, which can be linked to another one (up to 2 players).
- A **keyboard** has been installed in the cabinet, allowing the player to insert his **pin number**. Every time he inserts the pin in the machine he originally played with, or the one that is linked to (the CPUs can pass information to each other), he will start the game wherever he left off. The machine will also provide him with his position in the ranking, how many criminals he has captured and if any of them have run away from prison.
- **TokyoCop can be connected to Internet.** If that were the case, all the above information would be stored in Gaelco's server and be provided to the player in any TokyoCop machine connected to Internet.

Starting the game

To start to play it is necessary to put enough coins to cover the price of at least one credit. The number of coins introduced is shown together with the number of coins necessary to obtain one credit. For example, if the programmed number of coins per credit is two, the displayed message will be, step by step: "Credits 0 / 2", "Credits 1 / 2" and "Credits 1". The cost of a credit is programmed from Test Mode (see section 6.4, SETTINGS).

When the necessary coins have been put in, the message "INSERT COIN" changes to "PUSH START BUTTON". By pushing this button the player can choose the game options.

Game rules

This is a catch game and there's only one golden rule: the player has to intercept the criminal's car as soon as possible. If the player does well, he or she will be promoted and allowed to drive faster cars, pursue more criminals and have fun longer. The CPU learns from the driving style of the player, so the criminal will be more cunning as the game progresses. On the other hand the chase takes place in an open circuit. The final result is an exciting game with many surprising alternatives.

8. HOW TO LINK TWO MACHINES

TOKYO COP allows you to connect two machines so that two players can compete directly. To do this the following steps should be taken:

1. Make sure that the connection cable is correctly plugged into both machines.
2. Switch on both machines.
3. Press the TEST button on the CONTROL PANEL of both machines.
4. Go to the LINK SETTINGS screen on both machines (See section 6.5 of this manual)
5. Define the condition of each machine, MASTER or SLAVE as indicated on the screen. Please do not change the IP codes assigned automatically by the machine.
6. Go to the main menu screen, select the EXIT AND SAVE option and validate with the START button.

When you want to disconnect the two machines, you should unplug the link cable and proceed in the same way from step 2. On step 5 choose NOT LINKED for both machines, then exit from de Test Mode with the option EXIT AND SAVE.

Attention! TOKYO COP machines can be linked through a local net. In that case contact the Technical Service of Gaelco by e-mail: sat@gaelco.com

TOKYO COP LINK MODES

TOKYO COP machines can be linked in three different ways (modes):

1. Simple linking between two machines: This allows linking between two machines.
2. Single machine connected to the internet: This allows machines to send and receive scores and saved games to/from a server located at Gaelco.
3. Two machines linked together AND connected to the internet: Modes 1 and 2.

The purpose of the internet connection is only to transfer scores and saved games. It is NOT possible to play a shared game between two machines through the internet.

TOKYO COP machines use the same connector for all link modes.

Mode 1: Using standard RJ45-RJ45 ethernet cable from machine to machine.

Mode 2: Connect to a modem, router or LAN HUB with RJ45 connector. This LAN must have internet access through a gateway or proxy server.

Mode 3: Both machines connected to a HUB, which must be also connected to a LAN or router. This HUB must support 100Mbps speed. 10Mbps speed is not enough to play linked games.

9. TECHNICAL SERVICE

9.1 PRIOR CONSIDERATIONS

Technical service and maintenance must be carried out by qualified staff.

No modifications shall be made to the machine unless they have been approved by the manufacturer in writing. Failure to observe this requirement may cause damage or accidents and will automatically render the warranty null and void.

If any task needs to be performed which is not described in this manual, please contact the distributor for instructions. The manufacturer declines any liability for damage and injury arising from failure to comply with this requirement

Do not attempt to repair the CPU. It contains sensitive chips that could be easily damaged by even the small internal voltage of a meter. Always return the CPU to your distributor for any repairs.

9.2 SAFETY PRECAUTIONS



- Before commencing work on the machine, maintenance staff must read this manual carefully and check that all of the safety norms concerning the installation and use of the TOKYO COP machine have been met. Maintenance staff must advise the operator of any irregularities they observe so that the latter can take the appropriate measures to put matters right.
 - The machine must be disconnected from the power supply before beginning any kind of maintenance work (changing parts, repairs, etc.), except where this is confined to a simple check on whether the machine is working properly. Hold the plug when unplugging the machine - DO NOT PULL ON THE CABLE !
 - Parts of the power supply unit (PSU) and the monitor remain hot or store high voltage even when the machine has been unplugged. Do not touch these parts as electric shock or burns may result.
 - Make sure there is plenty of room for maintenance to be carried out. At least 2 feet should be left free between the machine itself and other objects (e.g. adjacent machines, walls, etc.).
 - When parts need replacing, use only those approved by Namco America Inc and which meet the relevant specifications.
-

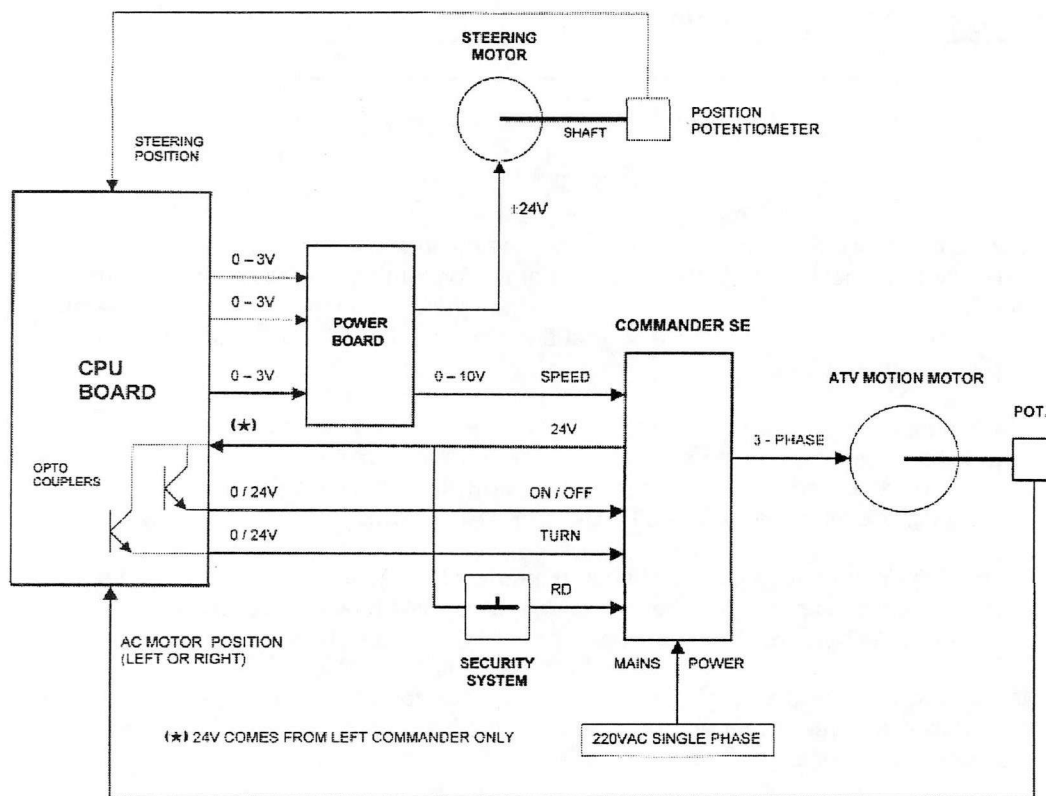
9.3 MOTION SYSTEM - BLOCK DIAGRAM

For a better understanding of the motion system, please refer to the diagram below.

The CPU Board (TOK-357) provides four analogic signals (0-3V) to the Power Board (TOK-358). Two of them are the inputs of the DC driver, which controls the steering motor with a $\pm 24V$ output. The remaining two signals have to be modified in order to supply the 0-10V input required by the AC drivers for the speed control.

The AC drivers have three more inputs: ON/OFF (go/stop), TURN (direction of the turn) and RD (ready status). Those inputs receive a digital signal controlled by the CPU Board. The high level (24V) is generated by the left AC driver drawn in this block diagram (Commander SE / TOK-392). The right driver is not shown.

The position signals processed by the CPU come from potentiometers coupled to the shafts of the motors. If the Emergency Stop button is activated, the RD input drops down to 0V and both AC drivers are disabled.

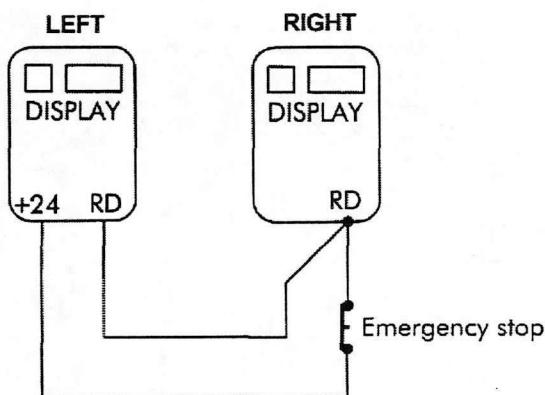


9.4 EMERGENCY STOP

The motion system includes an emergency stop which is operated by a red knob on top of the coin tower. The emergency circuit-breaker is connected in series so that it will bring the car to a standstill (see the block diagram of section 9.3). Should the movement system not work, the cause may lie in: either of the stop switches; in the cables; or on the CPU board. The emergency stop button activates two circuits: one runs through the CPU and only serves to give an on-screen warning that the button has been pressed. The other circuit is the real emergency stop, which does not run through the CPU but acts directly on the frequency converters governing the AC motors.

The following steps must be taken before finding the fault:

1. Open the front door of the monitor cabinet.
2. Remove the Faraday cage which covers the motor drivers (see the exploding 10.8). This reveals the LED displays which provide information on the state of each driver.
3. To check the emergency stop circuit, go to the MOTION SYSTEM screen in Test Mode and select the line "Security": if the red knob is in the rest position (circuit closed, movement possible), the message will read ON. When the red knob is pressed, the message will change to OFF (circuit open, motors stopped). When the knob is turned clockwise, the movement system is ready to operate. The message turns back to ON (movement system ready).



However, the previous check only covers the signal processed by the CPU. The problem could lie in the actual security circuit which goes directly to the drivers. It should be noted that the CPU does not detect whether the security circuit is operative but only that the emergency stop button is being pressed. To check whether this is the case, select the Motion Test from the MOTION SYSTEM screen while in Test Mode. Refer to the circuit diagram in following the steps below:

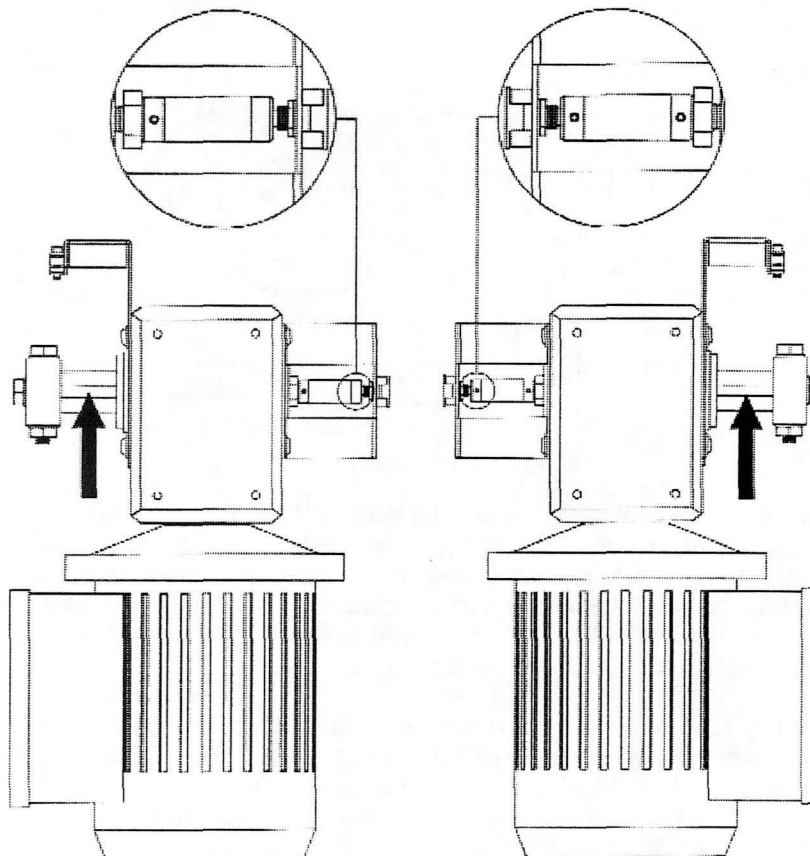
Under normal conditions, when the button is in the rest position (i.e. not pressed), the message "rd" will appear in the left-hand window of both drivers. However, if the message is "ih", this indicates that the circuit remains open for some reason (e.g. bad connection, damaged cable, faulty button, etc.). The stop message will appear on the monitor screen, consisting of an image of the stop knob and an acoustic warning.

The most likely fault would be a short-circuit if the message of the drivers is neither "rd" nor "ih" and there is no stop message on the monitor.

9.5 POSITION POTENTIOMETERS

If the movement system is not working properly, the position potentiometers (TOK-305) should be checked and changed if necessary. The following points need to be considered in this connection:





1. In Test Mode, go to the MOTION SYSTEM screen.
2. When the shaft lever is completely upright, the woodruff key will also be in the upright position. Reach this position using the Left motor / Right motor options (see section 6.3), then read the "Pot" information for each motor. It should be 60 for both motors, approximately.
3. Viewing the motors from above, when the shafts are in the position indicated, check that the grub screw of the elastic couplings are in the same position as shown in the drawing. The left elastic coupling has the grub screws mounted in opposite, while the right coupling has the grub screws aligned.



9.6 CHECKING THE COMMANDER SE PARAMETERS

If the motion system does not work properly, you can check the parameter values, which should match the ones shown on the list below.

Starting position: Machine connected, motion system off.

STEP	ACTION and DISPLAY
0	THE COMMANDER IS IN STATUS MODE
1	PRESS  TO ENTER IN VIEW MODE (LEFT DISPLAY FLASHES THE LAST POSITION READ)
2	PRESS  TO SELECT THE PARAMETER NUMBER AND CHECK ITS VALUE (LEFT DISPLAY FLASHING). REPEAT THE OPERATION AS MANY TIMES AS NECESSARY 
3	HOLD  DURING 2 SECONDS TO RETURN TO STATUS MODE

Nr.	Value
1	0.0
2	50
3	0.5
4	0.5
5	A1.PR
6	4.30
7	1500
8	230
9	0.85
10	L2
11	0.0
12	0.0
13	0.0
14	0.0
15	1.5
16	4..20
17	OFF
18	--
19	--
20	--
21	--
22	A

Nr.	Value
23	SP
24	1.00
25	0
26	ON
27	0
28	NO
29	NO
30	1
31	1
32	OFF
33	0
34	ON
35	2
36	Fr
37	6
38	0
39	50.0
40	Auto
41	AnSi
42	4.8
43	1.1
44	--

Frequency converter model: COMMANDER SE

If the programming is wrong, contact the manufacturer.

The error codes can be checked by consulting the short manual for the Commander, supplied with the machine.

9.7 TROUBLESHOOTING PROCEDURES

1) PROBLEM:The machine does not start when the main power switch is thrown.

CHECKS

- Check the main power cable and its connections.
 - Check the fuses. Check whether the fuses have blown and that they have the correct current rating. The fault may have been caused by an overload current.
 - Check the CPU connections
 - Check there is +5V DC in the power supply.
-

2) PROBLEM:There is something wrong with the screen colors and/or image.

CHECKS

- Enter Test Mode and adjust the monitor settings with the help of the screen test (see Section 6.1)
-

3) PROBLEM:The game starts but the platform fails to move.

CHECKS

- Check that the emergency stop button is not pressed.
 - Check that the connectors between the monitor cabinet and the game platform are not loose and that the cables are undamaged.
 - Check that the frequency converters work properly (i.e. no error message)
 - Check the Power board (TOK-358): If the fuses have blown, it is likely that the power transistors have short-circuited.
-

4) PROBLEM:The game platform moves but not in synchronism with the image on the monitor.

CHECKS

- Enter the MOTION SYSTEM screen in Test Mode and check that the platform is at its highest point when taking the reading position of both motors. The reading should be 60. If this is not the case or the platform leans to one side, check the position potentiometer following the procedure described in Section 9.5.
 - Check that the centering screws (TOK-829) are properly tightened on their respective shafts.
 - Check that the elastics couplings (TOK-819) are properly connected.
-

5) PROBLEM:The platform moves very slowly the whole time.

CHECKS

- Check that the position potentiometers are working properly and that none of the cables have broken.
-

6) PROBLEM:The machines do not work when they are linked up.

CHECKS

- Check that the link cable properly connects the two machines.
- Follow the instructions in Section 8. The error message descriptions are described in Section 6.4 (Link Mode).

7) PROBLEM: There is no sound or it is of poor quality.

CHECKS

- Change the volume on the Control Panel.
- Carry out a sound test (see Section 6.5)
- Check the connections.

NOTES

[illegible]

10. PARTS LIST

10.0 GENERAL INDEX

PLASTIC PARTS

NAI P/N	DESCRIPTION	SECTION	POSITION
TP95-10719-00	PLASTIC FRAME, monitor	10.1	7
TP90-10721-00	SEAT, ride base	10.15	1
TP90-10724-00	BACK COVER, seat	10.15	6
TP90-10725-00	SEAT BASE COVER, ride base	10.15	5
TP90-10726-00	FRONT COVER, dashboard	10.12	1
TP90-10727-00	BACK COVER, dashboard	10.11	3
TP90-10728-00	PLASTIC COVER, tubes of ride base	10.16	6
TP90-10729-00	SAFETY COVER, tubes of ride base	10.11	8

DESIGN PARTS & ACCESSOIRES

CY10-03867-00	VENTILATION GRILL, monitor cabinet	10.5	1
QD10-10415-00	8 " GRILL, subwoofer - monitor cabinet	10.2	1
	2 " GRILL, monitor cabinet	10.2	2
TP40-10734-00	LEFT STICKER, monitor cabinet	10.1	3
TP40-10734-01	RIGHT STICKER, monitor cabinet	10.1	4
TP96-10730-00	PROTECTION FOLDING HOOD, platform	10.16	4
TP40-10740-00	STICKER, seat back cover	10.15	7
QD53-10246-00	EMERGENCY STOP BUTTON, coin tower	10.19	5
QD10-10254-00	ELASTIC COUPLING, left motor	10.18	7
QD10-10254-00	ELASTIC COUPLING, right motor	10.18	7
TOK-851	STEERING WHEEL, dashboard	10.12	5
SM80-09823-01	PUSH BUTTON, steering wheel	10.12	6
TOK-880	PUSH BUTTON, dashboard	10.12	3

ELECTRIC & ELECTRONIC PARTS

NAI P/N	DESCRIPTION	SECTION	POSITION
VG85-10282-00	MONITOR	10.6	1
TP05-10718-00	CPU	10.7	1
TP05-10716-00	POWER PCB	10.7	4
TOK-362	8" SUBWOOFER	10.2	3
TOK-363	FAN	10.7	5
TOK-364	MAINS SWITCH AND FUSE HOLDER	10.5	2
QD58-10262-00	FREQUENCY INVERTER	10.8	1
QD58-10248-00	GEARED MOTOR right	10.17	3
QD58-10249-00	GEARED MOTOR left	10.17	4
TOK-833	4" LOUDSPEAKER	10.11	4
TOK-855	POTENTIOMETER	10.18	9
TP83-10738-00	KEYPAD	10.11	6

METALIC PARTS

QD10-10252-00	HEXAGONAL ROD, motor transmission	10.18	3
	SHAFT CRANK, motor transmission	10.18	2
QD10-10243-00	BRACKET, potentiometer	10.18	8
TP10-10723-00	HANDLE, seat slides	10.15	3
TP10-10722-01	SEAT SLIDE right	10.15	18
TP10-10722-00	SEAT SLIDE left	10.15	17

ASSEMBLIES

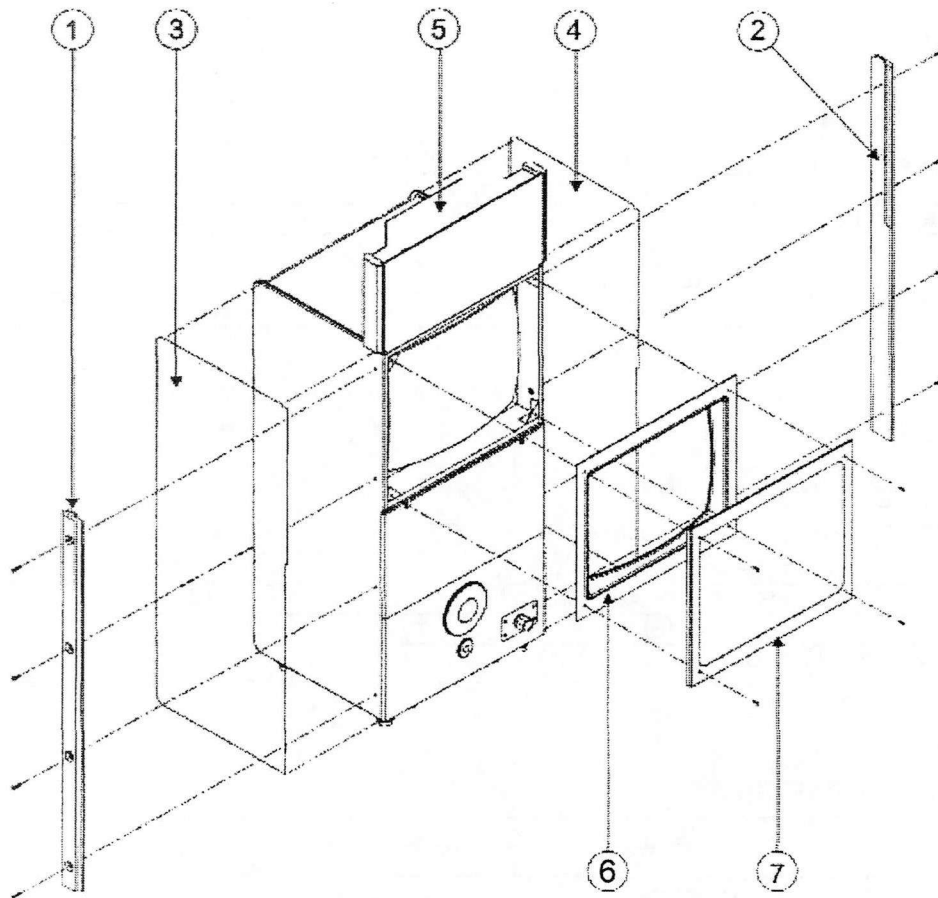
TOK-515	MARQUEE ASSEMBLY	10.1	6
--	STEERING ASSEMBLY	10.13	--
--	UNION HARNESS ASEEMBLY	10.3	--
--	PEDALS ASSEMBLY	10.14	--
TOK-517	FLUORESCENT ASSEMBLY	10.4	1

STRUCTURAL PARTS

TOK-831	PLATFORM BASE	10.17	1
TOK-832	MOBILE PLATFORM	10.16	1
TOK-839S	CARDAN ASSEMBLY	10.17	2

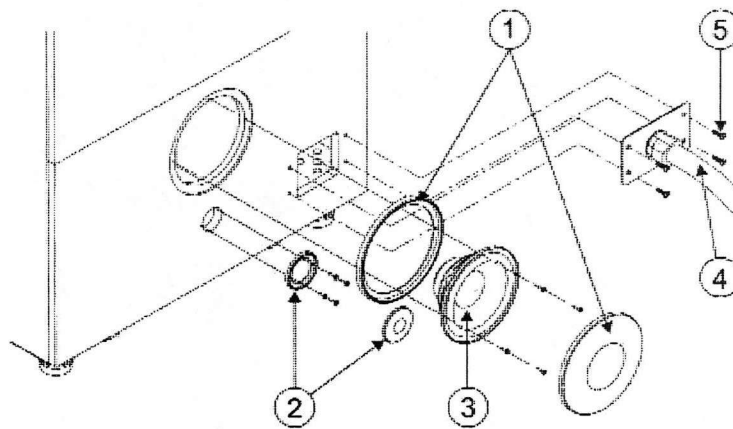
10.1 MONITOR CABINET - ACCESSORIES

	NAI P/N	DESCRIPTION
1	TOK-131	SIDE COVER - LEFT
2	TOK-132	SIDE COVER - RIGHT
3	TP40-10743-00	DECAL, SIDE CABINET - LEFT
4	TP40-10734-01	DECAL, SIDE CABINET - RIGHT
5	TOK-515	BILLBOARD ASSEMBLY
6	TP95-10719-00	PLASTIC BEZEL - monitor
7	TOK-224	METAL FRAME - monitor



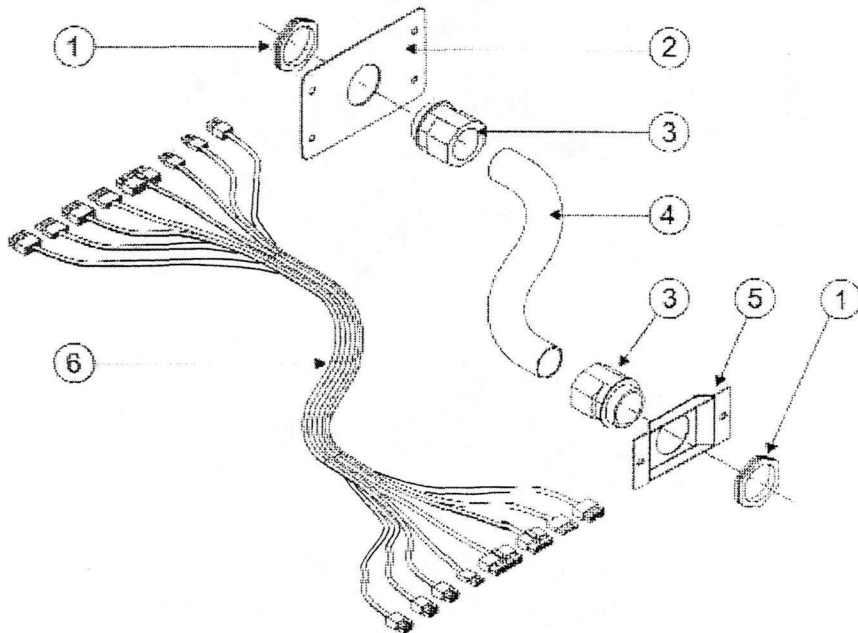
10.2 MONITOR CABINET – SUBWOOFER PARTS

	NAI P/N	DESCRIPTION
1	QD10-10415-00	8" GRILL (subwoofer)
2	TOK-376	2" GRILL
3	TOK-362	8" SUBWOOFER 100W/4 Ω
4	--	UNION HARNESS (see section 1.3)



10.3 UNION HARNESS ASSEMBLY

	NAI P/N	DESCRIPTION
1	TOK-441	NUT, conduit
2	TOK-230	FIXING PLATE - CABINET SIDE
3	TOK-442	CONDUIT GLAND - SEM STRAIGHT
4	TOK-443	PROTECTION TUBE, corrugated
5	TOK-840	FIXING PLATE - PLATFORM SIDE
6	-	UNION HARNESS (see note)

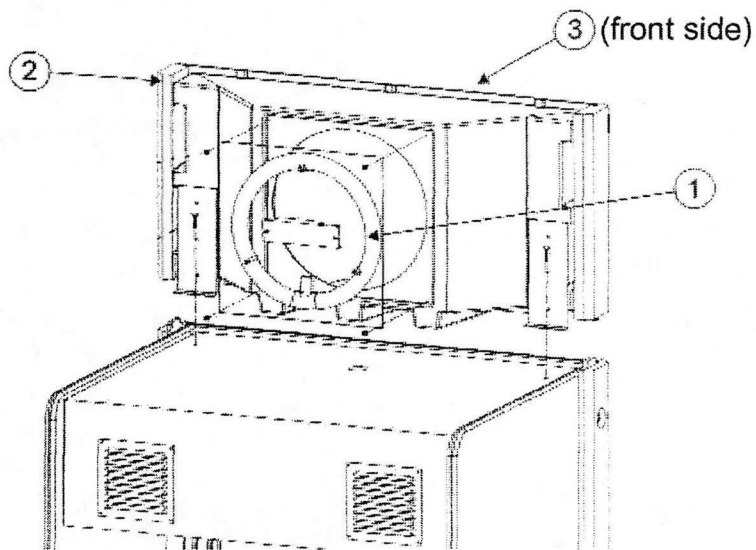


The union harness includes the following parts:

(SIGNAL HARNESSES) QTY 4
 (LEFT MOTOR HARNESS) QTY 1
 (RIGHT MOTOR HARNESS) QTY 1
 (GROUND HARNESS) QTY 1
 (AC DBV) QTY 1

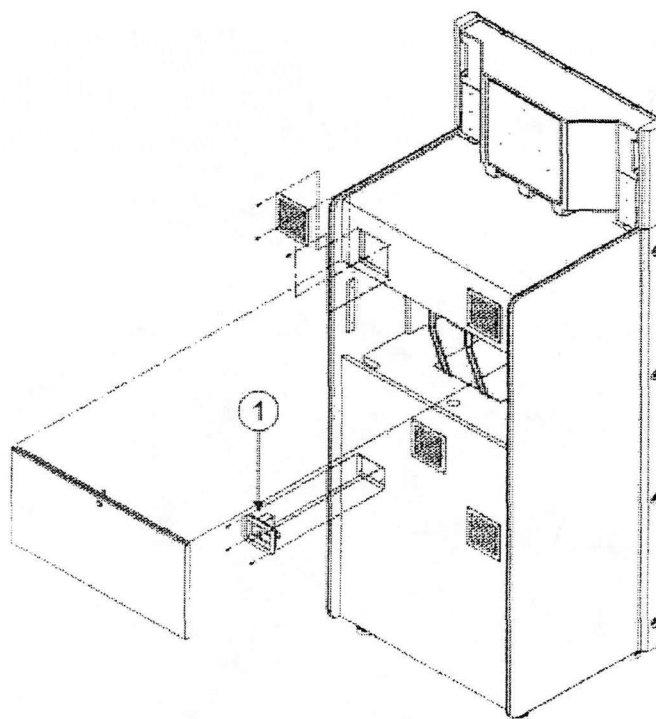
10.4 MONITOR CABINET – MARQUEE ASSEMBLY

	NAI P/N	DESCRIPTION
1	TOK-517	FLUORESCENT ASSEMBLY
2	TP40-10720-00	MARQUEE ASSEMBLY W/O ELECTRONICS
3	TP40-10752-00	MARQUEE, PLEX, SILKSCREEN



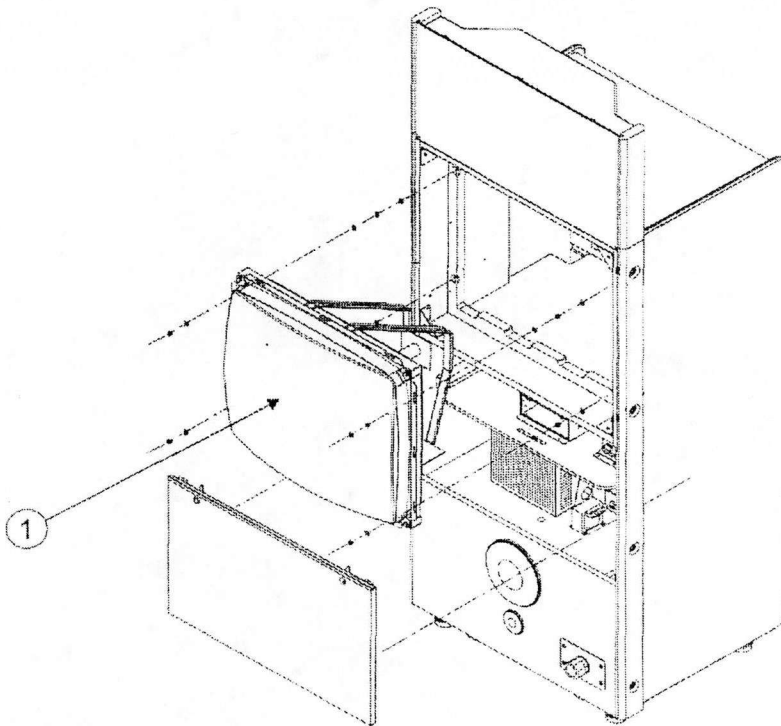
10.5 MONITOR CABINET – REAR ACCESSORIES

	CODE	DESCRIPTION
1	VG10-09494-00	AC PLATE W/DETACHABLE CORD
	Includes	
	VG78-07695-00	FILTER, EMI, PANEL MOUNT, 10A
	VG53-04683-00	SWTCH, ROCKER, 350 SERIES
	VG52-09496-00	FUSE HOLDER, PANEL MOUNT
	VG44-03851-00	LABEL, FUSE REPLACEMENT



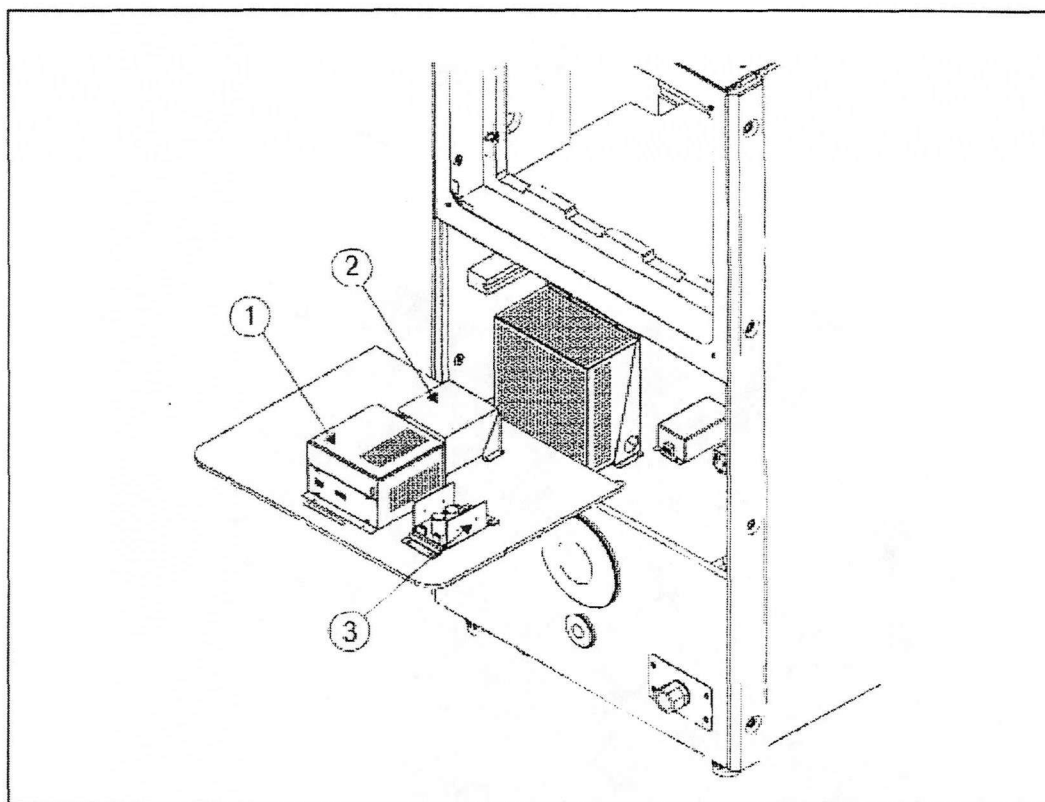
10.6 MONITOR CABINET – MONITOR ASSEMBLY AND FRONT DOOR

	NAI P/N	DESCRIPTION
1	VG85-10282-00	MONITOR NEO TECH 33"



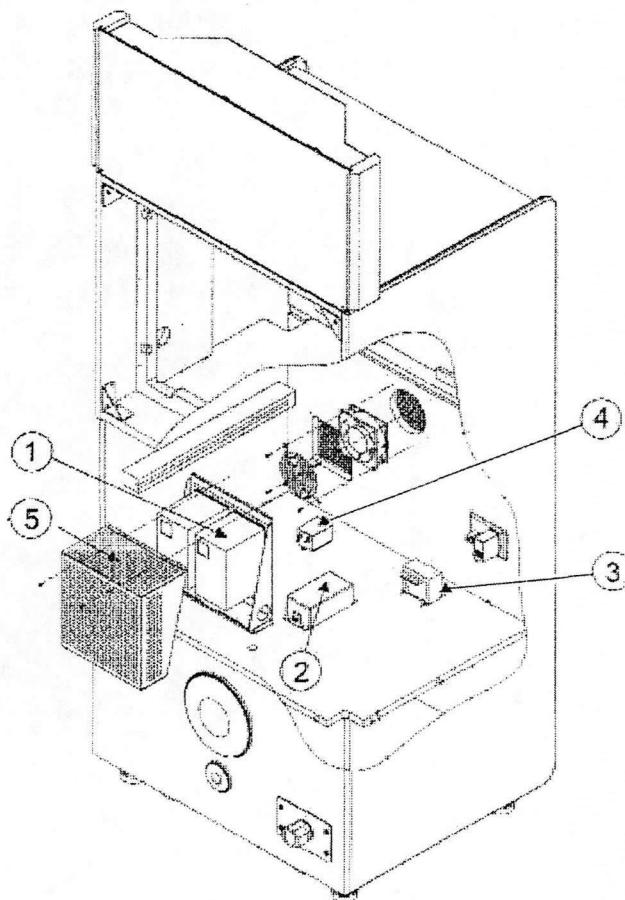
10.7 MONITOR CABINET –ELECTRONIC PARTS 1

	NAI P/N	DESCRIPTION
1	TP05-10718-00	CPU - TOKYOCOP
2	VG88-07671-00	PWR SPLY, SWITCHING WITH 3.3V, 250W
3	TP05-10716-00	POWER PCB - DC MOTOR DRIVER



10.8 MONITOR CABINET – ELECTRONIC PARTS 2

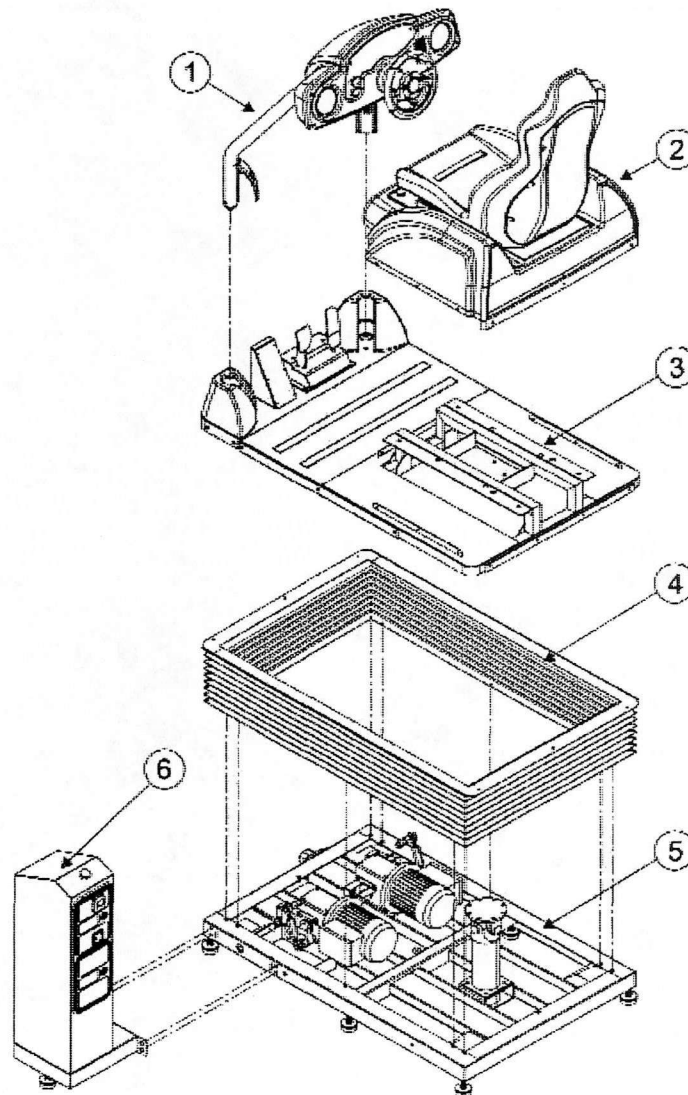
	NAI P/N	DESCRIPTION
1	QD58-10262-00	AC MOTOR CONTROLLER SE11200075 230V
2	VG78-10095-01	INPUT FILTER, CORCOM
3	VG56-10192-00	TRANSFORMER, STEPDOWN 18V
4	VG56-10263-00	TRANSFORMER, ISOLATION, STEP-UP 120V/230V
5		FARADAY BOX



10.9 THIS SECTION HAS BEEN LEFT BLANK

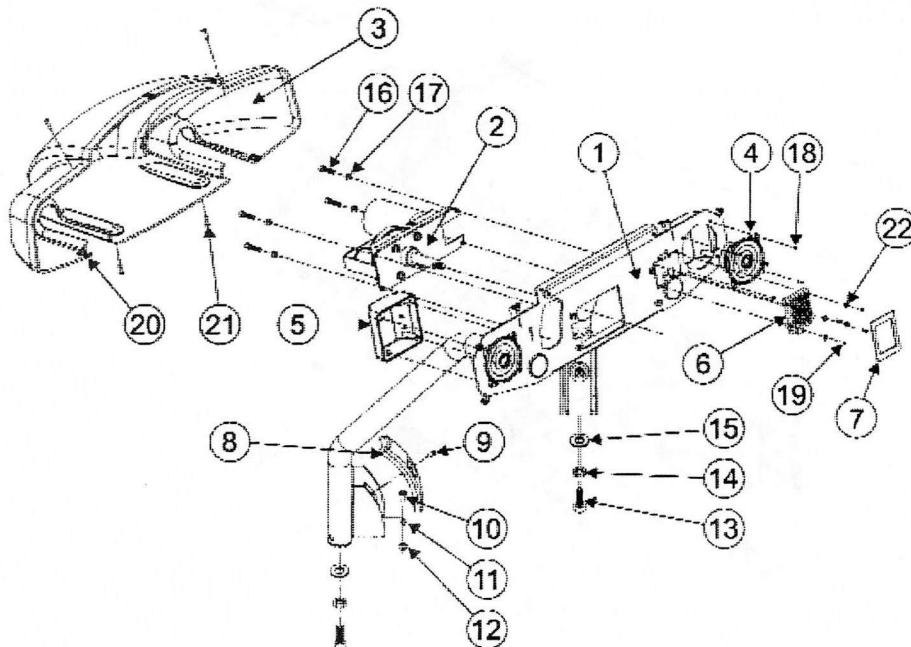
10.10 PLATFORM – MAIN ASSEMBLIES

		DESCRIPTION
1	--	DASHBOARD ASSEMBLY
2	--	SEAT ASSEMBLY
3	--	RIDE BASE ASSEMBLY
4	--	PROTECTION FOLDING HOOD
5	--	BASE ASSEMBLY
6	--	COIN TOWER ASSEMBLY



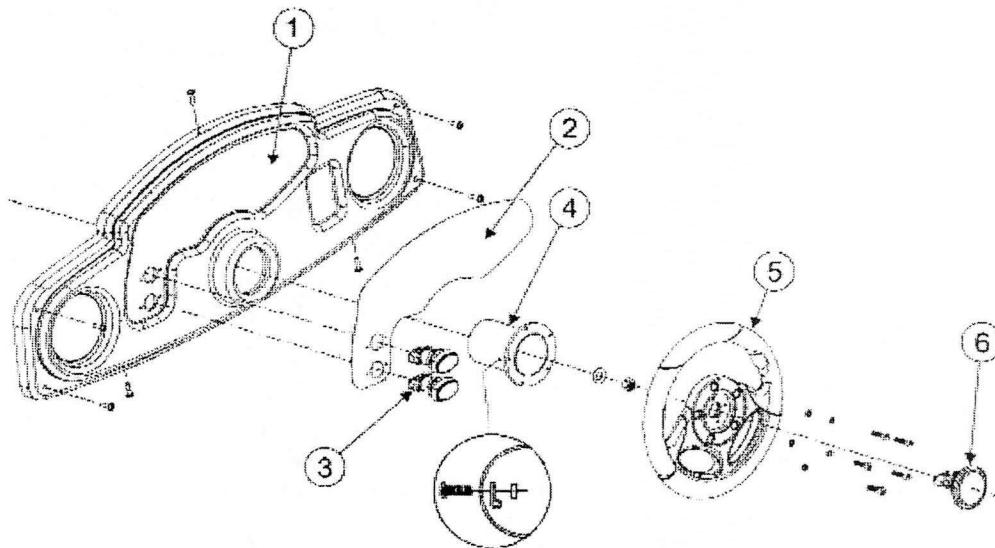
10.11 DASHBOARD ASSEMBLY - 1

	NAI P/N	DESCRIPTION
1	TOK-833	TUBULAR STRUCTURE
2	TOK-852	STEERING MECHANISM
3	TP90-10727-00	BACK COVER, BLACK
4	TOK-833	4" LOUDSPEAKER, 4Ω / 60W
5	TOK-865	LOUDSPEAKER COVER,
6	TP83-10738-00	KEYPAD AK707
7	TOK-882	FRAME, keypad
8	TP90-10729-00	SAFETY COVER, tubes



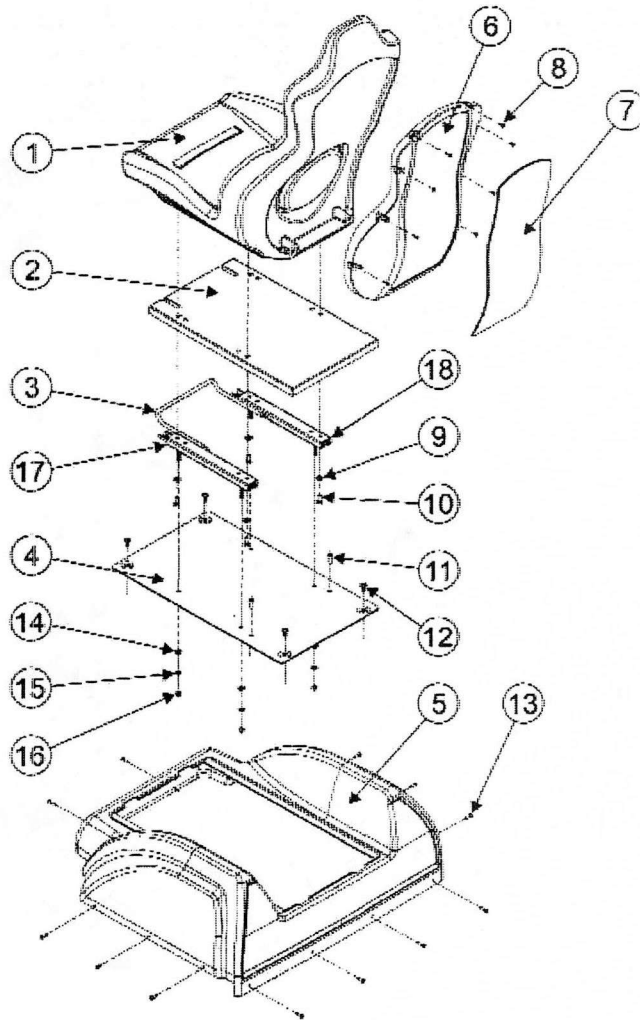
10.12 DASHBOARD ASSEMBLY - 2

	NAI P/N	DESCRIPTION
1	TP90-10726-00	FRONT COVER
2	TP40-10739-00	STICKER, instructions
3	TOK-880	PUSH BUTTON AO113, RED, dashboard
4	TOK-853	COUPLING CYLINDER, steering wheel
5	TOK-851	STEERING WHEEL
6	SM80-09823-01	PUSH BUTTON, steering wheel



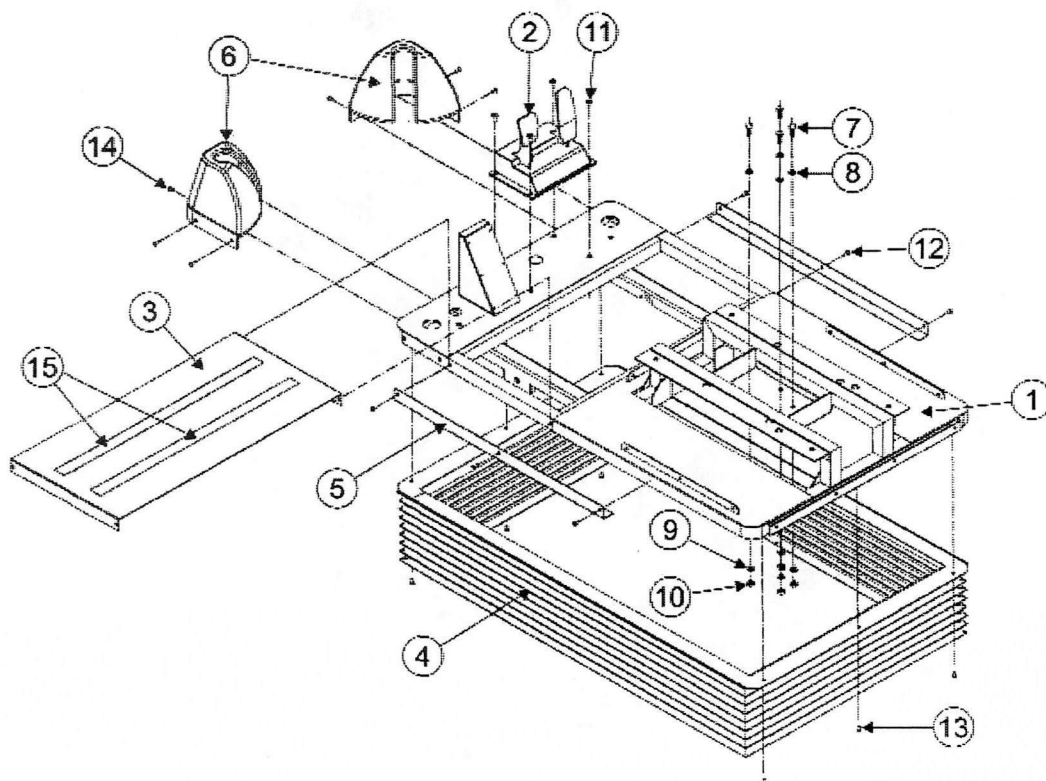
10.13 SEAT ASSEMBLY

	NAI P/N	DESCRIPTION
1	TP90-10721-00	SEAT
2	TOK-837	PROTECTION PLATE
3	TP10-10723-00	HANDLE, seat slides
4	TOK-838	SUPPORTING PLATE, seat
5	TP90-10725-00	PLASTIC COVER
6	TP90-10724-00	BACK COVER, seat
7	TP40-10740-00	STICKER, back cover
8	TP10-10722-00	SEAT SLIDE - LEFT
9	TP10-10722-01	SEAT SLIDE - RIGHT
10	TP40-10736-00	DECAL, SKIRT, SEAT, LEFT
11	TP40-10736-01	DECAL, SKIRT, SEAT, RIGHT
12	TP40-10736-02	DECAL, SKIRT, SEAT, REAR



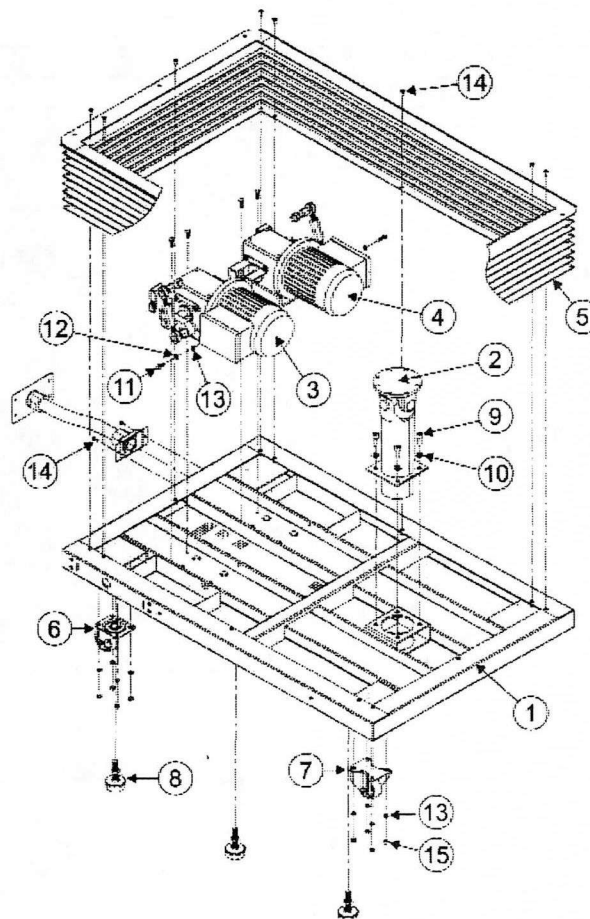
10.14 RIDE BASE ASSEMBLY

	NAI P/N	DESCRIPTION
1	TOK-832	PLATFORM
2	TP05-10731-00	PEDALS ASSEMBLY
3	TOK-836	METALIC COVER, access to motors
4	TP96-10730-00	PROTECTION FOLDING HOOD
5	TOK-846	BRACKET, protection folding hood
6	TP90-10728-00	PLASTIC COVER, tubes
7	TP91-10745-00	SAFETY WALK BAND - 50mm width



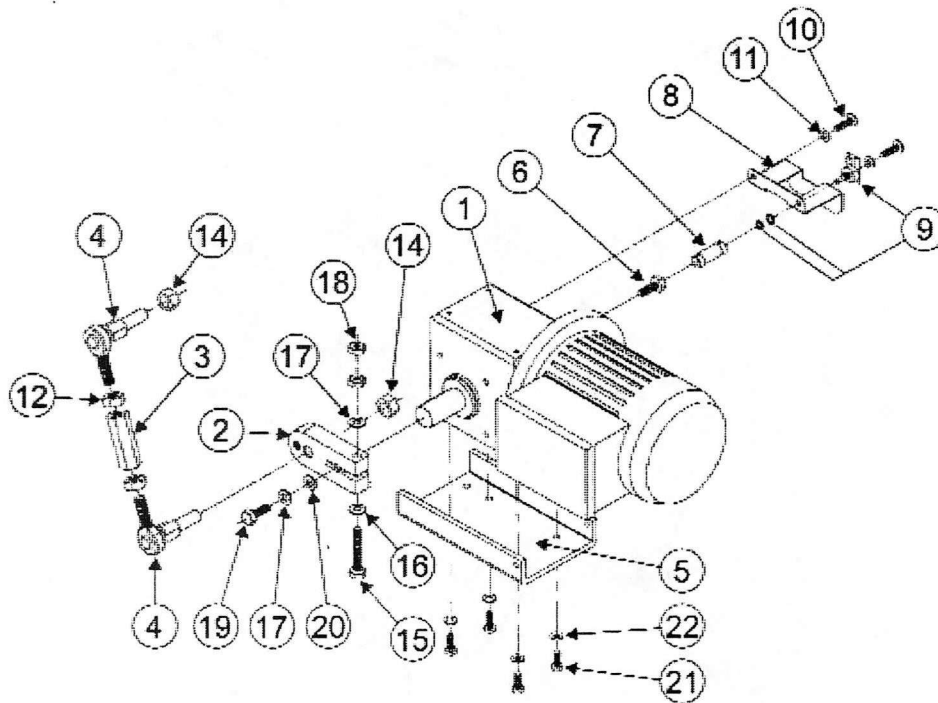
10.15 BASE ASSEMBLY

	NAI P/N	DESCRIPTION
1	TOK-831	BASE
2	TP05-10750-00	CARDAN ASSEMBLY
3	QD58-10249-00	MOTOR ASSEMBLY - LEFT
4	QD58-10248-00	MOTOR ASSEMBLY - RIGHT
5	TOK-810	PROTECTION FOLDING HOOD
6	TOK-863	SWIVELING CASTOR Ø80
7	TOK-862	CASTOR Ø80
8	TOK-861	LEG LEVELLER, rubber base Ø60, M16



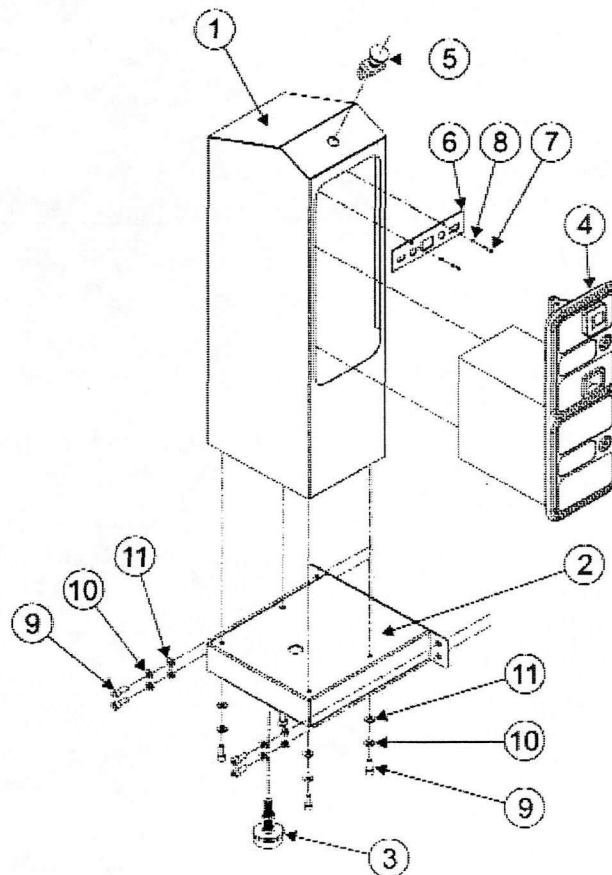
10.16 MOTOR ASSEMBLY

	NAI P/N	DESCRIPTION
1	--	GEARED MOTOR - LEFT: TOK-821 / RIGHT: TOK-820
2	QD10-10253-00	SHAFT CRANK, motor trasmission
3	QD10-10252-00	HEXAGONAL ROD, motor transmission
4	TOK-825	SWIVEL JOINT, male M14 + male M16, SBA-0418
5	TOK-841	SUPPORTING PLATE, motor
6	QD10-10254-00	CENTERING SCREW, elastic coupling
7	QD10-10247-00	ELASTIC COUPLING - RIGHT: TOK-819R / LEFT: TOK-819L
8	QD10-10243-00	BRACKET, potentiometer
9	SM75-10100-00	POTENTIOMETER - GAELCO
10	--	SCREW DIN912 M8X12
11	--	SPRING WASHER DIN127 M8
12	--	NUT DIN934 M14
14	--	LOCKNUT DIN985 M16
15	--	SCREW DIN933 M10X70
16	--	FLAT WASHER DIN125 M10
17	--	SPRING WASHER DIN127 M10
18	--	NUT DIN934 M10
19	--	SCREW DIN933 M10X30
20	--	WASHER DIN9021 M10
21	--	SCREW DIN933 M8X20
22	--	WASHER DIN6798 A 8,2



10.17 COIN TOWER ASSEMBLY

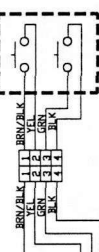
	NAI P/N	DESCRIPTION
1	TOK-834	TOWER
2	TOK-835	TOWER BASE
3	TOK-861	LEG LEVELLER rubber base Ø60, M16
4	VG83-10635-00	COIN DOOR, O/U WITH HARNESS & DOLLAR BILL PLATE
5	QD53-10246-00	EMERGENCY STOP BUTTON
5A	QD40-10258-00	DECAL, INFORMATION DISK, EMERGENCY SWTCH
6	VG10-06919-00	SERVICE PANEL



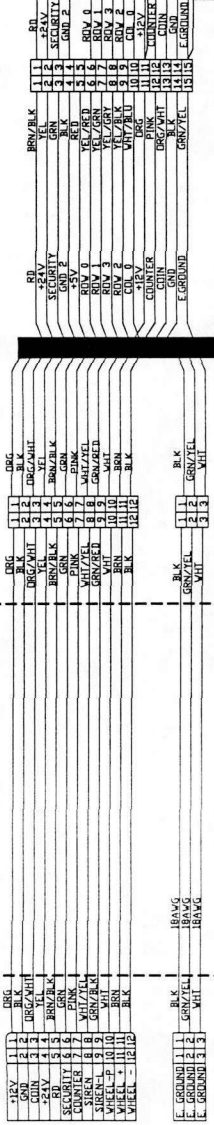
11. WIRING DIAGRAMS

REVISION		DATE	APPROVAL
REV	DESCRIPTION		
A	OVERALL	05-14-03	

SECURITY



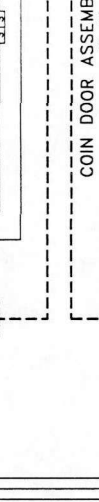
UNION JOINT HARNESS



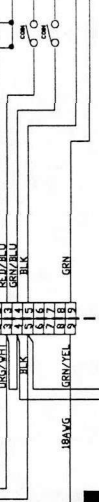
SERVICE PNL SERVICE



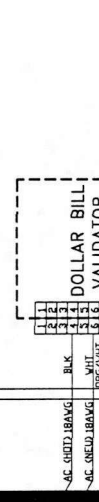
COIN DOOR ASSEMBLY



DOLLAR BILL VALIDATOR



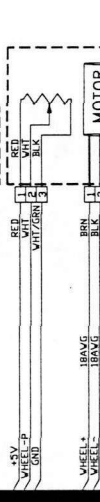
KEY PAD



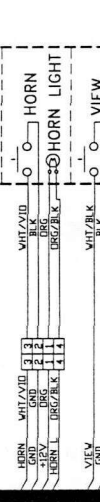
MOTOR LEFT



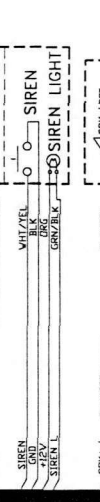
MOTOR RIGHT



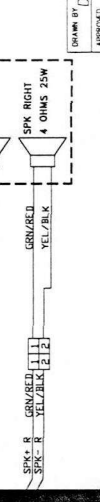
ACCEL BRAKE



SPK LEFT



SPK RIGHT



VIEW



SIREN LIGHT



nameco
150 Chertoff Avenue
San Jose, CA 95131

DATE: 05-14-03
APPROVED: DAYAL
DESIGNED: DAYAL

TITLE: PLATFORM ASSY

REV: A

SCALE: 1:1

DO NOT SCALE

TOKYO COP

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.

Namco America Inc. distributors are independent, being privately owned and operated. In their judgment they may sell parts or accessories other than **Namco America Inc.** parts or accessories. **Namco America Inc.** cannot be responsible for the quality, suitability or safety of any non-**Namco America Inc.** part or any modification including labor which is performed by such distributor.

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If you have questions regarding any **Namco America Inc.** product or require technical support:

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

(408) 383-3973 or FAX (408) 436-9554

Hours: 7:00 am - 4:00 pm PDT

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

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890 Service St #C
San Jose, CA 95112
(408) 383-3900

FAX: (408) 436-9554

Technical Assistance (USA)

(408) 383-3973

Fax: (408) 436-9554

Reorder number: TP45-10758-00

Rev A.

RELEASED May 2003

The specifications of this machine and the instructions in this Operation Manual are
subject to change without notice for enhancement.