

ORIGINAL REDEMPTION GAME

OPERATOR'S MANUAL

■ SILENT SCOPE TOKEN SHOT ■



© 2000 KONAMI ALL RIGHTS RESERVED.

Maintenance and Annex



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.

PN#935401

KONAMI®

About this product

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.



- Failure to operate the game correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the game as described in this manual.
- Before using this product, read this Operator's Manual of "Silent Scope Tokenshot".
- Keep this manual handy so it can be used when necessary.
- If game malfunction persists, immediately turn OFF the game machine's power switch, unplug the power cord, and contact your nearest dealer.

• This manual covers the following models:

- **Silent Scope Token Shot**
Model # 935251

-
- The specifications of this product are subject to change without notice for reasons such as improving the performance.
 - The contents of this game, its main devices and design are protected under laws concerning patent, copyright and other intellectual properties.
 - Unauthorized reproduction of this document or any of its contents is strictly forbidden.

© 2000 KONAMI ALL RIGHTS RESERVED.

Contents

■ Precautions for use	2
1 Specifications	6
2 Game Performance (Self-Test)	7
3 Game Settings and Adjustments	
3-1 Setting and adjustments of game mode	9
3-2 Mode Descriptions	11
4 How to play	15
5 Maintenance	16
6 Parts List	22
7 Wiring Diagram	23

■ Precautions for use

The following safety precautions are used throughout this manual. They must be strictly followed to protect those who install, use or maintain the "Silent Scope Token Shot™" as well as to prevent injury and property damage.

Be sure to read the following

•The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.



Indicates a situation where disregarding the suggestions could result in death or serious injury.



Indicates a situation where disregarding the suggestions could result in injury or product damage.

•The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

•Definitions of qualified in-shop maintenance persons and industry specialists who handle this product.

In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must perform the work.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons

- A qualified in-shop maintenance person must have experience in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons

- Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic or mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist

- Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

Installation



WARNING

- **Failure to handle this product correctly may result in malfunction or accident. Before installation, be sure to carefully read this manual.**
- **Use due care when handling the pcb.**
 - Improper handling may cause machine trouble or accident.
 - Parts inside the PCB unit get hot during operation. Do not touch them until they have completely cooled down.
 - The PCB unit has some sharp projections inside. Do not put your hand in the machine because you may get injured.
- **The game machine unit is for indoor use. Do not install the machine outdoors.**
 - Outdoor use may cause an accident or machine trouble.
- **Do not leave the game machine unit in any of the following places.**
 - Otherwise an accident or malfunction may result.
 - In a place exposed to rain or moisture.
 - In a place exposed to direct sunlight.
 - In a place exposed to direct heat from air-conditioning and heating equipment, etc..
 - Near equipment generating strong magnetism or electric waves.
 - Near hazardous flammable substances such as thinner and kerosene.
- **Do not place containers holding chemicals or water on or near the game machine unit.**
 - Electrical shock or damage could be caused by water or foreign matter entering the inside of the game machine.
- **Be sure to turn OFF the machine's power switch before moving and removing the game machine unit.**
 - Otherwise machine trouble or electric shock may result.
- **Before setting up the game machine unit, clean the surrounding area where the machine will be placed using a vacuum cleaner or the like.**
 - If the electrical components are left covered with dust, an electric shock or fire may result.
- **The PCB unit card edge connector conforms to the JAMMA standard requirements. Never connect any other types of connectors than specified.**
 - Otherwise, machine trouble or fire may be caused.
- **In setting up the PCB unit, identify all the connectors and connect them properly. Never handle them with wet hands.**
 - Otherwise, an electric shock, machine trouble or fire may result.



CAUTION

- **The TokenShot™ game machine unit is designed for the game pcb unit. Never use them for any other units.**
 - Machine trouble may result.

Operation



WARNING

•If smoke, an unusual smell or noise comes out of the PCB unit, immediately turn OFF the machine's power switch and unplug the power cord.

Do not operate the machine.

•Using the machine in abnormal conditions could result in fire or accident.

In case of abnormality

- 1 Turn OFF the machine's power switch.
- 2 Unplug the machine's power cord from the receptacle.
- 3 Contact your nearest dealer.

•Make sure all the connectors are tightly connected and not covered with dust.

•Otherwise, electrical shock or fire could result, so inspect the power cord periodically.

•Do not touch the PCB unit with wet hands.

•Otherwise, an electric shock may occur.

•Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

•Otherwise, a fire, malfunction or trouble may result.

In case of any trouble, ask your nearest dealer for repairs and other services.

KONAMI will not assume any responsibility for damage to the product attributable to disassembly or repair of parts which are not indicated in this manual, as well as settings and remodelling.



CAUTION

•Do not use this product anywhere other than industrial areas.

•Use in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

•The following users should not play the game.

•Doing so could cause accidents or illness.

•Those under the influence of alcohol.

•Those suffering from or being treated for arm or wrist ailments.

•Never connect and disconnect the connectors to and from the machine with wet hands.

•Doing so could result in electrical shock.

•In handling the cables of the machine and the PCB unit, follow the instructions below.

•Otherwise an electric leak, fire or electric shock may result, or the machine may fail to function.

•Do not damage the power cord.

•Do not bend the power cord excessively.

•Do not heat the power cord.

•Do not bind the power cord.

•Do not sandwich the power cord.

•Do not modify the power cord.

•Do not twist the power cord.

•Do not pull the power cord.

•Do not tread on the power cord.

•Do not drive a nail into the power cord.

•If by any chance any of the machine or PCB unit connectors or any of the cables is found damaged, immediately stop using the machine and contact your nearest dealer.

•Using damaged connectors and cables could result in fire or electrical shock.



Inspection and cleaning



WARNING

- **Turn OFF the machine's power switch and unplug the power cord.**
 - Failure to do so could result in electrical shock.
 - **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**
 - Using improper parts could result in fire or equipment failure.
 - **Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**
 - Otherwise, a fire, malfunction or trouble may result.
 - In case of any trouble, ask your nearest dealer for repairs and other services.
- KONAMI will not assume any responsibility for damage to the product attributable to disassembly or repair of parts which are not indicated in this manual, as well as settings and remodelling.



Moving and transportation



CAUTION

- **Use due care in transporting and handling this machines, which is a precision device.**

PRECAUTION IN HANDLING

- When setting up, handling, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

1 Specifications



Specifications

Name	"Silent Scope TokenShot™"
Parts Included	<ul style="list-style-type: none"> · Instruction manual This manual · Game unit 1 · Title Panel..... 1 · Hardware Set..... 1

- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

2 Game Performance (Self-Test)

When the cabinet has been set up, turn ON the machine's power switch. The PCB unit will be automatically checked for its performance. The test results will be displayed on the score and jackpot display.



- Before use, be sure to check the performance of the PCB unit.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.

■ Result of test

If test is OK

- The machine goes to the game mode and the demonstration game begins.

If the test failed

•"ERR" and error code appears on the score and jackpot display. "Call Attendant" is announced repeatedly. Refer to error code table on page 8.

"Out of ticket. Call attendant" is announced repeatedly if the ticket hopper is empty. After tickets are filled, press "STEP" button to go to game mode. Contact your nearest dealer.

Error Code Table -----

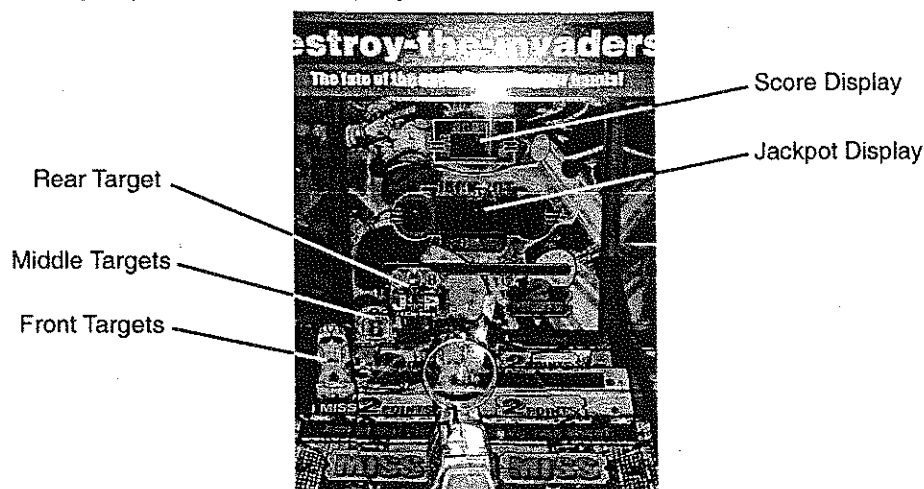
Error code	Description of possible errors
001	Front target motor failure Front target unit limit sensor(right & left) failure
002	Middle target motor failure Middle target unit limit sensor(right & left) failure
003	Rear target motor failure Rear target unit limit sensor(right & left) failure
004	Front target unit limit sensor(left) failure
005	Front target unit limit sensor(right) failure
006	Middle target unit limit sensor(left) failure
007	Middle target unit limit sensor(right) failure
008	Rear target unit limit sensor(left) failure
009	Rear target unit limit sensor(right) failure
012	Middle left target sensor failure Middle left target has fallen
013	Middle right target sensor failure Middle right target has fallen
014	Rear target sensor failure Rear target has fallen
015	Jackpot sensor failure
016	"MISS" area sensor failure Token box has full
020	Gun solenoid failure Gun hammer senser failure
021	Gun hammer senser failure
022	Token stuck in gun Token insertion sensor failure
025	EEP ROM data error
026	EEP ROM failure
027	Security error
028	Serial ID device error
023	OUT OF TICKETS 8

3 Game Settings and Adjustments

3-1 Settings and adjustments of game mode

Check and change the game settings manually.

■ Target position and display unit -----



■ Starting the test mode -----

Press "TEST" button during demonstration. The machine goes into test mode and "C01" appears on score display. Each time "TEST" button is pressed in the test mode, the mode advances to the next.

Press "STEP" button to change setting in each mode.

"C01" Button and sensor test: See page 11

~>> press "TEST" button

"C02" Motor test(Front target): See page 12

~>> press "TEST" button

"C03" Motor test(Middle target): See page 12

~>> press "TEST" button

"C04" Motor test(Rear target): See page 12

~>> press "TEST" button

"C05" Token shoot test: See page 12

~>> press "TEST" button

"C06" Ticket dispense test: See page 12

~>> press "TEST" button

- "C07" Lamp test: See page 12
 ~>>press "TEST" button
- "C08" Sound test: See page 12
 ~>>press "TEST" button
- "C09" Not used: See page 13
 ~>>press "TEST" button
- "C10" Middle and rear target value setting: See page 13
 ~>>press "TEST" button
- "C11" Front target value setting: See page 13
 ~>>press "TEST" button
- "C12" Jackpot initial value setting: See page 13
 ~>>press "TEST" button
- "C13" Jackpot maximum value setting: See page 14
 ~>>press "TEST" button
- "C14" Jackpot value setting at power ON: See page 14
 ~>>press "TEST" button
- "C15" Ticket payout setting: See page 14
 ~>>press "TEST" button
- "C16" Demonstration interval setting: See page 14
 ~>>press "TEST" button
- "C17" Demonstration sound setting: See page 14
 ~>>press "TEST" button
- "C99" Factory setting: See page 14
 ~>>press "TEST" button

■ Return to game mode -----

Turn off the main power switch and restart.

■ Dip switch setting -----

No.1,2 and 4: Should be turned OFF always.

No.3: No ticket dispensing when turned ON.

3-2 Mode descriptions

■ C01 Button and sensor test

When each button or sensor is triggered, a corresponding LED on the jackpot display turns ON as follows:

---	15	---	8	---	1
20/	/ 16	13/	/ 9	6/	/ 2
21---		14---		7---	
19/	/ 17	12/	/ 10	5/	/ 3
---	18	---	11	---	4

- 1: Step button
- 2: Not used
- 3: Not used
- 4: Miss area sensor
- 5: Trigger button
- 6: Hammer sensor
- 7: Token insertion sensor
- 8: Front target unit limit sensor(left)
- 9: Not used
- 10: Not used
- 11: Middle target unit limit sensor(right)
- 12: Middle target unit limit sensor(left)
- 13: Middle left target sensor
- 14: Middle right target sensor
- 15: Not used
- 16: Rear target unit limit sensor(right)
- 17: Rear target unit limit sensor(left)
- 18: Rear target sensor
- 19: Jackpot sensor
- 20: Not used
- 21: Front target unit limit sensor(right)

■ **C02 Motor test(Front target)**

■ **C03 Motor test(Middle target)**

■ **C04 Motor test(Rear target)**

Check motor by pressing "STEP" button and pulling gun" Trigger". The target moves right when "STEP" button is pressed and it moves left when "TRIGGER" is pulled in each mode.

The targets can not go farther than limit sensor position if the sensors are working properly.

In case of sensor failure, do not move the targets too far from the sensor position. It may damage targets and motor.

Refer to C01 for Jackpot display.

■ **C05 Token shoot test**

When trigger is pulled, shooting mechanism is operated regardless of token insertion.

Refer to C01 for Jackpot display.

■ **C06 Ticket dispense test**

One ticket is dispensed when "STEP" button is pressed. Ticket is dispensed in this mode even if DIP switch #3 is turned ON for "No ticket dispense setting".

Refer to C01 for Jackpot display.

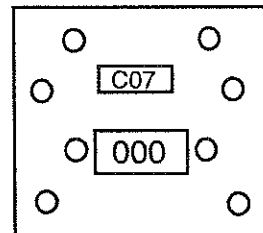
■ **C07 Lamp test**

Lamps turn on in sequence.

Jackpot display on the right shows number shown below when each lamps are ON.

Jackpot(mouth): 1

Jackpot(eye): 0



■ **C08 Sound test**

BGM number appears on jackpot display. BGM number is changed by pressing "STEP" button. BGM of the number on the display starts when trigger is pulled.

C09

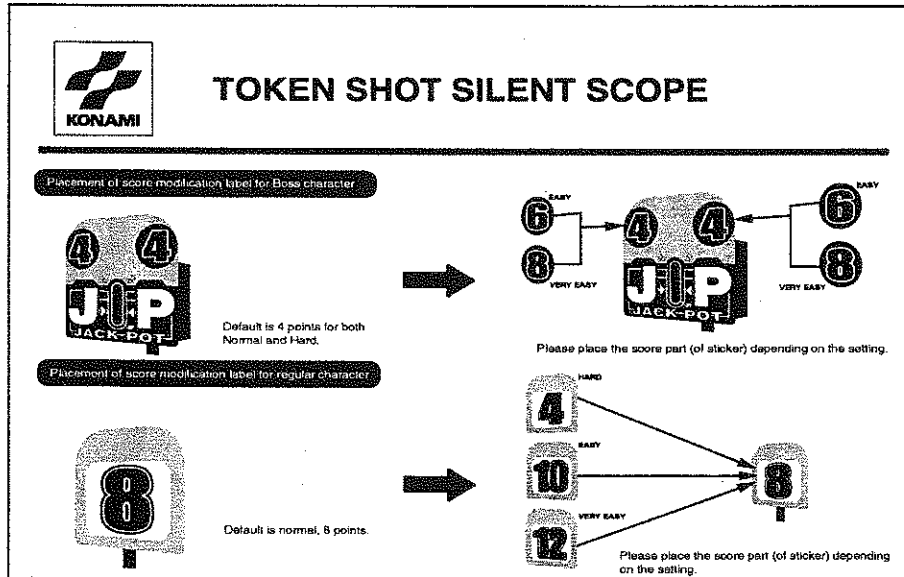
Not used

C10 Middle and rear target value setting

Change value settings by pressing "STEP" button. Jackpot display shows setting of middle target value. Factory setting is "Normal".

	Middle target value	Rear target value
Hard	4	4
Normal	8	4
Easy	10	6
Very Easy	12	8

Change decals on target based on your setting.



C11 Front target value setting

Change value setting by pressing "STEP" button. Jackpot display shows the setting ("0" or "1").
Factory setting is "1".

0: 0points

1: 1point

C12 Jackpot initial value setting

Change value setting by pressing "STEP" button. Jackpot display shows the setting ("200" or "100"). The jackpot value resets to this setting after jackpot is released. Factory setting is "200".

200: 200points

100: 100points

■ **C13 Jackpot maximum value setting**

Change value setting by pressing "STEP" button. Jackpot display shows the setting("555" or "999"). Factory setting is "999".

555: 555points

999: 999points

■ **C14 Jackpot value setting at power ON**

Change value setting by pressing "STEP" button. Jackpot display shows the setting("0" or "1").
Factory setting is "1".

0: Reset to value set at "C12"

1: Save value at power OFF

■ **C15 Ticket payout setting**

Change setting by pressing "STEP" button. Jackpot display shows the setting("1" or "2").
Factory setting is "1".

1: One ticket per point

2: One ticket per two points. If player earned odd number points at this setting, the point is rounded up to the next even number.

■ **C16 Demonstration interval setting**

Change setting by pressing "STEP" button. Jackpot display shows the setting("0", "5", or "15").
Factory setting is "15".

0: No demonstration

5: Demonstrate every 5 minutes

15: Demonstrate every 15 minutes

■ **C17 Demonstration sound setting**

Change setting by pressing "STEP" button. Jackpot display shows the setting("0" or "1").
Factory setting is "1".

0: Sound OFF

1: Sound ON

■ **C99 Factory setting**

All factory settings are restored by pressing and holding "STEP" button for 3 seconds.

4 How to Play

"Token shot - Silent Scope" is a coin-shooting redemption game themed on alien invasion. Shoot tokens from the gun unit and hit alien targets.

■ How to play

1. Insert token into gun unit. Gun unit can hold 2 tokens.
2. Aim at moving targets and pull trigger to shoot. One shot per token.

Player earns points by hitting targets. The following shows the factory setting values for each target. The settings can be changed in test mode.

Front targets:	1point
Middle targets:	8points
Rear target:	4points
Rear target Jackpot slot:	200-999points
Miss:	2points

3. Tickets are dispensed based on points earned.

About Jackpot

Each time a player hits the middle or rear target, the jackpot value increases by 1 point until the payout reaches the maximum point set in test mode (factory setting is 999points).

If a player shoots through the jackpot slot, the jackpot is released and the value is reset to initial point set in test mode (factory setting is 200points).

5 Maintenance

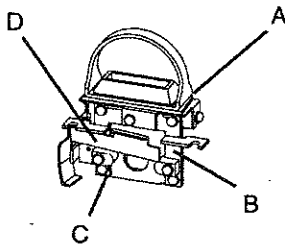
■ Adjusting Gun Token Mech

This machine accepts 7 token sizes.

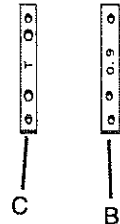
Factory setting is 0.984". If you use 0.984" token, you need no adjustments nor parts replaced. Otherwise, adjustment is needed.

If you use 0.900"(thin) size, you need to replace parts A, B and C and adjust part D position. If you use other size, you need to replace parts A and B.

Token Size		Parts replaced(Identifying mark is on each part)			Parts adjusted
Diameter	Thickness	A	B	C	D
0.8"	0.075"	0.8	0.8	Use factory setting	Use factory setting
0.88" & 0.882"	0.067"	0.88	0.88	Use factory setting	Use factory setting
0.900"	0.067"	0.9	0.9	Use factory setting	Use factory setting
0.900" (thin)	0.050"	0.9T	0.9T	T	adjustment needed
25¢	0.070"	25¢	25¢	Use factory setting	Use factory setting
0.984"	0.062"	Use factory setting	Use factory setting	Use factory setting	Use factory setting
1.000"	0.062"	1.0	1.0	Use factory setting	Use factory setting

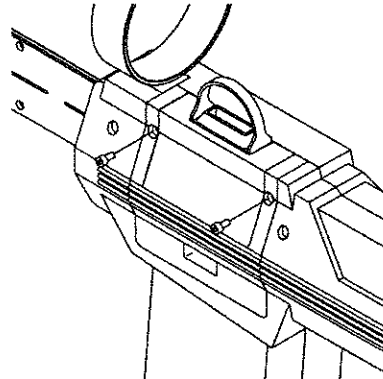


- A : Coin input control plate
- B : Coin selection plate 1
- C : Coin selection plate 2
- D : Coin thickness adjustment plate



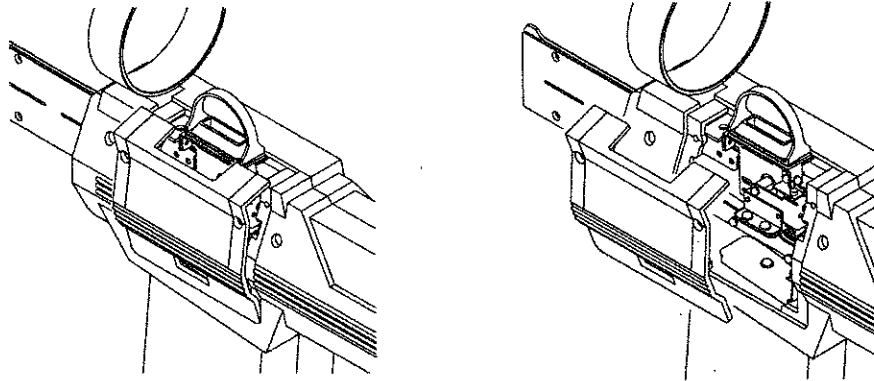
How to replace and adjust parts

1. Remove token mech from gun unit
 - a) Remove maintenance cover on the side of gun unit.
Remove 2 T-20 torx screws.

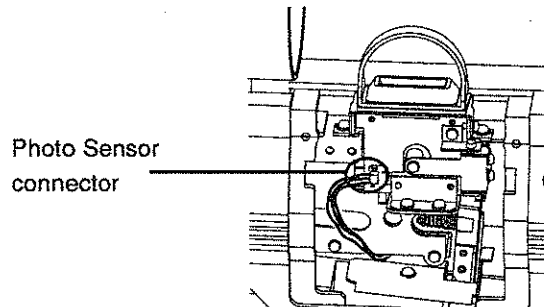


■ **Adjusting Gun Token Mech (cont.)** -----

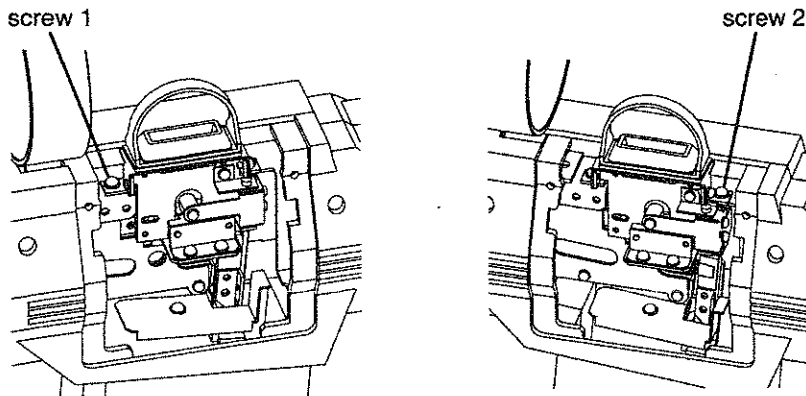
To open, pull the top part of the cover until the 2 tabs pop out. Then lift the cover a bit to release the 2 bottom tabs and remove the cover.



b) Remove coin selector. Disconnect photo sensor connector.

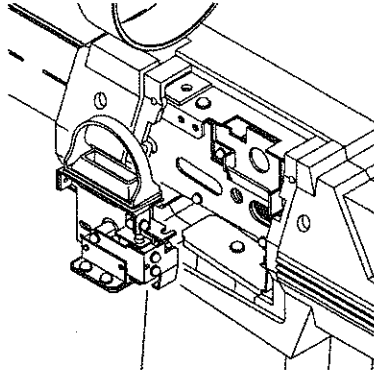


Loosen 2 screws. You do not need to remove the screws.

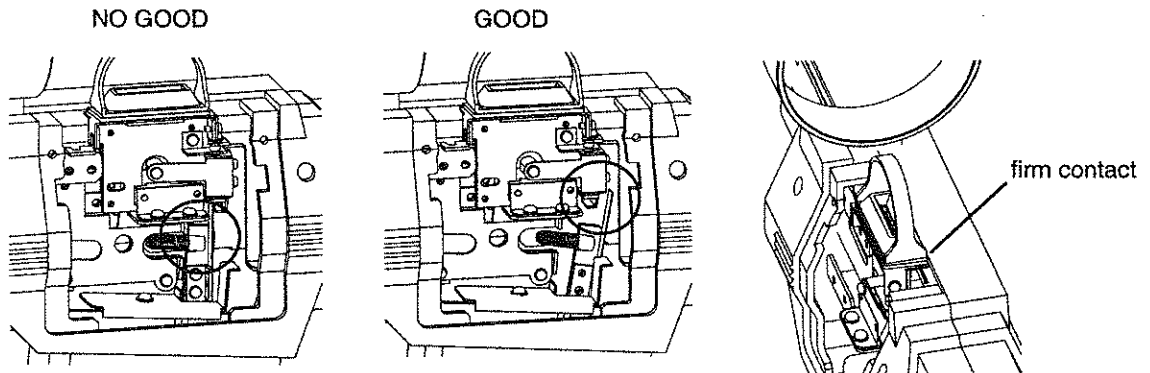


■ Adjusting Gun Token Mech (cont.)

Remove selector by drawing it out to the side.

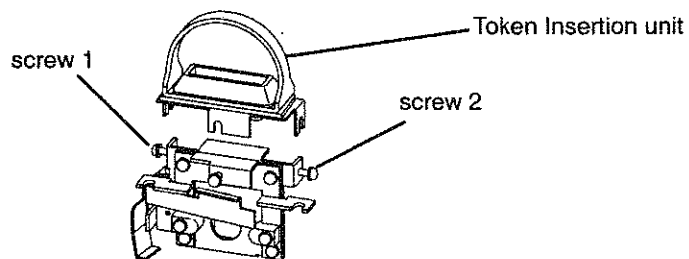


When you install the selector, press down the hammer as indicated to make the board spring push against the selector after installation. Then make sure the selector metal plate is in firm contact with the gun unit housing before securing the screws.



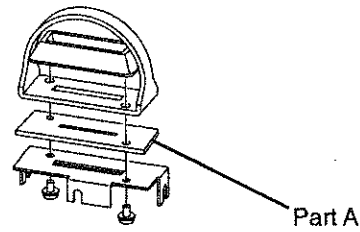
2. Replace part A.

Remove 2 screws on the sides. Token insertion unit can be removed.



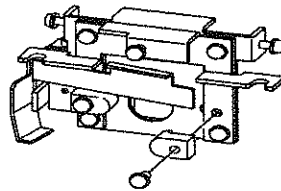
■ **Adjusting Gun Token Mech (cont.)** -----

Remove 2 screws and the unit comes apart. Replace part A. Make sure the mounting direction is the same as the original.

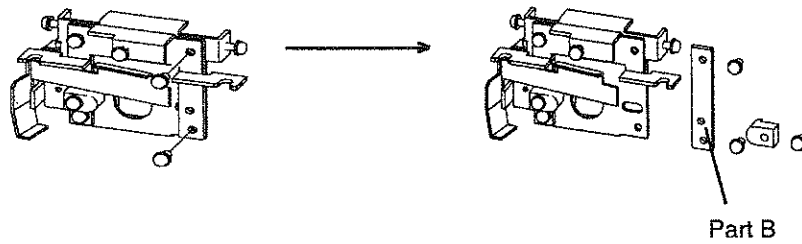


3. Replace part B.

Remove the screw holding the plastic clip.



Remove screws holding part B.



■ **Adjusting Gun Token Mech (cont.)** -----

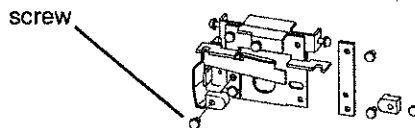
Remove part B and replace. Make sure the labeled side of part B is facing out when you secure it.

If you use 0.900" thin tokens, please proceed to step 4.

4. Replace part C and adjust part D (for 0.900" thin token only)

a) Replace part C

After you disassembled part B, remove the screw holding the resin clip indicated below.



Remove the 2 screws holding part C.

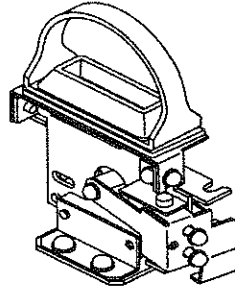


Replace parts B and C and reassemble in reverse order.

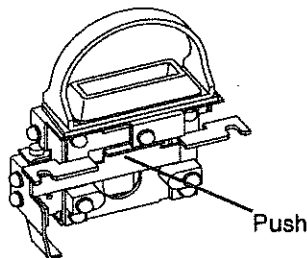
■ **Adjusting Gun Token Mech (cont.)** -----

b) Adjust part D.

After parts B and C are reassembled, loosen the 2 screws shown on the picture below.



Push part D against parts B and C. Then, secure the screws. Make sure there is no space between Parts B, C and D. Also make sure POM(white resin) part does not touch part D.

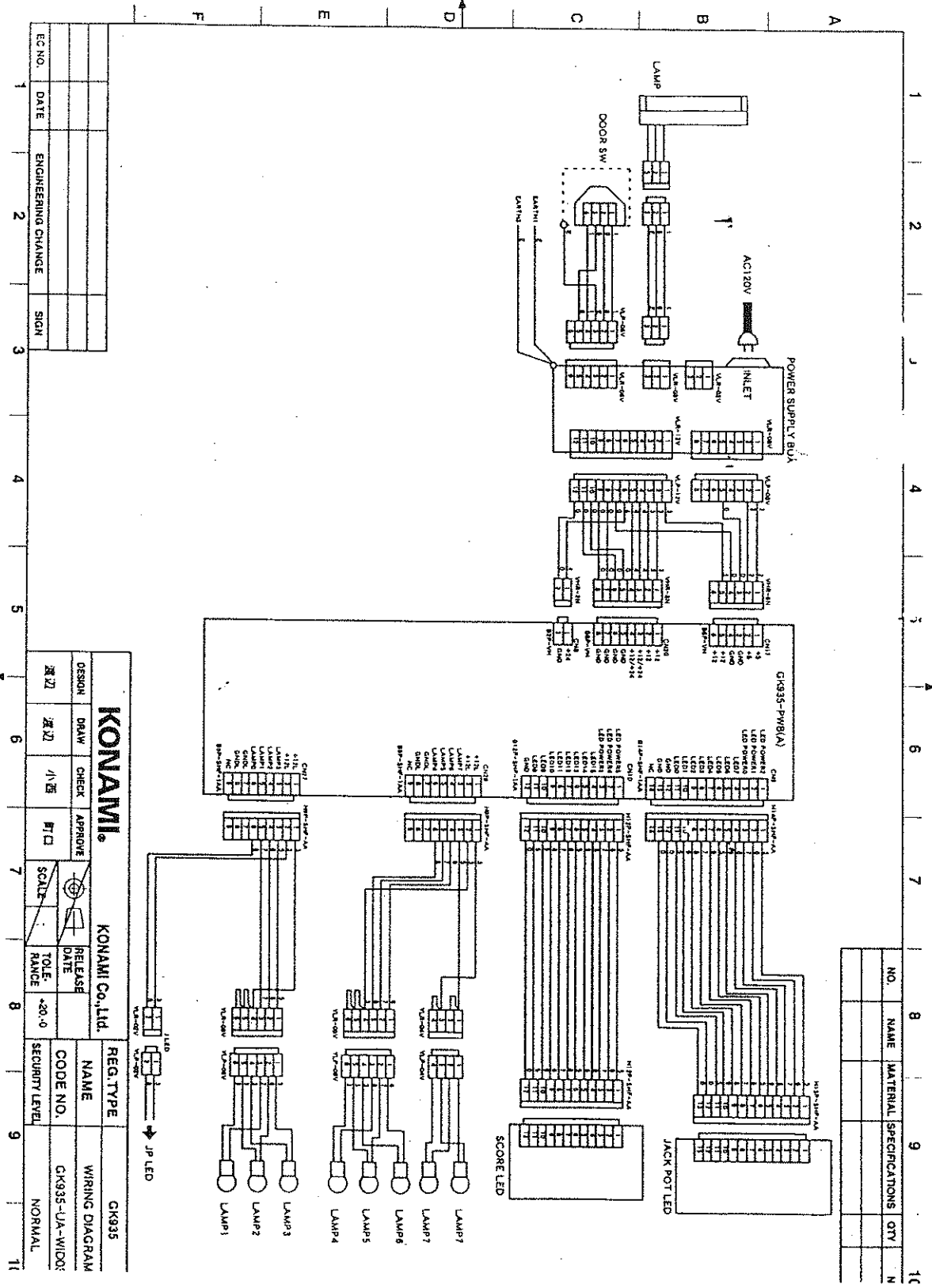


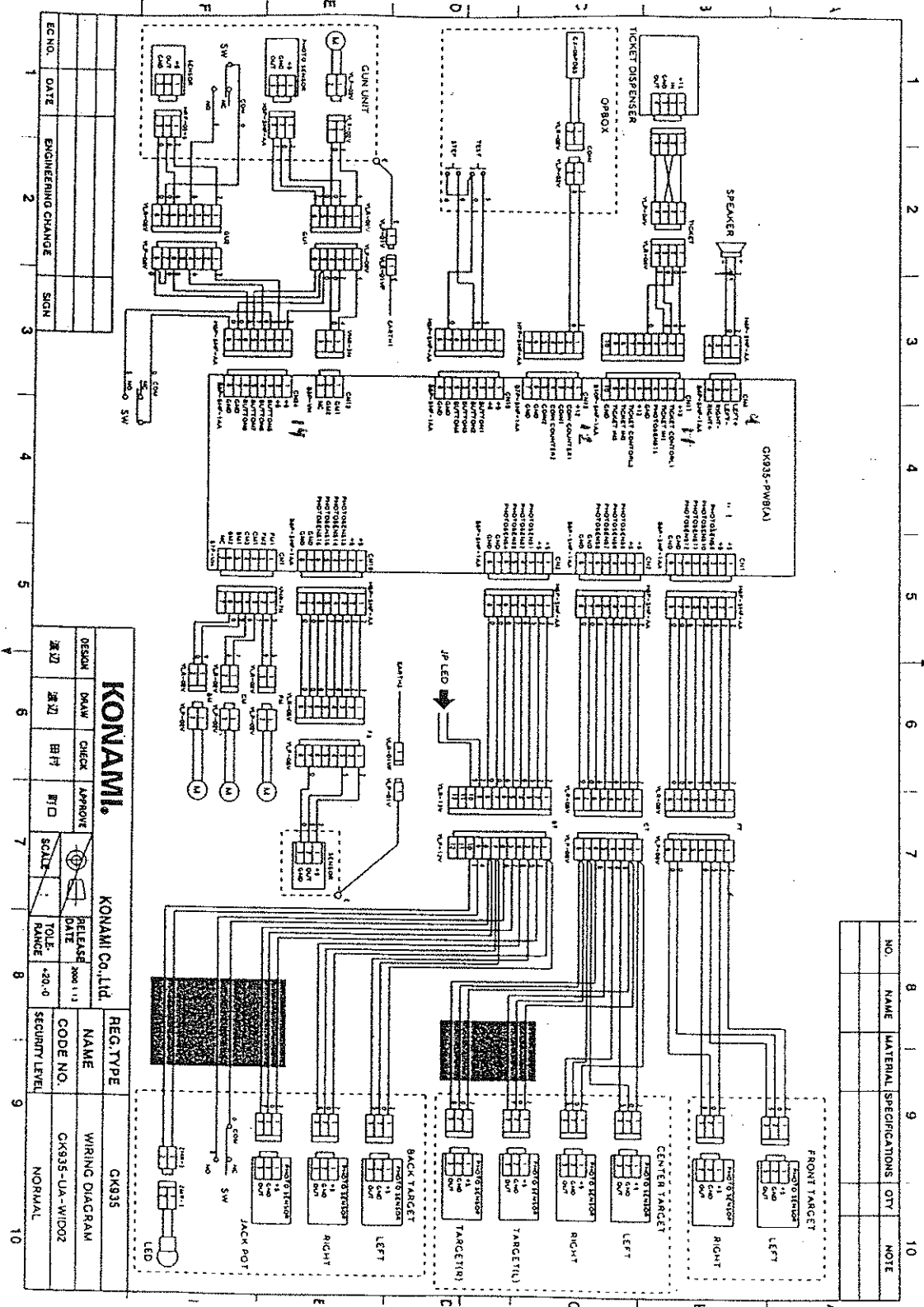
After all the parts are replaced and adjusted, ensure that the coin moves smoothly through the token mech before it is reinstalled into the gun unit.

5 Parts list

No.	Part name	Part#	Quantity	Remarks
1	Main PCB	935003	1	
2	Right Side Decal	935300	1	
3	Left Side Decal	935301	1	
4	"How to Play" Decal	935101	1	
5	"Destroy Invaders" Decal	935102	1	
6	"Aim at the enemy.." Decal	935110	1	
7	"Destroy Weak Enemies" Decal	935120	1	
8	"Shoot Through Jackpot" Decal	935130	1	
9	Set of Point Value Targets Decal	935125	1	
10	Set of Jackpot Decals	935135	1	
11	"Win Tickets" Decal	935104	1	
12	"Shoot Your Tokens" Decal	935103	1	
13	"Insert Token" Decal	935140	1	
14	"Insert token one at at time" Decal	935141	1	
15	"Konami" long red logo	935105	1	
16	#6 Round Decal	935151	1	set of 4
17	#8 Round Decal	935152	1	set of 4
18	8 sided "Enemies" Decal	935153	1	
19	"Miss" Targets plexiglass	935111	1	
20	Marquee plexiglass	935200	1	
21	"Score" vinyl backsheet	935160	1	
22	"Score" acrylic backsheet	935161	1	

6 Wiring Diagram





EG NO.	DATE	ENGINEERING CHANGE	SIGN

KONAMI				KONAMI Co., Ltd.			
DESIGN	DRAW	CHECK	APPROVE	RELEASE	DATE	NAME	REG. TYPE
渡辺	渡辺	田村	坂口		2008.11.13	CK93S	CK93S
SCALE				WIRING DIAGRAM			
TOL. ±0.0				CODE NO. CK93S-UA-WID02			
RANGE				SECURITY LEVEL NORMAL			

NO.	NAME	MATERIAL SPECIFICATIONS	QTY	NOTE