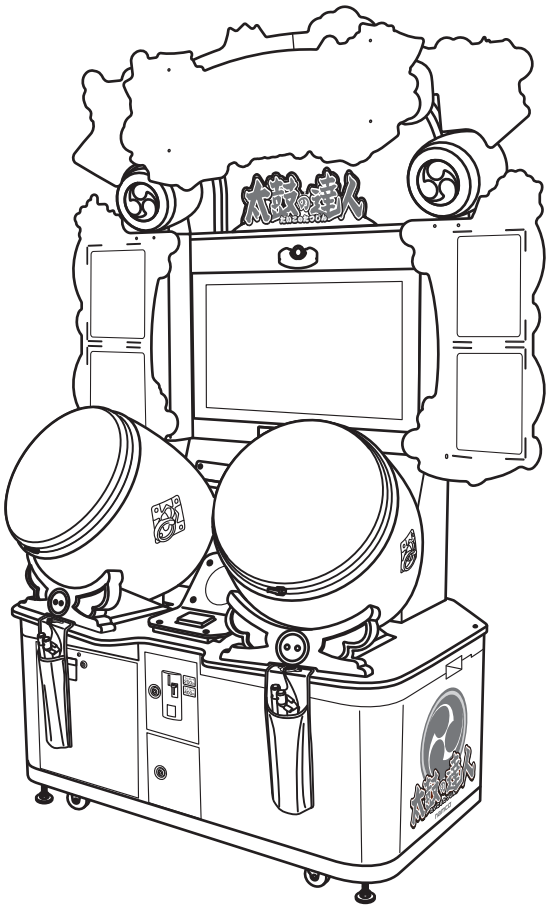


TAIKO NO TATSUJIN

Mar. 2021 Ver. (ASIA)

©2021 BANDAI NAMCO Amusement Inc.

User's Manual

Images in this document may differ from the actual product.

⚠WARNING

- **To ensure safe operation of this game machine, please read this manual before use.**
- **Keep this manual for future reference.**

Game machine specifications and this manual may be changed without notice for improvement.

Introduction

Thank you very much for purchasing "TAIKO NO TATSUJIN Mar. 2021 Ver. (ASIA)"; referred to as "game machine" hereafter.

The following items are explained in this manual:

- How to safely install, move, transport, operate, service and dispose of this game machine.
- How to make full use of the game machine's functions and operate it correctly.
- How to ensure the safety of players and bystanders.

Contact information regarding this game machine and repair inquiries

- For inquiries regarding repair of this game machine, contact your distributor.

1. Safety Precautions - Be sure to read to ensure safe operations -

Instructions for the Owner

If someone besides yourself will be installing, moving, transporting, operating, servicing, or disposing of this game machine, ensure that they read the relevant sections of this manual carefully beforehand and observe the precautions.

1-1 Levels of Risk

The safety and property damage precautions on the game machine labels and in this manual are classified by their risk level, as follows:

⚠**WARNING** :Failure to avoid these risks may result in death or serious injury.

⚠**CAUTION** :Failure to avoid these risks may result in injury or damage to other property.

Functionality-related notes that are not related to safety are indicated with the following symbol.

NOTICE :Information about product functions or protection.

1-2 Definition of “Technician”

This manual is designed for arcade personnel. However, the sections marked “Must be performed by a technician” in the Table of Contents are written for technicians. These tasks must be performed by technicians only.

Technician: A person involved in design, manufacture, inspection or maintenance service at an amusement (AM) device manufacturer; or a person routinely involved in the service or management (such as repair) of amusement devices, who also has specialized knowledge of electricity, electronics or mechanical engineering equivalent to or higher than a technical high school graduate.

1-3 READ FIRST: Critical Safety Precautions

⚠WARNING

- If an abnormality occurs with this game machine, turn the power switch off immediately to stop operations. Then, be sure to disconnect the power code plug from the outlet. Operating the game machine while the abnormality persists may result in a fire or accident.
- Dust accumulating on the power cord plug may result in a fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in a fire or burns.
- Damage to the power cord may result in a fire, electric shock or short circuiting. Be sure to observe the following:
  - Keep the power cord away from heating devices.
  - Do not twist the power cord.
  - Do not forcibly bend the power cord.
  - Do not alter the power cord.
  - Do not bundle the power cord.
  - Do not pull the power cord (always unplug by holding the plug and not the power cord).
  - Do not place objects on the power cord.
  - Do not allow the power cord to be caught between the game machine and other devices or the wall.
  - Do not do anything else that might damage the power cord.

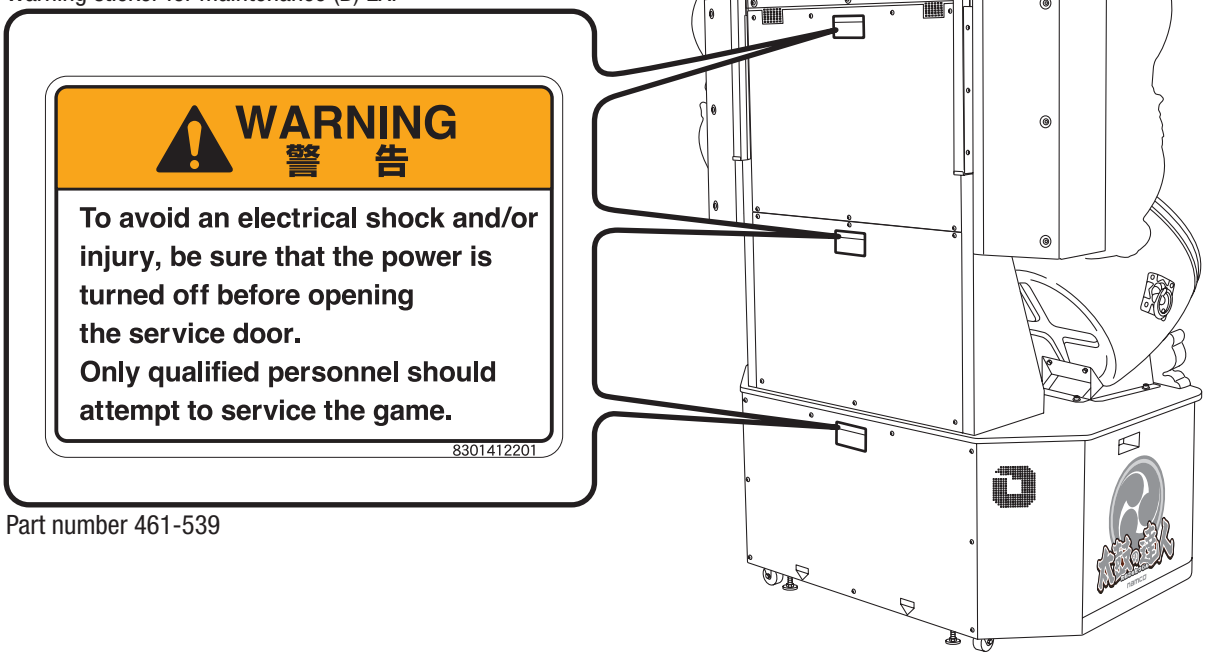
- Do not expose the power cord or power cord plug to water. Doing so may result in electric shock or short circuiting.
- Do not touch the power cord plug with wet hands. Doing so may result in electric shock.
- The power capacity of this game machine is 220 VAC, with a maximum current consumption of 1.5 A. To prevent fire and electric shock, use indoor wiring that conforms to these power supply specifications.
- Use with a power supply voltage range of 220 VAC ± 10 %. Using a voltage outside this range may result in a fire or electric shock. However, to ensure that the game machine operates in the optimum condition, keep the voltage at 220 VAC as much as possible.
- To ensure safe use of the game machine, be sure to perform the pre-operation inspection (see P-24 "7-3 Pre-Operation Inspection") and service (see P-87 "8B. Service") mentioned in this manual. Omitting these inspections or service may result in an accident.
- Use the consumables and service parts (including screws) that are specified. To order parts, contact your distributor.
- Do not modify the game machine without permission. Also, do not perform any operations that are not described in this manual. Modifying the game machine may create unforeseen hazards.
- If you decide to transfer the ownership of this game machine, be sure to include this manual with the game machine.

1-4 Warning Labels Used on This Game Machine

⚠WARNING

- The warning labels attached to this game machine contain important information to ensure safety. Be sure to observe the following:
- Ensure that the warning labels attached to the game machine are always clearly visible by installing the game machine in an appropriate location with ample illumination, and by keeping the labels clean at all times. Also, make sure that the labels are not hidden by other game machines or objects.
- Do not remove or alter the warning labels.
- If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.

Warning sticker for maintenance (B) EXP



Part number 461-539

Caution label for monitor (sensitivity to light) EXP

CAUTION
注　意

- Please beware if you have ever suffered any side effects when playing video games with flashing screens or are concerned that you might be in danger of doing so, please take care when playing the game.
- If you feel unwell, please stop playing and take a rest.
- Be careful that all areas that you might move into are clear while playing.

8301520500

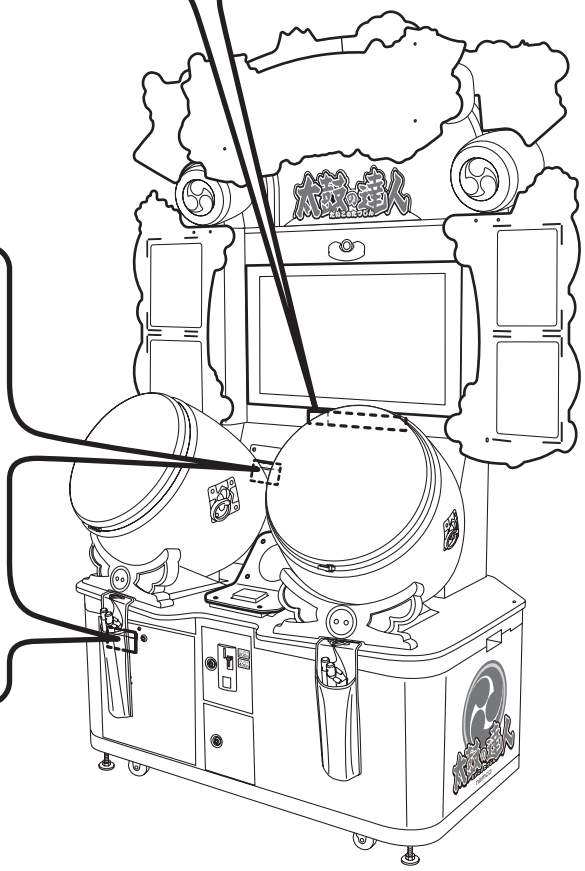
Warning sticker for maintenance (B) EXP

WARNING
警　告

To avoid an electrical shock and/or injury, be sure that the power is turned off before opening the service door.
Only qualified personnel should attempt to service the game.

8301412201

Part number 461-539



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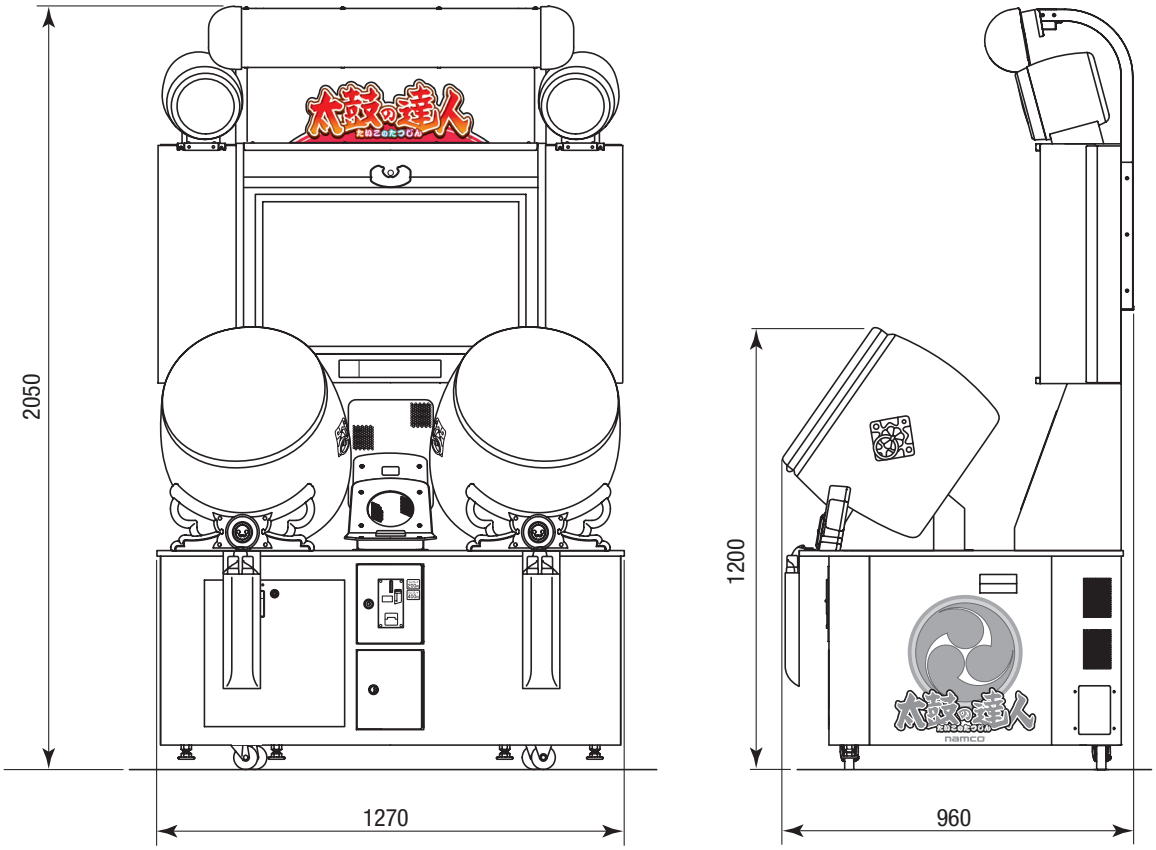
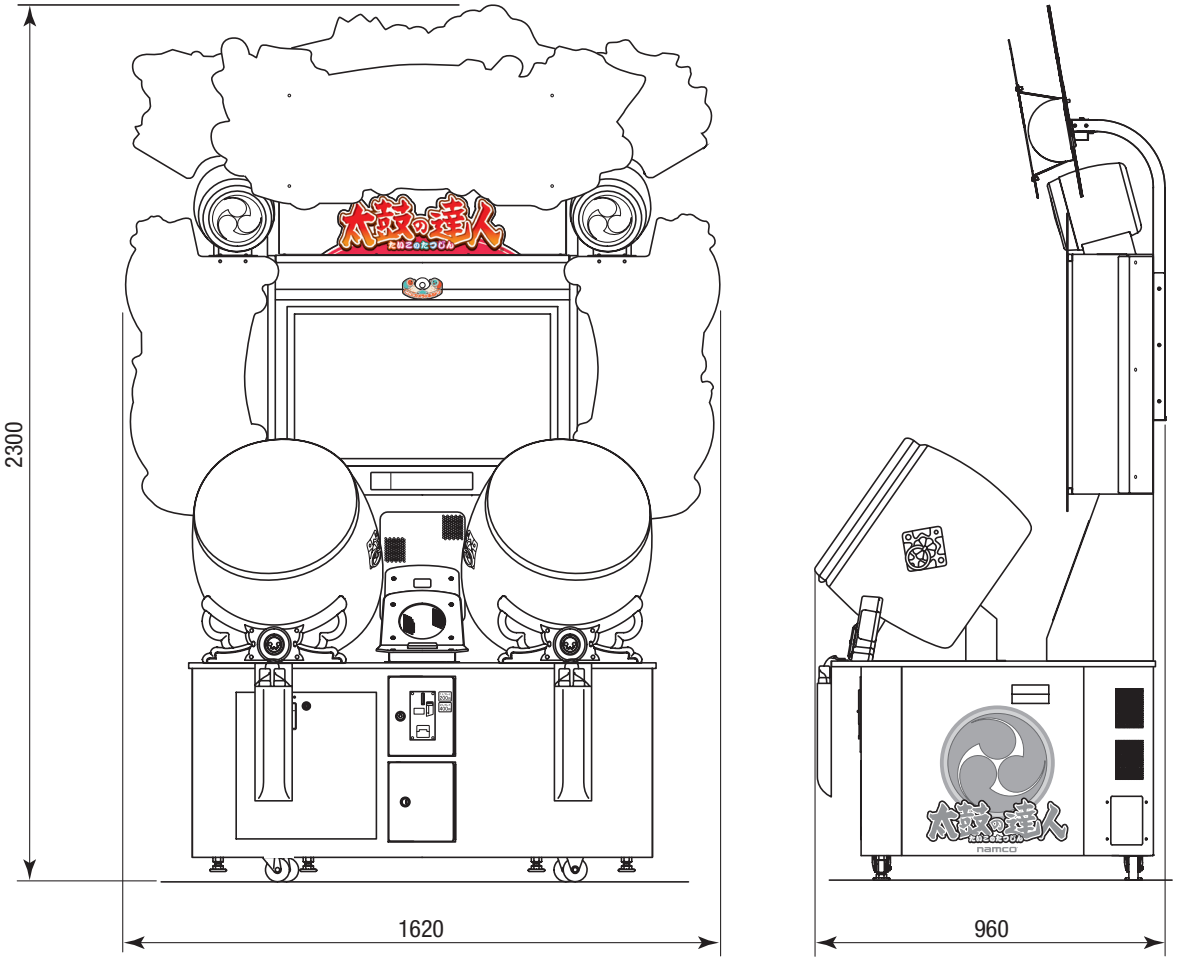
2. Specifications

(1)	Rated Power Supply	: 220 VAC ± 10% (50/60 Hz)
(2)	Maximum power consumption	: 242 W
(3)	Maximum current consumption	: 1.5 A
(4)	Cashbox capacity	: Approx. 300,000 yen (3,000 100-yen coins)
(5)	Monitor	: 32-inch LCD monitor
(6)	Dimensions	
	When shipped	: Width (W) 1270 x depth (D) 960 x height (H) 2050 [mm]

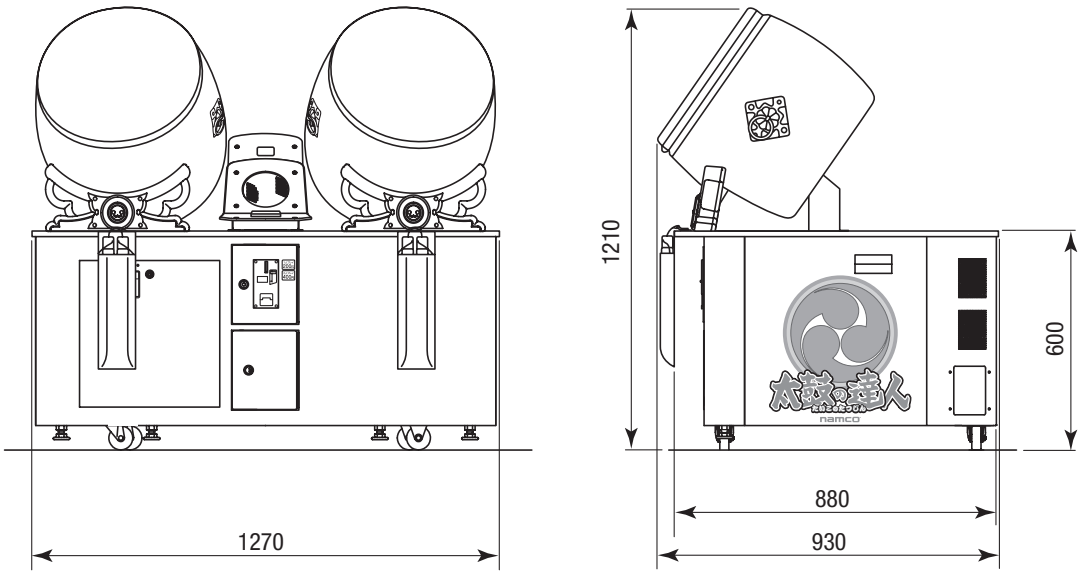


When installed :Width (W) 1620 x depth (D) 960 x height (H) 2300 [mm]
(including side POPs [AL, AR])

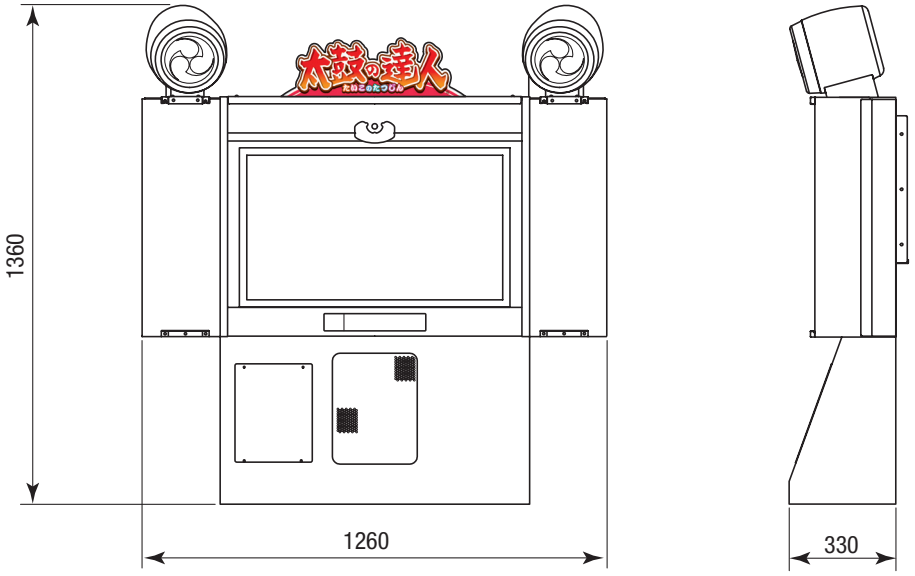


When separated: (not including the side POPs [AL, AR])

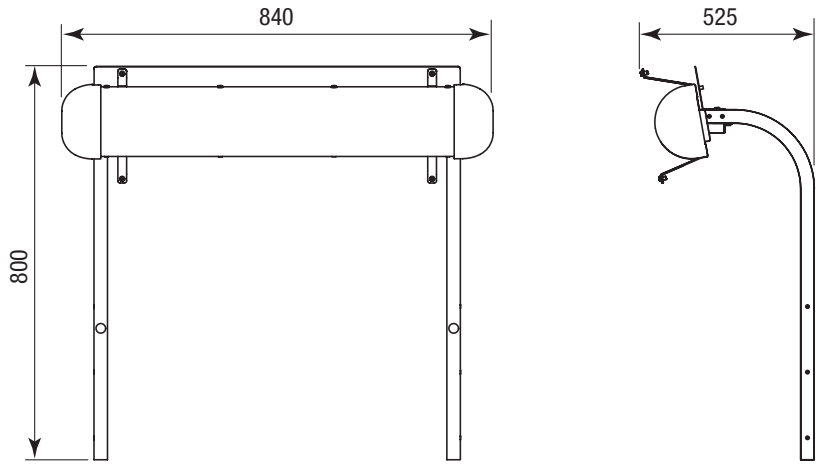
Cabinet base assembly : Width (W) 1270 x depth (D) 930 x height (H) 1210 [mm]
: Width (W) 1270 x depth (D) 880 x height (H) 600 [mm]
(not including taiko drum assembly and card box assembly)



Monitor frame assembly : Width (W) 1260 x depth (D) 330 x height (H) 1360 [mm]



POP frame assembly :Width (W) 840 x depth (D) 525 x height (H) 800 [mm]



(7) Weight

When installed	Net weight	: 210 kg
When separated	Cabinet base assembly	: 105 kg
	Monitor frame assembly	: 65 kg
	Taiko drum assembly	: 14 kg x 2
	Card box assembly	: 5 kg
	POP frame assembly	: 8 kg

3. Checking the Package Contents

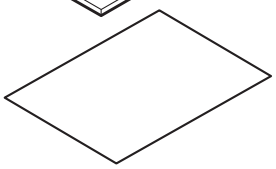
The following items are included when this game machine is shipped (complete).

NOTICE

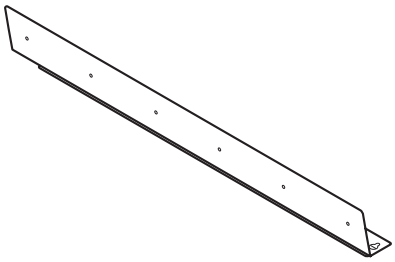
- Make sure that all the items below are contained in the product package.
- If any items are missing, contact your distributor.

User's manual, 1st edition (this publication)

Product Information Sheet

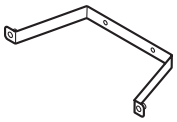


Middle POP bracket set
(with Back POP retainer and three Torx bolts(M5x12))
x1



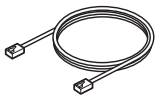
Coin lock key
x2

Character POP bracket
x2



Cam lock key
x2

LAN cable (10 m)



USB dongle

POP harness cover
x2

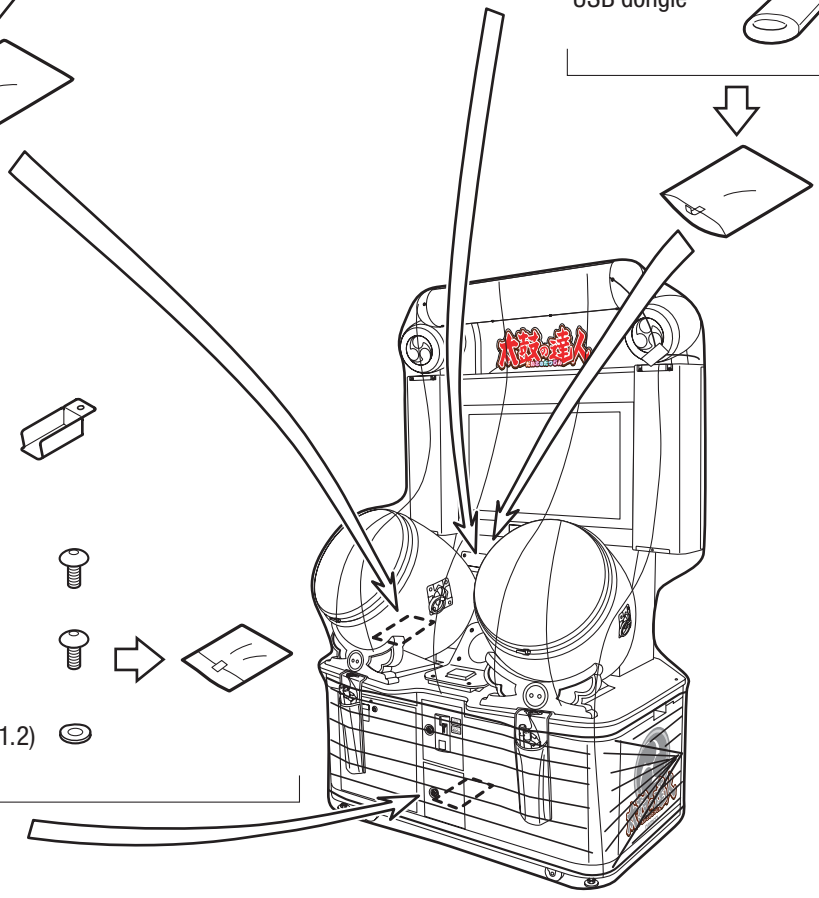
Assembly screw set

Torx bolt (M5 x 12, silver)
x15

Torx bolt (M5 x 12, black)
x8

Flat washers (Φ5.5 x 25 x 11.2)
x15

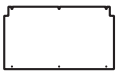
Inside cash box



POP Assembly Container

width (W) 1600 x depth (D) 550 x height (H) 70 [mm]; weight: 7kg

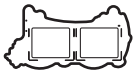
Mar. 2020 version back POP
x1



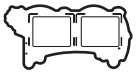
Mar. 2020 version middle POP
x1

Mar. 2020 version character POP
x1

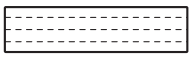
Mar. 2020 version side POP (L)
x1



Mar. 2020 version side POP (R)
x1

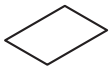


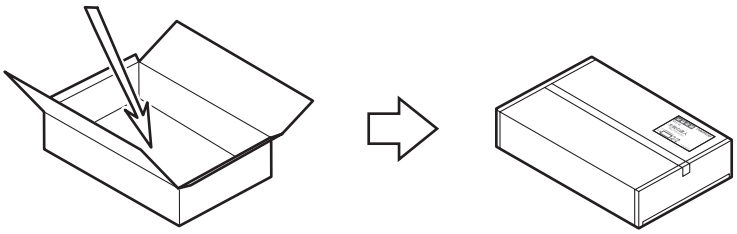
Middle POP reinforcement
x2



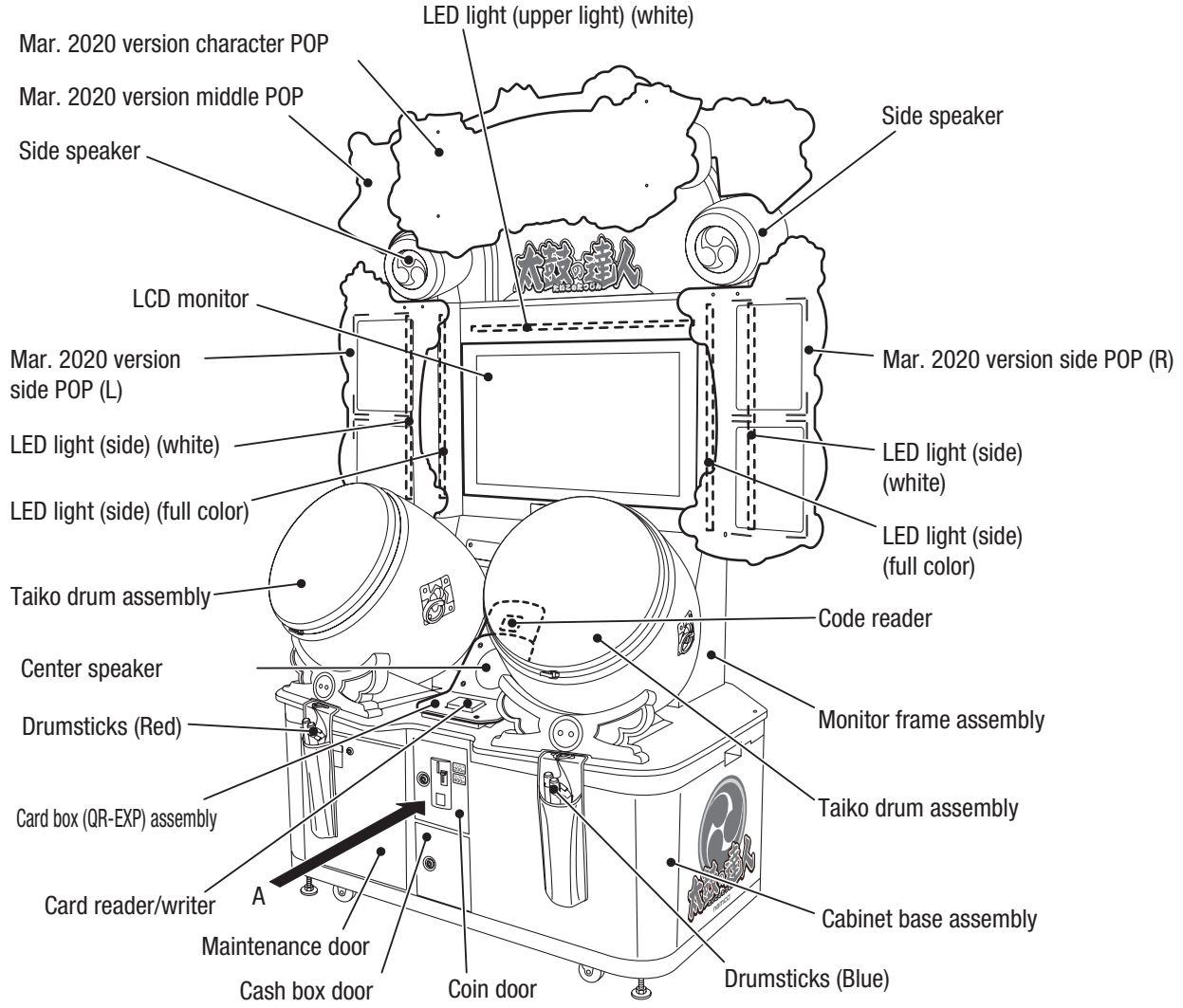
Mar. 2020 version poster (EXP)
x1

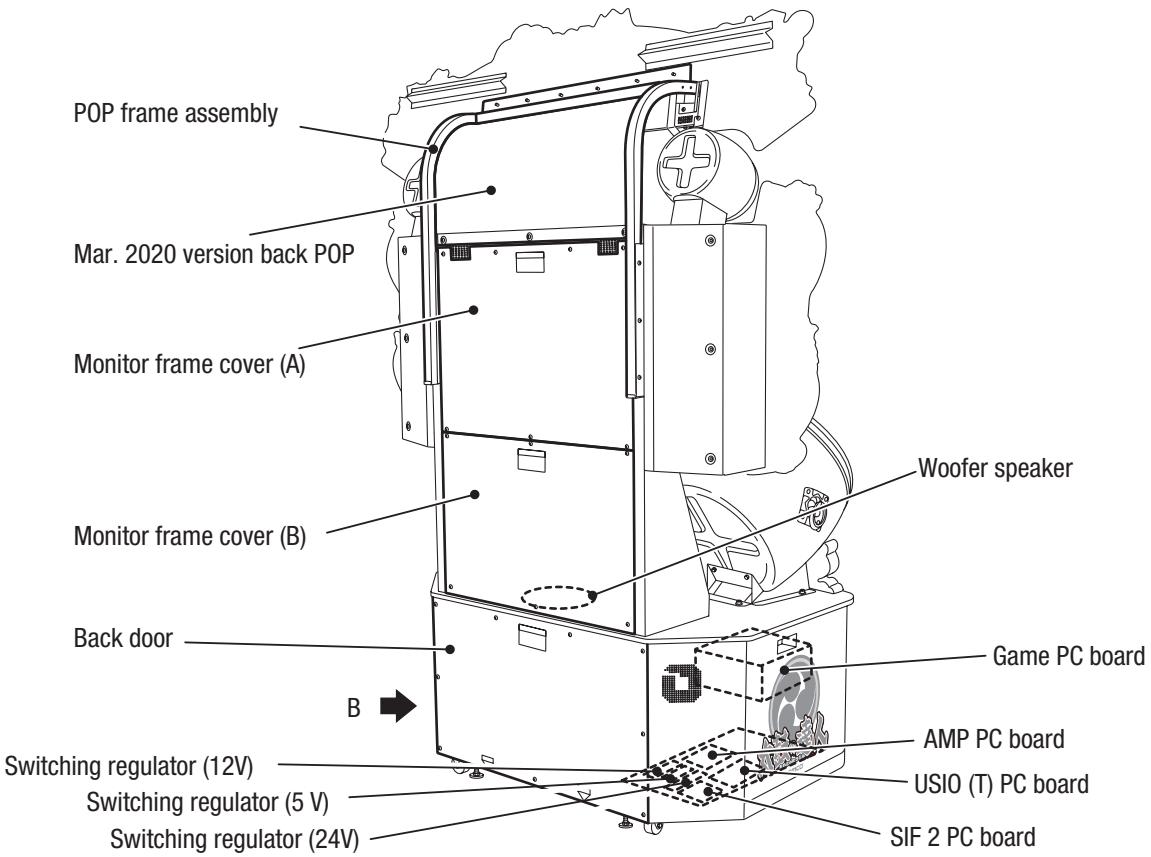
Introduction Sheet (HOW TO PLAY) A4 Set
(set of 4 sheets)
x1

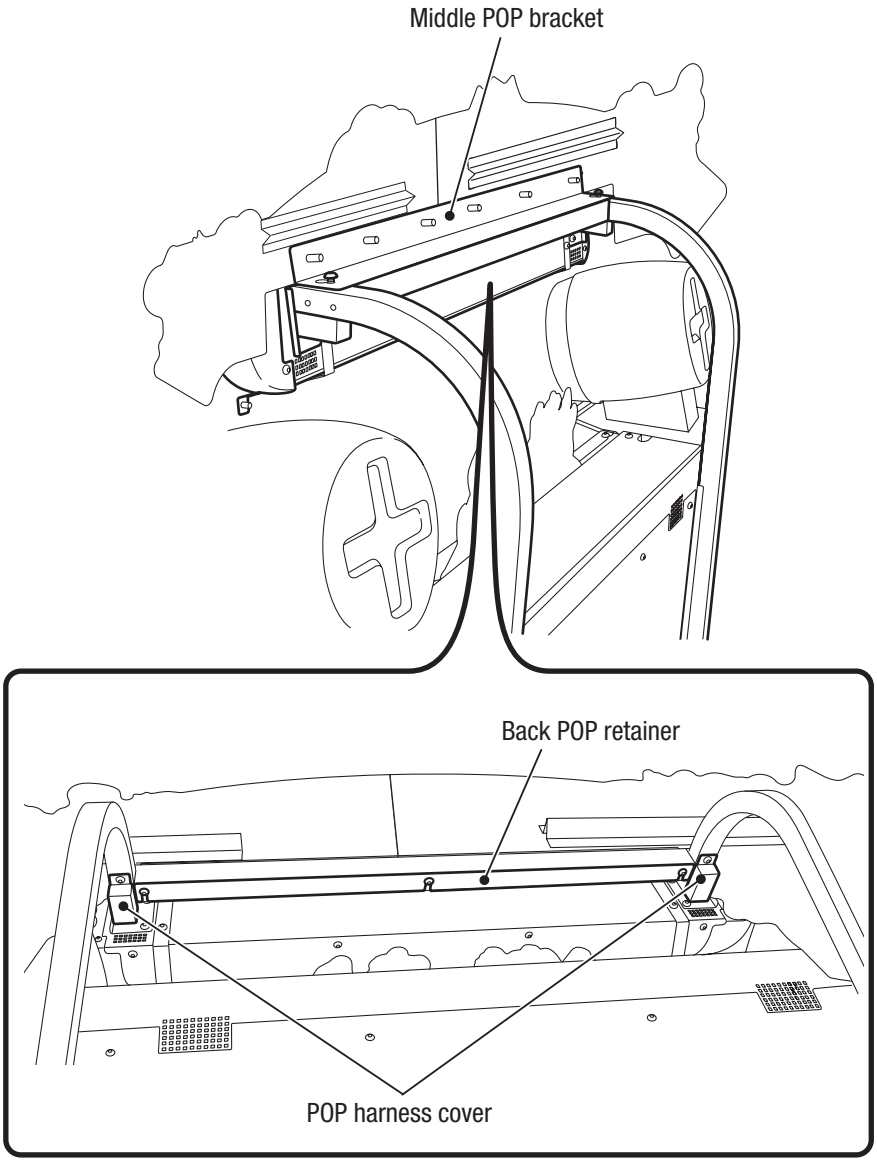


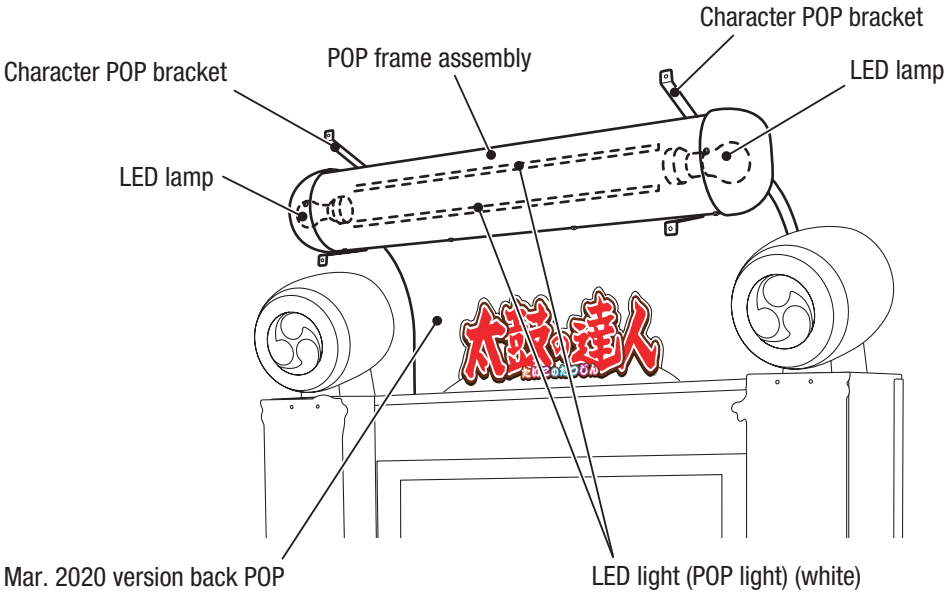


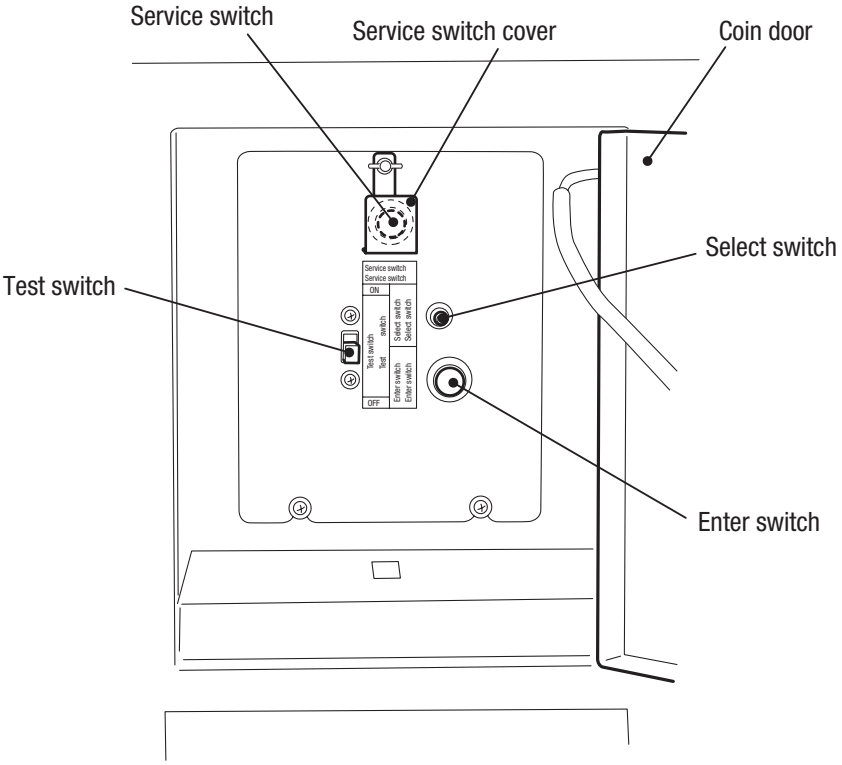
4. Overall Structure (Part Names)



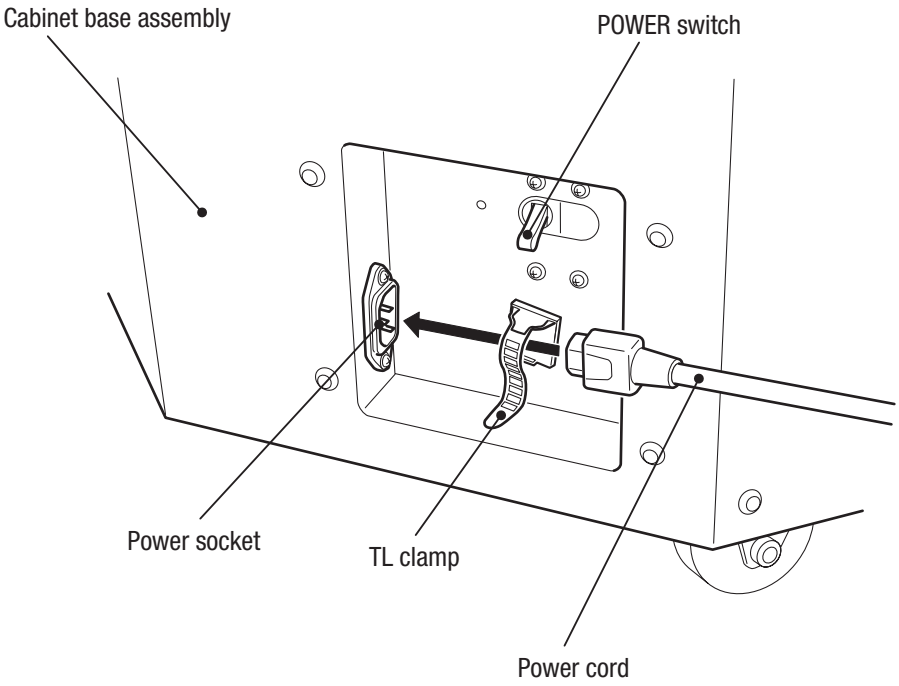



Middle POP bracket
Back POP retainer
POP harness cover


Character POP bracket
POP frame assembly
Character POP bracket
LED lamp
LED lamp
Mar. 2020 version back POP
LED light (POP light) (white)



Arrow A (inside coin door)



Arrow B (inside cord box)

5. Installation

⚠WARNING

- Install the game machine according to the instructions in this manual. Failure to follow these instructions may result in a fire, electric shock, injury or malfunction.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in a fire or burns.
- Ensure that the ground wire is connected. Failure to connect the ground wire may result in electric shock in the event of a short circuit. (See P-80 "8A-3 Connecting the Power Cord and Ground Wire".)
- Be sure to install the game machine securely by using the level adjusters. Failure to secure the game machine may result in an accident or injury. (See P-70 "8A-2-1 Adjusting the Level Adjusters".)

5-1 Installation Conditions

5-1-1 Installation Locations to Avoid

⚠WARNING

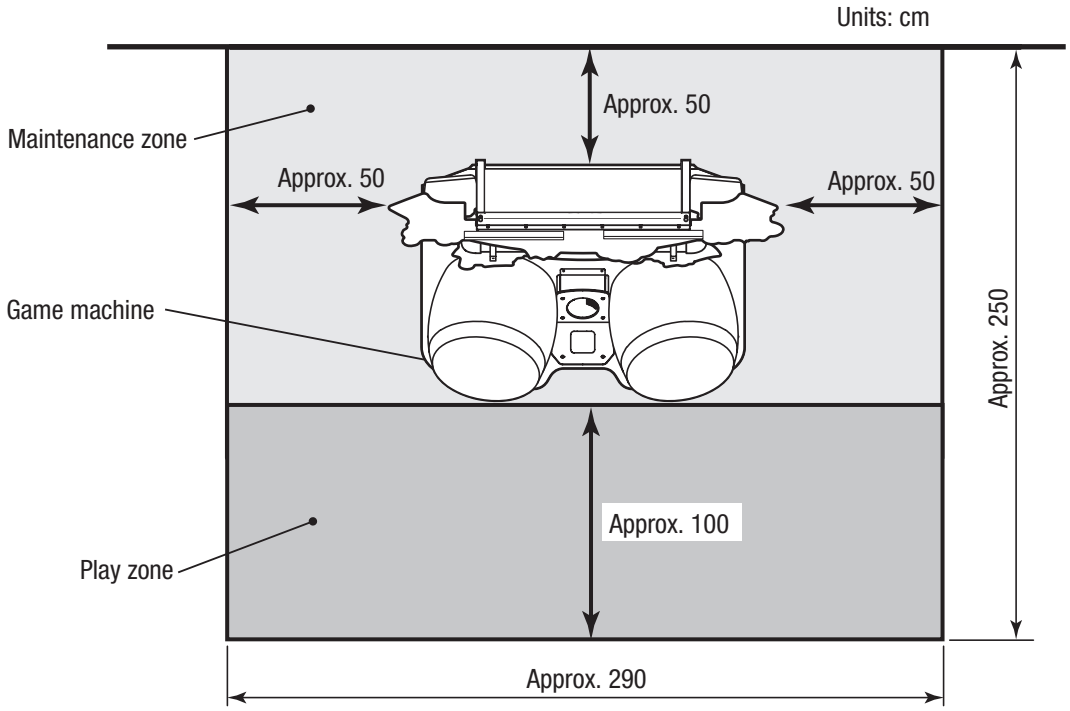
- This game machine is designed for indoor use. Never install the game machine outdoors or in the following locations:
  - A location exposed to direct sunlight
  - A location exposed to rain or water leaks
  - A damp location
  - A dusty location
  - A location close to heating devices
  - A high-temperature location
  - An extremely cold location
  - A location exposed to condensation caused by temperature differences
  - A location that obstructs an emergency exit, or a location containing fire extinguishing equipment
  - An unstable location or a location exposed to vibration

5-1-2 Play Zone for the Installed Game Machine

⚠CAUTION

- Create a play zone as shown in the diagram below, so that players, bystanders, and passersby do not bump into each other.

When installing the game machine, create a play zone like the one shown in the diagram below. Be sure that this play zone is made available, as it is also required for maintenance work.



5-2 Necessary Dimensions when Bringing the Game Machine in for Delivery (Such as Doors and Hallways)

A delivery route sufficiently larger than the game machine height and width must be secured.
The dimensions of this game machine are as follows:
When shipped: width (W) 1270 x depth (D) 960 x height (H) 2050 [mm]; weight: 210 kg

Refer to these dimensions, and ensure that the game machine can be delivered without any major issues.
The game machine can also be separated as shown below, in case the dimensions of the delivery route make it necessary.

- Cabinet base assembly
  : width (W) 1270 x depth (D) 930 x height (H) 1210 [mm]; weight: 140kg
- Cabinet base assembly (not including taiko drum assembly and card box assembly)
  : width (W) 1270 x depth (D) 880 x height (H) 600 [mm]; weight: 105kg
- Monitor frame assembly
  : width (W) 1260 x depth (D) 330 x height (H) 1360 [mm]; weight: 65kg
- POP frame assembly
  : width (W) 840 x depth (D) 525 x height (H) 800 [mm]; weight: 8kg

Refer to P-64 "8A-1 Disassembly (Meeting the Requirements for Delivery)" for instructions on separating the game machine components.

6. Moving and Transporting

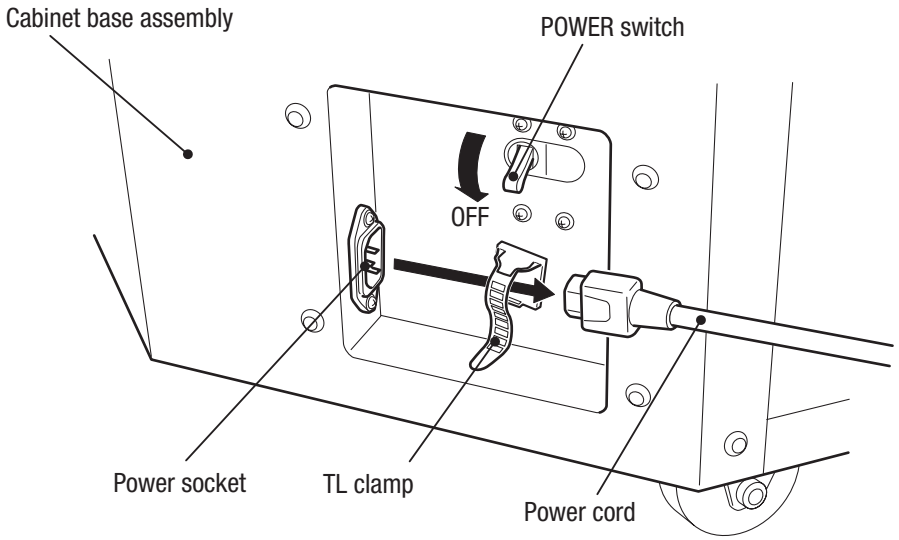
⚠WARNING

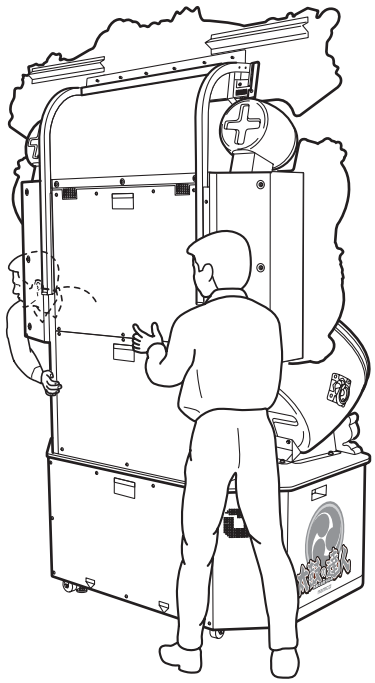
- Do not leave the game machine on a slope. The game machine may fall or cause an accident.

6-1 Moving (On the Same Floor)

NOTICE

- Be sure to turn off the power switch before starting work.
- Move the game machine carefully to avoid subjecting it to impact. (The LCD monitor is a precision electronic part.)
- Even when only moving the game machine short distance, be sure to raise the level adjusters to their highest level. (See P-70 "8A-2-1 Adjusting the Level Adjusters".)
- Be sure to disconnect the LAN cable and power cord before moving the game machine.
  Be especially careful when connecting and disconnecting the LAN cable connectors.
  (See P-80 "8A-3 Connecting the Power Cord and Ground Wire" and P-83 "8A-5 Connecting the LAN Cable".)





6-2 Transporting

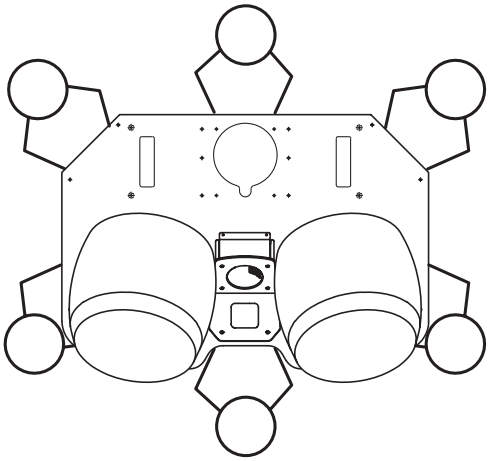
6-2-1 Transporting Manually (Such as Carrying Up and Down Stairs)

⚠WARNING

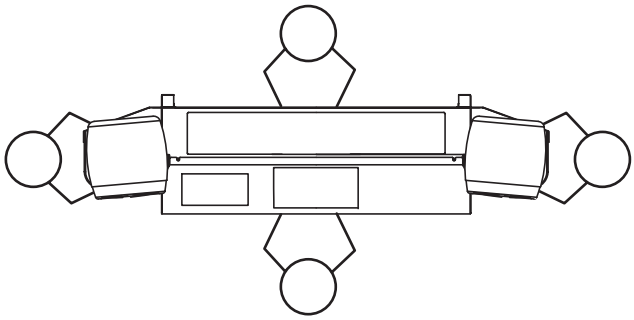
- When manually transporting the game machine, be sure to separate the cabinet base assembly, monitor frame assembly, and POP frame assembly for easy transport.
  (P-64 "8A-1 Disassembly (Meeting the Requirements for Delivery)".)
  Transporting the game machine without separating these components may result in an accident.
- Be sure that the following number of people are used when transporting the game machine manually. Overburdening yourself may result in an accident or injury.

Weight when separated [units: kg; more than 'X' people]

Cabinet base assembly..... (140 kg): 6



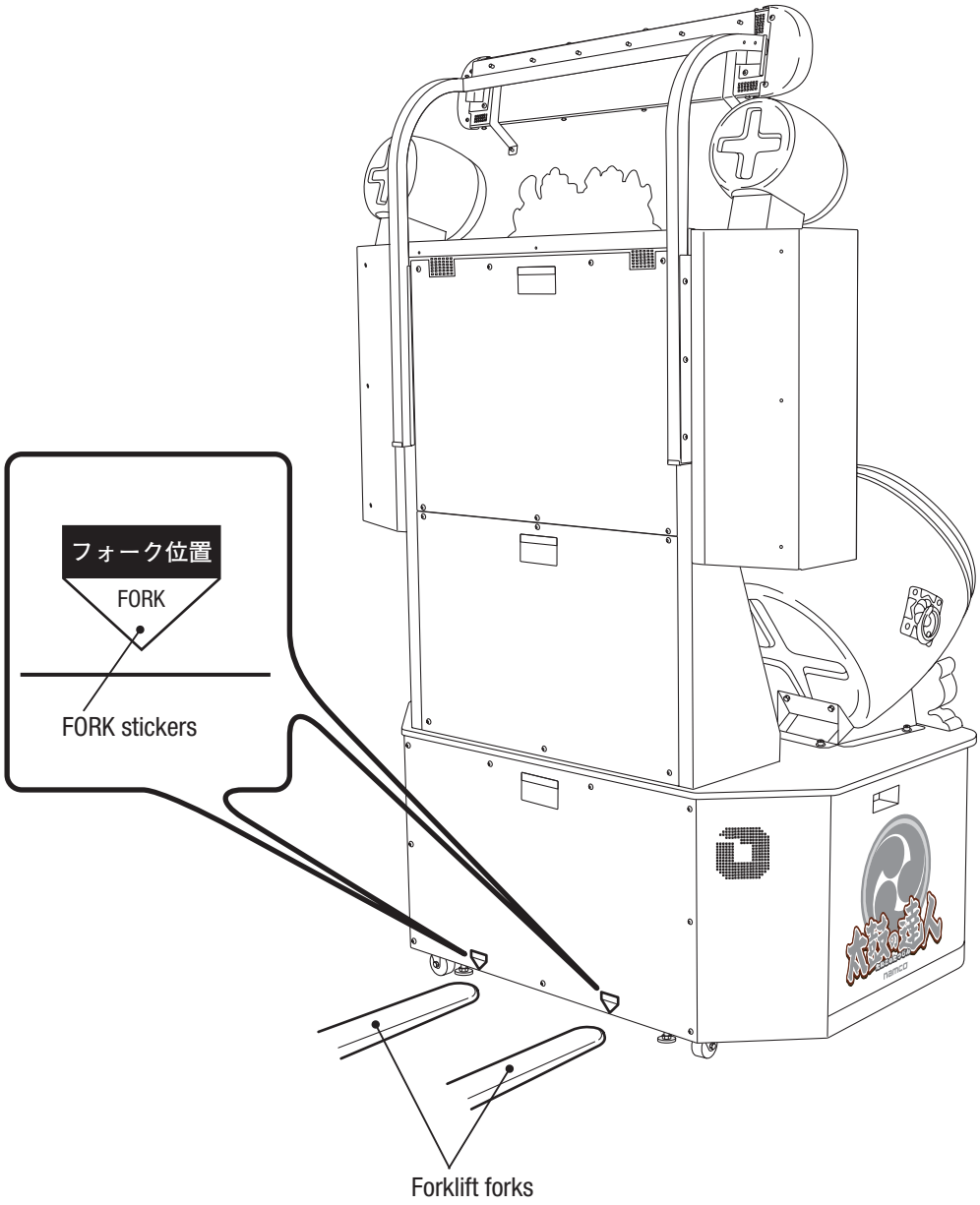
Monitor frame assembly..... (65 kg): 4



6-2-2 Loading and Unloading to and from a Vehicle

⚠WARNING

- Be sure to remove the POP assembly for easy transport.
  Loading the game machine onto a vehicle without removing the POP assembly may result in an accident.
- When using a fork lift to move or transport the game machine, insert the fork at the positions shown by the stickers. If the fork is inserted in a different position to that indicated by the fork stickers, the game machine may become unbalanced and fall over, or result in an accident.



NOTICE

- Do not subject the game machine to impact while lowering it.
- Move the game machine carefully to avoid damaging it.
- Be sure to raise the level adjusters to their highest level.
  (See P-70 "8A-2-1 Adjusting the Level Adjusters".)

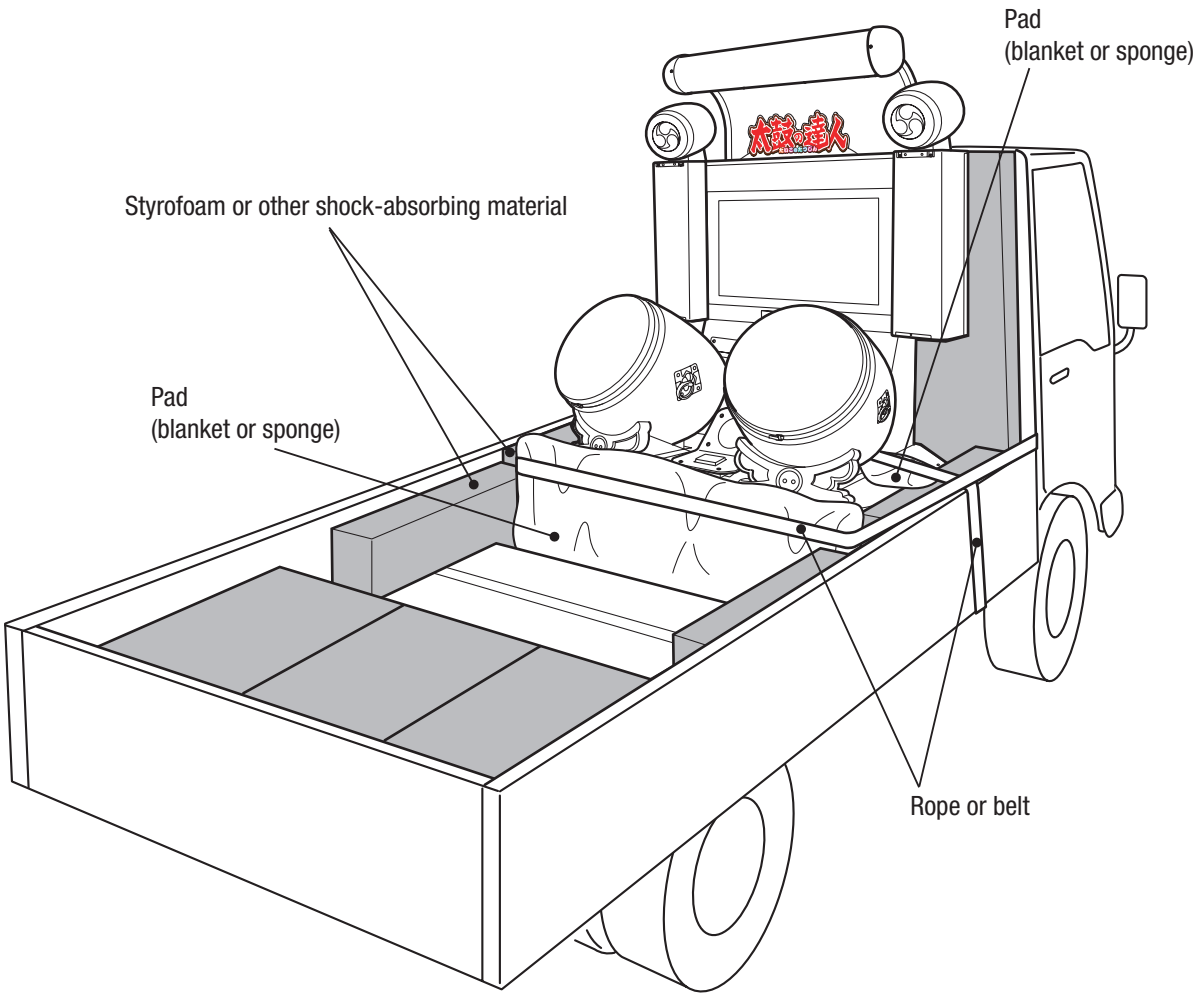
6-2-3 Transporting on a Vehicle

⚠WARNING

- When transporting the game machine on a vehicle, secure the game machine firmly using a belt or other means so that it does not move around as the vehicle speeds up and slows down. Failure to do so may result in an accident.

NOTICE

- Do not subject the game machine to impact while lowering it.
- Move the game machine carefully to avoid damaging it.
- When securing the game machine using a rope, observe the following:
  - Be sure to secure the game machine using the rope in the position shown in the diagram below.
  - Place Styrofoam or other shock-absorbing material between the game machine and the truck bed to protect the surface of the game machine.
  - Place blankets or other shock-absorbing material between the game machine and the belt to protect the surface of the game machine.
- When transporting the game machine in rainy weather, use a vehicle with a cargo cover, a container truck, or similar vehicle to protect the game machine from direct exposure to rain.
- Remove the POP assembly for easy transport.



7. Operation

⚠WARNING

- If an abnormality occurs with this game machine, turn the power switch off immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the game machine while the abnormality persists may result in a fire or accident.
- Dust accumulating on the power cord plug may result in a fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in a fire or burns.
- Before starting operations, make sure that the game machine has been installed according to the descriptions and specified procedures shown in this manual (see P-17 "5. Installation".) A game machine that has not been correctly installed can create fire hazards, or lead to electric shock or system failure.
- To ensure safe use of the game machine, be sure to perform the pre-operation inspection (see P-24 "7-3 Pre-Operation Inspection") and service (see P-87 "8B. Service") mentioned in this manual. Omitting these inspections or service may result in an accident.
- The warning labels attached to this game machine contain important information to ensure safety. Be sure to observe the following: (For where to apply the warning labels, see P-3 "1-4 Warning Labels Used on This Game Machine".)
  - Ensure that the warning labels attached to the game machine are always clearly visible by installing the game machine in an appropriate location with ample illumination, and by keeping the labels clean at all times. Also, make sure that the labels are not hidden by other game machines or objects.
  - Do not remove or alter the warning labels.
  - If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.

7-1 People Who Should Not Play This Game Machine

⚠WARNING

- In order to ensure players' safety, you should advise a person playing the game to quit if he/she falls under any of the following categories:
  - His/her behavior contravenes the points highlighted by the warning labels on the game machine.

7-2 Safety Precautions for Playing

⚠WARNING

- If this game machine is installed in a location where young children play the games, be sure to prepare a safe step stool. A child may be injured if he/she tries to climb the game machine.

⚠CAUTION

- If a player starts feeling sick as a result of image-related stimuli or game lights, you should advise him/her to stop playing and rest.
- In rare cases, stimulation by lights or video images may cause the player to have a seizure or lose consciousness. If this happens, the player must obtain medical assistance immediately. If a preschool child is playing the game, be sure to advise their parent(s) to monitor their child when they are playing the game.

7-3 Pre-Operation Inspection

Check the following items before opening the game arcade.

If any abnormalities are detected, take necessary measures by referencing P-88 "8B-2 Troubleshooting".

7-3-1 Safety Inspection (Before Power On)

⚠WARNING

- Check the following locations before opening the game arcade. These checkups are critical to prevent accidents and personal injuries.

(1) Are the warning labels legible?
(See P-3 "1-4 Warning Labels Used on This Game Machine".)
(2) Is the specified play zone provided?
(See P-18 "5-1-2 Play Zone for the Installed Game Machine".)
(3) Are all level adjusters adjusted correctly?
(See P-70 "8A-2-1 Adjusting the Level Adjusters".)
(4) Are the drumsticks splinter- and damage-free, and are the straps secure?
(5) Is the rubber portion of the taiko drum assembly free of cuts and damage?
(6) Is the coin slot tightly secured and free of damage?
(7) Is the coin slot free of foreign objects?
(8) Are the power code plug and power input part of the power cord appropriately and firmly connected?
(9) Are the power code plug and outlet free of dust?

Check the following items after turning the power switch on. If any abnormalities are detected, turn the power switch off immediately and stop operation. Then, disconnect the power code plug from the outlet and contact the distributor.

(10) Is any part of the power cord or plug abnormally hot?
(11) Does touching the game machine impart a tingling electric shock?
(12) Are there any burning smells, abnormal noises or vibrations?
(13) Are there any other abnormalities or malfunctions?

7-3-2 Function Inspection (After Power On)

(1) Is the screen displayed on the LCD monitor?
(See P-53 "7-6-7 Monitor Test (MONITOR TEST)".)
(2) Are the LED lamp and LED light turned on?
(See P-51 "7-6-6 (3) LAMP TEST".)
(3) Is sound produced normally?
(See P-54 "7-6-8 Sound Test (SOUND TEST)".)
(4) When the rim and surface of the taiko drum assembly are hit, are the correct impacts being input and sounds output?
(See P-49 "7-6-6 (2) Adjusting the Taiko Drum Assembly Sensor (TAIKO TEST)".)
(5) Does the card reader/writer operate correctly?
(See P-42 "7-6-5 Card Reader/Writer Test (CARD READER-WRITER TEST)".)
(6) Is the communication function operating correctly?
(See P-39 "7-6-4 (1) NETWORK STATUS" and P-41"7-6-4 (2) LOCAL NETWORK CHECK".)

7-4 Playing the Game

7-4-1 Game Overview

This game machine is designed to be played by one or two players (jointly) to enable them to enjoy creating a musical performance by hitting the taiko-shaped (drum-shaped) input device using the drumsticks in time with the music.
You can play so many songs, including new additions, on this game machine.

7-4-2 BANAPASSPORT Cards (IC Cards)

BANAPASSPORT card is the IC card that can be commonly used on game machines that support this card.
You can start playing this game by touching the BANAPASSPORT card-enabled card reader/writer (referred to as "card reader/writer") on this game machine.
Registering a BANAPASSPORT card with the BANAPASSPORT cards site allows players to migrate data as desired if they lose their card.
For details on the BANAPASSPORT card, refer to the following website.

BANAPASSPORT card website
https://www.bandainamcoid.com/banapassport/en/

7-4-3 Using BANAPASSPORT Cards (IC Cards) with This Game Machine

You can save the result of this game by using a BANAPASSPORT card (referred to as "IC card, etc.").
Playing the game by using the IC card etc. enables players to gain "ごほうび"(Reward) (such as additional music and costumes for dressing up cartoon characters) in addition to having their scores recorded.
Players can gain "ごほうび"(Reward) by collecting points that accumulate by playing the game using the IC card etc. as well as playing the game under specific conditions.

7-4-4 Code Reader

This upgrade enables use of the code reader. This will be available for use in various campaigns as well as for functions for convenient gameplay.

7-4-5 How to Operate

A player hits the drum-shaped input device using the drumsticks in time with the music.
Hitting the drum surface produces a "ドン (bam)" sound and hitting the rim produces a "カッ (biff)" sound.
During the game, the drum surface and rim are used as a musical instrument. At other times, they are used for selection and confirmation purposes. Hit the left or right rim to make a selection, and hit the surface to enter the selection.

7-4-6 Rules of the Game

1. Insert a coin or touch the card reader/writer with the IC card, etc. to turn the entry reception screen on.
   Hit the surface of the drum on the left-hand side (1P) or right-hand side (2P).
   You will play the game using the taiko drum you have initially selected.
   If you do not insert the coin during the set entry period, your entry will be invalidated.
2. If you and another player play the game together, hit the surfaces of both the right and left taiko drums.
   A second person can register to play until the first sound track has been selected.
3. You can dress up the game character during entry.
   When using the IC card etc., you can dress up the game character using a costume you already have.
4. Select the genre and music.
   Hit the left or right rim to change the selected genre.
   Hitting the drum surface displays the music titles.
   Hit the left or right rim to change the selected song.
   Select "あそびかた説明"(How to Play the Game) to display the operating procedure.
   (Hit the rim five times to cancel the explanation and restore the music selection window.)
   Hit the drum surface to confirm the currently-selected music.
5. Select the difficulty level.
   Hit the left or right rim to change the selected level of difficulty.
   When two players are playing the game at the same time, each player can select the desired difficulty level independently.
   Hit the drum surface to confirm the currently-selected difficulty level and start the game.
6. When using an IC card, etc., before confirming the difficulty level, a player can change the performance options that are used during the game.
7. The music is played and the symbols flow across the screen from right to left.
   Hit the taiko drum when the symbol overlaps with the round frame on the left-hand side of the screen.
   A player's score and "魂ゲージ"(Soul gauge) level increase depending on how many times they hit the correct position on the taiko drum at the correct time.
   Results are announced when each stage is completed.
8. [When a single soundtrack is set (1 stage)]
   Your game is over at this point.
9. [When two or more soundtrack are set (2 stages or more)]
   You can continue the game for the number of songs remaining.
   When the set numbers are reached, the game ends even if the quota is reached.
10. When the IC card, etc. are used, the player can get a point and "ごほうび"(Reward) according to the result of play.

7-4-7 Types of Symbols

赤い音符 (Red symbol)..... Hit the surface of the taiko drum.
青い音符 (Blue symbol)..... Hit the rim of the taiko drum.
黄色い音符 (Yellow symbol)..... Do a Drum Roll on the surface or the rim.
赤い大音符 (Big red symbol)..... Hit the surface of the taiko drum strongly.
青い大音符 (Big blue symbol)..... Hit the rim of the taiko drum strongly.
黄色い大音符 (Big yellow symbol)..... Hit the surface or rim of the taiko drum strongly.
手をつないでいる赤い音符 (Hand-holding red symbol).... Hit the surface of the taiko drum. A performance will become more impressive when two players hit the taiko drums together.
手をつないでいる青い音符 (Hand-holding blue symbol) .. Hit the rim of the taiko drum. A performance will become more impressive when two players hit the taiko drums together.
風船型の音符 (Balloon-shaped symbol)..... Do a Drum Roll on the surface by the designated number of times.
くす玉型の音符 (Decorative paper ball symbol)..... Do a Drum Roll on the surface by the designated number of times.

7-4-8 Levels of Difficulty

The following four difficulty levels are available.

- "かんたん"(Easy)

The musical scores are simple for beginners.

- "ふつう"(Normal)

The musical scores are for players who are used to playing the taiko drum.

- "むずかしい"(Hard)

The musical scores are complicated and fairly difficult to play for players who want to master this game.

- "おに"(Extreme)

(To select it, hit the right-hand side of the rim ten times while "むずかしい"(Hard) is displayed.)
These are most difficult musical scores prepared for players who aim to become masters or star performers of the game.

7-4-9 Performance Options

The player(s) can specify any of the following performance options when using an IC card, etc.
A player can specify different performance options redundantly.

(1) 音符のはやさ (Symbol flow speed)

Set the speed at which the symbols flow during gameplay.
Set 1.0 to 2.0 in increments of 0.1, and set 2.5 to 4.0 in increments of 0.5.

(2) ドロン (Vanish)

- しない (No)
  Symbols are displayed as usual during the performance.
- する (Yes)
  Symbols are hidden during the performance. The characters ("ドン(bam)" and "カッ (biff)" sounds) are displayed and the timing for hitting the taiko drum remains the same.

(3) あべこべ (Inverse)

- しない (No)
  Symbols are displayed as usual during the performance.
- する (Yes)
  Although the flow speed of the symbols is normal, blue symbols appear at a point in time when red symbols should be displayed, and vice versa.
  Symbols for repeated hitting remain the same.

(4) ランダム (Random)

- しない (No)
  Symbols are displayed as usual during the performance.
- きまぐれ (Whimsical)
  Although the flow speed of the symbols remains the same, about 20 % of the red and blue symbols are randomly interchanged with each other.
  Symbols for repeated hitting remain the same.
- でたらめ (Messy)
  Although the flow speed of the symbols remains the same, about 50 % of the red and blue symbols are randomly interchanged with each other.
  Symbols for repeated hitting remain the same.

(5) ボイス (Voice)

- あり (On)
  A voice is played back during gameplay.
- なし (Off)
  A voice is not played back during gameplay.

(6) 音色 (Sound color)

The color of sounds played when the taiko drum is hit during gameplay changes.

(7) 音符位置調整 (Symbol position adjustment)

Adjust the position of "良" (Good) displayed when the taiko drum is hit.

(8) 演奏スキップ (Skip Song)

- しない (No)
  No change.
- する (Yes)
  During gameplay, hit the rim of the taiko drum alternately 10 times to stop the Song.

7-4-10 "Donder Hiroba" Connected Site

The following services are available when accessing the "Donder Hiroba" connected site from a computer or smartphone after gameplay with an IC card.

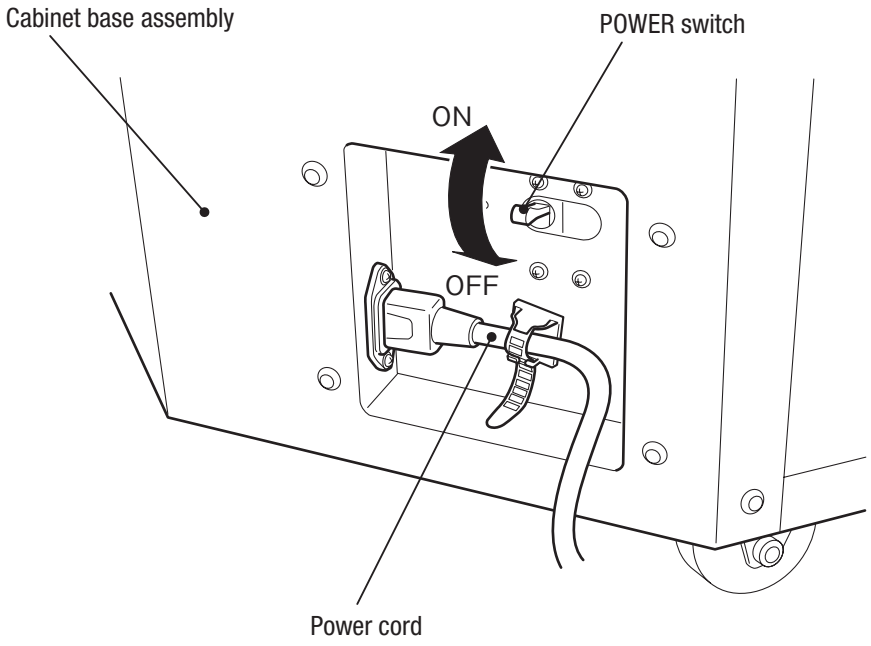
·Browse ranking of scores by songs and level of difficulty (all of Japan, by prefecture).
·Browse your gameplay history.
·Customize your character. (Change costume, color or name.)
·Send and receive challenges with another player to compete for points.
·Hold and participate in competitions with multiple players to compete for points.
For more details, see the "Donder Hiroba" connected site.
https://donderhiroba.jp/

•Notes
*You must register to use "Donder Hiroba" Registration is free.
*The communication fee for using the site is separate.
*This service may not be available depending on your device.
*Service may stop temporarily for server maintenance and other issues. In addition, the contents and their configuration may change or be terminated without notice. Thank you for your understanding.
*The name and services provided by the connected site may change without notice.
*Access to the connected site may vary depending on your device.
*The service usage in "Donder Hiroba" reflects the gameplay results of the latest version. Gameplay results of older versions are not reflected.

7-5 Power Switches and Adjustment Switches

7-5-1 Turning On the Power Switch

1 Turn on the power switch located at the rear bottom side of the cabinet base assembly.

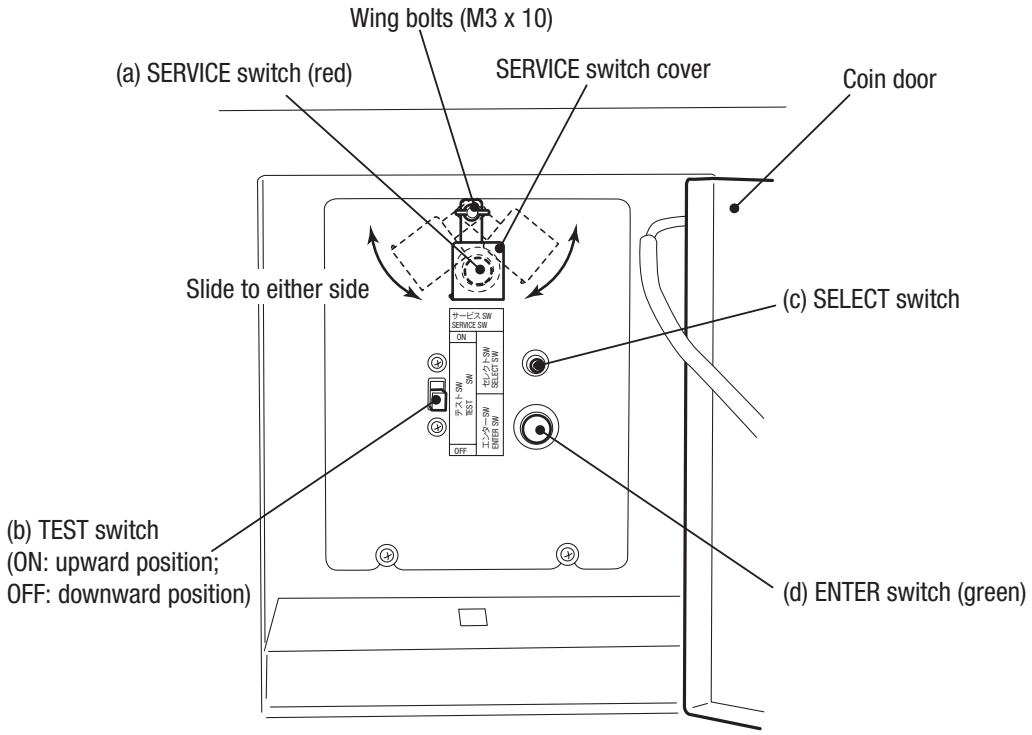


NOTICE

- Do not turn the power switch on or off unless it is necessary. Not observing this can cause machine failure.
- When turning the power switch on or off, wait a minimum of 30 seconds after the preceding on or off operation.

7-5-2 Adjustment Switches

Open the coin door using the coin lock key to find the adjustment switches.



(a) Service switch (Red)

Loosen the wing bolt (M3 x 10), slide the service switch cover aside and press it.

Pressing this switch allows you to increase the number of credits without operating the coin counter.

(b) Test switch

Turn this switch on to display the test mode screen.

The test mode is used to set the game fees and test each component.

(c) Select switch

Push this switch up and down in the test mode to select the desired item.

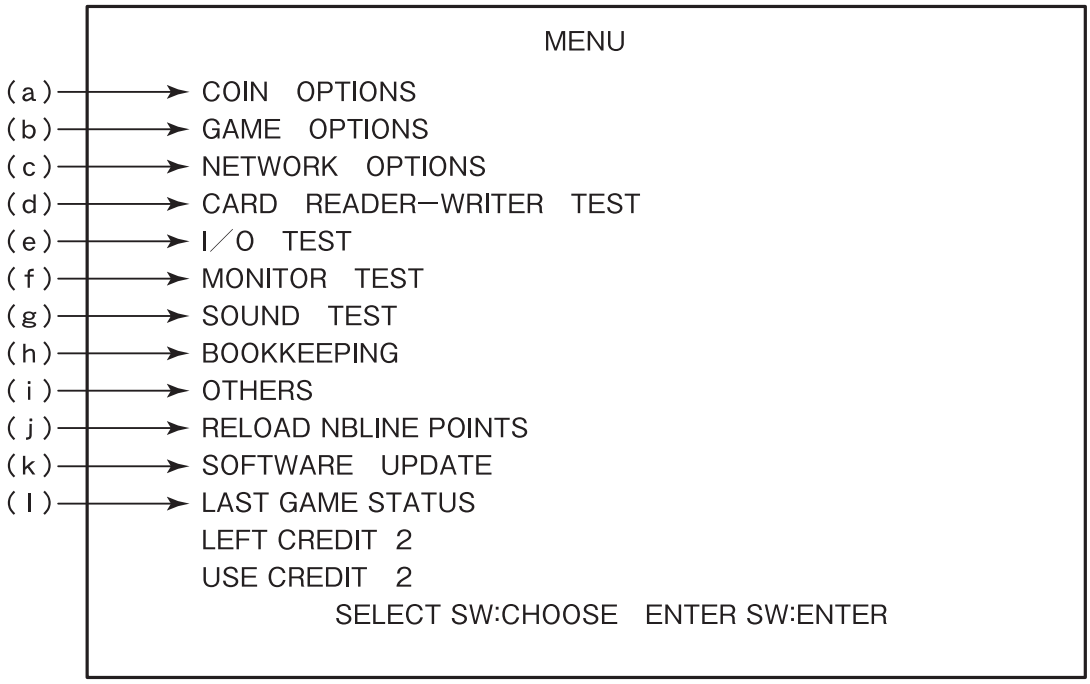
(d) Enter switch (Green)

After selecting the desired item using the select switch, press this switch to confirm and execute the selected items.

7-6 Test Mode

7-6-1 Menu Screens (MENU)

1. Use the coin lock key to open the coin door. When the Test switch is set to ON, the "MENU" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch to select the item.
4. After finishing the adjustment, select "EXIT" and press the Enter switch. The display returns to the "MENU" screen.
5. After finishing all the adjustments, set the Test switch to OFF. The display returns to the game screen.

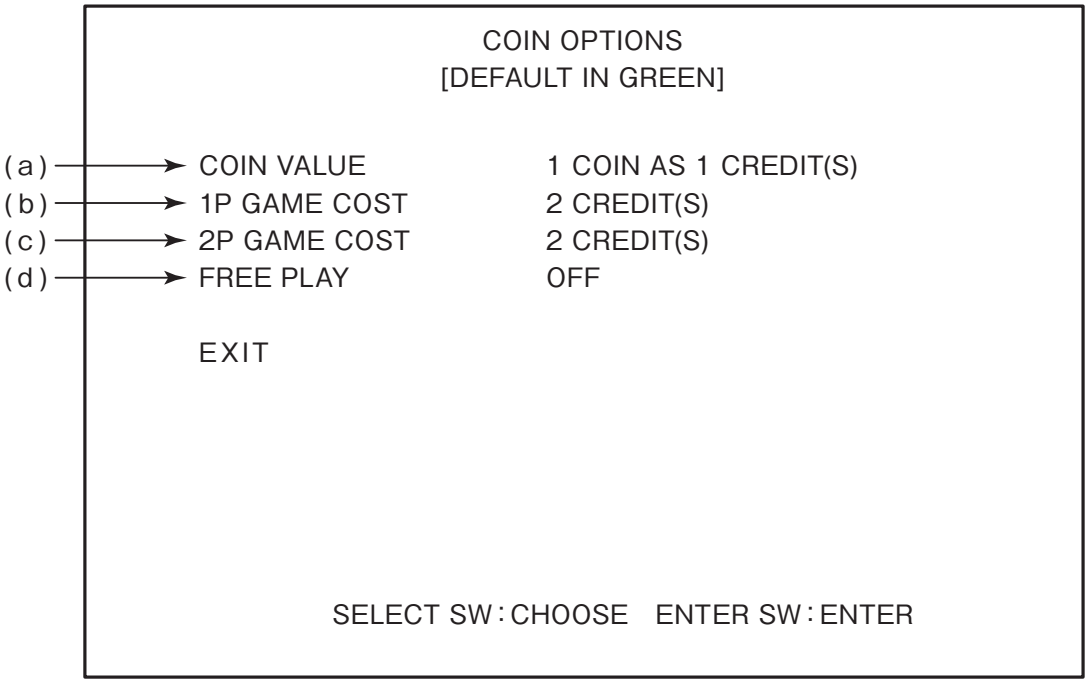


"MENU" screen

Item	Description
(a) COIN OPTIONS	Set the game cost, etc. See P-34 "7-6-2 Game Cost Settings (COIN OPTIONS)".
(b) GAME OPTIONS	Set the game contents. See P-35 "7-6-3 Game Contents Settings (GAME OPTIONS)".
(c) NETWORK OPTIONS	Set the network settings. See P-38 "7-6-4 Network Settings (NETWORK OPTIONS)".
(d) CARD READER-WRITER TEST	Check the operation of the card reader/writer. See P-42 "7-6-5 Card Reader/Writer Test (CARD READER-WRITER TEST)".
(e) I/O TEST	Test the input/output, etc. of the switches, lamps, and code reader. See P-47 "7-6-6 Switch I/O Test (I/O TEST)".
(f) MONITOR TEST	Check the monitor status. See P-53 "7-6-7 Monitor Test (MONITOR TEST)".
(g) SOUND TEST	Adjust the volume, etc. See P-54 "7-6-8 Sound Test (SOUND TEST)".
(h) BOOKKEEPING	Check the game data. See P-56 "7-6-9 Displaying and Initializing the Game Data (BOOKKEEPING)".
(i) OTHERS	Initialize the backup memory, etc. See P-57 "7-6-10 Other Options (OTHERS)".
(j) RELOAD NBLINE POINTS	Check the NBLINE POINTS. See P-58 "7-6-11 RELOAD NBLINE POINTS".
(k) SOFTWARE UPDATE	Update the software. See P-59 "7-6-12 Software Update (SOFTWARE UPDATE)".
(l) LAST GAME STATUS	The play conditions immediately before turning on the Test switch can be checked. (Memory is reset when the power switch is turned off or the test switch is turned off.) LEFT CREDIT: Unused credit count USE CREDIT: Credit count used by the player during the game (from the start to the finish of the game)

7-6-2 Game Cost Settings (COIN OPTIONS)

1. In the "MENU" screen, select "COIN OPTIONS", and press the Enter switch. The "COIN OPTIONS" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The value of the selected item blinks red. Flip the Select switch up or down to change the setting. The setting is shown in yellow once it is changed (the standard setting is shown in green).
4. Press the Enter switch again to select another item.
5. Select "EXIT" and press the Enter switch to return to the "MENU" screen.

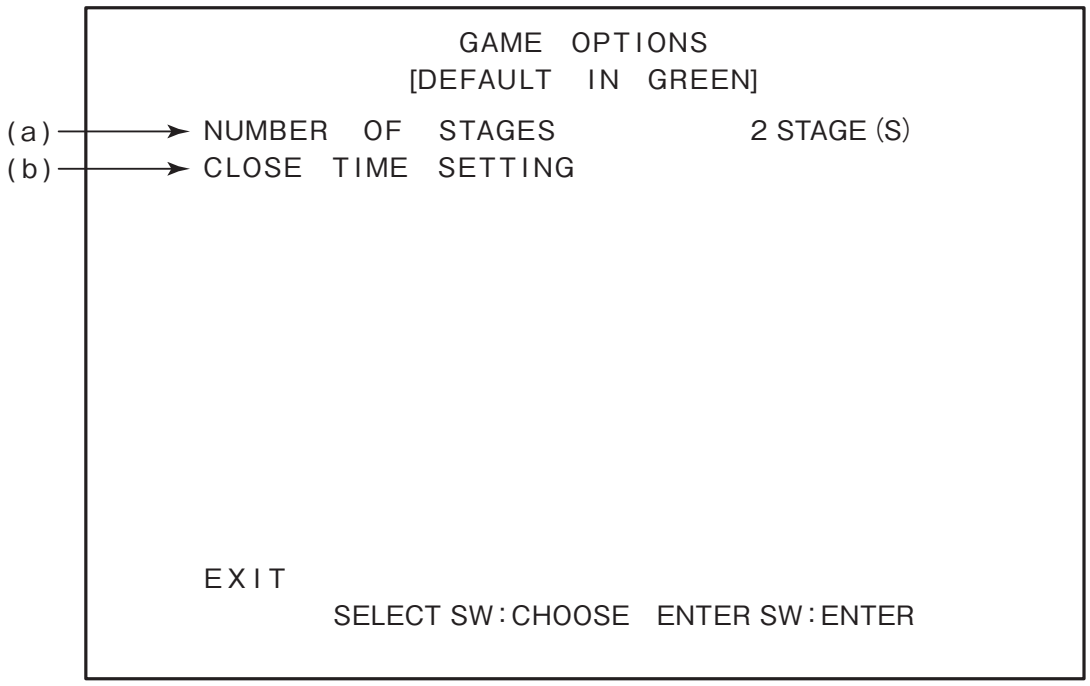


"COIN OPTIONS" screen

Item	Description	Setting	Initial setting
(a) COIN VALUE	"Credit" count per coin is displayed.	1 CREDIT(S) to 9 CREDIT(S)	1
(b) 1P GAME COST	Game cost setting for the 1st player (Setting of "credit" count required to play one game)	1 CREDIT(S) to 19 CREDIT(S)	2
(c) 2P GAME COST	Game cost setting for the 2nd player (Setting of "credit" count required to play one game)	1 CREDIT(S) to 19 CREDIT(S)	2
(d) FREE PLAY	Free play setting	OFF ON	OFF

7-6-3 Game Contents Settings (GAME OPTIONS)

1. In the "MENU" screen, select "GAME OPTIONS", and press the Enter switch. The "GAME OPTIONS" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The value of the selected item blinks red. Flip the Select switch up or down to change the setting. The setting is shown in yellow once it is changed (the standard setting is shown in green).
4. Press the Enter switch again to select another item.
5. Select "EXIT" and press the Enter switch to return to the "MENU" screen.



"GAME OPTIONS" screen

Item	Description	Setting	Initial setting
(a) NUMBER OF STAGES	Number of stages (songs) that can be played per game	1 STAGE(S) to 4 STAGE(S)	2 STAGE(S)
(b) CLOSE TIME SETTING	Set the shop closing time. See P-36 "7-6-3 (1) CLOSE TIME SETTING".	–	–

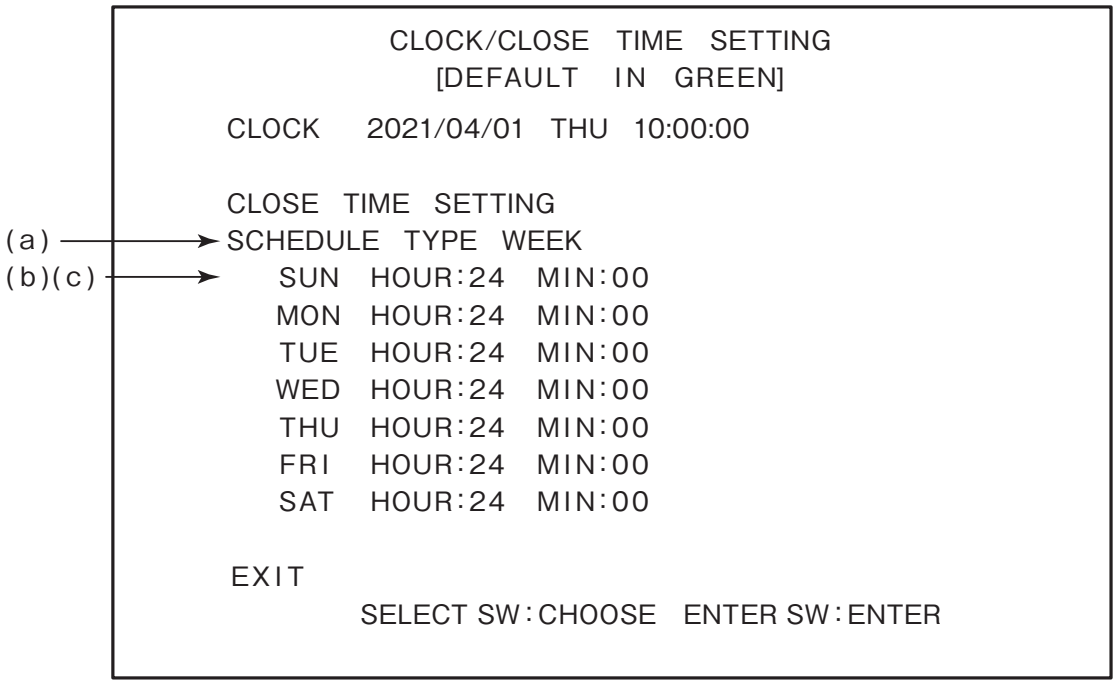
(1) CLOCK/CLOSE TIME SETTING

Set the shop closing time.

From 30 minutes before the set time, the IC card, etc. cannot be used for new games.

The setting can be switched between setting the same time for every day and different times for each day of the week.

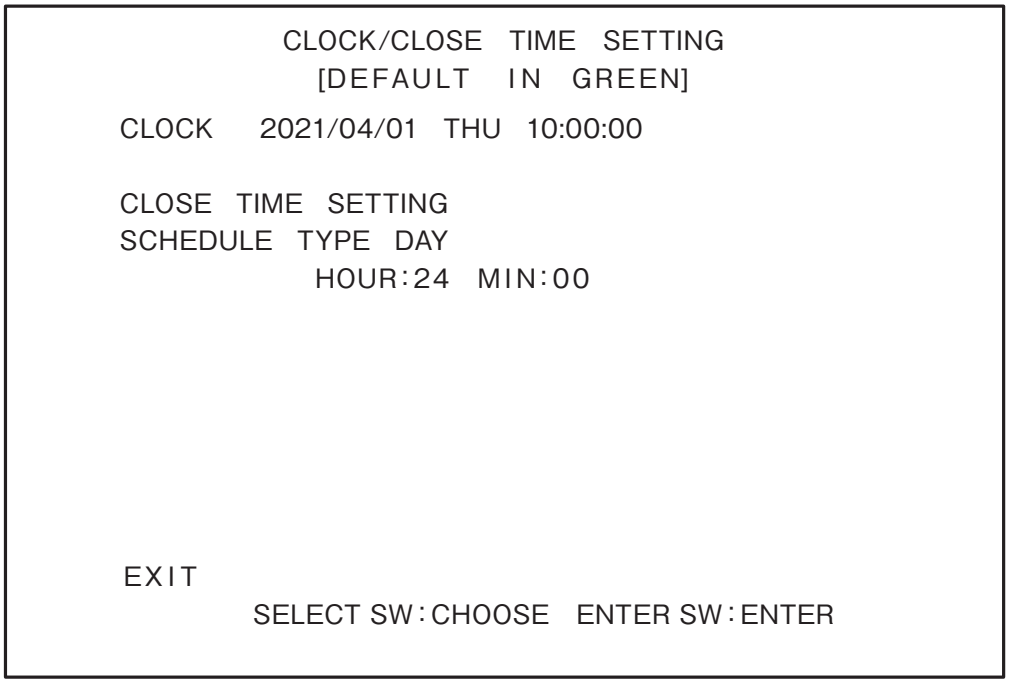
1. In the "GAME OPTIONS" screen, select "CLOCK/ CLOSE TIME SETTING", and press the Enter switch. The "CLOCK/ CLOSE TIME SETTING" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The value of the selected item blinks red.
   Flip the Select switch up or down to change the setting. The setting is shown in yellow once it is changed (the standard setting is shown in green).
4. If the value of "SCHEDULE TYPE" is set to "WEEK" or "DAY", the selected item switches from "HOUR" to "MIN" (if set to "WEEK", it switches from "MIN" to "HOUR" of the next day) every time the Enter switch is pressed.
5. If the value of "SCHEDULE TYPE" is set to "OFF" or if the last item "MIN" is selected, press the Enter switch again to select another item.



"CLOCK/CLOSE TIME SETTING" screen (1)

*** If "SCHEDULE TYPE" is set to "WEEK":**

Item	Description	Setting	Initial setting
(a) SCHEDULE TYPE	Set whether to perform the shop closing process. If you choose to execute this process, set whether to execute it on a specific day of the week or daily at a specified time.	WEEK (Set it for a specific day of the week) DAY (Set it for daily at a specified time.) OFF (Do not perform the shop closing process.)	WEEK
(b) HOUR	Set "hour" of the shop closing time. If "ALL" is set, the shop closing process is not performed.	19 to 26 ALL	24
(c) MIN	Set "minute" of the shop closing time. If "HOUR" is set to "ALL", this item and the value are not displayed.	00 to 55 (5-minute increments)	00



"CLOCK/CLOSE TIME SETTING" screen (2)

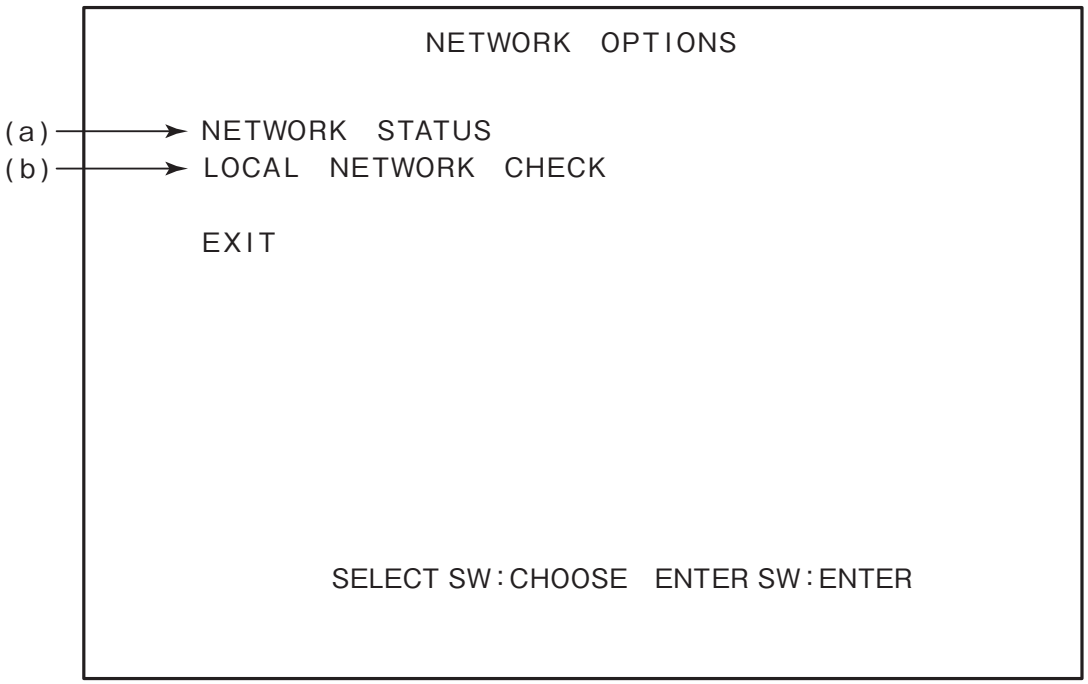
*** If "SCHEDULE TYPE" is set to "DAY":**

6 Select "EXIT" and press the Enter switch to return to the "GAME OPTIONS" screen.

7-6-4 Network Settings (NETWORK OPTIONS)

Perform a network test and check the network status.

1. In the "MENU" screen, select "NETWORK OPTIONS", and press the Enter switch. The "NETWORK OPTIONS" screen appears.
2. Flip the Select switch up or down to select the items. Press the Enter switch to enter the item.
3. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.



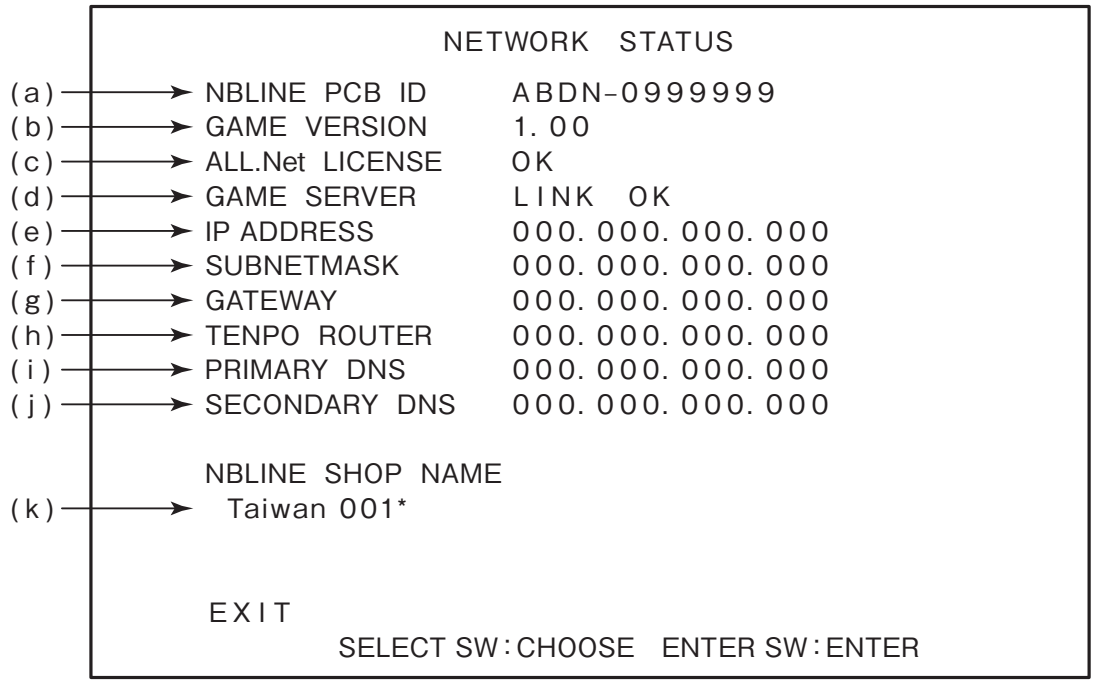
"NETWORK OPTIONS" screen

Item	Description
(a) NETWORK STATUS	Check the network status. See P-39 "7-6-4 (1) NETWORK STATUS".
(b) LOCAL NETWORK CHECK	Check the network status in the shop. See P-41 "7-6-4 (2) LOCAL NETWORK CHEC".

(1) NETWORK STATUS

Check the network status related to NBLINE and check the IP address.

1 From the "NETWORK OPTIONS" screen, select "NETWORK STATUS" and press the Enter switch. The "NETWORK STATUS" screen appears.



* Registered store name

"NETWORK STATUS" screen

Item	Description
(a) NBLINE PCB ID	Displays the network ID.
(b) GAME VERSION	Displays the game version.
(c) NBLINE LICENSE	Displays the NBLINE authentication result. Authentication completed: OK Authentication failed: Error details are displayed. (See P-93 "8B-2-8 Network System Troubleshooting".)
(d) GAME SERVER	Displays the connection state to the game server. Connection completed: LINK OK Connection failed: Error details are displayed. (See P-93 "8B-2-8 Network System Troubleshooting".)
(e) IP ADDRESS	Displays the IP address of the game machine. *
(f) SUBNETMASK	Displays the SUBNETMASK setting value. *
(g) GATEWAY	Displays the IP address of the gateway. *
(h) TENPO ROUTER	Displays the IP address of the shop router. *
(i) PRIMARY DNS	Displays the IP address of the primary DNS. *
(j) SECONDARY DNS	Displays the IP address of the secondary DNS. *
(k) NBLINE SHOP NAME	Displays the shop name that was obtained during the NBLINE authentication process.

* If this is not obtained, the set value "***.***.***.***" is displayed.

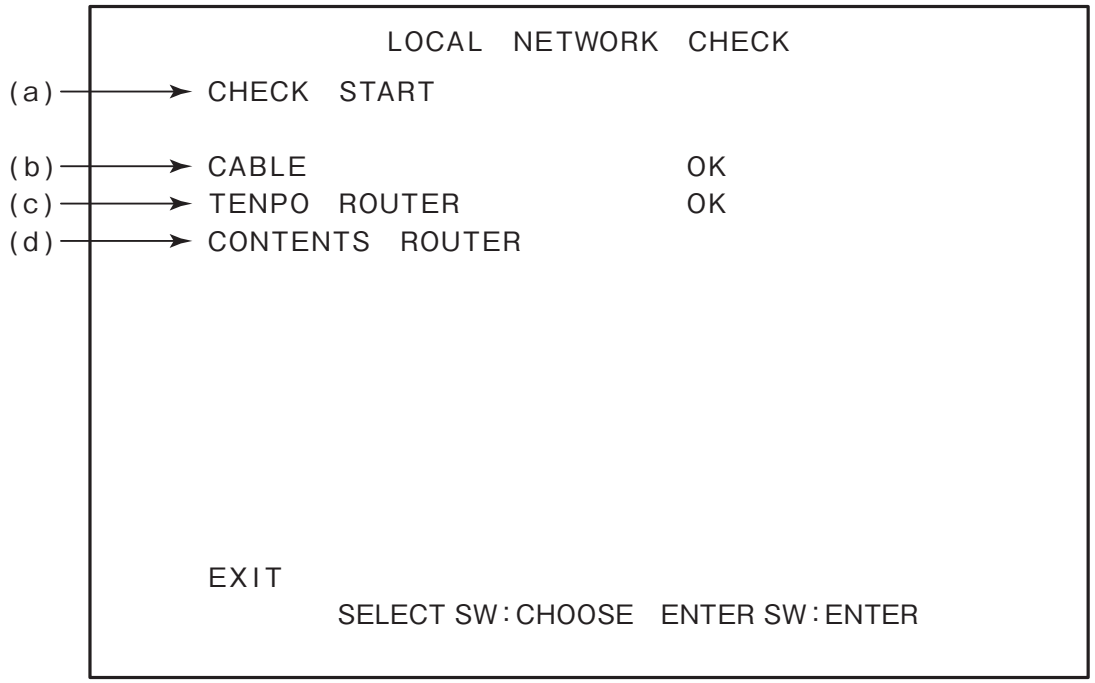
2 Press the Enter switch to return to the "NETWORK OPTIONS" screen.

(2) LOCAL NETWORK CHECK

Check the network communication status in the shop.

1 In the "NETWORK OPTIONS" screen, select "LOCAL NETWORK CHECK", and press the Enter switch. The "LOCAL NETWORK CHECK" screen appears.

2 Press the Enter switch to confirm your selection.



"LOCAL NETWORK CHECK" screen

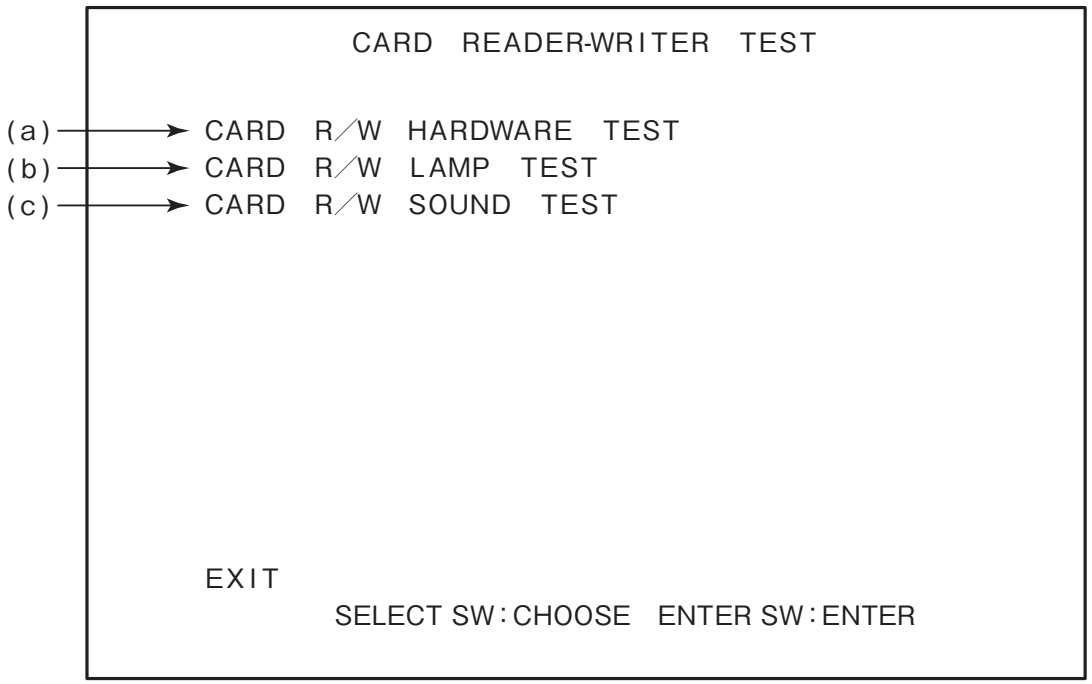
Item	Description	Display
(a) CHECK START	Check the network communication status in the shop.	–
(b) CABLE	"OK" is displayed if the LAN cable is connected correctly.	OK/NG
(c) TENPO ROUTER	The connection to the shop router is checked. "OK" is displayed if the connection is established, "NG" is displayed if the connection fails.	OK/NG
(d) CONTENTS ROUTER	The item name is displayed in gray. ("OK" or "NG" is not displayed.)	–

3 Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "NETWORK OPTIONS" screen.

7-6-5 Card Reader/Writer Test (CARD READER-WRITER TEST)

Check whether the card reader/writer operates correctly.

1. In the "MENU" screen, select "CARD READER-WRITER TEST", and press the Enter switch. The "CARD READER-WRITER TEST" screen appears.
2. Flip the Select switch up or down to select the items. Press the Enter switch to enter the item.
3. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.



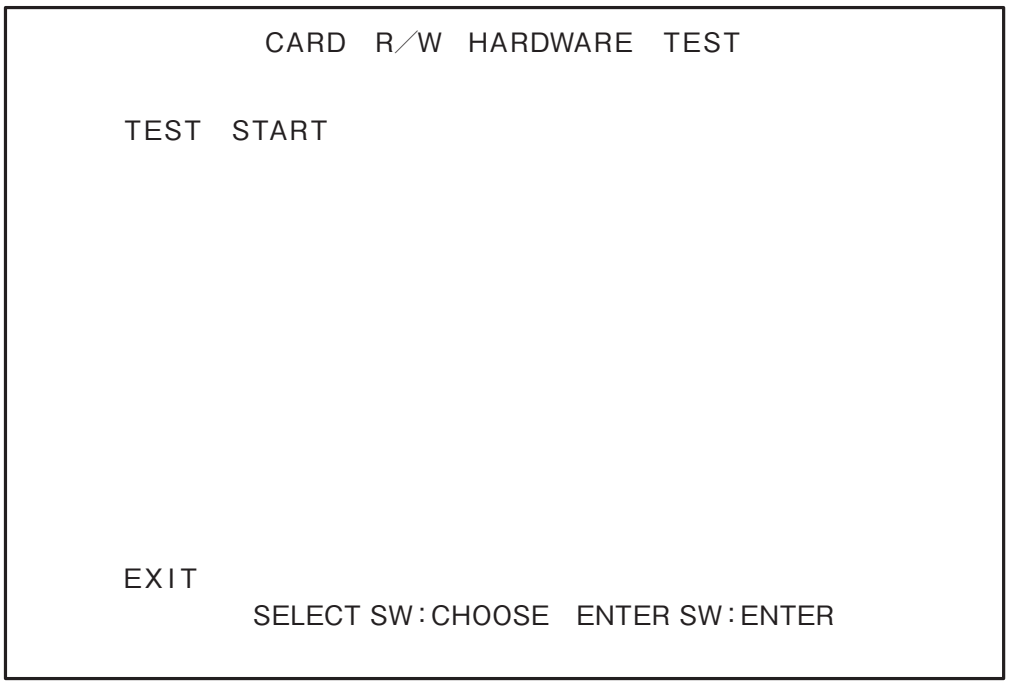
"CARD READER-WRITER TEST" screen

Item	Description
(a) CARD R/W HARDWARE TEST	Check whether the card reader/writer can correctly communicate with cards. (See P-43 "7-6-5 (1) CARD R/W HARDWARE TEST".)
(b) CARD R/W LAMP TEST	Check whether the LED of the card reader/writer lights up correctly. (See P-45 "7-6-5 (2) CARD R/W LAMP TEST".)
(c) CARD R/W SOUND TEST	Check whether the beep sound is emitted from the built-in speaker of the card reader/writer. (See P-46 "7-6-5 (3) CARD R/W SOUND TEST".)

(1) CARD R/W HARDWARE TEST

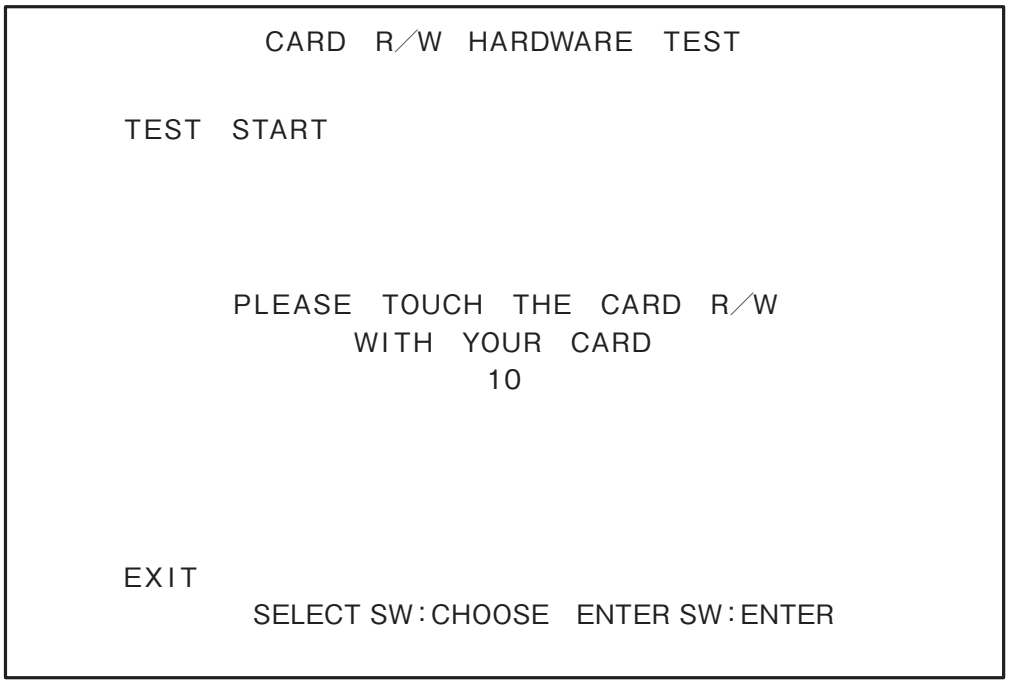
Check whether the card reader/writer can communicate with the IC card, etc. correctly.

1 In the "CARD READER-WRITER TEST" screen, select "CARD R/W HARDWARE TEST", and press the Enter switch. The "CARD R/W HARDWARE TEST" screen appears.



"CARD R/W HARDWARE TEST" screen

2 While "TEST START" is blinking, press the Enter switch to set the card reader/writer to the read standby state (LED blinks blue). The text "PLEASE TOUCH THE CARD R/W WITH YOUR CARD" appears followed by a number that counts down from 10.

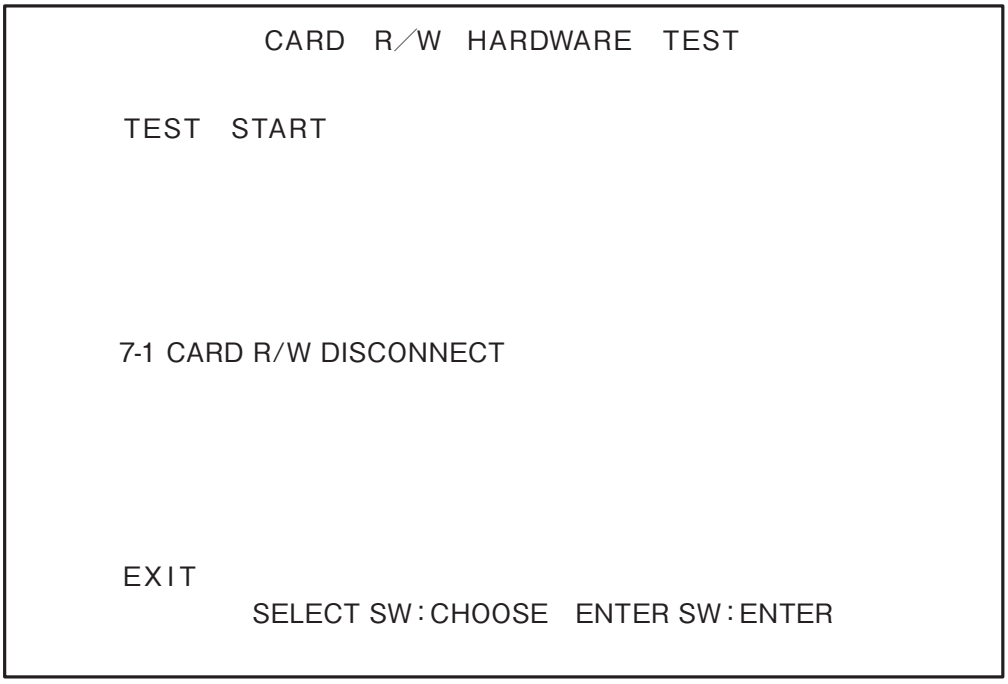


"CARD R/W HARDWARE TEST" test progress screen (1)

3 While the countdown is proceeding, touch the card reader/writer with the IC card, etc.
If the communication is successful, the LED of the card reader/writer indicates that the reading was successful (green light turns on). At the same time, a short beep sound is emitted. Also, "OK" appears on the screen.

4 Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "CARD READER- WRITER TEST" screen.

- If there is a communication error between the game PC board and the card reader/writer, and you did not touch the card reader/writer with the IC card, etc., the following error message is displayed.

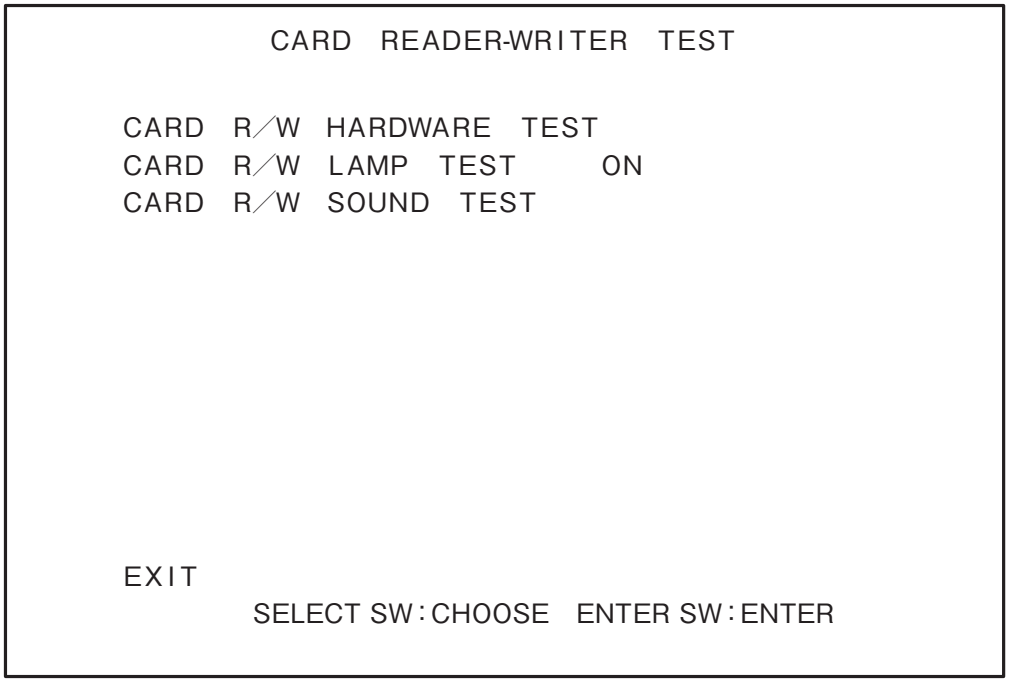


"CARD R/W HARDWARE TEST" test progress screen (2)

(2) CARD R/W LAMP TEST

Check whether the LED of the card reader/writer lights up correctly.

1 In the "CARD READER-WRITER TEST" screen, select "CARD R/W LAMP TEST", and press the Enter switch. "ON" is displayed, and the LED of the card reader/writer blinks repeatedly in the following sequence: red -> green -> blue -> red -> green.



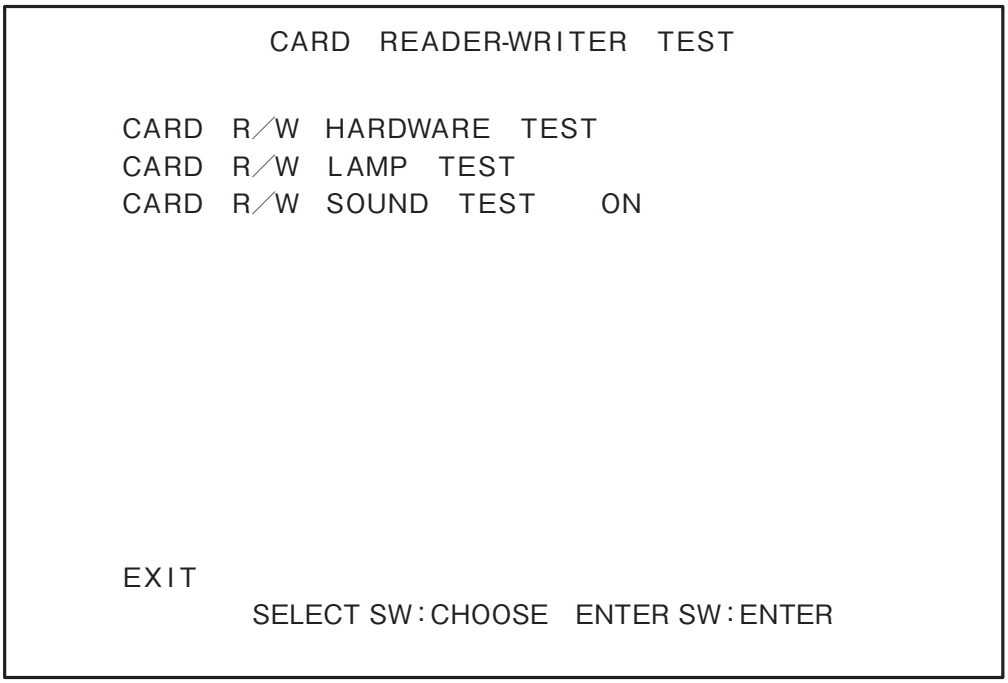
"CARD R/W LAMP TEST" test progress screen

2 Press the Enter switch again to quit the test. The display returns to the state where the items in "CARD READER-WRITER TEST" are able to be selected.

(3) CARD R/W SOUND TEST

Check whether the beep sound is emitted from the built-in speaker of the card reader/writer.

1 In the "CARD READER-WRITER TEST" screen, select "CARD R/W SOUND TEST", and press the Enter switch to start the test.



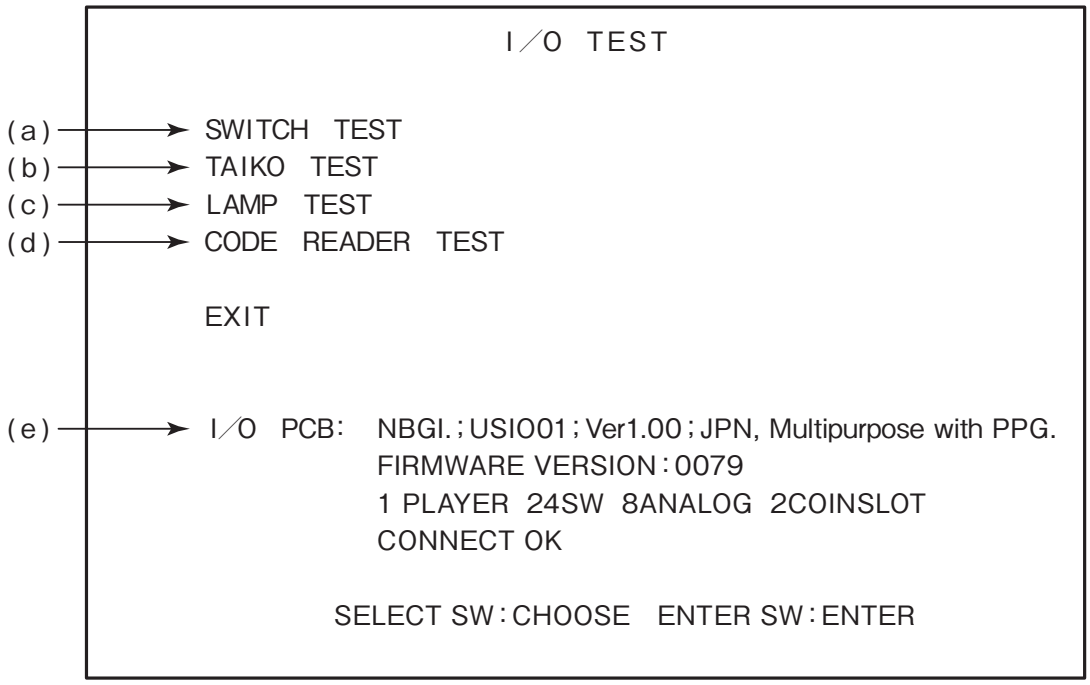
"CARD R/W SOUND TEST" test progress screen

2 "ON" is displayed, and a sound (do re mi fa so la ti do) is emitted for approximately 2-3 seconds from the card reader/writer.
When the sound is being emitted, the system does not respond to any input.

3 After the sound (lasting for approximately 2-3 seconds) ends, the display returns to the state where the items in "CARD READER-WRITER TEST" are able to be selected.

7-6-6 Switch I/O Test (I/O TEST)

1. In the "MENU" screen, select "I/O TEST", and press the Enter switch. The "I/O TEST" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The test screen of the selected item appears.
4. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.

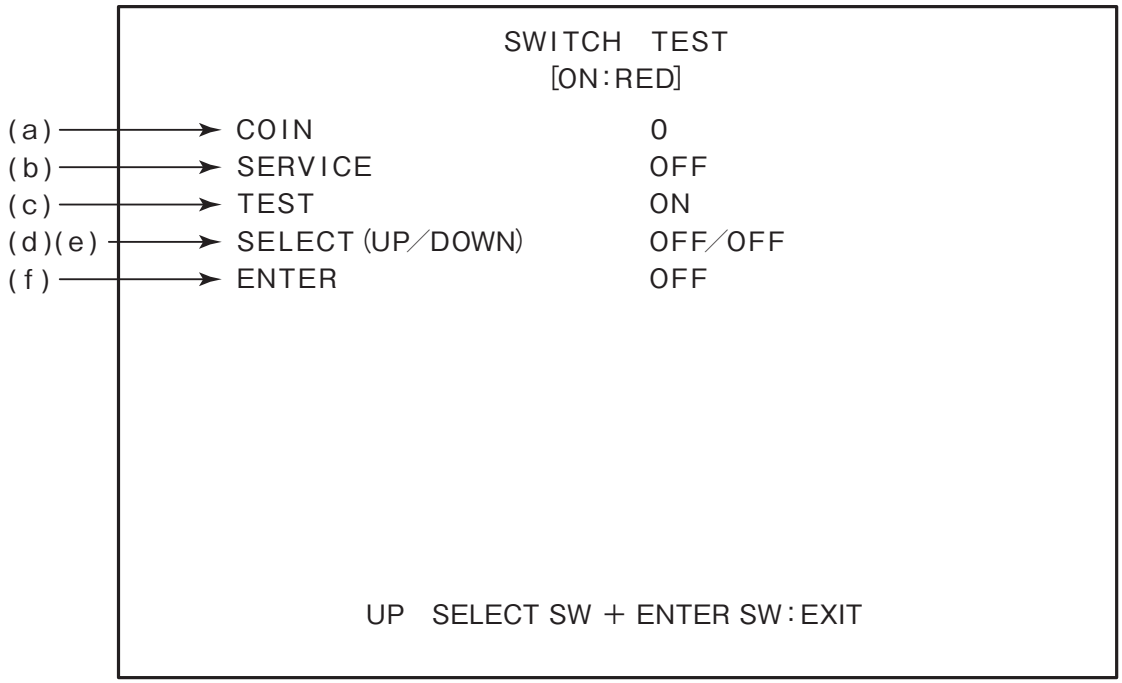


"I/O TEST" screen

Item	Description
(a) SWITCH TEST	Perform the switch test. See P-48 "7-6-6(1) Switch Test (SWITCH TEST)".
(b) TAIKO TEST	Adjust the sensor of the taiko drum assembly. See P-49 "7-6-6(2) Adjusting the Taiko Drum Assembly Sensor (TAIKO TEST)".
(c) LAMP TEST	Check the lamp. See P-51 "7-6-6(3) Lamp Test (LAMP TEST)".
(d) CODE READER TEST	Performs a code reader test. See P-52 "7-6-6(4) Code Reader Test (CODE READER TEST)".
(e) I/O PCB	The information of the I/O PC board being connected is displayed. It is normal if "CONNECT OK" is displayed in green text.

(1) Switch Test (SWITCH TEST)

1. In the "I/O TEST" screen, select "SWITCH TEST", and press the Enter switch. The "SWITCH TEST" screen appears.
2. Operate each switch. The display changes from "OFF" to "ON".
3. Flip the Select switch up while pressing the Enter switch. The display returns to the "I/O TEST" screen.



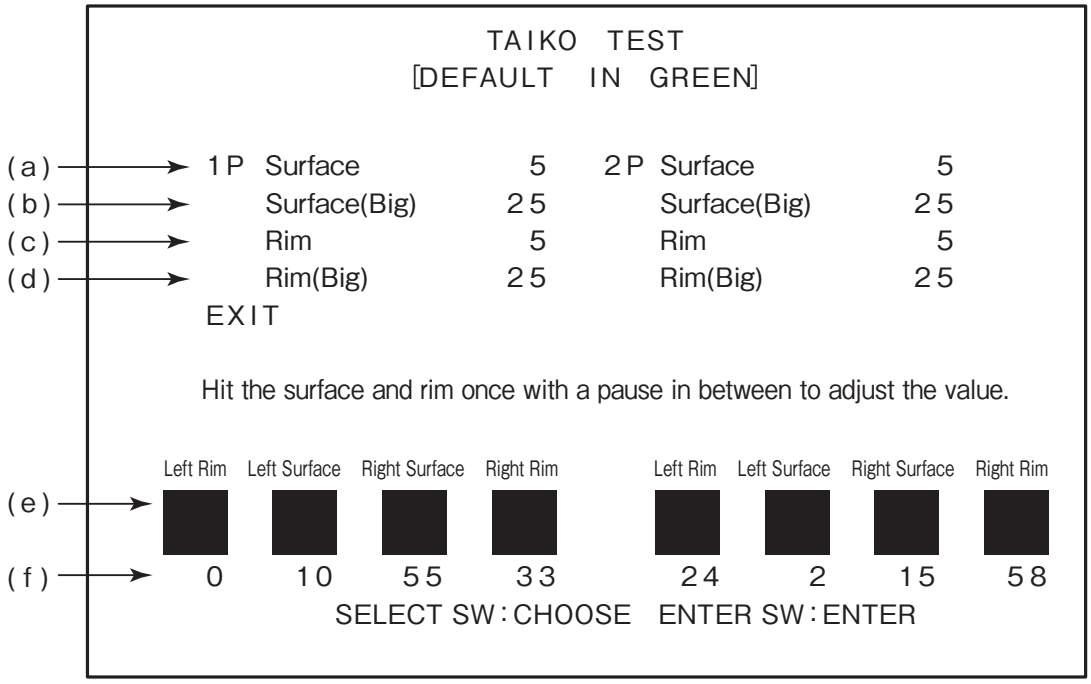
"SWITCH TEST" screen

Item	Description
(a) COIN	The value increases by 1 for each coin inserted. When it exceeds 999, the value returns to 0. The coin counter is linked.
(b) SERVICE	When the Service switch is pressed, "ON" is displayed in red text.
(c) TEST	"ON" is displayed in red text. When the Test switch is turned off, the display returns to the game screen.
(d) SELECT UP	When the Select switch is flipped up, "ON" is displayed in red text.
(e) SELECT DOWN	When the Select switch is flipped down, "ON" is displayed in red text.
(f) ENTER	When the Enter switch is pressed, "ON" is displayed in red text.

(2) Adjusting the Taiko Drum Assembly Sensor (TAIKO TEST)

Check the response when the surface and rim of the taiko drum assembly are hit by the drumsticks, and adjust the system's input sensitivity level (the level of intensity required for the system to recognize that the taiko drum assembly has been hit) at each input location.

1. In the "I/O TEST" screen, select "TAIKO TEST", and press the Enter switch. The "TAIKO TEST" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The value of the selected item blinks. Flip the Select switch up or down to increase or decrease the value.
4. After adjusting the value, press the Enter switch. The display returns to the item selection screen.
5. Hit the surface and rim of the taiko drum assembly with appropriate intensity to check that the system responds correctly.



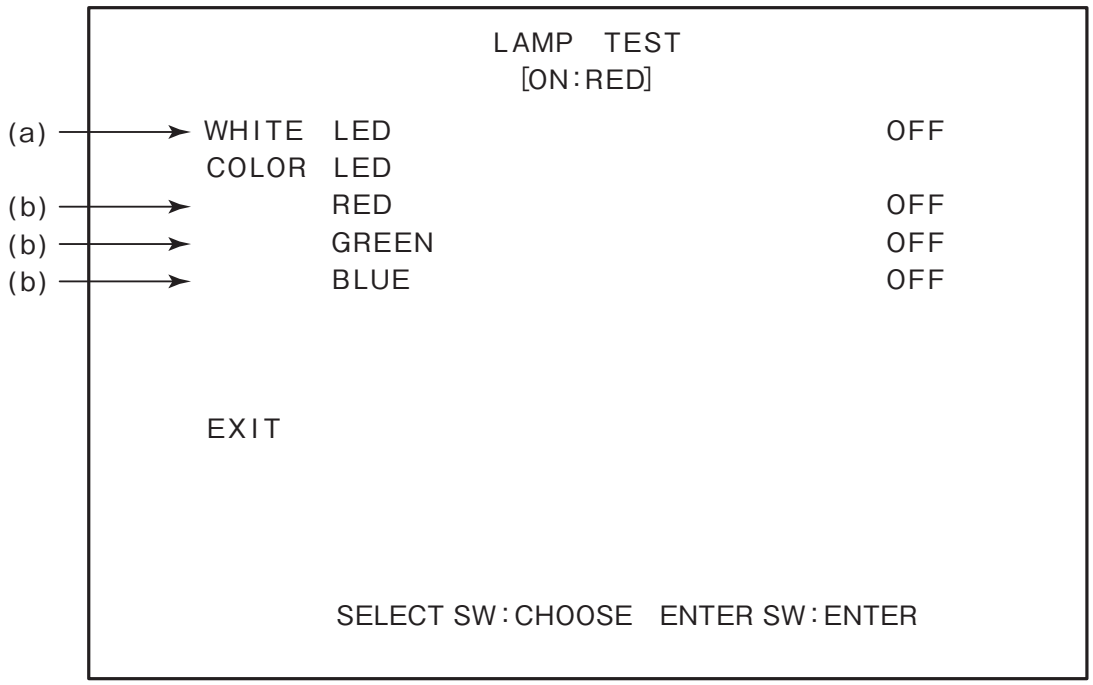
"TAIKO TEST" screen

Item	Description	Setting	Initial setting
(a) Surface	Set the intensity level for both 1P and 2P where the system recognizes that the surface (2 locations on the left and right) of the taiko drum assembly has been hit.	1 to 99	5
(b) Surface (Big)	Set the intensity level for both 1P and 2P where the system recognizes that the surface (2 locations on the left and right) of the taiko drum assembly has been hit hard.	2 to 100	25
(c) Rim	Set the intensity level for both 1P and 2P where the system recognizes that the rim (2 locations on the left and right) of the taiko drum assembly has been hit.	1 to 99	5
(d) Rim (Big)	Set the intensity level for both 1P and 2P where the system recognizes that the rim (2 locations on the left and right) of the taiko drum assembly has been hit hard.	2 to 100	25
(e) Input gauge	When the system recognizes that the surface or rim of the taiko drum assembly has been hit, the gauge brightens up for a while.	–	–
(f) Value of the most recent input	The intensity with which the surface or rim of the taiko drum was hit most recently.	–	0

6 After finishing the adjustment, flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "I/O TEST" screen.

(3) Lamp Test (LAMP TEST)

1. In the "I/O TEST" screen, select "LAMP TEST", and press the Enter switch. The "LAMP TEST" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Each time the Enter switch is pressed, "ON" and "OFF" are switched between for the selected item.
   While "ON" is selected, the LED light of the corresponding item lights up.
4. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "I/O TEST" screen.

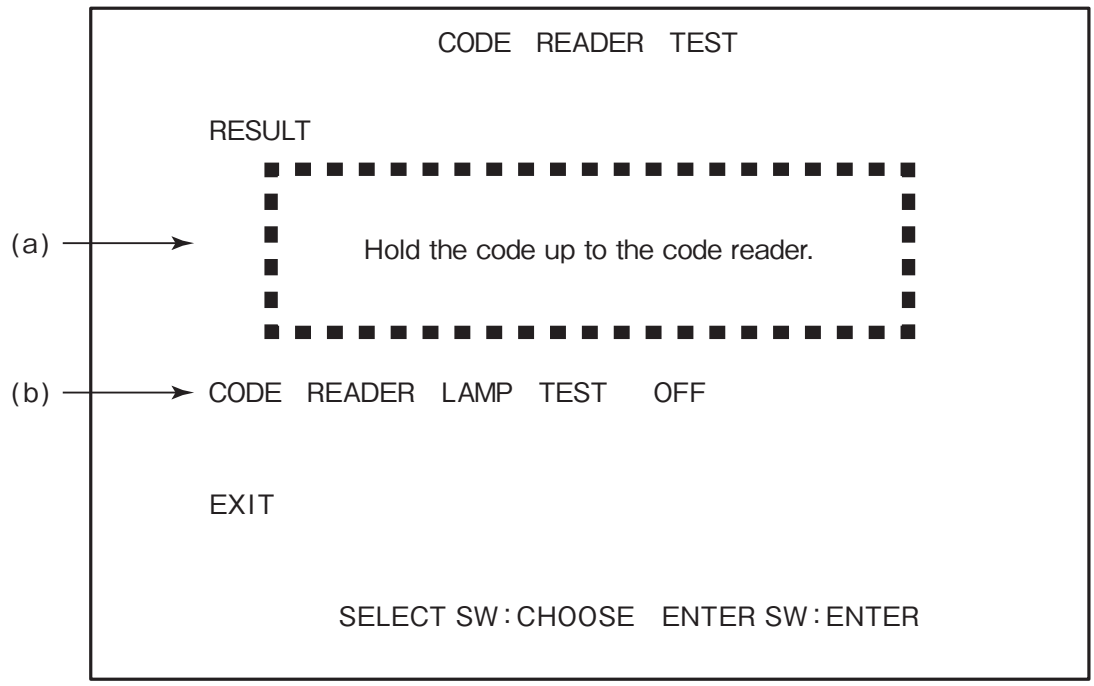


"LAMP TEST" screen

Item	Description
(a) WHITE LED	While "ON" is displayed, the LED light (side) (white) lights up.
(b) COLOR LED	While "ON" is displayed for each of the RED, GREEN, and BLUE items, the LED light (side) (full color) lights up in the corresponding color.

(4) Code Reader Test (CODE READER TEST)

1. In the "I/O TEST" screen, select "CODE READER TEST", and press the Enter switch. The "CODE READER TEST" screen appears.
2. Flip the Select switch up or down to select the items. Press the Enter switch to enter the item.
3. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "I/O TEST" screen.



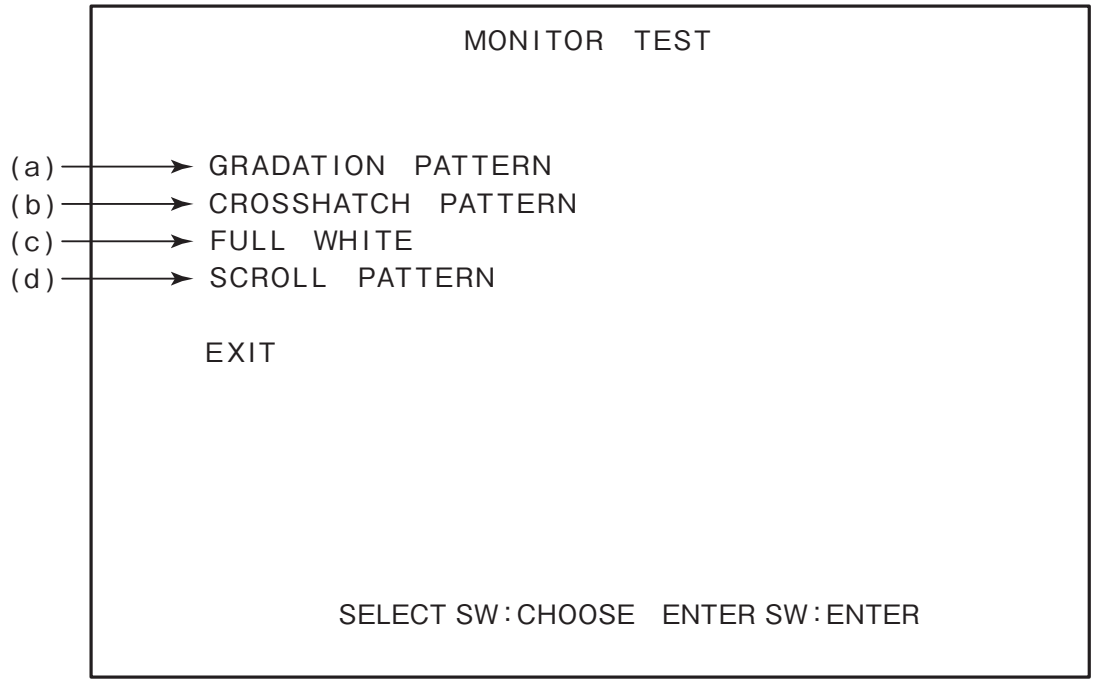
"CODE READER TEST" screen

Item	Description
(a) Code display area	Displays the details read with the code reader.
(b) CODE READER LAMP TEST	When "ON" is displayed, the code reader LED lights up.

*If the code reader is disconnected or a code reader error occurs, "8-1 CODE READER ERROR" appears in the middle of the screen.

7-6-7 Monitor Test (MONITOR TEST)

1. In the "MENU" screen, select "MONITOR TEST", and press the Enter switch. The "MONITOR TEST" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The pattern screen of the blinking item appears. Press the Enter switch again to return from the pattern screen.
4. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.

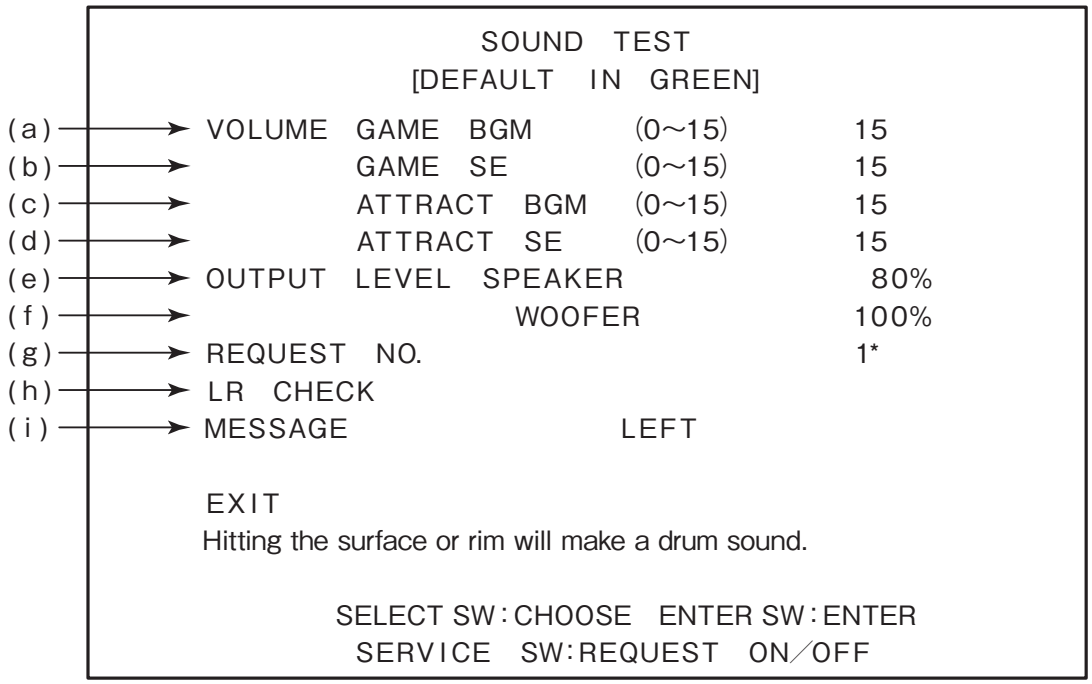


"MONITOR TEST" screen

Item	Description
(a) GRADATION PATTERN	A 16-level gradation pattern made up of RGB and white is displayed.
(b) CROSSHATCH PATTERN	A crosshatch pattern is displayed.
(c) FULL WHITE	The entire display is displayed in white.
(d) SCROLL PATTERN	Display the moving image and check whether the horizontal scanning process is running correctly.

7-6-8 Sound Test (SOUND TEST)

1. In the "MENU" screen, select "SOUND TEST", and press the Enter switch. The "SOUND TEST" screen appears.
2. Flip the Select switch up or down to select the items. The selected item blinks red.
3. Press the Enter switch. The value of the selected item blinks red. Flip the Select switch up or down to change the setting. The setting is shown in yellow once it is changed (the standard setting is shown in green).
4. Press the Enter switch again to select another item.
5. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.



"SOUND TEST" screen

Item	Description	Setting	Initial setting
(a) VOLUME GAME BGM	Adjust the volume of the BGM during the game. Initial value (green)	0 to 15	15
(b) VOLUME GAME SE	Adjust the volume of the SE during the game. Initial value (green)	0 to 15	15
(c) VOLUME ATTRACT BGM	Adjust the volume of the BGM during the Attract mode. Initial value (green)	0 to 15	15
(d) VOLUME ATTRACT SE	Adjust the volume of the SE during the Attract mode. Initial value (green)	0 to 15	15
(e) OUTPUT LEVEL SPEAKER	Set the sound output level of the side speaker and center speaker.	0 to 100%	80%
(f) OUTPUT LEVEL WOOFER	Set the sound output level of the woofer speaker.	0 to 100%	100%
(g) REQUEST NO.	Specify the sound to be played when the Enter switch is pressed while an item is being selected.	0 to 2	0
(h) LR CHECK	The stereo check sound is played when the Enter switch is pressed while an item is being selected.	–	–
(i) MESSAGE	The source of the sound being played is displayed (from either of the side speakers (LEFT or RIGHT), from both channels (LEFT + RIGHT), or from the woofer (WOOFER)). (Sound is always output from the center speaker through both LEFT and RIGHT channels.)	–	–

7-6-9 Displaying and Initializing the Game Data (BOOKKEEPING)

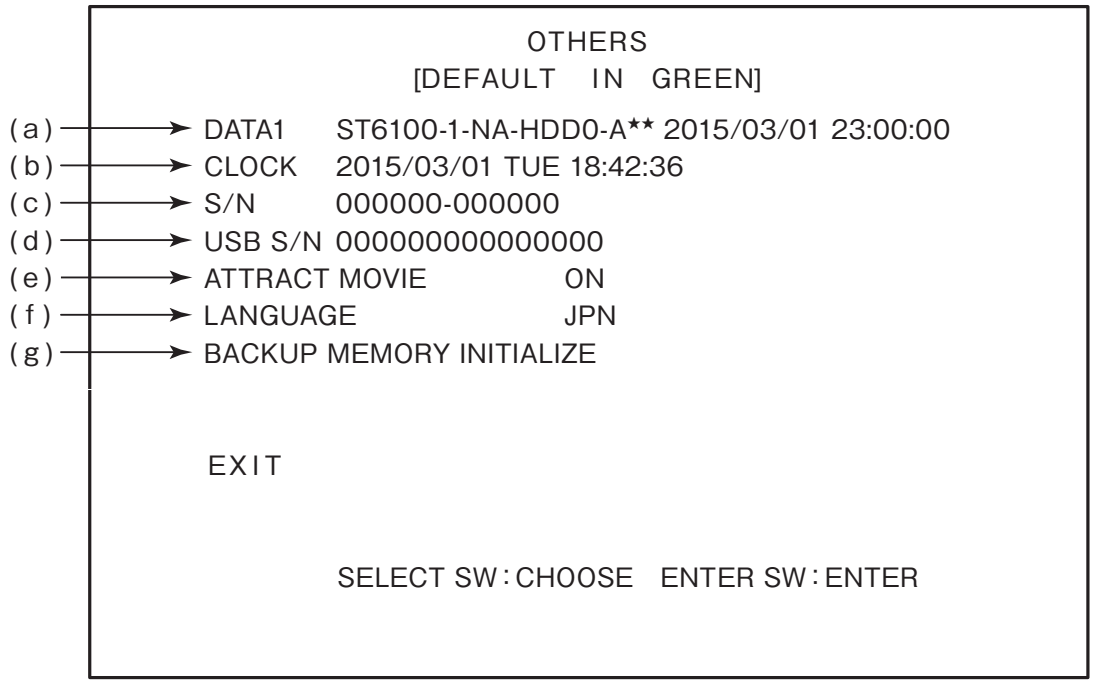
Display various kinds of game data.

1. In the "MENU" screen, select "BOOKKEEPING", and press the Enter switch. The "BOOKKEEPING" screen appears.
2. The data will not be lost when the game machine power switch is turned off. The data is erased only when "BOOKKEEPING INITIALIZE" in the "BOOKKEEPING" screen or "BACKUP MEMORY INITIALIZE" in the "OTHERS" screen is executed.
   If "BOOKKEEPING INITIALIZE" is executed, only the "BOOKKEEPING" data is initialized.
3. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.

7-6-10 Other Options (OTHERS)

Display various kinds of information and erase various kinds of data. Initialize the settings.

1. In the "MENU" screen, select "OTHERS", and press the Enter switch. The "OTHERS" screen appears.
2. Select "BACKUP MEMORY INITIALIZE", and press the Enter switch. "NO" and "YES" is displayed. Select "YES", and press the Enter switch. All data stored in the backup memory of the game machine is erased.
3. Flip the select switch up and down to select "EXIT" and press the Enter switch to return to the "MENU" screen.



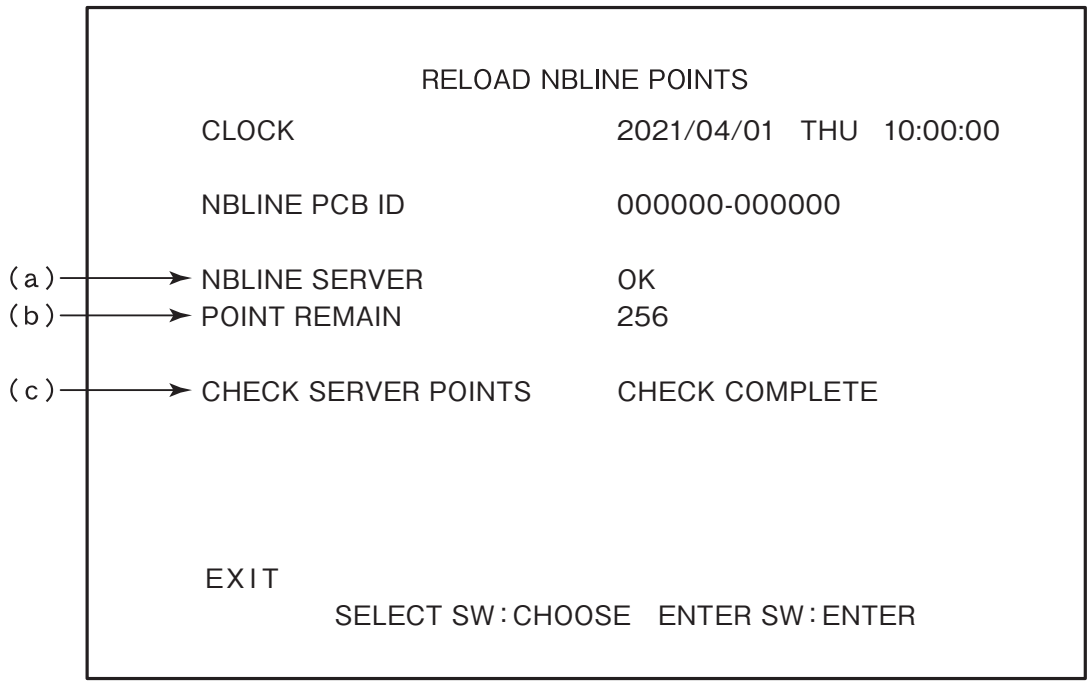
"OTHERS" screen

Item	Description
(a) DATA1	The data name and date are displayed.
(b) CLOCK	The current time obtained on-line is displayed.
(c) S/N	The serial number of the game machine is displayed.
(d) USB S/N	The serial number of the USB dongle is displayed.
(e) ATTRACT MOVIE	Set whether to play a moving image during the Attract mode.
(f) LANGUAGE	Changes part of the language display during the game. Select from "JPN" (Japanese), "ENG" (English), "KOR" (Korean), or "zh-tw" (Traditional Chinese).
(g) BACKUP MEMORY INITIALIZE	Select this item, and press the Enter switch to initialize all data stored in the backup memory.

7-6-11 RELOAD NBLINE POINTS

This screen displays the NBLINE POINTS charged in the machine.

1. In the MENU screen, select RELOAD NBLINE POINTS. The following screen appears.
2. Flip the Select switch up or down to select CHECK SERVER POINTS and press the Enter button.The charged NBLINE POINTS are displayed.
3. Select EXIT and press the Enter button to return to the MENU screen.



RELOAD NBLINE POINTS screen

Item	Description
(a) NBLINE SERVER	Displays the connection status with the NBLINE SERVER.
(b) POINT REMAIN	Displays the charged NBLINE POINTS.
(c) CHECK SERVER POINTS	Select this item to communicate with the server and check the remaining NBLINE POINTS.

7-6-12 Software Update (SOFTWARE UPDATE)

This screen can be used to check the software update status.

* Automatically updates the software using NBLINE such as to add new songs or change the software.

We let you know in advance before performing an update.

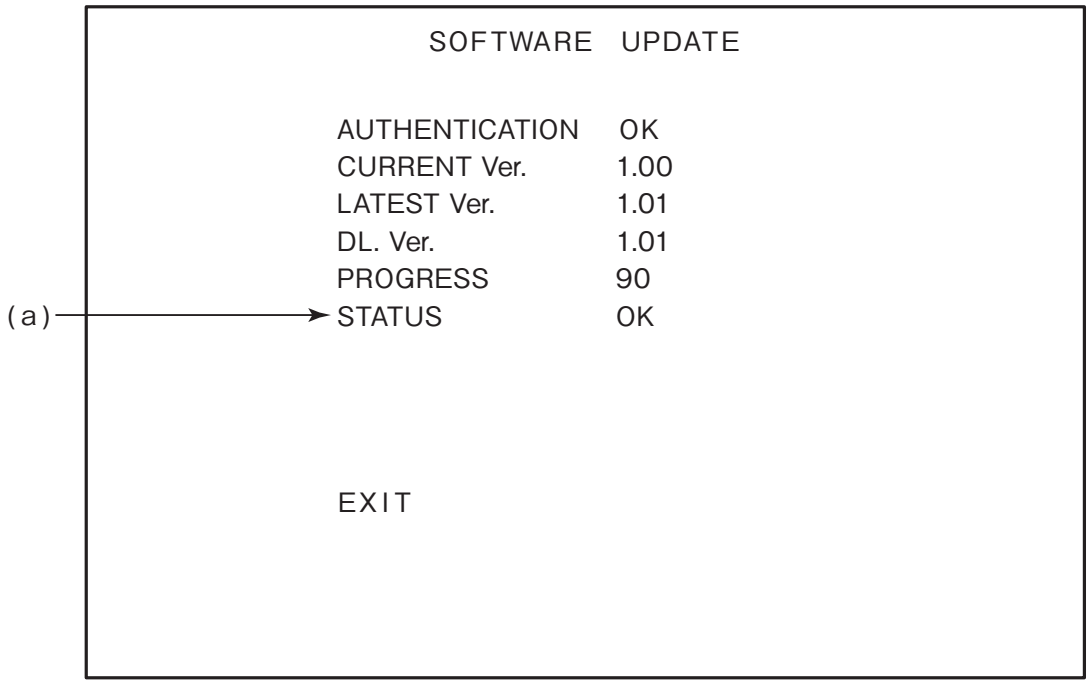
NOTICE

- When an update notice is displayed during the operation, always update the software.
- If the software is not the latest version, it may cause problems during game operation.
- If an error occurs during update, turn the power switch off, wait for approximately 30 seconds, then turn it on again to update the software. If the error recurs, contact the distributor.

(1) Checking the Status of Software Updates

1 In the "MENU" screen, select "SOFTWARE UPDATE", and press the Enter switch. The "SOFTWARE UPDATE" screen appears.

2 The "SOFTWARE UPDATE" screen can be used to check the software version and other information of the game PC board. If no update software is distributed over the network, a message appears indicating that there is no software to be updated.



"SOFTWARE UPDATE" screen

Item	Display	Description
(a) STATUS	OK	Indicates that the latest version of software has been applied.
	DOWNLOADING	Indicates that downloading of the update software is in progress.
	DOWNLOADED	Indicates that downloading of the update software is complete.
	UPDATABLE	Indicates that an update will be started when the machine restarts.

*Even after downloading of the update software is complete, the update will not start until the update implementation date.

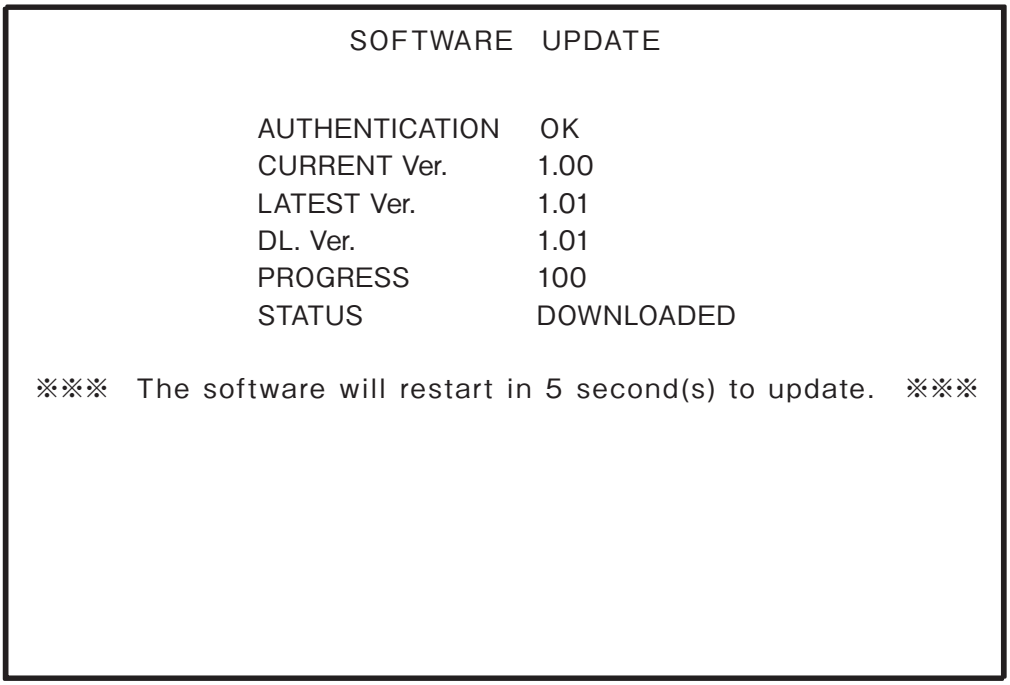
3 Press the Enter switch to return to the "MENU" screen.

7-7 Automatic Software Updates

NOTICE

- While the software update is being executed, do not turn off the power of the game machine or remove the USB dongle.
  If the power cord is pulled out, the power switch is turned off, or the USB dongle is removed while the software update is being executed, the game PC board data may be damaged, which may prevent the game machine from starting up.

1 Once downloading of the update software is complete, the update starts automatically after the game machine power switch is turned on or after the test switch is turned off.
*If any unused credit remains, or if it is less than 30 minutes before the time set in P-36,"7-6-3 (1) CLOCK/CLOSE TIME SETTING", the following screen will not appear, and the update will not run.



"SOFTWARE UPDATE" screen

2 After the update is complete, perform P-59 "7-6-11 (1) Checking the Status of Software Updates" in the Test mode, to check for any software updates.

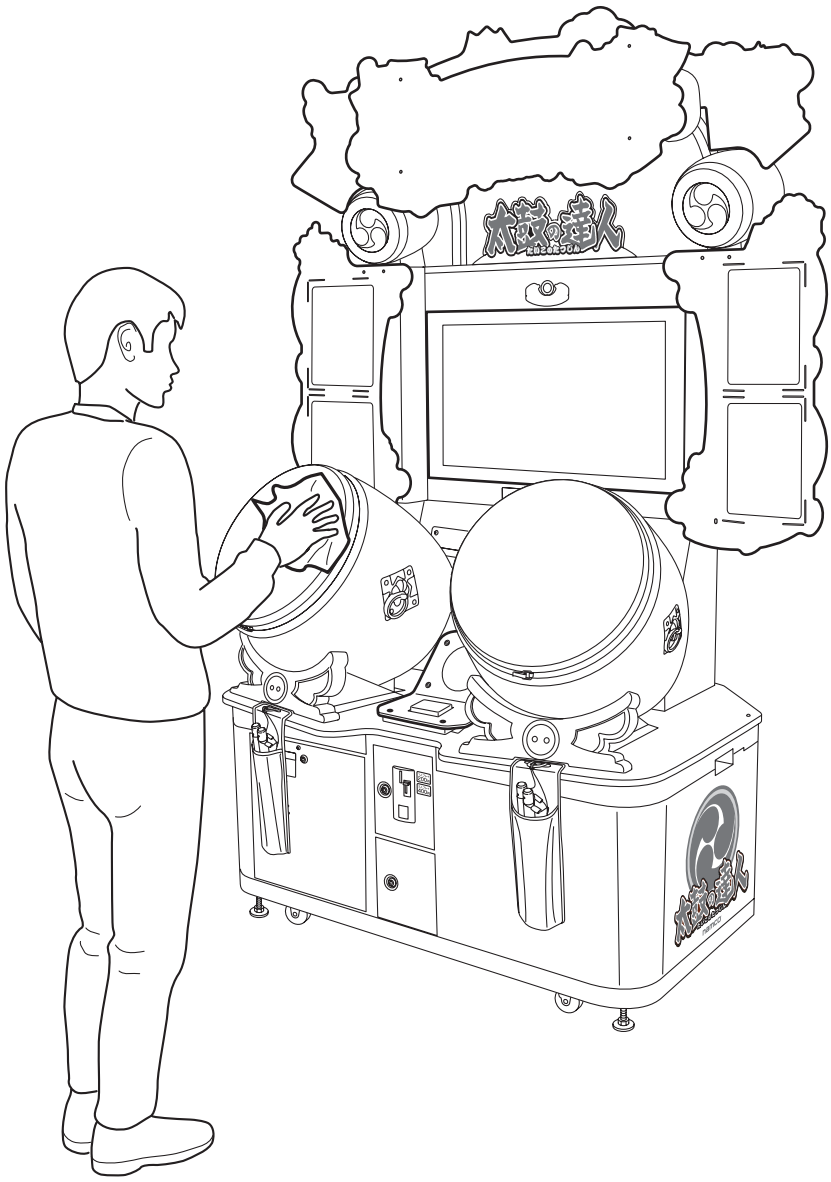
7-8 Cleaning

7-8-1 Cleaning the Taiko Drum Assembly

NOTICE

- Do not use paint thinner or other organic solvents. This may degrade the materials.

1. Wipe away any dirt using a cloth moistened with a neutral cleanser or water.
2. Dry well by wiping cleanser or water away using a dry cloth.

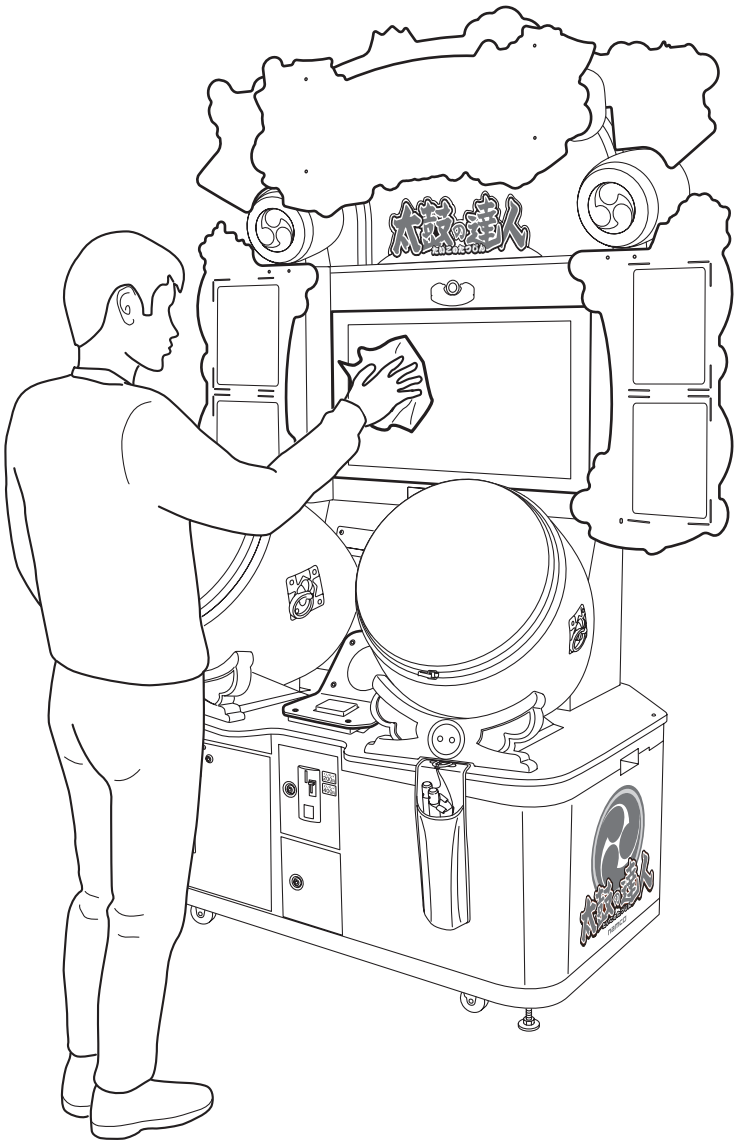


7-8-2 Cleaning the Monitor Glass

NOTICE

- Do not use paint thinner or other organic solvents. This may degrade the materials.

1. Wipe the surface of the monitor glass using a cloth moistened with a neutral cleanser or water, while being careful not to scratch the surface.
2. Wipe the surface of the monitor glass well again using a dry cloth.



8A. Installation and Assembly

8A-1 Disassembly (Meeting the Requirements for Delivery)

* Depending on the dimensions of the delivery route, you may have to split the unit.
If splitting of the unit is not necessary, go to the P-70 "8A-2-1 Adjusting the Level Adjusters".

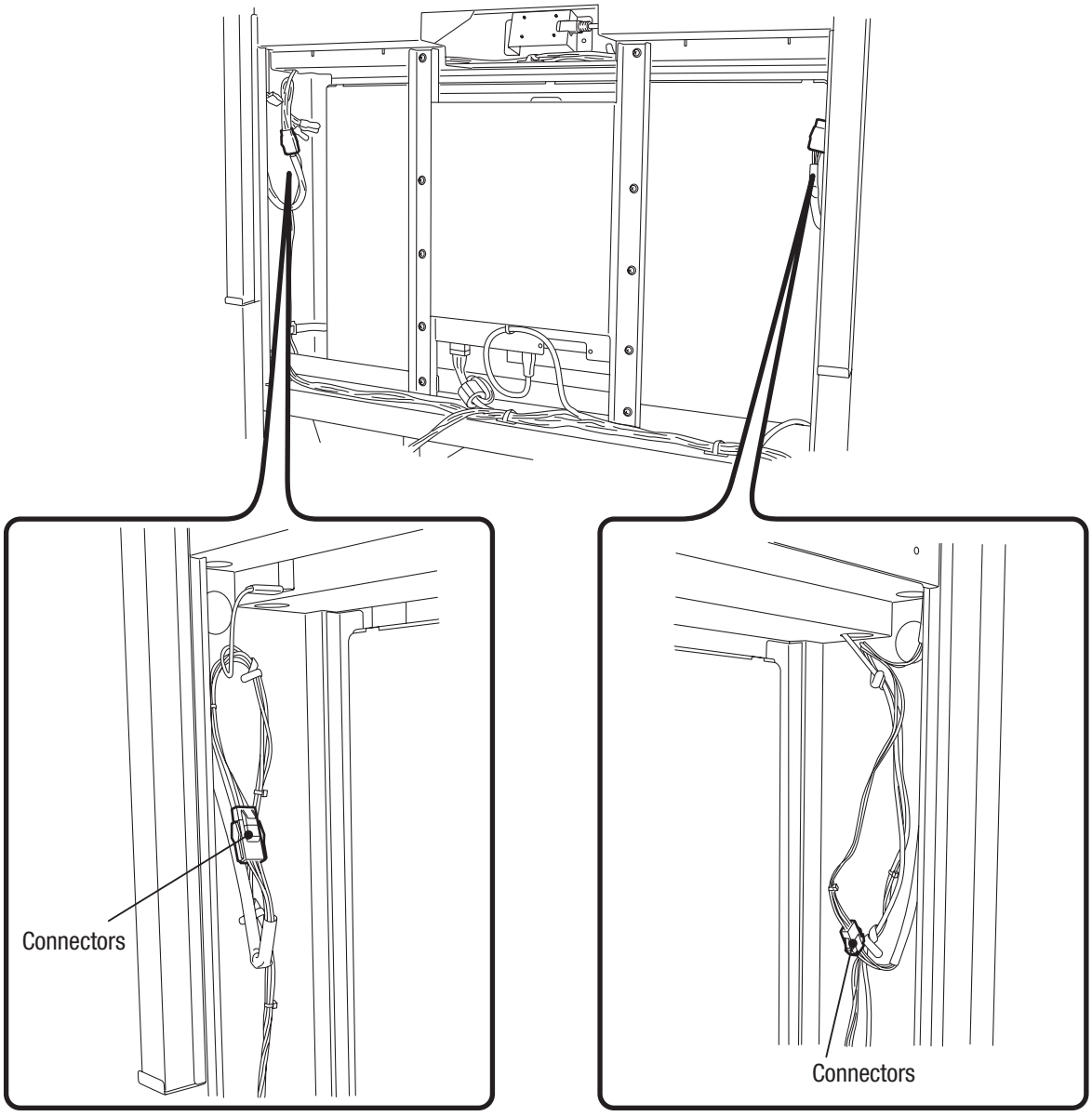
8A-1-1 Removing and Attaching the POP Frame Assembly

⚠WARNING

- When attaching the POP frame assembly, prepare a stepstool or similar object as you will be working at a height. Having an awkward posture while working may cause an injury or damage the game machine. Be sure to utilize two or more people for this operation.

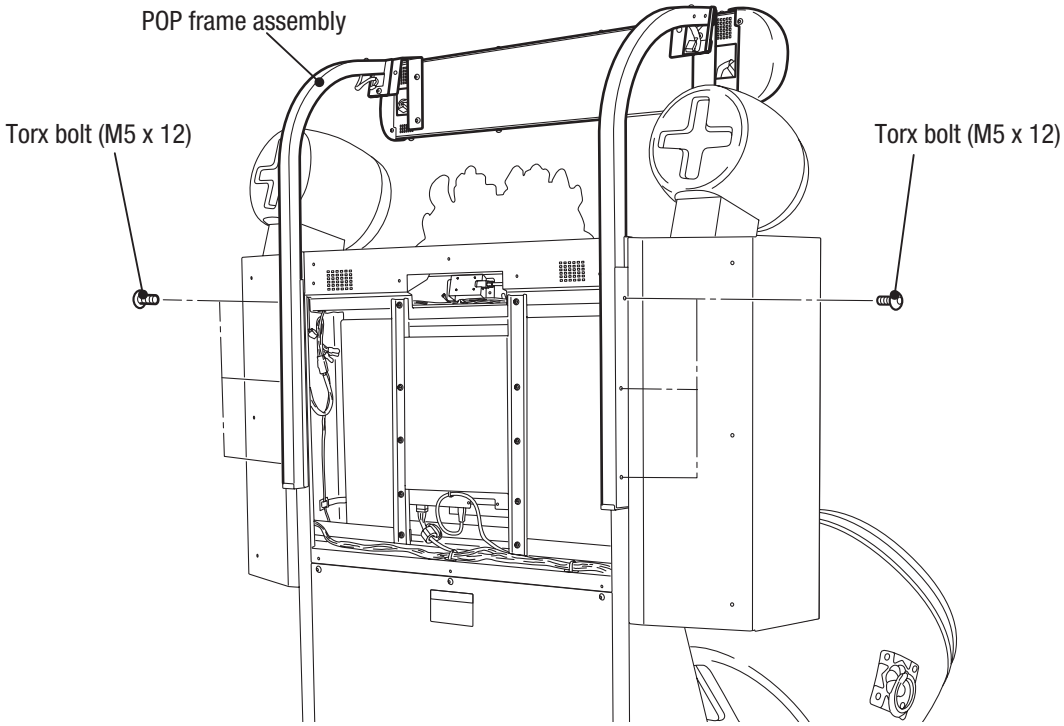
1 Remove the monitor frame cover (A) placed on the upper side of the monitor frame assembly. (See P-109 "8B-3-2 (3) Removing and Attaching the Monitor Frame Covers (A) and (B)".)

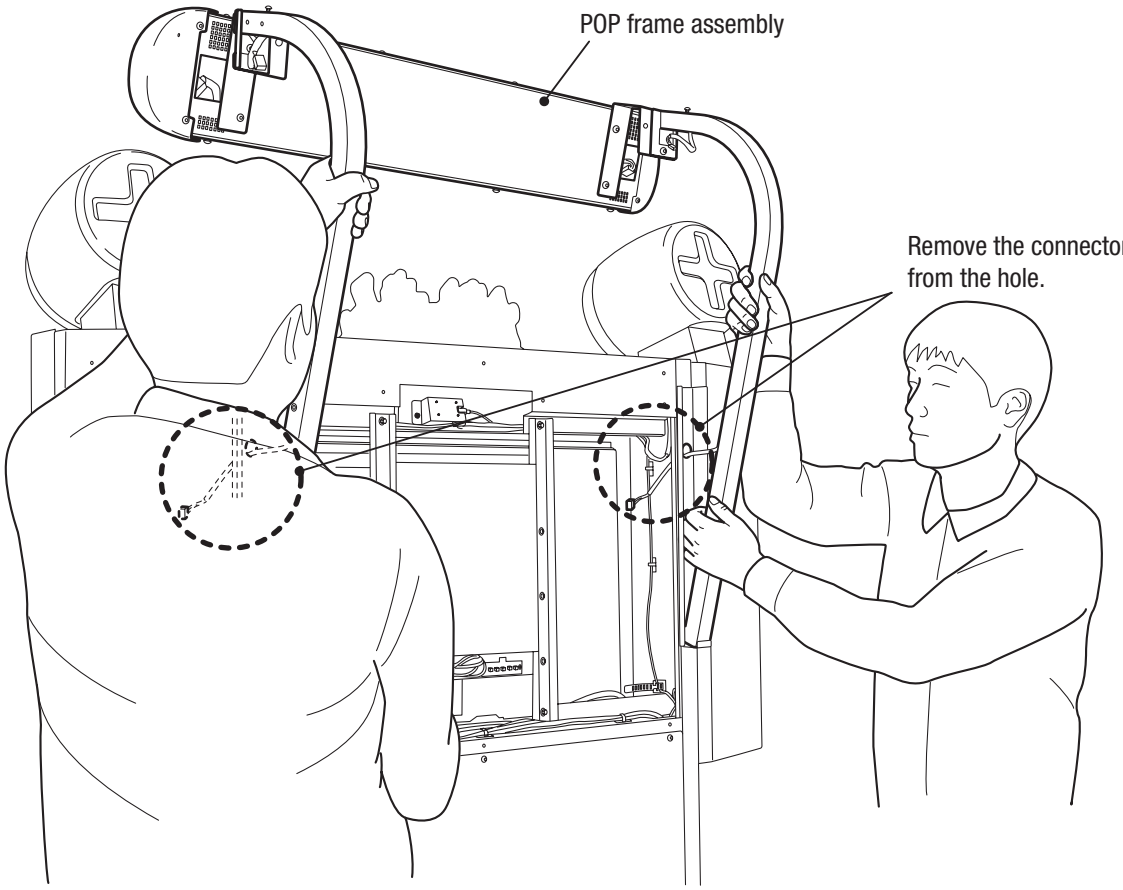
2 Remove the two connectors.



- Must be performed by a technician -

3 Remove the torx bolts (M5 x 12), three on each side, pull the two connectors out of the holes, then remove the POP frame assembly.





- Must be performed by a technician -

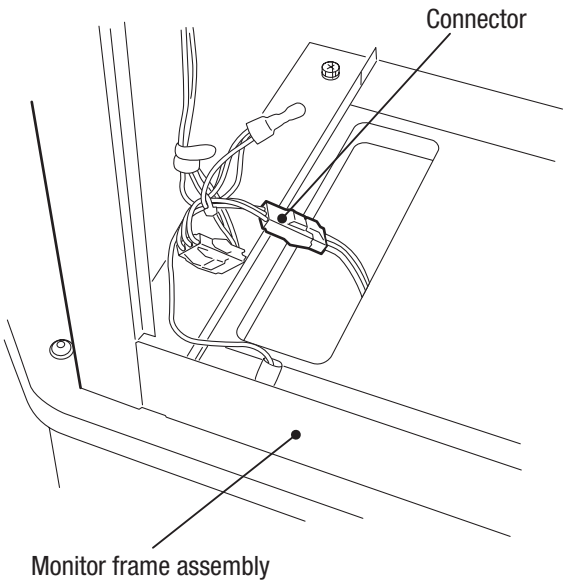
8A-1-2 Separating the Monitor Frame Assembly from the Cabinet Base Assembly

⚠WARNING

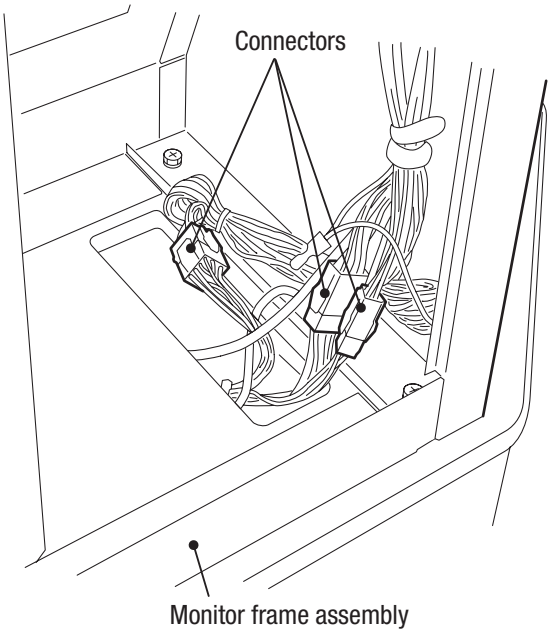
- The monitor frame assembly weighs about 65 kg. When removing it, use three or more people and secure an adequate amount of work space to prevent accidents.

1 Remove the monitor frame cover (B) placed on the lower side of the monitor frame assembly. (See P-109 "8B-3-2 (3) Removing and Attaching the Monitor Frame Covers (A) and (B)".)

2 Remove the four connectors.

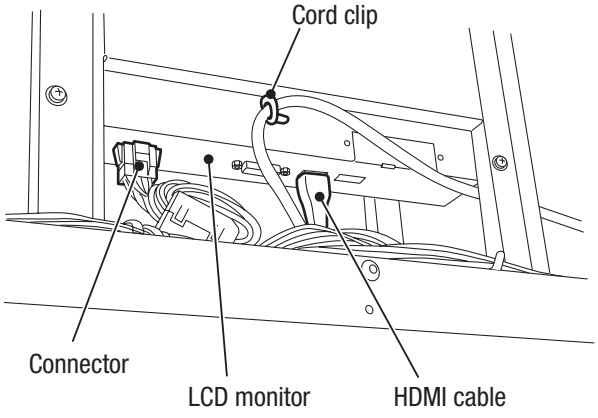


[Monitor frame assembly rear, left side]

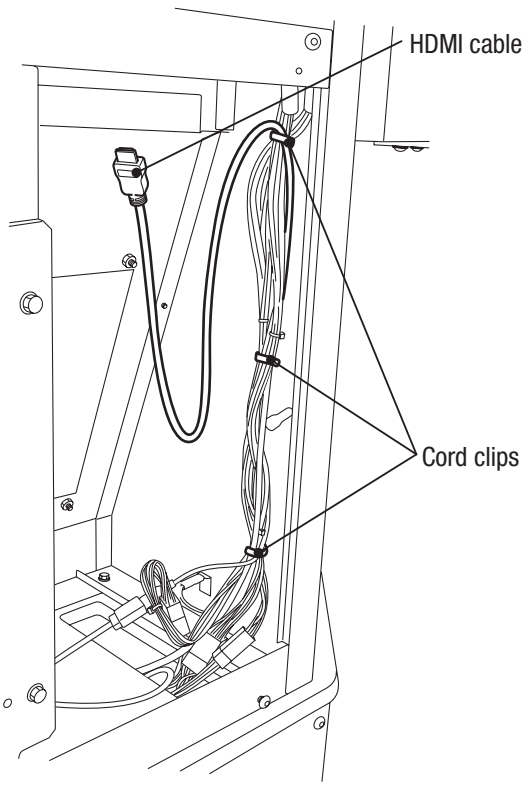


[Monitor frame assembly rear, right side]

3 Remove the HDMI cable that is connected to the LCD monitor and then remove the HDMI cable from three cord clips that is fixed to the monitor frame assembly.



[Monitor rear side, lower section]



- Must be performed by a technician -

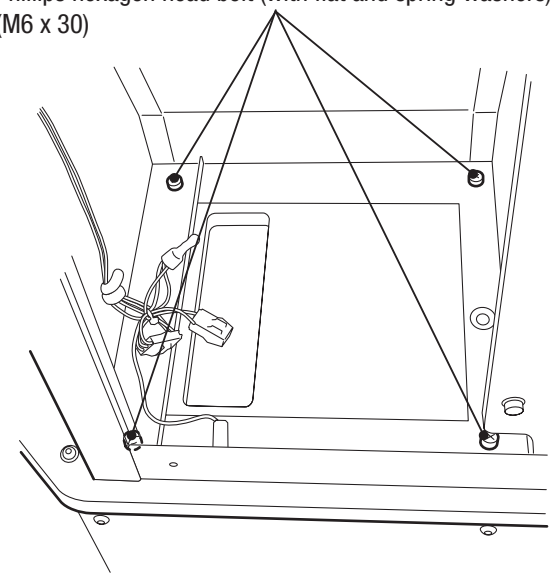
4 Remove the eight hexagon head bolts (with flat and spring washers) (M6 x 30) and separate the monitor frame assembly from the cabinet base assembly.

NOTICE

- When separating the two units, be careful not to allow the monitor frame assembly to fall forward.

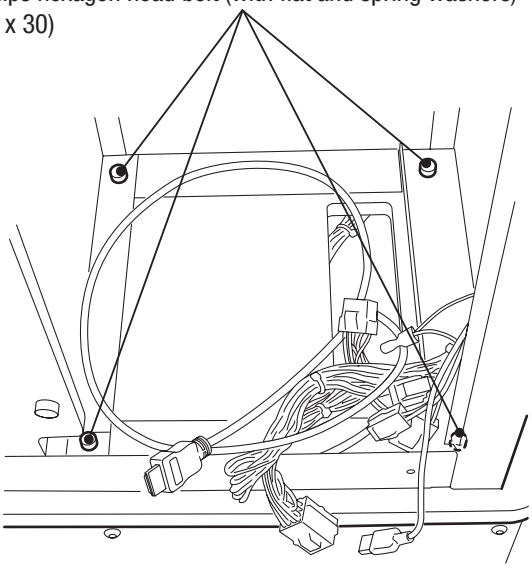
5 To attach it, perform the procedure in reverse.

Phillips hexagon head bolt (with flat and spring washers) (M6 x 30)

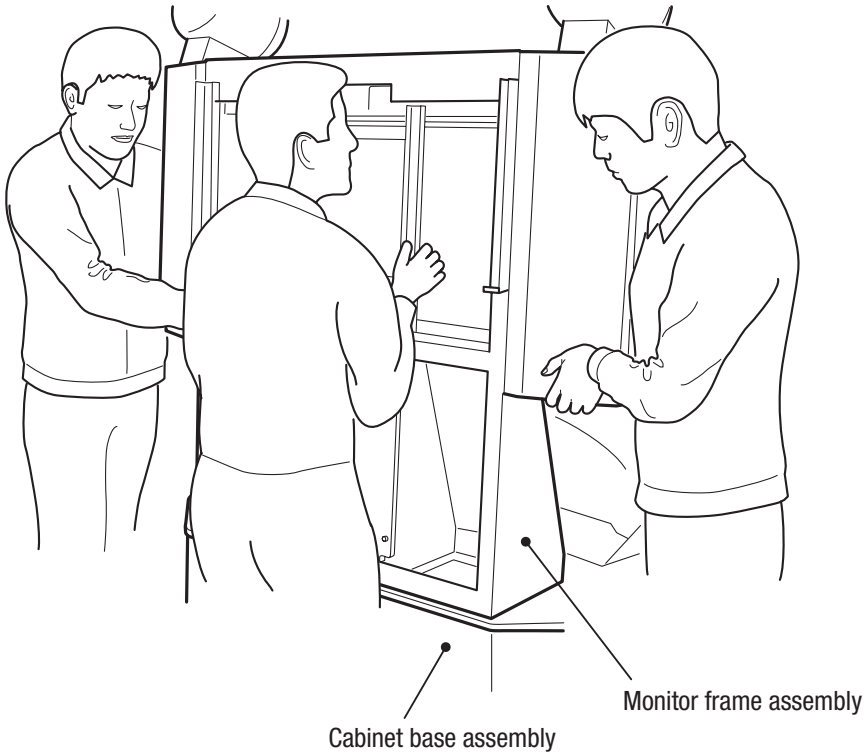


[Monitor frame assembly rear, left side]

Phillips hexagon head bolt (with flat and spring washers) (M6 x 30)



[Monitor frame assembly rear, right side]



- Must be performed by a technician -

8A-1-3 Removing and Attaching the Taiko Drum Assembly

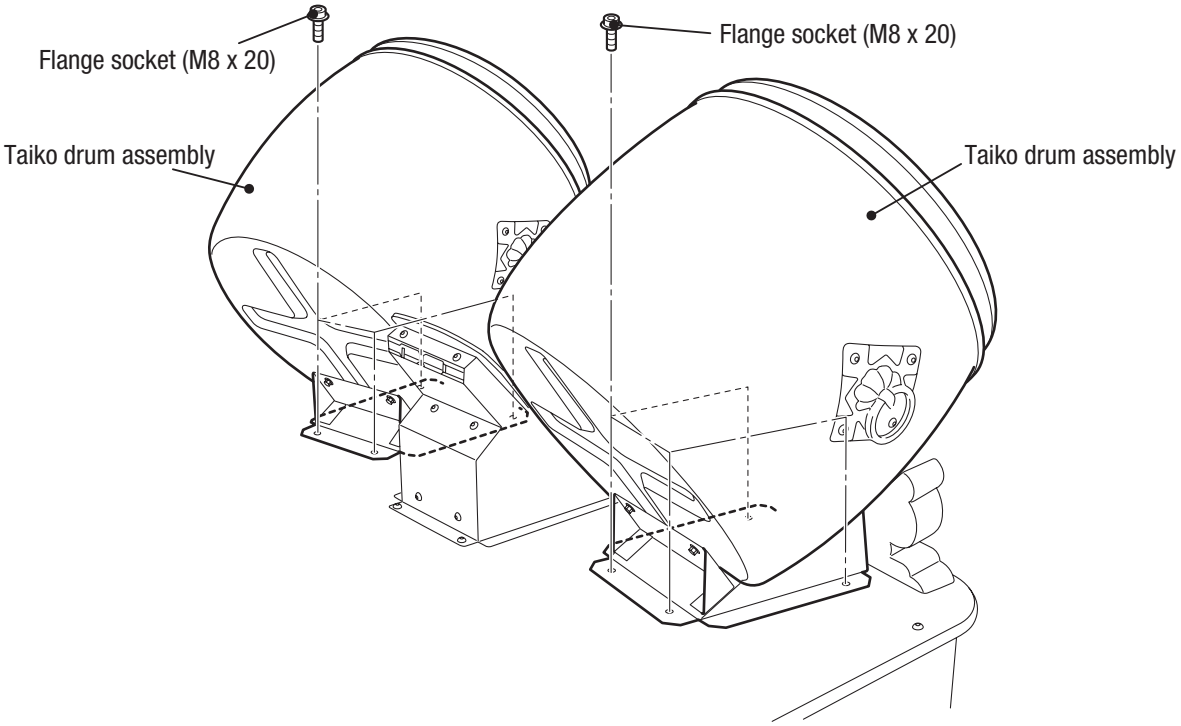
⚠WARNING

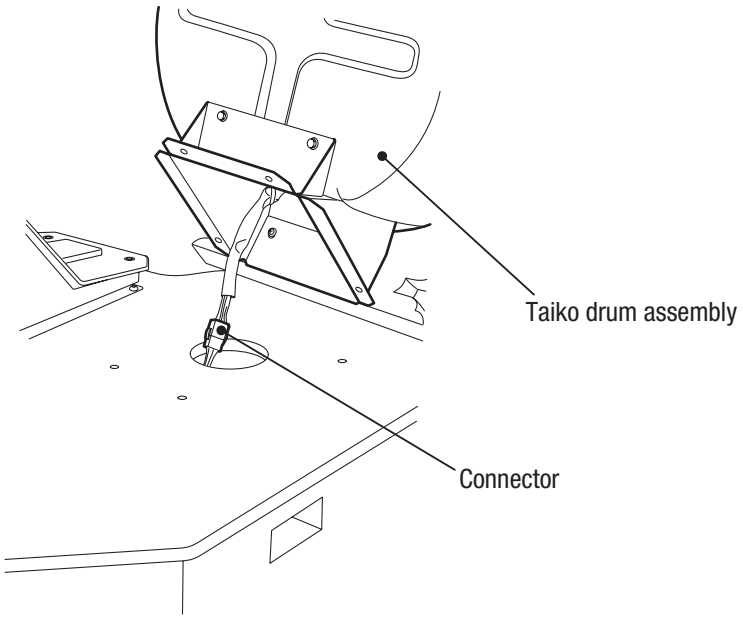
- The taiko drum assembly weighs about 14 kg. When removing it, use two or more people and secure an adequate amount of work space to prevent accidents.

1. Remove the four flange sockets (M8 x 20) and a connector, then remove the taiko drum assembly.
2. To attach it, perform the procedure in reverse.

NOTICE

- After attaching the taiko drum assembly, be sure to check and adjust the sensor performance. (See P-49 "7-6-6 (2) Adjusting the Taiko Drum Assembly Sensor (TAIKO TEST)".)



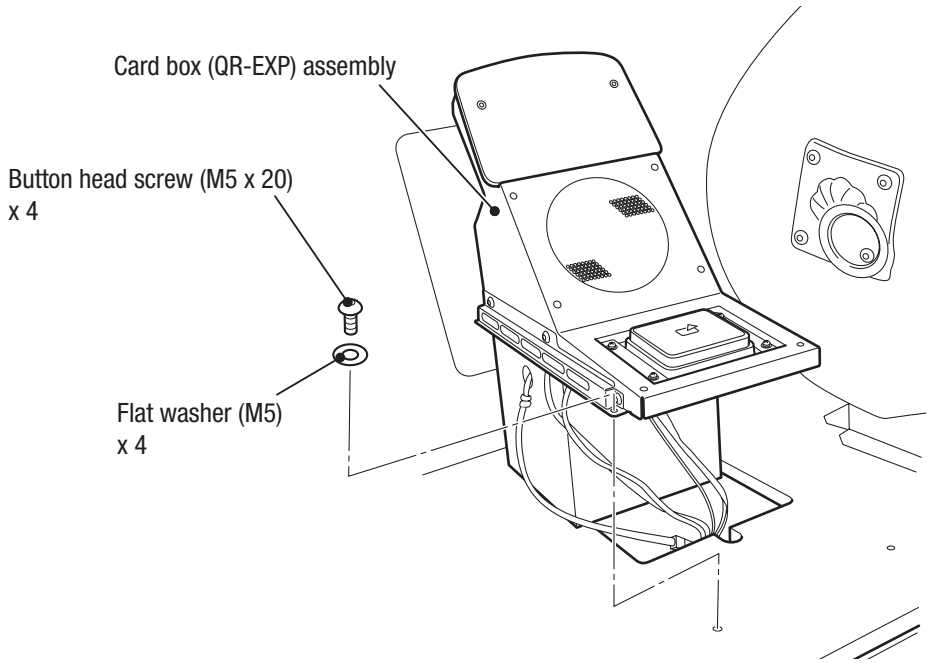


- Must be performed by a technician -

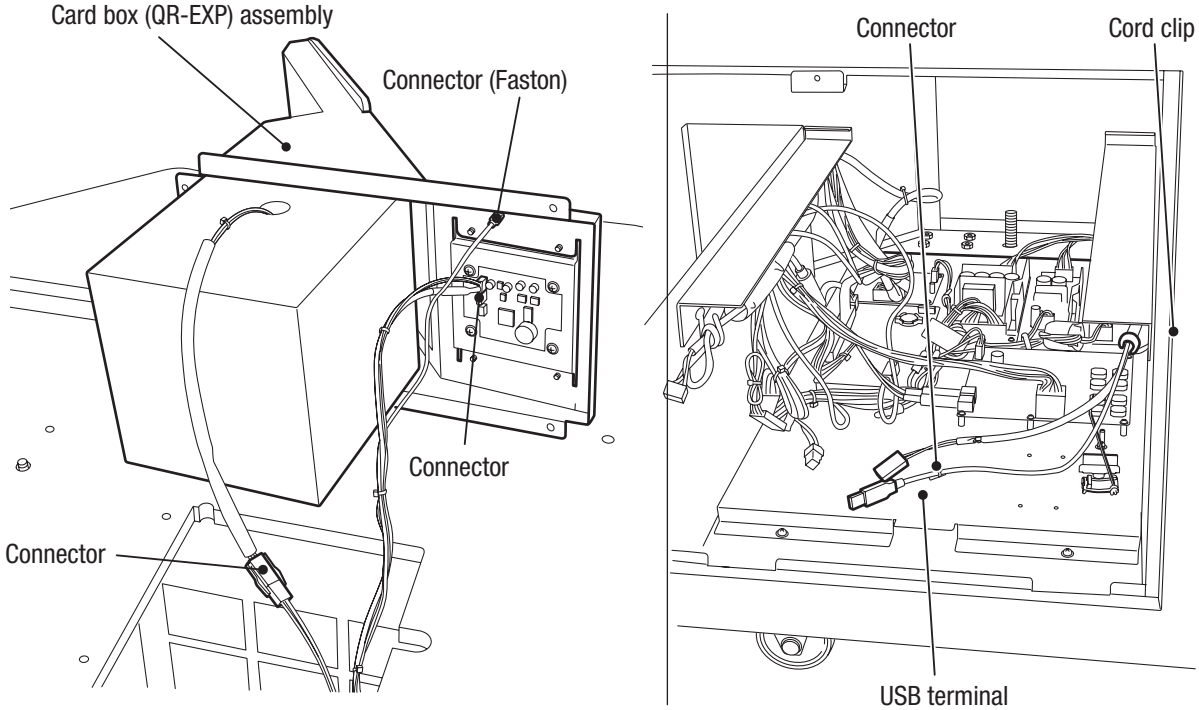
8A-1-4 Removing and Attaching the Card Box (QR-EXP) Assembly

1 Remove the card reader CV3 (EXP).
(See P-118 "8B-3-4 (1) Replacing the Card Reader/Writer".)

2 Remove the four button head screws (M5 x 20) and four flat washers (M5).



3 Remove the four connectors, one USB terminal, and one cord clip, then remove the card box (QR-EXP) assembly.



4 To attach it, perform the procedure in reverse.

- Must be performed by a technician -

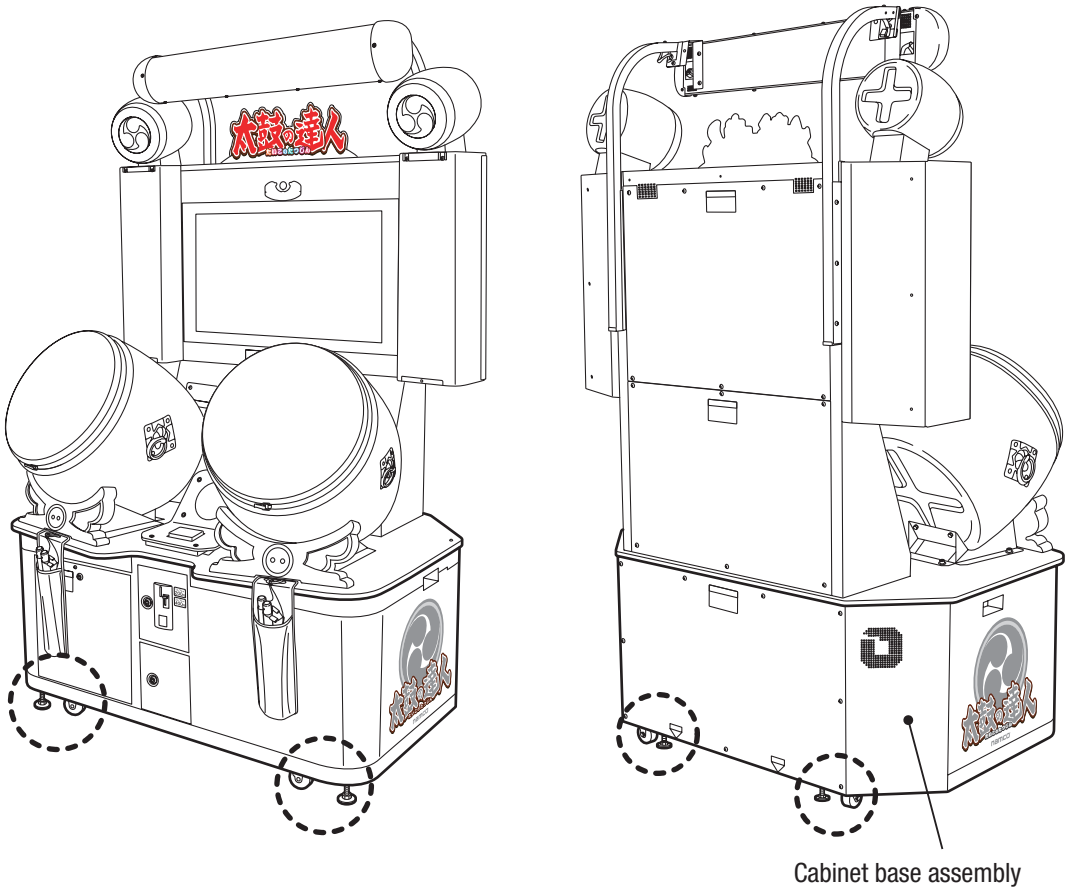
8A-2 Assembly

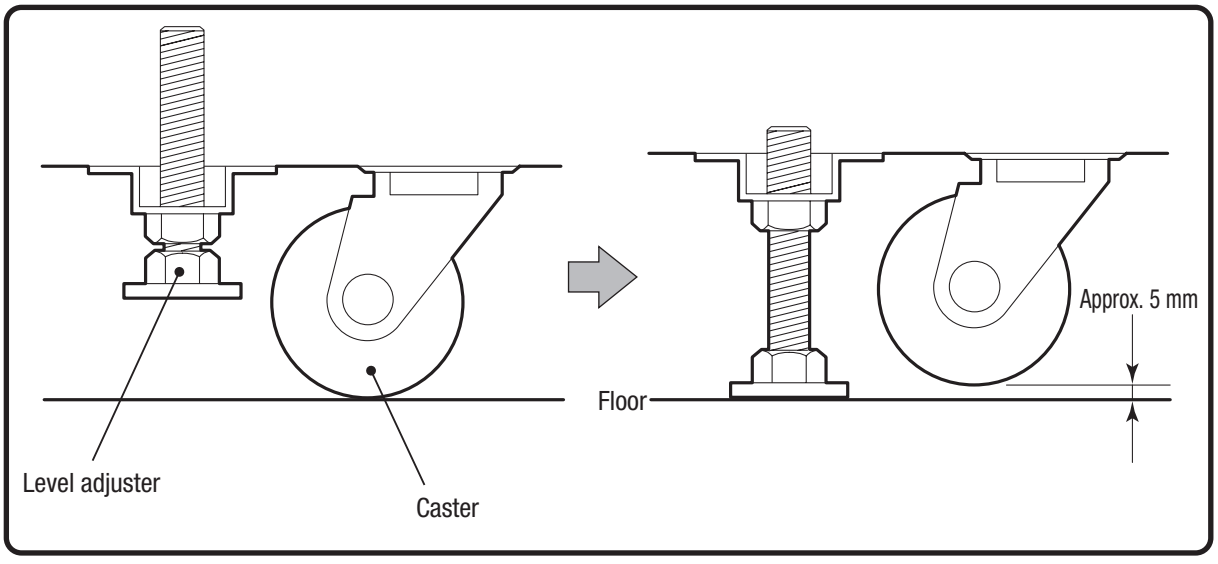
8A-2-1 Adjusting the Level Adjusters

⚠WARNING

- Be sure to extend the level adjusters until the casters are lifted up off the floor. This adjustment is required to anchor the game machine in place. If the game machine is not positioned securely, it may move and cause an accident or injury.

1 After installing the product according to P-17 "5-1 Installation Conditions", lower the four level adjusters of the cabinet base assembly so that the game machine will be positioned stably and stay level, then adjust the position of the casters so that they will be lifted 5 mm off the floor.





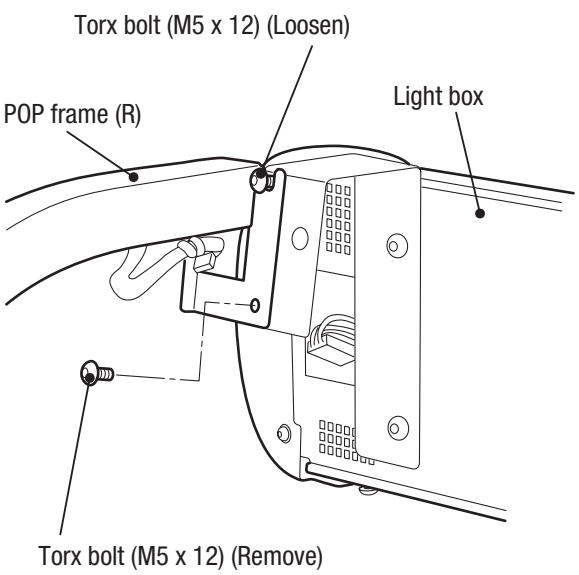
- Must be performed by a technician -

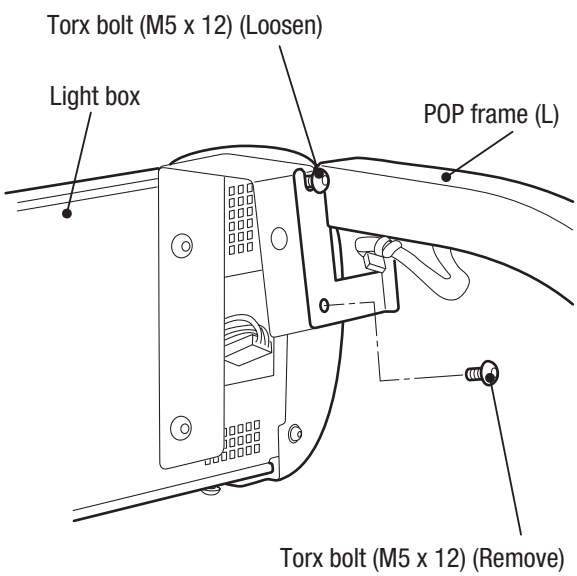
8A-2-2 Assembling the POP Frame Assembly

⚠WARNING

- When attaching the light box, prepare a stepstool or similar object as you will be working at a height. Having an awkward posture while working may cause an injury or damage the game machine. Be sure to utilize two or more people for this operation.

1 Loosen the upper torx bolt (M5 x 12, one of each), remove the lower torx bolt (M5 x 12, one of each), then remove the light box.

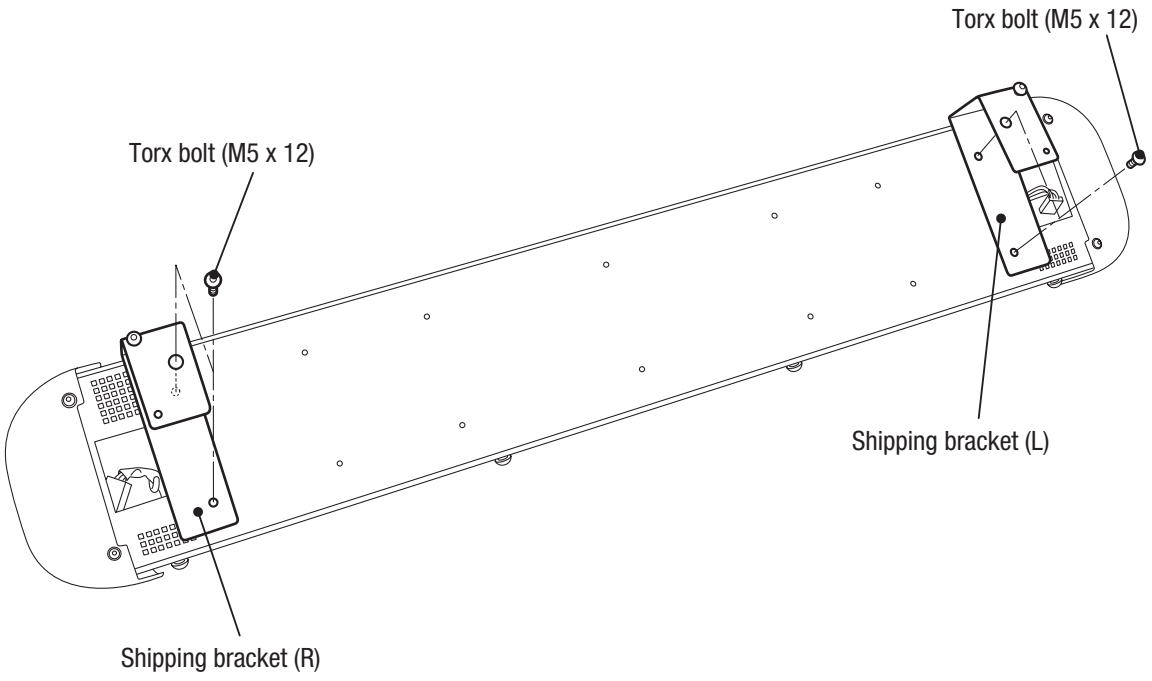




2 Remove the torx bolts (M5 x 12, two of each), then remove the shipping brackets, (L) and (R).

NOTICE

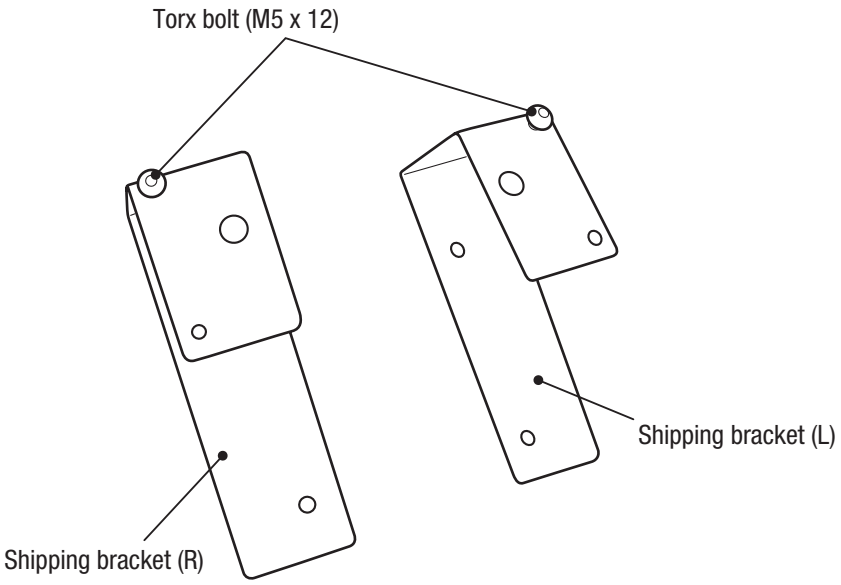
- Store the (L) and (R) shipping brackets that you have just removed in safe keeping as they are needed for transfer or transport.

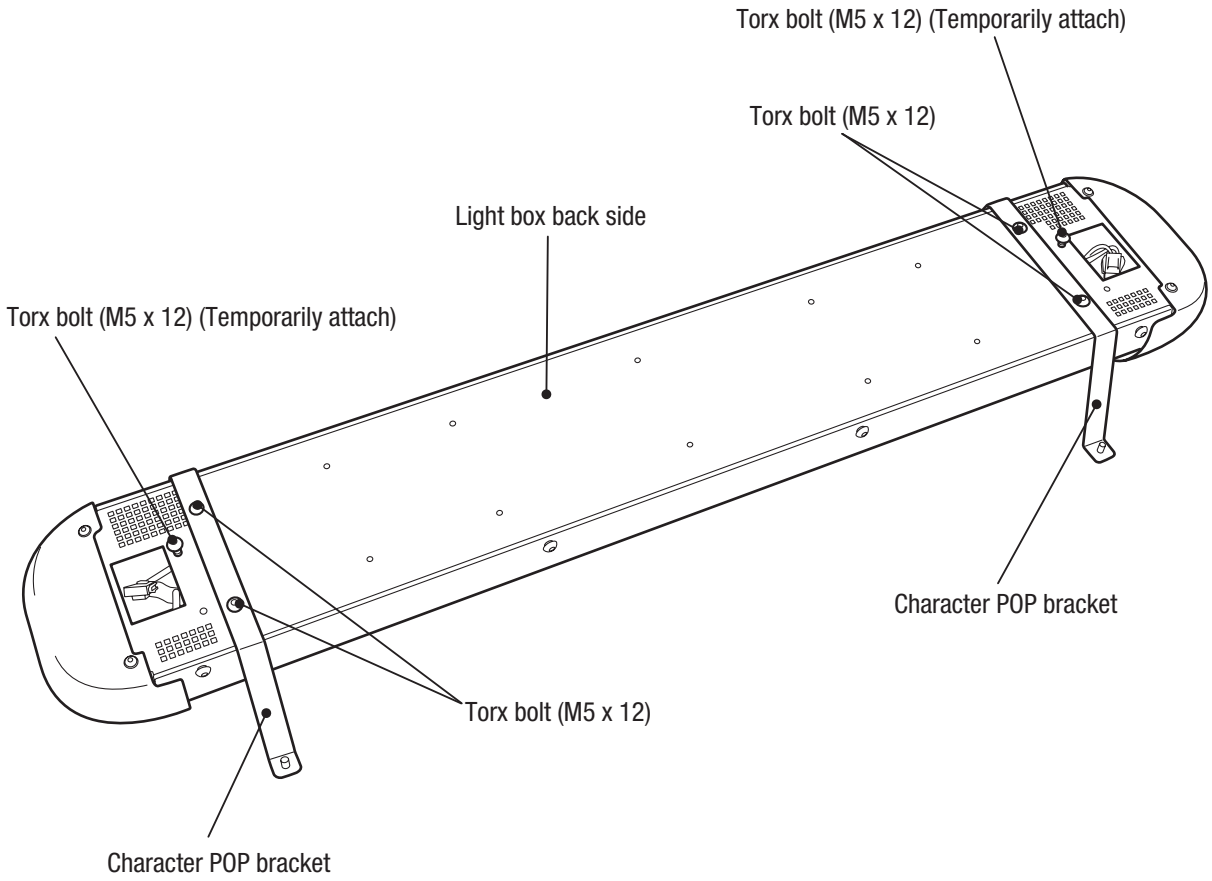


- Must be performed by a technician -

3 Remove the torx bolt (M5 x 12, one of each) on the (L) and (R) shipping brackets, and attach them temporarily to the back of the Light box.

4 Attach the character POP bracket in place on the Light box using the torx bolts (M5 x 12, two on each side) you have removed in step **2**.





- Must be performed by a technician -

5 Insert the POP frame (R) into the hole on the Light box and the torx bolt (M5 x 12) temporarily attached in step **3**, attach it using the torx bolt (M5 x 12) removed in step **1** and supplied torx bolt (M5 x 12), then engage the connector.

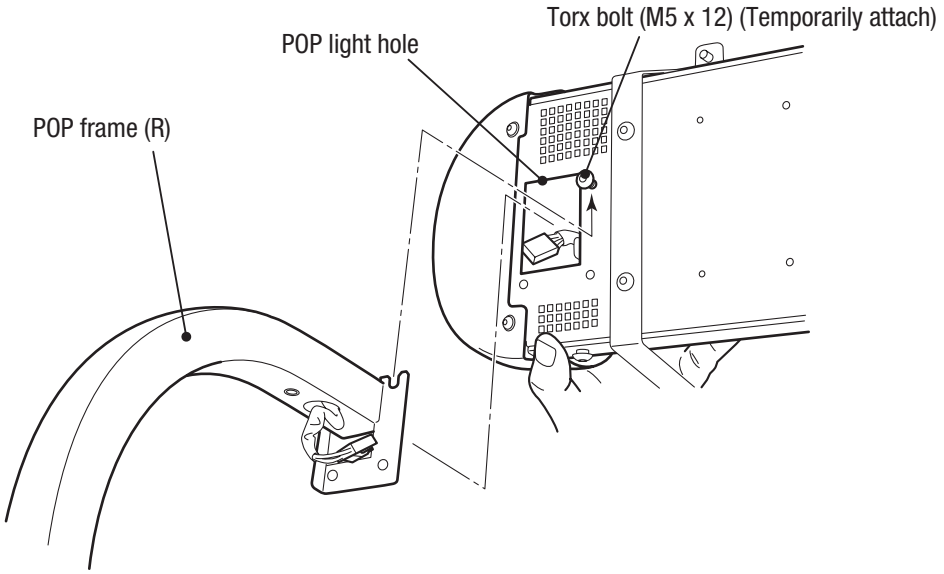
6 Attach the POP harness cover in place on the POP frame (R), using the supplied torx bolt (M5 x 12, black).

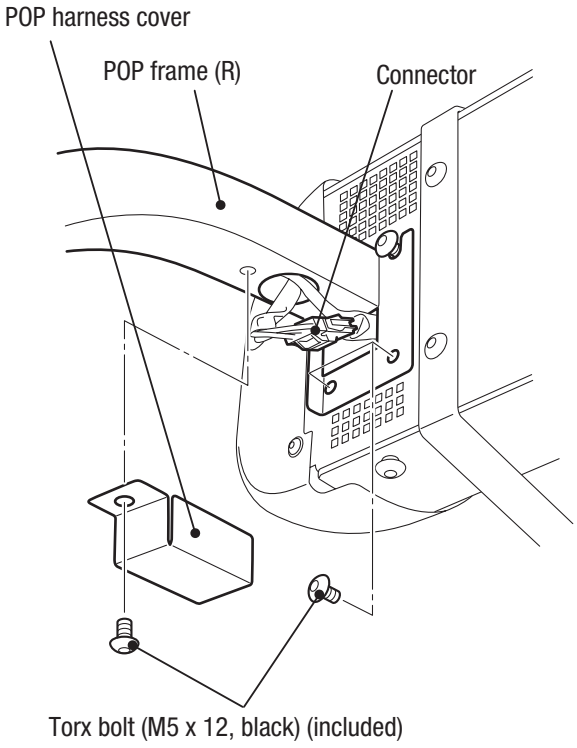
NOTICE

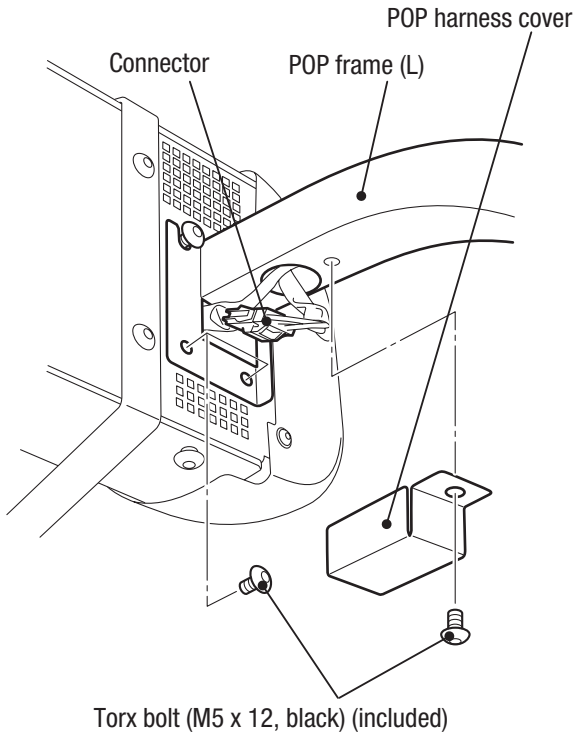
- When attaching, ensure that the connector(s) is (are) locked securely.
- When attaching it, exercise care to ensure the harness does not get tucked in.

7 Attach the POP frame (L) in the same manner.

8 Attach the POP frame assembly.







- Must be performed by a technician -

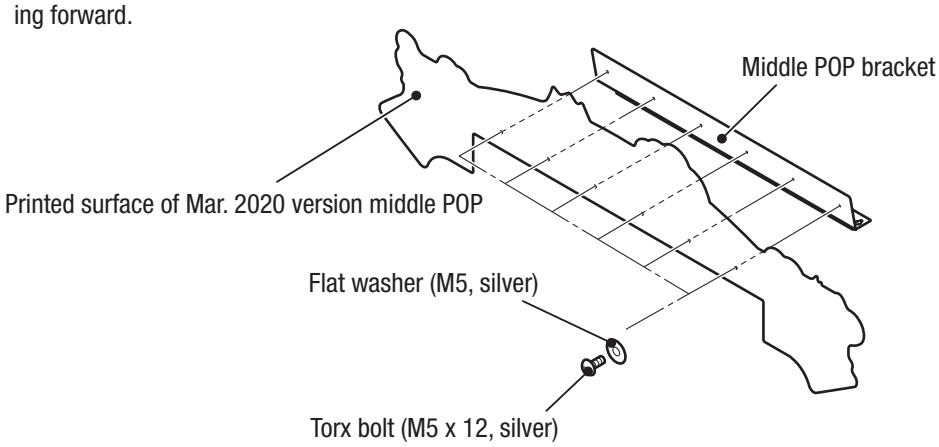
8A-2-3 Attaching the POP Assembly

⚠WARNING

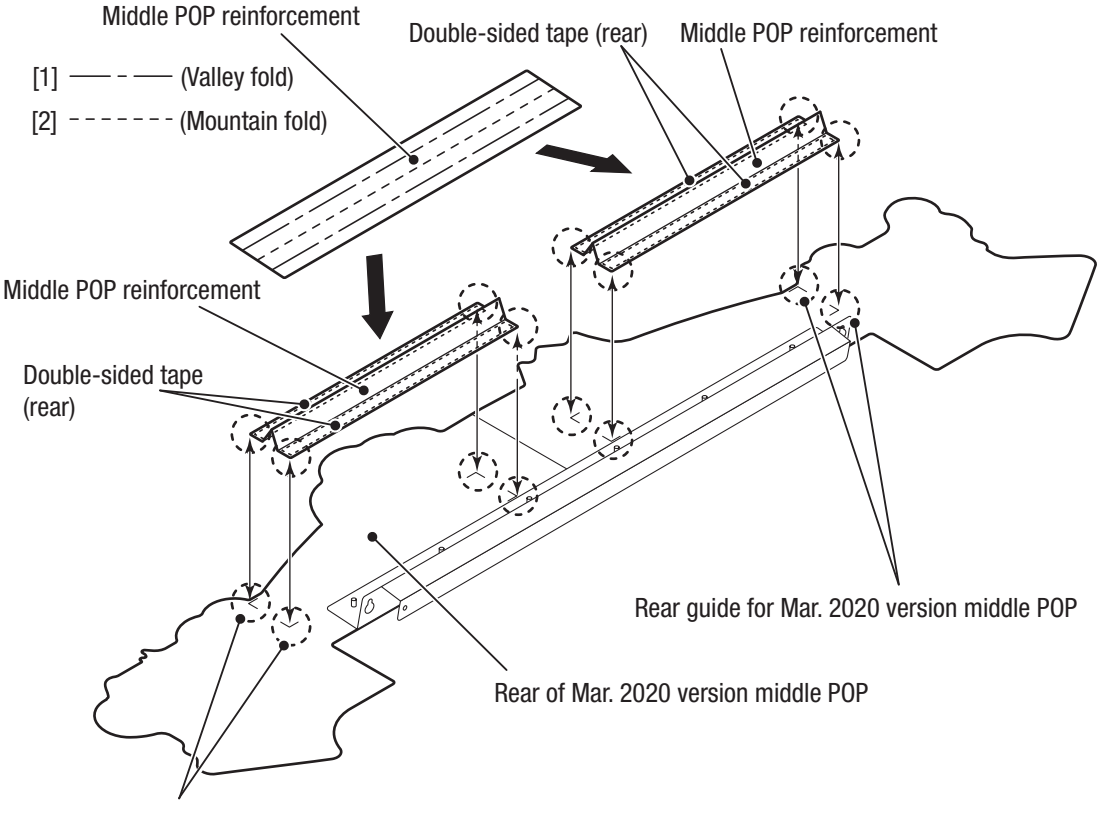
- When attaching the light box, prepare a stepstool or similar object as you will be working at a height. Having an awkward posture while working may cause an injury or damage the game machine. Be sure to utilize two or more people for this operation.

(1) Attaching the Mar. 2020 Version Middle POP

1 Attach the Mar. 2020 version middle POP to the middle POP bracket using six each torx bolts (M5 x 12, silver) and flat washers (M5, silver), with the printed surface of the middle POP facing forward.

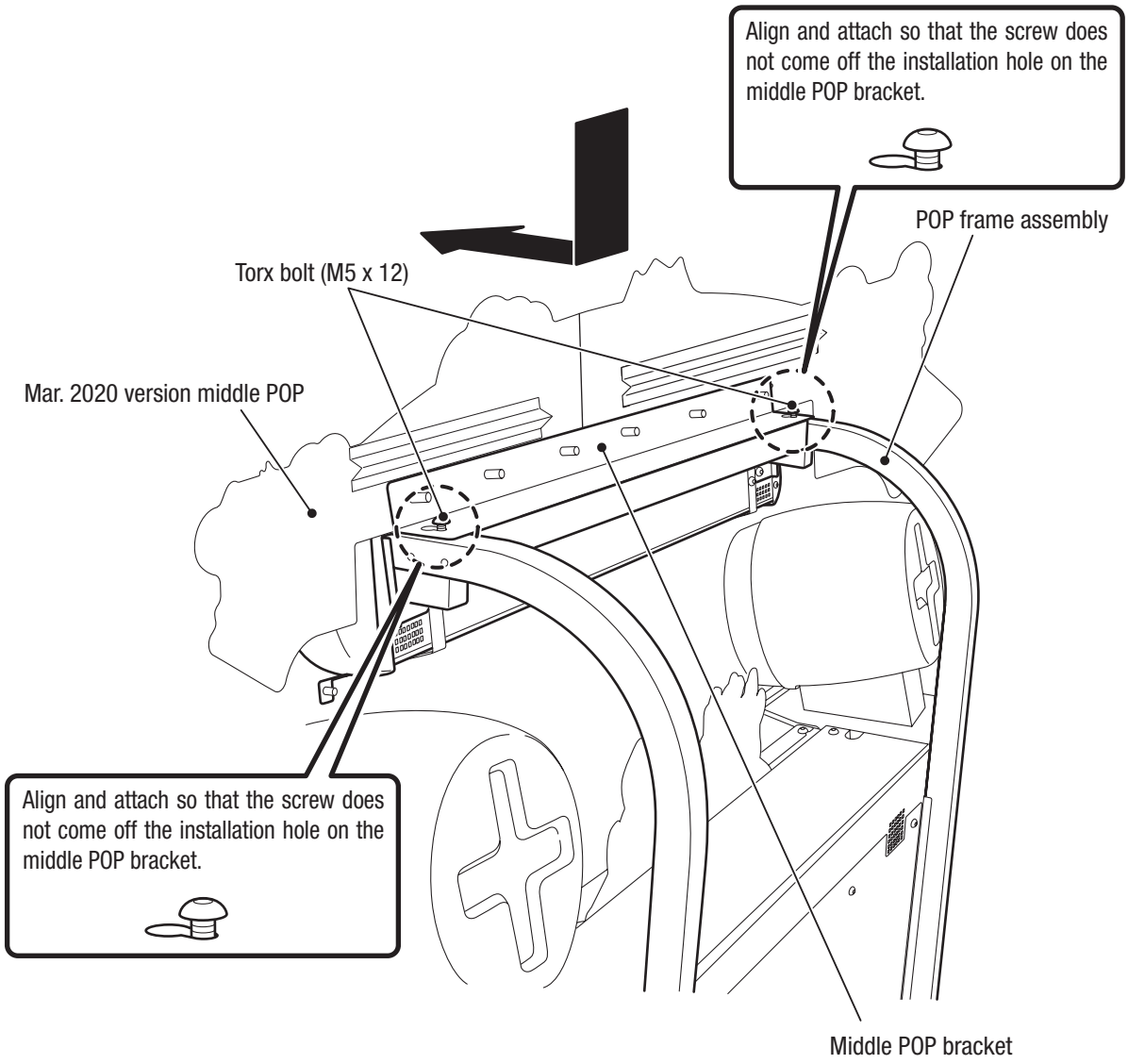


2 Bend the middle POP reinforcement along the folds in the order of [1] and [2] shown below, and then remove the release paper of the double-sided tape, and attach the middle POP reinforcement to the guide on the rear of the Mar. 2020 version middle POP while aligning the corners.



- Must be performed by a technician -

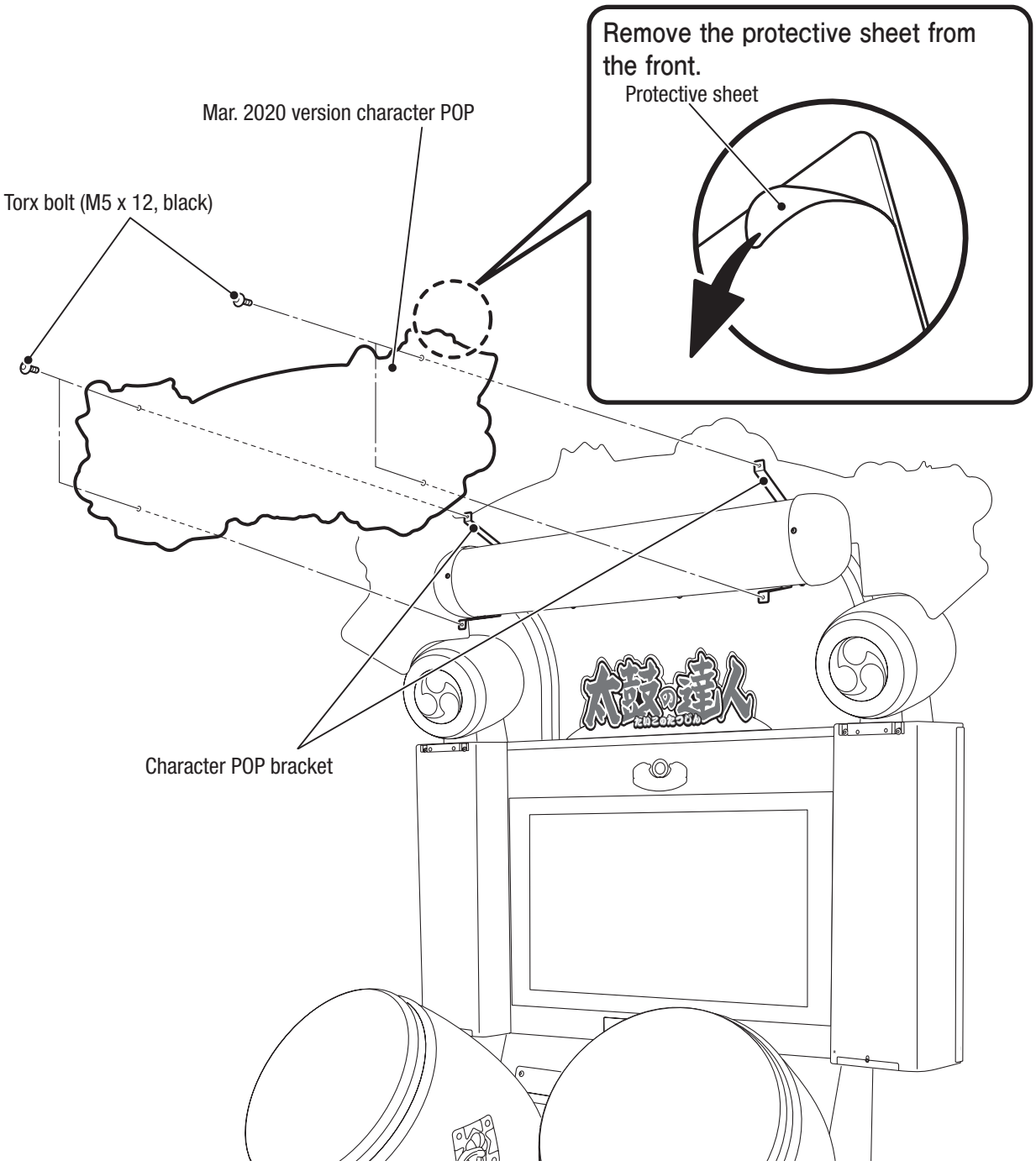
3 Loosen the two torx bolts (M5 x 12) at the top of the POP frame assembly, attach the Middle POP bracket, and then fully tighten the two loosened torx bolts (M5 x 12).



- Must be performed by a technician -

(2) Attaching the Mar. 2020 Version Character POP

1. Remove the protective sheet attached to the front surface of the Mar. 2020 version character POP.
2. Attach the Mar. 2020 version character POP to the character POP bracket with the four torx bolts (M5 x 12, black).



- Must be performed by a technician -

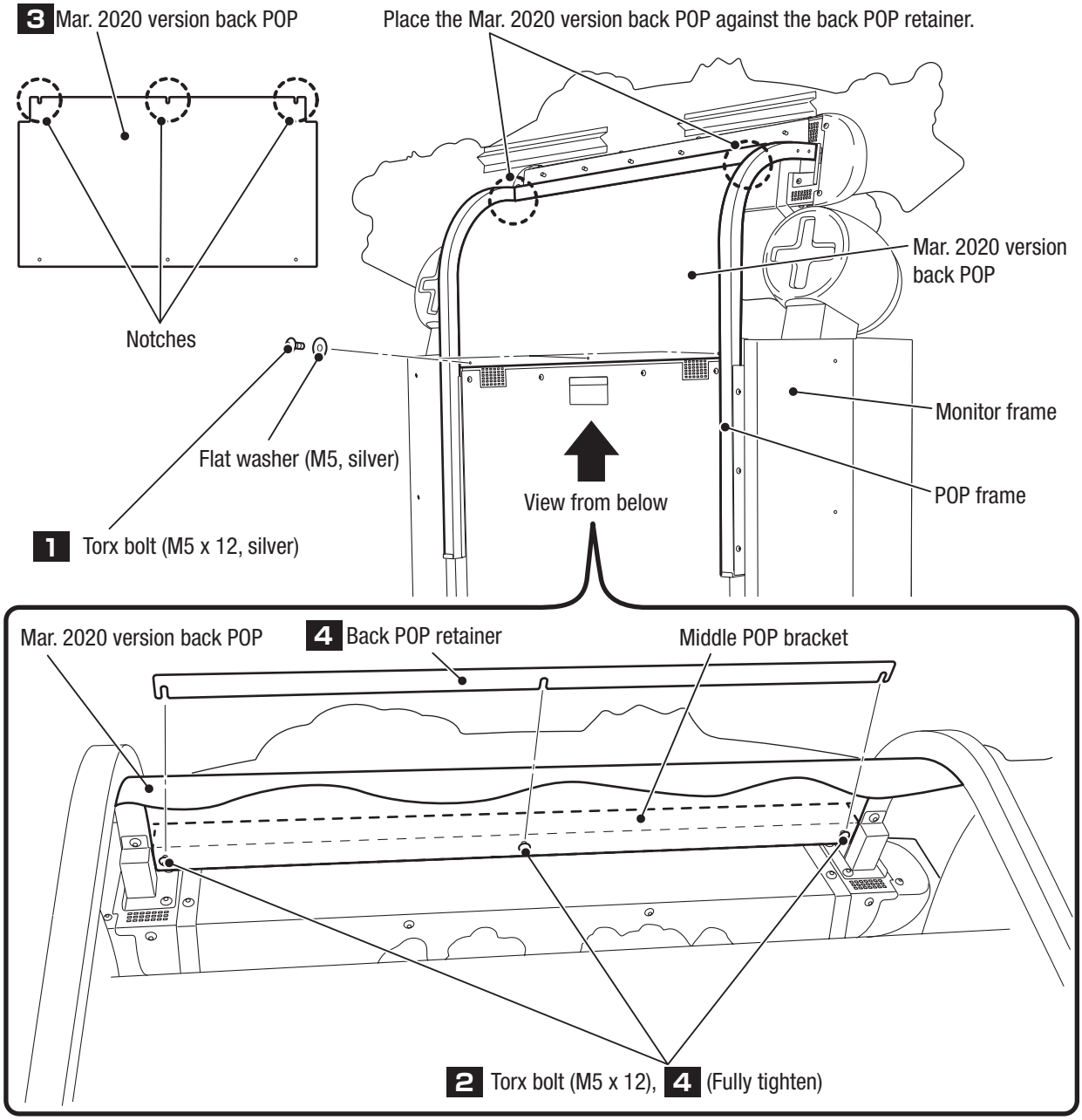
(3) Attaching the Mar. 2020 Version Back POP

1 Slide the Mar. 2020 version back POP between the POP frame and monitor frame, and secure using three each torx bolts (M5 x 12, silver) and flat washers (M5, silver).

2 Loosen the three torx bolts (M5x12) and remove the back pop retainer from the middle pop bracket. After that, loosen the Torx bolt so that there is a gap of about 3 mm from the dollar pop bracket.

3 Insert the Mar. 2020 version back POP so that its notches fit under the three torx bolts (M5 x 12) temporarily fastened in **2**.

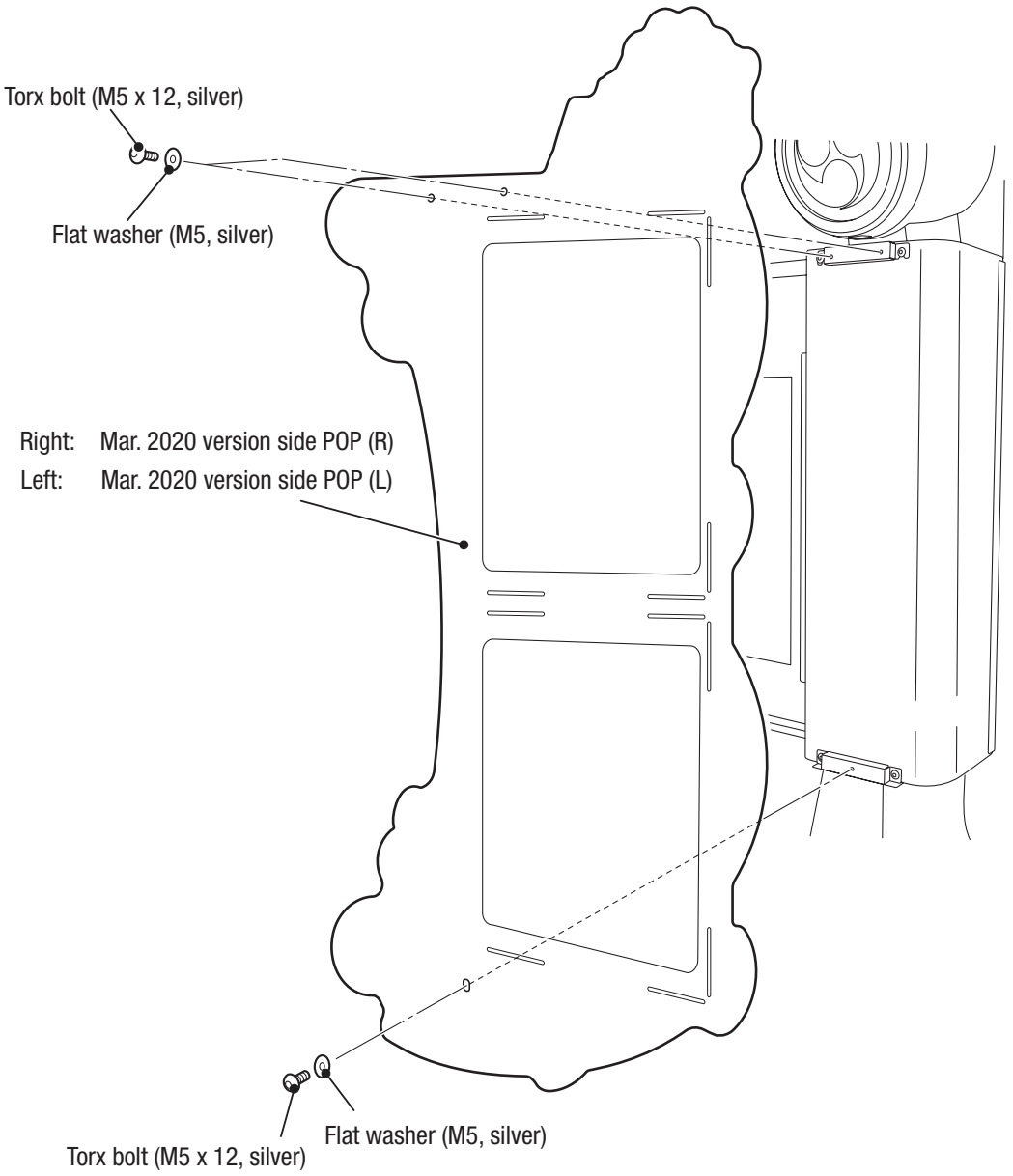
4 Insert the back POP retainer under the Mar. 2020 version back POP according to the three torx bolts (M5x12) of **2** and fix it.



- Must be performed by a technician -

(4) Attaching the Mar. 2020 Version Side POP (L) and (R)

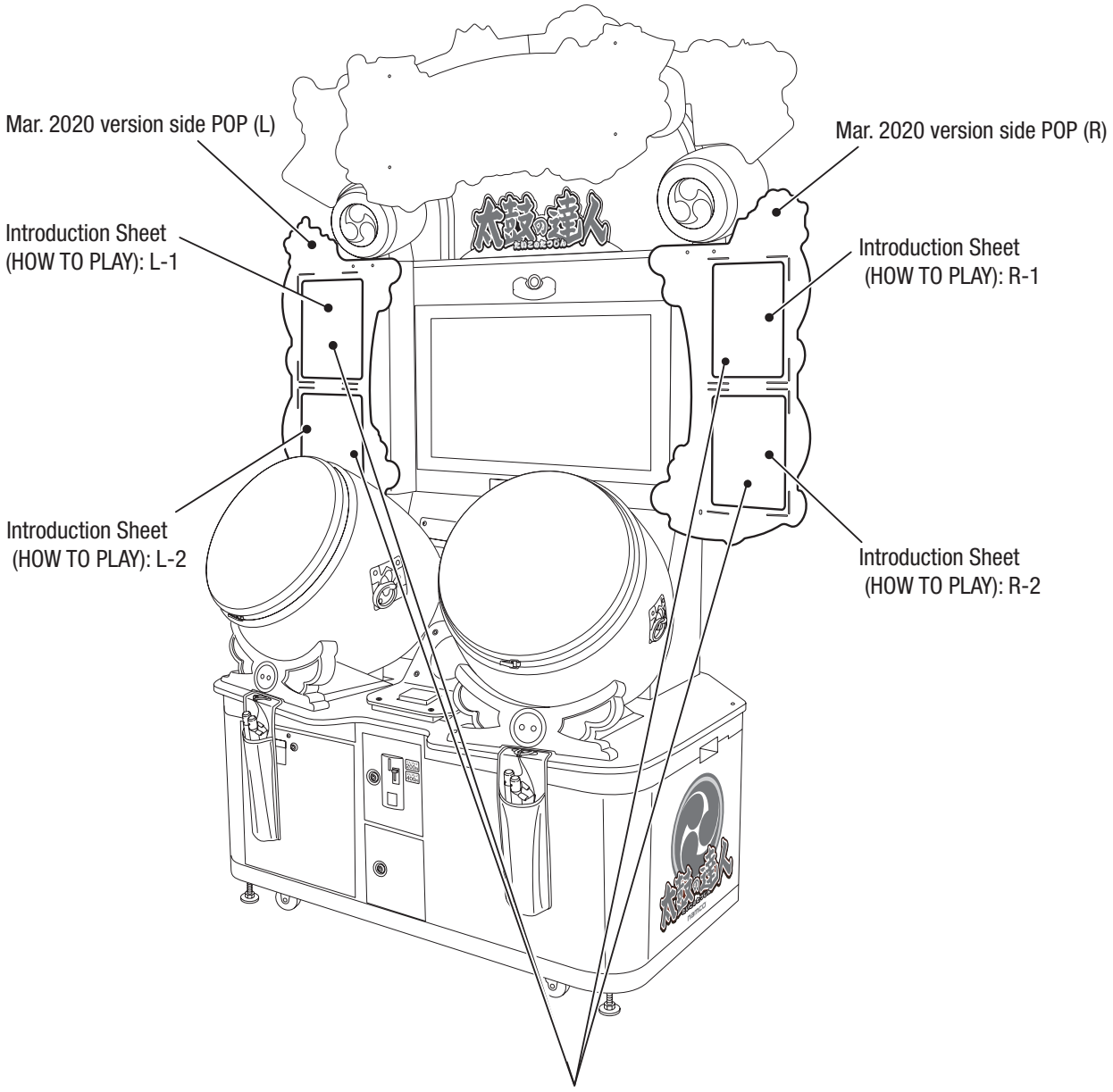
1. Attach the Mar. 2020 version side POP (R) using three each torx bolts (M5 x 12, silver) and flat washers (M5, silver).
2. Attach the Mar. 2020 version side POP (L) in the same way.



- Must be performed by a technician -

(5) Inserting the Introduction Sheet (HOW TO PLAY) A4 Set

1 Insert the Introduction Sheet (HOW TO PLAY) A4 Set into the pockets of the Mar. 2020 version side POP (L) and (R) while matching the numbers below.



Pocket for Mar. 2020 version side POP (L) and (R)

- Must be performed by a technician -

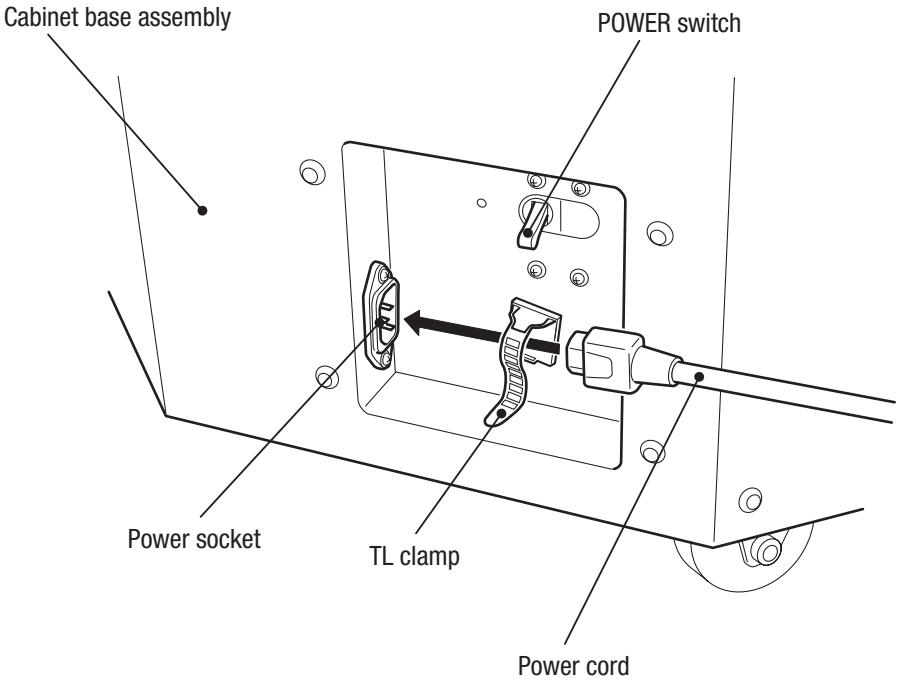
8A-3 Connecting the Power Cord and Ground Wire

⚠WARNING

- Ensure that the ground wire is connected. Failure to attach the ground wire may result in electric shock in the event of electrical leakage.
- Use the three-pronged plug to make a ground connection.

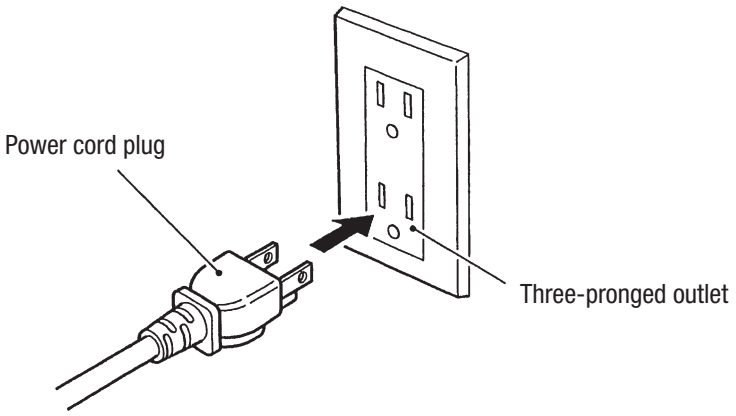
1 Insert the power cord socket into the power socket of the cord box assembly positioned at the rear bottom side of the cabinet base assembly.

2 Fix the power cord in place using the TL clamp.



3 Insert the power code plug of the power cord into the power outlet.

Insert the power code plug as-is.



- Must be performed by a technician -

8A-4 Inserting the USB Dongle

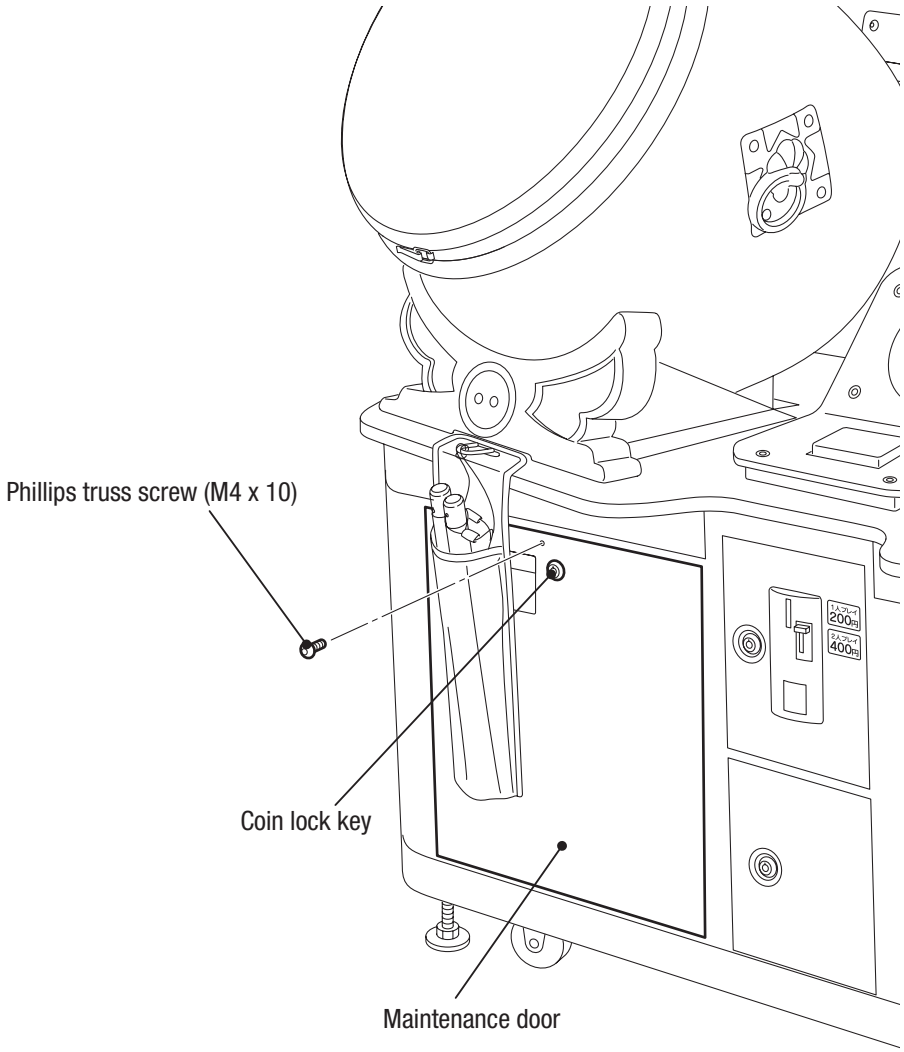
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

NOTICE

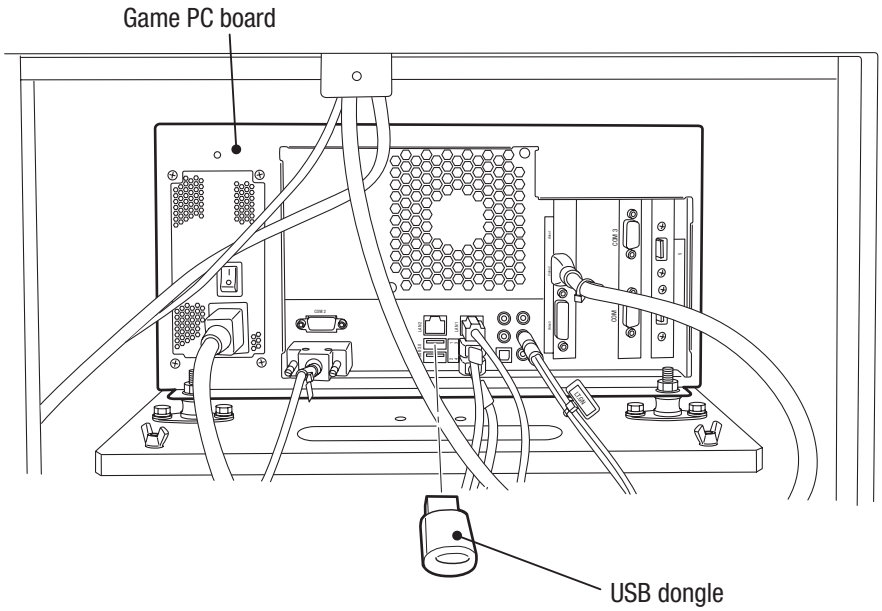
- The USB dongle is exclusively for use with this game machine. Do not use it for other instruments. In addition, do not insert a USB dongle not designed for this game machine. Doing so may result in mechanical malfunction.
- Be sure to turn off the power switch before inserting the USB dongle.
- Be sure to attach the same combination of the USB dongle, one each, for each game PC board.

1 Remove the Phillips truss screw (M4 x 10), unlock the key for coin lock, then remove the maintenance door.



- Must be performed by a technician -

2 Insert the USB dongle in "USB1" on the game PC board.



3 To attach the maintenance door, perform the procedure in step **1** in reverse.

- Must be performed by a technician -

8A-5 Connecting the LAN Cable

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

⚠CAUTION

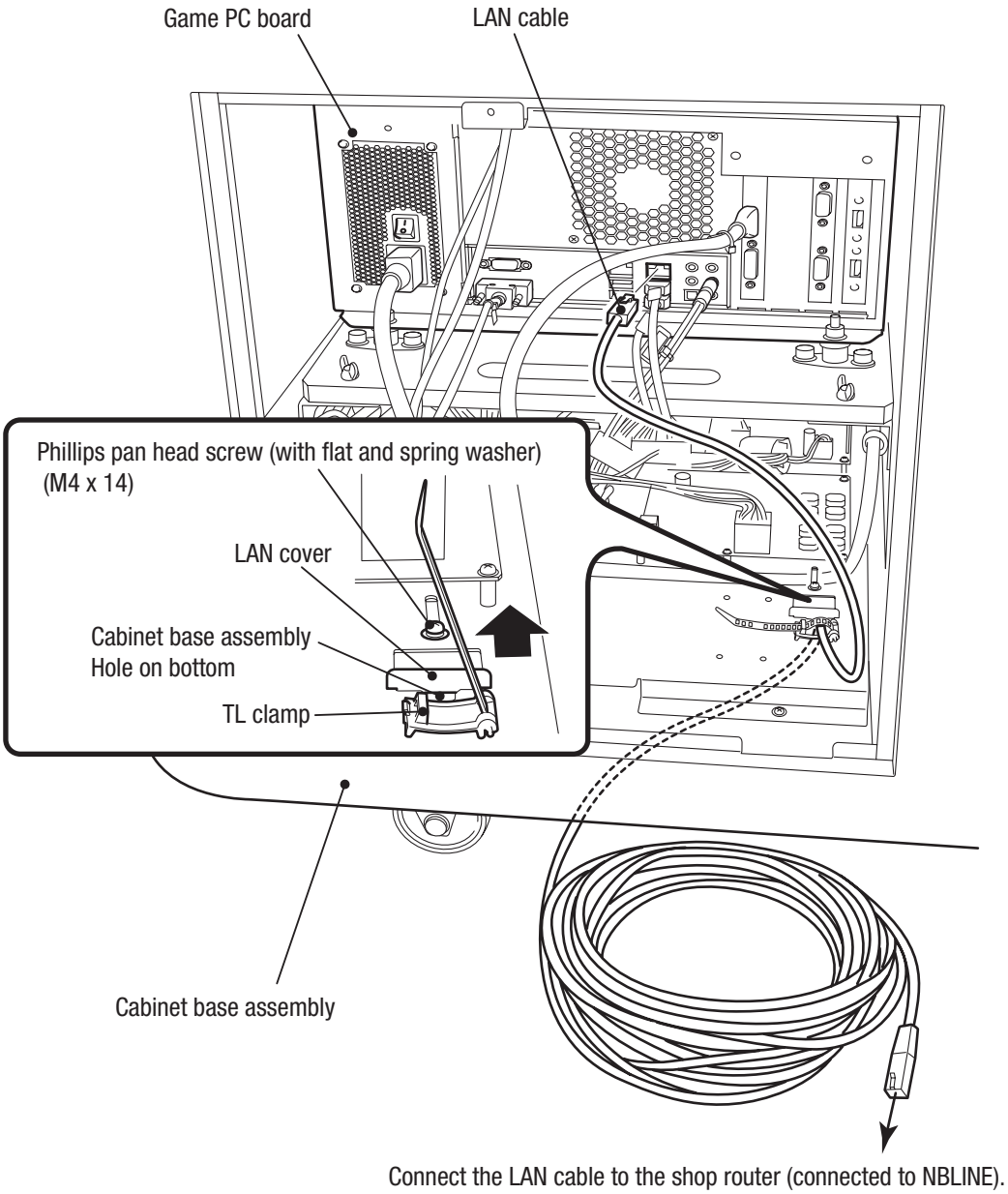
- Lay out the LAN cables safely so that they will not cause players, bystanders or passersby to trip over them.

NOTICE

- In order to prevent damage to the electrical circuitry, be sure to turn the power switch off before connecting the LAN cable. (See P-85 "8A-6 Turning On the Power Switch".)
- When laying the LAN cable on the floor, we recommend the use of a commercial cable mold to protect the cables.
- Failure to follow the instructions below may result in communication errors and hinder normal game playing. Strictly follow these instructions for connecting the LAN cable.
  - Communications may fail if the LAN cable is coming out of the connector. Lay out the LAN cables safely so that they will not cause players, bystanders or passersby to trip over them.
  - Do not bundle the LAN cable and the power cord together, and do not wire them together in the same mold.
  - Do not forcibly bend the LAN cable or subject it to strain. Install it so that no extra load is applied to it.

- Must be performed by a technician -

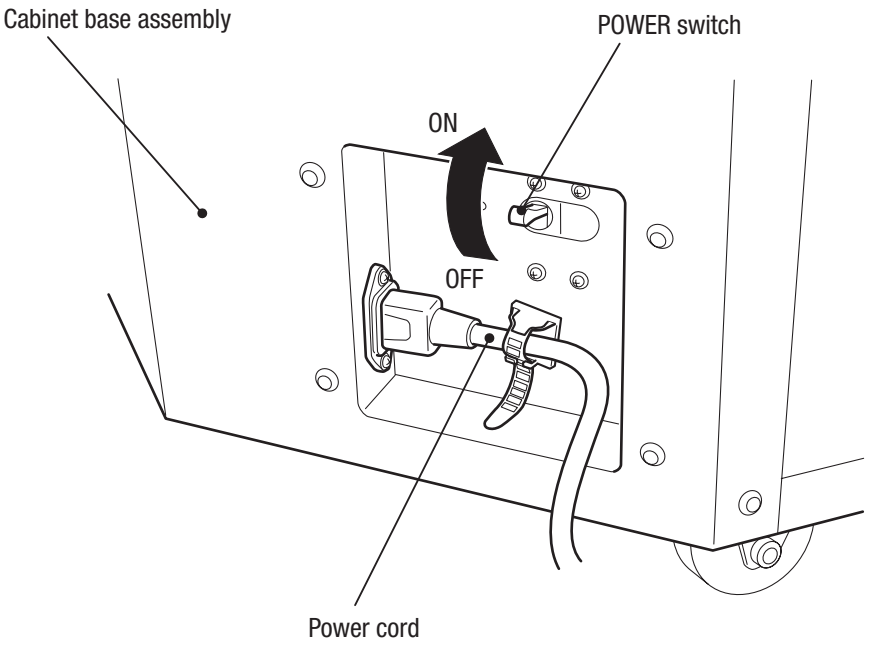
1. Unlock the coin lock and remove the maintenance door.
   (See P-94 "8B-3-1 (1) Removing and Attaching the Maintenance Door".)
2. Loosen the Phillips pan head screw (with flat and spring washer) (M4 x 14) and slide the LAN cover.
3. Pass the supplied LAN cable through the hole in the bottom of the cabinet base assembly into the inside of the cabinet base assembly.
4. Close the LAN cover and tighten the Phillips pan head screw (with flat and spring washer) (M4 x 14).
5. Fix the LAN cable passing through the inside of the cabinet base assembly using the TL clamp and then connect it to the game PC board.
6. Connect the LAN cable connected to the game PC board to the shop router that is connected to NBLINE.



- Must be performed by a technician -

8A-6 Turning On the Power Switch

1 Turn on the power switch located at the rear bottom side of the cabinet base assembly.



NOTICE

- Do not turn the power switch on or off unless it is necessary. Not observing this can cause machine failure.
- When turning the power switch on or off, wait a minimum of 30 seconds after the preceding on or off operation.

- Must be performed by a technician -

8A-7 Post-Installation Check

After all installation procedures have been completed, inspections required for starting daily business operations must be performed.

(See P-24 "7-3 Pre-Operation Inspection".)

As required, set up the game cost and/or sound levels.

(See P-31 "7-5-2 Adjustment Switches" and P-32 "7-6 Test Mode".)

8B. Service

⚠WARNING

- Before starting servicing (troubleshooting, repair, replacement, etc.), be sure to turn off the main power switch to prevent yourself and/or other people from receiving an electric shock, having an accident or being injured.

8B-1 Inspection and Service - Must be performed by a technician -

⚠WARNING

- Perform periodic servicing. Failure to perform servicing may result in an unexpected accident.
- Perform the inspections on a daily basis before starting business operations. These are required to prevent accidents.
  (See P-24 "7-3 Pre-Operation Inspection".)

8B-1-1 What to Inspect

Check the following inspection items periodically for abnormalities.

(1) Level Adjuster

- Ensure that the game machine is positioned stably.

(See P-70 "8A-2-1 Adjusting the Level Adjusters".)

(2) Power Cord Plug

- Check that the power cord is firmly inserted into the power outlet in the game machine's cord box.
  (See P-80 "8A-3 Connecting the Power Cord and Ground Wire".)
- Clean any dust or other dirt from the connection parts.
- Check for cracks or dirt on the power cord covering. If the power cord shows any signs of abnormalities, be sure to replace it.

(3) Loose Screws (All Components)

- Screws fixing the taiko drum assembly
  (See P-68 "8A-1-3 Removing and Attaching the Taiko Drum Assembly".)
- Separately set (according to the delivery conditions) fixing screws
  (See P-64 "8A-1-1 Removing and Attaching the POP Frame Assembly".)

- Must be performed by a technician -

8B-2 Troubleshooting

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.
- If the given problem does not fall under any of the items described in "8B-2 Troubleshooting" or when your measures do not improve the situation, turn the power switch off promptly, disconnect the power cord plug from the outlet to stop operation and contact your distributor. Continuing the operation as is can lead to an unexpected accident.

NOTICE

- If a problem is detected, check first of all whether the connectors are securely connected.
- If the given problem does not fall under the items from P-88 to P-92, or when your measures do not improve the situation, contact your distributor.
- PC board repairs are to be conducted by our company. Never perform a conductivity check of the boards with a tester or any other tool.
  Otherwise the IC may be damaged by the internal voltage of the tester.
- When sending parts for repair, be sure to package them securely. In particular, when sending the PC board, enclose it in foam packaging or bubble wrap and place it in a cardboard box so as not to apply external force.

8B-2-1 General

Symptom	Major cause	Action	Reference page
● Operation is not stable or the game machine does not operate correctly.	● The power supply voltage is outside the range of 220 VAC ±10%.	● Disconnect any high-capacity devices (such as an air conditioner or large machine) from the same line to secure the specified power supply voltage.	–––
● The power turns off during operation.	● The circuit protector has activated to turn the power switch off. * The circuit protector turns off the current when an abnormal current occurs.	● Turn on the power switch again. If the circuit protector operates frequently, a mechanical abnormality may be occurring. Contact your distributor.	P-30
● Game software does not operate normally.	● A game PC board is malfunctioning.	● Turn the power switch off once, then turn it on again after approximately 30 seconds.	P-30

8B-2-2 Cabinet Base Assembly

Symptom	Major cause	Action	Reference page
● No sound is output from the woofer speaker.	● The volume setting is low.	● Adjust the sound volume.	P-54
	● The Faston terminal of the woofer speaker is disconnected.	● Connect the Faston terminal of the woofer speaker.	–––
	● The connector is disconnected or not inserted far enough.	● Insert the connector the appropriate distance.	P-95 P-97 P-99
	● AMP PC board has failed.	● Replace the AMP PC board.	P-99

8B-2-3 Monitor Frame Assembly

Symptom	Major cause	Action	Reference page
● No sound is output from the speaker.	● The volume setting is low.	● Adjust the sound volume.	P-54
	● The Faston terminal of the speaker is disconnected.	● Connect the Faston terminal of the speaker.	–––
	● The connector is disconnected or not inserted far enough.	● Insert the connector the appropriate distance.	P-95 P-97 P-99
	● AMP PC board has failed.	● Replace the AMP PC board.	P-99
● The LED light does not light up.	● The LED light has gone out.	● Replace the LED light.	P-105 P-107
	● The connector is disconnected.	● Connect the connector securely.	P-105 P-107
	● The USIO (T) PC board has failed.	● Replace the USIO (T) PC board.	P-101
● The monitor does not display images.	● The connector for the monitor is disconnected.	● Connect the connector.	P-95 P-110
	● The monitor has failed.	● Replace the monitor.	P-110

8B-2-4 Taiko Drum Assembly

Symptom	Major cause	Action	Reference page
● The reaction of the surface or rim is not normal. The portion that has been hit does not respond. Or sections that have not been hit also respond.	● Setting of the intensity level at which the system recognizes the taiko drum has been hit is not appropriate.	● Re-set the intensity level.	P-49
	● The connector is disconnected.	● Insert the connector securely.	P-68 P-115
	● The sensor fixing screw is loose.	● Apply thread locking agent to the sensor fixing screw and tighten it. * Do not use the taiko drum until the thread locking agent has hardened.	P-115
	● The sensor has failed.	● Replace the sensor.	P-115
	● SIF 2 PC board has failed.	● Replace SIF 2 PC board.	P-100
	● The taiko drum assembly is damaged.	● Replace the taiko drum assembly.	P-68

- Must be performed by a technician -

8B-2-5 Card Box (QR-EXP) Assembly

Symptom	Major cause	Action	Reference page
● No sound is output from the speaker.	● The volume setting is low.	● Adjust the sound volume.	P-54
	● The Faston terminal of the speaker is disconnected.	● Connect the Faston terminal of the speaker.	–––
	● The connector is disconnected or not inserted far enough.	● Insert the connector the appropriate distance.	P-69 P-95 P-97 P-99
	● AMP PC board has failed.	● Replace the AMP PC board.	P-99
● The card reader/writer does not respond.	● The card used is not compatible with BANAPASSPORT card.	● Use an IC card that is compatible with BANAPASSPORT card.	P-25
	● The connector is disconnected.	● Connect the connector securely.	P-97 P-118
	● The card reader/writer has failed.	● Replace the card reader/writer.	P-118
	● The USIO (T) PC board has failed.	● Replace the USIO (T) PC board.	P-101

8B-2-6 POP Frame Assembly

Symptom	Major cause	Action	Reference page
● The LED lamp does not light up.	● The LED lamp is loose.	● Tighten the LED lamp securely.	P-123
	● An unspecified lamp is used.	● Use the specified lamp.	P-123
	● The LED lamp has gone out.	● Replace the LED lamp.	P-123
	● The connector is disconnected.	● Connect the connector securely.	P-123
● The LED light does not light up.	● The LED light has gone out.	● Replace the LED light.	P-126
	● The connector is disconnected.	● Connect the connector securely.	P-126
	● The USIO (T) PC board has failed.	● Replace the USIO (T) PC board.	P-101

8B-2-7 Error Messages

Symptom	Major cause	Action	Reference page
WARNING:INCORRECT FIRMWARE VERSION!	● The USIO (T) PC board version is not the correct one.	● Replace the USIO (T) PC board.	P-101
1-1 Coin error 1	● The coin selector has failed.	● Contact your distributor.	–––
1-2 Coin error 2	● The service switch has failed.	● Contact your distributor.	–––
1-3 Coin error 3	● The coin counter has failed.	● Contact your distributor.	–––
2-3 Backup memory error 1	● The USIO (T) PC board has failed.	● Replace the USIO (T) PC board.	P-101
2-4 Backup memory error 2			
2-5 Battery error	● The built-in battery of the USIO (T) PC board has run out.	● Replace the USIO (T) PC board.	P-101
2-8 Battery error 2	● The game PC board has failed.	● Contact your distributor.	–––
3-1 I/O error 1	● The USIO (T) PC board has failed. ● The USIO (T) PC board connector is disconnected.	● Replace the USIO (T) PC board. ● Insert the connector securely.	P-101
3-2 I/O error 2			
3-3 I/O error 3			P-101
5-50 Software can be updated.	● The game is provided without a software update.	● Update the software.	P-61
7-1 Card reader not connected	● The connector is disconnected.	● Insert the connector securely.	P-97 P-118
	● The card reader/writer has failed.	● Replace the card reader/writer.	P-118
8-1 Code reader connection error	● Code reader is not connected.	● Check that the code reader is connected properly.	P-122
	● Code reader has failed.	● Contact your distributor.	–––
19-1 System error	● The USB dongle has failed. ● The game PC board has failed.	● Contact your distributor.	–––
19-2 System error			
20-1 Version update error	● Failed to update the software.	● Contact your distributor.	–––

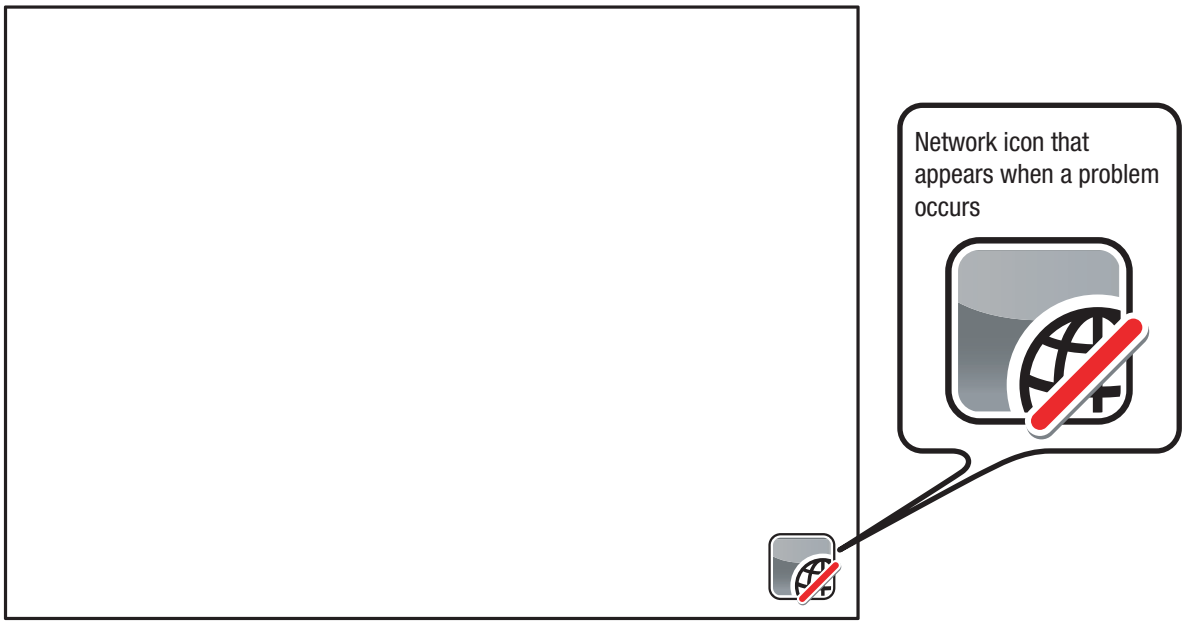
- Must be performed by a technician -

8B-2-7 Error Messages (Continued)

Symptom	Major cause	Action	Reference page
21-1 Network connection error 1	● The game machine was operated for a long period of time without being connected to the network (NBLINE). * The game machine has been designed to operate in standalone mode even if the network connection fails for a short period of time. However, if the game machine is disconnected from the network (NBLINE) for a long period of time, its operation may fail.	● Connect the game machine to the network (NBLINE).	P-38
		● Connect the LAN cable.	P-83
		● Replace the LAN cable.	P-83
22-1 USB dongle error 1	● A USB dongle of another game machine or an invalid USB dongle has been inserted.	● Insert the USB dongle exclusively provided for this game machine.	P-81
22-2 USB dongle error 2	● A USB dongle is not inserted.	● Insert the USB dongle exclusively provided for this game machine.	P-81
22-3 USB dongle error 3	● The USB dongle is damaged. ● The game PC board has failed.	● Contact your distributor.	–––
23-1 SYSTEM ERROR	● The application is operating outside the proper operating frequency range.	● Contact your distributor.	–––
24-1 Network authentication error	● The network authentication has failed during startup.	● Contact your distributor.	–––
25-1 Setup error 1 25-2 Setup error 2	● The game machine has failed to obtain the required startup data from the network.	● Check the connection state to the game server. ● Contact your distributor.	P-38

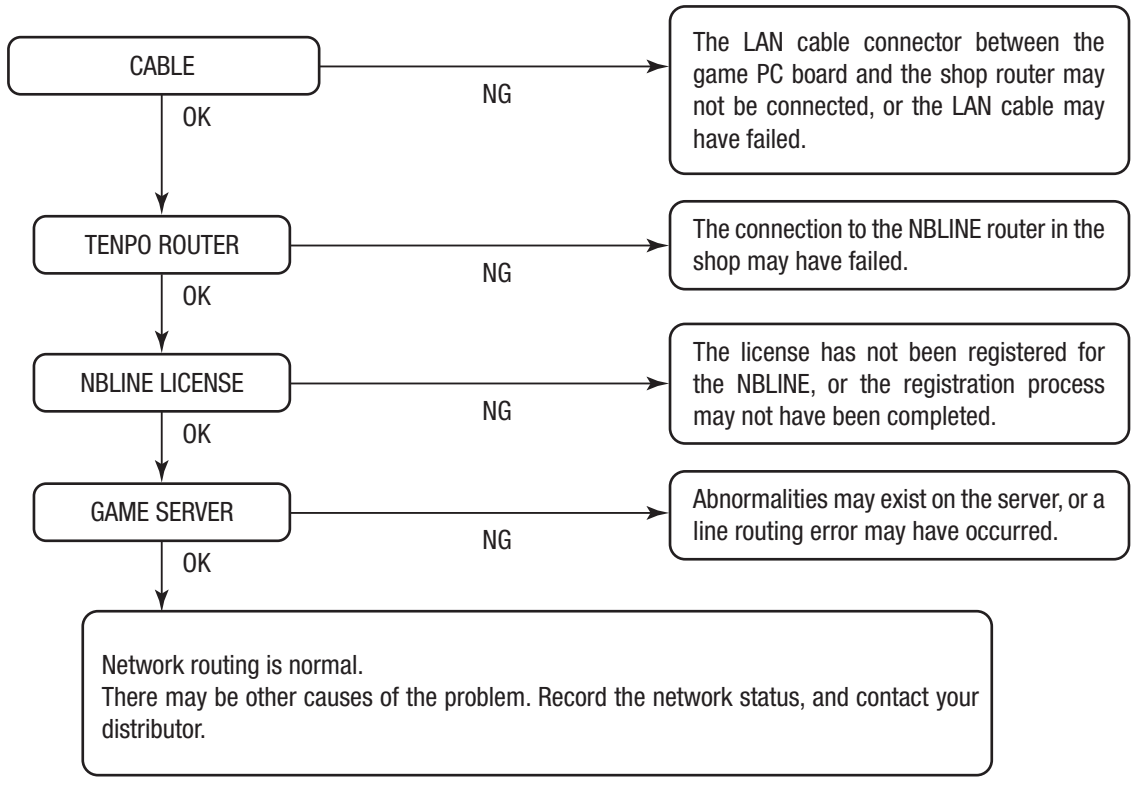
8B-2-8 Network System Troubleshooting

If a problem occurs in network communication, the Network icon shown below appears on the game screen. Check the following items to identify the communication problem. (When communication is normal, a red slash will not appear over the Network icon.)



If network communication fails, see P-41“ 7-6-4 (2) LOCAL NETWORK CHECK” and P-39 “7-6-4 (1) NETWORK STATUS”, and check the network connection.
If a problem is found, follow the troubleshooting flowchart.

Network Communication Troubleshooting Flowchart



- Must be performed by a technician -

8B-3 Removing, Attaching, and Replacing the Assembly and Parts

8B-3-1 Cabinet Base Assembly

(1) Removing and Attaching the Maintenance Door

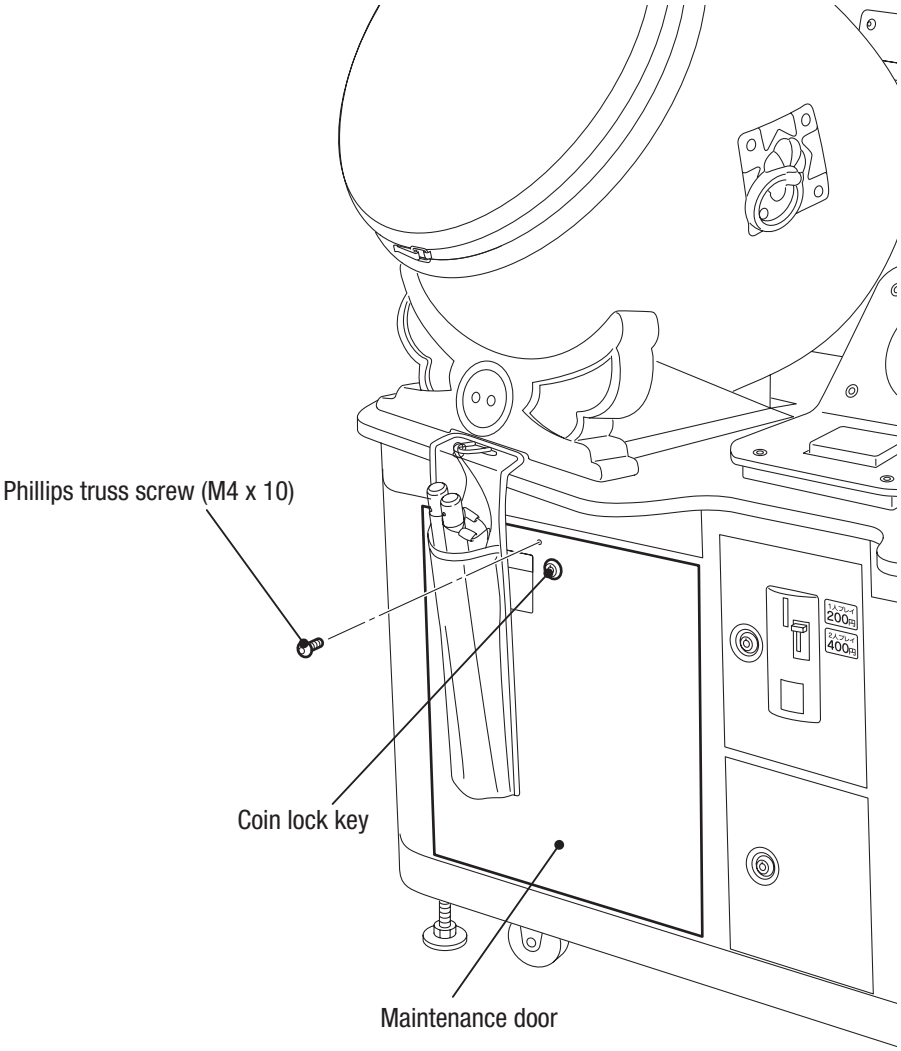
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the Phillips truss screw (M4 x 10), unlock the key for coin lock, then remove the maintenance door.
3. To attach it, perform the procedure in reverse.



(2) Replacing the Game PC Board

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

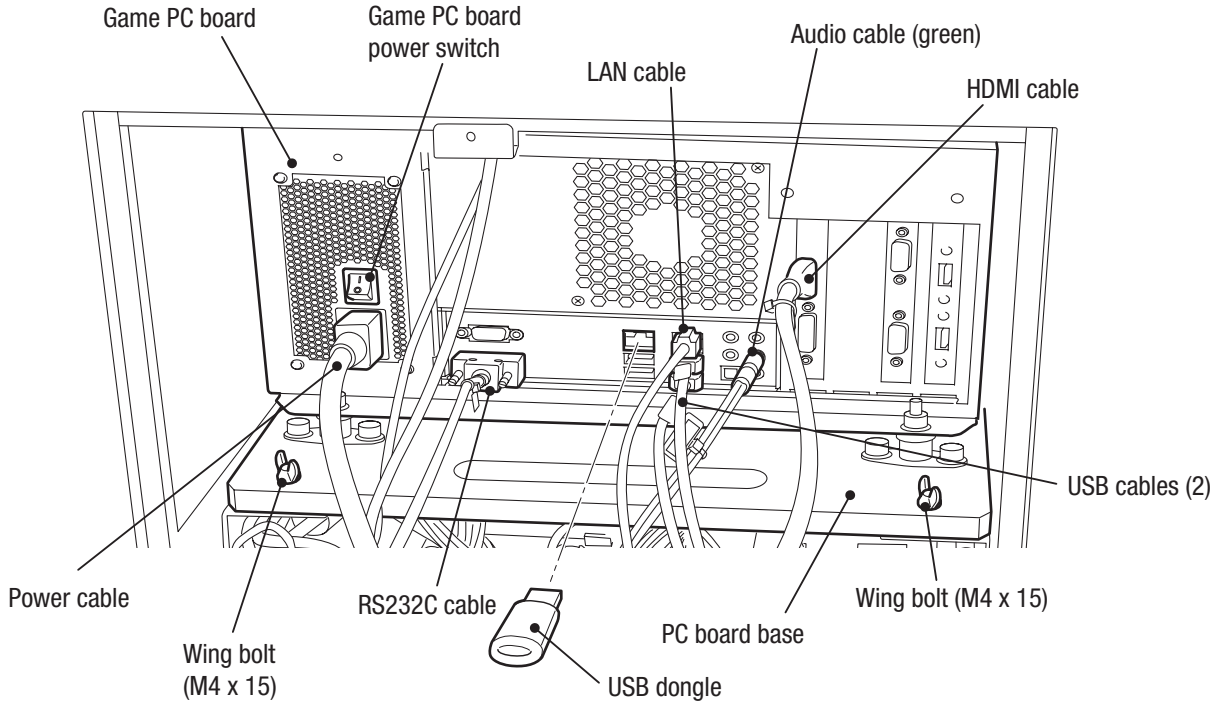
⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

NOTICE

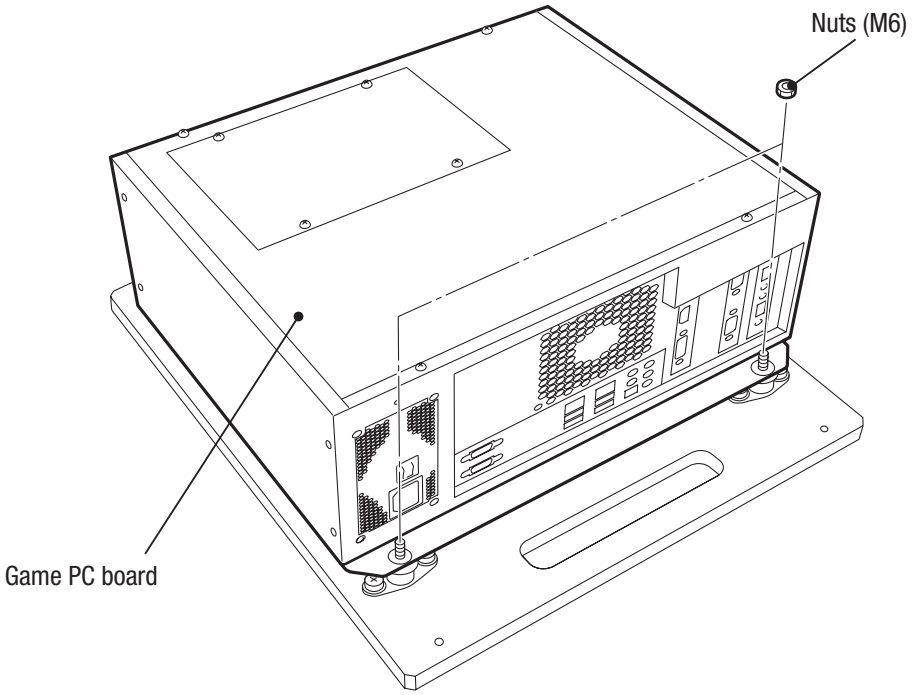
- The PC board is sensitive to static electricity. If a worker whose body contains static electricity handles the PC board, parts of the PC board may be damaged.
  Before handling the PC board, remove static electricity by touching the surface of grounded metal, etc.

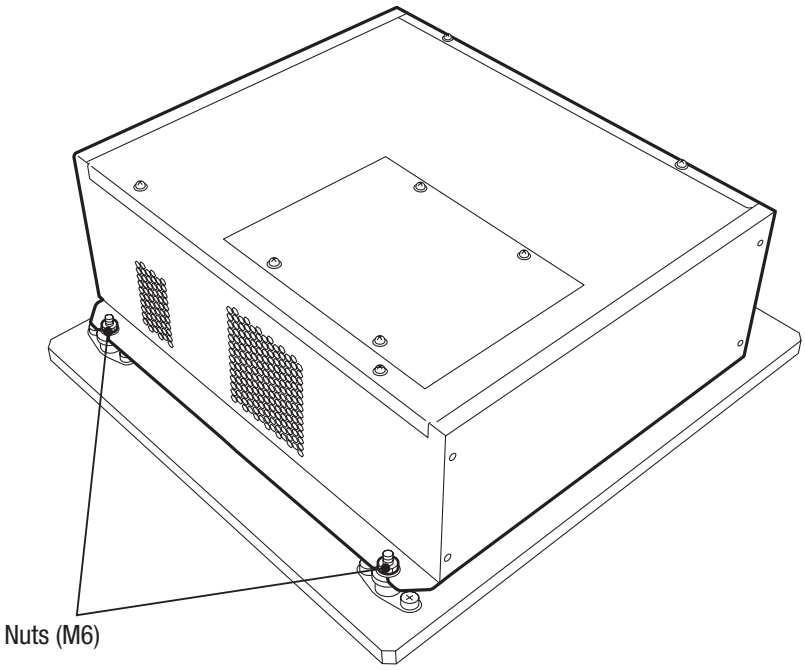
1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the maintenance door.
   (See P-94 "8B-3-1 (1) Removing and Attaching the Maintenance Door".)
3. Remove the power cable, RS232C cable, audio cable, HDMI cable, LAN cable, USB cables (2), USB dongle, wing bolts (M4 x 15) (2), and PC board base.



- Must be performed by a technician -

4 Remove the two front and rear nuts (M6) and the game PC board.





5 To attach it, perform the procedure in reverse.

NOTICE

- When attaching, ensure that the connector(s) is (are) locked securely.
- Make sure that the power switch of the game PC board is turned on.

(3) Removing and Attaching the Regulator Base

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

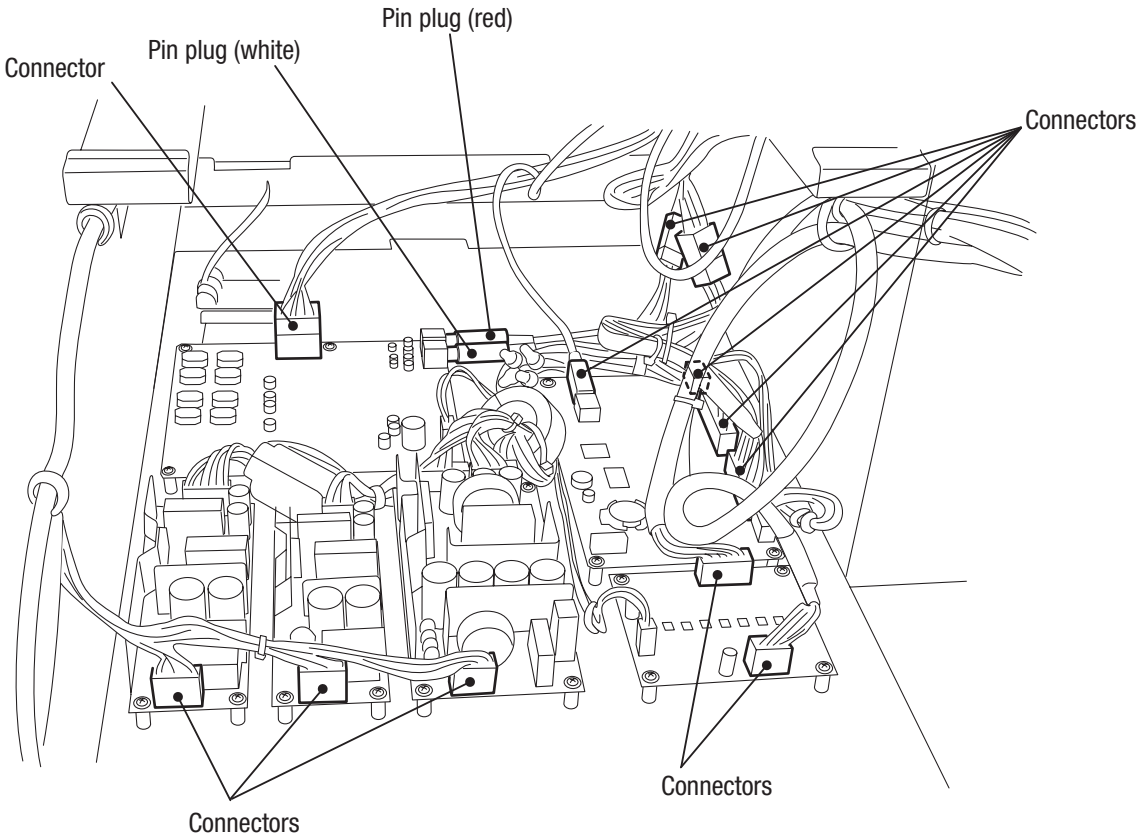
⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

NOTICE

- The PC board is sensitive to static electricity. If a worker whose body contains static electricity handles the PC board, parts of the PC board may be damaged.
  Before handling the PC board, remove static electricity by touching the surface of grounded metal, etc.

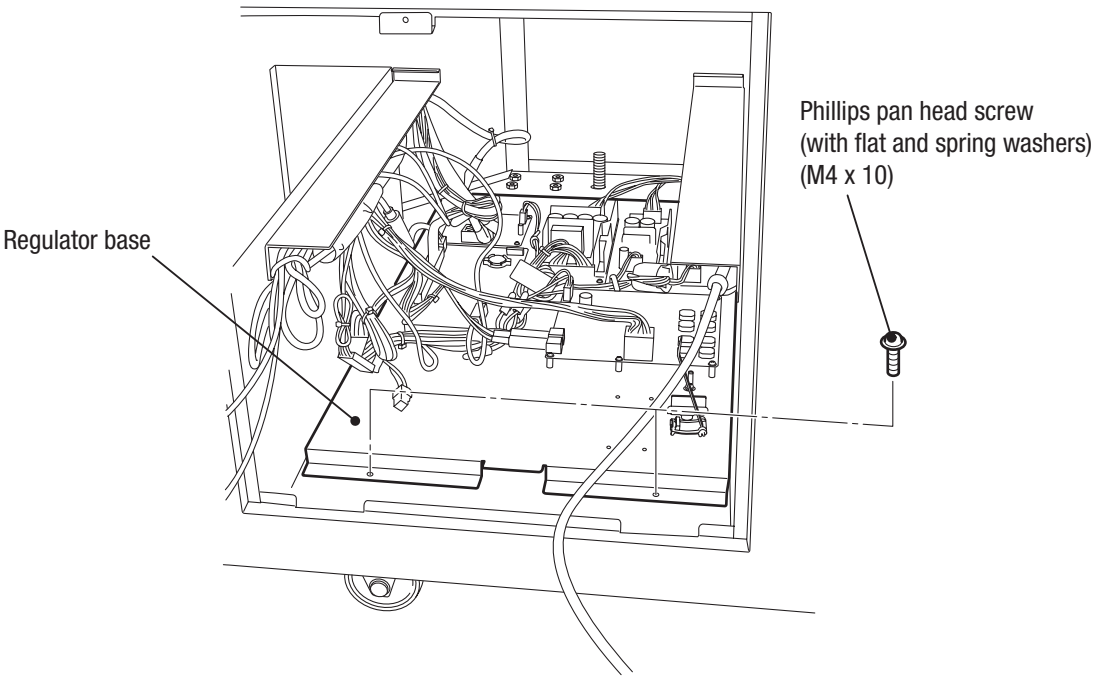
1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the maintenance door.
   (See P-94 "8B-3-1 (1) Removing and Attaching the Maintenance Door".)
3. Remove the LAN cable.
   (See P-83 "8A-5 Connecting the LAN Cable".)
4. Remove the game PC board.
   (See P-95 "8B-3-1 (2) Replacing the Game PC Board".)
5. Remove the 12 connectors, then remove the pin plug (white) and the pin plug (red).



[As seen from rear side of cabinet base assembly]

- Must be performed by a technician -

6 Remove the two Phillips pan head screws (with flat and spring washers) (M4 x 10), then remove the regulator base.



7 To attach it, perform the procedure in reverse.

(4) Replacing the AMP PC Board

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

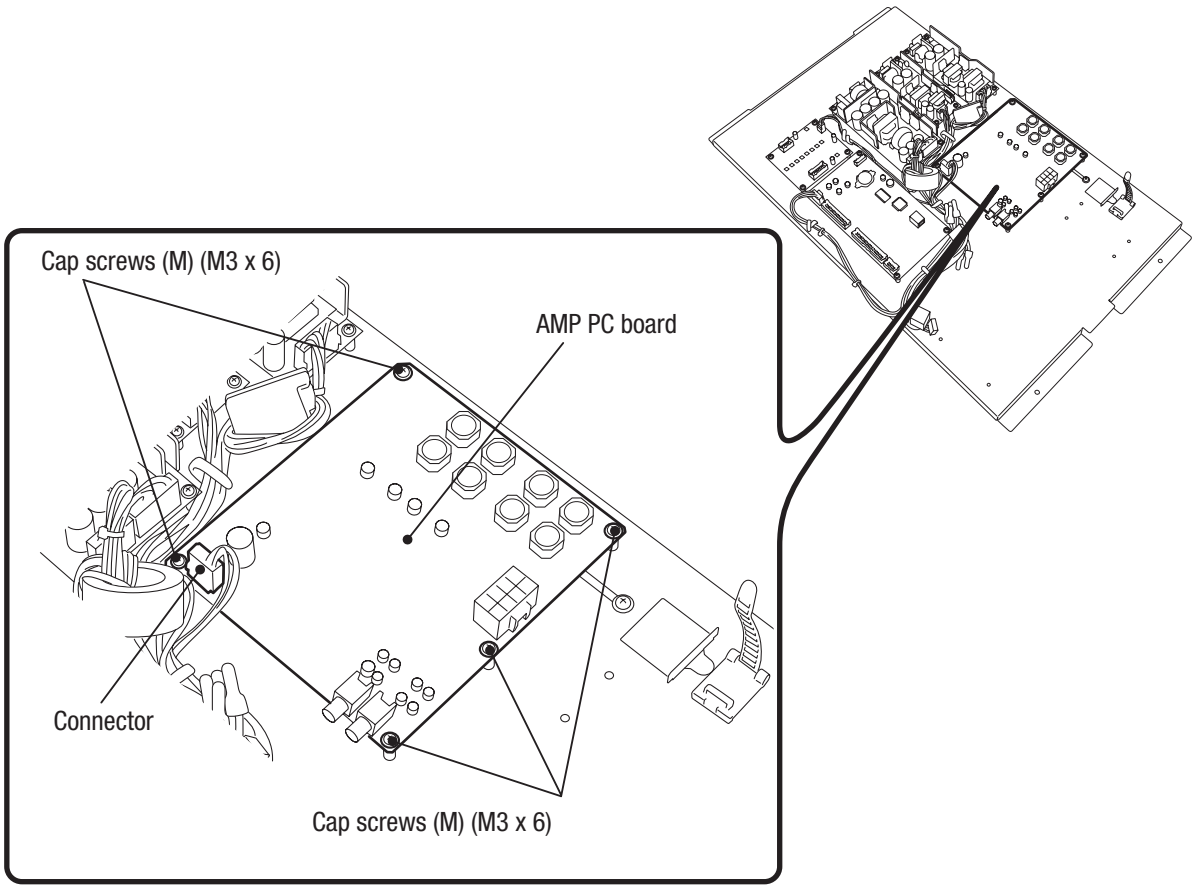
⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

NOTICE

- The PC board is sensitive to static electricity. If a worker whose body contains static electricity handles the PC board, parts of the PC board may be damaged.
  Before handling the PC board, remove static electricity by touching the surface of grounded metal, etc.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the maintenance door, then remove the regulator base.
   (See P-97"8B-3-1 (4) Removing and Attaching the Regulator Base".)
3. Remove the five cap screws (M) (M3 x 6) and the connector, and replace the AMP PC board.



4. To attach it, perform the procedure in reverse.

NOTICE

- When attaching, ensure that the connector(s) is (are) locked securely.

- Must be performed by a technician -

(5) Replacing the SIF 2 PC Board

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

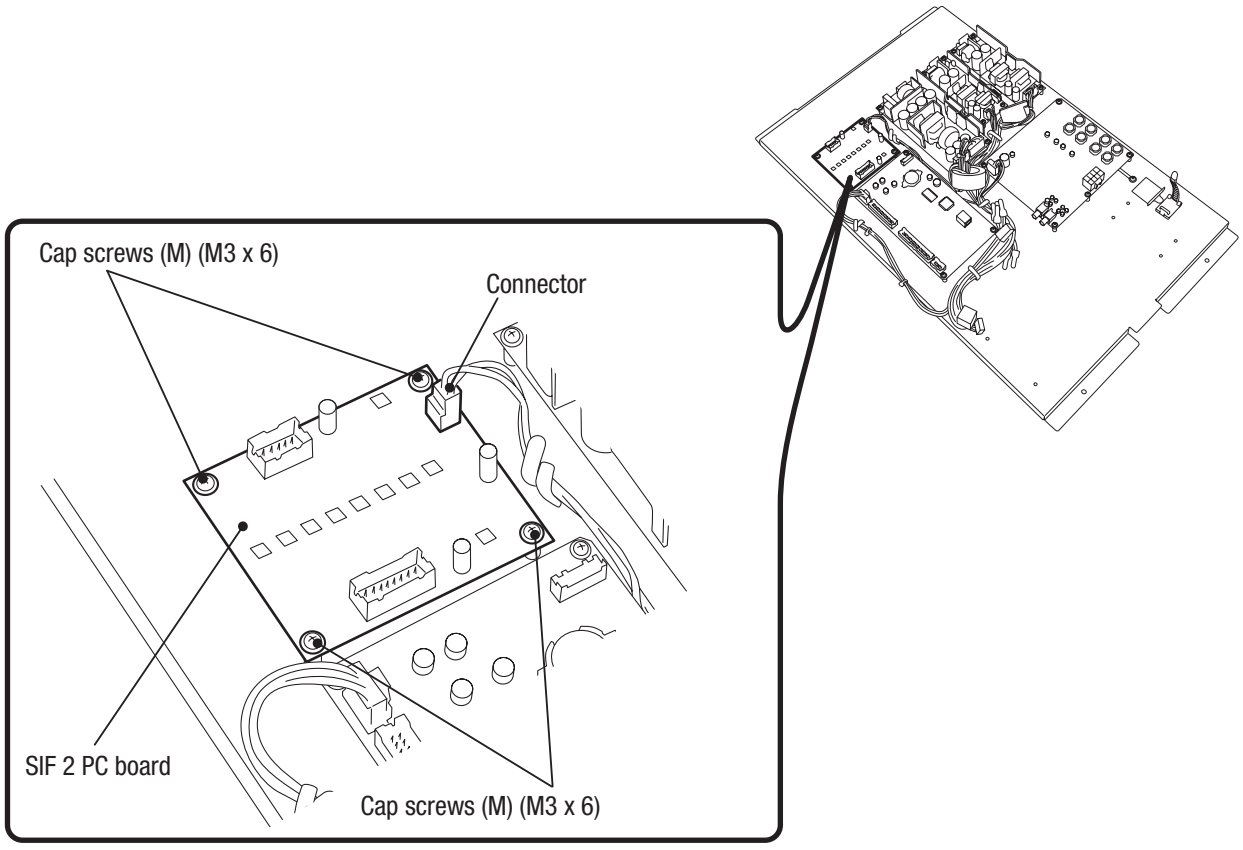
⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

NOTICE

- The PC board is sensitive to static electricity. If a worker whose body contains static electricity handles the PC board, parts of the PC board may be damaged.
  Before handling the PC board, remove static electricity by touching the surface of grounded metal, etc.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the maintenance door, then remove the regulator base.
   (See P-97"8B-3-1 (4) Removing and Attaching the Regulator Base".)
3. Remove the four cap screws (M) (M3 x 6) and the connector, and replace the SIF 2 PC board.



4. To attach it, perform the procedure in reverse.

NOTICE

- When attaching, ensure that the connector(s) is (are) locked securely.
- After replacing the SIF 2 PC board, be sure to check and adjust the operation of the taiko drum assembly in the test mode. (See P-49"7-6-6 (2) Adjusting the Taiko Drum Assembly Sensor".)

(6) Replacing the USIO (T) PC Board

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

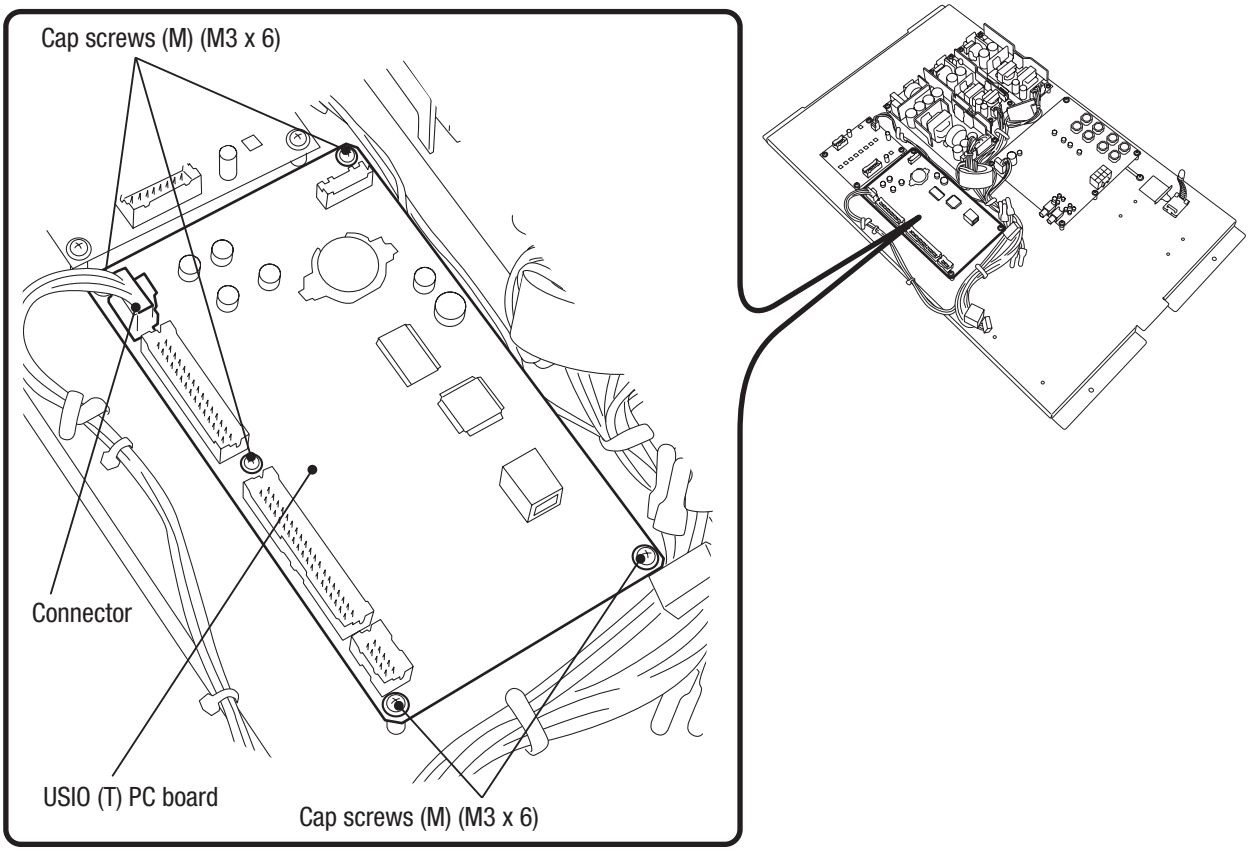
⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

NOTICE

- The PC board is sensitive to static electricity. If a worker whose body contains static electricity handles the PC board, parts of the PC board may be damaged.
  Before handling the PC board, remove static electricity by touching the surface of grounded metal, etc.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the maintenance door, then remove the regulator base.
   (See P-97"8B-3-1 (4) Removing and Attaching the Regulator Base".)
3. Remove the five cap screws (M) (M3 x 6) and the connector, and replace the USIO (T) PC board.



4. To attach it, perform the procedure in reverse.

NOTICE

- When attaching, ensure that the connector(s) is (are) locked securely.

- Must be performed by a technician -

(7) Replacing the Switching Regulator

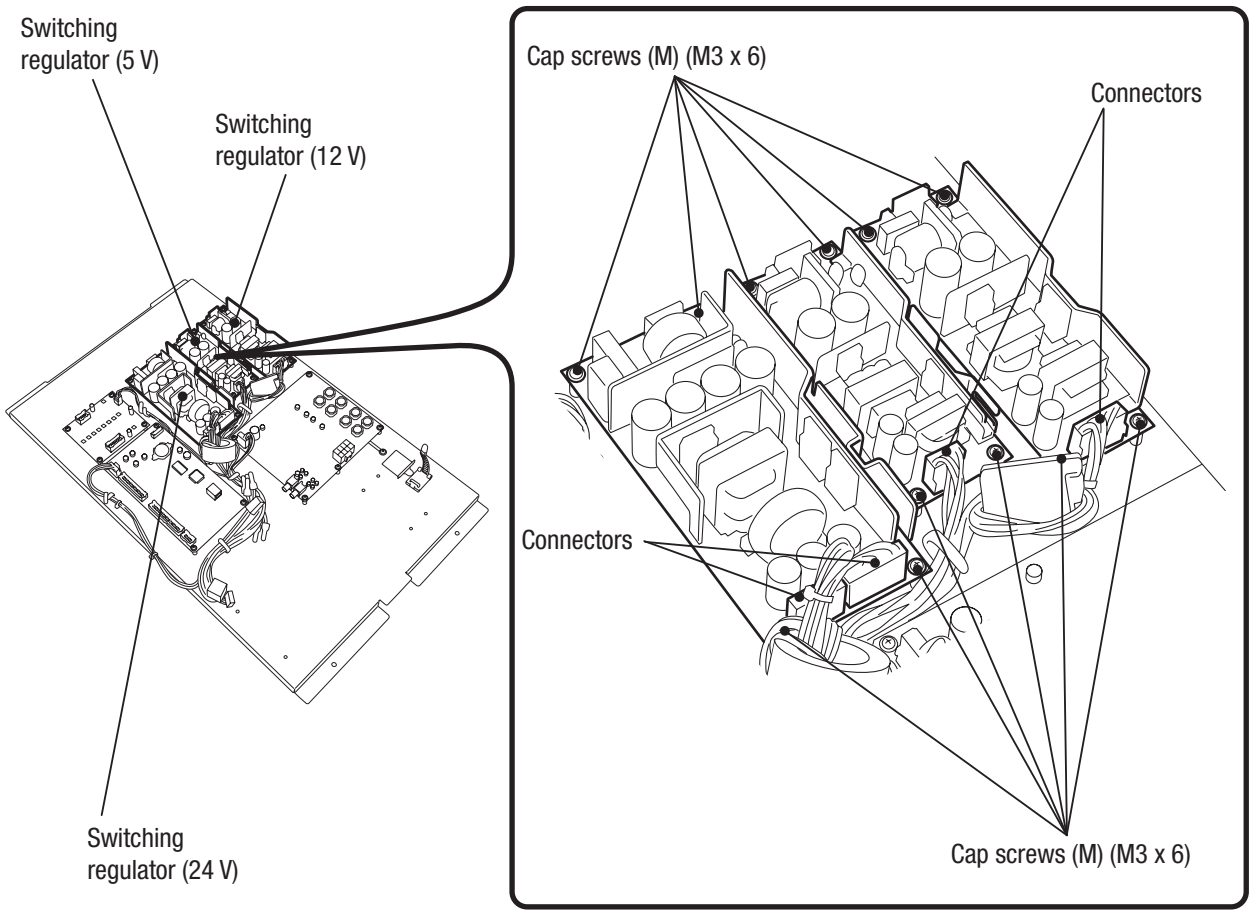
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

⚠CAUTION

- Some parts of the PC board inside the main unit remain hot even after the power switch is turned off. Be careful not to touch the PC board as doing so may cause a burn injury.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the maintenance door, then remove the regulator base.
   (See P-97"8B-3-1 (4) Removing and Attaching the Regulator Base".)
3. Remove the four cap screws (M) (M3 x 6) on each side, the 5 V and 12 V connectors, and the two 24 V connectors, and replace the 5 V, 12 V, or 24 V switching regulator.



4. To attach it, perform the procedure in reverse.

NOTICE

- When attaching, ensure that the connector(s) is (are) locked securely.

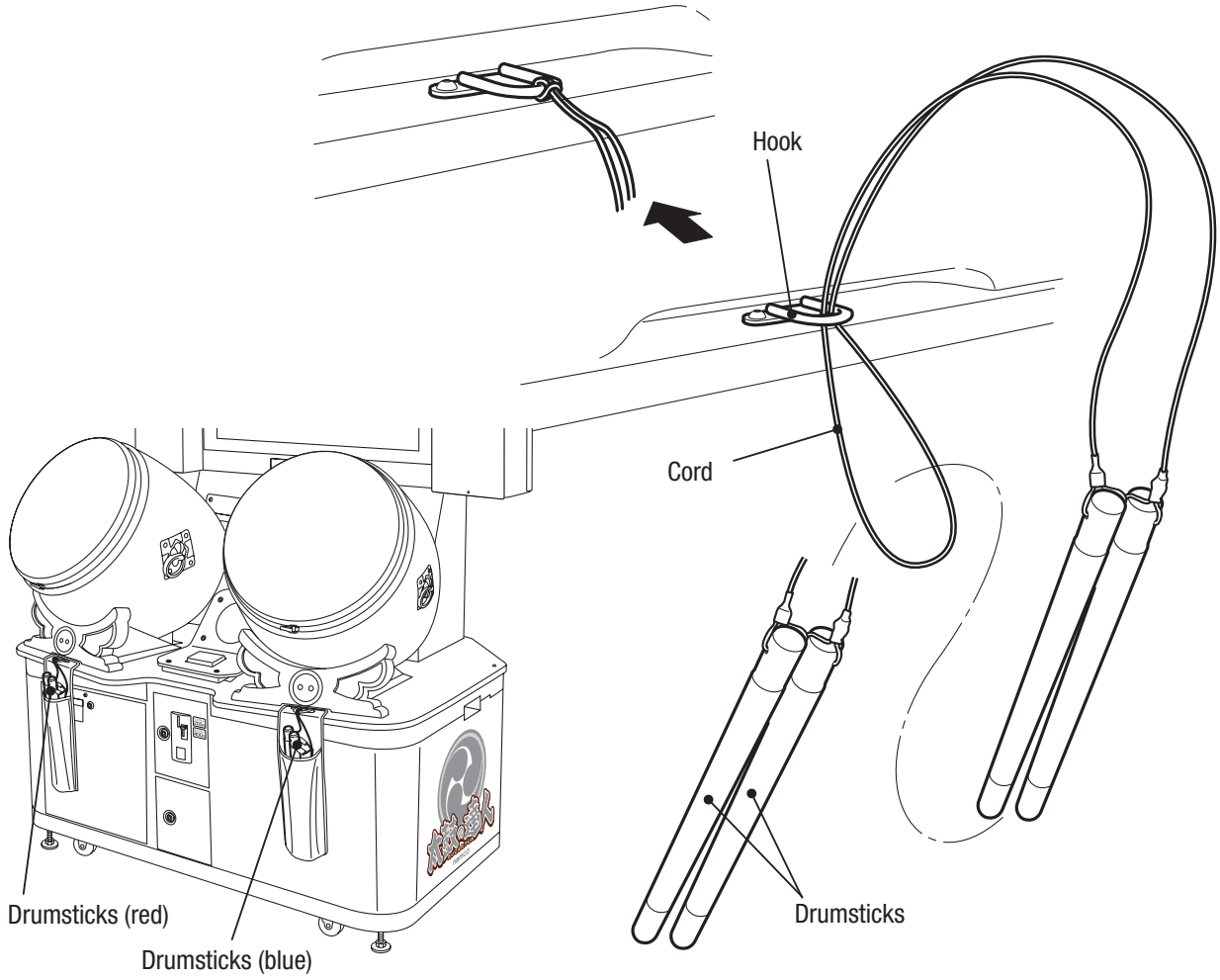
(8) Replacing the Drumsticks

1 Cut the strap using a pair of scissors or similar tool and remove the old drumsticks.

2 Insert the strap of new drumsticks into the hook, pass the drumsticks (left: red, right: blue) through the hoop of the strap, and secure it.

NOTICE

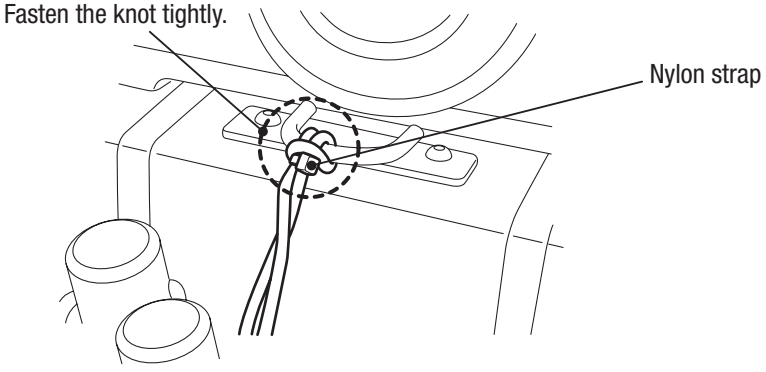
- When you attach the drumsticks, ensure that the strap of the right-hand stick and that of the left-hand stick are equal in length.
- The red drumsticks should be attached on the left-hand side and the blue drumsticks on the right-hand side.



3 Secure the knot using a nylon strap.

⚠CAUTION

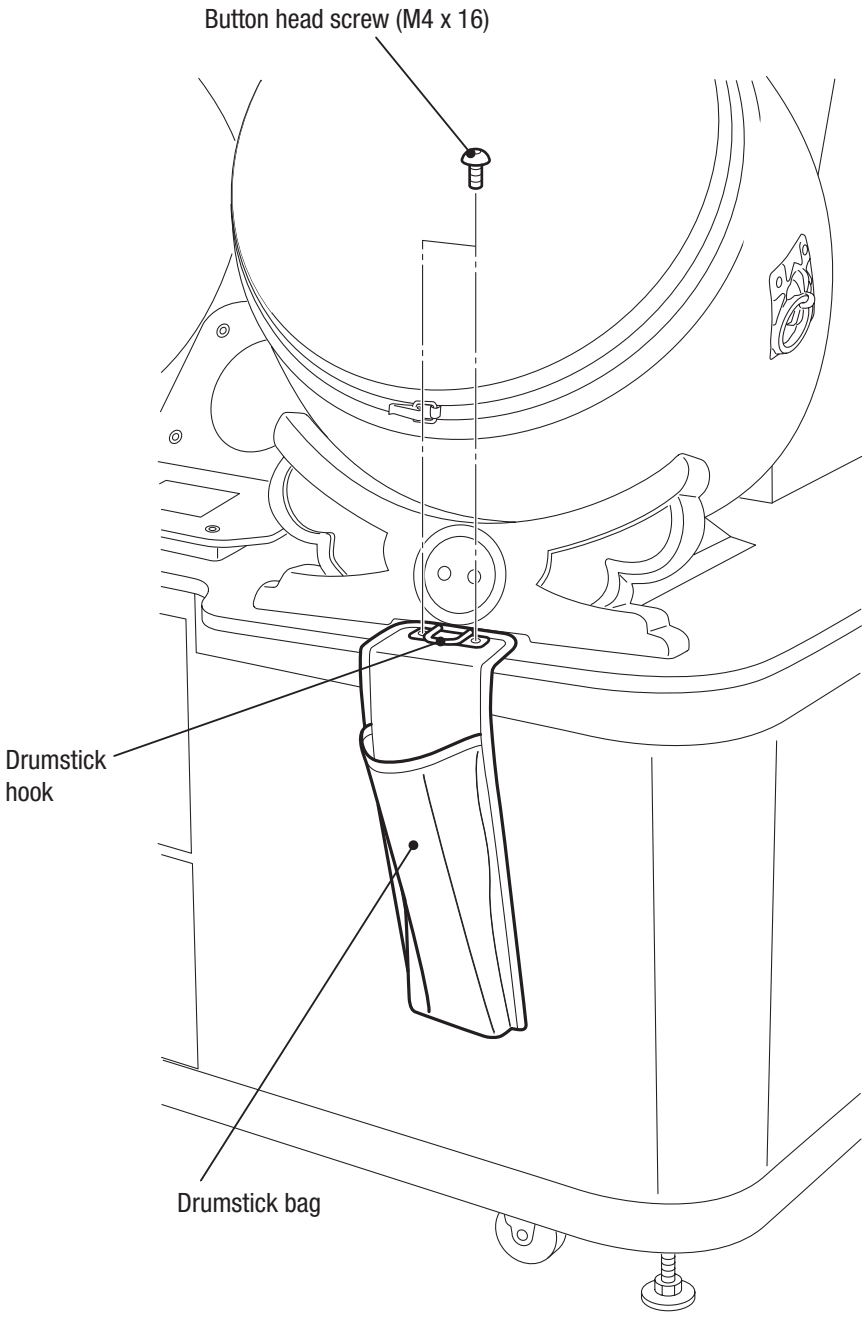
- Cut off any excess length of nylon strap using a pair of scissors or similar tool. In doing so, ensure that the cut surface is not sharp.



- Must be performed by a technician -

(9) Replacing the Drumstick Bags

1 Remove the two button head screws (M4 x 16), remove the drumstick hook, then replace the drumstick bag.



2 Attach the other drumstick bag in the same way.

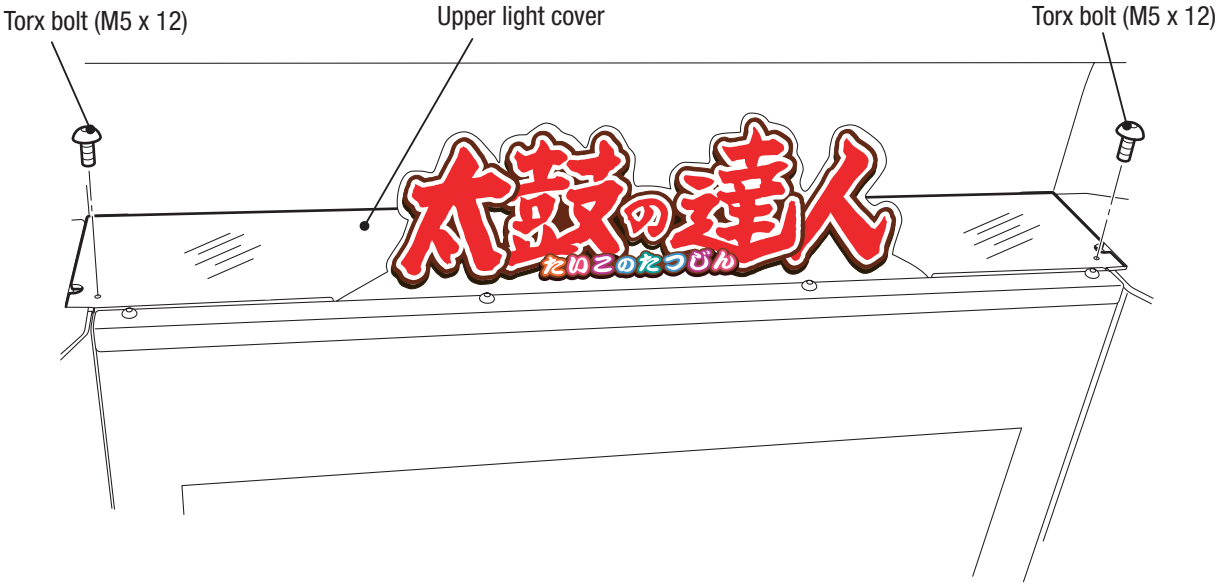
8B-3-2 Monitor Frame Assembly

(1) Replacing the LED Lights (Upper Lights)

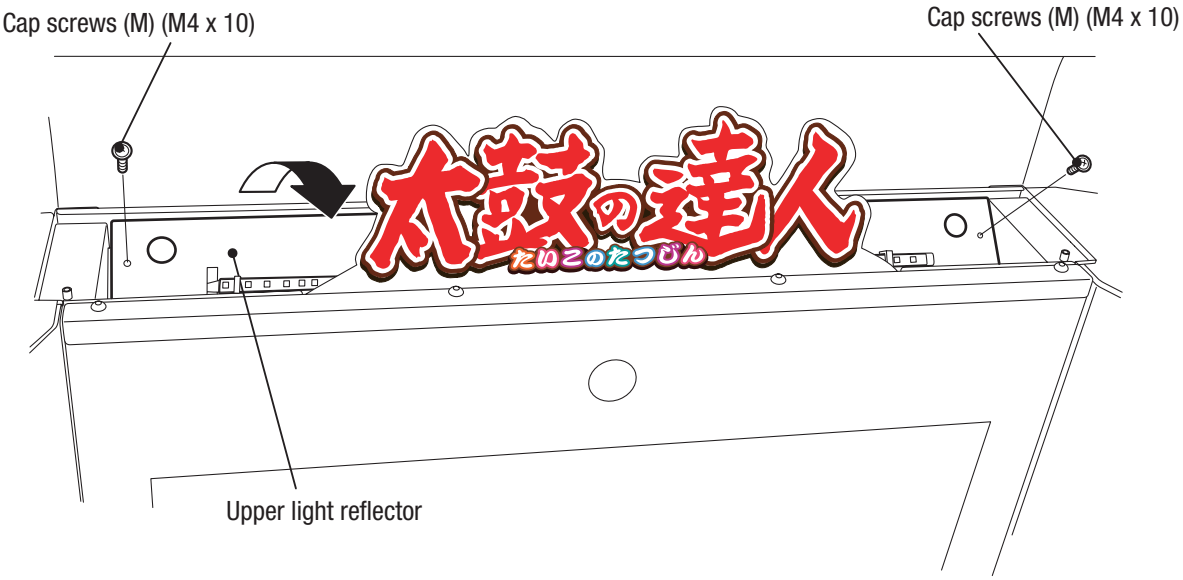
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the two torx bolts (M5 x 12), then remove the upper light cover.

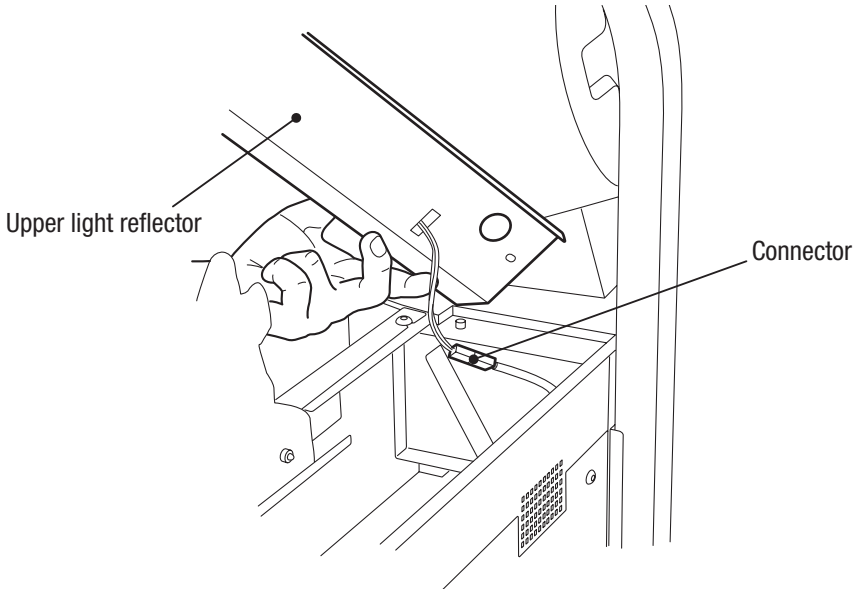


3. Remove the two cap screws (M) (M4 x 10) and pull the upper light reflector toward you.



- Must be performed by a technician -

4 Remove the connector, then remove the upper light reflector.

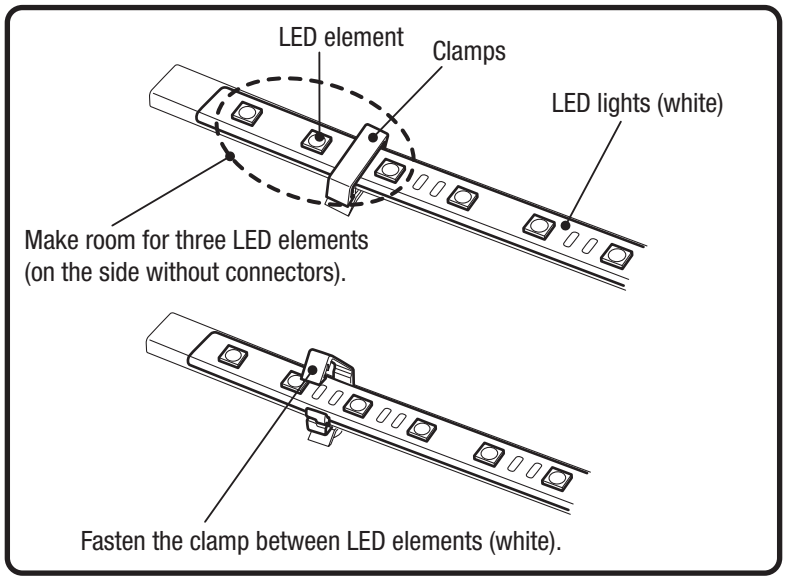


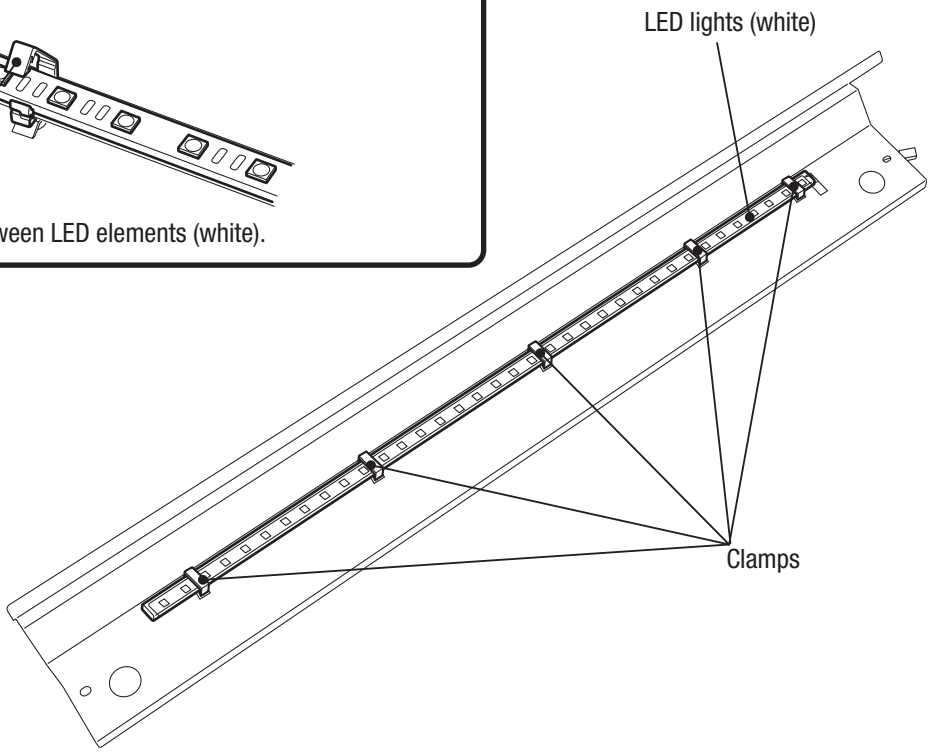
5 Remove the five clamps and replace the LED light with a new one (white).

6 To attach it, perform the procedure in reverse.

NOTICE

- When attaching it, secure the LED light (white) so that the clamp will be in the center between the LED elements.



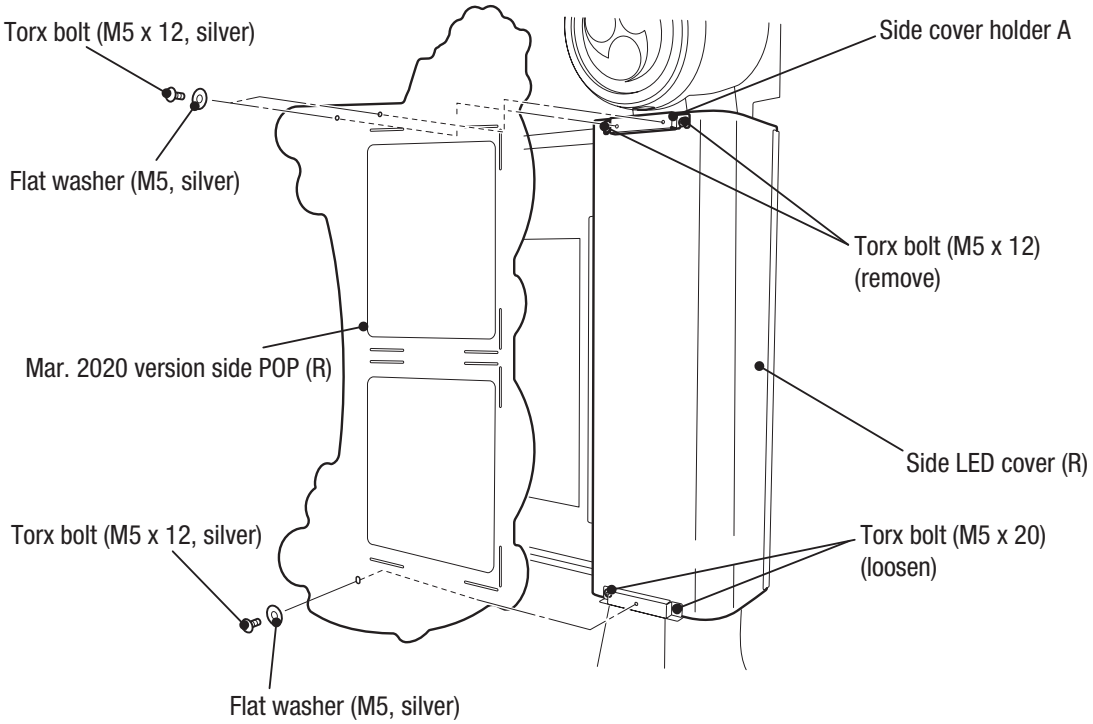


(2) Replacing the LED Lights (side)

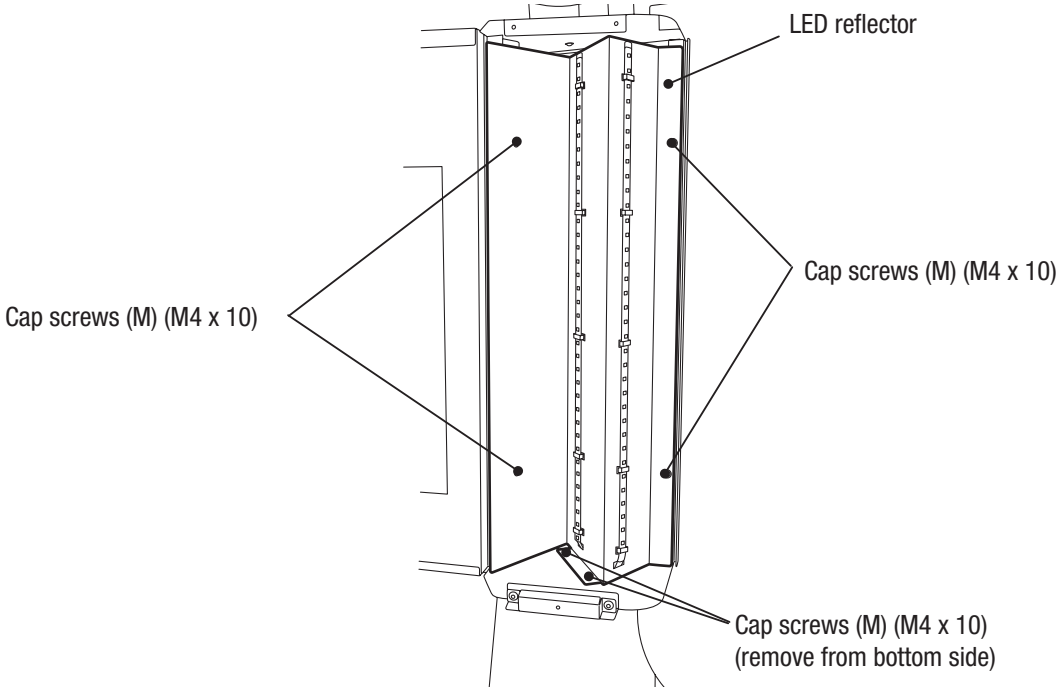
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the three torx bolts (M5 x 12, silver) and three flat washers (M5, silver), then remove the Mar. 2020 version side POP (R).
3. Loosen the two torx bolts (M5 x 20), remove the two torx bolts (M5 x 12), then remove the side LED cover (R) and the side cover holder A.



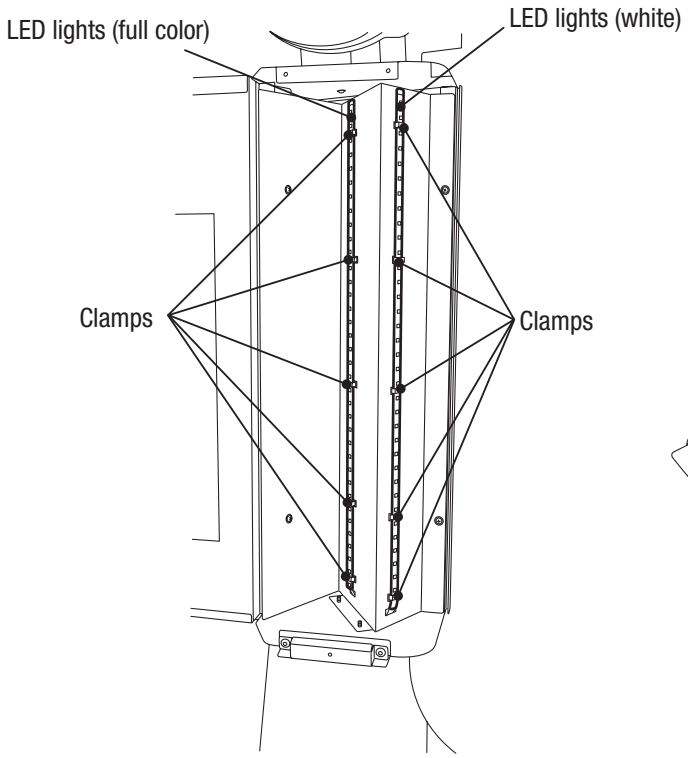
4. Remove the six cap screws (M) (M4 x 10), then remove the LED reflector.

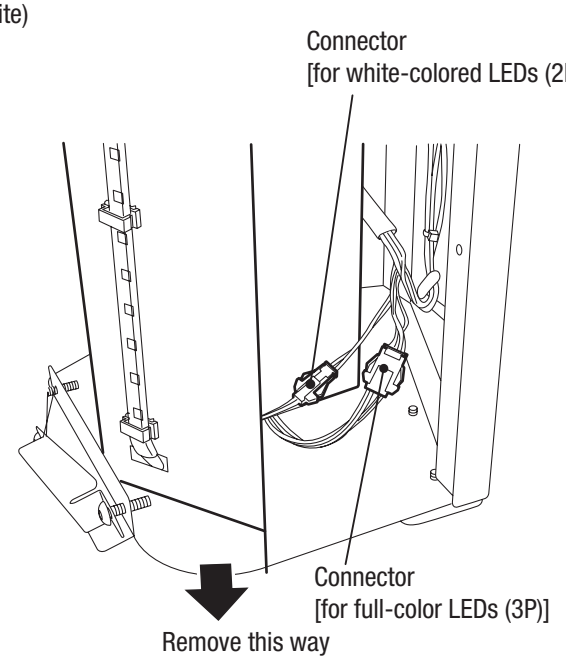


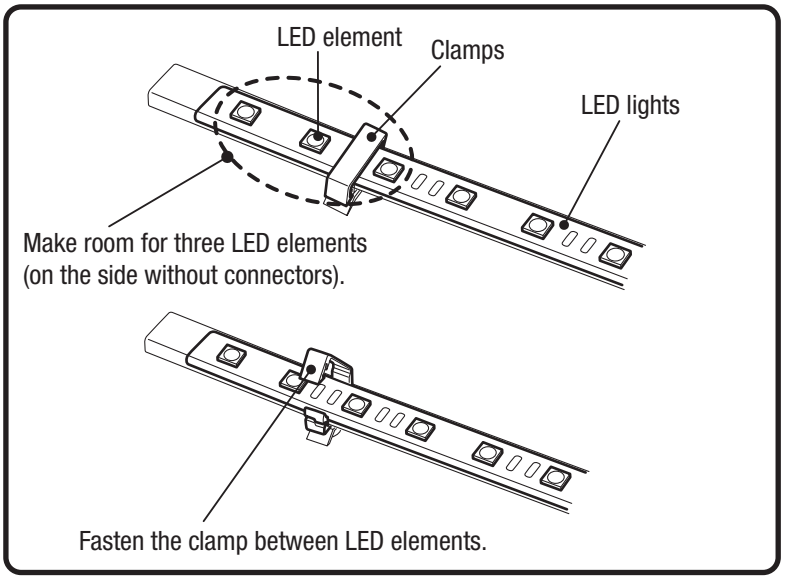
- Must be performed by a technician -

5 Remove the five clamps and the connector of the LED light to be replaced, then replace the LED light.

6 Replace the LED light on the left-hand side in the same manner.







7 To attach it, perform the procedure in reverse.

NOTICE

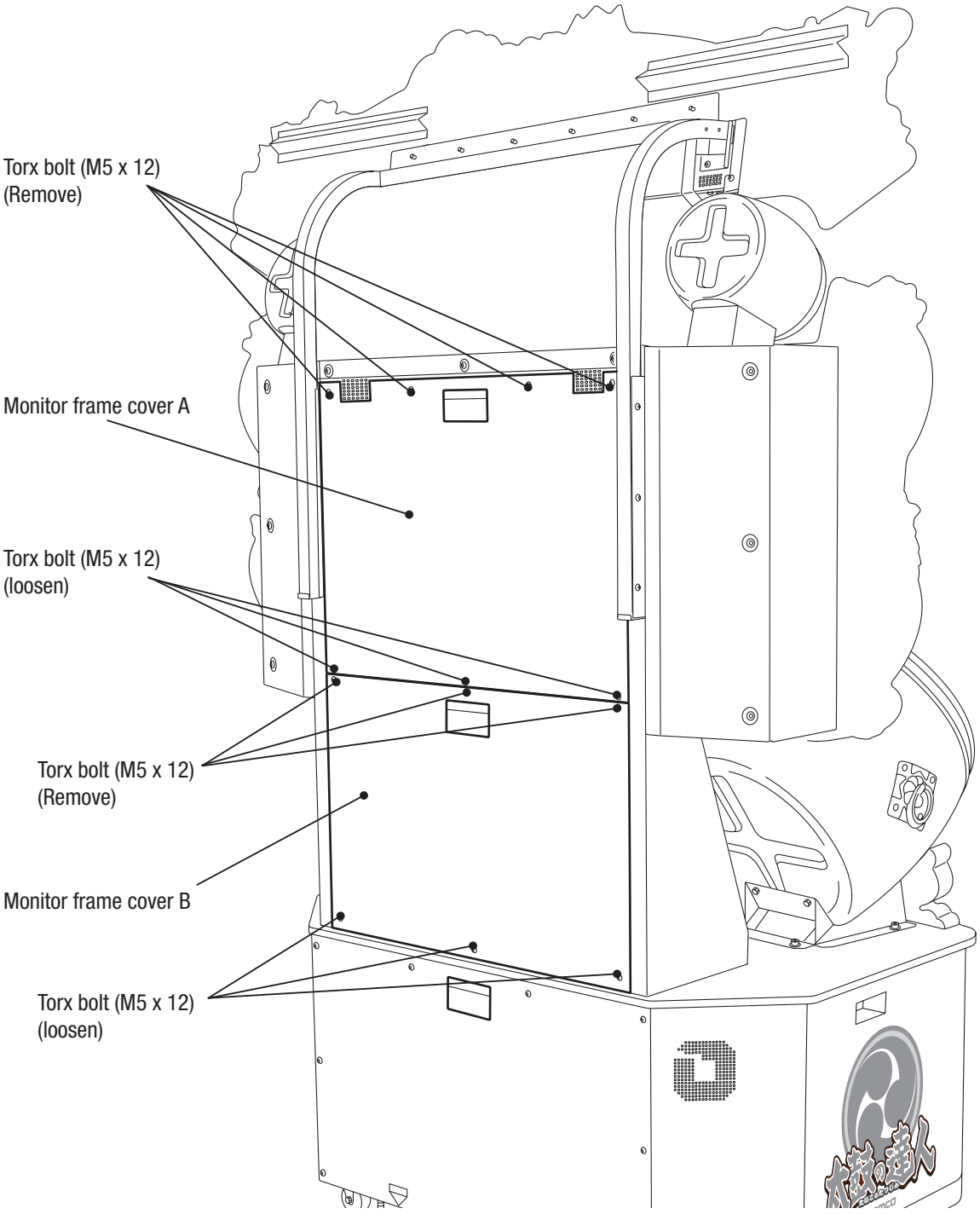
- One LED light is white and the other is full color. Be sure to attach them in the correct positions.
- When attaching it, secure the LED light (white) so that the clamp will be in the center between the LED elements.
- When attaching, ensure that the connector(s) is (are) locked securely.

(3) Removing and Attaching the Monitor Frame Covers (A) and (B)

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Loosen the three torx bolts (M5 x 12), then remove the four torx bolts (M5 x 12) to remove the monitor frame cover (A).
3. Loosen the three torx bolts (M5 x 12), remove the three torx bolts (M5 x 12), then remove the monitor frame cover (B).
4. To attach it, perform the procedure in reverse.



- Must be performed by a technician -

(4) Replacing the LCD Monitor

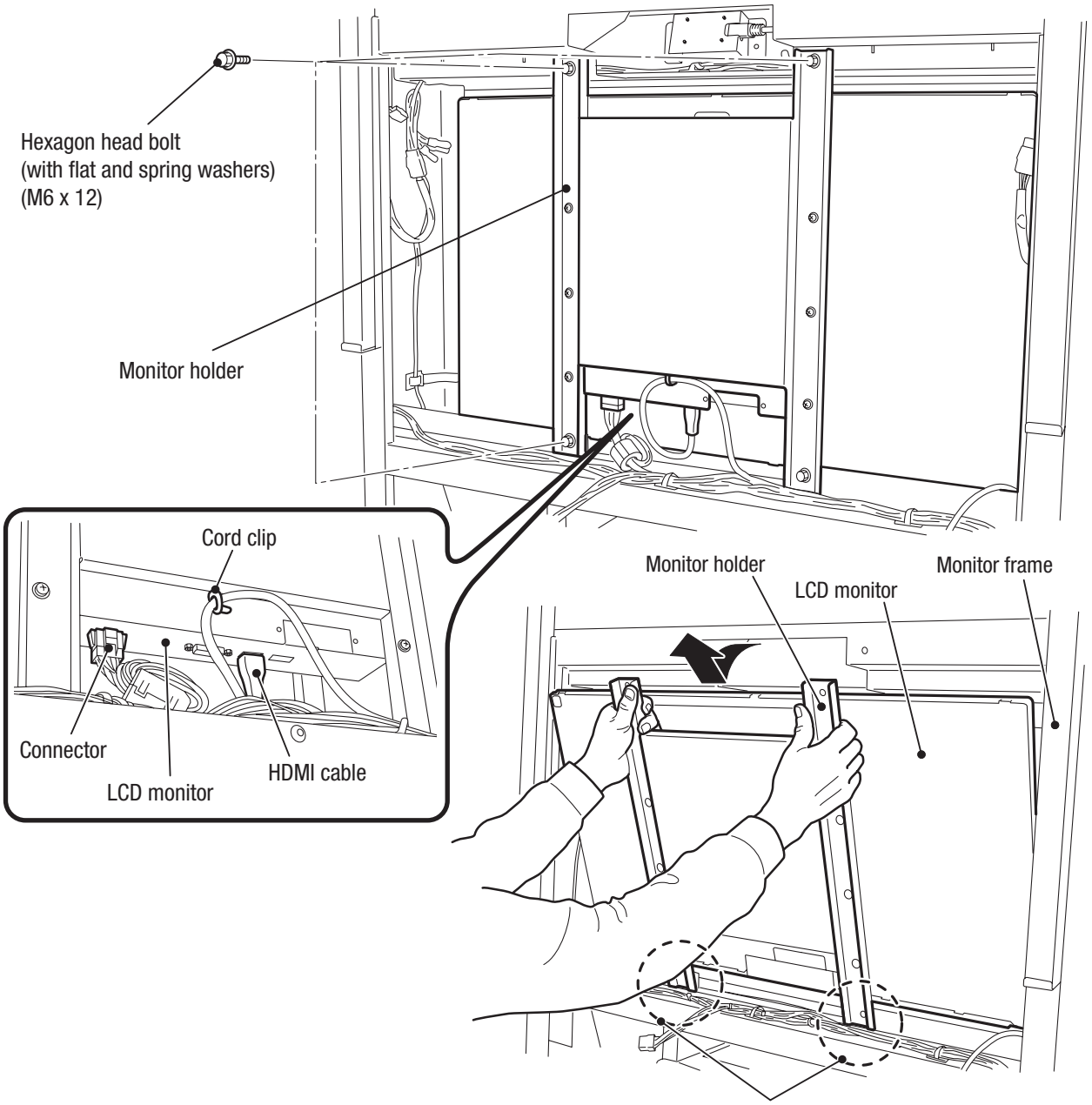
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the monitor frame cover (A).
   (See P-109"8B-3-2 (3) Removing and Attaching the Monitor Frame Covers (A) and (B)".)
3. Remove the four hexagon head bolts (with flat and spring washers) (M6 x 12), the connector and the HDMI cable. Hold the monitor holder to remove the LCD monitor.

NOTICE

- To remove the LCD monitor, lay a soft cloth on the flat surface in advance to prevent the LCD panel from being damaged.



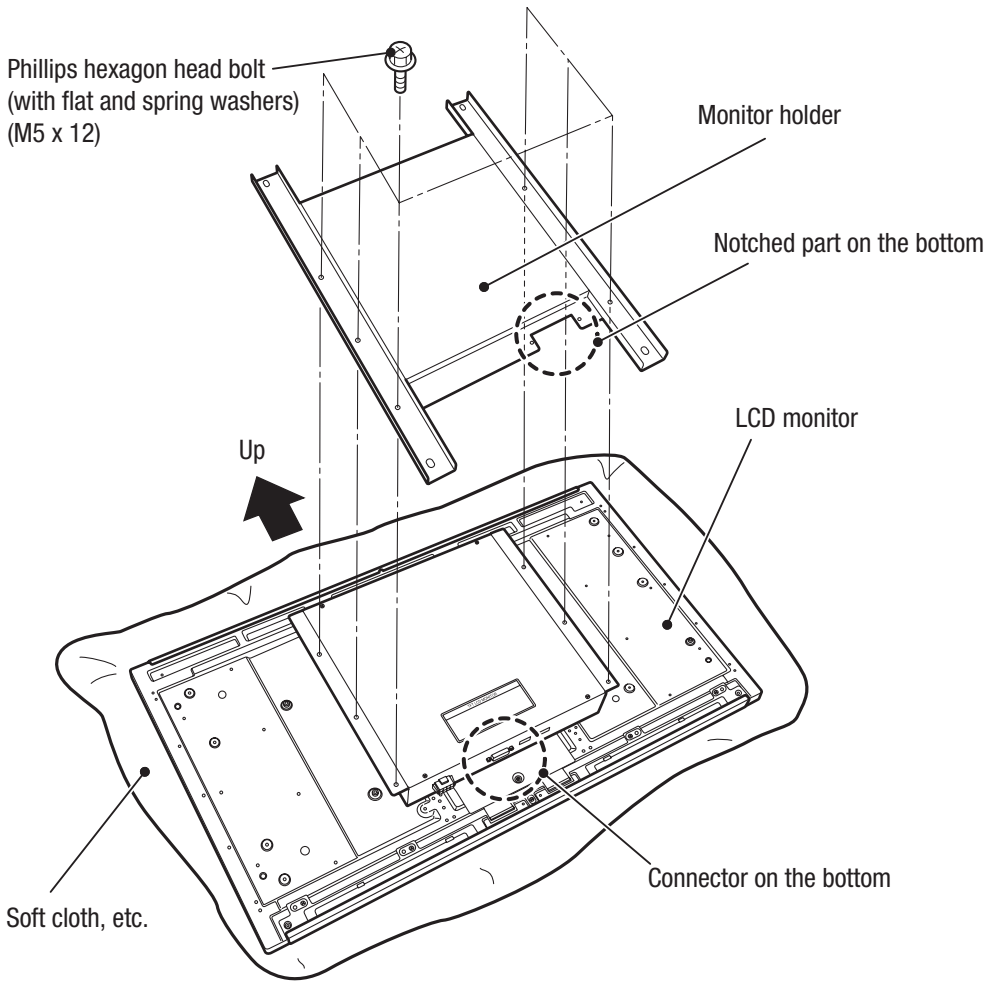
When attaching it, place the monitor holder onto the monitor frame.
Exercise care to ensure the harness does not get tucked in.

4 Remove the six Phillips hexagon head bolt (with flat and spring washers) (M5 x 12), remove the monitor holder, then replace the LCD monitor.

5 To attach it, perform the procedure in reverse.

NOTICE

- When attaching the monitor holder, pull the LCD monitor upward so that it does not tilt, and then attach it.
- When attaching, ensure that the connector(s) is (are) locked securely.



- Must be performed by a technician -

(5) Replacing the Monitor Glass

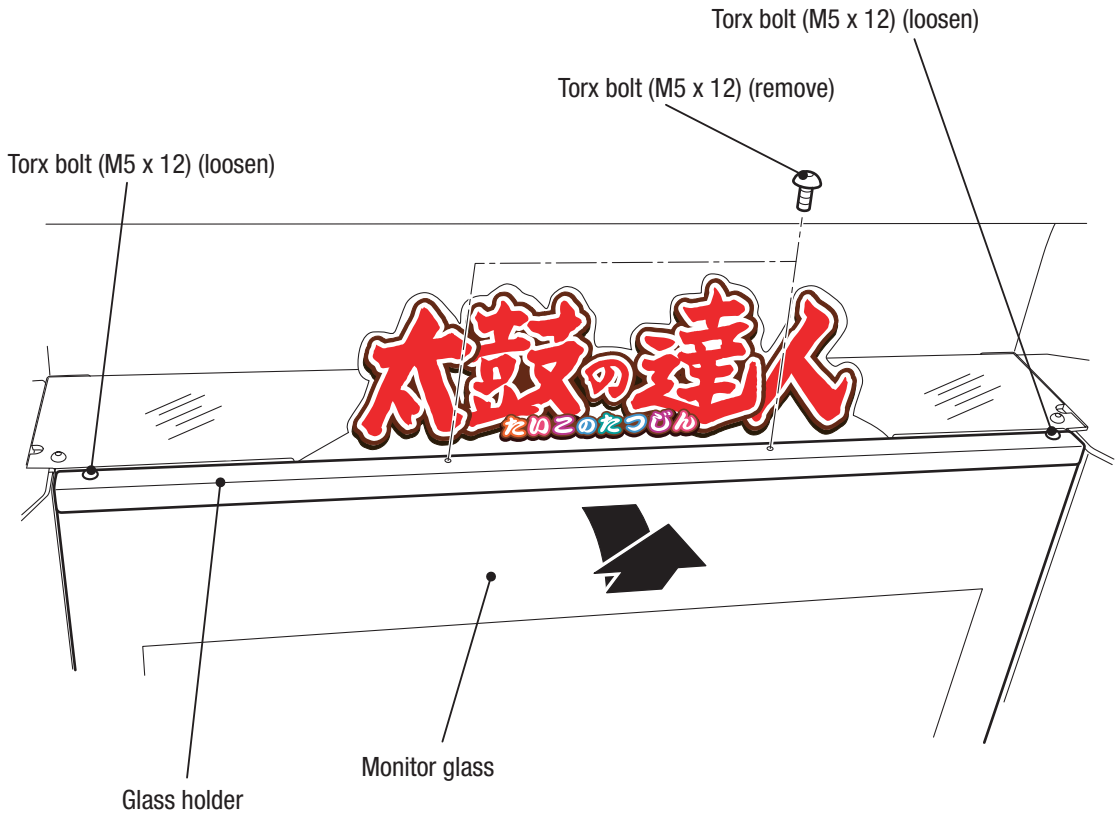
⚠WARNING

- To avoid accidents, ensure that you have two or more workers and an adequate amount of space for them to work in.

NOTICE

- To remove the monitor glass, remove the glass holder while holding the monitor glass, then remove the monitor glass by pulling it up.

1. Loosen the two torx bolts (M5 x 12) on the outside, remove the two torx bolts (M5 x 12) on the inside, remove the glass holder, then replace the monitor glass.
2. To attach it, perform the procedure in reverse.



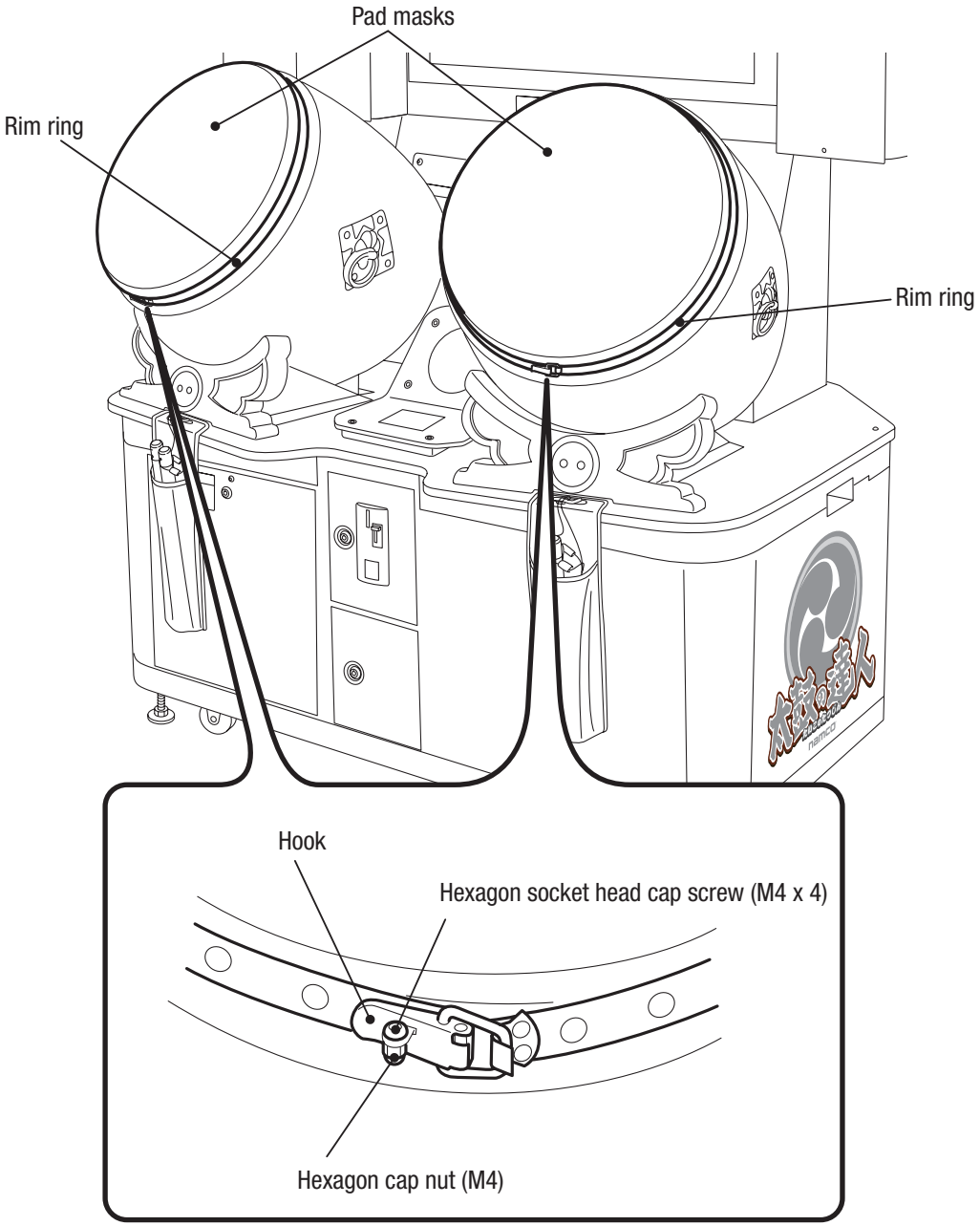
8B-3-3 Taiko Drum Assembly

(1) Replacing the Pad Mask

⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the hexagon socket head cap screw (M4 x 4) and the hexagon cap nut (M4) on each side and unlock the hook.
3. Remove the rim ring.



- Must be performed by a technician -

4 Replace the pad masks.

5 To attach it, perform the procedure in reverse.

NOTICE

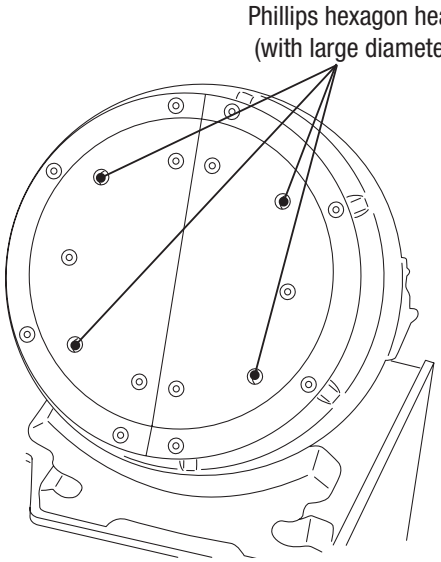
- When attaching it, apply the thread locking agent to the hexagon cap nut (M4) to prevent the screws from coming off due to vibration. Do not use the taiko drum until the thread locking agent has hardened.

(2) Replacing the Sensor

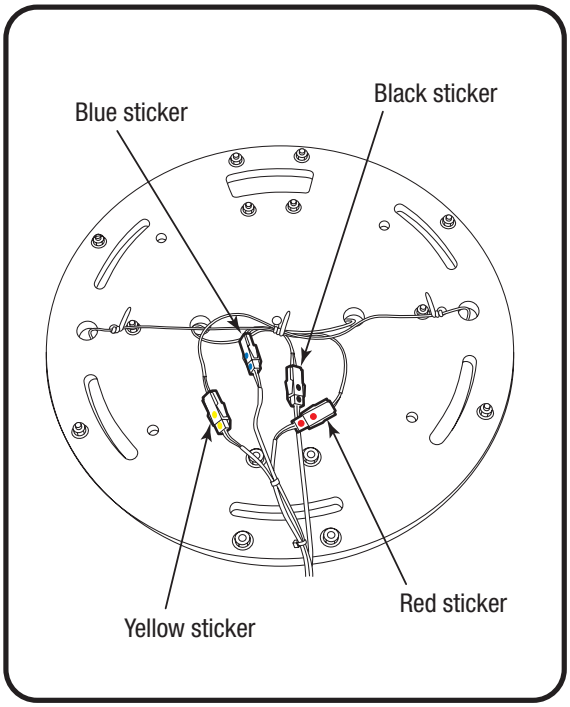
⚠WARNING

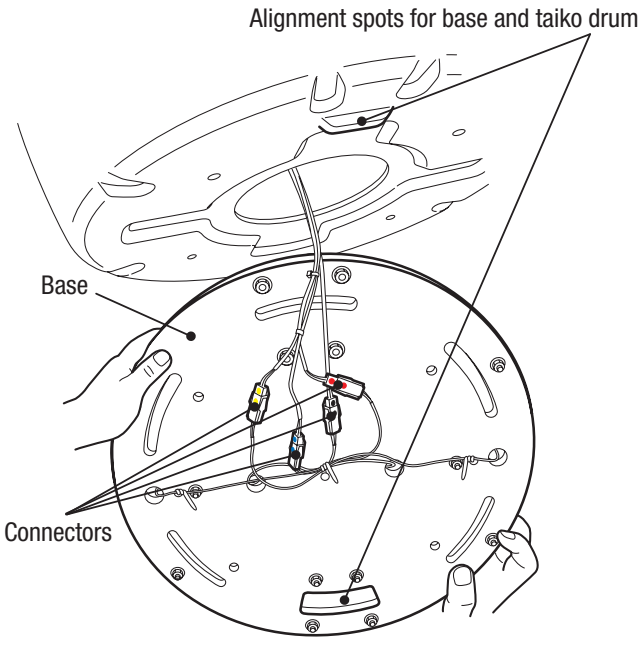
- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the pad mask.
   (See P-113"8B-3-3 (1) Replacing the Pad Mask".)
3. Remove the four Phillips hexagon head bolts (with large diameter flat and spring washers) (M6 x 20).



4. Remove the four connectors and remove the sensor together with the base.

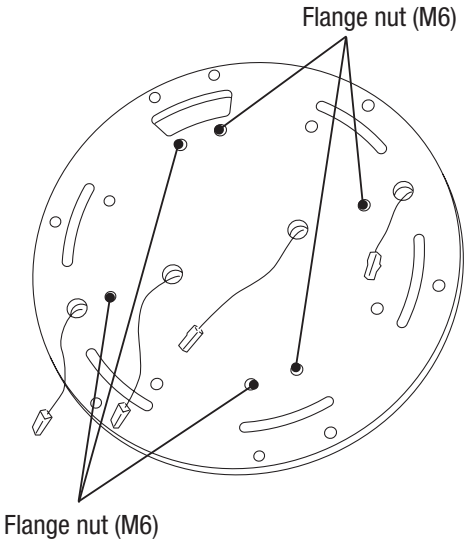




- Must be performed by a technician -

[For Pad]

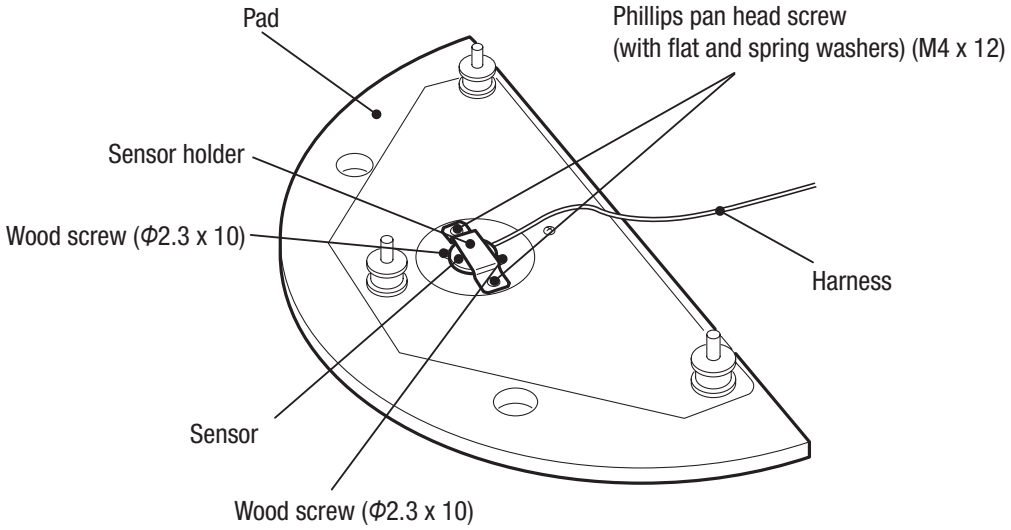
1 Remove the three flange nuts (M6) on each pad and remove the pads.



2 Remove the two Phillips pan head screws (with flat and spring washers) (M4 x 12), then remove the sensor holder.

3 Remove the two wood screws (Φ2.3 x 10) and replace the sensor.

4 To attach it, perform the procedure in reverse. When attaching it, match the colors of the connectors and those of the seals.

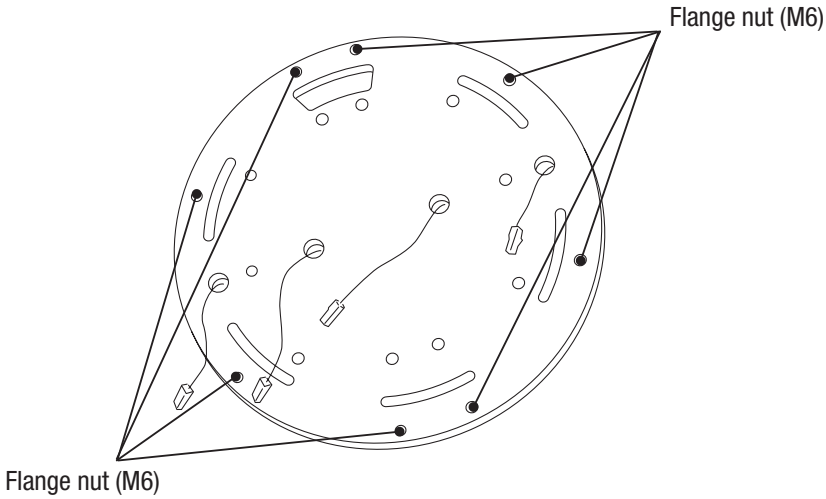


NOTICE

- When attaching it, apply the thread locking agent to prevent the screws from coming off due to vibration. Do not use the taiko drum until the thread locking agent has hardened.
- When attaching, ensure that the connector(s) is (are) locked securely.
- When attaching it, align the base and the taiko drum.
- When attaching it, exercise care to ensure the harness and connector do not get tucked in.
- When you attach the wood screw (Φ2.3 x 10), apply wood adhesive agent to the screw.
- After replacing the sensor, be sure to check and adjust the operation of the sensor in the test mode. (See P-49"7-6-6 (2) Adjusting the Taiko Drum Assembly Sensor".)

[For Rim]

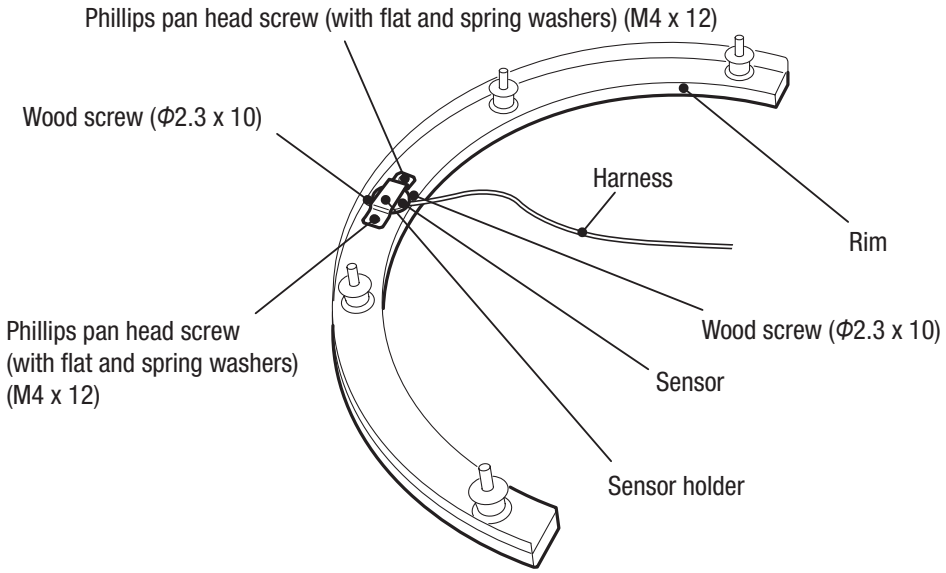
1 Remove the four flange nuts (M6) on each rim and remove the rims.



2 Remove the two Phillips pan head screws (with flat and spring washers) (M4 x 12), then remove the sensor holder.

3 Remove the two wood screws (Φ2.3 x 10) and replace the sensor.

4 To attach it, perform the procedure in reverse. When attaching it, match the colors of the connectors and those of the seals.



NOTICE

- When attaching it, apply the thread locking agent to prevent the screws from coming off due to vibration. Do not use the taiko drum until the thread locking agent has hardened.
- When attaching, ensure that the connector(s) is (are) locked securely.
- When attaching it, align the base and the taiko drum.
- When attaching it, exercise care to ensure the harness and connector do not get tucked in.
- When you attach the wood screw (Φ2.3 x 10), apply wood adhesive agent to the screw.
- After replacing the sensor, be sure to check and adjust the operation of the sensor in the test mode. (See P-49"7-6-6 (2) Adjusting the Taiko Drum Assembly Sensor".)

- Must be performed by a technician -

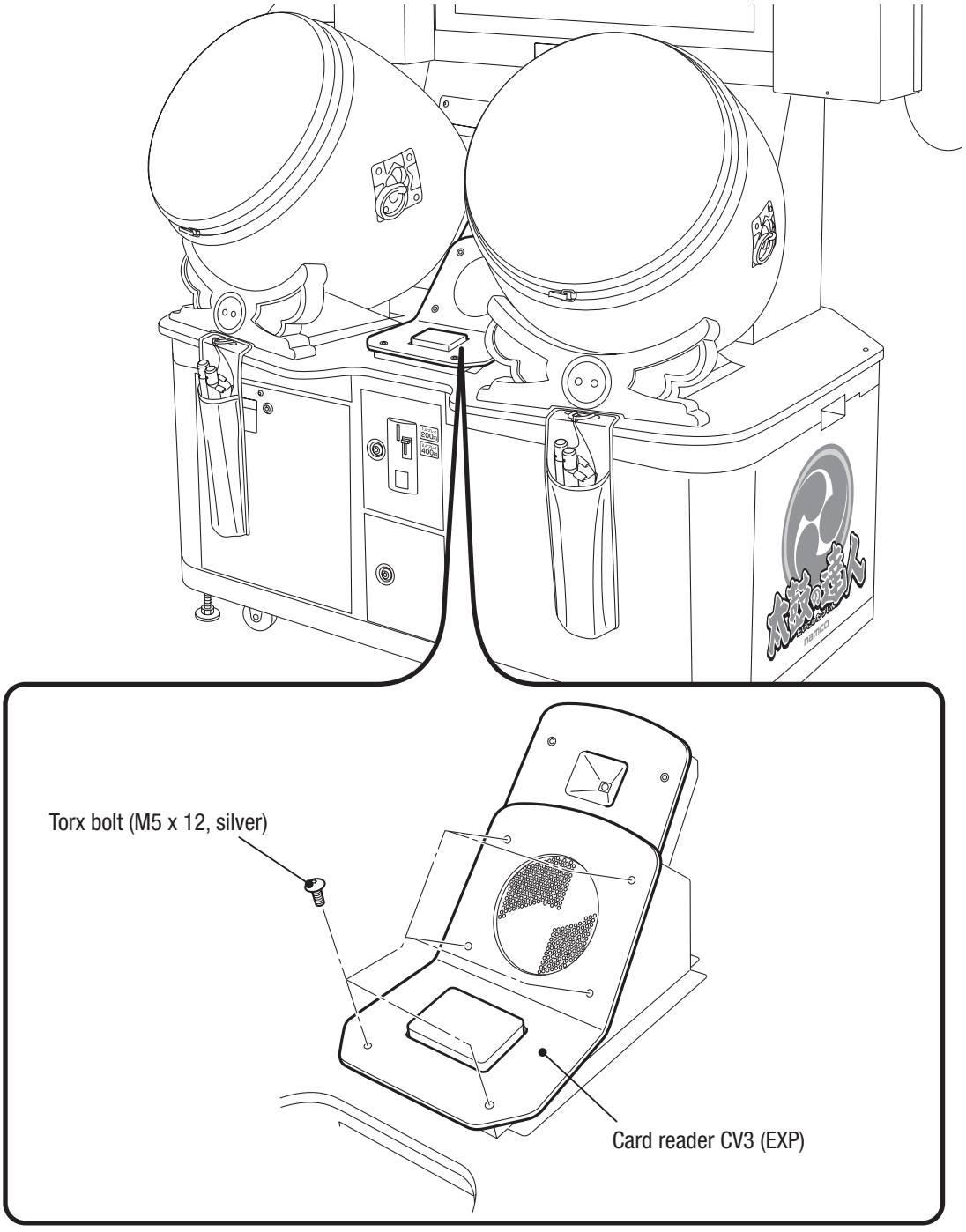
8B-3-4 Card Box (QR-EXP) Assembly

(1) Replacing the Card Reader/Writer

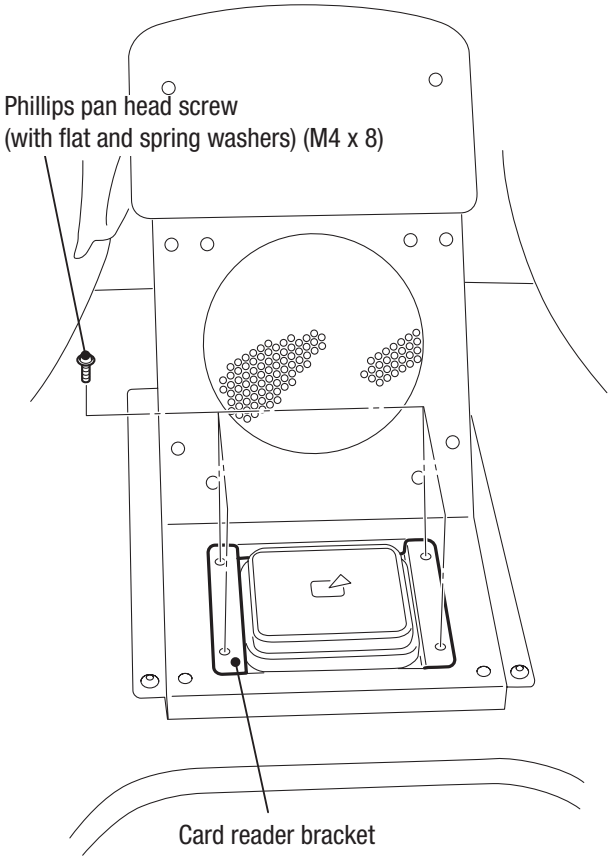
⚠WARNING

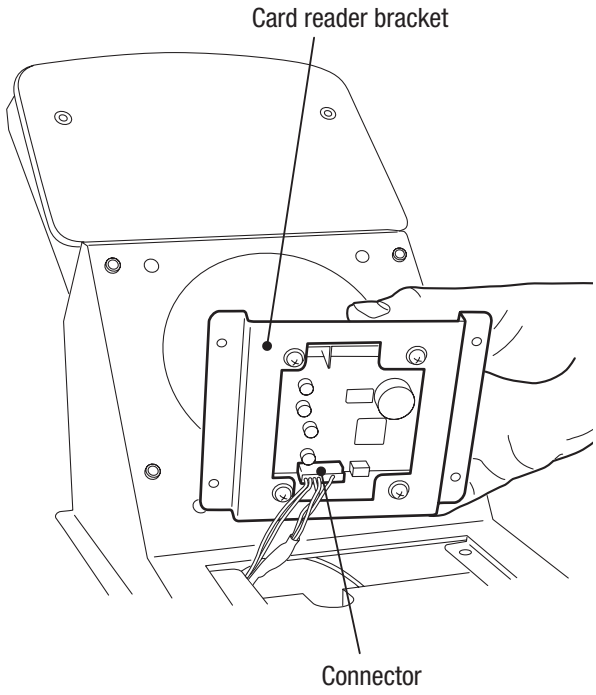
- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the six torx bolts (M5 x 12), and then remove the card reader CV3 (EXP).

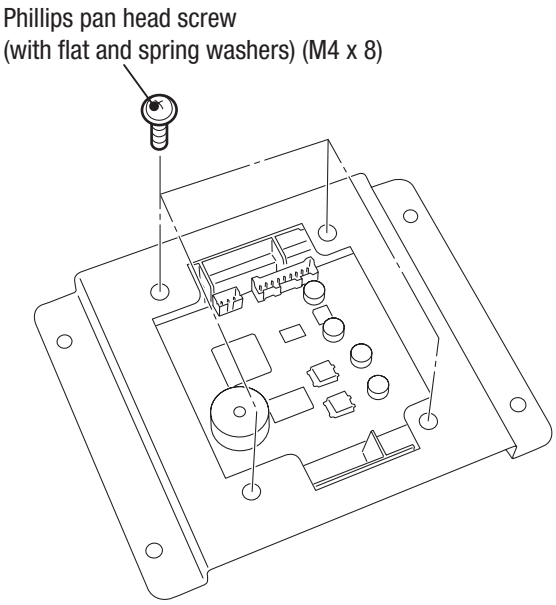


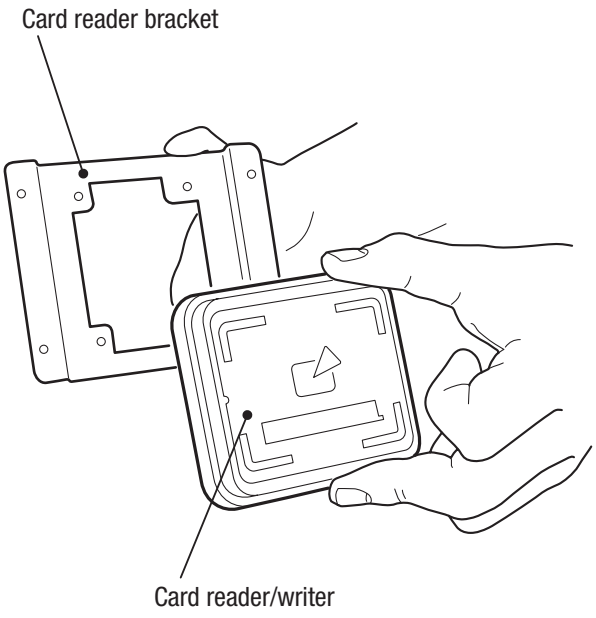
3 Remove the four Phillips pan head screws (with flat and spring washers) (M4 x 8) and the connector, then remove the card reader bracket.





4 Remove the four Phillips pan head screws (with flat and spring washers) (M4 x 8) and replace the card reader/writer.





5 To attach it, perform the procedure in reverse.

NOTICE

- When attaching, ensure that the connector(s) is (are) locked securely.
- After replacing the card reader/writer, be sure to check and adjust the operation of the card reader/writer in the test mode. (See P-42 "7-6-5 Card Reader/Writer Test (CARD READER-WRITER TEST)".)

- Must be performed by a technician -

(2) Replacing the LED tape

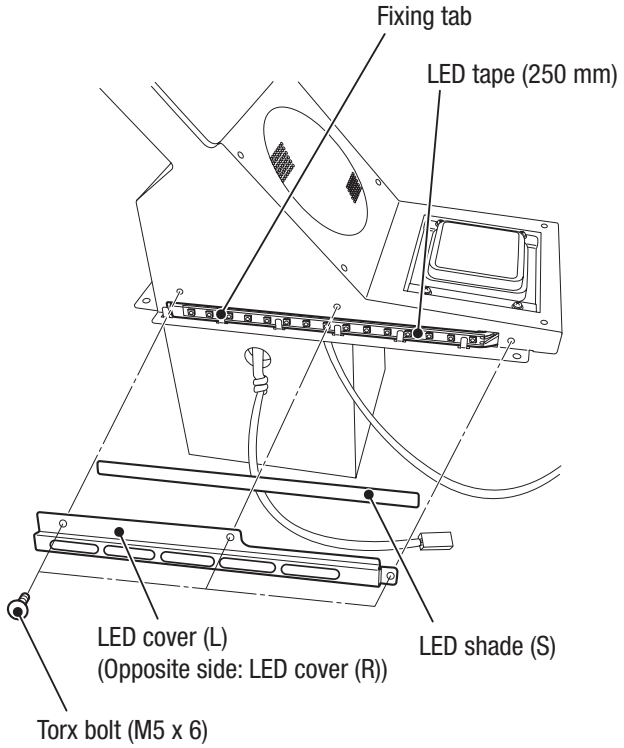
⚠WARNING

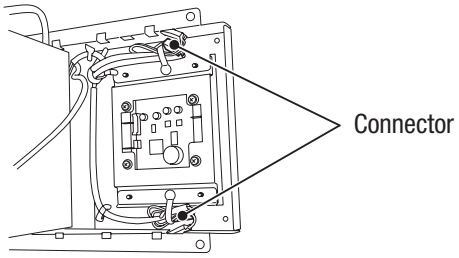
- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

⚠CAUTION

- The taiko drum assembly weighs about 14 kg. When removing it, use two or more people and secure an adequate amount of work space to prevent accidents.

1. Remove the taiko drum assembly (L).
2. (See P-68 "8A-1-3 Removing and Attaching the Taiko Drum Assembly".)
3. Remove the card box (QR-EXP) assembly.
   (See P-69 "8A-1-4 Removing and Attaching the Card Box (QR-EXP) Assembly".)
4. Remove the three torx bolts (M5 x 6), one connector and five fixing tabs from each side, remove the LED covers (L) and (R) and LED shade (S), and replace the LED tape (250 mm).

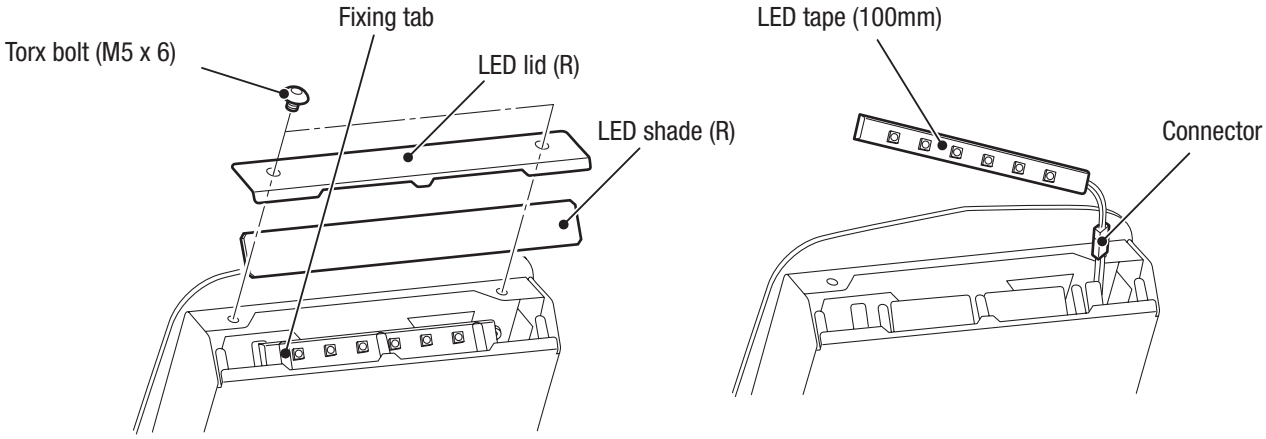




[Rear view of card box (QR-EXP) assembly]

- Must be performed by a technician -

5 Remove the two torx bolts (M5 x 6), one connector and three fixing tabs, remove the LED lid (R) and LED shade (R), and replace the LED tape (100 mm).



6 To attach it, perform the procedure in reverse.

NOTICE

- When attaching it, secure the LED tape so that the fixing tabs are at the middle position between the LED elements.
- When attaching, ensure that the connector(s) is (are) locked securely.

- Must be performed by a technician -

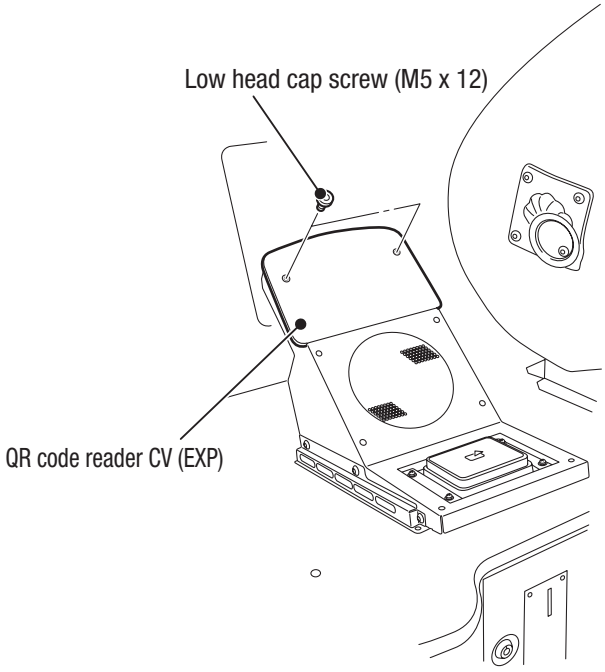
(3) Replacing the Code Reader

⚠WARNING

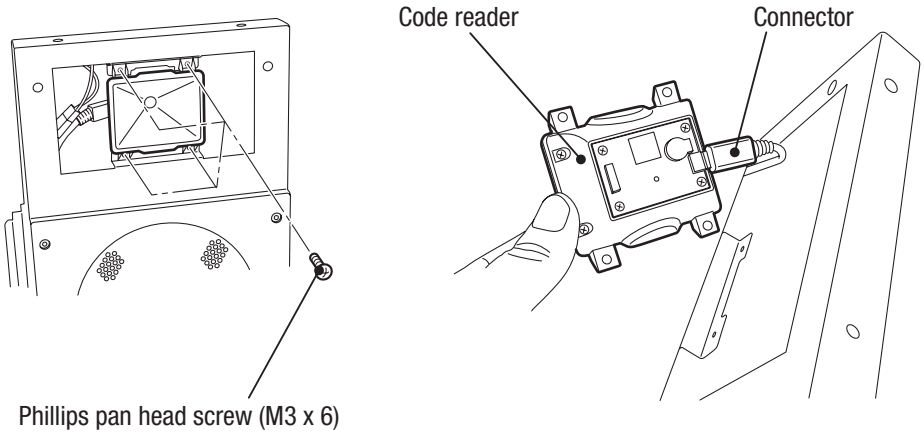
- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

1 Remove the six torx bolts (M5 x 12), and then remove the card reader CV3 (EXP).
(See P-118“8B-3-4 (1) Replacing the Card Reader/Writer”.)

2 Remove the two low head cap screws (M5 x 12), and then remove the QR code reader CV (EXP).



3 Remove the four Phillips pan head screws (M3 x 6) and one connector, and then remove the code reader.



4 To attach it, perform the procedure in reverse.

NOTICE

- When attaching, connect the connector before attaching the code reader.
- When attaching it, ensure that the connectors are pressed in securely.

8B-3-5 POP Frame Assembly

(1) Replacing the LED Lamps

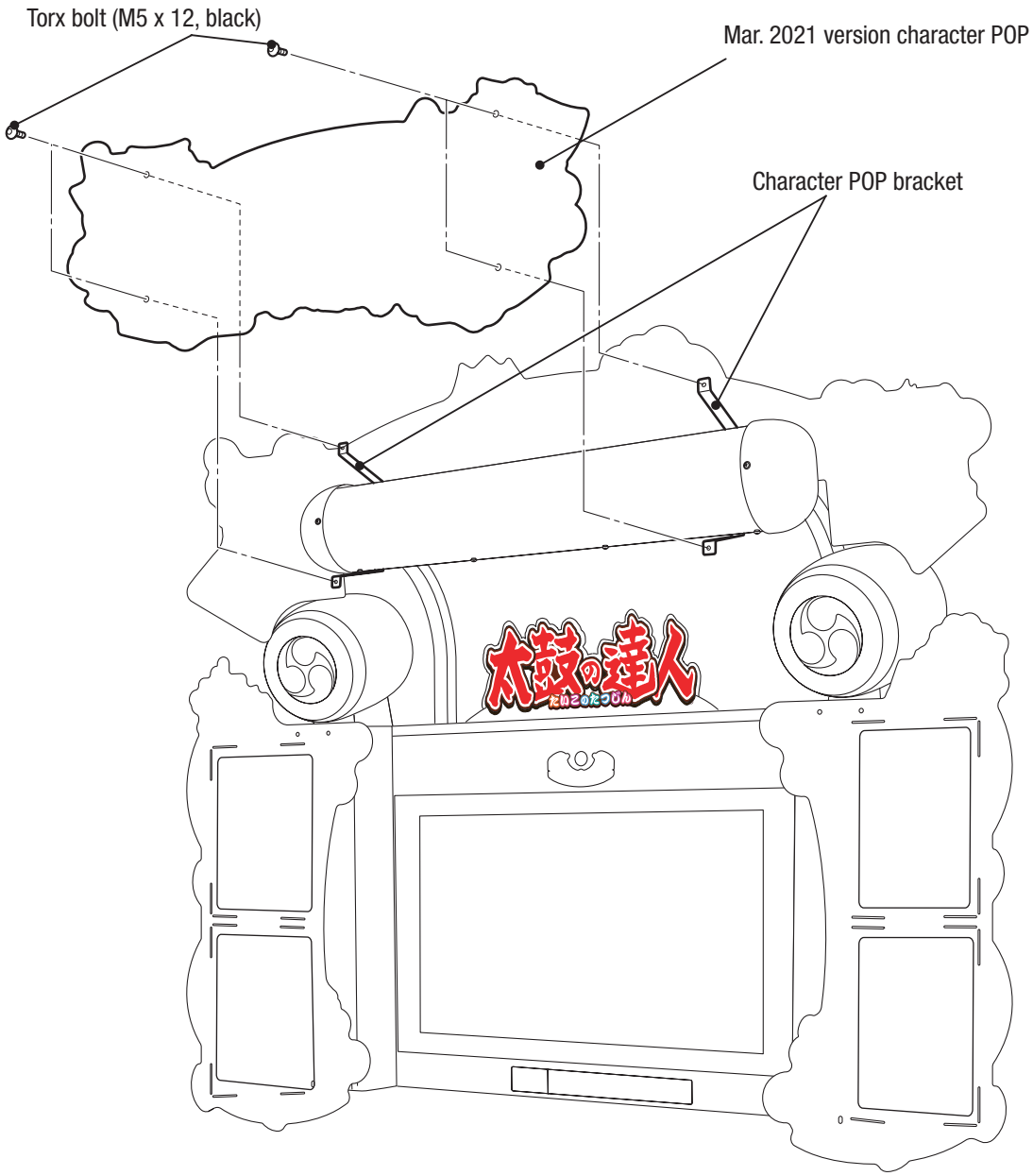
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.
- When attaching the POP frame assembly, prepare a stepstool or similar object as you will be working at a height. Having an awkward posture while working may cause an injury or damage the game machine. Be sure to utilize two or more people for this operation.

⚠CAUTION

- Some parts of the LED lamp remain hot even after the power switch is turned off, and can cause a burn injury. Before working on it, ensure that it has cooled down.

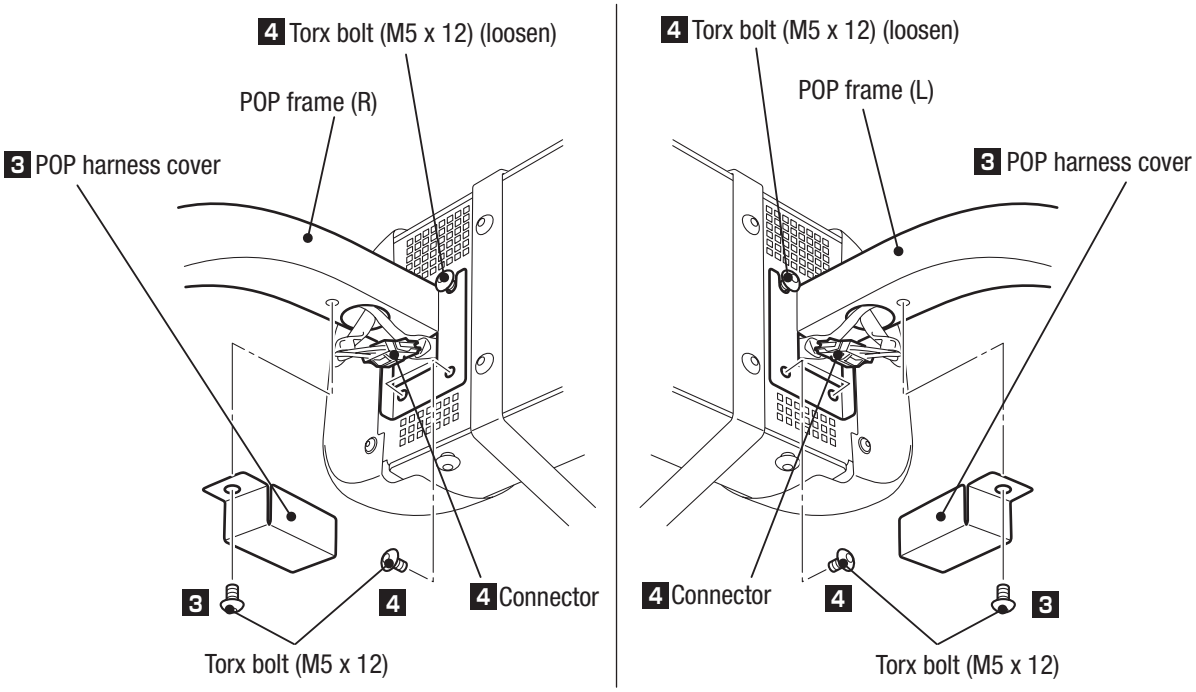
1. Turn off the power switch located at the rear bottom side of the cabinet base assembly.
2. Remove the four torx bolts (M5 x 12, black), then remove the Mar. 2020 version character POP.

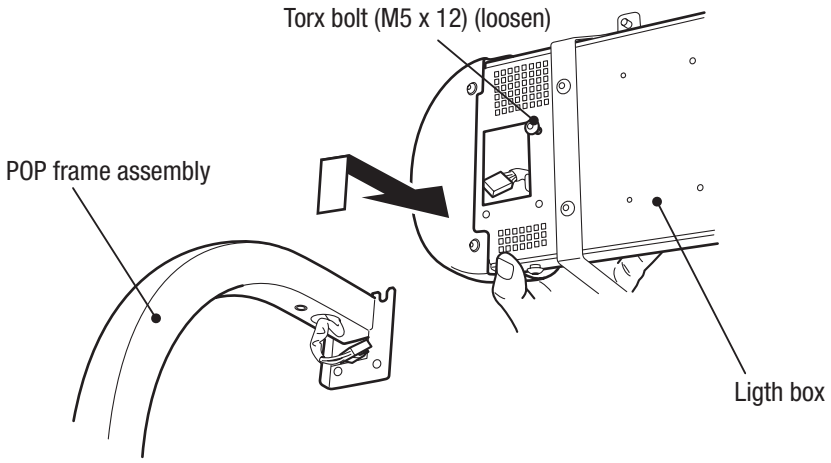


- Must be performed by a technician -

3 Remove the torx bolt (M5 x 12), then remove the POP harness cover and connector.

4 Loosen the torx bolt (M5 x 12) and remove the two torx bolts (M5 x 12) on either side, and remove the Ligth box from the POP frame (L) and (R).

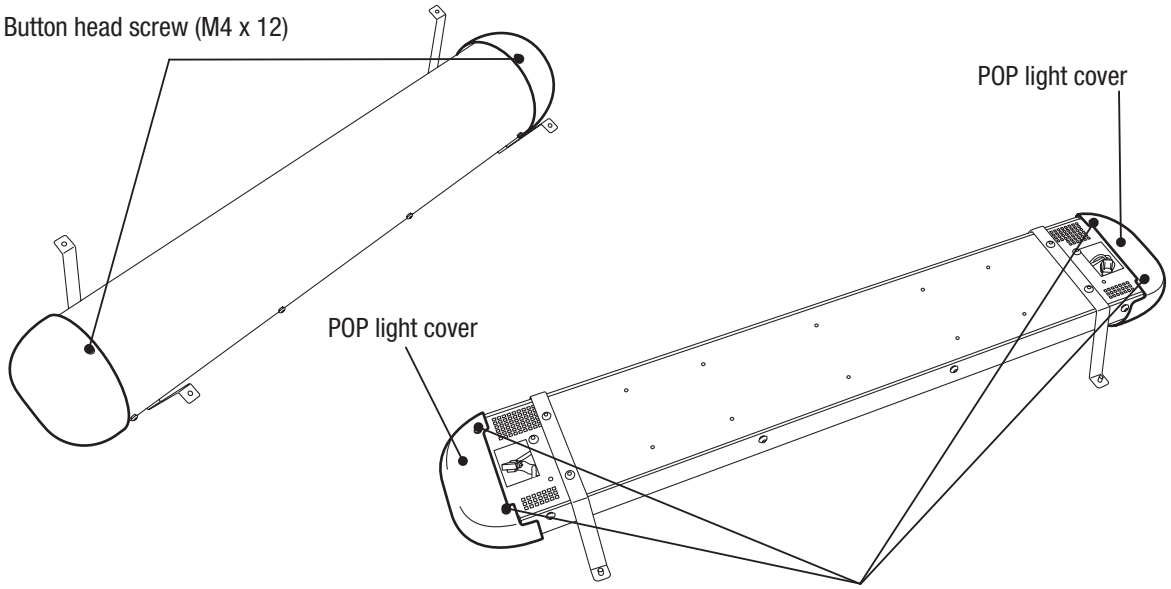


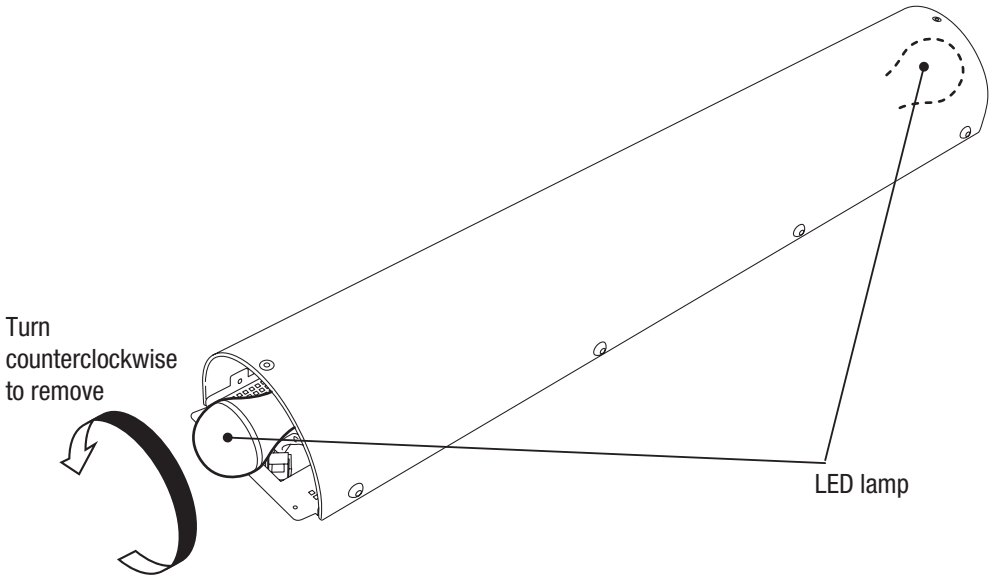


- Must be performed by a technician -

5 Remove the six button head screws (M4 x 12), then remove the POP light cover.

6 Remove the LED lamp by rotating it counterclockwise, and replace it with a new one.
[Use a E26 type base LED lamp, equivalent to a general neutral white electric bulb of 100 VAC, 7.5 W.]





NOTICE

- Ensure that the LED lamp has the specified rating. Do not use an LED lamp that has a higher rating or a lamp other than an LED (a filament lamp, etc.).
  Otherwise the POP light cover may be damaged by heat or the circuit protector may malfunction.

- Must be performed by a technician -

(2) Replacing the LED Lights (POP light)

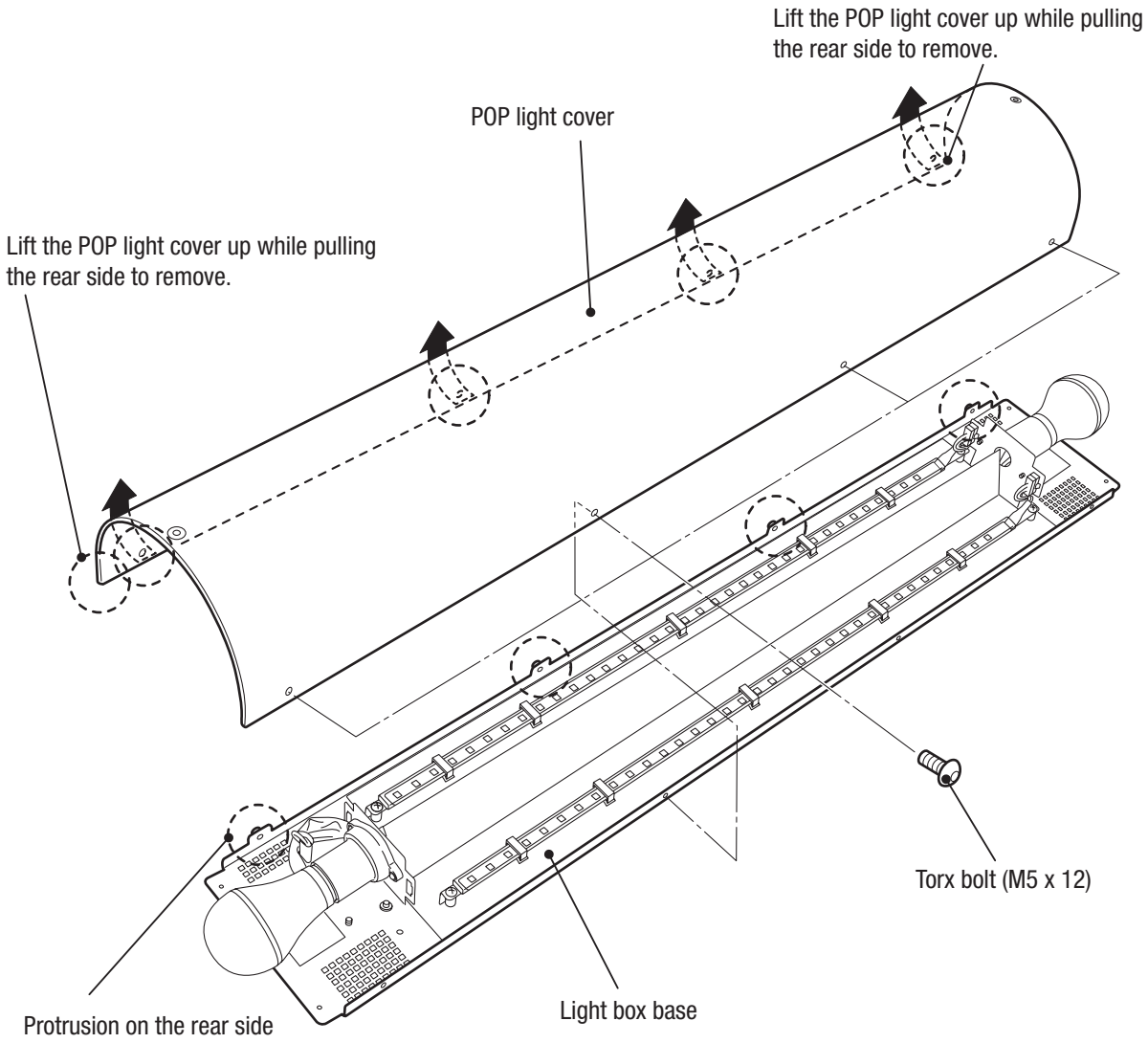
⚠WARNING

- To prevent yourself and/or other people from receiving an electric shock, having an accident or being injured, and to prevent electronic circuits from being damaged, be sure to turn off the main power switch before starting operations.

⚠CAUTION

- Some parts of the LED lamp remain hot even after the power switch is turned off, and can cause a burn injury. Before working on it, ensure that it has cooled down.

1. Remove the Ligth box.
   (See P-123 "8B-3-5 (1) Replacing the LED Lamp".)
2. Remove the Character POP bracket. (See P-64 "8A-2-2 Assembling the POP Frame Assembly step 4")
3. Remove the eight torx bolts (M5 x 12), then remove the POP light cover.
   *There are projections to hook the POP light cover on the rear side of the light box base. To remove the POP light cover, pull up the rear side of the cover.

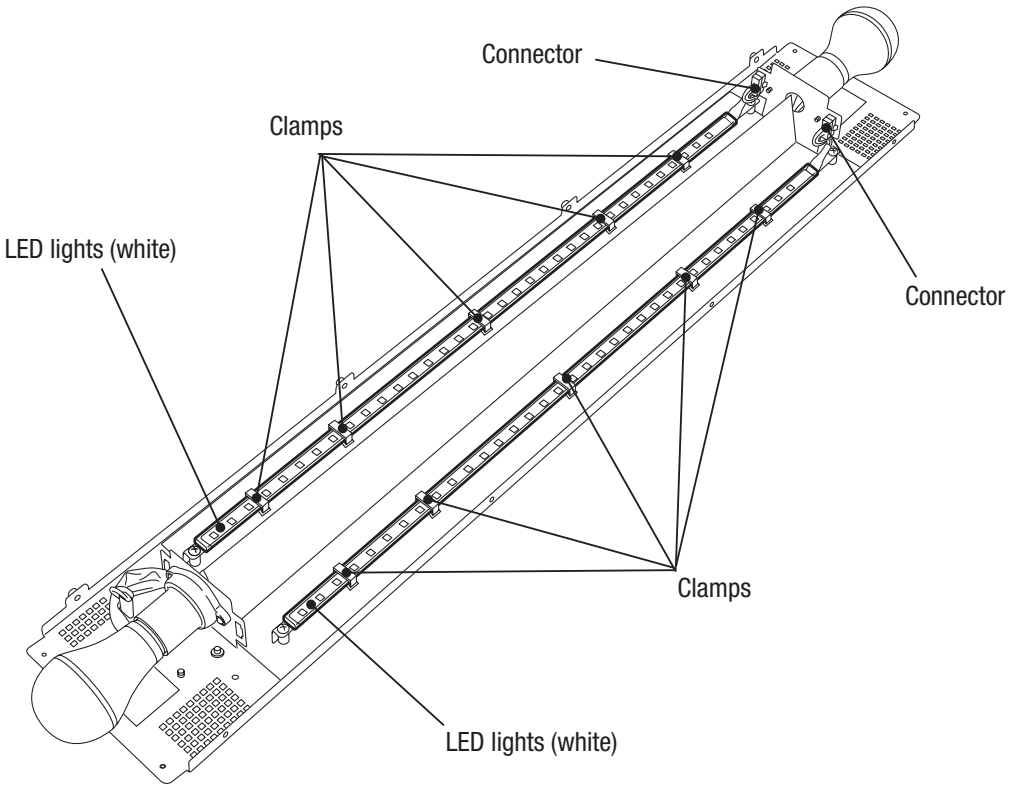


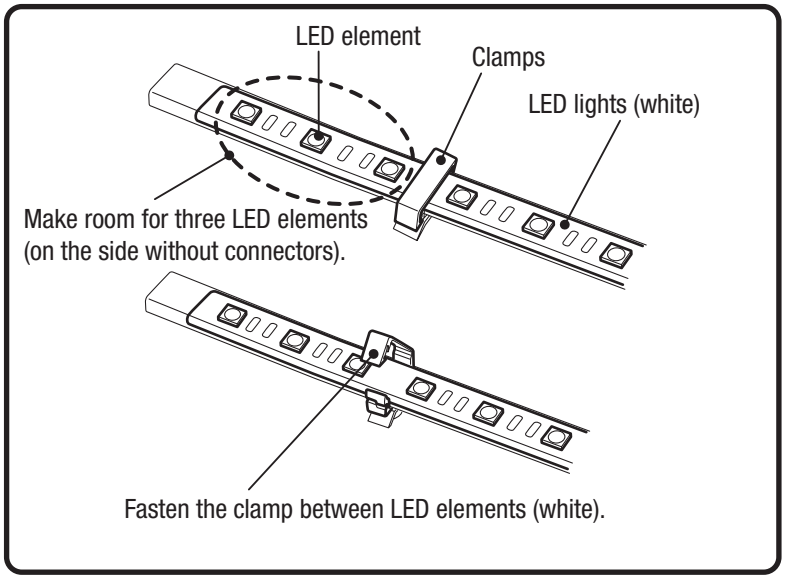
4 Remove the connector and the five clamps on each side, and replace the LED light with a new one (white).

5 To attach it, perform the procedure in reverse.

NOTICE

- When attaching it, secure the LED light (white) so that the clamp will be in the center between the LED elements.
- When attaching, ensure that the connector(s) is (are) locked securely.





9. Disposal

⚠WARNING

- When disposing of the game machine, follow the applicable regulations for collection, transportation and disposal.
- When delegating the collection, transportation and disposal of the game machine, be sure to delegate such work to specialists in each field.

NOTICE

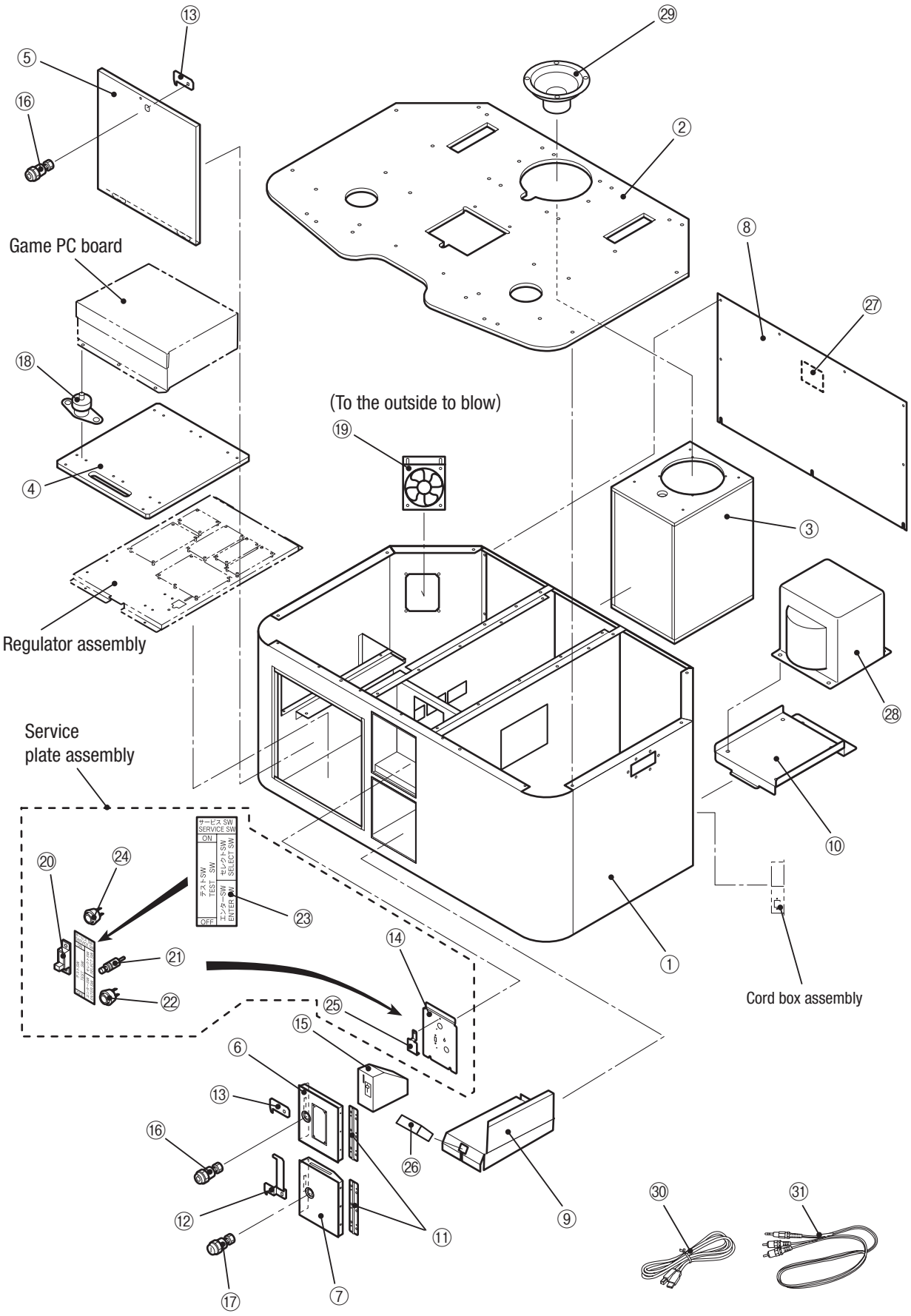
- When disposing of this game machine, be sure to destroy the game PC board in the game machine and dispose of it along with the game machine in such a way that it cannot be reused.

It is prohibited to copy, adapt, distribute publicly, or use the SSD included in this game machine for purposes other than the operation of this game machine. The software in the SSD is protected by copyright laws. Infringement of the copyright laws may subject persons concerned to criminal penalties.

Do not use the SSD supplied with this game machine for other models or media. Doing so may result in mechanical malfunction.

10. Parts List

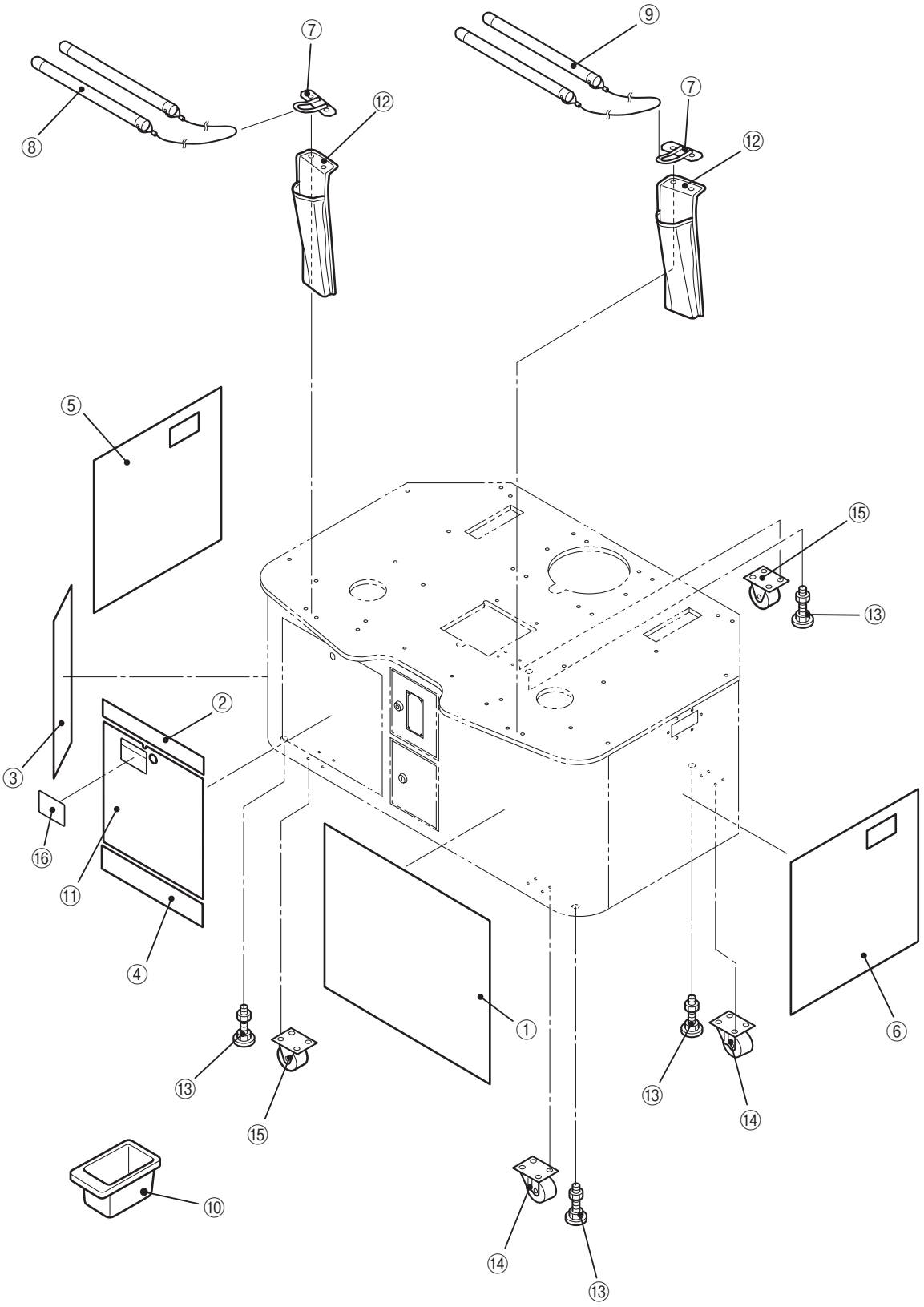
10-1 Cabinet Base Assembly (1)



No.	Name	Quantity	[Model and Rating]	Part Number	
1	Cabinet base	1		747-205	
2	Cabinet board	1		728-826	
3	Woofer box	1		728-827	
4	PC board base	1		747-206	
5	Maintenance door	1		728-829	
6	Service door	1		728-830	
7	Cash box door	1		728-831	
8	Back door	1		xxx-xxx	
9	Counter base	1		728-833	
10	Transformer base	1		728-834	
11	Hinge	2		728-835	
12	Cash box door tag	1		728-836	
13	Maintenance door tag	1		728-837	
14	Service plate	1		728-864	
15	Coin selector	1	PFB-730 (Front plate: Black), for $1 Hong Kong Dollar coins	100-468	
16	Coin lock	2	SP-81-MS-1	101-016	*1
17	Cam lock	1	N92-L10	101-142	
18	Round anti-vibration rubber	4	KB-20	106-181	
19	Fan motor	1	TFD-12025HH24B	005-581	
20	Test switch	1	SDS-103A-03#13BJ	000-681	
21	Select switch	1	SDSA-331G-CR	000-337	
22	Enter switch	1	SDP-103C-22GB	000-619	
23	Service sticker M (B)	1		461-722	
24	Service switch	1	P103C22RBJ00000	000-336	
25	Service switch cover	1		728-865	
26	Coin counter	1	MZ-670 DC12 V	003-063	
27	Warning sticker for maintenance (B)	1		461-539	
28	Transformer	1	S133V693PV	004-737	
29	Woofer speaker	1	W00120D1	006-225	
30	USB cable	1	BIZ-USB-AB-MM-1500-C	011-145	
31	Audio cable	1	BIZ-3.5S-RCA-1000	011-321	

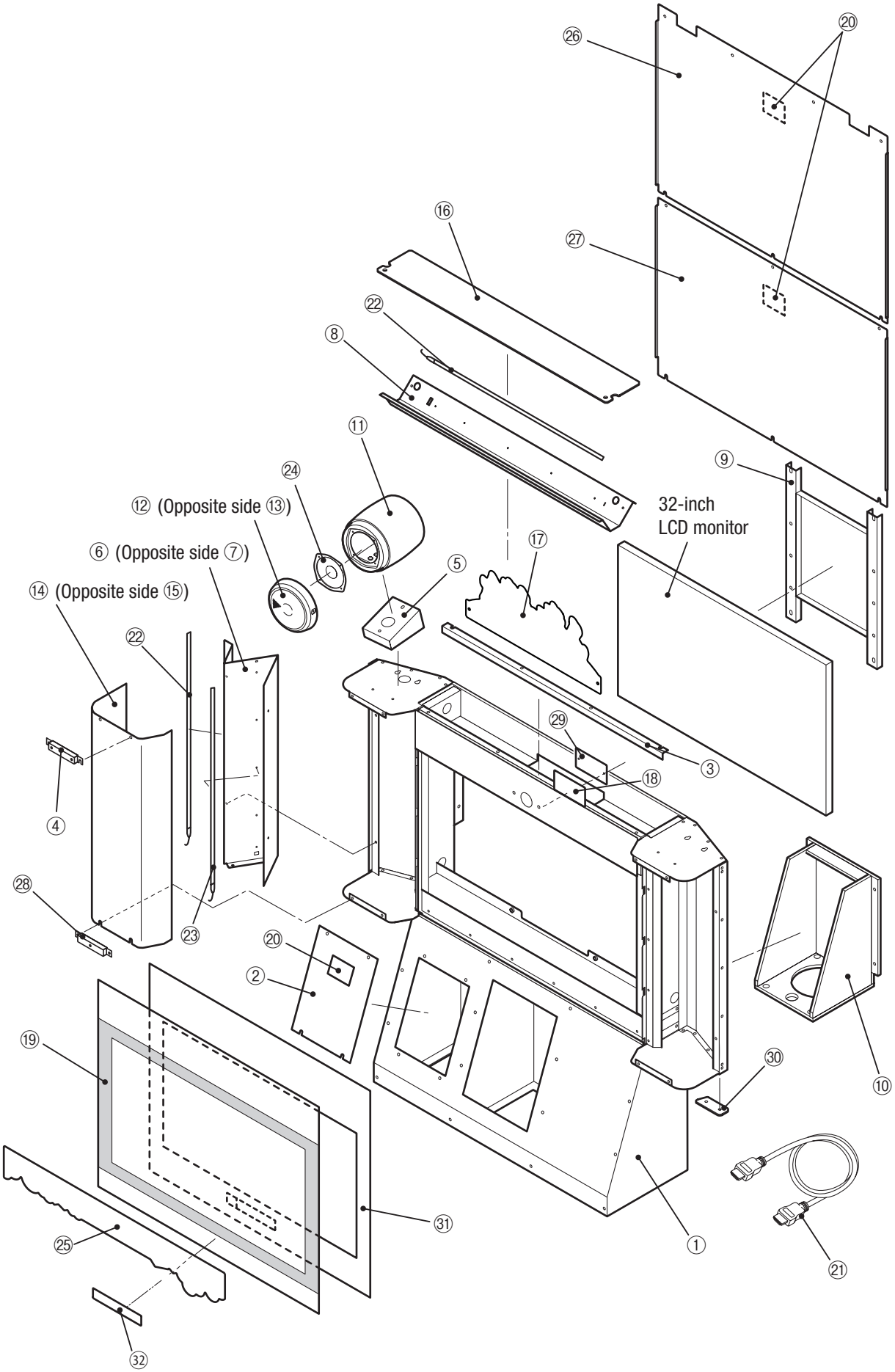
*1 If you require a non-random number for part No. 16, inform the distributor accordingly.

10-1 Cabinet Base Assembly (2)



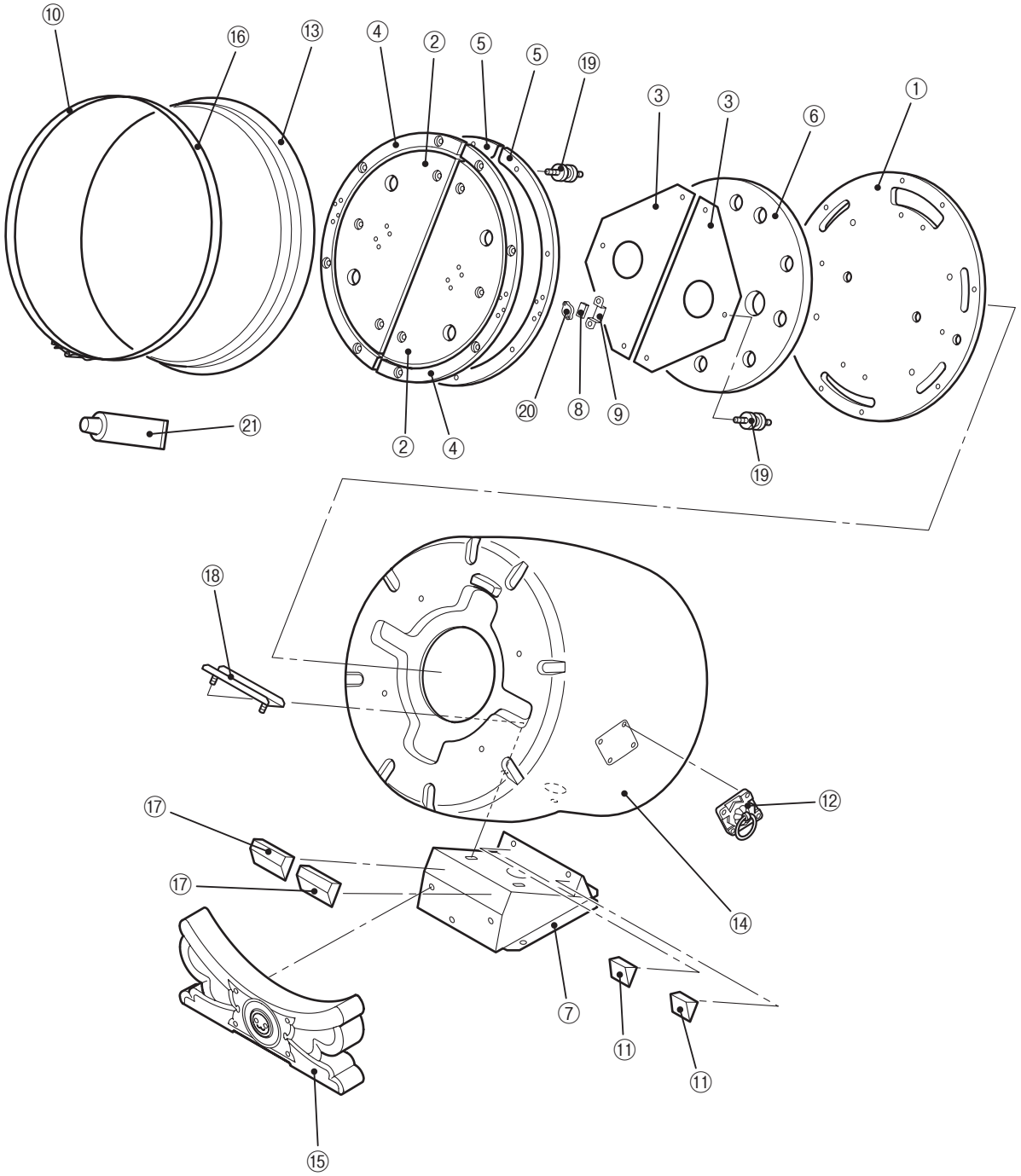
No.	Name	Quantity	[Model and Rating]	Part Number
1	Cabinet front sticker (R) 2	1		747-208
2	Cabinet front sticker (T)	1		728-839
3	Cabinet front sticker (L) 2	1		747-209
4	Cabinet front sticker (B)	1		728-845
5	Cabinet side sticker (L) 2	1		747-210
6	Cabinet side sticker (R) 2	1		747-211
7	Drumstick hook	2		728-842
8	Drumsticks S (Left: Red)	1		720-705
9	Drumsticks S (Right: Blue)	1		720-706
10	Cash box (K)	1		461-040
11	Warning sticker cabinet 2	1		747-212
12	Drumstick bag 3	2		747-213
13	Level adjuster	4	YW16-75-6B	102-045
14	Caster (Adjustable)	2		102-191
15	Caster (Stationary type)	2		102-192
16	Warning sticker for maintenance (B) EXP	1		461-539

10-2 Monitor Frame Assembly



No.	Name	Quantity	[Model and Rating]	Part Number
1	Monitor frame	1		747-215
2	Wi-Fi cover	1		728-870
3	Glass holder	1		728-871
4	Side cover holder (A)	2		728-872
5	Side speaker base	2		728-873
6	LED reflector (L)	2		728-874
7	LED reflector (R)	2		728-887
8	Upper light reflector	1		728-875
9	Monitor holder	1		728-876
10	Horn box	1		728-877
11	Side speaker box	2		728-878
12	Side speaker cover (L)	1		728-879
13	Side speaker cover (R)	1		728-880
14	Side LED cover (L)	1		728-881
15	Side LED cover (R)	1		728-882
16	Upper light cover	1		728-883
17	Title panel 2 (EXP)	1		747-240
18	Monitor sticker (A)	1		728-885
19	Monitor glass	1		728-886
20	Warning sticker for maintenance (B)	3		461-539
21	Video cable	1	BIZ-HDMI2.0-MM-2500	011-322
22	LED tape light white	3	5050CW-YN12V60W-XA2R-AR12-L0600	002-615
23	LED tape light full color	2	5050RGB-YN12V60W-XA4R-AR12-L0600	002-616
24	Side speaker	2	F00213D0	006-226
25	Monitor front sticker 2	1		747-216
26	Monitor frame cover (A)	1		728-889
27	Monitor frame cover (B)	1		728-890
28	Side cover holder (B)	2		728-891
29	Camera cover	1		728-892
30	Side cushion	2		728-893
31	Caution label for monitor (sensitivity to light) 2	1		747-217
32	Caution label for monitor (sensitivity to light) EXP	1		461-793

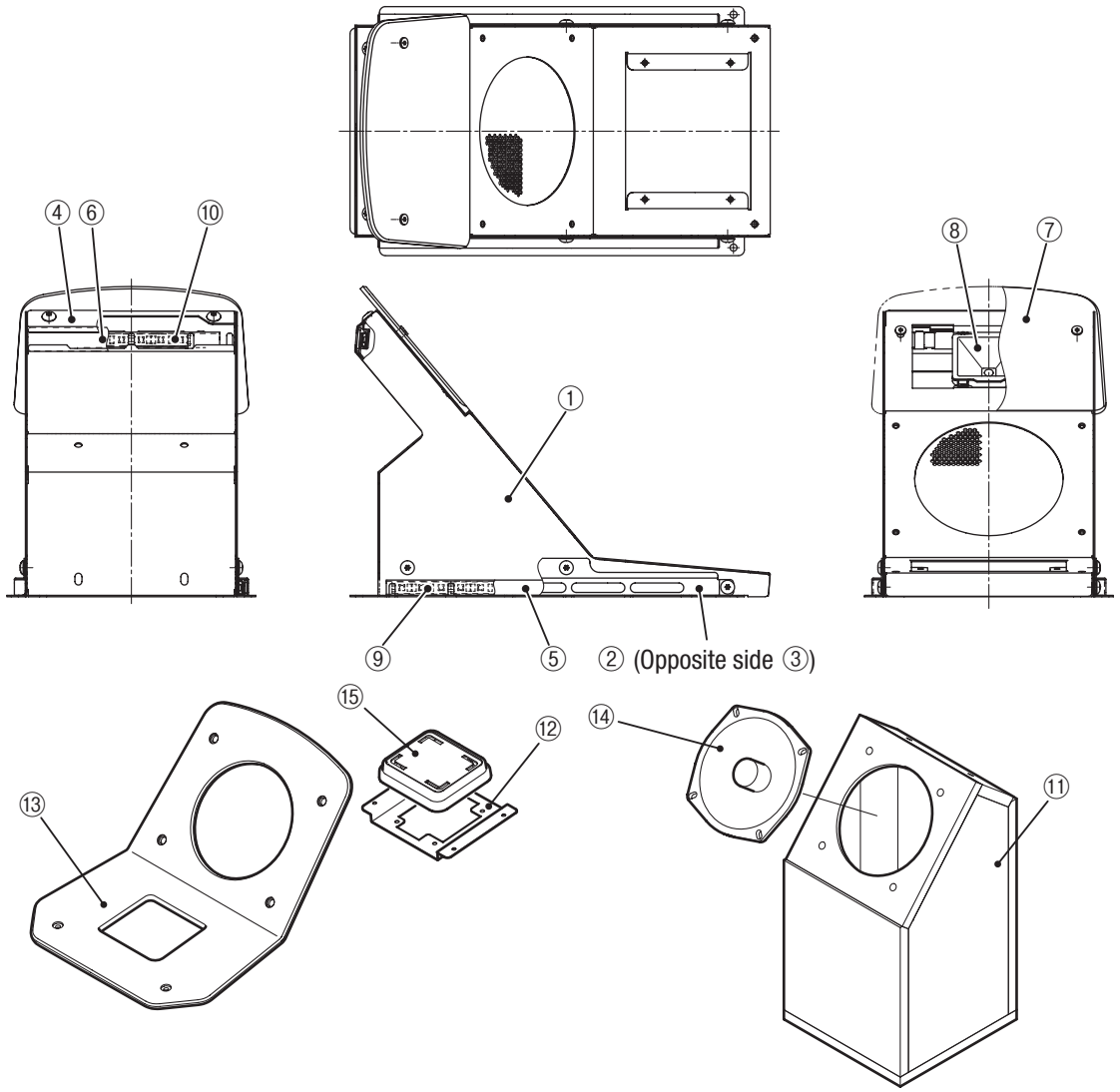
10-3 Taiko Drum Assembly



No.	Name	Quantity	[Model and Rating]	Part Number
1	Base	1		701-710
2	Pad	2		701-711
3	Pad plate <ST1>	2		729-002
4	Rim	2		701-713
5	TKT rim plate	2		701-714
6	TKT silencer	1		701-715
7	Body mounter <ST1>	1		747-220
8	Sensor pad <ST1>	4		747-221
9	Sensor holder <ST1>	4		747-222
10	TKT rim ring	1		701-719
11	Corner sponge (A)	2		747-223
12	Side plate <ST1>	2		747-224
13	Pad mask	1		701-722
14	Taiko drum <ST1>	1		747-225
15	Stand <ST1>	1		747-226
16	TKT tack sticker	3		701-725
17	Corner sponge (B)	2		747-227
18	TKT mounting bracket	1		701-727
19	Anti-vibration rubber	14	NA260-01	106-120
20	Sensor <ST1> (with harness connector)	4	GSS-4SD	000-826
21	Loctite 242-50	1		800-525

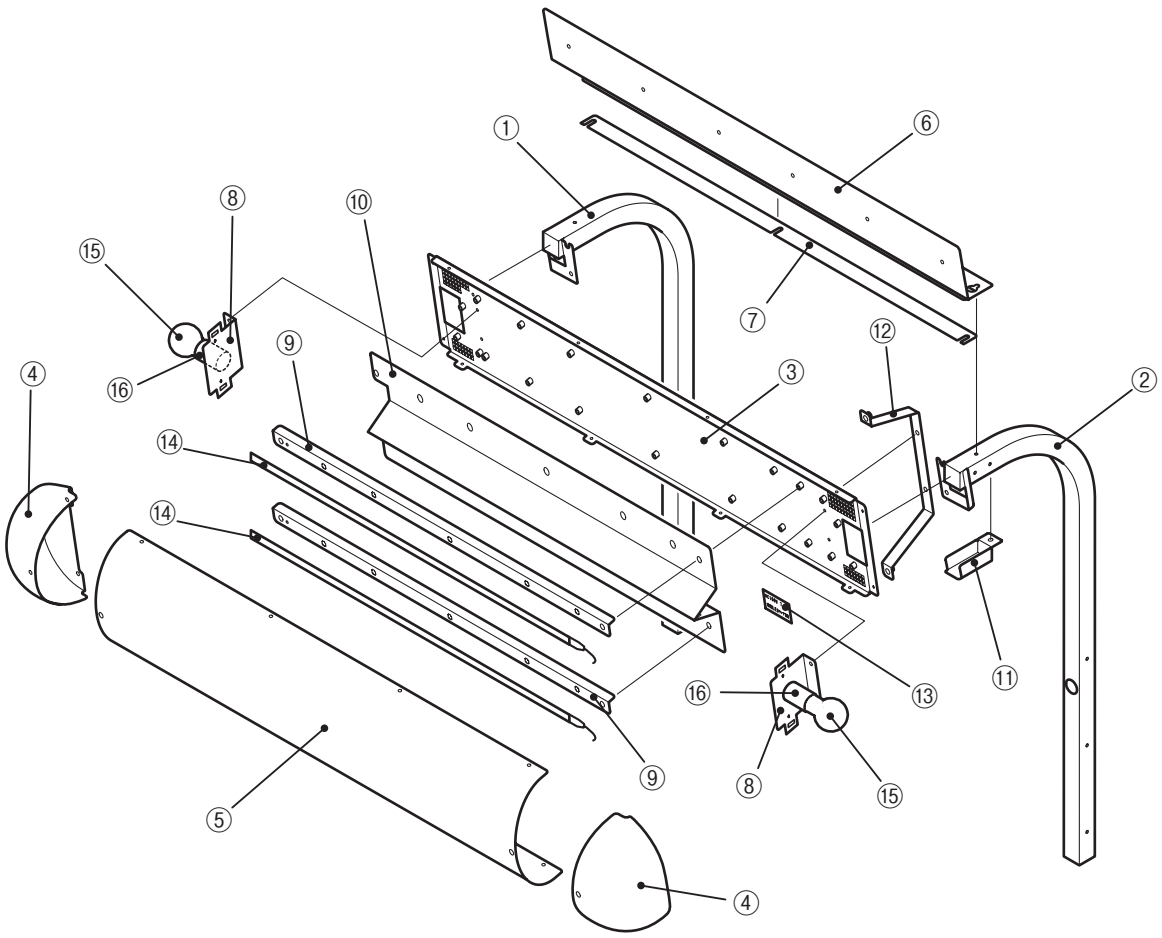
* Taiko drum assembly parts up to TAIKO NO TATSUJIN 14 are not able to be used on this game machine except parts numbered 1, 2, 4, and 13.

10-4 Card Box (QR-EXP) Assembly



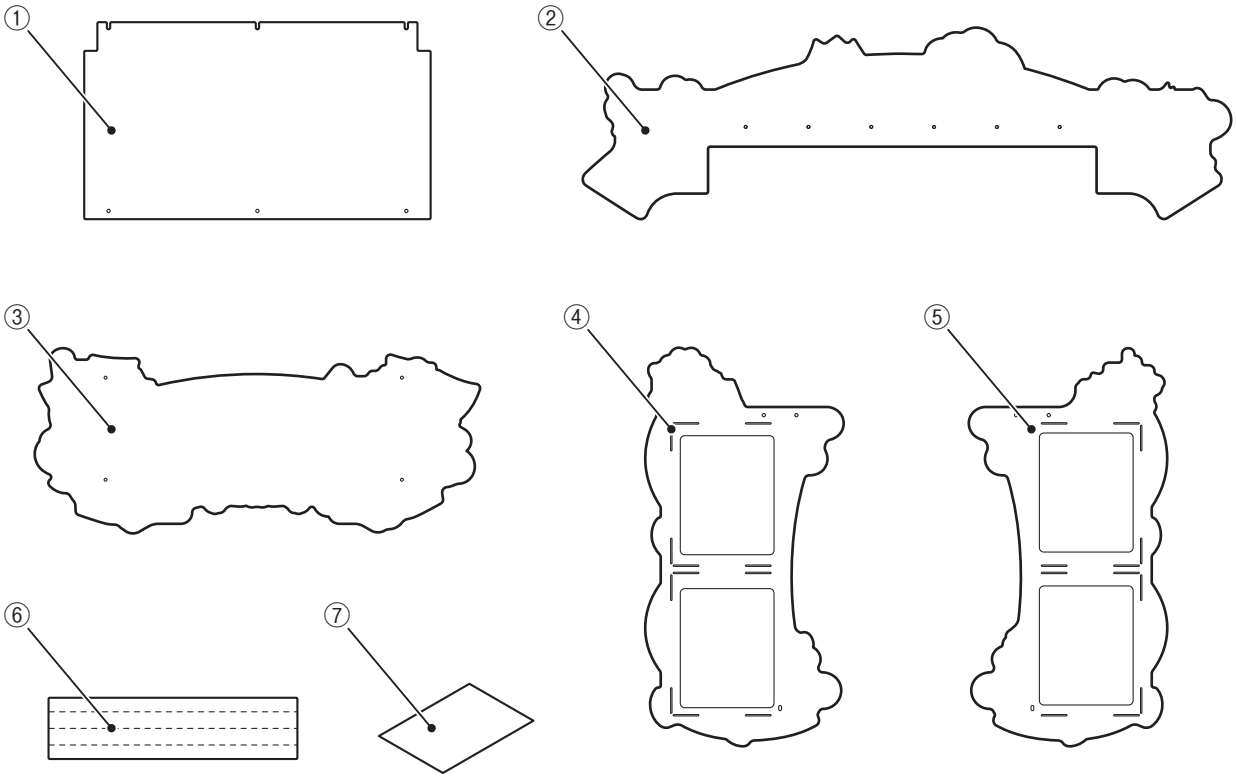
No.	Name	Quantity	[Model and Rating]	Part Number
1	Card box CV2	1		745-912
2	LED cover (L)	1		745-913
3	LED cover (R)	1		745-914
4	LED lid (R)	1		745-915
5	LED shade (S)	2		745-916
6	LED shade (R)	1		745-917
7	QR code reader CV (EXP)	1		745-910
8	Code Reader	1		013-083
9	LED tape (250 mm)	2	L=250 mm	745-919
10	LED tape (100 mm)	1	L=100 mm	745-920
11	Center box speaker	1		728-910
12	Card reader bracket	1		728-912
13	Card reader CV3 (EXP)	1		747-241
14	Speaker	1	F00213D0	006-176
15	BNE card reader (ID) assembly	1	Cover with sticker	307-836

10-5 POP Frame Assembly



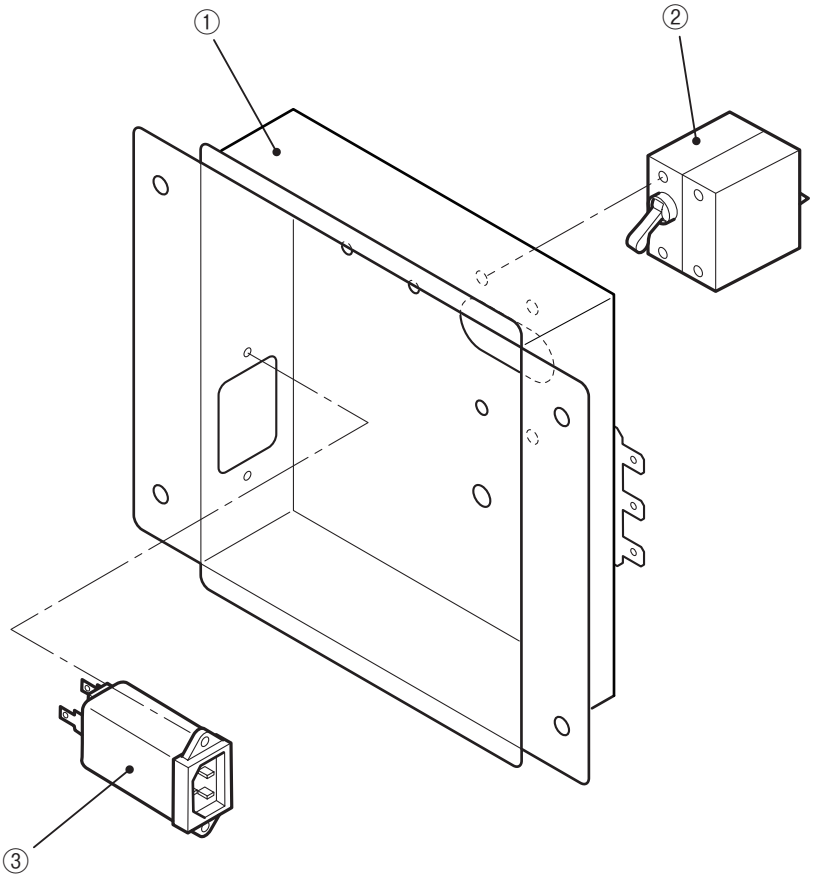
No.	Name	Quantity	[Model and Rating]	Part Number
1	POP frame (L)	1		747-231
2	POP frame (R)	1		747-232
3	POP light box base	1		747-233
4	POP light cover	2		728-923
5	POP light cover (C)	1		728-925
6	Middle POP bracket	1		728-926
7	Back POP retainer	1		728-927
8	Light bracket	2		728-928
9	LED bracket	2		728-929
10	Reflector	1		728-930
11	POP harness cover	2		728-931
12	Character POP bracket	2		728-932
13	LED emergency sticker (S)	2		747-234
14	LED tape light white	2	5050CW-YN12V60W-XA2R-AR12-L0600	002-615
15	LED lamp	2	LDA7DGK60ESW	002-613
16	Lamp socket	2	E-26 black	002-614

10-6 POP Assembly



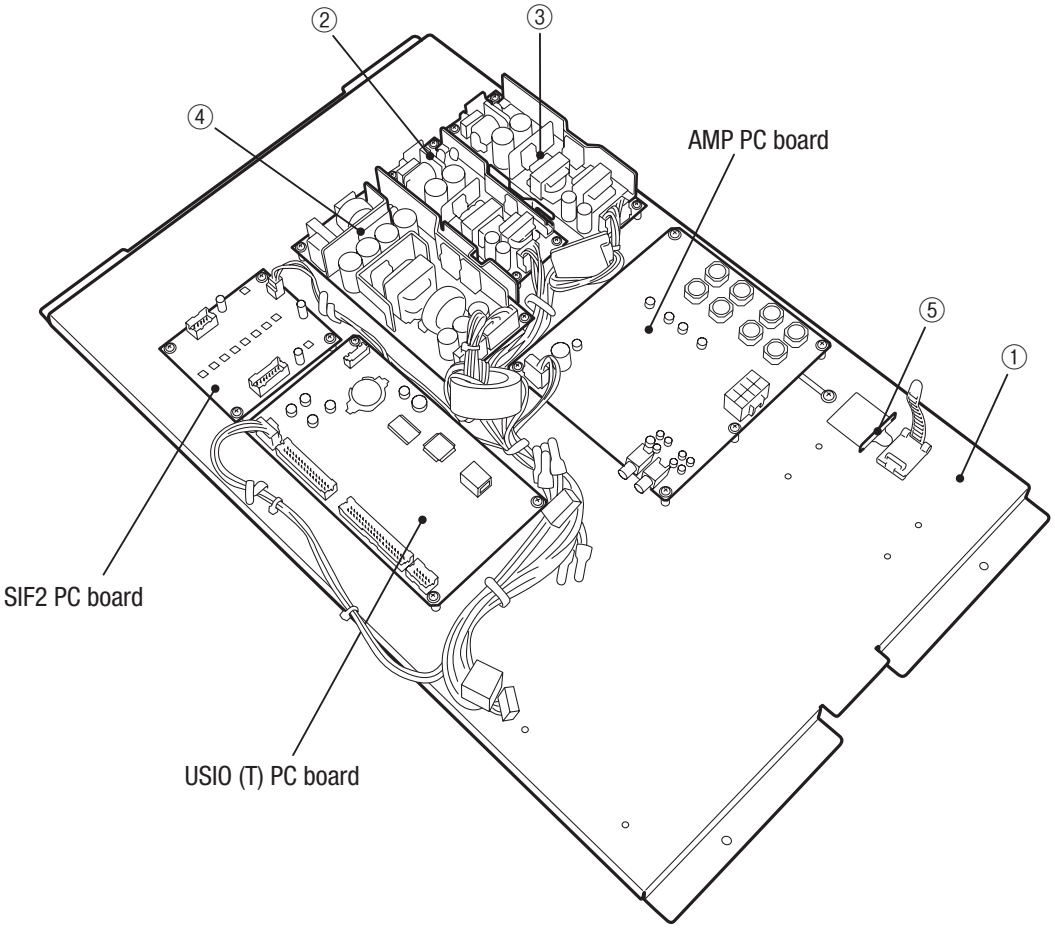
No.	Name	Quantity	[Model and Rating]	Part Number
1	Mar. 2020 version back POP	1		745-923
2	Mar. 2020 version middle POP	1		745-924
3	Mar. 2020 version character POP	1		745-925
4	Mar. 2020 version side POP (L)	1		745-926
5	Mar. 2020 version side POP (R)	1		745-927
6	Middle POP reinforcement	2		745-928
7	Introduction Sheet (HOW TO PLAY) A4 Set (set of 4 sheets)	1		747-242

10-7 Cord Box Assembly



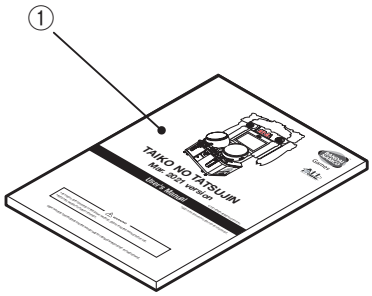
No.	Name	Quantity	[Model and Rating]	Part Number
1	Cord box	1		747-236
2	Circuit protector	1	ICP30-L-11-608-5-Z811	000-784
3	Noise filter	1	RPE-2010R	007-205

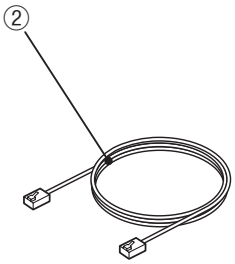
10-8 Regulator Assembly



No.	Name	Quantity	[Model and Rating]	Part Number
1	Regulator base	1		728-859
2	Switching regulator (5 V)	1	VS50E-5	009-250
3	Switching regulator (12 V)	1	VS75E-12	009-232
4	Switching regulator (24 V)	1	VS150E-24	009-269
5	LAN cover	1		728-860

10-9 Other Items

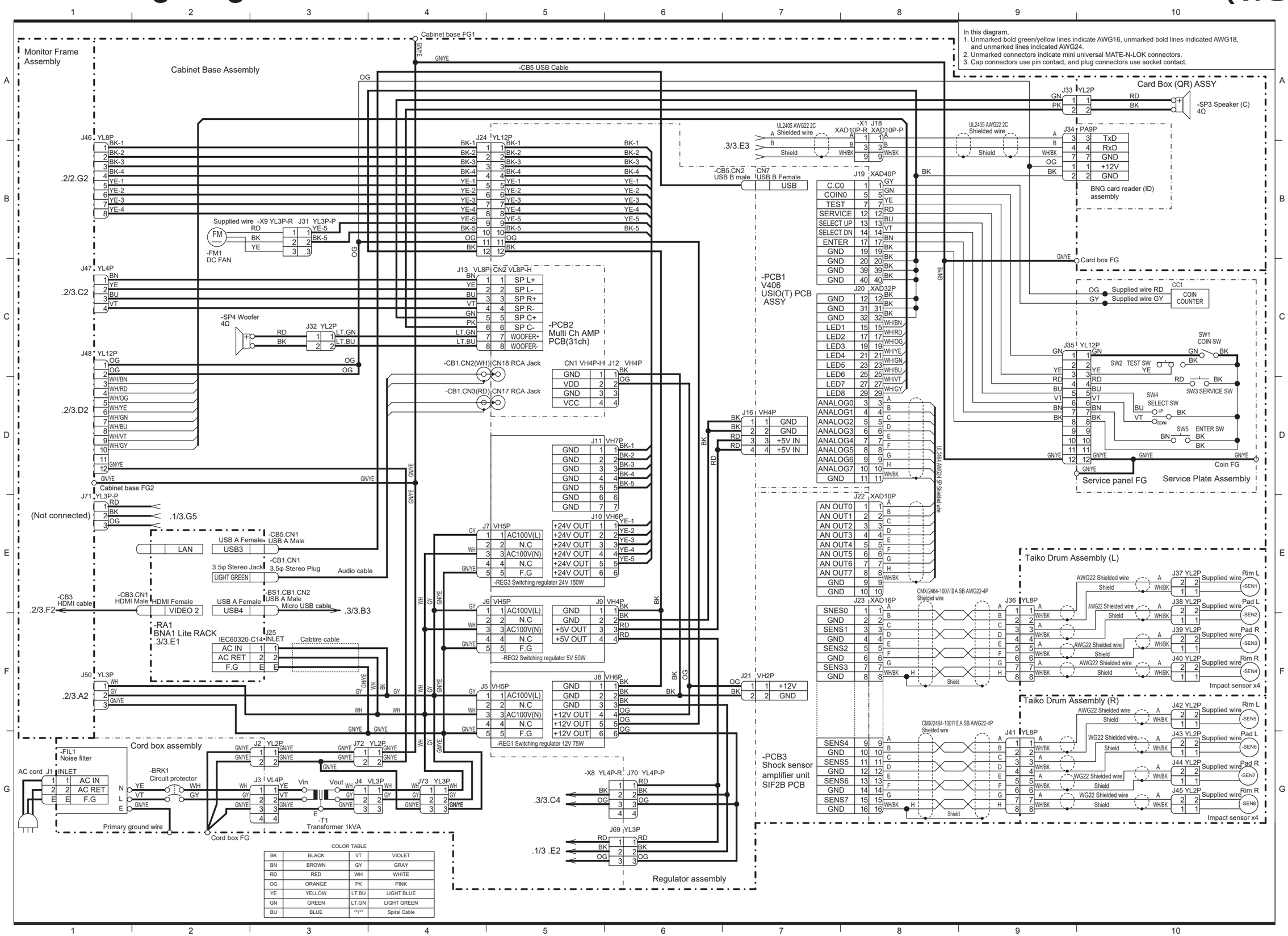




No.	Name	Quantity	[Model and Rating]	Part Number
1	User's Manual, 1st edition (this publication)	1		747-201
2	LAN cable	1	BIZ-LAN-S5eSTP-10000	007-918

11. Wiring Diagram

(1/3)



(2/3)

In this diagram,
1. Unmarked bold green/yellow lines indicate AWG16, unmarked bold lines indicated AWG18, and unmarked lines indicated AWG24.
2. Unmarked connectors indicate mini universal MATE-N-LOK connectors.
3. Cap connectors use pin contact, and plug connectors use socket contact.

POP frame FG

J50 YL3P .1/2.F1 — J51 YL3P — J52 YL3P

-LP1 LED light bulb 7.3W — Lamp socket — J53 YL2P

-LP2 LED light bulb 7.3W — Lamp socket — J54 YL2P

Monitor frame FG1
Monitor frame FG2
Monitor frame FG3
Monitor frame FG4
Monitor frame FG5
Monitor frame FG6
Monitor frame FG7

J55 XA4P — J56 XA4P

J57 XA2P — Supplied wire WH RD — -LED6 LED tape light (Cool white) — POP frame Upper Side

J58 XA2P — Supplied wire WH RD — -LED7 LED tape light (Cool white) — POP frame Lower Side

POP Frame Assembly

J59 XA2P — Supplied wire WH RD — -LED5 LED tape light (Cool white) — Monitor Frame Top Side

J47 YL4P .1/2.C1 (BN, YE, BU, VT)

J60 YL2P — -SP1 Speaker (L) 4Ω

J61 YL2P — -SP2 Speaker (R) 4Ω

J48 YL12P .1/2.D1 (OG, WH/BN, WH/RD, WH/OG, WH/YE, WH/GN, WH/BU, GN/YE)

J62 XA2P — Supplied wire WH RD — -LED1 LED tape light (Cool white) — Monitor Left Side

J63 XA4P — Supplied wire WH BU GN RD — -LED2 LED tape light (Full color) — Monitor Left Side

J64 XA2P — Supplied wire WH RD — -LED3 LED tape light (Cool white) — Monitor Right Side

J65 XA4P — Supplied wire WH BU GN RD — -LED4 LED tape light (Full color) — Monitor Right Side

Monitor Frame Assembly

-CB3.CN2 HDMI Male / HDMI Female (HDMI)
.1/3.F1 — -CB3 HDMI cable

J46 YL8P .1/3.B1 — J68 YL8P-P YLR-08V

BK-1	1	GND
BK-2	2	GND
BK-3	3	NC
BK-4	4	GND
YE-1	5	+24V
YE-2	6	+24V
YE-3	7	NC
YE-4	8	+24V

-LCD1 LCD Monitor

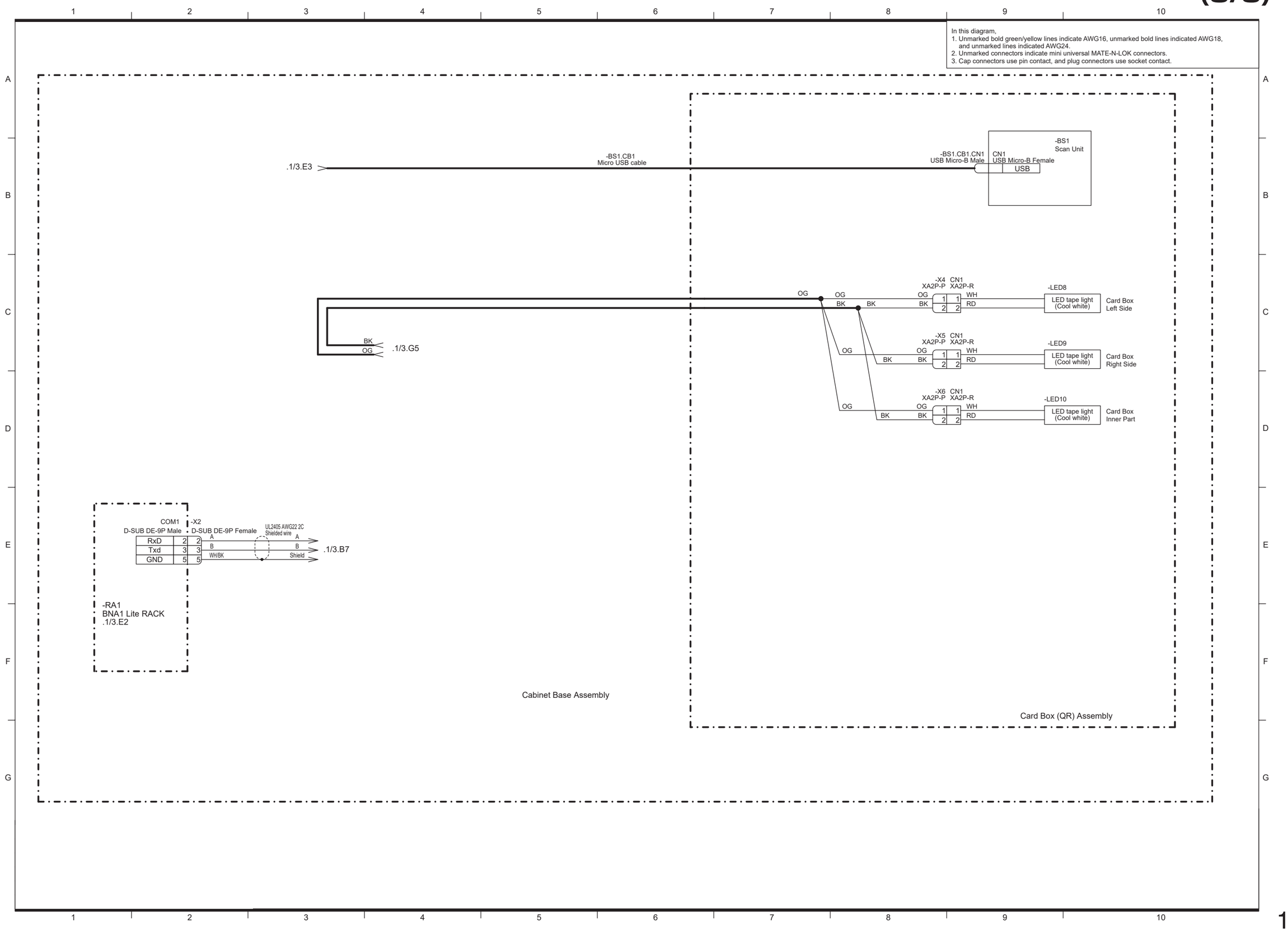
Cabinet Base Assembly

COLOR TABLE

BK	BLACK	VT	VIOLET
BN	BROWN	GY	GRAY
RD	RED	WH	WHITE
OG	ORANGE	PK	PINK
YE	YELLOW	LT.BU	LIGHT BLUE
GN	GREEN	LT.GN	LIGHT GREEN
BU	BLUE	**/**	Spiral cable

(3/3)

In this diagram,
1. Unmarked bold green/yellow lines indicate AWG16, unmarked bold lines indicated AWG18, and unmarked lines indicated AWG24.
2. Unmarked connectors indicate mini universal MATE-N-LOK connectors.
3. Cap connectors use pin contact, and plug connectors use socket contact.



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1. Overview.

a. Applicability. This agreement applies to the Windows software that is preinstalled on your device, or acquired from a retailer and installed by you, the media on which you received the software (if any), any fonts, icons, images or sound files included with the software, and also any Microsoft updates, upgrades, supplements or services for the software, unless other terms come with them. It also applies to Windows apps developed by Microsoft that provide functionality such as mail, calendar, contacts, music and news that are included with and are a part of Windows. If this agreement contains terms regarding a feature or service not available on your device, then those terms do not apply.

b. Additional terms. Depending on your device's capabilities, how it is configured, and how you use it, additional Microsoft and third party terms may apply to your use of certain features, services and apps.

(i) Some Windows apps provide an access point to, or rely on, online services, and the use of those services is sometimes governed by separate terms and privacy policies, such as the Microsoft Services Agreement at (aka.ms/msa). You can view these terms and policies by looking at the service terms of use or the app's settings, as applicable; please read them. The services may not be available in all regions.

(ii) The manufacturer or installer may also preinstall apps, which will be subject to separate license terms.

(iii) The software may include third party software such as Adobe Flash Player that is licensed under its own terms. You agree that your use of Adobe Flash Player is governed by the license terms for Adobe Systems Incorporated at (aka.ms/adobeflash). Adobe and Flash are either registered trademarks or

trademarks of Adobe Systems Incorporated in the United States and/or other countries.

(iv) The software may include third party programs that are licensed to you under this agreement, or under their own terms. License terms, notices and acknowledgements, if any, for the third party program can be view at (aka.ms/thirdpartynotices).

2. Installation and Use Rights.

a. License. The software license is permanently assigned to the device with which you acquired the software. You many only use the software on that device.

b. Device. In this agreement, "device" means a physical hardware system) with an internal storage device capable of running the software. A hardware partition or blade is considered to be a device.

c. Restrictions. The manufacturer or installer and Microsoft reserve all rights (such as rights under intellectual property laws) not expressly granted in this agreement. For example, this license does not give you any right to, and you may not:

(i) use or virtualize features of the software separately;

(ii) publish, copy (other than the permitted backup copy), rent, lease, or lend the software;

(iii) transfer the software (except as permitted by this agreement);

(iv) work around any technical restrictions or limitations in the software;

(v) use the software as server software, for commercial hosting, make the software available for simultaneous use by multiple users over a network, install the software on a server and allow users to access it remotely, or install the software on a device for use only by remote users;

(vi) reverse engineer, decompile, or disassemble the software, or attempt to do so, except and only to the extent that the foregoing restriction is (a) permitted by applicable law; (b) permitted by licensing terms governing the use of open source components that may be included with the software; or (c) required to debug changes to any libraries licensed under the GNU Lesser General Public License which are included with and linked to by the software; and

(vii) when using Internet-based features you may not use those features in any way that could interfere with anyone else's use of them, or to try to gain access to or use any service, data, account, or network, in an unauthorized manner.

d. Multi use scenarios.

(i) **Multiple versions.** If when acquiring the software, you were provided with multiple versions (such as 32-bit and 64-bit versions), you may install and activate only one of those versions at a time.

(ii) **Multiple or pooled connections.** Hardware or software you use to multiplex or pool connections, or reduce the number of devices or users that access or use the software, does not reduce the number of licenses you need. You may only use such hardware or software if you have a license for each instance of the software you are using.

(iii) **Device connections**. You may allow up to 20 other devices to access the software installed on the licensed device for the purpose of using the following software features: file services, print services, Internet information services, and Internet connection sharing and telephony services on the licensed device. The 20 connection limit applies to devices that access the software indirectly through "multiplexing" or other software or hardware that pools connections. You may allow any number of devices to access the software on the licensed device to synchronize data between devices. This section does not mean, however, that you have the right to install the software, or use the primary function of the software (other than the features listed in this section), on any of these other devices.

(iv) **Remote access.** Users may access the licensed device from another device using remote access

technologies, but only on devices separately licensed to run the same or higher edition of this software.

(v) **Remote assistance.** You may use remote assistance technologies to share an active session without obtaining any additional licenses for the software. Remote assistance allows one user to connect directly to another user's computer, usually to correct problems.

(vi) **POS application.** If the software is installed on a retail point of service device, you may use the software with a point of service application ("POS Application"). A POS Application is a software application which provides only the following functions: (i) process sales and service transactions, scan and track inventory, record and/or transmit customer information, and perform related management functions, and/or (ii) provide information directly and indirectly to customers about available products and services. You may use other programs with the software as long as the other programs: (i) directly support the manufacturer's specific use for the device, or (ii) provide system utilities, resource management, or anti-virus or similar protection. For clarification purposes, an automated teller machine ("ATM") is not a retail point of service device.

(vii) **Cloud Computing Devices.** If your device uses Internet browsing functionality to connect to and access cloud hosted applications: (i) no desktop functions may run locally on the device, and (ii) any files that result from the use of the desktop functions may not be permanently stored on the system. "Desktop functions," as used in this agreement, means a consumer or business task or process performed by a computer or computing device. This includes but is not limited to email, word processing, spreadsheets, database, scheduling, network or internet browsing and personal finance.

(viii) **Desktop Functions**. If your system performs desktop functions, then you must ensure that they: (i) are only used to support the application, and (ii) operate only when used with the application.

e. Specific Use. The manufacturer designed the licensed device for a specific use. You may only use the software for that use.

f. Backup copy. You may make a single copy of the software for backup purposes, and may also use that backup copy to transfer the software if it was acquired as stand-alone software, as described below.

3. **Privacy; Consent to Use of Data.** Your privacy is important to us. Some of the software features send or receive information when using those features. Many of these features can be switched off in the user interface, or you can choose not to use them. By accepting this agreement and using the software you agree that Microsoft may collect, use, and disclose the information as described in the Microsoft Privacy Statement available at (aka.ms/privacy), and as may be described in the user interface associated with the software features.

4. **Transfer**

   a. **Software preinstalled on device.** If you acquired the software preinstalled on a device, you may transfer the license to use the software directly to another user, only with the licensed device. The transfer must include the software and, if provided with the device, an authentic Windows label including the product key. Before any permitted transfer, the other party must agree that this agreement applies to the transfer and use of the software.

   b. **Stand-alone software.** If you acquired the software as stand-alone software, you may transfer the software to another device that belongs to you. You may also transfer the software to a device owned by someone else if (i) you are the first licensed user of the software and (ii) the new user agrees to the terms of this agreement. You may use the backup copy we allow you to make or the media that the software came on to transfer the software. Every time you transfer the software to a new device, you must remove the software from the prior device. You may not transfer the software to share licenses between devices.

5. **Authorized Software and Activation.** You are authorized to use this software only if you are properly licensed and the software has been properly activated with a genuine product key or by other authorized method. When you connect to the Internet while using the software, the software will automatically contact Microsoft or its affiliate

to confirm the software is genuine and the license is associated with the licensed device. You can also activate the software manually by Internet or telephone. In either case, transmission of certain information will occur, and Internet, telephone and SMS service charges may apply. During activation (or reactivation that may be triggered by changes to your device's components), the software may determine that the installed instance of the software is counterfeit, improperly licensed or includes unauthorized changes. If activation fails the software will attempt to repair itself by replacing any tampered Microsoft software with genuine Microsoft software. You may also receive reminders to obtain a proper license for the software. Successful activation does not confirm that the software is genuine or properly licensed. You may not bypass or circumvent activation. To help determine if your software is genuine and whether you are properly licensed, see (aka.ms/genuine). Certain updates, support, and other services might only be offered to users of genuine Microsoft software.

6. **Updates.** You may obtain updates only from Microsoft or authorized sources, and Microsoft may need to update your system to provide you with those updates. The software periodically checks for system and app updates, and may download and install them for you. To the extent automatic updates are enabled on your device, by accepting this agreement, you agree to receive these types of automatic updates without any additional notice.

7. **Geographic and Export Restrictions.** If your software is restricted for use in a particular geographic region, then you may activate the software only in that region. You must also comply with all domestic and international export laws and regulations that apply to the software, which include restrictions on destinations, end users, and end use. For further information on geographic and export restrictions, visit (aka.ms/georestrict) and (aka.ms/exporting).

8. **Support and Refund Procedures.** For the software generally, contact the device manufacturer or installer for support options. Refer to the support number provided with the software. For updates and supplements obtained directly from Microsoft, Microsoft may provide limited support services for properly licensed software as described at (aka.ms/mssupport). If you are seeking a refund, contact the manufacturer or installer to determine its refund policies. You must comply with those policies, which might require you to return the software with the entire device on which the software is installed for a refund.

9. **Binding Arbitration and Class Action Waiver if You Live in (or if a Business Your Principal Place of Business is in) the United States.**

   We hope we never have a dispute, but if we do, you and we agree to try for 60 days to resolve it informally. If we can't, you and we agree to **binding individual arbitration before the American Arbitration Association ("AAA") under the Federal Arbitration Act ("FAA"), and not to sue in court in front of a judge or jury**. Instead, a neutral arbitrator will decide and the arbitrator's decision will be final except for a limited right of appeal under the FAA. **Class action lawsuits, class-wide arbitrations, private attorney-general actions, and any other proceeding where someone acts in a representative capacity aren't allowed. Nor is combining individual proceedings without the consent of all parties.** "We," "our," and "us" includes Microsoft, the device manufacturer, and software installer.

   a. **Disputes covered—everything except IP.** The term "dispute" is as broad as it can be. It includes any claim or controversy between you and the manufacturer or installer, or you and Microsoft, concerning the software, its price, or this agreement, under any legal theory including contract, warranty, tort, statute, or regulation, **except disputes relating to the enforcement or validity of your, your licensors', our, or our licensors' intellectual property rights.**

   b. **Mail a Notice of Dispute first.** If you have a dispute and our customer service representatives can't resolve it, send a Notice of Dispute by U.S. Mail to the manufacturer or installer, ATTN: LEGAL DEPARTMENT. If your dispute is with Microsoft, mail it to Microsoft Corporation, ATTN: LCA ARBITRATION, One Microsoft Way, Redmond, WA 98052-6399. Tell us your name, address, how to contact you, what the problem is, and what you want. A form is available at (aka.ms/disputeform). We'll do the same if we have a dispute with you. After 60 days, you or we may start an arbitration if the dispute is unresolved.

   c. **Small claims court option.** Instead of mailing a Notice of Dispute, and if you meet the court's requirements, you may sue us in small claims court in your county of residence (or if a business your principal place of business) or our principal place of business–King County, Washington USA if your dispute is with Microsoft.

We hope you'll mail a Notice of Dispute and give us 60 days to try to work it out, but you don't have to before going to small claims court**.**

d. **Arbitration procedure.** The AAA will conduct any arbitration under its Commercial Arbitration Rules (or if you are an individual and use the software for personal or household use, or if the value of the dispute is $75,000 USD or less whether or not you are an individual or how you use the software, its Consumer Arbitration Rules). For more information, see (aka.ms/adr) or call 1-800-778-7879. To start an arbitration, submit the form available at (aka.ms/arbitration) to the AAA; mail a copy to the manufacturer or installer (or to Microsoft if your dispute is with Microsoft). In a dispute involving $25,000 USD or less, any hearing will be telephonic unless the arbitrator finds good cause to hold an in-person hearing instead. Any in-person hearing will take place in your county of residence (of if a business your principal place of business) or our principal place of business—King County, Washington if your dispute is with Microsoft. You choose. The arbitrator may award the same damages to you individually as a court could. The arbitrator may award declaratory or injunctive relief only to you individually to satisfy your individual claim.

e. **Arbitration fees and payments.**

(i) **Disputes involving $75,000 USD or less**. The manufacturer or installer (or Microsoft if your dispute is with Microsoft) will promptly reimburse your filing fees and pay the AAA's and arbitrator's fees and expenses. If you reject our last written settlement offer made before the arbitrator was appointed, your dispute goes all the way to an arbitrator's decision (called an "award"), and the arbitrator awards you more than this last written offer, the manufacturer or installer (or Microsoft if your dispute is with Microsoft) will: (1) pay the greater of the award or $1,000 USD; (2) pay your reasonable attorney's fees, if any; and (3) reimburse any expenses (including expert witness fees and costs) that your attorney reasonably accrues for investigating, preparing, and pursuing your claim in arbitration. The arbitrator will determine the amounts unless you and we agree on them.

(ii) **Disputes involving more than $75,000 USD.** The AAA rules will govern payment of filing fees and the AAA's and arbitrator's fees and expenses.

(iii) **Disputes involving any amount.** If you start an arbitration we won't seek our AAA or arbitrator's fees and expenses, or your filing fees we reimbursed, unless the arbitrator finds the arbitration frivolous or brought for an improper purpose. If we start an arbitration we will pay all filing, AAA, and arbitrator's fees and expenses. We won't seek our attorney's fees or expenses from you in any arbitration. Fees and expenses are not counted in determining how much a dispute involves.

f. **Must file within one year.** You and we must file in small claims court or arbitration any claim or dispute (except intellectual property disputes — see Section 9.a.) within one year from when it first could be filed. Otherwise, it's permanently barred.

g. **Severability**. If the class action waiver is found to be illegal or unenforceable as to all or some parts of a dispute, those parts won't be arbitrated but will proceed in court, with the rest proceeding in arbitration. If any other provision of Section 9 is found to be illegal or unenforceable, that provision will be severed but the rest of Section 9 still applies.

h. **Conflict with AAA rules.** This agreement governs if it conflicts with the AAA's Commercial Arbitration Rules or Consumer Arbitration Rules.

i. **Microsoft as party or third-party beneficiary.** If Microsoft is the device manufacturer or if you acquired the software from a retailer, Microsoft is a party to this agreement. Otherwise, Microsoft is not a party but is a third-party beneficiary of your agreement with the manufacturer or installer to resolve disputes through informal negotiation and arbitration.

10. **Governing Law.** The laws of the state or country where you live (or if a business where your principal place of business is located) govern all claims and disputes concerning the software, its price, or this agreement, including breach of contract claims and claims under state consumer protection laws, unfair competition laws, implied warranty laws, for unjust enrichment, and in tort, regardless of conflict of law principles. In the United States, the

FAA governs all provisions relating to arbitration.

11. Consumer Rights, Regional Variations. This agreement describes certain legal rights. You may have other rights, including consumer rights, under the laws of your state or country. You may also have rights with respect to the party from which you acquired the software. This agreement does not change those other rights if the laws of your state or country do not permit it to do so. For example, if you acquired the software in one of the below regions, or mandatory country law applies, then the following provisions apply to you:

a. Australia. References to "Limited Warranty" are references to the express warranty provided by Microsoft or the manufacturer or installer. This warranty is given in addition to other rights and remedies you may have under law, including your rights and remedies in accordance with the statutory guarantees under the Australian Consumer Law.

In this section, "goods" refers to the software for which Microsoft or the manufacturer or installer provides the express warranty. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

b. Canada. You may stop receiving updates on your device by turning off Internet access. If and when you re-connect to the Internet, the software will resume checking for and installing updates.

c. European Union. The academic use restriction in Section 12.d(i) below does not apply in the jurisdictions listed on this site: (aka.ms/academicuse).

d. Germany and Austria.

(i) **Warranty.** The properly licensed software will perform substantially as described in any Microsoft materials that accompany the software. However, the manufacturer or installer, and Microsoft, give no contractual guarantee in relation to the licensed software.

(ii) **Limitation of Liability**. In case of intentional conduct, gross negligence, claims based on the Product Liability Act, as well as, in case of death or personal or physical injury, the manufacturer or installer, or Microsoft is liable according to the statutory law.

Subject to the preceding sentence, the manufacturer or installer, or Microsoft will only be liable for slight negligence if the manufacturer or installer or Microsoft is in breach of such material contractual obligations, the fulfillment of which facilitate the due performance of this agreement, the breach of which would endanger the purpose of this agreement and the compliance with which a party may constantly trust in (so-called "cardinal obligations"). In other cases of slight negligence, the manufacturer or installer or Microsoft will not be liable for slight negligence.

e. Other regions. See (aka.ms/variations) for a current list of regional variations

12. Additional Notices.

a. Networks, data and Internet usage. Some features of the software and services accessed through the software may require your device to access the Internet. Your access and usage (including charges) may be subject to the terms of your cellular or internet provider agreement. Certain features of the software may help you access the Internet more efficiently, but the software's usage calculations may be different from your service provider's measurements. You are always responsible for (i) understanding and complying with the terms of your own plans and agreements, and (ii) any issues arising from using or accessing networks, including public/open networks. You may use the software to connect to networks, and to share access information about those networks, only if you have permission to do so.

b. H.264/AVC and MPEG-4 visual standards and VC-1 video standards. The software may include H.264/MPEG-4 AVC and/or VC-1 decoding technology. MPEG LA, L.L.C. requires this notice:

THIS PRODUCT IS LICENSED UNDER THE AVC, THE VC-1, AND THE MPEG-4 PART 2 VISUAL PATENT PORTFOLIO LICENSES FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE ABOVE STANDARDS ("VIDEO STANDARDS") AND/OR (ii) DECODE AVC, VC-1, AND MPEG-4 PART 2 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE SUCH VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE WWW.MPEGLA.COM

c. **Malware protection.** Microsoft cares about protecting your device from malware. The software will turn on malware protection if other protection is not installed or has expired. To do so, other antimalware software will be disabled or may have to be removed.

d. **Limited rights versions.** If the software version you acquired is marked or otherwise intended for a specific or limited use, then you may only use it as specified. You may use other programs with the software as long as the other programs directly support the manufacturer's specific use for the device, or provide system utilities, resource management, or anti-virus or similar protection.

(i) **Academic.** For academic use, you must be a student, faculty or staff of an educational institution at the time of purchase.

(ii) **Evaluation.** For evaluation (or test or demonstration) use, you may not sell the software, use it in a live operating environment, or use it after the evaluation period. Notwithstanding anything to the contrary in this Agreement, evaluation software is provided "AS IS".

(iii) **NFR.** You may not sell software marked as "NFR" or "Not for Resale".

13. **Entire Agreement.** This agreement (together with the printed paper license terms or other terms accompanying any software supplements, updates, and services that are provided by the manufacturer or installer, or Microsoft, and that you use), and the terms contained in web links listed in this agreement, are the entire agreement for the software and any such supplements, updates, and services (unless the manufacturer or installer, or Microsoft, provides other terms with such supplements, updates, or services). You can review this agreement after your software is running by going to (aka.ms/useterms) or going to Settings - System - About within the software. You can also review the terms at any of the links in this agreement by typing the URLs into a browser address bar, and you agree to do so. You agree that you will read the terms before using the software or services, including any linked terms. You understand that by using the software and services, you ratify this agreement and the linked terms. There are also informational links in this agreement. The links containing notices and binding terms are:

- Windows 10 Privacy Statement (aka.ms/privacy)
- Microsoft Services Agreement (aka.ms/msa)
- Adobe Flash Player License Terms (aka.ms/adobeflash)

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Part number 747-201
First edition published
Mar. 2021

BANDAI NAMCO Amusement Inc.

2849011100