



Conversion Kit Instructions 040-0173-01

- **Read this manual before use.**
- **Keep this manual with the machine at all times.**



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Preface

Safety

Please read this page before preparing your arcade cabinet for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Make sure that the switch on the back of the computer is set to match the AC power in use at your location:
 - 115 volts / 60Hz in most of North and South America and some Far Eastern countries such as Japan, South Korea and Taiwan
 - 230 volts / 50Hz in most of Europe, the Middle East and the Far East
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Warnings



To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If the power cord is damaged, it must be replaced by the equivalent power cord available from GLOBAL VR or your distributor.



GLOBAL VR® assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures!

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59°—86°F (15°—30°C).

Chapter 1 — Introduction

This kit lets you convert an existing JAMMA game cabinet to **America's Army**. The conversion procedure should be performed only by an experienced technician. Since cabinet styles vary widely, the steps in this document should be used as general guidelines for the conversion procedure. Your steps may vary, particularly if you are converting a non-shooting game. Please read the instructions before beginning the procedure, and follow all precautions in this document.

Please keep this document with your cabinet for future reference.

1.1 Conversion Requirements

The JAMMA cabinets listed below should be easy to convert in about one hour:

- **Police Trainer** (1997) - Horizontal-raster standard-resolution color monitor
- **Police Trainer 2** - VGA monitor
- **Area 51** (1995) - Horizontal-raster standard-resolution color monitor
- **Area 51/ Max Force Duo** (1998) - Horizontal-raster standard-resolution color monitor
- **Area 51 Site 4** (1998) - Horizontal-raster standard-resolution color monitor
- **Target: Terror** - VGA monitor

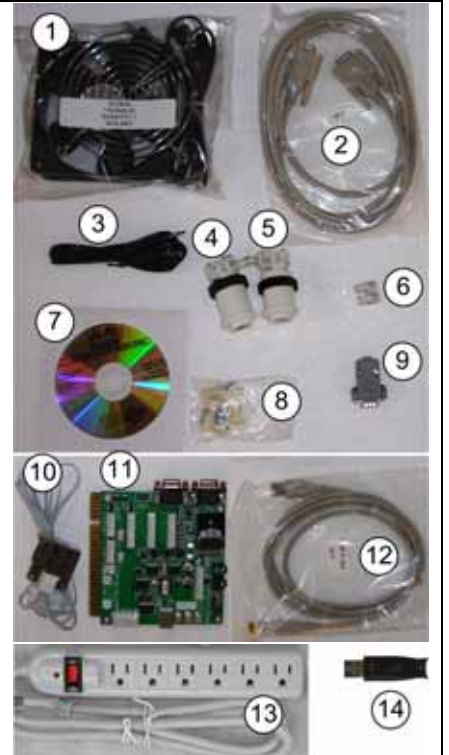
Other JAMMA cabinets can also be converted, but may require additional modifications. For a successful conversion, the cabinet must have the following components in working condition:

- JAMMA Harness
- AC Power Distribution
- +5/+12 VDC Power Supply
- Left and Right Audio Speakers
- VGA, EGA (Medium Resolution), or CGA (Low Resolution) Monitor. (The monitor must be bright enough to work with the light guns with the screen close to vertical. The game *will not work* with a horizontally mounted monitor that is viewed through a mirror.)
- Control Panel suitable for two Light Guns and two Start Buttons
- Coin Mechs (dollar bill validator is also supported)

1.2 Conversion Kit Contents

Primary Components

Ref	Description	Qty	Part Number
1	Fan, 110 VAC with Cord & Grill	1	115-0025-01
2	VGA Cable, 6'	1	V-0606
3	Stereo Audio Cable, 3.5 mm, 6'	1	96-0539-00
4	P1 Start Button with Micro Switch	1	58-9111-L1PLY
5	P2 Start Button with Micro Switch	1	58-9111-L2PLY
6	12V LED Lamps for Coin Mechs	2	91-5WB-121W2
7	America's Army System & Game Install Disk (1 DVD)	1	050-0138-01
8	PCB Mounting Feet, Set of 4 (For mounting USB2GUN PCB)	1	49-1019-00
9	Video Terminator	1	VGA-TERMINATOR
10	Operator Button Harness	1	115-0200-01
10	Operator Button PCB	1	990-0020-01
11	USB2GUN I/O PCB with JAMMA Connector and Jumpers	1	990-0018-WJ
12	USB Cable, 6'	1	USB-AB06MM
13	Power Strip/Surge Suppressor	1	49-0963-40
14	Game Dongle	1	USB-KQRTG-HL
	Light Gun Holster	2	96-0750-16
	Light Gun	2	96-2300-13
	Computer Mounting Strap	1	60039-00
	System Computer with AC Cord	1	45072-00



Documents

Description	Qty	Part Number
America's Army Conversion Instructions (This Document)	1	040-0173-01
America's Army Operation and Service Manual	1	040-0174-01

Cabinet Labels

Description	Qty	Part Number
Serial Number Label	1	L-0143
Label: 110 VAC	1	L-0001
Label: For Indoor Use Only	1	L-0004
Label: Disconnect Power Supply Before Servicing	1	L-0006

Cabinet Artwork

Side Panel Decal	2	AACK-AW-01
Backlit Marquee Artwork	1	AACK-AW-02
Control Panel Decal	1	AACK-AW-03

Miscellaneous Hardware

Description	Qty	Part Number
Wood Screw, #10 x 3/4" & Flat Washer (For securing the computer mounting strap.)	2 ea	--
Adhesive Velcro® (For mounting the Power Strip)	1	--

1.3 Tools Required

- Screwdriver with assorted bits, including medium Phillips head
- Assorted nutdrivers or wrenches, including 3/8"
- Wire Snips
- Exacto[®] knife
- Assorted cable ties and/or clips for securing wires
- Screw-mounted cable ties or adhesive Velcro[®] for securing power strip
- Jig Saw or 4-1/2" Hole Saw to cut hole for Ventilation Fan
- Drill
- Depending on modifications needed, you may need the following Drill Bits:
7/32", 1/4", 1-1/8", 1-1/2"



Figure 1. Example of Finished Cabinet

Chapter 2 — Conversion Procedure



CAUTION: GLOBAL VR assumes no liability for any damage or injuries incurred while converting the cabinet.

This procedure should be performed **ONLY** by an experienced technician.

To prevent electrostatic discharge (ESD) damage, handle PCBs by the edges only and use a grounding wrist strap or similar precaution.

Power must be off when connecting PCBs. Hot connecting will damage the PCBs.

Please read the service instructions before working on the cabinet.



Always turn the cabinet **OFF** and disconnect the AC power cord before performing the conversion steps.

This document provides general guidelines for converting your cabinet. Your exact steps may vary depending on the cabinet used.

2.1 Remove Old Hardware and Clean Cabinet

Refer to Figure 10 on page 17 for the America's Army wiring diagram.

Important: The **America's Army** Conversion Kit uses the existing JAMMA and AC Power Wiring, and the separate speaker harness used on Area 51 cabinets. Be sure to leave that wiring in place.

1. Turn off the cabinet and disconnect the AC power cord.
2. Remove the old PCBs from the cabinet. Keep the JAMMA harness and associated wiring. On Area 51 cabinets, keep the separate speaker harness and connector.

Note: Keep any reusable cable clips and ties for securing the new wiring.

3. Remove all artwork and labels from the cabinet and clean the cabinet well so the new artwork will adhere properly.

2.2 Install the AC Power Strip

The kit uses an AC power strip/surge suppressor to power the computer and ventilation fan.

1. Route your existing cabinet power cord to the inside of the cabinet and connect it to the power strip.
2. Route the power cord from the power strip out of the cabinet. This will now be the cabinet power cord.
3. Secure the power strip inside the cabinet using either two screw-mounted cable ties or a strip of adhesive Velcro.

2.3 Convert the Control Panel

1. Remove the existing guns, holsters, and buttons from the control panel, making sure the button wires are labeled for re-connection. Keep the old guns as spares.
2. Using the templates on page 21, drill holes to mount the guns and holsters from the kit.

3. If the control panel did not have buttons, drill a 1-1/8" hole near each gun for the Player 1 and Player 2 Start buttons.
4. If the control panel artwork is loose, remove it. In most cases you will place the new America's Army Control Panel Decal over the old artwork. For a clean look, mark around the edges of the old artwork with a black permanent marker.
5. Trim the control panel decal to fit, and apply it to the control panel. Replace the clear plastic control panel cover, if used.
6. Install the new Player 1 and Player 2 Start buttons and micro switches from the kit, and connect them to the existing button connectors.
7. Secure each gun in place with three 10-24 carriage bolts with Nylock nuts and flat washers.
8. Secure each holster in place with three 10-24 x 3/8" Nylock nuts with flat washers.

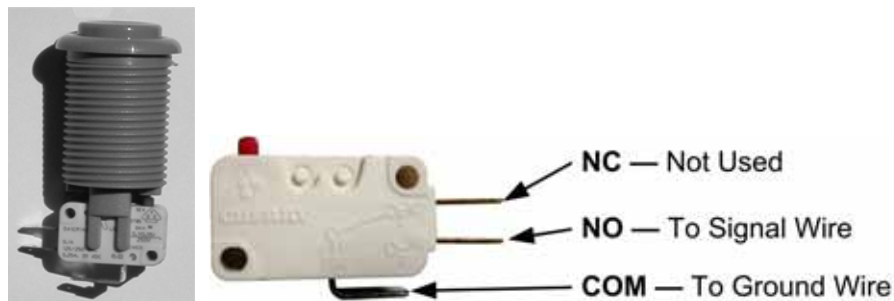


Figure 2. *Connecting the Buttons*



Figure 3. *Finished Control Panel*

2.4 Install the Ventilation Fan

The cabinet must have adequate ventilation to prevent the system computer from overheating. Do the following to install the ventilation fan from the kit in the back of the cabinet:

Install the fan behind existing ventilation holes, or cut a (4.5" diameter) hole in the back of the cabinet. Using the fan as a template, drill four 7/32" holes for the fan mounting bolts. Secure the fan with the four (4) 2-1/2" bolts and Kep nuts.

Connect the fan to the AC power strip.

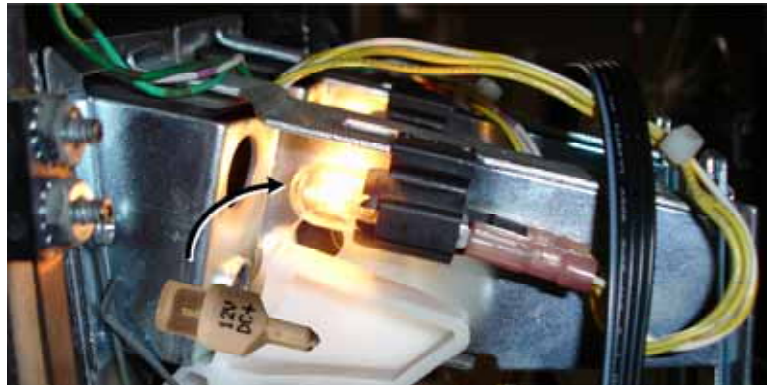
If the fan is in the lower part of the cabinet, make sure it draws air into the cabinet. If the fan is in the upper part of the cabinet, make sure it blows air **out** of the cabinet.



Figure 4. Installing the Ventilation Fan

2.5 Install Coin Mech LEDs

Open the coin door and replace the coin lamps with the LED lamps from the kit. This is important as the conventional bulbs can cause audio noise.



2.6 Install the Computer

Note: The computer comes with the **America's Army** software pre-installed.

1. Place the computer so that there is at least a 6-inch clearance in front so the DVD-ROM drive can open. If possible, place the computer so that you can reach the rear panel connectors through the back door, and the DVD-ROM drive through the coin door.
2. The computer should be against the side wall. If a cleat along the bottom of the cabinet prevents putting the computer against the wall, install a piece of wood of the same width to the side of the cabinet near the top of the computer to keep it from wobbling sideways. For extra protection, you may wish to install a sheet of dense packing foam under and at the side of the computer.
3. Refer to Figure 5 for an example of how to secure the computer with the mounting strap. Using the two (2) #10 x 3/4" wood screws with fender washers from the kit, secure the ends of the strap as close as possible to the top and side of the computer. Make sure the two parts of the strap are lined up so they will buckle near the center of the computer. Buckle and tighten the strap.

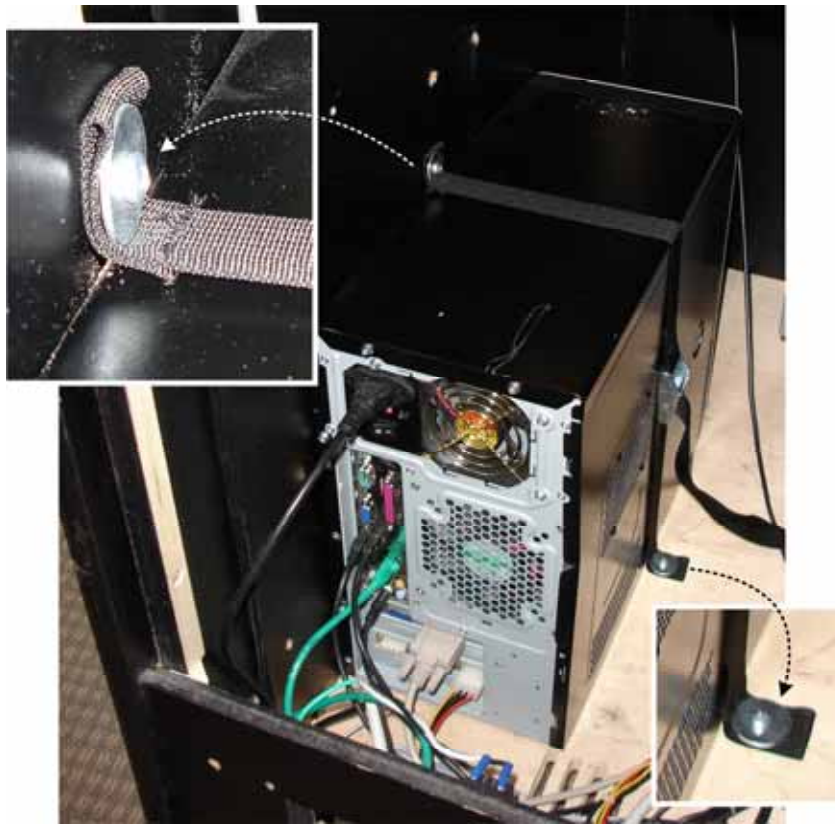


Figure 5. Securing the Computer

2.7 Install the USB2GUN PCB and Make Connections

1. The PCB uses +5 and +12 VDC power. You can power the PCB through the JAMMA harness or through a 4-pin PC Power Connector to J2 on the PCB. You must set the two Power Jumpers as shown in the figure below to select the power input (one jumper is for +5 and the other is for +12 VDC).

Note: Most conversion cabinets will use JAMMA power.

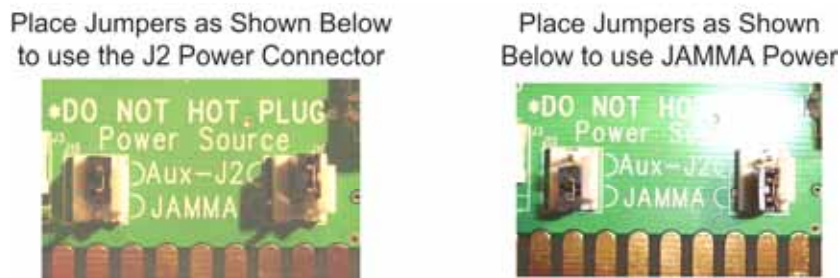


Figure 6. PCB Power Jumpers

2. If you selected to use the J2 Power Connector, connect a 4-pin PC power connector from your DC power supply to **J2** on the PCB.

- Set the Video Mode jumpers on the PCB to match your monitor, as shown below:

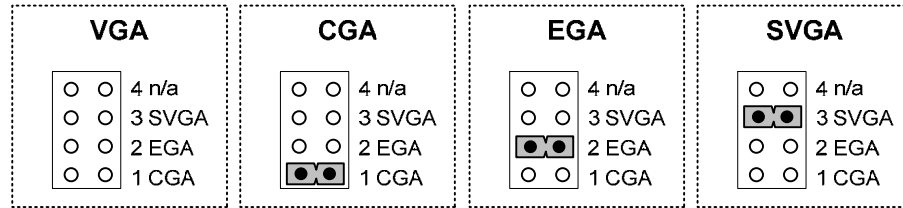


Figure 7. Video Jumpers on USB2GUN PCB

- Find a good location in the cabinet to mount the USB2GUN PCB. Make sure that the JAMMA harness will reach the PCB, and the PCB will not be exposed to excessive heat. (If you install on a wall, placing the PCB so the USB connector faces up will help keep the USB cable securely connected.)
- Mount the PCB with the plastic feet from the kit.
- Refer to Figure 8 for connections to the USB2GUN PCB. Also see Figure 10 on page 17 for general wiring information. Refer to Figure 11, *Computer Rear Panel Diagram*, on page 18 when making connections to the computer.

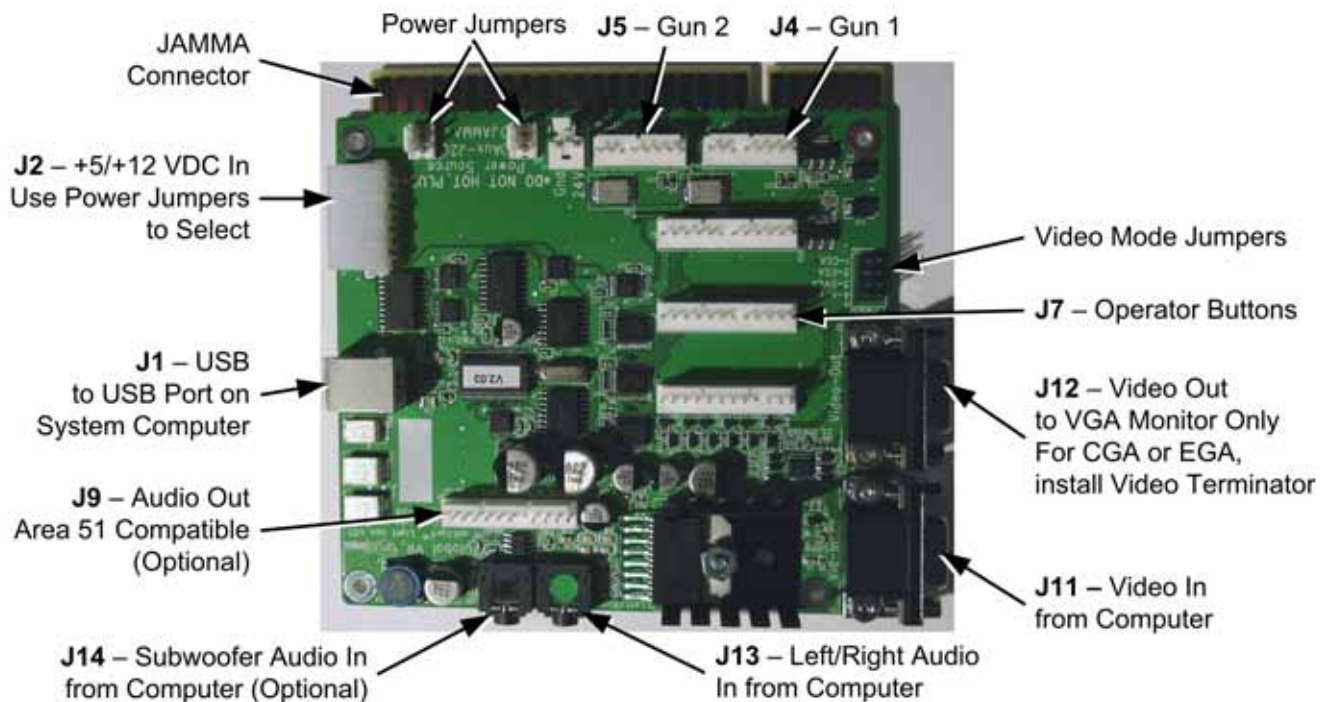
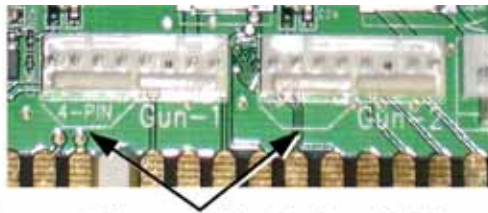


Figure 8. USB2GUN PCB

- Connect the USB cable from a PCI USB port in the computer to the USB2GUN PCB. (**Do Not** use a motherboard USB port to prevent static shock to the PCB.)
- Connect the 3.5 mm audio cable from the **Green** audio out port on the computer to **J13 - Audio In** on the USB2GUN PCB.
- For Area 51 cabinets, connect the speaker harness to **J9 - Audio Out** on the USB2GUN PCB.
- If your cabinet has a subwoofer, you can connect a 3.5 mm audio cable (not included) from the **Red** audio port on the computer to **J14 - Subwoofer In** on the USB2GUN PCB. The subwoofer will

work with the Area 51 speaker harness. (For most cabinets, the audio is routed through the JAMMA harness and no subwoofer is installed.)

11. Connect Gun 1 to Pins 1-4 of **J4 – Gun 1** on the USB2GUN PCB.
12. Connect Gun 2 to Pins 1-4 of **J5 – Gun 2** on the USB2GUN PCB.



Connect Guns to Pins 1-4
Pins 5-8 are Not Used

Correct Pins are Marked on PCB

13. Connect the VGA cable from the computer to **J11 - Video In** on the USB2GUN PCB.
14. If the cabinet has a VGA monitor, connect the monitor to **J12 – Video Out** on the USB2GUN PCB. (Other monitors connect through the JAMMA Harness.)
15. If the cabinet does *not* have a VGA monitor, connect the Video Terminator to **J12 – Video Out** on the USB2GUN PCB. (If the terminator is not installed, the video will tend to look blurry or washed out.)
16. Connect the Operator Button Panel from the kit to **J7 – Operator Buttons** on the USB2GUN PCB. Use the Velcro to secure the button panel where you can reach it through the coin door, or in another convenient location.
17. Connect the computer power cord to the computer and the AC power strip.
18. Use wire ties to secure the cables and harnesses in the cabinet. Make sure no wires will be pulled or pinched when the control panel or service tray is opened or closed. Bundle and tie any old harnesses that are no longer used.

Note: The technical part of the conversion is now complete. If you wish, you can power on and test the cabinet now, as described in Section 2.9 on page 14.

2.8 Apply the Artwork and Labels

Install the artwork and labels as described in the subsections that follow. See Figure 1 on page 6 for a finished cabinet picture.

2.8.1 Apply the Side Panel Graphics

1. Position the decals on the sides of the cabinet so they are straight and in the same position on both sides. If the cabinet has carriage bolts on the sides, avoid applying the decals over the carriage bolts. If you need to trim the graphic, make sure that only the background image and none of the text or logos will be cut.
2. Once the decal is aligned correctly, peel off the backing paper and apply the decal, carefully pushing out any air bubbles.
3. If necessary, use a new Exacto knife to trim the excess material from the decal, using the outside edge of the cabinet as a guide. (Most cabinets will not require any trimming.)

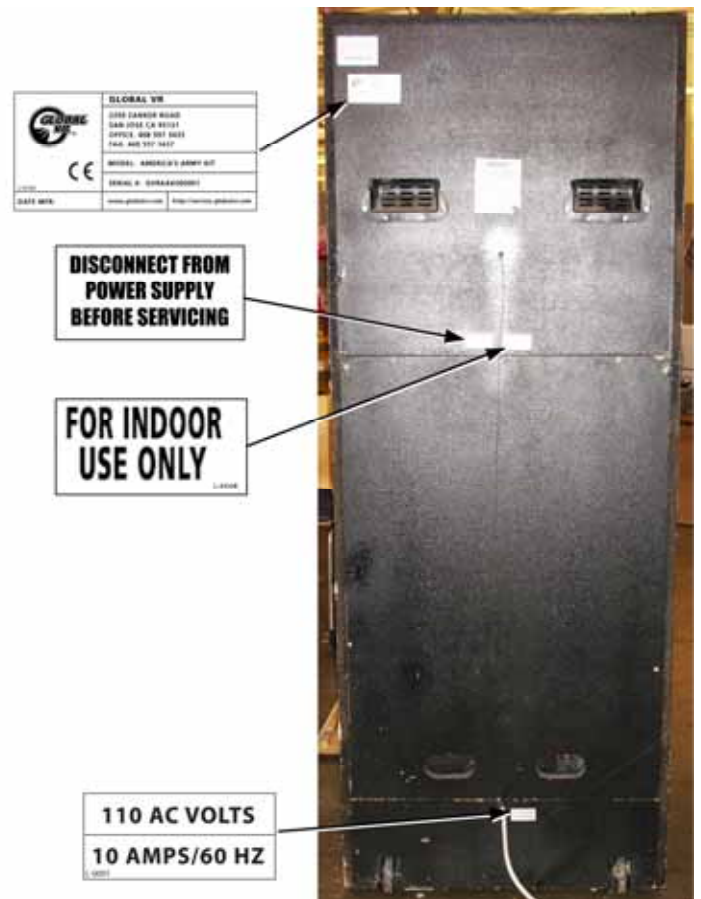
2.8.2 Install the Marquee Artwork

1. Remove the screws for the top bracket that holds the marquee glass and artwork to the cabinet, and remove the glass and old artwork.
2. Clean both sides of the marquee glass.
3. Use the glass as a guide to trim the graphic to fit the marquee.
4. Re-install the glass with the new America's Army graphic, and re-install the top bracket.

2.8.3 Apply the Cabinet Labels

Place the serial number and safety labels on the back of the cabinet as described below:

1. Place the Cabinet Serial Number sticker in the upper left-hand area.
2. Place the FOR INDOOR USE ONLY and DISCONNECT FROM POWER SUPPLY BEFORE SERVICING labels just above the cabinet rear door.
3. Place the 110 VOLTS label close to where the AC power cord connects to the cabinet.



2.9 Power ON and Test the Cabinet

Before powering the cabinet ON for the first time, please verify that all connections are correct and secure. Refer to the Operation Manual for detailed information on using the Operator Menus.

1. Connect the AC power cord from the power strip to an AC outlet. Power ON the cabinet and verify that the Attract Mode starts and runs properly.
Note: If you have an EGA or CGA monitor, the image will be scrambled until the Attract Mode starts.
2. Press the Operator Test button to open the Operator Menu. Select **Diagnostics**→**Gun Calibration** and follow the onscreen instructions to calibrate the guns.
3. Select **Controls** from the **Diagnostics** menu. Press each button and activate each coin input, and verify that the correct button highlights onscreen. If a button is not working, or the wrong onscreen button responds, make sure the wires are connected correctly.
4. Select **Monitor** for a series of monitor test images to help you adjust the monitor.
5. Select **Speakers** to verify each speaker is working.
6. Play a game to verify proper operation.

2.9.1 Cabinet Setup

Select **Game Settings** and **Coin Settings** from the Operator menu to set up set up volume, pricing, and other gameplay features.

Chapter 3 — Troubleshooting

Problem	Cause	Possible Solution
Two images on monitor	CGA monitor is running in VGA mode	Check the jumpers on the USB2GUN PCB and set them for CGA mode (see Figure 7 on page 11).
Video looks blurry or too bright and washed out	Video terminator not installed	For CGA and EGA monitors, install the video terminator to the VGA Video Out port on the USB2GUN PCB (see Figure 8 on page 11).
Audio hum	Conventional Light bulbs in coin mechs.	Use LEDs rather than bulbs for the coin lamps.
Guns and Buttons do not work	Power Jumpers in Wrong Position	Set the Power Jumpers on the USB2GUN PCB for either JAMMA or J2 power, depending on which is providing the +5 and +12 VDC power to the PCB (see Figure 6 on page 10). Note: Most conversion cabinets will use JAMMA power.

Chapter 4 — Diagrams and Schematics

JAMMA Connector

SOLDER SIDE		COMPONENT SIDE	
GND	A	GND	1
GND	B	GND	2
+5V	C	+5V	3
+5V	D	+5V	4
-5V	E	-5V	5
+12V	F	+12V	6
Key	H	Key	7
Not Used	J	Coin Counter 1	8
Not Used	K	Not Used	9
L Speaker -	L	L Speaker +	10
R Speaker -	M	R Speaker +	11
Video Green	N	Video Red	12
Video Sync	P	Video Blue	13
Service	R	Video GND	14
Not Used	S	Test	15
Coin 2	T	Coin 1	16
Player 2 Start	U	Player 1 Start	17
Not Used	V	Not Used	18
Not Used	W	Not Used	19
Not Used	X	Not Used	20
Not Used	Y	Not Used	21
Not Used	Z	Not Used	22
Not Used	Aa	Not Used	23
Not Used	Ab	Not Used	24
Not Used	Ac	Not Used	25
Not Used	Ad	Not Used	26
GND	Ae	GND	27
GND	Af	GND	28

Figure 9. JAMMA Pins Supported by America's Army

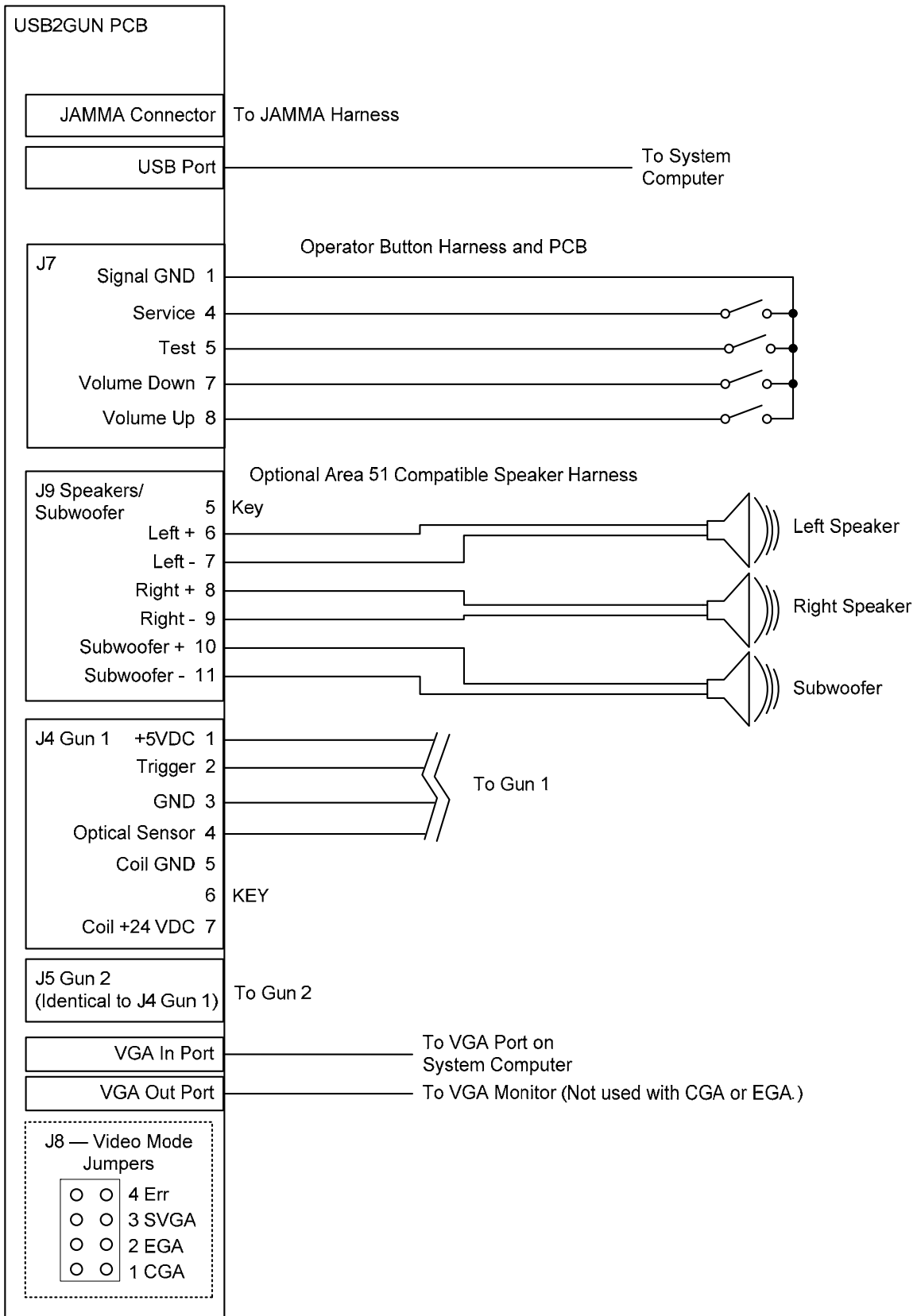


Figure 10. USB2GUN PCB Wiring Diagram

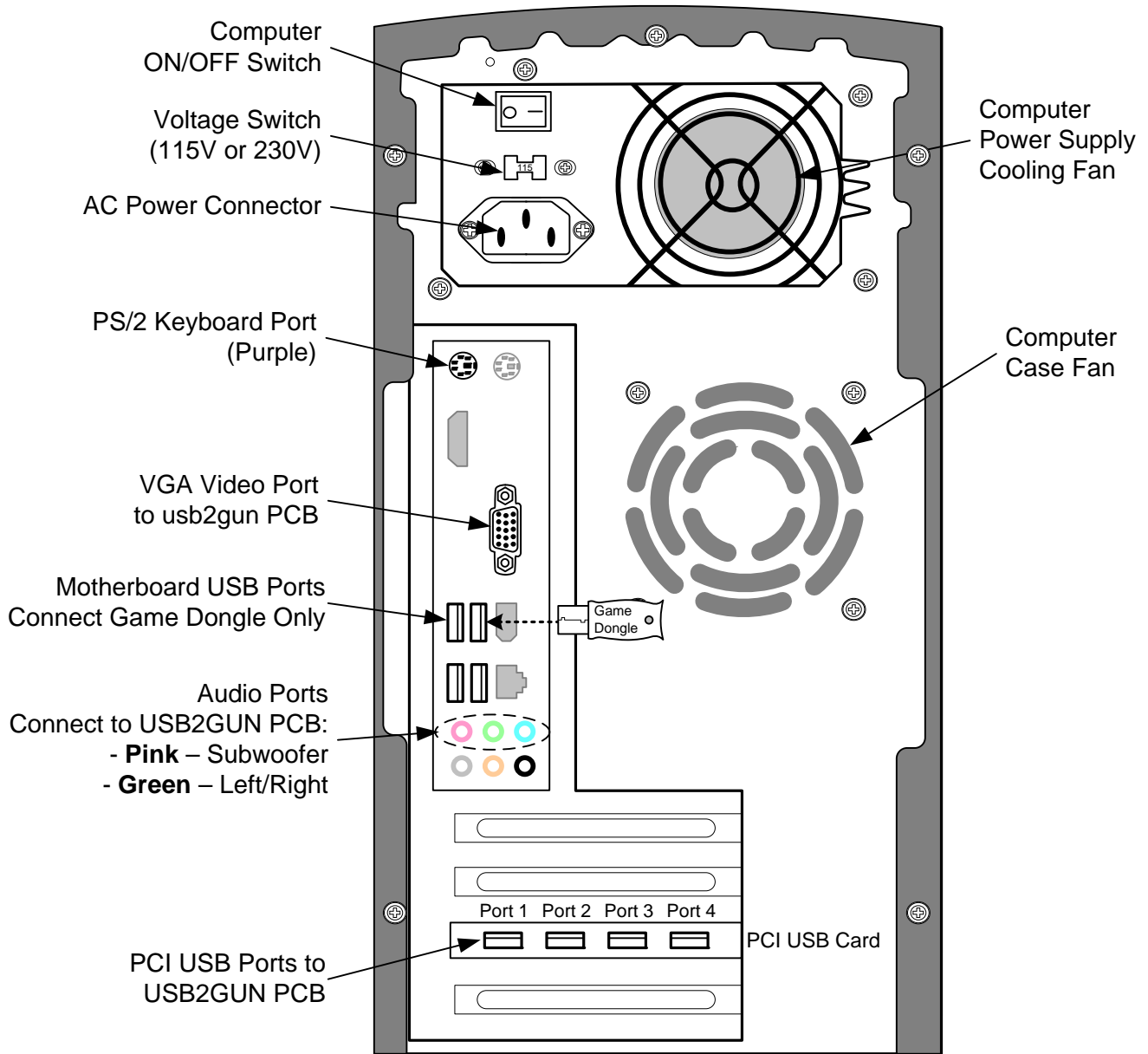


Figure 11. Computer Rear Panel Diagram

Conversion Kit Warranty Information

Warranty Service

If you should require warranty service, please contact your authorized GLOBAL VR® distributor. If the technical support staff determines that parts on your **America's Army** Conversion Kit are defective, a Return Merchandise Authorization (RMA) number will be issued.

LIMITED WARRANTY

GLOBAL VR® warrants that its computer circuit boards, hard drives, power supplies, monitors, displays, controls, sensors, and mechanical structures are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment.

All software and accompanying documentation furnished with, or as part of the Product, is supplied "AS IS" with no warranty of any kind except where expressly provided otherwise in any documentation or license agreement furnished with the Product.

During the warranty period, GLOBAL VR® will, at no charge, repair the Product, provided:

- Purchaser believes that the Product is defective in material or workmanship and promptly notifies GLOBAL VR® in writing with an explanation of the claim;
- All claims for warranty service are made within the warranty period;
- Products are returned adequately packed and freight prepaid to GLOBAL VR®'s designated service center;
- GLOBAL VR®'s inspection or test of the Product verifies to GLOBAL VR®'s satisfaction that the alleged defect(s) existed and were not caused by accident, misuse, neglect, unauthorized or attempted repair or testing, unauthorized modification, incorrect installation, vandalism, failure to follow the maintenance schedule or procedures; or operation in out-of-specification environmental conditions.

GLOBAL VR® will return the repaired Product freight prepaid to the Purchaser. All freight costs associated with replacement of warranty parts after expiration of the original warranty period are the responsibility of the Purchaser. GLOBAL VR® is not obligated to provide the Purchaser with a substitute unit or on-site service during the warranty period or at any time. If after investigation GLOBAL VR® determines that the reported problem was not covered by the warranty, Purchaser shall pay GLOBAL VR® for the cost of investigating the problem at its then prevailing per incident billing rate. No repair or replacement of any Product or part therein shall extend the warranty period as to the entire Product. The warranty on the repaired part only shall be in effect for a period of ninety (90) days following the repair or replacement of that part or the remaining period of the Product parts warranty, whichever is greater.

Purchaser's exclusive remedy and GLOBAL VR®'s sole obligation is to supply or pay for all labor necessary to repair any Product found to be defective within the warranty period and to supply, at no extra charge, new or rebuilt replacements for defective parts. If repair or replacement fails to remedy the defect, then, and only in such event, shall GLOBAL VR® refund to Purchaser the purchase price for said Product. Purchaser's failure to make a claim as provided above or continued use of the Product shall constitute an unqualified acceptance of said Product and a waiver by Purchaser of all claims thereto.

IN NO EVENT SHALL GLOBAL VR® BE LIABLE FOR LOSS OF PROFITS, LOSS OF USE, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM OPERATION OF THE GAME IN ANY CONDITION. GLOBAL VR® SHALL NOT BE RESPONSIBLE FOR THE SUITABILITY, PERFORMANCE, OR SAFETY OF ANY NON- GLOBAL VR® PART OR ANY MODIFICATION PERFORMED BY ANY PRODUCT DISTRIBUTOR UNLESS SUCH WORK IS EXPRESSLY AUTHORIZED IN ADVANCE BY GLOBAL VR®.

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Technical Support

Hours: 7:00AM–5:00PM Pacific Time, Monday–Friday

Phone: 408.597.3435

Fax: 408.597.3437

E-mail: techsupport@globalvr.com

Website: <http://service.globalvr.com>

Extended Service Hours: Monday–Friday 5pm—Midnight
Saturday & Sunday 7:00am—Midnight Pacific Time

Free telephone, e-mail, and online support are provided for systems during the warranty period. GLOBAL VR[®] Technical Support can help you troubleshoot problems and diagnose defective parts. We can also answer questions about the operation of your game.

When you contact Technical Support, please provide the information listed below to assist the Technical Support representative in solving your problem quickly. For your convenience, space is provided to write important numbers.

- Cabinet Serial Number (from label on cabinet rear): _____
- Build (from Operator Menu): _____
- I/O Board (from Operator Menu): _____
- Your mailing address and telephone number.
- A summary of the question or a detailed description of the problem with your cabinet.

The additional information listed below, as applicable, may assist Technical Support in solving your problem quickly.

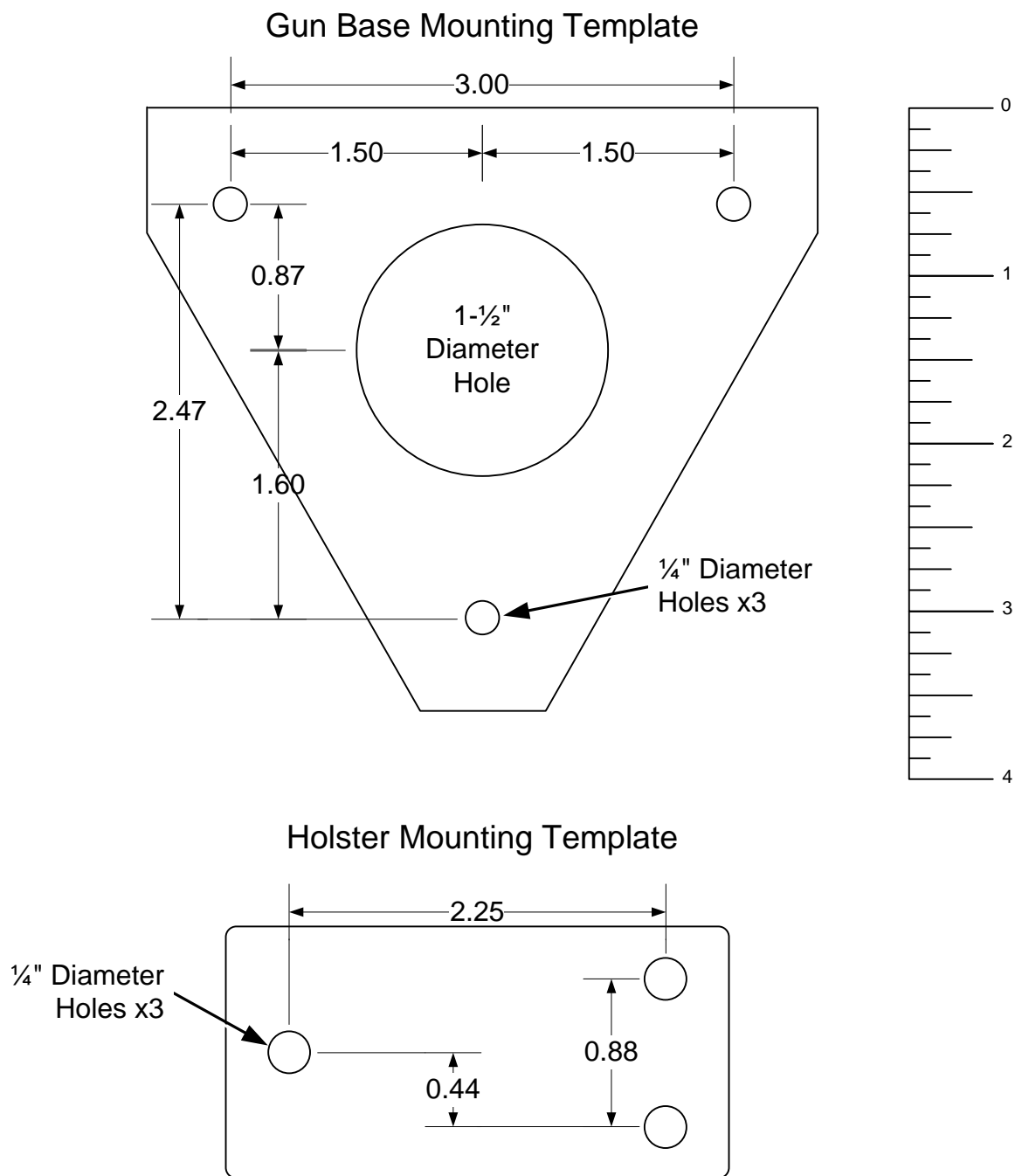
- Specific error message
- Date of latest install or upgrade
- Any changes made to the system
- For game-play issues, the game mode and number of players

To comment on this manual, please e-mail: techpubs@globalvr.com

Appendix A: Gun & Holster Mounting Templates

Use the template below to cut your control panel to mount the guns and holsters.

Please note that the size of the template as printed can vary due to printing equipment. Compare the inch scale printed below with a ruler to verify the drawing was not scaled in printing.



Note: All dimensions are in inches.