JUSTICE LEAGUE HEROES UNITED

Operation Manual
040-0218-01 Rev. A

> ➢ **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:

- Electronic components in the dedicated game cabinet run on 115 VAC. 230 VAC dedicated systems have a transformer to convert power to 115 VAC inside the cabinet. The voltage switch on the back of the computer must be set to 115. If you power up the computer outside of the cabinet, set the switch to match the local AC voltage:

  – 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.

- Do not place the game in an area where a water jet would be used or use a water jet to clean the game.

Precautions for Game Operation

GLOBAL VR® assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games, particularly when the game moves or creates a sense of motion.

Warnings

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

If a 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).

FCC Notices (United States)

Electromagnetic Interference (EMI) is any signal or emission radiated in free space or conducted along power or signal leads, that endangers the functioning of radio navigation or other safety service, or that seriously degrades, obstructs, or repeatedly interrupts a licensed radio communications service. Radio communications services include, but are not limited to, AM/FM commercial broadcast, television, cellular services, radar, air-traffic control, pager, and Personal Communication Services (PCS). These licensed services, along with unintentional radiators such as digital devices (including computer systems) contribute to the electromagnetic environment.

Electromagnetic Compatibility (EMC) is the ability of items of electronic equipment to function properly together in the electronic environment. While this computer system has been designed and determined to be compliant with regulatory agency limits for EMI, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio communications services, which can be determined by turning the equipment off and on, you are encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.

- Relocate the cabinet relative to the receiver.

- Plug the game into a different outlet so that the computer and the receiver are on different branch circuits.

If necessary, consult a Regulatory EMC representative of GLOBAL VR or an experienced radio/television technician for additional suggestions. You may find the FCC Interference Handbook, to be helpful. It is available from the U.S. Government Print Office, Washington, DC 20402.

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

Operation is subject to the following conditions:

- This device may not cause harmful interference.

- This device must accept any interference received, including interference that may cause undesired operation.

Chapter 1 — Introduction

GLOBAL VR and DC Comics™ deliver a brand new comic book adventure designed exclusively for the coin-op market. Players select and control their favorite hero from DC's JUSTICE LEAGUE to help stamp out the forces of evil that conspire against mankind.

Conversion kits are available to convert old cabinets to JUSTICE LEAGUE™: Heroes United.

Game Features

- 2-player cooperative play
- Competitive play for points
- Signature Powers Moves
- 3 worlds each with 3 levels
- Staged difficulty level makes it easy for beginning and challenging for experienced players.

Cabinets and Kits Available

JUSTICE LEAGUE™: Heroes United is available as a dedicated Deluxe Cabinet with a 42" LCD monitor or a dedicated Standard Cabinet with a 26" LCD Monitor.

Conversion kits are available to convert old cabinets to JUSTICE LEAGUE™: Heroes United.

Checking the Game Dongle

The cabinet uses a Game Dongle to activate the game software. If the dongle is missing, the game will not run. When a USB Game Dongle is installed and working properly, a **red** LED will illuminate inside the dongle. If the software does not recognize the Game Dongle, make sure the Dongle is connected properly, and then power cycle the cabinet.

If the dongle comes out while the game is running, a NO DONGLE screen will appear the next time a **START** button is pressed. Re-install the dongle; there is no need to reboot the game.

Note: The dongle supplied with the cabinet is specific to the game and software version. Future software upgrades may require a new dongle.

Important: Some of your cabinet information is stored in the dongle, so if you replace your computer, **remove the dongle and keep it with the cabinet**.

Figure 1. USB Game Dongle

Maintenance Restart Feature

To keep the software running optimally, the game must be restarted every 24 hours. For locations that turn their games off every day, no additional restarts are needed. For locations that leave their games turned on continuously, the software will automatically reboot the game once every 24 hours according to the following conditions:

1. If the game has been running continuously for at least 24 hours,
   and the game has been in Attract Mode for at least 15 minutes,
   then a screen like the following will be displayed:

2. The screen will count down for 30 seconds.

   If a user presses the **START** button, the screen will not appear again until the next time the Attract Mode has been running for 15 minutes.

   If nobody presses the **START** button, the game will shut down and restart, which will take about 2 minutes.

3. After the cabinet completes the Restart, the next Maintenance Restart will be scheduled for 24 hours later. If the initial Restart happens to be scheduled during a busy time for your location, the action of players pressing START to postpone will move the restart to a time that is not busy.

Chapter 2 — Playing a Game

This section describes the basics of starting and playing a game.

1. Coin up and press the **START** button. The **Select Character** screen will appear. Use the joystick to highlight the character you want to play and then press any button.

2. The **Select Level** screen will appear next. Use the joystick to highlight the level you want to play and then press any button.

3. Once the game starts, use the joystick to control your character's direction.

4. Press the **QUICK** (red) button to punch and **STRONG** (blue) to kick. Press **DEFEND** (green) to evade or shield your hero from attacks.

5. If you start a 1-Player Game, an onscreen prompt will be displayed during the game, inviting a second player to join, as shown in the picture to the right.

6. Watch the Health Meter! Once it runs out your character is vulnerable. Some enemies drop Health power-ups when defeated.

1-Player Game Screen

7. Press the **Yellow**+**Red** or **Yellow**+**Blue** buttons together to use **Power Moves**. (Each character has unique power moves.)

You gain power each time you kick or punch an enemy. You can also pick up Power-Up Coins when you destroy explosive barrels or other objects, or defeat enemies carrying coins. More power in your Power Meter means your hero will inflict more damage on the enemies.

8. As you play, your character's score, health, and power stats are displayed onscreen, as shown below. Each character's picture is displayed next to their stats. In the picture below, Superman has lots of power, but is low on health. Green Lantern is out of power but has more health than Superman.

Figure 2. 2-Player Game Screen

Chapter 3 — Operator Menu and Game Setup

This chapter describes how to use the Game Operator menu to set up the game, diagnose problems, and view gameplay and earnings statistics.

Navigating the Operator Menu

Use the Operator buttons to navigate the Operator Menu as follows:

- Use the **Test/Back** button to open the Operator menu. Once in the menu, use it to de-select an item or exit from a submenu.

- Use the **Up** & **Down** buttons to move through a list and highlight items (a yellow box around an item indicates it is highlighted). Also use the **Up** & **Down** buttons to change the setting for a selected item.

- Use the **Service/Select** button to select a highlighted item (a red box appears around a selected item) and to highlight and select the settings box for a highlighted item.

For example, the following steps explain how to change the Attract Volume from the menus.

1. Press the Operator **Test/Back** button to open the Operator Menu. Machine Settings will be highlighted with a yellow box.

   | Machine Settings | | Master Volume | 70 | △▽ |
   | Machine Information | | Attract Volume (% of Master) | 20 | △▽ |
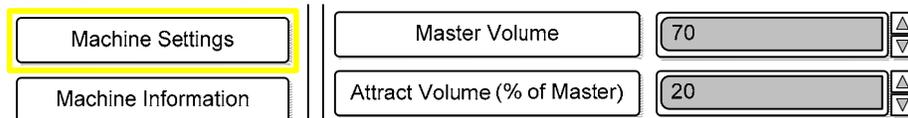
2. Press the **Service/Select** button to select the highlighted Machine Settings menu.

3. Press the **Down** button to highlight (yellow box) Attract Volume.

   | Attract Volume (% of Master) | 20 | △▽ |

4. Press the **Service/Select** button twice. The first press highlights (yellow box) the settings box for Attract Volume; the second press selects (red box) the settings box.

   | Attract Volume (% of Master) | 20 | △▽ |

5. With the settings box selected, press the **Up** and **Down** buttons to set the desired volume level.

   | Attract Volume (% of Master) | 60 | △▽ |

6. Press **Test/Back** repeatedly until only Machine Settings, in the left menu, is highlighted.

7. Press the **Up** and **Down** buttons until Play Game is highlighted.

8. Press the **Service/Select** button to return to the game.

Notes: To exit from some sub-menu screens, press the **Down** button to highlight Back to Main Menu, and then press **Service/Select**.

Pressing the **Service/Select** button during Attract Mode adds a Service Credit that you can use for testing game play. You can disable or enable this feature from the Machine Settings menu.

Pressing the **Up** or **Down** Operator buttons during Game or Attract Mode adjusts the Master Volume level.
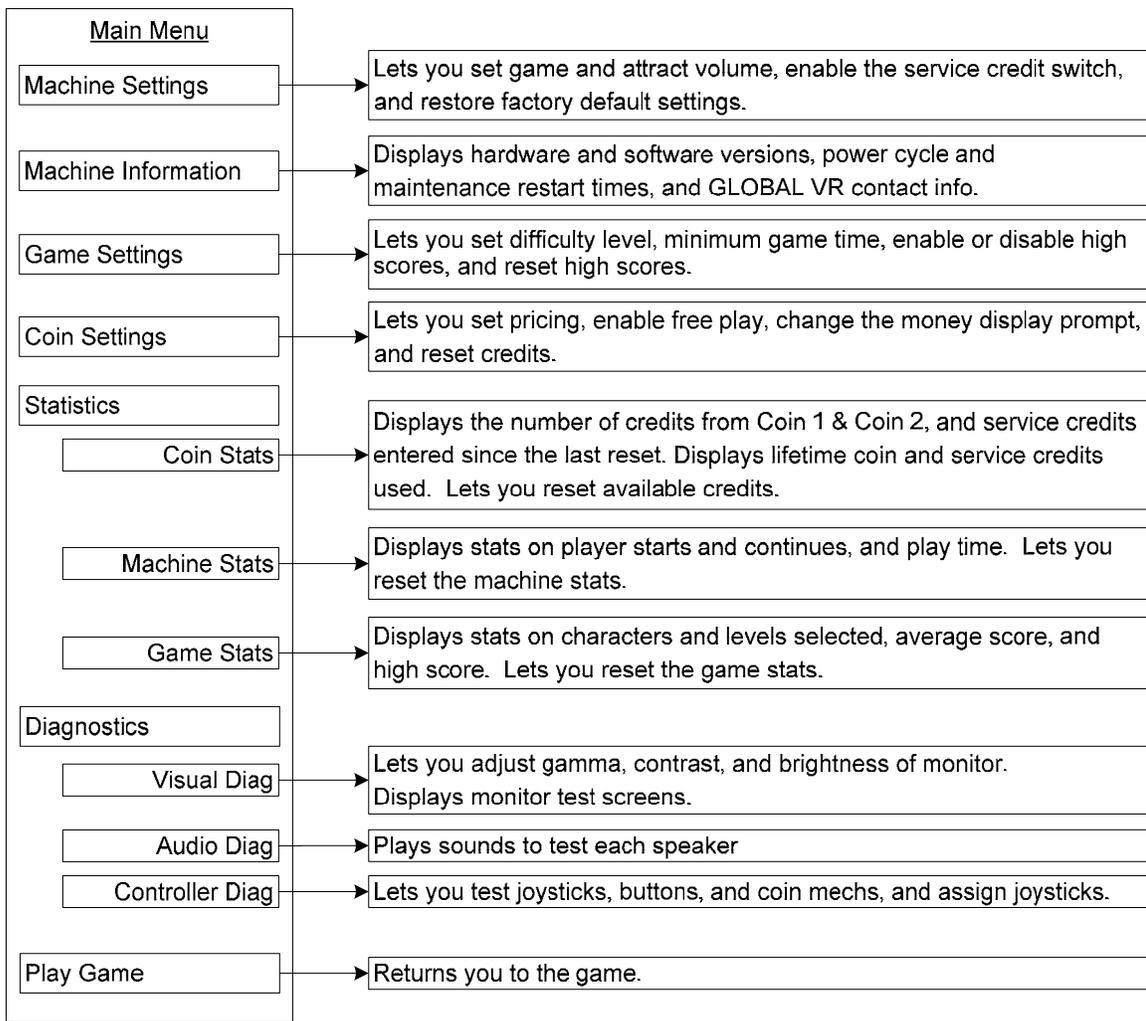
Main Menu	
Machine Settings	Lets you set game and attract volume, enable the service credit switch, and restore factory default settings.
Machine Information	Displays hardware and software versions, power cycle and maintenance restart times, and GLOBAL VR contact info.
Game Settings	Lets you set difficulty level, minimum game time, enable or disable high scores, and reset high scores.
Coin Settings	Lets you set pricing, enable free play, change the money display prompt, and reset credits.
Statistics	
Coin Stats	Displays the number of credits from Coin 1 & Coin 2, and service credits entered since the last reset. Displays lifetime coin and service credits used. Lets you reset available credits.
Machine Stats	Displays stats on player starts and continues, and play time. Lets you reset the machine stats.
Game Stats	Displays stats on characters and levels selected, average score, and high score. Lets you reset the game stats.
Diagnostics	
Visual Diag	Lets you adjust gamma, contrast, and brightness of monitor. Displays monitor test screens.
Audio Diag	Plays sounds to test each speaker
Controller Diag	Lets you test joysticks, buttons, and coin mechs, and assign joysticks.
Play Game	Returns you to the game.

Figure 3. Operator Menu Flowchart

Machine Settings Menu

This menu lets you set audio volume levels, enable or disable the Service Credit Switch, and restore factory default settings.
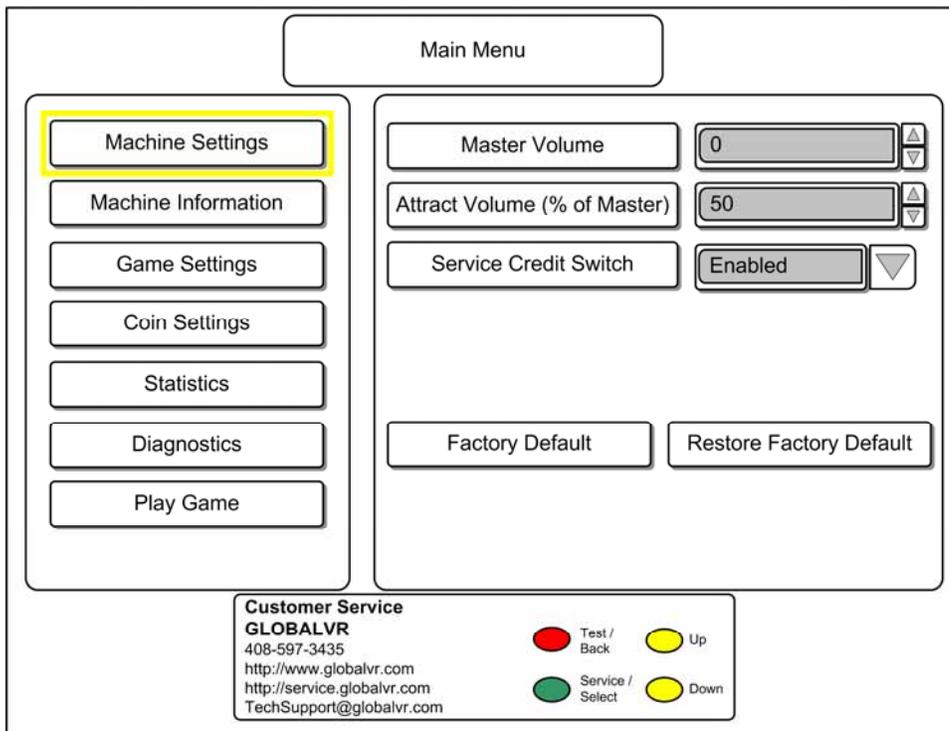

Figure 1.   Machine Settings Menu

Menu Item	Description
Master Volume	Sets the Master Volume level from 0 to 100. (Same as using the **UP/DOWN** buttons on the Operator button panel during Game or Attract Mode.)
Attract Volume	Sets Attract Mode volume level as a percentage of Master volume.
Service Credit Switch	Sets Service Credit Switch to **Enabled** or **Disabled**. If Enabled, the **Service/Select** button on the Operator button panel can be used to add Service Credits for testing gameplay.
Factory Default	Selecting **Restore Factory Default** restores all Game Settings to factory defaults. A popup window will appear describing exactly what will be reset, and giving you the option to press **Service/Select** to proceed or **Test/Back** to cancel.

Machine Information Menu

This screen displays information about the hardware and software, and the maintenance restart.
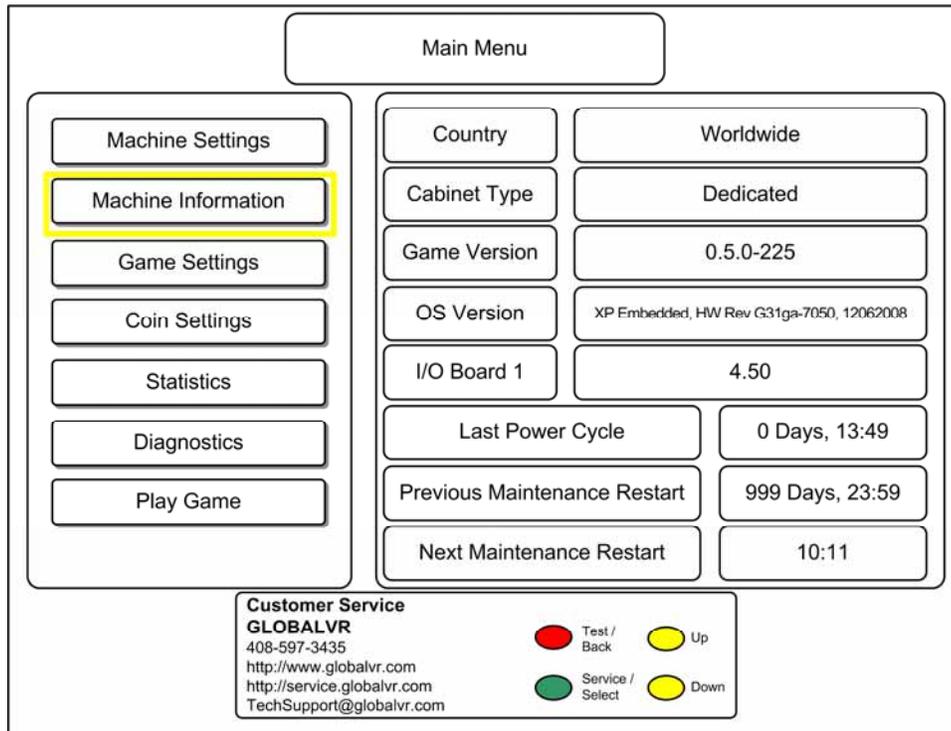
Figure 2.   Machine Information Menu

Menu Item	Description
Country	Displays the country of operation as set by the game dongle.
Cabinet Type	Displays the type of cabinet, as set by the game dongle.
Game Version	Displays the Game Software version.
OS Version	Displays the Operating System version.
I/O Board 1	Displays the version of the I/O PCB in the cabinet.
Last Power Cycle	Displays the time, in days, hours and minutes, since the cabinet was last powered on.
Previous Maintenance Restart	Displays the time, in days, hours and minutes, since the last maintenance restart. (A maintenance restart will only occur if the cabinet is not powered off for 24 hours. See page 7 for more information.) **Note:** If the screen displays *999 Days*, this indicates that no maintenance restart has occurred because the cabinet has been powered off every day.
Next Maintenance Restart	Displays the time, in hours and minutes, until the next maintenance restart. If the cabinet is powered off, this time resets to 24 hours.

Game Settings Menu

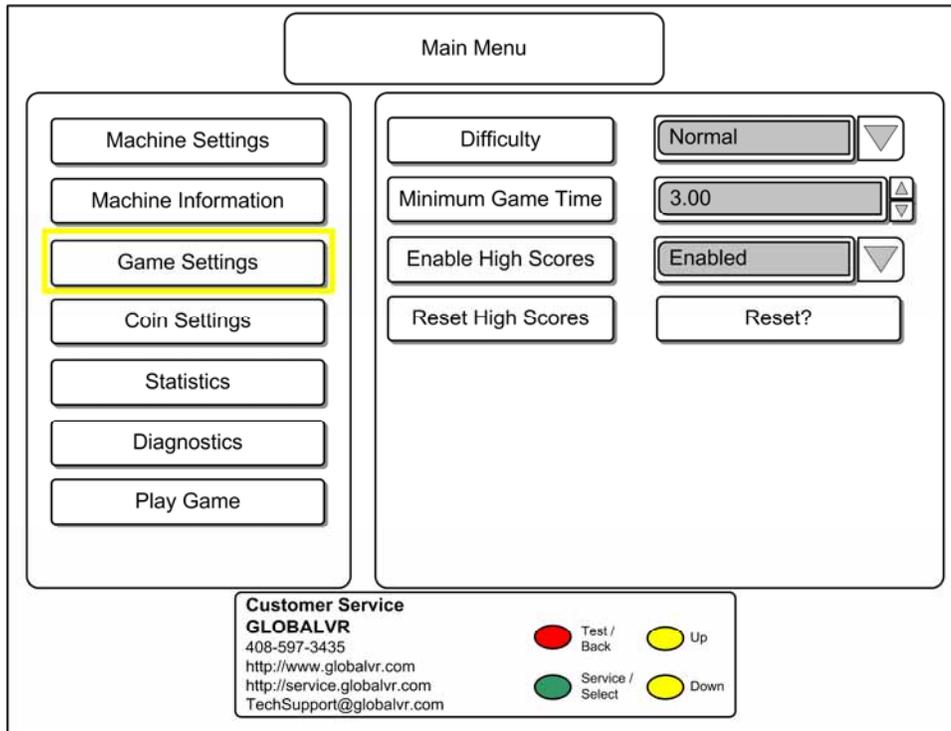This screen lets you set game difficulty and minimum time, and set whether to save and display high scores.

Figure 3.   Game Settings Menu

Menu Item	Description
Difficulty	Sets the overall game difficulty. Options are Easy, Normal, and Hard.
Minimum Game Time	Sets the amount of gameplay time that a player is guaranteed per start. (Range is 2—5 minutes.)
Enable High Scores	If Enabled, players can enter their names when they get a high score, and the high scores are displayed during Attract Mode. If Disabled, no High Scores are displayed and players are not prompted to enter a name when they get a high score.
Reset High Scores	Select the **Reset?** button, and then press **Service/Select** again when prompted to confirm, to reset the high scores displayed in Attract Mode to default values.

Coin Settings Menu

This screen lets you set up pricing and displays available paid and service credits.
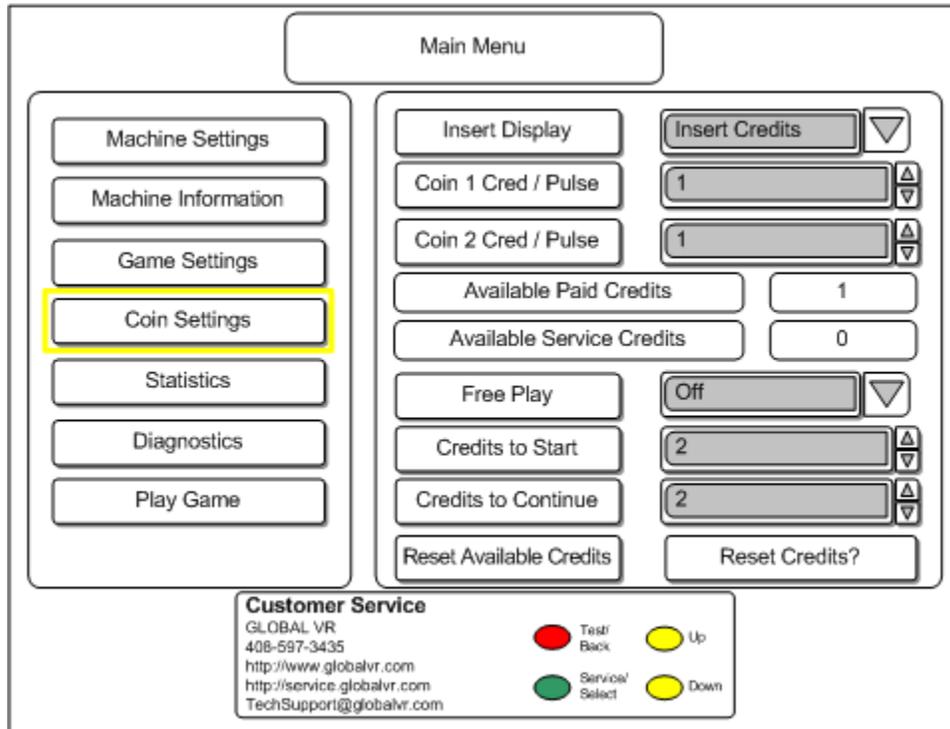
Figure 4.   Coin Settings Menu

Menu Item	Description
Insert Display	Selects the money display prompt text displayed onscreen. Options are *Insert Credits* or *Swipe Card*.
Coin 1 Cred / Pulse	Sets the number of credits per pulse for Coin Mech 1 (coins)
Coin 2 Cred / Pulse	Sets the number of credits per pulse for Coin Mech 2 (bills)
Available Paid Credits	Displays the number of available paid credits.
Available Service Credits	Displays the number of available service credits (added using the Service button on the Operator Button panel).
Free Play	Turns Free Play On or Off.
Credits to Start	Sets the number of credits to start a new game.
Credits to Continue	Sets the number of credits to continue a game.
Reset Available Credits	Select **Reset Credits?**, and then press **Service/Select** again when prompted to confirm, to clear all available credits.

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Statistics Screens

The Statistics screens allow the operator to view the statistics collected by the cabinet. To reset the statistics for any screen, highlight the **Reset** button onscreen and press **Service/Select**. A popup window will appear describing exactly what will be reset, and giving you the option to press **Service/Select** to proceed or **Test/Back** to cancel.
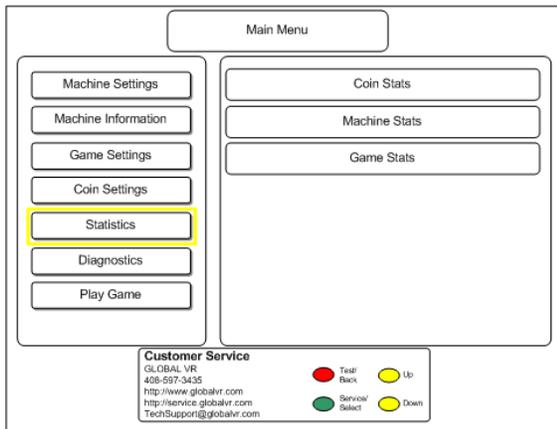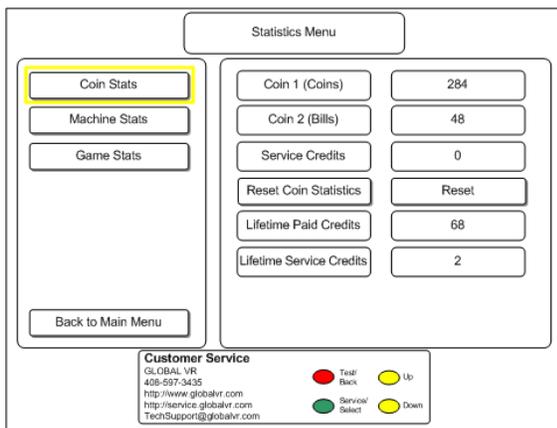

Statistics Main Menu allows you to select from the following:

Coin Stats to view or reset earnings data

Machine Stats, to view or reset gameplay data

Game Stats to view or reset game level, character play, and score data

Coin Stats displays the collection data for the cabinet.

Coin 1 (Coins): Credits earned from Coin Mechs

Coin 2 (Bills): Credits earned from Bill Validator

Service Credits: Service Credits used

Reset Coin Statistics: Select **Reset?** to clear current coin statistics. Lifetime totals are never reset unless the operating system is restored using the System Recovery Disk.

Lifetime Paid Credits: Total Paid Credits earned for the lifetime of the cabinet

Lifetime Service Credits: Total Service Credits used for the lifetime of the cabinet
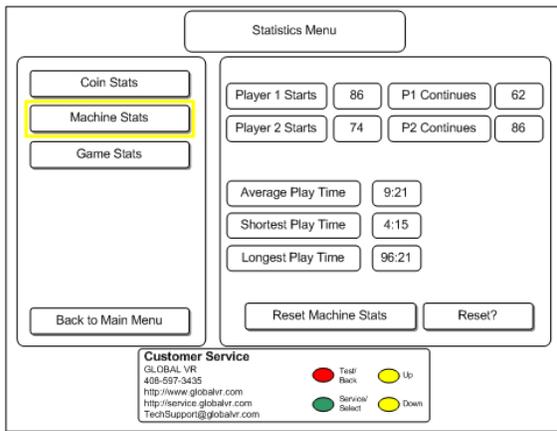
Machine Stats displays player starts and length of play statistics.

Player 1 Starts: Number of Player 1 starts

P1 Continues: Number of times Player 1 has continued a game

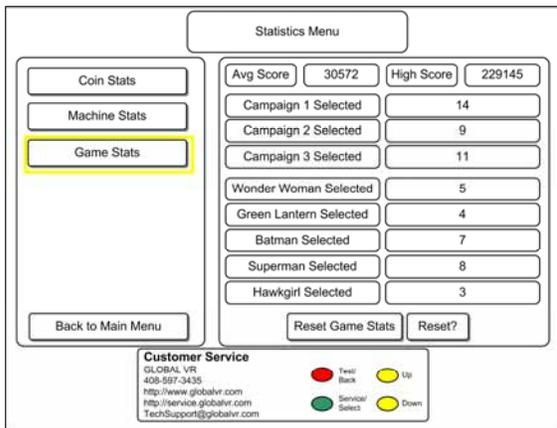**Player 2 Starts:** Number of Player 2 starts

P2 Continues: Number of times Player 2 has continued a game

Average Play Time: Average time a game lasts

Shortest Play Time: Shortest play time recorded

Longest Play Time: Longest play time recorded

Reset Machine Stats: Select **Reset?** to clear all statistics displayed on this screen

Game Stats displays detailed statistics about the game levels played, plus average and high scores.

Avg Score: Average of all scores

High Score: Highest score recorded

Campaign *x* Selected: Displays the number of times each campaign has been selected for play

***Character* Selected:** Displays the number of times each character has been selected for play

Reset Game Stats: Select **Reset?** to clear all statistics displayed on this screen

Diagnostics Menus

The Diagnostics menus allow the operator to adjust video appearance, and test audio, game controls, and coin inputs.
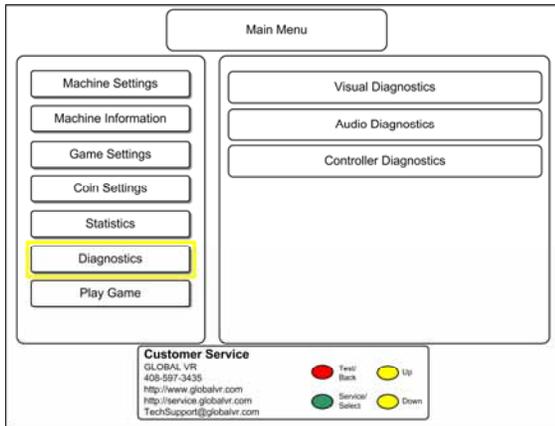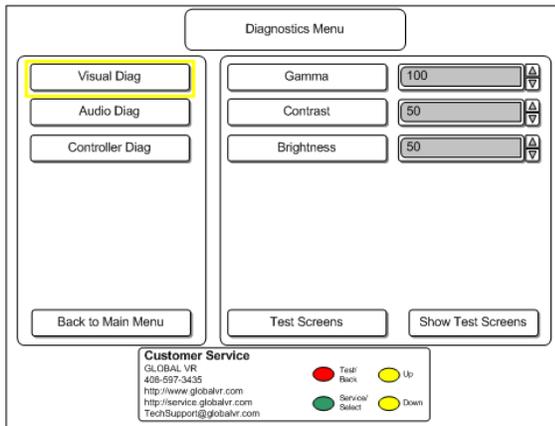

Diagnostics Main Menu allows you to select from the following:

Visual Diagnostics to adjust monitor brightness, contrast or gamma, and display monitor test screens

Audio Diagnostics to test left and right audio output

Controller Diagnostics to test game controls and coin inputs

**Visual Diagnostics** allows you to adjust the image quality on the monitor.

Gamma: Adjusts the overall brightness of the image in a different way than the Brightness setting. If your image is not bright enough, you can experiment with Gamma and Brightness settings to see which has the best effect.

Contrast: Adjusts the monitor contrast levels

Brightness: Adjusts the monitor brightness levels

Test Screens: Select **Show Test Screens** to open a series of monitor test screens (see examples below) designed to help you adjust the image using the Monitor Remote Control. Press the **Service/Select** button repeatedly to cycle through the screens.

Examples of Monitor Test Screens:
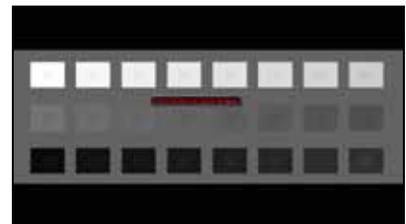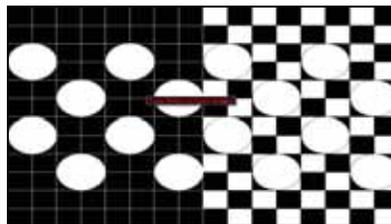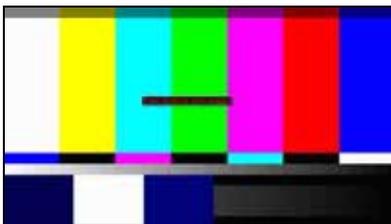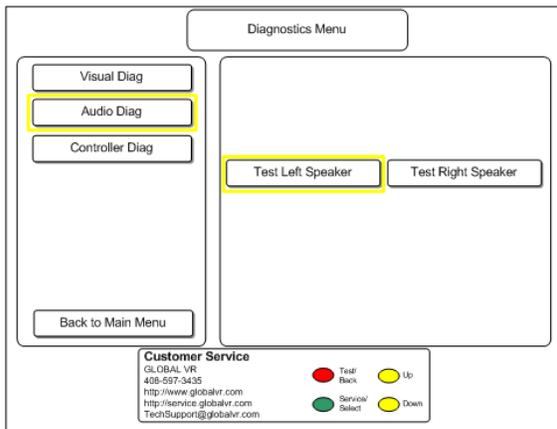
Audio Diagnostics allows you to test the left and right speakers individually.

Highlight **Test Left Speaker** and press **Service/Select** to hear a test sound from the left speaker only.

Highlight **Test Right Speaker** and press **Service/Select** to hear a test sound from the right speaker only.

To repeat the test sound, press **Service/Select** again. Press **Up** or **Down** to select the other speaker.

Controller Diagnostics Menu

This menu displays an image of the Player 1 and Player 2 controls to allow you to test the joysticks and buttons. You can also assign which joystick is used for each player in case they get swapped. You can also test the coin and bill inputs.
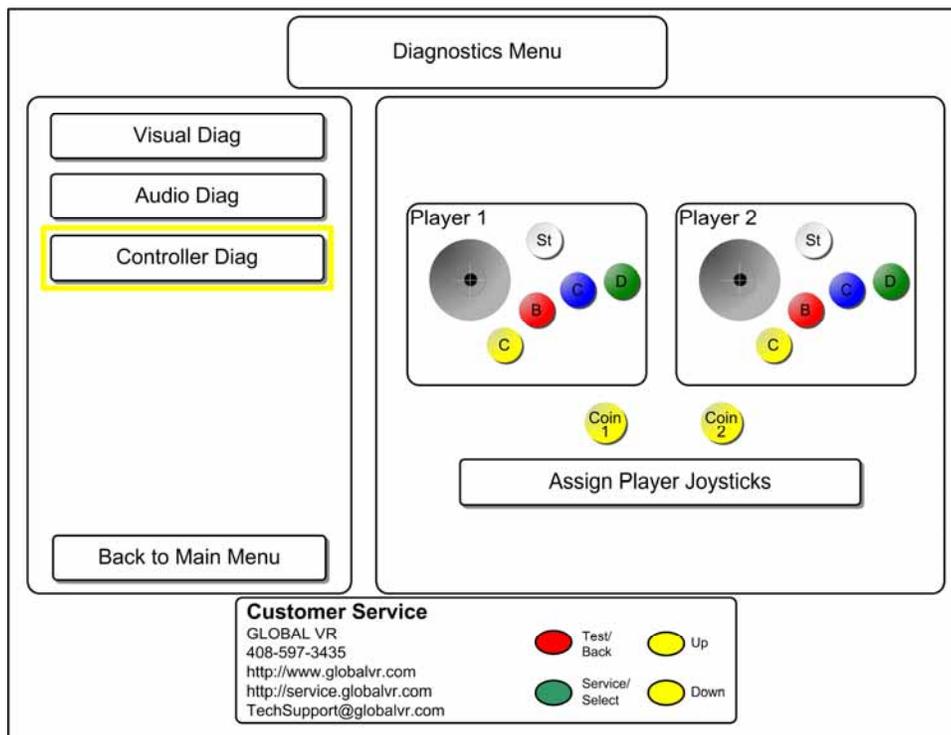
*Figure 5.   Controller Diagnostics Menu*

When you move a joystick, the joystick center-point in the picture will move in the direction of joystick movement if the joystick is working properly.

When you press a button or activate a coin mech (Coin 1) or the bill validator (Coin 2) the corresponding item will be highlighted onscreen.

Select **Assign Player Joysticks**, and press **Service/Select** if the joysticks should happen to get swapped. When prompted, press the **START** button for Player 1, and then for Player 2 to reassign each joystick to the correct control set.

Chapter 4 — Software Restoration
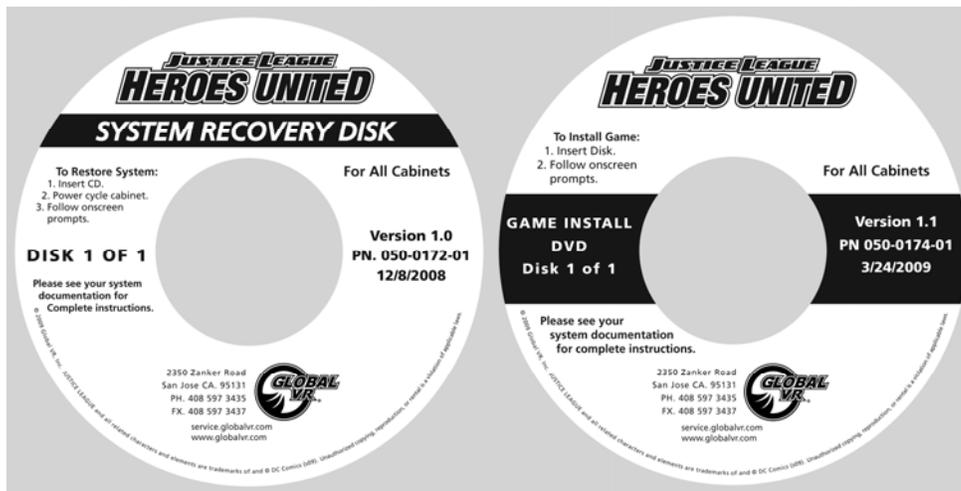
Follow the instructions below if you need to re-install software on your cabinet. **Total installation time is about 20 minutes.**

Note: On **26" Standard Cabinets** the easiest way to reach the DVD-ROM drive is probably to open the control panel. You may also be able to reach the drive through the coin door.

Important: When you use the System Recovery Disk, you will erase all game settings and coin and game statistics. It is advisable to contact Technical Support before using the System Recovery Disk to resolve a problem.

Run the System Recovery Disk

1. With the cabinet powered ON, open the DVD-ROM drive and insert the CD labeled **System Recovery Disk**. Power the cabinet OFF and then ON. The computer will boot from the CD, and you will see a series of screens as the computer copies files to the hard drive.

2. After about 4-5 minutes, when you are prompted, remove the CD and turn the cabinet OFF and then ON. (**Do not** insert the Game Install Disk yet!)

3. When the computer reboots, you will see a series of processing screens. After about 5 minutes the computer will automatically reboot. After another minute you will see a message saying "Please insert Justice League Game Disk number 1." Proceed to run the Game Install Disk as described below.

Run the Game Install Disk

1. Open the DVD-ROM drive and insert the DVD labeled **Game Install Disk 1 of 1**. The computer will read the DVD automatically (do not reboot). You will see the Installer screen as the software copies files, and after about 7 minutes the computer will reboot.

2. After about 2 minutes more, the Attract Mode will start. Remove the disk from the drive. Keep the disks in a safe place in case you need them in the future.

3. Use the Operator Menus to set pricing and change any desired settings.

4. Play a game and use both sets of controls to verify proper operation. (If the Service Credit Switch is enabled, press the **Service/Select** button in Attract Mode to insert Service Credits for testing the game.)

Warranty Service

If you should require warranty service, please contact your authorized GLOBAL VR distributor.

LIMITED WARRANTY

LIMITED WARRANTY FOR JUSTICE LEAGUE: HEROES UNITED CONVERSION KIT (North America Only)

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

Service & Parts

Hours: 7:00ᴀᴍ–5:00ᴘᴍ 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:

- Cabinet Type (from Operator Menu):

- Game Version (from Operator Menu):

- OS Version (from Operator Menu):

- I/O Board Version (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
- Any changes made to the system

- Date of latest software install or upgrade
- For game-play issues, the game mode and number of players

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