

The Swarm 2D Conversion Kit Instructions

for 32" & 42" GLOBAL VR Shooting Game Cabinets

Document Part #: 040-0257-01

This kit converts an Aliens™ Extermination, Paradise Lost™, or Frightfearland™ 32" or 42" Cabinet to *The Swarm*. The procedure consists of installing the new computer with game dongle and replacing the cabinet artwork.

- This kit is **not** designed for cabinets with CRT monitors. *The Swarm* will run on HD monitors only.
- The kit does **not** support 3D operation.

Note: Keep your old System Manual for service and hardware reference information specific to your cabinet. *The Swarm Operation Manual for Kit Systems* contains operation, gameplay, and troubleshooting information and Computer BIOS Settings.

Kit Contents

| Part Number | Qty | Description |
|----------------------|-----|---|
| 040-0238-01 | 1 | Software Restore Guide |
| 040-0257-01 | 1 | Conversion Kit Instructions (This Document) |
| 040-0258-01 | 1 | Operation Manual for Kit Systems (with Troubleshooting Tables and BIOS Settings) |
| 050-0219-01 | 1 | Software, Game Install Disk |
| 050-0220-01 | 1 | Software, System Recovery Disk |
| 45085-00 | 1 | System Computer Assembly (with The Swarm Software Pre-Installed) |
| AW-YELLOW-LABEL-KITS | 1 | Yellow Rating Label Decal |
| L-0177 | 1 | Cabinet Serial Number Label |
| NTR-AW-06 | 1 | New Game Sign |
| SWM-AW-01 | 1 | Decal, Left Side Panel (Split into two parts) |
| SWM-AW-02 | 1 | Decal, Right Side Panel (Split into two parts) |
| SWM-AW-04 | 1 | Artwork, Backlit Styrene Instruction Panel |
| SWM-AW-06 | 1 | Decal, Lower Gun Base, Player 1 |
| SWM-AW-07 | 1 | Decal, Lower Gun Base, Player 2 |
| SWM-AW-08 | 1 | Decal, Upper Gun Base, Player 1 |
| SWM-AW-09 | 1 | Decal, Upper Gun Base, Player 2 |
| SWM-AW-10 | 1 | Decal, Monitor Side Panel/Coin Door |
| SWM-AW-11 | 1 | Decal, Kick Panel |
| SWMKIT-AW-01 | 1 | Decal, Button Panel |
| SWMGKIT-AW-01 | 1 | Artwork, Backlit Marquee |
| USB-KQRTG-HL-SWM | 1 | USB Game Dongle |

Tools Required

- Exacto[®] Knife with New Blade
- Vinyl Application Squeegee (or Similar Tool) for Smoothing Decals
- 7/16" Nutdriver or Wrench
- Screwdriver with Assorted Torx[®] Security Bits including T-15 and T-27

Install the System Computer

The computer ships with the software pre-installed. Do the following to install the computer.

1. Turn off the cabinet and disconnect the AC power cord.
2. Disconnect all cables from the old System Computer. Loosen the mounting strap and remove the computer from the cabinet.
3. Install the new computer from the kit and tighten the mounting strap securely.
4. Refer to Figure 2 and connect all cables to the new computer:
 - a. Connect the video cable to a DVI port on the video card, not on the motherboard.
 - b. Connect the USB cable from the GVRI/O Mini PCB to the first PCI USB port.
 - c. Connect the USB cable from the Player 1 gun to the second PCI USB port, and the USB cable from the Player 2 gun to the third PCI USB port, as shown in Figure 2.
 - d. Connect an audio cable from the **Green** audio port on the computer to the **Audio In** port on the GVRI/O Mini PCB, or the **Front** port on the 5.1 Audio Amp, if used.
5. Connect the Game Dongle to a motherboard USB port.
6. Power on and test the game before installing the artwork. This way, if any issues should arise you can easily switch back to the old game. Refer to *Calibrate Guns, Test and Set Up the Game* on page 7 of this document for instructions on calibrating the guns and changing to 2D Mode.

Note: You will see two images onscreen until you set the game to 2D Mode.

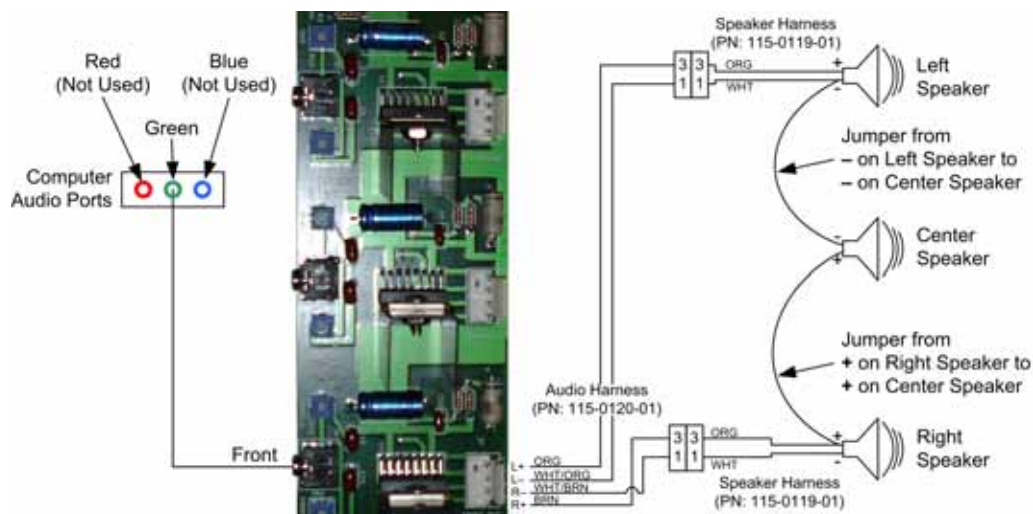


Figure 1. Connecting Center Speaker with 5.1 Audio Amp

PC Rear with Intel DH61CR Motherboard

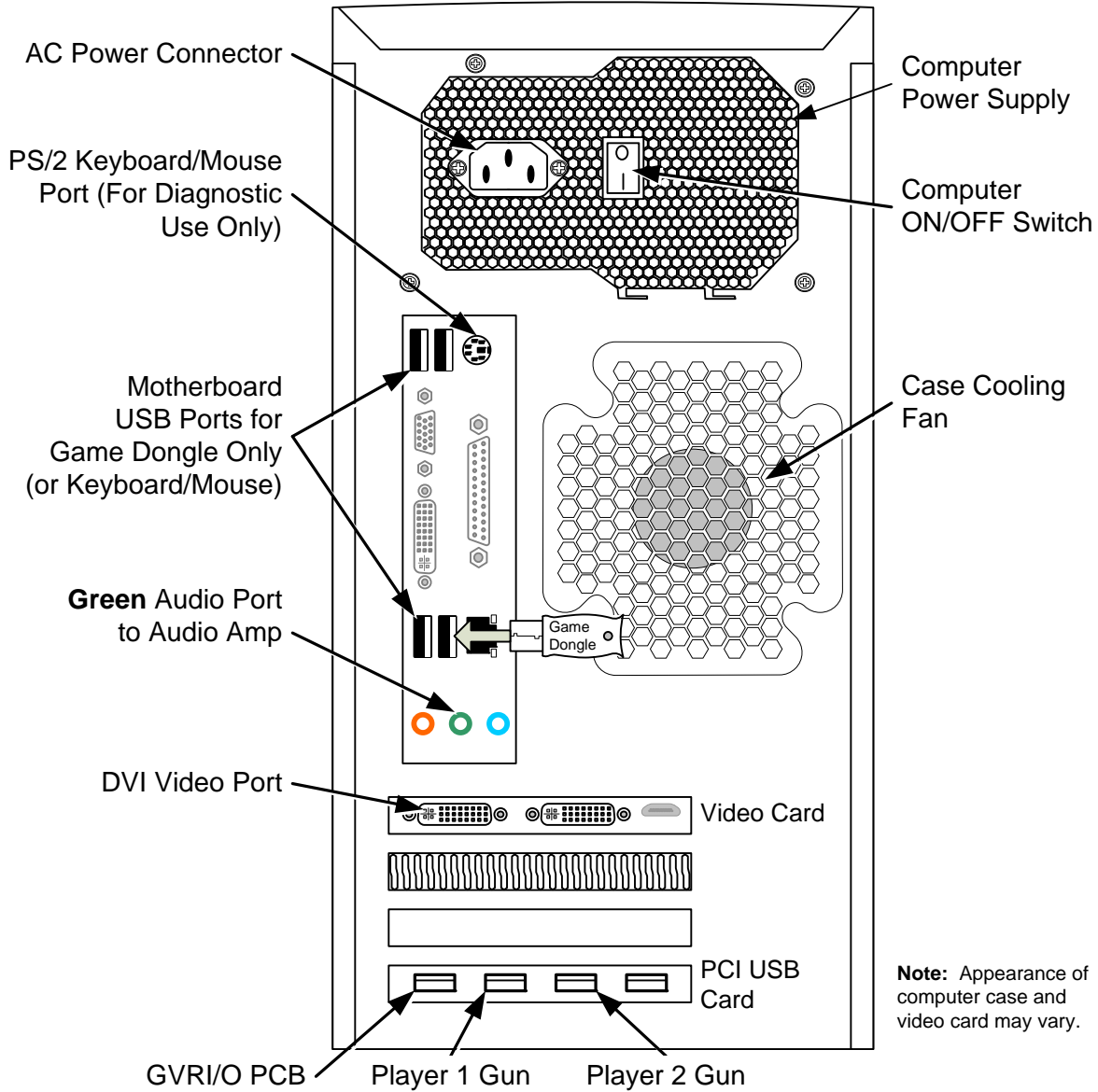


Figure 2. Computer Rear Panel Diagram (DH61CR Motherboard)

Replace the Marquee

1. From the back of the marquee, remove the three (3) wood screws and five (5) nuts with washers that secure the silk-screened plastic marquee in place.
2. If applicable, remove the piece of wood behind the Alien's head at the center of the marquee if it does not come off with the silk-screened plastic.
3. Install the new marquee from the kit on the spacers used with the old marquee.

Replace the Control Panel Artwork

Refer to Figure 3 for control Panel Artwork placement.

1. Remove the four (4) T-15 Torx Security Screws from the Backlit Instruction Panel and replace the artwork.
2. If the existing decals are in good condition, with no cracks or tears, you can apply the new decals over the old decals. For best results remove the existing decals and clean off any remaining adhesive. Make sure the surfaces are clean so the new decals will adhere properly. Apply the decals as shown below.



Figure 3. Control Panel Artwork Placement

Apply the Cabinet Decals

Refer to Figure 4 and Figure 5 for cabinet artwork placement.

1. If existing cabinet decals are in good condition, with no cracks or tears, you can apply the new decals over the old decals. For best results remove the existing decals and clean off any adhesive that remains on the cabinet. Make sure the cabinet surface is clean so the new decals will adhere properly.
2. Remove the metal covers from under the control panel by removing the two carriage bolts and two screws that hold each cover in place. Access the nuts on the carriage bolts through the coin door.
3. The cabinet side panel decals are split into two parts as shown in Figure 4. Apply the smaller Lower Side Panel Decal first, with the GLOBAL VR logo approximately centered and the decal flush with the lower edge of the cabinet.
4. Position the Upper Side Panel Decal so that the artwork lines up properly. Use the white outlines of the monster to help you align the decals. Smooth the decals and trim off excess material with a sharp Exacto knife, using the edge of the cabinet as a guide.
5. **For 32" cabinets:** Cut the Monitor Side Panel/Coin Door decal in half and apply the two parts to the sides of the monitor.
6. **For 42" cabinets:** Apply the Monitor Side Panel/Coin Door decal around the coin door if desired.
7. Apply the Kick Panel Decal.
8. Install the New Game Sign from the kit behind the marquee or the monitor so the "NEW" starburst is visible above the cabinet.
9. If you will be operating the game in **Yellow Label** mode (less gore and you can't shoot humans), apply the Yellow Rating Label Decal over the Red Rating Label printed on the marquee.

Apply the Serial Number Label

Apply the GLOBAL VR serial number label to the back of the cabinet. You will need this serial number to obtain service from GLOBAL VR.

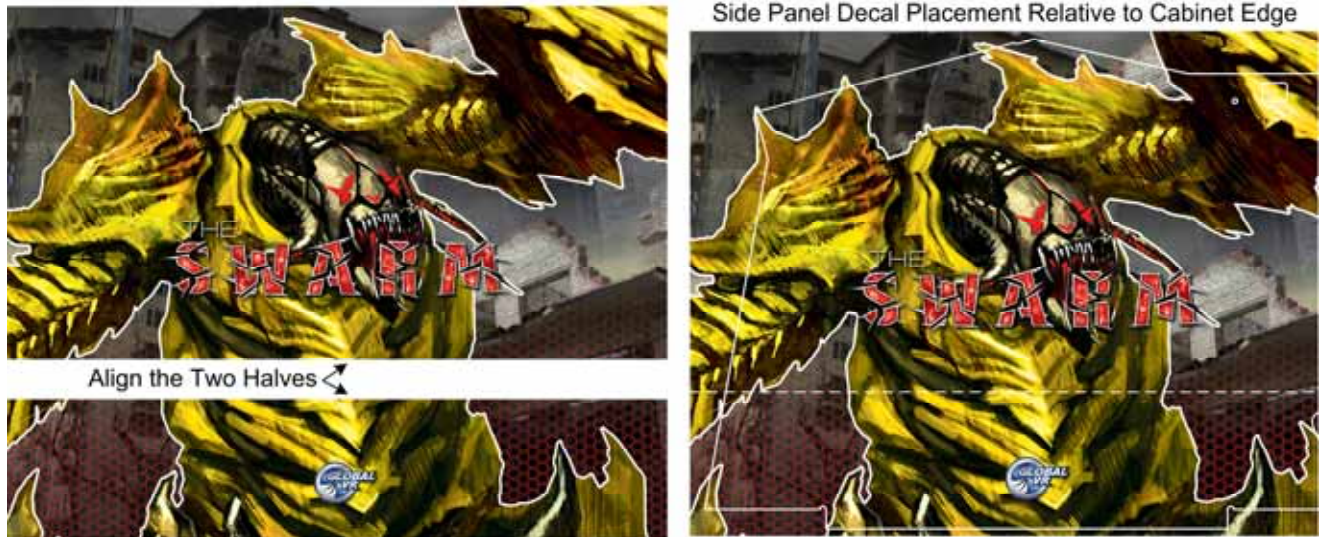


Figure 4. Two-Part Side Panel Placement



Figure 5. Cabinet Artwork Placement

Calibrate Guns, Test and Set Up the Game

Note: You will see two images on the screen until you set the game to 2D Mode in Step 3.

Refer to *The Swarm Operation Manual for Kit Systems* (part # 040-0243-01) for detailed instructions on using the Operator Menu to set up and test your game.

1. Power on the game. The Gun Calibration screen should appear the first time you power on the cabinet. If it does not, you can select it from the Operator Menu.
2. In the Gun Calibration screen, move each gun to the farthest point on each axis so that the corresponding side of the square turns green. This indicates that the gun is calibrated on that axis. (See your Operation Manual for more information.)
 - If the guns seem to move the wrong direction, press the **Shield** or **Grenade** button to invert the X or Y axis of the gun.
 - If the software sees Gun 1 as Gun 2 and vice versa, press the Operator **Down** button to swap the guns.
 - Press either **START** button to exit from the Gun Calibration screen.
3. The Attract Movie will now start. Open **Machine Settings: Settings** in the Operator Menu and set **3D Display** to **Disabled**.
4. Use the Operator Menus to set the date and time, pricing, and any other desired settings.
5. If you wish to operate the game in **Yellow Label** mode (less gore and you can't shoot humans), change the setting in **Game Settings: Settings** in the Operator Menu.
6. Play a game and use both guns to verify proper operation. (Press the **SERVICE/SELECT** button in Attract Mode to insert Service Credits for testing the game.)