Universal Kit

Kit Installation Instructions & Service Manual

Switchable *FROM* High Resolution 31K
*TO* Standard (Low) Resolution 15.75K.

1 - 2 PLAYER GAME
Warranty

Your new Sega Product is covered for a period of 90 days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your Sega Distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.
### Virtua Striker 3
Sega Naomi System
Kit Contains List

<table>
<thead>
<tr>
<th>Part #</th>
<th>Desc</th>
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<tr>
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<td>NAOMI POWER SUPPLY</td>
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<tr>
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<td>AUDIO POWER AMP 2 CH</td>
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<td>560-5407-UL</td>
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<td>LOC. PURCHASE</td>
<td>PUSHBUTTON - GREEN</td>
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<tr>
<td>LOC. PURCHASE</td>
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<td>999-1276</td>
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<tr>
<td>999-1279</td>
<td>DECAL SIDE ART</td>
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<tr>
<td>999-1281</td>
<td>CONTRL PNL STND</td>
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</tr>
</tbody>
</table>
The SEGA Naomi Game kits are actually ‘JAMMA Dependent’. What this means exactly is they will only install into existing JAMMA Cabinets. If an operator tries to install these kits into a Non-JAMMA cabinet, they will first have to bring the wiring up to JAMMA Standards.

**SOLUTION:**

- **Step 1** Disconnect the games original DC Power Supply. You may only use the power supply provided with your kit. Be sure to set the voltages going to your Game BD to 5.1 and 3.3 volts DC to assure proper operation (Measure on Square Connector at Game BD. Yellow = 5vdc / Brown = 3.3vdc / White = Gnd)
- **Step 2** You MUST USE THE COIN METER SUPPLIED WITH YOUR KIT to assure proper Coin acceptance. A minimum 18 Gauge wire should be used from the Coin Meter 1 output line on your JAMMA Harness. The 5vdc (Yellow) wire found in the wiring bag of your kit MUST BE USED for the supply voltage to the meter.

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**STOP**

**IMPORTANT!**

Not following the directions provided herein may cause your game to malfunction.

All electrical work should be performed by the site’s Serviceman or Technician.

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**WARNING!**

- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work or touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.
- Do not touch places other than those specified. Touching places not specified can cause an electric shock or short circuit accident.

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If you have any questions please contact the SEGA Service Department at the numbers given above.
INSTALLATION INSTRUCTIONS

1) First. Remove all access panels from the game. Locate the original game Logic PCB’s & Power Supply and remove from the Cabinet by first disconnecting all harnesses from the boards. (You need only to splice in the Main Power (110v AC) into the 3-Pin Connector (GRN/WHT/BLK).)

2) Remove all existing game harnesses (we suggest using New Jamma Harnesses (NOT contained in the kit) to ensure reliability).

3) Locate the most convenient and open area of the cabinet to mount the Virtua Stiker 3 Naomi System Assembly. Make sure this area is free and clear of all cable harnesses and grounds, cable clamps, etc.

   Vacuum out or clean bottom of cabinet of dirt & miscellaneous parts (e.g. screws, loose coins / tokens, etc.).

   Remove all exterior decals and repair any cabinet damage. Repaint cabinet if necessary. Remove the Monitor Plexi or if your game plexi has Silk-screened artwork, you will need to strip it off.

4) Connect the JAMMA Harnesses to the JVS-JAMMA Interface Boards. Separate the wires from each other (i.e. Control Panel, Video, Speaker, Power Supply). Run the various harnesses to the part of the cabinet they go to ensuring they are dressed properly & secured to the cabinet. Locate the Volume/Speaker/Coin Meter Cable and connect to your existing Switch Bracket or use the new one included with the kit. **Note:** If you are using a VGA Compatible Monitor you can run your VGA Cable directly to the monitor or connect it to your JVS JAMMA Interface for RGB Conversion to your JAMMA Cables.

5) Remove Marquee from cabinet and cut to fit the new Virtua Striker 3 Marquee in place.

   **REPLACE** old Joysticks & Buttons with the **NEW** ones supplied in Kit.

6) First remove all Joystick and Button assemblies from the Control Panel. Remove Lexan and Control Panel Overlay. Proceed to clean surface of the Control Panel by removing all adhesive and dirt. Fill in or plug up existing button holes to set up a blank work area for your new controls.

7) Install the new Control Panel Overlay by carefully peeling off the paper backing and laying down on the panel. Smooth it out, starting in the center and working your way to the edges (removing all of the trapped air pockets). If necessary, cut the edges of the overlay excess and fold under panel.

8) Cut out the button and Joystick Holes. Install Joystick and buttons from kit into the Control Panel and tighten down. Connect all game harness wires to switches and buttons.
INSTALLATION INSTRUCTIONS

9) Proceed to place new decals on the sides of the cabinet. Locate a new monitor bezel, if needed, and replace glass, if required (due scratches). Install Instruction Placard to the back of the Monitor Glass.

NOTE: As a precaution, disconnect the JAMMA Harness from the I/O Boards and turn power on. With a Multi-Meter, measure the 5v and 3.3v. Adjust if necessary to 5.15v DC and 3.3vDC. Measure the +12 to ensure the wires and voltages are in the correct position. Turn power off. Plug in the JAMMA Harness once again to the I/O Boards. The Attract Mode should appear on the screen.

Adjust the **SIZE**, **CONTRAST**, **BRIGHTNESS**, and **COLORS** on the Monitor for optimum appearance. Adjust **VERTICAL/HORIZONTAL** Hold to get a stable picture, if required.

Enter **DIAGNOSTICS** and adjust the Volume Level, test all Buttons & Joystick for proper operation & wiring. Adjust Pricing. Coin-Up and test out a game to ensure proper play functions are as they should be.
Sega Naomi System Switch
Bracket and Speaker
Installation Diagrams
(Figure 3)

From CN2 of
Amplifier Board

GRY/RED
ORG/RED

From CN4 of
Amplifier Board

GRY/BLUE
ORG/BLUE

Left Speaker

Right Speaker
### Sega Naomi System

#### JAMMA Harness Wiring

(JAMMA I/O BD)

(Figure 4)

<table>
<thead>
<tr>
<th>Ground</th>
<th>1</th>
<th>A</th>
<th>Ground</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ground</td>
<td>2</td>
<td>B</td>
<td>Ground</td>
</tr>
<tr>
<td>+5v (Not Used)</td>
<td>3</td>
<td>C</td>
<td>+5v (Not Used)</td>
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<tr>
<td>+5v (Not Used)</td>
<td>4</td>
<td>D</td>
<td>+5v (Not Used)</td>
</tr>
<tr>
<td>(Not Used)</td>
<td>5</td>
<td>E</td>
<td>(Not Used)</td>
</tr>
<tr>
<td>+12v (Not Used)</td>
<td>6</td>
<td>F</td>
<td>+12v (Not Used)</td>
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<tr>
<td>Key</td>
<td>7</td>
<td>H</td>
<td>Key</td>
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<tr>
<td>Coin Meter 1</td>
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<td>J</td>
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<td>P</td>
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<td>R</td>
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<td>S</td>
<td>(Not Used)</td>
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<td>16</td>
<td>T</td>
<td>Coin 2</td>
</tr>
<tr>
<td>1P Start</td>
<td>17</td>
<td>U</td>
<td>2P Start</td>
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<tr>
<td>1P UP</td>
<td>18</td>
<td>V</td>
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<tr>
<td>1P Right</td>
<td>21</td>
<td>Y</td>
<td>2P Right</td>
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<td>Attack 1P (1P SW1)</td>
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<td>Z</td>
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<td>a</td>
<td>Grapple 2P (2P SW2)</td>
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<td>b</td>
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<td>(Not Used)</td>
<td>25</td>
<td>c</td>
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<td>(Not Used)</td>
<td>26</td>
<td>d</td>
<td>(Not Used)</td>
</tr>
<tr>
<td>Ground</td>
<td>27</td>
<td>e</td>
<td>Ground</td>
</tr>
<tr>
<td>Ground</td>
<td>28</td>
<td>f</td>
<td>Ground</td>
</tr>
</tbody>
</table>
Sega Naomi System
Filter Board Information
Connector Description etc.

Service Switch
Test Switch

PSW2 PSW1 DIPSW1

CN4
CN3
CN2
CN1

Power Connectors
Preamp Level
Audio Out
VGA Level
Video Out

Setting for High Resolution 31KHZ
1 - 4 off

Setting for Standard Resolution 15KHZ
1 on 2 - 4 off.
1. SPECIFICATIONS

1. ON-SCREEN DISPLAY
   Monitor Position

   ![Horizontal Synchronous Frequency 15/31 kHz]

2. CONTROL PANEL

   ![Player 1 and Player 2 Control Panels]

3. Minimum DIMM Memory Capacity
   256 MB
2. CONTENTS OF GAME

HOW TO PLAY THE GAME

- You can select favorite ones of the 32 national teams picked out from the whole world. This is a soccer game where you win your way through a world tournament imaged. You can enjoy a match of intrusion style while the match is in progress.

- Flow of the Game
  If you enjoy the game alone, you will compete with the CPU through a world tournament imaged.
  If your final score is more than that of the CPU after the end of a match, you can advance to the next match. If it is equal to or fewer than the score of the CPU, Game Over takes place. You can also make settings of the Extension Ending with G-Goal and Penalty Shootout Mode (PK SYSTEM). Even for Penalty Shootout, if your count of success is equal to or fewer than that of the CPU, Game Over takes place.
  - You can change the time of Extension and the maximum allowable number of shots in Penalty Shootout.
  - You can also enjoy a match of intrusion style and compete with another player of the game.
  - Apart from matches with the CPU, you can make settings of the time of Extension, the maximum allowable number of shots in Penalty Shootout, and the first/second half option, etc.
  - If the final scores are identical at the end of the match, Game Over takes place or the winner is determined by Penalty Shootout.
  - Determination of the winner can be selected with Settings.

- Fouls
  - Yellow and Red Cards
    When a soccer player plays foul, the referee presents a Yellow or Red Card for him. When the same soccer player gets the Yellow Card twice, he is sent off. Once a player receives the Red Card, he is immediately sent off. Yellow Cards are brought over to the subsequent matches until you are defeated.

  - Offside
    If a soccer player passes the ball to a player located in the offside, Offside is established and the opposite team gets a free kick.

- Operations
  You use one lever and three buttons for operations.
  - Lever: Move
  - Green: [For Offense] Short Pass (Heading for the ball in the air) [For Defense] Sliding (varies with the distance to the player of the opposite team)
  - Blue: [For Offense] Long Pass (Centering in the Centering Area) [For Defense] Sliding (varies with the distance to the player of the opposite team)
  - Red: [For Offense] Shot (varies with the size of the Power Gage) [For Defense] Sliding (varies with the distance to the player of the opposite team)
<For Offense>

- Short Pass
  By pressing the Short Pass button, a short pass to a player of your team is achieved in the direction in which you move the lever.

- Long Pass
  By pressing the Long Pass button, a long pass to a player of your team is achieved in the direction in which you move the lever.  
  By pressing the Long Pass button in a Centering Area, the ball is centered.

<For Defense>

- Sliding
  Pressing the Short Pass button in the defense mode allows the player to slide to the one who is keeping the ball.
<Selecting Formation>
Before beginning a match, you can select the formation using the Start button. The options from which you can select the desired one depend on the team. With the selected formation as NORMAL, an OFFENSIVE or DEFENSIVE formation is assigned automatically.

![Select Formation](image)

If you have set the first/second half system, you can change the formation during the half time.

<Tactics Switching>
By pressing the Start button while the match is in progress, you can switch the tactics of the team and its associated formation. Note that it takes some time to allow the tactics to spread and function throughout the team.

![Tactics Switching](image)

- Game Screen

![Game Screen](image)
3. TEST MODE

A. SYSTEM MENU

When settings are changed in SYSTEM ASSIGNMENTS, COIN ASSIGNMENTS, and GAME ASSIGNMENTS of GAME TEST MODE, be sure to exit from the test mode of SYSTEM MENU screen. The contents of setting changes are stored in the IC on the BOARD when exiting from the Test Mode. If the power is turned off in the Test Mode (before exiting), the contents of setting changes are ineffective. In this case, the settings remain unchanged.

This test mode mainly allows the IC Board to be checked for accurate functioning, monitor color to be adjusted as well as COIN ASSIGNMENTS and GAME ASSIGNMENTS to be adjusted.

1) Connect the power, and press the TEST Button. Then the following SYSTEM MENU screen appears.

2) Press the SERVICE Button to move the -> mark to any desired item, and press the TEST Button.

3) Press the SERVICE Button to move the -> mark to GAME TEST MODE item, and press the TEST Button. Then the GAME TEST MENU screen appears that enables to test the items specific to this game. For the details, see the following pages.

4) After testing, select the EXIT and press the TEST Button. The game advertising screen reappears.

NOTE: For more information about the SYSTEM MENU screen, see the GD-ROM Service Manual (No.: 420-6620-01).
B. GAME TEST MODE

Bring the arrow to the item of GAME TEST MODE in the SYSTEM TEST MENU, and press the TEST Button to display the TEST MENU peculiar to this game.
Press the SERVICE Button to move the arrow. Bring the arrow to the desired item and press the TEST Button to have the item displayed.
Upon finishing the test, bring the arrow to EXIT and press the TEST Button to return to the System Menu mode.

GAME TEST MENU

> INPUT TEST
OUTPUT TEST
GAME ASSIGNMENTS
BOOKKEEPING
VS DATA
BACKUP DATA CLEAR
EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

GAME TEST MENU Screen
a. INPUT TEST

This test displays the state of each switch and button. If the switch goes ON when the switch/button is pressed, it is satisfactory. Press SERVICE Button and TEST Button simultaneously to have the MENU return on to the screen.

<table>
<thead>
<tr>
<th>CONTROL PANEL</th>
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<tbody>
<tr>
<td>P1 P2</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>UP</td>
</tr>
<tr>
<td>LEFT</td>
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<tr>
<td></td>
</tr>
<tr>
<td>P1</td>
</tr>
<tr>
<td>START</td>
</tr>
<tr>
<td>UP</td>
</tr>
<tr>
<td>LEFT</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

PRESS TEST BUTTON TO EXIT

INPUT TEST Screen

b. OUTPUT TEST

This allows the "versus play" cabinet's 7 SEG display to be checked. If all the segment is displayed when each CHECK is selected, it is satisfactory. Choose CLEAR CHECK to stop the test. Select EXIT to return to the MENU screen.
c. GAME ASSIGNMENTS

Allows game difficulty adjustments, time setting, etc. to be changed. Move the arrow to the desired item by SERVICE Button and press the TEST Button to change the setting. Select EXIT to return to the MENU screen.

```
GAME ASSIGNMENTS

> DIFFICULTY - NORMAL
VIRTUAL TIME - REAL
BILLBOARD - ON
ONE MATCH MODE - OFF
MATCH FORM - FULL GAME
TIME SET - 2’00”
G GOAL TIME - OFF
PK SYSTEM - OFF

SELECT WITH SERVICE BUTTON
AND TEST BUTTON
```

DIFFICULTY
(EASY, NORMAL, HARD, HARDEST)
Sets the game's difficulty. The standard setting is NORMAL.

VIRTUAL TIME
Sets how long it takes for a day to pass in the game. Time elapses according to this setting and the graphics gradually change from 'day' to 'evening' and then to 'night' in the game. The standard setting is REAL. When REAL is chosen, time in the game elapses according to the actual time.

BILLBOARD
Sets whether an institutional ad is on or not. Setting can be done by selecting ON or OFF and setting to OFF displays only SEGA and imaginary signboards in the game. The standard setting is ON.

ONE MATCH MODE
Sets whether the end of 1 play results in Game Over or not. Setting can be done by selecting ON or OFF, and setting to ON results in Game Over after the end of 1 play. Usually, be sure to set to OFF. Setting to ON is for some sorts of events such as a game competition, etc. Only when the mode is set to ON, a vs. game between teams of the same country is possible. The standard setting is OFF.
MATCH FORM

Sets the first/second half option. You can choose either FULL GAME (first and second halves) or HALF ONLY (second half only).

About setting of the following items:

By selecting 1P (against CPU) mode or VS mode, the setting can be varied. A wider variation allows PK to be set only in the VS mode, for example.

TIME SET

The time for 1 play can be set within a range of 1'30" and 5'00". The standard setting is 2'00".

GGOAL TIME

Sets whether to use GGOAL SYSTEM or not. Setting to ON enables an extended game to the extent of \([TIME \times X"]\) following ON if the game ends in a draw when a usual time of game is finished. In this case the game is finished when either side gets a point though the time still remains. If neither of the sides gets a point within the extended time period and the [PK SYSTEM] is not set, the game ends in a draw and is over. "INFINITE" in the setting items does not let the game end until either side gets a point. Do not set to INFINITE except for some sorts of special events like a game competition. The standard setting is OFF.

PK SYSTEM

Sets whether to use the PK SYSTEM or not. Setting to ON enables a PK game within the extent of [MEMBER X] following ON if the game ends in a draw when a usual time of game is finished. (In case the [GGOAL] is set, when the game is not concluded,) If neither of the sides gets a point by the preset number of players, the PK game ends in a draw and is over. Setting to [REAL PK] causes 5 players from each team to play a PK game until either side wins the game according to the real soccer rules when the game ends in a draw. The standard setting is OFF.
d. BOOKKEEPING

This test mode allows PLAY TIME, etc. to be checked.

[GLOBAL DATA]

NUMBER OF GAMES: Displays the total number of games played.
TOTAL TIME: Displays the total energized time.
TOTAL PLAY TIME: Displays game play time.
1P PLAY TIME: Displays the play time by 1P (against CPU).
VS PLAY TIME: Displays the vs. play time.
PLAY TIME RATE: Displays the rate of play time against the total energized time.
1P•VS PLAYER RATE: Lists the rate of PLAYER 1 and play time relative to the time of the game (i.e., play rate).

Press TEST Button to proceed to the next screen (2/4).
BOOKKEEPING 2/4

0 - 1 MIN XX
1 - 2 MIN XX
2 - 3 MIN XX
3 - 4 MIN XX

PRESS TEST TO NEXT SCREEN

[TIME HISTOGRAM]: Displays the histogram of play time.

Press TEST Button to proceed to the next screen (3/4).

BOOKKEEPING 3/4

TOTAL GAME COUNT XX
CONTINUE GAME COUNT XX
PLAYER 1 GAME COUNT XX
PLAYER 2 GAME COUNT XX

PRESS TEST TO NEXT SCREEN

[GAME COUNT]
TOTAL GAME COUNT: Displays the number of games played.
CONTINUE GAME COUNT: Indicates the count continued.
PLAYER 1 GAME COUNT: Indicates the total count of plays of the PLAYER 1 team.
PLAYER 2 GAME COUNT: Indicates the total count of plays of the PLAYER 2 team.

[TOURNAMENT REPORT]
Indicates the count of Game Over for each of the rounds in the One Player (vs. CPU) mode.

Press TEST Button to proceed to the next screen (4/4).
BOOKKEEPING Screen (4/4)

[GAME DATA]

DRAW COUNT: Displays the total number of draw games.

VS WINS MAXIMUM: Displays the maximum number of wins in the vs. mode.

VS WINS HISTOGRAM: Displays the histogram of the total number of wins in the vs. mode.

Press TEST Button to return to the MENU screen.
e. VS DATA

   Allows the team data in the vs. mode to be checked.

[TEAM USED RANK (1/2)]

   TEAM USED RANK displays the ranking data of teams as per team selection frequency.
   
   USED_NUM: Displays team selection frequency.
   USED_RATE: Displays the ratio of selection of each team against all teams.

   Press TEST Button to proceed to the next screen (2/2).

[VS WIN RANK (2/2)]

   Displays the ranking of each team's victory percentage sequentially in order.
   
   WIN RATE: Displays team's percentage of victories to the total number of vs. games in vs. mode.
   WIN: Displays each team's total number of victories in the vs. mode.
   LOSE: Displays each team's total number of losses in the vs. games.
   DRAW: Displays each team's total number of draws in the vs. games.

   Press TEST Button to return to the MENU screen.
f. BACKUP DATA CLEAR

This allows the contents of [d. BOOKKEEPING] and [e. VS DATA] to be cleared. The ranking data of [e. VS TEAM DATA] returns to the ranking described in this Manual. When clearing, use the SERVICE Button to bring the arrow to "YES (CLEAR)" and press the TEST Button. When the data has been cleared, "COMPLETED" is displayed. To return to the MENU mode, press the TEST Button again. When not clearing, bring the arrow to "NO (CANCEL)" and press the TEST Button to return to the MENU mode with data unchanged.

BACKUP DATA CLEAR Screen
4. GAME BOARD

- Do not expose the Game Board so as to avoid causing an accident or malfunctioning.
- Static electricity discharge can damage electronic parts on the IC Board. Before starting work by opening the Shield Case Lid, be sure to touch grounded metallic surfaces to discharge physically charged static electricity.
- When replacing the Game Board, refer to the CVT Manual and Instruction Manual.

<table>
<thead>
<tr>
<th>PART NO.</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
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<td>840-0071D-01  ASSY CASE NAT PCI DIMM BD USA</td>
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<td>610-0617      GD-ROM DRIVE UNIT NAOMI</td>
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<td>DESCRIPTION</td>
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<td>ASSY CASE NAO DIMM BD COM</td>
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<tr>
<td>840-0061B-01</td>
<td>KEY CHIP</td>
</tr>
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<td>840-0061B-01</td>
<td>DIMM BD NAT VS3</td>
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</table>

442-00061B-01 (STICKER 840-0061B-01)

Attached place
Handling the GD-ROM Disk

- Do not contaminate the disks with your fingerprints or dust particles. Contaminated disks may lower audio and video quality.
- When cleaning the disks, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged disks.
  Do not attach papers or seals onto the disks; do not scratch the disks.
  Do not use the disks with a sign of peeled seals, tapes, etc.
  Observing these instructions, do not insert such a non-usable disk into the GD-ROM drive. Otherwise the inserted disk can not be ejected.
- When cleaning a heavily contaminated disk, use clean cloth that has been soaked in water and squeezed. Then remove moisture with dry cloth.
- When holding a disk, be careful not to contaminate it with your fingerprints.

How to Hold a Disk

With both hands:
Put your thumbs and forefingers of both hands on the disk's 4 circumference tips.

With one hand:
Insert your forefinger into a central hole and at the same time put your thumb and middle finger on the disk's 2 circumference tips.

How to Handle the Key Chip

- The key chip is a precision device. Handle it carefully because it may be damaged by heat, shock, and static electricity.
- Use the key chip with the GD-ROM disk of the corresponding game that has been shipped together with the key chip.

Use clean cloth to wipe the disk gently and into a radial direction.
<table>
<thead>
<tr>
<th>PART NO.</th>
<th>DESCRIPTION</th>
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<tbody>
<tr>
<td>1+2+3+4</td>
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<td>GDS-0006 * NAOMI 2 GDROM VS3</td>
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<td>KEY CHIP</td>
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<td>420-6621-0006E SERVICE MANUAL VS3 ENG</td>
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<td>4</td>
<td>253-5507 DISK CASE WITH IC HOLDER</td>
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</table>
120 Vac Input

[Extra] [GD ROM DRIVE]

5k pot

COIN COUNTER To Extra Yellow Wire

To PIN 8 of Jamma

JAMMA CONNECTIONS USED ARE:
* VIDEO OUT
* SWITCH INPUTS
* SWITCH GROUND RETURNS
* COIN COUNTER OUTPUT

NOTE: THERE ARE TO BE NO CONNECTIONS MADE TO THE JAMMA INTERFACE OTHER THAN THE ABOVE FOREMENTIONED.

NAOMI KIT UNIVERSAL WIRING DIAGRAM (1/1)
A total of 5661 people have accessed this page since June 9th.

If you have any questions or comments about this Home Page please E-Mail to:

darl.davidson@seu.sega.com OR dave.cantrelle@seu.sega.com

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