

DARTSLIVE 2 (EX TYPE)

SERVICEMAN MANUAL

DL2-7111



EX TYPE SERVICE MANUAL

IMPORTANT

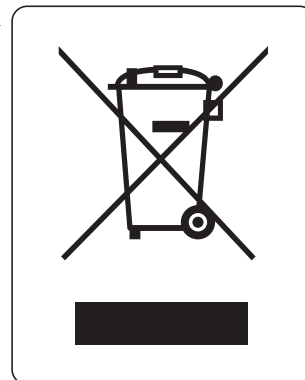
- Before using this product, read this manual carefully to understand the contents.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

WEEE Statement

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment to take back products at the end of their useful life. Sega Amusements Europe Ltd accepts its responsibility to finance the cost of treatment and recovery of redundant WEEE in the United Kingdom in accordance with the specified WEEE recycling requirements.

The following symbol will be on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point for the correct recycling of waste electrical and electronic equipment.

For more information about where you can send your waste equipment for recycling contact your local authority office.

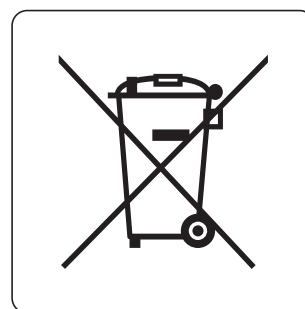


Battery Recycling Statement

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimize the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The following symbol will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling of waste batteries.

For more information about where you can send your waste batteries for recycling contact your local authority office.



Microsoft Software License Terms for:

Windows® XP Embedded Runtime

These license terms are an agreement between you and *DARTSLIVE Co., Ltd.* Please read them. They apply to the software included on this device. The software also includes any separate media on which you received the software.

The software on this device includes software licensed from Microsoft Corporation or its affiliate.

The terms also apply to any Microsoft

- Updates,
- Supplements,
- Internet-based services, and
- Support services

for this software, unless other terms accompany those items. If so, those terms apply. If you obtain updates or supplements directly from Microsoft, then Microsoft, and not *DARTSLIVE Co., Ltd.*, licenses those to you.

As described below, using some features also operates as your consent to the transmission of certain standard computer information for Internet-based services.

By using the software, you accept these terms. If you do not accept them, do not use or copy the software. Instead, contact *DARTSLIVE Co., Ltd.* to determine its return policy for a refund or credit.

If you comply with these license terms, you have the rights below.

1. Use Rights.

You may use the software on the device with which you acquired the software.

2. Additional Licensing Requirements and/or Use Rights.

a. Specific Use. *DARTSLIVE Co., Ltd.* designed this device for a specific use. You may only use the software for that use.

b. Other Software. You may use other programs with the software as long as the other programs

- Directly support the manufacturer's specific use for the device, or
- Provide system utilities, resource management, or anti-virus or similar protection.

Software that provides consumer or business tasks or processes may not be run on the device. This includes email, word processing, spreadsheet, database, scheduling and personal finance software. The device may use terminal services protocols to access such software running on a server.

c. Device Connections.

- You may use terminal services protocols to connect the device to another device running business task or processes software such as email, word processing, scheduling or spreadsheets.
- You may allow up to ten other devices to access the software to use
 - File Services,
 - Print Services,
 - Internet Information Services, and
 - Internet Connection Sharing and Telephony Services.

The ten connection limit applies to devices that access the software indirectly through "multiplexing" or other software or hardware that pools connections. You may use unlimited inbound connections at any time via TCP/IP.

3. Scope of License.

The software is licensed, not sold. This agreement only gives you some rights to use the software.

DARTSLIVE Co., Ltd. and Microsoft reserve all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that allow you to use it only in certain ways. For more information, see the software documentation or contact *DARTSLIVE Co., Ltd.* Except and only to the extent permitted by applicable law despite these limitations, you may not:

- Work around any technical limitations in the software;
- Reverse engineer, decompile or disassemble the software;
- Make more copies of the software than specified in this agreement;
- Publish the software for others to copy;
- Rent, lease or lend the software; or
- Use the software for commercial software hosting services.

Except as expressly provided in this agreement, rights to access the software on this device do not give you any right to implement Microsoft patents or other Microsoft intellectual property in software or devices that access this device.

You may use remote access technologies in the software such as Remote Desktop to access the software remotely from another device. You are responsible for obtaining any licenses required for use of these protocols to access other software.

- **Remote Boot Feature.** If the *DARTSLIVE Co., Ltd.* enabled the device Remote Boot feature of the software, you may
 - (i) use the Remote Boot Installation Service (RBIS) tool only to install one copy of the software on your server and to deploy the software on licensed devices as part of the Remote Boot process; and
 - (ii) use the Remote Boot Installation Service only for deployment of the software to devices as part of the Remote Boot process; and
 - (iii) download the software to licensed devices and use it on them.

For more information, please refer to the device documentation or contact *DARTSLIVE Co., Ltd.*

- **Internet-Based Services.** Microsoft provides Internet-based services with the software. Microsoft may change or cancel them at any time.
 - a. **Consent for Internet-Based Services.** The software features described below connect to Microsoft or service provider computer systems over the Internet. In some cases, you will not receive a separate notice when they connect. You may switch off these features or not use them. For more information about these features, visit

<http://www.microsoft.com/windowsxp/downloads/updates/sp2/docs/privacy.mspix>.

By using these features, you consent to the transmission of this information. Microsoft does not use the information to identify or contact you.

- b. **Computer Information.** The following features use Internet protocols, which send to the appropriate systems computer information, such as your Internet protocol address, the type of operating system, browser and name and version of the software you are using, and the language code of the device where you installed the software. Microsoft uses this information to make the Internet-based services available to you.
 - **Web Content Features.** Features in the software can retrieve related content from Microsoft and provide it to you. To provide the content, these features send to Microsoft the type of operating system, name and version of the software you are using, type of browser and language code of the device where the software was installed. Examples of these features are clip art, templates, online training, online assistance and Appshelp. These features only operate when you activate them. You may choose to switch them off or not use them.
 - **Digital Certificates.** The software uses digital certificates. These digital certificates confirm the identity of Internet users sending X.509 standard encrypted information. The software retrieves certificates and updates certificate revocation lists. These security features operate only when you use the Internet.
 - **Auto Root Update.** The Auto Root Update feature updates the list of trusted certificate authorities. You can switch off the Auto Root Update feature.
 - **Windows Media Player.** When you use Windows Media Player, it checks with Microsoft for
 - Compatible online music services in your region;
 - New versions of the player; and
 - Codecs if your device does not have the correct ones for playing content. You can switch off this feature. For more information, go to:
<http://microsoft.com/windows/windowsmedia/mp10/privacy.aspx>.

- **Windows Media Digital Rights Management.** Content owners use Windows Media digital rights management technology (WMDRM) to protect their intellectual property, including copyrights. This software and third party software use WMDRM to play and copy WMDRM-protected content. If the software fails to protect the content, content owners may ask Microsoft to revoke the software's ability to use WMDRM to play or copy protected content. Revocation does not affect other content. When you download licenses for protected content, you agree that Microsoft may include a revocation list with the licenses. Content owners may require you to upgrade WMDRM to access their content. Microsoft software that includes WMDRM will ask for your consent prior to the upgrade. If you decline an upgrade, you will not be able to access content that requires the upgrade. You may switch off WMDRM features that access the Internet. When these features are off, you can still play content for which you have a valid license.
 - c. **Misuse of Internet-based Services.** You may not use these services in any way that could harm them or impair anyone else's use of them. You may not use the services to try to gain unauthorized access to any service, data, account or network by any means.
- 4. Windows Update Agent (also known as Software Update Services).**
The software on the device includes Windows Update Agent ("WUA") functionality that may enable your device to connect to and access updates ("Windows Updates") from a server installed with the required server component. Without limiting any other disclaimer in this Microsoft Software License Terms or any EULA accompanying a Windows Update, you acknowledge and agree that no warranty is provided by MS, Microsoft Corporation or their affiliates with respect to any Windows Update that you install or attempt to install on your device.
- 5. Product Support.**
Contact *DARTSLIVE Co., Ltd.* for support options. Refer to the support number provided with the device.
- 6. Proof of License.**
If you acquired the software on the device, or on a disc or other media, a genuine Certificate of Authenticity label with a genuine copy of the software identifies licensed software. To be valid, this label must be affixed to the device, or included on or in *DARTSLIVE's* software packaging. If you receive the label separately, it is not valid. You should keep the label on the device or packaging to prove that you are licensed to use the software. To identify genuine Microsoft software, see <http://www.howtotell.com>.
- 7. Transfer to a Third Party.**
You may transfer the software only with the device, the Certificate of Authenticity label, and these license terms directly to a third party. Before the transfer, that party must agree that these license terms apply to the transfer and use of the software. You may not retain any copies of the software including the backup copy.
- 8. Not Fault Tolerant.**
The software is not fault tolerant. *DARTSLIVE Co., Ltd.* installed the software on the device and is responsible for how it operates on the device.
- 9. Restricted Use.**
The Microsoft software was designed for systems that do not require fail-safe performance. You may not use the Microsoft software in any device or system in which a malfunction of the software would result in foreseeable risk of injury or death to any person. This includes operation of nuclear facilities, aircraft navigation or communication systems and air traffic control.
- 10. No Warranties for the Software.**
The software is provided "as is". You bear all risks of using it. Microsoft gives no express warranties, guarantees or conditions. Any warranties you receive regarding the device or the software do not originate from, and are not binding on, Microsoft or its affiliates. When allowed by your local laws, *DARTSLIVE Co., Ltd.* and Microsoft exclude implied warranties of merchantability, fitness for a particular purpose and non-infringement.

11. Liability Limitations.

You can recover from Microsoft and its affiliates only direct damages up to two hundred fifty U.S. Dollars (U.S. \$250.00). You cannot recover any other damages, including consequential, lost profits, special, indirect or incidental damages.

This limitation applies to:

- Anything related to the software, services, content (including code) on third party internet sites, or third party programs; and
- Claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft should have been aware of the possibility of the damages. The above limitation may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

12. Export Restrictions.

The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain safety:

The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. To ensure the safe operation of this product, be sure to follow the instructions. Read and understand the warning messages and safety guidelines thoroughly and handle the product appropriately. Keep this manual close to the product or in a convenient place for future reference.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of these terms before reading the main text.



Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.



Indicates that mishandling the product by disregarding this caution will cause a potentially hazardous situation which can result in minor injury and/or material damage.



Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

For the safe usage of the product, the following pictographs are used:



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to.



Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.

- **Follow the work instructions in this manual.**

Work instructions are explained by taking accident prevention into consideration. Failing to follow the work instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions are given in this manual to have qualified personnel to perform such work.

- **Turn off the power before working on the machine.**

Turn off the power and remove the power cord before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instructions herein always state to that effect.

- **Ground the earth terminal.**

This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. If the product is not grounded appropriately, the user can be subject to an electric shock. After repairing the control equipment and/or other equipments, ensure that the earth wire is firmly connected to the control equipment.

- **Use the power supply equipped with an earth leakage circuit breaker.**

Using a power supply which is not equipped with the electricity leakage breaker can cause a fire when electricity leakage occurs.

- **Use fuses which meet the specified rating.
(Only for the machines which use fuses.)**

Using fuses outside the specified rating can cause a fire and an electric shock.

- **Do not make specification changes that are not designated by DARTSLIVE Co., Ltd.**

The parts of the product include warning labels for safety, covers for personal protection, etc. Operating the product by removing parts and/or modifying the circuits can be hazardous and can cause a fire and/or electric shock. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

DARTSLIVE Co., Ltd. shall not be held responsible for any accidents and compensation for damage to a third party, resulting from the specifications not designated by DARTSLIVE Co., Ltd..

- **Ensure that the product meets the requirements of appropriate electrical specifications.**

Before installing the product, check for electrical specifications. DARTSLIVE Co., Ltd. products have a plate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency of the location. Using any electrical specifications other than the designated one can cause a fire and an electric shock.

- **Install and operate the product in places with appropriate lighting level, allowing warning labels to be clearly read.**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **Handle the monitor with extreme care. (Applies only to products with monitors.)**

Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **Adjust the monitor properly. (Applies only to products with monitors.)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor that is not properly adjusted may cause dizziness or headaches to operators, players, or the customers.

- **Attach this manual to the product when transporting or reselling.**

* *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific instruction manual of such equipment.*

* *Descriptions herein contained may be subject to improvement changes without notice.*

* *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact DARTSLIVE Co., Ltd.*

INSPECTIONS THE PRODUCT IMMEDIATELY AFTER TRANSPORTING TO THE LOCATION

Normally, DARTSLIVE Co., Ltd. products are despatched in a status allowing for immediate usage after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

- ☐ Are there any dented portions or defects (cuts, etc.) on the packaging and/or cabinet surface?
- ☐ Are casters and adjusters damaged?
- ☐ Are the power supply voltage and frequency compatible with those of the location?
- ☐ Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
- ☐ Do power cords have cuts and dents?
- ☐ Are all accessories available?
- ☐ Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

TABLE OF CONTENTS

Microsoft Software License Terms for:

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

TABLE OF CONTENTS	i
INTRODUCTION	iv
1 HANDLING PRECAUTIONS	1
2 INSTALLATION LOCATION PRECAUTIONS	4
2-1 LIMITATION OF USAGE	5
2-2 OPERATION AREA	6
3 PRODUCT OPERATION PRECAUTIONS	7
3-1 OPERATION PRECAUTIONS	7
3-2 DURING OPERATION (PAY ATTENTION TO CUSTOMERS)	9
4 PART DESCRIPTIONS	10
5 ACCESSORIES	11
6 ASSEMBLY AND INSTALLATION	13
6-1 ATTACHING THE STEP	16
6-2 ATTACHING THE MAIN CABINET	18
6-3 ATTACHING THE LCD UNIT	19
6-4 PC INSTALLATION	21
6-5 CONNECTING THE WIRES AND CABLES	22
6-6 SECURING IN PLACE	25
6-7 CONNECTING THE POWER CORD AND EARTH(GROUND)	26
6-8 ASSEMBLING CHECK AND STARTUP PREPARATIONS	28
6-8-1 Sound Volume Adjustment	29
6-8-2 Adjusting LED Brightness	30
6-9 AFFIXING THE THROW LINE STICKER	31
6-10 PREPARATIONS FOR ONLINE STARTUP	32
6-10-1 Connecting to the Network/Standard Connection	33
6-10-2 Connecting Multiple Machines to the Network/Using a Hub	34
6-10-3 Checking the Connection Status with the Router	35

6-11	STARTING UP A NEW MACHINE ONLINE (ACTIVATION)	36
6-11-1	Activation	37
6-11-2	Setup/New Machine Activation	37
6-11-3	Activation for Transferring Registration (Old I/O Board→ New I/O Board)	39
6-12	POSTING ANNOUNCEMENTS	41
7	PRECAUTIONS FOR MOVING THE MACHINE.....	42
8	PLAYING THE GAME	43
8-1	OUTLINE.....	43
8-2	COMPONENTS	44
8-2-1	DARTSLIVE Members Card (IC Card)	44
8-2-2	Rankings	45
8-3	HOW TO PLAY	46
8-3-1	How to Start the Game	46
8-3-2	Shortcut Functions	46
8-4	USING IC CARDS	47
8-4-1	IC Cards	47
8-4-2	IC CARD SYSTEM OVERVIEW.....	47
8-4-3	IC Card Usage.....	47
8-4-4	Removing IC Cards	49
8-4-5	Checking Data on IC Cards	50
8-4-6	Registering Home Shop Using IC Card	50
8-4-7	Registering Home Shop Using IC Card	50
8-5	HELP	51
8-6	PLAYING OPTION	52
8-7	“DARTSLIVE2” SIMPLE HIERARCHICAL DIAGRAM	56
8-8	GAME RULES	57
9	EXPLANATION OF TEST DATA DISPLAY.....	58
9-1	SYSTEM MAINTENANCE MENU	58
9-1-1	GAME SETTING(SIMPLIFIED).....	61
9-1-2	GAME SETTING(ADVANCED)	64
9-1-3	COIN/CREDIT SETTING	67
9-1-4	MACHINE INFORMATION	70
9-1-5	MANAGEMENT RECORDS.....	71
9-1-6	CLEARING BACKUP RAM DATA	73

9-1-7	DARTSLIVE Online Settings	74
9-2	TEST MENU	77
9-2-1	PRESENTATION SETTINGS.....	80
9-2-2	I/O BOARD TEST	81
9-2-3	CARD READER TEST.....	81
9-2-4	SOUND TEST.....	82
9-2-5	NETWORK TEST.....	83
9-2-6	LCD TEST.....	84
9-2-7	LED TEST	85
9-2-8	CAMERA TEST.....	86
10	MAINTENANCE OF MECHANICAL PARTS.....	87
10-1	BOARD (TARGET).....	88
10-1-1	Replacing Segments.....	89
10-1-2	Removing Dart Tips from Segments	91
10-1-3	Attaching the Board	92
10-2	CARD READERS	94
10-2-1	How to Remove Card Readers.....	94
10-2-2	Removing Foreign Objects/Materials from Card Readers.....	97
10-3	ADJUSTING THE LCD MONITOR.....	98
10-4	COIN SELECTOR.....	99
10-5	ADJUSTING ANGLE OF CCD CAMERA.....	101
11	PERIODIC INSPECTION	102
12	TROUBLESHOOTING	104
12-1	NETWORK OVERVIEW	105
12-1-1	Network Structure	105
12-1-2	Supplementary Terminology Lists	105
12-1-3	Network Status.....	106
12-2	NETWORK TROUBLE.....	107
12-2-1	“OFFLINE” is displayed	107
12-2-2	“ERROR” is displayed	108
12-2-3	“MAINTENANCE” is displayed.....	109
13	DESIGN RELATED PARTS	110
14	PARTS LIST	111
15	WIRE COLOR CODE TABLE	130
16	WIRING DIAGAM	131

INTRODUCTION

This manual provides detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, maintenance control, spare parts, etc. for the product, “DARTSLIVE2.”

This manual describes the DX (Deluxe) Type, so the format of the photographs and illustrations may differ.

This manual is intended for technical personnel who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. For the prevention of accidents, work stated herein should under no circumstances be performed by anyone other than the technical personnel.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed in this manual or the point of purchase for this product.

Should this Serviceman Manual be lost, it can be purchased by placing an order with the office listed in this manual or the point of purchase for this product.

In this manual the information which unlikely to cause physical injuries or damage to property that are subject to compensation, but highly important are indicated by the term “IMPORTANT” and the symbol below and enclosed in bold lines.



IMPORTANT

Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

WARNING

Servicing and maintenance work of the contents herein stated should be performed by the SERVICEMAN stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the SERVICEMAN are not allowed to perform the work herein stated. Executing aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

SPECIFICATIONS

Installation space	650 mm [Width] x 574mm [Depth]
Height	2,395mm
Weight	115kg
Power, maximum current	130W, 1.2 A (AC 100-240V, 50/60Hz) For USA and Canada, AC 120V, 60Hz
Monitor	24 type wide LCD monitor

1 HANDLING PRECAUTIONS

When installing or inspecting the product, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely. Inappropriate handling which does not comply with the following points and other precatious points stated in this manual can cause accidents resulting in injury or damage to the product.

WARNING

- Turn off the power before working on the machine. Working on the machine without turning off the power can cause an electric shock or short circuit. In the case work should be performed in the power on status, this manual always states to that effect.
- To avoid an electric shock or short circuit, do not plug in or unplug abruptly.
- To avoid an electric shock, do not plug in or unplug with wet hands.
- Do not expose power cords or ground wires on the surface, (floor, passage, etc.). If exposed, the power cords and ground wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit.
- To avoid causing a fire or an electric shock, do not place objects on the power cords or damage them.
- When, or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock.
- In case the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the damaged cord can cause fire, an electric shock or electricity leakage.
- The product must be grounded appropriately. Inappropriate grounding can cause an electric shock.
- Connect IC board and other wire and harnesses properly. Insufficient insertion can cause an electric shock.
- Do not make specification changes (removal and/or conversion of equipments) that are not designated by DARTSLIVE Co., Ltd.
 - Failure to follow the above caution may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players and/or the onlookers, or result in injury during play.
 - DARTSLIVE Co., Ltd. shall not be held responsible for damage and/or compensation for damage to a third party, caused by specification changes not designated by DARTSLIVE Co., Ltd.



IMPORTANT

- When checking the circuitry of the IC board, use a logic tester only. Ordinary testers cannot be used.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Some parts are not designed nor manufactured specifically for this game machine. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, DARTSLIVE Co., Ltd. cannot meet repair or replacement requests whether or not a warranty period has expired.

CONCERNING THE STICKER DISPLAY

This DARTSLIVE Co., Ltd. product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a sticker describing where to contact for repair and for purchasing parts. When making inquiries regarding repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to correspond appropriately to your inquiry, mention the Serial No. .

NOTE: The illustrations indicate Product Liability related warning labels and stickers to be used in the countries where English is the official language. In the countries where a language other than English is used for the official language, the illustrated warning labels and stickers in the applicable official language will be used.

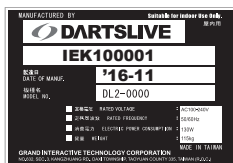
CONCERNING THE WARNING DISPLAYS

This DARTSLIVE Co., Ltd. product has warning messages on stickers, labels and/or printed instructions adhered/ attached to or incorporated in the places where a potentially hazardous situation could arise. The warning messages are intended for accident prevention for customers and also for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning messages. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise. In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

DL2-7010
UP CABI SERIAL STICKER

SERIAL No. IEK100001

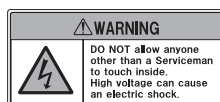
DL2-7010
UP CABI SERIAL STICKER



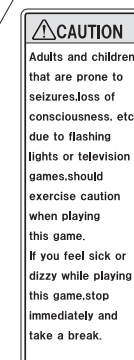
2XH00511-R
STICKER W COLLAPSE



DL2-7005EG
STICKER W 4"LCD



DL2-7008EG
STICKER C EPILEPSY BBB



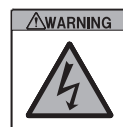
DL2-7033EG-A
STICKER C OVERHEAD



DL2-7004EG
STICKER W FINGER DOOR



DL2-7006EG
STICKER W POWER OFF S



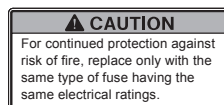
DL2-7032EG-A
STICKER W HIGH VOLTAGE



DL2-7031EG-A
STICKER D ELECTRIFICATION



US Only
DL2-7034EG
STICKER C REPLACE FUSE



2 INSTALLATION LOCATION PRECAUTIONS

WARNING

- This product is an indoor game machine. Do not install it outside, Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and/or malfunction.
 - Places subject to rain or water leakage, or places subject to high humidity such as indoor swimming pool and/or shower, etc., or places where a water jet (high pressure washing device) could be used.
 - Places subject to direct sunlight, or places subject to high temperatures such as heating units, etc.
 - Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous materials.
 - Dusty places.
 - Places subject to violent vibrations.
 - Places subject to any type of violent impact.
 - Places in the vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
 - Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.
- Install the product by fastening the back of it to the wall. Do not leave the product unattended in places where people will pass by. Doing so could result in injuries from players throwing darts and accidentally hitting passersby.
- Fasten the back of the product firmly to the wall. Do not attach it to walls made of the following materials. Doing so could cause the product to tip over and result in accidents.

[Mortar, plaster, plywood and other friable materials that cannot hold the product]
- Use bolts suitable for the wall material to fasten the brackets to the wall. Failure to do so could cause the product to tip over and result in accidents.

2-1 LIMITATION OF USAGE

WARNING

- Be sure to check the electrical specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency. A plate describing electrical specifications is attached to the product. Non-compliance with the electrical specifications can cause a fire and electric shock.
- This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC 100 V – 120 V area), and 7 A or higher (AC 220 V – 240 V area). Noncompliance with the Electrical Specifications can cause a fire and electric shock.
- Be sure to use an independent power supply equipped with an earth leakage circuit breaker. Using a power supply without an earth leakage circuit breaker can cause an outbreak of fire if an electricity leakage occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- When using an extension cord, ensure that the cord rated at 15 A or higher (AC 100 V – 120 V area) and 7 A or higher (AC 220 V – 240 V area). Using a cord rated other than the specified rating can cause a fire and electric shock.

Electricity Consumption

130W, 1.2A (AC 100-240V, 50/60Hz)
For USA and Canada, AC 120V, 60Hz

2-2 OPERATION AREA

WARNING

- For safe operation, use and operate this product in an area measuring at least 0.8 m in width and 4 m in depth.
- Be sure to provide sufficient space for ventilation specified in this manual. Do not block the ventilation ports. It can cause generation of heat and a fire.
- DARTSLIVE Co., Ltd. shall not be held responsible for damage and/or compensation for damage to a third party, resulting from the failure to observe this instruction.

IMPORTANT

To install this product, the entrance must be at least 0.4 m in width and 1.2 m in height.



2 FIG. 01

When using this product and other darts machines side by side, leave a space of 0.25 m between the cabinets. The door on the board will be opened for service maintenance. If the cabinets are too close together, it could result in accidents during maintenance work.

3 PRODUCT OPERATION PRECAUTIONS

For safe operations of the product, follow the instructions below.

3-1 OPERATION PRECAUTIONS

WARNING

In order to avoid accidents, check the following before starting the operation:

- To prevent accidents that can cause headaches and/or weaken health conditions, ensure that where the product is operated has sufficient lighting to allow any warnings to be read.

Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or unforeseen troubles.

- Make sure to perform appropriate adjustment of the monitor. Do not operate the product when the screen is flickering, distorted, or experiencing other abnormalities. Images from an improperly adjusted screen could cause players and other customers to experience dizziness, headaches, and other ailments.
- It is suggested to reserve a space for players who feel sick while playing the game to take a rest.
- Check if all of the adjusters are in contact with the floor surface. If they are not, the cabinet can move and cause an accident.
- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step ladder.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- Do not place the following items on top of the product, nearby the LCD unit, nearby the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts.

Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.

- Make sure the product is firmly fastened to the wall. Failure to do so could cause the product to tips over and result in accidents.

⚠ CAUTION

- When cleaning the product daily, always check to make sure there are no scratches on the face door (dart board), or on the surface of the card reader where players touch them, and that the screws holding it in place are not loose. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may get injured.
- This product is not designed to be cleaned by a water jet.
- Cleaning and user maintenance shall not be made by children without supervision.
- To avoid accidents, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and/or trouble between customers.
- Always check to make sure there are no foreign materials in the card reader. Foreign materials could damage the parts or cause read/write errors.

3-2 DURING OPERATION (PAY ATTENTION TO CUSTOMERS)

To avoid accidents and trouble, pay attention to the behavior of visitors and players.

WARNING

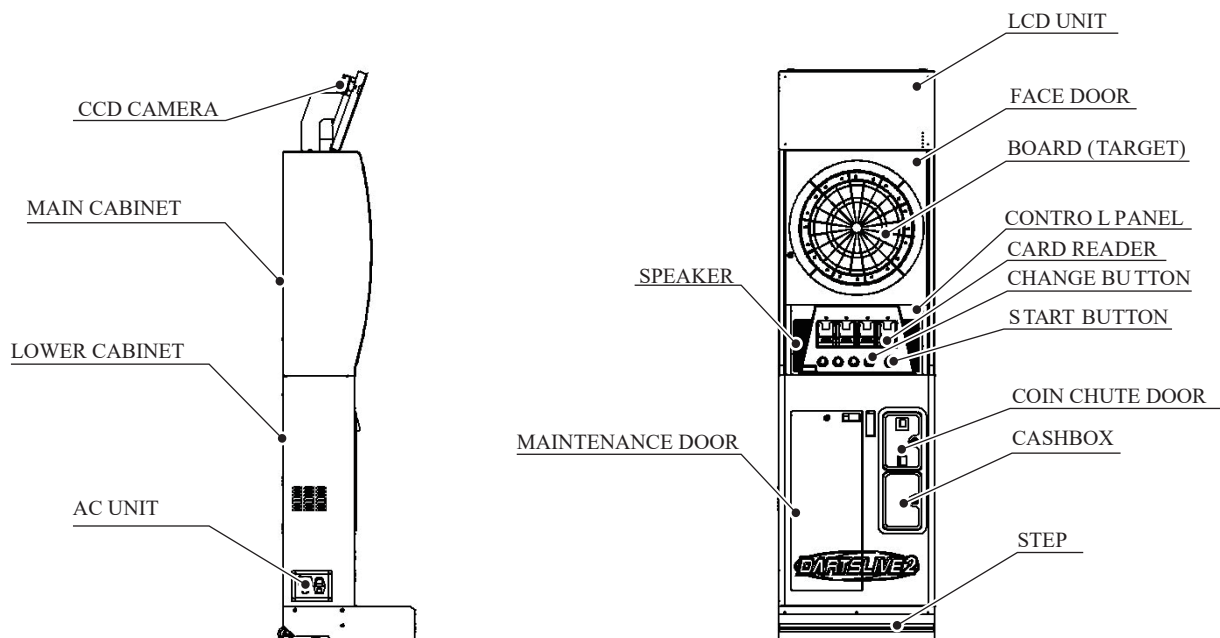
- For safety reasons, do not allow any of the following people to play the game.
 - Those who need assistance when walking.
 - Those who have high blood pressure and/or a heart problem.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
 - Those who have neck or spinal cord problems.
 - Those who are intoxicated or under the influence of drugs.
 - Persons who disregard the product's warning displays.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shocks and short circuits, do not allow customers to put hands and fingers or extraneous material in the openings of the product or small openings in or around the doors.
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason.

CAUTION

- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical conditions when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to supervise their children during play.
- Immediately stop violent acts such as hitting and/or kicking the product. Such violent acts can cause parts damage or falling down accident, and injuries from fragments.
- Insert the card in the direction of the arrow so that the front of the card is visible. Inserting it incorrectly could result in communication errors. In such a case, remove the card and reinsert it correctly.

4 PART DESCRIPTIONS

4 PART DESCRIPTIONS



4 TABLE 01 Dimensions and Weights for major Parts

ITEMS	Width x Depth x Height	Weight
LCD UNIT	650 mm x 277 mm x 340 mm	9kg
MAIN CABINET	650 mm x 370mm x 947mm	38kg
LOWER CABINET	650 mm x 300 mm x 1,114 mm	57kg
STEP	650 mm x 553 mm x 148 mm	11 kg
ASSEMBLED	650 mm x 574 mm x 2,395mm	115 kg

5 ACCESSORIES

Confirm that the accessories listed in the table below are present when see “Spare” in the “Use etc.” column. They are expendable parts and have therefore been included as spare parts.

5 TABLE 01 ACCESSORIES

Part name: SERVICEMAN MANUAL

Part no. (quantity): DL2-7111 (1)

Use etc.: This manual

Diagram

Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

OWNER’S MANUAL
DL2-7112(1)

MAINTENANCE KEY
220-5793-2-TC668-M-1 (2)



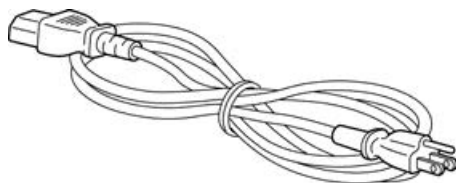
COIN CHUTE DOOR KEY
220-5793-2-TC668-M-2 (1)



CASHBOX KEY(2)
The keys are placed inside the coin chute box for shipping.



AC CABLE (Power Cord)

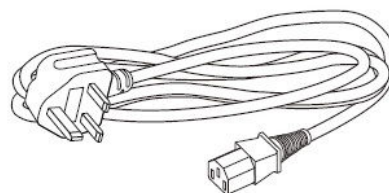


LAN CABLE 10 m
For installation

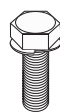
LD-CT/BU10/RS(1)



For installation
AT-PWC-015BS(1)
(AC 220V,50Hz Area)



HEXAGON BOLT
M8×16(14)
For installation



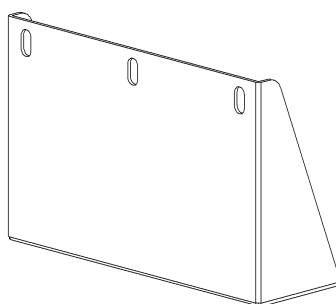
SCREW
M4×8(2)
For installation



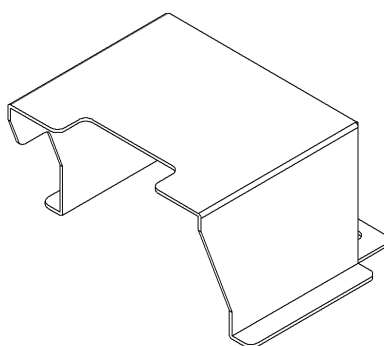
EYE BOLT
B -130-8(4)
For installation



LOWER L BRACKET
For installation
DL2-0001 (1)



LCD CABLE COVER
For installation
DL2-0002 (1)



THROW LINE STICKER
DL2-7011(1)



6 ASSEMBLY AND INSTALLATION

WARNING

- Installation work by following procedure is herein stated. Failure to comply with the instructions can cause the electric shock.
- Please assemble and install according to this manual. Since this is a complex machine, incorrect assembling can cause the electric shock, machine damage and/or improper functioning.
- When assemble, more than one person is required. Depending on the assembly work there are some cases in which may cause injury or parts damage by solely work.
- Adhere strictly to all of the work procedures stipulated in this document. If two or more workers are working at the same time, exercise special caution. If sequences are carried out incorrectly, accidents may occur. There might also be cases in which the assembly cannot be completed.
- Adhere strictly to all of the work procedures stipulated in this document. If two or more workers are working at the same time, exercise special caution. If sequences are carried out incorrectly, accidents may occur. There might also be cases in which the assembly cannot be completed. Ensure that connectors are properly connected. Improper connections can cause electric shock.
- Assembling and installation work should be carried out by the authorized site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failure to comply with this instruction can cause a serious accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request installation service to the office indicated in this document or the distributors you purchased, to ensure safety.
- Be careful not to damage wiring. Damaged wiring can cause electric shock and short circuit accidents.
- Do not leave power cord or earth lines exposed over passageways. Exposure could lead to damage, electric shock or short circuit. If wiring has been laid out on a floor surface, use a wiring protection cover. (Wiring diameter: Power cord, approx. 10 mm)
- When inserting or removing a connector, be sure to hold the connector body. If you hold any other part of connector during assembling or installing, short circuit or fire may be caused by the damaged interface between wire and connector terminal.
- Pay special attention when using stepladders. Accident like stumble or falls from the stepladder can cause a serious damage. Work under the low ceiling can cause a head injury.
- When aligning the cabinets together, be careful not to get your head, hands or fingers pinched between them. Several people will be working simultaneously, so that carelessness could lead to fractures or loss of limb. Carefully check the surroundings while performing this work.
- When connecting wires inside the cabinet, lighting might not reach to inside. Have a flashlight or other auxiliary lighting equipment on hand. If wires are connected carelessly, the short circuit, fire, etc., may cause.

⚠ WARNING

- If more than one worker proceeds assembling or installation simultaneously, please pay attention to other worker to avoid accident.
- In case loss or damage to fasteners (e.g. screws, nuts), please make sure to use the replacement fasteners with proper dimensions specified in this manual. Do not use any fasteners other than specified dimensions, as it can cause damage and/or separation of parts that result in secondary accidents.
- Cabinet should be located to the wall by rear. Keep the cabinet out of high-traffic areas or passageway, as darts thrown by the player can injure other people.
- Do not open the face door (dart board) on the main cabinet, if the step is not attached to the lower cabinet. It could cause the serious tipping accident.

⚠ CAUTION

- In order to work safely and accurately, you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury.
- Support and hold parts in place securely and fasten them with screws and/or bolts. Or use two workers, one to support the part and another to fasten it in place. If a part is not supported securely, it might all down, resulting in an accident.
- Be careful that a finger or hand does not get caught when opening/closing the door.
- Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.
- When place a wire protection cover over a floor, use a material appropriately shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.
- When securing plastic components, be careful not to tighten screws or nuts excessively. This may cause damage to the components. Fragments may also cause injury.
- Firmly tighten the screws and bolts holding the product in place. If they are loose, the cabinet could come apart resulting in accidents or injuries.

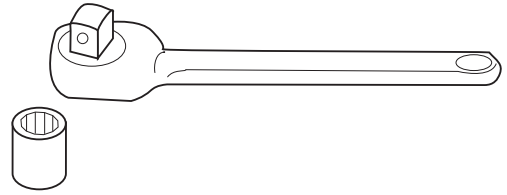
Installation and assembly of this product should take place in the following 9 sequence.

- 6-1 Attaching the step
- 6-2 Attaching the main cabinet
- 6-3 Attaching the LCD unit
- 6-4 Attaching the PC
- 6-5 Connecting the Wire and Cables
- 6-6 Securing in installation place
- 6-7 Connecting the power cord and earth
- 6-8 Assembling check and startup preparation
- 6-9 Affixing Throw Line Sticker

Assembling and installing the product will not enable the online network function. A prior application and evaluation is required for the network service. Also, additional installation work is required for network connection and use. (Refer to Service Manual for more details.) For details on the application process, please contact your sales agent or point of purchase for this product.

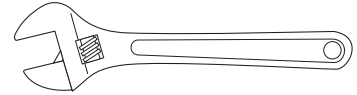
The requirement tools for machine set up as follow.

-Socket wrench (for M8 Hexagon bolts)

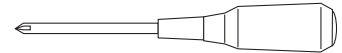


-Box wrench (with measuring distance 7mm, for earth fixing nut)

-Wrench (with measuring distance 7mm, for adjusters)

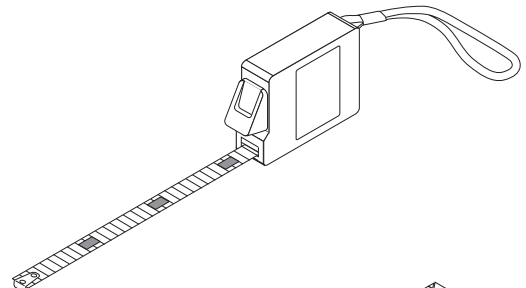


-Phillips screwdriver #2

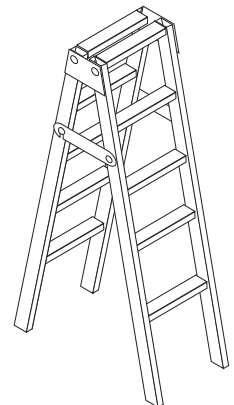


-Flat head screwdriver (for step adjusters)

-Measuring tape, ruler



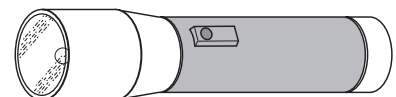
-Stepladder, Stepstool



-Maintenance key (accessory)



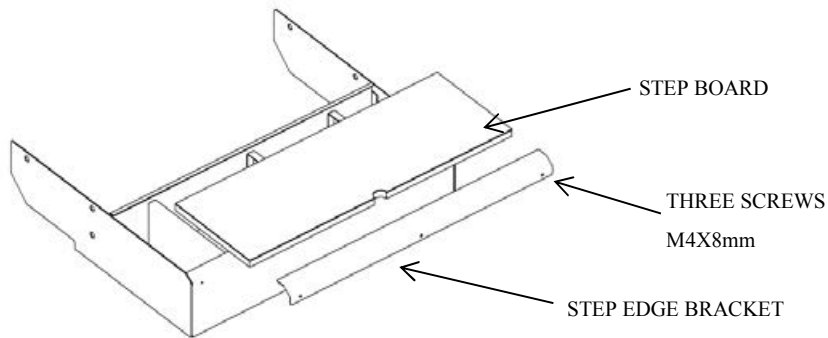
-Flashlight or other supplementary lighting



6-1 ATTACHING THE STEP

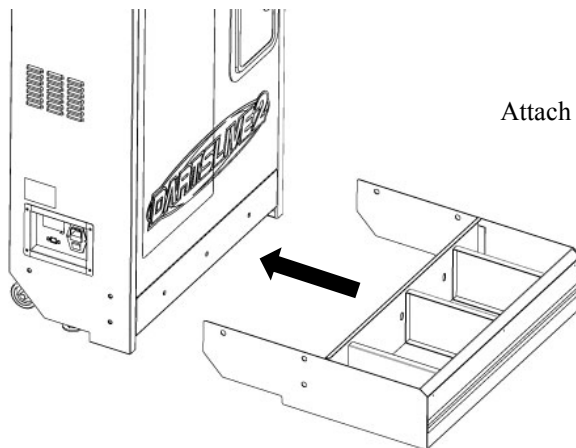
The step and the lower cabinet are packed separately during shipping.
Follow the instructions below to assemble and disassemble the step.

- 1 Remove three screws from STEP EDGE BRACKET and detach the STEP BOARD.



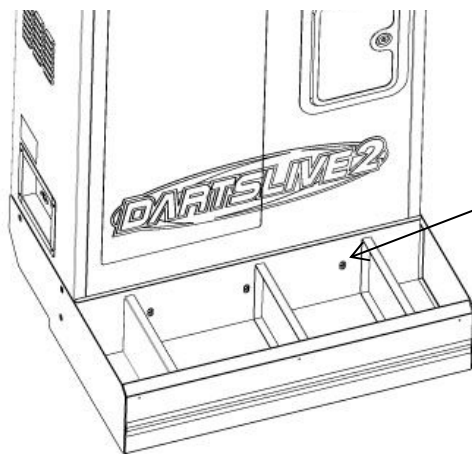
ASSY STEP (6-1 FIG. 01)

- 2 Attach the STEP to the lower cabinet and use three bolts on the front and on each side to fix it.



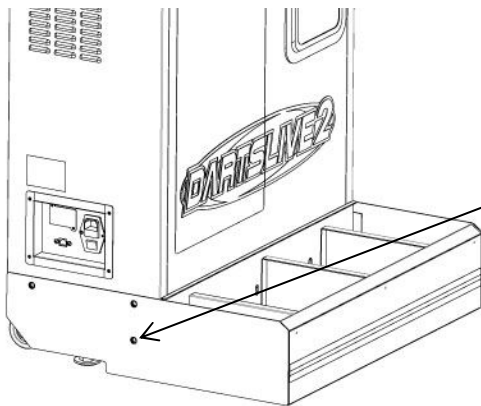
Attach the STEP to the lower cabinet.

6-1 FIG. 01



3 PCS OF HEXAGON HEAD BOLTS M8x16mm
with SPRING WASHERS

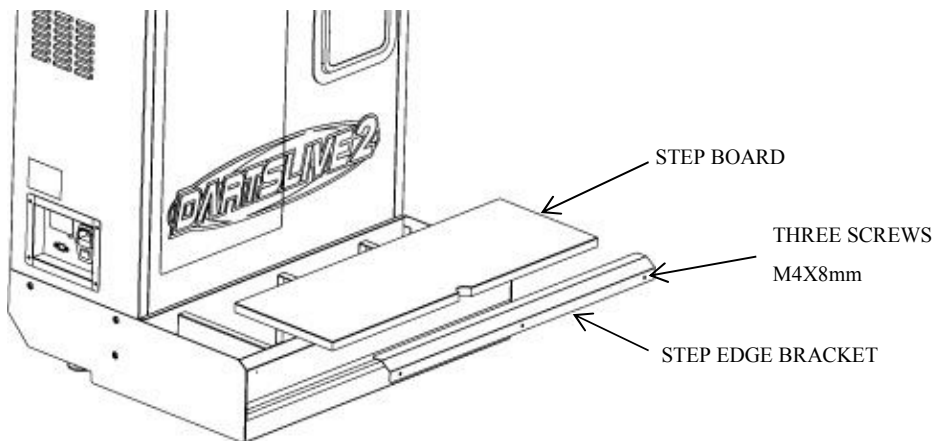
6-1 FIG. 03



3 PCS OF HEXAGON HEAD BOLTS M8x16mm
with SPRING WASHERS on each side

6-1 FIG. 04

- 3 Place the STEP BOARD and secure it with the STEP EDGE BRACKET and three screws.



6-1 FIG. 05

6-2 INSTALLING THE MAIN CABINET

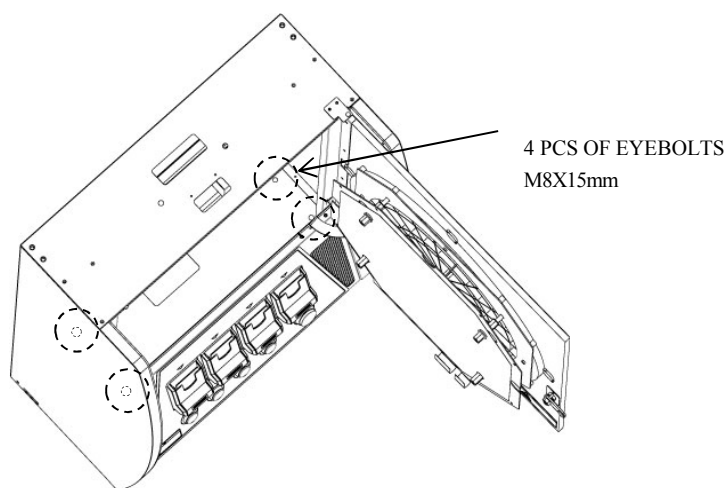
The main cabinet weighs 42 kilograms. Be sure to work with two or more people. Also, make sure that the STEP is properly installed before you start working on the main cabinet.

- 1 Hold the front of the main cabinet and the grips on the back, then lift and set it on the lower cabinet. To ensure your safety, support the cabinets until they are fully assembled.



6-2 FIG. 01

- 2 Use a maintenance key to unlock and open the face door. Secure the upper and lower cabinets with four eyebolts.

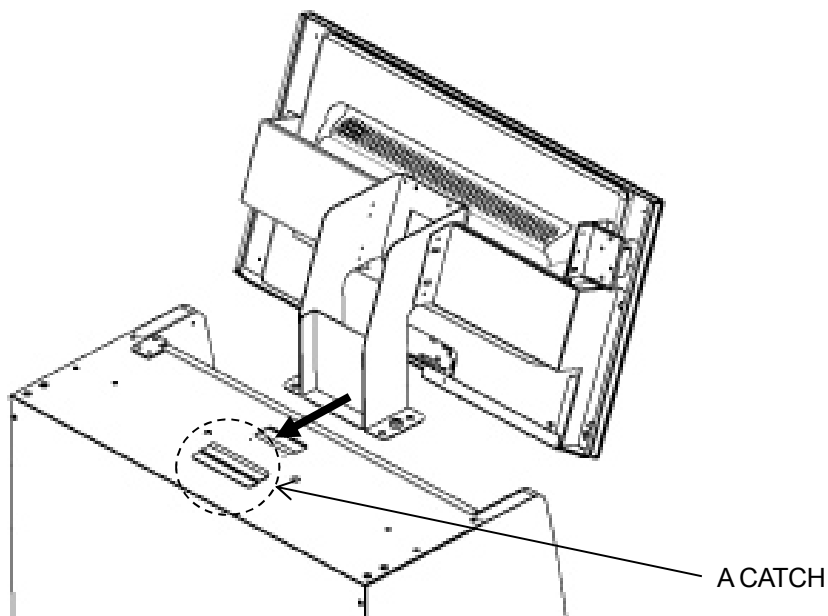


6-2 FIG. 02

6-3 INSTALLING THE LCD UNIT

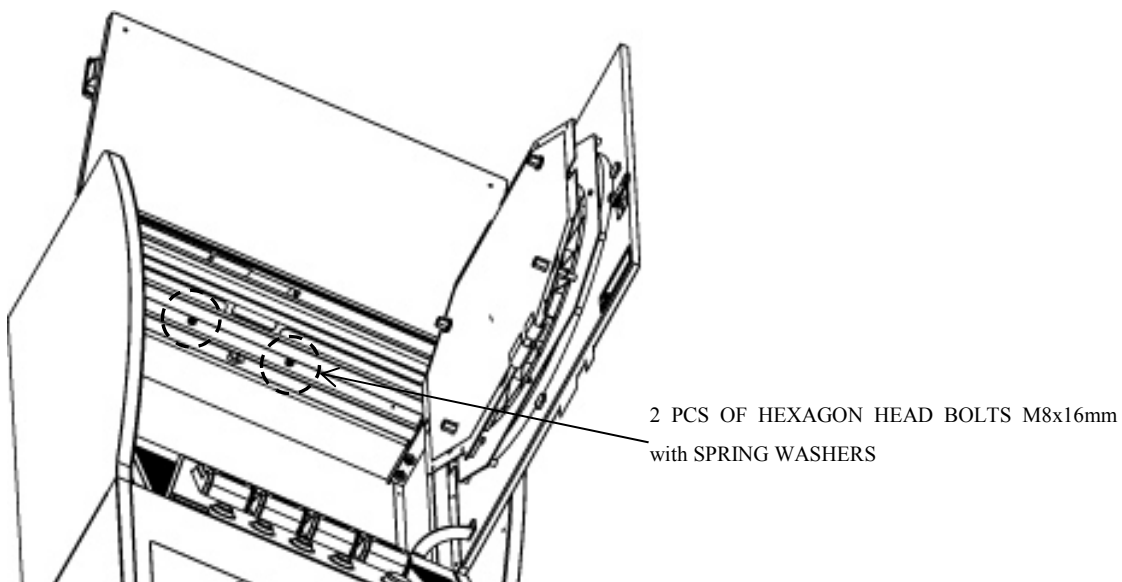
The LCD unit weighs 8 kilograms. Use a step and be sure to work with two or more people.

- 1 Set the LCD unit on top of the main cabinet by hooking it into a catch from front.



6-3 FIG. 01

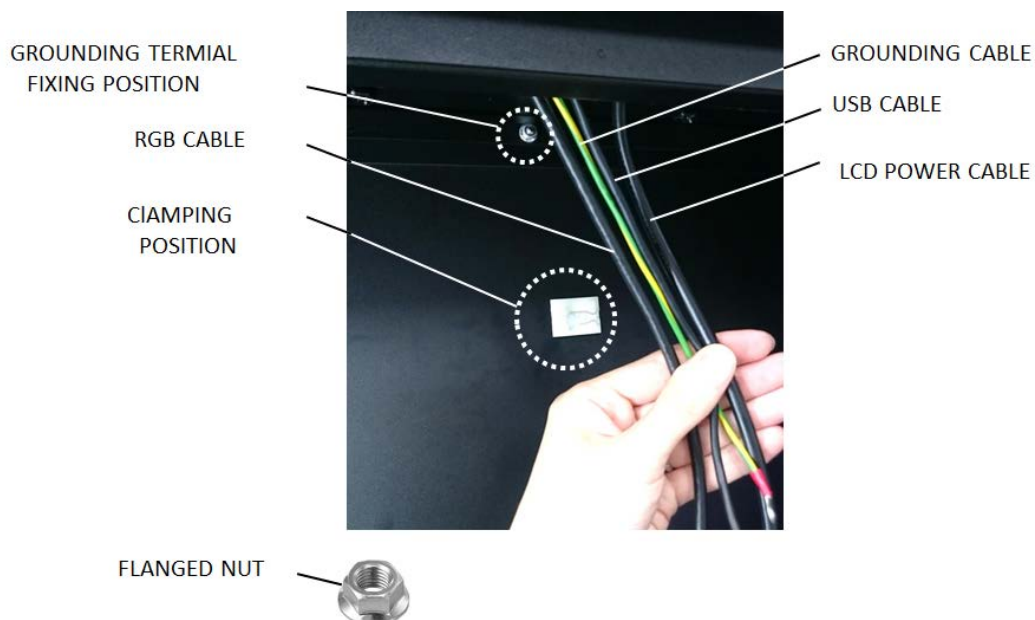
- 2 Open the face door and fasten the LCD unit from inside of the main cabinet with two bolts.



6-3 FIG. 02

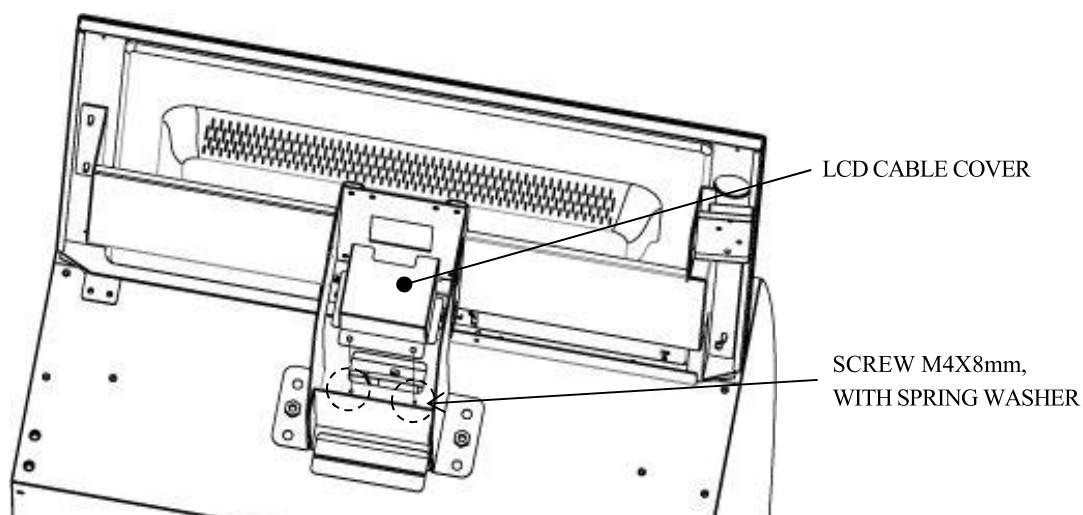
- 3 Pass the CCD CABLES from the LCD unit to the main cabinet. Then, pass the RGB CABLE, LCD POWER CABLE, and GROUNDING CABLE bundled inside the main cabinet through to the LCD unit.

Fix the GROUNDING TERMINAL using a nut to the position indicated in the picture below.



6-3 FIG. 03

- 4 Connect the RGB CABLE and the LCD POWER CABLE to the LCD unit and secure the LCD CABLE COVER with 2 screws.



6-3 FIG. 04

6-4 PC INSTALLATION

- 1 Loosen the screw and use the maintenance key to unlock the maintenance door.



6-4 FIG. 01

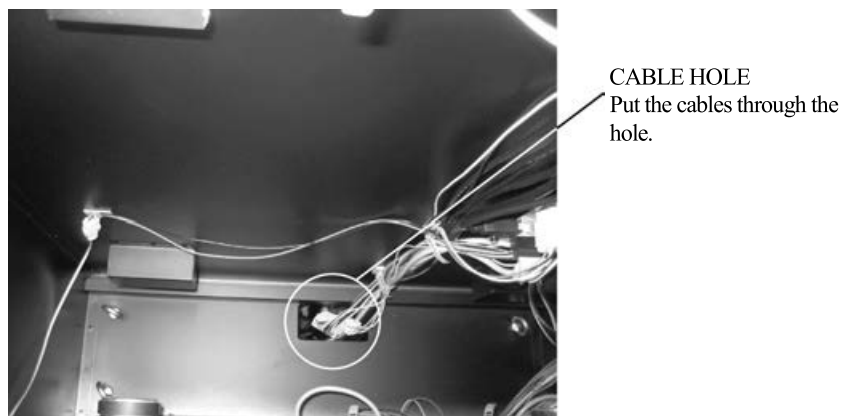
- 2 The PC is placed inside the ASSY LWR CABL. Fittings and connections may have loosened during shipping. Check all components and cables, especially the ones marked in the picture below, are fitted and connected properly.

Check the marked parts



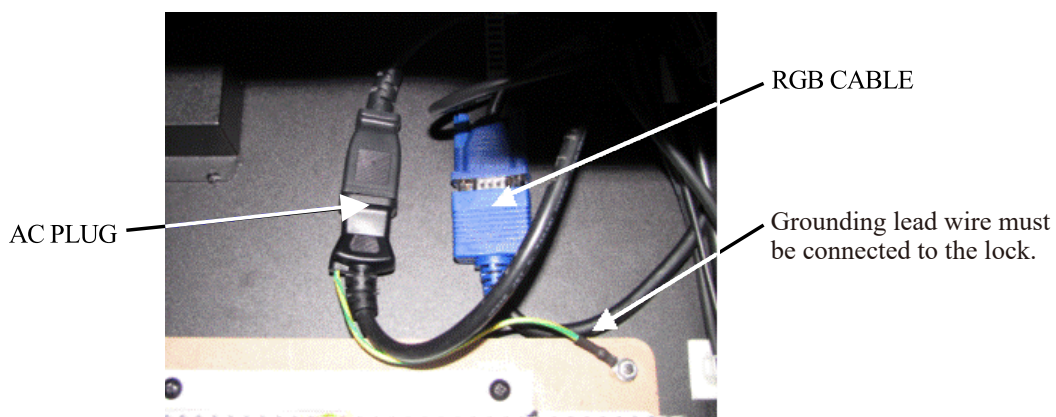
6-5 CONNECTING WIRES AND CABLES

- 1 Pass the cables bundled inside the main cabinet to the lower cabinet through the cable hole.



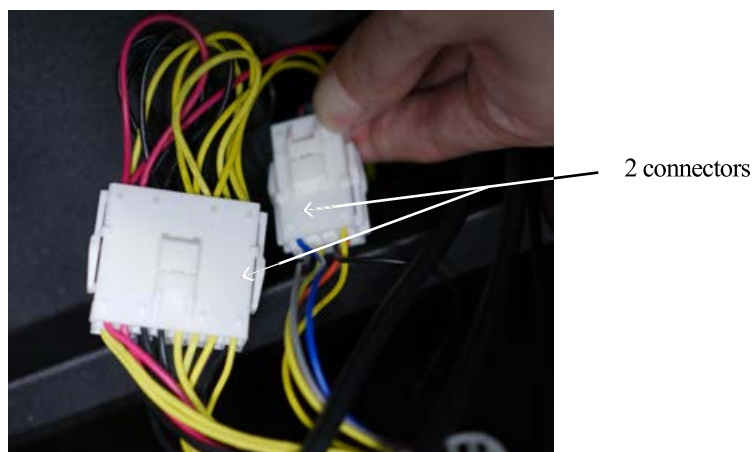
6-5 FIG. 01

- 2 Connect the RGB CABLE and AC PLUG from the main cabinet respectively to the RGB relay connector and AC socket placed in the top part of the lower cabinet.



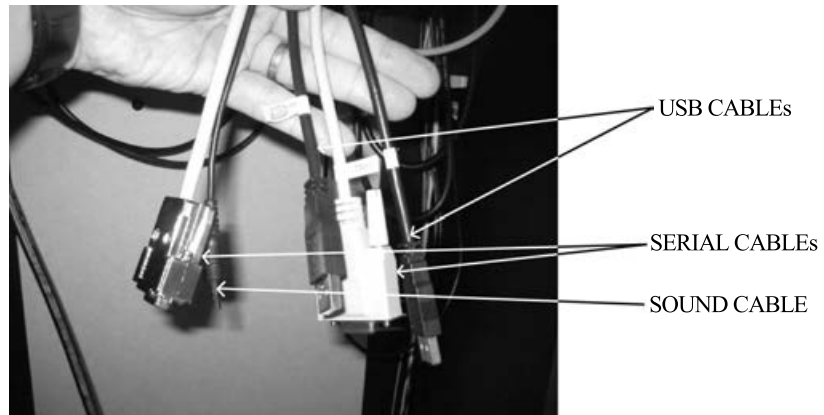
6-5 FIG. 02

- 3 Connect 2 cables from the main cabinet to the connectors (2 connectors) placed in the top part of the lower cabinet.



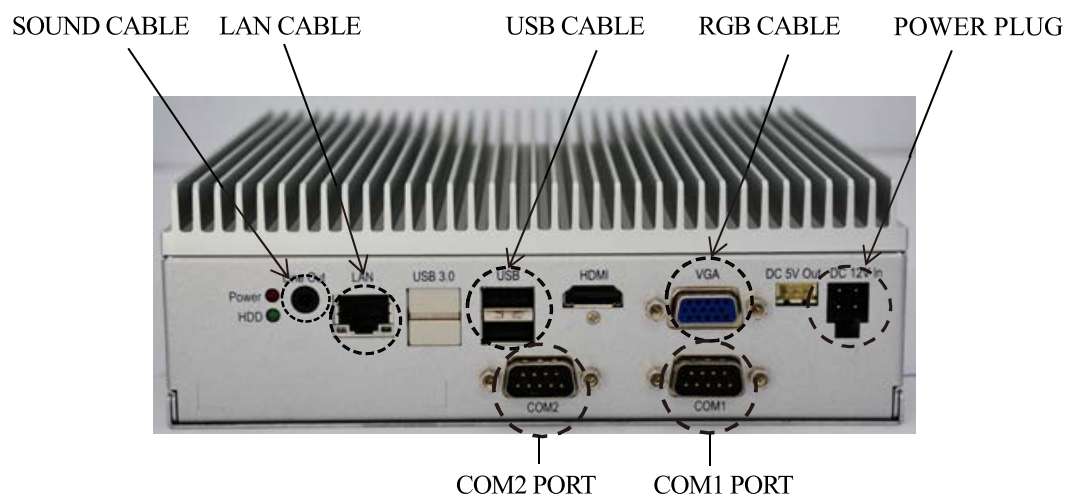
6-5 FIG. 03

- 4** Connect the cables came from upper part of the main cabinet to the connectors on the PC.

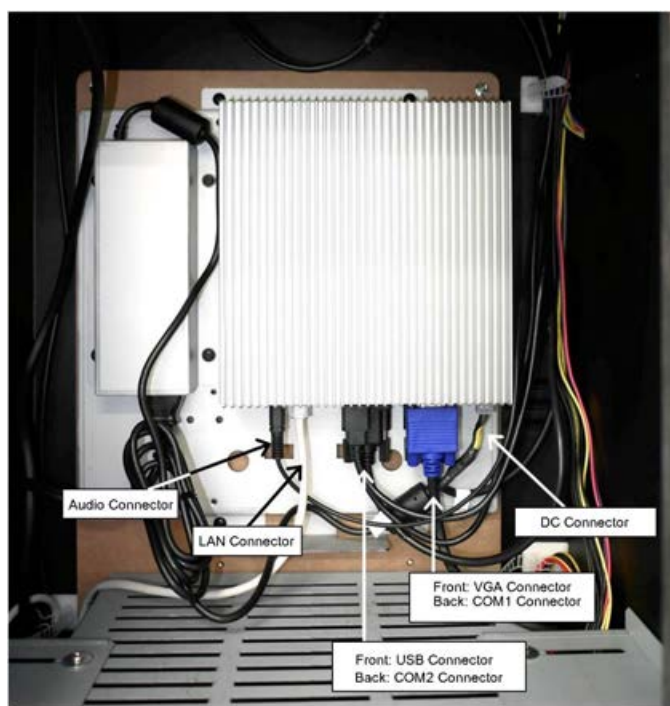


6-5 FIG. 04

- 6 Connect the cables to the applicable connectors on the PC. The USB Cable can be connected to any of the 2 USB connectors. Connect the SERIAL CABLES to their designated COM ports.



6-5 FIG. 07



6-5 FIG. 08

- 7 Connect the PC POWER CABLE and RGB CABLE placed in the lower cabinet to the PC.

6-6 SECURING IN PLACE

WARNING

- The cabinet should be moved together with two or more persons. Moving it by yourself is difficult and could lead to an accident. For details, see Chapter 7 “Precautions when moving the Machine”.
- Carefully adjust the position of adjusters and step, and make sure the product is installed horizontally.

Install the product in place where people will not accidentally be hit by the players’ darts.

The product should be located to the wall by rear.

Do not install it in a place where people will be walking by.

Locating the Product to the wall by rear

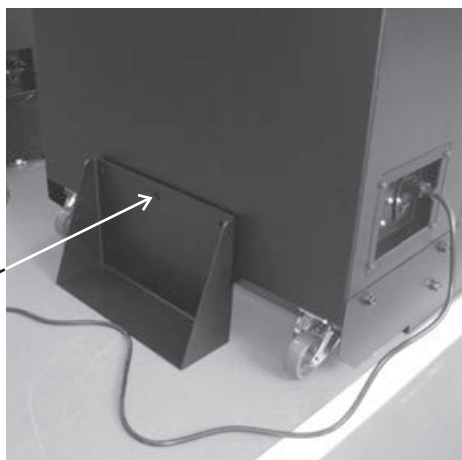
- 1 Locate the product to the wall by rear and remove 4 screws and remove the step board. Lower the front adjusters and the rear adjusters until they touch the ground to stabilize the cabinet.

- 2 Affix the step board with the 4 screws.

Fastening the Product not to the Wall

- 1 After fixing the adjuster, to set up the lower L bracket (accessory) on ground in the back of lower cabinet, it is fixed with 3 bolts.

3 pcs of hexagon head bolt M8 x 16 mm,
with spring washer



6-6 FIG. 01

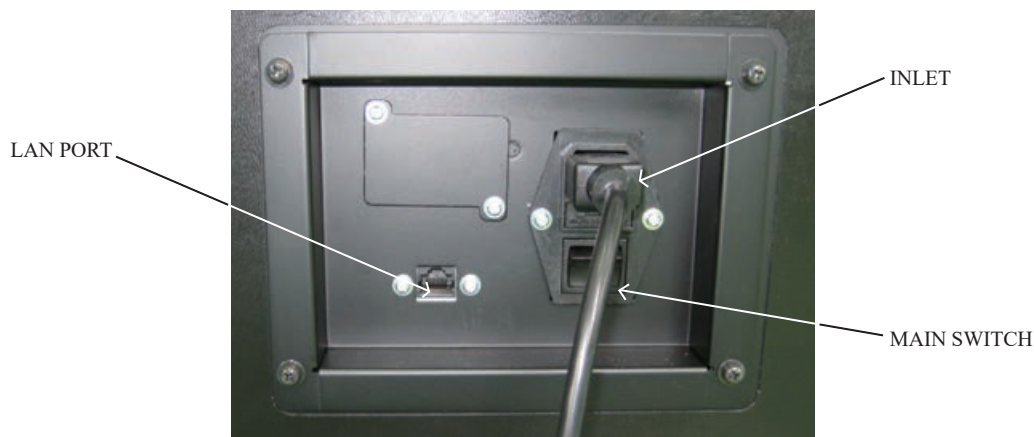
6-7 CONNECTING THE POWER CORD AND EARTH(GROUND)

WARNING

- Use the power supply equipped with an earth leakage circuit breaker. Use of power supply without such a breaker could result in fire if there is an electricity leakage.
- Prepare a securely grounded indoor earth terminal. Without proper grounding, customers could get electric shock and product operations might not always be stable.
- Do not expose the power cord or earth wire. If these are exposed, customers could stumble over them and easily damage them. If these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them.
- After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock.

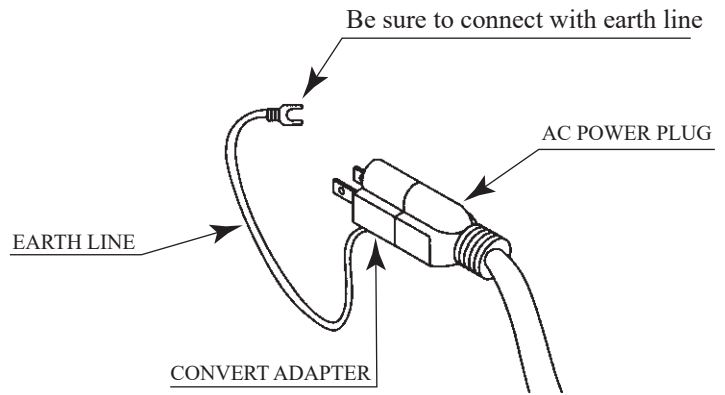
The AC unit has main switch, LAN port and Inlet which connects the Power Cord.

- 1 Confirm that the main switch is turned OFF.



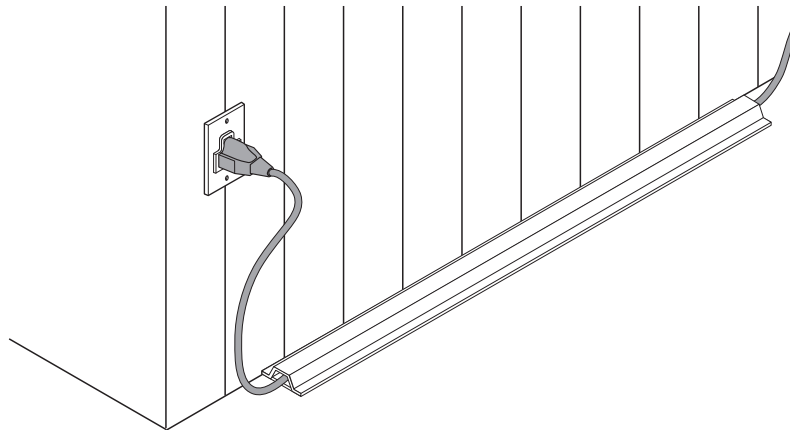
6-7 FIG. 01

- 2** Fully insert the power cord connector on the power plug into the AC unit inlet. Accessory power cord has earth line built-in. Connect the power cord to the AC unit then insert the power cord plug into a “power outlet with earth terminal.” If you connect the power cable using by other power cable or adapter which is no “power outlet with earth terminal,” be sure to establish earth by some other means; for example, by connecting the AC unit earth terminal to an earth wire with an earth mechanism prepared separately.



6-7 FIG. 02

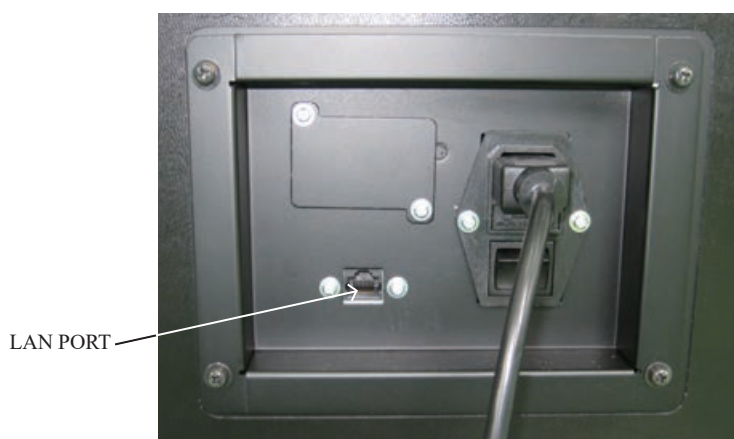
- 3** Protect the power cord with wire cover and lay out the power cord.



6-7 FIG. 03

6-8 ASSEMBLING CHECK AND STARTUP PREPARATIONS

- 1** Turn ON the main switch then power on the machine
- 2** Unlock the face door with maintenance key and open it.
- 3** Refer to “System maintenance menu” in Service Manual and configure the game setting, coin setting and other settings.
- 4** Refer to the “Test menu” in Service Manual and check the operation and input devices.
- 5** Connect the accessory LAN cable to the LAN port. See “6-10 Preparations for Online Startup” for details on connecting to the network.



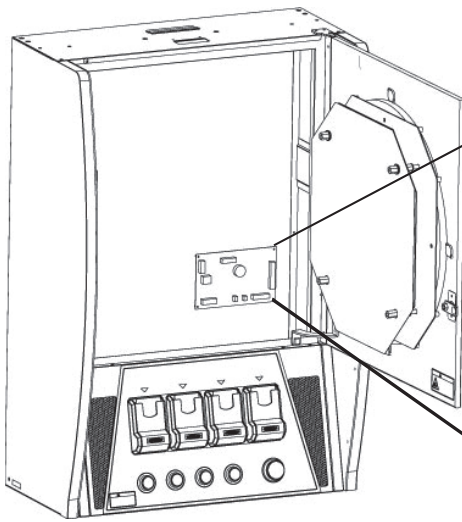
6-8 FIG. 01

6-8-1 Sound volume Adjustment

- 1 Unlock the face door with the maintenance key and open it. The volume adjustment knob is beside the stereo jack on the I/O board on the back of the face door.
- 2 Turn the knob to adjust the speaker volume. This setting will determine the volume setting range on the test menu. as described in “9-2-4 Sound Test.”
(At the time of shipment, the volume level is set at MAX.)

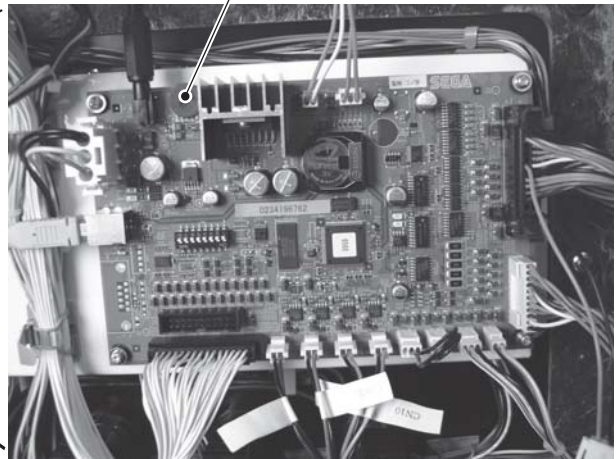
If the volume adjustment knob is turned to MIN, there will be no sound output when configuring the volume adjustment setting in test mode.

If the volume adjustment knob is set to anything other than MIN, the volume adjustment setting in test mode can be configured from 0 to MAX.



6-8-1 FIG. 01

VOLUME ADJUSTMENT KNOB



6-8-1 FIG. 02



6-8-1 FIG. 03 Volume adjustment knob

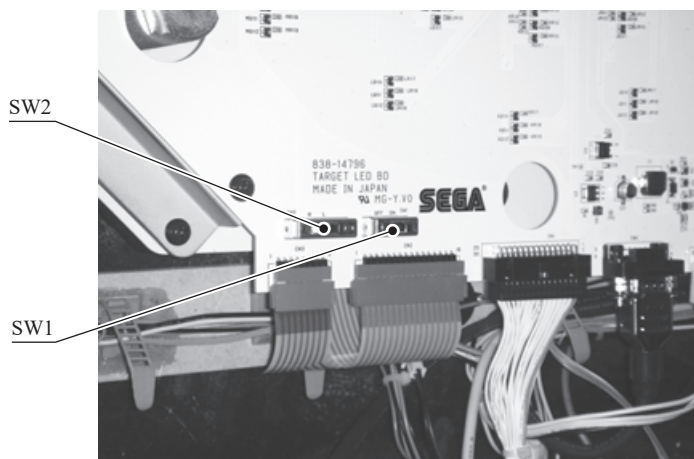
6-8-2 Adjusting LED Brightness

1 Unlock the face door with the maintenance key and open it. There are LED brightness adjustment switches on the bottom left of the board.

2 SW1 on the right turns the LED lights ON and OFF.

3 SW2 on the left adjusts the brightness to one of three levels (Low, Medium and High).

NOTE: See "9-2-7 LEDTest" for details on the LED test.



6-8-2 FIG. 01

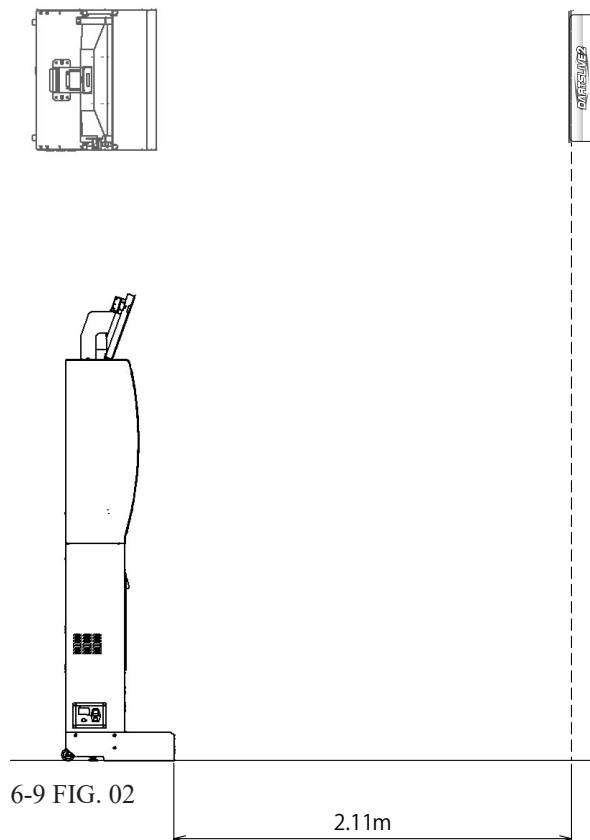
6-9 AFFIXING THE THROW LINE STICKER

STOP

Important

According to the rules, the center of the board is a standard starting point for measuring throwing distance. The position of the throw line sticker, i.e. the position from which the darts (arrows) are thrown, is 2.44 m from directly below the center of the board, set at a height of 1.73 m. The margin of error is ± 15 mm. Note that it is not the distance from the wall.

It is based on the distance from the front side of step, affix the throw line sticker to the floor parallel to the cabinet in the across-the-width direction.



6-9 FIG. 02

2.11m

6-10 PREPARATIONS FOR ONLINE STARTUP

The network service application must be submitted and reviewed prior to using “DARTSLIVE2” online (using the network).

The followings are required for online startup. In some cases the requirements may not match the list below.

Initial construction	Network line installation.
Router (*1), modem (*2)	Use the prescribed router.
Power supply	4 outlets for darts machine, router and modem.
Shop ID and password	The ID and password provided by the company installing the router.
Activation setting	The network setting for “DARTSLIVE2” provided by the dealer.
Hub	Required when connecting more than one “DARTSLIVE2” machine.
Dealer ID and password	The ID and password issued when completing official dealer registration.

(*1) A router is a network device for connecting different networks. It is installed at a branch point connecting multiple LAN cables, and relays data on one network to other networks.

(*2) A modem is one of the network device. It converts digital data into audio signals and sends it along telephone lines, and converts audio signals from telephone lines into digital data. Optical fiber lines are called optical network units.

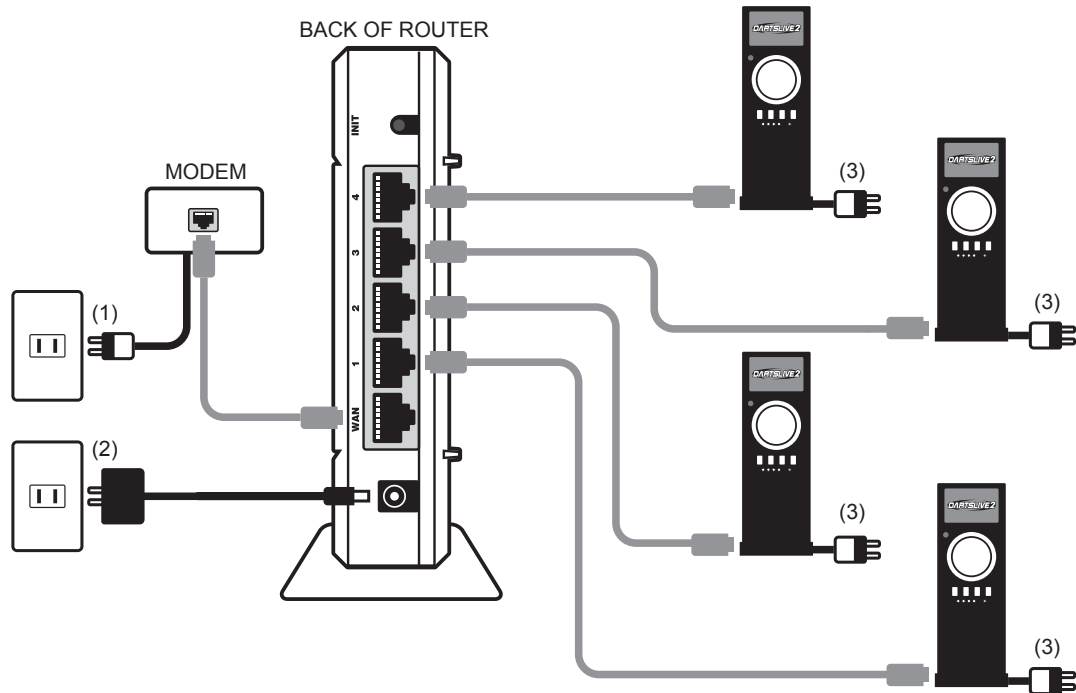
6-10-1 Connecting to the Network/Standard Connection

Connect up to 4 “DARTSLIVE2” machines to the network with the following procedure.

After connecting the LAN cables as shown in the figure, turn on the power supplies in order from (1) to (3).

NOTE: The power supply for (3) “DARTSLIVE2” can be turned on from any machine.

When connecting 5 or more “DARTSLIVE2” machines, a separate hub will be required, so refer to “6-10-2 Connecting Multiple Machines to the Network/Using a Hub.”



6-10-1 FIG. 01

6-10-2 Connecting Multiple Machines to the Network/Using a Hub

STOP IMPORTANT

- When using a hub, it is advisable to use the hub (BUFFALO LSW-TX8NS) recommended by DARTSLIVE Co., Ltd. However, there are no restrictions on using other hubs.
- Connecting other devices besides “DARTSLIVE2” and “TouchLive” to the “DARTSLIVE” router is prohibited by the contract.

Note that if other devices are connected, normal connection of “DARTSLIVE2,” “TouchLive” or the router cannot be guaranteed.

Prepare a hub to connect 5 or more “DARTSLIVE2” machines.

When using a hub, connect the router and hub using a LAN cable.

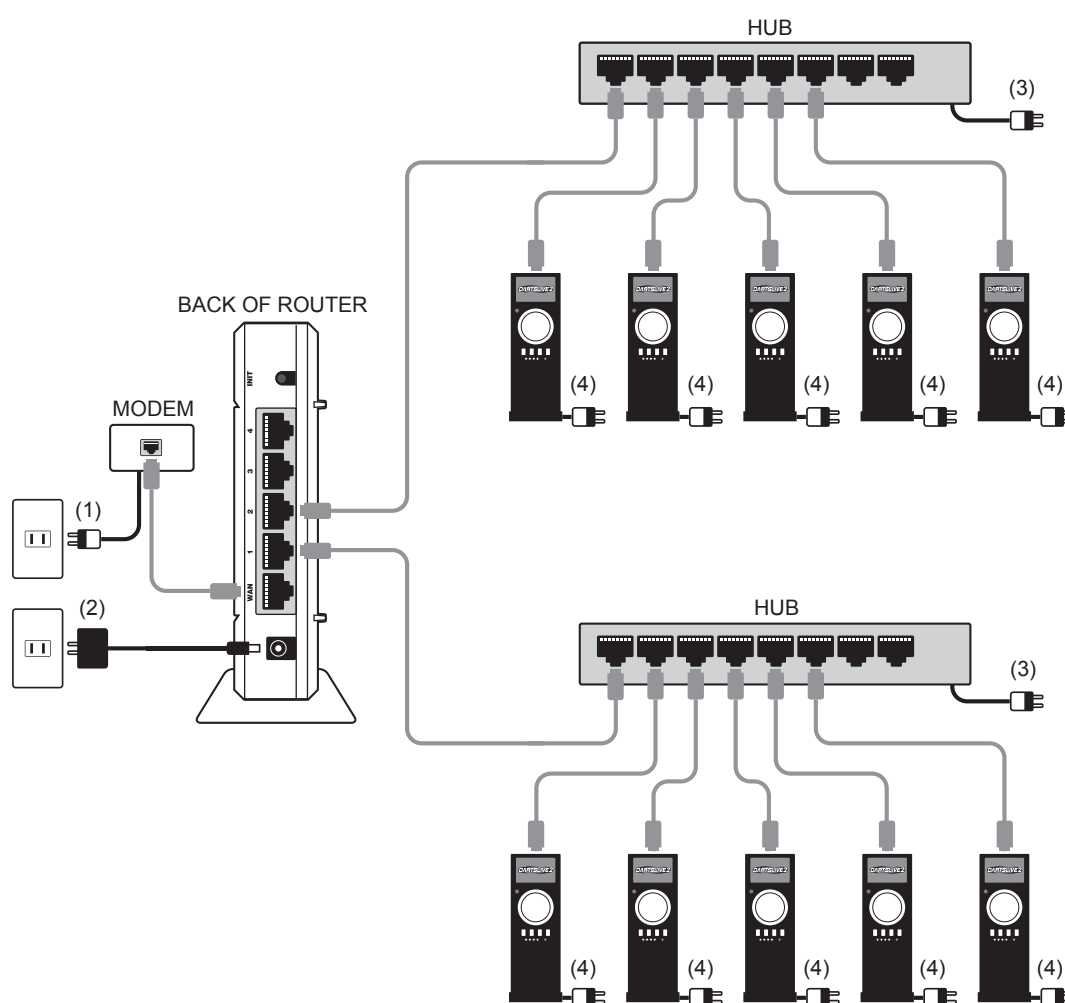
The router is connected to “DARTSLIVE2” via the hub.

Turn on the power in order from (1) to (4).

NOTE: The power supply for (4) “DARTSLIVE2” can be turned on from any machine.

If connecting multiple “DARTSLIVE2” machines, contact DARTSLIVE Co., Ltd.

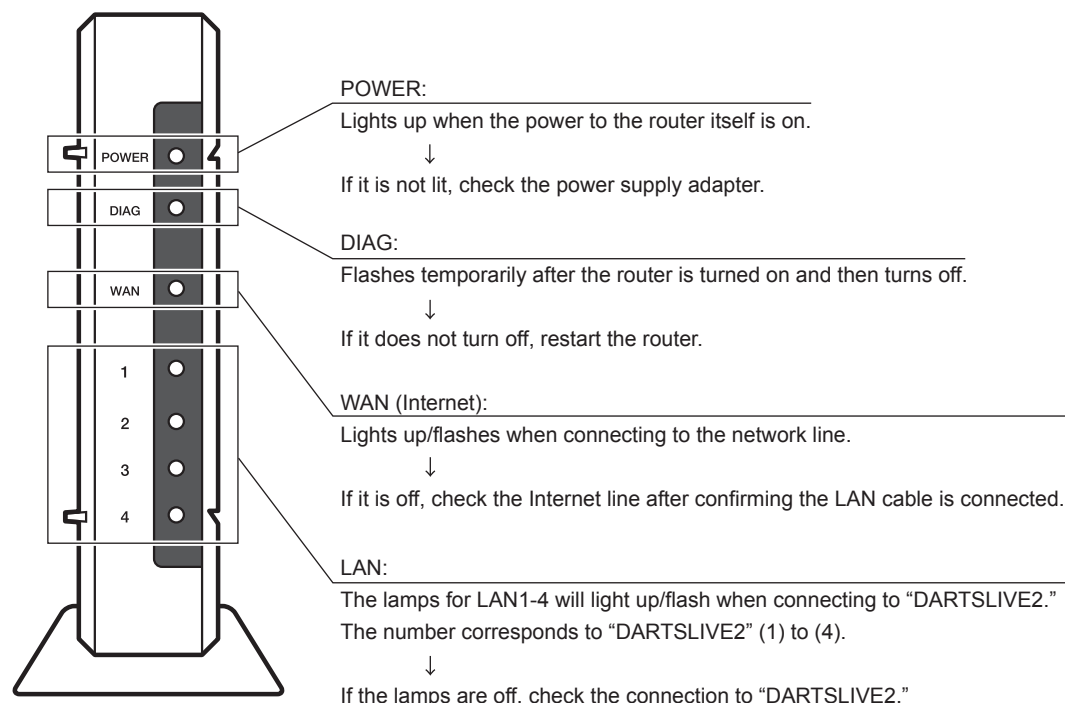
The connection settings are basically the same even when using a hub (See 6-10-1).



6-10-2 FIG. 01

6-10-3 Checking the Connection Status with the Router

After connecting the LAN cable and turning on the power, check the 3 LEDs on the front of the router. If the network is working properly, the POWER, WAN (when modems or other network devices are connected) and LAN (hub) lamps will light up. Checking these LEDs can sometimes identify the cause of network problems.



6-10-3 FIG. 01

<Network Trouble Shooting>

SYMPTOM	CAUSE/WHAT TO INSPECT	COUNTERMEASURES
"DARTSLIVE2" screen froze.	—	Turn Off then Turn On the power.
Only 1 machine is not online.	The LAN cable connection may be loose.	Check the slot on the hub and/or router connecting "DARTSLIVE2."
No "DARTSLIVE2" machines in one area will go online.	Check the hub LED to make sure it is on.	Turn Off then Turn On the power if it is not lit. If the LED is not lit, check to make sure the right kind of LAN cable is being used.
	Check the LAN cable connection between the router and hub. The hub may have frozen.	Turn Off then Turn On the power.
	Check the router. (1) Is the power on? (2) Is it frozen?	(1) Check the LED. (2) Turn Off then Turn On the power. If the LED shown in 3-3 FIG. 01 is on, then it is working normally. Refer to the router manual for LED details.
No "DARTSLIVE2" machines in all area will go online.	Is the LAN cable connection loose?	Check the LAN cable slots.

6-11 STARTING UP A NEW MACHINE ONLINE (ACTIVATION)

STOP IMPORTANT

Do not turn off the power while data is being downloaded. Doing so can cause malfunctioning.

<Operations When Starting Up the Machine>

The machine checks for the latest program and data at startup if there is an online connection.
If it shows “=====>” at the bottom as in the figure below, data is being downloaded.

```
--20:20:19-- http://*****  
=>'dl.sh'  
Connecting to *****...connected.  
HTTP request sent, awaiting response... *** OK  
Length: *****[application/x-sh]  
  
100%[=====>]*****          --.-k/s  
  
--20:20:19-- (***** MB/s) - 'dl.sh' saved [****/****]  
  
check update...  
/bin/rm: cannot lstat '****.tar.gz' : No such file or directory  
--20:20:19-- http://*****  
=>'download/****.tar.gz.md5'  
Connecting to *****...connected.  
HTTP request sent, awaiting response... *** OK  
Length: *****[application/x-gzip]  
  
100%[=====>]*****          --.-k/s  
  
--20:20:19-- (***** MB/s) - 'download/****.tar.gz.md5' saved [****/****]  
  
MD5 Bad  
--20:20:19-- http://*****  
=>'****.tar.gz'  
Connecting to *****...connected.  
HTTP request sent, awaiting response... *** OK  
Length: *****[application/x-gzip]  
  
100%[=====>]*****          --.-M/s
```

6-11 FIG. 01

6-11-1 Activation

“Activation” is required when starting up a new machine for the first time after connecting to the network.

Note that in addition to starting up a new machine, activation is also required when transferring registration to a new machine due to problems with another one.

Note that when activation is complete, online service and associated charges will begin. The activation screen will be displayed when connecting a new machine or a machine with a new I/O board to the network.

See “6-10 Preparations for Online Startup” for details on how to connect.

The information necessary for activation is as follows:

Registered dealer ID	The ID issued by DARTSLIVE Co., Ltd. during dealer registration.
Dealer password (PIN)	The PIN issued by DARTSLIVE Co., Ltd. during dealer registration.
Registered shop ID	The shop ID provided when configuring network connection settings.

This information is checked against the database and upon authentication, the activation is complete.

Once the activation is complete, the game can be started up online.

In addition to the above information, the following information is required when transferring registration to a new machine due to problems with another one.

Old machine ID	Unique machine ID is stored on the I/O Board. The machine ID is printed on a sticker on the I/O board.
-----------------------	---

NOTE: The I/O board connected to “DARTSLIVE2” is made specifically for “DARTSLIVE2.” Note that it cannot be used with “TouchLive.”

6-11-2 Setup/New Machine Activation

The following are the procedures for registering a new “DARTSLIVE2” machine and configuring it for online play.

1 Turn on “DARTSLIVE2” while connected to the network.

2 The activation screen will come up. (6-11-2 FIG. 01)

Select “NEW MACHINE REGISTRATION” with the Start Button.

If the menu screen comes up instead of the activation screen, there may be a problem with the network connection. In such a case, see “11. Troubleshooting.”



6-11-2 FIG. 01

To continue registration, press the P1-P4 Start Buttons and proceed with the operations.

3 Enter the "DEALER ID" , "DEALER PASSWORD" , and "SHOP ID" in that order.

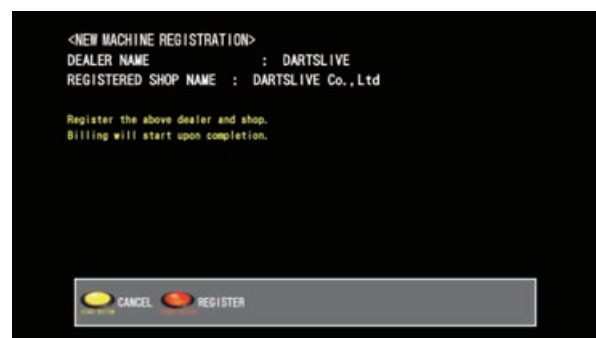
Number input	Hit the target segment to input the numbers. The last digit on the target segment will be entered.
Correction	Move the cursor back with the Change Button. Move the cursor back to the place to be corrected and reenter the number.

NOTE: If there is something wrong with the input, a message will be displayed at the bottom of the screen.

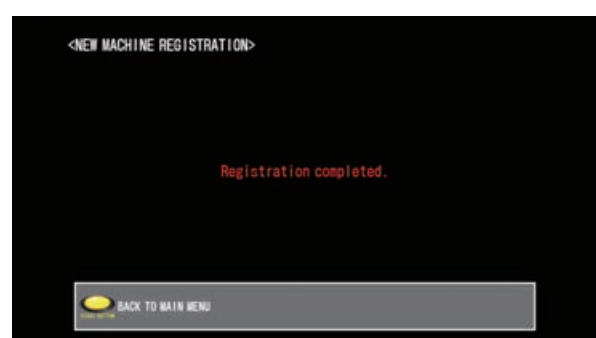
4 The "DEALER NAME" and "REGISTERED SHOP NAME" to be registered will be displayed.



6-11-2 FIG. 02

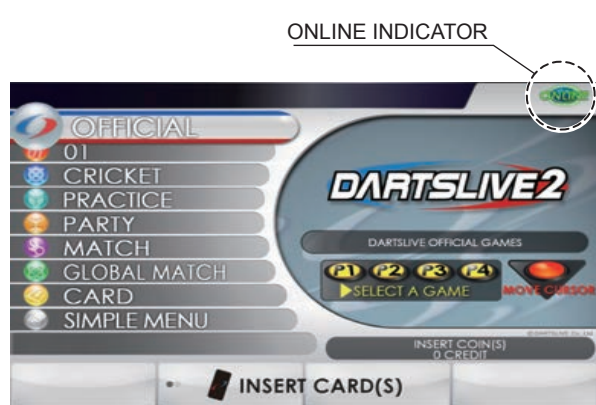


6-11-2 FIG. 03



6-11-2 FIG. 04

5 Press the Start Button to go to the Main Menu in online mode.



6-11-2 FIG. 05

6-11-3 Activation for Transferring Registration (Old I/O Board → New I/O Board)

The following procedures are required when replacing an I/O board or transferring registration to a new machine from an old one.

1 Turn on the power to “DARTSLIVE2” while connected to the network.

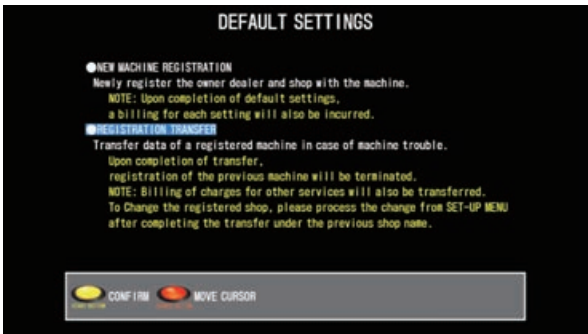
2 The activation screen will come up. (6-11-3 FIG. 01)
Select "REGISTRATION TRANSFER"
with the Start Button .

If the menu screen comes up instead of the activation screen, there may be a problem with the network connection. In such a case, see “12. Troubleshooting.”

To continue registration, press the P1-P4 Start Buttons and proceed with the operations.

3 Enter the "DEALER ID" , "DEALER PASSWORD" , "previous MACHINE ID" and "SHOP ID" in that order.

Number input	Hit the target segment to input the numbers. The last digit on the target segment will be entered.
Correction	Move the cursor back with the Change Button. Move the cursor back to the place to be corrected and reenter the number.

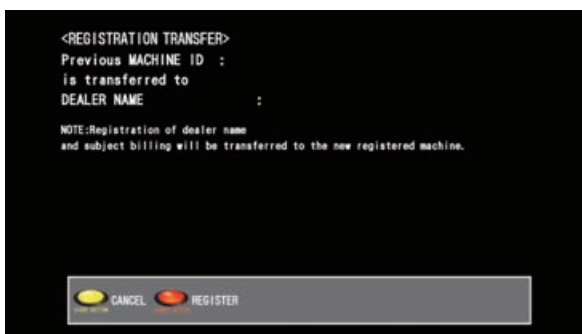


6-11-3 FIG. 01

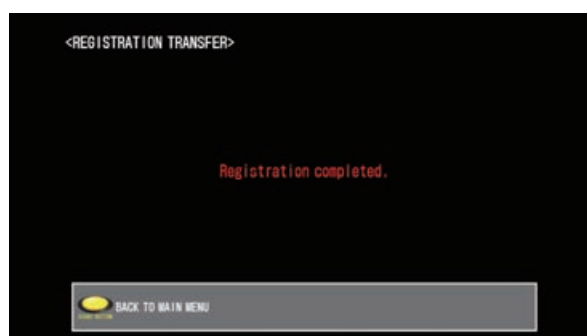


6-11-3 FIG. 02

- 4** The "DEALER NAME" and "REGISTERED SHOP NAME" to be registered will be displayed. Check the information. Press the Change Button to complete the registration.



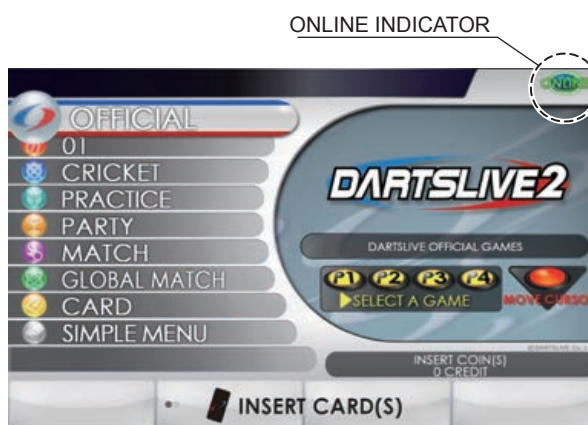
6-11-3 FIG. 03



6-11-3 FIG. 04



- 5** Press the Start Button to go to the Main Menu in online mode.



6-11-3 FIG. 05

<What to do if the activation screen does not come up>

If the activation screen does not come up on an unregistered machine, it may not be properly connected to the network. If the power is turned on while the cable to the router is unconnected, it will start up in offline mode and activation can not be processed. Contact DARTSLIVE Co., Ltd. for details.

<What to do to change registered information>

If you need to change the information registered during activation (registered dealer, registered shop), change the settings from the System Maintenance Menu. See "9-1-7 DARTSLIVE Online Settings" for details.

6-12 POSTING ANNOUNCEMENTS

Shop information can be posted on the Web.

- Send messages to “DARTSLIVE2” machines in the shop.
- Place the shop’s information in the “Shop Search” on the official DARTSLIVE website.
- Create messages for players who have registered the shop as their home shop on their IC cards.

Visit the following URL to enter messages and information and check out new functions.

<<http://www.dartslive.jp/adm/shopmenu/login.jsp>>

To log in to the special shop page you will need:

- Shop ID
- Shop password

7 PRECAUTIONS FOR MOVING THE MACHINE

WARNING

- Always unplug the machine when moving it. Failure to do so could damage the power cord, resulting in fire or electric shock. When moving the machine, be careful not to step on the power cord or damage the cord.
- When moving the machine, do not push the cabinet from the side. Doing so could cause the cabinet to tip over, resulting in personal injury or damage to the parts.
- Do not move this product without disassembling it. Always take off the LCD unit and separate the main and lower cabinets. Failure to do so could damage the joint or attachment areas, resulting in electric shock, short circuits or fires.

CAUTION

Do not press on the LCD or molded parts. Careless handling could break the parts, and the fragments could lead to injuries.

Take the LCD unit, main cabinet and lower cabinet apart to move the product.



7 FIG. 01

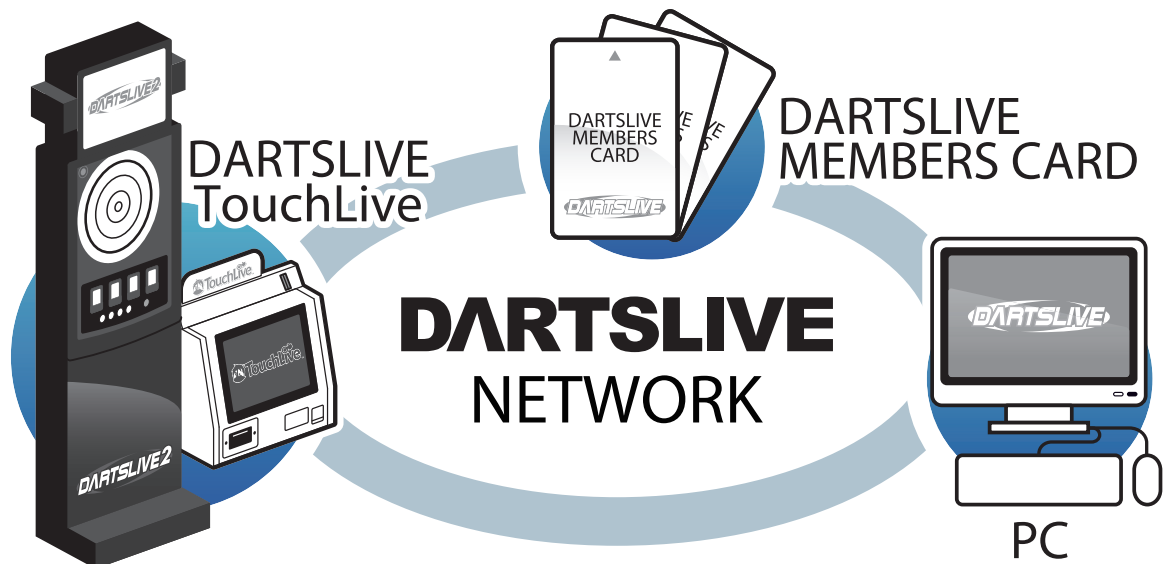
NOTE: The step does not need to be removed when moving the product.

8 PLAYING THE GAME

8-1 OUTLINE

“DARTSLIVE2” is equipped with a network function to connect the shop (place where the DARTS machine is installed), DARTSLIVE members’ card (“IC card”), customers (PC, etc.) and “TouchLive” to each other.

Through the use of a network, various gameplay elements are provided for a more engaging and enjoyable DARTS experience.



8-1 FIG. 01

Connecting DARTS machines all over the country via a network has enabled the following new gameplay elements and services:

- Ranking (nation-wide and by shop)
- Individual score management
- Past competition results
- Information sharing between friends and within groups
- Display of personalized messages on the DARTS machine
- Home shop registration (enhancing shop and customer relationship)
- Limited-time-only events

“DARTSLIVE2” introduces the following new games and services:

- Network play
- Screen customization
- Video display using a camera
- Handle name setting function
- Group flag function



8-1 FIG. 02

8-2 COMPONENTS

8-2-1 DARTSLIVE Members Card (IC Card)

Use of an IC card enables browsing and management of personal data stored on the “DARTSLIVE server” (the “server”). A single card can be used to manage flights, ratings, stats, wins/losses and other records.

Player’s name and competition records can also be displayed on the machine. These IC cards can be used on “DARTSLIVE2” and “TouchLive” at any shop connected to the network.

NOTE: Game data on machines without network support will not be updated.

In conjunction with the network (PC, etc.) service, there are functions enabling performance level monitoring, sharing of information with group members, group rankings and home shop registration system for enhancing shop and customer relationship.

Official DARTSLIVE website: <<http://www.dartslive.com/>>

IC cards are sold to customers at shops where DARTSLIVE is installed.

There is a space for writing your name on the back of the card. After purchasing a card, write your name on it to avoid confusion with other customers.



8-2-1 FIG. 01

8-2-2 Rankings

When online, the machine can be set to always display the latest nation-wide rankings. The following games' rankings can be viewed:

- COUNT-UP
- CRICKET COUNT-UP
- EAGLE'S EYE

The latest nation-wide and shop rankings are displayed during the advertising mode (standby mode).

The window is brought up by placing the cursor over the name of the game on the submenu and tapping the board.

- Nation-wide/in-store rankings
- Results of previous game
- Rules

The “ Monthly ranking ” are displayed when one of the Start Buttons (P1-P4) is pressed while viewing the “ Domestic ranking ” .

Various rankings are available on the official DARTSLIVE website in addition to personal records.

8-3 HOW TO PLAY

Basic operation: Select game

- Start Button

Yellow Button	When selecting category	Set category.
P1-P4 Button	When selecting game	Set number of players.

- Change Button

Red Button	When selecting category or game	Move cursor.
	During game	Go to next round. Change players.

8-3-1 How to Start the Game

- 1** Insert the IC card into the card reader. For doubles, insert 2 cards together into the same reader one on top of the other.
Skip this step if an IC card is not used.
- 2** Choose the game category you want to play on the Main Menu screen. Use the Change Button to move the cursor and press one of the Start Buttons (P1-P4) to confirm the selection.
- 3** The number of credits necessary for the number of players is displayed in a box at the bottom left of the screen. Insert the necessary number of coins to play. Coins can be inserted at any stage.
- 4** Move the cursor to the game you want to play on the Submenu screen and press the Start Button (P1-P4) corresponding to the number of players (teams) to begin the game. The buttons are, from left to right: P1 (1 player or team), P2 (2 players or teams), P3 (3 players or teams) and P4 (4 players or teams).
Some games have restrictions on the number of players.

8-3-2 Shortcut Functions

By holding down the Change Button on the Main Menu or the Submenu and pressing the P1-P4 Start Buttons, you can use the shortcut functions.

Change button + P1 Start Button	Shortcut to 01 submenu.
Change button + P2 Start Button	Shortcut to CRICKET submenu.
Change button + P3 Start Button	Shortcut to PRACTICE submenu.
Change button + P4 Start Button	Shortcut to PARTY submenu.
Change button + P1 and P2 Start Buttons	Shortcut to MATCH submenu.
Change button + P3 and P4 Start Buttons	Shortcut to NETWORK PLAY submenu.
Change button + P1 and P3 Start Buttons	Shortcut to RECOMMENDATION submenu.
Change button + P2 and P4 Start Buttons	Shortcut to CARD menu.

8-4 USING IC CARDS

8-4-1 IC Cards

Cards are sold to customers (players) at the shops.

- When an IC card is inserted into the card reader and used with the game, the player's flight information, stats and play results are stored on the server. Various data can be registered and authenticated by linking to other client machines ("machines").
- The various data can be easily accessed by connecting to the "DARTSLIVE" website's members page (via PC, etc.) and entering the access code printed on the back of the IC card.

NOTE: You can bypass entering the access code every time by bookmarking the member's TOP page.

- By inserting the card into the card reader before the game starts, it will automatically access the database and record the game results and scores.

Removing the card during the game does not affect the data.

8-4-2 IC CARD SYSTEM OVERVIEW

- The name registered when accessing the server is displayed as "Player Name" on the screen.
- "Player Name" will be displayed when the IC card holder is ranked.
- If no name has been registered, "NO NAME" + the 4-digit access code will be displayed. The access code is printed on the back of the card.
- Scores and other data stored on the server can be accessed and viewed.
- The frequently visiting shop can be registered as the "Home Shop" on the machine. For details, see "8-4-6 Registering Home Shop Using IC Card" below.

NOTE: Stats, flight information and other records are in accordance with the "DARTSLIVE" standards.

8-4-3 IC Card Usage

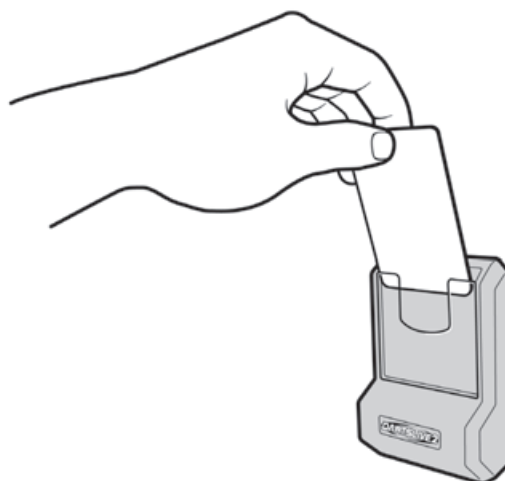
- Only IC cards sold at the shops can be used.
The IC cards can be used online with both "DARTSLIVE2" and "TouchLive."
- Insert the card before starting the game. The card will not be read if it is inserted after the game has already started.
- Once the game starts, do not remove the IC card until it ends.
- Depending on the status of the network connection, the game results may not be updated even if the IC card was successfully read. In such cases, the data and information status can not be guaranteed.
- Up to 2 IC cards can be inserted into a single card reader (when playing doubles).
- The IC cards are precision devices. Do not place them near magnets, bend them, get them wet, etc.
- Data that is lost or corrupted cannot be recovered. No guarantees or refunds will be provided.
- Data from a card that has been lost can be transferred to another unused card.

Visit the member's page at <<http://www.dartslive.com/>> to perform the "card data transfer" procedures.



Insert the card into the slot at the top of the card reader. There are Four(4) IC CARD slots. Two(2) IC cards can be inserted into each slot and a maximum of 8 cards can be processed simultaneously.

In singles mode, it goes from left to right: P1, P2, P3 and P4. Player names are displayed at the bottom of the screen after the machine reads the IC cards.



8-4-3 FIG. 01



Inserting 2 IC cards into the same slot switches the player mode to doubles. Likewise singles mode, player names are displayed at the bottom of the screen.

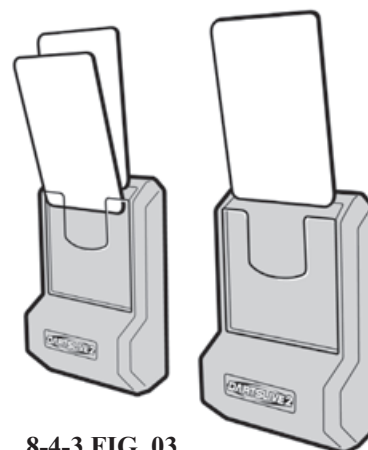
Insert the IC cards in the correct direction. Data may not be read if inserted incorrectly.



8-4-3 FIG. 02



For trios mode, insert Three(3) IC cards into card reader 1 and 2, and Three(3) IC cards into card reader 3 and 4. Insert the cards in the correct direction. Data may not be read if inserted incorrectly.

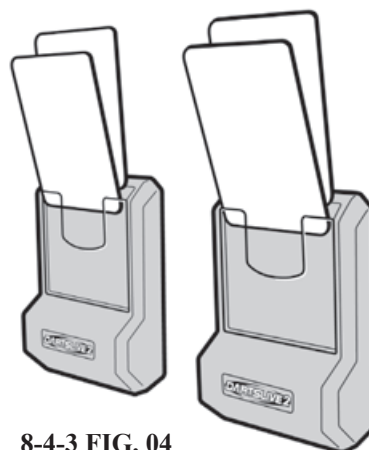


8-4-3 FIG. 03



For gallon mode, insert Four(4) IC cards into card reader 1 and 2, and Four(4) IC cards into card reader 3 and 4.

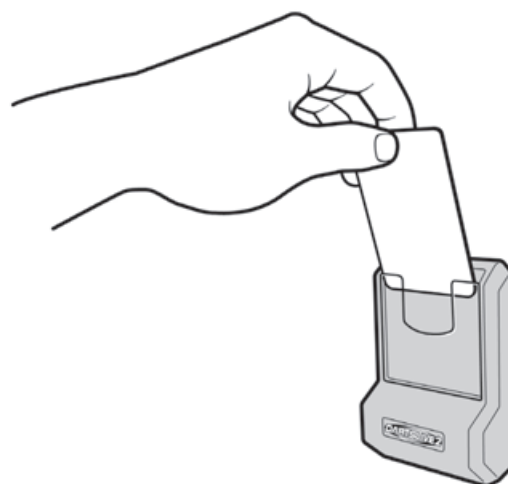
Insert the cards in the correct direction. Data may not be read if inserted incorrectly.



8-4-3 FIG. 04

8-4-4 Removing IC Cards

Pull the IC cards straight up out of the card readers. Not doing so may damage the cards. Once the game starts, do not pull the cards out until the game ends.



8-4-4 FIG. 01

8-4-5 Checking Data on IC Cards

Insert the IC card and select CARD on the Main Menu to check the data on the card. The data includes the player name, home shop name, stats, ratings, flights and other information stored on the server.



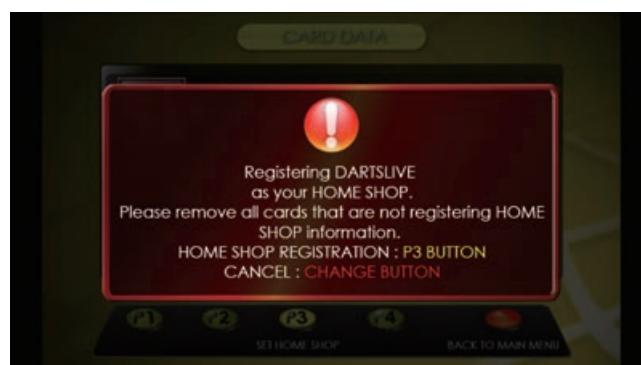
8-4-5 FIG. 01

8-4-6 Registering Home Shop Using IC Card

Select CARD on the Main Menu and press the P3 Button to register the home shop, regardless of the number of cards inserted.

Home Shop Registration:

Use the P3 Button to register the shop where the game is currently being played as the home shop. The home shop for all cards inserted in card readers 1 to 4 will be changed simultaneously.



8-4-6 FIG. 01

8-4-7 Rating and Flight

After inserting an IC card and playing 01 GAME and STANDARD CRICKET ten or more times, the personal rating and flight information is calculated. The rating is necessary when participating in events, assigning automatic handicaps, etc.

Game Explanations

Bring up the option window by placing the cursor over the game name on the submenu and tapping the board. Select the Rule Menu to bring up the Rules screen.



8-5 FIG. 01

8-6 PLAYING OPTION

Press the yellow Button (Start Button) during the game to display the PLAYING OPTION screen for easy access to various game operations.

There are 9 functions under PLAYING OPTION.

SWITCH THE ORDER	Switch between singles and doubles and change throwing order
STAT RECALL	View results and other data from previous game
GAME SETTING	Various game settings
HANDICAP	Set handicap for 01 and CRICKET
REVERSE-A-ROUND	Go back 1 round
MY AWARD	Turn ON or OFF the MY AWARD display.
RULE	View detailed explanation of the game currently being played
BACK TO MENU	End game (if before throwing, credits will not be lost)
RETURN TO GAME	Go back to the game currently being played

• SWITCH THE ORDER

With Zero(0) or One(1) IC card:

Select SWITCH THE ORDER to bring up the window.

SWITCH ORDER WITHIN TEAM	Press the Start Button to switch between singles and doubles mode.
	The P1-P4 Start Buttons correspond to the 4 teams respectively.
SWITCH ORDER OF TEAMS	Press the Start Button to change the order of play.
	The P1-P4 Start Buttons correspond to the 4 teams respectively.

With Two(2) IC Cards:

Insert 2 cards into the card reader and select SWITCH THE ORDER to bring up the window.

SWITCH ORDER WITHIN TEAM	The P1-P4 Start Buttons correspond to the 4 teams respectively. The order of throwing is changed within the team.
SWITCH ORDER OF TEAMS	Press the Start Button to change the order of play.
	The P1-P4 Start Buttons correspond to the 4 teams respectively.

NOTE: This function cannot be used in the trios or gallon mode.

• STAT RECALL

Select STAT RECALL to view results and scores from previous games. It can be useful for assigning handicaps or keeping track of tournament results.

• GAME SETTING

In GAME SETTING, various options can be set as listed below:

- Adjust “Difficulty Level”
- Increase the variation of game play
- Set different handicaps for each player

HARD MODE	Condition settings for steel-tip darts (double-in, double-out, etc.)	
IN OPTION	Specify the first target to hit in game.	
	DOUBLE	Start by hitting the double segment.
	TRIPLE	Start by hitting the triple segment
	MASTER	Start by hitting either the double or the triple segment
	GRAND MASTER	When starting the game, a single bull is invalid under MASTER rule, and only a double bull counts.
OUT OPTION	Specify the last target to hit in game.	
	DOUBLE	Hit the double segment to check out.
	TRIPLE	Hit the triple segment to check out.
	MASTER	Hit either the double or triple segment to check out.
	GRAND MASTER	A single bull is invalid for the last target under MASTER rule, and only a double bull counts.
BULLSEYE	Set the awarding points for single and double bull. Select OFF, 25 points/50 points or 50 points/50 points.	
SHANGHAI	Check out by hitting the same number in the single, double and triple segment in a single round. (Used only in 01game)	
PARITY PLAY	Continue game until all players finish throwing the same number of round. (Used only in 01 game.)	
CUT THROAT	Points are added to other players. Available for CRICKET when there are 3 or more players. (Used only in CRICKET.)	

8-6 FIG. 01

List of Settings by Game

	01	CRICKET	COUNT UP
HARD MODE	•		
IN OPTION	•		
OUT OPTION	•		
BULLSEYE	•		
SHANGHAI	•		
PARTY PLAY	•		
CUT THROAT		•	

8-6 FIG. 02

• HANDICAP

The number of points and marks can be manually or automatically increased or decreased as a handicap under PLAYING OPTION→HANDICAP. HANDICAP is only available in the 01 and CRICKET games.

All manual settings can only be entered by directly tapping the board.

<How to Set MANUAL HANDICAP>

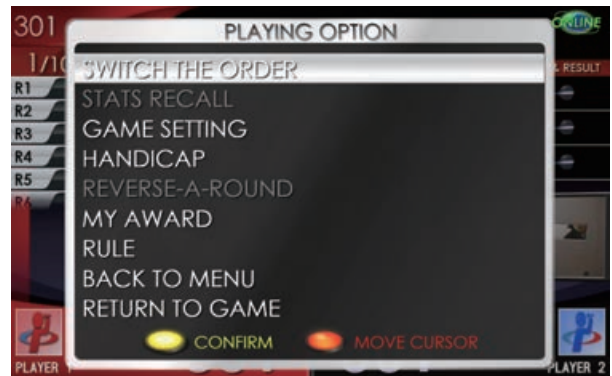
-
- 1** Select PLAYING OPTION→HANDICAP.
Auto and Manual options will be displayed. Select Manual and press the Start Button.
-
- 2** Select the player to whom to assign the handicap using one of the Start Buttons from P1 to P4.
-
- 3** Place the cursor over ADD or DELETE and tap the desired number on the board to choose the number of points or marks.
-

<AUTO HANDICAP>

With AUTO HANDICAP, the handicap is assigned based on the rating. Select HANDICAP under PLAYING OPTION to assign handicaps.

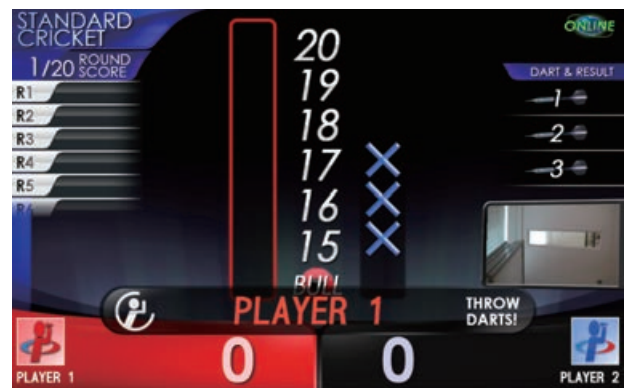
How to Set AUTO HANDICAP

- 1 Press the Start Button before starting the game to bring up the PLAYING OPTION menu. Select AUTO HANDICAP under HANDICAP.



8-6 FIG. 03

- 2 When the PLAYING OPTION menu is closed, the handicap will be displayed on the game screen.



8-6 FIG. 04

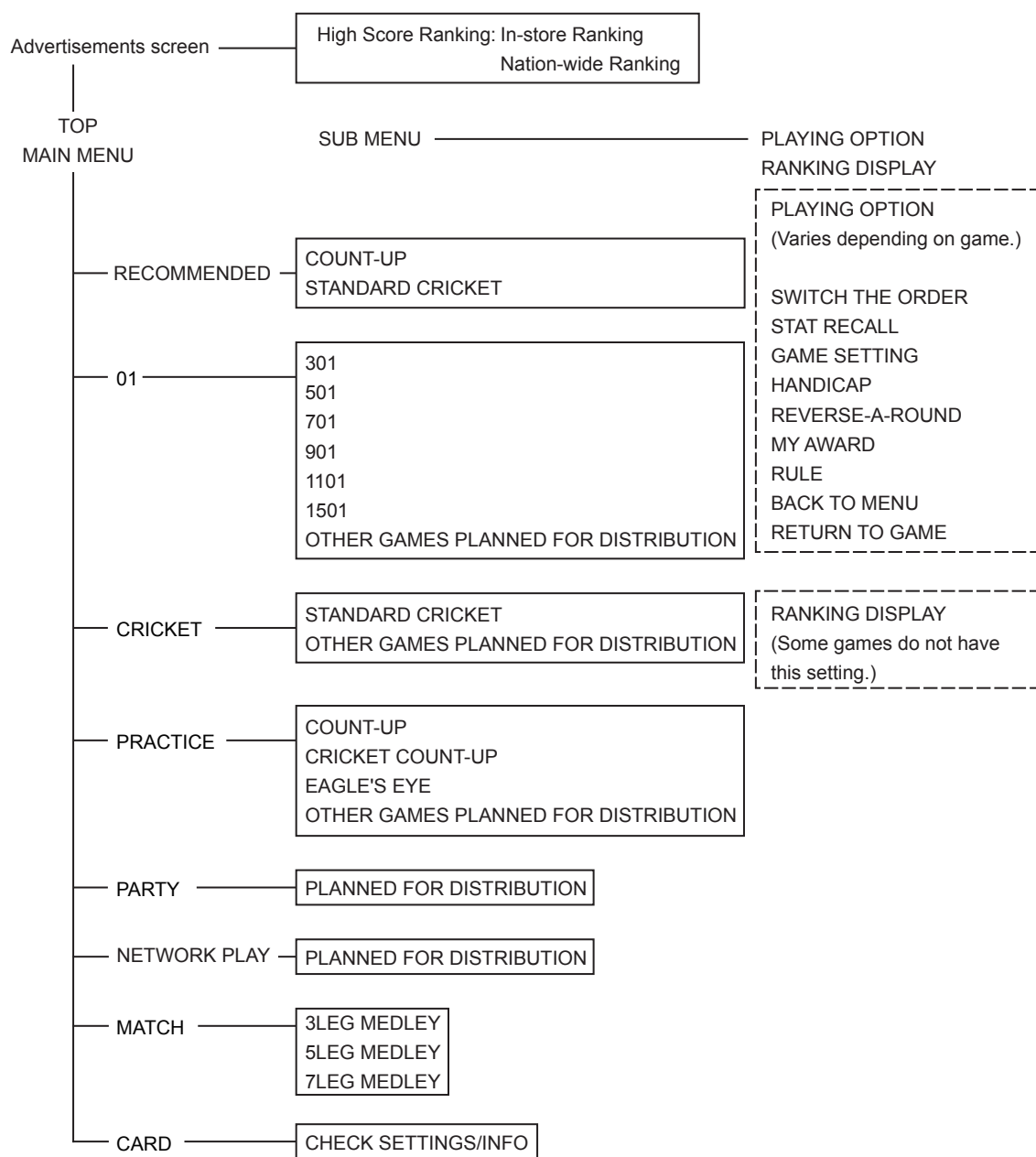
- **REVERSE-A-ROUND**

If the Change Button is pressed accidentally, select REVERSE-A-ROUND. The game will go back to the previous round of the player selected.

- **MY AWARD**

The MY AWARD setting allows you to choose whether or not to display MY AWARD for all the players playing the game.

8-7 "DARTSLIVE2" SIMPLE HIERARCHICAL DIAGRAM



NOTE: New and additional games are planned for distribution.

8-8 GAME RULES

Various new games are added to “DARTSLIVE2.”

New and additional games are available via network distribution.

For detailed contents, rules, information on additional games, etc., visit the following URL:

<<http://www.dartslive.com/>>

NOTE: The Century Gothic™ font used within the game is the property of Monotype Corporation.

「株式会社モリサワ 新 ゴM」(New Gothic M from Morisawa & Company Ltd.) is used for Japanese text.

9 EXPLANATION OF TEST DATA DISPLAY

9-1 SYSTEM MAINTENANCE MENU

WARNING

- Do not touch any areas other than those indicated. Touching other areas may cause accidents from electric shock or short circuits.
- Inspections of machines that are plugged in should be performed by the site maintenance personnel or other qualified professionals. Persons without the necessary knowledge and technical expertise should never perform such work as it could result in an electric shock or short circuit.

IMPORTANT

- The System Maintenance Menu on this DARTS machine can be used even if customers are playing on another DARTS machine connected to the network.
- Game settings, Happy Hour credit settings, etc. can be individually configured for each machine. Exercise caution when installing DARTS machines with different credit settings in the same shop.
- Setting changes under the System Maintenance Menu are saved when you exit from System Maintenance Menu.
- You cannot switch between normal game mode and the System Maintenance Menu by simply flipping DIP SW1 ON and OFF. Set both DIP SW1 and SW3 to ON. To return to normal game mode from the System Maintenance Menu, go back to the Menu screen and set both DIP SW1 and SW3 to OFF.
- Use the DIP SWs with the specified settings. They will not work correctly otherwise.
- The I/O board connected to “DARTSLIVE2” is made specifically for “DARTSLIVE2.” Note that it cannot be used with “TouchLive.”

The main options available on the System Maintenance Menu are as follows:

- Game settings
- Coin settings
- Machine information
- DARTSLIVE online settings

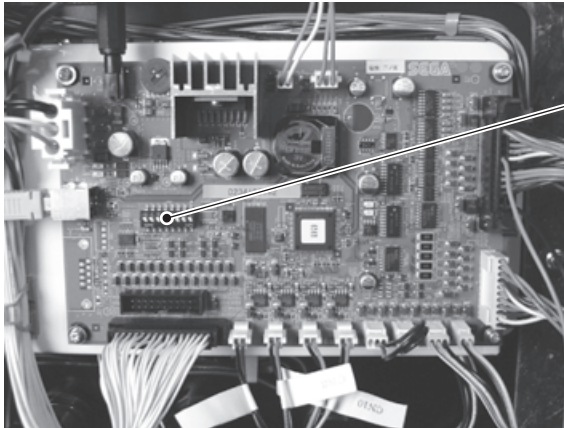
Some of the tasks on the System Maintenance Menu are performed inside the machine that is plugged in. Exercise due caution when working on inside the machine. Careless work could result in an electric shock or short circuit.

Activating the System Maintenance Menu

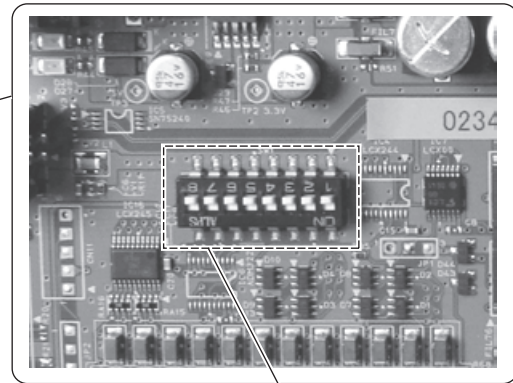
After the power is turned on and the game screen appears, set DIP SW 1 and 3 to ON to select “0. SYSTEM MAINTENANCE MENU” from the Test Menu.

To return to the game screen, return to the Menu screen and set DIP SW 1 and 3 to OFF.

The I/O board is inside the DARTS machine board.



9-1 FIG. 01

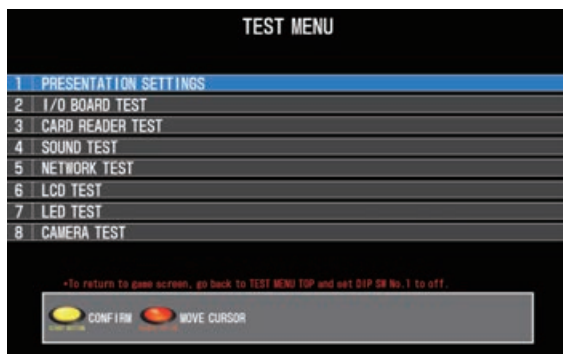


9-1 FIG. 02

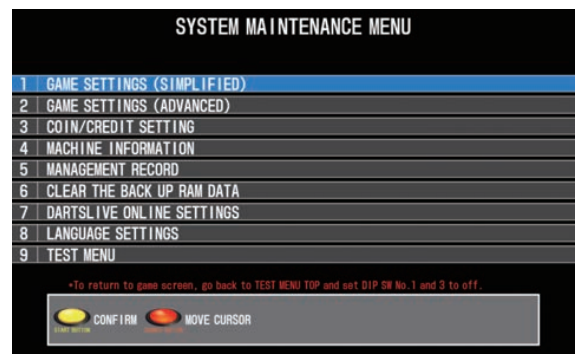
DIP SW

Return to the Test Menu screen by selecting “TEST MENU” on the “SYSTEM MAINTENANCE MENU” screen.

NOTE: Once DIP SW 1 and 3 are set to ON, you cannot go back to the normal game screen until both are set back to OFF.

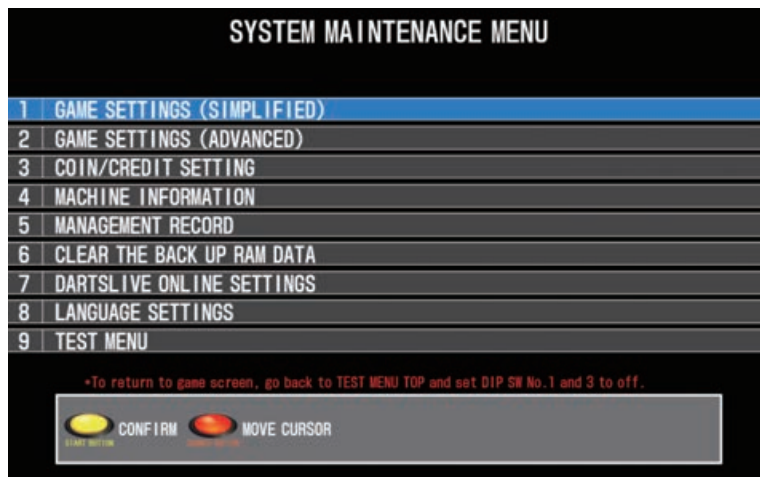


9-1 FIG. 03



9-1 FIG. 04

SYSTEM MAINTENANCE MENU Outline



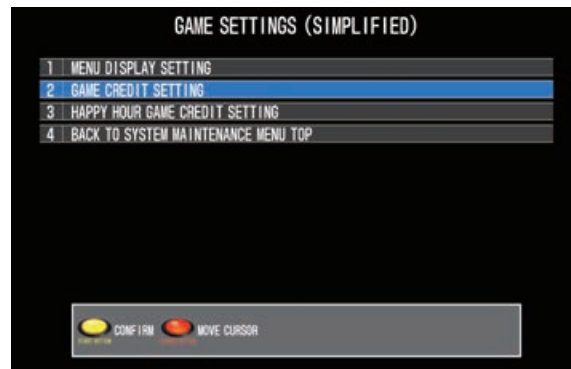
9-1 FIG. 05 SYSTEM MAINTENANCE MENU Screen

9-1-1	GAME SETTING(SIMPLIFIED)	Configure the most used game settings. 「MENU DISPLAY SETTING」 「GAME CREDIT SETTING」 「HAPPY HOUR CREDIT SETTING」
9-1-2	GAME SETTING(ADVANCED)	Configure detailed game settings. Detailed Game Settings for Each Game. 「GENERAL SETTINGS」 「INITIALIZE」
9-1-3	COIN/CREDIT SETTING	Coin/Credit setting and Set the time for Happy Hour. 「COIN/CREDIT SETTING」 「HAPPY HOUR SETTING」
9-1-4	MACHINE INFORMATION	Display registration information for individual machine.
9-1-5	MANAGEMENT RECORD	Display coin data, time data, etc.
9-1-6	CLEAR THE BACK UP RAM DATA	Delete management record coin data backups.
9-1-7	DARTSLIVE ONLINE SETTINGS	Detailed Settings for Each Shop. 「CHANGE REGISTERED SHOP」 「INITIALIZE」

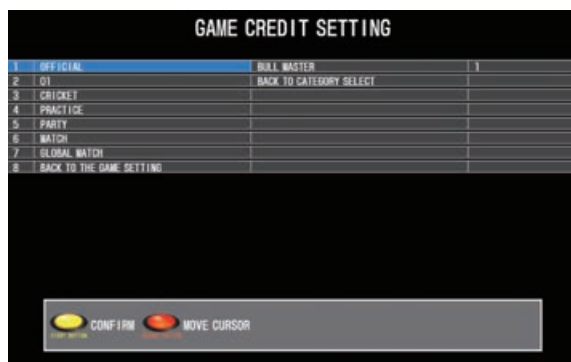
If a “DARTSLIVE2” machine is started up online without configuring DARTSLIVE online settings, it will go to the Default Settings screen.

GAME CREDIT SETTING

Use the Change Button to move the cursor, and press the Start Button to move to the item marked by the cursor. Configure the credit setting from the “GAME CREDIT SETTING” screen under the “GAME SETTING(SIMPLIFIED)” menu on the “SYSTEM MAINTENANCE MENU” screen.

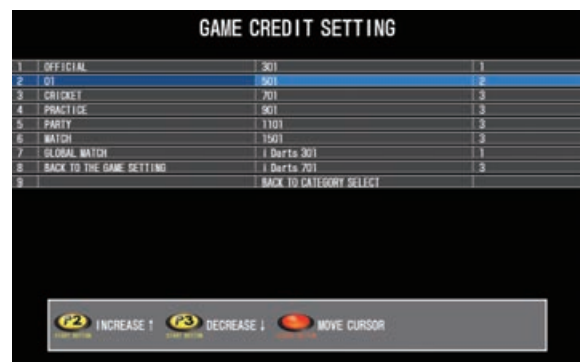


9-1-1 FIG. 03 GAME SETTING(SIMPLIFIED)



9-1-1 FIG. 04

CATEGORY > GAME CREDIT SETTING



9-1-1 FIG. 05

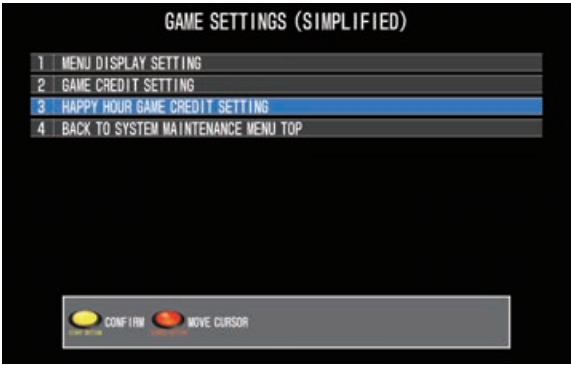
Category Name (01, CRICKET, PRACTICE, PARTY):

The number of credits can be set individually for each game from the menu under each category.

NOTE: Some games planned for distribution cannot be selected.

HAPPY HOUR GAME CREDIT SETTING

Use the Change Button to move the cursor, and press the Start Button to move to the item marked by the cursor. Configure the Happy Hour Credit Settings from the “HAPPY HOUR GAME CREDIT SETTING” screen under the “GAME SETTING(SIMPLIFIED)” menu on the “SYSTEM MAINTENANCE MENU” screen .



9-1-1 FIG. 06 GAME SETTING(SIMPLIFIED) Menu



9-1-1 FIG. 07 Game Selection Screen under Category



9-1-1 FIG. 08

Category Name (01, CRICKET, PRACTICE, PARTY):

Set the number of credits required during Happy Hour for the games under each category.

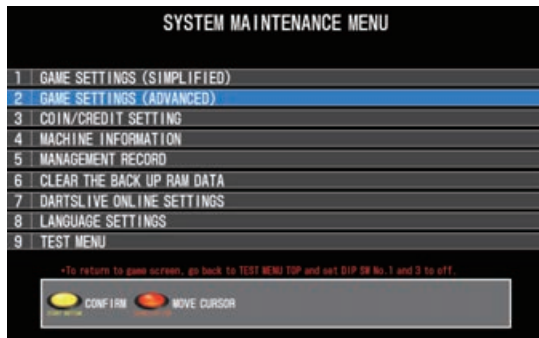
NOTE: Some games planned for distribution cannot be selected.

9-1-2 GAME SETTING(ADVANCED)

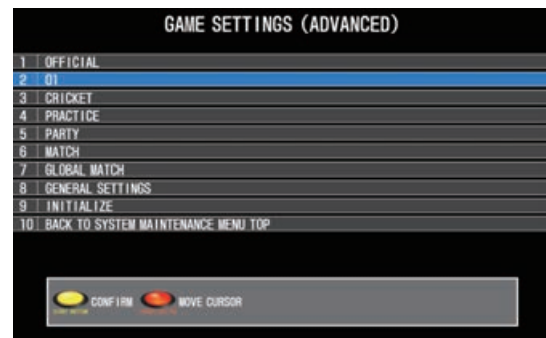
[Detailed Settings for Each Game]

Use the Change Button to move the cursor, and press the Start Button to move to the item marked by the cursor. Set the conditions for each game from the “GAME SETTING(ADVANCED)” screen under the “SYSTEM MAINTENANCE MENU” screen.

Items displayed in red cannot be changed.



9-1-2 FIG. 01
SYSTEM MAINTENANCE MENU



9-1-2 FIG. 02 GAME SETTING(ADVANCED)



9-1-2 FIG. 03 Game Selection Screen

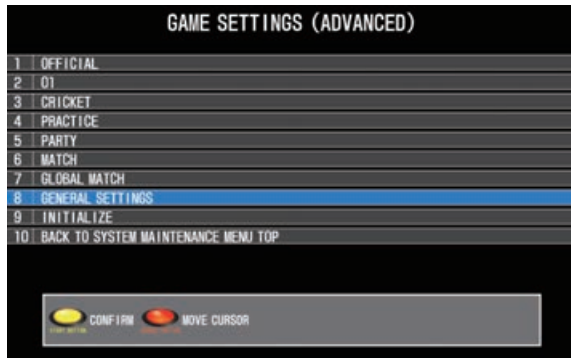


9-1-2 FIG. 04 Game Option Settings Screen

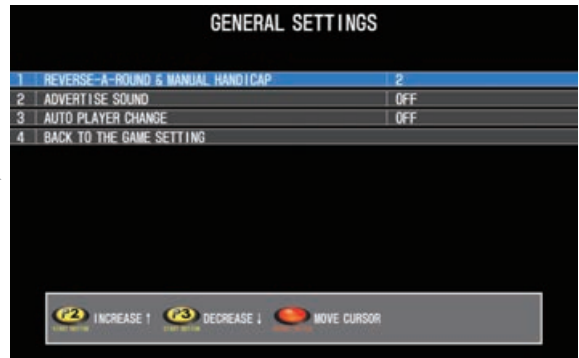
MENU DISPLAY SETTING	Set whether or not to display a game on the menu screen. If NO is selected, it will not be displayed on the menu screen and cannot be played.
GAME CREDIT SETTING	Set the number of credits required per game.
HAPPY HOUR GAME CREDIT SETTING	Set the number of credits required during Happy Hour.
ROUND LIMIT	Configure round limit settings.
BULLSEYE	Set the awarding points for bulls (single bull, double bull).
BACK TO THE GAME SETTING	Return to the game selection screen under the category.

GENERAL SETTINGS

Use the Change Button to move the cursor, and press the Start Button to move to the item marked by the cursor. Set common conditions for all the games from the “ GENERAL SETTINGS ” menu under the "GAME SETTING (ADVANCED)" menu on the “ SYSTEM MAINTENANCE MENU ” screen .



9-1-2 FIG. 05
SYSTEM MAINTENANCE MENU Screen



9-1-2 FIG. 06 GENERAL SETTINGS Screen

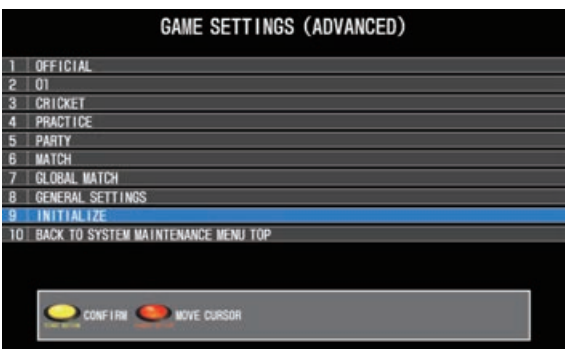
Use the Change Button to move the cursor over the item and press the Start Button to change the setting.

REVERSE-A-ROUND	Set the number of times that “REVERSE-A-ROUND” function can be used during one game.
ADVERTISE SOUND	Set the sound on the Advertisements (standby) screen to ON or OFF.
AUTO PLAYER CHANGE	Go to the next player automatically without pressing the Change Button after darts are thrown.
BACK TO SYSTEM MAINTENANCE MENU TOP	Return to the top menu.

INITIALIZE

Restores the various game settings to the defaults. (It will not clear the management records and other stored data or the Happy Hour setting.)

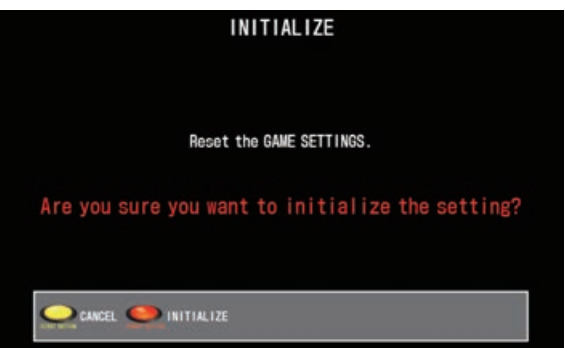
Use the Change Button to move the cursor, and press the Start Button to move to the item marked by the cursor. Restore the various game settings to the factory default settings all at once from “ INITIALIZE ” on the “ GAME SETTING(ADVANCED)” screen under the “ SYSTEM MAINTENANCE MENU ” screen .



9-1-2 FIG. 07

When the Change Button is pressed, the message “ Are you sure you want to initialize the setting? ” will appear .

After pressing the Change Button again, the message “ Initialization completed. ” will appear, and all game settings will be restored to the defaults .

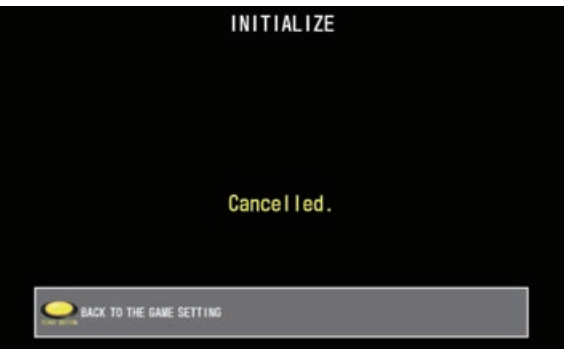


9-1-2 FIG. 08 INITIALIZE Screen



9-1-2 FIG. 09 INITIALIZE Screen

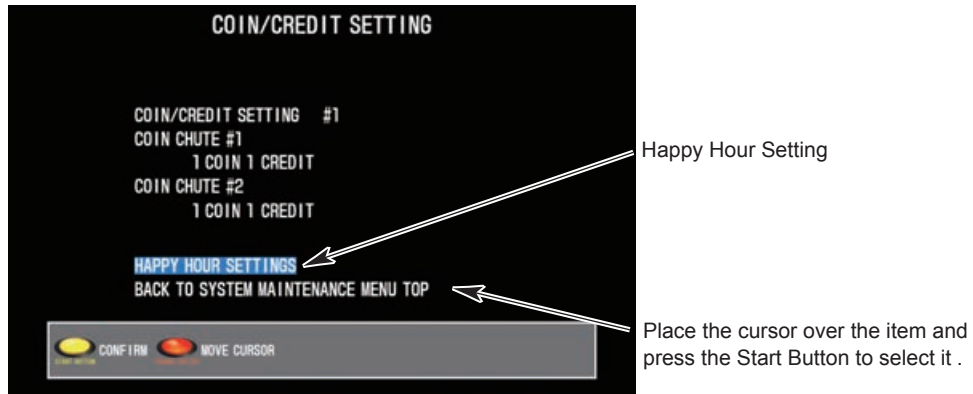
If the process is canceled, the message “ Cancelled. ” will appear .



9-1-2 FIG. 10 INITIALIZE

9-1-3 COIN/CREDIT SETTING

The Happy Hour setting can be configured under the “COIN/CREDIT SETTING”.



9-1-3 FIG. 01 COIN/CREDIT SETTING Screen.

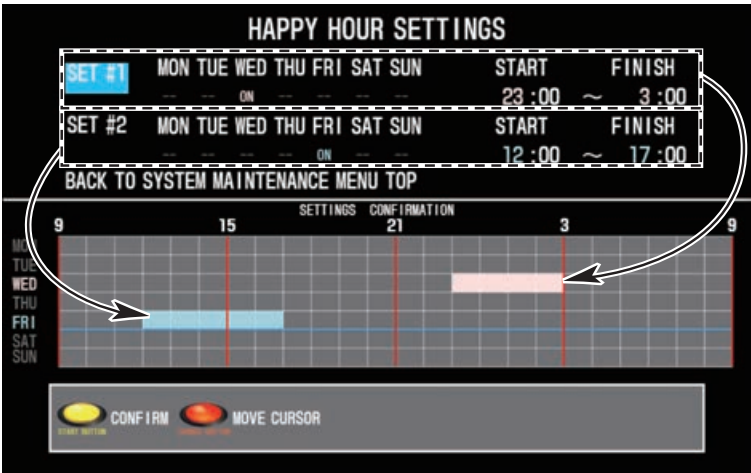
HAPPY HOUR SETTING

Set the time for Happy Hour.

The Happy Hour Game Credit Settings can be configured from the game setting screens under “ GAME SETTING (ADVANCED)” and from the “ GAME SETTING(SIMPLIFIED) ” menu. (See 9-1.)

The following buttons are used to perform the operation:

P1-P4 Start Buttons	Select and change settings
Change Button	Move the cursor



9-1-3 FIG. 02 HAPPY HOUR SETTING Screen

SET #1 and SET #2 can be used to set 2 different Happy Hours for each day of the week and hour of the day.

- 1 Place the cursor over either SET #1 or SET #2 and press one of the Start Buttons (P1-P4).
- 2 Place the cursor over the desired day of the week and press the Start Button to turn it ON .
- 3 Place the cursor over the START and FINISH options and set the time with the Start Button .
- 4 Use the Setting Confirmation graph to make sure the settings are correct.

When finished, press “ BACK TO SYSTEM MAINTENANCE MENU TOP ” .

NOTE: Happy Hour can only be set for 24hours if the start time is 9 a.m.

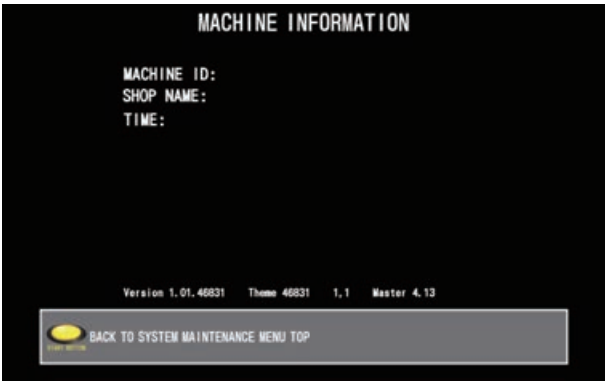
List of Standard Number of Credits and Rounds

Category	Game	Standard Number of Credits	Standard Number of Rounds
01	301	1	10
	501	2	15
	701	3	20
	901	3	20
	1101	3	20
	1501	3	20
CRICKET	STANDARD CRICKET	2	20
	Other games planned for distribution	Specified for each game	Specified for each game
PRACTICE	COUNT-UP	1	8
	CRICKET COUNT-UP	1	8
	EAGLE'S EYE	1	8
	Other games planned for distribution	Specified for each game	Specified for each game
PARTY	Planned for distribution	Specified for each game	Specified for each game
MATCH	3LEG MEDLEY	Specified for each game	Specified for each game
	5LEG MEDLEY		
	7LEG MEDLEY		
ONLINE	Planned for distribution	Specified for each game	Specified for each game
CARD	Information check/Setting	Free	Free

9-1-4 MACHINE INFORMATION

Displays information of the current machine’s network service settings.

MACHINE ID	Machine’s unique ID.
SHOP NAME	Name of the shop where “DARTSLIVE2” is installed.
TIME	Displays the current time. <i>NOTE: The time is automatically adjusted when online.</i>



9-1-4 FIG. 01 MACHINE INFORMATION Screen

9-1-5 MANAGEMENT RECORD

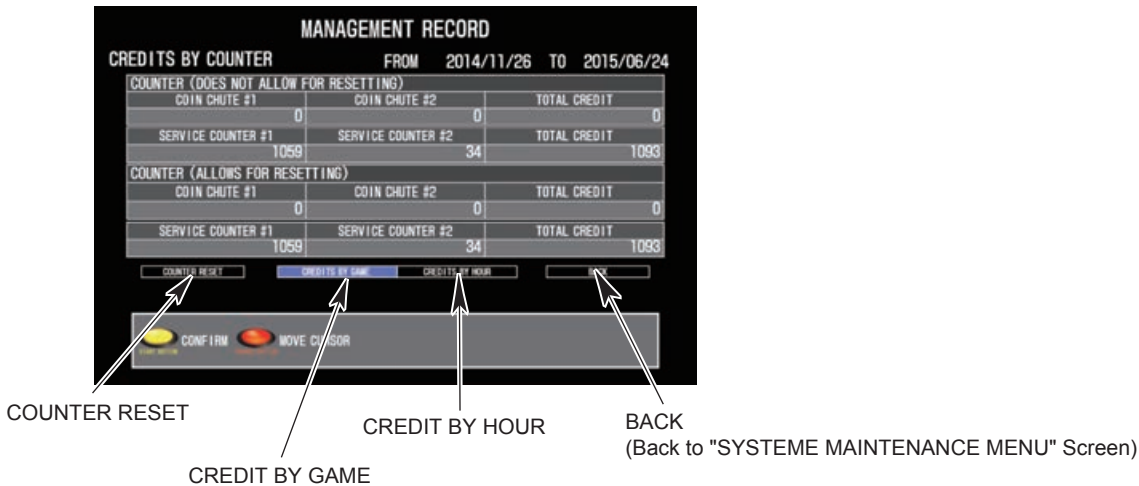
Note that a coin insertion test is performed prior to shipment, so there will be a few credits in the Management Records at the time of purchase.

The following records are displayed under the Management Records:

CREDIT BY COUNTER	Records from the 3 counters
CREDIT BY GAME	Records from each game
CREDIT BY HOUR	Daily usage by hour

The following buttons are used for the Management Records screen operation:

Start Button	Move between items
Change Button	Select items (move cursor)



9-1-5 FIG. 01 MANAGEMENT RECORD Screen

FROM	Date which “ COUNTER RESET ” was selected on Management Records screen .
TO	Displays current date.

< MANAGEMENT RECORD >

COUNTER (DOES NOT ALLOW FOR RESETTING)	Records and displays the total number of coins inserted from the date the device was first used to the present.
COUNTER (ALLOWS FOR RESETTING)	Records and displays the number of coins that have been inserted since the counter was last reset.
SERVICE COUNTER	Only counts the number of coins inserted while the coin chute or the cash box door was open. (Applicable only on models with a Service Button)

MANAGEMENT RECORD

CREDITS BY COUNTER FROM 2014/11/26 TO 2015/06/24

COUNTER (DOES NOT ALLOW FOR RESETTING)		
COIN CHUTE #1	COIN CHUTE #2	TOTAL CREDIT
0	0	0
COUNTER (ALLOWS FOR RESETTING)		
COIN CHUTE #1	COIN CHUTE #2	TOTAL CREDIT
1059	34	1093

COUNTER RESET CREDITS BY GAME CREDITS BY HOUR BACK

CONFIRM MOVE CURSOR

9-1-5 FIG. 02

< CREDIT BY GAME >

Displays a ranking of the games based on the total number of credits.

NOTES:

- Records are updated when credits are used.
- If there are a large number of games with records, pressing “Next Page” will take you to Page 2, otherwise it will take you to the “CREDIT BY HOUR”.

MANAGEMENT RECORD

CREDITS BY GAME FROM 2015/07/16 TO 2015/07/16

RANK	GAME	CREDIT
1	1501	5
2	1101	5
3	901	4
4	701	3
5	CRICKET COUNT-UP	2
6	EAGLE'S EYE	2
7	COUNT-UP	2
8	STANDARD CRICKET	2
9	RANDOM CRICKET	2
10	501	2
11	301	1

CLEAR NEXT PAGE CREDITS BY COUNTER CREDITS BY HOUR BACK

CONFIRM MOVE CURSOR

9-1-5 FIG. 03

< CREDIT BY HOUR >

Shows the busiest times of the day. Move the cursor over each day of the week to display the data.

NOTE: Records are updated when credits are used.

MANAGEMENT RECORD

CREDITS BY HOUR FROM 2015/06/24 TO 2015/06/24

DAY OF A WEEK	TIME	CREDIT	TIME	CREDIT
SUN	0:00~	0	12:00~	122
SUN	1:00~	0	13:00~	16
MON	2:00~	0	14:00~	149
TUE	3:00~	0	15:00~	231
WED	4:00~	0	16:00~	153
THU	5:00~	0	17:00~	231
FRI	6:00~	0	18:00~	298
SAT	7:00~	0	19:00~	104
	8:00~	10	20:00~	47
	9:00~	64	21:00~	36
	10:00~	101	22:00~	15
	11:00~	102	23:00~	0

CLEAR CREDITS BY COUNTER CREDITS BY GAME BACK

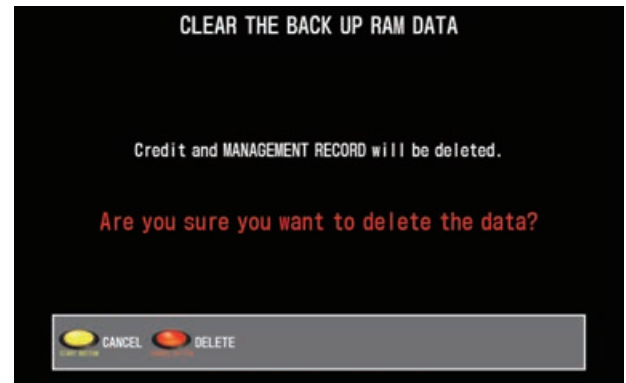
CONFIRM MOVE CURSOR

9-1-5 FIG. 04

9-1-6 CLEAR THE BACK UP RAM DATA

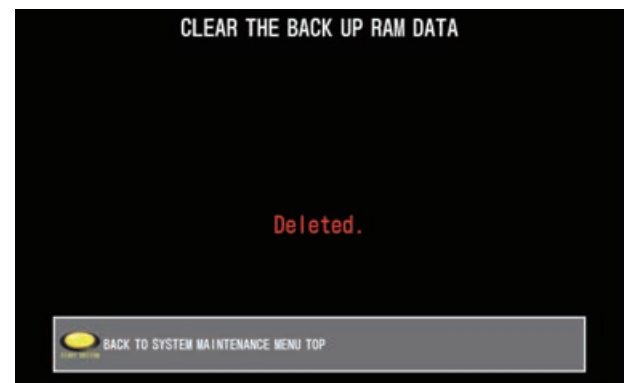
Erase the number of credits and the data in the Management Records. Note that the “ COUNTER(DOES NOT ALLOW FOR RESETTNG)” data in the Management Records will not be erased .

When the Change Button is pressed, the message “ Are you sure you want to delete the data?” will appear .



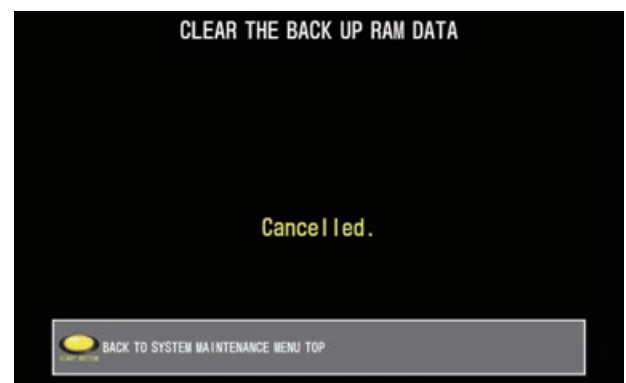
9-1-6 FIG. 01
CLEAR THE BACK UP RAM DATA Screen

After the Change Button is pressed again, the message “ Deleted. ” will appear, and the data will be erased .



9-1-6 FIG. 02

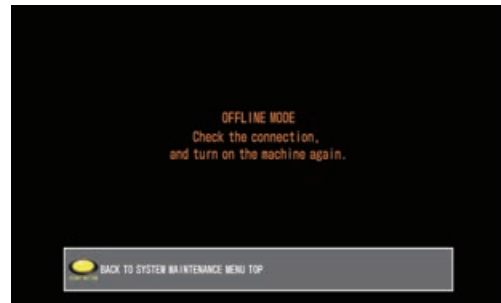
If the process is canceled, the message “ Cancelled. ” will appear.



9-1-6 FIG. 03 CLEAR THE BACK UP RAM DATA
Cancellation Screen.

STOP IMPORTANT

- Registered shops cannot be unregistered from the DARTSLIVE online settings.
- If network service is canceled, the shop and dealer registration information will be reset. The “Activation” procedures will need to be performed to reactivate the service.
- If changes are made to registration information, a setup fee may be required. Only change the registration information after making sure you fully understand the procedure. If the machine is offline, this function will not be available. Instead, it will display a message like the one in the figure. Go to the DARTSLIVE online settings again after connecting to the network.



9-1-7 FIG. 01

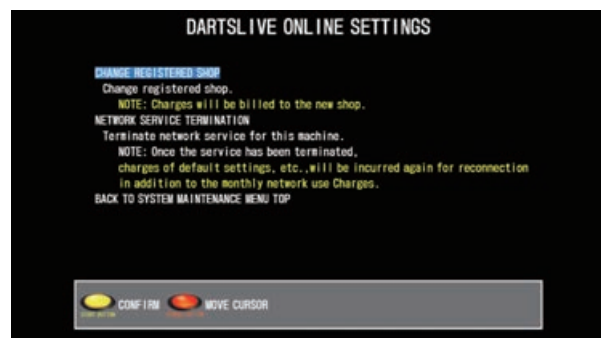
Various registration information can be changed on the DARTSLIVE Online Settings screen.

- Registered Shop
- Network Service

[CHANGE REGISTERED SHOP]

If the registered shop is changed, the shop name will be changed, affecting everything including:

- Shop name displayed on machine
- Rankings
- IC card services



9-1-7 FIG. 02 DARTSLIVE ONLINE SETTINGS Screen

[NETWORK SERVICE TERMINATION]

Stops the online service provided via the network. When cancelation is complete, machine network usage fees will stop accumulating.

Exercise caution when doing this as the initial setup fee will be required again to reactivate the service.

[CHANGE REGISTERED SHOP]

The procedures to change the registered shop are as follows:

Enter the information in the following order:

- 1) DEALER ID
- 2) DEALER PASSWORD
- 3) SHOP ID of new location

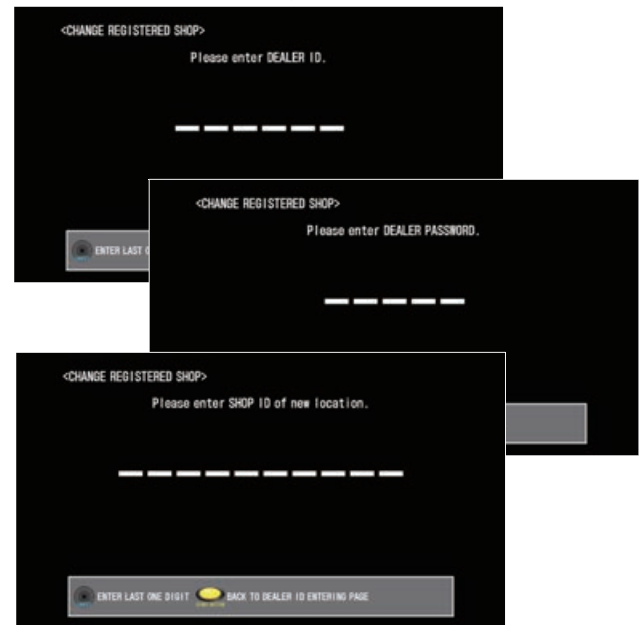
Enter the number by taping the segment. The last digit of the corresponding segment will be entered. Place the cursor over the desired space to re-enter the number.

Check the Registration Details. If everything is correct, press the Change Button to confirm.

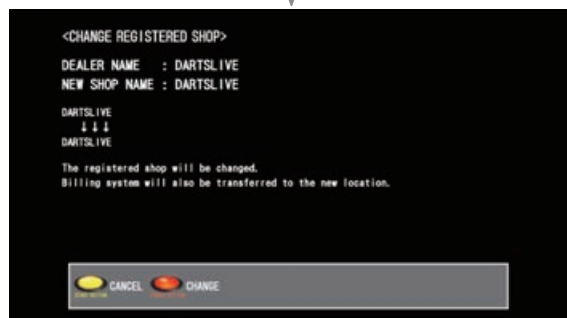
Turn off the power and restart the machine.



9-1-7 FIG. 03



9-1-7 FIG. 04



9-1-7 FIG. 05



9-1-7 FIG. 06

STOP IMPORTANT

Changing this registration information will result in a change in the charge status. When cancellation process is completed, machine network usage fees will stop accumulating. Note that a separate application is required to cancel the shop network usage fee. Exercise caution when canceling the network service as the initial setup fee will be required again to reactivate the service.

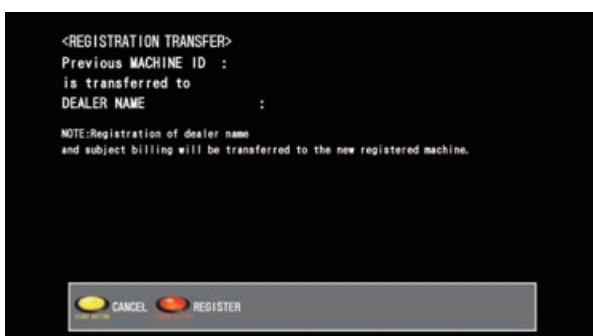
The procedure for canceling the network service is as follows:



9-1-7 FIG. 07



9-1-7 FIG. 08



9-1-7 FIG. 09



9-1-7 FIG. 10 Registration completed.

Enter the DEALER ID and the DEALER PASSWORD

Enter the number by tapping the segment. The last digit of the corresponding segment will be entered. Place the cursor over the desired space to re-enter the number.

[DEALER NAME]:

[Cancel the above registration and turn off network function.]

※ Only perform the procedures after checking the details related to network service cancellation, including applicable fees.

9-2 TEST MENU

WARNING

- Do not touch any areas other than those indicated. Touching other areas may cause accidents from electric shock or short circuits.
- Inspections of machines that are plugged in should be performed by the site maintenance personnel or other qualified professionals. Persons without the necessary knowledge and technical expertise should never perform such work as it could result in an electric shock or short circuit.

IMPORTANT

- The Test Menu on this DARTS machine can be used even if customers are playing on another DARTS machine connected to the network.
- You cannot switch between normal game mode and test mode by simply flipping the DIP SW ON and OFF. To return to normal game mode from test mode, go back to the Menu screen and set DIP SW1 to OFF.
- Use the DIP SW with the specified settings. Otherwise, it will not operate correctly.

The main options available on the Test Menu are as follows:

- Board operation check
- Monitor adjustment check
- Input device test

Some of the tasks on the Test Menu are performed inside the machine that is plugged in.

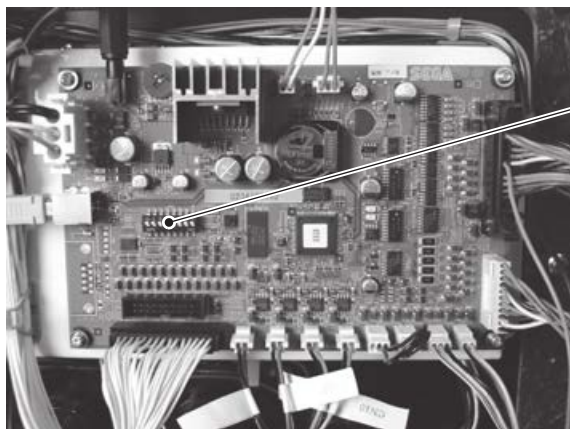
Exercise due caution when working on inside the machine. Careless work could result in an electric shock or short circuit.

Activating the Test Menu

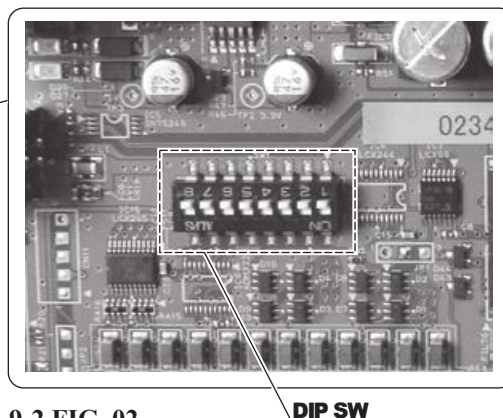
After turning on the power, activate the “ TEST MENU ” by flipping DIP SW (DIP switch) 1 on the I/O board to ON after the game screen appears.

To return to the game screen, go back to the Test Menu screen and set DIP SW1 to OFF.

The I/O board is inside the DARTS machine board.



9-2 FIG. 01

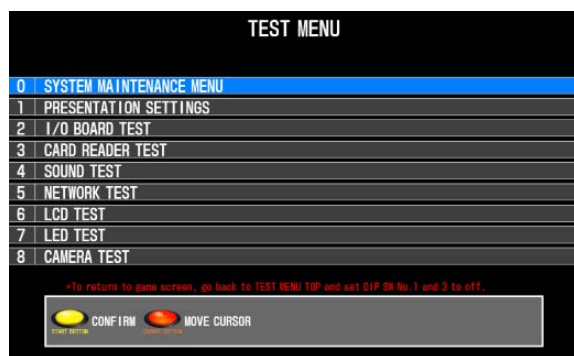


9-2 FIG. 02

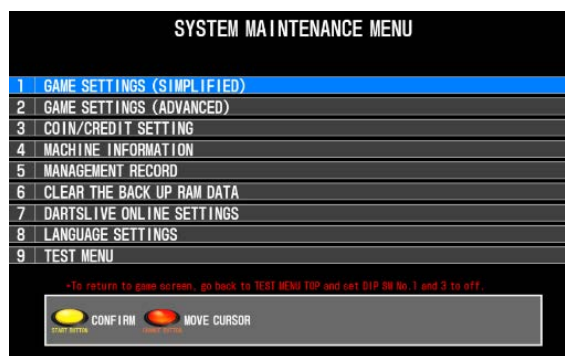
“ 0. SYSTEM MAINTENANCE MENU ” can be selected on the Test Menu after setting DIP SW 3 to ON while the Test Menu opened.

NOTES:

- Once DIP SW 1 and 3 have been set to ON, it will not go back to the normal game screen until both are set back to OFF.
- Refer to the chapter 5 regarding the SYSTEM MAINTENANCE MENU

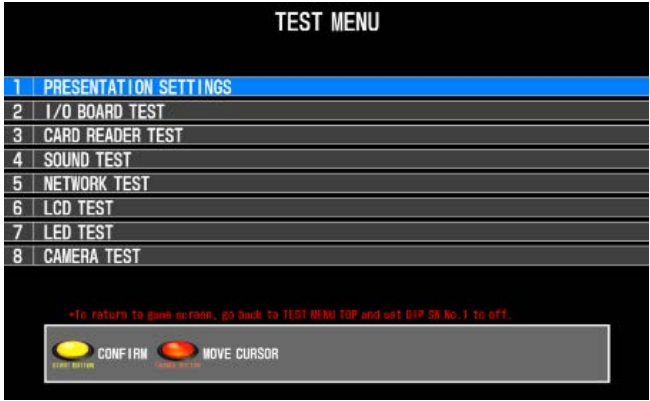


9-2 FIG. 03



9-2 FIG. 04

TEST MENU

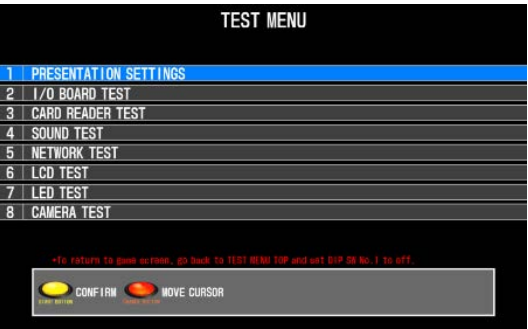


9-2 FIG. 05 TEST MENU SCREEN

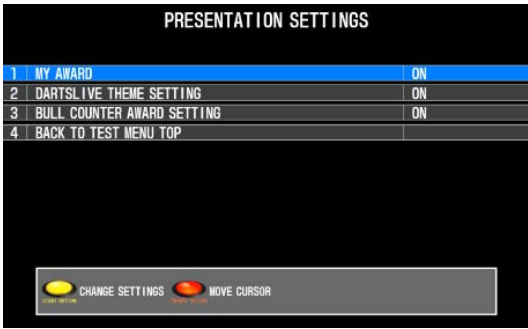
9-2-1	PRESENTATION SETTINGS	Set items related to screen effects.
9-2-2	I/O BOARD TEST	Test the input system (buttons, board, etc.).
9-2-3	CARD READER TEST	Test the card reader connection.
9-2-4	SOUND TEST	Test the sound.
9-2-5	NETWORK TEST	Test network operation.
9-2-6	LCD TEST	Test the monitor.
9-2-7	LED TEST	Test the LED lights.
9-2-8	CAMERA TEST	Test the camera.

9-2-1 PRESENTATION SETTINGS

Use the Change Button to move the cursor, and press the Start Button to move to the item marked by the cursor. Set all the options related to sound effect from the “PRESENTATION SETTINGS” screen under the TEST MENU screen.



9-2-1 FIG. 01 TEST MENU Screen



9-2-1 FIG. 02
PRESENTATION SETTINGS Screen

Use the Change Button to move the cursor over the Test Menu item and press the Start Button to change the setting.

MY AWARD	Set whether or not to display MY AWARD.
DARTSLIVE THEME	Set whether or not to display the DARTSLIVE theme.
BULL COUNTER AWARD SETTING	Set whether or not to display the BULL COUNTER AWARD SETTING function.

NOTES:

- MY AWARD is a function for setting awards with personalized messages.
- The DARTSLIVE theme is a function for changing the “DARTSLIVE2” game screen background.

9-2-2 I/O BOARD TEST

The I/O board test can be used for testing buttons, coin switch input, and the response from input on all areas of the board segments.

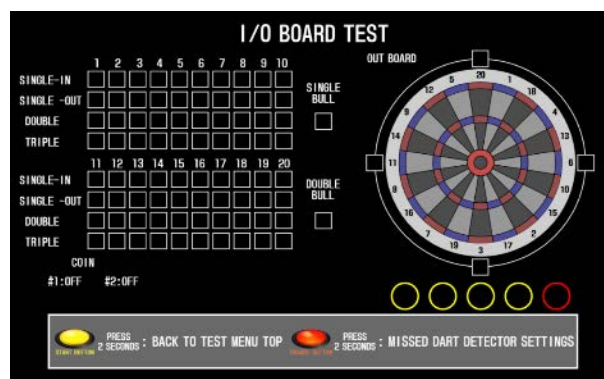
If the mark appears on the each test item on the screen when the switches and buttons are pressed, it means that the input device and wiring are working properly.

Perform this test regularly to make sure the devices are functioning normally.

Areas 1-20 on the board are divided into S (singles in/out), D (doubles) and T (triples).

Press and hold the Start button for 2 seconds or more to return to the Menu screen.

NOTE: The figure shows the I/O board test screen from "DARTSLIVE2 DX."



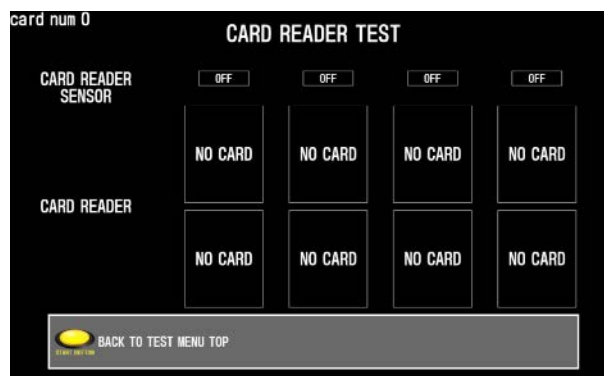
9-2-2 FIG. 01 I/O BOARD TEST Screen

9-2-3 CARD READER TEST

This test can be used to make sure the card reader is working properly.

When the card is inserted into the card reader, the color of the word "OFF" on the CARD READER SENSOR changes color, and likewise, the color of the words "NO CARD" on the CARD READER changes. If 2 cards are inserted at once, the words "NO CARD" change colors in both places.

Press one of the Start Buttons (P1-P4) to return to the Menu screen.



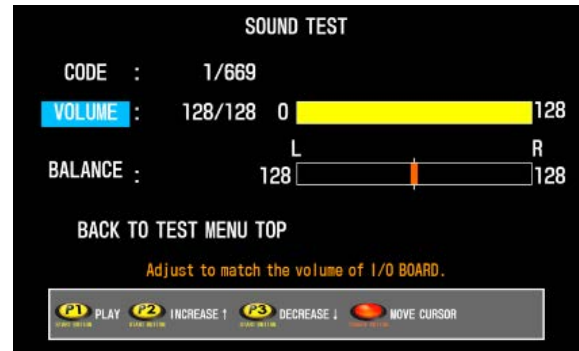
9-2-3 FIG. 01 CARD READER TEST Screen

9-2-4 SOUND TEST

Test the sound output. You can select output sounds from the left and right speakers.
The following buttons are used on this test screen:

P1 Start Button	Play sound
P2 Start Button	Move setting (increase)
P3 Start Button	Move setting (decrease)
Change Button	Move between items

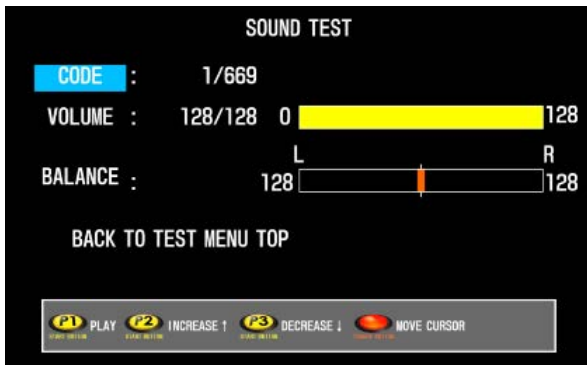
Select [CODE] with the Change Button.
Press the P2 and P3 Start Buttons to select the code of the output sounds.
Every time the [CODE] is selected, the corresponding output sounds will be played.



9-2-4 FIG. 01 SOUND TEST Screen

Select [VOLUME] with the Change Button
Adjust the volume with software controls.

NOTE: There is also a volume adjustment function on the I/O board, so use this function in conjunction with the one in the software to adjust the volume. See “6-8-1 Adjusting the Volume”

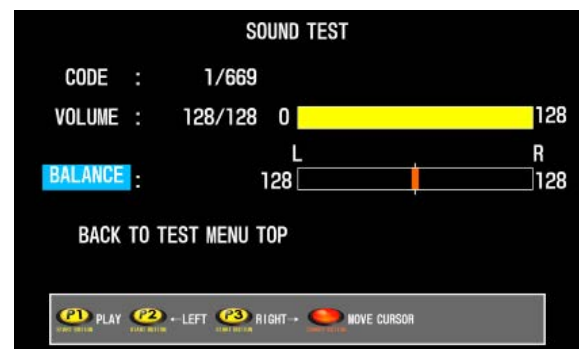


9-2-4 FIG. 02 Sound Volume Adjustment Screen



9-2-4 FIG. 03

Select [BALANCE] with the Change Button.
The balance of the left and right speakers can be adjusted with software controls.



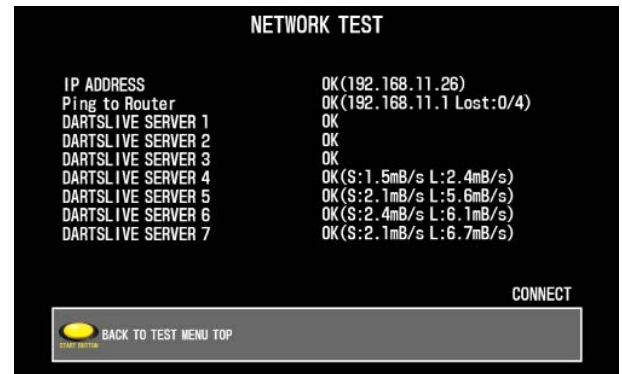
9-2-4 FIG. 04 BALANCE Adjustment Screen

9-2-5 NETWORK TEST

This screen is for checking the status of the “DARTSLIVE2” network.

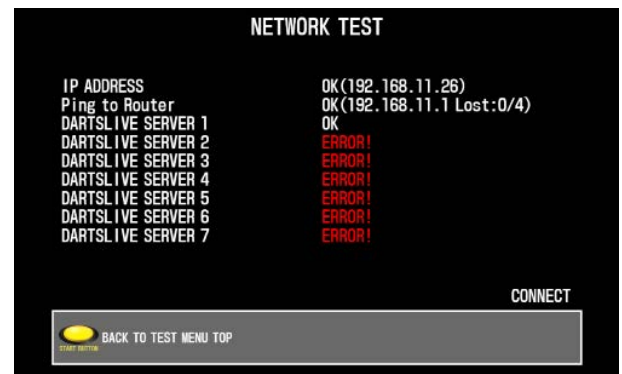
If it is operating normally, the addresses will be displayed on the screen.

Press one of the Start Buttons (P1-P4) or the Change Button to return to the Menu screen.



9-2-5 FIG. 01 NETWORK TEST Screen

If there is a network error, the source of the error will be displayed in red.



9-2-5 FIG. 02 NETWORK TEST Screen
Showing Network Error

9-2-6 LCD TEST

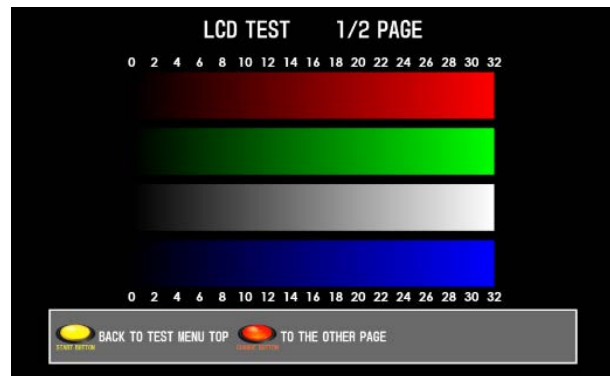
[RGB Color Check Screen]

This screen is for checking color adjustments on the monitor.

Red, green and blue are darkest on the far left and get brighter towards the right in 31 levels.

The monitor brightness is normal when the white color bar is black on the far left and white on the far right.

Press the Change Button to go to the next screen.



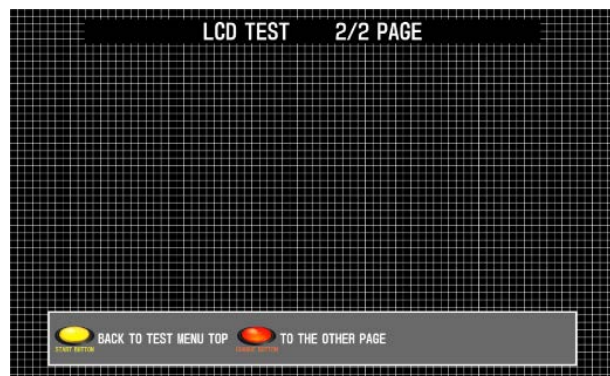
9-2-6 FIG. 01 Color Adjustment Screen

[Monitor Size Check Screen]

This screen is for checking monitor size adjustments.

Check to make sure the test grid does not run off the screen.

Press the Start Button to return to the Menu screen.



9-2-6 FIG. 02 Size Check Screen

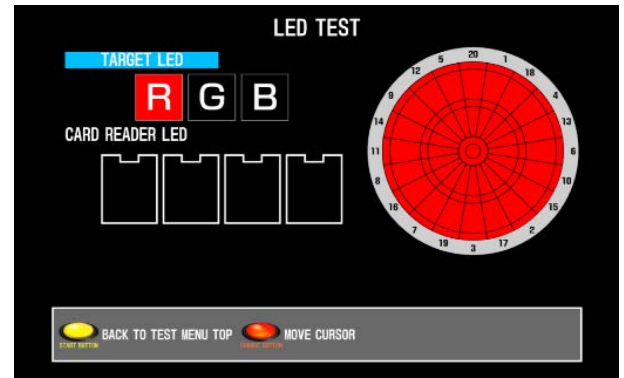
9-2-7 LED TEST

[TARGET (BOARD) LED]

This screen is for testing the LEDs on the target.

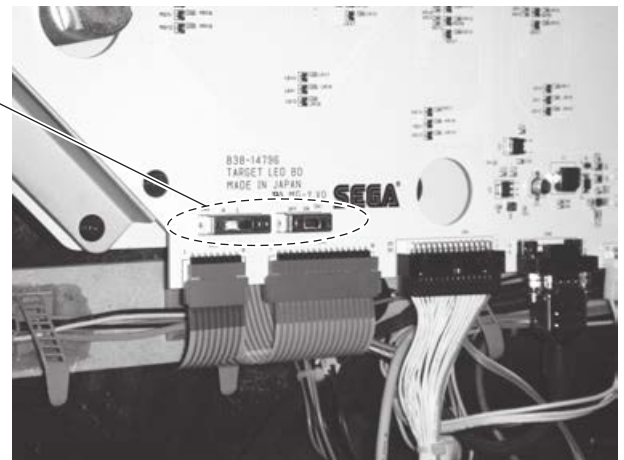
When the cursor is placed over [TARGET LED], it automatically lights up in “Red”, “Green”, “Blue”, and “White” in that order.

NOTE: There is an LED Brightness Adjustment Switch on the bottom left of the back of the board. It is used to turn the LED power ON and OFF and adjust the brightness. (See “6-8-2 Adjusting LED Brightness”)



9-2-7 FIG. 01

LED BRIGHTNESS ADJUSTMENT SWITCH

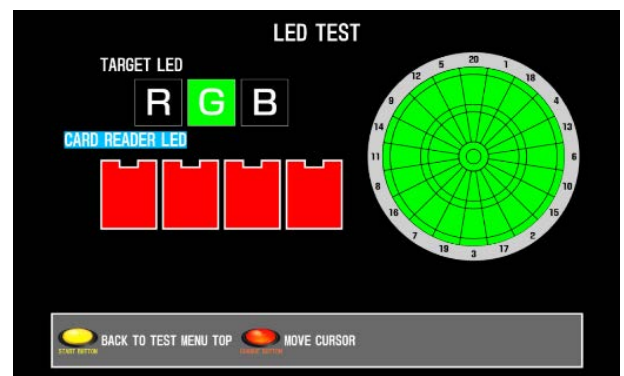


9-2-7 FIG. 02

[CARD READER LED]

This screen is for testing the LEDs on the card reader.

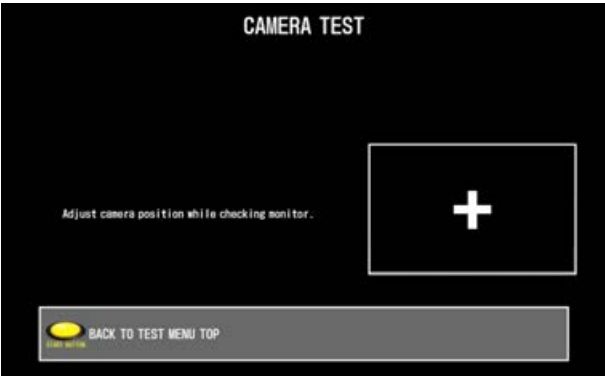
When the cursor is placed over [CARD READER LED], it automatically lights up in “Red”, “Green”, “Blue”, and “White” in that order.



9-2-7 FIG. 03

9-2-8CAMERA TEST

This screen is for making sure the camera is working properly.



9-2-8 FIG. 01

10 MAINTENANCE OF MECHANICAL PARTS

WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful so as not to damage wiring. Damaged wiring can cause electric shock and short circuit accidents.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.
- Do not disassemble the unit in ways other than those described in this manual. Unnecessary work could lead to unanticipated accidents.

CAUTION

- Be careful that a finger or hand does not get caught when opening/closing the door. Always use the door stopper to make sure the door does not close.
- Some of the tools used are pointed at the end. Be careful not to injure yourself.
- Be careful when handling the plastic parts. Do not apply excessive force or shock to these parts. Failure to observe this instruction may result in breakage, and broken pieces and cracks or chips in these parts may cause personal injury.

10-1 BOARD (TARGET)

10-1-1 Replacing Segments



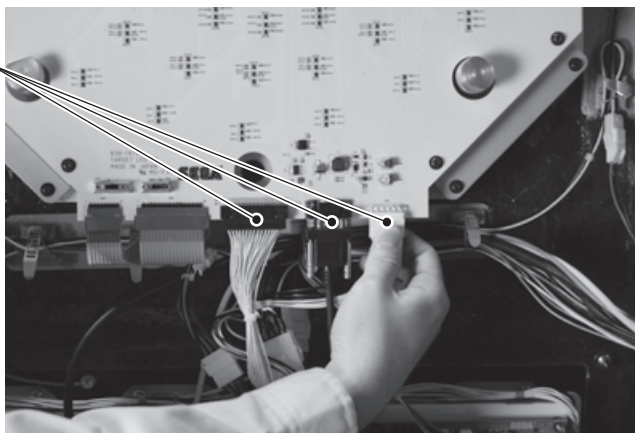
IMPORTANT

- When attaching the single and double bulls, be careful with the direction of the protruding parts.
- Have protective cloth or other material ready to prevent damage to parts when disassembling targets.
- Some of the parts comprising targets are made of film material. Be careful not to bend or fold them.

1 Turn off the main switch. Unlock the face door with the 2 maintenance keys and open it until the door stopper is locked.

2 Disconnect the 3 connectors connected to the board.

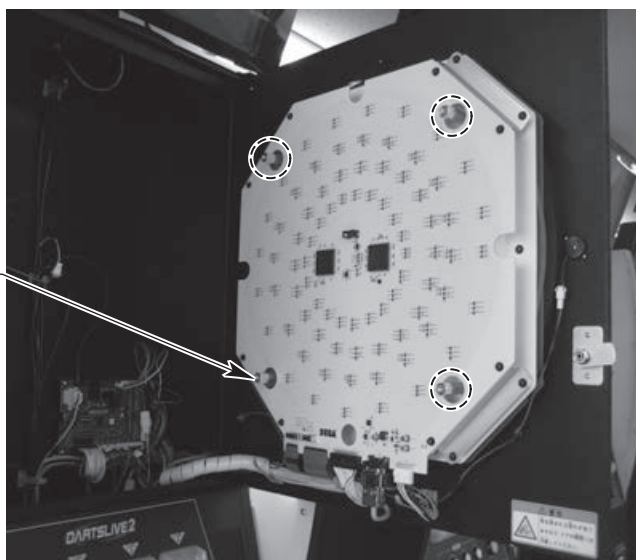
CONNECTOR (3)



10-1-1 FIG. 01

3 Remove the 4 knurled nuts while holding the board to prevent it from falling, and take off the board from the face door. The knurled nuts can be removed by hand, but if they are too tight, use a wrench with measuring distance of 19 mm, pliers, pincers or other such tool.

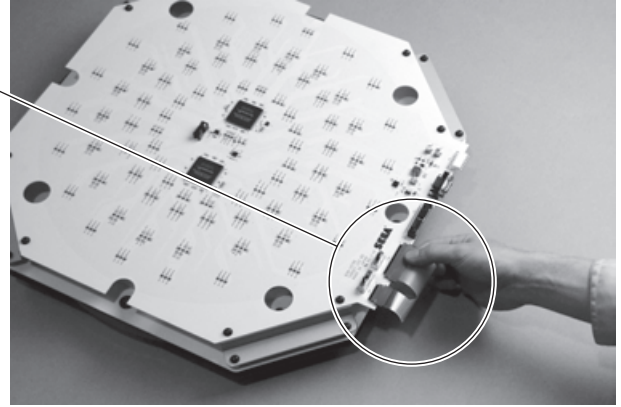
KNURLED NUT (4)
M8



10-1-1 FIG. 02

- 4 Place the board facing down on flat surface and disconnect 2 connectors from the membrane sheet.

CONNECTOR (2)

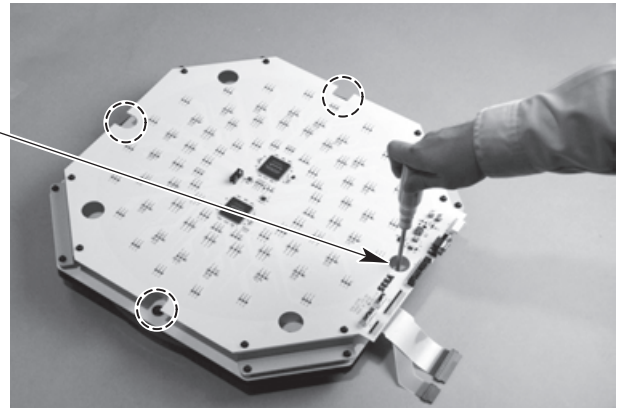


10-1-1 FIG. 03

- 5 Remove the 4 screws on the board.

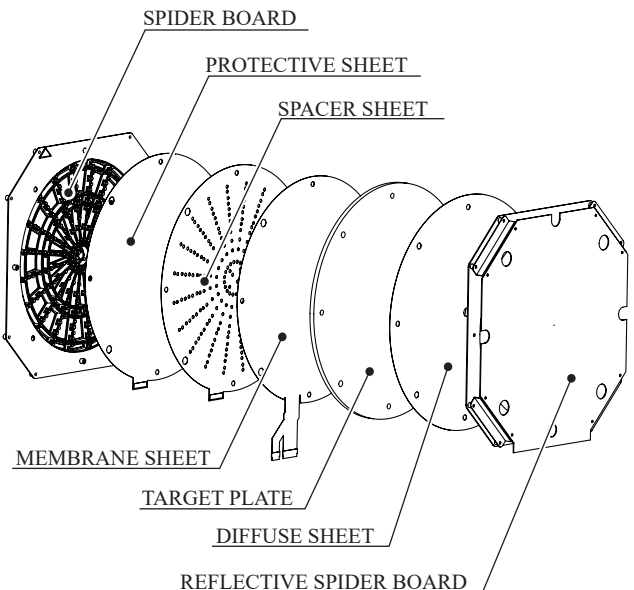
SCREW (4)

M4 x 16, w/spring washer, large flat washer used



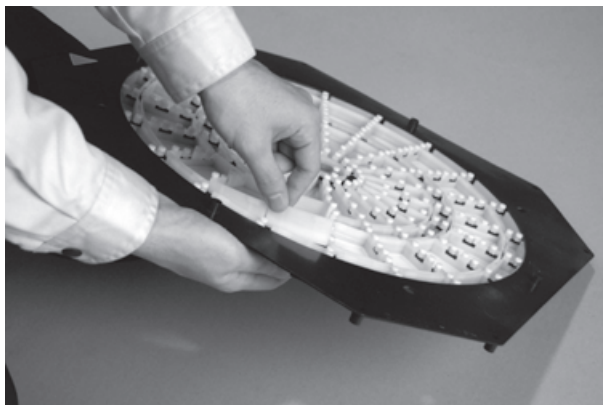
10-1-1 FIG. 04

- 6 Take off the reflective spider board, diffuse sheet, target plate, membrane sheet, spacer sheet and protective sheet in that order. Place the parts on flat surface and set down the LED board with the reflective spider board facing downwards. Be careful not to bend or fold the membrane sheet.



10-1-1 FIG. 05

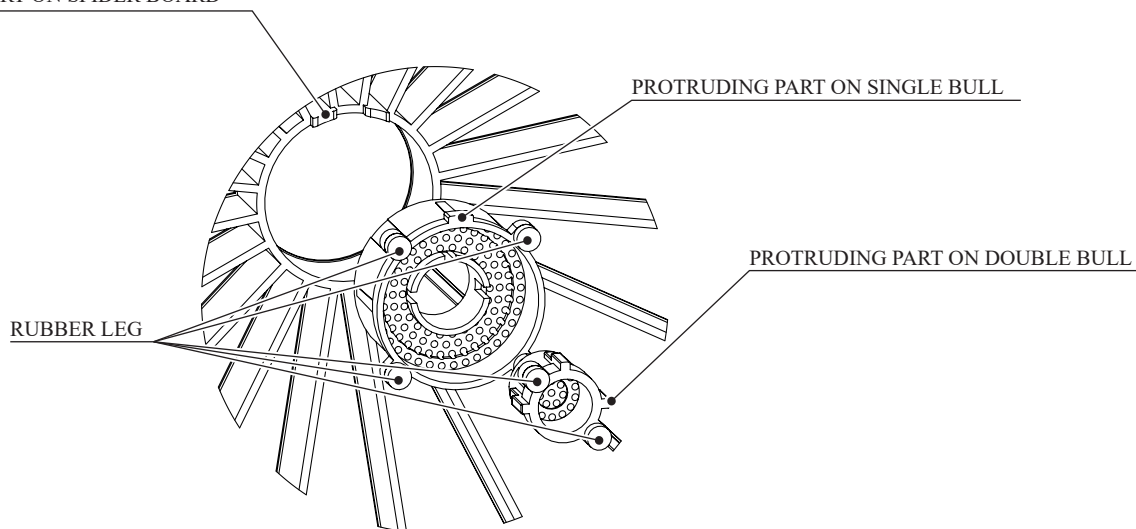
- 7** To take out segments, slightly lift the segments next to the one you want to remove.



10-1-1 FIG. 06

- 8** Likewise, to attach new segments, lift the segments next to the one you want to attach. When attaching the single and double bulls, be careful with the direction of the protruding parts.

PROTRUDING PART ON SPIDER BOARD



10-1-1 FIG. 07

10-1-2 Removing Dart Tips from Segments

- 1 Refer to the previous section (“10-1-1 Replacing Segments”) and remove the segment with broken dart tips.
- 2 Use a pin with a diameter of 1.5 mm or less and push the tips out from the back of the segment. To avoid damaging the segments, always push the tips out from behind.



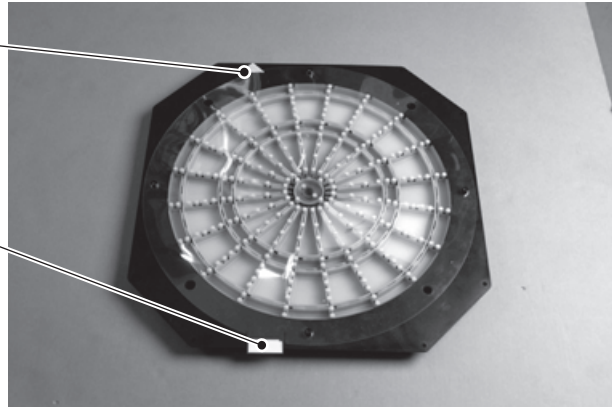
10-1-2 FIG. 01

10-1-3 Attaching the Board

- 1 Put new or cleaned segments in place, position the direction sticker at the top and place the spider board.
- 2 Set the protective sheet and spacer sheet on the spider board in that order, making sure the sheet tag is on the bottom left. The part number is printed on the sheet tags on the protective sheet and spacer sheet, so make sure the order is correct.

DIRECTION STICKER

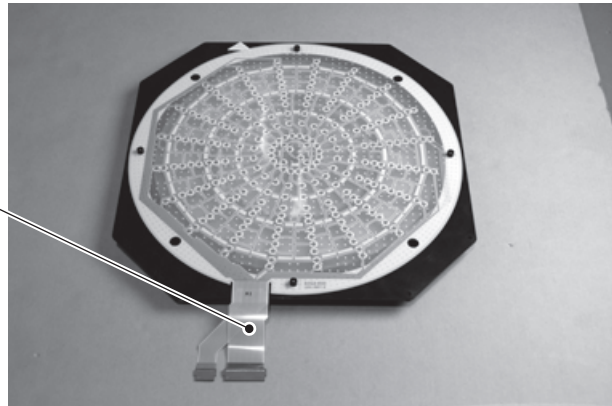
SHEET TAG
PROTECTIVE SHEET: DLT-1211
SPACER SHEET: DLT-1212



10-1-3 FIG. 01

- 3 Set the membrane sheet, making sure that the membrane sheet connector is on the bottom left.

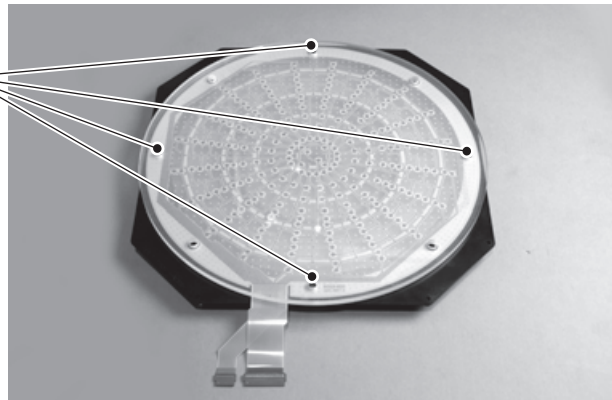
MEMBRANE SHEET CONNECTOR



10-1-3 FIG. 02

- 4 Line up the small hole on the target plate with the protruding parts on the spider board. The rough side of the target plate should face down, and the glossy side should face up when attaching it. Line up the holes on the diffuse sheet and place it on top. The glossy side should be facing down, and the rough side should be facing up.

Line up with the protruding parts on spider board

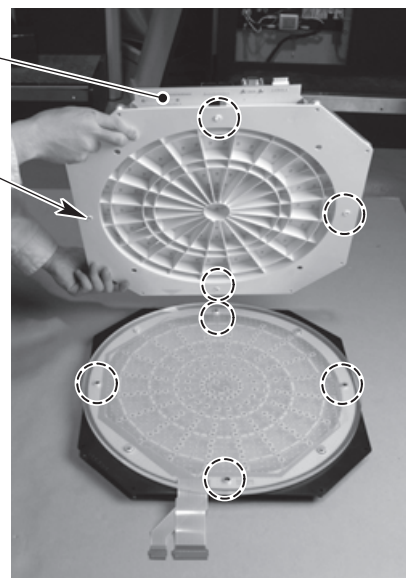


10-1-3 FIG. 03

- 5 Make sure the connector on the reflective spider board is on the and line up the 4 protruding parts.

CONNECTOR ON REFLECTIVE SPIDER BOARD

Line up 4 protruding parts.

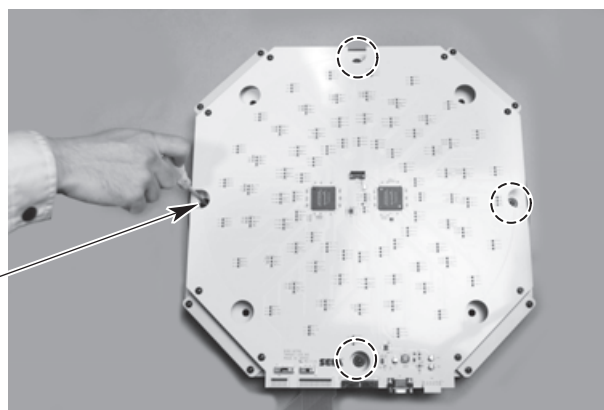


10-1-3 FIG. 04

- 6 Use the 4 screws that were removed to fasten the board in place.

SCREW (4)

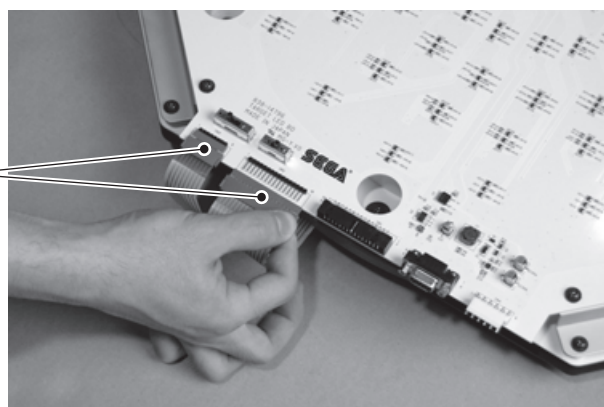
M4 x 16, w/spring washer, large flat washer used



10-1-3 FIG. 05

- 7 Connect 2 membrane sheet connectors.

MEMBRANE SHEET CONNECTOR (2)



10-1-3 FIG. 06

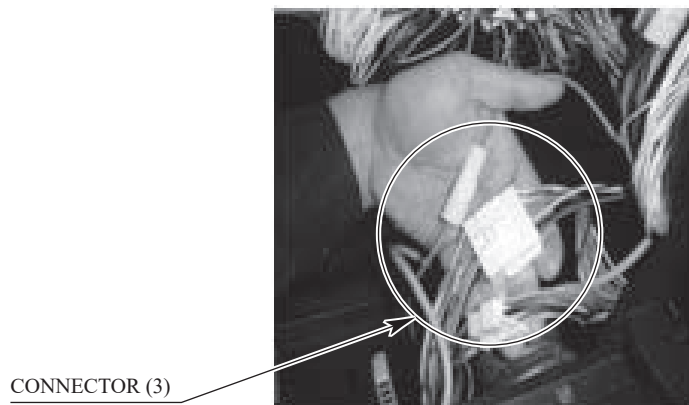
- 8 Tighten the 4 knurled nuts on the face door while holding the board. Refer to 8-1-1, FIG. 02.

- 9 Connect 3 connectors on the board. Refer to 8-1-1, FIG. 01.

10-2 CARD READERS

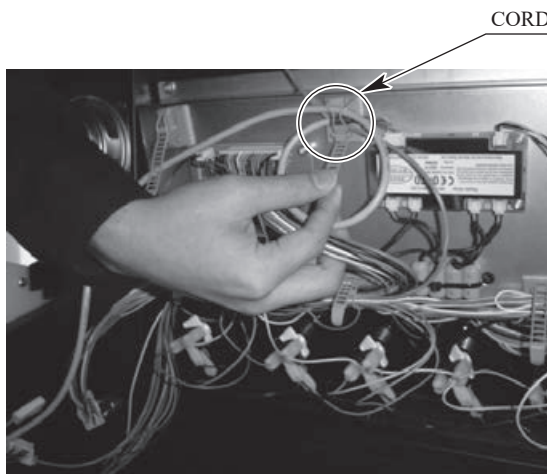
10-2-1 How to Remove Card Readers

- 1** Turn off the main switch. Unlock the face door with the 2 maintenance keys and open it until the door stopper is locked.
- 2** Disconnect 3 connectors on the I/O base.

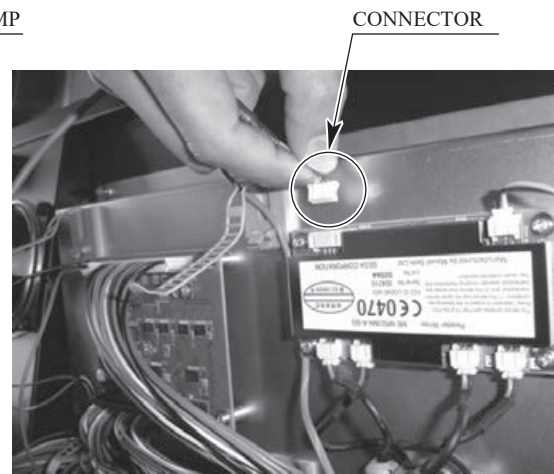


10-2-1 FIG. 01

- 3** Undo the cord clamp and disconnect the connector on the card reader board.



10-2-1 FIG. 02



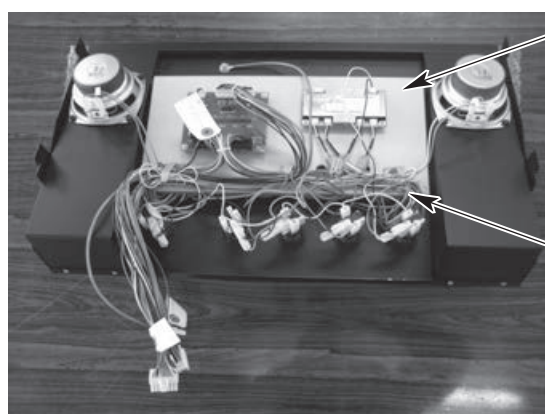
10-2-1 FIG. 03

- 4 The control panel is raised from the main cabinet, and removed.



10-2-1 FIG. 04

- 5 Remove 4 flange nuts on the card reader bracket.

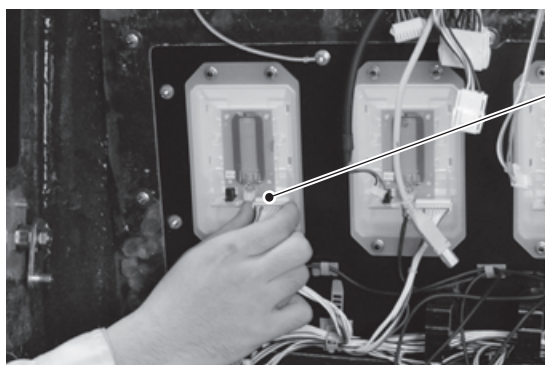


CARD READER BRACKET

FLANGE NUT (4)
M4

10-2-1 FIG. 05

- 6 Disconnect the connector from the card reader on which maintenance will be performed.

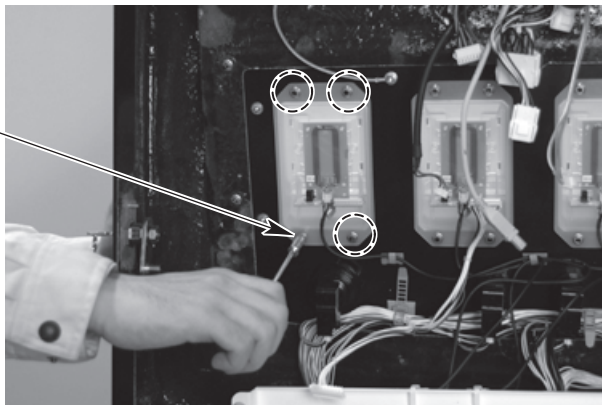


CONNECTOR

10-2-1 FIG. 06

- 7** Remove 4 flange nuts and take off the card reader.

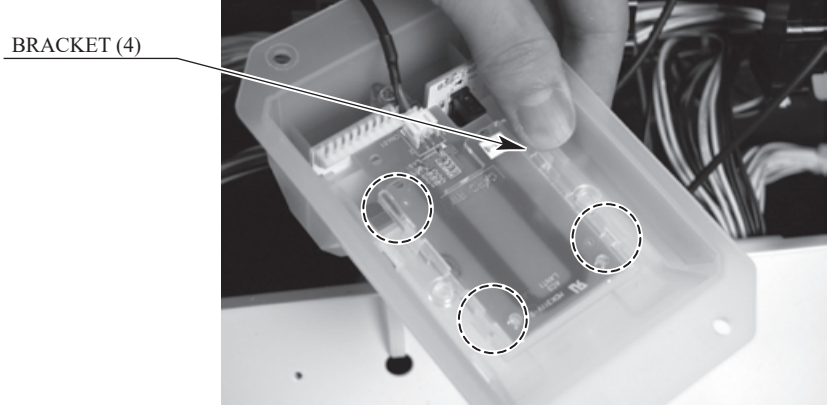
FLANGE NUT (4)
M4



10-2-1 FIG. 07

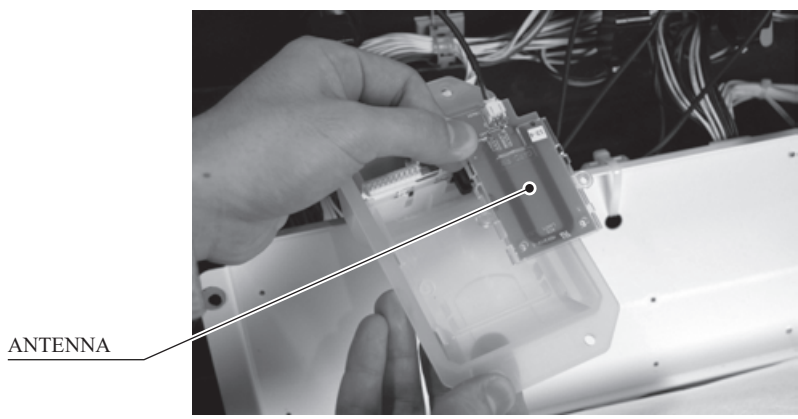
10-2-2 Removing Foreign Objects/Materials from Card Readers

- 1 If foreign objects/materials get inside the card reader, refer to the previous section (“8-2-1 How to Remove Card Readers”) and take off the card reader.
- 2 Undo one bracket at a time and remove all 4 brackets The brackets break easily, so be careful when pressing them.



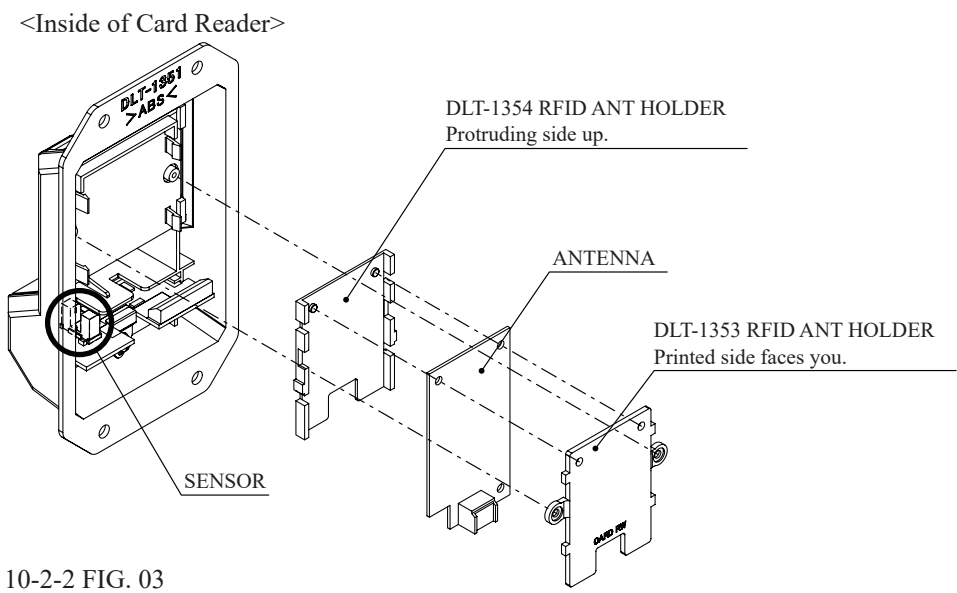
10-2-2 FIG. 01

- 3 Remove the antenna.



10-2-2 FIG. 02

- 4 Work in reverse order to attach the antenna after removing the foreign objects/materials.



10-2-2 FIG. 03

10-3 ADJUSTING THE LCD MONITOR



The LCD is adjusted prior to shipment. Avoid unnecessary adjustments. Careless adjustments can be difficult to correct.

10-4 COIN SELECTOR

Handling a Coin Jam

If the coin is not rejected when the Reject button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

Cleaning the Coin Selector

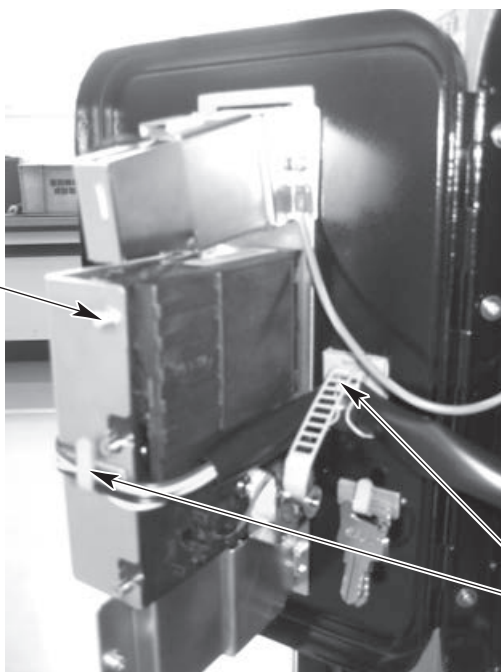


- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then wrung dry.
- Do not apply machine oil, etc. to the Coin Selector.
- After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the selector correctly functions.

The Coin Selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

- 1 Turn off the main switch.
- 2 Unlock the coin chute door with the coin chute key and open it.
- 3 Use a slotted screwdriver to remove the screw, and remove the cable from the 2 cord clamps.

SCREW (1)
M4



CORD CLAMP

10-4 FIG. 01

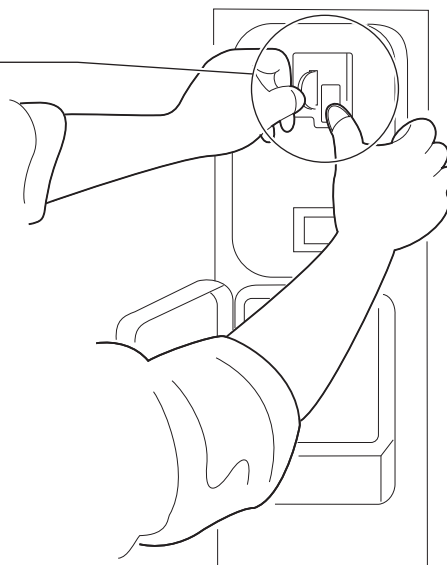
- 4 Detach the coin selector from the coin chute door.
- 5 Open the gate and dust off by using a soft brush (made of wool, etc.).
- 6 Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.
- 7 After wiping off as per Step 6 above, further apply a dry cloth, etc. to dry Coin Selector completely.

Coin Insertion Test

Once every month, when performing the coin switch test, simultaneously check the following:

- ☐ Does the coin meter count correctly?
- ☐ Does the coin drop into the cashbox correctly?
- ☐ Is the coin rejected when inserted while keeping the Reject button pressed down?

Insert a coin while keeping the Reject button pressed down to make sure that it is returned.



10-4 FIG. 04

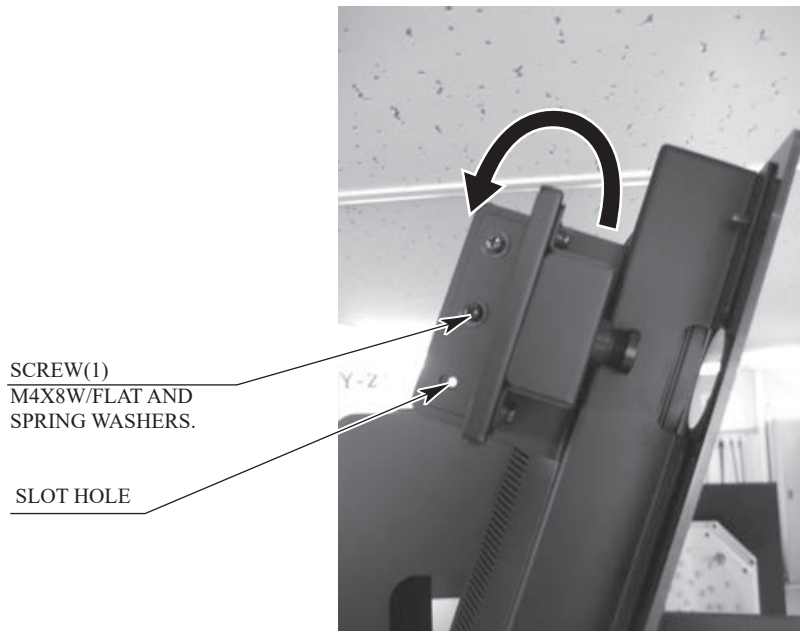
10-5 ADJUSTING ANGLE OF CCD CAMERA



IMPORTANT

The ccd camera is adjusted prior to shipment. Avoid unnecessary adjustments

- 1 Activating the System Maintenance Menu The camera test is activated.
- 2 Remove the screw and The screw is temporarily stopped by an outside slot hole.



10-5 FIG. 01

- 3 Fix the screw after adjusting the angle.

11 PERIODIC INSPECTION

Inspect the following items and perform maintenance regularly to maintain product performance and ensure safe operation.

WARNING

- Check every 6 month to ensure that power cords are not damaged, the plug is securely inserted, dust has not accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust can cause fire and electric shock.
- Once a year, request the office shown on this manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents. Note that you are liable for the cost of cleaning the interior parts.
- There is a danger of accidents involving electrical short circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no abnormalities such as burning smell.

9 TABLE 01 PERIODIC INSPECTION TABLE (HARDWARE)

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CABINET	Confirm that adjusters contact floor	Daily	6-6
BOARD	Remove broken dart tips (*1)	Monthly	8-1
	Inspect sensors	Monthly or when (*1) is performed	SERVICEMAN MANUAL
	Check to make sure rubber legs have not come off	Every 3 months	8-1
	Check to make sure rubber legs have not come off	Every 3 months	8-1
CONTROL PANEL	Check switches	Monthly	SERVICEMAN MANUAL
CARD READER	Inspection	Weekly	8-2
	Clean slots	Weekly	8-2
COIN SELECTOR	Inspect coin switch	Monthly	8-4
	Coin Insertion Test	Monthly	8-4
	Cleaning	Every 3 months	8-4
ELECTRONIC/ ELECTRICAL PARTS	Inspection, Cleaning	1 year	As above
CABINET INTERIOR	Cleaning	Every 6 months	As above
POWER CORD	Inspection, Cleaning	Every 6 months	As above
MONITOR	Cleaning	As appropriate	—
	Check adjustments	When moving	8-3
CABINET SURFACES	Cleaning	As appropriate	Next page

Cleaning the Cabinet Surfaces

When the cabinet surfaces become dirty, remove stains with a soft cloth soaked in water or diluted (with water) chemical detergent and then wrung dry. To avoid damaging the finishing coat, do not use abrasive, bleaching agents, chemical dust-cloth or solvents such as thinner, benzene, etc. Some general-purpose household, kitchen, and furniture cleaning products may contain strong solvents that degrade plastic parts, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

12 TROUBLESHOOTING

If the network is not working properly, perform the following steps.

Check to see if there is an error signal in the upper right part of the screen.



If something goes wrong, an error signal will be displayed in the upper right part of the Menu screen. If it is operating normally, “ONLINE” will be displayed.

Always restart the modem and router before turning off the “DARTSLIVE2” machine.

Failure to do so could result in loss of stored data.

“OFFLINE” is displayed.

Restart the router.

NOTE: The router will start up in about 30 seconds, so wait until it restarts before turning on the “DARTSLIVE2” machine.

Check to make sure that wires are firmly connected.

NOTE: Check all slots.

Restart the “DARTSLIVE2” machine.

“INTERNET ERROR” is displayed.

Restart the modem.

Check to make sure that the lines are connected properly.

Restart the router.

NOTES:

- Do not turn off the power to “DARTSLIVE2.” Doing so could result in loss of stored data.
- Contact your ISP in case line construction or maintenance is being performed.

“ROUTER ERROR” is displayed.

Check to make sure that wires are firmly connected.

Restart the router.

NOTE: Do not turn off the power to “DARTSLIVE2.” Doing so could result in loss of stored data.

A wrench icon is displayed.



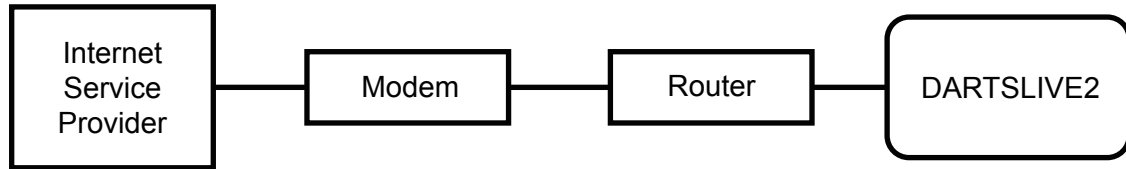
The DARTSLIVE server is undergoing maintenance. This is normal. Wait for the maintenance work to end.

Contact the point of purchase for this product or DARTSLIVE Co., Ltd. for all other network-related inquiries.

12-1 NETWORK OVERVIEW

12-1-1 Network Structure

The basic structure for the “DARTSLIVE2” network connection is as follows:



12-1-1 FIG. 01

Prepare a line (upload/download speeds of 100 Mbps or faster) designated for DARTSLIVE.
Always use a fixed line for the network connection.

12-1-2 Supplementary Terminology List

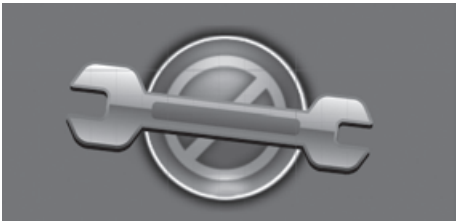
ROUTER	A device for connecting multiple LANs. It is installed at a branch point connecting multiple LANs and relays data on one network to other networks.
LAN	A computer network connecting multiple computers or other devices in the same building.
HUB	A line concentrator for LAN cables.

12-1-3 Network Status

Check the upper right corner of the “DARTSLIVE2” screen for the network status.
There are 4 different statuses as follows:



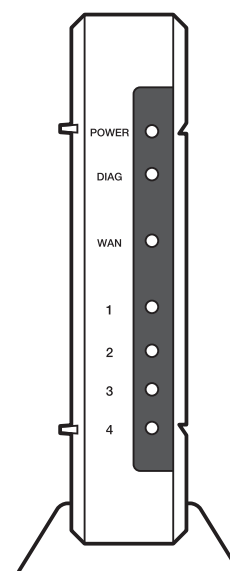
12-1-3 FIG. 01

ONLINE 	The network is connected and operating normally.
OFFLINE 	The network is not connected.
ERROR 	The network is disconnected due to some kind of trouble.
MAINTENANCE 	The DARTSLIVE server is undergoing maintenance. No data will be saved to the server.

12-2 NETWORK TROUBLE

12-2-1 “OFFLINE” is displayed

SYMPTOM	“DARTSLIVE2” starts up in offline mode when the power is turned on.
CAUSE	Poor power supply or LAN contact or disconnection. - Cable disconnected - Router is not on - Problem with router - Problem with hub - Problem with network cable - Running without activation settings (exceptional case)
COUNTERMEASURES	Check the cables, hub and router as described below.



12-2-1 FIG. 01

<Cable/Hub Check>

Check the slots on the connection devices to make sure none of the cables are loose or disconnected.

<Router Check>

CAUSE/INSPECTION	COUNTERMEASURES
Are the LED lamps on the router lit up?	If they are not lit up, then the router is not turned on. Check the AC adapter.
Is the WAN lamp on the router lit up?	If it is off, the cable between the modem and the router is not properly connected. - Is the cable from the modem connected to the WAN slot on the router? Is it loose? - Is the cable from the router connected to the modem? Is it loose?
Is the LAN lamp on the router lit up?	If it is off, the cable between the router and “DARTSLIVE2” is not properly connected. - Is the cable from the router connected to “DARTSLIVE2”? Is it loose? - Is the cable from “DARTSLIVE2” connected to the router? Is it loose?
Is the DIAG lamp off?	If it is lit up, there is a problem with the router. Restart the router.
None of the above.	Turn off the power and restart the router

NOTE: If it is still offline, contact DARTSLIVE Co., Ltd network support.

12-2-2 “ERROR” is displayed

SYMPTOM	An “ERROR” message appears when the power is turned on.
	It was initially online, but an “ERROR” message appeared.
CAUSE	Poor LAN contact, internet connection trouble or access restrictions.
COUNTERMEASURES	The type of error is displayed to the left of the error message. Fix it accordingly.

<ROUTER ERROR>

Network line error. Requires same action as when it is offline.

Check the following items:



12-2-2 FIG. 01

CAUSE/INSPECTION	COUNTERMEASURES
Are the LED lamps on the router lit up?	If they are not lit up, then the router is not turned on. Check the AC adapter.
Is the WAN lamp on the router lit up?	If it is off, the cable between the modem and the router is not properly connected. - Is the cable from the modem connected to the WAN slot on the router? Is it loose? - Is the cable from the router connected to the modem? Is it loose? - Is the modem plugged in?
Is the LAN lamp on the router lit up?	If it is off, the cable between the router and “DARTSLIVE2” is not properly connected. - Is the cable from the router connected to “DARTSLIVE2”? Is it loose? - Is the cable from “DARTSLIVE2” connected to the router? Is it loose?
Is the DIAG lamp off?	If it is lit up, there is a problem with the router. Restart the router.

<INTERNET ERROR>



12-2-2 FIG. 02

CAUSE/INSPECTION	COUNTERMEASURES
Internet connection trouble due to ISP or phone line problem.	Check the line. (Line construction or maintenance may be being performed.) When the line is restored after some time has passed, it will automatically switch back to online mode.

12-2-3 “MAINTENANCE” is displayed

CAUSE	The DARTSLIVE server is undergoing maintenance.
COUNTERMEASURES	Server maintenance is normal. The “DARTSLIVE2” server is normally taken offline for maintenance at 9 a.m. every morning for about 1 hour.
	Procedures and services that use the network, including online operation and activation, cannot be used. If left running offline, it will automatically switch back to online mode after the maintenance is finished.

<Precautions for Installation>

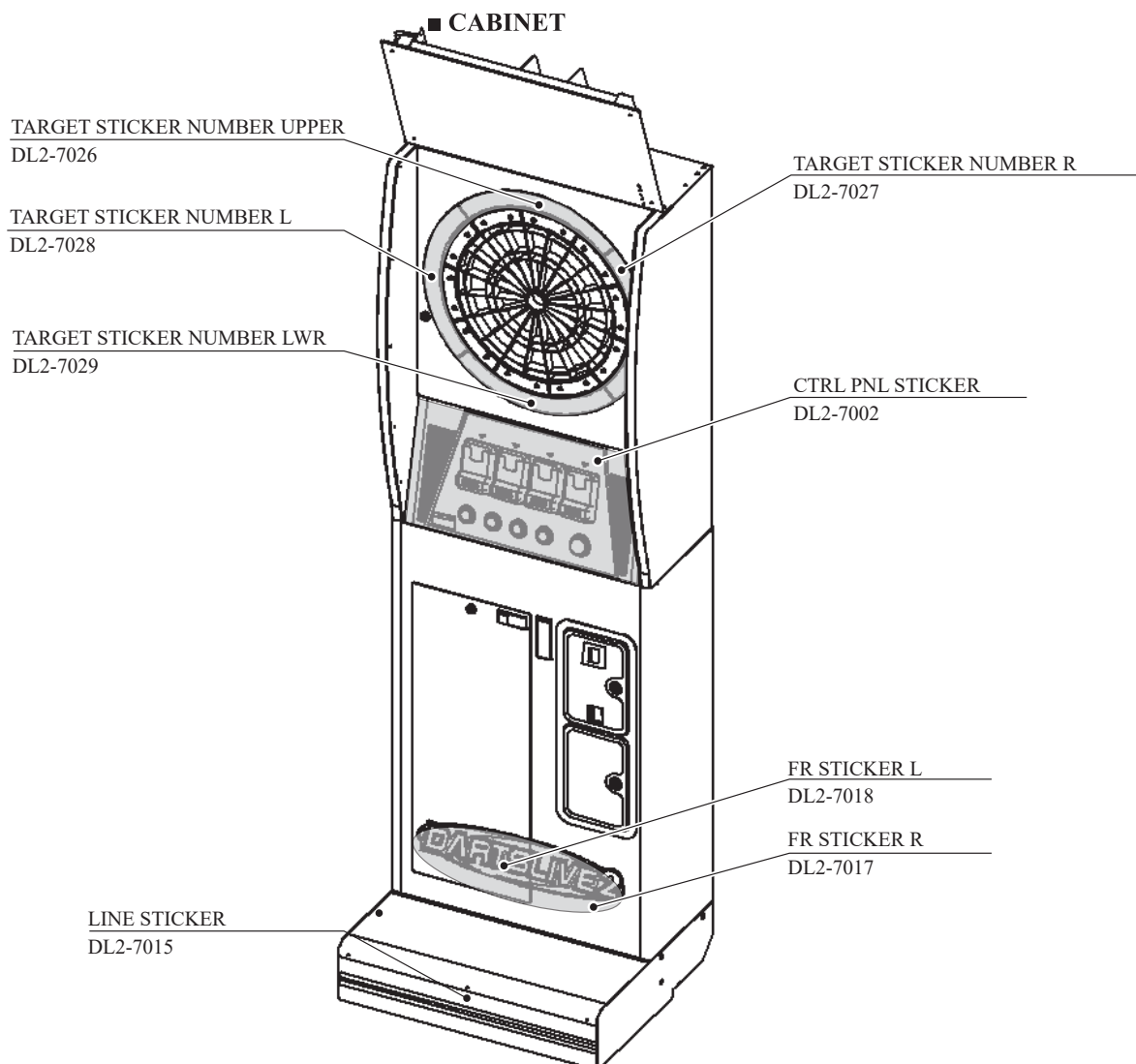
WARNING

Check regularly to make sure that dust has not collected in or is not blocking the vent. Dust can cause heat to build up inside and result in a fire. If you see dust, clean it off with a vacuum cleaner or duster.

- Do not connect machines other than “DARTSLIVE2” and “TouchLive” to the DARTSLIVE router.
- Do not cover the vent. Avoid installing the machine in places of high temperature or humidity.
- Do not place objects on the cord.
- Do not install the machine in places exposed to direct sunlight or places of high humidity.
- Leave sufficient space around the machine to prevent heat from building up inside.

13 DESIGN RELATED PARTS

For the warning sticker explanation, refer to chapter 1.

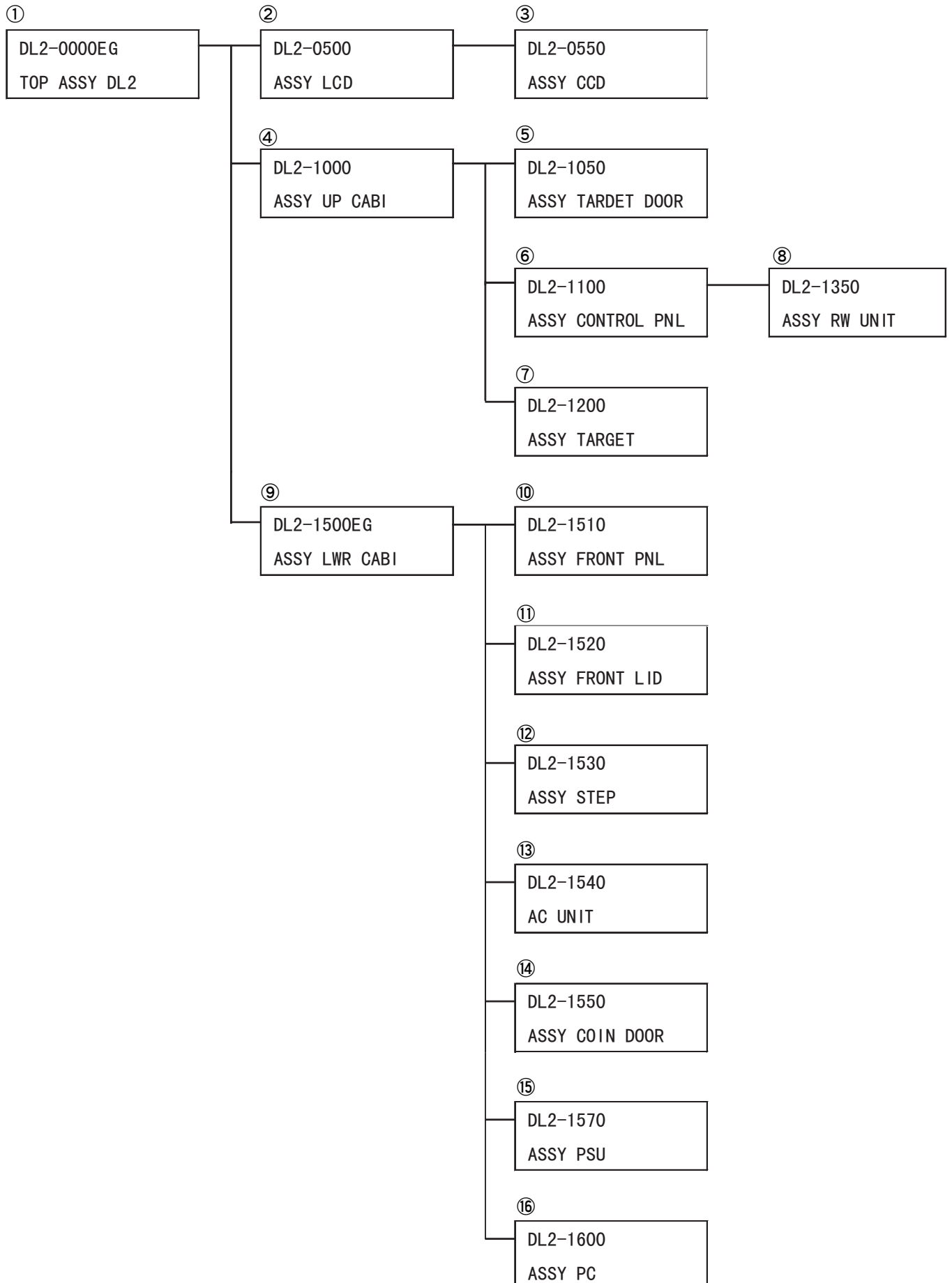


■ THROW LINE STICKER

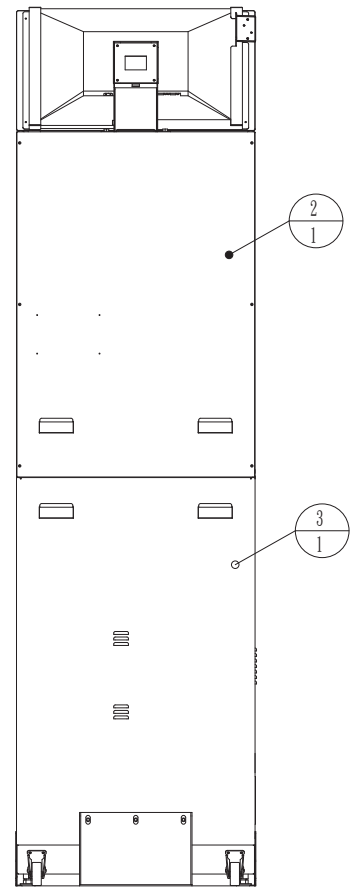
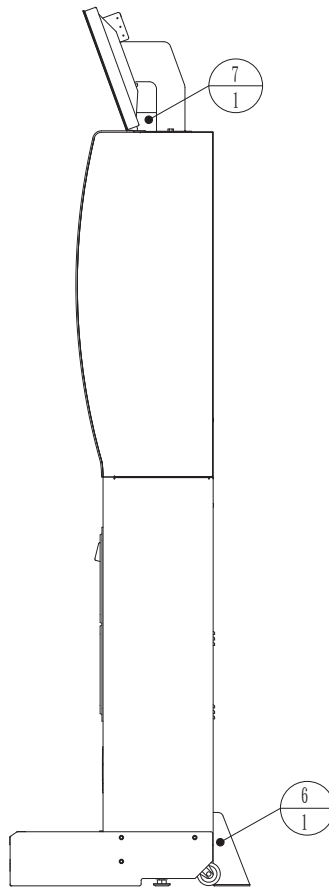
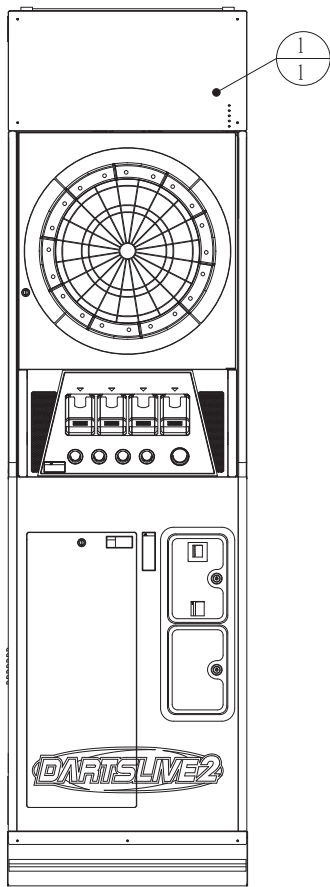


DL2-7011 DARTSLIVE2 THROW LINE STICKER

14 PARTS LIST



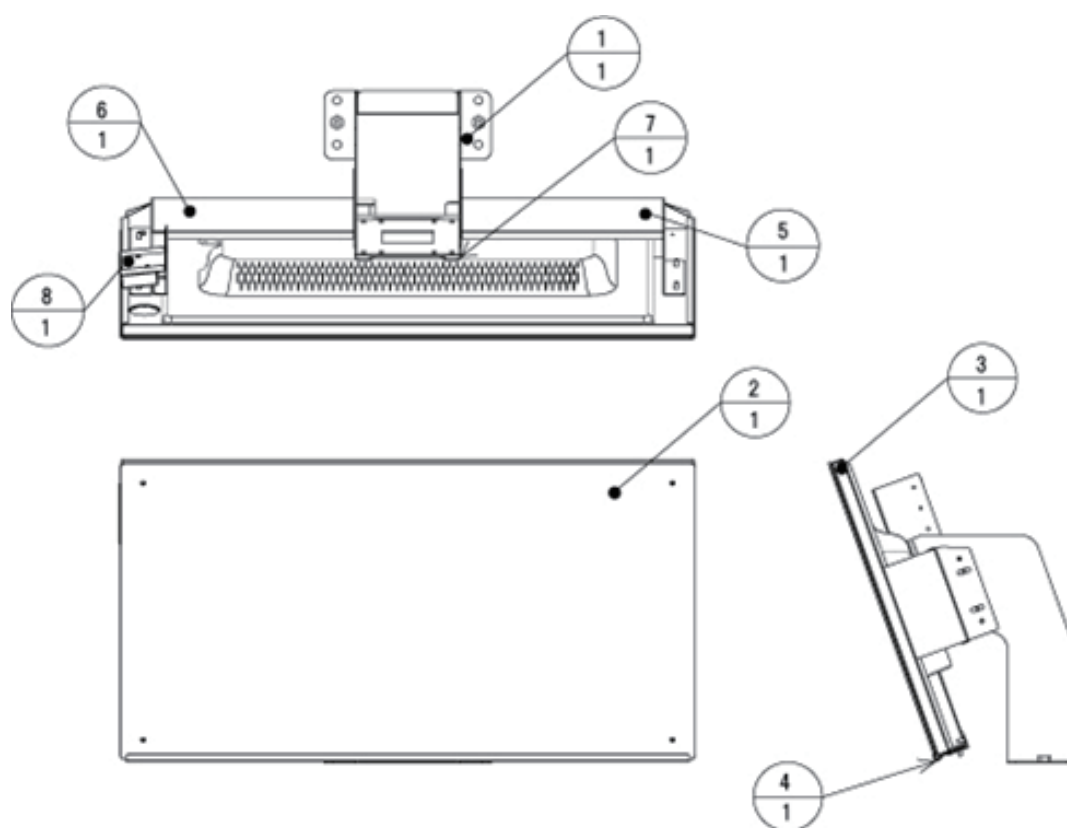
1 TOP ASSY DL2(DL2-0000)



14 PARTS LIST

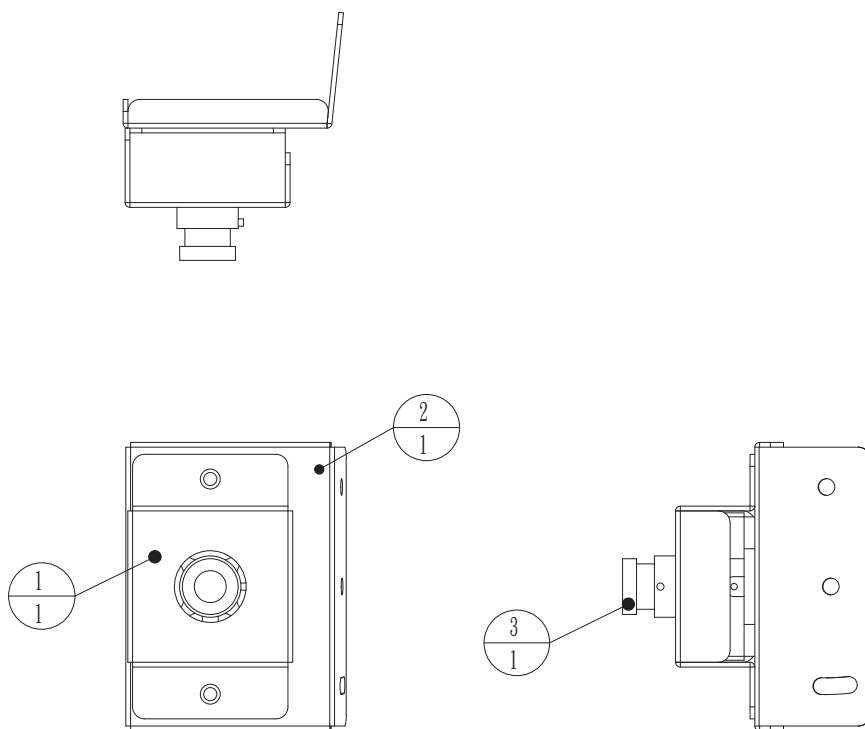
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-0500	ASSY LCD
2	DL2-1000	ASSY UP CABI
3	DL2-1500EG	ASSY LWR CABI
4	ACJ-3PS-02	3AC CABLE 2.0m
	AT-PWC-015BS	AC CABLE 2.0m
5	LD-CT/BU10/RS	LAN CABLE 10m
6	DL2-0001	LOWER BRKT
7	DL2-0002	LCD CABLE COVER
8	220-5793-2-A001	KEY MASTER A001
9	220-5793-2-A002	KEY MASTER A002
10	DL2-7011	THROWLINE STICKER
11	DL2-7111	OWNER'S MANUAL
12	DL2-7112	SERVICEMAN MANUAL
13	B-130-8	I BOLT
14		HEX BOLT M8X16 W/FS B
15		M SCR PH M4X8 W/FS B

2 ASSY LCD(DL2-0500)



ITEM NO.	PART NO.	DESCRIPTION
1	DL2-0502	LCD BRKT
2	DL2-0512	LCD ACRYLIC NEW
3	DL2-0507	LCD FRAME
4	DL2-0510	CCD HARNESS COVER
5	DL2-0508	LCD FRAME BRKT R
6	DL2-0509	LCD FRAME BRKT L
7	DL2-0511	LCD ATT
8	DL2-0550	ASSY CCD
9	DL2-6027	HARNESS MONITOR 01
10	JL240AF	24inch WIDE MONITOR
11		M SCR TH M4X10 B
12		FLANGE NUT M4 W

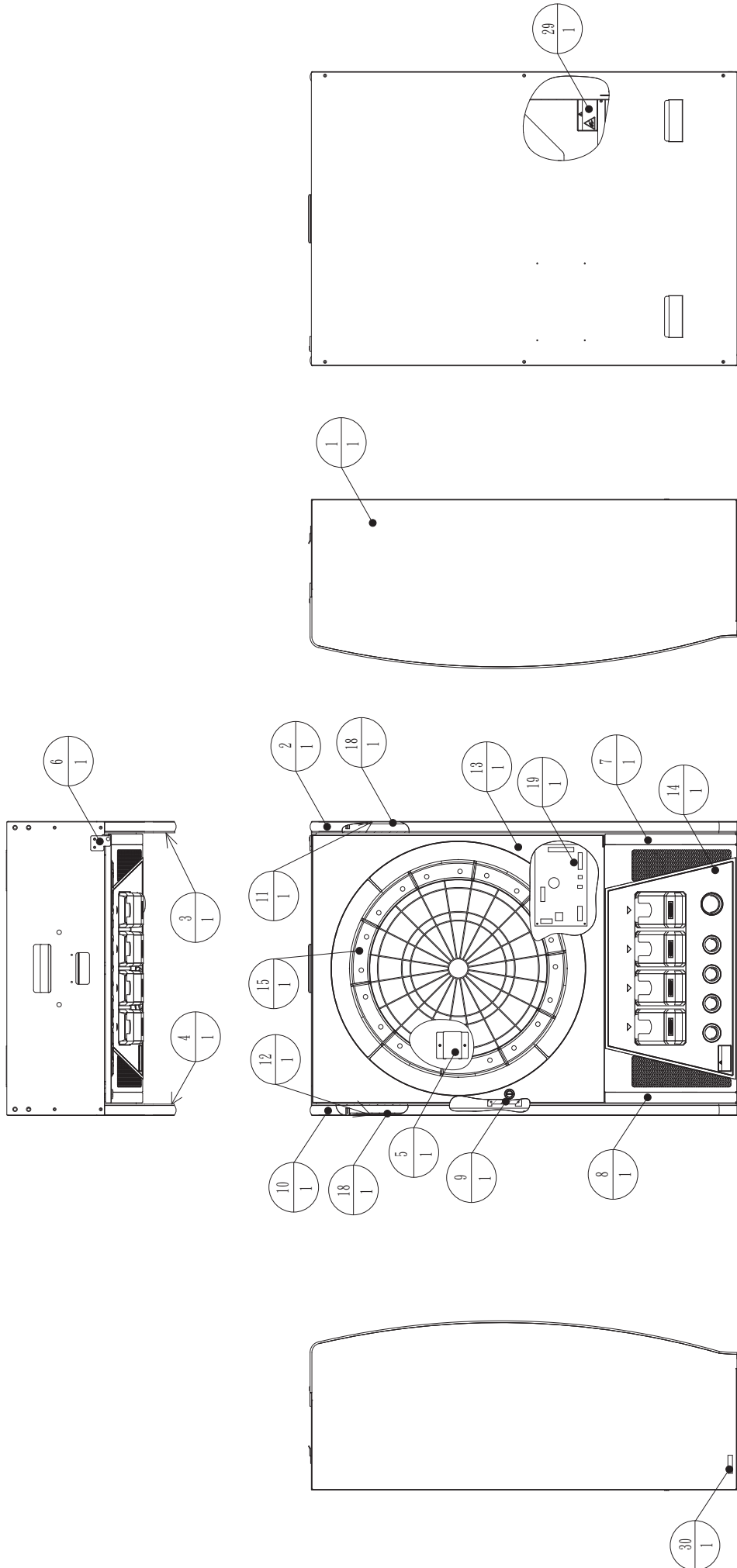
3 ASSY CCD(DL2-0550)



ITEM NO.	PART NO.	DESCRIPTION
1	DL2-0551	CCD BRKT
2	DL2-0552	CCD BASE BRKT
3	MS-M33NU2M SH80-3M	USB CAMERA(NU-2-3M)
4		M SCR PH M4X8 W/FS B
5	M2X8	PAN HEAD
6	BS-2010WE	PLASTIC STANDOFF

4 ASSY UP CABI(DL2-1000)

(D-1/2)

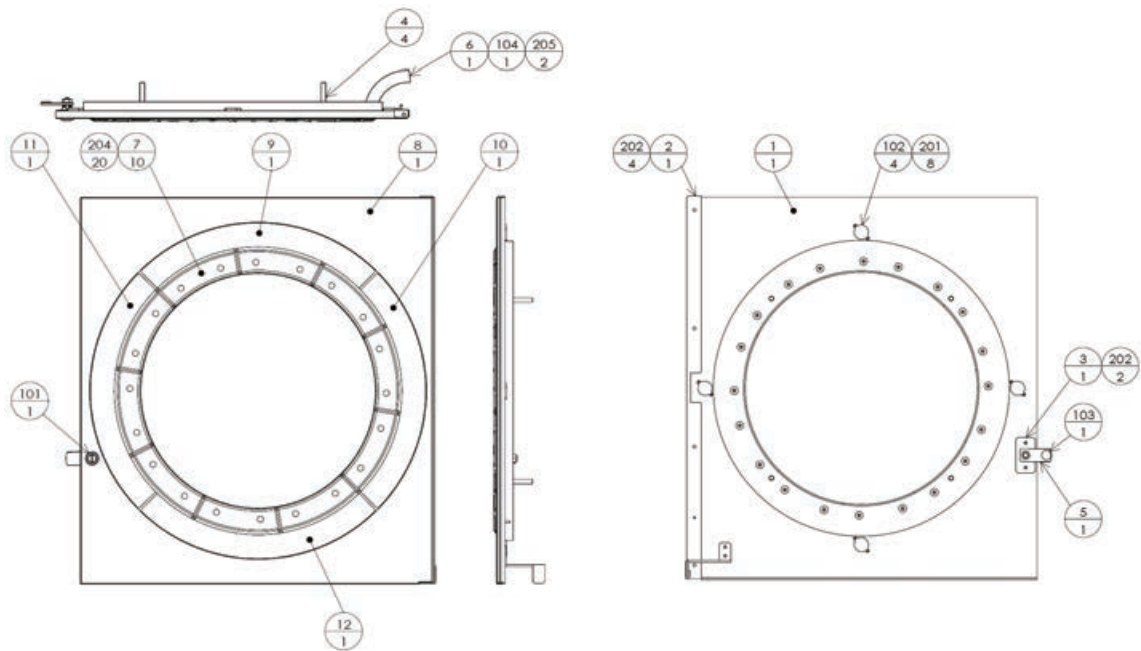


4 ASSY UP CABI(DL2-1000)

(D-2/2)

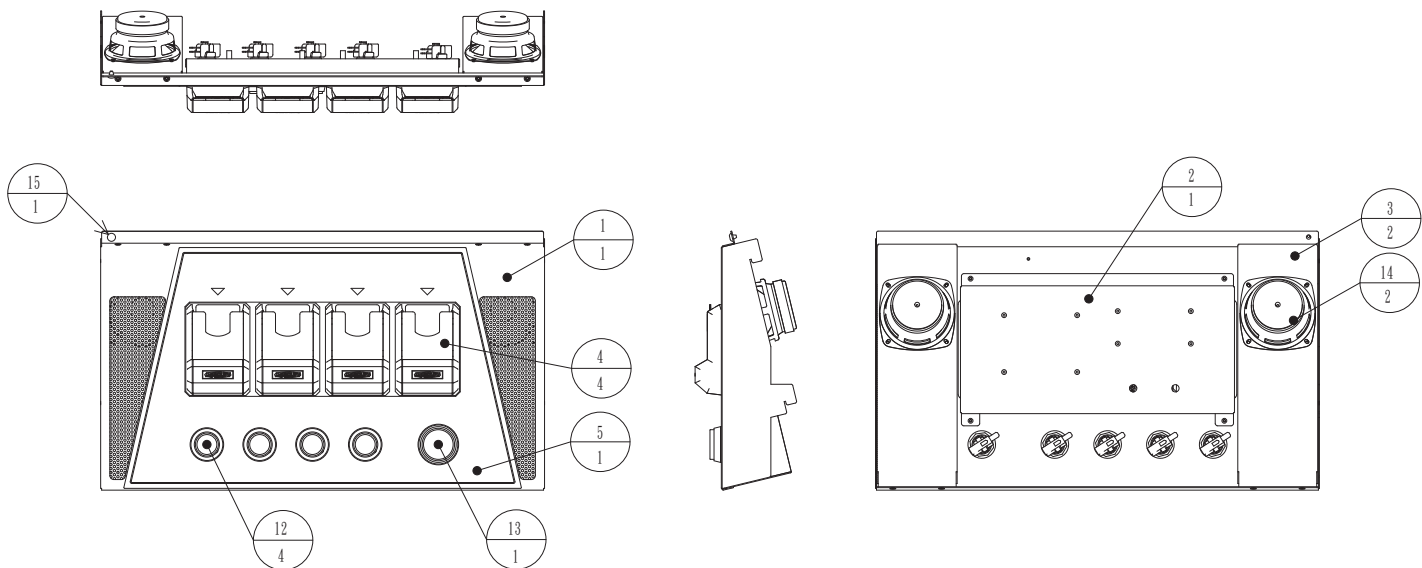
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1001	UP CABI BASE
2	DL2-1003	SIDE WOOD R
3	DL2-1004	LED COVER PLATE R
4	DL2-1005	LED COVER PLATE L
5	DL2-1010	CAPTURE BRKT
6	DL2-1011	UP HINGE BRKT
7	DL2-1012	SIDE FRAME R
8	DL2-1013	SIDE FRAME L
9	DL2-1015	TNG BRKT
10	DL2-1016	SIDE WOOD L
11	DL2-1017	LED REFLECTOR R
12	DL2-1018	LED REFLECTOR L
13	DL2-1050	ASSY TARGET DOOR
14	DL2-1100	ASSY CONTROL PNL
15	DL2-1200	ASSY TARGET
16	SS-20U	SPIRAL TUBE 200mm
18	DL2-4001	LED 610MM 16.7P
19	DL2-5002	IC BD DARTSLIVE2 IO
20	DL2-6011	HARNESS LOWER CABINET09
21	DL2-6012	HARNESS UPPER CABINET01
22	DL2-6013	HARNESS UPPER CABINET02
23	DL2-6014	HARNESS UPPER CABINET03
24	DL2-6015	HARNESS UPPER CABINET04
25	DL2-6022	HARNESS UPPER CABINET05
26	DL2-6023	HARNESS UPPER CABINET06
27	USB2-AMBM-06	USB2.0 CABLE A-B 1.8m
28	DL2-6028	HARNESS UPPER CABINET07
29	DL2-7004EG	STICKER W FINGER DOOR
30	DL2-7010	UPCABI SERIAL STICKER
31	AD-SMSM-06	AUDIO SYSTEM CABLE STEREO MINI 1.8m
32	TM-96-5	PLUG CUSHION RUBBER
33	K-104G	CORD KEEP
34	TL-25	CORD CLAMP
35	NN-0816-10	NYLON WASHER
36	ASF-850E	STEEL SPACER
37		M SCR TH M4X16 W
38		FLANGE NUT M4 W
39		M SCR PH M4X8 W/FS B
40		M SCR PH M3X20 W/FS W

5 ASSY TARGET DOOR(DL2-1050)



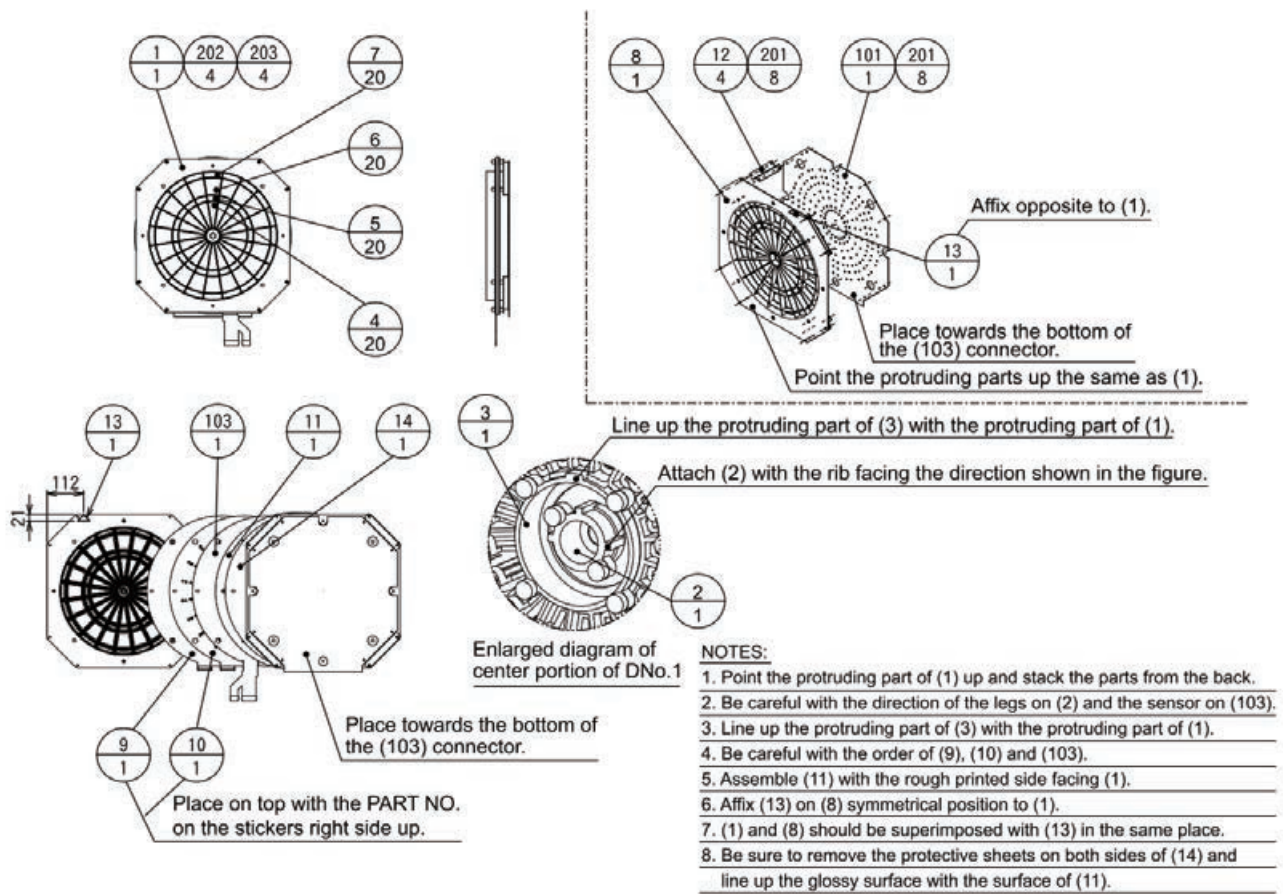
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1051	TARGET DOOR
2	DL2-1052	DOOR FLAME
3	DL2-1053	KEY PLATE
4	DL2-1054	BOLT PLATE
5	DL2-1055	TARGET KEY TNG
6	DL2-1056	DOOR STOPPER
7	DLT-1120	OUT BOARD SEGMENT
8	DL2-7016	TARGET STICKER BASE
9	DL2-7026	TARGET STICKER NUMBER UPPER
10	DL2-7027	TARGET STICKER NUMBER R
11	DL2-7028	TARGET STICKER NUMBER L
12	DL2-7029	TARGET STICKER NUMBER LWR
14	D4250-9130	JURAKON BUSH
16	TM-166-8	VANPON
17	TM-182-816-16	URETHANE ROLL STOCK
18	TL-25	CORD CLAMP
19	CC-1005	CORD CLIP
101	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001
102	PB2240BL110-C	PIEZO SHOCK SENSOR
103	2XJ00869	RUBBER FOOT RF18-1.5T
104	2XJ00870	RUBBER FOOT SF-016
105	2XJ00876	WIRE MOUNT
106	2XJ00850	WIRE CLAMP
107	2XJ00862	CABLE TIE
201		TAP SCR PH ϕ 2X8 W
202		TAP SCR PH ϕ 3.5X12
203		TAP SCR PH ϕ 3.5X12
204		M SCR PH M4X16 W/FS B
205		M SCR PH M4X12 W/FS B

6 ASSY CONTROL PNL(DL2-1100)



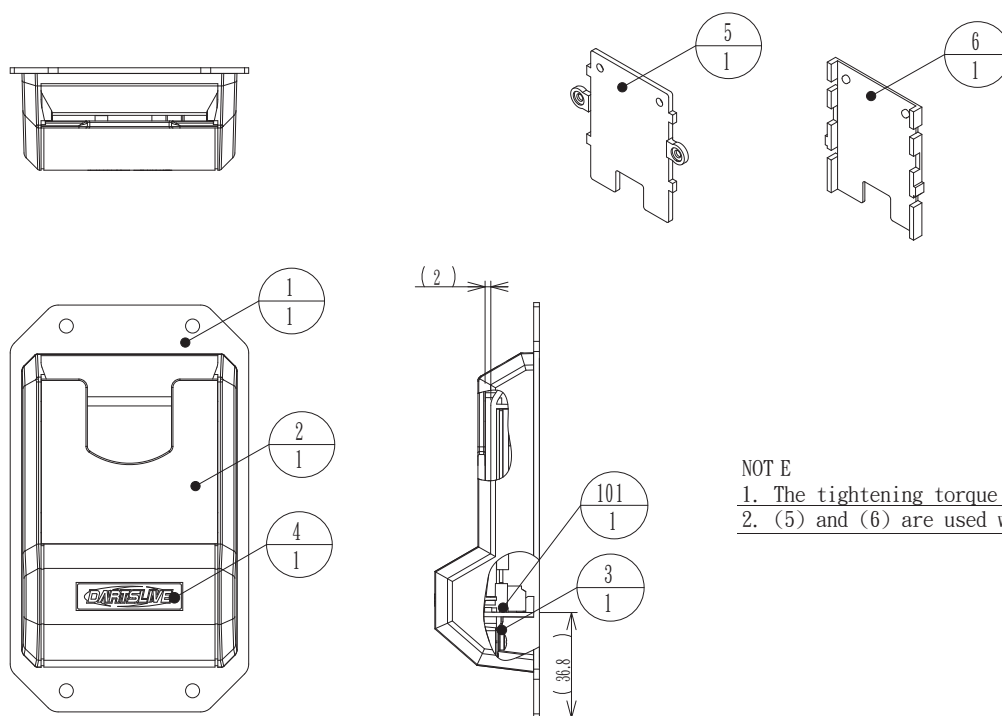
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1101	CONTROL PNL
2	DL2-1102	READER REAR BRKT
3	DL2-1103	SPEAKER BRKT
4	DLT-1350	ASSY RW UNIT
5	DL2-7002	CTRL PNL STICKER
6	DL2-5000	IC BD LED CTRL FOR CARD RW
7	DL2-6019	HARNESS CONTROL PANELO1
8	DL2-6020	HARNESS CONTROL PANELO2
9	DLS-6021	HARNESS CONTROL PANELO3
10	DL2-6024	HARNESS CONTROL PANELO4
11	ME-MR23M4-B-SG	RFID CARD RW BD W/ANT X4 232C
12	PB-02L-YELLOW	YELLOW BUTTON
13	PB-03L-RED	RED BUTTON
14	FO0309H1	SPEAKER
15	TM-96-5	PLUG CUSHION RUBBER
16	TL-25	CORD CLAMP
17	SG-200	CABLE TAI 185mm
18		M SCR PH M3X8 W/FS B
19		FLANGE NUT M4 W
20		M SCR FH(SMALL) M4X8 B
21		M SCR PH M4X8 W/FS B

7 ASSY TARGET(DL2-1200)



ITEM NO.	PART NO.	DESCRIPTION
1	DLT-1201-XT	SPIDER
2	DLT-1202	DOUBLE BULL SEGMENT GRAY
3	DLT-1203	SINGLE BULL SEGMENT
4	DLT-1204	SINGLE PIE SEGMENT
5	DLT-1205	TRIPLE SEGMENT
6	DLT-1206	SINGLE BLOCK SEGMENT
7	DLT-1207	DOUBLE SEGMENT
8	DLT-1210X	TARGET LED REFLECT SPIDER
9	DLT-1261	MENBRANE PROTECT SHEET
10	DLT-1212	MENBRANE SPACER SHEET
11	DL2-1213	TARGET BASE PLATE
12	DL2-1214	LED BASE BRKT
13	DLT-0002	STICKER POSITIONING CABI
14	DL2-1215	DIFFUSE SHEET
101		TARGET LED BD
103	509-6204	MENBRANE SW S-SGA-1789
201	000-P00408-WB	M SCR PH M4X8 W/FS B
202	068-441616	FLT WSHR 4.4-16x1.6
203	000-P00416-S	M SCR PH M4X16 W/S

8 ASSY RW UNIT(DL2-1350)



NOTE

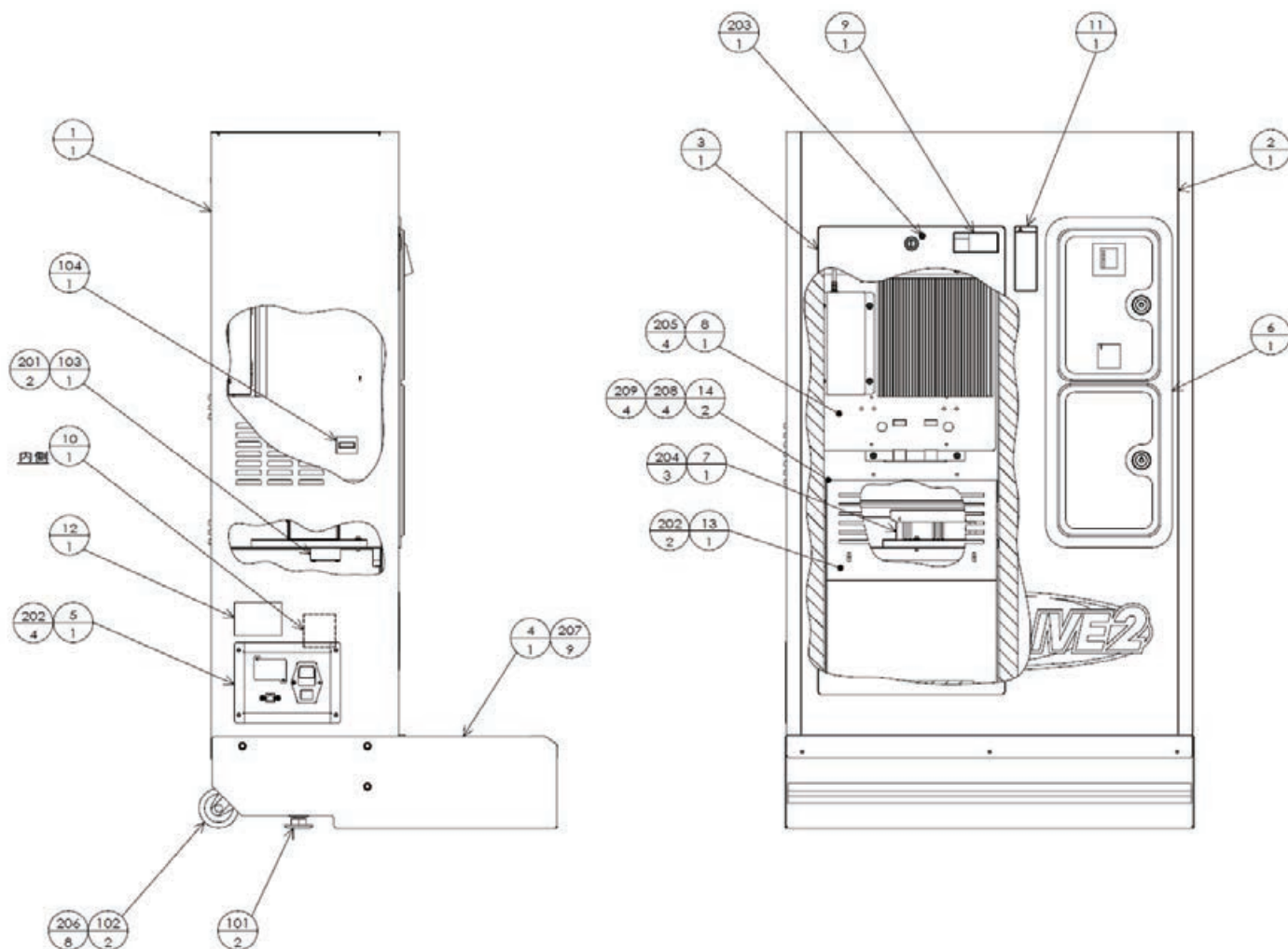
1. The tightening torque for (201) is 7.5 (N.m)
2. (5) and (6) are used when assembling separately

ITEM NO.	PART NO.	DESCRIPTION
1	DLT-1351	RW GUIDE BASE
2	DLT-1352	RW GUIDE COVER
3	DLT-1355	LED BOARD BRKT
4	DLT-1356	RW LOGO STICKER
5	DLT-1353	RFID ANT HOLDER T=4.2
6	DLT-1354	RFID ANT HOLDER T=3.2
101	DL2-5001	LED BD CARD RW
201	FAS-000142	M SCR PH M3X6 W/SMALL FS W

9 ASSY LWR CABI(DL2-1500EG)

(D-1/2)

14 PARTS LIST

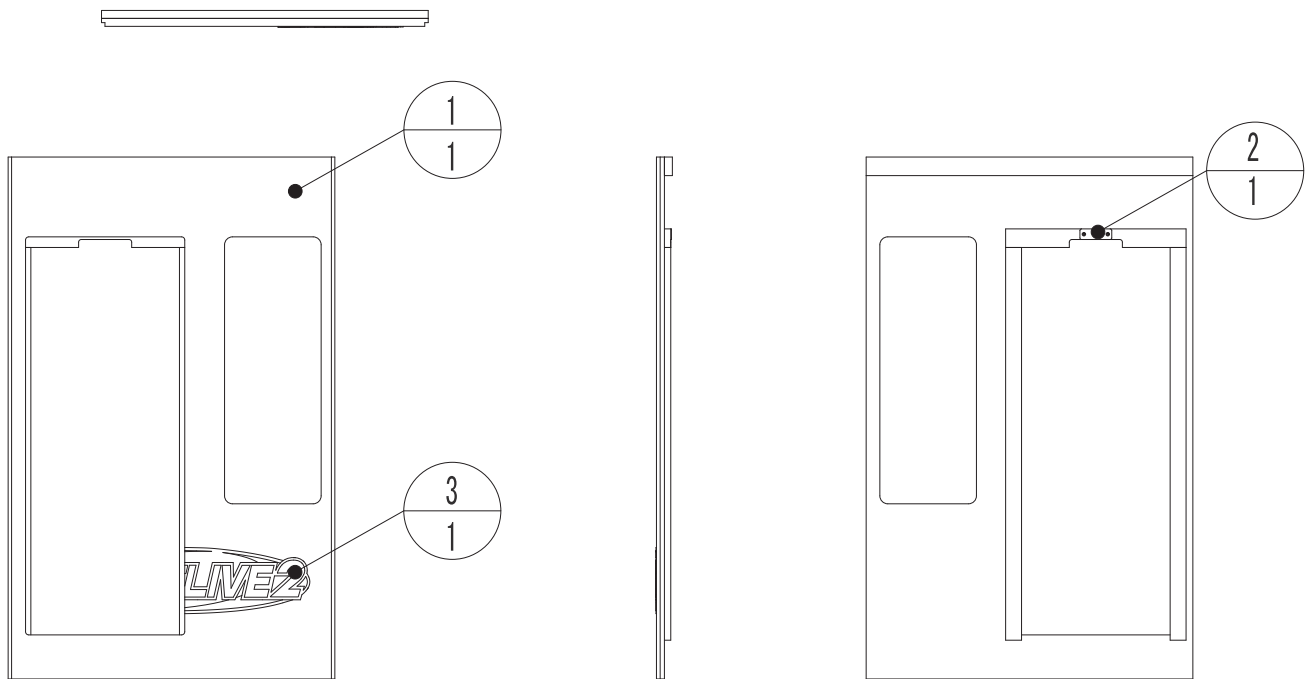


⑨ ASSY LWR CABI (DL2-1500EG)

(D-2/2)

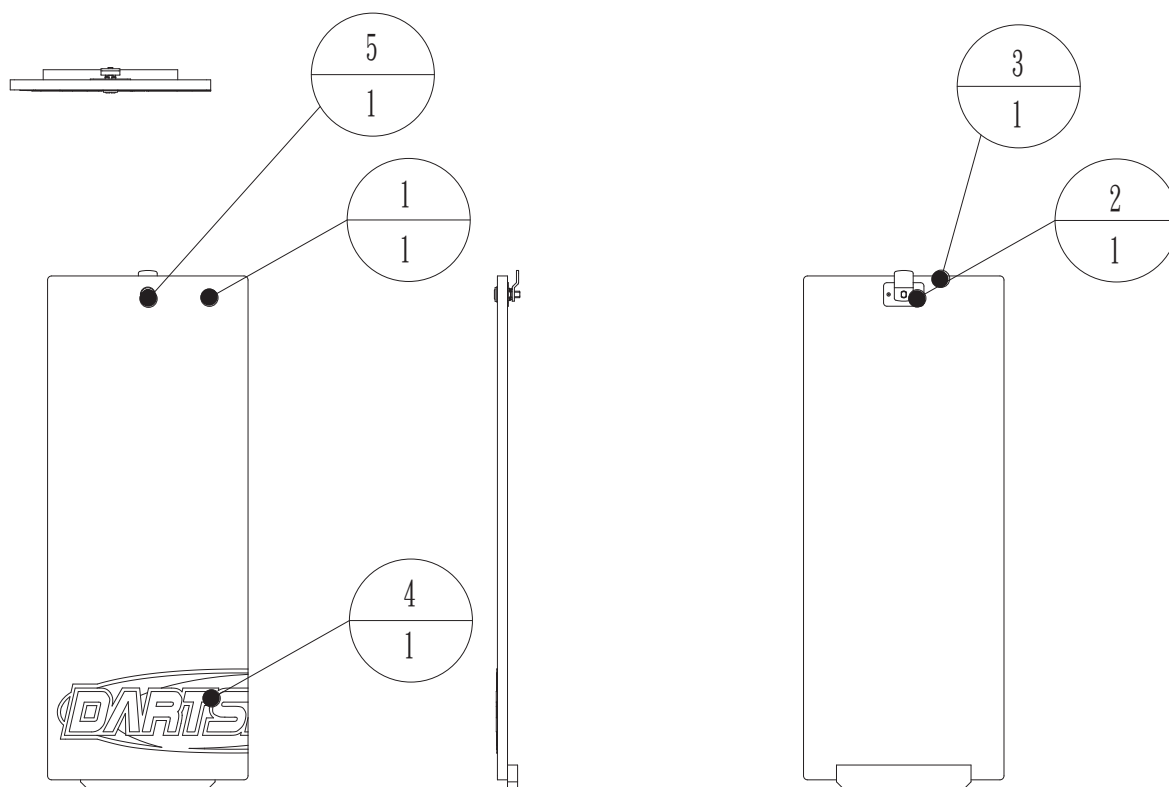
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1501	LWR CABI BASE
2	DL2-1510	ASSY FRONTPNL
3	DL2-1520	ASSY FRONTLID
4	DL2-1530	ASSY STEP
5	DL2-1540	AC UNIT
6	DL2-1550	ASSY COIN DOOR
7	DL2-1570	ASSY PSU
8	DL2-1600	ASSY PC
9	DL2-7005EG	STICKER W 4" LCD
10	DL2-7006EG	STICKER W POWER OFF S
11	DL2-7008EG	STICKER C EPILEPSY BBB
12	DL2-7009EG	SN PLATE
13	DL2-1508	ELEC COVER
14	DL2-1504	ELEC COVER PLATE
101	SA-282-2	LEG ADJUSTER BOLT
102	No.605-N	CASTER
103	ML-1-3P	TERMINAL BLOCK
104	FX-06P044	COUNTER
105	EDIS-HD15MF-06NU	VGA EXTENSION CABLE
106	TL-25A	CORD CLAMP
107	K-104G	WIRE CLAMP
201	M SCR PH M3×15	M3X15 PHMS
202	M SCR PH M4×8 P3 BLK	M4X8 PHYMS LOCKING SCREW BLACK ZINC
203	M SCR PH M4×35 BLK	M4X35 TRUSS HEAD BLACK ZINC
204	M SCR PH M4×20 P3 BLK	M4X20 PHMS LOCKING SCREW BLACK ZINC
205	FLG NUT M4	M4 FLANGE NUT
206	UPSET BOLT M6×10 P3 BLK	M6X10 LOCKING BOLT BLACK ZINC
207	UPSET BOLT M8×10 P3 BLK	M8X16 LOCKING BOLT BLACK ZINC
208	M SCR PH M4×8	M4X8 PHMS LOCKING SCREW
209	FLT WASHER 16-4.4-1.6	FLAT WAHSER 16-4.4-1.6
401	DL2-6004	HARNESS LOWER CABINET 03
402	DL2-6005	HARNESS LOWER CABINET 04
403	DL2-6006	HARNESS LOWER CABINET 05
404	DL2-6008	HARNESS LOWER CABINET 07
405	DL2-6009	HARNESS LOWER CABINET 09
406	DL2-6010	HARNESS COIN CHUTE
407	DL2-6022	HARNESS GROUND WIRE 05
408	DL2-6025	HARNESS LOWER CABINET 12

⑩ ASSY FRONT PNL(DL2-1510)



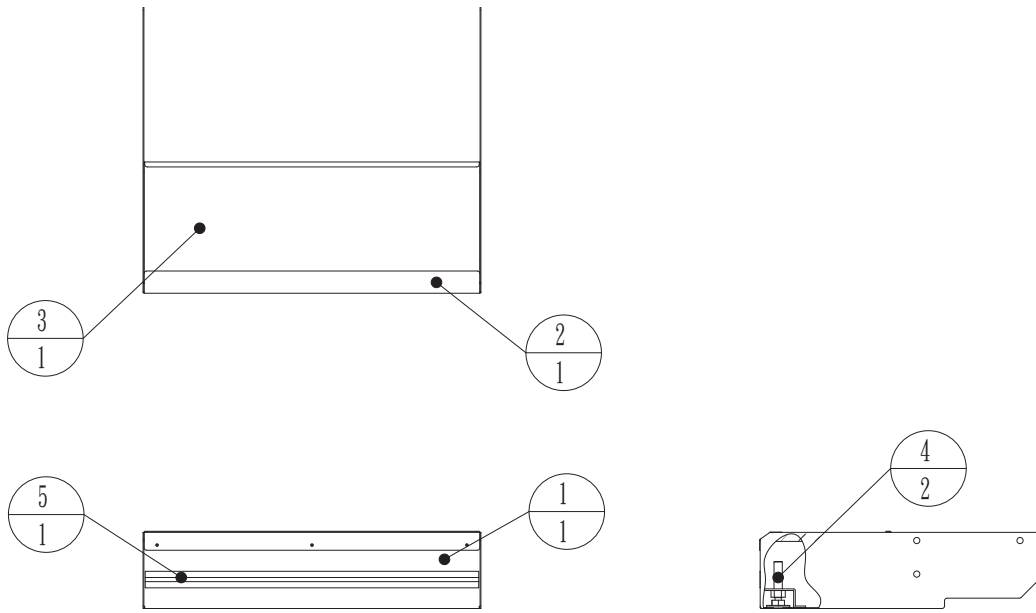
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1511	FRONT PNL BASE
2	DL2-1512	TNG STOPPER
3	DL2-7017	FR STICKER R
4		MSCR FH(SMALL) M4X8 B

11 ASSY FRONT LID(DL2-1520)



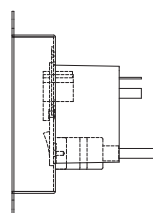
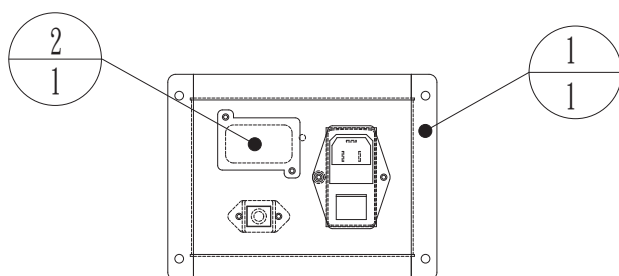
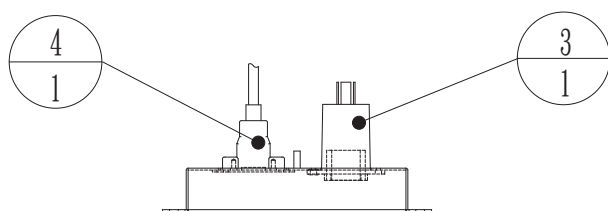
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1521	FRONT LID BASE
2	DL2-1522	KEY PLATE
3	DL2-1523	KEY TANG
4	DL2-7018	FR STICKER L
5	220-5793-1-A001	CLY LOCK MASTER W/O KEY A001
6		TAP SCR PH $\phi 3.1 \times 10$ W

12 ASSY STEP(DL2-1530)



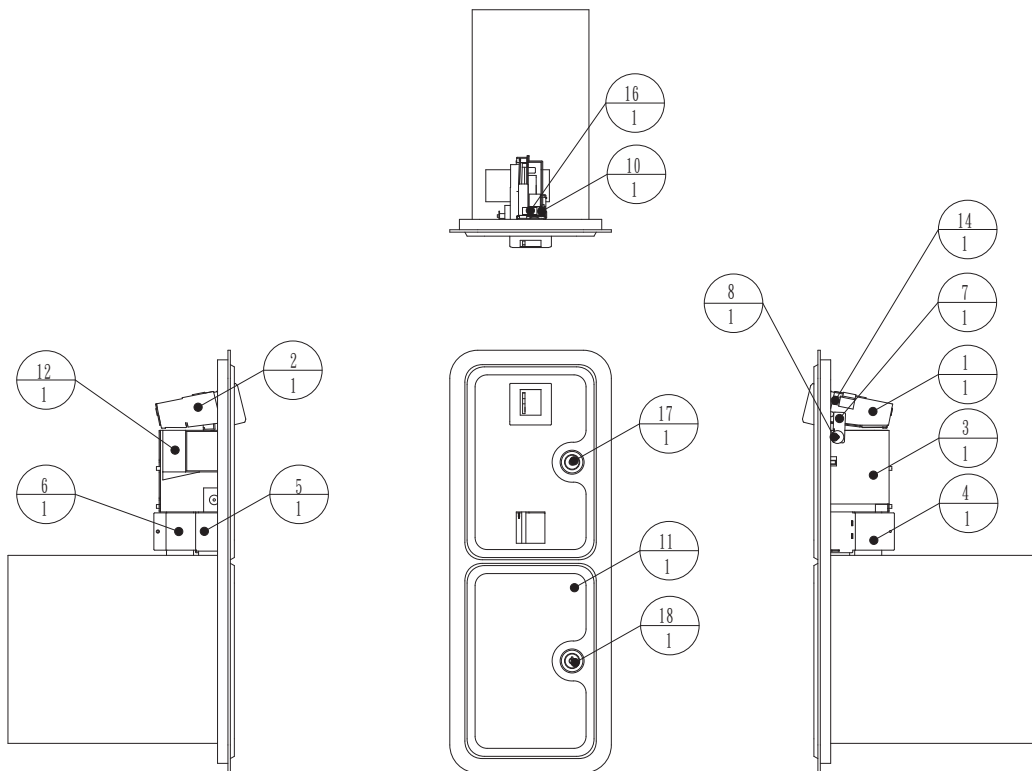
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1531	STEP BASE
2	DL2-1532	STEP COVER
3	DL2-1533	STEP WOOD PLATE
4	M16-75	LEG ADJUSTER BOLT
5	DL2-7015	LINE STICKER
6		M SCR TH M4X8 W

13 AC UNIT(DL2-1540)



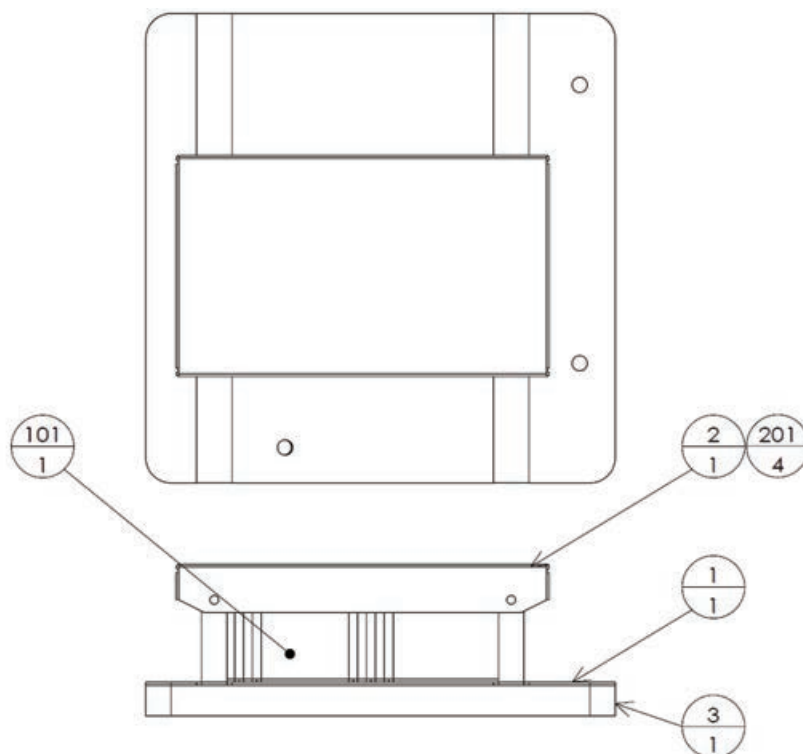
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1541	AC UNIT BASE
2	DL2-1542	AC UNIT LID
3	O6SS6-B1AHR-QBB	INLET
4	2XWEL0048-R	PANEL MOUNT LAN CABLE
6	TL-25	CORD CLAMP
7	VBS UFE 6.3A 250V	FUSE
8		M3X8 PHMS LOCKING SCREW BLACK ZINC
9	DL2-6031	HAR, #250 TERMINAL GND 200mm
10	DL2-6032	HAR, AC INLET TO TERM. BLOCK

14 ASSY COIN DOOR(DL2-1550)



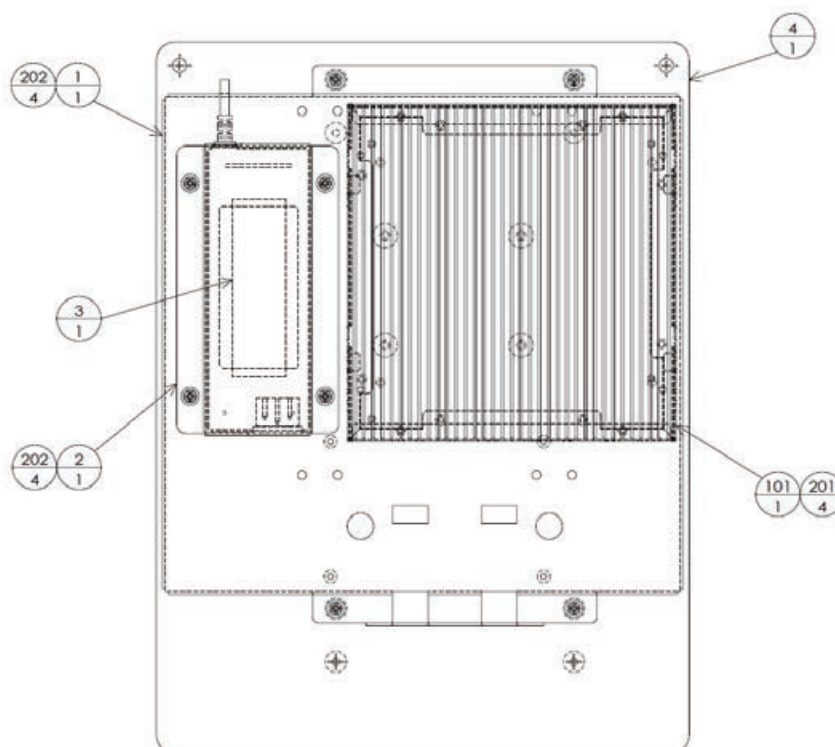
ITEM NO.	PART NO.	DESCRIPTION
1	DL2-1551	COIN CHUTE UPPER A
2	DL2-1552	COIN CHUTE UPPER B
3	DL2-1553	COIN SELECTOR BRKT
4	DL2-1554	COIN CHUTE LWR A
5	DL2-1555	COIN CHUTE LWR B
6	DL2-1556	COIN CHUTE LWR C
7	DL2-1557	REJECT PLATE
8	DL2-1558	WASHER
9	DL2-1560	COIN DOOR KEY TNG
10	CF-402E	STEEL SPACER
11	ID-12	COIN DOOR(SINGLE TYPE)
12	DP-2	COIN SELECTOR
13	DL2-6026	HARNESS LOWER CABINET 13
14	BA9S T 10 12V0.11A	ELECTRIC BULB
15	VERSAFIT V2 ϕ 4X20mm	SHRINKAGE TUBE
16	DL2-7013	LAMP RATING STICKER
17	220-5793-1-A002	CLY LOCK MASTER W/O KEY A002
18	220-5794	CLY LOCK MASTER W/KEYS
19	TL-25	CORD CLAMP
20	K-104G	CORD KEEP
21	DL2-1561	CASH BOX PLATE A
22	DL2-1562	CASH BOX PLATE B
23		M SCR PH M3X8 W/FS W
24		M SCR PH M4X8 W/FS B
25		M SCR PH M4X6 W
26		M SCR PH M3X6 W

⑮ ASSY PSU (DL2-1570)



ITEM NO.	PARTNO.	DESCRIPTION
1	DL2-1571	PSU MOUNTING BRACKET
2	DL2-1572	PSU COVER
3	DL2-1505	POWER BOARD
101	PW-150B-3Y01U	POWER SUPPLY UNIT
102	TL-19AN	CCORD CLAMP
201	M SCR PH M3×8 P3	M3×8 PHMS LOCKING SCREW
401	DL2-6029	HARNESS TERM BLOCK TO PSU
402	DL2-6030	HARNESS PSU OUTPUT

⑩ ASSY PC (DL2-1600)



ITEM NO.	PARTNO.	DESCRIPTION
1	DL2-1595	PC BRKT
2	DL2-1597	AC ADP BRKT ST03
3	DL2-1596	AC ADP BRKT CUSHION
4	DL2-1503	PC BOARD
101		PC
201	M SCR PH M3X8 P3	M3X8 PHMS LOCKING SCREW
202	M SCR PH M4X8 P3	M4X8 PHMS LOCKING SCREW

15 WIRE COLOR CODE TABLE

The color codes for the wires used in the diagrams in the following chapter are as follows.

CODE	WIRE COLOR
RE	RED
BL	BLUE
YE	YELLOW
GR	GREEN
WH	WHITE
OR	ORANGE
BK	BLACK
GY	GRAY
PI	PINK
SB	SKYBLUE
BR	BROWN
PU	PURPLE
LG	LIGHT GREEN

The character following the wire color code indicates the size of the wire.

#16	:	AWG16
#18	:	AWG18
#20	:	AWG20
None	:	AWG22
#24	:	AWG24

16 WIRING DIAGRAM

This manual does not include the circuit diagram in order to prevent hazards that might arise while the Serviceman is performing work based on his own discretion.

Part replacement of the unit (IC Board, Projector, Switch Regulator, etc.)

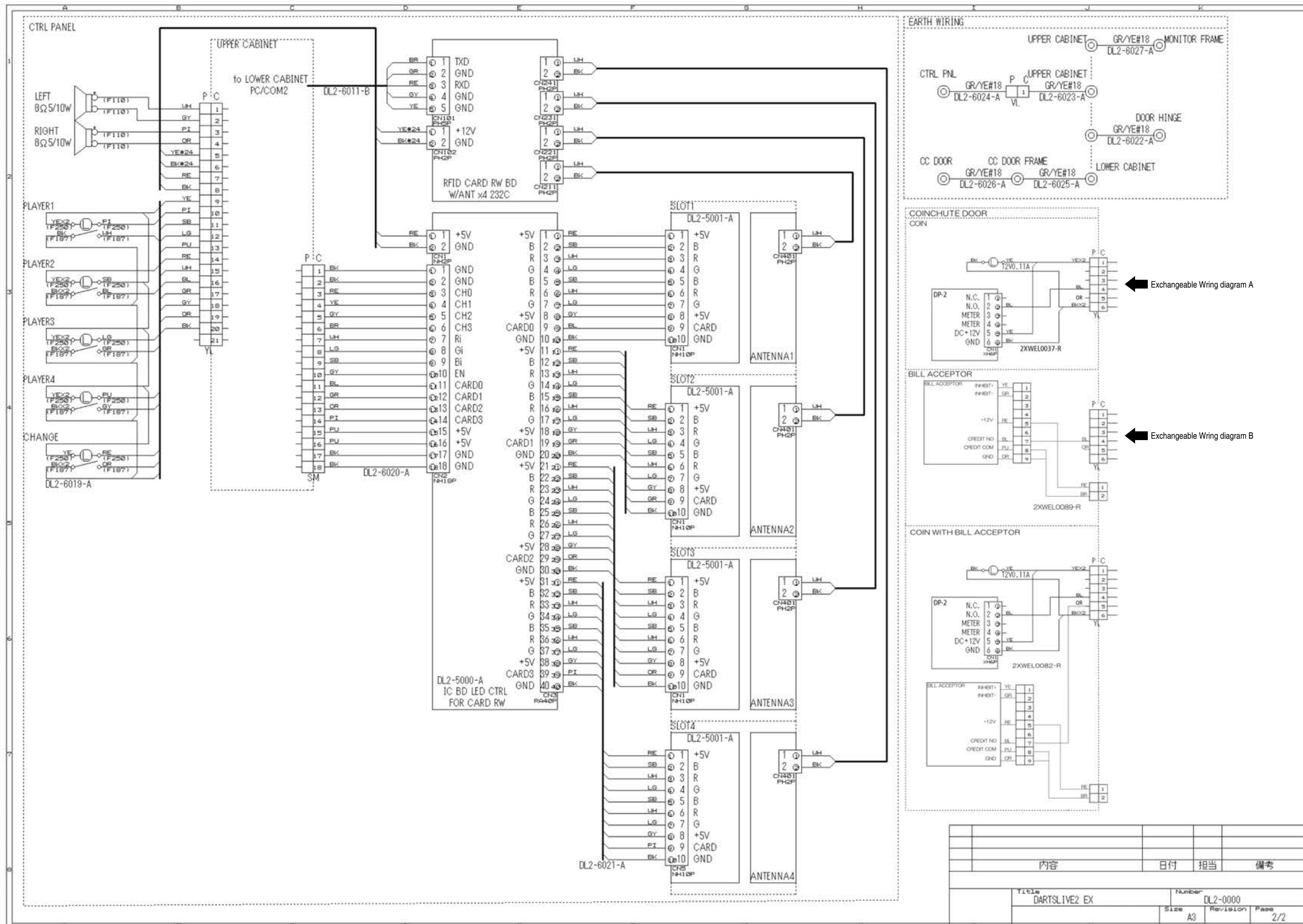
which does not have the circuit diagram can cause shock hazard and parts damage.

Should it be necessary to replace parts for the unit, which does not have the circuit diagram, contact where you purchased the product from for inquiries regarding this matter.

Be sure to understand that depending on the specific units and parts, inquiries and placing orders for the specific parts may be unacceptable.







DARTSLIVE Co., Ltd.

Ebisu Business Tower 18F, 1-19-19, Ebisu, Shibuya-ku, Tokyo 150-0013, Japan
<http://www.dartslive.com/>

5th PRINTING
2016.11