

# Lord of Gun

*USER'S MANUAL*

IGS<sup>®</sup>

INTERNATIONAL GAMES SYSTEM CO. LTD.

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# LUND OF GUN

## I. Parts List And Installation

### 1. Parts List

#### (1) Parts List of Main Unit

The parts on the front of the main unit are shown in FIG.1.

The internal components of the main unit are shown in FIG.2.

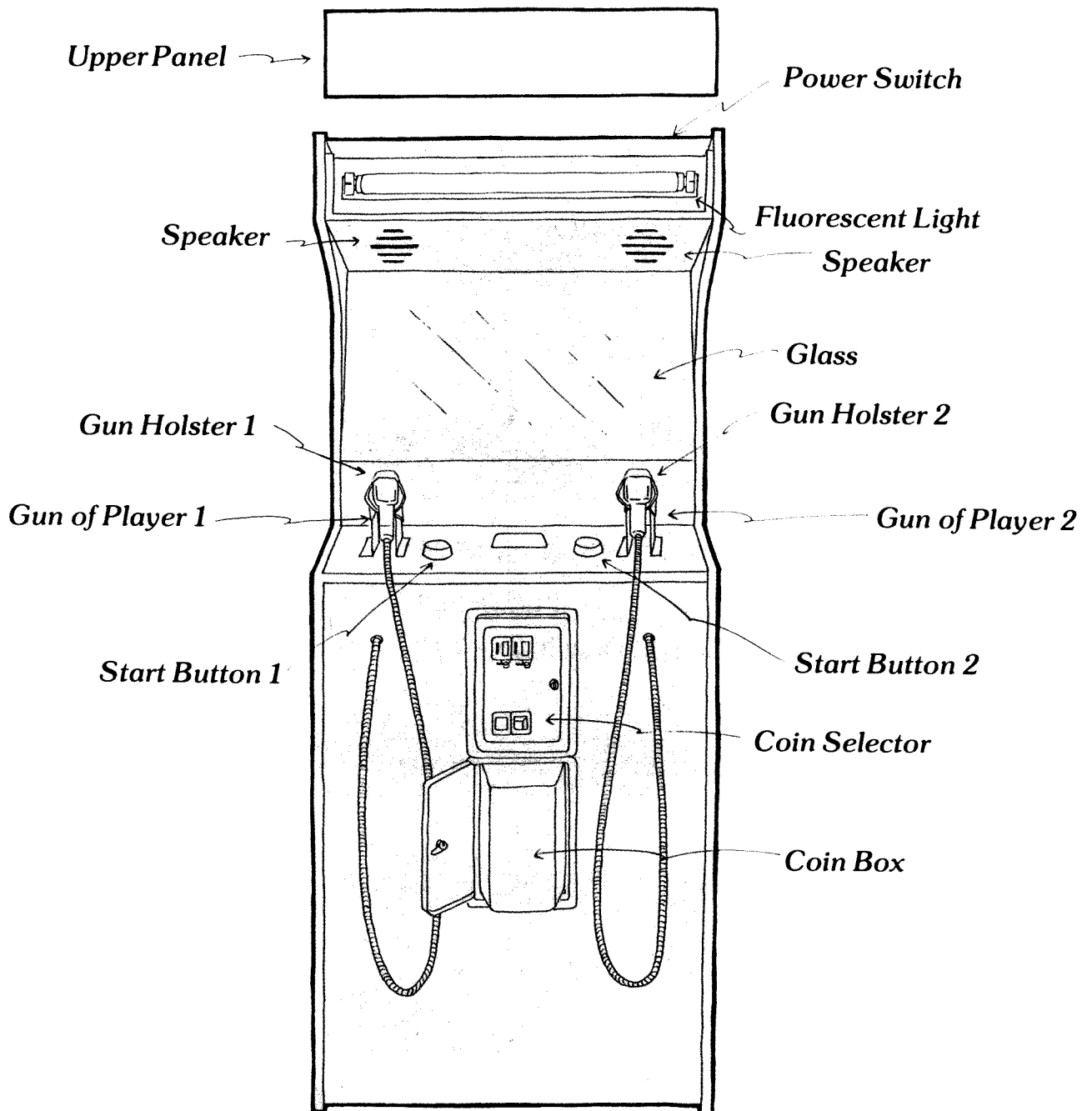
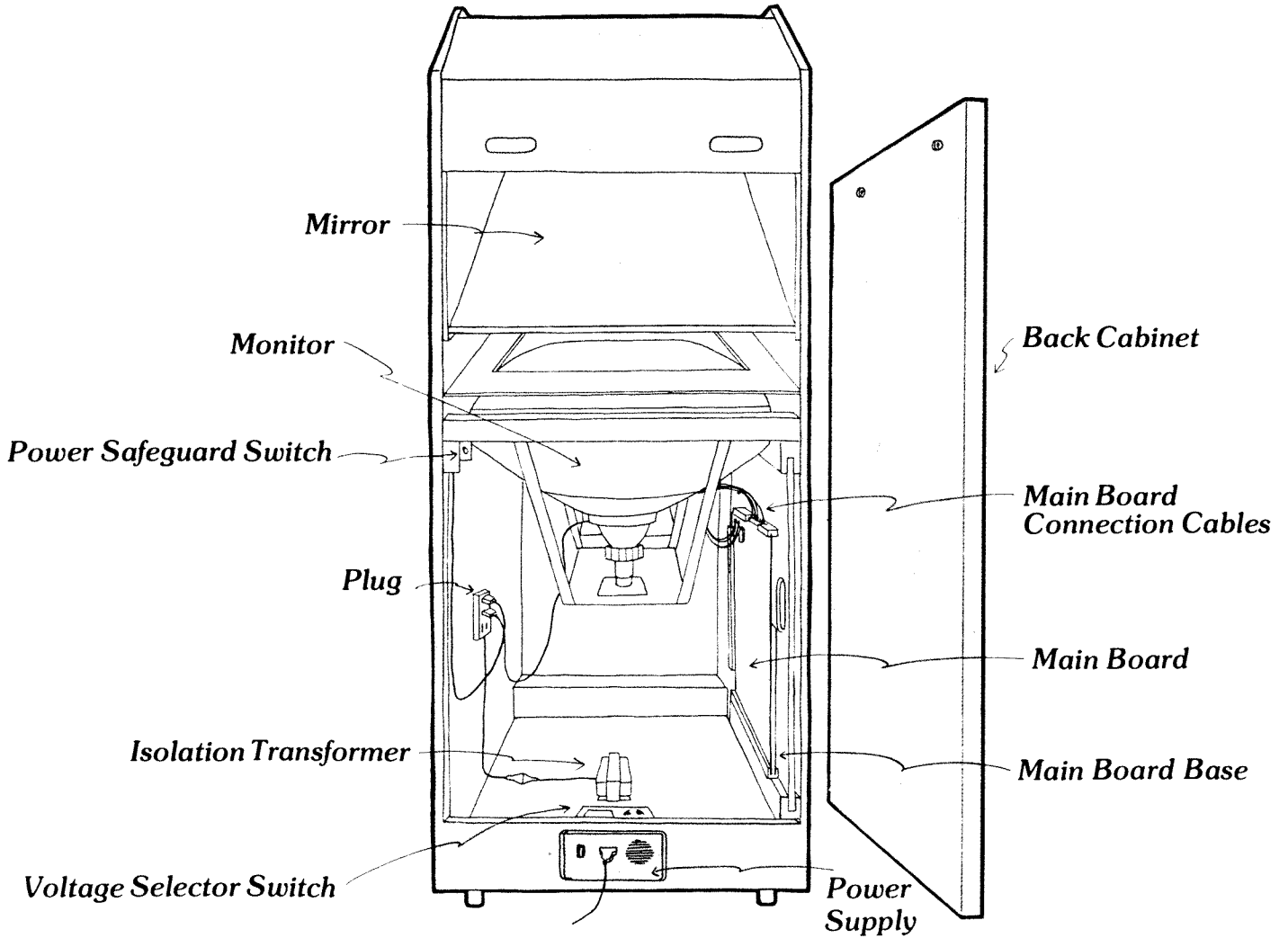
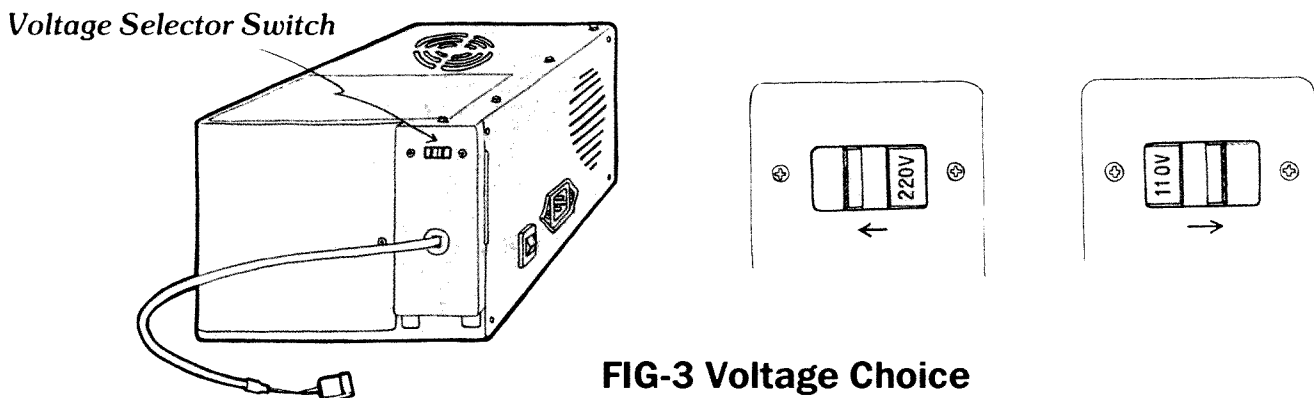


FIG-1 Front View of Main Unit



**FIG-2 Interior of Main Unit**

NOTE: Before turning the unit on, check whether the power voltage used is 110V or 220V. And set the voltage selector switch on the power supply to the proper position, as indicated in FIG.3.

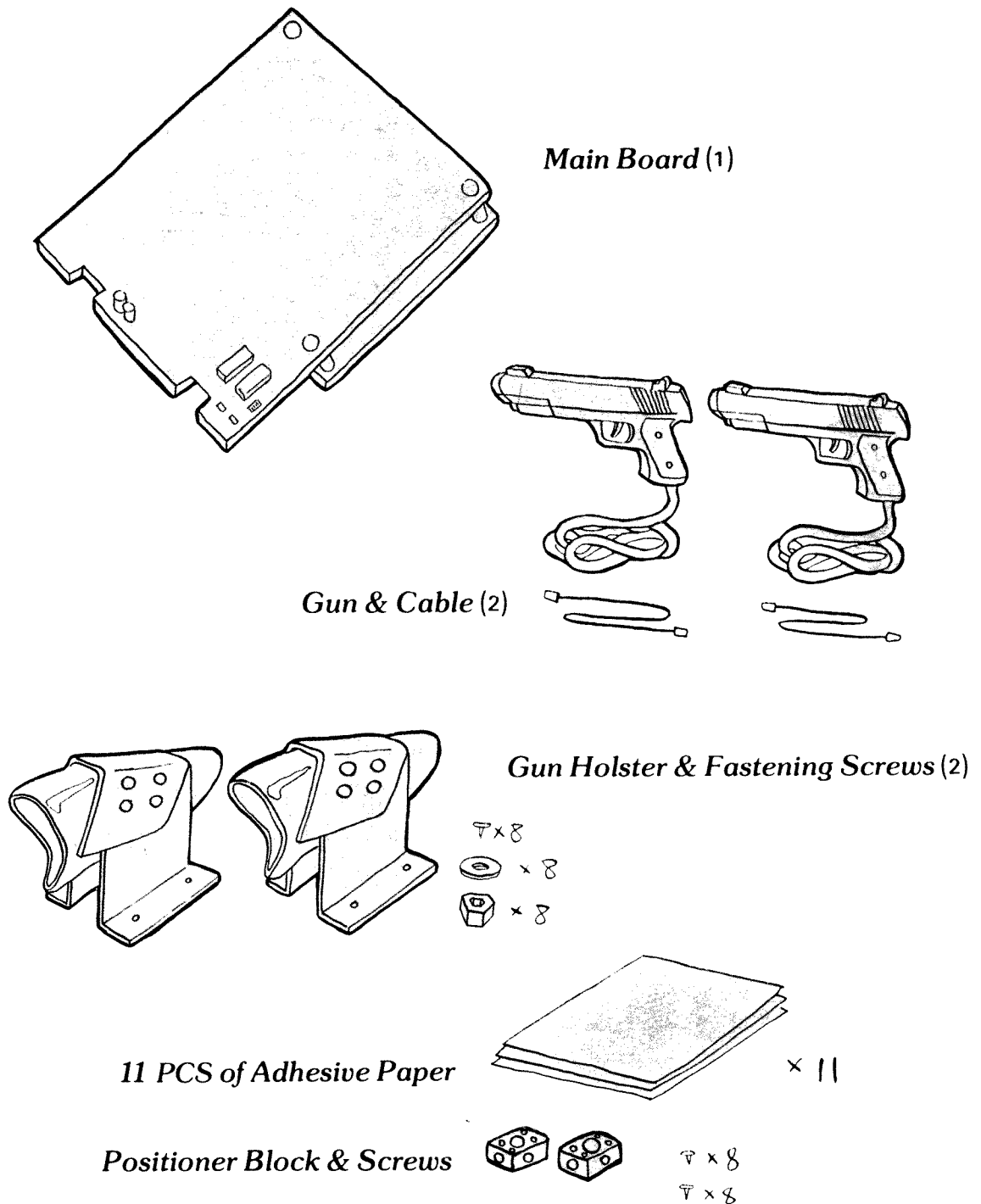


**FIG-3 Voltage Choice**

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## (2)Parts List of Kits

As indicated in FIG.4, one set of kits include one main board,two guns with cables connected to the butt, two gun positioner blocks and screws, two gun holsters and fastening screws, and eleven sheets of adhesive paper.

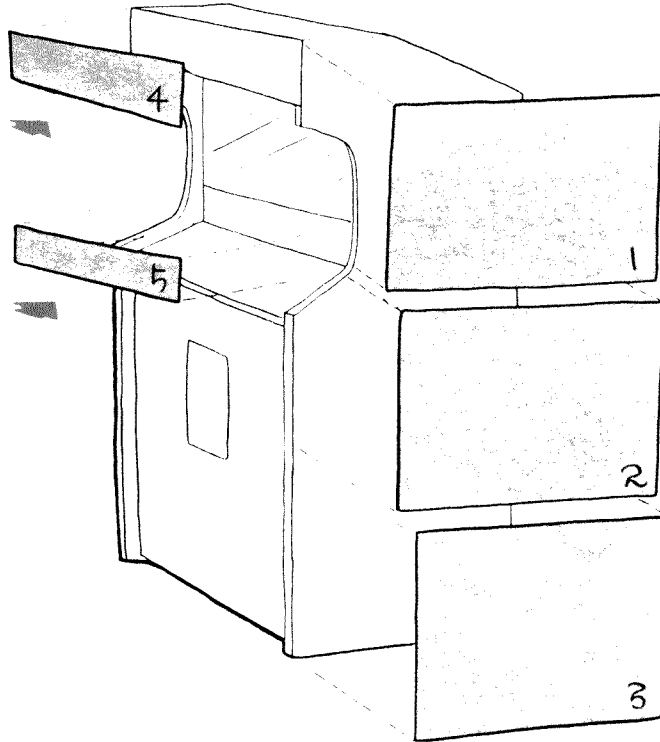


**FIG-4 Parts List of Kits**

## 2.Installation

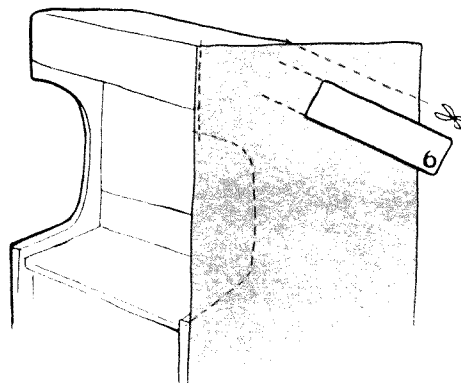
### (1)Exterior of Main Unit

Position panels NO.4 and .5 onto the upper and lower portions, respectively, of the main unit, as indicated in FIG.5



**FIG-5 Attaching The Adhesive Paper Sheets**

Attach the adhesive paper sheets NO. 1, NO. 2, and NO.3 (two sheets per number) to the left and right sides of the main unit, exactly as indicated in FIG.5, The excess can be trimmed with a scissors or knife. as shown in FIG.6. Then attach the NO.6 over NO.1 as shown in FIG 6.

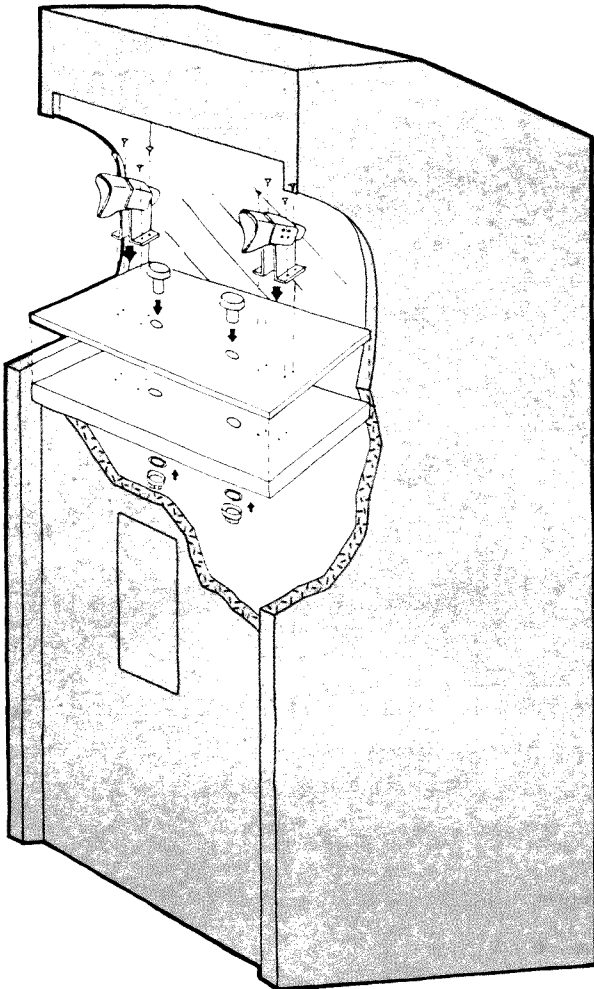


**FIG-6 Trimming Excess**

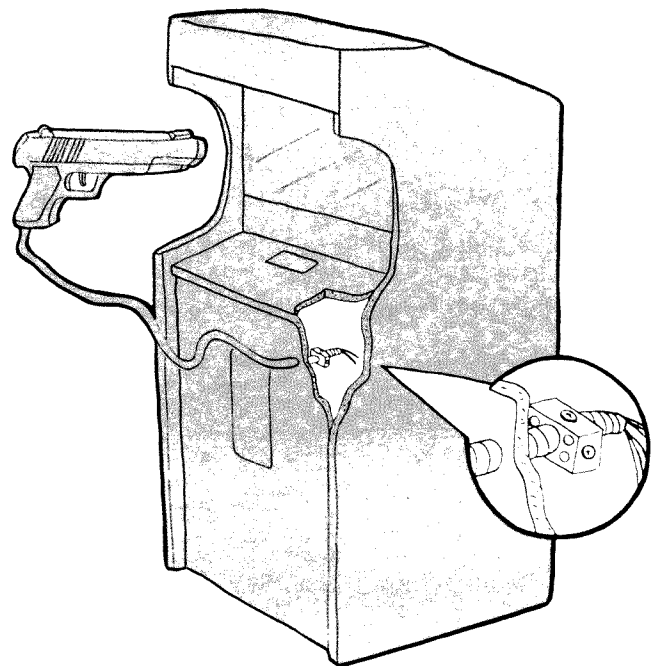
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## (2) Installation of Gun Holster And Gun

Mount the gun holster onto the holster panel, as indicated in FIG.7.  
Insert the connection chain of the gun cable through the hole on the front panel of the main unit and fasten the connection chain to the main unit with the positioner block, as indicated in FIG.8.



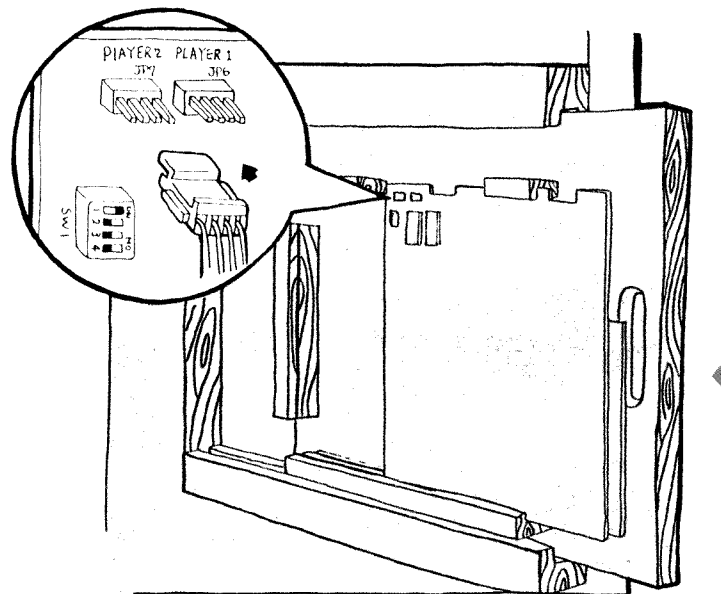
**FIG-7 Installation of Gun Holster**



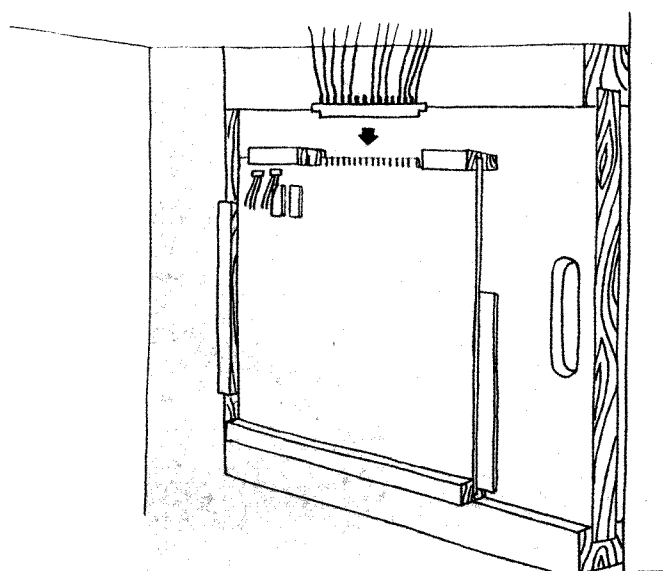
**FIG-8 Installation of Gun**

### (3) Installation of Main Board

Place the main board onto the main board base and connect the wiring cables (JAMMA wiring cables) to the sockets on the main board. Then, connect the gun cable plugs for player 1 and player 2 into the respective sockets, as shown in FIG. 9 and FIG. 10. Also refer to FIG. 13. As an additional reminder, be sure to check power voltage you used is 110V or 220V before powering on the unit.



**FIG-9 Installation of Main Board**



**FIG-10 Position of Main Board**



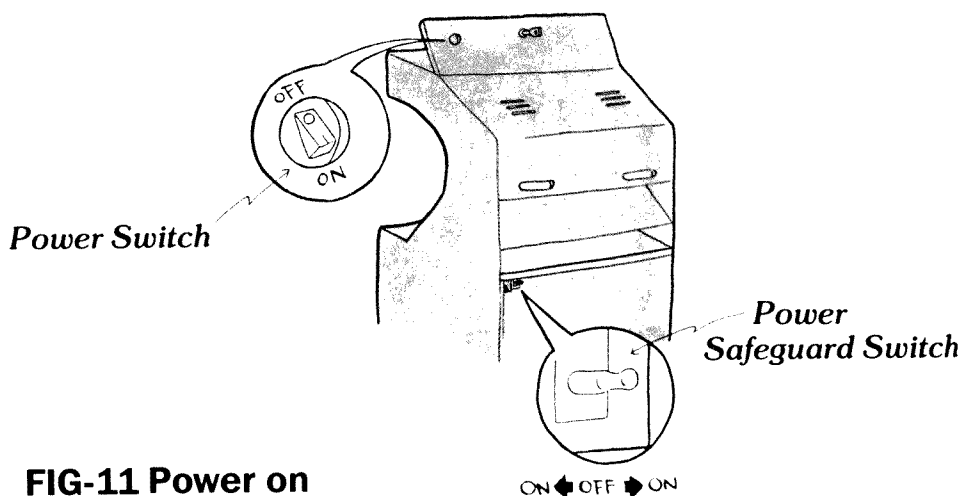
## II. Setup And Testing

### 1. Setup

#### (1) Switching on The Power

The power switch is located in the recess at the upper right side of the unit. Before power on the unit, verify whether power voltage is 110V or 220V. And be sure that the power safeguard switch is at the "ON" position, as indicated in FIG.11.

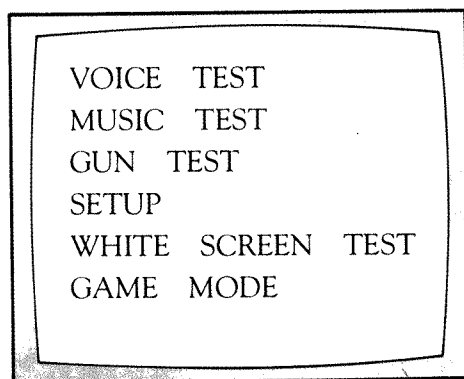
If all procedures were conducted correctly and it is impossible to turn the unit on, there may be a problem with the internal wiring. Please contact your distributor for more information.



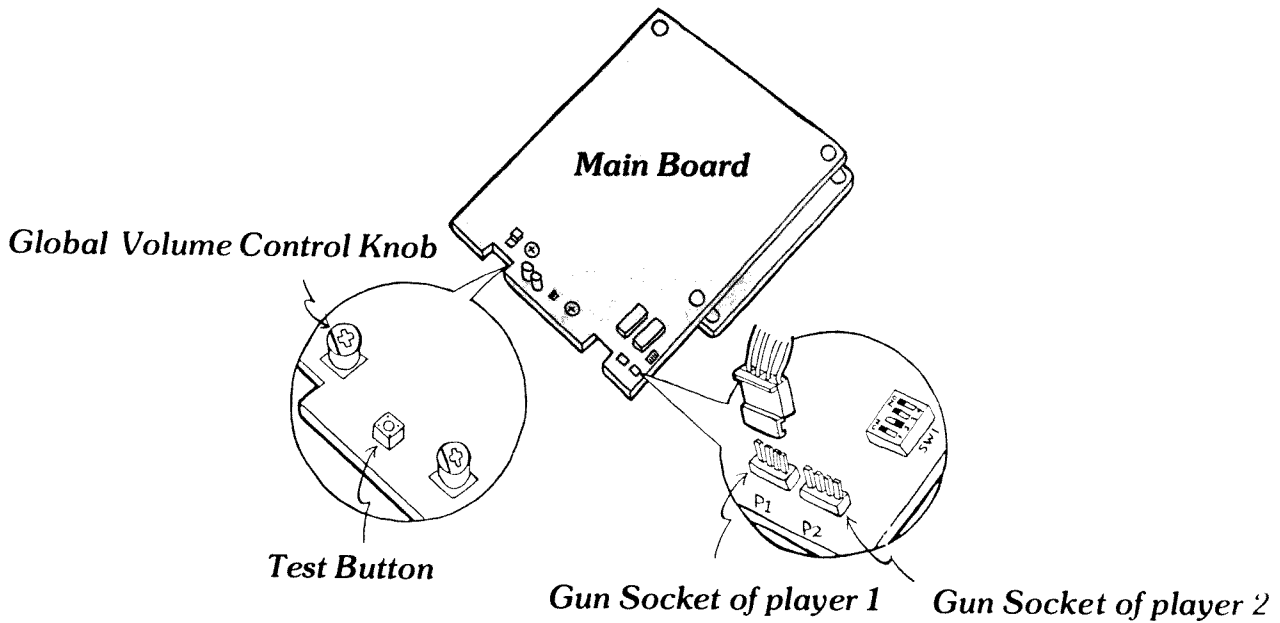
**FIG-11 Power on**

#### (2) Entering The Testing Mode

After switching on the power, press the test button (see FIG.13) on the main board. The system will enter the testing mode, and the test menu will appear on the screen, as shown in FIG.12.



**FIG-12 Test Menu**

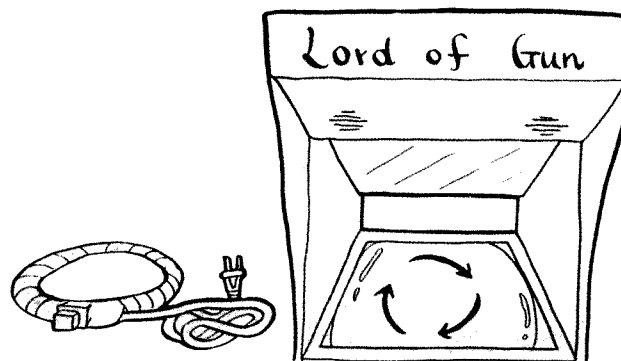


**FIG-13 Top-View of The Main Board**

### (3) Screen Degaussing

Select the "WHITE SCREEN TEST" option and the full screen becomes completely white. At this time, the degaussing device should be moved around over the screen and quickly left the display. This degaussing routine should be repeated until the screen is pure white, as indicated in FIG.14 .

Press a gun trigger again and the system will return to the test menu display.



**FIG-14 Screen Degaussing**

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## (4) System Setup

Select the "SET UP" option to enter the system setup mode and the system setup menu will be displayed on the screen, as illustrated in FIG.15.

| SYSTEM SETUP          |                   |
|-----------------------|-------------------|
| CREDIT OPTION         | COMMON            |
| COIN 1                | 2 COINS 2 CREDITS |
| COIN 2                | 3 COINS 4 CREDITS |
| CREDITS FOR PLAY.CONT | 2.1               |
| LIFE 1 CREDIT         | 10 LIVES          |
| EXTRA LIFE            | 1 AT 1500         |
|                       | 2 AT 3500         |
| DIFFICULTY            | 3                 |
| VOLUME                | 8                 |
| CONTINUATION          | YES               |
| DEFAULT GUN           | NORMAL GUN        |
| DEMO VOICE            | ON                |
| SCORE PER HIT         | 8                 |
| MIRROR                | YES               |
| FACTORY SETTING       | DIP               |
| SAVE AND EXIT         |                   |
| ABORT                 | 0001              |

**FIG-15 System Setup Menu**

Move the cursor by pressing start key 1 or 2, and pressing a gun trigger to alter the parameter indicated. The parameters are described as follows:

### < 1 > COIN

Used to set how many credits allowed for a certain number of coins inserted. For example, "2 COINS 3 CREDITS" means that inserting 2 coins allows 3 credits.

The "FREE PLAY" option enables game playing without inserting any coin.

### < 2 > LIFE

Used to set up the number of lives per credit. The default value is ten lives.

## < 3 > EXTRA LIFE

Used to set up whether additional lives are awarded to players and, if so, how many. When items 1 and 2 are set to "NO"s. That means "EXTRA LIFE" is disallowed. However, when the screen shows "1 AT 1500" and "2 AT 3500" This means that one extra life is awarded if the player's score is more than 1500. Should the player's score later increase to more than 3500, then another extra life is awarded.

## < 4 > DIFFICULTY

Used to set up the level of difficulty during games. The selectable range is 1 to 5, with 1 being the easiest level and 5 the most difficult. The default is 3.

## < 5 > VOLUME

Used to increase or decrease voice volume. The selectable range is 5 to 8, with 5 being the softest and 8 the loudest. The default is 8.

## < 6 > CONTINUATION

"ON" indicates that game continuation option is enabled and "OFF" indicates disabled.

## < 7 > DEFAULT GUN

The following types of guns can be selected as the default gun:

NORMAL GUN : Standard Pistol

MACHING GUN : Machine Gun

SHOTGUN : Shotgun

BAZOOKA : Bazooka

The factory setting of the system is a standard pistol("NORMAL GUN").

## < 8 > DEMO VOICE

When no coin is inserted, the system automatically goes into the demonstration mode. This item provides the option of turning the demonstration voice "ON" or "OFF." The factory setting for the system is "ON."

## < 9 > SCORE PER HIT

Players are awarded points each time an enemy, beast or weapon is hit. This item gives the number of points scored per hit. The selectable values range from 1 to 32 points. The factory setting for the system is 8.

## < 10 > MIRROR

"YES" means you have a mirror in main unit to reflect the screen. And, "NO" means you use the screen directly to show images. Factory setting is "YES."

Note : If the mirror you use is too thick, because of the reflection, there may be a problem that the images will look foggy.

## < 11 > FACTORY SETTING

Selecting this item, the values of the nine items mentioned above are set as present at the factory.

## < 12 > SAVE AND EXIT

Selecting this item saves the settings you made in item <1> to <9> into the internal memory of the system. Next time it is turned on, the system will be configured by these parameters saved.

## < 13 > ABORT

Selecting this item indicates that you want to disregard the current setup values and the system remains the previous parameters.

## (5)DIP Switch Setup

The Dual In-Line Pin Switch (shown in FIG.13) has four discrete switches. The function of each switch is shown in FIG.16, and the details are described as follows:

### < 1 > Game Mode

This game has two different selectable modes: "Archade Mode" and "Street Mode."

In "Archade Mode," players could play this game by entering each scene in a pre-defined order.

In "Street Mode", this game now presents 10 selectable scenes for players, not 4 any more. After all scenes are passed except training courses, players can enter the last scene, the head-quarters.

### < 2 > Selection of Guns

You can choose whether to use guns of IGS or KONAMI. The system is factory preset to guns of IGS.

### < 3 > Ranking Background

Select the ranking background to be an exciting image or a tender one. The system is preset to show an exciting image at the factory.

DIP SW SETTING

| DIP SW             |              | 1   | 2   | 3   | 4   |
|--------------------|--------------|-----|-----|-----|-----|
| Game Mode          | Archade Mode | OFF |     |     |     |
|                    | Street Mode  | ON  |     |     |     |
| Selection of Guns  | IGS          |     | OFF |     |     |
|                    | KONAMI       |     | ON  |     |     |
| Ranking Background | Exciting     |     |     | OFF |     |
|                    | Tender       |     |     | ON  |     |
| Coin Selector      | Seperate     |     |     |     | OFF |
|                    | Common       |     |     |     | ON  |

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**FIG-16 DIP Sw. Setting**

## < 4 > Coin Selector

This game offers 3 different coin functions, I.E. 2 separate credit pools for 2 coin selectors, a common credit pool for 2 coin selectors, and a common credit pool for a single coin selector. These functions are depicted as following :

### (1) 2 SEPARATE CREDIT POOLS FOR 2 COIN SELECTORS

Coins inserted into each coin selector will be accumulated to increase the respective credit pool.

Pin 4 of dip SW. should be turned off to choose 2 coin selectors and "CREDIT OPTION" in system setup should be set as "SEPARATE." Please refer to FIG.15 system setup menu.

### (2) A COMMON CREDIT POOL FOR 2 COIN SELECTORS

Coins inserted into both coin selectors will be accumulated to increase the common credit pool. This function supports you to allow a discount for players by assigning different credit/coin values for these 2 coin selectors. For example, you can have "2 COINS 1 CREDIT" for one coin selector and "3 COINS 2 CREDITS" for the other. Pin 4 of dip SW. should be turned off to choose 2 coin selectors and "CREDIT OPTION" in system setup should be set as "COMMON"

### (3) A COMMON CREDIT POOL FOR A SINGLE COIN SELECTOR

Coins inserted into the coin selector will be accumulated to increase the common credit pool.

Pin 4 of dip SW should be turned on to choose 1 coin selector and "CREDIT OPTION" in system setup should be set as "COMMON"

You can also decide how many credits spent for playing this game one time and how many to continue by setting the values

in the "CREDITS FOR PLAY. CONT" item. The selectable range is from 1/1 to 4/4. This function allows you to permit discount for continuation. For example, you can set up values as following: "COIN OPTION COMMON," "COIN1 2 COINS 2 CREDITS," "COIN2 3 COINS 4 CREDITS," and "CREDITS FOR PLAY CONT 2.1." then you permit discounts for both coin and continuation.

## (6) System Global Volume Control

The global volume control knob on the main board (as indicated in FIG.13) is used for adjusting the overall sound level of the system.

## 2. Testing

After powering on the unit, press the testing button on the main board to enable the system to enter the test mode and display the test menu. Then, use start key 1 or 2 to move the cursor among the items, and select an item by pressing a gun trigger.

### (1) VOICE TEST

Selecting "VOICE TEST" evokes the display of the voice test menu. Following this, start key 1 or 2 is used to change the voice number that determines the kind of sound to be produced by the system when a gun trigger is pulled.

Pressing start key 1 and 2 simultaneously will exit the voice test mode.

### (2) MUSIC TEST

Selecting "MUSIC TEST" evokes the display of the music test menu. Following this, start key 1 or 2 is used to change the music number that determines the kind of music to be played by the system when a gun trigger is pulled.

Pressing start key 1 and 2 simultaneously will exit the music test mode.

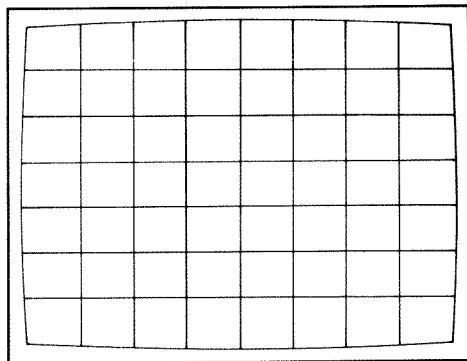


## (3) GUN TEST

Selecting "GUN TEST" evokes the function of testing guns. Following this, the screen will be covered by 56 blocks, as illustrated in FIG. 17. First we could test the gun of player 1 by shooting these blocks. Once a block is detected to be shot, it disappears immediately. When all blocks disappear, or start key 1 or 2 (but not simultaneously) is pressed, the system will switch to the gun test of player 2. Similarly, we use the gun of player 2 to shoot blocks until all blocks are deleted. Or, press start key 1 and/or 2 to exit the gun test mode.

If some of the blocks can not be deleted (especially the outer ones), this indicates incomplete degaussing. Repeat the degaussing routine and try the gun test again.

After a number of screen degaussing procedures, if all or portions of the blocks remain on screen during the gun test despite attempts to delete them. There may be some problems with the gun triggers or the main board. You should contact your distributor for more information.



**FIG-17 Gun Test Screen**

## (4) WHITE SCREEN TEST

After selecting "WHITE SCREEN TEST" the whole screen should be completely white. To pull a gun trigger again will return to the test menu.

## (5) GAME MODE

Selecting "GAME MODE" will force the system to enter into playing mode of main game.

### **III. Introduction to Game**

#### **1.Explanation of Weapons**

In addition to the weapon type set by system(standart pistol, normally), players can choose special weapons in some stages of the game by shooting them. This game provides four different types of weapons, which are explained as follows:

(1)**Normal Gun:**

10 bullets, single shot-point.

(2)**Machine Gun:**

20 bullets, automatic firing and single shot-point.

(3)**Shotgun:**

8 bullets, multiple shot-points.

(4)**Bazooka:**

5 bullets, wide-area coverage and penetration power.

Only the default weapon can be reloaded.

#### **2.Explanation of Roles**

This game provides more than 1,000 different presons and beasts that play six unidentical roles which are explained as follows:

(1)**Beast:**

Points awarded after being hit.

(2)**Enemy:**

Points awarded affer being hit.

(3)**Hostage:**

When a hostage is shot, there will be a red "X" appearing on screen. That means the player loses one life point.

(4)**Cute Animal:**

When a cute animal is shot, there will be a red "X" appearing on screen. That means the player loses one life point.

(5)**Partner:**

When a parther is shot, there will be a red "X" appearing on screen. That means the player loses one life point.

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## (6)Chief:

Points are awarded after being hit. But each chief has a powerful weapon and strong life powers. He must be shot several times to be killed.

## 3.Explanation of Scenes

This game provides 11 scenes, including forests, swamps, snow-covered ground, cities, deserts, highways, beaches, air battles, indoor battles and training courses, etc. Besides the training courses, each stage is sperated into three or four stages and there are one to four chiefs in each scene. Training courses are divided into five stages: human-figure targets, round targets, light bulb targets, aircraft targets, and flying saucer targets.

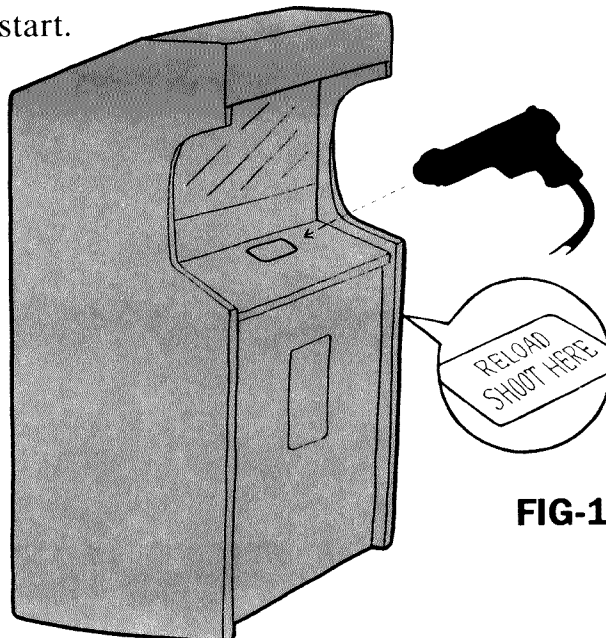
## 4.Game Instructions

Beasts and enemies should be fired on during the game, but hostages and cute animals can not be shot to avoid the loss of life points.

When out of bullets, an image will appear on the screen about reloading. At this time, the gun should be pointed at the middle of the front panel where shows the "Reload Shoot Here" message and press the gun trigger to complete reloading operation as indicated in FIG. 18.

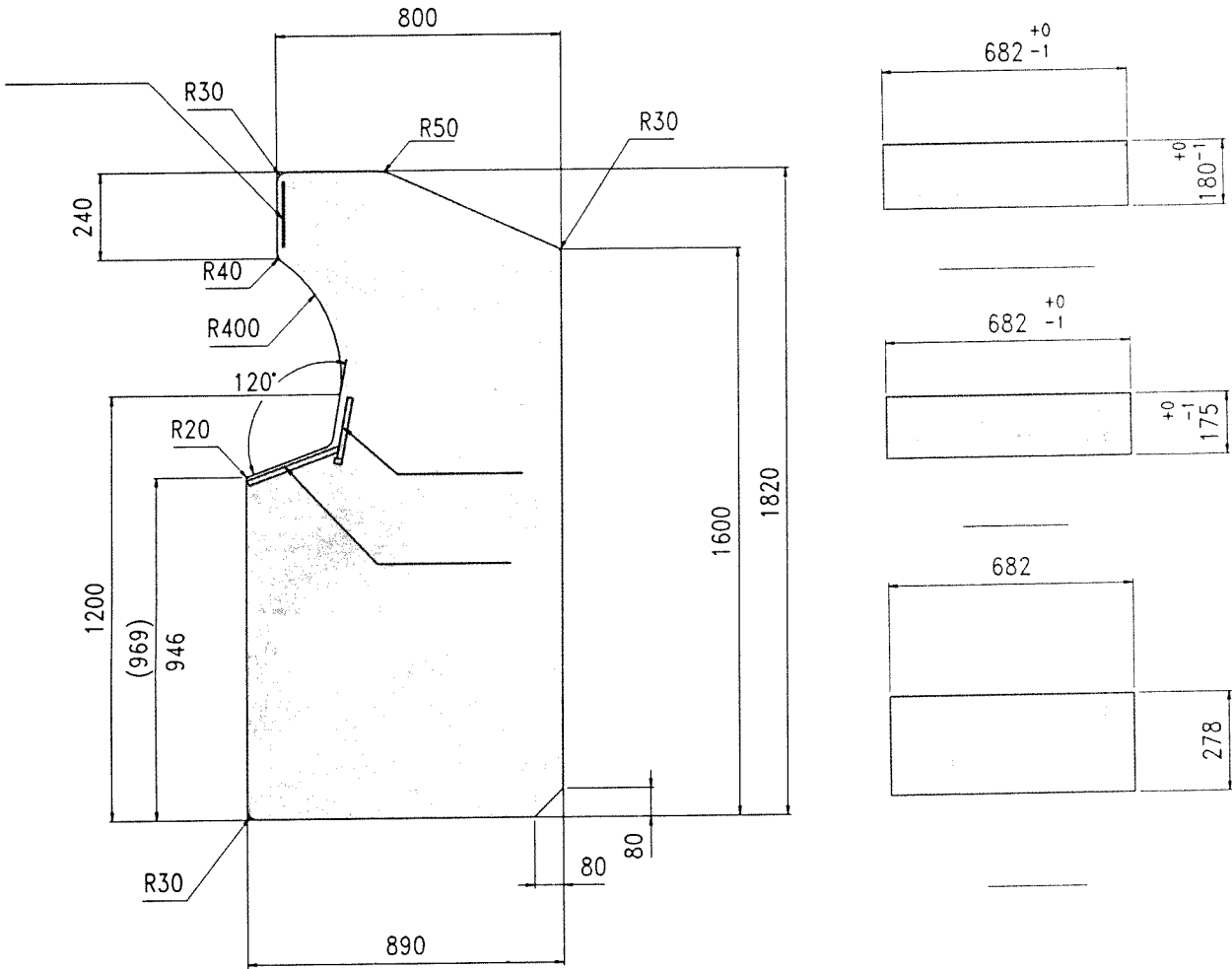
The player passes a scene by eliminating all of the beasts, enemies and chiefs in that scene.

After all the scenes are passed, the screen will show the cast and the game will restart.

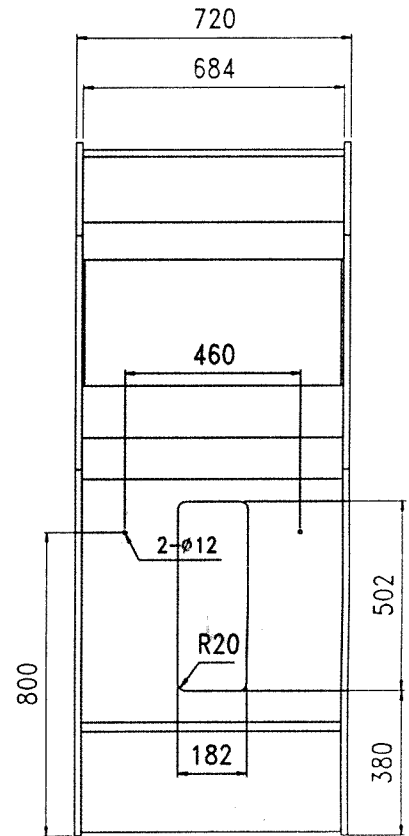
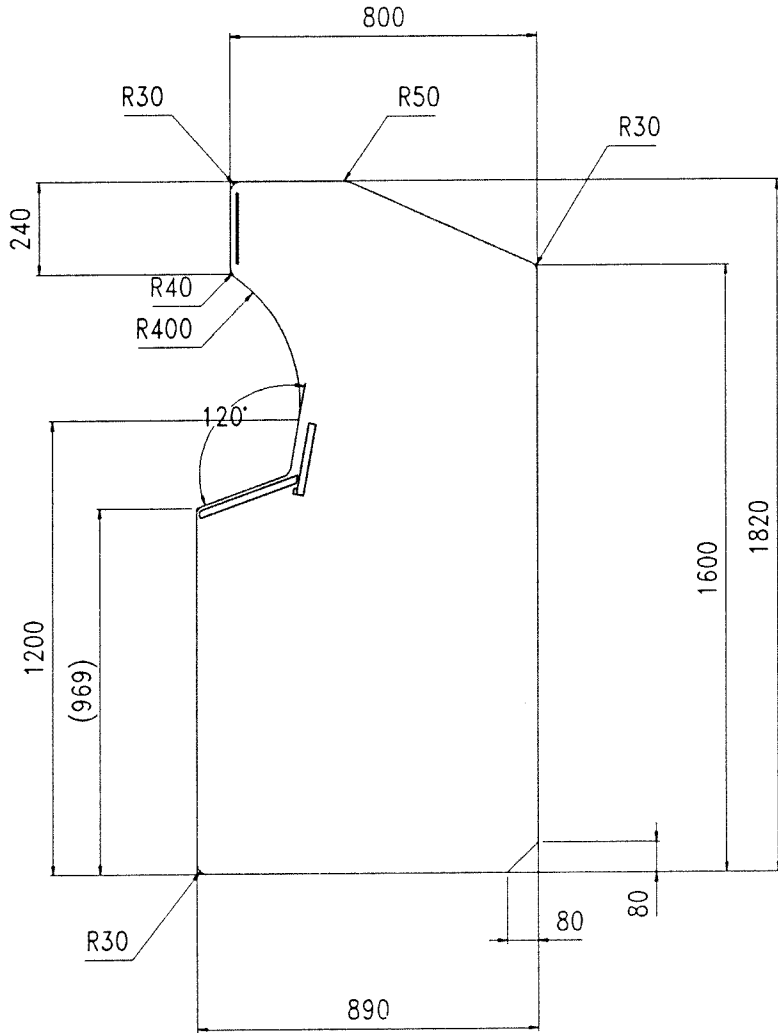


**FIG-18 Reload**

**APPENDIX-1 Specification of Main Unit(1)**

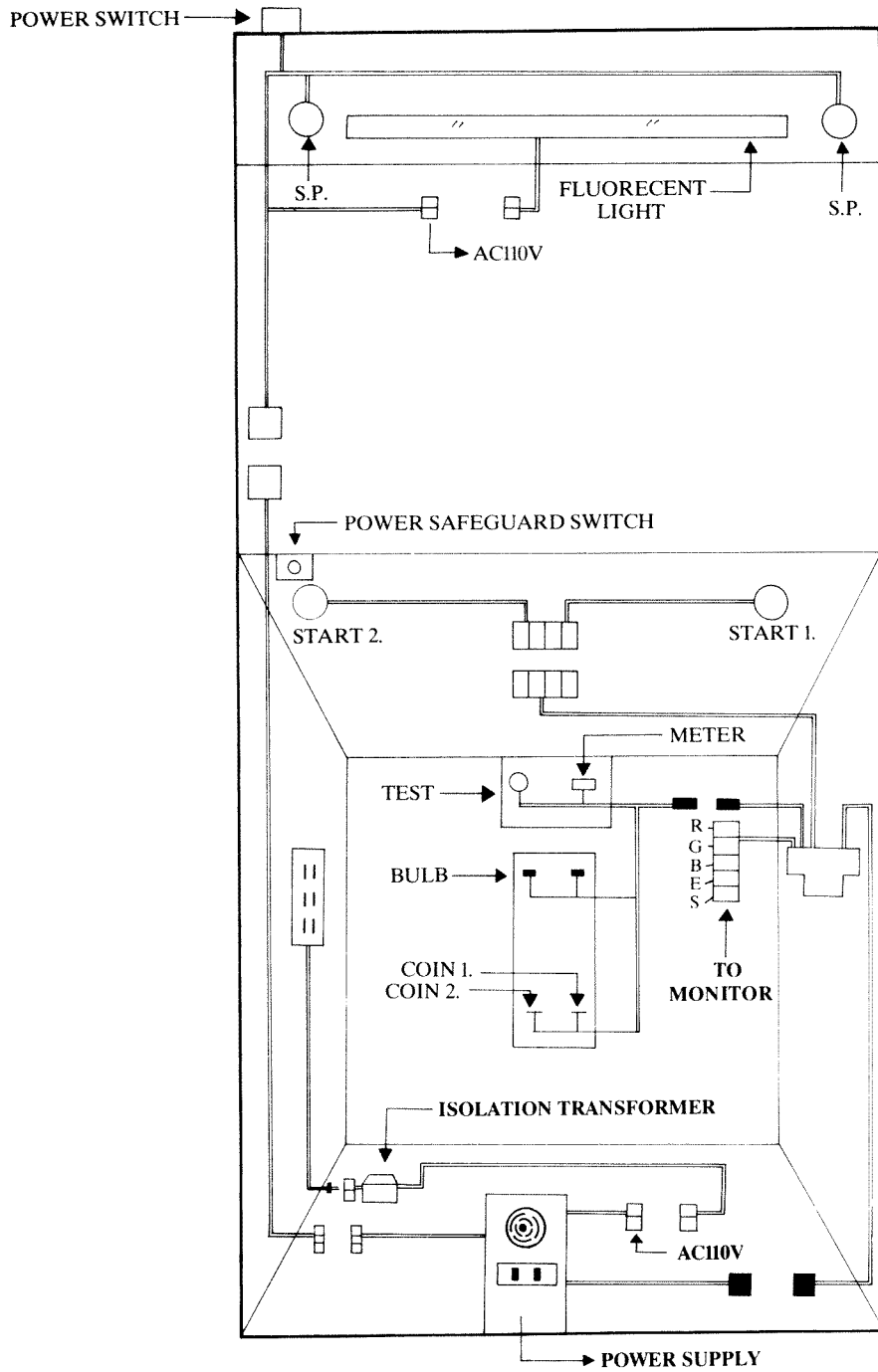


## APPENDIX-2 Specification of Main Unit(2)

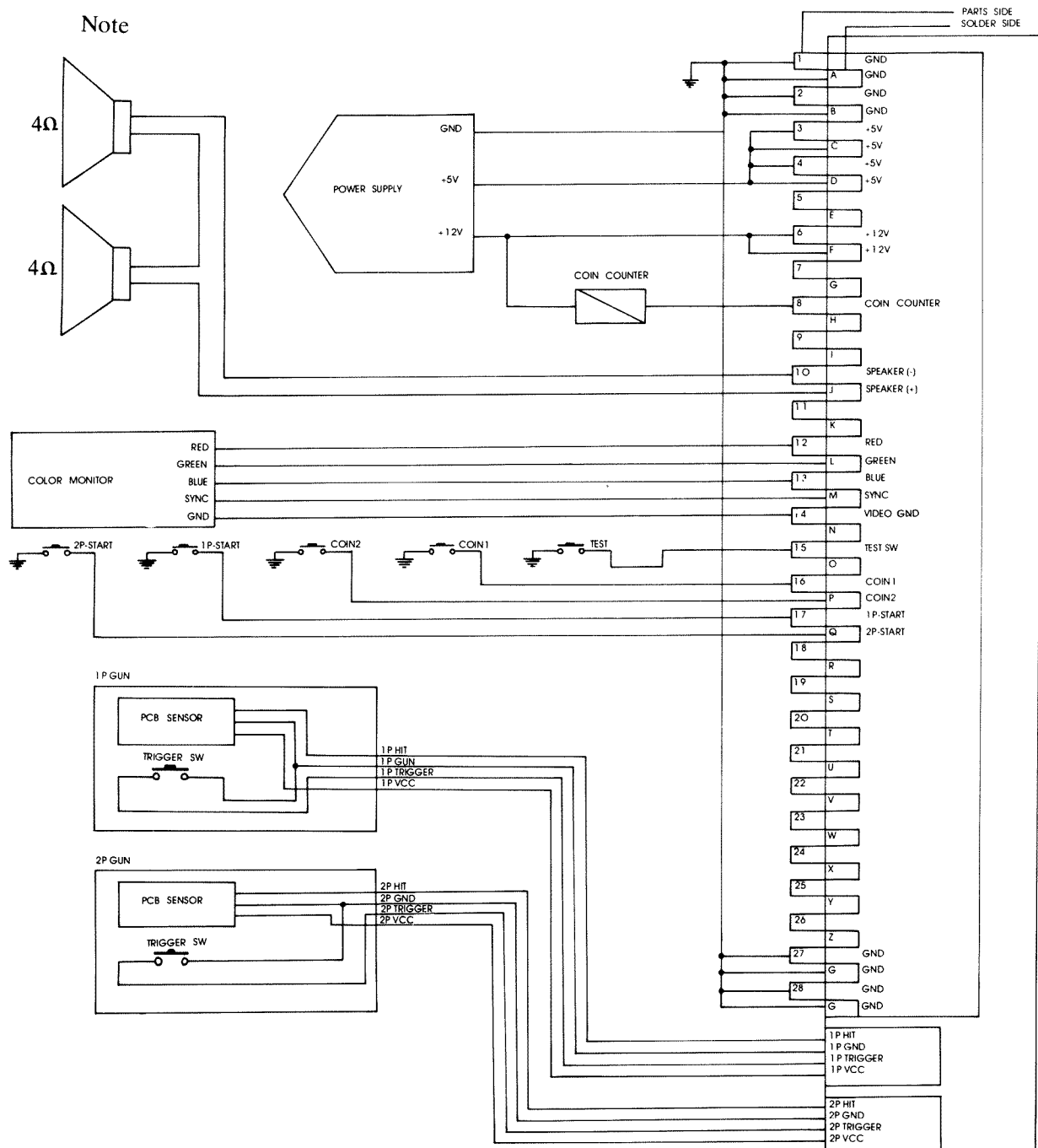




## APPENDIX-4 Internal Wiring of Main Unit



## APPENDIX-5 Wiring Circuit Diagram



Note : Speakers should be connected serially to Speaker (+) and Speaker (-). It must be avoided to connect speakers parallelly or to connect speakers to speaker(+) and GND, to keep the amplifier from being damaged or malfunctioning.



## APPENDIX-6 Cable Pin Assignments of Main Board

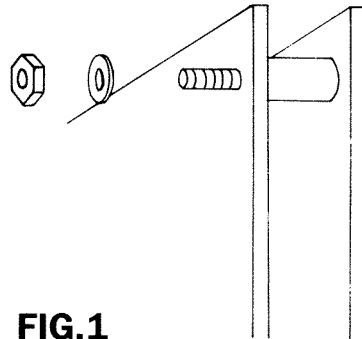
| SOLDER SIDE | NO. | NO. | PARTS SIDE   |
|-------------|-----|-----|--------------|
| GND         | A   | 1   | GND          |
| GND         | B   | 2   | GND          |
| +5V         | C   | 3   | +5V          |
| +5V         | D   | 4   | +5V          |
|             | E   | 5   |              |
| +12V        | F   | 6   | +12V         |
|             | H   | 7   |              |
|             | J   | 8   | COIN COUNTER |
|             | K   | 9   |              |
| SPEAKER (-) | L   | 10  | SPEAKER (+)  |
|             | M   | 11  |              |
| VIDEO GREEN | N   | 12  | VIDEO RED    |
| VIDEO SYNC. | P   | 13  | VIDEO BLUE   |
|             | R   | 14  | VIDEO GND    |
|             | S   | 15  | TEST SW.     |
| 2P COIN SW. | T   | 16  | 1P COIN SW.  |
| 2P START    | U   | 17  | 1P START     |
|             | V   | 18  |              |
|             | W   | 19  |              |
|             | X   | 20  |              |
|             | Y   | 21  |              |
|             | Z   | 22  |              |
|             | a   | 23  |              |
|             | b   | 24  |              |
|             | c   | 25  |              |
|             | d   | 26  |              |
| GND         | e   | 27  | GND          |
| GND         | f   | 28  | GND          |

Note : Speakers should be connected serially to Speaker (+) and Speaker (-). It must be avoided to connect speakers parallelly or to connect speakers to speaker(+) and GND, to keep the amplifier from being damaged or malfunctioning.

It is advised to adjust the power supply to output about 5.1~5.2V for the "+5V" pin of the cables.

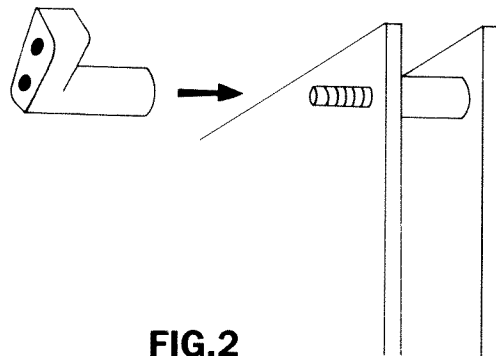
## APPENDIX-7 Installation of Main Board

1. Loose and take down the nut and the washer as FIG.1



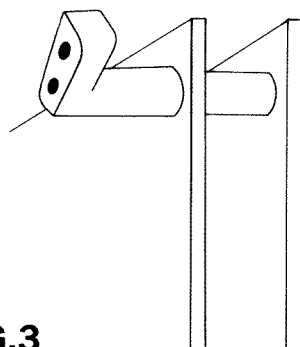
**FIG.1**

2. Lock the pcb holder as FIG.2



**FIG.2**

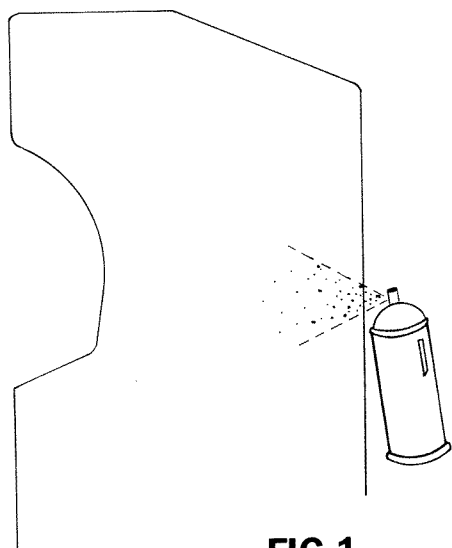
3. The completed set is shown in FIG.3



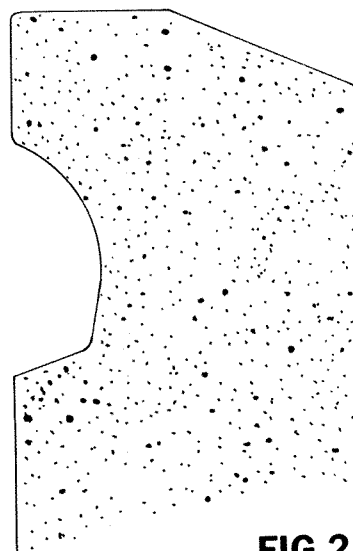
**FIG.3**

## APPENDIX-8 Installation of adhesive paper

1. Evenly spread the attached 3M glue to the cabinet as FIG.1 and FIG.2

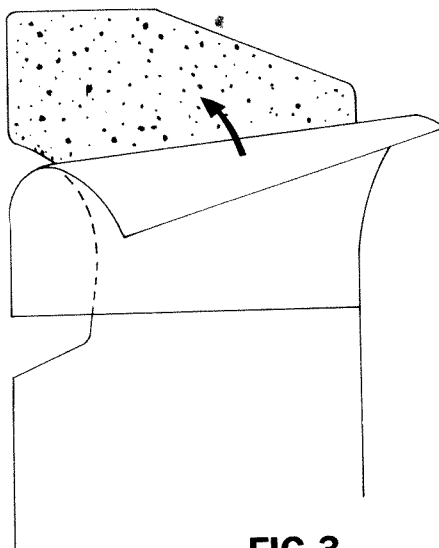


**FIG.1**



**FIG.2**

2. Wait for 30 to 60 seconds then paste the adhesive paper to the cabinet as FIG.3

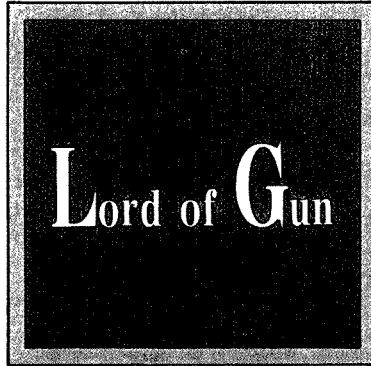


**FIG.3**

3. It takes 2 to 3 hours to dry completely

Note : For using our guns, the adhesive paper must be attached. If not, our company is not responsible for all the copy-right problems.





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