

# SOUND VOLTEX BOOTH

## User Guide



**UNIANA**  
(株)유니아나

■ Enjoy a 200% sense of speed with the best device!  
SOUND VOLTEX BOOTH!!

- Genre: Music Simulation Game
- Type: Video Game
- Number of Plkaters: 1 Player
- Target Age: All users
- e-AMUSEMENT : 대응
- e-AMUSEMENT PASS : Supported
- You can check your name, High Score records, play style, best score, etc.

확인 할 수 있습니다.



■ Specifications

Size	H 2416mm (95.11in) / W 1032mm (40.6 in) / D 798 ( 31.4in)
Weight	Appx. 135kg (297.6 lbs)
Power	Single Phase AC 220V(±10%) 60Hz
Power Consumption	180W
Display	32 inch Wide LCD
Conditions of use	Ambient Temperature 5~35°C (41~95F) Humidity 30~80%

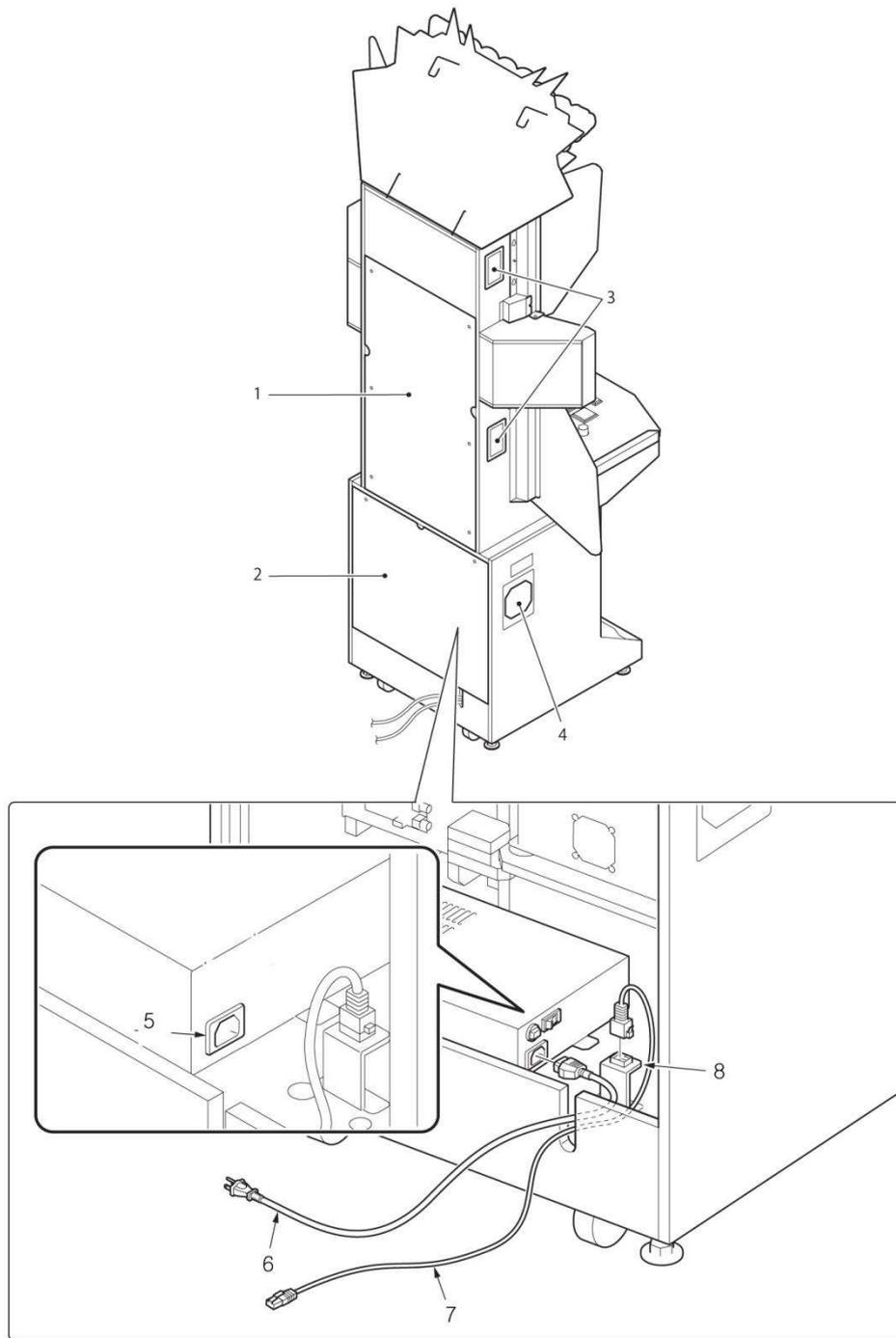
This product is a music simulation game that uses e-AMUSEMENT network to operate the device according to the music provided.

This is a music simulation game with visual and audio effects. Tap the buttons at a critical time to hit the objects flying down the screen.

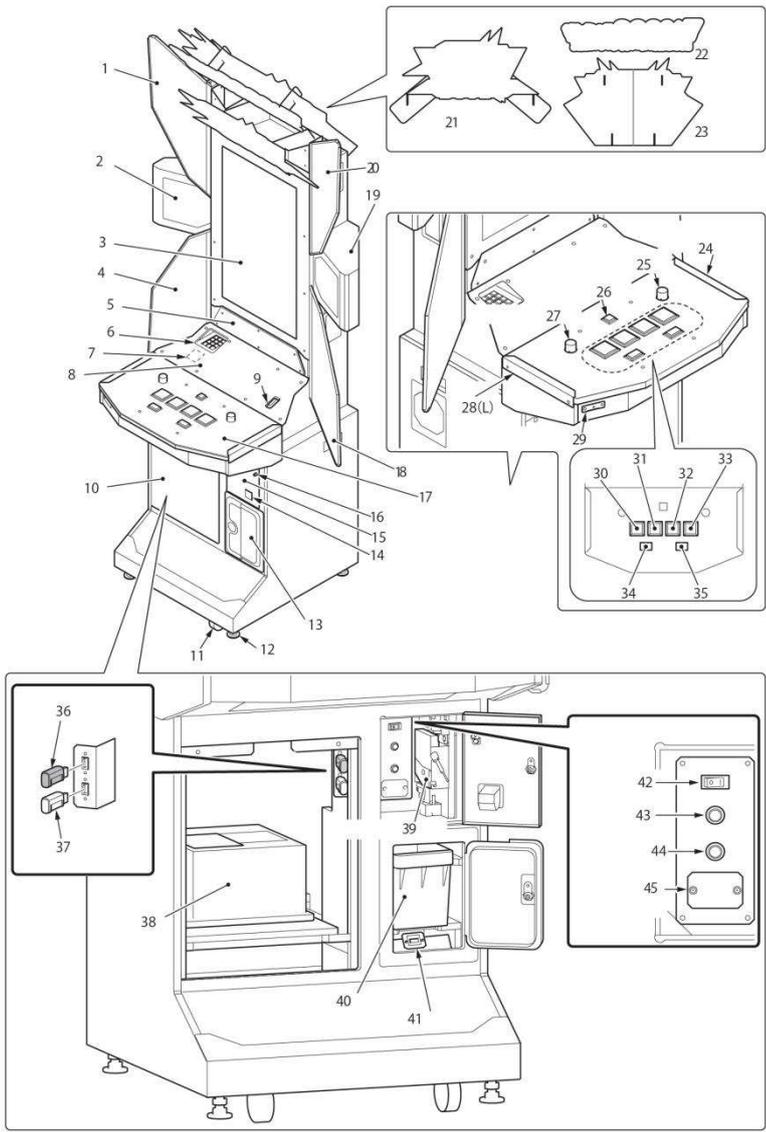
Operate the buttons or analog volume knobs at the time they overlap the judgment line.

You can also use these cabinets to compete on-line or in game with others players.

■ Names of Parts



1	Back Door (Top)	5	Power Outlet
2	Back Door (Bottom)	6	Power Cord
3	Air Vents	7	LAN Network Cable
4	Air Vent	8	LAN Connector



1	Illuminated Wing Top (L)
2	Speaker (L)
3	Monitor Panel
4	Illuminated Lower Wing (L)
5	Title Panel
6	10 KEY Keypad
7	IC PASS Card Reader
8	Woofer Speaker Panel
9	Coin Slot
10	Front Door (PC Access)
11	Wheel
12	Height Adjustment Leveler
13	Coin Box
14	Coin Outlet
15	Service Door
16	Coin Eject Button
17	Control Panel
18	Illuminated Lower Wing (R)
19	Speaker (R)
20	Illuminated Upper Wing (R)
21	Marquee Graphics POP A
22	Marquee Graphics POP B

23	Marquee Graphics POP C	35	FX-R Button
24	Metal Control Panel Stay (R)	36	License Key (black)
25	"Volume" Knob (R)	37	Account Key (white)
26	Start Button	38	MAIN PCB unit
27	"Volume" Knob (L)	39	Coin Selector
28	Metal Control Panel Stay (L)	40	Coin Box
29	Headphone Jack	41	Coin counter
30	A Button	42	Power switch
31	B Button	43	Test button
32	C Button	44	Service button
33	D Button	45	Additional Coin counter mounting position
34	FX-L Button		

■ How to Play



1. Connect e-AMUSEMENT PASS.

Touch the e-AMUSEMENT PASS to the control panel reader.

When you insert a coin, the game starts automatically.

If you are not using an e-AMUSEMENT PASS, skip to step 3.



2. Enter your password.

Touch the screen to enter your password.

※ For e-AMUSEMENT PASS, when you have not registered the password for the product Create an e-AMUSEMENT account and register the password.



3. Insert Coins.

1. Insert the coins needed to play.
2. The game starts when you press the START button and enough credits are inserted.



4. Select a game mode.

Choose your favorite mode from the following.

- **In Store** - Friend Play
- **Online** - Global Online Play

■ **In Store** - Play together in store. (Local Battle)

This is a mode where 2 game cabinets (up to 4) can be linked to Konami's e-AMUSEMENT system within the game center

This is a mode where you compete in-game. If you select a local battle, the entry screen for the game room will appear.

As you move, if an opponent appears within the time limit, a local battle will begin. (If your opponent does not appear in the cabinet game room, you will play online.)

■ **Online** - Play with users online. (Online Battle)

Play online matches with players who's cabinets are connected to the e-AMUSEMENT System.

This is an ongoing mode. If an opponent does not appear, it will be a match with the CPU.

※ In order to play the maximum number of songs you must win the match vs an opponent, or complete the song against the CPU.

The displayed song achievement rate must exceed a certain level.

5. Select the song you wish to play.

On the "MUSIC SELECT" screen, select the song you wish to play and the difficulty level.

※ If there are less than 4 opponents through the in-game Friend Play, you can play online. Another user will be your opponent.



6. Start the game.

Operate the controls in time with the music.

The evaluation (rating) changes depending on timing, the Effective Rate gauge increases or decreases depending on accuracy.



■ Regarding the score

If you accurately hit the buttons with timing of the flying device, your score is increased.

The Effective Rate (gauge) increases or decreased based on accuracy with the judgment line at the bottom. If the Effective Rate is over 70% you can proceed to the next song.



7. Game Over

At the end of a song, the game ends when the effective rate is under 70% or after 3 songs have been played.



You can save play data with e-AMUSEMENT Pass!

Saving Makes it even more fun!

곡 등 취득한 플레이 데이터를 저장할 수 있습니다.  
You can save aquired play data such as songs.

■ e-AMUSEMENT PASS: How to play games using NT PASS.

This amusement machine can only be played when connected to the e-AMUSEMENT network.  
You can check your collect gameplay data by using your [e-AMUSEMENT PASS].

(This is a function exclusive to the e-AMUSEMENT system.)



\*You can play even if you do not have an e-AMUSEMENT PASS but you cannot save gameplay data.

1. Touch the e-AMUSEMENT PASS on the e-AMUSEMENT PASS recognition area on the control panel.

2. < For NEW e-AMUSEMENT PASS >

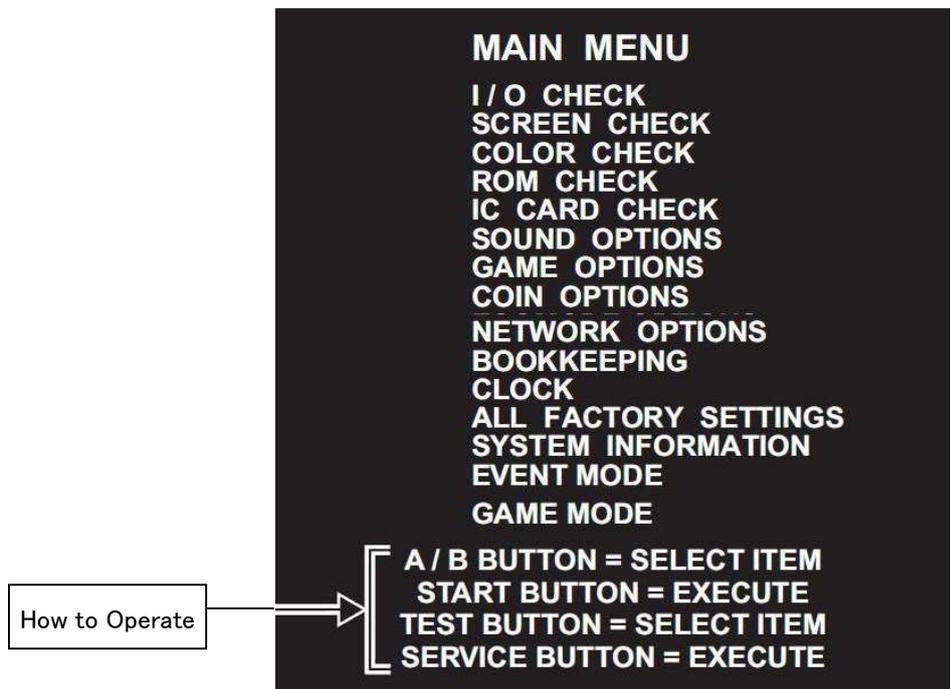
- ① Touch the panel with numbers displayed to register your password.  
(Numbers with the same 4 digits [such as 5555] will NOT be registered.)
- ② Insert the required number of coins to start a game, then press the START button.
- ③ Register your name.

< For REGISTERED e-AMUSEMENT PASS >

- ① Enter the password by touching the panel with numbers displayed.
- ② Insert the coins needed to start and then press the [START] button on the control panel.  
( At this time the registered name will be displayed on the screen.)

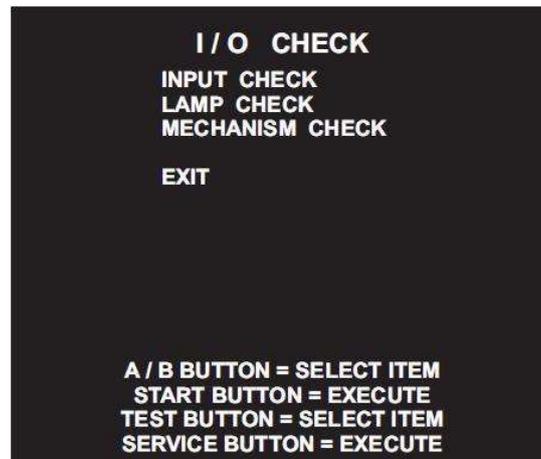
3. After the game ends, you can check the results using your e-AMUSEMENT PASS.

■ Main Menu Screen



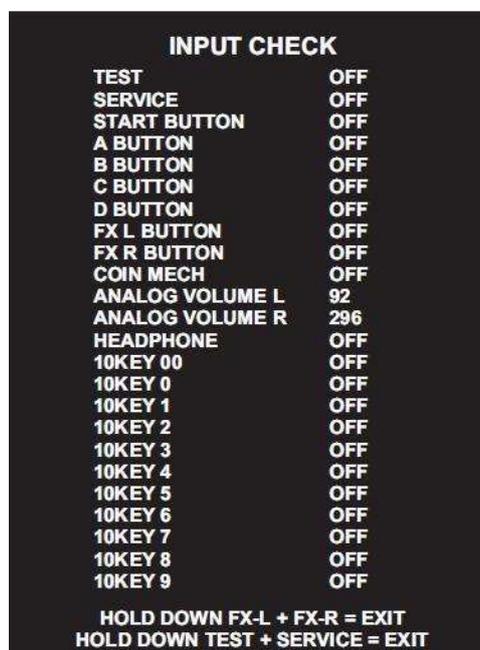
I/O CHECK	Checking input/output devices
SCREEN CHECK	Check screen size, etc.
COLOR CHECK	Checking the color display on the screen.
ROM CHECK	Checking data contents on the SSD
IC CARD CHECK	Check operation of IC PASS reader. Check status of e-AMUSEMENT PASS
SOUND OPTIONS	Settings related to sound.
GAME OPTIONS	Game settings
COIN OPTIONS	Settings related to play fees
NETWORK OPTIONS	Check network settings and communication status.
BOOKKEEPING	Display aggregate data about coins.
CLOCK	Current time settings.
ALL FACTORY SETTINGS	Return to factory settings
SYSTEM INFORMATION	Display information about the system.
EVENT MODE	Start operation in event mode.
GAME MODE	Return to game mode.

■ I/O Check



INPUT CHECK	Check control inputs.
LAMP CHECK	Check the lamp lighting
MECHANISM CHECK	Verify coin mech functions.

■ I/O Check → INPUT Check



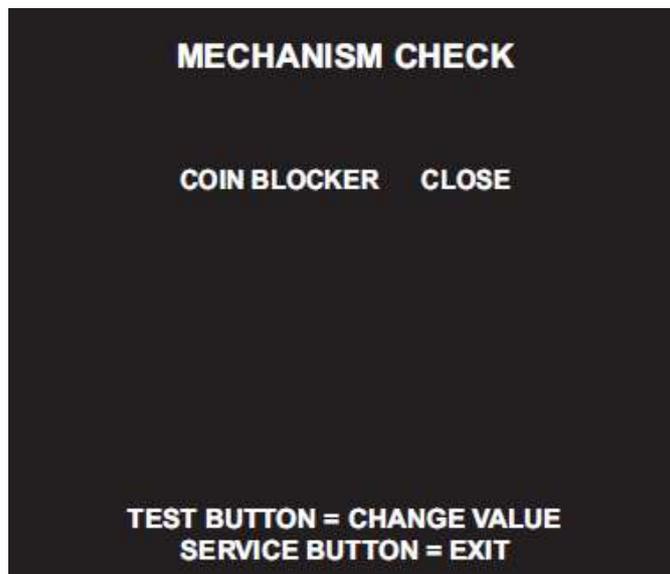
ON / OFF	<p>Displays ON/OFF in response to input from control system.</p> <ul style="list-style-type: none"> <li>· ON ----- Entered</li> <li>· OFF ----- No pressure or input</li> </ul>
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■ I/O Check → LAMP Check

LAMP CHECK			
ALL AUTO	R	G	B
WING LEFT UP	OFF	OFF	OFF
WING RIGHT UP	OFF	OFF	OFF
WING LEFT LOW	OFF	OFF	OFF
WING RIGHT LOW	OFF	OFF	OFF
WOOFER	OFF	OFF	OFF
CONTROLLER	OFF	OFF	OFF
START BUTTON	OFF		
A BUTTON	OFF		
B BUTTON	OFF		
C BUTTON	OFF		
D BUTTON	OFF		
FX L BUTTON	OFF		
FX R BUTTON	OFF		
A / B BUTTON = SELECT ITEM			
START BUTTON = EXECUTE			
TEST BUTTON = SELECT ITEM			
SERVICE BUTTON = EXECUTE			

ALL	When selected, ON is displayed and all lamps turn on simultaneously
AUTO	When selected, it is displayed as ON and the LED lights power on starting with RED. · If the light turns on, all lamps turn on. Afterwards, automatic lighting repeats again.
ON / OFF	Displayed as ON when turned on and OFF when turned off.
WING LEFT UP WING RIGHT UP WING LEFT LOW WING RIGHT LOW WOOFER CONTROLLER	Check the lighting of the decoration lamps. ·RED ----- Red lights up. ·GREEN --- Green Lights up. ·BLUE ----- Blue lights up. ※ The lighting during play or demo mode is a combination of the 3 primary colors, expressed in various colors. When red, green and blue are lit at the same time, it displays as white.
START BUTTON A BUTTON B BUTTON C BUTTON D BUTTON FX L BUTTON FX R BUTTON	Check button lighting

■ I/O check → MECHANISM check

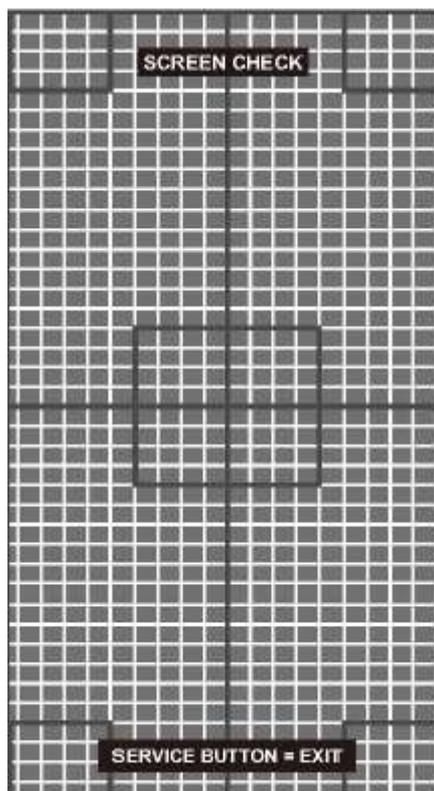


COIN BLOCKER	<p>Press the test button to see if it changes to CLOSE / OPEN.          (If it is impossible to set to CLOSE / OPEN)</p> <ul style="list-style-type: none"> <li>· CLOSE : Coin blocker is working. ( Coins are rejected )</li> <li>· OPEN : It's not working. It's not moving. ( Coins Enter )</li> </ul>
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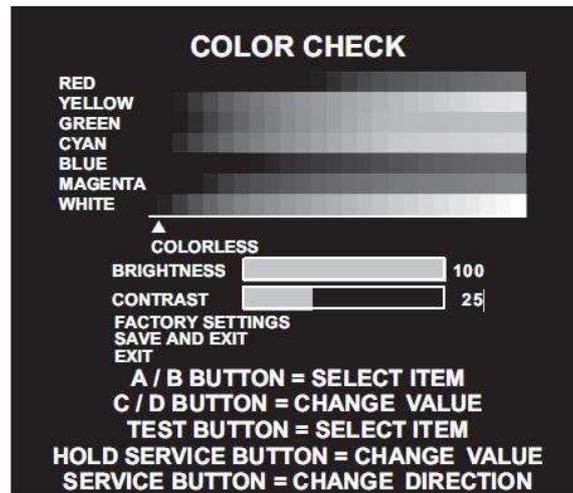
■ SCREEN Check

When looking at the screen check the size of the Screen.  
 Check for distortion up,down, left and righte

Confirmation Point
<p>A : Red line around the border of the monitor.                      If it matches, it's normal.</p> <p>B : If the red square in the center IS square,                      It is normal.</p>

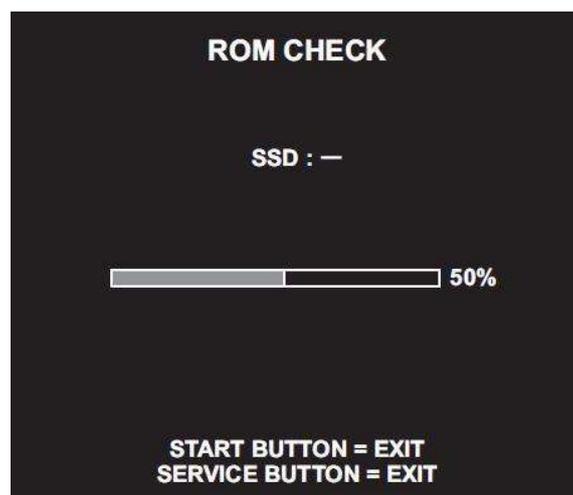


■ COLOR Check



BRIGHTNESS	Adjust Screen Brightness <ul style="list-style-type: none"> <li>· Brighten the screen: Press the "D" button.</li> <li>· Darken the screen: Press the "C" button.</li> </ul>
CONTRAST	Adjust the screen saturation <ul style="list-style-type: none"> <li>· Increase the saturation: Press the "D" button.</li> <li>· Decrease the saturation: Press the "C" button.</li> </ul>
Adjustment point	At the same time, adjust COLORLESS so the range becomes black. Displayed in stages, the background is adjusted to become blacker.

■ ROM check



Mark OK after checking	normal
Mark as BAD after checking	Check not completed <ul style="list-style-type: none"> <li>· Please restart first. If it is displayed as bad again, please contact customer support.</li> </ul>



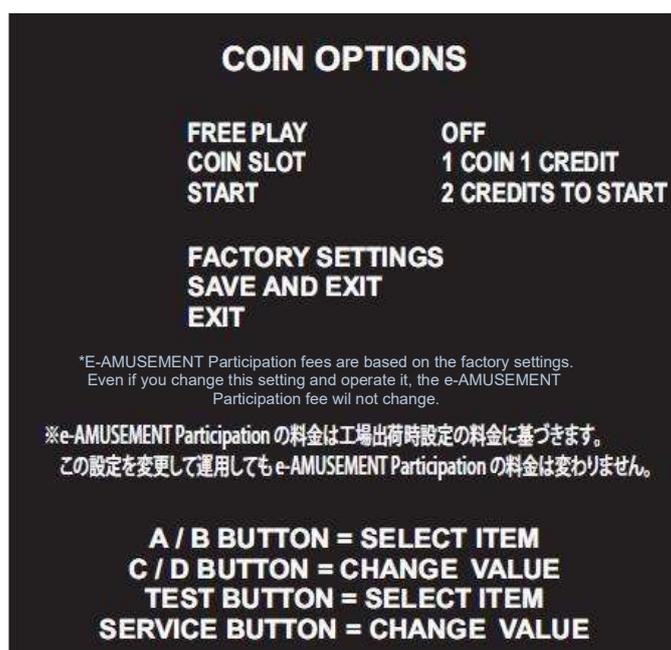
SOUND VOLUME IN ATTRACT MODE	<p>Set sound during game demo mode to [ON / OFF]</p> <ul style="list-style-type: none"> <li>· 100% : always ON</li> <li>· 0% : always OFF</li> </ul>
SOUND SCALE CHECK	<p>Check to see if the "Do, Re, Mi, Do" sounds alternate between the left and right speakers.</p> <p>※ Start with "Do" from the left speaker, "Re" from the right speaker.</p> <p>→ Check if the sound comes out alternately from the left speaker (Mi).</p> <ul style="list-style-type: none"> <li>· LEFT : Sound comes from the Left speaker.</li> <li>· RIGHT : Sound comes from the Right speaker.</li> </ul>
SOUND PHASE CHECK	<p>Stand in the play position and check if the sound comes out of the left and right.</p> <p>Check if there is sound.</p> <ul style="list-style-type: none"> <li>· LOUD : There is a loud noise.</li> <li>· SOFT : A soft sound is produced.</li> </ul>
SOUND VOLUME	<p>Set the volume of the main body speaker.</p> <p>Settings are in units of 1, ranging from 0 (silent) to 30 (maximum)</p> <ul style="list-style-type: none"> <li>· Increase the volume: Press the "D" button.</li> <li>· Decrease the volume: Press the "C" button.</li> </ul>
SOUND VOLUME (WOOFER)	<p>Set the volume of the main unit woofer.</p>
HEADPHONE SCALE CHECK	<p>Check whether the Do, Re, Mi... Do sounds come out alternately from the headphones.</p> <p>※ Start with "Do" from the left and "Re" from the right.</p> <p>→ Check if the sounds alternate, "Mi" from the left, "Do" from the right.</p> <ul style="list-style-type: none"> <li>· LEFT : Sounds: "Do", "Mi"</li> <li>· RIGHT : Sounds "Re", "Do"</li> </ul>
HEADPHONE VOLUME CHECK	<p>Set the volume of the main body speaker.</p> <p>Settings are in units of 1, ranging from 0 (silent) to 30 (maximum)</p> <ul style="list-style-type: none"> <li>· Increase the volume: Press the "D" button.</li> <li>· Decrease the volume: Press the "C" button.</li> </ul>
FACTORY SETTINGS	<p>Reset the cabinet settings to factory settings.</p> <ul style="list-style-type: none"> <li>· Return to factory settings. Press the START or SERVICE buttons.</li> </ul>

■ GAME OPTIONS



SHOP CLOSE SETTING	Choose whether to set a closing time. <ul style="list-style-type: none"> <li>· OFF ----- Do NOT set a closing time.</li> <li>· ON ----- Set a closing time.</li> </ul>
SHOP CLOSE TIME	Set the store's closing time (In 5 minute increments) <ul style="list-style-type: none"> <li>· Increase – Press the service button of "D" button.</li> <li>· Decrease ----- Press the "C" button.</li> </ul>
FACTORY SETTINGS	Reset the cabinet settings to factory settings. <ul style="list-style-type: none"> <li>· Return to factory settings. Press the START or SERVICE buttons.</li> </ul>

■ COIN OPTIONS



FREE PLAY	Set up free play <ul style="list-style-type: none"> <li>· ON: Play for free</li> <li>· OFF: Pay to play</li> </ul>
COIN SLOT	Set the number of credits for your coins by referring to the table below. 1 COIN 1CREDIT~10 COINS 1CREDIT
START	Set the number of credits required to start the game. 1 CREDIT TO START~10 CREDIT TO START
FACTORY SETTINGS	Return the settings for this cabinet to the factory settings. <ul style="list-style-type: none"> <li>· Return to factory default. Press the START or SERVICE button.</li> </ul>

※ Credit chart for coins

Pattern	A	B	C	D	E	F	G	H	I	J	K	L	M
# of coins	1	1	1	2	2	3	4	5	6	7	8	9	10
Credits	1	2	3	1	3	1	1	1	1	1	1	1	1

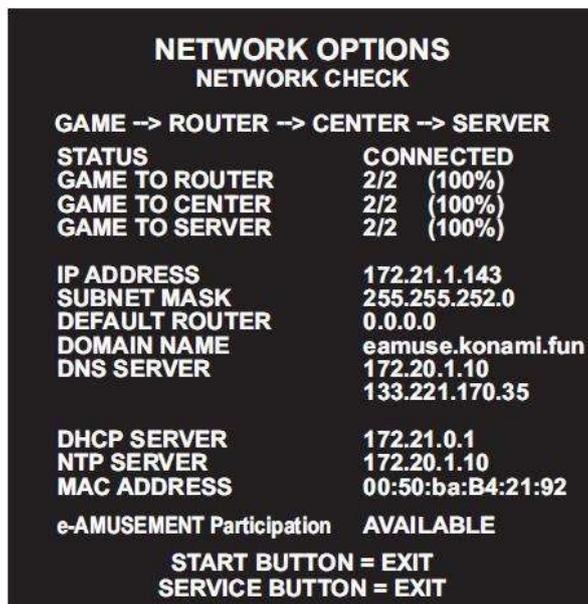
■ NETWORK OPTIONS



e-AMUSEMENT	Always set to ON ※ Setting CANNOT be changed.
SHOP NAME	Enter the store/arcade name on screen and set it. <ul style="list-style-type: none"> <li>· When you press the service button you will be taken to detailed items.</li> </ul>
AREA	The region of operation is automatically set. ※ Cannot be changed.
CABINET GROUP ID	If multiple cabinets are installed, friend play is possible between devices with the same location ID. (1 to 16 cabinets)
NETWORK CHECK	Check network settings and communication status. <ul style="list-style-type: none"> <li>· When you press the service button go to detailed items.</li> </ul>
FACTORY SETTINGS	Return the settings for this item to the factory settings.

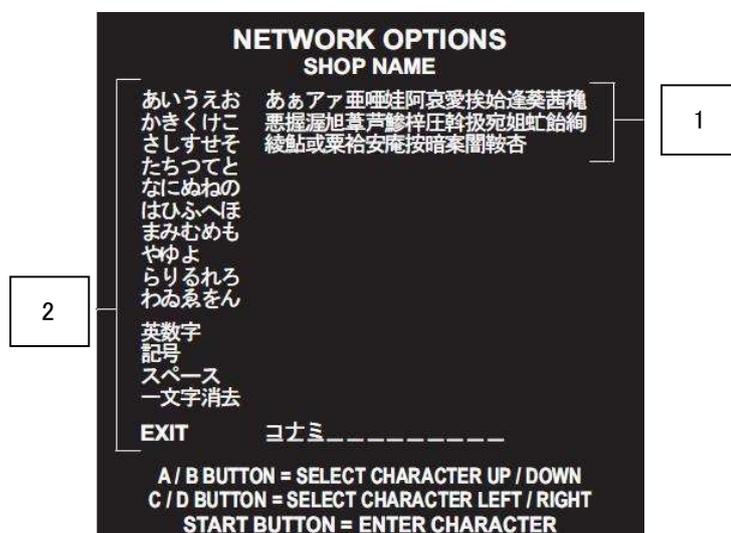
· Return to factory settings. Press the START or SERVICE button.

■ NETWORK OPTIONS → NETWORK CHECK



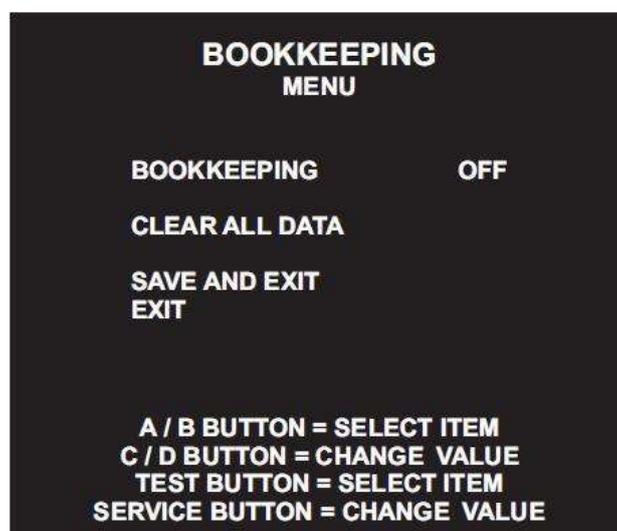
GAME → ROUTER → CENTER → SERVER	Displays the communication status from the game to the e-AMUSEMENT server. ·GAME : Main Cabinet (Main Body) ·ROUTER : In store VPN Router. ·CENTER : Entrance to e-AMUSEMENT ·SERVER : Central server
STATUS	Communication status is displayed. ·CONNECTED: In communication. ·NOT CONNECTED: Communication is not working. ※ Displayed as [ - ] while checking communication status.
GAME TO ROUTER GAME TO CENTER GAME TO SERVER	Displays correspondence from the main body to the cabinet. · If the numbers on the left are almost the same and are 100% or close to 100% it is normal.
IP ADDRESS	IP address is displayed.
SUBNET MASK	Subnet mask is displayed.
DEFAULT ROUTER	Default IP address is displayed.
DOMAIN NAME	Center server domain name is displayed.
DNS SERVER	Displays up to 2 DNS server IP addresses.
DHCP SERVER	DHCP server IP address is displayed.
NTP SERVER	NTP server IP address is displayed.
MAC ADDRESS	MAC address is displayed.

■ NETWORK OPTIONS → SHOP NAME



1. Input, operation menu	Selects the item of the character you are entering.
2. Text input	Select the character, press the START button to decide

■ BOOKKEEPING



BOOKKEEPING	<p>Set coin counting ON/OFF</p> <ul style="list-style-type: none"> <li>·ON ---- Coin counting.</li> <li>·OFF -- Do not count coins. (Coin total is also shown)</li> </ul> <p>※ BOOKKEEPING is turned ON → OFF, If turned OFF data will be deleted.</p> <p>Please be careful.</p>
CLEAR ALL DATA	<p>Deletes the coin totals data and sets it back to factory new condition.</p> <ul style="list-style-type: none"> <li>· Return to factory state. Select YES to start, press the START button.</li> </ul>

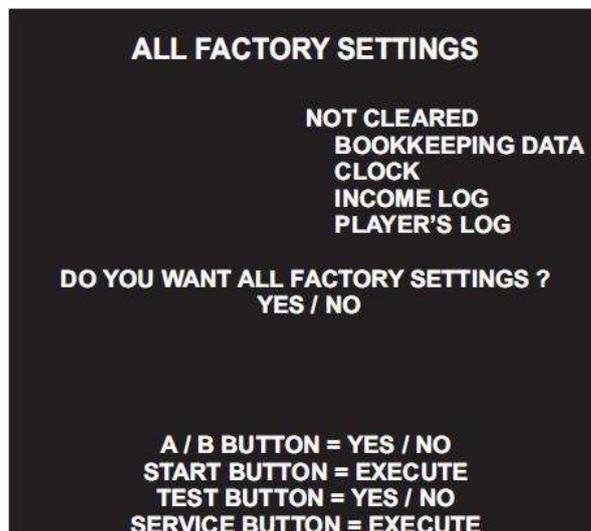
	Or press the SERVICE button.
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■ CLOCK



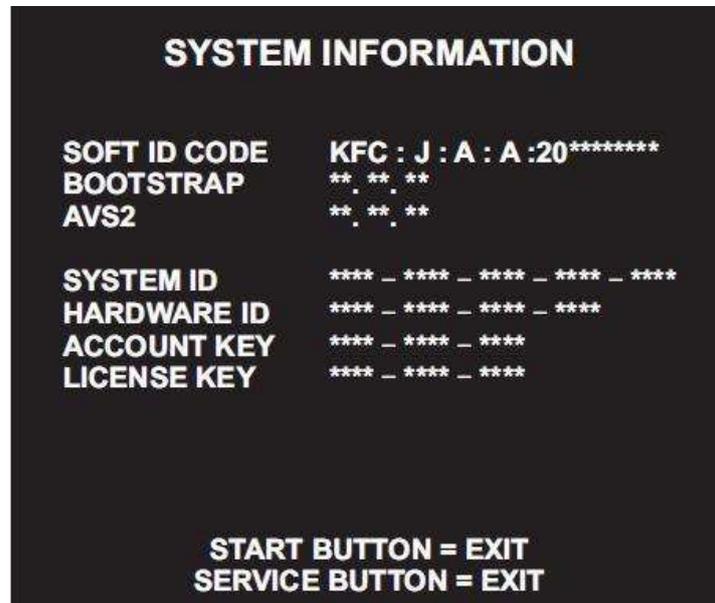
SET TIME	Set the current time (Hour, Minute, Second) settings. <ul style="list-style-type: none"> <li>· Select hours, minutes, seconds: Press C/D button or Test button.</li> <li>· When proceeding: Press the A button or the service button.</li> <li>· When turning:      Press the B button.</li> <li>    ⊗ When the time is not set, CLOCK NOT SET is displayed.</li> </ul>
2011-02-01(Tue)	Displays today's date and time. <ul style="list-style-type: none"> <li>    ⊗ The date and time are set at time of shipment.</li> </ul>

■ ALL FACTORY SETTINGS



DO YOU WANT ALL FACTORY SETTING?	Return settings made in test mode to factory settings.
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■ SYSTEM INFORMATION



SOFT ID CODE	Display game software version.
BOOTSTRAP	Displays version of the startup software.
AVS2	Displays version of the system library.
SYSTEM ID	Display system ID
HARDWARE ID	Display hardware ID
ACCOUNT KEY	Display account key.
LICENSE KEY	Show license key.