

KONAMI



**DrumMania V4
Rock × Rock**



CONVERSION KIT (PCB•Software)

Operator's Manual

GEG32-AA

Recycled paper and
soybean oil ink are
used.



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.

About this product

Thank you for purchasing this product. This manual explains how to operate your game machine correctly and safely.



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Before using this product, refer also to the Operator's Manual of your "DrumMania(Percussion Freaks)" series machines.
- Keep this manual carefully so as to be ready for use when necessary.
- If the machine still fails to display or to get started, immediately turn OFF all the power switches and contact your nearest dealer.

- This kit is a "DrumManiaV4 (PCB and Software conversion kit:GEG32-AA)". This kit can replace the following models. Never use it for any other types of machines.

- DrumMania (Percussion Freaks) machines with its V, V2 or V3 software installed, listed below
 - Percussion Freaks machine (GQ881-HD, TB)
 - DrumManiaV machine (GNE02-HD, TB)
 - DrumManiaV2 machine (GNF02-HD, TB)
 - DrumManiaV3 machine (GNF32-HD, TB)

- When you use the e-AMUSEMENT function but do not have the (expansion) IC card unit set up, the "Expansion IC Card Unit (GUG32-AA)" is additionally needed. Before making the conversion with this product, set up the unit as specified.

•IMPORTANT

To owners whose machines are used for session plays:

- Connection of this product to the "GuitarFreaksV4" game machine with the LAN cable makes it possible to run the two machines networked.
- Only the "GuitarFreaksV4 (GQG33-HA, TA / GEG33-AA)" machine can be used for session plays with this product.
Carry out the networking with this product according to the procedure specified in this manual. (See pages 72 and 73.)
- The other "GuitarFreaks" series models are not compatible with "DrumManiaV4" machine for session play.

To owners whose machines are used independently without session plays:

- Even when the "DrumManiaV4" machine alone is operated, keep the LAN cable properly connected between the machine's LAN port and the HUB unit. (See page 73.)

• **Before making the conversion, note down the current test mode settings and “BOOKKEEPING” data.**

- When the conversion is made, the settings in the test mode that have been used till then are not passed over. To operate this product in the same settings as before the conversion, it is recommended to record (jot down) the settings before making conversion.
- The data that have been accumulated by “BOOKKEEPING” are not passed over. It is advisable to record (jot down) the settings as required.

• **About e-AMUSEMENT**

“e-AMUSEMENT” is an on-line service for KONAMI’s amusement arcade game machines which allows players to compete directly with players in other arcade game locations via an on-line amusement connection. This service is available by closing a contact with KONAMI in advance.

• **The on-line service may not be available due to communications line problems, even when the machine works fine.**

Connection failure or connection disruption when attempting to use the e-AMUSEMENT on-line service may be indicative of possible causes (e.g. maintenance) on the side of your telephone company or internet provider. Contact your telephone company or internet provider, or visit their websites for information.

• **If the on-line service is not available due to communication line problems, the “全国対戦(ON-LINE MATCH)” and “店内対戦(INTERNAL MATCH IN THE SHOP)” games in the “BATTLE” mode as well as the “GRAND PRIX” mode game cannot be played. The “CPU対戦(CPU MATCH)” game in the “BATTLE” mode can be played, however. (See page 129.)**

In addition, the “e-AMUSEMENT PASS” cannot be used.

• **The e-AMUSEMENT function of this product is specifically designed for broadband communications lines.**

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main devices and design are protected under each law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

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MEMO

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■ Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other people's injuries and property damages.

Be sure to read the following

- The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.



WARNING

Indicates a situation where disregarding the suggestions could result in death or serious injury.



CAUTION

Indicates a situation where disregarding the suggestions could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

- Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons

- A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons

- Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist

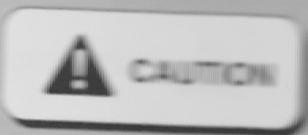
- Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

**WARNING**

- **Be sure to carefully read this manual before setting up this product. Wrong handling may cause a machine trouble or accident. Ask a qualified industry specialist to set up this product or contact your nearest dealer. (You will be charged.)**
- **Handle this product with enough care when setting it up in the machine.**
 - Wrong handling may cause a machine trouble or accident.
 - The parts inside the machine become hot. Do not touch any internal parts until the machine cools down.
 - This product and some in-machine part have projections. Be very careful not to get yourself injured with such sharp points.
- **Do not place containers holding chemicals or water on or near this product.**
 - Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.
- **Before setting up this product, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21)**
 - Otherwise, a machine trouble or electric shock may result.
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
 - Otherwise, an accident or electric shock may result.
- **Before setting up this product, clean up the inside of the machine using a vacuum cleaner or the like.**
 - Dust deposits on the electrical parts may invite an electric shock or fire.
- **When setting up this product, connect the connectors tightly enough.**
 - Otherwise, a machine trouble or fire may result.
- **Do not use any other AC adapter than that of this product on the IC card unit.**
 - Otherwise, a machine trouble, fire or electric shock may result.
- **Be sure to ground to the machine and IC card unit. Never connect the grounding wire to gas pipe, water pipe or telephone ground terminal.**
 - Otherwise, an electric shock or machine trouble may be caused.
- **Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**
 - Otherwise, a fire, malfunction or trouble may result.
 - In case of any trouble, ask your nearest dealer for repairs and other services.
 - KONAMI will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.



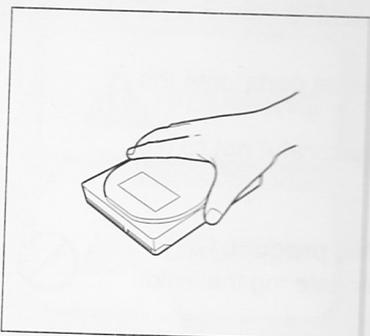
Precautions for use



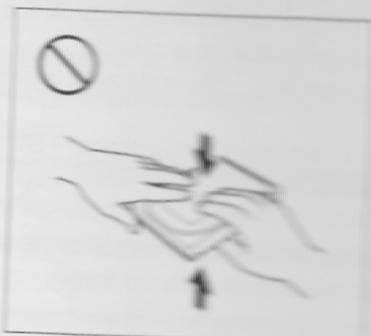
•Cautions for handling the hard disk drive.

•Be sure to read this before handling the hard disk drive.

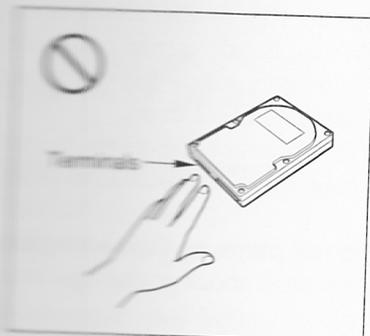
•To prevent malfunctions and accidents, be sure to follow the instructions below.



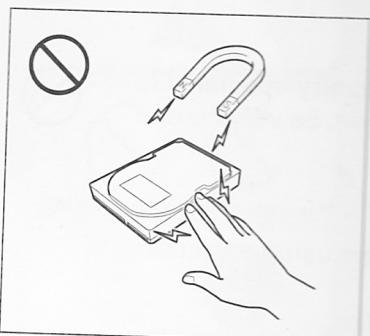
When carrying, hold by the two sides.



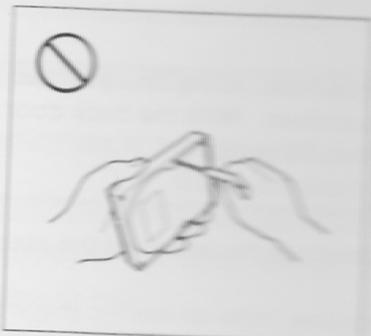
Do not apply force on the drive.
→This could cause malfunction.



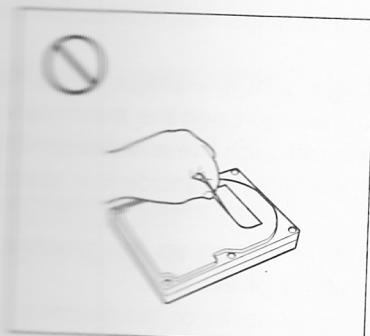
Do not touch the terminals.
→This could cause malfunction.



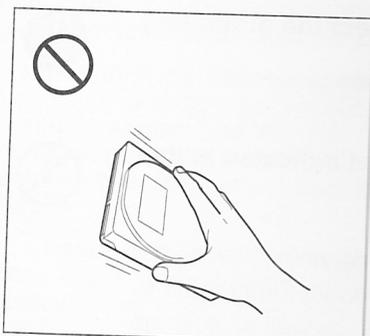
Do not touch with statically charged hand or other item.
Do not bring any magnetically charged item near the unit.
→This could cause malfunction.



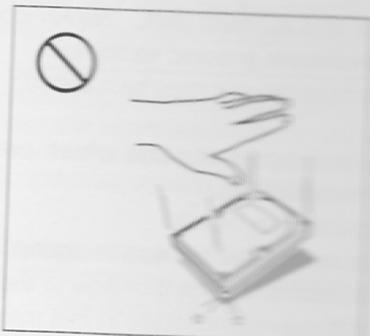
Do not disassemble or alter the drive.
→This could cause malfunction.



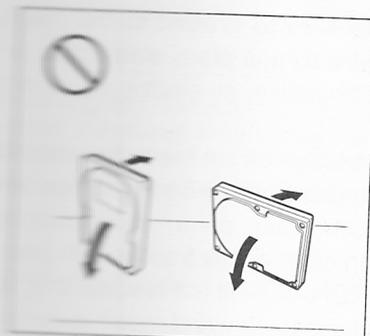
Do not peel off the label.



Do not apply shock or vibration to the drive.
→This could cause malfunction.



Do not drop the drive.
→This could cause malfunction.



Do not leave the drive standing.
→If it falls over, this could cause malfunction.

→The above hard disk drive is just a typical example.

**CAUTION**

- **This product is a “DrumManiaV4 (PCB and Software conversion kit) ”.**
This product is specifically designed for the following machines. Never use it for any other types of machines.



- Other types of machines may get in trouble.

- DrumMania (Percussion Freaks) machines with its V, V2 or V3 software installed, listed below
 - Percussion Freaks machine (GQ881-HD, TB)
 - DrumManiaV machine (GNE02-HD, TB)
 - DrumManiaV2 machine (GNF02-HD, TB)
 - DrumManiaV3 machine (GNF32-HD, TB)

- **Before detaching and attaching the PCB unit and security plug, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.**



- Static electricity may damage the electronic parts in the PCB unit.

- **Do not get the PCB unit and security plug wet, dirty or scratched.**



- Otherwise, the game may fail to play normally, or a machine trouble or malfunction may result.

- **While the PCB unit is running, do not pull out and push in the security plug.**



- Otherwise, game may fail to play normally.

- **Do not change the factory settings of this product’s DIP switches unless otherwise specified.**



- Otherwise, game may fail to play normally.

- **If any connector or cable of the machine or the PCB unit is found damaged, immediately stop using the machine and contact your nearest dealer for replacing the damaged part.**

- Continued use of the damaged part may cause fire or electric shock.

- **Never connect any other game machine, AV equipment or communication equipment than specified in this manual to the network terminal, LAN port and the LAN port of the HUB unit. Do not connect anything to the audio input and output terminals.**



- The game may fail to play normally or a machine failure may result.

- **Do not lay the AC power cord, LAN cable, communication cables and grounding wire over any passages in which people may trip on or get caught by them.**



- You may fall and get injured. The cord and cables may also get damaged.

- **Do not forcibly bend the AC power cord, LAN cable, communication cables and grounding wire, nor leave anything on them.**



- A fire or malfunction may result. The machine may also fail to play the game normally.

- **After long period of use, the drum pads of the machine wear out. In some cases, their surfaces may get finely split. Check them at regular intervals and replace them as required.**

- If any of the drum pads is damaged, the game may fail to play.

Precautions for use

- **Check the microswitch of the foot pedal at regular intervals to see if it functions well. If not, replace it with new one.**

·If the foot pedal's microswitch is defective, the game may fail to play.

- **Never use any damaged drumstick.**

·A damaged drumstick or wire may get you injured or cause an accident. A pad, if hit with a broken drumstick, may also get damaged.



Check the drumsticks for the following points once a day:

- Broken or cracked drumstick
- Loose countersunk screw for fixing the drumstick. Or wrong screw installed.
- Loose screw for securing the wire. Or wrong screw installed.
- Drumstick loosely fit in the holder
- Damaged or burred wire (exposed core)

- **Check the DrumMania stool daily for screw looseness and other defects. If the stool cannot be readjusted, replace it with new one.**

·Poor screw tightness may cause the seat to drop violently, resulting in injury or accident.

- **Players should be advised of the following precautions.**

·Doing so could cause accidents or illness.

- Please do not play this game if
- You have been drinking.
- You are tired are sick or have been recently sick.
- You think you might be pregnant.
- You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.
- Your exercise is medically regulated.
- Those who has a disease in hands or wrists.

- **Players should be advised of the following precautions during a play.**

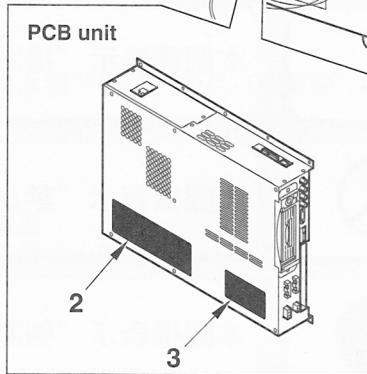
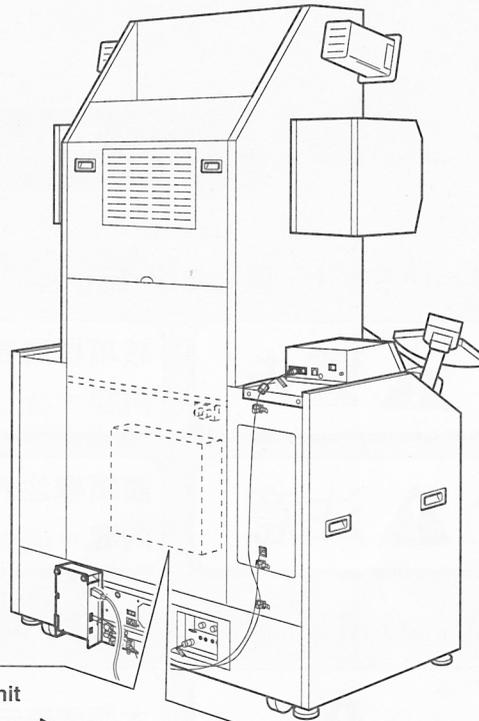
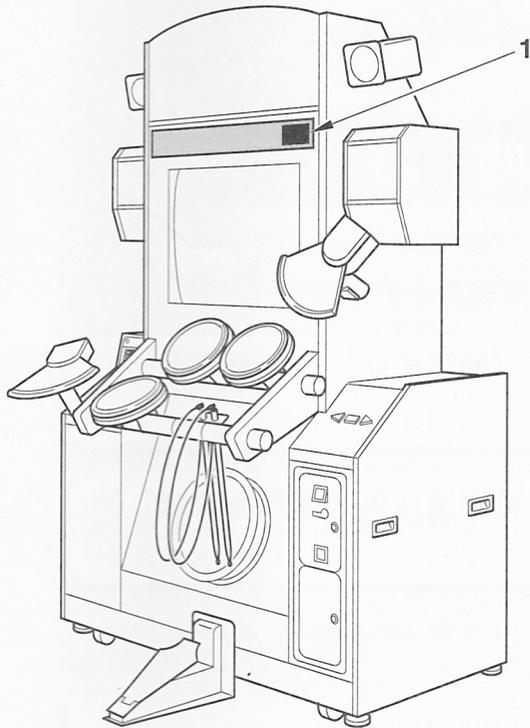
·Inobservance of the precaution may cause an accident.

- Do not play violently. You may get injured.

PRECAUTION IN HANDLING

- When setting up or handling this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up or handle this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

Locations of warning and other safety labels



The main unit shown here is just an example.
(Percussion Freaks machine using the e-AMUSEMENT service)

Types of warning and other safety labels that accompany this product

1

⚠ 注意 / CAUTION

**有下列情形者請勿使用：
Please do not play this game if:**

- 飲酒者。
You have been drinking.
- 曾經因聲音、強光及活動影像的刺激而產生肌肉痙攣或神智不清者，或可能有此症候者。
You are susceptible to muscle spasms or loss of consciousness due to sound, light or moving pictures.
- 過度疲勞、睡眠不足、病中或病後、患病及體能狀況不佳者。
You feel fatigued, are lacking sleep, are sick or have just recovered from an illness, are injured, or feel weak.
- 有身孕者或可能已有身孕者。
You think you might be pregnant.
- 受醫師限制而不適劇烈運動者。
Your exercise is medically regulated.
- 腳、腳趾有神經或正在治療中者。
You have or are under treatment for ailments in your feet or ankles.

(PN.111797250000)

2

⚠ 注意 / CAUTION

<ul style="list-style-type: none"> ① 非專業維修人員請勿自行拆解，否則會造成設備損壞。 ② 拆解前，請務必將電源供給連接器從本體上拔下，否則會造成裝置故障或觸電。 ③ 裝置剛用過後，本體有時會發熱。 ④ 請勿在裝置上方或附近放置裝有液體藥品的容器或物品，否則會因水或異物進入內部而造成觸電或裝置故障。 ⑤ 請勿以濕手觸摸，否則會造成觸電。 	<p>This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.</p> <p>Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.</p> <p>Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.</p> <p>Do not place containers holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.</p> <p>Do not touch this with wet hands. Doing so could cause injury and electrical shock.</p>
<ul style="list-style-type: none"> ⑥ 更換零件時，請務必使用本公司指定的零件。 ⑦ 請絕對不要使用或混用其他零件。 ⑧ 否則會造成火災或裝置故障，引發裝置故障。 	<p>When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.</p> <p>Using improper parts could result in the malfunction or equipment failure.</p>

MADE IN JAPAN PN.11163890000

PN.11163890000

3

本產品已進行了調校，請勿予以分解或修理，否則會導致機器故障。
若持續發生異常狀態，或機器無法正常運作時，請連絡售後服務中心。

This game and its PCB UNIT are specially designed and produced under supervision of KONAMI.
Therefore, please do not dismantle or repair by your own method in case of malfunction. Please contact your nearest authorized distributor or service center if the game machine continues to operate irregularly or does not work normally.

PN.111637760000

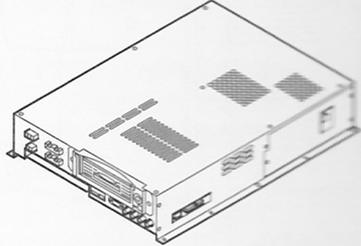
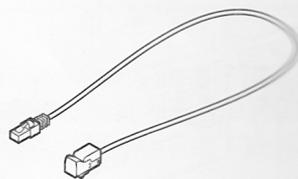
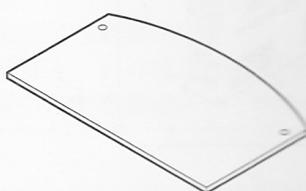
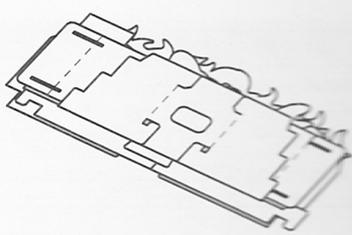
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• Cautions 1 is printed on the decorative label with the part number in parentheses. (See pages 87.)
• The types of labels may be different depending on the shipment period.

Contents of the kit

List of parts

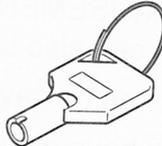
Make sure the following parts are all in the kit.

NAME	QTY	NAME	QTY
SERIAL NO.  PCB unit	1	SERIAL NO.  Security plug (G7G32 AA B)	1
 Extension LAN cable	1	 Security plug relocation bracket	1
LICENSE NO.  Title panel	1	 Cross-recessed truss wooden screw (Nominal diameter 3.1 x 13)	9
		(Quantity used depending on the type of machine)  Camp filter	6
 Billboard set (Setup Instructions attached)	1	(For some owners only)  Camp	1
Decorative label set (See page 87.)	1	(For some owners only)  Red sticker	1

- The "LICENSE NO." and "SERIAL NO." are essential for referring your machine with your nearest dealer.
- The "LICENSE NO." and "SERIAL NO." are the same for each main unit. When getting two or more machines converted, be careful not to get different numbers mixed together.
- If any part is defective or not found, contact your nearest dealer.

Accessories -----

Make sure the following accessories are all in the kit.

NAME	QTY	NAME	QTY
Instruction manual (This manual)	1	 Hard disk drive key	2
End-User License Agreement (EULA) (sealed to the PCB unit)	1		
Warning: Monitor screen at a start	1		

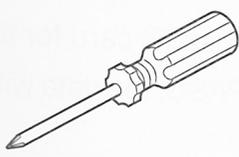
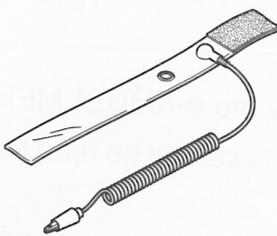
• If any part is defective or not found, contact your nearest dealer.

e-AMUSEMENT PASS -----

• Be sure to use the KONAMI-specified "e-AMUSEMENT PASS" for this product. Contact your nearest dealer to place an order indicating your model number below.

e-AMUSEMENT PASS 	GUF18-AA (100 pcs. contained) The passes can be commonly used for e-AMUSEMENT PASS-compatible products.
---------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------

What to have at hand to install this kit -----

 ⊕ screwdriver (#2, #3)	 Grounding band (To be worn for anti-static measure in handling the machine components and replacing the security plug.)
---------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

■ Handling e-AMUSEMENT PASS

■ Handling e-AMUSEMENT PASS

- The e-AMUSEMENT PASS is commonly used for the KONAMI-made game machines.
 - The e-AMUSEMENT PASS used for other e-AMUSEMENT PASS-compatible products can also be employed for the "DrumMania/V4" machine.
- Play data can be saved on e-AMUSEMENT PASS.

When you have played on an e-AMUSEMENT PASS-compatible game machine using the e-AMUSEMENT PASS, the play data can be saved on e-AMUSEMENT PASS.

 - The play data saved can be used for a specified period of time.
If the play data is not updated for long periods, it will be deleted.
- If the e-AMUSEMENT PASS is damaged, the data can be transferred to a new e-AMUSEMENT PASS.
- Wrong handling may get your e-AMUSEMENT PASS unusable. Take the following precautions.
 - Do not leave the e-AMUSEMENT PASS exposed to direct sunlight or in a hot place (close to a heating element, for example).
 - Do not get the e-AMUSEMENT PASS wet or warped.
 - Do not fold nor cut the e-AMUSEMENT PASS.
 - Do not apply any sticker on the e-AMUSEMENT PASS.
 - Do not insert a damaged e-AMUSEMENT PASS in the machine.



- Only the e-AMUSEMENT PASS can be used as an IC card for this product.
- If data cannot be read from the e-AMUSEMENT PASS, the data will not be restored.

Checking the type of machine and the procedure

Types of DrumMania (Percussion Freaks) machines

Different types of DrumMania (Percussion Freaks) machines, and turning ON and OFF the power switch

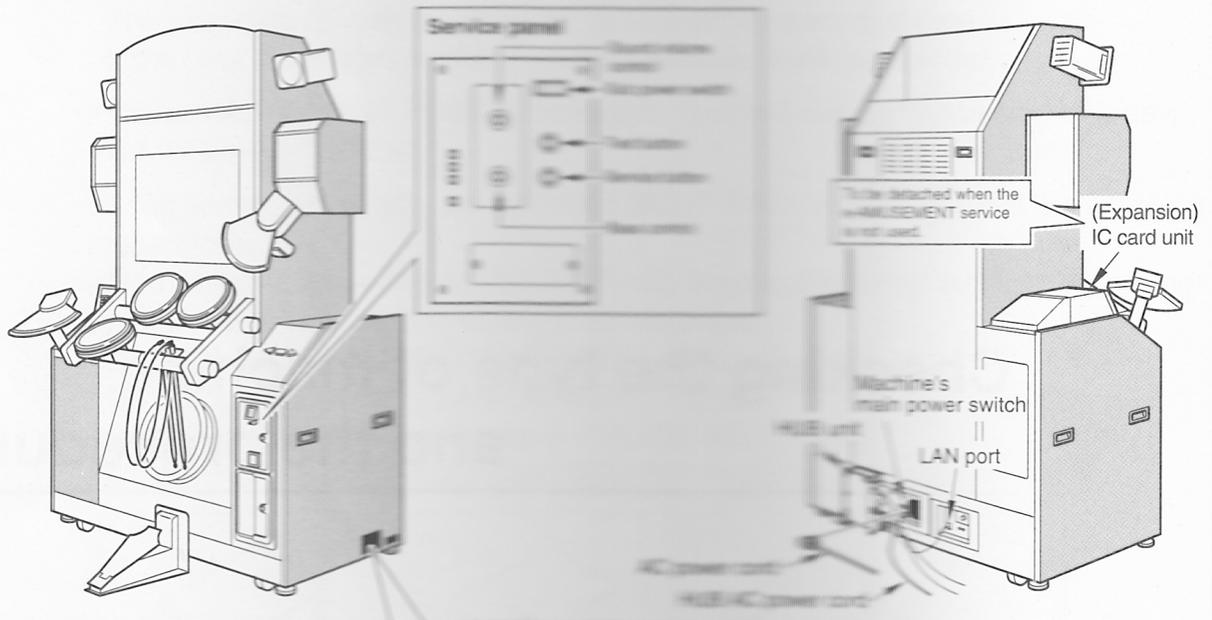
The DrumMania (Percussion Freaks) machines are different in specifications depending on the production lot. Check the specifications of your machine, read the instructions in "Checking your procedure" on page 23, and make the conversion.

DrumManiaV (GNE02-HD, TB) machine

DrumManiaV2 (GNF02-HD, TB) machine

DrumManiaV3 (GNF32-HD, TB) machine

The shaded surfaces of the main unit are painted in red.



One of the following labels is applied here on the main unit.

DrumManiaV main unit
(GNE02-HD, TB)

MODEL	GNE02-HD DrumManiaV
POWER	200 V / 50 Hz 222 W
MANUFACTURER	KONAMI CORPORATION
DATE OF INVENTION	February 2002
WEIGHT	289kg (637.1lb)
SERIAL NUMBER	
KONAMI MADE IN JAPAN	

DrumManiaV2 main unit
(GNF02-HD, TB)

MODEL	GNF02-HD DrumManiaV2
POWER	200 V / 50 Hz 222 W
MANUFACTURER	KONAMI CORPORATION
DATE OF INVENTION	February 2002
WEIGHT	289kg (637.1lb)
SERIAL NUMBER	
KONAMI MADE IN JAPAN	

DrumManiaV3 main unit
(GNF32-HD, TB)

MODEL	GNF32-HD DrumManiaV3
POWER	200 V / 50 Hz 222 W
MANUFACTURER	KONAMI CORPORATION
DATE OF INVENTION	February 2002
WEIGHT	289kg (637.1lb)
SERIAL NUMBER	
KONAMI MADE IN JAPAN	

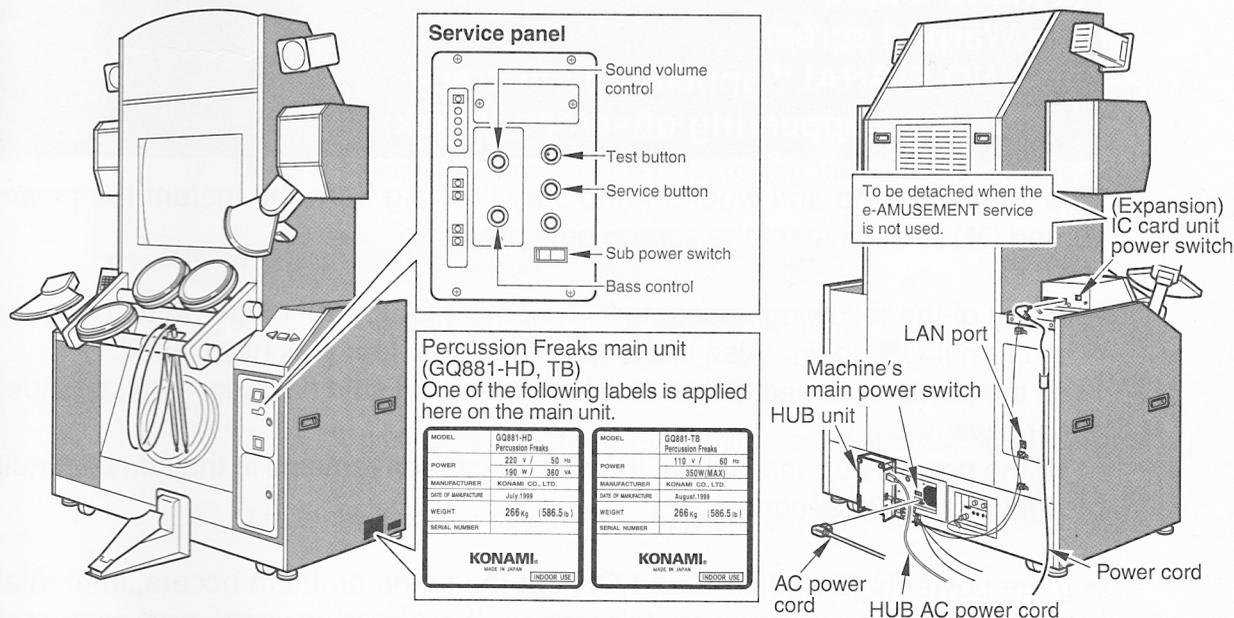
- To switch ON the machine, turn ON the machine's main power switch.
- To switch OFF the machine, turn OFF the machine's main power switch.

• If the machine's main power switch is turned ON but the power fails, it means the sub power switch may be OFF.
(The sub power switch is located on the service panel behind the machine's maintenance door.)

MEMO

Percussion Freaks (GQ881-HD, TB) machine

The shaded surfaces of the main unit are painted in black.



When the e-AMUSEMENT service is used

- To switch ON the machine, turn ON the power switches of the machine and the (expansion) IC card unit at the same time, or turn ON the power switch of the (expansion) IC card unit first and then that of the machine.
- To switch ON the machine, turn OFF the power switches of the machine and the (expansion) IC card unit at the same time, or turn OFF the power switch of the machine first and then that of the (expansion) IC card unit.
- When the machine's main power switch has been turned OFF, also turn OFF the the (expansion) IC card unit power switch.

When the e-AMUSEMENT service is not used

- To switch ON the machine, turn ON the machine's main power switch.
- To switch OFF the machine, turn OFF the machine's main power switch.

• If the machine's main power switch is turned ON but the power fails, it means the sub power switch may be OFF.
(The sub power switch is located on the service panel behind the machine's maintenance door.)

MEMO

■ Checking your procedure

The conversion procedure varies depending on the specifications of your machine and its current status.

Check the specifications of your machine with the explanations in “Types of DrumMania (Percussion Freaks) machines” (see pages 20 and 21), and go to the specified procedure.

Percussion Freaks machine

When the e-AMUSEMENT service is used

- 1 Check the procedure with “Kit set-up outline and flowchart” (pages 26 and 27).
- 2 Make conversion starting with “1-1 Removing the PCB unit” (page 28).

When the e-AMUSEMENT service is not used

- 1 Detach the expansion card unit and (expansion) IC card unit, referring to “2 When the e-AMUSEMENT service is not used” (page 90).
- 2 Check the procedure with “Kit set-up outline and flowchart” (pages 26 and 27).
- 3 Make conversion starting with “1-1 Removing the PCB unit” (page 28).

DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

When the e-AMUSEMENT service is used

- 1 Check the procedure with “Kit set-up outline and flowchart” (pages 50 and 51).
- 2 Make conversion starting with “1-6 Removing the PCB unit” (page 52).

When the e-AMUSEMENT service is not used

- 1 Detach the card unit and IC card unit, referring to “2 When the e-AMUSEMENT service is not used” (page 90).
- 2 Check the procedure with “Kit set-up outline and flowchart” (pages 50 and 51).
- 3 Make conversion starting with “1-6 Removing the PCB unit” (page 52).

MEMO

Setting up the kit

Before going to the procedures, be sure to read the following descriptions to check the specifications of your machine and necessary procedures.

“Types of DrumMania (Percussion Freaks) machines”
(pages 20 and 21)

“Checking your procedure” (page 23)

“Kit set-up outline and flowchart”
(pages 26 and 27 or pages 50 and 51)

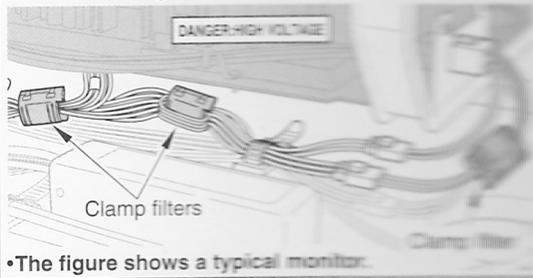
1 Setting up in the machine

Percussion Freaks machine

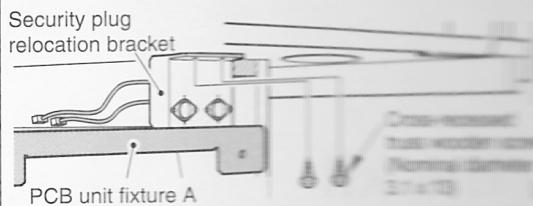
Kit set-up outline and flowchart

•Outline

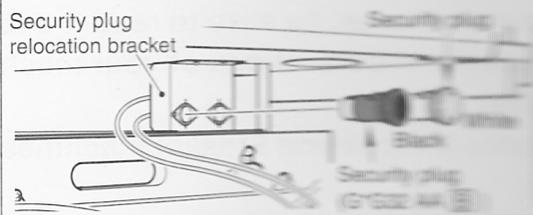
3 Installing the clamp filter



2 Attaching the security plug relocation bracket



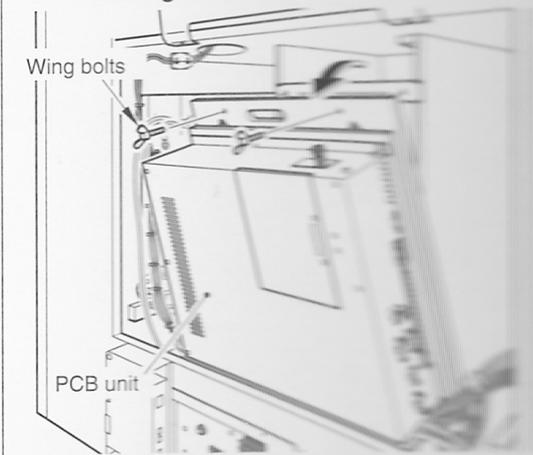
5 Setting the security plug



6 Connecting to the network

7 Connecting for session plays

1 Removing the PCB unit

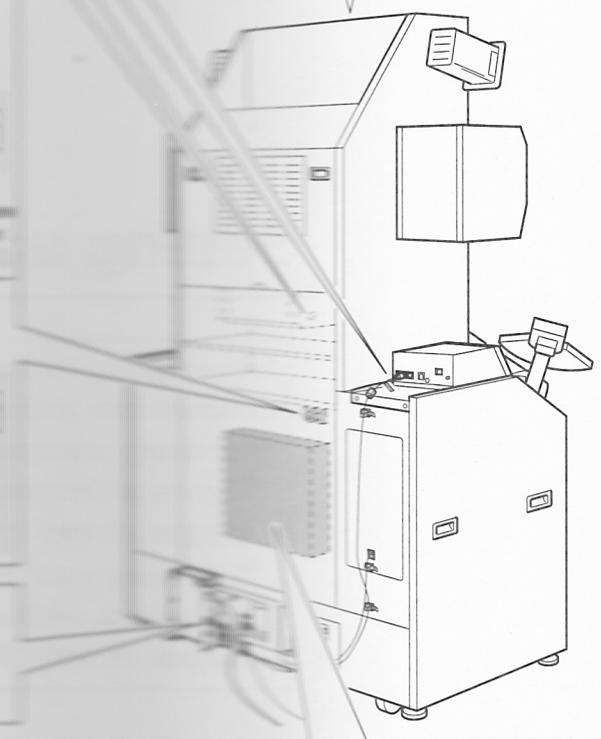


The main unit shown here is just an example.
(Percussion Freaks machine using the e-AMUSEMENT service)

8 Checking the use of e-AMUSEMENT service

9 Making and checking various settings

10 Replacing the title panel and applying the decorative labels and others



•Major set-up procedures



1 Removing the PCB unit

1 Turn OFF all the power switches and unplug the AC power cord from the receptacle, and detach the back door. ➔ See Page 28

(A qualified industry specialist must take care of the steps below.)

2 Draw out the security plug (white: e-AMUSEMENT plug). ➔ See Page 29

3 Disconnect the connectors from the PCB unit. ➔ See Page 29

4 Take the PCB unit out of the main unit. ➔ See Page 30

5 Detach the wooden board from the PCB unit. ➔ See Page 30

2 Attaching the security plug relocation bracket

1 Install the security plug relocation bracket in the main unit. ➔ See Pages 31 and 32

2 Attach the clamp. ➔ See Page 32

3 Installing the clamp filter

1 Install the clamp filter at the monitor. ➔ See Page 33

2 Install the clamp filter at the power unit. ➔ See Page 38

3 Install the clamp filter onto the AC adapter cable at the (expansion) IC card unit. ➔ See Page 43

4 Mounting the PCB unit of this product

1 Attach the PCB unit of this product on the wooden board. ➔ See Page 45

2 Place the PCB unit in the main unit. ➔ See Page 45

3 Reconnect the connectors to the PCB unit. ➔ See Page 46

4 Connect the extension LAN cable to the PCB unit, and secure it with the clamp. ➔ See Page 47

5 Make sure that all the DIP switches of the PCB unit are OFF. ➔ See Page 47

5 Setting the security plug

1 Attach the security plug (black) and security plug (white: e-AMUSEMENT plug) to the security plug relocation bracket. ➔ See Page 48

2 Fit the back door back into position. ➔ See Page 49

6 Connecting to the network ➔ See Page 70

7 Connecting for session plays ➔ See Page 72

8 Checking the use of e-AMUSEMENT service ➔ See Page 74

9 Making and checking various settings

Make sure the program works well. Call the test mode and make all the mode settings. ➔ See Pages 80 and 104

10 Replacing the title panel and applying the decorative labels and others ➔ See Pages 86 and 87

11 Checking the drumsticks ➔ See Page 88

For session plays only

Percussion Freaks machine

- For the owners of DrumManiaV, DrumManiaV2 or DrumManiaV3 machine, go to page 50.
- Referring back to pages 20 and 21, check the type of your DrumMania (Percussion Freaks) machine.

1-1 Removing the PCB unit

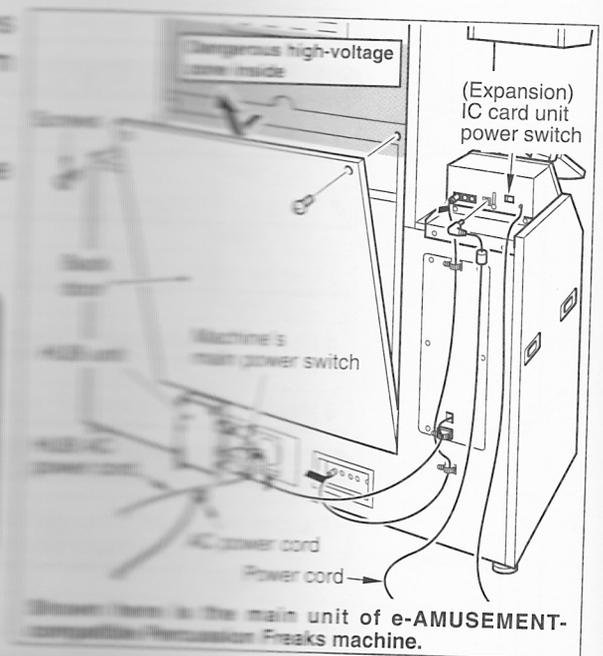
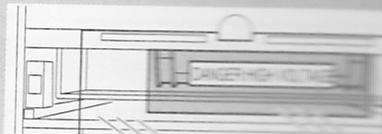
■ How to remove the PCB unit

- Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)
- Before removing the PCB unit, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- Before mounting and dismounting the PCB unit, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.
- Never touch the PCB unit with wet hands.

Percussion Freaks machine

- 1 Turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)
- 2 Remove the screws and detach the machine's back door.

! Never touch any part over the "DANGER: HIGH VOLTAGE" area shown below.



- 3 Wear a grounding band to prevent static electricity. Be sure to keep on the grounding band for the later procedures too. (The grounding band does not come with the kit.)

! Static electricity may damage the electronic parts of the PCB unit.

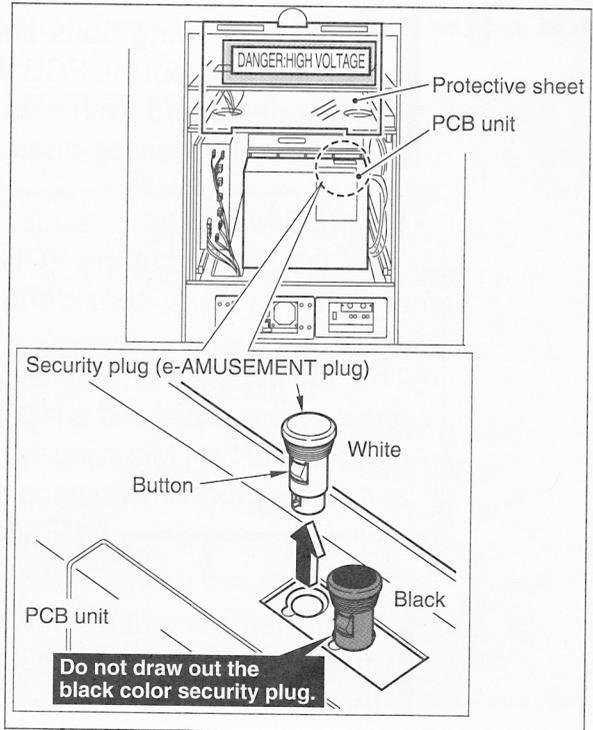


MEMO

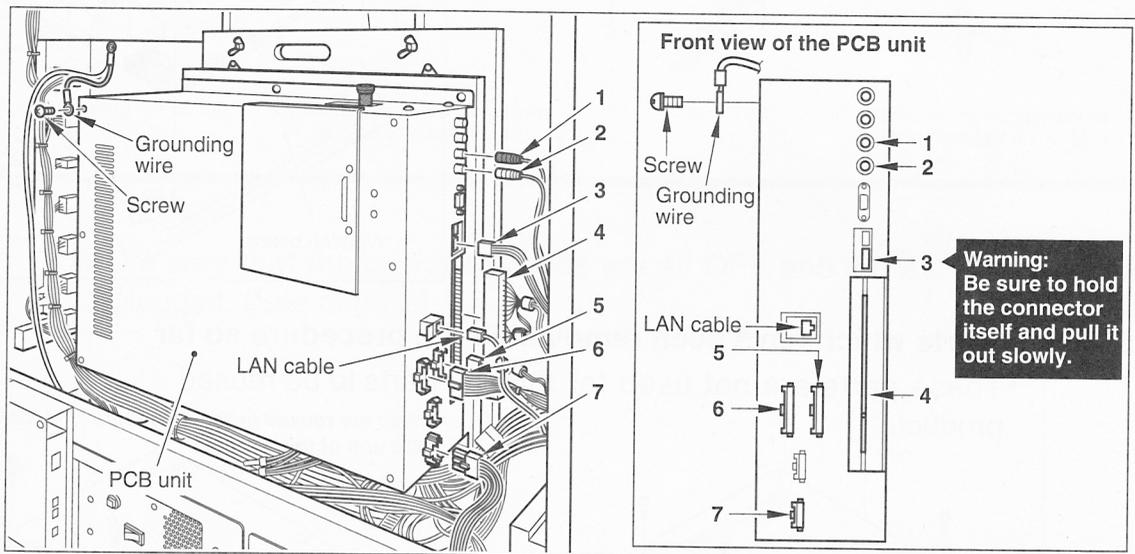
- 4** Pull out the security plug (white: e-AMUSEMENT plug) from the PCB unit as shown at right.

- To remove the security plug (white), pull it out slowly while pressing its button shown in the figure.
- The removed security plug (white) will be reused in the procedure "1-5 Setting the security plug". Be careful not to lose it. (See page 48.)
- The type of security plug (white) varies depending on the production lot.
- The security plug (black) is not used for this product. Keep it intact in the socket.

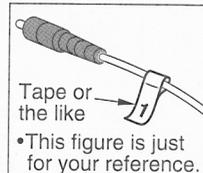
MEMO



- 5** Disconnect all the cable connectors (1 thru 7) and the LAN cable from the PCB unit. Then, remove the screw from the PCB unit, disconnect the grounding wire and apply this screw back into the PCB unit. See the sketch below.



- Before disconnecting the connectors, apply different-numbered tags around the cables, as shown here, to identify the connectors. In this way, they can be reconnected efficiently in installing the PCB unit of this product. (See page 46.)
- The cable of connector 3 is thin. Be sure to hold the connector itself and pull it out slowly. Do not hold the cable and force it out because otherwise it may get broken.



MEMO

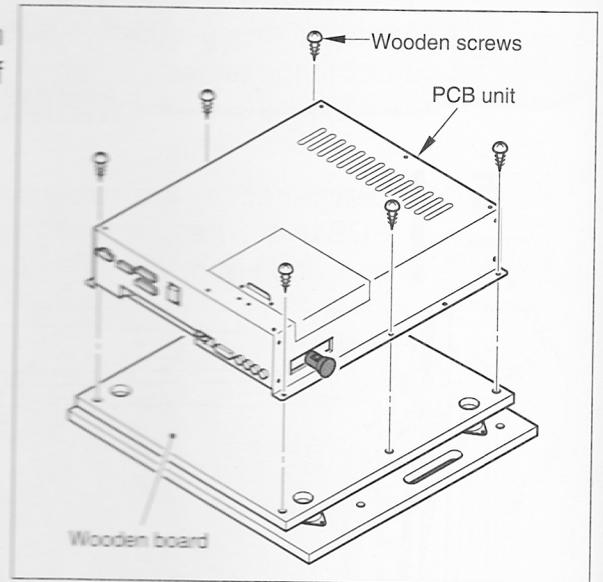
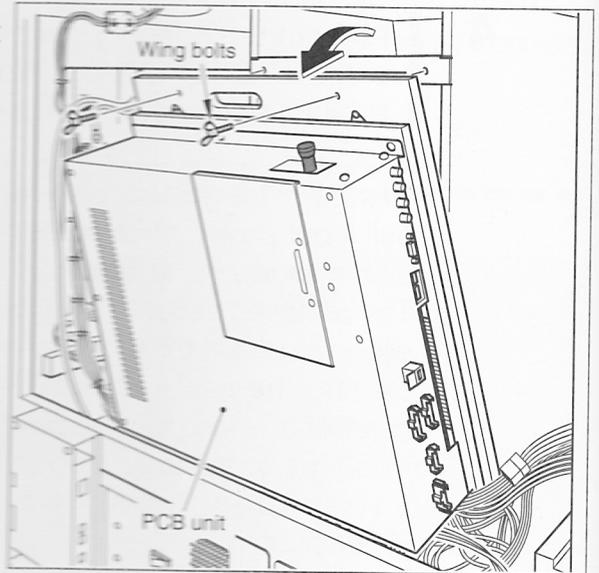
1 Setting up in the machine

- 6** Remove the wing bolts shown at right, and take out the PCB unit with its wooden board, with care for the other wire harnesses nearby.

- The PCB unit weighs about 10 kg (22.1 lb). Take out the PCB unit in buddy system, considering its weight.
- The screws which have been removed are to be used again in the procedure of "1-4 Mounting the PCB unit of this product" on page 44.

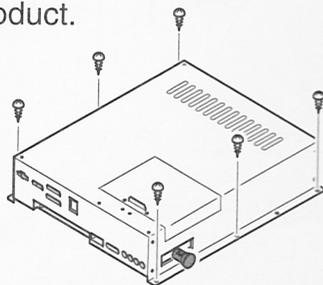
MEMO

- 7** Remove the wooden screws shown at right and detach the PCB unit off the wooden board.



Parts which have been removed in the procedure so far

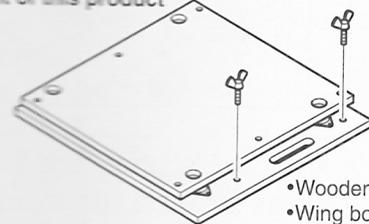
- These parts are not used for this product.



- PCB unit
- Security plug (black)
- Wooden screw x 6

Parts to be reused

- These are reused in the procedure "1-4 Mounting the PCB unit of this product"



- This is reused in the procedure "1-5 Setting the security plug"



- Security plug (e-AMUSEMENT plug)

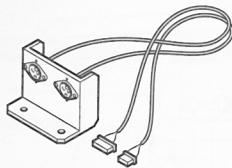
1-2 Attaching the security plug relocation bracket

■ How to attach the security plug relocation bracket — — — — —



- **Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)**
- **Before attaching the security plug relocation bracket, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)**
- **When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.**
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
- **In the event that the main power switch has not been turned OFF but only the sub power switch has been turned OFF, there are still some live parts in the machine. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.**

The parts to be mounted in this section



• Security plug relocation bracket



• Cross-recessed wooden screw (Nominal diameter 3.1 x 13) x 2



• Clamp filter



• Cross-recessed wooden screw (Nominal diameter 3.1 x 13) x 1

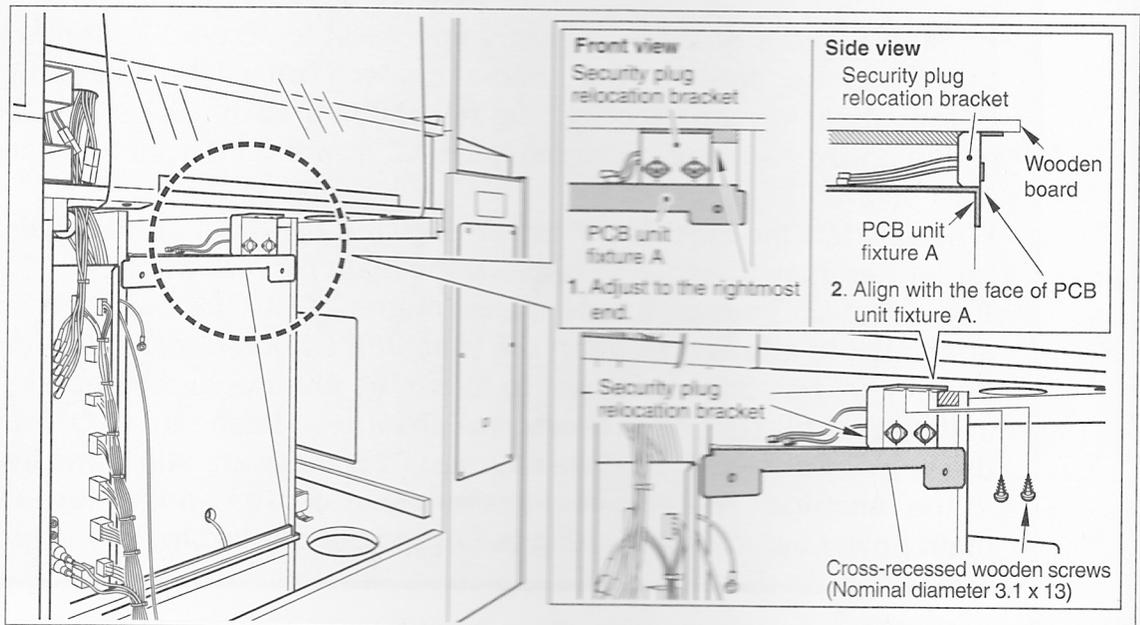


1

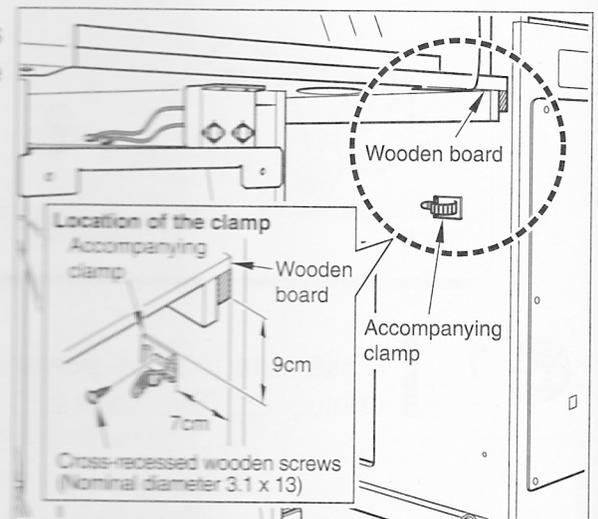
Make sure that the power switches are all OFF and the AC power cord is unplugged. (See page 21.)

1 Setting up in the machine

- 2** Using the accompanying wooden screws, attach the security plug relocation bracket in position as shown below.



- 3** Attach the accompanying clamp, as shown at right, and fix it with the screw.



1-3 Installing the clamp filter

How to install the clamp filter

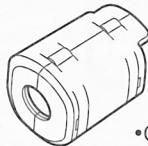


- Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)
- Before installing the clamp filter, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- In the event that the main power switch has not been turned OFF but only the sub power switch has been turned OFF, there are still some live parts in the machine. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.

- According to the specifications of your machine, install the clamp filters to the wire harnesses of the monitor and power unit as well as to AC adapter cable of the (expansion) IC card unit in the following procedures.

Monitor

The parts to be mounted in this section



• Clamp filter x 3

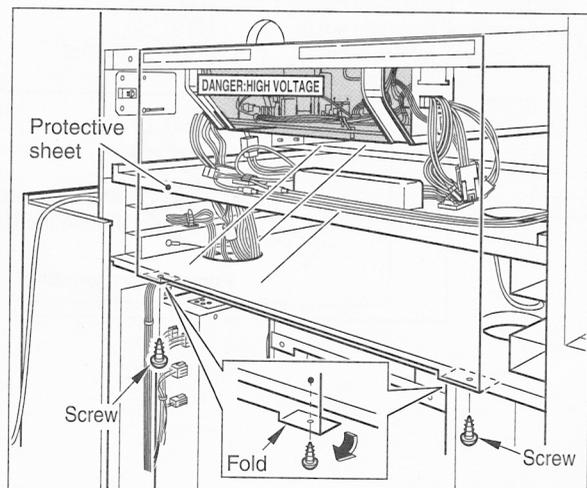
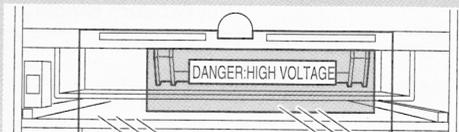


- 1 Make sure that the power switches are all OFF and the AC power cord is unplugged. (See page 21.)

2

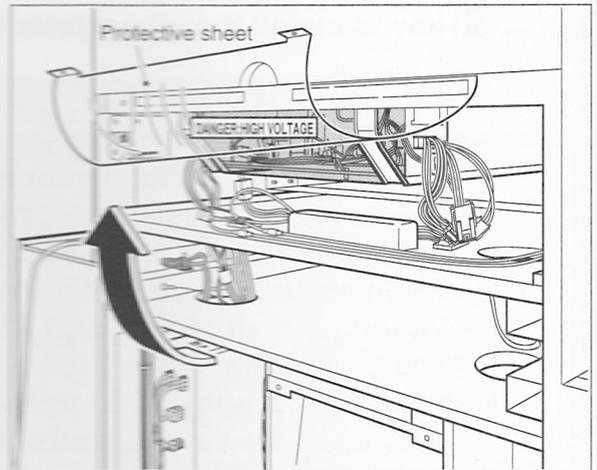
- 2 Remove the screws off the protective sheet as shown at right.

! Never touch any part over the "DANGER: HIGH VOLTAGE" area shown below.

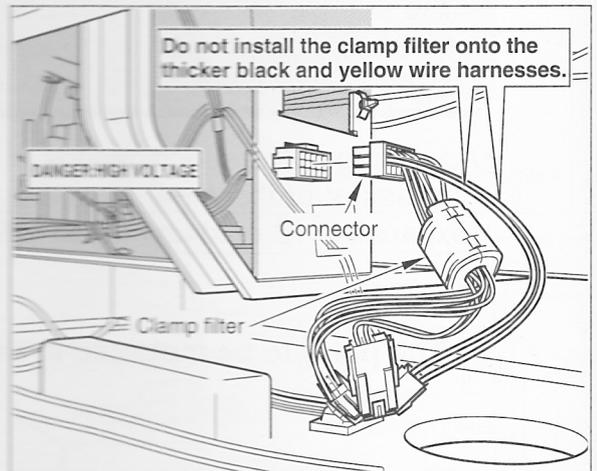


1 Setting up in the machine

- 3** Lift the protective sheet as shown at right.



- 4** Disconnect the connector. Install the clamp filter onto the wire harnesses other than the thick black and yellow ones. Reconnect the connector in position.

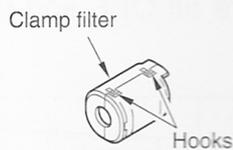


- Some types of machines may have the clamp filters already installed. In such case, the accompanying clamp filters are not used. Keep them in a safe place.

MEMO

• Installing the clamp filter

1 Unlock the hooks and open the clamp filter.



2 Install the clamp filter onto the wire harnesses, with care not to catch them, until it "clicks".



Wind the cable one turn around the clamp filter.

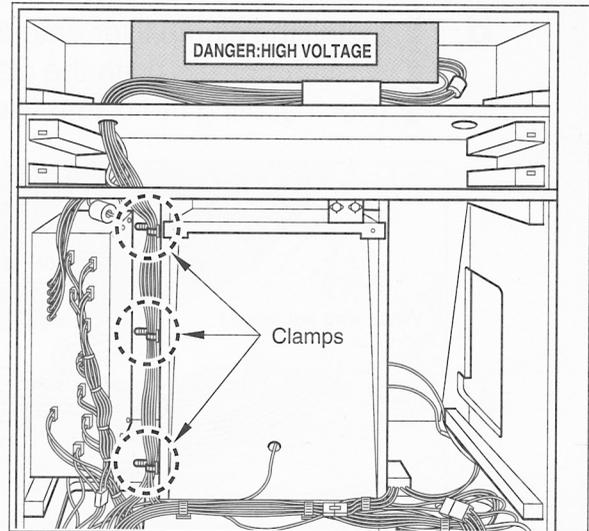
For one-turn winding



Wind the cable two turns around the clamp filter.

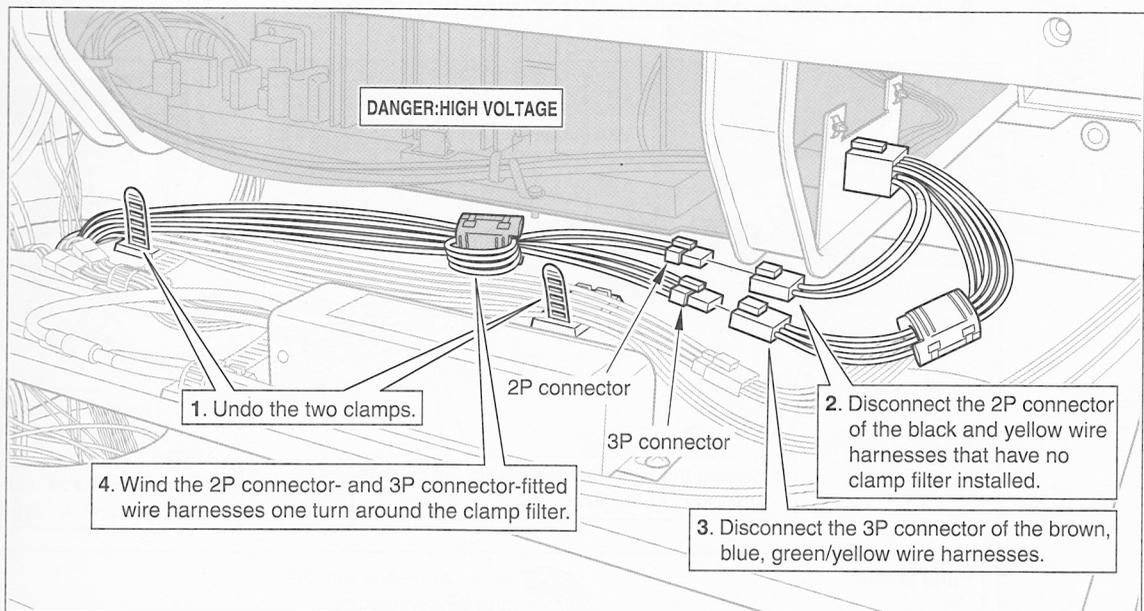
For two-turn winding

- 5** | Undo the three clamps shown at right.

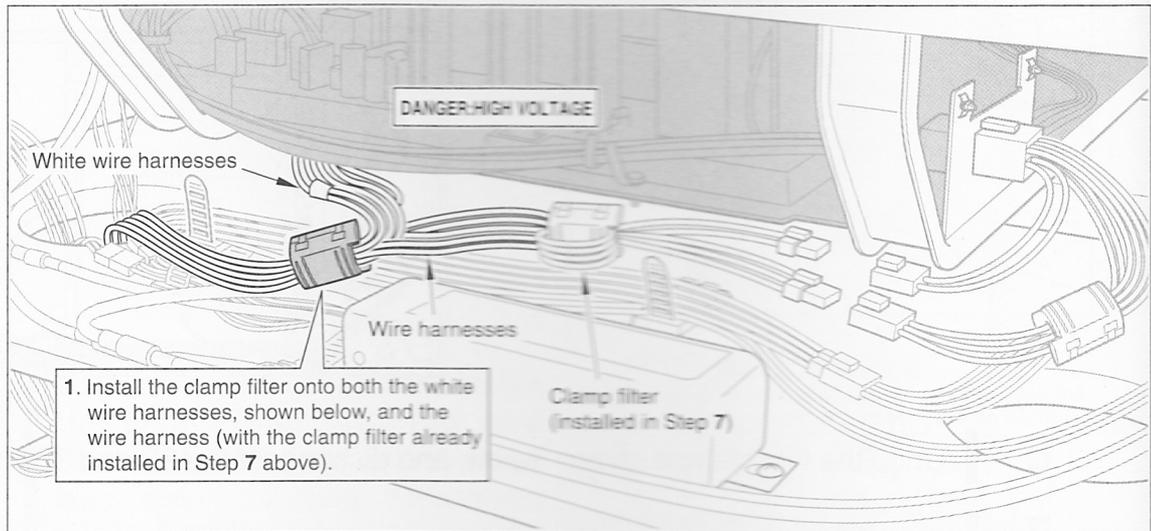


- 6** | Undo the two clamps shown below, and disconnect the 2P and 3P connectors.

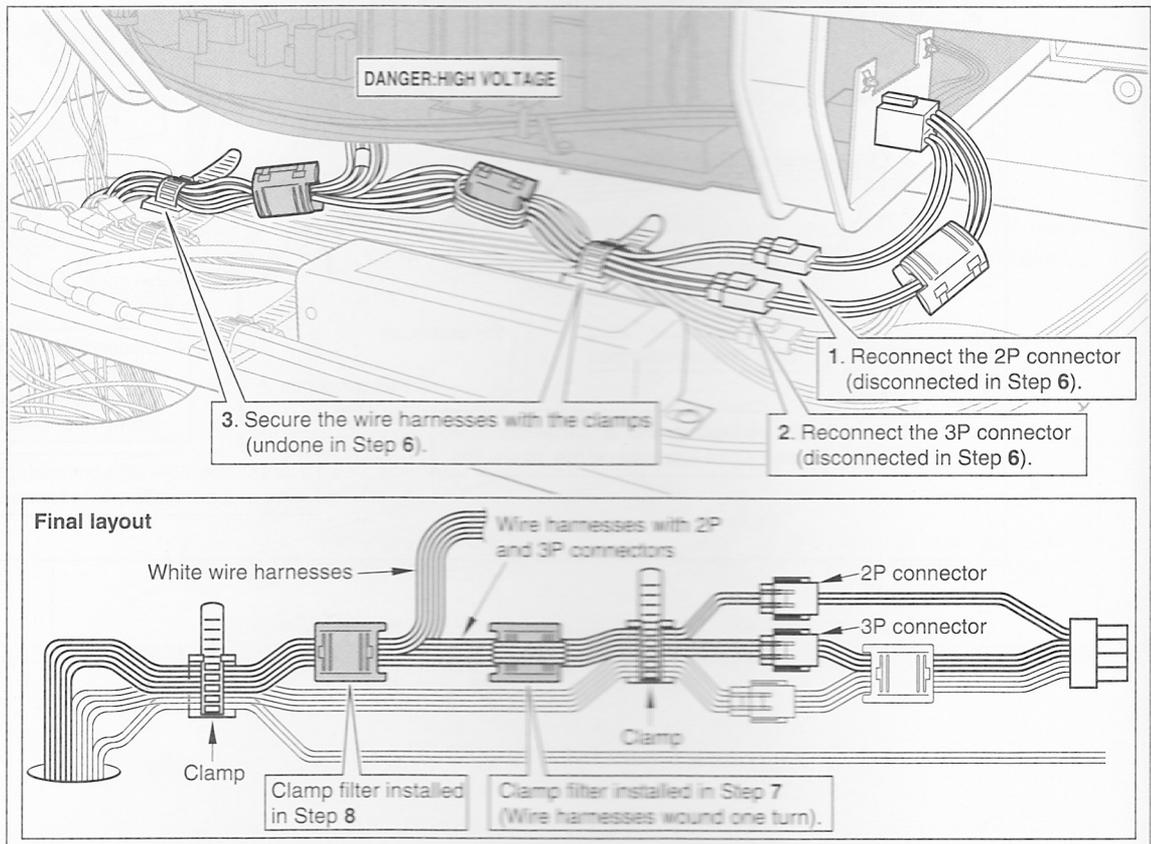
- 7** | Install the clamp filter onto the 2P connector- and 3P connector-fitted wire harnesses (disconnected in Step 6 above).
(For installing the clamp filter, refer to page 34.)



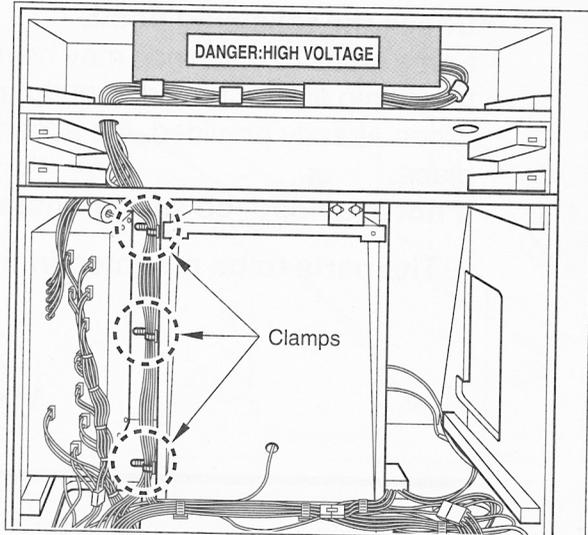
- 8** Install the clamp filter onto both the white wire harness, shown below, and the wire harnesses (with the clamp filter already installed in Step 7 above).
(For installing the clamp filter, refer to page 34.)



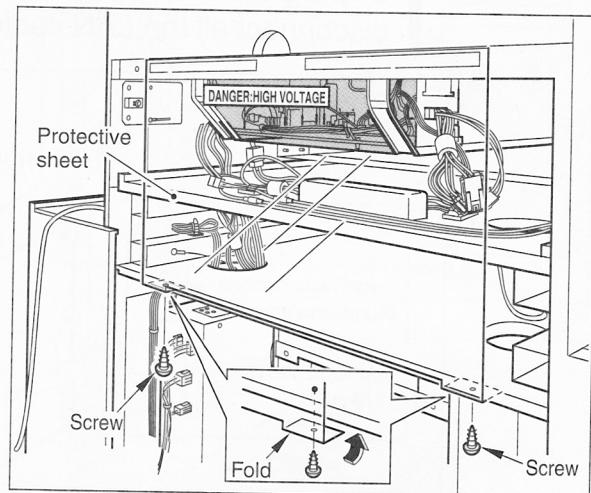
- 9** Reconnect the 2P and 3P connectors (disconnected in Step 6 above). Fasten the two clamps to secure the wire harnesses.



- 10** Fasten the three clamps (undone in Step 5) to secure the wire harnesses back in position.



- 11** Using the screws (removed in Step 2), attach the protective sheet in the reverse order.



1 Setting up in the machine

Power unit

•Check the following point.

Some types of machines may have the clamp filter already installed. Check to see if the clamp filter is provided at the power unit
When already provided, the accompanying clamp filter is not used. Keep it in a safe place.

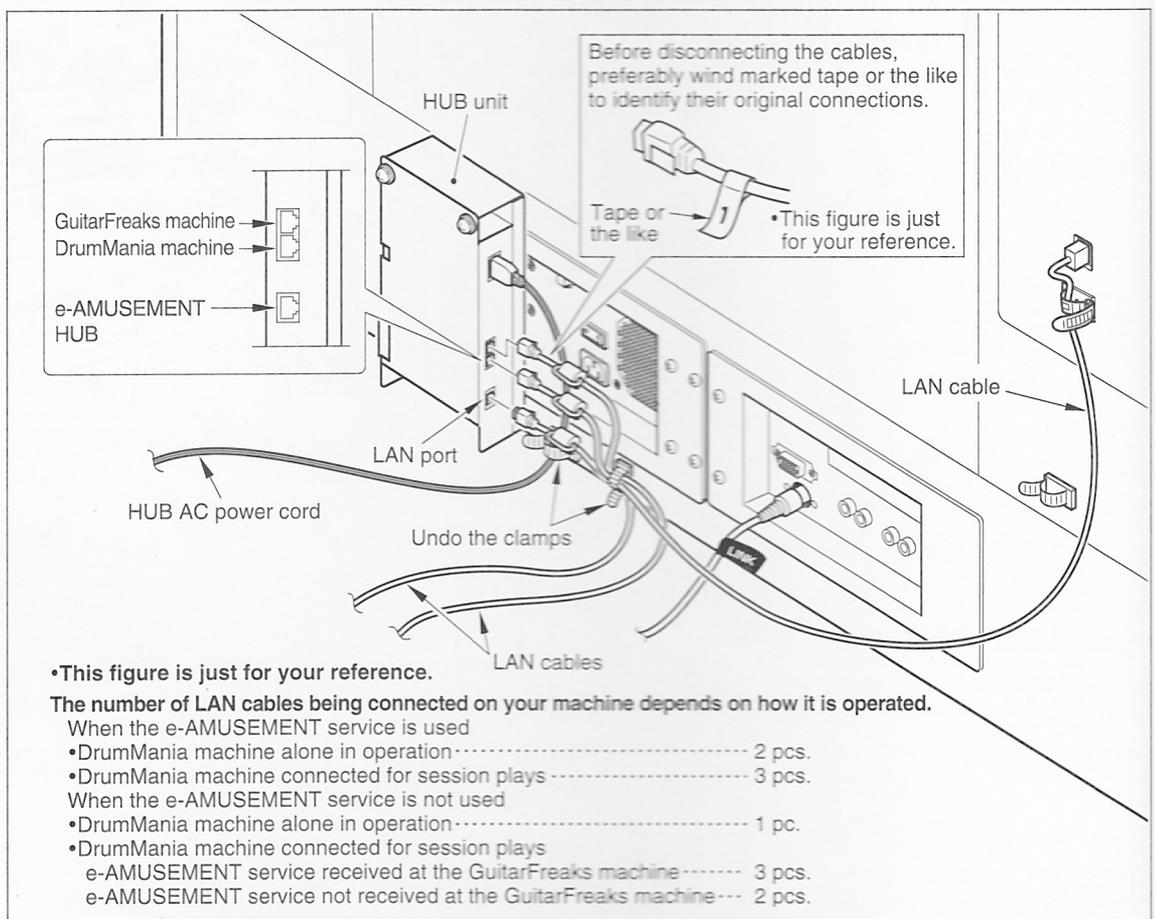
If not provided, be sure to install the clamp filter in the following procedure.

The parts to be mounted in this section

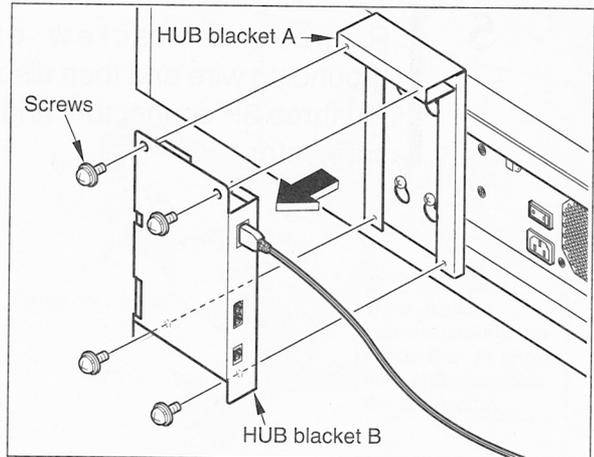


•Clamp filter x 1

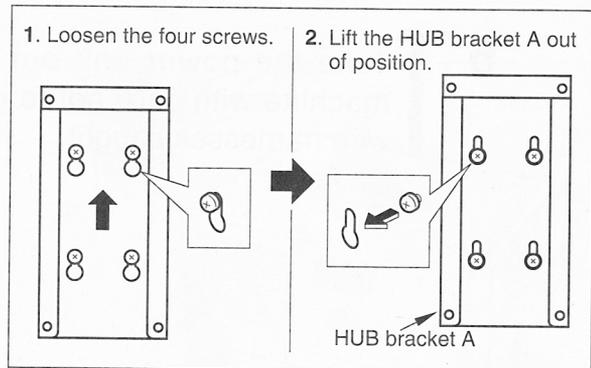
- 1 Unplug the HUB AC power cord, undo the two clamps shown below and disconnect all the LAN cables from the HUB.



- 2** Remove the screws and detach the HUB bracket B.

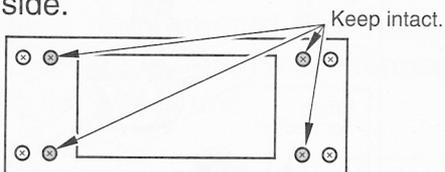


- 3** Loosen the screws and detach the HUB bracket A.



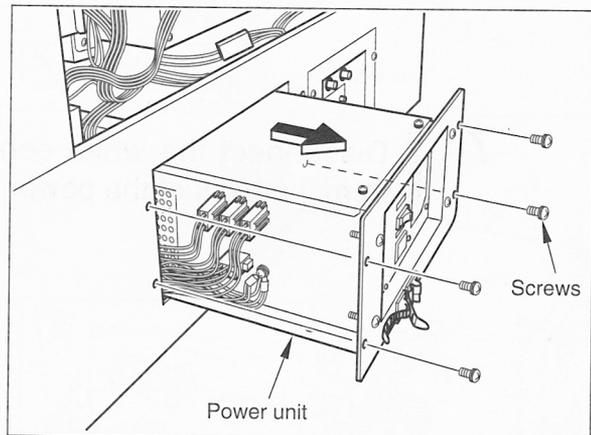
- 4** Remove the four outside screws from the power unit, and pull it out halfway as shown at right.

•Do not remove the screws located inside.



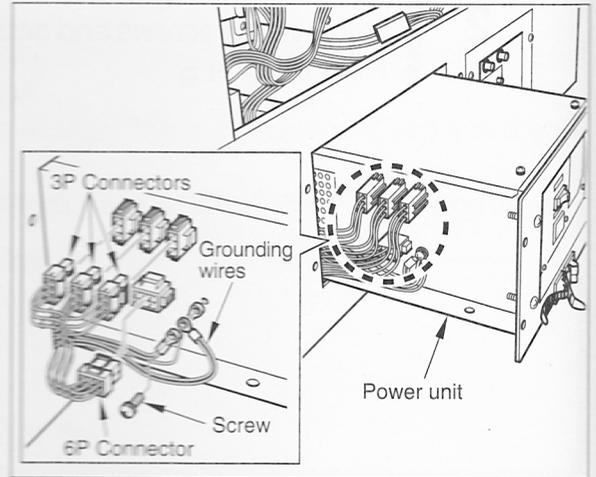
•Be careful not to pull out the power unit too widely, the wire harnesses may get disconnected or the internal wire harnesses may get broken.

MEMO

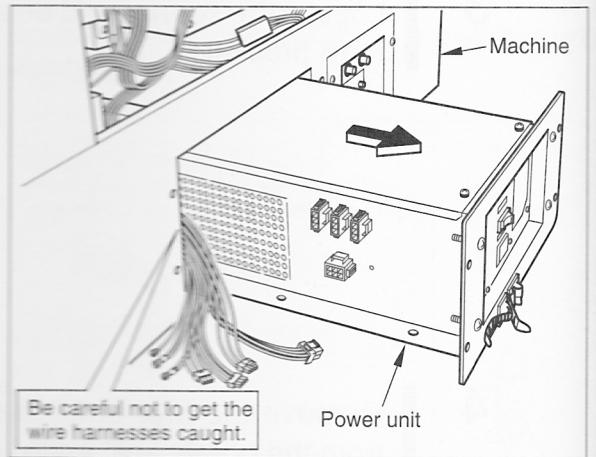


1 Setting up in the machine

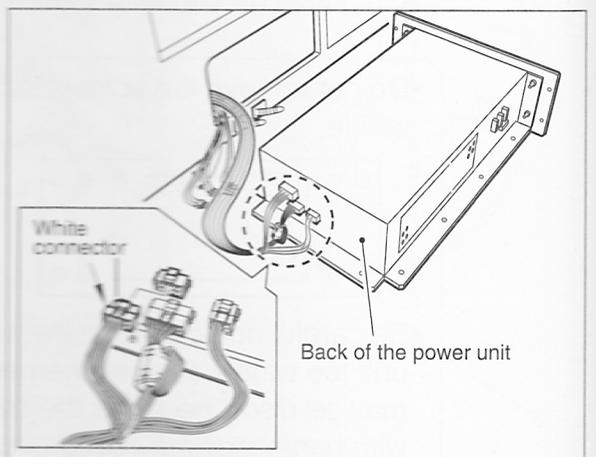
- 5** Remove the screw off the grounding wire and then disconnect the three 3P connectors and the 6P connector.



- 6** Take the power unit out of the machine with care not to get the wire harnesses caught.



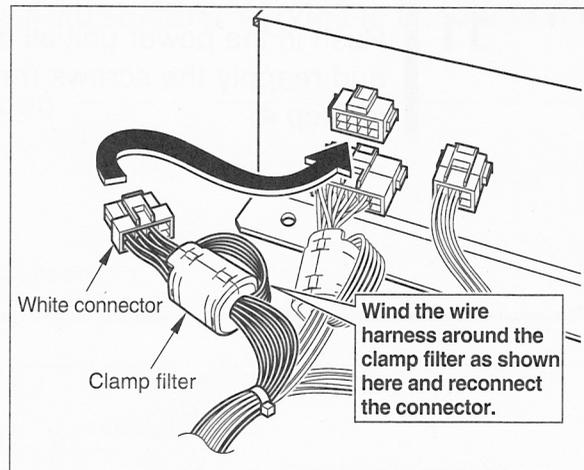
- 7** Disconnect the white connector from the back of the power unit.



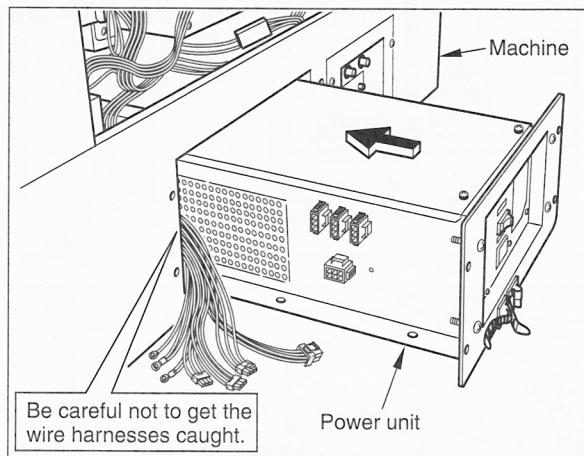
- 8** Install the clamp filter onto the wire harness of the white connector. Reconnect the white connector. (For installing the clamp filter, refer to page 34.)

•Some types of machines may have the clamp filters already installed. In such case, the accompanying clamp filters are not used. Keep them in a safe place.

MEMO



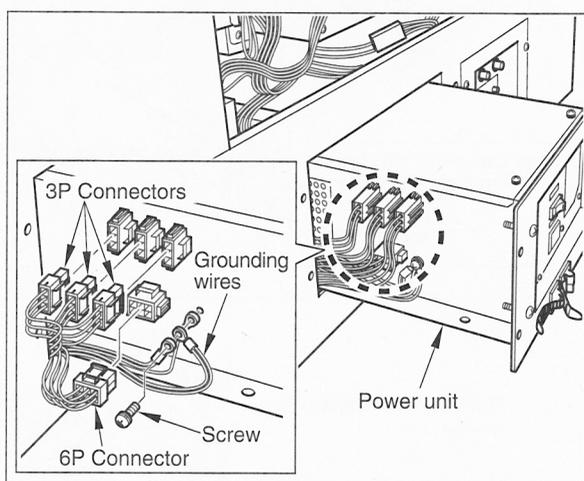
- 9** Push in the power unit halfway as shown in Step 4 with care not to get the wire harnesses caught.



- 10** Screw down all the grounding wires (disconnected in Step 5) first and then reconnected the three 3P connectors and the 6P connector to the power unit.

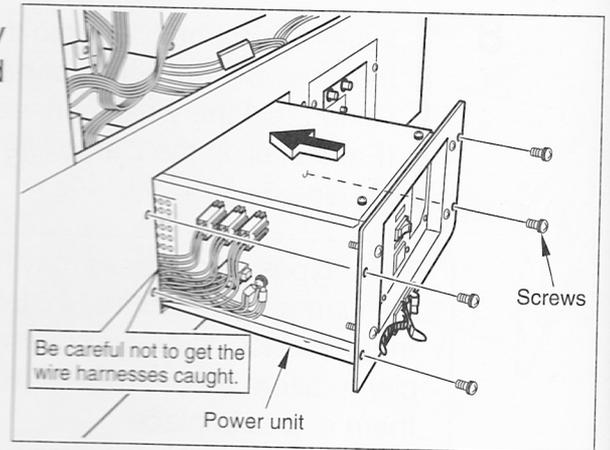
•The 3P connectors may be reconnected to any of their counterpart

MEMO



1 Setting up in the machine

- 11** Push in the power unit all the way and reapply the screws (removed in Step 4).

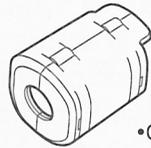


- 12** Finally attach the HUB and the HUB brackets A and B in the reverse order, and reconnect the LAN cables.

AC adapter cable of the (expansion) IC card unit

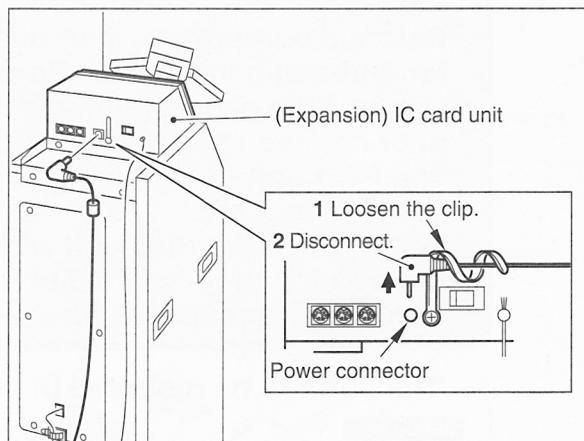
•Install the clamp filter only when the e-AMUSEMENT service is used and the (expansion) IC card unit is set up.

The parts to be mounted in this section

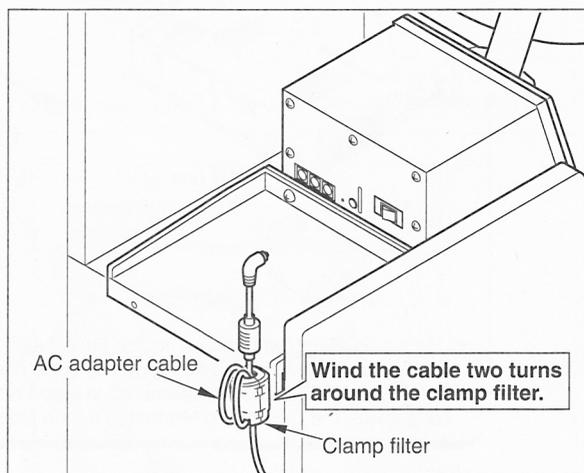


•Clamp filter x 1

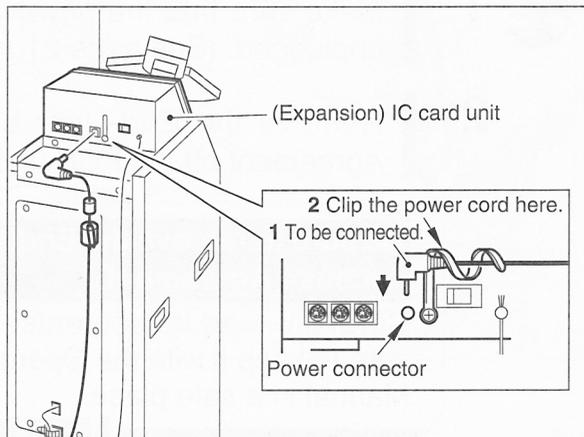
1 Undo the clip at the (expansion) IC card unit. Disconnect the AC adapter terminal from the power connector.



2 Install the clamp filter onto the AC adapter cable. (For installing the clamp filter, refer to page 34.)



3 Connect the AC adapter terminal to the power connector of the (expansion) IC card unit. Secure the AC adapter terminal with the clip as shown at right.



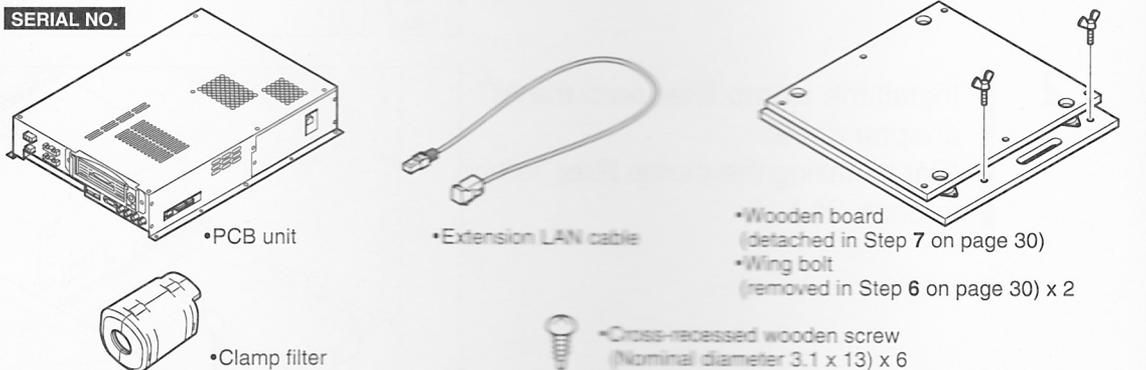
1-4 Mounting the PCB unit of this product

How to mount the PCB unit of this product



- **Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)**
- **Before mounting the PCB unit of this product, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)**
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
- **Before mounting and dismantling the PCB unit, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.**
- **Connect the cables tightly to the PCB unit. If the power is turned ON with poor connections, an error may occur or the PCB unit may get damaged.**
- **The PCB unit is a precision component. It may get damaged if fallen or handled roughly.**
- **Never touch the PCB unit with wet hands.**
- **Before mounting the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.**

The parts to be mounted in this section



- Use the PCB unit with the same "SERIAL NO." as the "SERIAL NO." of security plug (black) and the "LICENSE NO." of title panel, contained in this product. (See page 16.)
- The "End-user License Agreement" is taped on the PCB unit. Remove it and carefully read its contents. Be sure to keep it with the Operator's Manual in a safe place.



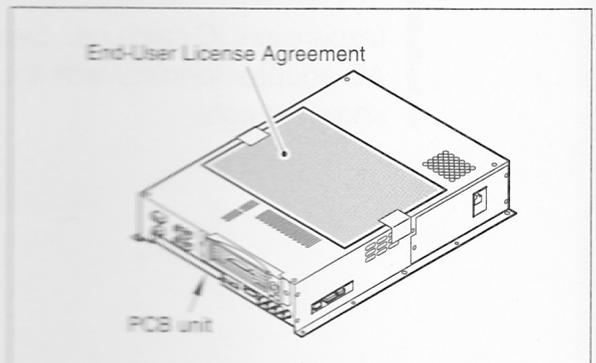
- 1 Make sure that the power switches are all OFF and the AC power cord is unplugged. (See page 21.)

- 2 Remove the End-User License Agreement off the PCB unit.

Be sure to remove the End-User License Agreement.

Carefully read its contents. Be sure to keep it with the Operator's Manual in a safe place.

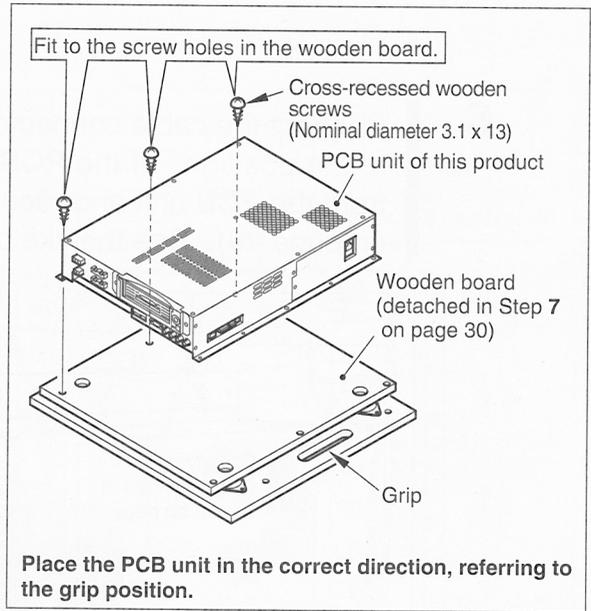
MEMO



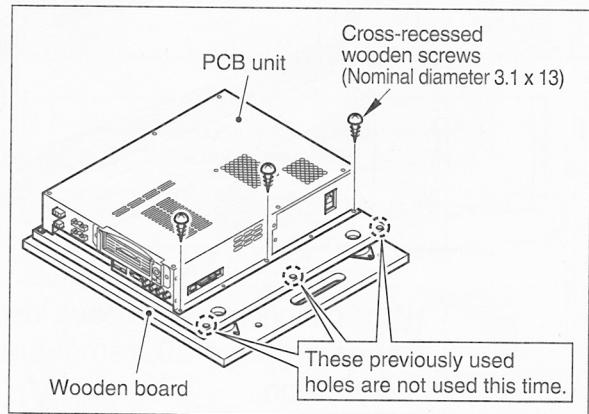
- 3** Fit the three screw holes in the PCB unit of this product to those in the wooden board (detached in Step 7 on page 30) as shown at right. Apply the three accompanying wooden screws into these holes.

- The "LICENSE NO." and "SERIAL NO." are essential for referring your machine with your nearest dealer.
- The "LICENSE NO." and "SERIAL NO." are the same for each main unit. When getting two or more machines converted, be careful not to get different numbers mixed together.

MEMO



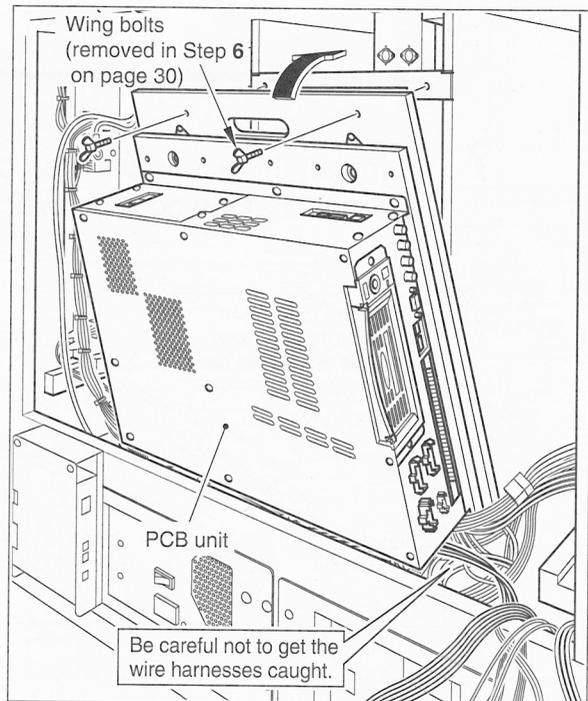
- 4** Next apply the three accompanying wooden screws into the three screw holes in the PCB unit, as shown at right, to secure the PCB unit.



- 5** Attach the PCB unit (mounted on the wooden board in Steps 3 and 4) in the main unit with the wing bolts (removed in Step 6 on page 30). Be careful not to get the wire harnesses caught in between.

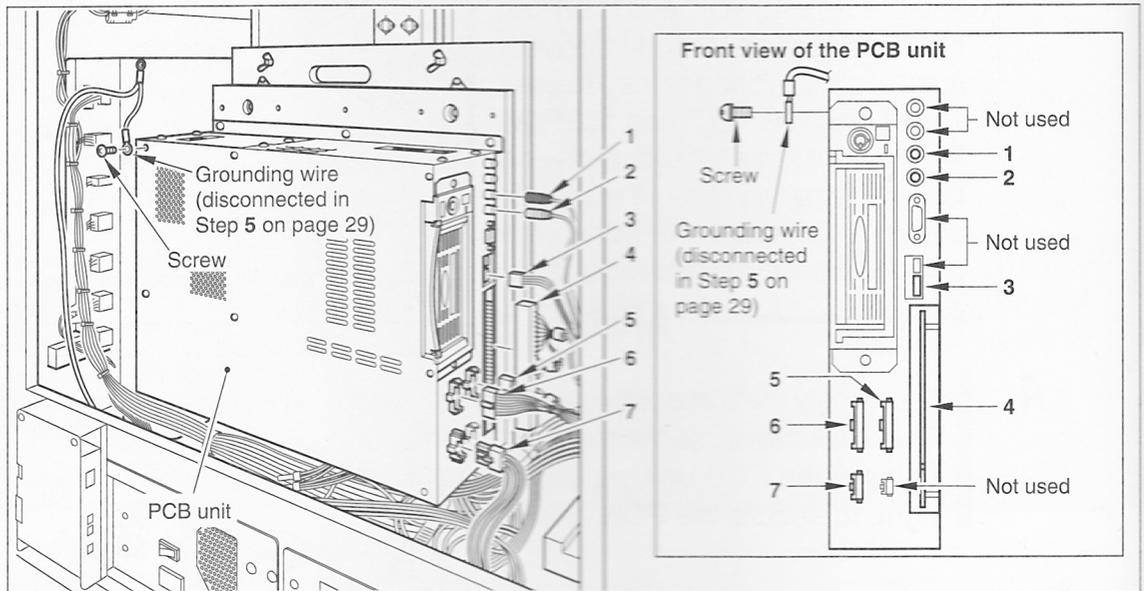
- The PCB unit weighs about 7 kg (15.4 lb). It should be mounted into the machine by more than 2 persons.

MEMO

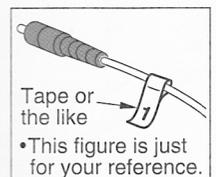


1 Setting up in the machine

- 6** Connect the cable connectors (1 thru 7), disconnected in Step 5 on page 29, to the positions of the PCB unit as shown below. Then, remove the screw from the PCB unit and reconnect the grounding wire (disconnected in Step 5 on page 29). See the sketch below.

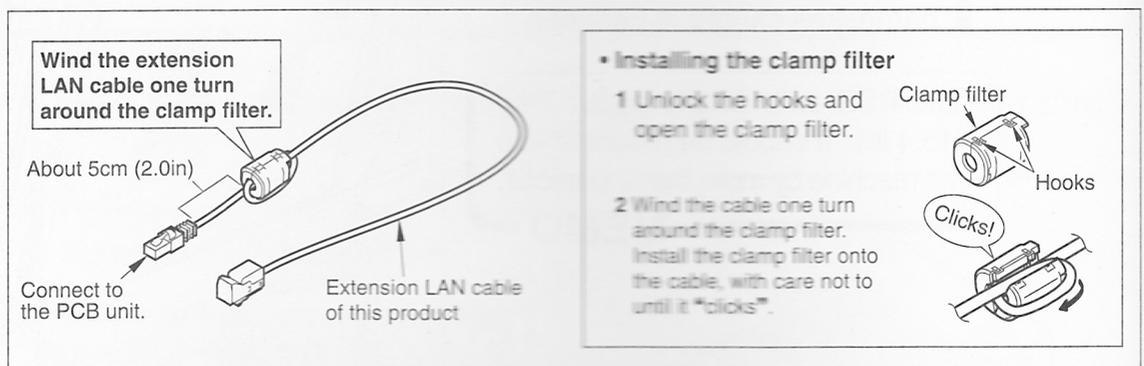


- If the connectors have been identified with numbered tapes on page 29, remove all these tapes after connection.



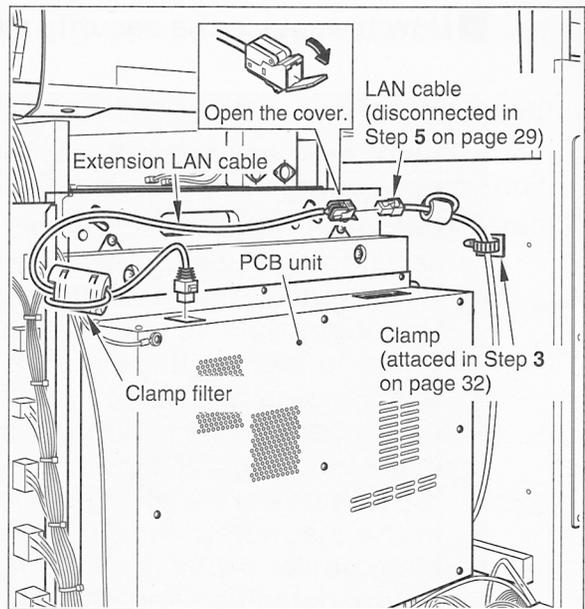
MEMO

- 7** Install the accompanying clamp filter onto the extension LAN cable of this product at the position indicated below.

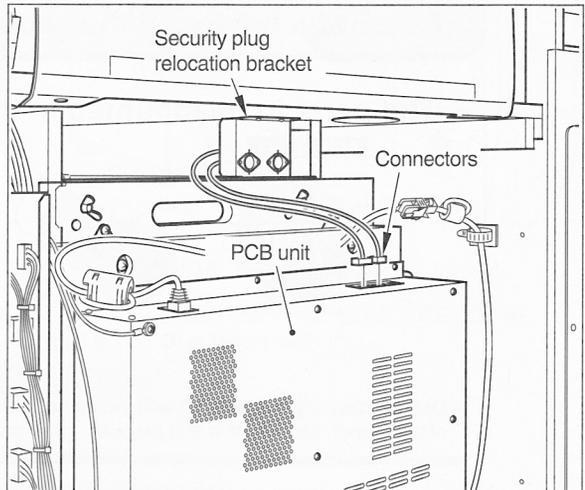


8 Connect the extension LAN cable (with the clamp filter) to the LAN cable (disconnected in Step 5 on page 29). Connect the extension LAN cable to the position on the PCB unit shown at right.

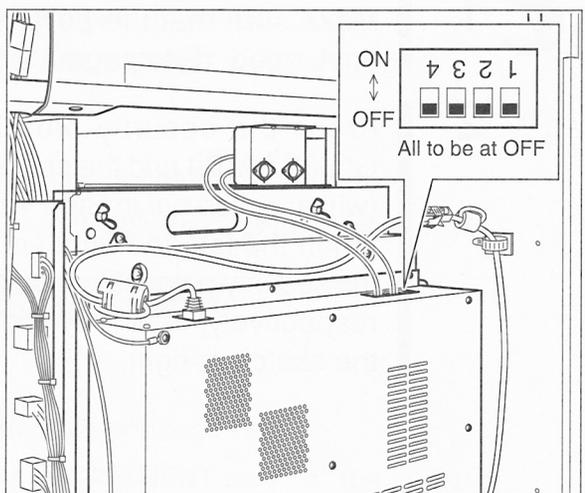
9 Secure the extension LAN cable with the clamp (attached in Step 3 on page 32).



10 Connect the security plug relocation bracket (attached in Step 3 on page 32) connector to the position on the PCB unit as shown at right.



11 Make sure all the DIP switches on the PCB unit are at the OFF position.



1-5 Setting the security plug

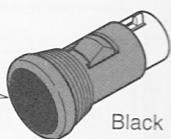
How to replace the security plug



- **Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)**
- **Before setting the security plug, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)**
- **When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.**
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
- **In the event that the main power switch has not been turned OFF but only the sub power switch has been turned OFF, there are still some live parts in the machine. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.**
- **Before detaching and attaching the security plug, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.**
- **Be careful not to get the security plug wet nor to touch the terminal.**

The parts to be mounted in this section

SERIAL NO.



Black

Security plug (G*G32 AA [B])



White

Security plug (pulled out in Step 4 on page 29)
(e-AMUSEMENT plug)

- Use the security plug (black) with the same "SERIAL NO." as the "SERIAL NO." of PCB unit and the "LICENSE NO." of title panel, contained in this product. (See page 16.)

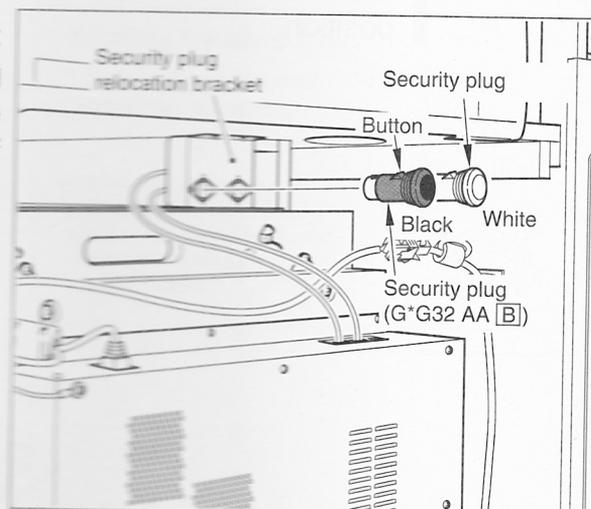


1

Make sure that the power switches are all OFF and the AC power cord is unplugged. (See page 21.)

2

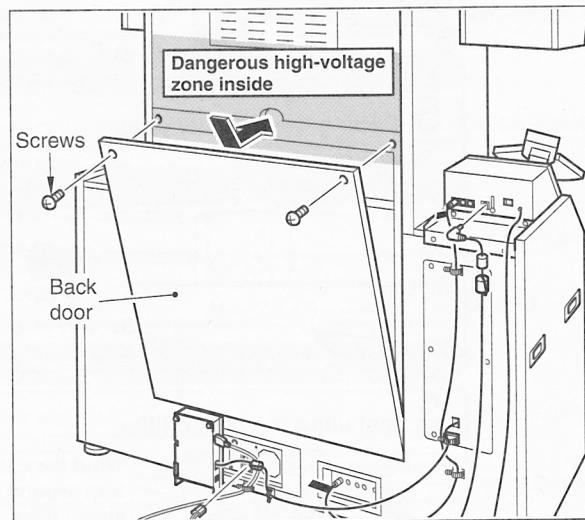
Press the security plug (black: G*G32 AA [B]) and the security plug (white: pulled out in Step 4 on page 29) in the left and right sockets of the security plug relocation bracket, respectively, until they click. See the sketch at right.



- Be sure to use the security plug (black) accompanying this product.
- Do not mistake the positions of the white and black plugs.
- If necessary to draw out the security plug, press the button shown above and pull out the plug slowly.
- The “LICENSE NO.” and “SERIAL NO.” are essential for referring your machine with your nearest dealer.
- The “LICENSE NO.” and “SERIAL NO.” are the same for each main unit. When getting two or more machines converted, be careful not to get different numbers mixed together.

MEMO

- 3** Fit the back door (detached in Step 2 on page 28) into position and tighten up the screws.
(Loose screws may activate the door switch, which keeps off the power.)



- **Now the components have been set up in the machine.**
Go to the following procedures according to the specifications of your machine.

When the e-AMUSEMENT service is used

For session plays

- 1 “1-11 Connecting to the network” (page 70).
- 2 “1-12 Connecting for session plays” (page 72).
- 3 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

Not for session plays

- 1 “1-11 Connecting to the network” (page 70).
- 2 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

When the e-AMUSEMENT service is not used

For session plays

- 1 “1-12 Connecting for session plays” (page 72).
- 2 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

Not for session plays

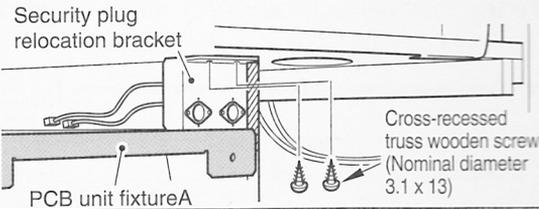
- 1 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

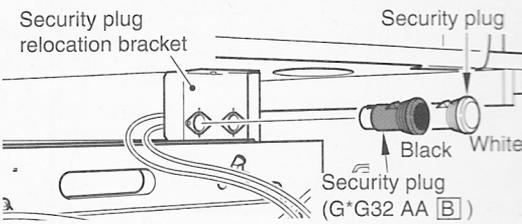
Kit set-up outline and flowchart

•Outline

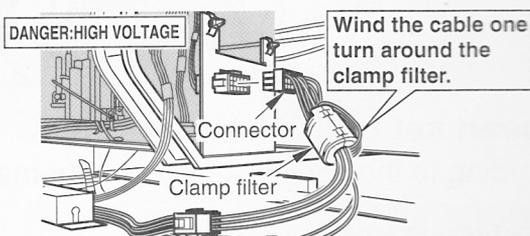
2 Attaching the security plug relocation bracket



5 Setting the security plug



3 Installing the clamp filter

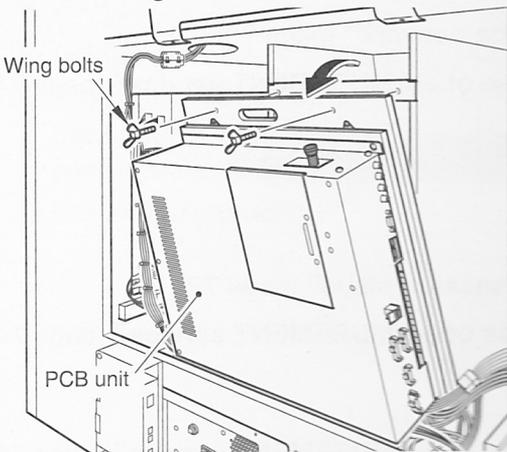


•The figure shows a typical monitor.

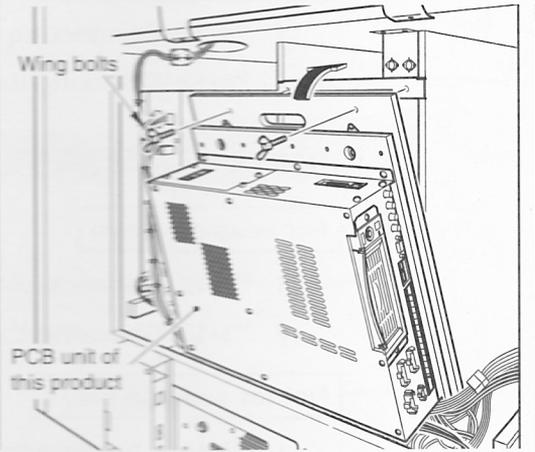
6 Connecting to the network

7 Connecting for session plays

1 Removing the PCB unit



4 Mounting the PCB unit of this product

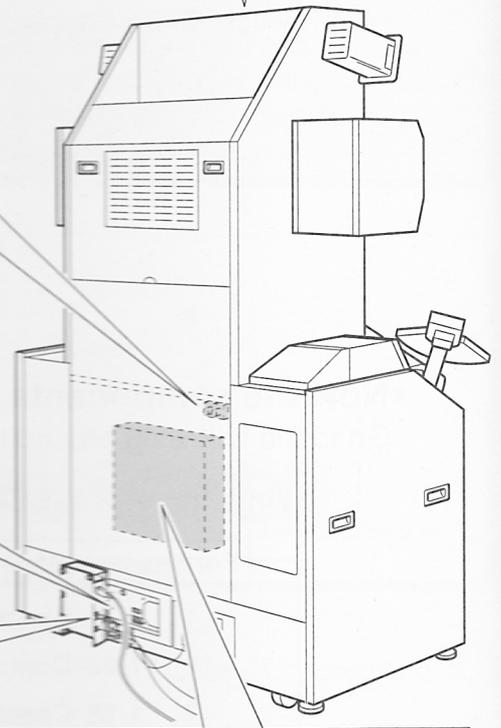


The main unit shown here is just an example.
(DrumManiaV, DrumManiaV2 and DrumManiaV3 machines with e-AMUSEMENT service in use)

8 Checking the use of e-AMUSEMENT service

9 Making and checking various settings

10 Replacing the title panel and applying the decorative labels and others



•Major set-up procedures



1 Removing the PCB unit

1 Turn OFF the main power switch and unplug the AC power cord from the receptacle, and detach the back door. ➔ See Page 52

2 Draw out the security plug (white: e-AMUSEMENT plug). ➔ See Page 53

3 Disconnect the connectors from the PCB unit. ➔ See Page 53

4 Take the PCB unit out of the main unit. ➔ See Page 54

5 Detach the wooden board from the PCB unit. ➔ See Page 54

2 Attaching the security plug relocation bracket

Install the security plug relocation bracket in the main unit. ➔ See Page 55

3 Installing the clamp filter

1 Install the clamp filter at the monitor. ➔ See Page 56

2 Install the clamp filter at the power unit. ➔ See Page 59

4 Mounting the PCB unit of this product

1 Attach the PCB unit of this product on the wooden board. ➔ See Page 65

2 Place the PCB unit in the main unit. ➔ See Page 65

3 Reconnect the connectors to the PCB unit. ➔ See Page 66

4 Connect the extension LAN cable to the PCB unit, and secure it with the clamp. ➔ See Page 67

5 Make sure that all the DIP switches of the PCB unit are OFF. ➔ See Page 67

5 Setting the security plug

1 Attach the security plug (black) and security plug (white: e-AMUSEMENT plug) to the security plug relocation bracket. ➔ See Page 68

2 Fit the back door back into position. ➔ See Page 69

6 Connecting to the network ➔ See Page 70

7 Connecting for session plays ➔ See Page 72

8 Checking the use of e-AMUSEMENT service ➔ See Page 74

9 Making and checking various settings

Make sure the program works well. Call the test mode and make all the mode settings. ➔ See Pages 80 and 104

10 Replacing the title panel and applying the decorative labels and others ➔ See Pages 86 and 87

11 Checking the drumsticks ➔ See Page 88

For session plays only

DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

- Referring back to pages 20 and 21, check the type of your DrumMania(Percussion Freaks) machine.

1-6 Removing the PCB unit

How to remove the PCB unit

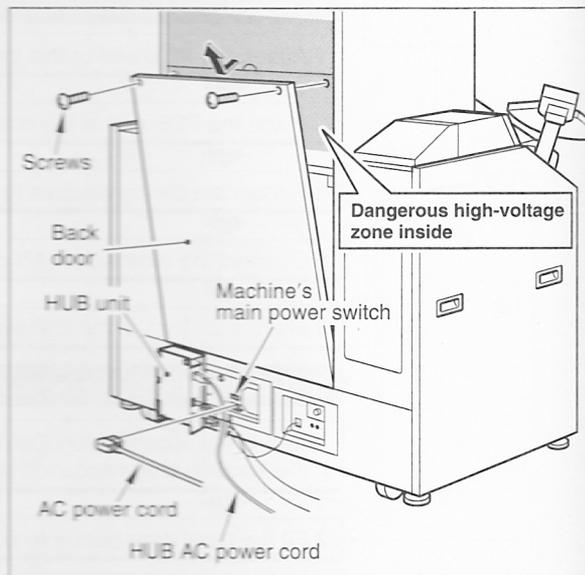
- Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)
- Before removing the PCB unit, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- Before mount and dismount the PCB unit, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.
- Never touch the PCB unit with wet hands.



- 1 Turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)

- 2 Remove the screws and detach the machine's back door.

- Never touch any part over the "DANGER: HIGH VOLTAGE" area shown below.



- 3 Wear a grounding band to prevent static electricity. Be sure to keep on the grounding band for the later procedures too. (The grounding band does not come with the kit.)

- Static electricity may damage the electronic parts in the PCB unit.

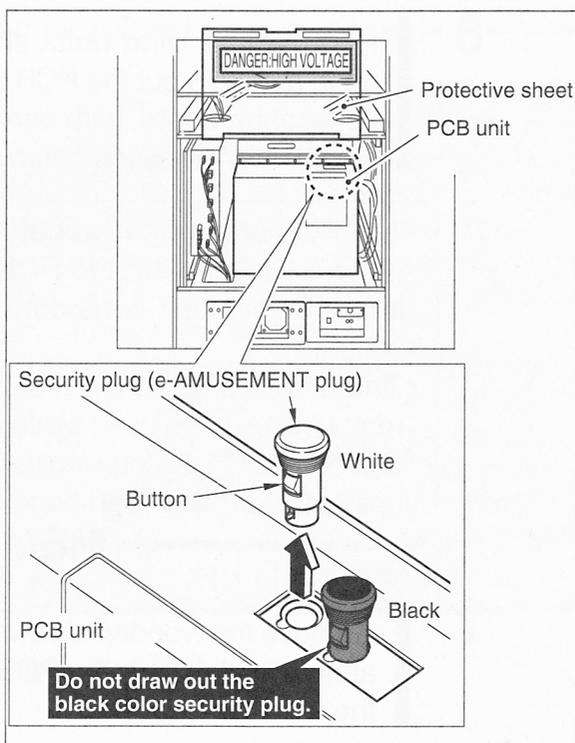


MEMO

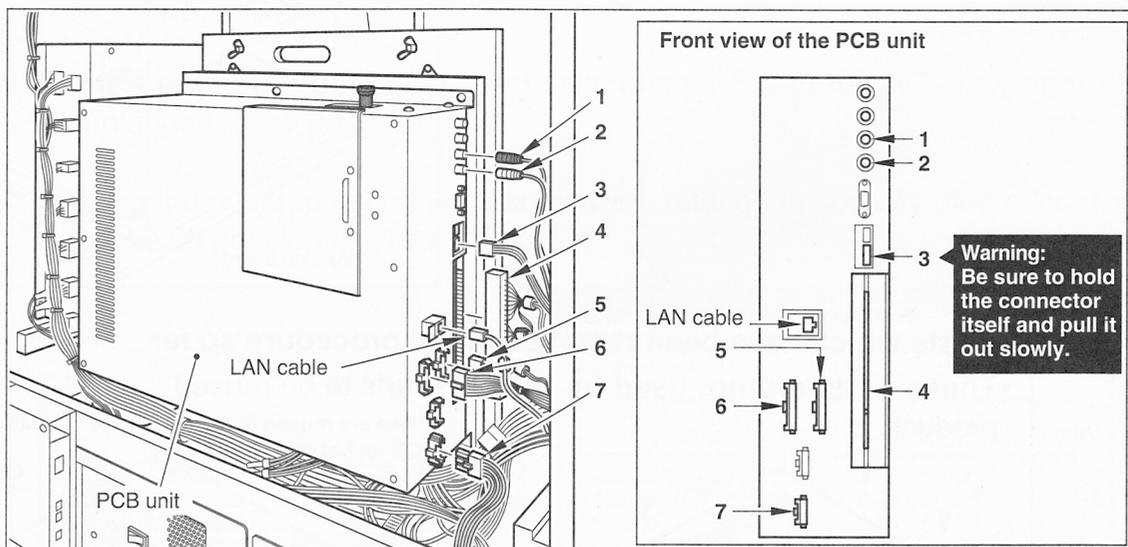
4 Pull out the security plug (white: e-AMUSEMENT plug) from the PCB unit as shown at right.

- To remove the security plug (white), pull it out slowly while pressing its button shown in the figure.
- The removed security plug (white) will be reused in the procedure “1-10 Setting the security plug”. Be careful not to lose it. (See page 68.)
- The type of security plug (white) varies depending on the production lot.
- The security plug (black) is not used for this product. Keep it intact in the socket.

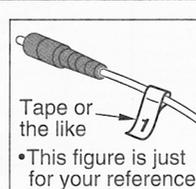
MEMO



5 Disconnect all the cable connectors (1 thru 7) and the LAN cable from the PCB unit.



- Before disconnecting the connectors, apply different-numbered tags around the cables, as shown here, to identify the connectors. In this way, they can be reconnected efficiently in installing the PCB unit of this product. (See page 66.)
- The cable of connector 3 is thin. Be sure to hold the connector itself and pull it out slowly. Do not hold the cable and force it out because otherwise it may get broken.

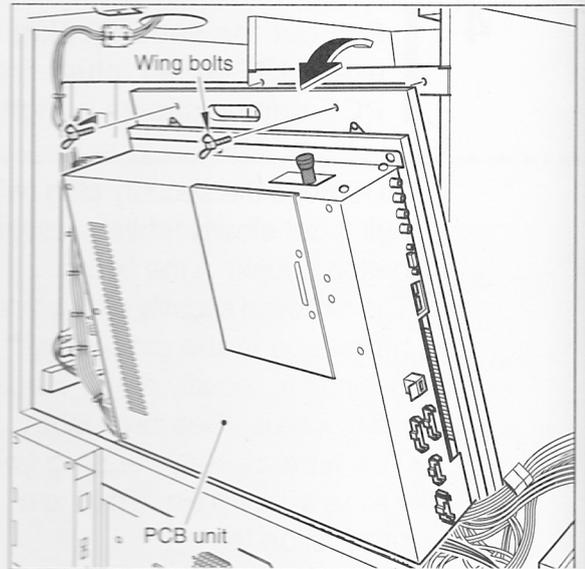


MEMO

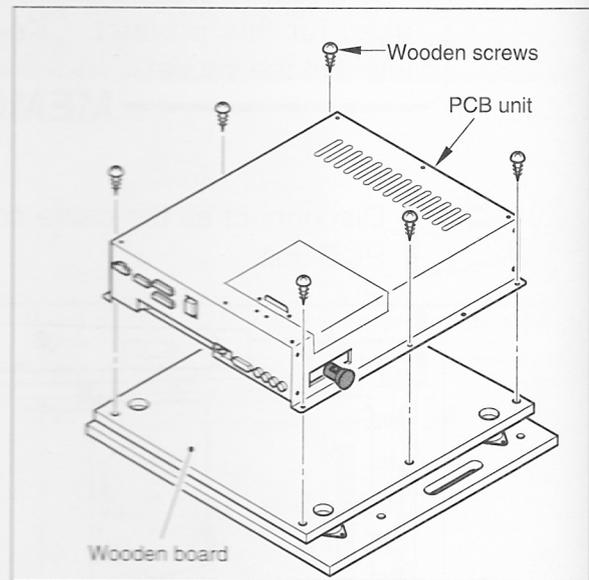
- 6** Remove the wing bolts shown at right, and take out the PCB unit with its wooden board, with care for the other wire harnesses nearby.

- The PCB unit weighs about 10 kg (22.1 lb). Take out the PCB unit in buddy system, considering its weight.
- The screws which have been removed are to be used again in the procedure of “1-9 Mounting the PCB unit of this product” on page 64.

MEMO

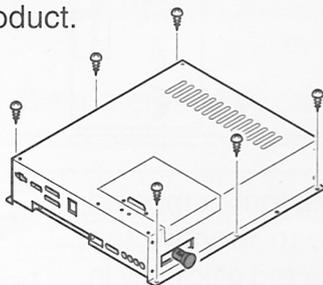


- 7** Remove the wooden screws shown at right and detach the PCB unit off the wooden board.



Parts which have been removed in the procedure so far

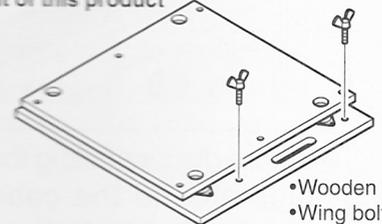
- These parts are not used for this product.



- PCB unit
- Security plug (black)
- Wooden screw x 6

- Parts to be reused

- These are reused in the procedure “1-9 Mounting the PCB unit of this product”



- Wooden board
- Wing bolt x 2

- This is reused in the procedure “1-10 Setting the security plug”



- Security plug (e-AMUSEMENT plug)

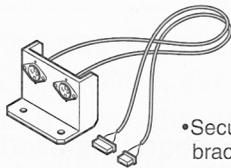
1-7 Attaching the security plug relocation bracket

How to attach the security plug relocation bracket



- **Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)**
- **Before attaching the security plug relocation bracket, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)**
- **When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.**
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
- **In the event that the main power switch has not been turned OFF but only the sub power switch has been turned OFF, there are still some live parts in the machine. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.**

The parts to be mounted in this section



• Security plug relocation bracket



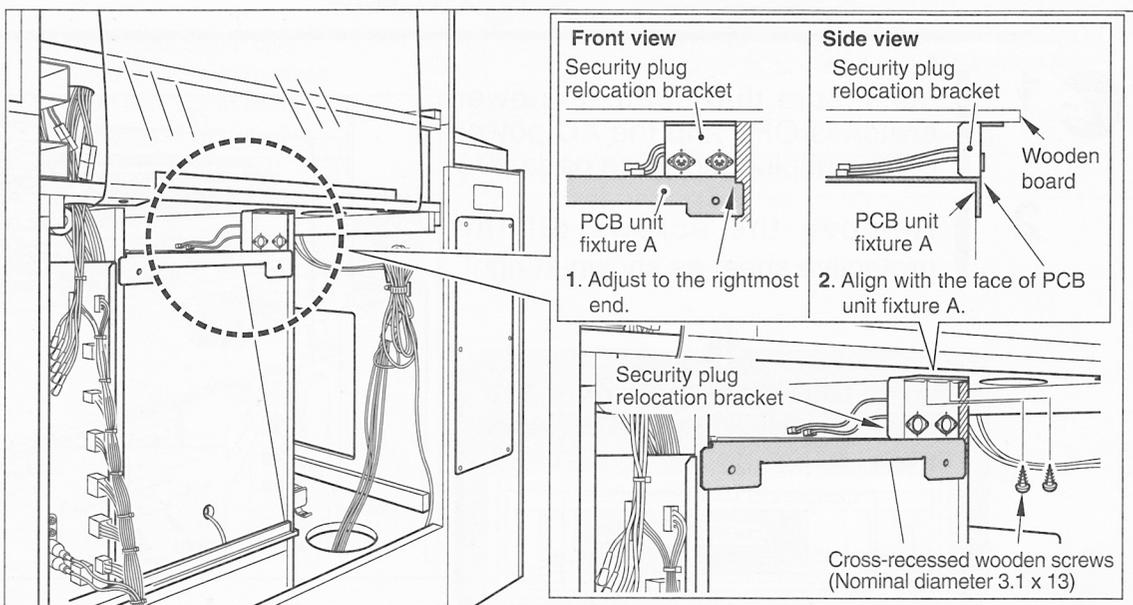
• Cross-recessed wooden screw
(Nominal diameter 3.1 x 13) x 2



- 1 Make sure that the main power switch is OFF and the AC power cord is unplugged. (See page 20.)

2

- Using the accompanying wooden screws, attach the security plug relocation bracket in position as shown below.



1-8 Installing the clamp filter

How to install the clamp filter



- Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)
- Before installing the clamp filter, be sure to turn OFF the power main switch and unplug the AC power cord from the receptacle. (See page 20.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- In the event that the main power switch has not been turned OFF but only the sub power switch has been turned OFF, there are still some live parts in the machine. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.

- According to the specifications of your machine, install the clamp filters to the wire harnesses of the monitor and power unit in the following procedures.

Monitor

Check the following point.

Some types of machines may have the clamp filter already installed. Check to see if the clamp filter is provided at the power unit

When already provided, the accompanying clamp filter is not used. Keep it in a safe place.

If not provided, be sure to install the clamp filter in the following procedure.

The parts to be mounted in this section



•Clamp filter x 1



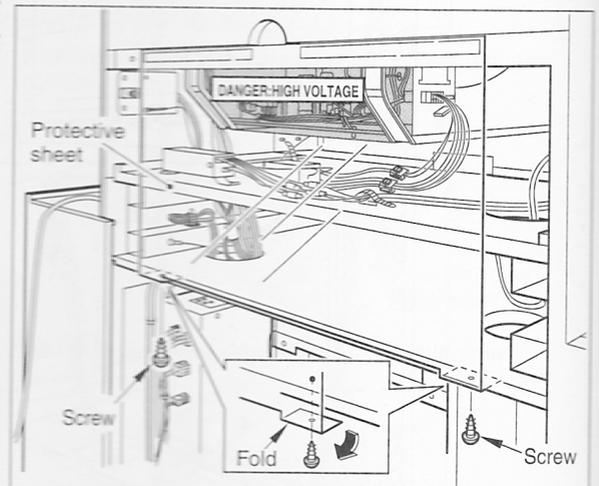
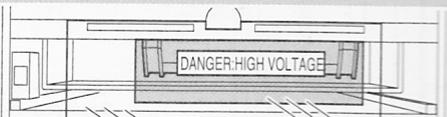
- 1 Make sure that the main power switch is OFF and the AC power cord is unplugged. (See page 20.)

2

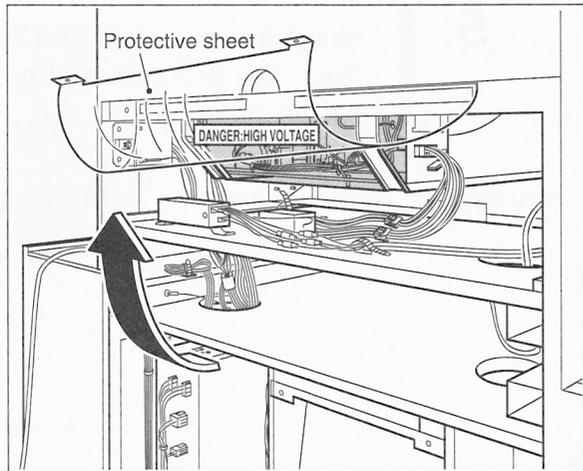
- 2 Remove the screws off the protective sheet as shown at right.



- **Never touch any part over the "DANGER: HIGH VOLTAGE" area shown below.**



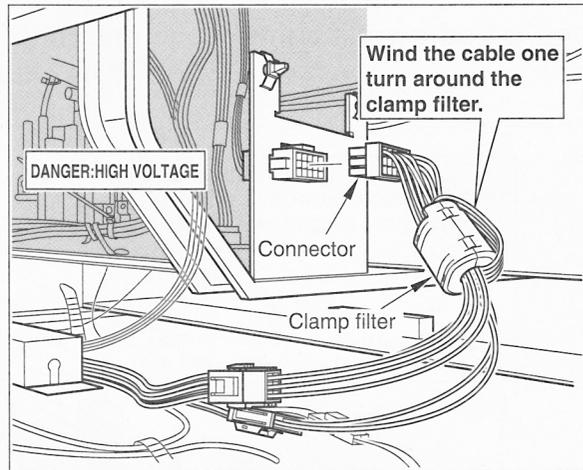
- 3** Lift the protective sheet as shown at right.



- 4** Disconnect the connector. Install the clamp filter onto the wire harnesses. Reconnect the connector in position.

• Some types of machines may have the clamp filters already installed. In such case, the accompanying clamp filters are not used. Keep them in a safe place.

MEMO

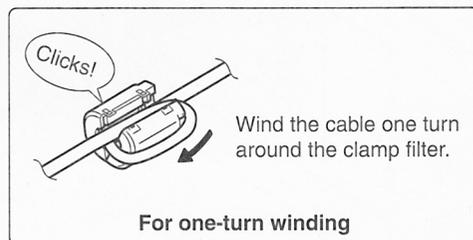


• Installing the clamp filter

1 Unlock the hooks and open the clamp filter.

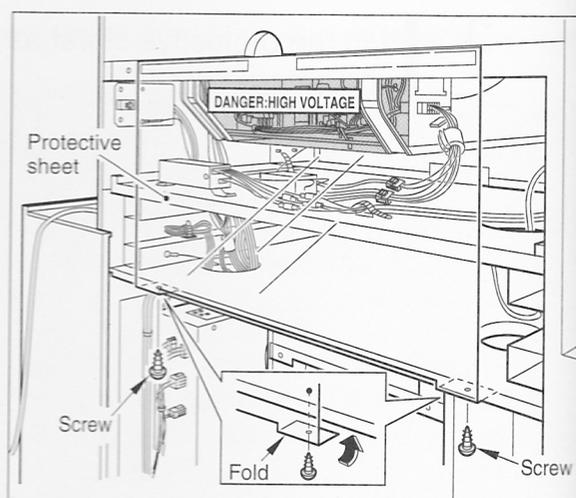


2 Install the clamp filter onto the wire harnesses, with care not to catch them, until it "clicks".



1 Setting up in the machine

- 5** Using the screws (removed in Step 2), attach the protective sheet in the reverse order.



Power unit

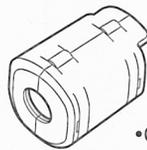
•**Check the following point.**

Some types of machines may have the clamp filter already installed. Check to see if the clamp filter is provided at the power unit

When already provided, the accompanying clamp filter is not used. Keep it in a safe place.

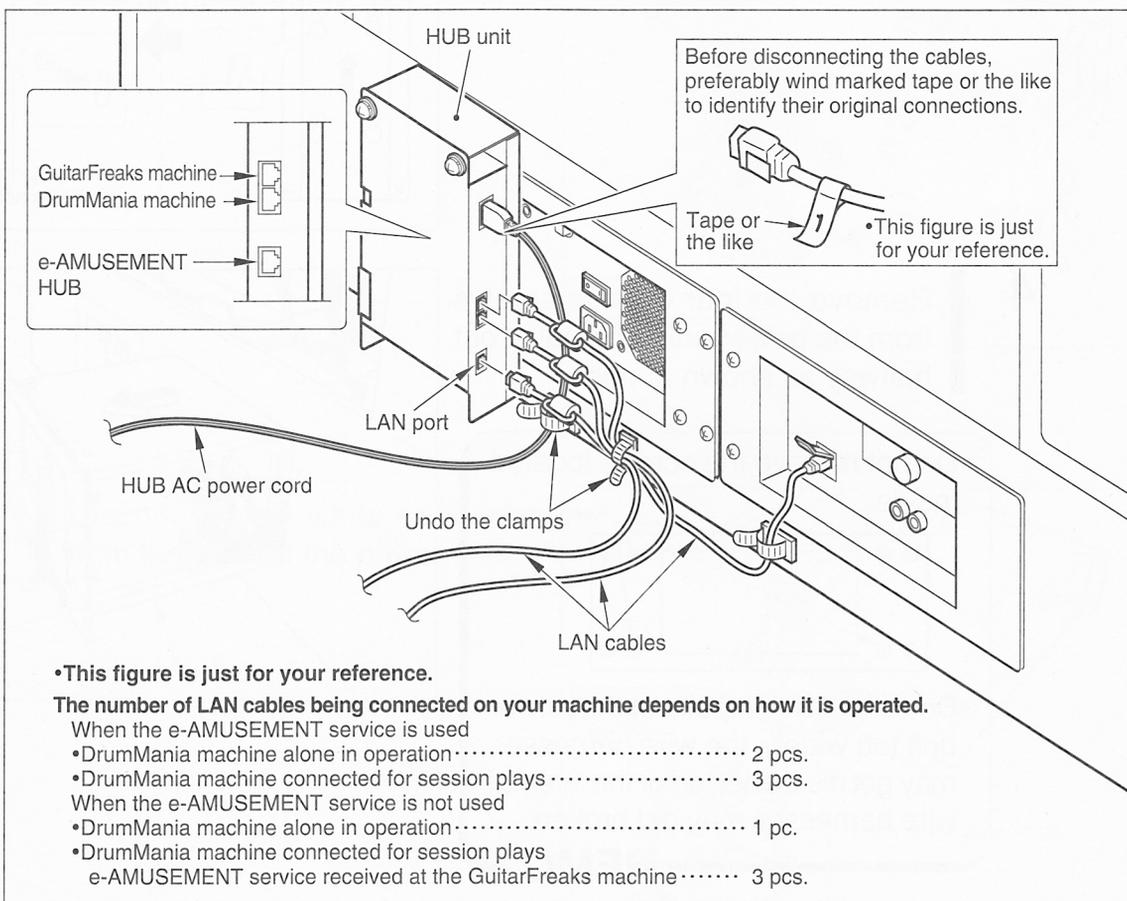
If not provided, be sure to install the clamp filter in the following procedure.

The parts to be mounted in this section



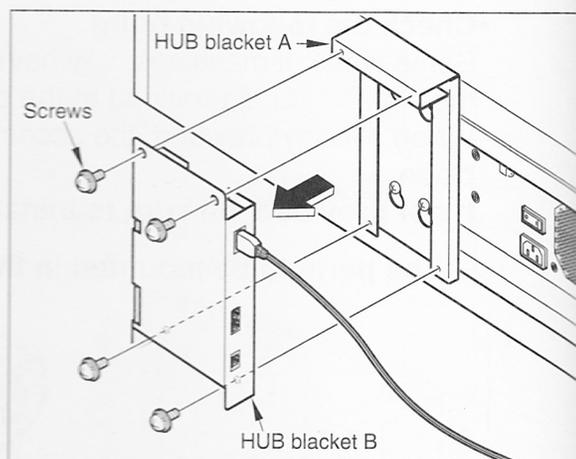
•Clamp filter x 1

- 1 | Unplug the HUB AC power cord, undo the two clamps shown below and disconnect all the LAN cables from the HUB.

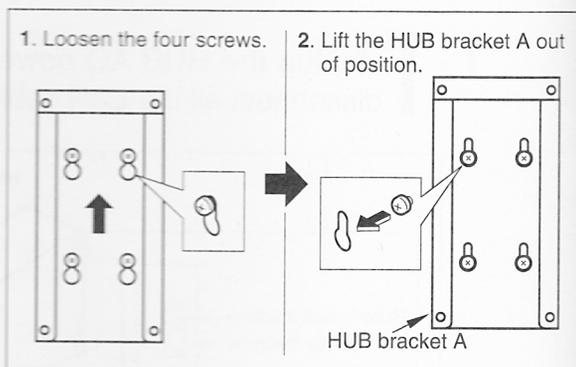


DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

- 2** Remove the screws and detach the HUB bracket B.

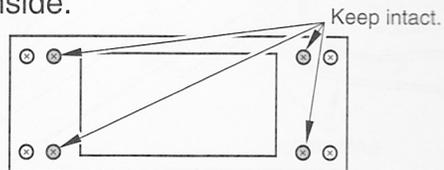


- 3** Loosen the screws and detach the HUB bracket A.



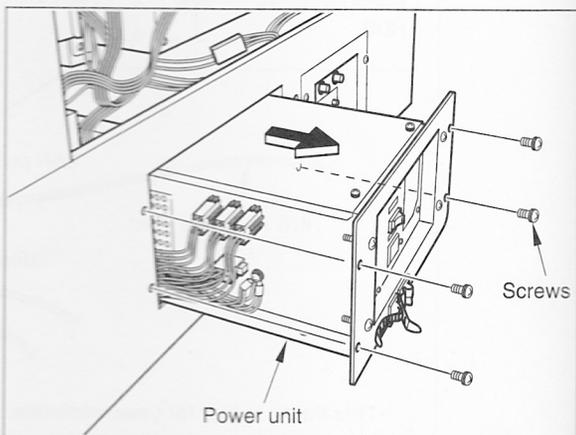
- 4** Remove the four outside screws from the power unit, and pull it out halfway as shown at right.

- Do not remove the screws located inside.

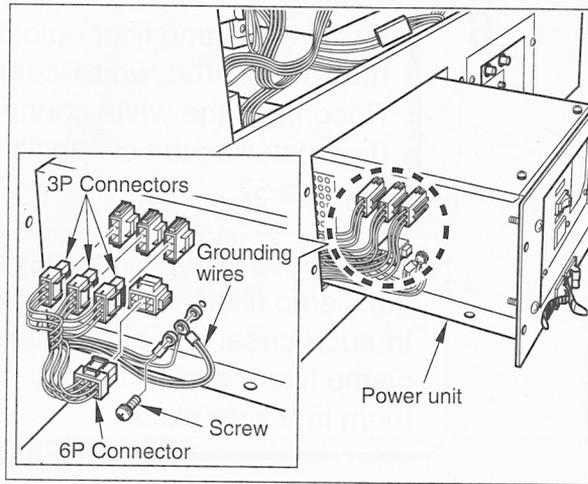


- Be careful not to pull out the power unit too widely, the wire harnesses may get disconnected or the internal wire harnesses may get broken.

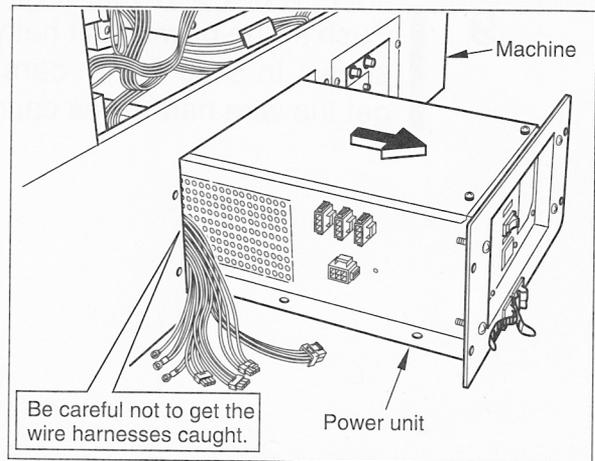
MEMO



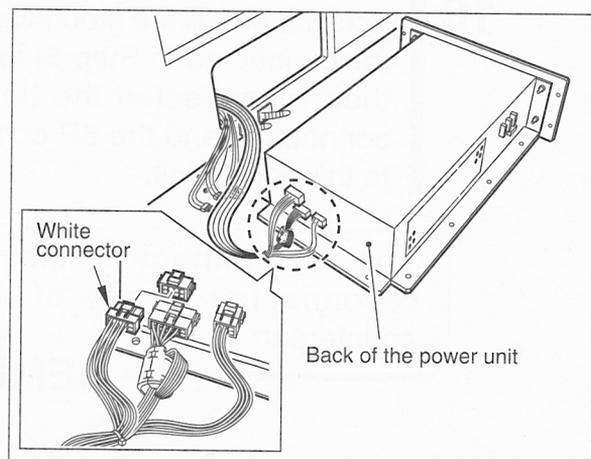
- 5** Remove the screw off the grounding wire and then disconnect the three 3P connectors and the 6P connector.



- 6** Take the power unit out of the machine with care not to get the wire harnesses caught.



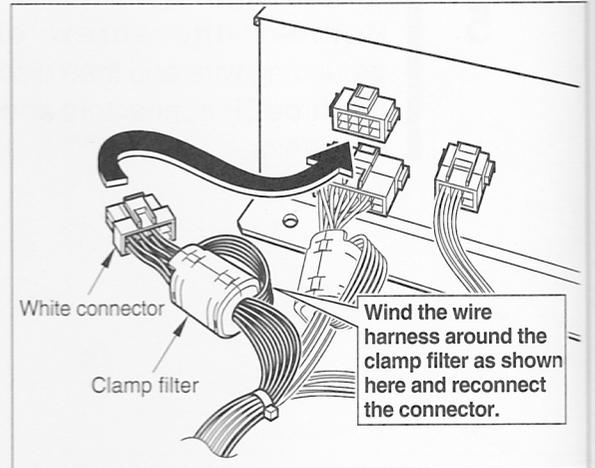
- 7** Disconnect the white connector from the back of the power unit.



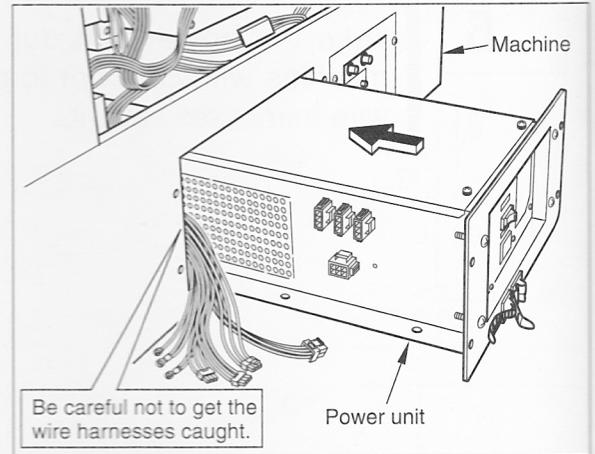
- 8** Install the clamp filter onto the wire harness of the white connector. Reconnect the white connector. (For installing the clamp filter, refer to page 57.)

•Some types of machines may have the clamp filters already installed. In such case, the accompanying clamp filters are not used. Keep them in a safe place.

MEMO



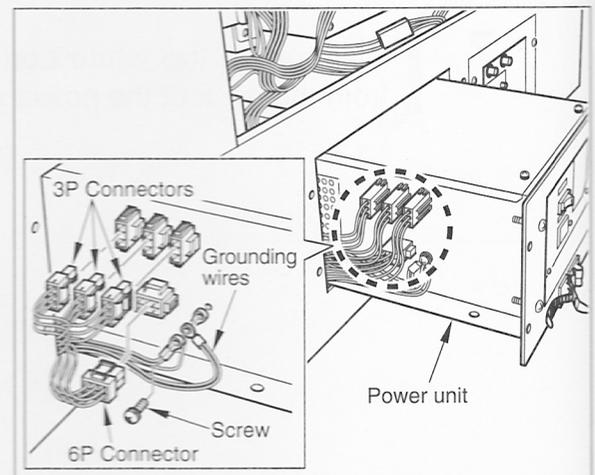
- 9** Push in the power unit halfway as shown in Step 4 with care not to get the wire harnesses caught.



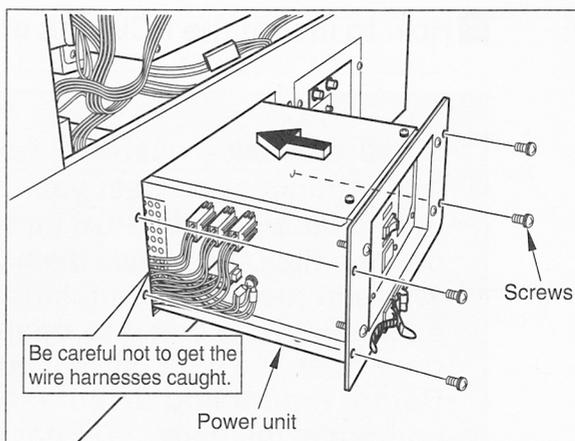
- 10** Screw down all the grounding wires (disconnected in Step 5) first and then reconnected the three 3P connectors and the 6P connector to the power unit.

•The 3P connectors may be reconnected to any of their counterpart

MEMO



- 11** Push in the power unit all the way and reapply the screws (removed in Step 4).



- 12** Finally attach the HUB and the HUB brackets A and B in the reverse order, and reconnect the LAN cables.

1-9 Mounting the PCB unit of this product

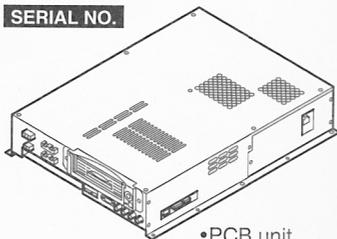
How to mount the PCB unit of this product



- **Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)**
- **Before mounting the PCB unit of this product, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)**
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
- **Before mount and dismount the PCB unit, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.**
- **Connect the cables tightly to the PCB unit. If the power is turned ON with poor connections, an error may occur or the PCB unit may get damaged.**
- **The PCB unit is a precision component. It may get damaged if fallen or handled roughly.**
- **Never touch the PCB unit with wet hands.**
- **Before mounting the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.**

The parts to be mounted in this section

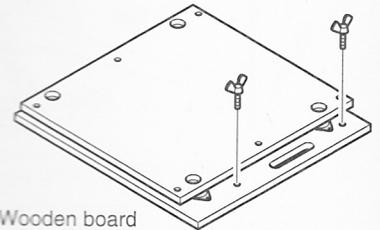
SERIAL NO.



• PCB unit



• Extension LAN cable



• Wooden board (detached in Step 7 on page 54)
• Wing bolt (removed in Step 6 on page 54) x 2



• Clamp filter



• Cross-recessed wooden screw (Nominal diameter 3.1 x 13) x 6

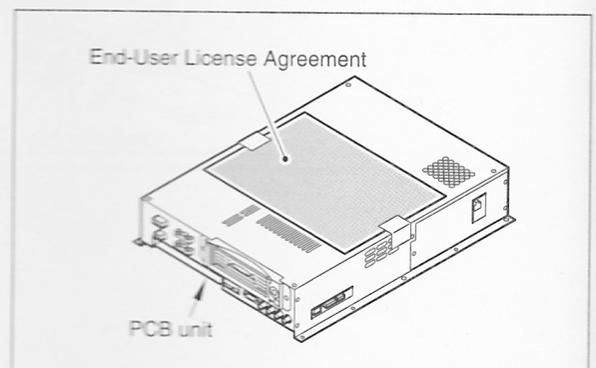
- Use the PCB unit with the same "SERIAL NO." as the "SERIAL NO." of security plug (black) and the "LICENSE NO." of title panel, contained in this product. (See page 16.)
- The "End-user License Agreement" is taped on the PCB unit. Remove it and carefully read its contents. Be sure to keep it with the Operator's Manual in a safe place.



- 1 Make sure that the main power switch is OFF and the AC power cord is unplugged. (See page 20.)
- 2 Remove the End-User License Agreement off the PCB unit.

Be sure to remove the End-User License Agreement.

Carefully read its contents. Be sure to keep it with the Operator's Manual in a safe place.

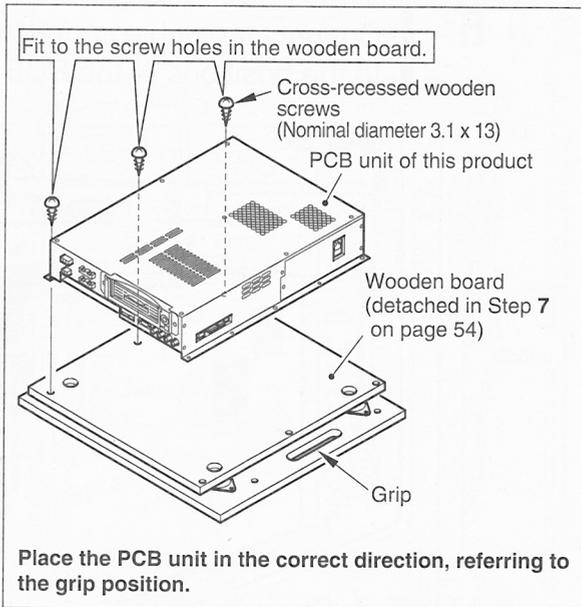


MEMO

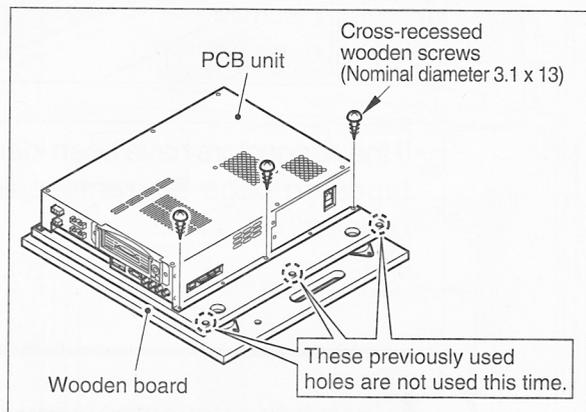
3 Fit the three screw holes in the PCB unit of this product to those in the wooden board (detached in Step 7 on page 54) as shown at right. Apply the three accompanying wooden screws into these holes.

- The “LICENSE NO.” and “SERIAL NO.” are essential for referring your machine with your nearest dealer.
- The “LICENSE NO.” and “SERIAL NO.” are the same for each main unit. When getting two or more machines converted, be careful not to get different numbers mixed together.

MEMO



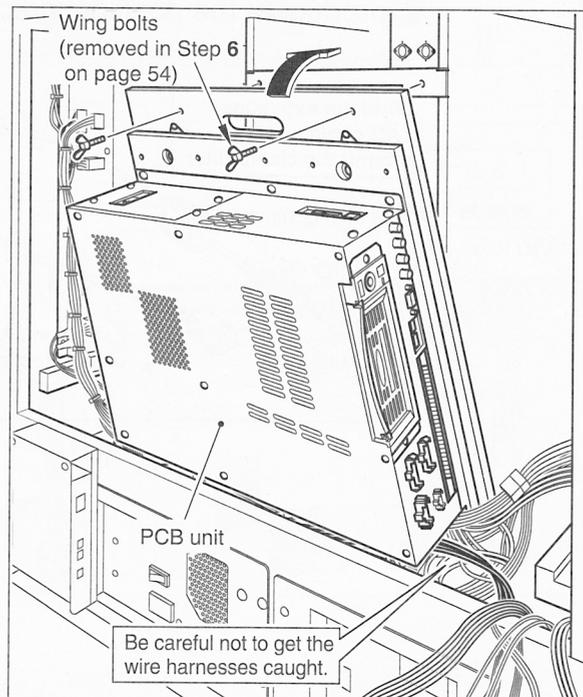
4 Next apply the three accompanying wooden screws into the three screw holes in the PCB unit, as shown at right, to secure the PCB unit.



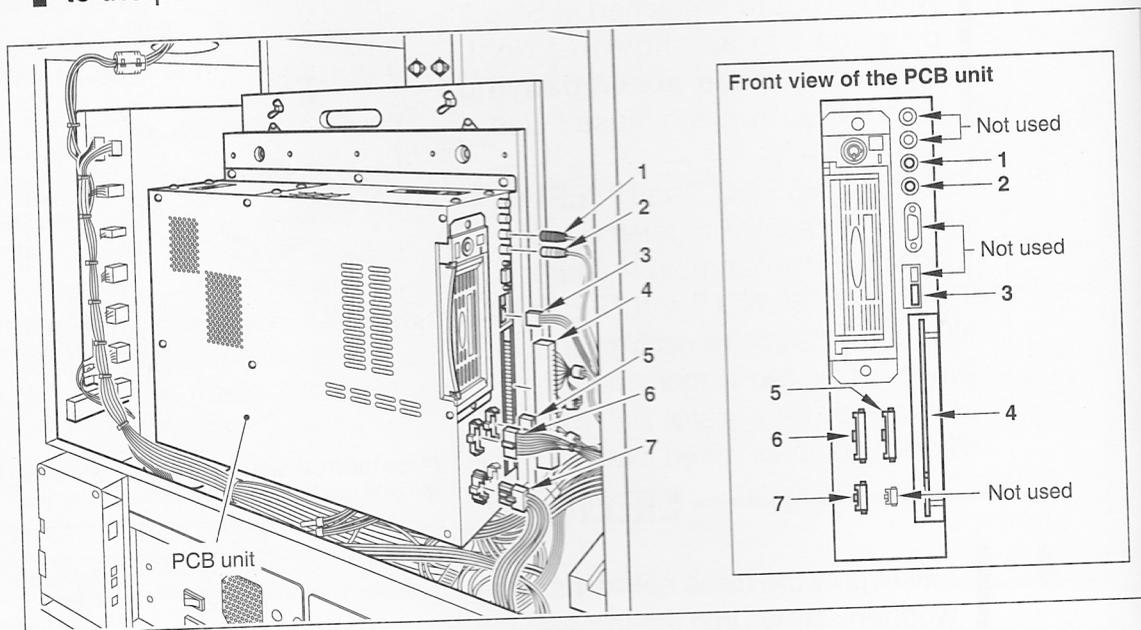
5 Attach the PCB unit (mounted on the wooden board in Steps 3 and 4) in the main unit, with the wing bolts (removed in Step 6 on page 54). Be careful not to get the wire harnesses caught in between.

- The PCB unit weighs about 7 kg (15.4 lb). It should be mounted into the machine by more than 2 persons.

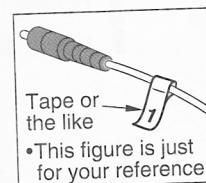
MEMO



- 6** | Connect the cable connectors (1 thru 7), disconnected in Step 5 on page 53, to the positions of the PCB unit as shown below.

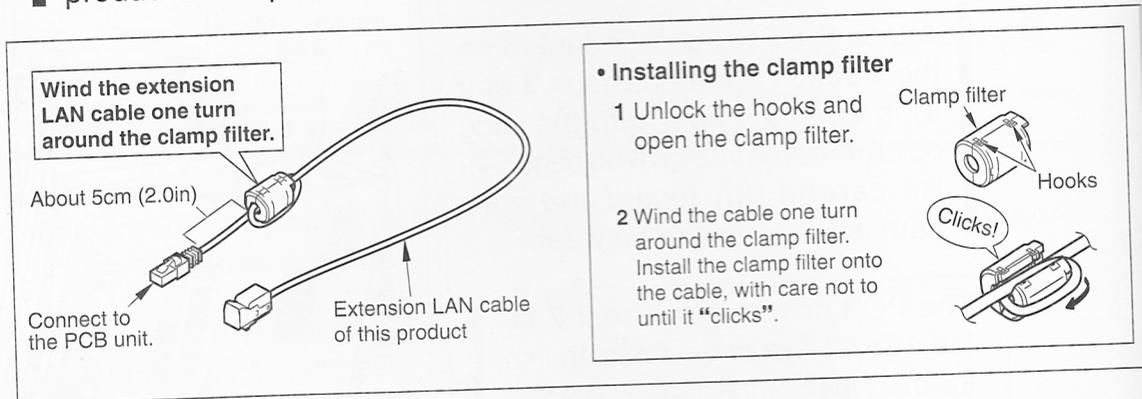


- If the connectors have been identified with numbered tapes on page 53, remove all these tapes after connection.



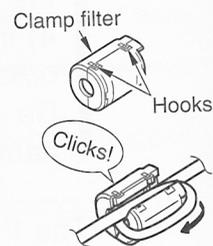
MEMO

- 7** | Install the accompanying clamp filter onto the extension LAN cable of this product at the position indicated below.

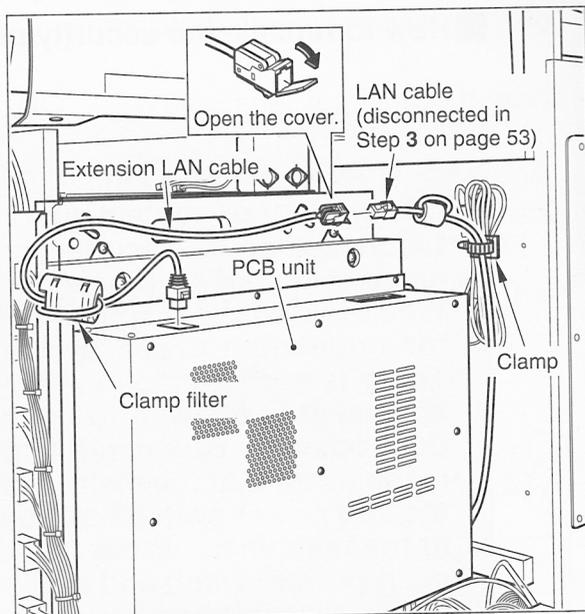


• Installing the clamp filter

- 1 Unlock the hooks and open the clamp filter.
- 2 Wind the cable one turn around the clamp filter. Install the clamp filter onto the cable, with care not to until it "clicks".

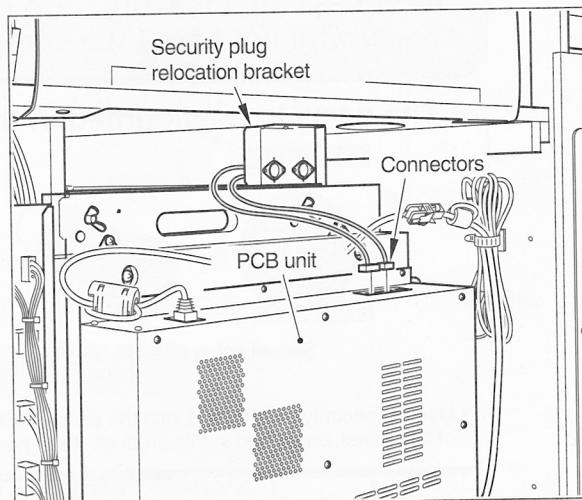


- 8** Connect the extension LAN cable (with the clamp filter) to the LAN cable (disconnected in Step 3 on page 53). Connect the extension LAN cable to the position on the PCB unit shown at right.

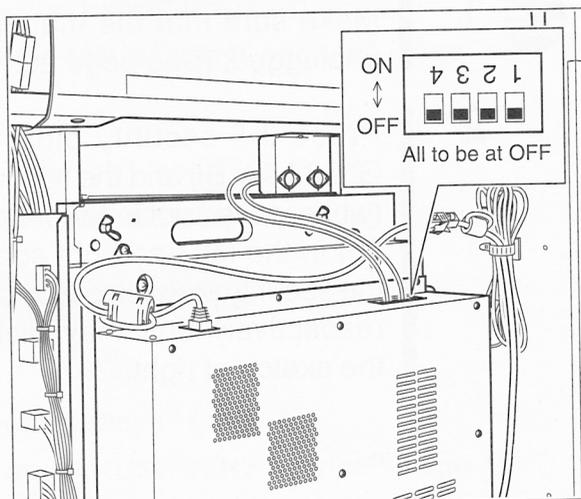


- 9** Secure the extension LAN cable with the clamp shown at right.

- 10** Connect the security plug relocation bracket (attached in Step 2 on page 55) connector to the position on the PCB unit as shown at right.



- 11** Make sure all the DIP switches on the PCB unit are at the OFF position.



1-10 Setting the security plug

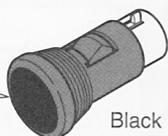
How to replace the security plug



- Be sure to ask a qualified industry specialist to convert your machine to this product or contact your nearest dealer. (You will be charged.)
- Before setting the security plug, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- In the event that the main power switch has not been turned OFF but only the sub power switch has been turned OFF, there are still some live parts in the machine. When opening the back door, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle.
- Before detaching and attaching the security plug, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.
- Be careful not to get the security plug wet nor to touch the terminal.

The parts to be mounted in this section

SERIAL NO.



Black

Security plug (G*G32 AA (B))



White

Security plug (pulled out in Step 4 on page 53)
(e-AMUSEMENT plug)

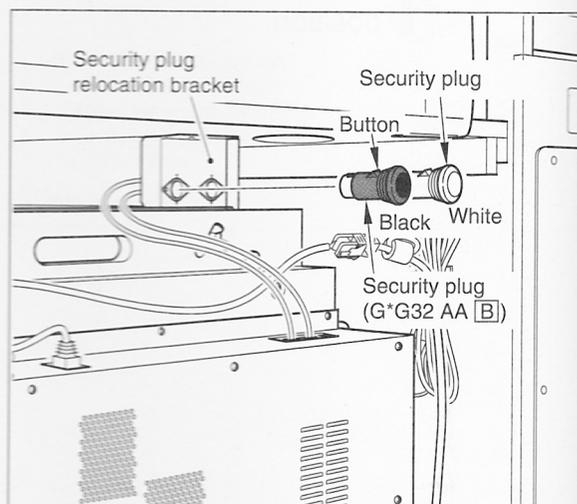
- Use the security plug (black) with the same "SERIAL NO." as the "SERIAL NO." of PCB unit and the "LICENSE NO." of title panel, contained in this product. (See page 16.)



- 1 Make sure that the main power switch is OFF and the AC power cord is unplugged. (See page 20.)

2

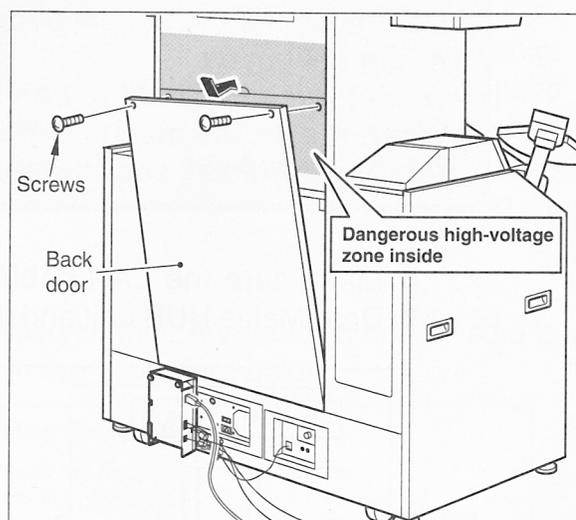
- 2 Press the security plug (black: G*G32 AA (B)) and the security plug (white: pulled out in Step 4 on page 53) in the left and right sockets of the security plug relocation bracket, respectively, until they click. See the sketch at right.



- Be sure to use the security plug (black) accompanying this product.
- Do not mistake the positions of the white and black plugs.
- If necessary to draw out the security plug, press the button shown above and pull out the plug slowly.
- The “LICENSE NO.” and “SERIAL NO.” are essential for referring your machine with your nearest dealer.
- The “LICENSE NO.” and “SERIAL NO.” are the same for each main unit. When getting two or more machines converted, be careful not to get different numbers mixed together.

MEMO

- 3** Fit the back door (detached in Step 2 on page 52) into position and tighten up the screws.
(Loose screws may activate the door switch, which keeps off the power.)



• Now the components have been set up in the machine.

Go to the following procedures according to the specifications of your machine.

When the e-AMUSEMENT service is used

For session plays

- 1 “1-11 Connecting to the network” (page 70).
- 2 “1-12 Connecting for session plays” (page 72).
- 3 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

Not for session plays

- 1 “1-11 Connecting to the network” (page 70).
- 2 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

When the e-AMUSEMENT service is not used

For session plays

- 1 “1-12 Connecting for session plays” (page 72).
- 2 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

Not for session plays

- 1 “1-13 Checking the use of e-AMUSEMENT service” (page 74).

1-11 Connecting to the network

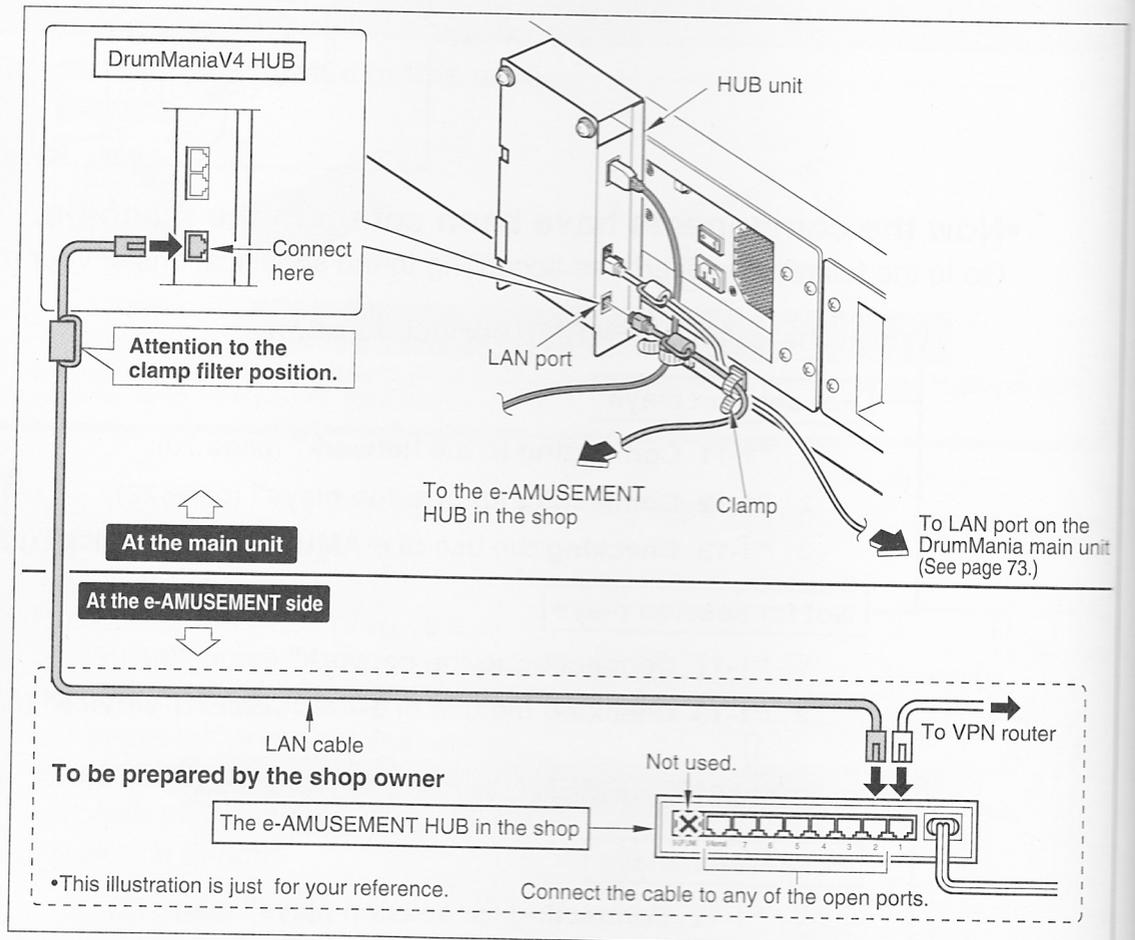
This procedure is for the owners who want to use the e-AMUSEMENT service. To use the e-AMUSEMENT on-line service, make the network connections, referring to the figure below. This service is available by closing a contact with KONAMI in advance.

■ Making sure the LAN cable is connected



- Do not lay the LAN cable over any passages in which people may trip on or get caught by it.
- Do not forcibly bend the LAN cable, nor leave anything on it.
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.

Make sure the LAN cable is connected, as shown below, between the DrumMania HUB unit and the e-AMUSEMENT HUB.



- The LAN cable between the DrumManiaV4 HUB unit and the e-AMUSEMENT HUB does not come with this product. Prepare a cable of the following type, long enough, yourself.

LAN cable specifications

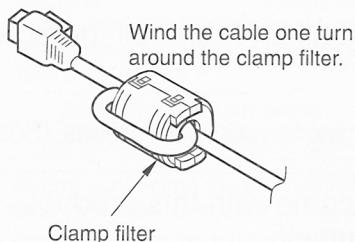
Straight connection type in Category 5 or 6
(Including straight connection type in Enhanced Category 5 or 6)

LAN cable length

The shorter the LAN cable is, the stabler the transmission rate is. Keep the cable shorter than 100m under any setup circumstances. A long cable, even if shorter than 100m, may cause networking errors. With this in mind, have the cable between the machine and the in-shop e-AMUSEMENT HUB as short as possible. Also, if you want to add another HUB in the shop, keep the cable between the existing e-AMUSEMENT HUB and the other HUB as short as possible, too, up to 100m maximum.

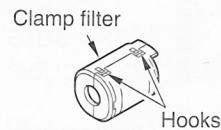
•Check the following point.

See if the clamp filter is installed as specified on the LAN cable. If not, be sure to install the clamp filter on the LAN cable in the procedure below.



• Installing the clamp filter

1 Unlock the hooks and open the clamp filter.



2 Wind the cable one turn around the clamp filter. Install the clamp filter onto the wire harnesses, with care not to catch them, until it "clicks".



MEMO

1-12 Connecting for session plays

The description given below is for the owners who operate the machine in the session play mode.

This product can be set for session plays with the "GuitarFreaksV4". For enjoying session plays, connect the LAN cable for session plays between the machines according to the owner's machine specifications.

Before connecting the LAN cable for session plays, read your "GuitarFreaksV4" Operator's Manual too.

■ How to connect the LAN cable for session plays



- Before connecting the LAN cable for session plays, turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- Never connect any game machines, AV equipment and communications devices, not specified in this manual, to the LAN port. Do not connect the session-play LAN cable when no session plays are played.
- Do not lay the AC power cord as well as LAN cable over any passages in which people may trip on or get caught by it.
- Do not forcibly bend the AC power cord as well as LAN cable, nor leave anything on it.



- 1 | Make sure that the power switches are all OFF and all the power cords are unplugged. (See page 20 or 21.)

2

- 2 | Connect the LAN cables for session plays according to your specifications. (See the next page.)

- The LAN cable for session plays does not come with this product. Prepare a cable of the following type, long enough, yourself.

LAN cable specifications

Straight connection type in Category 5 or 6

(Including straight connection type in Enhanced Category 5 or 6)

LAN cable length

The shorter the LAN cable is, the stabler the transmission rate is.

Keep the cable shorter than 100m under any setup circumstances. A long cable, even if shorter than 100m, may cause networking errors. With this in mind, have the cable between the machine and the in-shop e-AMUSEMENT HUB as short as possible. Also, if you want to add another HUB in the shop, keep the cable between the existing e-AMUSEMENT HUB and the other HUB as short as possible, too, up to 100m maximum.

- Session plays of this program are possible only with the "GuitarFreaksV4" machine.
- The difficulty level, number of stages and session waiting time are, for session plays, set on the "DrumManiaV4" machine. (See pages 114 and 115.)
- Even if the "DrumManiaV4" machine is individually used, keep the LAN cable connected between the main unit and the HUB unit.
- When switching ON/OFF the units, refer back to page 20 or 21.
- For session plays, make the same "GROUP ID" setting on the "NETWORK OPTIONS" screen for the "DrumManiaV4" and "GuitarFreaksV4" machines. Also make the "DHCP" setting according to your applications. (See page 119.)

1-13 Checking the use of e-AMUSEMENT service

The sign-up screen shows up just once after conversion has been made with this product.

Whether using the e-AMUSEMENT service or not, be sure to make this setting.

- When the machine has been moved to another shop or reconnected to another router in the same shop, the “e-AMUSEMENT Service Agreement” screen shows up again. (In such case, take the sign-up procedure again.)
- While the machine stays connected with the same router in the same shop, the screen in question does not show up even if initialization (returning to the factory settings) has been made or the hard disk drive replaced.

Check the sign-up status in the following procedure.

- For using the e-AMUSEMENT service => Go to Step 1 below.
- Not for using the e-AMUSEMENT service => Go to Step 1 on page 77.

■ When the e-AMUSEMENT service is used — — — — —

● Checking the use of e-AMUSEMENT service

1

Check to see if the LAN cable is connected as specified below.

For independent operation

- Make sure the LAN cable is **connected** between the DrumManiaV4 machine and the in-shop e-AMUSEMENT HUB. (See page 70.)

For session plays

- Make sure the session-play LAN cable is **connected** between the DrumManiaV4 machine and the GuitarFreaksV4 machine. (See page 73.)
- Make sure the LAN cable is **connected** between the DrumManiaV4 HUB and the in-shop e-AMUSEMENT HUB. (See page 73.)

2

Plug in all the power cords into the receptacle and turn ON all the power switches. (See page 20 or 21.)

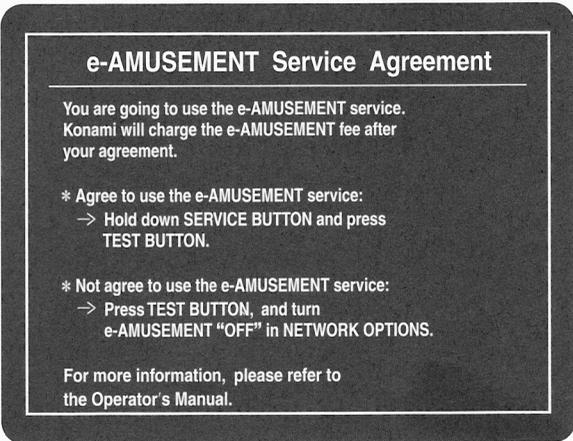
When the power is turned ON, it takes a little time to get the monitor screen prepared. This is for the signal to become stable, not a malfunction. Wait until the screen gets prepared (about 60 seconds).

The monitor screen looks like any of the following. This is not a malfunction.

- Warped screen
- “NO SIGNAL” appearing onscreen
- Nothing appearing onscreen (black)

The speaker lamp and woofer lamp stay flashing from the instant the power is turned ON to the instant the screen gets prepared.

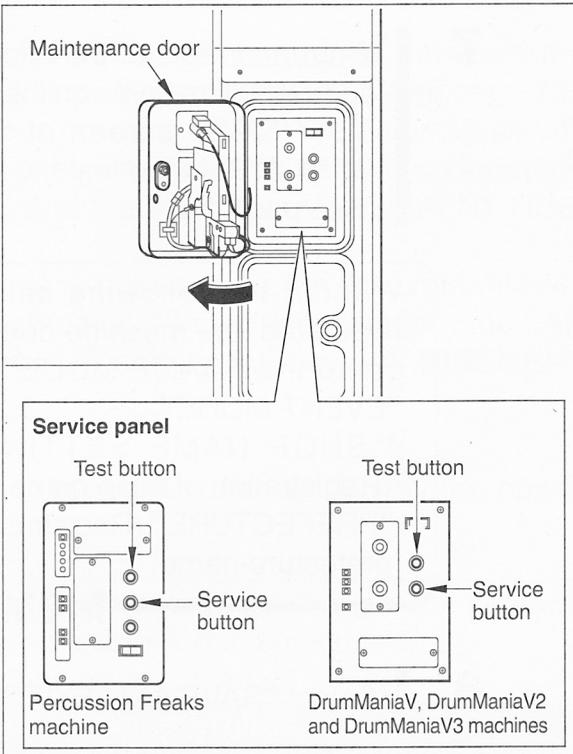
- 3** When this product gets started for the first time, the screen at right shows up.



- 4** Open the maintenance door. Hold down the service button and press the test button, both on the service panel.

•When the e-AMUSEMENT service is not used, press the test button with the screen on in Step 3 and go to Step 5 on page 79.

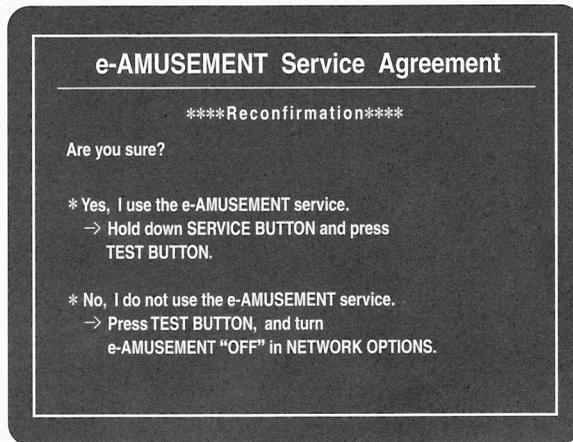
MEMO



- 5** Then the “Re-Confirmation” screen shows up. To use the e-AMUSEMENT service, hold down the service button and press the test button again.

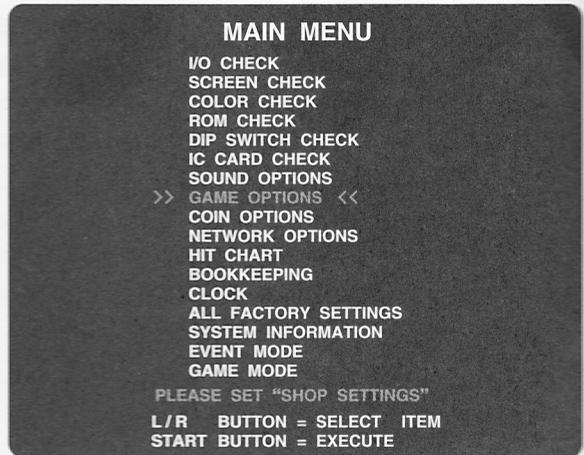
•When the e-AMUSEMENT service is not used, press the test button with this screen and go to Step 5 on page 79.

MEMO



Percussion Freaks machine
DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

- 6** | **Naiking the “SHOP SETTINGS”**
The “MAIN MENU” in the test mode appears, which prompts you to make the “SHOP SETTINGS”.



- 7** | Enter and register the shop name and prefecture name on the “SHOP SETTINGS” screen of “GAME OPTIONS” in the test mode. (See page 116.)

•Without the following settings registered, the machine does not get to the “GAME MODE” and “EVENT MODE”.
•“SHOP NAME SETTINGS” (Registration of shop name)
•“PREFECTURE” (Registration of prefecture name)

MEMO



•This screen is just an example.

- 8** | Select “SAVE AND EXIT” and press the service button.
- 9** | Select “GAME MODE” on the “MAIN MENU” screen and get the game mode started.

Now the e-AMUSEMENT service sign-up has been completed.

Next go to “How to check the version” in “1-14 Making and checking various settings”. Then make and check various settings according to the specifications of your machine. (See pages 80 to 85.)

■ When the e-AMUSEMENT service is not used — — — — —

● Check the following point

Check to see if the machine is equipped with the (expansion) card unit and (expansion) IC card unit. If equipped, detach them, referring to “2 When the e-AMUSEMENT service is not used” on page 90.

● Checking the use of e-AMUSEMENT service

1

Check to see if the LAN cable is connected or disconnected as specified below.

■ For independent operation

- Make sure the LAN cable is **not connected** between the DrumManiaV4 machine and the in-shop e-AMUSEMENT HUB. (See page 70.)

■ For session plays

- Make sure the session-play LAN cable is **connected** between the DrumManiaV4 machine and the GuitarFreaksV4 machine. (See page 73.)
- When the e-AMUSEMENT service is not used on both the “DrumManiaV4” and “GuitarFreaksV4” game machines, keep the LAN cable **disconnected** between the DrumManiaV4 HUB and the in-shop e-AMUSEMENT HUB. (See page 73.)
- When the e-AMUSEMENT service is not used on the “DrumManiaV4” machine, but used on the “GuitarFreaksV4” machine, **connect** the LAN cable between the DrumManiaV4 HUB and the in-shop e-AMUSEMENT HUB. (See page 73.)

2

Plug in all the power cords into the receptacle and turn ON all the power switches. (See page 20 or 21.)

When the power is turned ON, it takes a little time to get the monitor screen prepared. This is for the signal to become stable, not a malfunction. Wait until the screen gets prepared (about 60 seconds).

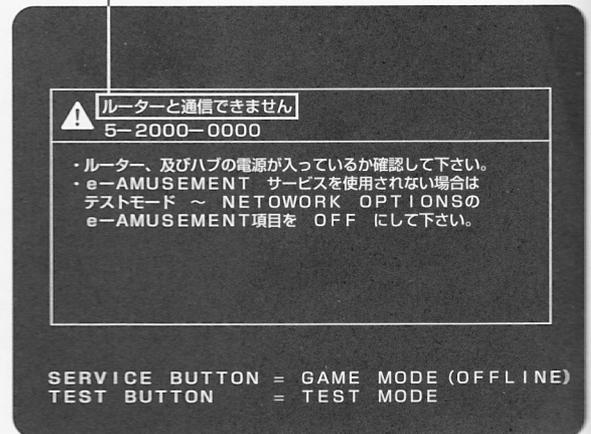
The monitor screen looks like any of the following. This is not a malfunction.

- Warped screen
- “NO SIGNAL” appearing onscreen
- Nothing appearing onscreen (black)

The speaker lamp and woofer lamp stay flashing from the instant the power is turned ON to the instant the screen gets prepared.

- 3** When this product gets started for the first time, the error screen at right shows up. This is because the network connection is not made with the e-AMUSEMENT service.

Cannot communicate with the router. (See page 149.)



e-AMUSEMENT Service Agreement

You are going to use the e-AMUSEMENT service.
Konami will charge the e-AMUSEMENT fee after
your agreement.

* Agree to use the e-AMUSEMENT service:

→ Hold down SERVICE BUTTON and press
TEST BUTTON.

* Not agree to use the e-AMUSEMENT service:

→ Press TEST BUTTON, and turn
e-AMUSEMENT "OFF" in NETWORK OPTIONS.

For more information, please refer to
the Operator's Manual.

- The above screen shows up when the LAN cable is connected between the DrumManiaV4 HUB and the in-shop e-AMUSEMENT HUB.

For independent operation

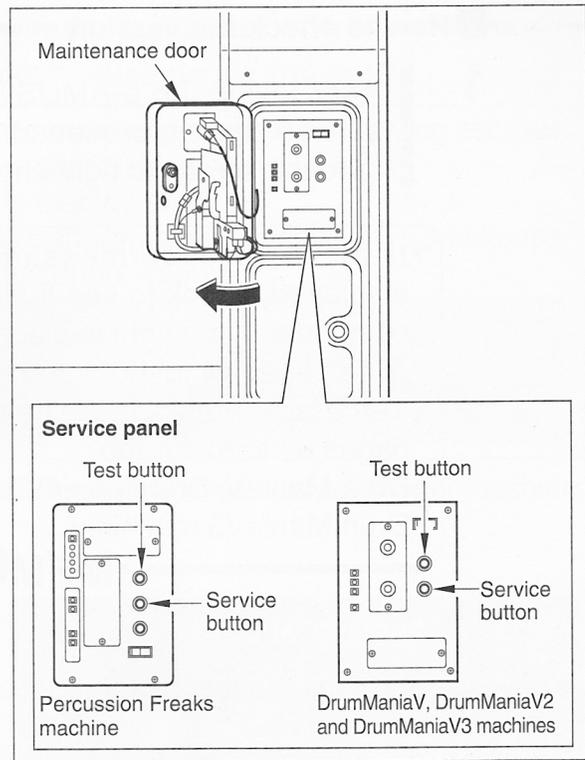
- When the e-AMUSEMENT service is not used, go to Steps 4, 5 and 6. Then be sure to disconnect the above LAN cable and go to Step 7.

For session plays

- When the e-AMUSEMENT service is used on the "GuitarFreaksV4" machine, go to Step 4.
- When the e-AMUSEMENT service is not used on both the "DrumManiaV4" and "GuitarFreaksV4" game machines, go to Steps 4, 5 and 6. Then be sure to disconnect the above LAN cable and go to Step 7.

MEMO

- 4** | Open the maintenance door, and press the test button on the service panel.

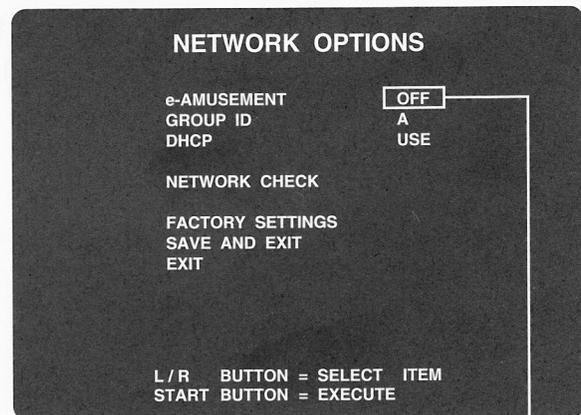


- 5** | The "MAIN MENU" in the test mode appears. Select "NETWORK OPTIONS" and turn the "e-AMUSEMENT" setting to "OFF".

- 6** | Select "SAVE AND EXIT" and press the service button.

•Set "e-AMUSEMENT" to "OFF" and reboot the machine to get the game mode started.

MEMO



Set to OFF.

- 7** | With the setting in place, turn the power OFF, wait longer than 10 seconds and turn it ON again. (See page 20 or 21.)

- 8** | Get the game mode started.

Now the e-AMUSEMENT service sign-up has been completed.

Next go to "How to check the version" in "1-14 Making and checking various settings". Then make and check various settings according to the specifications of your machine. (See pages 80 to 85.)

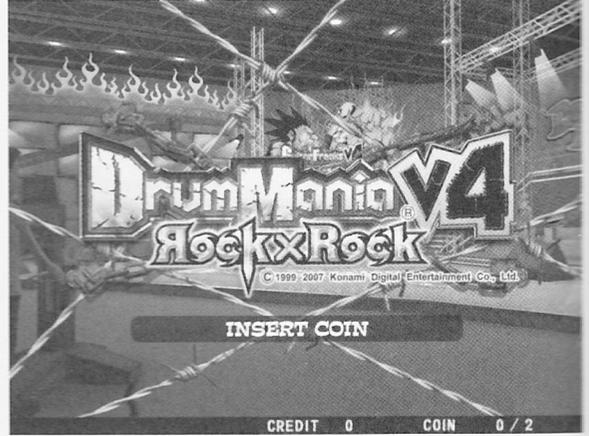
1-14 Making and checking various settings

■ How to check the version

- 1 After taking the e-AMUSEMENT service sign-up procedure, make sure the screen at right shows up.

• If an error code/message is displayed, check to see if all the components are tight in place. (See pages 44 to 47 for the Percussion Freaks machine and pages 64 to 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.

MEMO



• This screen is just an example.

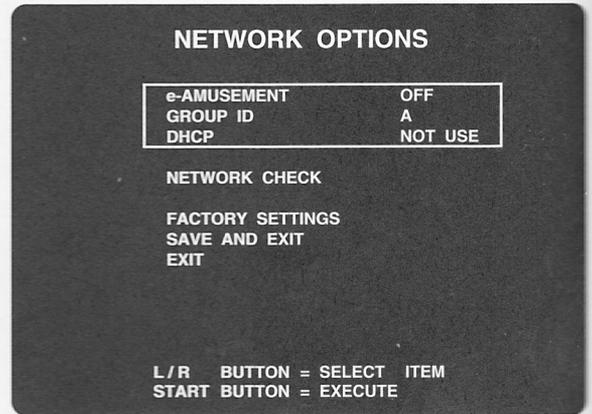
- 2 Press the test button on the service panel to get to the test mode.

According to the specifications of your machine, make and check various settings starting with the next page.

Then go to “1-15 Replacing the title panel”. (See page 86.)

When the e-AMUSEMENT service is not used

- Make sure “e-AMUSEMENT” on the “NETWORK OPTIONS” screen is at “OFF” (See page 119.)
- Make the “GROUP ID” and “DHCP” setting on the “NETWORK OPTIONS” screen. (See page 119.)



• This screen is just an example.

■ Adjusting the sound volume

Take the following procedure to adjust the sound volume of the machine.

Sound volume setting with analog controls

Service panel •The layout of the service panel varies depending on the production lot.

(1) Sound volume control
Turn fully clockwise.
Minimum Max

(2) Bass control
180°
Make a half turn from minimum.
Minimum

Percussion Freaks (GQ881-HD, TB) machine owners

(1) Sound volume control
Turn fully clockwise.
Minimum Max

(2) Bass control
180°
Make a half turn from minimum.
Minimum

DrumManiaV (GNE02-HD, TB),
DrumManiaV2 (GNF02-HD, TB) or
DrumManiaV3 (GNF32-HD, TB) machine owners

•Turn the (1) Sound volume control on the service panel fully clockwise, and place the (2) Bass control at 180° from minimum.
(See the figure above.)

MEMO

Sound volume setting with digital controls

- Adjust the settings on the “SOUND OPTIONS” screen in the test mode.
(See page 113.)

Adjust the analog volume control first and then the digital volume control on the “SOUND OPTIONS” in the test mode in the above procedure, and an optimum sound volume will be achieved. (Preferably adjust the analog volume control as discussed above.)

- To operate the machine for session plays, make the above settings first and then fine-adjust the sound volume balance, referring to page 85.

MEMO

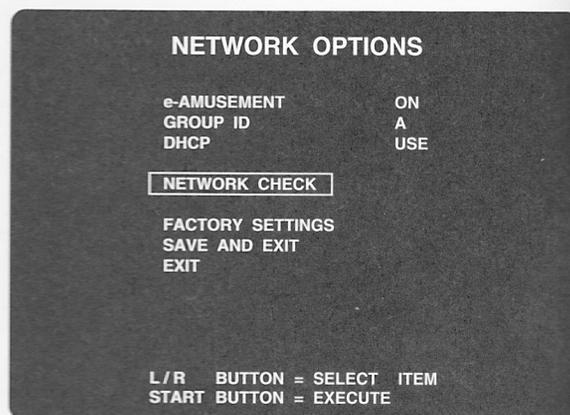
■ Making and checking session-play settings — — — — —

Referring to the test mode in “3 Game settings”, be sure to make the following settings. (See pages 104 to 127.)

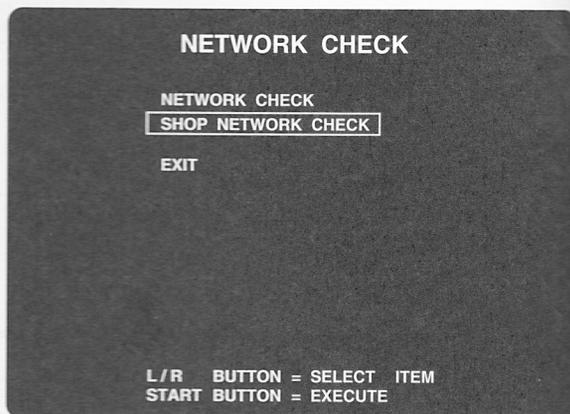
● Checking the network

Check the network status with the “GuitarFreaksV4” machine in Item “SHOP NETWORK CHECK” of “NETWORK CHECK” on the “NETWORK OPTIONS” screen in the test mode.

(See pages 119, 120 and 122.)

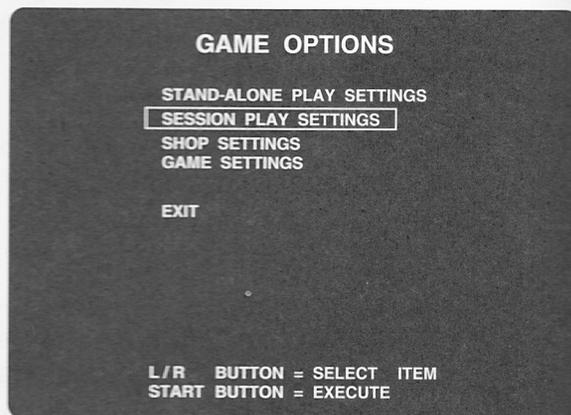


• This screen is just an example.



● Game settings for session plays

On the “SESSION PLAY SETTINGS” screen of “GAME OPTIONS” in the test mode, make the difficulty, number-of-stages, and session wait time settings. (See pages 114 and 115.)



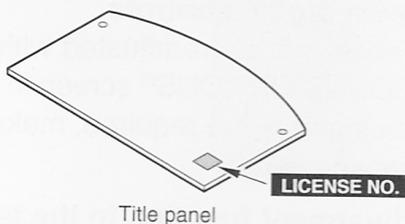
1-15 Replacing the title panel

■ How to replace the title panel



- Before replacing the title panel, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.

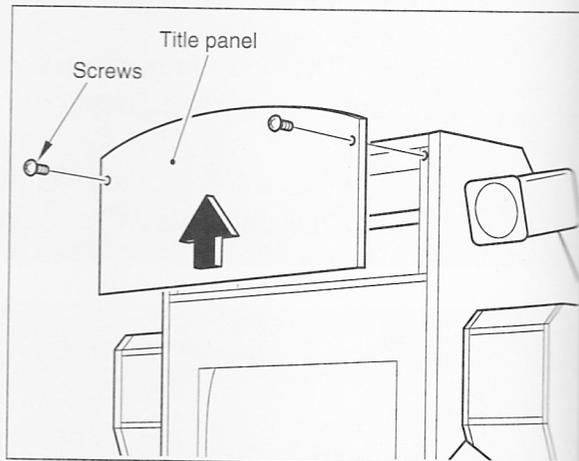
The parts to be mounted in this section



- Make sure the "LICENSE NO." of title panel is the same as the "SERIAL NO." of PCB unit and the "SERIAL NO." of security plug (black), contained in this product. (See page 16.)



- 1** Be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)
- 2** Remove the screws and detach the title panel. (Lift the title panel vertically.)
- 3** **To fit the title panel**
Set the "DrumManiaV4" title panel in place and secure it with the screws.

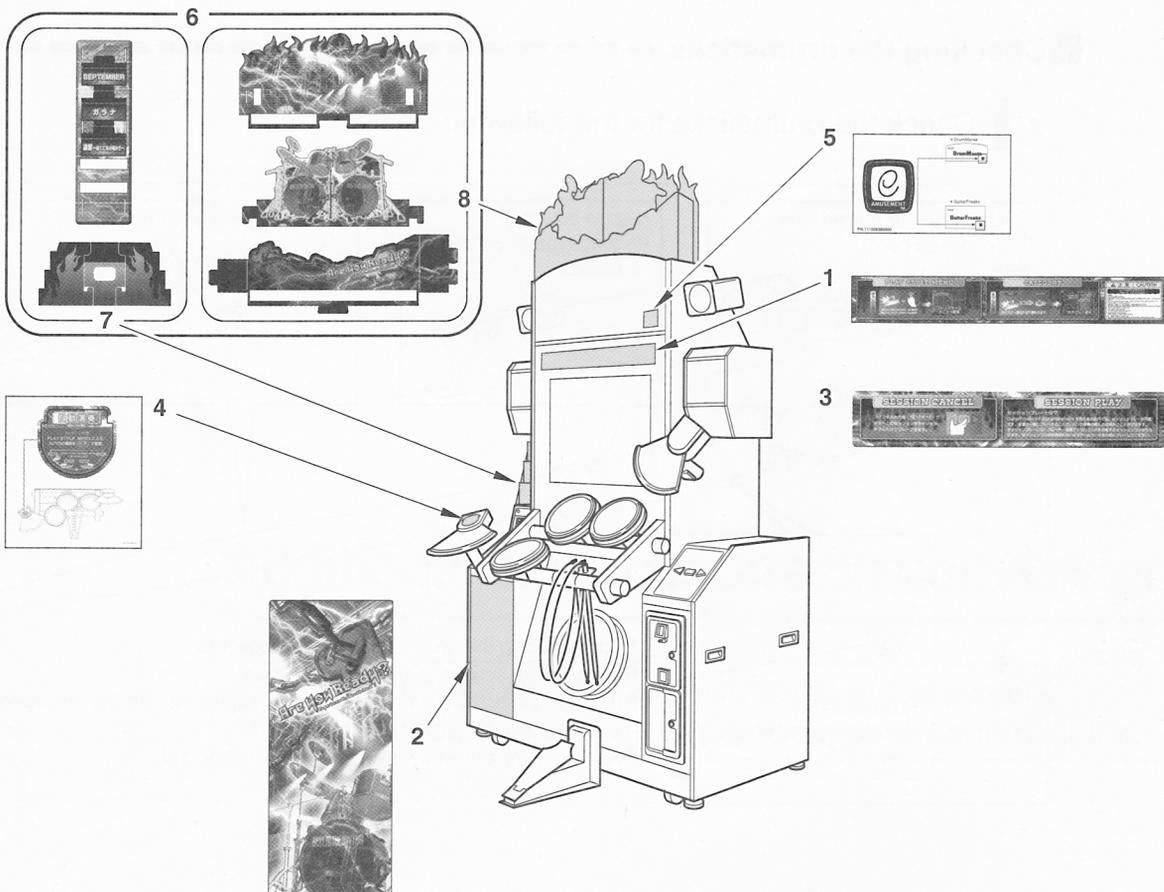


Now the title panel has been replaced.

Then go to "1-16 Applying the decorative labels and others" and "1-17 Checking the drumsticks". (See pages 87 and 88.)

1-16 Applying the decorative labels and others

■ Applying the decorative labels and others



Percussion Freaks machine

DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

No.1 to 5 : Decorative label set (See page 16.)

Attach No.3 around the monitor of the machine when session plays are to be performed.

Apply the No.4 and No.5 labels in position as required.

Remove the previous billboards and set up No. 7 to No. 8 instead. Tear off the previous billboards carefully because they are strongly stuck.

No.	CODE No.	NAME	QTY	NOTE
1	111797250000	LABEL, GLASS/U	1	
2	111617880000	LABEL, FRONT	1	
3	111617870000	LABEL, CANCEL	1	For session play
4	111617860000	LABEL, AUTO	1	
5	111008380000	LABEL, E-AMUSEMENT	1	For e-AMUSEMENT
6	111674470000	ASS'Y, POP	1	No.7 to No.8 included
7	111617840000	POP, L	1	Side billboard(L)
8	111617850000	POP, U	1	Upper billboard

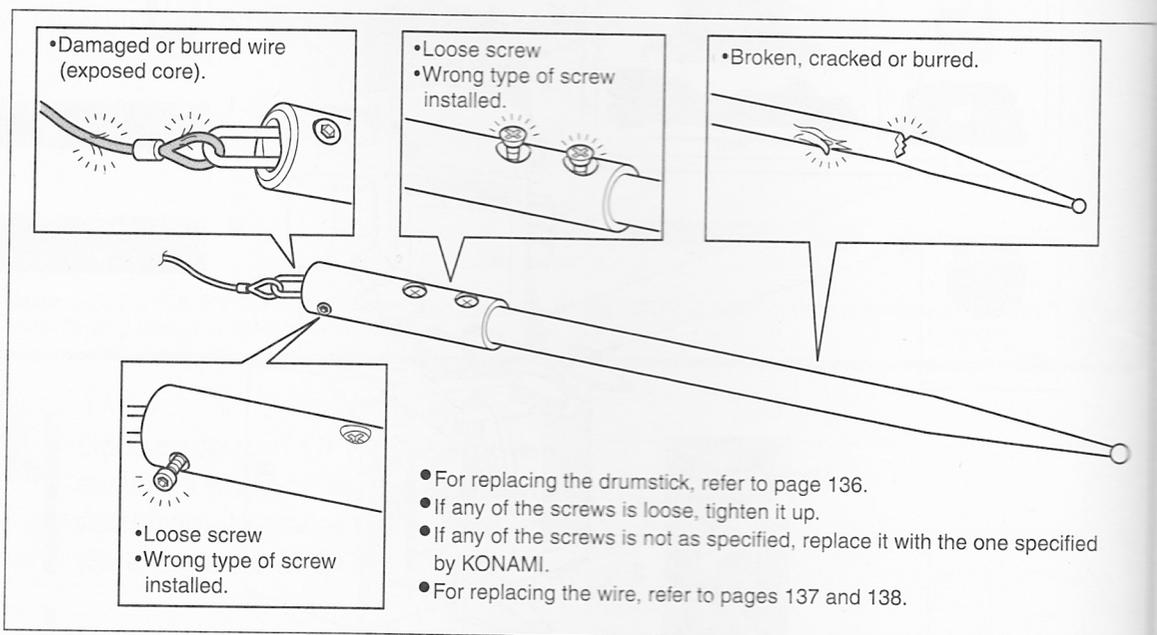
The types of labels may be different depending on the shipment period.

1-17 Checking the drumsticks

The drumsticks may degrade with time and may get broken or cracked depending on how they are used. The wires may also get damaged or burred, resulting in injury or accident. Check them at regular intervals and replace them with new ones of the same type, as required.

■ Checking the drumsticks

Check the drumsticks for the following points.



• Now the conversion is complete.

When the AMUSEMENT service is not used

Dismounting the (expansion) card unit and (expansion) IC card unit

When the AMUSEMENT service is not used but the machine is equipped with the (expansion) card unit and (expansion) IC card unit, detach these units in the following order:
1. (expansion) IC card unit
2. (expansion) card unit
3. (expansion) IC card unit

1. (expansion) IC card unit
2. (expansion) card unit
3. (expansion) IC card unit

Additional explanations on conversion

The items in this chapter apply to some of the owners.
Take the procedures according to the type of your machine.

2 When the e-AMUSEMENT service is not used

Dismounting the (expansion) card unit and (expansion) IC card unit

- When the e-AMUSEMENT service is not used but the machine is equipped with the (expansion) card unit and (expansion) IC card unit, detach these units in the following procedure.
- How to detach the (expansion) card unit and (expansion) IC card unit varies depending on the specifications of your machine.
Referring back to pages 20 and 21, check the type of your GuitarFreaks machine and take the specified procedure.

(Expansion) card unit (For entry card)	Percussion Freaks machine -----> Take the procedure below.
	DrumManiaV machine -----> Go to page 94.
	DrumManiaV2 machine -----> Go to page 94.
(Expansion) IC card unit (For e-AMUSEMENT PASS)	Percussion Freaks machine -----> Go to page 97.
	DrumManiaV machine -----> Go to page 100.
	DrumManiaV2 machine -----> Go to page 100.
	DrumManiaV3 machine -----> Go to page 100.



- Before dismounting the (expansion) card unit and (expansion) IC card unit, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

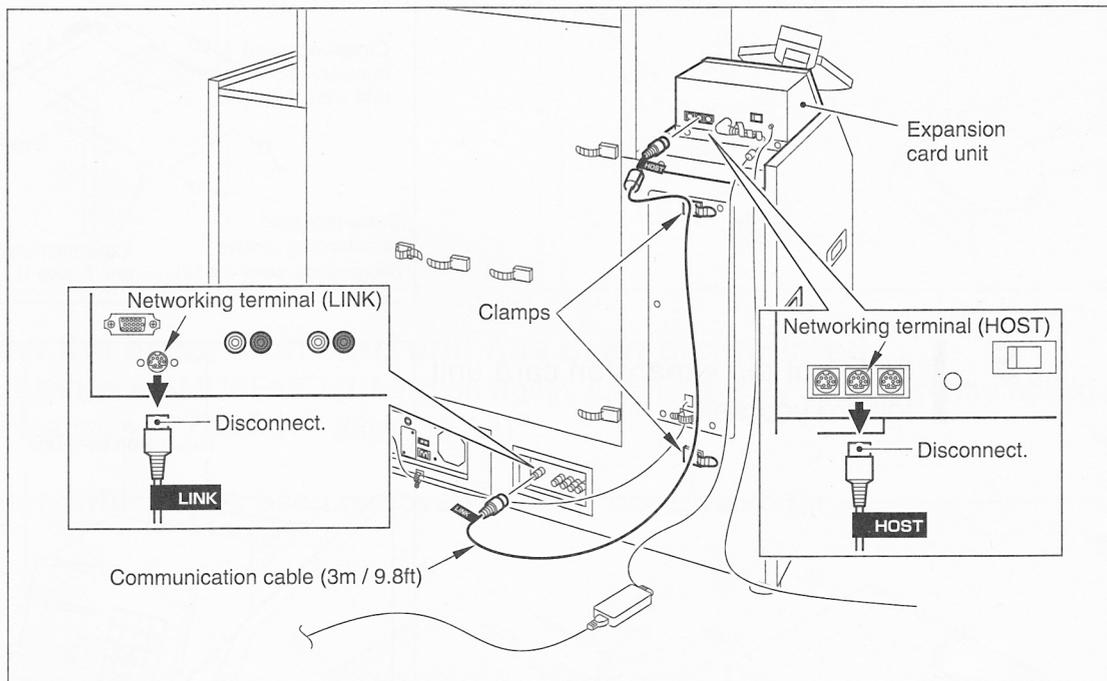
■ How to dismount the (expansion) card unit -----

Percussion Freaks machine

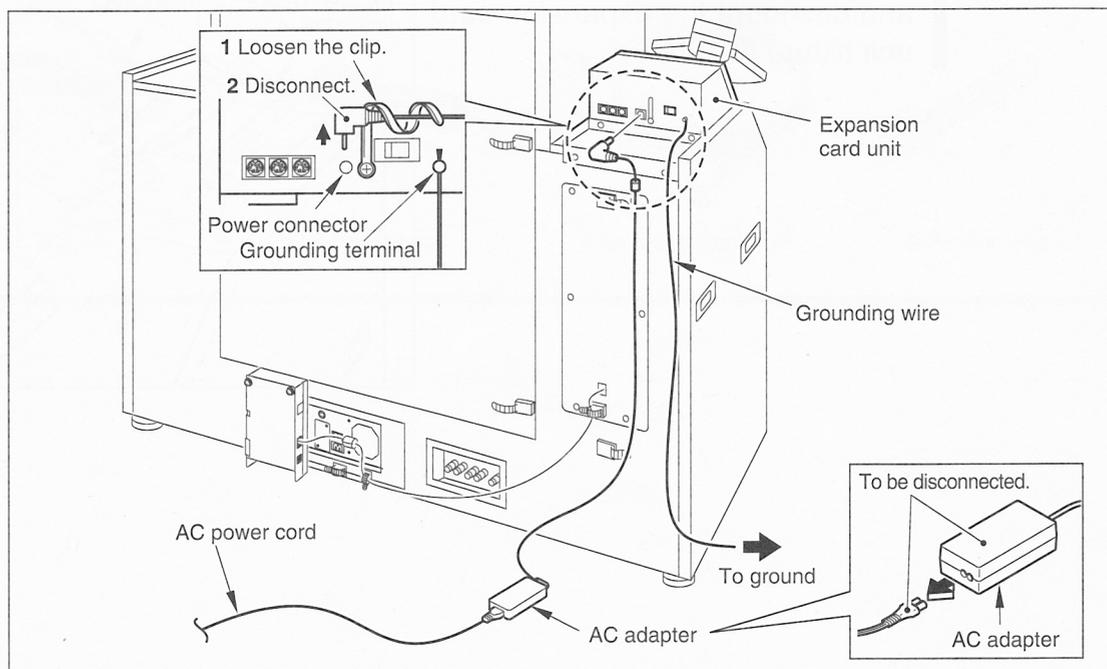


- 1 Turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)

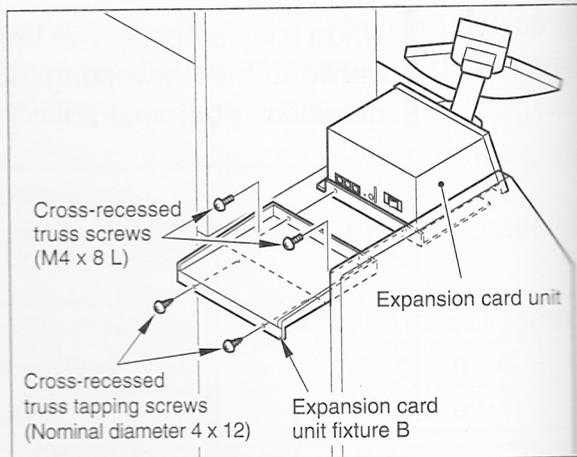
- 2** Undo the clamps shown below, and disconnect the communication cable from between the networking terminal (HOST) of the expansion card unit and the networking terminal (LINK) of the machine.



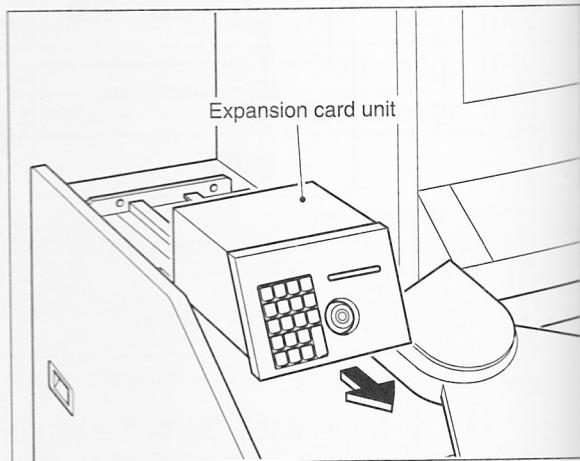
- 3** Loosen the clip of the expansion card unit, and pull out the AC adapter terminal from the power connector. Then, disconnect the grounding wire from the grounding terminal.



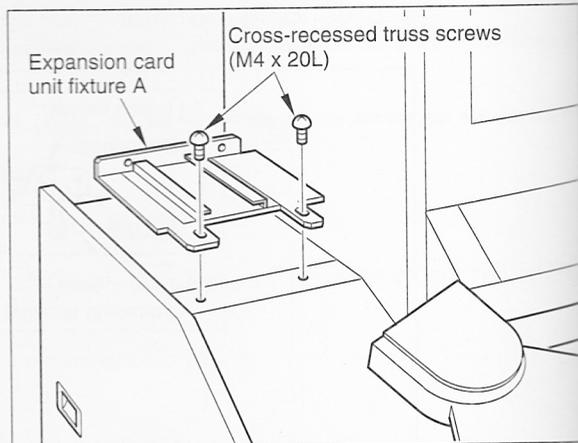
- 4** Remove the screws shown at right and dismount the expansion card unit fixture B.



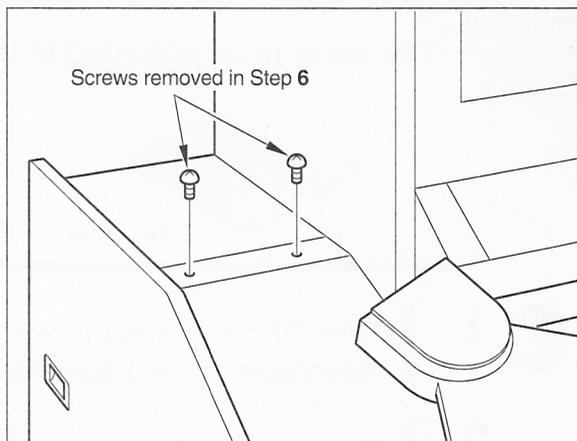
- 5** Slide out the expansion card unit toward yourself.



- 6** Remove the screws shown at right and dismount the expansion card unit fixture A.



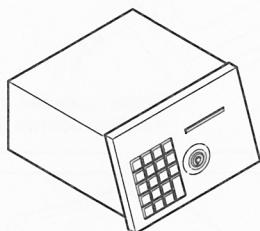
- 7** Apply the screws (removed in Step 6) again to the positions of the machine shown at right.



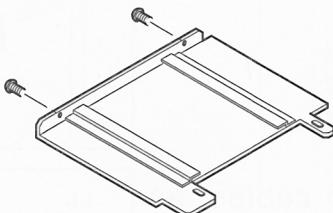
•Now the expansion card unit has been dismantled.

•To use the e-AMUSEMENT function again, it is necessary to prepare the optional “Expansion IC Card Unit (GUG32-AA)”.

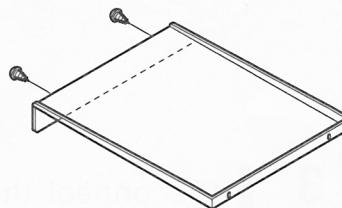
Parts which have been removed in the procedure so far



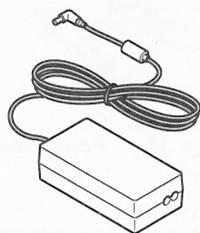
•Expansion card unit
(Shape different by production lot)



•Expansion card unit fixture A
•Cross-recessed truss screws (M4 x 8 L) x 2



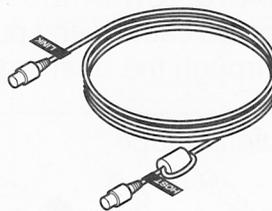
•Expansion card unit fixture B
•Cross-recessed truss tapping screws (Nominal diameter 4 x 12) x 2



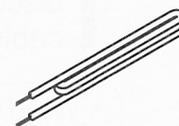
•AC adapter



•AC power cord



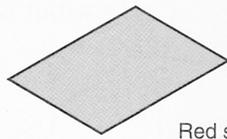
•Communication cable



•Grounding wire

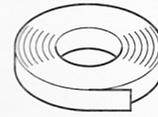
DrumManiaV and DrumManiaV2 machines

The parts to be mounted in this section



Red sticker

• Prepare this tape by yourself.

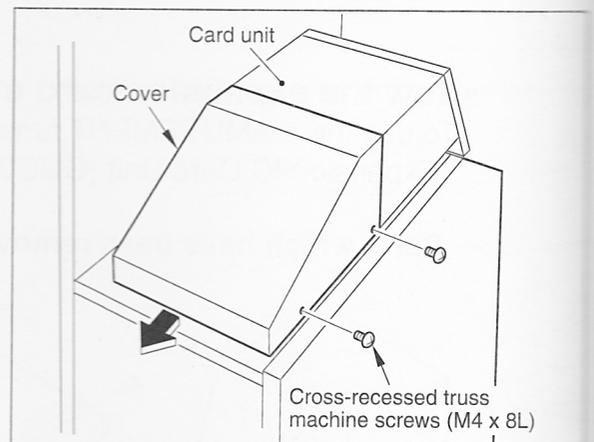


Insulating tape



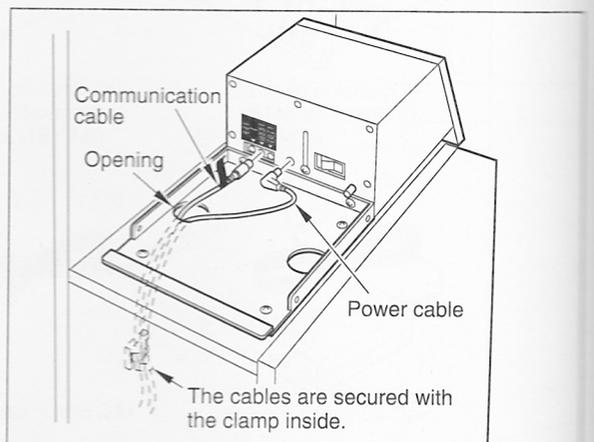
1 Turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)

2 Remove the screws, shown at right, and detach the back cover of the card unit.

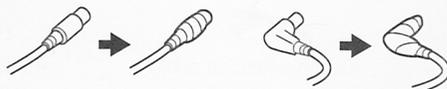


3 Disconnect the two cables, as shown at right.

4 Wind insulating tape or the like around the terminals of the disconnected cables, and put in the cables through the opening.

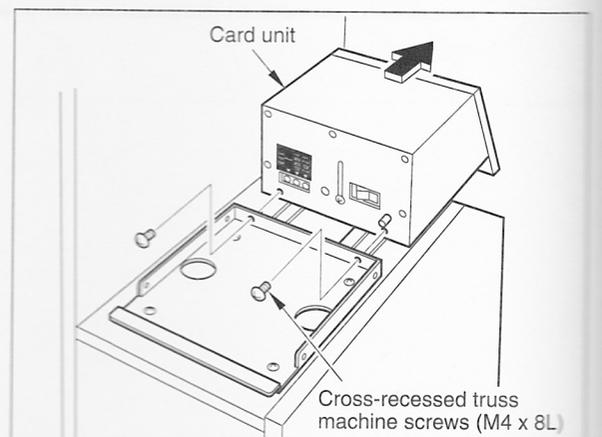


• Wind insulating tape.

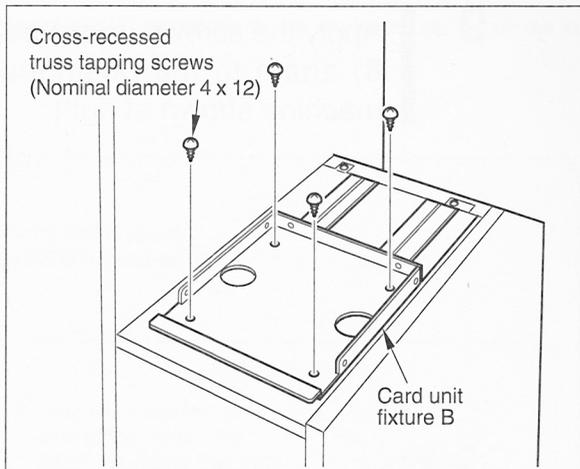


MEMO

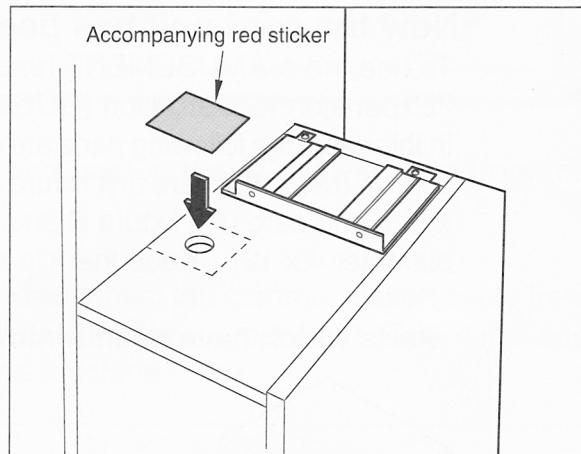
5 Remove the screws, shown at right, and slide and take out the card unit.



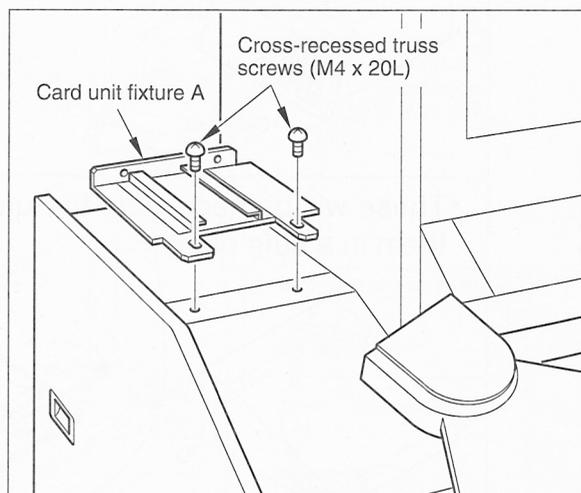
- 6** Remove the screws shown at right and dismount the card unit fixture B.



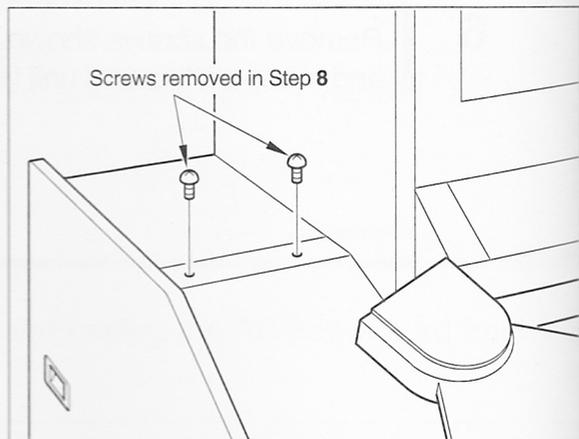
- 7** Cover the opening with the accompanying red sticker.



- 8** Remove the screws shown at right and dismount the card unit fixture A.



- 9** Apply the screws (removed in Step 8) again to the positions of the machine shown at right.

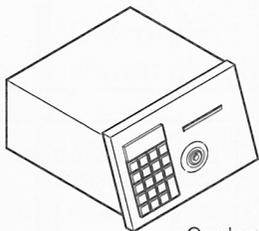


•Now the card unit has been dismantled.

To use the e-AMUSEMENT function again, it is necessary to prepare the optional "Expansion IC Card Unit (GUG32-AA)".

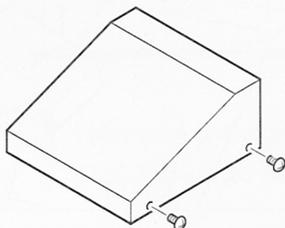
In this case, the following parts are needed: cover and two cross-recessed truss machine screws (M4 x 8L); card unit fixture A and two cross-recessed truss machine screws (M4 x 8L); and card unit fixture B and four cross-recessed truss tapping screws (Nominal diameter 4 x 12). Keep them in a safe place.

Parts which have been removed in the procedure so far

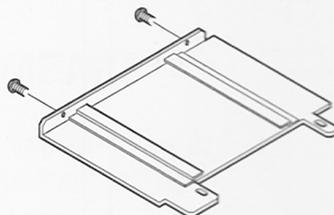


•Card unit

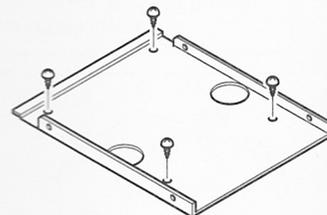
•These will be necessary for future use of the e-AMUSEMENT service. Keep them in a safe place.



•Cover x 2
•Cross-recessed truss machine screws (M4 x 8L) x 2



•Card unit fixture A
•Cross-recessed truss machine screws (M4 x 8L) x 2

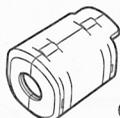


•Card unit fixture B
•Cross-recessed truss tapping screws (Nominal diameter 4 x 12) x 4

How to dismantle the (expansion) IC card unit

Percussion Freaks machine

The parts to be mounted in this section



• Install them for future use of the e-AMUSEMENT service

Clamp filter x 1

• Installing the clamp filter

1 Unlock the hooks and open the clamp filter.

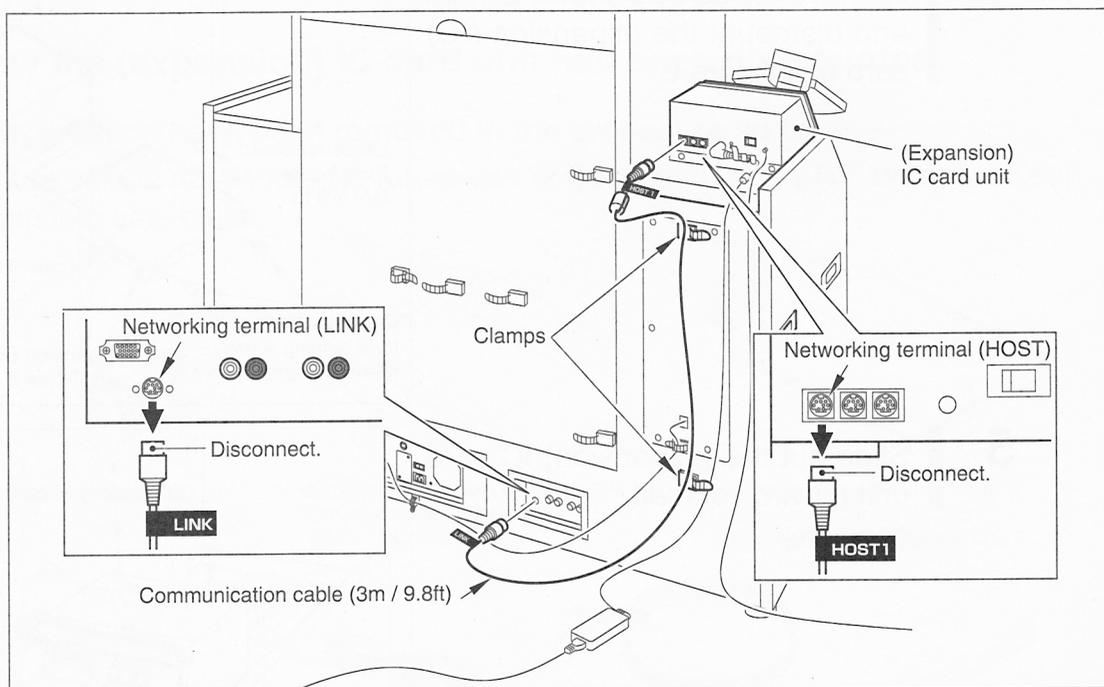


2 Wind the cable two turns around the clamp filter. Install the clamp filter onto the cable, with care not to until it "clicks".



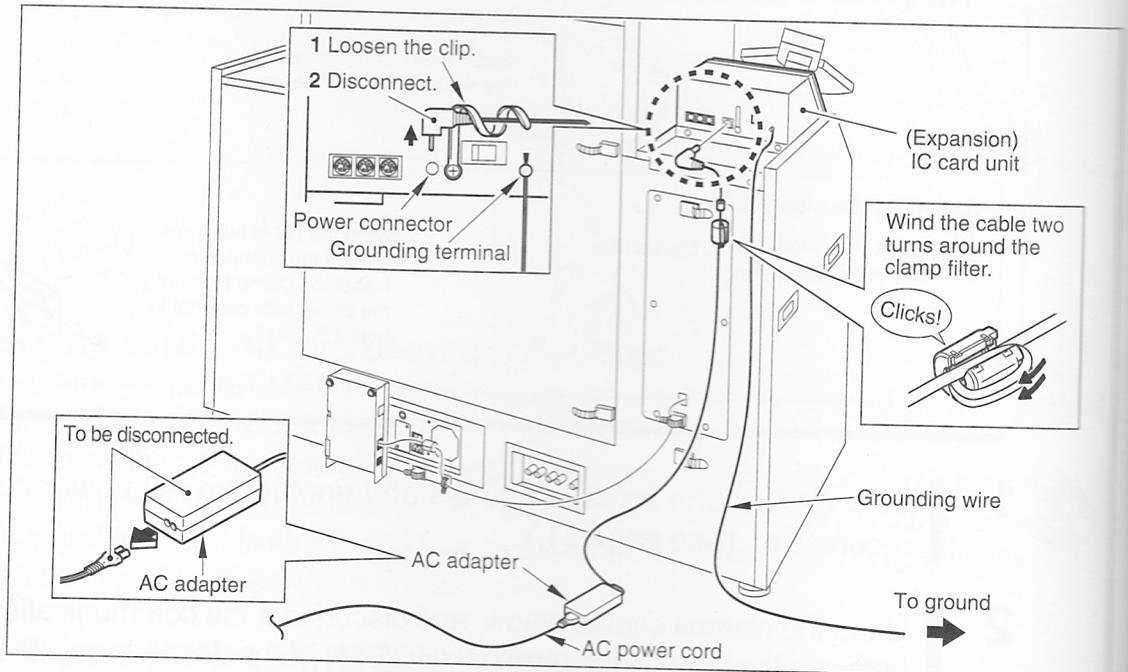
1 Turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 21.)

2 Undo the clamps shown below, and disconnect the communication cable from between the networking terminal (HOST1) of the (expansion) IC card unit and the networking terminal (LINK) of the machine.

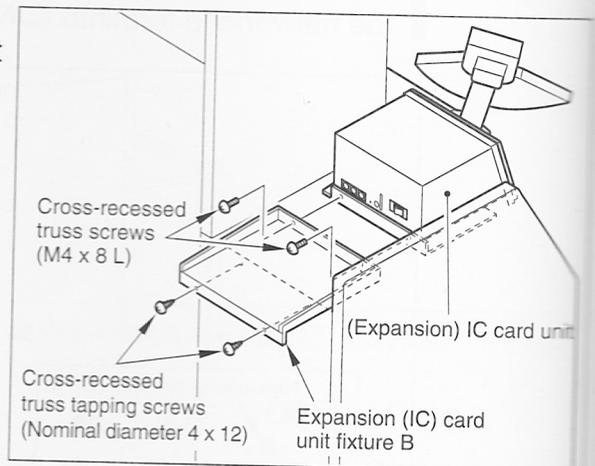


2 When the e-AMUSEMENT service is not used

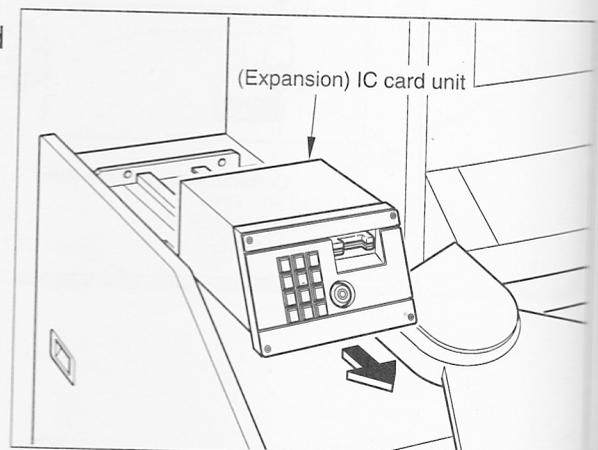
- 3** Undo the clips at the (expansion) IC card unit. Disconnect the AC adapter terminal from the power connector and install the accompanying clamp filter onto the AC adapter cable. (For installing the clamp filters, refer to page 87.) Then, disconnect the grounding wire from the grounding terminal.



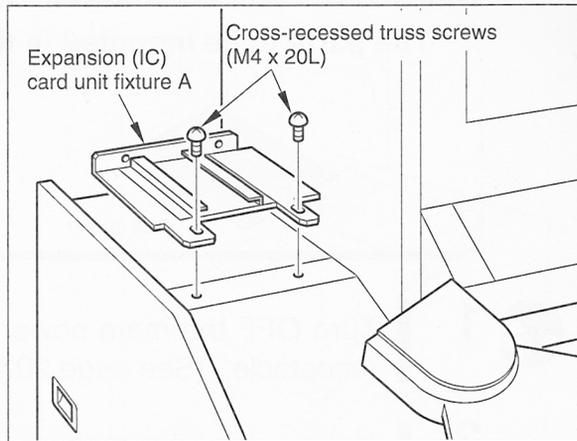
- 4** Remove the screws shown at right and dismount the expansion (IC) card unit fixture B.



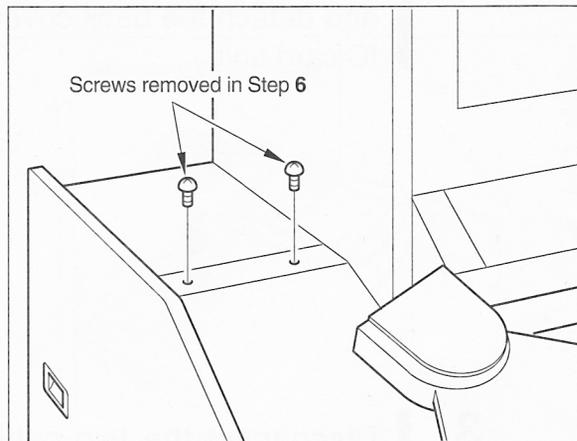
- 5** Slide out the (expansion) IC card unit toward yourself.



- 6** Remove the screws shown at right and dismount the expansion (IC) card unit fixture A.



- 7** Apply the screws (removed in Step 6) again to the positions of the machine shown at right.

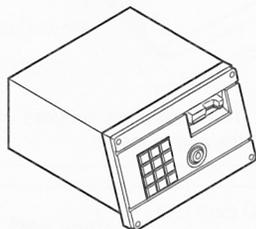


Percussion Freaks machine

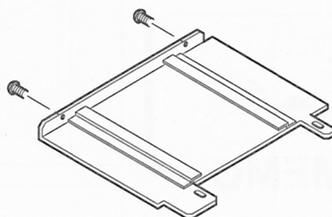
•Now the (expansion) IC card unit has been dismantled.

Parts which have been removed in the procedure so far

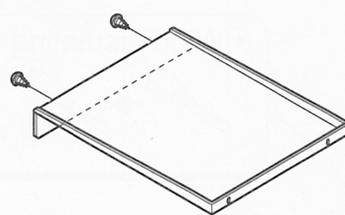
- These will be necessary for future use of the e-AMUSEMENT service. Keep them in a safe place.



•(Expansion) IC card unit



•Expansion (IC) card unit fixture A
•Cross-recessed truss screw (M4 x 10 L) x 2



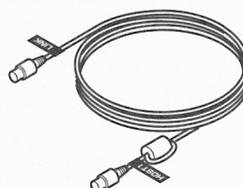
•Expansion (IC) card unit fixture B
•Cross-recessed truss tapping screw (Nominal diameter 4 x 12) x 2



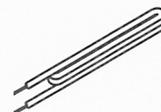
•AC adapter (Including clamp filter)



•AC power cord



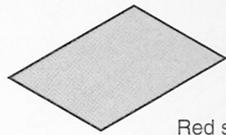
•Communication cable



•Grounding wire

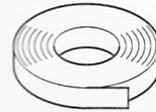
DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

The parts to be mounted in this section



Red sticker

•Prepare this tape by yourself.

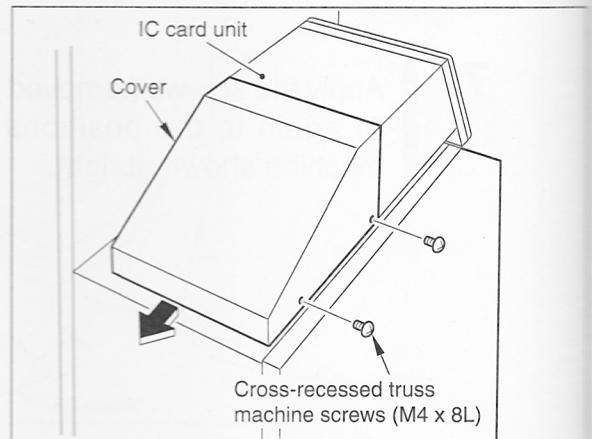


Insulating tape



1 Turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20.)

2 Remove the screws, shown at right, and detach the back cover of the IC card unit.



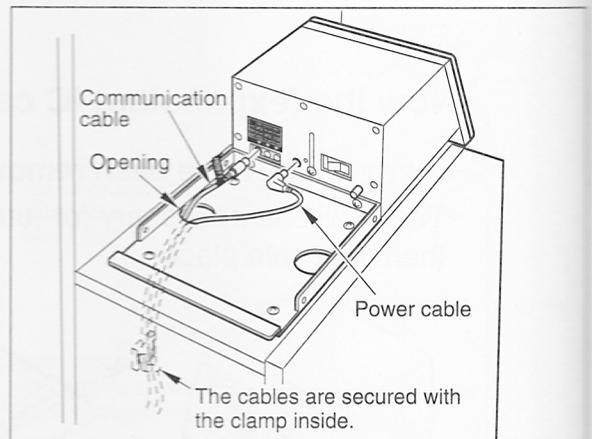
3 Disconnect the two cables, as shown at right.

4 Wind insulating tape or the like around the terminals of the disconnected cables, and put in the cables through the opening.

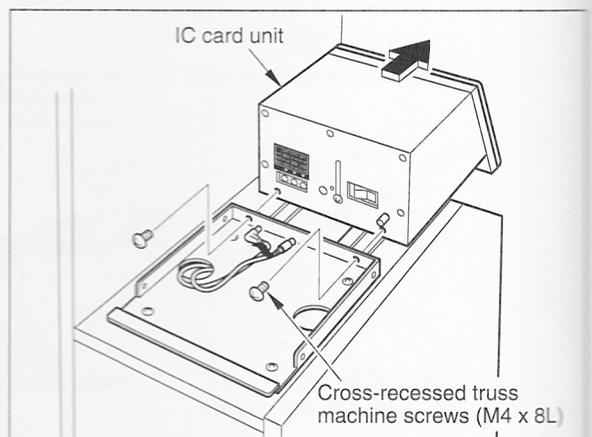
• Wind insulating tape.



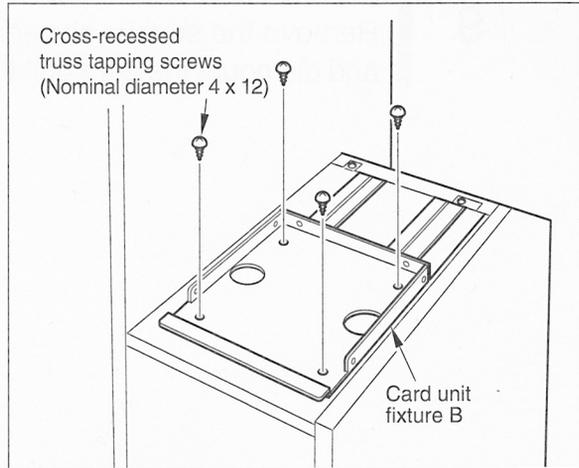
MEMO



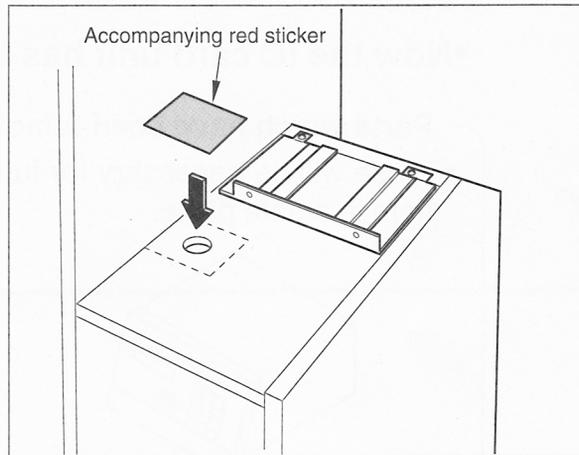
5 Remove the screws, shown at right, and slide and take out the IC card unit.



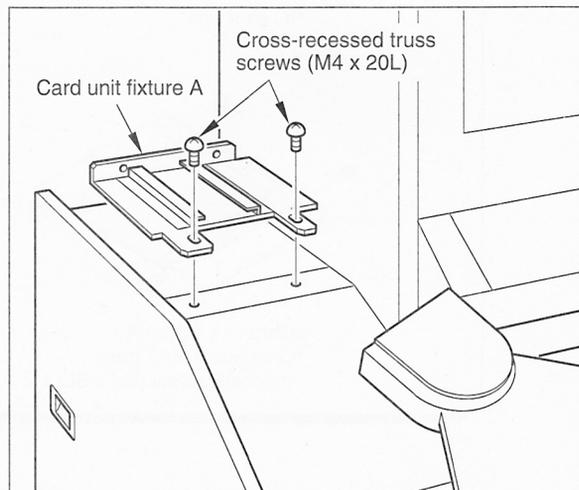
- 6** Remove the screws shown at right and dismount the card unit fixture B.



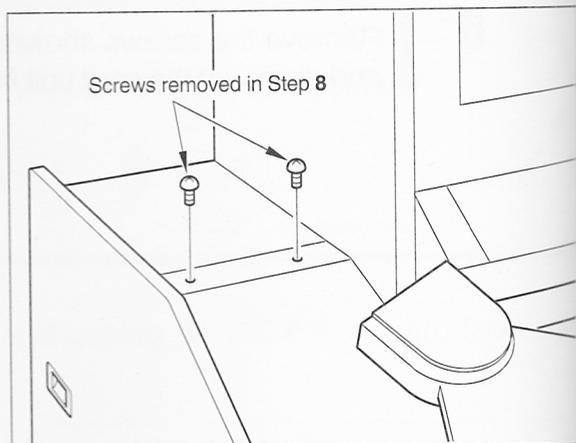
- 7** Cover the opening with the accompanying red sticker.



- 8** Remove the screws shown at right and dismount the card unit fixture A.



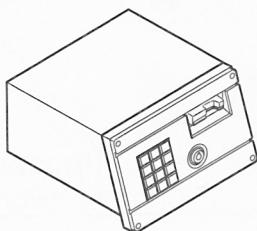
- 9** Remove the screws shown at right and dismount the card unit fixture A.



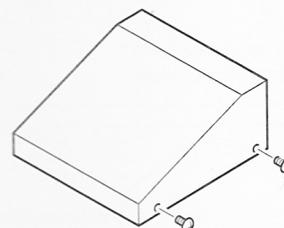
•Now the IC card unit has been dismantled.

Parts which have been removed in the procedure so far

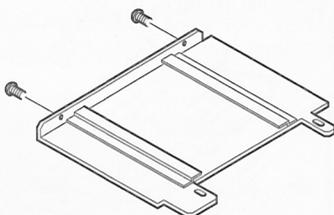
- These will be necessary for future use of the e-AMUSEMENT service. Keep them in a safe place.



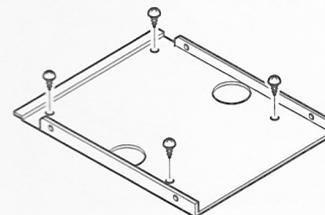
•IC card unit



•Cover
•Cross-recessed truss machine screw (M4 x 8L) x 2



•Card unit fixture A
•Cross-recessed truss machine screw (M4 x 8L) x 2



•Card unit fixture B
•Cross-recessed truss tapping screw (Nominal diameter 4 x 12) x 2

3-1 Checking the game status

When the AC power is disconnected, the power switch is turned ON, the power is restored, and the system is automatically restarted. The system will be displayed in the "Result of game status" display. If the system is not started, please check the power switch and the power switch. (See the "Power switch" section.)

Operation

3 Game settings

3-1 Checking the game start up

- When the AC power cord is plugged in and the power switch is turned ON, the various game settings will be automatically initialized and checked. The final results will be displayed onscreen. (See “Result of game startup” discussed below.) If the power is not turned ON, make sure that the machine’s main power switch and sub power switch are all at the ON position. (See the machine’s Operator’s Manual and page 20 or 21 of this manual.) Keep in mind that the power does not turn on if the back door is not tightly closed. Be sure to turn ON the HUB unit power and (expansion) IC card unit power too.



- Once the power switch has been turned on, never touch the pads, the foot pedal, the start button and the select buttons until the demonstration game gets started.
- Do not change the factory settings of this product’s DIP switches unless otherwise specified.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the AC power cord from the receptacle and contact your nearest dealer.
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.

When the power is turned ON, it takes a little time to get the monitor screen prepared. This is for the signal to become stable, not a malfunction. Wait until the screen gets prepared (about 60 seconds).

The monitor screen looks like any of the following. This is not a malfunction.

- Warped screen
- “NO SIGNAL” appearing onscreen
- Nothing appearing onscreen (black)

The speaker lamp and woofer lamp stay flashing from the instant the power is turned ON to the instant the screen gets prepared.

■ Result of test —————

If test is OK

- When “DrumManiaV4” logo appears onscreen, it means that the game software starts up normally.
 - The machine goes to the game mode and the demonstration game gets started.
 - If an error message appears onscreen, take proper measures, referring to “6 Troubleshooting” and “7 List of error codes and messages”.
- (See pages 147 to 156.)

•When the conversion is made, the settings made in the test mode and the data that have been accumulated by “BOOKKEEPING” and “HIT CHART” are not passed over.

If you want to operate this product at the previous settings, make the test mode and clock settings again.

•To use the e-AMUSEMENT on-line service, be sure to set the “e-AMUSEMENT” setting to “ON” on the “NETWORK OPTIONS” screen on page 119.

This service is available by closing a contact with KONAMI in advance.

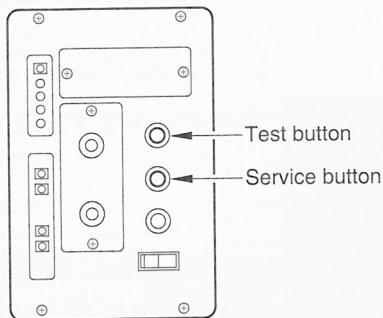
And the (expansion) IC card unit must be already installed.

MEMO

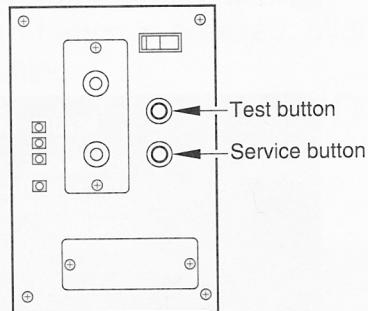
Buttons

Service panel

•The layout of the service panel varies depending on the production lot.

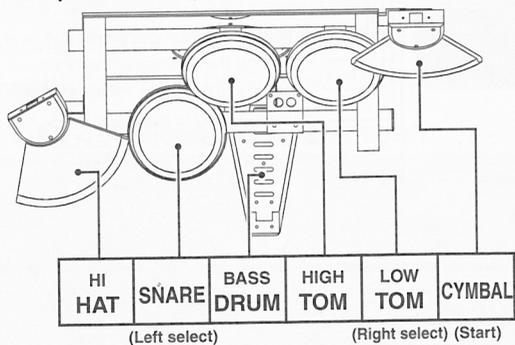


Percussion Freaks (GQ881-HD, TB) machine owners

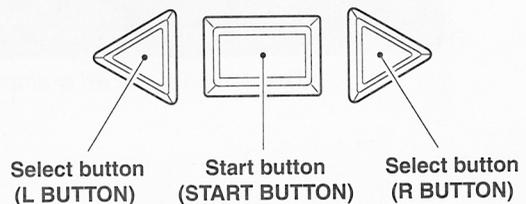


DrumManiaV (GNE02-HD, TB),
DrumManiaV2 (GNF02-HD, TB) or
DrumManiaV3 (GNF32-HD, TB) machine owners

Drum pads and foot pedal



Control panel



3-2 Setting and adjustment of game mode

Manually check and change the settings for the screen displays and game contents and change them as required.

Starting the test mode

- 1 Turn ON the power switch.
- 2 While the demonstration game is playing, press the test button on the service panel.
·The main menu is displayed on the screen.

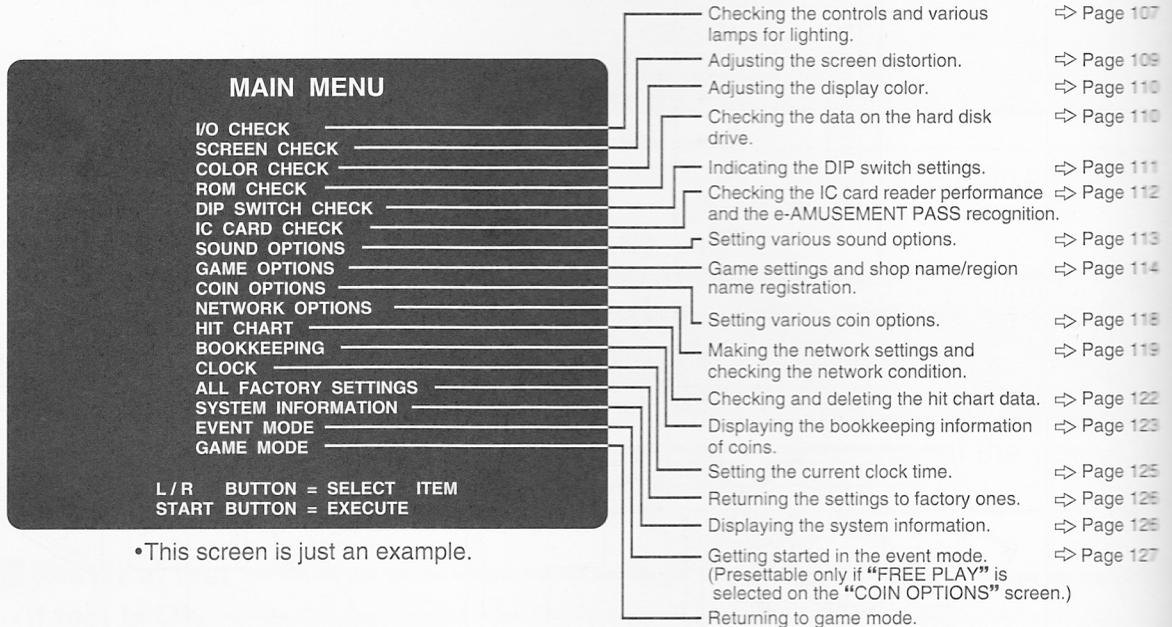
•Do not turn ON the power switch with the test button held down. The current settings will be erased and the machine will have the factory settings.

MEMO

Quit the test mode

- 1 Press the select button to select "GAME MODE" on the main menu.
- 2 Press the start button.
·The screen goes back to the game mode.

Main menu screen (basic items)



•This screen is just an example.

Selecting each mode

How to select each mode from the main menu

- SELECT ⇨ Press the select button.
- SET ⇨ Press the start button.

After selecting a mode, refer to the page on which that mode is described in details.

•To use the "©" mode, which is marked at the right of the mode title of reference page, the machine must be equipped with the "(Expansion) IC Card Unit". For some e-AMUSEMENT functions, the owner must sign up with KONAMI.

3-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red.
- Press the select button to select a mode to be modified. Hold down the start button and press the select button to change the setting.
- After the setting has been changed, select “SAVE AND EXIT” and press the start button for entry.
- “NOW SAVING” will appear, the modified settings will be saved, and the screen returns to the main menu.
- If “EXIT” is selected after the modification of the settings, the following message will appear.

YOU HAVE NOT SAVED YET. SAVE CHANGES NOW? YES/NO

Press the select button to select “YES” or “NO”, and press the start button for entry. If “YES” is selected, the new settings will be saved with “NOW SAVING” displayed and the screen will return to the main menu.

If “NO” is selected, the message “NO MODIFICATION” will appear, the modified settings will not be saved, but the main menu will show up again on the screen.

- If “FACTORY SETTINGS” is selected and the start button is pressed, all the setting of the mode will be returned to the factory setting.

MEMO

I/O CHECK

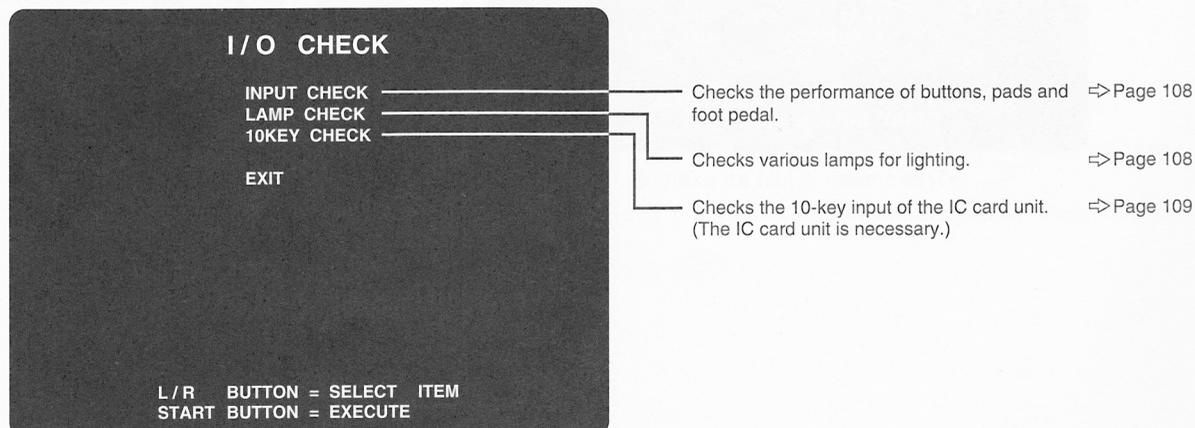
Checking the controls and various lamps for lighting

- Mode for checking the performance of buttons, pads and foot pedal as well as the light-up of lamps.

Press the select button to select an item to check. Press the start button, and its specified check screen shows up.

To return to the main menu screen, select “EXIT” and press the start button.

“I/O CHECK” item select screen



• This screen is just an example.

INPUT CHECK

Checking the performance of controls

- Mode for checking the performance of buttons, pads and foot pedal.
To return to the "I/O CHECK" item select screen, press both the right and left select buttons at the same time.

The screenshot shows the following menu items and their status:

HI-HAT	OFF
SNARE	OFF
HIGH TOM	OFF
LOW TOM	OFF
CYMBAL	OFF
BASS DRUM	OFF
SELECT L	OFF
SELECT R	OFF
START	OFF
COIN MECH	OFF
TEST	OFF
SERVICE	OFF

At the bottom: L + R BUTTON = EXIT

Callouts from the right side of the screen:

- Displays "ON/OFF" according to the inputs from the buttons, pads and foot pedal.
 - ONThe switch is on.
 - OFFThe switch is off.
- Displays "ON/OFF" according to input.
- Displays "ON/OFF" according to input by each button.

•This screen is just an example.

LAMP CHECK

Checking various lamps for lighting

- Mode for checking to see if each lamp lights up.
To return to the "I/O CHECK" item select screen, press the start button.

The screenshot shows the following menu items and their status:

ALL	OFF
AUTO	OFF
HI-HAT	ON
SNARE	OFF
HIGH TOM	OFF
LOW TOM	OFF
CYMBAL	OFF
WOOFER	OFF
SPEAKER	OFF
SPOT	OFF
START	OFF
SELECT	OFF

At the bottom: L/R BUTTON = SELECT ITEM
START BUTTON = EXIT

Callouts from the right side of the screen:

- Select "ALL", and "ON" appears at once to tell that all the lamps come on.
- The indication changes to "ON" simultaneously when "AUTO" is selected, and all the lamps automatically light up one after another starting from "HI-HAT". After "SELECT" all the lamps light up. Then the "HI-HAT" alone gets on, and the other lamps come on one after another.
- The indication changes to "ON" simultaneously when the item to be checked is selected, and the related lamp lights up.

•This screen is just an example.

10KEY CHECK

The (expansion) IC card unit is required.



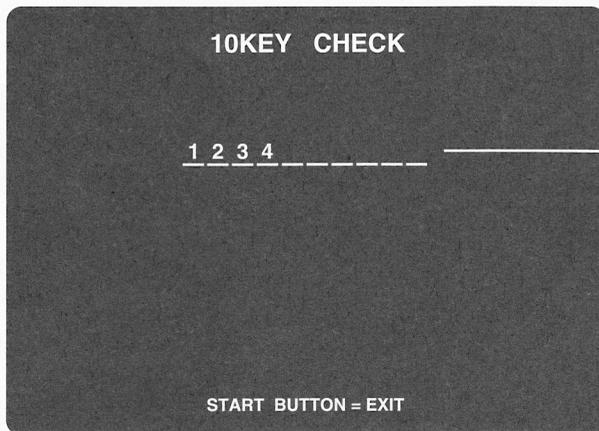
Checking the 10-key input

- Mode for checking the 10-key input of the IC card unit.

Press the numeric keys to check, and the entered numbers will appear one by one from the left. For about 0.3 second after the push, the number appears in red, and then will turn white.

The command and symbol keys other than the numeric ones are not operative in this mode.

To return to the "I/O CHECK" item select screen, press the start button.



Indicates the key input.
When the 10th character has come up, the leftmost character slides away to the left out of the screen.

•This screen at left is just an example.

- When "10KEY CHECK" is selected, "INITIALIZING" appears first onscreen to get the 10-key unit initialized. If the keypad is not connected, "NOT AVAILABLE" appears instead and the 10-key unit cannot be checked. In such case, press the start button to return to the main menu screen. Then turn OFF all the power switches, unplug the AC power cord, and see if the keypad is correctly connected.

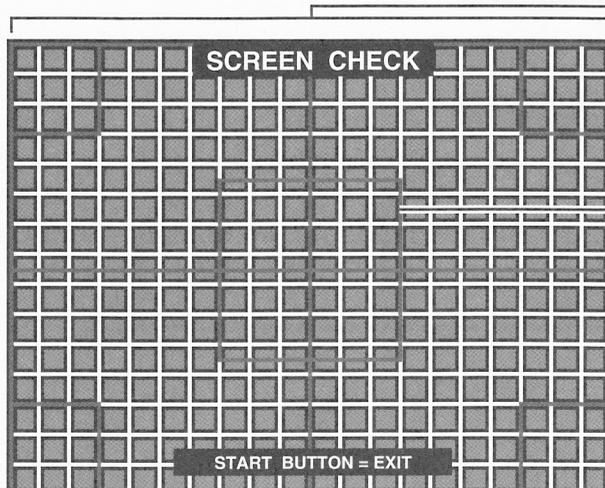
MEMO

SCREEN CHECK

Adjusting the screen distortion

- Mode for checking the screen display.

Adjust the size and vertical as well as horizontal displacement of the image, as required, on the screen while watching the crosshatch pattern. Use the machine's monitor adjustment PCB to make adjustments. (Refer to the Operator's Manual of the "DrumMania (Percussion Freaks)" machine.) To return to the main menu screen, press the start button.



1. Adjust the right and left red lines to the monitor's frame.

2. Next adjust the central red rectangular shape in a square.

•This screen at left is just an example.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Make the adjustment using the machine's monitor adjustment PCB so that the colors of the color bars should appear properly graded and the background should become black sufficiently. (Refer to the Operator's Manual of the "DrumMania (Percussion Freaks)" machine.) At the same time, adjust the gradation in the range of ▲ "COLORLESS" so that it is darkened.

To return to the main menu screen, press the start button.

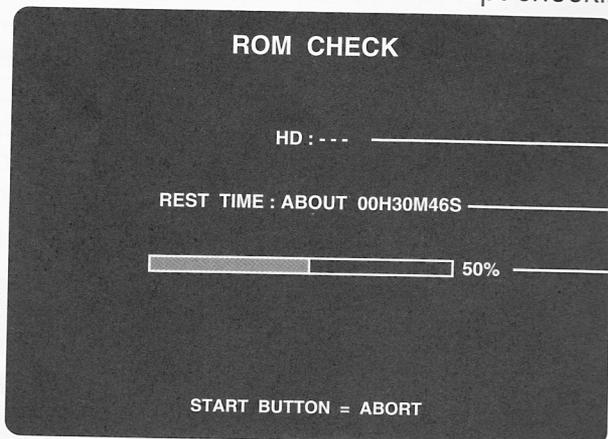
ROM CHECK

Checking the data on the hard disk drive

- Mode for checking the data on the hard disk drive of the PCB unit.

In this mode, the data on the hard disk drive of the PCB unit is automatically checked. When a hard disk drive is normal, "OK" is indicated, and if an abnormal hard disk drive is found, "BAD" is indicated. It takes about 60 minutes for checking. (It may take much time to check up depending on the hard disk drive contents.)

Press the start button to interrupt checking or return to the main menu screen.



Starts checking automatically. "..." appears onscreen during the check.

Displays an estimated time to finish the checking. (30 minutes 46 seconds in this figure)

The progress is counted from 0% to 100%, which means the check is complete.

•This screen is just an example.

When the hard disk drive have been completely checked, "OK" appears.

HD : OK

If anything wrong is in the check results, "BAD" appears.

HD : BAD

- If "BAD" appears, turn OFF all the power switches, wait for longer than 10 seconds and turn them ON again.
- If the power is turned ON again but "BAD" reappears, immediately turn OFF all the power switches, unplug the AC power cord and contact your nearest dealer.

MEMO

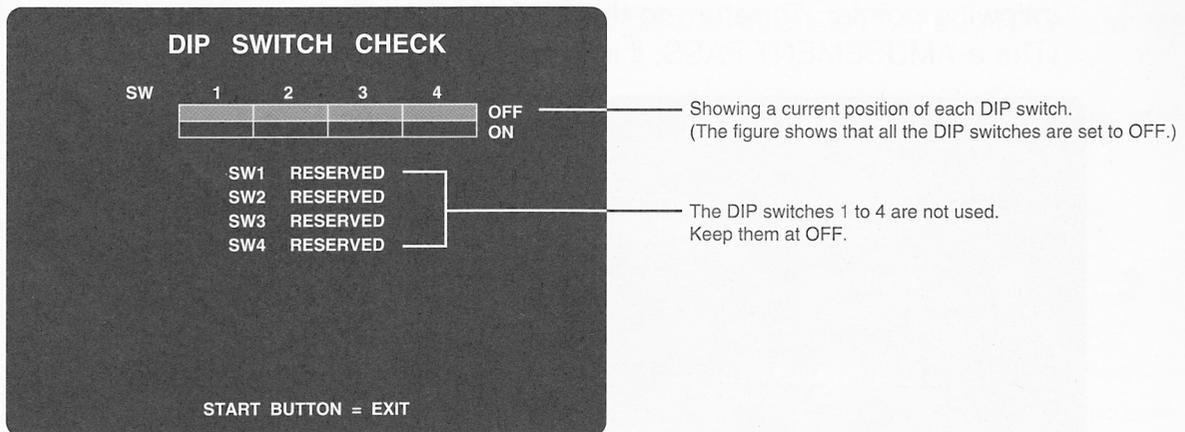
DIP SWITCH CHECK

Indicating the DIP switch settings

- Mode for checking the setting of the DIP switches on the PCB unit.

Be sure to set the DIP switches as follows.

To return to the main menu screen, press the start button.



•This screen is just an example.

DIP switch bit No.			
1	2	3	4
OFF	OFF	OFF	OFF

- Unless otherwise specified, keep the DIP switches on the PCB unit as shown at left.
(See page 47 or 67.)

MEMO

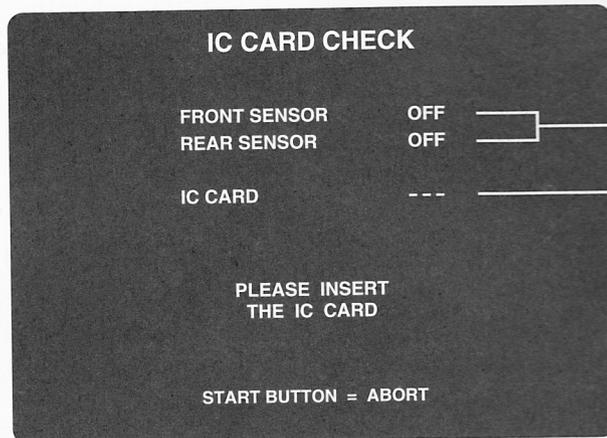
IC CARD CHECK The (expansion) IC card unit is required.



Checking the IC card reader performance and the e-AMUSEMENT PASS recognition

- Mode for checking the e-AMUSEMENT PASS recognition and the IC card reader performance.

Insert the e-AMUSEMENT PASS into the e-AMUSEMENT PASS slot and check the following points. To return to the "MAIN MENU" screen, press the start button. (The e-AMUSEMENT PASS, if inserted, will be ejected.)



•This screen is just an example.

•If the (expansion) IC card unit is not installed, "NOT AVAILABLE" appears onscreen.

MEMO

Displays the sensor status in the IC card reader.
 ·ON The sensor is responsive to cards.
 ·OFF The sensor is not responsive to cards.
 When the e-AMUSEMENT PASS is not inserted, "OFF" appears at both the "FRONT SENSOR" and "REAR SENSOR" settings.
 When the e-AMUSEMENT PASS is half inserted, "ON" appears at the "FRONT SENSOR" setting and "OFF" at the "REAR SENSOR" setting.
 When the e-AMUSEMENT PASS is fully inserted, "ON" appears at both the settings. (The pass has been inserted until it clicks)

Displays the e-AMUSEMENT PASS recognition.
 ·OK The e-AMUSEMENT PASS is recognized.
 ·BAD The e-AMUSEMENT PASS is not recognized.
 When the e-AMUSEMENT PASS is not inserted, "---" appears at this setting.

When the IC card reader is ready to sense the e-AMUSEMENT PASS, this mode is called on and the e-AMUSEMENT PASS slot LED starts flashing in green.
 When an e-AMUSEMENT PASS is inserted, the LED stays on in green.
 Quit the mode, and the e-AMUSEMENT PASS is ejected and the LED starts flashing in red. Then it goes out.

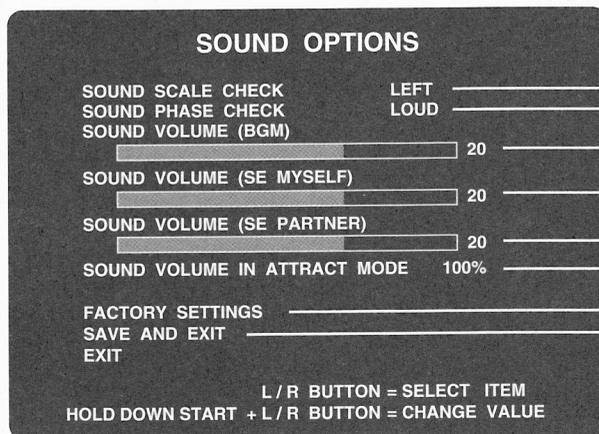
SOUND OPTIONS

Setting various sound options

■ Mode for setting and checking the sound options.

Press the select button to select a mode to be modified. Hold down the start button and press the select button to change the setting.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



•This screen is just an example.

•For sound volume adjustment for session plays, refer also to page 85.

MEMO

A balance sound is generated by the BGM.

The scale "do, re, mi ... do" is heard alternately from the left and right speakers.

The sound stops when the item ends.

Checks the phase of speakers.

•Listen while sitting on the stool in the play position.

A loud sound is heard when "LOUD" is displayed.

A soft sound is heard when "SOFT" is displayed.

If the sound is heard reversely to the displayed sound, reverse connection of the speaker cable is suspected.

Adjusts the sound volume of the BGM in the range of 0 (mute) to 30 (max). (The factory setting is 20.)

•Hold down the start button and press the right select button to raise the volume.

•Hold down the start button and press the left select button to lower the volume.

Adjusts the player's playing sound volume in the range of 0 (mute) to 30 (max). (The factory setting is 20.)

•Hold down the start button and press the right select button to raise the volume.

•Hold down the start button and press the left select button to lower the volume.

Adjusts the partner's playing sound volume at session plays in the range of 0 (mute) to 30 (max). (The factory setting is 20.)

•Hold down the start button and press the right select button to raise the volume.

•Hold down the start button and press the left select button to lower the volume.

Sets the percentage rate of the game-demonstration sound volume in reference to the "SOUND VOLUME (BGM and SE MYSELF)" setting.

(10% increments in the 0-100% range)

(The factory setting is 100%.)

•Hold down the start button and press the right select button to raise the volume.

•Hold down the start button and press the left select button to lower the volume.

•No sound is heard at the 0% setting.

•While this item is being selected, the BGM and SE MYSELF sounds are heard.

Press the start button to return all the settings to the factory settings.

Be sure to "SAVE AND EXIT" to reflect new settings or the "FACTORY SETTINGS" if selected.

Sound volume after conversion

Even when the sound volume is adjusted to the same level as before, there may be a difference in sound volume between the previous and current versions.

Listening to actual sound, readjust the sound volume as required.

GAME OPTIONS

Game settings and shop name/region name registration

- Mode for making the game settings and registering the shop name and region name. Press the select button to select an item. Press the start button to decide, and the corresponding screen shows up. To return to the main menu screen, select "EXIT" and press the start button.

"GAME OPTIONS" item select screen

The screenshot shows a menu titled "GAME OPTIONS" with the following items: STAND-ALONE PLAY SETTINGS, SESSION PLAY SETTINGS, SHOP SETTINGS, GAME SETTINGS, and EXIT. At the bottom, it says "L / R BUTTON = SELECT ITEM" and "START BUTTON = EXECUTE".

- STAND-ALONE PLAY SETTINGS: Makes the game settings for stand-alone operation. ⇒ See below operation.
- SESSION PLAY SETTINGS: Makes the game settings for session plays. ⇒ Page 115
- SHOP SETTINGS: Enter your shop name and the region name. ⇒ Page 115
- GAME SETTINGS: Sets the closing time of the shop. ⇒ Page 117

•This screen is just an example.

STAND-ALONE PLAY SETTINGS

Making the game settings for stand-alone operation

- Mode for making the game settings for stand-alone operation. Press the select button to select a mode to be modified. Hold down the start button and press the select button to change the setting. To return to the "GAME OPTIONS" item select screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

The screenshot shows a menu titled "STAND-ALONE PLAY SETTINGS" with the following items: DIFFICULTY (BEGINNER, STANDARD, 4: MEDIUM), MAX STAGE (BEGINNER, STANDARD, 3), LONG MUSIC (3 STAGES), FACTORY SETTINGS, SAVE AND EXIT, and EXIT. At the bottom, it says "L / R BUTTON = SELECT ITEM" and "HOLD DOWN START + L / R BUTTON = CHANGE VALUE".

- DIFFICULTY: Sets the difficulty level mode by mode. (from the 8 levels).
 - 1 : EASIEST.....Easier
 - 2 : VERY EASY
 - 3 : EASY
 - 4 : MEDIUM.....Standard
 - 5 : MEDIUM HARD
 - 6 : HARD
 - 7 : VERY HARD
 - 8 : HARDEST.....Harder
- MAX STAGE: Sets the maximum number of stages (1 to 5) per play for each mode.
- LONG MUSIC: Sets the number of stages necessary for a long piece of music. (1 STAGE to 5 STAGES)
- FACTORY SETTINGS: Press the start button to return all the settings to the factory settings.
- SAVE AND EXIT: Be sure to "SAVE AND EXIT" to reflect new settings or the "FACTORY SETTINGS" if selected.

•This screen shows the factory settings.

SESSION PLAY SETTINGS

Making the game settings for session plays

■ Mode for making the game settings for session plays

Press the select button to select a mode to be modified. Hold down the start button and press the select button to change the setting.

To return to the "GAME OPTIONS" item select screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

The screenshot shows the "SESSION PLAY SETTINGS" menu with the following items and values:

DIFFICULTY	BEGINNER STANDARD	4 : MEDIUM 4 : MEDIUM	Sets the difficulty level for session play. (The 8 difficulty levels are just the same as for the STAND-ALONE PLAY SETTINGS.)
MAX STAGE	BEGINNER STANDARD	3 3	Sets the maximum number of stages for session play. (1 to 5)
LONG MUSIC		3 STAGES	Sets the number of stages necessary for a long piece of music. (1 STAGE to 5 STAGES)
GAME JOINING PERIOD		15	Sets the onscreen time to invite to join the session play. (5 to 30 seconds)
FACTORY SETTINGS			Press the start button to return all the settings back to the factory ones.
SAVE AND EXIT			Be sure to "SAVE AND EXIT" to reflect new settings or the "FACTORY SETTINGS" if selected.
EXIT			

At the bottom of the menu, the following instructions are displayed:

L / R BUTTON = SELECT ITEM
HOLD DOWN START + L / R BUTTON = CHANGE VALUE

• This screen shows the factory settings.

- Session plays of this program are possible only with the "GuitarFreaksV4" machine.
- The difficulty level, number of stages and session waiting time are, for session plays, set on the "DrumManiaV4" machine.
- For session plays, make the same "GROUP ID" setting on the "NETWORK OPTIONS" screen for the "DrumManiaV4" and "GuitarFreaksV4" machines. Also make the "DHCP" setting according to your applications. (See page 119.)

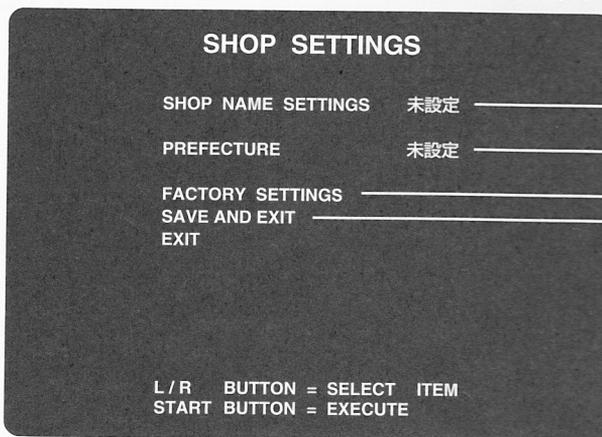
MEMO

SHOP SETTINGS

Entering your shop name and the region name

- Mode for entering the names of shop and region in which to apply this product. To make entry on the "SHOP NAME SETTINGS" screen, press the select button to select this item and press the start button to show this entry screen. To make entry on the "PREFECTURE" screen, press the select button to select this item and hold down the start button and the select button together to modify the entry. To return to the "GAME OPTIONS" item select screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

"SHOP SETTINGS" item select screen

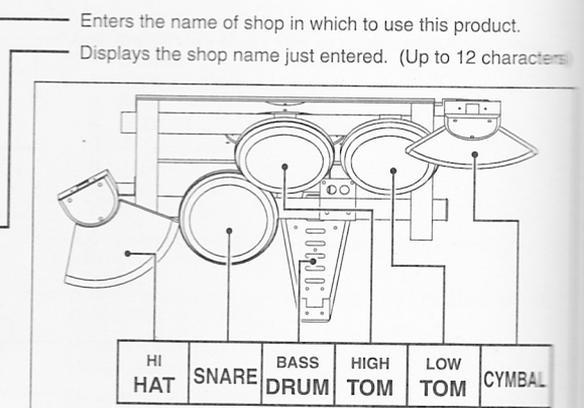


- Used to enter the name of shop in which to apply this product. ⇨ See below
- Enter the shop name, and it will be displayed.
- If the shop name is not entered, part of the function cannot be used. ("未設定" displayed.)
- Used to register the region name in which to apply this product.
- If the region name is not registered, part of the function cannot be used. ("未設定" displayed.)
- Press the start button to return all the settings to the factory settings.
- Be sure to "SAVE AND EXIT" to reflect new settings or the "FACTORY SETTINGS" if selected.
- The actual screen contains Japanese text too.
- This screen at left is just an example.

SHOP NAME SETTINGS

Entering the name of shop

- Mode for entering the name of shop in which to apply this product. Press the select button to move up and down the cursor. Hit the SNARE or LOW TOM drum to move the cursor right or left. In this way, select a character and press the start button to enter the choice. Hit the HI-HAT cymbal once, and the cursor moves back one character to correct the entry. To return to the "SHOP SETTINGS" item select screen, step on the BASS drum.



- The actual screen contains Japanese text too.
- This screen is just an example.

• When two or more "DrumManiaV4" machines are operated in a shop, set the same shop name for all the machines.

MEMO

GAME SETTINGS

Setting the display of the closing time of the shop

- Mode for setting the display of the closing time of the shop.

Press the select button to select a mode to be modified. Hold down the start button and press the select button to change the setting.

To return to the "GAME OPTIONS" item select screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

The screenshot shows the "GAME SETTINGS" screen with the following options and callouts:

- 閉店設定 (Closing Setting):** ON. Callout: Sets whether to get the shop closing time displayed. OFF... "閉店設定" is deactivated. The closing time is not displayed on the game screen. (Factory setting)
- 閉店時刻 (Closing Time):** 21:00 (24時間表記). Callout: ON... "閉店設定" is activated. The closing time is displayed on the game screen. The following message appears on the "GAME SETTINGS" screen.
- FACTORY SETTINGS:** Callout: Sets the closing time. (Displayed when "閉店設定" is "ON".)
- SAVE AND EXIT:** Callout: Displays the "Hour" of closing. Displays the "Minute" of closing. To advance the time, press right select button while simultaneously pressing the start button. To put back the time, press left select button while simultaneously pressing the start button.
- EXIT:** Callout: Press the start button to return all the settings to the factory settings.

At the bottom of the screen, it says: L/R BUTTON = SELECT ITEM, START BUTTON = EXECUTE.

- The actual screen contains Japanese text too.
- This screen is just an example.

- When the "閉店設定 (closing setting)" is "ON", a message starts appearing on the game screen 30 minutes in advance of the preset "閉店時刻 (closing time)". New play cannot be made since 10 minutes before that closing time. (To play the game after the preset closing time, get the machine restarted.)
- If the clock is not set yet (just after this product has been installed or initialized, for example), the following message appears on the above screen to prompt you to set the clock.

FIRST, SET THE CLOCK.
"CLOCK" ITEM IS IN MAIN MENU.
START BUTTON = OK

MEMO

NETWORK OPTIONS



Making the network settings and checking the network condition

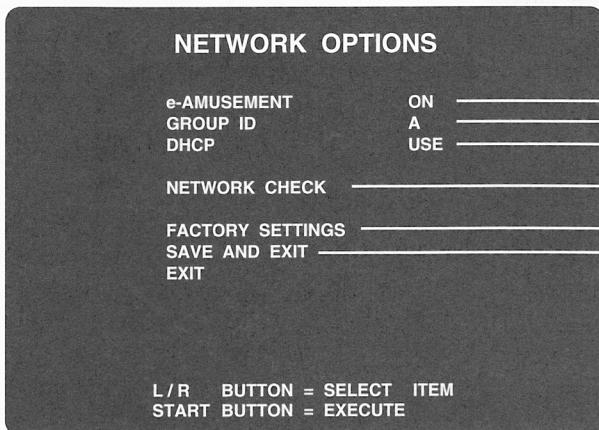
- Mode for checking the network settings and condition.

Press the select button to select a mode to be modified. Hold down the start button and press the select button to change the setting.

Press the select button to select an item to check. Press the start button to make the item appear onscreen.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

"NETWORK OPTIONS" item select screen



•This screen is just an example.

- If two or more "DrumManiaV4" machines are up and running in a shop, be sure to make different "GROUP ID" settings for different machines.
- For session plays, make the same "GROUP ID" setting for the "DrumManiaV4" and "GuitarFreaksV4" machines. Also make the "DHCP" setting according to your applications.

MEMO

Selects the e-AMUSEMENT function.
(Factory-set at "ON")
•ON The e-AMUSEMENT function is used.
•OFF .. The e-AMUSEMENT function is not used.
With the setting changed, select "SAVE AND EXIT" to save the setting. The following message appears.

PLEASE TURN OFF THE SWITCH AND REBOOT.

Now turn OFF all the power switches, wait longer than 10 seconds, and turn them ON again.

Sets the group ID of the "DrumManiaV4" machine.
(Factory-set at "A")
(Each time the select button is pressed with this item selected and the start button held down, the group ID changes from A through P, and back to A.)
With the setting changed, select "SAVE AND EXIT" to save the setting. The following message appears.

PLEASE TURN OFF THE SWITCH AND REBOOT.

Now turn OFF all the power switches, wait longer than 10 seconds, and turn them ON again.

Enables or disables the DHCP function.
(Factory-set at "USE")
Referring to the tables below, be sure to make the settings according to your applications.

For independent operation

e-AMUSEMENT-compatible	USE
Usual	NOT USE

For session plays

DrumManiaV4	GuitarFreaksV4	e-AMUSEMENT-compatible	Usual
e-AMUSEMENT-compatible		USE	USE
Usual		USE	NOT USE

("NOT USE" cannot be selected if e-AMUSEMENT is at ON.)

•USE DHCP function enabled.
•NOT USE ... DHCP function disabled.
With the setting changed, select "SAVE AND EXIT" to save the setting. The following message appears.

PLEASE TURN OFF THE SWITCH AND REBOOT.

Now turn OFF all the power switches, wait longer than 10 seconds, and turn them ON again.

Checks various communication statuses. ⇒ Page 120

Press the start button to return all the settings to the factory settings.

Be sure to "SAVE AND EXIT" to reflect new settings or the "FACTORY SETTINGS" if selected.

NETWORK CHECK



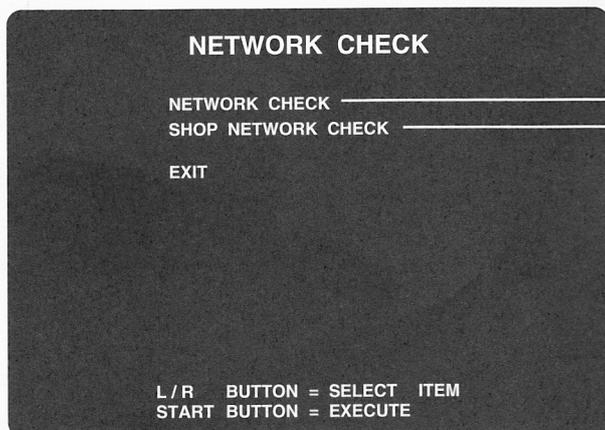
Checking various communication statuses

- Mode for checking the network's communication status and the communication status with networked machines.

Press the select button to select an item to check. Press the start button to make the item appear onscreen.

To return to the main menu screen, select "EXIT" and press the start button.

"NETWORK CHECK" item select screen



Checks the network status.
(This item can be selected only when
"e-AMUSEMENT" is set at "ON".)

⇒ Page 121

Checks the communication status with
networked machines.

⇒ Page 122

•This screen is just an example.

NETWORK CHECK



Checking the network status

■ Mode for checking the data on the PCB unit and the network status with the VPN router and Center server.

This item can be selected only when “e-AMUSEMENT” on the “NETWORK OPTIONS” screen is set at “ON”.

To return to the “NETWORK CHECK” item select screen, press the start button.



• If any of the check points is not as specified, it means the network system may be in trouble. Referring to “6 Troubleshooting” and “7 List of error codes and messages”, take proper measures.

If the same problem still occurs or if a problem not described in this manual happens, immediately turn OFF all the power switches, unplug the AC power cord from the receptacle, and contact your nearest dealer.

NETWORK CHECK

GAME -> ROUTER -> CENTER -> SERVER

STATUS	CONNECTED	
GAME TO ROUTER	15/15 (100%)	
GAME TO CENTER	14/14 (100%)	
GAME TO SERVER	14/14 (100%)	
IP ADDRESS	10.3.5.10	
SUBNET MASK	255.255.252.0	
DEFAULT ROUTER	10.3.4.1	
DOMAIN NAME	eamuse.konami.fun	
DNS SERVER	10.2.1.10	
	-	
DHCP SERVER	10.3.4.1	
NTP SERVER	10.2.1.10	
MAC ADDRESS	00:06:79:00:00:40	

START BUTTON = EXIT

• This screen is just an example.

Shows the network status between the machine's unit and the Center's server.

- GAME Unit in the machine.
- ROUTER ... VPN router in the shop.
- CENTER ... Entrance to e-AMUSEMENT.
- SERVER ... Server in the Center

When the network functions well, the “>” mark is moving from left to right at equal intervals. **CHECK POINT**
If not networked, “ROUTER”, “CENTER” and “SERVER” appear in red.

Shows the network status.

- CONNECTED The network is on-line.
- NOT CONNECTED ... The network is off-line.

Make sure “CONNECTED” appears. **CHECK POINT**
If “-” appears, the network status is now being checked.

Checks the response between the machine's unit and each station. **CHECK POINT**

There is no problem when the left and right numbers are nearly the same and the value in parentheses is close to 100%.

Shows the IP address.

Shows the subnet mask.

Shows the default router.

Shows the domain name of Center server.

Shows the IP address (up to 2) of DNS server.

Shows the IP address of DHCP server.

Shows the IP address of NTP server.

Shows the MAC address.

SHOP NETWORK CHECK



Checking the communication status with networked machines

- Mode for checking the communication status with machines that are available for "SESSION PLAY" or "店内対戦 (INTERNAL MATCH IN THE SHOP)" in the "BATTLE" mode. To return to the "NETWORK CHECK" item select screen, press the start button.

SHOP NETWORK CHECK

SESSION BATTLE (SHOP) - OK

No. :	PRODUCT	GROUP	IP-ADDRESS	SUCCESS / TRY
MYSELF :	DM	L	172. 21. 5. 142	- / -
1 :	DM	M	172. 21. 5. 158	5 / 5
2 :	GF	B	172. 21. 5. 132	5 / 5
3 :	DM	B	172. 21. 5. 133	5 / 5
4 :	DM	E	172. 21. 5. 134	5 / 5
5 :	GF	M	172. 21. 5. 166	5 / 5
6 :	GF	P	172. 21. 5. 156	5 / 5
7 :	GF	E	172. 21. 5. 141	5 / 5
8 :	GF	K	172. 21. 5. 145	5 / 5
9 :	GF	P	172. 21. 5. 159	4 / 4

START BUTTON = EXIT

•This screen is just an example.

•For "GROUP ID" settings, refer to the "NETWORK OPTIONS" screen on page 119.

MEMO

SESSION PLAY

Displays the communication status with GuitarFreaksV4 machines currently networked for "SESSION PLAY". When properly networked, "OK" is displayed. If not networked, "-" is displayed.

If the LAN cable is correctly connected but "-" appears onscreen, see if the "GROUP ID" of DrumManiaV4 machines and that of GuitarFreaksV4 machines are the same.

BATTLE "店内対戦 (INTERNAL MATCH IN THE SHOP)"

Displays the communication status with DrumManiaV4 machines currently networked for "BATTLE (INTERNAL MATCH IN THE SHOP)". When properly networked, "OK" is displayed. If not networked, "-" is displayed.

"BATTLE (INTERNAL MATCH IN THE SHOP)" is available for e-AMUSEMENT only.
 •Even when "OK" appears onscreen, the play is available only during the "BATTLE EVENT" period.
 •Even in the same shop, the play is available with the e-AMUSEMENT connection in place.

Displays the information on machines networked in the shop

- NO.....Number of a networked machine
 •The "MYSELF" marking means this machine itself.
- PRODUCT.....Type of a networked machine
 •DM.... DrumManiaV4
 •GF..... GuitarFreaksV4
- GROUP....."GROUP ID" of a networked machine
- IP-ADDRESS IP address of a networked machine
- SUCCESS/TRY.....Responsiveness of a networked machine

Displays the status of machines networked in the shop in different colors.

- "SESSION PLAY" enabled Green
- "BATTLE (INTERNAL MATCH IN THE SHOP)" enabled ... White
- Others..... Gray

HIT CHART

Checking and deleting the hit chart data

- Mode for checking and deleting the hit chart data. Hit numbers are charted onscreen in the order of the numbers of requests. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

HIT CHART

1ST Not So Bad	6TH INSIDE-OUT
2ND Swimming In Love	7TH ---
3RD DEADMAN'S BED	8TH ---
4TH Charismatic	9TH ---
5TH FEEL the BREEZE	10TH ---

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FACTORY SETTINGS

SAVE AND EXIT

EXIT

L / R BUTTON = SELECT ITEM

HOLD DOWN START + L / R BUTTON = PREVIOUS / NEXT PAGE

Displays the hit chart data .

Hold down the start button and press the left select button.

→ Goes back to the previous page.

Hold down the start button and press the right select button.

→ Goes to the next page.

(Shown here is the first page of 48 pages.)

Returns all the hit chart data to the factory settings.

Be sure to "SAVE AND EXIT" to reflect the "FACTORY SETTINGS" if selected.

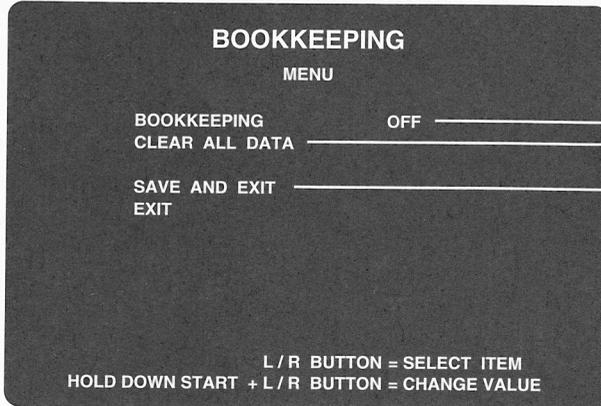
•This screen is just an example.

BOOKKEEPING

Displaying the bookkeeping information of coins

- Mode for displaying the total data on the number of coins put in the machine. If the time is preset on the "CLOCK" screen on page 125, the total data on the number of coins put into the machine can be checked. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

"BOOKKEEPING" menu screen



Turns ON or OFF the bookkeeping of coins. ("ON" can be selected by setting the clock time on the "CLOCK" screen on page 125.)
 •OFF ... The bookkeeping of coins is not done.
 •ON The bookkeeping of coins is done.
 (If set at "OFF", the bookkeeping of coins is not done and the related screens do not show up either.)

Returns the coin and play data to the factory settings. When the start button is pressed, the message

DO YOU WANT TO CLEAR ALL DATA? YES/NO appears on the screen. Press the select button to make "YES/NO" selection. When "YES" is selected, you are prompted to confirm the choice. Select "YES" again, and "NOW ERASING" appears and the "BOOKKEEPING" data will be erased. When "NO" is selected, "NOT CLEARED" appears and the data will not be erased.

The ON/OFF setting on the "BOOKKEEPING" screen must be saved here.

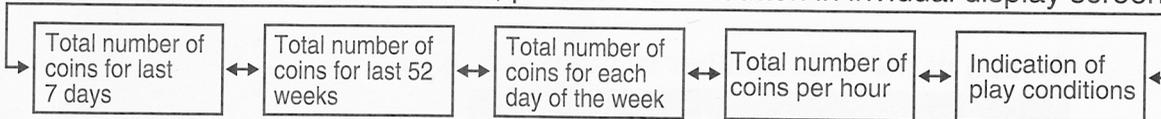
•This screen at left is just an example.

- If the clock is not set yet (just after this product has been installed or initialized, for example), the following message appears on the above screen to prompt you to set the clock.

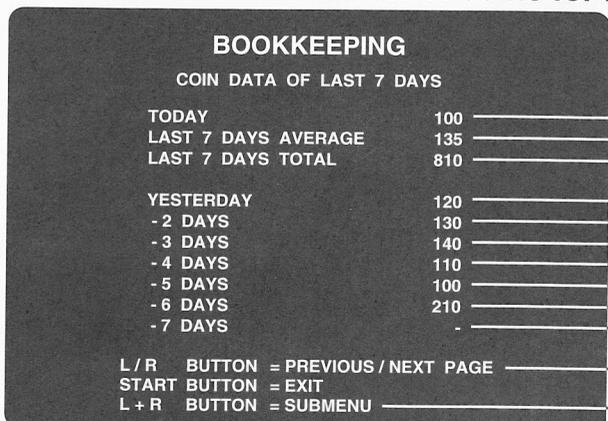
FIRST, SET THE CLOCK.
 "CLOCK" ITEM IS IN MAIN MENU.
 START BUTTON = OK

MEMO

- When the time has been preset on the "CLOCK" screen as shown on page 125, the "BOOKKEEPING" item on the "BOOKKEEPING" menu screen can be turned ON. Now the following coin data and play data screens show up. Each time the right select button and left select button are pressed, the screen changes as follows. To return to the "BOOKKEEPING" menu screen, press the left and right select buttons at once in individual display screen. To return to the main menu screen, press the start button in individual display screen.



Screen of the total number of coins for last 7 days



Number of coins of today.
 Average number of coins per day for the last 7 days.
 Total number of coins for the last 7 days except today.
 Number of coins of yesterday.
 Number of coins of 2 days ago.
 Number of coins of 3 days ago.
 Number of coins of 4 days ago.
 Number of coins of 5 days ago.
 Number of coins of 6 days ago.
 Number of coins of 7 days ago.
 "-" appears for the day whose data is not totalized.

Left select button → Goes back to the previous page.
 Right select button → Goes to the next page.
 When both the left and right select buttons are pressed at once, the "BOOKKEEPING" menu screen shows up.

•This screen at left is just an example.

Screen of indication of play conditions

BOOKKEEPING
PLAY DATA SUMMARY

TOTAL ACTIVE TIME	180H 09M 56S	Total active time after setting the current time.
TOTAL PLAY TIME	14H 43M 48S	Total play time. (The display denotes 180 hours, 9 minutes, 56 seconds)
AVERAGE PLAY TIME	5M 27S	Average play time. (Solo play)
LONGEST PLAY TIME	6M 31S	Longest play time.
SHORTEST PLAY TIME	2M 05S	Shortest play time.
TOTAL PLAY COUNT	164	Total number of play rounds since the clock has been set.
STAND-ALONE PLAY COUNT	119	Total number of "DrumManiaV4" stand-alone plays
SESSION PLAY COUNT	45	Total number of session plays with "GuitarFreaksV4"
	20 : 00 : 00	Displays the clock setting in 24-hour system. (The display denotes 20 hours, 00 minutes, 00 seconds)

L / R BUTTON = PREVIOUS / NEXT PAGE
START BUTTON = EXIT
L + R BUTTON = SUBMENU

•This screen is just an example.

CLOCK

Setting the current clock time

■ Mode for making the current clock settings.

Once the clock settings have been made here, the total coin data and play data can be viewed on the "BOOKKEEPING" screens.

To set the clock, press the start button and the select button to enter the current time. Select "SAVE AND EXIT" and press the start button again.

To return to the main menu screen without setting the clock, select "EXIT" first and then press the start button.

CLOCK

SET TIME 20 : 00 : 00 CLOCK NOT SET

SAVE AND EXIT
EXIT

L / R BUTTON = SELECT ITEM
HOLD DOWN START + L / R BUTTON = CHANGE VALUE

If the clock is not set yet, "CLOCK NOT SET" appears on the screen.

Sets the current hour.
Sets the current minute.
Sets the current second.

- Hold down the start button and press the right select button to set the clock forward
- Hold down the start button and press the left select button to set the clock backward.

Be sure to "SAVE AND EXIT" to reflect a new "SET TIME" setting on this screen.

•This screen is just an example.

•If the clock is not set yet (just after this product has been installed or initialized, for example), the following message appears on the "BOOKKEEPING" menu screen and "GAME SETTINGS" screen to prompt you to set the clock.

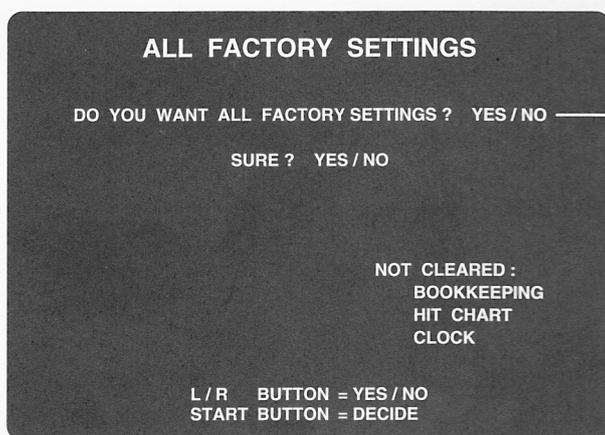
FIRST, SET THE CLOCK.
"CLOCK" ITEM IS IN MAIN MENU.
START BUTTON = OK

MEMO

ALL FACTORY SETTINGS

Returning all the settings to factory ones

■ Mode for returning all the settings but the “BOOKKEEPING”, “HIT CHART” and “CLOCK” to the factory settings. Press the select button to select “YES” or “NO”, and press the start button for entry. If “YES” is selected, the question for re-confirmation appears on the screen. If “YES” is selected again, the “NOW SAVING” message appears on the screen and all the test-mode settings but the “BOOKKEEPING”, “HIT CHART” and “CLOCK” are saved as the factory settings and a message appears onscreen to prompt you to make all the necessary settings again. To return to the main menu screen, press the start button. If “NO” is selected, “NO MODIFICATION” appears on the screen. The settings will not be back to their factory ones, but the main menu appears again.



•This screen is just an example.

If “YES” is selected, the question for re-confirmation appears on the screen.

The message “CHECK ALL ITEMS BEFORE OPERATION” appears at the bottom of the “ALL FACTORY SETTINGS” screen, when the existing settings have been returned to their factory ones, to prompt you to make all the necessary settings. Press the start button to return to the main menu screen.



•The message

PLEASE TURN OFF THE SWITCH AND REBOOT.

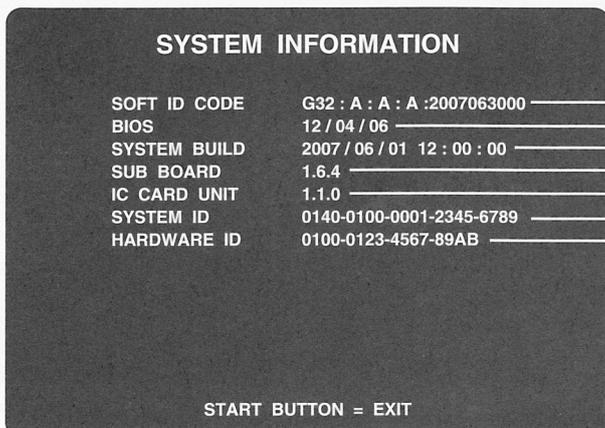
may appear depending on the “NETWORK OPTIONS” settings. In such case, turn OFF all the power switches, wait for longer than 10 seconds, and turn them ON again.

MEMO

SYSTEM INFORMATION

Displaying the system information

■ Mode for displaying the system-related information. To return to the main menu screen, press the start button.



- Displays the software version.
- Displays the BIOS (Basic Input/Output System) version.
- Displays the date when the system is built.
- Displays the sub-board version.
- Displays the firmware version of the IC card unit.
- Displays the system identification code.
- Displays the hardware identification code.

•This screen at left is just an example.

EVENT MODE

Getting started in the event mode

- The “EVENT MODE” can be preset only if “FREE PLAY” is selected on the “COIN OPTIONS” screen.

Customer-organized games and events can be played in this mode.

Press the select button to select this mode and the start button to save it. The game screen appears in the event mode. In the “EVENT MODE”, the following points are different from usual.

- “EVENT MODE” is displayed at the bottom of the screen.
- The game is not over.
- There is no time-out on various select screens.
- There is no time-out with the results display. (Just press the start button to proceed.)
- No play data is saved even using the e-AMUSEMENT PASS.

For the session play in the event mode, it is necessary to set also the “GuitarFreaksV4” machine to “EVENT MODE”.

• Game modes selectable in the event mode

Selectable modes depend on the “e-AMUSEMENT” setting on the “NETWORK OPTIONS” screen and the communication status.

e-AMUSEMENT setting	Communication status	Selectable game modes
ON	During normal communication	BEGINNER, STANDARD, BATTLE (INTERNAL MATCH IN THE SHOP)
	In case of maintenance period or communication line problem	BEGINNER, STANDARD, BATTLE (CPU MATCH)
OFF	—	BEGINNER, STANDARD, BATTLE (CPU MATCH)

- The “BATTLE (INTERNAL MATCH IN THE SHOP)” game in the event mode can be played just once.

• Returning to normal game mode

Press the test button to get the test mode started and set “FREE PLAY” on the “COIN OPTIONS” screen to “OFF”. Then select “GAME MODE”.

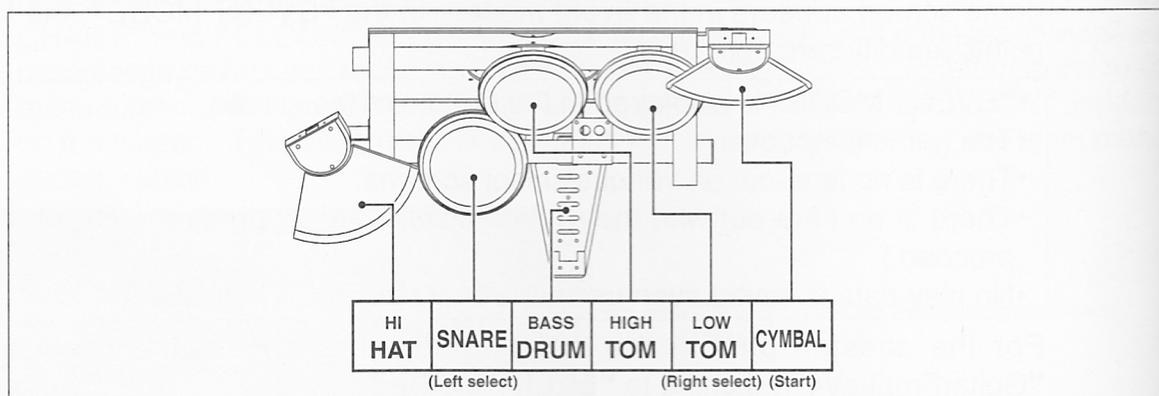


- The coin setting options are not displayed when the “FREE PLAY” setting is “ON”. In such case, remember that the games will be free.

4 How to play

This product is an exciting music game. Just when a chip comes down from the top of the screen and reaches the judgment line, you hit the chip's corresponding pad with the drumstick. Try to be a good percussionist and get high scores.

■ Drum pads and foot pedal



■ How to play

- 1 Put coin(s) into the slot and press the start button.
- 2 On the "SELECT MODE" screen, press the select button to select a play mode and then press the start button to enter your choice.
(Instead of pressing the select button, you can hit the "SNARE" or "LOW-TOM" drum with the drumstick. Instead of the start button, you can hit the "CYMBAL" with the drumstick. For details of each mode, refer to the next page.)
- 3 On the "SELECT MUSIC" screen, press the select button to select your music to play and then press the start button to enter your choice.
- 4 The game starts at this moment. You will see a chip coming down from the top of the screen to the music. Just when the chip matches its judgment line, hit the chip's corresponding pad with the drumstick. The evaluation of "PERFECT", "GREAT", "GOOD", "POOR" or "MISS" is indicated on the screen according to the timing of hitting. The excite gauge also turns up or down accordingly.
- 5 If the excite gauge goes dead before the end of the music, the game is over. When you have been able to play up to the end of the music, one of the seven performance ranks "SS", "S", "A", "B", "C", "D" and "E" is indicated onscreen.
(In the "BATTLE" mode, the game is not over halfway.)

■ **How to play in session plays with the “GuitarFreaksV4” machine** — — — — —

This product can be networked with the “GuitarFreaksV4” machine for session plays, which allows two or three persons to enjoy session plays in tune with each other. To play in the “EVENT MODE”, it is necessary to set both the “DrumManiaV4” and “GuitarFreaksV4” machines to “EVENT MODE”.

(Refer to page 127 and the “GuitarFreaksV4” Operator’s Manual.)

- 1 Put a required amount of coins into the slots of both the “DrumManiaV4” and “GuitarFreaksV4” machines for session plays, and press the start button of either machine.
- 2 The other machine will go into the session standby state. Press the start button of the latter machine within the time limit to start a session play, and then select a mode on the “SELECT MODE” screen.
- 3 Select a tune to play on the “SELECT MUSIC” screen. Enter your choice in the same way as for the normal play mode. The tune of the machine with which you have made the choice first will be played first. To change the play’s difficulty level, hit the hi-hat cymbal twice.
- 4 The machine starts. Enjoy the game the same way as with the single-machine play. But all participating players share one excite gauge.
- 5 If the excite gauge goes dead before the end of the music, the game is over for all the players. When you all have been able to play up to the end of the music, each player is given one of the seven ranks “SS”, “S”, “A”, “B”, “C”, “D” and “E” for his or her performance, which is displayed onscreen.

- Session plays of this program are possible only with the “GuitarFreaksV4” machine.
- The difficulty level, number of stages and session waiting time are, for session plays, set on the “DrumManiaV4” machine. (See pages 114 and 115.)
- For session plays, make the same “GROUP ID” setting on the “NETWORK OPTIONS” screen for the “DrumManiaV4” and “GuitarFreaksV4” machines. Also make the “DHCP” setting according to your applications. (See page 119.)
- The “BATTLE” and “GRAND PRIX” modes cannot be selected for session plays.

MEMO

■ **Canceling the session plays** — — — — —

With e-AMUSEMENT PASS accepted, sessions plays can be cancelled in the following step during the session play wait time.

- To cancel on the “DrumManiaV4” machine**
 - Holding down the left select button, press the start button.
- To cancel on the “GuitarFreaksV4” machine**
 - Holding down the neck button “R”, press the start button.

■ How to play in the “BATTLE” mode —————

This mode is for matches with other players or the CPU.

● When the e-AMUSEMENT service is used

While a “BATTLE” event is being held, the “ON-LINE MATCH” and “INTERNAL MATCH IN THE SHOP” games in the “BATTLE” mode can be played.

- No “BATTLE” event is held during maintenance.
- During maintenance or if no “BATTLE” event is confirmed or if the on-line service is not available due to communication line problems, the “ON-LINE MATCH” and “INTERNAL MATCH IN THE SHOP” games in the “BATTLE” mode cannot be played. The “CPU MATCH” game in the “BATTLE” mode can be played, however.

BATTLE “全国対戦 (ON-LINE MATCH)”

- 1 Select “ON-LINE MATCH” in the “BATTLE” mode on the “SELECT MODE” screen.
- 2 The competition class select screen shows up. Read the onscreen explanation and select your suitable class. (Music to play varies depending on the class.)
- 3 Select music on the “SELECT MUSIC” screen and wait for a challenger.
- 4 When a challenger is found, your selected music and his/her selected music are continuously played for competition.
(If no challenger is available, you will play with the CPU.)
- 5 When the play is over, the win/loss appears on the results screen. The “SELECT MUSIC” screen shows up again.
- 6 Such continuous two-tune game is played once more with other player and the play ends. (The two games are played regardless of the win/loss.)

BATTLE “店内対戦 (INTERNAL MATCH IN THE SHOP)”

- 1 Select “INTERNAL MATCH IN THE SHOP” in the “BATTLE” mode on the “SELECT MODE” screen.
- 2 With the in-shop machines ready, the message “店内対戦相手があります。(in-shop challenger available)” appears on the screen of another “DrumManiaV4” machine. (Players on other “DrumManiaV4” machines may also select the “BATTLE (INTERNAL MATCH IN THE SHOP)” to get their machines interconnected.)
- 3 Select music on the “SELECT MUSIC” screen and wait for a challenger.
- 4 When a challenger is found, your selected music and his/her selected music are continuously played for competition.
(If no challenger is available, you will play with the CPU in both games.)
- 5 When the play is over, the win/loss appears on the results screen. The “SELECT MUSIC” screen shows up again.
- 6 Such continuous two-tune game is played once more with the same player and the play ends. (The two games are played regardless of the win/loss.)

- The above matches can be played with the “DrumManiaV4” machines only.
- The play can be done without using the e-AMUSEMENT PASS. The play data are not recorded, however.

MEMO

● **When the e-AMUSEMENT service is not used**

BATTLE “CPU対戦 (CPU MATCH)”

- 1 Select “CPU MATCH” in the “BATTLE” mode on the “SELECT MODE” screen.
- 2 Select music on the “SELECT MUSIC” screen and wait for a challenger.
- 3 You play the game with the player-selected two tunes continuously with the CPU.
- 4 When the play is over, the win/loss appears on the results screen. The “SELECT MUSIC” screen shows up again.
- 5 Such continuous two-tune game is played twice and the play ends.
(The two games are played regardless of the win/loss.)

■ **How to play in the “GRAND PRIX” mode** — — — — —

● **This mode is available with the e-AMUSEMENT service.**

Multiple competitions are held at once. For each competition, its qualifications, rules and privileges are preset.

The player chooses his or her desired competition and plays by its rules to vie for higher rankings and levels.

- 1 Select the “GRAND PRIX” mode on the “SELECT MODE” screen.
- 2 Select your desired one out of the multiple competitions.
(You cannot participate in the competition if you are not qualified for it.)
- 3 Play the game in the competition by its rules.
- 4 The game is over when the excite gauge goes dead.
(Up to four tunes can be played.)

■ How to play with the e-AMUSEMENT PASS —————

On the “DrumManiaV4” machine, the “e-AMUSEMENT PASS” permits the player to record his or her play data. (Function for e-AMUSEMENT only)

- It is possible to play the game without using the e-AMUSEMENT PASS, in which case the player’s play data will not be recorded.
- It is possible to play the game without using the e-AMUSEMENT PASS on the “GuitarFreaksV4” machine during session plays, in which case the play data of the player on the “GuitarFreaksV3” machine will not be recorded.

MEMO

1 Insert the e-AMUSEMENT PASS into the (expansion) IC card unit slot.

2 <With new e-AMUSEMENT PASS >

- Register a new e-AMUSEMENT PASS, following the instructions onscreen.
 - (1) Using the numeric keys of the (expansion) IC card unit, enter a password. (The same numeral cannot be entered in four back-to-back digits, such as “5555”.)
 - (2) Put a required amount of coins and press the start button.
 - (3) Enter your name(s).

<With registered e-AMUSEMENT PASS >

- (1) Using the numeric keys of the (expansion) IC card unit, enter the password.
- (2) Put a required amount of coins and press the start button. (The registered name(s) are displayed on the screen.)

- If an e-AMUSEMENT PASS is not recognized, an error message appears and the card is ejected. In such case, insert the correct e-AMUSEMENT PASS. (If the card is not accepted in 3 tries or the password does not match, the card is ejected and the demonstration screen shows up again.)

MEMO

3 Select a desired mode and get the game started.

4 When the game is over, the results will be recorded on the e-AMUSEMENT PASS.

■ How to use the 10-key unit —————

For this product, this unit is used to enter an e-AMUSEMENT PASS password.



■ The shaded key is not operative.

MEMO

How to play with a 4-AUGMENT PASS
On the "GAMEPLAY" screen, the "4-AUGMENT PASS" button is located in the upper right corner.



1. Press the 4-AUGMENT PASS button to start the game.
2. With new 4-AUGMENT PASS
The game starts with a 3x3 grid of numbers. The player can press the numbers to select them. The selected numbers are highlighted. The player can press the PASS button to complete the pass.



3. When the game is over, the results will be recorded on the 4-AUGMENT PASS.

How to play with a 4-AUGMENT PASS
For the 4-AUGMENT PASS, the player can use the 4-AUGMENT PASS button to start the game.



5-1 Replacing the drumsticks

When the drumsticks are worn, they should be replaced. The drumsticks are made of wood and are subject to wear and tear. The drumsticks should be replaced when they are worn or broken. The drumsticks should be replaced when they are worn or broken. The drumsticks should be replaced when they are worn or broken.

Maintenance

5 Maintenance

5-1 Replacing the drumsticks

The drumsticks may degrade with time and may get broken or cracked depending on how they are used. The wires may also get damaged or burred, resulting in injury or accident. Check them at regular intervals and replace them with new ones of the same type, as required.



- Before replacing the drumsticks, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- When replacing the drumsticks, never direct them toward the monitor screen and anybody else.
- Be sure to use the drumsticks that specified by the manufacturer. Do not allow any players to use their own sticks.
- When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

How to replace the drumsticks



- 1 Be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)

- 2 Remove the countersunk screws, and pull the drumstick out of its holder.

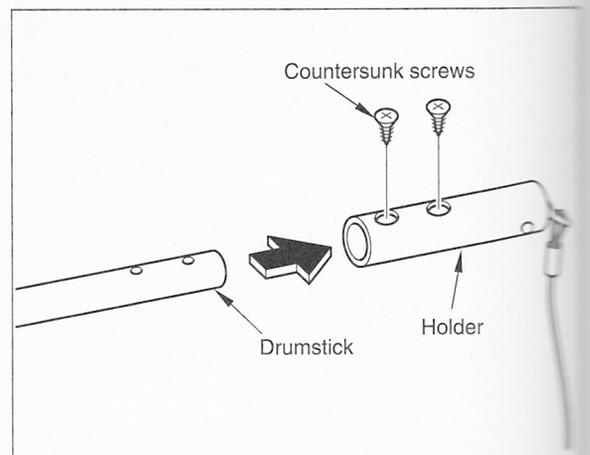
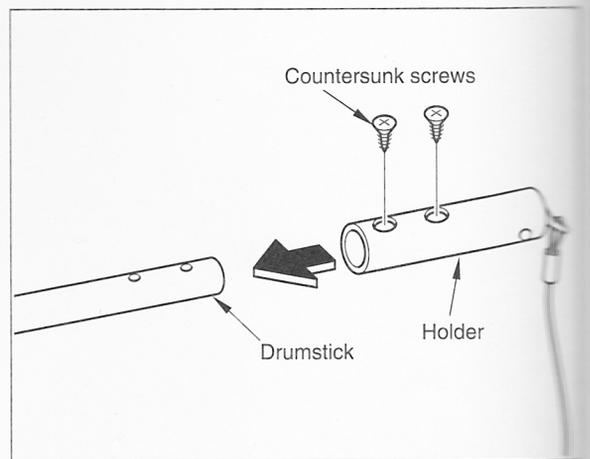
• If the drumstick is not easy to pull out, try to turn it out.

MEMO

- 3 Push a new drumstick of the same type deep into its holder. Align the holes and tighten up the countersunk screws.

• Preferably apply instantaneous adhesive (commercially available) to the screw threads for surer tightness.

MEMO



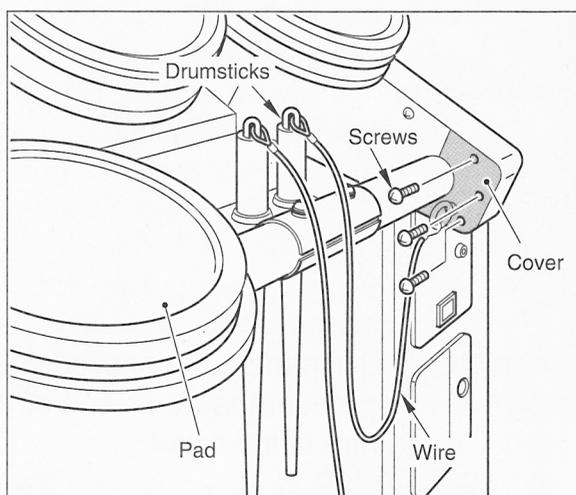
How to replace the wires

In this book, replacing the wire for the right-hand drumstick is discussed. Take the same procedure for the wire of the left-hand drumstick.

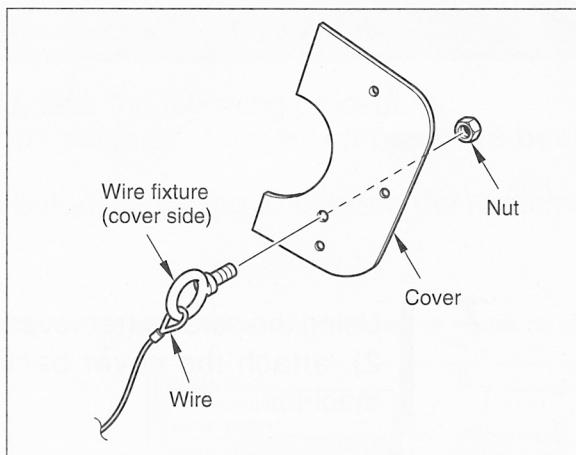


- 1** Be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)

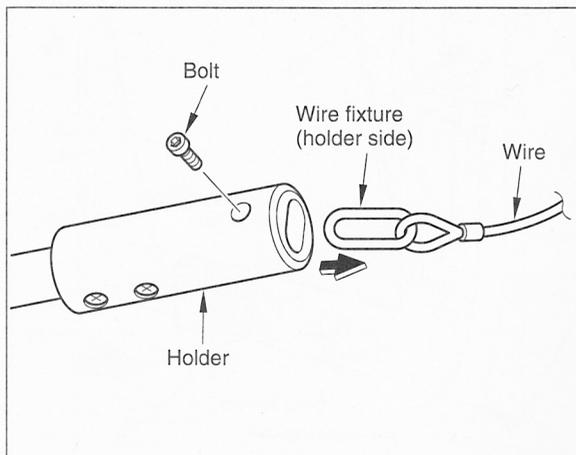
- 2** Remove the three screws as shown at right and detach the cover.



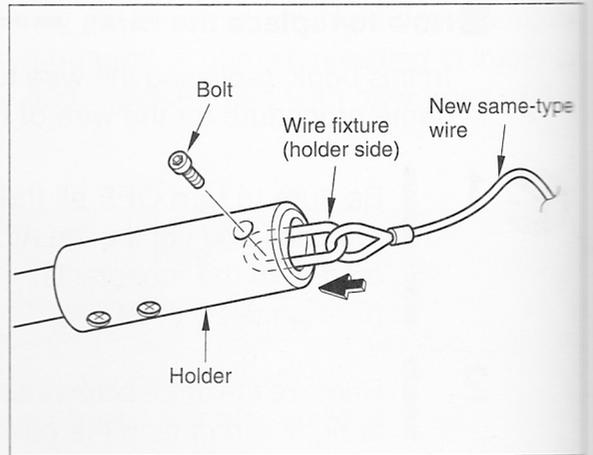
- 3** Remove the nut from behind the cover to disconnect the wire fixture from the cover.



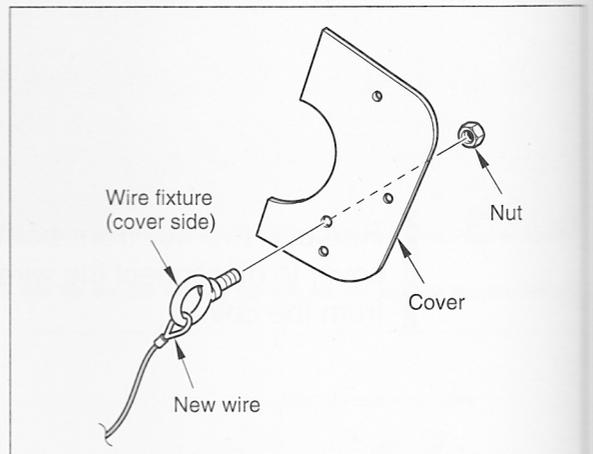
- 4** Remove the bolt from the drumstick holder and disconnect the wire fixture from the holder as shown at right.



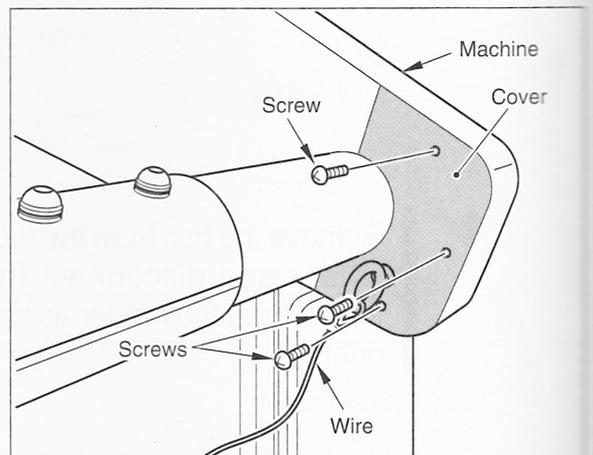
- 5** | Connect the fixture of a new same-type wire to the holder as shown at right.



- 6** | Using the nut (removed in Step 3), connect the other end of the new wire to the cover.



- 7** | Using the screws (removed in Step 2), attach the cover back to the machine.



5-2 When you want to replace the hard disk drive



- **Be sure to ask a qualified industry specialist to replace the hard disk drive or contact your nearest dealer. (You will be charged.)**
- **Before replacing the hard disk drive, be sure to turn OFF all the power switches and unplug the AC power cord from the receptacle. (See page 20 or 21.)**
- **When restart the machine after turning OFF all the power switches, wait for longer than 10 sec. and turn ON the main power switch.**
- **There is high voltage inside the machine. Only the qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.**
- **Before replacing the hard disk drive, put on a grounding band for anti-static measure. Do not handle these parts on a carpet or rug.**
- **Connect the cables tightly to the hard disk drive. If the power is turned ON with poor connections, an error may occur or the hard disk drive may get damaged.**
- **The hard disk drive is a precision component. It may get damaged if fallen or handled roughly.**
- **Never touch the PCB unit and hard disk drive with wet hands.**

If the hard disk drive itself must be replaced, take the following procedure. With a new hard disk drive in place, various settings of the test mode have been initialized. Preferably write down the current settings before replacing to operate the machine with the same settings.

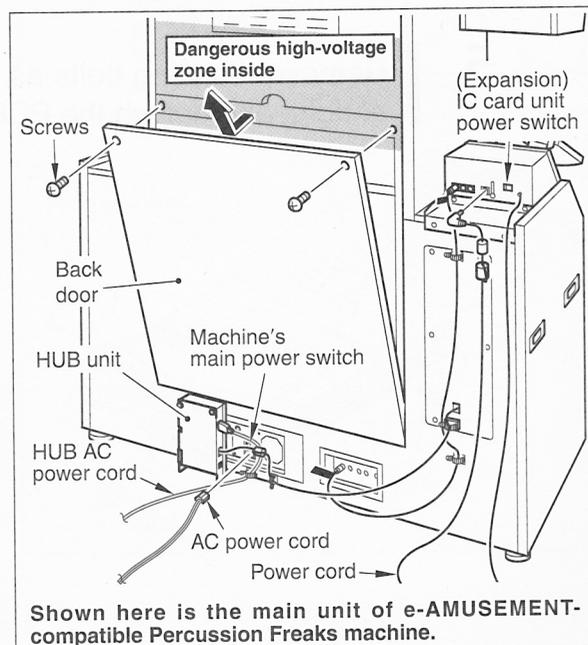
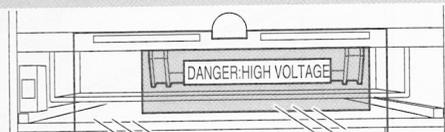
■ Taking out the hard disk drive



- 1 Turn OFF all the power switches. Then unplug the AC power cord from the receptacle. (See page 20 or 21.)

- 2 Remove the screws and detach the back door.

• **Never touch any part over the "DANGER: HIGH VOLTAGE" area shown below.**



- 3** | Wear a grounding band to prevent static electricity. Be sure to keep on the grounding band for the later procedures too. (The grounding band does not come with the kit.)

• Static electricity may damage the electronic parts in the PCB unit.

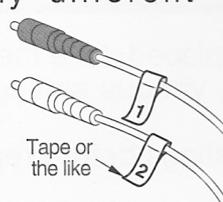


Clip this end onto a grounded metallic part such as the coin input port and return port.

MEMO

- 4** | Disconnect all the connectors and pin jacks (at 10 locations) from the PCB unit. See the figure at right. (For the Percussion Freaks machine, remove the screw from the PCB unit and disconnect the grounding wire, as shown at right.)

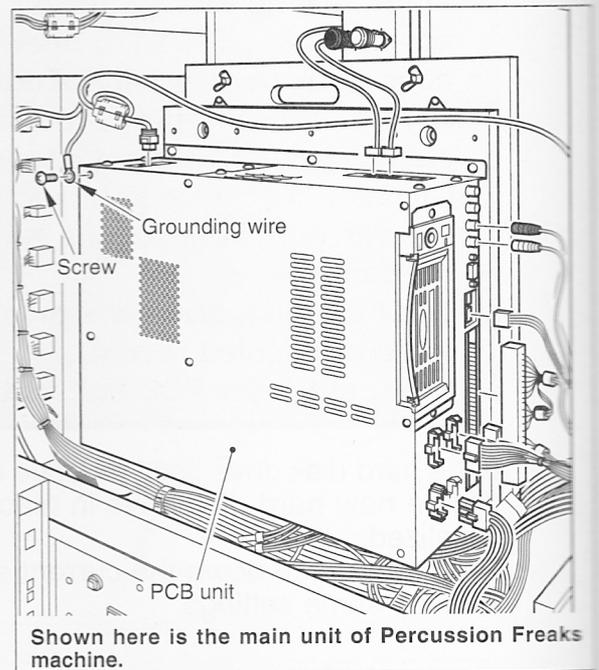
• Before disconnecting the connectors and pin jacks, preferably apply different-numbered tags or the like around the cables. In this way, they can be identified and reconnected efficiently.



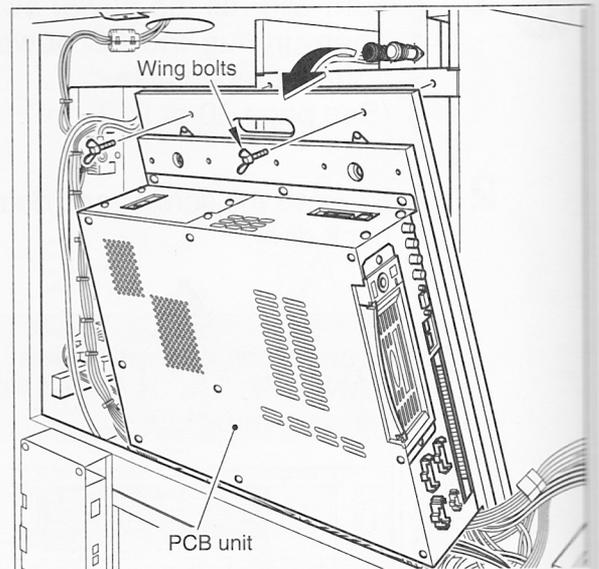
Tape or the like

• This figure is just for your reference.

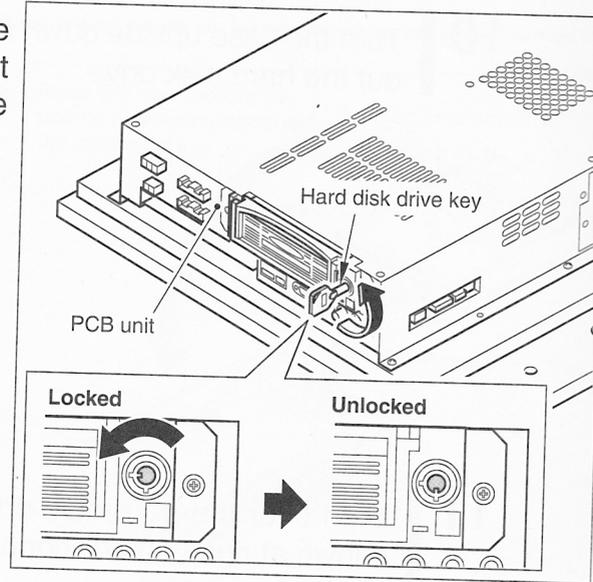
MEMO



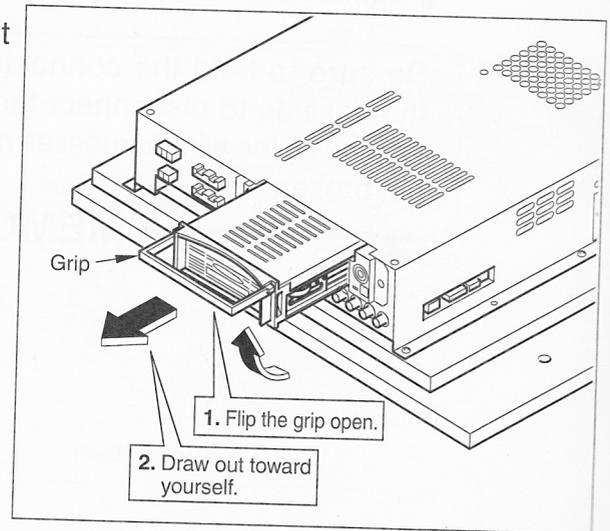
- 5** | Remove the wing bolts as shown at right, and detach the PCB unit.



- 6** Insert the hard disk drive key in the PCB unit, and turn it counterclockwise to unlock the drive.

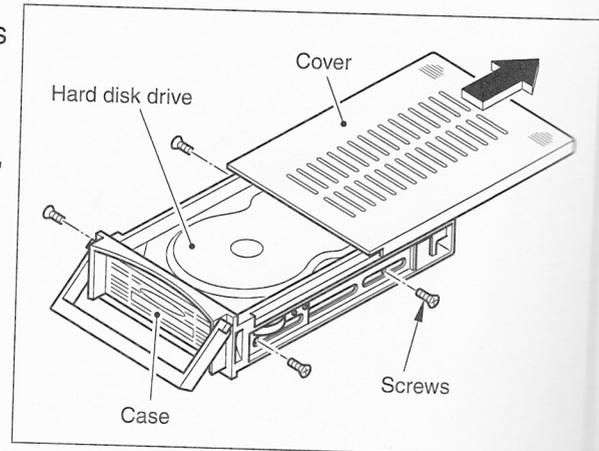


- 7** Hold the case's grip and draw out the hard disk drive.

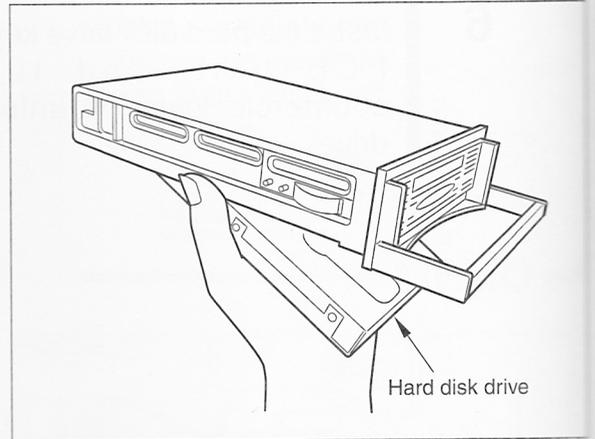


- 8** Slide the cover off the case, as shown at right.

- 9** Remove the screws, shown at right, off the hard disk drive.



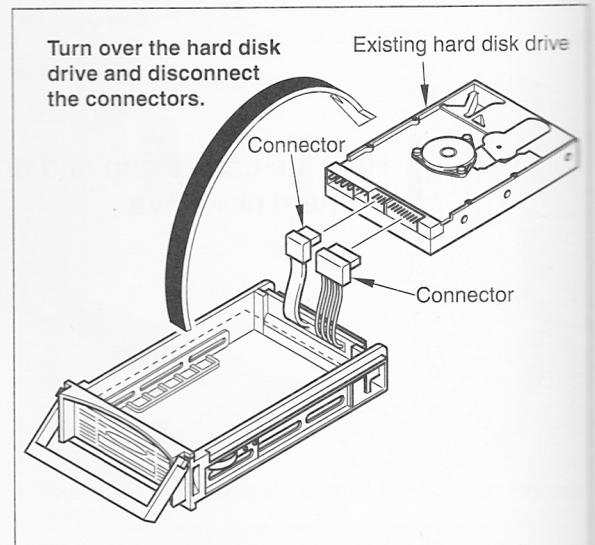
- 10** | Turn the case upside down to take out the hard disk drive.



- 11** | Turn over the hard disk drive, as shown at right, and disconnect the connectors.

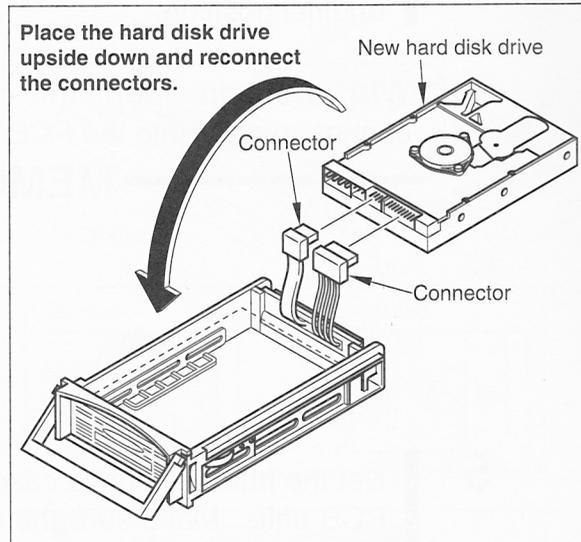
• Be sure to hold the connectors themselves to disconnect them. Otherwise the wire harnesses may get broken.

MEMO

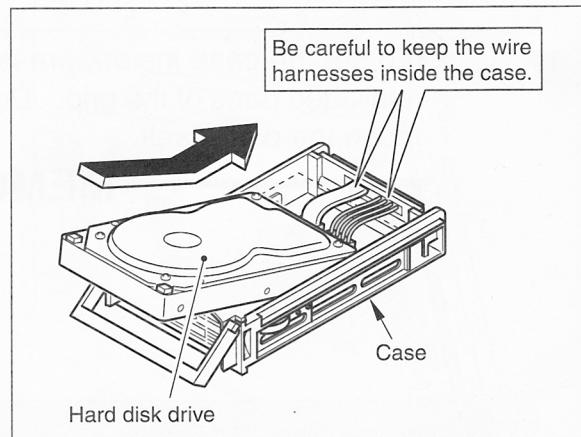


■ Placing the new hard disk drive

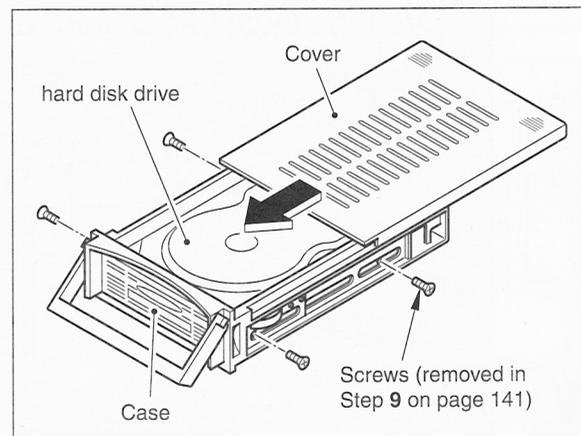
- 1 Place the new hard disk drive upside down. Reconnect the connectors, disconnected in Step 11 on page 142, back in position.



- 2 Gently put the connector-fitted hard disk drive into the case.



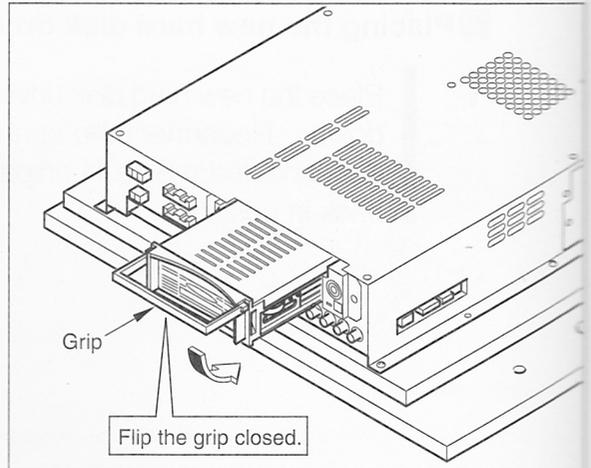
- 3 Secure the hard disk drive with the screws (removed in Step 9 on page 141). Slide the cover back into place.



- 4** Put the case's grip back in its original position.

•With the grip open, the case cannot go deep into the PCB unit.

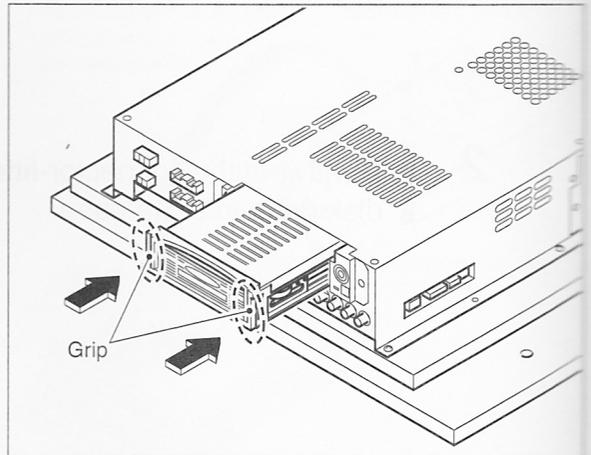
MEMO



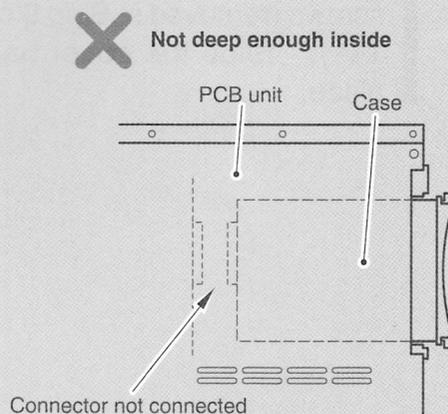
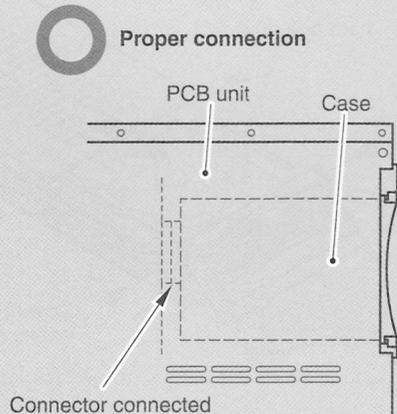
- 5** Set the hard dish drive case in the PCB unit. Make sure the case is deep enough inside.

•To set the case inside, press the indicated parts of the grip. Do not push the case itself.

MEMO

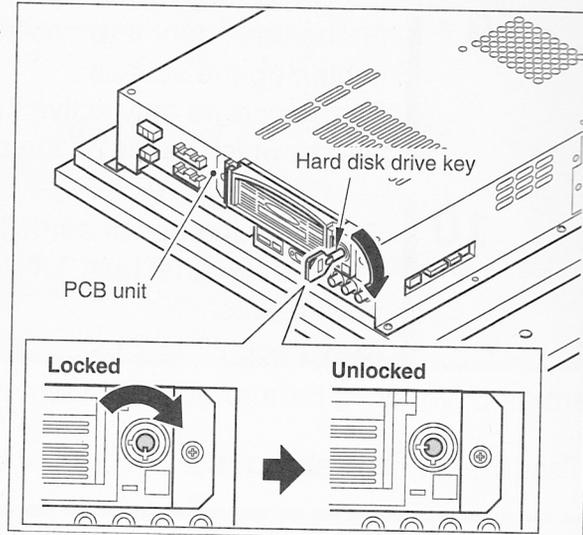


! Be sure to press the case deep enough. Otherwise the connector fails to catch inside the PCB unit, resulting in malfunction.

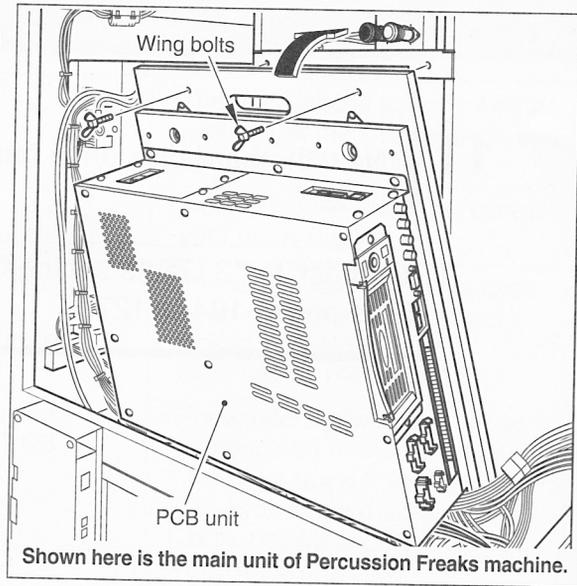


- 6** | Insert the key and turn it clockwise to lock the drive.

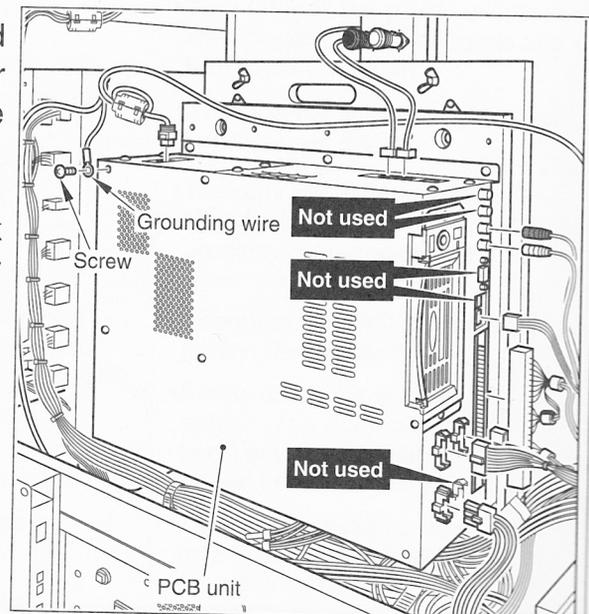
!
 •With the hard disk drive locked, its power is turned ON. If it is unlocked, no power comes to the hard disk drive, which fails to get activated. Before locking it, make sure the case is deep enough inside.



- 7** | Attach the PCB unit back in position in the reverse order.

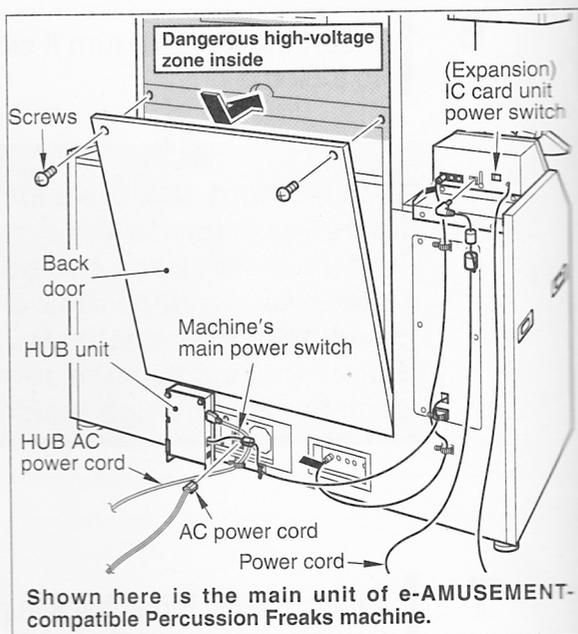


- 8** | Reconnect all the connectors and pin jacks (at 10 locations) in their respective positions. See the figure at right.
 (For the Percussion Freaks machine, reconnect the grounding wire back to the PCB unit with the screw (removed in Step 4 on page 140).)



9 Fit the back door into position and tighten up the screws.
(Loose screws may activate the door switch, which keeps off the power.)

10 Plug in all the power cords into the receptacle and turn ON all the power switches.
(See page 20 or 21.)



11 Now the hard disk drive has been replaced. Get the machine operated as usual.

- Go back to "3 Game settings" to check the various settings.
(See pages 104 to 127.)

MEMO

6 Troubleshooting



- If the same error is displayed even after taking the steps described, if any other errors than those described below are displayed, immediately turn OFF all the power switches and unplug the AC power cord from the receptacle. Then, contact your nearest dealer.
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- When you do not know how to deal with a problem, contact your nearest dealer before attempting to take steps by yourself.
- If a symptom is diagnosed as a malfunction or a failure, immediately turn OFF all the power switches and unplug the AC power cord from the receptacle. Then, contact your nearest dealer.

If all the power switches are turned ON but the machine fails to start properly, take the following measures.

If an error code and message appears, refer also to "7 List of error codes and messages".

When the power is turned ON

Trouble	Possible causes and check points	Measures
Speaker lamp and woofer lamp failure to start flashing in 30 seconds after power-on (off or always on).	<ul style="list-style-type: none"> • PCB unit in trouble. 	<ul style="list-style-type: none"> • Turn OFF all the power switches, wait longer than 10 seconds and turn them ON again. • If the trouble still occurs, contact your nearest dealer.
Any of the following states continued on the monitor screen after 90 seconds after power-on. <ul style="list-style-type: none"> • Warped screen • "NO SIGNAL" appearing onscreen • Nothing appearing onscreen (black) 	<ul style="list-style-type: none"> • Hard disk drive case not deep enough inside. Or hard disk drive not locked. • Wire harnesses (connectors) disconnected from the PCB unit. • PCB unit in trouble. 	<ul style="list-style-type: none"> • Press the hard disk drive case deep enough inside and get it locked with its key. (See pages 144 and 145.) • Reconnect the wire harnesses (connectors) to the PCB unit. (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.) • Turn OFF all the power switches, wait longer than 10 seconds and turn them ON again. • If the trouble still occurs, contact your nearest dealer.
Nothing on the screen and title panel fluorescent lamp failure to light up.	<ul style="list-style-type: none"> • No power turned ON. <ul style="list-style-type: none"> · Main power switch · Sub-power switch · Shop's circuit breaker • AC power cord disconnected from the machine or wall outlet. • Back door open or loosely closed. • Circuit protector activated. 	<ul style="list-style-type: none"> • Turn ON the power switch. Check also the shop's circuit breaker. (See page 20 or 21.) • Reconnect the AC power cord tightly. (See page 20 or 21.) • Screw down the back door tightly. (The door switch has been activated to cut off the power.) (See page 49 or 69.) • Take an appropriate measure referring to the machine's Operator's Manual.

6 Troubleshooting

■ When the game is to play — — — — —

Trouble	Possible causes and check points	Measures
<p>The machine does not start normally, or it has frequent errors during a game. Or the following messages displayed in getting started.</p> <p>HDD ERROR.</p>	<ul style="list-style-type: none"> •Some problem with the data of the hard disk. 	<ul style="list-style-type: none"> •Activate "ROM CHECK" in the test mode. (See page 110.) If "BAD" appears, immediately turn OFF all the power switches, unplug the AC power cord and contact your nearest dealer.
<p>Start button and select button functioning, but failure to light up.</p>	<ul style="list-style-type: none"> •Wire harnesses (connectors) disconnected from the PCB unit. 	<ul style="list-style-type: none"> •Reconnect the wire harnesses (connectors) to the PCB unit. (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.)
<p>Pad unit (high-hat pad, cymbal pad, snare pad, high-tom pad or low-tom pad) malfunctioning.</p>	<ul style="list-style-type: none"> •Wire harnesses (connectors) disconnected from the PCB unit. 	<ul style="list-style-type: none"> •Reconnect the wire harnesses (connectors) to the PCB unit. (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.)
<p>Foot pedal malfunctioning.</p>	<ul style="list-style-type: none"> •Wire harnesses (connectors) disconnected from the PCB unit. 	<ul style="list-style-type: none"> •Reconnect the wire harnesses (connectors) to the PCB unit. (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.)
<p>No sound, or too soft (or too loud) sound from the stand-alone machine.</p>	<ul style="list-style-type: none"> •Sound volume setting improper. •Sound volume control or bass control on the service panel set too low (or too high). •Wire harnesses (connectors) disconnected from the PCB unit. 	<ul style="list-style-type: none"> •Readjust the setting on the "SOUND OPTIONS" screen in the test mode. (See page 113.) •Readjust the sound volume control and the bass control. (See page 83.) •Reconnect the wire harnesses (connectors) to the PCB unit. (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.)

Trouble	Possible causes and check points	Measures
<p>Following message displayed in getting started.</p> <p>ルーターと通信できません No communications with router.</p>	<ul style="list-style-type: none"> • Failure to obtain an address in DHCP. 	<p>When the e-AMUSEMENT service is used</p> <ul style="list-style-type: none"> • Make sure that the VPN router and HUB are ON power. • Check to see if the LAN cable between the VPN router and HUB, and that between the HUB and game machine are correctly connected. (See pages 70 and 73.) <p>When the e-AMUSEMENT service is not used</p> <ul style="list-style-type: none"> • Without the e-AMUSEMENT connection, the "DHCP" setting on the "NETWORK OPTIONS" screen in the test mode is at "USE". <p>Make the "e-AMUSEMENT" setting "OFF" and change the "DHCP" setting to "NOT USE". (See page 119.)</p> <p>Turn OFF all the power switches, wait longer than 10 seconds and turn them ON again.</p>

For session plays

If a trouble such as "Session plays not playable" occurs, take the following measures and then turn ON again all the power switches of both the machines networked. (See page 20 or 21.)

Trouble	Possible causes and check points	Measures
<p>Following message displayed in getting started.</p> <p>COMMUNICATION ERROR.</p>	<ul style="list-style-type: none"> • LAN cable defective. 	<ul style="list-style-type: none"> • Reconnect the LAN cable properly between the both game machines. (See pages 72 and 73.) • Replace the LAN cable with new one.

6 Troubleshooting

Trouble	Possible causes and check points	Measures
<p>Following message displayed onscreen during session plays.</p> <p>COMMUNICATION ERROR.</p>	<ul style="list-style-type: none"> •LAN cable disconnected during play. •LAN cable broken inside or outside. •Test button of either of the session-played game machines wrongly pressed. <div style="border: 1px solid black; padding: 5px; text-align: center;">  <p>•Test buttons must be pressed while both the game machines are in the game demo mode.</p> </div>	<ul style="list-style-type: none"> •1 Turn OFF all the power switches. •2 Reconnect the LAN cable tightly. (See pages 72 and 73.) •3 Wait for longer than 10 seconds, and turn ON all the power switches again. •Replace the LAN cable with new one. •1 Turn OFF all the power switches of both the session-played game machines. •2 Close the maintenance door. •3 Wait for longer than 10 seconds, and turn ON all the power switches again.
<p>No sound, or too soft (or too loud) sound from the session-played machine.</p>	<ul style="list-style-type: none"> •Sound volume setting improper. •Sound volume control or bass control on the service panel set too low (or too high). •Sound volume poorly balanced with the "GuitarFreaksV4" machine. 	<ul style="list-style-type: none"> •Readjust the setting on the "SOUND OPTIONS" screen in the test mode. (See page 113.) •Readjust the sound volume control and the bass control. (See page 83.) •Make adjustments, referring to "SOUND OPTIONS" in the test mode and "Adjusting the sound volume for session plays". (See pages 83, 85 and 113.)
<p>Session play impossible, or errors during the play.</p>	<ul style="list-style-type: none"> •Power not turned ON <ul style="list-style-type: none"> · Main power switch on either game machine · Shop's circuit breaker •LAN cables not connected. •Communication cable broken inside the main unit. •Wrong GROUP ID setting. 	<ul style="list-style-type: none"> •Turn OFF all the power switches, wait for longer than 10 seconds, and turn them ON again. Check also to see if the shopfloor's circuit breaker is on. •Reconnect the LAN cables properly. (See pages 72 and 73.) •Immediately turn OFF all the power switches, unplug the AC power cord, and contact your nearest dealer. •Make the "GROUP ID" setting on the "NETWORK OPTIONS" screen in the test mode. (See page 119.)

With the (expansion) IC card unit in use

Take necessary procedures, referring to the Operator's Manuals of your DrumMania series machine.

Trouble	Possible causes and check points	Measures
Following message displayed onscreen. IC CARD UNIT ERROR.	<ul style="list-style-type: none"> •IC card reader defective. 	<ul style="list-style-type: none"> •See if the IC card unit's power switch is ON. •Check the connection between the IC card reader and the IC card unit PCB. •See if the communication cable is connected properly. •See if the card is stuck in the IC card reader.
Following message displayed in getting started. IC CARD UNIT NOT FOUND.	<ul style="list-style-type: none"> •IC card unit's power not turn ON. •IC card unit not Installed properly. •"e-AMUSEMENT" set at "ON" on the "NETWORK OPTIONS" screen without the expansion card unit connected. 	<ul style="list-style-type: none"> •See if the IC card unit's power switch is ON. •Reinstall the IC card unit properly. •Set "e-AMUSEMENT" at "OFF". (See page 119.)
10-key does not function.	<ul style="list-style-type: none"> •10-key unit's connectors disconnected. •10-key unit defective. 	<ul style="list-style-type: none"> •Turn OFF all the power switches, unplug the AC power cord from the receptacle and check all the connectors for poor contact. •Replace the 10-key unit.

6 Troubleshooting

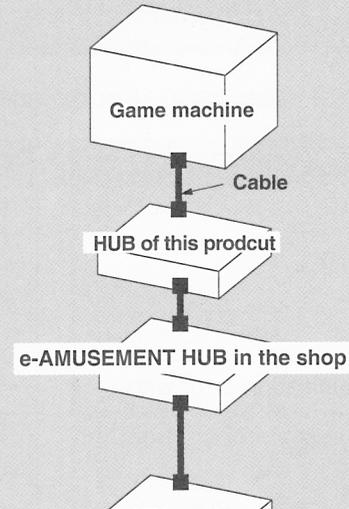
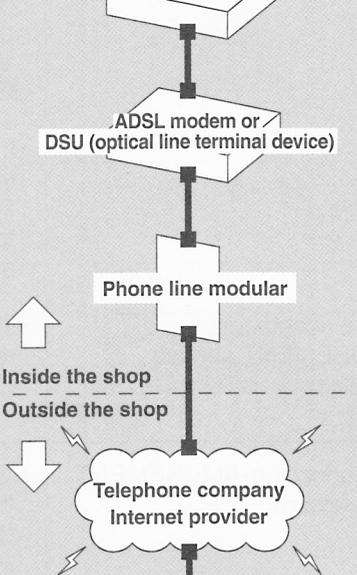
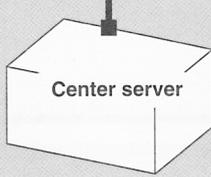
Trouble	Possible causes and check points	Measures
<p>e-AMUSEMENT PASS not recognized.</p>	<ul style="list-style-type: none"> •e-AMUSEMENT PASS or IC card reader defective. <input type="checkbox"/> •The connector on IC card reader is unplugged or the wire harnesses are broken. 	<ul style="list-style-type: none"> •Put the e-AMUSEMENT PASS in another IC card reader to see if it is recognized. Not recognized ·The e-AMUSEMENT PASS in question is probably defective. Recognized ·The IC card reader in question is probably defective. Replace it with new one. <input type="checkbox"/> •On the “IC CARD CHECK” screen in the test mode, see if the e-AMUSEMENT PASS is recognized. (See page 112.) <input type="checkbox"/> •If not recognized in the above measure, turn OFF the main power switch, unplug the power cord, and check all the connectors for poor contact or wrong hook-up.
<p>e-AMUSEMENT PASS failure to come in or out.</p>	<ul style="list-style-type: none"> •e-AMUSEMENT service not signed up. <input type="checkbox"/> •IC card unit’s power not turn ON. •IC card unit not Installed properly. <input type="checkbox"/> •“e-AMUSEMENT” setting at “OFF” (on the “NETWORK OPTIONS” screen in the test mode). •LAN cable not connected properly. <input type="checkbox"/> •e-AMUSEMENT PASS or other card stuck in the IC card reader. •IC card reader defective. 	<ul style="list-style-type: none"> •Sign up for the e-AMUSEMENT service. <input type="checkbox"/> •See if the IC card unit’s power switch is ON. •Reinstall the IC card unit properly. •Set “e-AMUSEMENT” at “ON”. (See page 119.) •Reconnect the LAN cable. (See pages 70 and 73.) <input type="checkbox"/> •Take out the stuck card. •Immediately turn OFF all the power switches, unplug the AC power cord from the receptacle and replace the IC card reader.

Network errors

These errors may be displayed when the e-AMUSEMENT on-line service is used.

•The on-line service may not be available due to communications line problems, even when the machine works fine.

Connection failure or connection disruption when attempting to use the e-AMUSEMENT on-line service may be indicative of possible causes (e.g. maintenance) on the side of your telephone company or internet provider. Contact your telephone company or internet provider, or visit their websites for information.

Trouble	Check points	Measures
<p>Error occurring between the game machine and VPN router</p> <p>Following message displayed in getting started.</p> <p>ルーターと通信できません No communications with router.</p>		<ul style="list-style-type: none"> •Make sure the VPN router and hub (including the HUB of this product) are both ON power. •Make sure the LAN cables between VPN router and HUB as well as between HUB and game machine (including the HUB of this product) are all connected as specified. <p>•Press the service button with the message displayed, and the game can still be played while the network connections are checked. The e-AMUSEMENT service is not available, however.</p> <p style="text-align: right;">MEMO</p>
<p>Following message displayed in getting started.</p> <p>センターサーバーと通信できません No communications with center server.</p>		<ul style="list-style-type: none"> •Wait for a while until the line gets restored. If it fails to get back to normal, check to see if all the devices from the VPN router to the modular jack are ON power. •If the above step still fails, check to see if all the LAN cables and devices from the VPN router to the modular jack are connected as specified. <p>•Press the service button with the message displayed, and the game can still be played while the network connections are checked. The e-AMUSEMENT service is not available, however.</p> <p style="text-align: right;">MEMO</p>
<p>Following message displayed onscreen.</p> <p>このゲーム機は登録されていません This game machine not registered.</p>		<ul style="list-style-type: none"> •Sign up for the e-AMUSEMENT service. <p>•Press the service button with the message displayed, and the game can be played without using the e-AMUSEMENT service.</p> <p style="text-align: right;">MEMO</p>

6 Troubleshooting

Trouble	Check points	Measures
<p>e-AMUSEMENT on-line service not available.</p>	<ul style="list-style-type: none"> • “e-AMUSEMENT” setting at “OFF” (on the “NETWORK OPTIONS” screen in the test mode). • Server under maintenance. • Network interrupted. 	<ul style="list-style-type: none"> • Set “e-AMUSEMENT” at “ON”. (See page 119.) • Wait until the server maintenance ends. • Wait until the network gets back to normal. • If it fails to get back to normal, check to see if all the devices from the machine and VPN router to the modular jack are ON power. • If the above steps still fails, check to see if all the cables and devices from the machine and VPN router to the modular jack are connected as specified.
<p>Following message displayed onscreen.</p> <p style="background-color: #cccccc; padding: 2px; border: 1px solid black; text-align: center;">センターサーバーと通信できません Incommunicable with center server.</p>	<ul style="list-style-type: none"> • Communication error with server. • Line not usable for e-AMUSEMENT service. 	<ul style="list-style-type: none"> • Turn OFF and ON again all the power switches. • Wait for a while until the line gets restored. If it fails to get back to normal, check to see if all the devices from the machine and VPN router to the modular jack are ON power. • If the above steps still fails, check to see if all the cables and devices from the machine and VPN router to the modular jack are connected as specified. • The shop registration info or line registration info may be wrong. Contact your nearest dealer.
<p>Error when this product's e-AMUSEMENT service has expired</p> <p>Following message displayed in getting started.</p> <p style="background-color: #cccccc; padding: 2px; border: 1px solid black; text-align: center;">オンラインサービス期間は終了しました On-line service period expired.</p>	<ul style="list-style-type: none"> • This product's e-AMUSEMENT service expired. 	<ul style="list-style-type: none"> • Set “e-AMUSEMENT” setting at “OFF” (on the “NETWORK OPTIONS” screen in the test mode). (See page 119.) • Press the service button with the message displayed, and the game can be played without using the e-AMUSEMENT service.

7 List of error codes and messages



- Before taking any measures, be sure to turn OFF the main power switch and unplug the AC power cord from the receptacle. (See page 20 or 21.)
- When restart the machine after turning OFF the main power switch, wait for longer than 10 sec. and turn ON the main power switch.
- When you do not know how to deal with a problem, contact your nearest dealer before attempting to take steps by yourself.
- If a trouble is not corrected or if an error code and its message are not in this manual, write down the error code and its message. Turn OFF the main power switches of the center monitor unit and all the client units, and unplug the power cord. Then contact your nearest dealer.

If an error code and its message appear onscreen, take the related corrective measure.

Error codes	Message	Possible causes	Measures
1-1601-02** 1-1601-03** 1-1601-04** 1-1601-05**	ディスクエラー (DISK ERROR)	• Hard disk in trouble.	• Contact your nearest dealer.
1-1601-06** 1-1601-08** 1-1601-09**	アップデートを中断します (Update interrupted.)	• Hard disk in trouble.	• Contact your nearest dealer.
1-1602-****	I/O BOARD ERROR	• I/O board not initialized properly.	• See if the cables are connected properly. □ / (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.) If connected properly, get the machine restarted. • If the same error occurs, contact your nearest dealer.
1-1603-****	SYSTEM DRIVE ERROR	• Hard disk in trouble.	• Get the machine restarted. • If the same error occurs, contact your nearest dealer.
1-1604-****	SYSTEM FILE ERROR	• Hard disk in trouble.	• Contact your nearest dealer.
1-1605-****	CHKDSK ERROR	• Hard disk in trouble.	• Contact your nearest dealer.
5-1501-****	I/O BOARD ERROR	• I/O board not initialized properly.	• See if the cables are connected properly. (See pages 46 and 47 for the Percussion Freaks machine and pages 66 and 67 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.) If connected properly, get the machine restarted. • If the same error occurs, contact your nearest dealer.
5-1502-0001	HDD ERROR	• Hard disk in trouble.	• Activate "ROM CHECK" in the test mode. (See page 110.) If "BAD" appears, contact your nearest dealer.
5-1502-0002	HDD READ ERROR	• Hard disk in trouble.	• Contact your nearest dealer.

• The " * " symbol in the messages shows different numerals depending on the condition.

7 List of error codes and messages

Error codes	Message	Possible causes	Measures
5-1503-0001	SECURITY ERROR	<ul style="list-style-type: none"> •Security plug (black : G*G32 AA [B]) not properly installed. •Unspecified security plug (black) installed. •Security plug (black : G*G32 AA [B]) in trouble. 	<ul style="list-style-type: none"> •Install the security plug (black : G*G32 AA [B]) properly. (See page 48 for the Percussion Freaks machine and page 68 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.) •Contact your nearest dealer.
5-1503-0002	SECURITY ERROR	<ul style="list-style-type: none"> •Security plug (white) not properly installed. •Security plug (white) in trouble. 	<ul style="list-style-type: none"> •Install the security plug (white) properly. (See page 48 for the Percussion Freaks machine and page 68 for the DrumManiaV, DrumManiaV2 and DrumManiaV3 machines.) •Contact your nearest dealer.
5-1504-****	COMMUNICATION ERROR	<ul style="list-style-type: none"> •LAN cable defective. •LAN cable disconnected during session play. •Test button of either of the session-played game machines wrongly pressed. 	<ul style="list-style-type: none"> •Take corrective measures referring to pages 149 and 150.
5-2500-****	BACKUP DATA ERROR	<ul style="list-style-type: none"> •Current settings not as specified. 	<ul style="list-style-type: none"> •Delete the current settings and return them to the factory ones. (See page 106.)
5-2501-****	GROUP ID ERROR	<ul style="list-style-type: none"> •Same "GROUP ID" assigned to GuitarFreaksV4 machines in the same shop. 	<ol style="list-style-type: none"> 1. Press the test button to call the test mode. 2. Set another "GROUP ID" not used on the "NETWORK OPTIONS" screen. (See page 119.) 3. Turn OFF all the power switches. 4. Wait longer than 10 seconds, and turn ON all the power switches.
5-2502-****	IC CARD UNIT ERROR	<ul style="list-style-type: none"> •IC card unit in trouble. 	<ul style="list-style-type: none"> •Take corrective measures referring to page 151.
5-2503-****	IC CARD UNIT NOT FOUND	<ul style="list-style-type: none"> •Failure to recognize the IC card unit. 	<ul style="list-style-type: none"> •Take corrective measures referring to page 151.
5-2000-****	ルーターと通信できません (No communications with router.)	<ul style="list-style-type: none"> •The VPN router is not responding. (The cause of the problem exists in the in-shop network, including the VPN router.) 	<ul style="list-style-type: none"> •Take corrective measures referring to page 149.
5-2002-**** 5-2003-**** 5-2007-**** 5-2008-****	センターサーバーと通信できません (No communications with center server.)	<ul style="list-style-type: none"> •The Center server communication error. (The cause of the problem exists in some network other than the in-shop network or VPN router.) 	<ul style="list-style-type: none"> •Take corrective measures referring to page 154.
5-2009-****	センターサーバーと通信できません (No communications with center server.)	<ul style="list-style-type: none"> •Line not usable for e-AMUSEMENT service 	<ul style="list-style-type: none"> •Take corrective measures referring to page 154.
5-2004-**** 5-2005-****	このゲーム機は登録されていません (This game machine not registered.)	<ul style="list-style-type: none"> •e-AMUSEMENT service not signed up. 	<ul style="list-style-type: none"> •Take corrective measures referring to page 153.
5-2006-****	オンラインサービス期間は終了しました (On-line service period expired.)	<ul style="list-style-type: none"> •This product's e-AMUSEMENT service expired. 	<ul style="list-style-type: none"> •Take corrective measures referring to page 154.

•The "*" symbol in the messages shows different numerals depending on the condition.

8-1 Exploded view

Exploded view of the device showing the main components and their assembly order.

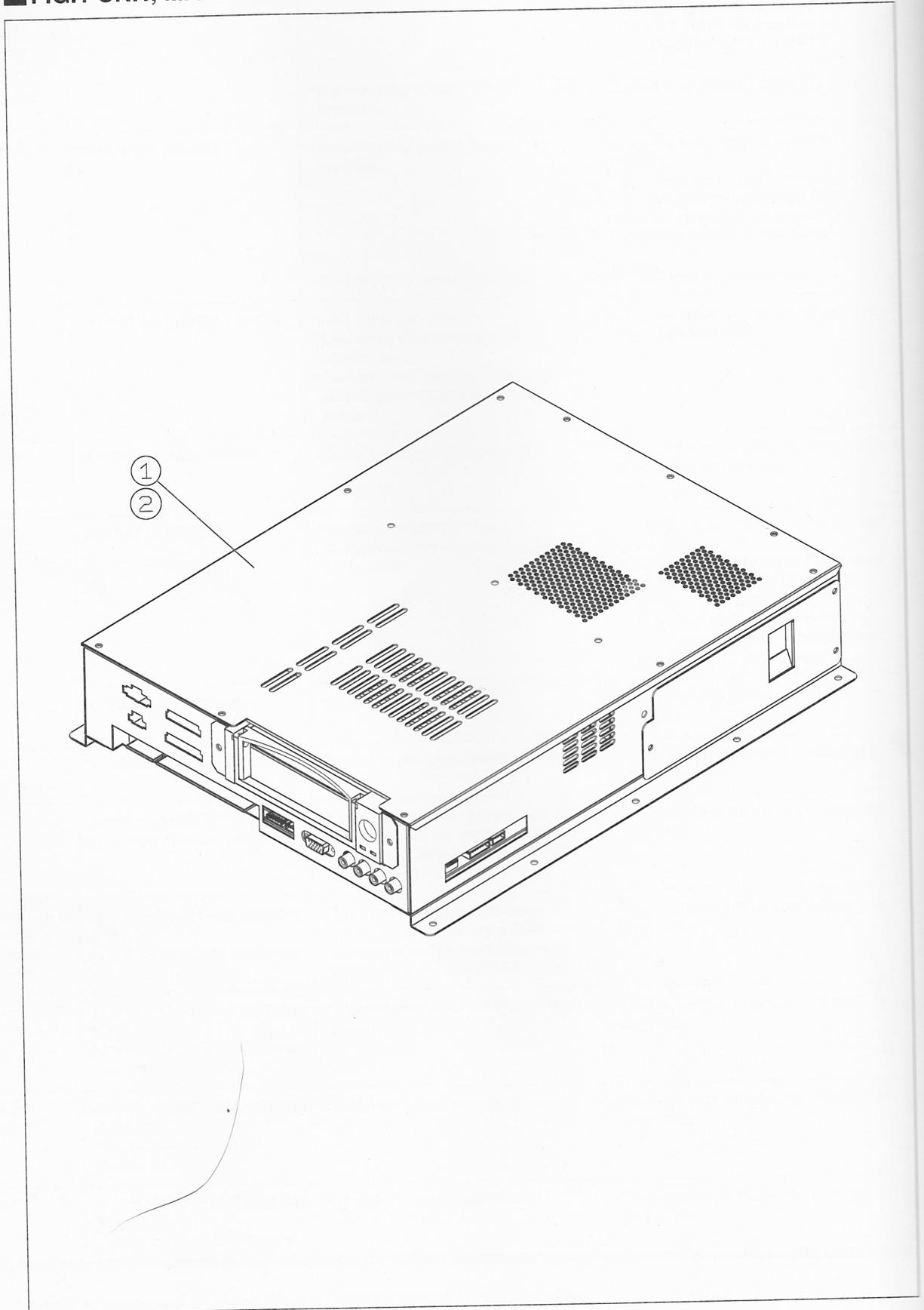


8 Annex

OMRON

8-1 Exploded view

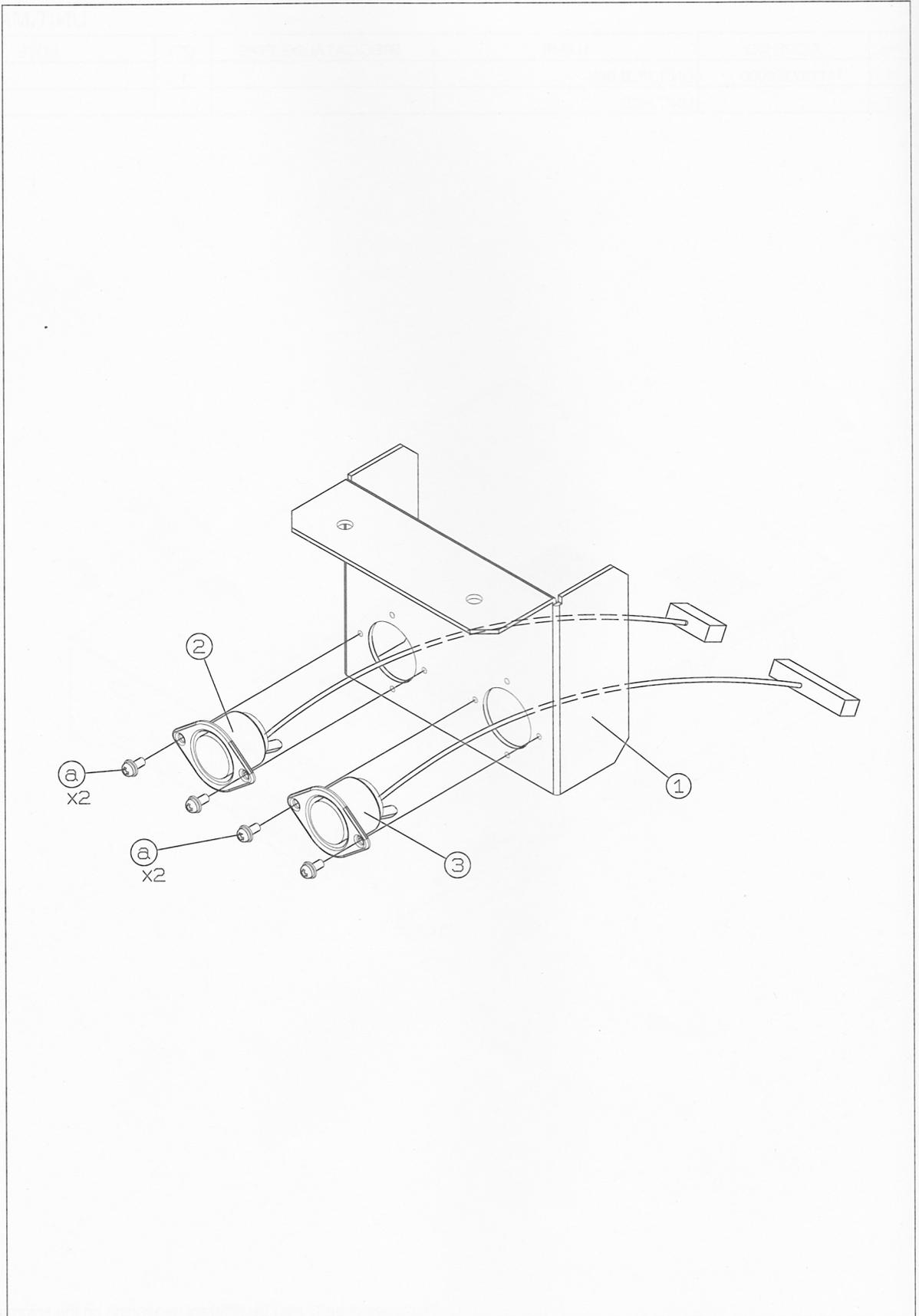
■ FIG.1 UNIT, MAIN PCB



UNIT,MAIN PCB

No.	CODE NO	NAME	SPEC/CATALOG TYPE	QTY	NOTE
1	111797240000	UNIT,PCB BOX		1	
2		UNIT,HDD		1	

■ FIG.2 ASS'Y, SECU. JACK



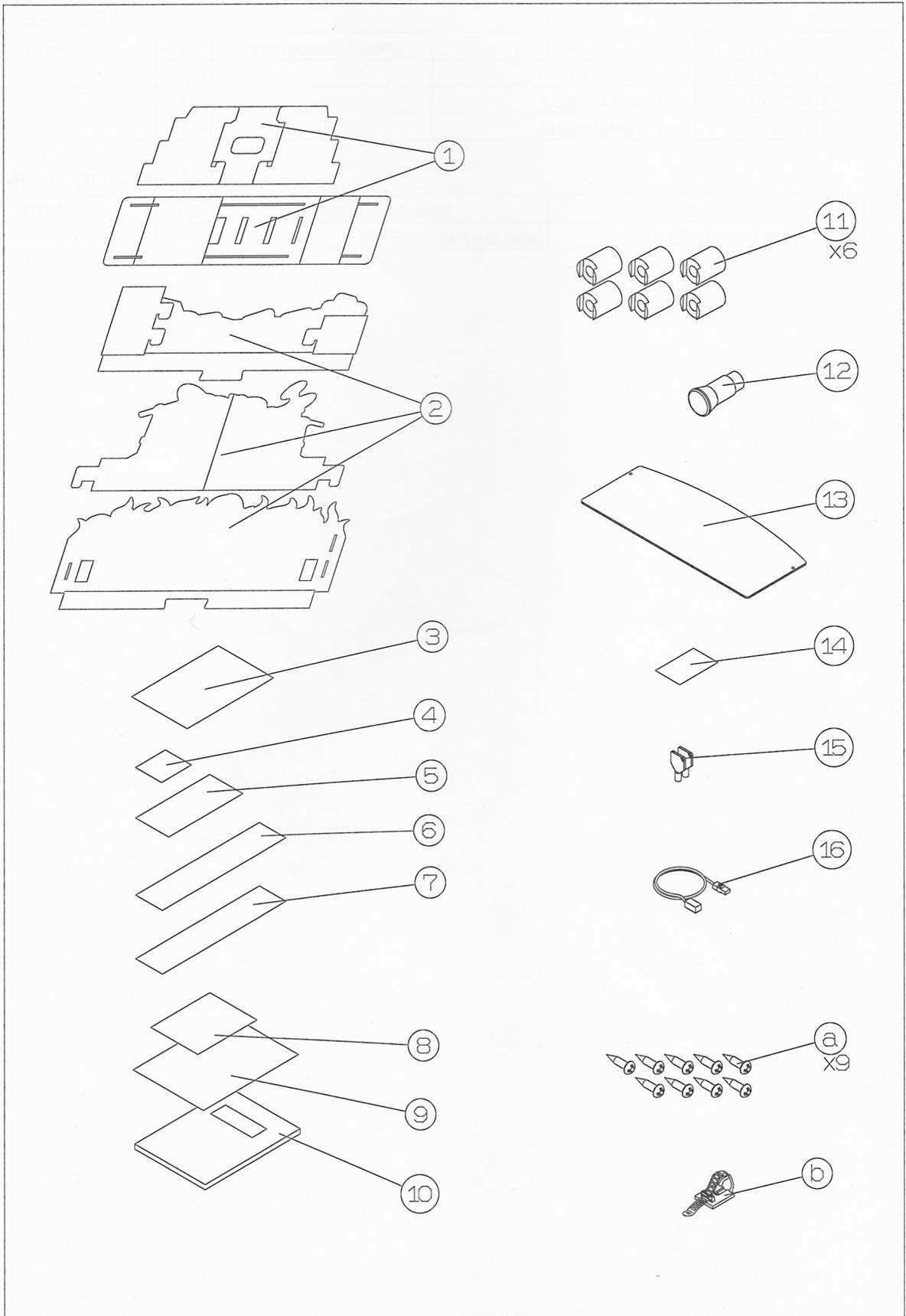
ASS'Y,SECU.JACK

No.	CODE NO.	NAME	SPEC/CATALOG TYPE	QTY	NOTE
1	111466610000	BRACKET,PLUG		1	
2	111825980000	UNIT,WIRING(SECU)		1	
3	111825970000	UNIT,WIRING(SECU)		1	

ASS'Y,SECU.JACK SPACE etc.

No.	NAME	SPEC/CATALOG TYPE	QTY	NOTE
a	SCREW,CROSS PAN SEMS	M2X6 SW,PW	4	

■ FIG.3 PARTS, ATTACHMENT - - - - -



PARTS, ATTACHMENT

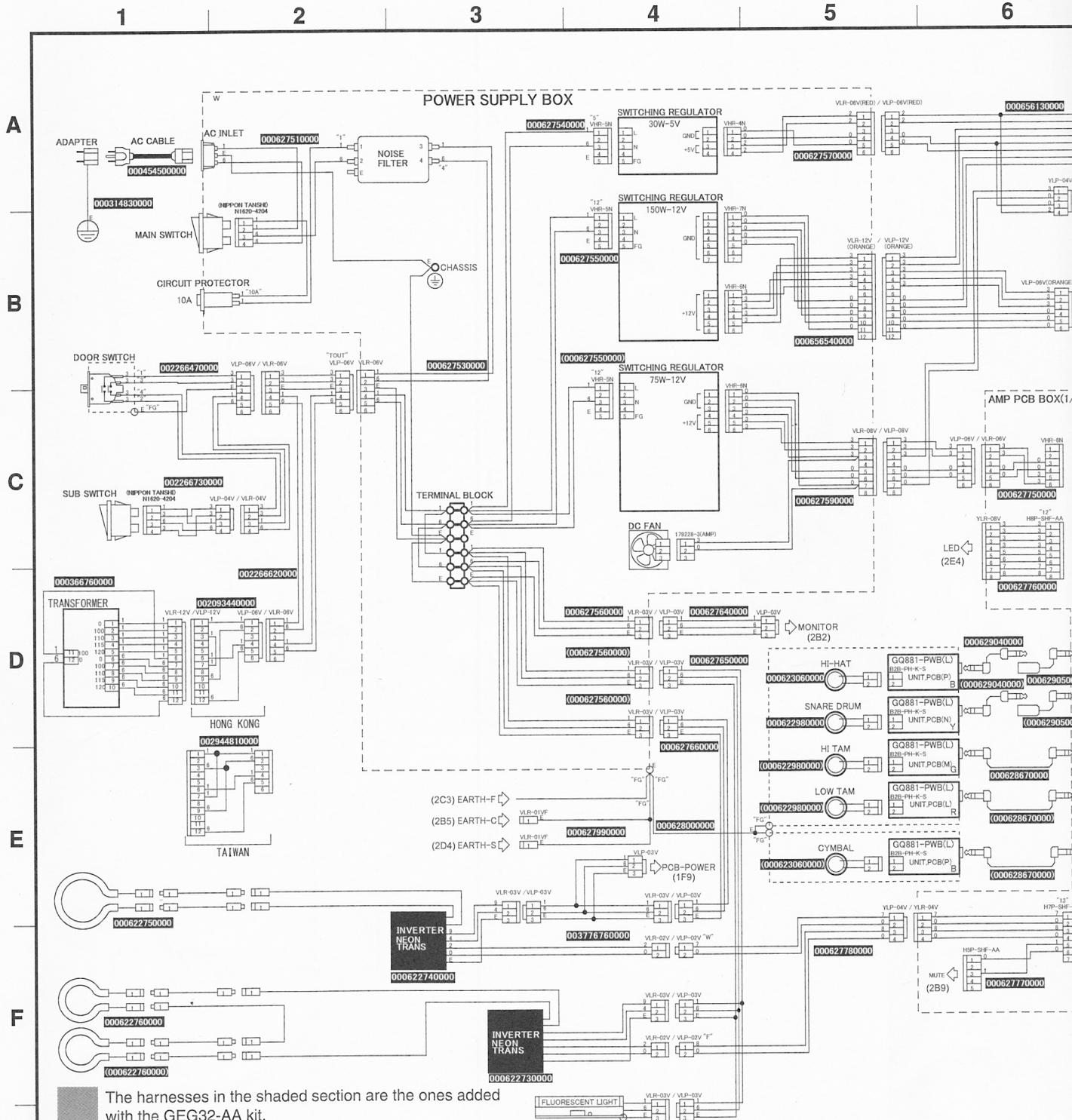
No.	CODE NO.	NAME	SPEC/CATALOG TYPE	QTY	NOTE
1	111617840000	POP,L		1	
2	111617850000	POP,U		1	
3	111617430000	POP,MANUAL		1	
4	111617860000	LABEL,AUTO		1	
5	111617880000	LABEL,FRONT		1	
6	111617870000	LABEL,CANCEL		1	
7	111797250000	LABEL,GLASS/U		1	
8	111008380000	LABEL,E-AMUSEMENT		1	
9	111789900000	SHEET,MANUAL		1	
10	111800630000	BOOK,MANUAL		1	
11	000946730000	FILTER,CLAMP		6	
12		UNIT,SECU.PLUG(B)		1	
13	111466600000	PANEL,TITLE		1	
14	110436590000	LABEL,HYDE		1	
15	111659720000	KEY,HD(R)		1	2Keys
16	111780230000	CABLE,LAN		1	

PARTS, ATTACHMENT SCREW etc.

No.	NAME	SPEC/CATALOG TYPE	QTY	NOTE
a	SCREW,CROSS WOOD ROUND	d3.1X13	9	
b	CLAMP,TL		1	

B-2 Wiring diagram

For Percussion Freaks machine (GQ881-HD/TB) s



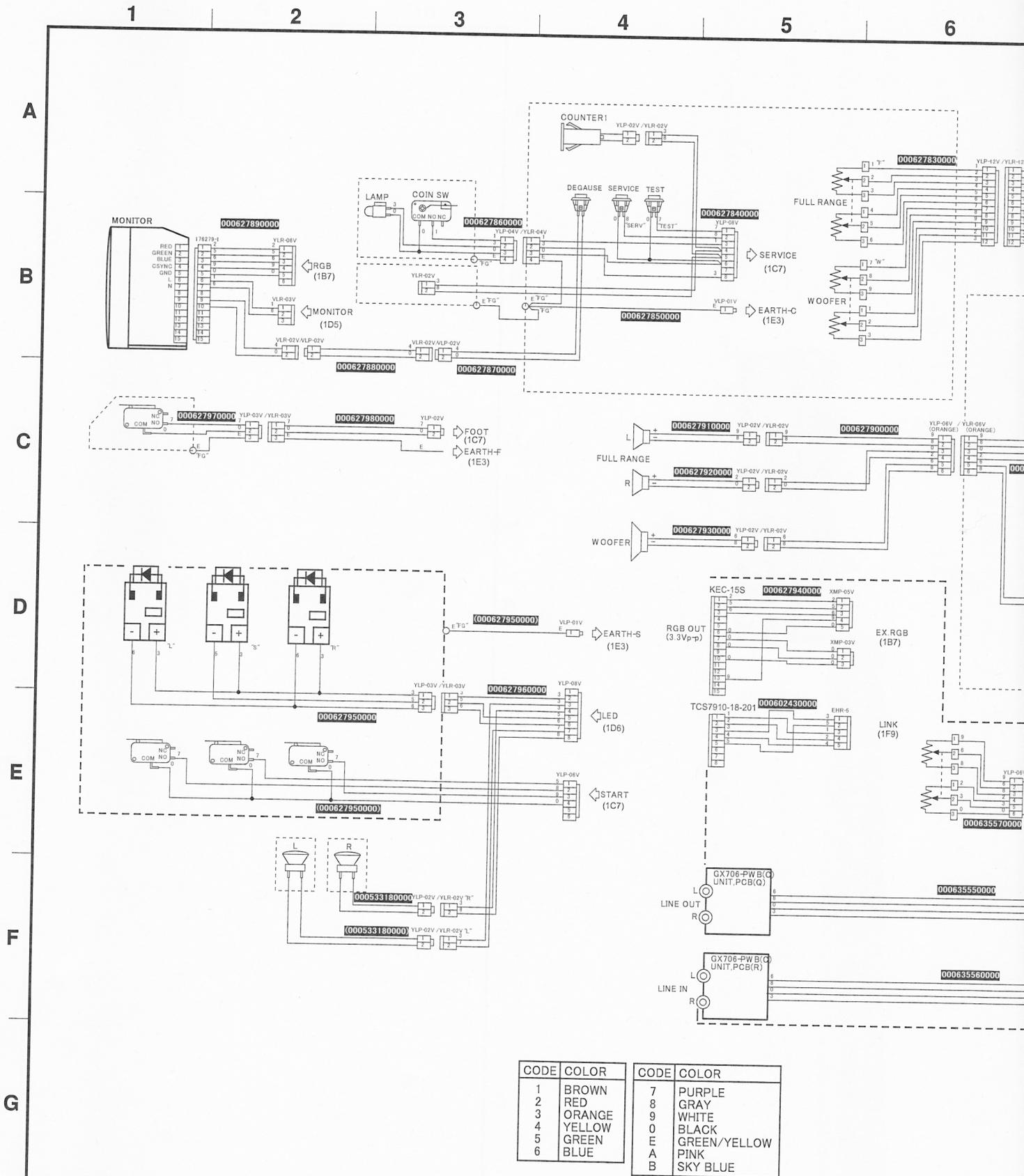
The harnesses in the shaded section are the ones added with the GEG32-AA kit.

CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE

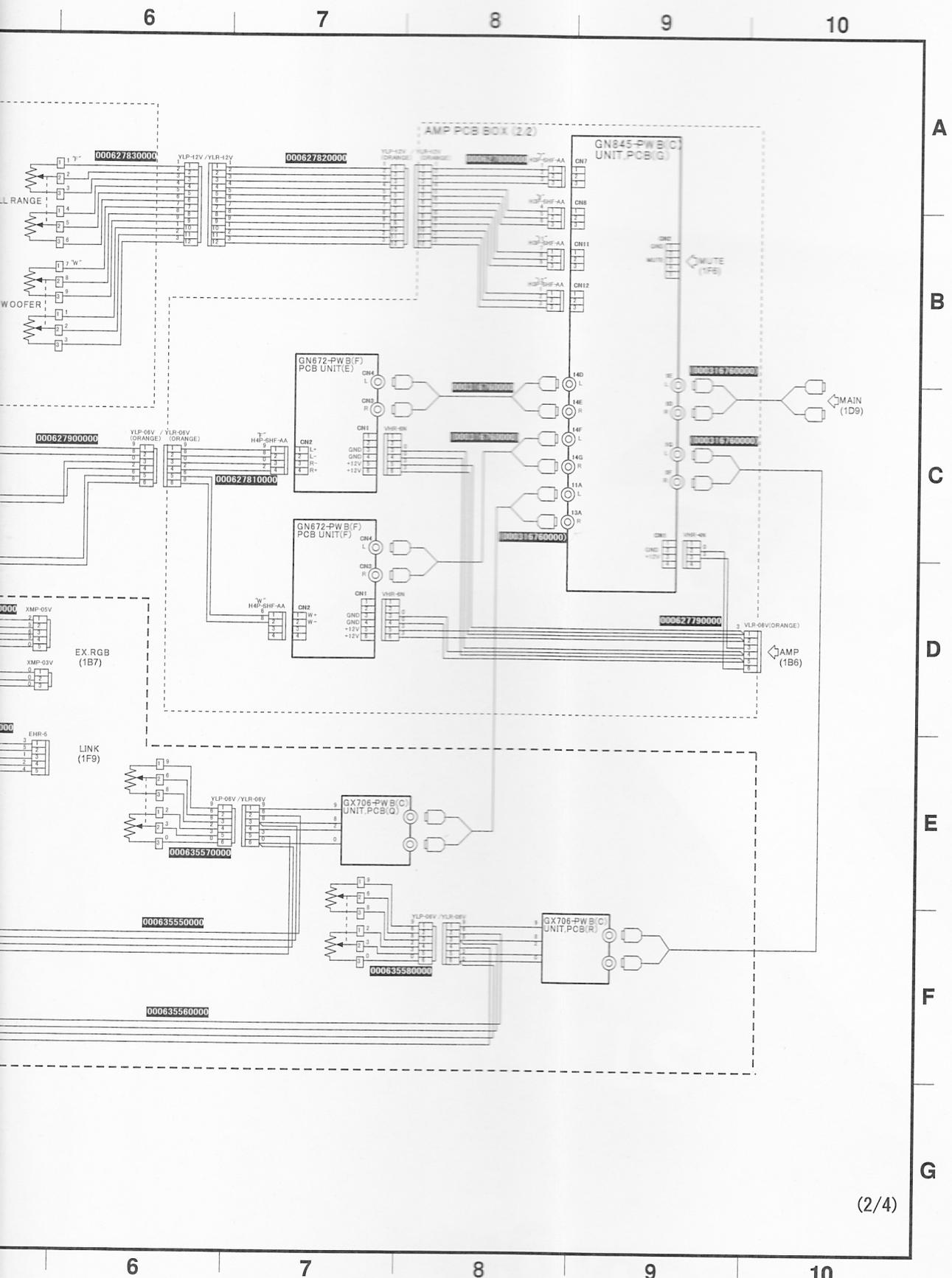
G

Wiring diagram

For Percussion Freaks machine (GQ881-HD/TB) sp



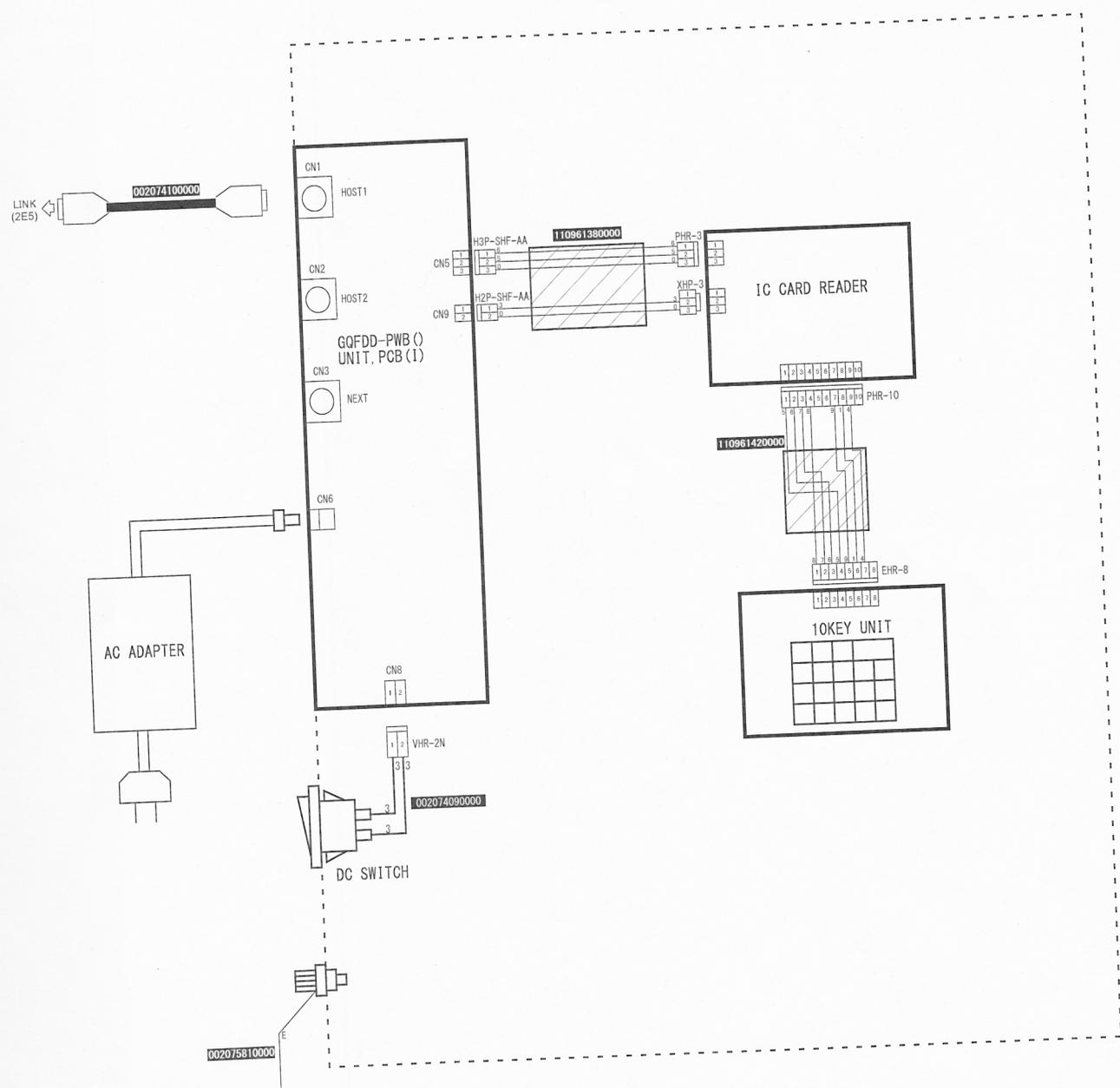
Q881-HD/TB) specifications for regions using 220 / 110 voltage area in Asia. 2/4



The types of parts may be different depending on the shipment period.

For Percussion Freaks machine (GQ881-HD/TB) specifications for regions us

2 3 4 5 6 7 8

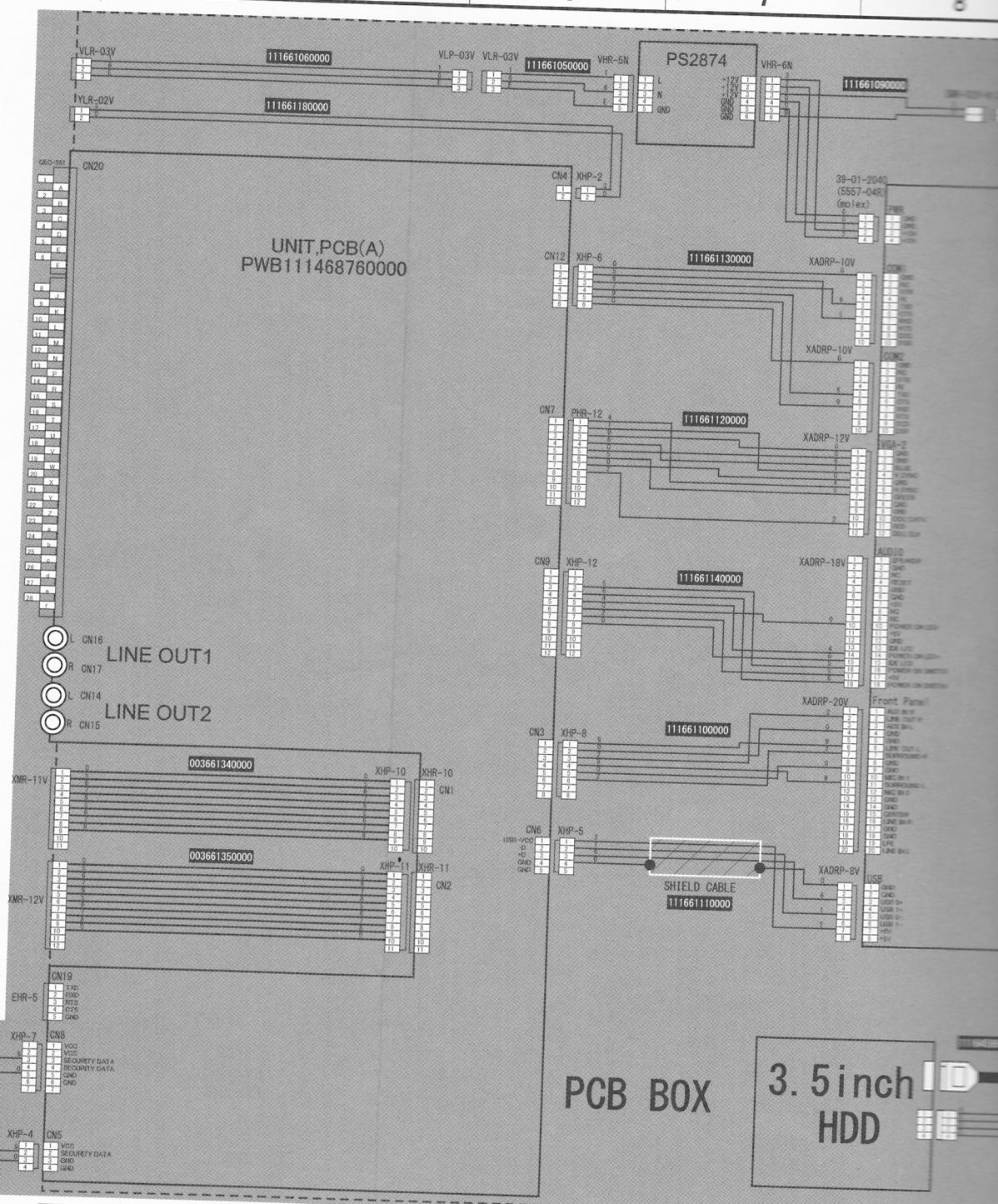


CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE

2 3 4 5 6 7 8

The types

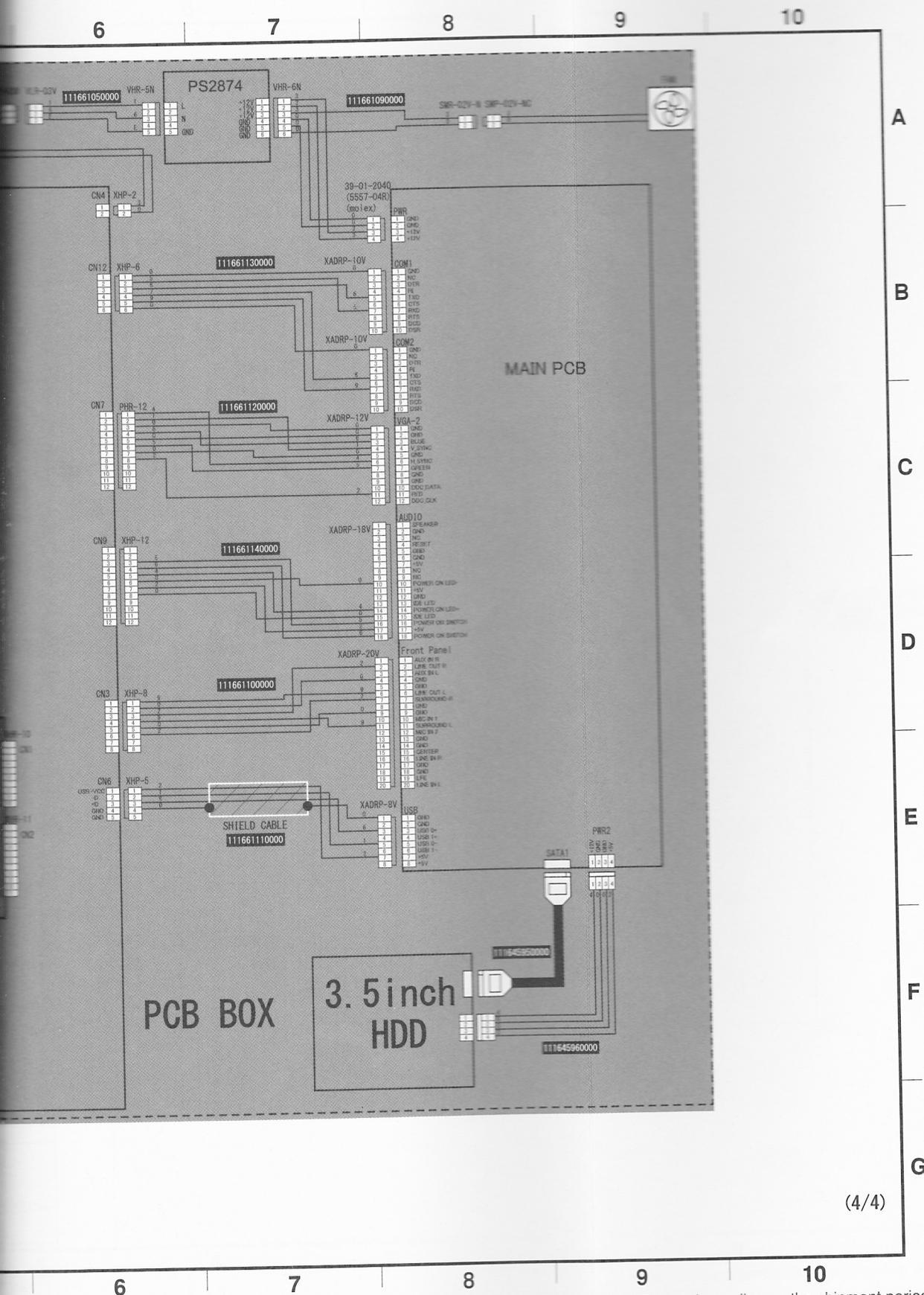
For Percussion Freaks machine (GQ881-HD/TB) specifications for region



CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE

in the shaded
lines added
-AA kit.

31-HD/TB) specifications for regions using 220 / 110 voltage area in Asia. 4/4

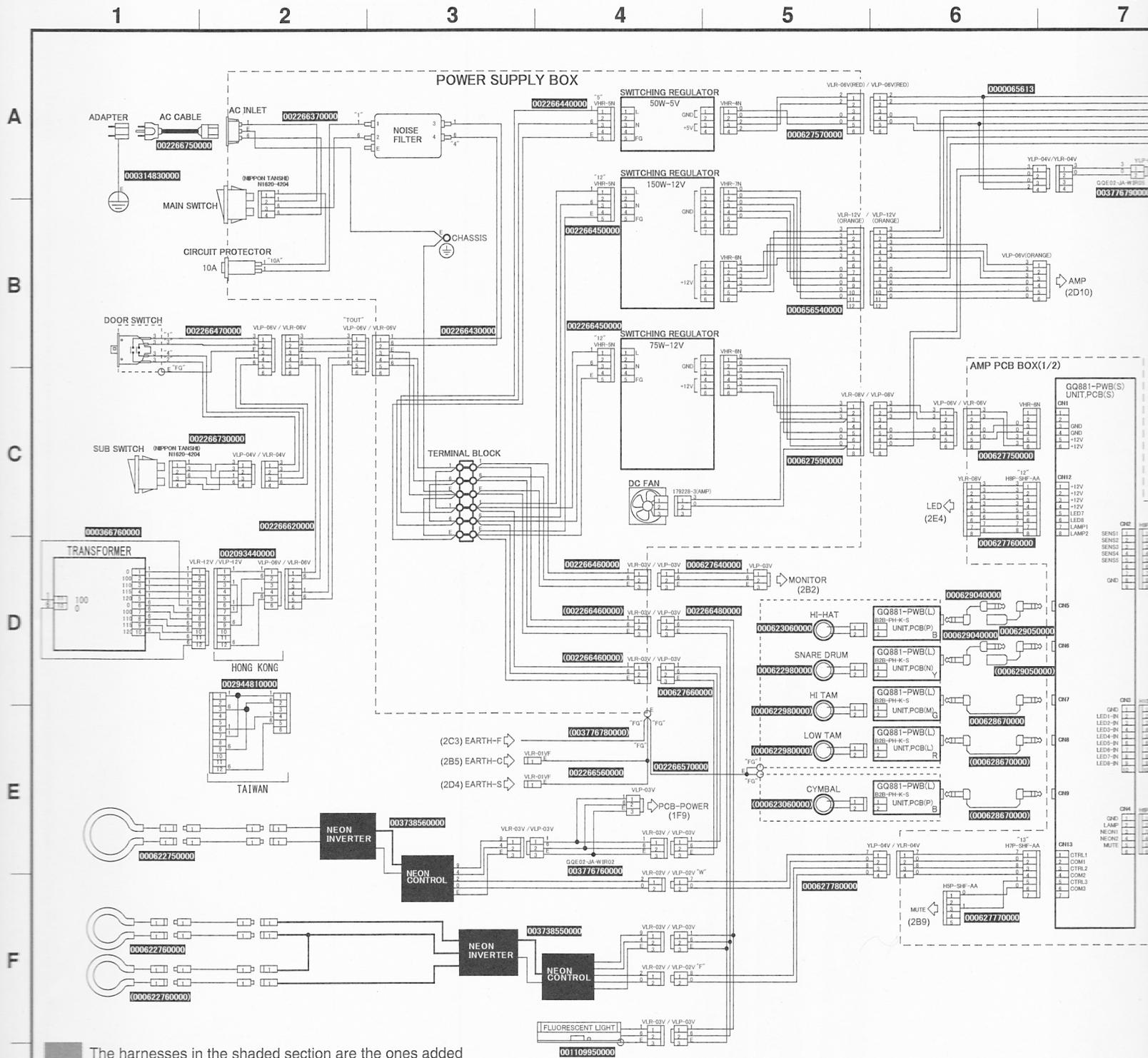


Percussion Freaks machine

The types of parts may be different depending on the shipment period.

Wiring diagram

For DrumManiaV machine (GNE02-HD/TB) For DrumManiaV2 machine

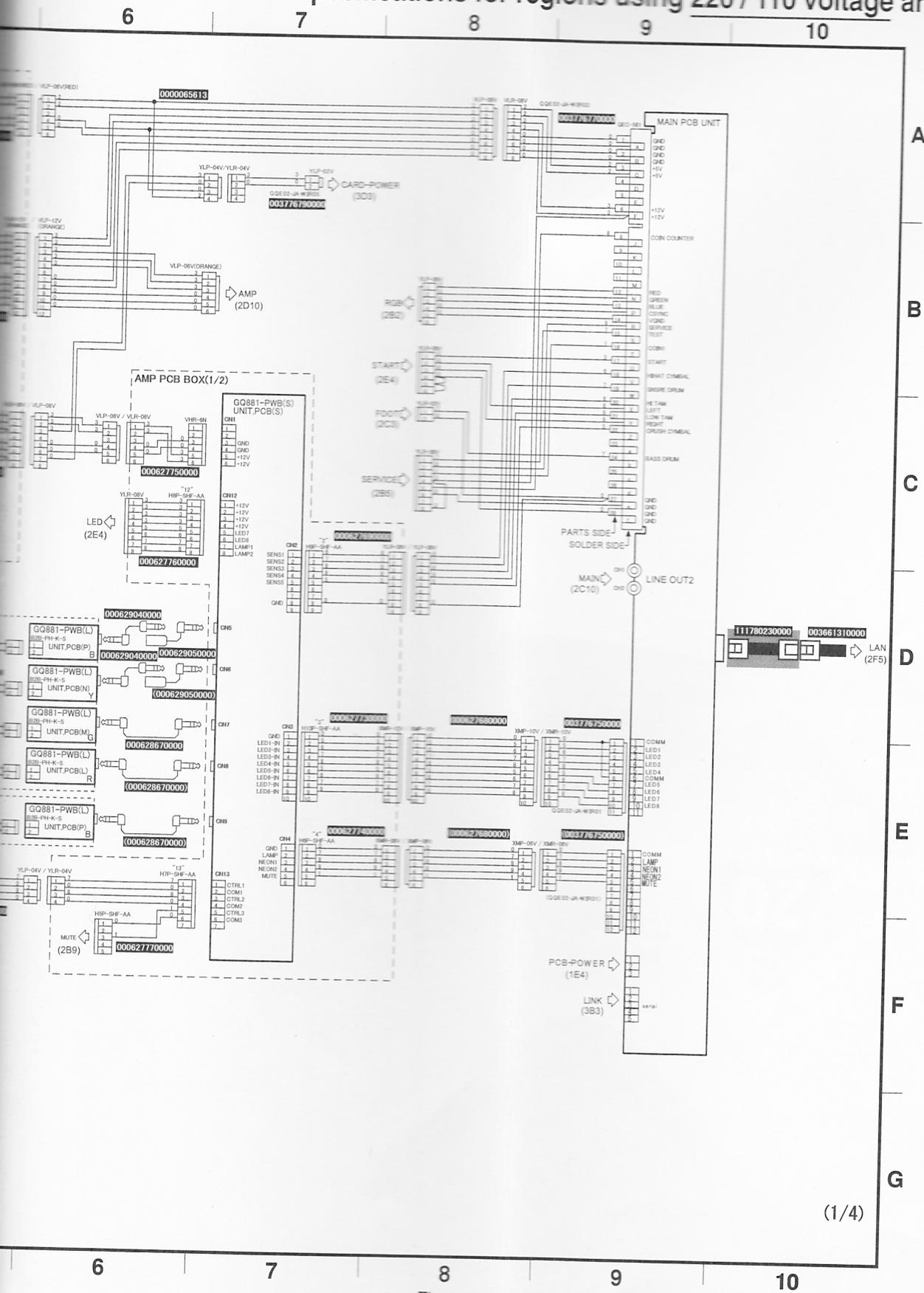


The harnesses in the shaded section are the ones added with the GEG32-AA kit.

CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE

G

For DrumManiaV2 machine (GNF02-HD/TB) For DrumManiaV3 machine (GNF32-HD/TB)
 specifications for regions using 220 / 110 voltage area in Asia. 1/4



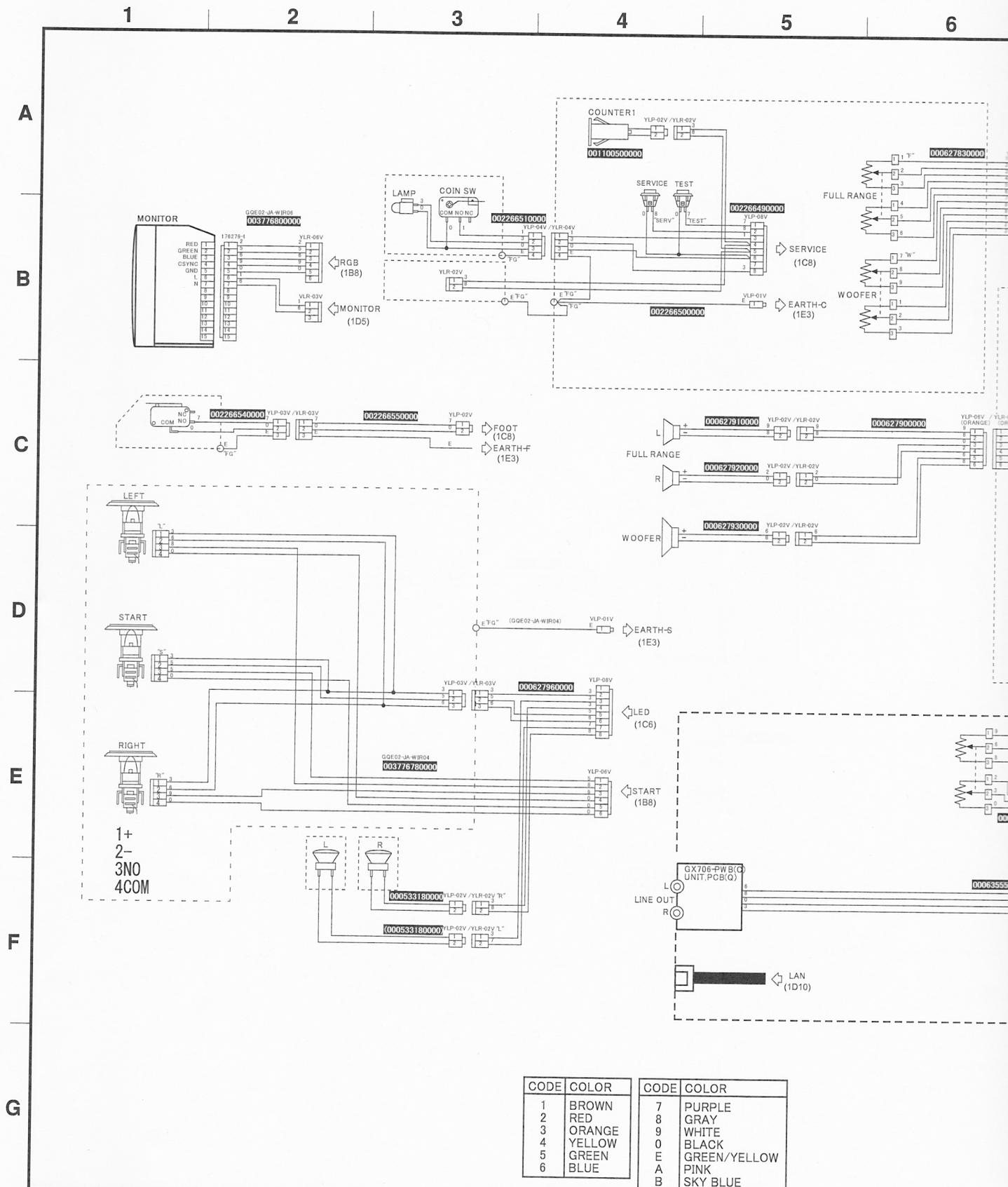
(1/4)

The types of parts may be different depending on the shipment period.

DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

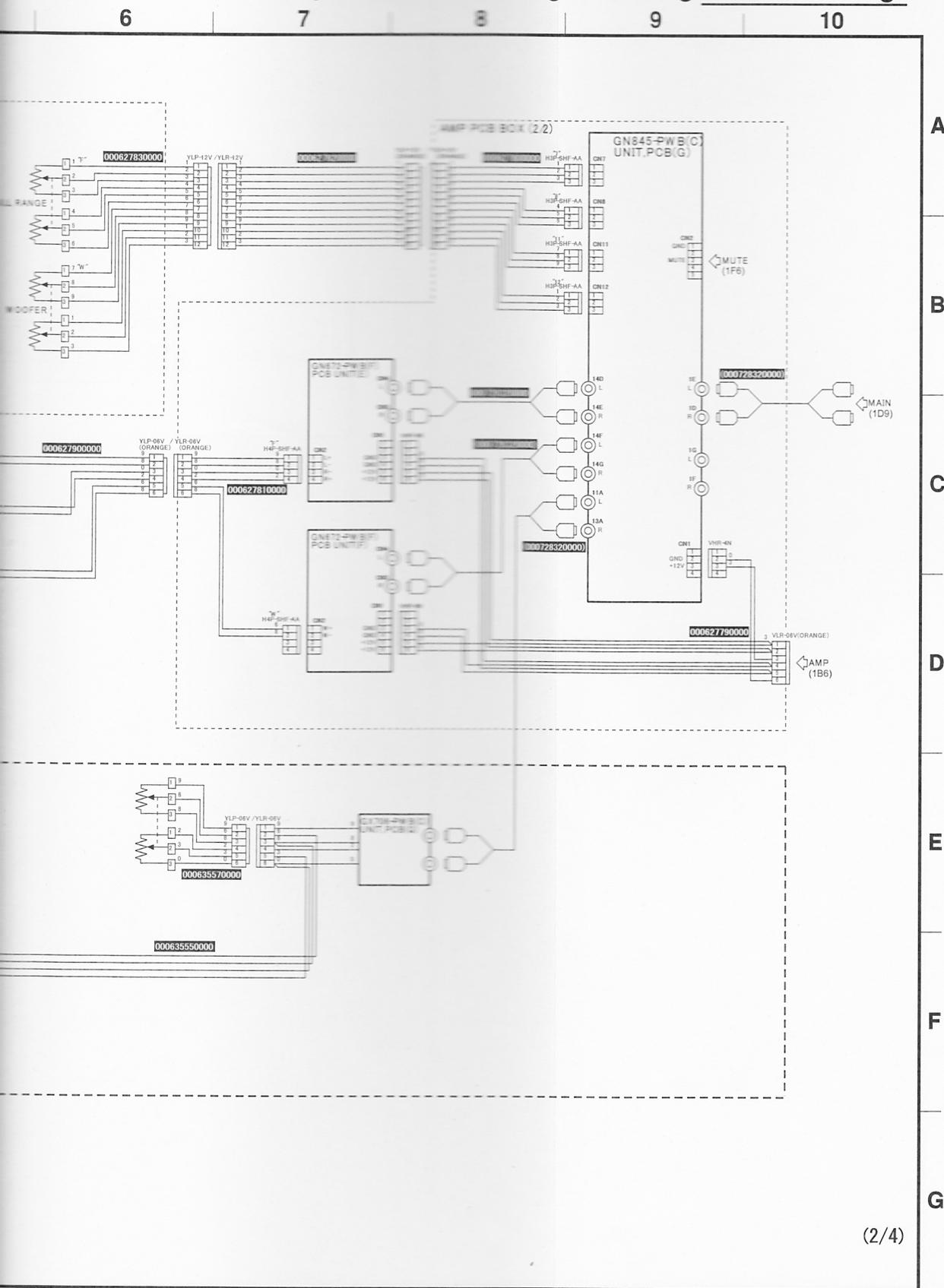
Wiring diagram

For DrumManiaV machine (GNE02-HD/TB) For DrumMania



CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	A	GREEN/YELLOW
6	BLUE	E	PINK
		B	SKY BLUE

For DrumManiaV2 machine (GNF02-HD/TB) For DrumManiaV3 machine (GNF32-HD/TB)
 specifications for regions using 220 / 110 voltage area in Asia. 2/4



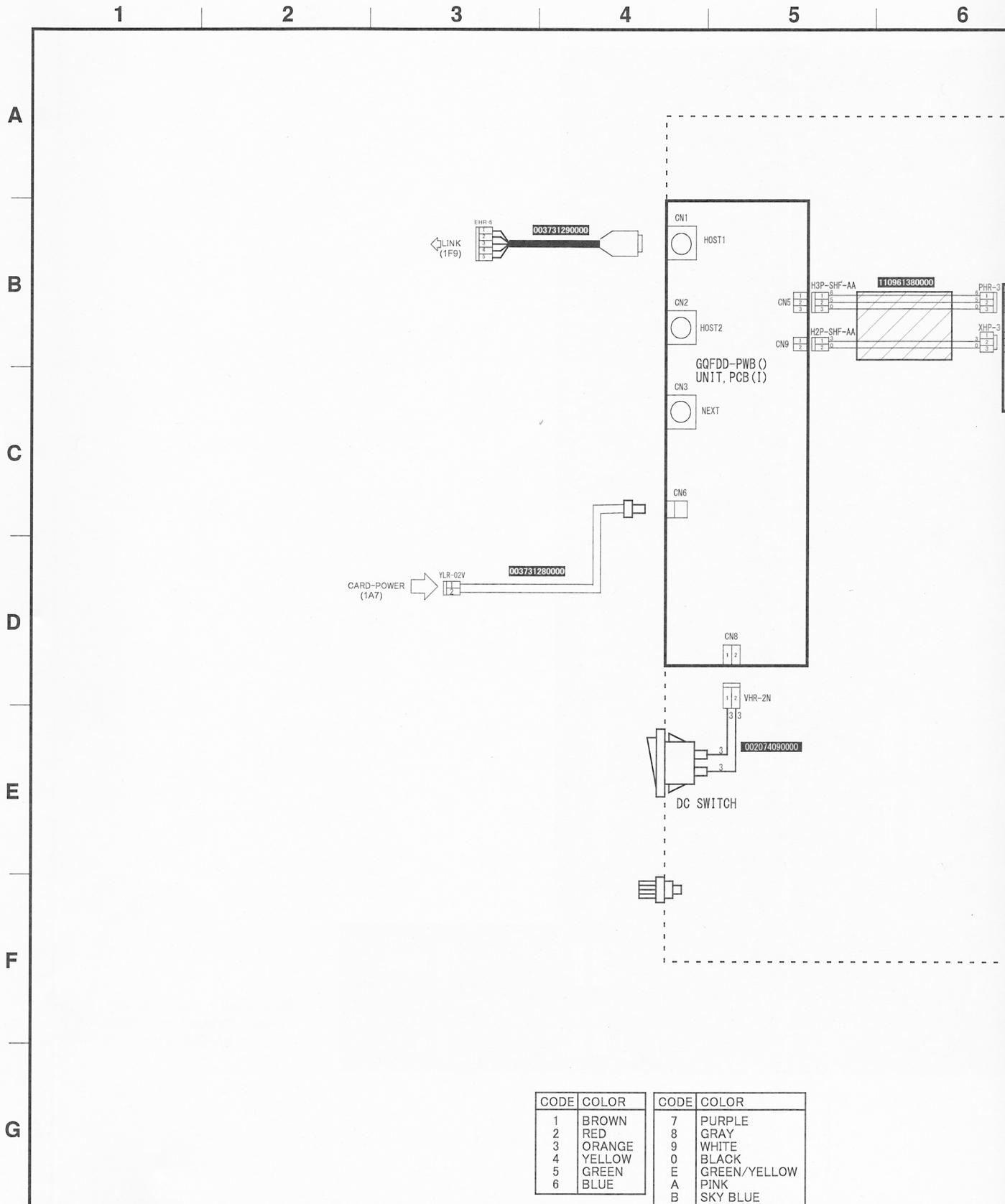
(2/4)

The types of parts may be different depending on the shipment period.

DrumManiaV, DrumManiaV2 and DrumManiaV3 machines

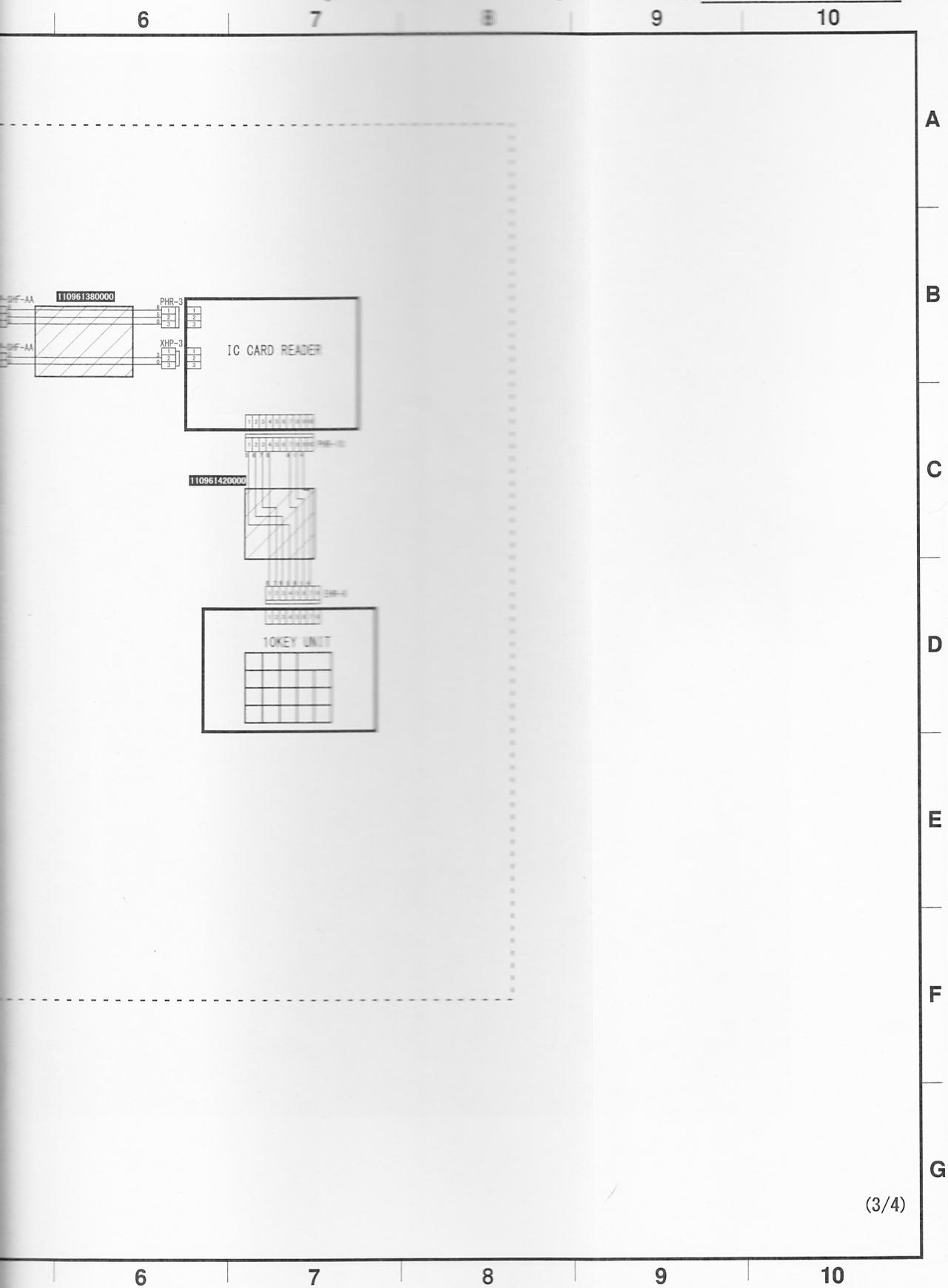
Wiring diagram

For DrumManiaV machine (GNE02-HD/TB) For DrumMa



CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE

) For DrumManiaV2 machine (GNF12-HD/TB) For DrumManiaV3 machine (GNF32-HD/TB)
 specifications for regions using 220 / 110 voltage area in Asia. 3/4



(3/4)



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