

1ST PRINTING MAY 01

# SEGA



## Universal Kit

Kit Installation Instructions  
& Service Manual

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

**1 - 2 PLAYER GAME**

SEGA ENTERPRISES, INC. USA

MANUAL NO. 999-1283

## **Warranty**

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

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

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

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

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.

Virtua Striker 3  
 Sega Naomi System  
 Kit Contains List

Part #	Desc	Qty
400-5397-01	NAOMI POWER SUPPLY	1
838-13616	AUDIO POWER AMP 2 CH	1
560-5407-UL	AUDIO XFORMER 120V	1
838-13683-93CV1	JAMMA I/O BD (NAOMI)	1
400-5397	POWER SUPPLY (NAOMI)	1
600-7141-200	USB CABLE	2
600-7009-2500	VGA VIDEO CABLE	1
840-0071D-01	ASSY CASE PC1 DIMM BD	1
600-7247-500	CABLE SCSI TYPE 2 500MM	1
610-0630-0006	GD SOFT KIT VS3	1
LOC. PURCHASE	SERVICE SWT BRKT ASSY	1
XKT-0833	GD-ROM DRIVE KIT	1
LOC. PURCHASE	JOYSTICK 8 WAY - GREEN	2
LOC. PURCHASE	PUSHBUTTON - GREEN	2
LOC. PURCHASE	PUSHBUTTON - BLUE	2
999-1276	MARQUEE ART	1
999-1277	INSTR. SHEET #1 PLAYER	1
999-1278	INSTR. SHEET #2 CONTR	1
999-1280	CONT PNL NAOMI	1
999-1279	DECAL SIDE ART	2
999-1281	CONTRL PNL STND	1



# SERVICE BULLETIN

SEGA Service Department  
45133 Industrial Drive  
Fremont, Ca. 94538

<http://www.seuservice.com>  
Phone: 415.701.6580  
Fax: 415.701.6594

## SPECIAL NOTICE FOR ALL SEGA NAOMI KITS

### PROBLEM:

The SEGA Naomi Game kits are actually 'JAMMA Dependent'. What this means exactly is they will only install into existing JAMMA Cabinets. If an operator tries to install these kits into a Non-JAMMA cabinet, they will first have to bring the wiring up to JAMMA Standards.

### SOLUTION:

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



IMPORTANT!

Not following the directions provided herein may cause your game to malfunction.  
All electrical work should be performed by the site's Serviceman or Technician.



WARNING!

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

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

# INSTALLATION INSTRUCTIONS

- 1) First. Remove all access panels from the game. Locate the original game Logic PCB's & Power Supply and remove from the Cabinet by first disconnecting all harnesses from the boards. (You need only to splice in the Main Power (110v AC) into the 3-Pin Connector (GRN/WHT/BLK).)
- 2) Remove all existing game harnesses (we suggest using New Jamma Harnesses (*NOT contained in the kit*) to ensure reliability).
- 3) Locate the most convenient and open area of the cabinet to mount the Virtua Stiker 3 Naomi System Assembly. Make sure this area is free and clear of all cable harnesses and grounds, cable clamps, etc.

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

**Good Idea!**

**Good Idea!**

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

- 4) Connect the JAMMA Harnesses to the JVS-JAMMA Interface Boards. Separate the wires from each other (i.e. Control Panel, Video, Speaker, Power Supply). Run the various harnesses to the part of the cabinet they go to ensuring they are dressed properly & secured to the cabinet. Locate the Volume/Speaker/Coin Meter Cable and connect to your existing **Switch Bracket** or use the new one included with the kit. **Note:** *If you are using a VGA Compatible Monitor you can run your VGA Cable directly to the monitor or connect it to your JVS JAMMA Interface for RGB Conversion to your JAMMA Cables.*
- 5) Remove Marquee from cabinet and cut to fit the new Virtua Striker 3 Marquee in place.

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

**Good Idea!**

- 6) First remove all Joystick and Button assemblies from the Control Panel. Remove Lexan and Control Panel Overlay. Proceed to clean surface of the Control Panel by removing all adhesive and dirt. Fill in or plug up existing button holes to set up a blank work area for your new controls.
- 7) Install the new Control Panel Overlay by carefully peeling off the paper backing and laying down on the panel. Smooth it out, starting in the center and working your way to the edges (removing all of the trapped air pockets). If necessary, cut the edges of the overlay excess and fold under panel.
- 8) Cut out the button and Joystick Holes. Install Joystick and buttons from kit into the Control Panel and tighten down. Connect all game harness wires to switches and buttons.

# INSTALLATION INSTRUCTIONS

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

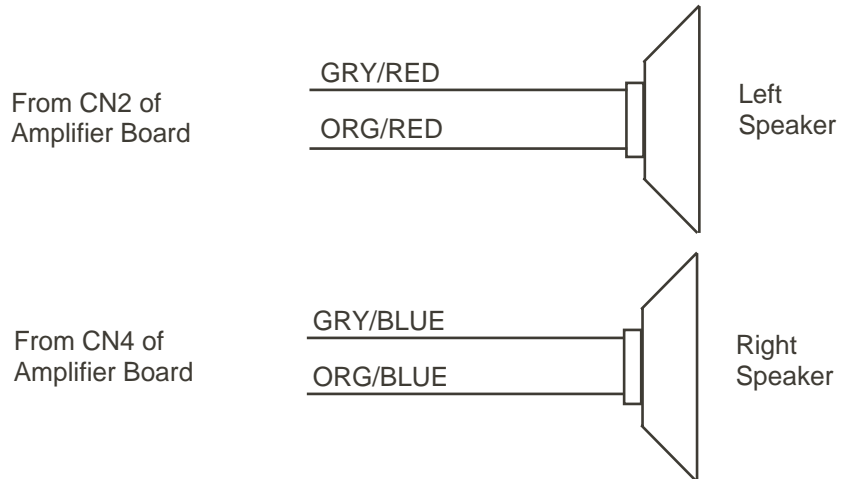
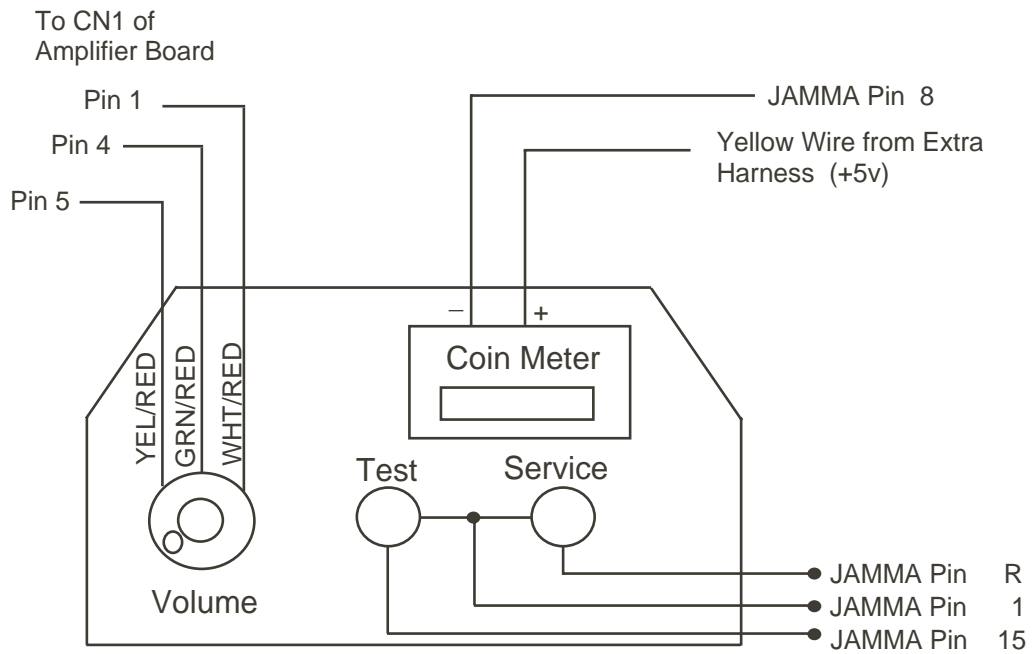
**NOTE:** As a precaution, disconnect the JAMMA Harness from the I/O Boards and turn power on. With a Multi-Meter, measure the 5v and 3.3v. Adjust if necessary to 5.15v DC and 3.3vDC. Measure the +12 to ensure the wires and voltages are in the correct position. Turn power off. Plug in the JAMMA Harness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

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



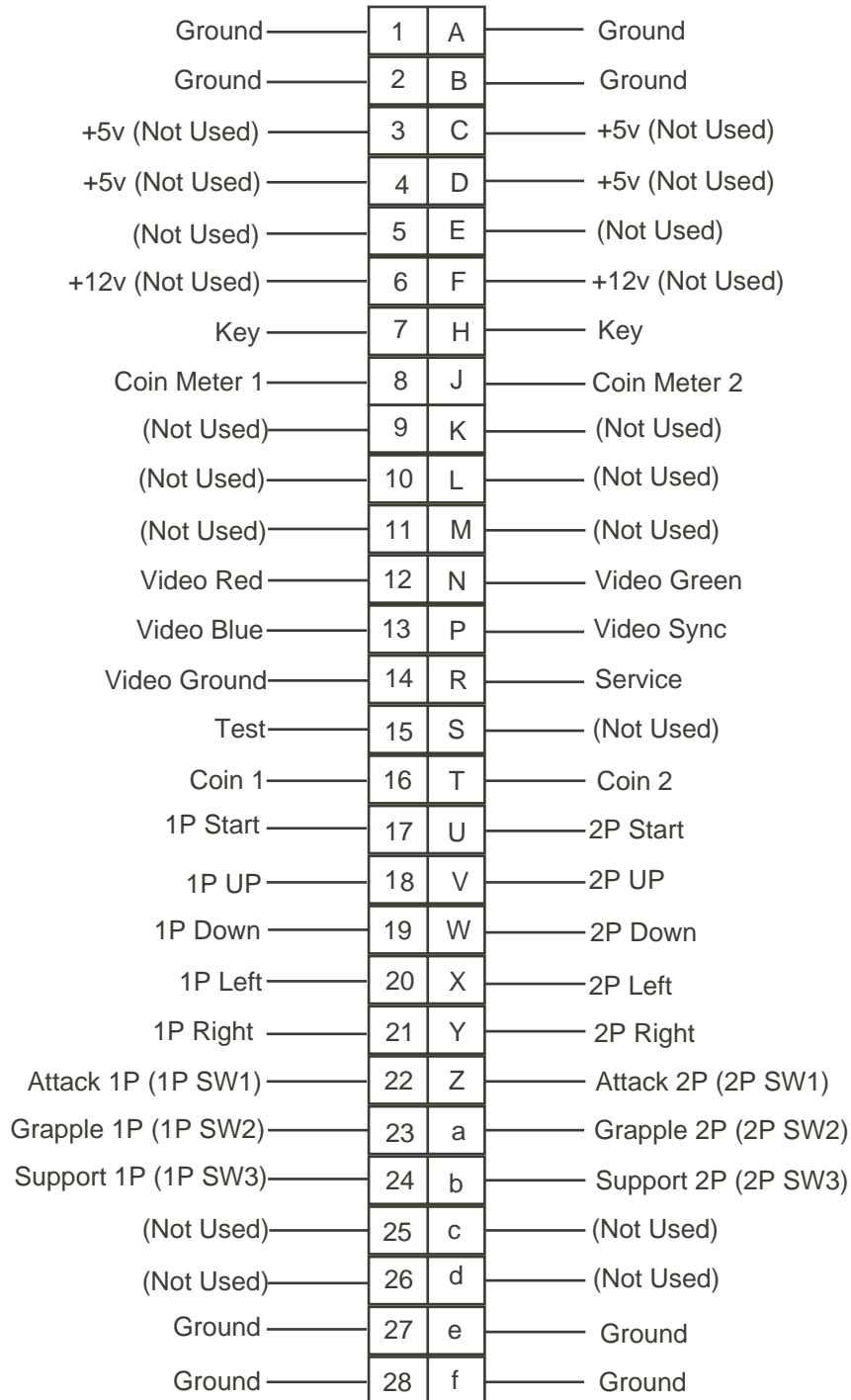
Enter **DIAGNOSTICS** and adjust the Volume Level, test all Buttons & Joystick for proper operation & wiring. Adjust Pricing. Coin-Up and test out a game to ensure proper play functions are as they should be.

# Sega Naomi System Switch Bracket and Speaker Installation Diagrams (Figure 3)



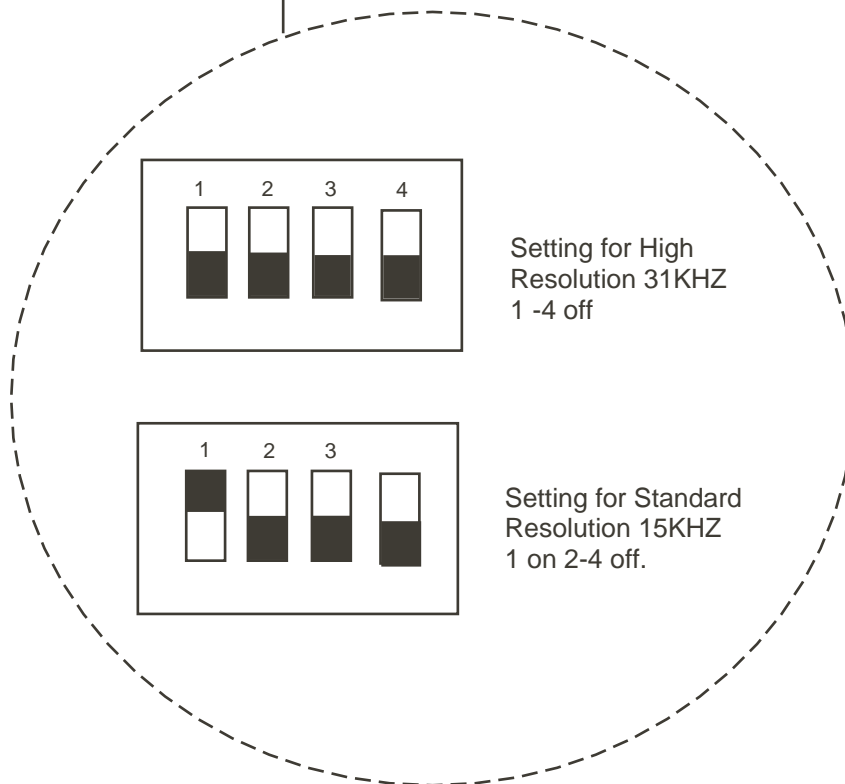
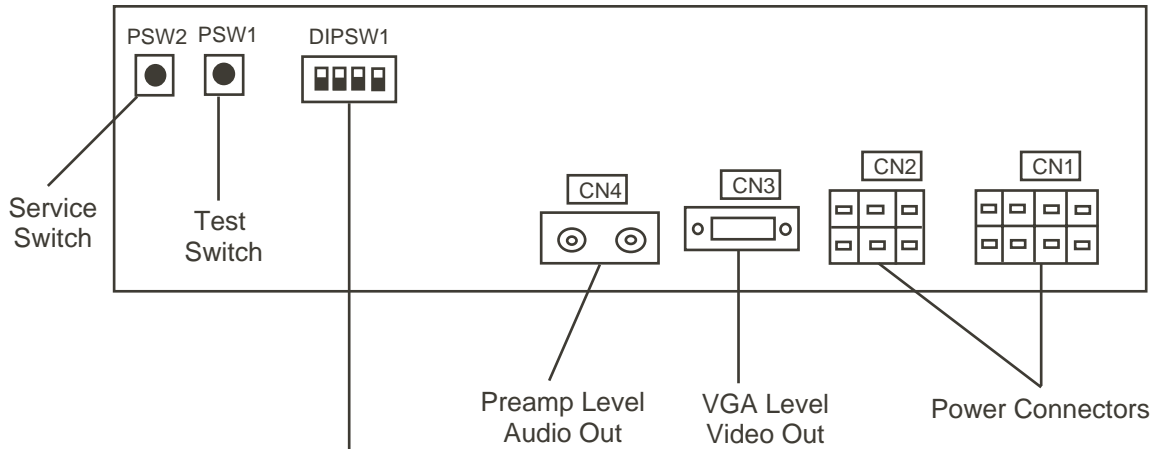
# Sega Naomi System JAMMA Harness Wiring (JAMMA I/O BD)

**(Figure 4)**





# Sega Naomi System Filter Board Information Connector Description etc.



# 1. SPECIFICATIONS

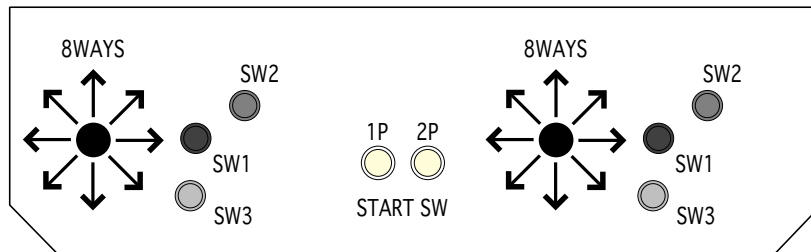
## ① ON-SCREEN DISPLAY

Monitor Position



Horizontal Synchronous Frequency  
15/31 kHz

## ② CONTROL PANEL



PLAYER 1

PLAYER 2

## ③ Minimum DIMM Memory Capacity

256 MB

## 2. CONTENTS OF GAME

### HOW TO PLAY THE GAME

- You can select favorite ones of the 32 national teams picked out from the whole world.

This is a soccer game where you win your way through a world tournament imaged.

You can enjoy a match of intrusion style while the match is in progress.

- Flow of the Game

If you enjoy the game alone, you will compete with the CPU through a world tournament imaged.

If your final score is more than that of the CPU after the end of a match, you can advance to the next match. If it is equal to or fewer than the score of the CPU, Game Over takes place. You can also make settings of the Extension Ending with G-Goal and Penalty Shootout Mode (PK SYSTEM). Even for Penalty Shootout, if your count of success is equal to or fewer than that of the CPU, Game Over takes place.

- \* You can change the time of Extension and the maximum allowable number of shots in Penalty Shootout.

You can also enjoy a match of intrusion style and compete with another player of the game.

- \* Apart from matches with the CPU, you can make settings of the time of Extension, the maximum allowable number of shots in Penalty Shootout, and the first/second half option, etc.

If the final scores are identical at the end of the match, Game Over takes place or the winner is determined by Penalty Shootout.

- \* Determination of the winner can be selected with Settings.

- Fouls

- Yellow and Red Cards

When a soccer player plays foul, the referee presents a Yellow or Red Card for him.

When the same soccer player gets the Yellow Card twice, he is sent off. Once a player receives the Red Card, he is immediately sent off.

Yellow Cards are brought over to the subsequent matches until you are defeated.

- Offside

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

- Operations

You use one lever and three buttons for operations.

	Offense	Defense	Ball in air
	Shoot		Take first time shot
	Long Pass Center ball		Head ball into long distance
	Short Pass	Sliding	Head ball into short distance

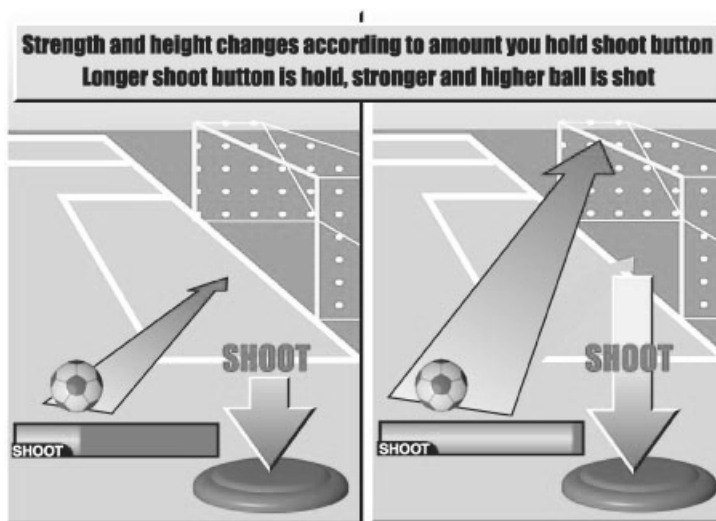
- Lever: Move
- Green: [For Offense] Short Pass (Heading for the ball in the air)  
[For Defense] Sliding (varies with the distance to the player of the opposite team)
- Blue: [For Offense] Long Pass (Centering in the Centering Area)  
[For Defense] Sliding (varies with the distance to the player of the opposite team)
- Red: [For Offense] Shot (varies with the size of the Power Gage)  
[For Defense] Sliding (varies with the distance to the player of the opposite team)

<For Offense>

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



- Shot  
By pressing the Shot button while keeping the ball, the Power Gauge is displayed.  
Pressing and holding down the Shot button extends the gauge; the shooting strength depends on how the gauge is long when you releases the button.

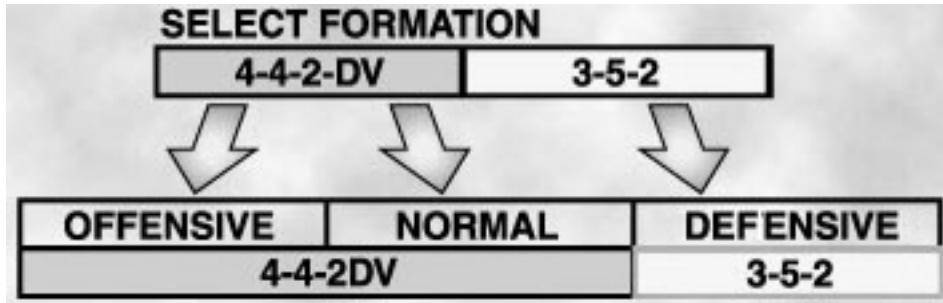


<For Defense>

- Sliding  
Pressing the Short Pass button in the defense mode allows the player to slide to the one who is keeping the ball.

<Selecting Formation>

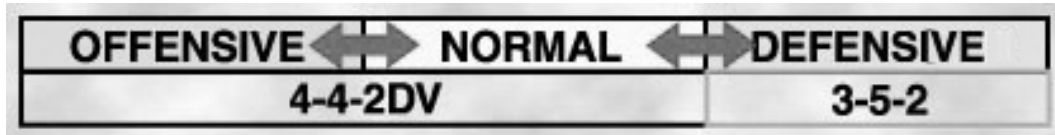
Before beginning a match, you can select the formation using the Start button. The options from which you can select the desired one depend on the team. With the selected formation as NORMAL, an OFFENSIVE or DEFENSIVE formation is assigned automatically.



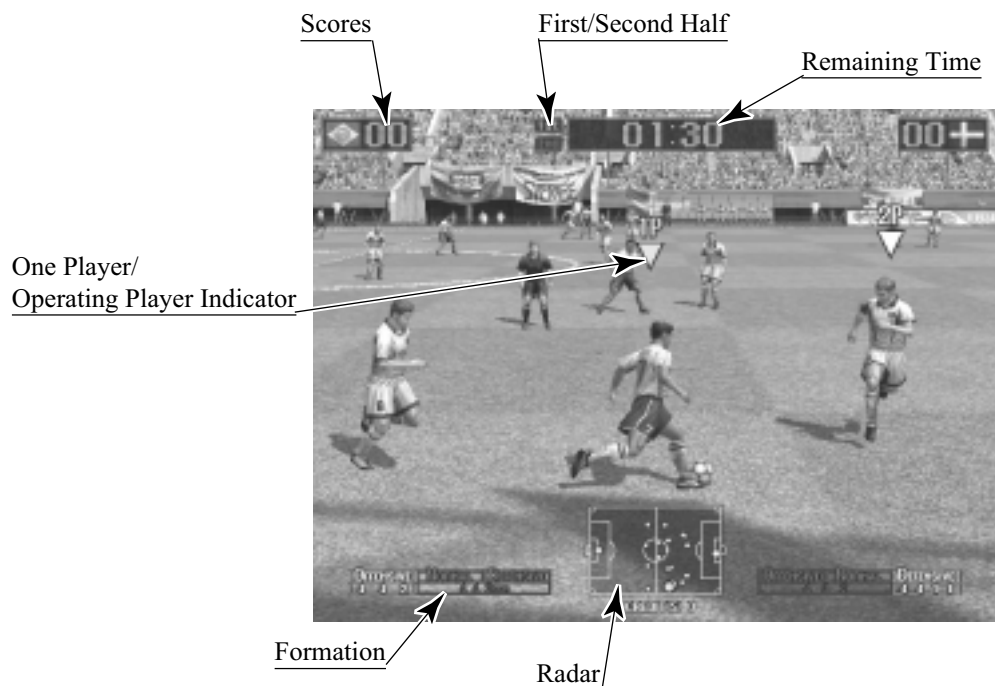
If you have set the first/second half system, you can change the formation during the half time.

<Tactics Switching>

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



● Game Screen



# 3. TEST MODE

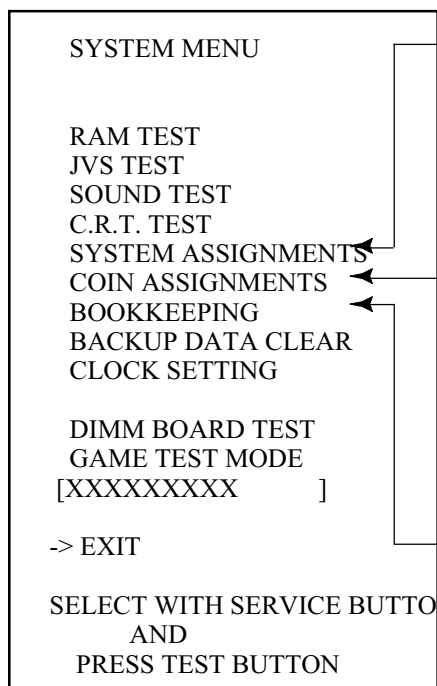
## A. SYSTEM MENU



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

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

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



In the SYSTEM ASSIGNMENTS,  
CABINET TYPE is set to 2 PLAYER(S),  
MONITOR TYPE is set to HORIZONTAL,  
and SERVICE TYPE is set to COMMON.

COIN ASSIGNMENTS initial settings as follows:  
COIN CHUTE TYPE: COMMON  
COIN/CREDIT SETTING: #1  
COIN CHUTE #1 (#2): 1 COIN 1 CREDIT

SEQUENCE SETTING of COIN ASSIGNMENTS functions as follows:  
SEQUENCE 1: Number of credits required for game start  
(initial value = 1 CREDIT).  
SEQUENCE 2: Number of credits required for CONTINUE  
(initial value = 1 CREDIT)  
SEQUENCE 3 ~ 8: NOT USED.

MEANING OF DISPLAY IN BOOKKEEPING 2/2  
P1 (P2) SEQ 1: Play frequency of Player 1 (Player 2)  
P1 (P2) SEQ 2: Frequency of CONTINUE by Player 1 (Player 2).  
P1 (P2) SEQ 3 ~ 8: NOT USED.

- 2) Press the SERVICE Button to move the -> mark to any desired item, and press the TEST Button.
- 3) Press the SERVICE Button to move the -> mark to GAME TEST MODE item, and press the TEST Button. Then the GAME TEST MENU screen appears that enables to test the items specific to this game. For the details, see the following pages.
- 4) After testing, select the EXIT and press the TEST Button. The game advertising screen reappears.

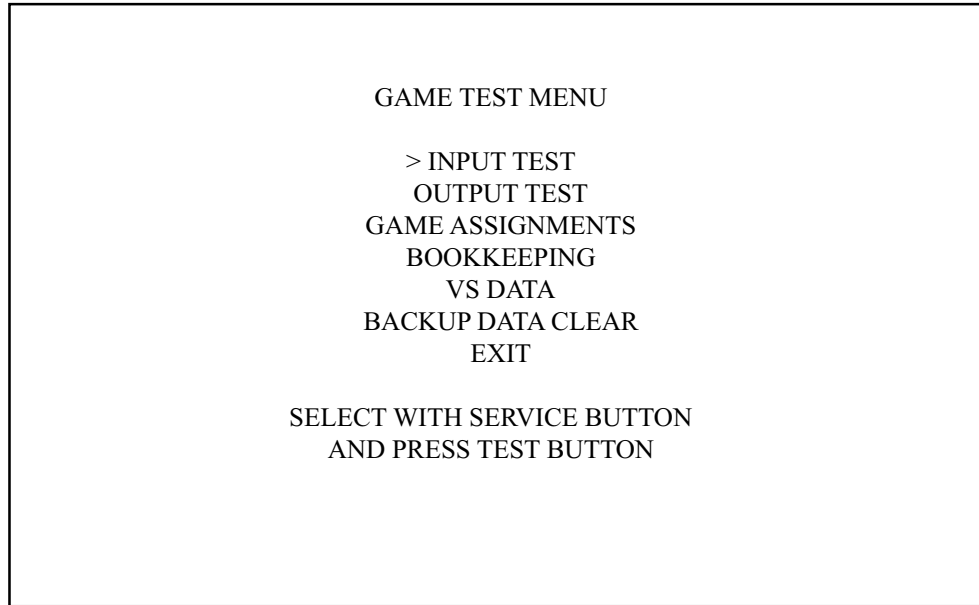
NOTE: For more information about the SYSTEM MENU screen, see the GD-ROM Service Manual (No.: 420-6620-01).

## B. GAME TEST MODE

Bring the arrow to the item of GAME TEST MODE in the SYSTEM TEST MENU, and press the TEST Button to display the TEST MENU peculiar to this game.

Press the SERVICE Button to move the arrow. Bring the arrow to the desired item and press the TEST Button to have the item displayed.

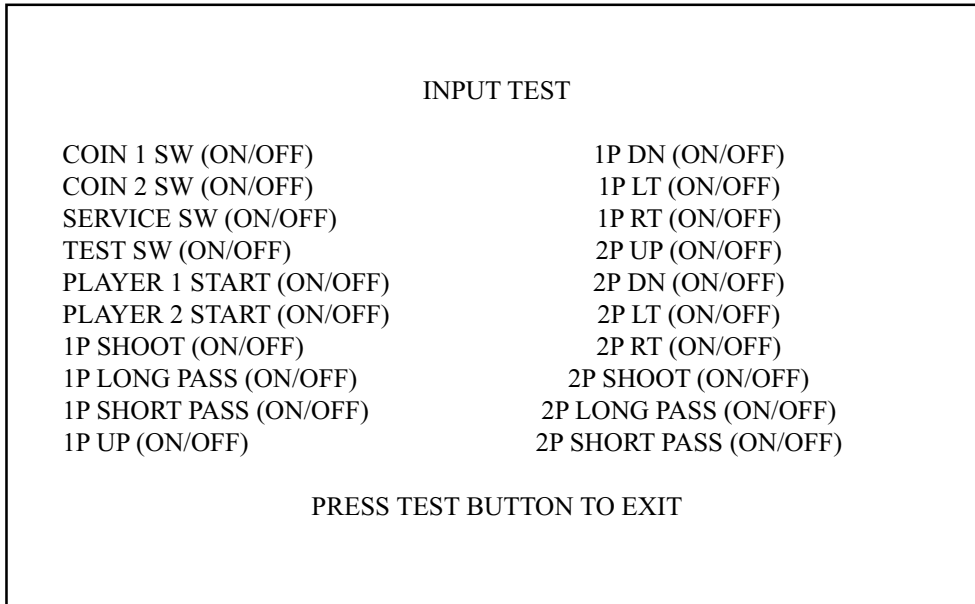
Upon finishing the test, bring the arrow to EXIT and press the TEST Button to return to the System Menu mode.



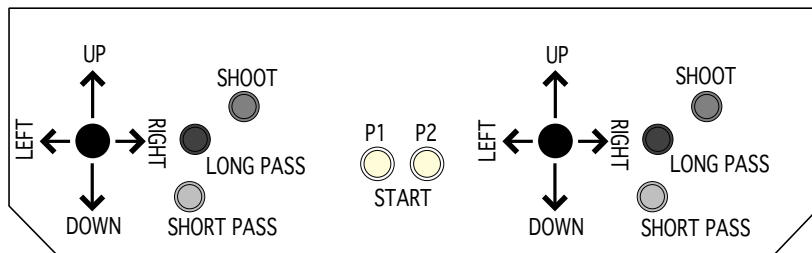
GAME TEST MENU Screen

a. INPUT TEST

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



INPUT TEST Screen



CONTROL PANEL

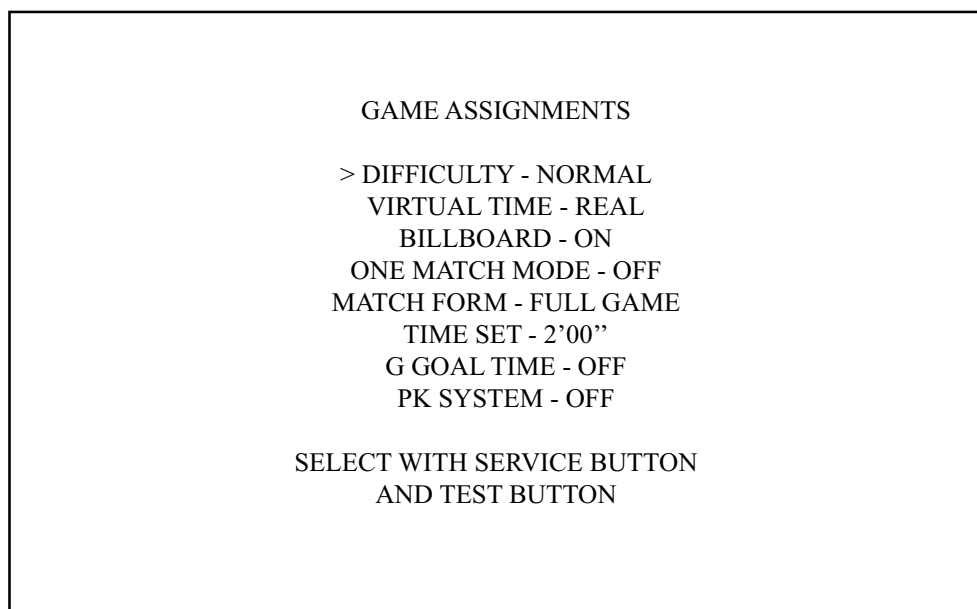
b. OUTPUT TEST

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



### c. GAME ASSIGNMENTS

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



GAME ASSIGNMENTS Screen

#### DIFFICULTY

(EASY, NORMAL, HARD, HARDEST)

Sets the game's difficulty. The standard setting is NORMAL.

#### VIRTUAL TIME

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

#### BILLBOARD

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

#### ONE MATCH MODE

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

## MATCH FORM

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

About setting of the following items:

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

## TIME SET

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

## GGOAL TIME

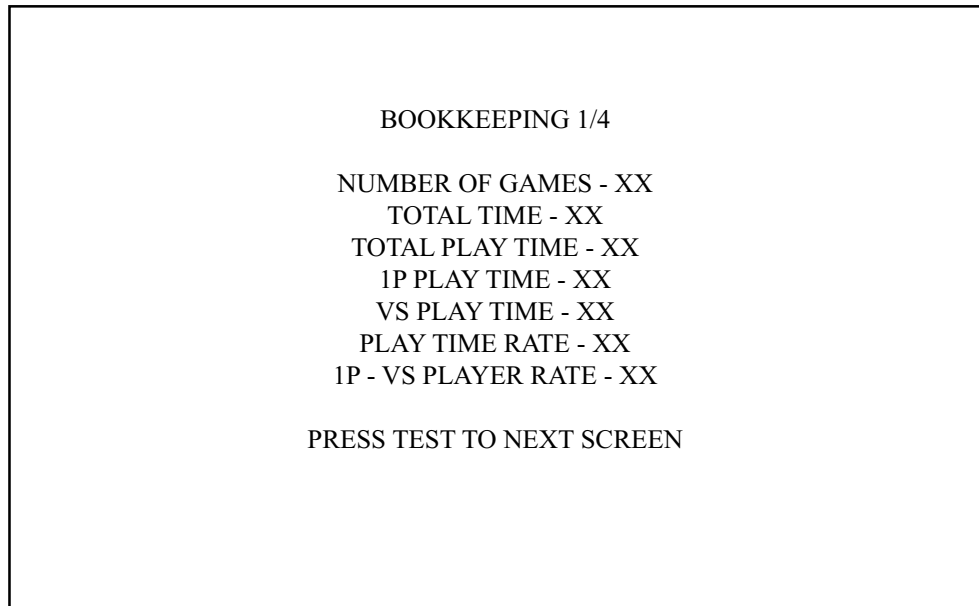
Sets whether to use GGOAL SYSTEM or not. Setting to ON enables an extended game to the extent of [TIME X'X"] following ON if the game ends in a draw when a usual time of game is finished. In this case the game is finished when either side gets a point though the time still remains. If neither of the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

## PK SYSTEM

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

#### d. BOOKKEEPING

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

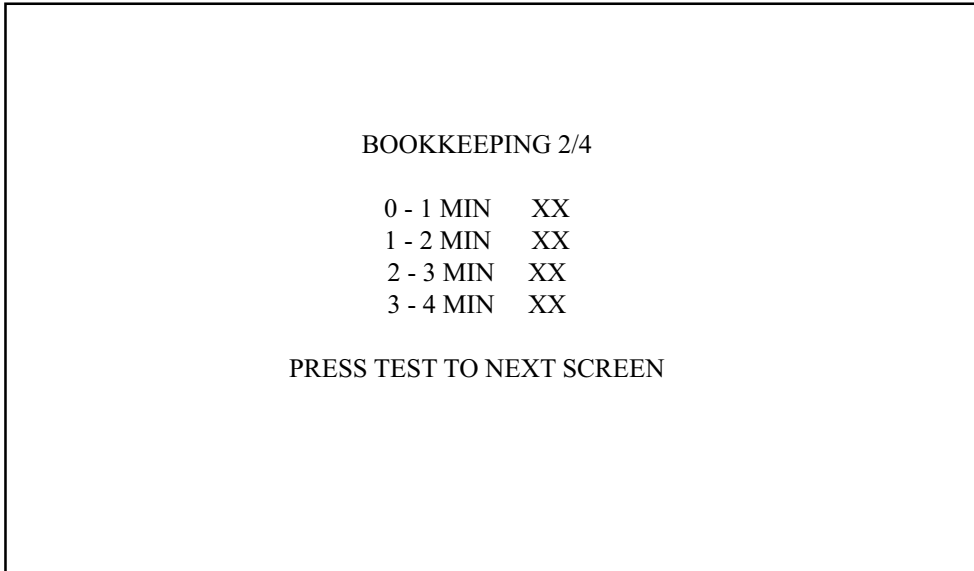


BOOKKEEPING Screen (1/4)

#### [GLOBAL DATA]

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

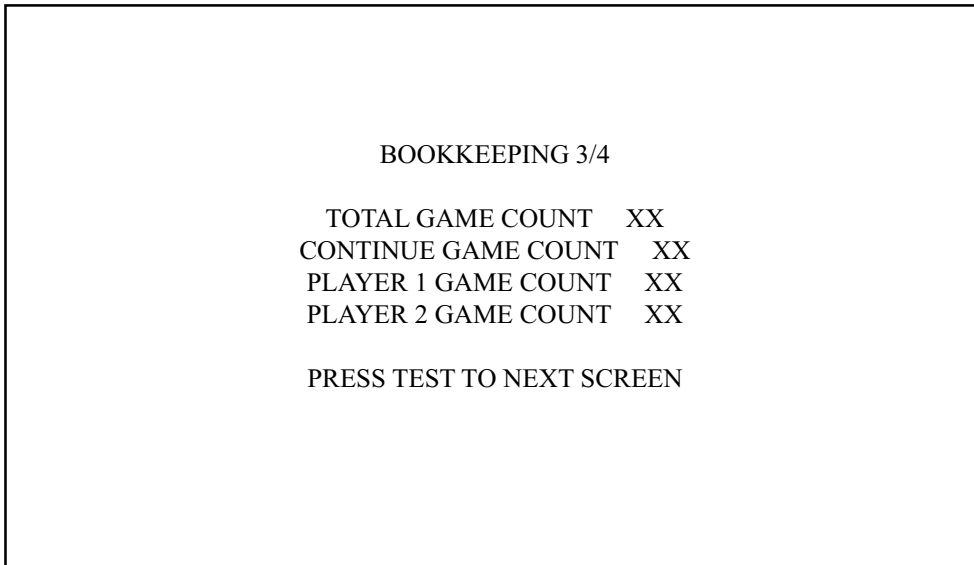
Press TEST Button to proceed to the next screen (2/4).



BOOKKEEPING Screen (2/4)

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

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



BOOKKEEPING Screen (3/4)

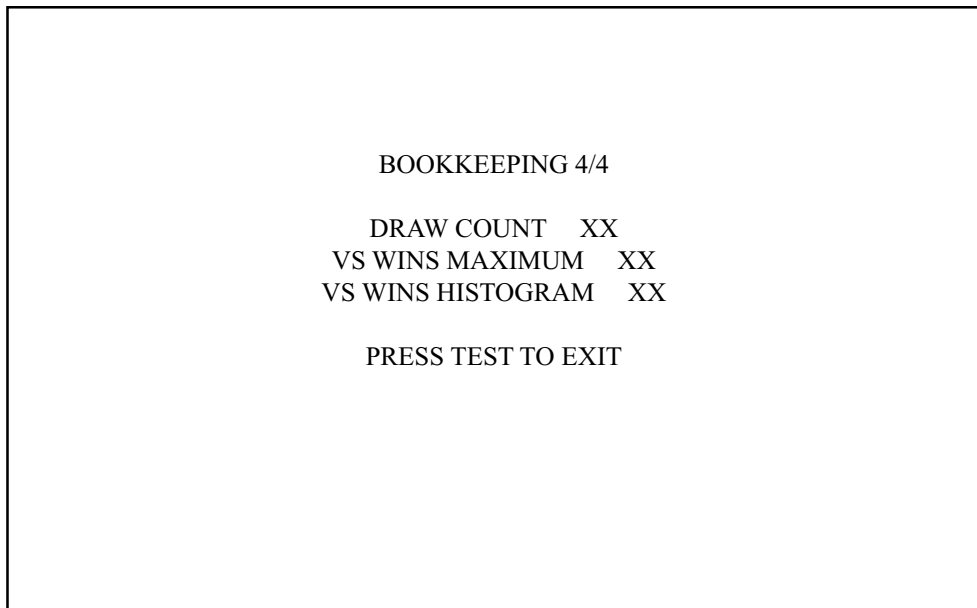
[GAME COUNT]

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

[TOURNAMENT REPORT]

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

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



BOOKKEEPING Screen (4/4)

[GAME DATA]

- |                    |   |
|--------------------|---|
| DRAW COUNT:        | Displays the total number of draw games.                            |
| VS WINS MAXIMUM:   | Displays the maximum number of wins in the vs. mode.                |
| VS WINS HISTOGRAM: | Displays the histogram of the total number of wins in the vs. mode. |

Press TEST Button to return to the MENU screen.

e. VS DATA

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

[TEAM USED RANK (1/2)]

TEAM USED RANK displays the ranking data of teams as per team selection frequency.

USED\_NUM: Displays team selection frequency.

USED\_RATE: Displays the ratio of selection of each team against all teams.

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

[VS WIN RANK (2/2)]

Displays the ranking of each team's victory percentage sequentially in order.

WIN RATE: Displays team's percentage of victories to the total number of vs. games in vs. mode.

WIN: Displays each team's total number of victories in the vs. mode.

LOSE: Displays each team's total number of losses in the vs. games.

DRAW: Displays each team's total number of draws in the vs. games.

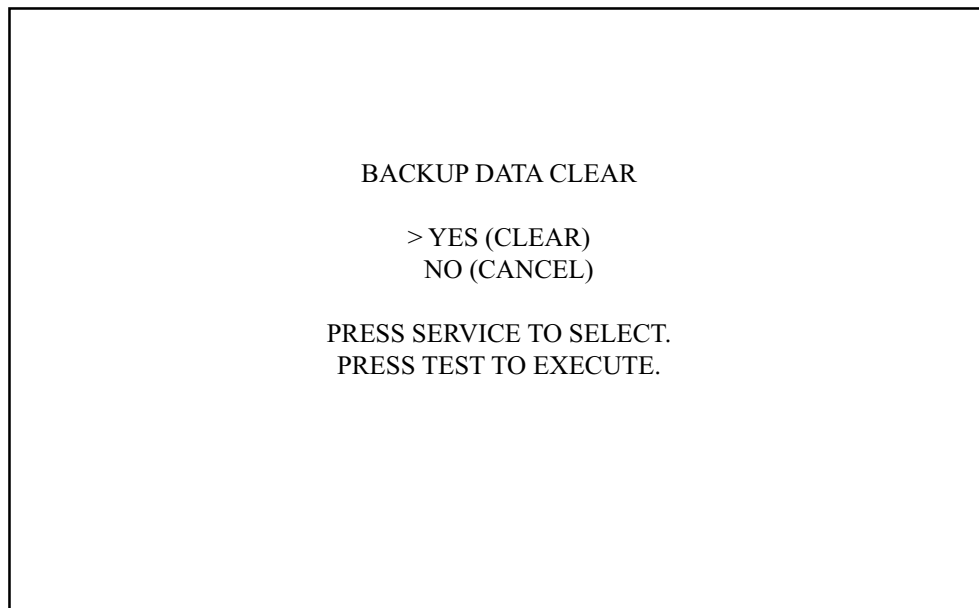
Press TEST Button to return to the MENU screen.

## f. BACKUP DATA CLEAR

This allows the contents of [d. BOOKKEEPING] and [e. VS DATA] to be cleared. The ranking data of [e. VS TEAM DATA] returns to the ranking described in this Manual.

When clearing, use the SERVICE Button to bring the arrow to "YES (CLEAR)" and press the TEST Button. When the data has been cleared, "COMPLETED" is displayed. To return to the MENU mode, press the TEST Button again.

When not clearing, bring the arrow to "NO (CANCEL)" and press the TEST Button to return to the MENU mode with data unchanged.



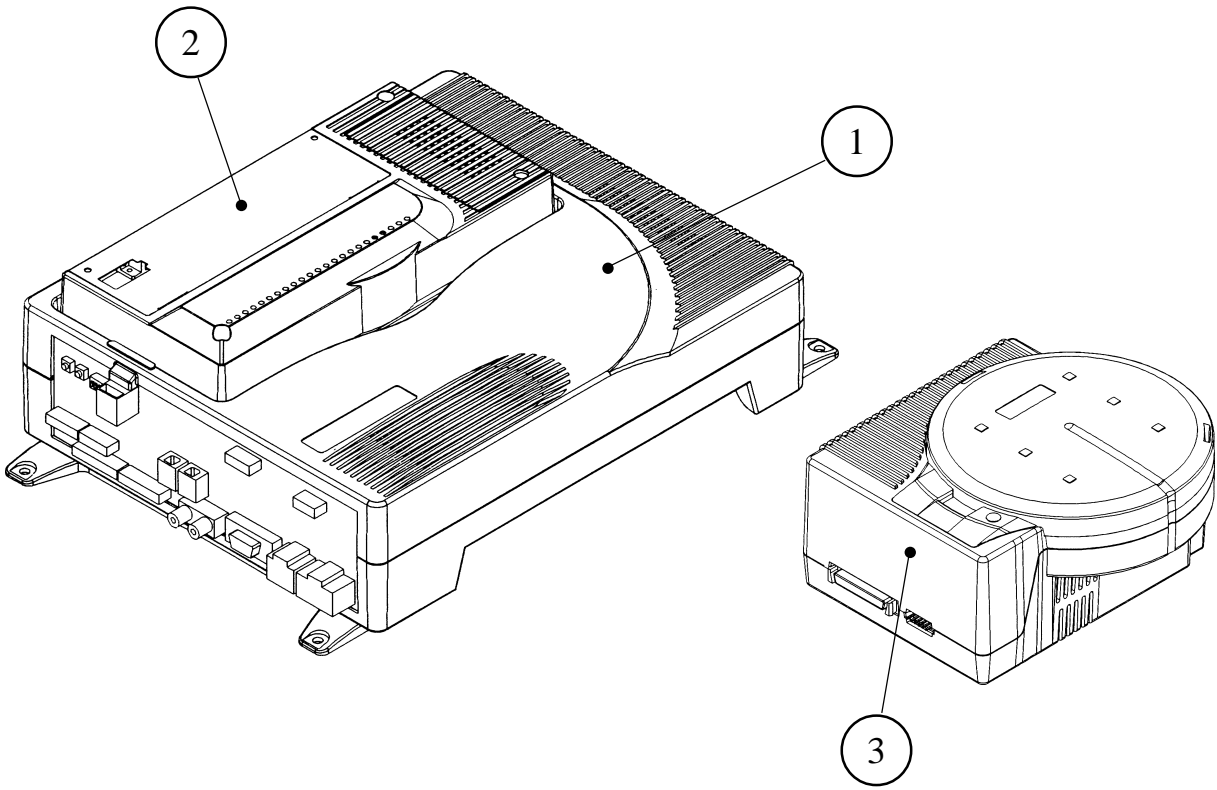
BACKUP DATA CLEAR Screen

# 4. GAME BOARD



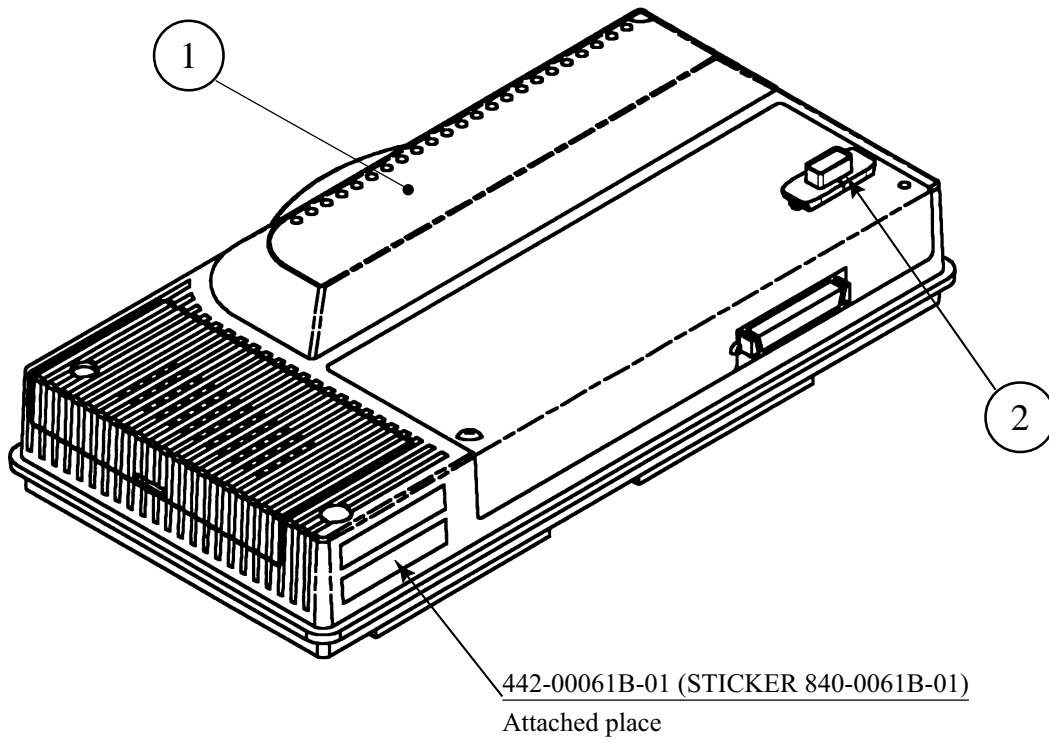
CAUTION!

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



	PART NO.	DESCRIPTION
①+②	840-0071D-01 840-0071D-02 840-0071D-03 840-0071D-04	ASSY CASE NAT PCI DIMM BD USA ASSY CASE NAT PCI DIMM BD EXP ASSY CASE NAT PCI DIMM BD KOR ASSY CASE NAT PCI DIMM BD AUS
①	840-0046A-01 840-0046A-02 840-0046A-03 840-0046A-04	ASSY CASE NAOMI 2 MAIN BD USA ASSY CASE NAOMI 2 MAIN BD EXP ASSY CASE NAOMI 2 MAIN BD KOR ASSY CASE NAOMI 2 MAIN BD AUS
②	840-0001F	ASSY CASE NAO DIMM BD COM
③	610-0617	GD-ROM DRIVE UNIT NAOMI





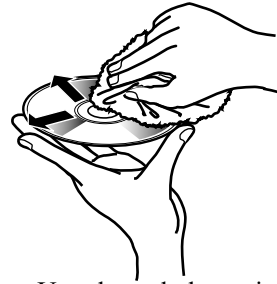
	PART NO.	DESCRIPTION
①	840-0001F	ASSY CASE NAO DIMM BD COM
②		KEY CHIP
①+②	840-0061B-01	DIMM BD NAT VS3

## 5. SOFT KIT



### Handling the GD-ROM Disk

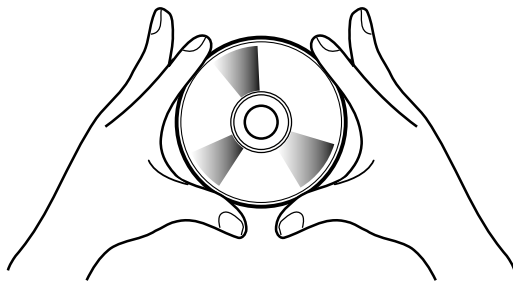
- Do not contaminate the disks with your fingerprints or dust particles. Contaminated disks may lower audio and video quality.
- When cleaning the disks, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged disks.  
Do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



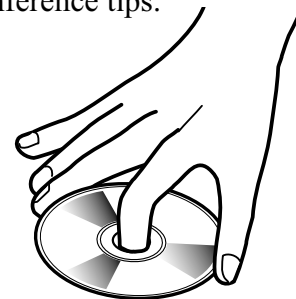
Use clean cloth to wipe the disk gently and into a radial direction.

### How to Hold a Disk

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

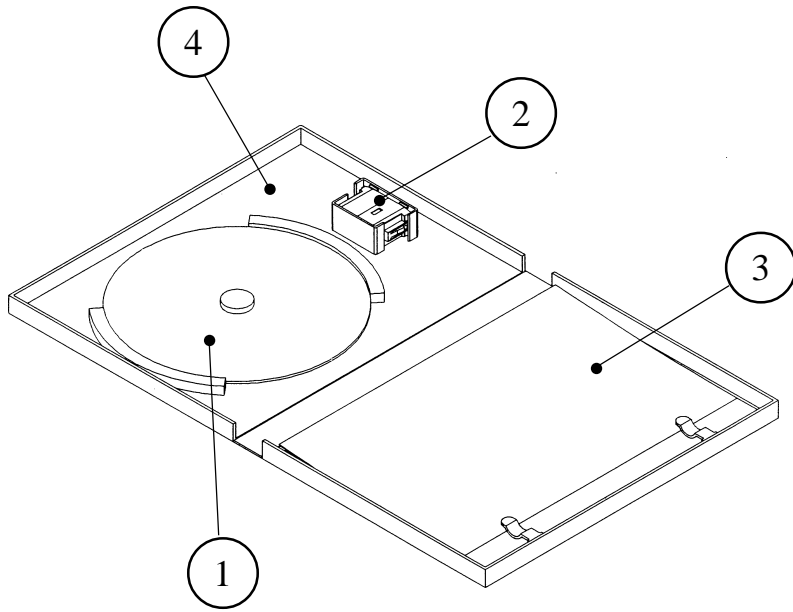


With one hand:  
Insert your forefinger into a central hole and at the same time put your thumb and middle finger on the disk's 2 circumference tips.

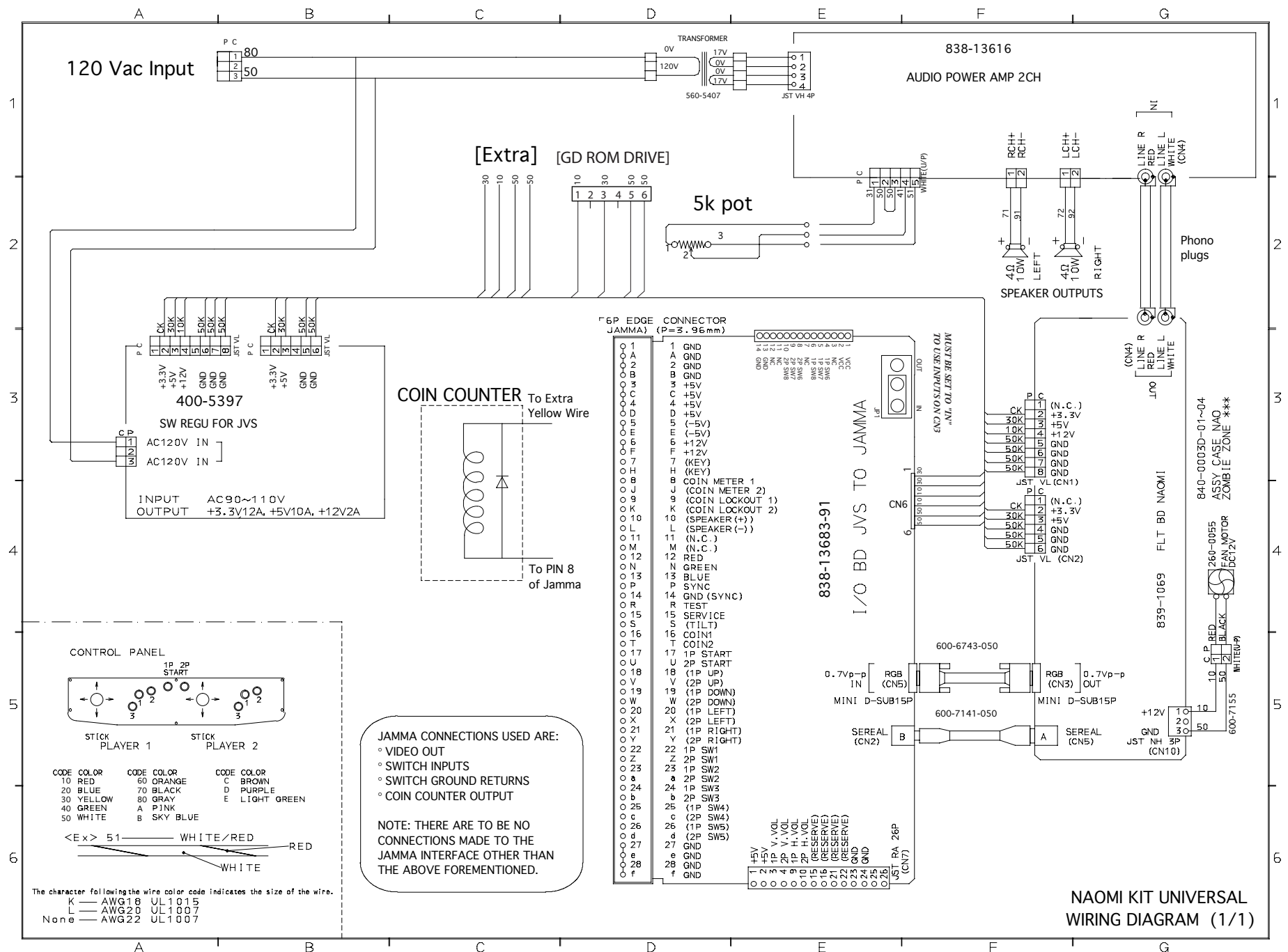


### How to Handle the Key Chip

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



	PART NO.	DESCRIPTION
①+②+③+④	610-0630-0006	GD SOFT KIT VS3 ENG
①	GDS-0006 *	NAOMI 2 GDROM VS3
②		KEY CHIP
③	420-6621-0006E	SERVICE MANUAL VS3 ENG
④	253-5507	DISK CASE WITH IC HOLDER



120 Vac Input

P C  
1 80  
2  
3 50

TRANSFORMER

0V 120V 17V 0V 17V  
560-5407 JST VH 4P

838-13616

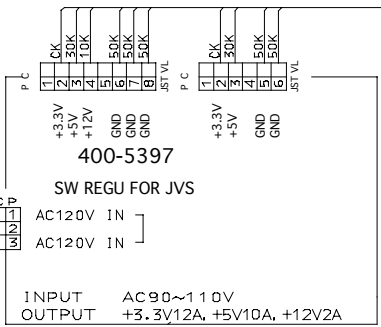
AUDIO POWER AMP 2CH

[Extra] [GD ROM DRIVE]

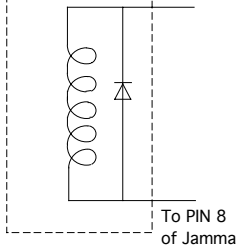
5k pot

RCH+ RCH- LCH+ LCH-  
4Ω 10W LEFT 4Ω 10W RIGHT  
SPEAKER OUTPUTS  
LINE R LINE L  
RED WHITE  
WHITE (CM)

Phono plugs



COIN COUNTER To Extra Yellow Wire



6P EDGE CONNECTOR (P=3.96mm)

0	A	1	GND
1	B	2	A GND
2	C	3	GND
3	D	4	+5V
4	E	5	+5V
5	F	6	(-5V)
6	G	7	+12V
7	H	8	(KEY)
8	J	9	COIN METER 1
9	K	10	COIN METER 2
10	L	11	COIN LOCKOUT 1
11	M	12	COIN LOCKOUT 2
12	N	13	(SPEAKER (+))
13	O	14	(SPEAKER (-))
14	P	15	(N.C.)
15	R	16	(N.C.)
16	S	17	RED
17	T	18	GREEN
18	U	19	BLUE
19	V	20	SYNC
20	W	21	GND (SYNC)
21	X	22	TEST
22	Y	23	SERVICE
23	Z	24	(TILT)
24	a	25	COIN1
25	b	26	COIN2
26	c	27	1P START
27	d	28	2P START
28	e	29	1P UP
29	f	30	2P UP
30		31	1P DOWN
31		32	2P DOWN
32		33	1P LEFT
33		34	2P LEFT
34		35	1P RIGHT
35		36	2P RIGHT
36		37	1P SW1
37		38	2P SW1
38		39	1P SW2
39		40	2P SW2
40		41	1P SW3
41		42	2P SW3
42		43	1P SW4
43		44	2P SW4
44		45	1P SW5
45		46	2P SW5
46		47	GND
47		48	GND
48		49	GND
49		50	GND
50		51	GND
51		52	GND
52		53	GND
53		54	GND
54		55	GND
55		56	GND
56		57	GND
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89		90	GND
90		91	GND
91		92	GND
92		93	GND
93		94	GND
94		95	GND
95		96	GND
96		97	GND
97		98	GND
98		99	GND
99		100	GND

838-13663-91

I/O BD JVS TO JAMMA

MUST BE SET TO -N/1 TO USE INPUTS ON CN6

0.7Vp-p 1Hz

MINI D-SUB15P

600-6743-050

RGB (CN5)

0.7Vp-p

MINI D-SUB15P

RGB (CN3)

OUT

600-7141-050

SERIAL (CN2)

A

SERIAL (CN5)

12V

JST NH 3P (CN10)

839-1069

FLT BD NAOMI

840-0003D-01~04

ASSY CASE NAO

FAN MOTOR

ZOMBIE ZONE \*\*\*

10 20 30

RED

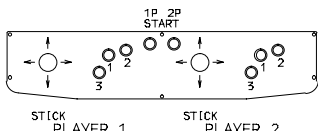
BLACK

WHITE(P)

600-7155

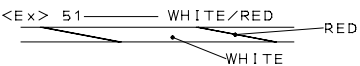
JST VH 4P

CONTROL PANEL



STICK PLAYER 1 STICK PLAYER 2

CODE	COLOR	CODE	COLOR	CODE	COLOR
10	RED	60	ORANGE	C	BROWN
20	BLUE	70	BLACK	D	PURPLE
30	YELLOW	80	GRAY	E	LIGHT GREEN
40	GREEN	A	PINK		
50	WHITE	B	SKY BLUE		

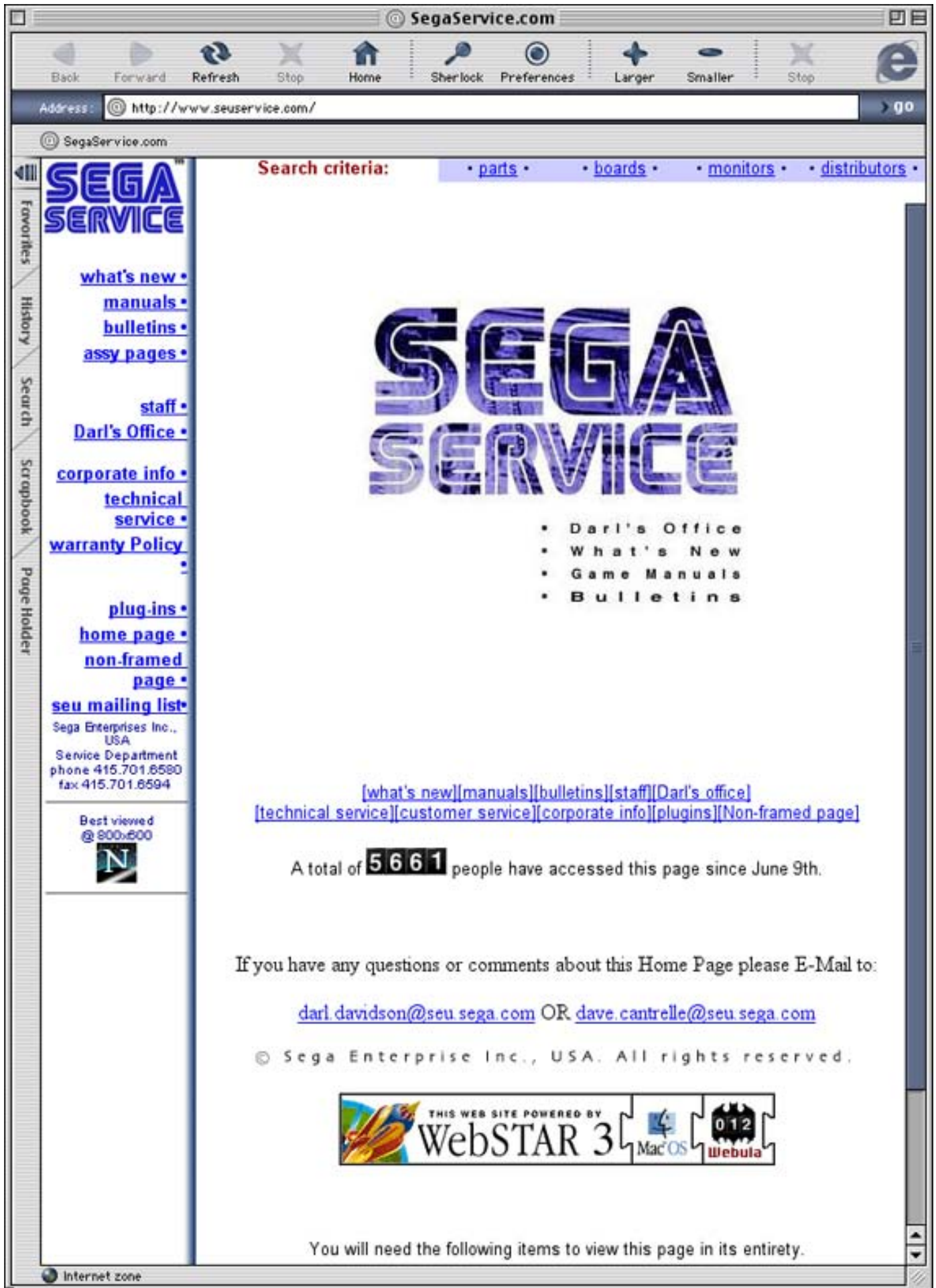


JAMMA CONNECTIONS USED ARE:  
 ◦ VIDEO OUT  
 ◦ SWITCH INPUTS  
 ◦ SWITCH GROUND RETURNS  
 ◦ COIN COUNTER OUTPUT

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

The character following the wire color code indicates the size of the wire.  
 K — AWG18 UL1015  
 L — AWG20 UL1007  
 None — AWG22 UL1007

NAOMI KIT UNIVERSAL WIRING DIAGRAM (1/1)



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