420-7461-01

SEGA ®

初音ミク Project DIVA Arcade Future Tone

SERVICE MANUAL

420-7461-01

SERVICE MANUAL

初音ミク
Project DIVA
Arcade♪
Future Tone ™

SEGA ®

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http://op.sega.jp/op_e/

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• Before using this product, read this manual carefully to understand the contents herein stated.

• After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

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libogg

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INTRODUCTION

This manual presents information and explanations on how to manage settings and run software for, " 初音ミク Project DIVA Arcade Future Tone."

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after reading this manual carefully, while also referring to the "Owner's Manual (CVT Manual)" included with the cabinet.

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

NOTES:
- Descriptions herein contained may be subject to improvement changes without notice.
- The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

DESCRIPTION OF WARNING DISPLAYS

To ensure the safe operation of this product, be sure to read the following before usage.
After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately.
Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.

⚠ DANGER	Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.
⚠ WARNING	Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.
⚠ CAUTION	Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.

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

⚠	"Caution: Electric shock" Indicates a risk of electric shock under specific conditions
⚠	"Caution: High temperature" Indicates a risk of injury due to high temperature under specific conditions.
⚠	"Caution: Risk of trapping hands/fingers" Indicates a risk of injury caused by trapping hands or fingers in doors, etc.
🚫	"Forbidden" Indicates something you must not do when handling the product.
⏚	Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

STOP IMPORTANT	Indicates an important detail when installing, operating, or maintaining/inspecting the product.

13B2e

Definition of 'Site Maintenance Personnel or Other Qualified Individuals'

⚠ WARNING

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the required knowledge and technical expertise. Work carried out by unqualified persons may cause serious accidents, including electrocution. If there is no one with the required knowledge and technical expertise available, for the sake of safety, commission the work to the office listed in this manual or the point-of-purchase for this product.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialized knowledge.
The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

NOTATION USED IN THIS MANUAL

GAME VERSION NOTATION

Version numbers appearing in TEST MODE are indicated by the asterisks below. When describing software version upgrades, only major version and minor version numbers are shown. Release version numbers are for SEGA's administrative use only. If you require these numbers, contact the office listed in this manual.

```
(Ver)
 VER.*.**.--
```

Major version (may be two digits) Minor version Release version
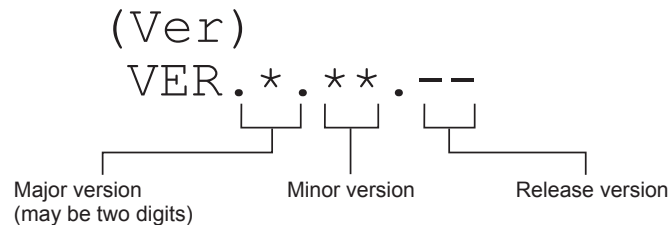
NOTATION IN DIAGRAMS

Information regarding fasteners (screws, nuts, washers, etc.) and connectors is shown in the diagrams in this manual as follows.

Surface treatment

SCREW (1), black

M4 x 8, w/flat & spring washers, large flat washer used

Means that the washers are integrated into the screw.

Means that the washer must be attached to the screw.

Screw specification

Integrated washers

Spring washer

Flat washer

Large flat washer

CONNECTOR (3)

XA3P red [SATL] (2), YL6P

Tag description (only shown if connector has a tag)

Connector color (only shown if color other than white)

Number of connector pins

Type or manufacturer name

13B4e

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1 GAME DESCRIPTION

1-1 GAME OUTLINE

This game is a PV (promotional video) style rhythm action game in which the player inputs simple commands in time with the rhythm of VOCALOID songs. Using an Aime card or a mobile phone enables the player to carry over their play from one session to the next, such as by altering the VOCALOID module (costume and character) and competing in national score rankings. " 初音ミク Project DIVA Arcade Future Tone" is fitted with a touch slider to create an even more exhilarating rhythm game, and extensively improves over previous versions with upgraded graphics and parts customization.

1

1-1-1 CONTROLS

The cabinet's control section and control method are as follows.

TOUCH PANEL

TOUCH SLIDER

COIN INSERT SLOT

△ BUTTON

□ BUTTON

✕ BUTTON

◯ BUTTON

START BUTTON
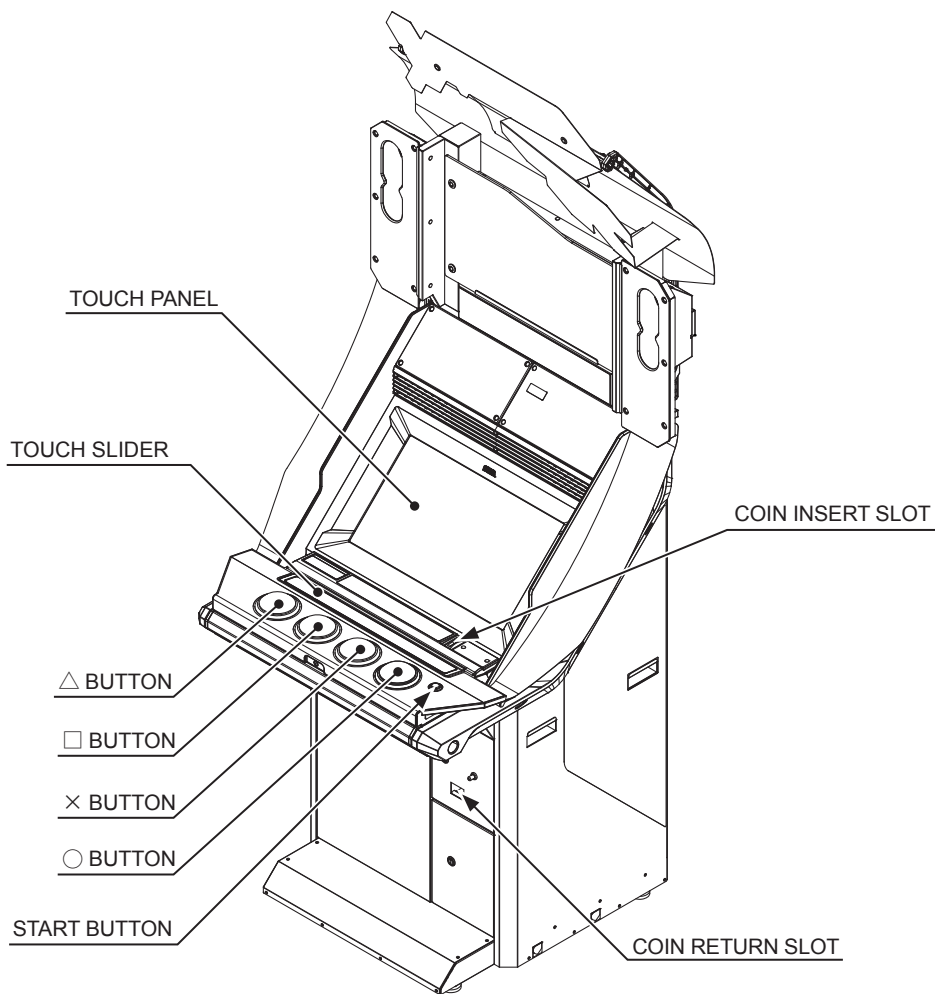
COIN RETURN SLOT

CONTROLS

COIN INSERT SLOT	Insert a coin.
START BUTTON	Start a game.
COIN RETURN SLOT	Returned coins are dispensed here.
△ BUTTON	Press in time with the △ target icon displayed on the screen.
□ BUTTON	Press in time with the □ target icon displayed on the screen.
✕ BUTTON	Press in time with the ✕ target icon displayed on the screen.
◯ BUTTON	Press in time with the ◯ target icon displayed on the screen.
TOUCH SLIDER	Touch the slider and slide in the direction of the arrow in time with the slide icon that is displayed on the screen.

The far left and right of the touch slider can also be used as the "L button" and "R button."

L BUTTON

TOUCH SLIDER

R BUTTON
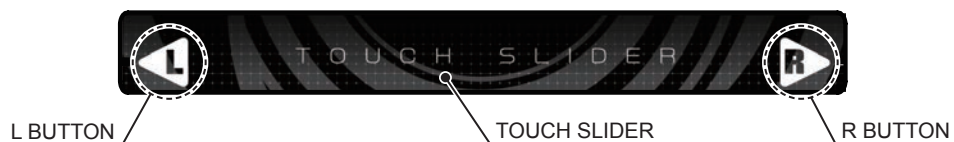
1-1-2 TOUCH PANEL CONTROLS

Use your fingertips to touch the touch panel.

LARGE TOUCH	If an area of approximately 20 mm square or more is touched at once, it will not respond.
SIMULTANEOUS TOUCHING	If 2 or more places are touched simultaneously, it will not respond.

1-1-3 Aime

(STOP) IMPORTANT

In addition to mobile phones*, the following Aime cards can be used with this product:Aime Card, MJ Member's Card, Hatsune Miku Project DIVA Arcade Access Card.

Ensure that players are aware of the following points.

- Do not bend Aime cards, get them wet or expose them to strong magnetism.

- Do not keep or leave Aime cards in hot, humid places.

- Do not apply stickers etc. to Aime cards.

- Do not lend or loan Aime cards to other people.

- When mobile phone or Aime card data is being read, ensure that they make direct contact with the cabinet's touch-type card reader.

- We take no responsibility for breakage, loss, theft, dirtying, incorrect use or data corruption of Aime cards and mobile phones.

[What is Aime?]

Aime is a service that allows multiple compatible games bearing the "Aime" mark to be played using a single Aime card or mobile phone*.
Users can gain access to various Aime-compatible game services by registering on the "Aime Service Site." Registration is free of charge.

NOTES:
- Mobile phones that can be used are limited to those with the "Osaifu-keitai" ("wallet mobile phone") function.
- Electronic money cannot be used to pay for game fees.
- "Osaifu-keitai" is a registered trademark of NTT Docomo, Inc.

1-2 GAME FLOW

1

1. Game Mode Select

Select whether or not you will use an Aime card or mobile phone.

⬇

2. Game data registration

NOTE: Only for when using an Aime card or mobile phone for the first time

NAME EDIT screen

Register player name.

PLAYER DATA REGISTRATION screen

Confirm information to be registered.

⬇

3. Game Mode Select 2

Select between Full Play Mode, Normal Mode, and Contest Mode

⬇ ⬇ ⬇

4. Full Play Mode

This mode allows you to play songs all the way through.

PV Viewer Mode
Allows you to view PVs without playing the game.

5. Normal Mode

In this mode you must clear stages, and stages may end partway through.

6. Contest Mode

In this mode you must clear stages, and stages may end partway through.

This mode is only selectable when a contest is being held.

⬇ ⬇ ⬇

7. Song Select

Choose a song to play.

⬇

8. Game (or PV Observation)

Play a rhythm game with the selected song. (Observation only when PV Observation mode is selected.)

⬇

9. Continue

Available only when continue mode is configured.

⬇

10. Game over

NOTE: In Full Play Mode, if you use an Aime card, you can take screenshots and download the recorded images from the affiliated "DIVA.NET" service.

1-3 BASIC CONTROLS AND FUNCTIONS

1-3-1 GAME MODE SELECT

Select whether or not you will use an Aime card or mobile phone before game play.
Perform any of the following actions to proceed from the advertising demo screen to the game mode select screen.
- Touch the screen.
- Push the start button.
- Insert a coin.

カードでプレイ
(CARD PLAY)

ゲストでプレイ
(GUEST PLAY)

(ICONS)
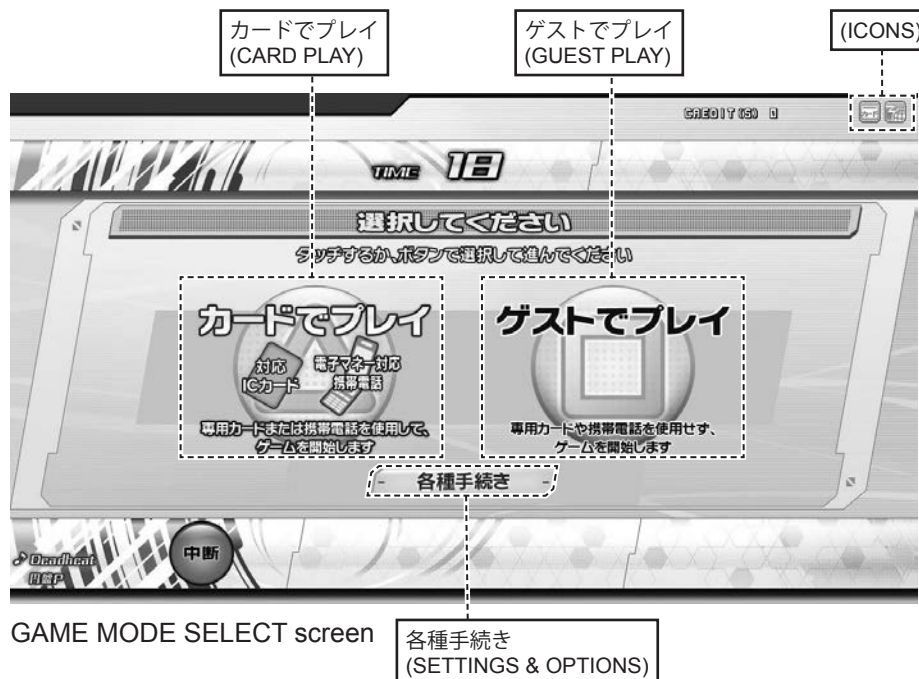
GAME MODE SELECT screen

各種手続き
(SETTINGS & OPTIONS)

CARD PLAY

Begin the game using an Aime card or mobile phone.
NOTE: Touch「カードでプレイ」*(CARD PLAY) on the touch panel or press the △ button.*

GAME DATA REGISTRATION screen

When the above screen is displayed, touch your Aime card or mobile phone to the touch-type card reader on the upper section of the cabinet and your data will be read through the network. If you have completed registration, the game data confirmation screen will be displayed. If there are no problems with the data, touch "START" at the bottom of the screen or press the START Button to begin the game. If you do not wish to start a game, touch「中断」(CANCEL) at the bottom of the screen.

1

GAME DATA CONFIRMATION screen

中断
(CANCEL)

START

GUEST PLAY

Begin the game without using an Aime card or mobile phone.
NOTE: Touch「ゲストでプレイ」*(GUEST PLAY) on the touch panel or press the* □ *button.*

SETTINGS & OPTIONS

Touching「各種手続き」(SETTINGS & OPTIONS) displays the settings screen, which allows you to make changes such as to your password and player name. This screen is only accessible when using a registered Aime card or mobile phone.

アクセスコード発行・確認
(ISSUE/CONFIRM ACCESS CODE)

プレイヤー名変更
(CHANGE PLAYER NAME)
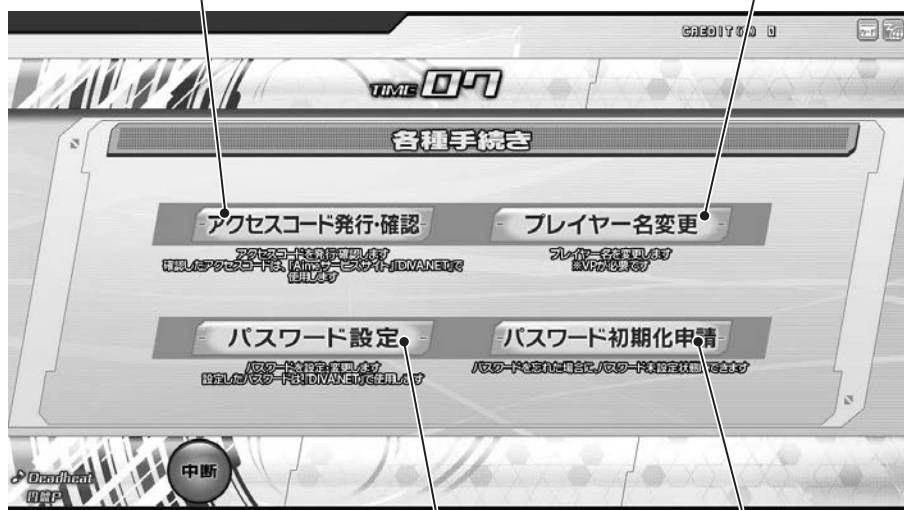
SETTINGS screen

パスワード設定
(PASSWORD SETTING)

パスワード初期化申請
(REQUEST PASSWORD RESET)

1

ISSUE/CONFIRM ACCESS CODE

Check the access code for your Aime card or mobile phone.
The access code is necessary to view information on the "Aime Service Site" and DIVA.NET.
NOTE: Touch「アクセスコード発行・確認」(Issue/confirm access code) on the touch panel.

中断
(CANCEL)

ISSUE ACCESS CODE/CARD READING screen

When the above screen is displayed, touch your Aime card or mobile phone to the touch-type card reader on the upper section of the cabinet and your access code will be displayed.
Touch「中断」(CANCEL) to cancel the operation.

終了
(END)

中断
(CANCEL)

ISSUE/CONFIRM ACCESS CODE screen

The QR code on the right of the screen can be scanned using the barcode reader function on your mobile phone.
If you touch「終了」(END) or「中断」(CANCEL), or press the ◯ button, you will be returned to the advertising demo loop.
NOTE: QR code is a trademark of Denso Wave Incorporated.

PASSWORD SETTINGS

Set or change your password. Newly registered accounts do not have a password set.
If you do not set a password, you will not be able to access the services on "DIVA.NET."
NOTE: Touch「パスワード設定」 *(PASSWORD SETTINGS) on the touch panel.*

中断
(CANCEL)

PASSWORD SETTINGS/CARD READING screen

On the above screen, touch your Aime card or mobile phone to the touch-type card reader on the upper section of the cabinet, and set your password.
Touch「中断」(CANCEL) to cancel the operation.

中断
(CANCEL)

エフェクト OFF
(EFFECT OFF)
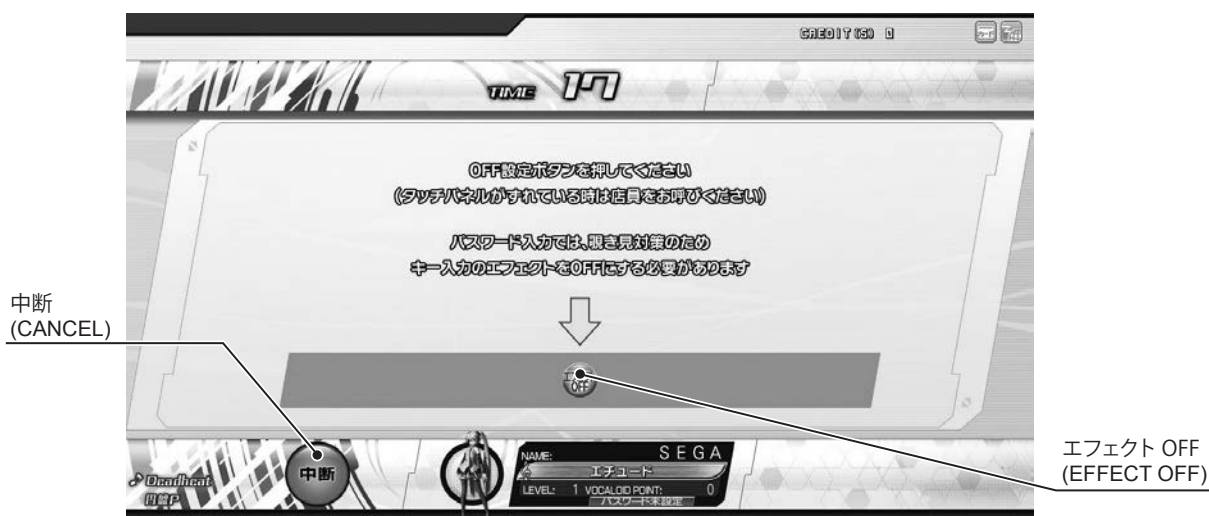
SET PASSWORD SPYING PREVENTION screen

The key input effect must be turned OFF to prevent others from sneaking a look at your password. Touch「エフェクト OFF」(EFFECT OFF).
Touch「中断」(CANCEL) to cancel the operation.

中断
(CANCEL)

決定
(OK)

PASSWORD ENTRY screen (when password is set.)

中断
(CANCEL)

決定
(OK)

PASSWORD ENTRY screen

If you are using an Aime card or mobile phone with a password that has already been set, the PASSWORD ENTRY screen (if password is set) will be displayed. Input your password.

If you are using an Aime card or mobile phone with no password set, the PASSWORD ENTRY screen will be displayed. Input your choice of password.

Passwords must be between 8 and 12 characters. Passwords consisting of only the same letter or number will not be recognized as valid. Also, passwords rated NG in the 「セキュリティレベル」 (SECURITY LEVEL) box next to the password input field will not be accepted. Input a password that is rated OK in the 「セキュリティレベル」 (SECURITY LEVEL) box. Once you have input your password, touch 「決定」 (OK) or press the ○ button.

Touch 「中断」 (CANCEL) to cancel the operation.

CHANGE PLAYER NAME

Use your points to change your currently set player name.
NOTE: Touch 「プレイヤー名変更」 *(CHANGE PLAYER NAME) on the touch panel.*

中断
(CANCEL)

CHANGE PLAYER NAME / CARD READING screen

On the above screen, touch your Aime card or mobile phone to the touch-type card reader on the upper section of the cabinet, and change player name.
Touch 「中断」 (CANCEL) to cancel the operation.

いいえ
(NO)

はい
(YES)

CHANGE PLAYER NAME CONFIRMATION screen

You need points to change your player name. Change your player name by touching 「はい」 (YES) or pressing the ○ button. If you do not wish to change your player name, touch the 「いいえ」 (NO) or press the ✕ button.

中断
(CANCEL)

決定
(OK)

CHANGE PLAYER NAME screen

Input a new player name using the touch panel to register it.
Your player name can contain no more than 10 full width characters or 20 half width characters. However, only 10 half width katakana characters are allowed. (Inappropriate words cannot be input.)
If the time expires while inputting your player name, the name you have input at that point will be registered as the new player name.
If no player name has been input, your player name will be reset to the name that was registered previously.
Input your new player name and touch「決定」(OK) or press the ◯ button to change your player name.
Touch「中断」(CANCEL) to cancel the operation.

閉じる
(CLOSE)

CHANGE PLAYER NAME CONFIRMATION screen

After you have changed your player name, you will be taken to a confirmation screen as above and your player name change will be complete.
Touch「閉じる」(close) or press ◯ button to return to advertise demo loop.

1

REQUEST PASSWORD RESET

If you have forgotten your password, you can reset it. However, this process can take several days.
NOTE: Touch「パスワード初期化申請」 (REQUEST PASSWORD RESET) on the touch panel.

中断
(CANCEL)

REQUEST PASSWORD RESET CARD READING screen

On the above screen, touch your Aime card or mobile phone to the touch-type card reader on the upper section of the cabinet to request that your password be reset.
Touch「中断」(CANCEL) to cancel the operation.

いいえ
(NO)

はい
(YES)

REQUEST PASSWORD RESET CONFIRMATION screen

Processing the request to have your password reset can take several days. Request password reset by touching「は
い」(YES) or pressing the ◯ button. If you do not wish to request password reset, touch the「いいえ」(NO) icon
displayed on the screen or press the ✕ button.

1

パスワード初期化申請をしました
2013年08月23日14時58分以降に確認してください

閉じる

閉じる
(CLOSE)
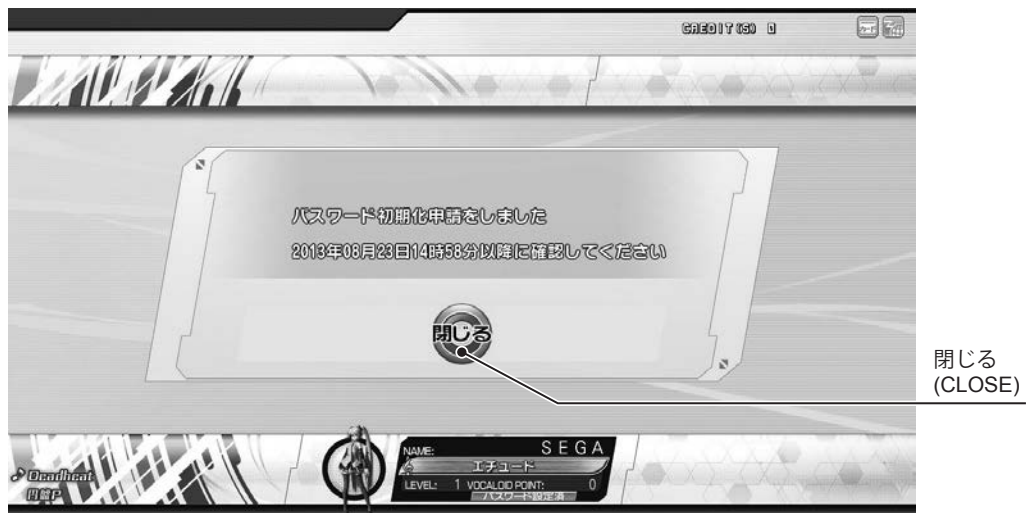
REQUEST PASSWORD RESET screen

If you make a request to have your password reset, you will be taken to a confirmation screen as above. Your password will be reset on the date displayed on the screen. However, the date displayed is only an estimate of when your card will become usable and should not be considered a guarantee.
Touch「閉じる」(close) or press ◯ button to return to advertise demo loop.

ICONS

This product carries out authentication with ALL.Net.
The results are shown using network icons displayed on the top-right of the screen. Depending on the authentication status, the following icons may be displayed.

Green	**Normal** All online services are operational.	
Yellow	**Warning** Some onine services are not currently available.	
Gray	**Offline** - Online services are completely unavailable or main online services are not available. - Unable to connect to the database. - Aime cards and mobile phones cannot be used.	

1-3-2 GAME DATA REGISTRATION

The first time you begin a game using an Aime card or a mobile phone, your game data will be registered.
Use the touch panel to input your player name and register your data.
Your player name must contain no more than 10 full width characters or 20 half width characters. However, only 10 half width katakana characters are allowed. (Inappropriate words cannot be input.)
If the time expires while inputting your player name, the name you have input at that point will be registered as the new player name. If no name has been input, your player name will be set to "NO-NAME."

いいえ
(NO)

はい
(YES)

AIME REGISTRATION CONFIRMATION screen

はい
(YES)

いいえ
(NO)
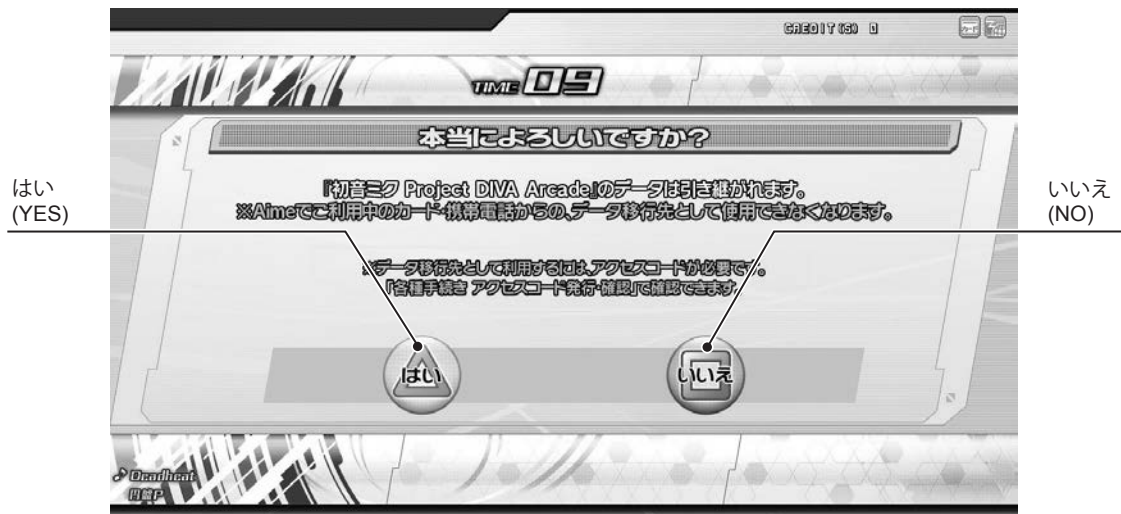
AIME REGISTRATION CONFIRMATION/RE-CONFIRMATION screen

NEW IC CARD AUTHENTICATION screen

NAME EDIT screen
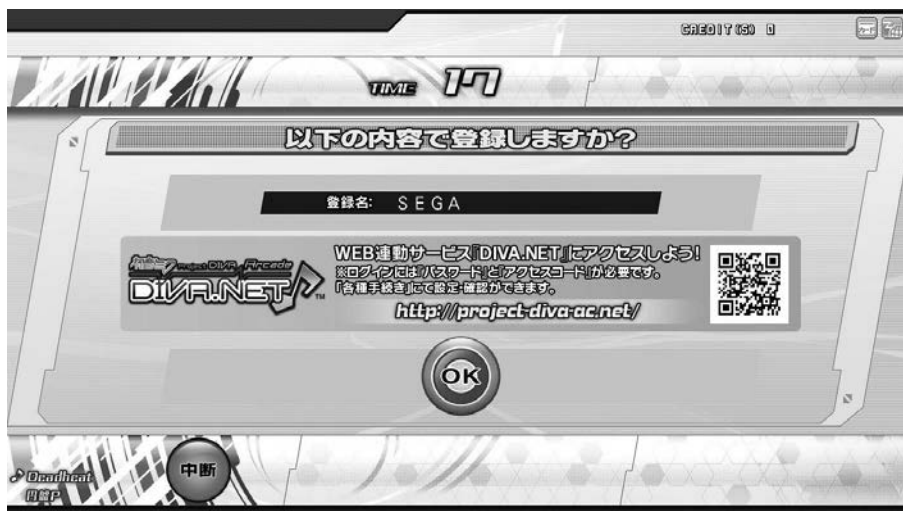
GAME DATA REGISTRATION CONFIRMATION screen

1-3-3 GAME MODE SELECT 2

Select GAME MODE after selecting CARD PLAY or GUEST PLAY.

完奏モード
(FULL PLAY MODE)

GAME MODE SELECT screen 2

通常モード
(NORMAL MODE)

コンテストモード
(CONTEST MODE)
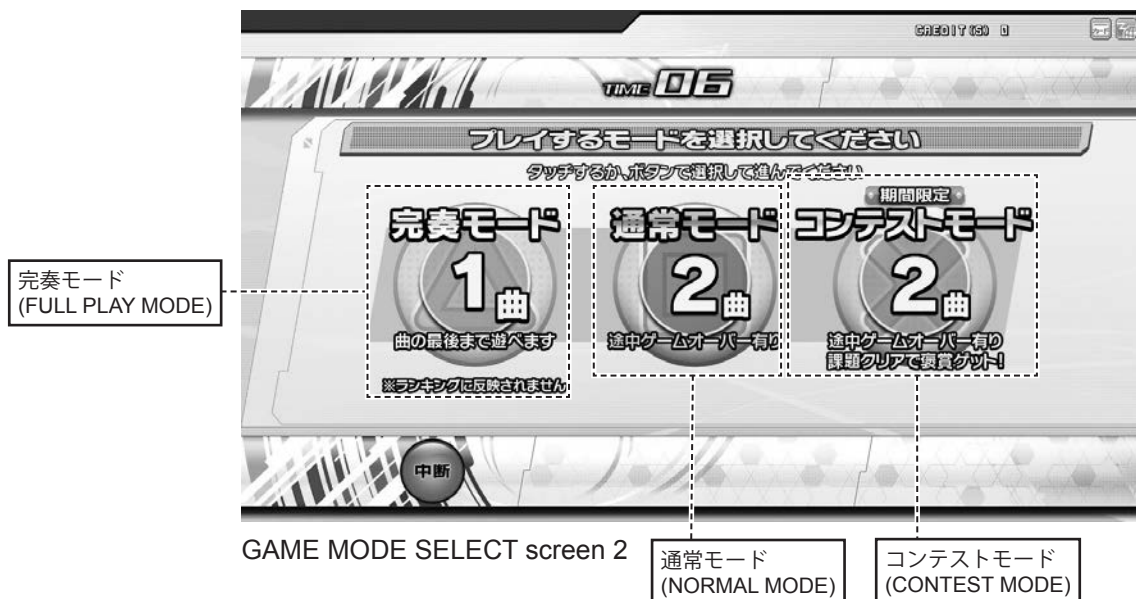
FULL PLAY MODE

This mode allows you to enjoy entire songs, regardless of what happens during gameplay.
However, your score will not be reflected in the high score rankings.
If you select Full Play Mode having chosen「カードでプレイ」(CARD PLAY), you are given the option to select
「PV 鑑賞モード」(PV VIEWER MODE). In PV Viewer Mode, you may take screenshots of the game screen and
download images through the affiliated "DIVA.NET" service.
NOTE: Select by touching「完奏モード」(FULL PLAY MODE) on the touch panel or press △ button.

NORMAL MODE

This mode requires you to clear a stage before proceeding to the next stage. Depending on how well the game is
played, the game may end partway through a stage.
NOTE: Select by touching「通常モード」(NORMAL MODE) on the touch panel or press □ button.

CONTEST MODE (This mode is only possible when a contest is underway.)

In this mode, participants in limited-time contests earn rewards based on their performance. Rewards are not limited
to VOCALOID POINTS, and may also include TITLES, GAME SCREEN SKINS, and CUSTOMIZATION
ITEMS. You can set the TITLES, GAME SCREEN SKINS, and CUSTOMIZATION ITEMS you wish to use at
DIVA.NET.
*NOTE: Touch「コンテストモード」(CONTEST MODE) on the touch panel or select it with the × button to display
        the contest select screen showing contests currently underway.*
NOTE: This mode will not be displayed if you have selected GUEST PLAY.

CONTEST SELECT screen (underway)

CONTEST SELECT screen (participating)

The information displayed depends on your contest participation status.

NOTE: Touch 「参加」 (PARTICIPATE) using the touch panel to participate in a contest that is currently underway.
Touch 「継続」 (CONTINUE) to resume a contest you are participating in.
Touch 「再挑戦」 (RETRY) to cancel a contest you are attempting and try again from the beginning.
Touch 「モード選択へ」 (TO MODE SELECT) or press the L button to return to game mode select screen 2.
Touch 「中断」 (CANCEL) at the bottom of the screen to cancel a game before finishing.

CURRENT CONTEST INFORMATION
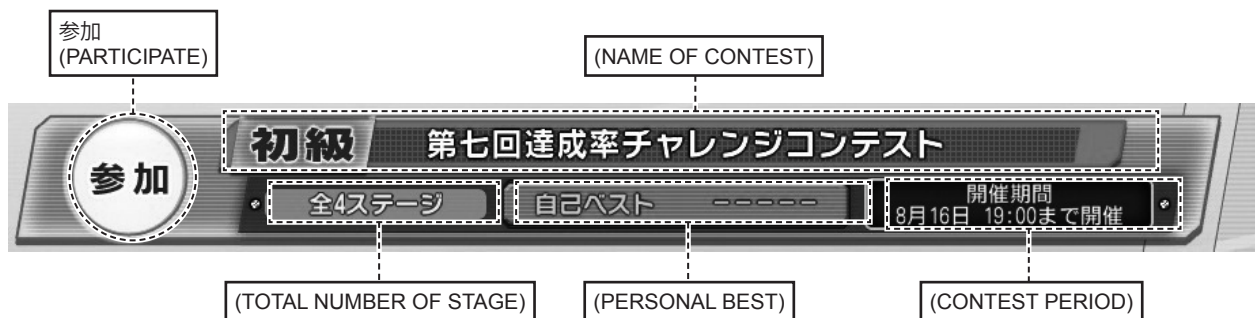
MENU ITEMS

NAME OF CONTEST	Displays names of contests currently underway.
CONTEST PERIOD	Displays date and time of contest expiry.
TOTAL NUMBER OF STAGE	Displays total number of stage in the contest.
PERSONAL BEST	Displays personal best records for contests you are already participating in.
PARTICIPATE	Participate in the contest you have selected.

PARTICIPATING CONTEST INFORMATION

(RULES) (NAME OF CONTEST) (REWARDS OBTAINED) (REWARD INFORMATION) (CONTEST PERIOD)

継続 (CONTINUE)

(RECORDS)

(REWARD GAUGE) (NUMBER OF STAGE, PARTICIPATION RECORDS) 再挑戦 (RETRY)
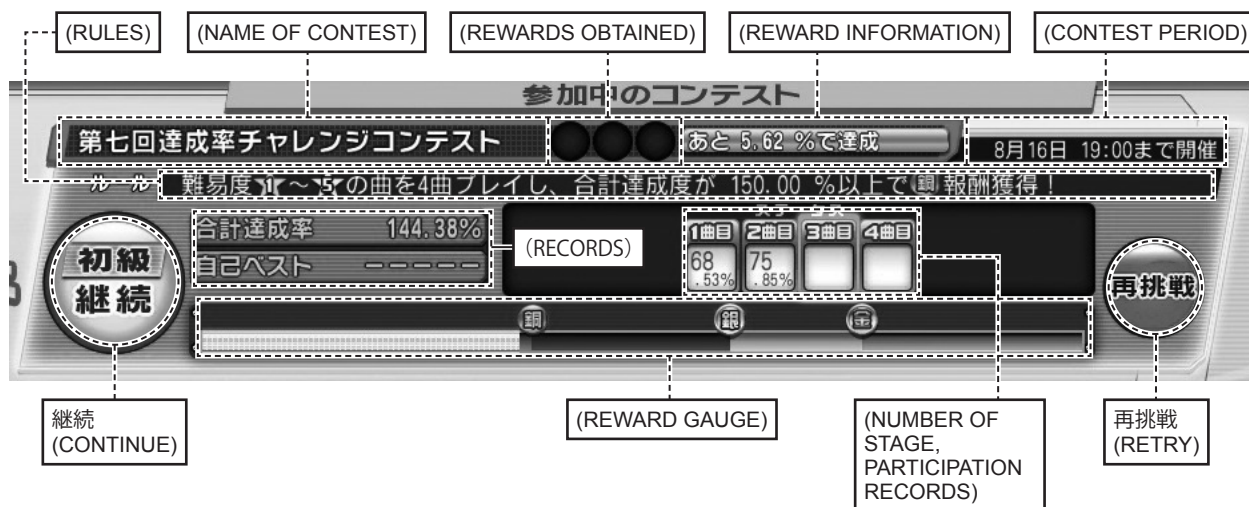
MENU ITEMS

NAME OF CONTEST	Displays names of contests currently underway.
REWARDS OBTAINED	Displays rewards you have obtained. Gold, silver, and bronze rewards are available.
REWARD INFORMATION	Displays the requirements for earning rewards.
CONTEST PERIOD	Displays date and time of contest expiry.
RULES	Displays the rules of the contest.
RECORDS	Displays current overall records and personal bests.
NUMBER OF STAGE, PARTICIPATION RECORDS	Displays records and number of contest stages.
REWARD GAUGE	Check a gauge that provides a visualization of your current records and an indicator of the requirements for the next reward.
CONTINUE	Continue with your current contest.
RETRY	Cancel the contest you are participating in and try again from the beginning.

1-3-4 PLAY SONG SELECT

SONG SELECTOR screen

(SONG LIST) (CHANGE ORDER) (NUMBER OF STAGE) (TIME REMAINING) (DIFFICULTY) (SETTINGS) 決定 (OK) (CLEAR TRIAL) モジュールセレクト (MODULE SELECT) (PLAYER INFORMATION)

MENU ITEMS

SONG LIST	Select a song to play.	
TIME REMAINING	Displays the remaining time to make your selection.	
CHANGE ORDER	Touching this displays「難易度順」(ORDER OF DIFFICULTY),「曲名順」(ORDER OF SONG NAMES),「公開順」(ORDER OF RELEASE), and「マイリスト」(MY LIST), and you can change the order according to the category you select. *NOTE:「マイリスト」(MY LIST) is only accessible if you have set up a list on "DIVA. NET."*	
DIFFICULTY	Touch this or press the ☐ button to change song difficulty.	
SETTINGS	♪ SE ON/OFF	Set whether to have in-game sound effects when you press buttons, plus other in-game sound effects.
	BUTTON SOUND OR SLIDE SOUND	Adjust the output volume of the button/slide sound effects through the speakers and headphone socket. By pressing the CHANGE button, you can change either the button sounds or the slide sounds.
	Headphone	Adjust the output volume of the headphone socket.
OK	Select the song to be played.	
NUMBER OF STAGE	Displays the current number of stages.	
MODULE SELECT	Use your points to buy or switch modules or characters. *NOTE: This is only possible when using an Aime card or mobile phone.*	
PLAYER INFORMATION	"NAME," CURRENT LEVEL," "POINTS, "TITLES," and "PASSWORD SETTINGS" are displayed.	
CLEAR TRIAL	Attempt the various clear trials. *NOTE: This is only possible when using an Aime card or mobile phone.*	

SONG SELECT

Select the song you wish to play on the song selector screen.
Use the L/R buttons to scroll up and down the song list and select the song you wish to play.
You can also select songs using the touch panel instead of the buttons.
NOTE: If you select "？？？？？" a random song will be played.

CHANGE DIFFICULTY

Change the difficulty by selecting from EASY, NORMAL, HARD, or EXTREME.
You can also change the difficulty setting by pressing the □ button.
NOTE: Depending on the song, some difficulty settings (such as EASY) may not be available.

♪ SE ON/OFF VOLUME ADJUSTMENT

Touch "♪ SE ON/OFF" to set whether in-game sound effects will play when you press buttons, plus other in-game sound effects.
Touch「音量調整」(VOLUME ADJUSTMENT) to open a window that allows you to adjust the button and slide sounds, as well as the headphone volume.
Press the change button to select whether to adjust the "BUTTON SOUND" or the "SLIDE SOUND."
Move the「ボタン音」(BUTTON SOUND) slider to change the button sound effect output volume through the speakers or headphone socket.
Move the「スライド音」(SLIDE SOUND) slider to change the slide sound effect output volume through the speakers or headphone socket.
Move the「ヘッドホン」(HEADPHONE) slider to change the output volume of the headphone socket.
Press「音量調整」(VOLUME ADJUSTMENT) a second time to close the window.

VOLUME ADJUSTMENT

MODULE SELECT

The "MODULE SELECT" item displays your current module (costume and character). Select「モジュールセレクト」(MODULE SELECT) to display the module select screen, which is described later. Pressing the △ button also displays the module select screen.

CLEAR TRIAL

Select「クリアトライアル」(CLEAR TRIAL) to attempt the various clear trials. There are 4 types of clear trial: "CLEAR TRIAL," "GREAT CLEAR TRIAL," "EXCELLENT CLEAR TRIAL," and "PERFECT CLEAR TRIAL." If you are successful, you can earn more points. However, if you fail, your point total is reduced. Clear trials can be played on all modes except Full Play Mode.

PV VIEWER MODE

If you select「カードでプレイ」(CARD PLAY) and「完奏モード」(FULL PLAY MODE), you will be able to choose「PV 鑑賞モード」(PV VIEWER MODE) when you select the song you wish to play. PV VIEWER MODE allows you to view the selected PV through to the end without playing the game. If you use an Aime card, you can take screenshots of the game screen and download images from the affiliated DIVA.NET service.

PV 鑑賞モード
(PV VIEWER MODE)

1

Touch「PV 鑑賞モード セットする」(SET PV VIEWER MODE) on the bottom right of the song selector screen to display the confirmation screen pictured below.
Touch「はい」(YES) to engage "PV VIEWER MODE."

PV VIEWER MODE CONFIRMATION screen 1

PV VIEWER MODE CONFIRMATION screen 2

PV VIEWER screen

PV VIEWER MODE   SCREEN SHOT FUNCTION

In PV Viewer Mode, you can take screenshots of the PV screen in your own time. You may send up to 2 screenshots to "DIVA.NET" and download them later.

PV VIEWER screen

(PORTRAIT SCREENSHOT AREA)

(SCREENSHOT MODE CONTROLS)

(SCREENSHOTS ALLOWED)

MENU ITEMS

SCREENSHOTS ALLOWED	Displays the number of screenshots that can be taken.
◯ **TAKE SCREENSHOT**	Use the ◯ button to take a picture of the current screen.
✕ **PORTRAIT MODE**	Use the ✕ button to take screenshots in portrait orientation.
☐ **CHANGE DISPLAY**	Pressing the ☐ button changes the information displayed on the screen. 1. The lyrics and interface are displayed 2. Only the lyrics are displayed 3. Nothing is displayed When the button is pressed, the display changes in the above order.
PORTRAIT SCREENSHOT AREA	Pressing the ✕ button displays a guide of the area that will be photographed.

SENDING SCREENSHOTS

Select a screenshot and send the data to "DIVA.NET"

PICTURE SELECT screen

(SELECTION CURSOR)

送信せずに終了
(FINISH WITHOUT SENDING)

決定
(OK)
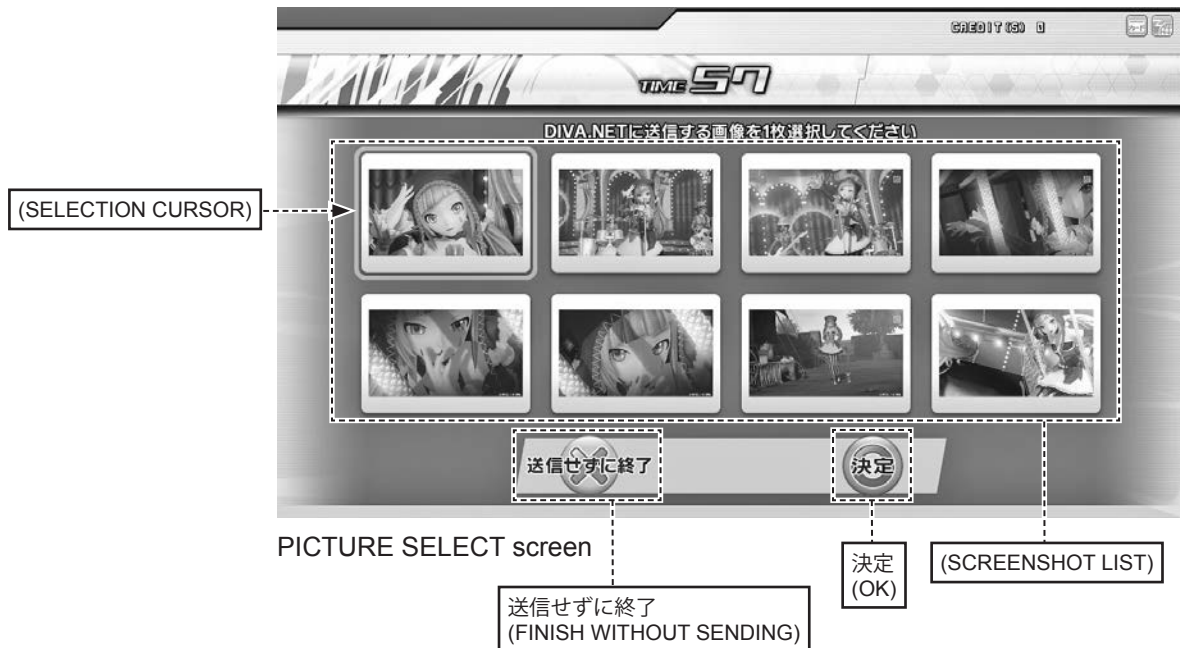
(SCREENSHOT LIST)

MENU ITEMS

SCREENSHOT LIST	Displays a list of screenshots taken in PV Viewer Mode.
SELECTION CURSOR	Use the L/R buttons to move the cursor, and use the 「決定」 (OK) button at the bottom of the screen to select a picture.
FINISH WITHOUT SENDING	Press the ✕ button to finish the game without sending pictures to "DIVA.NET." You can also perform the same function by directly touching the 「送信せずに終了」 (FINISH WITHOUT SENDING) icon.
OK	Press the ◯ button to select the image with the cursor over it to send to "DIVA.NET."

SENDING CONFIRMATION screen

The above screen is the final confirmation for whether to send an image to "DIVA.NET."
Touch 「はい」 (YES) to send the image to "DIVA.NET". Once the final image has been sent, the game will end.
Afterwards, images will be available for download from "DIVA.NET."
Press 「いいえ」 (NO) to return to the PICTURE SELECT screen.

1-3-5 MODULE SELECT

MODULE SELECT

Module select allows you to use points to purchase or change modules, characters, or customization items.
Use the L/R buttons to scroll horizontally through the module list and select a module or character.
You can also make your selection with the touch panel as well as the buttons.
NOTE: If you use random module selection, you will be randomly assigned a character and module from those in your possession.

MODULE SELECT screen
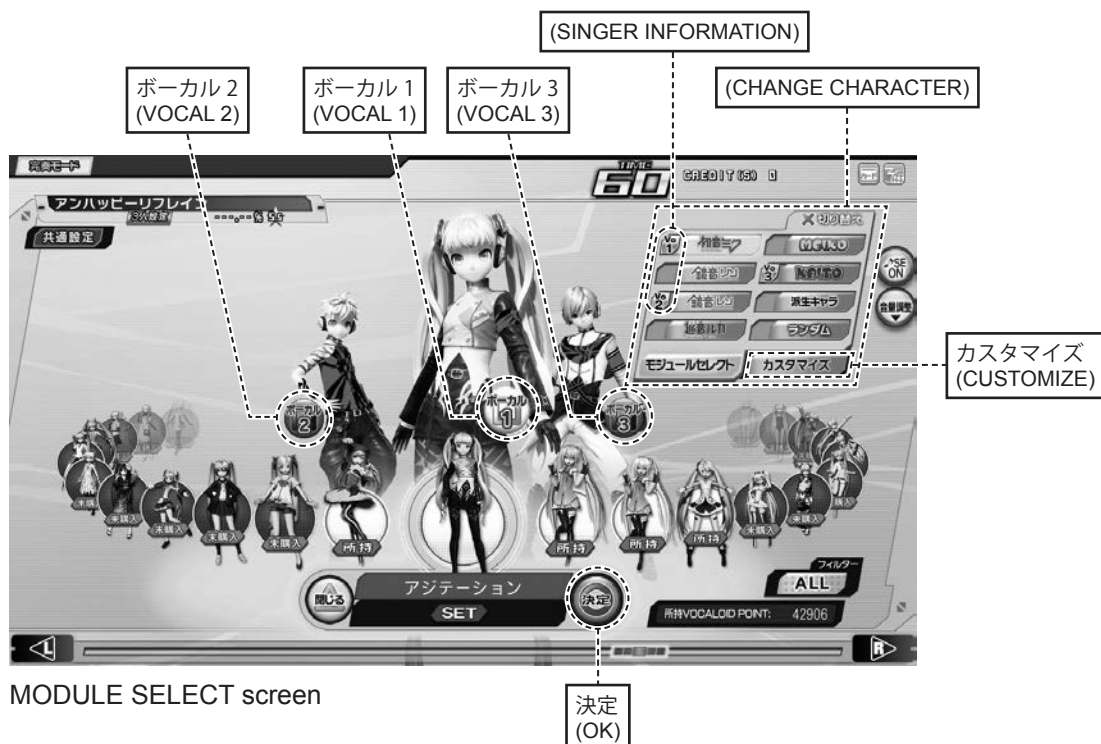
MENU ITEMS

SINGER INFORMATION	Displays which VOCALOIDs are singing the song you have selected as a group. "Vo1" indicates the first vocal part, "Vo2" indicates the second vocal part, and "Vo3" indicates the third vocal part.
OK	Confirm chosen content.
VOCAL 1	Select the module for the first vocal part.
VOCAL 2	Select the module for the second vocal part.
VOCAL 3	Select the module for the third vocal part.
CHARACTER CHANGE	Changes character to select.
CUSTOMIZE	Displays CUSTOMIZE screen.

CUSTOMIZE

Customize screen allows you to use points to purchase or change customization items.
Use the L/R buttons to scroll horizontally through the customization item list and select a customization item.
You can also make your selection with the touch panel as well as the buttons.
Customization items may be equipped in 4 areas: "HEAD," "FACE," "CHEST," and "BACK."

CUSTOMIZE screen

MENU ITEMS

SETTINGS MODE	Common settings: Customization settings common to all songs. Individual song settings: Customization settings for individual songs.
SELECTED SONG	The name of the currently selected song is displayed. If the time to select a song expires, the song displayed here will be selected.
SWITCH CUSTOMIZATION AREAS	Items equipped to each area are displayed. Touch the switch for each area to change to that area and equip items. Touch the 「はずす」(REMOVE) button to remove an item that has been equipped.
MODULE SELECT BUTTON	Return to MODULE SELECT from the CUSTOMIZE screen.
FILTER BUTTON	Filter customization items displayed. Choose between displaying "ALL," "PURCHASED," and "NOT PURCHASED" items.

1-3-6 GAME PLAY

(DIFFICULTY) (NAME OF SONG) (LIFE GAUGE) (SLIDE ICON)

(MELODY ICON)

(TARGET ICON)

(LYRICS)

(NUMBER OF STAGE)

(SCORE)

(CELAR GAUGE)
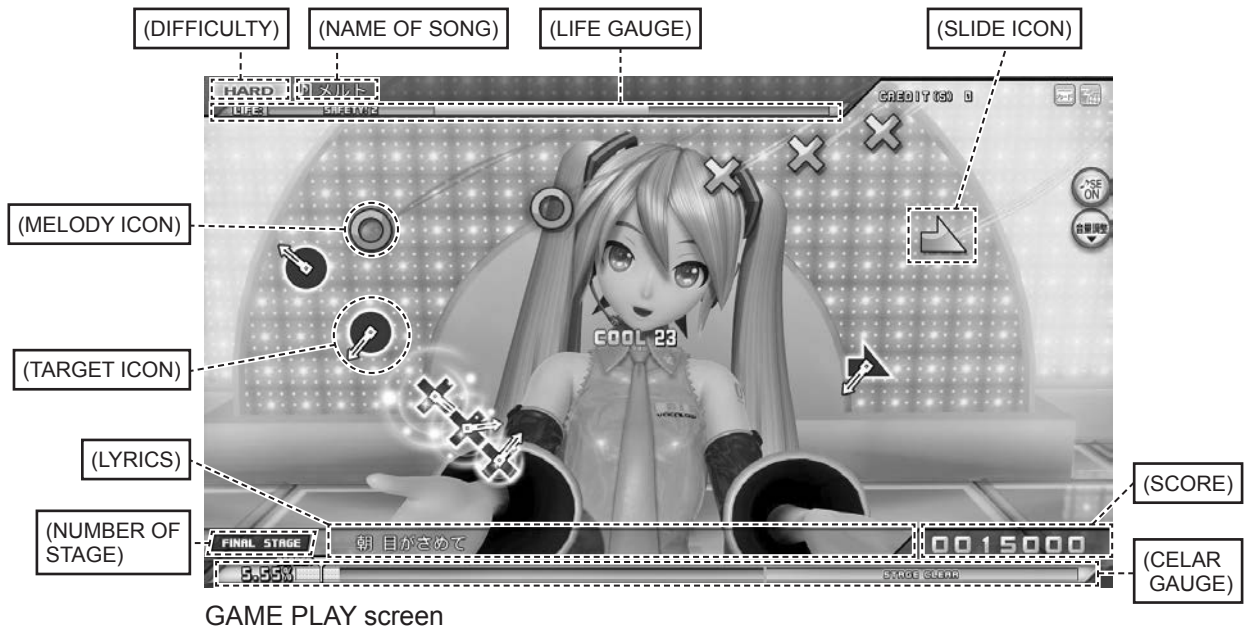
GAME PLAY screen

Play a rhythm game using the selected song.

In time with the rhythm, press the button with the same symbol at the same time as the "MELODY ICON" overlaps the "TARGET ICON." The more precisely your button press matches the rhythm, the higher your score will be. If you continue pressing the buttons with exact timing, your combo will steadily increase, which will give you more points the longer it continues.

When the "SLIDE ICON" appears, touch the touch slider and slide in the direction of the arrow at the same time as it overlaps the "TARGET ICON." If the timing of your slide matches the rhythm, the slide will be successful and you will score extra points.

MENU ITEMS

DIFFICULTY	Displays the difficulty of the song being played.
NAME OF SONG	Displays the name of song currently playing.
LIFE GAUGE	When this gauge is empty, the game ends. Your gauge cannot be depleted when "SAFETY" is displayed, or during the "CHALLENGE TIME" described below. Also, in Full Play Mode, the game will continue even if the life gauge becomes empty.
NUMBER OF STAGE	Displays the stage number during gameplay. When the final stage is reached, "FINAL STAGE" will be displayed.
LYRICS	Displays the lyrics currently playing.
SCORE	Displays the score you have earned.
CLEAR GAUGE	If you play well, this gauge will fill up, and when it reaches the required level, you will clear the stage. You will clear the stage provided the gauge is filled up to the STAGE CLEAR section.

Challenge Time screen

During "CHALLENGE TIME," the life gauge will not be depleted even if you make a mistake.

MULTI PRESS or HOLD

Special markers called the "MULTI PRESS" marker and "HOLD" marker will sometimes appear.
The MULTI PRESS marker is when melody icons are displayed connected in a line, and the HOLD marker is when "HOLD" is displayed under the target icon.
Press buttons simultaneously when the MULTI PRESS marker appears or hold down the button when the HOLD marker appears to gain extra points.
Effectively using MULTI PRESS and HOLD is vital for getting high scores.

MULTI PRESS or HOLD screen

SLIDE or CHAIN SLIDE

During the game, special icons in the shape of an arrow called the "SLIDE ICON" and the "CHAIN SLIDE ICON" may appear.
Use the palm of your hand to slide the touch slider installed above the ○ × □ △ buttons at the same time as either icon overlaps the target icon to get high scores.

TOUCH SLIDER AND SLIDE ICON

When a horizontally long slide icon is shown, you can perform a "CHAIN SLIDE" and get a particularly high score by continuously sliding your hand along the touch slider. The trick to doing this well is to lengthen your slide to match the length of the icon.
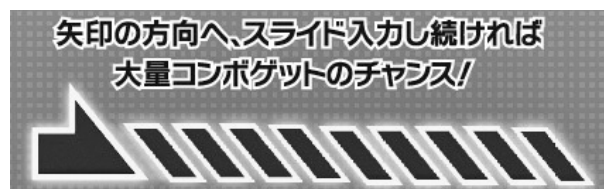
CHAIN SLIDE ICON

MID-GAME FORCE QUIT

1

If your life gauge becomes empty during the game, the game will be forcibly ended in the middle of the song.

FORCE QUIT screen

RESULT SCREEN

If you play through to the end of the song, your results will be displayed on the result screen.
If you have reached the required level in the clear gauge, the screen will show "CLEAR," and if you have not, it will show "NOT CLEAR." If you receive "CLEAR" in a mode where it is possible to play multiple songs, you will proceed to the next stage.
However, if you have completed the "FINAL STAGE," the game will end even if you have cleared it successfully.

CLEAR screen

NOT CLEAR screen

RESULT screen

CONTEST RESULT screen

1

In Contest Mode, the contest results will be displayed at the end of each stage.
Your record achieved during gameplay will be calculated, and you will receive items such as "VOCALOID POINTS," "TITLES," and "GAME SCREEN SKINS" if you have exceeded the reward requirements.

CONTEST RESULT screen

CONTEST BRONZE BORDER CLEAR REWARD screen

REWARD SCREEN

Depending on your results at the end of the stage, you may receive items such as "TITLES," "GAME SCREEN SKINS," and "CUSTOMIZATION ITEMS."
The requirements to receive the items will be displayed when you receive the rewards.
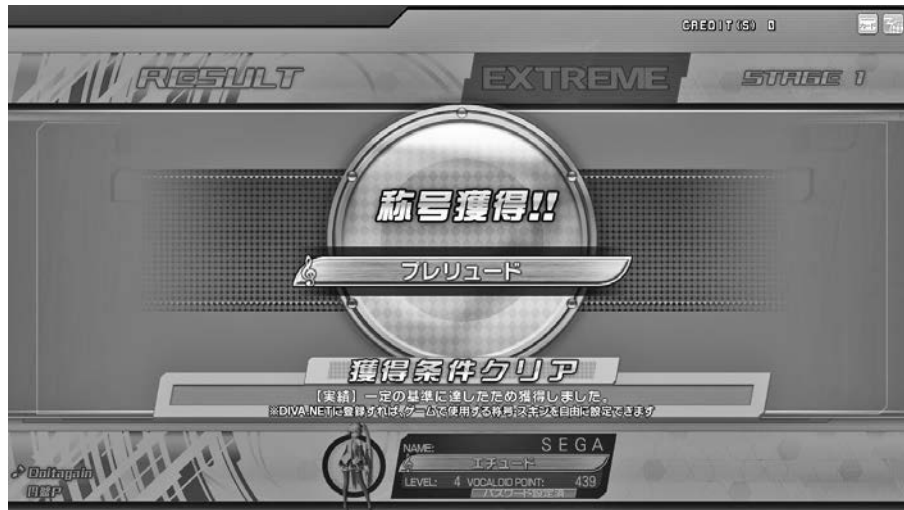
END OF STAGE REWARD screen

REWARD CONFIRMATION screen

A list of "TITLES," "GAME SCREEN SKINS," and "CUSTOMIZATION ITEMS" earned during gameplay is displayed at the end of the game. Earned items can be equipped on "DIVA.NET" for use in actual gameplay.

REWARD CONFIRMATION screen

CLEAR TRIAL RESULTS DISPLAY

If you have attempted a clear trial, the clear trial results will be displayed.
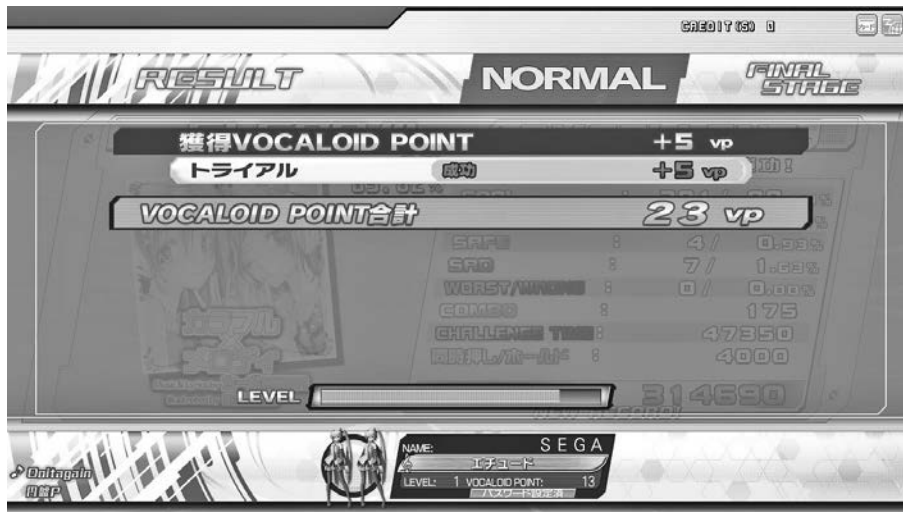
CLEAR TRIAL SUCCEEDED screen
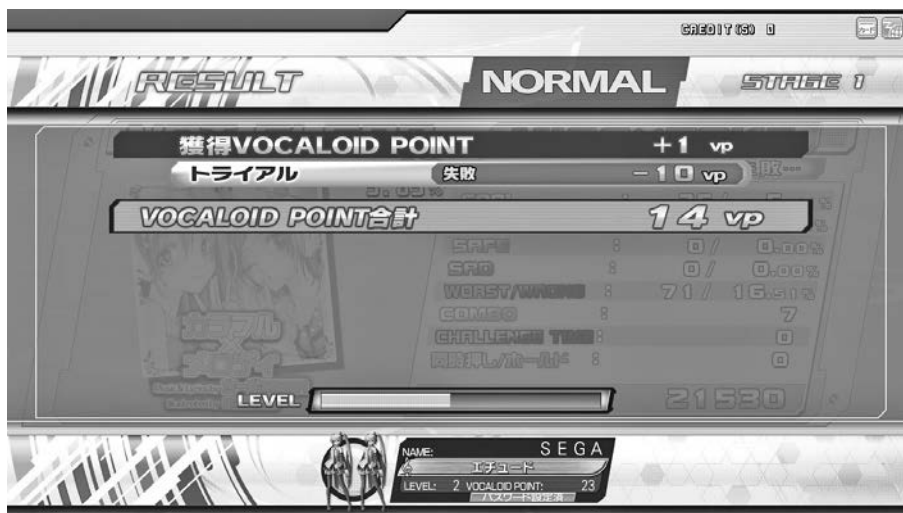
CLEAR TRIAL FAILED screen

QUIT GAME

If "GIVE UP" is set to "ON" under "GAME ASSIGNMENTS" in GAME TEST MODE, the player can voluntarily force quit the game.
To execute the quit command, press the START Button while holding ($\triangle + \bigcirc$) and touching the central area of the touch slider.

CONTINUE TO GAME OVER

If you were unable to clear a stage, you may use a continue and resume the game. Gameplay ends once you reach the game over screen.
However, you will only be able to continue if the continue setting is set to "ON" under "GAME ASSIGNMENTS" in GAME TEST MODE. <Refer to 4-5>
If "CARD PLAY" has been selected, touch the Aime card or mobile phone you used to begin the game to the touch-type card reader again when you continue.

CONTINUE screen

GAME OVER screen

1-3-7 DISPLAYS DURING ADVERTISING DEMO LOOP

> ## HIGH SCORE RANKING

High score rankings are displayed for songs that have been cleared in HARD mode or EXTREME mode.
There are 2 types of rankings: store rankings and national rankings.
NOTE: Store rankings rely on the cabinet's own data, so if there are several cabinets installed in the store, each cabinet will display different rankings.
Use the L/R buttons to select the rankings displayed for each song. You can also use the touch panel to select the song name.

HIGH SCORE RANKING screen

> ## NICO NICO DOUGA VOCALOID RANKING

Nico Nico Douga VOCALOID video rankings are displayed. Each morning, the previous day's rankings are obtained and displayed. Select the tab at the top of the screen to change the content of the ranking displays.

VOCALOID RANKING screen

1-4 SERVER MAINTENANCE TIME

Regular server maintenance is not performed.
However, if irregular server maintenance needs to be performed, gameplay using an Aime card or mobile phone will not be possible during that time.

1-5 STORE CLOSING PROCEDURE

The following store closing functions are implemented to ensure all games are finished by store closing time.

Store Closing Procedure

	45 minutes before closing	15 minutes before closing
Advertise mode **Select screen** **Result screen**	Announcement 45 minutes before games are disabled.	New games not accepted Coin insert disabled All controls rendered inert

Extra credits restriction

It is not possible to add extra credits from 15 minutes before store closing time.
NOTE: If a coin is inserted during this time, it is returned via the coin return slot. The SERVICE CREDIT Button can be pressed.

New games not accepted

From 15 minutes before closing, players cannot start new games.
NOTE: If gameplay is in progress, you will be unable to use a continue from 15 minutes before closing time.

Store Closing Procedure Message

In the below messages, ●● denotes time remaining until new games are disabled.
- Store Closing Message (Advertise, Select screen, Result screen)

	Play Availability
Between 45 and 15 minutes before closing	あと●●分 (●● minutes remaining)
15 minutes to close	受け付け終了 (Play unavailable)

1

1-6 AUTOMATIC REBOOTING PROCESS

Cabinet can be set to automatically reboot if they are in operation at 7:00 AM.
- After 7:00 AM, a countdown will begin when the cabinet returns to the advertising screen. When the countdown reaches zero, the cabinet will reboot.
- New games cannot be started during the countdown.
- Games are not automatically ended if the cabinet has already been rebooted.

Using automatic reboot

Products in operation are automatically rebooted. This always occurs at around 7:00 AM, so there is no need to configure this setting. If power is turned ON after 7:00 AM, the product will not be rebooted until 7:00 AM the following day.

Automatic Reboot Procedure Message Display Positions

After 7:00 AM, when the cabinet returns to the advertising screen, a message regarding the automatic reboot procedure will be displayed in the center of the screen.

再起動が行われます

AUTOMATIC REBOOT PROCEDURE MESSAGE screen

再起動が行われます：Preparing to reboot...

2 TEST MODE CONTROLS

⚠ WARNING

Do not touch any part of the unit except those areas indicated. Touching areas not indicated can result in electric shocks, short circuits, and fires.

⚠ CAUTION

Be careful that your fingers do not become caught when opening, closing, attaching, or removing parts.

STOP IMPORTANT

- Removing the Coin Meter circuitry renders the game inoperable.

- This cabinet will not power on unless both the main AC unit power switch and the sub-power switch on the switch unit are turned ON.

Open the selector door to find the switch unit. The buttons function as follows:

TEST Button **(TEST)**	Establishes TEST MODE. Becomes the button to confirm selections in TEST MODE.
SERVICE Button **(SERVICE)**	Makes it possible to enter credits for service without increasing the coin meter. Becomes the button to select items in TEST MODE.
UPPER SPEAKER VOLUME Switch **(UPPER SPEAKER VOLUME)**	This is the volume knob for UPPER SPEAKER L/R.
SOUND VOLUME Switch **(SOUND VOLUME)**	This is the volume knob for SPEAKER L/R.
Sub-Power Switch	Turns the power ON/OFF.
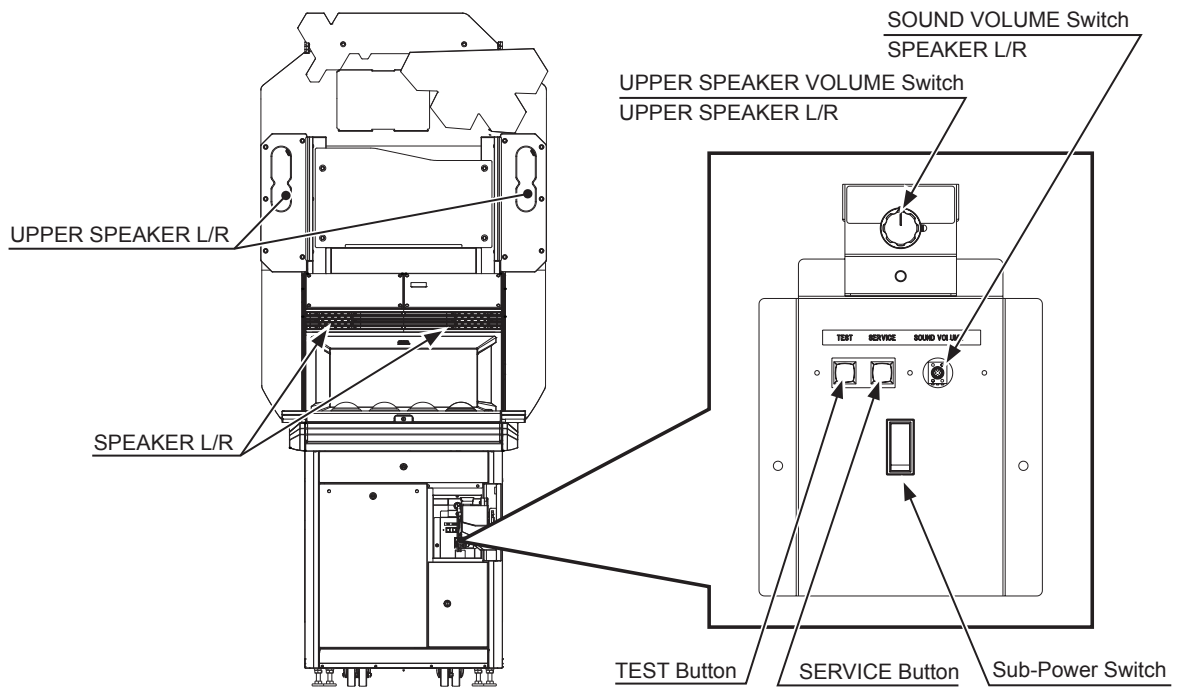
3 SYSTEM TEST MODE

(STOP) **IMPORTANT**

- ● **The details of changes to SYSTEM TEST MODE settings are saved when you exit from SYSTEM TEST MODE by selecting EXIT from the SYSTEM TEST MODE screen. Be careful because if the power is turned off before that point, changes to the settings will be lost.**

- ● **Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.**

In the SYSTEM TEST MODE, you are mainly able to confirm the settings and functional status of the Nu, adjust the monitor.
Displayed menu items cannot be selected while they are flashing. Wait until they are illuminated.
For details, see the Nu Service Manual, which is provided with the product.

Press the TEST Button to enter TEST MODE and bring up the GAME TEST MENU screen. Press the SERVICE Button at the GAME TEST MENU screen and select SYSTEM TEST MODE. Then press the TEST Button to display the SYSTEM TEST MODE screen.
Pressing the TEST Button before the application has started will display the SYSTEM TEST MODE screen directly, without going through the GAME TEST MENU screen.

For this cabinet, set the COIN ASSIGNMENTS and NETWORK SETTING options in SYSTEM TEST MODE to the following settings:

■ **COIN SETTING**

COIN CHUTE TYPE	COMMON
SERVICE TYPE	COMMON
COIN CHUTE #1 COIN TO CREDIT RATE	1 COIN(S) COUNT AS 1 CREDIT(S) OR FREEPLAY

■ **NETWORK SETTING**

DHCP	ENABLE

Also, settings made through DETAIL SETTINGS are disabled. After the application has been rebooted, these will revert to their default settings.

Speaker test items are handled by this product as follows.

SPEAKER TEST

FRONT LEFT SPEAKER	Speaker is functioning normally if sound comes from speaker L and upper speaker L when set to ON.
FRONT RIGHT SPEAKER	Speaker is functioning normally if sound comes from speaker R and upper speaker R when set to ON.
REAR LEFT SPEAKER	Speaker is functioning normally if sound comes from left speaker of headphone when set to ON.
REAR RIGHT SPEAKER	Speaker is functioning normally if sound comes from right speaker of headphone when set to ON.
CENTER SPEAKER	Not used
WOOFER SPEAKER	Not used
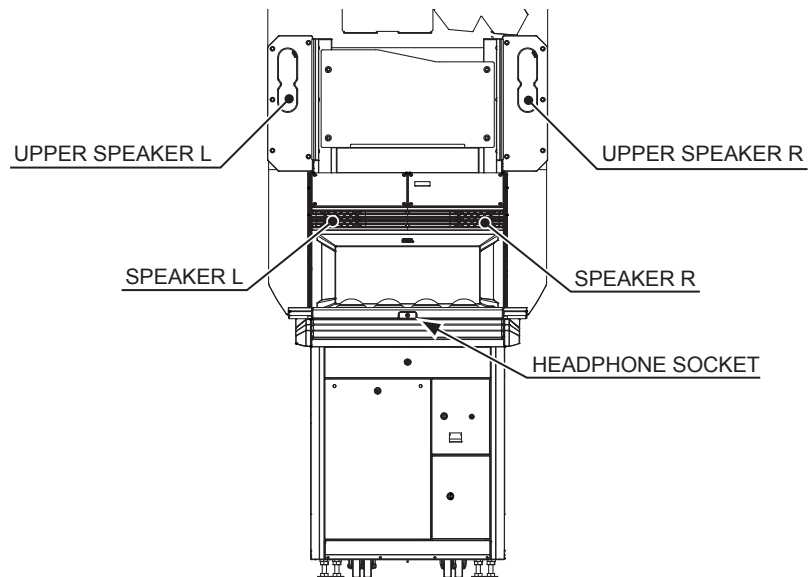
4 GAME TEST MODE

4-1 GAME TEST MENU

Press the TEST Button to enter TEST MODE and bring up the GAME TEST MENU screen.

```
Hatsune Miku Project DIVA Arcade
  GAME TEST MENU

        BOOKKEEPING

        INPUT TEST
        OUTPUT TEST
        GAME ASSIGNMENTS
        GAME SYSTEM INFORMATION
        PV INFORMATION
        PV DOWNLOAD STATUS
        TOUCH PANEL SETTING
        CARD READER TEST
        CLOSE SETTING
        NETWORK TEST
        ALL.Net ACCOUNTING STATUS
        ALL.Net DOWNLOAD STATUS

        BACKUP DATA CLEAR
        HDD DATA CLEAR

        SYSTEM TEST MODE

    ->   EXIT



            SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

GAME TEST MENU screen (When the Nu's DIP switch No. 1 is set to ON <server>)

```
Hatsune Miku Project DIVA Arcade
  GAME TEST MENU


        BOOKKEEPING


        INPUT TEST
        OUTPUT TEST
        GAME ASSIGNMENTS
        GAME SYSTEM INFORMATION
        PV INFORMATION
        TOUCH PANEL SETTING
        CARD READER TEST
        CLOSE SETTING
        NETWORK TEST
        ALL.Net ACCOUNTING STATUS


        BACKUP DATA CLEAR
        HDD DATA CLEAR


        SYSTEM TEST MODE


   ->   EXIT






          SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

GAME TEST MENU screen (When the Nu's DIP switch No. 1 is set to OFF <other than server>)

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
  Operations can also be performed using the following input method.

△ , ○	Confirm the selected item.
□ , ✕	Switch the item.

- Select EXIT and press the TEST Button to exit GAME TEST MODE and return to the ADVERTISE screen.

4

MENU ITEMS

BOOKKEEPING	Displays all recorded game data.
INPUT TEST	Performs a test of input devices.
OUTPUT TEST	Performs a test of output devices.
GAME ASSIGNMENTS	Adjust all game settings.
GAME SYSTEM INFORMATION	Displays system information.
PV INFORMATION	Displays PV information.
PV DOWNLOAD STATUS	Displays PV download status (server only).
TOUCH PANEL SETTING	Adjusts touch panel response positioning.
CARD READER TEST	Performs card reader test.
CLOSE SETTING	Sets closing time.
NETWORK TEST	Displays network settings.
ALL.Net ACCOUNTING STATUS	Displays ALL.Net accounting status.
ALL.Net DOWNLOAD STATUS	Displays software download status (server only) .
BACKUP DATA CLEAR	Clears backup data.
HDD DATA CLEAR	Clears hard disk data.
SYSTEM TEST MODE	Displays the SYSTEM TEST MODE screen. [See Chapter 3 (P. 38), Nu Service Manual Chapter 3.]

4-2 BOOKKEEPING

```
   BOOKKEEPING 1/2                CREDIT

        COIN 1                     **
        COIN 2                     **
        TOTAL COINS               ***

        COIN CREDITS               **
        SERVICE CREDITS            **
        TOTAL CREDITS             ***

                                



                      PRESS TEST BUTTON TO CONTINUE
```

BOOKKEEPING 1/2 screen

CONTROLS

Press the TEST Button to move to next screen.
Operations can also be performed using the following input method.

$\triangle$, $\times$, $\bigcirc$, **R**	Move to following page.

MENU ITEMS

COIN 1	Number of coins inserted in coin chute 1.
COIN 2	Number of coins inserted in coin chute 2.
TOTAL COINS	Total coins inserted into the COIN 1 and COIN 2.
COIN CREDITS	Number of credits for coins inserted.
SERVICE CREDITS	Number of credits entered with the SERVICE Button.
TOTAL CREDITS	Total credits for COIN CREDITS and SERVICE CREDITS.

```
    BOOKKEEPING 2/2                    OPERATION


        NUMBER OF GAMES                        *
        TOTAL TIME                       **:**:**
        TOTAL PLAY TIME                  **:**:**
        AVERAGE PLAY TIME                  **:**
        LONGEST PLAY TIME                  **:**
        SHORTEST PLAY TIME                 **:**













                    PRESS TEST BUTTON TO EXIT
```
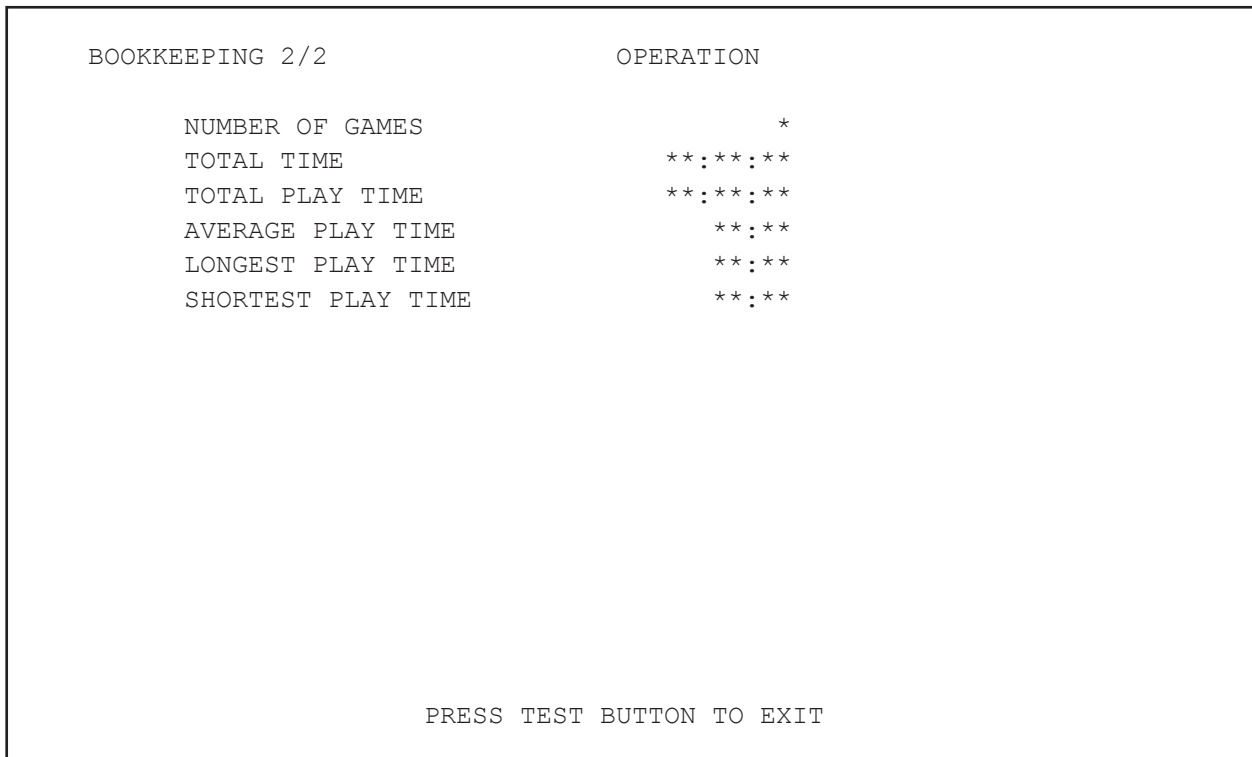
BOOKKEEPING 2/2 screen

CONTROLS

Press the TEST Button to return to GAME TEST MENU screen.
Operations can also be performed using the following input method.

△ , ○	Return to the GAME TEST MENU screen.
□ , **L**	Move to the previous page.

MENU ITEMS

NUMBER OF GAMES	Total number of games played.
TOTAL TIME	Total powered time excluding TEST MODE.
TOTAL PLAY TIME	Total play time of all GAME MODE including selector.
AVERAGE PLAY TIME	Average play time for one game.
LONGEST PLAY TIME	Longest play time for one game.
SHORTEST PLAY TIME	Shortest play time for one game.

4-3 INPUT TEST

Performs a test of input devices. Use this screen to perform periodic checks on each input device.

```
    INPUT TEST

    TEST OFF        TouchSlider   0:OFF( 0)      TouchSlider 16:OFF( 0)
    SERVICE OFF     TouchSlider   1:OFF( 0)      TouchSlider 17:OFF( 0)
    SW1 OFF         TouchSlider   2:OFF( 0)      TouchSlider 18:OFF( 0)
    SW2 OFF         TouchSlider   3:OFF( 0)      TouchSlider 19:OFF( 0)
                    TouchSlider   4:OFF( 0)      TouchSlider 20:OFF( 0)
    START OFF       TouchSlider   5:OFF( 0)      TouchSlider 21:OFF( 0)
    TRIANGLE OFF    TouchSlider   6:OFF( 0)      TouchSlider 22:OFF( 0)
    SQUARE OFF      TouchSlider   7:OFF( 0)      TouchSlider 23:OFF( 0)
    CROSS OFF       TouchSlider   8:OFF( 0)      TouchSlider 24:OFF( 0)
    CIRCLE OFF      TouchSlider   9:OFF( 0)      TouchSlider 25:OFF( 0)
                    TouchSlider  10:OFF( 0)      TouchSlider 26:OFF( 0)
                    TouchSlider  11:OFF( 0)      TouchSlider 27:OFF( 0)
                    TouchSlider  12:OFF( 0)      TouchSlider 28:OFF( 0)
                    TouchSlider  13:OFF( 0)      TouchSlider 29:OFF( 0)
                    TouchSlider  14:OFF( 0)      TouchSlider 30:OFF( 0)
                    TouchSlider  15:OFF( 0)      TouchSlider 31:OFF( 0)


            PRESS TEST AND SERVICE BUTTON TO EXIT
```

INPUT TEST screen

CONTROLS

- Input devices are working correctly if the corresponding menu item switches from OFF to ON when the device is operated.
- Press the TEST Button and the SERVICE Button simultaneously. The GAME TEST MODE screen reappears.

MENU ITEMS

TEST	Normal if ON when TEST Button on the bottom level of the switch unit is pressed and OFF when released.
SERVICE	Normal if ON when SERVICE Button on the bottom level of the switch unit is pressed and OFF when released.
SW1 (2)	Normal if ON when SW 1(2) on Nu is pressed and OFF when released.
START	Normal if ON when START BUTTON is pressed and OFF when released.
TRIANGLE	Normal if ON when △ BUTTON is pressed and OFF when released.
SQUARE	Normal if ON when □ BUTTON is pressed and OFF when released.
CROSS	Normal if ON when ✕ BUTTON is pressed and OFF when released.
CIRCLE	Normal if ON when ◯ BUTTON is pressed and OFF when released.
TouchSlider 0~31	Normal if ON when TOUCH SLIDER is touched and OFF when released. Touch slider is responsive from 0 on the left end to 31 on the right end.

TouchSlider 0~31

TRIANGLE   SQUARE   CROSS   CIRCLE   START
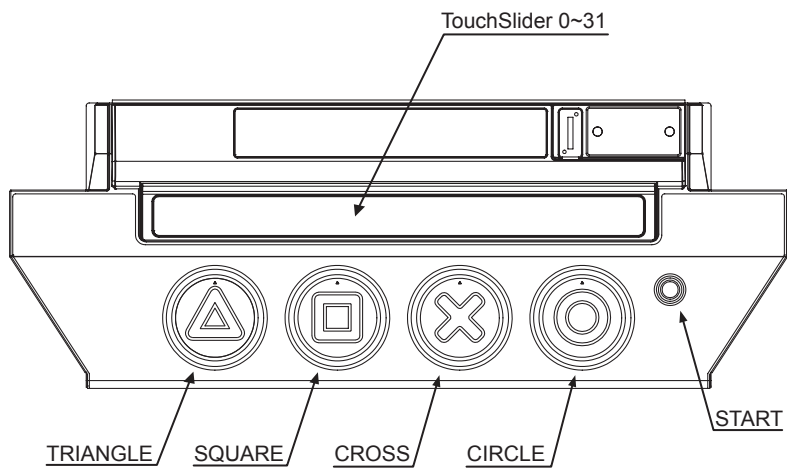
4-4 OUTPUT TEST

View the status of output devices. Use this screen to perform periodic checks on output devices.

```
        OUTPUT TEST

            COIN LOCK OUT                OFF
            LEFT PARTITION LED RED       OFF
            LEFT PARTITION LED GREEN     OFF
            LEFT PARTITION LED BLUE      OFF
            RIGHT PARTITION LED RED      OFF
            RIGHT PARTITION LED GREEN    OFF
            RIGHT PARTITION LED BLUE     OFF
            BUTTON LED TRIANGLE          OFF
            BUTTON LED SQUARE            OFF
            BUTTON LED CROSS             OFF
            BUTTON LED CIRCLE            OFF
            TOUCH SLIDER LED RED         OFF
            TOUCH SLIDER LED GREEN       OFF
            TOUCH SLIDER LED BLUE        OFF
        ->  EXIT




        SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

OUTPUT TEST screen

CONTROLS

- Press the SERVICE Button to select menu item.
- When the TEST Button is pressed, the selected item changes from OFF to ON and the corresponding output devices either light up or operate. When the TEST Button is pressed again for menu items that are ON, they will change from ON to OFF and either go dark or cease to operate.
  Operations can also be performed using the following input method.

×	Moves the arrow downward
□	Moves the arrow upward
L, R, ○ , △	Adjust the value for the selected item.

- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

MENU ITEMS

COIN LOCK OUT	Normal if coins are returned through the coin return slot when this is set to OFF, and coins are inserted when set to ON.
LEFT PARTITION LED RED (GREEN, BLUE)	Normal if side lamp L turns red (green, blue) when set to ON, turns off when set to OFF.
RIGHT PARTITION LED RED (GREEN, BLUE)	Normal if side lamp R turns red (green, blue) when set to ON, turns off when set to OFF.
BUTTON LED TRIANGLE	Normal if △ button lamp turns on when set to ON, turns off when set to OFF.
BUTTON LED SQUARE	Normal if □ button lamp turns on when set to ON, turns off when set to OFF.
BUTTON LED CROSS	Normal if ✕ button lamp turns on when set to ON, turns off when set to OFF.
BUTTON LED CIRCLE	Normal if ◯ button lamp turns on when set to ON, turns off when set to OFF.
TOUCH SLIDER LED RED (GREEN, BLUE)	Normal if touch slider lamp turns red (green, blue) when set to ON, turns off when set to OFF.

4

LEFT PARTITION LED RED (GREEN, BLUE)

RIGHT PARTITION LED RED (GREEN, BLUE)

TOUCH SLIDER LED RED (GREEN, BLUE)

COIN INSERT SLOT

BUTTON LED TRIANGLE

BUTTON LED SQUARE

BUTTON LED CROSS

BUTTON LED CIRCLE

COIN RETURN SLOT
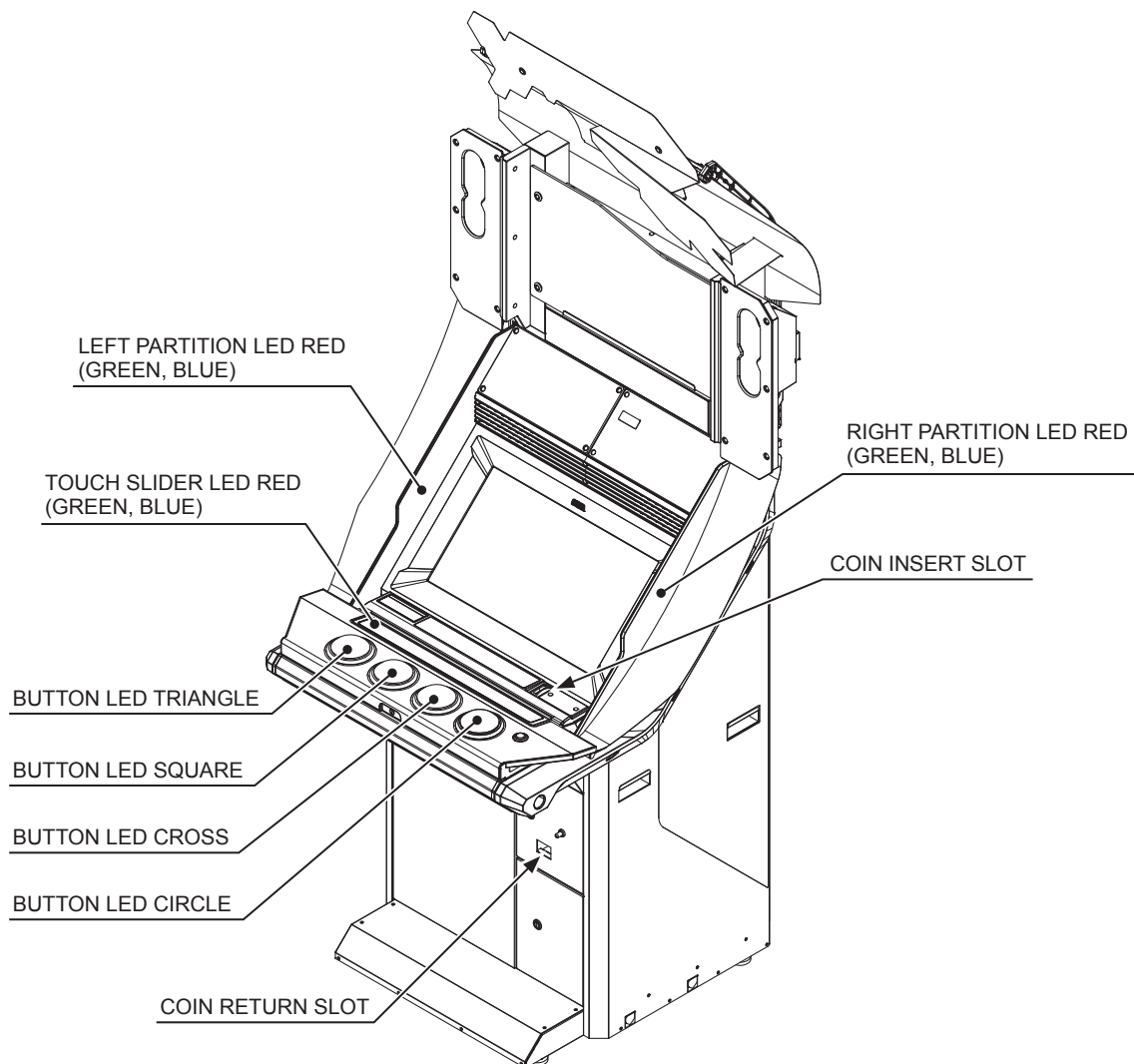
4-5 GAME ASSIGNMENTS

Adjust all game settings.

```
GAME ASSIGNMENTS
      START UP MODE        SATELLITE:MAIN

      ADVERTISE SOUND      100%
      CONTINUE             OFF
      GIVE UP              OFF

      DEFAULT SETTING
  ->  EXIT










         SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```
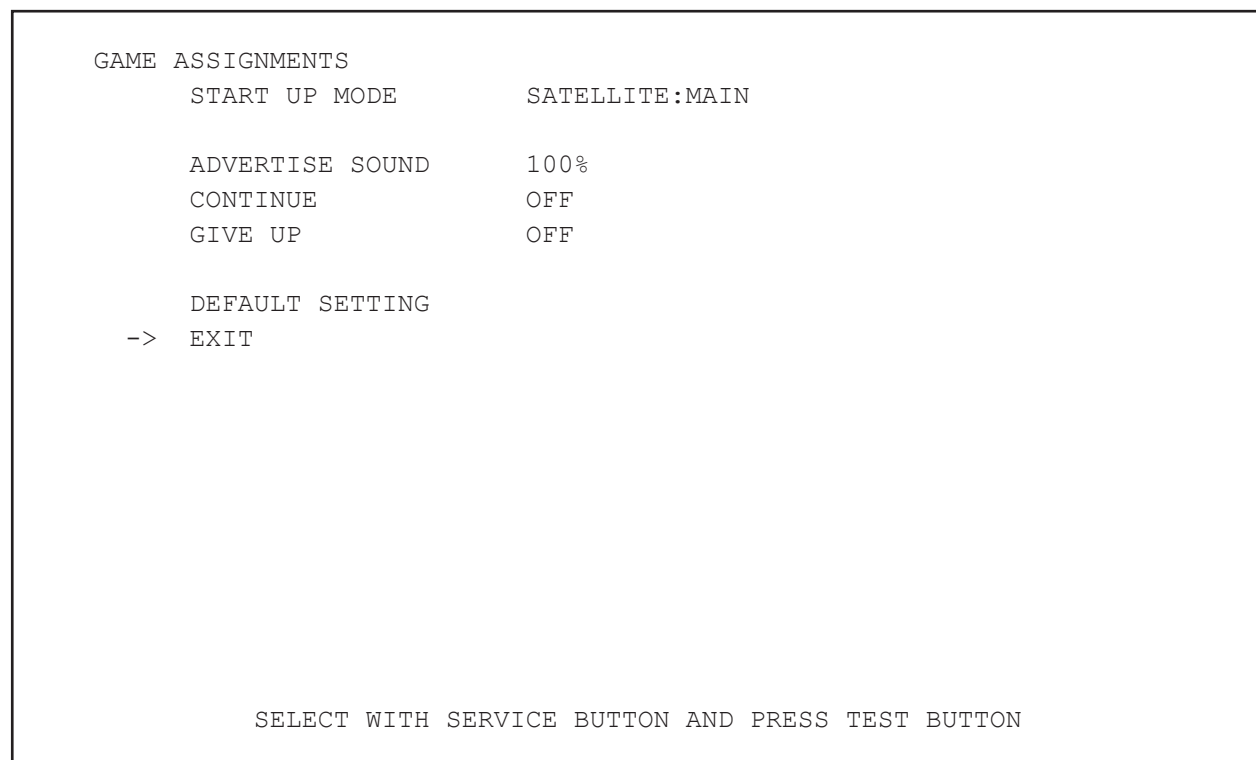
GAME ASSIGNMENTS screen

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to adjust the value for the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
☐	Moves the arrow upward.
L, R, ◯ **,** △	Adjust the value for the selected item.

For ADVERTISE SOUND

R, ◯ **,** △	Forward
L	Backward

R, ◯ **,** △ ⟶

      Quiet ⟶ Loud

      OFF ⇔ 25% ⇔ 50% ⇔ 75% ⇔ 100%

   L ⟵

- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

MENU ITEMS

START UP MODE	Displays startup settings for each cabinet (default setting: SATELLITE: MAIN). Changing the Nu's DIP switch No. 1 changes all other setting items. If No. 1 is ON, it becomes "SATELLITE: MAIN" (server), and if No. 1 is OFF, it becomes "SATELLITE: SUB" (cabinets other than server). Ensure that there is only 1 cabinet set to "SATELLITE: MAIN" (server) and all other cabinets are set to "SATELLITE: SUB" (cabinets other than server) in "STARTUP MODE."
ADVERTISE SOUND	Set sound volume during advertising screen (default setting: 100%). Set sound volume during advertising screen between 0% and 100%. Volume values change in the order of OFF → 25% → 50% → 75% → 100%. The volume settings are described below. <table><tr><td>**OFF**</td><td>muted</td></tr><tr><td>**25%**</td><td>↑ low volume</td></tr><tr><td>**50%**</td><td>Medium volume</td></tr><tr><td>**75%**</td><td>↓ large volume</td></tr><tr><td>**100%**</td><td>full volume</td></tr></table>
CONTINUE	Set whether it is possible to use continues (default setting: OFF). Set this to "ON" if you wish to be able to use continues and "OFF" if you do not.
GIVE UP	Set whether it is possible to quit the game during play (default setting: OFF). To execute the quit command, press the START Button while holding (△ + ◯) and touching the central area of the touch slider.
DEFAULT SETTING	Use this setting to return the cabinet to its factory settings.

4

4-6 GAME SYSTEM INFORMATION

Check the status of the game system.

```
   GAME SYSTEM INFORMATION

        TITLE:  HatsuneMiku Project DIVA Arcade
        DATE:    ****-**-***************
        VERSION: *.**.—

        TIME:    ****-**-***********

        CARD SYSTEM
          HARDWARE:    *********** *** Ver*.*
          FIRMWARE:    *********** *** Ver*.*

        TOUCH SLIDER CTRL BD
          BD NUMBER:  ***-*****
          FIRMWARE:   ***

          KEYCHIP_ID: ****-***********
          MAIN_ID:    ****-***********

-> EXIT



                    PRESS TEST BUTTON TO EXIT
```

GAME SYSTEM INFORMATION screen

CONTROLS

- Press the TEST Button to return to GAME TEST MENU screen.
  Operations can also be performed using the following input method.

○,△	Returns to GAME TEST MENU screen.

MENU ITEMS

TITLE	Game title	
DATE	Game software date	
VERSION	Game software version	
TIME	Displays system clock.	
CARD SYSTEM	**HARDWARE**	Displays hardware information.
	FIRMWARE	Displays firmware information.
TOUCH SLIDER CTRL BD	**BD NUMBER**	Touch slider control board part number
	FIRMWARE	Touch slider control board firmware version
KEYCHIP ID	Key chip ID	
MAIN ID	Main board ID	

4-7 PV INFORMATION

Displays information on all songs in memory.

```
 PV INFORMATION 1/2

   PV No. DATA   Ver. DATE    EASY       NORMAL     HARD       EXTREME
   -------------------------------------------------------------------
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********
   pv.*** ROM    ****/**/**   ********   ********   ********   ********



                  PRESS TEST BUTTON TO CONTINUE
```

PV INFORMATION screen (1/2)

CONTROLS

- Press the TEST Button to move to next screen.
  Operations can also be performed using the following input method.

△ , ✕ , ○ , R	Move to next page.
□ , L	Return to previous page.

- Pressing the TEST Button on the last page returns you to the GAME TEST MENU screen.
  Operations can also be performed using the following input method on the last page.

△ , ○	Return to GAME TEST MENU screen.

MENU ITEMS

PV No.	Installed PV number	
DATA	Installed PV data storage location	
	ROM	Data from DVD
	HDD	Data downloaded from network
Ver. DATE	Installed PV data creation date	
EASY	Installed PV's gameplay input information (if on EASY difficulty)	
	-	No data
	********	Version
NORMAL	Installed PV's gameplay input information (if on NORMAL difficulty)	
	-	No data
	********	Version
HARD	Installed PV's gameplay input information (if on HARD difficulty)	
	-	No data
	********	Version
EXTREME	Installed PV's gameplay input information (if on EXTREME difficulty)	
	-	No data
	********	Version

4-8 PV DOWNLOAD STATUS

Displays download information on all songs in memory. (server only)

```
PV DOWNLOAD STATUS

     AUTHENTICATION STATUS:     *******
     DOWNLOAD PERCENTAGE:       ***
     ORDER TIME:                ***
     RELEASE TIME:              ***

     DOWNLOAD STATUS:           ****
     TIME:                      ****-**-***********
  -> EXIT




                   PRESS TEST BUTTON TO EXIT
```

PV DOWNLOAD STATUS screen

CONTROLS

- Press the TEST Button to return to the GAME TEST MENU screen.
  Operations can also be performed using the following input method.

| △ , ○ | Return to the GAME TEST MENU screen. |

MENU ITEMS

AUTHENTICATION STATUS	Displays ALL.Net authentication status. If ALL.Net authentication is successful, "SUCCESS" will be displayed, and if it is unsuccessful, "FAILED" will be displayed. If "FAILED" is displayed, song data cannot be downloaded.
DOWNLOAD PERCENTAGE	Displays song data download progress. If there is no song data to download, "N/A" will be displayed.
ORDER TIME	Displays time when download will begin. If there is no song data to download, "N/A" will be displayed.
RELEASE TIME	Displays time when downloaded song data will be unlocked. After new versions of song data have reached their release date, they will be sent to each cabinet the next time they are turned ON. If there is no song data to download, "N/A" will be displayed.
DOWNLOAD STATUS	Displays download status of song data currently being downloaded. While downloading, "DOWNLOAD" will be displayed, and when the download is complete, "COMPLETE" will be displayed. Also, if the cabinet is rebooted after "UPDATEREADY/UPDATENEEDED" has been displayed, the song data will be updated and "UPTODATE" will be displayed. If there is no song data to download, "UNKNOWN" will be displayed.
TIME	Displays current time.

4-9 TOUCH PANEL SETTING

Adjusts the response positions of the Touch Panel. Use this screen for adjustments following installation or whenever the Touch Panel or LCD has been replaced.

```
    TOUCH PANEL SETTING


          TOUCH PANEL ADJUSTMENT
          DEFAULT SETTING
       -> EXIT












              SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

TOUCH PANEL SETTING screen

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to adjust the value for the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
□	Moves the arrow upward.
◯ , △	Confirm the selected item.

- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

MENU ITEMS

TOUCH PANEL ADJUSTMENT	Adjusts the response positions of the Touch Panel.
DEFAULT SETTING	Revert to default settings.

4

```
TOUCH PANEL ADJUSTMENT




                                    +




              PRESS TEST AND SERVICE BUTTON TO ABORT
```

TOUCH PANEL ADJUSTMENT screen

```
TOUCH PANEL ADJUSTMENT




                            COMPLETE




                   PRESS TEST BUTTON TO EXIT
```
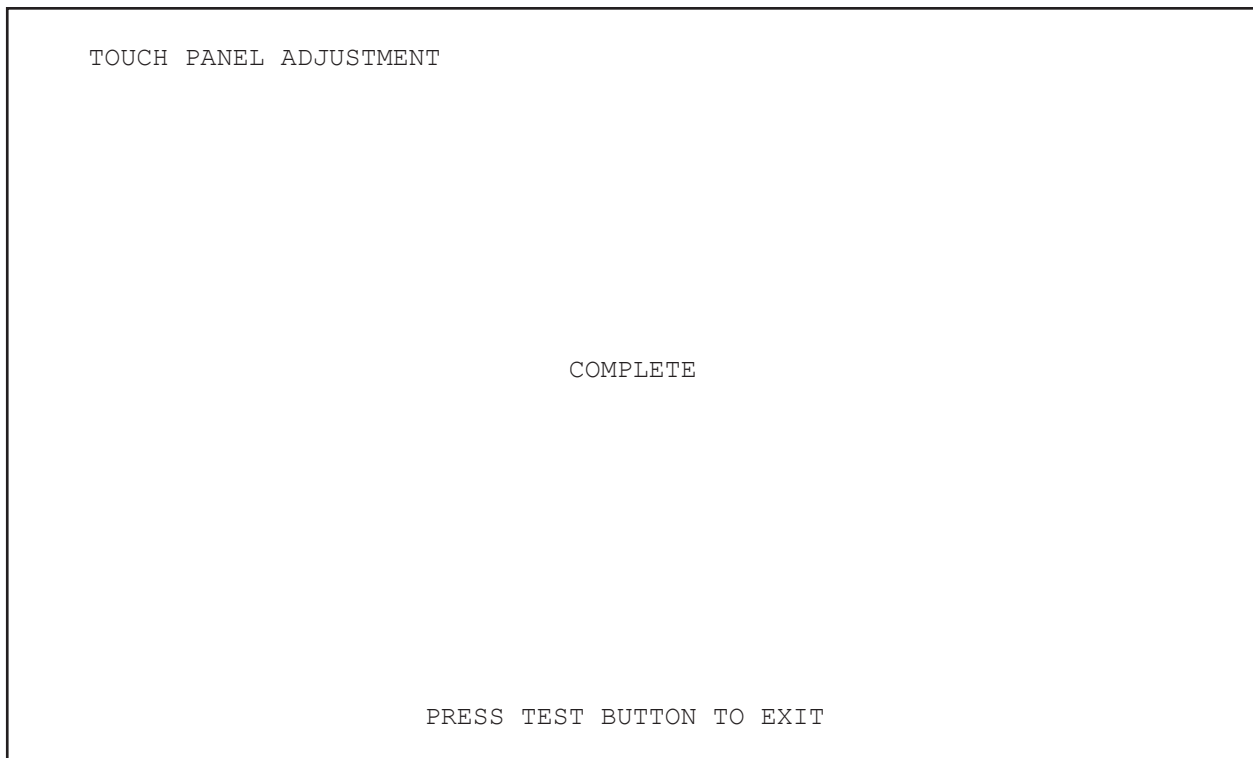
TOUCH PANEL ADJUSTMENT screen 2

CONTROLS

- Touch "+" in each of the positions it is displayed on the screen.
  "COMPLETE" is displayed when setup is complete.
  Press the TEST Button to return to TOUCH PANEL SETTING screen.
- To cancel touch panel adjustment, press the TEST Button and SERVICE Button simultaneously.
  You will be returned to the TOUCH PANEL SETTING screen with the data returned to its pre-adjustment state.

```
     TOUCH PANEL DEFAULT SETTING


            YES (DEFAULT SETTING)
       -> NO (CANCEL)

















           SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```
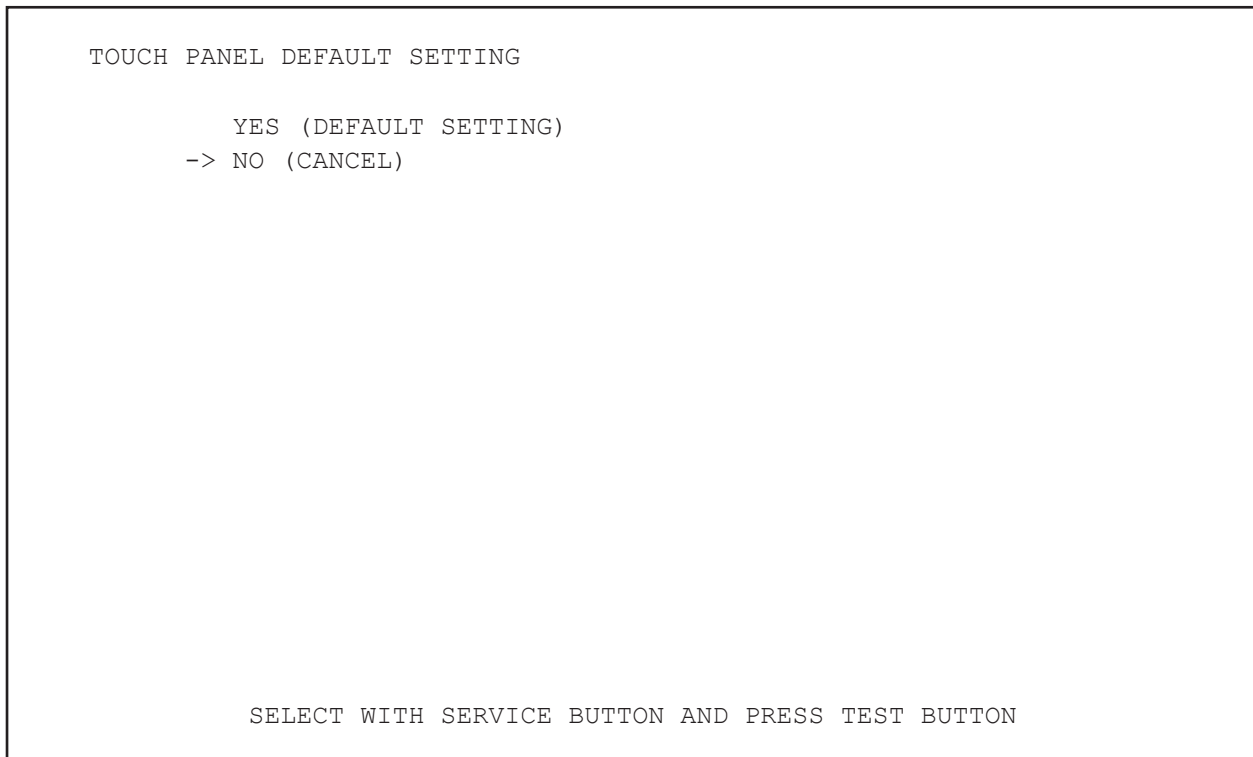
TOUCH PANEL DEFAULT SETTING screen

■ CONTROLS
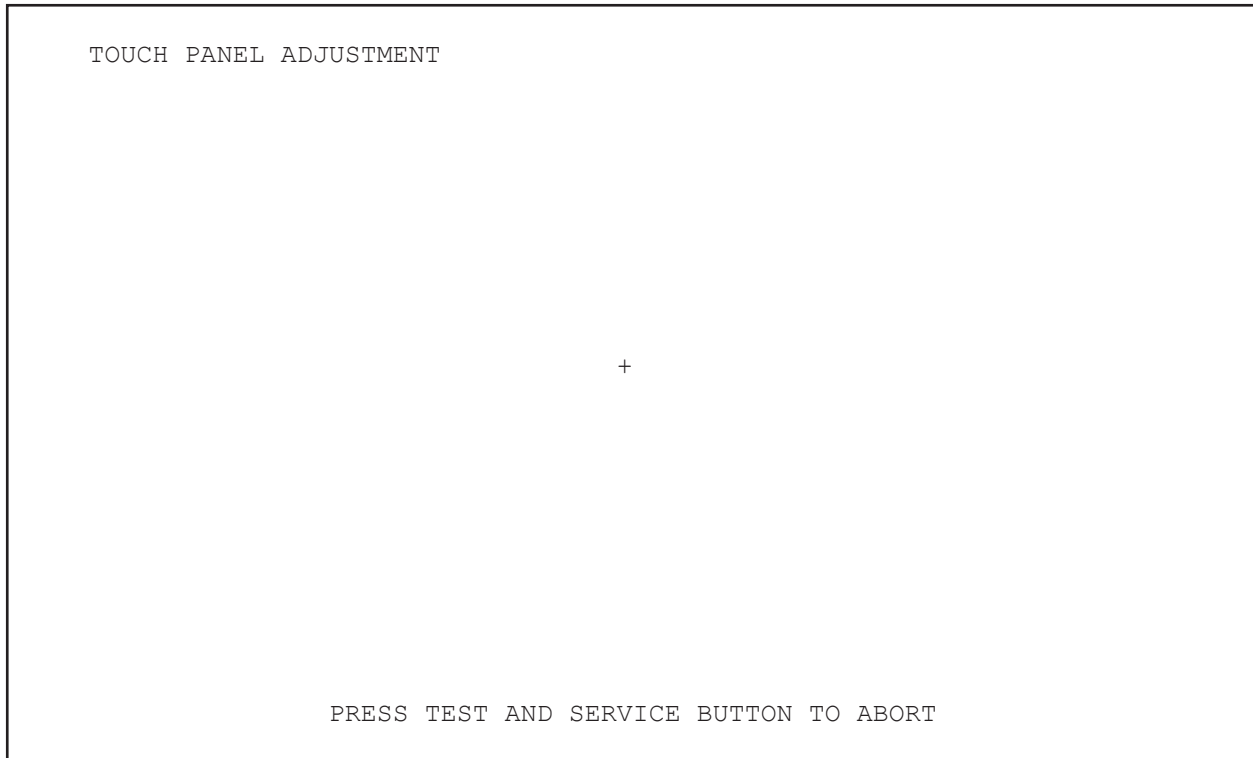
- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
□	Moves the arrow upward.
○ , △	Confirm the selected item.

■ MENU ITEMS

YES (DEFAULT SETTING)	Revert touch panel to default settings.
NO (CANCEL)	Return to TOUCH PANEL SETTING screen.

4-10 CARD READER TEST

Performs a read test on Aime card or cell phone.

```
CARD READER TEST




    Please touch the card reader with your IC card or mobile phone.








                    PRESS TEST BUTTON TO EXIT
```

CARD READER TEST screen

```
CARD READER TEST




OK








                    PRESS TEST BUTTON TO EXIT
```

CARD READER TEST screen 2 (result)

CONTROLS

- Touch your Aime card or mobile phone to the touch-type card reader on the upper section of the cabinet. If it reads successfully, "OK" will be displayed. If it does not read successfully, "UNKNOWN CARD" will be displayed.
- Press the TEST Button to return to the GAME TEST MENU screen.
  Operations can also be performed using the following input method.

○ , △	Return to the GAME TEST MENU screen.

4-11 CLOSE SETTING

Set closing time. Refer to "1-5" for details on close setting functions.

DAY

```
CLOSE SETTING

      SCHEDULE TYPE      DAY

      HOURS              24
      MINUTES            00

      DEFAULT SETTING
   -> EXIT








         SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```
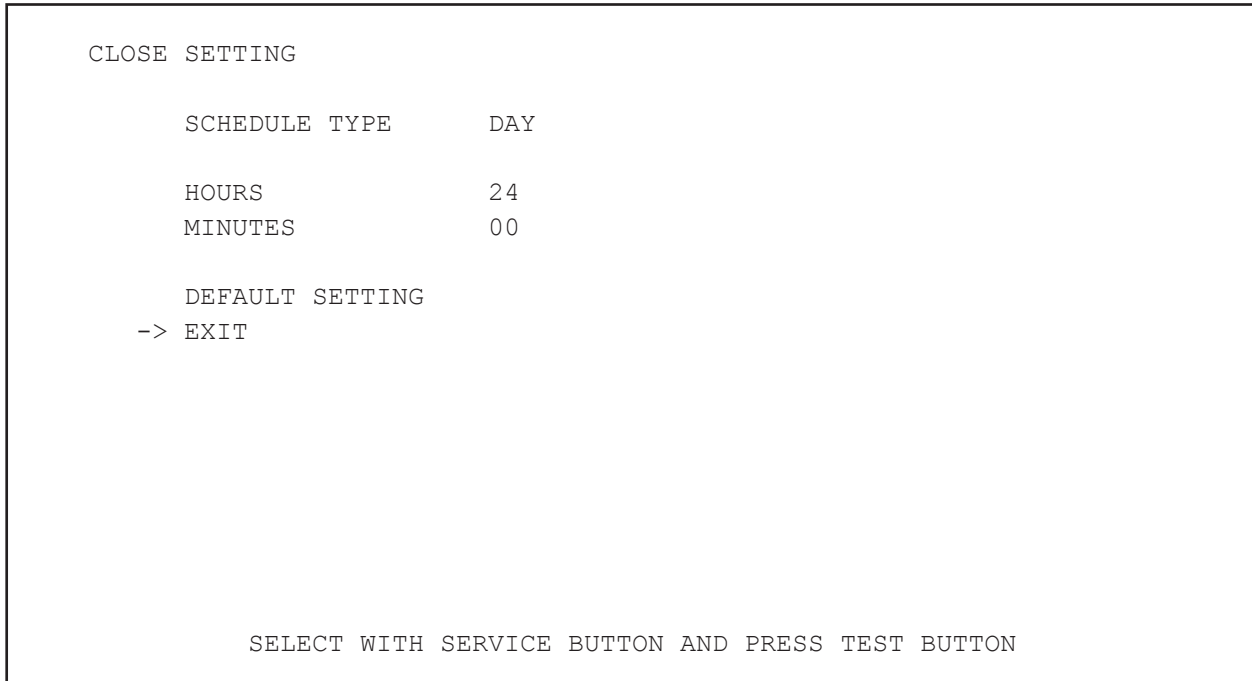
CLOSE SETTING screen (DAY)

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to adjust the value for the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
☐	Moves the arrow upward.
R, ◯ , △	Adjust the value for the selected item. (increase)
L	Adjust the value for the selected item. (decrease)

- Select SCHEDULE TYPE and press the TEST Button to move to the CLOSE SETTING screen (DAY).
- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

MENU ITEMS

Set up store closing times. The closing time may be set to the same time every day or to a different time for each day of the week.

SCHEDULE TYPE	Sets closing time for every day/each day of the week. Set to DAY to use the same closing time every day. Set to WEEK to specify closing times for each day of the week. *NOTE: The default closing time setting is DAY: 24:00.*
HOURS	Change hours when set to "DAY" Closing time can be set between 18:00 and 30:00. Set to ALL TIME to disable the store closing procedure.
MINUTES	Change minutes when set to "DAY" Minutes can be set from 5 minutes to 55 minutes. Settings are in increments of 5 minutes.
DEFAULT SETTING	Return to default setting of DAY: 24:00.

WEEK

```
   CLOSE SETTING

     -> SCHEDULE TYPE       WEEK
       (Sun) HOURS          24
             MINUTES        00
       (Mon) HOURS          24
             MINUTES        00
       (Tue) HOURS          24
             MINUTES        00
       (Wed) HOURS          24
             MINUTES        00
       (Thu) HOURS          24
             MINUTES        00
       (Fri) HOURS          24
             MINUTES        00
       (Sat) HOURS          24
             MINUTES        00


       DEFAULT SETTING
       EXIT



          SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

CLOSE SETTING screen (WEEK)

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to adjust the value for the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
□	Moves the arrow upward.
R, ◯ , △	Adjust the value for the selected item. (increase)
L	Adjust the value for the selected item. (decrease)

- Select SCHEDULE TYPE and press the TEST Button to move to the CLOSE SETTING (DAY) screen.
- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

MENU ITEMS

Configure the closing times day by day.

(SUN) ~ (SAT)	Sets closing time for each day of the week. Sets closing time. (Default: 24:00) The hours and minutes for the time to be set change in the following order.	
	HOURS	Closing time can be set between 18:00 and 30:00. Set to ALL TIME to disable the store closing procedure.
	MINUTES	Change minutes Minutes can be set from 5 minutes to 55 minutes. Settings are in increments of 5 minutes.
DEFAULT SETTING	Reset closing time to 24:00 for each day.	

4

4-12 NETWORK TEST

Performs a test of network connection.

```
NETWORK TEST

        CONNECT TEST
    -> EXIT
```

```
            SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```
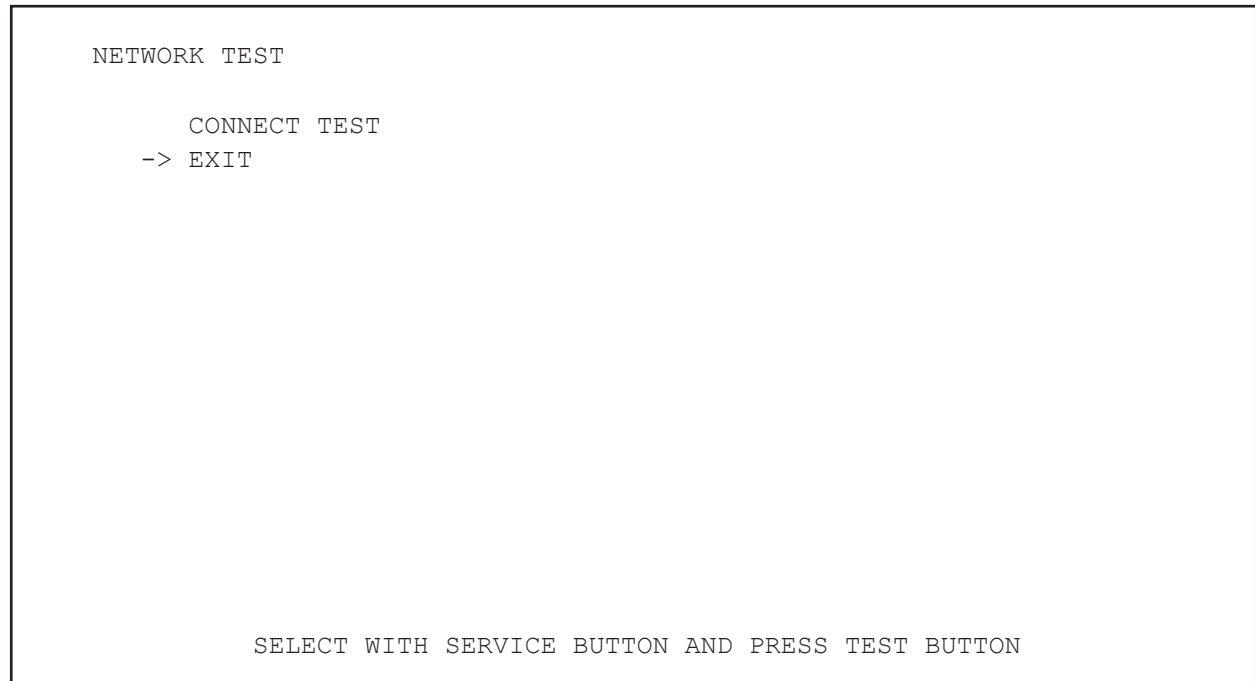
NETWORK TEST screen

■ **CONTROLS**

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
☐	Moves the arrow upward.
○ , △	Confirm the selected item.

- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

■ **MENU ITEMS**

CONNECT TEST	Performs a network connection test. Normal if "STATUS OK" is displayed when test is performed. "STATUS NG" will be displayed if there is a fault.

4-13 ALL.Net ACCOUNTING STATUS

Toggle ON/OFF the viewing of ALL.Net accounting information and caution messages.

```
  ALL.Net ACCOUNTING STATUS
       ALL Net SYSTEM CAUTION    ON
     -> EXIT


     ACCOUNTING MODE      *
     ACCOUNTING STATUS   ****

     PLAY COUNT
       ****/**          *
       ****/**          *
       ****/**          *

     REPORT INFORMATION
       REPORT1:        *******************
       REPORT2:        *******************

            SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

ALL.Net STATUS screen

■ CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to adjust the value for the selected item.
  Operations can also be performed using the following input method.

×	Moves the arrow downward.
□	Moves the arrow upward.
○,△	Confirm the selected item.

- Select EXIT and press the TEST Button to return to the GAME TEST MENU screen.

■ **MENU ITEMS**

ALL.Net SYSTEM CAUTION	Set whether to display caution messages concerning accounting data (default setting: "ON") Set this to "ON" under normal circumstances and only set it to "OFF" when temporarily unable to conduct cutoff procedures normally.	
ACCOUNTING MODE	**A**	Accounting mode is mode A (P-ras accounting).
	GOOD	Accounting data can be recorded.
	BAD	Accounting data cannot be recorded. (Accounting report has not been transmitted.) *NOTE: Check the LAN cable connection.* *Continuing to operate cabinets in BAD status limits certain online functions.*
PLAY COUNT	Display the play history for each month. Displayed from the top in the order of "THIS MONTH," "LAST MONTH," "MONTH BEFORE LAST." If an error has occurred, menu items will not be displayed and an error message will be displayed instead.	
REPORT INFORMATION	Cutoff procedure information *NOTE: If the initial cutoff procedure or daytime cutoff procedures have never been successfully completed, "-" will be displayed.* *If an error has occurred, menu items will not be displayed and an error message will be displayed instead.*	
	REPORT 1	Time of last successful initial cutoff procedure
	REPORT 2	Time of last successful daytime cutoff procedure

4-14 ALL.Net DOWNLOAD STATUS

Displays software download information.(server only)

```
ALL.Net DOWNLOAD STATUS

     AUTHENTICATION STATUS:    *******
     CURRENT VERSION:          ***
     NOW DOWNLOAD VERSION:     ***
     DOWNLOAD PERCENTAGE:      ***
     ORDER TIME:               ***
     RELEASE TIME:             ***

     DOWNLOAD STATUS:          ***********************
     TIME:                     ****-**-***********
  -> EXIT




               PRESS TEST BUTTON TO EXIT
```

ALL.Net DOWNLOAD STATUS screen

■ CONTROLS

- Press the TEST Button to return to the GAME TEST MENU screen.
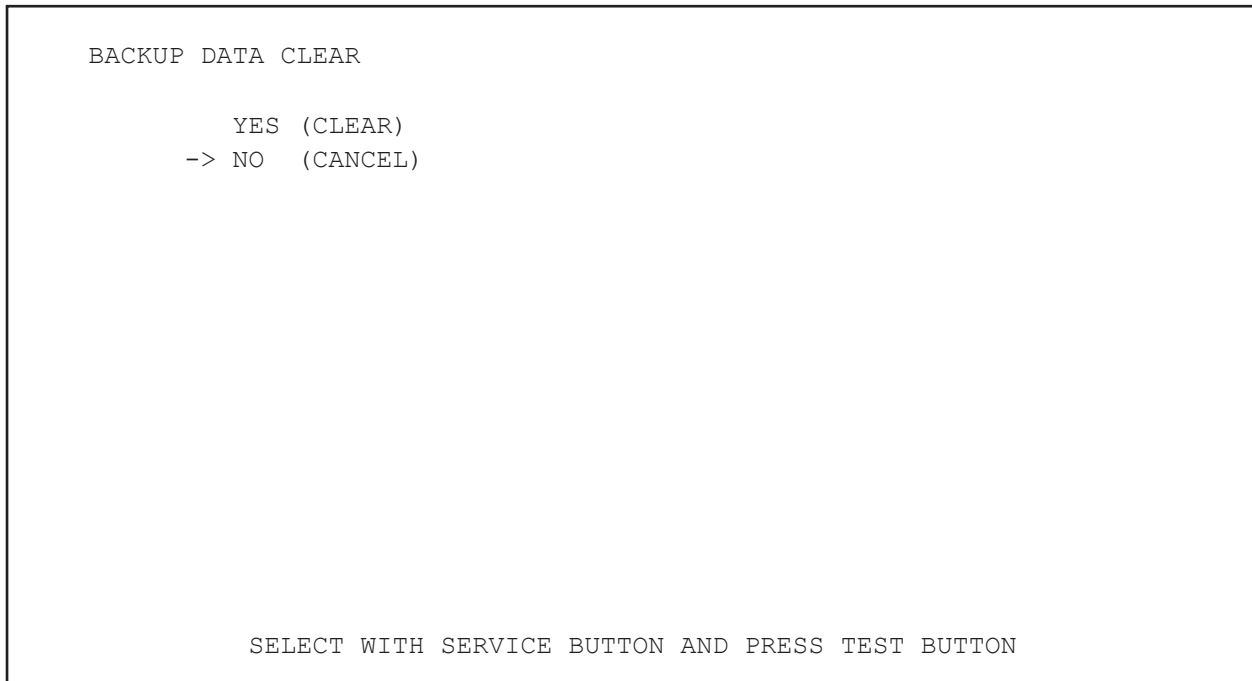 Operations can also be performed using the following input method.

○ , △	Return to the GAME TEST MENU screen.

MENU ITEMS

AUTHENTICATION STATUS	Displays ALL.Net authentication status. Software can not be downloaded when the status is FAILED.	
	SUCCESS	Authentication to ALL.Net was successful.
	FAILED	Authentication to ALL.Net failed.
CURRENT VERSION	Displays current game version.	
NOW DOWNLOAD VERSION	Displays version of software currently being downloaded. If there is no software to download, N/A is displayed.	
DOWNLOAD PERCENTAGE	Displays software download progress. If there is no software to download, N/A is displayed.	
ORDER TIME	Displays time when download will begin. If there is no software to download, N/A is displayed.	
RELEASE TIME	Displays time when downloaded software will be unlocked. After new versions of software have reached their release date, they will be sent to each cabinet the next time they are turned ON. If there is no software to download, N/A is displayed.	
DOWNLOAD STATUS	Displays download status of software currently being downloaded. While downloading, DOWNLOAD will be displayed, and when the download is complete, COMPLETE will be displayed. Also, if the cabinet is rebooted after UPDATEREADY/UPDATENEEDED has been displayed, the song data will be updated and UPTODATE will be displayed. If there is no software to download, N/A is displayed.	
TIME	Displays current time.	

4-15 BACKUP DATA CLEAR

Deletes various game data.

```
    BACKUP DATA CLEAR

            YES  (CLEAR)
       -> NO   (CANCEL)












          SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

BACKUP DATA CLEAR screen

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
  Operations can also be performed using the following input method.

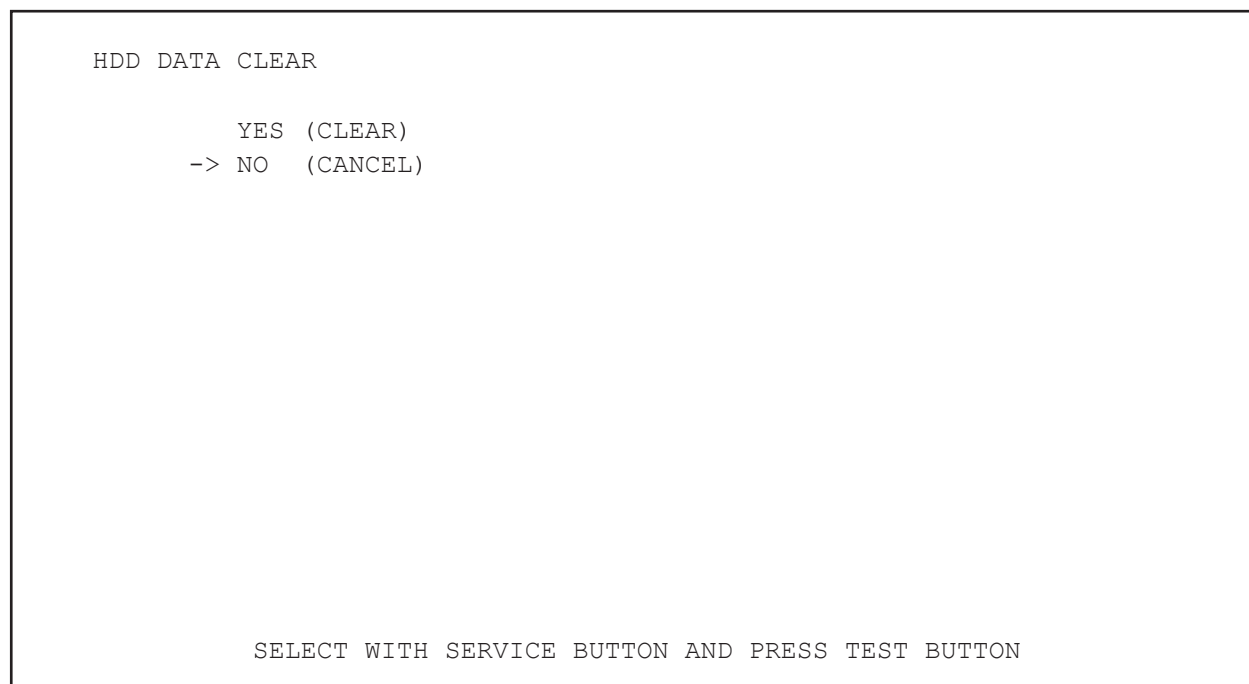| ✕	Moves the arrow downward.
☐	Moves the arrow upward.
◯ , △	Confirm the selected item..

MENU ITEMS

YES (CLEAR)	Clear backup data. If backup data is delated, bookkeeping and high score ranking data saved in the cabinet will be deleted. Once backup data is cleared, the screen displays COMPLETED. Press the TEST Button to return to the GAME TEST MENU screen.
NO (CANCEL)	Return to the GAME TEST MENU screen.

4-16 HDD DATA CLEAR

Deletes hard disk data.

```
    HDD DATA CLEAR

            YES  (CLEAR)
        -> NO   (CANCEL)

















            SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON
```

HDD DATA CLEAR screen

CONTROLS

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
  Operations can also be performed using the following input method.

✕	Moves the arrow downward.
☐	Moves the arrow upward.
◯ , △	Confirm the selected item.

MENU ITEMS

YES (CLEAR)	Clears hard disk data. If hard disk data is cleared, ranking data and forbidden word data will also be cleared. However, if transmissions are successful when rebooting after clearing the data, the ranking data and forbidden word data will be re-obtained from the network. Once hard disk data is cleared, the screen displays COMPLETED. Press the TEST Button to return to the GAME TEST MENU screen.
NO (CANCEL)	Return to the GAME TEST MENU screen.

5 ERROR DISPLAY

⚠ WARNING

- If an error is displayed, have the site maintenance personnel or other qualified individuals resolve it. If someone without specialized or technical knowledgeattempts to rectify the problem, electric shock, short circuits or fire may result. If there is no site maintenance personnel or other qualified individuals available, turn the power off immediately, and contact the office listed in this manual or the point-of-purchase for this product.

- If problems other than those covered in this manual arise, or if no improvements can be noted after measures given in this manual have been taken, do not take measures indiscriminately. Cut off the power immediately and contact the office listed in this manual or the point-of-purchase for this product. Indiscriminate countermeasures could lead to unforeseeable accidents. They could also result in permanent damages.

STOP IMPORTANT

- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

- Do not repeatedly turn the power ON/OFF in a short period of time. Doing so may result in breakdown or parts damage.

- If you receive an error number or message not listed below, stop using the product and send the Nu in for maintenance.

This product may display error messages in response to a range of different issues, and normal play will be disabled. Refer to the following causes and responses to deal with these issues.

If errors arise on individual cabinets, respond to the error only on the cabinet on which the error is displayed.

For example, if the response requires you to reboot, only reboot the cabinet that displays the message.

If an error cannot be fixed, turn OFF the cabinet displaying the error and continue to operate the remaining cabinets.

This manual only explains errors that arise for "Project DIVA Arcade." Refer to the Nu Service Manual regarding errors that are common to all cabinets utilizing a Nu.

Also, if "Error 8005," which is common to machines containing a Nu, occurs, press the TEST Button while holding the START Button. The error message will be skipped and play will be possible offline.

NOTE: Aime cards and mobile phones cannot be used while offline. Only guest play is possible. Also, be aware that no menu items can be set for "SETTINGS&OPTIONS."

DISPLAY	ERROR 3002 Startup Mode Error
CAUSE	DIP SW setting is wrong.
COUNTERMEASURES	Check that multiple cabinets are not set as "SERVER." (See "DIP SWITCH SETTING in 9-2 REPLACING THE Nu" in the CVT Manual, "DIP SWITCH SETTING in 15-3 REPLACING THE Nu" in the Owner's Manual.)

DISPLAY	ERROR 3004 **Unknown Network Error (GAME-LAN)**
CAUSE	Unknown network error has occurred.
COUNTERMEASURES	If no improvements can be noted by rebooting, contact the office listed in this manual or the point-of-purchase for this product.

DISPLAY	ERROR 6602 **TOUCH SLIDER SENSOR BD Error (TIME OUT)**
CAUSE	Unable to confirm connection to touch slider.
COUNTERMEASURES	Check that the connector is connected correctly. Replace the touch slider unit if the same error is displayed again. (See "7-2 REPLACING THE TOUCH SLIDER UNIT " in the CVT Manual, "11-2 REPLACING THE TOUCH SLIDER UNIT " in the Owner's Manual.)

DISPLAY	ERROR 6603 **TOUCH SLIDER SENSOR BD Error (RESPONSE ERR)**
CAUSE	Touch slider is not responding normally.
COUNTERMEASURES	Replace the touch slider unit. (See "7-2 REPLACING THE TOUCH SLIDER UNIT " in the CVT Manual, "11-2 REPLACING THE TOUCH SLIDER UNIT " in the Owner's Manual.)

DISPLAY	ERROR 6604 **TOUCH SLIDER SENSOR BD Error (COM INIT SETTING ERR)**
CAUSE	Touch slider initialization failed.
COUNTERMEASURES	Replace the touch slider unit. (See "7-2 REPLACING THE TOUCH SLIDER UNIT " in the CVT Manual, "11-2 REPLACING THE TOUCH SLIDER UNIT " in the Owner's Manual.)

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