GUN · KIT
MANUAL

Nintendo

FOR INSTALLATION IN

Any UniSystem™ or DualSystem™ cabinet

©1985 Nintendo of America Inc.
GAME: VS. DualSystem, VS. UniSystem
SUBJECT: Gun Games

The gun games on the VS. System incorporate a gun that is a light-sensing device. At the time the trigger is pulled, the screen becomes black for a moment except for the area around the targets which is white. This is seen by the player as a flash on the screen. If the gun is aimed at a target during this moment, the game will register a hit.

Because of this type of operation, the brightness of the monitor becomes crucial, and if misadjusted, the gun may have problems registering a hit. If the brightness is too low, the gun may miss a hit. If the brightness is too high, the gun may register a hit no matter where it is pointed on the screen. It also may hit the wrong object, or it may not register a hit at all.

There are three controls on the monitor which may have to be adjusted to gain optimum operation. These controls are brightness, sub-brightness, and the screen control. When the game is credited (and before it is started), the controls should be adjusted so that the background around the start characters is completely black with no raster visible. If you still continue to have problems, further adjustment may be necessary. Also, be sure to check all gun connections and p.c. board capacitor modifications as outlined in the "Gun Kit Manual".
TABLE OF CONTENTS

I. Contents of Gun Kit .............................................. 1
II. List of Tools Needed ............................................ 2
III. Installation of Gun Assembly ................................. 3-8
IV. Wiring Diagram ................................................... 9
V. Reorder Parts List ............................................... 10

WARNING

The gun for this game is made of a metal frame encased in rubber. It has been designed by Nintendo to prevent injury to players or damage to the video monitor and game cabinet. However, there are risks if this game is used improperly. These risks and the steps you should take to avoid them are as follows:

1. The gun could be removed from its cable by acts of vandalism and thereafter misused. When the power to the game is "on," an alarm will sound if the gun is removed from its cable or the cable is removed from the cabinet. A warning sticker alerting players to this alarm is posted on the metal holster. Replacement stickers may be obtained from any Nintendo distributor. A security chain may also be attached to the butt of the gun and anchored to the cabinet (see Instruction Manual). The game should be placed where its operation can be monitored at all times.

2. The gun could be mistaken for a real gun. Do not place this game where players operating it or pointing the gun may be mistaken by the police or public.

THIS WARNING MUST BE POSTED ON
THE BACK OF THE GAME CABINET.
(LABEL INCLUDED IN KIT)
NINTENDO OF AMERICA INC.
REDMOND, WASHINGTON
1-800-633-3236
## I. Contents of Gun Kit

<table>
<thead>
<tr>
<th>PARTS NAME</th>
<th>QUANTITY</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gun</td>
<td>1</td>
<td>Complete Assembly</td>
</tr>
<tr>
<td>Holster</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Cable Clamp Assembly</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>M4 × 6 Hex Head Cap Screw</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>M5 × 8 Hex Head Cap Screw</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Holster Bracket</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Backing Plate</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>M4 × 15 Carriage Bolt</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>M6 × 30 Carriage Bolt</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>M4 Cap Nut</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>M6 Cap Nut</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>062-4A Gun Power Harness</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>062-15P Short Harness</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>3mm Hex Wrench</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Alarm Sticker</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Warning Notice</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Sticker Tie Down</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Security Chain Retainer Kit</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Chain Retainer G</td>
<td>1</td>
<td>For Gun</td>
</tr>
<tr>
<td>Chain Retainer CP</td>
<td>1</td>
<td>For Control Panel</td>
</tr>
<tr>
<td>Rivet</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Hammer Drive Screw</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>
II. List of Tools Needed For Installation of Gun

- 7mm or 8/32" nut driver
- 10mm nut driver
- electric drill
- 1/4" drill bit
- 3mm hex wrench (provided)
- staple gun
- small wire cutters
- hammer (optional)
III. Installation of Gun Assembly

CAREFULLY READ ALL STEPS BEFORE BEGINNING

1) Removal of Right Joystick
   A. Remove the control panel that the gun is to be installed into and disconnect the 15 pin and 12 pin control panel connectors.
   B. Remove the eight (8) connectors from the right joystick assembly.
   C. Remove the four (4) M4 cap nuts and the joystick assembly.
   D. IMPORTANT: Reinstall the two (2) carriage bolts and cap nuts into the empty holes which are closest to the front screen side of the control panel. Be sure to save the remaining carriage bolts and cap nuts so you can install the joystick again later.

2) Installation of Gun and Holster to Control Panel
   A. Push the two (2) connectors on the end of the gun cable through center hole of the holster one at a time. (See illustration 1-1)
   B. Pull about 6" of cable through the hole in the control panel vacated by the joystick.
   C. Slide the individual colored wires through the slot in the cable clamp assembly. (See illustration 1-2)
   D. Push the gun cable into the cable clamp assembly until it contacts the bottom, and secure the cable with four (4) M4 × 6 hex head bolts and the M3 hex wrench provided. (See illustration 1-3)

NOTE: Please keep M3 hex wrench with game for any future maintenance.

NOTE: Be careful not to damage wire insulation.
E. Using four (4) M4 x 15 carriage bolts and M4 cap nuts, bolt the control panel in between the holster and cable clamp assembly. (See illustration 1-4)

NOTE: If you wish to add the additional security chain, see Step 6 on page 7 before continuing.

Be sure that the holster is perpendicular to the control panel and tighten the four (4) cap nuts securely.

F. Install the sticker tie down next to the existing tie down, near the edge of the control panel, and fasten down the excess gun wire.

3) Installation of Holster Bracket

A. Fasten the control panel onto the cabinet.

B. Hold the holster bracket on the bottom of cabinet front. Align the threaded holes to the slots in the holster and mark location of the four (4) square holes on bottom of cabinet. (See illustration 1-5)

C. Remove the control panel and drill two (2) 1/4" holes at the locations marked.

NOTE: Choose the two (2) holes which are closest to center line of the cabinet support. (See illustration 1-5)

Using two (2) M6 x 30 carriage bolts and backing plate, bolt holster bracket into place.
4) Installation of Control Panel and Harness

A. Disconnect the 4 pin coin switch harness and connect the 4 pin gun power harness in between. (See illustration 1-6 A)

NOTE: Be sure to use the 4 pin coin switch harness, not the 4 pin service switch harness.

B. Connect either of the 1 pin connectors from the gun power harness to the 1 pin connector on the 15 pin short harness. (See illustration 1-6 B)

C. Connect the red 3 pin connector and the white 3 pin connector to the matching connector from the gun. (See illustration 1-6 C)

D. Connect the 15 pin connector to the main control harness. (See illustration 1-6 D)

E. Install the control panel and fasten down the control panel clamps.

F. Fasten down the holster to the holster bracket with 2 or 4 M5 x 8 hex head bolts (depending on cabinet). (See illustrations 1-5)
5. P.C. Board Modification

**NOTE: Important!** The game will not operate without this modification.

A. Using a small pair of wire cutters, clip off the capacitors in locations C53, C61, C71 and C78. (See illustration 1-7)

**CAUTION:** BE CAREFUL TO CUT OFF THE CORRECT CAPACITORS ONLY.

**NOTE:** This modification will not affect any future V.S.-Pak games.
6) **OPTIONAL: Security Chain Installation**

**NOTE:** Parts are provided to attach an additional chain between the gun and the control panel to control theft in unmonitored locations. THE CHAIN ITSELF IS NOT PROVIDED.

A. You should purchase approximately 33 3/4" of straight link coil chain or equivalent. After installation, the chain should be 1/2" shorter than the gun cable.

B. Attach the chain to the control panel and to the gun as shown. (See illustration 1-8)

C. For a better appearance, chain should also be attached to cable with two (2) metal rings as shown (not provided). (See illustration 1-8)

**NOTE:** Use a hammer to drive the hammer drive screw into the rivet.
7) Installation of Alarm Sticker and Warning Notice

A. Attach the alarm sticker to the holster as shown. (See illustration 1-9)

B. Staple the warning notice to the outside of the backdoor of the cabinet. NOTE: Warning notice should be torn off from back cover of the manual.

8) Install EPROMS, PPU and graphics per the V.S.-Pak Instruction Sheet.
## V. Reorder Parts List

<table>
<thead>
<tr>
<th>PART NUMBER</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>MDSG–14–01</td>
<td>Gun</td>
</tr>
<tr>
<td>MDSG–11–29</td>
<td>Holster</td>
</tr>
<tr>
<td>MDSG–11–30</td>
<td>Cable Clamp Assembly</td>
</tr>
<tr>
<td>MDSG–11–32</td>
<td>Holster Bracket</td>
</tr>
<tr>
<td>MDSG–11–33</td>
<td>Bracket Plate</td>
</tr>
<tr>
<td>MDSG–41–11</td>
<td>062-4A Gun Power Harness</td>
</tr>
<tr>
<td>MDSG–41–12</td>
<td>062-15P Short Harness</td>
</tr>
<tr>
<td>MDSG–63–11</td>
<td>3mm Hex Wrench</td>
</tr>
<tr>
<td>MDSG–11–40</td>
<td>Alarm Sticker</td>
</tr>
<tr>
<td>MDSG–63–15</td>
<td>Security Chain Retainer Kit</td>
</tr>
<tr>
<td>MDSG–51–18</td>
<td>M5 × 8 Hex Head Cap Screw</td>
</tr>
</tbody>
</table>
WARNING

The gun for this game is made of a metal frame encased in rubber. It has been designed by Nintendo to prevent injury to players or damage to the video monitor and game cabinet. However, there are risks if this game is used improperly. These risks and the steps you should take to avoid them are as follows:

1. The gun could be removed from its cable by acts of vandalism and thereafter misused. When the power to the game is “on,” an alarm will sound if the gun is removed from its cable or the cable is removed from the cabinet. A warning sticker alerting players to this alarm is posted on the metal holster. Replacement stickers may be obtained from any Nintendo distributor. A security chain may also be attached to the butt of the gun and anchored to the cabinet (see Instruction Manual). The game should be placed where its operation can be monitored at all times.

2. The gun could be mistaken for a real gun. Do not place this game where players operating it or pointing the gun may be mistaken by the police or public.

THIS WARNING MUST BE POSTED ON THE BACK OF THE GAME CABINET.

NINTENDO OF AMERICA INC.
REDMOND, WASHINGTON
1-800-633-3236