

TEKKEN 6 BLOODLINE REBELLION SD-S

Operation Manual

# TEKKEN 6 BLOODLINE REBELLION SD-S

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## OPERATION MANUAL

Part No.: 722-570

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The actual product may differ slightly from the illustrations in this manual.

NAMCO BANDAI Games Inc.



- To ensure safe operation of the game machine, be sure to read this Operation Manual before use.
- Keep this Operation Manual in a safe place for quick access whenever needed.

# INTRODUCTION

Thank you for purchasing the “TEKKEN 6 BLOODLINE REBELLION SD-S” game machine (hereafter referred to as the “machine”).

The product is provided with two manuals: TEKKEN 6 BLOODLINE REBELLION SD-S Operation Manual (this manual) and “CABINET Operation Manual.” The two operation manuals contain the information described below.

Please read this manual thoroughly and then read the other manual.

## TEKKEN 6 BLOODLINE REBELLION SD-S Operation Manual (this manual)

- Information for proper use of the machine
- How to install the machine safely
- How to operate the machine correctly and make full use of its features
- How to ensure safety of players and bystanders
- How to operate, transport, maintain and discard the Game PC Board
- How to operate the Cabinet Assy installed with the Game PC Board correctly and make full use of its features

## CABINET Operation Manual

- Information for proper use of the cabinet
- How to operate, transport, relocate, maintain and discard the Game PC Board

## Inquiries regarding this machine and its repair

- For further information about the machine and its repair, contact your distributor.

## Copyright and trademark notices

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# 1. SAFETY PRECAUTIONS

- Be sure to read these instructions to ensure safety -

## Instructions to the owner

- If you entrust another party to perform installation, operation, relocation, transportation, maintenance or discarding of the machine, instruct the concerned party to read and observe all the instructions and precautions in this operation manual regarding the particular action to be taken.


## 1-1 Magnitudes of risk

On the labels attached to the machine and in this operation manual, precautions regarding safety and property damage are classified as shown below in accordance with the magnitude of the particular risk.

**WARNING**  : Failure to avoid the indicated risk may result in death or serious injury.

**CAUTION**  : Failure to avoid the indicated risk may result in minor injury or property damage.

Notes related to machine functions but not to safety are marked with the following label.

 **NOTICE** : Notes related to product functions or protection.

## 1-2 Definition of the term “technician”

This operation manual is written for arcade personnel. However, the sections marked “To be conducted by a technician only” in the table of contents are written for technicians. These tasks should be conducted by technicians only.

**Technician:** A person engaged in machine design, manufacture, inspection or maintenance service for a manufacturer of amusement equipment, or a person who has technical knowledge related to electricity, electronics or mechanical engineering at a level equal to or higher than that of a technical high school graduate and is engaged routinely in the maintenance (repair) of amusement machines.

## 1-3 Top-priority safety precautions



- Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord plug from the AC outlet. Operating the machine without correcting a problem may cause a fire or accident.
- Dust accumulated on the power cord plug may cause a fire. Check the power cord plug regularly and remove dust.
- Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.
- A damaged power cord can cause a fire, electric shock or electrical leakage. Observe the following cautions.
  - Keep the power cord away from heating devices.
  - Do not twist the power cord.
  - Do not bend the power cord forcibly.
  - Do not alter the power cord.
  - Do not bundle the power cord.
  - Do not pull the power cord. (Always unplug by holding the power cord plug, and avoid pulling the power cord.)
  - Do not place anything on the power cord.
  - Do not get the power cord caught by the machine, other products or wall.
  - Do not do anything else that might damage the power cord.

- Do not wet the power cord or power cord plug with water. Water can cause an electric shock or leakage.
- Do not touch the power cord with a wet hand. Doing so can result in an electric shock.
- The power rating for the machine is 100 VAC and 4.6 A (maximum current consumption). To prevent fire and electric shock, always use indoor wiring that conforms to the machine's power specifications.
- Operate the machine with a power supply voltage in the range of 90 to 110 VAC. Using the machine with a supply voltage outside the specified range may cause a fire or electric shock. To ensure that the machine operates in optimum condition, maintain the power supply at 100 VAC.
- To ensure safe operation of the machine, be sure to conduct the pre-service check (see P. 21 "7-1 Pre-service check") and maintenance (see P. 45 "8 MAINTENANCE"). Failure to perform the specified inspection and maintenance can result in unexpected accidents.
- Use only consumables and service parts (including fasteners) specified by NAMCO BANDAI Games Inc. To order parts, contact your distributor.
- Do not convert the machine without permission. Do not perform any work that is not described in this operation manual. Unauthorized conversion of the machine may create unforeseen hazards.
- When transferring the ownership of the machine, be sure to provide this operation manual and the CABINET Operation Manual together with the machine.

## 1-4 Description of warning labels attached to the machine



- The warning labels describe important safety precautions. Observe the following:
  - To make sure that the warning labels attached to the machine are easily legible, install the machine at a proper location with ample illumination and keep the labels clean at all times. Also, make sure that the labels are not hidden behind another game machine or other objects.
  - Do not remove or alter the warning labels.
  - Regarding the warning labels attached on the Cabinet Assy, refer to the separate CABINET Operation Manual.
  - If the warning labels become dirty or damaged, replace them with new labels. To order warning labels, contact your distributor.

- For the details of warning labels attached on the Cabinet Assy, refer to the CABINET Operation Manual.

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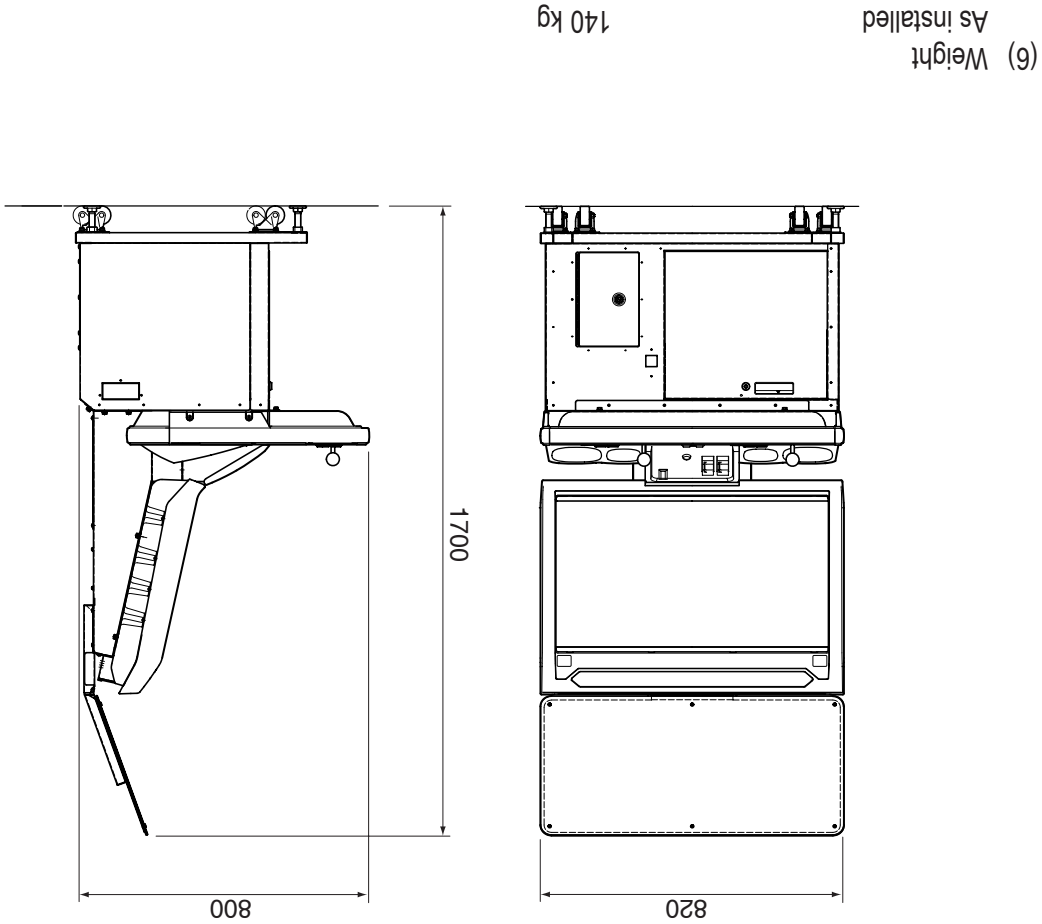
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## 2. SPECIFICATIONS

- (1) Rated power supply  
110-120VAC (50/60Hz), 220-240 VAC (50/60Hz)  
Cabinet (P1) Assy: 470W (110-120VAC power supply),  
463W (220-240VAC power supply)
- (2) Maximum power consumption  
Cabinet (P2) Assy: 223W (110-120VAC power supply),  
227W (220-240VAC power supply)
- (3) Maximum current consumption  
Cabinet (P1) Assy: 4.3A (110-120VAC power supply),  
2.2A (220-240VAC power supply)  
Cabinet (P2) Assy: 2.2A (110-120VAC power supply),  
1.1A (220-240VAC power supply)
- (4) Display device  
32-inch LCD monitor
- (5) Dimensions  
820 (W) x 800 (D) x 1,700 (H) mm



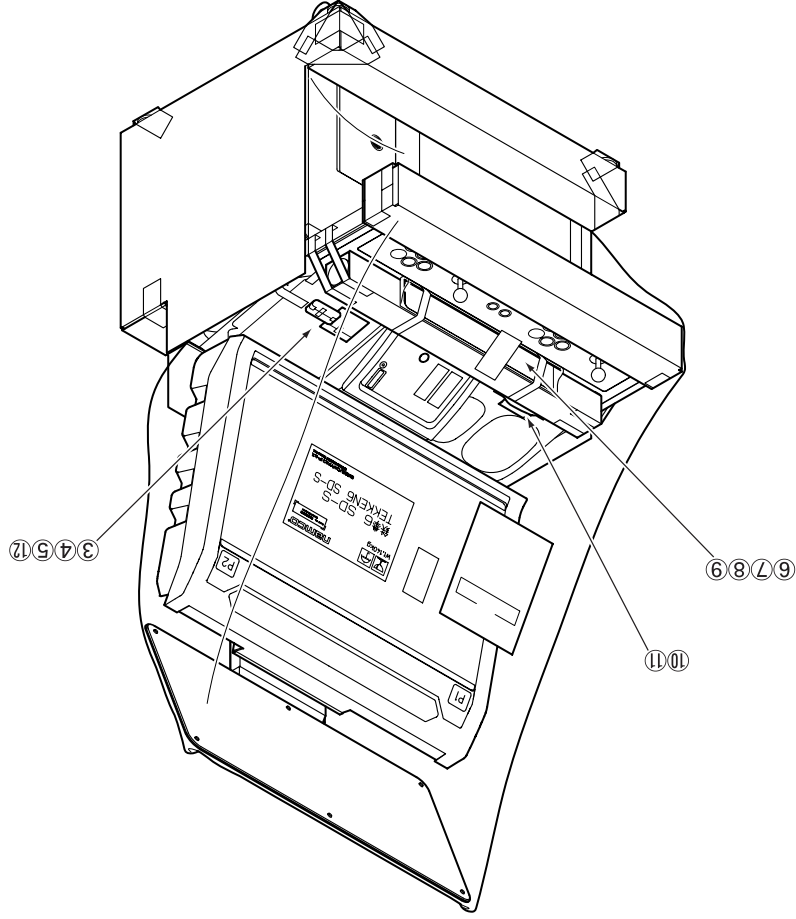
### 3. CHECKING THE PACKAGE CONTENTS

The product package contains the following parts.


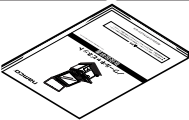



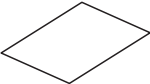
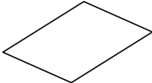
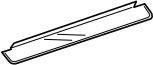






- Make sure all the parts shown below are contained in the product package.
- If parts are missing, contact your distributor.

Product package and included accessories



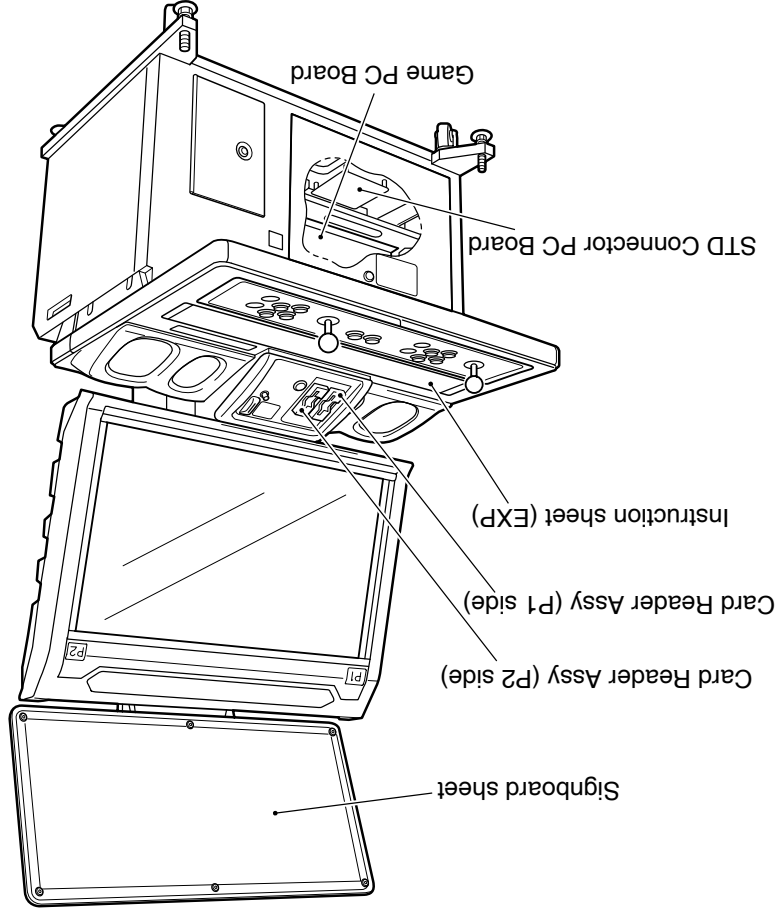
• Accessory list

No.	Name	Specification	Qty
1	TEKKEN 6 BLOODLINE REBELLION SD-S Operation Manual	This manual 	1
2	CABINET Operation Manual		1
3	Torx wrench	4 mm across flats (for M5) 	1
4	Dummy card (EXP)		1
5	Vendor POP (EXP)		1
6	Poster (B)		1
7	Poster (C)		1
8	Fighting technique panel (A) (EXP)		2
9	Fighting technique panel (B) (EXP)		2
10	Maintenance key		2
11	Coin box key		2
12	USB key (for EXP)	Black sticker with T6B* indication is affixed 	1

## 4. OVERALL CONSTRUCTION (Names of Parts)

- Regarding the construction of the cabinet, refer to the separate CABINET Operation Manual.

This following shows a cabinet for the TEKKEN 6 BLOODLINE REBELLION SD-S game.



## 5. INSTALLATION AND ASSEMBLY

### 5-1 Installation conditions

#### 5-1-1 Locations to avoid



- The machine is designed for indoor use. Never install the machine outdoors or at any of the following locations:
  - Place in direct sunlight
  - Place exposed to rain or water leakage
  - Damp place
  - Dusty place
  - Close to heating devices
  - Hot place
  - Extremely cold place
  - Place where dew condensation may occur due to temperature differences
  - Place where the machine may become an obstruction in emergencies (such as near emergency exit) and place where fire extinguisher or similar equipment is installed
  - Unstable place or location where vibrations are produced

- Install the machine according to the instructions and procedures in this operation manual. Failure to follow the specified procedures may result in a fire, electric shock, injury, or machine malfunction.
- Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.
- Be sure to connect the ground lead. Operating the machine without connecting the ground lead can result in an electric shock if electric leakage occurs (see P. 24 “5-4 Connecting the power cord and ground lead” in the separate CABINET Operation Manual).
- Install the machine securely to the floor by using the level adjusters. Unstable machine installation can result in an accident or injury (see P. 23 “5-3 Adjusting the level adjusters” in the separate CABINET Operation Manual).



5-1-2 Play zone of installed machine



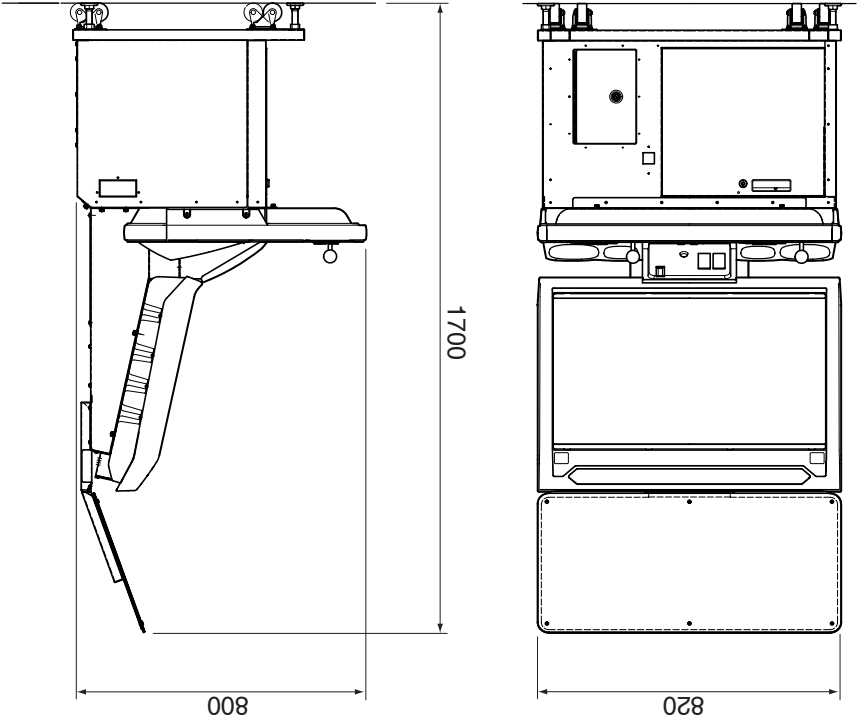
- Set a play zone as shown below so that players can move away from the machine without bumping into observers or passersby.

- Regarding the establishment of the play zone during the installation, refer to the separate CABINET Operation Manual.

## 5-2 Required dimensions of carry-in passage (such as doors and corridors)

The doors and passages must be larger than the dimensions indicated below so that the machine can be carried to the installation site. The dimensions of the product in the shipping condition are as follows:

820 (W) x 800 (D) x 1,700 (H) mm. Weight: 140 kg



By referring to the dimensions indicated above, make sure in advance that the machine can be carried smoothly to the installation site.

- Regarding the separation of the machine into Assys and components, refer to the separate CABINET Operation Manual.

## 5-3 Installation and assembly

### 5-3-1 Adjusting the level adjusters

- Regarding the adjustment of the level adjusters of the machine, refer to the separate CABINET Operation Manual.

### 5-3-2 Connecting the power cord and ground lead

- Regarding the connection of the power cord and ground lead, refer to the separate CABINET Operation Manual.

### 5-3-3 Inserting the USB key - To be conducted by a technician only -

## WARNING

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switches before initiating the described task.

## NOTICE

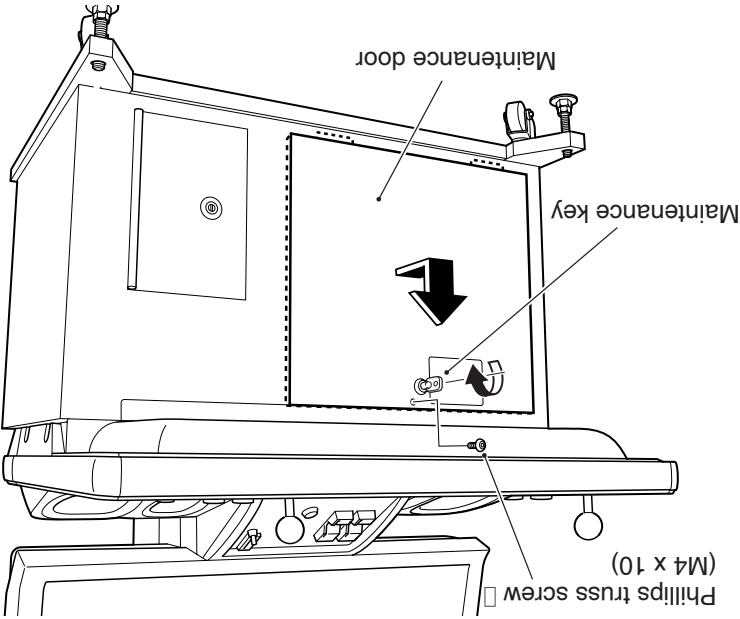
- The USB key provided with the product is designed exclusively for this game machine. Never use it in any other machine. Also, do not insert any other USB key into this machine. Failure to observe this instruction can result in equipment malfunctions.
- Make sure that the power switch of the machine is turned off before inserting the USB key.
- Be sure to install one USB key to each Game PC Board.

1

Turn off the main power switch of the machine.

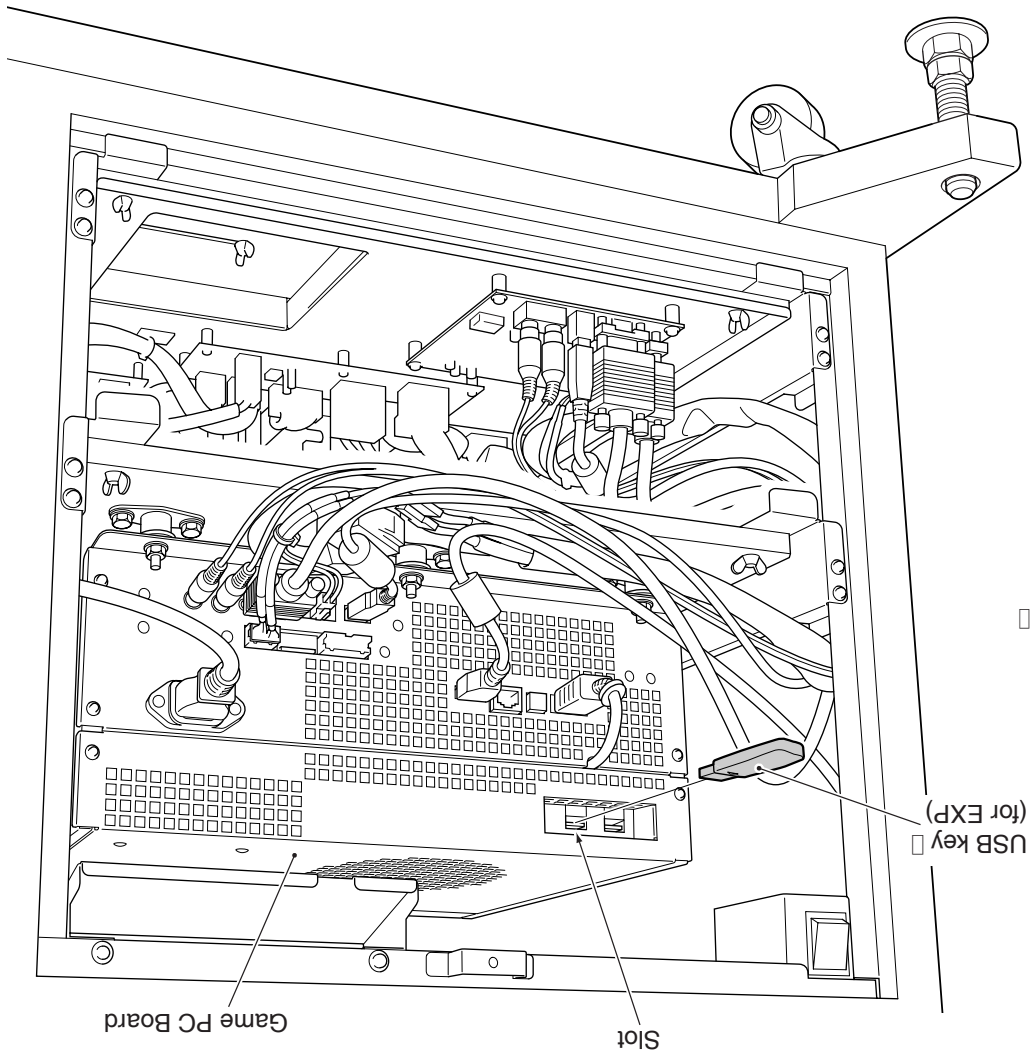
2

- (See P. 17 “5-4 Turning on the power switches of the cabinet” 1.)
- Remove the one Phillips truss screw (M4 x 10). Using the provided maintenance key, open and dismount the maintenance door.





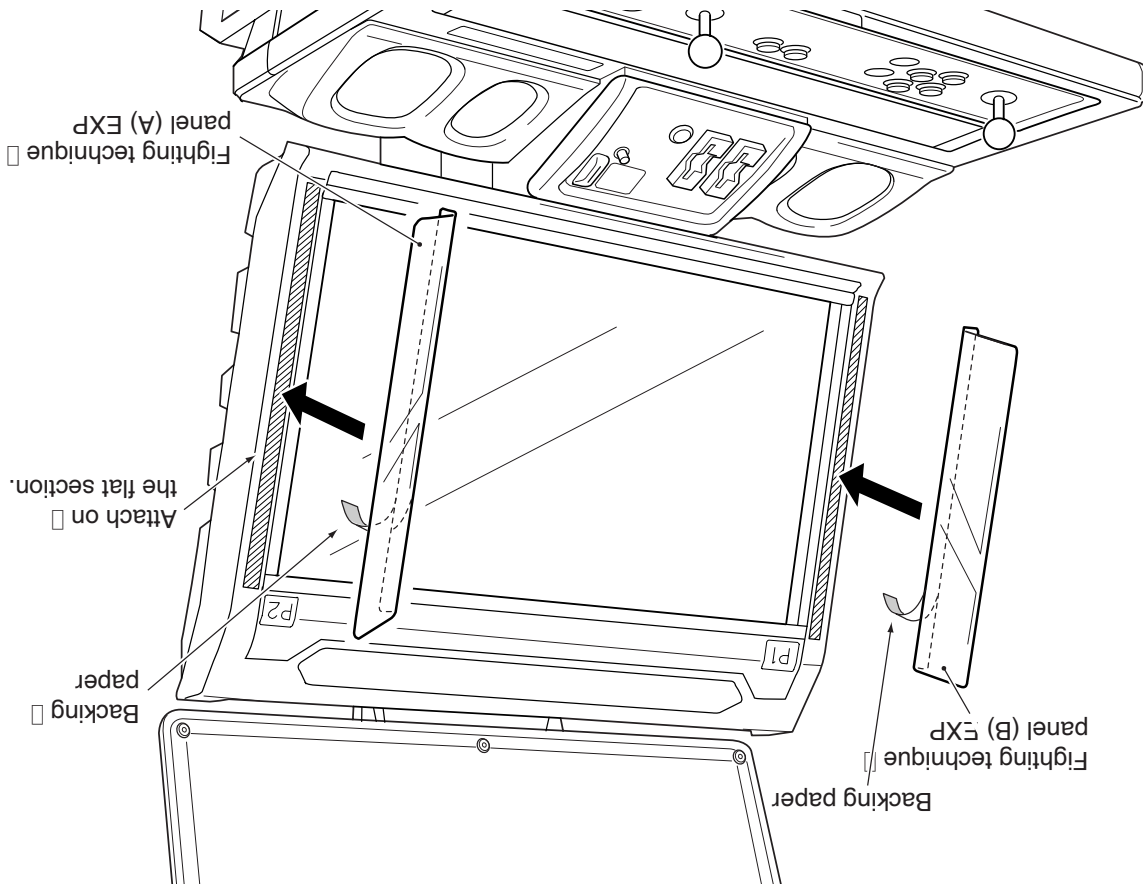
**3** Insert the USB key (for EXP) into the **right-side** slot, making sure that the side of the USB key with a sticker is **facing up**. Be sure to insert the USB key firmly and securely.



**4** Close and lock the maintenance door.

### 5-3-4 Installing the POP

**1** Peel off the backing paper from the fighting technique panel (A) EXP and fighting technique panel (B) EXP, and attach them to the flat sections on both sides of the monitor on the front of the machine.



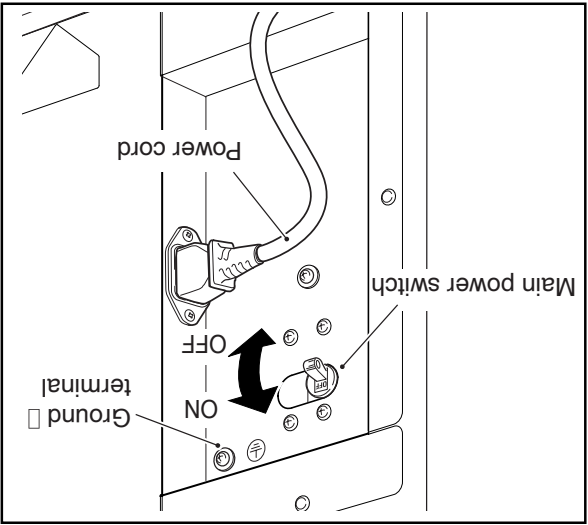
**NOTICE** ● Be sure to attach the POP in the correct direction.

● Regarding other assembly procedures, refer to the separate CABINET Operation Manual.

5-4 Turning on the power switches

1

Turn on the main power switch located on the Cord Box Assy.



Cord Box Assy

Power cord

Main power switch

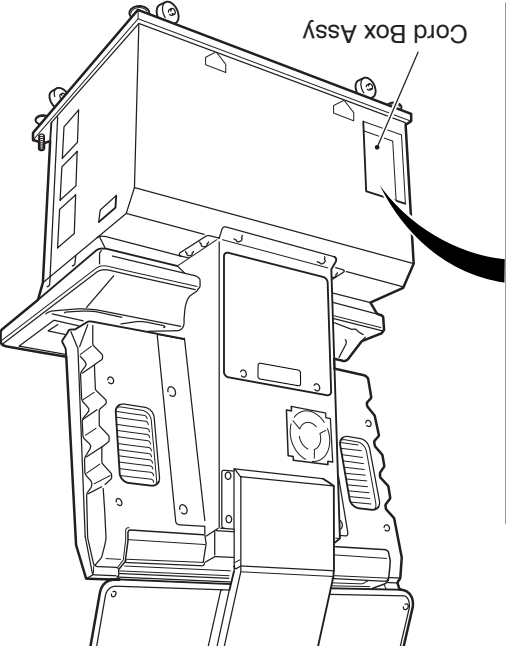
ON

OFF

Ground terminal

2

Remove the one Phillips truss screw (M4 x 10) from the maintenance door on the front side of the machine, unlock the lock using the maintenance key provided with the Cabinet Assy, and open the maintenance door. (See P. 14 "5-3-3 Inserting the USB key" 2)



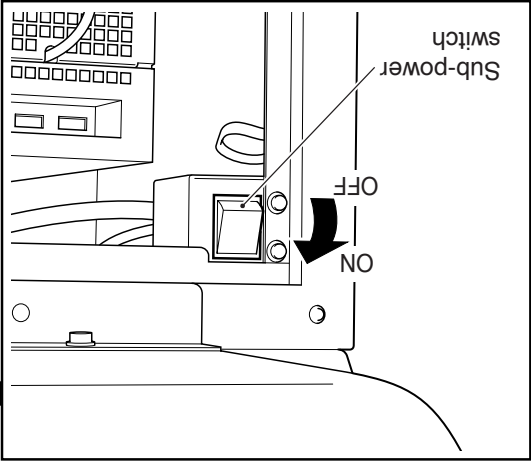
Phillips truss screw (M4 x 10)

Maintenance door key

Maintenance door

3

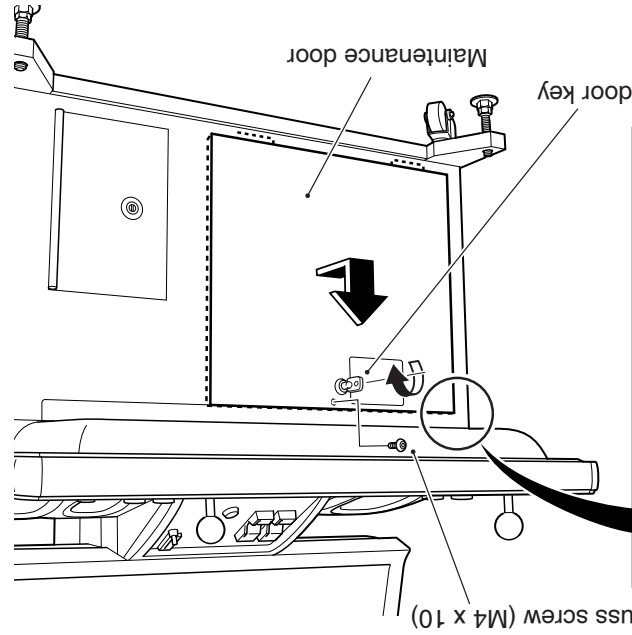
Turn on the sub-power switch.



Sub-power switch

ON

OFF



Phillips truss screw (M4 x 10)

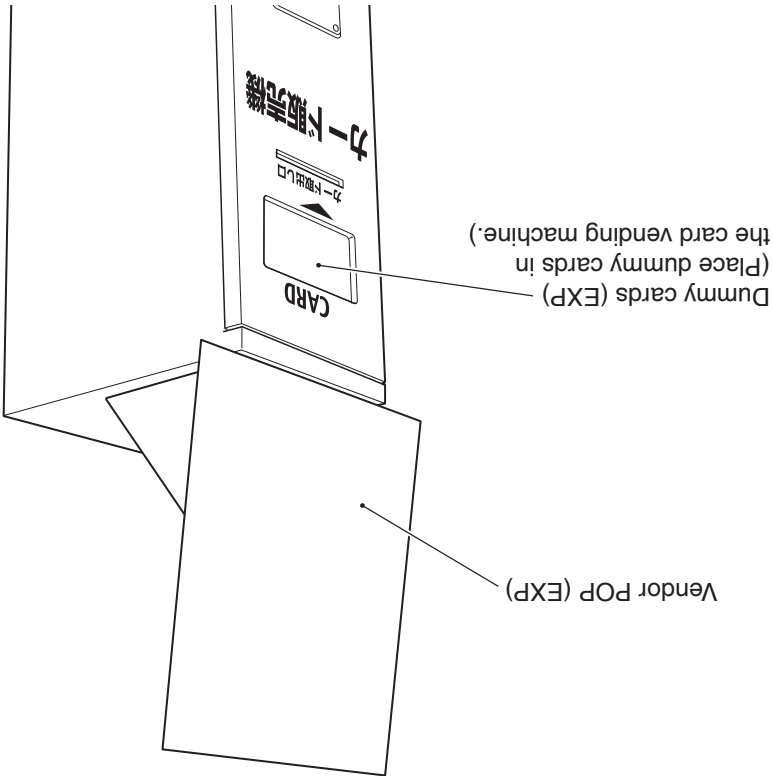
Maintenance door key

Maintenance door

## 5-5 Installing the vendor POP

Attach the provided vendor POP (EXP) to the card vending machine, and set the dummy cards P (EXP).

Card vending machine



\* The card vending machine is not provided with this product. Purchase the specified card vending machine.

## 6. MOVING AND TRANSPORTING

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- Regarding the relocation and transportation of the machine, refer to the separate CABINET Operation Manual.

## WARNING

- Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord from the AC outlet. Operating the machine without correcting problems may cause a fire or accident.
- Dust accumulated on the power cord plug may cause a fire. Check the power cord plug regularly and remove dust.
- Insert the power cord plug firmly into the AC outlet. Poor contact may cause overheating that can lead to a fire or burns.
- Before operating the machine, check to make sure that the machine has been installed according to the specified instructions (see P. 11 "5. INSTALLATION AND ASSEMBLY"). If the machine is installed improperly, a fire, electric shock, injury or malfunction may result.
- The warning labels describe important precautions. Observe the following. (Regarding the label attachment locations, see P. 3 "1-4 Description of warning labels attached to the machine.")
  - To make sure that the warning labels attached to the machine are easily legible, install the machine at a proper location with ample illumination and keep the labels clean at all times. Also, make sure that the labels are not hidden behind another game machine or other objects.
  - Do not remove or alter the warning labels.
  - If warning labels become dirty or damaged, replace them with new labels. To order warning labels, contact your distributor.
- To ensure safe operation of the machine, be sure to conduct the pre-service check (see P. 21 "7-1 Pre-service check") and maintenance (see P. 45 "8 MAINTENANCE"). Failure to perform the specified inspection and maintenance can result in unexpected accidents.

## 7-1 Pre-service check

Check the items described below before commencing operation.  
If any problem is found, take corrective measures by referring to "8-2 Troubleshooting" on page 46.

### 7-1-1 Safety check (before power ON)



**WARNING**

- To prevent accidents and injury, be sure to check the following items before commencing operation.

- (1) Are all warning indications legible?  
(See "1-4 Description of warning labels attached to the machine" on page 3 of the provided CABINET Operation Manual.)
- (2) Are all level adjusters adjusted properly so that the machine is not wobbly?  
(See P. 23 "5-3 Adjusting the level adjusters.")
- (3) Is the play zone established as specified?  
(See P. 12 "5-1-2 Play zone of installed machine.")
- (4) Is the power cord routed properly so that players and other people will not trip over the cable?

Check the following items after turning on the power switches. If any abnormality is found, turn off the power switch immediately and stop operating the machine. Then, unplug the power cord from the AC power outlet and contact your distributor.

- (5) Is any part of the power cord or plug abnormally hot?
- (6) Does touching the machine give an electrical shock?
- (7) Is there a burning smell, abnormal noise or vibration?
- (8) Is there any other sign of abnormality or malfunction?

### 7-1-2 Function check (after power ON)

- (1) Sound check (Check that sound is produced by all speakers.)  
(See P. 28 "7-4-4 Sound test (SOUND TEST).")
- (2) Fluorescent lamp check (Check that the lamp lights.)
- (3) Display check (Check that the LCD monitor displays images.)  
(See P. 27 "7-4-3 Display test.")
- (4) Does card reader/writer operate properly?  
(See P. 32 "7-4-7 Card reader/writer test.")

## 7-2 How to play



- If a player becomes sick due to game images or stimulation by light, have the person stop playing the game immediately and let him/her rest.
- In rare cases, stimulation by lights or video images can cause convulsion or a loss of consciousness. If this happens, advise the player to consult a doctor as soon as possible.

When pre-school children play the game, request their parents or guardians to observe the children.

### Explanation of the game system

The game system and play instructions are described on the instruction sheet (EXP) and vendor POP (EXP) provided with the product.

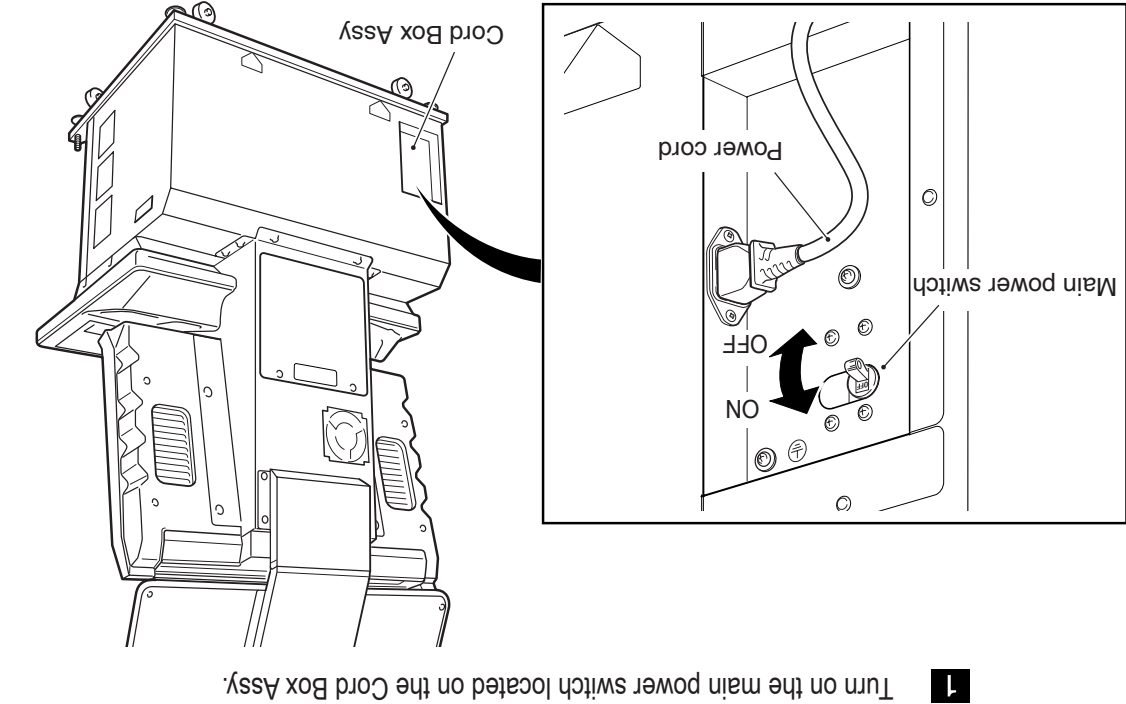
### Methods of controlling the game character

The game characters and control methods are described on the fighting technique panels (A) and (B) EXP provided with the product.



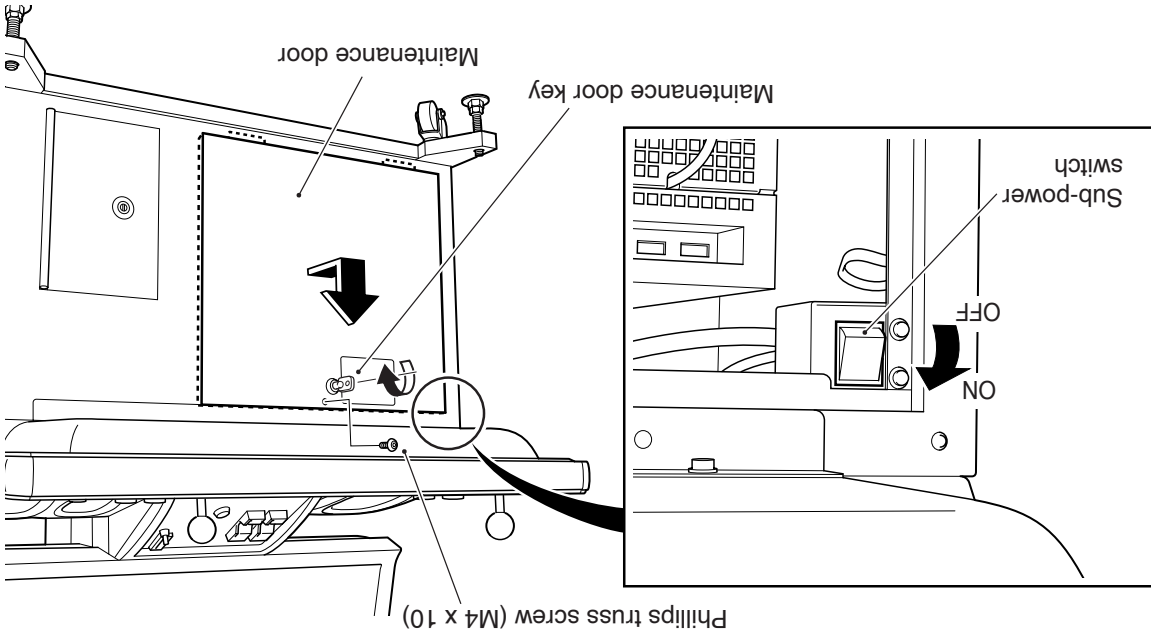
## 7-3 Adjustment

### 7-3-1 Turning on the power switches



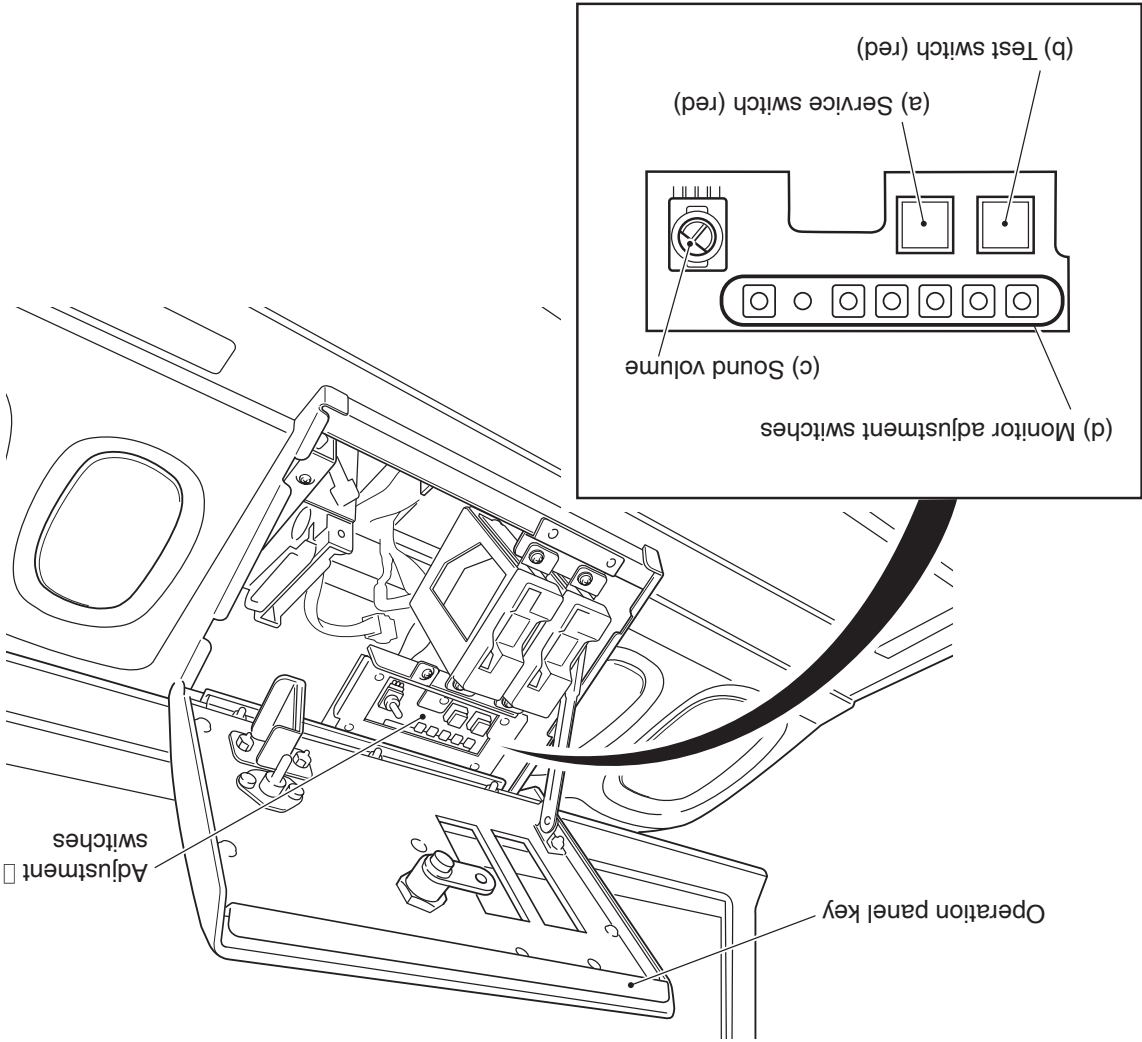
**2** Move to the front side of the machine. Remove the Phillips truss screw (M4 x 10) from the maintenance door, unlock the door using the maintenance key supplied with the Cabinet Assy, and dismount the maintenance door. (See P. 14 "5-3-3 In-setting the USB key.")

**3** Turn on the sub-power switch and reinstall the maintenance door by following the removal sequence in reverse.



7-3-2 Adjustment switches

To access the adjustment switches, open the operation panel cover using the maintenance key.  
(See "7-2-2 Opening and closing the operation panel" on page 38 of the separate CABLE NET Operation Manual provided with the product.)



**(a) Service switch (red)**  
Press this switch to increase the credit count without activating the coin counter.

**(b) Test switch (red)**  
Press this switch in the game mode to enter the test mode.  
**(c) Sound volume**  
Use this dial to adjust the speaker sound level.

**(d) Monitor adjustment switches**  
These switches are used only for the adjustment of the display monitor.

7-4 Test mode

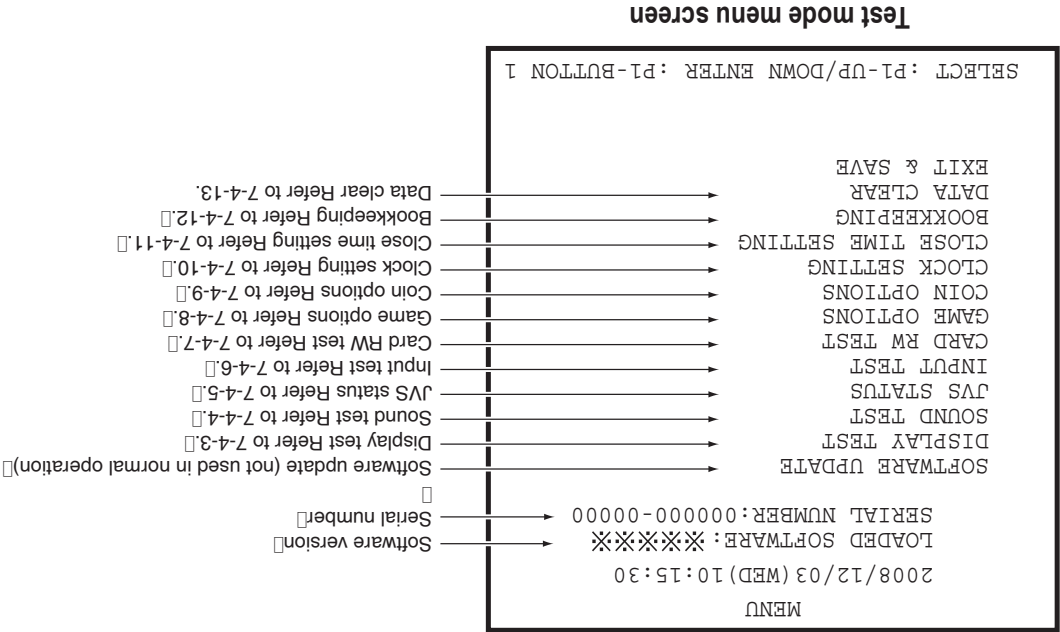
7-4-1 Test mode menu

To make adjustments, switch from the game mode to the Test mode, and display the test mode menu screen.

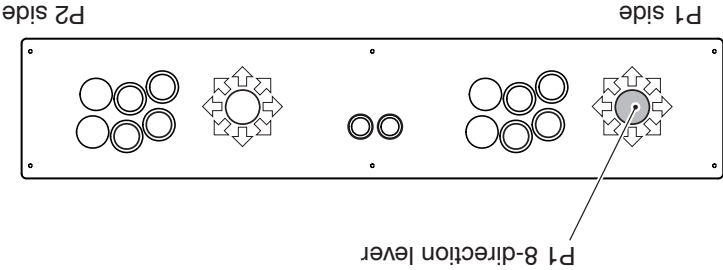
1 Turn on the power switches of the Cabinet Assy, and wait until the Attract screen appears.

2 Press the Test switch on the Cabinet Assy to activate the Test mode. (See P. 24 “7-3-2 Adjustment switches.”)

The screen displays the adjustment items.



3 Move the P1 8-direction lever up or down to select an item. The selected item is indicated in red.

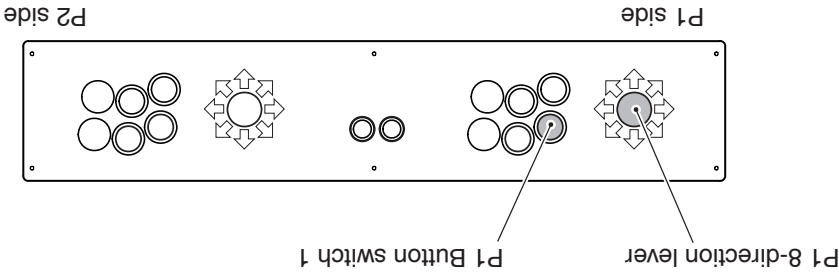
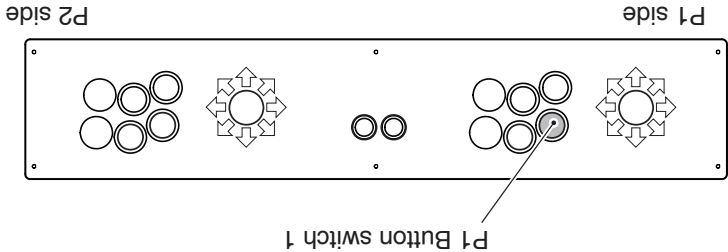


- 4

Press the P1 Button switch 1 to enter the selection.  
The screen for the selected test appears.
- 5

Make an adjustment for the selected test item.  
Regarding the adjustment method, refer to the applicable section in "7-4-3 Display test" (page 27) to "7-4-13 Data clear" (page 43).
- 7-4-2 Exiting from the test mode
- 1

After making adjustments, return to the test mode menu screen.



- 2

Select "EXIT & SAVE," and press the P1 Button switch 1.  
The test mode ends, and the display returns to the Attract screen.

NOTICE

- Be sure to use the method described above to exit from the test mode. If the above procedure is not followed to exit from the test mode, the adjustments (setting changes or new settings) will not be reflected properly.

7-4-3 Display test (DISPLAY TEST)

This screen is used to check or adjust the display.

- 1

Select "DISPLAY TEST" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Display Test screen appears. There are two types of Display Test screen as described below.

1. Color Bar

This screen is used to check the contrast and color balance of displayed images.
2. Convergence

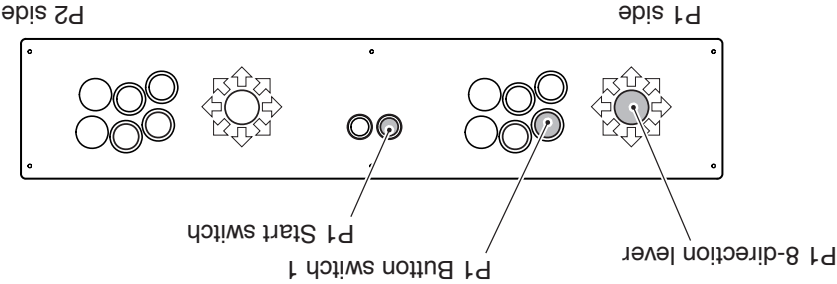
This screen is used to check the image display size, display position, aspect ratio and distortion.

- 2

Each time the P1 Button switch 1 is pressed, the screen indication changes alternately between the above-mentioned two screens. Select the screen according to the item to be checked or adjusted.
- 3

After the confirmation or adjustments, press the P1 Start switch to return to the test mode menu screen (see page 25).
- 4

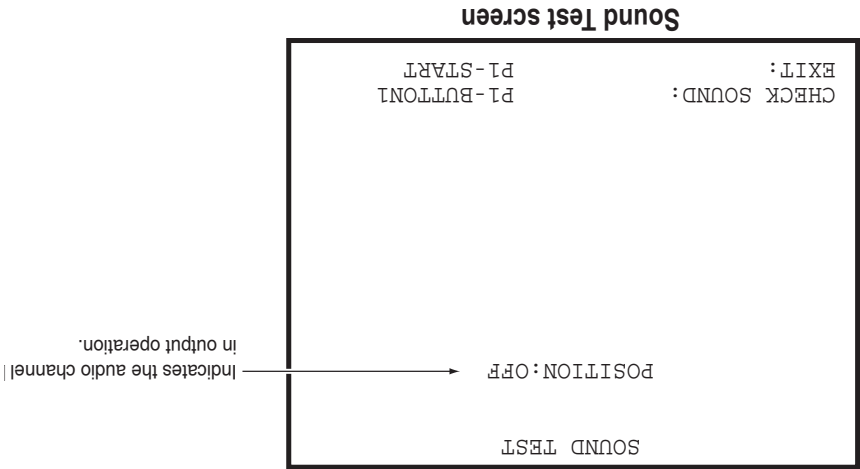
To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.



7-4-4 Sound test (SOUND TEST)

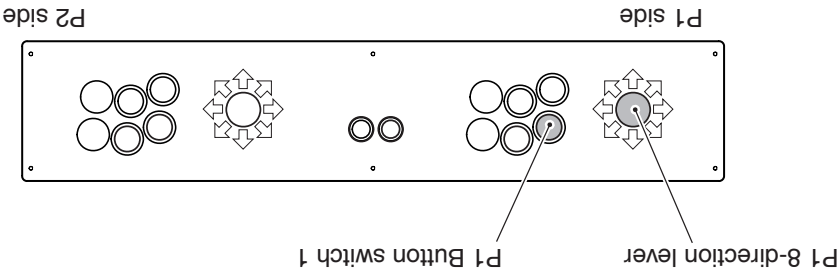
This screen is used to adjust the sound level and conduct a stereo check.

- 1
- Select "SOUND TEST" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Sound Test screen appears.



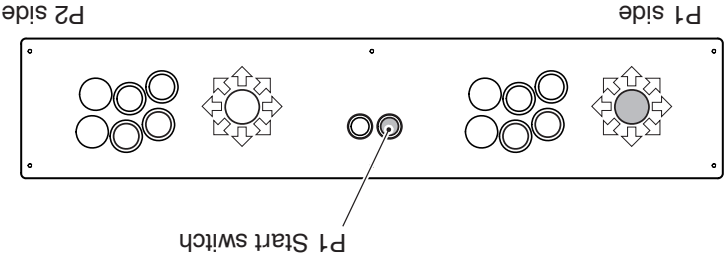
- 2
- When the P1 Button switch is pressed, a test sound is produced from the left speaker first, followed by the right speaker, and then by both speakers.

\* The sound level can be adjusted by using the sound volume located on each Cabinet Assy. (See P. 24 "7-3-2 Adjustment switches.")



To return to the test mode menu screen, press the P1 Start switch.

3



To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

4

7-4-5 JVS status (JVS STATUS)

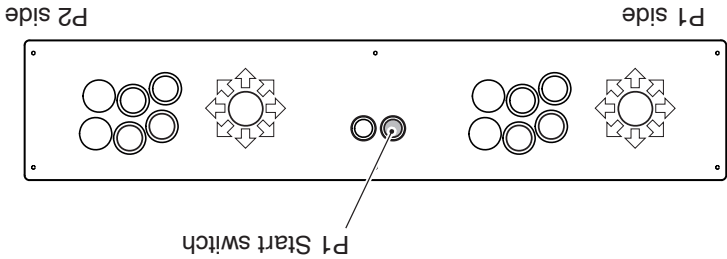
This screen displays the status of the JAMMA Video Standard (JVS) cabinet.

- 1

Select "JVS STATUS" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The JVS Status screen appears.

- 2

To return to the test mode menu, press the P1 Start switch.



- 3

To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

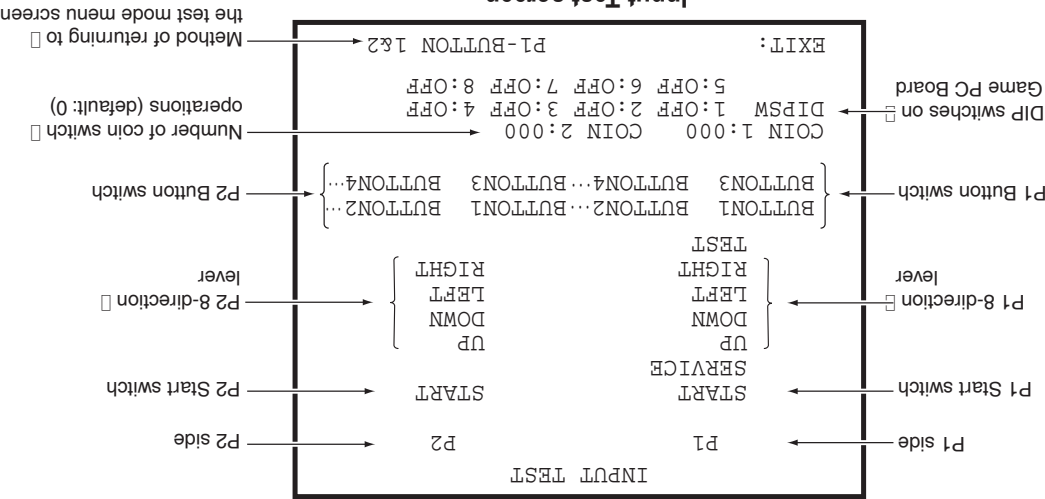


7-4-6 Input test (INPUT TEST)

This screen is used to test the switches such as the buttons on the control panel.

1 Select "INPUT TEST" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Input Test screen appears.

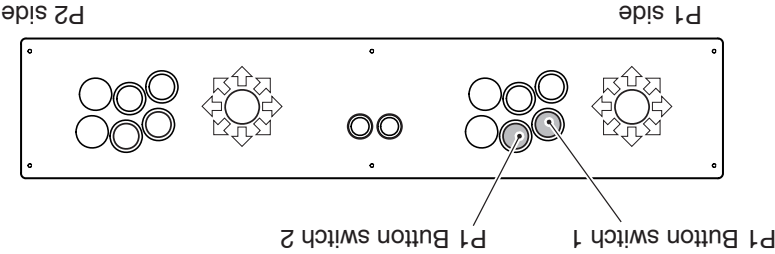
2 Operate the levers and button switches on the control panel one by one, and check that the corresponding indications on the screen change to red.



\* When the levers and button switches on the control panel and the service switch on the cabinet are operated, the corresponding indications on the screen change to red.  
\* Each operation increments the numeric value of COIN 1 by one. At the same time, the coin counter counts up.

● If the screen indications do not change according to the lever/button operations, the game cannot be played properly. If this happens, refer to "8-2 Troubleshooting" on page 46.

3 To return to the test mode menu screen, press the P1 Button switches 1 and 2 simultaneously.

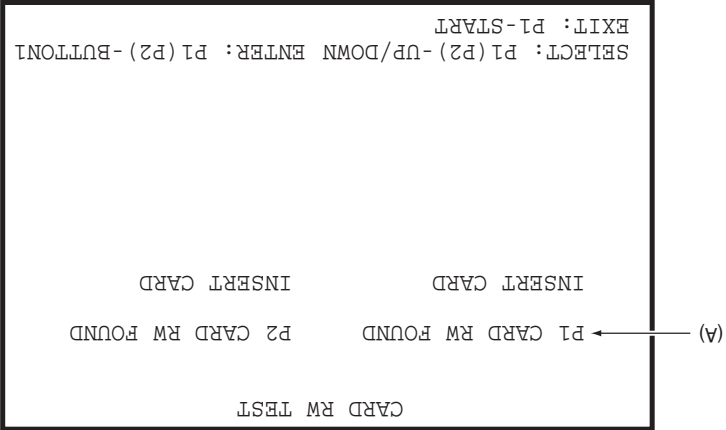


4 To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

7-4-7 Card reader/writer test (CARD RW TEST)

This screen is used to test the card reader/writer unit and TEKKEN-NET ID card (hereafter referred to as a "card").

- 1
- Select "CARD RW TEST" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Card RW Test screen appears.



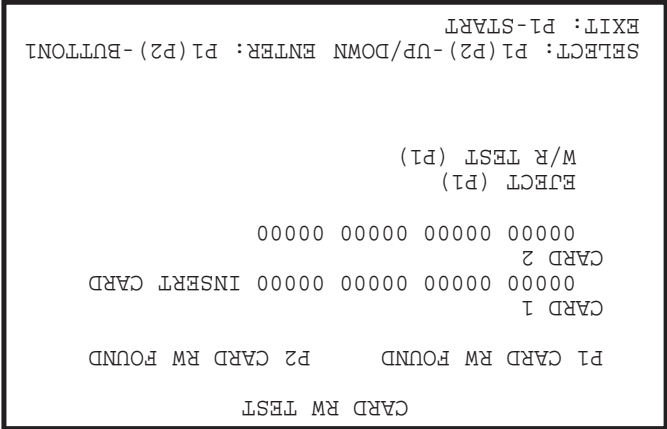
Card RW Test screen (1)

Card RW unit status indication

Item	Display	Remarks
(A) P1 CARD RW FOUND (P2 CARD RW FOUND)	[FOUND] OR [NOT FOUND]	"FOUND" is displayed when the card reader/writer unit is connected to the Game PC Board. "NOT FOUND" is displayed when the card reader/writer unit is not connected.

2

When a card is inserted in the card reader/writer unit, the card access code (20-digit code) is displayed.



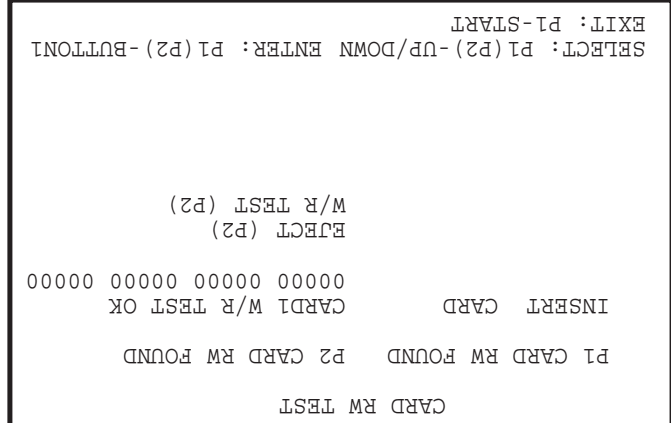
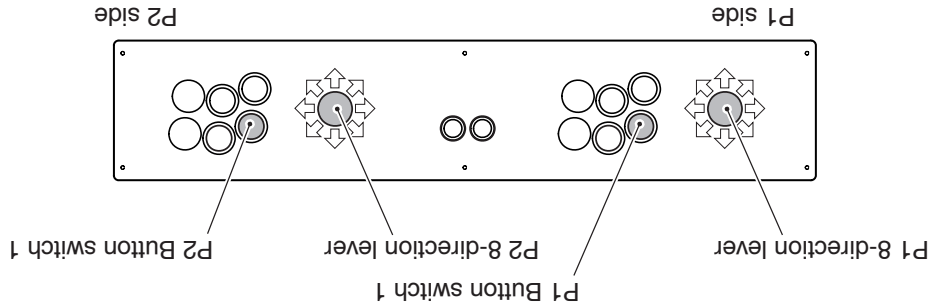
Card RW Test screen (2)

- \* Up to two stacked cards can be inserted.
- \* The above screen appears when two cards are inserted in the card reader/writer unit on the P1 side.
- \* If a card not supported by the machine is inserted, "UNKNOWN CARD" is displayed in place of the access code.

3 By inserting a new card is inserted into the card reader/writer unit, a test can be

conducted for the card reader/writer unit. Move the P1 (or P2) 8-direction lever up or down to select "W/R TEST," and press the P1 (or P2) Button switch 1 to execute a test.

\* The card used in the test returns to default condition, so it can be reused.

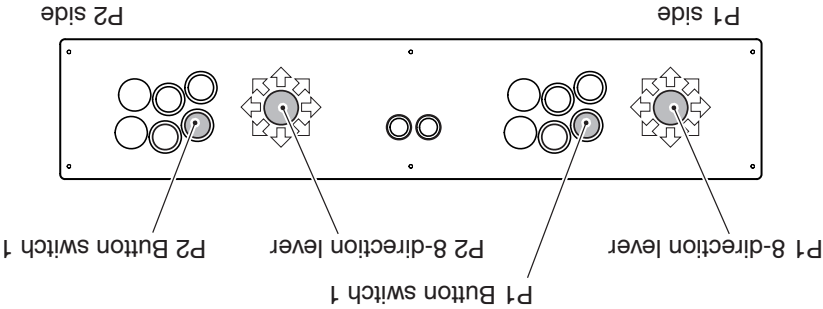


Card RW Test screen (3)

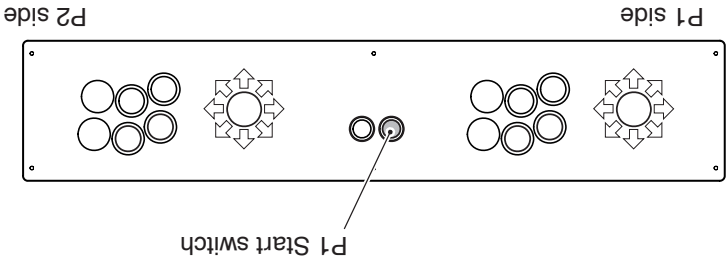
\* The above screen appears when "W/R TEST" is executed for the card reader/writer unit on the P2 side.

\* When the test ends successfully, "W/R TEST OK" is indicated on the right side of the "CARD 1" indication. If "W/R TESTING" is displayed, the card reader/writer unit or card may be faulty.

Move the P1 (or P2) 8-direction level up or down to select "EJECT," and press the P1 (or P2) Button switch 1 to discharge the inserted card from the card reader/writer unit.



To return to the test mode menu, press the P1 Start switch.



To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

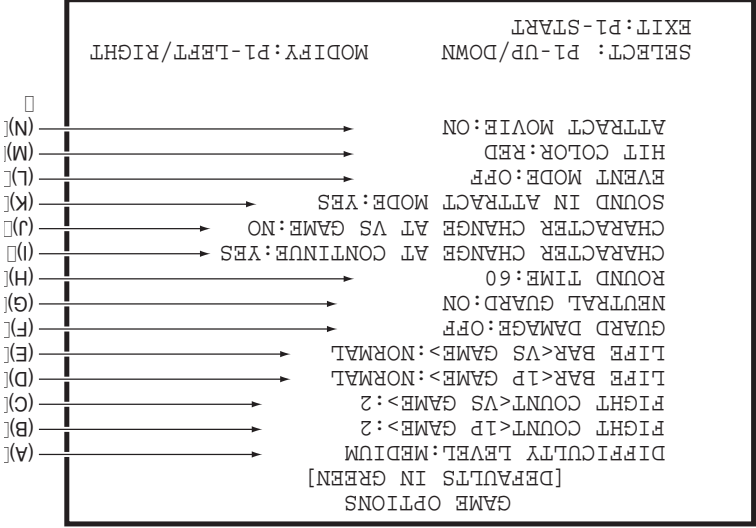
7-4-8 Game options (GAME OPTIONS)

This screen is used to set game details.

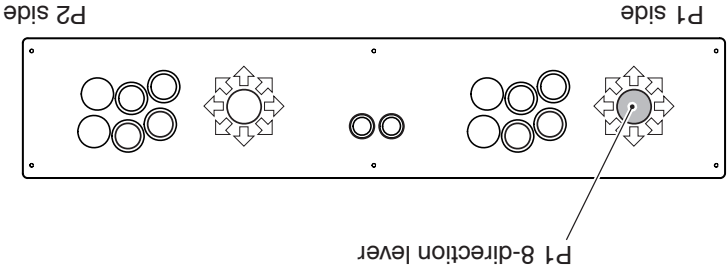
- 1

Select "GAME OPTIONS" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Game Options screen appears.
- 2

Operate the lever on the control panel to select an item and change its setting.



- \* Move the P1 8-direction lever up or down to select an item, and move the P1 8-direction lever to right or left to change the setting.
- \* The default setting is indicated in green.

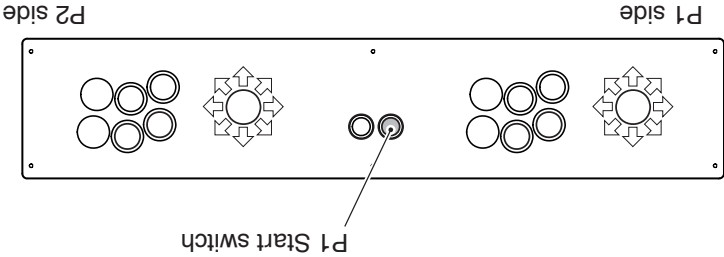


Game Options setting chart

Item	Options	Default setting	Remarks
(A) DIFFICULTY LEVEL	[EASY] ⇄ [MEDIUM] ⇄ [HARD] ⇄ [VERY HARD] ⇄ [ULTRA HARD]	[HARD]	Game difficulty level
(B) FIGHT COUNT<1P GAME>	[1] ⇄ [2] ⇄ [3] ⇄ [4] ⇄ [5]	[2]	Number of rounds required for winning the game in single-player mode
(C) FIGHT COUNT<VS GAME>	[1] ⇄ [2] ⇄ [3] ⇄ [4] ⇄ [5]	[2]	Number of rounds required for winning the game in versus game mode
(D) LIFE BAR<1P GAME>	[-2] ⇄ [-1] ⇄ [NORMAL] ⇄ [+1] ⇄ [+2]	[NORMAL]	Energy level gauge in single-player mode
(E) LIFE BAR<VS GAME>	[-2] ⇄ [-1] ⇄ [NORMAL] ⇄ [+1] ⇄ [+2]	[NORMAL]	Energy level gauge in versus game mode
(F) GUARD DAMAGE	[ON] ⇄ [OFF]	[OFF]	Damage received on guard
(G) NEUTRAL GUARD	[ON] ⇄ [OFF]	[ON]	Guard without lever operation
(H) ROUND TIME	[30] ⇄ [40] ⇄ [60] ⇄ [80] ⇄ [99]	[60]	Time [sec] in one round
(I) CHARACTER CHANGE AT CONTINUE	[YES] ⇄ [NO]	[YES]	Change of game character for continuity game
(J) CHARACTER CHANGE AT VS GAME	[YES] ⇄ [NO]	[NO]	Change of game character when another player barges in *1
(K) SOUND IN ATTRACT MODE	[YES] ⇄ [NO]	[YES]	Sound in Attract mode
(L) EVENT MODE	[ON] ⇄ [OFF]	[OFF]	ON: Game over for both players when tournament mode game ends
(M) HIT COLOR	[RED] ⇄ [YELLOW]	[YELLOW]	Color of graphic effect of strikes
(N) ATTRACT MOVIE	[ON] ⇄ [OFF]	[ON]	Movie shown in Attract mode

\*1 If a card is used, the game character cannot be changed even if the setting (J) has been set to "YES."

3 To return to the test menu screen, press the P1 Start switch.



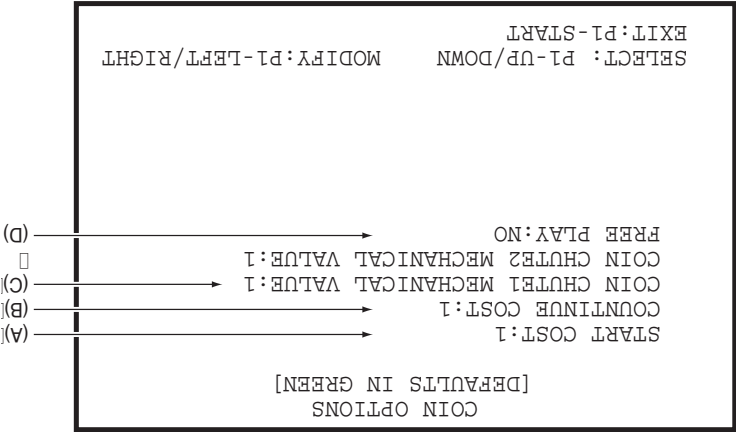
4 To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

7-4-9 Coin options (COIN OPTIONS)

This screen is used to set the play fee and free play.

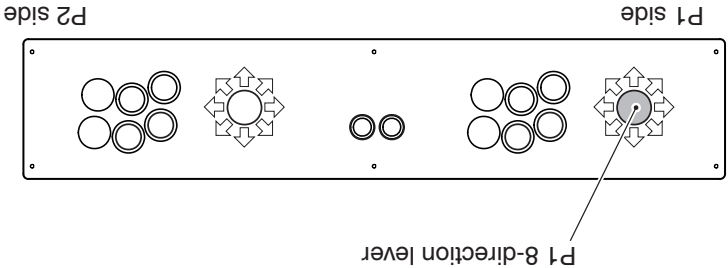
**1** Select "COIN OPTIONS" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Coin Options screen appears.

**2** Operate the lever on the control panel to select an item and change its setting.



Coin Options screen

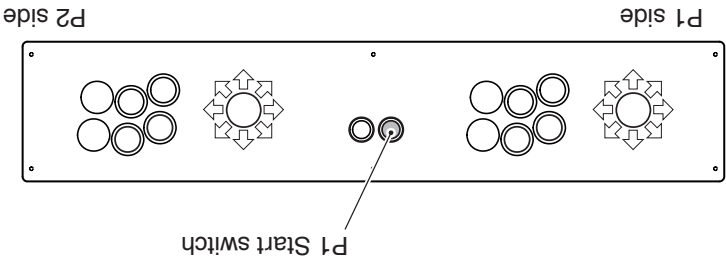
- \* Move the P1 8-direction lever up or down to select an item, and move the P1 8-direction lever to right or left to change the setting.
- \* The default setting is indicated in green.



Coin Options setting chart

Item	Options	Default setting	Remarks
(A) START COST	[1] ⇄ [2] ⇄ [3] ⇄ [4] ⇄ [5] ⇄ [6] ⇄ [7] ⇄ [8] ⇄ [9]	[1]	Number of credits required for one new game play
(B) COUNTINUE COST	[1] ⇄ [2] ⇄ [3] ⇄ [4] ⇄ [5] ⇄ [6] ⇄ [7] ⇄ [8] ⇄ [9]	[1]	Number of credits required for one continuity game play
(C) COIN CHUTE1 MECHANICAL VALUE	[1] ⇄ [2] ⇄ [3] ⇄ [4] ⇄ [5] ⇄ [6] ⇄ [7] ⇄ [8] ⇄ [9]	[1]	Number of credits added by one operation of Coin switch 1
(D) FREE PLAY	[NO] ⇄ [YES]	[NO]	Free play setting

3 To return to the test mode menu screen, press the P1 Start switch.



4 To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.



7-4-10 Clock setting (CLOCK SETTING)

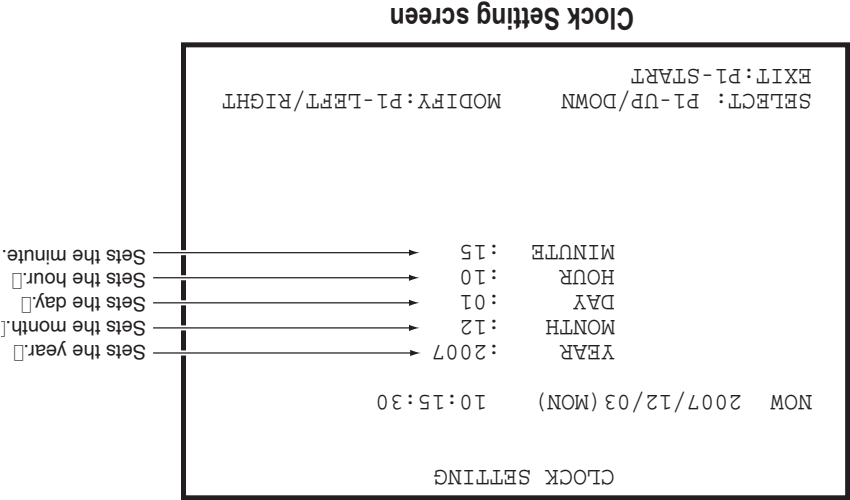
This screen is used to set the clock of the Game PC Board.

- 1

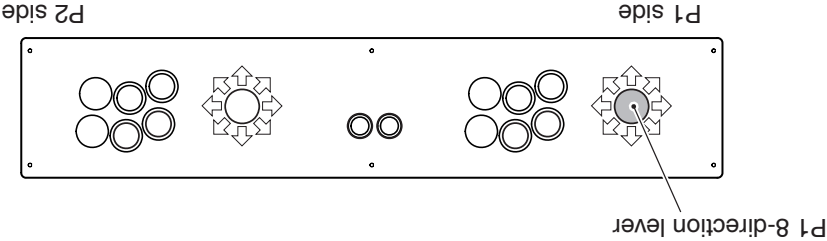
Select "CLOCK SETTING" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Clock Setting screen appears.

- 2

Operate the lever on the control panel to select an item and change its setting.

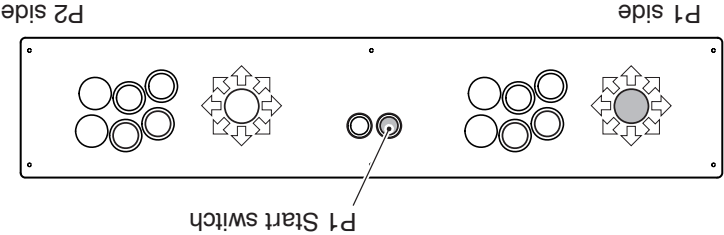


- \* Move the P1 8-direction lever up or down to select an item, and move the P1 8-direction lever to right or left to change the setting.
- \* The day of the week indication is automatically set when the Year, Month and Day are changed.



- 3

To return to the test mode menu screen, press the P1 Start switch.



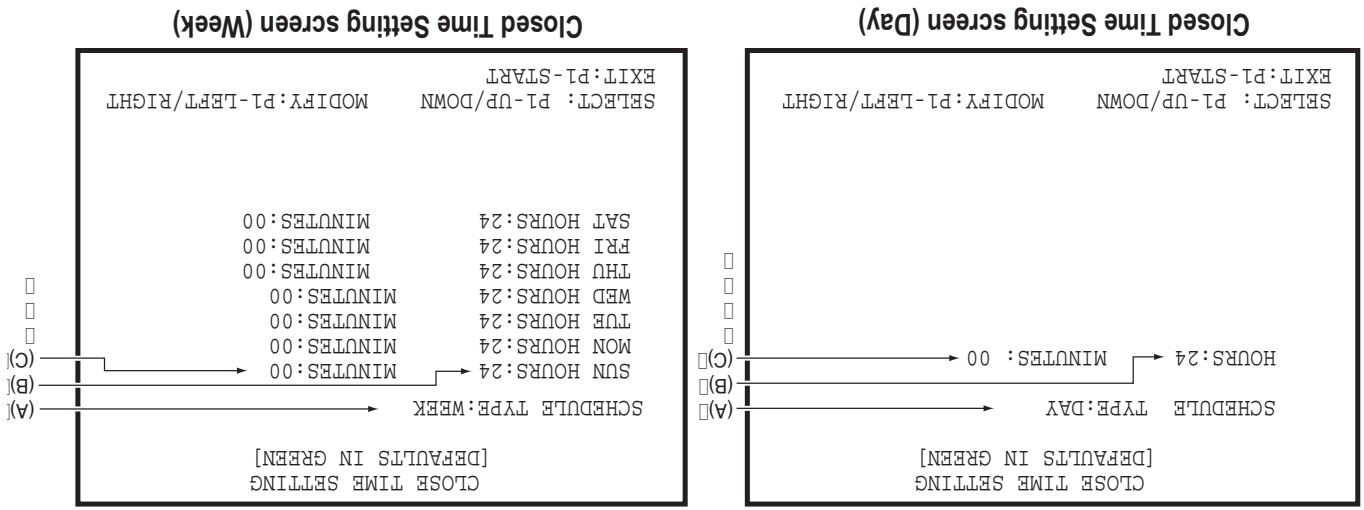
- 4

To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

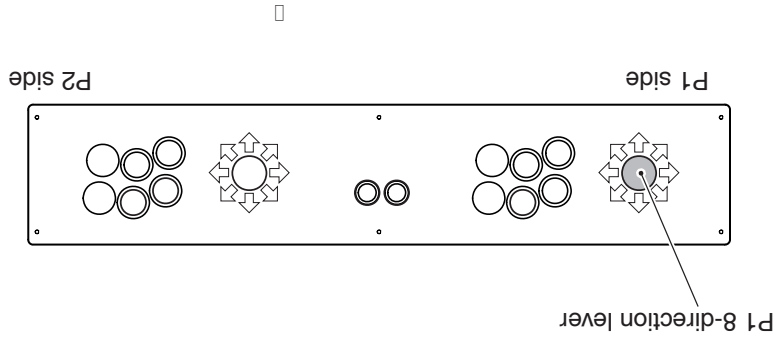
This screen is used to set the arcade closing time. The machine stops allowing the use of cards 15 minutes prior to the set time. The time can be set between 19:00 and 26:00 (2:00 on the following day), or for 24-hour operation. The same closing time can be set to the same time on every day, or the closing time can be set differently for each day of the week.

- 1 Select "CLOSE TIME SETTING" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Close Time Setting screen appears.

**2** Operate the lever on the control panel to select an item.



- \* Move the P1 8-direction lever up or down to select an item, and move the P1 8-direction lever to right or left to change the setting.
- \* The default setting is indicated in green.

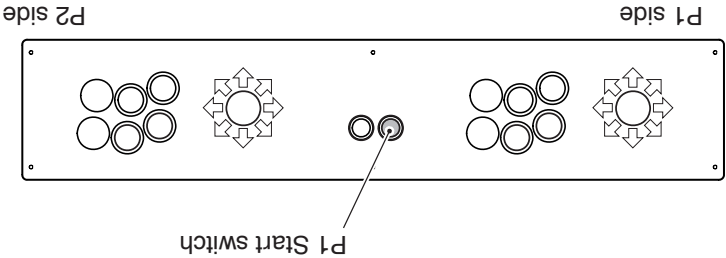


Close Time Setting setting chart

Item	Options	Default setting	Remarks
(A) SCHEDULE TYPE	[DAY] ⇄ [WEEK]	[DAY]	Select daily setting [DAY] or weekly setting [WEEK].*1
(B) HOURS	[24] ⇄ [25] ⇄ [26] ⇄ [ALL] ⇄ [19] ⇄ [20] ⇄ [21] ⇄ [22] ⇄ [23] ⇄ [24] ⇄ ...	[24]	Set [HOURS] for closing time setting. Select [ALL] for 24-hour operation.
(C) MINUTES	[00] ⇄ [15] ⇄ [30] ⇄ [45] ⇄ [00] ⇄ ...	[00]	Select [MINUTES] for close time setting.*2

\*1 When [DAY] is selected, the same closing time applies to every day of the week.  
\*2 When [ALL] is selected, MINUTES will not be indicated.

**3** To return to the test mode menu screen, press the P1 Start switch.



**4** To exit from the test mode, follow the procedure described in “7-4-2 Exiting from the test mode” on page 26.

7-4-12 Bookkeeping (BOOKKEEPING)

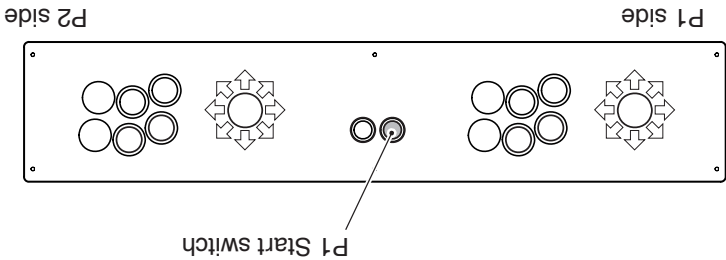
This screen is used to display the cumulative play hours, past play results and other data.

- 1

Select "BOOKKEEPING" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Bookkeeping screen appears.

- 2

To return to the test mode menu screen, press the P1 Start switch.



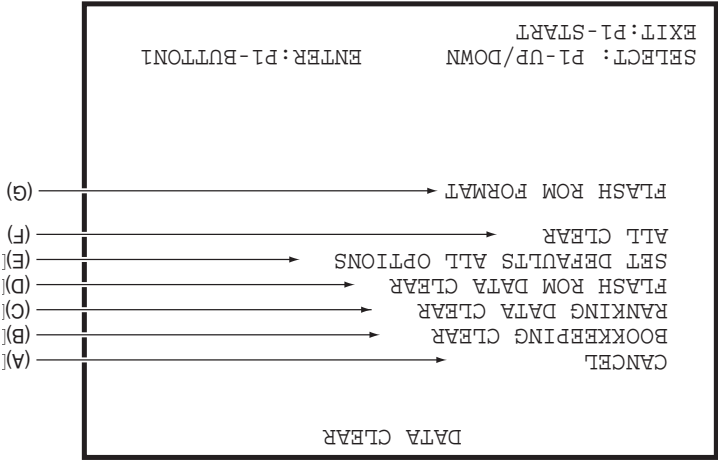
- 3

To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

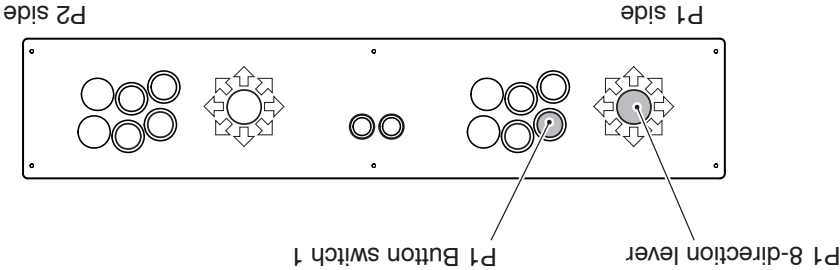
7-4-13 Data clear (DATA CLEAR)

This screen is used to delete data and to restore initial settings.

**1** Select "DATA CLEAR" on the test mode menu screen (see page 25), and press the P1 Button switch 1. The Data Clear screen appears.



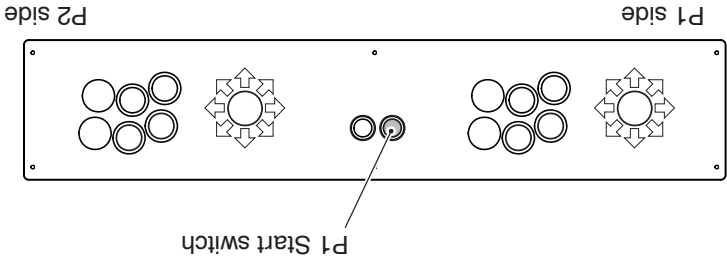
\* Move the P1 8-direction lever up or down to select an item, and press the P1 Button switch 1 to enter the selection. The display will show a setting confirmation screen.




Data Clear setting chart

Item	Description	Remarks
(A) CANCEL	Cancels the current mode and displays the test mode menu.	
(B) BOOKKEEPING CLEAR	Initializes the bookkeeping data.	
(C) RANKING DATA CLEAR	Initializes the record of consecutive wins and others.	
(D) FLASH ROM DATA CLEAR	Initializes the data stored in the flash memory, such as ghost characters and replay data.	
(E) SET DEFAULTS ALL OPTIONS	Returns the settings to defaults.	
(F) ALL CLEAR	Returns all data and settings to defaults.	
(G) FLASH ROM FORMAT	Formats the flash ROM.	

**2** To return to the test mode menu screen, press the P1 Start switch.




**3** To exit from the test mode, follow the procedure described in "7-4-2 Exiting from the test mode" on page 26.

**WARNING**

- Before conducting maintenance (troubleshooting, repair, etc.), turn off the power switches to protect the service staff and other people from electrical shock, accidents and injury.

8-1 Maintenance and inspection

**WARNING**

- Conduct maintenance regularly to prevent unexpected accidents.
- Conduct a pre-service check everyday to prevent accidents.

(See P. 21 “7-1 Pre-service check.”)

8-1-1 Inspection items

Check the following regularly:

(1) Inspection of level adjusters

- (1) Make sure that the machine is stably installed. (See “5-3 Adjusting the level adjusters” on page 23 of the Cabinet Operation Manual.)

(2) Inspection of power cord plug

- (1) Make sure that the power cord is connected securely to the socket on the Cord Box Assy of the machine.
- (2) If the connectors are covered with dust, clean them.
- (3) Check the power cord to make sure that the cable sheath is not cracked or dirty. If there is any abnormality in the power cord, replace it with a new cord.

(3) Inspection of screws for looseness

Check each screw to make sure that it is tightly fastened. If screws are loose, tighten them firmly.

8-2 Troubleshooting

WARNING

● To protect the service staff and other people from an electrical shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switches before initiating the described task.

● If the generated problem is not described in “8-2 Troubleshooting” or if the corrective measure taken does not result in an improvement, turn off the power switch immediately to stop operation, and contact your distributor. Operating the machine with a problem left uncorrected can result in unexpected accidents.



- In the event of a machine malfunction, first check to make sure that all connectors are firmly connected.
- The Game PC Board must be repaired by the supplier. Do not conduct a conductivity test using a tester. The internal voltage in the tester can damage the ICs on the PC board.
- When sending parts for repair, pack them carefully. When sending the Game PC Board, wrap them in sponge or bubble wrap, and place them in a corrugated cardboard box to protect against external impact.
- Be sure to attach the Repair Request form to the parts sent for repair.
- To avoid the above condition and ensure smoother game play, if the error or problem can be corrected by turning the Test switch On/Off, it is recommended not to turn the power switch Off and On.

8-2-1 General - To be conducted by a technician only -

Symptom	Possible cause	Remedy	Page
The machine does not start up.	The connector of the Game PC Board is disconnected.	Insert the connector/Faston terminal firmly.	48
The machine does not dispense cards.	The power switch was turned off while a card was still in the machine.	Turn on the machine. The Game PC Board checks the data on the card and then automatically discharges the card. * If the card is not automatically discharged, unlock the card reader/writer unit and remove the card by referring to the CABINET Operation Manual.	17, 23

For other symptoms, refer to the CABINET Operation Manual.



8-2-2 Error messages - To be conducted by a technician only -

Symptom	Possible cause	Remedy	Page
An error occurred (8002****) An error occurred during the start operation Can not start. The correct hard disk was not found.	The HDD is not connected properly. The HDD or Game PC Board is faulty.	Replace the HDD or Game PC Board	48, 50
USB KEY ERROR: NOT FOUND	The USB key is not inserted correctly or the Game PC Board is faulty.	Check the USB key for secure connection. Replace the USB key or Game PC Board.	14, 48
USB KEY ERROR: WRONG KEY	USB key for another product is inserted in the machine. The inserted USB key is for Tekken 6.	Insert the correct USB key. * Insert the USB key (for EXP) for "TEKKEN 6 BLOODLINE REBELLION" cabinet.	14
USB KEY ERROR: Initialization of the USB key failed at startup.		Execute "Flash ROM Format" in the Test mode. * If the same error message continues to be displayed, replace the USB key.	43
USB KEY ERROR: FORMAT FAILED	Flash ROM formatting for the USB key failed.	Replace the USB key.	14
USB MEMORY ERROR	USB memory stick was connected together with the USB key when the machine started.	Disconnect the USB memory stick, and start the machine. * Be careful not to disconnect the USB key by mistake.	14

\* Even if this error is displayed at startup, the machine can continue operation. However, the data of the ghost character will not be updated.

## 8-3 Removing and installing Assys and parts

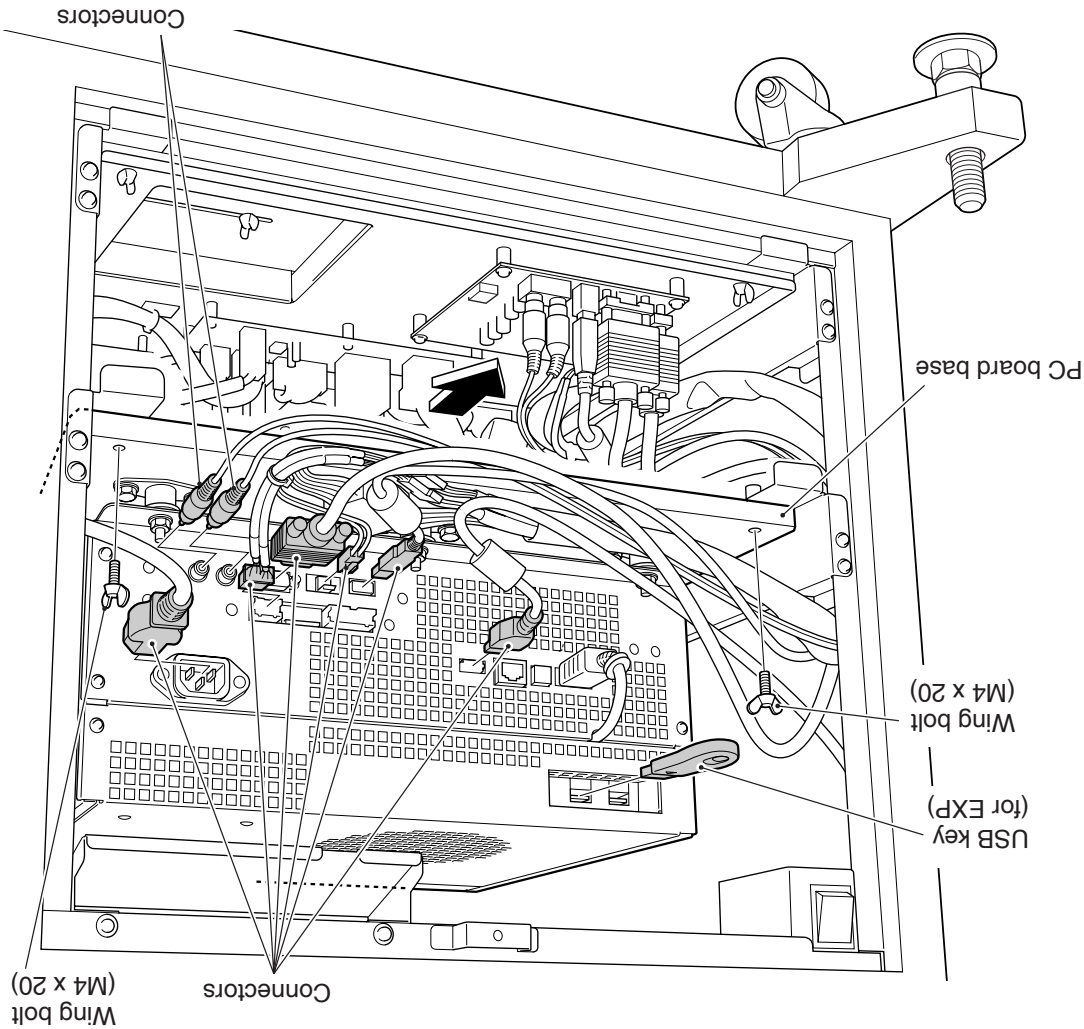
### 8-3-1 Replacing the Main Unit Assy - To be conducted by a technician only -



**WARNING**

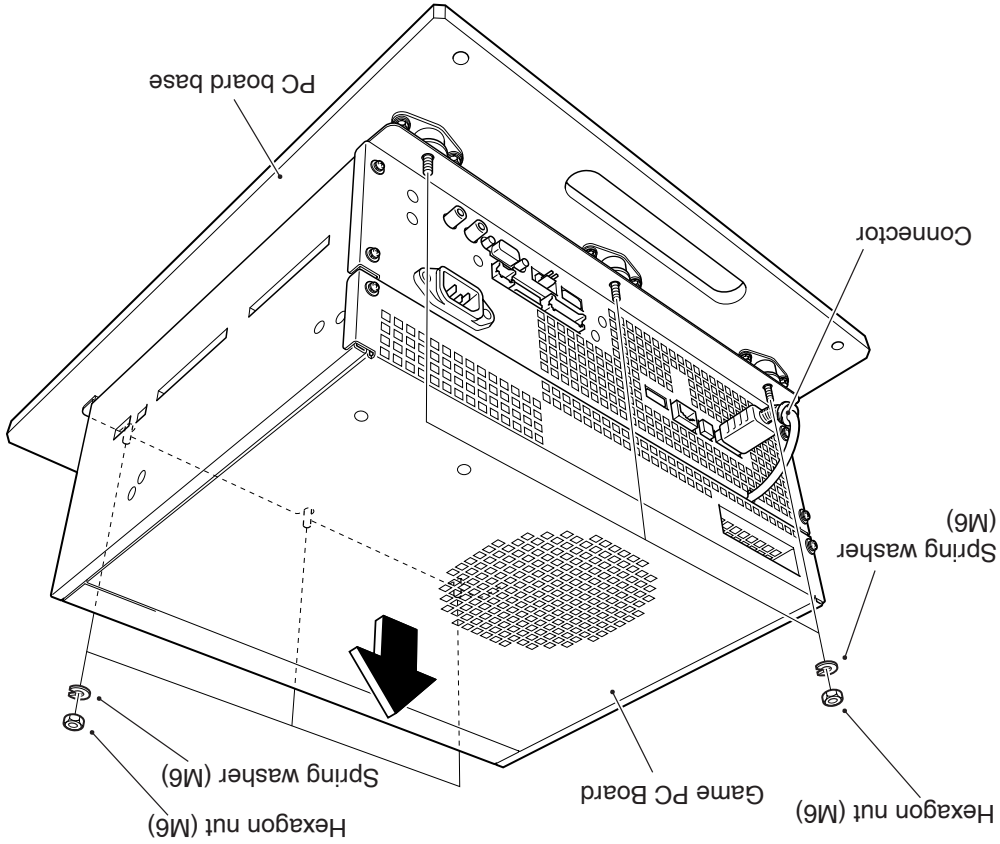
- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switches before initiating the described task.

- 1 Turn off the power switches of the machine.  
(See P. 17 "5-4 Turning on the power switches of the cabinet.")
- 2 Remove the maintenance door. (See P. 14 "5-3-3 Inserting the USB key" 2.)
- 3 Disconnect the eight connectors and remove the USB key (for EXP).
- 4 Remove the two wing bolts (M4 x 20), and pull the PC board base forward and remove.



**5** Remove the six spring washers (M6) and six hexagon nuts (M6), and dismount the Game PC Board.

**6** Replace the Game PC Board.



**7**

Reinstall the parts by following the removal sequence in reverse.



- Be sure to insert the removed USB key into the new Game PC Board. Without the USB key, the game machine does not function properly. (See P. 14 “5-3-5 Inserting the USB key.”)
- When transporting the Game PC Board by itself, disconnect all the connectors from the Game PC Board.

8-3-2 Replacing the HDD - To be conducted by a technician only -

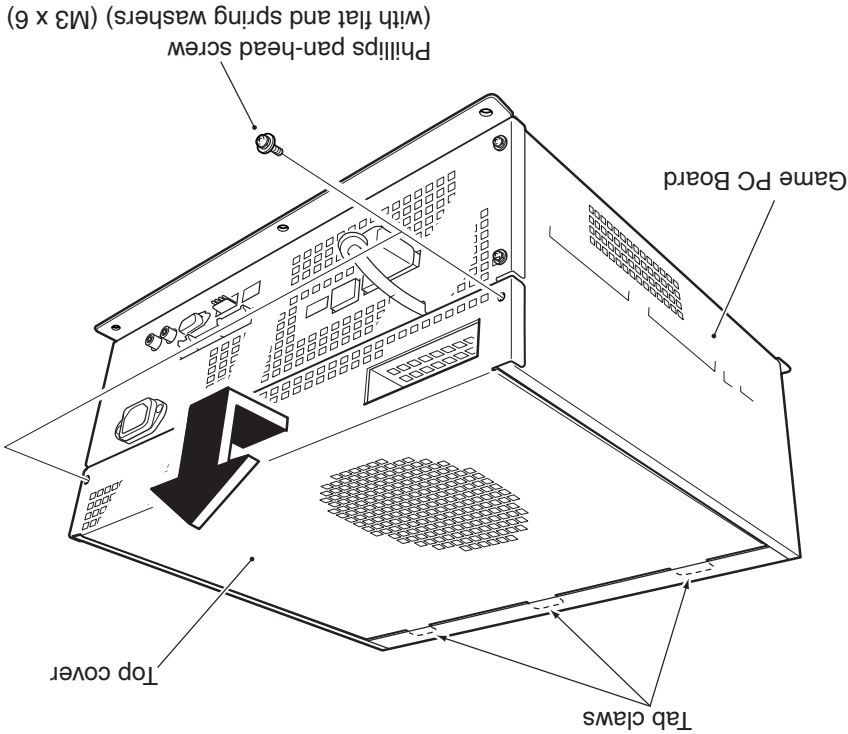


- The following task should be performed by a technician only.
- Make sure that the person performing the installation or connection is not charged with static electricity. Static electricity can cause a product malfunction or damage.
- Do not perform a conductivity test using a tester. The internal voltage in the tester can damage the ICs on the PC board and render the PC board useless.

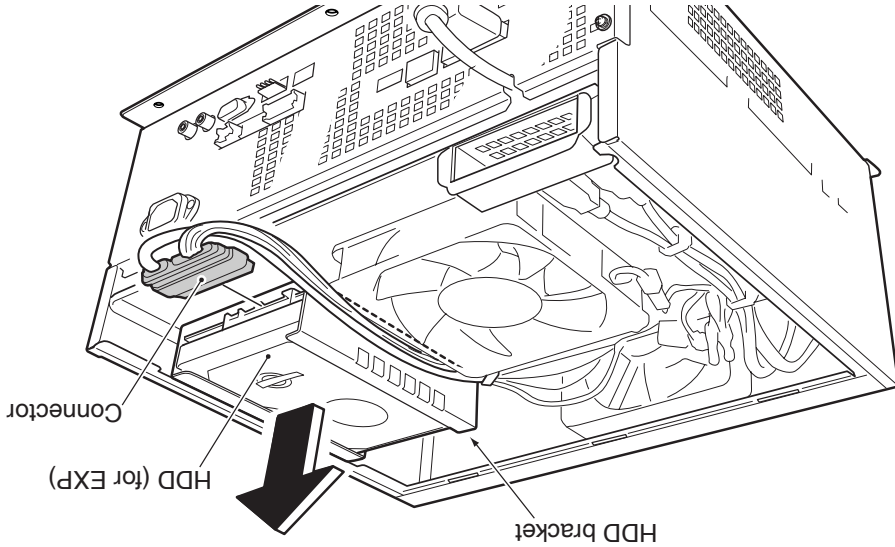
## WARNING

- To protect the service staff and other people from an electric shock, accident and injury, and to prevent damage to the electrical circuitry of the machine, always turn off the power switches before initiating the described task.

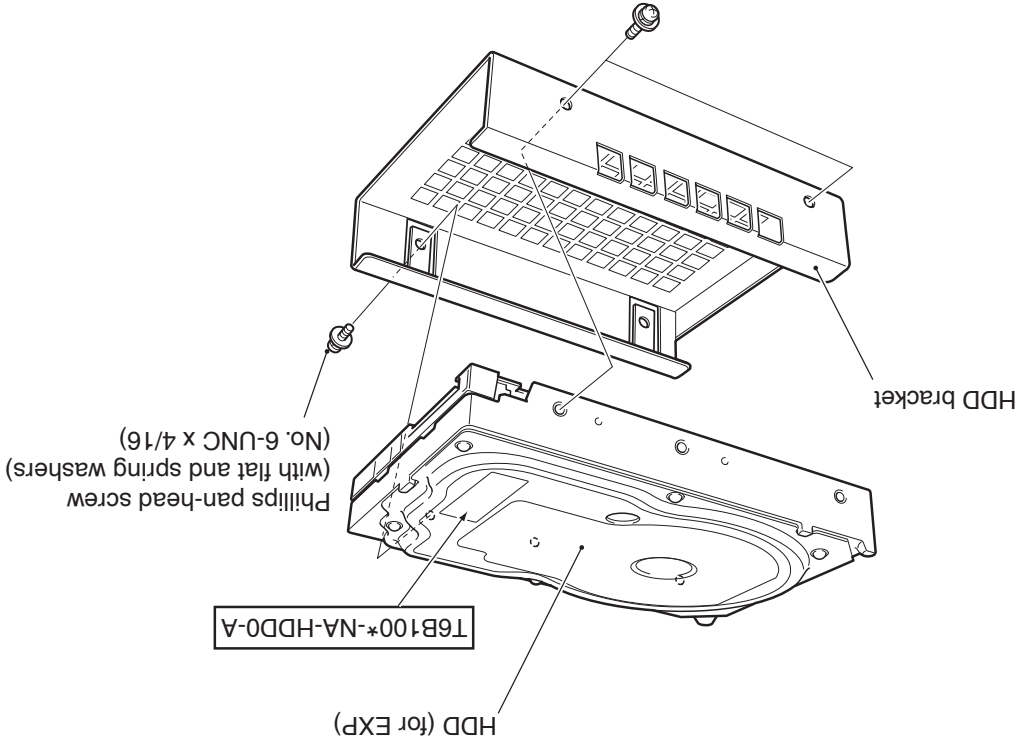
- 1** Turn off the power switches of the machine.  
(See P. 17 "5-4 Turning on the power switches of the cabinet.")
- 2** Remove the Game PC Board. (See P. 48 "8-3-1 Replacing the Game PC Board.")
- 3** Remove the two Phillips pan-head screws (with flat and spring washers) (M3 x 6) on the front side of the Game PC Board, pull the top cover forward, and lift the front side to remove.



**4** Disconnect the one connector, and dismount the HDD (for EXP) together with the HDD bracket.



**5** Remove the four Phillips pan-head screws (with flat and spring washers) (No. 6-UNC x 4/16), dismount the HDD (for EXP) from the HDD bracket, and replace the HDD.



**6** Reinstall the parts by following the removal sequence in reverse.

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## 9. DISCARDING THE MACHINE

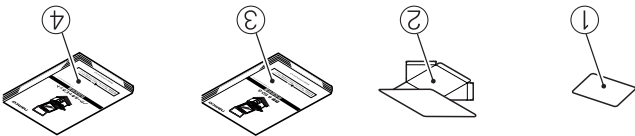


- When discarding the machine, the machine must be collected, transported and discarded in accordance with the local laws and regulations.
- When entrusting a third party to collect, transport and discard the machine, be sure to use specialized companies to perform each task.



10. PARTS LIST

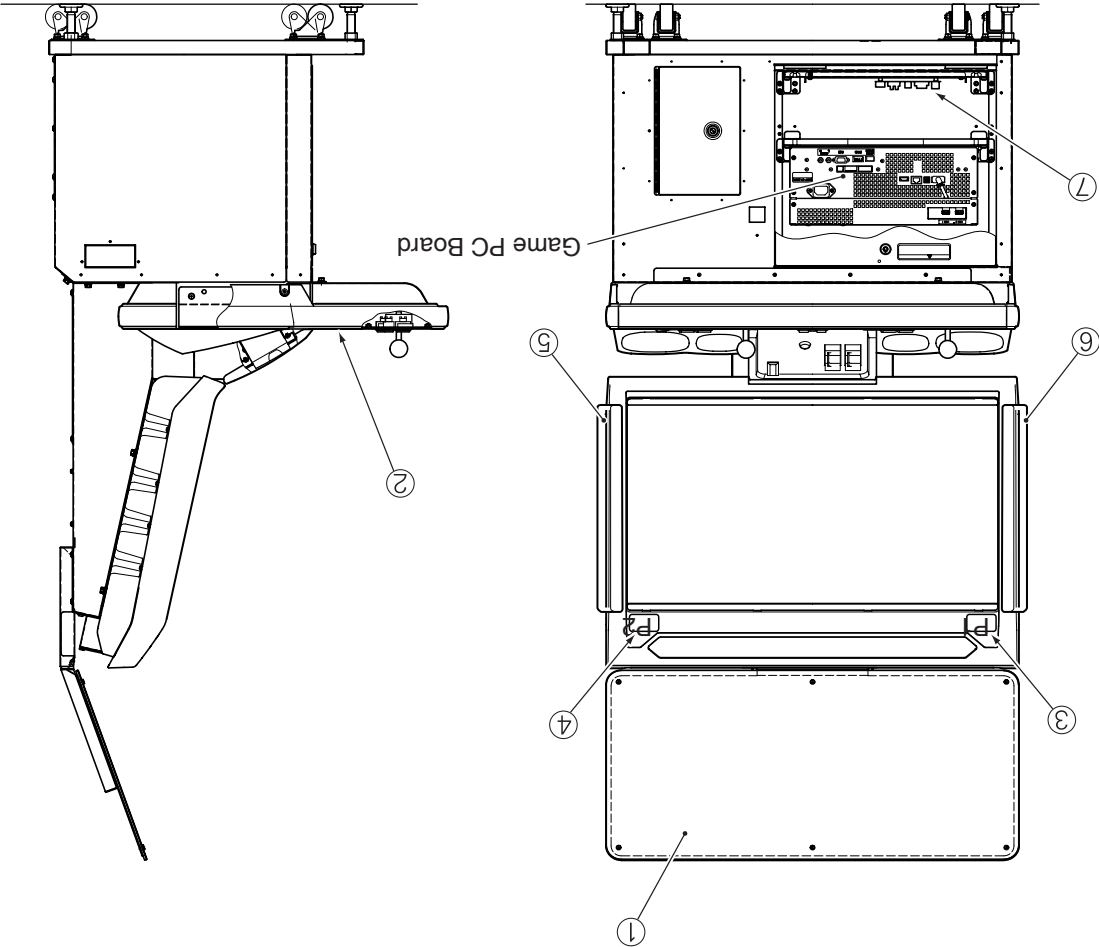
10-1 General



No.	Name	Qty	Type and rating	Parts No.
1	Dummy card (EXP)	1		722-567
2	Vendor POP (EXP)	1		722-568
3	TEKKEN 6 BLOODLINE REBELLION SD-S Operation Manual	1	This manual	722-570
4	CABINET Operation Manual	1		719-705



10-2 Cabinet Assy



● Regarding other parts, refer to the separate CABINET Operation Manual.

No.	Name	Qty	Type and rating	Parts No.
1	Signboard sheet	1		722-581
2	Instruction sheet (EXP)	1		722-585
3	P1 sticker	1		719-717
4	P2 sticker	1		719-718
5	Fighting technique panel (A) EXP	1		722-565
6	Fighting technique panel (B) EXP	1		722-566
7	STD Connector PC Board	1		306-952



**Notes:**

1. Thick green/yellow line, thick line and thin line represent AWG16, AWG18, and AWG24, respectively, unless otherwise specified.
2. Miniature universal MATE-N locking connectors are used, unless otherwise specified.
3. Pin contact is used for cap connectors, and socket contact is used for plug connectors.

