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1ST PRINTING SEPT 01



Universal Kit

Kit Installation Instructions
& Service Manual

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

1 - 2 PLAYER GAME

SEGA ENTERPRISES, INC. USA

MANUAL NO. 999-1318

VISIT OUR WEBSITE!



Capcom vs SNK 2

Sega Naomi System

Kit Contains List

Part #	Desc	Qty
400-5397-01	NAOMI POWER SUPPLY	1
838-13616	AUDIO POWER AMP 2 CH	1
560-5407-UL	AUDIO XFORMER 120V	1
838-13683-93CV1	JAMMA I/O BD (NAOMI)	1
600-7141-200	USB CABLE	1
600-7009-2500	VGA VIDEO CABLE	1
840-0051D-01	ASSY CASE PC1 DIMM BD	1
600-7247-500	CABLE SCSI TYPE 2 500MM	1
837-13938	I/O CTRL BD JVS ENCORD.	1
LOC. PURCHASE	SERVICE SWT BRKT ASSY	1
XKT-0833	GD-ROM DRIVE KIT	1
999-1326	JOYSTICK, COMP. BLUE	2
999-1327	BUTTON, COMP. BLUE	4
999-1328	BUTTON, COMP. RED	4
999-1325	BUTTON, COMP. GREEN	4
999-1329	SWITCH PB LARGE	2

Capcom vs SNK 2

Sega Naomi System

Kit Contains List

Part #	Desc	Qty
999-1330	MARQUEE ART	1
999-1331	INSTR. SHEET (PLAYER)	1
999-1332	INSTR. SHEET #2 (CNTRL)	1
999-1333	SIDE ART	2
999-1334	CTRL PNL OVERLAY	1
999-1335	DECAL BTTN (LIGHT)PNCH-RED	2
999-1336	DECAL BTTN (MIDDLE)PNCH-GRN	2
999-1337	DECAL BTTN (HEAVY)PNCH-BL	2
999-1338	DECAL BTTN (LIGHT)KICK-RED	2
999-1339	DECAL BTTN (MIDDLE)KICK-GRN	2
999-1340	DECAL BTTN (HEAVY)KICK-BL	2

DESIGNED RELATED PARTS

MARQUEE ART

999-1330



CTRL PNL OVERLAY

999-1334



INSTR. SHEET #2 (CNTRL)

999-1332



SIDE ART

999-1333

999



INSTR. SHEET (PLAYER)

999-1331



DECAL BTTN (LIGHT)PNCH-RED[999-1335]

DECAL BTTN (MIDDLE)PNCH-GRN[999-1336]

DECAL BTTN (HEAVY)PNCH-BL[999-1337]

DECAL BTTN (LIGHT)KICK-RED [999-1338]

DECAL BTTN (MIDDLE)KICK-GRN [999-1339]

DECAL BTTN (HEAVY)KICK-BL [999-1340]

NOT PICTURED

Feb 9. 2000

120

SERVICE BULLETIN

SEGA Service Department *http://www.seuservice.com*
45133 Industrial Drive *Phone: 415.701.6580*
Fremont, Ca. 94538 *Fax: 415.701.6594*

SPECIAL NOTICE FOR ALL SEGA NAOMI KITS

PROBLEM:

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

SOLUTION:

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



IMPORTANT!

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



WARNING!

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

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

INSTALLATION INSTRUCTIONS

1) First. Remove all access panels from the game. Locate the original game Logic PCB's & Power Supply and remove from the Cabinet by first disconnecting all harnesses from the boards. (You need only to splice in the Main Power (110v AC) into the 3-Pin Connector (GRN/WHT/BLK).)

2) Remove all existing game harnesses (we suggest using New Jamma Harnesses (*NOT contained in the kit*) to ensure reliability).

3) Locate the most convenient and open area of the cabinet to mount the **Capcom vs. SNK2** Naomi System Assembly. Make sure this area is free and clear of all cable harnesses and grounds, cable clamps, etc.

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





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

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

5) Remove Marquee from cabinet and cut to fit the new **Capcom vs. SNK 2** Marquee in place

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



6) First remove all Joystick and Button assemblies from the Control Panel. Remove Lexan and Control Panel Overlay. Proceed to clean surface of the Control Panel by removing all adhesive and dirt. Fill in or plug up existing button holes to set up a blank work area for your new controls.

7) Install the new Control Panel Overlay by carefully peeling off the paper backing and laying down on the panel. Smooth it out, starting in the center and working your way to the edges (removing all of the trapped air pockets). If necessary, cut the edges of the overlay excess and fold under panel.

8) Cut out the button and Joystick Holes. Install Joystick and buttons from kit into the Control Panel and tighten down. Connect all game harness wires to switches and buttons.

INSTALLATION INSTRUCTIONS

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

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

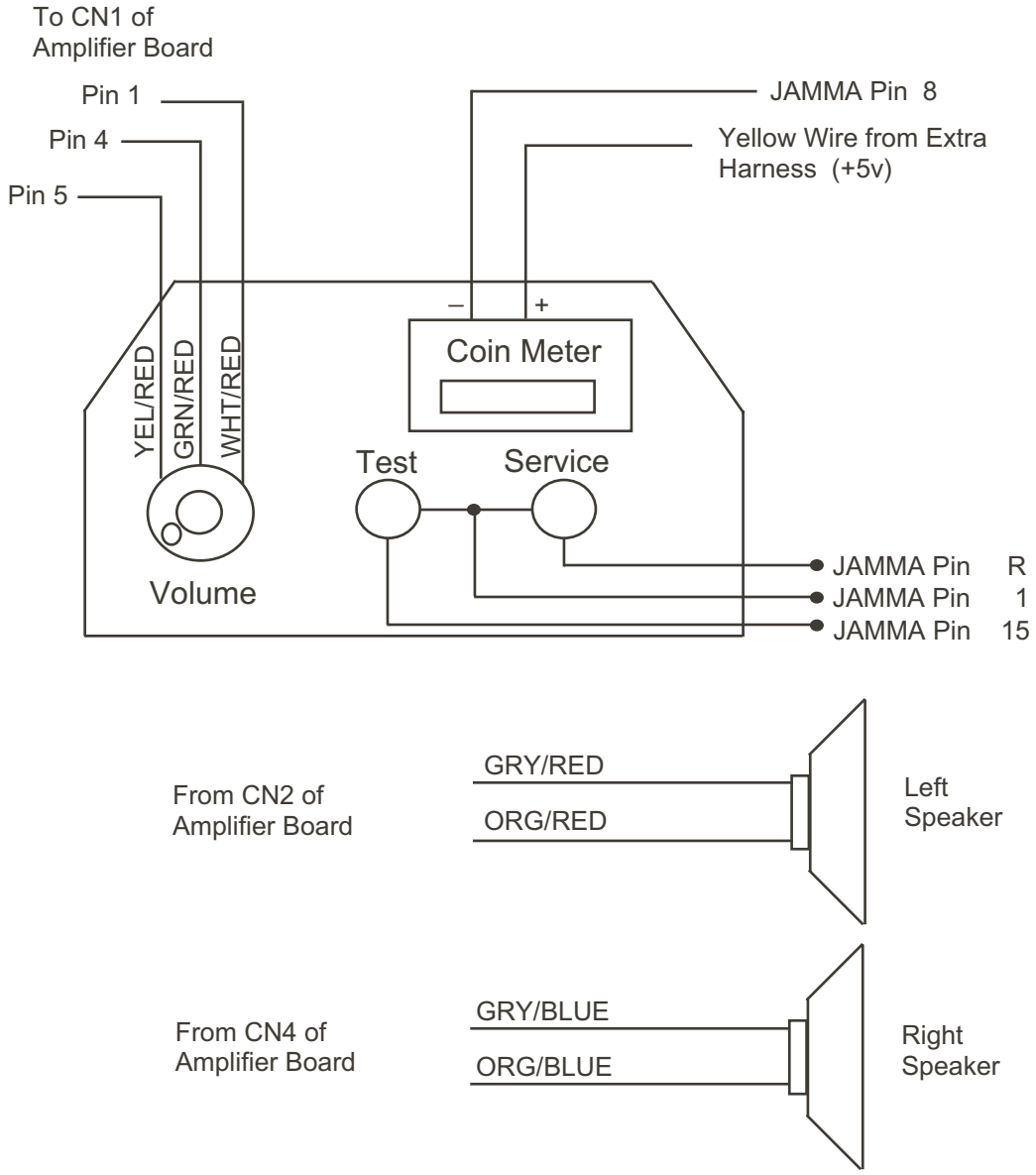
Adjust the **SIZE**, **CONTRAST**, **BRIGHTNESS**, and **COLORS** on the Monitor for optimum appearance. Adjust **VERTICAL/HORIZONTAL** Hold to get a stable picture, if required.



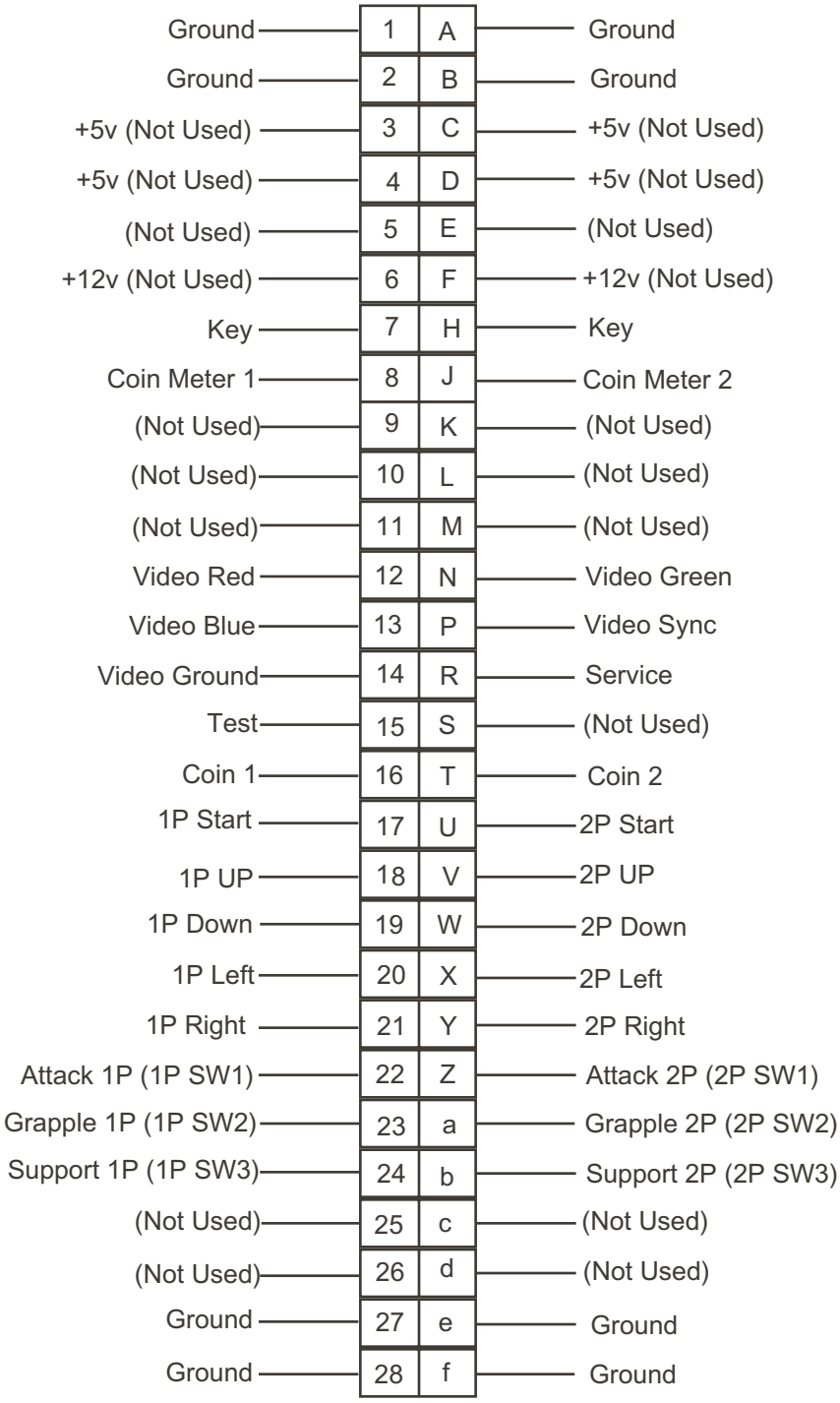


Enter **DIAGNOSTICS** and adjust the Volume Level, test all Buttons & Joystick for proper operation & wiring. Adjust Pricing. Coin-Up and test out a game to ensure proper play functions are as they should be.

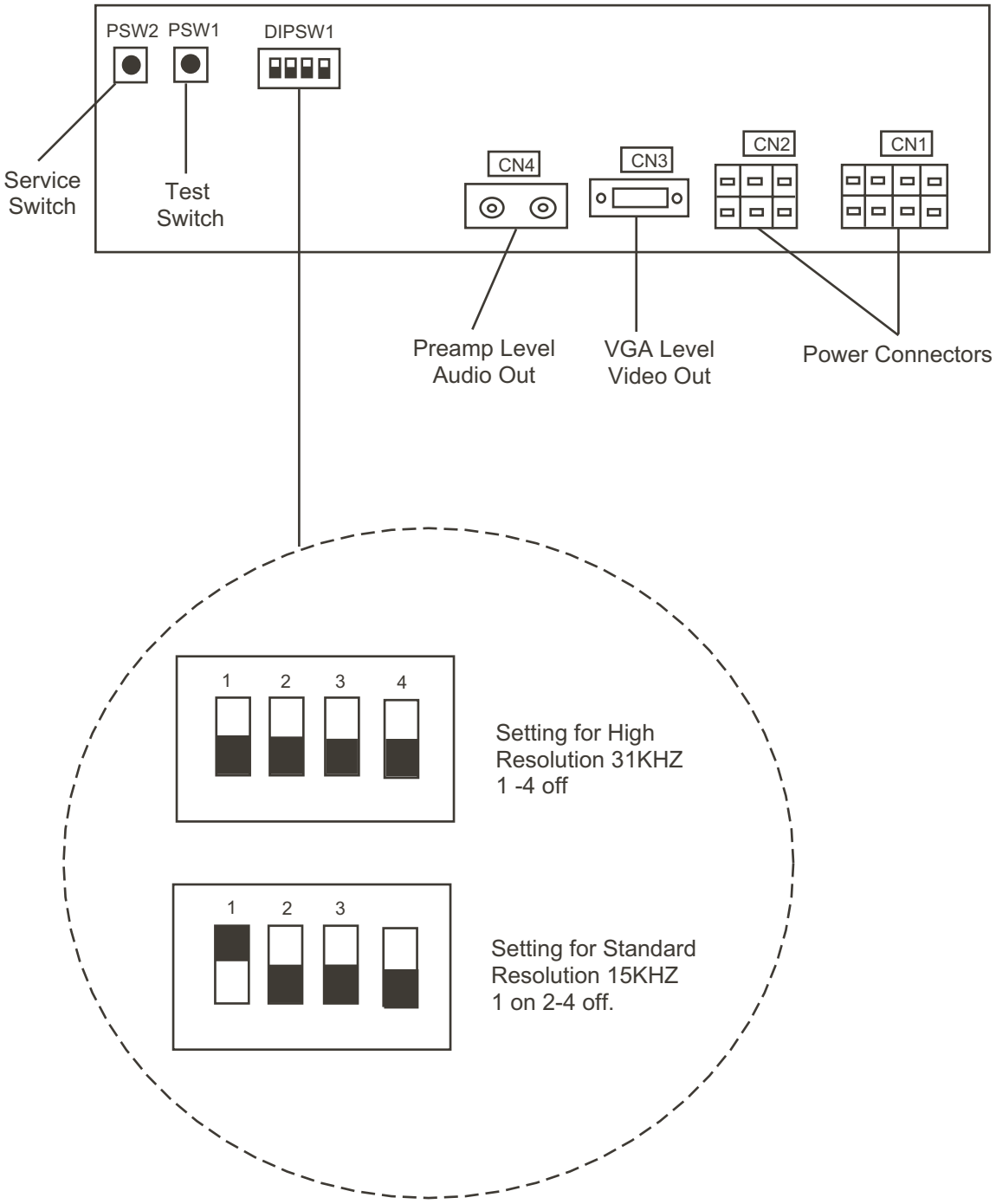
Sega Naomi System Switch Bracket and Speaker Installation Diagrams (Figure 3)



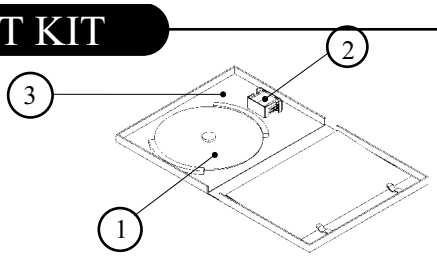
Sega Naomi System
JAMMA Harness Wiring
(JAMMA I/O BD)
(Figure 4)



Sega Naomi System
Filter Board Information
Connector Description etc.

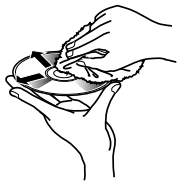


SOFT KIT



	PART NO.	DESCRIPTION
1+2+3	610-0624-0003	GD SOFT KIT CAPCOM VS.SNK 2
1	GDS-0003	NAOMI GDROM CAPCOM VS.SNK 2
2	————————	KEY CHIP
3	253-5507	DISK CASE WITH IC HOLDER

Handling the GD-ROM Disk



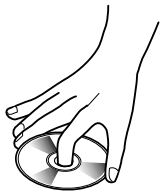
- Do not contaminate the disks with your fingerprints or dust particles.
  Contaminated disks may lower audio and video quality.
- When cleaning the disks, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged disks.
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

How to Hold a Disk

•With both hands:
Put your thumbs and forefingers of both hands on the disk's edge.



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



NAOMI™

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MANUAL

WARNING

U.S.A. version of this game is for the North American countries only.
Europe version of this game is for the European countrie only.
Sales, export, or operation outside these countries may l construed as copyright and trademark infringement and is strictly prohibited.
Violators are subject to severe penalties and will be pr

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421-11465

CAUTION

For your safety, please read and abide by the following instructions when handling the P.C. board.

- Make sure the power is off before installing the board or changing the settings of the board.
- Do not damage the wiring cables.
- Do not disassemble the case.
- Do not touch the board, connectors or the harness with wet hands.

Please keep the following instructions to keep the P.C. board in good condition.

- Do not block the ventilation slots.
- Do not keep the board in extremely cold/hot places.
- Do not drop or bump the board.
- Do not spill any liquids on the case.
- Do not disassemble the case.
- Always keep the connectors clean.
- Do not disconnect the connectors, cables, or the harness while the power is on.

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Disassembling the case or removing the sticker may cause the termination of your repair warranty.

No desarme la caja. Si la caja est· desarmada o hay evidencia de que lo ha estado, se deneger·n las reparaciones.

Ne pas dÈmonter la boÓte. Au cas o˘ il apparaÓt que cette boÓte a ÈtÈ dÈmontÈe, votre demande de rÈparation sera refusÈe.

Das Geh‰use nicht ˆffnen. Falls das Geh‰use geˆffnet wurde oder falls ersichtlich ist, dafl es geˆffnet wurde, wird die Reparatur verweigert.

Non smontare la scatola involucro. In caso sia stata smontata, o sia evidente che ciÚ Ë avvenuto, la riparazione sar‡ rifiutata

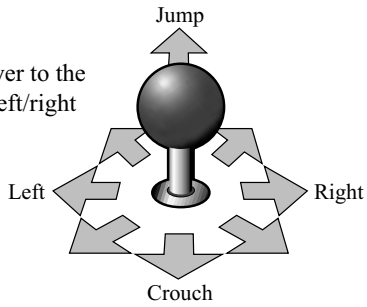
請客戶切勿私自拆卸本產品之機身／外殼。
若有拆卸或拆卸迹象之疑時，敝社概不負責維修。

케이스는 절대로 분해하지 마십시오. 만약 케이스를 분해하거나 분해한 흔적이 있는 제품에 대해서는 수리 불가합니다.

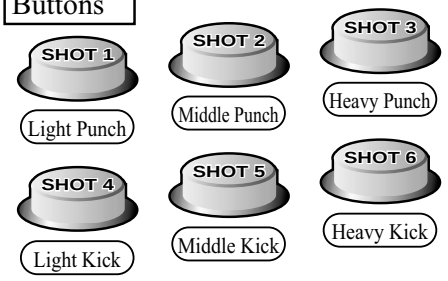
CONTROL PANEL LAYOUT

Lever

Moves the player to the jump/crouch, left/right of the screen.



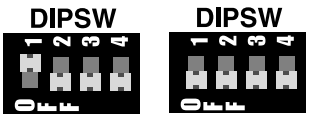
Buttons



* Please use the illustrated setting for the best possible game play.

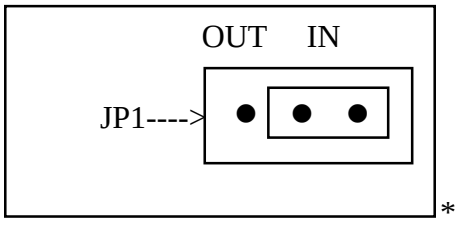
CRT MONITOR

Either 15k or 31k horizontal monitor can be used.
Locate the DIP switch 1 on the connector side of NAOMI board.
Turn it ON for 15k monitor. Turn it OFF for 31k monitor.
(Default is set to ON)
* Please refer to page 17 "CAPCOM VS. SNK 2 SETTING TIPS" for 31k monitors.



JAMMA CONNECTOR

	I/O BOARD CN3
1	+5v
2	+5v
3	N.C.
4	SHOT 6 (1PW SW6)
5	(1P SW7) NOT USED
6	(1P SW8) NOT USED
7	N.C.
8	SHOT 6 (2PW SW6)
9	(2P SW7) NOT USED
10	(2P SW8) NOT USED
11	N.C.
12	N.C.
13	GND
14	GND



*

* Must be set for proper operation

●JAMMA CONNECTOR

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP(-)	L	10	SP(+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOT 1 (2P Light Punch)	Z	22	1P SHOT 1 (1P Light Punch)
2P SHOT 2 (2P Middle Punch)	a	23	1P SHOT 2 (1P Middle Punch)
2P SHOT 3 (2P Heavy Punch)	b	24	1P SHOT 3 (1P Heavy Punch)
2P SHOT 4 (2P Light Kick)	c	25	1P SHOT 4 (1P Light Kick)
2P SHOT 5 (2P Middle Kick)	d	26	1P SHOT 5 (1P Middle Kick)
GND	e	27	GND
GND	f	28	GND

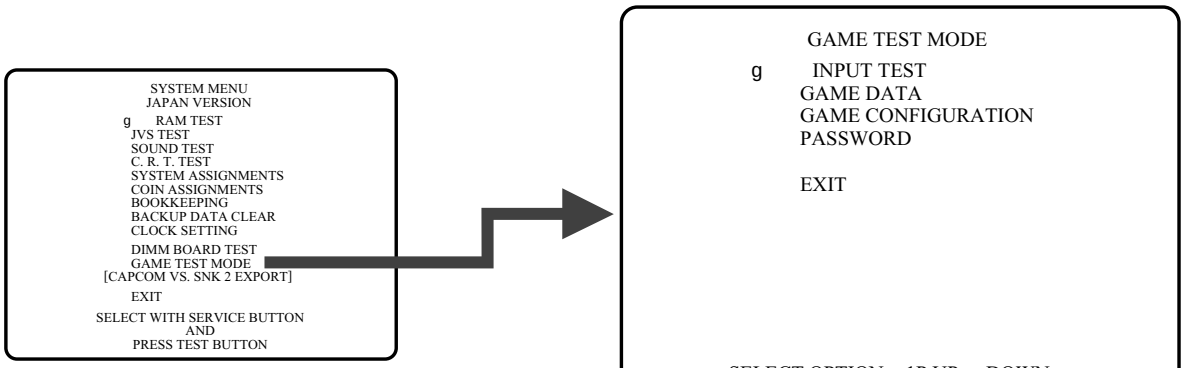
●PARTS NAME
CR7E-56DA-3.96E : (HIROSE)
OR
1168-056-009: (KEL)

HOW TO ENTER THE TEST MODE

Press the Test Button inside the cabinet and the "NAOMI SYSTEM MENU" will appear on the screen.

Press the Service Button to move the "g " cursor and press the Test Button to enter various test modes.
(For the details on "NAOMI SYSTEM MENU", please refer to "NAOMI SERVICE MANUAL".)

To enter the GAME TEST MODE, move the "g " cursor to GAME TEST MODE in the NAOMI SYSTEM MENU and press the Test Button.



NAOMI SYSTEM MENU

GAME TEST MODE

● CAUTIONS ON NAOMI SYSTEM MENU

1) Please set the CABINET TYPE and the MONITOR TYPE of the SYSTEM ASSIGNMENTS menu to "2 PLAYER(S)" and "HORIZONTAL" respectively.
This game will not function properly if above is not followed.

2) The following is the default settings of COIN ASSIGNMENTS

COIN CHUTE TYPE	COMMON
COIN/CREDIT SETTING	#1
COIN CHUTE #1	1 COIN 1 CREDIT
COIN CHUTE #2	1 COIN 1 CREDIT

3) Please refer to the following for the SEQUENCE SETTING of the COIN ASSIGNMENTS
SEQUENCE 1: Credits required to start the game.
SEQUENCE 2: Credits required to continue the game.

* SEQUENCE 3~8 is not available in CAPCOM VS. SNK 2.

Ex) Standard setting
One(1) credit to start and continue the game.

SEQUENCE 1 1 CREDIT(S)	← Credits required to start the game
SEQUENCE 2 1 CREDIT(S)	← Credits required to continue the game.

Ex) 2 credits start, 1 credit continue setting
Players need 2 credits to start the game but only one credit to continue the game.

SEQUENCE 1 2 CREDIT(S)	← Credits required to start the game.
SEQUENCE 2 1 CREDIT(S)	← Credits required to continue the game.

4) BOOKKEEPING 2/2 indicates the following
P1(P2) SEQ 1: The number of times the game was started from Player 1 and Player 2 each.
P1(P2) SEQ 2: The number of times the game was continued from Player 1 and Player 2 each.

* SEQ 3~8 is not available in CAPCOM VS. SNK 2.

Ex) The number of "Start" of 1P side ↘ ↙ The number of "Start" of 2P side

P1 SEQ 1	82	P2 SEQ 1	45
P1 SEQ 2	36	P2 SEQ 2	15

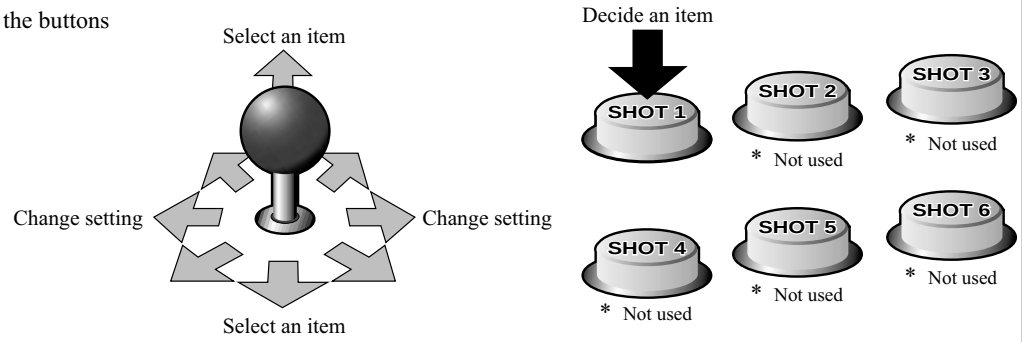
↗ The number of "Continue" of 1P side ↗ The number of "Continue" of 2P side

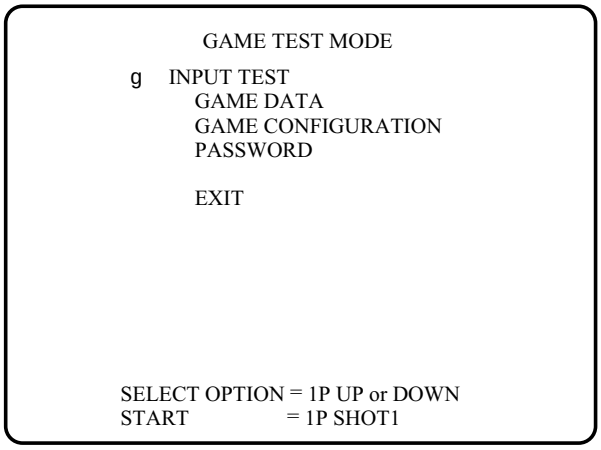
GAME TEST MODE

On this screen, you can test "input signal" of the lever/buttons and can also set the game's difficulty.
Your setting will be saved in the backup RAM.

●CONTROLS IN GAME TEST MODE

* Use the lever and the buttons as illustrated.

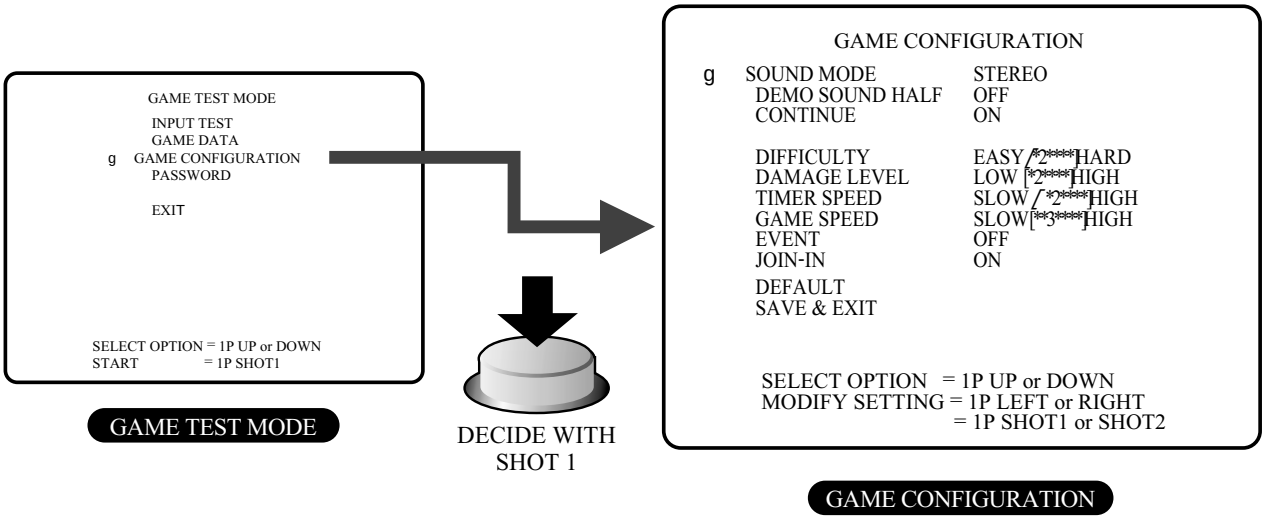




GAME TEST MODE

GAME TEST MODE

- INPUT TEST
  Tests the "input signal" of the lever and the buttons. When the "input signal" is detected, the number changes from "0" to "1".
  * Inside INPUT TEST, you can test up to two Service Buttons. In case your cabinet has only one Service Button, please make sure if the 1P Service Button functions properly.
  (Please note however, on certain cabinets, it is possible the number changes to "1" on both 1P and 2P side.)
- GAME DATA
  Shows the earning-related data. Please use the info to determine the best coin settings for your arcade.
- GAME CONFIGURATION
  Sets the game play settings such as difficulty, number of rounds, timer, etc.
- PASSWORD
  Enter the password to unlock the hidden features in the game.
- EXIT
  Returns to NAOMI SYSTEM MENU



GAME CONFIGURATION

- SOUND MODE
  Please set this item to "STEREO" for normal operations. Setting to "MONAURAL" will make your sound output monaural.
- DEMO SOUND HALF
  ON: Plays the attract mode demo sound at half volume.
  OFF: Plays the attract mode demo sound at regular volume.
- CONTINUE
  Set this "ON" to enable the "CONTINUE" feature.
  Set this "OFF" to disable the "CONTINUE" feature.
- DIFFICULTY
  Sets the game's difficulty level. There are 8 levels in total.
  As the number increases, the game gets more difficult.
- DAMAGE LEVEL
  Sets the attacking power. There are 4 levels in total.
  As the number increases, the attacking power increases. (Thus the average play time gets shorter.)
- TIMER SPEED
  Sets the timer speed. There are 4 levels in total.
  As the number increases, the time elapses quicker.
- GAME SPEED
  Sets the game speed. 5 levels are available.
  As the number gets higher, the game speed increases.
- EVENT
  Use this function for events/tournaments. If set to "ON", only 1 credit is required for 2 players "VS." game.
  However, the game will be over for both players regardless of the game result.
  Please set this to "OFF" for standard operations.
- JOIN-IN
  Used to turn on and off the JOIN-IN feature. Please set to ON for standard operations.
  If you wish the game setting to be played by 1 player only(advisable for beginners), set to OFF.
- DEFAULT
  Resets all the settings to the factory defaults. (Initialise)
  Not only the GAME CONFIGURATION but also the settings in NAOMI SYSTEM MENU(COIN ASSIGNMENTS, etc.) will be reset to the following factory defaults.

ADVERTISE SOUND	: ON
MONITOR TYPE	: HORIZONTAL
COIN CHUTE TYPE	: COMMON
COIN/CREDIT SETTING	: #1 (1 coin 1 credit: Asia version) #12 (2 coins 1 credit: European version)
SEQUENCE SETTING	: SEQ1=1 (1 credit to start) SEQ2=1 (1 credit to continue)

  For more details regarding the NAOMI SYSTEM MENU, please refer to the "NAOMI SERVICE MANUAL."
- SAVE & EXIT
  Saves your GAME CONFIGURATION and COIN/SYSTEM ASSIGNMENTS and returns to the GAME TEST MODE.
  (It takes approximately 2 seconds to save the settings. Please do not turn off the power while saving.)

●GAME CONFIGURATION OPTIONS

SOUND MODE	STEREO		MONAURAL	
DEMO SOUND HALF	ON		OFF	
CONTINUE	ON		OFF	
DIFFICULTY	1 EASY	2	3	4
	5	6	7	8 HARD
DAMAGE LEVEL	1 LOW	2	3	4 HIGH
TIMER SPEED	1 SLOW	2	3	4 HIGH
GAME SPEED	1 SLOW	2	3	4 5 HIGH
EVENT	ON		OFF	
JOIN-IN	ON		OFF	

* Factory settings

* DEMO SOUND HALF setting is available only when ADVERTISE SOUND is set to ON.
ADVERTISE SOUND setting can be found under the SYSTEM ASSIGNMENTS menu of the NAOMI SYSTEM MENU.

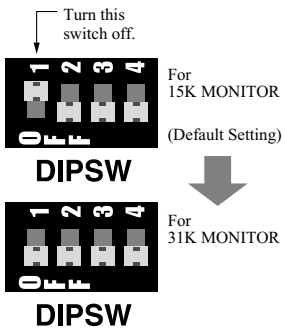
CAPCOM VS. SNK 2 SETTING TIPS

●LARGE CABINET

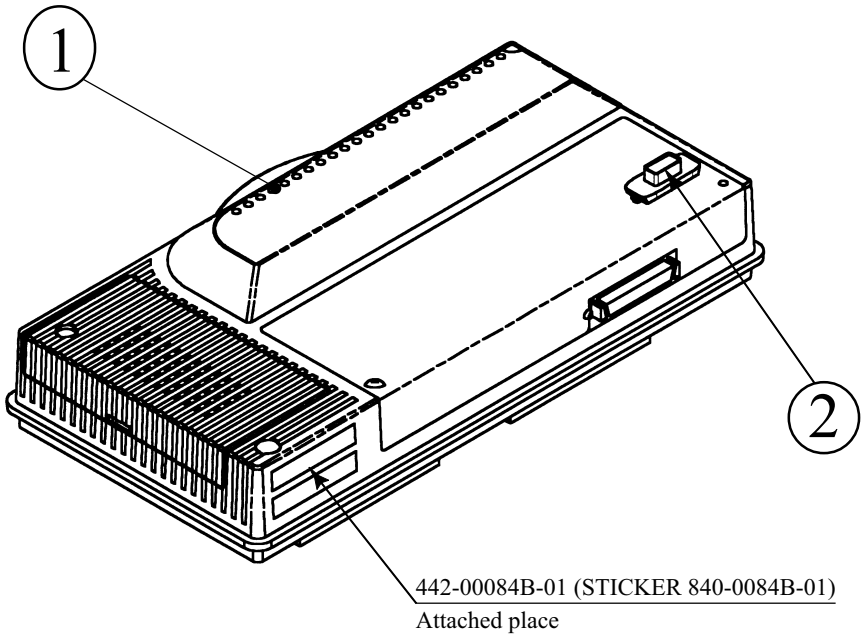
Because of its simple controls, CAPCOM VS. SNK 2 can be played by any game player.
Its unique characters and beautiful graphics that can only be achieved on the NAOMI board will surely appeal even to the people who had never played video games before.
For this universal appeal of the game, we strongly recommend you to install this game in a large cabinet and place it at the front of your arcade.

●31K MONITOR CABINET

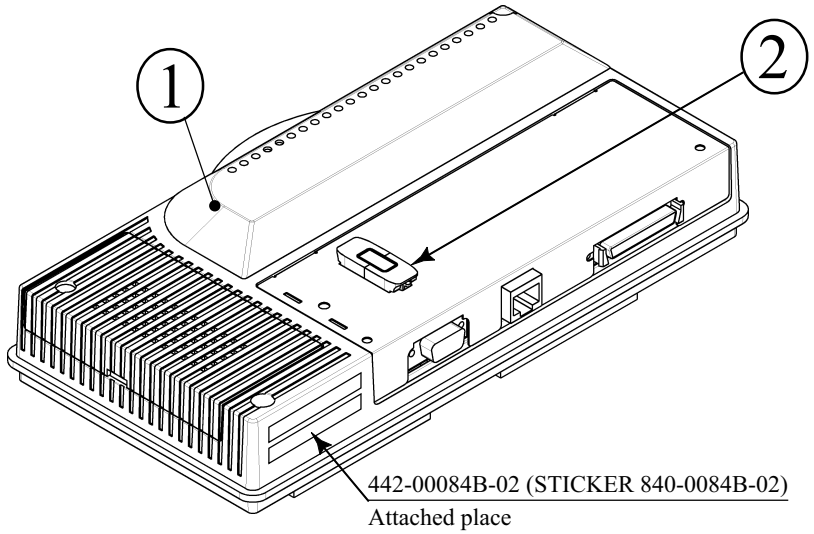
The NAOMI board is capable of handling the screen resolution that is three times as high as the CP-SYSTEM board.
To exercise its maximum performance, it is indispensable to install the board in the cabinet equipped with 31K monitor that is capable of high resolution graphics. (Ex. "BLAST CITY" "MEGALO 410" etc. from Sega)
To enjoy NAOMI's graphics at its best, please use the cabinet with 31K monitor.
(When using 31K monitor, please set the DIP switch on the NAOMI board's connector side as described in the right chart.)



According to your DIMM BD type, attach the correct sticker as follows.



	PART NO.	DESCRIPTION
①	840-0001F	ASSY CASE NAO DIMM BD COM
②		KEY CHIP
①+②	840-0084B-01	DIMM BD NAO CPvsSNK2



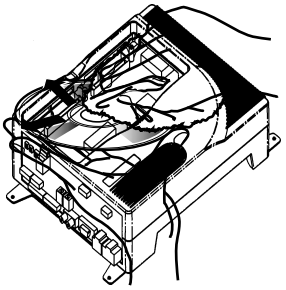
	PART NO.	DESCRIPTION
①	840-0004F	ASSY CASE NAO DIMM BD COM RTOS
②		KEY CHIP
①+②	840-0084B-02	RT DIMM BD NAO CPvsSNK2

SOFT KIT

STOP

IMPORTANT

Handling the GD-ROM Disc



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

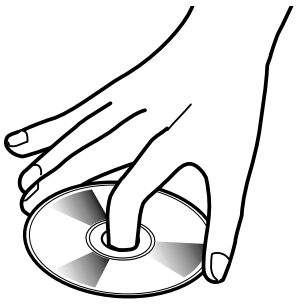
- Do not contaminate the discs with your fingerprints or dust particles. Contaminated discs may lower audio and video quality.
- When cleaning the discs, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged discs.
  Do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

How to Hold a Disc

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



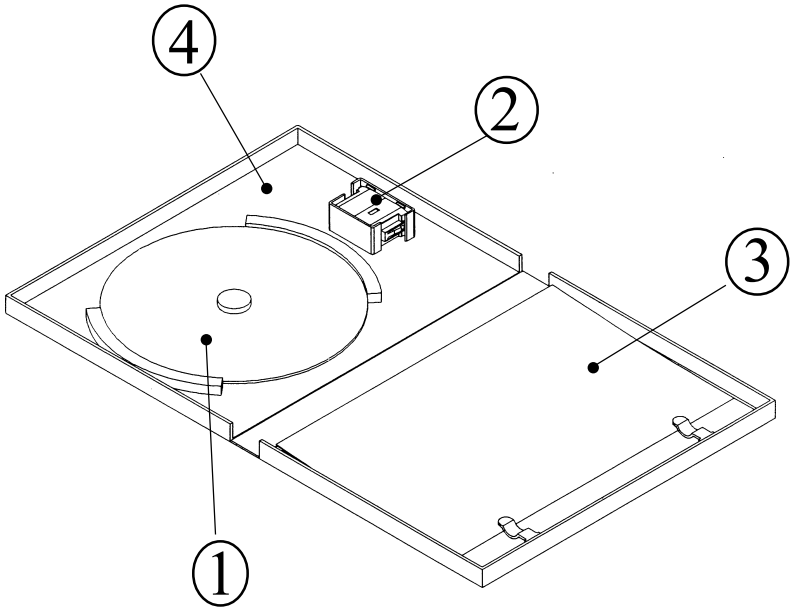
With one hand:
Insert your forefinger into a central hole and at the same time put your thumb and middle finger on the disc's 2 circumference tips.



How to Handle the Key Chip

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

2



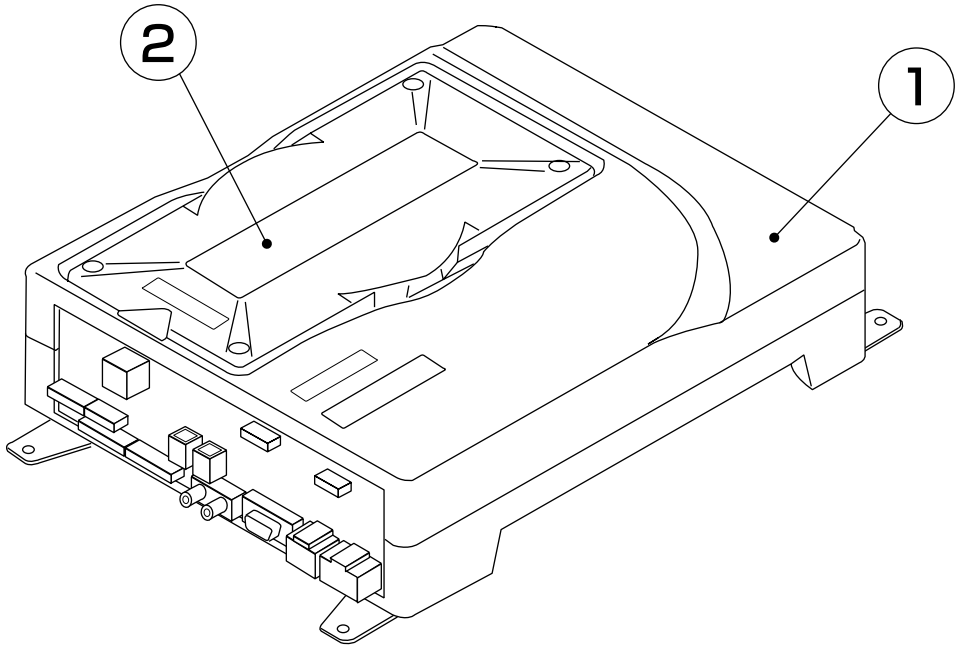
When you order the GD-ROM disc only, please mention the Part No. 610-0625-∗∗∗∗.

	PART NO.	DESCRIPTION
①+②+③+④	610-0630-0008	GD SOFT KIT CPvsSNK2 ENG
①		NAOMI GDROM CPvsSNK2
②		KEY CHIP
③	420-6620-01	SERVICE MANUAL CPvsSNK2 ENG
④	253-5507	DISC CASE WITH IC HOLDER
①+④	610-0625-0015	GD SOFT CPvsSNK2

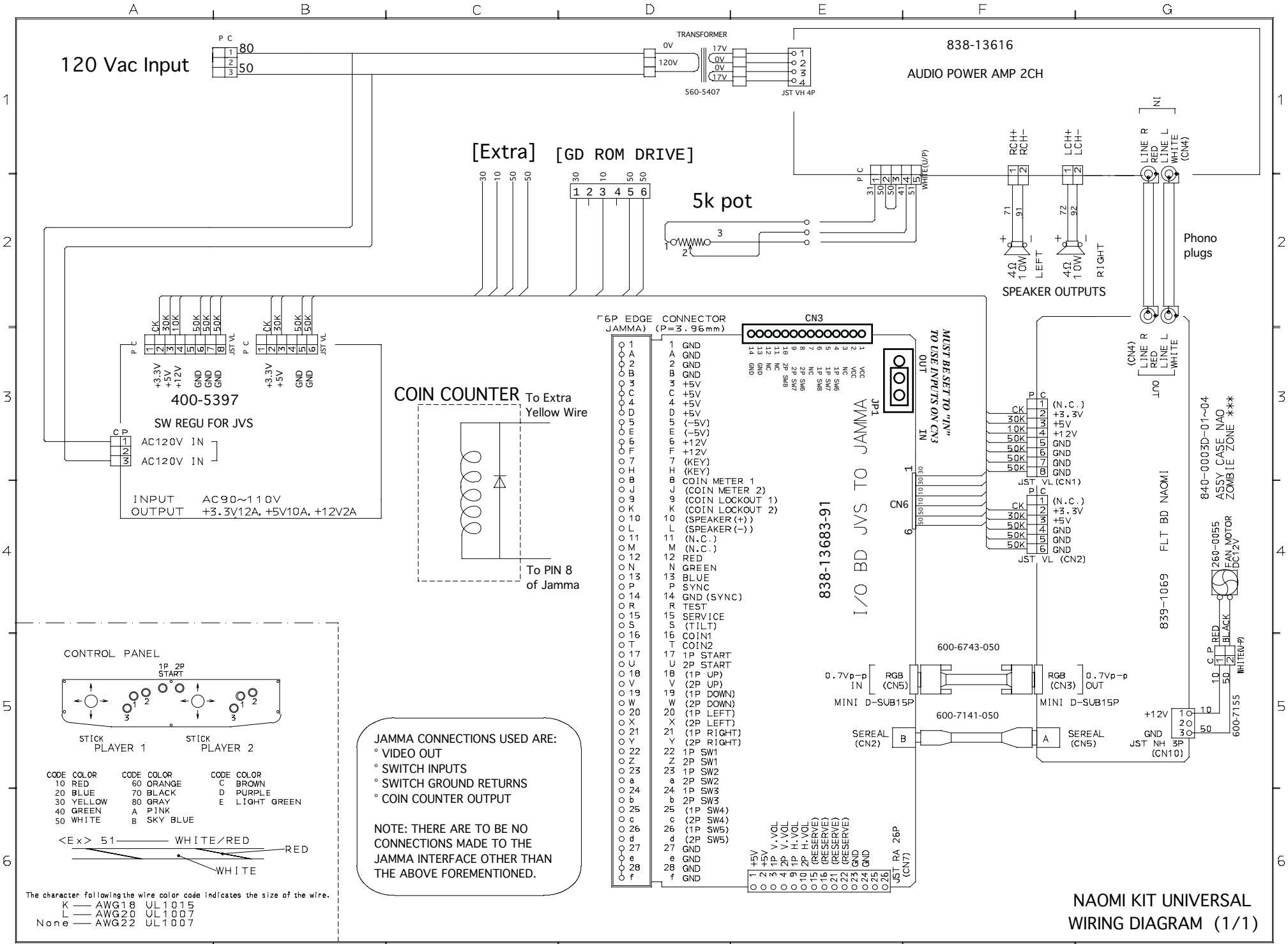
GAME BOARD

CAUTION!

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



	PART NO.	DESCRIPTION
ASSY CASE (①+②)	840-0084D-01 840-0084D-02 840-0084D-03 840-0084D-04	ASSY CASE NAO CPvsSNK2 USA :USA ASSY CASE NAO CPvsSNK2 EXP :OTHERS ASSY CASE NAO CPvsSNK2 KOR :KOREA ASSY CASE NAO CPvsSNK2 AUS :AUSTRALIA
① ASSY CASE NAOMI MAIN BOARD	840-0001A-01 840-0001A-02 840-0001A-03 840-0001A-04	ASSY CASE NAOMI MAIN BD USA :USA ASSY CASE NAOMI MAIN BD EXP :OTHERS ASSY CASE NAOMI MAIN BD KOR :KOREA ASSY CASE NAOMI MAIN BD AUS :AUSTRALIA
② ROM CASE	840-0084C	ROM CASE NAO CPvsSNK2



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Warranty

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

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

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

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

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



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