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# INSTRUCTION MANUAL



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Part Number 821400



# CRIME FIGHTER TECHNICAL INFORMATION

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## TECHNICAL INFORMATION

GX821-UA

- (1) Required power capacity  
GND-Vcc 5V 4A or more  
GND-(+12V)  
\*See the Wiring Diagram.
- (2) Output  
R (red) analog, positive  
G (green) analog, positive  
B (blue) analog, positive  
SYNC. H-V complexed, negative
- (3) Use the volume knob on the PCB to adjust sound level.  
Turn the knob clockwise and it becomes louder.
- (4) Handle with care.

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## CABINET INFORMATION

- (1) Use an upright cabinet with a big control panel having four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are also necessary.
- (3) Start buttons are unnecessary. Function buttons can be substituted for them.

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## SELF TEST

Normal: OK will be displayed. Then the game will start.  
Abnormal: BAD will be displayed and the screen will stop.

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## MANUAL TEST

- (1) How to start  
Turn on the power while the SW3 of the DIP SWITCH No. 3 is on. Push player 1 KICK button to change items.
- (2) Test items
  1. ROM check
  2. Picture contortion
  3. Color check
  4. I/O check
  5. Sound check
  6. Dip switch settings\*Push player 2 KICK button to change sound code.  
Pressing player 2 PUNCH button calls the same sound code.

# CRIME FIGHTER: WIRING HARNESS

## WIRE COLOR KEY:

Solder Side ← → Parts Side

|               |             |   |    |              |              |
|---------------|-------------|---|----|--------------|--------------|
| BLACK         | GND         | A | 1  | GND          | BLACK        |
| BLACK         | GND         | B | 2  | GND          | BLACK        |
| RED           | +5V DC      | C | 3  | +5V DC       | RED          |
| RED           | +5V DC      | D | 4  | +5V DC       | RED          |
|               | NOT USED    | E | 5  | NOT USED     |              |
| ORANGE        | + 12V DC    | F | 6  | + 12V DC     | ORANGE       |
|               | *KEY        | H | 7  | *KEY         |              |
|               | (EMPTY)     | J | 8  | COIN COUNTER | GREEN/GRAY   |
|               | (EMPTY)     | K | 9  | (EMPTY)      |              |
| YELLOW        | SPEAKER (-) | L | 10 | SPEAKER (+)  | BLUE         |
|               | (EMPTY)     | M | 11 | (EMPTY)      |              |
| WHITE/GREEN   | VIDEO GREEN | N | 12 | VIDEO RED    | RED/WHITE    |
| WHITE         | VIDEO SYNC  | P | 13 | VIDEO BLUE   | BLUE/WHITE   |
|               | (EMPTY)     | R | 14 | VIDEO GROUND | BLACK        |
|               | (EMPTY)     | S | 15 | (EMPTY)      |              |
| VIOLET/WHITE  | COIN 2      | T | 16 | COIN 1       | BLUE/BROWN   |
|               | NOT USED    | U | 17 | NOT USED     |              |
| BLUE/YELLOW   | 2P UP       | V | 18 | 1P UP        | ORANGE/WHITE |
| VIOLET/YELLOW | 2P DOWN     | W | 19 | 1P DOWN      | BLACK/WHITE  |
| ORANGE/GREEN  | 2P LEFT     | X | 20 | 1P LEFT      | RED/GRAY     |
| ORANGE/YELLOW | 2P RIGHT    | Y | 21 | 1P RIGHT     | GRAY/WHITE   |
| BLACK/YELLOW  | 2P TAG      | Z | 22 | 1P TAG       | RED/WHITE    |
| ORANGE/GRAY   | 2P ACTION   | a | 23 | 1P ACTION    | GREEN/BROWN  |
|               | NOT USED    | b | 24 | NOT USED     |              |
|               | NOT USED    | c | 25 | NOT USED     |              |
|               | NOT USED    | d | 26 | NOT USED     |              |
| BLACK         | GND         | e | 27 | GND          | BLACK        |
| BLACK         | GND         | f | 28 | GND          | BLACK        |

(BASE COLOR/LINE COLOR)

# CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

|                                            |    |           |              |
|--------------------------------------------|----|-----------|--------------|
| <b>CN3</b><br><b>3P</b><br><b>CONTROLS</b> | 1  | Coin 3    | White/Violet |
|                                            | 2  | Empty     |              |
|                                            | 3  | 3P Left   | White/Red    |
|                                            | 4  | 3P Right  | White/Yellow |
|                                            | 5  | 3P Up     | White/Black  |
|                                            | 6  | 3P Down   | White/Blue   |
|                                            | 7  | 3P Tag    | White/Brown  |
|                                            | 8  | 3P Action | White/Orange |
|                                            | 9  | Empty     |              |
|                                            | 10 | Empty     |              |
|                                            | 11 | Empty     |              |
|                                            | 12 | Empty     |              |
|                                            | 13 | Empty     |              |
|                                            | 14 | Empty     |              |
|                                            | 15 | Ground    | Black        |

|                                            |    |           |              |
|--------------------------------------------|----|-----------|--------------|
| <b>CN4</b><br><b>4P</b><br><b>CONTROLS</b> | 1  | Coin 4    | Blue         |
|                                            | 2  | Empty     |              |
|                                            | 3  | 4P Left   | Yellow/Black |
|                                            | 4  | 4P Right  | Brown/Black  |
|                                            | 5  | 4P Up     | Green/Yellow |
|                                            | 6  | 4P Down   | Yellow/Red   |
|                                            | 7  | 4P Tag    | Yellow/White |
|                                            | 8  | 4P Action | Yellow/Blue  |
|                                            | 9  | Empty     |              |
|                                            | 10 | Empty     |              |
|                                            | 11 | Empty     |              |
|                                            | 12 | Empty     |              |
|                                            | 13 | Empty     |              |
|                                            | 14 | Empty     |              |
|                                            | 15 | Ground    | Black        |

# DIP SWITCH SETTINGS

## DIP SWITCH NO. 1 SETTINGS

### 1. COIN SWITCH NO. 1 SETTINGS

| SW | 1   | 2   | 3   | 4   | COIN | PLAY |
|----|-----|-----|-----|-----|------|------|
| ○  | OFF | OFF | OFF | OFF | 1    | 1    |
|    | ON  |     |     |     | 1    | 2    |
|    | OFF | ON  |     |     | 1    | 3    |
|    | ON  |     |     |     | 1    | 4    |
|    | OFF | OFF | ON  | OFF | 1    | 5    |
|    | ON  |     |     |     | 1    | 6    |
|    | OFF | ON  |     |     | 1    | 7    |
|    | ON  |     |     |     | 2    | 1    |
|    | OFF | OFF | OFF | ON  | 2    | 3    |
|    | ON  |     |     |     | 2    | 5    |
|    | OFF | ON  |     |     | 3    | 1    |
|    | ON  |     |     |     | 3    | 2    |
|    | OFF | OFF | ON  | ON  | 3    | 4    |
|    | ON  |     |     |     | 4    | 1    |
|    | OFF | ON  |     |     | 4    | 3    |
|    | ON  |     |     |     | VOID |      |

SW5 thru SW8 are not used.

## DIP SWITCH NO. 2 SETTINGS

### 1. DIFFICULTY OF THE GAME

| SW | 6   | 7   | DIFFICULTY     |
|----|-----|-----|----------------|
| ○  | OFF | OFF | EASY           |
|    | ON  |     | NORMAL         |
|    | OFF | ON  | DIFFICULT      |
|    | ON  |     | VERY DIFFICULT |

### 2. SOUND IN ATTRACTIVE MODE

| SW | 8   | SOUND |
|----|-----|-------|
| ○  | OFF | OFF   |
|    | ON  | ON    |

SW1 thru SW5 are not used.

## DIP SWITCH NO. 3 SETTINGS

### 1. VIDEO SCREEN FLIP

| SW | 1   |             |
|----|-----|-------------|
| ○  | OFF | NORMAL      |
|    | ON  | UPSIDE DOWN |

### 2. CHANGE OF MODE

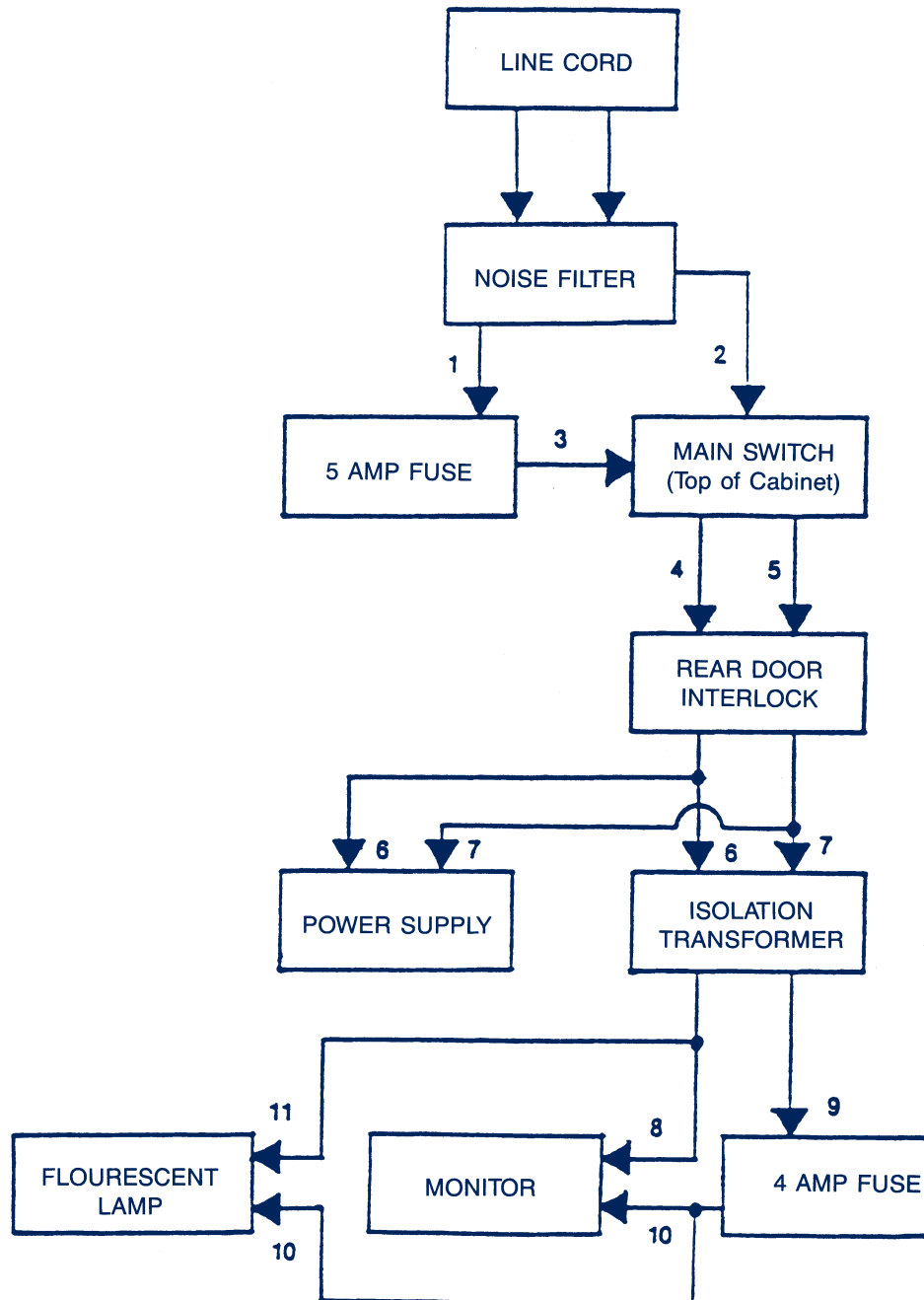
| SW | 3   | MODE      |
|----|-----|-----------|
| ○  | OFF | GAME MODE |
|    | ON  | TEST MODE |

SW2 and SW4 are not used.

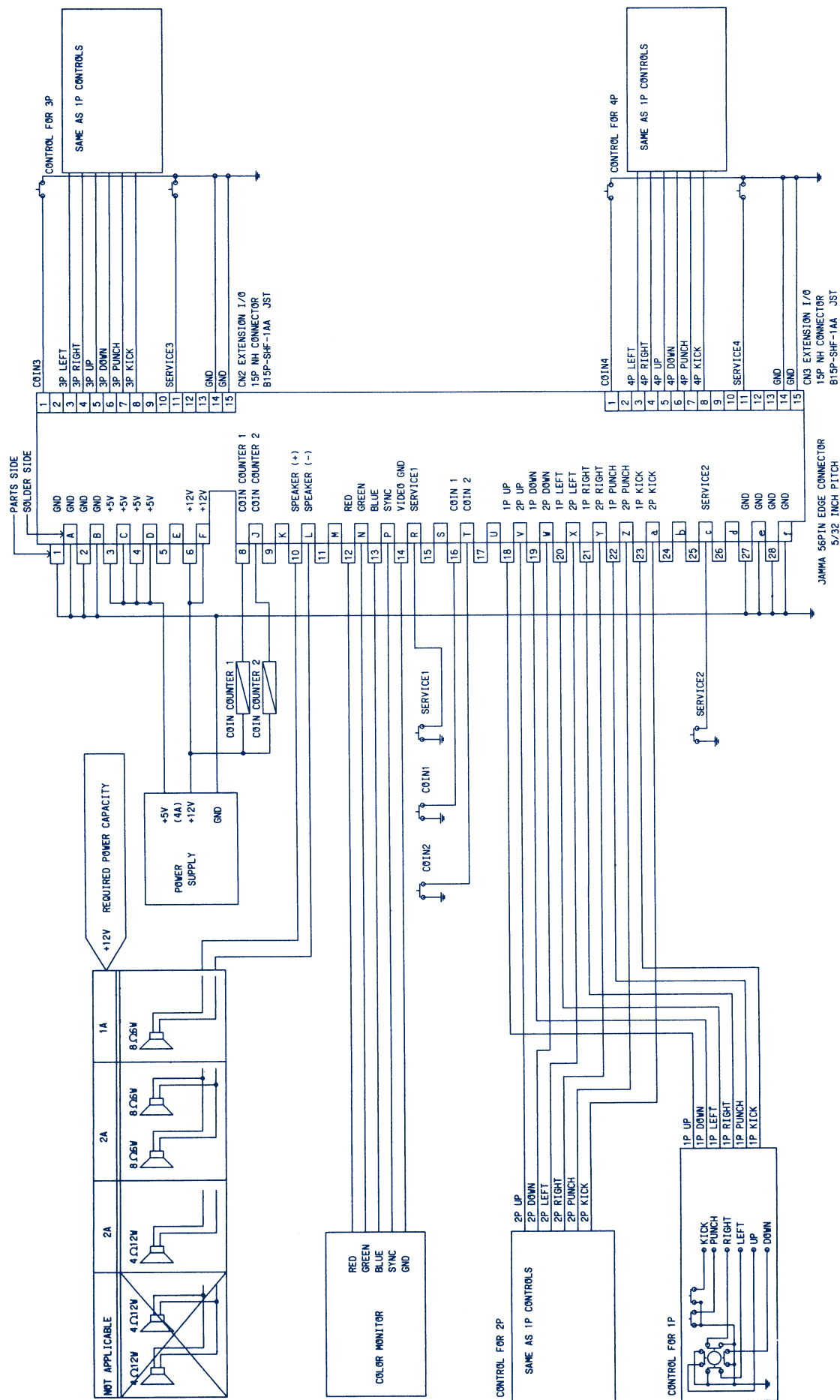
○ shows recommended settings.

# CRIME FIGHTER: AC FLOW CHART

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE



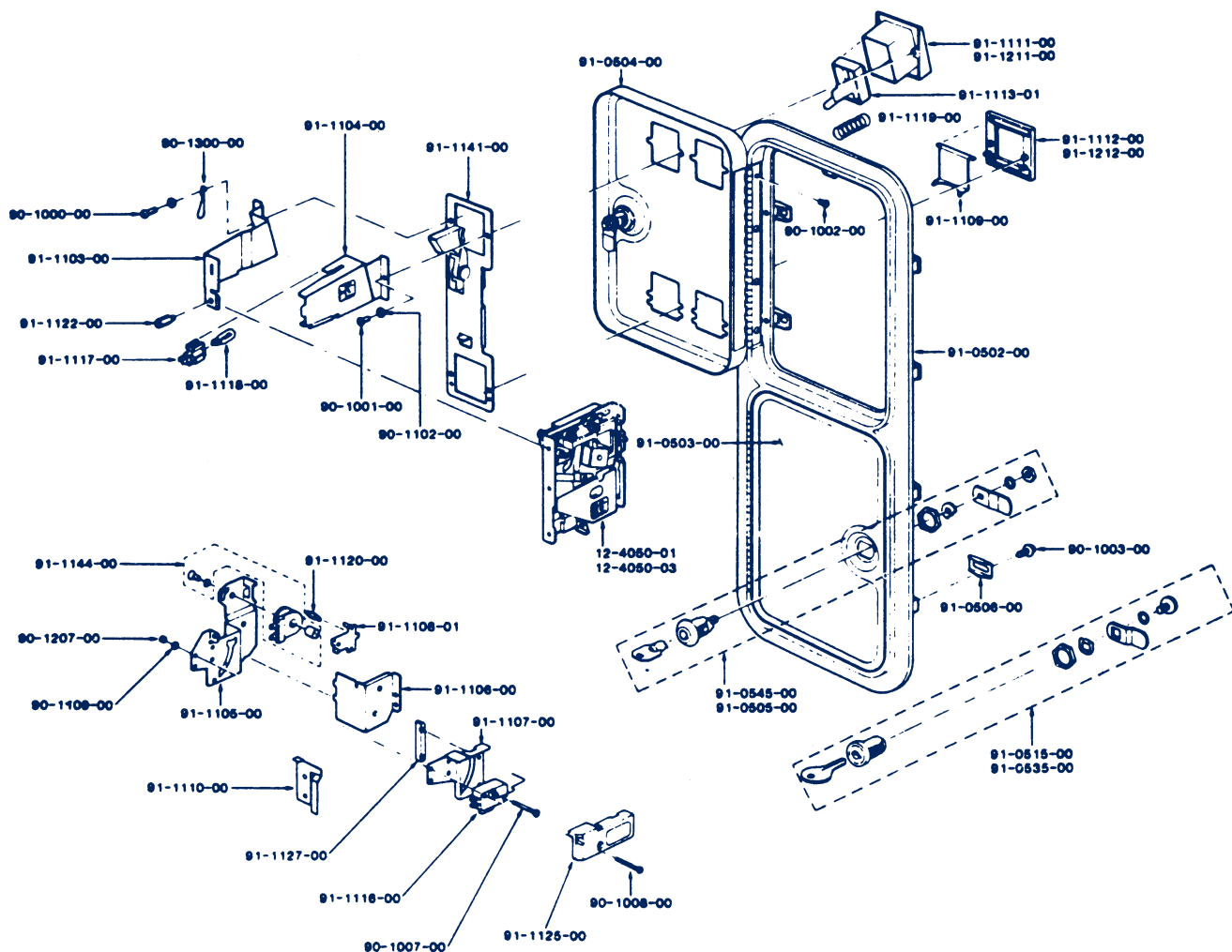
# 4P VERSION WIRING DIAGRAM



- NOTES -
- 1P: NO. 1 PLAYER 2P: NO. 2 PLAYER  
3P: NO. 3 PLAYER 4P: NO. 4 PLAYER
  - SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.

# COMPLETE COIN DOOR ASSEMBLY

## EXPLODED VIEW

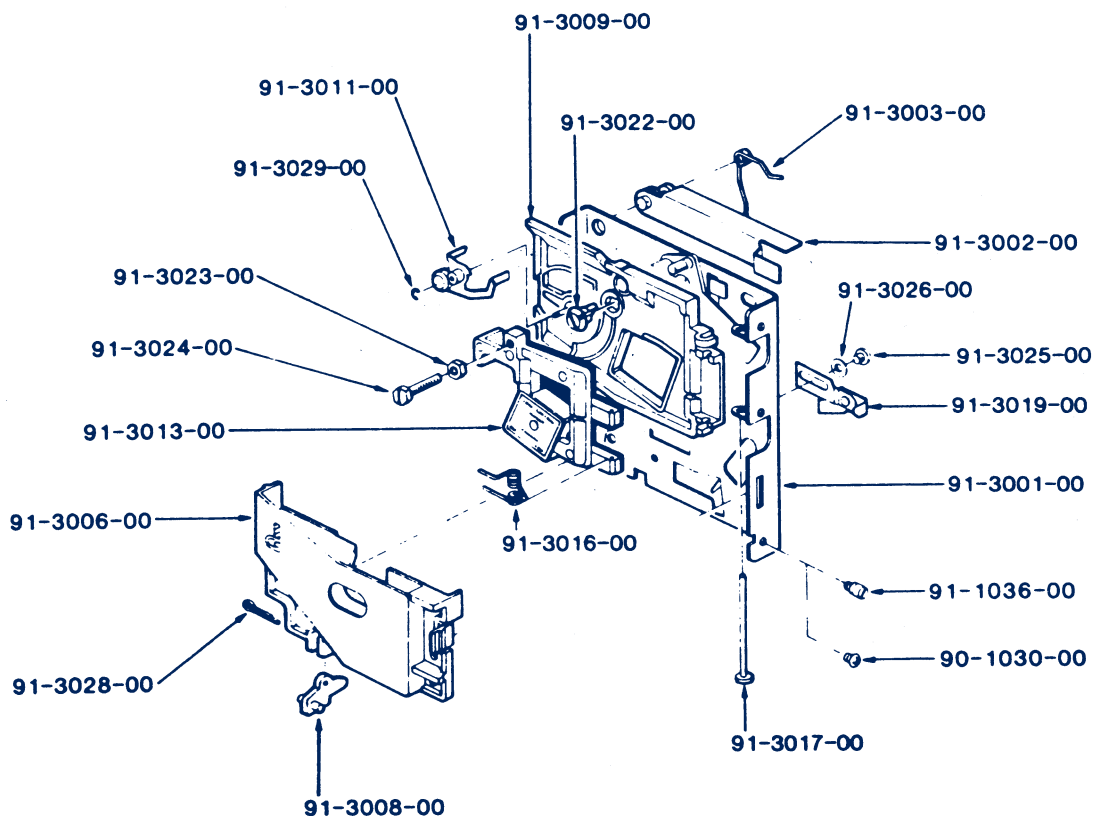


### PARTS LIST

|            |                                         |            |                                       |            |                                 |            |                                        |
|------------|-----------------------------------------|------------|---------------------------------------|------------|---------------------------------|------------|----------------------------------------|
| 12-4050-01 | S-10 Acceptor Body<br>U.S. 25*          | 90-1102-00 | Washer for Bezel<br>Screw             | 91-1103-00 | Coin Inlet Lamp Side            | 91-1119-00 | Button Spring                          |
| 12-4050-03 | S-10 Acceptor Body<br>Canadian 25*      | 90-1207-00 | Nut for Microswitch<br>Mounting Screw | 91-1104-00 | Coin Inlet Cover Side           | 91-1120-00 | Lockout Spring                         |
| 20-4177-00 | Plastic Cash Box                        | 90-1300-00 | Keyhook                               | 91-1105-00 | Reject Cup Side Plate           | 91-1122-00 | Retaining Screw for<br>Acceptor Body   |
| 20-4179-00 | Steel Enclosure                         | 91-0502-00 | Zinc Die Cast Frame                   | 91-1106-00 | Reject Cup Base Plate           | 91-1125-00 | Clear Plastic Cover for<br>Microswitch |
| 22-1400-00 | Locking Bar                             | 91-0503-00 | Lower Door                            | 91-1107-00 | Microswitch Bracket             | 91-1127-00 | Plastic Switch Adjuster                |
| 24-1150-00 | Wire Harness                            | 91-0504-00 | Upper Door                            | 91-1108-01 | Lockout Flap U.S. 25*           | 91-1141-00 | Base Plate With Pivot<br>and Stud      |
| 90-1000-00 | Keyhook Bezel Screw                     | 91-0505-00 | Round Lock and Cam<br>Assembly        | 91-1109-00 | Reject Flap                     | 91-1144-00 | 6 Volt DC Lockout Coil<br>Assembly     |
| 90-1001-00 | Bezel Screw                             | 91-0506-00 | Clamp                                 | 91-1110-00 | Metal Switch Adjuster           | 91-1211-00 | Zinc Plated Button<br>Bezel            |
| 90-1002-00 | Hinge Screw                             | 91-0515-00 | Flat Lock and Cam<br>Assembly         | 91-1111-00 | Black Button Bezel              | 91-1212-00 | Zinc Plated Reject<br>Bezel            |
| 90-1003-00 | Clamp Screw                             | 91-0535-00 | Flat Lock and Cam<br>Assembly         | 91-1112-00 | Black Reject Bezel              |            |                                        |
| 90-1007-00 | Flat Head Microswitch<br>Mounting Screw | 91-0545-00 | Round Lock and Cam<br>Assembly        | 91-1113-01 | Entry/Reject Button<br>U.S. 25* |            |                                        |
| 90-1008-00 | Panhead Microswitch<br>Mounting Screw   |            |                                       | 91-1116-00 | Microswitch (Black<br>End Arm)  |            |                                        |
|            |                                         |            |                                       | 91-1117-00 | Lampholder                      |            |                                        |
|            |                                         |            |                                       | 91-1118-00 | 6 V Wedge Base Lamp             |            |                                        |

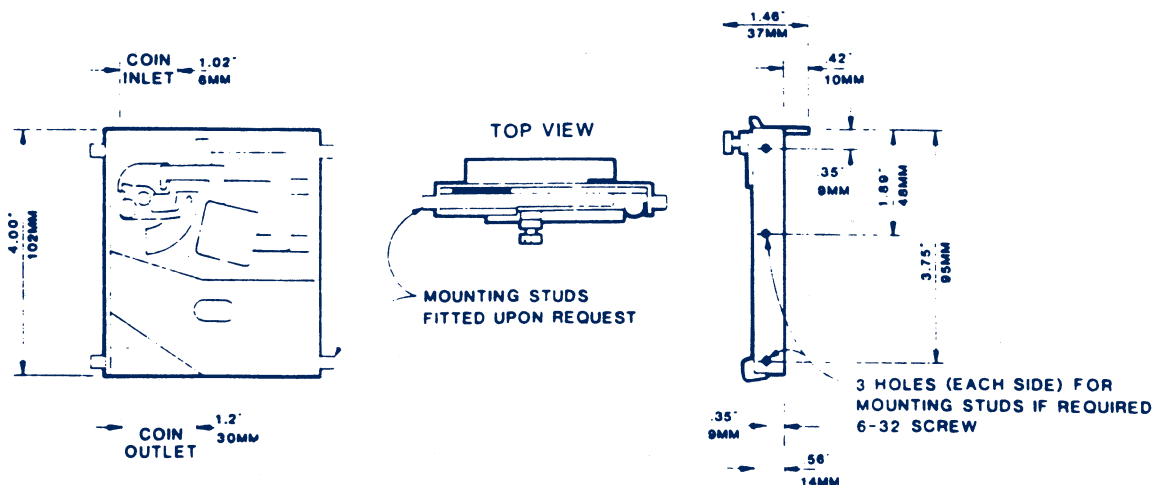
# Gold Mech

## Engineering Data and Parts List



### PARTS LIST

|                                           |                                      |                                                 |
|-------------------------------------------|--------------------------------------|-------------------------------------------------|
| 90-1030-00 Retaining Screw (#6-32"x.250") | 91-3009-00 Gate                      | 91-3023-00 Locknut-Magnet Holder                |
| 91-1036-00 Mounting Stud                  | 91-3011-00 Cradle                    | 91-3024-00 Screw-Magnet Holder                  |
| 91-3001-00 Back Plate                     | 91-3013-00 Magnet Holder with Magnet | 91-3025-00 Screw Separator                      |
| 91-3002-00 Reject Lever                   | 91-3016-00 Gate Spring               | 91-3026-00 Washer                               |
| 91-3003-00 Reject Lever Spring            | 91-3017-00 Gate Pin                  | 91-3028-00 Cotter Pin for Anti-stringing Device |
| 91-3006-00 Cover Plate                    | 91-3019-00 Separator                 | 91-3029-00 E-Clip for Cradle                    |
| 91-3008-00 Anti-Stringing Device          | 91-3022-00 Diameter Adjustment       |                                                 |





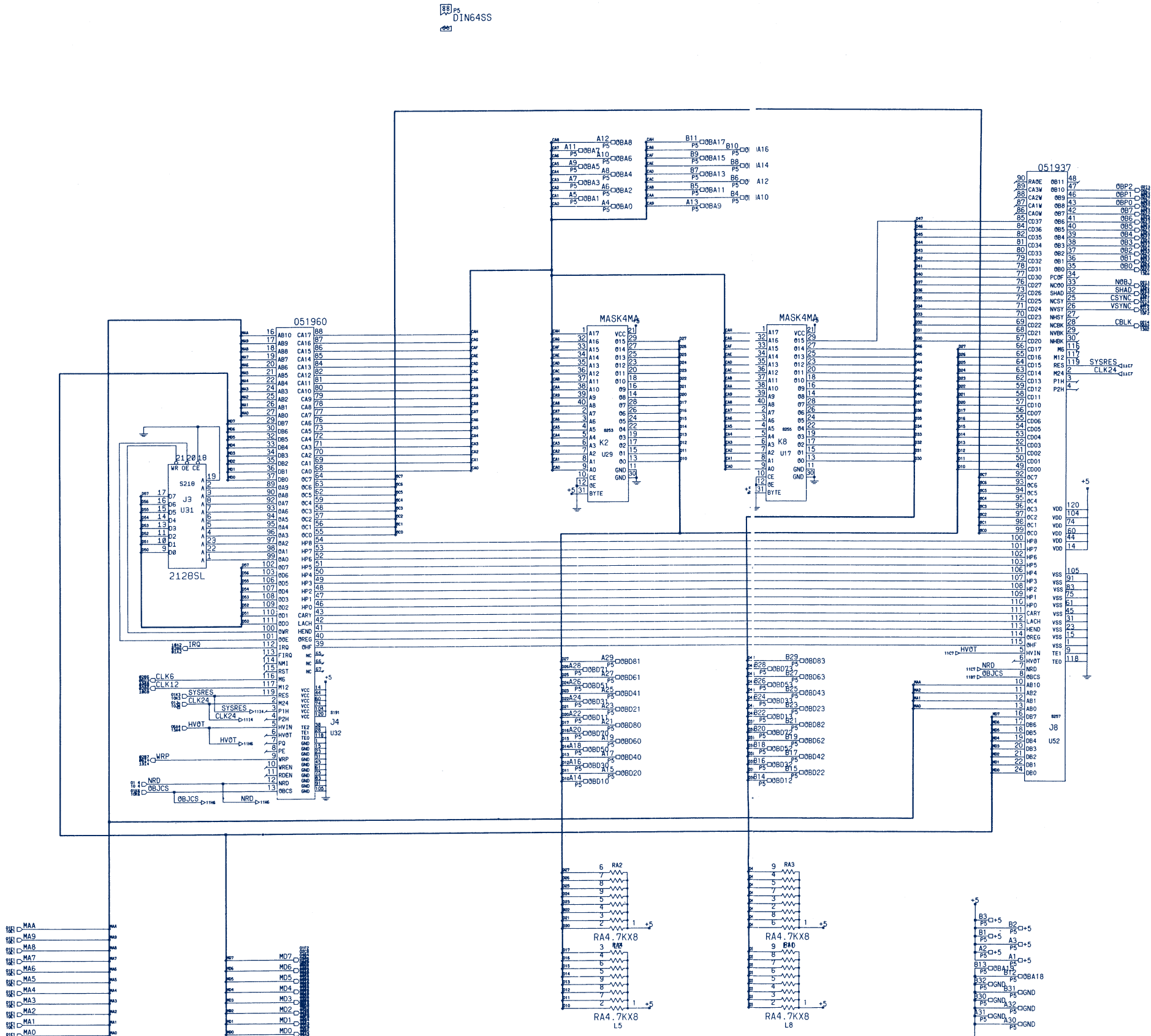
USER INFORMATION  
**WARNING**  
F.C.C. REGULATION COMPLIANCE

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.



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|           |      |       |         |                           |         |           |                  |           |                   |  |
|-----------|------|-------|---------|---------------------------|---------|-----------|------------------|-----------|-------------------|--|
| KONAMI    |      |       |         | KONAMI INDUSTRY CO., LTD. |         |           |                  | REG. TYPE | SCHEMATIC DIAGRAM |  |
| DESIGN    | DRAW | CHECK | APPROVE | RELEASE DATE              | 4.26.89 | NAME      | GX821 PW8351535A |           |                   |  |
| S. Yamada |      |       |         | SCALE                     | 1:1     | TOLERANCE | A2               | CODE NO.  | 100111 2/4        |  |

