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MANUAL

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JUTLINE-FI DREAM

• CRT MONITOR

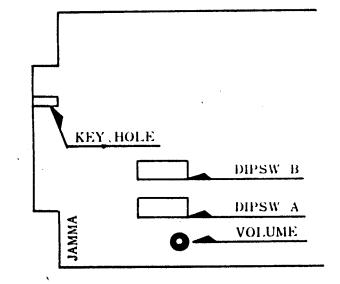
VERTICAL SCREEN

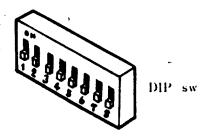
• CONTROL PANEL



8-WAY JOY STICK BUTTON 1 BUTTON 2

- o BUTTON1 ---- LOW
- o BUTTON2 HIGH
- DIP sw POSITION





STANDARD OF JAMMA

GND A 1 GND GND B 2 GND +5 V C 3 +5 V +5 V D 4 +5 V -5 V E 5 -5 V +12V F 6 +12V COIN COUNTER 2 J 8 COIN COUNTER 1 COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 SP () 1. 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 GN N · C S 15 N · C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1	STANDARD OF		MM	1A
GND B 2 GND +5 V C 3 +5 V C 3 +5 V C 5 V C 5 V C C C C C C C C C	SOLDER SIDE			COMPONENT SIDE
+ 5 V C 3 + 5 V + 5 V D 4 + 5 V - 5 V E 5 - 5 V + 12V F 6 + 12V COIN COUNTER 2	GND	A	1	GND
+5 V D 4 +5 V -5 V E 5 -5 V +12V F 6 +12V H 7 COIN COUNTER 2 J 8 COIN COUNTER 1 COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 N · C M 11 N · C VIDEO GREEN N 12 VIDEO RED VIDEO SYNC P 13 VIDEO BLUE SERVICE SW R 14 VIDEO GNO N · C S 15 N · C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 2 A 23 1P CONTROL PUSH 2 P CONTROL PUSH 2 N · C B 24 N · C	GND	В	2	GND
+12V F 6 +12V +12V F 6 +12V COIN COUNTER 2 J 8 COIN COUNTER 1 COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 SP () 1. 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 GN N ⋅ C S 15 N ⋅ C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL LEFT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 A 23 1P CONTROL PUSH 2 N ⋅ C b 24 N ⋅ C	+ 5 V	С	3	+5 V
+12V F 6 +12V COIN COUNTER 2 J 8 COIN COUNTER 1 COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 SP () 1. 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 GN N · C S 15 N · C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL PUSH 1 2P CONTROL PUSH 1 Z 22 IP CONTROL PUSH 1 2P CONTROL PUSH 2 A 23 IP CONTROL PUSH 2 N · C b 24 N · C	+ 5 V	1)	-1	+ 5 V
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COIN COUNTER 2 J 8 COIN COUNTER 1 COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 SP () 1. 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 GN N · C S 15 N · C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 IP CONTROL PUSH 1 2P CONTROL PUSH 2 A 23 IP CONTROL PUSH 2 N · C b 24 N · C	+12V	F	6	+12V
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N ⋅ C M 11 N ⋅ C VIDEO GREEN N 12 VIDEO RED VIDEO SYNC P 13 VIDEO BLUE SERVICE SW R 14 VIDEO GN N ⋅ C S 15 N ⋅ C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 1P CONTROL UP 2P CONTROL DOWN W 19 1P CONTROL DOWN 1P CONTROL LEFT 20 1P CONTROL LEFT 1P CONTROL RIGHT 22 1P CONTROL PUSH 23 1P CONTROL PUSH 24 N ⋅ C	COIN LOCK OUT 2	К	9	COIN LOCK OUT 1
VIDEO GREEN N 12 VIDEO RED VIDEO SYNC P 13 VIDEO BLUE SERVICE SW R 14 VIDEO GN N·C S 15 N·C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 IP CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 IP CONTROL PUSH 2 N·C b 24 N·C	SP ()	1.	10	SP (+)
VIDEO SYNC P 13 VIDEO BLUE SERVICE SW R 14 VIDEO GN N ⋅ C S 15 N ⋅ C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL DOWN W 19 1P CONTROL DOWN 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1P CONTROL PUSH 2 N ⋅ C b 24 N ⋅ C	N · C	M	11	N+C
SERVICE SW R 14	VIDEO GREEN	N	12	VIDEO RED
N · C S 15 N · C COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL DOWN W 19 1P CONTROL DOWN 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1P CONTROL PUSH 2 N · C b 24 N · C	VIDEO SYNC	Р	13	VIDEO BLUE
COIN SW 2 T 16 COIN SW 1 START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL DOWN W 19 1P CONTROL DOWN 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1P CONTROL PUSH 2 N • C b 24 N • C	SERVICE SW	R	14	VIDEO GNO
START SW 2 U 17 START SW 1 2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL DOWN W 19 1P CONTROL DOWN 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1P CONTROL PUSH 2 N • C b 24 N • C	N · C	s	15	N · C
2P CONTROL UP V 18 1P CONTROL UP 2P CONTROL DOWN W 19 1P CONTROL DOWN 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1P CONTROL PUSH 2 N · C b 24 N · C	COIN SW 2	T	16	COIN SW 1
2P CONTROL DOWN W 19 1P CONTROL DOWN 2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 1P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1P CONTROL PUSH 2 N · C b 24 N · C	START SW 2	U	17	START SW 1
2P CONTROL LEFT X 20 IP CONTROL LEFT 2P CONTROL RIGHT Y 21 I P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 I P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 I P CONTROL PUSH 2 N · C b 24 N · C	2P CONTROL UP	v	18	TP CONTROL UP
2P CONTROL RIGHT Y 21 1 P CONTROL RIGHT 2P CONTROL PUSH 1 Z 22 1 P CONTROL PUSH 1 2P CONTROL PUSH 2 a 23 1 P CONTROL PUSH 2 N · C b 24 N · C	2 P CONTROL DOWN	W	19	TP CONTROL DOWN
2P CONTROL PUSH 1	2P CONTROL LEFT	X	20	IP CONTROL LEFT
2 P CONTROL PUSH 2 a 23 IP CONTROL PUSH 2 N · C b 24 N · C	2P CONTROL RIGHT	Y	21	I P CONTROL RIGHT
$\mathbf{N} \cdot \mathbf{C} = \mathbf{b} = 24 = \mathbf{N} \cdot \mathbf{C}$	2P CONTROL PUSH I	Z	22	IP CONTROL PUSH 1
	2 P CONTROL PUSH 2	a	23	IP CONTROL PUSH 2
$\mathbf{N} \cdot \mathbf{C} = \mathbf{c} = 25 = \mathbf{N} \cdot \mathbf{C}$	N · C	ь	24	N · C
1 1	N·C	c	25	N · C
N · C d 26 N. · C	N·C	d	26	N. · C
GND e 27 GND	GND		27	ĠND
GND f 28 GND	GND	1	28	GND

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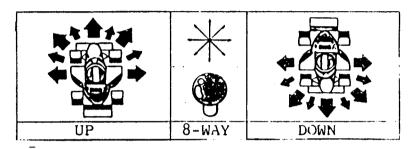
Date:

REGULATION

ALL PLAYERS WHO FIRST TAKE PART IN THE RACE READ THIS REGULATION PRIOR TO START.

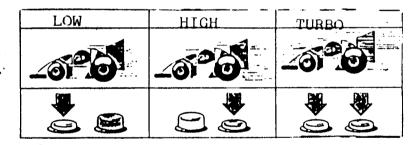
A) DRIVING

CAN CHANGE DIRECTION OF THE CAR BY 8-WAY JOYSTICK TO 16 DIRECTION.



B) GEAR & ACCELERATOR

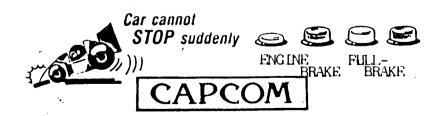
PUSH TWO BUTTONS FOR GEARSHIFT AND ACCELERATOR.



START FROM LOW AND SHIFT TO HIGH AND TURBO.

C) BRAKE

RELEASE FINGERS FROM BUTTONS TO BRAKE CAR. FASTER THE SPEED, TAKES A LONGER TIME TO STOP.



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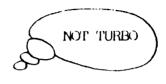
Date:

D) SELECTION OF CAR

CAN SELECT EITHER TURBO OR NON-TURBO CAR BY EACH RACE. USE EITHER CAR DEPENDING ON COURSE CONDITION.







E) PIT

GET IN THE PIT TO SUPPLY GASOLINE AND CHANGE TIRES.
PIT WORKS CAN BE ACCELERATED BY PUSHING BUTTON CONTINUOUSLY.
(CANT'T GET IN THE PIT AT THE LAST ROUNDS OF EACH PRELIMINARIE AND FINALS).



F) RACE & POINTS

DECIDE RANKING BY PRELIMINARIES AND CHALLENGE TO FINALS. GET MORE THAN 12 POINTS WITHIN 4 RACES AND BE PROMOTED RANKING FROM F3000 TO F-1. EITHER F3000 OR F-1, POWERS OF CARS ARE INCREASED ACCORDING TO RANKING OF EACH RACE.

FIRST RACE = FIFTHRANK OR BETTER

SECOND " = FOURTH THIRD " = THIRD

FIRST RANK 9 POINTS SECOND 6 " ...
THIRD 4 " ...
FOURTH 3 FIFTH 2 "
SIXTH 1 POINT



DIP SW-F1 DREAM

DIP sw A

ITEM		DE	SCRI	PTI	ON	1	2 .	3	4	5	6	7	8
	1	COIN	/	1	CREDIT	OFF	OFF	OFF					
	1		/	2		ON	OFF	OFF					1
	1.		/	3		OFF	ON	OFF					
	.1		/	4		ON	ON	OFF					
COIN 2	1		/	6		OFF	OFF	ON	,				
	2		/	1		ON	OFF	ON					
	3		/	1		OFF	ON	ON					
	4		/	1.		ON	ON	ON					
	1	COIN	/	1	CREDIT				OFF	OFF	OFF		
	1		/	2		Ì			ON	OFF	OFF		
	1		/	3					OFF	ON	OFF		
	1		/	4					ON	ON	OFF		
COIN 1	1		/	6					OFF	OFF	ON		
1	. 2		/	1					ON	OFF	ON		
	3		/	1				ļ	OFF	ON	ON		
	4		/	1		ŀ			ON	ON	ON		
TEST MODE	NORMAL									OFF			
		TEST	•								<u> </u>	ON	
SCREEN FLIP	NORMAL										OFF		
		FLIP		-	•								ON

DIP sw B

ITEM	• DESCRIPTION	1	2	3	4	5	6	7	8
					*				
TYPE	TABLE UP RIGHT			OFF ON					
	12 POINT				OFF	OFF			
F1	16 *				ON	OFF			
ADVANCE POINT	18 *				OFF	ON			
	20 *	,			ON	ON		,	
DUFFICULTY (LEVEL)	NORMAL EASY						OFF ON		
	EAST								
				<u> </u>	<u> </u>	ļ			-
CONTINUE MODE	ON							1.	OF
	OFF							<u> </u>	ON