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MANUAL

WARNING

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CAUTION

Please keep the following instructions to keep the PC board in good condition.

- Do not block up the ventilation slots.
- Do not give the board too much shock.
- Do not let any liquid go inside the case.
- Do not disassemble the case.
- Do not turn the volume dial excessively.

WARNING

Disassembling the case or removing the sticker will terminate all repair work.

WARNING

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

WARNING: This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J and PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.



"WINNERS DON'T USE DRUGS"

William S. Sessions, Director, FBI

IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

CAPCOM, USA INC.

INVITES YOU TO USE

***OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.***

***CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.***

Direct Number

(408) 727-0400

● SETTING INSTRUCTIONS

○ PCB Connector

JAMMA standard

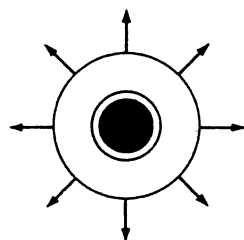
○ CRT monitor

Horizontal

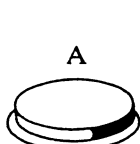
○ Control panel

4 players simultaneous; 2 players simultaneous

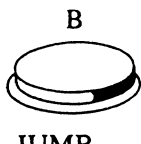
(Can be selected on the SYSTEM CONFIGURATION menu.)



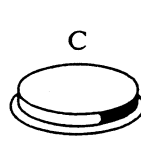
8-WAY LEVER



ATTACK
BUTTON



JUMP
BUTTON



PIN
BUTTON

○ 8-WAY LEVER: used to move the player in eight ways.

○ ATTACK BUTTON: used to attack.

○ JUMP BUTTON: used to jump.

○ FALL BUTTON: used to pin an opponent.

JAMMA standard

SOLDER SIDE			COMPONENTS 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	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
2P SHOT 3	b	24	1P SHOT 3
4P SHOT 3	c	25	3P SHOT 3
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

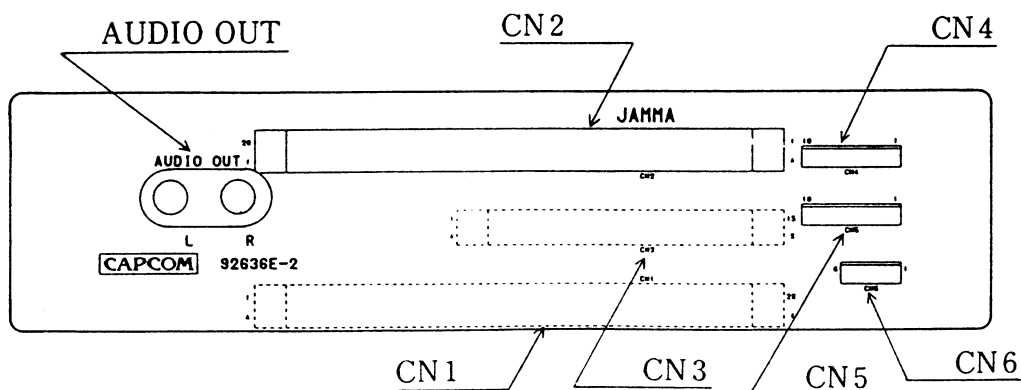
● PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

1168-056-009 : (KEL)

● CONFIGURATION



● CONNECTORS

- CN1 — not used
- CN2 — JAMMA 56-pin connector
- CN3 — not used
- CN4 — I/O connector for PLAYER 3
- CN5 — I/O connector for PLAYER 4
- CN6 — optional output connector
- AUDIO OUT — used only for CAPCOM QSOUND cabinet

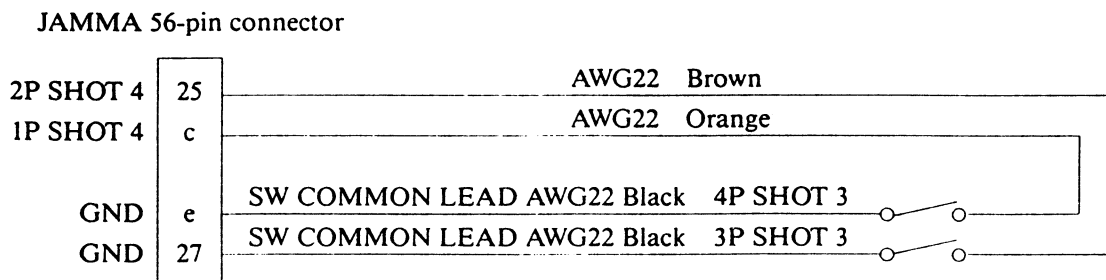
CN4	
GND	1
GND	2
3P RIGHT	3
3P LEFT	4
3P DOWN	5
3P UP	6
3P SHOT 1	7
3P SHOT 2	8
3P COIN SW	9
3P START SW	10

CN5	
GND	1
GND	2
4P RIGHT	3
4P LEFT	4
4P DOWN	5
4P UP	6
4P SHOT 1	7
4P SHOT 2	8
4P COIN SW	9
4P START SW	10

CN6	
POWER +12V	1
POWER +12V	2
4P COIN LOCKOUT	3
	4
3P COIN LOCKOUT	5
	6

3P SHOT 3	AWG22 Brown
4P SHOT 3	AWG22 Orange
SW COMMON LEAD	AWG22 Black
SW COMMON LEAD	AWG22 Black

● CONNECTION



SW common leads should be connected to any pin of 27, 28, e or f.

ABOUT EEP-ROM

This board is equipped with EEP-ROM which can store various settings without backup battery. The EEP-ROM lets you change settings on screen. Please see the chapter SYSTEM CONFIGURATION for particulars.

ABOUT TEST MENU

1) TO OPEN THE MENU

A) For CAPCOM cabinet, or a cabinet equipped with a test switch

Turn on the main switch, then push the test switch. The screen A shown below will appear.

B) For a cabinet without a test switch

Connect a ground terminal (No. 28, components side) and test switch terminal (No. 15, components side) of JAMMA connector. The screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select “11. EXIT” and push 1P A button.

— T E S T M E N U —

- > 1. INPUT & OUTPUT
- 2. SOUND & VOICE
- 3. COLOR
- 4. DOT CROSS HATCH
- 5. SYSTEM CONFIGURATION
- 6. OBJECT
- 7. SCROLL 1
- 8. SCROLL 2
- 9. SCROLL 3
- 10. MEMORY CHECK
- 11. EXIT

- ... 1. Check on input/output switches
- ... 2. Sound check
- ... 3. Color adjustment
- ... 4. Adjustment of screen size, focus and distortion
- ... 5. Game play settings
- ... 6. OBJECT test
- ... 7. SCROLL 1 test
- ... 8. SCROLL 2 test
- ... 9. SCROLL 3 test
- ... 10. Memory test
- ... 11. Returns to the game play mode

(* Screen A)

3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

- Select an item with 1P lever and decide with 1P A button.
- To return to the test menu, push 1P START and 2P START buttons simultaneously.
 - * The test menu automatically appears:
 - After changes of game play setting are done on the menu of “5. SYSTEM CONFIGURATION”
 - After the memory is tested on the menu of “10. MEMORY CHECK”

4) ITEM DESCRIPTIONS

1. COIN	Number of coins per play.
2. CONTINUE	With or without continued play. ● ON — with continued play ● OFF — without continued play
3. MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. ● ON — with turnover ● OFF — without turnover
4. DEMO SOUND	With or without sound in attract mode. ● ON — with sound ● OFF — without sound
5. SOUND	QSOUND or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL. ● QSOUND — with QSOUND ● MONAURAL — without QSOUND
6. CABINET	Set to the type of your cabinet and coin chuter. ☐ For use with cabinets connected to each other ● 4 players simultaneous, 4 coin chuters ... 4 PLAYERS CABINET, MULTI CHUTERS ● 4 players simultaneous, 2 coin chuters ... 2 × 2 PLAYERS CABINET, MULTI CHUTERS ☐ For stand-alone use ● 4 players simultaneous, 4 coin chuters ... 4 PLAYERS CABINET, MULTI CHUTERS ● 4 players simultaneous, 1 coin chuter ... 4 PLAYERS CABINET, SINGLE CHUTER ● 2 players simultaneous, 2 coin chuters ... 2 PLAYERS CABINET, SINGLE CHUTER ● 2 players simultaneous, 1 coin chuter ... 2 PLAYERS CABINET, SINGLE CHUTER
7. CHUTER	
8. GAME DIFFICULTY	As the number increases, the game play gets harder.
9. JOIN IN	Possible or not possible for another player to join in. ● ON — with join-in feature ● OFF — without join-in feature
10. GAME MODE	Set to FOR BUSINESS .
11. FACTORY SETTING	To return to the factory setting, select this item and push the 1P START button.
12. EXIT	To store changed setting and return to the TEST MENU, select this item and push the 1P START button.

4) ITEM DESCRIPTIONS

1. INPUT & OUTPUT	Used to test all the input/output switches. “1” appears when the switches are on. Check connection and switches in case “0” appears.
2. SOUND & VOICE	Select a code of SOUND or VOICE with the 1P lever. Push the 1P A button to hear the sound of the selected code, then adjust volume.
3. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
4. DOT CROSS HATCH	Used to test screen size, focus and distortion.
5. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
6-9. CHARACTER TEST	Used to check all the characters.
10. MEMORY CHECK	Used to test the memory. “OK” appears when it works normally. “ERROR” appears in case of malfunction, then repeat the memory test. Contact your dealer if “ERROR” still appears.
11. EXIT	Select this item and push 1P A button to return to game play mode.

ABOUT SYSTEM CONFIGURATION

1) TO OPEN THE MENU

- On the TEST MENU screen, select “**5. SYSTEM CONFIGURATION**” and push 1P A button. Screen B shown below appears.

2) TO CLOSE THE MENU

- When all the settings are done, select “**12. EXIT**” and push 1P START button.
- When settings are changed, new settings are stored on EEP-ROM, then the TEST MENU appears.
- A message “**PLEASE WAIT DON'T TOUCH POWER SWITCH**” appears while new settings are being written on EEP-ROM.
- It takes one or two seconds to write new settings on EEP-ROM. Do not turn off the power switch while writing.
- The TEST MENU automatically appears when writing is done.

—SYSTEM CONFIGURATION MENU—

- | | | |
|---|---------------------|-------------------|
| > | 1. COIN | 1 COIN 1 CREDIT |
| | 2. CONTINUE | ON |
| | 3. MONITOR FLIP | OFF |
| | 4. DEMO SOUND | ON |
| | 5. SOUND | Q SOUND |
| | 6. CABINET | 4 PLAYERS CABINET |
| | 7. CHUTER | MULTI CHUTER |
| | 8. GAME DIFFICULTY | (3) NORMAL |
| | 9. JOIN IN | ON |
| | 10. GAME MODE | FOR BUSINESS |
| | 11. FACTORY SETTING | |
| | 12. EXIT | |

- | | |
|-----|--|
| ... | 1. Number of coins per play |
| ... | 2. With or without continued play |
| ... | 3. Turnover of the screen |
| ... | 4. With or without sound in attract mode |
| ... | 5. QSOUND or monaural |
| ... | 6. Type of cabinet: 4-player, 2-player or 2 × 2-player |
| ... | 7. Coin chuter setting |
| ... | 8. Game difficulty setting |
| ... | 9. On/off of join-in feature |
| ... | 10. Game mode setting |
| ... | 11. Returns to factory setting |
| ... | 12. Returns to the TEST MENU |

(* Screen B)

3) TO CHANGE THE SETTING

- Select an item with the 1P lever (UP or DOWN) and change the setting with the 1P lever (LEFT or RIGHT). Settings will be changed in the order shown in the following table. You can also change the setting with the 1P A button.

4) SYSTEM CONFIGURATION MENU

1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	FREE PLAY	2 COINS START 1 COIN CONTINUE
2. CONTINUE	ON			OFF	
3. MONITOR FLIP	ON			OFF	
4. DEMO SOUND	ON			OFF	
5. SOUND	QSOUND			MONAURAL	
6. CABINET	4 PLAYER CABINET		2 PLAYERS CABINET		2 X 2 PLAYERS CABINET
7. CHUTER	MULTICHUTERS			SINGLE CHUTER	
8. GAME DIFFICULTY	(0) EXTRA EASY	(1) VERY EASY		(2) EASY	(3) NORMAL
	(4) HARD	(5) VERY HARD		(6) EXTRA HARD	(7) HARDEST
9. JOIN IN	ON			OFF	
10. GAME MODE	FOR BUSINESS * NORMAL OPERATION			FOR PHOTOGRAPHING * FREEZE PICTURE	

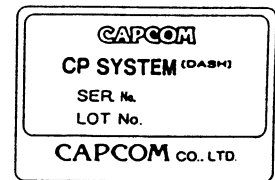
*Bold faces indicate the factory setting.

* After you change the setting, make sure to select "12. EXIT" and push the 1P START button. Otherwise your setting will not be memorized.



Game title sticker

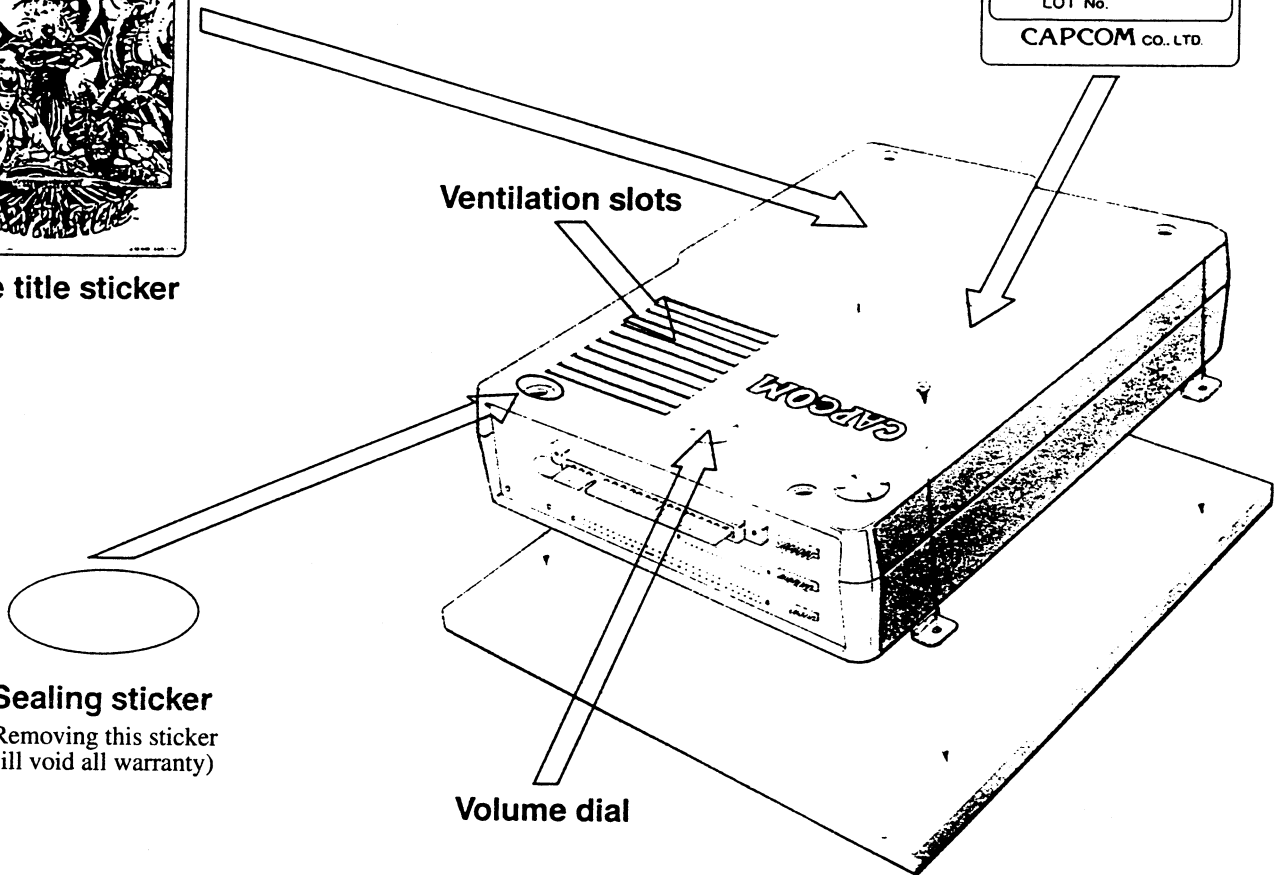
Serial number sticker



Ventilation slots

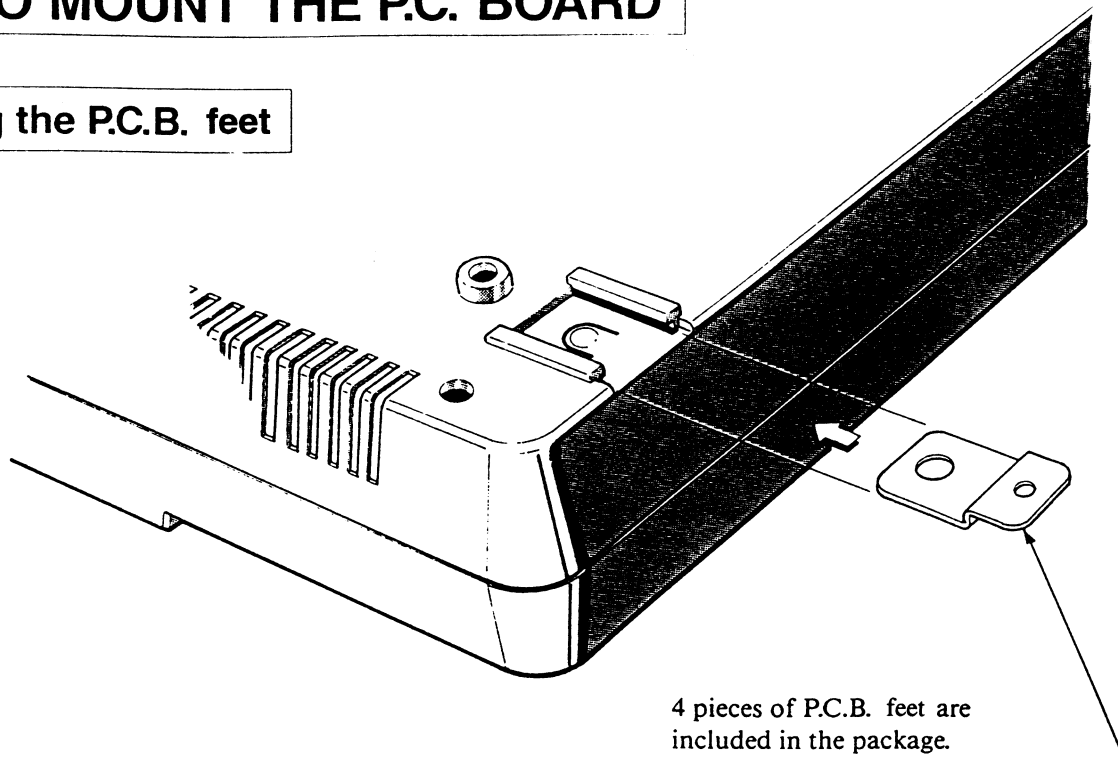
Sealing sticker
(Removing this sticker
will void all warranty)

Volume dial



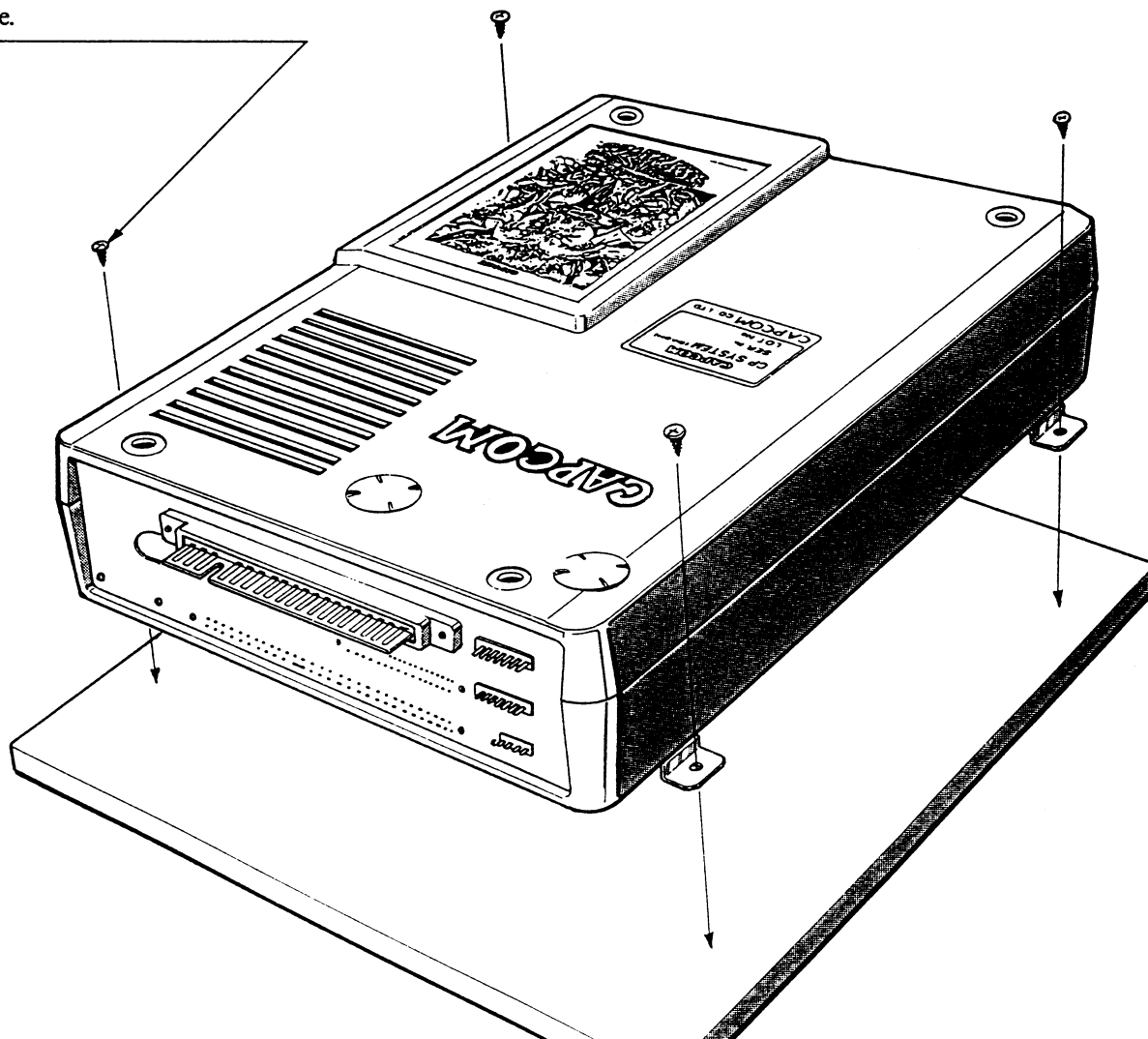
HOW TO MOUNT THE P.C. BOARD

1) Putting the P.C.B. feet



2) Mounting the P.C.B.

These screws are not included in the package.



HELPFUL HINTS IN CASE OF DIFFICULTY

PROBLEM/CAUSE-CURE

No Raster/No Video

- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

Raster/No Video

- Check all PCB to monitor connections
- Check power supply voltage on PCB

No Video/Game sounds can be heard

- Check monitor brightness
- Check all PCB to monitor connections

Wrong Colors

- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

Wavy Picture

- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

Horizontal/Vertical Roll

- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

No Sound

- Check for -5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the “+” and “-” tabs

Bad Sound

- Check wiring to speaker for bad solder connections
- Check sound with another speaker

No Switch Input

- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

Switch Operates Incorrect Function

- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

No Coin Meter

- Check wiring to coin meter
- Check that +5 volts is on “+” side of meter
- Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets

- Verify that a meter with a diode is used
- If no diode is built in meter, a IN4004 can be used across the meter.
Cathode to “+” side of meter and anode to “-” side of meter

NOTES



3303 Scott Blvd.
Santa Clara, CA 95054
TEL (408) 727-0400 FAX (408) 496-5720