



SOUL CALIBUR II Game PCB Kit

Connections and Adjustments

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KIT CONTENTS

| Description | Part No | Quantity | |
|---|------------------------|------------|---|
| Soul Calibur 2 PCB Rack Assy | XSC2-PCB | 1 | |
| DVD Rom CD Disc | | XSC2-CDROM | 1 |
| Jamma (B) PCB | XTEK4-JAMMA | 1 | |
| | Power Supply Loom | | 1 |
| | RGB Video Loom | | 1 |
| Rack Assy to Jamima (B) PCB connecting cables | RCA (Phono) Audio Loom | | 1 |
| | Data Loom | | 1 |
| Amp EI connectors to 48way Edge Adaptor Loom | 69200067 | 1 | |
| Amp EI connectors with Flying Leads Loom | 69200066 | 1 | |
| Button Decals | | 1 set | |
| Instruction Card | | 1 | |
| Move List Card | | 1 | |
| Title Board | | | 1 |
| Soul Calibur 2 Promotional Poster | | | 1 |
| Top Flash | 40000736 | 1 | |
| Universal Cabinet Side Decal - LHS / RHS | 40000735 | 2 | |
| Header Decal | 40000734 | 1 | |
| Connection and Adjustment Manual | 90500138 | 1 | |

1. SPECIFICATIONS

| COMPATIBILITY: | JAMMA STANDARD (with JAMMA (B) PCB) JAMMA VIDEO STANDARD (JVS) | | | | |
|---------------------------------------|---|---|--|--|--|
| PCB INPUT POWER: | +5v (±5%) @ 7A (Min), +12v (±5%) @ 2A (Min) | | | | |
| OPERATING ENVIRONMENT: | Temperature Humidity | +5°C to +45°C 10% to 85% (no condensation) | | | |
| MONITOR ORIENTATION AND SIGNAL: | Orientation | Horizontal (Landscape) | | | |
| | Horizontal Frequence | y 15kHz / 31kHz (selectable) | | | |
| | Scanning retrace | 15.75 kHz Non-interlace / Interlace 31.5 kHz Non-interlace (fixed) | | | |
| | RGB output level | At 15 kHZ 0.7V p-p / 3.0V p-p (selectable) | | | |
| | | At 31 kHZ 0.7V p-p | | | |
| | Composite Sync / S | eparate Sync (selectable) | | | |
| | Vertical sync frequency: 60.0 Hz | | | | |

2. CABINET CONNECTIONS (Standard Jamma)



The JAMMA (B) PCB is connected to the game cabinet with a 56way Edge Connector (standard JAMMA) and 4 and 10way AMP EI Connectors.



Note: Supplied in the Kit is an Amp EI connector to 48way extender card adaptor loom for cabinets with an existing 48way connector, and an AMP EI connector with flying leads loom for cabinets without a 48way connection.



4 and 10way AMP EI Connector with 48way Extender Card Part No. 69200067



4 and 10way AMP EI Connector with flying leads Part No.69200066

| SO | UL C | ALIBU | JR 2 | | | | |
|--|---------|--------|----------------------|--|--|--|--|
| JAMMA | A 56way | Edge C | connector | | | | |
| Solder Side Terminal No Component Side | | | | | | | |
| GND | А | 1 | GND | | | | |
| GND | В | 2 | GND | | | | |
| +5volt | С | 3 | +5volt | | | | |
| +5volt | D | 4 | +5volt | | | | |
| | E | 5 | | | | | |
| +12volt | F | 6 | +12volt | | | | |
| Polarizing Key | G | 7 | Polarizing Key | | | | |
| Coin Counter 2 | н | 8 | Coin Counter 1 | | | | |
| | J | 9 | | | | | |
| L Speaker (-) | К | 10 | L Speaker (+) | | | | |
| Audio (-) (mono) | L | 11 | Audio (+) (mono) | | | | |
| Video GREEN | М | 12 | Video RED | | | | |
| Video SYNC | N | 13 | Video BLUE | | | | |
| SERVICE | Р | 14 | Video GND | | | | |
| | R | 15 | TEST | | | | |
| Coin Switch 2 | S | 16 | Coin Switch 1 | | | | |
| P2 START | Т | 17 | P1 START | | | | |
| P2 Joystick UP | U | 18 | P1 Joystick UP | | | | |
| P2 Joystick DOWN | V | 19 | P1 Joystick DOWN | | | | |
| P2 Joystick LEFT | W | 20 | P1Joystick LEFT | | | | |
| P2Joystick RIGHT | Y | 21 | P1 Joystick RIGHT | | | | |
| P2 Button switch Sw1 | Z | 22 | P1 Button switch Sw1 | | | | |
| P2 Button switch Sw2 | а | 23 | P1 Button switch Sw2 | | | | |
| P2 Button switch Sw3 | b | 24 | P1 Button switch Sw3 | | | | |
| | с | 25 | | | | | |
| | d | 26 | | | | | |
| GND | е | 27 | GND | | | | |
| GND | f | 28 | GND | | | | |

Connections for Standard JAMMA Cabinet

| | SO | UI | CALIBUR 2 | | |
|---|------------------|------------|-------------------|--|--|
| 10way AMP El Connector | | | | | |
| Ρ | in No | | Description | | |
| | 1 | GI | ND | | |
| | 2 | | | | |
| | 3 | | | | |
| | 4 | P2 | 2 Button switch 4 | | |
| | 5 | | | | |
| | 6 | | | | |
| | 7 | | | | |
| | 8 | P 1 | Button switch 4 | | |
| | 9 | | | | |
| | 10 | GI | ND | | |
| | 50 4wa | | MP El Connector | | |
| | Pin N | lo | Description | | |
| | 1 | | | | |
| | 2 | | | | |
| | 3 | | R Speaker (+) | | |
| | 4 | | R Speaker (-) | | |
| Connector Loom (Part no 69200067) (with 48way connector and adaptor PCB) | | | | | |
| | and | d a | idaptor PCB) | | |



| Adaptor for Earlier Tekken Series Cabinets |
|--|
| with 48way Edge Connector |
| (Part No 69200067) |

| | PRE | | | | |
|------------------|------------------|-------------|-----|----------------|------------------|
| | 48wa | | | | |
| | Solder Side | Termional N | | Component Sid | • |
| 4w AMP EI pin 4 |)R Speaker (- | A24 | B24 | R Speaker (+) | 43w AMP Elpin |
| | | A23 | B23 | | |
| | | A22 | B22 | | |
| | | A21 | B21 | | |
| | Polarizing Key | A20 | B20 | Polarizing Key | |
| | | A19 | B19 | | |
| | | A18 | B18 | | |
| 10w AMP EI pin 4 | P2 Button switch | A7 | B17 | | • |
| | | A16 | B16 | | |
| | | A15 | B15 | GND | 10w AMDP Elpin 1 |
| | | A14 | B14 | GND | 10w AMDP Elpin 1 |
| | | A13 | B13 | | |
| | | A12 | B12 | | |
| | | A11 | B11 | | |
| | | A10 | B10 | | |
| | | A9 | B9 | | |
| | | A8 | B8 | GND | 10w AMP EI pin |
| | | A7 | B7 | GND | 10w A1MP EI pin |
| | | A6 | B6 | | |
| 10w AMP EI pin 8 | P4 Button switch | AS | B5 | | |
| | | A4 | B4 | | |
| | | A3 | B3 | | |
| | | A2 | B2 | | |
| | | A1 | B1 | | |

3. CABINET CONNECTIONS (JVS Standard)



4. FITTING THE DONGLE & MEMORY CARD

The dongle and memory card included in this kit is limited to this game only. DO NOT insert this Dongle in other games. Inserting the Dongle in other games may cause damage.

Ensure that the power is switched OFF before inserting the Dongle.



- 1. Remove 1off pozi head screw (M3x10) and remove the Dongle Cover.
- 2. Fit the Dongle to the left hand connector.
- 3. Fit the Memory Card to the right hand connector.



4. Refit the Dongle cover and pozi head screw (M3x10)

5. FITTING THE CD-ROM DISC

- The CD-ROM Disc must be inserted with the power switched on. To prevent an electric shock, accident or injury, do not touch any parts other than those specified below.
- The supplied CD-ROM Disc is designed exclusively for this product. Never use the CD-ROM Disc in any other product. Do not insert other CD-ROM Discs in the CD-ROM drive of this game.
- The CD-ROM tray retracts automatically after 10 seconds.
- 1. Press the eject button of the CD-ROM drive to open the tray.



2. Place the CD-ROM Disc on to the tray, ensuring that the label side (printed surface) is facing away from the Tray.



- 3. Press the Eject button to retract the Tray in to the unit.
- 4. Switch the power OFF, wait approx 10 seconds then switch the game back ON.

6. ADJUSTMENTS AND SETTINGS

The Game PC Board Assy is fitted with 4 Option Switches.



The JAMMA (B) PCB has the Volume Control fitted.



6-1 Option Switches

Switch 1 is used to change between Test Mode and Game Mode. ON: Test Mode OFF: Game Mode

| Switch 2 is | used to | set the outp | ut level of the vide | o signal. |
|-------------|---------|--------------|----------------------|-----------|
| 31kHz | ON: | 0.7V p-p | OFF: | 0.7V p-p |
| 15kHz | ON: | 0.7V p-p | OFF: | 3.0v P-P |

- Switch 3 is used to change the monitor Sync Frequency ON: 31kHz OFF: 15kHz
- Note: When using a 31kHz monitor, set the RGB input of the monitor to 0.7v. If the monitor does not have a setting adjustment, refer to page 17 section 6-2-1 "Display Test", and change the Contrast and RGB Brightness levels to adjust the brightness.
- Switch 4 is used to set the Video Sync Signal ON: Composite Sync OFF: Seperate Sync
- Note: The game must be switched OFF and back ON for changes to switches 2,3, and 4 to take effect.

6-2 Test Mode

To enter Test Mode set the Test switch in the cabinet (if fitted) to ON, or if no Test switch is fitted to the cabinet, set Option switch 1 ON



Note: The test mode is activated only when the cabinet Test switch or Option switch 1 is moved from OFF to ON. If the game is switched on with either switch in the ON position the Test Mode will not be activated. The switch must be switched OFF and then ON to enter the test mode.

When the Test Mode is entered, the following screen is displayed.

| $\left(\right)$ | | |
|------------------|----------------------------|---------------------|
| | DISPLAY TEST 🔫 | Monitor Adjustments |
| | INPUT TEST \prec | Tests all switches |
| | GAME OPTIONS 🔫 | Set Game options |
| | COIN OPTIONS \prec | Set Price of Play |
| | SOUND TEST 🔫 | Sound test |
| | JVS STATUS < | Not used |
| | A.D.S. < | Bookkeeping |
| | DATA CLEAR < | Data clear |
| | EXIT & SAVE - | Exit from test mode |
| Enter : | P1-Button1 | J |

Use the Joystick Up or Down to step through the tests. (The selected test will be displayed in red)

Press the 1 Player Button 1 to enter the selected test.

After making adjustments select EXIT and press the 1 Player Button 1 to return to the above screen. Select another test or select 'EXIT & SAVE' and press the 1 Player Button 1 to save the changes and return to the Game Mode.

Note: If 'EXIT &SAVE' is not selected and activated, any changes made may not be stored properly. Switching the cabinet Test switch or Option 1 switch OFF does not exit the Test Mode.

Switch the cabinet Test switch or Option 1 switch OFF.

6-2-1 Display Test

This test allows the following checks and adjustments to be made.

Colour Edit

Adjust contrast and brightness of each colour to match video output from the PCB to the Monitor.

Note: This adjustment should only be made if the correct picture quality cannot be achieved by using the normal monitor adjustments.

- Convergence Check and adjust the size, position and distortion of the screen image.
- Interlace Check

Switches between interlaced and non-interlaced display. (Only with 15kHz video signal).



- 1. Select display Test from the Test Menu Screen, the following screen is displayed.
- 2. Each time the 1P Button 3 is pressed the Colour Edit adjustment box is turned ON or OFF.



3. Press the 1P Button 1 to step to the next test function COLOUR BAR CONVERGENCE INTERLACE $\xrightarrow{}$

6-2-2 Colour Edit

- 1 Ensure that the Colour Edit Adjustment Box is showing. (Press P1 Button 3 if the Adjustment box is not displayed.
- 2. Use the Joystick UP/DOWN to step to the required adjustment. (Contrast, Brightness (red), Brightness (green), Brightness (blue)).
- 3. Use the Joystick LEFT/RIGHT to adjust the value.
- 3. When all adjustments have been made, press P1 Button 1 to step to the Convergence Test or P1 Start Button to return to the Main Test Menu screen

6-2-3 Convergence

Use this screen to adjust the geometry (height, width , etc.) of the Monitor.



When all adjustments have been made, press P1 Button 1 to step to the Interlace Test or P1 Start Button to return to the Main Test Menu screen.

6-2-4 Interlace

- Interlace Mode: This mode provides more detailed and smoother graphics than the non-interlaced mode. This is achieved by shifting the picture display a half line in the vertical direction every other frame scan, so doubling the vertical resolution without changing the horizontal/vertical frequency.
- Non-Interlaced Mode: Use this display if the interlace mode results in flicker over the entire screen display. In the non-interlaced mode, there is no shift of the display position, and the display remains constant every time.
 - 1 Ensure that the Colour Edit Adjustment Box is showing. (Press P1 Button 3 if the Adjustment box is not displayed.)
 - 2. Use the Joystick LEFT/RIGHT to change Interlace/Non Interlace.



Interlace mode is set ON



Interlace mode is set OFF

3. When the adjustment has been made, press P1 Button 1 to step back to the Colour Edit Test or P1 Start Button to return to the Main Test Menu screen.

6-2-5 Input Test (switch test)



Select Input Test from the Main Test Menu. The following screen is displayed.

Each time a switch is operated, the corresponding item on the display will change colour to red.

When testing is completed, press P1 Buttons 1 and 2 together to return to the Main Test Menu screen.

6-2-6 Game Options

1. Select Game Options from the Main Test Menu. The following screen is displayed.

| GAME OPTIONS | | | | | | |
|---|--|--|--|--|--|--|
| < Defaults in Green > | | | | | | |
| >DIFFICULTY LEVEL : Normal | | | | | | |
| FIGHT COUNT <arcade> : 2</arcade> | | | | | | |
| FIGHT COUNT <vs game=""> : 2</vs> | | | | | | |
| LIFE BAR <arcade> : 100</arcade> | | | | | | |
| LIFE BAR <vs game=""> : 100</vs> | | | | | | |
| ROUND TIME <arcade> : 50sec</arcade> | | | | | | |
| ROUND TIME <training> : 5min</training> | | | | | | |
| NEUTRAL GUARD : On | | | | | | |
| CHARACTER CHANGE AT CONTINUE : Off | | | | | | |
| CHARACTER CHANGE AT VS GAME : Off | | | | | | |
| SOUND IN ATTRACT MODE : On | | | | | | |
| STAGE SELECT <vs game=""> : Off</vs> | | | | | | |
| EVENT MODE : Off | | | | | | |
| HIT COLOR : Mild | | | | | | |
| CHALLENGER AT TRAINING : On | | | | | | |
| CHALLENGER AT CONQUEST : On | | | | | | |
| Modify : P1-Left/Right | | | | | | |
| Exit : P1-Start | | | | | | |
| | | | | | | |

- 2. Use the Joystick UP/DOWN to step to the required adjustment.
- 3. Use the Joystick LEFT/RIGHT to adjust the value.
- 4. When all adjustments have been made, press P1 Start Button to return to the Main Test Menu screen.



* "Challenger at Conquest" (p) is not displayed until the Conquest mode becomes available a certain number of days after the date of installation.

6-2-7 Coin Options

1. Select Coin Options from the Main Test Menu. The following screen is displayed.

| | | | _ |
|-------------------|--|---|---|
| | C De | OIN OPTIONS efaults in Green | |
| (a) (b) | Start cost : Continue cost : | 1 COIN to START 1 COIN to CONTINUE | |
| (c) | Coin chute 1 mecha | anical value : 1coin count as 1 COIN | |
| (d) | Coin chute 2 mech | anical value : 1coin count as 1 COIN | |
| (e) (f) (g) | Credit mode : Coin counter : Free play : | common 1 counter NO | |
| | Modify : P1-Left/Ri Exit : P1-Start | ght | |

- 2. Use the Joystick UP/DOWN to step to the required adjustment.
- 3. Use the Joystick LEFT/RIGHT to adjust the value.
- 4. When all adjustments have been made, press P1 Start Button to return to the Main Test Menu screen

Note: When using a CashFlow acceptor ensure that Cost and Coin Chute values are set to 1

| (a) | (a) Start cost (number of credits to start a game) | | | | | | | | |
|---|---|-----------------------------------|----------------------|---------------|------------------------|----------------------|------------|---------------|-----------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| (b) co |) Continue ost) | cost (numl | ber of credi | its to contir | nue a game | e - must be | equal to o | or smaller th | nan start |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| (c) | Coin chut | te 1 mecha | nical value | e (number o | of credits fo | or each coi | n) | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| (d) |) Coin chu | te 2 mecha | nical value | e (number | of credits for | or each coi | n) | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| (e) |) Credit Mo | de (credit | storage an | d use) | | _ | | | |
| | COMMON Credits are stored as a single account regardles of which coin switch or start switch is operated. | | | | | | | | |
| (f) | Coin cour | iter (assign | ment of co | in meters) | | | | | |
| | 1 Both coin | COUNTE switches coin counte | R share one er | 2 Each coi | COUNTER n switch ha | RS asitsown er | | | |
| (g) |) Free play | | | | _ | | | | |
| YES (no coins required) NO (coins required) | | | | | | | | | |

6-2-8 Sound Test

1. Select Sound Test from the Main Test Menu. The following screen is displayed.



- 2. Press 1P Button 1 to conduct a stereo check. Sound will be produced from the left speaker only, then the right speaker only, then both speakers together. The display will show which speaker is active.
- 3. Use the Joystick LEFT/RIGHT to change between STEREO/MONO sound.
- 4. When testing has been completed, press P1 Start Button to return to the Main Test Menu screen

6-2-9 JVS Status

This test is inactive and not used on JAMMA system cabinets, it is only operational on JVS system cabinets.

6-2-10 A. D. S - (Bookkeeping)

This screen is used to display bookkeeping data such as: Total Coins, Game Ratios and Playing Times etc.

- 1. Select Bookkeeping from the Main Test Menu and press P1 Button 1 to display the information.
- 2. Press P1 Start Button to return to the Main Test Menu screen.

6-2-11 Data Clear

1. Select Data Clear from the Main Test Menu and press P1 Button 1. The following screen is displayed.

| | DATA CLEAR | | |
|-----|--------------------------|--|--|
| (a) | Exit | | |
| (b) | Bookkeeping data clear | | |
| (c) | Ranking data clear | | |
| (d) | Set defaults all options | | |
| (e) | All clear | | |
| | | | |
| | | | |
| | | | |
| | EXIT : P1-Start | | |

- 2. Use the Joystick UP/DOWN to step to the required adjustment.
- 3. Press P1 button 1 to clear the selected data.
- 4. When all adjustments have been made, press P1 Start Button to return to the Main Test Menu screen
- (a) Returns to the Main Test Menu.
- (b) Resets all Bookkeeping data to zero
- (c) Resets all ranking data such as record of consecutive wins to factory default
- (d) Resets all Game and Coin Options to factory default.
- (e) Executes (b), (c) and (d) all at once plus the data relating to the *Conquest mode.

*The Conquest mode becomes available after a certain number of days from date of installation.

Copies of Namco Game Manuals can be downloaded from our **website**: **www.namco.co.uk** They are located under Components Distribution

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