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SUPER CONTRA™

INSTRUCTION MANUAL

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SUPER CONTRA: WIRING HARNESS

WIRE COLOR KEY:

Solder Side ←

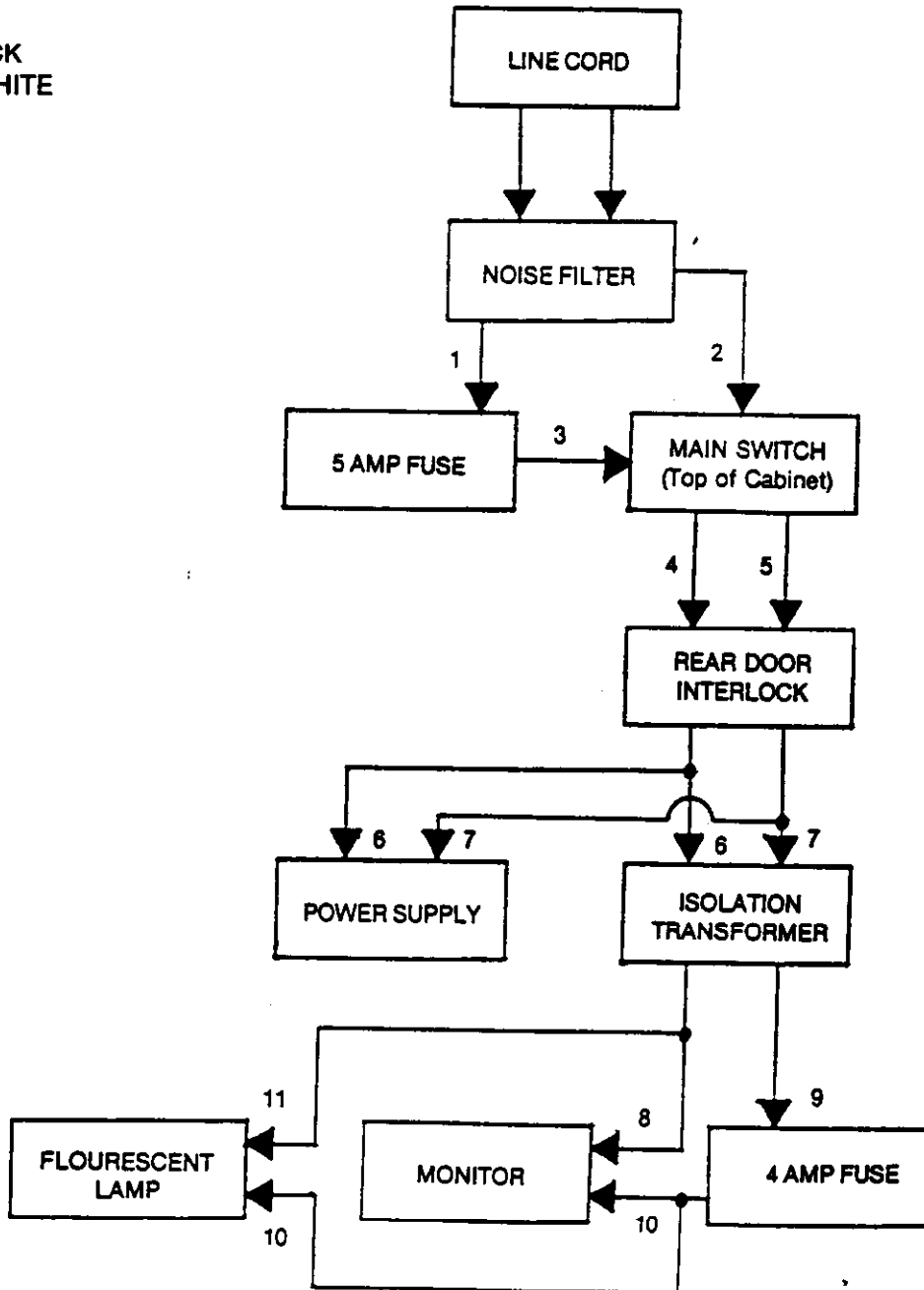
→ Parts Side

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	
BROWN/YELLOW	COIN COUNTER 2	J	8	COIN COUNTER 1	GREEN/GRAY
	(EMPTY)	K	9	(EMPTY)	
	SPEAKER (-)	L	10	SPEAKER (+)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
RED/YELLOW	SERVICE SW	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	(EMPTY)	
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
RED/GREEN	2P START	U	17	1P START	PINK/YELLOW
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 SHOOT	Z	22	1P SHOOT	PINK/WHITE
ORANGE/GRAY	2P JUMP	a	23	1P JUMP	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

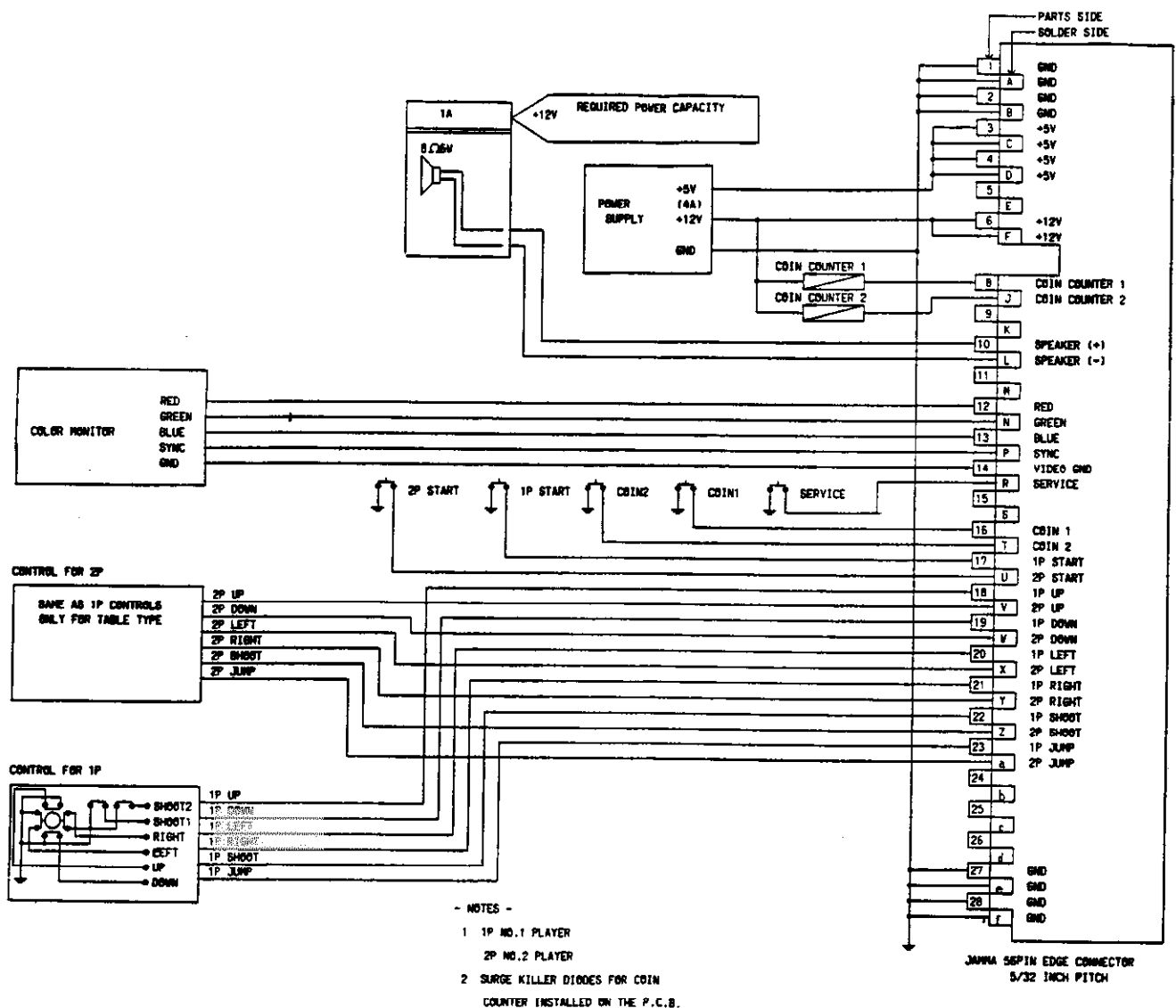
(BASE COLOR/LINE COLOR)

SUPER CONTRA: 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



SUPER CONTRA: WIRING DIAGRAM



DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN 1

SW	1	2	3	4	COIN	PLAY
•	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			FREEPLAY	

FREEPLAY: You can play game without coins.

DIP SWITCH NO. 2 SETTINGS

1. THE NUMBER OF PLAYER'S LIFE

SW	1	2	NUMBER
•	OFF	OFF	2
	ON	OFF	3
	OFF	ON	5
	ON	ON	7

2. CHANGE OF TABLE/UPRIGHT

SW	3	TYPE
•	OFF	TABLE
	ON	UPRIGHT

3. BONUS LIFE

SW	4	5	BONUS LIFE
•	OFF	OFF	At 30,000 pts. and 200,000 pts.
	ON		At 50,000 pts. and 300,000 pts.
	OFF	ON	At 30,000 pts. only
	ON	ON	At 50,000 pts. only

4. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
•	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

2. COIN 2

SW	5	6	7	8	COIN	PLAY
•	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			VOID	

5. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
•	OFF	OFF
	ON	ON

DIP SWITCH NO.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	VIDEO SCREEN (Monitor)
•	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
•	OFF	GAME MODE
	ON	CHECK MODE

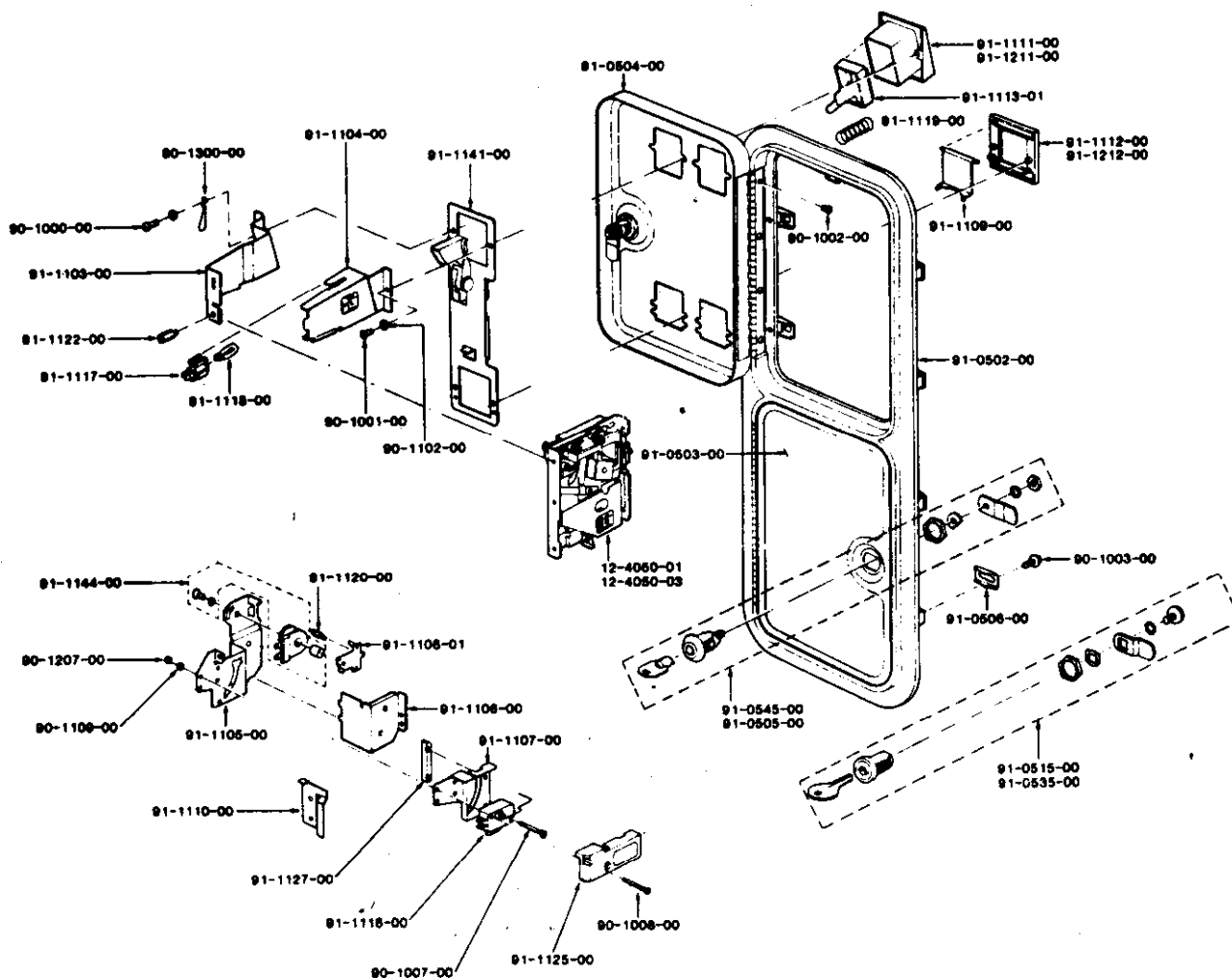
3. CONTINUATION

SW	4	1 PLAYER PLAY	2 PLAYER PLAY
•	OFF	Up to 3 times	Up to twice altogether
	ON	Up to 5 times	Up to 4 times altogether

SW2 is not used.

- Shows recommended settings

COMPLETE COIN DOOR ASSEMBLY EXPLODED VIEW

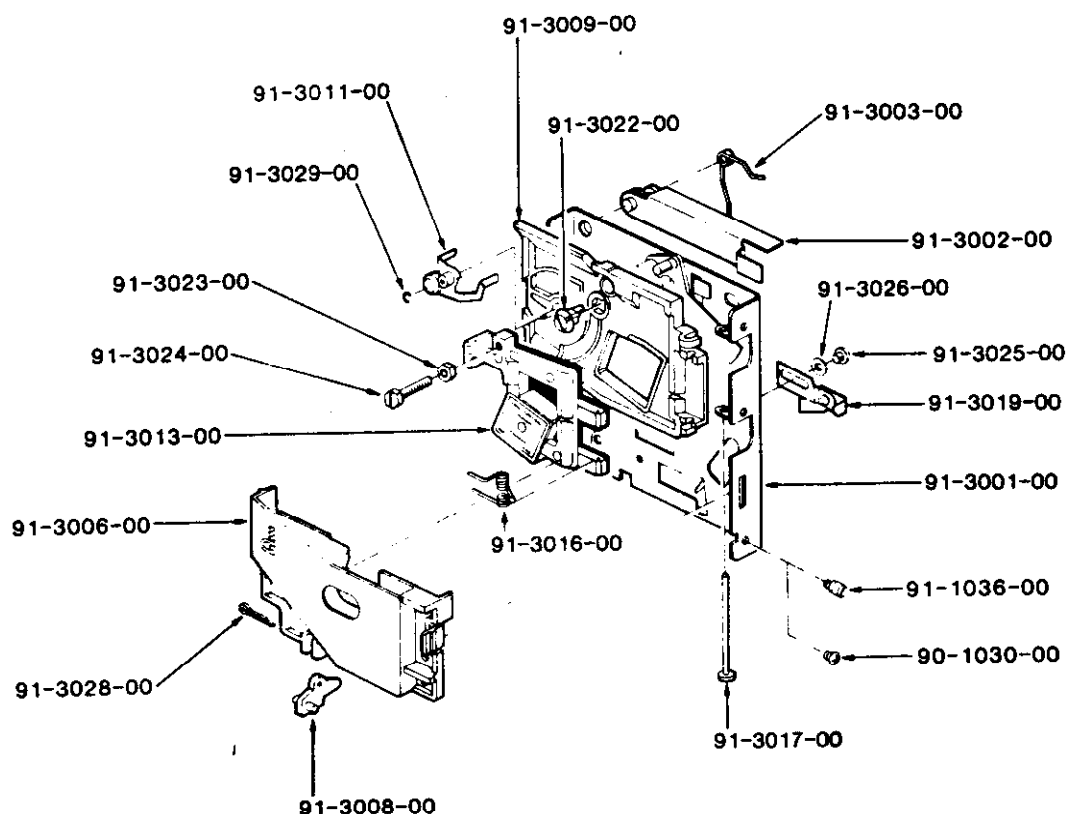


PARTS LIST

12-4050-01	S-10 Acceptor Body U.S. 25*	90-1102-00	Washer for Bezel Screw	91-1103-00	Coin Inlet Lamp Side	91-1119-00	Button Spring
12-4050-03	S-10 Acceptor Body Canadian 25*	90-1207-00	Nut for Microswitch 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 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 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 and Stud
90-1000-00	Keyhook Bezel Screw	91-0505-00	Round Lock and Cam Assembly	91-1109-00	Reject Flap	91-1144-00	6 Volt DC Lockout Coil Assembly
90-1001-00	Bezel Screw	91-0506-00	Clamp	91-1110-00	Metal Switch Adjuster	91-1211-00	Zinc Plated Button Bezel
90-1002-00	Hinge Screw	91-0515-00	Flat Lock and Cam Assembly	91-1111-00	Black Button Bezel	91-1212-00	Zinc Plated Reject Bezel
90-1003-00	Clamp Screw	91-0535-00	Flat Lock and Cam Assembly	91-1112-00	Black Reject Bezel		
90-1007-00	Flat Head Microswitch Mounting Screw	91-0545-00	Round Lock and Cam Assembly	91-1113-01	Entry/Reject Button U.S. 25*		
90-1008-00	Panhead Microswitch Mounting Screw			91-1116-00	Microswitch (Black End Arm)		
				91-1117-00	Lampholder		
				91-1118-00	6 V Wedge Base Lamp		

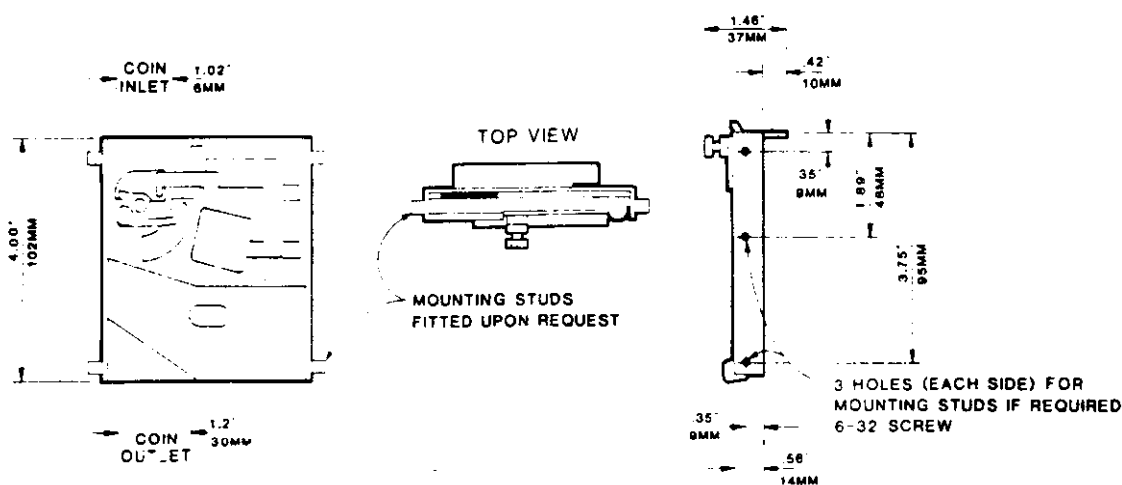
Gold Mech

Engineering Data and Parts List



PARTS LIST

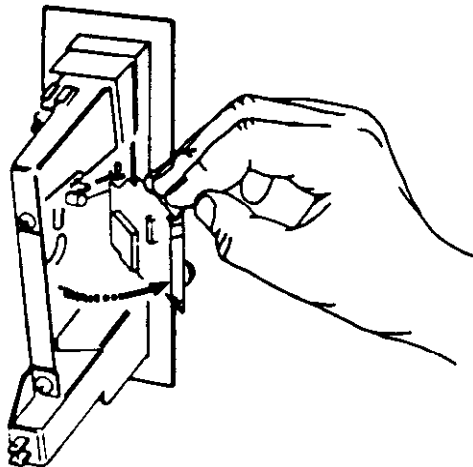
90-1030-00 Retaining Screw (#6-32"x.250")	91-3009-00 Gate	91-3023-00 Locknut-Magnet Holder
91-1036-00 Mounting Stud	91-3011-00 Cradle	91-3024-00 Screw-Magnet Holder
91-3001-00 Back Plate	91-3013-00 Magnet Holder with Magnet	91-3025-00 Screw Separator
91-3002-00 Reject Lever	91-3016-00 Gate Spring	91-3026-00 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	



Gold Mech: Service Information

CLEANING and CARE of the MECHANISM

Fig 1



The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1.) Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

Note:

Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

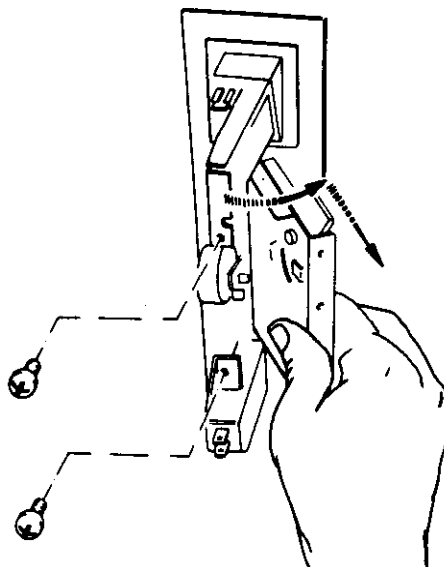
Coin Switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

Red: Light tension—U.S. 25¢

White: Heavy tension—heavy foreign coins

Fig. 2

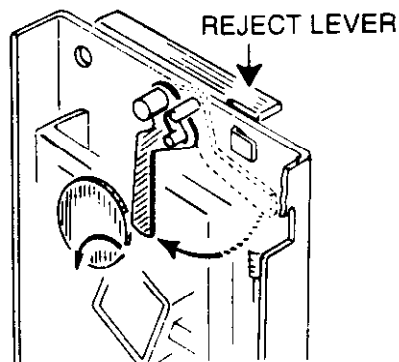


Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as SHOWN IN Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.

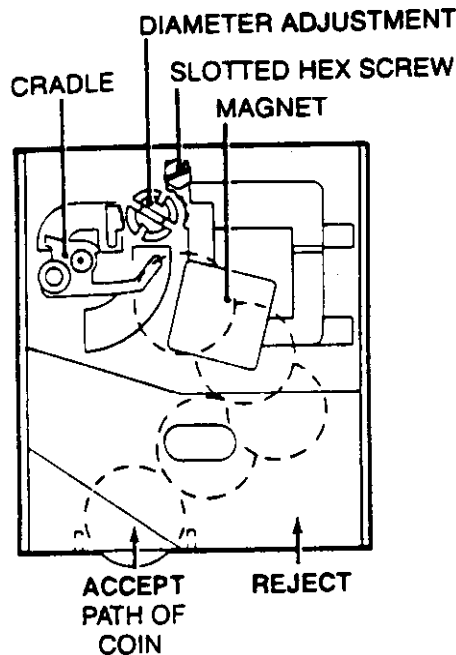
Fig. 3



The Magnet

Coins that are too thick will fail to pass between the magnet and the backplate of the mechanism; and will be cleared by the magnet wiper when the reject lever is actuated. (Fig. 3)

Fig. 4



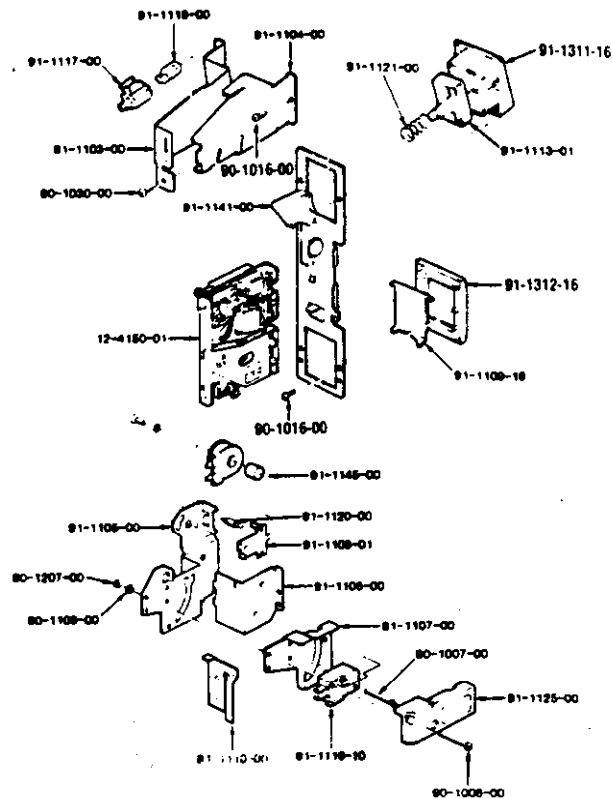
The first check on the coin is at the entry slot which prevents the entry of grossly oversize and bent coins. The next test is at the cradle. When the correct coin falls into the cradle, the cradle tips and the coin is delivered to the magnet check. Under-diameter coins fall between the legs of the cradle and are returned to reject. Under-weight coins fail to tip the cradle and can be returned to reject by pressing the reject lever.

Adjustment

The Gold Mech Acceptors are factory adjusted for optimum performance. If more critical adjustments are desired, or if the unit has been disassembled, the following adjustment procedure is suggested. (Fig. 4)

1. Ensure that the mechanism is in an upright and level position.
2. Loosen the hex locking screw on the magnet holder and unscrew the slotted hex screw.
3. Place a true U.S. 25¢ coin in the mechanism. Turn the diameter adjustment (Fig. 4) clockwise until the coin falls into the cradle. The cradle should tip and the coin come to rest on the side of the magnet. Turn the slotted hex screw clockwise until the coin just clears the magnet. Give this screw a further ½ turn clockwise for optimum clearance and tighten the locknut.

Base Plate Assembly for Coin Doors and Front Plates



USER INFORMATION
WARNING
F.C.C. REGULATION COMPLIANCE

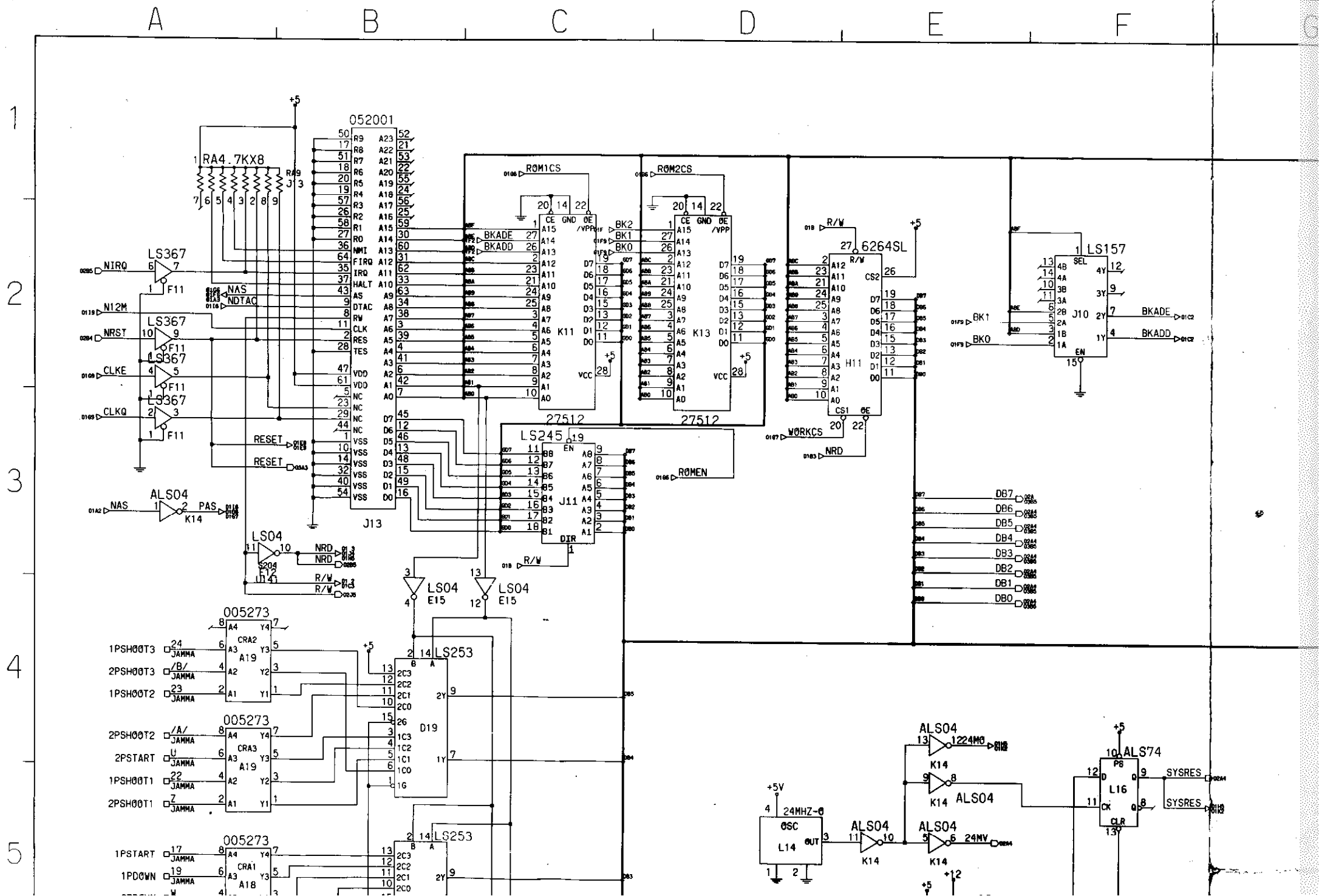
THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

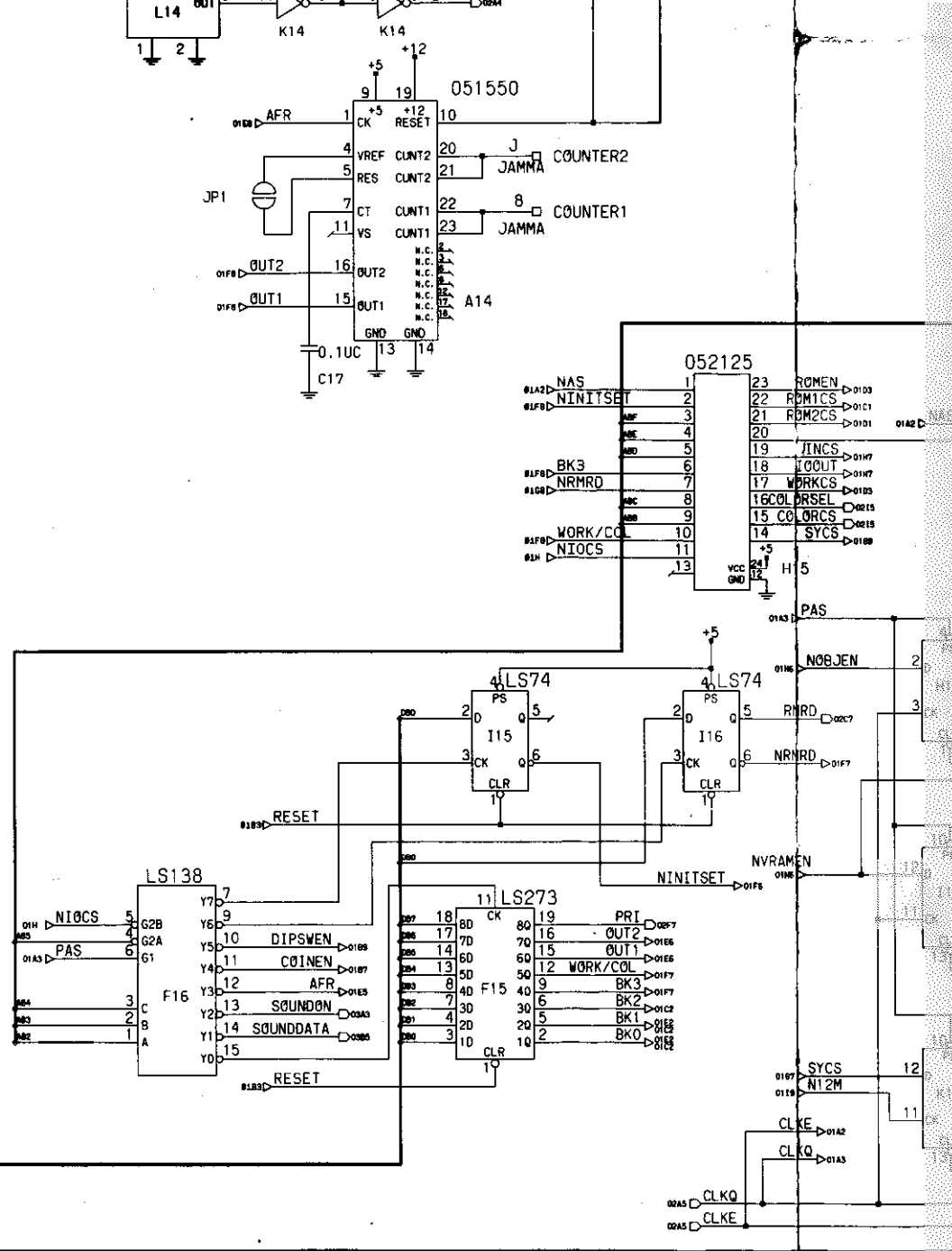
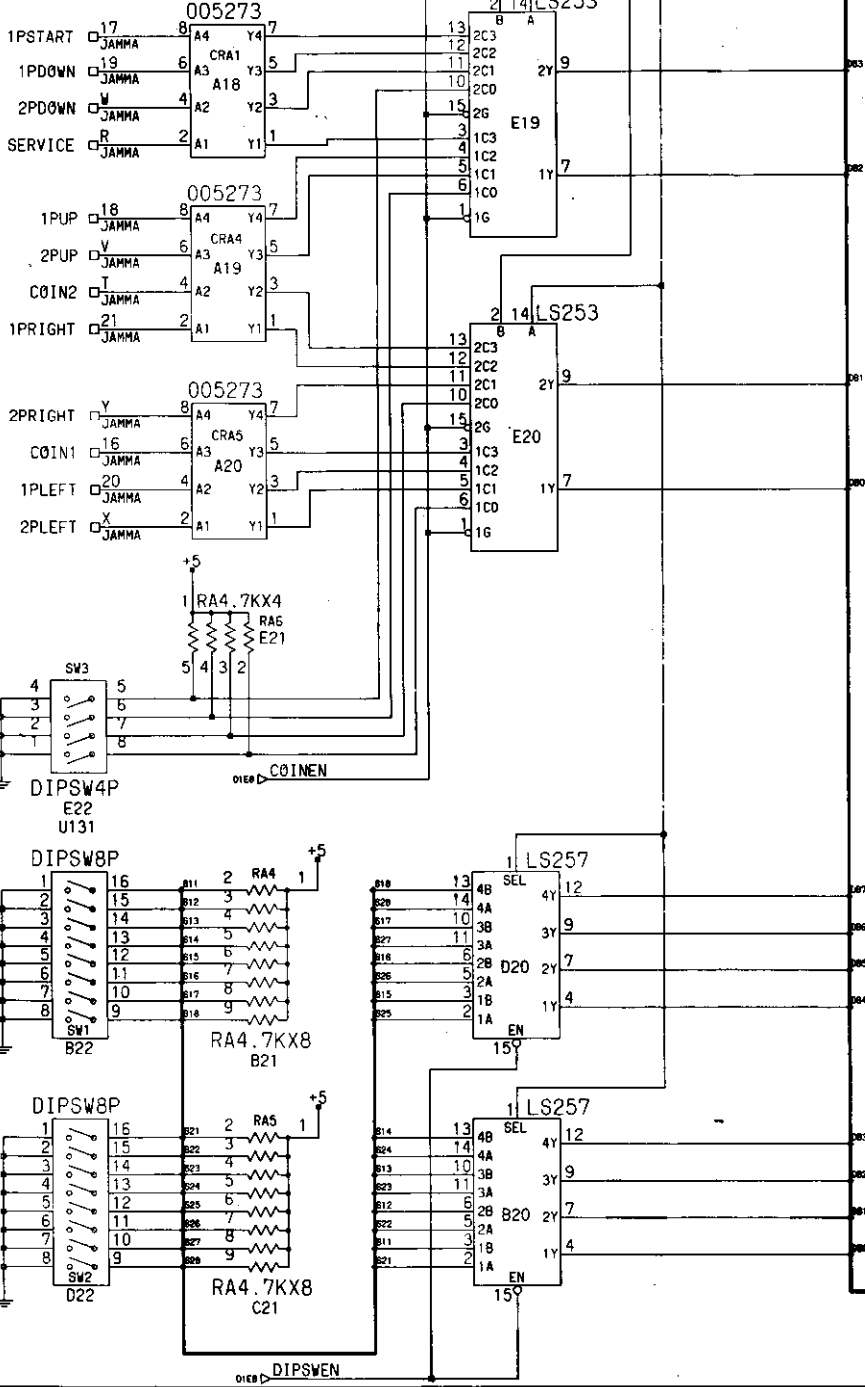
IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

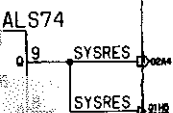
THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.



815 Mittel Drive, Wood Dale, Illinois 60191
Telephone: (312) 595-1443, Telex: 6871385 KONAM UW, Fax: (312) 595-2973





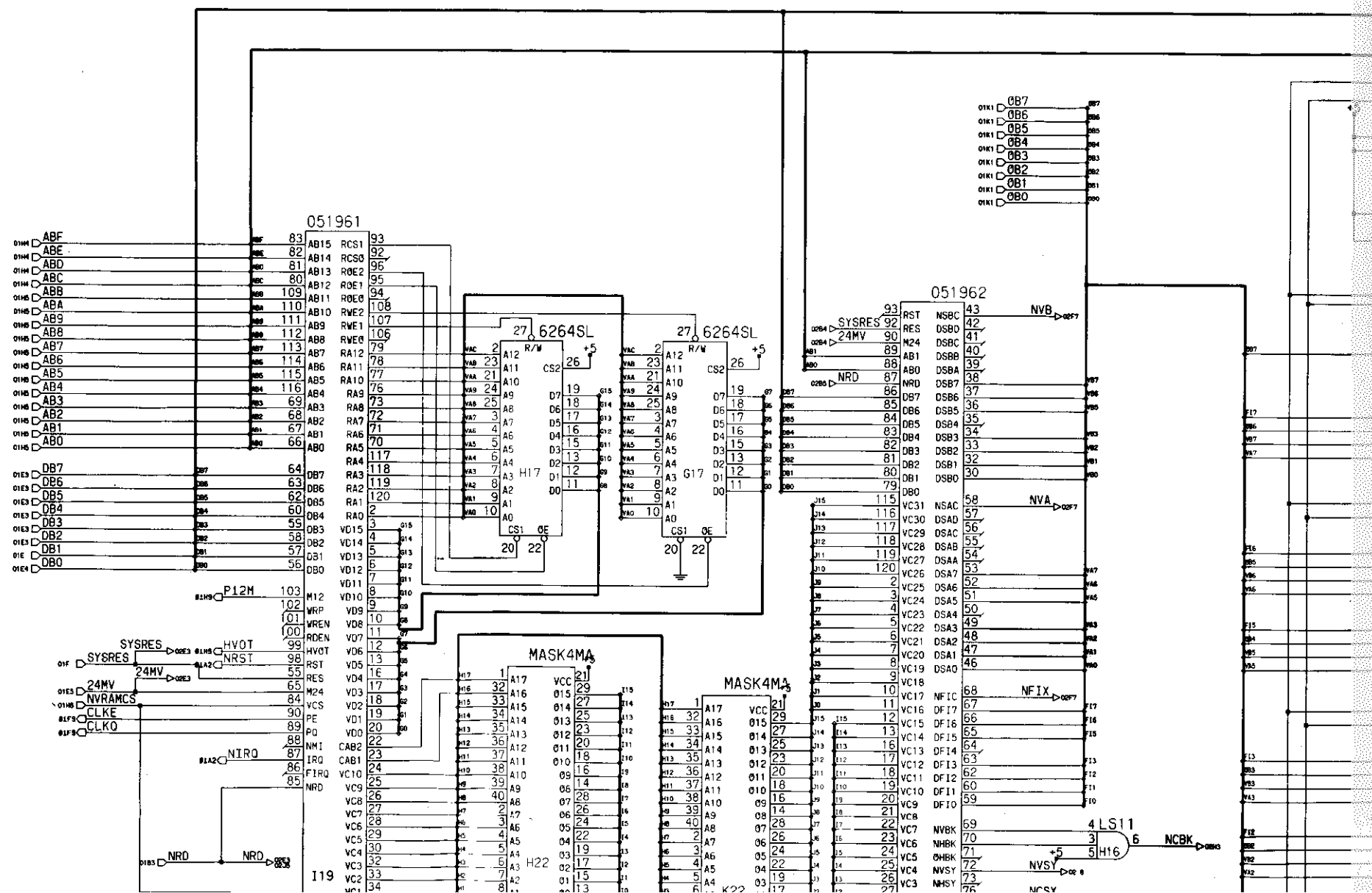


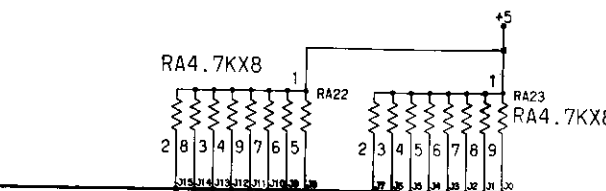
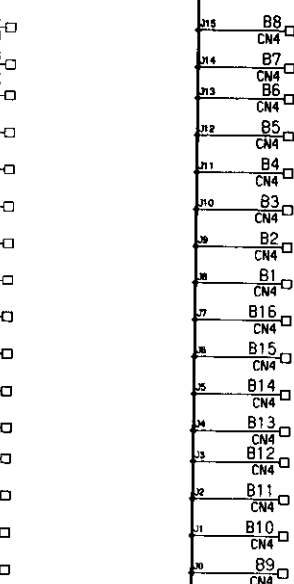
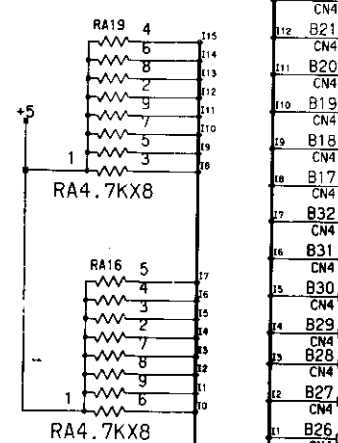
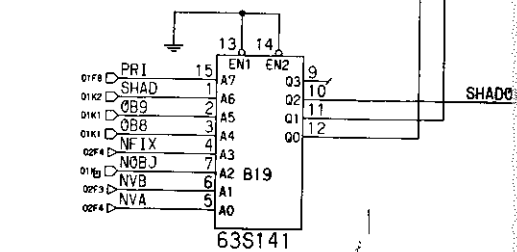
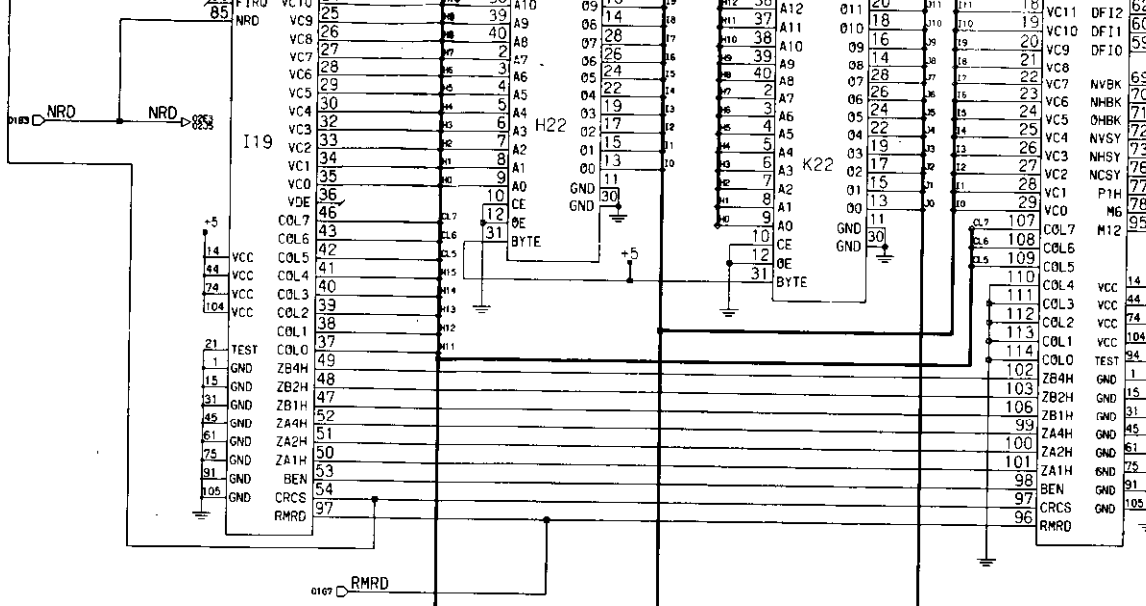
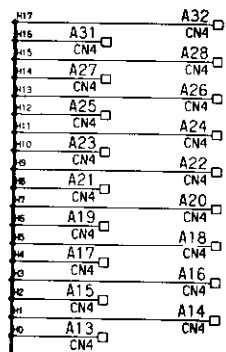
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(c)

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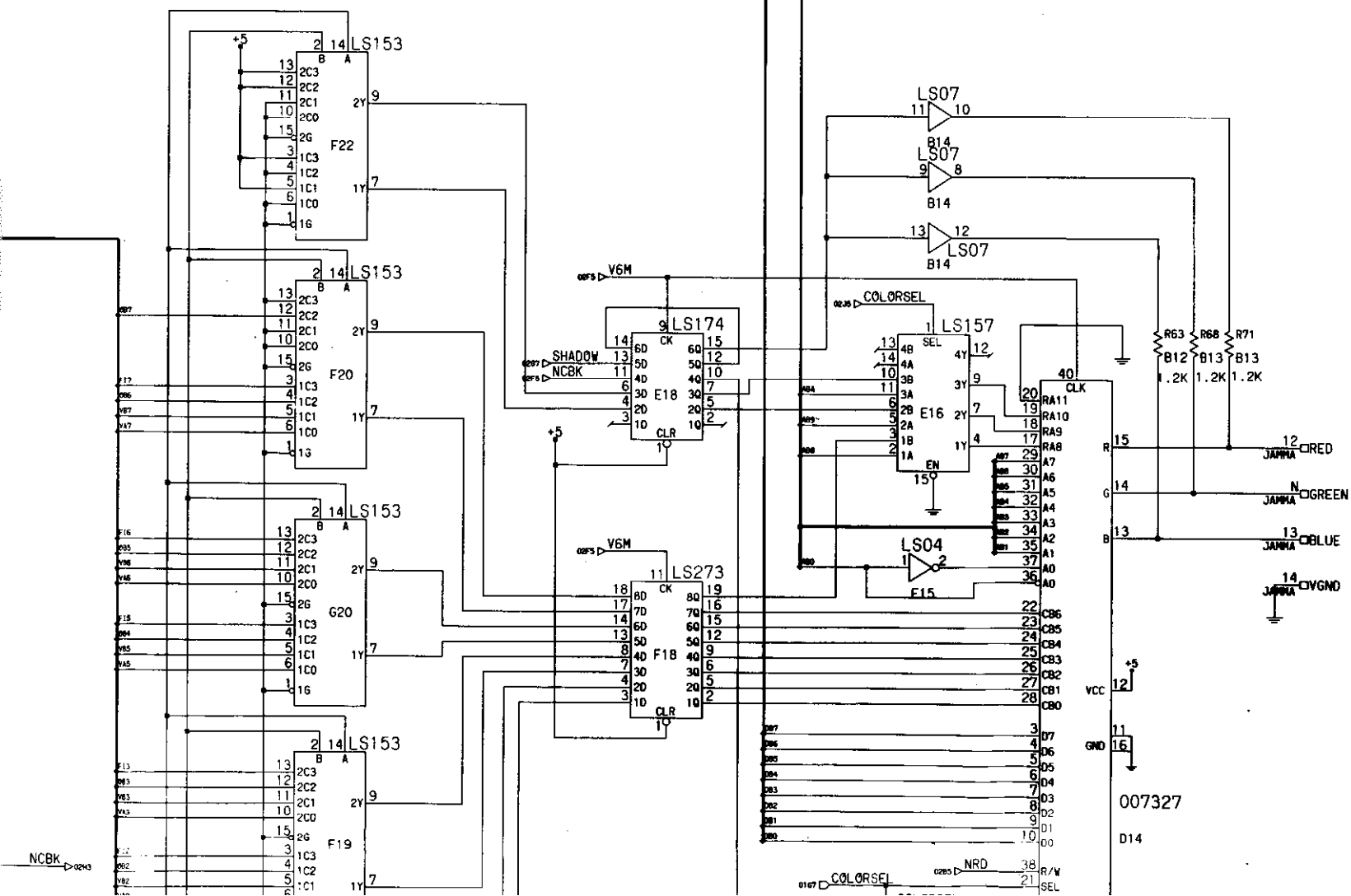
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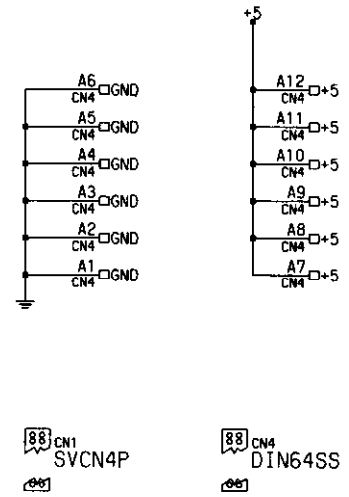
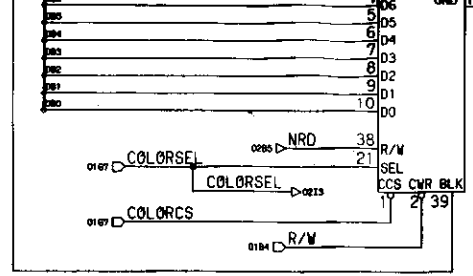
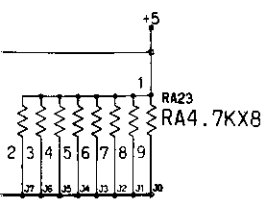
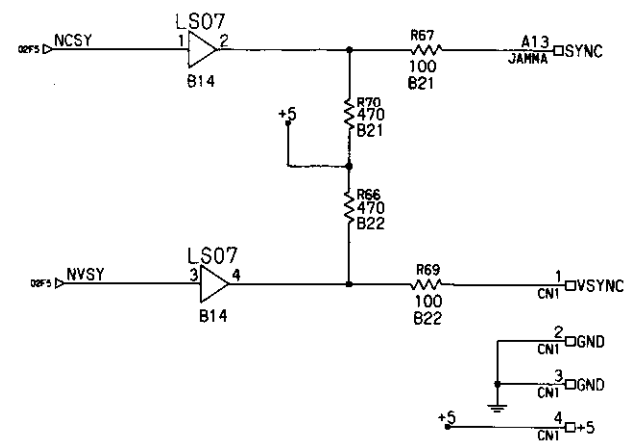
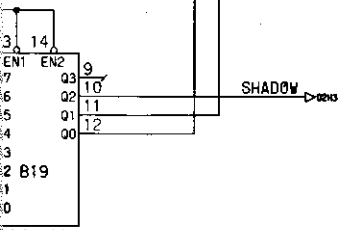
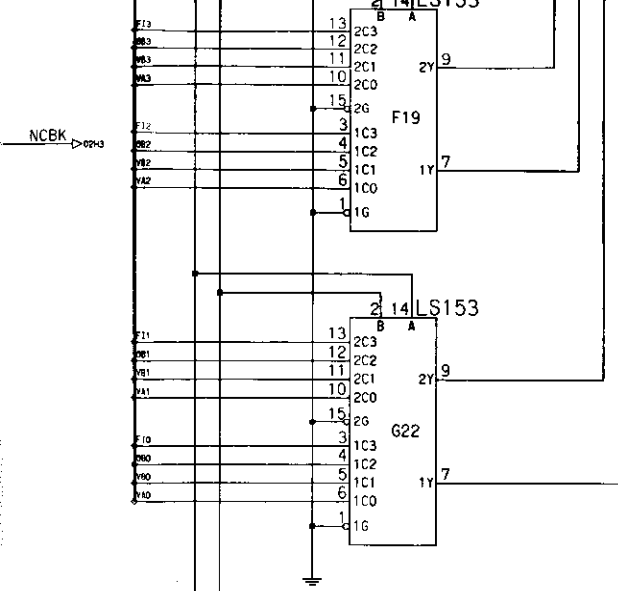
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5



007327

D14



-NOTE-

KINDS OF CAPACITOR
T:TANTALUM
M:MYLAR
E:ELECTROLYTIC
NOMARK:CERAMIC

+5 : VCC(5V)
+12 : VCC(12V)
⊥ : GND

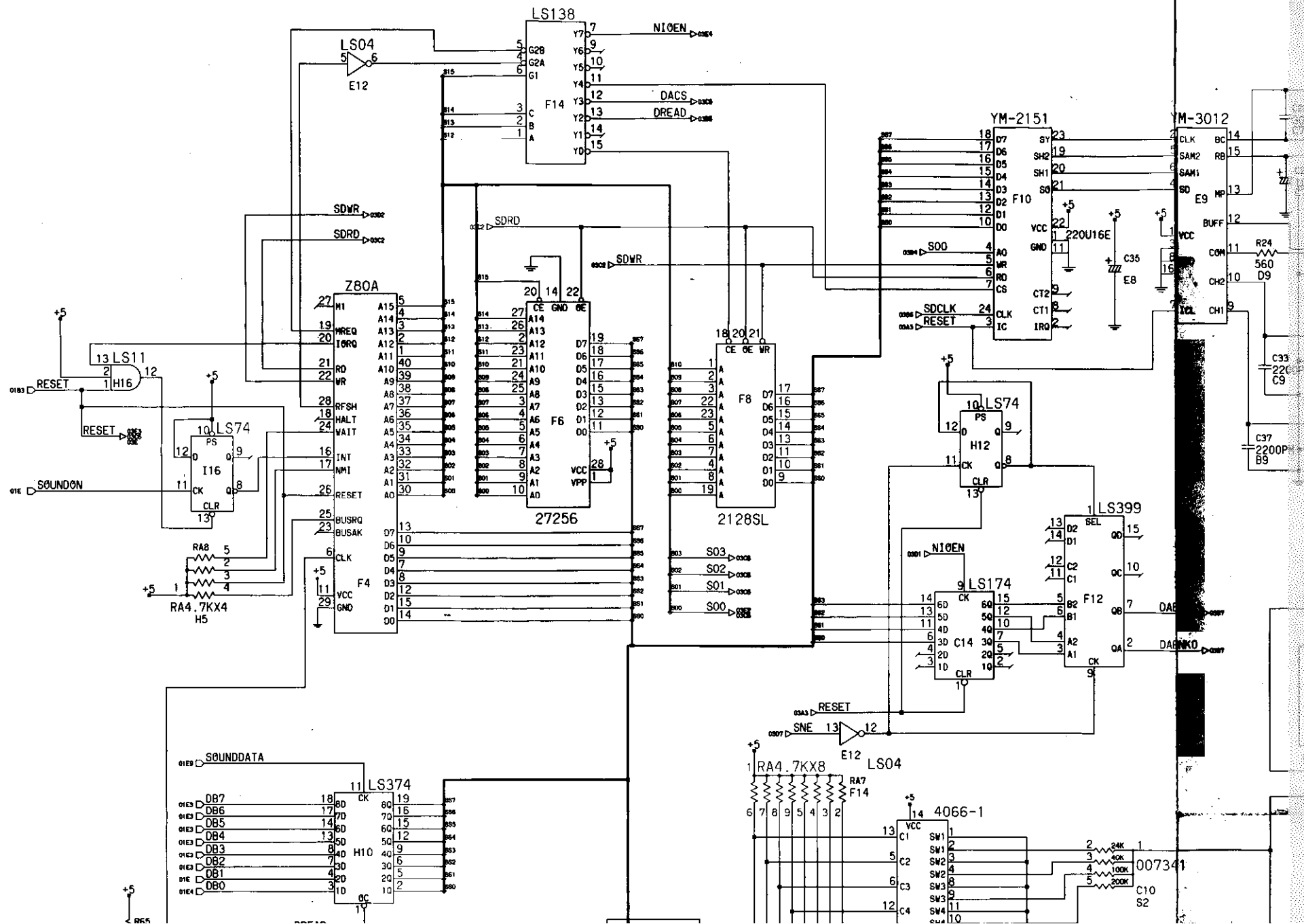
JAMMA □ JAMMA EDGE 56PIN
CN1 □ CN1: 4PIN SV CONNECTOR
CN4 □ CN4: 64PIN DIN CONNECTOR SOCKET
→ : ON PAGE SIGNAL
⇨ : OFF PAGE SIGNAL

PIN NO.
NUMBER: PARTS SIDE
ALPHABET: SOLDER SIDE
/A/ A SMALL LETTER

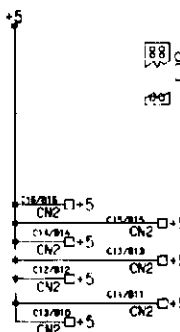
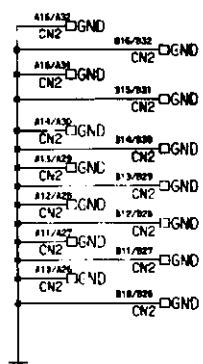
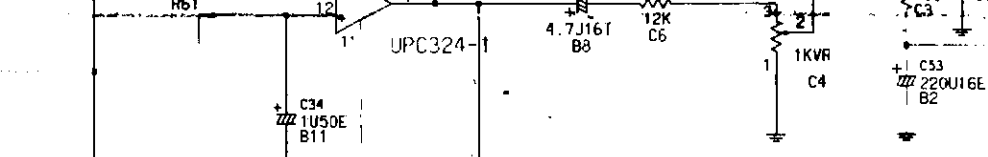
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K.Hashida	K.Hashida	M.Hashida	M.Hashida	SCALE	1:1	TOLERANCE	CODE NO.	100082 2/3	

G H I J K L

A B C D E F G







88 CN2
DIN48SS/DIN64SS

-NOTE-

KINDS OF CAPACITOR
T: TANTALUM
M: MYLAR
F: ELECTROLYTIC
NOMARK: CERAMIC
+5 : VCC(5V)
+12 : VCC(12V)
↓ : GND

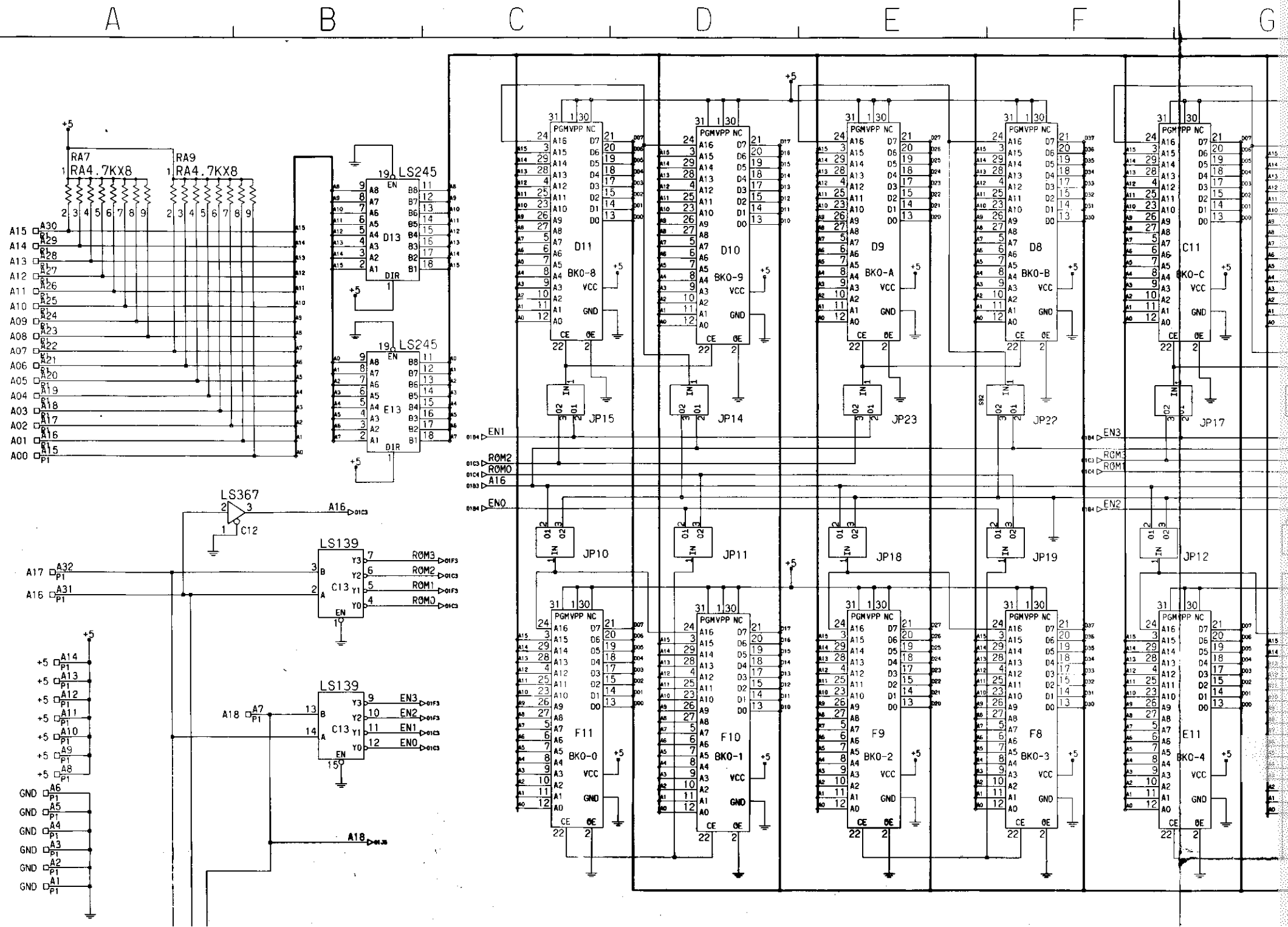
JAMMA □ JAMMA EDGE 56PIN
CASE OF DIN48PIN
CASE OF DIN64PIN
XX/XX □ CN2: 48P/64P DIN CONNECTOR SOCKET
→ : ON PAGE SIGNAL
→ : OFF PAGE SIGNAL

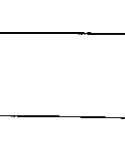
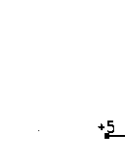
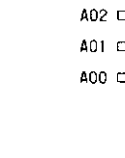
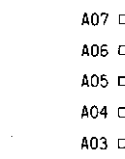
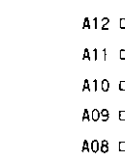
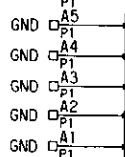
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NUMBER: PARTS SIDE
ALPHABET: SOLDER SIDE
/A/ A SMALL LETTER

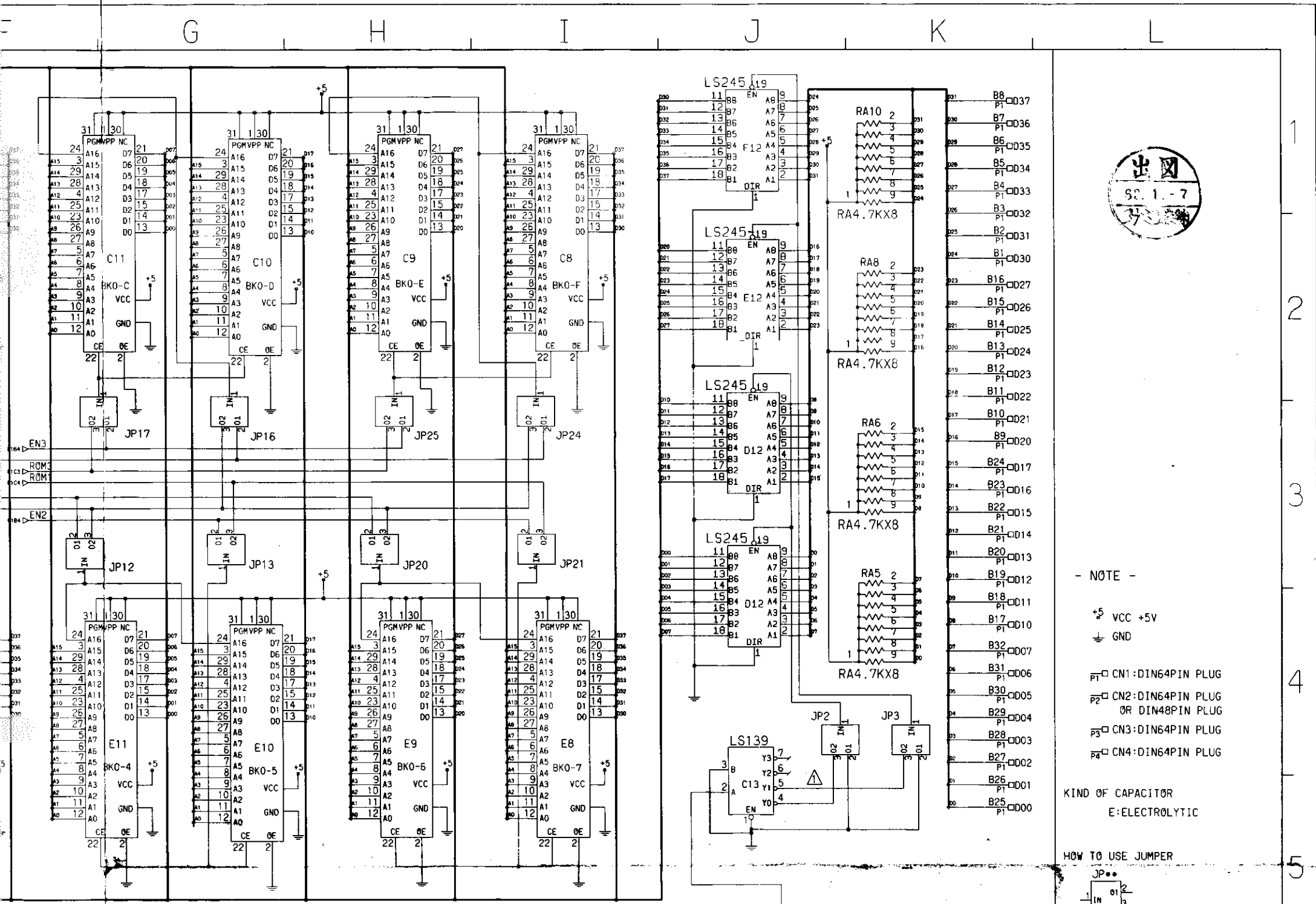
SUPER CONTRA

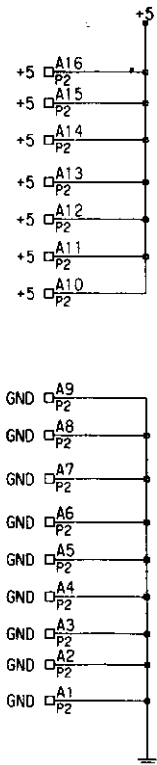
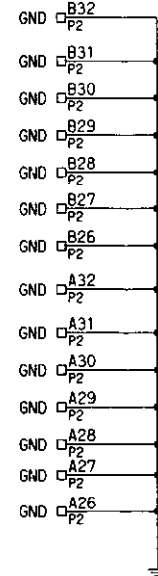
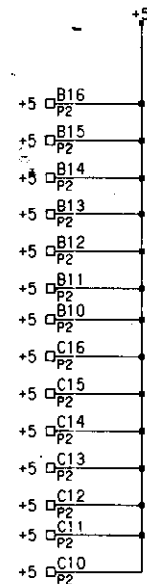
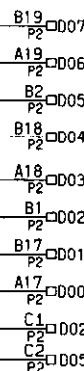
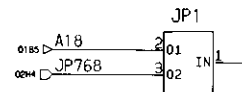
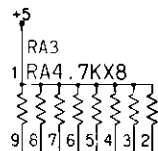
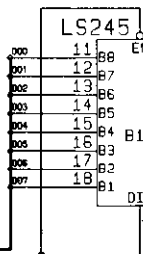
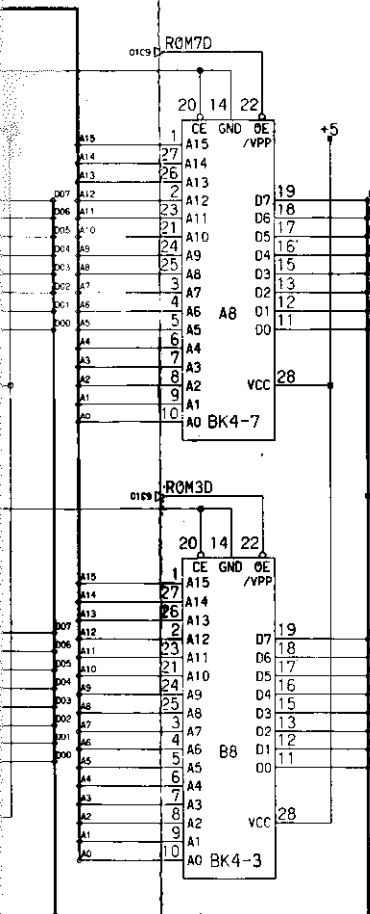
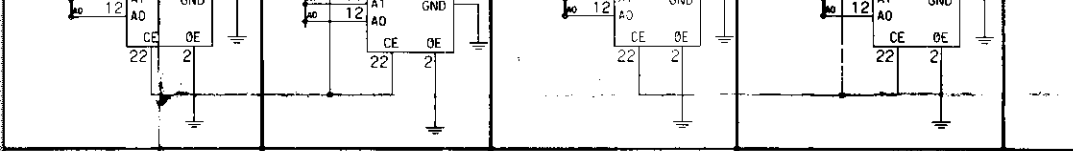
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DESIGN	DRAW	CHECK	APPROVE	03	RELEASE DATE	87.11.18		NAME		GX775 PWB350794A	
K. Hashino				K. Hashino				SCALE		1:1	
								TOLERANCE			
								CODE NO.		100082 3/3	

G H I J K L

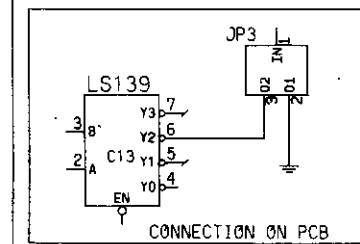
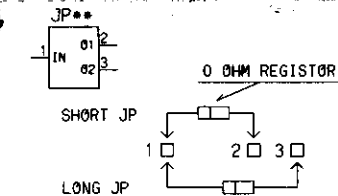






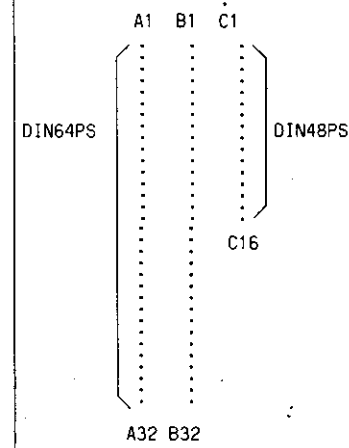


HOW TO USE JUMPER

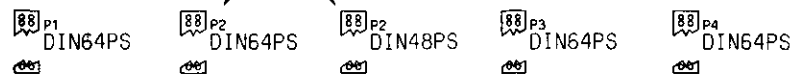


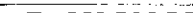
• IF YOU USE THE 16BIT LOAD . THEN YOU MUST TO REPAIR THIS CONNECTION

HOW TO USE P2 (CN2)



SUPER CONTRA



 KONAMI										KONAMI INDUSTRY CO.,LTD.										REG. TYPE		SCHEMATIC DIAGRAM	
DESIGN		DRAW		CHECK		APPROVE				RELEASE DATE				NAME		ROM BOARD 34M PWB350958							
S.		T.		<i>Hi</i>		<i>Hi</i>				SCALE		1 : 1		TOL- ERANCE		A1		CODE NO.		100087 1/2			
YASUDA										MATSUURA													

G H I J K L

A

B

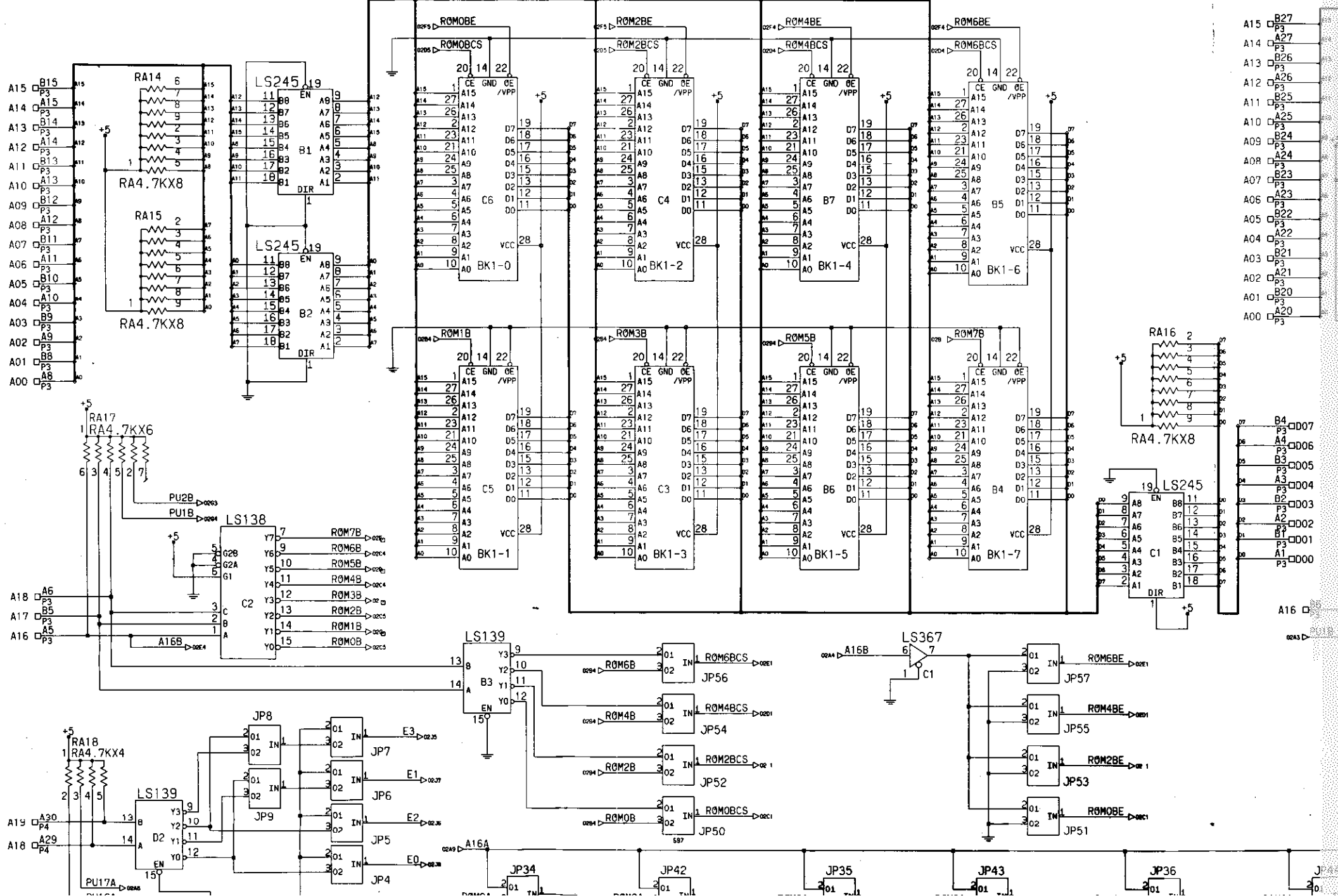
C

D

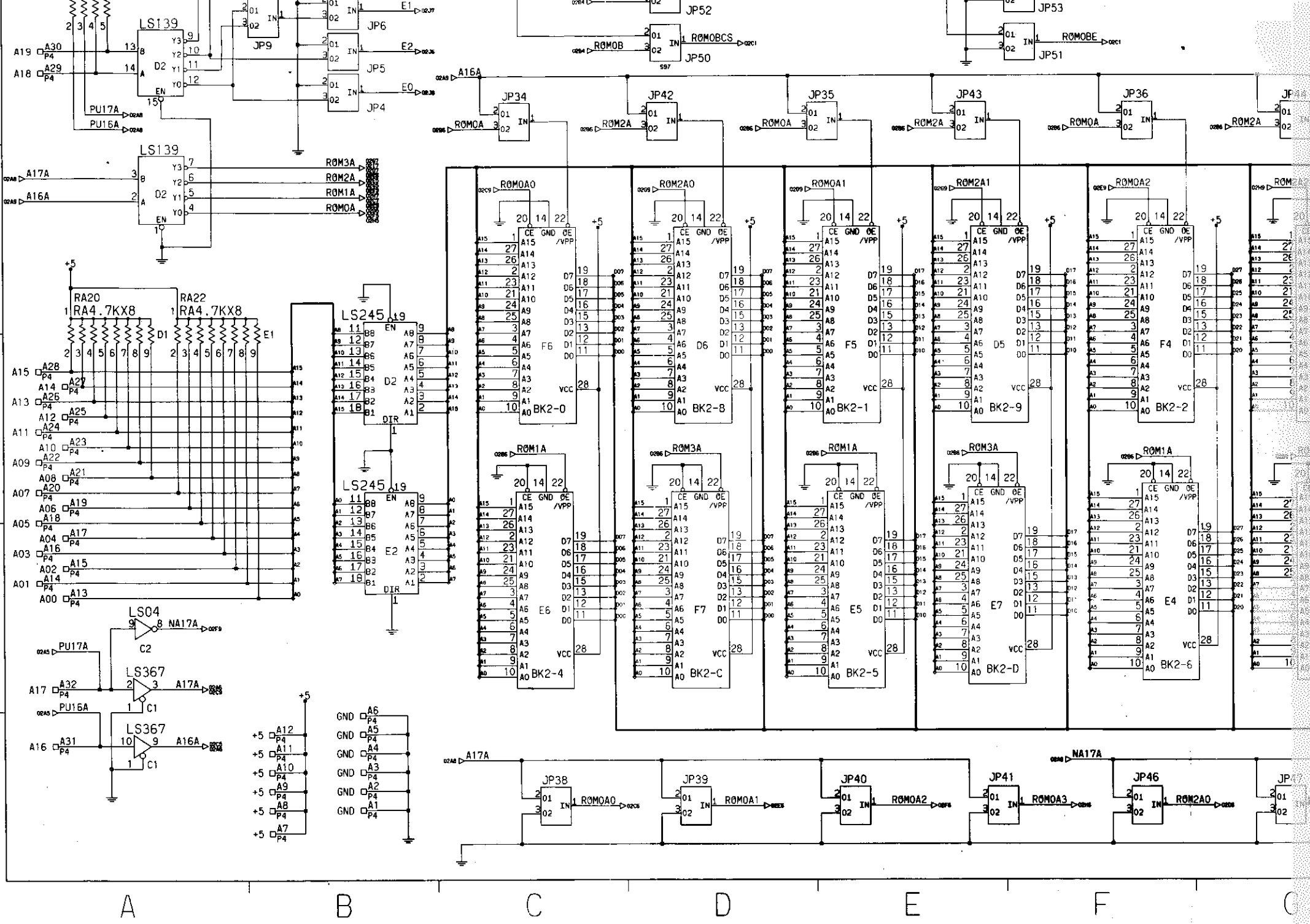
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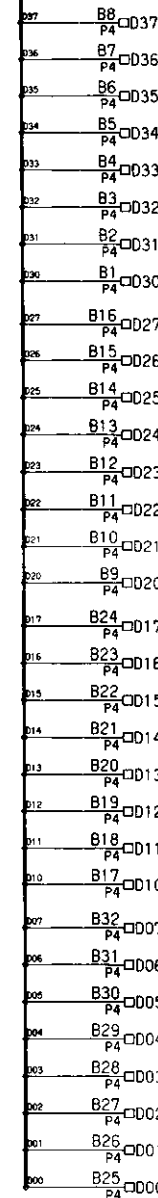
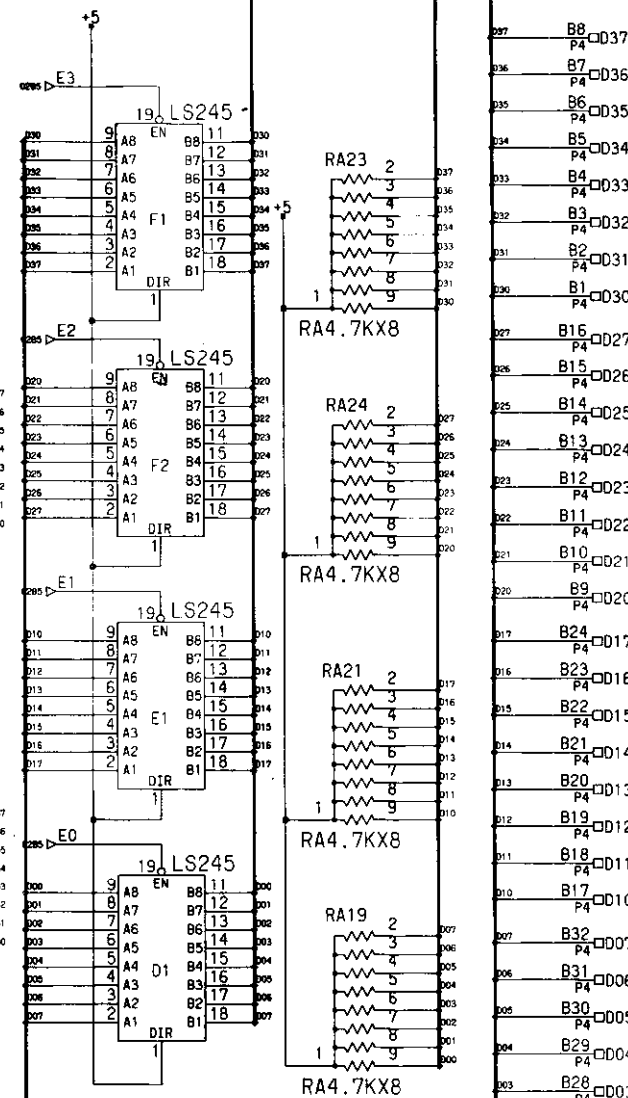
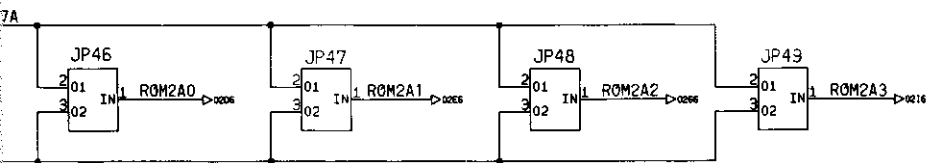
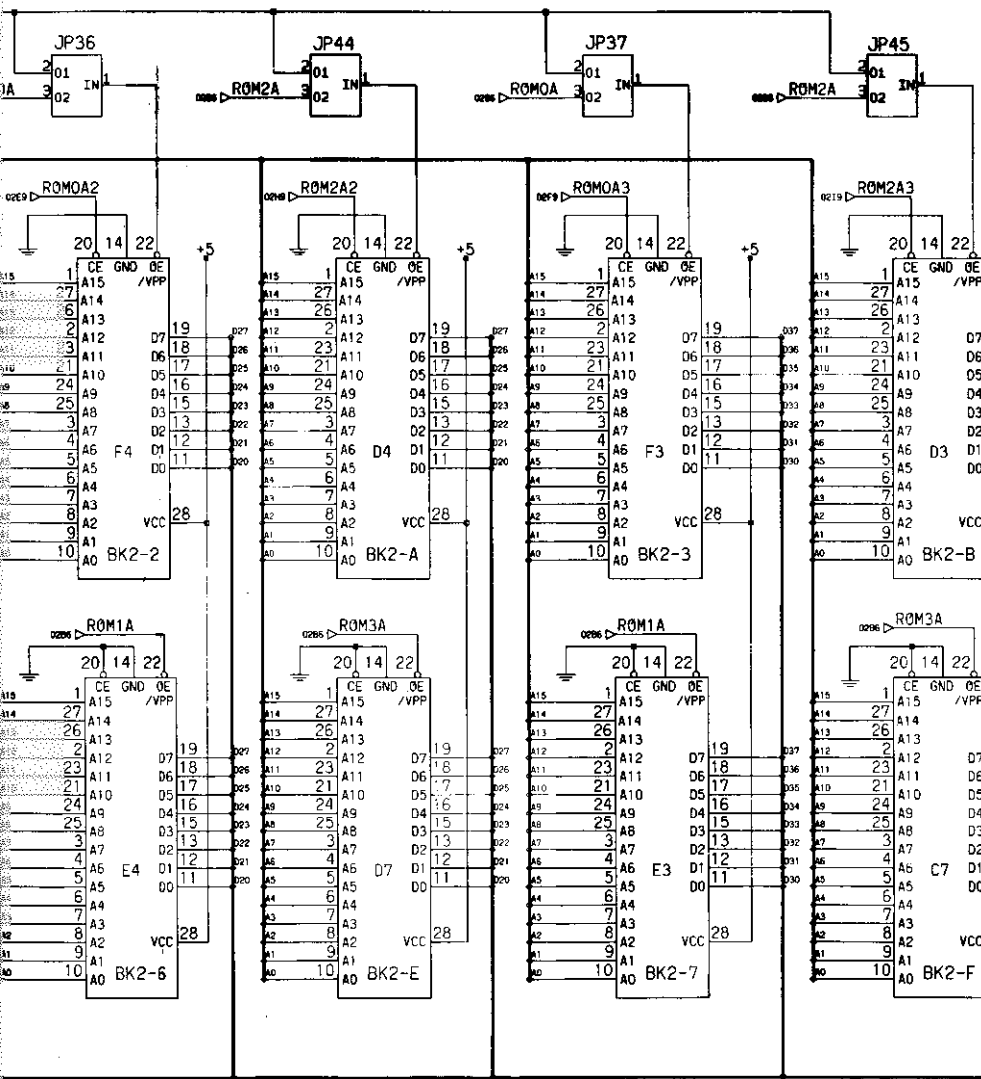
F

G



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KONAMI INDUSTRY CO., LTD.

REG. TYPE SCHEMATIC DIAGRAM

DESIGN	DRAW	CHECK	APPROVE
S.	T.	H.	F.
YASUDA	MATSUURA		

RELEASE
DATESCALE 1 : 1 TOL-
RANCE

NAME

ROM BOARD 34M
PWB350955

CODE NO.

100087

2/2