

This document has been downloaded from:



The largest resource for amusement machines
documentation on the world wide web!



FLIPPERSPILL.COM



The New Challengers

© CAPCOM 1991, 1993. ALL RIGHTS RESERVED.

MANUAL

WARNING

This game is for use in the United States of America and Canada.

Sales, export or operation outside of these countries may be construed as copyright and trademark infringement and is strictly prohibited.

Violators are subject to severe penalties and will be prosecuted to the full extent of the law.



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

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.



Ni-cd

Attention:

The product that you have purchased contains a rechargeable battery.

The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste stream.

Check with your local solid waste officials for details in your area for recycling options or proper disposal.

CAPCOM®

**Disassembling the case or removing the sticker
may cause the termination of your repair warranty.**

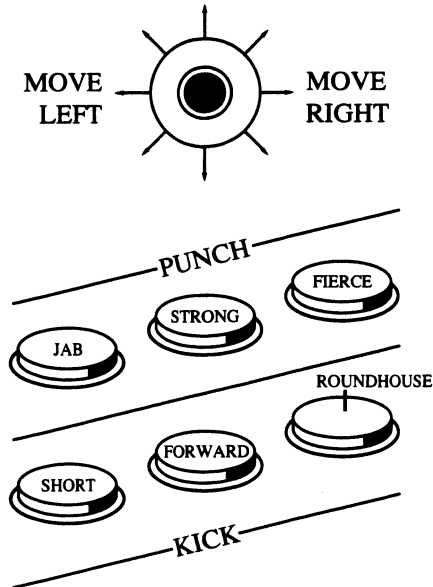
● SETTING INSTRUCTIONS

• PCB CONNECTOR

JAMMA STANDARD

• CRT MONITOR

HORIZONTAL SCREEN



• 8-WAY LEVER

MOVES PLAYER TO UP/DOWN,
LEFT/RIGHT AND
OTHER DIRECTIONS.

JAMMA STANDARDS

SOLDIERS 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 PUNCH (JAB)	Z	22	1P PUNCH (JAB)
2P PUNCH (STRONG)	a	23	1P PUNCH (STRONG)
2P PUNCH (FIERCE)	b	24	1P PUNCH (FIERCE)
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

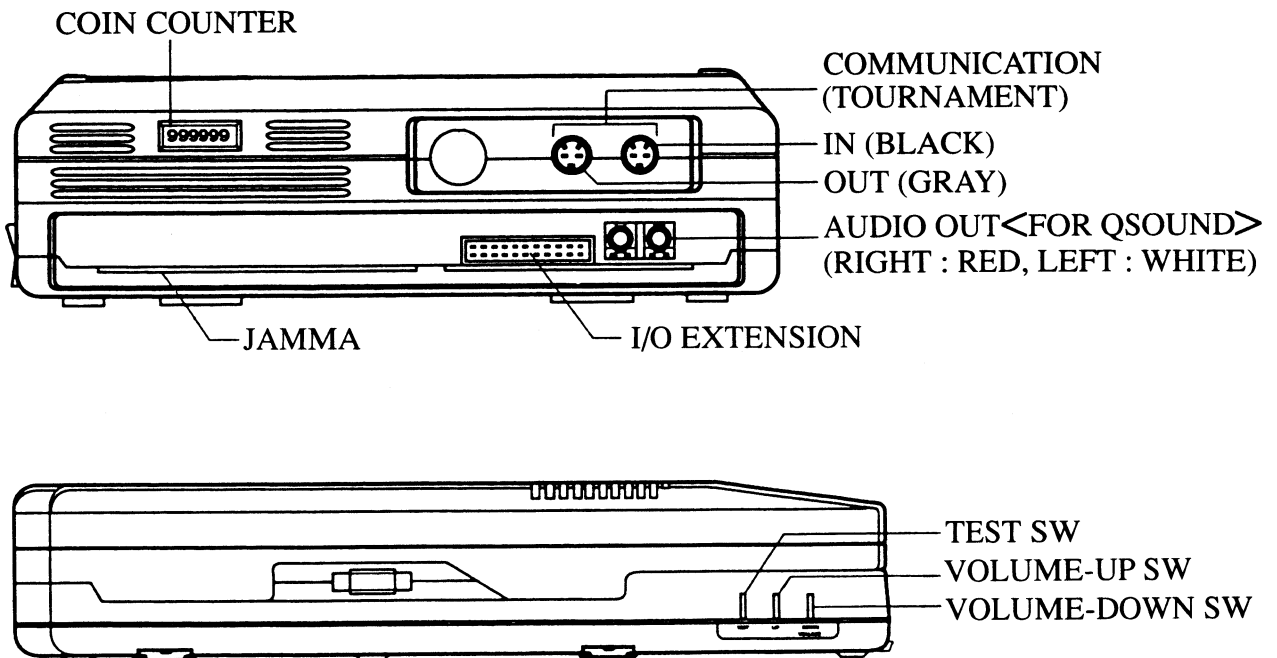
• PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

1168-056-009 : (KEL)

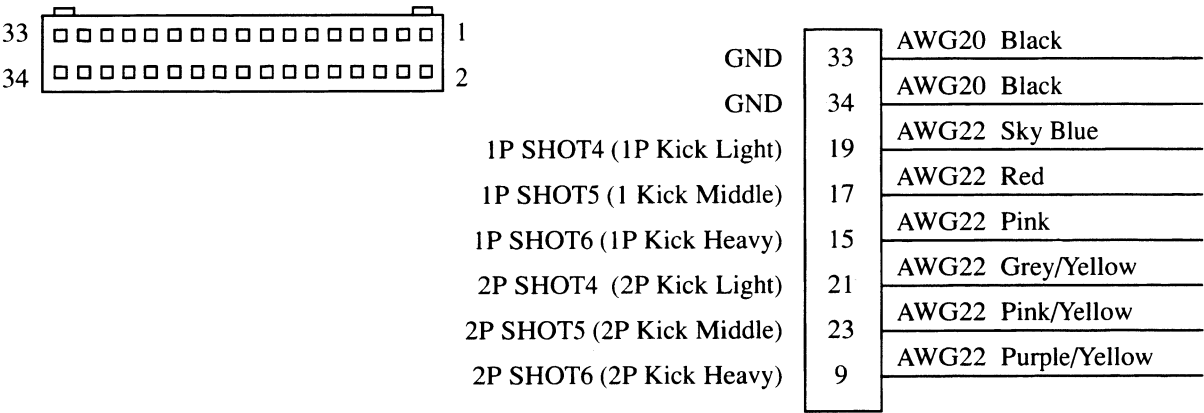
● CONFIGURATION



● CONNECTORS

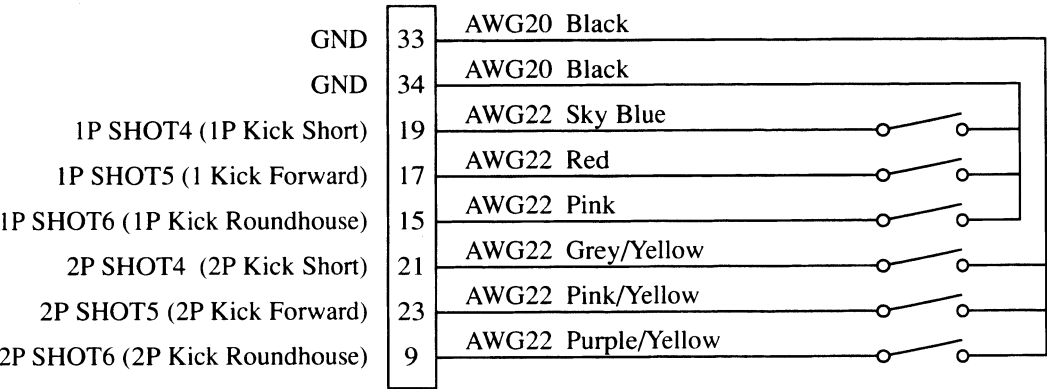
JAMMA: JAMMA 56-pin connector
OPTION: optional I/O connector
AUDIO OUT: used only for CAPCOM QSOUND cabinet
COMMUNICATION: I/O connector for the Tournament Mode
IN (Black): input
OUT (Gray): output

● I/O EXTENSION CONNECTOR



TEST: Test switch of the circuit board
VOLUME
UP: Volume-up switch
DOWN: Volume-down switch

OPTION connector



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

Push the test switch of the circuit board. The screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select “**9.EXIT**” and push 1P A button.

T E S T M E N U

- * 1. INPUT
- 2. OUTPUT
- 3. SYSTEM CONFIGURATION
- 4. MEMORY TEST
- 5. SOUND & VOICE
- 6. COLOR
- 7. DOT CROSS HATCH
- 8. CHARACTER
- 9. EXIT

- …1. Check on input switches
- …2. Check on output switches
- …3. Game play settings
- …4. Memory check
- …5. Sound check
- …6. Color adjustment
- …7. Adjustment of screen size, focus and distortion
- …8. Character check
- …9. 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 “**3.SYSTEM CONFIGURATION**”
 - After the memory is tested on the menu of “**4.MEMORY TEST**”

4) ITEM DESCRIPTIONS

1. INPUT	Used to test all the input/output switches. “1” appears when the switches are on.
2. OUTPUT	Check connection and switches in case “O” appears.
3. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
4. MEMORY TEST	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.
5. 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.
6. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
7. DOT CROSS HATCH	Used to test screen size, focus and distortion.
8. CHARACTER	Used to check all the characters.
9. EXIT	Select this item and push 1P A button to return to game play mode.

SETTING THE VOLUME

The volume of this unit can be adjusted by pressing the volume-up switch and volume-down switch. **The setting you have selected will be stored** even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volume-up or the volume-down switch **for at least five seconds**, then set the volume again.

ABOUT SYSTEM CONFIGURATION

1) TO OPEN THE MENU

- On the TEST MENU screen, select **“3.SYSTEM CONFIGURATION”** and push 1P A button. Screen B shown below appears.
- The word “TOURNAMENT” in this manual should be referred to the term “ULTIMATE COMPETITION.”

2) TO CLOSE THE MENU

- When all the settings are done, select **“EXIT”** and push 1P START button.
- When settings are changed, new settings are stored on EEP-ROM, then the TEST MENU appears.
- A message **“SAVING NEW CONFIGURATION IN EEP-ROM”** 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.
- A message “CONFIGURATION SAVED” appears and then the TEST MENU automatically appears when writing is done.

SYSTEM CONFIGURATION MENU

>GAME MODE	TOURNAMENT
COIN	1COIN 1CREDIT
COIN CHUTER	2 CHUTERS
GAME DIFFICULTY	4/MEDIUM
SOUND	STEREO
DEMO SOUND	OFF
CONTINUE	OFF
START MODE	ON
MONITOR FLIP	OFF
EXTEND PLAY	3
	FACTORY SETTING
	EXIT

…Game mode setting
…Number of coins per play
…Coin chuter setting
…Game difficulty setting
…Stereo or monaural
…With or without sound in attract mode
…With or without continued play
…A one-player game from the two-player (2P) side start up
…Turnover of the screen …Returns to factory setting
…Setting extended play …Returns to
the TEST MENU

(*Screen B)

3) TO CHANGE THE SETTING

- Select an item with 1P lever (UP or DOWN) and 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.

SYSTEM CONFIGURATION

4) MENU

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 2 CREDIT	4 COINS 1 CREDIT	2 COIN START 1 COIN CONTINUE	FREE PLAY
GAME DIFFICULTY	1 EASIEST	2 VERY EASY	3 EASY	4 MEDIUM	
	5 MEDIUM HARD	6 HARD	7 VERY HARD	8 HARDEST	
SOUND	STEREO (Q SOUND)			MONAURAL	
DEMO SOUND	ON			OFF	
CONTINUE	ON			OFF	
START MODE	ON			OFF	
MONITOR FLIP	ON			OFF	

* Bold faces indicate the factory setting

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

SYSTEM CONFIGURATION

ITEM DESCRIPTION

COIN	Sets the charge per play. * The number of selections possible is different for the Tournament Mode and the Single Mode. T: Sets the charge per play for the Tournament Mode. (5 selections) S: Sets the charge per play for the Single Mode. (10 selections)
GAME DIFFICULTY	As the number increases, the game play gets harder.
SOUND	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL. • STEREO – with QSOUND • MONAURAL – without QSOUND
DEMO SOUND	With or without sound in attract mode. • ON – with sound • OFF – without sound
CONTINUE	Sets continuous play. ON: Continuous play is possible. OFF: Continuous play is not possible. * In the Tournament Mode, this item is automatically set to “OFF”, and cannot be changed.
START MODE	Sets whether or not it is possible to start a one-player game from the two-player (2P) side after game start up. ON: Game can be started from the two-player (2P) side. OFF: Game cannot be started from the two-player (2P) side. * In the Tournament Mode, this item is automatically set to “ON”, and cannot be changed.
MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. • ON – with turnover • OFF – without turnover
FACTORY SETTING	To return to the factory setting, select this item and push the 1P START button.
EXIT	To store changed setting and return to the TEST MENU, select this item and push the 1P START button.

STARTING UP THE SINGLE MODE

The Single Mode allows a player to challenge the computer alone or, in the event another player shows up, two players to play each other.

Even with the communications cables for the Tournament Mode connected, the Single Mode can be easily started up simply by changing the game mode.

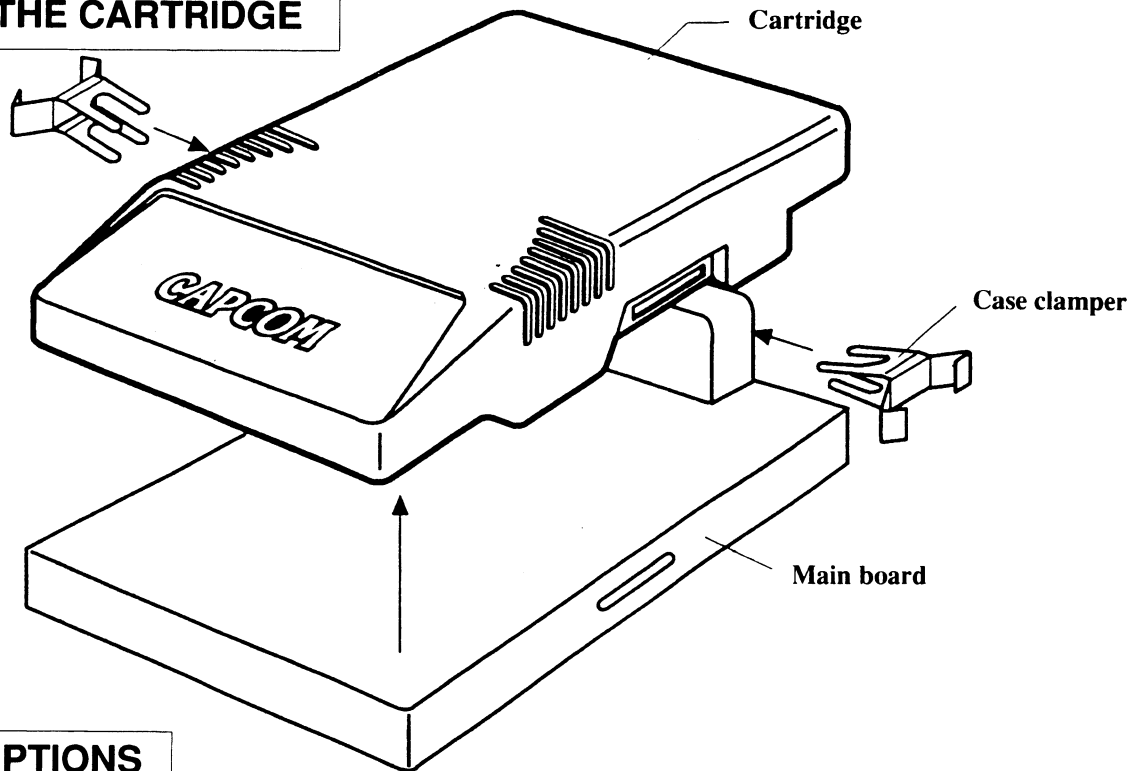
*If you wish to start up the Single Mode while the communications cables for the Tournament Mode are connected, be sure to set all four units to the Single Mode. (The Tournament Mode only works when four units are connected to form one group.)

1) SETTING PROCEDURE

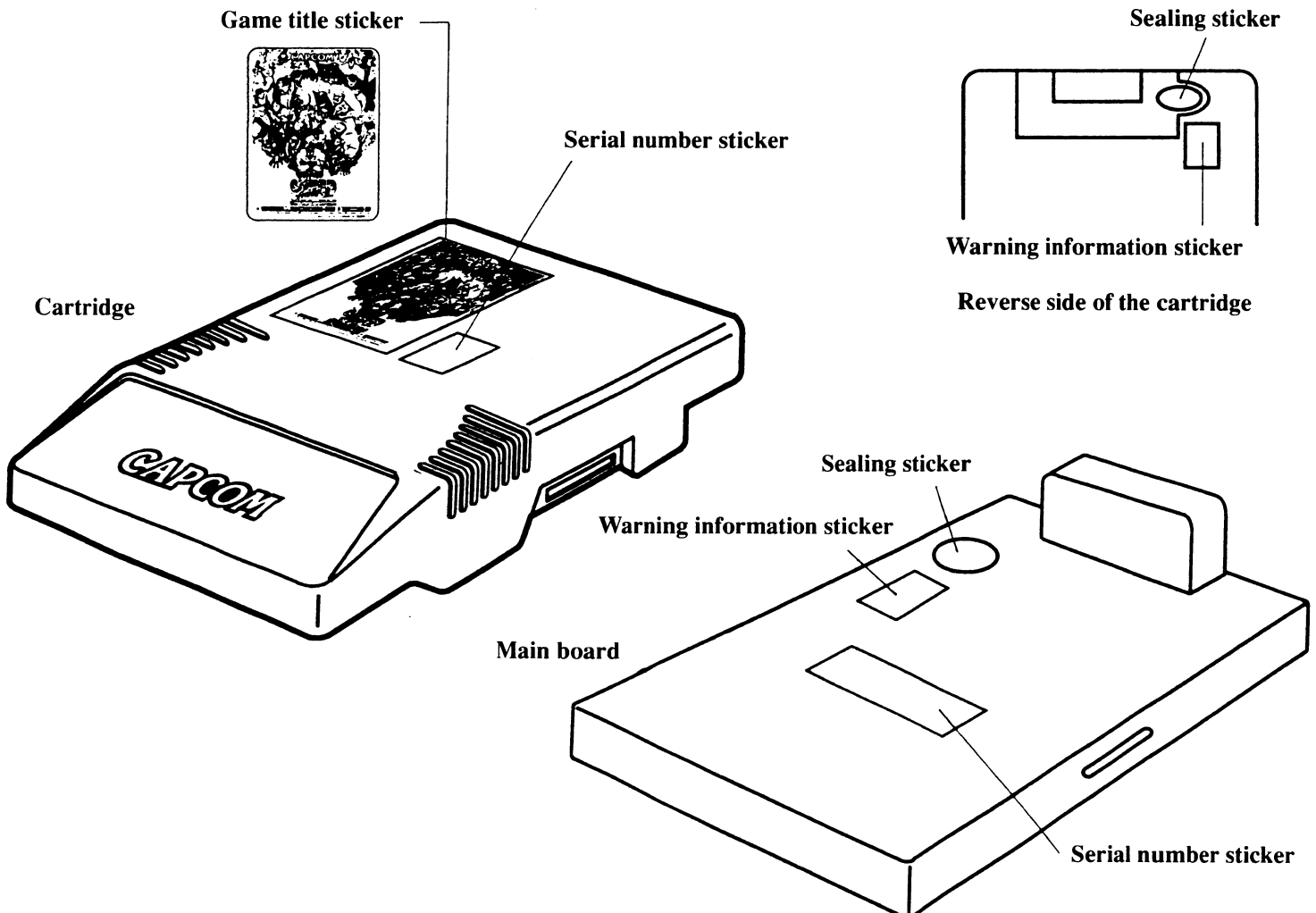
After switching on the power, press the test switch to display the test menu screen either during the Terminal Check or during the tournament demonstration game. Here, select “**3.SYSTEM CONFIGURATION**”, set the “**GAME MODE**” to “SINGLE”, and then exit the test menu. (Press the one-player (1P) start button.) This completes the setting.

Now the unit can be operated in the Single Mode. If you wish to change the game mode settings, press the test switch once again to select the test menu, and then change the settings.

HOW TO EJECT THE CARTRIDGE



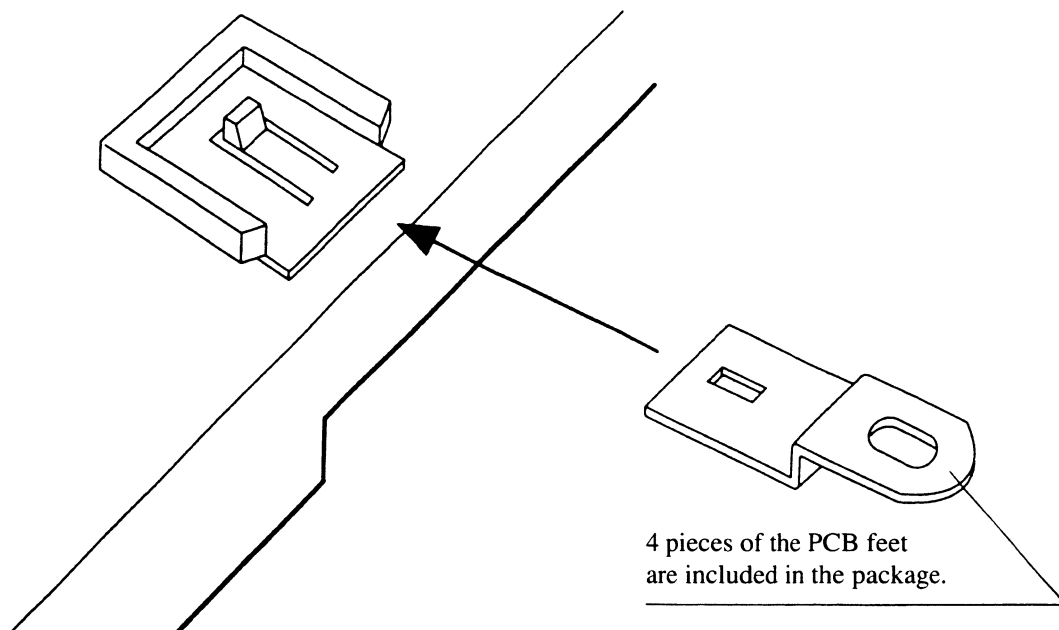
STICKER DESCRIPTIONS



***Disassembling the case or removing the sticker may cause the termination of your repair warranty.**

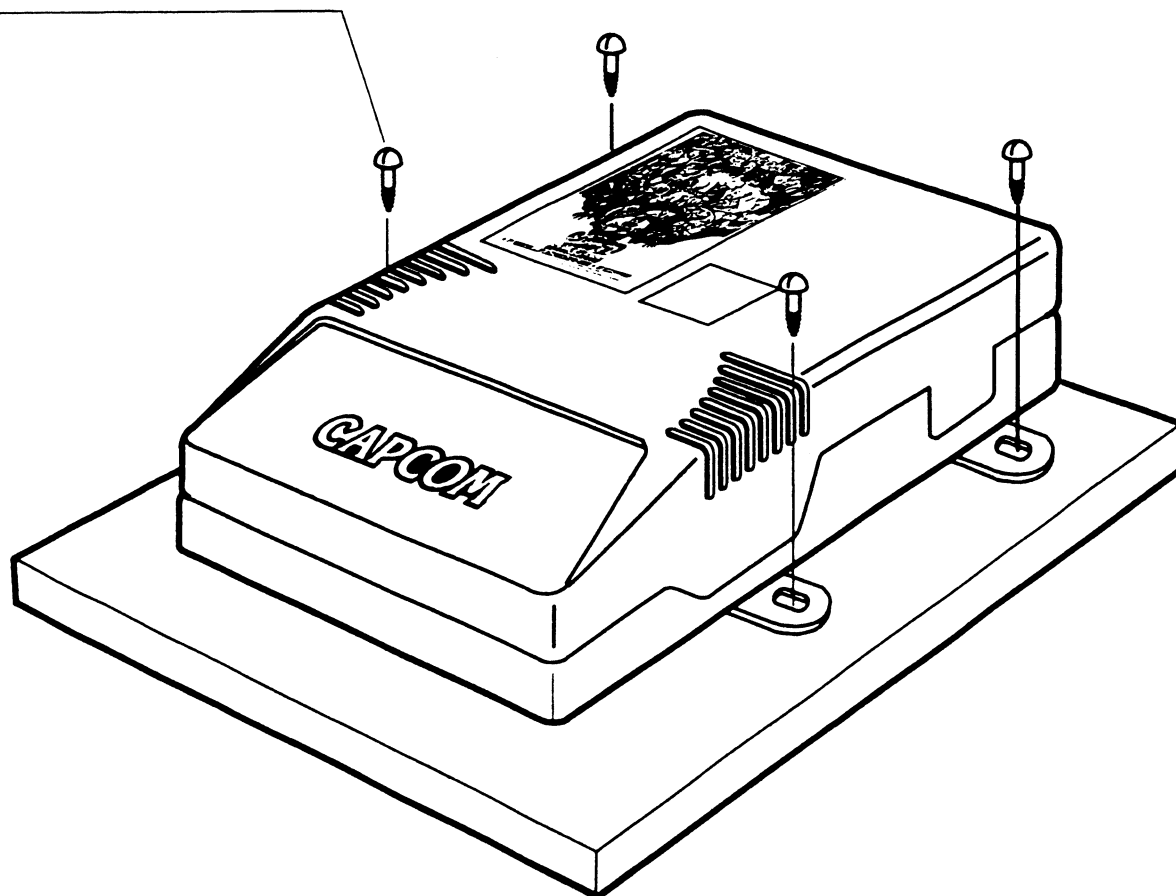
HOW TO MOUNT THE P.C. BOARD

1) Mounting the feet



1) Mounting the P.C.B.

These screws are not included in the package.





© CAPCOM 1991, 1993. ALL RIGHTS RESERVED.

MANUAL

WARNING

This game is for use in the United States of America and Canada.

Sales, export or operation outside of these countries may be construed as copyright and trademark infringement and is strictly prohibited.

Violators are subject to severe penalties and will be prosecuted to the full extent of the law.

SYSTEM CONFIGURATION

4) MENU

GAME MODE			TOURNAMENT				SINGLE		
COIN	GAME MODE	T	1 COIN 1 CREDIT	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	FREE PLAY		
		S	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	2 COINS START 1 COIN CONTINUE	FREE PLAY		
COIN CHUTER			1 CHUTER				2 CHUTERS		
GAME DIFFICULTY			1 EASIEST	2 VERY EASY		3 EASY		4 MEDIUM	
			5 MEDIUM HARD	6 HARD		7 VERY HARD		8 HARDEST	
SOUND			STEREO (Q SOUND)				MONAURAL		
DEMO SOUND			ON				OFF		
CONTINUE			ON				OFF		
START MODE			ON				OFF		
MONITOR FLIP			ON				OFF		
EXTEND PLAY			OFF	2	3	4	5	EVERY	

* Bold faces indicate the factory setting.

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

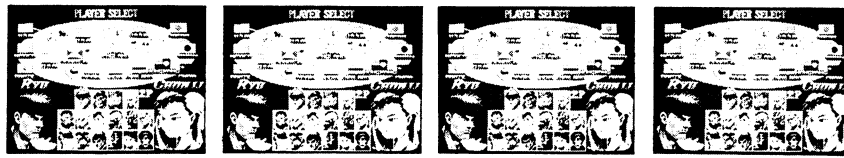
SYSTEM CONFIGURATION

ITEM DESCRIPTIONS

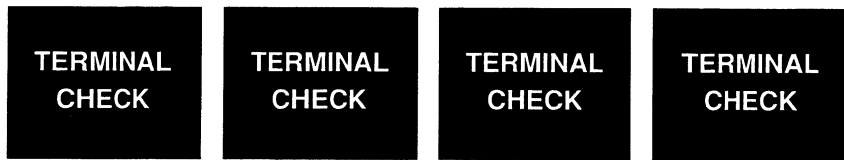
GAME MODE	Sets the GAME MODE. • TOURNAMENT – Tournament Mode • SINGLE – Single Mode * Please see the chapter STARTING UP THE TOURNAMENT MODE.
COIN	Sets the charge per play. • The number of selections possible is different for the Tournament Mode and Single Mode. T: Sets the charge per play for the Tournament Mode. (5 selections) S: Sets the charge per play for the Single Mode. (10 selections)
COIN CHUTER	Sets the configuration of the coin chuter. Select the appropriate configuration for the unit being used. In the Tournament Mode, if two chuters are selected, coin insertion can be monitored separately for each chuter. * In the Single Mode, the one chuter setting is automatically selected, and - cannot be changed.
GAME DIFFICULTY	As the number increases, the game play gets harder.
SOUND	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL. • STEREO – with QSOUND • MONAURAL – without QSOUND
DEMO SOUND	With or without sound in Attract Mode. • ON – with sound • OFF – without sound
CONTINUE	Sets continuous play. ON: Continuous play is possible. OFF: Continuous play is not possible. * In the Tournament Mode, this item is automatically set to “OFF”, and cannot be changed.
START MODE	Sets whether or not it is possible to start a one-player game from the two-player (2P) side after game start up. ON: Game can be started from the two-player (2P) side. OFF: Game cannot be started from the two-player (2P) side. * In the Tournament Mode, this item is automatically set to “ON”, and can not be changed.
MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. • ON – with turnover • OFF – without turnover
EXTEND PLAY	This feature sets whether tournament winners will receive bonus credits or not. • OFF – No bonus credits awarded (game over). • 2-5 – The winner can continue playing the game. (The number indicates the maximum numbers of games the same winner can play in a row.) • EVERY – The winner receives a bonus credit and can play the game continuously.
FACTORY SETTING	To return to the factory setting, select this item and push the 1P START button.
EXIT	To store changed settings and return to the TEST MENU, select this item and push the 1P START button.

STARTING UP THE TOURNAMENT MODE: SUPPLEMENT

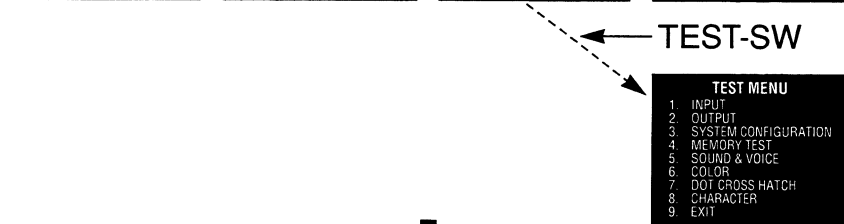
* The following is a simplified explanation of the flow of the starting procedure.



* Connect the four units with the communications cables correctly and switch on the power.



* The “**TERMINAL CHECK**” is displayed for a few seconds.



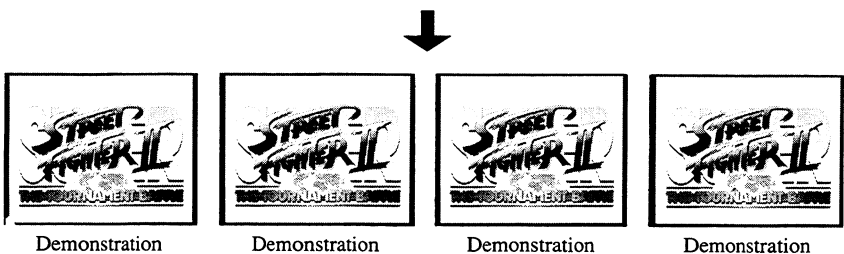
* By pressing the test switch during this display, the settings can be changed individually using the test menu.

(It is not possible to change the settings for the entire tournament on a single individual unit.)

“**EXIT**” will cause the Terminal Check to return.

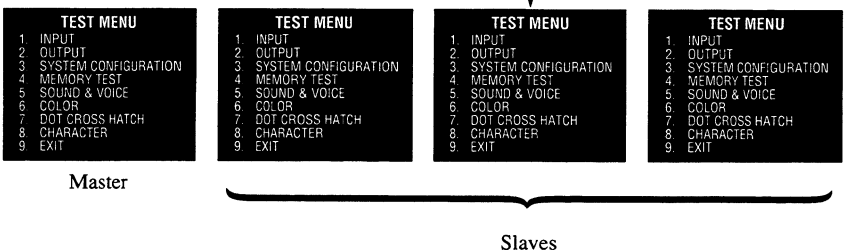


* **ID numbers 1 through 4** will be assigned. (“ID1” will be recognized as the “master”, and the others as “slaves”.)



* The demonstration will start.

* After the ID numbers have been assigned, when the test switch is pressed on any of the units, all four units will enter the test menu.



* The settings (game difficulty, charge per play, etc.) for the entire Tournament can only be changed on the “master” monitor.

* If the test menu is exited by selecting “**EXIT**” on any of the monitors, all four units will simultaneously return to the Terminal Check.

STARTING UP THE TOURNAMENT MODE

By using communications cables to connect four circuit boards, it is possible to play this game as a “Tournament Battle”.

After making the settings correctly in accordance with the separately explained COMMUNICATIONS CABLE CONNECTION PROCEDURE, set the game mode to “Tournament”.

The Procedure for starting up the Tournament Mode is as follows:

1. **Connect the communications cables correctly.**
(Refer to the separately explained COMMUNICATIONS CABLE CONNECTION PROCEDURE.)
2. **Switch on the power to the four individual units.**
(No special sequence required.)
3. **“TERMINAL CHECK” will be displayed on the screens, and then, after a few seconds, ID numbers will be assigned to the four units. (“ID * OK” (* : 1 ~ 4) will be displayed on each of the screens.)**

*By pressing the test switch during this Terminal Check, the test menu will appear and the various individual settings can be made. (It is not possible to make the settings for the entire tournament on a single individual unit.)

*The Terminal Check will not end until all four monitors have exited the test menu.

*If the Tournament Mode will not start up, check to confirm that the communications cables are connected correctly.

If the Tournament Mode still will not start up, contact your dealer.

4. **After the Tournament Mode has started up, if the test switch on any of the units is pressed, all four units will simultaneously enter the test menu.**

*The settings (game difficulty, etc.) for the entire Tournament Mode can only be changed on the unit assigned the ID number “1”.

*Completing the test menu by using “EXIT” will cause the Terminal Check to return. (Return to the Terminal Check is possible from any of the units.)

*If any of the four monitors is being operated in the Single Mode, it will not be possible to enter the Tournament Mode. Press the test switch and reset to the “Tournament” mode, and then repeat the Terminal Check.

CAUTIONS CONCERNING THE COIN LOCK

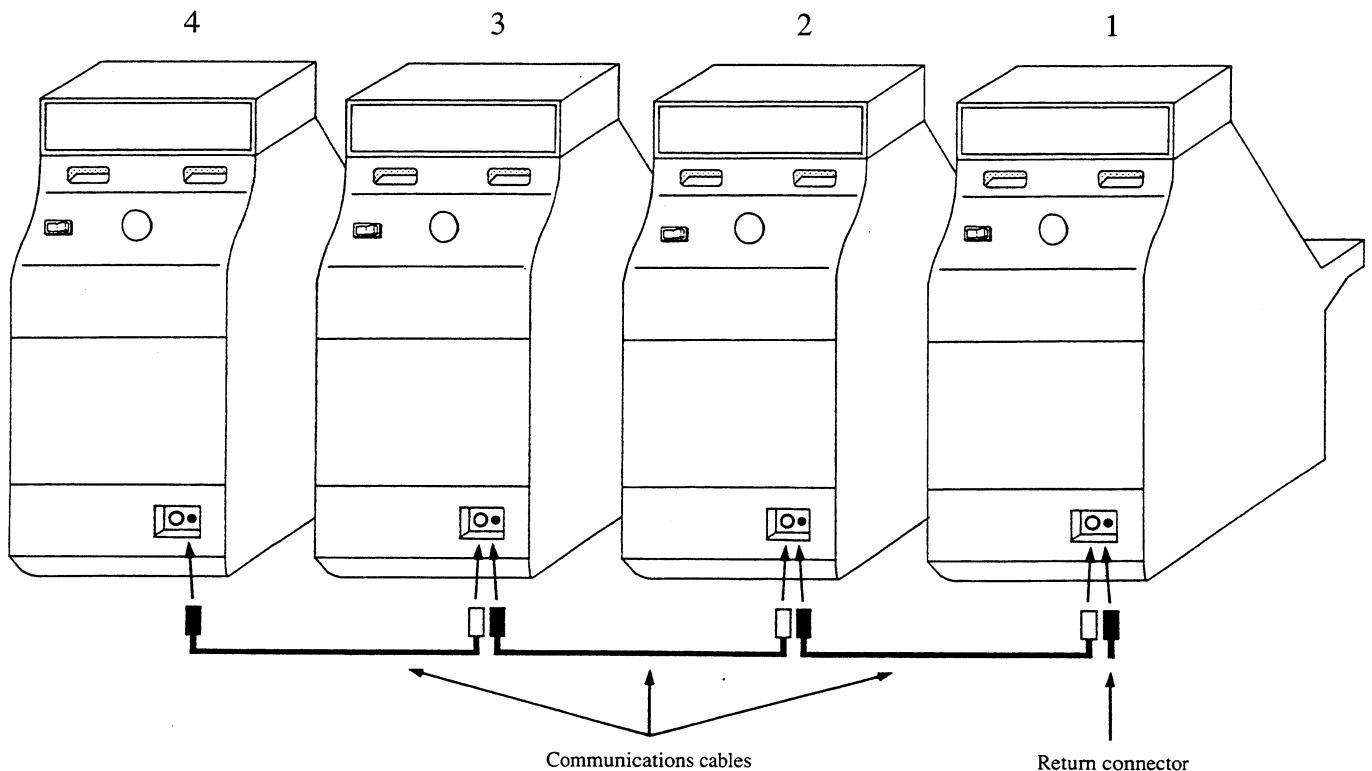
In the Tournament Mode, **after all entries have been received, the “coin lock” goes on to prevent any further coins from being inserted. (When a game has ended, the coin lock goes off.)**

If more than one coin is required to receive one game credit (ie.: putting in two coins to receive one credit), the coin lock will **go on when one credit’s worth of coins have been inserted** and the game has begun. To avoid malfunctioning, please **do not repeatedly insert coins one after another.**

COMMUNICATIONS CABLE CONNECTION PROCEDURE

1. Confirm that you have three communications cables and one return connector.
2. Line up the four units to be used for the tournament.
3. Insert the return connector into the black terminal on the back of the first unit.
4. Insert the gray-marked end of one of the communications cables into the gray terminal of the first unit and the black end (no mark) of the same cable into the black terminal of the second unit.
5. Connect the other units in the same way.
6. The gray terminal of the fourth unit is not used.
7. This completes the connections.

•CONNECTION DIAGRAM





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