

DUNKMANIA

OPERATION MANUAL

 CAUTION

In order to safely use this machine, be sure to carefully read this operation manual and the manual of the cabinet in which this machine to be installed before installation and operation.

DISTRIBUTED BY:



NAMCO LIMITED
AMAGAWA, OHTA-KU, TOKYO, 146,

1. Cautions

- (1) Be sure to turn off the cabinet whenever installing or removing the PC board. Otherwise you may be hurt by an electric shock.
- (2) Be sure to use an edge connector which is applied to the JAMMA standard. Any modifications such as cutting the edges of PC boards will cause a failure and also will be out of our guarantee for repair.
- (3) Never test the PC boards for conductivity with a multimeter or similar device. The PCB contains sensitive chips which could be destroyed even by the internal voltage of such a device.
- (4) Foreign matters or dust on the PC boards will cause a failure. Turn off the power and clean the PC boards with a brush or similar thing.
- (5) When transporting the PC boards, wrap them with sponges or air caps and pack them in a cardboard box so that they can avoid a direct impact from outside during shipment.
- (6) For maintenance, contact your distributor.

2. Specifications

- (1) Control panel: One-side 4-P specifications
 - 8-direction lever: 4(1P, 2P, 3P,4P, 1 each)
 - Button switch: 12(1P, 2P, 3P,4P, 3 each)
 - Button 1 : (Shift)
 - Button 2 : (Shot&Block)
 - Button 3 : (Pass&Steal)
 - Start switch: 4(1P, 2P, 3P,4P, 1 each)

(2) PC board size: 230 x 230 mm

(3) Direction of monitor: Horizontal

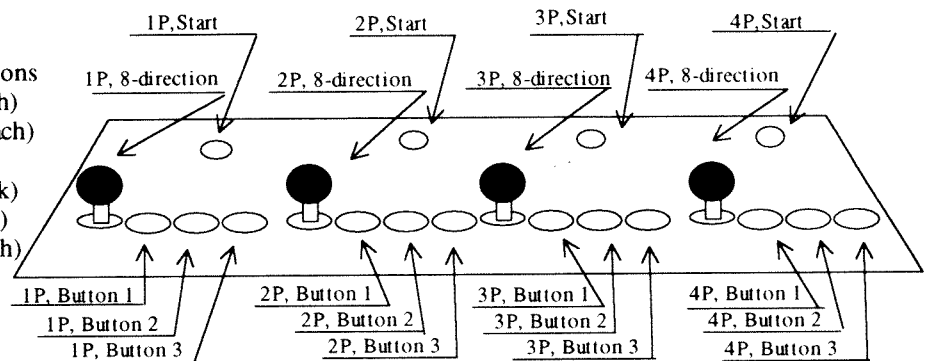


Fig. 1

3. Connection

- (1) Connection of control panel
 - See above to connect JAMMA harness and extended harness(accessory) to control panel through the cabinet (see P3 : PC board connector table)
 - Connecting expanded harness to the right speaker allows you to enjoy a stereophonic effect.

- (2) Connection of PC board
 - Set the PC board in the cabinet and connect JAMMA edge connector and 48P extended edge connector (DDK 225D-10024C2-2312) to the PC board.

4. Explanation of PC Boards

- (1) Option switches
 - No.1 to "ON" for Test Mode.
 - No.2 to "ON" for Screen Freeze.
 - Normally, all of the option switches are "OFF".
- (2) Speaker volumes
 - To decrease the sound volume of the speaker, turn the speaker volume counter-clockwise.

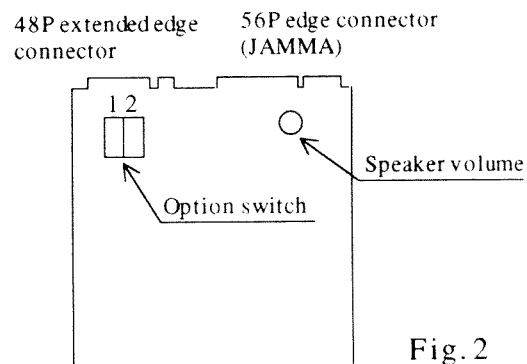
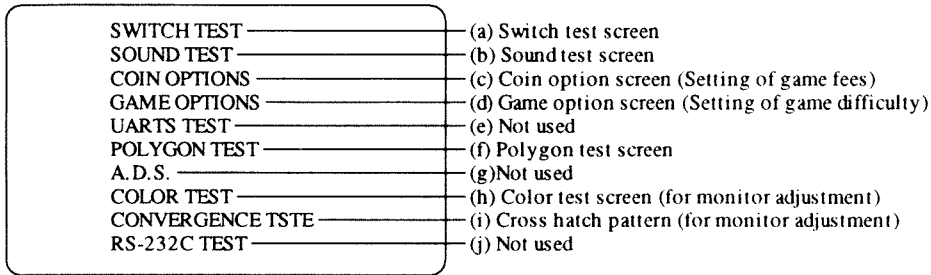


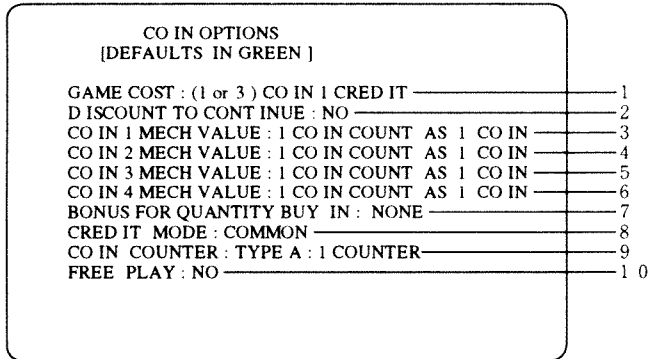
Fig. 2

5. Test Mode

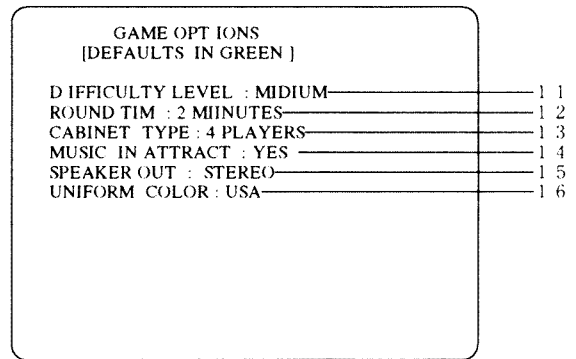
- (1) The PC Board enters the test mode by setting the test switch on the PC Board to "ON" on the game screen. And the test menu screen is displayed on the monitor. Use the test switch (For connection, see P3: PC Board Connector Table) on the cabinet or the option switch on the PC Board (see P1: 4.(1) Option switches)
 - When an item is selected by operating the 1P control lever up and down and the 1P button1 switch is pushed, the selected test screen is displayed.
- (2) Game fees can be changed on the coin option screen, and the game difficulty can be changed on the game option screen.
 - Select an item by operating the 1P control lever up and down, and change its contents using the 1P button1 switch (see the option setting table). After that, push the 1P button2 switch to return to the test menu screen.



(Test menu screen)



(Coin Option screen)



(Game Option Screen)

(Option setting table)

| Item | Contents | |
|----------------------|---|---|
| 1. Game fees | one count required for one game (one credit) | (1 or 3) < [1 - 9] |
| 2. DISCOUNT | 50% discount when continuing a play | NO < YES |
| 3. COIN 1 MECH VALUE | Count per coin | 1 < [1 - 9] |
| 4. COIN 2 MECH VALUE | Count per coin | 1 < [1 - 9] |
| 5. COIN 3 MECH VALUE | Count per coin | 1 < [1 - 9] |
| 6. COIN 4 MECH VALUE | Count per coin | 1 < [1 - 9] |
| 7. BONUS COIN | One additional coin per the specified number of coins | NONE < 2 Coins Give 1 Coin~ 9 Coins Give 3 Coins |
| 8. CREDIT MODE | COMMON (Credit is common to 1P, 2P, 3P and 4P) < EACH ONE (Credit is set for 1P, 2P, 3P and 4P each) EACH TWO (Credit is set for 1P and 2P, 3P and 4P each) | |
| 9. COIN COUNTER | TYPE A : 1 COUNTER < TYPE B : 2 COUNTERS | |
| 10. FREE PLAY | NO < YES | |
| 11. DIFFICULTY LEVEL | MEDIUM < [EASY . MEDIUM . HARD] | |
| 12. ROUND TIME | 2 MINUTES < [1 . 2 . 3 . 4 . 5] | |
| 13. CABINET TYPE | 4 PLAYERS < 2 PLAYERS | |
| 14. MUSIC IN ATTRACT | YES < NO | |
| 15. SPEAKER OUT | STEREO < MONO | |
| 16. UNIFORM COLOR | USA < JAPAN | |

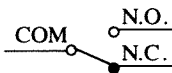
| | | | | | | | | |
|---------|-----------|----------|------------------|-----|-----------------|------|----------------|--|
| Example | Game fees | | ① | ② | ③④ | ⑦ | Credit display | (Note) Set ③, ④ corresponded to Coin Mech 1&2 in use. |
| | 1 game | Continue | | | | | | |
| | 100 yen | 100 yen | | | | | | |
| | 100 yen | 50 yen | 2 COINS 1 CREDIT | YES | 1 COUNT 2 COINS | NONE | CREDIT 0/2 | |

6. PC Board Connector Table

JAMMA edge connector (56P 3.96 mm pitch)

| Solder side | Terminal No. | | Parts side |
|----------------------------|--------------|----|----------------------------|
| GND | A | 1 | GND |
| GND | B | 2 | GND |
| +5V | C | 3 | +5V |
| +5V | D | 4 | +5V |
| | E | 5 | |
| +12V | F | 6 | +12V |
| Insertion error preventing | H | 7 | Insertion error preventing |
| Coin counter 2 | J | 8 | Coin counter 1 |
| | K | 9 | Coin lockout 1 |
| Speaker (-) | L | 10 | Speaker (+) |
| Audio (GND) | M | 11 | Audio (+) |
| Video GREEN | N | 12 | Video RED |
| Video SYNC | P | 13 | Video BLUE |
| Service switch | R | 14 | Video GND |
| | S | 15 | Test switch |
| Coin switch 2 | T | 16 | Coin switch 1 |
| 2P start switch | U | 17 | 1P start switch |
| 2P lever UP | V | 18 | 1P lever UP |
| 2P lever DOWN | W | 19 | 1P lever DOWN |
| 2P lever LEFT | X | 20 | 1P lever LEFT |
| 2P lever RIGHT | Y | 21 | 1P lever RIGHT |
| 2P button 1 | Z | 22 | 1P button 1 |
| 2P button 2 | a | 23 | 1P button 2 |
| 2P button 3 | b | 24 | 1P button 3 |
| | c | 25 | |
| | d | 26 | |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

- Do not connect anything to the blank connectors.
- Both lockout solenoid and coin counter operate on +12V.
- Connect the switches to N.O. terminals such as a microswitch, and the GND to the COM terminal.



- The supply voltage is available within $\pm 5\%$. For use in the best condition, get the supply voltage as close to the specified voltage as possible.

(Recommended power capacity)

| | |
|----------------|--------------|
| +5V $\pm 5\%$ | 2.5A or more |
| +12V $\pm 5\%$ | 2.0A or more |

Extended edge connector (48P 2.54 mm pitch)

| Solder side | Terminal No. | | Parts side |
|--------------------------------|--------------|-----|--------------------------------|
| Speaker R (-) [YEL] | A1 | B1 | Speaker R (+) [ORG] |
| | A2 | B2 | |
| 4P start switch | A3 | B3 | |
| | A4 | B4 | |
| Insertion error preventing key | A5 | B5 | Insertion error preventing key |
| 4P lever RIGHT | A6 | B6 | 4P lever LEFT |
| 4P lever DOWN | A7 | B7 | 4P lever UP |
| 4P button 1 | A8 | B8 | 4P button 2 |
| | A9 | B9 | GND |
| | A10 | B10 | GND |
| | A11 | B11 | |
| | A12 | B12 | |
| | A13 | B13 | 4P button 3 |
| | A14 | B14 | |
| Coin switch 4 | A15 | B15 | Coin switch 3 |
| | A16 | B16 | |
| | A17 | B17 | GND |
| | A18 | B18 | GND |
| 3P button 3 | A19 | B19 | 3P button 2 |
| 3P button 1 | A20 | B20 | 3P lever RIGHT |
| 3P lever LEFT | A21 | B21 | 3P lever DOWN |
| 3P lever UP | A22 | B22 | 3P start switch |
| | A23 | B23 | |
| | A24 | B24 | |

- Do not connect anything to the blank connectors.
- The colors indicated in [] in the extended edge connector table show these of color cords on the extended edge connector harness in the accessories.

[Connection to stereo cabinet]

(1) STEREO / MONO setting

Select SPEAKER OUT in the game option screen at the test menu screen.

<Caution> Monophonic cabinets do output only the left-hand sound even if the stereophonic setting is selected.

(2) Connection to speakers

- Connect the (L) speaker to the speaker output of 56P edge connector (JAMMA) on the PC board.
- Connect the (R) speaker to Speaker R (+), (-) of 48P extended edge connector.

* Use a DDK 225D-10024C2-2312 as a 48P extended edge connector.