



OPERATOR'S GUIDE



CAPCOM®

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		
COIN COUNTER 2	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	
	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 PUSH 1	Z	22	1P PUSH 1	
2P PUSH 2	a	23	1P PUSH 2	
N.C.	b	24	N.C.	
N.C.	c	25	N.C.	
N.C.	d	26	N.C.	
GND	e	27	GND	
GND	f	28	GND	

○PCB CONNECTOR

JAMMA STANDARD

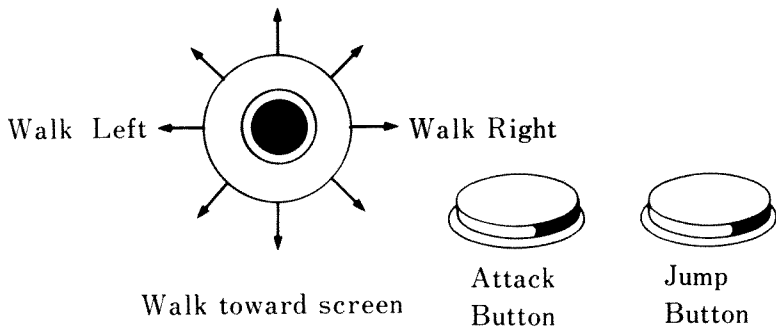
○CRT MONITOR

HORIZONTAL SCREEN

○CONTROL PANEL

8 Way Joystick

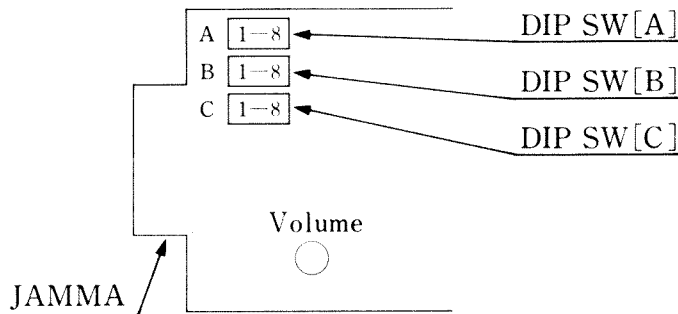
Walk away from screen



○A Death Blow performed by pushing the Attack and Jump Buttons simultaneously.

○Unable to insert more than 9 credits

○DIP SW



●PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

1168-056-009 : (KEL)

●DIP SW[A]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
Coin 1	1 Coin 1 Credit	OFF	OFF	OFF					
	1 Coin 2 Credits	ON	OFF	OFF					
	1 Coin 3 Credits	OFF	ON	OFF					
	1 Coin 4 Credits	ON	ON	OFF					
	1 Coin 6 Credits	OFF	OFF	ON					
	2 Coins 1 Credit	ON	OFF	ON					
	3 Coins 1 Credit	OFF	ON	ON					
	4 Coins 1 Credit	ON	ON	ON					
Coin 2	1 Coin 1 Credit				OFF	OFF	OFF		
	1 Coin 2 Credits				ON	OFF	OFF		
	1 Coin 3 Credits				OFF	ON	OFF		
	1 Coin 4 Credits				ON	ON	OFF		
	1 Coin 6 Credits				OFF	OFF	ON		
	2 Coins 1 Credit				ON	OFF	ON		
	3 Coins 1 Credit				OFF	ON	ON		
	4 Coins 1 Credit				ON	ON	ON		
Continue Coin	NORMAL							OFF	
	ONLY 1 COIN REQUIRED TO CONTINUE							ON	
Not Used									OFF
									ON

※If Continue Coin Mode is ON, Game starts with 2 coins and continues with 1 coin.
Coin 1 & Coin 2 settings are ignored.

●DIP SW[B]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY 1	OFF	OFF	OFF					
	↑ 2	ON	OFF	OFF					
	3	OFF	ON	OFF					
	NORMAL 4	ON	ON	OFF					
	↓ 5	OFF	OFF	ON					
	6	ON	OFF	ON					
	7	OFF	ON	ON					
	DIFFICULTY 8	ON	ON	ON					
DIFFICULTY LEVEL 2	EASY 1				OFF	OFF			
	NORMAL 2				ON	OFF			
	↓ 3				OFF	ON			
	DIFFICULTY 4				ON	ON			
EXTEND	100000(NORMAL)						OFF	OFF	
	200000						ON	OFF	
	100000,200000 EVERY						OFF	ON	
	NO EXTEND						ON	ON	
NOT USED									OFF
									ON

●DIP SW[C]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	2 (NORMAL)	OFF	OFF						
	3	ON	OFF						
	4	OFF	ON						
	1	ON	ON						
FREE PLAY	NORMAL			OFF					
	FREE			ON					
SCREEN PAUSE	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
DEMON-STRATION SOUND	DISABLED						OFF		
	ENABLED						ON		
CONTINUE MODE	DISABLED							OFF	
	ENABLED							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

- ※Highlighted Character when shipped.
- ※Reset DIP SW setting when the power is off.
- ※Keep DIP SW off when No instruction is given.

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