FCC WARNING

This equipment operates, uses and can radiate radio frequency energy and if not installed and 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 sub-part J of part-15 of F.C.C. 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.

SNK Corporation recommends a grounded 3 wire outlet to be used for supplying power.

NOTICE:

Specifications and modifications may be changed without advance notice or warning.
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I. GENERAL INFORMATION

INTRODUCTION

Guerilla War is a microprocessor based coin-operated electronic game that makes extensive use of digital integrated circuitry and television monitor concepts. This manual is designed for the use of maintenance technicians who possess a general knowledge of solid-state circuitry and video monitor theory. Any individual NOT knowledgeable in these areas SHOULD NOT attempt repair of the electronic portions of the game.

In addition to this manual and training in electronics, troubleshooting and repair will be facilitated by access to general-type handtools, a multimeter, a 50 or 100MHZ oscilloscope and a logic probe would be helpful.

Technical assistance is available by contacting your SNK distributor or by calling 408-736-8844.

Questions or comments concerning Guerrilla War are welcome and should be directed to:

SNK CORPORATION OF AMERICA
246 Sobrante Way
Sunnyvale, CA  94086
(408) 736-8844

This game comes in a cabinet equipped with DYNAMO'S Universal Video Hardware System. It provides the needs for additional game conversion.

UNIVERSAL CONTROL PANELS FOR GAME CONVERSION ARE AVAILABLE UPON REQUEST THROUGH DYNAMO CORPORATION SALES DEPARTMENT.

contact:  DYNAMO CORPORATION
2525 Handley-Ederville Rd.
Richland Hills, TX  76118
(817) 589-7699

WARNING

Do not attempt to troubleshoot or repair the PCB if it is found to be faulty or your warranty may be voided and repair charges will be more costly. Always contact an authorized SNK distributor or the SNK Service Manager to troubleshoot your PCB problems.

Whenever you change parts or insert/disconnect the edge connector, always check to make sure the power is off! After you are sure the power is off, wait approximately 10 seconds before proceeding to remove the edge connector to allow time for the power supply to discharge.

Always use caution to stay clear of the high voltage sections to avoid the possibility of electrical shock.
HOW TO PLAY

Guerrilla War is a 1 or 2 player survival shooting game. Play can be simultaneous or either player can join in at any stage during play. The rotary joystick controls the hero's movement and 8-way fire direction. Press yellow button to fire machine gun and press black button to fire grenades and to get in and out of tank. Players may get into enemie's tank when they are destroyed. When certain enemies are killed they change into bonus weapons. The dip switch adjusts the level of difficulty in four stages.

ROTATE JOYSTICK FOR DIRECTION OF FIRE.

[Diagrams showing joystick and button configurations for 1-player and 2-player modes, including fire and grenade icons]
II. OPERATION

INSTALLATION

Your game was shipped from the factory in ready-to-play condition.

A brief inspection is suggested before the machine is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes. External damage could indicate possible damage to the cabinet and/or electronic components.

After the carton has been satisfactorily inspected, remove the machine from the shipping carton.

Examine the interior of the game for disconnected wires, cables or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record any problem and contact your customer service representative for technical assistance.

ELECTRICAL REQUIREMENTS

Unless otherwise specified, this game is set to operate at 110 volts A.C.

PCB SPECIFICATIONS

Operating requirements

Voltage  +5.00 volts to 5.10 volts D.C., -5VDC, +12VDC.
Amperage  7.5 amps
Power  38.5 watts
Temperature  0° to 30°C or 32° to 100°F
Humidity  95% relative

The 5 volt supply draws about 7.5 amps on this PCB design and the power supply should be adjusted for maximum efficiency and reliability. When the voltage is correct, both LEDs will be lit. If only one LED is lit the 5 volt supply must be adjusted.

ROUTINE MAINTENANCE AND SERVICE

Because of the solid state electronic circuitry, this machine should require very little maintenance and only occasional adjustment. However, it is necessary to take steps to insure this.

The game volume controls are located on the printed circuit board and can be accessed through the rear cabinet door.

The video monitor was properly adjusted for best color and sharp picture display before shipping. Occassionally minor adjustments are necessary. All adjustment controls for the monitor are located on the rear of the monitor assembly.

This machine should only be adjusted by a QUALIFIED technician.
### OPTIONAL SETTINGS

#### DIP SW NO. 1

<table>
<thead>
<tr>
<th>ITEM</th>
<th>SPECIFICATION</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
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<tr>
<td>GAME STYLE</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
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<td>STANDARD</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DISPLAY</td>
<td>NORMAL PICTURE</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>INVERSE PICTURE</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>BONUS</td>
<td>*SECOND BONUS</td>
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<td></td>
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</tr>
<tr>
<td></td>
<td>**EVERY BONUS</td>
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<td></td>
<td></td>
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<td></td>
</tr>
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<td></td>
<td>5</td>
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<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>COIN 1</td>
<td>1 COIN 1 PLAY</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2 COIN 1 PLAY</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td>3 COIN 1 PLAY</td>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td></td>
<td>4 COIN 1 PLAY</td>
<td>ON</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Second Bonus ..... Credit one (HERO) every 2nd bonus

**Every Bonus ..... Credit one (HERO) at 1st and 2nd bonus only.

No further heros awarded.

#### DIP SW NO. 2

<table>
<thead>
<tr>
<th>ITEM</th>
<th>SPECIFICATION</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>6</th>
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<th>8</th>
</tr>
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<tbody>
<tr>
<td>LEVEL OF DIFFICULTY</td>
<td>EASY</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td>ON</td>
<td>OFF</td>
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</tr>
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<td></td>
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<td>OFF</td>
<td>ON</td>
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<td>ON</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>ATTRACTION SOUND</td>
<td>WITHOUT SOUND</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>DEMO SOUND OFF</td>
<td></td>
</tr>
<tr>
<td></td>
<td>WITH ATTRACTION SOUND</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>DEMO SOUND ON</td>
<td></td>
</tr>
<tr>
<td>MONITOR SETTING</td>
<td>CONTINUOUS PLAY</td>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td>BONUS POINTS</td>
<td>30,000/50,000</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>40,000/80,000</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SETTING 1ST/2ND</td>
<td>NO BONUS</td>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**NOTE:** Bold face suggests factory recommended settings.
DISPLAY TEST MODE

A. SELF ROM CHECK

The memories are automatically self checked whenever power is applied. To enter the test mode, hold the test switch on until PICTURE is displayed. Press the test switch to continue the display tests or reapply power to start the game.

B. PICTURE 1 - CROSS HATCH

Adjust the monitor for a SQUARE PATTERN throughout the display and on the edge of the monitor.

C. PICTURE 2 - COLOR TEST

Assures that the correct colors are properly wired to the monitor.

D. PICTURE 3 - CONTROL TEST

As a lever or switch turns on, 0 on the monitor will change to 1. Turning the joystick dial clockwise increments the LEVER DIAL by one. Turning the joystick dial counter-clockwise decrements the LEVER DIAL by one. Insert coin and confirm that the COIN change from a 0 to 1. The service switch can also be checked here.
E. PICTURE 4 - MODE CHECK

Set desired mode by setting the DIP SWITCHES on the PCB. (Refer to the OPTIONAL SETTINGS.) When the switch turns on, the number of that BIT will change from 0 to 1. The actual mode will also be displayed.

4 MODE

DIP 12345678  DIP 12345678
1 00100000  2 10101000
CONTINUE
DISPLAY   NORMAL
HERO   3
1 COIN1 1PLAY  1 COIN2 6PLAY
LEVEL   2
DEMO   SOUND ON
1ST BONUS 40,000P
2ND BONUS 80,000P EVERY

F. PICTURE 5 - 7 FONT TEST

Confirm that the Characters are displayed on the monitor. There are different colors of characters that will be displayed automatically.
Picture 6  Font 2
Picture 7  Background Check

5 FONT 1

FONT CHARACTER

G. PICTURE 8 - SOUND CHECK

Set up the sound Code ("?") to 41-7F, 81-BF or CO-FF by moving the joystick. The music, special effects or voice will activate when you press 1st Player Control Button A. If you want to stop the sound, set the Code to OE and press 1st Player Control Button A.

8 SOUND CHECK

SOUND CODE = ?

MUSIC  41-7F
EFFECT 81-BF
VOICE  CO-FF
STOP  OE
D. JOYSTICK ROTARY CONNECTIONS:

*NOTE: "R" (Rotary) for proper connection of the harness.
E. LS30 - 24 JOYSTICK ASSEMBLY DIAGRAM

HOW TO REMOVE KNOB OF JOYSTICK ASSEMBLY.

1. Insert “fingers” of joystick tool under knob. Make sure to align fingers with dots under knob. Push up to open top cap.
2. Use hex wrench to remove shaft nut.

PARTS NO.  PARTS NAME
LS30- 1  Knob
   A  Cap
   B  Knut (M6)
   C  Knob (Main Body)
   D  Fastener
LS30- 2  Lever mask
LS30- 3  Main guide
LS30- 4  Micro Switch Plate
LS30- 5  Micro Switch
LS30- 6  90 C-Clip
LS30- 7  Spacer (B)
LS30- 8  Spacer (A)
LS30- 9  Washer (small)
LS30-10  Shaft Holder
LS30-11  Shaft Holder Stand
LS30-12  Washer (large)
LS30-13  Spring
LS30-14  120 C-Clip
LS30-15  Shaft
LS30-16  Star Washer
LS30-17  Rotary Switch Installation Plate (SUS)
LS30-18  Rotary Switch
LS30-18H  Harness
LS30-19  Rotary Switch Stopper
LS30-20  Stand
LS30-21  Steel Base
LS30-22  Knob setting tool
LS30-24  Complete Assembly

FIGURE 2
GAME BOARD CONVERSION
WITH HARNESS & COMPONENT LAYOUT

FIGURE 3
CHASSIS
GROUND
LAYOUT

green wires from filter

FIGURE 4
# MAIN HARNESS CONNECTIONS

## CONNECTOR CR7E - 56DA - 3.96E (HIROSE)

![Connector Diagram]

**Color Key:** Stripe / Background

<table>
<thead>
<tr>
<th>WIRE COLOR</th>
<th>SOLDER SIDE</th>
<th>PIN NAME</th>
<th>PIN #</th>
<th>PARTS SIDE</th>
<th>WIRE COLOR</th>
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<tbody>
<tr>
<td>BLACK</td>
<td>Ground</td>
<td>A</td>
<td>1</td>
<td>Ground</td>
<td>Black</td>
</tr>
<tr>
<td>BLACK</td>
<td>Ground</td>
<td>B</td>
<td>2</td>
<td>Ground</td>
<td>Black</td>
</tr>
<tr>
<td>RED</td>
<td>+5VDC</td>
<td>C</td>
<td>3</td>
<td>+5VDC</td>
<td>RED</td>
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<tr>
<td>RED</td>
<td>+5VDC</td>
<td>D</td>
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<tr>
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<td>E</td>
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<td>YELLOW</td>
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<td>KEY</td>
<td></td>
<td>H</td>
<td>7</td>
<td>KEY</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>J</td>
<td>8</td>
<td>Coin Counter 1</td>
<td>BROWN</td>
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<tr>
<td></td>
<td>Ground</td>
<td>K</td>
<td>9</td>
<td>Ground</td>
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<tr>
<td>WHITE</td>
<td>Left Speaker</td>
<td>L</td>
<td>10</td>
<td>Right Speaker +</td>
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<td>Audio (+)</td>
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<td>Video Green</td>
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<td>GRAY/WHITE</td>
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<td>14</td>
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<td>15</td>
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<td>16</td>
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<td>WHITE/BLACK</td>
<td>2P Start</td>
<td>U</td>
<td>17</td>
<td>1P Start</td>
<td>BLACK/WHITE</td>
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<tr>
<td>BROWN/BLACK</td>
<td>2P Control 1 UP</td>
<td>V</td>
<td>18</td>
<td>1P Control 1 UP</td>
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<tr>
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<td></td>
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<td>d</td>
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**FIGURE 5**