MANUAL

WARNING

This game is for use in the United States of America and Canada. Sales 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 in the full extent of the law.
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.
• Do not turn the volume dial excessively.

WARNING
Disassembling the case or removing the sticker will terminate all repair work.
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
● SETTING INSTRUCTIONS

○ PCB Connector

  JAMMA standard

○ CRT monitor

  Horizontal

○ Control panel

  4 players simultaneous; 2 players simultaneous
  (Can be selected on the SYSTEM CONFIGURATION menu.)

8-WAY LEVER

A  ATTACK BUTTON

B  JUMP BUTTON

C  PIN BUTTON

○ 8-WAY LEVER: used to move the player in eight ways.

○ ATTACK BUTTON: used to attack.

○ JUMP BUTTON: used to jump.

○ FALL BUTTON: used to pin an opponent.

● CONFIGURATION
## CONNECTORS

- **CN1** — not used
- **CN2** — JAMMA 56-pin connector
- **CN3** — not used
- **CN4** — I/O connector for PLAYER 3
- **CN5** — I/O connector for PLAYER 4
- **CN6** — optional output connector
- **AUDIO OUT** — used only for CAPCOM QSound cabinet

### CN4

<table>
<thead>
<tr>
<th>CN4</th>
<th></th>
<th>CN5</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>AWG22 Black</td>
<td>GND</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>GND</td>
<td>AWG22 Violet</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>AWG22 Gray</td>
<td>4P RIGHT</td>
</tr>
<tr>
<td>4</td>
<td>AWG22 White</td>
<td>4P LEFT</td>
</tr>
<tr>
<td>5</td>
<td>AWG22 Brown</td>
<td>4P DOWN</td>
</tr>
<tr>
<td>6</td>
<td>AWG22 Orange</td>
<td>4P UP</td>
</tr>
<tr>
<td>7</td>
<td>AWG22 Green</td>
<td>4P SHOT 1</td>
</tr>
<tr>
<td>8</td>
<td>AWG22 Blue</td>
<td>4P SHOT 2</td>
</tr>
<tr>
<td>9</td>
<td>AWG22 Violet</td>
<td>4P COIN SW</td>
</tr>
<tr>
<td>10</td>
<td></td>
<td>4P START SW</td>
</tr>
</tbody>
</table>

### CN6

<table>
<thead>
<tr>
<th>CN6</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>POWER +12V</td>
<td>AWG22 Yellow</td>
</tr>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>POWER +12V</td>
<td>AWG22 Yellow</td>
</tr>
<tr>
<td>2</td>
<td>AWG22 Violet</td>
</tr>
<tr>
<td>POWER +12V</td>
<td>AWG22 Violet</td>
</tr>
<tr>
<td>3</td>
<td>SW COMMON LEAD</td>
</tr>
<tr>
<td>4</td>
<td>SW COMMON LEAD</td>
</tr>
<tr>
<td>5</td>
<td>SW COMMON LEAD</td>
</tr>
<tr>
<td>6</td>
<td>SW COMMON LEAD</td>
</tr>
</tbody>
</table>

## CONNECTION

JAMMA 56-pin connector

| 2P SHOT 4 | 25 | AWG22 Brown |
| 1P SHOT 4 | 27 | SW COMMON LEAD |

SW common leads should be connected to any pin of 27, 28, e, or f.
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
   Connect a ground terminal (No. 28, components side) and test switch terminal (No. 15, components side) of JAMMA connector. The screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select "11. EXIT" and push 1P A button.

--- TEST MENU ---
1. INPUT & OUTPUT
2. SOUND & VOICE
3. COLOR
4. DOT CROSS HATCH
5. SYSTEM CONFIGURATION
6. OBJECT
7. SCROLL 1
8. SCROLL 2
9. SCROLL 3
10. MEMORY CHECK
11. EXIT

(*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 "5. SYSTEM CONFIGURATION"
    - After the memory is tested on the menu of "10. MEMORY CHECK"
## 4) ITEM DESCRIPTIONS

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. COIN</strong></td>
<td>Number of coins per play.</td>
</tr>
</tbody>
</table>
| **2. CONTINUE** | With or without continued play.  
  - **ON** — with continued play  
  - **OFF** — without continued play |
| **3. MONITOR FLIP** | Turns over the screen. If the screen appears upside down, change the setting.  
  - **ON** — with turnover  
  - **OFF** — without turnover |
| **4. DEMO SOUND** | With or without sound in attract mode.  
  - **ON** — with sound  
  - **OFF** — without sound |
| **5. SOUND** | QSOUND or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL.  
  - **QSOUND** — with QSOUND  
  - **MONAURAL** — without QSOUND |
| **6. CABINET** | Set to the type of your cabinet and coin chuter.  
  ○ For use with cabinets connected to each other  
    - 4 players simultaneous, 4 coin chuters ...  
      - **4 PLAYERS CABINET, MULTI CHUTERS**  
    - 4 players simultaneous, 2 coin chuters ...  
      - **2 X 2 PLAYERS CABINET, MULTI CHUTERS**  
  ○ For stand-alone use  
    - 4 players simultaneous, 4 coin chuters ...  
      - **4 PLAYERS CABINET, MULTI CHUTERS**  
    - 4 players simultaneous, 1 coin chuter ...  
      - **4 PLAYERS CABINET, SINGLE CHUTOR**  
    - 2 players simultaneous, 2 coin chuters ...  
      - **2 PLAYERS CABINET, SINGLE CHUTOR**  
    - 2 players simultaneous, 1 coin chuter ...  
      - **2 PLAYERS CABINET, SINGLE CHUTOR** |
| **7. CHUTER** |   |
| **8. GAME DIFFICULTY** | As the number increases, the game play gets harder. |
| **9. JOIN IN** | Possible or not possible for another player to join in.  
  - **ON** — with join-in feature  
  - **OFF** — without join-in feature |
| **10. GAME MODE** | Set to **FOR BUSINESS**. |
| **11. FACTORY SETTING** | To return to the factory setting, select this item and push the 1P START button. |
| **12. EXIT** | To store changed setting and return to the TEST MENU, select this item and push the 1P START button. |
## 4) ITEM DESCRIPTIONS

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. INPUT &amp; OUTPUT</strong></td>
<td>Used to test all the input/output switches. “1” appears when the switches are on. Check connection and switches in case “0” appears.</td>
</tr>
<tr>
<td><strong>2. SOUND &amp; VOICE</strong></td>
<td>Select a code of SOUND or VOICE with the IP lever. Push the IP A button to hear the sound of the selected code, then adjust volume.</td>
</tr>
<tr>
<td><strong>3. COLOR</strong></td>
<td>Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.</td>
</tr>
<tr>
<td><strong>4. DOT CROSS HATCH</strong></td>
<td>Used to test screen size, focus and distortion.</td>
</tr>
<tr>
<td><strong>5. SYSTEM CONFIGURATION</strong></td>
<td>Used to change game play setting. See the next chapter.</td>
</tr>
<tr>
<td><strong>6-9. CHARACTER TEST</strong></td>
<td>Used to check all the characters.</td>
</tr>
<tr>
<td><strong>10. MEMORY CHECK</strong></td>
<td>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.</td>
</tr>
<tr>
<td><strong>11. EXIT</strong></td>
<td>Select this item and push IP A button to return to game play mode.</td>
</tr>
</tbody>
</table>
ABOUT SYSTEM CONFIGURATION

1) TO OPEN THE MENU

- On the TEST MENU screen, select “5. SYSTEM CONFIGURATION” and push IP A button. Screen B shown below appears.

2) TO CLOSE THE MENU

- When all the settings are done, select “12. EXIT” and push IP START button.
- When settings are changed, new settings are stored on EEPROM, then the TEST MENU appears.
- A message “PLEASE WAIT DON’T TOUCH POWER SWITCH” appears while new settings are being written on EEPROM.
- It takes one or two seconds to write new settings on EEPROM. Do not turn off the power switch while writing.
- The TEST MENU automatically appears when writing is done.

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- SYSTEM CONFIGURATION MENU —

> 1. COIN 1 COIN 1 CREDIT
2. CONTINUE ON
3. MONITOR FLIP OFF
4. DEMO SOUND ON
5. SOUND Q SOUND
6. CABINET 4 PLAYERS CABINET
7. CHUTER MULTI CHUTER
8. GAME DIFFICULTY (3) NORMAL
9. JOIN IN ON
10. GAME MODE FOR BUSINESS
11. FACTORY SETTING
12. EXIT

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( * Screen B)

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3) TO CHANGE THE SETTING

- Select an item with the IP lever (UP or DOWN) and change the setting with the IP lever (LEFT or RIGHT). Settings will be changed in the order shown in the following table. You can also change the setting with the IP A button.
# 4) SYSTEM CONFIGURATION MENU

<table>
<thead>
<tr>
<th></th>
<th>1 COIN 1 CREDIT</th>
<th>1 COIN 2 CREDITS</th>
<th>1 COIN 3 CREDITS</th>
<th>1 COIN 4 CREDITS</th>
<th>1 COIN 6 CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2 COINS 1 CREDIT</td>
<td>3 COINS 1 CREDIT</td>
<td>4 COINS 1 CREDIT</td>
<td>FREE PLAY</td>
<td>2 COINS START 1 COIN CONTINUE</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>CONTINUE</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>MONITOR FLIP</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>DEMO SOUND</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>QSOUND</th>
<th>MONAURAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>SOUND</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>4 PLAYER CABINET</th>
<th>2 PLAYERS CABINET</th>
<th>2 X 2 PLAYERS CABINET</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>CABINET</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>MULTICHUTERS</th>
<th>SINGLE CHUTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>CHUTER</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>(0) EXTRA EASY</th>
<th>(1) VERY EASY</th>
<th>(2) EASY</th>
<th>(3) NORMAL</th>
<th>(4) HARD</th>
<th>(5) VERY HARD</th>
<th>(6) EXTRA HARD</th>
<th>(7) HARDEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>GAME DIFFICULTY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>JOIN IN</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>FOR BUSINESS</th>
<th>FOR PHOTOGRAPHING</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>NORMAL OPERATION</td>
<td>* FREEZE PICTURE</td>
</tr>
<tr>
<td>GAME MODE</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Bold faces indicate the factory setting.

* After you change the setting, make sure to select "12. EXIT" and push the 1P START button. Otherwise your setting will not be memorized.
Game title sticker

Serial number sticker

Ventilation slots

Sealing sticker
(Removing this sticker will void all warranty)

Volume dial
1) Putting the P.C.B. feet

4 pieces of P.C.B. feet are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.
# Helpful Hints in Case of Difficulty

## Problem/Cause-Cure

### No Raster/No Video
- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

### Raster/No Video
- Check all PCB to monitor connections
- Check power supply voltage on PCB

### No Video/Game sounds can be heard
- Check monitor brightness
- Check all PCB to monitor connections

### Wrong Colors
- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

### Wavy Picture
- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

### Horizontal/Vertical Roll
- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

### No Sound
- Check for −5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the "+" and "−" tabs

### Bad Sound
- Check wiring to speaker for bad solder connections
- Check sound with another speaker

### No Switch Input
- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

### Switch Operates Incorrect Function
- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

### No Coin Meter
- Check wiring to coin meter
- Check that +5 volts is on "+" side of meter
- Verify a +5 volt meter is used

### When coin switch is made and meter pulses, the screen blanks out and/or game resets
- Verify that a meter with a diode is used
- If no diode is built in meter, a IN4004 can be used across the meter. Cathode to "+" side of meter and anode to "−" side of meter