

KONAMI®

2 Player
3 Player
4 Player
Dip Switch
Setable

BUCKY O'HARE®

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Service & Parts #

708-215-5100

Jerry Korbecki Ext. 122
George Limonez Ext. 123

INSTRUCTION MANUAL

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BUCKY O'HARE PARTS LIST

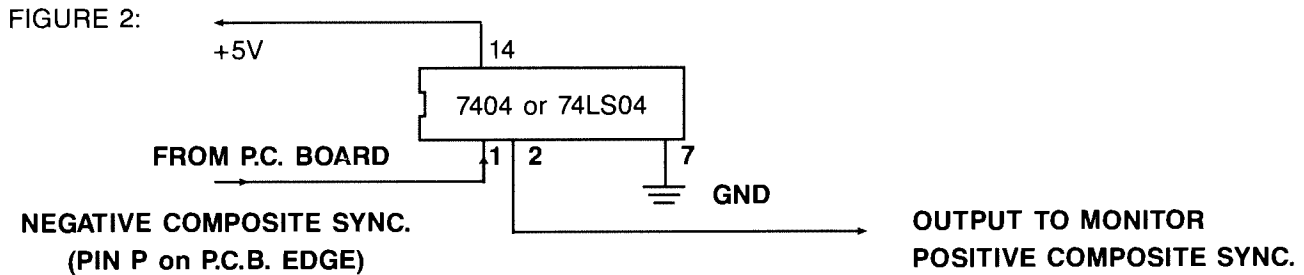
Part #	Description
173003	Bucky O'Hare PCB
173100	Control Panel Overlay
173200	Marquee
173300	Side Decals
173400	Instruction Manual
30255	Red Button
30256	Yellow Button
30258	Blue Button
30261	Micro Switch
30262	Palnuts
30315	Green Joystick
30313	Red Joystick
30314	Blue Joystick
30316	Yellow Joystick
40605	FCC Cage
40905	3 & 4 Player Harness
40615	Kit Box
40901	Speaker Harness

BUCKY O'HARE TECHNICAL INFORMATION

Bucky O'Hare requires horizontally mounted monitor. It also generates composite negative sync. If your monitor is composite positive sync, you will have to change to composite negative sync.

To alternate composite positive sync to composite negative sync, use 7404 IC or 74LS04 IC. The signal on the output pin from the P.C.B. is a combination of H-sync and V-sync.

NOTE: Please refer to Figure 2.



(+5V and GND should be taken out of the P.C. Board.)

TROUBLE SHOOTING GUIDE

PROBLEM:	POSSIBLE SOLUTION
No Screen or Constant Reset	<ol style="list-style-type: none"> 1). Check +5V line at the P.C.B. Adjust if necessary. 2). Make sure all socketed eproms and custom IC's are seated securely. Apply light pressure to secure. 3). Check harness to be sure it is not on backwards.
No Sound	<ol style="list-style-type: none"> 1). Check +12V line at the P.C.B. 2). Make sure both speaker out wires are connected to the speakers. (DO NOT CONNECT A GROUND.)
Distorted Sound	<ol style="list-style-type: none"> 1). Replace cabinet speaker.
I/O Problem (coin 1 doesn't work or Joystick Up doesn't work, etc.)	<ol style="list-style-type: none"> 1). Do not hook a coin counter to the coin 1 or coin 2 outputs. This will cause damage. 2). Check your schematic for the 74LS257 IC that corresponds to your I/O problem. Check the appropriate pin with a scope or multimeter for a high output (5V), if output is low replace the 74LS257.

CAUTION

DO NOT WIRE COIN COUNTERS TO THE COIN 1 OR COIN 2 OUTPUTS. THIS WILL CAUSE DAMAGE TO THE I/O MICROCHIP 74LS257. COIN COUNTERS CAN ONLY BE WIRED TO COIN COUNTER OUTPUTS.

BUCKY O'HARE WIRING HARNESS

*JAMMA HARNESS NOT SUPPLIED

Solder Side ← → Parts Side

GND	A	1	GND
GND	B	2	GND
+5V DC	C	3	+5V DC
+5V DC	D	4	+5V DC
NOT USED	E	5	NOT USED
+ 12V DC	F	6	+ 12V DC
*KEY	H	7	*KEY
(EMPTY)	J	8	COIN COUNTER
(EMPTY)	K	9	(EMPTY)
SPEAKER (-)	L	10	SPEAKER (+)
(EMPTY)	M	11	(EMPTY)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
(EMPTY)	R	14	VIDEO GROUND
(EMPTY)	S	15	TEST SWITCH
COIN 2	T	16	COIN 1
2P START	U	17	1P START
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 ATTACK	Z	22	1P ATTACK
2P JUMP	a	23	1P JUMP
2P BOMB	b	24	1P BOMB
NOT USED	c	25	NOT USED
NOT USED	d	26	NOT USED
GND	e	27	GND
GND	f	28	GND

(BASE COLOR/LINE COLOR)

*Start buttons are not used with 4 player 4 coin slot setting. See page 5.

BUCKY O'HARE SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

CN3 3P CONTROLS	1	Coin 3
	2	Empty
	3	3P Left
	4	3P Right
	5	3P Up
	6	3P Down
	7	3P Attack
	8	3P Jump
	9	3P Bomb
	10	3P Start*
	11	Empty
	12	Empty
	13	Empty
	14	Empty
	15	Ground

CN4 4P CONTROLS	1	Coin 4
	2	Empty
	3	4P Left
	4	4P Right
	5	4P Up
	6	4P Down
	7	4P Attack
	8	4P Jump
	9	4P Bomb
	10	4P Start*
	11	Empty
	12	Empty
	13	Empty
	14	Empty
	15	Ground

*Start buttons are not used with 4 player 4 coin slot setting.

BUCKY O'HARE PLAY INSTRUCTION

PLAY INSTRUCTION

(STARTING 2-PLAYER GAME)

- 1 or 2 people can play at the same time. Second player can join in at any time.
- Choose the character you want to control out of the four individual characters: BUCKY O'HARE, DEADEYE DUCK, JENNY-THE-ALDEBERAN CAT and A.F.C. BLINKY.
- The select screen will appear by depositing coins. Use joystick to select character and press start button to decide the one you want and the game will start automatically.

(STARTING 3-PLAYER GAME)

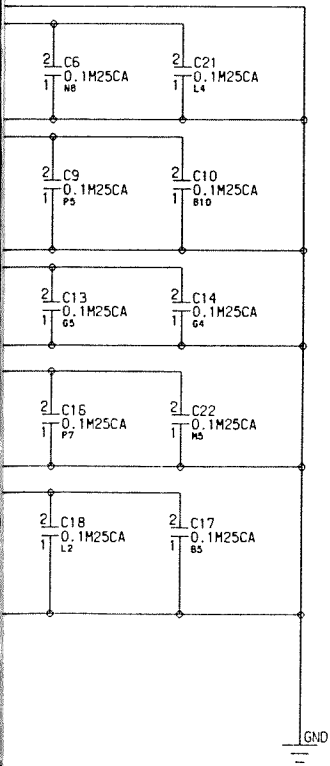
- Up to 3 people can play at the same time. Any player can join in at any time.
- Choose the character you want to control out of the four individual characters: BUCKY O'HARE, DEADEYE DUCK, JENNY-THE-ALDEBERAN CAT and A.F.C. BLINKY.
- The select screen will appear by depositing coins. Use joystick to select character and press start button to decide the one you want and the game will start automatically.

(STARTING 4-PLAYER GAME)

- Up to 4 people can play at the same time. Any player can join in at any time.
- Choose the character you want to control out of the four individual characters: BUCKY O'HARE, DEADEYE DUCK, JENNY-THE-ALDEBERAN CAT and A.F.C. BLINKY.
- Deposit coins in the coinslots for your favorite character and press any button to start the game.

(HOW TO PLAY)

- Control your character with the 8-way joystick, and attack enemies with SHOOT BUTTON and WEAPON BUTTON.
- Press ATTACK, JUMP and BOMB BUTTONS at the same time to use Bomb. Bomb can be used up to 4 times per one coin.
- Press WEAPON BUTTON to use "Gimmick" Weapons. "Gimmick" Weapons are different from each other for each player.
- Press ATTACK and JUMP BUTTON at the same time while you are jumping to use jumping-kick attacks.
- Wiggle the joystick or press buttons quickly to avoid enemies' attacks when you are captured.
- In the Stage 6, you can do some bodily attacks with the Skyscooter to enemies.
- Touch and pick up the following special items to be shown on the stages.
 - BOMB: You can use two more bombs.
 - POWER-UP: You can power up your weapon up to 3 steps.
 - LIFE RECOVERY: You can recover 3 lives.
 - BONUS: 100 points are added to your score with Bonus.
- Your energies shown on the life gauge are consumed one by one when you are damaged by enemies. When your energies are used up, you lose one life. The game is over when you have lost all the lives.
- There are 8 stages in all. When you defeat the boss enemy in each stage, you can move to the next stage. Continuation is available as many times as you want.

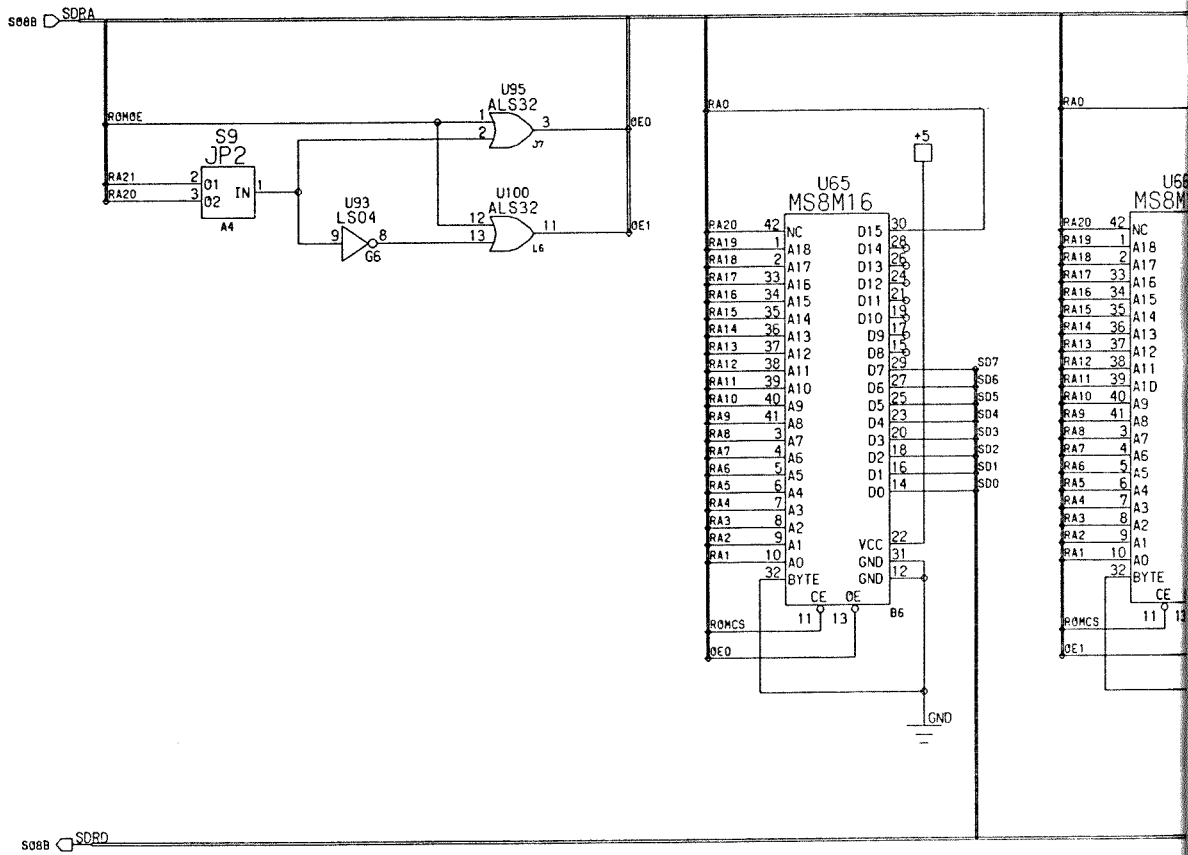


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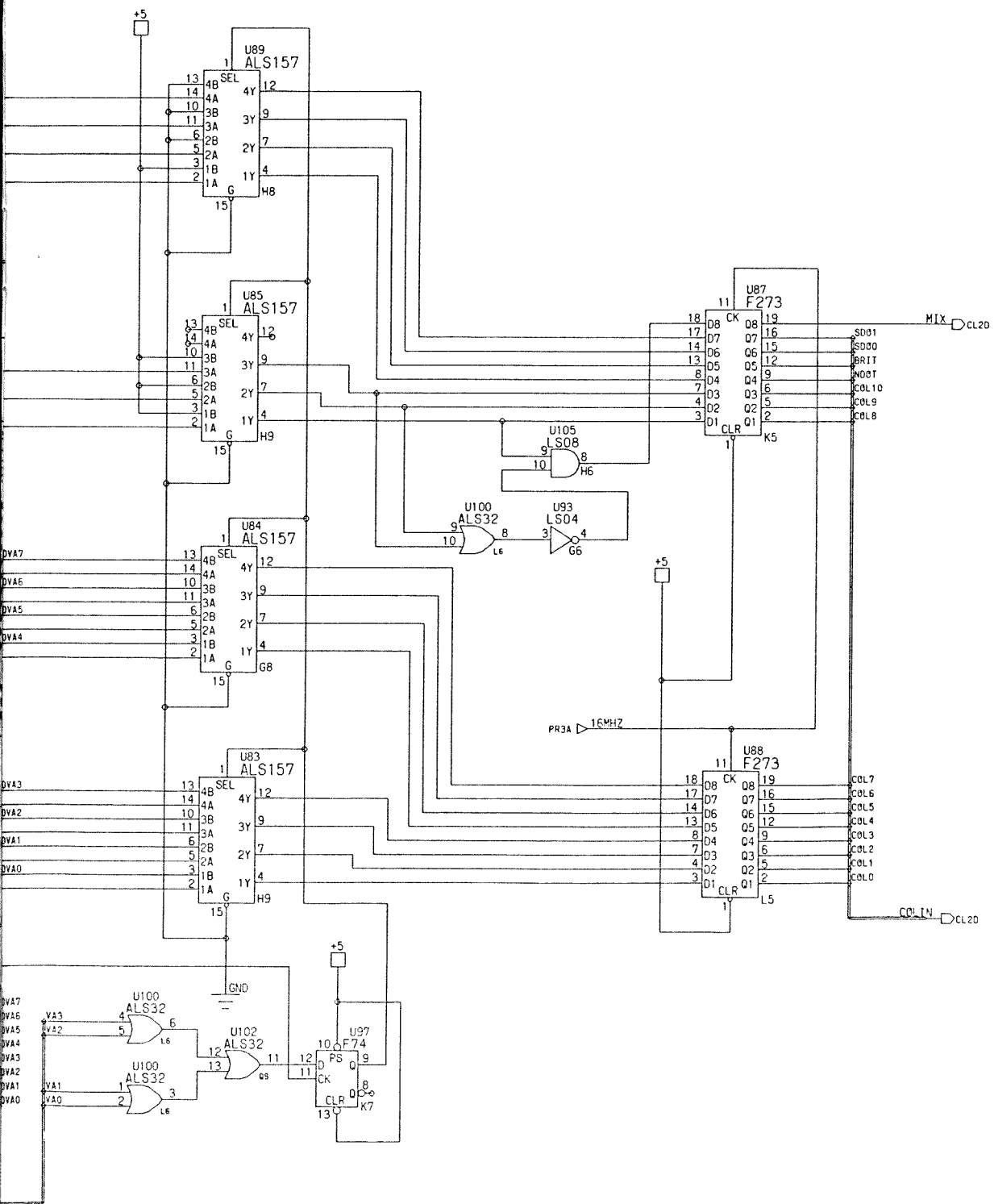
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	DATE	1992.05.25		

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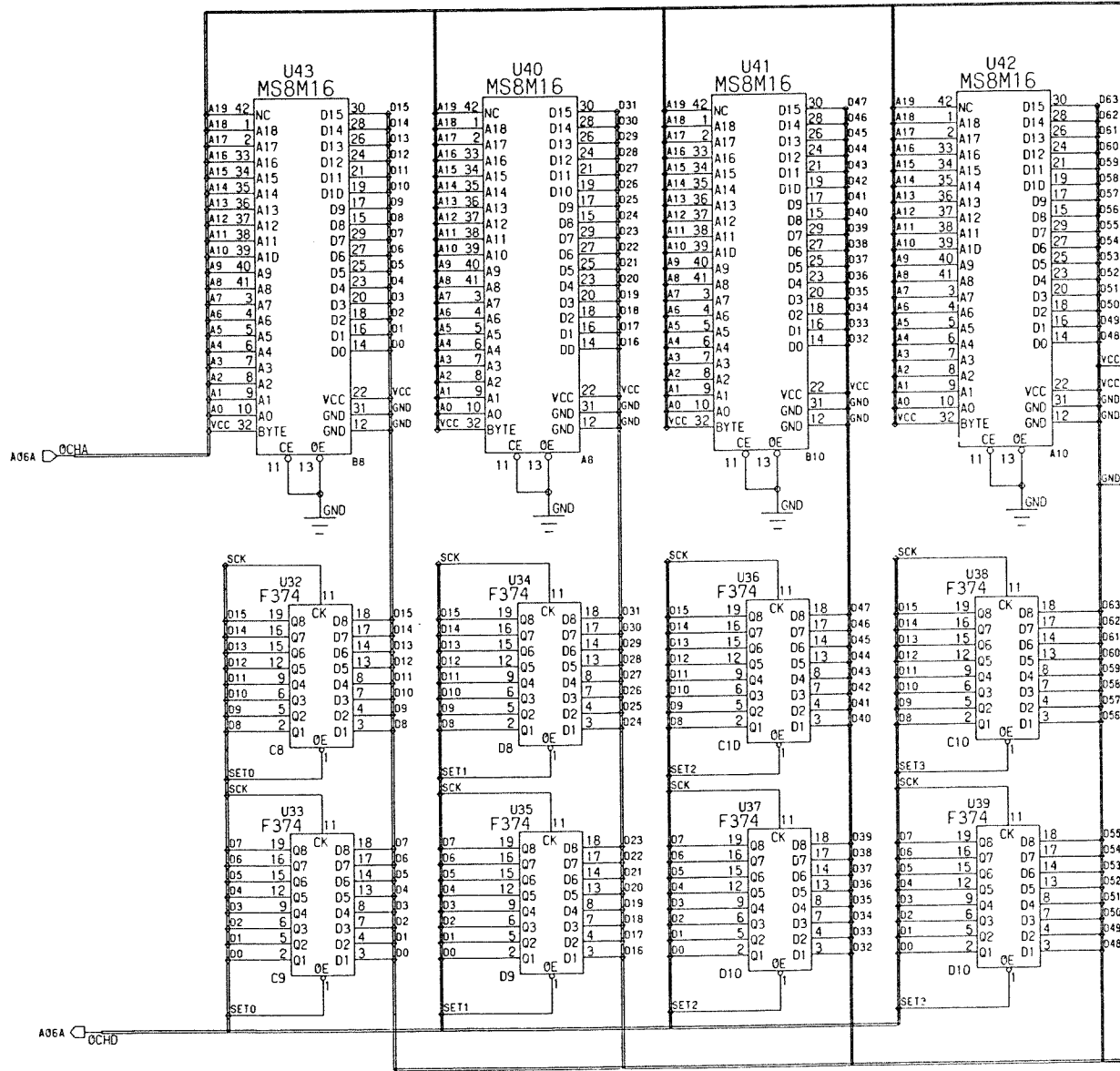
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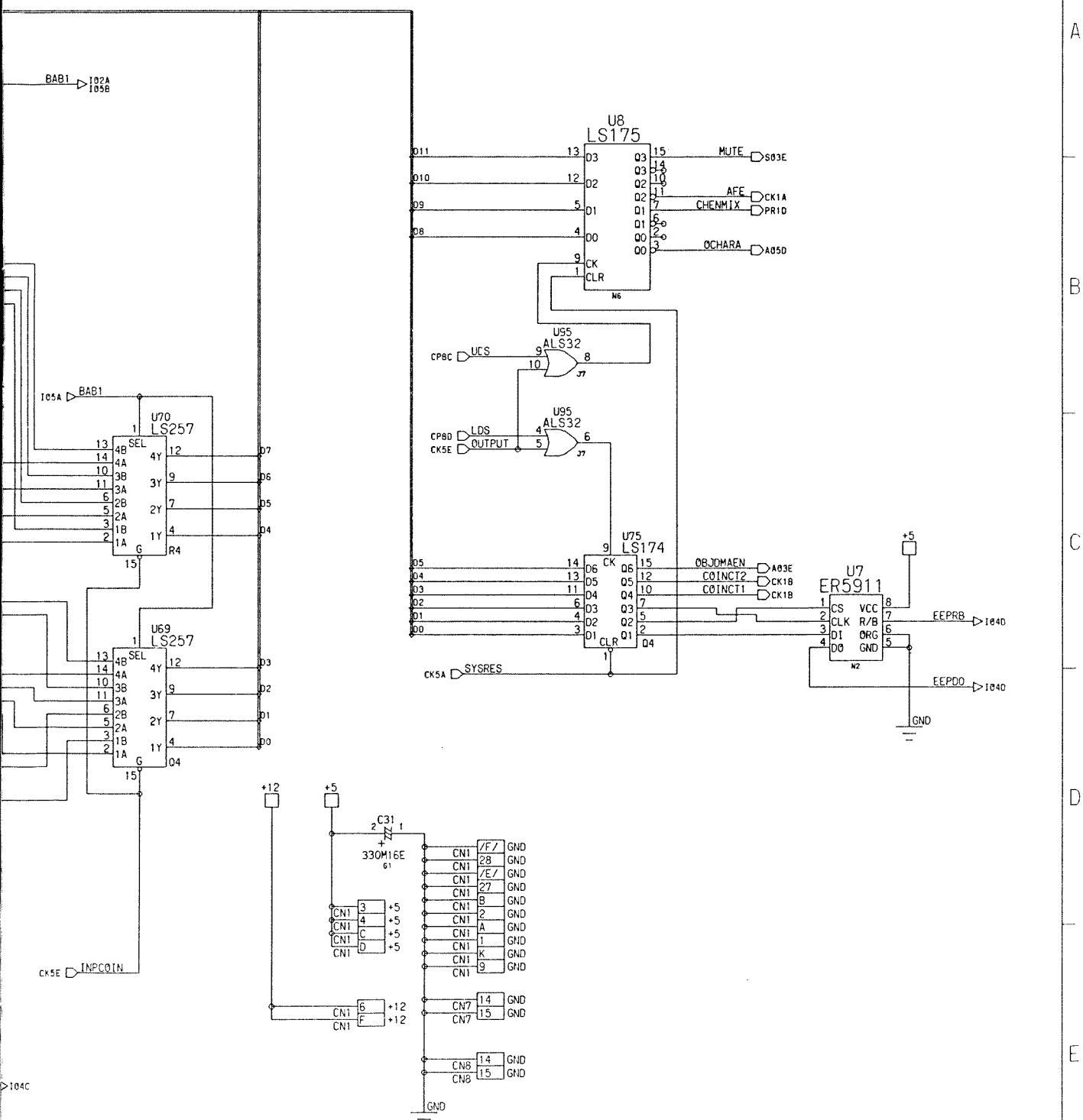
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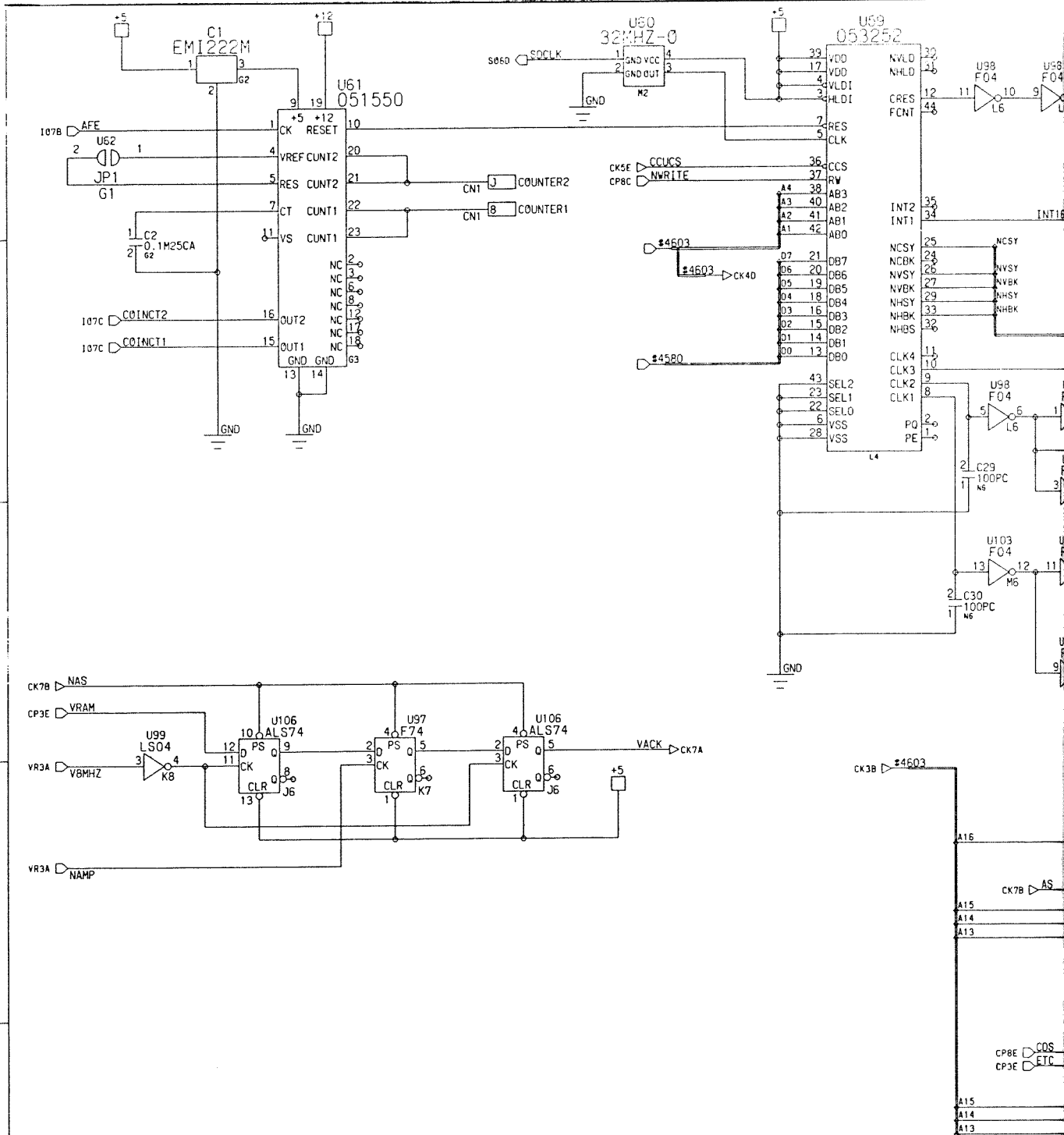


- 88 CN7 B15P-SHF-1AA
- 88 CN8 B15P-SHF-1AA
- 88 CN1 JAMMA

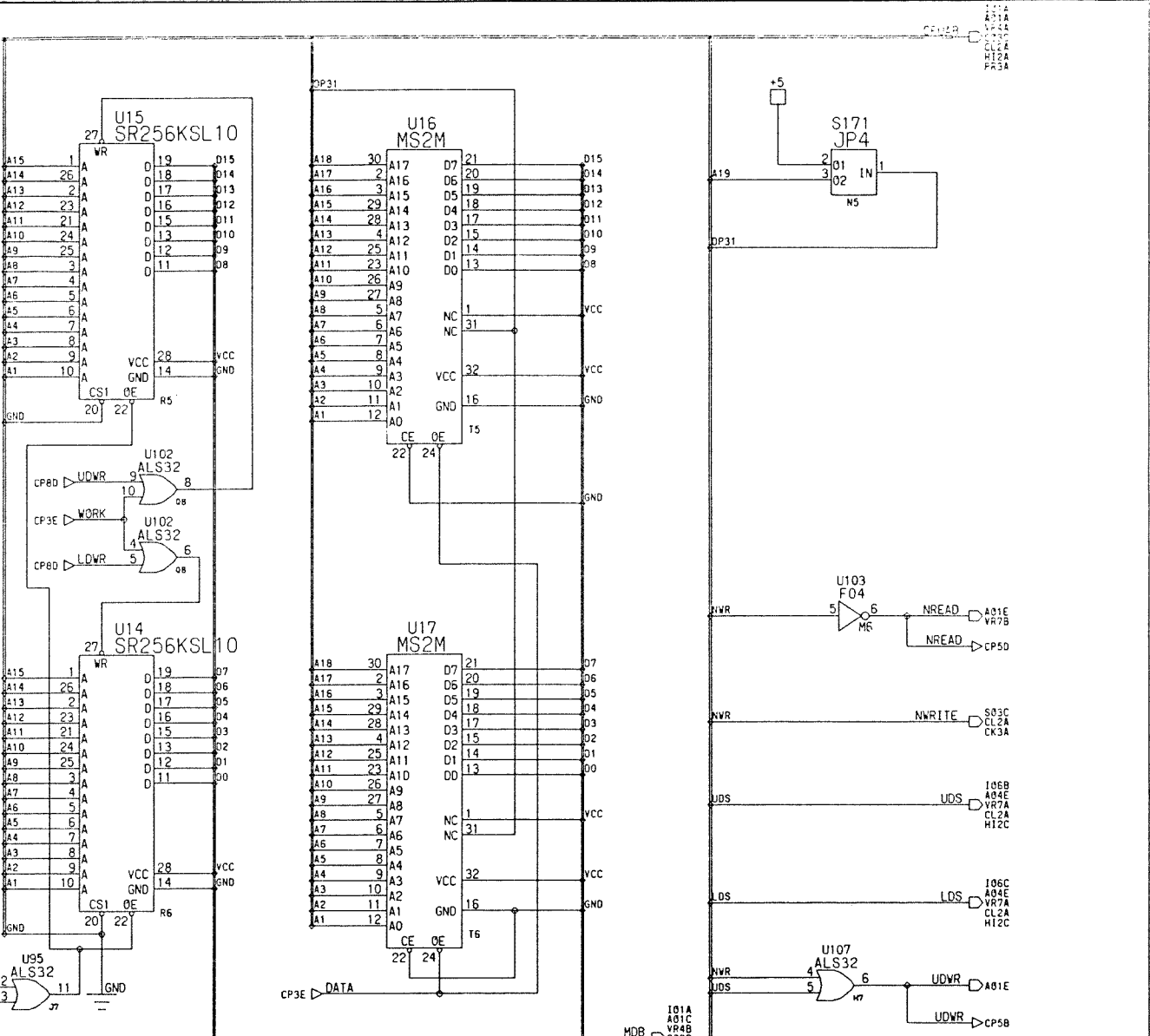
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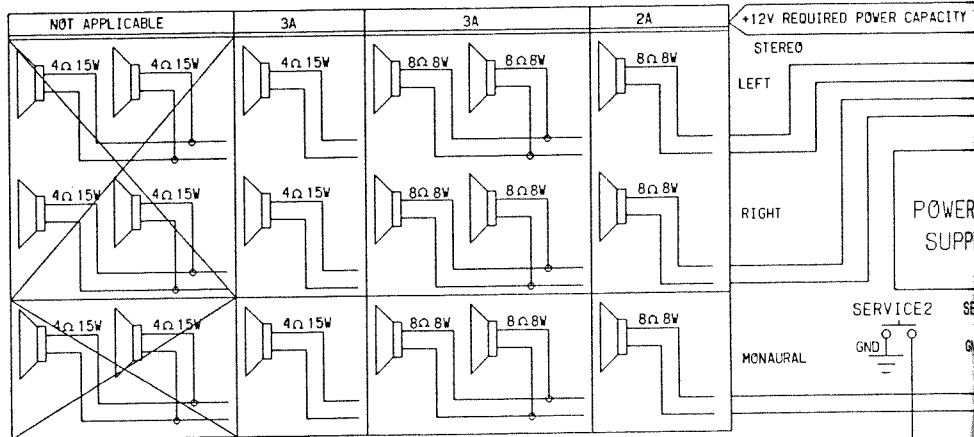
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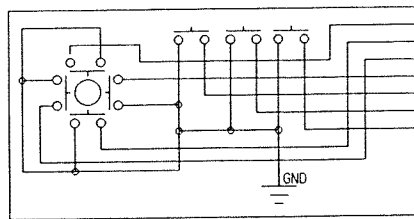
BUCKY O'HARE WIRING DIAGRAM

- NOTE -

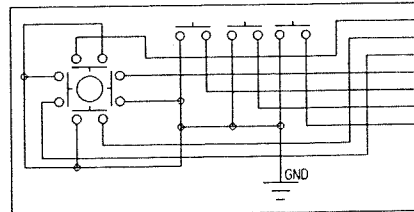
- 1P:NO.1 PLAYER 2P:NO.2 PLAYER
3P:NO.3 PLAYER 4P:NO.4 PLAYER
- SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.
- YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.
- DO NOT CONNECT SPEAKER(-) TO GND
- USA:WEAPON OTHERS:BOMB



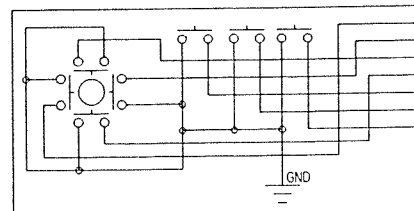
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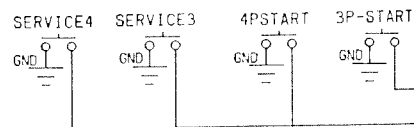
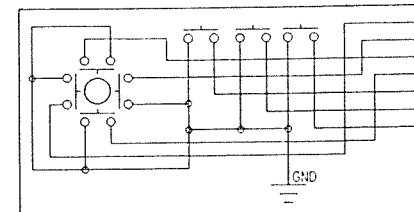
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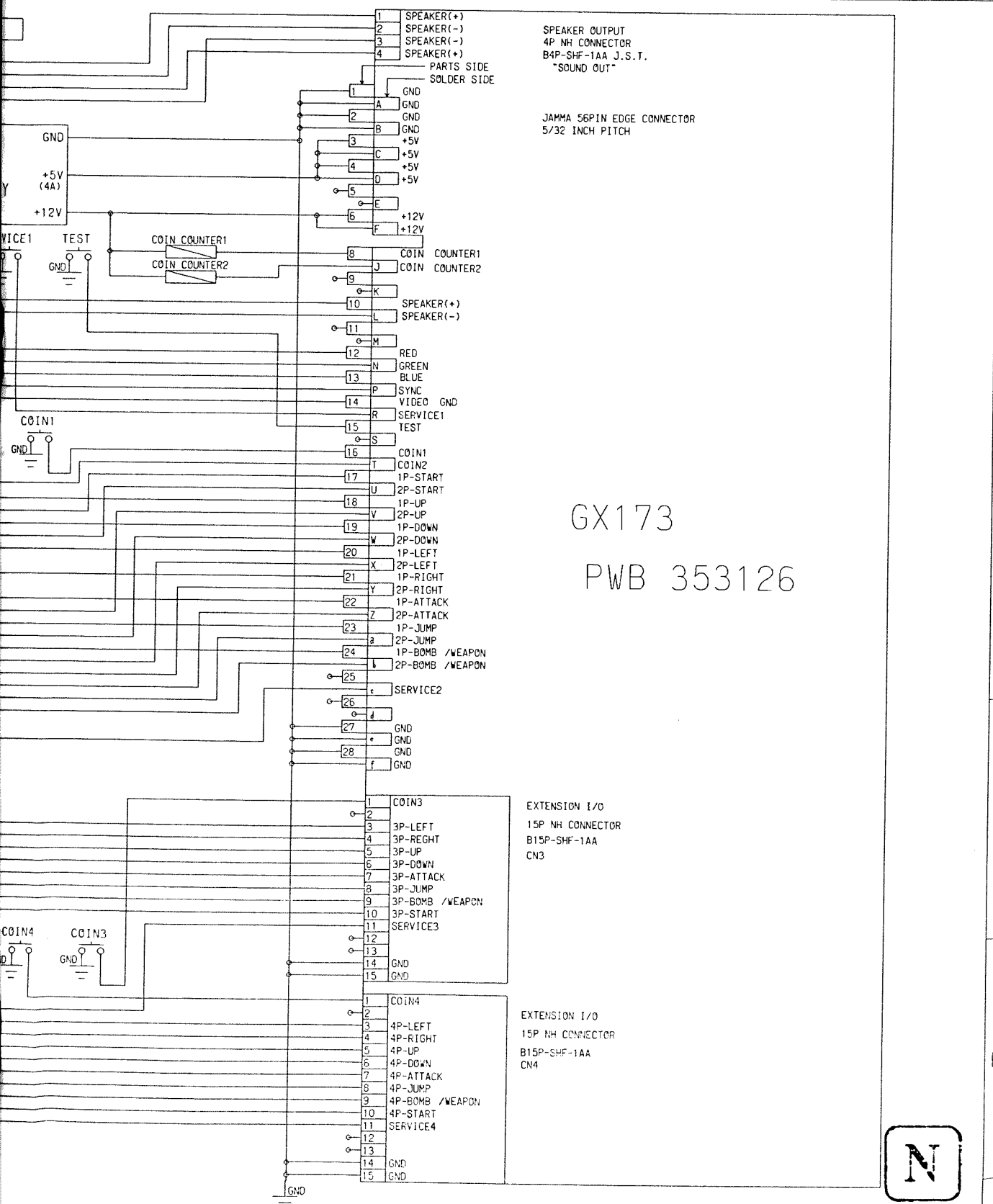
CONTROL FOR 3P



CONTROL FOR 4P



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GX173

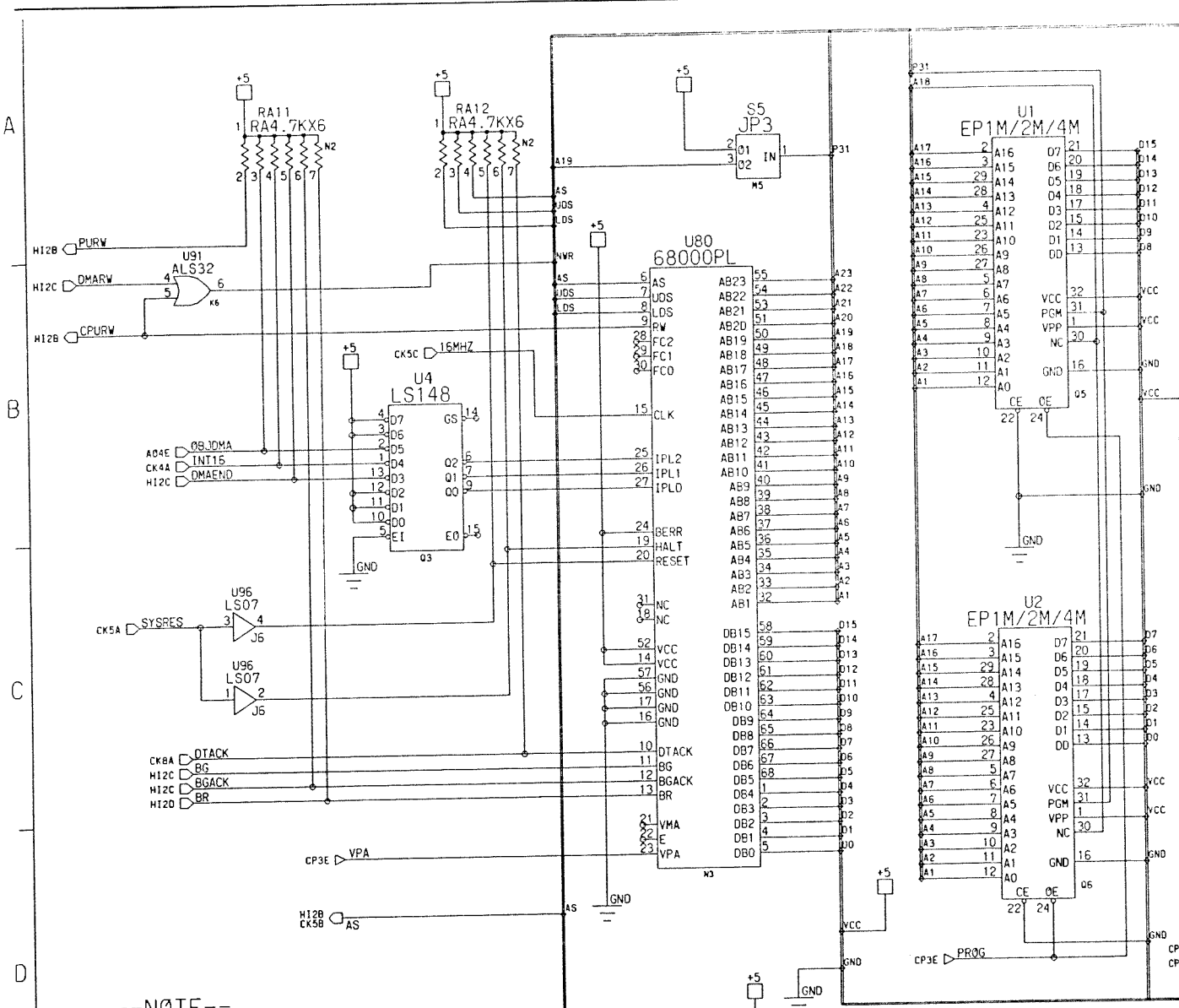
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--NOTE--

VCC +5V

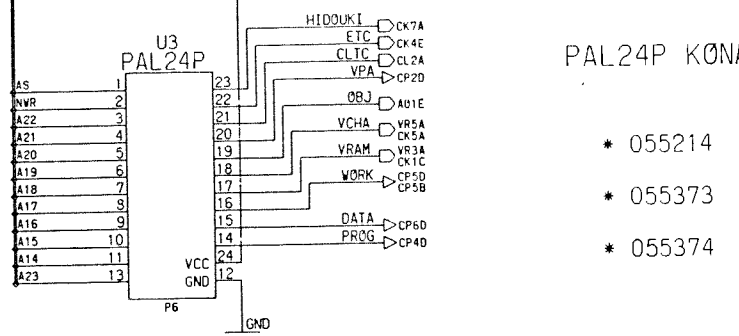
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JUMPER

JP** 01 :SHORT JUMPER
 02 :LONG JUMPER

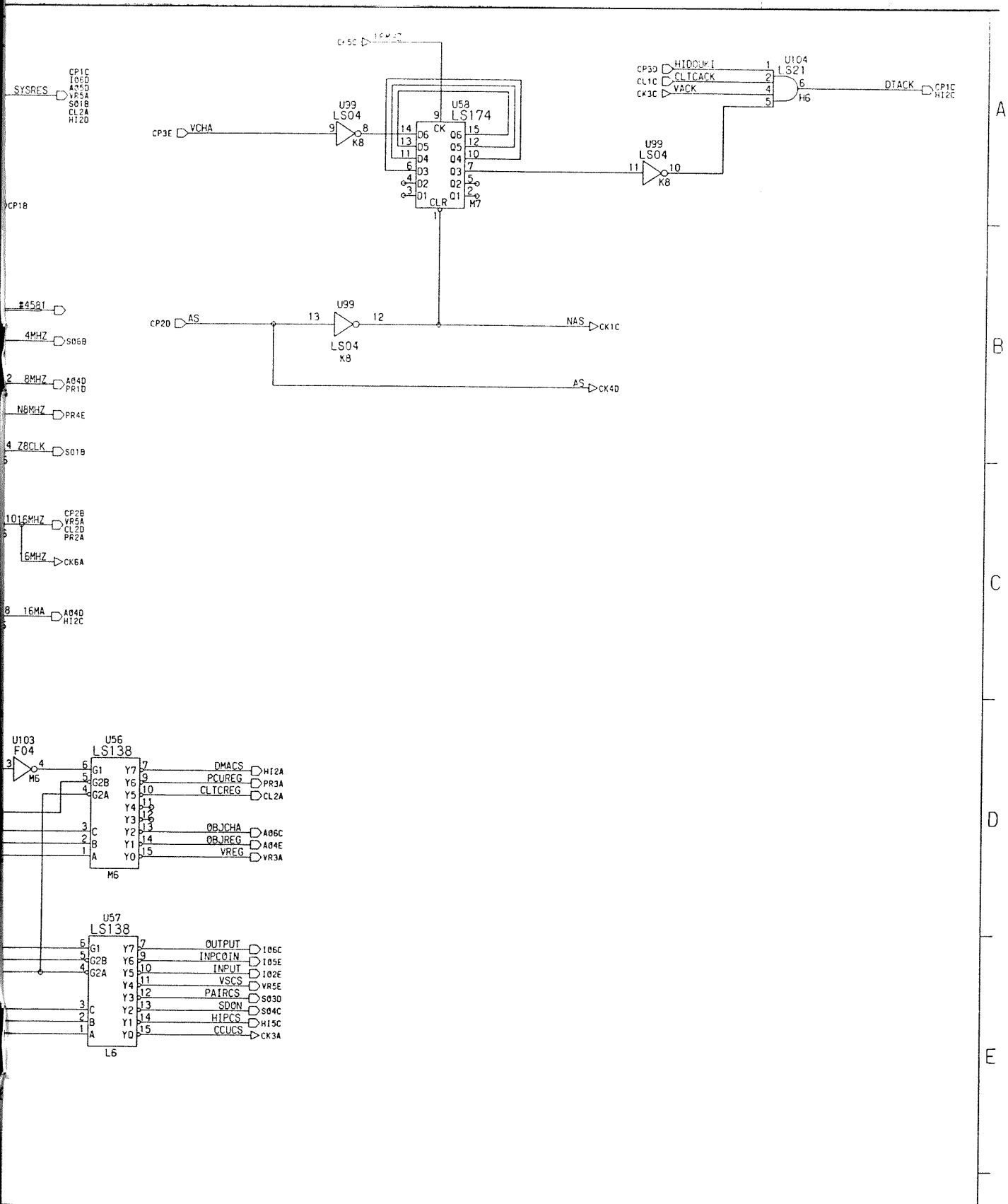
KIND OF CAPASITOR

- 1000M16E=1000UF16V ELEC.AL
- 0.1M25CA=0.1UF25V CERAMIC
- 330M16E=330UF16V ELEC.AL



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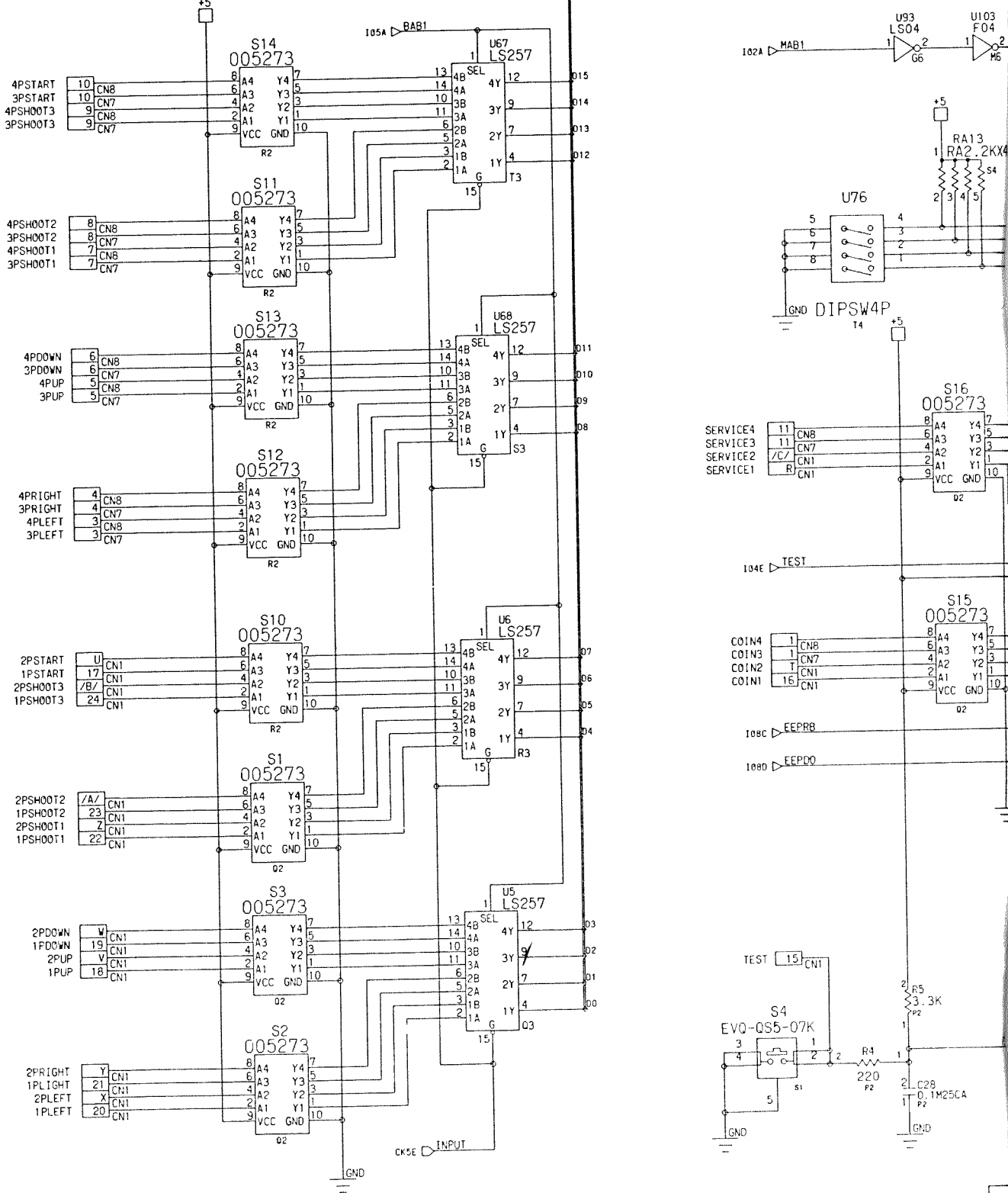
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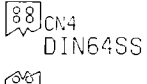
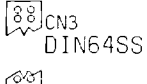
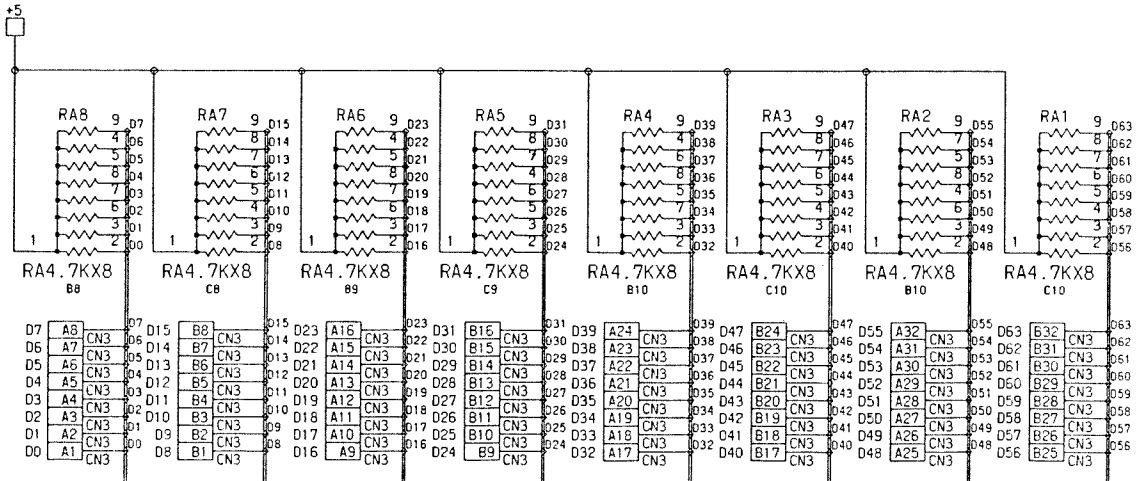
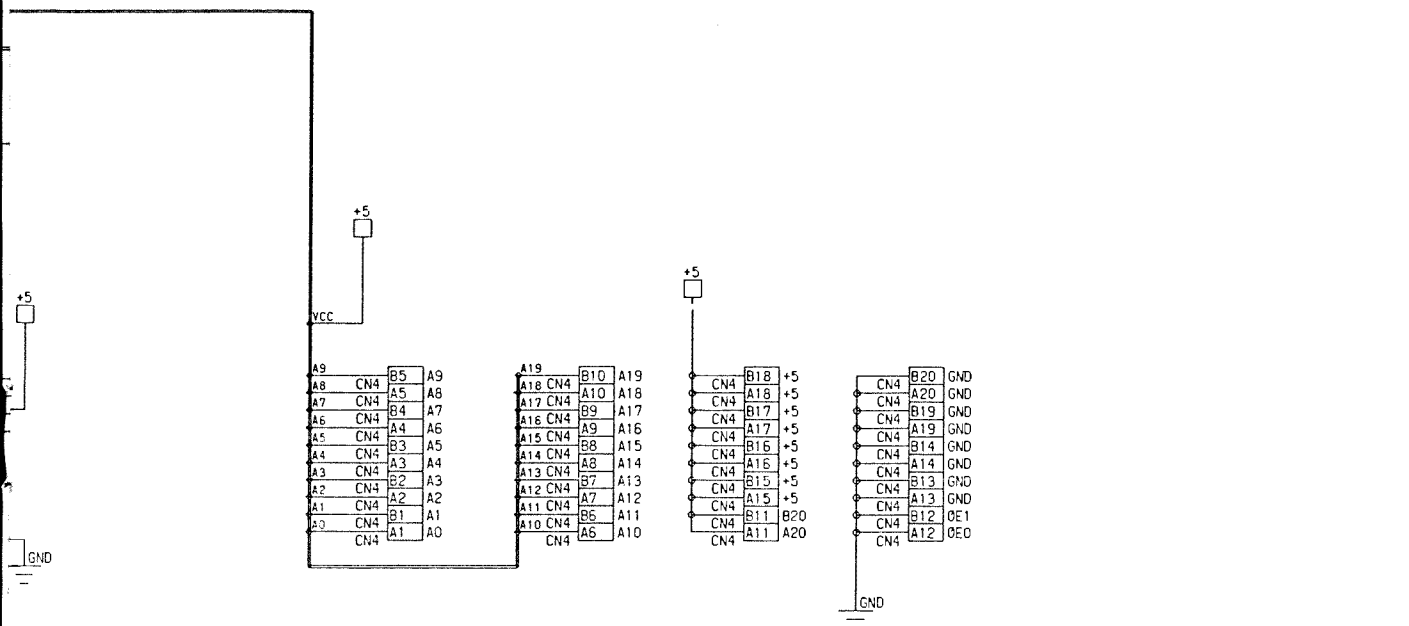
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CP8A CPUAB → A1 MAB1 → 104A

CP7D MDR



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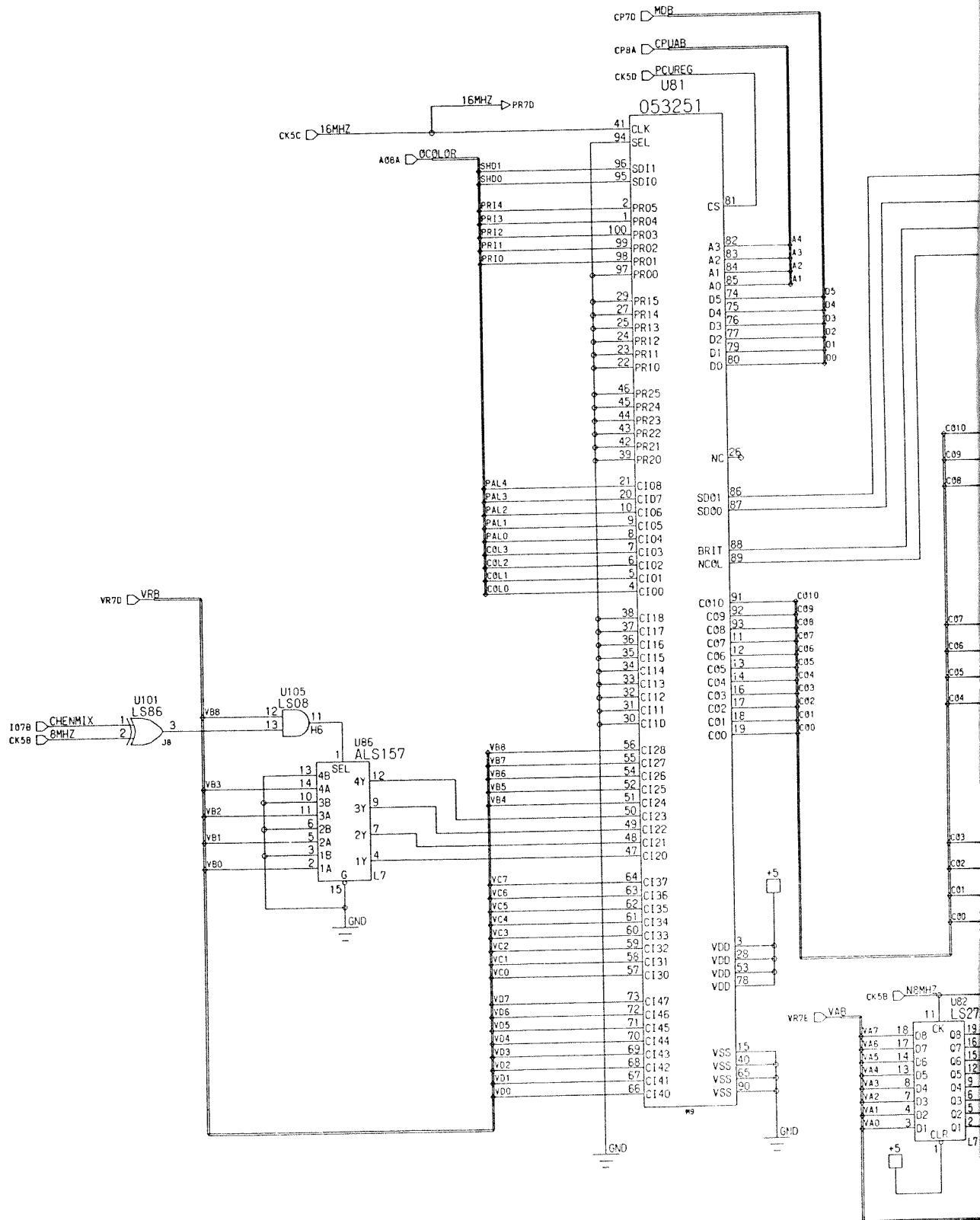
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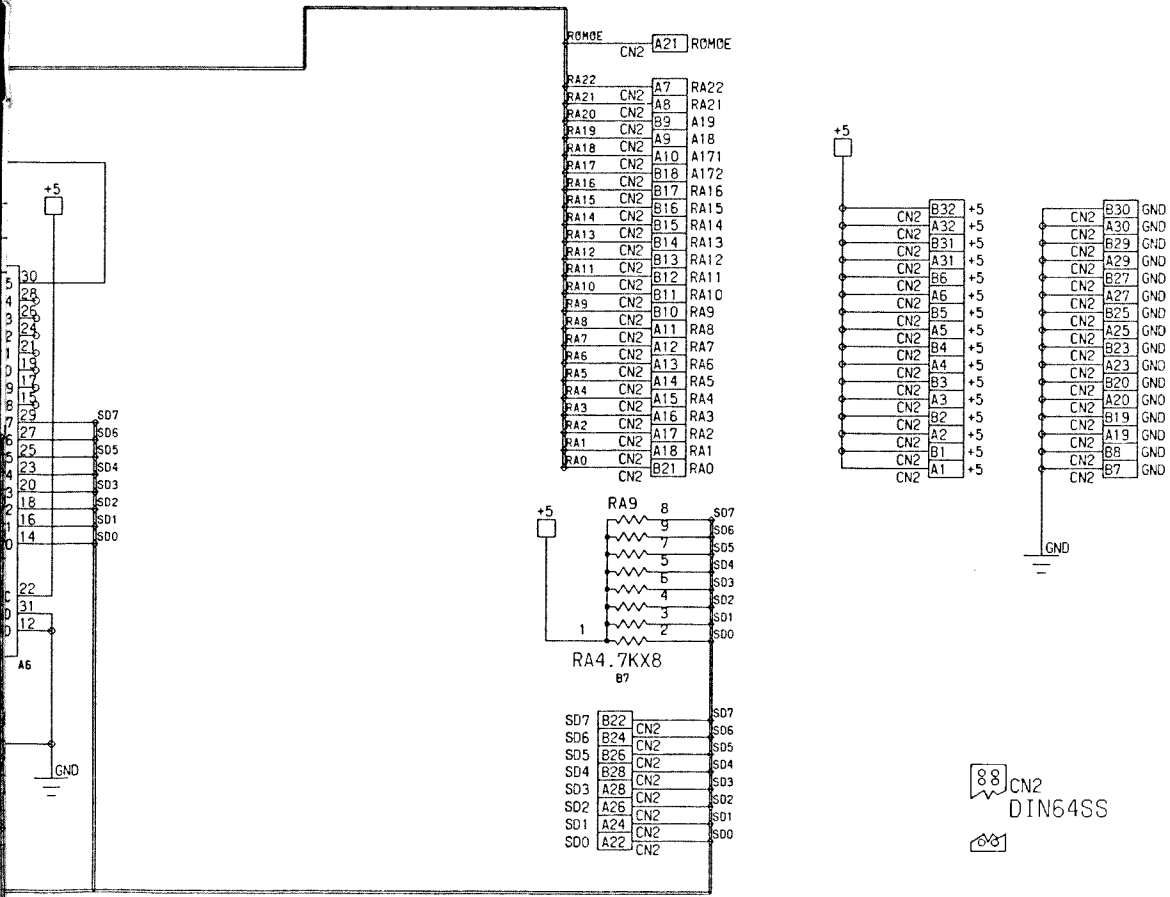
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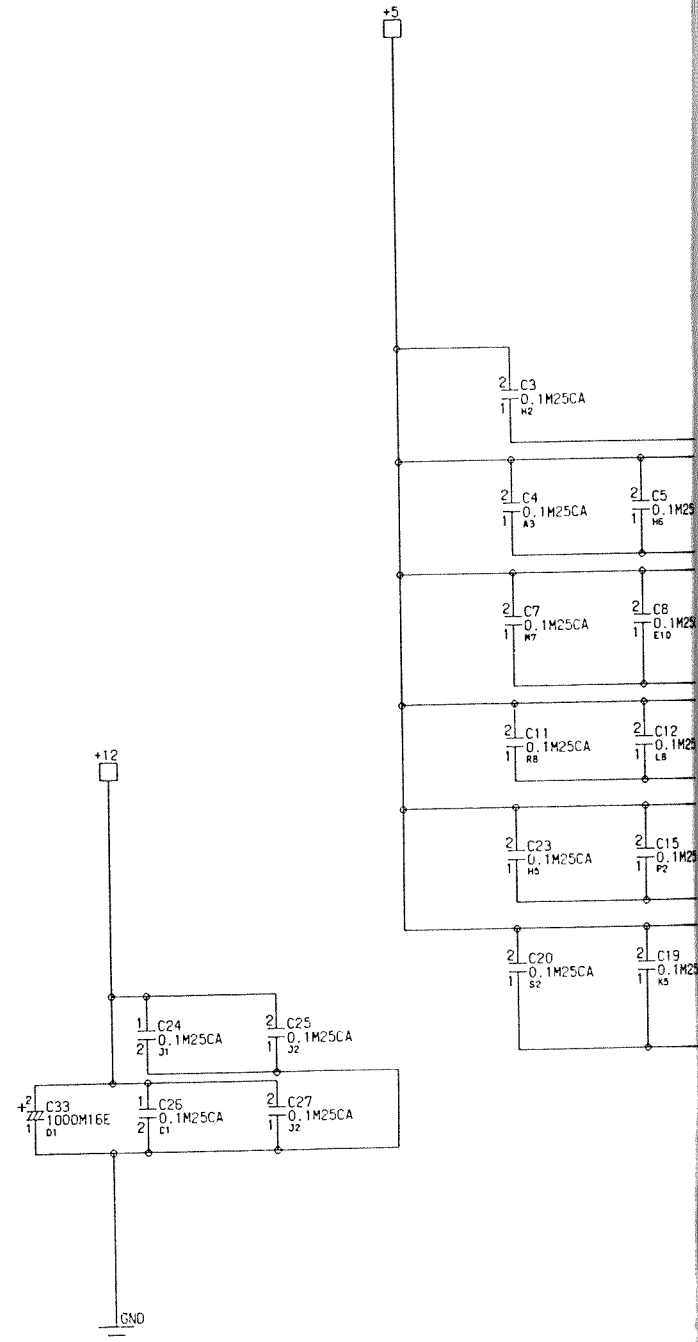
KONAMI

KONAMI CO.,LTD.

DRAWING	DESIGN	H.KONISHI	TITLE	SCHEMATIC DIAGRAM
	DRAW	H.KONISHI	SUBTITLE	11.D/A MASK ROM
	CHECK	K.HASHIMA	PAGE	
	APPROVE	H.UENO	CODE NO.	353218
	SCALE		REG. TYPE	GX173 PWB353126
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1992.05.25		

A
B
C
D
E
F

1 2 3 4



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BUCKY O'HARE TECHNICAL INFORMATION

TECHNICAL INFORMATION

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+ 12V)
*See the Wiring Diagram.
- (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be horizontally installed.
- (4) There is no sound volume knob on the PCB. Sound level should be adjusted in the "GAME OPTIONS" in the Manual Test mode. (See page 7.)
- (5) Handle with care.

DIP SWITCH SETTINGS AND CABINETS AVAILABLE

This game is equipped with a 4-bit DIP SWITCH on the PCB; Switching between 2/3/4-player and other changes will be done easily with these DIP switches.

	CONTENTS	ON	OFF
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	COIN MECHANISM	INDEPENDENT	COMMON
SW3	NUMBER OF PLAYERS	4-PLAYER	2-PLAYER
SW4	NUMBER OF PLAYERS	3-PLAYER	—

EXAMPLE: If you are using a 4-player upright with a "multi coin mechanism," set SW1-SW3 at "ON" (coin mechanism should be "INDEPENDENT"). If your cabinet does not have a multi coin mechanism and has only one or two coin slots, set SW2 at "OFF" (coin mechanism should be "COMMON"). In the latter case, four start buttons must be equipped.

- NOTE:**
- 1) SW3 becomes ineffective when SW4 is at "ON."
 - 2) A single control upright or a cocktail table type cabinet cannot be used for this game.
 - 3) On the STEREO cabinet, set SW1 at "ON" so that you can get better music and sound effects.
 - 4) Regarding other game options and coin options, refer to "Manual Test" on page 6.

BUCKY O'HARE TECHNICAL INFORMATION (cont.)

SELF TEST

Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and self test will repeat. If "N2 BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

MANUAL TEST

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test mode.

NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press player 1 SHOT BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use player 1 JOYSTICK to move arrow to desired test and press player 1 SHOT BUTTON to initiate testing. Press player 1 SHOT BUTTON during or at the end of each test to return to the MAIN MENU.

MAIN MENU	
1.	I/O CHECK
2.	SCREEN CHECK
3.	COLOR CHECK
4.	SOUND CHECK
5.	MASK ROM CHECK
6.	GAME OPTIONS
7.	COIN OPTIONS
8.	DIP SWITCH SETTINGS
0.	GAME MODE
1 UP'S JOYSTICK = SELECT ITEM	
1 UP'S SHOT = DO CHECK	

(4) EXPLANATION OF THE ITEMS

1. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on. Press player 1 and 2 SHOT BUTTONS at the same time to return to MAIN MENU.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

BUCKY O'HARE TECHNICAL INFORMATION (cont.)

4. SOUND CHECK

When "SOUND SCALE CHECK" is selected, a music scale sounds. At "SOUND CODE," push player 1 JOYSTICK right/left to change sound code.

5. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

6. GAME OPTIONS

Following screen will appear. Use player 1 JOYSTICK up/down to select the utility and move JOYSTICK right/left to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and press player 1 SHOOT (or START) button to save and return to MAIN MENU.

GAME OPTIONS		
PLAYER'S LIFE	1 CREDIT 2 LIVES	...Select from 1 to 5 lives.
DIFFICULTY LEVEL	4/MEDIUM	...Select out of 8 levels.
SOUND IN ATTRACT MODE	ALL THE TIME	...Select out of the following 5 types: "ALL THE TIME," "COMPLETELY OFF" or "ONCE EVERY 2, 4, 8 CYCLES"
VIDEO SCREEN FLIP	NORMAL	... "NORMAL" or "UPSIDE DOWN"
SOUND VOLUME	30 MIN-----MAX	...Sound volume adjustment (1-60)
LOOP SETTING	ENDLESS	...Select out of the following 3 types: "ENDLESS," "GAME OVER AFTER FINAL STAGE" or "GAME OVER AFTER SECOND ROUND"
FACTORY SETTINGS		...Returned to Factory Settings
SAVE AND EXIT		
EXIT		
1 UP'S UP/DOWN=SELECT OPTION		
1 UP'S LEFT/RIGHT=MODIFY SETTINGS		

*If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

(7) COIN OPTIONS

- When the COIN MECHANISM is set at "COMMON" on the DIP SWITCH on the PCB (SW2 is "OFF"), the screen shows the following options and the coins setting in this case must be done for each coin slot.

COIN OPTIONS (TYPE: COMMON)		
FREE PLAY	NO	...Choice of Free Play (YES/NO)
COIN SLOT 1	1 COIN 1 CREDIT	} Not to be shown when YES is chosen
COIN SLOT 2	1 COIN 1 CREDIT	
FACTORY SETTINGS		} Same as "GAME OPTIONS"
SAVE AND EXIT		
EXIT		
1 UP'S UP/DOWN=SELECT OPTION		
1 UP'S LEFT/RIGHT=MODIFY SETTINGS		

BUCKY O'HARE TECHNICAL INFORMATION (cont.)

2. When the COIN MECHANISM is set at "INDEPENDENT" on the DIP SWITCH on the PCB (SW2 is "ON"), the left coin slot will be for player 1, the right one for player 2. On this setting, "PREMIUM START" setting is available; you can set the play fee for starting higher than the play fee for continuation (e.g., 2 coins start and 1 coin continue).

COIN OPTIONS (TYPE: INDEPENDENT)

PREMIUM START NO

STARTING

 & 1 COIN 1 CREDIT

CONTINUATION

FACTORY SETTINGS

SAVE AND EXIT

EXIT

1 UP'S UP/DOWN=SELECT OPTION

1 UP'S LEFT/RIGHT=MODIFY SETTINGS

... "NO" or "YES 1" to "YES 5"

} Same as "GAME OPTIONS"

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

*COIN SETTING OPTIONS

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

(8) DIP SWITCH SETTINGS

The present settings will be shown on the screen. To modify settings, turn ON/OFF the actual DIP switches on the PCB. After modifying the settings, press player 1 SHOOT to return to the MAIN MENU and then select "GAME MODE" to start the game on the revised settings.

EXAMPLE

DIP SWITCH SETTINGS

	ON	TO MODIFY SETTINGS,
	OFF	OPERATE THE RELEVANT
		DIP SWITCH ON THE PCB.

1 2 3 4

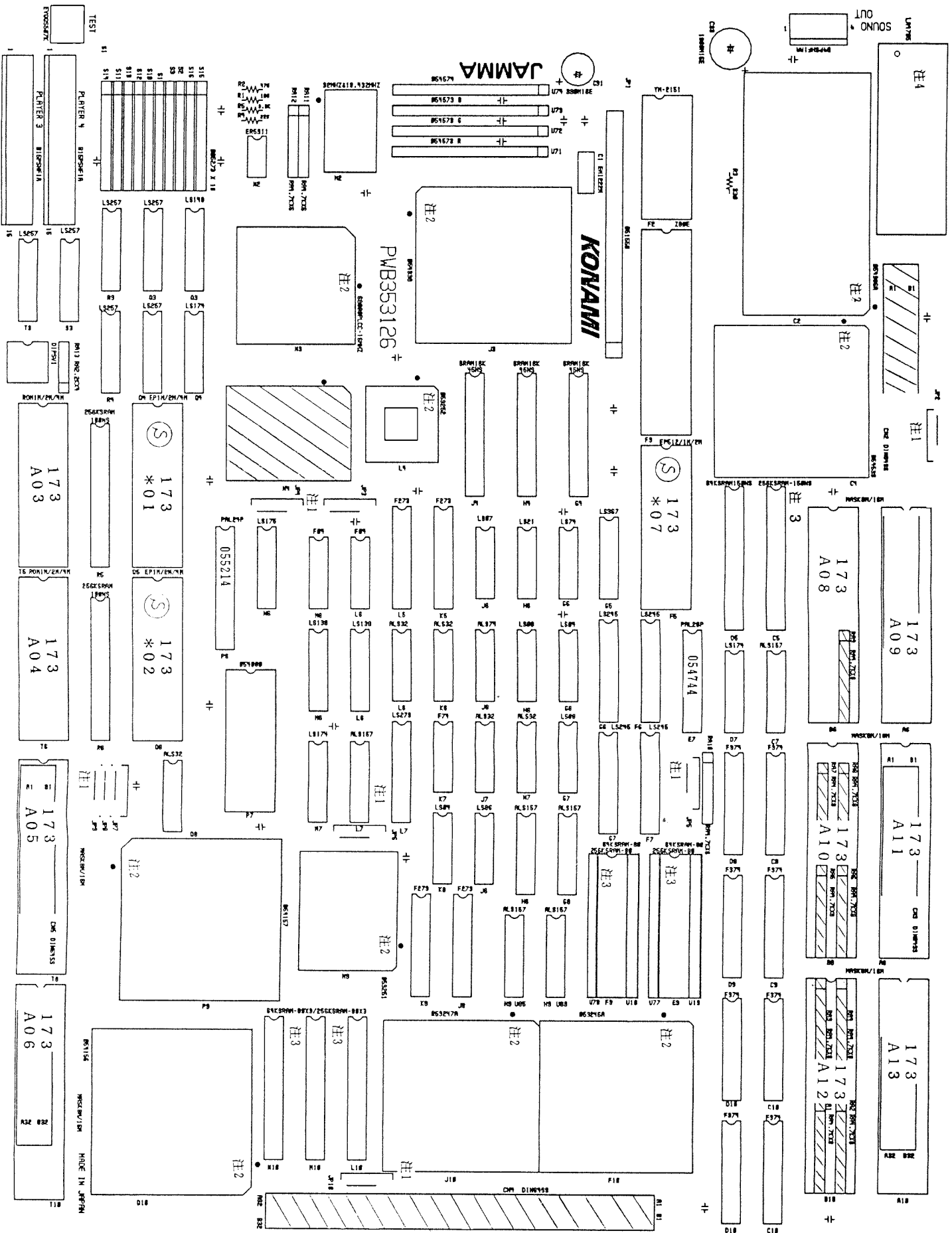
SW1 SOUND OUTPUT STEREO

SW2 COIN MECHANISM INDEPENDENT

SW3 & SW4 NUMBER OF PLAYERS 4 PLAYERS

1 UP'S SHOT1 =EXIT

BUCKY O'HARE PCB LAYOUT



THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIREED OPERATION.

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