

MANUAL



SETTING EXPLANATION

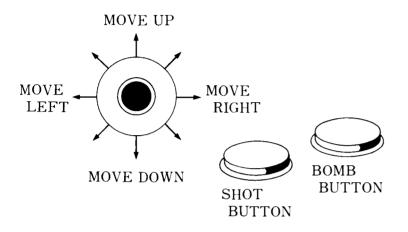
OPCB CONNECTOR

JAMMA STANDARD

OCRT MONITOR

VERTICAL SCREEN

OCONTROL PANEL

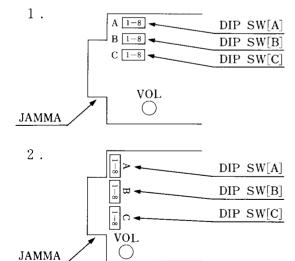


O8-WAY LEVER: MOVES PLAYER IN 8 DIRECTIONS

OSHOT BUTTON: NORMAL SHOT

○BOMB BUTTON: BOMB

ODIP SW (THERE ARE TWO TYPES OF PCB.)



JAMMA STANDARD

SOLDER SIDE COMPONENTS SIDE	JAMMA STANDAR	\ <u>\</u>	T	T
GND B 2 GND +5V C 3 +5V +5V D 4 +5V N.C. E 5 N.C. +12V F 6 +12V H 7 T T T T T T T T T	SOLDER SIDE			COMPONENTS SIDE
+5V	GND	A	1	GND
Horizon Hori	GND	В	2	GND
N.C. E 5 N.C. H12V F 6 H12V H 7 T T T T T T T T T	+5V	С	3	+5V
H	+5V	D	4	+5V
N.C. J 8 COIN COUNTER 1	N.C.	E	5	N.C.
N.C. 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 N.C. 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 SHOT 1 (2P SHOT) 2 22 (1P SHOT) 1 (2P SHOT) 2 (1P SHOT)	+12V	F	6	+12V
(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 N.C. 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 SHOT 1 (2P SHOT) 2 22 (1P SHOT) 2P SHOT 2 2 22 (1P SHOT) 2P SHOT 2 2 23 (1P SHOT) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND		Н	7	
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 N.C. 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 SHOT 1 (2P SHOT) Z 22 1P SHOT 1 (1P SHOT) 2P SHOT 2 (2P BOMB) a 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. d 26 N.C. GND e 27 GND	N.C.	J	8	COIN COUNTER 1
N.C. M 11 N.C. VIDEO GREEN N 12 VIDEO RED VIDEO SYNC P 13 VIDEO BLUE SERVICE SW R 14 VIDEO GND N.C. 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 SHOT 1 (2P SHOT) 2P SHOT 2 (2P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
VIDEO GREEN N 12 VIDEO RED VIDEO SYNC P 13 VIDEO BLUE SERVICE SW R 14 VIDEO GND N.C. 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 SHOT 1 Z 22 1P SHOT 1 (2P SHOT) 2 22 1P SHOT 2 (1P BOMB) N.C. N.C. N.C. 25 N.C. N.C. GND GND	SP (-)	L	10	SP (+)
VIDEO SYNC P 13	N.C.	M	11	N.C.
SERVICE SW R 14 VIDEO GND N.C. 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 SHOT 1 (2P SHOT) Z 22 1P SHOT 1 (1P SHOT) 2P SHOT 2 (2P BOMB) a 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	VIDEO GREEN	N	12	VIDEO RED
N.C. 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 SHOT 1 Z 22 1P SHOT 1 (2P SHOT) Z 22 1P SHOT 1 (1P SHOT) 1P SHOT 2 (2P BOMB) A 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	VIDEO SYNC	Р	13	VIDEO BLUE
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 SHOT 1	SERVICE SW	R	14	VIDEO GND
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 SHOT 1	N.C.	S	15	TEST SW
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 SHOT 1 Z 22 1P SHOT 1 (2P SHOT) 2 a 23 1P SHOT 2 (2P BOMB) A 23 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	COIN SW 2	Т	16	COIN SW 1
2P DOWN W 19 1P DOWN 2P LEFT X 20 1P LEFT 2P RIGHT Y 21 1P RIGHT 2P SHOT 1 Z 22 1P SHOT 1 (2P SHOT) 2 a 23 1P SHOT 2 (2P BOMB) A 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	START SW 2	U	17	START SW 1
2P LEFT X 20 1P LEFT 2P RIGHT Y 21 1P RIGHT 2P SHOT 1 Z 22 1P SHOT 1 (2P SHOT) 2 a 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	2P UP	V	18	1P UP
2P RIGHT Y 21 1P RIGHT 2P SHOT 1 Z 22 1P SHOT 1 2P SHOT 2 a 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	2P DOWN	W	19	1P DOWN
2P SHOT 1 Z 22 1P SHOT 1 (1P SHOT 1 (1P SHOT) 2 P SHOT 2 a 23 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	2P LEFT	X	20	1P LEFT
(2P SHOT) 2 (2P SHOT) 2 (1P SHOT) 2 (1P SHOT) 2 (1P SHOT) 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	2P RIGHT	Y	21	1P RIGHT
2P SHOT 2 a 23 1P SHOT 2 (1P BOMB) N.C. b 24 N.C. N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND		Z	22	
N.C. c 25 N.C. N.C. d 26 N.C. GND e 27 GND	2P SHOT 2	a	23	1P SHOT 2
N.C. d 26 N.C. GND e 27 GND	N.C.	b	24	N.C.
GND e 27 GND	N.C.	c	25	N.C.
	N.C.	d	26	N.C.
$GND \mid f \mid 28 \mid GND$	GND	e	27	GND
	GND	f	28	GND

• 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
	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					1
COIN 1	1 COIN 4 CREDITS	ON	ON	OFF					
SETTINGS	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					
	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				ON	OFF	OFF		
	1 COIN 3 CREDITS				OFF	ON	OFF		
COIN 2	1 COIN 4 CREDITS				ON	ON	OFF		
SETTINGS	1 COIN 6 CREDITS				OFF	OFF	ON		
	2 COINS 1 CREDIT]			ON	OFF	ON		
	3 COINS 1 CREDIT	1			OFF	ON	ON		
	4 COINS 1 CREDIT				ON	ON	ON		}
CONTINUE	NORMAL							OFF	
COIN	CONTINUE COIN							ON	
NOT USED									OFF

^{**}IF CONTINUE COIN MODE IS "ON", GAME STARTS WITH 2-COIN 1-CREDIT AND CONTINUES WITH 1-COIN 1-CREDIT.

●DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
	EASY	OFF	OFF	OFF					
		ON	OFF	OFF		*			
		OFF	ON	OFF					
DIFFICULTY	NORMAL	ON	ON	OFF					
LEVEL		OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
	HARD	ON	ON	ON					
	1ST 600000Pts.				OFF	OFF			
	EVERY 1400000Pts.				Orr	Orr			
	1ST 600000Pts.								
EXTENDED	2ND 2000000Pts.				ON	OFF			
PLAY	3RD 4500000Pts.								
	1ST 1200000Pts.				OFF	ON			
	2ND 3500000Pts.				OFF	ON			
	ONLY 2000000Pts.				ON	ON			
NOT USED						•	OFF	OFF	OFF

●DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
THE MIMDED	3 PLAYERS	OFF	OFF						
THE NUMBER	1 PLAYER	ON	OFF						
OF	2 PLAYERS	OFF	ON						
PLAYER	4 PLAYERS	ON	ON						
EDEE DI AV	NORMAL		1	OFF					
FREE PLAY	FREE PLAY			ON					
SCREEN	NO				OFF				
PAUSE	YES				ON				
SCREEN	NO					OFF			
FLIP	YES					ON			
DEMON-	NO						OFF		
STRATION SOUND	YES						ON		
CONTINUE	NO							OFF	
CONTINUE	YES							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

 $\mbox{\ensuremath{\mbox{\sc midicates}}}$ Factory setting.

TEL (06) 946-2058 FAX NO. (06) 946-6657

^{*}MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.