



TM  
© CAPCOM



# MANUAL

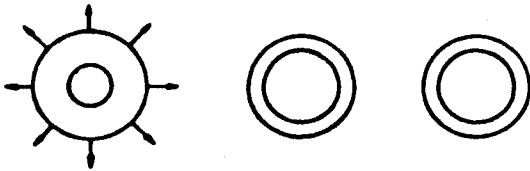
CAPCOM

# OUTLINE-FI DREAM

• CRT MONITOR

VERTICAL SCREEN

• CONTROL PANEL

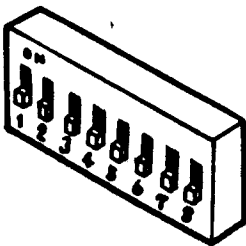
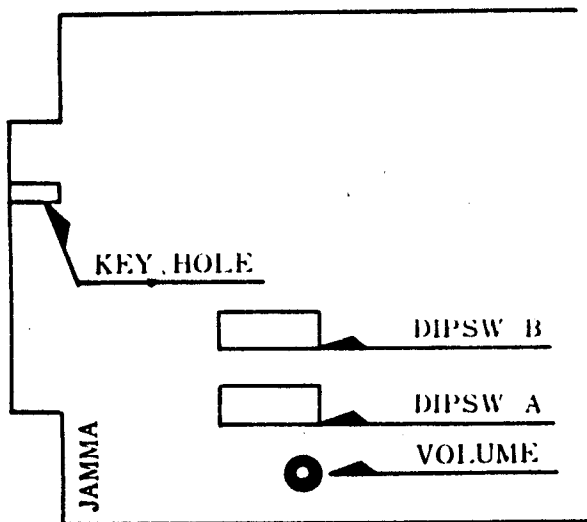


8-WAY JOY STICK BUTTON1 BUTTON2

○ BUTTON1 — LOW

○ BUTTON2 — HIGH

• DIP sw POSITION



DIP sw

## STANDARD OF JAMMA

| SOLDER SIDE       |   |    | COMPONENT SIDE    |
|-------------------|---|----|-------------------|
| GND               | A | 1  | GND               |
| GND               | B | 2  | GND               |
| +5V               | C | 3  | +5V               |
| +5V               | D | 4  | +5V               |
| -5V               | E | 5  | -5V               |
| +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         |
| N · C             | S | 15 | N · C             |
| COIN SW 2         | T | 16 | COIN SW 1         |
| START SW 2        | U | 17 | START SW 1        |
| 2P CONTROL UP     | V | 18 | 1P CONTROL UP     |
| 2P CONTROL DOWN   | W | 19 | 1P CONTROL DOWN   |
| 2P CONTROL LEFT   | X | 20 | 1P CONTROL LEFT   |
| 2P CONTROL RIGHT  | Y | 21 | 1P CONTROL RIGHT  |
| 2P CONTROL PUSH 1 | Z | 22 | 1P CONTROL PUSH 1 |
| 2P CONTROL PUSH 2 | a | 23 | 1P CONTROL 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               |

KEY HOLE

CR 7-56DA 3.96 : HIROSE  
1168-056-009 : KEL

# CAPCOM CO., LTD.



Date:

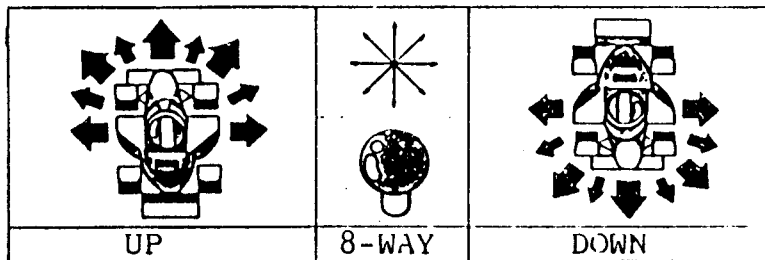
## REGULATION

\*\*\*\*\*

ALL PLAYERS WHO FIRST TAKE PART IN THE RACE READ THIS REGULATION PRIOR TO START.

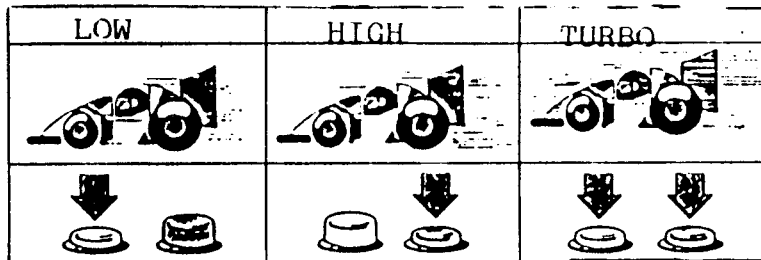
### A) DRIVING

CAN CHANGE DIRECTION OF THE CAR BY 8-WAY JOYSTICK TO 16 DIRECTION.



### B) GEAR & ACCELERATOR

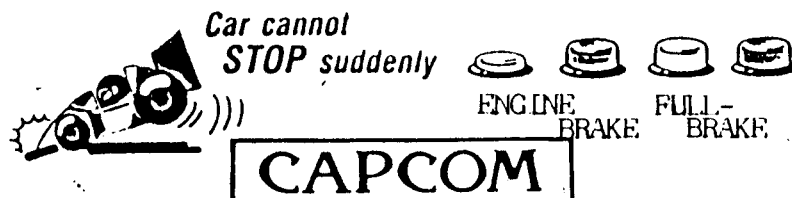
PUSH TWO BUTTONS FOR GEARSHIFT AND ACCELERATOR.



START FROM LOW AND SHIFT TO HIGH AND TURBO.

### C) BRAKE

RELEASE FINGERS FROM BUTTONS TO BRAKE CAR. FASTER THE SPEED, TAKES A LONGER TIME TO STOP.

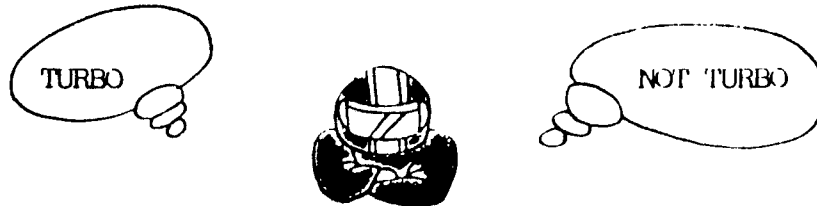


# CAPCOM CO., LTD.

Date:

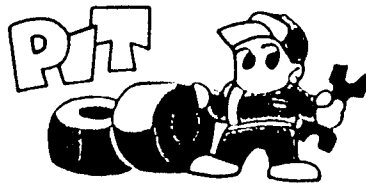
## D) SELECTION OF CAR

CAN SELECT EITHER TURBO OR NON-TURBO CAR BY EACH RACE.  
USE EITHER CAR DEPENDING ON COURSE CONDITION.



## E) PIT

GET IN THE PIT TO SUPPLY GASOLINE AND CHANGE TIRES.  
PIT WORKS CAN BE ACCELERATED BY PUSHING BUTTON CONTINUOUSLY.  
(CANT'T GET IN THE PIT AT THE LAST ROUNDS OF EACH PRELIMINARIE  
AND FINALS).



## F) RACE & POINTS

DECIDE RANKING BY PRELIMINARIES AND CHALLENGE TO FINALS.  
GET MORE THAN 12 POINTS WITHIN 4 RACES AND BE PROMOTED  
RANKING FROM F3000 TO F-1.  
EITHER F3000 OR F-1, POWERS OF CARS ARE INCREASED ACCORDING  
TO RANKING OF EACH RACE.

FIRST RACE = FIFTH RANK OR BETTER  
SECOND " = FOURTH "  
THIRD " = THIRD "

|            |          |
|------------|----------|
| FIRST RANK | 9 POINTS |
| SECOND     | 6 "      |
| THIRD      | 4 "      |
| FOURTH     | 3 "      |
| FIFTH      | 2 "      |
| SIXTH      | 1 POINT  |



