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# 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

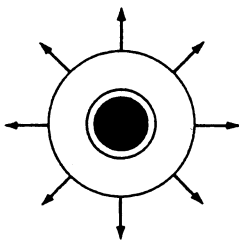
○ CRT monitor

Horizontal

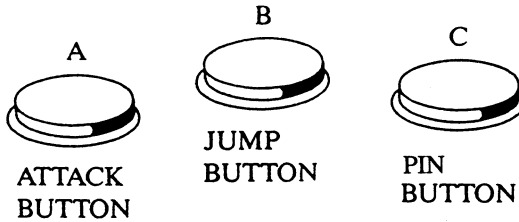
○ Control panel

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

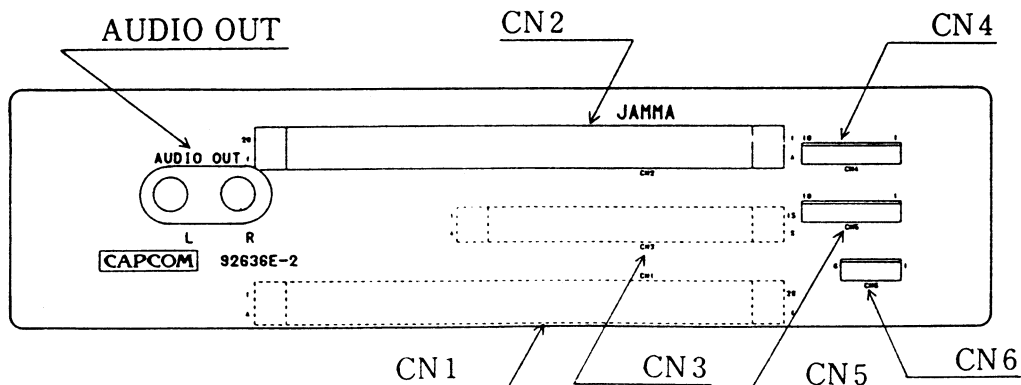
- 8-WAY LEVER: used to move the player in eight ways.
- ATTACK BUTTON: used to attack.
- JUMP BUTTON: used to jump.
- FALL BUTTON: used to pin an opponent.

### JAMMA standard

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
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	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
2P SHOT 3	b	24	1P SHOT 3
4P SHOT 3	c	25	3P SHOT 3
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME  
CR7E-56DA-3.96E : (HIROSE)  
OR  
1168-056-009 : (KEL)

## ● CONFIGURATION



## ● CONNECTORS

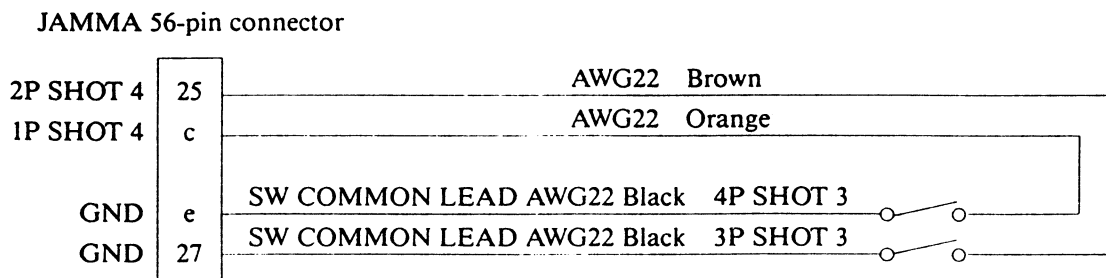
- CN1 — not used
- CN2 — JAMMA 56-pin connector
- CN3 — not used
- CN4 — I/O connector for PLAYER 3
- CN5 — I/O connector for PLAYER 4
- CN6 — optional output connector
- AUDIO OUT — used only for CAPCOM QSOUND cabinet

CN4	
GND	1 AWG22 Black
GND	2 AWG22 Black
3P RIGHT	3 AWG22 Violet
3P LEFT	4 AWG22 Gray
3P DOWN	5 AWG22 White
3P UP	6 AWG22 Brown
3P SHOT 1	7 AWG22 Orange
3P SHOT 2	8 AWG22 Green
3P COIN SW	9 AWG22 Blue
3P START SW	10 AWG22 Violet

CN5	
GND	1 AWG22 Black
GND	2 AWG22 Black
4P RIGHT	3 AWG22 White
4P LEFT	4 AWG22 Brown
4P DOWN	5 AWG22 Orange
4P UP	6 AWG22 Green
4P SHOT 1	7 AWG22 Blue
4P SHOT 2	8 AWG22 Violet
4P COIN SW	9 AWG22 Gray
4P START SW	10 AWG22 White

CN6			
POWER +12V	1 AWG22 Yellow		
POWER +12V	2 AWG22 Yellow		
4P COIN LOCKOUT	3 AWG22 Violet	3P SHOT 3	AWG22 Brown
	4	4P SHOT 3	AWG22 Orange
3P COIN LOCKOUT	5 AWG22 White	SW COMMON LEAD	AWG22 Black
	6	SW COMMON LEAD	AWG22 Black

## ● CONNECTION



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.

#### — T E S T M E N U —

- > 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

- ... 1. Check on input/output switches
- ... 2. Sound check
- ... 3. Color adjustment
- ... 4. Adjustment of screen size, focus and distortion
- ... 5. Game play settings
- ... 6. OBJECT test
- ... 7. SCROLL 1 test
- ... 8. SCROLL 2 test
- ... 9. SCROLL 3 test
- ... 10. Memory test
- ... 11. Returns to the game play mode

(\* 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

1. COIN	Number of coins per play.
2. CONTINUE	With or without continued play. <ul style="list-style-type: none"> <li>● <b>ON</b> — with continued play</li> <li>● <b>OFF</b> — without continued play</li> </ul>
3. MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. <ul style="list-style-type: none"> <li>● <b>ON</b> — with turnover</li> <li>● <b>OFF</b> — without turnover</li> </ul>
4. DEMO SOUND	With or without sound in attract mode. <ul style="list-style-type: none"> <li>● <b>ON</b> — with sound</li> <li>● <b>OFF</b> — without sound</li> </ul>
5. SOUND	QSOUND or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL. <ul style="list-style-type: none"> <li>● <b>QSOUND</b> — with QSOUND</li> <li>● <b>MONAURAL</b> — without QSOUND</li> </ul>
6. CABINET	Set to the type of your cabinet and coin chuter. <input type="radio"/> For use with cabinets connected to each other <ul style="list-style-type: none"> <li>● 4 players simultaneous, 4 coin chuters ...  <b>4 PLAYERS CABINET, MULTI CHUTERS</b></li> <li>● 4 players simultaneous, 2 coin chuters ...  <b>2 × 2 PLAYERS CABINET, MULTI CHUTERS</b></li> </ul> <input type="radio"/> For stand-alone use <ul style="list-style-type: none"> <li>● 4 players simultaneous, 4 coin chuters ...  <b>4 PLAYERS CABINET, MULTI CHUTERS</b></li> <li>● 4 players simultaneous, 1 coin chuter ...  <b>4 PLAYERS CABINET, SINGLE CHUTER</b></li> <li>● 2 players simultaneous, 2 coin chuters ...  <b>2 PLAYERS CABINET, SINGLE CHUTER</b></li> <li>● 2 players simultaneous, 1 coin chuter ...  <b>2 PLAYERS CABINET, SINGLE CHUTER</b></li> </ul>
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. <ul style="list-style-type: none"> <li>● <b>ON</b> — with join-in feature</li> <li>● <b>OFF</b> — without join-in feature</li> </ul>
10. GAME MODE	Set to <b>FOR BUSINESS</b> .
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

<b>1. INPUT &amp; OUTPUT</b>	Used to test all the input/output switches. “I” appears when the switches are on. Check connection and switches in case “0” appears.
<b>2. SOUND &amp; VOICE</b>	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.
<b>3. COLOR</b>	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
<b>4. DOT CROSS HATCH</b>	Used to test screen size, focus and distortion.
<b>5. SYSTEM CONFIGURATION</b>	Used to change game play setting. See the next chapter.
<b>6-9. CHARACTER TEST</b>	Used to check all the characters.
<b>10. MEMORY CHECK</b>	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.
<b>11. EXIT</b>	Select this item and push IP A button to return to game play mode.

# ABOUT SYSTEM CONFIGURATION

## 1) TO OPEN THE MENU

- On the TEST MENU screen, select “5. SYSTEM CONFIGURATION” and push 1P A button. Screen B shown below appears.

## 2) TO CLOSE THE MENU

- When all the settings are done, select “12. EXIT” and push 1P 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.

### —SYSTEM CONFIGURATION MENU—

> 1. COIN	1 COIN 1 CREDIT	... 1. Number of coins per play
2. CONTINUE	ON	... 2. With or without continued play
3. MONITOR FLIP	OFF	... 3. Turnover of the screen
4. DEMO SOUND	ON	... 4. With or without sound in attract mode
5. SOUND	Q SOUND	... 5. QSOUND or monaural
6. CABINET	4 PLAYERS CABINET	... 6. Type of cabinet: 4-player, 2-player or 2 × 2-player
7. CHUTER	MULTI CHUTER	... 7. Coin chuter setting
8. GAME DIFFICULTY	(3) NORMAL	... 8. Game difficulty setting
9. JOIN IN	ON	... 9. On/off of join-in feature
10. GAME MODE	FOR BUSINESS	... 10. Game mode setting
11. FACTORY SETTING		... 11. Returns to factory setting
12. EXIT		... 12. Returns to the TEST MENU

(\* Screen B)

## 3) TO CHANGE THE SETTING

- Select an item with the 1P lever (UP or DOWN) and change the setting with the 1P lever (LEFT or RIGHT). Settings will be changed in the order shown in the following table. You can also change the setting with the 1P A button.

#### 4) SYSTEM CONFIGURATION MENU

1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	FREE PLAY	2 COINS START 1 COIN CONTINUE
2. CONTINUE	ON			OFF	
3. MONITOR FLIP	ON			OFF	
4. DEMO SOUND	ON			OFF	
5. SOUND	QSOUND			MONAURAL	
6. CABINET	4 PLAYER CABINET	2 PLAYERS CABINET		2 X 2 PLAYERS CABINET	
7. CHUTER	MULTICHUTERS			SINGLE CHUTER	
8. GAME DIFFICULTY	(0) EXTRA EASY	(1) VERY EASY	(2) EASY	(3) <b>NORMAL</b>	
	(4) HARD	(5) VERY HARD	(6) EXTRA HARD	(7) HARDEST	
9. JOIN IN	ON			OFF	
10. GAME MODE	<b>FOR BUSINESS</b> * NORMAL OPERATION			FOR PHOTOGRAPHING * FREEZE PICTURE	

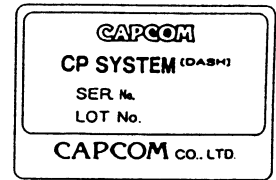
\*Bold faces indicate the factory setting.

\* 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**

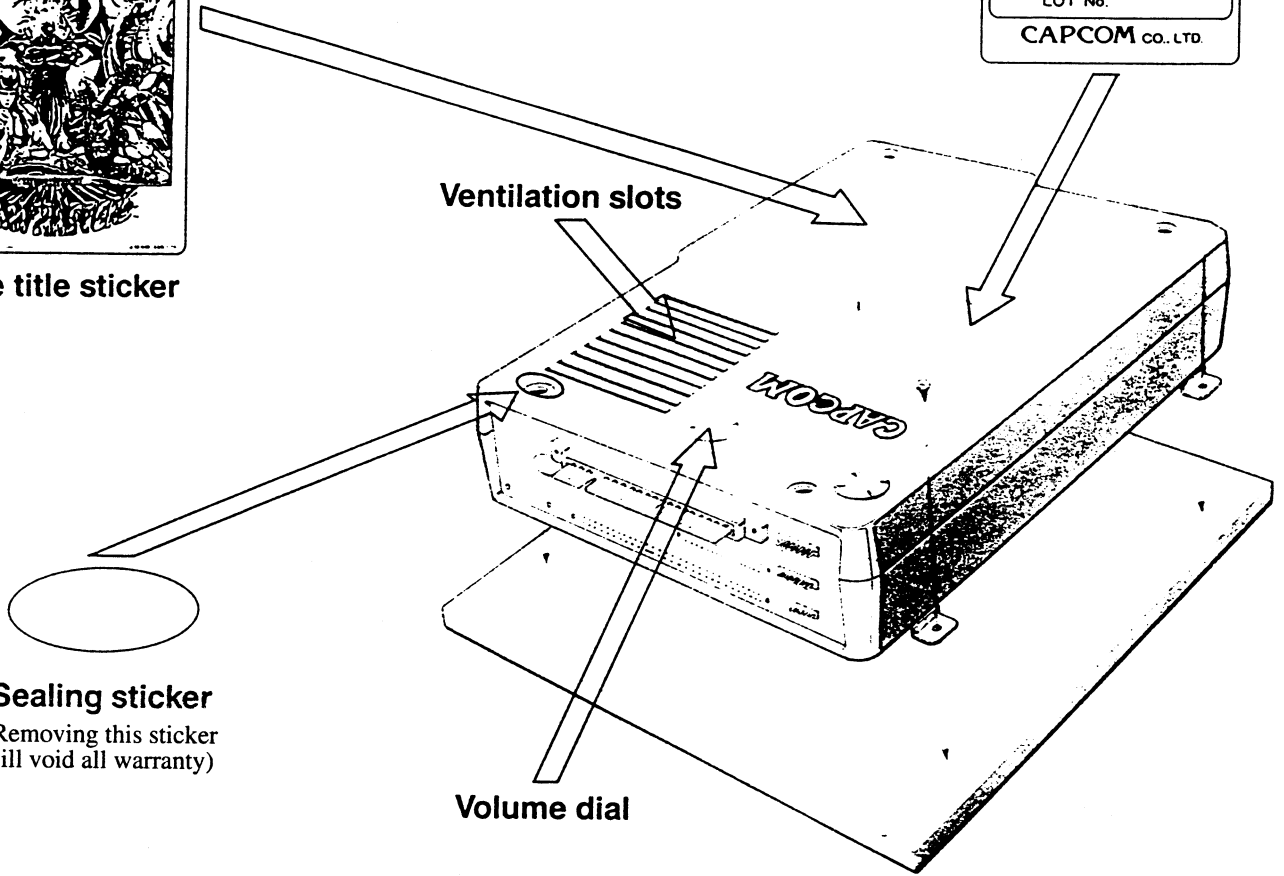
**Serial number sticker**



**Ventilation slots**

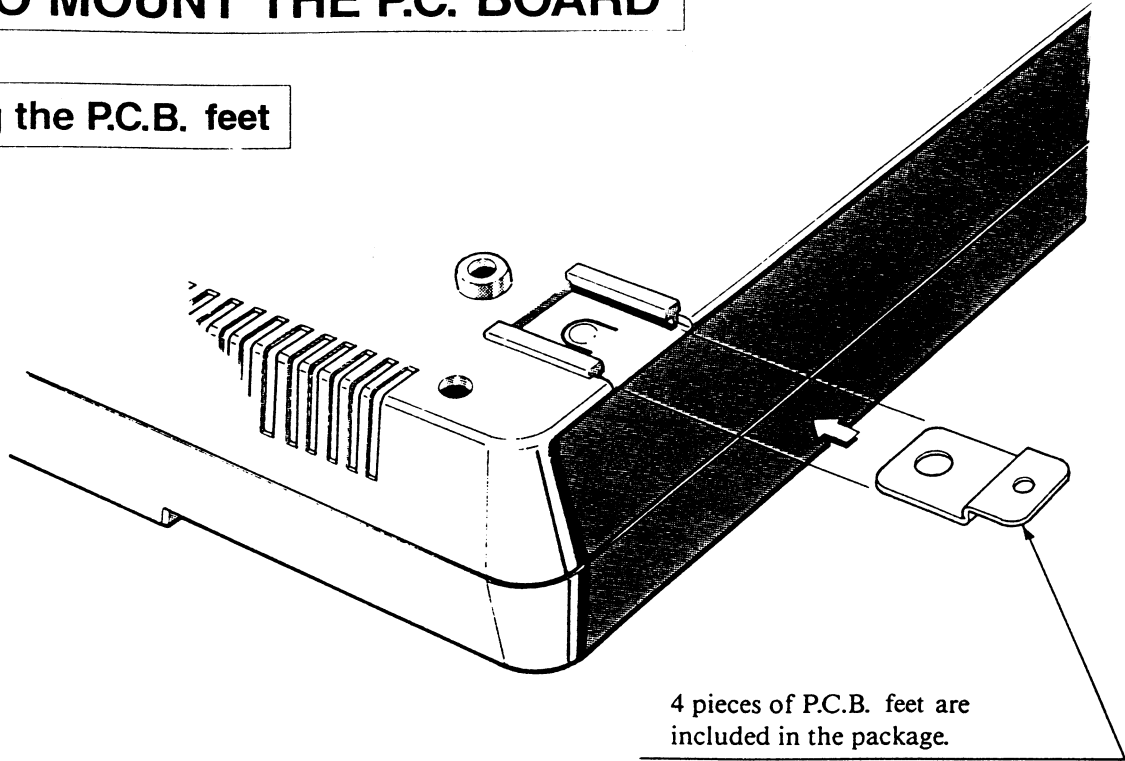
**Sealing sticker**  
(Removing this sticker will void all warranty)

**Volume dial**



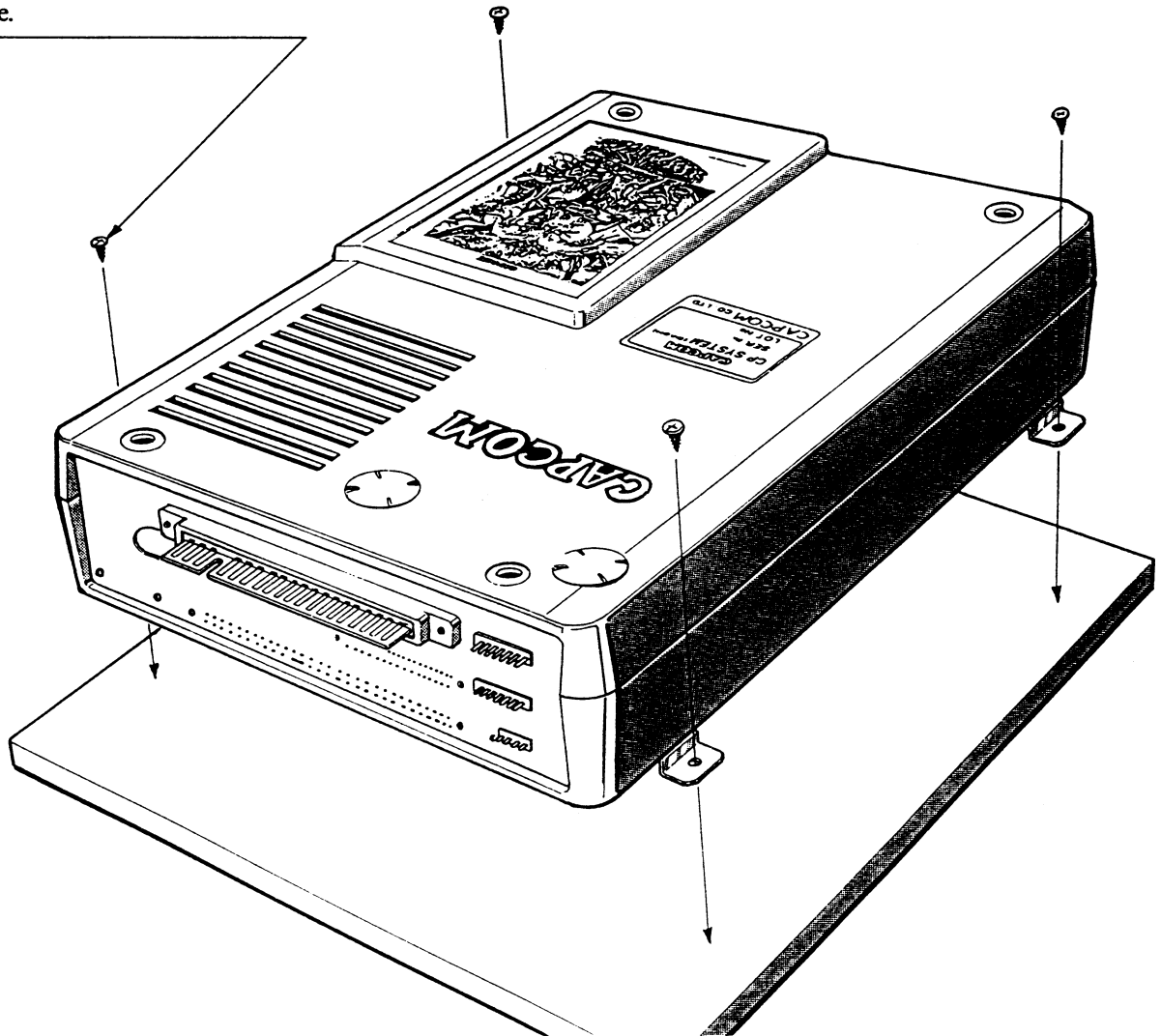
# HOW TO MOUNT THE P.C. BOARD

## 1) Putting the P.C.B. feet



## 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 1N4004 can be used across the meter.  
Cathode to "+" side of meter and anode to "-" side of meter

# NOTES



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