




**THE MAIN  
EVENT**

**TO**



# **CONVERSION KIT INSTRUCTION MANUAL**



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Part Number 821402

# KIT CONTENTS

Quantity	Part #	Description
1	821003	Crime Fighter PCB
1	821102	Crime Fighter Control Panel Overlay
1	821300	Upper Right Side Decal
1	821301	Lower Right Side Decal
1	821302	Upper Left Side Decal
1	821303	Lower Left Side Decal
1	821200	Crime Fighter Marquee
1	821101	Crime Fighter Player Instruction
1 set	821012	Control Panel Harnesses
1	821402	Crime Fighter Manual
2	30110	Red Buttons
2	30112	Blue Buttons
2	30118	Yellow Buttons
2	30119	Green Buttons
8	30202	Switch Holders
8	30250	Palnuts
1	30304	Red Joy Stick
1	30305	Blue Joy Stick
1	30306	Green Joy Stick
1	30307	Yellow Joy Stick
1	40205	Z-Bracket
1	821700	Crime Fighter Bezel
1	821512	Outer Box For C/F Kit
1	821513	Control Panel Sleeve
1	821514	Inner Packaging
1	821799	Wood Control Panel

## ★ ★ ★ IMPORTANT NOTICE ★ ★ ★

The Japanese Amusement Machine Manufacturers Association (JAMMA) has introduced a new standard in video game P.C.B's. It was decided that all new products from any JAMMA member will use the same pin print-out on the edge connector. The edge connector will have 56 pin outs, 28 per side.

Konami Inc. will offer a 56 to 36 pin adaptor P.C.B. available through your distributor. This new adaptor P.C.B. will enable the new 56 pin out to adapt to Konami's old standard 36 pin out.

# CRIME FIGHTER TECHNICAL INFORMATION

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## TECHNICAL INFORMATION

GX821-UA

- (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) Use the volume knob on the PCB to adjust sound level.  
Turn the knob clockwise and it becomes louder.
- (4) Handle with care.

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## CABINET INFORMATION

- (1) Use an upright cabinet with a big control panel having four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are also necessary.
- (3) Start buttons are unnecessary. Function buttons can be substituted for them.

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## SELF TEST

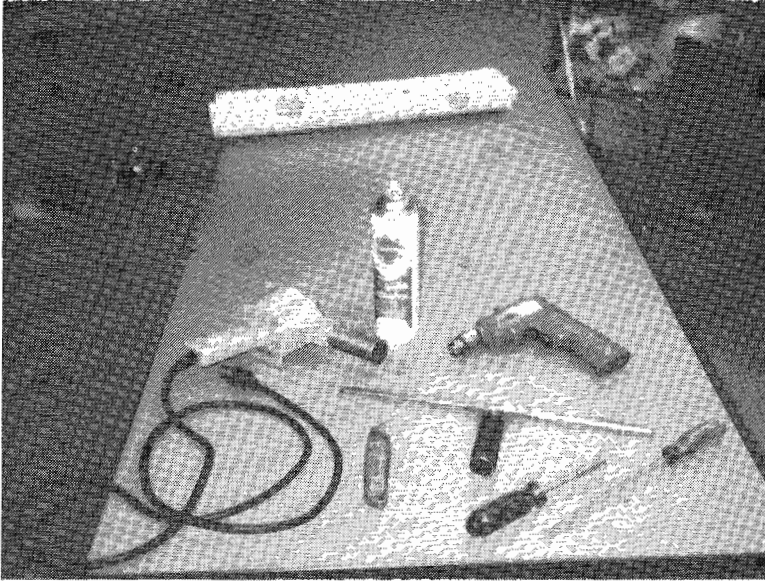
Normal: OK will be displayed. Then the game will start.  
Abnormal: BAD will be displayed and the screen will stop.

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## MANUAL TEST

- (1) How to start  
Turn on the power while the SW3 of the DIP SWITCH No. 3 is on. Push player 1 KICK button to change items.
- (2) Test items
  1. ROM check
  2. Picture contortion
  3. Color check
  4. I/O check
  5. Sound check
  6. Dip switch settings\*Push player 2 KICK button to change sound code.  
Pressing player 2 PUNCH button calls the same sound code.

# CONVERSION KIT INSTRUCTIONS

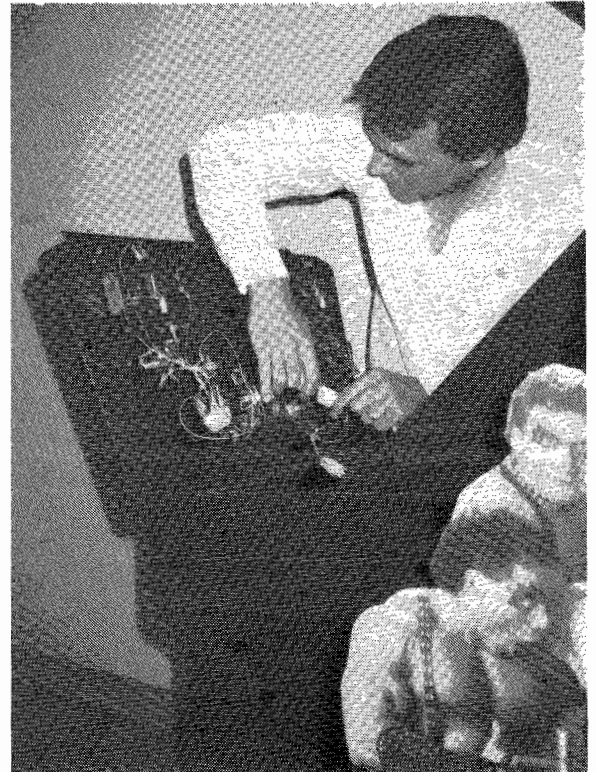


## Tools Needed For Conversion:

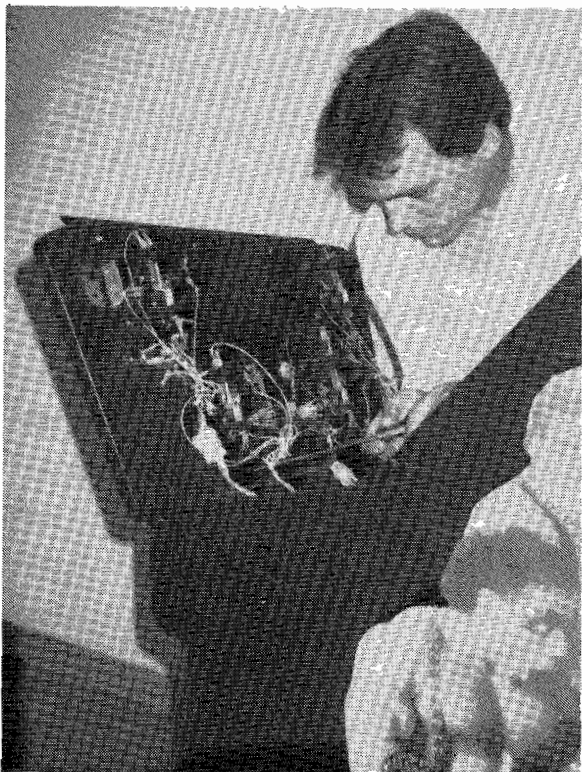
1. Heat Gun (or Hair Dryer)
2. Squeegee
3. Razor Knife
4. Phillips Screwdriver (Power Driver)
5. Glass Cleaner
6. Nut Driver



Before starting conversion, test your Main Event for any problems. This is done by turning Switch #3 of Dip Switch #3 on, with power off, turn on power and test.



Carefully remove the four wire harnesses and the light bulb harness connecting the Main Event control panel.



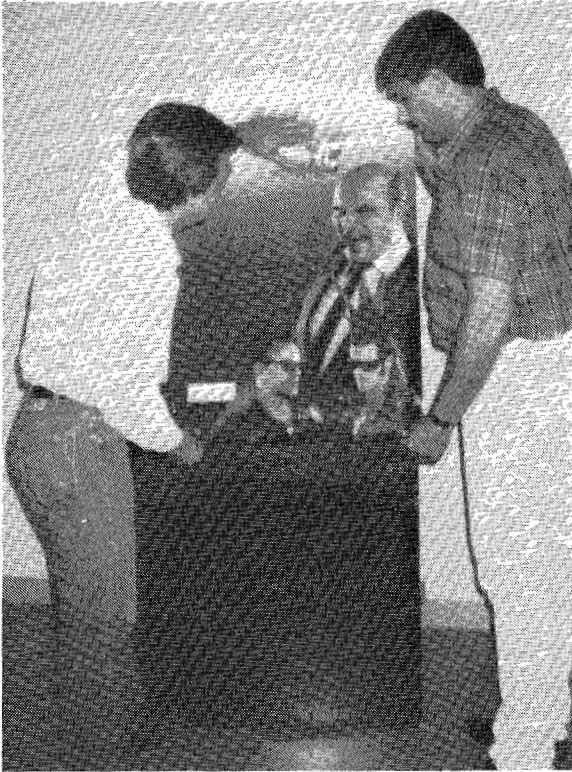
Remove the entire control panel by unscrewing the four Phillips head screws from the hinge.



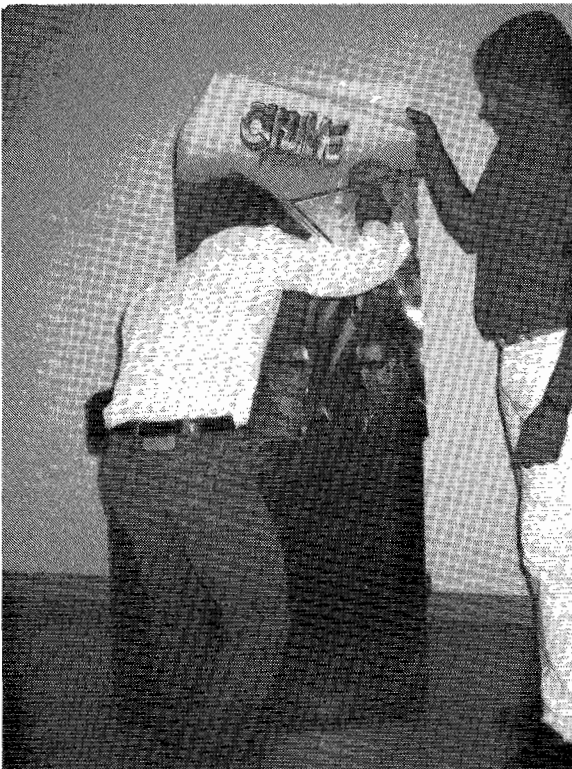
With the aid of a heat gun remove the Main Event side decals.



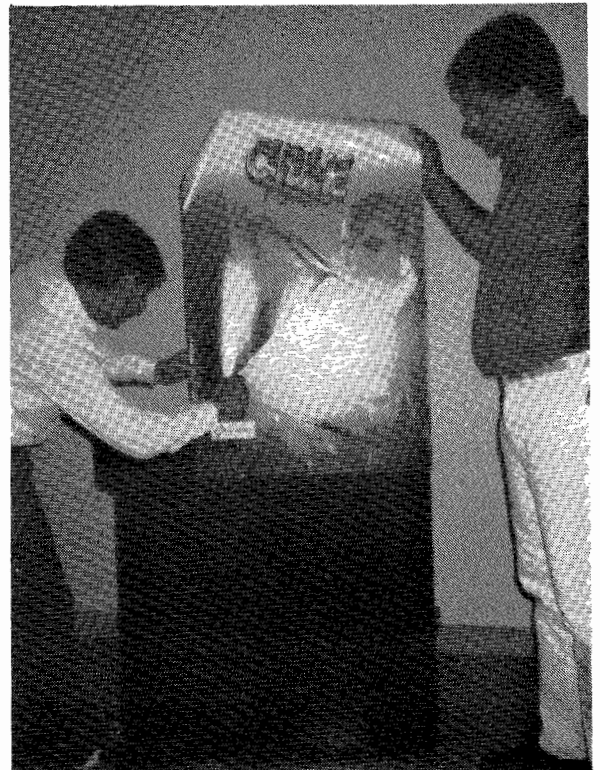
Spray the side of the cabinet with glass cleaner, this will allow you to align the side decal before it adheres to the cabinet.



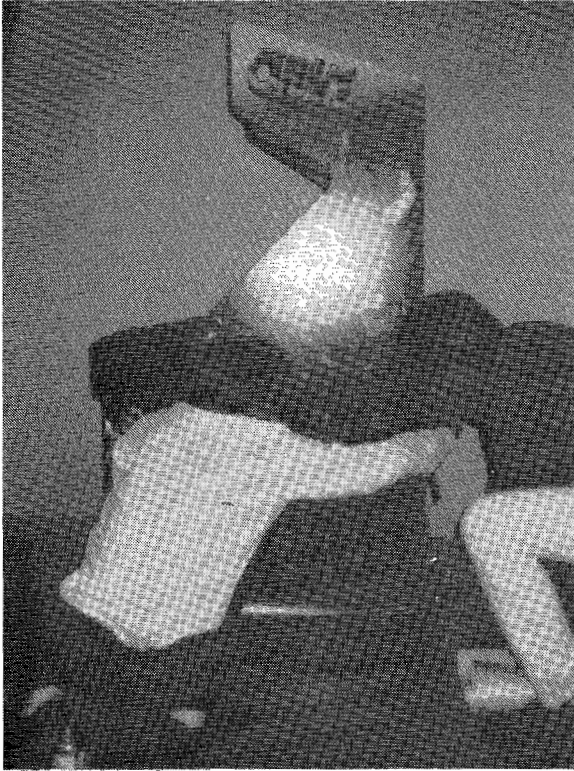
With help from a friend align top side decal to the back and top of the cabinet (the top of the cabinet should be completely covered) use the proper side decal, the Konami Logo should be closest to the front of the cabinet.



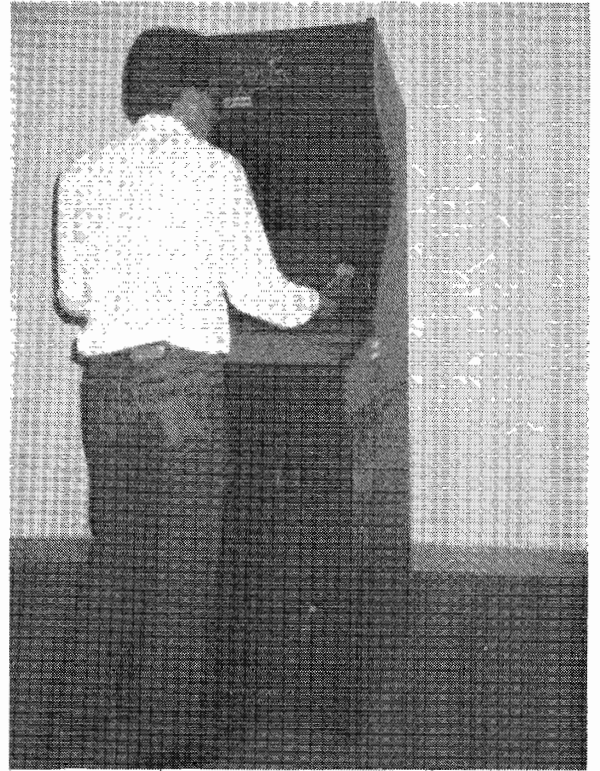
Using a squeegee remove all air pockets from the surface.



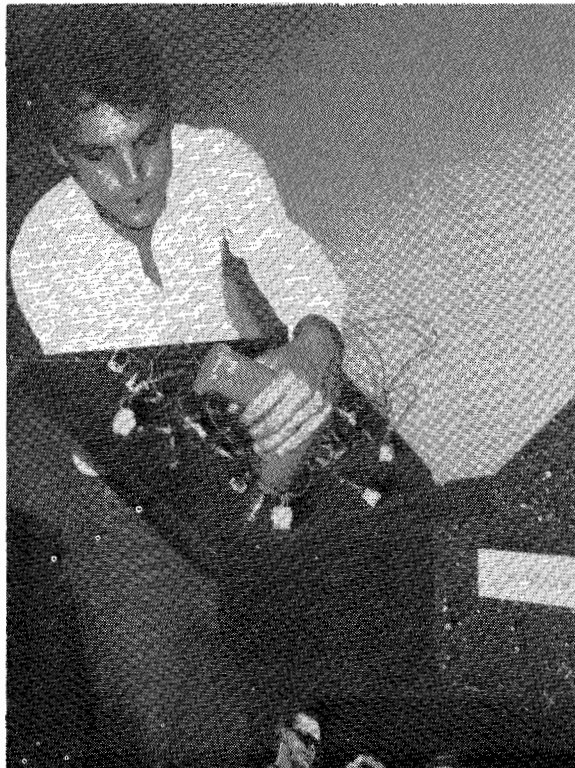
Using a knife carefully trim excess material.



Align bottom side decal, and remove air pockets with a squeegee. Repeat steps 6 through 10 on opposite side.



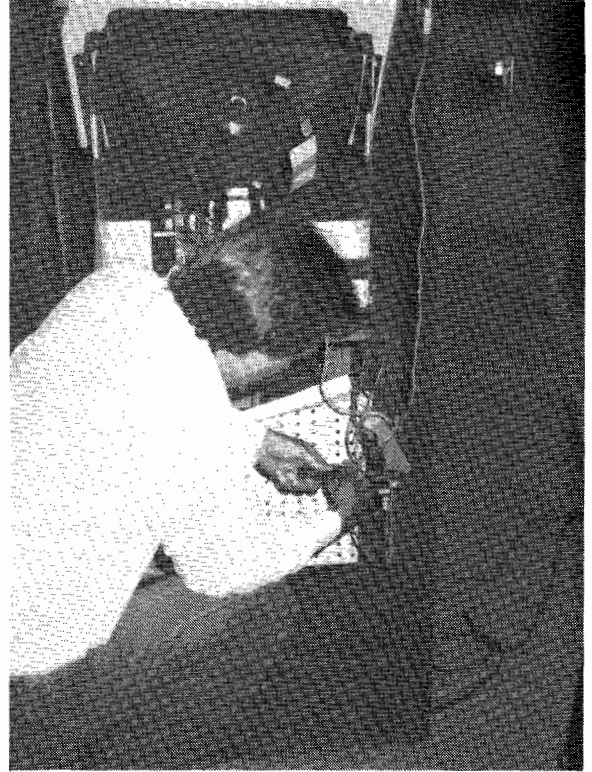
Remove Main Event marquee and monitor bezel. Apply Crime Fighter marquee and bezel.



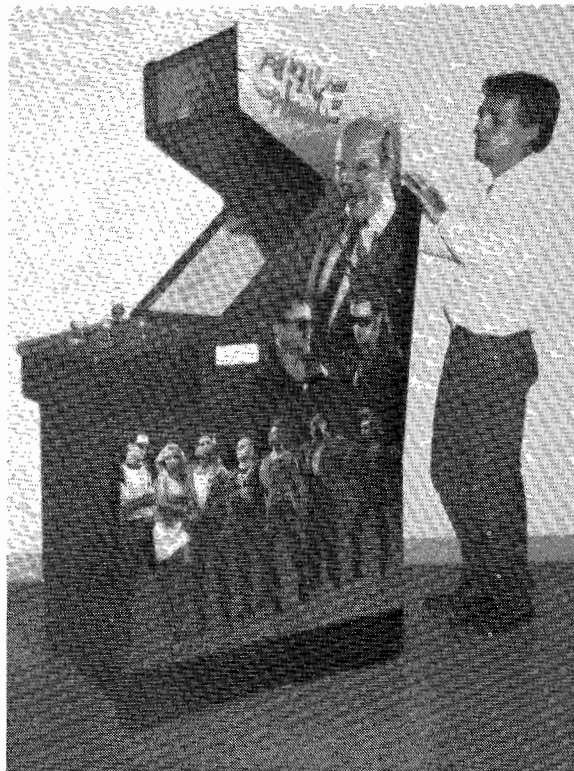
Align new Crime Fighter control panel and secure with four Phillips screws.



Connect the four wire harnesses (light bulb wire harness from Main Event will not be used).



Remove the Main Event P.C.B. and secure the Crime Fighter P.C.B. to the same spot. Reconnect wire harness to the JAMMA connector.



Conversion is now complete, turn Switch #3 of Dip Switch #3 on and turn on power, adjust monitor and check I/O ports.



# CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

**CN3  
3P  
CONTROLS**

1	Coin 3	White/Violet
2	Empty	
3	3P Left	White/Red
4	3P Right	White/Yellow
5	3P Up	White/Black
6	3P Down	White/Blue
7	3P Punch	White/Brown
8	3P Kick	White/Orange
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

**CN4  
4P  
CONTROLS**

1	Coin 4	Blue
2	Empty	
3	4P Left	Yellow/Black
4	4P Right	Brown/Black
5	4P Up	Green/Yellow
6	4P Down	Yellow/Red
7	4P Punch	Yellow/White
8	4P Kick	Yellow/Blue
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

# CRIME FIGHTER: WIRING HARNESS

WIRE COLOR KEY:		← Solder Side	Parts Side →		
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+12V DC	F	6	+12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/GRAY
	(EMPTY)	K	9	(EMPTY)	
YELLOW	SPEAKER (-)	L	10	SPEAKER (+)	BLUE
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	(EMPTY)	
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	NOT USED	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P PUNCH	Z	22	1P PUNCH	RED/WHITE
ORANGE/GRAY	2P KICK	a	23	1P KICK	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

# DIP SWITCH SETTINGS

## DIP SWITCH NO. 1 SETTINGS

### 1. COIN SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

SW5 thru SW8 are not used.

## DIP SWITCH NO. 2 SETTINGS

### 1. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

### 2. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

SW1 thru SW5 are not used.

## DIP SWITCH NO. 3 SETTINGS

### 1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

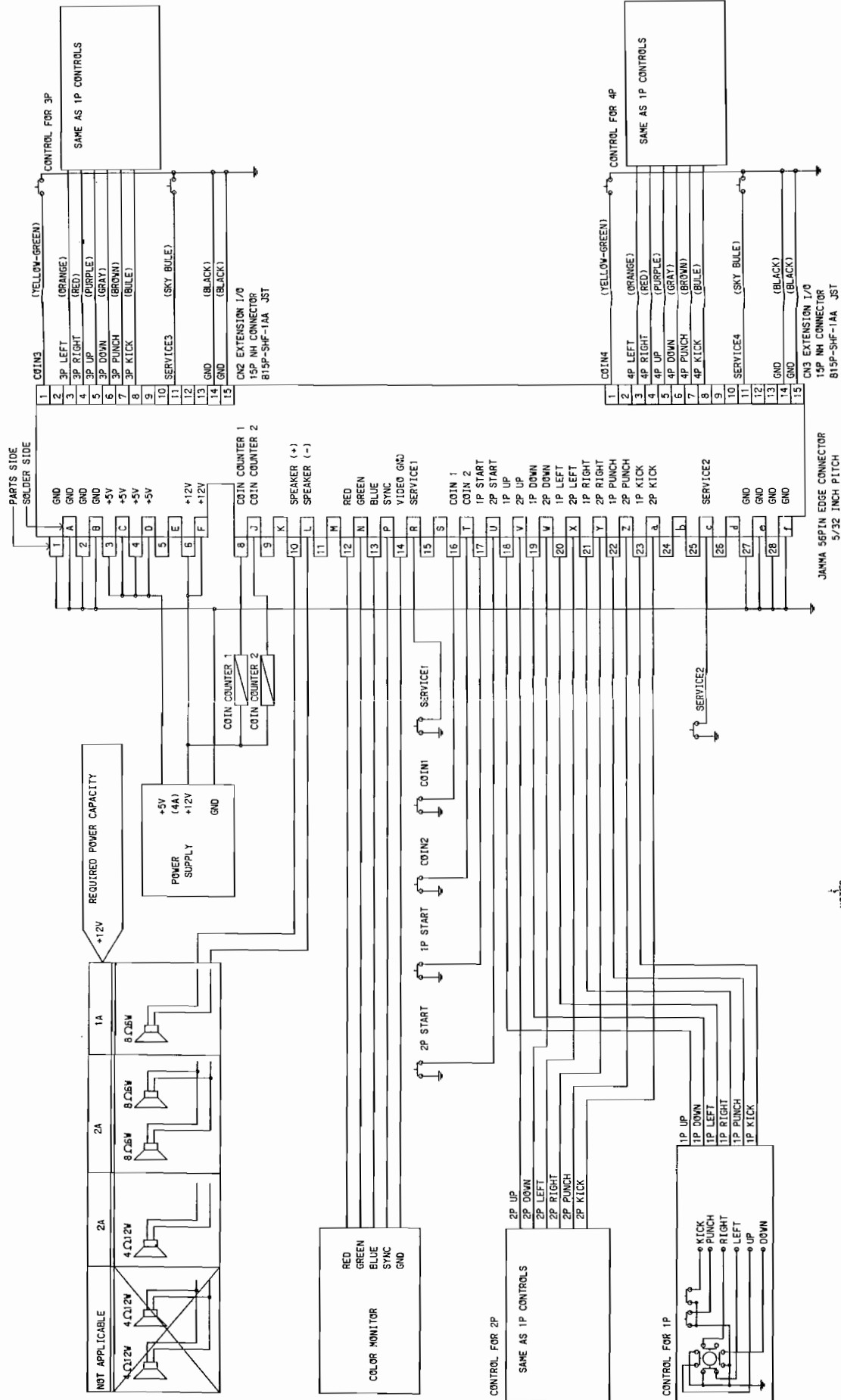
### 2. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

○ shows recommended settings.

# WIRING DIAGRAM



- NOTES -
- 1 1P-NO.1 PLAYER 2P-NO.2 PLAYER  
3P-NO.3 PLAYER 4P-NO.4 PLAYER
  - 2 SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.



**USER INFORMATION**  
**WARNING**  
**F.C.C. REGULATION COMPLIANCE**

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.



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