



VENDETTA TM

Service #

708-215-5100

Jerry Korbecki ext. 122

INSTRUCTION MANUAL

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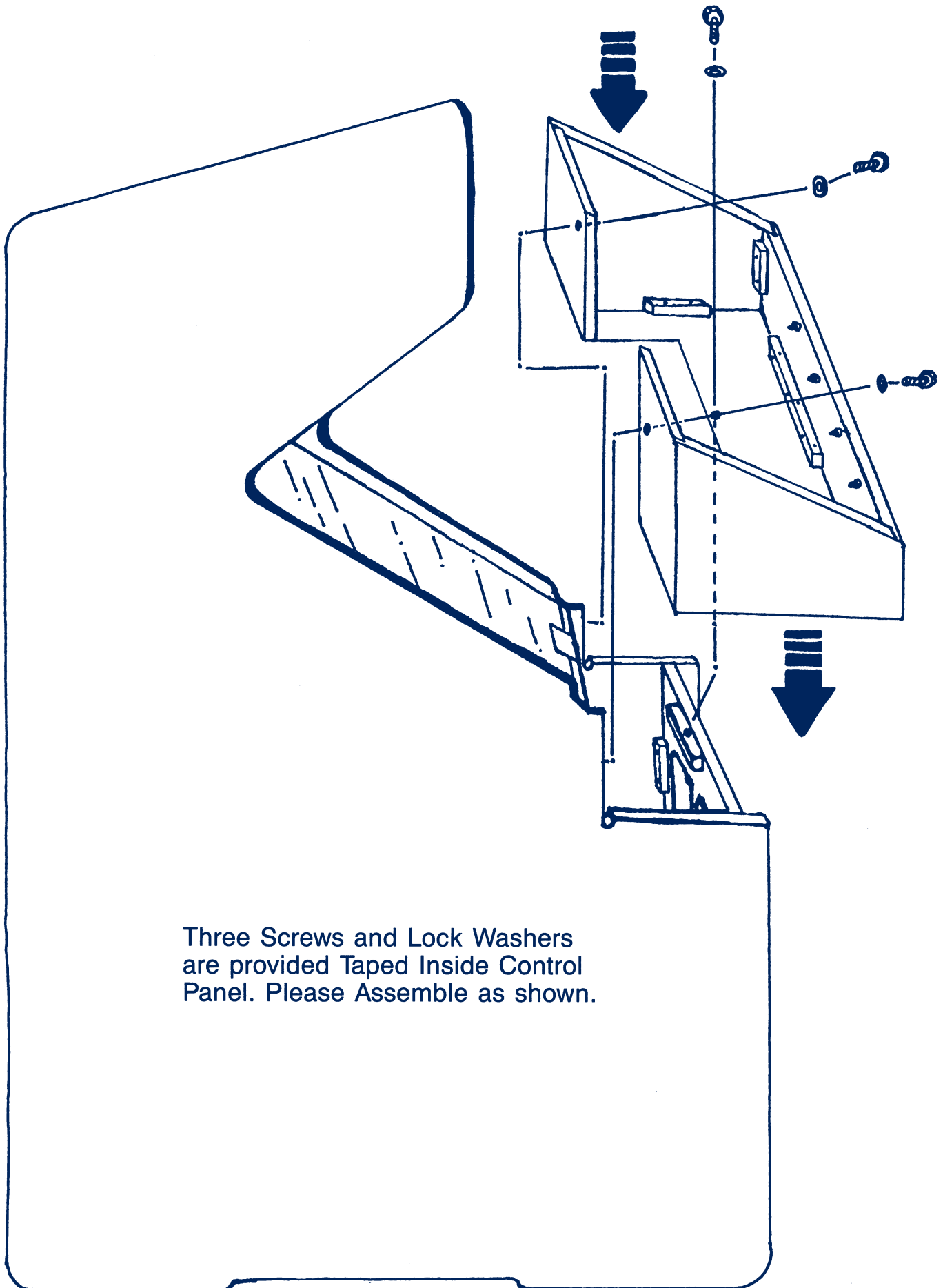
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Part No. 081400

VENDETTA™ PARTS LIST

| Part # | Description |
|---------------|--------------------------------|
| 072010 | AC Harness |
| 072011 | DC Harness |
| 081003 | Vendetta PCB |
| 081100 | Vendetta Control Panel Overlay |
| 081101 | Instruction Decal |
| 081200 | Marquee |
| 081300 | Upper Right Side Decal |
| 081301 | Upper Left Side Decal |
| 081302 | Middle Right Side Decal |
| 081303 | Middle Left Side Decal |
| 081304 | Lower Right Side Decal |
| 081305 | Lower Left Side Decal |
| 081400 | Manual |
| 30110 | Red Button |
| 30112 | Blue Button |
| 30118 | Yellow Button |
| 30119 | Green Button |
| 30202 | Switch Holder |
| 30250 | Palnuts |
| 30304 | Red Joy Stick |
| 30305 | Blue Joy Stick |
| 30306 | Green Joy Stick |
| 30307 | Yellow Joy Stick |
| 35404 | Power Supply |
| 40356 | Tempered Glass |
| 40524 | Monitor |

CONTROL PANEL ASSEMBLY



Three Screws and Lock Washers
are provided Taped Inside Control
Panel. Please Assemble as shown.

VENDETTA™ 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) Use the volume knob on the PCB to adjust sound level.
Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.
- (5) Handle with care.

PLAY INSTRUCTION

- 1 to 4 players.
- Decide the character you want to control out of the four Cobras. Deposit coin(s) in coin slot of your favorite character and press the punch or kick button to start the game.
- Control your character using the 8-way joystick and attack the enemies by using the punch and kick button.
- Press the punch and kick button simultaneously for a stronger attack.
- Waggle the joystick or press the button repeatedly to avoid enemy attack when you are captured or floored.
- Press the punch and kick button on coming closer to the enemies to hold them for your advantageous attack. (e.g.—You can head-lock the enemies, throw them away and etc.)
- Pick up weapons (a bat, a knife, a shotgun and etc.) for special attack. And pick up items on the ground (a wooden box, a gasoline drum, a water bucket, a bottle, a barrel and etc.) to throw at enemies.
*Please note: All items as weapons are limited in number of their use.
- Pick up food (a roast chicken and etc.) to restore your energy.
- You will lose a life when your energy is exhausted. The game is over when you have used up all your lives.
- There are 8 stages and one extra stage. Each stage has three or four scenes.
- You may continue the game as many times as you want. Any player can join at any time.

CABINET INFORMATION

- (1) Use a multi control upright cabinet with four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are necessary. Start buttons are substituted by the function buttons for each player.



8-Way
Joystick



Punch
Button



Kick
Button

SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and self test will repeat itself. If "13B 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 MENU SCREEN of the Manual Test.

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 "EXIT" on the MENU SCREEN to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Move arrow with 1P JOYSTICK to desired test and press 1P PUNCH button to begin. Select "EXIT" to return to the MENU SCREEN.

- | |
|--|
| <ol style="list-style-type: none">1. ROM Check2. Screen Check3. Color Check4. I/O Check5. Music Check6. Sound Check7. Coin, Game Options.EXIT |
|--|

(4) EXPLANATION OF THE ITEMS

1. ROM CHECK

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

In this test only, you cannot return to the MENU SCREEN until the test is through.

2. SCREEN CHECK

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

3. COLOR CHECK

Adjust color brightness.

4. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on.

5. MUSIC CHECK

Select "NEXT MUSIC" to change music.

6. SOUND CHECK

Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

VENDETTA™ GAME SET UP

7. COIN, GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press PUNCH button. After modification is completed in the sub-screen, select EXIT to save and return to this screen.

| |
|----------------------------|
| 7. COIN, GAME OPTIONS |
| 7-1. COIN SETTING |
| STARTING 1 COIN 1 CREDIT |
| CONTINUE 1 COIN 1 CREDIT |
| 7-2. NUMBER OF PLAYERS |
| 2 PLAYERS |
| 7-3. DIFFICULTY |
| NORMAL |
| 7-4. SOUND IN ATTRACT MODE |
| ON |
| 7-5. VIDEO SCREEN FLIP |
| NORMAL |
| 7-6. SOUND OUTPUT |
| STEREO |
| 7-7. FACTORY SETTING |
| .EXIT |

7-1. COIN SETTING

Selecting this item, the screen shows following options.

| PREMIUM START SETTING | |
|-------------------------|---------|
| <input type="radio"/> | OFF |
| | ON |
| | EXIT |
| | |
| COINS | CREDITS |
| <input type="radio"/> 1 | 1 |
| 1 | 2 |
| 1 | 3 |
| 1 | 4 |
| 1 | 5 |
| 1 | 6 |
| 1 | 7 |
| 2 | 1 |
| 2 | 3 |
| 2 | 5 |
| 3 | 1 |
| 3 | 2 |
| 3 | 4 |
| 4 | 1 |
| 4 | 3 |
| 4 | 5 |

① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and for continuation will be the same. Select "EXIT" and return to the original screen.

VENDETTA™ GAME SET UP (Cont.)

② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers.

| PREMIUM START SETTING | | |
|--|-----------------------|---------------|
| | <input type="radio"/> | OFF |
| | <input type="radio"/> | ON |
| | | EXIT |
| NUMBER OF EXTRA COINS FOR PREMIUM START | | COINS CREDITS |
| <input type="radio"/> 1 | <input type="radio"/> | 1 1 |
| 2 | | 1 2 |
| 3 | | 1 3 |
| 4 | | 1 4 |
| 5 | | 1 5 |
| | | 1 6 |
| | | 1 7 |
| | | 2 1 |
| | | 2 3 |
| | | 2 5 |
| | | 3 1 |
| | | 3 2 |
| | | 3 4 |
| | | 4 1 |
| | | 4 3 |
| | | 4 5 |

* shows recommended setting for PREMIUM START

7-2. NUMBER OF PLAYERS LIVES

| | |
|-----------------------|-----------|
| <input type="radio"/> | . 1 LIFE |
| <input type="radio"/> | . 2 LIVES |
| | . 3 LIVES |
| | . 4 LIVES |
| | . 5 LIVES |
| | . 6 LIVES |
| | . 7 LIVES |
| | .EXIT |

7-3. DIFFICULTY LEVEL

| | |
|-----------------------|------------------|
| <input type="radio"/> | . EASY |
| <input type="radio"/> | . NORMAL |
| | . DIFFICULT |
| | . VERY DIFFICULT |
| | .EXIT |

7-4. SOUND IN ATTRACT MODE

| | |
|-----------------------|-------|
| <input type="radio"/> | . OFF |
| <input type="radio"/> | . ON |
| | .EXIT |

7-5. VIDEO SCREEN FLIP

| | |
|-----------------------|---------------|
| <input type="radio"/> | . NORMAL |
| | . UPSIDE DOWN |
| | .EXIT |

7-6. SOUND OUTPUT

| | |
|-----------------------|------------|
| <input type="radio"/> | . MONAURAL |
| <input type="radio"/> | . STEREO |
| | .EXIT |

* shows recommended settings.

7-7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING."

VENDETTA™: 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

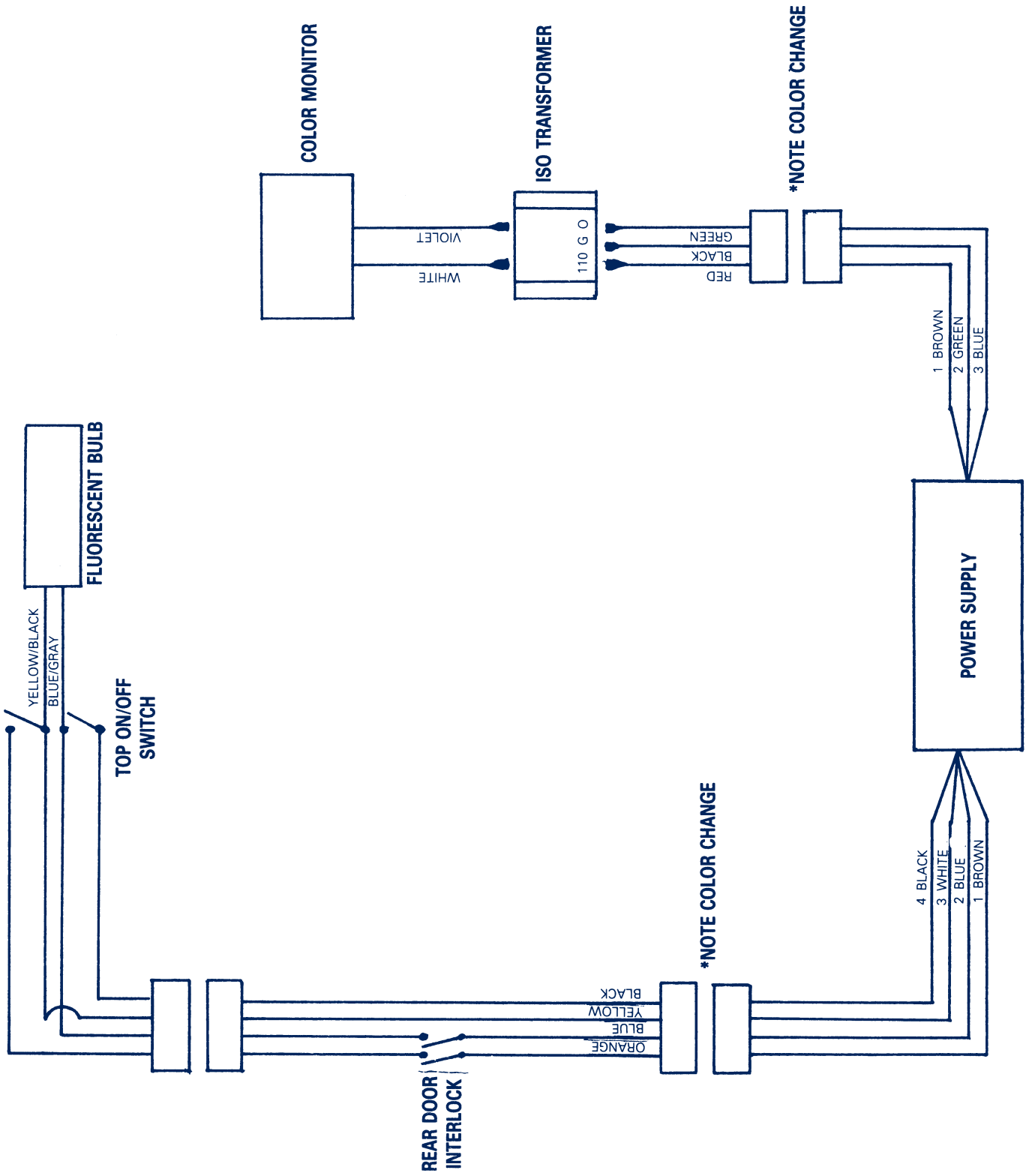
| | | |
|----|----------|--------------|
| 1 | Coin 4 | Blue |
| 2 | Empty | |
| 3 | 4P Left | Yellow/Black |
| 4 | 4P Right | Brown/Black |
| 5 | 4P Up | Green/Yellow |
| 6 | 4P Down | Yellow/Red |
| 7 | 4P Punch | Yellow/White |
| 8 | 4P Kick | Yellow/Blue |
| 9 | Empty | |
| 10 | Empty | |
| 11 |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

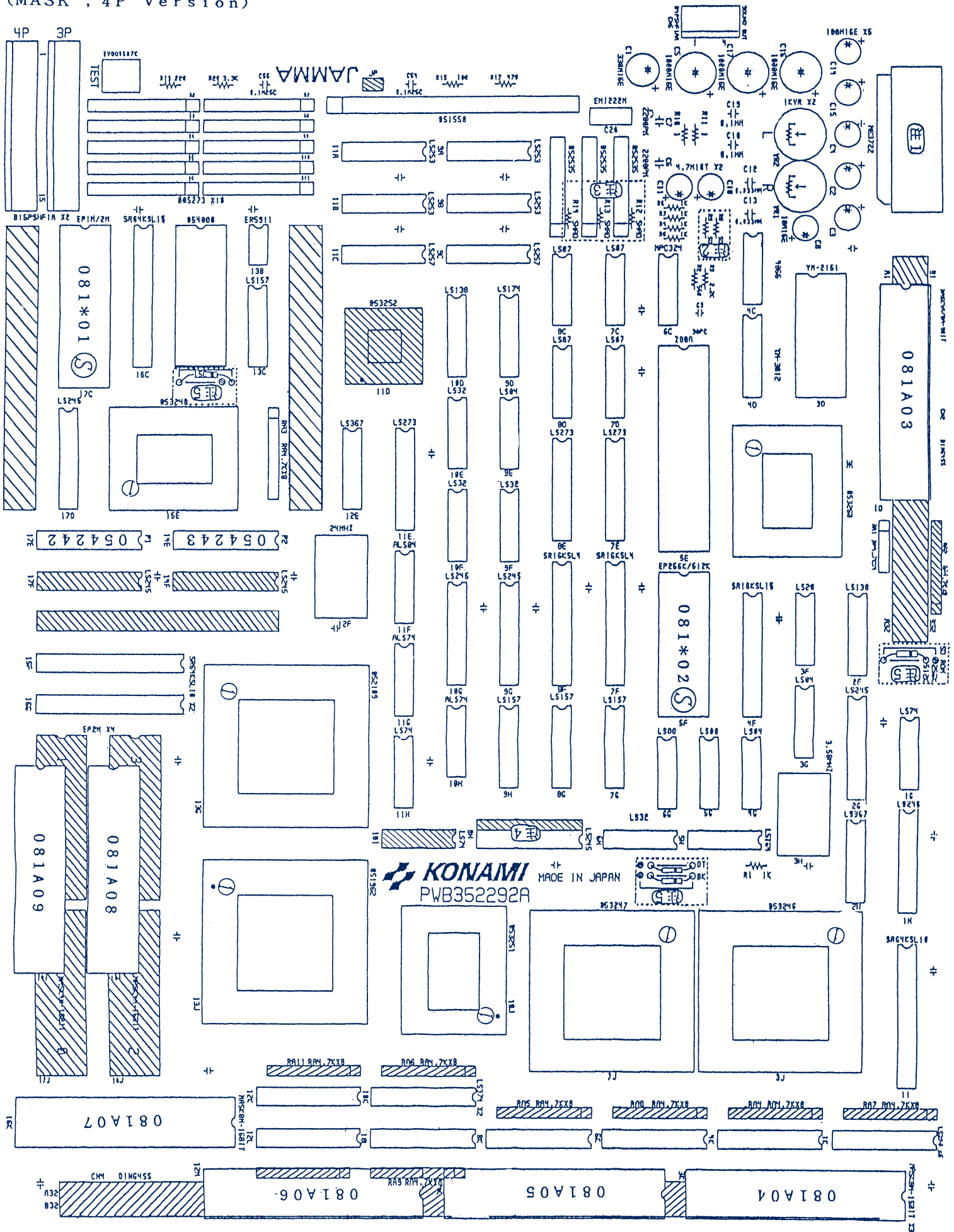
VENDETTA™: WIRING HARNESS

| 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/VIOLET |
| | (EMPTY) | K | 9 | (EMPTY) | |
| | (EMPTY) | L | 10 | (EMPTY) | |
| | (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 | TEST | YELLOW |
| VIOLET/WHITE | COIN 2 | T | 16 | COIN 1 | BLUE/BROWN |
| | NOT USED | U | 17 | (EMPTY) | |
| 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)

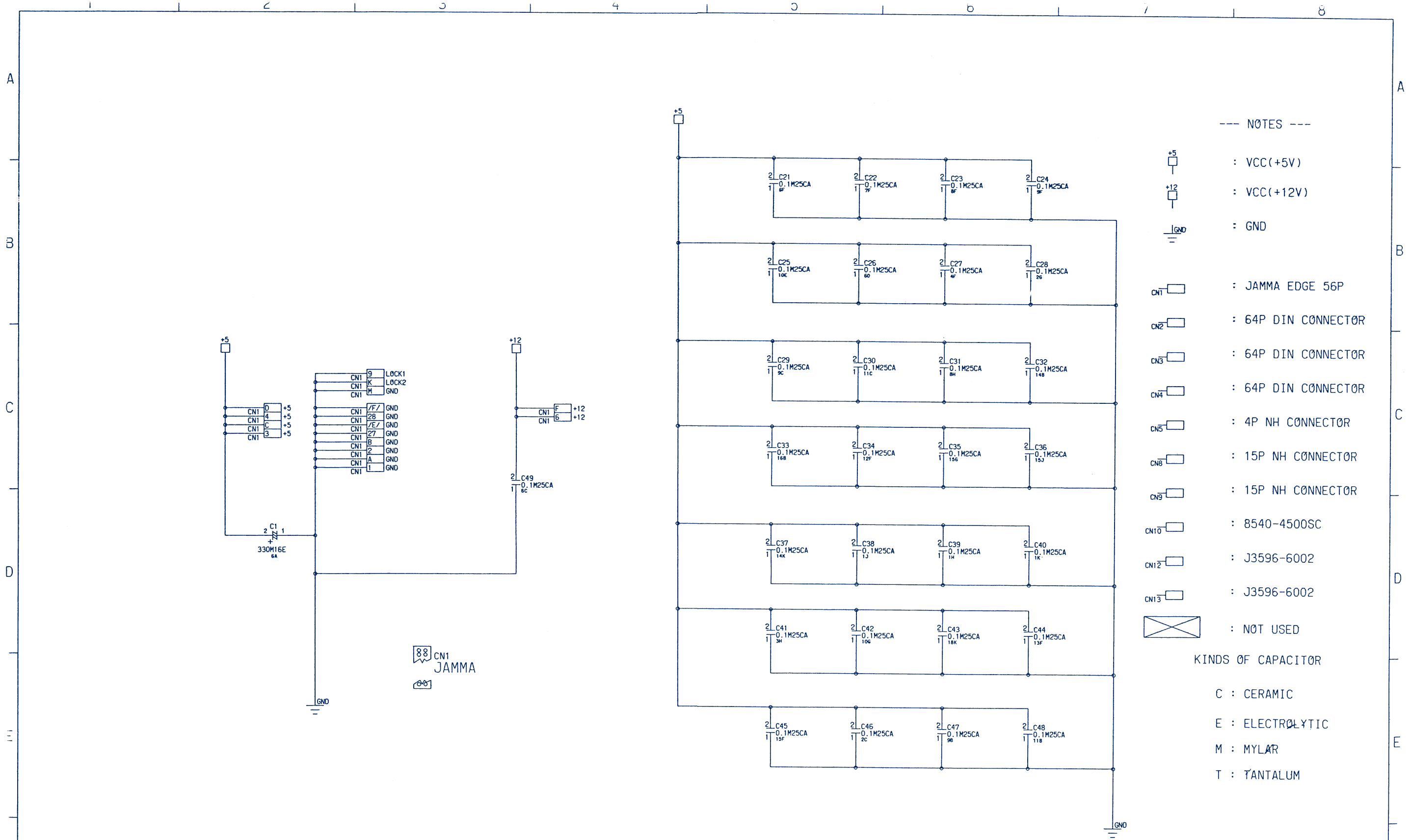
AC WIRING HARNESS





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.





--- NOTES ---

- : VCC(+5V)
- : VCC(+12V)
- : GND
- : JAMMA EDGE 56P
- : 64P DIN CONNECTOR
- : 64P DIN CONNECTOR
- : 64P DIN CONNECTOR
- : 4P NH CONNECTOR
- : 15P NH CONNECTOR
- : 15P NH CONNECTOR
- : 8540-4500SC
- : J3596-6002
- : J3596-6002
- : NOT USED

KINDS OF CAPACITOR

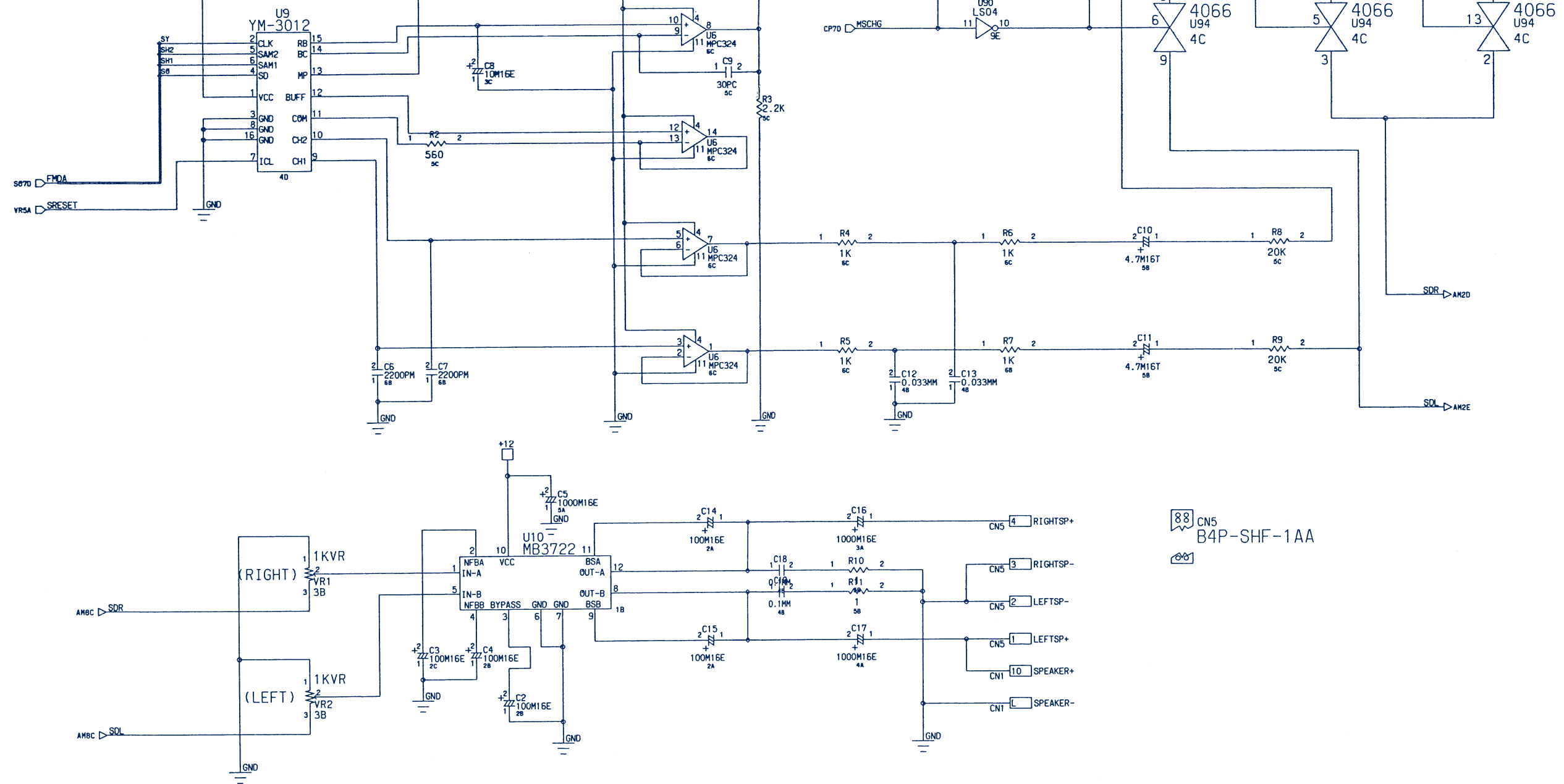
- C : CERAMIC
- E : ELECTROLYTIC
- M : MYLAR
- T : TANTALUM

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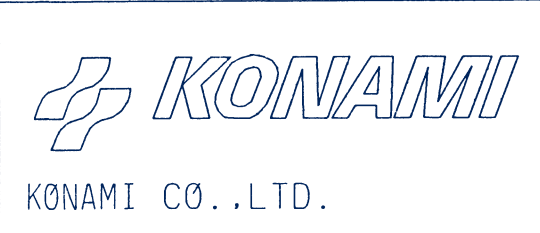
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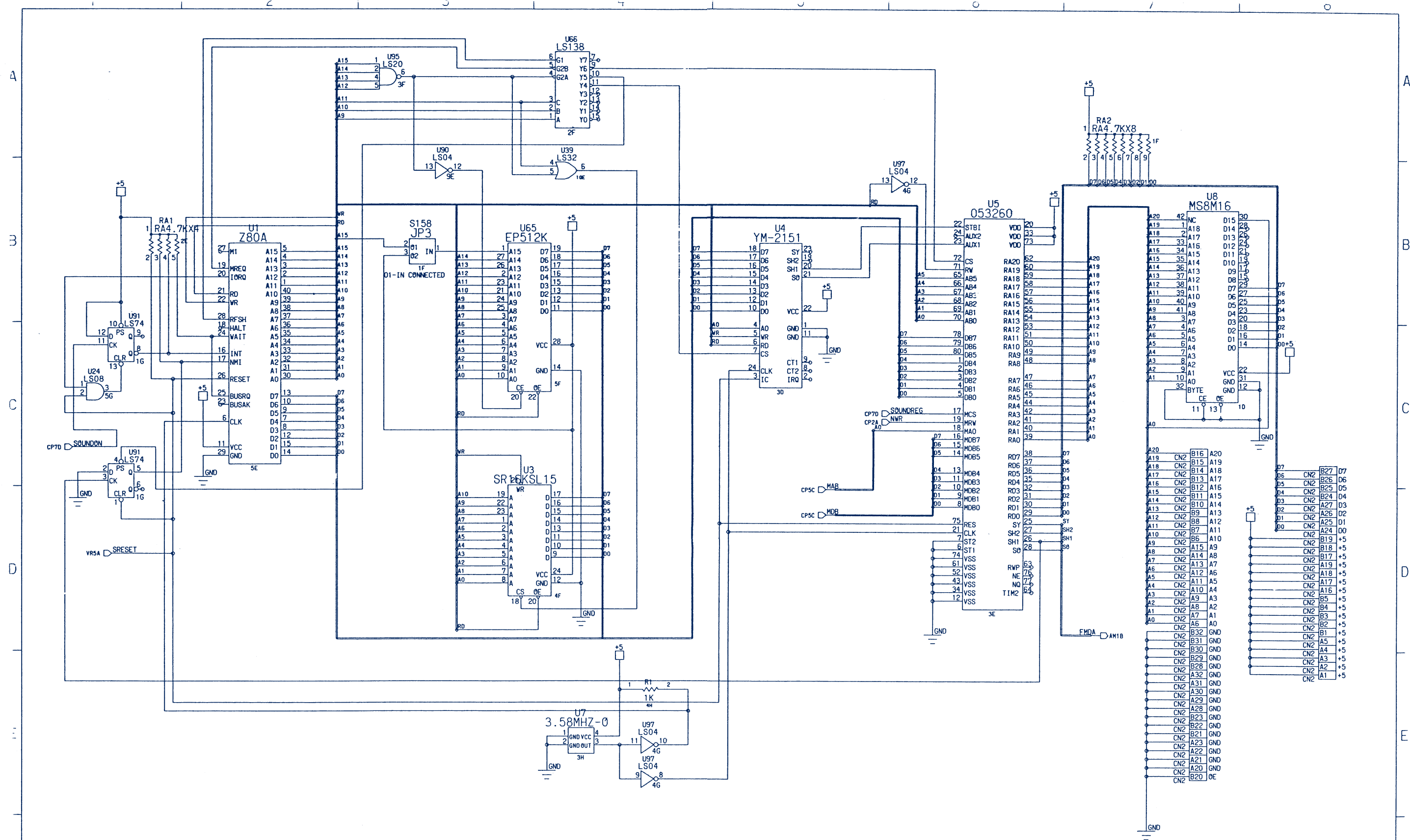


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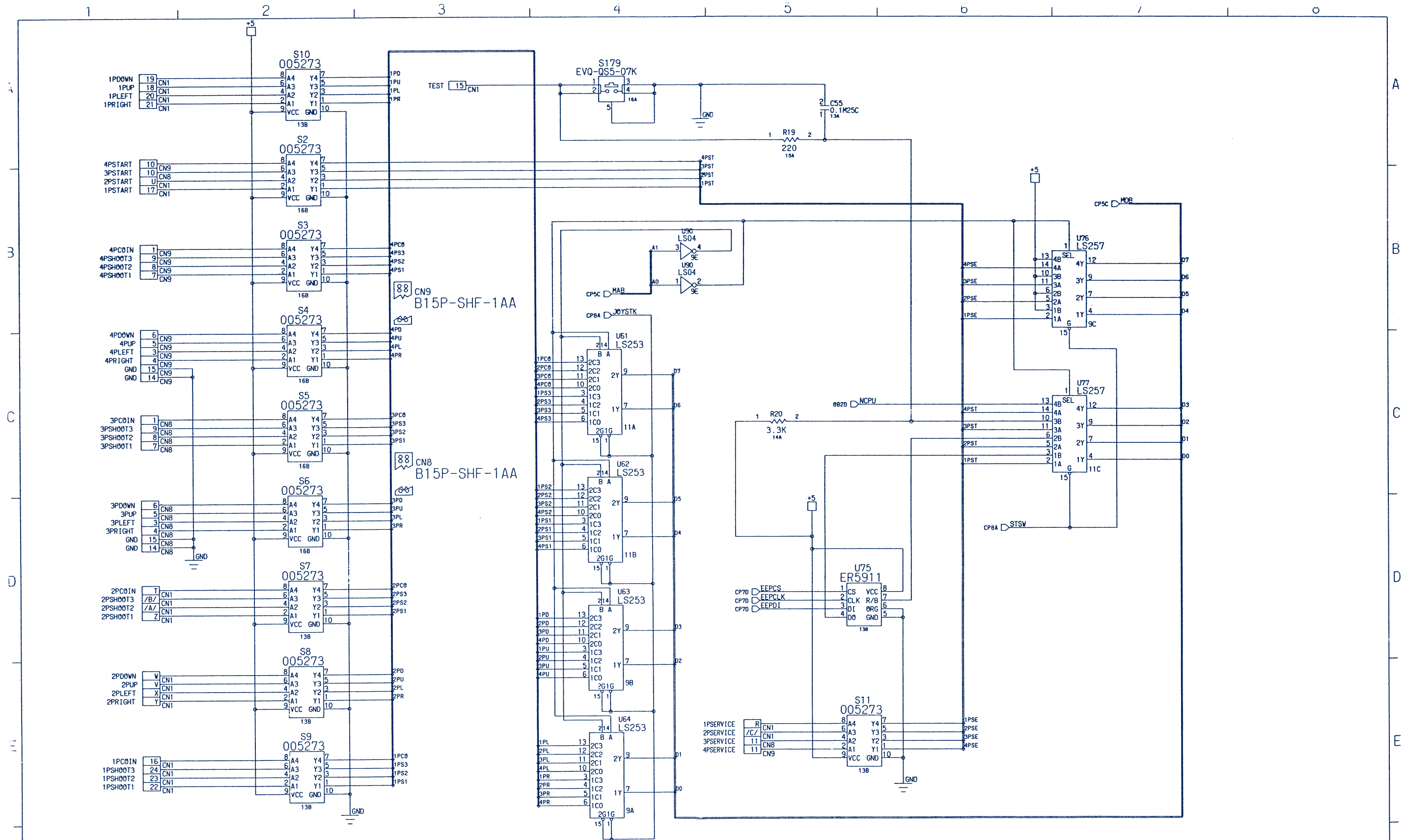


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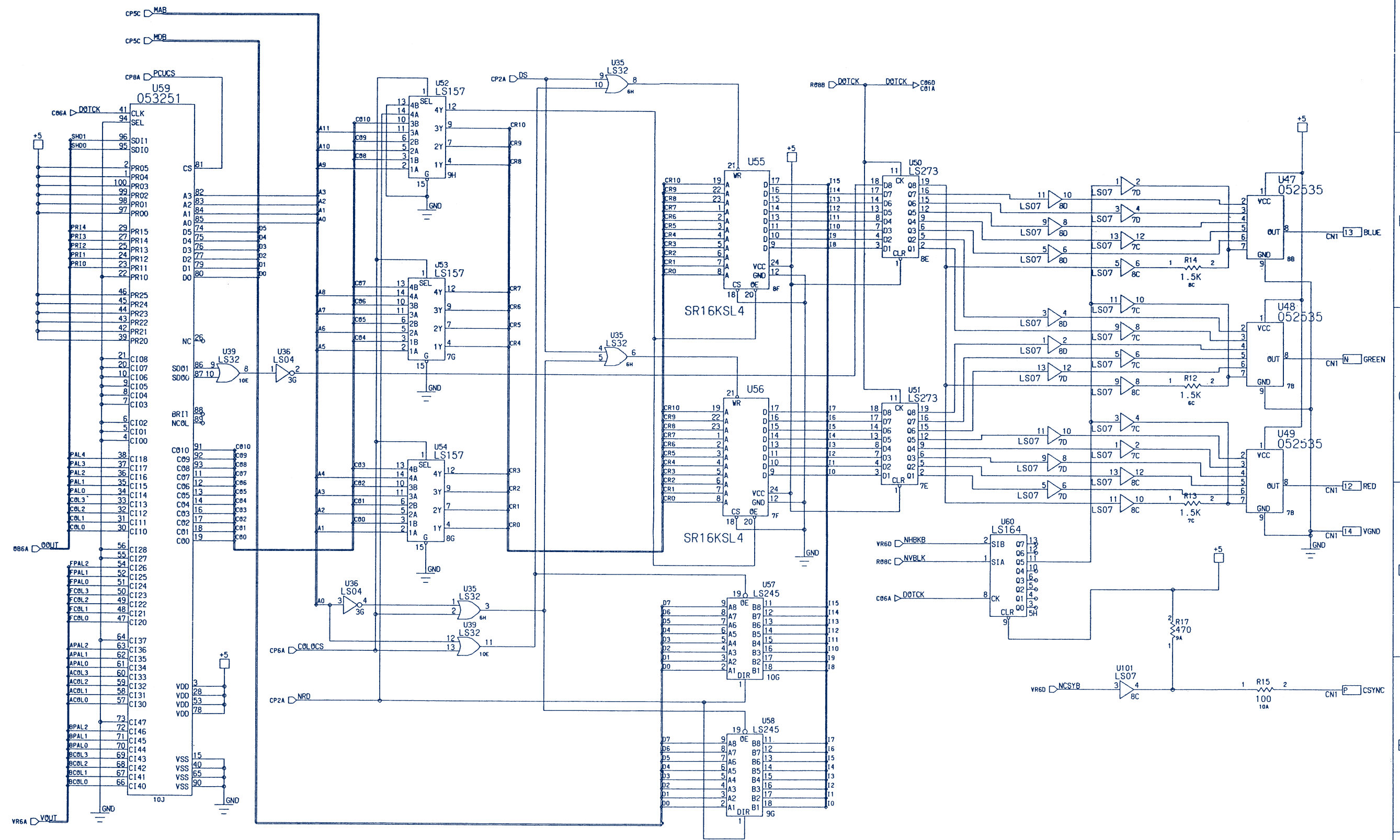
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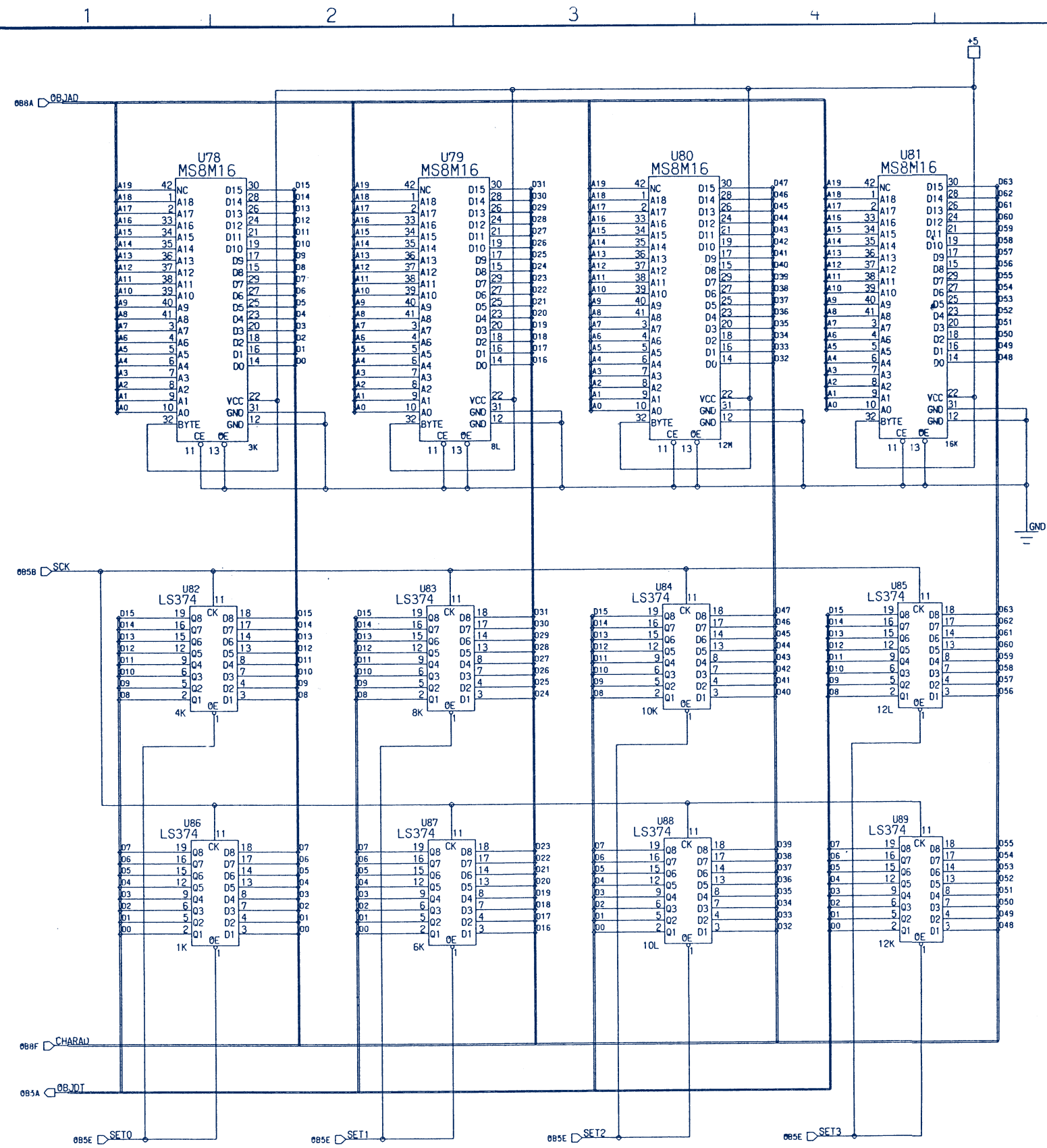
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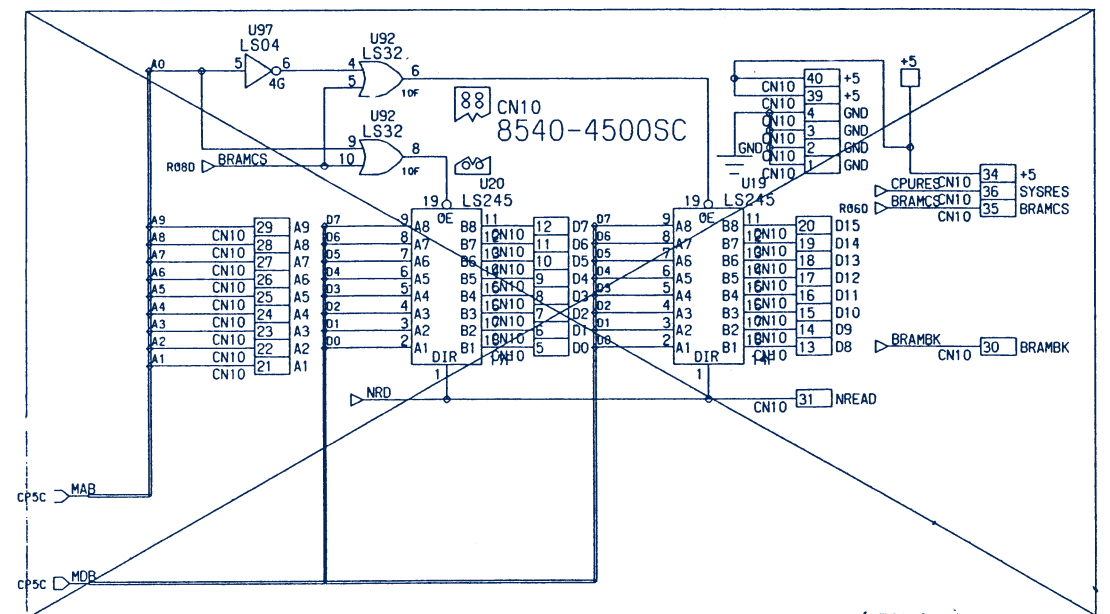
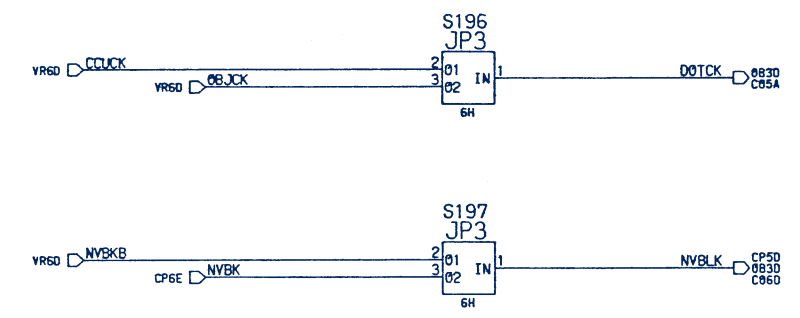
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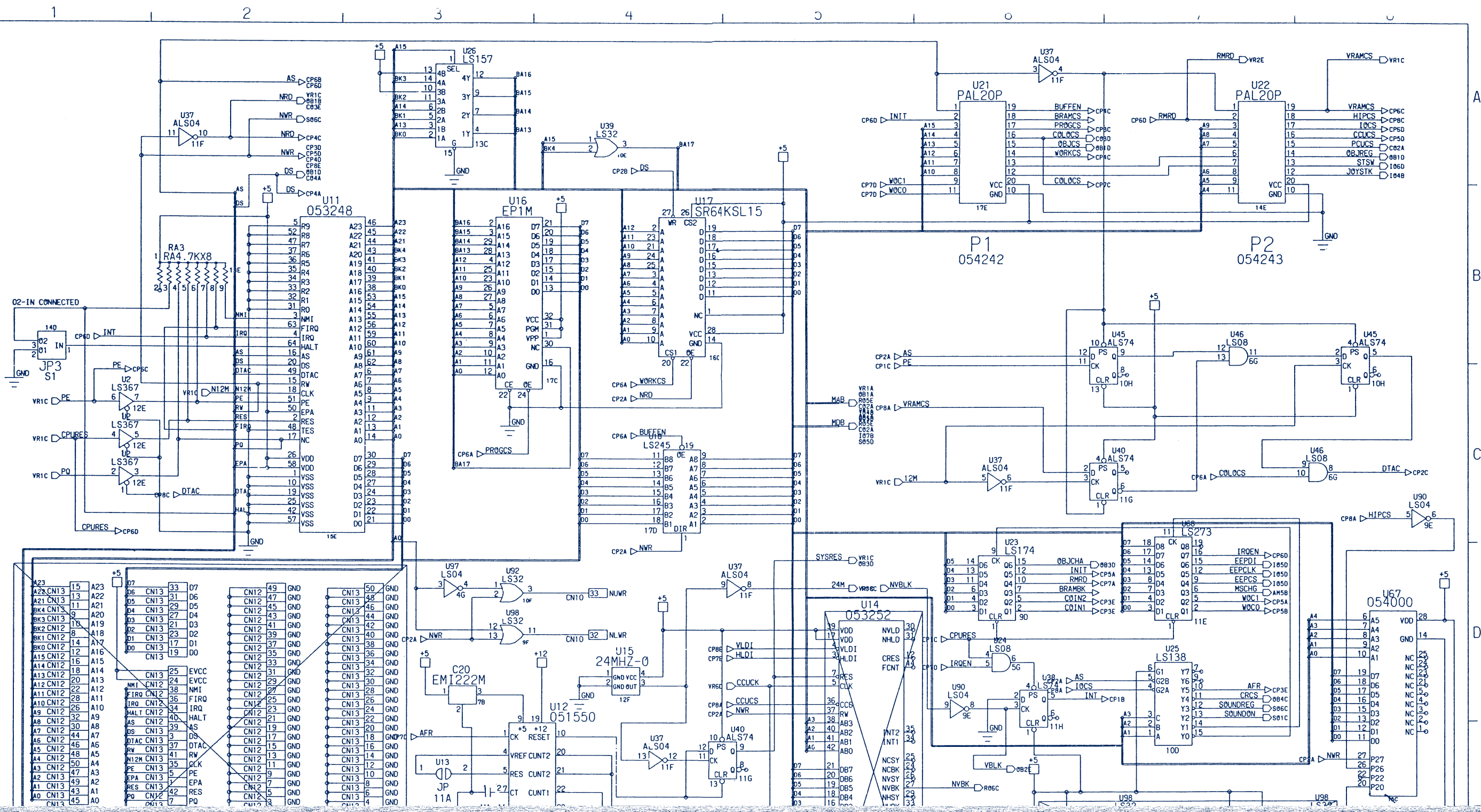
GX975 USES 01-IN CONNECTION
GX081 USES 02-IN CONNECTION



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A

B

C

D

WIRING DIAGRAM

