



TAITO AMERICA CORPORATION



## OPERATING MANUAL

TAITO AMERICA CORPORATION  
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## GAME INSPECTION

G.T.C 100 Universal Cabinet is ready to use when recieved. You should however carefully inspect the unit. This is to insure that the unit is in perfect condition. Be sure to verify the following before turning the unit on.

Examine external cabinet for chips, dents, or broken parts.

Check:

Plug-in connectors to see that they are firmly seated.

All player control connections.

For loose components on P.C. Board.

Fuses, making sure they are firmly in holders.

Coin mechanisms.

For loose foreign objects, especially metal, screws, or parts which might cause electrical problems.

If problems occur or technical assistance is required, contact our customer service department at (312) 520-9280.

## POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60Hz with a power consumption of approximately 250 watts.

### CAUTION

FOR SAFE OPERATION IT IS RECOMMENDED THE CABINET BE GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD CONDUCTOR IS THE GROUND CONDUCTOR AND WHEN THE CABLE IS PLUGGED INTO AN APPROPRIATE RECEPTACLE, THE GAME IS GROUNDED. THE OFFSET PIN ON THE POWER CABLE'S THREE-PRONG CONNECTOR IS THE GROUND CONNECTION.

## LOCATION SPACE REQUIREMENTS

DEPTH: 29-7/8"

WIDTH: 24-3/8"

HEIGHT: 71-1/2"

WEIGHT: 225 lbs.

## GAME INSTALLATION

The following precautions should be followed when installing the game:

Avoid rough handling of game, the picture tube is fragile.

Avoid installing the game where it may receive excessive sunlight or heat, to prevent a rising internal temperature.

Do not install in a damp or dusty location.

## INTRODUCTION

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DOUBLE DRAGON- One of the most powerful games ever!

The outstanding graphics take you through six screens of a daring attempt to rescue a girl captured by a ruthless street gang. Spike and Hammer are the heroes who must save the kidnapped lady.

One player can fight alone or two players fight as a team! If play stops before the rescue is complete, the game can be continued from that point by adding additional coins. The graph at the bottom of the screen indicates strength.

## PLAY INSTRUCTIONS

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USE JOYSTICK TO MOVE PLAYER AND ATTACK ENEMY.  
TO PICK UP WEAPONS, PULL JOYSTICK TOWARDS YOU.  
TO USE WEAPONS PUSH PUNCH BUTTON.

PUNCH LEFT: Joystick left and punch button.  
PUNCH RIGHT: Joystick right and punch button.  
JUMP LEFT: Joystick left and jump button.  
JUMP RIGHT: Joystick right and jump button.  
KICK LEFT: Joystick left and kick button.  
KICK RIGHT: Joystick right and kick button.  
JUMP KICK: Joystick the direction. Push jump button then kick button.  
ELBOW: Joystick the direction. Push jump and punch buttons together.  
BACK KICK: Joystick the direction. Push jump and kick buttons together.  
HEAD BUTT: Joystick the direction.(TWICE)  
BODY THROW: Joystick the direction. Push jump button after catching enemy.  
BREAK ENEMY'S HOLD: Push jump button only.

## DIP SWITCH SETTINGS

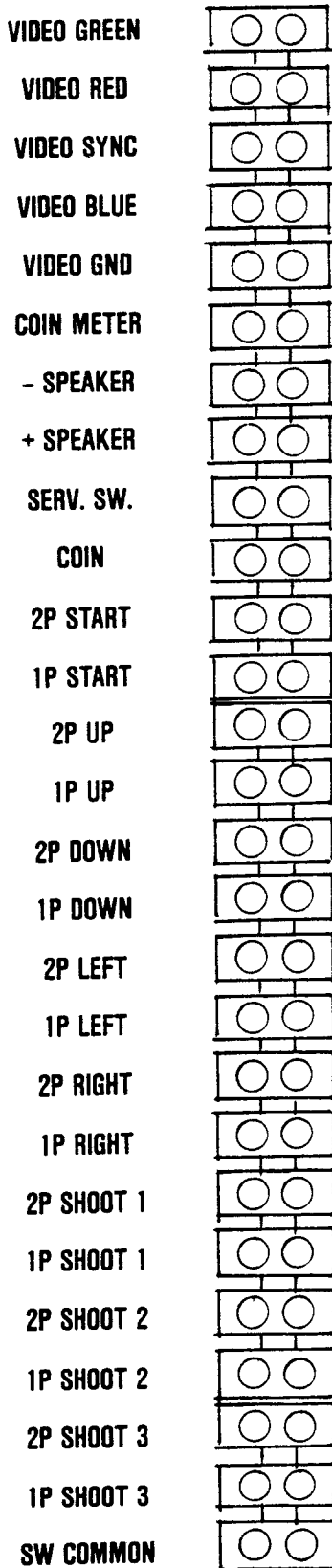
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DOUBLE DRAGON has been designed with dip switches for operator-adjustable features for maximum earnings in your location. The dip switch chart provided in this manual will allow you to customize the game for your location.

## P.C. BOARD & WIRING HARNESS

THE DIAGRAM BELOW IS WIRED TO THE INTERFACE LEFT TO RIGHT AS SHOWN TOP TO BOTTOM.

The P.C. Board sits in the drawer assembly on two tracks that allow it to move up and back for positioning. It is secured in place with two thumb screws. For removal of P.C. Board, disconnect the Wiring Harness by pulling out the Edge Connector Plug located at the right side of the P.C. Board, then remove the two thumb screws, to release the P.C. Board itself. The P.C. Board is connected to the Interface through a series of wires called the Wiring Harness. At left, and below, are diagrams illustrating the proper wiring sequence.



### CONNECTING DIAGRAM

(PINOUT)

Solder Side			Parts 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
	K	9	
Speaker (-)	L	10	Speaker (+)
	M	11	
Video Green	N	12	Video Red
Video Sync	P	13	Video Blue
Service	R	14	Video GND
	S	15	
Coin 2	T	16	Coin 1
2P Start	U	17	1P Start
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 Push S/W 1 (Kick)	Z	22	1P Push S/W 1 (Kick)
2P Push S/W 2 (Jump)	a	23	1P Push S/W 2 (Jump)
2P Push S/W 3 (Punch)	b	24	1P Push S/W 3 (Punch)
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

# DIP SWITCH SETTINGS

## DIP SWITCH 1

(DOUBLE DRAGON)

1	2	3	4	5	6	7	8	
								●Coin-1
OFF	OFF	OFF						1 Coin - 1 Play
ON	OFF	OFF						1 Coin - 2 Play
OFF	ON	OFF						1 Coin - 3 Play
ON	ON	OFF						1 Coin - 4 Play
OFF	OFF	ON						1 Coin - 5 Play
ON	OFF	ON						2 Coin - 1 Play
OFF	ON	ON						3 Coin - 1 Play
ON	ON	ON						4 Coin - 1 Play
								●Coin-2
			OFF	OFF	OFF			1 Coin - 1 Play
			ON	OFF	OFF			1 Coin - 2 Play
			OFF	ON	OFF			1 Coin - 3 Play
			ON	ON	OFF			1 Coin - 4 Play
			OFF	OFF	ON			1 Coin - 5 Play
			ON	OFF	ON			2 Coin - 1 Play
			OFF	ON	ON			3 Coin - 1 Play
			ON	ON	ON			4 Coin - 1 Play
								●TV-Screen
						OFF		Table type use
						ON		Up-right type use
								●Screen Invert
							OFF	Normal
							ON	Invert

## DIP SWITCH 2

1	2	3	4	5	6	7	8	
								Degree of Difficulty
OFF	OFF							Normal
OFF	ON							Easy
ON	OFF							Less than difficult
ON	ON							Difficult
								Sound for Demonstration
		OFF						Sound
		ON						No Sound
								Bonus Score
				OFF	OFF			30,000 Every 60,000
				ON	OFF			40,000 Every 80,000
				OFF	ON			20,000 Only
				ON	ON			40,000 Only
								Number of Lives
						OFF	OFF	2
						ON	OFF	3
						OFF	ON	4
						ON	ON	Free Play