

# MANUAL

## **WARNING**

Asia version of this game is for the Asian countries only.  
Europe version of this game is for the European countries only.  
Oceania version of this game is for the Oceanian countries only.  
Sales, export, or operation outside these countries may be construed as copyright and trademark infringement and is strictly prohibited.  
Violators are subject to severe penalties and will be prosecuted to the full extent of the applicable laws.

# **CAPCOM®**

# CAUTION

Please keep the following instructions to maintain the PC board in good condition.

- Do not drop or jolt the board.
- Do not spill any liquid substance on the board.

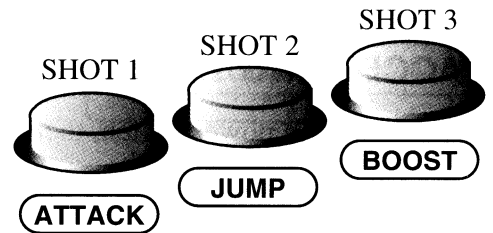
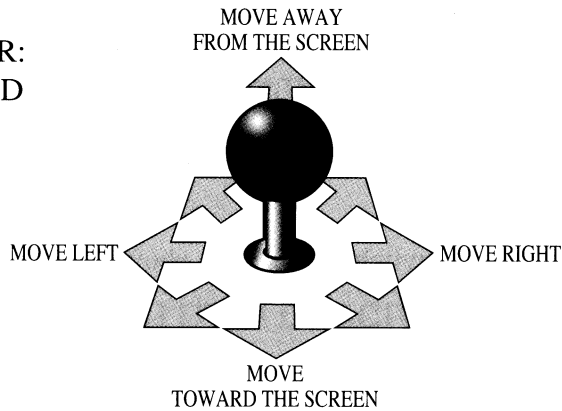
## ATTENTION

Disassembling the board or removing the sticker may cause the termination of your repair warranty.

**CAPCOM**<sup>®</sup>

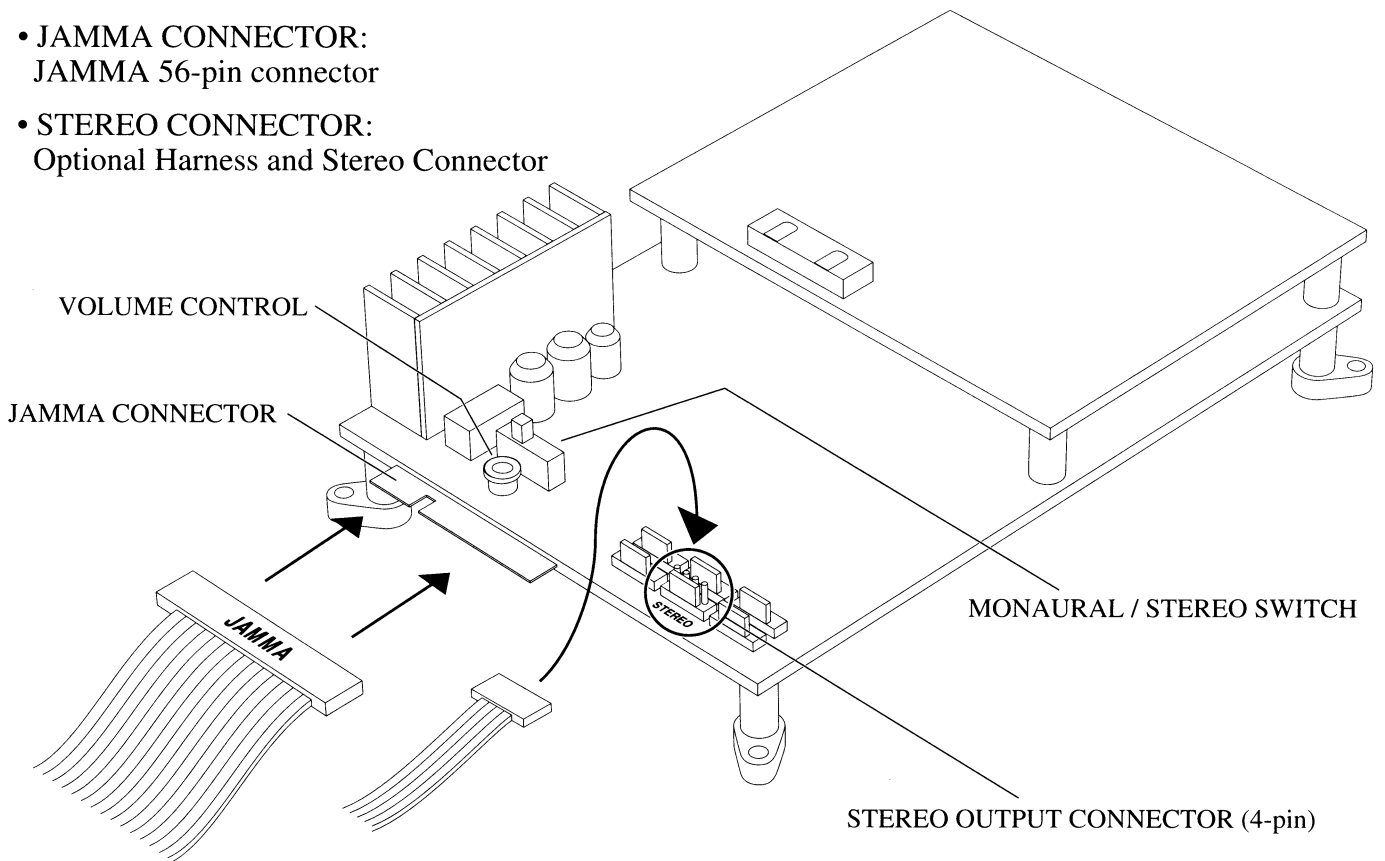
# SET UP

- P.C.B. CONNECTOR:  
JAMMA STANDARD
- CRT MONITOR:  
HORIZONTAL



# VOLUME AND TEST SWITCHES ON CONNECTORS

- JAMMA CONNECTOR:  
JAMMA 56-pin connector
- STEREO CONNECTOR:  
Optional Harness and Stereo Connector



## ● JAMMA CONNECTOR

SOLDER SIDE			COMPONENT 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	COUNTER 1	
LOCK OUT 2	K	9	LOCK OUT 1	
SPEAKER(-)	L	10	SPEAKER(+)	
N.C.	M	11	N.C.	
VIDEO GREEN	N	12	VIDEO RED	
VIDEO SYNC	P	13	VIDEO BLUE	
FREE CREDIT	R	14	VIDEO GND	
N.C.	S	15	DIAGNOSTICS	
N.C.	T	16	1P COIN	
N.C.	U	17	1P START	
N.C.	V	18	1P UP	
N.C.	W	19	1P DOWN	
N.C.	X	20	1P LEFT	
N.C.	Y	21	1P RIGHT	
N.C.	Z	22	1P SHOT 1	
N.C.	a	23	1P SHOT 2	
N.C.	b	24	1P SHOT 3	
N.C.	c	25	N.C.	
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)

## ● STEREO SOUND

Stereo sound is available by connecting PC board and speakers with the enclosed harness.

SPEAKER L (+)	1	WHITE	UL 1007	AWG-22
SPEAKER L (-)	2	GRAY	UL 1007	AWG-22
SPEAKER R (-)	3	BROWN	UL 1007	AWG-22
SPEAKER R (+)	4	ORANGE	UL 1007	AWG-22

Locate the stereo output connector on the main PC board. Then wire the connector to both speakers(L and R) directly referring to the chart above.

# TEST MENU

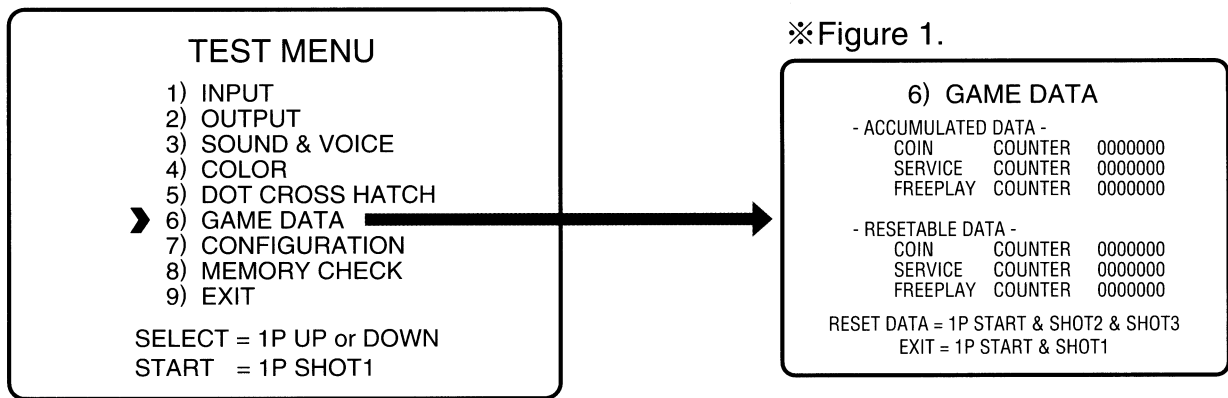
The TEST MENU allows you to test the functions and controls of the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the TEST MENU you can also access the CONFIGURATION MENU, where you can change the settings of the game.

## 1. ACCESSING THE TEST MENU

Turn on the main power switch, then push the test switch. The screen shown below will appear.

## 2. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the cursor to your desired item and push the Player 1 SHOT 1 button.



## 3. TEST MENU ITEM DESCRIPTIONS

1) INPUT	Used to test the input switches such as joysticks and buttons. "0" indicates <b>OFF</b> , "1" indicates <b>ON</b> .
2) OUTPUT	Used to test the coin meter and the coin lock. Push the Player 1 SHOT 1, 2 buttons and/or the Player 2 SHOT 1 button and see if the coin counter is working properly.
3) SOUND & VOICE	Select a code with the Player 1 joystick and push the Player 1 SHOT 1 button to hear the sound. Use the on-board Volume Control to adjust the sound volume.
4) COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid black background.
5) DOT CROSS HATCH	Used to check the screen size, focus, and distortion.
6) GAME DATA	There are "Accumulated" and "Resettable" counters. In each, Coin, Service, and Free play switch counter will be displayed. ※See Figure 1 above.
7) CONFIGURATION	Used to change the settings of the game. Refer to the CONFIGURATION MENU section. (Page 5)
8) MEMORY CHECK	Used to check the on-board memory. "OK" appears when each block of memory passes the check. (If all blocks passes, it will automatically return to the "TEST MENU" screen.) If "NG" appears, repeat the memory check. If "NG" still appears, contact your distributor.
9) EXIT	Set the cursor to "EXIT" and push the Player 1 SHOT 1 button to return to the game.

# CONFIGURATION MENU

## 1. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the cursor to your desired item and push the Player 1 SHOT 1 button.

### 7) CONFIGURATION MENU

- ▶ 1) SYSTEM
- 2) GAME
- 3) DEFAULT
- 4) SAVE & EXIT

SELECT = 1P UP or DOWN  
START = 1P SHOT1

## 2. CONFIGURATION MENU ITEM DESCRIPTIONS

1) SYSTEM	Used to change the system settings. Refer to the SYSTEM CONFIGURATION section below for the details.
2) GAME	Used to change the game play settings. Refer to the GAME CONFIGURATION section on page 6 for the details.
3) DEFAULT	Select this item and push the Player 1 SHOT 1 and SHOT 2 buttons simultaneously to return to the factory settings.
4) SAVE & EXIT	Select this item and push the Player 1 SHOT 1 button to save your settings and return to the TEST MENU.

※"SAVING NEW CONFIGURATION IN EEPROM" will appear on the screen while new settings are being saved. It will take one or two seconds to save the new settings. Do not turn off the power switch while saving is in progress.

# SYSTEM CONFIGURATION

## 1. CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the Player 1 joystick up or down to highlight your desired option. Once the option is highlighted, move the joystick left or right to change the setting.

### 7-1) SYSTEM CONFIGURATION

- ▶ 1) COIN
- 2) CHUTE MODE
- 3) CONTINUE
- 4) DEMO SOUND
- 5) SOUND MODE
- 6) VOICE
- 7) EXIT

1 COIN 1 CREDIT  
2 CHUTES SINGLE  
ON  
ON  
JAMMA  
OFF  
SELECT OPTION = 1P UP or DOWN  
MODIFY SETTING = 1P LEFT or RIGHT  
1P SHOT1 or SHOT2

## 2. SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1) COIN	Used to set the play fee.
2) CHUTE MODE	Used to set the type of your cabinet. <b>2 CHUTES SINGLE:</b> 2 common chutes <b>1 CHUTE SINGLE:</b> 1 chute
3) CONTINUE	Used to set the continue ON or OFF.
4) DEMO SOUND	Used to turn the attract sound <b>"ON (Standard),"</b> <b>"HALF (Half the standard),"</b> or <b>"OFF."</b> <b>"HALF"</b> setting is effective to lower the demo sound without effecting the game sound. ※See <b>"TIPS FROM CAPCOM"</b> (Page.7) for detail.
5) SOUND MODE	<b>"EXTERNAL"</b> is available ONLY when the stereo output connector is connected to the EXTERNAL speakers. Otherwise, set this option to <b>"JAMMA"</b> .
6) VOICE ※1	Used to void certain voice/sounds that may not be appropriate for certain countries.
7) EXIT	Set the cursor to <b>"EXIT"</b> and push the Player 1 SHOT 1 button to return to the CONFIGURATION MENU.

※1 VOICE TYPE is available only in the Asian Version.

# GAME CONFIGURATION

## 1. CHANGING THE GAME CONFIGURATION SETTINGS

Move the Player 1 joystick up or down to highlight your desired option. Once the option is highlighted, move the joystick left or right to change the setting.

### 7-2) GAME CONFIGURATION

- 1) DIFFICULTY EASY [\*\*\*\*\*6\*\*] HARD
- 2) START VITAL LOW [\*\*\*\*\*5\*\*\*] HIGH
- 3) MAX VITAL LOW [\*\*\*\*\*8] HIGH
- 4) START BOOST LOW [\*1\*\*\*\*] HIGH
- 5) MAX BOOST LOW [\*\*\*\*\*5] HIGH
- 6) EXIT

SELECT OPTION = 1P UP or DOWN  
 MODIFY SETTING = 1P LEFT or RIGHT  
 1P SHOT1 or SHOT2

## 2. GAME CONFIGURATION ITEM DESCRIPTIONS

1) DIFFICULTY	This option allows you to set the game's difficulty within eight different levels. The higher the number, the more difficult it becomes to defeat the game.
2) START VITAL	This option allows you to set the size of the life gauge that the player has from the start of the game. There are eight different levels to select from. The higher the number, the larger the size of the life gauge becomes.
3) MAX VITAL	This option allows you to set the size of the player's maximum life gauge. There are eight different levels to select from. The higher the number, the larger the maximum life gauge becomes.
4) START BOOST	This option allows you to set the number of Boost Items a player has from the start of the game.
5) MAX BOOST	This option allows you to set the maximum number of Boost Items a player can hold at one time.
6) EXIT	Set the cursor to "EXIT" and push the Player 1 SHOT 1 button to return to the CONFIGURATION MENU.

## AVAILABLE OPTIONS

### ● SYSTEM CONFIGURATION OPTIONS

COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS
	1 COIN 5 CREDITS	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS
	1 COIN 9 CREDITS	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT
	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT	8 COINS 1 CREDIT
	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
CHUTE MODE	2 CHUTES SINGLE		1 CHUTE SINGLE	
CONTINUE	ON		OFF	
DEMO SOUND	ON	HALF	OFF	
SOUND MODE	JAMMA		EXTERNAL	
VOICE ※1	ON		OFF	

※1 VOICE TYPE is available only in the Asian Version.

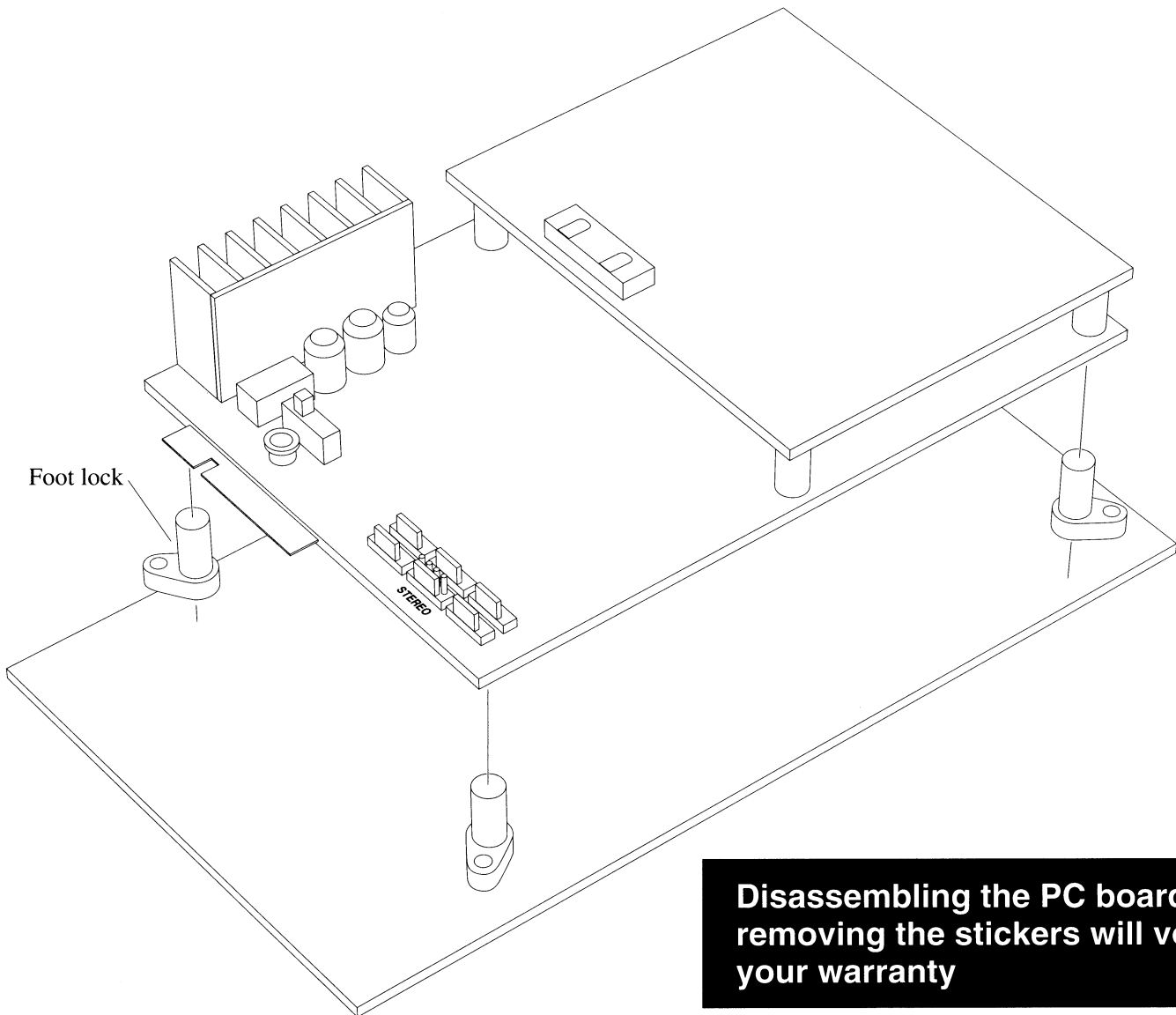
### ● GAME CONFIGURATION OPTIONS

DIFFICULTY	EASY	1	2	3	4
		5	6	7	HARD 8
START VITAL	LOW	1	2	3	4
		5	6	7	HIGH 8
MAX VITAL	LOW	1	2	3	4
		5	6	7	HIGH 8
START BOOST	LOW	0	1	2	
		3	4	HIGH	5
MAX BOOST	LOW	0	1	2	
		3	4	HIGH	5

※ [Diagonal Lines /] Asian Version Factory Setting  
 ※ [Diagonal Lines \] European Version Factory Setting  
 ※ [Cross-hatch] Corresponding Version Factory Setting

# MOUNTING THE PC BOARD

- ① Referring to the figure below, please screw 4 PCB foot lock to the main PC board with the enclosed screws.
- ② Then please screw 4 PCB foot lock to the appropriate space in your cabinet. (screws not included.)



## TIPS FROM CAPCOM

### DEMO SOUND

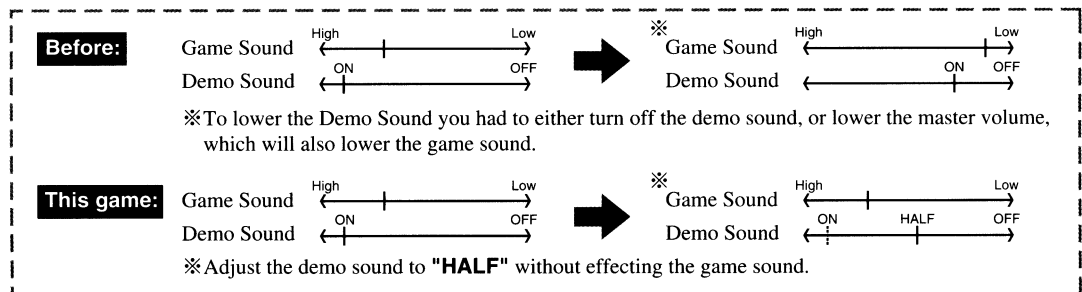
A new setting is added to the Demo Sound setting.  
It now allows 3 choices of Demo/Game sound balance.

"ON" -----Demo sound being a little louder than the Game sound/music.

"HALF" ----Demo sound being a little softer than the Game sound/music.

"OFF" -----No Demo sound. Game sound/music only.

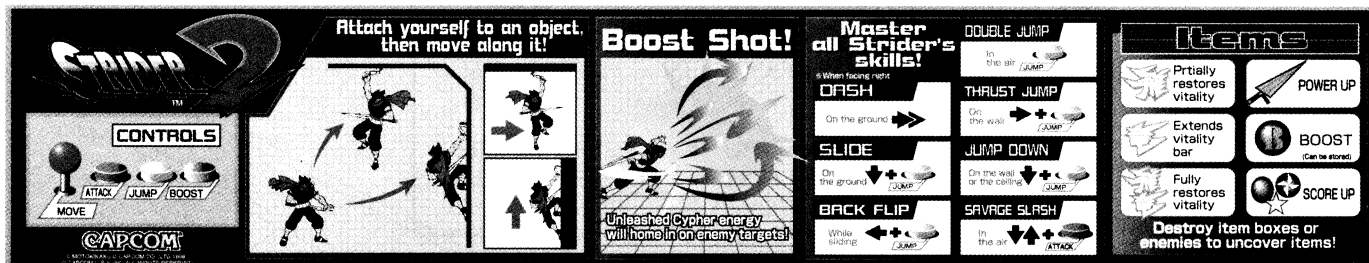
Choose the best setting to meet your location.



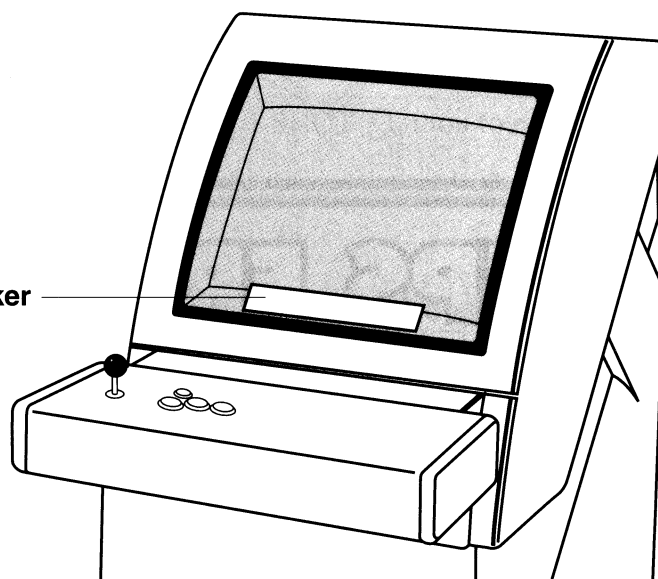
# PLAY INSTRUCTION STICKERS

※THE INSTRUCTION STICKERS ARE VERY IMPORTANT FOR THE PLAYERS TO UNDERSTAND THE GAME PLAY. PLEASE PUT THEM IN A VISIBLE AREA ON OR NEAR THE CABINET. EXAMPLE BELOW.

## INSTRUCTION STICKER



Instruction Sticker



**CAPCOM**<sup>®</sup> CO., LTD.

No. 1-3, UCHIHIRANOMACHI 3-CHOME,  
CHUO-KU, OSAKA 540-0037, JAPAN

TEL : +81-6-6920-3635 FAX : +81-6-6920-5134