



TAITO AMERICA CORPORATION



## OPERATING MANUAL

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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

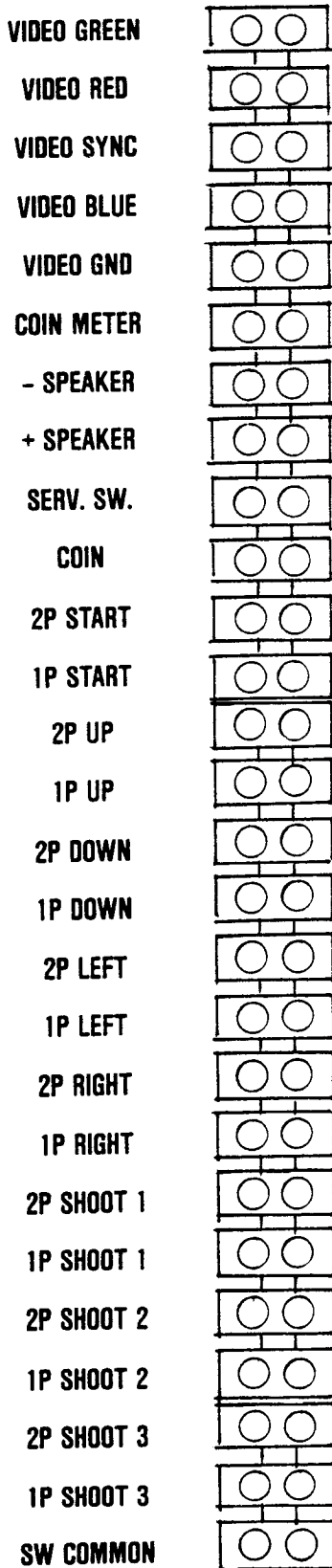
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DOUBLE DRAGON has been designed with dip switches for operator-adjustable features for maximum earnings in your location. The dip switch chart provided in this manual will allow you to customize the game for your location.

## 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               |