

# ELEVEN BEAT

## WORLD TOURNAMENT



### ALECK 64 Manual

#### Mother PCB Edge Connect

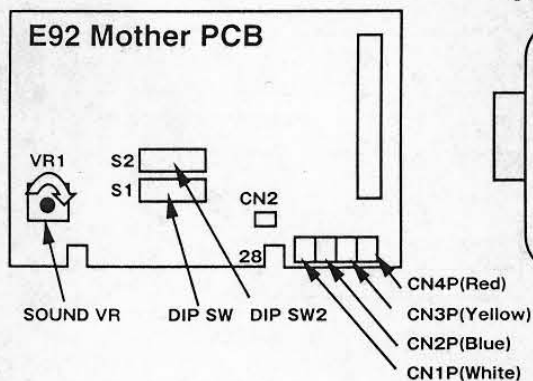
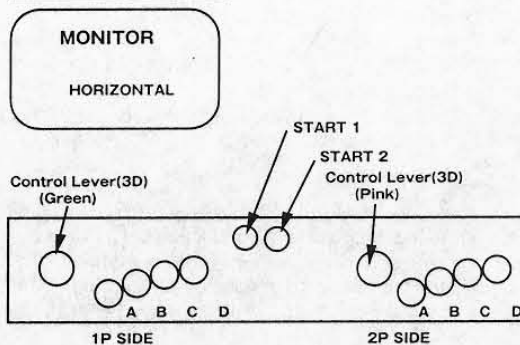
COMPONENT SIDE		SOLDER SIDE	
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
-5V	5	E	-5V
+12V	6	F	+12V
N.C.	7	H	N.C.
COIN COUNTER1	8	J	COIN COUNTER2
COIN LOCK OUT1	9	K	COIN LOCK OUT2
SPEAKER(+)	10	L	SPEAKER(-)
N.C.	11	M	N.C.
VIDEO(RED)	12	N	VIDEO(GREEN)
VIDEO(BLUE)	13	P	VIDEO(SYNC)
VIDEO GND	14	R	SERVICE SWITCH
TEST SWITCH	15	S	N.C.
COIN SWITCH 1	16	T	COIN SWITCH 2
N.C.	17	U	N.C.
N.C.	18	V	N.C.
N.C.	19	W	N.C.
N.C.	20	X	N.C.
N.C.	21	Y	N.C.
N.C.	22	Z	N.C.
N.C.	23	a	N.C.
N.C.	24	b	N.C.
N.C.	25	c	N.C.
N.C.	26	d	N.C.
GND	27	e	GND
GND	28	f	GND

#### Mother PCB Connector

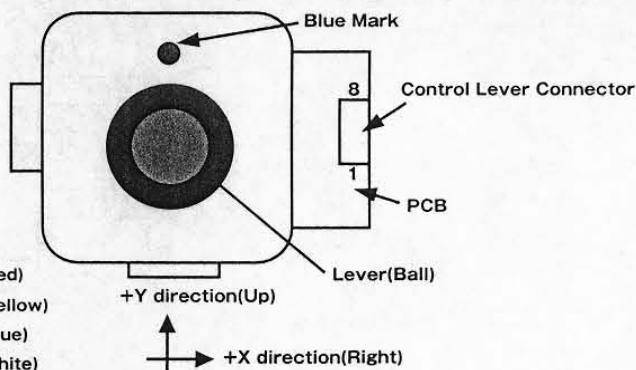
CN1P(White)	1P Control Lever
CN2P(Blue)	2P Control Lever
CN3P(Yellow)	Not used
CN4P(Red)	Not used
CN2	Out of use

#### Control Lever PH Connector

1	START	(#PHR-8, Maker : JST)
2	A BUTTON	
3	D BUTTON	
4	B BUTTON	
5	N.C.	
6	C BUTTON	
7	N.C.	
8	GND	



#### Control Lever (Lever Mode=3D Joystick)



## 1. Setting up the game cassette for ALECK 64

### (1) To begin with

Before setting up the game cassette to the mother board (E92Mother PCB), please make sure that the power is disconnected.

If there is power when setting up the game cassette, it may cause malfunctions.

### (2) Setting up the game cassette

Face the title label of the game cassette outward and install it along the slot firmly to the end.

\* Please do not install game cassettes into the connector that are not ALECK 64 compatible. It may cause malfunctions.

\* Please be sure that nothing gets inside the connector.

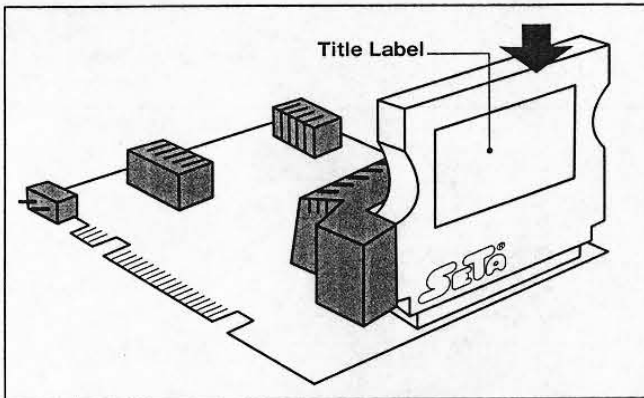


Diagram 1. Installation of cassette

## 2. Setting up the control lever

### (1) To begin with

Please use the special ALECK 64 control lever (attachment). Due to the mechanical composition, this control lever has two operation methods, the 3D (analog) and the regular 8-direction operation method, which can be chosen according to the type of game cassette. The green control lever is for 1P, and the pink control lever is for the 2P.

### (2) Setting up the control lever

#### ① Remove the color ball (Diagram 2 ①)

Hold the color ball (Diagram 2 ①) and use a minus screwdriver to turn the bottom of the axis (Diagram 2 ②) counter clock-wise and remove the ball.

#### ② Attaching the control lever

Since the blue mark is the upward side of the operation directions, check the direction and attach it to the control panel. After that, securely attach the color ball to the axis.

#### ③ Connecting the harness

Connect the white connector on the end of the harness on the control lever (1P: green) to the mother board connector (CN1P:white).

Connect the blue connector on the end of the harness on the control lever (2P: pink) to the mother board connector (CN2P:blue).

For games that are made for up to 4P, connect to CN3P (for 3P) and CN4P (for 4P) respectively.

#### ④ Wiring the buttons (A,B,C,D) and START button

Please wire the control panel 8Pin connector and buttons (A,B,C,D) and the START button according to Diagram 3.

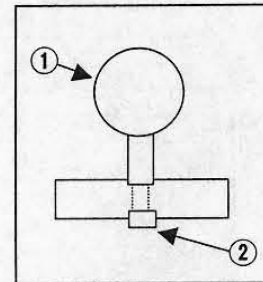


Diagram 2

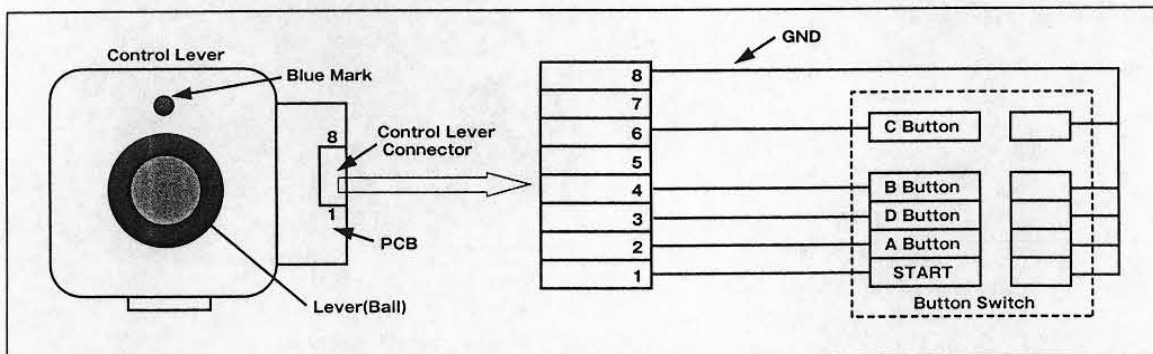


Diagram 3

### (3) 3D (analog) and 8-direction operation method selection

#### ① To begin with

The round white resin at the bottom of the control lever is used to switch the operation method to either 3D (analog) or 8-direction operation. Select the method according to the software used.

<Note> It is initially set for 8-direction operation.

#### ② Switching

##### (1) 3D (analog) setting

By turning the round white resin part (Diagram 4 ①) at the bottom of the control lever clock-wise to release the lock, it will be set for 3D (analog).

##### (2) 8-direction setting

By turning the round white resin part (Diagram 4 ①) at the bottom of the control lever clock-wise while pushing down on it, it will click lock and will be set for the 8-direction setting.

#### ③ Please note

The 3D (analog) method enables subtle movements by reading the slant angle and direction of the stick.

\* The position of the stick when the power is turned on will be recognized as the "neutral position".

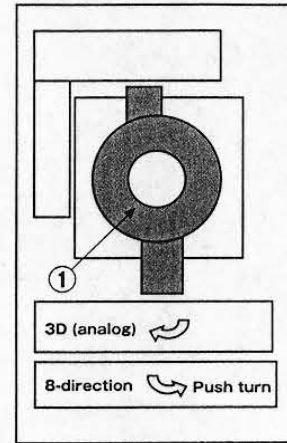


Diagram 4

### 3. Power on

(1) Turn the power on once the game cassette setting and control lever setting are completed. If there is any abnormalities with the visuals or sound at this time, turn the power off and run a check starting with the game cassette setting.

(2) If it turns on normally, check the 1P and 2P operation condition by the INPUT TEST while in the TEST MODE.

On the INPUT TEST screen :

At direction X, when the 3D stick is pushed to the right, it will change to plus, and when pushed to the left it will change to minus. Similarly, at direction Y, when pushed up it will change to plus, and when pushed down it will change to minus.

The buttons (A,B,C,D, START) and the 8-direction up, down, right, left, will turn "ON" if pressed at "OFF".

### 4. Trouble shooting

(1) Condition : "JOYSTICK ERROR" appears on the screen when the power is turned on.

Check :① Are the connectors CN1p and CN2P connected correctly on the mother board?

② Is the control lever set for the setting of the game installed?

(If there is a clicking sound when the lever is turned clock-wise, it is set for the 8-direction setting.)

(2) Condition : No visual.

Check :① Is the game cassette put in all the way?

② Are the connectors to the mother board set properly?

(3) Condition : The buttons (A,B,C,D, START) do not operate.

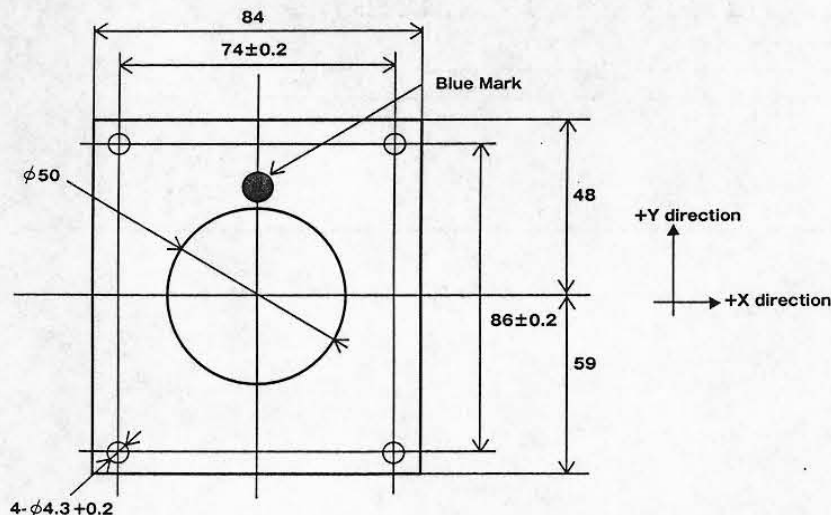
Check :① Are the button switches and connectors in the control lever wired properly?

② Are GND connections made properly with the button switches?

(4) Condition : No sound.

Check : Turn the speaker volume (VR1) on the mother board clock-wise.

### 5. Control lever hole diagram



## DIP SW1

	1	2	3	4	5	6	7	8
1COIN 1CREDIT	OFF	OFF	OFF					
1COIN 2CREDITS	ON	OFF	OFF					
1COIN 3CREDITS	OFF	ON	OFF					
1COIN 4CREDITS	ON	ON	OFF					
2COINS 1CREDIT	OFF	OFF	ON					
3COIN 1CREDIT	ON	OFF	ON					
4COIN 1CREDIT	OFF	ON	ON					
5COIN 1CREDIT	ON	ON	ON					
ENGLISH				OFF				
JAPANESE				ON				
TOURNAMENT GAME HALF TIME								
100SEC				OFF	OFF			
60SEC				ON	OFF			
140SEC				OFF	ON			
180SEC				ON	ON			
VS PLAY CREDIT								
1CREDIT PLAY						OFF		
2CREDITS PLAY						ON		
NOT USE								OFF

## DIP SW2

	1	2	3	4	5	6	7	8
GAME DIFFICULTY								
NORMAL	OFF	OFF						
EASY	ON	OFF						
HARD	OFF	ON						
DIFFICULT	ON	ON						
TOURNAMENT MODE(The first half)								
TIE . . . GAME OVER			OFF					
TIE . . . The latter half			ON					
VS GAME HALF TIME								
100SEC				OFF	OFF			
60SEC				ON	OFF			
140SEC				OFF	ON			
180SEC				ON	ON			
DEMO SOUND OFF						OFF		
DEMO SOUND ON						ON		
TESTMODE OFF								OFF
TESTMODE ON								ON
NOT USE								OFF

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