



CAPCOM U.S.A.

KIT INSTRUCTION MANUAL

3



POWER REQUIREMENTS		MONITOR REQUIREMENTS
FCC Approved power supply		Horizontal Monitor Master Scan Negative Composite Sync
+5 VDC	7 amp	
+12 VDC	1 amp	

NEW GAME PACKAGE CONTENT

1 Main Printer Circuit Board (PCB)	1 Control Panel Overlay
4 Legs, Bolts, & Spacers	1 Plex Control Cover
1 Connecting Wire Harness	1 Set Side Graphics
2 Eight-Way Joystick	1 Monitor Card
6 Player Button Assemblies	1 Service and Installation Manual
1 Marquee	

Note: Replacement accessories available through your exclusive **Capcom** distributor

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
COIN 2	4 COINS 1 CREDIT	ON	ON	ON					
	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				ON	OFF	OFF		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				ON	ON	OFF		
	1 COIN 6 CREDITS				OFF	OFF	ON		
	2 COINS 1 CREDIT				ON	OFF	ON		
CONTINUE COIN	3 COINS 1 CREDIT				OFF	ON	ON		
	4 COINS 1 CREDIT				ON	ON	ON		
	NORMAL							OFF	
	CONTINUE COIN							ON	

When CONTINUE COIN is ON, game starts with 2 COINS and continues with 1 COIN. In this case, setting of COIN 1 & COIN 2 automatically cancelled.

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1 (Speed of Player's vitality consumption changes.)	EASY	OFF	OFF	OFF					
	↑	ON	OFF	OFF					
	NORMAL	OFF	ON	OFF					
	↓	ON	ON	OFF					
	DIFFICULT	OFF	OFF	ON					
	↑	ON	OFF	ON					
	↓	OFF	ON	ON					
DIFFICULTY LEVEL 2 (Enemy's vitality and attacking power changes.)	ON				ON	ON	OFF		
	↑				OFF	ON	OFF		
	NORMAL				ON	OFF	OFF		
	↓				OFF	OFF	OFF		
	DIFFICULT				ON	OFF	ON		
	↑				OFF	ON	ON		
	↓				ON	ON	ON		
STAGE SELECT	NOT SELECT							OFF	
	SELECT							ON	

Difficulty level is set at normal when shipped. When adjusting DIFFICULTY LEVEL, please refer to ABOUT DIFFICULTY LEVEL (written at bottom of page).

DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
INITIAL NUMBER OF VITALITY BLOCKS	10	OFF	OFF						
	15	ON	OFF						
	20	OFF	ON						
	5	ON	ON						
FREE PLAY	WITHOUT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NOT STOP				OFF				
	STOP				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	WITHOUT SOUND						OFF		
	WITH SOUND						ON		
CONTINUE MODE	WITHOUT CONTINUE							OFF	
	WITH CONTINUE							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

Whenever DIP SWITCH is changed, make sure the power is OFF.

• ABOUT DIFFICULTY LEVEL

Please follow our suggestions in the following case.

- 1) Increase DIFFICULTY LEVEL 1, when average play time becomes longer.
- 2) Increase DIFFICULTY LEVEL 2, when average play time is longer since last change.
- 3) Decrease DIFFICULTY LEVEL 1, when game becomes unpopular since setting up.
- 4) Decrease DIFFICULTY LEVEL 2, when game becomes unpopular after a while.

*In other cases, adjust DIFFICULTY LEVEL 1 first and next adjust DIFFICULTY LEVEL 2 when it seems required.

When adjust LEVEL 2, Dip Switch of LEVEL 1 should be settled at NORMAL POINT.

HELPFUL HINTS IN CASE OF DIFFICULTY

PROBLEM/CAUSE-CURE

No Raster/No Video

- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

Raster/No Video

- Check all PCB to monitor connections
- Check power supply voltage on PCB

No Video/Game sounds can be heard

- Check monitor brightness
- Check all PCB to monitor connections

Wrong Colors

- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

Wavy Picture

- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

Horizontal/Vertical Roll

- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

No Sound

- Check for -5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the "+" and "-" tabs

Bad Sound

- Check wiring to speaker for bad solder connections
- Check sound with another speaker

No Switch Input

- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

Switch Operates Incorrect Function

- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

No Coin Meter

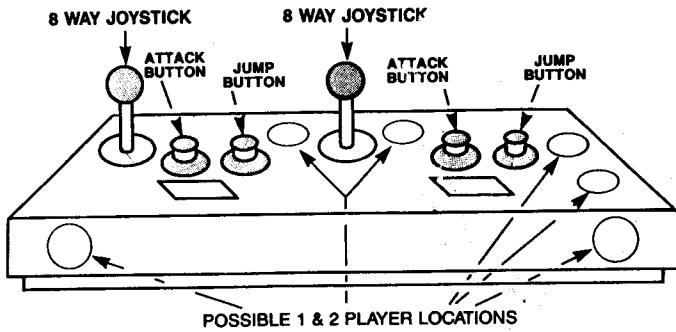
- Check wiring to coin meter
- Check that +5 volts is on "+" side of meter
- Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets

- Verify that a meter with a diode is used
- If no diode is built in meter, a IN4004 can be used across the meter.
Cathode to "+" side of meter and anode to "-" side of meter

Also see CAUTIONS under section "Before You Get Started"

CONTROL PANEL POSITIONS



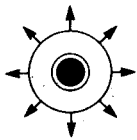
• PCB CONNECTOR

JAMMA STANDARD

• CRT MONITOR

HORIZONTAL SCREEN

• CONTROL PANEL

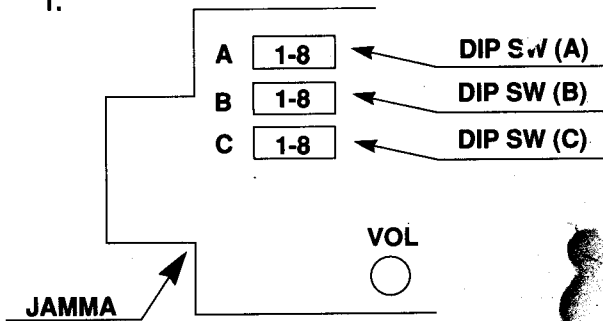


8 WAY-JOYSTICK

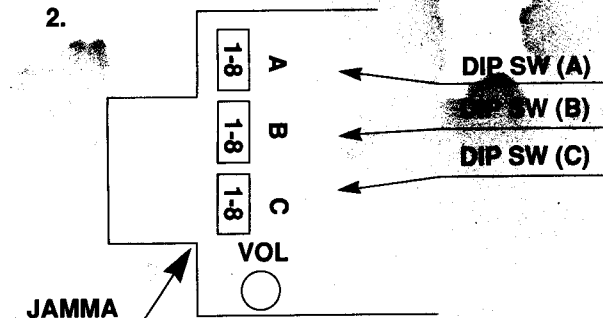


- 8-WAY JOYSTICK MAKE PLAYER MOVE LEFT/RIGHT AND CROUCH.
- PUSHING TWO BUTTONS SIMULTANEOUSLY, PLAYER CAN ATTACK WITH MAGIC.
- MAXIMUM NUMBER OF CREDIT IS 9.
- DIP SW (There are 2 types of PCB)

1.



2.



JAMMA STANDARD

SOLDER SIDE			COMPONENTS 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	
COIN COUNTER 2	J	8	COIN COUNTER 1	
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)	
SP (-)	L	10	SP (+)	
N.C.	M	11	N.C.	
VIDEO GREEN	N	12	VIDEO RED	
VIDEO SYNC	P	13	VIDEO BLUE	
SERVICE SW	R	14	VIDEO GND	
	S	15	TEST SW	
COIN SW 2	T	16	COIN SW 1	
START SW 2	U	17	START SW 1	
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 1 (2P ATTACK)	Z	22	1P PUSH 1 (1P ATTACK)	
2P PUSH 2 (2P JUMP)	a	23	1P PUSH 2 (1P JUMP)	
N.C.	b	24	N.C.	
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)