WARNING
This game is for use in all countries excluding the United States of America, Canada, Mexico and Japan. Sales, export or operation inside 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 law.
CAUTION

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

- Do not block up the ventilation slots.
- Do not give the board too much shocks
- Do not let any liquid go inside the case.
- Do not disassemble the case.
- Do not turn the volume dial excessively.

Disassembling the case or removing the sticker may cause the termination of your repair warranty.
SETTING INSTRUCTIONS

- PCB CONNECTOR
  JAMMA STANDARD
- CRT MONITOR
  HORIZONTAL
- CONTROL PANEL
  2 PLAYERS SIMULTANEOUS

  8-WAY LEVER  ATTACK BUTTON  JUMP BUTTON

- 8-WAY LEVER: used to move the player in 8 ways.
- ATTACK BUTTON: used to attack.
- JUMP BUTTON: used to jump.
  Push both buttons simultaneously to execute powerful MEGACRUSH.

CONNECTORS

- CN2 — JAMMA CONNECTOR
- CN4 — I/O CONNECTOR for PLAYER 3 (not used)
- CN5 — I/O CONNECTOR for PLAYER 4 (not used)
- CN6 — OPTIONAL OUTPUT CONNECTOR
- AUDIO OUT — used only for CAPCOM Q SOUND cabinet
- CN1 — not used
- CN3 — not used

<table>
<thead>
<tr>
<th>SOLDER SIDE</th>
<th>COMPONENTS SIDE</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND A</td>
<td>1   GND</td>
</tr>
<tr>
<td>GND B</td>
<td>2   GND</td>
</tr>
<tr>
<td>+5V C</td>
<td>3   +5V</td>
</tr>
<tr>
<td>+5V D</td>
<td>4   +5V</td>
</tr>
<tr>
<td>N.C. E</td>
<td>5   N.C.</td>
</tr>
<tr>
<td>+12V F</td>
<td>6   +12V</td>
</tr>
<tr>
<td>N.C. H</td>
<td>7   N.C.</td>
</tr>
<tr>
<td>(COIN LOCK OUT B) K</td>
<td>9   (COIN LOCK OUT 1)</td>
</tr>
<tr>
<td>2P UP V</td>
<td>10  1P UP</td>
</tr>
<tr>
<td>2P DOWN W</td>
<td>11  1P DOWN</td>
</tr>
<tr>
<td>2P LEFT X</td>
<td>12  1P LEFT</td>
</tr>
<tr>
<td>2P RIGHT Y</td>
<td>13  1P RIGHT</td>
</tr>
<tr>
<td>2P SHOT 1 Z</td>
<td>14  1P SHOT 1</td>
</tr>
<tr>
<td>2P SHOT 2 a</td>
<td>15  1P SHOT 2</td>
</tr>
<tr>
<td>N.C. b</td>
<td>16  N.C.</td>
</tr>
<tr>
<td>N.C. c</td>
<td>17  N.C.</td>
</tr>
<tr>
<td>N.C. d</td>
<td>18  N.C.</td>
</tr>
<tr>
<td>GND e</td>
<td>19  GND</td>
</tr>
<tr>
<td>GND f</td>
<td>20  GND</td>
</tr>
</tbody>
</table>

*PARTS NAME
CR7E-560A-1.06E: (HIROSE)
OR
1168-056-009: (KEL)*
ABOUT EEP-ROM

This board "The Punisher" is equipped with EEP-ROM and you can change the various settings on screen.

ABOUT TEST MENU

TO OPEN THE MENU

- Turn on the main switch. Then push the test switch inside the cabinet and following menu will appear. (*screen a)

† If your cabinet is not equipped with a test switch, connect a ground terminal and a test switch terminal of JAMMA connector (56-pin).

TO SELECT AN ITEM

- Select an item with 1P lever and decide with 1P A button.

- To return to the main menu, push 1P START and 2P START buttons simultaneously.

TO CLOSE THE MENU

- On the menu screen, select EXIT and push 1P A button.

ITEM DESCRIPTIONS

<table>
<thead>
<tr>
<th>1. INPUT OUTPUT</th>
<th>Used to test all the input/output switches.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. SOUND TEST</td>
<td>Used to change the sound volume, etc.</td>
</tr>
<tr>
<td>3. COLOR BAR</td>
<td>Used to adjust the color with color bars.</td>
</tr>
<tr>
<td>4. SYSTEM CONFIGURATION</td>
<td>Used to change various game play settings.</td>
</tr>
<tr>
<td>5. DOT CROSS HATCH</td>
<td>Used to adjust the screen size, the focus and the distortion.</td>
</tr>
<tr>
<td>6-9. CHARACTER TEST</td>
<td>Used to check all the characters.</td>
</tr>
<tr>
<td>10. MEMORY CHECK</td>
<td>Used to test the memory. Main menu appears automatically after the test.</td>
</tr>
</tbody>
</table>
ABOUT SYSTEM CONFIGURATION

TO OPEN THE MENU

- On the TEST MENU screen, select SYSTEM CONFIGURATION and push IP A button. Following menu appears. (*screen b)

![SYSTEM CONFIGURATION MENU](image)

(*screen b)

TO CHANGE THE SETTING

- Select an item with IP lever (UP or DOWN) and change the setting with IP lever (LEFT or RIGHT). (You can also change the setting with IP A button.)

TO CLOSE THE MENU

When all the settings are done, select EXIT and push IP START button to return to the TEST MENU. Your settings are memorized in EEP-ROM.

ITEM DESCRIPTIONS

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1. COIN</td>
<td>Number of coins per play.</td>
</tr>
<tr>
<td>2. CONTINUE</td>
<td>With or without continued play.</td>
</tr>
<tr>
<td>3. MONITOR FLIP</td>
<td>Turn over the screen.</td>
</tr>
<tr>
<td>4. DEMO SOUND</td>
<td>With or without sound in attract mode.</td>
</tr>
<tr>
<td>5. SOUND</td>
<td>Q SOUND or MONOURAL. Q SOUND is available only with CAPCON Q SOUND cabinet. For other cabinets, please set to MONOURAL.</td>
</tr>
<tr>
<td>6. GAME DIFFICULTY</td>
<td>As the number increases, the game play gets harder.</td>
</tr>
<tr>
<td>7. NUMBER OF PLAYERS</td>
<td>Number of initial lives.</td>
</tr>
<tr>
<td>8. EXTEND</td>
<td>Score points required for 1 up.</td>
</tr>
<tr>
<td>9. PLAYER SELECT</td>
<td>Used to select an initial player (PLAYER 1 or PLAYER 2) when the game starts.</td>
</tr>
<tr>
<td>10. FACTORY SETTING</td>
<td>To return to the factory setting, select this item and push IP START button.</td>
</tr>
</tbody>
</table>
**SYSTEM CONFIGURATION MENU**

<table>
<thead>
<tr>
<th>1. COIN</th>
<th>1 COIN 1 CREDIT</th>
<th>1 COIN 2 CREDITS</th>
<th>1 COIN 3 CREDITS</th>
<th>1 COIN 4 CREDITS</th>
<th>1 COIN 6 CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 COINS</td>
<td>2 COINS 1 CREDIT</td>
<td>3 COINS 1 CREDIT</td>
<td>4 COINS 1 CREDIT</td>
<td>2 COINS START 1 COIN CONTINUE</td>
<td>FREE PLAY</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2. CONTINUE</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>3. MONITOR FLIP</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>4. DEMO SOUND</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>5. SOUND</th>
<th>Q SOUND</th>
<th>MONOURAL</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>6. GAME DIFFICULTY</th>
<th>0 EXTRA EASY</th>
<th>1 VERY EASY</th>
<th>2 EASY</th>
<th>3 NORMAL</th>
<th>4 HARD</th>
<th>5 VERY HARD</th>
<th>6 EXTRA HARD</th>
<th>7 HARDEST</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>7. NUMBER OF PLAYERS</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>8. EXTEND</th>
<th>800,000 pts</th>
<th>1,800,000 pts</th>
<th>2,800,000 pts</th>
<th>NO EXTEND</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>9. PLAYER SELECT</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
</table>

* Bold face indicates the factory setting.
* After you change the setting, make sure to select EXIT and push 1P START before turning off the switch. Otherwise your setting will not be memorized.

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**GAME TITLE STICKER**

**SERIAL NUMBER STICKER**

**SEALING STICKER**

(Please do not remove this sticker.)

**VOLUME DIAL**
HOW TO MOUNT THE P.C. BOARD

1) Putting the P.C.B. foot

4 pcs. of P.C.B. foot are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.