THE PUNISHER

™

MANUAL

WARNING

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 shock.
- 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 will terminate repair warranty.

"WINNERS DON'T USE DRUGS"
William S. Sessions, Director, FBI

IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

CAPCOM, USA INC.

INVITES YOU TO USE

OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
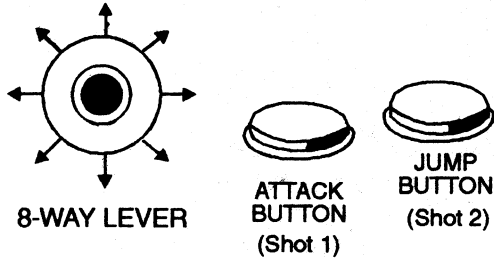PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

**Direct Number**   **(408) 727-0400**

● SETTING INSTRUCTIONS

○ PCB CONNECTOR
    JAMMA STANDARD

○ CRT MONITOR
    HORIZONTAL

○ CONTROL PANEL
    2 PLAYERS SIMULTANEOUS

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	
N.C.	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
N.C.	S		15	TEST SW
COIN SW2	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 SHOT 1	Z		22	1P SHOT 1
SP SHOT 2	a		23	1P SHOT 2
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

8-WAY LEVER   ATTACK BUTTON (Shot 1)   JUMP BUTTON (Shot 2)

○ 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.

• PARTS NAME
CR7E-56DA-3.96E: (HIROSE)
OR
1168-056-009   : (KEL)
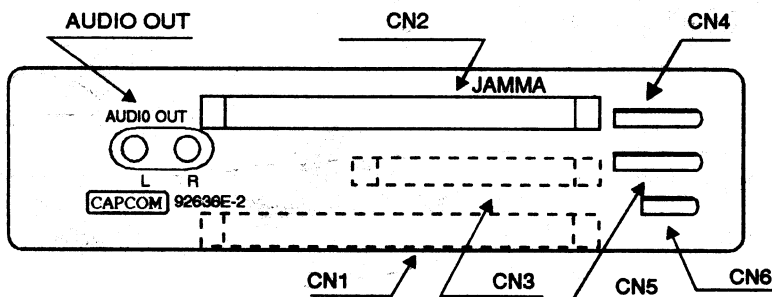
● CONNECTORS

CN2   — JAMMA CONNECTOR
CN4   — I/O CONNECTOR for PLAYER 3 N/A
CN5   — I/O CONNECTOR for PLAYER 4 N/A
CN6   — OPTIONAL OUTPUT CONNECTOR
AUDIO OUT — used only for CAPCOM Q SOUND cabinet
CN1   — N/A
CN3   — N/A

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.

```
T E S T   M E N U
   1.  INPUT OUTPUT
   2.  SOUND TEST
   3.  COLOR BAR
   4.  SYSTEM CONFIGURATION
   5.  DOT CROSS HATCH
   6.  OBJECT
   7.  SCROLL 1
   8.  SCROLL 2
   9.  SCROLL 3
  10.  MEMORY CHECK
  11.  EXIT
```

(*screen a)

TO SELECT AN ITEM

• Select an item with 1P lever and decide with 1P ATTACK 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 ATTACK button.

ITEM DESCRIPTIONS

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

ABOUT SYSTEM CONFIGURATION

TO OPEN THE MENU

• On the TEST MENU screen, select SYSTEM CONFIGURATION and push 1P ATTACK button.
Following menu appears. (∗screen b)

```
         SYSTEM CONFIGURATION MENU

 *  1.  COIN                    1 COIN 1 CREDIT
    2.  CONTINUE                ON
    3.  MONITOR FLIP            OFF
    4.  DEMO SOUND              [ OFF        ]
    5.  SOUND                   Q SOUND
    6.  GAME DIFFICULTY         3 (NORMAL)
    7.  NUMBER OF PLAYERS       2
    8.  EXTEND                  1800000pts
    9.  PLAYER SELECT           [ ON         ]
   10.  FACTORY SETTING
   11.  EXIT
```

(∗screen b)

TO CHANGE THE SETTING

• Select an item with 1P lever (UP or DOWN) and change the setting with 1P lever (LEFT or RIGHT).
(You can also change the setting with 1P ATTACK button.)

TO CLOSE THE MENU

When all the settings are done, select EXIT and push 1P START button to return to the TEST MENU.
Your settings are memorized in EEP-ROM.

ITEM DESCRIPTIONS

1. COIN	Number of coins per play.
2. CONTINUE	With or without continued play.
3. MONITOR FLIP	Turn over the screen.
4. DEMO SOUND	With or without sound in attract mode.
5. SOUND	Q SOUND or MONAURAL. Q SOUND is available only with CAPCOM Q SOUND cabinet. For other cabinets, set to MONAURAL.
6. GAME DIFFICULTY	As the number increases, the game play gets harder.
7. NUMBER OF PLAYERS	Number of initial lives.
8. EXTEND	Score points required for 1 up.
9. PLAYER SELECT	Used to select an initial player (PLAYER 1 or PLAYER 2) when the game starts.
10. FACTORY SETTING	To return to the factory setting, select this item and push 1P START button.

SYSTEM CONFIGURATION MENU

| 1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS			
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY			
2. CONTINUE	**ON**	OFF						
3. MONITOR FLIP	ON	OFF						
4. DEMO SOUND	ON	OFF						
5. SOUND	**Q SOUND**	MONAURAL						
6. GAME DIFFICULTY	0 EXTRA EASY	1 VERY EASY	2 EASY	**3 NORMAL**	4 HARD	5 VERY HARD	6 EXTRA HARD	7 HARDEST
7. NUMBER OF PLAYERS	1	2	3	4				
8. EXTEND	800,000 pts.		1,800,000 pts.		2,800,000 pts.		NO EXTEND	
9. PLAYER SELECT	**ON**	OFF						

* **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.

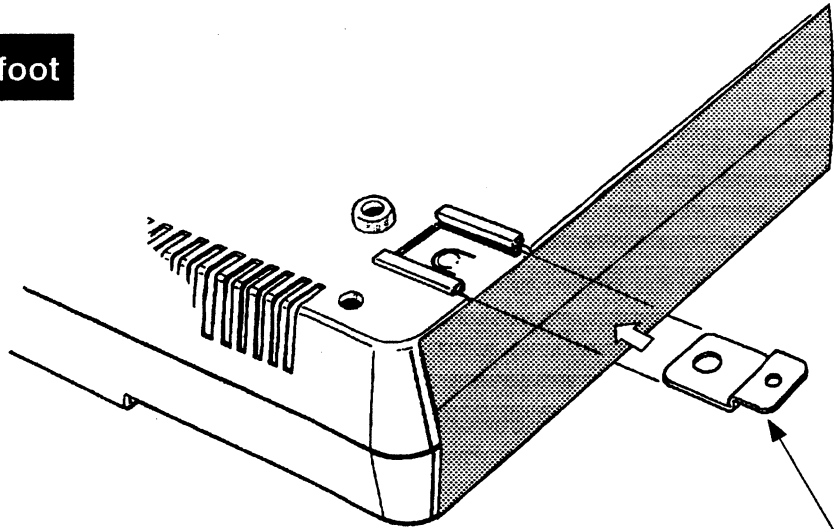GAME TITLE STICKER

SERIAL NUMBER STICKER

CAPCOM
CP SYSTEM (DASH)
SER. No.
LOT No.
CAPCOM CO LTD.
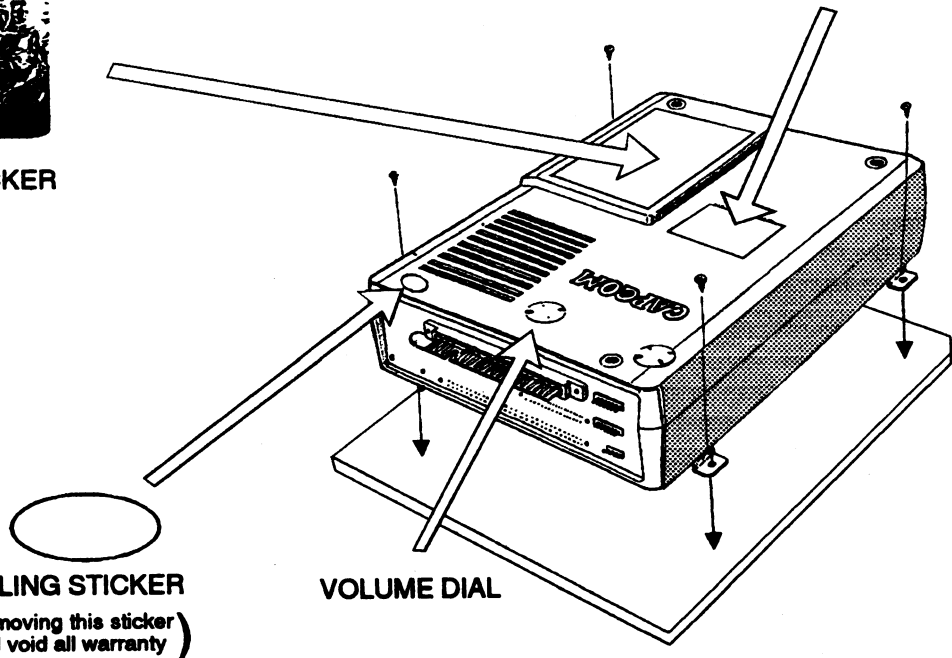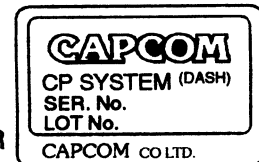
SEALING STICKER

(Removing this sticker will void all warranty)

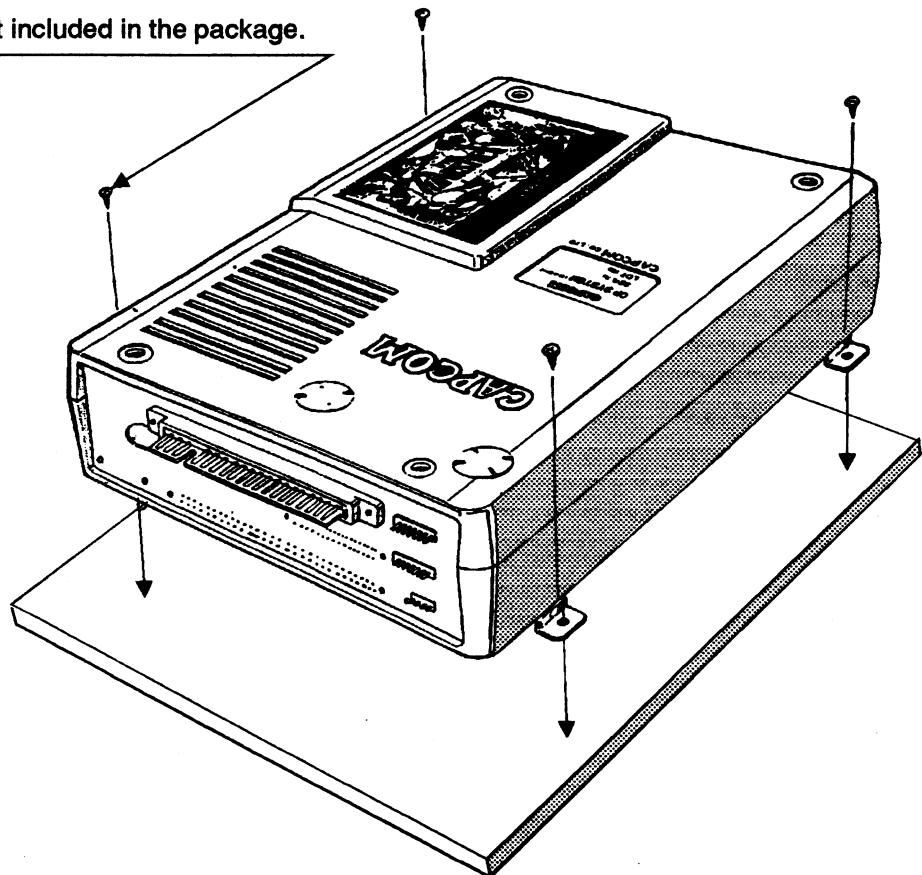VOLUME DIAL

HOW TO MOUNT THE P.C. BOARD

1) Installing the P.C.B. foot

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

2) Mounting the P.C.B.

These screws are not included in the package.

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

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