

# RING SLAM MASTERS II DESTRUCTION

TM

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ILLUSTRATIONS PARTLY BY SHUEISHA INC. and Mr. TETSUO HARA

## MANUAL

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### 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.

**CAPCOM®**

SMB949A04

# 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.

**ATTENTION:**

The product that you have purchased contains a rechargeable battery. The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste stream.

Check with your local solid waste officials for details in your area for recycling options or proper disposal.

**CAPCOM**

Do not disassemble the case. If the case has been disassembled, or there is evidence that it has been, repair will be refused.

No desarme la caja. Si la caja está desarmada o hay evidencia de que lo ha estado, se denegarán las reparaciones.

Ne pas démonter la boîte. Au cas où il apparaît que cette boîte a été démontée, votre demande de réparation sera refusée.

Das Gehäuse nicht öffnen. Falls das Gehäuse geöffnet wurde oder falls ersichtlich ist, daß es geöffnet wurde, wird die Reparatur verweigert.

Non smontare la scatola involucro. In caso sia stata smontata, o sia evidente che ciò è avvenuto, la riparazione sarà rifiutata.

請客戶切勿私自拆卸本產品之機身／外殼。  
若有拆卸或拆卸跡象之疑時，敝社概不負責維修。

케이스는 절대로 분해하지 마십시오. 만약 케이스를 분해하거나 분해한 흔적이 있는 제품에 대해서는 수리 불가합니다.

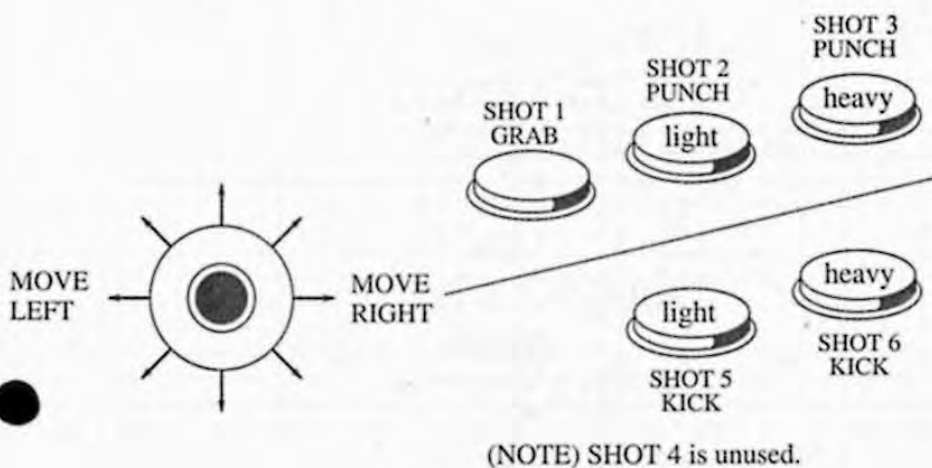
# ●SETTING INSTRUCTIONS

○PCB CONNECTOR

JAMMA STANDARD

○CRT MONITOR

HORIZONTAL SCREEN



(NOTE) SHOT 4 is unused.

○8-WAY LEVER

MOVES PLAYER TO UP/DOWN,  
LEFT/RIGHT AND OTHER DIRECTIONS.

## 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	
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 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 SHOT 1 (GRAB)	Z	22	1P SHOT 1 (GRAB)
2P SHOT 2 (PUNCH light)	a	23	1P SHOT 2 (PUNCH light)
2P SHOT 3 (PUNCH heavy)	b	24	1P SHOT 3 (PUNCH heavy)
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

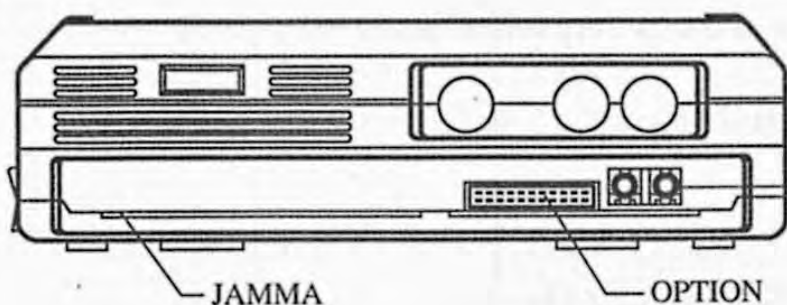
### ●PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

1168-056-009 : (KEL)

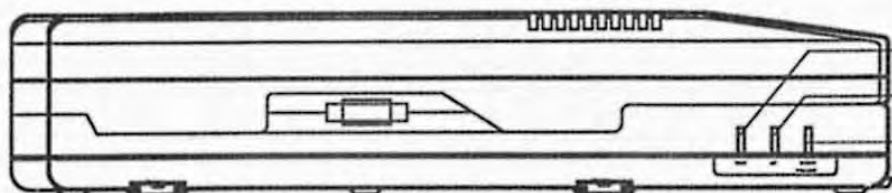
# ●CONFIGURATION



AUDIO OUT <FOR QSOUND>  
(RIGHT : RED, LEFT : WHITE)

JAMMA

OPTION



TEST SW

VOLUME-UP SW

VOLUME-UP SW

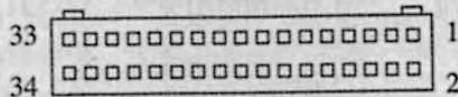
## ● CONNECTORS

JAMMA : JAMMA 56-pin connector

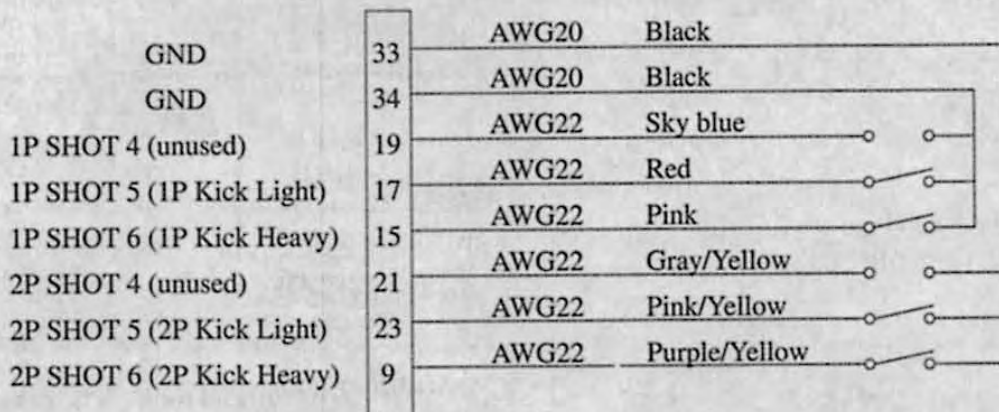
OPTION : optional I/O connector

AUDIO OUT : used only for CAPCOM QSOUND cabinet

## ● OPTION



## ● CONNECTION



## ● COUNTER

KEEP PRESSING DOWN THE 1P SHOT 1 BUTTON DURING THE ATTRACT MODE, AND THE FOLLOWING INFORMATION WILL BE DISPLAYED ON THE SCREEN.

1. THE NUMBER OF CREDITS/COINS INSERTED.
2. THE NUMBER OF TIMES THE "SERVICE SWITCH" WAS USED.

\* EXCLUDE EUROPEAN VERSION.

# ABOUT TEST MENU

## 1) TO OPEN THE MENU

### A) For CAPCOM cabinet, or a cabinet equipped with a test switch

Turn on the main switch, then push the test switch. The screen A shown below will appear.

### B) For a cabinet without a test switch

Push the test switch of the circuit board. The screen A shown below will appear.

## 2) TO CLOSE THE MENU

On the test menu screen select "12. EXIT" and push 1P SHOT 1 button.

### TEST MENU

- |  |  |
|--|--|
| <p>※</p> <ol style="list-style-type: none"><li>1. INPUT</li><li>2. OUTPUT</li><li>3. SOUND &amp; VOICE</li><li>4. COLOR</li><li>5. DOT CROSS HATCH</li><li>6. CONFIGURATION</li><li>7. OBJECT</li><li>8. SCROLL 1</li><li>9. SCROLL 2</li><li>10. SCROLL 3</li><li>11. MEMORY CHECK</li><li>12. EXIT</li></ol> | <ol style="list-style-type: none"><li>…1. Check on input switches</li><li>…2. Check on output switches</li><li>…3. Sound and voice check</li><li>…4. Color adjustment</li><li>…5. Adjustment of screen size, focus and distortion</li><li>…6. Game play settings</li><li>…7. Character check</li><li>…8. Character check</li><li>…9. Character check</li><li>…10. Character check</li><li>…11. Memory check</li><li>…12. Returns to the game play mode</li></ol> |
|--|--|

(\* Screen A)

## 3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

- Select an item with the 1P lever and decide with the 1P SHOT 1 button.
- To return to the test menu, push 1P START and 2P START buttons simultaneously.
  - \* The test menu automatically appears:
    - After changes of game play setting are done on the menu of "6. CONFIGURATION"
    - After the memory is tested on the menu of "11. MEMORY CHECK"

#### 4) ITEM DESCRIPTIONS

1. INPUT	Used to test all the input/output switches. "1" appears when the switches are on. Check connection and switches in case "0" appears. Counter information will also be displayed.
2. OUTPUT	Used to test the counter and the coin lock.
3. SOUND & VOICE	Select a code of SOUND or VOICE with the IP lever. Push the IP SHOT 1 button to hear the sound of the selected code, then adjust volume.
4. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
5. DOT CROSS HATCH	Used to test screen size, focus and distortion.
6. CONFIGURATION	Used to change game play setting. See the next chapter.
7~10. CHARACTER TEST	Used to check all the characters.
11. MEMORY CHECK	Used to test the memory. "OK" appears when it works normally. "NG" appears in case of malfunction, then repeat the memory test. Contact your dealer if "NG" still appears.
12. EXIT	Select this item and push IP SHOT 1 button to return to game play mode.

#### SETTING THE VOLUME

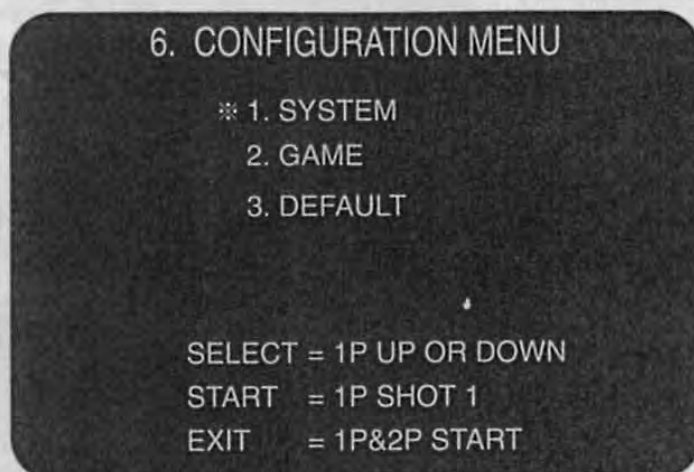
The volume of this unit can be adjusted by pressing the volume-up switch and the volume-down switch. **The setting you have selected will be stored** even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volume-up or the volume-down switch **for at least five seconds**, then set the volume again.

# ABOUT CONFIGURATION

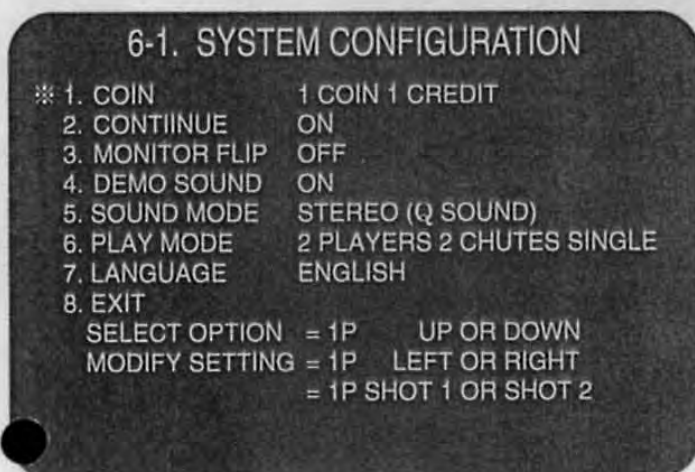
The various game settings, such as level of difficulty and credits, are set with EEPROM rather than DIP switches. EEPROM, in simple terms, is a batteryless read-only memory device in which settings can be stored. The EEPROM lets you change settings on screen.

## 1) TO OPEN THE MENU

- On the TEST MENU screen, select "6. CONFIGURATION" and push the 1P SHOT 1 button. The **CONFIGURATION MENU** (Screen B, shown below) appears.



### 1. TO SELECT SYSTEM CONFIGURATION



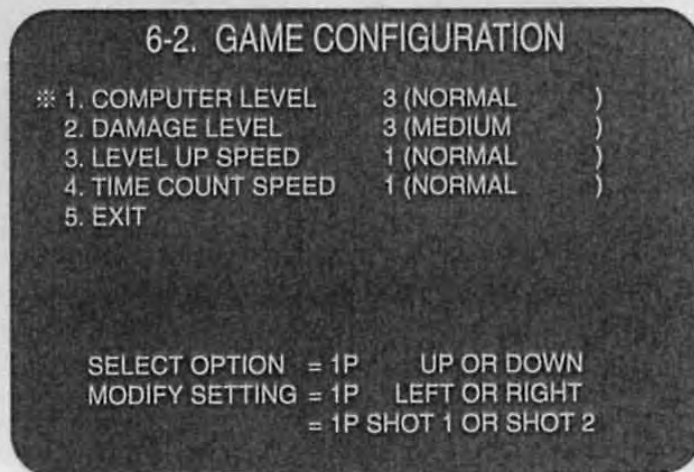
### 6-1 SYSTEM CONFIGURATION

Use this screen to change the system configuration. For details, see table 5) ITEM DESCRIPTIONS.

### 6-3. DEFAULT

To return to the factory settings, select this item. To make it difficult to make this change by accident, **1P SHOT 1** and **1P SHOT 2** must be pushed at the same time.

### 2. TO SELECT GAME CONFIGURATION



### 6-2. GAME CONFIGURATION

Use this screen to change the level of difficulty. For details, see table 5) ITEM DESCRIPTIONS.

## 2) STORING CHANGES IN MEMORY

- When in Screen B or Screen C, to store changes in memory or to return to the **TEST MENU**, you must return first to the **CONFIGURATION MENU** (Screen B). To switch to the **CONFIGURATION MENU** from either the **SYSTEM CONFIGURATION** menu (Screen C) or the **GAME CONFIGURATION** menu (Screen D), select **EXIT**. In the **CONFIGURATION MENU**, press **1P START** and **2P START** at the same time to store any changes and return to the **TEST MENU**.
- \* It takes one or two seconds to store changes in memory. Do not turn off the power switch while changes are being stored.
- \* If the power switch is turned off while in the **CONFIGURATION MENU**, changes will not be stored in memory.

### 3) TO CHANGE SETTINGS

● Use the 1P lever to select the setting you wish to change. When the 1P lever is moved left or right (or the 1P SHOT button is pushed) settings will be changed in the order shown in table 5.

### 4) MENU

#### 6-1. SYSTEM CONFIGURATION

1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS
	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS	1 COINS 9 CREDITS	2 COINS 1 CREDIT
	3 COINS 1 CREDIT	4 COINS 1 CREDIT	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT
	8 COINS 1 CREDIT	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE		
2. CONTINUE	ON			OFF	
3. MONITOR FLIP	ON			OFF	
4. DEMO SOUND	ON			OFF	
5. SOUND MODE	STEREO (Q SOUND)			MONAURAL	
6. PLAY MODE	2 PLAYERS 2 CHUTES SINGLE				
	2 PLAYERS 2 CHUTES MULTI				
	2 PLAYERS 1 CHUTE SINGLE				
7. LANGUAGE	ENGLISH		SPANISH		FRENCH
	GERMAN		ITALIAN		

\* There is no language function in Asian mode.

#### 6-2. GAME CONFIGURATION

1. COMPUTER LEVEL	0 EXTRA EASY	1 VERY EASY	2 EASY	3 NORMAL
	4 HARD	5 VERY HARD	6 EXTRA HARD	7 HARDEST
2. DAMAGE LEVEL	0 MINIMUM	1	2	3 MEDIUM
	4	5	6	7 MAXIMUM
3. LEVEL UP SPEED	0 SLOW	1 NORMAL	2 FAST	3 FASTEST
4. TIME COUNT SPEED	0 SLOW	1 NORMAL	2 FAST	3 FASTEST

\*   Factory setting



## 5) ITEM DESCRIPTIONS

### 6-1. SYSTEM CONFIGURATION

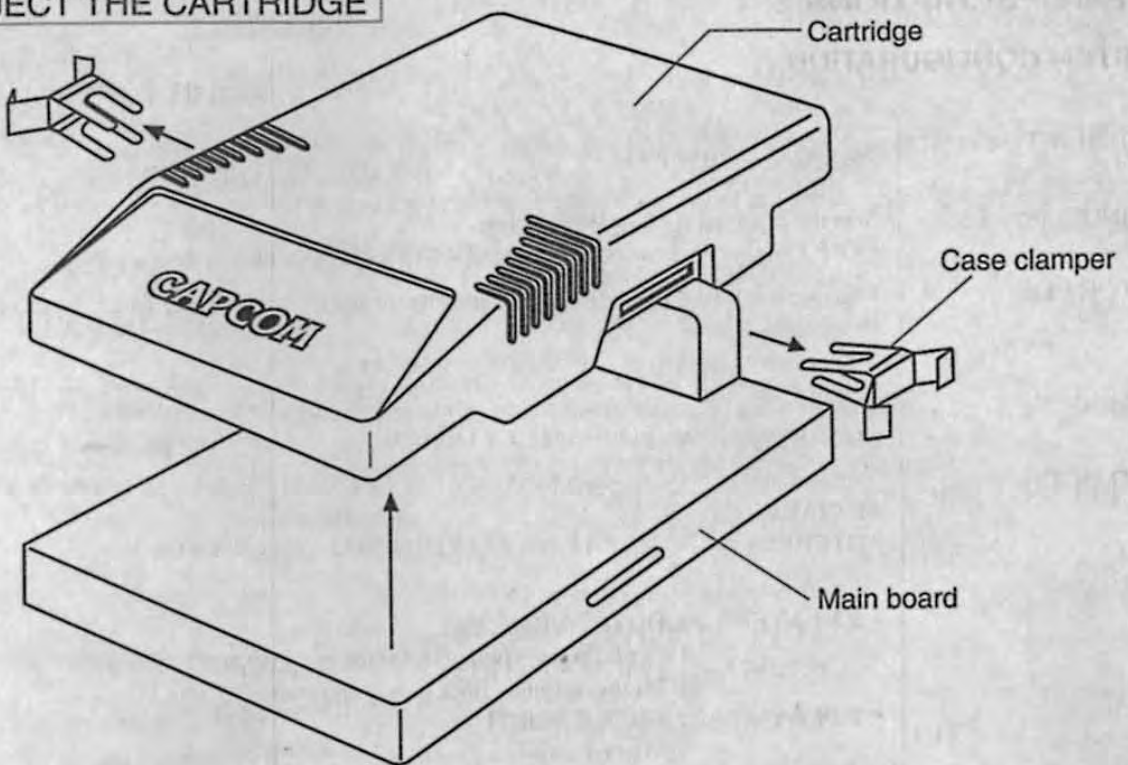
1. COIN	Sets the charge per play.
2. CONTINUE	Sets the machine for continuous play. • <b>ON:</b> Continuous play is possible. • <b>OFF:</b> Continuous play is not possible.
3. MONITOR FLIP	Flips screen vertically. If the screen appears upside down when the game is first turned on, change the setting. • <b>ON:</b> Screen turned over. • <b>OFF:</b> Screen not turned over.
4. DEMO SOUND	Determines whether the machine will make any sound when not being played. • <b>ON:</b> Attract Mode with sound • <b>OFF:</b> Attract Mode without sound
5. SOUND MODE	Stereo is available only with the CAPCOM QSOUND cabinet. For other cabinets, please set to MONAURAL. • <b>STEREO:</b> with QSOUND • <b>MONAURAL:</b> without QSOUND
6. PLAY MODE	Sets the number of players, coin chutes, etc. • <b>2 PLAYERS 2 CHUTES SINGLE</b> Two players use two coin chutes and play at the same time. With this setting, either player can start the game. • <b>2 PLAYERS 2 CHUTES MULTI</b> Two players use two coin chutes and play separately. With this setting, the game is started from the same side on which the coin chute was used. • <b>2 PLAYERS 1 CHUTE SINGLE</b> Two players use one coin chute and play at the same time. With this setting, the player whose coin was put in first starts the game.
7. LANGUAGE	The language which appears on the screen has been changed (in some places).
8. EXIT	Select this item to return to the CONFIGURATION MENU.

\* There is no language function in Asian mode.

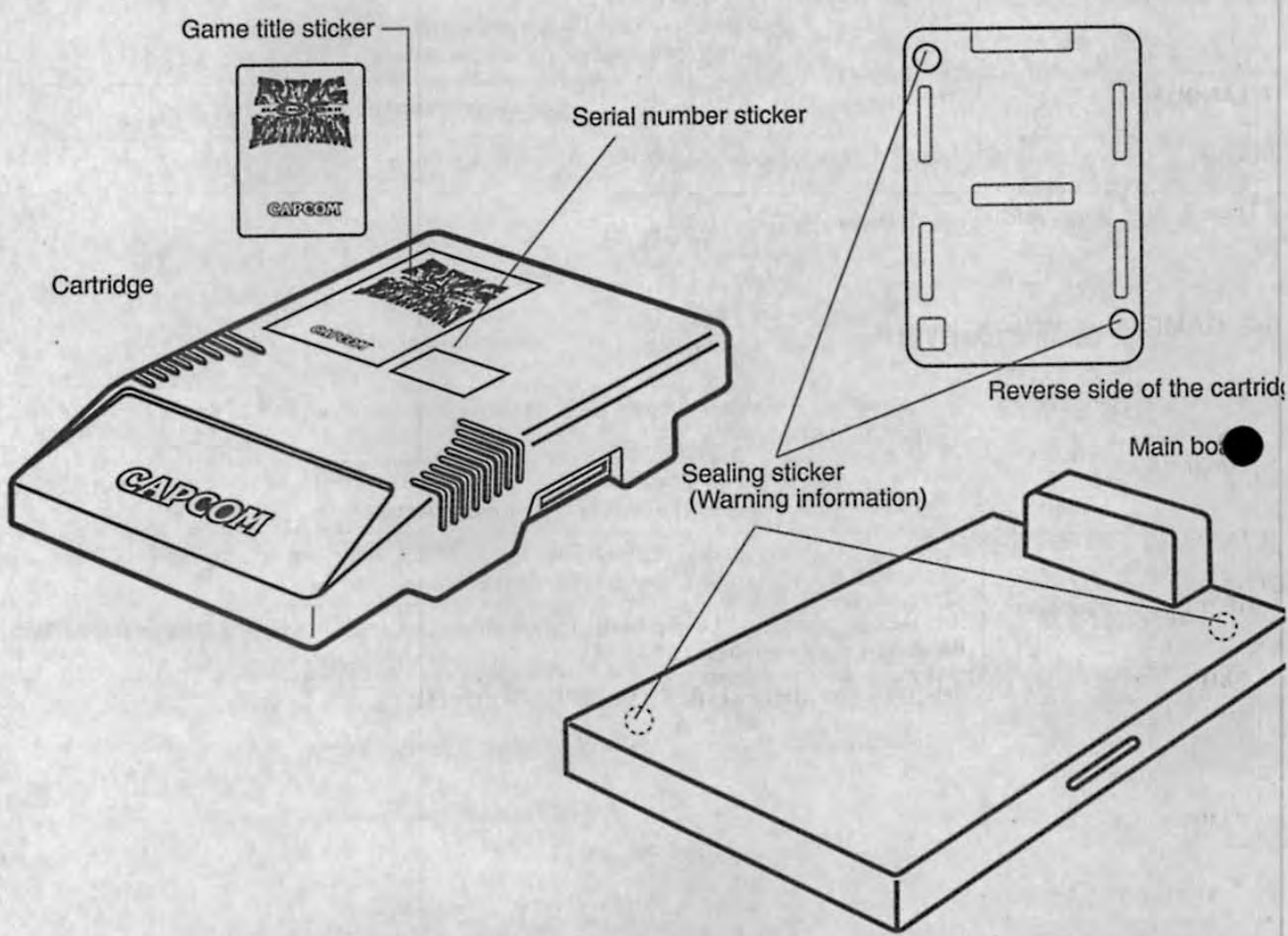
### 6-2. GAME CONFIGURATION

1. COMPUTER LEVEL	Sets the level of difficulty. There are 8 levels ranging from 0 to 7, with 0 being the easiest and 7 the most difficult.
2. DAMAGE LEVEL	Sets the level of offensive power. The level of offensive power can be set in eight steps, 0 through 7, with 0 being the least powerful and 7 the most powerful.
3. LEVEL UP SPEED	Sets how quickly the level of difficulty increases. There are four speeds (between 0 and 3) to choose from, with 0 being the most gradual and 3 the most rapid.
4. TIME COUNT SPEED	Sets the countdown speed of the timer. The countdown speed can be set in 4 steps, with 0 being the slowest and 4 the fastest.
5. EXIT	Select this item to return to the CONFIGURATION MENU.

### HOW TO EJECT THE CARTRIDGE



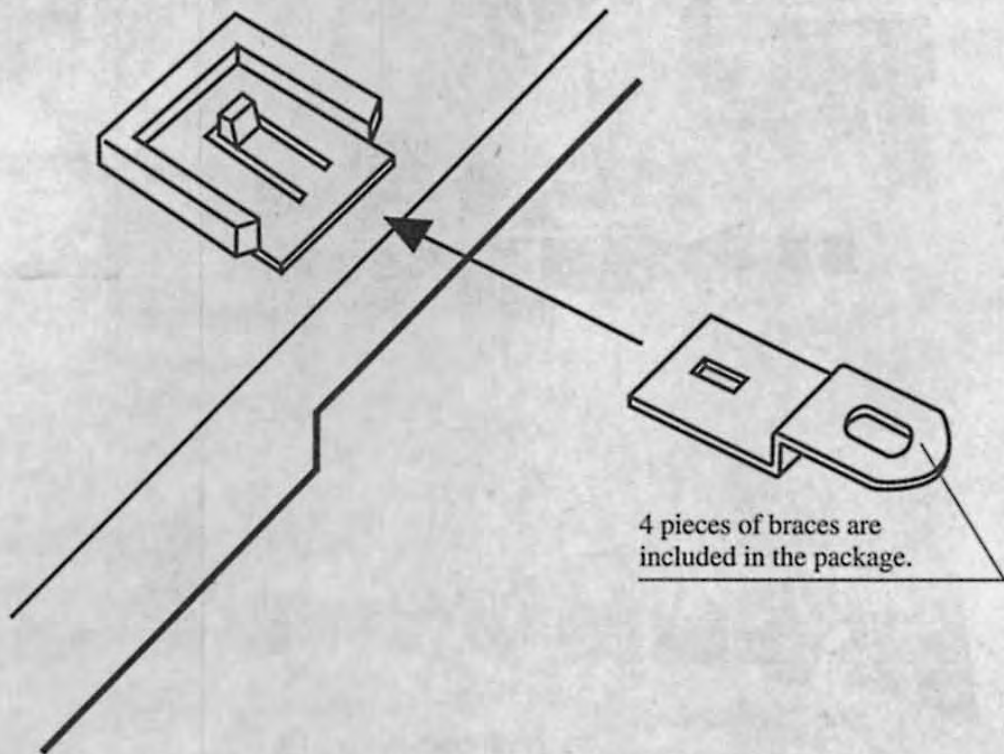
### STICKER DESCRIPTIONS



\* Do not disassemble the case. If the case has been disassembled, or there is evidence that it has been, repair will be refused.

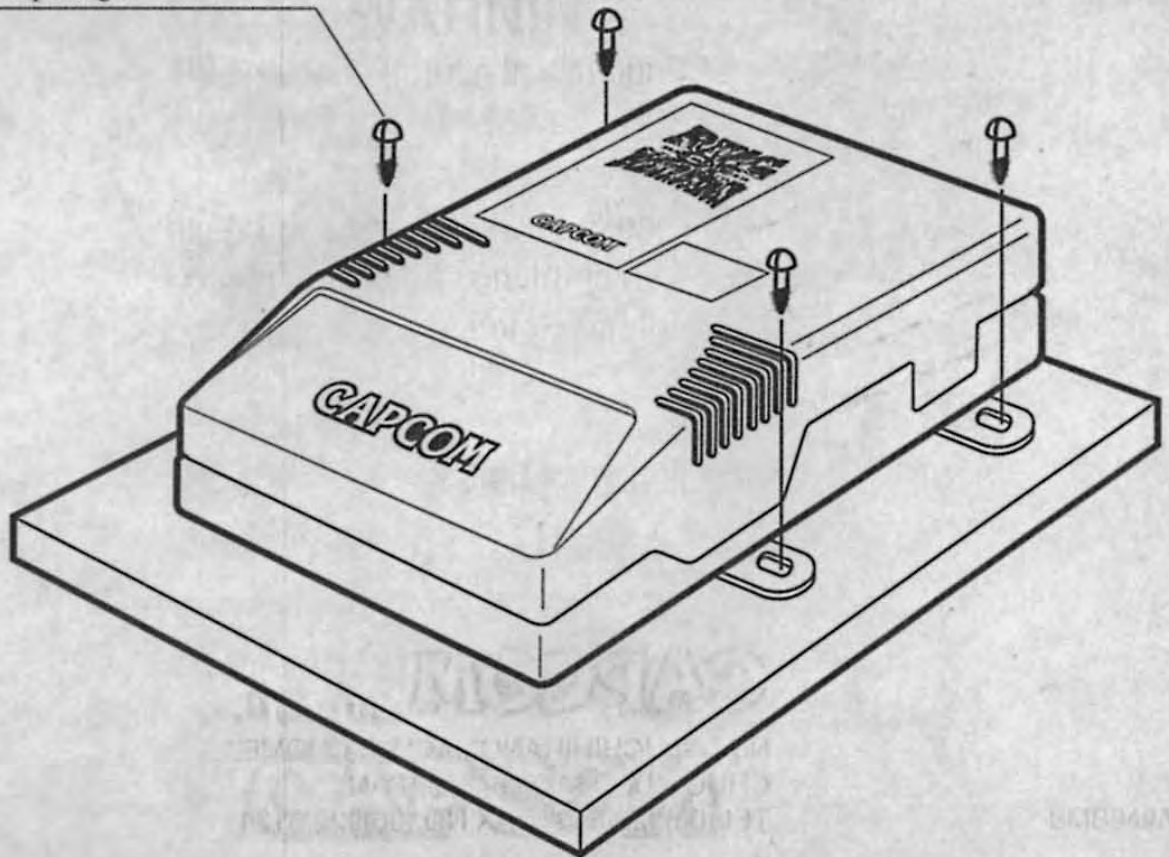
# HOW TO MOUNT THE P.C. BOARD

## 1) Putting the braces



## 2) Mounting the P.C.B

These screws are not included in the package.





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