

STREET SMART

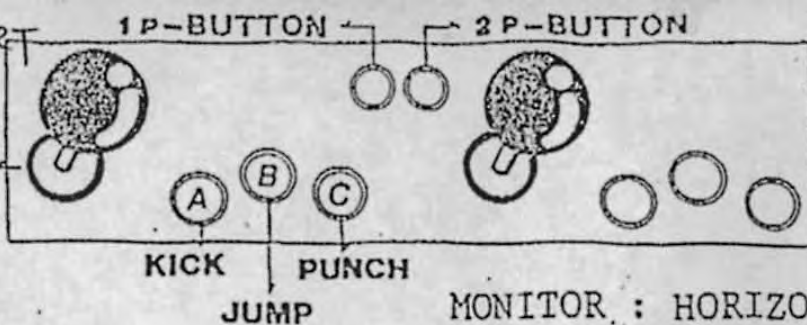
HARNESSES

CONNECTOR CR7E-60DA-3.96E (HRS) 3.96mm Pitch



SOLDER SIDE	PIN NO.		PART SIDE
G N D	A	1	G N D
G N D	B	2	G N D
+ 5 V	C	3	+ 5 V
+ 5 V	D	4	+ 5 V
	E	5	
+ 12 V	F	6	+ 12 V
K E Y	H	7	K E Y
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
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 CONTROL UP	V	18	1P CONTROL UP
2P CONTROL DOWN	W	19	1P CONTROL DOWN
2P CONTROL LEFT	X	20	1P CONTROL LEFT
2P CONTROL RIGHT	Y	21	1P CONTROL RIGHT
2P CONTROL PUSH1	Z	22	1P CONTROL PUSH1
2P CONTROL PUSH2	a	23	1P CONTROL PUSH2
2P CONTROL PUSH3	b	24	1P CONTROL PUSH3
	c	25	
	d	26	
G N D	e	27	G N D
G N D	f	28	G N D

STREET SMART



MONITOR : HORIZONTAL
 PANEL : 8 WAY LEVER
 WITH 8 BUTTONS
 PAIR CONTROL

CHOOSE 1 PLAYER SIDE (KARATE-MAN) OR 2 PLAYER-SIDE (WRESTLER) AND FIGHT YOUR WAY.

WHEN 2 PLAYERS MODE, AFTER EACH STAGES THERE IS A MATCH HERO VS HERO.

WINNER GETS GAL'S CELEBRATION!

HERO CHANGES HIS ATTACK ACCORDING TO THE DISTANCE BETWEEN ENEMIES.



A+B BUTTON = SOMERSAULT!



C BUTTON = PUNCH!

- 1P KARATE-MAN**
 - ELBOW-SMASH
 - MIDDLE PUNCH
- 2P WRESTLER**
 - UPPER
 - UPPER
 - BODY BLOW
 - HEAD BUTT
 - PUNCH RIGHT
 - PUNCH LEFT

A BUTTON = KICK!

- 1P KARATE-MAN**
 - HACK
 - LOW KICK
 - SIDE KICK
 - TURN KICK
- 2P WRESTLER**
 - SIT DOWN KICK
 - LOW KICK
 - KICK
 - TURN KICK



A+C BUTTON = JUMP KICK!
B BUTTON = JUMP!