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.

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.

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

○ PCB CONNECTOR
  JAMMA STANDARD

○ CRT MONITOR
  HORIZONTAL SCREEN

○ 8-WAY LEVER
  MOVES PLAYER TO UP/DOWN,
  LEFT/RIGHT AND OTHER DIRECTIONS.

• CONFIGURATION

COIN COUNTER  REGISTER

JAMMA  OPTION

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

TEST SW
VOLUME-UP SW
VOLUME-DOWN SW
**CONNECTORS**

JAMMA: JAMMA 56-pin connector  
OPTION: optional I/O connector  
AUDIO OUT: used only for CAPCOM QSound cabinet  
REGISTER: I/O connector for register

**OPTION**

![](image)

TEST: test switch of the circuit board  
VOLUME  
UP: volume-up switch  
DOWN: volume-down switch

**CONNECTION**

![](image)
ABOUT EEP-ROM

This board is equipped with EEP-ROM which can store various settings without backup battery. The EEP-ROM lets you change settings on screen. Please see the chapter SYSTEM CONFIGURATION for particulars.

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 “9.EXIT” and push 1P A button.

---

(*Screen A)

TEST MENU

* 1. INPUT  
   2. OUTPUT  
   3. SYSTEM CONFIGURATION  
   4. MEMORY TEST  
   5. SOUND & VOICE  
   6. COLOR  
   7. DOT CROSS HATCH  
   8. CHARACTER  
   9. EXIT

---

3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

- Select an item with the 1P lever and decide with the 1P A 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 “3.SYSTEM CONFIGURATION”
  - After the memory is tested on the menu of “4.MEMORY TEST”
### 4) Item Descriptions

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Input</td>
<td>Used to test all the input/output switches. &quot;1&quot; appears when the switches are on. Check connection and switches in case &quot;0&quot; appears.</td>
</tr>
<tr>
<td>2. Output</td>
<td>Used to change game play setting. See the next chapter.</td>
</tr>
<tr>
<td>3. System Configuration</td>
<td>Used to test the memory. &quot;OK&quot; appears when it works normally. &quot;ERROR&quot; appears in case of malfunction, then repeat the memory test. Contact your dealer if &quot;ERROR&quot; still appears.</td>
</tr>
<tr>
<td>4. Memory Test</td>
<td>Select a code of SOUND or VOICE with the 1P lever. Push the 1P A button to hear the sound of the selected code, then adjust volume.</td>
</tr>
<tr>
<td>5. Sound &amp; Voice</td>
<td>Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.</td>
</tr>
<tr>
<td>6. Color</td>
<td>Used to test screen size, focus and distortion.</td>
</tr>
<tr>
<td>7. Dot Cross Hatch</td>
<td>Used to check all the characters.</td>
</tr>
<tr>
<td>8. Exit</td>
<td>Select this item and push 1P A button to return to game play mode.</td>
</tr>
</tbody>
</table>

### 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 SYSTEM CONFIGURATION

1) TO OPEN THE MENU

- On the TEST MENU screen, select "3. SYSTEM CONFIGURATION" and push the 1P A button. The Screen B shown below appears.

2) TO CLOSE THE MENU

- When all the settings are done, select "EXIT" and push the 1P START button.
- When settings are changed, new settings are stored on EEPROM, then the TEST MENU appears.
- A message "SAVING NEW CONFIGURATION IN EEPROM" appears while new settings are being written on EEPROM.
- It takes one or two seconds to write new settings on EEPROM. Do not turn off the power switch while writing.
- A message "CONFIGURATION SAVED" appears and then the TEST MENU automatically appears when writing is done.

![SYSTEM CONFIGURATION MENU]

- Number of coins per play
- Game difficulty setting
- Stereo or monaural
- With or without sound in attract mode
- With or without continued play
- A one-player game from the two-player (2P) side start up
- Turnover of the screen
- Returns to factory setting
- Returns to the TEST MENU

3) TO CHANGE THE SETTING

- Select an item with the 1P lever (UP or DOWN) and change the setting with the 1P lever (LEFT or RIGHT).
- Settings will be changed in the order shown in the following table.
- You can also change the setting with the 1P A button.
# SYSTEM CONFIGURATION

## 4) MENU

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

<table>
<thead>
<tr>
<th>GAME DIFFICULTY</th>
<th>1 EASIEST</th>
<th>2 VERY EASY</th>
<th>3 EASY</th>
<th>4 MEDIUM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5 MEDIUM HARD</td>
<td>6 HARD</td>
<td>7 VERY HARD</td>
<td>8 HARDEST</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SOUND</th>
<th></th>
<th>STEREO (Q.SOUND)</th>
<th></th>
<th>MONOAURAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEMO SOUND</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CONTINUE</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
</tr>
<tr>
<td>START MODE</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MONITOR FLIP</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Bold faces indicate the factory setting.

*After you change the setting, make sure to select "EXIT" and push the 1P START button. Otherwise your setting will not be memorized.
<table>
<thead>
<tr>
<th>ITEM DESCRIPTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN</td>
</tr>
<tr>
<td>GAME DIFFICULTY</td>
</tr>
</tbody>
</table>
| SOUND | STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinets, please set to MONAURAL.  
**STEREO**—with QSOUND  
**MONAURAL**—without QSOUND |
| DEMO SOUND | With or without sound in Attract Mode.  
**ON**—with sound  
**OFF**—without sound |
| CONTINUE | Sets continuous play.  
**ON**: Continuous play is possible.  
**OFF**: Continuous play is not possible. |
| START MODE | Sets whether or not it is possible to start a one-player game from the two-player (2P) side after game start up.  
**ON**: Game can be started from the two-player (2P) side.  
**OFF**: Game cannot be started from the two-player (2P) side. |
| MONITOR FLIP | Turns the screen. If the screen appears upside down, change the setting.  
**ON**—with turnover  
**OFF**—without turnover |
| FACTORY SETTING | To return to the factory settings, select this item and push the 1P START button. |
| EXIT | To store changed settings and return to the TEST MENU, select this item and push the 1P START button. |
HOW TO EJECT THE CARTRIDGE

STICKER DESCRIPTIONS

Game title sticker
Serial number sticker
Warning information sticker
Sealing sticker
Reverse side of the cartridge

* Disassembling the case or removing the sticker may cause the termination of your repair warranty.
HOW TO MOUNT THE P.C. BOARD

1) Putting the braces

4 pieces of braces are included in the package.

2) Mounting the P.C.B

These screws are not included in the package.