

TEKKEN 2

OPERATION MANUAL

 CAUTION

In order to safely use this machine, be sure to carefully read this operation manual and the manual of the cabinet in which this machine to be installed before installation and operation.

This operation manual should be kept together with the machine.

DISTRIBUTED BY:

NAMCO LIMITED
2-8-5 TAMAGAWA, OHTA-KU, TOKYO, 146, JAPAN

1. Cautions

- (1) Be sure to turn off the cabinet whenever installing or removing the PC board. Otherwise you may be hurt by an electric shock.
- (2) Be sure to use an edge connector which is applied to the JAMMA standard. Any modifications such as cutting the edges of PC boards will cause a failure and also will be out of our guarantee for repair.
- (3) Never test the PC boards for conductivity with a multimeter or similar device. The PCB contains sensitive chips which could be destroyed even by the internal voltage of such a device.
- (4) Foreign matters or dust on the PC boards will cause a failure. Turn off the power and clean the PC boards with a brush or similar thing.
- (5) When transporting the PC boards, wrap them with sponges or air caps and pack them in a card board box so that they can avoid a direct impact from outside during shipment.
- (6) For maintenance, contact your distributor.

2. Specifications

- (1) Control panel: One-side 2-P specifications
 - 8-direction lever: 2 (1P, 2P, 1 each)
 - Button switch: 8 (1P, 2P, 4 each)
 - Start switch: 2 (1P, 2P, 1 each)
- (2) PC board size: 230 x 230 mm
- (3) Direction of monitor: Horizontal

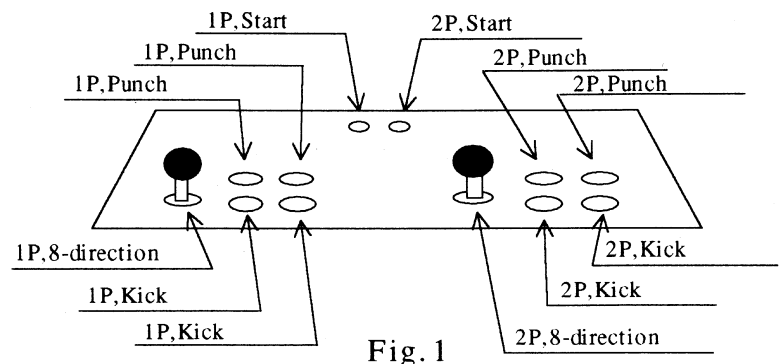


Fig. 1

3. Connection

- (1) Connection of control panel
See above to connect JAMMA harness and extended harness(accessory) to control panel through the cabinet (see P3 : PC board connector table)
Connecting expanded harness to the right speaker allows you to enjoy a stereophonic effect.
- (2) Connection of PC board
Set the PC board in the cabinet and connect JAMMA edge connector and 48P extended edge connector (DDK 225D-10024C2-2312) to the PC board.

4. Explanation of PC Boards

- (1) Option switches
No.1 to "ON" for Test Mode.
No.2 to "ON" for Screen Freeze.
Normally, all of the option switches are "OFF".
- (2) Speaker volumes
To decrease the sound volume of the speaker, turn the speaker volume counter-clockwise.

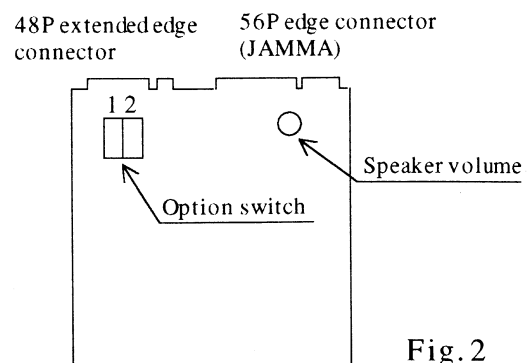


Fig. 2

5. Test Mode

- (1) The PC Board enters the test mode by setting the test switch on the PC Board to "ON" on the game screen. And the test menu screen is displayed on the monitor. Use the test switch (For connection, see P3: PC Board Connector Table) on the cabinet or the option switch on the PC Board. (see P1: 4.(1) Option switches)
When an item is selected by operating the 1P control lever up and down and the 1P Punch button1 switch is pushed, the selected test screen is displayed.
- (2) Game fees can be changed on the coin option screen, and the game difficulty can be changed on the game option screen. Select an item by operating the 1P control lever up and down, and change its contents using the 1P Punch button2 switch (see the option setting table). After that, push the 1P Punch button2 switch to return to the test menu screen.

SWITCH TEST	(a) Switch test screen
SOUND TEST	(b) Sound test screen
COIN OPTIONS	(c) Coin option screen (Setting of game fees)
GAME OPTIONS	(d) Game option screen (Setting of game difficulty)
UARTS TEST	(e) Not used
POLYGON TEST	(f) Polygon test screen
A. D. S.	(g) A. D. S. screen
COLOR TEST	(h) Color test screen (for monitor adjustment)
CONVERGENCE TEST	(i) Cross hatch pattern (for monitor adjustment)
RS-232C TEST	(j) Not used

※Brightness is adjustable on
COLOR TEST.

(Test menu screen)

COIN OPTIONS [DEFAULTS IN GREEN]	
GAME COST : 1 COIN 1 CREDIT	1
DISCOUNT TO CONTINUE : NO	2
COIN 1 MECH VALUE : 1 COIN COUNT AS 1 COIN	3
COIN 2 MECH VALUE : 1 COIN COUNT AS 1 COIN	4
COIN 3 MECH VALUE : 1 COIN COUNT AS 1 COIN	5
COIN 4 MECH VALUE : 1 COIN COUNT AS 1 COIN	6
BONUS FOR QUANTITY BUY IN : NONE	7
CREDIT MODE : COMMON	8
COIN COUNTER : TYPE A: 1 COUNTER	9
FREE PLAY : NO	10

(Coin Option screen)

GAME OPTIONS [DEFAULTS IN GREEN]	
DIFFICULTY LEVEL : HARD	1 1
FIGHT COUNT (1P GAME) : 2	1 2
FIGHT COUNT (VS GAME) : 2	1 3
LIFE BAR (1P GAME) : 110	1 4
LIFE BAR (VS GAME) : 125	1 5
GUARD DAMAGE : OFF	1 6
BASIC GUARD : ON	1 7
ROUND TIME : 40sec	1 8
CHARACTER CHANGE AT CONTINUE : YES	1 9
CHARACTER CHANGE AT VS GAME : YES	2 0
NEW CHARACTER : BAEK & LEI	2 1
VS GAME WINS SHOWN BY : NUMBER	2 2
MUSIC IN ATTRACT : YES	2 3
SPEAKER OUT : STEREO	2 4
EVENT MODE : OFF	2 5
HIT COLOR : GREEN	2 6

(Game Option Screen)

(Option setting table)

Item	Contents	
1. Game fees	one count required for one game (one credit)	1 < [1 - 9]
2. DISCOUNT	50% discount when continuing a play	NO < YES
3. COIN 1 MECH VALUE	Count per coin	1 < [1 - 9]
4. COIN 2 MECH VALUE	Count per coin	1 < [1 - 9]
5. 6.	Not used	
7. BONUS COIN	One additional coin per the specified number of coins	NONE < 2 Coins Give 1 Coin~9 Coins Give 3 Coins
8. CREDIT MODE	COMMON (Credit is common to 1P and 2P) < , EACH ONE (Credit is set for 1P and 2P each)	
9. COIN COUNTER	TYPE A : 1COUNTER (1Coin counter for 2slots) < TYPE B : 2COUNTERS (1Coin counter for each 1slot)	
10. FREE PLAY	NO < YES	
11. DIFFICULTY LEVEL	HARD < [EASY , MEDIUM , HARD , VERY HARD , ULTRA HARD]	
12. FIGHT COUNT (1P GAME)	2 (Standard) < [1,2,3,4]	
13. FIGHT COUNT (VS GAME)	2 (Standard) < [1,2,3,4]	
14. LIFE BAR (1P GAME)	110 < [95 , 110 , 125 , 140 , 160]	
15. LIFE BAR (VS GAME)	125 < [95 , 110 , 125 , 140 , 160]	
16. GUARD DAMAGE	OFF < ON (ON ; A Character is damaged a little even when they block the enemy.)	
17. BASIC GUARD	ON < OFF (OFF ; A Character blocks only when a lever is entered in the proper direction.)	
18. ROUND TIME	40sec. < [20sec.,30sec.,40sec.,50sec.,60sec.]	
19. CHARACTER CHANGE AT CONTINUE	YES < NO	
20. CHARACTER CHANGE AT VS GAME	YES < NO	
21. NEW CHARACTER	BAEK & LEI < JUN & LEI (Baek or Jun can be selected as a default character.)	
22. VS GAME WINS SHOWN	NUMBER < FRUIT	
23. MUSIC IN ATTRACT	YES < NO	
24. SPEAKER OUT	STEREO < MONO	
25. EVENT MODE	OFF < ON (Game is over per each VS match.)	
26. HIT COLOR	GREEN < RED	

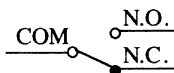
Example	Game fees		①	②	③/④	⑦	Credit display	(Note) Set ③,④ corresponded to Coin Mech 1&2 in use.
	1 game	Continue						
	100 yen	100 yen						
100 yen	50 yen	2 COINS 1 CREDIT	YES	1 COUNT 2 COINS	NONE	CREDIT 0/2		

6. PC Board Connector Table

JAMMA edge connector (56P 3.96 mm pitch)

Solder side	Terminal No.		Parts side
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
Insertion error preventing	H	7	Insertion error preventing
Coin counter 2	J	8	Coin counter 1
	K	9	Coin lockout 1
Speaker (-)	L	10	Speaker (+)
Audio (GND)	M	11	Audio (+)
Video GREEN	N	12	Video RED
Video SYNC	P	13	Video BLUE
Service switch	R	14	Video GND
	S	15	Test switch
Coin switch 2	T	16	Coin switch 1
2P start switch	U	17	1P start switch
2P lever UP	V	18	1P lever UP
2P lever DOWN	W	19	1P lever DOWN
2P lever LEFT	X	20	1P lever LEFT
2P lever RIGHT	Y	21	1P lever RIGHT
2P Punch button1	Z	22	1P Punch button1
2P Punch button2	a	23	1P Punch button2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

- Do not connect anything to the blank connectors.
- Both lockout solenoid and coin counter operate on +12V.
- Connect the switches to N.O. terminals such as a microswitch, and the GND to the COM terminal.



- The supply voltage is available within $\pm 5\%$. For use in the best condition, get the supply voltage as close to the specified voltage as possible.

(Recommended power capacity)

+5V $\pm 5\%$	2.5 A or more
+12V $\pm 5\%$	2.0 A or more

Extended edge connector (48P 2.54 mm pitch)

Solder side	Terminal No.		Parts side
Speaker R (-) [YEL]	A1	B1	Speaker R (+) [ORG]
	A2	B2	
	A3	B3	
	A4	B4	
Insertion error preventing key	A5	B5	Insertion error preventing key
	A6	B6	
	A7	B7	
2P Kick button1 [WHT/BLU]	A8	B8	2P Kick button2 [WHT/VIO]
	A9	B9	GND [BLK]
	A10	B10	GND [BLK]
	A11	B11	
	A12	B12	
	A13	B13	
	A14	B14	
	A15	B15	
	A16	B16	
	A17	B17	
	A18	B18	
	A19	B19	1P Kick button2 [VIO]
1P Kick button1 [BLU]	A20	B20	
	A21	B21	
	A22	B22	
	A23	B23	
	A24	B24	

- Do not connect anything to the blank connectors.
- The colors indicated in [] in the extended edge connector table show these of color cords on the extended edge connector harness in the accessories.

[Connection to stereo cabinet]

(1) STEREO / MONO setting

Select SPEAKER OUT in the game option screen at the test menu screen.

<Caution> Monophonic cabinets do output only the left-hand sound even if the stereophonic setting is selected.

(2) Connection to speakers

- Connect the (L) speaker to the speaker output of 56P edge connector (JAMMA) on the PC board.
- Connect the (R) speaker to Speaker R (+), (-) of 48P extended edge connector.

* Use a DDK 225D-10024C2-2312 as a 48P extended edge connector.