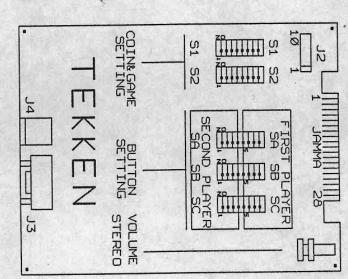
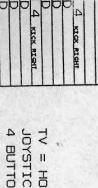
TEKKEZ

SIDE A RICK RESHT 5 2P USH 4 RICK RESHT 5 2P USH 1 RICK RESHT 7 8 2P USH 1 RICK RESHT 7 13 14 2P USH 1 RICK RESHT 7 13 14 COI 15 R LEFT (+) 19 20 SPEER RIGHT (+) 19 20 SP	GND	28		GND
SIDE A SOLDER USH 4 MACK MACH SHEEL STAND USH 3 MACK MACH SHEEL S	GNO		27	GNO
SIDE A B SOLDER 1 2 2 1 2 2 PUSH 4 MARKA	V2+	26		+5V
SIDE A B SOLDER 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	YZ+		22	+5V
SIDE A SOLDER 1 2 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		24		
SIDE A SOLDER 1 2 2 9 PUSH 4 VICK RICHI 5 2P PUSH 3 USH 3 PANSH RICHI 5 2P PUSH 3 USH 3 PANSH RICHI 7 8 2P PUSH 3 USH 1 XCK LET 7 8 2P PUSH 3 USH 1 XCK LET 7 9 2P PUSH 3 USH 2 PASH 1 1 2 2P PUSH 3 IART 1 13 12 2P PUSH 1 IART 1 13 12 2P START 1 2 2P START 1	+127		23	+12V
SIDE A B SOLDER 1 2 USH 4 MAKE MAGEN		77		
SIDE A SOLDER 1 2 USH 4 MAKE MAKEN 1 3 USH 3 MAKEN MAKEN 1 5 USH 3 MAKEN MAKEN 1 5 USH 1 MAKEN MAKEN 1 7 USH 1 MAKEN MAKEN 1 7 USH 2 MAKEN MAKEN 1 7 USH 2 MAKEN MAKEN 1 7 USH 1 MAKEN MAKEN 1 7 USH 2 MAKEN MAKEN 1 7 USH 2 MAKEN MAKEN 1 7 USH 3 MAKEN MAKEN 1 7 USH 4 MAKEN MAKEN 1 7 USH 3 MAKEN MAKEN 1 7 USH 3 MAKEN MAKEN 1 7 USH 4 MAKEN MAKEN 1 7 USH 4 MAKEN MAKEN 1 7 USH 3 MAKEN MAKEN 1 7 USH 4 MAKEN MAKEN 1 7 USH 1 MAKEN MAKEN 1 7 USH 1 MAKEN MAKEN 1 7 USH 1 MAKEN MAKEN 1 7 USH 2 MAKEN MAKEN 1 7 USH 1 MAKEN MAKEN 1 7 USH	F		72	COUNT 1
SIDE A B SOLDER 1 2 2 PUSH 4 MICH. MICH. 1 3 PUSH 3 PUSH 3 1 2 PUSH 1 1 2 PUSH 3 1 3 PUSH 1 1 3 PUSH 3 1 3 PUSH 1 1 3 PUSH 1 1 3 PUSH 1 1 3 PUSH 1 3 PUSH 3 1 3 PUSH 3 1 3 PUSH 1 3 PUSH 3 1 4 PUSH 4 1 3 PUSH 3 1 5 PUSH 3 1 6 PUSH 3 1 7 PUSH 3 1 8 PUSH 3 1 9 PUSH 3		00		
SIDE A SOLDER 1 2 2 PUSH 4 MARK RICHT 5 2 PUSH 3 USH 3 PARK ART 7 8 2P PUSH 3 USH 1 MARK ART 7 8 2P PUSH 3 USH 2 PARK ART 7 8 2P PUSH 1 INTERIOR 1 10 2P DOWN INTERIOR 1 12 2P DOWN INTERIOR 1 12 2P START INTERIOR 1 13 COIN 2 INTERIOR 1 15 SYNC GREEN INTERIOR 1 16 SPEAKER RI	SPEAKER LEFT (-		19	1431
SIDE A SOLDER USH 4 MCK MCH 3 2 2 2 2 2 2 2 2 2	RIGHT	18		RIGHT
SIDE A B SOLDER 1 2 USH 4 MAKE MAKEN 15 4 2P PUSH 4 USH 3 PANCH MAKEN 15 6 2P PUSH 3 USH 1 MAKEN MAKEN 15 6 2P PUSH 3 USH 1 MAKEN MAKEN 7 7 2P PUSH 1 USH 1 MAKEN MAKEN 1 7 2P PUSH 1 USH 1 MAKEN MAKEN 1 7 2P PUSH 1 USH 1 MAKEN MAKEN 1 7 2P PUSH 1 USH 1 MAKEN MAKEN 1 7 2P PUSH 1 USH 1 MAKEN MAKEN 1 7 2P DOWN USH 1 MAKEN MAKEN 1 7 2P DOWN USH 1 MAKEN MAKEN 1 7 2P START USH 1 14 COIN 2 USH 2 MAKEN MAKEN 1 7 2P START USH 3 MAKEN MAKEN 1 7 2P START USH 3 MAKEN MAKEN 1 7 2P START USH 4 MAKEN MAKEN 1 7 2P START USH 4 MAKEN MAKEN 1 7 2P START USH 4 MAKEN MAKEN MAKEN 1 7 2P START USH 4 MAKEN MAKE	GREEN		17	RED
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SIDE A B SOLDER USH 4 MCK MCH 4 2P PUSH 4 USH 3 MCK MCH 5 2P PUSH 3 USH 3 MCK MCH 7 6 2P PUSH 3 USH 1 MCK MCH 7 6 2P PUSH 2 USH 1 MCK MCH 7 6 2P PUSH 1 IGH		14		
SIDE A B SOLDER 1 2 1 2 1 2 1 2 1 2 1 3 1 4 2P PUSH 4 1 3 1 4 2P PUSH 3 1 4 2P PUSH 3 1 7 2P PUSH 3 1 8 2P RIGHT 1 8 2P RIGHT 1 8 2P LEFT 1 9 10 2P DUWN 1 1 2P UP 1 1 2P UP 1 1 2P START	2		13	COIN 1
SIDE A B SOLDER 1 2 USH 4 KKK MACH	SI	12		1P START
SIDE A B SOLDER	C		11	F
SIDE A SOLDER USH 4 Mack Mach 5 USH 2 Mack Mach 5 USH 2 Mack Mach 7 USH 3 Mack Mach 7 USH 1 Mack Mach 7 USH 1 Mack Mach 7 USH 2 Mack Mach 1 USH 2 Mack Mach 1 USH 3 Mack Mach 1 USH 1 Mack Mach 1 USH 1 Mack Mach 1 USH 2 Mack Mach 1 USH 2 Mack Mach 1 USH 3 Mack Mach 1 USH 3 Mack Mach 1 USH 1 Mack Mach 1 USH 1 Mack Mach 1 USH 2 Mack Mach 1 USH 1 Mack Mach 1 USH 2 Mack Mach 1 USH 2 Mack Mach 1 USH 2 Mack Mach 1 USH 3 Mack Mach 1 USH 1 Mack Mach 1 USH 1 Mack Mach 1 USH 3 Mach 1 USH 1 Mack Mach 1 USH 3 Mach 1 USH 1 Mack Mach 1 USH 1 Mach 1 USH 1 Mach 1 USH 1 Mach 1 USH 2 Mach 1 USH 1 Mach 1 USH 1 Mach 1 USH 1 Mach 1 USH 2 Mach 1 USH 2 Mach 1 USH 3 Mach 1 USH 3 Mach 1 USH 1 Mach 1 USH 3 Mach 1 USH 1 Mach 1 USH 3 Mach 1 USH 1 Mach 1 USH 2 Mach 1 USH 1 Mach 1	P	10		DO
SIDE A RICK RICHT 7 6 2P PUSH 3 USH 1 RICK LEFT 7 8 2P RIGHT 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	2P LEFT		9	1P LEFT
SIDE A B SOLDER 1 2 1 2 1 2 1 2 1 3 1 2 1 3 1 4 2P PUSH 4 1 3 4 2P PUSH 3 1 5 1 2P PUSH 1	RIGHT	8		RIGHT
SIDE A B SOLDER 1 2 2 PUSH 4 MARK MAGH 15 2P PUSH 4 USH 3 PANCH LEFT 6 2P PUSH 3 USH 2 PANCH LEFT 6 2P PUSH 2	PUSH 1		7	PUSH
SIDE A B SOLDER 1 2 2 9 PUSH 4 USH 4 Mark Brent 5 2P PUSH 4	PUSH 2	6		PUSH
SIDE A B SOLDER 1 2 2 3 4 2P PUSH 4	PUSH 3		S	PUSH
SIDE A B SOLDER	PUSH 4	4		USH 4
SIDE A B SOLDER			3	
SIDE A B SOLDER	GND GND	2		GND
SIDE A B SOLDER	GND		1	GNO O
		8	D	PART SIDE
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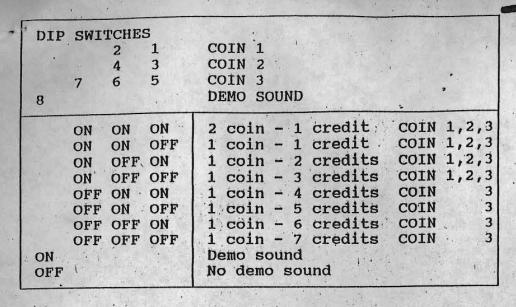
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J2 CONNECTOR

TEXXEN

TV = HORYZONTAL JOYSTICK & WAY 4 BUTTOM





Push Memory Card in Slot 1

Press test before Power On

Difficulty Level: Easy, Medium, Hard, Very Hard, Cultra Hard

Fight Count : 1,2,3,4,5

Round Time : 00, 10, 20, 30, 40, 50, 60

Speaker Out: Mono, Stero

BGM Select: Arrange, Original

2 P game Wins: Fruit, Number

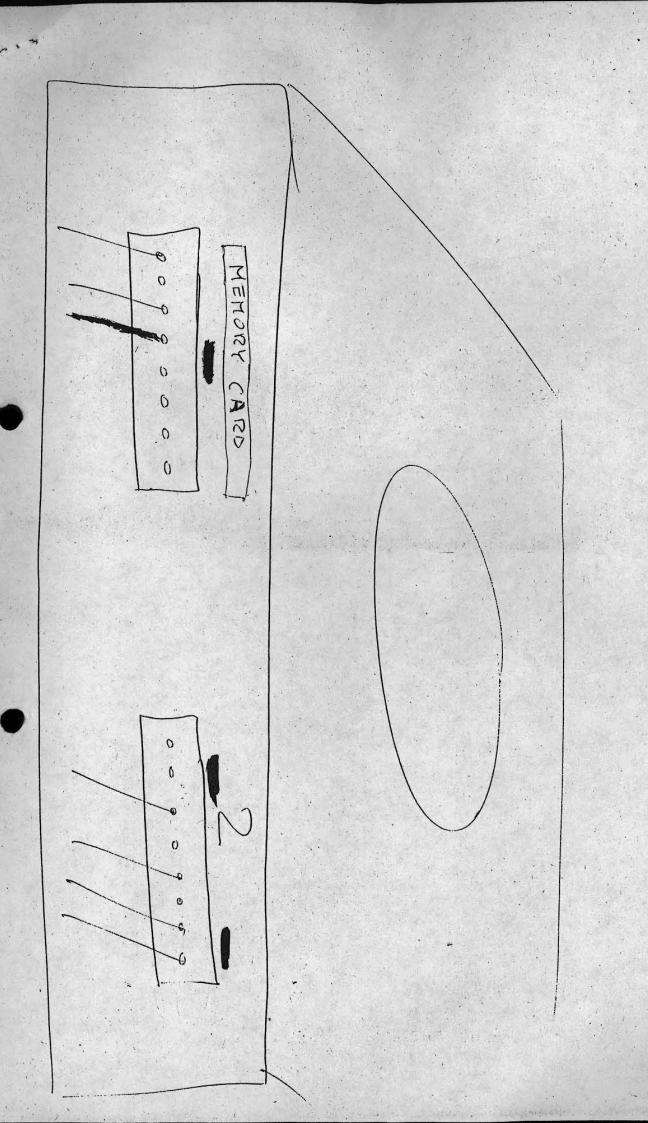
Character Change: NO YES

Key Config: NO FUNTION

Exit 1P Stait

POLYGON

SOLDER SIDE	PII	N #	PART SIDE
0 N. D	Λ	1	G N D
G N D	В	2	G N D
1 6 V	С	3	+ 5 V
+ B V	D	4	+ 5 V
	E	5	
· · · + 1 2 V	F	8	+ 1 2 V
KEY	- 11	7	KEY
COIN COUNTER 2	J.	8.	COIN COUNTER1
COIN COUNTERS 3	К	9	
SPEAKER (L)	L	1 0	SPEAKER (R)
AUDIO (GND)	М	1 1	
VIDEO GREEN	N	1 2	AIDEO KED
VIDEO, SYNC	P	1 3	VI-DEO BLUE
	. R :	1 4	VIDEO GND
COIN SW 3	5	1 5	TEST SW
COIN SW2	Т	1 6	COIN SW1
START SW2	U	17	START SW1
2 P U P	v	1 8	1 P U P
2 P DOWN	w	1 9	1 P DOWN
2P LEFT	х	2 0	1 P LEFT
2 P RIGHT,	Y	2 1	. 1P RIGHT
2 P P U S 11 1	z	2 2	1 P PUSH1
2 P PUSH 2	a	2 3	1 P PUSH 2
2 P P U S 11 3	ь	2 4	1 P PUSH3
2 P P U S 11 4	0	2 5	1 P PUSH4
Lagratina Magazin	d	2 6	
g N D		2 7	G N D
0 N D	1	28	G N D



namco®

TEKKEN

OPERATION MANUAL

DISTRIBUTED BY :

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

Cautions

- (1) Be sure to turn off the cabinet whenever installing or removing the PC board.
- (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 amoid a direct impact from outside during shipment.
- (6) For maintenance, contact your distributor.

2. Specifications

One-side 2-P specifications (1) Control panel: 2 (1P, 2P, 1 each) · 8-direction lever: 8 (1P, 2P, 4 each) Button switch: 2 (1P, 2P, 1 each) · Start switch: 230 x 230 mm board size:

(3) Direction of monitor: Horizontal

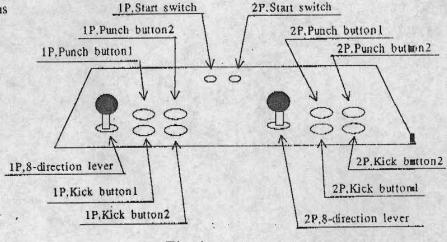


Fig. 1

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.

nection of PC board

t 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.

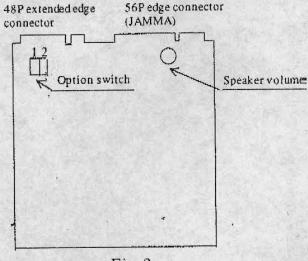


Fig. 2

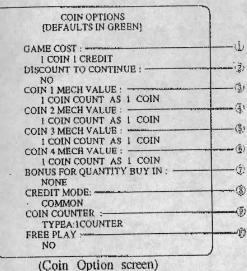
5. Test Mode

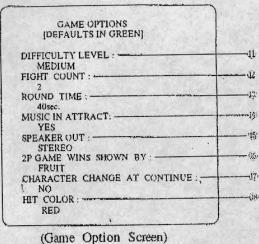
- (1) The PC Board enters the test mode by setting the test switch on the PC Board to "ON" on the game screen. And the test menu screen is displayed on the monitor. Use the test switch (For connection, see P3: PC Board Connector Table) on the cabinet or the option switch on the PC Board. (see P1: 4.(1) 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 button 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
                                     (b) Sound test screen
SOUND TEST
                                     (c) Coin option screen (Setting of game fees)
COIN OPTIONS
                                     (d) Game option screen (Setting of game difficulty)
GAME OPTIONS
                                     (e) Not used
UARTS TEST
POLYGON TEST ~
                                     (f) Polygon test screen
                                     (g) Not used
A.D.S. -
                                     (h) Color test screen (for monitor adjustment)
COLOR TEST-
                                     (i) Cross hatch pattern (for monitor adjustment)
CONVERGENCE TSTE-
RS-232C TEST
                                     (j) Not used
```

(Test menu screen)





(Canto Sparsa -

(Ontion setting table)

Ite	m				Content	s					
1) Game fe	es		one count required for	one count required for one game (one credit) 1< [1-9]							
DISCOL	INT		50% discount when c	ontinui	ine a plav	NO	NO < YES				
	MECH VAL	.UE	Count per coin			1 <	1< [1-9]				
COIN 2	MECH VAL	.UE	Count per coin			10	(1-91				
5) (6)			Not used								
) BONUS	COIN				specified number of co		Give 3				
8) CREDIT	MODE		COMMON (Credit is common to 1P and 2P) < , EACH ONE (Credit is set for 1P and 2P each)								
COIN COUNTER			TYPE A:1 COUNTER TYPE B:2 COUNTER	(1Coi s(1Co	n counter for 2slots)< oin counter for each 1s	(lot)					
OFREE PLAY			NO< YES								
10 DIFFICULTY LEVEL			MEDIUM < (EASY, MEDIUM, HARD, VERYHARD)								
12 FIGHT COUNT			2 (Standard) < [1.2.3.4.5.1]								
(3) ROUND TIME			40sec. < [20sec30sec40sec50sec60sec.]								
(A) MUSIC IN ATTRACT			YES < NO								
SPEAK	ER OUT)~~·/	STEREO < MONO								
6 2P GAN	AE WINS S	HOWN BY	FRUIT< [FRUIT, NUMBER]								
	CTER CHA		NO< YES								
Внт со			RED< OTHERS			-///X					
	Came fees			1			Credit	(Note)			
4.12.1	1 game	Continue	Q>	(5.	(J) (T)	:0	display	Set 3), 4 corresponded to Coin Mech 1&2 in			
Example	100 yen	100 yen	I COIN I CREDIT	NO	ICOUNT ICOIN	NONE	CREDIT 0	uxe.			
	100 yen	50 yen	2 COINS I 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	Termir	al No.	Parts side			
GND	A	1	GND			
GND	В	2	GND			
+5 V	C	3	+5 V			
+5 V	D	4	+5V			
	E	5				
+12V	F	6	+12V			
Insertion error preventing	Н	7	Insertion error preventing			
Coin counter 2	J	8	Coin counter 1			
NA MILLION TO	К	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 swich			
2P lever UP	٧	18	1 P lever UP			
2P lever DOWN	W	19	1P lever DOWN			
ever LEFT	X	20	1 P lever LEFT			
ver RIGHT	Y	21	1 P lever RIGHT			
2P Punch button1	Z	22	1 P Punch button I			
2P Punch button2	à	23	1 P Punch button2			
	ь	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.

supply voltage is available within ±5%. For use in the best condition, get the supply voltage as close to the specified voltage as possible.

(Recommended power capacity)

+5V±5%	2.5 A or more
+12V±5%	2.0A or more

Extended edge connector (48P 2.54 mm pitch)

Solder side	Termin	al No.	Parts side
ipeaker R (-)	Al	BI	Speaker R (+)
	A2	B2	
	A3	B3	
	A4	B4	
nscrtion error preventing key	A.5	B5	Insertion error preventing key
The state of the s	A6	B6	
	_ A7	87	Market Erock Carl
2P Kick button1	A8	Bs	2P Kick button2
	A9	89	
	A10	Blo	
	AII	811	
	A12	B12	
	A13	B13	
	A14	B14	
	A15	B15	
TORING HAM	A16	B16	
	A17	B17	
	A18	B18	
	A19	B19	1P Kick button2
IP Kick button!	A20	B20	
	A21	B21	
	A22	B22	
	A23	B23	
	A24	B24	

· Do not connect anything to the blank connectors.

[Connection to stereo cabinet]
(1)STEREO / MONO setting
Select the speaker output 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 the (R) speaker output of 4器P extended edge connector
- * Use a DDK 225D-10024C2-2312 as a 48P extended execonnector.