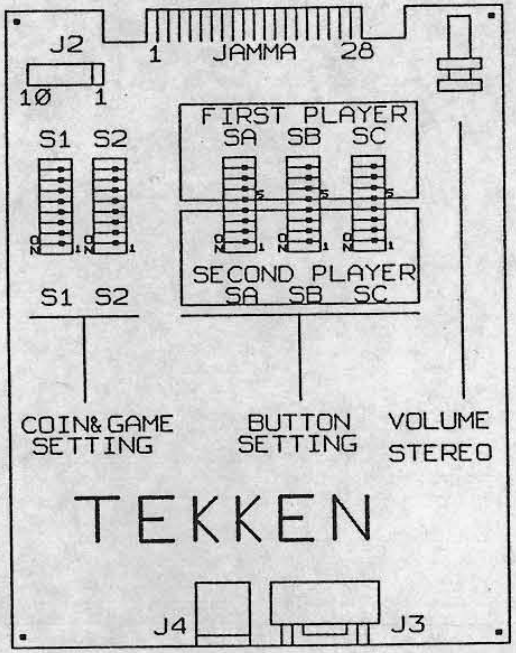
TEKKEN

JAMMA CONNECTOR TEKKEN

PART SIDE	A	B	SOLDER SIDE
GND	1		GND
GND		2	GND
	3		
1P PUSH 4 KICK RIGHT		4	2P PUSH 4 KICK RIGHT
1P PUSH 3 PUNCH RIGHT	5		2P PUSH 3 PUNCH RIGHT
1P PUSH 2 PUNCH LEFT		6	2P PUSH 2 PUNCH LEFT
1P PUSH 1 KICK LEFT	7		2P PUSH 1 KICK LEFT
1P RIGHT		8	2P RIGHT
1P LEFT	9		2P LEFT
1P DOWN		10	2P DOWN
1P UP	11		2P UP
1P START		12	2P START
COIN 1	13		COIN 2
		14	
GND	15		
BLUE		16	SYNC
RED	17		GREEN
SPEAKER RIGHT(+)		18	SPEAKER RIGHT(-)
SPEAKER LEFT (+)	19		SPEAKER LEFT (-)
		20	
COUNT 1	21		COUNT 2
		22	
+12V	23		+12V
		24	
+5V	25		+5V
+5V		26	+5V
GND	27		GND
GND		28	GND



DIP S1

SW	1	2	3	4	5	6	7	8
TEXT :ITALIANO	OFF							
TEXT :ENGLISH	ON							
1 COIN 1 CREDIT		OFF	OFF					
2 COIN 1 CREDIT		OFF	ON					
2 COIN 3 CREDIT		ON	OFF					
3 COIN 2 CREDIT		ON	ON					
COLOR TEXT:								
WHITE						ON	ON	ON
RED						ON	OFF	OFF
GREEN						OFF	ON	OFF
BLUE						OFF	OFF	ON

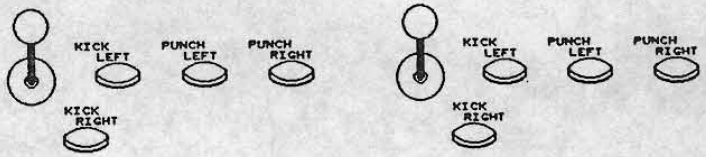
DIP S2

SW	1	2	3	4	5	6	7	8
	OFF	OFF	OFF	OFF	OFF	OFF		
DIFFICULTY MEDIUM							OFF	OFF
HARD							OFF	ON
VERY HARD							ON	OFF
ULTRA HARD							ON	ON

J2 CONNECTOR TEKKEN

1	GND
2	
3	1P PUSH 4 KICK RIGHT
4	NOT USED
5	NOT USED
6	NOT USED
7	2P PUSH 4 KICK RIGHT
8	NOT USED
9	NOT USED
10	NOT USED

TV = HORYZONTAL
JOYSTICK 8 WAY
4 BUTTOM



TEKKEN

DIP SWITCHES					
		2	1	COIN 1	
		4	3	COIN 2	
	7	6	5	COIN 3	
8				DEMO SOUND	

	ON	ON	ON	2 coin - 1 credit COIN 1,2,3
	ON	ON	OFF	1 coin - 1 credit COIN 1,2,3
	ON	OFF	ON	1 coin - 2 credits COIN 1,2,3
	ON	OFF	OFF	1 coin - 3 credits COIN 1,2,3
	OFF	ON	ON	1 coin - 4 credits COIN 3
	OFF	ON	OFF	1 coin - 5 credits COIN 3
	OFF	OFF	ON	1 coin - 6 credits COIN 3
	OFF	OFF	OFF	1 coin - 7 credits COIN 3
ON				Demo sound
OFF				No demo sound

Push Memory Card in Slot 1

Press Test before Powe On

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

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

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

Speaker Out : Mono, Stereo

BGM Select : Arrange, Original

2P Game Wins : Fruit, Number

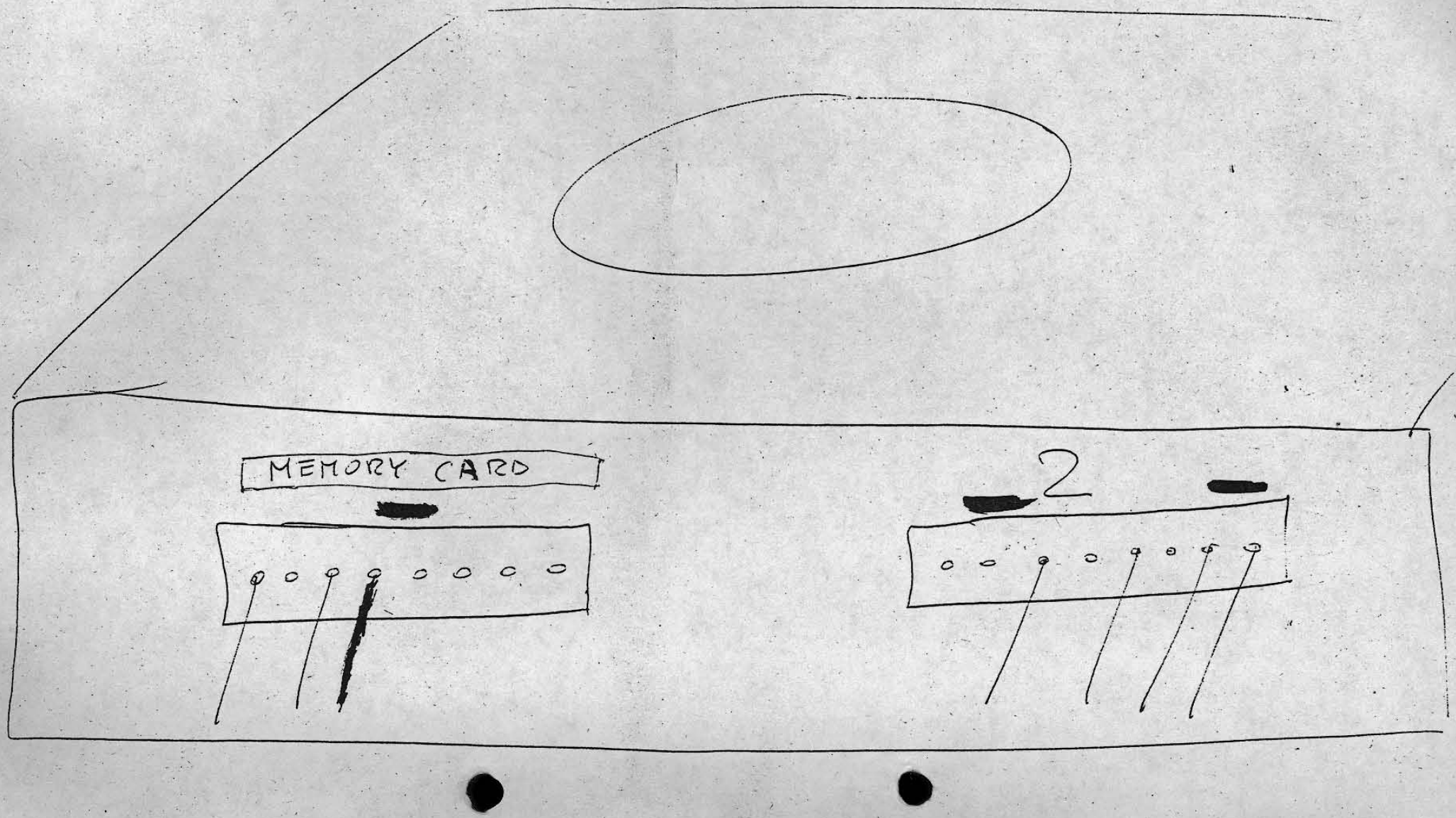
Character Change : NO, YES

Key Config : NO FUNTION

Exit 1P Stait

POLYGON

SOLDER SIDE	PIN #		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
KEY	H	7	KEY
COIN COUNTER 2	J	8	COIN COUNTER 1
COIN COUNTERS 3	K	9	
SPEAKER (L)	L	10	SPEAKER (R)
AUDIO (GND)	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
	R	14	VIDEO GND
COIN SW 3	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 PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P PUSH 3	b	24	1P PUSH 3
2P PUSH 4	c	25	1P PUSH 4
	d	26	
G N D	e	27	G N D
G N D	f	28	G N D


MEMORY CARD
2

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 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

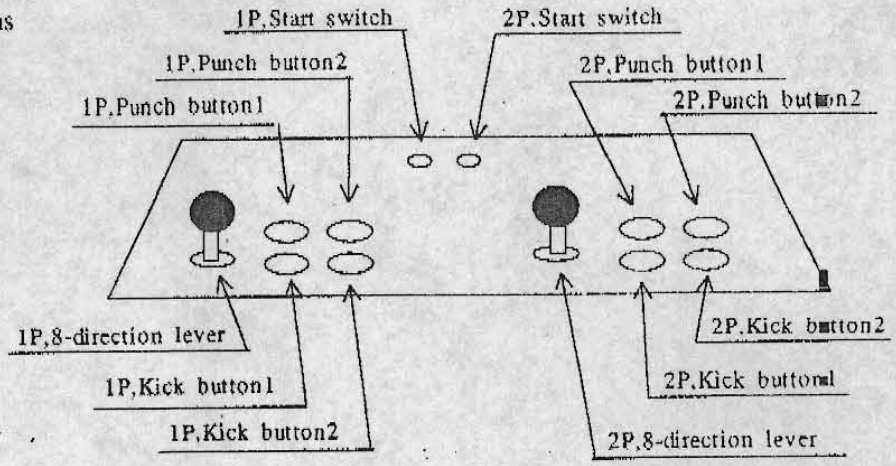


Fig. 1

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.

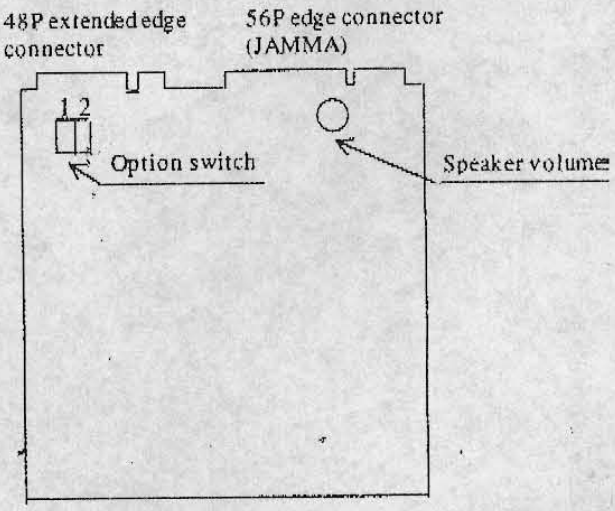
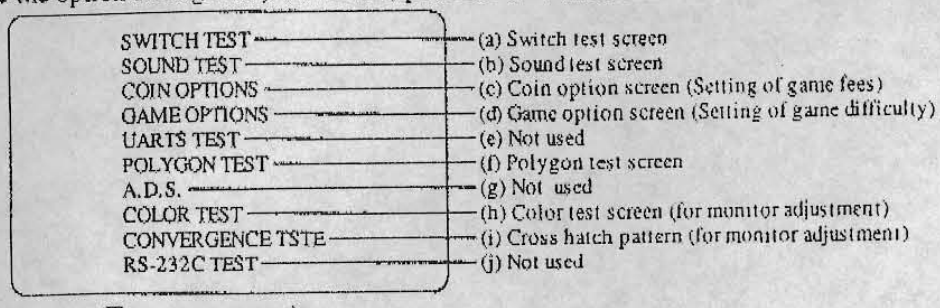


Fig. 2

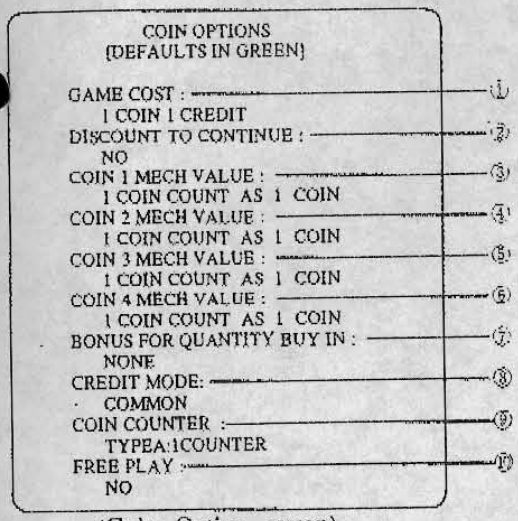
5. Test Mode

(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.

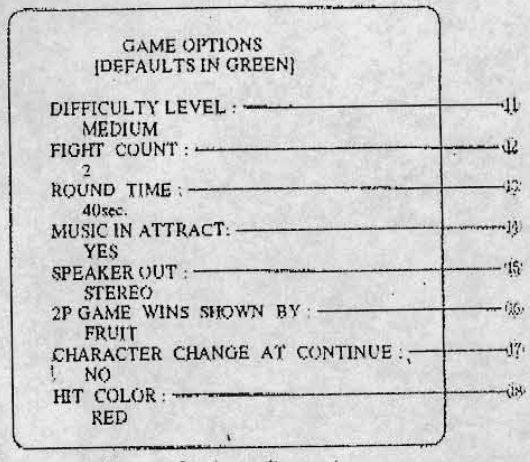
(2) Game fees can be changed on the coin option screen, and the game difficulty can be changed on the game option screen. Select an item by operating the 1P control lever up and down, and change its contents using the 1P Punch button switch. (see the option setting table). After that, push the 1P Punch button2 switch to return to the test menu screen.



(Test menu screen)



(Coin Option screen)



(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)	
⑩FREE PLAY	NO< YES	
⑪ DIFFICULTY LEVEL	MEDIUM <[EASY . MEDIUM . HARD . VERY HARD]	
⑫ FIGHT COUNT	2 (Standard) < [1.2.3.4.5.]	
⑬ ROUND TIME	40sec. < [20sec..30sec..40sec..50sec..60sec.]	
⑭ MUSIC IN ATTRACT	YES < NO	
⑮ SPEAKER OUT	STEREO < MONO	
⑯ 2P GAME WINS SHOWN BY	FRUIT< [FRUIT, NUMBER]	
⑰CHARACTER CHANGE	NO< YES	
⑱HIT COLOR	RED< OTHERS	

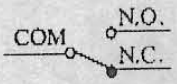
Example	Game fees		①	②	③④	⑦	Credit display	(Note) Set ③,④ corresponded to Coin Mech 1&2 in use.
	1 game	Continue						
	100 yen	100 yen	1 COIN 1CREDIT	NO	1COUNT 1COIN	NONE	CREDIT 0	
	100 yen	50 yen	2 COINS 1CREDIT	YES	1COUNT 2COINS	NONE	CREDIT 0/2	

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 swich
2P lever UP	V	18	1P lever UP
2P lever DOWN	W	19	1P lever DOWN
[illegible]ever LEFT	X	20	1P lever LEFT
[illegible]ever 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.



[illegible] 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%	2.5A or more
+12V±5%	2.0A or more

Extended edge connector (48P 2.54 mm pitch)

Solder side	Terminal No.		Parts side
Speaker R (-)	A1	B1	Speaker R (+)
	A2	B2	
	A3	B3	
	A4	B4	
Insertion error preventing key	A5	B5	Insertion error preventing key
	A6	B6	
	A7	B7	
2P Kick button1	A8	B8	2P Kick button2
	A9	B9	
	A10	B10	
	A11	B11	
	A12	B12	
	A13	B13	
	A14	B14	
	A15	B15	
	A16	B16	
	A17	B17	
	A18	B18	
	A19	B19	1P Kick button2
1P Kick button1	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 48P extended edge connector

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