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**INSTRUCTION MANUAL**

**CAPCOM U.S.A.**

## **WARNING**

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRICAL COMPONENTS.**

**WARNING:** This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J and PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of the equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.



**"WINNERS DON'T USE DRUGS"**

**William S. Sessions, Director, FBI**

\* IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CHAMPAIGN

**CAPCOM, USA INC.**

INVITES YOU TO USE

OUR SERVICE NUMBER FOR

SERVICE INFORMATION CONCERNING THE GAME, OR ANY  
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.

PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS  
READY.

CALL US FOR PROMPT, COURTEOUS  
ANSWERS TO YOUR PROBLEMS.

***Direct Number***

***408-727-0400***

# WARRANTY, REPAIR AND RETURN POLICY

## REPLACEMENT PARTS:

CAPCOM USA maintains a stock of replacement parts for our products. When placing an order for parts, please supply a complete description of the item, quantity required, P.O. number and shipping information. We Attempt to ship items the day they are received, orders received after 12:00 noon will ship the following work day. We do have a minimum order requirement at this time, and we certainly appreciate your efforts to consolidate your orders whenever possible.

Payment Terms are NET 30.

## RETURN MATERIAL AUTHORIZATION:

Material can be returned to CAPCOM only in the following situations:

1. Parts, return for credit. A parts order was processed incorrectly, i.e.; wrong items were shipped, wrong quantity was shipped, etc.
2. PCB, return to credit. A PCB is being returned for credit to satisfy an Advantage Exchange transaction.
3. Other, parts are being returned for engineering analysis, etc, only with prior consent of Customer Service of Sales Department.

To obtain a Return Material Authorization, please contact CAPCOM Customer Service Department. Describe the transaction and request an RMA number. The outside of the package must be clearly marked with the RMA number. Package not displaying an RMA number will be returned un-opened.

## WARRANTY REPAIRS:

During the initial 60-day warranty, customers whose accounts are current are eligible for an Advance Exchange PCB. When calling for an Advance Exchange PCB, please supply a complete description of the item needed, number for warranty verification, P.O. number and shipping information. You will be issued an RMA number for the return of the defective PCB.

## LIMITED WARRANTY:

CAPCOM warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

- A. Printed Circuit Boards (60) Days (C.P.S. Chip)
- B. Electronic Components (30) Days
- C. Television Monitors (30) Days

No other parts of products are warranted.

Warranty periods are effective from the initial date of shipment from CAPCOM to it's authorized distributors.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage or alteration. In no event shall CAPCOM be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of CAPCOM products.

Terms for Advance Exchanges are NET 15. If the defective PCB is not returned within 30 days, no additional Advance Exchanges will be issued until the offending PCB is returned or the invoice is paid in full. If the PCB is not returned until after 90 days, the warranty will be voided and the customer will be liable for all repair charges. Each transaction not more than one set PCB.

It is our goal to constantly improve and better our services to you. Your Cooperation with the above stated policies will help us greatly to reach this goal. If you have any comments or questions, please telephone our Customer Service Department. We will make every attempt to tailor our services accordingly.

\*Each customer cannot withhold Advance Exchange more than two set PCB at the same time and same item.

### DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	<b>OFF</b>	<b>OFF</b>	<b>OFF</b>					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
COIN 2	1 COIN 1 CREDIT				<b>OFF</b>	<b>OFF</b>	<b>OFF</b>		
	1 COIN 2 CREDITS				ON	OFF	OFF		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				ON	ON	OFF		
	1 COIN 6 CREDITS				OFF	OFF	ON		
	2 COINS 1 CREDIT				ON	OFF	ON		
	4 COINS 1 CREDIT				OFF	ON	ON		
CONTINUED COIN	NORMAL							<b>OFF</b>	
	CONTINUED COIN							ON	
NOT USED									<b>OFF</b>

\*WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN. IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.

\*BOLDFACE INDICATES FACTORY SETTING.

### DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY (0)	OFF	OFF	OFF					
	(0)	ON	OFF	OFF					
	(1)	OFF	ON	OFF					
	(2)	<b>ON</b>	<b>ON</b>	<b>OFF</b>					
	NORMAL (3)	OFF	OFF	ON					
	(4)	ON	OFF	ON					
	(4)	OFF	ON	ON					
DIFFICULTY LEVEL 2	HARD (4)	ON	ON	ON					
	EASY				OFF	OFF			
	NORMAL				<b>ON</b>	<b>OFF</b>			
	HARD				OFF	ON			
INITIAL VITALITY	5						<b>OFF</b>	<b>OFF</b>	<b>OFF</b>
	4						ON	OFF	OFF
	3						OFF	ON	OFF
	2						ON	ON	OFF
	1						OFF	OFF	ON

\*DIFFICULTY LEVEL 1 DETERMINES THE OVERALL DIFFICULTY OF THE GAME.

\*DIFFICULTY LEVEL 2 DETERMINES HOW MANY QUESTIONS NEED TO BE ANSWERED TO FINISH THE GAME.

### DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
NOT USED		<b>OFF</b>	<b>OFF</b>						
FREE PLAY	NORMAL			<b>OFF</b>					
	FREE PLAY			ON					
SCREEN PAUSE	NO				<b>OFF</b>				
	YES				ON				
SCREEN FLIP	NO					<b>OFF</b>			
	YES					ON			
DEMONSTRATION SOUND	YES						<b>OFF</b>		
	NO						ON		
CONTINUE	YES							<b>OFF</b>	
	NO							ON	
TEST MODE	GAME MODE								<b>OFF</b>
	TEST MODE								ON

\* HIGHLIGHTED CHARACTERS INDICATES FACTORY SETTING.

\*MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.

# HELPFUL HINTS IN CASE OF DIFFICULTY

## PROBLEM/CAUSE-CURE

### No Raster/No Video

- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

### Raster/No Video

- Check all PCB to monitor connections
- Check power supply voltage on PCB

### No Video/Game sounds can be heard

- Check monitor brightness
- Check all PCB to monitor connections

### Wrong Colors

- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

### Wavy Picture

- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

### Horizontal/Vertical Roll

- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

### No Sound

- Check for -5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the "+" and "-" tabs

### Bad Sound

- Check wiring to speaker for bad solder connections
- Check sound with another speaker

### No Switch Input

- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

### Switch Operates Incorrect Function

- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

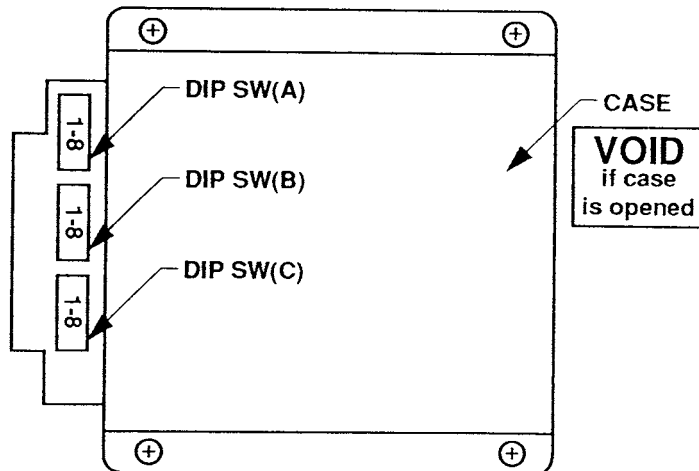
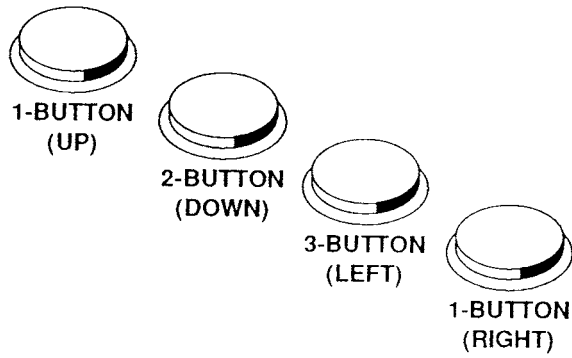
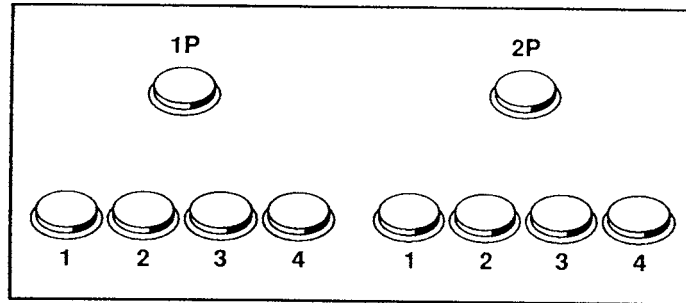
### No Coin Meter

- Check wiring to coin meter
- Check that +5 volts is on "+" side of meter
- Verify a +5 volt meter is used

### When coin switch is made and meter pulses, the screen blanks out and/or game resets

- Verify that a meter with a diode is used
- If no diode is built in meter, a 1N4004 can be used across the meter. Cathode to "+" side of meter and anode to "-" side of meter.

# control panel postions



## JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C. (COIN LOCK OUT 2)	J	8	COIN COUNTER 1 (COIN LOCK OUT 1)
SP (-)	K	9	SP (+)
N.C.	L	10	N.C.
VIDEO GREEN	M	11	N.C.
VIDEO SYNC	N	12	VIDEO RED
SERVICE SW	P	13	VIDEO BLUE
N.C.	R	14	VIDEO GND
COIN SW 2	S	15	TEST SW
START SW 2	T	16	COIN SW 1
2P 1-BUTTON (U)	U	17	START SW 1
2P 2-BUTTON (D)	V	18	1P 1-BUTTON (U)
2P 3-BUTTON (L)	W	19	1P 2-BUTTON (D)
2P 4-BUTTON (R)	X	20	1P 3-BUTTON (L)
N.C.	Y	21	1P 4-BUTTON (R)
N.C.	Z	22	N.C.
N.C.	a	23	N.C.
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

\*PARTS NAME  
 CR7E-56DA 3.96 E (HIROSE)  
 OR  
 1168-056-009 (KEL)



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