CAUTION

Please keep the following instructions to keep the P.C.
board in good condition.

Do not block up the ventilation slots to prevent the overheating.

Do not give the boards too much shock.

Do not let any liquid go inside the case. If it happens, turn off the switch immediately.

Do not disassemble the case. This will VOID warranty.

Do not remove the sealing sticker. This will VOID warranty.

Do not turn the volume dial excessively.
WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC 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 this 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 CAMPAIGN*

CAPCOM, USA INC.

INVITES YOU TO USE

OUR SERVICE NUMBER FOR SERVICE INFORMATION CONCERNING THIS 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.

Payments Terms are NET 30.

RETURN MATERIAL AUTHORIZATIONS:
Material can be returned to CAPCOM only in the following situations:
1. Parts, return for credit. A parts order was processed incorrectly, ie; wrong items were shipped, wrong quantity was shipped, etc.
2. PCB, return for 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 or 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. Packages 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 Circuits 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.
### SETTING INSTRUCTIONS

- **PCB CONNECTOR**
  - JAMMA STANDARD
- **CRT MONITOR**
  - HORIZONTAL
- **CONTROL PANEL**
  - 2 OR 3 PLAYERS SIMULTANEOUS

  8-WAY LEVER
  
  ATTACK BUTTON
  
  JUMP BUTTON

- **8-WAY LEVER**: used to move the player in 8 ways.
- **ATTACK BUTTON**: used to attack.
- **JUMP BUTTON**: used to jump.

  Push both buttons simultaneously to execute powerful MEGACRUSH.

### CONNECTORS

- **CN2** — JAMMA CONNECTOR
- **CN4** — I/O CONNECTOR for PLAYER 3
- **CN5** — I/O CONNECTOR for PLAYER 4 (not used)
- **CN6** — OPTIONAL OUTPUT CONNECTOR

  AUDIO OUT — used only for CAPCOM Q SOUND cabinet

  CN1 — not used
  
  CN3 — not used
  
  CN5 — not used

### JAMMA STANDARD

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

### PARTS NAME

CR7E-560A-3-96E: (HIROSE)

OR

1168-056-009: (KEL)
**ABOUT EEP-ROM**

This board “Cadillacs and Dinosaurs” is equipped with EEP-ROM and you can change the various settings on screen.

**ABOUT TEST MENU**

**TO OPEN THE MENU**

- Turn on the main switch. Then push the test switch inside the cabinet and following menu will appear. (screen a)

```
TEST MENU
1. INPUT OUTPUT
2. SOUND & VOICE
3. COLOR
4. DOT CROSS HATCH
5. SYSTEM CONFIGURATION
6. OBJECT
7. SCROLL 1
8. SCROLL 2
9. SCROLL 3
10. RAM CHECK
11. EXIT
```

(screen a)

**TO SELECT AN ITEM**

- Select an item with 1P lever and decide with 1P A button.

- To return to the main menu, push 1P START and 2P START buttons simultaneously.

**TO CLOSE THE MENU**

- On the menu screen, select EXIT and push 1P A button.

**ITEM DESCRIPTIONS**

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. INPUT OUTPUT</td>
<td>Used to test all the input output switches.</td>
</tr>
<tr>
<td>2. SOUND &amp; VOICE</td>
<td>Used to change the sound volume, etc.</td>
</tr>
<tr>
<td>3. COLOR</td>
<td>Used to adjust the color with color bars.</td>
</tr>
<tr>
<td>4. DOT CROSS HATCH</td>
<td>Used to adjust the screen size, the focus and the distortion.</td>
</tr>
<tr>
<td>5. SYSTEM CONFIGURATION</td>
<td>Used to change various game play settings.</td>
</tr>
<tr>
<td>6-9. CHARACTER TEST</td>
<td>Used to check all the characters.</td>
</tr>
<tr>
<td>10. RAM CHECK</td>
<td>Used to test all the RAMs. Main menu appears automatically after the test.</td>
</tr>
</tbody>
</table>
ABOUT SYSTEM CONFIGURATION

TO OPEN THE MENU

- On the TEST MENU screen, select SYSTEM CONFIGURATION and push 1P A button. Following menu appears. (*screen b)

SYSTEM CONFIGURATION MENU

1. COIN 1 COIN 1CREDIT
2. CONTINUE ON
3. MONITOR FLIP OFF
4. DEMO SOUND OFF
5. SOUND Q SOUND
6. PLAY MODE 3PLAYERS 3SHOOTERS
7. GAME DIFFICULTY 3 (NORMAL)
8. NUMBER OF PLAYERS START 2 CONTINUE 2
9. EXTEND 300000pts
10. FACTORY SETTING
11. EXIT

(*screen b)

TO CHANGE THE SETTING

- Select an item with 1P lever (UP or DOWN) and change the setting with 1P lever (LEFT or RIGHT). (You can change the setting with 1P A button also)

TO CLOSE THE MENU

When all the settings are done, select EXIT and push 1P START button to return to the TEST MENU. Your settings are memorized in EEP-ROM.

ITEM DESCRIPTIONS

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. COIN</td>
<td>Number of coins per play.</td>
</tr>
<tr>
<td>2. CONTINUE</td>
<td>With or without continue</td>
</tr>
<tr>
<td>3. MONITOR FLIP</td>
<td>Turn over the screen</td>
</tr>
<tr>
<td>4. DEMO SOUND</td>
<td>With or without sound in attract mode</td>
</tr>
<tr>
<td>5. SOUND</td>
<td>Q SOUND or MONAURAL. Q SOUND is available only with CAPCOM Q SOUND cabinet. FOR OTHER CABINETS, PLEASE SET TO MONAURAL.</td>
</tr>
<tr>
<td>6. PLAY MODE</td>
<td>Type of the cabinet.</td>
</tr>
<tr>
<td>7. GAME DIFFICULTY</td>
<td>As the number increases, the game play gets harder.</td>
</tr>
<tr>
<td>8. NUMBER OF PLAYERS</td>
<td>Number of initial lives.</td>
</tr>
<tr>
<td>9. EXTEND</td>
<td>Score points required for 1 up.</td>
</tr>
<tr>
<td>10. FACTORY SETTING</td>
<td>To return to the factory setting, select this item and push 1P START button.</td>
</tr>
<tr>
<td>1. COIN</td>
<td>1 COIN 1 CREDIT</td>
</tr>
<tr>
<td>---------</td>
<td>----------------</td>
</tr>
<tr>
<td></td>
<td>2 COINS 1 CREDIT</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2. CONTINUE</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>3. MONITOR FLIP</td>
<td>ON</td>
<td>OFF</td>
</tr>
<tr>
<td>4. DEMO SOUND</td>
<td>ON</td>
<td>OFF</td>
</tr>
<tr>
<td>5. SOUND</td>
<td>Q SOUND</td>
<td>MONOAURAL</td>
</tr>
</tbody>
</table>

| 6. PLAY MODE | 3 PLAYERS 3 SHOOTERS | 3 PLAYERS 1 SHOOTER | 2 PLAYERS 1 SHOOTER |
|---------------|-----------------------|---------------------|

<table>
<thead>
<tr>
<th>7. GAME DIFFICULTY</th>
<th>EXTRA EASY</th>
<th>VERY EASY</th>
<th>2 EASY</th>
<th>3 NORMAL</th>
<th>HARD</th>
<th>VERY HARD</th>
<th>EXTRA HARD</th>
<th>HARDEST</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>8. NUMBER OF PLAYERS</th>
<th>START 1</th>
<th>CONTINUE 1</th>
<th>START 2</th>
<th>CONTINUE 2</th>
<th>START 3</th>
<th>CONTINUE 3</th>
<th>START 4</th>
<th>CONTINUE 4</th>
</tr>
</thead>
</table>
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 IN4004 can be used across the meter. Cathode to ‘+’ side of meter and anode to ‘-’ side of meter
HOW TO MOUNT THE P.C. BOARD

1) Putting the P.C.B. foot

4 pcs. of P.C.B. foot are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.