# KIT MANUAL



### **OPERATIONS MANUAL**

including:

Game Operation & Adjustment Game Testing & Problem Diagnosis Parts Information Reference Diagrams & Schematics

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## **Troubleshooting**

Problem	Possible Solution
NO PICTURE OR DISTORTED PICTURE.	Check for faulty video board or monitor. Check for disconnected video signal cable, or video extension cable.
TURN GAME ON & NOTHING HAPPENS	Check line fuse. Check for +5V dc at pins C, D, 3, and 4 of the JAMMA Connector.
NO SOUND	Check the speaker and speaker connection to pins L and 10 on JAMMA Connector. Check volume control setting. Check for +12V dc at pins F and 6 on the JAMMA Connector.
NO GENERAL ILLUMINATION	Check the 1A., S-B fuse on the floor below the coin box.
MOVE JOYSTICK, BUT PLAYER DOES NOT MOVE OR FIRE	Check for open wires between Joystick and CPU Board. Check for contamination on joystick switch contacts and CPU Board pins. Check for proper ground.
PRESS START BUTTON AND NOTHING HAPPENS	Check for open wires between button and CPU Board. Check for contamination on CPU Board pins or button switch blade contacts. Check for proper ground.
NO CREDIT GIVEN WHEN COINS ARE INSERTED	Check DIP switch coin setting. Check for contamination on coin switch contacts. Check for an open wire between Coin Switch 1 and pin 16 on JAMMA Connector or Coin Switch 2 and pin T of JAMMA Connector.
TOO MANY CREDITS FOR NUMBER OF COINS INSERTED	Check Game Pricing setting. Check for a short between pins T & 16 on JAMMA Connector.
GAME WON'T GO INTO THE TEST MODE.	Try to activate Dip Switch again (found on Main Board, access through pull-out mount ing shelf).

#### ADJUSTMENTS OF GAME PC BOARD (HIT THE ICE G25 00627A)

	R	G-CONNECTOR (JAMMA)						
1	SOLDER SIDI	SOLDER_SIDE		COMPONENTS SIDE				
2 3P START 2 4P START	GND	A	1	GND				
3 3P LEFT 3 4P LEFT	GND	В	2	GND				
4 3P RIGHT 4 4P RIGHT	+5V	C	3	+ 5 V				
5 3P UP 5 4P UP	+5V	D	4	+5V				
6 3P DOWN 6 4P DOWN	-5 V	E	5	-5 V				
7 3P A-BUTTON 7 4P A-BUT		F	6	+12V				
8 3P B-BUTTON 8 4P B-BUT	ON POST	H	7	POST				
9 9	(COIN METER B)	J	8	COIN METER A				
10 10	(COIN LOCKOUT E	3) K	9	COIN LOCKOUT A				
11 11	SPEAKER (-)	L	10	SPEAKER (+)				
12	SOUND GND	М	11	SOUND				
13 13	VIDEO G	N	12	VIDEO R				
14 GND 14 GND	VIDEO SYNC	P	13	VIDEO B				
15 GND 15 GND	SERVICE SW	R	14	VIDEO GND				
	TILT SW	S	15					
15	(COIN B)	I_T	16	COIN A				
15	2P SELECT	U	17	1P SELECT				
	2P UP		18	IP UP				
15	2P DOWN	W	19	1P DOWN				
	2P LEFT	X	20	1P LEFT				
SOUND VI		Y	21	IP RIGHT				
□ DIP SW (⊕	2P A-BUTTON	Z	22	1P A-BUTTON				
	2P B-BUTTON	а	23	1P B-BUTTON				
INCREASE		b	24					
		С	25					
↓	٨	d	26					
☆ CONTROL OF THIS GAME USES ONE 8-WA		е	_27	GND				
JOYSTICK AND 2 BUTTONS.	GND	f	28	GND				

NOTE) BEFORE CHANGING THE SETTING OF THE DIP SWITCH. TURN THE POWER OFF.

#### SETTING OF DIP SWITCH A

(\*): FACTORY SETTING

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME STYLE	* MAX. 4P PLAY	OFF					<b></b>	A	
	MAX. 2P PLAY	ON	1						
TEST MODE	* NORMAL GAME		1	OFF	]				-
	TEST MODE	]		ON	]				
ATTRACT SOUND	* WITH .				OFF	Ī			
WIIWACI SOUND	TUOHTIW	I		İ	ON	1			
	* I COIN 1 PLAY	OFF			OFF	OFF	T	OFF	
	2 COINS 1 PLAY					ON	7 0 5 5	OFF	
	3 COINS 1 PLAY					OFF	ON		
PLAY PRICING COIN A (B)	1 COIN 2 PLAYS	}		}			OFF	ON	
	1 COIN 3 PLAYS				ON ON	0.11	OFF	7	
	1 COIN 4 PLAYS					OFF	ON [		1
	1 COIN 5 PLAYS					ON.	OFF	ON	1
	1 COIN 6 PLAYS					ON	ON		

#### ♦ SETTING OF DIP SWITCH B

SETTINGS		POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY	*	RANK B	OFF	OFF		<u> </u>				
		RANK A	ON	1 077						
EASY(A) →		RANK C	OFF	OV	]					
DIFFICULT (D) RANK D ON ON										
	*	1 SEC. = 58/60S			0FF	0.55	OFF			
TIMED COUNT		1 SEC. = 56/60S	7		ON	1 0 7 7				
TIMER COUNT		1 SEC. = 52/60S	1		0FF	OFF OFF				
1 SEC. = 48/60S ON ON										
NIA CDEDIT	MAX. CREDIT	9								OFF
MAX. CREDII		99	7							ON