### LETHAL ENFORCERS WIRING HARNESS

<table>
<thead>
<tr>
<th>Solder Side</th>
<th>Parts Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLACK</td>
<td>GND A 1</td>
</tr>
<tr>
<td>BLACK</td>
<td>GND B 2</td>
</tr>
<tr>
<td>RED</td>
<td>+5V DC C 3</td>
</tr>
<tr>
<td>RED</td>
<td>+5V DC D 4</td>
</tr>
<tr>
<td>ORANGE</td>
<td>NOT USED E 5</td>
</tr>
<tr>
<td>BROWN/YELLOW</td>
<td>COIN COUNTER J 8</td>
</tr>
<tr>
<td></td>
<td>EMPTY K 9</td>
</tr>
<tr>
<td></td>
<td>EMPTY L 10</td>
</tr>
<tr>
<td></td>
<td>EMPTY M 11</td>
</tr>
<tr>
<td>WHITE/GREEN</td>
<td>VIDEO GREEN N 12</td>
</tr>
<tr>
<td>WHITE</td>
<td>VIDEO SYNC P 13</td>
</tr>
<tr>
<td></td>
<td>EMPTY R 14</td>
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<tr>
<td></td>
<td>EMPTY S 15</td>
</tr>
<tr>
<td>WHITE/VIOLET</td>
<td>COIN 2 T 16</td>
</tr>
<tr>
<td>RED/GREEN</td>
<td>START 2 U 17</td>
</tr>
<tr>
<td></td>
<td>EMPTY V 18</td>
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<tr>
<td></td>
<td>EMPTY W 19</td>
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<td>EMPTY X 20</td>
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<tr>
<td></td>
<td>EMPTY Y 21</td>
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<td>EMPTY Z 22</td>
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<td>EMPTY a 23</td>
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<td>EMPTY b 24</td>
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<td>EMPTY c 25</td>
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<td>EMPTY d 26</td>
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<tr>
<td>BLACK</td>
<td>GND e 27</td>
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<tr>
<td>BLACK</td>
<td>GND f 28</td>
</tr>
</tbody>
</table>

### LETHAL ENFORCERS TECHNICAL INFORMATION

**TECHNICAL INFORMATION**

1. Required power capacity
   - GND-Vcc: 5V 4A or more
   - GND (+12V)
   *See the Wiring Diagram.

2. Output
   - R (red) analog, positive
   - G (green) analog, positive
   - B (blue) analog, positive
   - SYNC. H-V complexed, negative

3. The monitor should be horizontal and face up installed.

4. There is no sound volume knob on the PCB. Sound level should be adjusted in the “GAME OPTIONS” in the Manual Test mode. (See page 6.)

5. Handle with care.

### DIP SWITCH SETTINGS AND CABINETS AVAILABLE

This game is equipped with a 4-bit DIP SWITCH on the PCB (position Q1); Switching an Arcade type game to a Street type game and other changes will easily be done with these DIP switches.

<table>
<thead>
<tr>
<th>CONTENTS</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW1</td>
<td>SOUND OUTPUT</td>
<td>MONOURAL</td>
</tr>
<tr>
<td>SW2</td>
<td>COIN MECHANISM</td>
<td>INDEPENDENT</td>
</tr>
<tr>
<td>SW3</td>
<td>GAME TYPE</td>
<td>ARCADE</td>
</tr>
<tr>
<td>SW4</td>
<td>LANGUAGE</td>
<td>SPANISH</td>
</tr>
</tbody>
</table>

*Bold letters show default settings.

**Note:**
1. On the STEREO cabinet, set SW1 at “ON” so that you can get better music and sound effects.
2. Regarding other game options and coin options, refer to “Manual Test” on page 3.

### CONTROL PANEL INFORMATION

Use a dual control panel with a gun and a start button for each player.

![Gun](gun_image.png)

![Start Button](start_button_image.png)
PLAY INSTRUCTION

(STARTING ARCADE TYPE GAME)
• 1 or 2 people can play at the same time. Second player can join in at any time.
• Deposit coins and press START button.

(STARTING STREET TYPE GAME)
• 1 or 2 players can play at the same time. Second player can join in at any time.
• Deposit coins and press START button, and the stage select screen will appear. Aim and shoot the screen to select stage. If you are playing with another player, the first selection is accepted.

(HOW TO PLAY)
• Aim and shoot the enemies to kill them.
• Don’t shoot innocent people. If you shoot them, you lose one life.
• Reload your gun by shooting off screen at any time.
• Shoot power up weapons for that power.
  - Magnum: Large caliber bullets. You can shoot 6 bullets without reload.
  - Automatic: 12 round bullets. You can shoot 6 bullets without reload.
  - Assault Rifle: 3 shot burst. You can shoot 12 bullets without reload.
  - Shot Gun: Large gauge. You can shoot 6 bullets without reload.
  - Machine Gun: Full automatic. You can shoot 36 bullets only.
  - Grenade Gun: Explosive. You can shoot 8 bullets only.
• You lose your life by enemy’s shots, or shooting innocent people.
• You can get extra lives with high scores.
• When you set the game mode to Arcade type, there are 5 stages and shooting range as bonus stage.
  - And each stage consists of 3 or 4 scenes. When you defeat the boss enemy in each stage, you can go on to the next stage.
• When you set the game mode to Street type, you can choose the stage out of 5 stages and shooting range, total 6 stages.
• Continuation is available. (The operator can change the settings in the "GAME OPTIONS."

SELF TEST
Normal: "OK" will be displayed. Then the game will start.
Abnormal: "BAD" will be displayed and self test will repeat.

MANUAL TEST

(1) HOW TO START
- Switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE
Select "GAME MODE" on the MAIN MENU with START BUTTON, then pull gun trigger to return to the game mode.

(3) ITEMS AND HOW TO SELECT
Press player 1 START BUTTON to move up the menu, and press player 2 START BUTTON to move down the menu. Then pull either player 1 or player 2 gun trigger to initiate testing. Press player 1 START BUTTON during or at the end of each test to return to the MAIN MENU.

(4) EXPLANATION OF THE ITEMS
1. I/O CHECK
   Check both START buttons and triggers to see "ON" when switched on. DIP SWITCH SETTINGS show the present settings. To modify settings, turn ON/OFF the DIP switches on the PCB (position Qt). Press player 1 and 2 START BUTTONS at the same time to return to MAIN MENU.

2. GUN CHECK
   Check gun and monitor's condition. The screen is filled with boxes outlined in red. You aim and shoot these boxes first with player 1 gun, then with player 2 gun. The boxes will disappear when they are shot at. If you cannot shoot some boxes, you need to adjust the monitor or gun. You can see "HELP" screen by pressing player 2 START BUTTON. It suggests how to troubleshoot problems.

3. SCREEN CHECK
   Adjust focus, alignment, size, etc. using the cross-hatch screen.

4. COLOR CHECK
   In color bar screen, you can adjust color brightness so that the specified area will be colorless. Improper adjustment causes the problems in game play. When you press player 2 START BUTTON, the screen will be filled with red, green, blue, white then back to color bar screen.

5. SOUND CHECK
   When "SOUND SCALE CHECK" is selected, a music scale sounds. At "SOUND CODE;", pull player 1 trigger to increase code value, player 2 trigger to decrease code value respectively.

6. MASK ROM CHECK
   Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

7. GAME OPTIONS
   The following screen will appear. Push player 1 START BUTTON to move the arrow up, player 2 START BUTTON to move the arrow down, and pull gun trigger to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and pull player 1 (2) trigger to save and return to MAIN MENU.
LETHAL ENFORCERS TECHNICAL INFORMATION (cont.)

GAME OPTIONS

PLAYER'S LIFE 1 CREDIT 5 LIVES
EXTRA LIFE 1ST AT 2000 POINTS
2ND AT 2000 POINTS
CONTINUATION YES (NO LIMIT)
DIFFICULTY LEVEL MEDIUM
VIDEO SCREEN FLIP MIRROR
VOLUME 40
SOUND IN ATTRACTION MODE ALL THE TIME
FACTORY SETTINGS SAVE AND EXIT
EXIT

Select from 1 to 9 lives.
Select out of "1st1000, 2nd1000,” “1st1000, 2nd1000,”
”NO EXTRA LIFE”:
”Select out of YES (NO LIMIT), NO CONTINUE, YES
(1-9 times)
”Select out of 8 levels.
”MIRROR,” “UPSIDE DOWN,” “NO MIRROR,”
”MIRROR FLIP”:
”Sound volume from 1 to 59.
”ALL THE TIME,” “COMPLETELY OFF,” “ONCE EVERY
4 CYCLES”
”All the settings return to default.
”Save the modified settings.

If you select “EXIT” instead of “SAVE AND EXIT” after modifying some settings, the message appears:
“YOU DID NOT SAVE. DO YOU WANT TO SAVET YES/NO.? When you choose “YES,” the screen shows “NOW SAVING” and returns to MAIN MENU. If you select “NO,” “NO MODIFICATION” is shown and then MAIN MENU appears.

(8) COIN OPTIONS

1. When the “COIN MECHANISM” is set at “COMMON” on the DIP SWITCH on the PCB (SW2 is “OFF”), on the cabinet with 2 coin slots, coin setting must be done for each coin slot.
2. When the “COIN MECHANISM” is set at “INDEPENDENT” on the DIP SWITCH on the PCB (SW2 is “ON”), the left coin slot will be for player 1, the right one for player 2.
3. When you want “PREMIUM START” setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for start and continuation will be the same.

COIN OPTIONS

FREE PLAY NO
COIN MECHANISM COMMON
COIN SLOT 1 1 CREDIT
COIN SLOT 2 1 CREDIT
PREMIUM START YES 1
2 CREDITS TO START
1 CREDIT TO CONTINUE

FACTORY SETTINGS
SAVE AND EXIT
EXIT

"NO,” “YES.”
You can change this with DIP SWITCH on the PCB (SW2).
"NO” or “YES 1” to “YES 4.” (You can set the play fee for starting higher than the play fee for continuation.)

Same as “GAME OPTIONS”

LETHAL ENFORCERS TECHNICAL INFORMATION (cont.)

"COIN SETTING OPTIONS

COINS 1 1 1 1 1 1 1 2 2 2 2 3 3 3 4 4 4 4
CREDITS 1 2 3 4 5 6 7 1 3 5 1 2 4 1 3 5

(9) GAME AUDITS

The Game Audits Table records the game play statistics.

GAME AUDITS

TOTAL PLAYS 200 TIMES
GAMES STARTED 50 TIMES
GAMES CONTINUED 150 TIMES
AVERAGE TIME/CREDIT 60 SEC.
AVERAGE SCORE/ 800 POINTS

EXIT
CLEAR AUDIT TABLE

P1 START=UPP2 START=DOWN
GUN TRIGGER=EXECUTION

*After changing the “GAME OPTIONS” or “COIN OPTIONS,” you need to clear the Audit Table to see those changes affect the game play.

TROUBLESHOOTING ABOUT GUN AND MONITOR

Here is a list of commonly found problems and their possible solutions.

• Erratic gun shot placement.
  —Check to see that there is no reflected light from fluorescent or neon lights bouncing off the screen. Strong sunlight also affects the shot placement.

• You cannot shoot a certain area in the screen.
  —Check to see the monitor’s purity with red, blue, green, and white screen in the “COLOR CHECK” in the Manual Test. If you find purity problems, you should degauss the monitor.

• Screen flashes when trigger is pulled but no shot is made.
  —Check to see the gun lens inside of the barrel is clean.

• CLEAN MONITOR AND MIRROR REGULARLY.