**WARNING**

1) Make sure the game cartridge is installed with the markings matching the main board.

![Diagram of cartridge installation](image)

Mark on cassette should be down side when inserted.

2) Make sure the power is off when you insert or remove the cartridge. Make sure the cartridge is firmly inserted in the slot or it will not work properly.

3) Do not put any electric conductive materials on or in the slots.

4) Do not insert any other cartridge than the MVS cartridge with the 240 pin connector. The NEO GEO Rental System cartridge will not fit on this connector.

5) MVS preserves the income data of max 8 games even the power is off or the game cartridges are removed from PCB.
For example: 6 cartridges has been used, A, B, C, D, E, & F on the MVS. If new game title G is used, the data for A, B, C, D, E, & F will still remain.

**MEMORY FRAMES**

<table>
<thead>
<tr>
<th>G</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td></td>
</tr>
</tbody>
</table>

**SOUND OUT PUT**

- In case of monaural cabinet (one speaker)
  Connect to the 56 pins edge connector.
  Put "MONO/STEREO" SWITCH into monaural position.

- In case of stereo cabinet (two speakers)
  Connect to the 4 pin connector (CN2) of speaker out put on the P.C.B.
  Put "MONO/STEREO SWITCH" into stereo position.

(Note)
Don't connect stereo and monaural speaker at same time.

**CAUTION (MONAURAL/STEREO SW)**

Make sure the SW is on the monaural position, when you use JAMMA type cabinet.

Note) It may cause trouble on P.C.B. by miss-setting.
**OMODE SETTING**

The MVS (Multi Video System) enables the dip settings to appear on the monitor instead of the dipswitch settings on conventional pcbs. It allows you to obtain collection information, game times, etc.

The following are the directions on how to operate and choose settings:

**How to operate:** After turning the power on, press the test switch inside the cabinet.

- Move the cursor to your selection with the joystick and press “A” button.

**MAIN MENU**

- **HARDWARE TEST**
  - Cabinet switches, monitor adjustments, color tests, EL board tests, etc.
  - Main pcb dip switch display.
- **SETTING UP THE HARD DIP**
  - Coinage Settings, difficulty levels, etc. for each software title.
- **SETTING UP THE SOFT DIP**
  - Cabinet coins, cabinet plays, plays for each software title.
- **BOOK KEEPING**
  - Setting up the memory card & code number for collection purposes.
- **SETTING UP THE CODE NUMBER**
  - Setting up the time & date on the cabinet.
- **SETTING UP THE CALENDAR**
  - Return to the game screen after completion of soft dip settings.

**HARDWARE TEST**

- Cross Hatch

  - Press the 1 player start button

- Use this screen to adjust the color on the monitor

  - Press the 1 player start button
With the dipswitch "on" the number 1 appears on the screen. With the dipswitch "off" the number 0 appears on the screen.

Disregard the part of "EL".

Check if the number of LED 1 is the same as displayed on the LED on the control panel.

Press the 1 player start button.

In the case of JAMMA, they will output on the same speaker as of right, left, center "Sound Test".

The area in red on the monitor moves from "sound off" to "center" by moving the joystick up and down.

<table>
<thead>
<tr>
<th>Right</th>
<th>Sound comes out the right side speaker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left</td>
<td>Sound comes out the left side speaker</td>
</tr>
<tr>
<td>Center</td>
<td>Sound comes out both speakers</td>
</tr>
</tbody>
</table>

Press the 1 player start button.

※Memory Card Function is not provided on MV-1F

Go to next step disregarding messages.

Press the 1 player start button.

When you press the A, B, & C buttons simultaneously, you will clear the data.
 presses 1P button to start

Red number is changeable. Increase number with "A" button, decrease number with "B" button. Press "D" button when finished with setting.

Press 1P button to start

return to cross hatch

hard dip setting

setting up the hard dip
12345678
setting mode 1...... on
communication ...000... off
free play .....0... off
coin switch ...0.... 2
stop mode .....0... off
0-off 1-on

shows present state of dipswitch.

setting up the soft dip

►setting up the cabinet
slot1 nam-1975
slot2 baseball stars
slot3 mahjong
slot4 top players golf
slot5 magician lord

cabinet setting

; each software setting
SETTING UP THE CABINET

Move cursor to "cabinet setting" and press "A" button.

Move the cursor by joystick and increase with "A" button, decrease with "B" button.

Disregard this

Setting of time limitation after inserting coin. (Change with "A", "B" button)

When "without" appears, there is no sound for any of the games. (Change with "A" button)

Return to previous menu with "C" button. Move cursor to the game you wish to set and press "A" button.

Software dips are slightly different by game.

: Set number of continue plays.

When there is no "demo sound" on cabinet setting, "with" will be ignored.

When or without game play instructions when game starts.

Difficulty setting. The higher the number, the more difficult.

Press "C" button once to return to "Soft dip menu setting". Press "C" button again to return to main menu. Be sure to press "C" button after making game selection.

Move the cursor to "Book Keeping" with joystick and press "A" button.

: Total coins of cabinet
: Total plays, number of continue plays for the cabinet
: Total plays, number of continue plays for each title

Move the cursor to cabinet/coin with joystick and press "A" button.

Weekly income chart.
Press "A" button

Cabinet coins for the first 6 months of the year.

Press "A" button

Cabinet coins for the second 6 months of the year.

After pressing "C" button, move the cursor to "Cabinet Play" and press "A" button.

Press "A" button

Press "A" button
Press "A" button

Retrieve book keeping information for each software title the same way as "Cabinet Coin" & "Cabinet Play".

After pressing the "C" button twice, return to the main menu. Press "A" button after selection CODE NUMBER SETTING with the joystick.

Increase numbers with the "A" button. Decrease numbers with the "B" button. Use the joystick to move left to change selected numbers. Set Code Number Setting with the "D" button.

Memory Card Function is not provided on MV - 1F. Go to next step disregarding messages.

The total data of book keeping can be collected by these procedure.

MULTI VIDEO INCOME TOTALIZATION SYSTEM (Book Keeping System)

1) The Multi Video System (MVS) is equipped with back-up ram and calendar IC which allows the daily income data to be saved even when the power is off.

2) After pressing the test button and selecting "Book Keeping" from the menu, you can view the "Income Data" on the screen.

3) It is easy to collect the income data by saving it on the book keeping memory card. The code number system keeps important data confidential.
Set the switch on PCB on monaural position.

Do not connect speaker.
Set the switch on PCB on stereo position.

Do not connect speaker.
## OMV1F Main Harness

<table>
<thead>
<tr>
<th>Solder Side</th>
<th>Pin #</th>
<th>Part Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>A</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>B</td>
<td>GND</td>
</tr>
<tr>
<td>+5V</td>
<td>C</td>
<td>+5V</td>
</tr>
<tr>
<td>+5V</td>
<td>D</td>
<td>+5V</td>
</tr>
<tr>
<td></td>
<td>E</td>
<td>5</td>
</tr>
<tr>
<td>+12V</td>
<td>F</td>
<td>+12V</td>
</tr>
<tr>
<td>Key</td>
<td>H</td>
<td>7</td>
</tr>
<tr>
<td>Coin Counter 2</td>
<td>J</td>
<td>Coin Counter 1</td>
</tr>
<tr>
<td>Coin Lockout 2</td>
<td>K</td>
<td>Coin Lockout 1</td>
</tr>
<tr>
<td>Speaker (-)</td>
<td>L</td>
<td>Speaker (+)</td>
</tr>
<tr>
<td>Audio (GND)</td>
<td>M</td>
<td>11</td>
</tr>
<tr>
<td>Video Green</td>
<td>N</td>
<td>Video Red</td>
</tr>
<tr>
<td>Video Sync</td>
<td>P</td>
<td>Video Blue</td>
</tr>
<tr>
<td>Service SW</td>
<td>R</td>
<td>Video GND</td>
</tr>
<tr>
<td></td>
<td>S</td>
<td>Test SW</td>
</tr>
<tr>
<td>Coin SW 2</td>
<td>T</td>
<td>Coin SW 1</td>
</tr>
<tr>
<td>Start SW 2</td>
<td>U</td>
<td>Start SW 1</td>
</tr>
<tr>
<td>2P Up</td>
<td>V</td>
<td>1P Up</td>
</tr>
<tr>
<td>2P Down</td>
<td>W</td>
<td>1P Down</td>
</tr>
<tr>
<td>2P Left</td>
<td>X</td>
<td>1P Left</td>
</tr>
<tr>
<td>2P Right</td>
<td>Y</td>
<td>1P Right</td>
</tr>
<tr>
<td>2P Push 1</td>
<td>Z</td>
<td>1P Push 1</td>
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<tr>
<td>2P Push 2</td>
<td>a</td>
<td>1P Push 2</td>
</tr>
<tr>
<td>2P Push 3</td>
<td>b</td>
<td>1P Push 3</td>
</tr>
<tr>
<td>2P Push 4</td>
<td>c</td>
<td>1P Push 4</td>
</tr>
<tr>
<td></td>
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<td>26</td>
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<tr>
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<td>e</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>f</td>
<td>GND</td>
</tr>
</tbody>
</table>

This is for monaural setting.
OPCB DIMENSION