

SHOTGUN WARRIORS

OPERATION MANUAL

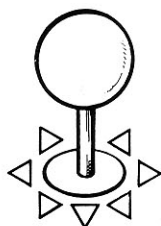
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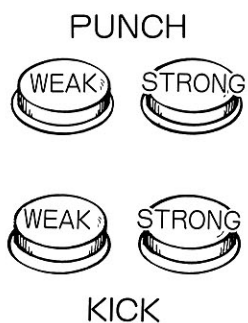
● Specifications

◇ Operation Monitor
Horizontal Monitor

◇ PCB Connector
JAMMA Standards



8-WAYS



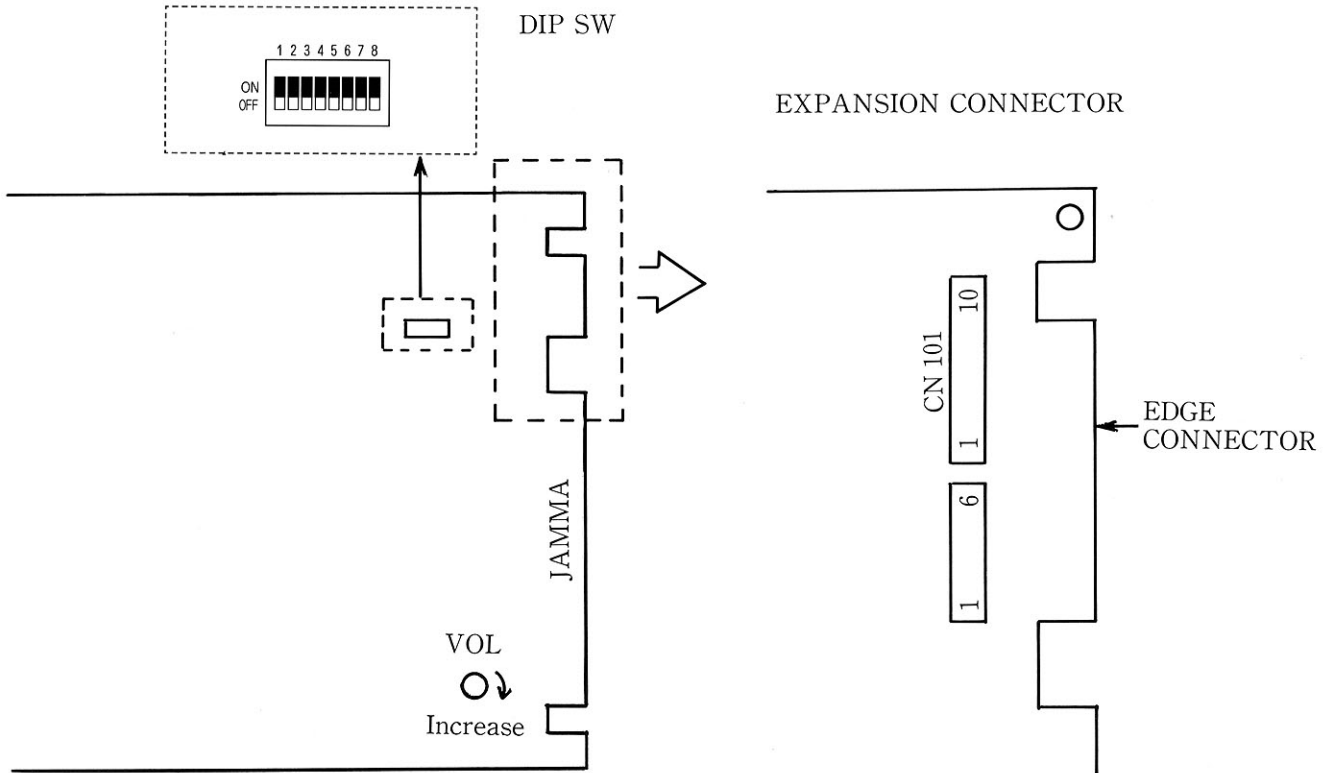
PUNCH

KICK

JAMMA Standards

SOLDERED SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+ 5 V	C	3	+ 5 V
+ 5 V	D	4	+ 5 V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SP(-)	L	10	SP(+)
AUDIO(GND)	M	11	AUDIO(+)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2 P UP	V	18	1 P UP
2 P DOWN	W	19	1 P DOWN
2 P LEFT	X	20	1 P LEFT
2 P RIGHT	Y	21	1 P RIGHT
2 P PUNCH (WEAK)	Z	22	1 P PUNCH (WEAK)
2 P PUNCH (STRONG)	a	23	1 P PUNCH (STRONG)
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

●Description of PC Board



●Expansion Connector Terminal Layout

Select CARD EDGE TYPE or PIN HEADER TYPE.

◇CARD EDGE TYPE

SOLDERED SIDE		PARTS SIDE	
N.C.	A	1	N.C.
N.C.	B	2	N.C.
N.C.	C	3	N.C.
N.C.	D	4	N.C.
N.C.	E	5	N.C.
1 P KICK (WEAK)	F	6	1 P KICK (STRONG)
2 P KICK (STRONG)	H	7	2 P KICK (WEAK)
N.C.	J	8	N.C.
GND	K	9	GND
GND	L	10	GND

◇PIN HEADER TYPE

CN101 (10 PIN)

1	GND
2	GND
3	1 P KICK (WEAK)
4	1 P KICK (STRONG)
5	N.C.
6	N.C.
7	2 P KICK (WEAK)
8	2 P KICK (STRONG)
9	N.C.
10	N.C.

●Setting up DIP SWITCHES

※Bolr face indicate standard setting

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
SCREEN FLIP	OFF							
	REVERSE	ON							
TEST	GAME MODE		OFF						
	TEST MODE		ON						
DEMO Sound	ON			OFF					
	OFF			ON					
GAME LEVEL	EASY	1			OFF	OFF	OFF		
	↑	2			ON	OFF	OFF		
		3				OFF	ON	OFF	
		4				ON	ON	OFF	
	NORMAL	5				OFF	OFF	ON	
		6				ON	OFF	ON	
	↓	7				OFF	ON	ON	
	DIFFICULT	8				ON	ON	ON	
JOIN IN THE MIDDLE OF THE GAME	POSSIBLE							OFF	
	IMPOSSIBLE							ON	
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	

※ When a game starts with the CONTINUE COIN turned on, two coins are needed.

When a game continues with that, one coin is needed.

Then other settings don't work.

※ See below about the JOIN IN THE MIDDLE OF THE GAME MODE.

	V.S. PLAY	AFTER THE V.S.
POSSIBLE	2 CREDITS	A WINNER FIGHTS AGAINST A COMPUTER
IMPOSSIBLE	1 CREDIT	GAME OVER

●Test Mode

◇ When the power is connected with the TEST SWITCH or the DIP SWITCH 2 turned on, the machine reverts to the TEST MODE.

With stick and buttons, the SWITCH INPUT TEST or the setting of the GAME FEE can be chosen.

◇ In the SWITCH INPUT TEST, the input test of each switch can be set.

◇ In the setting of the GAME FEE, number of coin and credit can be set for each coin slot, 1 and 2.

◇ To go out from the TEST MODE, make the DIP SWITCH 2 turn off, then follow the instructions displayed for further operation.

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