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MANUAL

WARNING

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ARIKA / CAPCOM®

CAUTION

Please keep the following instructions to maintain the PC board in good condition.

- Do not drop or jolt the board.
- Do not spill any liquid substance on the board.

ATTENTION

Disassembling the board or removing the sticker may cause the termination of your repair warranty.

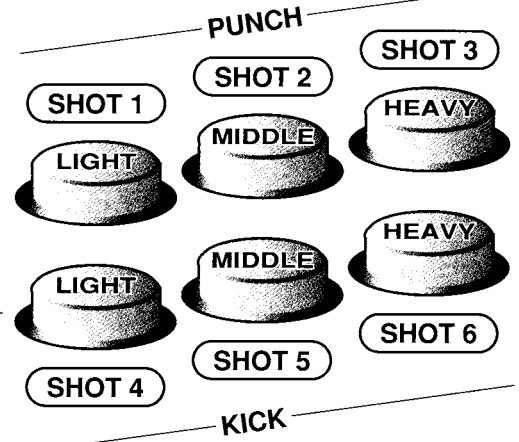
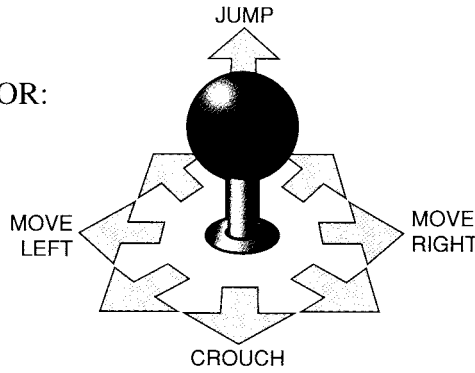
CAPCOM[®]

INSTALLATION

CONNECTORS

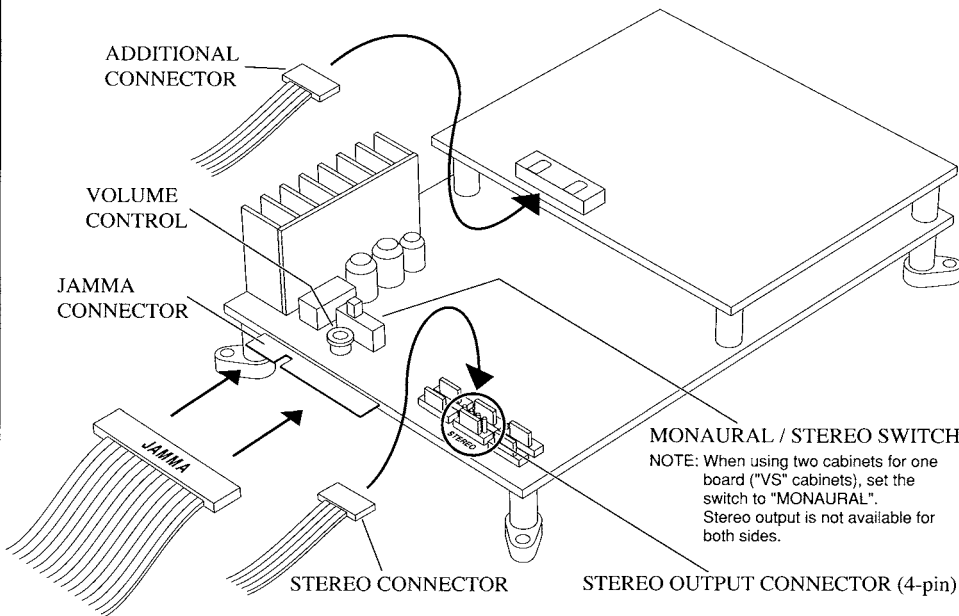
- JAMMA CONNECTOR: 56-pin connector
- ADDITIONAL CONNECTOR: Kick Interface
- STEREO CONNECTOR: Optional Harness and Stereo Connector

CONTROL PANEL LAYOUT



VOLUME SWITCHES ON BOARD

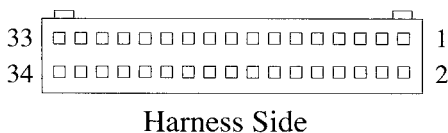
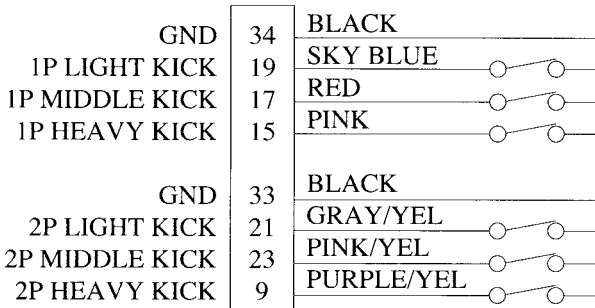
CONNECTOR LOCATIONS



JAMMA CONNECTOR

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COUNTER 1
LOCK OUT 2	K	9	LOCK OUT 1
SPEAKER (-)	L	10	SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
FREE CREDIT	R	14	VIDEO GND
N.C.	S	15	DIAGNOSTICS
2P COIN	T	16	1P COIN
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P LIGHT PUNCH	Z	22	1P LIGHT PUNCH
2P MIDDLE PUNCH	a	23	1P MIDDLE PUNCH
2P HEAVY PUNCH	b	24	1P HEAVY PUNCH
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

ADDITIONAL CONNECTOR



STEREO SOUND

Stereo sound is available by connecting PC board and speakers with the enclosed harness.

SPEAKER L (+)	1	WHITE	UL 1007	AWG-22
SPEAKER L (-)	2	GRAY	UL 1007	AWG-22
SPEAKER R (-)	3	BROWN	UL 1007	AWG-22
SPEAKER R (+)	4	ORANGE	UL 1007	AWG-22

Locate the stereo output connector on the main PC board.

Then wire the connector to both speakers(L and R) directly referring to the chart above.

TEST MENU

The TEST MENU allows you to test the functions and controls of the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the TEST MENU you can also access the CONFIGURATION MENU, where you can change the settings of the game.

1. ACCESSING THE TEST MENU

Cabinet equipped with a test switch:

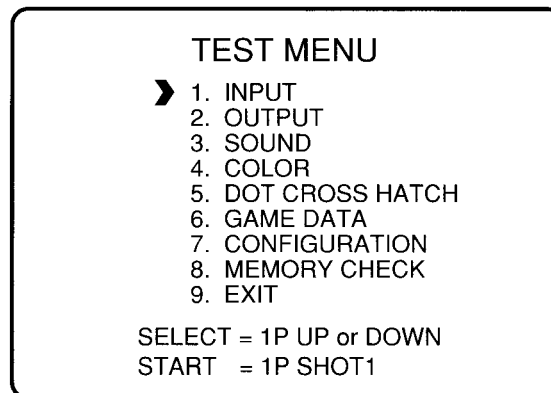
Turn on the main switch, then push the test switch. The screen shown below will appear.

2. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the cursor to your desired item and push the Player 1 SHOT 1 button.

※To return to the TEST MENU, push the Player 1 START and Player 1 SHOT 1 buttons simultaneously.

※The screen automatically returns to TEST MENU after the MEMORY CHECK.



3. TEST MENU ITEM DESCRIPTIONS

1. INPUT	Used to test the input switches such as joysticks and buttons.
2. OUTPUT	Used to test the coin meter and the coin lock.
3. SOUND	Select a code with the Player 1 joystick and push the Player 1 SHOT 1 button to hear the sound. Use the on-board Volume Control to adjust the sound volume.
4. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid black background.
5. DOT CROSS HATCH	Used to check the screen size, focus, and distortion.
6. GAME DATA	Coin meter and the average time will be displayed.
7. CONFIGURATION	Used to change the settings of the game. Refer to the CONFIGURATION MENU section. (Page 5)
8. MEMORY CHECK	Used to check the memory. "OK" appears when each block of memory passes the check. (If all blocks pass, it will automatically return to the "MENU".) If "NG" appears, repeat the memory check. If "NG" still appears, contact your distributor.
9. EXIT	Set the cursor to "EXIT" and push the Player 1 SHOT 1 button to return to the game.

CONFIGURATION MENU

1. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the cursor to your desired item and push the Player 1 SHOT 1 button.

7. CONFIGURATION MENU

- ▶ 1. SYSTEM
- 2. GAME
- 3. DEFAULT
- 4. SAVE & EXIT

SELECT = 1P UP or DOWN
START = 1P SHOT1

Refer to the SYSTEM CONFIGURATION OPTIONS below.

2. CONFIGURATION MENU ITEM DESCRIPTIONS

1. SYSTEM	Used to change the system settings.
2. GAME	Used to change the game play settings.
3. DEFAULT	Select this item and push the Player 1 SHOT 1 and 2 buttons simultaneously to return to the factory settings.
4. SAVE & EXIT	Select this item and push the Player 1 SHOT 1 button to save your settings and return to the TEST MENU.

※"SAVING NEW CONFIGURATION IN EEPROM" will appear on the screen when new settings are being saved. It will take one or two seconds to save the new settings. Do not turn off the power switch while saving is in process.

SYSTEM CONFIGURATION

1. CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the Player 1 joystick up or down to highlight your desired option. Once the option is highlighted, move the joystick left or right to change the setting.

7-1. SYSTEM CONFIGURATION

- ▶ 1. COIN
- 2. CHUTE TYPE
- 3. CONTINUE
- 4. DEMO SOUND
- 5. SOUND MODE
- 6. REGULATION
- 7. VOICE
- 8. EXIT

1 COIN 1 CREDIT
2 CHUTES SINGLE
ON
ON
STEREO (Q SOUND)
OFF
ON

SELECT OPTION = 1P UP or DOWN
MODIFY SETTING = 1P LEFT or RIGHT
= 1P SHOT1 or SHOT2

Refer to the SYSTEM CONFIGURATION OPTIONS below.

2. SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1. COIN	Used to set the play fee.
2. CHUTE TYPE	Used to set the type of your cabinet. 2 CHUTES SINGLE: 2 common chutes 2 CHUTES MULTI: 2 separate chutes 1 CHUTE SINGLE: 1 chute
3. CONTINUE	Used to set the continue ON or OFF.
4. DEMO SOUND	Used to turn the attract sound " ON (Standard) ," " HALF (Half the standard) ," or " OFF. " " HALF " setting is effective to lower the demo sound without effecting the game sound. ※See " TIPS FROM CAPCOM " for detail.
5. SOUND MODE	" STEREO (Q SOUND) " is available ONLY when the stereo output connector is connected to the speakers. If stereo output connector is not connected, set to " MONAURAL ". (When using two cabinets for one board (" VS " cabinets), set the switch to " MONAURAL ". Stereo output is not available for both sides.)
6. REGULATION	Allows you to change the scenes that are thought to be inappropriate to more softer expression. If set to " ON " the color of the blood change from red to green.
7. VOICE ※1	Used to void certain voice/sounds that may not be appropriate for certain countries.
8. EXIT	Set this cursor to " EXIT " and push the Player 1 SHOT 1 button to return to the CONFIGURATION MENU.

※1 VOICE TYPE is available only in the Asian Version.

GAME CONFIGURATION

1. CHANGING THE GAME CONFIGURATION SETTINGS

Move the Player 1 joystick up or down to highlight your desired option. Once the option is highlighted, move the joystick left or right to change the setting.

7-2. GAME CONFIGURATION

- ▶ 1. GAME DIFFICULTY EASY [••3•••••]HARD
- 2. DAMAGE LEVEL LOW [•••4•••••]HIGH
- 3. TIME COUNT SPEED SLOW[•2••]FAST
- 4. MAX-ROUND[CPU] 3 ROUNDS
- 5. MAX-ROUND[VS] 3 ROUNDS
- 6. EVENT OFF
- 7. EXIT

SELECT OPTION = 1P UP or DOWN
 MODIFY SETTING = 1P LEFT or RIGHT
 = 1P SHOT1 or SHOT2

Refer to the GAME CONFIGURATION OPTIONS below.

2. GAME CONFIGURATION ITEM DESCRIPTIONS

1. GAME DIFFICULTY	Used to set the game difficulty level. The higher the number, the more difficult the game play.
2. DAMAGE LEVEL	Used to set the offensive power level. The higher the number, the greater the offensive power.
3. TIMER COUNT SPEED	Used to set the speed of the time counter. The higher the number, the faster the counter.
4. MAX-ROUND [VS. CPU]	Used to set the numbers of rounds per match for "VS. CPU". "3 ROUNDS" are ideal for standard operation and "1, 5 ROUNDS" for events such as tournaments.
5. MAX-ROUND [VS. PLAYER]	Used to set the numbers of rounds per match for "VS. Player". "3 ROUNDS" are ideal for standard operation and "1, 5 ROUNDS" for events such as tournaments.
6. EVENT	Special setting for the tournament event. 1 MATCH: Only 1 credit is required for a 2P game. The game ends after one match regardless of the result.
7. EXIT	Set the cursor to "EXIT" and push the Player 1 SHOT 1 button to return to the CONFIGURATION MENU.

SYSTEM CONFIGURATION

●SYSTEM CONFIGURATION OPTIONS

COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS
	1 COIN 5 CREDITS	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS
	1 COIN 9 CREDITS	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT
	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT	8 COINS 1 CREDIT
	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
CHUTE TYPE	2 CHUTES SINGLE	2 CHUTES MULTI	1 CHUTE SINGLE	
CONTINUE	ON		OFF	
DEMO SOUND	ON	HALF	OFF	
SOUND MODE	MONAURAL		STEREO <Q SOUND>	
REGULATION	ON		OFF	
VOICE ※1	ON		OFF	

●GAME CONFIGURATION OPTIONS

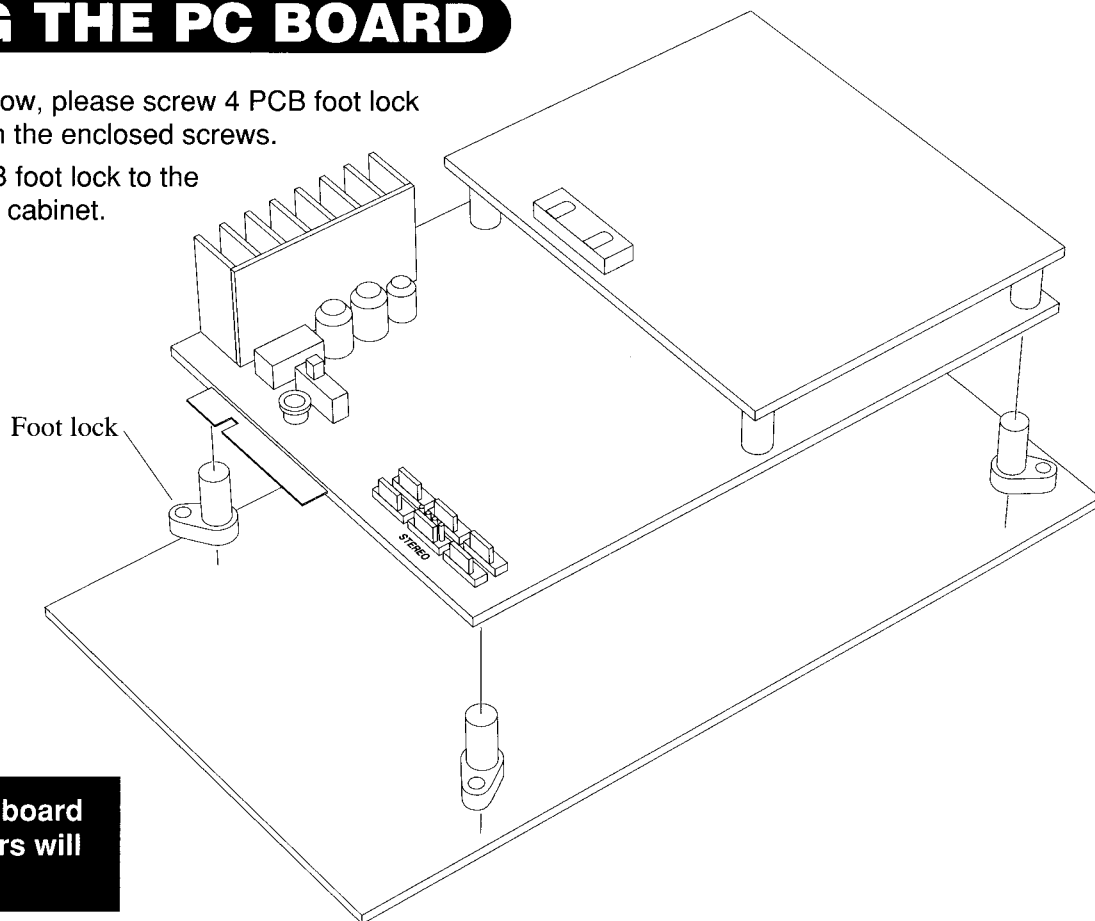
GAME DIFFICULTY	1 EASY	2	3 NORMAL	4
	5	6	7	8 HARD
DAMAGE LEVEL	1 LOW	2	3	4 NORMAL
	5	6	7	8 HIGH
TIME COUNT SPEED	1 SLOW	2	3	4 FAST
MAX-ROUND [CPU]	1 ROUND	3 ROUNDS		5 ROUNDS
MAX-ROUND [VS]	1 ROUND	3 ROUNDS		5 ROUNDS
EVENT	1 MATCH		OFF	

- ※ Asian Version Factory Setting
- ※ European Version Factory Setting
- ※ Corresponding Factory Setting

※1 VOICE TYPE is available only in the Asian Version.

MOUNTING THE PC BOARD

- ① Referring to the figure below, please screw 4 PCB foot lock to the main PC board with the enclosed screws.
- ② Then please screw 4 PCB foot lock to the appropriate space in your cabinet. (screws not included.)



Disassembling the PC board or removing the stickers will void your warranty

TIPS FROM CAPCOM

TOURNAMENT

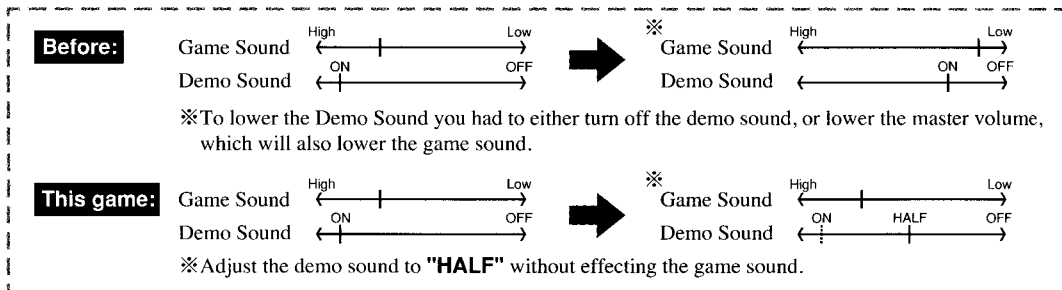
For Faster circulation of game players during tournaments and/or events, In the "EVENT" set to "ON". By doing so, 1 credit is required for a 2P game. The game ends after one match. "FREE PLAY" is also available.

MAX-ROUND

This game allows you to set the "MAX-ROUND" for both "VS. CPU" and "VS. Player". "3 ROUNDS" are standard operation and "1, 5 ROUNDS" are ideal for events such as tournaments. More versatility and control of game time!
This setting will allow you to set different number of rounds for the "MAX-ROUND [VS. CPU]" and "MAX-ROUND [VS. PLAYER]"
Adjust each "MAX ROUND" setting to fit your amusement space.

DEMO SOUND

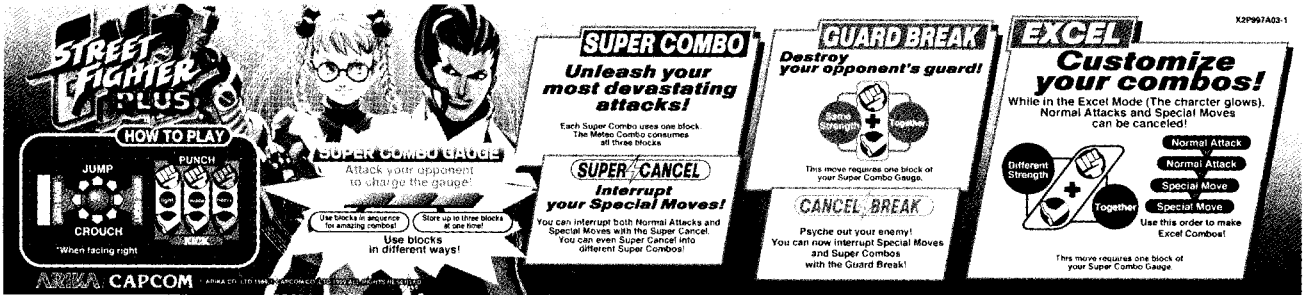
A new degree is added to the Demo Sound setting. "HALF" is a degree right in between "ON" and "OFF." It allows 3 choices of Demo/Game sound balance.
"ON" -----Demo sound being a little louder than the Game sound/music.
"HALF"----Demo sound being a little softer than the Game sound/music.
"OFF"-----No Demo sound. Game sound/music only.
(See figure below.)
Choose the best setting to meet your location.



PLAY INSTRUCTION STICKERS

※THE INSTRUCTION STICKERS ARE VERY IMPORTANT FOR THE PLAYERS TO UNDERSTAND THE GAME PLAY. PLEASE PUT THEM IN A VISIBLE AREA ON OR NEAR THE CABINET. EXAMPLE BELOW.

INSTRUCTION STICKER (A)

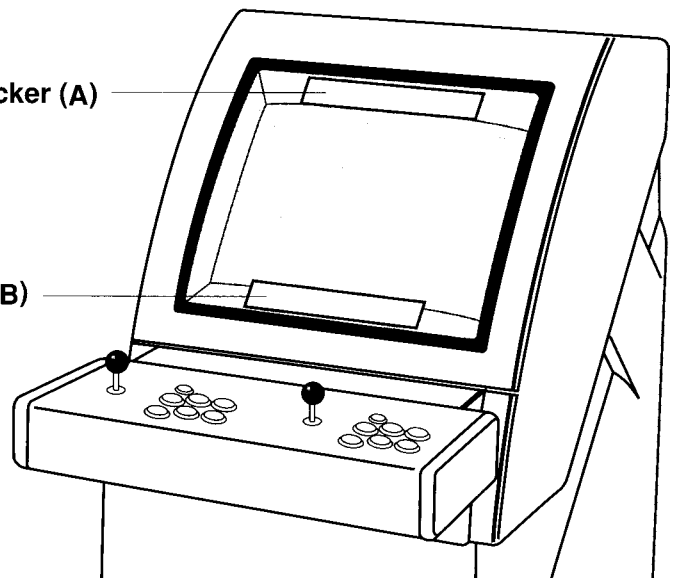


INSTRUCTION STICKER (B)



Instruction Sticker (A)

Instruction Sticker (B)



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