MANUAL

WARNING
Asia version of this game is for the Asian countries only.
Europe version of this game is for the European countries only.
Oceania version of this game is for the Oceanian countries only.
Sales, export, or operation outside these countries may be
construed as copyright and trademark infringement and is
strictly prohibited.
Violators are subject to severe penalties and will be prosecuted
to the full extent of the applicable laws.
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

**VOLUME SWITCHES ON BOARD**

- **CONNECTOR LOCATIONS**

**STEREO CONNECTOR**
- Optional Harness and Stereo Connector

**ADDITIONAL CONNECTOR**
- GND
  - 34
  - BLACK
  - SKY BLUE
  - RED
  - PINK

- 1P LIGHT KICK
  - 19

- 1P MIDDLE KICK
  - 17

- 1P HEAVY KICK
  - 15

- GND
  - 33
  - BLACK
  - GRAY/YEL
  - PINK/YEL
  - PURPLE/YEL

- 2P LIGHT KICK
  - 21

- 2P MIDDLE KICK
  - 23

- 2P HEAVY KICK
  - 9

**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

<table>
<thead>
<tr>
<th>1. INPUT</th>
<th>Used to test the input switches such as joysticks and buttons.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. OUTPUT</td>
<td>Used to test the coin meter and the coin lock.</td>
</tr>
<tr>
<td>3. SOUND</td>
<td>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.</td>
</tr>
<tr>
<td>4. COLOR</td>
<td>Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid black background.</td>
</tr>
<tr>
<td>5. DOT CROSS HATCH</td>
<td>Used to check the screen size, focus, and distortion.</td>
</tr>
<tr>
<td>6. GAME DATA</td>
<td>Coin meter and the average time will be displayed.</td>
</tr>
<tr>
<td>7. CONFIGURATION</td>
<td>Used to change the settings of the game. Refer to the CONFIGURATION MENU section. (Page 5)</td>
</tr>
<tr>
<td>8. MEMORY CHECK</td>
<td>Used to check the memory. &quot;OK&quot; appears when each block of memory passes the check. (If all blocks passes, it will automatically returns to the &quot;MENU&quot;.) If &quot;NG&quot; appears, repeat the memory check. If &quot;NG&quot; still appears, contact your distributor.</td>
</tr>
<tr>
<td>9. EXIT</td>
<td>Set the cursor to &quot;EXIT&quot; and push the Player 1 SHOT 1 button to return to the game.</td>
</tr>
</tbody>
</table>
# 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.

## 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.

### 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 "MONOURAL".
   - (When using two cabinets for one board ("VS" cabinets), set the switch to "MONOURAL". 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.
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 [2•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 timer.
   The higher the number, the faster the timer.

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

<table>
<thead>
<tr>
<th>COIN</th>
<th>1 COIN</th>
<th>2 COINS</th>
<th>1 COIN</th>
<th>2 COINS</th>
<th>1 COIN</th>
<th>2 COINS</th>
<th>1 COIN</th>
<th>2 COINS</th>
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</thead>
<tbody>
<tr>
<td>1 CREDIT</td>
<td>5 CREDITS</td>
<td>1 CREDIT</td>
<td>2 CREDITS</td>
<td>1 CREDIT</td>
<td>3 CREDITS</td>
<td>1 CREDIT</td>
<td>4 CREDITS</td>
<td></td>
</tr>
<tr>
<td>1 CREDIT</td>
<td>9 CREDITS</td>
<td>1 CREDIT</td>
<td>2 CREDITS</td>
<td>1 CREDIT</td>
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<td></td>
</tr>
</tbody>
</table>

CHUTE TYPE | 2 CHUTES SINGLE | 2 CHUTES MULTI | 1 CHUTE SINGLE
CONTINUE | ON | OFF
DEMO SOUND | ON | HALF | OFF
SOUND MODE | MONAURAL | STEREO (O SOUND)
REGULATION | ON | OFF
VOICE | 1 | ON | OFF

GAME CONFIGURATION OPTIONS

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

Before:

<table>
<thead>
<tr>
<th>Game Sound</th>
<th>Demo Sound</th>
</tr>
</thead>
<tbody>
<tr>
<td>High</td>
<td>Low</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
</tr>
</tbody>
</table>

※ To lower the Demo Sound you had to either turn off the demo sound, or lower the master volume, which will also lower the game sound.

This game:

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<td>Low</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
</tr>
</tbody>
</table>

※ Adjust the demo sound to "HALF" without effecting the game sound.
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)

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