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.
**SET UP**

- P.C.B. CONNECTOR: JAMMA STANDARD
- CRT MONITOR: HORIZONTAL

**VOLUME AND TEST SWITCHES ON CONNECTORS**

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

**JAMMA CONNECTOR**

<table>
<thead>
<tr>
<th>SOLDER SIDE</th>
<th>COMPONENT SIDE</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND A 1</td>
<td>GND</td>
</tr>
<tr>
<td>GND B 2</td>
<td>GND</td>
</tr>
<tr>
<td>+12V D 4</td>
<td>+12V</td>
</tr>
<tr>
<td>N.C. E 5</td>
<td>N.C.</td>
</tr>
<tr>
<td>+5V F 6</td>
<td>+5V</td>
</tr>
<tr>
<td>COUNTER J 8</td>
<td>LOCK OUT I 9</td>
</tr>
<tr>
<td>SPEAKER (+) 10</td>
<td>SPEAKER (-) 11</td>
</tr>
<tr>
<td>N.C. M 11</td>
<td>N.C.</td>
</tr>
<tr>
<td>VIDEO GREEN N 12</td>
<td>VIDEO RED 13</td>
</tr>
<tr>
<td>VIDEO SYNC P 13</td>
<td>VIDEO BLUE 14</td>
</tr>
<tr>
<td>FREE CREDIT R 14</td>
<td>VIDEO GND 15</td>
</tr>
<tr>
<td>N.C. S 15</td>
<td>DIAGNOSTICS</td>
</tr>
<tr>
<td>N.C. T 16</td>
<td>IP COIN</td>
</tr>
<tr>
<td>N.C. U 17</td>
<td>IP START</td>
</tr>
<tr>
<td>N.C. V 18</td>
<td>IP UP</td>
</tr>
<tr>
<td>N.C. W 19</td>
<td>IP DOWN</td>
</tr>
<tr>
<td>N.C. X 20</td>
<td>IP LEFT</td>
</tr>
<tr>
<td>N.C. Y 21</td>
<td>IP RIGHT</td>
</tr>
<tr>
<td>N.C. Z 22</td>
<td>IP SHOT 1</td>
</tr>
<tr>
<td>N.C. a 23</td>
<td>IP SHOT 2</td>
</tr>
<tr>
<td>N.C. b 24</td>
<td>IP SHOT 3</td>
</tr>
<tr>
<td>N.C. c 25</td>
<td>N.C.</td>
</tr>
<tr>
<td>N.C. d 26</td>
<td>N.C.</td>
</tr>
<tr>
<td>N.C. e 27</td>
<td>GND</td>
</tr>
<tr>
<td>GND f 28</td>
<td>GND</td>
</tr>
</tbody>
</table>

**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.
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

Turn on the main power 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.

3. TEST MENU ITEM DESCRIPTIONS

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1) INPUT</td>
<td>Used to test the input switches such as joysticks and buttons. &quot;0&quot; indicates <strong>OFF</strong>, &quot;1&quot; indicates <strong>ON</strong>.</td>
<td></td>
</tr>
<tr>
<td>2) OUTPUT</td>
<td>Used to test the coin meter and the coin lock. Push the Player 1 SHOT 1, 2 buttons and/or the Player 2 SHOT 1 button and see if the coin counter is working properly.</td>
<td></td>
</tr>
<tr>
<td>3) SOUND &amp; VOICE</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>
<td></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>
<td></td>
</tr>
<tr>
<td>5) DOT CROSS HATCH</td>
<td>Used to check the screen size, focus, and distortion.</td>
<td></td>
</tr>
<tr>
<td>6) GAME DATA</td>
<td>There are &quot;Accumulated&quot; and &quot;Resetable&quot; counters. In each, Coin, Service, and Free play switch counter will be displayed. <strong>See Figure 1 above.</strong></td>
<td></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>
<td></td>
</tr>
<tr>
<td>8) MEMORY CHECK</td>
<td>Used to check the on-board memory. &quot;OK&quot; appears when each block of memory passes the check. (If all blocks pass, it will automatically return to the &quot;TEST MENU&quot; screen.) If &quot;NG&quot; appears, repeat the memory check. If &quot;NG&quot; still appears, contact your distributor.</td>
<td></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>
<td></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. Refer to the SYSTEM CONFIGURATION section below for the details.

2) GAME
Used to change the game play settings. Refer to the GAME CONFIGURATION section on page 6 for the details.

3) DEFAULT
Select this item and push the Player 1 SHOT 1 and SHOT 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 while 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 progress.

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 MODE
Used to set the type of your cabinet.
2 CHUTES SINGLE: 2 common 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"(Page.7) for detail.

5) SOUND MODE
"EXTERNAL" is available ONLY when the stereo output connector is connected to the EXTERNAL speakers. Otherwise, set this option to "JAMMA."

6) VOICE ※1
Used to void certain voice/sounds that may not be appropriate for certain countries.

7) EXIT
Set the 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) DIFFICULTY  EASY [*****6***] HARD
2) START VITAL  LOW [*****5***] HIGH
3) MAX VITAL    LOW [********8] HIGH
4) START BOOST  LOW [1****] HIGH
5) MAX BOOST    LOW [*****5] HIGH
6) EXIT

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

2. GAME CONFIGURATION ITEM DESCRIPTIONS

1) DIFFICULTY
This option allows you to set the game's difficulty within eight different levels. The higher the number, the more difficult it becomes to defeat the game.

2) START VITAL
This option allows you to set the size of the life gauge that the player has from the start of the game. There are eight different levels to select from. The higher the number, the larger the size of the life gauge becomes.

3) MAX VITAL
This option allows you to set the size of the player's maximum life gauge. There are eight different levels to select from. The higher the number, the larger the maximum life gauge becomes.

4) START BOOST
This option allows you to set the number of Boost Items a player has from the start of the game.

5) MAX BOOST
This option allows you to set the maximum number of Boost Items a player can hold at one time.

6) EXIT
Set the cursor to "EXIT" and push the Player 1 SHOT 1 button to return to the CONFIGURATION MENU.

AVAILABLE OPTIONS

SYSTEM CONFIGURATION OPTIONS

<table>
<thead>
<tr>
<th>COIN</th>
<th>1 COIN 1 CREDIT</th>
<th>1 COIN 2 CREDITS</th>
<th>1 COIN 3 CREDITS</th>
<th>1 COIN 4 CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5 CREDITS</td>
<td>6 CREDITS</td>
<td>7 CREDITS</td>
<td>8 CREDITS</td>
</tr>
<tr>
<td>1 COIN</td>
<td>1 COIN 9 CREDITS</td>
<td>2 COINS 1 CREDIT</td>
<td>3 COINS 1 CREDIT</td>
<td>4 COINS 1 CREDIT</td>
</tr>
<tr>
<td>5 COINS</td>
<td>6 COINS</td>
<td>7 COINS 1 CREDIT</td>
<td>8 COINS 1 CREDIT</td>
<td></td>
</tr>
<tr>
<td>2 COINS 1 CREDIT</td>
<td>2 COINS START</td>
<td>FREE PLAY</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

CHUTE MODE

- **2 CHUTES SINGLE**
- **1 CHUTE SINGLE**

CONTINUE

- **ON**
- **OFF**

DEMO SOUND

- **ON**
- **HALF**
- **OFF**

SOUND MODE

- **JAMMA**
- **EXTERNAL**

VOICE

- **1**
- **ON**
- **OFF**

GAME CONFIGURATION OPTIONS

<table>
<thead>
<tr>
<th>DIFFICULTY</th>
<th>EASY</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>START VITAL</th>
<th>LOW</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>8</td>
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<table>
<thead>
<tr>
<th>MAX VITAL</th>
<th>LOW</th>
<th>1</th>
<th>2</th>
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<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>START BOOST</th>
<th>LOW</th>
<th>0</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
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<table>
<thead>
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<th>MAX BOOST</th>
<th>LOW</th>
<th>0</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

*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

DEMO SOUND

A new setting is added to the Demo Sound setting. It now 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.
Choose the best setting to meet your location.

Before:

Game Sound
High
Demo Sound
ON
Low
OFF

※ 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:

Game Sound
High
Demo Sound
ON
Low
HALF
OFF

※ Adjust the demo sound to "HALF" without affecting 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

Instruction Sticker

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