

**MIDNIGHT  
WANDERERS**  
quest for the chariot  
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**CHARIOT**  
adventure  
through the sky  
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**DON'T  
PULL**  
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3GAMES IN 1BOARD:THREE WONDERS

# MANUAL

**CAPCOM**

# ●SETTING INSTRUCTION

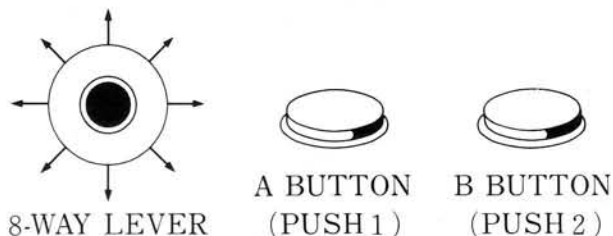
## ○PCB CONNECTOR

JAMMA STANDARD

## ○CRT MONITOR

HORIZONTAL TYPE

## ○CONTROL PANEL



※2 PLAYERS SIMULTANEOUS TYPE

## ○HOW TO PLAY

(3 DIFFERENT GAMES ARE INCLUDED IN THIS PCB)

### 1. MIDNIGHT WANDERERS (ACTION)

8-WAY LEVER : PLAYER CHARACTER MOVES

A BUTTON : PLAYER CHARACTER ATTACKS

B BUTTON : PLAYER CHARACTER JUMPS

### 2. CHARIOT (SHOOTING)

8-WAY LEVER : PLAYER CHARACTER MOVES

A BUTTON : PLAYER CHARACTER SHOOTS THE NORMAL SHOT

B BUTTON : PLAYER CHARACTER SHOOTS THE TAIL SHOT

### 3. DON'T PULL (PUZZLE)

8-WAY LEVER : PLAYER CHARACTER MOVES

A BUTTON : PLAYER CHARACTER PUSHES A BLOCK

B BUTTON : (SAME FUNCTION AS "A" BUTTON)

## JAMMA STANDARD

SOLDER SIDE				COMPONENTS 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		
COIN COUNTER 2	J	8	COIN COUNTER 1	
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)	
SP (-)	L	10	SP (+)	
N.C.	M	11	N.C.	
VIDEO GREEN	N	12	VIDEO RED	
VIDEO SYNC	P	13	VIDEO BLUE	
SERVICE SW	R	14	VIDEO GND	
	S	15	TEST SW	
COIN SW 2	T	16	COIN SW 1	
START SW 2	U	17	START SW 1	
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 PUSH 1	Z	22	1P PUSH 1	
2P PUSH 2	a	23	1P PUSH 2	
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	

## ●PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

1168-056-009 : (KEL)

○MAXIMUM NUMBER OF CREDIT IS 9.

●DIP SW [A]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	<b>OFF</b>	<b>OFF</b>	<b>OFF</b>					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	ON	ON	ON					
COIN 2	1COIN 1CREDIT				<b>OFF</b>	<b>OFF</b>	<b>OFF</b>		
	1COIN 2CREDITS				ON	OFF	OFF		
	1COIN 3CREDITS				OFF	ON	OFF		
	1COIN 4CREDITS				ON	ON	OFF		
	1COIN 6CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
SPECIAL COIN-SETTING	OUT							<b>OFF</b>	
	IN							ON	
SCREEN STOP	OUT								<b>OFF</b>
	IN								ON
FREE PLAY	IN	ON	ON	ON	ON	ON	ON	ON	

※WHEN SPECIAL COIN-SETTING IS IN, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN REGARDLESS OF THE SETTINGS OF COIN 1 AND COIN 2.

※BOLD FACE INDICATES THE FACTORY SETTING.

●DIP SW [B]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
ACTION THE NUMBER OF PLAYER CHARACTER	1	OFF	OFF						
	2	<b>ON</b>	<b>OFF</b>						
	3	OFF	ON						
	5	ON	ON						
ACTION DIFFICULTY LEVEL	EASY			OFF	OFF				
	NORMAL			<b>ON</b>	<b>OFF</b>				
	HARD			OFF	ON				
	HARDEST			ON	ON				
SHOOTING THE NUMBER OF PLAYER CHARACTER	1					OFF	OFF		
	2					ON	OFF		
	3					<b>OFF</b>	<b>ON</b>		
	5					ON	ON		
SHOOTING DIFFICULTY LEVEL	EASY							OFF	OFF
	NORMAL							<b>ON</b>	<b>OFF</b>
	HARD							OFF	ON
	HARDEST							ON	ON

※DIFFICULTY LEVEL IS SET AT NORMAL WHEN SHIPPED.

※BOLD FACE INDICATES THE FACTORY SETTING.

## ●DIP SW [C]

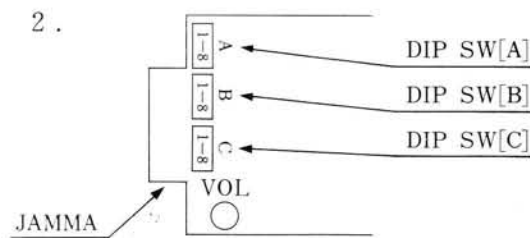
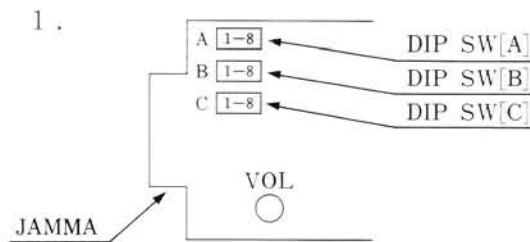
ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
PUZZLE THE NUMBER OF PLAYER CHARACTER	1	OFF	OFF						
	2	ON	OFF						
	3	<b>OFF</b>	<b>ON</b>						
	5	ON	ON						
PUZZLE DIFFICULTY LEVEL	EASY			OFF	OFF				
	NORMAL			<b>ON</b>	<b>OFF</b>				
	HARD			OFF	ON				
	HARDEST			ON	ON				
SCREEN FLIP	OUT					<b>OFF</b>			
	IN					ON			
DEMONSTRATION SOUND	OUT						OFF		
	IN						<b>ON</b>		
CONTINUE	OUT							OFF	
	IN							<b>ON</b>	
TEST MODE	GAME MODE								<b>OFF</b>
	TEST MODE								ON

※WHENEVER DIP SWITCH SET NEWLY, MAKE SURE THE POWER IS OFF.

※BOLD FACE INDICATES THE FACTORY SETTING.

## ○DIP SW LOCATION

(There are 2 different types)



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