

# STREET FIGHTER II

## The New Challengers

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# MANUAL

## WARNING

This game is for use in all countries excluding the United States of America, Canada, Mexico and Japan.

Sales, export or operation inside 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 law.

# CAPCOM®

## CAUTION

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

- Do not block up the ventilation slots.
- Do not give the board too much shocks.
- Do not let any liquid go inside the case.
- Do not disassemble the case.



**Ni-cd**

**ATTENTION:**

The product that you have purchased contains a rechargeable battery.

The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste stream.

Check with your local solid waste officials for details in your area for recycling options or proper disposal.

**CAPCOM**

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

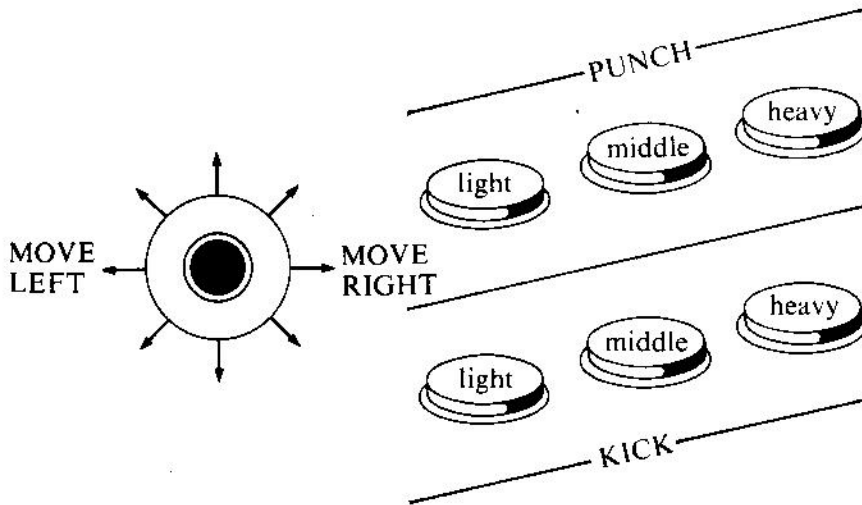
# ● SETTING INSTRUCTIONS

## ○ PCB CONNECTOR

JAMMA STANDARD

## ○ CRT MONITOR

HORIZONTAL SCREEN



## ○ 8-WAY LEVER

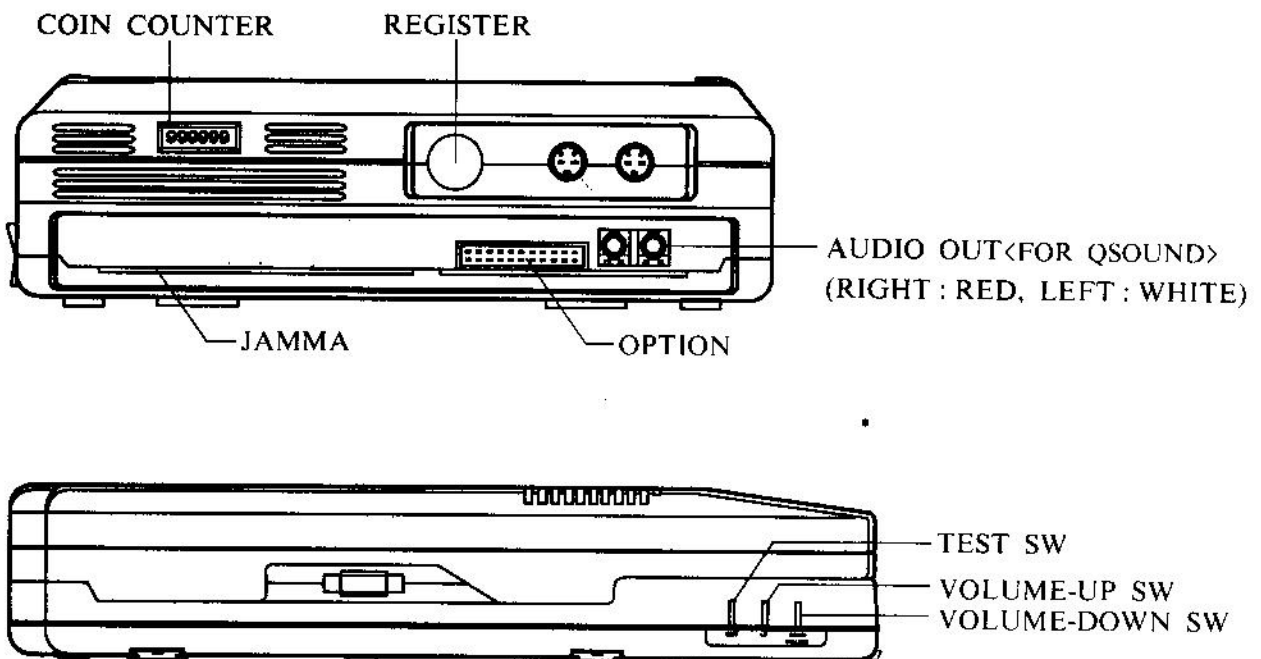
MOVES PLAYER TO UP/DOWN,  
LEFT/RIGHT AND OTHER DIRECTIONS.

## 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	
N.C.	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
N.C.	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 PUNCH (light)	Z	22	1P PUNCH (light)
2P PUNCH (middle)	a	23	1P PUNCH (middle)
2P PUNCH (heavy)	b	24	1P PUNCH (heavy)
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)

# ● CONFIGURATION



## ● CONNECTORS

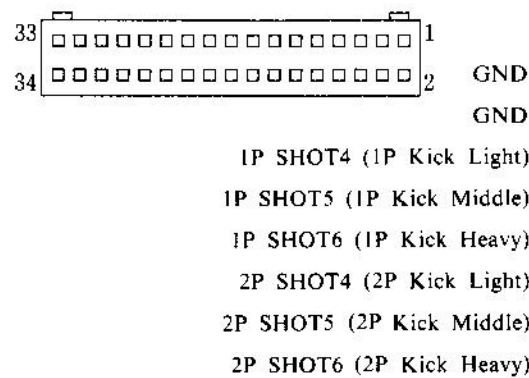
JAMMA: JAMMA 56-pin connector

OPTION: optional I/O connector

AUDIO OUT: used only for CAPCOM QSOUND cabinet

REGISTER: I/O connector for register

## ● OPTION



33	AWG20 Black
34	AWG20 Black
19	AWG22 Sky blue <i>bleu ciel</i>
17	AWG22 Red <i>rouge</i>
15	AWG22 Pink <i>rose</i>
21	AWG22 Grey/Yellow <i>gris jaune</i>
23	AWG22 Pink/Yellow <i>rose jaune</i>
9	AWG22 Purple/Yellow <i>violet jaune</i>

TEST: test switch of the circuit board

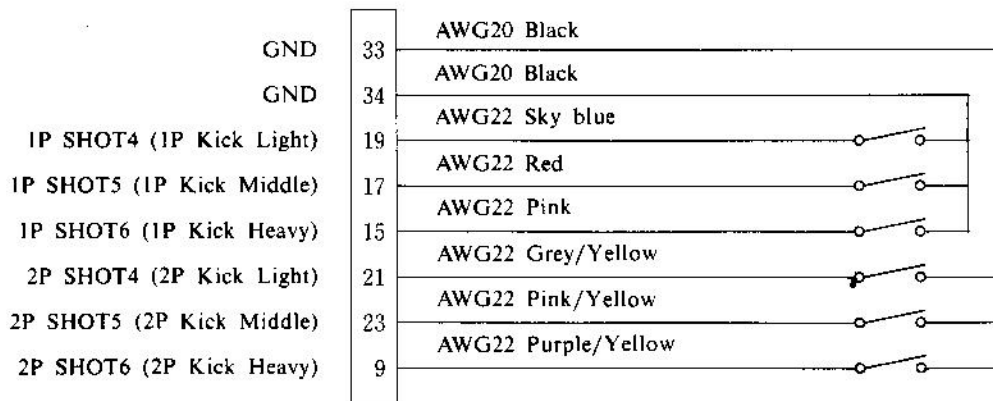
VOLUME

UP: volume-up switch

DOWN: volume-down switch

## ● CONNECTION

OPTION connector



## ABOUT EEP-ROM

This board is equipped with EEP-ROM which can store various settings without backup battery. The EEP-ROM lets you change settings on screen. Please see the chapter **SYSTEM CONFIGURATION** for particulars.

## ABOUT TEST MENU

### 1) TO OPEN THE MENU

#### A) For CAPCOM cabinet, or a cabinet equipped with a test switch

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

#### B) For a cabinet without a test switch

Push the test switch of the circuit board. The screen A shown below will appear.

### 2) TO CLOSE THE MENU

On the test menu screen, select "9.EXIT" and push 1P A button.

#### T E S T M E N U

- 1. INPUT
- 2. OUTPUT
- 3. SYSTEM CONFIGURATION
- 4. MEMORY TEST
- 5. SOUND & VOICE
- 6. COLOR
- 7. DUT CROSS HATCH
- 8. CHARACTER
- 9. EXIT

- ...1. Check on input switches
- ...2. Check on output switches
- ...3. Game play settings
- ...4. Memory check
- ...5. Sound check
- ...6. Color adjustment
- ...7. Adjustment of screen size, focus and distortion
- ...8. Character check
- ...9. Returns to the game play mode

(\* Screen A)

### 3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

- Select an item with the 1P lever and decide with the 1P A button.
- To return to the test menu, push 1P START and 2P START buttons simultaneously.
  - \* The test menu automatically appears:
    - After changes of game play setting are done on the menu of "3.SYSTEM CONFIGURATION"
    - After the memory is tested on the menu of "4.MEMORY TEST"

#### 4) ITEM DESCRIPTIONS

1. INPUT	Used to test all the input/output switches. "1" appears when the switches are on.
2. OUTPUT	Check connection and switches in case "0" appears.
3. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
4. MEMORY TEST	Used to test the memory. "OK" appears when it works normally. "ERROR" appears in case of malfunction, then repeat the memory test. Contact your dealer if "ERROR" still appears.
5. SOUND & VOICE	Select a code of SOUND or VOICE with the IP lever. Push the IP A button to hear the sound of the selected code, then adjust volume.
6. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
7. DOT CROSS HATCH	Used to test screen size, focus and distortion.
8. CHARACTER	Used to check all the characters.
9. EXIT	Select this item and push IP A button to return to game play mode.

#### SETTING THE VOLUME

The volume of this unit can be adjusted by pressing the volume-up switch and the volume-down switch. **The setting you have selected will be stored** even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volume-up or the volume-down switch **for at least five seconds**, then set the volume again.

# ABOUT SYSTEM CONFIGURATION

## 1) TO OPEN THE MENU

- On the TEST MENU screen, select “**3.SYSTEM CONFIGURATION**” and push the IP A button. The Screen B shown below appears.

## 2) TO CLOSE THE MENU

- When all the settings are done, select “**EXIT**” and push the IP START button.
- When settings are changed, new settings are stored on EEP-ROM, then the TEST MENU appears.
- A message “**SAVING NEW CONFIGURATION IN EEP ROM**” appears while new settings are being written on EEP-ROM.
- It takes one or two seconds to write new settings on EEP-ROM. Do not turn off the power switch while writing.
- A message “**CONFIGURATION SAVED**” appears and then the TEST MENU automatically appears when writing is done.

### SYSTEM CONFIGURATION MENU

COIN	1COIN 1CREDIT	…Number of coins per play
GAME DIFFICULTY	4 MEDIUM	…Game difficulty setting
SOUND	STEREO	…Stereo or monaural
DEMO SOUND	OFF	…With or without sound in attract mode
CONTINUE	ON	…With or without continued play
START MODE	OFF	…A one-player game from the two-player (2P) side start up
MONITOR FLIP	OFF	…Turnover of the screen
FACTORY SETTING		…Returns to factory setting
EXIT		…Returns to the TEST MENU

(\* Screen B)

## 3) TO CHANGE THE SETTING

- Select an item with the IP lever (UP or DOWN) and change the setting with the IP lever (LEFT or RIGHT).

Settings will be changed in the order shown in the following table.

You can also change the setting with the IP A button.

# SYSTEM CONFIGURATION

## 4) MENU

COIN	<b>1COIN 1CREDIT</b>	1COIN 2CREDITS	1COIN 3CREDITS	1COIN 4CREDITS	1COIN 6CREDITS
	2COINS 1CREDIT	3COINS 1CREDIT	4COINS 1CREDIT	2COINS START 1COIN CONTINUE	FREE PLAY
GAME DIFFICULTY	1 EASIEST	2 VERY EASY	3 EASY	<b>4 MEDIUM</b>	
	5 MEDIUM HARD	6 HARD	7 VERY HARD	8 HARDEST	
SOUND	<b>STEREO (0 SOUND)</b>		MONAURAL		
DEMO SOUND	ON		<b>OFF</b>		
CONTINUE	<b>ON</b>		OFF		
START MODE	ON		<b>OFF</b>		
MONITOR FLIP	ON		<b>OFF</b>		

\* Bold faces indicate the factory setting.

\* After you change the setting, make sure to select "EXIT" and push the IP START button. Otherwise your setting will not be memorized.

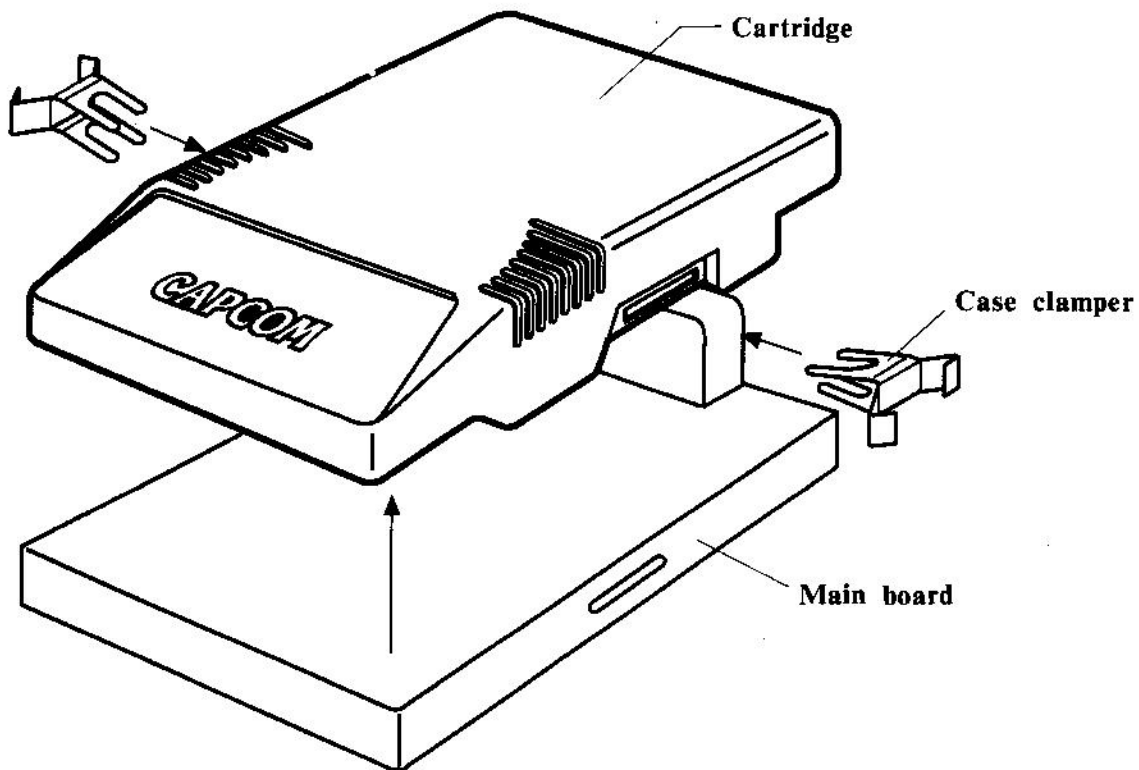


## SYSTEM CONFIGURATION

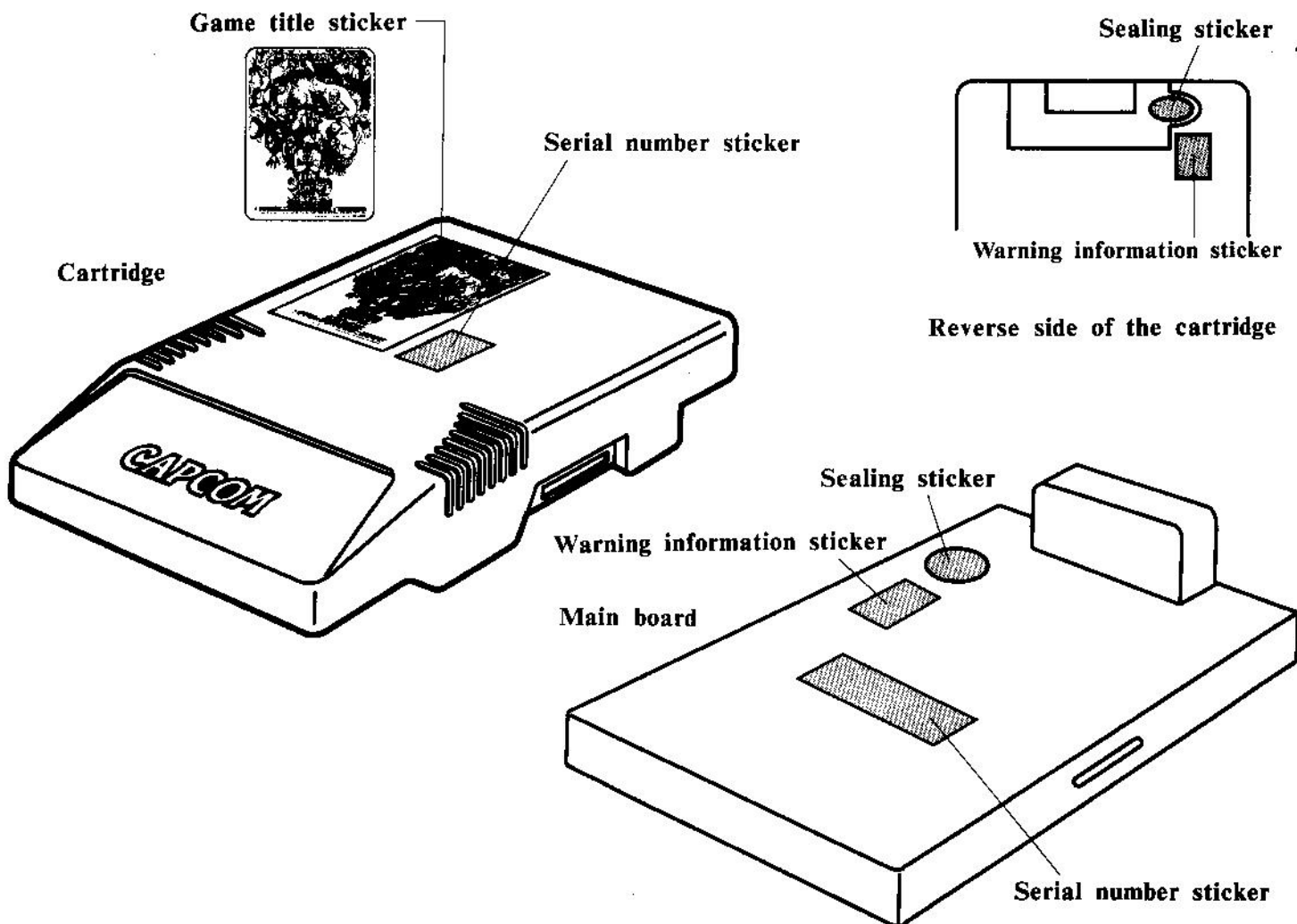
### ITEM DESCRIPTIONS

COIN	Sets the charge per play.
GAME DIFFICULTY	As the number increases, the game play gets harder.
SOUND	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinets, please set to MONAURAL. ● <b>STEREO</b> —with QSOUND    ● <b>MONAURAL</b> —without QSOUND
DEMO SOUND	With or without sound in Attract Mode. ● <b>ON</b> —with sound    ● <b>OFF</b> —without sound
CONTINUE	Sets continuous play. ● <b>ON</b> : Continuous play is possible. ● <b>OFF</b> : Continuous play is not possible.
START MODE	Sets whether or not it is possible to start a one-player game from the two-player (2P) side after game start up. ● <b>ON</b> : Game can be started from the two-player (2P) side. ● <b>OFF</b> : Game cannot be started from the two-player (2P) side.
MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. ● <b>ON</b> —with turnover    ● <b>OFF</b> —without turnover
FACTORY SETTING	To return to the factory settings, select this item and push the IP START button.
EXIT	To store changed settings and return to the TEST MENU, select this item and push the IP START button.

## HOW TO EJECT THE CARTRIDGE



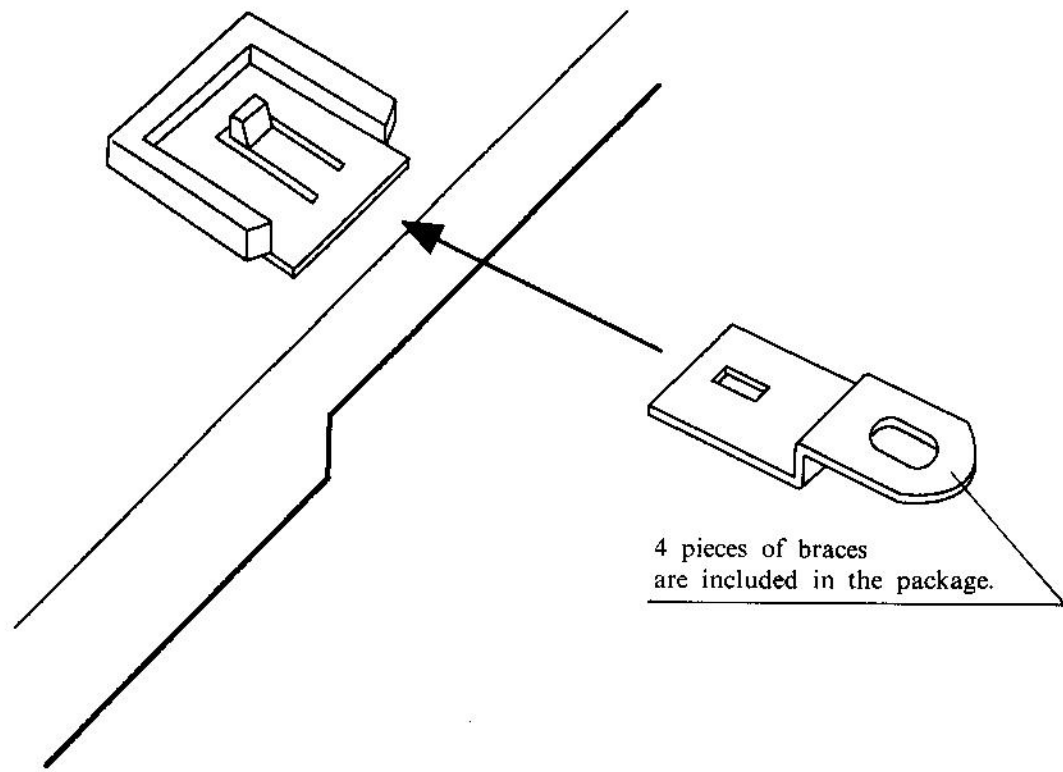
## STICKER DESCRIPTIONS



**\* Disassembling the case or removing the sticker may cause the termination of your repair warranty.**

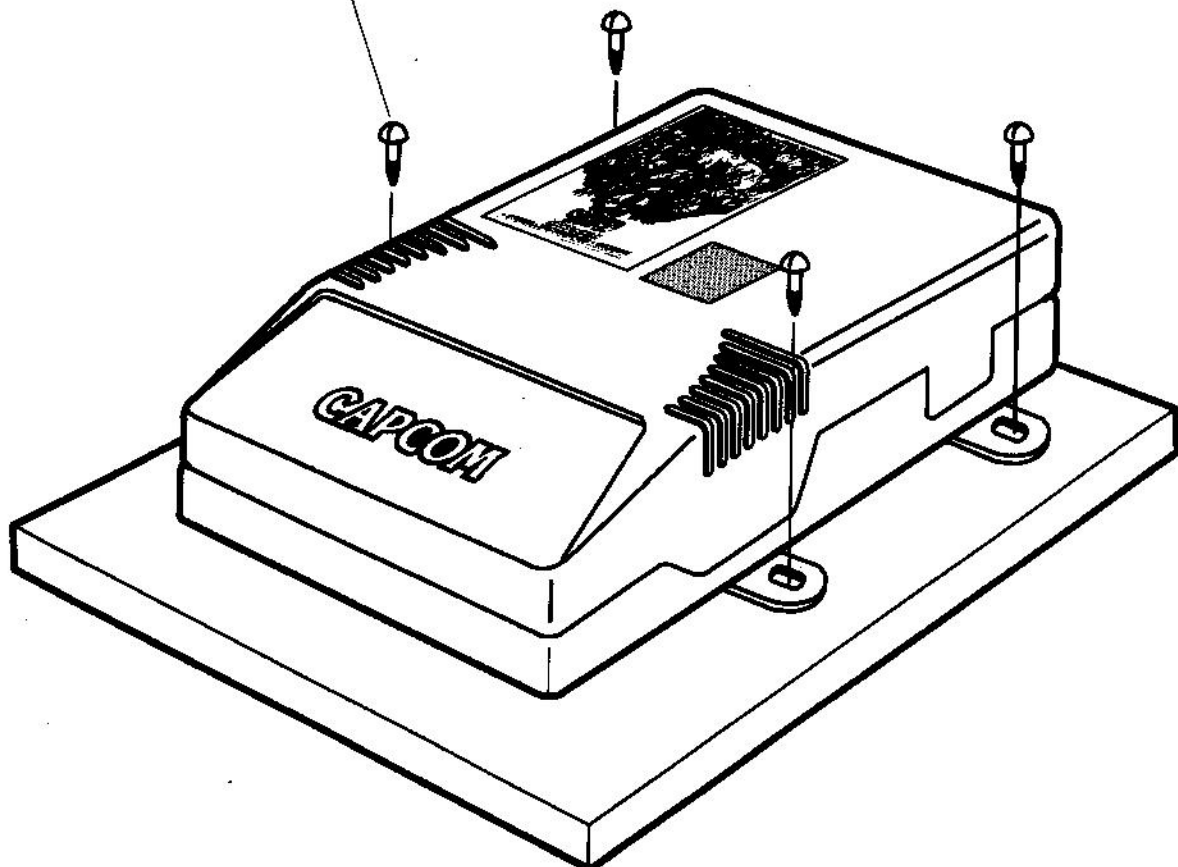
# HOW TO MOUNT THE P.C. BOARD

## 1) Putting the braces



## 2) Mounting the P.C.B

These screws are not included in the package.



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