MERC™

MERCS™

CAPCOM U.S.A.

INSTRUCTION MANUAL

CAPCOM, USA INC.

INVITES YOU TO USE

OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

Direct Number   (408) 727-0400

Installing Your New

New Game Package

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Dip Switch Tables

Optimize Your Profits

Thorough Research shows that two and a half minute games both satisfy players and also keep the quarters flowing.

If games aren't running about two and a half minutes long, then collections probably aren't at their peak. You'll want to tailor your game to your location. The trick is to adjust a few DIP switches. (See the chart in this book.) It's easy!

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
CONTINUE COIN	NORMAL							OFF	
	CONTINUE							ON	

*IF CONTINUE COIN MODE IS ON. GAME STARTS WITH 2COINS AND CONTINUES WITH 1 COIN.

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	EASY	OFF	OFF	OFF					
	↑	ON	OFF	OFF					
		OFF	ON	OFF					
	NORMAL	ON	ON	OFF					
		OFF	OFF	ON					
	↓	ON	OFF	ON					
	DIFFICULT	OFF	ON	ON					
		ON	ON	ON					
COIN SELECTOR	3 COINS 1 COIN					OFF			
						ON			

3 COIN MODE AND 2 PLAYERS MODE MAY NOT BE USED TOGETHER

DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
SCREEN PAUSE	NO				OFF				
	YES				ON				
SCREEN FLIP	NO					OFF			
	YES					ON			
DEMON-STRATION SOUND	NO						OFF		
	YES						ON		
CONTINUE	NO							OFF	
	YES							ON	
MODE	GAME MODE								OFF
	TEST MODE								ON

*HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.
*RE-START WHEN DIP SW RESET.

HELPFUL HINTS IN CASE OF DIFFICULTY

PROBLEM/CAUSE-CURE

No Raster/No Video
- -Check A.C. line cord
- -Check line fuse
- -Check monitor brightness
- -Check power switch and/or interlock switch
- -Check all solder connections on line filter and transformer
- -Check for proper orientation of the PCB connector

Raster/No Video
- -Check all PCB to monitor connections
- -Check power supply voltage on PCB

No Video/Game sounds can be heard
- -Check monitor brightness
- -Check all PCB to monitor connections

Wrong Colors
- -Monitor needs degaussing
- -Check for proper wiring between PCB and monitor
- -Check monitor adjustment and adjust if necessary

Wavy Picture
- -Check monitor ground is properly connected to monitor
- -Be certain sync inputs are properly connected to monitor
- -Check horizontal hold adjustment

Horizontal/Vertical Roll
- -Check horizontal and/or vertical hold adjustments
- -Check for proper wiring of sync from PCB to monitor

No Sound
- -Check for −5 volts on edge connector of PCB
- -Check volume control potentiometer adjustment
- -Check for +12 volts on edge connector of PCB
- -Check wiring from PCB to speaker
- -Check speaker for low resistance between the "+" and "−" tabs

Bad Sound
- -Check wiring to speaker for bad solder connections
- -Check sound with another speaker

No Switch Input
- -Check ground connection to switch/es
- -Check wiring between PCB and switch/es for proper connection
- -Check switch/es with an ohmmeter to verify proper operation

Switch Operates Incorrect Function
- -Check wiring between PCB and switches for proper orientation
- -Check wiring for shorts between switch inputs

No Coin Meter
- -Check wiring to coin meter
- -Check that +5 volts is on "+" side of meter
- -Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets
- -Verify that a meter with a diode is used
- -If no diode is built in meter, a IN4004 can be used across the meter. Cathode to "+" side of meter and anode to "−" side of meter

Also see CAUTIONS under section "Before You Get Started"
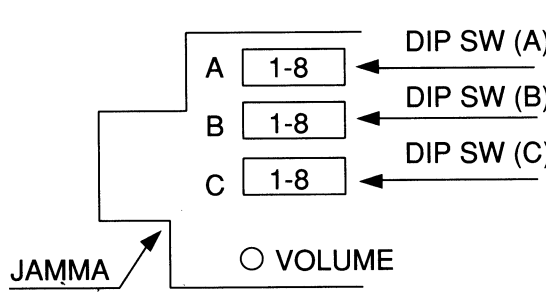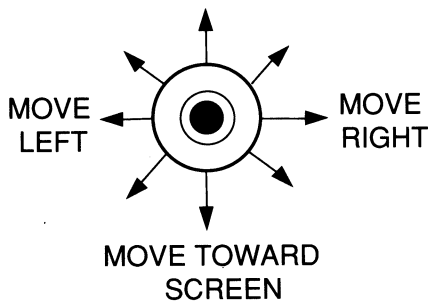
SETTING EXPLANATION

PCB CONNECTOR

    JAMMA STANDARD

CRT MONITOR

    VERTICAL SCREEN
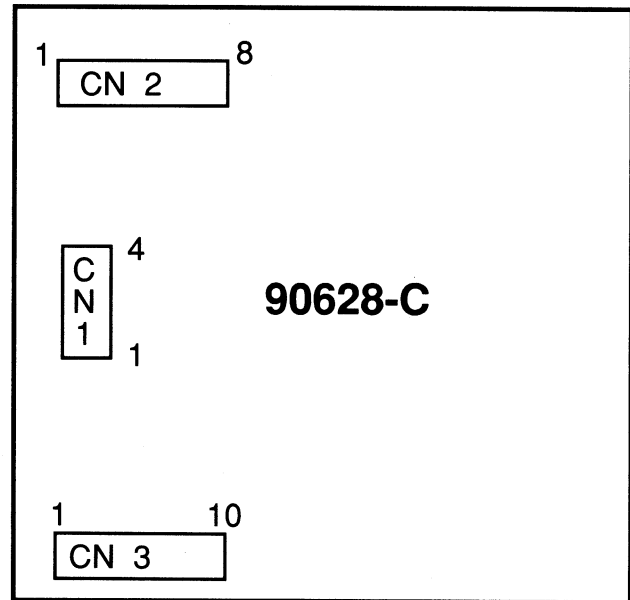
CONTROL PANEL

    MOVE AWAY FROM SCREEN

MOVE
LEFT   MOVE
RIGHT

MOVE TOWARD
SCREEN

ATTACK
BUTTON

MEGA CRASH
BUTTON

A [1-8] ← DIP SW (A)

B [1-8] ← DIP SW (B)

C [1-8] ← DIP SW (C)

JAMMA   ○ VOLUME

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	
COIN COUNTER 2.	J	8	COIN COUNTER 1
(COIN LOCKOUT 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 3	T	16	COIN SW 1
START SW 3	U	17	START SW 1
3P UP	V	18	1P UP
3P DOWN	W	19	1P DOWN
3P LEFT	X	20	1P LEFT
3P RIGHT	Y	21	1P RIGHT
3P PUSH 1	Z	22	1P PUSH 1
3P PUSH 2	a	23	1P PUSH 2
3P PUSH 3	b	24	1P PUSH 3
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

MAIN HARNESS CONNECTIONS

Wire Color	Solder Side			Parts Side	Wire Color
Black	Ground	A	1	Ground	Black
Black	Ground	B	2	Ground	Black
Red	+5VDC	C	3	+5VDC	Red
Red	+5VDC	D	4	+5VDC	Red
White	Not Used	E	5	Not Used	White
Yellow	+12VDC	F	6	+12VDC	Yellow
	Key	H	7	Key	
Brown	Coin Counter 2	J	8	Coin Counter 1	Brown
Red	(Coin Lockout 2)	K	9	(Coin Lockout 1)	Red
Black	Speaker (−)	L	10	Speaker (+)	White
Blue	Not Used	M	11	Not Used	Blue
Green	Video Green	N	12	Video Red	Red
Gray	Video Sync	P	13	Video Blue	Blue
Red	Service SW	R	14	Video Gnd	Black
Brown	Not Used	S	15	Test Switch	Brown
White	Coin SW 2	T	16	Coin SW 1	White
Gray	2P Start	U	17	1P Start	Gray
Violet	2P Up	V	18	1P Up	Violet
Blue	2P Down	W	19	1P Down	Blue
Green	2P Left	X	20	1P Left	Green
Yellow	2P Right	Y	21	1P Right	Yellow
Orange	2P Fire	Z	22	1P Fire	Orange
Red	2P Sp. Weapon	a	23	1P Sp. Weapon	Red
Brown	Not Used	b	24	Not Used	Brown
Blue	Not Used	c	25	Not Used	Blue
Blue	Not Used	d	26	Not Used	Blue
Black	Ground	e	27	Ground	Black
Black	Ground	f	28	Ground	Black

2nd-PLAYER SPEC.

```
        1  ┌──────────┐  8
           │   CN 2   │
           └──────────┘

        ┌─┐  4
        │C│
        │N│            90628-C
        │1│
        └─┘  1


        1            10
        ┌──────────┐
        │   CN 3   │
        └──────────┘
```

4 PIN

GND	1	BLACK
GND	2	BLACK
12V	3	YELLOW
12V	4	YELLOW

INPUT PIN

CONNECT WITH JAMMA CONNECTOR
GND AND 12V PIN.

8 PIN

N.C.	1	
(COIN LOCK 3)	2	PURPLE
LAMP 1	3	GRAY
LAMP 2	4	WHITE
LAMP 3	5	BROWN
12V	6	YELLOW
12V	7	YELLOW
12V	8	YELLOW

OUTPUT PIN

FOR USE WITH LIGHTENED START BUTTON.
* NOT TO BE OUTPUT THE CASE WITHOUT
  FROM CN1.

} 12V ELECTRIC POWER FOR LAMPS

10 PIN

GND	1	BLACK
GND	2	BLACK
2P RIGHT	3	PURPLE
2P LEFT	4	GRAY
2P DOWN	5	WHITE
2P UP	6	BROWN
2P PUSH 1	7	ORANGE
3P PUSH 2	8	GREEN
(COIN SW 2)	9	BLUE
START SW 2	10	PURPLE

THIRD PLAY CONTROLLER INPUT

NOTES:

CAPCOM GAME OWNER:

**Please fill out card and register for Free drawing at COIN-OP SHOWS.
YOU NEED NOT BE PRESENT TO WIN.**

Remember to fill in S/N of PCB (S/N IS REQUIRED FOR DRAWING).

REGISTER FOR FREE DRAWING

-9-

FROM:

_____

_____

_____

CAPCOM U.S.A., INC.

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Santa Clara, CA 95054

CAPCOM™
USA

3303 Scott Boulevard
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(408) 727-0400

COMPANY NAME

LAST NAME   FIRST NAME

ADDRESS

CITY   STATE   ZIP CODE   AREA CODE/PHONE NO.

PRODUCT PURCHASED _____

DATE OF PURCHASE
PURCHASED FROM: MONTH   DAY   YEAR

S/N [   ]   AAMA NO. [   ]

HOW WOULD YOU RATE THIS GAME: EXCELLENT ☐   VERY GOOD ☐   FAIR ☐   POOR ☐

HOW DID YOU HEAR ABOUT THIS GAME:
MAGAZINE ☐   FRIEND ☐   OTHER _____

DO YOU OWN ANY OTHER CAPCOM ARCADE GAMES?   YES ☐   NO ☐   PLAN TO BUY IN NEAR FUTURE ☐

WHAT TYPE OF ROUTE DO YOU OWN:
ARCADE ☐   SMALL ROUTE ☐   LARGE ROUTE ☐   HOW MANY GAMES DO YOU OWN _____

WHAT **CAPCOM** ARCADE GAMES ARE YOU FAMILIAR WITH: CAPCOM BOWLING ☐   GHOULS 'N' GHOSTS ☐   STRIDER ☐   FORGOTTEN WORLDS ☐
UN SQUADRON ☐   FINAL FIGHT ☐   1943 ☐   STREET FIGHTER ☐   OTHER ☐ _____

COMMENTS: _____
_____
_____