

HAMMERIN' HARRY

ハマーイン'ハリーの
大正の
強動記

大正の
強動記

TM

M A N U A L

仕 様 書

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1 . 基板仕様 P.C.BOARDS SPECIFICATIONS

POWER SUPPLY :

VOLTAGE 5V± 5%
 12V±10%
 AMPERE 5V MAX 5A
 12V MAX 1A

MONITOR INTERFACE :

VIDEO SIGNALS.....TTL POSITIVE
 SYNC SIGNALS.....TTL NEGATIVE (COMPOSITE SYNC)
 HORIZONTAL FREQUENCY..... 15.625KHz
 H. PERIOD 64.0 μs
 H. BLANK 16.0 μs
 H. SYNC PULSE 5.0 μs
 VERTICAL FREQUENCY 55.02Hz
 V. PERIOD 18.176ms
 V. BLANK 1.792ms
 V. SYNC PULSE 384 μs

	OPERATING	STORAGE
TEMPERATURE RANGE	0 to 50°C	-5 to 60°C
RELATIVE HUMIDITY	20 to 70%	NO MORE THAN 80%
VIBRATION RANGE	NO MORE THAN 0.5G	NO MORE THAN 1.0G
TOLERANCE FOR FALLING	NO MORE THAN 0 cm	(Packed) NO MORE THAN 50cm

HORIZONTAL FREQUENCY

15.625 KHz

H. PERIOD 64.0 μ sec

H. SYNC PULSE

5.0 μ sec

H. BLANKING

4.0 μ sec

H. BLANK

16.0 μ sec

VERTICAL FREQUENCY 55.02 Hz

V. SYNC PULSE

18.176 msec

384 μ sec

V. BLANKING

512 μ sec

1.792msec

HAMMERIN' HARRY

DIP SWITCHES

DIP_SW1

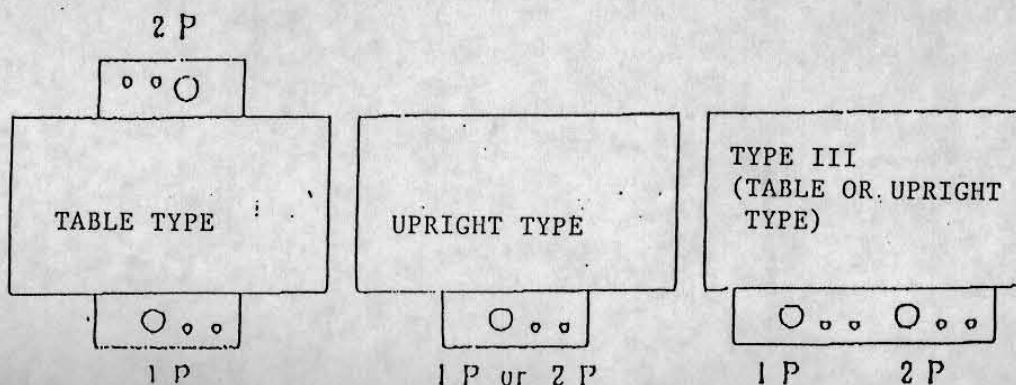
		SW 1							
		1	2	3	4	5	6	7	8
NUMBER OF PLAYER	3	OFF	OFF						
	2	ON	OFF						
	4	OFF	ON						
	5	ON	ON						
DIFFICULTY	NORMAL			OFF	OFF				
	EASY			ON	OFF				
	HARD			OFF	ON				
	VERY EASY			ON	ON				
FREQUENCY LIMIT OF CONTINUATION	NO					OFF			
	YES					ON			
CONTINUATION MODE	YES						OFF		
	NO						ON		
SOUND IN DEMO	NO							OFF	
	YES							ON	
DIAGNOSTIC TEST	NO								OFF
	YES								ON

HAMMARIN' HARRY
DIP_SW2

		SW2								
		1	2	3	4	5	6	7	8	
FLIP PICTURE	NO	OFF								
	YES	ON								
GAME STYLE	TABLE		OFF	OFF						
	UPRIGHT		ON	OFF						
	TYPE III (See below)		OFF	ON						
COIN MODE	MODE 1	1 COIN 1 PLAY		OFF	OFF	OFF	OFF	OFF	OFF	
		2 COINS 1 "		OFF	ON	OFF	OFF	OFF	OFF	
		3 " 1 "		OFF	OFF	ON	OFF	OFF	OFF	
		4 " 1 "		OFF	ON	ON	OFF	OFF	OFF	
		5 " 1 "		OFF	OFF	OFF	ON	OFF	OFF	
		6 " 1 "		OFF	ON	OFF	ON	OFF	OFF	
		1 COIN 2 PLAYS		OFF	OFF	ON	ON	OFF	OFF	
		1 " 3 "		OFF	ON	ON	ON	OFF	OFF	
		1 " 4 "		OFF	OFF	OFF	OFF	OFF	ON	
		1 " 5 "		OFF	ON	OFF	OFF	OFF	ON	
		1 " 6 "		OFF	OFF	ON	OFF	OFF	ON	
		1 " 8 "		OFF	ON	ON	OFF	OFF	ON	
	MODE 2	SELECTOR A	1 COIN 1 COIN		ON	OFF	OFF			
			2 COINS 1 "		ON	ON	OFF			
			3 " 1 "		ON	OFF	ON			
		SELECTOR B	5 " 1 "		ON	ON	ON			
			1 COIN 2 COINS		ON				OFF	OFF
			1 " 3 "		ON				ON	OFF
			1 " 5 "		ON				OFF	ON
			1 " 6 "		ON				ON	ON

N.B.

- *Please operate Dip Switches with Power Switch OFF; otherwise they didn't work.
- *Select Coin Mode 1 in case a single coin selector or two selectors for coins of the same value are used.
- *Select Coin Mode 2 in case two coin selectors of coins of different values are used.
- *CONTINUATION COIN makes the game start with 2 coins, and makes the game continue with 1 coin. This mode does not allow any other coin modes to be set.



3. コネクター表 56 PIN CONNECTOR

Conforming to JAMMA Standard (3.96mm pitch)

SOLDER SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
MISINSERTION PREVENTING KEY	H	7	MISINSERTION PREVENTING KEY
COIN COUNTER B	J	8	COIN COUNTER A
GND	K	9	GND
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
GREEN	N	12	RED
SYNC	P	13	BLUE
SERVICE SW	R	14	GND
	S	15	
COIN B	T	16	COIN A
2P START	U	17	1P START
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 ATTACK	Z	22	1P ATTACK
2P JUMP	a	23	1P JUMP
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

N.B.

* Use an 8-way joystick.

4. DIAGNOSTIC TEST

(1) Test Items

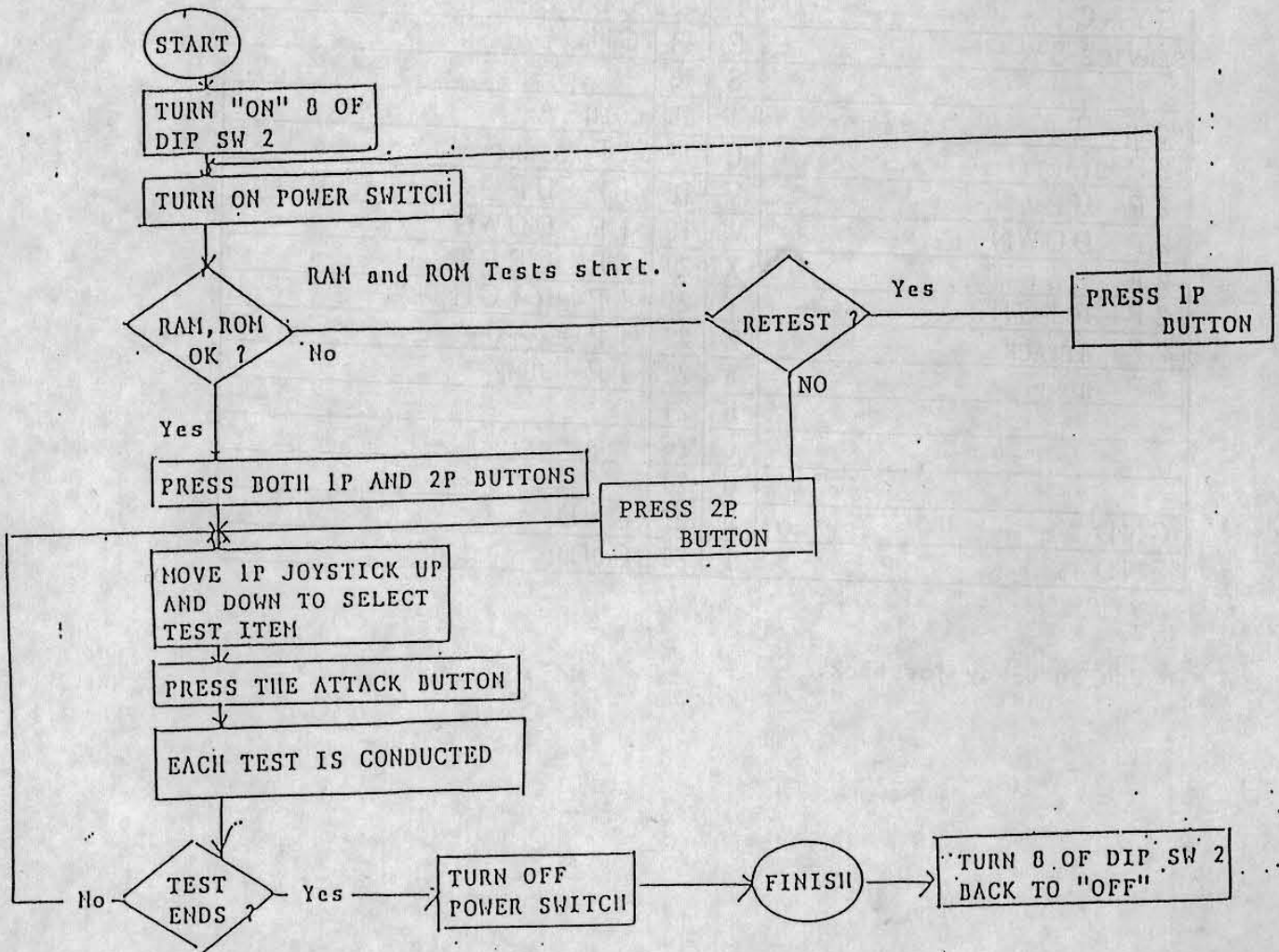
The following tests are made:

- ① RAM Test
- ② ROM Test
- ③ I/O PORT Test Program Interruption Tests as for buttons, Joystick, and inserted coins.
- ④ DIP Switch Test
- ⑤ SOUND Test
- ⑥ CHARACTER Test
- ⑦ COLOR Test
- ⑧ CROSS HATCH TEST

As soon as the number 8 of the DIP Switch 1 is turned to "ON" and the Power Switch is switched on, the Test 1 and 2 are started.

To finish the Tests, turn off the Power Switch and then the number 8 of the DIP Switch 1 to "OFF".

(2) Test procedures



(3) RAM and ROM TEST

Although the picture does not appear on the screen and only various patterns appear on it for a while after turning on the power switch, RAM's for the picture are being tested during this time. If RAM's are found OK by the test, "RAM OK" and "ROM OK" will be displayed on the screen.

If RAM(s) is(are) not good, "RAM NG " will appear on the screen.

The figure following the "RAM NG" indicates the location of the defective RAM.

1. WORK RAM (BYTE CHECK)
2. WORK RAM (WORD CHECK)
3. V_RAM A (WORD CHECK)
4. V_RAM B (WORD CHECK)
5. SOUND_L (BYTE CHECK) FROM 0000 TO 7FFFH
6. SOUND_H (BYTE CHECK) FROM 8000 TO FFFFH

If ROM(s) is(are) defective, "ROM NG " will appear on the screen.

When RAM's and ROM's are found all good after completing this RAM and ROM TEST, you can move over to the next test item by pressing the 1P and 2P start buttons.

In case any RAM(s) or ROM(s) is(are) found faulty after completing the RAM and ROM TEST, press the 1P start button to repeat the test; press the 2P start-button to go to the next test.

(4) Display of the Test Items

The following test items are shown so that you may select a test item you want by moving the 1P joystick up and down:

1. I/O
2. SOUND
3. CHARACTER
4. COLOR
5. CROSS HATCH

Press the Attack button to get the test indicated in red started.
Press the 1P and 2P start buttons to end the same test.

(5) I/O Port Test

The status when each joystick, button, and coin is turned "ON" is shown.

	8	7	6	5	4	3	2	1	8	7	6	5	4	3	2	1
IN PORT 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
IN PORT 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DIP SW	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0

(0 - OFF, 1 - ON)

6. SOUND TEST:

The screen shows the number of each sound and the test is made about whether the corresponding sound is given. Push down the 1P joystick to move over to the next sound's test.

7. CHARACTER TEST

The player character is displayed in the center of the screen.



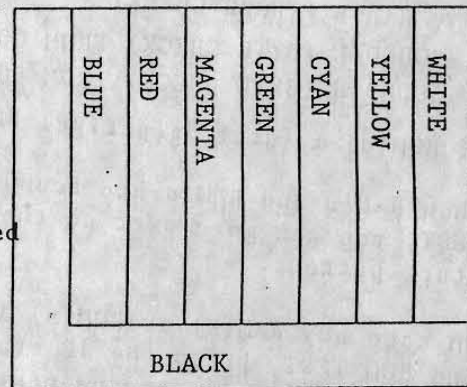
Make sure that the character is shown vertically and horizontally reversed as shown on the left.

8. COLOR TEST

By moving down the 1P joystick, the test can be advanced like

1 2 3 4 5 6 7 8 9 2 P

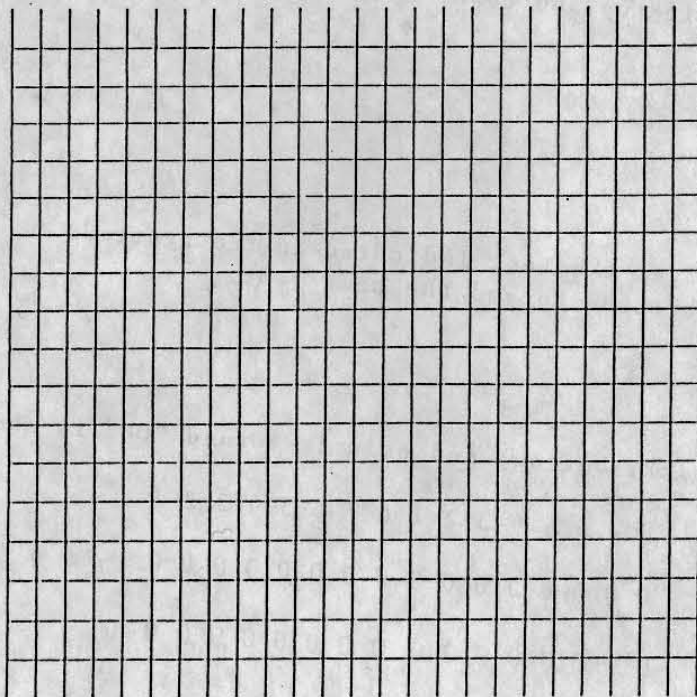
- ① The whole screen shows only blue color.
- ② The whole screen shows only red color.
- ③ The whole screen shows only magenta color.
- ④ The whole screen shows only green color.
- ⑤ The whole screen shows only cyanic color.
- ⑥ The whole screen shows only yellow color.
- ⑦ The whole screen shows only white color.
- ⑧ A color pattern is displayed as illustrated on the right.



1 P

9. CROSS HATCH TEST

The white lines represent CROSS HATCH PATTERN on the screen.



2 5 pcs.

1 7 . pcs.



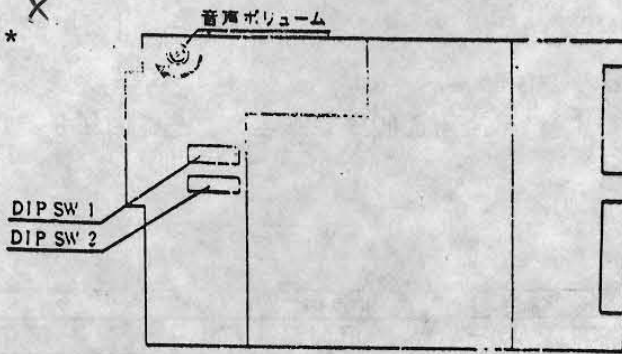
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X ***HAMERIN HERY*** X



- 音声の調整は、上図音声ボリュームにて行います。(矢印の方向に回すと、音が大きくなります。)
- ディップスイッチの切換
DIP SW 1

内 容	SW 1							
	1	2	3	4	5	6	7	8
プ レ ー ヤ - 台 数	3	OFF	OFF					
	2	ON	OFF					
	4	OFF	ON					
	5	ON	ON					
難 易 度	NORMAL			OFF	OFF			
	EASY			ON	OFF			
	HARD			OFF	ON			
	VERY EASY			ON	ON			
デモゲーム中の効果音	無							OFF
	有							ON
サ ス ト モ ー ド	テスト							OFF

DIP SW 2

内 容	SW 2								
	1	2	3	4	5	6	7	8	
画 面 反 転	1 P側 (正転)	OFF							
	2 P側 (反転)	ON							
コ イ ン モ ー ド 1	1コイン 1プレイ			OFF	OFF	OFF	OFF	OFF	
	2コイン 1プレイ			OFF	ON	OFF	OFF	OFF	
	3コイン 1プレイ			OFF	OFF	ON	OFF	OFF	
	4コイン 1プレイ			OFF	ON	ON	OFF	OFF	
	5コイン 1プレイ			OFF	OFF	OFF	ON	OFF	
	6コイン 1プレイ			OFF	ON	OFF	ON	OFF	
	1コイン 2プレイ			OFF	OFF	ON	ON	OFF	
	1コイン 3プレイ			OFF	ON	ON	ON	OFF	
	1コイン 4プレイ			OFF	OFF	OFF	OFF	ON	
	1コイン 5プレイ			OFF	ON	OFF	OFF	ON	
	1コイン 6プレイ			OFF	OFF	ON	OFF	ON	
	2コイン 3プレイ			OFF	ON	ON	OFF	ON	
	3コイン 2プレイ			OFF	OFF	OFF	ON	ON	
	4コイン 3プレイ			OFF	ON	ON	ON	ON	
	フリープレイ			OFF	ON	ON	ON	ON	
	コ イ ン モ ー ド 2	セ レ ク タ ー A	1コイン 1プレイ			ON	OFF	OFF	
2コイン 1プレイ					ON	ON	OFF		
3コイン 1プレイ					ON	OFF	ON		
5コイン 1プレイ					ON	ON	ON		
セ レ ク タ ー B		1コイン 2プレイ			ON			OFF	OFF
		1コイン 3プレイ			ON			ON	OFF
		1コイン 5プレイ			ON			OFF	ON
		1コイン 6プレイ			ON			ON	ON
		2コイン 3プレイ			ON			ON	ON
		3コイン 2プレイ			ON			ON	ON
		4コイン 3プレイ			ON			ON	ON
		フリープレイ			ON			ON	ON

- コインモードは、以下の場合に使い分けてください。
- i) コインセクターを1個又は、同種のセクターを2個(例えば、¥100用2個)取付ける場合は、モード1に設定します。
- ii) 異種のコインセクター2個(例えば、セクターAを¥100用、セクターBを¥50用など)を取付ける場合は、モード2に設定してください。

SER. NO

AD

3. コネクター表

JAMMA規格準拠 (3.96mmピッチ)

適合コネクター

- ・CR7E-56DA-3.96E (ヒロセ)
- ・1168-056-009 (ケル)

半田面			部品面
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
誤挿入防止キー	H	7	誤挿入防止キー
カウンターB	J	8	カウンターA
GND	K	9	GND
スピーカー (-)	L	10	スピーカー (+)
	M	11	
GREEN	N	12	RED
SYNC	P	13	BLUE
サービスSW	R	14	GND
	S	15	
コインB	T	16	コインA
2P スタート	U	17	1P スタート
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 ショット	Z	22	1P ショット
2P 誘導ボム	a	23	1P 誘導ボム
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

(*注1)

このゲームに於いては、8方向ジョイスティックを御使用下さい。

(*注2)

このゲームは、2P同時コントロールパネルを使用して下さい。

