

SEGA™

GOLDEN AXE

REVENGE OF DEATH ADDER



OWNER'S MANUAL

SEGA ENTERPRISES, INC. USA

420-6050-01

GOLDEN AXE

REVENGE OF DEATH ADDER

SEGA Enterprises, Inc. (U.S.A.)

2149 Paragon Drive

San Jose, California 95131

SPECIFICATIONS

HEIGHT:	70.5 in.
WIDTH:	36.5 in. (with Control Panel)
WIDTH:	25.5 in. (w/o Control Panel)
DEPTH:	38.5 in.
NET WEIGHT:	275 lb.
POWER	360 Watts
VOLTAGE	120 Volts AC
CURRENT	3 Amps.

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his/her own expense.

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NOTE: DESCRIPTIONS HEREIN CONTAINED MAY BE SUBJECT TO IMPROVEMENT OR CHANGES WITHOUT NOTICE.

INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanical servicing control, spare parts, etc. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system.

1. HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- o Be sure to turn the power off before working on the machine.
- o To insert or pull out the plug quickly is dangerous.
- o It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where specified.
- o Do not use any fuse that does not meet the specified rating.
- o Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

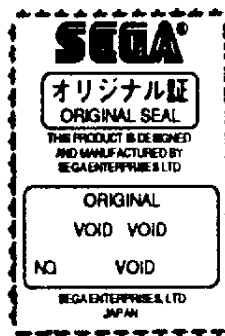
Also, for the IC board circuit inspections, only the logic probe is allowed. The use of a tester is not permitted, so be careful in this regard. After confirming that there are no irregularities, turn the power ON.

PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

The following seal is put on the machines manufactured by SEGA



ORIGINAL SEAL

COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1992

This signifies that this work was disclosed in 1992 and is the property
of
SEGA ENTERPRISES, LTD.

PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

This is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- o Places subject to rain or water leakage, or condensation due to humidity.
- o In the proximity of an indoor swimming pool and/or shower.
- o Places subject to direct sunlight.
- o Places subject to heat sources from heating units, etc., or hot air.
- o Vicinity of highly flammable/volatile chemicals or hazardous matter.
- o Sloped surfaces.
- o Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- o Places subject to any type of violent impact.
- o Dusty places.
- o Residential Environment - (See F.C.C. statement below)

F.C.C. REQUIREMENTS

The Federal Communications Commission requires that all Class A equipment be verified and labeled as follows:

This equipment complies with the requirements in part 15 of FCC Rules for a Class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and TV reception requiring the operator to take what ever steps are necessary to correct the interference.

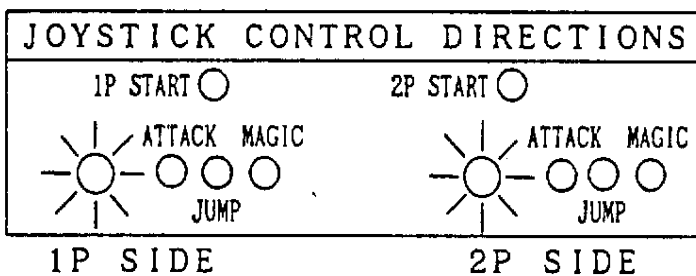
This label must be permanently attached in a conspicuous location and the text must be legible. If this label is removed or tampered with, such action is punishable under Section 503 of the Communications Act of 1934 (ACT), as amended.

2. SPECIFICATIONS

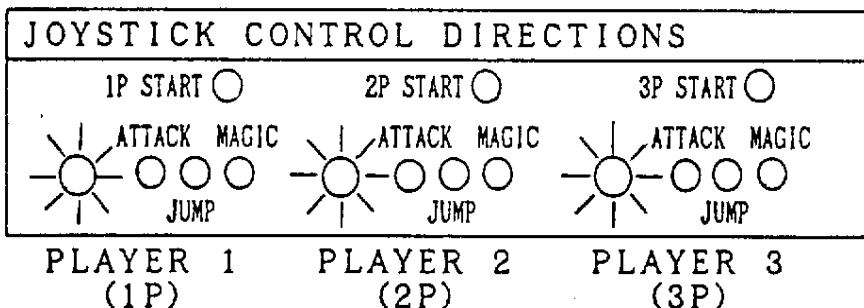
By means of MEMORY SW setting changes (GAME ASSIGNMENTS, COIN ASSIGNMENTS) in the TEST MODE, the SYSTEM 32 "GOLDEN AXE" is compatible in the different types of BD containing cabinets in such aspects as the number of persons who can play simultaneously (up to 2, 3 and 4 people); COIN CHUTE types (whether used in common for all stations or separately for each station); etc.

① CONTROL PANEL

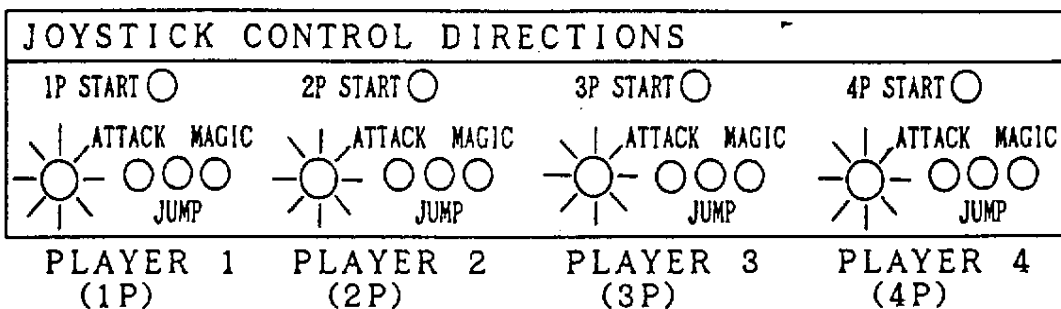
- 1) 2 PLAYER (2P) TYPE (up to 2 persons allowed to play simultaneously).



- 2) 3 PLAYER (3P) TYPE (up to 3 persons allowed to play simultaneously).



- 3) 4 PLAYER (4P) TYPE (up to 4 persons allowed to play simultaneously).



NOTE: Since the I/O BD has a PLAYER 3 port and
PLAYER 4 port, when using the CONTROL PANEL
of the type mentioned in 2) and 3) above,
ascertain the installation of the I/O BD
for the MAIN BD and the wiring to the
CONTROL PANEL from the I/O BD (including both
for the SHIELD CASE interior and exterior),
in addition to the CABINET TYPE setting in
the GAME ASSIGNMENTS.

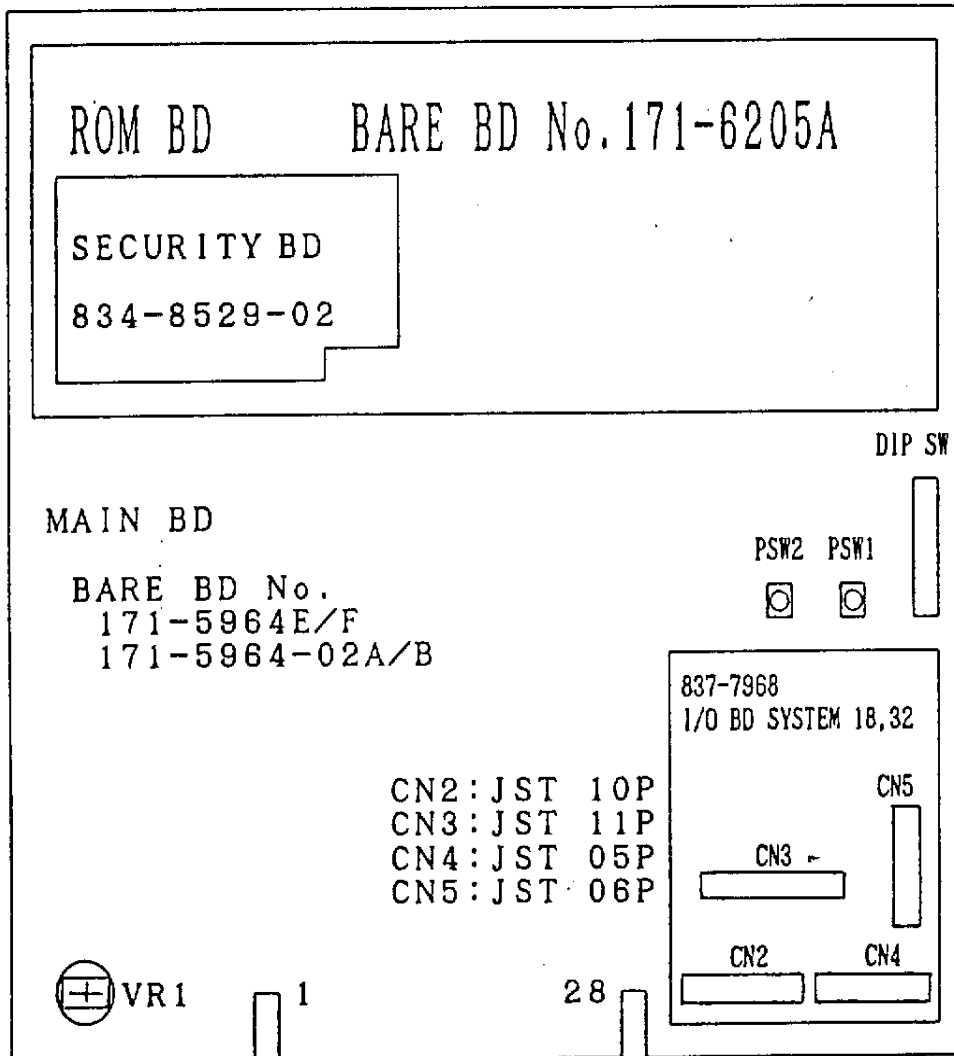
②MONITOR DIRECTION.... HORIZONTAL

MONITOR
HORIZONTAL

③NAME&POSITION OF ON-BD CONNECTORS&BUTTONS

- 1) In the case where the cabinet has neither the TEST button nor the SERVICE button, utilize the PUSH SW which is on the MAIN BD. (PSW1:SERVICE button PSW2:TEST button)
- 2) For the 2 PLAYER TYPE, the I/O BD installation is not required.
- 3) For adjusting the sound volume, use the on-BD VR 1.

SYSTEM 32



3) 4 PLAYER TYPE

Use the 56P EDGE CONNECTOR which is on the MAIN BD; and JST 05P, JST 10P, and JST 11P CONNECTORS which are on the I/O BD.
The inside of () refers to the PIN ASSIGNMENT with the COIN CHUTE TYPE set to INDIVIDUAL.

4 PLAYER TYPE PIN ASSIGNMENT (JAMMA)

COMPONENT SIDE		SOLDER SIDE
GND	1 A	GND
GND	2 B	GND
+5V	3 C	+5V
+5V	4 D	+5V
(NOT USED)	5 E	(NOT USED)
+12V	6 F	+12V
(NOT USED)	7 H	(NOT USED)
COIN METER 1	8 J	COIN METER 2
(NOT USED)	9 K	(NOT USED)
SPEAKER (+)	10 L	SPEAKER (-)
(NOT USED)	11 M	(NOT USED)
RED	12 N	GREEN
BLUE	13 P	SYNC
GND (SYNC)	14 R	ALL SERVICE
TEST	15 S	(NOT USED)
(4P COIN) COIN 1	16 T	COIN 2 (3P COIN)
1P START	17 U	2P START
1P UP	18 V	2P UP
1P DOWN	19 W	2P DOWN
1P LEFT	20 X	2P LEFT
1P RIGHT	21 Y	2P RIGHT
1P ATTACK	22 Z	2P ATTACK
1P JUMP	23 a	2P JUMP
1P MAGIC	24 b	2P MAGIC
(NOT USED)	25 c	(NOT USED)
(NOT USED)	26 d	(NOT USED)
GND	27 e	GND
GND	28 f	GND

JST 05P
(I/O BD CN4)

1	3P START
2	4P START
3	(NOT USED) (COIN 3(2P COIN))
4	(NOT USED) (COIN 4(1P COIN))
5	GND

56P P=3.96mm

JST 10P
(I/O BD CN2)

1	3P UP
2	3P DOWN
3	3P LEFT
4	3P RIGHT
5	GND
6	3P ATTACK
7	3P JUMP
8	3P MAGIC
9	(NOT USED)
10	GND

JST 11P
(I/O BD CN3)

1	4P UP
2	4P DOWN
3	4P LEFT
4	4P RIGHT
5	GND
6	4P ATTACK
7	4P JUMP
8	4P MAGIC
9	(NOT USED)
10	GND
11	

3. TEST MODE

This mainly checks if the operation of the game BD is accurate, makes monitor color adjustments, and allows for COIN ASSIGNMENTS/GAME ASSIGNMENTS setting adjustments.

Selection of TEST ITEMS

- 1) Push the TEST SW to cause the following TEST ITEM MENU to appear:

```
TEST MODE
INDIVIDUAL
MEMORY TEST
INPUT TEST
SOUND TEST
C.R.T. TEST
GAME ASSIGNMENTS
COIN ASSIGNMENTS
BOOKKEEPING
BACKUP DATA CLEAR
OUTPUT TEST
→EXIT
SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON
```

———— (NOTE 1)

- 2) By pushing the SERVICE SW, bring the arrow mark "→" to the desired item and press the TEST button.

- 3) When the test has been completed, bring "→" to EXIT and push the TEST button.

NOTE 1: Normally, this will not be displayed. Only when the BD is used for the SEGA's cabinet MEGALO 50 (with DIP SW No.1 being turned ON), it will be displayed.

Bring "→" to "INDIVIDUAL" and push the TEST button to change it to "CONTINUE".

Bringing "→" to "CONTINUE" and pushing the TEST button without pressing the SERVICE button will change the screen sequentially.

MEMORY TEST

Check the PCB's MEMORY ICs.

When the IC is in good operating condition,
"GOOD" will be indicated.

If there exists any malfunctioning of the IC's,
"BAD" will be indicated.

MEMORY TEST			
<ROM>			
IC 8	GOOD	IC 9	GOOD
IC17	GOOD	IC18	GOOD
<RAM>		IC16	GOOD
IC36	GOOD	IC37	GOOD
IC61	GOOD	IC62	GOOD
IC63	GOOD	IC64	GOOD
IC65	GOOD	IC66	GOOD
IC68	GOOD	IC69	GOOD
IC70	GOOD	IC71	GOOD
IC74	GOOD	IC75	GOOD
PUSH TEST BUTTON TO EXIT			

Push the TEST button to have the MENU return on
to the screen.

②INPUT TEST

This test displays the state of each switch. If the switch goes ON when activated it is satisfactory.

The display changes when the CABINET TYPE and START BUTTON settings in the GAME ASSIGNMENTS as well as the COIN CHUTE TYPE setting in the COIN ASSIGNMENTS are changed.

INPUT TEST		
PLAYER	1P	2P
UP	Off	Off
DOWN	Off	Off
RIGHT	Off	Off
LEFT	Off	Off
ATTACK	Off	Off
JUMP	Off	Off
MAGIC	Off	Off
START	Off	Off
COIN CHUTE #1-Off #2-Off		
SERVICE AT CABINET		Off
SERVICE ON BOARD		Off
PUSH TEST BUTTON TO EXIT		

CABINET TYPE
... 2P

COIN
ASSIGNMENTS
... COMMON

In the case
of the above
setting:

INPUT TEST				
PLAYER	1P	2P	3P	4P
UP	Off	Off	Off	Off
DOWN	Off	Off	Off	Off
RIGHT	Off	Off	Off	Off
LEFT	Off	Off	Off	Off
ATTACK	Off	Off	Off	Off
JUMP	Off	Off	Off	Off
MAGIC	Off	Off	Off	Off
START	Off	Off	Off	Off
COIN	Off	Off	Off	Off
SERVICE AT CABINET				Off
SERVICE ON BOARD				Off
PUSH TEST BUTTON TO EXIT				

CABINET TYPE
... 4P

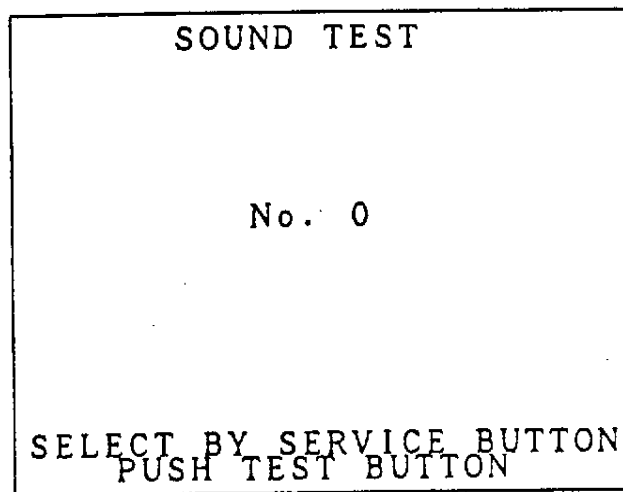
COIN
ASSIGNMENTS
.. INDIVIDUAL

In the case
of the above
setting:

Push the TEST button to have the MENU return on to the screen.

③SOUND TEST

This allows sound used in the game to be tested.



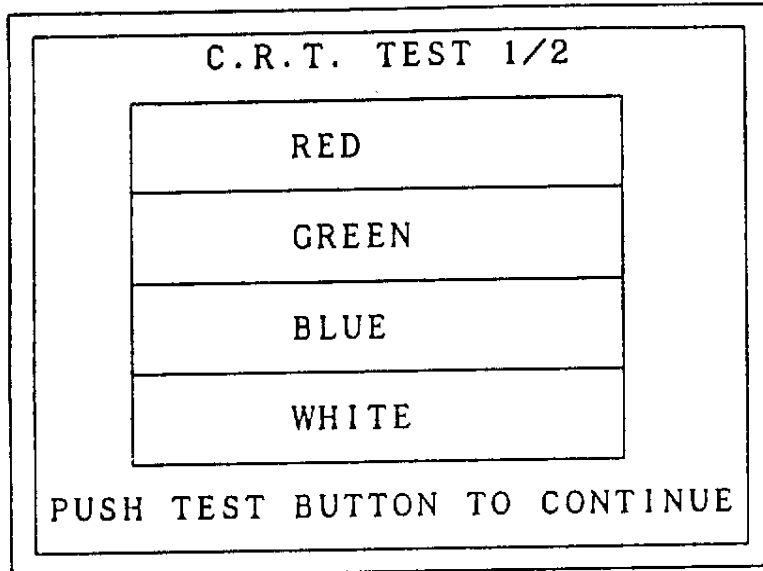
Pressing the SERVICE BUTTON increases the number by one and changes the sound.

Push the TEST button to have the MENU return on to the screen.

④C.R.T. TEST

I. RGB COLOR ADJUSTMENT SCREEN

This page allows for checking the monitor color check.



Each of the R (red), G (green) and B (blue) colors is most dark at the left-hand end and becomes brighter in 31 gradations towards the right-hand end. The monitor brightness is satisfactory if the white color bar is black at the left-hand end and white at the right-hand end. Pressing the TEST button causes the screen to proceed to the next page.

©GAME ASSIGNMENTS

Allows game difficulty adjustments and the CABINET TYPE setting to be changed.

SELECTION OF DESIRED ITEM

- 1) Press the SERVICE button to move the "→" and bring it to the desired item.
- 2) Press the TEST button to change the setting.
- 3) After the desired setting is finished, bring the "→" to "EXIT" and press the TEST button.

GAME ASSIGNMENTS	
GAME DIFFICULTY	EASY HARD 4
	————— (A)
INITIAL PLAYERS	1
	————— (B)
INITIAL VITALITY	40
	————— (C)
ADVERTISE SOUND	OFF
	————— (D)
MONITOR FLIP	NORMAL
	————— (E)
CABINET TYPE	4P
	————— (F)
START BUTTON	USE
	————— (G)
MOVING SEAT	USE
	————— (H)
→EXIT	
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON	

- (A) GAME DIFFICULTY
Sets the game's overall difficulty (EASY1~HARD8; set to 4 in the standard setting).
- (B) INITIAL PLAYERS
Sets the number of players allotted. The same number applies to both cases of starting and continuing (Min.1, Max.5, with the standard setting being 1).
- (C) INITIAL VITALITY
Sets the on-screen player's vitality.
(Min.16, Max.48, with the standard setting being 40)
- (D) ADVERTISE SOUND
Determines whether ADVERTISE SOUND is to be emitted or not (set to OFF in the standard setting).
- (E) MONITOR FLIP
Determines whether the screen is to be inverted or not (set to NORMAL in the standard setting).

(F) CABINET TYPE

Sets the number of persons who can play simultaneously.

Set this in a manner to meet the type of the CONTROL PANEL (2P, 3P, or 4P; set to 4P in the standard setting).

(G) START BUTTON

Determines whether the START button is to be used or not used (USE, NO USE). NO USE is set for the type of CABINET which does not have the START button and in this case, either the ATTACK button or JUMP button, MAGIC button is used in lieu of the START button (set to USE in the standard setting).

(H) MOVING SEAT

Normally, this will not be displayed. Only when the BD is used for the SEGA's cabinet MEGALO 50 (with DIP SW No.1 being turned ON), it will be displayed. Said SW being turned USE allows for moving and NO USE does not (in the STANDARD SETTING, it is set to USE).

©COIN ASSIGNMENTS

In this mode, the COIN/CREDIT setting, etc. can be changed.

SELECTION OF DESIRED ITEM

- 1) Press the SERVICE button to move "→" and bring it to the desired item.
- 2) Press the TEST button to change the setting.
- 3) After the desired setting is finished, bring the "→" to "EXIT" and press the TEST button.

"COMMON" SETTING

COIN ASSIGNMENTS		
COIN CHUTE TYPE	COMMON	— (A)
CREDIT TO START	2 CREDITS	— (B)
COIN / CREDIT SETTING	# 1	— (C)
COIN CHUTE #1	1 COIN 1 CREDIT	
COIN CHUTE #2	1 COIN 1 CREDIT	
MANUAL SETTING		— (D)
→EXIT		
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON		

"INDIVIDUAL" SETTING

COIN ASSIGNMENTS		
COIN CHUTE TYPE	INDIVIDUAL	— (A)
CREDIT TO START	2 CREDITS	— (B)
COIN / CREDIT SETTING	# 1	— (C)
COIN CHUTE #1	1 COIN 1 CREDIT	
MANUAL SETTING		— (D)
→EXIT		
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON		

(A) COIN CHUTE TYPE

This determines whether coins are accepted in common or separately for each station (set to INDIVIDUAL in the standard setting).

COMMON:

Used for the type of CABINET whose coin acceptance is a COMMON type one. In this setting, use COIN 1/COIN 2 coin port regardless of the number of players.

INDIVIDUAL:

Used for the type of CABINET which has a coin chute for each player, with each coin chute being able to accept coins. In addition, with this setting, as regards the coin port, refer to PIN ASSIGNMENT for each PLAYER TYPE.

(B) CREDIT TO START

Sets the number of CREDITS required when starting the game (1 CREDIT, 2 CREDITS). Even when set to 2 CREDITS, you can CONTINUE with 1 CREDIT (set to 2 CREDITS in the standard setting).

(C) COIN/CREDIT SETTING

Sets the CREDIT increase increment per coin insertion. There are 26 settings from #1 to #26, expressed in OO CREDIT as against OO COINS inserted. #26 refer to FREE PLAY (SETTING #1 in the standard setting). Also, there are some setting numbers not shown in the INDIVIDUAL setting (for details, refer to Table 1~3).

(D) MANUAL SETTING

The CREDIT's incremental increase settings as against a coin insertion are shown in further details than in (C)... for details, refer to Table 4. Also, note that when this MANUAL SETTING is performed, the COIN/CREDIT setting becomes ineffective.

"COMMON" SETTING

COIN ASSIGNMENTS

COIN TO CREDIT 1 COIN 1 CREDIT

— (E)

BONUS ADDER NO BONUS ADDER

— (F)

COIN CHUTE #1 MULTIPLIER

— (G)

COIN 1 COIN COUNTS AS 1 COIN
1 2 3 4 5 6 7 8 9
CREDIT 2 3 4 5 6 7 8 9

COIN CHUTE #2 MULTIPLIER

COIN 1 COIN COUNTS AS 1 COIN
1 2 3 4 5 6 7 8 9
CREDIT 2 3 4 5 6 7 8 9

→ EXIT
SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

"INDIVIDUAL" SETTING

COIN ASSIGNMENTS

COIN TO CREDIT 1 COIN 1 CREDIT

— (E)

BONUS ADDER NO BONUS ADDER

— (F)

COIN CHUTE MULTIPLIER

— (G)

COIN 1 COIN COUNTS AS 1 COIN
1 2 3 4 5 6 7 8 9
CREDIT 2 3 4 5 6 7 8 9

→ EXIT
SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

(E) COIN TO CREDIT
Determines COIN/CREDIT setting.

(F) BONUS ADDER
This sets how many COINS should be inserted
to obtain one SERVICE COIN.

(G) COIN CHUTE MULTIPLIER
This sets how many tokens one COIN represents.

(A) COIN CHUTE TYPE

This determines whether coins are accepted in common or separately for each station (set to INDIVIDUAL in the standard setting).

COMMON:

Used for the type of CABINET whose coin acceptance is a COMMON type one. In this setting, use COIN 1/COIN 2 coin port regardless of the number of players.

INDIVIDUAL:

Used for the type of CABINET which has a coin chute for each player, with each coin chute being able to accept coins.
In addition, with this setting, as regards the coin port, refer to PIN ASSIGNMENT for each PLAYER TYPE.

(B) CREDIT TO START

Sets the number of CREDITS required when starting the game (1 CREDIT, 2 CREDITS). Even when set to 2 CREDITS, you can CONTINUE with 1 CREDIT (set to 2 CREDITS in the standard setting).

(C) COIN/CREDIT SETTING

Sets the CREDIT increase increment per coin insertion. There are 26 settings from #1 to #26, expressed in OO CREDIT as against OO COINS inserted.
#26 refer to FREE PLAY (SETTING #1 in the standard setting).
Also, there are some setting numbers not shown in the INDIVIDUAL setting (for details, refer to Table 1~3).

(D) MANUAL SETTING

The CREDIT's incremental increase settings as against a coin insertion are shown in further details than in (C) ... for details, refer to Table 4. Also, note that when this MANUAL SETTING is performed, the COIN/CREDIT setting becomes ineffective.

"COMMON" SETTING

COIN ASSIGNMENTS

COIN TO CREDIT 1 COIN 1 CREDIT

— (E)

BONUS ADDER NO BONUS ADDER

— (F)

COIN CHUTE #1 MULTIPLIER

— (G)

COIN		1	COIN	COUNTS	AS	1	COIN
1	2	3	4	5	6	7	8
1	2	3	4	5	6	7	8
CREDIT							

COIN CHUTE #2 MULTIPLIER

COIN		1	COIN	COUNTS	AS	1	COIN
1	2	3	4	5	6	7	8
1	2	3	4	5	6	7	8
CREDIT							

→ EXIT
SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

"INDIVIDUAL" SETTING

COIN ASSIGNMENTS

COIN TO CREDIT 1 COIN 1 CREDIT

— (E)

BONUS ADDER NO BONUS ADDER

— (F)

COIN CHUTE MULTIPLIER

— (G)

COIN		1	COIN	COUNTS	AS	1	COIN
1	2	3	4	5	6	7	8
1	2	3	4	5	6	7	8
CREDIT							

→ EXIT
SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

(E) COIN TO CREDIT
Determines COIN/CREDIT setting.

(F) BONUS ADDER
This sets how many COINS should be inserted
to obtain one SERVICE COIN.

(G) COIN CHUTE MULTIPLIER
This sets how many tokens one COIN represents.

TABLE 1: COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #1	1COIN 1CREDIT	1COIN 1CREDIT
SETTING #2	1COIN 1CREDIT	1COIN 2CREDITS
SETTING #3	1COIN 1CREDIT	1COIN 3CREDITS
SETTING #4	1COIN 1CREDIT	1COIN 4CREDITS
SETTING #5	1COIN 1CREDIT	1COIN 5CREDITS
SETTING #6	1COIN 2CREDITS	1COIN 2CREDITS
SETTING #7	1COIN 2CREDITS	1COIN 5CREDITS
SETTING #8	1COIN 3CREDITS	1COIN 3CREDITS
SETTING #9	1COIN 4CREDITS	1COIN 4CREDITS
SETTING #10	1COIN 5CREDITS	1COIN 5CREDITS
SETTING #11	1COIN 6CREDITS	1COIN 6CREDITS
SETTING #12	2COINS 1CREDIT	2COINS 1CREDIT
SETTING #13	2COINS 1CREDIT	1COIN 1CREDIT
SETTING #14	2COINS 1CREDIT	1COIN 2CREDITS
SETTING #15	1COIN 1CREDIT 2COINS 3CREDITS	1COIN 1CREDIT 2COINS 3CREDITS
SETTING #16	1COIN 1CREDIT 2COINS 3CREDITS	1COIN 3CREDITS
SETTING #17	3COINS 1CREDIT	3COINS 1CREDIT
SETTING #18	4COINS 1CREDIT	4COINS 1CREDIT
SETTING #19	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 5CREDITS	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 5CREDITS
SETTING #20	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 5CREDITS	1COIN 5CREDITS

TABLE 2: COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #21	3COINS 1CREDIT 5COINS 2CREDITS	1COIN 2CREDITS
SETTING #22	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS
SETTING #23	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS	1COIN 3CREDITS
SETTING #24	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS
SETTING #25	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS	1COIN 6CREDITS
SETTING #26	FREE PLAY	FREE PLAY

TABLE 3: COIN/CREDIT SETTING
(COIN CHUTE INDIVIDUAL TYPE)

NAME OF SETTING	EACH STATION'S COIN CHUTE
SETTING #1	1 COIN 1 CREDIT
SETTING #6	1 COIN 2 CREDITS
SETTING #8	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #17	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #21	3 COINS 1 CREDIT 5 COINS 2 CREDITS
SETTING #22	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #24	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #26	FREE PLAY

TABLE 4:MANUAL SETTING

COIN TO CREDIT	1 COIN 1 CREDIT
	2 COINS 1 CREDIT
	3 COINS 1 CREDIT
	4 COINS 1 CREDIT
	5 COINS 1 CREDIT
	6 COINS 1 CREDIT
	7 COINS 1 CREDIT
	8 COINS 1 CREDIT
	9 COINS 1 CREDIT

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE #1 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

COIN CHUTE #2 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

EXAMPLES FOR THE CALCULATION OF CREDITS SET IN THE
"MANUAL" SETTING

Example 1

COIN CHUTE TYPE...INDIVIDUAL
COIN TO CREDIT...4 COINS 1 CREDIT
BONUS ADDER.....2 COINS GIVE 1 EXTRA COIN
COIN CHUTE MULTIPLIER
 ...1 COIN COUNTS AS 2 COINS

In the above setting, when 7 coins are inserted
in the 1P COIN CHUTE, the number of 1P credits
will be as follows:

- 1) As per the COIN CHUTE MULTIPLIER setting, since
1 coin inserted counts as 2 coins, 7 coins
inserted will be equivalent to 14 coins.
- 2) According to the BONUS ADDER setting, every
2 coins earn one service coin, therefore,
the equivalent of 14 coins will have 7 service
coins added, resulting in the equivalent of
21 coins.
- 3) According to the COIN TO CREDIT setting, 4 coins
make 1 credit, therefore, the equivalent of 21
coins makes 5 and a quarter credits.

Example 2

COIN CHUTE TYPE...COMMON
COIN TO CREDIT...6 COINS 1 CREDIT
BONUS ADDER...3 COINS GIVE 1 EXTRA COIN
COIN CHUTE #1 MULTIPLIER
 ...1 COIN COUNTS AS 4 COINS
COIN CHUTE #2 MULTIPLIER
 ...1 COIN COUNTS AS 5 COINS

In the above settings, when 3 coins are inserted into COIN CHUTE #1 and 5 coins into COIN CHUTE #2, the number of CREDITS will be as follows:

- 1) According to COIN CHUTE #1 MULTIPLIER setting, one coin inserted counts as 4 coins, therefore, 3 coins are equivalent to 12 coins.
- 2) According to the COIN CHUTE #2 MULTIPLIER setting, one coin inserted counts as 5 coins, therefore, 5 coins inserted into COIN CHUTE #2 will be equivalent to 25 coins.
- 3) The total number of coins in COIN CHUTE #1 and #2 will be equivalent to 37 coins.
- 4) According to BONUS ADDER setting, every 3 coins will earn one service coin, therefore, the equivalent of 37 coins with 12 service coins added will be equivalent to 49 coins.
- 5) According to the COIN TO CREDIT setting, 6 coins make 1 CREDIT, therefore, the equivalent of 49 coins equals 8 and one sixth CREDITS.

⑦BOOKKEEPING

This test mode allows each of the CREDIT/TIME/
GAME data to be ascertained.

BOOKKEEPING 1/2							
COIN CHUTE #1	0						(A)
COIN CHUTE #2	0						(A)
COIN CHUTE #3	0						(A)
COIN CHUTE #4	0						(A)
TOTAL COIN	0						(B)
COIN CREDIT	0						(C)
SERVICE CREDIT	0						(D)
TOTAL CREDIT	0						(E)
NUMBER OF GAME	0						(F)
TOTAL OP. TIME	0D	0H	0M	0S			(G)
TOTAL GAME TIME	0D	0H	0M	0S			(H)
AVERAGE GAME TIME	0D	0H	0M	0S			(I)
LONGEST GAME TIME	0D	0H	0M	0S			(J)
SHORTEST GAME TIME	0D	0H	0M	0S			(K)
UTILIZATION FACTOR	0.0%						(L)
PUSH TEST BUTTON TO CONTINUE							

(A) COIN CHUTE #1~#4

Number of times each COIN CHUTE is actuated.
Note that CHUTE #3 and #4 or #4 alone may not
be displayed depending on the settings as
regards CABINET TYPE in the GAME ASSIGNMENTS
and COIN CHUTE TYPE in the COIN ASSIGNMENTS).

(B) TOTAL COIN

Total number of times the COIN CHUTE is actuated.

(C) COIN CREDIT

Number of CREDITs registered by COIN insertion
only.

(D) SERVICE CREDIT

The SERVICE SWITCH usage frequency.

(E) TOTAL CREDIT

Total number of CREDITs.

(F) NUMBER OF GAME

Total number of games.

(G) TOTAL OP. TIME

Total time the machine is energized.

(H) TOTAL GAME TIME

Total game playtime.

(I) AVERAGE GAME TIME

Average game playtime

(J) LONGEST GAME TIME

Longest game playtime.

(K) SHORTEST GAME TIME

Shortest game playtime.

(L) UTILIZATION FACTOR

TOTAL GAME TIME/TOTAL OP. TIME displayed as
percentage (%) .

Press the TEST button to proceed to the next page.

Pressing the TEST button causes the following screen to appear:

BOOKKEEPING 2/2	
TIME HISTOGRAM	
0M00S~0M29S	0
0M30S~0M59S	0
1M00S~1M29S	0
1M30S~1M59S	0
2M00S~2M29S	0
2M30S~2M59S	0
3M00S~3M29S	0
3M30S~3M59S	0
4M00S~4M29S	0
4M30S~4M59S	0
5M00S~9M59S	0
OVER 10M00S	0
AVERAGE SCORE	0
HIGHEST SCORE	0
LOWEST SCORE	0
PUSH TEST BUTTON TO EXIT	

— (A)

— (B)
— (C)
— (D)

(A) TIME HISTOGRAM

Game frequency by game hours.

(B) AVERAGE SCORE

Average game score.

(C) HIGHEST SCORE

Highest game score.

(D) LOWEST SCORE

Lowest game score.

Pressing the TEST button causes the MENU to return on to the screen.

ⓈBACKUP DATA CLEAR

Clears the contents of BOOKKEEPING.

<p>BACKUP DATA CLEAR</p> <p>YES</p> <p>→NO</p> <p>SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON</p>

When clearing, bring "→" to "YES" and when not clearing, to "NO", by using the SERVICE SW, and then push the TEST button.

When clearing has been finished, "COMPLETED" will be displayed.

Pressing the TEST button will have the MENU return on to the screen.

①OUTPUT TEST

The following displays the MOVING SEAT for the MEGALO 50 in this test mode.

Note that the following will be displayed only in the case where SW1 of the on-BD DIP SW is set to ON and also the Cabinet Type is set to 2p in the test mode.

OUTPUT TEST		
MOVING SEAT	USE	— (A)
1P SEAT	Off	— (B)
2P SEAT	Off	

PUSH 1P/2P ATTACK TO MOVE A SEAT
PUSH TEST BUTTON TO EXIT

(A) MOVING SEAT

This displays whether the MOVING SEAT is to be used or not (when used, USE will be displayed and when not used, NO USE will be displayed. The setting can be changed as per GAME ASSIGNMENTS).

(B) 1P SEAT/2P SEAT

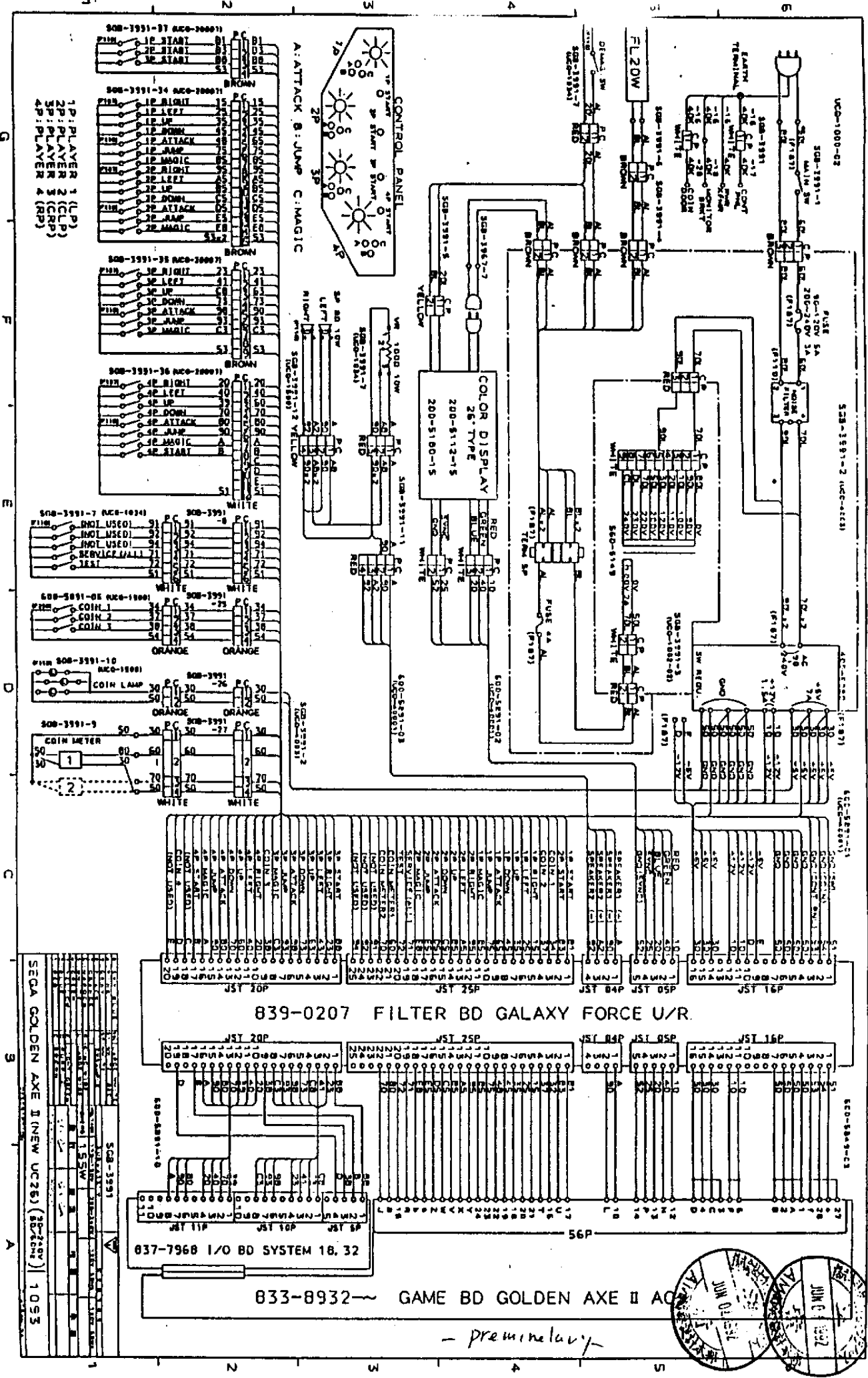
Pressing the ATTACK SW will cause the display to change to ON from OFF, and the SEAT to start moving.

GOLDEN AXE The Revenge of DEATH=ADDER

IC LOCATION		ROM NUMBER		MAIN WORK
1	IC 9	EPR-15145	2M	MAIN PROGRAM
2	IC 18	EPR-15146	2M	
3	IC 8	EPR-14957	1M	
4	IC 17	EPR-14960	1M	
5	IC 24	MPR-14942	8M	SOUND
6	IC 34	MPR-14943	8M	
7	IC 35	MPR-14944	8M	
8	IC 36	EPR-14945	1M	
9	IC 5	MPR-14947	16M	SCROLL
10	IC 14	MPR-14948	16M	
11	IC 25	MPR-14956	16M	OBJECT
12	IC 26	MPR-14955	16M	
13	IC 27	MPR-14954	16M	
14	IC 28	MPR-14953	16M	
15	IC 29	MPR-14952	16M	
16	IC 30	MPR-14951	16M	
17	IC 31	MPR-14950	16M	
18	IC 32	MPR-14949	16M	
ROM BD No.		833-8933-01		

PARTS LIST

<u>PART NUMBER</u>	<u>DESCRIPTION</u>	<u>QTY</u>
999-0100	Bezel, Plastic	1
999-0101	Final Assy Cabinet	1
999-0102	Power Supply, Switching XT-150	1
999-0103	Assy, Trucking Wheel	2
999-0104	Assy, Control Panel	1
999-0105	Clamp, Control Panel	2
999-0106	Strike, Control Panel	2
999-0108	Assy Coin Door 4 Entry	1
999-0109	Transformer, Isolation	1
999-0110	Fuse 1A Slow Blo	1
999-0111	Fuseholder, 1P	1
999-0112	Assy, Main Harness	1
999-0113	Monitor Glass (22-3/4 x 23-15/16 x 3/16)	1
999-0116	Speaker 8 Ohm 15W (5x7)	2
999-0122	Joystick, 8 Way	4
999-0121	Vertical Microswitch, White	4
999-0123	Vertical Microswitch, Red	4
999-0124	Vertical Microswitch, Yellow	4
999-0142	Vertical Microswitch, Blue	4
999-0144	Glass, Marquee	1
999-0126	Marquee, Golden Axe U/R	1
999-0128	Control Panel Overlay, Golden Axe U/R	1
999-0137	Monitor Bezel w/Instructions	1
999-0138	Side Decal, Left	1
999-0139	Side Decal, Right	1
25" WELLS ST F15T8	Monitor, 25" Standard Resolution Assy, Fluorescent Lamp (18"F15T/80W)	1 1
420-6050-01	Owner's Manual, Golden Axe U/R	1
600-5849-03	Wire Harness, JAMMA (Logic to Filter)	1
600-5849-10	Wire Harness, I/O (Logic to Filter)	1
833-8932-02	Assy, Golden Axe U/R PCB	1
839-0207	Assy, Filter Board	1



1P: PLAYER 1 (LP)
 2P: PLAYER 2 (CRP)
 3P: PLAYER 3 (CRP)
 4P: PLAYER 4 (RP)

839-0207 FILTER BD GALAXY FORCE U/R.

833-8932 ~ GAME BD GOLDEN AXE II AC

