

TAITO

CRIME CITY™

OPERATING MANUAL



TAITO

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PART NO. 205-208007

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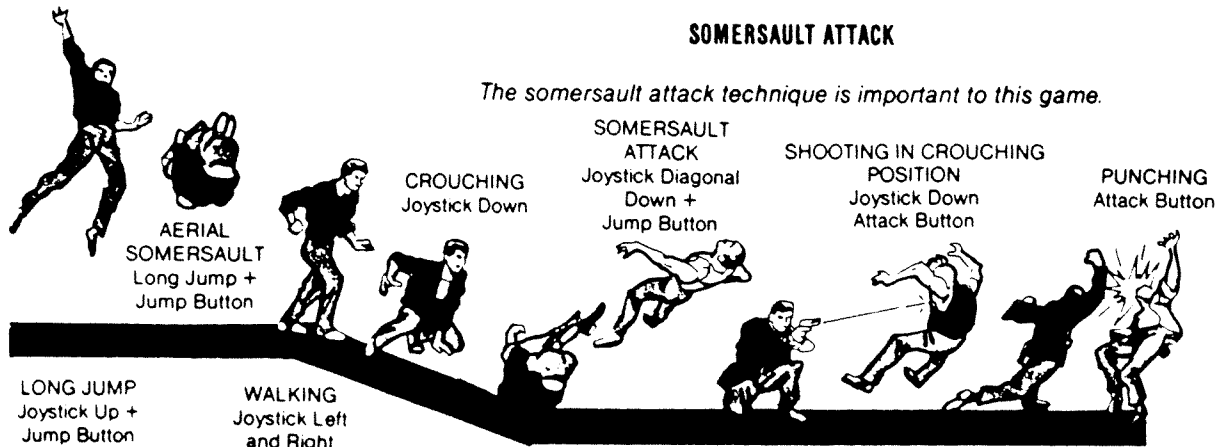
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GAME INSTRUCTIONS

GAME DESCRIPTION:

Crime City is a one or two player horizontal video game, started independently and played via two complete sets of controls. Each set of controls includes a joystick and two buttons. The player uses the joystick to move his character and the buttons for attacking and special maneuvers. Illustrated below are some of the game's maneuvers including the somersault attack, an important element in the game.



The goal or object of the game is to find the gang leaders and arrest them. Carrying out this task, the player makes his way on foot through some of the roughest neighborhoods in Crime City, shooting and fighting criminals. There are a total of six stages, which are segmented into different scenes. Each stage of the game has a specific criminal activity that must be stopped before proceeding to the next. Such crimes as kidnaping, robbery, drug dealing and attempted murder are featured in the various stages to challenge the player. The player picks up special weapons along the way as he disarms the criminals. And drugs, when seized, award special bonus points.

As the player receives damage, his life gauge is partially reduced. The game ends when the player's life gauge is completely depleted, at which time the player is given the option to continue with Taito's Continue Play feature.

This manual will guide you in the conversion of your color monitor upright video game into a "CRIME CITY" game. We strongly urge you to read through the instructions carefully before beginning the conversion.

WARNINGS AND NOTICES

For safety and reliability, Taito America Corporation does not recommend nor authorize any substitute parts or modifications of Taito America Corporation equipment. In addition, any substitute parts or equipment modifications may void FCC compliance.

Use of non-Taito America parts and/or modifications of game circuitry may adversely affect game performance and safety.

Since "CRIME CITY" is protected by Federal copyright, trademark and patent laws, unauthorized altered versions of this game are illegal under Federal Law. This also applies to unauthorized facsimiles of Taito America equipment, logos, designs, publications, assemblies and/or games (or features not deemed to be in the public domain) whether manufactured with Taito America components or not.

NOTICE

Certain parts salvaged from your old game are required to complete your kit. These salvaged parts **MUST** operate properly to insure the performance and safety level of this game. Always repair circuit board malfunctions and cabinet damage before conversion is attempted.

Check the parts supplied in this kit against the parts list included in this manual.

CAUTION

FOR SAFE OPERATION IT IS STRONGLY RECOMMENDED THE CABINET BE PROPERLY GROUNDED. IF YOUR GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE, THE THIRD PRONG (round in shape) SHOULD AUTOMATICALLY GROUND THE GAME WHEN PLUGGED INTO A PROPERLY GROUNDED THREE PRONG RECEPTACLE. IF IT BECOMES NECESSARY TO USE AN ADAPTER, THE GROUNDING LUG OR WIRE ON THE ADAPTER MUST BE PROPERLY GROUNDED TO ASSURE SAFE OPERATION.

NOTICE

This kit is ~~not~~ intended for use with X-Y monitors. Suitable monitors are the horizontal raster-scan with inputs for red, green and blue video as well as composite negative sync. (These should be compatible with TTL logic levels.)

Note: "CRIME CITY" USES A COLOR MONITOR IN THE HORIZONTAL POSITION.

NOTICE

Be sure the power supply from your old game is capable of +5 vdc regulated at 7A, -5vdc regulated at 7A and +12vdc regulated at 1A. These operating voltages are necessary for your kit. Please note the enclosed warning with the PC Board Assembly.

TAITO AMERICA CORPORATION KIT PARTS PROVIDED

QTY.	DESCRIPTION	REF NO.	PART NO.
1	MARQUEE WITH ARTWORK		205-208001
1	MONITOR BEZEL WITH GAME INSTRUCTIONS		205-208002
1	CONTROL PANEL OVERLAY		205-208004
2	BLUE JOYSTICK		205-217018
2	RED JOYSTICK		205-217019
2	ULTIMATE PUSHBUTTONS (BLUE)		205-217024
2	ULTIMATE PUSHBUTTONS (RED)		205-217026
4	PUSHBUTTON LABELS		205-217031
1	WIRING HARNESS (STANDARD JAMMA TYPE)		205-205002
1	ADHESIVE GAME INSTRUCTIONS		205-208005
1	"CRIME CITY" MAIN LOGIC PCB		205-298000
1	OPERATING MANUAL		205-208007
1	R.F. CAGE FOR F.C.C. COMPLIANCE		205-208013
1	PACKING CARTON		205-299002

TOOLS AND SUPPLIES REQUIRED

- | | |
|--|--|
| <ul style="list-style-type: none"> <input type="checkbox"/> Screwdriver <input type="checkbox"/> Pliers <input type="checkbox"/> Hex Driver <input type="checkbox"/> Grease Pencil Or Marker <input type="checkbox"/> Soldering Iron And Solder <input type="checkbox"/> Hacksaw, Jigsaw Or Tablesaw
With Carbide-Tipped Blade | <ul style="list-style-type: none"> <input type="checkbox"/> Phillips Screwdriver <input type="checkbox"/> Wire Cutters <input type="checkbox"/> X-Acto Knife <input type="checkbox"/> Electric Drill W/Bits <input type="checkbox"/> 180-Grit Sandpaper <input type="checkbox"/> Electrical Tape Or
Heat-Shrink Tubing |
|--|--|

All games require a certain amount of maintenance to remain in good operating condition. A periodic check of mechanical controls would be beneficial to guarantee the profitability of your game.

GAME PREPARATION

CLEANING

The exterior of the game, all metal parts and all plastic parts can be cleaned with non-abrasive cleaner. Caution should be used when cleaning the plastic. A dry cloth can cause scratches and result in a foggy worn appearance. Plexiglas cleaner on a soft cloth is suggested to maintain and keep your monitor crt cover looking new.

Inspect your cabinet for any gouges or items stuck on the cabinet like chewing gum. Remove all foreign objects and fill in the gouges with any type of quick hardening wood putty. Sand to ensure a smooth surface. Wipe the outside of the old cabinet clean. Remember the reason you are converting your old game is to have the increased earnings of a new game. Making your game look like a new game will spark new player-interest.

NOTICE

Please make sure you clean the coin mechanisms. It is important that you service them in order for this game to achieve the maximum possible earnings.

CONVERSION INSTRUCTIONS

GAME TITLE MARQUEE

Remove the new "CRIME CITY" Marquee from the kit. This new Marquee provided with your kit is specifically designed for ease of handling. Place and center the old Marquee on top of the new Marquee. Place masking tape on the area where you intend to cut the new Marquee. Using an X-Acto knife, score the new Marquee and simply break at this score. If your old Marquee is made of glass, remove the paint of the old Marquee and attach the new Marquee behind this glass. If your old Marquee is made of Plexiglas, it is recommended a new clear Plexiglas be used to best provide the brilliance of your new Marquee.

MONITOR BEZEL

Remove the new "CRIME CITY" monitor bezel from the kit. Place the bezel around the existing monitor. Using an X-Acto knife, trim the new monitor bezel to neatly fit around the monitor.

CONTROL PANEL

Remove the old control panel lexan decal, buttons and joysticks. Refer to the control panel layout on page 10 of this manual to design the best possible positioning for your joystick(s), buttons and game instructions.

Leave your 1 and 2 player start buttons where they are on the old control panel. Drill holes as needed for installation of the joysticks and buttons. Clean any burrs from around holes. Any hole that is no longer needed we suggest plugging with wood putty or epoxy.

Cut the new "CRIME CITY" lexan to the appropriate size needed to cover the panel. Leave enough lexan to wrap a small lip around the top and bottom of the panel.

Remove the backing from the "CRIME CITY" lexan and apply it over the old control panel being careful to avoid air pockets.

After the lexan is securely applied, cut the holes on the control panel with an X-Acto knife or razor blade. Install the new joysticks, buttons, button labels and any necessary hardware previously removed from the control panel. Tighten and secure all hardware.

WIRING PROCEDURES

INSTALLING INTERBOARD WIRING

This game comes with a color-coded cable for easy installation. Refer to the wiring diagram included in this manual for quick connections.

Disconnect the old wiring harness from the old cpu board and carefully remove old circuit boards and FCC cages from the game.

Using the diagrams from your old game, carefully note the function of each wire.

Leaving several inches of wire from the old wiring harness at each connector, cut the wires near the game's coin door, monitor, control panel, power supply and speaker wires. Install the new wiring harness to those points following your wiring diagram. Use electrical tape or heat-shrink tubing to insulate all splices.

Install your FCC cage where the old board set was.

Mount the "CRIME CITY" PCB assembly with mounting blocks in the center of the FCC cage. Plug the wiring harness onto the PCB and close the cage securely. The board cage in this kit must be properly installed and terminated to ground.

Check and clean the input jack on the power supply board. Replace any burned or damaged pins.

DIP SWITCH SETTINGS

The following option switch settings were designed to allow the customizing of CRIME CITY's various game features to suit different environments. If used wisely, the flexibility they offer can maximize game performance and increase potential earnings.

DIP SWITCH A

FUNCTION	SETTING	1	2	3	4	5	6	7	8
PLAYER'S INITIALS	* SCRIBBLE 3 LETTERS	OFF ON							
SCREEN INVERSION	* NORMAL INVERTED		OFF ON						
TEST MODE	* NORMAL TEST			OFF ON					
ATTRACT SOUND	* ENABLED DISABLED				OFF ON				
PLAY PRICING	* 1 CO = 1 PL 2 CO = 1 PL 3 CO = 1 PL 4 CO = 1 PL					OFF ON OFF ON	OFF OFF ON ON		
CONTINUE PRICING	* SAME PRICING 1 CO = CONT 2 CO = CONT 3 CO = CONT							OFF ON OFF ON	OFF OFF ON ON

* = FACTORY RECOMMENDED SETTINGS

PLAYER INITIALS - THIS SWITCH ALLOWS YOU TO SELECT THE METHOD BY WHICH THE PLAYER ENTERS HIS INITIALS IN THE HIGH SCORE REGISTER. "SCRIBBLE" ALLOWS THE PLAYER TO SHOOT HIS INITIALS ONTO THE SCREEN. NOTE: THIS METHOD DOES NOT PROTECT AGAINST THE USE OF PROFANITY. TO DISABLE, SIMPLY SET THIS SWITCH TO "3 LETTERS" FOR THE STANDARD 3 LETTER ENTRY OF INITIALS.

SCREEN INVERSION - THIS SWITCH ALLOWS YOU TO INVERT THE IMAGE ON THE SCREEN, WITHOUT HAVING TO REMOUNT YOUR COLOR MONITOR.

DIP SWITCH SETTINGS (cont.)

DIP SWITCH B

FUNCTION	SETTING	1	2	3	4	5	6	7	8
GAME DIFFICULTY	*MEDIUM EASY HARD HARDER	OFF ON OFF ON	OFF OFF ON ON						
BONUS POINTS	*80,000 PTS EVERY 80,000 160,000 PTS NO BONUS								
NUMBER OF PLAYERS	* 3 2 1 5					OFF ON OFF ON	OFF OFF ON ON		
CONTINUE PLAY	*UNLIMITED 8 TIMES 5 TIMES DISABLED							OFF ON OFF ON	OFF OFF ON ON

* = FACTORY RECOMMENDED SETTINGS

WIRING DIAGRAM FOR "CRIME CITY" KIT HARNESS ASSEMBLY

SOLDER SIDE

COMPONENT SIDE

GND	BLK	A	1	BLK	GND
GND	BLK	B	2	BLK	GND
+5VDC	RED	C	3	RED	+5VDC
+5VDC	RED	D	4	RED	+5VDC
-5VDC	BRN	E	5	BRN	-5VDC
+12VDC	BLU	F	6	BLU	+12VDC
KEY		H	7		KEY
COIN METER B	WHT/VIO	J	8	BLU/BRN	COIN METER A
COIN LOCKOUT B		K	9		COIN LOCKOUT A
SPEAKER (-)	BLK	L	10	WHT/BLK	SPEAKER (+)
		M	11		
VIDEO GREEN	GRN	N	12	RED	VIDEO RED
VIDEO SYNC	WHT	P	13	BLU	VIDEO BLUE
SERVICE SW.	BRN/WHT	R	14	BLK	VIDEO GND
TILT SW.	WHT/BRN	S	15	YEL	Control panel GND
COIN B	GRN/YEL	T	16	WHT/YEL	COIN A
2PL SELECT	RED/BLK	U	17	PNK/BLK	1PL SELECT <i>white</i>
2PL UP	BRN/BLU	V	18	ORG/BLU	1PL UP <i>Green/Blk</i>
2PL DOWN	ORG/WHT	W	19	GRN/ORG	1PL DOWN <i>Blue</i>
2PL LEFT	ORG/GRN	X	20	GRN/BLU	1PL LEFT <i>yellow</i>
2PL RIGHT	WHT/ORG	Y	21	RED/YEL	1PL RIGHT <i>white</i>
2PL ATTACK	BRN/BLK	Z	22	RED/WHT	1PL ATTACK <i>white</i>
2PL JUMP	YEL/WHT	a	23	WHT/RED	1PL JUMP <i>white</i>
NOT USED	BRN/GRN	b	24	YEL/BLK	NOT USED
		c	25		
		d	26		
GND	BLK	e	27	BLK	GND
GND	BLK	f	28	BLK	GND

White
Blk
Green
Blue
Yellow
White

NOTES