©CAPCOM 1994 special thanks to Shinseisha for co-operation in game planning.

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®

ECO942A04

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 offcials 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

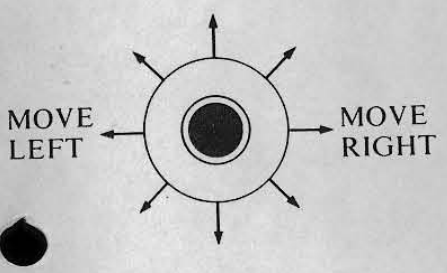
JAMMA STANDARD

○CRT MONITOR

HORIZONTAL SCREEN

○CONTROL PANEL

1 LEVER AND 3 BUTTONS



A BUTTON: TO REVOLVE ARM LEFT

B BUTTON: TO SHOT

C BUTTON: TO REVOLVE ARM RIGHT

○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 PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P 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

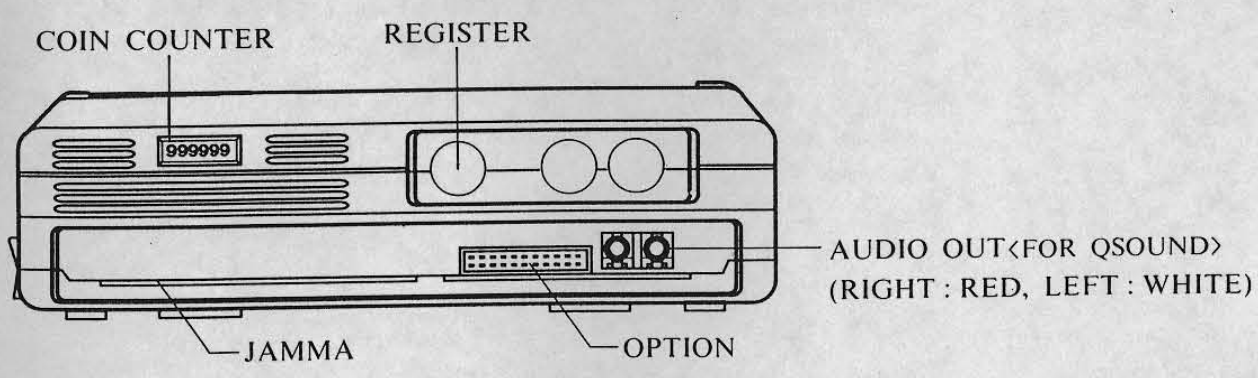
●PARTS NAME

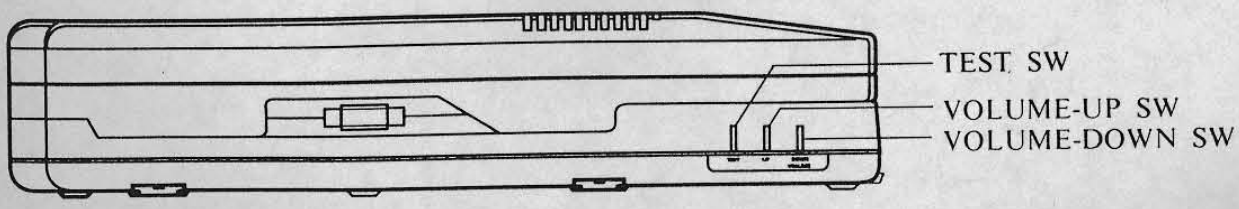
CR7E-56DA-3.96E : (HIROSE)

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

TEST: test switch of the circuit board
VOLUME
  UP: volume-up switch
  DOWN: volume-down switch

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

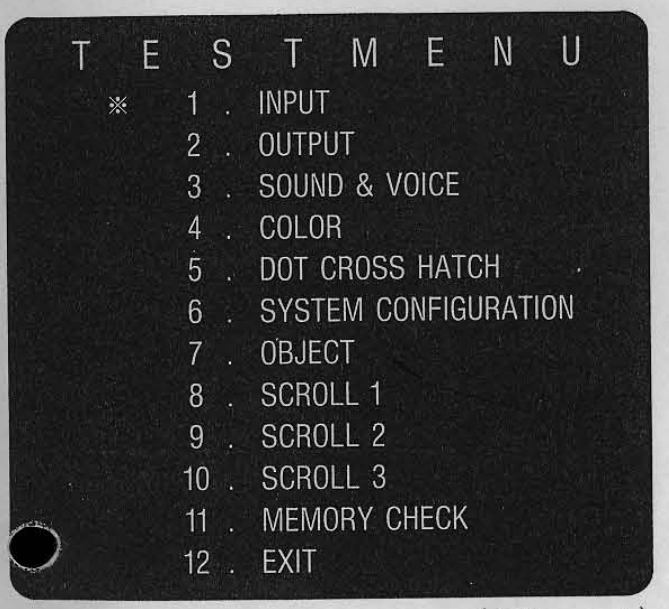
Turn on the main switch, then push the test switch. The screen A shown below will appear.

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 **"12.EXIT "** and push 1P A button.



(＊Screen A)

…1. Check on input switches
…2. Check on output switches
…3. Sound check
…4. Color adjustment
…5. Adjustment of screen size, focus and distortion
…6. Game play settings
…7. } Character check
…8. }
…9. }
…10. }
…11. Memory check
…12. Returns to the game play mode

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 **"6.SYSTEM CONFIGURATION".**
- After the memory is tested on the menu of **"11.MEMORY CHECK".**

4) ITEM DESCRIPTIONS

1. INPUT	Used to test all the input/output switches. "**1**" appears when the switches are on. Check connection and switches in case "**0**" appears.
2. OUTPUT	
3. SOUND & VOICE	Select a code of SOUND or VOICE with the 1P lever. Push the 1P A button to hear the sound of the selected code, then adjust volume.
4. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
5. DOT CROSS HATCH	Used to test screen size, focus and distortion.
6. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
7, 8, 9, 10	Used to check all the characters.
11. 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.
12. EXIT	Select this item and push 1P 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.

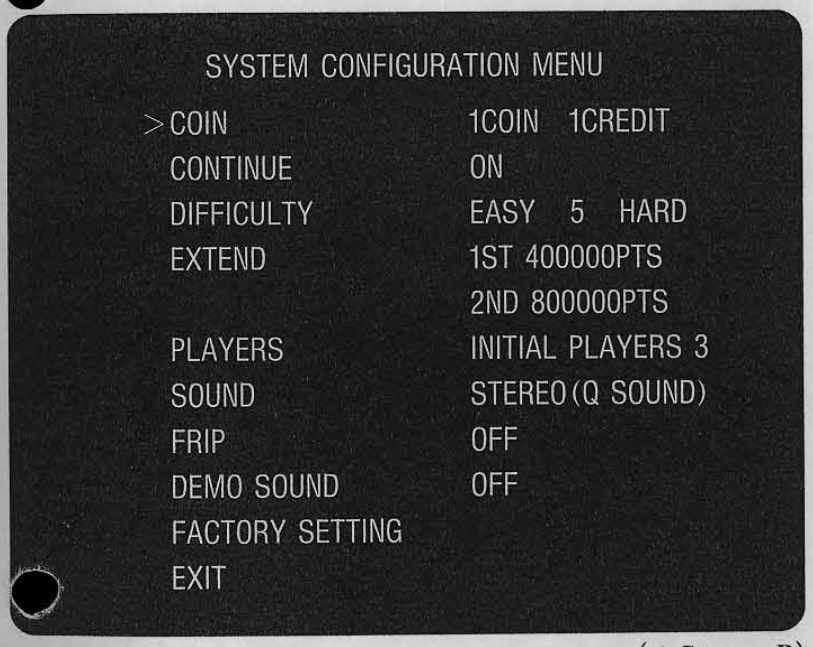
ABOUT SYSTEM CONFIGURATION

1) TO OPEN THE MENU

- On the TEST MENU screen, select **"6.SYSTEM CONFIGURATION"** and push the 1P A button. The Screen B shown below appears.

2) TO CLOSE THE MENU

- When all the settings are done, select **"EXIT"** and push the 1P START button.
- When settings are changed, new settings are stored on EEP-ROM, then the TEST MENU appears.
- A message **"Now 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.
- The TEST MENU automatically appears when writing is done.



…Number of coins per play
…With or without continued play
…Game difficulty setting
…Score points required for 1 up

…Number of initial player characters
…Stereo (Q Sound) or monaural
…Turnover of the screen
…With or without sound in attract mode
…Returns to factory setting
…Returns to the TEST MENU

(* Screen B)

3) TO CHANGE THE SETTING

- Select an item with the 1P lever (UP or DOWN) and change the setting with the 1P lever (LEFT or RIGHT).
  Settings will be changed in the order shown in the following table.
  You can also change the setting with the 1P A button.

SYSTEM CONFIGURATION

4) MENU

COIN	**1COIN 1CREDIT**	1COIN 2CREDITS	1COIN 3CREDITS	1COIN 4CREDITS	1COIN 6CREDITS
	2COINS 1CREDIT	3COINS 1CREDIT	4COINS 1CREDIT	2COINS START 1COIN CONTINUE	
CONTINUE	**ON**		OFF		
GAME DIFFICULTY	1 EASIEST	2 VERY EASY	3 EASY	4 MEDIUM EASY	
	5 MEDIUM	6 HARD	7 VERY HARD	8 HARDEST	
EXTEND	**1ST 400000PTS 2ND 800000PTS**	1ST 600000PTS 2ND 1000000PTS	ONLY 600000PTS	NOTHING	
PLAYERS	2	**3**	4	5	
SOUND	**STEREO (Q SOUND)**		MONAURAL		
FLIP	ON		**OFF**		
DEMO SOUND	ON		**OFF**		

* Bold faces indicate the factory setting.

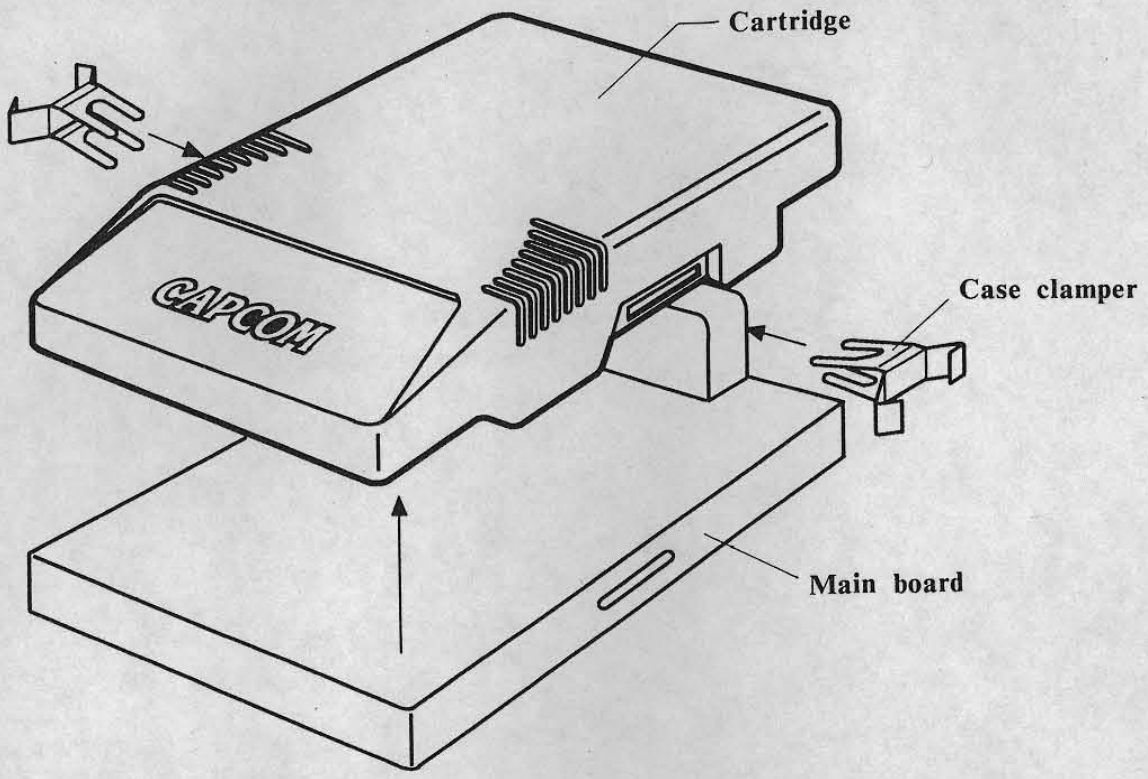
* After you change the setting, make sure to select **"EXIT"** and push the 1P A button. Otherwise your setting will not be memorized.

SYSTEM CONFIGURATION

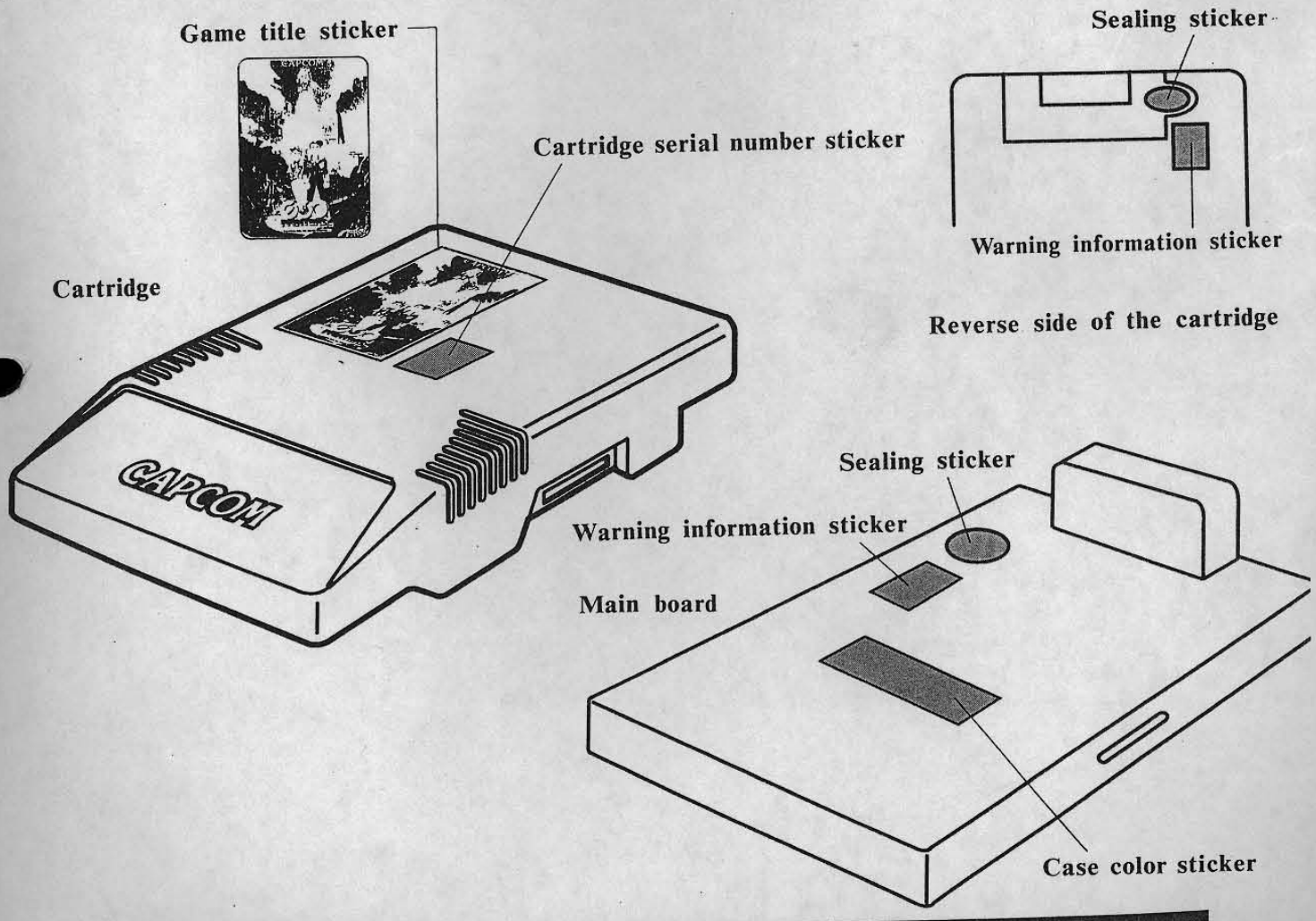
ITEM DESCRIPTIONS

COIN	Sets the charge per play.
CONTINUE	Sets continuous play. **ON** : Continuous play is possible. **OFF** : Continuous play is not possible.
GAME DIFFICULTY	As the number increases, the game play gets harder.
EXTEND	Score points required for 1 up. · 1ST 400000PTS, 2ND 800000PTS · 1ST 600000PTS, 2ND 1000000PTS · ONLY 600000PTS · NOTHING
PLAYERS	Number of initial player characters.
SOUND	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinets, please set to MONAURAL. ● **STEREO** – with QSOUND ● **MONAURAL** – without QSOUND
FRIP	Turns over the screen. If the screen appears upside down, change the setting. ● **ON** – with turnover ● **OFF** – without turnover
DEMO SOUND	With or without sound in Attract Mode. ● **ON** - with sound ● **OFF** - without sound
FACTORY SETTING	To return to the factory settings, select this item and push the 1P START button.
EXIT	To store changed settings and return to the TEST MENU, select this item and push the 1P START button.

HOW TO EJECT THE CARTRIDGE



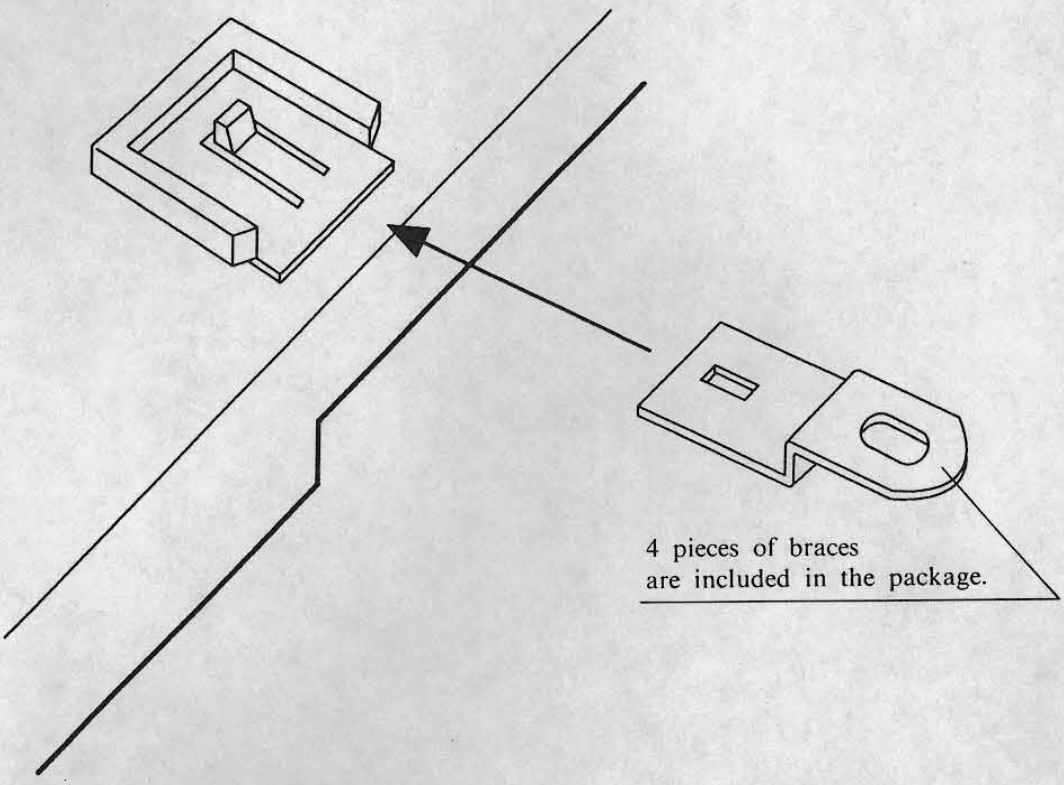
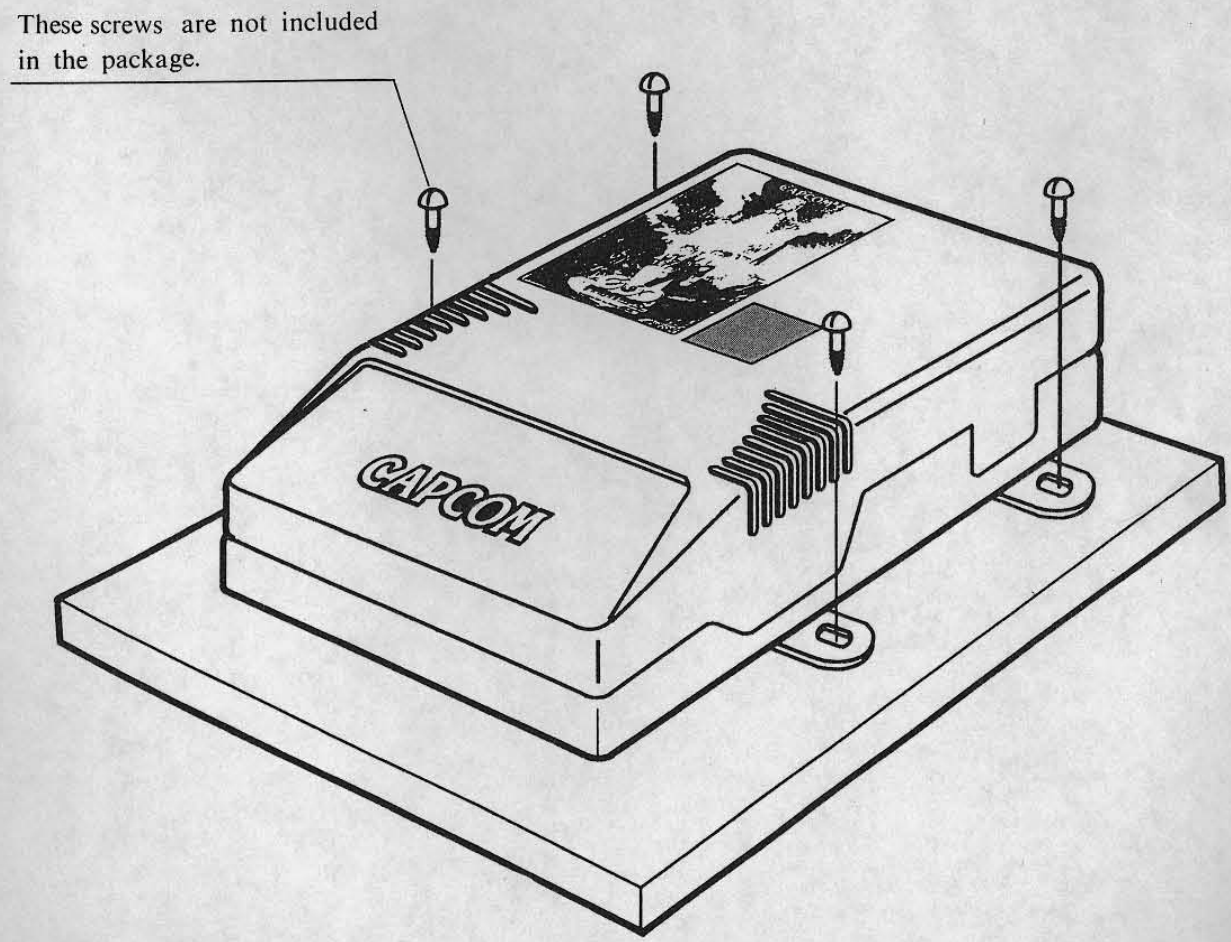
STICKER DESCRIPTIONS



*** 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