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# MANUAL

# CAPCOM

## ● SETTING EXPLANATION

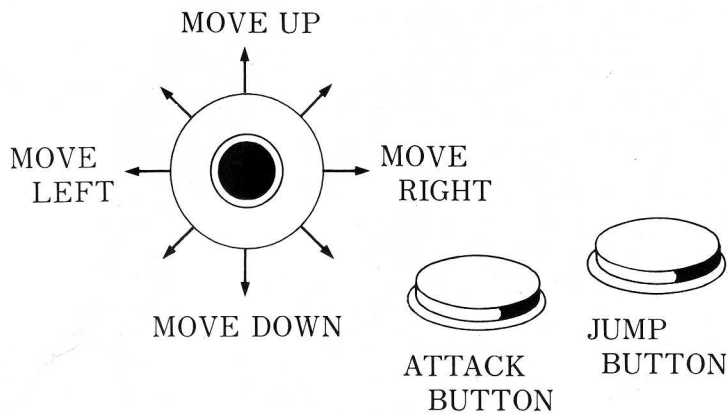
### ○ PCB CONNECTOR

JAMMA STANDARD

### ○ CRT MONITOR

HORIZONTAL SCREEN

### ○ CONTROL PANEL



### ○ 8-WAY LEVER : MOVES PLAYER IN 8 DIRECTIONS

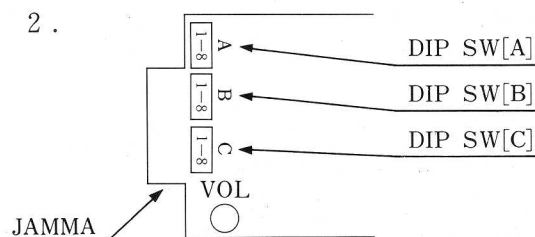
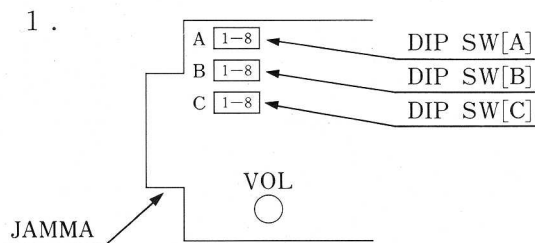
### ○ ATTACK BUTTON : SWINGS THE SWORD OR THE AXE

### ○ JUMP BUTTON : JUMPS

BY PUSHING BOTH BUTTONS AT THE SAME TIME, YOU CAN USE MEGACRUSH.

### ○ DIP SW

(THERE ARE TWO TYPES OF PCB.)



## JAMMA STANDARD

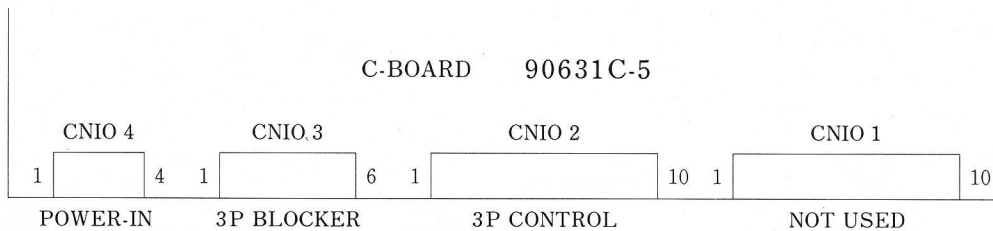
SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST 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 SHOT 1 (2P ATTACK)	Z	22	1P SHOT 1 (1P ATTACK)
2P SHOT 2 (2P JUMP)	a	23	1P SHOT 2 (1P JUMP)
N.C.	b	24	N.C.
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)



### ●3-PLAYER SPEC.

CNIO 1 NOT USED

CNIO 2

GND	1	#22	BLACK
GND	2	#22	BLACK
3P RIGHT	3	#22	VIOLET
3P LEFT	4	#22	GRAY
3P DOWN	5	#22	WHITE
3P UP	6	#22	BROWN
3P SHOT 1	7	#22	ORANGE
3P SHOT 2	8	#22	GREEN
3P COIN SW	9	#22	BLUE
3P START SW	10	#22	VIOLET

CNIO 3

+12V	1	#22	YELLOW
+12V	2	#22	YELLOW
	3		
	4		
COIN LOCK OUT 3	5	#22	WHITE
	6		

CNIO 4

GND	1	#22	BLACK
GND	2	#22	BLACK
+12V	3	#22	YELLOW
+12V	4	#22	YELLOW

### ●DIP SW [A]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN SETTINGS	1COIN 1CREDIT	OFF	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	ON	ON	ON					
NOT USED					OFF	OFF	OFF		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	
NOT USED									OFF

※IF CONTINUE COIN MODE IS "ON", GAME STARTS WITH 2-COIN 1-CREDIT AND CONTINUES WITH 1-COIN 1-CREDIT.

## ●DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY	OFF	OFF	OFF					
	↑	ON	OFF	OFF					
	NORMAL	OFF	ON	OFF					
		<b>ON</b>	<b>ON</b>	<b>OFF</b>					
		OFF	OFF	ON					
	↓	ON	OFF	ON					
	HARD	OFF	ON	ON					
ON	ON	ON							
DIFFICULTY LEVEL 2	EASY				ON	ON	ON		
	↑				OFF	ON	ON		
	NORMAL				ON	OFF	ON		
					<b>OFF</b>	<b>OFF</b>	<b>OFF</b>		
					ON	OFF	OFF		
	↓				OFF	ON	OFF		
	HARD				ON	ON	OFF		
OFF	OFF	ON							
COIN CHUTE	3-CHUTE							OFF	
	1-CHUTE							ON	
PLAYER MODE	3P MODE								OFF
	2P MODE								ON

※“DIFFICULTY LEVEL 1” CHANGES ENEMY’S ATTACK FREQUENCY.

※“DIFFICULTY LEVEL 2” CHANGES ENEMY’S ATTACK POWER.

## ●DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
THE NUMBER OF PLAYER	2PLAYERS	<b>OFF</b>	<b>OFF</b>						
	3PLAYERS	ON	OFF						
	4PLAYERS	OFF	ON						
	1PLAYER	ON	ON						
FREE PLAY	NORMAL			OFF					
	FREE PLAY			ON					
SCREEN PAUSE	NO				OFF				
	YES				ON				
SCREEN FLIP	NO					OFF			
	YES					ON			
DEMON-STRATION SOUND	NO						OFF		
	YES						ON		
CONTINUE	NO							OFF	
	YES							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

※HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.

※MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.

# CAPCOM® CO.,LTD.

No. 1-12, TOKIWAMACHI 2-CHOME,  
CHUO-KU, OSAKA 540, JAPAN  
TEL (06) 946-2058 FAX NO. (06) 946-6657