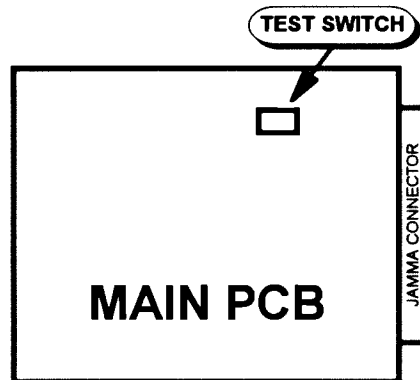# TAITO

Arabian Magic

• Universal Conversion Kit •
• Horizontal Video Game •

Manual of Specifications

TEST MODE

- To enter the **TEST MODE**, press the test switch located on the Main PCB:

(TEST SWITCH)

MAIN PCB

JAMMA CONNECTOR

| TEST MODE MENU	
MONITOR SWITCH	� For adjusting the monitor.
SWITCH TEST	➾ For checking the input from switches.
SOUND TEST	➾ For setting the music and sound effects.
CONFIGURATION	➾ For setting the game styles and difficulty levels.
FACTORY SETTINGS	➾ For setting back to factory recommended settings.
EXIT (RESET)	➾ For resetting all options.

- Select the desired test mode by using the **JOYSTICK**.
- Enter the test mode by pressing the **ATTACK** button.
- Except where noted, select **EXIT** to return to the main menu after completing a test.

1. MONITOR TEST

- A crosshatch pattern and colored bars are displayed for adjusting the color monitor. To alternate between a crosshatch pattern and the color bar test, press **ATTACK** button.
- To exit this test and return to main menu, press the test switch.
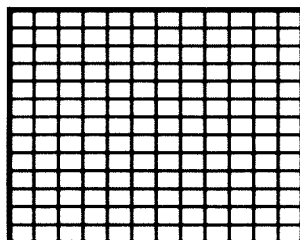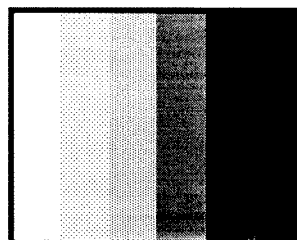
CROSSHATCH   **COLOR BARS**

2. SWITCH TEST

COIN - A : OFF	COIN - B : OFF		
COIN - C : OFF	COIN - D : OFF		
SERVICE 1 : OFF	SERVICE 2 : OFF		
SERVICE 3 : OFF	TILT : OFF		
1P - CONT	2P - CONT	3P - CONT	4P - CONT
SLCT : OFF	SLCT : OFF	SLCT : OFF	SLCT : OFF
SW 1 : OFF	SW 1 : OFF	SW 1 : OFF	SW 1 : OFF
SW 2 : OFF	SW 2 : OFF	SW 2 : OFF	SW 2 : OFF
SW 3 : OFF	SW 3 : OFF	SW 3 : OFF	SW 3 : OFF
LH U : OFF	LH U : OFF	LH U : OFF	LH U : OFF
LH D : OFF	LH D : OFF	LH D : OFF	LH D : OFF
LH L : OFF	LH L : OFF	LH L : OFF	LH L : OFF
LH R : OFF	LH R : OFF	LH R : OFF	LH R : OFF

- This is the screen display for a four player game.
- To exit this test and return to main menu, press the test switch.
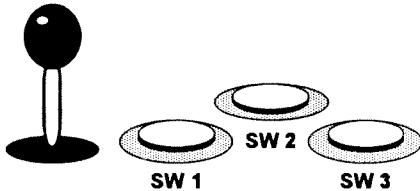
- **SW 1** = ATTACK
- **SW 2** = JUMP
- **SW 3** = MAGIC

- When conducting a switch test, activate the switch to be tested. If operating normally, the display for that switch will change from **OFF** to **ON**.

3. SOUND TEST

SOUND TEST

SOUND CODE: 00

VOLUME   MIN |||||||||||||||||||||||||| MAX

BALANCE   L |||||||||||||||||||||||||| R

EXIT

⇨ For selecting the music and sound effects to be tested.

⇨ For adjusting the sound level.

⇨ For adjusting the balance (should be in center position).

4. CONFIGURATION

GAME STYLE : D ~ H	⇨ To select cabinet styles (See below)
MONITOR : NORMAL	⇨ To select normal or inverted image.
ATTRACT SOUND : ON	⇨ To select attract sounds on or off.
DIFFICULTY : NORMAL	⇨ To select difficulty levels.
PLAYER STOCK : 2	⇨ To select number of lives.
PLAYER EXTEND : 2000/8000	⇨ To select score levels for extended play.
COIN A : 1 COIN 1 CREDIT	⇨ To select coin(s) per credit(s) for coin A.
COIN B : 1 COIN 1 CREDIT	⇨ To select coin(s) per credit(s) for coin B.
EXIT	

- To change settings, move joystick left or right.

•= FACTORY SETTINGS

FUNCTIONS	SETTINGS	FUNCTIONS	SETTINGS	
GAME STYLE	• D (2P)		• 1 COIN	1 CREDIT
	E (1P)		1 COIN	2 CREDITS
	F (2P+2P)		1 COIN	3 CREDITS
	G (4P 4 SLOTS)		1 COIN	4 CREDITS
	H (4P 2 SLOTS)		1 COIN	5 CREDITS
MONITOR	• NORMAL		1 COIN	6 CREDITS
	REVERSE		2 COINS	1 CREDIT
ATTRACT SOUND	• ON		2 COINS	2 CREDITS
	OFF		2 COINS	3 CREDITS
DIFFICULTY LEVEL	EASY		2 COINS	4 CREDITS
	• NORMAL		2 COINS	5 CREDITS
	HARD	**COIN A**	2 COINS	6 CREDITS
	VERY HARD		3 COINS	1 CREDIT
PLAYER STOCK	1		3 COINS	2 CREDITS
	• 2		3 COINS	3 CREDITS
	3		3 COINS	4 CREDITS
	4		3 COINS	5 CREDITS
PLAYER EXTEND	3000/8000		3 COINS	6 CREDITS
	• 4500/9000		4 COINS	1 CREDIT
	5000		4 COINS	2 CREDITS
	NONE		4 COINS	3 CREDITS
CONTINUE PLAY	1 COIN		4 COINS	4 CREDITS
	• NORMAL		4 COINS	5 CREDITS
			4 COINS	6 CREDITS

- **GAME STYLES:**
  - When using one two player cabinet, select **D** for 2 players or **E** for 1 player.
  - When using two cabinets (via communication cable), select **F** for 2 players versus 2 players.
  - When using one four player cabinet, select **G** for 4 individual coin slots or **H** for 2 shared coin slots.

- **CONTINUE:**
  - Select **NORMAL** to price the continued plays the same as **COIN A**.

- Select **1 COIN** to price the continued plays at **1 COIN PER**, regardless of **COIN A** setting.

5. FACTORY SETTING
- Select this option to return ALL settings back to the original factory settings.

6. EXIT (RESET)
- Select this option to exit from the test mode.

Arabian Magic •
JAMMA HARNESS CONNECTION CHART

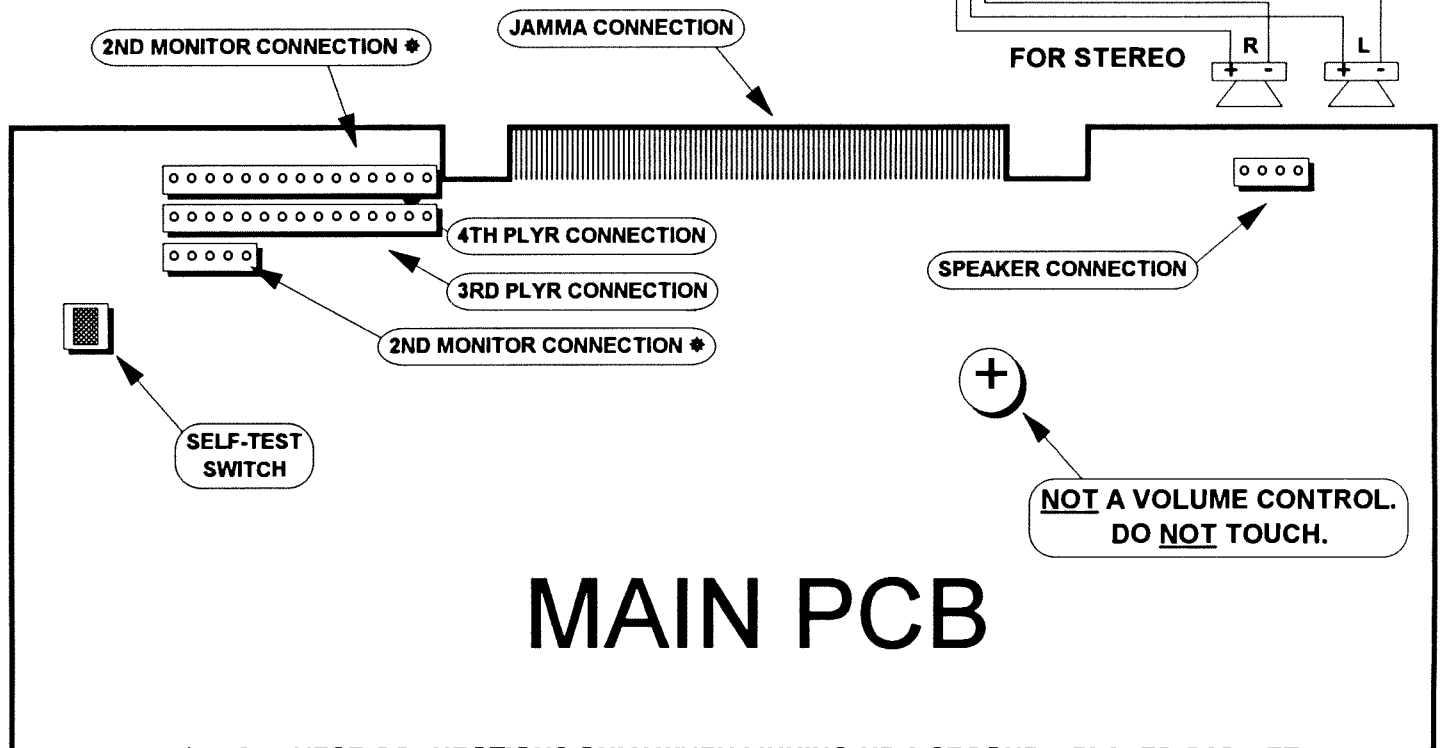| SOLDER SIDE		EDGE CONNECTOR		COMPONENT SIDE	
FUNCTION	**COLOR**			**COLOR**	**FUNCTION**
GROUND	BLK	A	1	BLK	GROUND
GROUND	BLK	B	2	BLK	GROUND
+5VDC	RED	C	3	RED	+5VDC
+5VDC	RED	D	4	RED	+5VDC
-5VDC	BRN	E	5	BRN	-5VDC
+12VDC	BLU	F	6	BLU	+12VDC
KEY		H	7		KEY
COIN METER B	WHT/VIO	J	8	BLU/BRN	COIN METER A
COIN LOCKOUT B		K	9		
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 GROUND
SLAM SW	WHT/BRN	S	15	YEL	TEST SWITCH
COIN B	GRN/YEL	T	16	WHT/YEL	COIN A
2PL SELECT	RED/BLK	U	17	PNK/BLK	1PL SELECT
2PL UP	BRN/BLU	V	18	ORN/BLU	1PL UP
2PL DOWN	ORN/WHT	W	19	GRN/ORN	1PL DOWN
2PL LEFT	ORN/GRN	X	20	GRN/BLU	1PL LEFT
2PL RIGHT	WHT/ORN	Y	21	RED/YEL	1PL RIGHT
2PL ATTACK	BRN/BLK	Z	22	RED/WHT	1PL ATTACK
2PL JUMP	YEL/WHT	a	23	WHT/RED	1PL JUMP
2PL MAGIC	BRN/GRN	b	24	YEL/BLK	1PL MAGIC
		c	25		
		d	26		
GROUND	BLK	e	27	BLK	GROUND
GROUND	BLK	f	28	BLK	GROUND

3RD PLAYER CONNECT	
PIN	**FUNCTION**
1	COIN 3
2	3PL SELECT
3	3PL LEFT
4	3PL RIGHT
5	3PL UP
6	3PL DOWN
7	3PL ATTACK
8	3PL JUMP
9	3PL MAGIC
10	
11	SERVICE
12	COIN METER 3
13	LOCKOUT 3
14	GROUND
15	GROUND

4TH PLAYER CONNECT	
PIN	**FUNCTION**
1	COIN 4
2	4PL SELECT
3	4PL LEFT
4	4PL RIGHT
5	4PL UP
6	4PL DOWN
7	4PL ATTACK
8	4PL JUMP
9	4PL MAGIC
10	
11	
12	COIN METER 4
13	LOCKOUT 4
14	GROUND
15	GROUND

2ND MONITOR CONN. ✳	
PIN	**FUNCTION**
1	VIDEO RED
2	VIDEO GREEN
3	VIDEO BLUE
4	VIDEO SYNC
5	VIDEO GROUND

FOR MONAURAL [+ −]

SPEAKER CONNECT	
PIN	**FUNCTION**
1	SPEAKER (+)
2	SPEAKER (−)
3	GND
4	GND

FOR STEREO R L

2ND MONITOR CONNECTION ✳

JAMMA CONNECTION

4TH PLYR CONNECTION

3RD PLYR CONNECTION

2ND MONITOR CONNECTION ✳

SPEAKER CONNECTION

SELF-TEST SWITCH

NOT A VOLUME CONTROL. DO NOT TOUCH.

MAIN PCB

✳ USE THESE CONNECTIONS ONLY WHEN LINKING-UP A SECOND 2 PLAYER CABINET.