SNK CORPORATION

# GUERRILLA WAR

# INSTRUCTION MANUAL

GUERRILLA WAR

TABLE OF CONTENTS


I. GENERAL INFORMATION

| | | |
|---|---|---|
| INTRODUCTION & WARNINGS | | 2 |
| GAME PLAY / INSTRUCTIONS | | 3 |

II. OPERATION

| | | |
|---|---|---|
| INSTALLATION & ELECTRICAL REQUIREMENTS | | 4 |
| PCB SPECIFICATIONS | | 4 |
| ROUTINE MAINTENANCE & SERVICE | | 4 |
| OPTIONAL SETTINGS | | 5 |
| DIAGNOSTICS | | 6 - 7 |

III. GAME DRAWINGS AND WIRING DIAGRAMS

| | | |
|---|---|---|
| PCB LAYOUT | FIGURE 1 | 8 |
| JOYSTICK ASSEMBLY DIAGRAM | FIGURE 2 | 9 |
| WIRE CONNECTOR LIST | FIGURE 3 | 10 |
| CONTROL DIAGRAM | FIGURE 4 | 11 |

# I. GENERAL INFORMATION

## INTRODUCTION

Guerilla War is a microprocessor based coin-operated electronic game that makes extensive use of digital integrated circuitry and television monitor concepts. This manual is designed for the use of maintenance technicians who possess a general knowledge of solid-state circuitry and video monitor theory. Any individual NOT knowledgeable in these areas SHOULD NOT attempt repair of the electronic portions of the game.

In addition to this manual and training in electronics, troubleshooting and repair will be facilitated by access to general-type handtools, a multimeter, a 50 or 100MHZ oscilloscope and a logic probe would be helpful.

## WARNING

Do not attempt to troubleshoot or repair the PCB if it is found to be faulty or your warranty may be voided and repair charges will be more costly. Always contact an authorized SNK distributor or the SNK Service Manager to troubleshoot your PCB problems.

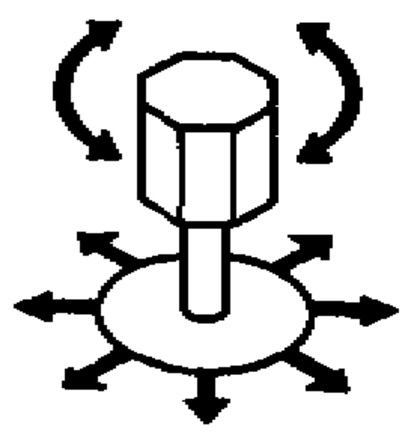
Whenever you change parts or insert/disconnect the edge connector, always check to make sure the power is off! After you are sure the power is off, wait approximately 10 seconds before proceeding to remove the edge connector to allow time for the power supply to discharge.

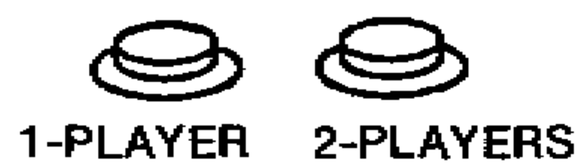
Always use caution to stay clear of the high voltage sections to avoid the possiblity of electrical shock.

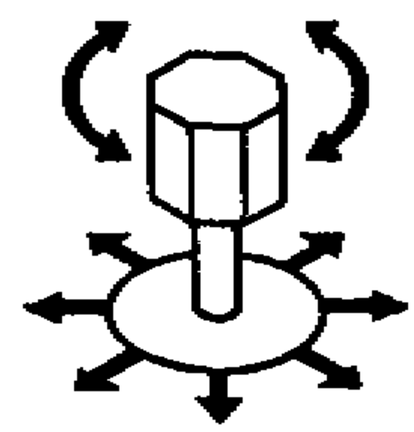
## HOW TO PLAY

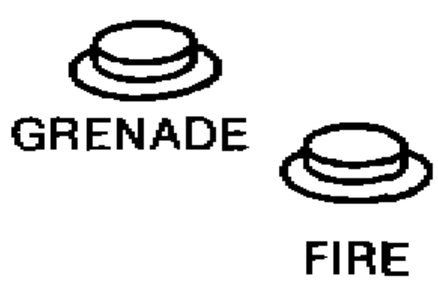
Guerrilla War is a 1 or 2 player survival shooting game. Play can be simultaneous or either player can join in at any stage during play. The rotary joystick controls the hero's movement and 8-way fire direction. Press yellow button to fire machine gun and press black button to fire grenades and to get in and out of tank. Players may get into enemie's tank when they are destroyed. When certain enemies are killed they change into bonus weapons. The dip switch adjusts the level of difficulty in four stages.

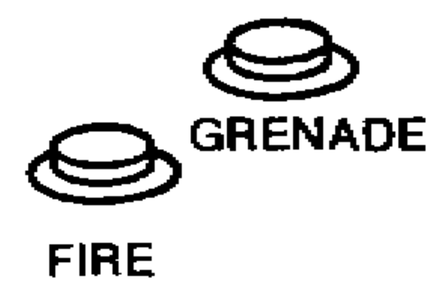
**ROTATE JOYSTICK FOR DIRECTION OF FIRE.**

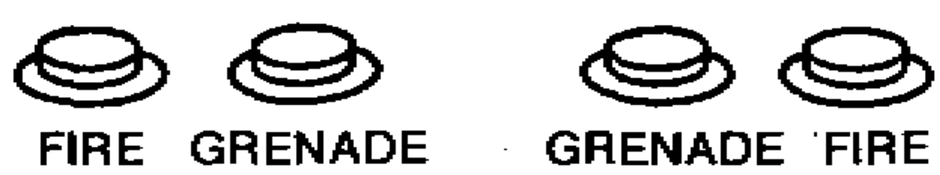






## II. OPERATION

### INSTALLATION

Your game was shipped from the factory in ready-to-play condition.

A brief inspection is suggested before the PCB is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes.

After the carton has been satisfactorily inspected, remove the PCB from the shipping carton.

Examine the interior of the game for disconnected wires, cables or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record any problem and contact your customer service representative for technical assistance.

### PCB SPECIFICATIONS

Operating requirements

Voltage +5.00 volts to 5.10 volts D.C., -5VDC, +12VDC.
Amperage 7.5 amps
Power 38.5 watts
Temperature 0° to 30°C or 32° to 100°F
Humidity 95% relative

The 5 volt supply draws about 7.5 amps on this PCB design and the power supply should be adjusted for maximum efficiency and reliability. When the voltage is correct, both LEDs will be lit. If only one LED is lit the 5 volt supply must be adjusted.

This machine should only be adjusted by a QUALIFIED technician.

# OPTIONAL SETTINGS

## DIP SW NO. 1

| ITEM | SPECIFICATION | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| GAME STYLE | COIN UP CONTINUE | **OFF** | | | | | | | |
| | STANDARD | ON | | | | | | | |
| DISPLAY | NORMAL PICTURE | | OFF | | | | | | |
| | INVERSE PICTURE | | **ON** | | | | | | |
| BONUS | *SECOND BONUS | | | **OFF** | | | | | |
| | **EVERY BONUS | | | **ON** | | | | | |
| NUMBER OF HERO | 3 | | | | **OFF** | | | | |
| | 5 | | | | ON | | | | |
| COIN 1 | 1 COIN 1 PLAY | | | | | **OFF** | **OFF** | | |
| | 2 COIN 1 PLAY | | | | | ON | OFF | | |
| | 3 COIN 1 PLAY | | | | | OFF | ON | | |
| | 4 COIN 1 PLAY | | | | | ON | ON | | |
| COIN 2 | 1 COIN 6 PLAY | | | | | | | **OFF** | **OFF** |
| | 1 COIN 4 PLAY | | | | | | | ON | OFF |
| | 1 COIN 3 PLAY | | | | | | | OFF | ON |
| | 1 COIN 2 PLAY | | | | | | | ON | ON |

*Second Bonus ..... Credit one (HERO) every 2nd bonus

**Every Bonus ..... Credit one (HERO) at 1st and 2nd bonus only.
No further heros awarded.

## DIP SW NO. 2

| ITEM | SPECIFICATION | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| LEVEL OF DIFFICULTY | EASY | OFF | OFF | LEVEL 1 | | | | | |
| | NORMAL | **ON** | **OFF** | LEVEL 2 | | | | | |
| | HARD | **OFF** | **ON** | LEVEL 3 | | | | | |
| | DIFFICULT | ON | ON | LEVEL 4 | | | | | |
| ATTRACTION SOUND | WITHOUT SOUND | | | OFF | OFF | DEMO SOUND OFF | | | |
| | WITH ATTRACTION SOUND | | | **ON** | **OFF** | DEMO SOUND ON | | | |
| MONITOR SETTING | CONTINUOUS PLAY | | | OFF | ON | NEVER RESTART | | | |
| | STOP VIDEO DISPLAY | | | ON | ON | STOP | | | |
| BONUS POINTS SETTING 1ST/2ND | 30,000/50,000 | | | | | OFF | OFF | | |
| | 40,000/80,000 | | | | | **ON** | **OFF** | | |
| | 50,000/100,000 | | | | | OFF | ON | | |
| | NO BONUS | | | | | ON | ON | | |

**NOTE:** Bold face suggests factory recommended settings.

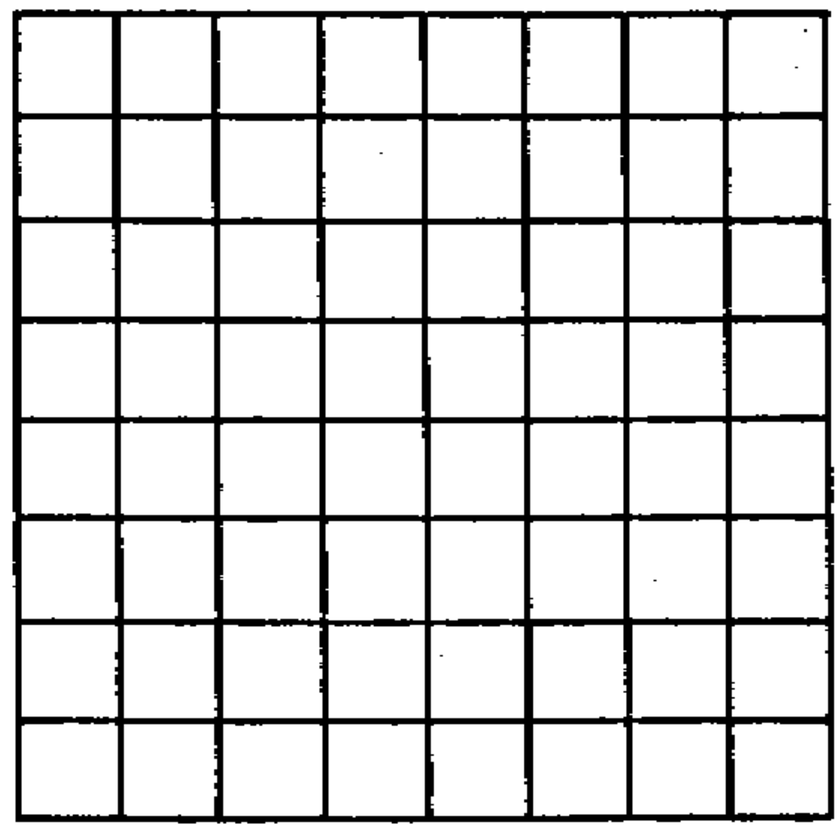
# DISPLAY TEST MODE

## A. SELF ROM CHECK

The memories are automatically self checked whenever power is applied. To enter the test mode, hold the test switch on until PICTURE is displayed. Press the test switch to continue the display tests or reapply power to start the game.

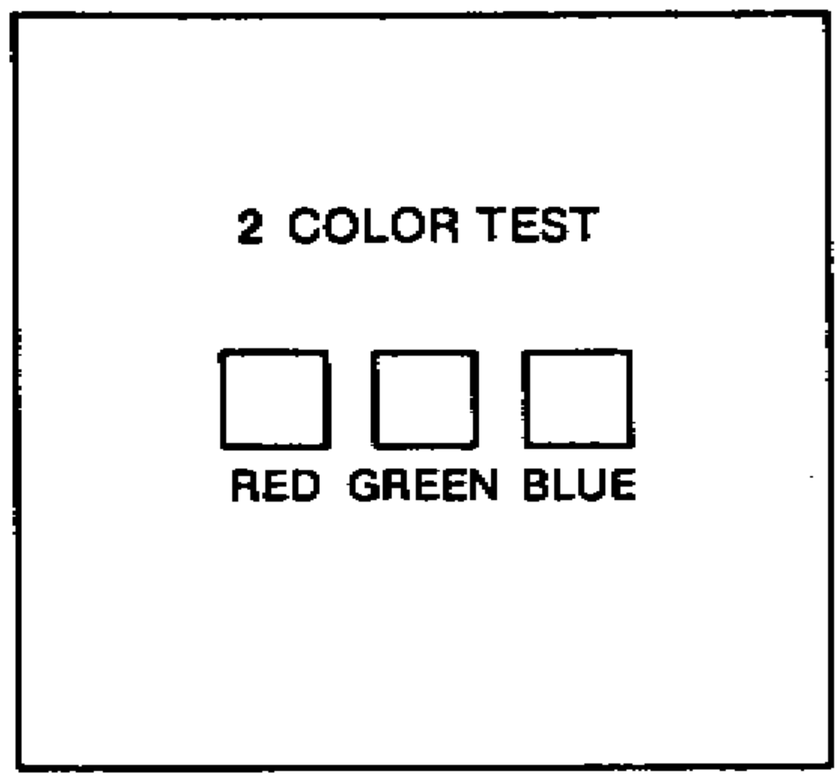
## B. PICTURE 1 - CROSS HATCH

Adjust the monitor for a SQUARE PATTERN throughout the display and on the edge of the monitor.



## C. PICTURE 2 - COLOR TEST

Assures that the correct colors are properly wired to the monitor.




## D. PICTURE 3 - CONTROL TEST

As a lever or switch turns on, 0 on the monitor will change to 1. Turning the joystick dial clockwise increments the LEVER DIAL by one. Turning the joystick dial counter-clockwise decrements the LEVER DIAL by one. Insert coin and confirm that the COIN change from a 0 to 1. The service switch can also be checked here.

3 LEVER SWITCH

| | | | |
|---|---|---|---|
| P1 START | 0 | P2 START | 0 |
| P1 UP | 0 | P2 UP | 0 |
| P1 DOWN | 0 | P2 DOWN | 0 |
| P1 LEFT | 0 | P2 LEFT | 0 |
| P1 RIGHT | 0 | P2 RIGHT | 0 |
| P1 DIAL | 0 | P2 DIAL | 0 |
| P1 PUSH1 | 0 | P2 PUSH1 | 0 |
| P1 PUSH2 | 0 | P2 PUSH2 | 0 |
| COIN | 0 | COIN2 | 0 |
| SERVICE | 0 | | |

## E. PICTURE 4 - MODE CHECK

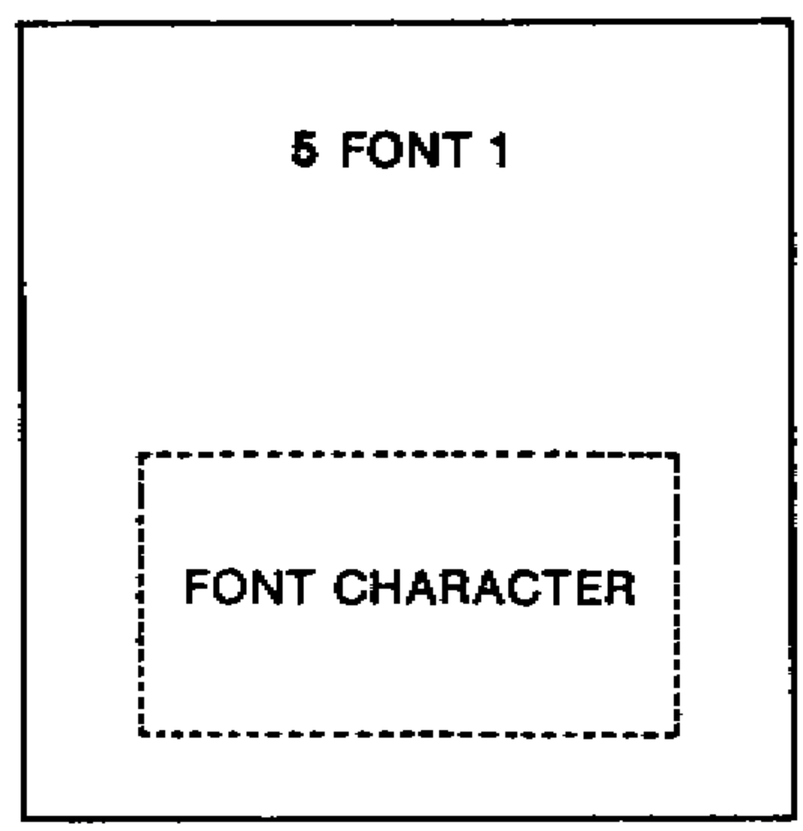
Set desired mode by setting the DIP SWITCHES on the PCB. (Refer to the OPTIONAL SETTINGS.) When the switch turns on, the number of that BIT will change from 0 to 1. The actual mode will also be displayed.

```
          4 MODE

DIP 12345678  DIP 12345678
 1  00100000   2  10101000
CONTINUE
DISPLAY        NORMAL
HERO           3
1 COIN1 1PLAY  1 COIN2 6PLAY
LEVEL          2
DEMO   SOUND ON
1ST  BONUS 40,000P
2ND  BONUS 80,000P EVERY
```

## F. PICTURE 5 - 7 FONT TEST

Confirm that the Characters are displayed on the monitor. There are different colors of characters that will be displayed automatically.

Picture 6 Font 2
Picture 7 Background Check



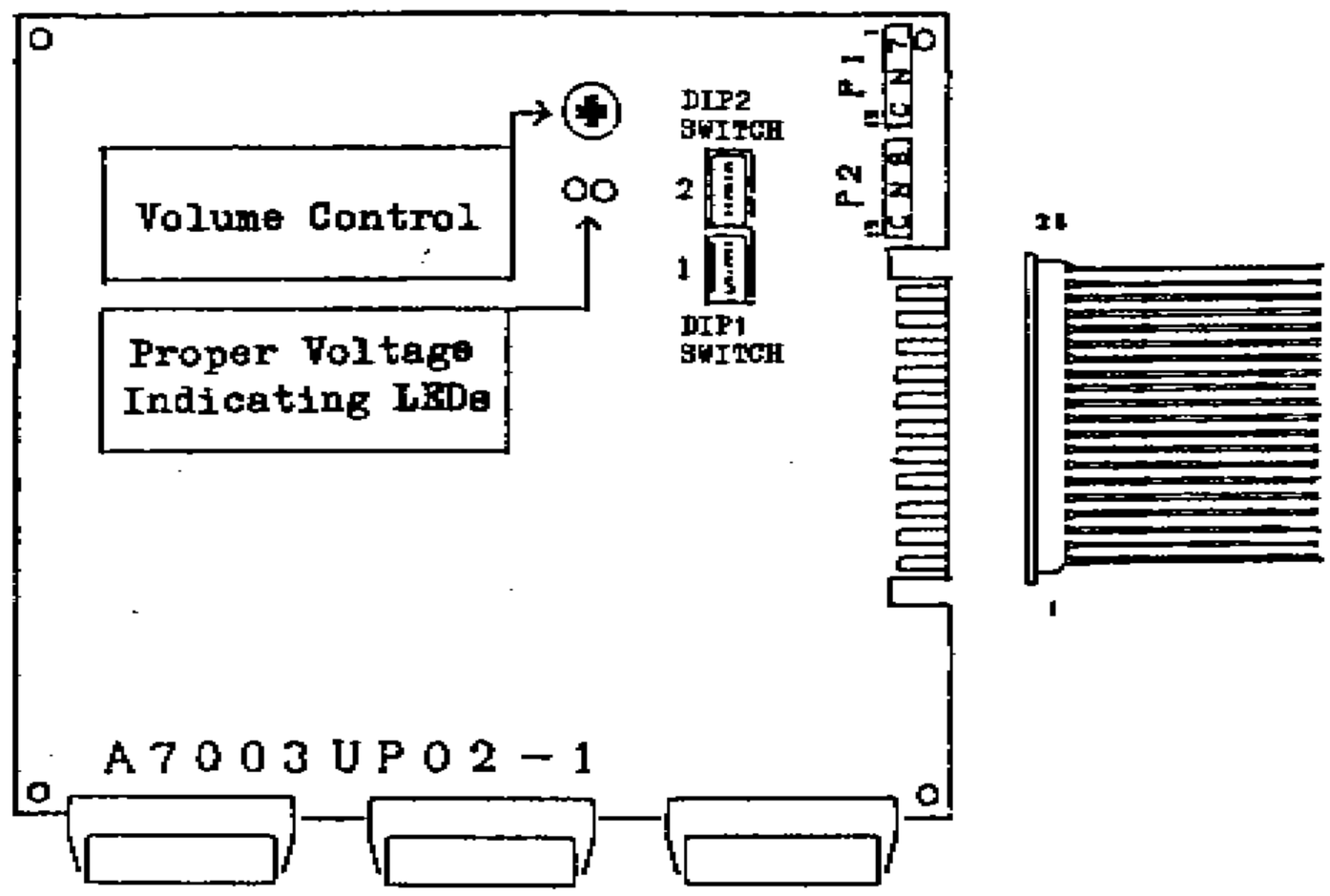

## G. PICTURE 8 - SOUND CHECK

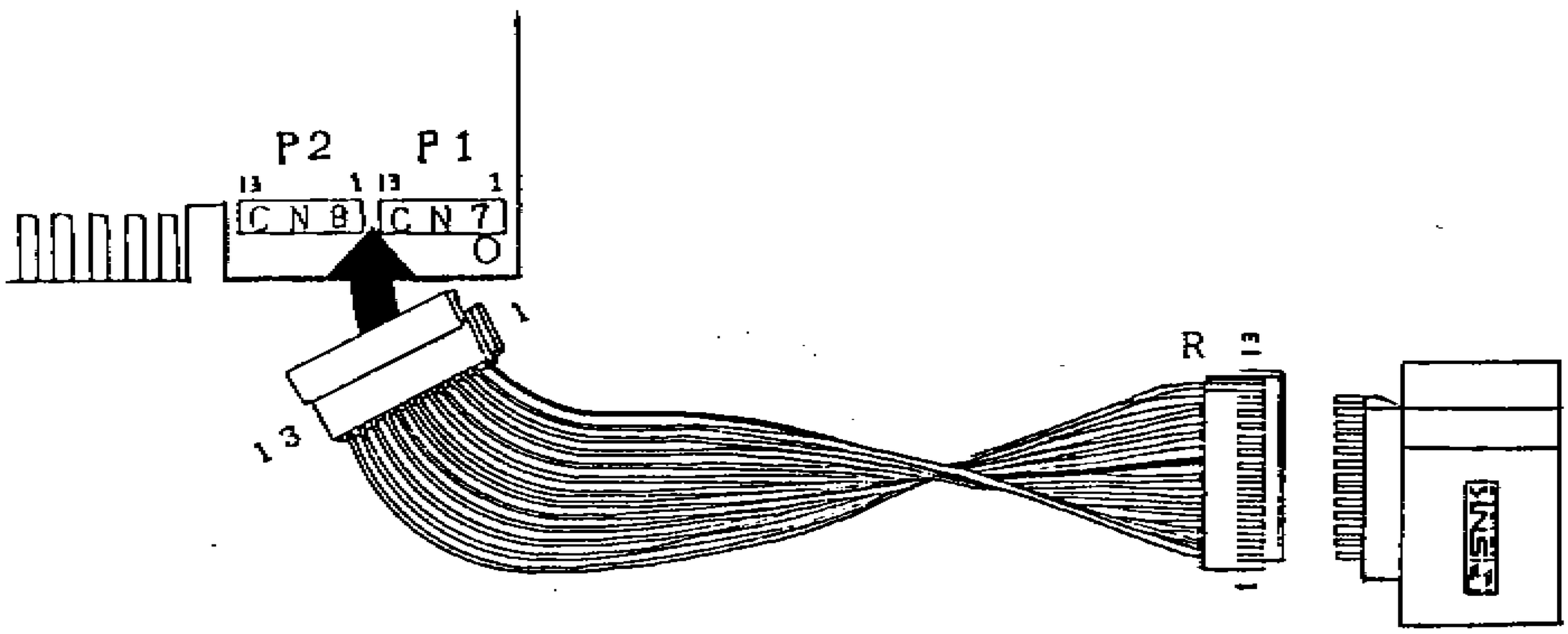
Set up the sound Code ("?") to 41-7F, 81-BF or CO-FF by moving the joystick. The music, special effects or voice will activate when you press 1st Player Control Button A. If you want to stop the sound, set the Code to OE and press 1st Player Control Button A.

```
8 SOUND CHECK

SOUND CODE = ?

  MUSIC  41-7F
  EFFECT 81-BF
  VOICE  CO-FF
  STOP   OE
```

# D. JOYSTICK ROTARY CONNECTIONS:

*NOTE: "R"(Rotary) for proper connection of the Harness.



# E. LS30 - 24 JOYSTICK ASSEMBLY DIAGRAM

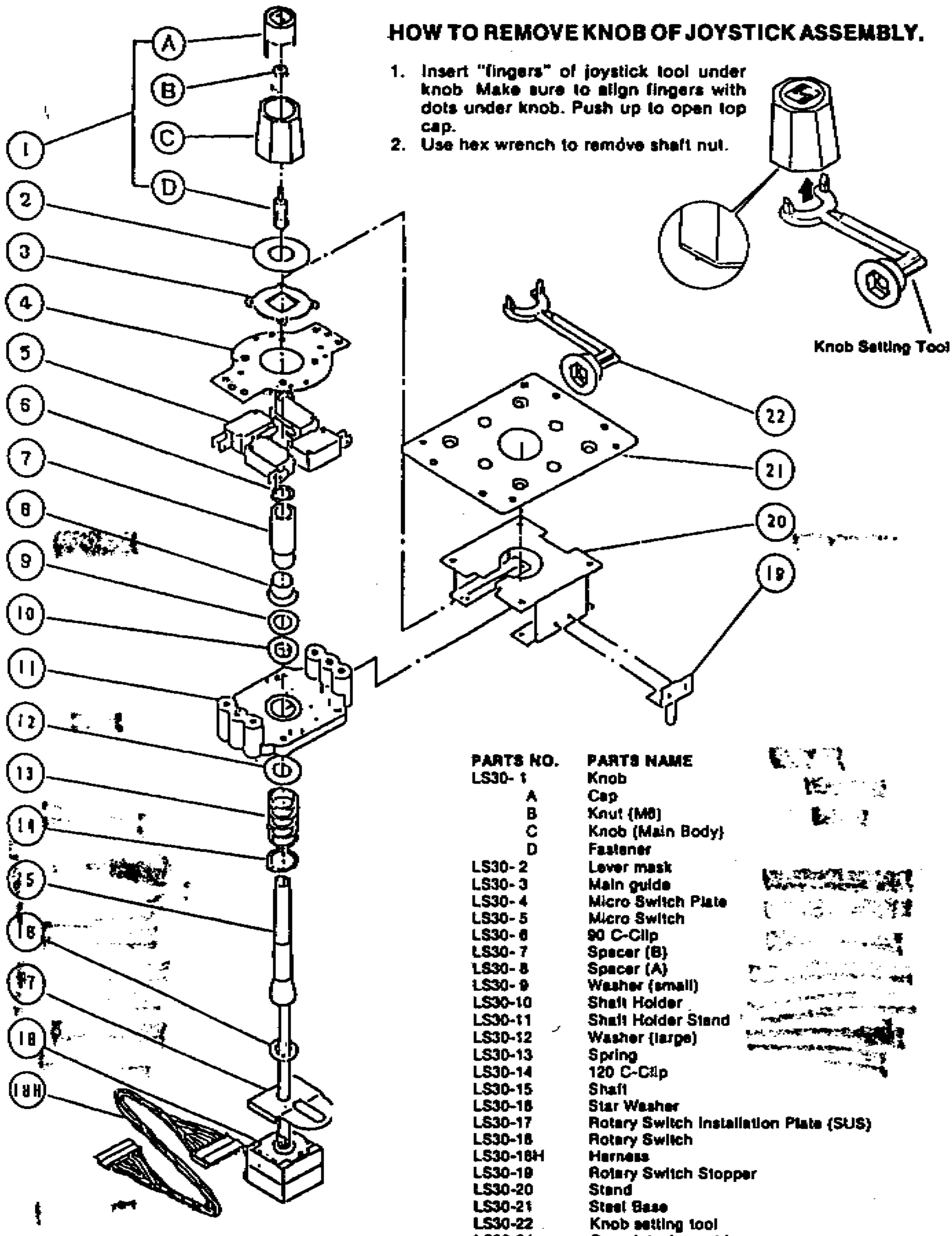
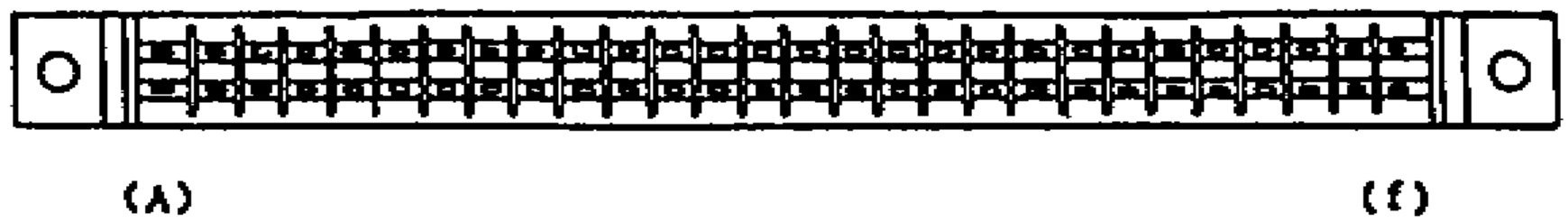



FIGURE 2

| PARTS NO. | PARTS NAME |
|---|---|
| LS30- 1 | Knob |
| A | Cap |
| B | Knut (M8) |
| C | Knob (Main Body) |
| D | Fastener |
| LS30- 2 | Lever mask |
| LS30- 3 | Main guide |
| LS30- 4 | Micro Switch Plate |
| LS30- 5 | Micro Switch |
| LS30- 6 | 90 C-Clip |
| LS30- 7 | Spacer (B) |
| LS30- 8 | Spacer (A) |
| LS30- 9 | Washer (small) |
| LS30-10 | Shaft Holder |
| LS30-11 | Shaft Holder Stand |
| LS30-12 | Washer (large) |
| LS30-13 | Spring |
| LS30-14 | 120 C-Clip |
| LS30-15 | Shaft |
| LS30-16 | Star Washer |
| LS30-17 | Rotary Switch Installation Plate (SUS) |
| LS30-18 | Rotary Switch |
| LS30-18H | Harness |
| LS30-19 | Rotary Switch Stopper |
| LS30-20 | Stand |
| LS30-21 | Steel Base |
| LS30-22 | Knob setting tool |
| LS30-24 | Complete Assembly |

# MAIN HARNESS CONNECTIONS

## CONNECTOR CR7E - 56DA - 3.96E (HIROSE)



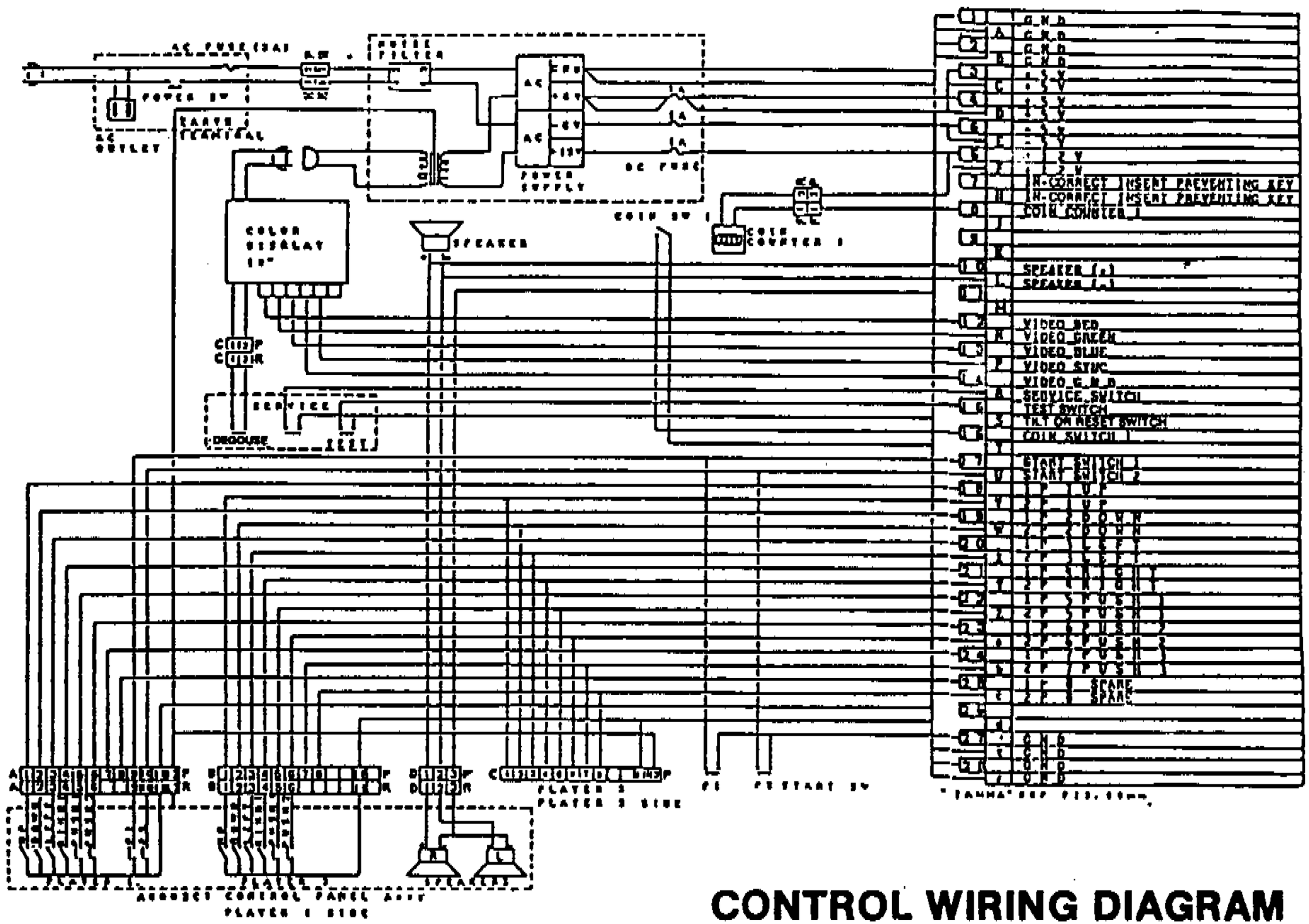

Color Key: Stripe / Background

| WIRE COLOR | SOLDER SIDE | PIN NAME | PIN # | PARTS SIDE | WIRE COLOR |
|---|---|---|---|---|---|
| BLACK | Ground | A | 1 | Ground | Black |
| BLACK | Ground | B | 2 | Ground | Black |
| RED | +5VDC | C | 3 | +5VDC | RED |
| RED | +5VDC | D | 4 | +5VDC | RED |
| GREEN | -5VDC | E | 5 | -5VDC | GREEN |
| White [redacted] | +12VDC | F | 6 | +12VDC | [redacted] White |
| | KEY | H | 7 | KEY | |
| | | J | 8 | Coin Counter 1 | BROWN |
| | Ground | K | 9 | Ground | red |
| WHITE | Left Speaker - | L | 10 | Right Speaker + | White |
| Blue / Black | | M | 11 | Audio (+) | Blue/White |
| GREEN | Video Green | N | 12 | Video Red | Red [redacted] |
| GRAY/[redacted] | Video Sync | P | 13 | Video Blue | LIGHT BLUE |
| [redacted] | Service Switch | R | 14 | Video Ground | BLACK |
| [redacted] | RESET | S | 15 | Test Switch | [redacted] |
| | | T | 16 | Coin Switch 1 | [redacted] |
| Wht/gray [redacted] | 2P Start | U | 17 | 1P Start | [redacted] gray |
| Wht/purple [redacted] | 2P Control 1 UP | V | 18 | 1P Control 1 UP | [redacted] purple |
| Wht/blue [redacted] | 2P Control 2 DOWN | W | 19 | 1P Control 2 DOWN | [redacted] blue |
| Wht/yellow [redacted] | 2P Control 3 RIGHT | X | 20 | 1P Control 3 RIGHT | [redacted] yellow |
| Wht/green [redacted] | 2P Control 4 LEFT | Y | 21 | 1P Control 4 LEFT | [redacted] green |
| Wht/orange [redacted] | 2P Control 5 PUSH 1 | Z | 22 | 1P Control 5 PUSH 1 | [redacted] orange |
| Wht/red [redacted] | 2P Control 6 PUSH 2 | a | 23 | 1P Control 6 PUSH 2 | [redacted] red |
| | | b | 24 | | |
| | | c | 25 | | |
| | | d | 26 | | |
| BLACK | Ground | e | 27 | Ground | BLACK |
| BLACK | Ground | f | 28 | Ground | [redacted] |

FIGURE 5

Note: Push 1 = fire

[redacted] 2 = grenade




# CONTROL WIRING DIAGRAM

FIGURE 6