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OPERATORS MANUAL

WARNING

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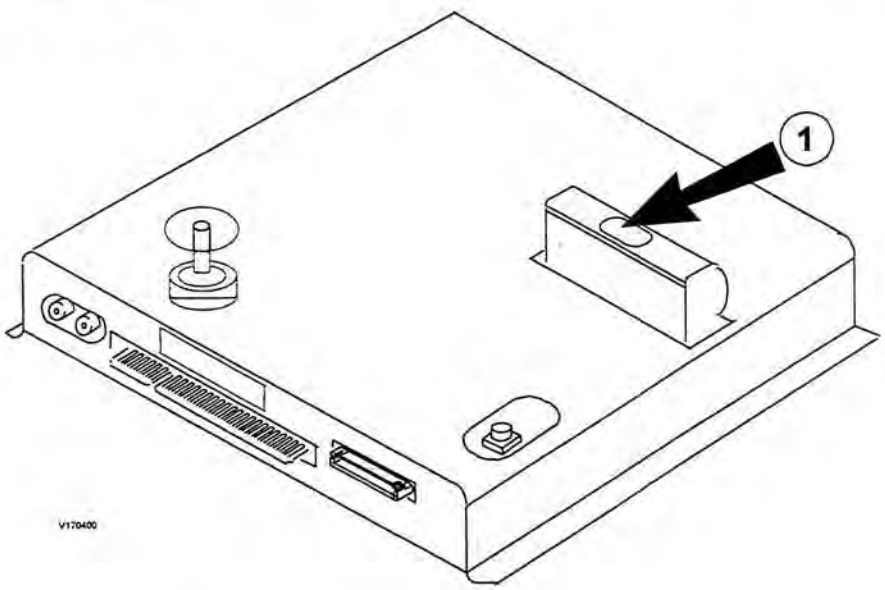
JJ1300
123098

THANK YOU FOR PURCHASING *JOJO'S VENTURE™*. WE INVITE YOU TO USE THE FOLLOWING MAILING ADDRESS, TELEPHONE OR FAX NUMBER FOR PARTS OR SERVICE INFORMATION CONCERNING THIS GAME:

CAPCOM® COIN-OP, INC.
ATTN: CUSTOMER SERVICE
475 OAKMEAD PARKWAY
SUNNYVALE, CA 94086
PHONE: (408) 522-5333
FAX: (408) 522-5331

THE SERIAL NUMBERS OF YOUR GAME ARE LOCATED ON THE PRINTED CIRCUIT BOARDS AS SHOWN BELOW. PLEASE HAVE THESE SERIAL NUMBERS AVAILABLE WHEN CONTACTING US FOR SERVICE INFORMATION.



PLEASE RECORD THE AAMA SERIAL NUMBER HERE:

1) AAMA SERIAL NUMBER: _____

PLEASE APPLY PRODUCT SERIAL NUMBER STICKER HERE:

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LIMITED PRODUCT WARRANTY
(APPLIES TO DOMESTIC SALES ONLY)

CAPCOM® COIN-OP, INC. (Seller), warrants only to the initial purchaser of its products, that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

A. Printed Circuit Boards:	Ninety (90) Days
B. Electronic and Mechanical Components:	Ninety (90) Days

No other part of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

A. Seller is notified promptly upon discovery by buyer that stated products are defective;

B. Such products are properly packaged and then returned, prepaid to Seller's designated plant.

This warranty does not apply to any parts damaged during shipment or handling, or due to improper installation, usage or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of a CAPCOM® COIN-OP, INC. product.

WARRANTY DISCLAIMER

EXCEPT AS SPECIFICALLY PROVIDED IN A WRITTEN CONTRACT BETWEEN SELLER AND PURCHASER, THERE ARE NO OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

IMPORTANT NOTICE

THIS SHIPMENT HAS BEEN CAREFULLY INSPECTED AND PROPERLY PACKAGED BEFORE LEAVING THE FACTORY. WE CANNOT ASSUME RESPONSIBILITY FOR BREAKAGE THAT MAY OCCUR DURING TRANSPORTATION OF THE GAME. IF THIS GAME IS DAMAGED UPON RECEIPT FROM THE CARRIER, IMMEDIATELY NOTIFY THE CARRIER AND FILE A DAMAGE REPORT.

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CAUTION

Please read the following instructions to keep the PC boards in good condition:

- Do not drop or bump the boards.
- Do not spill any liquids on the boards.

DISASSEMBLING THE BOARDS OR REMOVING STICKERS MAY CAUSE THE TERMINATION OF YOUR REPAIR WARRANTY.

PRECAUTIONS

Handling of the Cassette.

1. This cassette is for the exclusive use of CAPCOM'S CP SYSTEM III only. Any other usage may damage the cassette, CD DRIVE and the mother board.
2. Avoid shocks and extreme temperatures. Do not disassemble and keep the connectors in good condition.
3. Make sure the power is OFF when removing or installing the cassette.

Handling of the CD-ROM

1. When the power is ON, the CD-DRIVE must be connected to the mother board and the proper CAPCOM CD-ROM must be inserted in the CD-DRIVE at all times.
2. Be sure that the label on the CD-ROM is facing UP and all four(4) DISK LOCKs are firmly locked in place.
3. This CD-ROM is for exclusive use of CAPCOM'S CP SYSTEM III only. Usage with any other systems such as CD Player may damage both of the CD-ROM and that system/equipment (speakers, headsets, etc.)

LIABILITY

Capcom assumes no liability for profit loss, consequential damage resulting from breakdown of the system, and/or in the areas specified bellow:

1. Acts of God.
2. Improper handling.
3. Unauthorized repair or modification and tampering of the product.
4. Damage caused by other equipment.
5. Use or install against Capcom's instruction manual and handling.

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KIT INSPECTION

CHECK THAT ALL OF THE FOLLOWING PARTS HAVE BEEN SHIPPED WITH YOUR KIT. IF ANY PARTS ARE MISSING, CONTACT YOUR DISTRIBUTOR IMMEDIATELY.

JJ1000 "JOJO'S VENTURE FULL KIT" PARTS LIST

PART NO.	DESCRIPTION	QTY
JJ1400	PCB ASSY, CP3 SYSTEM, JOJO'S VENTURE	1
JJ4001	SECURITY CARTRIDGE, JOJO'S VENTURE	1
JJ4002	CD-ROM DISK, JOJO'S VENTURE	1
A-00741	CD-ROM DRIVE ASSY	1
C-00322	CD-ROM DRIVE DATA CABLE, 50-PIN	1
C-00323	CD-ROM DRIVE POWER CABLE, 4-PIN	1
MT00691	CD-ROM DRIVE MOUNTING BRACKET (1 PIECE TYPE)	1
MT00692	CD-ROM DRIVE MOUNTING BRACKET (2 PIECE TYPE)	2
SC00183-01	SCREW, STS #6X3/16 PPH "AB" ZC	4
SC00184-02	SCREW, MS 4-40X1/4 PPH w/ Washer	12
JJ1110	MARQUEE, "JOJO'S VENTURE"	1
JJ1300	MANUAL, OPERATORS, JOJO'S VENTURE	1
JJ2510	DECAL, JOYSTICK & BUTTON SWITCHES	1
JJ2520-01	DECAL - TOP, GAME PLAY INSTRUCTION, JOJO'S VENTURE	1
JJ2520-02	DECAL - BOTTOM , GAME PLAY INSTRUCTION, JOJO'S VENTURE	1
GE1200	MONITOR CARD	1
AW00147	DECAL, CABINET SIDE	2
AW00216	OVERLAY, CONTROL PANEL	1
PL00376	PLEX, MARQUEE, CLEAR, 27.0 X 9.0 X 1/8"	1
03-0105	CABLE, AUXILIARY	1
GE2030	JOYSTICK, 8 WAY	2
16-0130	SWITCH, 1-PLAYER START BUTTON (WHITE)	1
16-0131	SWITCH, 2-PLAYER START BUTTON (WHITE)	1
16-0133	SWITCH, BUTTON (RED)	2
16-0134	SWITCH, BUTTON (BLUE)	2
16-0136	SWITCH, BUTTON (GREEN)	2
16-0147	SWITCH, BUTTON (YELLOW)	2

Note: Because of availability, your kit may contain different color of push buttons.

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JJ1000C "JOJO'S VENTURE SOFTWARE KIT " PARTS LIST

PART NO.	DESCRIPTION	QTY
ZESIMMPRG2B	SIMM MEMORY CPS3 PRG2B 64Mbit (8Mb)	1
JJ4001	SECURITY CARTRIDGE, JOJO'S VENTURE	1
JJ4002	CD-ROM DISK, JOJO'S VENTURE	1
JJ1110	MARQUEE, "JOJO'S VENTURE"	1
JJ2510	DECALL, JOYSTICK & BUTTON SWITCHES	1
JJ2520-01	DECAL, TOP, GAME PLAY INSTRUCTION "JOJO'S VENTURE"	1
JJ2520-02	DECAL BOTTOM, GAME PLAY, INSTRUCTION "JOJO'S VENTURE"	1
JJ1300	MANUAL, OPERATORS, JOJO'S VENTURE	1

"JOJO'S VENTURE" REQUIRES MORE PROGRAM MEMORY TO BE INSTALLED.

IMPORTANT

IF YOU PURCHASED SOFTWARE KIT AND CONVERTING THE GAME FROM **"STREET FIGHTER III - NEW GENERATION"** TO **"JOJO'S VENTURE"**

INSTALL THE SIMM MEMORY
BEFORE REWRITING THE NEW PROGRAM.

PLEASE READ SIMM INSTALLATION INSTRUCTION IN THIS MANUAL CAREFULLY AND FOLLOW THE PROCEDURE FOR PROPER INSTALLATION.
THIS GAME WILL NOT WORK UNLESS THE SIMM MEMORY MODULE IS PROPERLY INSTALLED.

SIMM INSTALLATION IS NOT NECESSARY FOR THE **"STREET FIGHTER III 2ND IMPACT - GIANT ATTACK"** PC-BOARD.

PLEASE READ SOFTWARE EXCHANGE INSTRUCTION IN THIS MANUAL CAREFULLY AND FOLLOW THE PROCEDURE FOR PROPER INSTALLATION.

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KIT INSTALLATION

⚠ WARNING:

MAKE SURE ELECTRICAL POWER TO THE GAME IS OFF BEFORE STARTING THE KIT INSTALLATION.

PREPARATION

1. Disconnect and remove the old printed circuit board(s) from the cabinet.
2. Remove or open the control panel, and disconnect and remove the buttons and joystick(s) from the control panel.
3. Remove any covering from the control panel overlay, and then remove the control panel overlay.
4. Determine where any new holes should go. Center punch any needed new holes on the control panel.
5. Cut out the new holes using a 1-3/16" hole saw.
6. If there is an additional Control Panel Cover, figure 1 (such as plastic or lexan) that will be utilized cut any additional holes using the same template.

   ***Cover is not included in the kit.**
7. Plug up unused holes with a wood dowel (1-1/8" diameter) and sand any rough edges.

INSTALLATION

MARQUEE INSTALLATION

8. Remove the marquee plexi glass, marquee overlay, and the cabinet graphics.
9. Install the new marquee and replace the plexi glass. Clear plexi glass is included in "full" kit.

CONTROL PANEL OVERLAY INSTALLATION (See Figure 1)

10. The control panel overlay in the kit is oversized to accommodate most control panel sizes. Center the overlay on the control panel, leaving some excess material at the edges.
11. Remove the protective backing from the overlay and press it down on the control panel, keeping it properly aligned. Press it down firmly, smooth out any bubbles, and press it over the edges.
12. Trim any excess from the overlay. Place the drill hole template on top of the overlay, aligning it with the joystick holes. Pierce through the overlay at each control panel hole. Then, cut away overlay material covering the joystick and button holes. Remove the template and clean off the overlay.
13. Peel off the backings of the 6-button and joystick decals, align over the control panel holes, and press in place on the overlay (refer to the drill hole template for proper placement). Using a knife, trim material from the center hole of the joystick decal.
14. Install the control panel cover, figure.1. (If required).

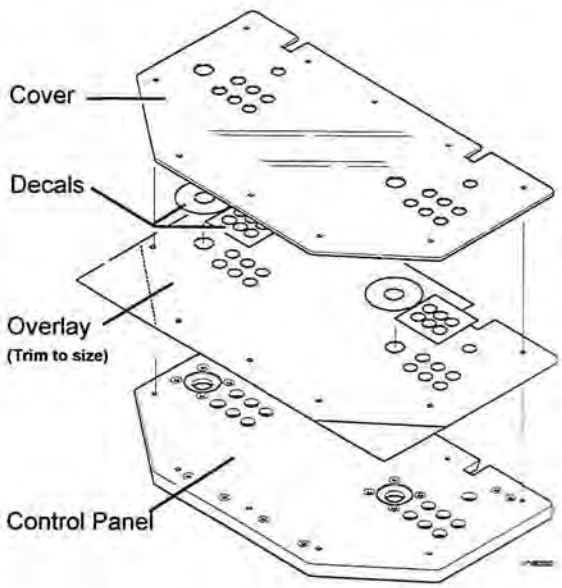

Figure 1: Overlay Installation

CABINET DECAL INSTALLATION

15. Remove monitor glass and install monitor card
16. Peel-off the backing to the instruction decals and place on both the top and bottom of the monitor card. (See Figure 2). Also, apply the cabinet decals to both sides of the cabinet.

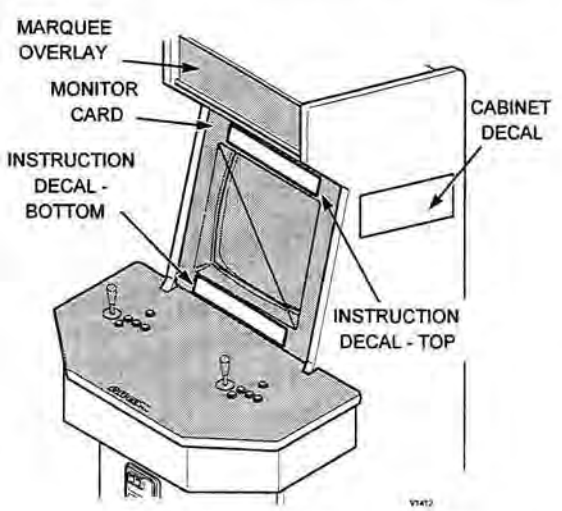

Figure 2: Cabinet Decal Installation

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RE-ASSEMBLY OF COMPONENTS

17. Notice that there are two white buttons. See figure 3. The WHITE buttons are START buttons. Install the one player button on the top left-hand side of the control panel, and the two players button on the top right-side of the control panel.

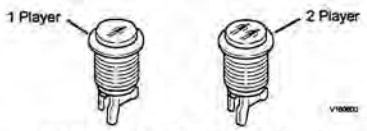

Figure 3: Start Buttons

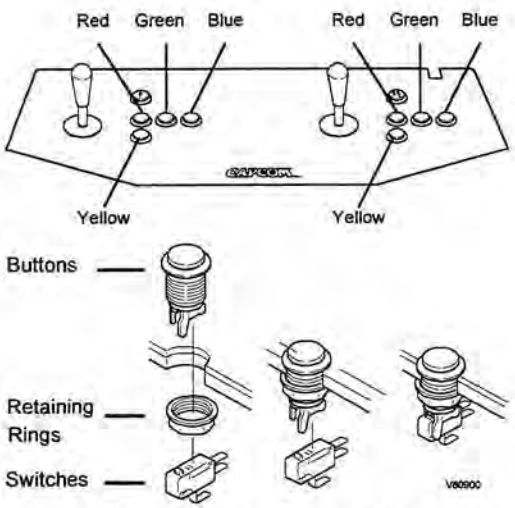

Figure 4: Control Panel Buttons and Switches

18. Install all buttons and retaining rings on the control panel as shown in Figure 4. Install two red buttons to the immediate right of each joystick, install two green buttons to the right of the red ones, and install two blue buttons to the right of the green ones.

19. Install the switches on the buttons as shown in figure 4. Orient the switches so that when a button is pressed, the plastic contact on the switch is depressed.

20. Install the joysticks on the control panel as shown in figure 5.

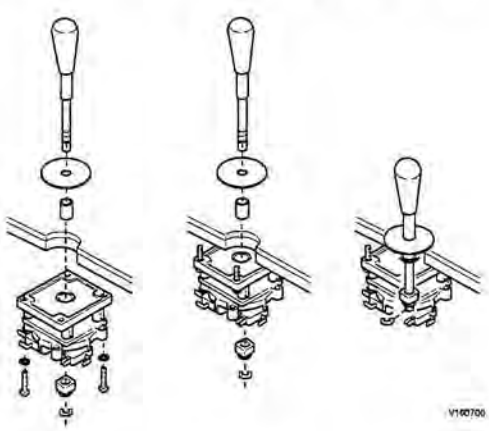

Figure 5: Joystick Installation

CONTROL PANEL WIRING

NOTE: All switch wires used in this game must be wired to the N.O. (Normally-Open) connection on the switches. Each switch requires a ground wire on the COM. (Common) connector and the appropriate control or switch wire on the N.O. (Normally-Open) connector of the switch.

21. Reconnect the existing JAMMA connectors to the control panel according to the chart in table 1 on page 17.

22. Connect the player 1 and the player 2 stand buttons to the auxiliary cable harness as shown in figure 6. Make the connections according to the chart in table 2 on page 17.

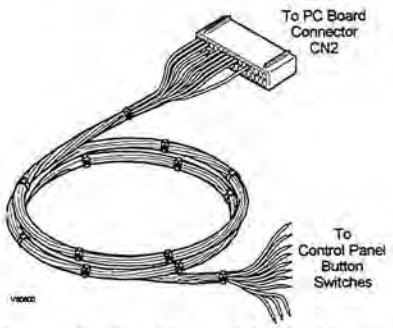

Figure 6: Auxiliary Cable Harness

TEST SWITCH WIRING

23. Your cabinet may already equipped with test switch. An optional test switch bracket (see Figure 7) is available through your local CAPCOM distributor (part number 03-0050). When installing, the test switch bracket should be mounted inside the coin door and on top of the cash box for easy access. (See Table 3: for wiring detail)

NOTE: only the test switch is used for this game; the volume up/down switches are disabled.

Volume adjustments must be made through the volume control knob located on the PC board.

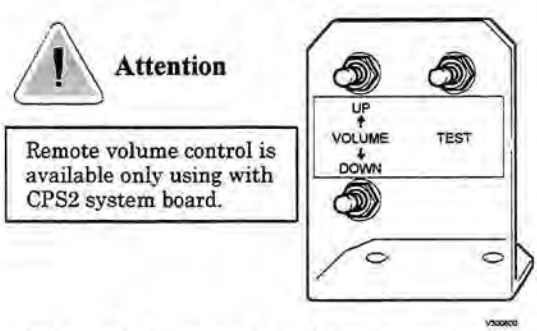

Figure 7: Test switch/Volume Bracket

24. If you are converting a cabinet that is equipped with CAPCOM® Q-SOUND, you may use stereo audio output connect to existing Q-SOUND POWER AMPLIFIER. And set "SOUND MODE" to "External". See "SYSTEM CONFIGURATION" for detail.

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PC BOARD INSTALLATION

25. Install the caged PCB to the control panel shelf with supplied wood screws, as shown in figure 8.

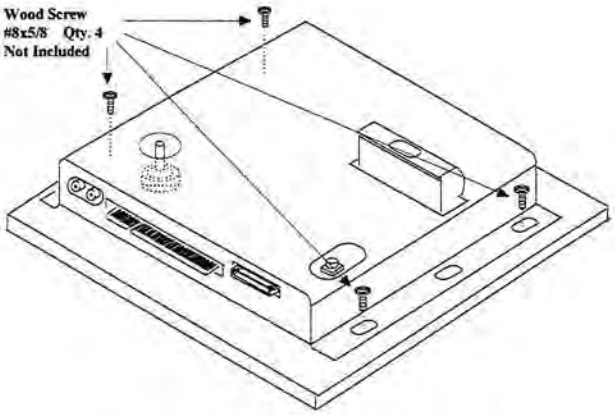


Figure 8: PC Board Mounting

- **Wood Screws are not included in Software Kits.**

PC BOARD WIRING CONNECTIONS

WARNING

Improper installation of the connector haness (JAMMA / CD-DRIVE / AUX) to the PC board connector may cause damage to the PC board and CD-DRIVE.

31. Attach Power and Data Cable to CD-Drive. Connect other end to SCSI combination connector on the main PCB (Figure 10).

32. Connect the JAMMA harness connector to the edge connector on the PC Board (Figure 10).

33. Attach the auxiliary cable connector to the PC Board. (Figure 10).

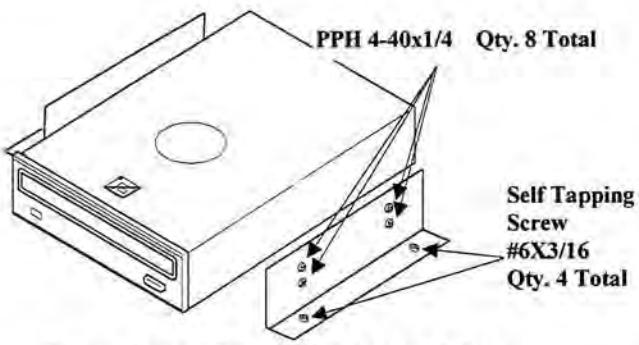
34. If you elect to use Q_Sound Audio Amplifier, connect audio cable to audio output on the PC Board. (Figure 10).

CD DRIVE INSTALLATION

30. Install the CD-DRIVE in place you can access easily. Horizontal placement is recommended for stable operation. (See figure 9).

USE ONLY supplied "Pan Head Screw" to mount CD-DRIVE.

MISUSE of screw may cause mechanical damage to the unit. Make sure CD-DRIVE mounted horizontally and leveled.



Picture shown only Right side Bracket & Screws.

Figure 9: CD-DRIVE Mounting

Carefully check connections before applying power.

Check the Cassette seating, press firmly from top and confirm it is not loose.

31. Power-up the game and set the CD-ROM into CD-Drive. (See Figure 11)

CD-Tray Door will not operate without power.

Game will not work without the CD-ROM installed.

CD-ROM INSTALLATION

32. Press Open/Close button to open the CD-Tray.

33. Set the CD-ROM. Secure the CD-ROM with Disc Locks. (See Figure 11)

Make sure it is centered and locked in place.

34. Close the CD-Tray by pressing Open/Close button.

35. After loading CD-ROM, the game is ready to play.

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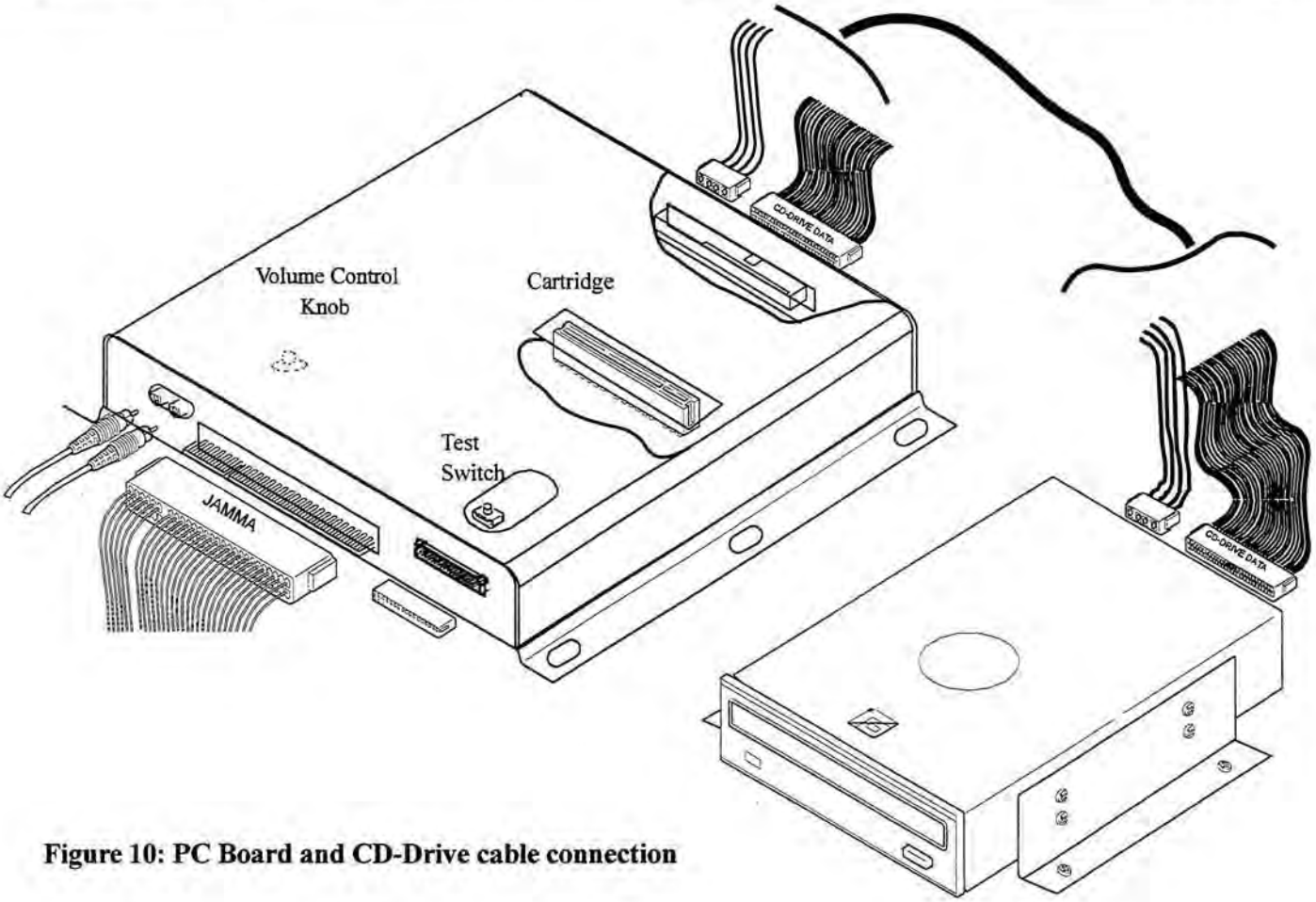


Figure 10: PC Board and CD-Drive cable connection

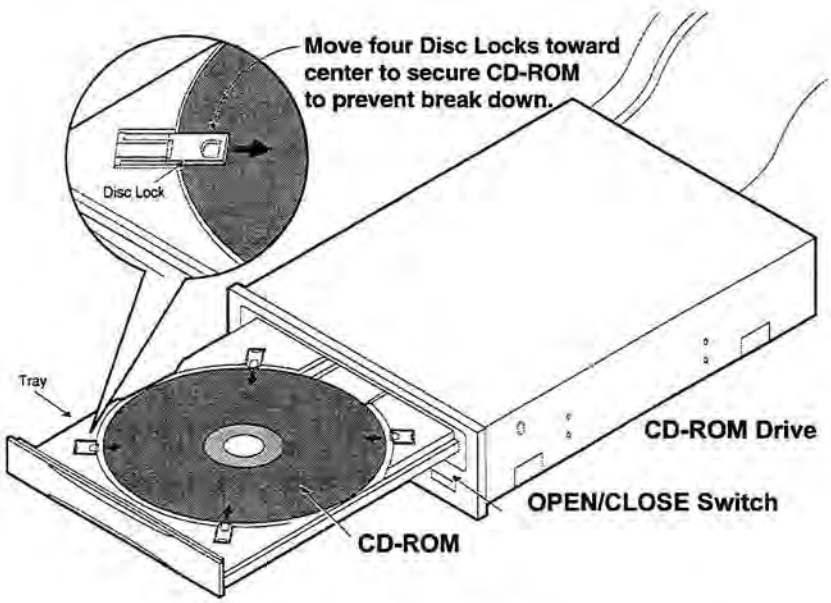


Figure 11: CD-ROM Installation

ADJUSTMENT (if required)

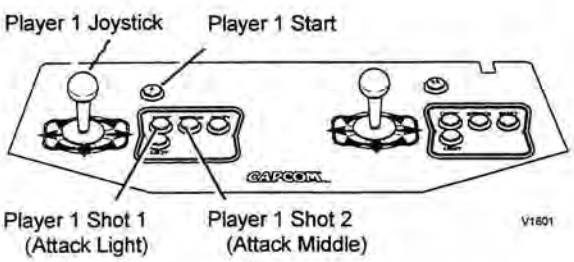
34. After the CD-ROM is installed, the game is playable. Adjust the speaker volume by turning the volume control knob clockwise to increase volume, or counterclockwise to decrease volume (see Figure 10)

35. Set all operator adjustable options by pressing the **TEST** switch. Follow the instructions under the ***TEST MENU*** section of this manual.

CAUTION: Do not remove the CD-ROM from the Drive during the game. It could result in break down.

TEST MENU

The test menu allows you to test various functions of the game and configure settings used in the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the test menu you can also access the configuration menu, where you can change the settings of the game.



1. ACCESSING THE TEST MENU

- **For a CAPCOM® cabinet or a converted cabinet with a test switch:**
  Make sure the game is on. Open the coin door, find the location of the test switch, and press "Test". The screen shown left will appear on the monitor:

- **For a cabinet without a test switch:**
  Push "Test switch" on the PC Board.
  (See inside of back cover to locate test switch).

2. HOW TO SELECT AN ITEM

Use the *PLAYER 1 JOYSTICK* to move the arrow in front of the desired item and press the *PLAYER 1 SHOT 1* button.
To return to the test menu, push the *PLAYER 1 START* and *PLAYER 1 SHOT 1* buttons simultaneously.

3. CLOSING THE TEST MENU

To close the test menu, highlight **"10. Exit"** and push the *PLAYER 1 SHOT 1* button.

- **The test menu will always appear on the screen:**
  A) After you exit the **"7. CONFIGURATION MENU"** and
  B) After the memory is tested from the menu, **"8. MEMORY CHECK"**.

4. TEST MENU ITEM DESCRIPTIONS

INPUT	USED TO TEST ALL THE INPUT SWITCHES, SUCH AS JOYSTICKS AND BUTTONS. THE "0" CHANGES TO A "1" AS THE BUTTON IS PUSHED OR JOYSTICK IS MOVED. CHECK CONNECTIONS AND SWITCHES IN CASE THE "0" DOESN'T CHANGE TO A "1" WHEN DEPRESSED OR MOVED.
OUTPUT	USED TO TEST THE COIN METER AND THE COIN LOCK.
SOUND	SELECT A CODE OF **SOUND** OR **VOICE** WITH THE *PLAYER 1 JOYSTICK*. PUSH THE *PLAYER 1 PUNCH LIGHT* BUTTON TO HEAR THE SOUND OF THE SELECTED CODE.
COLOR	SHOWS COLOR BARS OF RED, GREEN, BLUE, AND WHITE. ADJUST **RGB** AND BRIGHTNESS TO OBTAIN THE OPTIMUM COLOR BALANCE AND SOLID BLACK BACKGROUND.
DOT CROSS HATCH	USED TO TEST THE SCREEN SIZE, FOCUS AND DISTORTION.
GAME DATA	COIN / SERVICE / FREE PLAY INFORMATION WILL BE DISPLAYED.
CONFIGURATION	USED TO CHANGE THE GAME PLAY SETTINGS. REFER TO THE **CONFIGURATION MENU** SECTION.
MEMORY CHECK	USED TO TEST MEMORY. **"OK"** APPEARS WHEN EACH BLOCK OF MEMORY PASSES TEST, **"NG"** APPEARS IN CASE OF MALFUNCTION. IF **"NG"** APPEARS, REPEAT THE MEMORY TEST AND WAIT FOR THE **"OK"** MESSAGE. CONTACT YOUR DISTRIBUTOR IF **"NG"** STILL APPEARS.
GAME REWRITE	IN CASE THE GAME IS NOT FUNCTIONAL PROPERLY, REWRITE THE DATA TO THE MOTHER BOARD. IF YOU SHOULD CONTINUE TO HAVE PROBLEMS REWRITING THE PROGRAM, CONTACT YOUR DISTRIBUTOR. ***WARNING : THIS FUNCTION WILL TAKE 20 MINUTE.** ***NEVER TURN THE POWER OFF DURING THE PROCESS.**
EXIT	SELECT THIS ITEM AND PUSH THE ***PLAYER 1 PUNCH LIGHT*** BUTTON TO RETURN TO GAME PLAY MODE.

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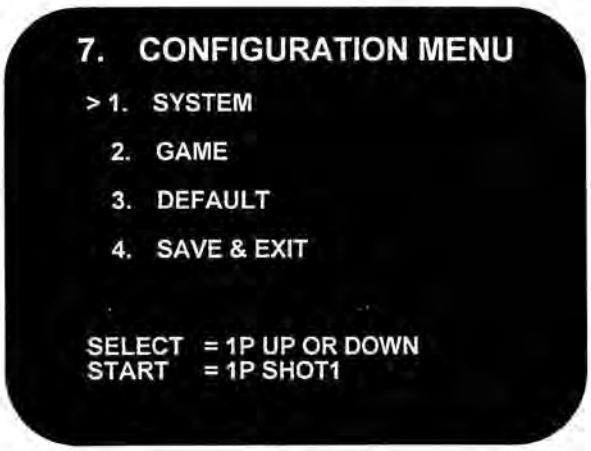
CONFIGURATION MENU

The configuration menu is used to change various game settings such as level of difficulty, credits, sound configuration, etc. These settings are stored in memory on the PCB rather than DIP switches.
The configuration menu is divided into 2 sections.
In the **SYSTEM** section, you can change credits, sound, and coin door configurations. In the **GAME** section, you can change the play difficulty level and duration of the game.

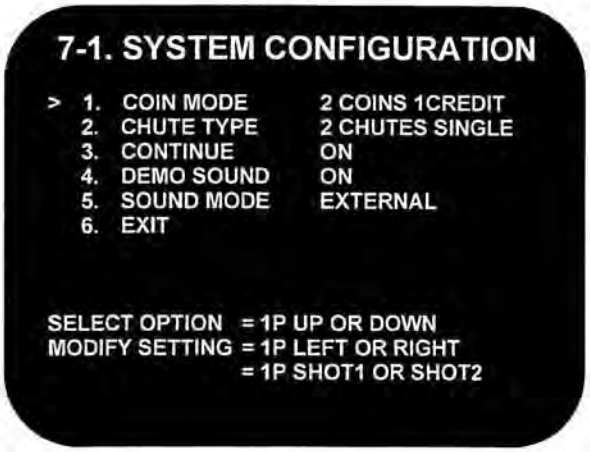


1. ACCESSING THE CONFIGURATION MENU

From the TEST MENU, move the arrow to "7. CONFIGURATION" and push the *PLAYER 1 SHOT 1* button.
The screen below will be displayed.
A description of each option is explained in the table below.

SYSTEM	SELECT THIS ITEM TO CHANGE SETTINGS FOR CREDITS, MONITOR FLIP, SOUND AND COIN DOOR CONFIGURATIONS.
GAME	SELECT THIS ITEM TO CHANGE DIFFICULTY LEVEL, DAMAGE LEVEL, TIME COUNT SPEED, MAXIMUM NUMBER OF ROUNDS AND EVENT TYPE.
DEFAULT	USE THIS ITEM TO RESTORE CONFIGURATION SETTINGS TO THE ORIGINAL FACTORY VALUES. PRESS THE *PLAYER 1 PUNCH LIGHT* AND *PLAYER 1 PUNCH MEDIUM* BUTTONS AT THE SAME TIME TO SELECT THIS OPTION.
SAVE & EXIT	USE THIS TO SAVE NEW CONFIGURATION SETTINGS AND EXIT TO THE TEST MENU. THE MESSAGE "SAVING NEW CONFIGURATION IN EEPROM" WILL APPEAR WHILE THE NEW SETTINGS ARE BEING SAVED. **DO NOT TURN POWER OFF TO THE GAME UNTIL "SAVING" IS COMPLETE AND THE TEST MENU REAPPEARS.**

SYSTEM CONFIGURATION



CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 SHOT 1* button to select.

SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1. COIN MODE	SELECT THE CHARGE PER PLAY.
2. CHUTE TYPE	SELECT THE NUMBER OF PLAYER(S) AND COIN CHUTES. **1 CHUTE SINGLE:** WITH THIS SETTING, EITHER PLAYER CAN START THE GAME. **2 CHUTES SINGLE:** TWO PLAYERS USE ONE COIN CHUTE AND PLAY AT THE SAME TIME. THE PLAYER WHOSE COIN WAS PUT IN FIRST STARTS THE GAME. **2 CHUTES MULTI:** TWO PLAYERS USE TWO COIN CHUTES AND PLAY SEPARATELY. THE GAME STARTS FROM THE SAME SIDE AS THE COIN CHUTE WAS USED.
3. CONTINUE	USED TO SET THE CONTINUOUS PLAY.
4. DEMO SOUND	TURNS ATTRACT SOUNDS **ON** OR **OFF**.
5. SOUND MODE	SELECT **EXTERNAL** OR **JAMMA** FOR USE WITH YOUR CABINET. NOTE: **EXTERNAL** SHOULD ONLY BE SELECTED FOR USE WITH CAPCOM® QSOUND CABINETS OR THE CABINET EQUIPPED STEREO POWER AMPLIFIER.
6. EXIT	TO SAVE THE SETTINGS AND RETURN TO THE CONFIGURATION MENU, HIGHLIGHT THIS ITEM AND PUSH THE *PLAYER 1 START* BUTTON.

SYSTEM CONFIGURATION OPTION SETTINGS

1. COIN	1COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS
	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS	1 COIN 9 CREDITS	**2 COINS 1 CREDIT**
	3 COINS 1 CREDIT	4 COINS 1 CREDIT	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT
	8 COINS 1 CREDIT	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
2. CHUTE TYPE	2 PLAYERS 1 CHUTE SINGLE		**2 PLAYERS 2 CHUTES SINGLE**		2 PLAYERS 2 CHUTE MULTI
3. CONTINUE	**ON**			OFF	
5. DEMO SOUND	**ON**			OFF	
6. SOUND MODE	**EXTERNAL**			JAMMA	

NOTE: **FACTORY SETTING**

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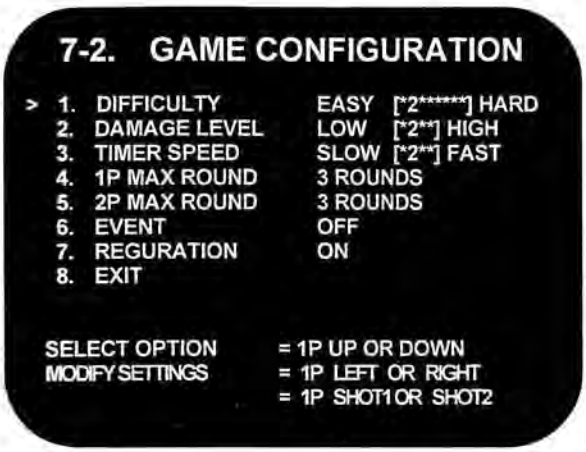
GAME CONFIGURATION



CHANGING THE GAME CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 SHOT 1* button to select.

GAME CONFIGURATION ITEM DESCRIPTIONS

1. DIFFICULTY	SETS THE DIFFICULTY LEVEL.
2. DAMAGE LEVEL	SETS THE OFFENSIVE POWER LEVEL
3. TIMER SPEED	SETS THE SPEED OF THE COUNTDOWN.
4. 1P MAX ROUND	SETS THE NUMBER OF ROUNDS PER MATCH FOR "VS. CPU": **1 ROUND:** WINNER OF A SINGLE ROUND WINS; **3 ROUNDS:** WINNER OF 2 OUT OF 3 ROUNDS WINS; **5 ROUNDS:** WINNER OF 3 OUT OF 5 ROUNDS WINS.
5. 2P MAX ROUND	SETS THE NUMBER OF ROUNDS PER MATCH FOR "VS. PLAYER": **1 ROUND:** WINNER OF A SINGLE ROUND WINS; **3 ROUNDS:** WINNER OF 2 OUT OF 3 ROUNDS WINS; **5 ROUNDS:** WINNER OF 3 OUT OF 5 ROUNDS WINS.
6. EVENT	TURNS ON EVENT MODE. USEFUL FOR CHAMPIONSHIP TOURNAMENT. **OFF:** NORMAL SETTING. SETS THE MODE TO NORMAL OPERATION. **1 MATCH:** ONLY ONE CREDIT REQUIRED FOR A 2P GAME. A WIN OR A LOSS RESULTS IN *GAME OVER*. (CONTINUE IS NOT AVAILABLE).
7. REGURATION	ALLOWS YOU TO CHANGE THE SCENES THAT ARE THOUGHT TO BE INAPPROPRIATE TO MORE SOFTER EXPRESSION. IF SET TO **"ON"** THE COLOR OF THE BLOOD CHANGES FROM RED TO WHITE.
8. EXIT	RETURN TO THE CONFIGURATION MENU.

GAME CONFIGURATION OPTIONS

1. DIFFICULTY	1 EASY	**2**	3	4	5	6	7	8 HARD
2. DAMAGE LEVEL	1 LOW	**2**	3	4 HIGH				
3. TIME COUNT	1 SLOW	**2**	3	4 FAST				
4. 1P MAX ROUND	1 ROUND	**3 ROUNDS**	5 ROUNDS					
5. 2P MAX ROUND	1 ROUND	**3 ROUNDS**	5 ROUNDS					
6. EVENT	1 MATCH	**OFF**						
7. REGURATION	ON	**OFF**						

NOTE: **FACTORY SETTING**

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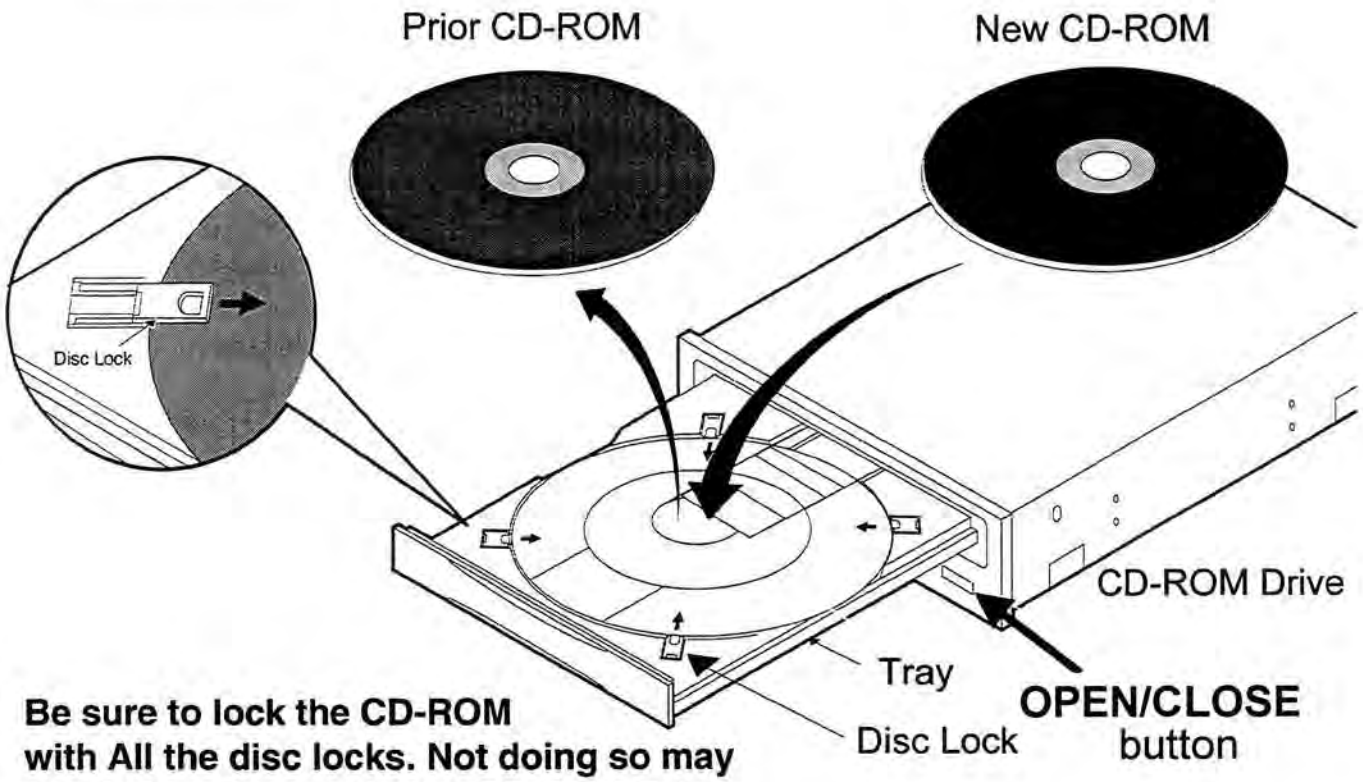
SOFTWARE EXCHANGE INSTRUCTION



Be sure to lock the CD-ROM with All the disc locks. Not doing so may result in a damage to the CD-ROM/Drive.

◆ EXCHANGE THE SOFTWARE

BEFORE EXCHANGING THE SOFTWARE, MAKE SURE YOU INSTALL THE SIMM MODULE FOR **"STREET FIGHTER 3 - NEW GENERATION "** PC-BOARD.
PLEASE REFER "SIMM INSTALLATION INSTRUCTION" IN THIS MANUAL FOR DETAIL.

AFTER THE INSTALLATION OF THE SIMM MEMORY AND THE SECURITY CARTRIDGE
THE PCB IS READY TO REWRITE THE PROGRAM.

**IF YOU INSTALLED THE SIMM MEMORY THIS TIME.
IT IS RECOMMEND THAT YOU COMPLETE THE REWRITE OF THE PROGRAM AND CONFIRM FUNCTIONALITY BEFORE RE-ASSEMBLING THE CASE.**

CONNECT PC-BOARD AND CD-ROM DRIVE, YOU ARE NOW READY TO REPLACE CD-ROM DISK WITH SUPPLIED **"JOJO'S VENTURE" DISK".**

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◆ REWRITING THE SOFTWARE

1. Turn the power **OFF**.
2. Make sure the power is **OFF**. Insert the newly acquired cassette firmly to the place of the old one.

Store the exchanged cassette inside the anti-static plastic bag (Which the new cassette was in) with the exchanged CD-ROM, Manual, Instruction Stickers and marquee.

3. Turn the power **ON**. In approximately **10 seconds**, the following message will appear on the screen.

"A CD-ROM cannot be found. Please insert a valid CD-ROM."

IF THE SYSTEM DOES NOT SHOW THE ABOVE MESSAGES ON THE SCREEN, TURN THE POWER OFF AND CHECK AGAIN TO MAKE SURE SIMM AND CASSETTE HAS BEEN INSTALLED PROPERLY.

4. Press OPEN/CLOSE button to open tray and exchange the existing CD-ROM to new CD-ROM and engage Disc Locks.
5. Press OPEN/CLOSE button to close tray.
6. After installation of CD-ROM, the message will appear.

"You have inserted a new CD-ROM."

Use the Player 1 joystick to move the arrow to your desired item and press 1P SHOT 1 button to rewrite.

(If Cancel is selected, the screen will automatically go back to the CD-ROM setting. -See diagram 3.)

***Upon cancel, insert the prior CD-ROM. Not doing so may cause a damage.**

7. The screen shown on the left will appear. It will take approximately 30 minutes* for the rewriting process. After the rewriting process is completed, the game screen will automatically come on.

***The rewrite time may differ due to the size of the software.**

DO NOT turn the power OFF during the rewriting process. Doing so may damage the motherboard.

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SIMM
(Single Inline Memory Module)
INSTALLATION INSTRUCTION

NOTICE

- Carefully read the contents of this instruction before installing the SIMM (**S**ingle **I**nline **M**emory **M**odule) for proper operation.
- **SIMM installation is not necessary for the "STREET FIGHTER III 2nd IMPACT - GIANT ATTACK " PC-Board.**
- Please refer to "JOJO'S Venture" PCB SIMM Layout in this manual for proper SIMM alignment.

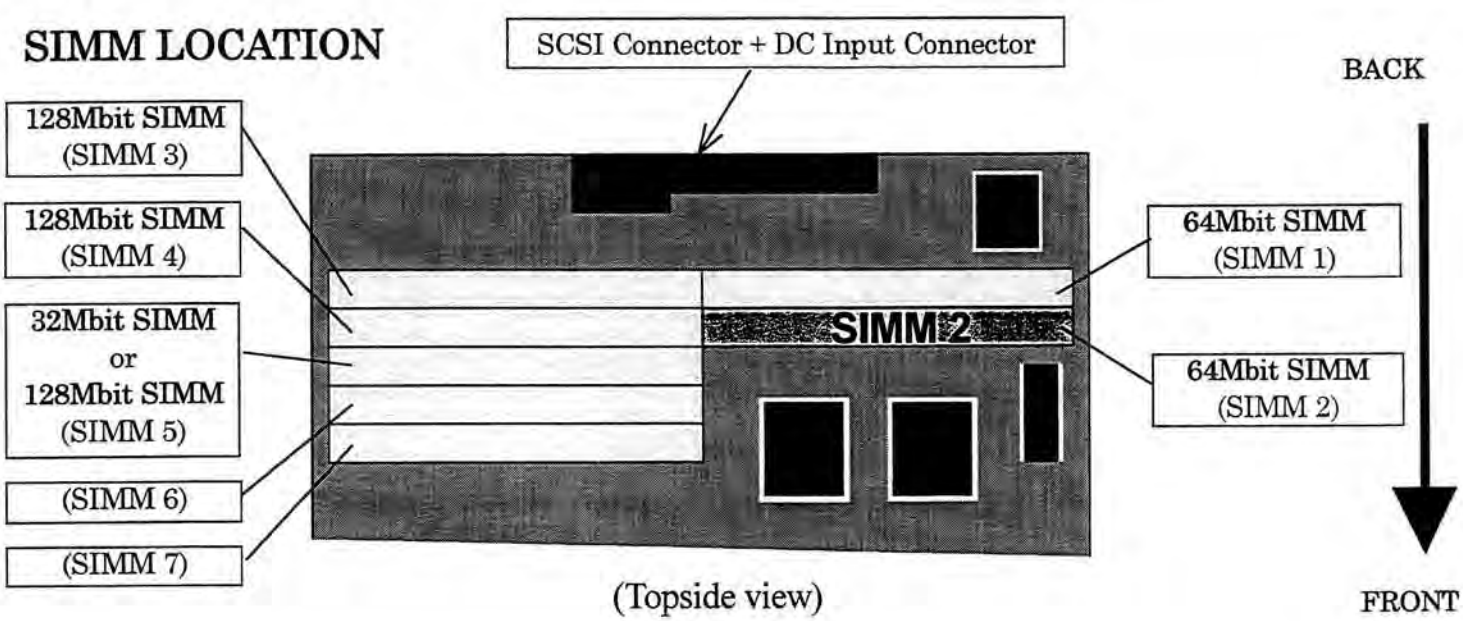
CAUTION

This SIMM is for CP-SYSTEM III only. Other usage may damage both the system and the SIMM. Avoid shocks, extreme temperatures, and extreme temperature changes.
DO NOT TOUCH THE SIMM CONNECTORS. Doing so may cause damage to the system.

BEFORE INSTALLATION

- Make sure the power is OFF before installing and/or removing the SIMM to the board.
- Make sure your body is free from static.
- Confirm **SIMM #5** already installed 128M bit or 32M bit SIMM.
- Locate **SIMM #2** for installing new 64M bit SIMM as shown below.

SIMM LOCATION



(Topside view)

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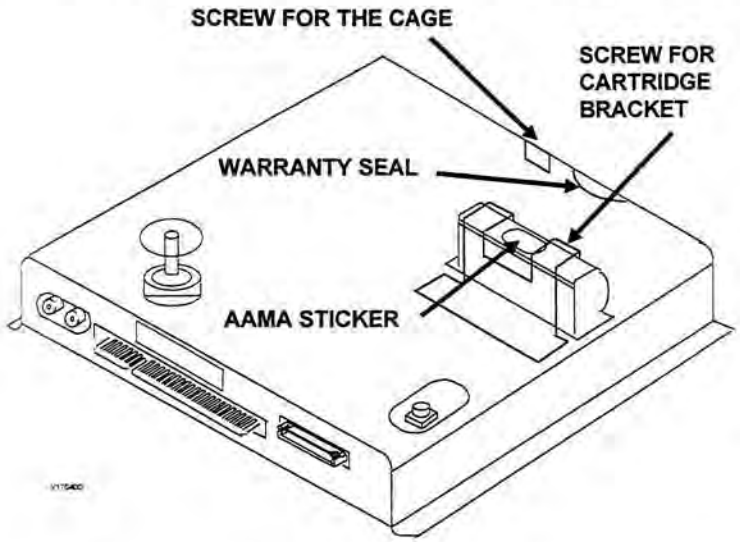
UPGRADING THE "STREET FIGHTER 3 - NEW GENERATION".

"STREET FIGHTER 3 2ND IMPACT - GIANT ATTACK" PC-BOARD IS NOT NECESSARY TO UPGRADE.



UPGRADING EXISTING HARDWARE

1. TO REMOVE THE OLD CARTRIDGE, REMOVE THE SCREW, WHICH HOLDS THE CARTRIDGE PROTECTION BRACKET IN PLACE.
2. SAVE THIS SCREW FOR RE-ASSEMBLY.
3. REMOVE THE CARTRIDGE FROM THE MOTHER BOARD.
4. PUT IT IN ANTI-STATIC BAG AND STORE IT IN A SAFE PLACE.
5. REMOVE THE WARRANTY STICKER FROM THE METAL CAGE AND THOROUGHLY CLEAN THE AREA.
6. REMOVE THE SCREW, WHICH HOLDS THE TOP COVER AND BASE PLATE. SAVE THIS SCREW FOR RE-ASSEMBLY
7. IF THE REWRITE IS SUCCESSFULLY COMPLETED, YOU CAN PLAY A GAME TO CONFIRM FUNCTIONALITY AND CHANGE CONFIGURATION IF NECESSARY.
8. PLEASE CONSULT OPERATORS MANUAL FOR DEFAULT SETTING OF THIS GAME.
9. REMOVE THE SECURITY CARTRIDGE AND RE-ASSEMBLE THE TOP COVER.
8. RE-INSTALL CARTRIDGE AND CONFIRM THAT GAME IS UP AND RUNNING.
9. APPLY THE NEW WARRANTY SEAL TO THE METAL CAGE AND RECORD AAMA SERIAL NUMBER INSIDE OF FRONT PAGE OF THE OPERATORS MANUAL.

IT IS IMPORTANT TO HAVE YOUR AAMA NUMBER AVAILABLE WHEN YOU NEED SUPPORT FROM CAPCOM.

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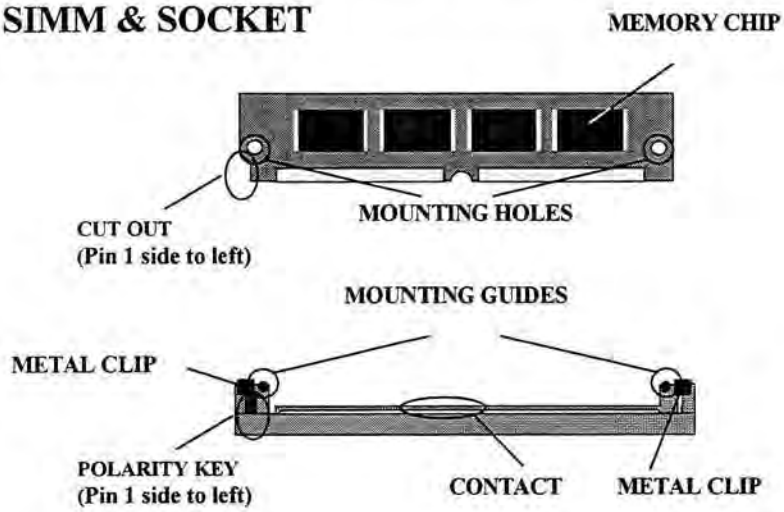
< INSTALLING THE SIMM >

● Install the 64M bit SIMM.
Confirm that **SIMM#5** Socket already installed 128M bit (total 8 memory chips) or 32M bit (total 2 memory chips) SIMM.

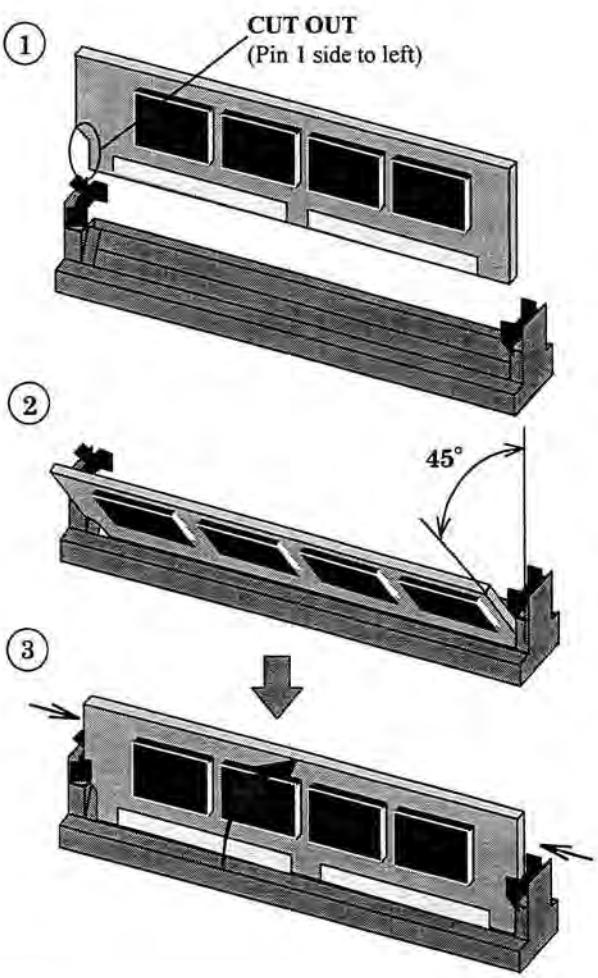
Install 64M bit SIMM with 4 memory chips into **SIMM#2** Socket.

SIMM & SOCKET



IMPORTANT

There are a few different types of the connectors and some may differ slightly from the figure shown left.



1. When installing SIMM #2 and #5, make sure that pin 1, which should be on the bottom left corner of SIMM, with the cutout coincides with the sockets on the board as shown at the right.

DO NOT INSERT THE SIMM VERTICALLY.

2. Insert the SIMM to the socket at a 45-degree angle.

Do not force the SIMM when inserting.
If you have any difficulty inserting the SIMM, gently remove the SIMM from the socket and repeat the procedure again.

3. After making sure the SIMM is properly inserted in the socket, with your finger tips on both vertical edges, gently push the SIMM into a vertical position, so that the "Metal Clips" are securely fastened and plastic mounting guides fit in to the mounting holes on both sides of SIMM.

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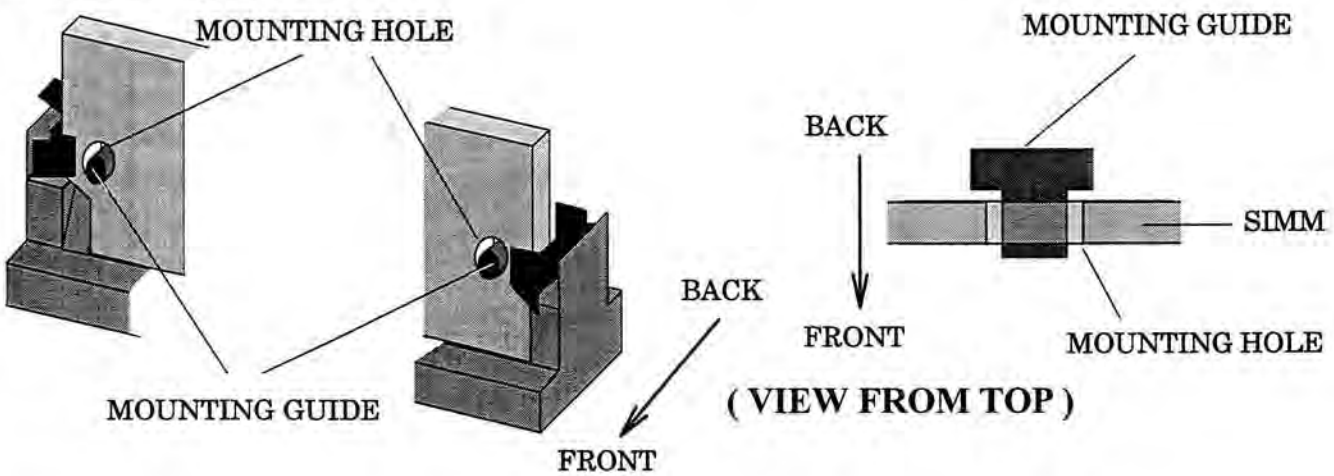
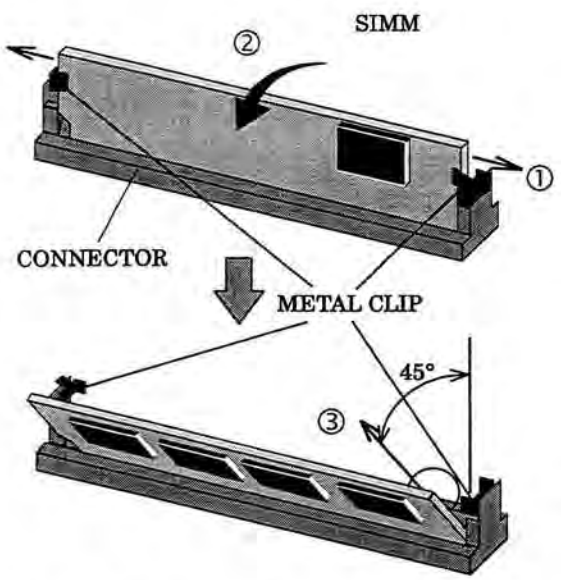
◆ APPENDEX:

Check **both** "Mounting Guides" on the SIMM to see if it is all the way through the "Mounting Hole". If not, remove the SIMM from the socket and follow the procedure again.

<SIMM ALIGNMENT>



<REMOVING THE SIMM>



Gently pull both edges of the SIMM to disconnect.

How to remove SIMM Memory. In the case you need reseat the SIMM Memory.

1. Open both "Metal Clips" by pushing them outward. Push the SIMM toward you and out of the "Metal Clips".
2. The SIMM should be at a 45-degree angle. If the SIMM still stands vertically, gently press the top of the SIMM to tilt it.
3. Clasp both vertical edges of the SIMM and gently pull at a 45-degree angle to disconnect the SIMM.

POSSIBLE ERROR MESSAGES AND SOLUTION:

"Invalid CD-ROM": CHECK THAT YOU HAVE REPLACED SECURITY CARTRIDGE.

"Please insert CD-ROM": MAKE SURE NEW CD-ROM IS IN THE CD-ROM DRIVE.

"The CD-ROM Drive is not properly connected": MAKE SURE ALL CABLES ARE CONNECTED.

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Table 1: JAMMA Harness Connections

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V DC	C	3	+5V DC
+5V DC	D	4	+5V DC
N/C.	E	5	N/C.
+12V DC	F	6	+12V DC
KEY	H	7	KEY
N/C	J	8	COIN COUNTER 1
COIN LOCK 2	K	9	COIN LOCK 1
*SPEAKER (-)	L	10	*SPEAKER (+)
N/C.	M	11	N/C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE (FREE CREDIT)	R	14	VIDEO GROUND
N/C	S	15	DIAGNOSTICS
2 PLAYER - COIN	T	16	1 PLAYER - COIN
2 PLAYER - START	U	17	1 PLAYER - START
2 PLAYER - UP	V	18	1 PLAYER - UP
2 PLAYER - DOWN	W	19	1 PLAYER - DOWN
2 PLAYER - LEFT	X	20	1 PLAYER - LEFT
2 PLAYER - RIGHT	Y	21	1 PLAYER - RIGHT
2 PLAYER - ATTACK LIGHT	Z	22	1 PLAYER - ATTACK LIGHT
2 PLAYER - ATTACK MIDDLE	a	23	1 PLAYER - ATTACK MIDDLE
2 PLAYER - ATTACK HEAVY	b	24	1 PLAYER - ATTACK HEAVY
N/C	c	25	N/C
N/C	d	26	N/C
GND	e	27	GND
GND	f	28	GND

Table 2: Auxiliary Cable (P/N 03-0105) Connections

Wiring of the Auxiliary cable requires expanded push buttons/Features as shown in Table 2:

WIRE COLOR	CONNECTOR ODD ROW			CONNECTOR EVEN ROW	WIRE COLOR
	N/C	1	2	N/C	
	N/C	3	4	N/C	
	N/C	5	6	N/C	
	N/C	7	8	N/C	
PURPLE/YELLOW	N/C	9	10	N/C	
	N/C	11	12	N/C	
	N/C	13	14	N/C	
PINK	N/C	15	16	N/C	
RED	N/C	17	18	N/C	
BLUE	PLAYER 1 STAND	19	20	N/C	
GRAY/YELLOW	PLAYER 2 STAND	21	22	N/C	
PINK/YELLOW	N/C	23	24	N/C	
	N/C	25	26	N/C	
	N/C	27	28	N/C	
	N/C	29	30	N/C	
	N/C	31	32	N/C	
BLACK	PLAYER 2 STAND COMMON	33	34	PLAYER 1 STAND COMMON	BLACK

Table 3: Test Switch Wiring Chart

Wiring of the test bracket requires connections to the main JAMMA harness as shown in Table 3:

LEAD WIRE COLOR	SWITCH FUNCTION	CONNECTS TO
YELLOW	VOLUME-UP	NO CONNECTION
BLACK	VOLUME-DOWN	NO CONNECTION
GREEN	COMMON	NO CONNECTION
BROWN	TEST	JAMMA "15"
BLACK	GROUND	JAMMA "A", "B", "E", "F", "1", "2", "27" OR "28"

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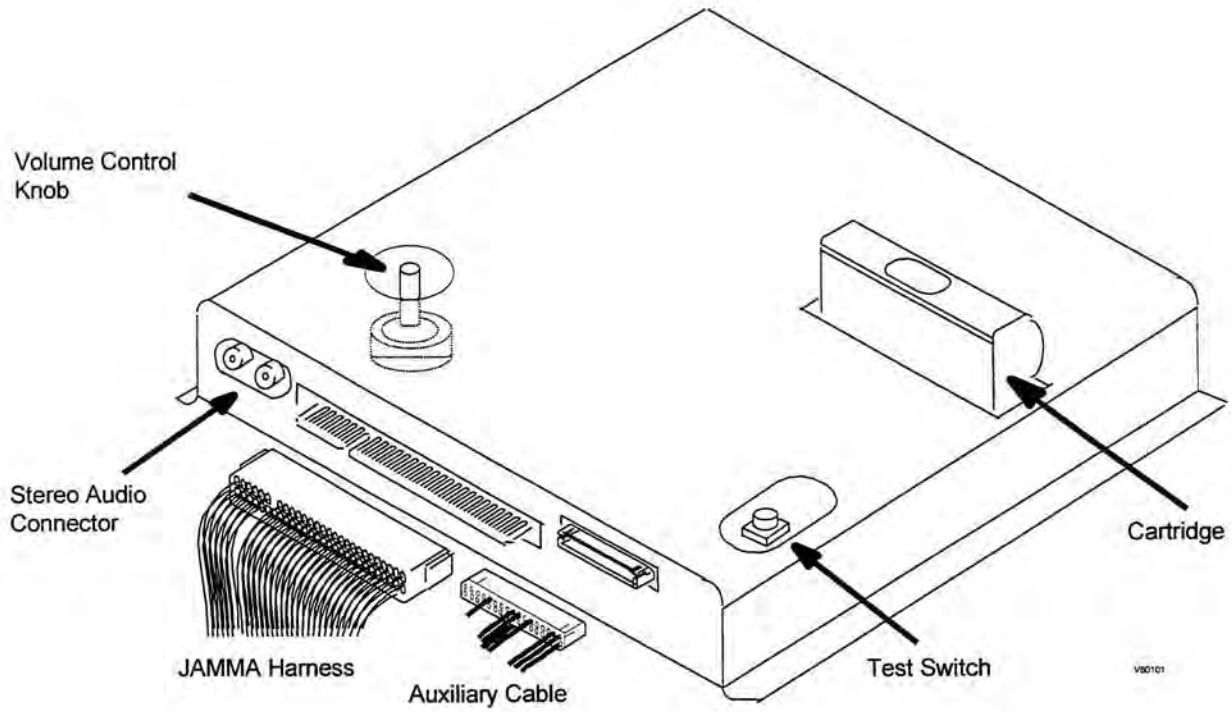
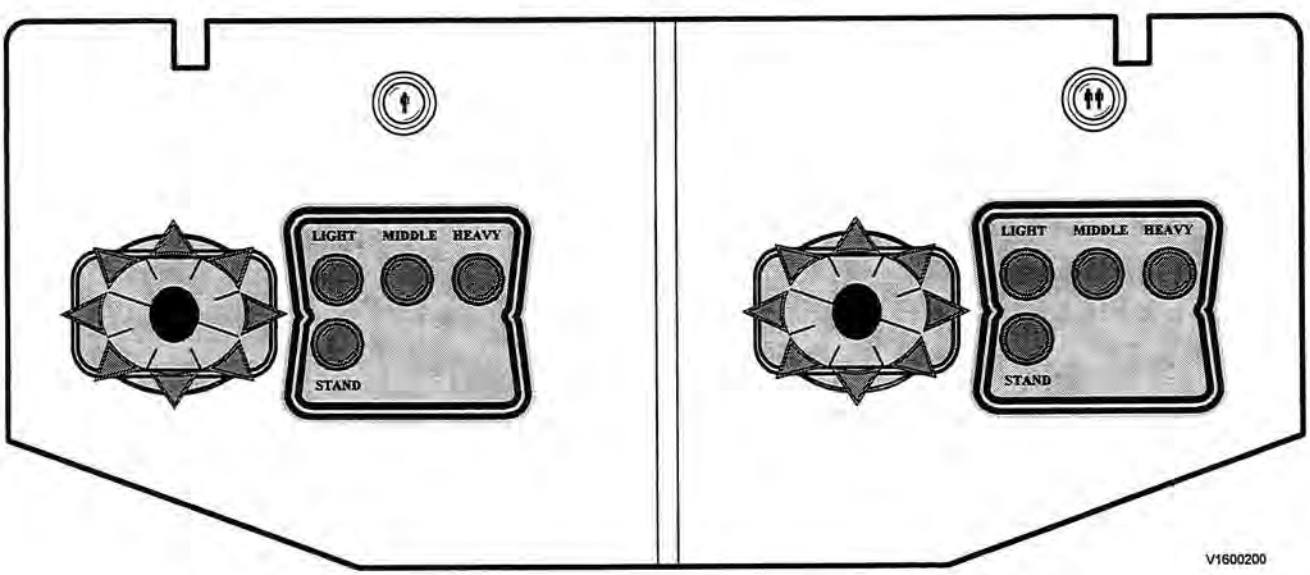
REFERENCE INFORMATION

PC BOARD CONNECTIONS AND CONTROLS



TYPICAL CONTROL PANEL LAYOUTS FOR *"JOJO'S VENTURE™"*



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NOTICE

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at his own expense.

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