


# VS. GUMSHOE™

## (Operation Manual)

MDS (MGS)

### I. How to install Software ROMs

Each Software ROM is labeled with a Location Number shown on it (  Shaded Portion illustrated below), which indicates the corresponding location on the P.C. Board where it should be installed.

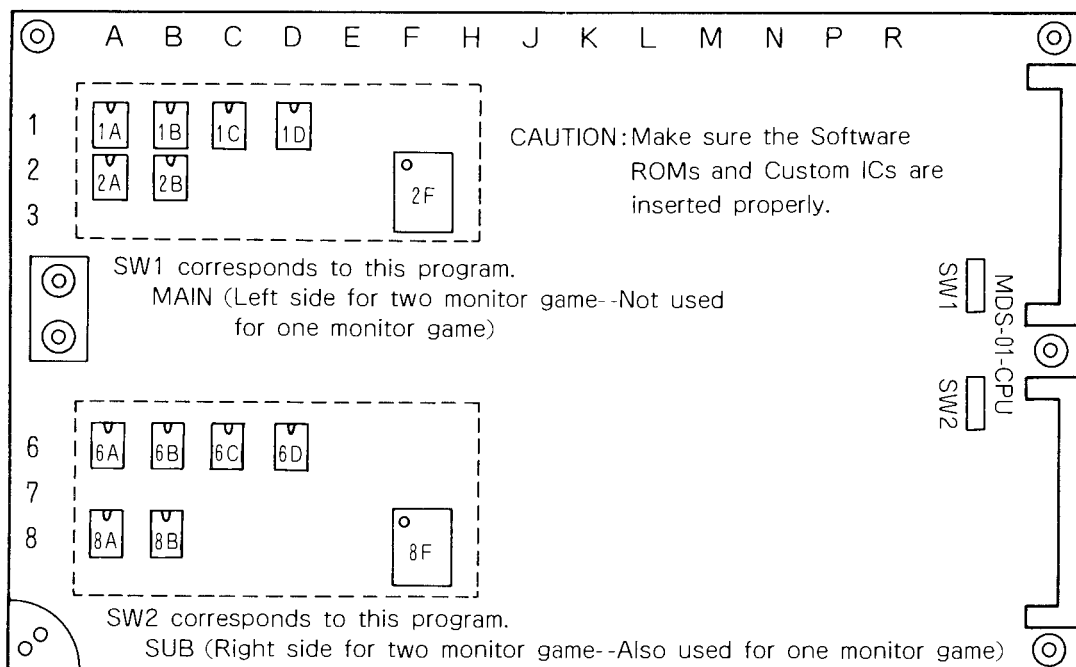


(Label on Software ROM)

“VS.GUMSHOE” contains 6 Software ROMs, and 1 Custom IC, which have location numbers, 1A or 6A, 1B or 6B, 1C or 6C, 1D or 6D, 2A or 8A, 2B or 8B and 2F or 8F. Each ROM and IC must be mounted into the proper IC Socket.

For VS.DUAL SYSTEM (two monitors): If “VS.GUMSHOE” is to be installed in main (left) side of cabinet, then EPROMs and Custom IC should use locations 1A, 1B, 1C, 1D, 2A, 2B and 2F. For sub (right) side, use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F.

For VS.UNISYSTEM (one monitor): “VS.GUMSHOE” EPROMs and Custom IC must use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F (sub side).



### ROM and IC Location on P.C. Board

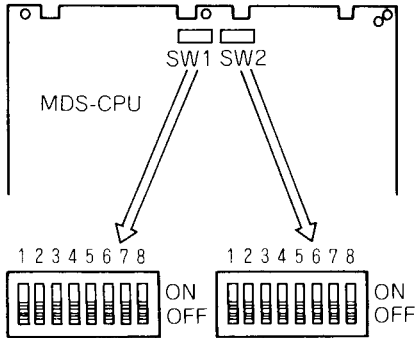
NOTE: “VS.GUMSHOE” requires VS. P.C. Board Memory Boost Modification.

– See instructions.

NOTE: “VS.GUMSHOE” can be interchanged between left and right side on two monitor game.

## 2. Points and methods of adjustment

Game Option Settings  
MDS P.C. Board



### SW1...MAIN

(Left side for two monitor game--Not used for one monitor game)

### SW2...SUB

(Right side for two monitor game--Also used for one monitor game)

### MDS FOR VS.GUMSHOE

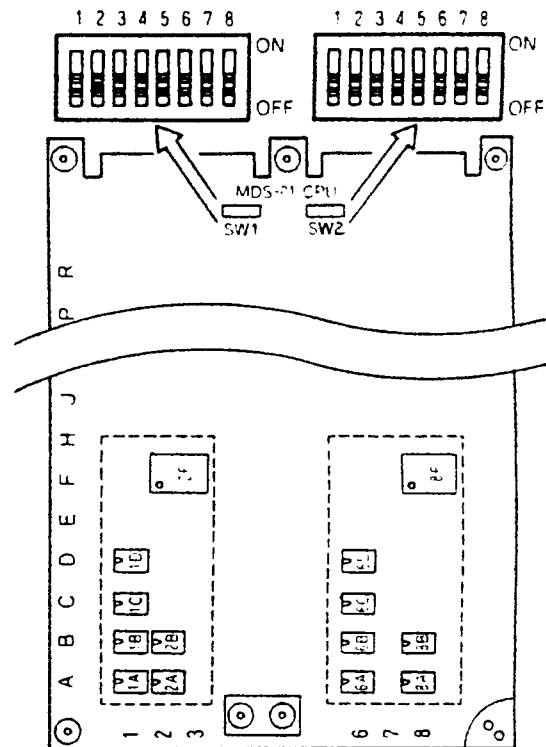
		SW1(SW2)							
		1	2	3	4	5	6	7	8
COIN/CREDIT	1/1	OFF	OFF	OFF					
	1/2	OFF	OFF	ON					
	1/3	OFF	ON	OFF					
	2/1	OFF	ON	ON					
	3/1	ON	OFF	OFF					
	4/1	ON	OFF	ON					
	5/1	ON	ON	OFF					
	FREE PLAY	ON	ON	ON					
DIFFICULTY	EASY 1				OFF	OFF			
	2				ON	OFF			
	3				OFF	ON			
	HARD 4				ON	ON			
NUMBER OF STEVENSON PER GAME	5					OFF			
	3					ON			
NUMBER OF BULLET PER BALLOON	3						OFF		
	2						ON		
1 BONUS STEVENSON AWARDED AT 50000	YES								OFF
	NO								ON

NOTE: "VS.GUMSHOE" requires VS. P.C. Board Memory Boost Modification — See instructions.

# CAUTION

The suggested factory settings for VS. Gumshoe are listed below. It is recommended that you carefully check the dip switch settings prior to operation. For the VS. DualSystem, the dip switch settings will be on either SW1 or SW2, depending on which side of the p.c. board you install the EPROM's and custom IC. Refer to the operation manual for further instructions. For the VS. UniSystem the EPROM's and the custom IC must be installed in the "sub" side of the p.c. board, and then SW2 is used.

SW1 or SW2							
1	2	3	4	5	6	7	8
off	off	off	off	off	off	off	off



Please refer to the dip switch settings label and the VS.-PAK<sup>TM</sup> Operation Manual for further information.

Nintendo of America Inc.

# VS.P.C. BOARD MEMORY BOOST REQUIRED FOR VS.GUMSHOE PAK

## INSTRUCTION FOR VS.MEMORY BOOST MODIFICATION:

ENCLOSED IN YOUR VS.GUMSHOE PAK ARE TWO(2) PRE-CUT "JUMPER" WIRES, SOME OF THE NEWER VS. PAKS REQUIRE A MEMORY EXPANSION MODIFICATION. PERFORM THE MODIFICATION AS PER THE DIAGRAMS BELOW, AFTER THIS MODIFICATION, THE P.C. BOARD WILL BE COMPATIBLE WITH ALL VS.PAKS PAST AND PRESENT.

### NOTE:

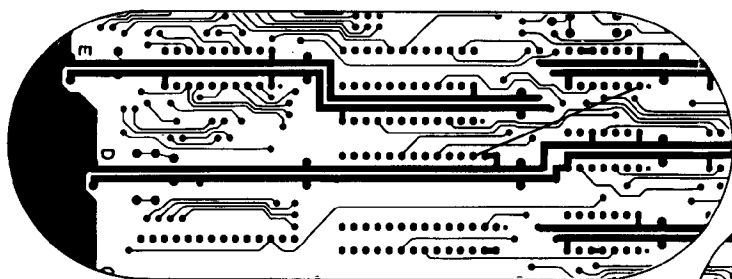
THE WIRES MAY BE ATTACHED BETTER IF THE SOLDER IS REMOVED FROM THE PINS AND THE WIRE THEN HOOKED AROUND THE PINS BEFORE SOLDERING. ALSO, BE SURE TO GET THE WIRES AS TAUT AS POSSIBLE TO PREVENT SNAGGING.

#### "SUB" SIDE

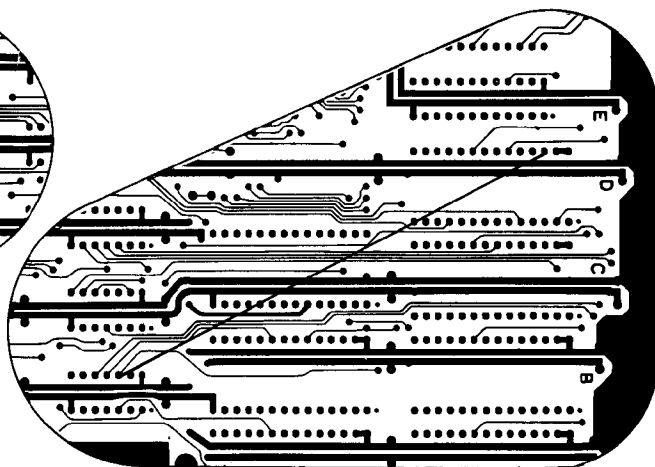
6D, PIN 26(SOCKET) TO 5E, PIN 1(74LS04)

#### "MAIN" SIDE

1D, PIN 26(SOCKET) TO  
4A, PIN 12(74LS32)



MDS P.C. BOARD - SOLDER SIDE



8

7

6

5

4

3

2

1

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