

namco®



Operators Manual

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1. SPECIFICATIONS

POWER SUPPLY :-

220/240volts AC

MONITOR :-
degauss.

Hantarex 28" Polo Colour Monitor with auto

DIMENSIONS :-

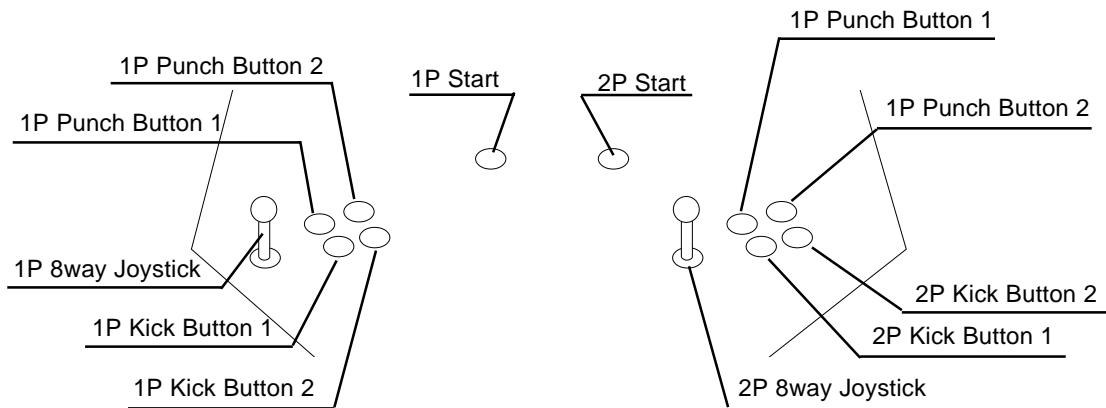
790(w) x 1200(d) x 2080(h)

WEIGHT :-

175kg.

ACCESSORIES :-

- Keys: (Cash Door) 2
- (Coin Door) 2
- (Back Door)..... 2
- IEC Mains Lead 1
- Operators Manual 1
- Monitor Manual 1



2. PRECAUTIONS

2-1 Cautions When Installing.

This game is designed for indoor use only. The game must not be installed outdoors or under the following conditions:-

- a. In areas directly exposed to sunlight, high humidity, direct water contact, dust, high heat or extreme cold.
- b. In locations that would present an obstacle in the case of an emergency, i.e. near fire equipment or emergency exits.
- c. On an unstable surface or subject to floor vibration.

2-2 Cautions when Handling.

- a. AC power must always be turned OFF, and the game disconnected, before replacing any parts or connecting/disconnecting connectors.
- b. When unplugging the game from an electrical outlet, always grasp the plug, not the mains lead.
- c. The machine must be earthed with a securely connected earthed plug.
- d. Care must be taken at all times to avoid electric shock when inspecting or adjusting the game.

2-3 Cautions when Transporting.

- a. Do not subject the game to physical shock when transporting or moving it.
- b. Always return the levellers to the UP position before moving the machine.
- c. Take care not to rope any moulded (plastic) parts when transporting.

2-4 Cautions when handling the PCB.

- a. Never test the PCB for continuity with a multimeter or similar device. The PCB contains sensitive devices which could be damaged or even destroyed by the internal voltage of such test equipment.
- b. Foreign matter or dust on the PCB may cause failure. Turn off the power and clean the PCB with a dry soft brush.
- c. When transporting the PCB ensure adequate packing protection to prevent damage.

3. ADJUSTMENTS

3-1 Turning on the Power

After installing the machine, turn on the power. The power switch is located above the mains inlet on the rear of the cabinet.

3-2 Switches for Adjustment

Open the coin door to find the switches for adjustments, located on the service bracket.

1. Service Switch

Press this switch to obtain game credits without incrementing the coin counter.

2. Test Switch

Slide this switch "ON" to enter test mode.

Test mode allows game testing and the changing of game settings.

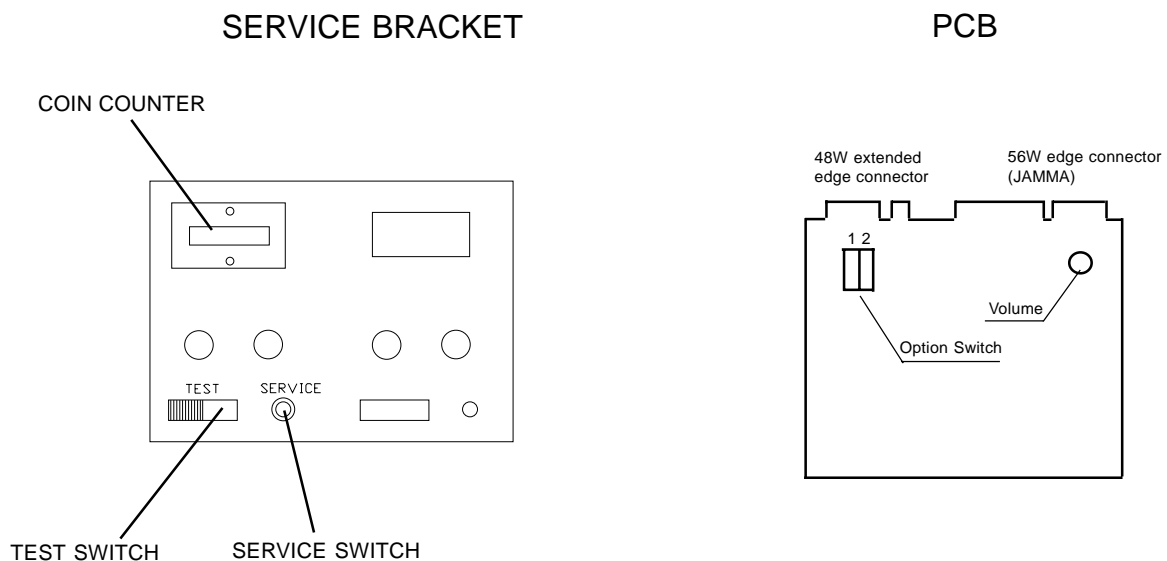
[\(See "3-4 Test Mode" on page 6\)](#)

There are two DIP switches located on the PCB.

Switch 1 when set ON will enter the game into test mode. Always ensure this switch is set to OFF and use the test switch on the service bracket for testing the machine. Switch 2 when set ON will freeze the screen.

3-3 Volume Adjust

The volume control is located on the PCB. Turn the control to increase or decrease the volume.



3-4 Test Mode

1. Open the coin door for access to the service bracket, then slide the test switch "ON". The "Test Menu Screen" will appear on the monitor display.
2. Operating the 1 Player joystick up or down will step through the items.
3. Pressing the 1 Player Punch button 1 switch will select an item.
4. Operating the 1 Player joystick up or down will change the settings.
5. Pressing the 1 player Punch button 1 switch will store the change.
6. Pressing the 1 Player button 2 switch will return the display to the Test Menu Screen.

The test switch must always be "OFF" during normal game mode.

| | |
|------------------------|--------------------------------|
| SWITCH TEST | For testing switches |
| SOUND TEST | For testing the sound |
| COIN OPTIONS | For setting game pricing |
| GAME OPTIONS | For setting of difficulty etc. |
| UARTS TEST | Not Used |
| POLYGON TEST | For testing graphics |
| A.D.S | Not Used |
| COLOR TEST | For monitor set-up |
| CONVERGENCE TEST | For monitor set-up |
| RS-232C TEST | Not Used |

Test Menu Screen

3-4-1 Switch Test

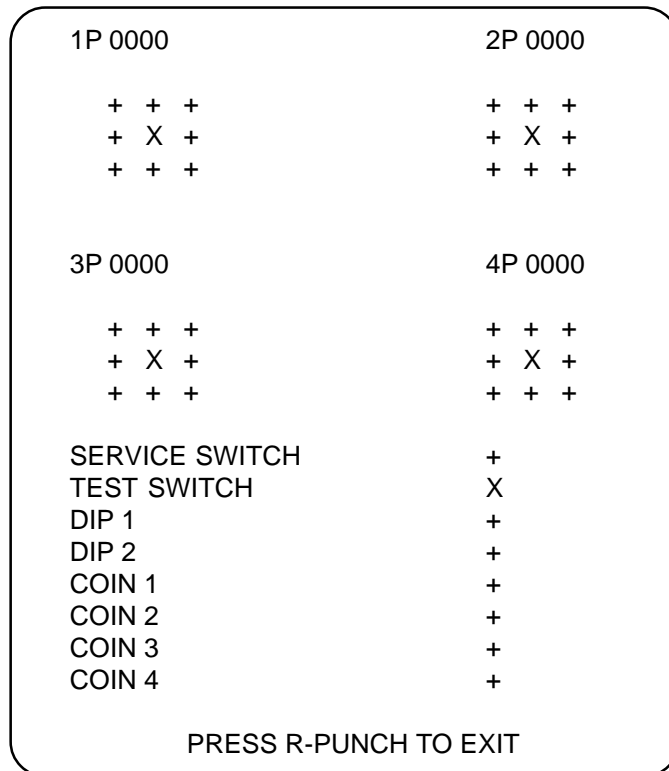
On entering the switch Test, the following screen appears on the monitor.

Operating the joysticks will cause the + to change to X for each of the eight positions.

When testing:

1P Punch 1 1P 0000 will change to 1P 1000
1P Kick 1 3P 0000 will change to 3P 1000
1P Kick 2 3P 0000 will change to 3P 2000
2P Punch 1 2P 0000 will change to 2P 1000
2P Punch 2 2P 0000 will change to 2P 2000
2P Kick 1 4P 0000 will change to 4P 1000
2P Kick 2 4P 0000 will change to 4P 2000

Pressing 1P Punch 2 will return the to Menu Screen



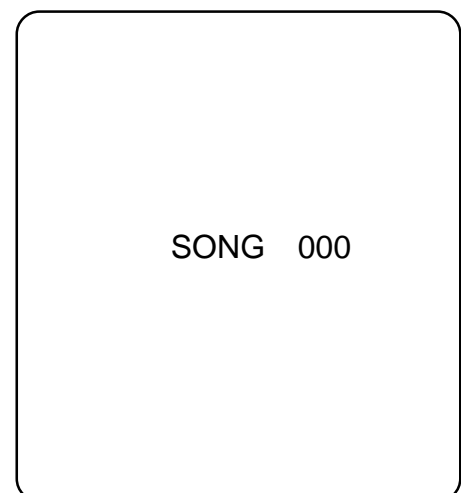
3-4-2 Sound Test

On entering the Sound Test, the following display will appear on the monitor.

Pushing the 1 player joystick to the right will make the number step up and pushing the joystick to the left will make the number step down.

Each number will produce a different sound when the 1 player Punch 1 button is pressed.

Song 001 will produce a tone first on the left speaker, then on the right speaker and then on both speakers together.



3-4-3 Coin Options

Note:- The price of play on this machine is set within the CashFlow coin mech. Ensure that the coin options on the screen are set as shown in the following table.

| GAME OPTIONS | |
|---------------------------------|------|
| GAME COST ----- | (1) |
| 1 COIN 1 CREDIT | |
| DISCOUNT TO CONTINUE ----- | (2) |
| NO | |
| COIN 1 MECH VALUE ----- | (3) |
| 1 COIN COUNT AS 1 COIN | |
| COIN 2 MECH VALUE ----- | (4) |
| 1 COIN COUNT AS 1 COIN | |
| COIN 3 MECH VALUE ----- | (5) |
| 1 COIN COUNT AS 1 COIN | |
| COIN 4 MECH VALUE ----- | (6) |
| 1 COIN COUNT AS 1 COIN | |
| BONUS FOR QUANTITY BUY-IN ----- | (7) |
| NONE | |
| CREDIT MODE ----- | (8) |
| COMMON | |
| COIN COUNTER ----- | (9) |
| TYPE A: 1 COUNTER | |
| FREE PLAY ----- | (10) |
| NO | |

Coin Option Screen

3-4-4 Game Options

| GAME OPTIONS | |
|--|------|
| DIFFICULTY LEVEL : HARD ----- | (11) |
| FIGHT COUNT(1P GAME) : 2 ----- | (12) |
| FIGHT COUNT (2P GAME) : 2 ----- | (13) |
| LIFE BAR (1P GAME) : 110 ----- | (14) |
| LIFE BAR (2P GAME) : 125 ----- | (15) |
| GUARD DAMAGE : OFF ----- | (16) |
| BASIC GUARD : ON ----- | (17) |
| ROUND TIME : 40sec ----- | (18) |
| CHARACTER CHANGE AT CONTINUE : YES ----- | (19) |
| CHARACTER CHANGE AT 2P GAME : YES ----- | (20) |
| NEW CHARACTER : BAEK & LEI ----- | (21) |
| 2P GAME WINS SHOWN BY : NUMBER ----- | (22) |
| MUSIC IN ATTRACT : YES ----- | (23) |
| SPEAKER OUT : STEREO ----- | (24) |
| EVENT MODE : OFF ----- | (25) |
| HIT COLOUR : GREEN ----- | (26) |

Game Option Screen

3-4-5 Factory Settings

| ITEM ITEM | | CONTENTS | FACTORY SET |
|--------------|------------------------------|---|-------------|
| 1 | GAME COST | COIN PULSES REQUIRED FOR CREDIT - setttable 1 - 9 | 1 |
| 2 | DISCOUNT | 50% DISCOUNT FOR CONTINUE - YES / NO | NO |
| 3 | COIN 1 MECH VALUE | NUMBER OF PULSES ON METER - setttable 1 - 9 | 1 |
| 4 | COIN 2 MECH VALUE | NUMBER OF PULSES ON METER - setttable 1 - 9 | 1 |
| 5- &6 | | NOT USED | |
| 7 | BONUS COIN | EXTRA COIN PULSE AT SPECIFIED COINS IN | NONE |
| 8 | CREDIT MODE | COMMON (Credit common to player 1 & 2) / EACH ONE (Player 1 & 2 seperate) | COMMON |
| 9 | COIN COUNTER | TYPE A (1 Coin Counter) / TYPE B (2 Coin Counters) | TYPE A |
| 10 | FREE PLAY | YES / NO | NO |
| 11 | DIFFICULTY LEVEL | EASY / MEDIUM / HARD / VERY HARD / ULTRA HARD | HARD |
| 12 | FIGHT COUNT (1P GAME) | Settable 1 - 4 | 2 |
| 13 | FIGHT COUNT (2P GAME) | Settable 1 - 4 | 2 |
| 14 | LIFE BAR (1P GAME) | 95 / 110 / 125 / 140 / 160 | 110 |
| 15 | LIFE BAR (2P GAME) | 95 / 110 / 125 / 140 / 160 | 125 |
| 16 | GUARD DAMAGE | OFF / ON (ON : A Character is damaged a little even when blocking) | OFF |
| 17 | BASIC GUARD | OFF / ON (OFF : A Character blocks only when a joystick is entered in the proper direction) | ON |
| 18 | ROUND TIME | 20sec / 30sec / 40sec / 50sec / 60sec | 40sec |
| 19 | CHARACTER CHANGE AT CONTINUE | YES/NO | YES |
| 20 | CHARACTER CHANGE AT 2P GAME | YES / NO | YES |
| 21 | NEW CHARACTER | BAEK & LEI / JUN & LEI (Baek or Jun can be selected as a default character) | BAEK & LEI |
| 22 | 2P GAME WINS SHOWN BY | NUMBER / FRUIT | NUMBER |
| 23 | MUSIC IN ATTRACT | YES / NO | YES |
| 24 | SPEAKER OUT | STEREO / MONO | STEREO |
| 25 | EVENT MODE | OFF / ON (Game is over per each 2P game) | OFF |
| 26 | HIT COLOUR | GREEN / RED | GREEN |

3-5 PC Board Connectors

| JAMMA 56way Edge Connector | | | |
|----------------------------|-------------|----|-------------------|
| Solder Side | Terminal No | | Part Side |
| GND | A | 1 | GND |
| GND | B | 2 | GND |
| +5v | C | 3 | +5v |
| +5v | D | 4 | +5v |
| | E | 5 | |
| +12v | F | 6 | +12v |
| Polarizing Key | H | 7 | Polarizing Key |
| Coin Counter 2 | j | 8 | Coin Counter 1 |
| | K | 9 | Coin Lockout |
| Speaker (-) | L | 10 | Speaker (+) |
| Audio (GND) | M | 11 | Audio (+) |
| Video GREEN | N | 12 | Video RED |
| Video SYNC | P | 13 | Video BLUE |
| Service Switch | R | 14 | Video GND |
| | S | 15 | Test Switch |
| Coin Switch 2 | T | 16 | Coin Switch 1 |
| 2P Start Switch | U | 17 | 1P Start Switch |
| 2P Lever UP | V | 18 | 1P Lever UP |
| 2P Lever DOWN | W | | 1P Lever DOWN |
| 2P Lever LEFT | X | | 1P Lever LEFT |
| 2P Lever RIGHT | Y | | 1P Lever RIGHT |
| 2P Punch button 1 | Z | 22 | 1P Punch button 1 |
| 2P Punch button 2 | a | 23 | 1P Punch button 2 |
| | b | 24 | |
| | c | 25 | |
| | d | 26 | |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

- Do not make connections to blank positions.
- Lockout / Coin Counter both operate on +12v.
- The supply voltage must be within 5%.
- +5V / 2.5A minimum
- +12v / 2A minimum

| 48w Extended Edge Connector | | | |
|-----------------------------|-------------|------|------------------|
| Solder Side | Terminal No | | Part Side |
| Speaker R (-) | A1 | B1 | Speaker R (+) |
| | A2 | B2 | |
| | A3 | B3 | |
| | A4 | B4 | |
| Polarizing Key | A5 | B5 | Polarizing Key |
| | A6 | B6 | |
| | A7 | B7 | |
| 2P Kick button 1 | A8 | B8 | 2P Kick button 2 |
| | A9 | B9 | GND |
| | A1-0 | B1-0 | GND |
| | A11 | B1-1 | |
| | A1-2 | B1-2 | |
| | A1-3 | B1-3 | |
| | A1-4 | B1-4 | |
| | A1-5 | B1-5 | |
| | A1-6 | B1-6 | |
| | A1-7 | B1-7 | |
| | A1-8 | B1-8 | |
| | A1-9 | B1-9 | |
| 1P Kick button 1 | A2-0 | B2-0 | 1P Kick button 2 |
| | A2-1 | B2-1 | |
| | A2-2 | B2-2 | |
| | A2-3 | B2-3 | |
| | A2-4 | B2-4 | |

Speaker Connections

- Connect the (L) speaker to the speaker output of the 56w JAMMA connector
- Connect the (R) speaker to the Speaker R (+) & (-) of the 48w Extended connector

4. PARTS

Decals & Plastics

| DESCRIPTION | PART No. |
|-------------------------------------|----------|
| Cabinet Decal LHS - Upper | 40000054 |
| Cabinet Decal LHS - Lower | 40000055 |
| Cabinet Decal RHS - Upper | 40000056 |
| Cabinet Decal RHS - Lower | 40000059 |
| Cabinet Decal LHS/RHS - Front | 40000060 |
| Side Decal Overlay | 40000064 |
| Cabinet Decal "NAMCO" LHS/RHS/Front | 40000061 |
| Character Decal | 40000063 |
| Play Panel Overlay | 33000024 |
| Header Box Vac-Form | 45000222 |
| Top Flash Acrylic | 30000041 |

Cabinet

| DESCRIPTION | PART No. |
|--------------------------------------|----------|
| Monitor 28" Hantarex c/w Remote | 84000012 |
| Front Glass - Bronze | 31000022 |
| Interlock Switch | 60000006 |
| Interlock Switch Cover | 39000028 |
| M16 Adjustable Foot | 88300079 |
| Switch Mode Power supply | 83000040 |
| Speaker 4%" 20w (with shield can) | 62000006 |
| Schaffner Mains In Assy | 66000016 |
| Schaffner Boot | 66000017 |
| Fuse 5amp 20mm Slo-Blo | 63500600 |
| 18" 15w Fluorescent Tube | 64500009 |
| Choke 240v 15w | 63300000 |
| Starter | 63000000 |
| Service Switch - SPNO | 60000059 |
| Test Switch - DPCO | 60000023 |
| 3.5 - 6v Panel Meter | 65000002 |
| Joystick 8way Brent Fast Action Type | 61000017 |
| Push Button - Yellow | 60200266 |
| Push Button - Green | 60200267 |
| Push Button - Red | 60200264 |
| Push Button - Blue | 60200263 |
| Push Button - White | 60200262 |

5. SCHEMATIC

