
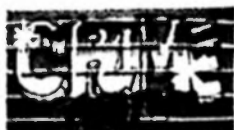




INSTRUCTION MANUAL

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Part Number 821400

CRIME FIGHTER TECHNICAL INFORMATION

TECHNICAL INFORMATION

GX821-UA

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
- (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
- (3) Use the volume knob on the PCB to adjust sound level.
Turn the knob clockwise and it becomes louder.
- (4) Handle with care.

CABINET INFORMATION

- (1) Use an upright cabinet with a big control panel having four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are also necessary.
- (3) Start buttons are unnecessary. Function buttons can be substituted for them.

SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and the screen will stop.

MANUAL TEST

- (1) How to start
Turn on the power while the SW3 of the DIP SWITCH No. 3 is on. Push player 1 KICK button to change items.
- (2) Test items
 1. ROM check
 2. Picture contortion
 3. Color check
 4. I/O check
 5. Sound check
 6. Dip switch settings*Push player 2 KICK button to change sound code.
Pressing player 2 PUNCH button calls the same sound code.

CRIME FIGHTER: WIRING HARNESS

Solder Side ← → Parts Side

WIRE COLOR KEY:

| | | | | | |
|---------------|-------------|---|----|--------------|--------------|
| BLACK | GND | A | 1 | GND | BLACK |
| BLACK | GND | B | 2 | GND | BLACK |
| RED | +5V DC | C | 3 | +5V DC | RED |
| RED | +5V DC | D | 4 | +5V DC | RED |
| | NOT USED | E | 5 | NOT USED | |
| ORANGE | +12V DC | F | 6 | +12V DC | ORANGE |
| | *KEY | H | 7 | *KEY | |
| | (EMPTY) | J | 8 | COIN COUNTER | GREEN/GRAY |
| | (EMPTY) | K | 9 | (EMPTY) | |
| YELLOW | SPEAKER (-) | L | 10 | SPEAKER (+) | BLUE |
| | (EMPTY) | M | 11 | (EMPTY) | |
| WHITE/GREEN | VIDEO GREEN | N | 12 | VIDEO RED | RED/WHITE |
| WHITE | VIDEO SYNC | P | 13 | VIDEO BLUE | BLUE/WHITE |
| | (EMPTY) | R | 14 | VIDEO GROUND | BLACK |
| | (EMPTY) | S | 15 | (EMPTY) | |
| VIOLET/WHITE | COIN 2 | T | 16 | COIN 1 | BLUE/BROWN |
| | NOT USED | U | 17 | NOT USED | |
| BLUE/YELLOW | 2P UP | V | 18 | 1P UP | ORANGE/WHITE |
| VIOLET/YELLOW | 2P DOWN | W | 19 | 1P DOWN | BLACK/WHITE |
| ORANGE/GREEN | 2P LEFT | X | 20 | 1P LEFT | RED/GRAY |
| ORANGE/YELLOW | 2P RIGHT | Y | 21 | 1P RIGHT | GRAY/WHITE |
| BLACK/YELLOW | 2P TAG | Z | 22 | 1P TAG | RED/WHITE |
| ORANGE/GRAY | 2P ACTION | a | 23 | 1P ACTION | GREEN/BROWN |
| | NOT USED | b | 24 | NOT USED | |
| | NOT USED | c | 25 | NOT USED | |
| | NOT USED | d | 26 | NOT USED | |
| BLACK | GND | e | 27 | GND | BLACK |
| BLACK | GND | f | 28 | GND | BLACK |

(BASE COLOR/LINE COLOR)

CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

| | | | |
|--------------------------------|----|-----------|--------------|
| CN3 3P CONTROLS | 1 | Coin 3 | White/Violet |
| | 2 | Empty | |
| | 3 | 3P Left | White/Red |
| | 4 | 3P Right | White/Yellow |
| | 5 | 3P Up | White/Black |
| | 6 | 3P Down | White/Blue |
| | 7 | 3P Tag | White/Brown |
| | 8 | 3P Action | White/Orange |
| | 9 | Empty | |
| | 10 | Empty | |
| | 11 | Empty | |
| | 12 | Empty | |
| | 13 | Empty | |
| | 14 | Empty | |
| | 15 | Ground | Black |

| | | | |
|--------------------------------|----|-----------|--------------|
| CN4 4P CONTROLS | 1 | Coin 4 | Blue |
| | 2 | Empty | |
| | 3 | 4P Left | Yellow/Black |
| | 4 | 4P Right | Brown/Black |
| | 5 | 4P Up | Green/Yellow |
| | 6 | 4P Down | Yellow/Red |
| | 7 | 4P Tag | Yellow/White |
| | 8 | 4P Action | Yellow/Blue |
| | 9 | Empty | |
| | 10 | Empty | |
| | 11 | Empty | |
| | 12 | Empty | |
| | 13 | Empty | |
| | 14 | Empty | |
| | 15 | Ground | Black |

DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

| SW | 1 | 2 | 3 | 4 | COIN | PLAY |
|----|-----|-----|-----|-----|------|------|
| ○ | OFF | OFF | OFF | OFF | 1 | 1 |
| | ON | | | | 1 | 2 |
| | OFF | ON | | | 1 | 3 |
| | ON | | | | 1 | 4 |
| | OFF | OFF | ON | OFF | 1 | 5 |
| | ON | | | | 1 | 6 |
| | OFF | ON | | | 1 | 7 |
| | ON | | | | 2 | 1 |
| | OFF | OFF | OFF | ON | 2 | 3 |
| | ON | | | | 2 | 5 |
| | OFF | ON | | | 3 | 1 |
| | ON | | | | 3 | 2 |
| | OFF | OFF | ON | ON | 3 | 4 |
| | ON | | | | 4 | 1 |
| | OFF | ON | | | 4 | 3 |
| | ON | | | | VOID | |

SW5 thru SW8 are not used.

DIP SWITCH NO. 2 SETTINGS

1. DIFFICULTY OF THE GAME

| SW | 6 | 7 | DIFFICULTY |
|----|-----|-----|----------------|
| ○ | OFF | OFF | EASY |
| | ON | | NORMAL |
| | OFF | ON | DIFFICULT |
| | ON | | VERY DIFFICULT |

2. SOUND IN ATTRACTIVE MODE

| SW | 8 | SOUND |
|----|-----|-------|
| ○ | OFF | OFF |
| | ON | ON |

SW1 thru SW5 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

| SW | 1 | |
|----|-----|-------------|
| ○ | OFF | NORMAL |
| | ON | UPSIDE DOWN |

2. CHANGE OF MODE

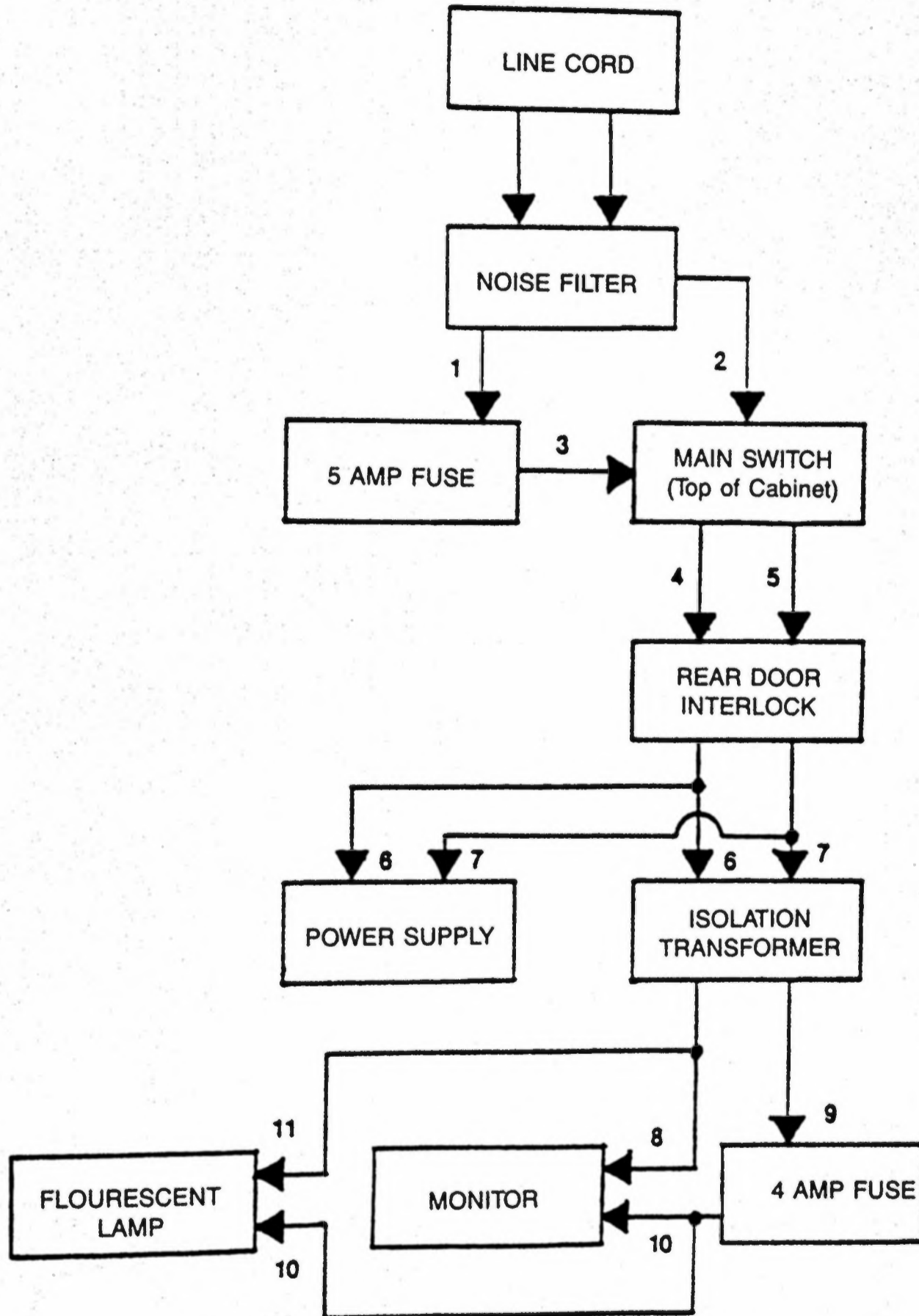
| SW | 3 | MODE |
|----|-----|-----------|
| ○ | OFF | GAME MODE |
| | ON | TEST MODE |

SW2 and SW4 are not used.

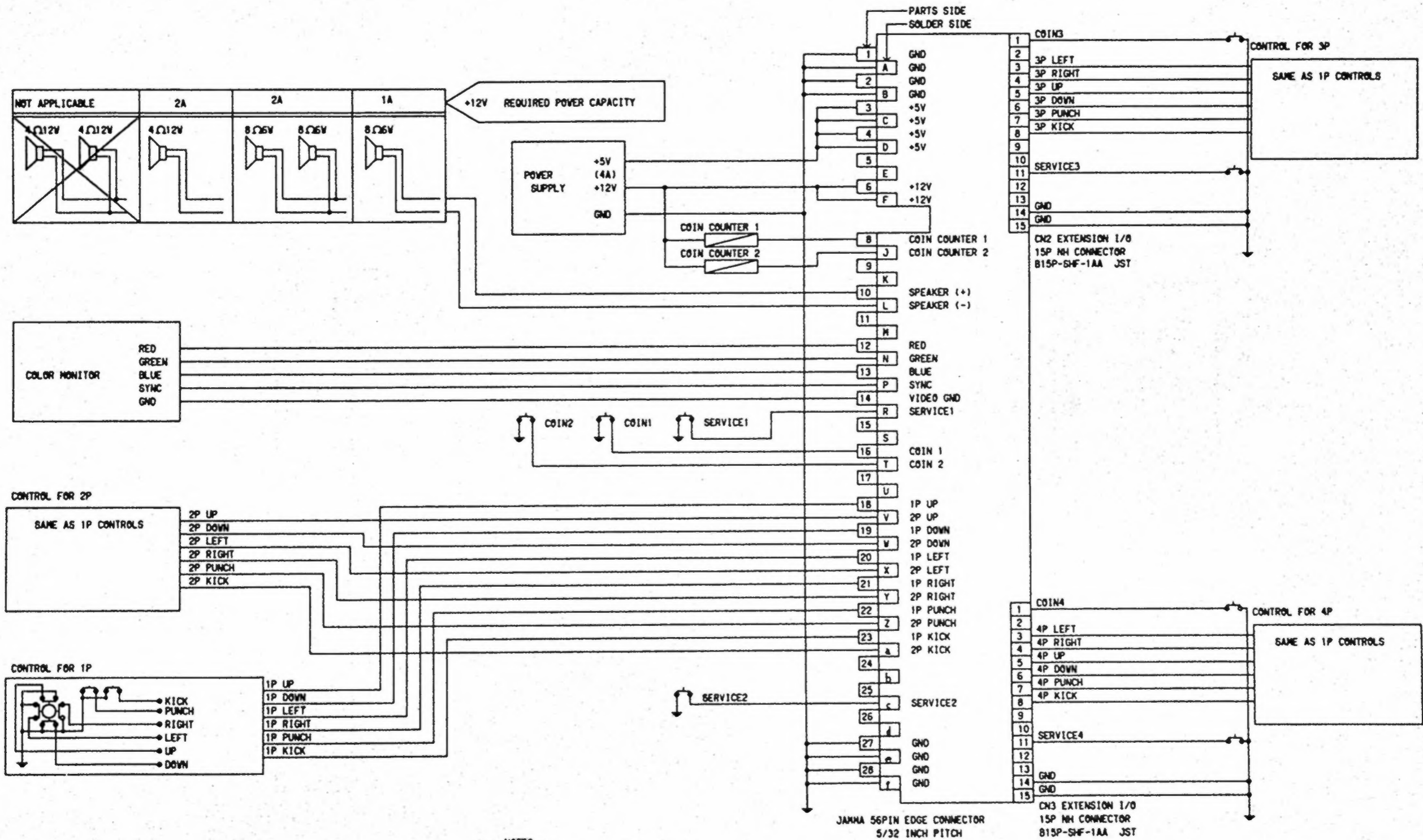
○ shows recommended settings.

CRIME FIGHTER: AC FLOW CHART

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE

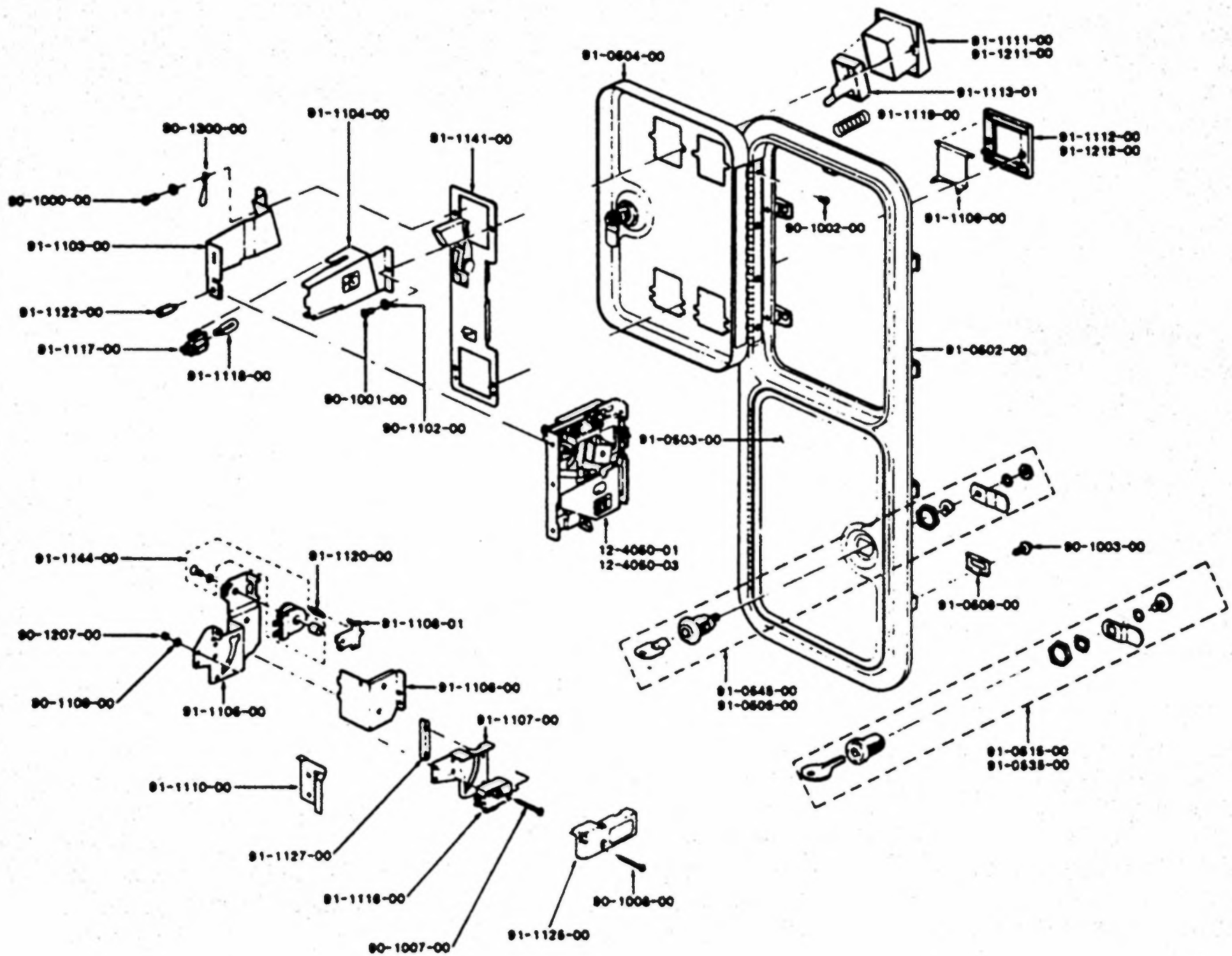


4P VERSION WIRING DIAGRAM



- NOTES -
- 1P: NO. 1 PLAYER 2P: NO. 2 PLAYER
3P: NO. 3 PLAYER 4P: NO. 4 PLAYER
 - 2 SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.

COMPLETE COIN DOOR ASSEMBLY EXPLODED VIEW

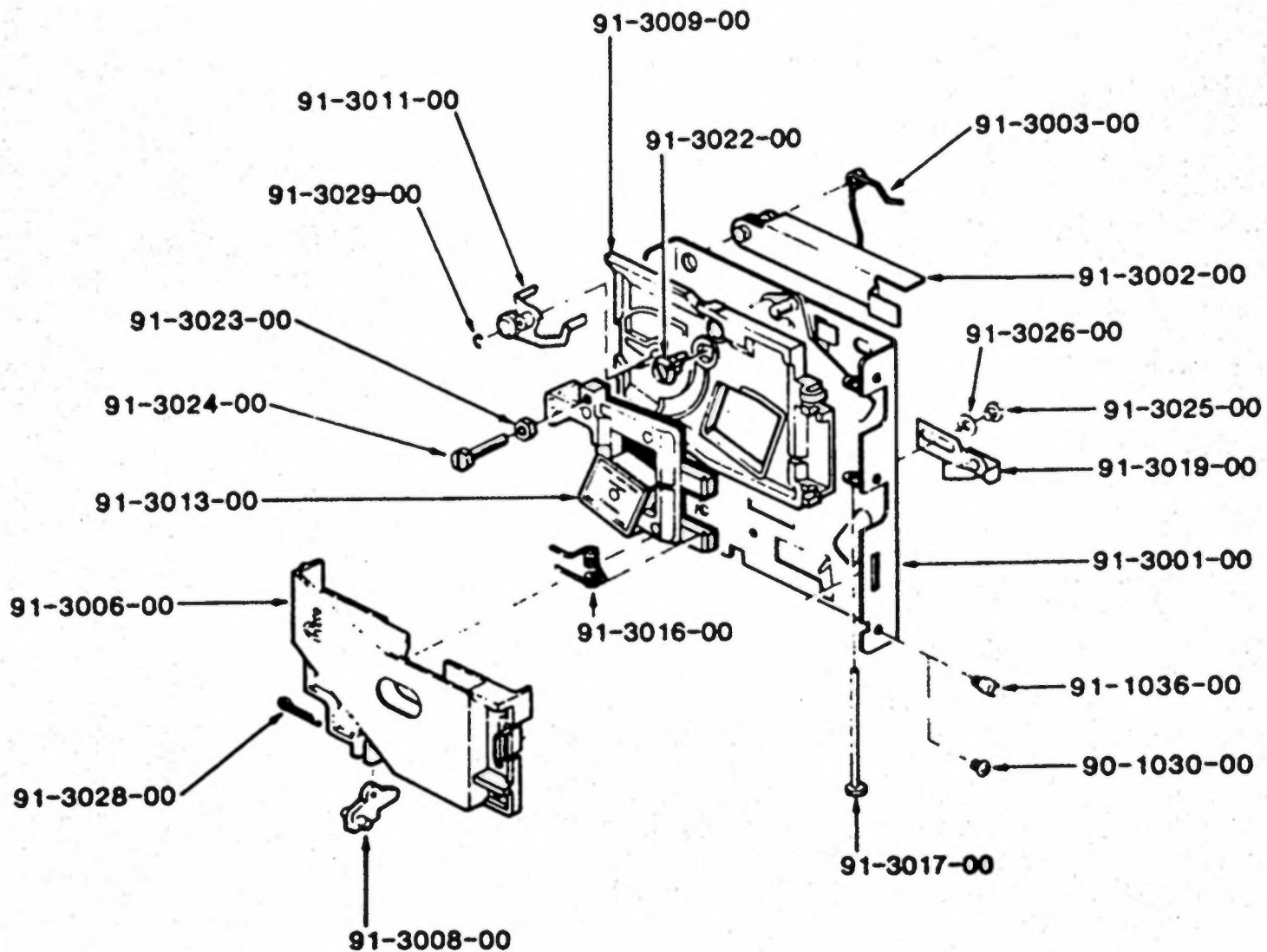


PARTS LIST

| | | | | | | | |
|------------|---|------------|---------------------------------------|------------|---------------------------------|------------|--|
| 12-4050-01 | S-10 Acceptor Body U.S. 25¢ | 90-1102-00 | Washer for Bezel Screw | 91-1103-00 | Coin Inlet Lamp Side | 91-1119-00 | Button Spring |
| 12-4050-03 | S-10 Acceptor Body Canadian 25¢ | 90-1207-00 | Nut for Microswitch Mounting Screw | 91-1104-00 | Coin Inlet Cover Side | 91-1120-00 | Lockout Spring |
| 20-4177-00 | Plastic Cash Box | 90-1300-00 | Keyhook | 91-1105-00 | Reject Cup Side Plate | 91-1122-00 | Retaining Screw for Acceptor Body |
| 20-4179-00 | Steel Enclosure | 91-0502-00 | Zinc Die Cast Frame | 91-1106-00 | Reject Cup Base Plate | 91-1125-00 | Clear Plastic Cover for Microswitch |
| 22-1400-00 | Locking Bar | 91-0503-00 | Lower Door | 91-1107-00 | Microswitch Bracket | 91-1127-00 | Plastic Switch Adjuster |
| 24-1150-00 | Wire Harness | 91-0504-00 | Upper Door | 91-1108-01 | Lockout Flap U.S. 25¢ | 91-1141-00 | Base Plate With Pivot and Stud |
| 90-1000-00 | Keyhook Bezel Screw | 91-0505-00 | Round Lock and Cam Assembly | 91-1109-00 | Reject Flap | 91-1144-00 | 6 Volt DC Lockout Coil Assembly |
| 90-1001-00 | Bezel Screw | 91-0506-00 | Clamp | 91-1110-00 | Metal Switch Adjuster | 91-1211-00 | Zinc Plated Button Bezel |
| 90-1002-00 | Hinge Screw | 91-0515-00 | Flat Lock and Cam Assembly | 91-1111-00 | Black Button Bezel | 91-1212-00 | Zinc Plated Reject Bezel |
| 90-1003-00 | Clamp Screw | 91-0535-00 | Flat Lock and Cam Assembly | 91-1112-00 | Black Reject Bezel | | |
| 90-1007-00 | Flat Head Microswitch Mounting Screw | 91-0545-00 | Round Lock and Cam Assembly | 91-1113-01 | Entry/Reject Button U.S. 25¢ | | |
| 90-1008-00 | Panhead Microswitch Mounting Screw | | | 91-1116-00 | Microswitch (Black End Arm) | | |
| | | | | 91-1117-00 | Lampholder | | |
| | | | | 91-1118-00 | 6 V Wedge Base Lamp | | |

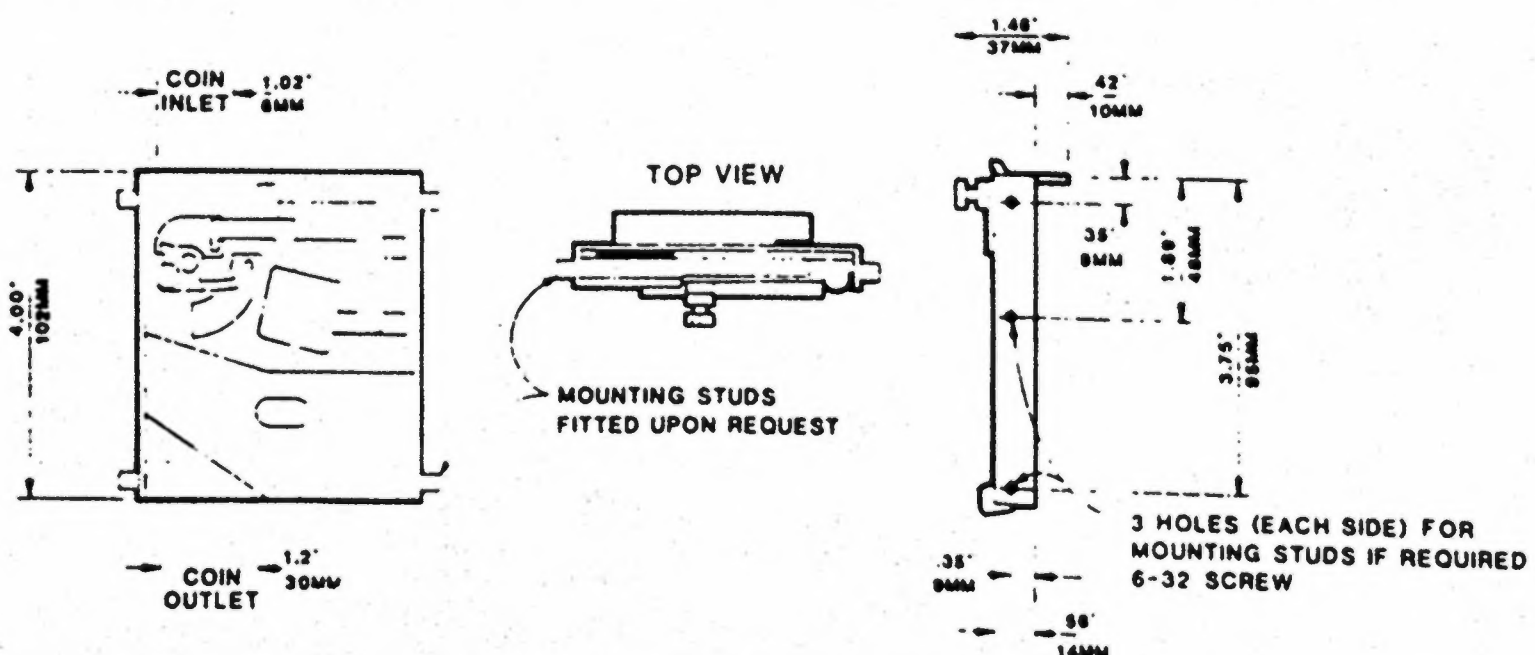
Gold Mech

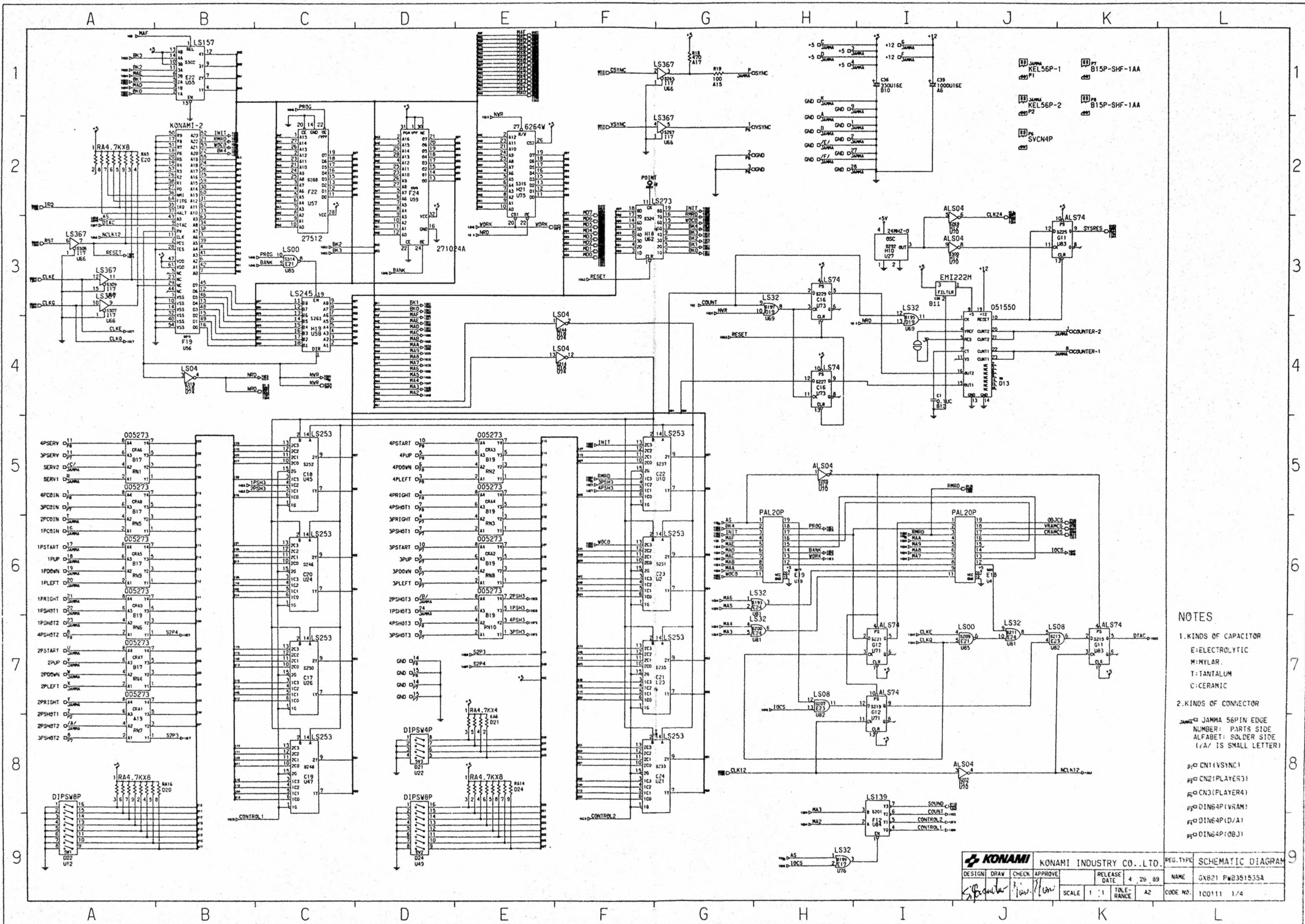
Engineering Data and Parts List



PARTS LIST

| | | |
|---|--------------------------------------|---|
| 90-1030-00 Retaining Screw (#6-32"x.250") | 91-3009-00 Gate | 91-3023-00 Locknut-Magnet Holder |
| 91-1036-00 Mounting Stud | 91-3011-00 Cradle | 91-3024-00 Screw-Magnet Holder |
| 91-3001-00 Back Plate | 91-3013-00 Magnet Holder with Magnet | 91-3025-00 Screw Separator |
| 91-3002-00 Reject Lever | 91-3016-00 Gate Spring | 91-3026-00 Washer |
| 91-3003-00 Reject Lever Spring | 91-3017-00 Gate Pin | 91-3028-00 Cotter Pin for Anti-stringing Device |
| 91-3006-00 Cover Plate | 91-3019-00 Separator | 91-3029-00 E-Clip for Cradle |
| 91-3008-00 Anti-Stringing Device | 91-3022-00 Diameter Adjustment | |

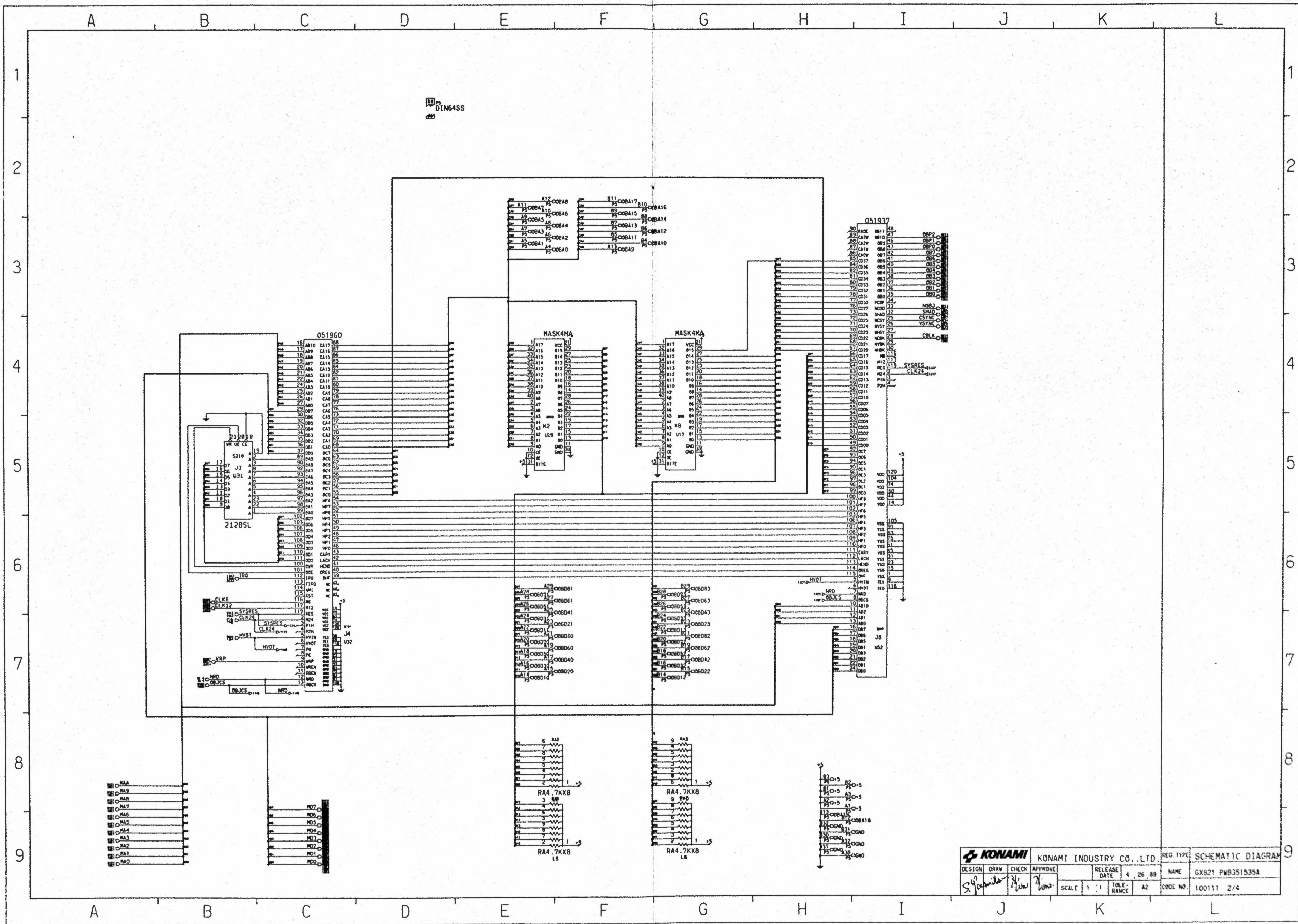




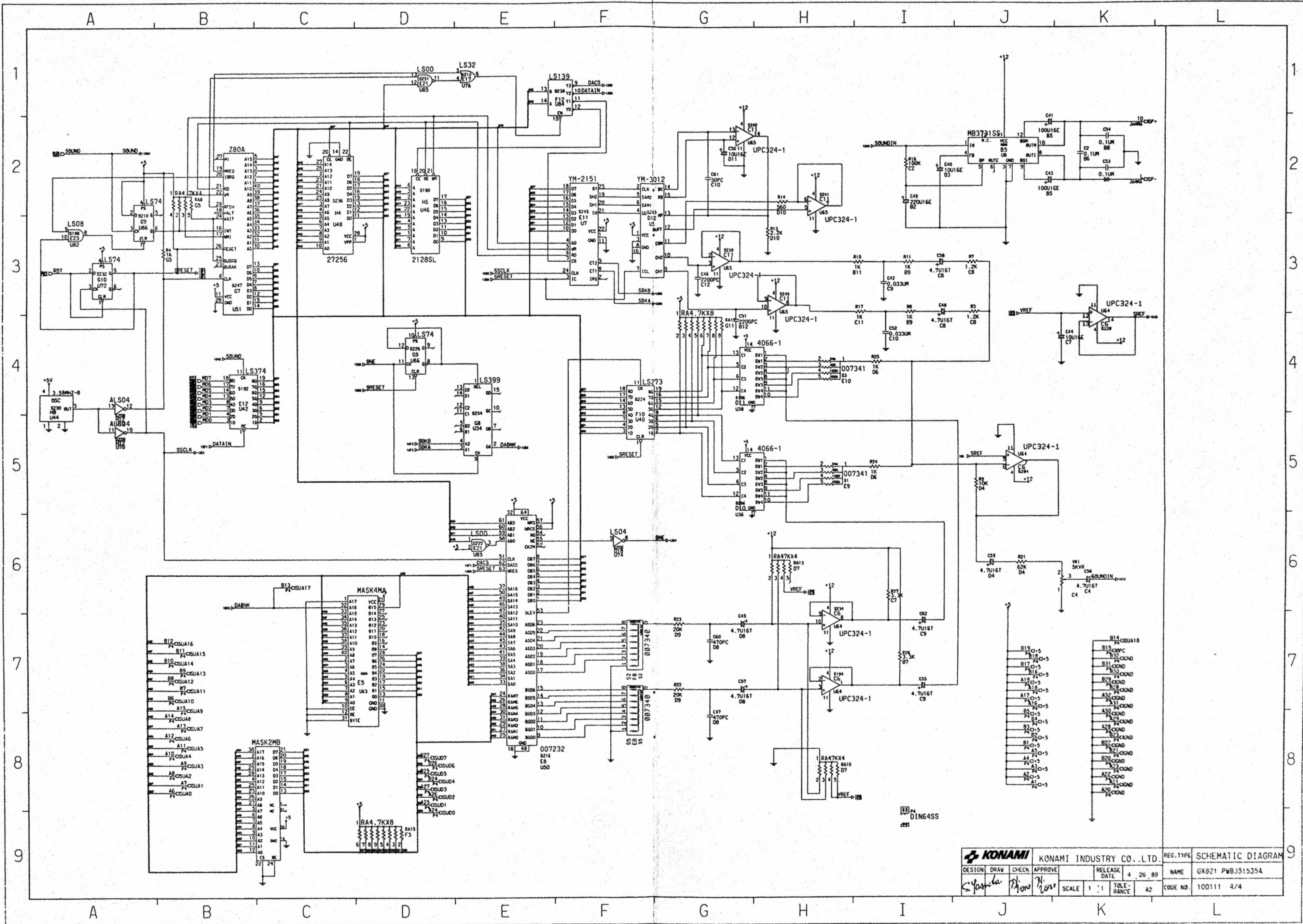
- U1 JAMMA KEL56P-1
- U2 JAMMA KEL56P-2
- U3 SVCN4P
- U7 B15P-SHF-1AA
- U8 B15P-SHF-1AA

- NOTES**
1. KINDS OF CAPACITOR
 E: ELECTROLYTIC
 M: MYLAR.
 T: TANTALUM
 C: CERAMIC
 2. KINDS OF CONNECTOR
 JAMMA: JAMMA 56PIN EDGE
 NUMBER: PARTS SIDE
 ALFABET: SOLDER SIDE
 (1/4" IS SMALL LETTER)
- PS: CN1 (VS1NC)
 - PI: CN2 (PLAYER3)
 - PL: CN3 (PLAYER4)
 - PD: DIN64P (VRAM)
 - PE: DIN64P (D/A)
 - PF: DIN64P (OBJ)

| | | | | | | | |
|---------------|------|-------|---------|---------------------------|-----------|-----------|------------------|
| KONAMI | | | | KONAMI INDUSTRY CO., LTD. | | REG. TYPE | SCHMATIC DIAGRAM |
| DESIGN | DRAW | CHECK | APPROVE | RELEASE DATE | 4 26 89 | NAME | GX821 PW3S1555A |
| | | | SCALE | 1:1 | TOLERANCE | A2 | CODE NO. |
| | | | | | | | 100111 1/4 |



| | | | | | | | |
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| DESIGN | DRAW | CHECK | APPROVE | RELEASE DATE | 4.26.89 | NAME | GXS21 PWB351535A |
| S. Yamamoto | | | H. Nomura | | SCALE | 1:1 | TOLERANCE A2 |
| | | | | | | CODE NO. | 100111 2/4 |



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| DESIGN | DRAW | CHECK | APPROVE | RELEASE DATE | NAME |
| | | | | 4.26.89 | GX821 PWB31535A |
| SCALE 1:1 | | | | TOLE-RANCE | A2 |
| | | | | CODE NO. | 100111 4/4 |

USER INFORMATION
WARNING
F. C. C. REGULATION COMPLIANCE

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

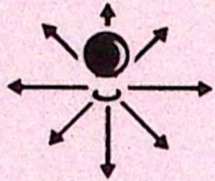


815 Mittel Drive, Wood Dale, Illinois 60191
Telephone: (312) 595-1443, Telex: 6871385 KONAM UW, Fax: (312) 595-2973

HOW TO PLAY

Wipe out the low-lives & punks, and rescue the kidnapped girls!

CONTROL:



JOYSTICK



PUNCH



KICK

Press both buttons at once to **JUMP KICK**.

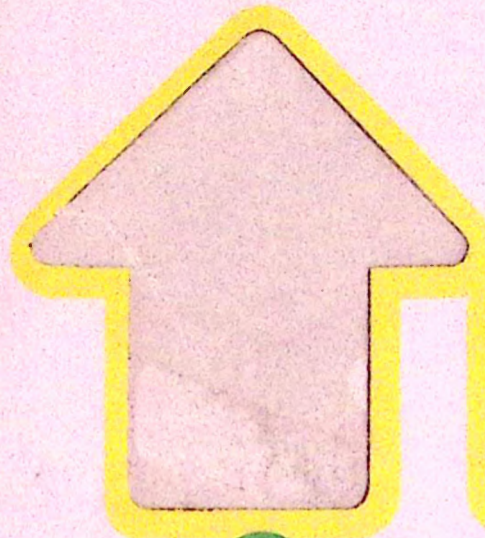
Press either button repeatedly to get up or escape from a headlock.

Pick up and use weapons by pressing PUNCH button:

KNIFE STEEL PIPE GUN

Hint: Kick the punks when they're down!

DON'T LEAVE A SINGLE SPIKE-HEAD STANDING!



Kick



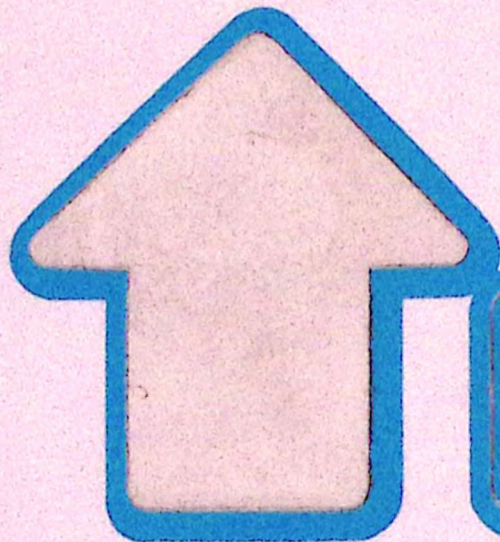
Punch



Kick



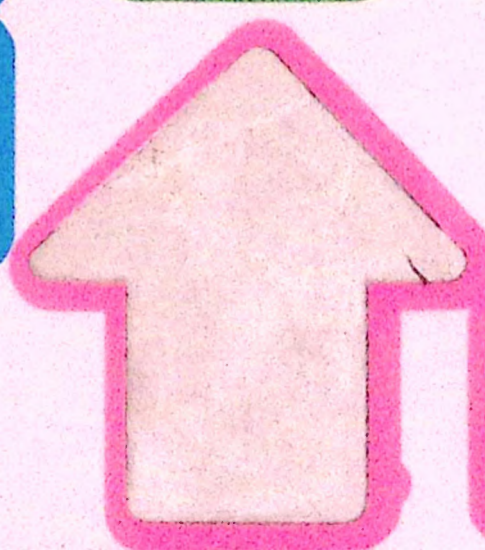
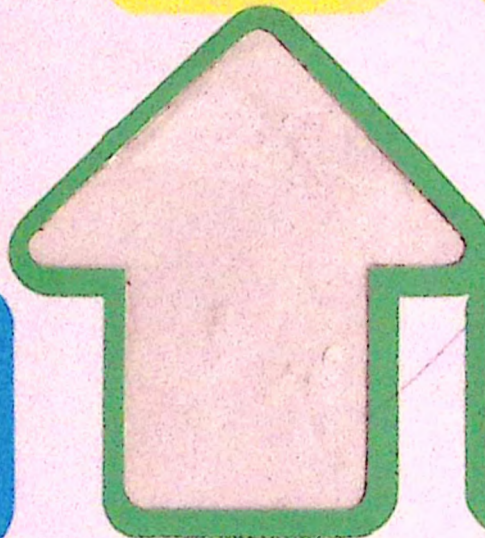
Punch



Kick



Punch



Kick



Punch