



CAPCOM U.S.A.

KIT INSTRUCTION MANUAL

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
COIN 2	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				ON	OFF	OFF		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				ON	ON	OFF		
	1 COIN 6 CREDITS				OFF	OFF	ON		
	2 COINS 1 CREDIT				ON	OFF	ON		
	3 COINS 1 CREDIT				OFF	ON	ON		
	4 COINS 1 CREDIT				ON	ON	ON		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	

When CONTINUE COIN is ON, game starts with 2 COINS and continues with 1 COIN. In this case, setting of COIN 1 & COIN 2 automatically cancelled.

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1 (Speed of Player's vitality consumption changes.)	EASY	OFF	OFF	OFF					
	↑	ON	OFF	OFF					
		OFF	ON	OFF					
	NORMAL	ON	ON	OFF					
	↓	OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
	DIFFICULT	ON	ON	ON					
DIFFICULTY LEVEL 2 (Enemy's vitality and attacking power changes.)	EASY				ON	ON	OFF		
	↑				OFF	ON	OFF		
					ON	OFF	OFF		
	NORMAL				OFF	OFF	OFF		
	↓				OFF	OFF	ON		
					ON	OFF	ON		
					OFF	ON	ON		
	DIFFICULT				ON	ON	ON		
STAGE SELECT	NOT SELECT							OFF	
	SELECT							ON	

Difficulty level is set at normal when shipped. When adjusting DIFFICULTY LEVEL, please refer to ABOUT DIFFICULTY LEVEL (written at bottom of page).

DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
INITIAL NUMBER OF VITALITY BLOCKS	10	OFF	OFF						
	15	ON	OFF						
	20	OFF	ON						
	5	ON	ON						
FREE PLAY	WITHOUT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NOT STOP				OFF				
	STOP				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	WITHOUT SOUND						OFF		
	WITH SOUND						ON		
CONTINUE MODE	WITHOUT CONTINUE							OFF	
	WITH CONTINUE							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

Whenever DIP SWITCH is changed, make sure the power is OFF.

• ABOUT DIFFICULTY LEVEL

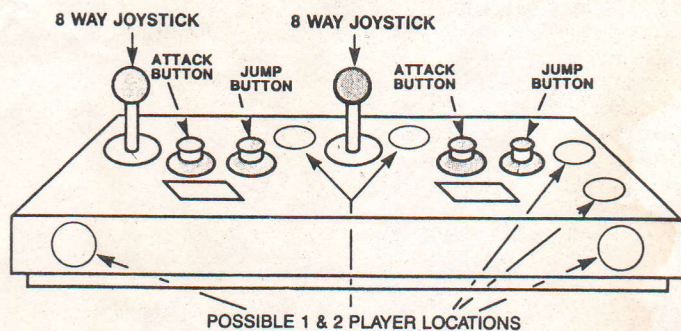
Please follow our suggestions in the following case.

- 1) Increase DIFFICULTY LEVEL 1, when average play time becomes longer.
- 2) Increase DIFFICULTY LEVEL 2, when average play time is longer since last change.
- 3) Decrease DIFFICULTY LEVEL 1, when game becomes unpopular since setting up.
- 4) Decrease DIFFICULTY LEVEL 2, when game becomes unpopular after a while.

*In other cases, adjust DIFFICULTY LEVEL 1 first and next adjust DIFFICULTY LEVEL 2 when it seems required.

When adjust LEVEL 2, Dip Switch of LEVEL 1 should be settled at NORMAL POINT.

CONTROL PANEL POSITIONS



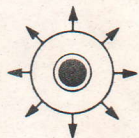
• PCB CONNECTOR

JAMMA STANDARD

• CRT MONITOR

HORIZONTAL SCREEN

• CONTROL PANEL



8 WAY-JOYSTICK



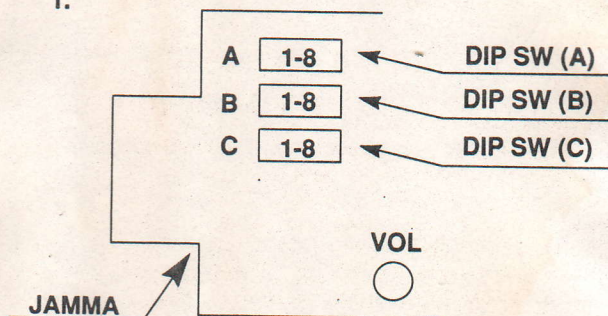
ATTACK



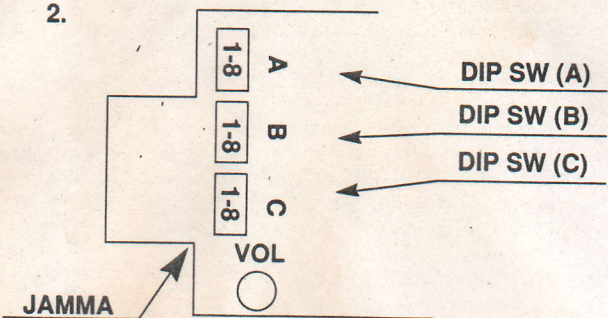
JUMP

- 8-WAY JOYSTICK MAKE PLAYER MOVE LEFT/RIGHT AND CROUCH.
- PUSHING TWO BUTTONS SIMULTANEOUSLY, PLAYER CAN ATTACK WITH MAGIC.
- MAXIMUM NUMBER OF CREDIT IS 9.
- DIP SW (There are 2 types of PCB)

1.



2.



JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1 (2P ATTACK)	Z	22	1P PUSH 1 (1P ATTACK)
2P PUSH 2 (2P JUMP)	a	23	1P PUSH 2 (1P JUMP)
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

• PARTS NAME

CR7E-56DA-3.96E: (HIROSE)

OR

1168-056-009 :(KEL)