

NEO-GEO SYSTEM

OPERATION MANUAL

TABLE OF CONTENTS

1. GENERAL INFORMATION

A. CHANGING THE GAME CARTRIDGE	2
--------------------------------------	---

2. TEST MODE

A. HARDWARE TEST MODE	3
B. SETTING UP THE HARD DIP	4
C. SETTING UP THE SOFT DIP	4
D. BOOKKEEPING MODE	5
E. SETTING UP THE CODE NUMBER.....	7
F. SETTING UP THE CALENDAR	7

3. TECHNICAL INFORMATION

A. MAIN PCB DIAGRAM	8
B. MAIN HARNESS DIAGRAM	9

©1991 SNK CORPORATION OF AMERICA

20603 EARL STREET
TORRANCE, CA 90503
TEL: (310) 371-7100
FAX: (310) 371-0969

1. GENERAL INFORMATION

A. CHANGING A GAME CARTRIDGE.

The Neo-Geo System allows you to change the game software via removable cartridges. **ALWAYS REMOVE POWER TO THE GAME WHEN REMOVING OR INSTALLING GAME CARTRIDGES TO AVOID HARMING THE GAME ELECTRONICS OR YOURSELF.**

The game cartridge has a White Arrow painted on one side near the connector to assist proper orientation. This arrow must be facing down (toward the MV-Main PCB) when the cartridge is installed. Carefully slide the cartridge into the metal PCB housing until it connects with the MV-Slot PCB as shown in Figure 1.

Replace the Game Title Card by removing the Logo Plex to access the card holder on the rear of the plex. Slide the old card up and out and insert the new Game Title Card. Replace the Logo Plex.

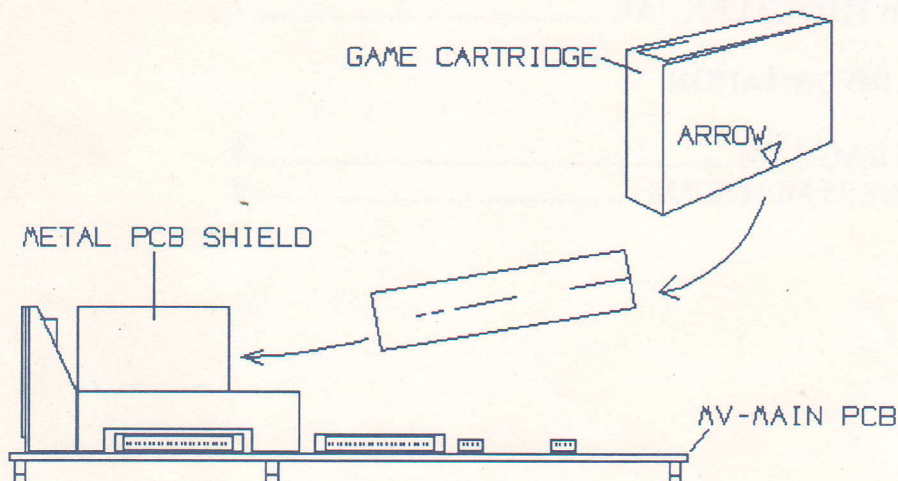


Figure 1

2. TEST MODE

A. ACCESSING THE TEST MODE

The Test Mode allows the Operator to service the game, track its performance through internal bookkeeping, and set up the various cabinet and game options. To access the Test Mode, push the TEST MODE button on the Service Panel. You will see the following Main Menu screen:

HARDWARE TEST MODE
SETTING UP THE HARD DIP
SETTING UP THE SOFT DIP
BOOKKEEPING
SETTING UP THE CODE NUMBER
SETTING UP THE CALENDAR
EXIT

Move Pointer = Left Joystick Up/Down
Select from Menu = Left Player [A] Button
Return to previous menu = Left Player [C] Button.

Move the pointer to **HARDWARE TEST MODE** and press the [A] button. This will display the first test screen. To continue to the next test screen, press the Left Start button. To exit this mode, you must turn the game off. The test screens are listed below:

Monitor Cross Hatch, Displays a grid pattern useful for checking and adjusting the overall screen size and linearity.

Monitor Color Test, Displays a White, Red, Green, and Blue colored square on the screen for testing color function.

I/O Function Test, Allows for testing of all control switches, the LED displays on the Control Panel, and the EL Lamp panels behind the Title Cards.

Sound Test, Allows for testing each speaker individually and simultaneously.

Memory Card Test, Allows for testing a Neo-Geo Memory Card. *NOTE: All data on the card will be erased!*

Back-up Clear, Pressing the A,B, and C button simultaneously will clear the Battery Back-up memory. *WARNING: This will erase all Bookkeeping data and reset options to original Factory Settings!*

Setting Up The Calendar, Allows adjustments to the Time and Date setting, may also be accessed from the Main menu, see section F in this chapter.

B. SETTING UP THE HARD DIP

On the Main Menu for the Test Mode, move the pointer to the SETTING UP THE HARD DIP selection on the menu using the Left joystick up/down and press the Left [A] button on the Control Panel. The following screen will be displayed:

	12345678	
SETTING MODE	0	OFF [game mode or test mode]
COIN SWITCH	. 0	OFF [number of coin chutes]
FREE PLAY	 0 .	OFF [special free play mode]
STOP MODE	 0	OFF [freeze display mode]

0 = OFF 1 = ON

This screen displays the current settings of the Hardware Dip Switch on the MV-Main PCB. These should all be OFF for normal game operation. NOTE: This is only provided to *VIEW* the hardware dipswitch settings. Any required adjustments must be made physically on the MV-MAIN PCB, see Figure 2 for the location of the Dipswitch.

C. SETTING UP THE SOFT DIP

This mode is used to adjust the Cabinet and individual game options. On the Main Menu for the Test Mode, move the pointer to the SETTING UP THE SOFT DIP selection on the menu using the Left joystick up/down and press the Left [A] button on the Control Panel. The following screen will be displayed:

CABINET SET UP
SLOT 1 (GAME TITLE)

Note: The (GAME TITLE) will display the actual title of the game installed in that slot. If a cartridge is removed or replaced with another title, the selected options will remain in memory. They can only be viewed or changed if the original title is re-installed. A total of eight (8) different game's data can be stored in the system. When the ninth (9th) different title is installed in the system, only the most current of the previous data tables will be retained.

To view and/or change the overall cabinet options, move the pointer to CABINET SET UP and press the Left [A] button. The following screen will be displayed:

PRICING:	[1] COIN = [1] CREDIT
CONTINUE PRICE	[1] COIN = [1] CREDIT
GAME SELECT	[ANYTIME] or [ONLY WHEN CREDITED]
GAME START COMPULSION	[WITHOUT] or set a [TIME LIMIT] for selecting game
DEMO SOUND	[SET UP IN EACH GAME] or [WITHOUT]

The items in brackets [] are the adjustable options. The cursor position is displayed in Red. Cycle through the available options by pressing the Left [A] or [B] buttons, use the Left joystick to move the cursor to the next selection. Press the Left [C] but-

ton to return to the SETTING UP menu. *NOTE: If you have changed any options, you must return to the Demo Mode by selecting EXIT from the Main Menu. This action causes your changes to be loaded into back-up memory.*

To view and/or change an individual game options, move the pointer to the desired game title and press the Left [A] button, the following screen will be displayed (Nam '75 used for example):

SLOT 1 NAM '75

DEMO SOUND
HOW TO PLAY
DIFFICULTY
HERO
BONUS RATE
BONUS SETTING

[WITH]
[WITH]
[LEVEL 4]
[3]
[SECOND BONUS]
[100000/200000]

The items in brackets [] are the adjustable options. The option currently selected by the cursor is displayed in Red. Cycle through the available options by pressing the Left [A] or [B] buttons, and use the Left joystick to move the cursor to the next desired selection. Press the Left [C] button to return to the SETTING UP menu.

Repeat the above procedure for any slot you wish to view and/or change. When finished, press the [C] button to return to the Main Menu.

D. BOOKKEEPING MODE

On the Main Menu for the Test Mode, move the pointer to the BOOKKEEPING selection on the menu using the Left joystick up/down and press the Left [A] button on the Control Panel. The following menu will be displayed:

CABINET/COIN
CABINET/PLAY
SLOT 1 (GAME NAME)

Note: The (GAME NAME) will display the actual title of the game installed in that slot. If a cartridge is removed or replaced with another title, the Bookkeeping statistics will remain in memory. They can only be viewed if the original title is re-installed. A total of eight (8) different game's data can be stored in the system. When the ninth (9th) different title is installed in the system, only the most current of the previous data tables will be preserved.

CABINET/COIN REPORT

DATE	PLAY 1	PLAY 2	SERVICE
3/22	0	0	0
3/21	85	26	0
3/20	90	56	0
3/19	97	67	0
3/18	125	87	0
3/17	134	100	0
3/16	92	560	0

This report displays the total Coins detected by the Coin 1 switch, Coin 2 switch, and Service switch for the past seven (7) days. Note that Sunday's date is displayed with Red characters. Press the Left [A] button to view monthly totals. Press the Left [C] button to return to the Bookkeeping Menu. *NOTE: Leaving the game for periods greater than 24 hours will cause the system to combine all data into the previous day.*

CABINET/PLAY REPORT

DATE	PLAY	CONT	AV TIME
3/22	0	0	0:00
3/21	111	55	2:15
3/20	146	46	2:23
3/19	164	69	3:02
3/18	218	97	2:45
3/17	234	100	2:32
3/16	148	56	2:20

This report displays the summed total of Plays, how many were continuation plays, and the Average Game Times for the entire cabinet for the past seven (7) days. Note that Sunday's date is displayed with Red characters. Press the Left [A] button to view monthly totals. Press the Left [C] button to return to the Bookkeeping Menu. *NOTE: Leaving the game for periods greater than 24 hours will cause the system to combine all data into the previous day.*

SLOT 1 PLAY REPORT

NAM '75

DATE	PLAY	CONT	AV TIME
3/22	0	0	0:00
3/21	51	55	2:25
3/20	46	46	2:33
3/19	64	69	3:12
3/18	28	97	2:25
3/17	34	10	2:32
3/16	48	56	2:30

The Slot Play report displays the summed total of Plays, how many were Continuation Plays, and the Average Game Times for Slot 1 (Nam '75 used as example) for

the past seven (7) days. Note that Sunday's date is displayed in Red. Press the Left [A] button to view monthly totals. Press the Left [C] button to return to the Bookkeeping Menu. *NOTE: Leaving the game for periods greater than 24 hours will cause the system to combine all data into the previous day.*

E. SETTING UP THE CODE NUMBER

On the Main Menu for the Test Mode, move the pointer to the SETTING UP THE CODE NUMBER selection on the menu using the Left joystick up/down and press the Left [A] button on the Control Panel. The following screen will be displayed:

CODE NUMBER SETTING

0000

D BUTTON = SET

CODE NUMBER WILL BE SET INTO
MEMORY CARD WHEN INSERTED
DURING THIS MODE

This is intended to be used for a Bookkeeping feature that allows you to load the statistical data from this cabinet onto a special Memory Card for access in your office. You will be able to view and print the Bookkeeping data from all of your Neo-Geo Systems by using this feature. The required hardware for utilizing this feature is still being developed at this time. When the supporting hardware is completed, we will advertise it's availability.

F. SETTING UP THE CALENDAR

On the Main Menu for the Test Mode, move the pointer to the SETTING UP THE CALENDAR selection on the menu using the Left joystick up/down and press the Left [A] button on the Control Panel. The following screen will be displayed:

CURRENT TIME

11 MONTH/21 DAY/90 YEAR

14 HOUR/10 MINUTE/32 SECONDS

THE TIME TO BE SET UP

A BUTTON, JOYSTICK = SELECT

?? MONTH/?? DAY/?? YEAR

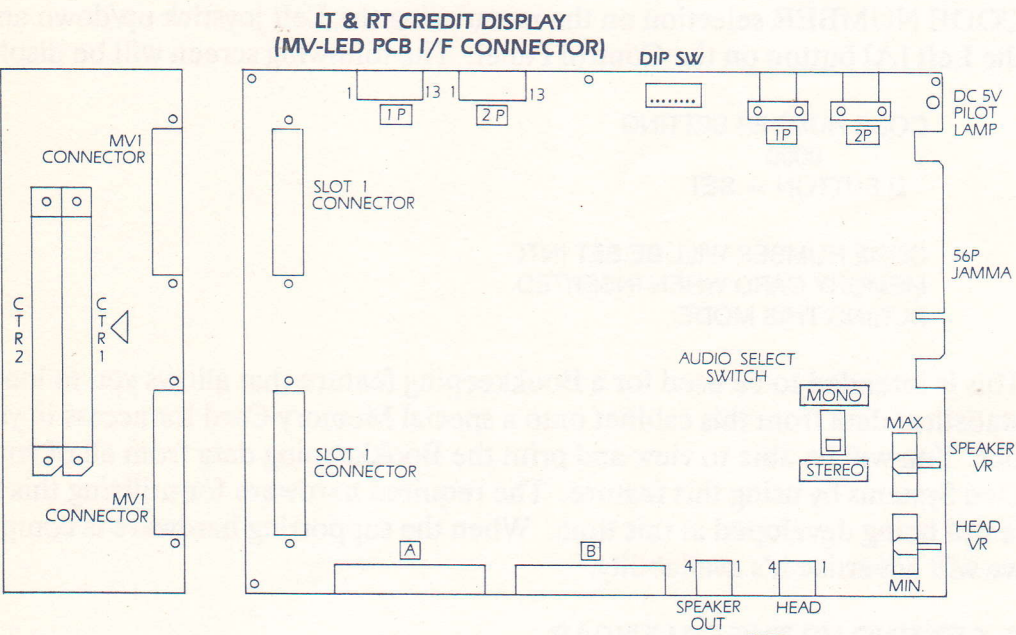
?? HOUR/?? MINUTE/?? SECONDS

D BUTTON = SET

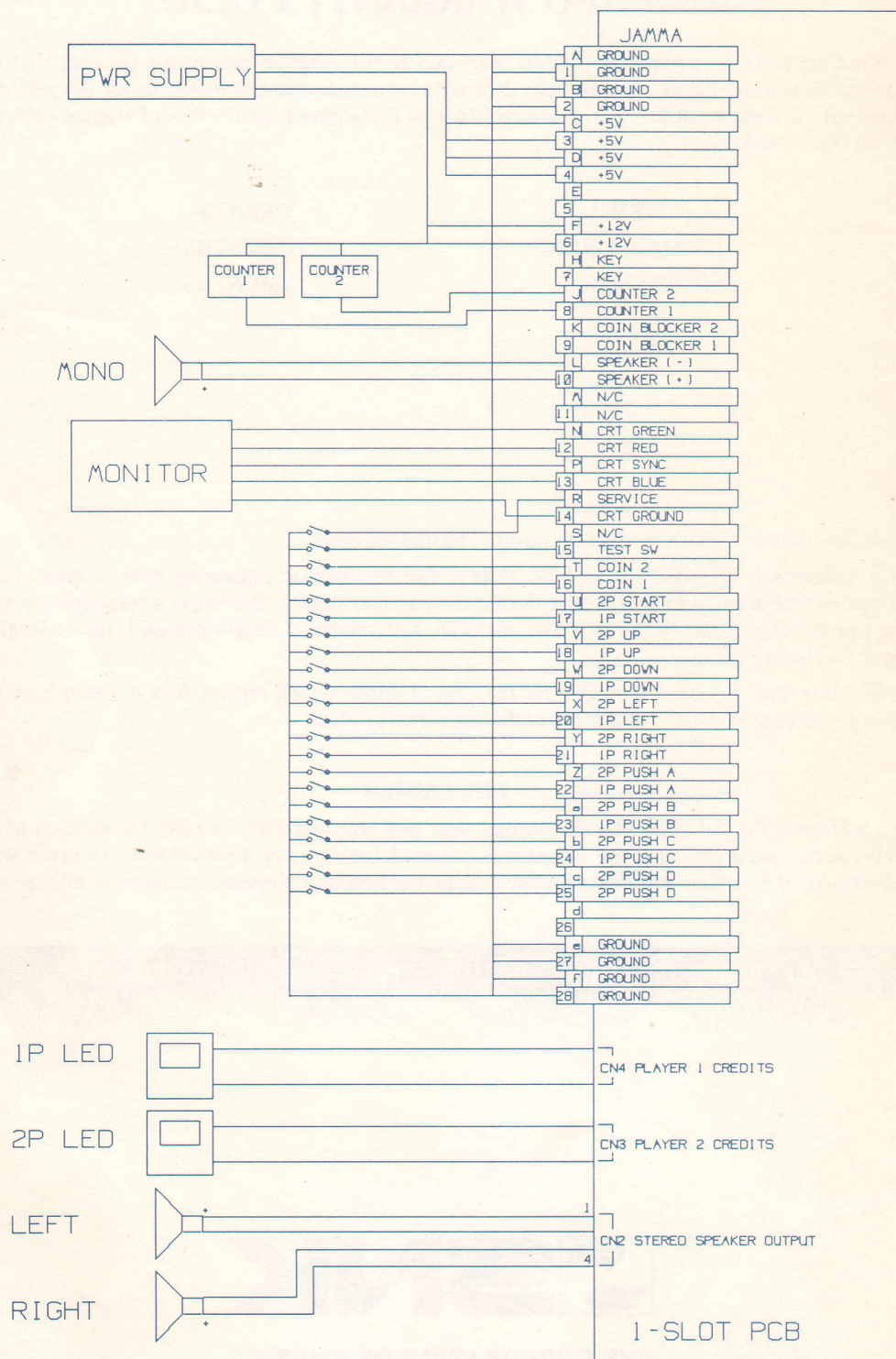
The items in ?? are where the new settings may be entered. The cursor is displayed in Red. Increase the value displayed by pressing the Left [A] button, decrease the value displayed by pressing the Left [B] button, and use the Left joystick to move the cursor to the next desired selection. Press the Left [D] button to lock in the new settings.

3. TECHNICAL INFORMATION

A. MAIN PCB DIAGRAM



B. MAIN HARNESS DIAGRAM



NEO-GEO WARRANTY POLICY

SNK Corporation of America (Seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials for the period of time specified in the list below. The Warranty period is effective from the date of original shipment from Seller's factory.

ITEM	PERIOD
MV-MAIN CPU PCB	12 MONTHS
MV-LED PCB	12 MONTHS

No other parts of Seller's product are covered by this warranty.

The Seller's sole responsibility shall be, at its option, to repair or replace any item covered by this warranty that is found to be defective during the warranty period. The Buyer's responsibility shall be to notify the Seller of the defective material, and return it, freight pre-paid, to the location specified by the Seller.

The Seller shall not be responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product.

DISCLAIMER

This Warranty is not applicable for normal wear and tear and shall be void if inspection of the returned product indicates the defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.



SNK CORPORATION OF AMERICA
20603 EARL STREET
TORRANCE, CALIFORNIA 90503
TEL (310) 371-7100 FAX (310) 371-0969