A L I E N ™

vs.

PREDATOR ™

MANUAL

WARNING

This game is for use in all countries
excluding the United States of America,
Canada, Mexico and Japan.
Sales or export to, or operation inside these
countries may be construed as copyright
and trademark infringement and is strictly
prohibited.
Violators are subject to severe penalties
and will be prosecuted to the full extent
of the law.

CAPCOM®

AVP945A04

CAUTION

The game PC board is a very high precision electronic device. To keep the PC board in good operating condition, please follow these instructions.

● **Do not block up the ventilation slots.**

● **Avoid shock or impact.**

● **Do not let any liquid get inside the case.**

● **Do not disassemble the case.**
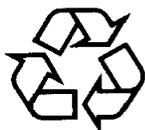
ATTENTION:
The product that you have purchased contains a recyclable battery.
At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste.
Check with local solid waste officials for details in your area concerning recycling options or proper

Ni-cd disposal.

CAPCOM®

> **Disassembling the case or removing the sticker will cause refusal of repair.**

●SETTING INSTRUCTIONS

○PC Board CONNECTOR

  JAMMA STANDARD

○CRT MONITOR

  HORIZONTAL SCREEN

MOVE LEFT ← → MOVE RIGHT

PUSH 2 : ATTACK   PUSH 3 : JUMP

PUSH 1 : SHOOT
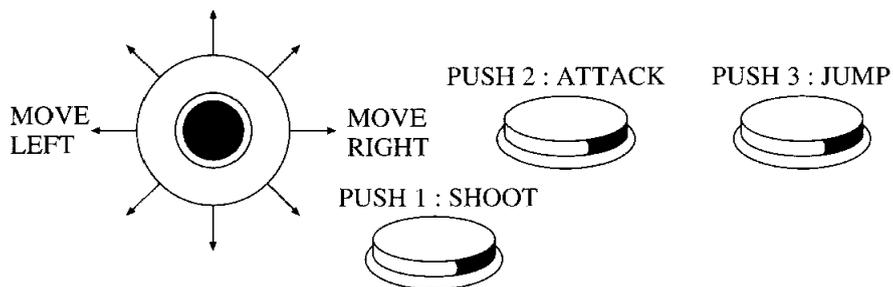
○8-WAY LEVER

  MOVES PLAYER UP/DOWN

  LEFT/RIGHT AND OTHER DIRECTIONS.

SOLDERED 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	
N.C.	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
N.C.	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 SHOT 1	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
2P SHOT 3	b	24	1P SHOT 3
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

●PARTS GAME
CR7E-56DA-3.96E : (HIROSE)
          OR
1168-056-009   : (KEL)

●CONFIGURATION

COIN COUNTER   REGISTER

999999

AUDIO OUT〈FOR QSOUND〉
(RIGHT : RED, LEFT : WHITE)

JAMMA   OPTION

TEST SW
VOLUME-UP SW
VOLUME-DOWN SW
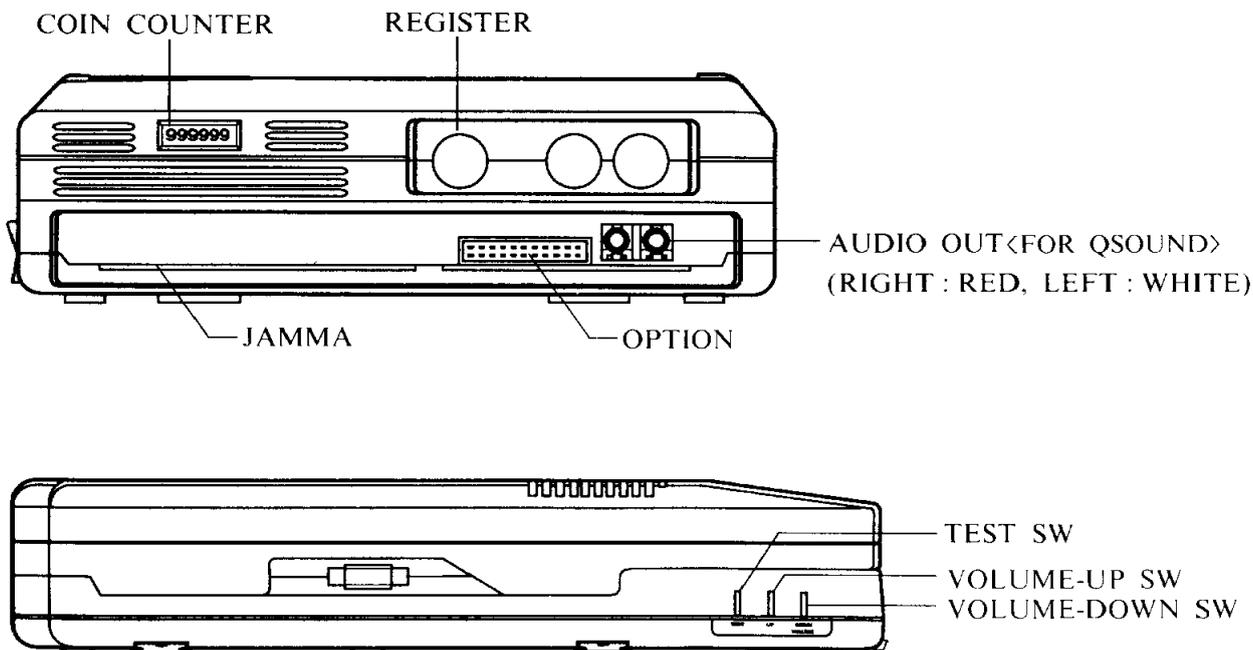
●CONNECTORS

JAMMA: JAMMA 56-pin connector
OPTION: optional I/O connector
AUDIO OUT: used only for CAPCOM QSOUND cabinet
REGISTER: I/O connector for register

●OPTION

+12V	5	AWG22	Yellow
3P LOCKOUT	7	AWG22	Purple/White
3P COIN	9	AWG22	Purple/Yellow
3P START	11	AWG22	White
3P UP	13	AWG22	Grey
3P DOWN	15	AWG22	Pink
3P LEFT	17	AWG22	Red
3P RIGHT	19	AWG22	Sky blue
3P PUSH ①	21	AWG22	Grey/Yellow
3P PUSH ②	23	AWG22	Pink/Yellow
3P PUSH ③	25	AWG22	Red
VOLUME UP	29	AWG22	Grey/Yellow
VOLUME DOWN	30	AWG22	Pink/Yellow
VOLUME COM	31	AWG22	Black/White
GND	33	AWG20	Black
GND	34	AWG20	Black
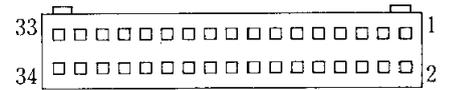
TEST: test switch of the circuit board
VOLUME
    UP: volume-up switch
    DOWN: volume-down switch

●CONNECTION

GND	34	Black
GND	33	Black
3P PUSH ③	25	Red
3P PUSH ②	23	Pink/Yellow
3P PUSH ①	21	Grey/Yellow
3P START	11	White
3P COIN	9	Purple/Yellow
3P UP	13	Grey
3P DOWN	15	Pink
3P LEFT	17	Red
3P RIGHT	19	Sky blue
3P LOCKOUT	7	Purple/White
+12V	5	Yellow
VOLUME UP	29	Grey/Yellow
VOLUME DOWN	30	Pink/Yellow
VOLUME COM	31	Black/White

COIN BLOCKER
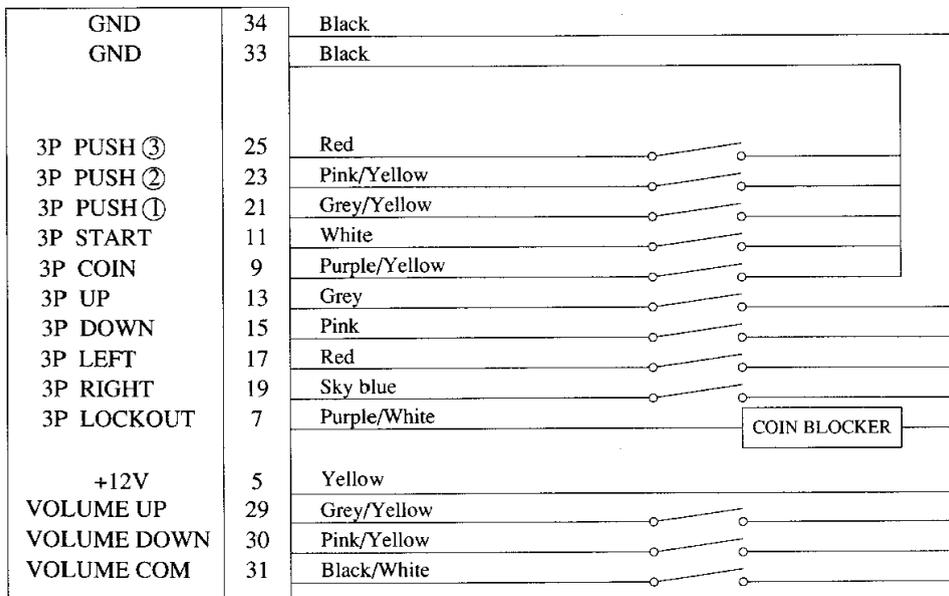
ABOUT EEP-ROM

This board uses EEP-ROM, not DIP-SW, when setting the game play modes such as difficulty of game. The EEP-ROM is a ROM (Read Only Memory) which can store various settings without backup battery. With EEP-ROM, you can set up game play mode while viewing the monitor of the cabinet. Please see the chapter SYSTEM CONFIGURATION for details.

ABOUT TEST MENU

1) TO OPEN THE MENU

A) For CAPCOM cabinet, or a cabinet equipped with a test switch, turn on the main switch, then push the test switch. Screen A shown below will appear.

B) For a cabinet without a test switch, push the test switch of the circuit board. Screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select "EXIT" and push 1P A button.
The screen will return to game play mode.
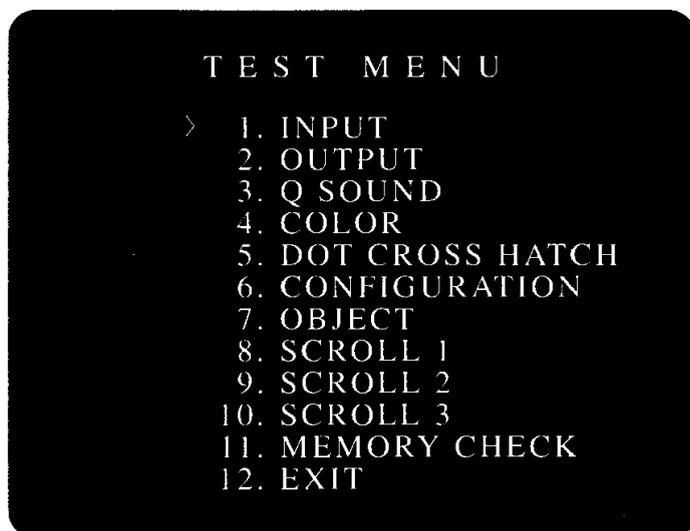
```
        T E S T   M E N U

    >   1. INPUT                      ······1. Check input controller switches
        2. OUTPUT                     ······2. Check output controller switches
        3. Q SOUND                    ······3. Sound/voice check
        4. COLOR                      ······4. Color adjustment
        5. DOT CROSS HATCH            ······5. Adjustment of screen distortion
        6. CONFIGURATION              ······6. Game play settings
        7. OBJECT                     ······7. Character check (object)
        8. SCROLL 1                   ······8. Character check (scroll 1)
        9. SCROLL 2                   ······9. Character check (scroll 2)
       10. SCROLL 3                   ··· 10. Character check (scroll 3)
       11. MEMORY CHECK               ··· 11. Memory check
       12. EXIT                       ··· 12. Return to the game play mode
```

(* screen A)

3) BASIC DESCRIPTIONS: HOW TO SELECT AN ITEM

• Select an item with the 1P lever and decide with the 1P A button.
• To return to the test menu, push the 1P START and 2P START buttons simultaneously.

> * The test menu automatically appears:
> • After changes of game play setting are done on the "6 SYSTEM CONFIGURATION" menu.
> • After memory is tested on the "11 MEMORY TEST" menu.

4) ITEM DESCRIPTIONS

1. I N P U T	Used to test all the input/output switches. "1" appears when the switches are on.
2. O U T P U T	Check the connection and switches in case "0" appears.
3. Q S O U N D	Select sound or voice mode with the lever for 1P. When you press the 1P button, the sounds of the SOUND and VOICE modes come on. Please control sound volume.
4. C O L O R	Shows the color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
5. DOT CROSS HATCH	Used to test screen size, focus and distortion. Please adjust the screen size.
6. CONFIGURATION	Used to change game play settings such as game difficulty. See the next chapter.
7. O B J E C T	
8. S C R O L L 1	These four are not used.
9. S C R O L L 2	
10. S C R O L L 3	
11. MEMORY CHECK	Check the memory which is stored in the PC board. "OK" appears when it is working normally. "ERROR" appears in case of a malfunction. Repeat the memory test. Contact your dealer if "ERROR" still appears.
12. E X I T	Select this item and push the 1P A button to return to game play mode.

SETTING THE VOLUME

The volume of this unit can be adjusted by pressing the volume-up switch and the volume-down switch. The setting you have selected will be stored even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volume-up or the volume-down switch for at least five seconds, then set the volume again.

ABOUT SYSTEM CONFIGURATION

This board uses EEP-ROM, not DIP-SW, when setting the game play modes such as difficulty of game. The EEP-ROM is a ROM (Read Only Memory) which can store various settings without backup battery. With EEP-ROM, you can set up game play modes while viewing the monitor of the cabinet. Please see the chapter SYSTEM CONFIGURATION for details.

1) TO OPEN THE CONFIGURATION MENU

- Open the TEST MENU screen, select "SYSTEM CONFIGURATION" and push the 1P A button.
  The screen turns to the "CONFIGURATION MENU" display.

- Also, select where you want to change the setting mode on the screen, and press the A button. The screen will change to
  the "SYSTEM CONFIGURATION" (screen C) or "GAME CONFIGURATION" (screen D) displays.

- While opening the "SYSTEM CONFIGURATION" monitor, you may set the modes such as credits. And while opening
  the "GAME CONFIGURATION" screen, you can set the difficulty of game and also the number of players.

2) TO CLOSE THE CONFIGURATION MENU

- When all the settings are done on the "SYSTEM CONFIGURATION" and "GAME CONFIGURATION" displays,
  please select EXIT and push the 1P A button. The screen will turn to the "CONFIGURATION MENU" display.

- When all the settings are done, press the 1P and 2P START buttons simultaneously on the "CONFIGURATION MENU."

- All the mode settings are stored into EEP-ROM, and the TEST MENU appears.

- While storing the data, the screen shows "NOW SAVING NEW CONFIGURATION… ."

- It takes 2~3 seconds to store the new settings.
  Please do not turn the power off during this time.
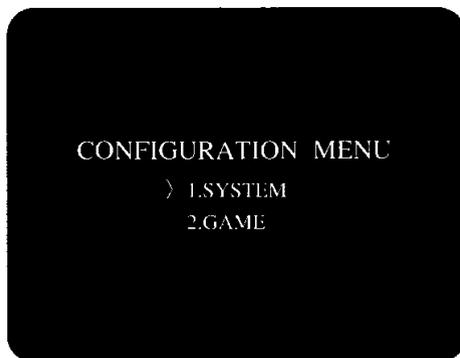
```
CONFIGURATION  MENU
      )  1.SYSTEM
         2.GAME
```
··· 1 . Opening SYSTEM CONFIGURATION screen.
··· 2 . Opening GAME CONFIGURATION screen.

(* screen B)

```
SYSTEM  CONFIGURATION
)  COIN              1 COIN  1 CREDIT
   CONTINUE          ON
   MONITOR FLIP      OFF
   DEMO SOUND        OFF
   SOUND MODE        STEREO (Q SOUND)
   PLAYER MODE       3 PLAYERS
                     3 SHOOTERS MODE
   FACTORY SETTING
   EXIT
```
··· Number of coins per play
··· With or without continued play
··· Turnover of the screen
··· With or without sound in attract mode
··· Stereo or monaural
··· Players mode setting
··· Returns to factory setting
··· Returns to the CONFIGURATION MENU

(* screen C)

```
GAME  CONFIGURATION
)  DIFFICULTY        EASY   4   HARD
   EXTEND            ONLY  1000000
   NUMBER OF PLAYERS  START=1  CONTINUE=2
   FACTORY SETTING
   EXIT
```
··· Difficulty setting
··· Extend setting
··· Number of players setting
··· Returns to factory setting
··· Returns to the CONFIGURATION MENU

(* screen D)

3) TO CHANGE THE SETTING

- Select an item with the 1P lever and move the lever right or left (or press the 1P A button).
  Settings will be changed in the order shown in the following tables.

CONFIGURATION

4) SYSTEM CONFIGURATION

COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY
CONTINUE	ON			OFF	
MONITOR FLIP	ON		OFF		
DEMO SOUND	ON		OFF		
SOUND MODE	STEREO (QSOUND)		MONAURAL		
PLAYER MODE	3 PLAYERS 3 SHOOTERS MODE		3 PLAYERS 1 SHOOTER MODE	2 PLAYERS 1 SHOOTER MODE	

Indicates the factory setting.

5) GAME CONFIGURATION

| DIFFICULTY	LEVEL 1 EASIEST	LEVEL 2 VERY EASY	LEVEL 3 EASY	LEVEL 4 MEDIUM
	LEVEL 5 MEDIUM HARD	LEVEL 6 HARD	LEVEL 7 VERY HARD	LEVEL 8 HARDEST
EXTEND	NO EXTENSION	ONLY 100000	ONLY 400000	ONLY 1000000
	FIRST 100000 EVERY 400000	FIRST 400000 EVERY 500000	FIRST 800000 EVERY 600000	FIRST 1200000 EVERY 1000000
NUMBER OF PLAYERS	START=1 CONTINUE=2	START=2 CONTINUE=3	START=3 CONTINUE=4	START=5 CONTINUE=6
	START=1 CONTINUE=1	START=2 CONTINUE=2	START=3 CONTINUE=3	START=5 CONTINUE=5

Indicates the factory setting.

*After you change the setting, make sure to select "EXIT" and push the 1P START button. Otherwise your setting will not be memorized.

6) ITEM DESCRIPTIONS

|	
COIN	Sets the charge per play.
CONTINUE	Sets continuous play. • ON···Continuous play is possible. • OFF···Continuous play is not possible.
MONITOR FLIP	Flips screen vertically. If the screen appears upside down,change the setting. • ON···with turnover • OFF···without turnover
DEMO SOUND	With or without sound in Attract Mode. • ON···with sound • OFF···without sound
SOUND MODE	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinets, please set to MONAURAL. • STEREO···with QSOUND • MONAURAL···without QSOUND
PLAYER MODE	When game starts, set the number of coin shooters and players.
GAME DIFFICULTY	Sets the game difficulties. The difficulties are from level 1~8. Level 1 is the easiest game and 8 is the most difficult game. As the number increases, the game play gets more difficult.
EXTEND	Extend game setting. ONLY MODE: Can extend only once during a game. EVERY MODE: Can extend whenever credit points are earned.
NUMBER OF PLAYERS	Sets the number of players when starting game.
FACTORY SETTING	To return to the factory settings, select this item and push the 1P START button.
EXIT	To store changed settings and return to the TEST MENU, select this item and push the 1P START button. While storing, please do not turn the power off. For more about storing, please read "2 HOW TO CLOSE CONFIGURATION MODE."

HOW TO EJECT THE CARTRIDGE
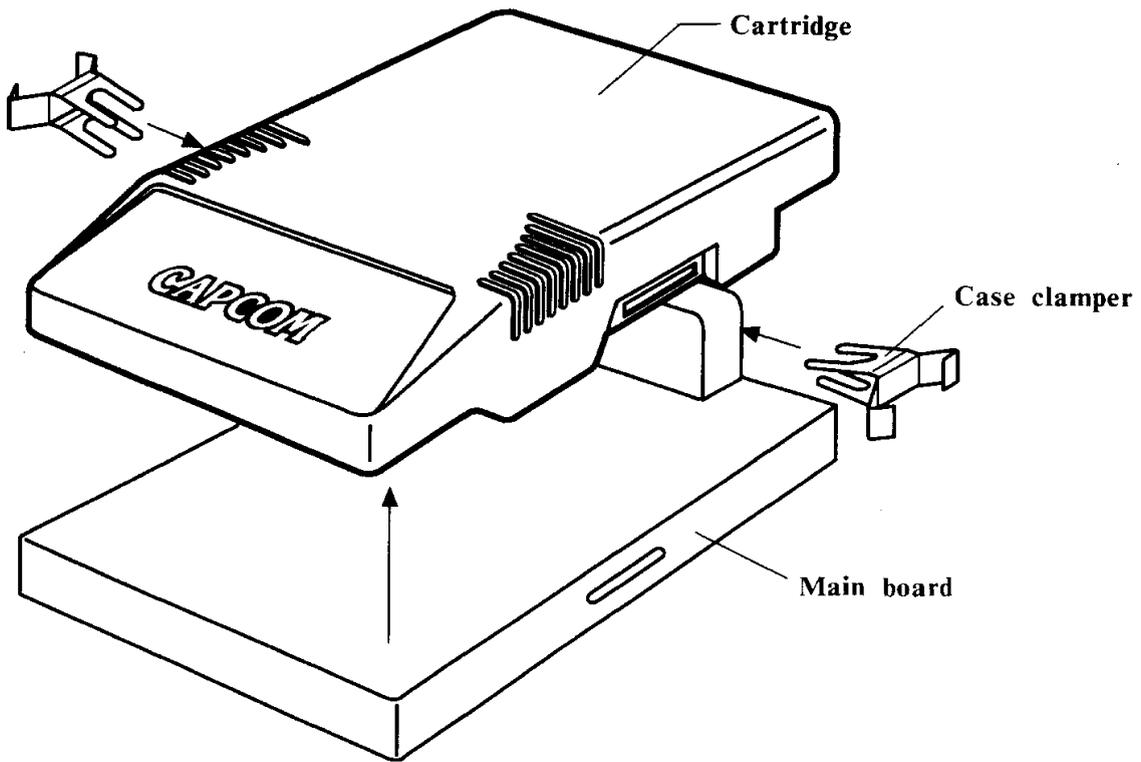
Cartridge

Case clamper

Main board

STICKER DESCRIPTIONS

Game title sticker

Sealing sticker

Cartridge

Serial number sticker

Warning information sticker

Reverse side of the cartridge

Sealing sticker

Warning information sticker

Main board

Sealing sticker

Serial number sticker
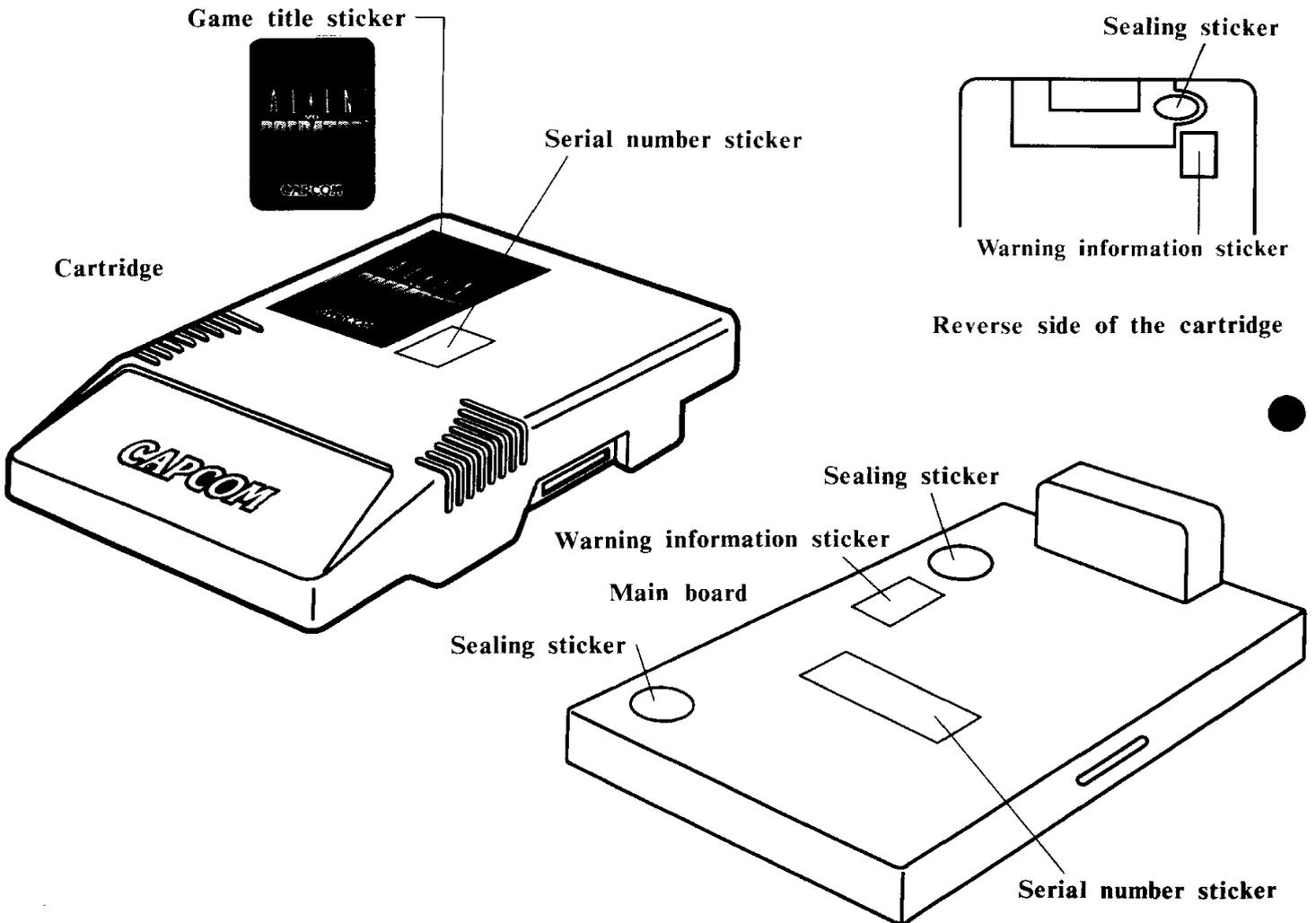
Disassembling the case or removing the sticker will cause refusal of repair.

HOW TO MOUNT THE P.C. BOARD

1) Putting the braces

4 pieces of braces
are included in the package.
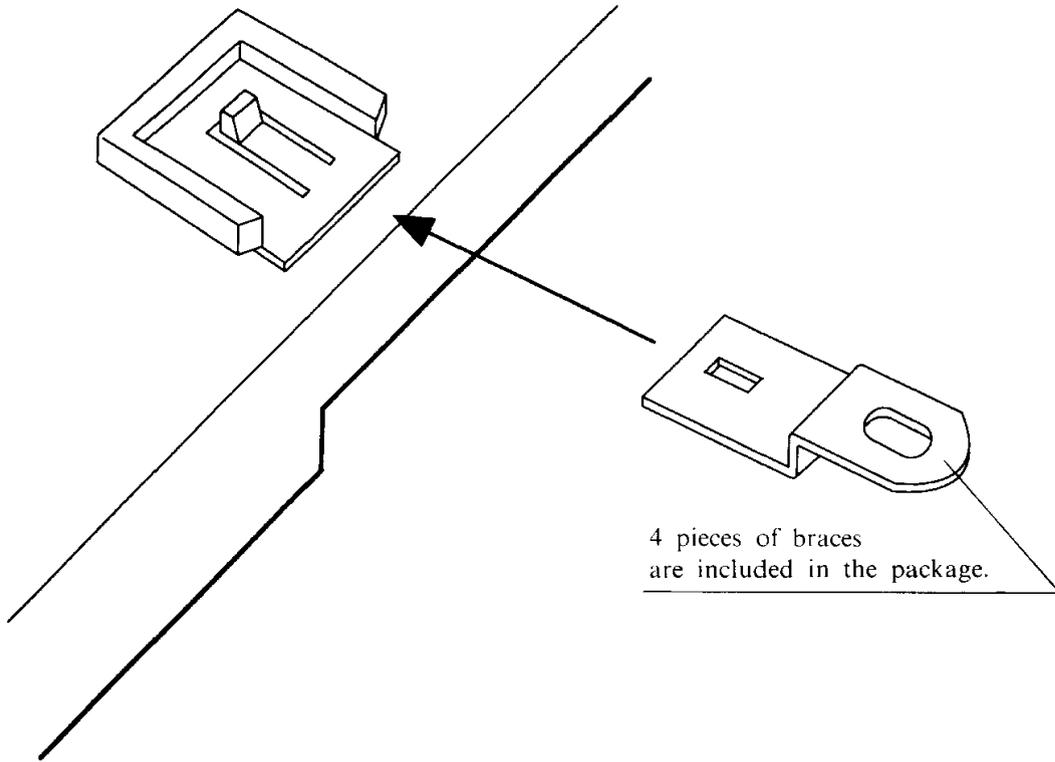
2) Mounting the P.C.B

These screws are not included
in the package.

CAPCOM

CAPCOM® CO., LTD.