

THE BERLIN WALL

OPERATION MANUAL

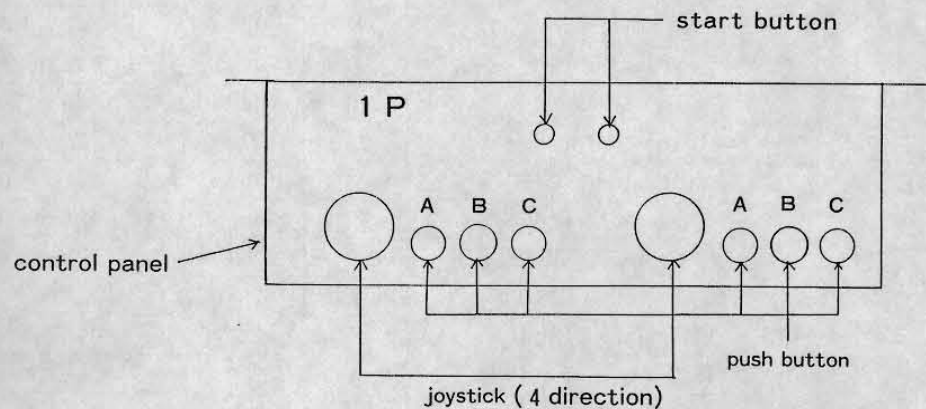
KANEKO[®]

● Specifications

◇ Name of Game	: THE BERLIN WALL
◇ Control Panel	: One-sided 2P
Joystick	: 2 (4 directions: one each 1P and 2P)
Button	: 6 (push button: three each 1P and 2P)
◇ Edge Connector	: JAMMA Standards
◇ Monitor	: Horizontal Monitor

● Operation Precautions

- ◇ Each player uses an 4-directional joystick and three buttons.
- ◇ Unlike Conventional games, the sound is one the important factors for attracting customers.
Set the sound volume a little higher (so that players hear the game clearly)
- ◇ Be sure to disconnect the power from the enclosure before installing or removing the PC Board.
- ◇ Use extreme care not to drop any metal objects such as a nail or clip onto the PC Board. This can result in damage to the Board.
- ◇ When transporting the PC Board, wrap it in aircap or sponge and secure it in a corrugated carton box.



Caution

Commercial use of this machine is restricted outside Japan.
Export, sale or operation of this machine without our approval is strictly prohibited by law.

●Table of PC Board Connectors

(1) Required Power Supply

+ 5 V	$\begin{matrix} +0.5V \\ -0.1V \end{matrix}$ (MIN4.0A)
+12V	$\pm 0.5V$ (MIN1.0A)

(2) Standard of Edge Connector

JAMMA Standards

(3) Edge Connector Terminal Layout

Soldered Side	Terminals		Parts Side
G N D	A	1	G N D
G N D	B	2	G N D
+ 5 V	C	3	+ 5 V
+ 5 V	D	4	+ 5 V
	E	5	
+ 12 V	F	6	+ 12 V
Wrong Insertion Protection Key	H	7	Wrong Insertion Protection Key
Coin Counter 2	J	8	Coin Counter 1
Coin Lockout 2	K	9	Coin Lockout 1
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
Tilt Switch	S	15	Test Switch
Coin Switch 2	T	16	Coin Switch 1
Start Switch 2	U	17	Start Switch 1
2P Control 1 UP	V	18	1P Control 1 UP
2P Control 2 DOWN	W	19	1P Control 2 DOWN
2P Control 3 LEFT	X	20	1P Control 3 LEFT
2P Control 4 RIGHT	Y	21	1P Control 4 RIGHT
2P Control 5 PUSH A	Z	22	1P Control 5 PUSH A
2P Control 6 PUSH B	a	23	1P Control 6 PUSH B
2P Control 7 PUSH C	b	24	1P Control 7 PUSH C
	c	25	
	d	26	
G N D	e	27	G N D
G N D	f	28	G N D

※For optimum use of this machines, supply designated voltage where applicable.

●DIP Switch

- ◇Always turn power OFF before changing DIP Switch settings
- ◇Switch A-2 are not used, should be OFF
- ◇Switch A-1 reverses screen
- ◇Switch A-3 to A-8 set game pricing
- ◇Switch B-1 and B-2 set play difficulty
- ◇Switch B-3 and B-4 set lives per game
- ◇Switch B-5 and B-6 set different languages
- ◇Switch B-7 controls attract mode sound
- ◇Switch B-8 controls test mode

To enter test mode:

- A) Turn power OFF
- B) Change switch B-8 to ON
- C) Turn power ON

System menu will appear.

Make adjustments as needed

To reset game mode:

- A) Turn power OFF
- B) Change switch B-8 to OFF
- C) Turn power ON

※ Factory settings are all switches OFF

<DIP SWITCH A>

		1	2	3	4	5	6	7	8
Screen direction	Standard	OFF							
	Reverse	ON							
Reserved	(OFF)		OFF						
Setup Coin slot '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			
	2 Coin 1 Credit			OFF	OFF	ON			
	2 Coin 3 Credits			ON	OFF	ON			
	3 Coin 1 Credit			OFF	ON	ON			
Setup Coin slot '2'	4 Coin 1 Credit			ON	ON	ON			
	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
	2 Coin 1 Credit						OFF	OFF	ON
	2 Coin 3 Credits						ON	OFF	ON
1 Coin 5 Credits						OFF	ON	ON	
1 Coin 6 Credits						ON	ON	ON	

<DIP SWITCH B>

		1	2	3	4	5	6	7	8
Game level setting	Standard	OFF	OFF						
	Easy	ON	OFF						
	Difficult	OFF	ON						
	Very Difficult	ON	ON						
Lives per game setting	3 Players			OFF	OFF				
	2 Players			ON	OFF				
	5 Players			OFF	ON				
	7 Players			ON	ON				
Country	English					OFF	OFF		
	Italy					ON	OFF		
	Germany					OFF	ON		
Reserved					ON	ON			
Demonstration sound	ON							OFF	
	OFF							ON	
Mode	Standard								OFF
	Testmode								ON

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KANEKO CO.,LTD.

8-23-21, Shakujiidai,
Nerima-ku Tokyo 177,
Japan.

Tel.(03)3921-9661

THE BERLIN WALL



2-PLAYER INTERACTIVE!!
TRAP ENEMY IN HOLE AND PUSH
OR KICK THROUGH TO DESTROY

KANEKO®

ORIGINAL SEAL

Use only of de Japan

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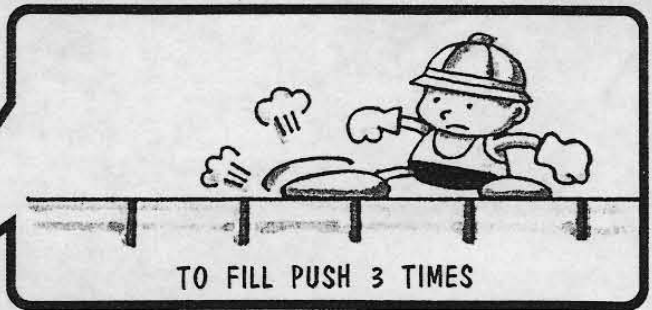
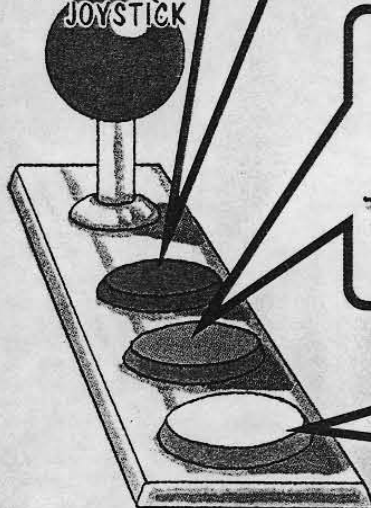


TO DIG PUSH 3 TIMES

ENEMY CAPTURED

TO DROP ONE LEVEL PUSH ONE

4-WAY JOYSTICK



TO FILL PUSH 3 TIMES

PLAYER STARTS TO DANCE,
AND THEN.....?

LOOK OUT FOR THESE GUYS!!



DROP TWO LAYERS!

DROP THREE LAYERS!



BIG GUY! DIG TWO HOLES,
TO SURROUND HIM!!

TRAP AND DESTROY
THE ENEMY!!



BOOM!

KANEKO®