

Cycle WarriorsTM

ATTACHED PAPERS

* TABLE OF DIP SWITCH

* SCREEN OF THE MONITOR TV
FOR I/O TEST

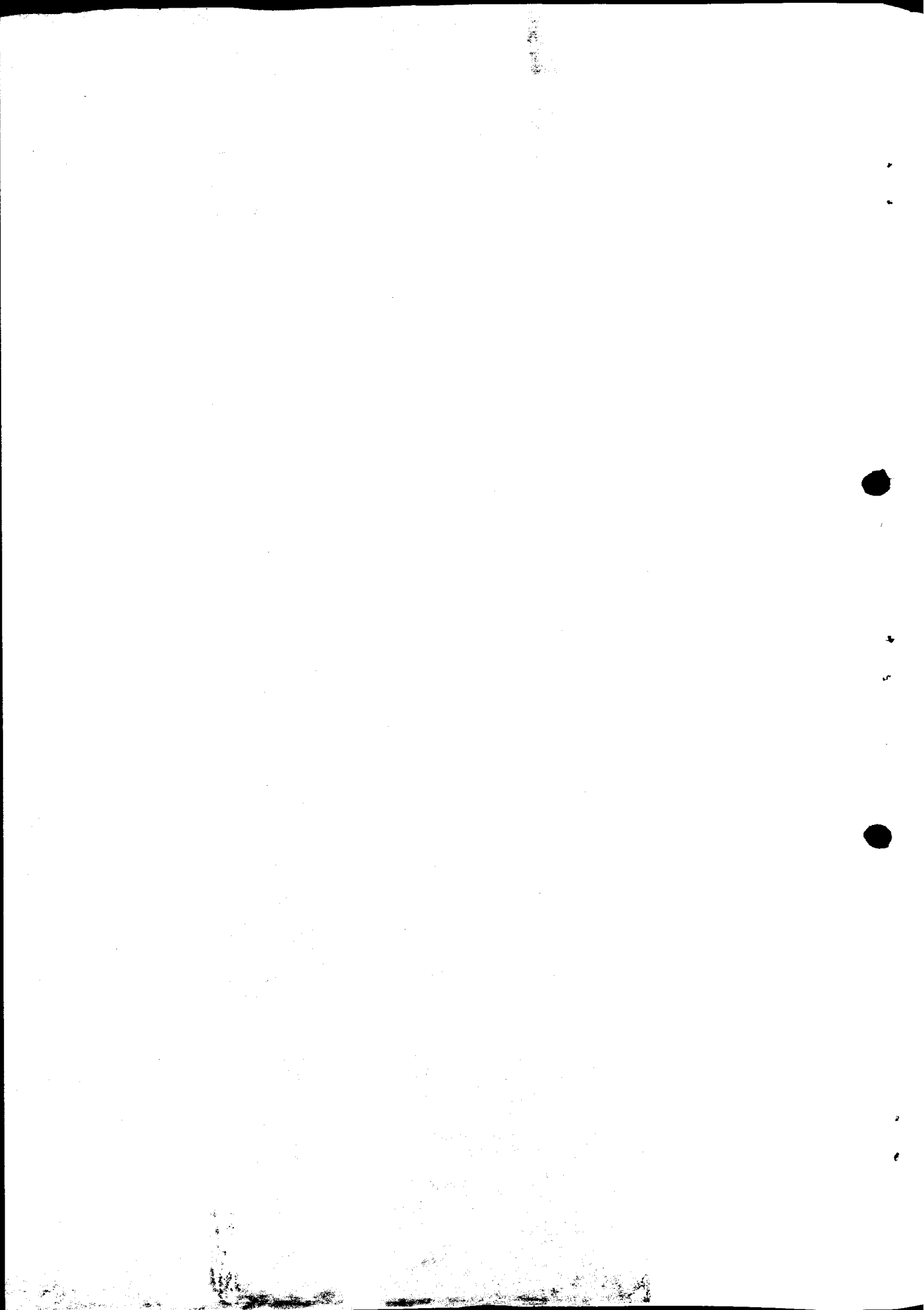
* "HOW TO PLAY" STICKER (SAMPLE)

* WIRING DIAGRAM



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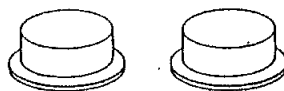
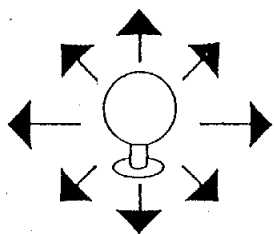
TATSUMI ELECTRONICS CO., LTD



Cycle Warriors™

サイクル・ウォリアーズ

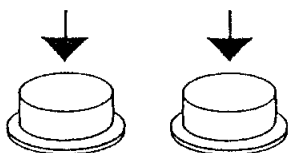
CONTROL



JUMP ATTACK

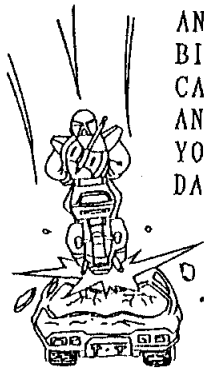
SPECIAL ATTACK

PUSH BOTH BUTTONS SIMULTANEOUSLY TO GET RID OF THE ENEMY IN ONE CLEAN SWEEP.



JUMP ATTACK

JUMP AND LAND ABOVE AN ENEMY'S BIKE OR CAR ETC..., AND YOU CAN DAMAGE THEM.



REDEEMER
TOUCH A REDEEMER APPEARING DURING "MUNCH TIME!" AND YOUR DAMAGE WILL BE REPAIRED. BY ALL MEANS PLEASE NEVER ATTACK A REDEEMER.



決して攻撃はしないでください。

C Y C L E W A R R I O R S

1. TYPES OF CABINETS USABLE FOR 'CYCLE WARRIORS'

There are 4 different types of cabinets for CYCLE WARRIORS.

When you prepare the wiring harness, which should differ from type to type, please refer to the following diagrams:

FIG. 1-1	(4-PLAYER MACHINE)
FIG. 2-1	(3-PLAYER MACHINE)
FIG. 3-1	(2-PLAYER MACHINE)
FIG. 4-1 & 4-2	(2 X 2 PLAYER MACHINES IN A LINK-UP)

The programs should be adjusted through dip switch setting, and information pertaining to adjustment is mentioned in the chapter 2 of this instruction manual.

2. D I P S W

There are three dip switches (sw1, sw2, sw3) on the PCB. Game option and game price are changeable by these switches. Please after changing switches confirm the switch states on the I/O TEST MODE screen of the monitor TV.

It is possible to be set up into I/O TEST MODE by the dip sw3 (refer to the TABLE 3), and also to come to the GAME MODE by putting the power on after setting dip sw3 to the GAME MODE.

Please change the switches after shutting off power.

DIP SW1		1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF	OFF				
	1 COIN 2 CREDITS	ON	OFF	OFF	OFF				
	1 COIN 3 CREDITS	OFF	ON	OFF	OFF				
	1 COIN 4 CREDITS	ON	ON	OFF	OFF				
	1 COIN 5 CREDITS	OFF	OFF	ON	OFF				
	1 COIN 6 CREDITS	ON	OFF	ON	OFF				
	1 COIN 7 CREDITS	OFF	ON	ON	OFF				
	2 COINS 1 CREDIT	ON	ON	ON	OFF				
	2 COINS 3 CREDITS	OFF	OFF	OFF	ON				
	2 COINS 5 CREDITS	ON	OFF	OFF	ON				
	3 COINS 1 CREDIT	OFF	ON	OFF	ON				
	3 COINS 2 CREDITS	ON	ON	OFF	ON				
	3 COINS 4 CREDITS	OFF	OFF	ON	ON				
	4 COINS 1 CREDIT	ON	OFF	ON	ON				
	4 COINS 3 CREDITS	OFF	ON	ON	ON				
	5 COINS 1 CREDIT	ON	ON	ON	ON				

TABLE 1

* 'PLAYER SELECT' IS 'SELECT SW' ONLY.

DIP SW 1		1	2	3	4	5	6	7	8
COIN 2	1 COIN 1 CREDIT					OFF	OFF	OFF	OFF
	1 COIN 2 CREDITS					ON	OFF	OFF	OFF
	1 COIN 3 CREDITS					OFF	ON	OFF	OFF
	1 COIN 4 CREDITS					ON	ON	OFF	OFF
	1 COIN 5 CREDITS					OFF	OFF	ON	OFF
	1 COIN 6 CREDITS					ON	OFF	ON	OFF
	1 COIN 7 CREDITS					OFF	ON	ON	OFF
	2 COINS 1 CREDIT					ON	ON	ON	OFF
	2 COINS 3 CREDITS					OFF	OFF	OFF	ON
	2 COINS 5 CREDITS					ON	OFF	OFF	ON
	3 COINS 1 CREDIT					OFF	ON	OFF	ON
	3 COINS 2 CREDITS					ON	ON	OFF	ON
	3 COINS 4 CREDITS					OFF	OFF	ON	ON
	4 COINS 1 CREDIT					ON	OFF	ON	ON
	5 COINS 1 CREDIT					OFF	ON	ON	ON
6 COINS 1 CREDIT					ON	ON	ON	ON	

TABLE 2

DIP SW2		1	2	3	4	5	6	7	8
THE NUMBER OF PLAYER'S LIFE	1	OFF	OFF						
	2	ON	OFF						
	3	OFF	ON						
	5	ON	ON						
				OFF					
				--					
MACHINE TYPE	4 PLAYERS				OFF	OFF			
	3 PLAYERS				ON	OFF			
	2 PLAYERS				OFF	ON			
					--	--			
DIFFICULTY OF THE GAME	NORMAL						OFF	OFF	
	EASY						ON	OFF	
	DIFFICULT						OFF	ON	
	VERY DIFFICULT						ON	ON	
SOUND IN ATT- RACTIVE MODE	ATTRACTIVE SOUND OFF								OFF
	ATTRACTIVE SOUND ON								ON

TABLE 3

DIP SW3		1	2	3	4
		OFF			
		--			
PLAYER SELECT	COIN SLOT		OFF		
	SELECT SW		ON		
CHANGE OF MODE	GAME MODE			OFF	
	I/O TEST MODE			ON	
					OFF
					--

TABLE 4

'PLAYER SELECT' should be set to 'COIN SLOT' in case of identifying the player who has inserted coins by the coin slot, and should be set to 'SELECT SW' in case of identifying the player by select switch(or start switch).

SCREEN OF I/O TEST MODE

COIN1	0	COIN2	0	COIN3	0	COIN4	0
SERV1	0	SERV2	0	SERV3	0	SERV4	0
	1UP ..	2UP ..	3UP ..	4UP ..			
LEVER	OFF	OFF	OFF	OFF			
JUMP	OFF	OFF	OFF	OFF			
ATTACK	OFF	OFF	OFF	OFF			
SELECT	OFF	OFF	OFF	OFF			
COIN1	1	COIN	1	CREDIT		SW1	
							87654321
COIN2	1	COIN	1	CREDIT			00000000
PLAYER'S LIFE	1					SW2	
							87654321
MACHINE TYPE	4	PLAYERS					00000000
GAME DIFFICULTY	NORMAL						
ATTRACTIVE SOUND	OFF					SW3	
PLAYER SELECT	COIN	SLOT					87654321
							0000

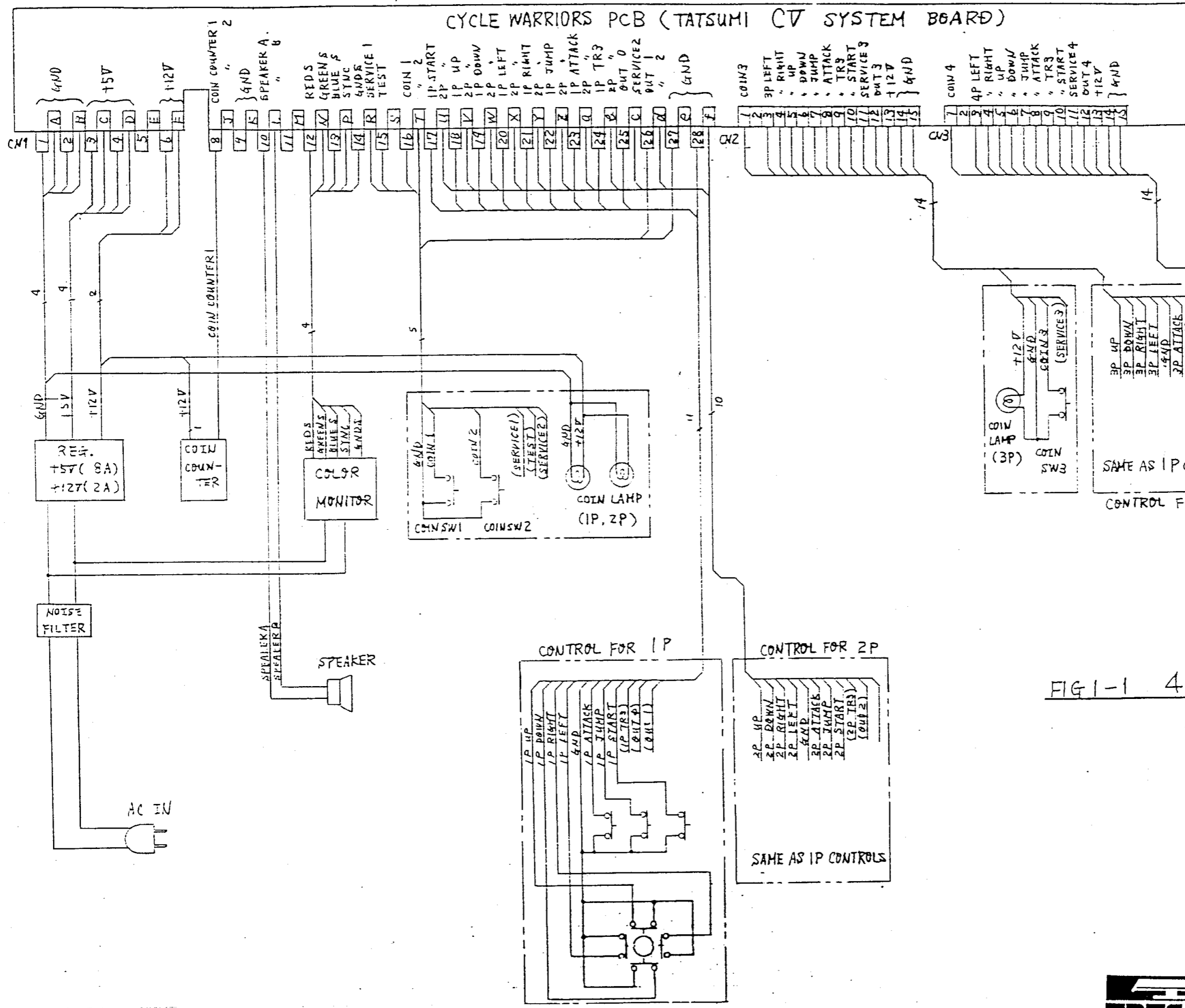
SW1, SW2, and SW3 display the states of dip switches.
Value '1' is 'ON' state, and '0' is 'OFF' state.

3. WIRING HARNESS

3-1 4-PLAYER MACHINE

Attached (FIG. 1-1) shows the wiring harness for use with a 4-player cabinet.

In case a machine has only one slot, if "START" buttons(numbered 1, 2, 3, 4) are fitted for individual players, then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.



CN1: JAMMA 56PIN
EDGE CONNECTOR

CN2: } 15P-SHF (JST)
CN3: }

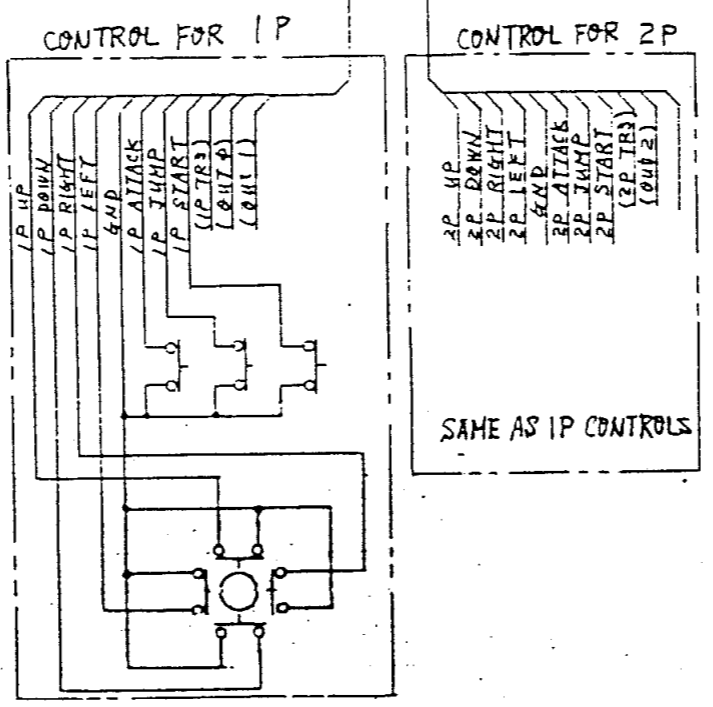
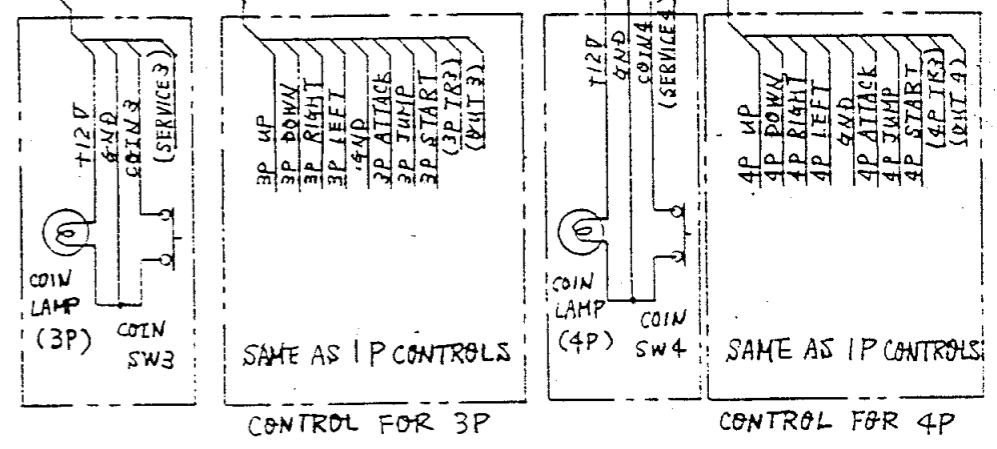
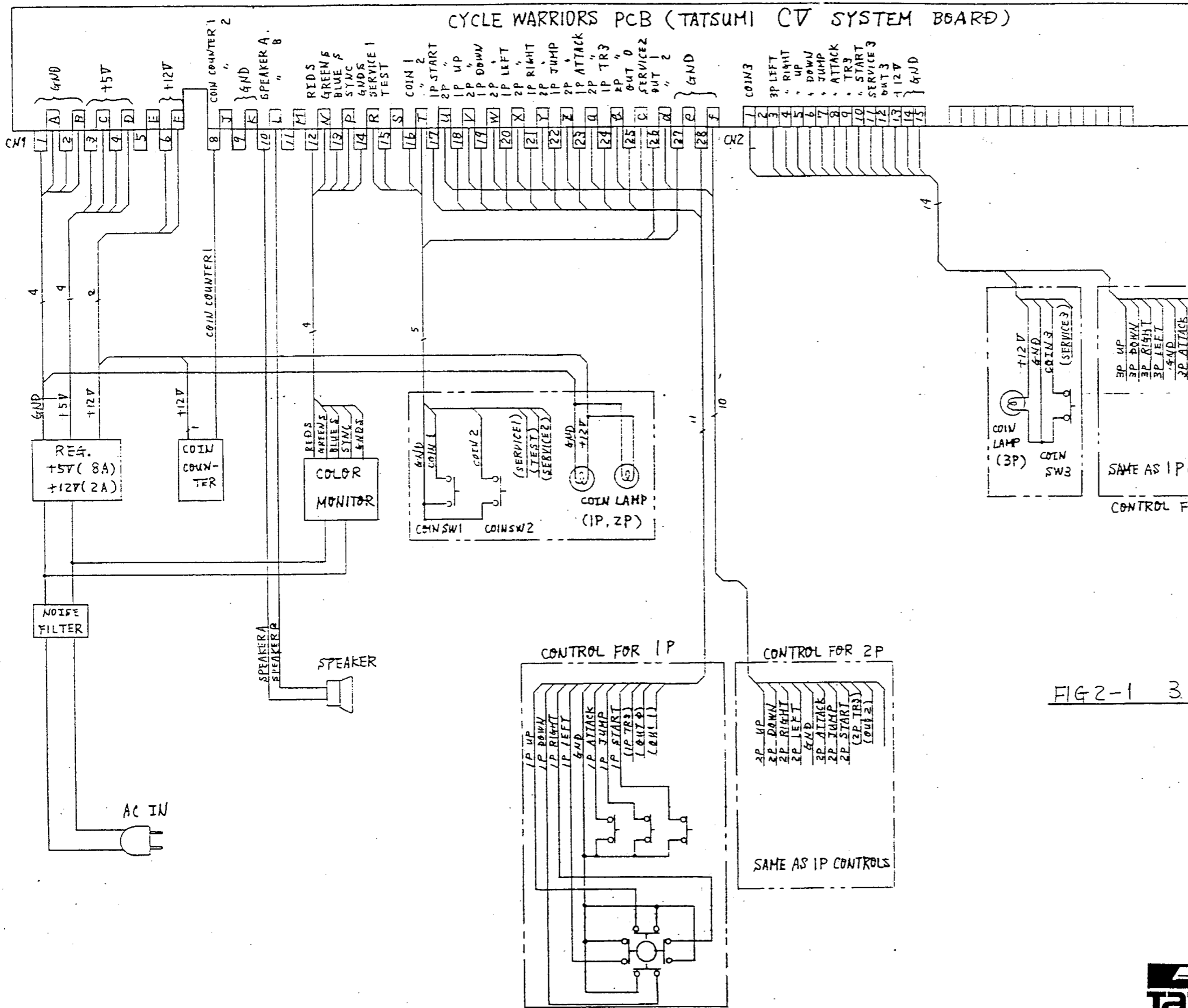


FIG-1 4P VERSION WIRING DIAGRAM

3 - 2 3-PLAYER MACHINE

Attached (FIG. 2-1) shows the wiring harness for use with a 3-player cabinet.

In case a machine has only one slot, if "START" buttons (numbered 1, 2, 3) are fitted for individual players, then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.



CN1: JAMMA 56PIN
EDGE CONNECTOR

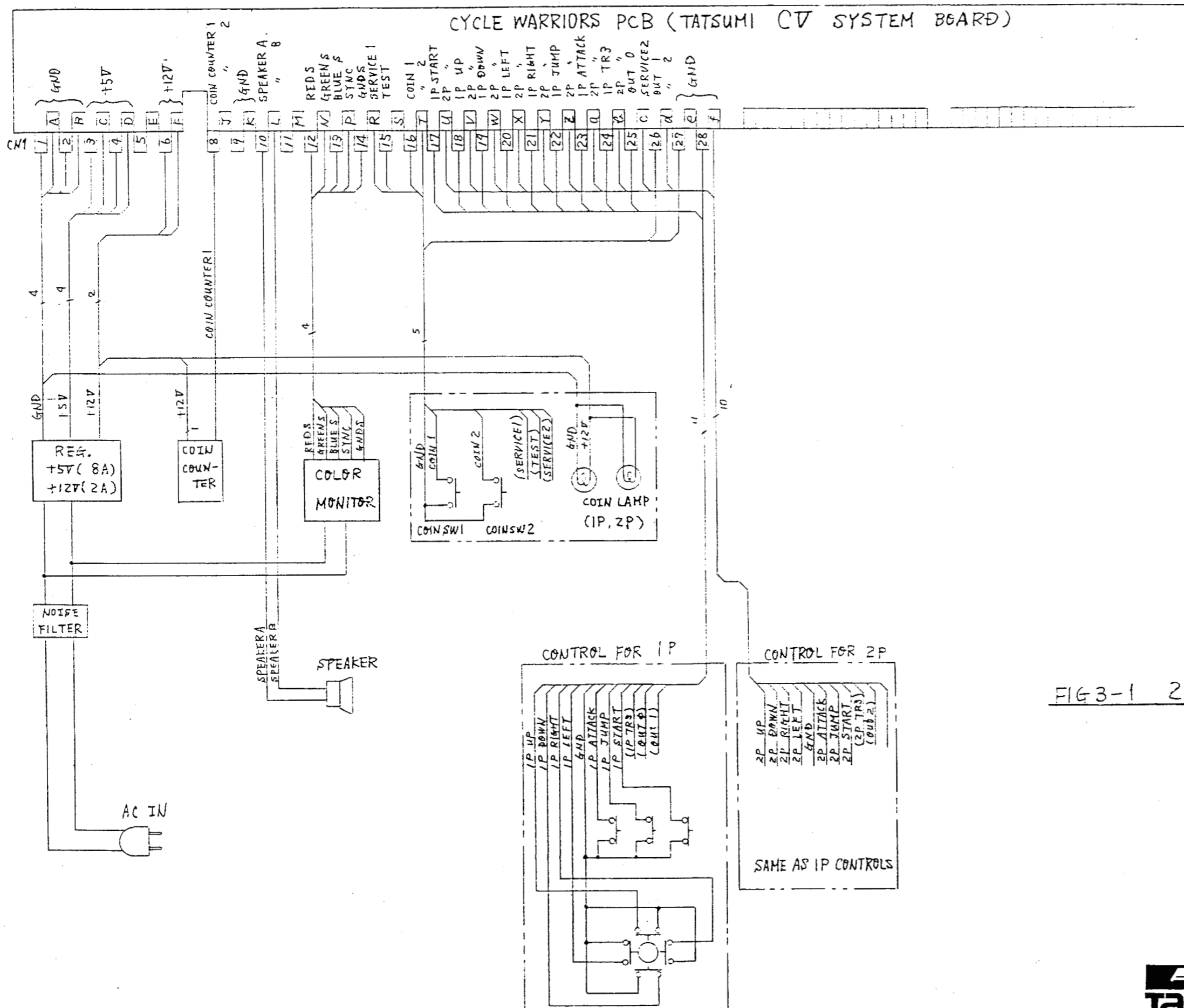
CN2: 15P-SHF (JST)

FIG2-1 3P VERSION WIRING DIAGRAM

3-3 2-PLAYER MACHINE

Attached (FIG. 3-1) shows the wiring harness for use with a 2-player cabinet.

In case a machine has only one slot, if "START" buttons (numbered 1, 2) are fitted for individual players, then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.



CN1: JAMMA 56PIN
EDGE CONNECTOR

FIG 3-1 2P VERSION WIRING DIAGRAM

3-4 2 x 2 PLAYER MACHINES IN A LINK-UP

Attached (FIG. 4-1) shows the wiring harness for use with 2 players in a machine link up.

Please also refer to (FIG. 4-2) the wiring diagram for linking two machines together, and fit "START" buttons(numberd 1, 2, 3, 4)for individual players. Then after the proper number of coins are inserted, each player can begin playing by pushing his own start button. Start buttons should be in the number corresponding to the number of the players, and numbered accordingly.

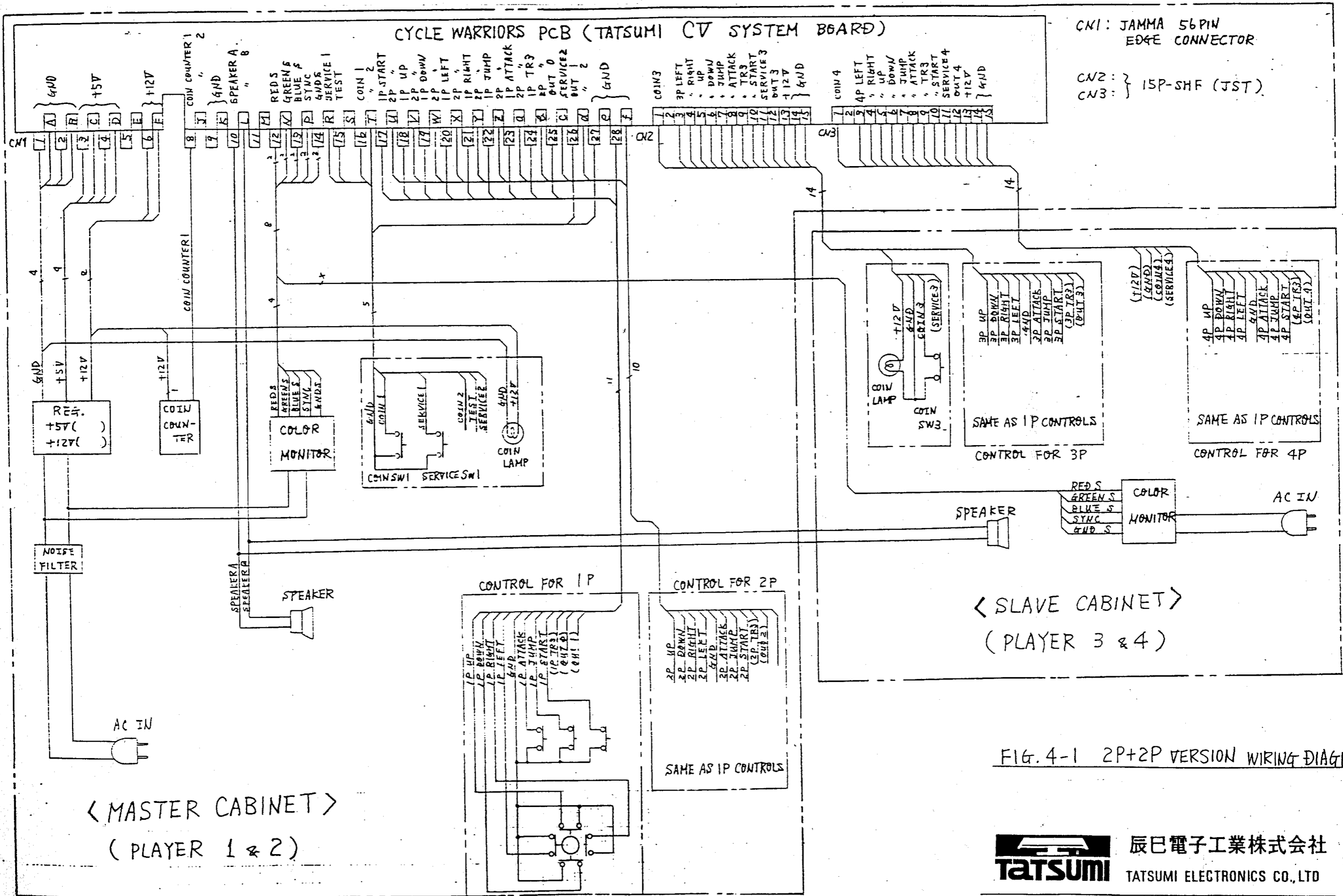


FIG. 4-1 2P+2P VERSION WIRING DIAGRAM

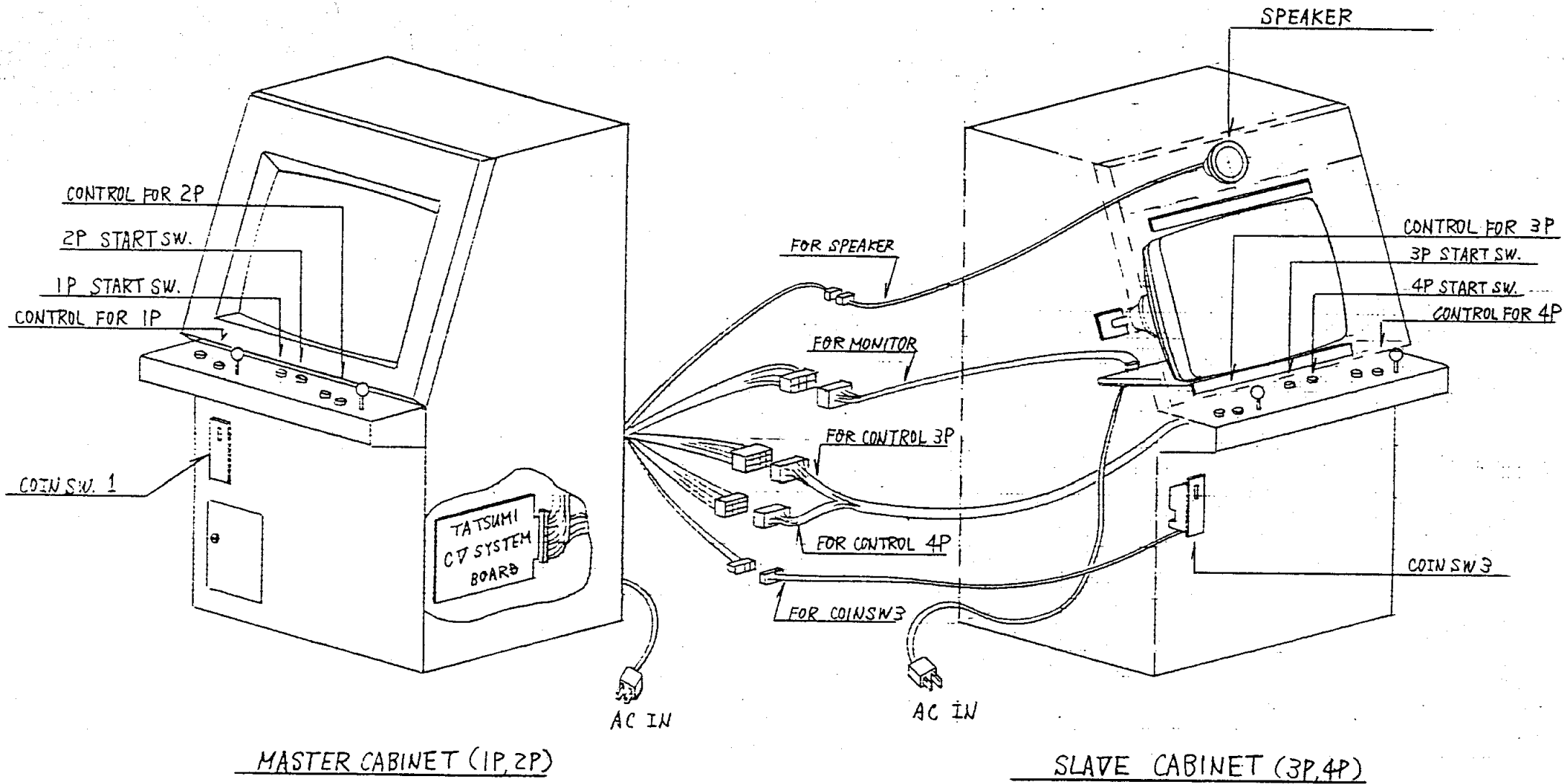


FIG. 4-2



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CONNECTOR 1		(JAMMA)		56PIN CARDEDGE CON. (K07E CR7E-56DA-3.96E#)	
SOLDER SIDE				PARTS 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			
CNT2	J	8	CNT1		
GND	K	9	GND		
SPB	L	10	SPA		
N.C.	M	11	N.C.		
GS	N	12	RS		
SYNC	P	13	BS		
1PST	R	14	GNDS		
N.C.	S	15	TEST		
2PCOIN	T	16	1PCOIN		
2PSTART	U	17	1PSTART		
2PUP	V	18	1PUP		
2PDOWN	W	19	1PDOWN		
2PLEFT	X	20	1PLEFT		
2PRIGHT	Y	21	1PRIGHT		
JUMP	Z	22	1PTRI	JUMP	
ATTACK	a	23	1PTR2	ATTACK	
	b	24	1PTR3		
	c	25	OUT2		
	d	26	OUT1		
	e	27	GND		
	f	28	GND		

FOR 3 PLAYER

CONNECTOR 2		(B15P-SHF-1AA)	
1	3PCOIN		
2	N.C.		
3	3PLEFT		
4	3PRIGHT		
5	3PUP		
6	3PDOWN		
7	3PTRI	JUMP	
8	3PTR2	ATTACK	
9	3PTR3		
10	3PSTART		
11	3PST		
12	OUT3		
13	+12V		
14	GND		
15	GND		

FOR 4 PLAYER

CONNECTOR 3		(B15P-SHF-1AA)	
1	4PCOIN		
2	N.C.		
3	4PLEFT		
4	4PRIGHT		
5	4PUP		
6	4PDOWN		
7	4PTRI	JUMP	
8	4PTR2	ATTACK	
9	4PTR3		
10	4PSTART		
11	4PST		
12	OUT4		
13	+12V		
14	GND		
15	GND		

FOR EXT. AMP.

CONNECTOR 4		(B4P-SHF-1AA)	
1	SLS		
2	SLG		
3	SR S		
4	SR G		

FIG.5 CONNECTOR DIAGRAM



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