Final Crash - Fight

JAMMA STANDARD

○PCB CONNECTOR

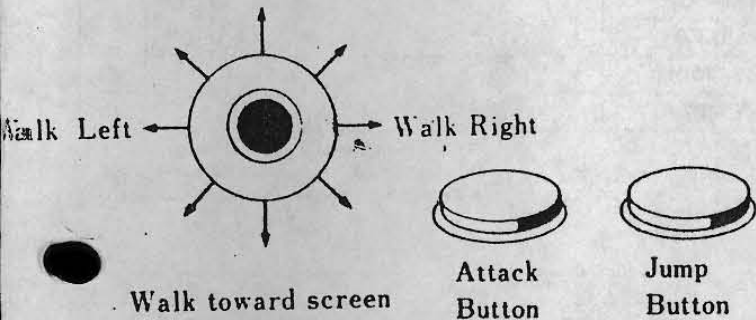　　　JAMMA STANDARD

○CRT MONITOR

　　　HORIZONTAL SCREEN

○CONTROL PANEL
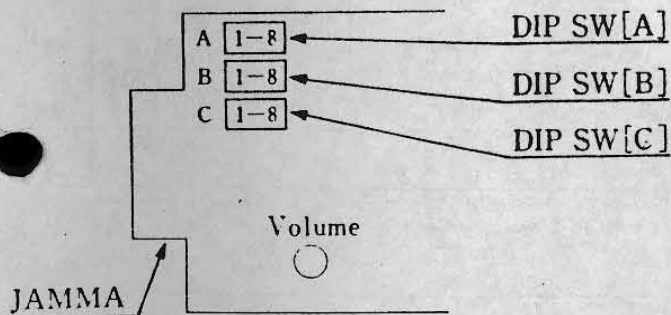
8 Way Joystick
Walk away from screen

Walk Left ← → Walk Right

Walk toward screen

Attack Button　　　Jump Button

○A Death BLow performed by pushing the Attack and Jump Buttons simultaneously.

○Unable to insert more than 9 credits

○DIP SW

A 1-8 → DIP SW[A]
B 1-8 → DIP SW[B]
C 1-8 → DIP SW[C]

Volume

JAMMA

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	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
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)

●DIP SW 1

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	2 (NORMAL)	OFF	OFF						
	3	ON	OFF						
	4	OFF	ON						
	1	ON	ON						
FREE PLAY	NORMAL			OFF					
	FREE			ON					
SCREEN PAUSE	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
DEMON-STRATION SOUND	DISABLED						OFF		
	ENABLED						ON		
CONTINUE MODE	DISABLED							OFF	
	ENABLED							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

※ Highlighted Character when shipped.
※ Reset DIP SW setting when the power is off.
※ Keep DIP SW off when No instruction is given.

●DIP SW 3

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	
	ONLY 1 COIN REQUIRED TO CONTINUE								ON	
Not Used										OFF
										ON

※ If Continue Coin Mode is ON, Game starts with 2 coins and continues with 1 coin. Coin 1 & Coin 2 settings are ignored.

●DIP SW 2

ITEM	DESCRIPTION		1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY	1	OFF	OFF	OFF					
		2	ON	OFF	OFF					
		3	OFF	ON	OFF					
	NORMAL	4	ON	ON	OFF					
		5	OFF	OFF	ON					
		6	ON	OFF	ON					
		7	OFF	ON	ON					
	DIFFICULTY	8	ON	ON	ON					
DIFFICULTY LEVEL 2	EASY	1				OFF	OFF			
	NORMAL	2				ON	OFF			
		3				OFF	ON			
	DIFFICULTY	4				ON	ON			
EXTEND	100000 (NORMAL)							OFF	OFF	
	200000							ON	OFF	
	100000, 200000 EVERY							OFF	ON	
	NO EXTEND							ON	ON	
NOT USED										OFF
										ON