

KNIGHT OF THE ROUND

SETTING EXPLANATION

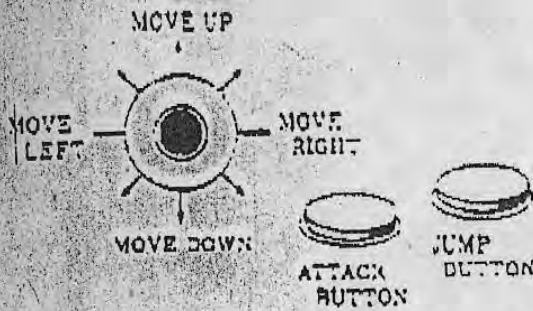
PCB CONNECTOR

JAMMA STANDARD

CRT MONITOR

HORIZONTAL SCREEN

CONTROL PANEL

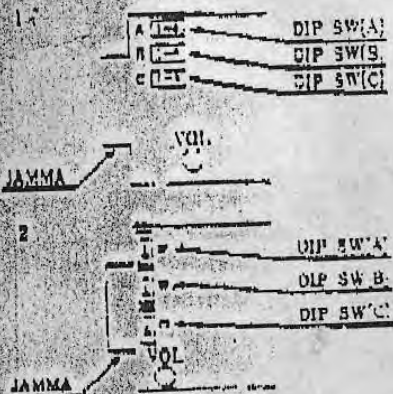


8-WAY LEVER: MOVES PLAYER IN 8 DIRECTIONS

ATTACK BUTTON: SWINGS THE SWORD OR THE AXE

JUMP BUTTON: JUMPS BY PUSHING BOTH BUTTONS AT THE SAME TIME. YOU CAN USE MEGACRUSH.

DIP SW (THERE ARE TWO TYPES OF PCB.)

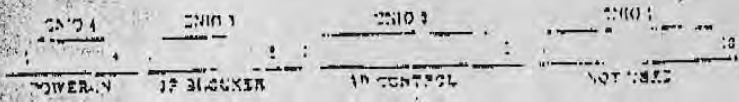


JAMMA STANDARD

SOLDER SIDE		COMPONENTS SIDE	
GND	A	GND	
GND	B	GND	
-5V	C	-5V	
-5V	D	-5V	
N.C.	E	N.C.	
-12V	F	-12V	
	G		
N.C.	H	COIN COUNTER:	
COIN LOCK OUT 2:	K	COIN LOCK OUT:	
SP	L	SP	
N.C.	M	N.C.	
VIDEO GREEN	N	VIDEO RED	
VIDEO SYNC	P	VIDEO BLUE	
SERVICE SW	R	VIDEO GND	
N.C.	S	TEST SW	
COIN SW 2	T	COIN SW 1	
START SW 2	U	START SW 1	
2P UP	V	1P UP	
2P DOWN	W	1P DOWN	
2P LEFT	X	1P LEFT	
2P RIGHT	Y	1P RIGHT	
2P SHOT 1 (2P ATTACK)	Z	1P SHOT 1 (1P ATTACK)	
2P SHOT 2 (2P JUMP)	a	1P SHOT 2 (1P JUMP)	
N.C.	b	N.C.	
N.C.	c	N.C.	
N.C.	d	N.C.	
GND	e	GND	
GND	f	GND	

* PARTS NAME
 (R7E-44A-3.78K (HIROSE))
 OR
 1188-056-008 (KEL.)

BOARD #00310-3



● 3-PLAYER SPEC.

CN0 1 NOT USED

CN0 2

GND	1	#22	BLACK
GND	2	#22	BLACK
1P RIGHT	3	#22	VIOLET
1P LEFT	4	#22	GRAY
1P DOWN	5	#22	WHITE
1P UP	6	#22	BROWN
1P SHOT 1	7	#22	ORANGE
1P SHOT 2	8	#22	GREEN
1P COIN SW	9	#22	BLUE
1P START SW	10	#22	VIOLET

CN0 3

+12V	1	#22	YELLOW
+12V	2	#22	YELLOW
	3		
	4		
COIN LOCK OUT 3	5	#22	WHITE
	6		

CN0 4

GND	1	#22	BLACK
GND	2	#22	BLACK
-12V	3	#22	YELLOW
-12V	4	#22	YELLOW

● DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN SETTINGS	1 COIN 1 CREDIT	ON	OFF	OFF					
	1 COIN 2 CREDITS	OFF	ON	OFF					
	1 COIN 3 CREDITS	ON	ON	OFF					
	1 COIN 4 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						
NOT USED									
CONTINUE COIN	NORMAL								ON
CONTINUE COIN	CONTINUE COIN								
NOT USED									

IF CONTINUE COIN MODE IS ON, GAME STARTS WITH 2-COIN 1-CREDIT AND CONTINUES WITH 1-COIN 1-CREDIT.

●DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY	OFF	OFF	OFF					
		ON	OFF	OFF					
		OFF	ON	OFF					
DIFFICULTY LEVEL 2	NORMAL	ON	ON	OFF					
		OFF	OFF	ON					
		ON	OFF	ON					
DIFFICULTY LEVEL 3	HARD	OFF	ON	ON	ON				
		ON	ON	ON	ON				
	EASY	ON	ON	ON	ON				
DIFFICULTY LEVEL 4	NORMAL	OFF	OFF	OFF	OFF				
		ON	OFF	OFF	OFF				
		OFF	ON	OFF	OFF				
COIN CHUTE	HARD								OFF
	3-CHUTE								ON
	CHUTE								OFF
PLAYER MODE	1P MODE								ON
	2P MODE								OFF

* DIFFICULTY LEVEL 1: CHANGES ENEMY'S ATTACK FREQUENCY.
 * DIFFICULTY LEVEL 2: CHANGES ENEMY'S ATTACK POWER.

●DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
THE NUMBER OF PLAYER	2PLAYERS	OFF	OFF						
	3PLAYERS	ON	OFF						
	4PLAYERS	OFF	ON						
FREE PLAY	1PLAYER	ON	ON						
	NORMAL			OFF					
SCREEN PAUSE	FREE PLAY			ON					
SCREEN FLIP	NO				OFF				
DEMONSTRATION SOUND	YES				ON				
CONTINUE	NO							OFF	
TEST MODE	YES							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

* HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.
 * MARK SURR THIS POWER IS OFF BEFORE CHANGING DIP SWITCHES.

CAPCOM CO., LTD.

NO. 118, TONUYAMACHI 2-CHOME,
 CHUO-KU, OSAKA 540, JAPAN
 TEL (06) 548-2028 FAX NO. (06) 548-6857