

# MERCS

## ● SETTING EXPLANATION

○ PCB CONNECTOR

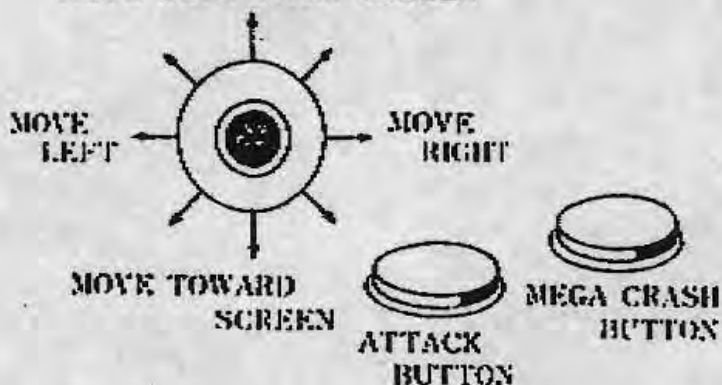
JAMMA STANDARD

○ CRT MONITOR

VERTICAL SCREEN

○ CONTROL PANEL

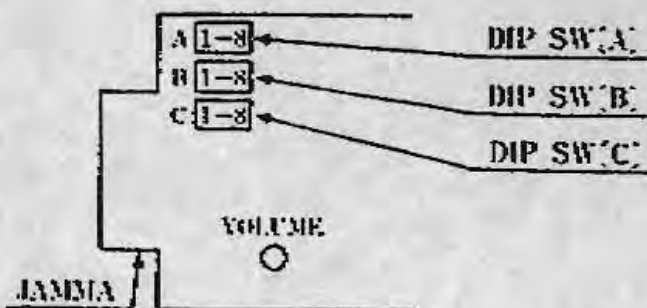
MOVE AWAY FROM SCREEN



○ 8-WAY JOYSTICK

○ UNABLE TO INSERT MORE THAN 9 CREDITS

○ DIP SW



## JAMMA STANDARD

OLDER 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.
IDLE 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
2P PUSH 3	b	24	1P PUSH 3
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME

7E56DA-3.96E: (HIROSE)

OR

68-456-009 : (KEL)

●DIP SW(A)

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						
CONTINUE COIN	NORMAL CONTINUE							OFF	ON

\*IF CONTINUE COIN MODE IS ON GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN.

●DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	EASY	OFF	OFF	OFF					
	↑	ON	OFF	OFF					
	NORMAL	OFF	ON	OFF					
	↓	ON	ON	OFF					
	DIFFICULT	OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
COIN SELECTOR	3 COINS 1 COIN				OFF ON				
PLAYER MODE	3 PLAYERS 2 PLAYERS					OFF ON			

\*3 COIN MODE AND 2 PLAYERS OFF MAY NOT BE USED TOGETHER.

●DIP SW(C)

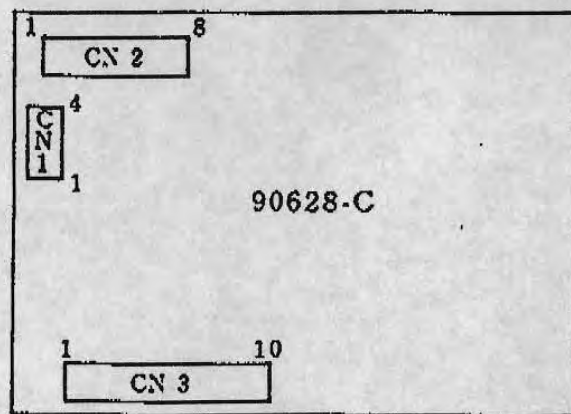
ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
SCREEN PAUSE	NO				OFF				
	YES				ON				
SCREEN FLIP	NO					OFF			
	YES					ON			
DEMONSTRATION SOUND	NO						OFF		
	YES						ON		
CONTINUE	NO							OFF	
	YES							ON	
MODE	GAME MODE TEST MODE								OFF ON

\*HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.

\*RE-START WHEN DIP SW RE-SET.

**CAPCOM® CO., LTD.**

CAPCOM BLDG. NO. 4-12, OHTEGORI 1-CHOME,  
CHUO-KU, OSAKA 540, JAPAN



CN1

4 PIN

GND	1	BLACK
GND	2	BLACK
+12V	3	YELLOW
+12V	4	YELLOW

INPUT PIN

CONNECT WITH JAMMA CONNECTOR  
GND AND 12V PIN.

CN2

8 PIN

NC	1	
(COIN LOCK 3)	2	PURPLE
LAMP 1	3	GRAY
LAMP 2	4	WHITE
LAMP 3	5	BROWN
+12V	6	YELLOW
+12V	7	YELLOW
+12V	8	YELLOW

OUTPUT PIN

FOR USE WITH LIGHTENED START BUTTON.

\*NOT TO BE OUTPUT THE CASE WITHOUT  
FROM CN1.

12V ELECTRIC POWER FOR LAMPS

CN3

10 PIN

GND	1	BLACK
GND	2	BLACK
3P RIGHT	3	PURPLE
3P LEFT	4	GRAY
3P DOWN	5	WHITE
3P UP	6	BROWN
3P PUSH 1	7	ORANGE
3P PUSH 2	8	GREEN
(COIN SW 3)	9	BLUE
START SW 3	10	PURPLE

THIRD PLAYER CONTROLLER INPUT.