

**namco**

# METROCROSS



ALL-WOUNDED RUNNER

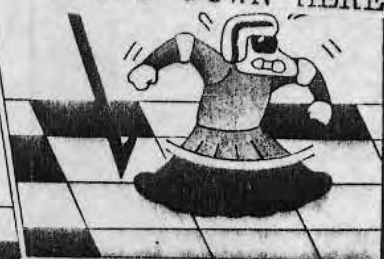
CONTROL RUNNER WITH LEVER AND  
BUTTON, RUN EARNESTLY ON UNDERGROUND  
CITY!!

CLEAR OBSTACLES!

AVOID ROLLERS  
BY JUMP!



TAKE CARE CAUSE SPEED  
SLOWS DOWN HERE!



IF KICKING, YOU GET POINT.  
IF TREADING,.....!?



GAME IS OVER UNLESS YOU CAN ARRIVE AT  
INTERMEDIATE POINT IN A CERTAIN MINUTES!!

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CU-135

METRO CROSS

1	TV RED	1	+12V 1A
2	TV GREEN	2	GND
3	TV BLUE	3	+5V 4A
4	TV SYNC		
5	TV GND		
6			

Solder Side		Parts Side
GND	1	GND
SPEAKER	2	SPEAKER
COIN COUNTER 1	3	LOCKOUT SOLENOID
2P START LUMP	4	1P START
+12V	5	+12V
+5V	6	+5V
GND	7	GND
TEST	8	SERVICE
COIN 2	9	COIN 1
2P START	10	1P START
2P JUMP	11	1P JUMP
2P LEFT	12	1P LEFT
2P DOWN	13	1P DOWN
2P RIGHT	14	1P RIGHT
2P UP	15	1P UP
	16	
	17	
	18	
	19	
	20	
*TABLE GND	21	COIN COUNTER 2
GND	22	GND

DIP SW A

TEST	1	2	3	4	5	6	7	8
NORMAL	OFF							
TEST MODE	ON							
COIN 1								
1coin 1credit		OFF	OFF					
1coin 2credit		OFF	ON					
2coin 1credit		ON	OFF					
3coin 1credit		ON	ON					
GAME RANK								
A (Normal)					OFF	OFF		
B (Easy)					OFF	ON		
C (Hard)					ON	OFF		
D (Very Hard)					ON	ON		
GAME CONTINUE								
CONTINUE							OFF	
NOT CONTINUE							ON	
COIN 2								
1coin 1credit							OFF	OFF
1coin 2credit							OFF	ON
2coin 1credit							ON	OFF
3coin 1credit							ON	ON

DIP SW B

ATTRACT SOUND	1	2	3	4	5	6	7	8
NO ATTRACT SOUND	OFF							
SCREEN ADVANCE		ON						
NORMAL		OFF						
SCREEN STOP		ON						
NORMAL		OFF						

\* TABLE GND--- If you need Table Type Mode, connect to GND

**Metro Cross**



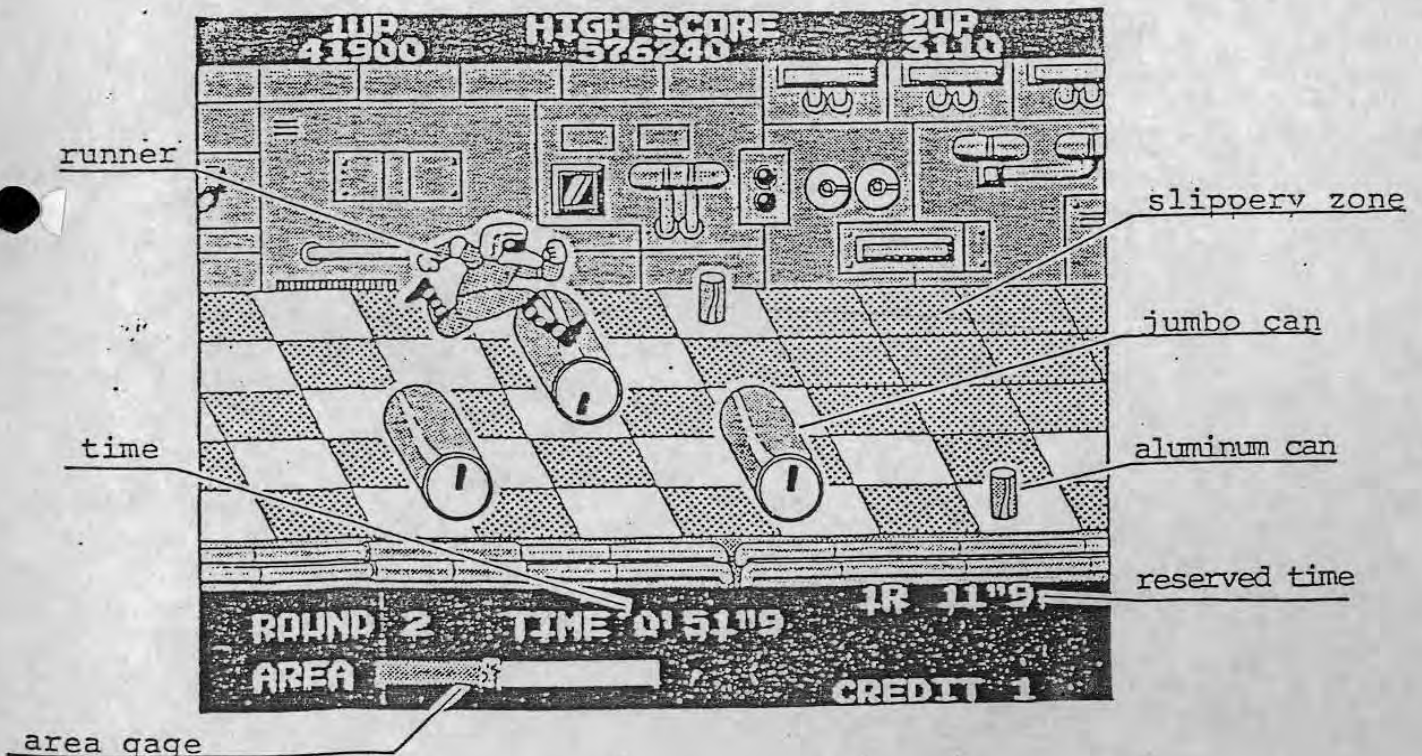
## M E T R O - C R O S S

Steuere Deinen Läufer schnell und sicher, damit er in der vorgegebenen Zeit die Ziellinie erreicht.

Überspringe die großen Dosen mit der Aktionstaste.

Gehe nicht auf die Glasfelder und die Grünflächen, sonst verlierst Du wertvolle Zeit.

Schaffst Du die Hindernisstrecke innerhalb der vorgegebenen Zeit, kommst Du in die nächste Hindernisbahn.



SWITCH A

They are always in the "OFF" position during transportation.

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
TEST	NORMAL TEST MODE	OFF ON							
GAME FEE (COIN 1)	1 coin/1 credit		OFF	OFF					
	1 " / 2 "		OFF	ON					
	2 " / 1 "		ON	OFF					
	3 " / 1 "		ON	ON					
DIFFICULTY SETTING	A (Normal)				OFF	OFF			
	B (Easy)				OFF	ON			
	C (Hard)				ON	OFF			
	D (Very Hard)				ON	ON			
GAME CON- TINUITY	NORMAL RUNNING						OFF ON		
GAME FEE (COIN 2)	1 coin/1 credit							OFF	OFF
	1 " / 2 "							OFF	ON
	2 " / 1 "							ON	OFF
	3 " / 1 "							ON	ON

SWITCH B

They are always in the "OFF" position during transportation.

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
					always OFF	OFF	OFF	OFF	OFF
ATTRACT SOUND	SOUND NO SOUND	OFF ON							
ROUND PROGRESSION	NORMAL ADVANCE FORWARD		OFF ON						
SCREEN HOLD	NORMAL STOP			OFF ON					

J6. 6P Plug Housing  
(Socket Contact)

1	Video	RED
2	Video	GREEN
3	Video	BLUE
4	Video	SYNC
5	Video	GND
6		

Housing 1-480704-0  
Contact 350689-1 AMP

J7. 3P Plug Housing  
(Socket Contact)

1	+ 12 V	1 A
2	GND	
3	+ 5 V	4 A

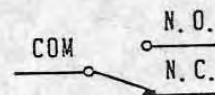
Housing 1-480700-0  
Contact 350689-1 AMP

J8. 44P Edge Connector (In between E-F)  
225J-22221-488-DDK (3.96mm pitch)

PARTS MOUNTED SIDE		SOLDERED SIDE	
GND	A	1	GND
Speaker (+)	B	2	Speaker (-)
Lockout Solenoid	C	3	Coin Counter 1
1 P Start Lamp	D	4	2 P Start Lamp
+ 12 V	E	5	+ 12 V
+ 5 V	F	6	+ 5 V
GND	H	7	GND
Service SW	J	8	Test SW
Coin 1 SW	K	9	Coin 2 SW
1 P Start SW	L	10	2 P Start SW
P 1 Jump SW	M	11	P 2 Jump SW
P 1 left SW	N	12	P 2 Left SW
P 1 Down SW	P	13	P 2 Down SW
P 1 Right SW	R	14	P 2 Right SW
P 1 Up SW	S	15	P 2 Up SW
	T	16	
	U	17	
	V	18	
	W	19	
	X	20	
Coin Counter 2	Y	21	Table GND *
GND	Z	22	GND

- The power supply for the lockout solenoid and the coin counter is +12V.
- The power supply for the start lamp is +5V.
- Connector each switch with N.O. terminal.

Connect GND with COM terminal



\* TABLE GND  
For the table type the GND should be connected.  
For any others, the GND should not be connected.