

MUSCLE OF HONOR DUO™

ULTIMATE TEAM BATTLE

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MANUAL

WARNING

This game is for use in all countries excluding the United States of America, Canada, Mexico and Japan.

Sales, export or operation inside these countries may be construed as copyright and trademark infringement and is strictly prohibited.

Violators are subject to severe penalties and will be prosecuted to the full extent of the law.

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CAUTION

Please keep the following instructions to keep the PC board in good condition.

- Do not block up the ventilation slots.
- Do not give the board too much shocks.
- Do not let any liquid go inside the case.
- Do not disassemble the case.
- Do not turn the volume dial excessively.

Disassembling the case or removing the sticker may cause the termination of your repair warranty.

● SETTING INSTRUCTIONS

○ PCB Connector

JAMMA standard

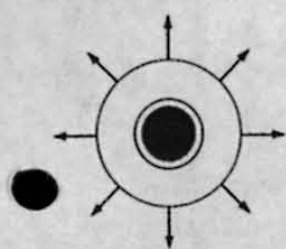
○ CRT monitor

Horizontal

○ Control panel

4 players simultaneous; 2 players simultaneous

(Can be selected on the SYSTEM CONFIGURATION menu.)



8-WAY LEVER



GRAB
BUTTON



ATTACK
BUTTON



JUMP
BUTTON

○ 8-WAY LEVER: used to move the player in eight ways.

○ GRAB BUTTON: used to grab or fall an opponent.

○ ATTACK BUTTON: used to attack.

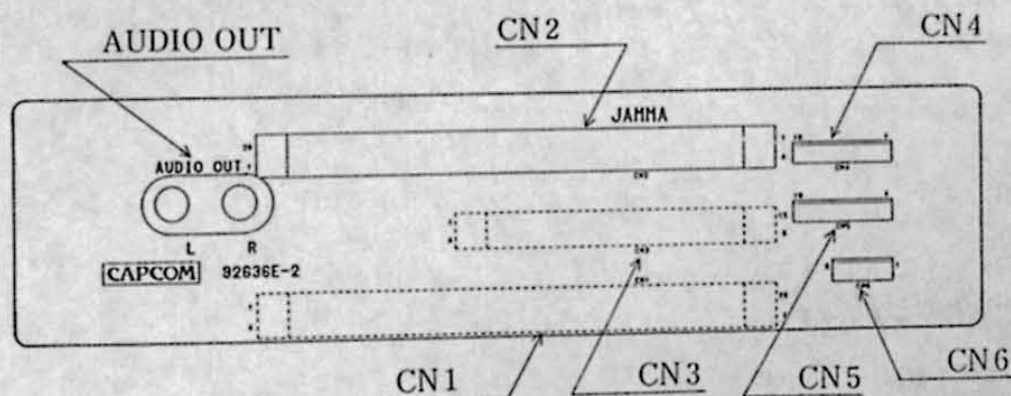
○ JUMP BUTTON: used to jump.

JAMMA standard

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	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT D
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
N.C.	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 SHOT 1	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
2P SHOT 3	b	24	1P SHOT 3
4P SHOT 3	c	25	3P SHOT 3
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)

● CONFIGURATION



● CONNECTORS

- CN1 — not used
- CN2 — JAMMA 56-pin connector
- CN3 — not used
- CN4 — I/O connector for PLAYER 3
- CN5 — I/O connector for PLAYER 4
- CN6 — optional output connector
- AUDIO OUT — used only for CAPCOM QSOUND cabinet

CN4

GND	1	AWG22	Black
GND	2	AWG22	Black
3P RIGHT	3	AWG22	Violet
3P LEFT	4	AWG22	Gray
3P DOWN	5	AWG22	White
3P UP	6	AWG22	Brown
3P SHOT 1	7	AWG22	Orange
3P SHOT 2	8	AWG22	Green
3P COIN SW	9	AWG22	Blue
3P START SW	10	AWG22	Violet

CN5

GND	1	AWG22	Black
GND	2	AWG22	Black
4P RIGHT	3	AWG22	White
4P LEFT	4	AWG22	Brown
4P DOWN	5	AWG22	Orange
4P UP	6	AWG22	Green
4P SHOT 1	7	AWG22	Blue
4P SHOT 2	8	AWG22	Violet
4P COIN SW	9	AWG22	Gray
4P START SW	10	AWG22	White

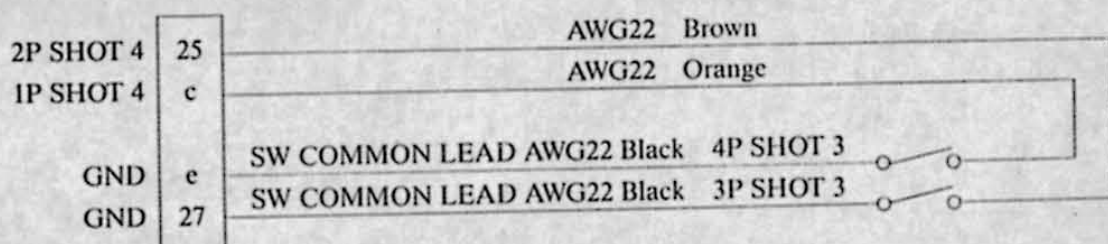
CN6

POWER +12V	1	AWG22	Yellow
POWER +12V	2	AWG22	Yellow
4P COIN LOCKOUT	3	AWG22	Violet
	4		
3P COIN LOCKOUT	5	AWG22	White
	6		

3P SHOT 3	AWG22	Brown
4P SHOT 3	AWG22	Orange
SW COMMON LEAD	AWG22	Black
SW COMMON LEAD	AWG22	Black

● CONNECTION

JAMMA 56-pin connector



SW common leads should be connected to any pin of 27, 28, e or f.

ABOUT EEPROM

This board is equipped with EEPROM which can store various settings without backup battery. The EEPROM lets you change settings on screen. Please see the chapter SYSTEM CONFIGURATION for particulars.

ABOUT TEST MENU

1) TO OPEN THE MENU

A) For CAPCOM cabinet, or a cabinet equipped with a test switch

Turn on the main switch, then push the test switch. The screen A shown below will appear.

B) For a cabinet without a test switch

Connect a ground terminal (No. 28, components side) and test switch terminal (No. 15, components side) of JAMMA connector. The screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select "11. EXIT" and push 1P A button.

— T E S T M E N U —

> 1. INPUT & OUTPUT

2. SOUND & VOICE

3. COLOR

4. DOT CROSS HATCH

5. SYSTEM CONFIGURATION

6. OBJECT

7. SCROLL 1

8. SCROLL 2

9. SCROLL 3

10. MEMORY CHECK

11. EXIT

... 1. Check on input/output switches

... 2. Sound check

... 3. Color adjustment

... 4. Adjustment of screen size, focus and distortion

... 5. Game play settings

... 6. OBJECT test

... 7. SCROLL 1 test

... 8. SCROLL 2 test

... 9. SCROLL 3 test

... 10. Memory test

... 11. Returns to the game play mode

(* Screen A)

3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

• Select an item with 1P lever and decide with 1P A button.

• To return to the test menu, push 1P START and 2P START buttons simultaneously.

* The test menu automatically appears:

• After changes of game play setting are done on the menu of "5. SYSTEM CONFIGURATION"

• After the memory is tested on the menu of "10. MEMORY CHECK"

4) ITEM DESCRIPTIONS

1. INPUT & OUTPUT	Used to test all the input/output switches. "1" appears when the switches are on. Check connection and switches in case "0" appears.
2. SOUND & VOICE	Select a code of SOUND or VOICE with the IP lever. Push the IP A button to hear the sound of the selected code, then adjust volume.
3. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
4. DOT CROSS HATCH	Used to test screen size, focus and distortion.
5. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
6-9. CHARACTER TEST	Used to check all the characters.
10. MEMORY CHECK	Used to test the memory. "OK" appears when it works normally. "ERROR" appears in case of malfunction, then repeat the memory test. Contact your dealer if "ERROR" still appears.
11. EXIT	Select this item and push IP A button to return to game play mode.

SYSTEM CONFIGURATION MENU

1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	
2. CONTINUE	ON			OFF	
3. MONITOR FLIP	ON			OFF	
4. DEMO SOUND	ON			OFF	
5. SOUND	Q SOUND			MONAURAL	
6. CABINET	4 PLAYERS CABINET		2 PLAYERS CABINET	2×2 PLAYERS CABINET	
7. CHUTER	MULTI CHUTERS			SINGLE CHUTER	
8. GAME DIFFICULTY	(0) EXTRA EASY	(1) VERY EASY	(2) EASY	(3) NORMAL	
	(4) HARD	(5) VERY HARD	(6) EXTRA HARD	(7) HARDEST	
9. JOIN IN	ON			OFF	
10. GAME MODE	FOR BUSINESS			FOR PHOTOGRAPHING	

* Bold faces indicate the factory setting.

* After you change the setting, make sure to select "12. EXIT" and push the 1P START button. Otherwise your setting will not be memorized.

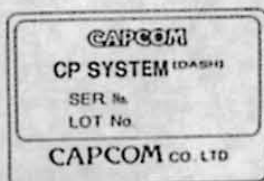
4) ITEM DESCRIPTIONS

1. COIN	Number of coins per play.
2. CONTINUE	With or without continued play. <ul style="list-style-type: none"> ● ON — with continued play ● OFF — without continued play
3. MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. <ul style="list-style-type: none"> ● ON — with turnover ● OFF — without turnover
4. DEMO SOUND	With or without sound in attract mode. <ul style="list-style-type: none"> ● ON — with sound ● OFF — without sound
5. SOUND	QSOUND or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL. <ul style="list-style-type: none"> ● QSOUND — with QSOUND ● MONAURAL — without QSOUND
6. CABINET	Set to the type of your cabinet and coin chuter. <input type="radio"/> For use with cabinets connected to each other <ul style="list-style-type: none"> ● 4 players simultaneous, 4 coin chuters ... 4 PLAYERS CABINET, MULTI CHUTERS ● 4 players simultaneous, 2 coin chuters ... 2 × 2 PLAYERS CABINET, MULTI CHUTERS <input type="radio"/> For stand-alone use <ul style="list-style-type: none"> ● 4 players simultaneous, 4 coin chuters ... 4 PLAYERS CABINET, MULTI CHUTERS ● 4 players simultaneous, 1 coin chuter ... 4 PLAYERS CABINET, SINGLE CHUTER ● 2 players simultaneous, 2 coin chuters ... 2 PLAYERS CABINET, SINGLE CHUTER ● 2 players simultaneous, 1 coin chuter ... 2 PLAYERS CABINET, SINGLE CHUTER
7. CHUTER	<ul style="list-style-type: none"> ● 4 players simultaneous, 4 coin chuters ... 4 PLAYERS CABINET, MULTI CHUTERS ● 4 players simultaneous, 1 coin chuter ... 4 PLAYERS CABINET, SINGLE CHUTER ● 2 players simultaneous, 2 coin chuters ... 2 PLAYERS CABINET, SINGLE CHUTER ● 2 players simultaneous, 1 coin chuter ... 2 PLAYERS CABINET, SINGLE CHUTER
8. GAME DIFFICULTY	As the number increases, the game play gets harder.
9. JOIN IN	Possible or not possible for another player to join in. <ul style="list-style-type: none"> ● ON — with join-in feature ● OFF — without join-in feature
10. GAME MODE	Set to FOR BUSINESS .
11. FACTORY SETTING	To return to the factory setting, select this item and push the IP START button.
12. EXIT	To store changed setting and return to the TEST MENU, select this item and push the IP START button.



Game title sticker

Serial number sticker



Ventilation slots

Sealing sticker

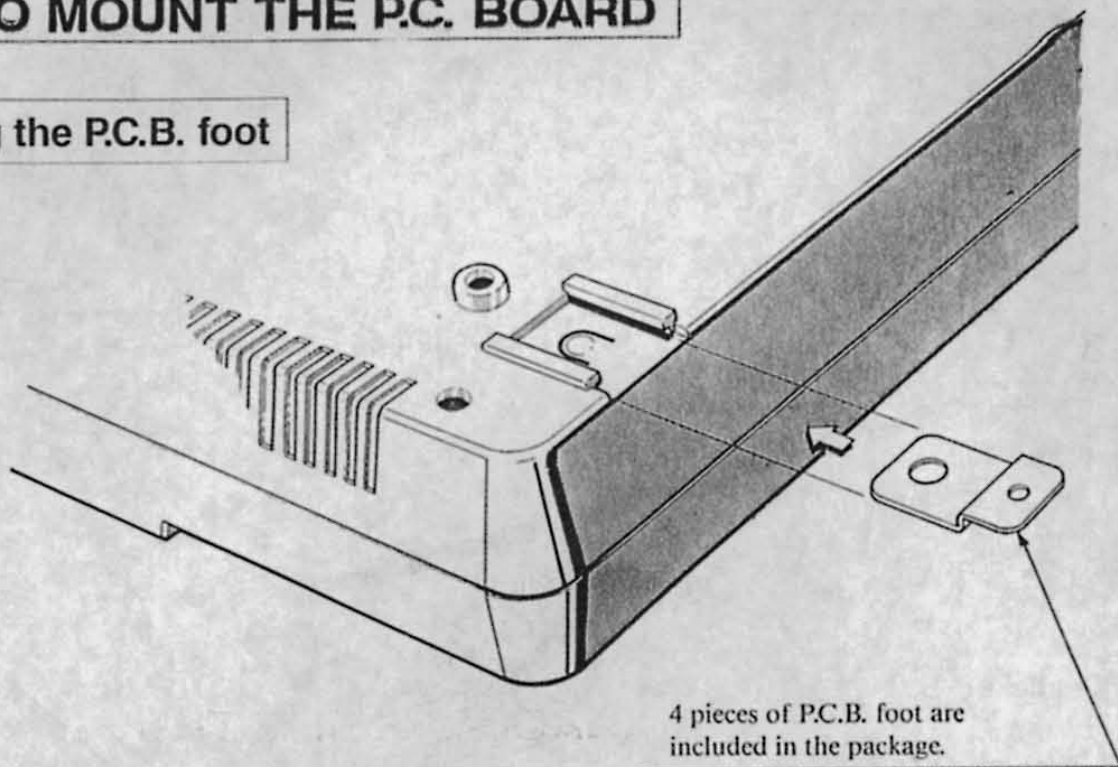
(Please do not remove this sticker.)

Volume dial

*** Disassembling the case or removing the sticker may cause the termination of your repair warranty.**

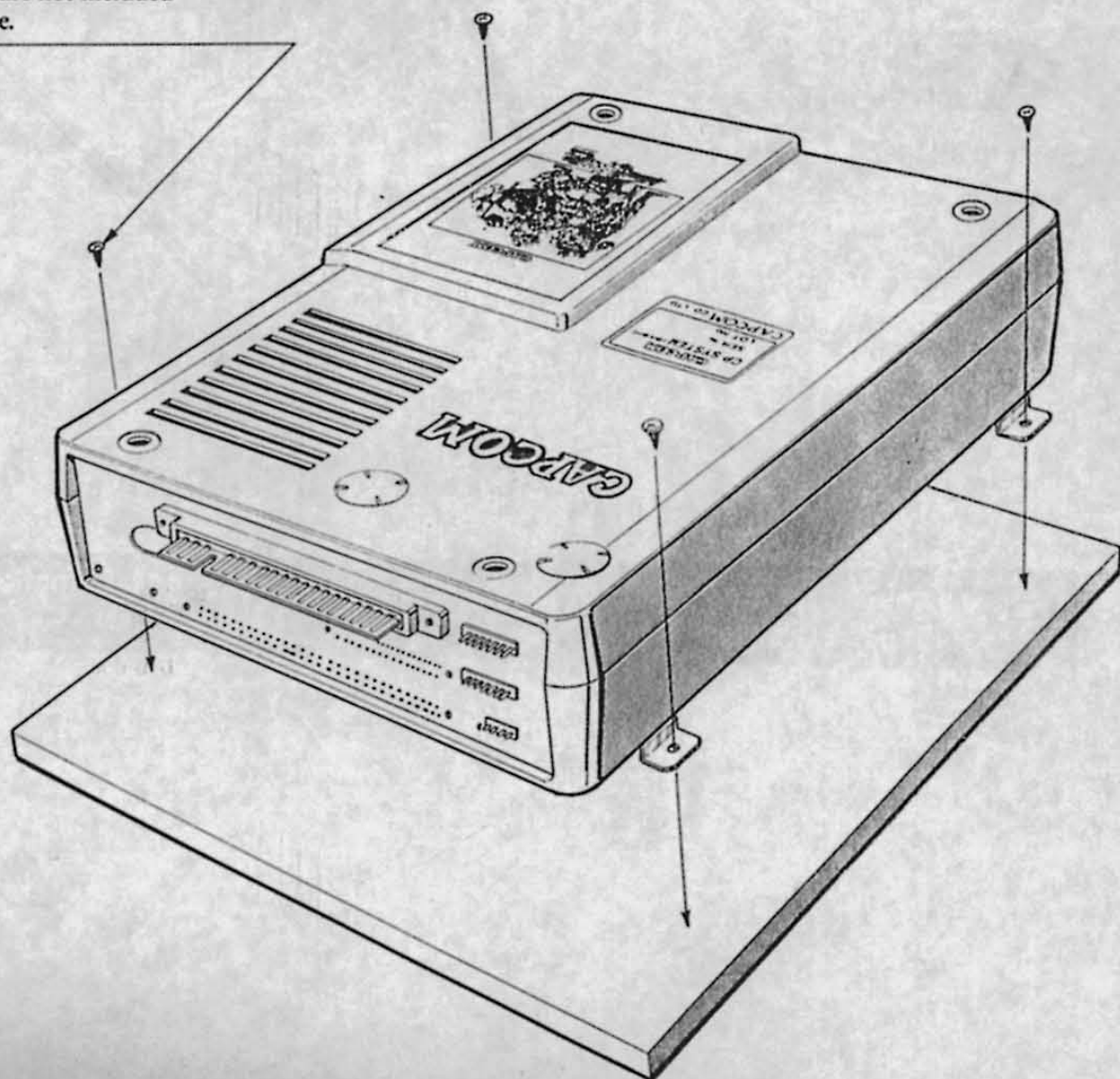
HOW TO MOUNT THE P.C. BOARD

1) Putting the P.C.B. foot



2) Mounting the P.C.B.

These screws are not included in the package.



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