

INSTRUCTION MANUAL

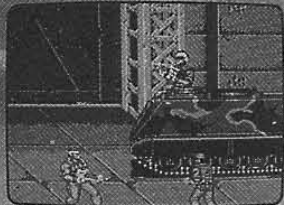
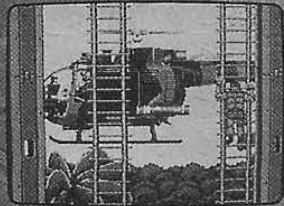
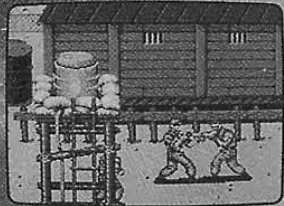
P.O.W.

— PRISONERS OF WAR —

**2-PLAYER
SIMULTANEOUS
ACTION**

Breaking
out
at your SNK
distributor

*Escape
the enemy
war camp!
Fight your
way to
freedom.
Overpower
enemy
soldiers
using hand-
to-hand
combat,
submachine
guns and
knives.*



SNK CORPORATION

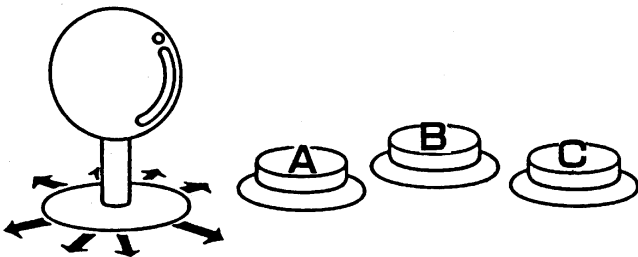
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HERO'S OPERATION

8-WAY LEVER

Usually hero fights by hand and can attack with weapon which he deprive from enemies.

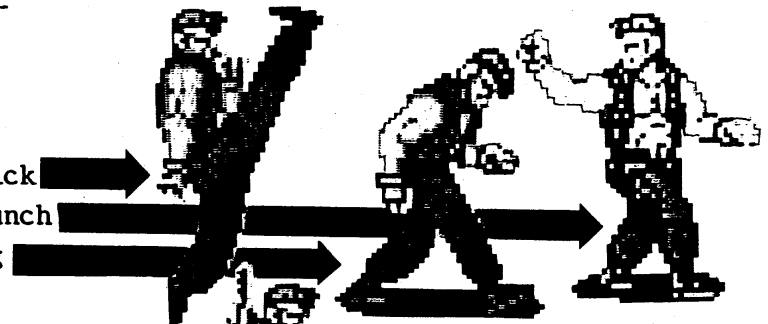
Operation methods are different according to the weapon hero has.



WHEN HERO FIGHTS WITH HAND. (NO WEAPONS)

- 1) A button
- 2) B button
- 3) C button
- 4) A,B buttons simultaneously
- 5) B,C buttons simultaneously
- 6) A,C buttons simultaneously

Kick
Jump
Punch
Jump kick
Back punch
Heading



WHEN HERO FIGHTS WITH KNIFE.

- 1) A button
- 2) B button
- 3) C button
- 4) A,B buttons simultaneously

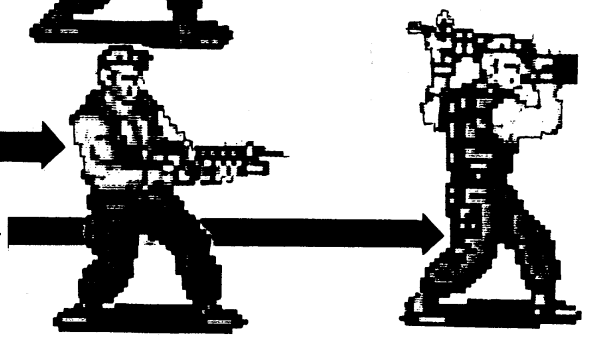
Kick
Jump
Throw knife
Jump kick



WHEN HERO FIGHTS WITH MACHINE GUN.

- 1) A button
- 2) B button
- 3) C button
- 4) A,B buttons simultaneously

Shoot
Jump
Hit by gun's butt
Jump kick



P. O. W. DIP SW NO. 1

ITEM	CONTENTS	1	2	3	4	5	6	7	8																		
FLIP FLOP	NORMAL	OFF	A L W A Y S O F F																								
	INVERSE	ON																									
BONUS	SECOND BONUS									OFF																	
	EVERY BONUS									ON																	
NO OF HEROS	2									OFF																	
	3									ON																	
PLAY PRICING COIN 1	1 COIN 1 PLAY									OFF							OFF										
	2 COIN 1 PLAY									ON							OFF										
	3 COIN 1 PLAY									OFF							ON										
	4 COIN 1 PLAY									ON							ON										
PLAY PRICING COIN 2	1 COIN 1 PLAY									OFF							OFF										
	1 COIN 2 PLAY									ON							OFF										
	1 COIN 3 PLAY									OFF							ON										
	1 COIN 4 PLAY									ON							ON										

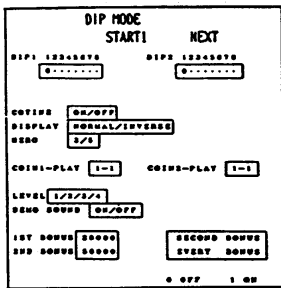
DIP SW NO. 2

ITEM	CONTENTS	1	2	3	4	5	6	7	8						
	2 (STANDARD)	OFF	OFF												
	1 (EASY)	ON													
	3 (DIFFICULT)	OFF	ON												
	4 (DIFFICULT)	ON													
DEMONSTRATION SOUND	WITH			OFF	OFF										
	WITHOUT			ON											
MODE	NEVER FINISH			OFF	ON										
	STOP VIDEO DISPLAY			ON											
BONUS 1ST/2ND	20000/50000									OFF	OFF				
	40000/100000									ON	OFF				
	60000/150000									OFF	ON				
	NO BOUNAS									ON	ON				
CONTINUE	WITH													OFF	
	WITHOUT													ON	

DISPLAY TEST MODE

- A) The memories and sounds are automatically self checked whenever power is applied. If these find problem, checking stops and display the memories that have problems. If there is no problem in the sound circuits, it chimes. If there is anything wrong, buzzer warns. When the P.C. Board is checked, please set up Bit 8 of Dip Switch 2 "ON" position at the time of turning on the power. Please switch off Bit 8 of Dip Switch 2 "OFF" position and then reapply the power. By press 1P side start switch to continue the display test.

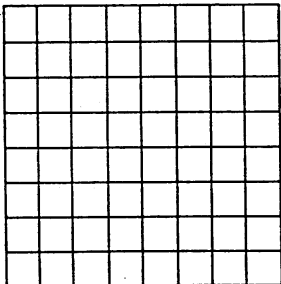
B) Picture 1 MODE CHECK



Set up the Dip Switch at your choice per the Dip Switch Setting List.

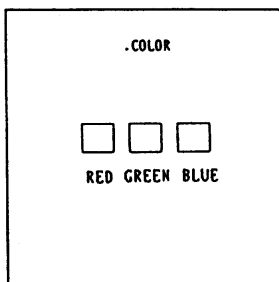
The figure displays each Bit number is changed to '1' from '0' by turning the switch on and screen displays the current mode.

C) Picture 2 CROSS-HATCH



Adjust the monitor for a square pattern throughout the display and on the edge of the monitor.

D) Picture 3 COLOR TEST



Assure that the correct colors are properly wired to the monitor.

E) Picture 4 LEVER & BUTTON TEST

LEVER		0	OFF	1	ON		
	P1	P2		1	2	3	4 5 6 7 8
UP	0	0	DIP1	1	0	0	0 0 0 0 0 0
DOWN	0	0	DIP2	0	0	0	0 0 0 0 0 0 1
LEFT	0	0					
RIGHT	0	0					
PUSH1	0	0	SERVICE				
PUSH2	0	0	COIN 1 0				
PUSH3	0	0	COIN 2 0				
START2	0	0					

When a lever or button turns on, '0' on the monitor will change to '1'.

Make sure the figure of '0' changes to '1' of "COIN" either pressing the service switch or inserting coins.

F) Picture 5 BACK CHARACTER TEST

BACK CHARACTER			
BANK0	<input type="checkbox"/>	BANK1	<input type="checkbox"/>
BANK2	<input type="checkbox"/>	BANK3	<input type="checkbox"/>

Confirm that the characters are displayed on the monitor.

G) Picture 6 SPRITE TEST

.FONT	
<div style="border: 1px dashed black; padding: 10px; width: fit-content; margin: 0 auto;"> FONT CHARACTER </div>	

Confirm that the characters are displayed on the monitor.

H) Picture 7 SOUND TEST

.SOUND	
SOUND CODE = ?	
MUSIC	41-7B
EFFECT	81-BB
VOICE	CO-FF
STOP	0E

Set up the sound code ("?) to 41-7B or 81-BB by moving the Joy-Stick, or by pressing the fire button at CO-FF.

Set the sound code to OE and press the fire button to stop the sound.

PCB LAYOUT

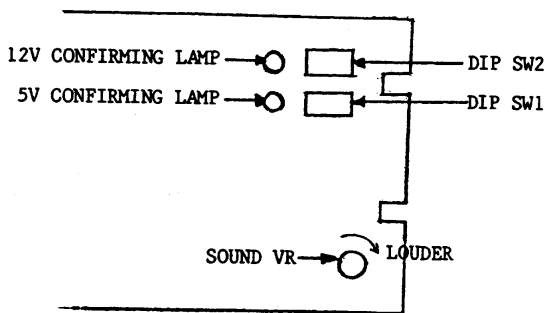
1-1) ADAPTION FOR EDGE CONNECTOR CR7E-56DA-3, 96E(56PIN): HRS

1-2) POWER SUPPLY:

SNK recommends the use of a switching type power supply with minimum current ratings as stated.

VOLTAGE	CURRENT
+5VDC	7 Amps
+12VDC	1 Amp

NOTE: Assure that the voltage on the PCB is in the range from + 4.9 V to + 5.15V.
We have no responsibility for any changes other than constructed.
This layout can be changed without notice.



Check voltage at Edge-connector by Testor, since above lamps are for confirmation of power supply.

- 1) Don't test the circuits with Testor etc., even if you find malfunction on solid state module.
The voltage inside Testor will break the IC.
- 2) Assure that the power is cut off when you replace parts or insert/disconnect the edge connector.
- 3) Make sure to pull from plug, when you disconnect the power cord.
- 4) Always use caution to stay clear of the high voltage sections to avoid the possibility of electric shock.



CONTROL WIRING DIAGRAM

