POWER INSTINCT

豪血寺一族

OPERATION MANUAL

ATLUS CO., LTD.

ATLUS

●Specifications

◇Name of Game	POWER INSTINCT
◇Control Panel	One-sided 2P
Joystick	2(8 directions:one each 1P and 2P)
Button	8(push button:4 each 1P and 2P)
◇Edge Connector	JAMMA Standards
◇Monitor	Horizontal Monitor

●Operation Precaution

◇Each player has an 8-directional joystick and 4 buttons.

◇Unlike Conventional games, the sound is one of the important factors for attracting customers.

Set the sound volume a little higher (so that players hear the game clearly)

◇Be sure to disconnect the power from the enclosure before installing or removing the PC Board.

◇Use extreme care not to drop any meta, objects such as a nail or clip onto the PC Board.

This can result in damage to the Board.

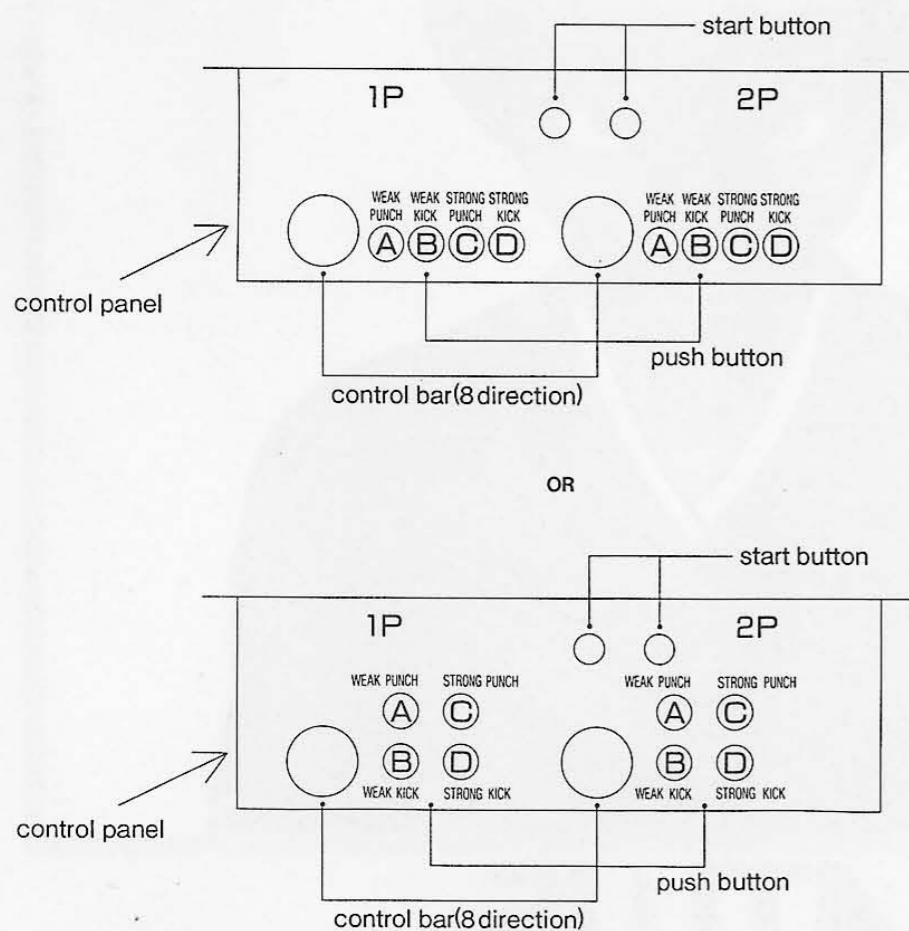◇When transporting the PC Board, wrap it in aircap or sponge and secure it in a corrugated carton box.

control panel

control bar(8 direction)

push button

OR

control panel

control bar(8 direction)

push button

●Table of PC Board Connectors

(1) Required Power Supply

+5V $\pm^{0.5V}_{0.1V}$ (MIN4.0A)	
+5V ±0.5V (MIN1.0A)	

(2) Standard of Edge Connector

JAMMA Standards

(3) Edge Connector Terminal Layout

Soldered Side	Terminals		Parts Side
G N D	A	1	G N D
G N D	B	2	G N D
+ 5 V	C	3	+ 5 V
+ 5 V	D	4	+ 5 V
	E	5	
+ 12 V	F	6	+ 12 V
Wrong Insertion Protection Key	H	7	Wrong Insertion Protection Key
Coin Counter 2	J	8	Coin Counter 1
Coin Lockout 2	K	9	Coin Lockout 1
Speaker (−)	L	10	Speaker (+)
Audio(GND)	M	11	
Video GREEN	N	12	Video RED
Video SYNC	P	13	Video BLUE
Service Switch	R	14	Video GND
	S	15	Test Switch
Coin Switch 2	T	16	Coin Switch 1
START Switch 2	U	17	START Switch 1
2P Contorol 1UP	V	18	1P Contorol 1UP
2P Contorol 2DOWN	W	19	1P Contorol 2DOWN
2P Contorol 3LEFT	X	20	1P Contorol 3LEFT
2P Contorol 4RIGHT	Y	21	1P Contorol 4RIGHT
2P PUSH A WEAK PUNCH	Z	22	1P PUSH A WEAK PUNCH
2P PUSH B WEAK KICK	a	23	1P PUSH B WEAK KICK
2P PUSH C STRONG PUNCH	b	24	1P PUSH C STRONG PUNCH
2P PUSH D STRONG KICK	c	25	1P PUSH D STRONG KICK
	d	26	
G N D	e	27	G N D
G N D	f	28	G N D

※For optimum of this machines. supply desiJinated voltage where applicable.

●SYSTEM MENU

Push test swich for "MONITOR TEST".

While monitor is on the test screen

press the service switch, "INPUT TEST"

and "DIP SW LIST" will be displayed.
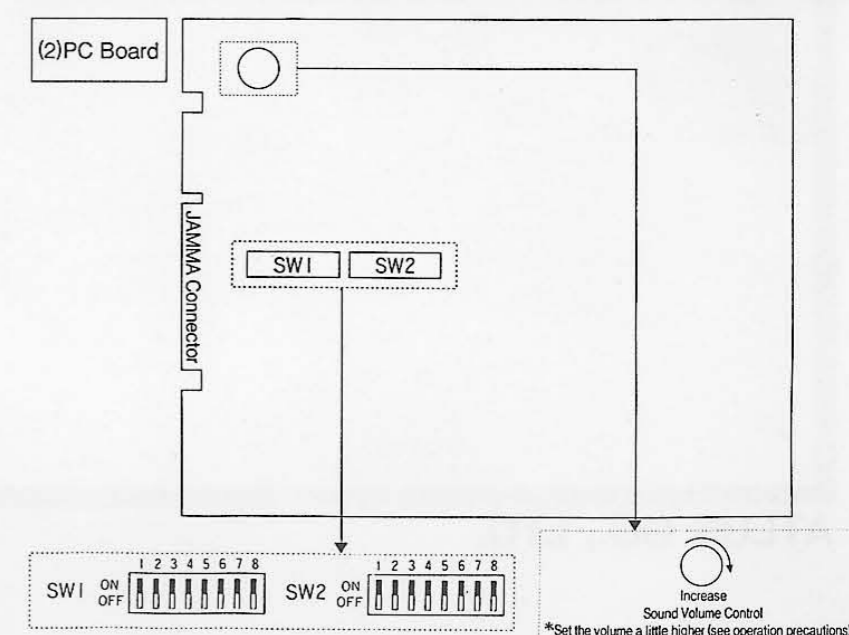
Press service button again to go back to game mode.

Should the unit be modefied without prior appoval, we are not liable for any damage incurred.

●DIP SWITCH

DIP SW 1		1	2	3	4	5	6	7	8
MONITOR FLIP	NORMAL	OFF							
	FLIP	ON							
COIN 1	1COIN 1CREDIT				OFF	OFF	OFF		
	1COIN 2CREDITS				ON	OFF	OFF		
	1COIN 3CREDIT				OFF	ON	OFF		
	1COIN 4CREDITS				ON	ON	OFF		
	2COINS 1CREDIT				OFF	OFF	ON		
	3COINS 1CREDIT				ON	OFF	ON		
	4COINS 1CREDIT				OFF	ON	ON		
	2COINS START 1COIN CONTINUE				ON	ON	ON		
COIN 2	1COIN 1CREDIT						OFF	OFF	OFF
	1COIN 2CREDITS						ON	OFF	OFF
	1COIN 3CREDITS						OFF	ON	OFF
	1COIN 4CREDITS						ON	ON	OFF
	2COINS 1CREDIT						OFF	OFF	ON
	3COINS 1CREDIT						ON	OFF	ON
	4COINS 1CREDIT						OFF	ON	ON
	2COINS START 1COIN CONTINUE						ON	ON	ON
FREE PLAY	OFF								OFF
	ON								ON

DIP SW 2		1	2	3	4	5	6	7	8
DIFFICULTY	2 NORMAL	OFF	OFF						
	1 EASY	ON	OFF						
	3 HARD	OFF	ON						
	4 HARDEST	ON	ON						
GAME TIME	NORMAL			OFF					
	SHORT			ON					
BLOOD COLOR	RED				OFF				
	BLUE				ON				
CONTINUE	ON					OFF			
	OFF					ON			
DEMO SOUND	OFF						OFF		
	ON						ON		
"JOIN IN" MODE	ON							OFF	
	OFF							ON	
COIN CHUTER	1 CHUTER								OFF
	2 CHUTERS								ON

※IN "JOIN IN" MODE, A SECOND PLAYER CAN JOIN EVEN IF ONE PLAYER HAS ALREADY BEGUN TO PLAY. PLEASE REFER TO CHART BELOW.

JOIN IN MODE	CREDIT	JOIN IN	GAME OVER
JOIN IN ON	ONE CREDIT PER PLAYER	ANYTIME AVAILABLE	WINNER OF VS PLAYS COMPUTER
JOIN IN OFF	1 CREDIT=VS MODE (2 PLAYERS)	CANNOT	AFTER WIN VS GAME OVER FOR BOTH PLAYERS

●Instruction of the PC Board

(2)PC Board

JAMMA Connector

SW1 SW2

SWI ON OFF 1 2 3 4 5 6 7 8   SW2 ON OFF 1 2 3 4 5 6 7 8

Increase

Sound Volume Control

*Set the volume a little higher (see operation precautions)