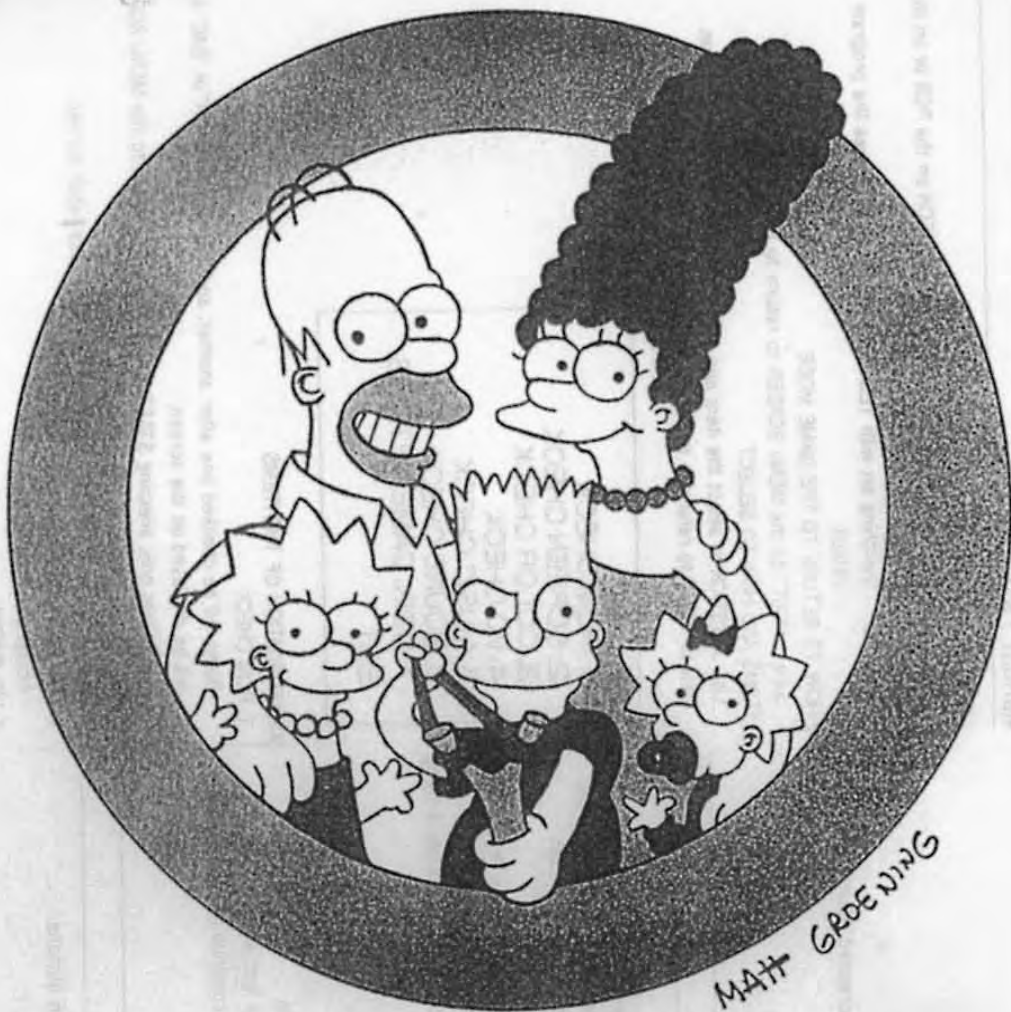




No.950332



# THE SIMPSONS™



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BINKY IS A LIFE IN HELL® character. © and TM 1991 Matt Groening. All rights reserved.  
BONGO IS A LIFE IN HELL® character. © and TM 1991 Matt Groening. All rights reserved.

## OPERATOR'S MANUAL

## Technical Information

- (1) Required power capacity  
GND-Vcc 5V 4A or more  
GND(+12V)

\* See the Wiring Diagram.

- (2) Output

- R(red) analog, positive
- G(green) analog, positive
- B(blue) analog, positive
- SYNC. H-V complexed, negative

- (3) The monitor should be horizontally installed.

- (4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.

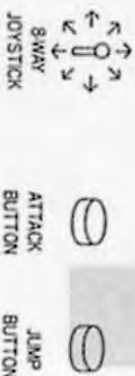
- (5) Handle with care.

## Play Instruction

- 1 to 4 players.
- Decide the character you want to control out of the four Simpsons. Each Simpson uses a different form of attack:  
a) Marge uses a Hoover, b) Homer uses his hands, c) Bart uses a skateboard, d) Lisa uses a skipping rope.
- Deposit coin(s) in coin slot. Choose which character you want and press the relevant function button.
- Control your character using the 8-way joystick.
- Press jump button to avoid enemy attacks, jump to a higher position or defeat enemies in the air. Pressing the jump button longer makes the characters jump higher.
- Press the attack and jump button simultaneously, or the attack button while character is in the air for a flying kick or body attack.
- Pick up food to restore your energy.
- Pick up weapons (a hammer, a sling shot or a mop) for special attack.
- Pick up items on the playing field to throw at the enemies.
- Wiggle the joystick or press the buttons repeatedly to escape from the enemies grip.
- You will lose a life when your energy is exhausted. The game is over when you have lost all your lives.
- There are 8 stages and 2 bonus stages. You may continue the game as long as you continue to add coins when necessary. Any player can join at any time.

## Cabinet Information

Use a multi control upright cabinet with four sets of an 8-way joystick and two function buttons.



## Self Test

Normal "OK" will be displayed. Then the game will start.  
Abnormal "BAD" will be displayed and self test will repeat itself. If "12C BAD" is displayed, switch off and switch on again with TEST SWITCH pressed.

## Manual Test

### 1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MENU SCREEN of the Manual Test.

[NOTE] Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized default.

### 2) HOW TO RETURN TO THE GAME MODE

Select "EXIT" on the MENU SCREEN to return to the game mode.

### 3) ITEMS AND HOW TO SELECT

Use JOYSTICK to select the item and press 1P ATTACK button to begin.  
Select "EXIT" to return to the MENU SCREEN.

1. ROM CHECK
2. SCREEN CHECK
3. COLOR CHECK
4. I/O CHECK
5. MUSIC CHECK
6. SOUND CHECK
7. COIN. GAME OPTIONS
- EXIT

## 4) EXPLANATION OF THE ITEMS

### 1. ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" and check-sums will be displayed on the screen.

### 2. SCREEN CHECK

In this test only, pressing START button does not return to the MENU SCREEN until the test is through.

### 3. COLOR CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

### 4. I/O CHECK

Adjust color brightness.

### 5. MUSIC CHECK

Check all the joysticks and buttons to see "1" when switched on.

### 6. SOUND CHECK

Select "NEXT MUSIC" to change music.

### 7. COIN. GAME OPTIONS

Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

### 7. COIN. GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press ATTACK button. After modification is finished in the sub-screen, select "EXIT" to save and return to this screen.

7.COIN, GAME OPTIONS

- 7-1. COIN SETTING  
STARTING 1 COIN 1 CREDIT  
CONTINUE 1 COIN 1 CREDIT
- 7-2. NUMBER OF PLAYERS  
2 PLAYERS
- 7-3. DIFFICULTY  
NORMAL
- 7-4. SOUND IN ATTRACT MODE  
ON
- 7-5. VIDEO SCREEN FLIP  
NORMAL
- 7-6. SOUND OUTPUT  
STEREO
- 7-7. FACTORY SETTING  
EXIT

7.2. NUMBER OF PLAYERS

- 1 PLAYER
- 2 PLAYERS
- 3 PLAYERS
- 4 PLAYERS
- 5 PLAYERS
- 6 PLAYERS
- 7 PLAYERS
- EXIT

7.3. DIFFICULTY

- EASY
- NORMAL
- DIFFICULT
- VERY DIFFICULT
- EXIT

[SUB-SCREENS]

Select "EXIT" and return to the original screen.  
(O shows the recommended settings.)

7.1. COIN SETTING

	COINS	CREDITS
<input type="radio"/>	1	1
	1	2
	1	3
	1	4
	1	5
	1	6
	1	7
	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5
	EXIT	

7.4. SOUND IN ATTRACT MODE

- OFF
- ON
- EXIT

7.5. VIDEO SCREEN FLIP

- NORMAL
- UPSIDE DOWN
- EXIT

7.6. SOUND OUTPUT

- MONAURAL
- STEREO
- EXIT

7.7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING".

# WIRING DIAGRAM

