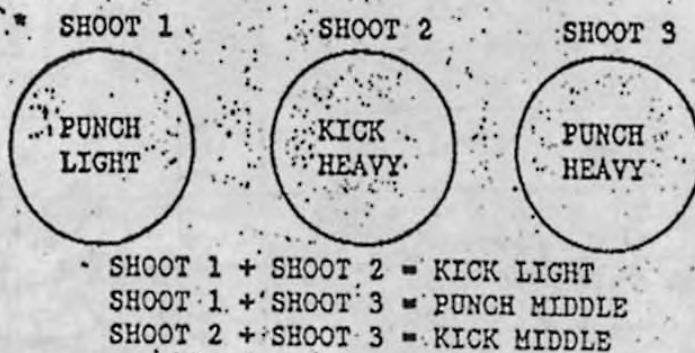
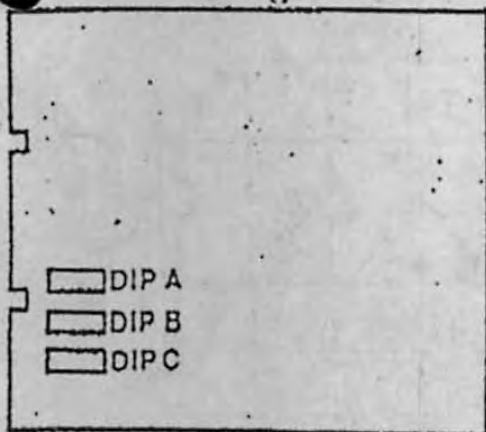


STREET F. II

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	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
2P PUNCH MIDDLE	M	11	1P PUNCH MIDDLE
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	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 PUNCH (LIGHT)	Z	22	1P PUNCH (LIGHT)
KICK HEAVY 2P	a	23	1P KICK HEAVY
2P PUNCH (HEAVY)	b	24	1P PUNCH (HEAVY)
KICK LIGHT 2P	c	25	KICK LIGHT 10
KICK MIDDLE 2P	d	26	KICK MIDDLE 1P
GND	e	27	GND
GND	f	28	GND



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Street fighter II

●DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY	EASY	0 OFF	OFF	OFF					
	↑	1 ON	OFF	OFF					
		2 OFF	ON	OFF					
	NORMAL	3 ON	ON	OFF					
		4 OFF	OFF	ON					
	↓	5 ON	OFF	ON					
		6 OFF	ON	ON					
	DIFFICULT	7 ON	ON	ON					

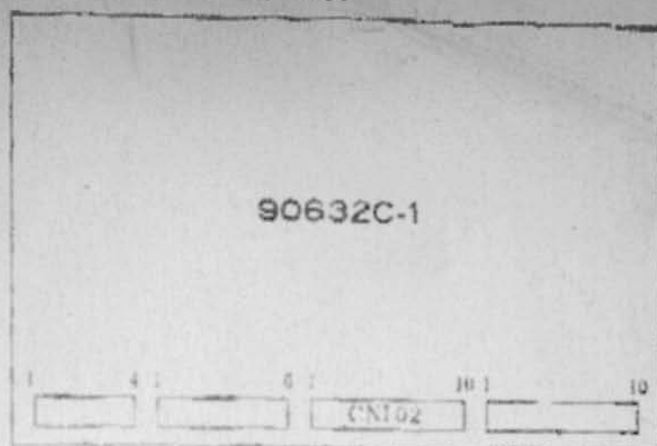
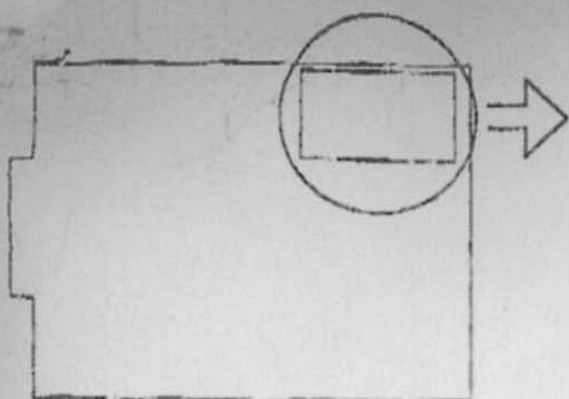
*DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.
 *HOLDFAK INDICATES FACTORY SETTING.

●DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	OFF						OFF		
	ON						ON		
CONTINUE MODE	OFF							OFF	
	ON							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

*HOLDFAK INDICATES FACTORY SETTING.
 *POWER DOWN AFTER CHANGING DIP SWITCHES
 *MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.
 *NO USE DIP SWITCH SHOULD BE KEPT ON "OFF".

HOW TO CONNECT THE ATTACHED HARNESS LINES



CN102

10 PIN

GND	1	BLACK
GND	2	BLACK
1P KICK LIGHT	3	PURPLE
1P KICK MIDDLE	4	GRAY
1P KICK HEAVY	5	WHITE
N.C.	6	
2P KICK LIGHT	7	ORANGE
2P KICK MIDDLE	8	GREEN
2P KICK HEAVY	9	BLUE
N.C.	10	

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	OFF	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	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		
	1COIN 6CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	
NO USE									OFF
									ON

#WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN.

IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.

#BOLDFACE INDICATES FACTORY SETTING.

SF II Umbau auf 3 Tasten

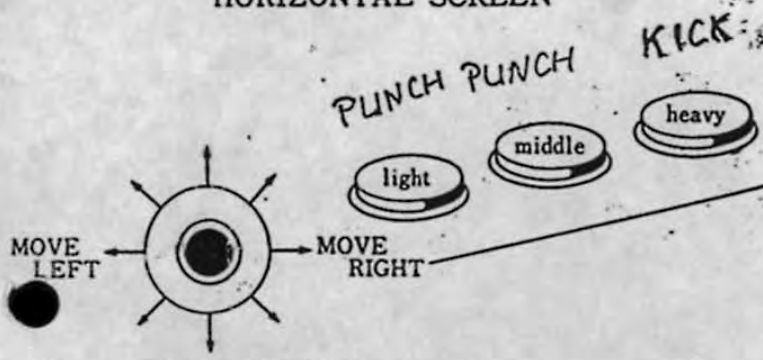
● SETTING EXPLANATION

○ PCB CONNECTOR

JAMMA STANDARD

○ CRT MONITOR

HORIZONTAL SCREEN

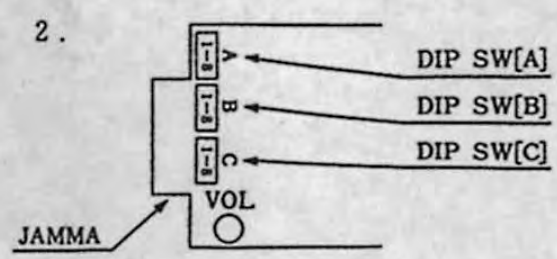
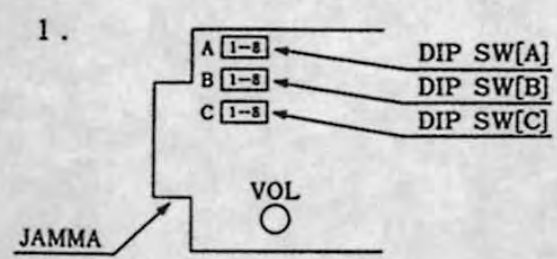


○ 8-WAY JOYSTICK

MOVES PLAYER TO UP/DOWN,
LEFT/RIGHT AND OTHER DIRECTIONS.

○ POSITIONS OF DIP SW

(THERE ARE 2 TYPES OF PCB)



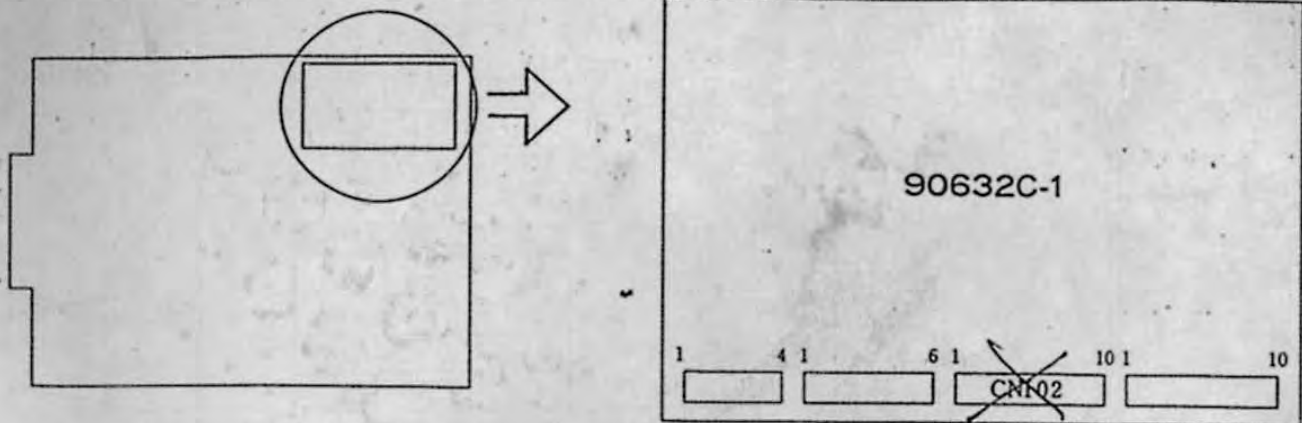
JAMMA STANDARD

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		
COIN COUNTER 2	J 8	COIN COUNTER 1	
(COIN LOCK OUT 2)	K 9	(COIN LOCK OUT 1)	
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	
	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 PUNCH (light)	Z 22	1P PUNCH (light)	
2P PUNCH (middle)	a 23	1P PUNCH (middle)	
2P KICK (heavy)	b 24	1P KICK (heavy)	
N.C.	c 25	N.C.	
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)

● HOW TO CONNECT THE ATTACHED HARNESS LINES



CNI02

10 PIN

GND	1	BLACK
GND	2	BLACK
1P KICK LIGHT	3	PURPLE
1P KICK MIDDLE	4	GRAY
1P KICK HEAVY	5	WHITE
N.C.	6	
2P KICK LIGHT	7	ORANGE
2P KICK MIDDLE	8	GREEN
2P KICK HEAVY	9	BLUE
N.C.	10	

nicht
benutzt

● DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	OFF	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	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		
	1COIN 6CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	
NO USE									ON

*WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN.
 IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.
 *BOLDFACE INDICATES FACTORY SETTING.

DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7
DIFFICULTY	EASY	OFF	OFF	OFF				
	↑	ON	OFF	OFF				
		OFF	ON	OFF				
	NORMAL	ON	ON	OFF				
	↓	OFF	OFF	ON				
		ON	OFF	ON				
	DIFFICULT	OFF	ON	ON				
		ON	ON	ON				

*DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.
 *BOLDFACE INDICATES FACTORY SETTING.

DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7
FREE PLAY	NOT FREE PLAY			OFF				
	FREE PLAY			ON				
SCREEN STOP	NORMAL				OFF			
	PAUSE				ON			
SCREEN FLIP	NORMAL					OFF		
	FLIP					ON		
SOUND DURING DEMONSTRATION MODE	OFF							OFF
	ON							ON
CONTINUE MODE	OFF							OFF
	ON							ON
TEST MODE	GAME MODE							
	TEST MODE							

*BOLDFACE INDICATES FACTORY SETTING.
 *POWER DOWN AFTER CHANGING DIP SWITCHES.
 *MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.
 *NO USE DIP SWITCH SHOULD BE KEPT ON "OFF".

1346 on

Street Fighter II

SETTING EXPLANATION

JAMMA STANDARD

DIP SW(A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	OFF	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 5CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	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		
	1COIN 5CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	
NO USE								OFF	ON

DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY	EASY	0	OFF	OFF	OFF				
		1	ON	OFF	OFF				
		2	OFF	ON	OFF				
	NORMAL	3	ON	ON	OFF				
		4	OFF	OFF	ON				
		5	ON	OFF	ON				
	DIFFICULT	6	OFF	ON	ON				
7		ON	ON	ON					

#DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.
#BOLDFACE INDICATES FACTORY SETTING.

DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	OFF						OFF		
	ON						ON		
CONTINUE MODE	OFF							OFF	
	ON							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

#BOLDFACE INDICATES FACTORY SETTING.
#POWER DOWN AFTER CHANGING DIP SWITCHES.
#MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.
#NO USE DIP SWITCH SHOULD BE KEPT ON "OFF".

SOLDER SIDE	COMPONENTS
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
COIN COUNTER 2	J 8 COIN COUNTER
COIN LOCK OUT 2	K 9 (COIN LOCK OUT)
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
	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 PUNCH (Light)	Z 22 1P PUNCH (Light)
2P PUNCH (Medium)	a 23 1P PUNCH (Medium)
2P PUNCH (Heavy)	b 24 1P PUNCH (Heavy)
N.C.	c 25 N.C.
N.C.	d 26 N.C.
GND	e 27 GND
GND	f 28 GND

FARTS NAME
CR7E-56DA-3.86E (HIROSE)
OR
1158-056 009 (KEL)

STREET R III^o

H3T1

JALMA 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	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
2P PUNCH MIDDLE	M	11	1P PUNCH MIDDLE
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	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 PUNCH (LIGHT)	Z	22	1P PUNCH (LIGHT)
KICK HEAVY 2P	a	23	1P KICK HEAVY
2P PUNCH (HEAVY)	b	24	1P PUNCH (HEAVY)
KICK LIGHT 2P	c	25	KICK LIGHT 1P
KICK MIDDLE 2P	d	26	KICK MIDDLE 1P
GND	e	27	GND
GND	f	28	GND

SHOOT 1

SHOOT 2

SHOOT 3

PUNCH
LIGHTKICK
HEAVYPUNCH
HEAVY

SHOOT 1 + SHOOT 2 - KICK LIGHT
 SHOOT 1 + SHOOT 3 - PUNCH MIDDLE
 SHOOT 2 + SHOOT 3 - KICK MIDDLE

DIP A
 DIP B
 OIPC

