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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.

# CAPCOM®

## CAUTION

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

- Do not block the ventilation slots.
- Do not drop or bump the board.
- Do not spill any liquid on the case.
- Do not disassemble the case.

### ATTENTION:

The product that you have purchased contains a rechargeable battery. The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste stream.

Check with your local solid waste officials for details in your area for recycling options or proper disposal.

**CAPCOM**

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

No desarme la caja. Si la caja está desarmada o hay evidencia de que lo ha estado, se denegarán las reparaciones.

Ne pas démonter la boîte. Au cas où il apparaît que cette boîte a été démontée, votre demande de réparation sera refusée.

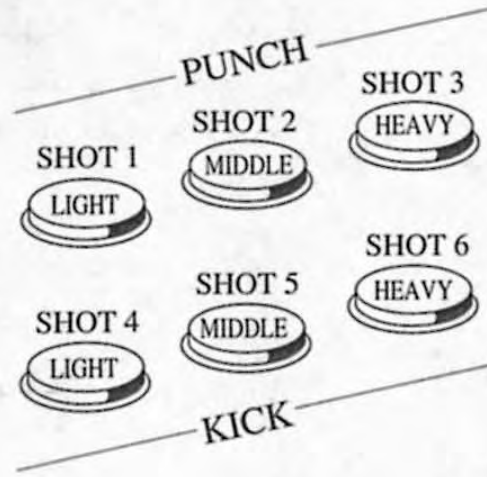
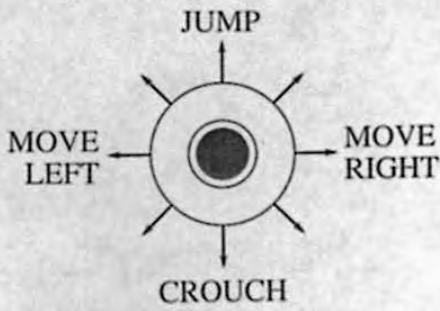
Das Gehäuse nicht öffnen. Falls das Gehäuse geöffnet wurde oder falls ersichtlich ist, daß es geöffnet wurde, wird die Reparatur verweigert.

Non smontare la scatola involucro. In caso sia stata smontata, o sia evidente che ciò è avvenuto, la riparazione sarà rifiutata

請客戶切勿私自拆卸本產品之機身／外殼。  
若有拆卸或拆卸迹象之疑時，敝社概不負責維修。

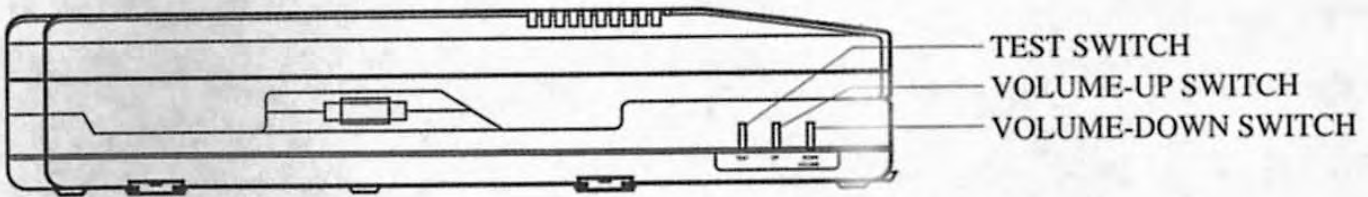
케이스는 절대로 분해하지 마십시오. 만약 케이스를 분해하거나 분해한 흔적이 있는 제품에 대해서는 수리 불가합니다.

## ● CONTROL PANEL LAYOUT

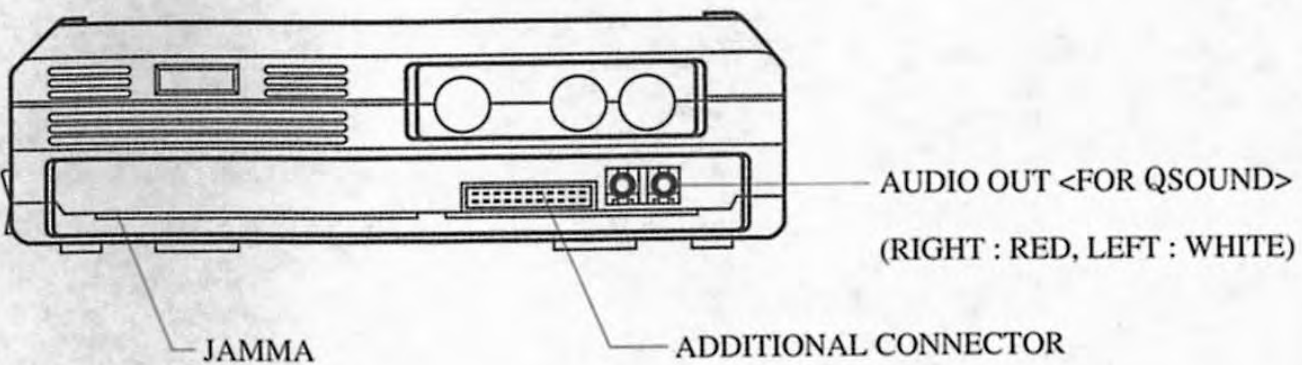


## ● VOLUME AND TEST SWITCHES ON BOARD

The volume can be set by pressing the volume-up or the volume-down switch. Your setting will be saved in the memory. In case the volume setting does not work properly, press down the volume-down switch for at least five seconds, then set the volume again.



## ● CONNECTOR LOCATIONS



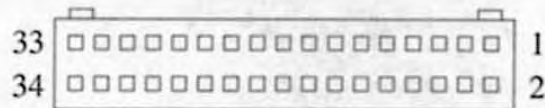
# ●CONNECTORS

- JAMMA: JAMMA 56-pin connector
- ADDITIONAL CONNECTOR: Kick Interface and Volume Control
- AUDIO OUT: For CAPCOM QSOUND cabinet only

## ●JAMMA CONNECTOR

SOLDER SIDE			COMPONENT 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	COUNTER 1
LOCK OUT 2	K	9	LOCK OUT 1
SPEAKER(-)	L	10	SPEAKER(+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
FREE CREDIT	R	14	VIDEO GND
N.C.	S	15	DIAGNOSTICS
2P COIN	T	16	IP COIN
2P START	U	17	IP START
2P UP	V	18	IP UP
2P DOWN	W	19	IP DOWN
2P LEFT	X	20	IP LEFT
2P RIGHT	Y	21	IP RIGHT
2P LIGHT PUNCH	Z	22	IP LIGHT PUNCH
2P MIDDLE PUNCH	a	23	IP MIDDLE PUNCH
2P HEAVY PUNCH	b	24	IP HEAVY PUNCH
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

## ●ADDITIONAL CONNECTOR



Harness Side

# TEST MENU

The TEST MENU allows you to test the functions and controls of the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the TEST MENU you can also access the CONFIGURATION MENU, where you can change the settings of the game.

## 1. ACCESSING THE TEST MENU

For a CAPCOM cabinet, or a cabinet equipped with a test switch:

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

For a cabinet without a test switch:

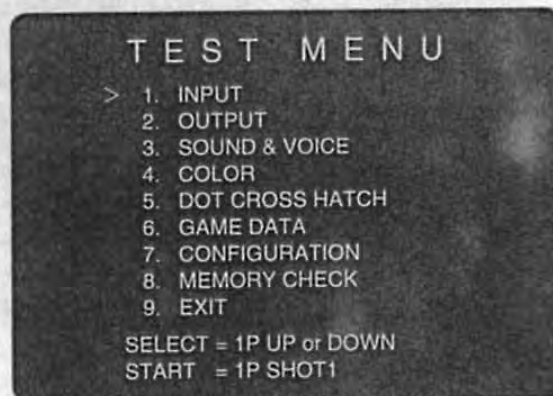
Push the test switch on the side of the plastic electronic casing. Refer to the VOLUME AND TEST SWITCHES ON BOARD section.

## 2. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the arrow to your desired item and push the Player 1 SHOT 1 button.

※To return to the TEST MENU, push the player 1 START and player 2 START buttons simultaneously.

※The screen automatically returns to TEST MENU after the MEMORY CHECK.



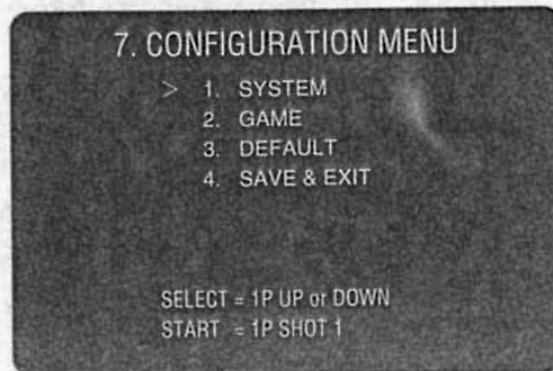
## 3. TEST MENU ITEM DESCRIPTIONS

1. INPUT	Used to test the input switches such as joysticks and buttons.
2. OUTPUT	Used to test the coin meter and the coin lock.
3. SOUND & VOICE	Select a code with the player 1 joystick and push the player 1 SHOT 1 button to hear the sound / voice, then adjust the volume.
4. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid black background.
5. DOT CROSS HATCH	Used to check the screen size, focus and distortion.
6. GAME DATA	Coin meter and the play-time information will be displayed.
7. CONFIGURATION	Used to change the settings of the game. Refer to the CONFIGURATION MENU section.
8. MEMORY CHECK	Used to test the memory. "OK" appears when each block of memory passes test. If "NG" appears, repeat the memory test. If "NG" still appears, contact your distributor.
9. EXIT	Select this item and push the player 1 SHOT 1 button to return to the game.

# CONFIGURATION MENU

## 1. HOW TO SELECT AN ITEM

Use the player 1 joystick to move the arrow to your desired item and push the player 1 SHOT 1 button.



## 2. CONFIGURATION MENU ITEM DESCRIPTIONS

1. SYSTEM	Used to change the system settings.
2. GAME	Used to change the game play settings.
3. DEFAULT	Select this item and push the player 1 SHOT 1 and SHOT 2 buttons simultaneously to return to the factory settings.
4. SAVE & EXIT	Select this item and push the player 1 SHOT 1 button to save your settings and return to the TEST MENU.

※A message "SAVING NEW CONFIGURATION IN EEPROM" appears while new settings are being saved. It takes one or two seconds to save the new settings. Do not turn off the power switch while saving is in process.

# SYSTEM CONFIGURATION

## 1. CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the player 1 joystick up or down to highlight your desired option. Once the option is highlighted, move the joystick left or right to change the setting.

### 7-1. SYSTEM CONFIGURATION

- > 1. COIN MODE            1 COIN 1 CREDIT
- 2. CONTINUE            ON
- 3. MONITOR             NORMAL
- 4. DEMO SOUND        ON
- 5. SOUND MODE        STEREO (Q SOUND)
- 6. CHUTE TYPE        2 CHUTES SINGLE
- 7. LANGUAGE            ENGLISH
- 8. EXIT

SELECT OPTION = 1P UP or DOWN  
 MODIFY SETTING = 1P LEFT or RIGHT  
 = 1P SHOT1 or SHOT2

Refer to the SYSTEM CONFIGURATION OPTIONS below.

## 2. SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1. COIN MODE	Used to set the play fee.
2. CONTINUE	Used to set the continuous play.
3. MONITOR	Used to flip the screen vertically. If the screen appears upside down, change the setting.
4. DEMO SOUND	Used to turn the attract sound on or off.
5. SOUND MODE	STEREO(Q SOUND) is available with CAPCOM Q SOUND cabinets only. For other cabinets, please set to MONAURAL.
6. CHUTE TYPE	Used to set the type of your cabinet. <b>2 CHUTES SINGLE:</b> 2 common chutes <b>2 CHUTES MULTI:</b> 2 separate chutes <b>1 CHUTE SINGLE:</b> 1 chute
7. LANGUAGE	Used to set the screen text language.
8. EXIT	Select this item and push the player 1 SHOT 1 button to return to the CONFIGURATION MENU.

※ "VOICE TYPE" function replaces "LANGUAGE" function in Asia version.

### • SYSTEM CONFIGURATION OPTIONS

1. COIN MODE	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS
	1 COIN 5 CREDITS	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS
	1 COIN 9 CREDITS	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT
	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT	8 COINS 1 CREDIT
	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
	2. CONTINUE	ON		OFF
3. MONITOR	FLIP		NORMAL	
4. DEMO SOUND	ON		OFF	
5. SOUND MODE	STEREO (Q SOUND)		MONAURAL	
6. CHUTE TYPE	2 CHUTES SINGLE	CHUTES MULTI	1 CHUTE SINGLE	
7. LANGUAGE	ENGLISH		SPANISH	

※  Factory setting

※ There is no language function in Asia version.

# GAME CONFIGURATION

## 1. CHANGING THE GAME CONFIGURATION SETTINGS

Move the player 1 joystick up or down to highlight your desired option. Once the option is highlighted, move the joystick left or right to change the setting.

### 7-2. GAME CONFIGURATION

- |                 |               |
|-----------------|---------------|
| > 1. DIFFICULTY | 2 NORMAL      |
| 2. DAMAGE LEVEL | 2 NORMAL      |
| 3. TIMER SPEED  | 2 NORMAL      |
| 4. GAME SPEED   | 4 FREE SELECT |
| 5. MAX ROUND    | 3 ROUNDS      |
| 6. EVENT        | OFF           |
| 7. AUTOMATIC    | OFF           |
| 8. EXIT         |               |

SELECT OPTION = 1P UP or DOWN  
 MODIFY SETTING = 1P LEFT or RIGHT  
 = 1P SHOT1 or SHOT2

Refer to the GAME CONFIGURATION OPTIONS below.

## 2. GAME CONFIGURATION ITEM DESCRIPTIONS

1. DIFFICULTY	Used to set the game difficulty level. The higher the number, the more difficult the game play.
2. DAMAGE LEVEL	Used to set the offensive power level. The higher the number, the greater the offensive power.
3. TIMER SPEED	Used to set the speed of the timer. The higher the number, the faster the timer.
4. GAME SPEED	Used to set the game speed.
5. MAX ROUND	Used to set the number of rounds per match.
6. EVENT	Special setting for the tournament event. <b>1 MATCH:</b> Only 1 credit is required for a 2P game. The game ends after one match regardless of the result.
7. AUTOMATIC	Used to turn the "Automatic Mode" on and off. Setting to "FREE SELECT" allows the player to select Normal or Automatic mode.
8. EXIT	Select this item and push the player 1 SHOT 1 button to return to the CONFIGURATION MENU.

### • GAME CONFIGURATION OPTIONS

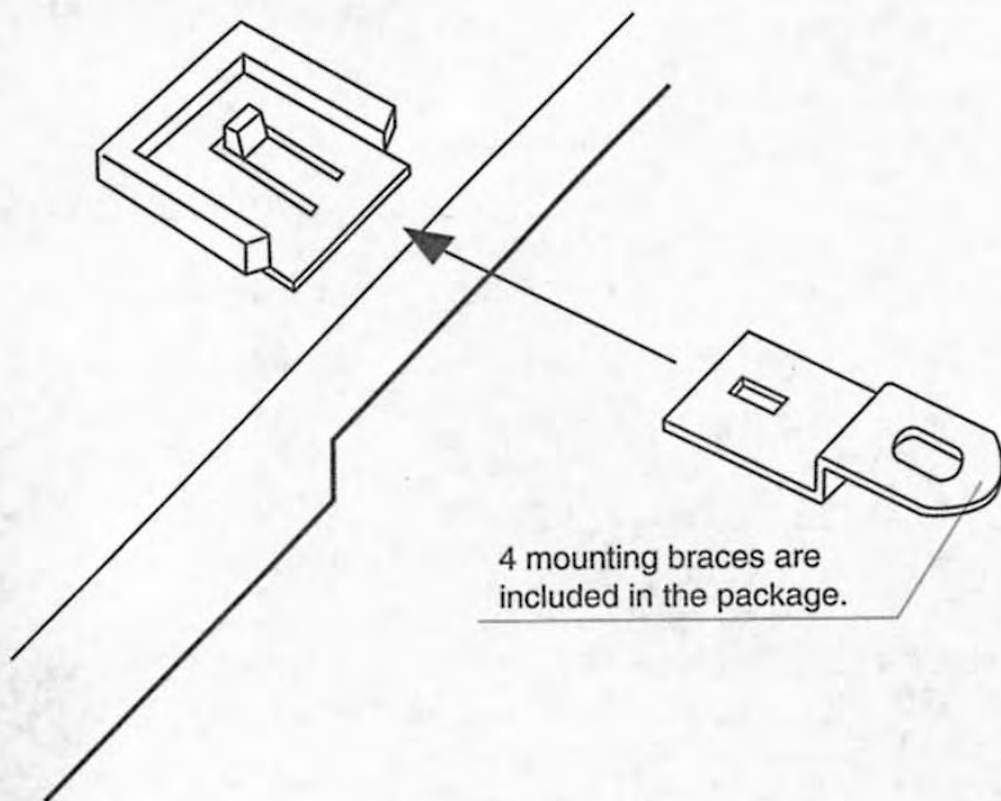
1. DIFFICULTY	1 EASY	2 NORMAL	3 HARD 1	4 HARD 2
	5 HARD 3	6 HARD 4	7 HARD 5	8 EXPART
2. DAMAGE LEVEL	1 LOW	2 NORMAL	3 HIGH	4 MAXIMUM
3. TIMER SPEED	1 SLOW	2 NORMAL	3 FAST	4 FASTEST
4. GAME SPEED	1 NORMAL	2 TURBO 1	3 TURBO 2	4 FREE SELECT
5. MAX ROUND	1 ROUND		3 ROUNDS	5 ROUNDS
6. EVENT	OFF		1 MATCH	
7. AUTOMATIC	OFF		FREE SELECT	

☐ Factory setting

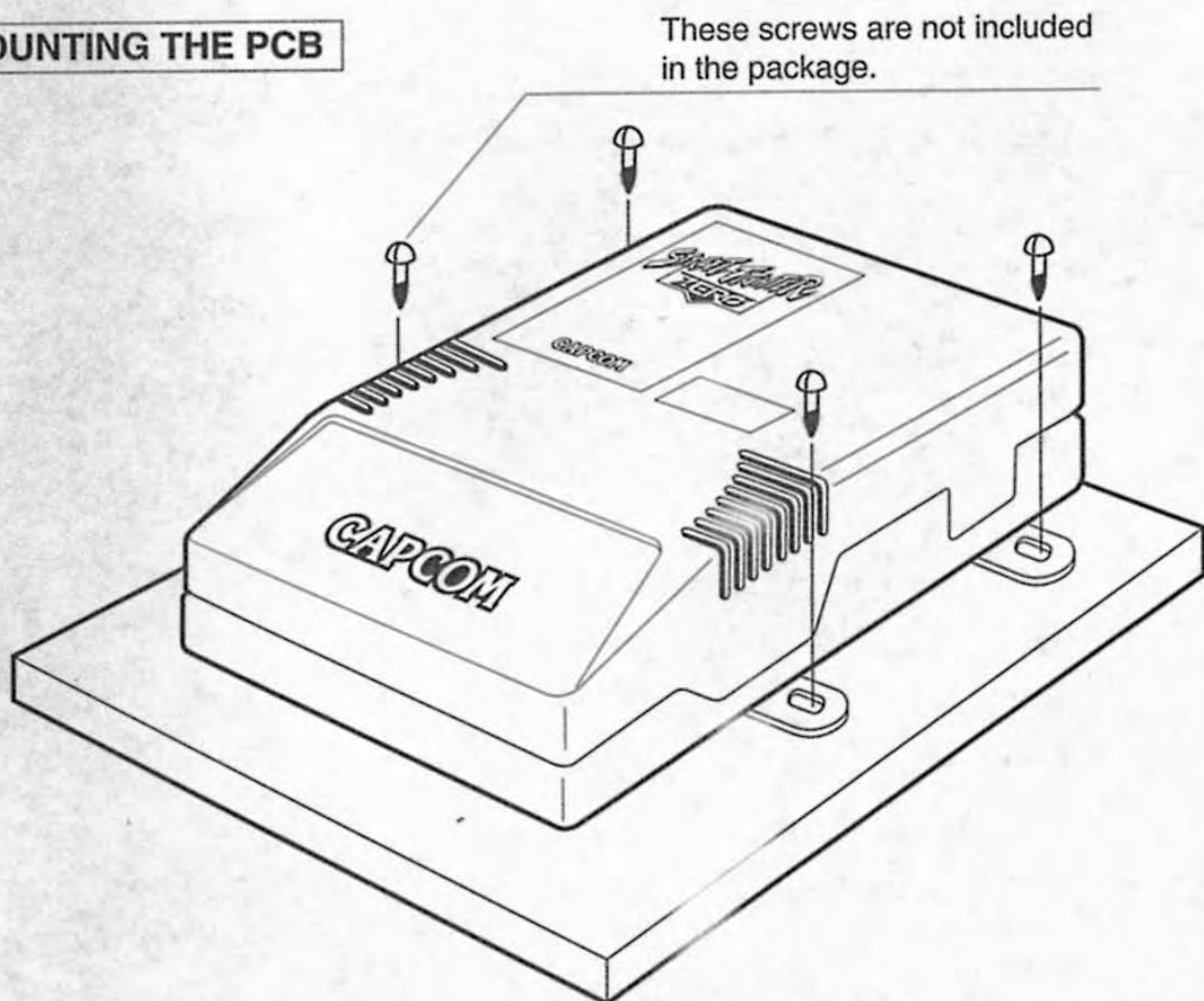


# MOUNTING THE PC BOARD

## 1. INSTALLING THE MOUNTING BRACES



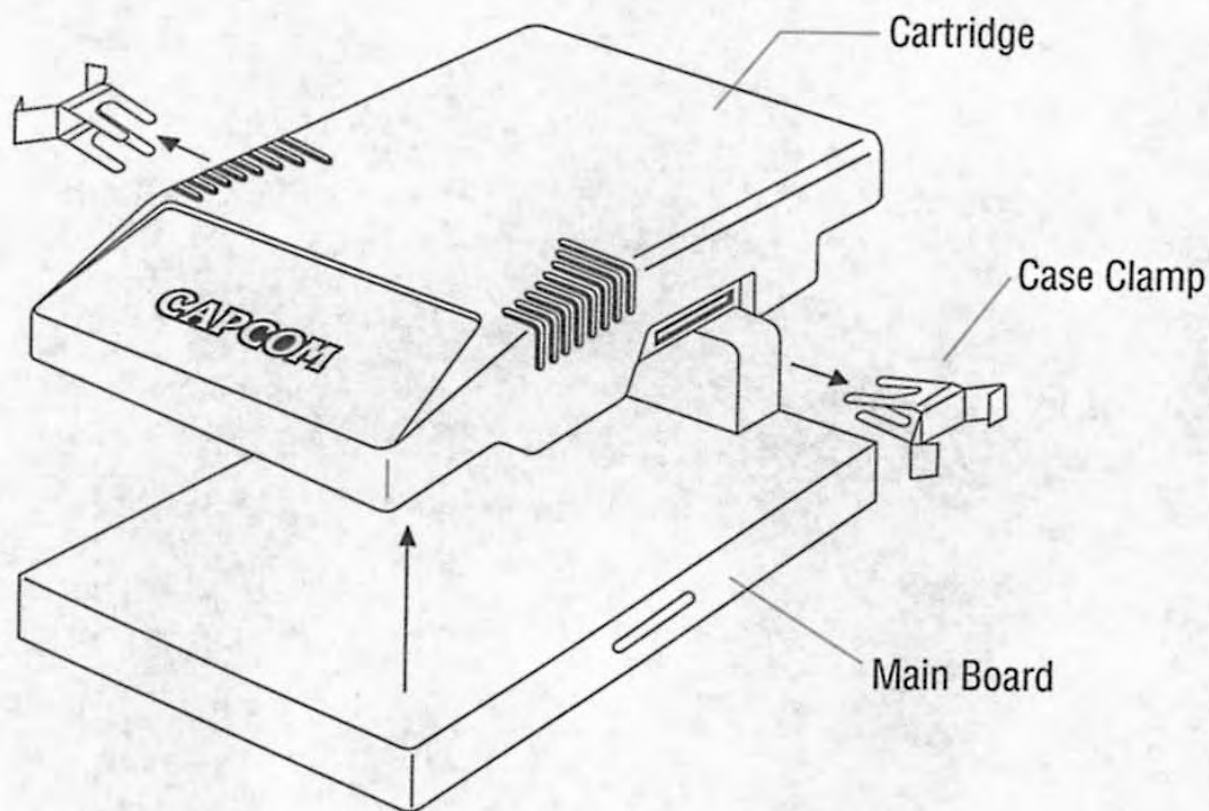
## 2. MOUNTING THE PCB



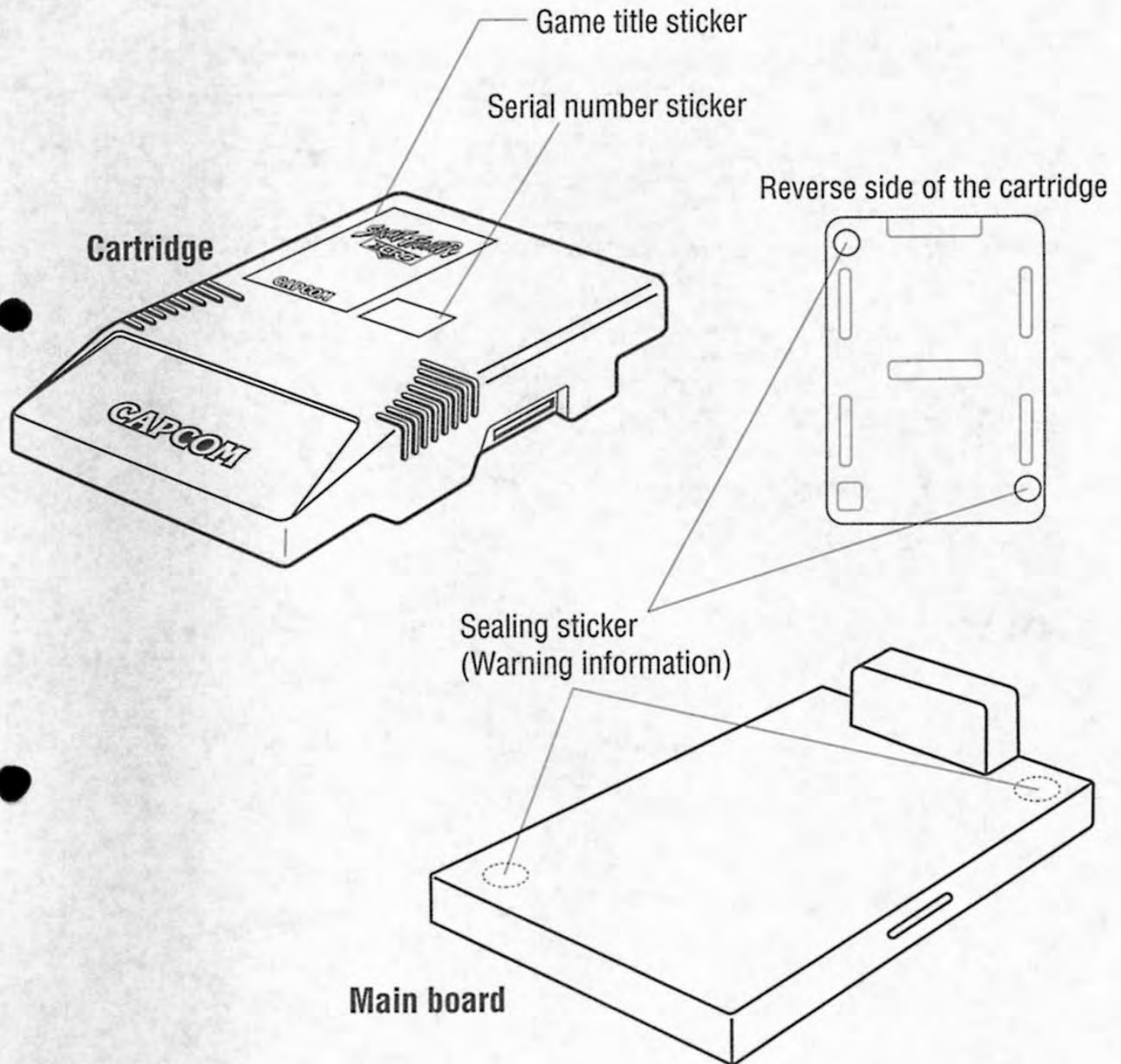
## HOW TO REMOVE THE TOP "B" CARTRIDGE

In the future, there will be the capability to remove the top "B" cartridge so that a game can be converted to a new game or upgraded to a different version. It is very important to separate only the top cartridge from the main board. **Dissassembling either case will void your warranty.** Follow the instructions below to separate the two assemblies.

- Remove the 2 case clamps.
- Carefully pull the "B" cartridge off the bottom cartridge.



# CARTRIDGE STICKERS

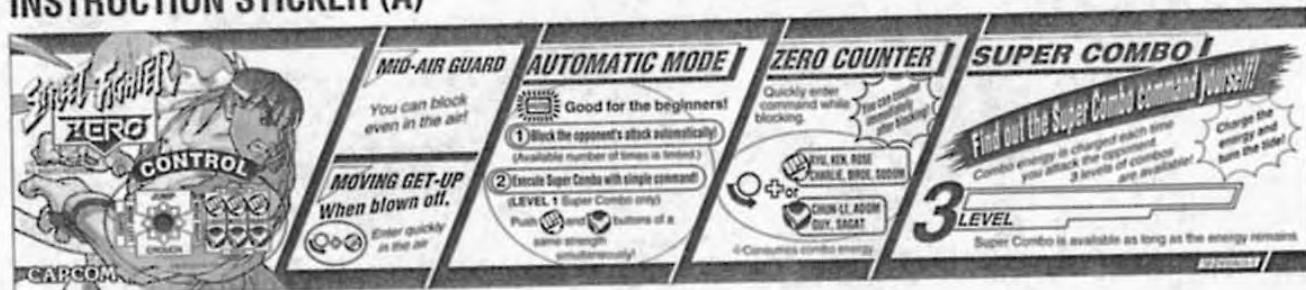


Disassembling the case or removing the sealing stickers will void your warranty

# PLAY INSTRUCTION STICKERS

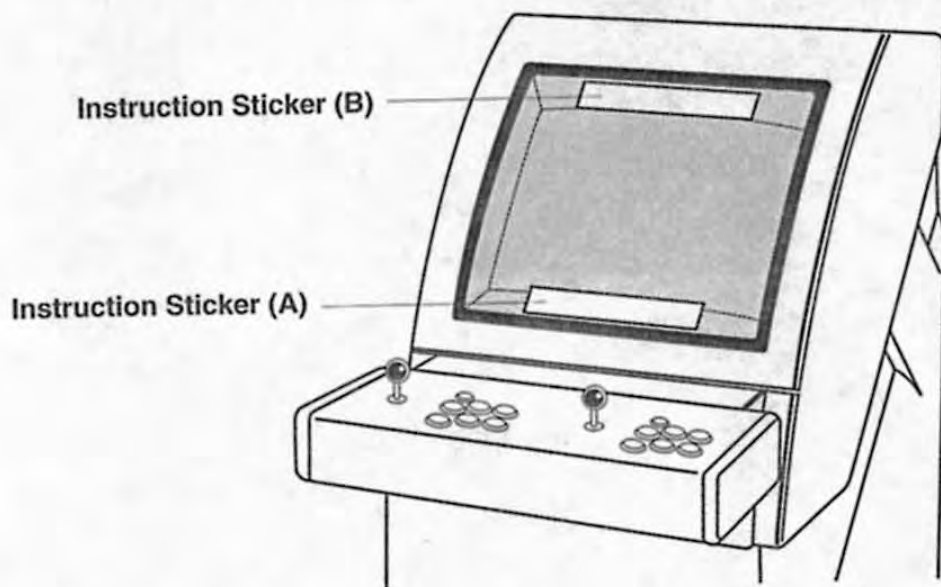
※THE INSTRUCTION STICKERS ARE VERY IMPORTANT FOR THE PLAYERS TO UNDERSTAND THE GAME PLAY. PLEASE PUT THEM IN A PROMINENT PLACE NEAR THE CABINET. BELOW IS AN EXAMPLE.

## INSTRUCTION STICKER (A)



## INSTRUCTION STICKER (B)

	RYU	CHUN-LI	CHARLIE	KEN	GUY
<b>SPECIAL MOVE</b>	HADOKEN (FIRE BALL)	LIGHTNING KICK	SONIC BOOM	HADOKEN (FIRE BALL)	AIR SUPLEX
	DRAGON PUNCH	SPINNING AIR KICK	FLASH KICK	DRAGON PUNCH	WHIRLWIND KICK
	HURRICANE KICK	KIKOKEN		HURRICANE KICK	DASHING CRESCENT
		AXE KICK			
	<b>BIRDIE</b>	<b>SUDOON</b>	<b>ADON</b>	<b>ROSE</b>	<b>SAGAT</b>
	HEADBUTT	JITTE STRIKE	JAGUAR KICK	SOUL REFLECT	TIGER SHOT
	SLEDGEHAMMER	POWER SLAM	RISING JAGUAR	SOUL SPARK	TIGER KNEE
	CHOKE CHAIN	SPINE GRINDER	FANG KICK	AIR THROW	TIGER UPPER CUT



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