

スクランブル フォーメーション
SCRAMBLE™
FORMATION

(TOKYO)

取扱説明書

仕様

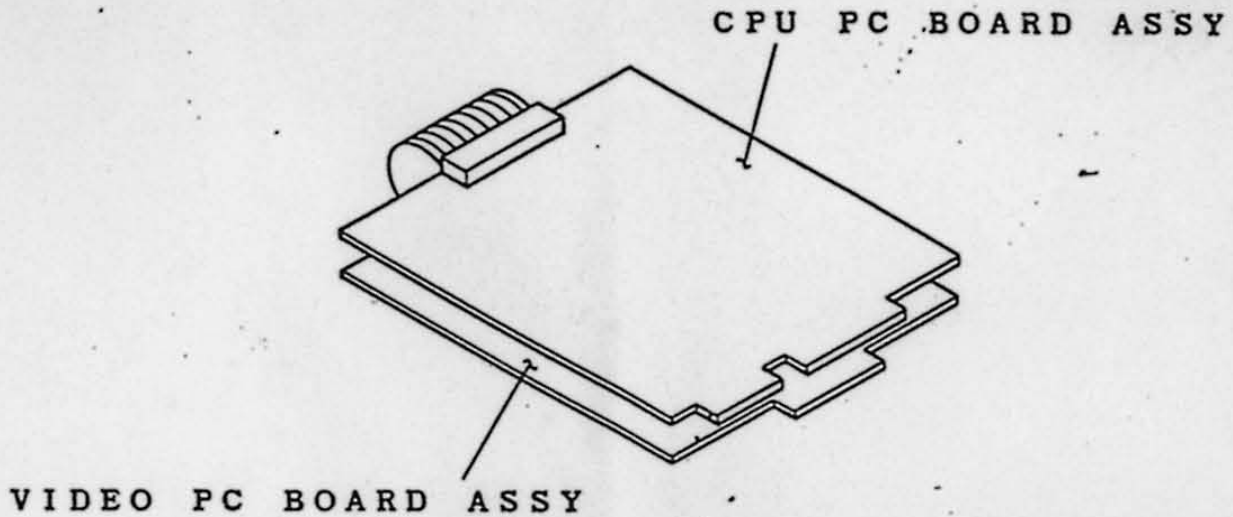
① ゲーム名称	スクランブル フォーメーション
② コントロールレバースイッチ	1 (8方向)
③ ボタンスイッチ	2
④ モニター方向	縦
⑤ PC BOARD サイズ	260×310mm (2枚組)
⑥ PC BOARD 供給電圧	+ 5V 5.0A + 12V 1.0A - 5V 0.5A + 13V 1.5A

- 注) 供給電圧は、PC BOARD のコネクター端子部で設定して下さい。
+ 13Vは、± 1.0V迄使用可能です。
- 5V電圧は、必ず配線して下さい。

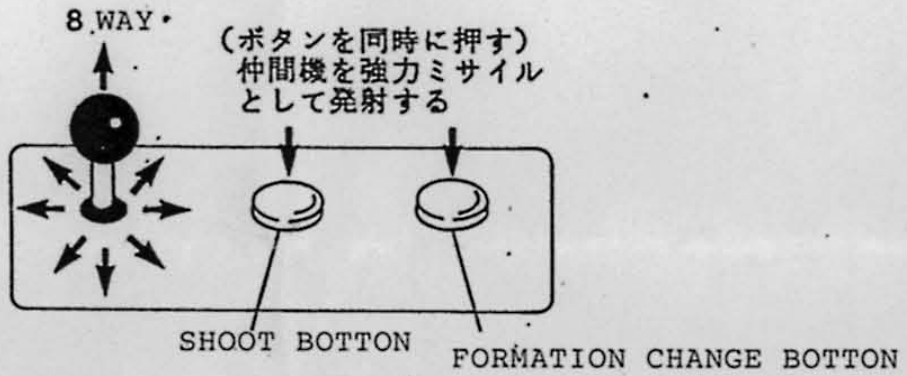


TAITO CORPORATION

1. MAIN PC BOARD ASSYの構成



2. コントロールパネルの配線方法

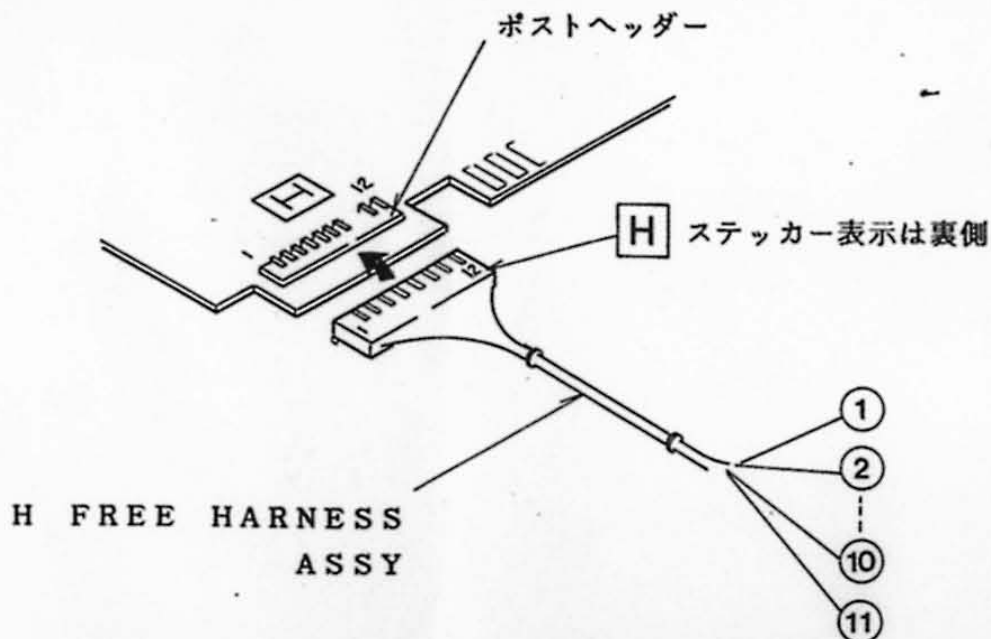


<配線表>

信号名	CONNECTOR 端子No.	信号名	コネクター 端子No.
1P UP	13	2P UP	P
1P DOWN	14	2P DOWN	R
1P RIGHT	15	2P RIGHT	S
1P LEFT	16	2P LEFT	T
1P SHOOT 1	21	2P SHOOT 1	Y
1P FORMATION CHANGE BOTTON (SHOOT 2)	22	2P FORMATION CHANGE BOTTON (SHOOT 1)	Z



3. H FREE HARNESS ASSY の配線



<配線表>

注) -5V電圧は、必ず配線して下さい。

No.	WIRING	色	信号
1	H (1) ————— ①	黒	GND
2	H (2) ————— ②	黒	GND
3	H (3) ————— ③	黒	GND
4	H (4) ————— ④	黒	GND
5	H (5) ————— ⑤	赤	+ 5V
6	H (6) ————— ⑥	赤	+ 5V
7	H (7) ————— ⑦	赤	+ 5V
8	H (8) ————— ⑧	茶	- 5V
9	H (9) ————— ⑨	黄	+13V
10	H (10)		POST
11	H (11) ————— ⑩	青	+12V
12	H (12) ————— ⑪	青	+12V

☆ その他配線については、「ゲーム PC ボードの調整」書を参照して下さい。

4. コインシステムについて

この MAIN PC BOARD は、Gコネクターのコインメーター端子に
コインメーターを配線しませんが、コインSWが働きません。

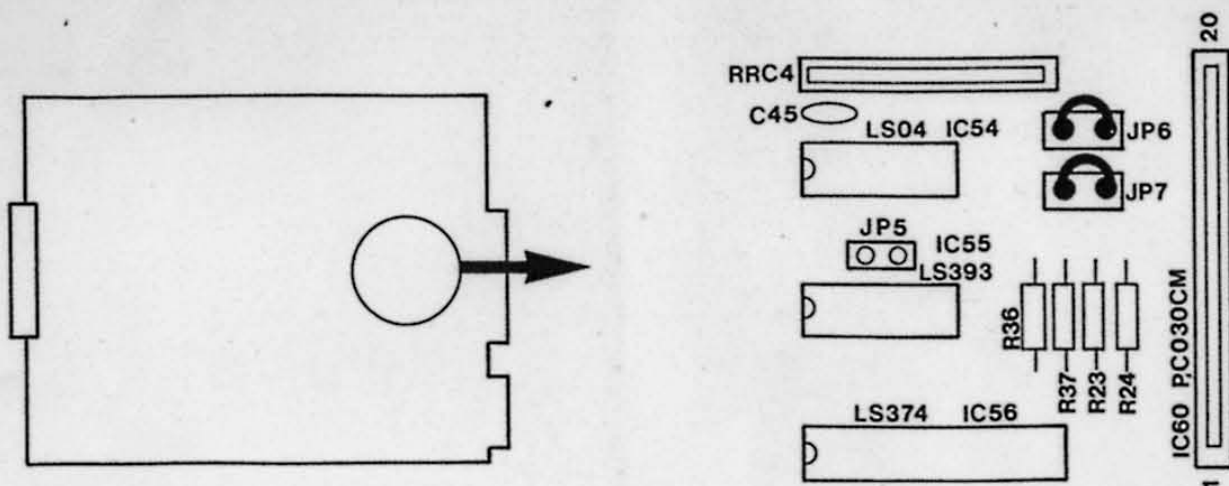
○コインシステム (2Way) の各端子番号

コインシステム	コインSW	コインメーター	備考
A (1Way)	Gコネクター8番	Gコネクター9番	部品面, 通常使用します
B	GコネクターJ番	GコネクターK番	ハンダ面

もし、MAIN PC BOARD のコインメーター端子を使用しない場合は、
下記の改造を行なって下さい。

○コインシステムAの場合・・・・CPU PC BOARD 上のJP7部を
ジャンパーします。

○コインシステムBの場合・・・・CPU PC BOARD 上のJP6部を
ジャンパーします。



H

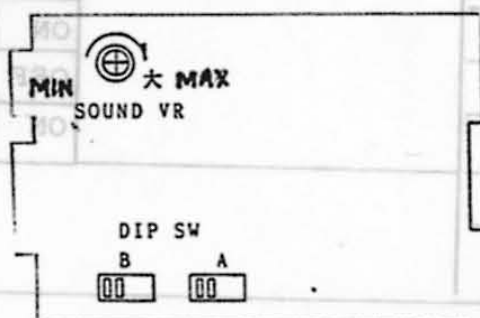
1	GND
2	GND
3	GND
4	GND
5	+5V
6	+5V
7	+5V
8	-5V
9	+13V
10	POST
11	+12V
12	+12V

T

COMPONENT SIDE		SOLDER SIDE	
GND	1	A	GND
GND	2	B	GND
GND	3	C	GND
GND	4	D	GND
	5	E	
	6	F	
POST	7	H	POST
	8	J	
	9	K	
	10	L	
	11	M	
	12	N	
	13	P	
	14	R	
+5V	15	S	+5V
+5V	16	T	+5V
+5V	17	U	+5V
+5V	18	V	+5V

C CONNECTOR DIAGRAM

CONNECTOR SIDE		SOLDER SIDE	
GND	1	A	GND
VIDEO R	2	B	VIDEO GND
VIDEO G	3	C	VIDEO B
VIDEO SYNC	4	D	
SOUND OUT (+)	5	E	SOUND OUT (-)
POST	6	F	POST
	7	H	
COIN SW (A)	8	J	COIN SW (B)
COIN METER (A)	9	K	COIN METER (B)
COIN LOCKOUT (A)	10	L	COIN LOCKOUT (B)
SELECT SW	11	M	TILT SW
SELECT-1	12	N	SELECT-2
1P UP	13	P	2P UP
1P DOWN	14	R	2P DOWN
1P RIGHT	15	S	2P RIGHT
1P LEFT	16	T	2P LEFT
	17	U	
	18	V	
	19	W	
	20	X	
1P SHOOT 1	21	Y	2P SHOOT 1
1P FORMATION CHANGE BOTTON (SHOOT 2)	22	Z	2P FORMATION CHANGE BOTTON (SHOOT 2)

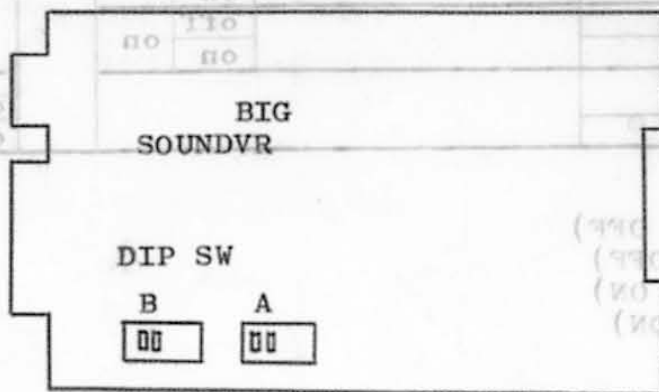


SCRAMBLE FORMATION

(Tokyo)

DIP SW A

[H]		[T]		[C] CONNECTOR		[C] CONNECTOR		
		PART		SOLID	PART SIDE		SOLID SIDE	
1	GND	GND	1	A	GND	1	A	GND
2	GND	GND	2	B	GND	2	B	VIDEO GND
3	GND	GND	3	C	GND	3	C	VIDEO B
4	GND	GND	4	D	GND	4	D	
5	+5V		5	E		5	E	SOUND OUT (-)
6	+5V		6	F		6	F	POST
7	+5V	POST	7	H	POST	7	H	
8	-5V		8	J		8	J	COIN SW (B)
9	+13V		9	K		9	K	COIN METER (B)
10	POST		10	L		10	L	COIN LOCK OUT (B)
11	+12V		11	M		11	M	TILT SW
12	+12V		12	N		12	N	SELECT-2
			13	P		13	P	2p UP
			14	R		14	R	2P DOWN
		+5V	15	S	+5V	15	S	2P RIGHT
		+5V	16	T	+5V	16	T	2P LEFT
		+5V	17	U	+5V	17	U	
		-5V	18	V	+5V	18	V	
						19	W	
						20	X	
						21	Y	2P ATTACK BUTTON
						22	Z	2P FORMATN BUTTON



SCRAMBLE FORMATION

SCRAMBLE FORMATION

DIP SW A

CLASS	CONTENTS	1	2	3	4	5	6	7	8
GAME STYLE	TABLE	off							
	UP RIGHT	on							
MONITOR REVERSE	NORMAL		off						
	REVERSE		on						
DESTO MODE	NORMAL GAME			off					
	DESTO MODE			on					
SOUND OF DEMO	YES				off				
	NONE				on				
FEE OF PLAY	1 COIN 1 PLAY					off			
	1 COIN 2 PLAY					on	off		
COIN A	2 COIN 1 PLAY					off			
	2 COIN 3 PLAY					on	on		
FEE OF PLAY	1 COIN 1 PLAY							off	
	1 COIN 2 PLAY							on	off
COIN B	2 COIN 1 PLAY							off	
	2 COIN 3 PLAY							on	on

DIP SW B

CLASS	CONTENTS	1	2	3	4	5	6	7	8
DIFFICULTY	RANK A	off	off						
	RANK B	on							
	RANK C	off	on						
	RANK D	on							
BONUS POINT	100000-400000			off	off				
	200000-400000			on					
	300000-400000			off	on				
	400000-400000			on					
NR OF PLAYER	3					off		off	
	4					on			
	5					off		on	
	6					on			
GAME TITLE	JPN								off
	ENGLISH								on

DIFFICULTY RANK A (OFF, OFF)
 RANK B (ON, OFF)
 RANK C (OFF, ON)
 RANK D (ON, ON)

SCRAMBLE FORMATION

EXPLANATION OF HANDLING

SPECIFICATION

1. GAME NAME	SCRAMBLE FORMATION"
2. CONTROL LEVER S/W	1 (8 DIRECTION)
3. BUTTON SW	2
4. MONITOR DIRECTN	UP RIGHT
5. P C BOARD SIZE	260 x 310 mm (2 PLATE)
6. P C BOARD SUPPLY PWR	+5V 5.0A
	+12V 1.0A
	-5V 0.5A
	+13V 1.5A

TABLE OF CONNECTOR WIRING

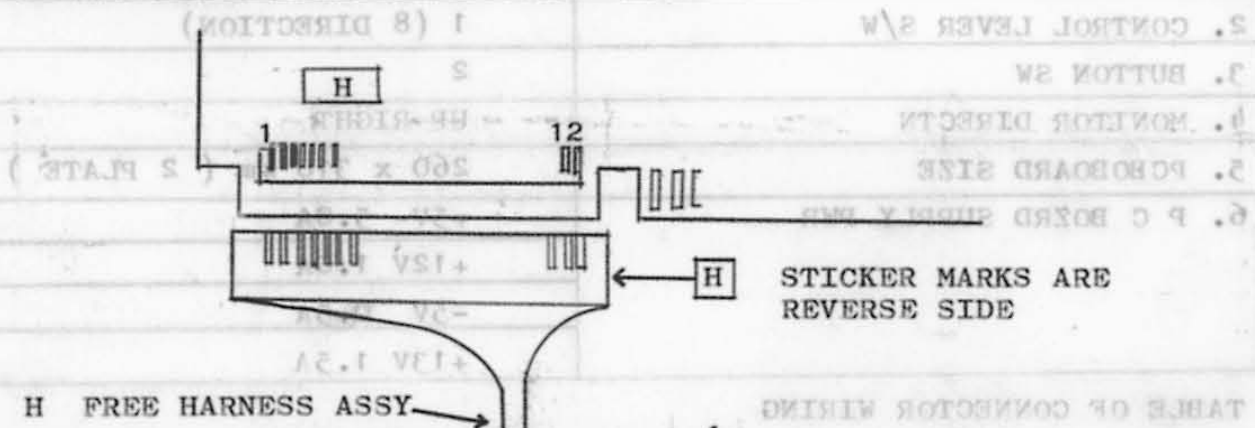
SIGNAL NAME	CONNECTOR NUMBER	SIGNAL NAME	CONNECTOR NUMBER
1P UP	13	2P UP	P
1P DOWN	14	2P DOWN	R
1P RIGHT	15	2P RIGHT	S
1P LEFT	16	2P LEFT	T
1P ATTACK BUTTON	21	2P ATTACK BUTTON	Y
1P FORMATION CHANGE BUTTON	22	2P FORMATION CHANGE BUTTON	Z

"	"	(1)	H	1
V5+	RED	(2)	H	2
V5+	Z SOLID SIDE	A (NO MARKS)	H	3
V5+	"	(7)	H	7
V5-	"	(8)	H	8
V01+	22 PART SIDE	1	H	9
POST	"	(10)	H	10
V13+	"	(11)	H	11
V13+	"	(12)	H	12

EXPLANATION OF HANDLING
SCRAMBLE FORMATION

SPECIFICATION

H FREE HARNESS ASSY WIRE CONNECTION



H FREE HARNESS ASSY

STICKER MARKS ARE REVERSE SIDE

NOTE: PLEASE CONNECT -5 VOLT, WHEN USE IT.

NO	WIRING	COLOR	SIGNAL
1	H (1) -----①	BLACK	GND
2	H (2) -----②	"	"
3	H (3) -----③	"	"
4	H (4) -----④	"	"
5	H (5) -----⑤	RED	+5V
6	H (6) -----⑥	"	+5V
7	H (7) -----⑦	"	+5V
8	H (8) -----⑧	TEA	-5V
9	H (9) -----⑨	YELLOW	+13V
10	H (10)		POST
11	H (11) -----⑩	BLUE	+12V
12	H (12) -----⑪	"	+12V

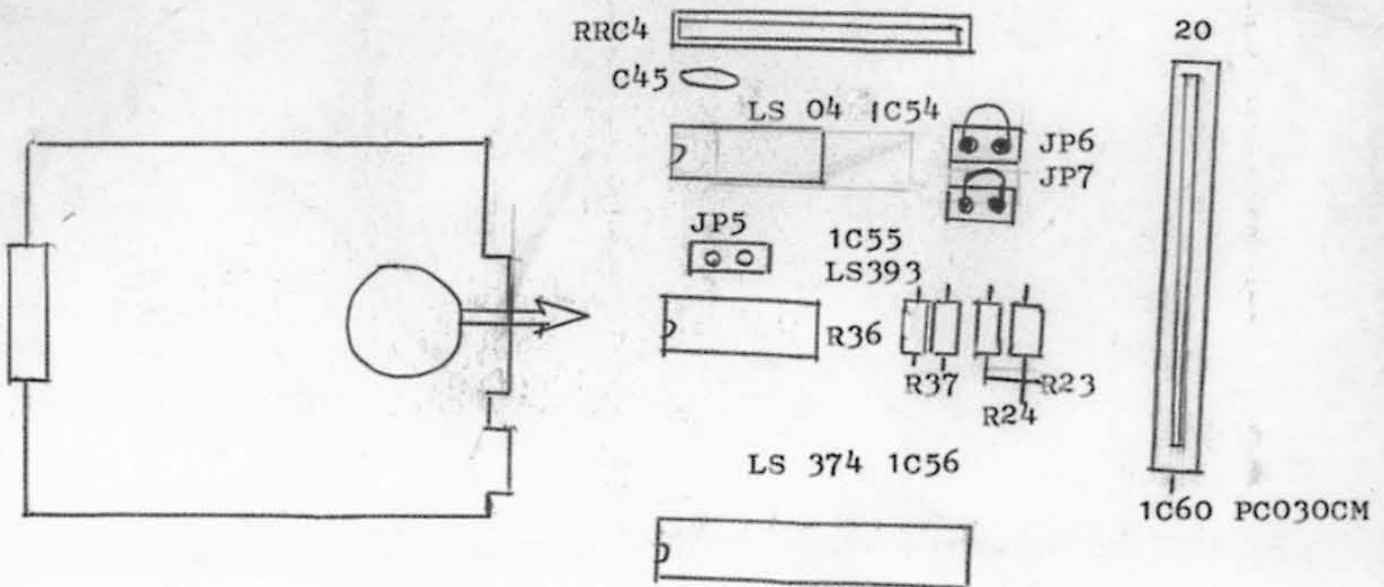
COIN SYSTEM

COIN SYSTEM FOR 2 WAY CONNECTOR NO.

COIN SYSTEM,	COIN SW	COIN METER	REMARKS
A 1 WAY	G CONNCTOR - 8	G CONNCTOR - 9	NORMAL USE PART SIDE
B	G CONNCTOR - J	G CONNCTOR - K	SOLID SIDE

IF NOT USE MAIN P C BOARD COIN METER SEE BELOW NOT USE.

- ' IN CASE COIN SYSTEM A ----- ABOVE J P 7 ON THE CPU
P C BOARD WILL BE JUMP.
- ' IN CASE COIN SYSTEM B ----- ABOVE J P 6 ON THE CPU
P C BOARD WILL BE JUMP.



S C R A M B L E F O R M A T I O N (T O K I O)

Parts Side | T | Solder Side

GND	1	GND
GND	2	GND
GND	3	GND
GND	4	GND
	5	
	6	
POST	7	POST
	8	
	9	
	10	
	11	
	12	
	13	
	14	
+5V	15	+5V
+5V	16	+5V
+5V	17	+5V
+5V	18	+5V

Parts Side | G | Solder Side

GND	1	GND
VIDEO RED	2	VIDEO GND
VIDEO GREEN	3	VIDEO BLUE
VIDEO SYNC	4	
SOUND OUT (+)	5	SOUND OUT (-)
POST	6	POST
-5V	7	+12V
COIN SW (A)	8	COIN SW (B)
COIN METER (A)	9	COIN METER (B)
COIN LOCKOUT (A)	10	COIN LOCKOUT (B)
SERVICE SW	11	TILT SW
SELECT-1	12	SELECT-2
1P UP	13	2P UP
1P DOWN	14	2P DOWN
1P RIGHT	15	2P RIGHT
1P LEFT	16	2P LEFT
+5V	17	+5V
+5V	18	+5V
GND	19	GND
GND	20	GND
1P ATTACK BUTTON	21	2P ATTACK BUTTON
1P FORMATION CHANGE BUTTON	22	2P FORMATION CHANGE BUTTON

DIP SW (A)	1	2	3	4	5	6	7	8
Game Style								
Table Type	OFF							
Upright Type	ON							
Screen Normal		OFF						
Screen Reverse		ON						
Test Mode			ON					
Test Mode (Normal)			OFF					
Demo Sound				OFF				
No Demo Sound				ON				
Playing Charge (Coin A)								
1coin 1play					OFF	OFF		
1coin 2play					ON	OFF		
2coin 1play					OFF	ON		
2coin 3play					ON	ON		
(Coin B)								
1coin 1play							OFF	OFF
1coin 2play							ON	OFF
2coin 1play							OFF	ON
2coin 3play							ON	ON

DIP SW (B)	1	2	3	4	5	6	7	8
Difficulty								
Easy	A	OFF	OFF					
↓	B	ON	OFF					
	C	OFF	ON					
Difficult	D	ON	ON					
Bonus Point								
(1st/Every)								
100,000/400,000				OFF	OFF			
200,000/400,000				ON	OFF			
300,000/400,000				OFF	ON			
400,000/400,000				ON	ON			
Number of Player								
3						OFF	OFF	
4						ON	OFF	
5						OFF	ON	
6						ON	ON	
Game Tytle								
Japanese								OFF
English								ON

Always "OFF"