MARVEL™ COMICS

X-MEN™

CHILDREN OF THE ATOM

MANUAL

WARNING

CAPCOM®

CAUTION

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

- Do not block up the ventilation slots.
- Do not give the board too much shock.
- Do not let any liquid go inside 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

Do not disassemble the case. If the case has been disassembled, or there is evidence that it has been, repair will be refused.

No desarme la caja. Si la caja está desarmada o hay evidencia de que lo ha estado, se denegerán 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。

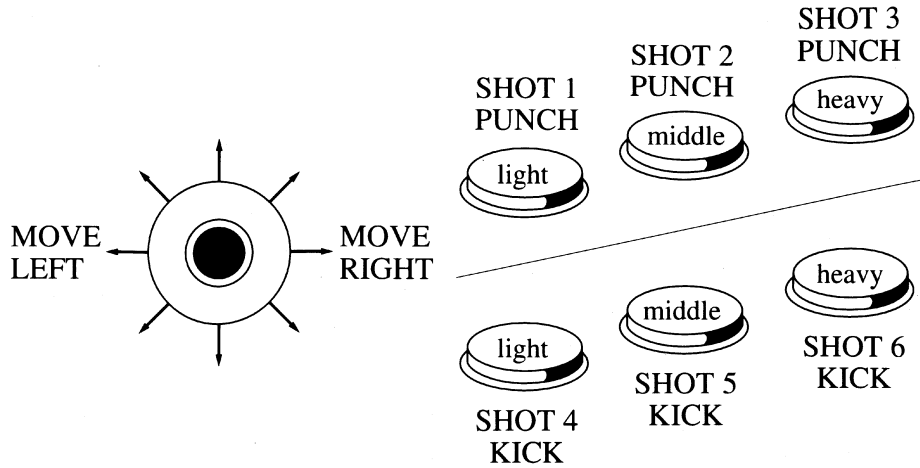케이스는 절대로 분해하지 마십시오. 만약 케이스를 분해하거나 분해한 흔적이 있는 제품에 대해서는 수리 불가합니다.

●SETTING INSTRUCTIONS

○PCB CONNECTOR

    JAMMA STANDARD

○CRT MONITOR

    HORIZONTAL SCREEN

SHOT 1 PUNCH — light
SHOT 2 PUNCH — middle
SHOT 3 PUNCH — heavy

MOVE LEFT ← → MOVE RIGHT

SHOT 4 KICK — light
SHOT 5 KICK — middle
SHOT 6 KICK — heavy

○8-WAY LEVER

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

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	
N.C.	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
N.C.	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 SHOT 1 (PUNCH light)	Z	22	1P SHOT 1 (PUNCH light)
2P SHOT 2 (PUNCH middle)	a	23	1P SHOT 2 (PUNCH middle)
2P SHOT 3 (PUNCH heavy)	b	24	1P SHOT 3 (PUNCH 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)

●CONFIGURATION
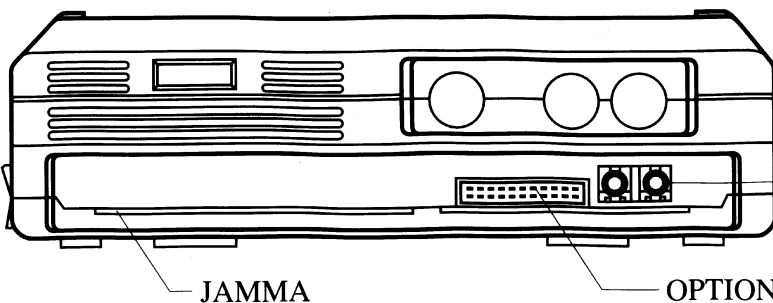
JAMMA   OPTION

AUDIO OUT <FOR QSOUND>

(RIGHT : RED, LEFT : WHITE)

TEST SW
VOLUME-UP SW
VOLUME-DOWN SW
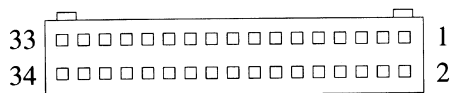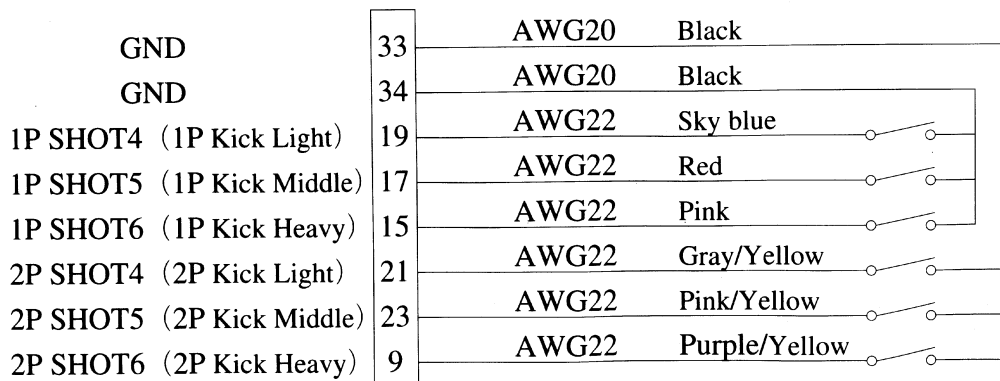
3
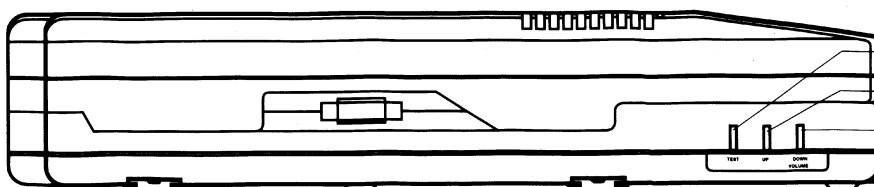
●CONNECTORS

JAMMA   —JAMMA 56-pin connector

OPTION   —optional I/O connector

AUDIO OUT   —used only for CAPCOM QSOUND cabinet

●OPTION

```
33 | □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ | 1
34 | □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ | 2
```

●CONNECTION

GND	33	AWG20	Black
GND	34	AWG20	Black
1P SHOT4 (1P Kick Light)	19	AWG22	Sky blue
1P SHOT5 (1P Kick Middle)	17	AWG22	Red
1P SHOT6 (1P Kick Heavy)	15	AWG22	Pink
2P SHOT4 (2P Kick Light)	21	AWG22	Gray/Yellow
2P SHOT5 (2P Kick Middle)	23	AWG22	Pink/Yellow
2P SHOT6 (2P Kick Heavy)	9	AWG22	Purple/Yellow

●COUNTER

KEEP PRESSING DOWN THE 1P SHOT 1 BUTTON

DURING THE ATTRACT MODE, AND THE FOLLOWING
(DEMONSTRATION MODE)

INFORMATION WILL BE DISPLAYED ON THE SCREEN.

1. THE NUMBER OF CREDITS/COINS INSERTED.

2. THE NUMBER OF TIMES THE "SERVICE SWITCH" WAS USED.

※ EXCLUDE EUROPEAN VERSION.

ABOUT TEST MENU

1) TO OPEN THE MENU

A) For CAPCOM cabinet, or a cabinet equipped with a test switch

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

B) For a cabinet without a test switch

Push the test switch of the circuit board. The screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen select **"9. EXIT"** and push 1P SHOT 1 button.

TEST MENU	
1. INPUT	···1. Check on input switches
2. OUTPUT	···2. Check on output switches
3. SOUND & VOICE	···3. Sound and voice check
4. COLOR	···4. Color adjustment
5. DOT CROSS HATCH	···5. Adjustment of screen size, focus and distortion
6. GAME DATA	···6. Displays the game data
7. CONFIGURATION	···7. Game play settings
8. MEMORY CHECK	···8. Memory check
9. EXIT	···9. Returns to the game play mode

(※Screen A)

3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

• Select an item with the 1P lever and decide with the 1P SHOT 1 button.

• To return to the test menu, push 1P START and 2P START buttons simultaneously.

※ The test menu automatically appears:

• After changes of game play setting are done on the menu of **"7. CONFIGURATION"**

• After the memory is tested on the menu of **"8. MEMORY CHECK"**

4) ITEM DESCRIPTIONS

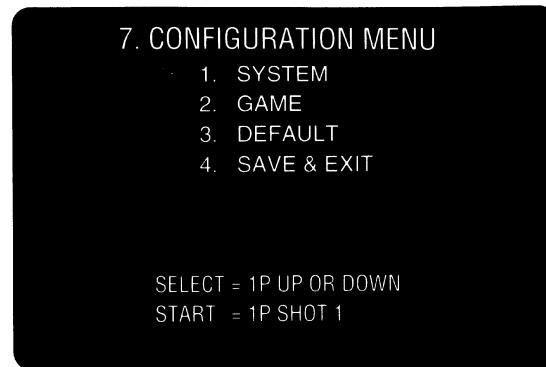|	
1. INPUT	Use to test all the input/output switches. "1" appears when the switches are on. Check connection and switches in case "0" appears.
2. OUTPUT	Use to test the counter and the coin lock.
3. SOUND & VOICE	Select a code of SOUND or VOICE with the 1P lever. Push the 1P SHOT 1 button to hear the sound of the selected code, then adjust 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	Use to test screen size, focus and distortion.
6. GAME DATA	Counter information and the average of the game played time will be displayed.
7. CONFIGURATION	Use to change game play setting. See the next chapter.
8. MEMORY CHECK	Use to test the memory. "OK" appears when it works normally. "NG" appears in case of malfunction, then repeat the memory test. Contact your dealer if "NG" still appears.
9. EXIT	Select this item and push 1P SHOT 1 button to return to game play mode.

SETTING THE VOLUME

The volume of this unit can be adjusted by pressing the volume-up switch and the volume-down switch. **The setting you have selected will be stored** even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volume-up or the volume-down switch **for at least five seconds**, then set the volume again.

ABOUT CONFIGURATION

The various game settings, such as level of difficulty and credits, are set with EEP-ROM rather than DIP switches. EEP-ROM, in simple terms, is a batteryless read-only memory device in which settings can be stored. The EEP-ROM lets you change settings on screen.
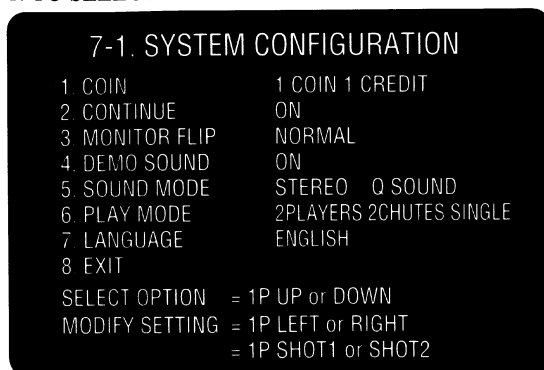
1) TO OPEN THE MENU

- On the TEST MENU screen, select **"7. CONFIGURATION"** and push the 1P SHOT 1 button.
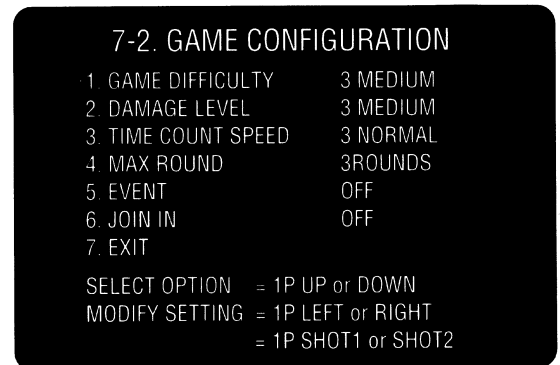 The **CONFIGURATION MENU** (Screen B, shown below) appears.

```
7. CONFIGURATION MENU
        1.  SYSTEM
        2.  GAME
        3.  DEFAULT
        4.  SAVE & EXIT




    SELECT = 1P UP OR DOWN
    START  = 1P SHOT 1
```

(※Screen B)

1. TO SELECT SYSTEM CONFIGURATION

```
    7-1. SYSTEM CONFIGURATION

1. COIN              1 COIN 1 CREDIT
2. CONTINUE          ON
3. MONITOR FLIP      NORMAL
4. DEMO SOUND        ON
5. SOUND MODE        STEREO   Q SOUND
6. PLAY MODE         2PLAYERS 2CHUTES SINGLE
7. LANGUAGE          ENGLISH
8. EXIT

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

(※Screen C)

2. TO SELECT GAME CONFIGURATION

```
    7-2. GAME CONFIGURATION

1. GAME DIFFICULTY     3 MEDIUM
2. DAMAGE LEVEL        3 MEDIUM
3. TIME COUNT SPEED    3 NORMAL
4. MAX ROUND           3ROUNDS
5. EVENT               OFF
6. JOIN IN             OFF
7. EXIT

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

(※Screen D)

7-1. SYSTEM CONFIGURATION
Use this screen to change the system configuration.
For details, see table 5) ITEM DESCRIPTIONS.

7-2. GAME CONFIGURATION
Use this screen to change the level of difficulty.
For details, see table 5) ITEM DESCRIPTIONS.

7-3. DEFAULT
To return to the factory settings, select this item. To make it difficult to make this change by accident, **1P SHOT 1 and 1P SHOT 2 must be pushed at the same time.**

7-4. SAVE & EXIT

2) STORING CHANGES IN MEMORY

- When in Screen B or Screen C, to store changes in memory or to return to the **TEST MENU,** you must return first to the **CONFIGURATION MENU** (Screen B). To switch to the **CONFIGURATION MENU** from either the **SYSTEM CONFIGURATION** menu (Screen C) or the **GAME CONFIGURATION** menu (Screen D), select **SAVE & EXIT.** In the **CONFIGURATION MENU,** press 1P SHOT 1 to store any changes and return to the **TEST MENU.**

  ※ It takes one or two seconds to store changes in memory. Do not turn off the power switch while changes are being stored.
  ※ If the power switch is turned off while in the **CONFIGURATION MENU,** changes will not be stored in memory.

3) TO CHANGE SETTINGS

• Use the 1P lever to select the setting you wish to change. When the 1P lever is moved left or right (or the 1P SHOT button is pushed) settings will be changed in the order shown in table 5.

4) MENU

7-1. SYSTEM CONFIGURATION

1. COIN	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		
2. CONTINUE	ON			OFF	
3. MONITOR FLIP	FLIP			NORMAL	
4. DEMO SOUND	ON			OFF	
5. SOUND MODE	STEREO (Q SOUND)			MONAURAL	
6. PLAY MODE	2 PLAYERS 2 CHUTES SINGLE				
	2 PLAYERS 2 CHUTES MULTI				
	2 PLAYERS 1 CHUTE SINGLE				
7. LANGUAGE	ENGLISH		SPANISH		ITALIAN

※ There is no language function in Asia version.

7-2. GAME CONFIGURATION

1. GAME DIFFICULTY	1 EASIEST	2 VERY EASY	3 EASY	4 MEDIUM
	5 MEDIUM HARD	6 HARD	7 VERY HARD	8 HARDEST
2. DAMAGE LEVEL	1 MINIMUM	2	3	4 MEDIUM
	5	6	7	8 MAXIMUM
3. TIME COUNT SPEED	1 SLOW	2	3	4 NORMAL
	5	6	7	8 FAST
4. MAX ROUND	1 ROUND	3 ROUNDS		5 ROUNDS
5. EVENT	OFF	1 MATCH	SUDDEN DEATH	1 MATCH & SUDDEN DEATH
6. JOIN IN	ON		OFF	

※ ▨▨▨▨ Factory setting

8

5) ITEM DESCRIPTIONS

7-1. SYSTEM CONFIGURATION

1. COIN	Sets charge per play.
2. CONTINUE	Sets the machine for continuous play. • **ON:** Continuous play is possible. • **OFF:** Continuous play is not possible.
3. MONITOR FLIP	Flips screen vertically. If the screen appears upside down when the game is first turned on, change the setting. • **FLIP:** Screen turned over. • **NORMAL:** Screen not turned over.
4. DEMO SOUND	Determines whether the machine will make any sound when not being played. • **ON:** Attract Mode with sound (Demonstration Mode) • **OFF:** Attract Mode without sound
5. SOUND MODE	Stereo is available only with the CAPCOM QSOUND cabinet. For other cabinets, please set to MONAURAL. • **STEREO:** with QSOUND • **MONAURAL:** without QSOUND
6. PLAY MODE	Sets the number of players, coin chutes, etc. • **2 PLAYERS 2 CHUTES SINGLE** 　Two players use two coin chutes and play at the same time. 　With this setting, either player can start the game. • **2 PLAYERS 2 CHUTES MULTI** 　Two players use two coin chutes and play separately. 　With this setting, the game is started from the same side on which the coin chute was used. • **2 PLAYERS 1 CHUTE SINGLE** 　Two players use one coin chute and play at the same time. 　With this setting, the player whose coin was put in first starts the game.
7. LANGUAGE	The language which appears on the screen can be changed.
8. EXIT	Select this item to return to the CONFIGURATION MENU.

※ There is no language function in Asia version.

7-2. GAME CONFIGURATION

1. GAME DIFFICULTY	Sets the game difficulty level. There are eight levels of difficulty "1" through "8", with "1" being the easiest and "8" being the most difficult.
2. DAMAGE LEVEL	Sets the attack damage level. There are eight levels of damage, "1" through "8", with "1" being the lowest level of damage and "8" being the highest.
3. TIME COUNT SPEED	Sets the speed of the countdown for the time display. There are eight speed levels. "1" through "8", with "1" being the slowest time countdown and "8" being the fastest.
4. MAX ROUND	Sets the nuntber of rounds per match. **"1 ROUND"** indicates victory required in only a single round to win the match. **"3 ROUNDS"** indicates victory required in two out of three rounds to win the match. **"5 ROUNDS"** indicates victory required in three out of five rounds to win the match.
5. EVENT	Sets to the event mode. Useful for events such as Championship tournament. **"OFF"** Normal setting. Sets the mode to normal operation. **"1 MATCH"** Matches played with 1 credit. However, a win or a loss results in "GAME OVER". "CONTINUE" not available. **"SUDDEN DEATH"** "SUDDEN DEATH" setting. The player that takes the initiative wins. (One strike settles the fight) **"1 MATCH & SUDDEN DEATH"** Sets to "1 MATCH" mode as well as "SUDDEN DEATH" mode.
6. JOIN IN	Determines whether or not it is possible to join in. • **ON:** with join in • **OFF:** without join in
7. EXIT	Returns to the configuration menu.

Capcom's New and useful system.

<For the tournaments>

Setting the game configuration of the "EVENT" to "1 MATCH", will make a match result in a "GAME OVER" no matter who wins or loses. (No continueing for the winner is allowed.) This makes it easy to continue the tournament without turning off the switch whenever the fight is settled.
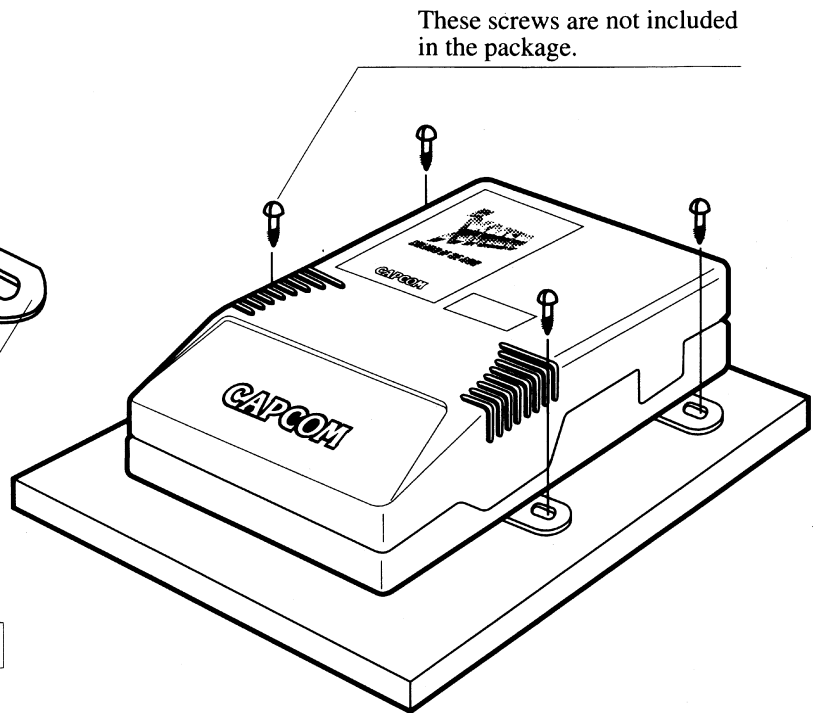
<About JOIN IN>

Setting the game configuration of the "JOIN IN" to "OFF" will prohibit the 2nd player join in during the game.
It is useful when your players want to play against computer opponent only.
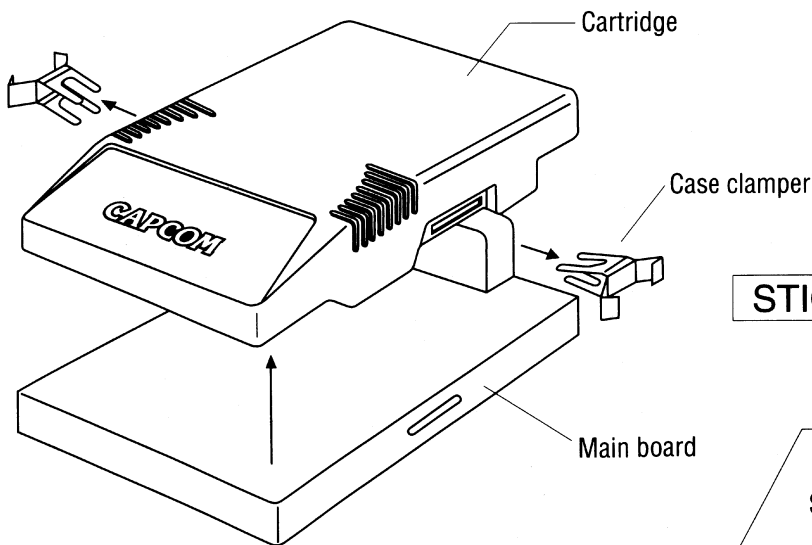
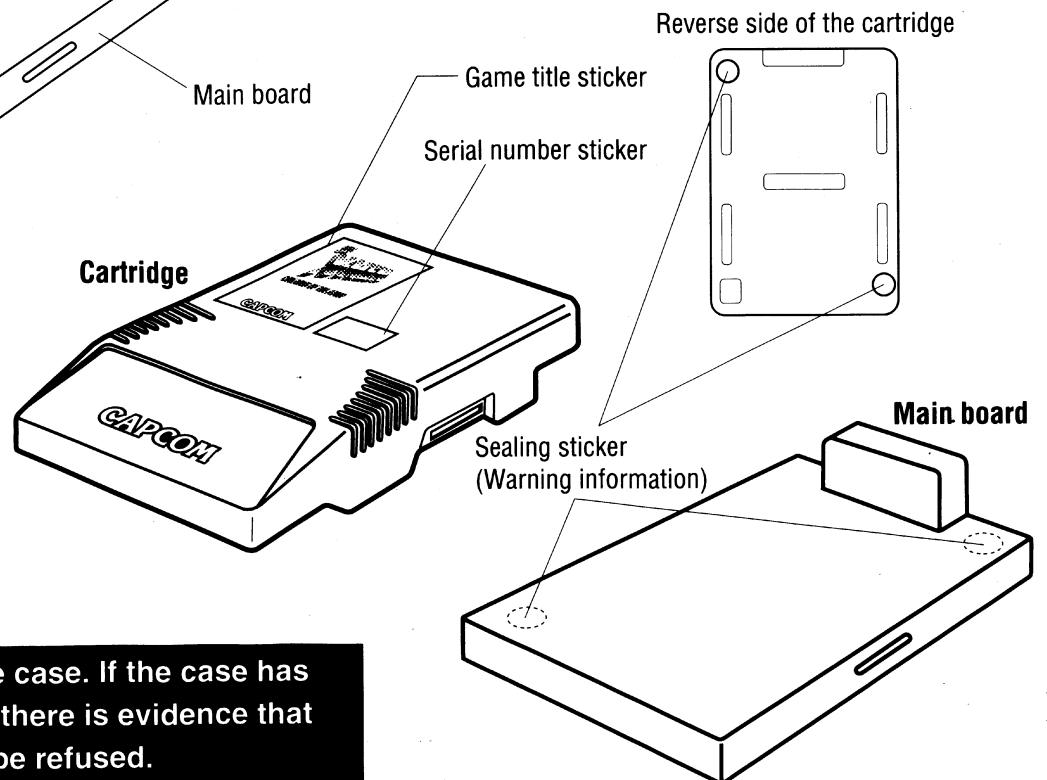# HOW TO MOUNT THE P.C. BOARD

1) Putting the braces

4 pieces of braces are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.
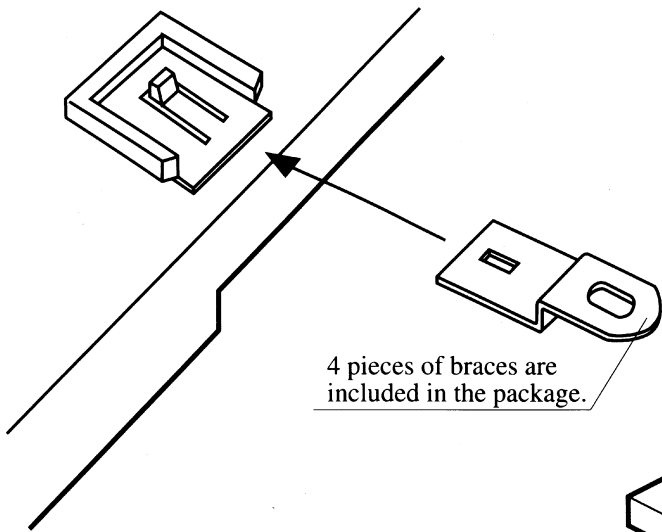
HOW TO EJECT THE CARTRIDGE

Cartridge

Case clamper

Main board

STICKER DESCRIPTIONS

Game title sticker

Serial number sticker

Cartridge

Reverse side of the cartridge

Main board

Sealing sticker
(Warning information)

※ Do not disassemble the case. If the case has been disassembled, or there is evidence that it has been, repair will be refused.

STICKERS

INSTRUCTION STICKER (A)
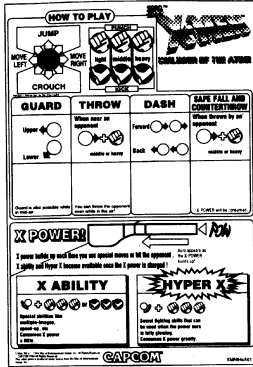
INSTRUCTION STICKER (B)
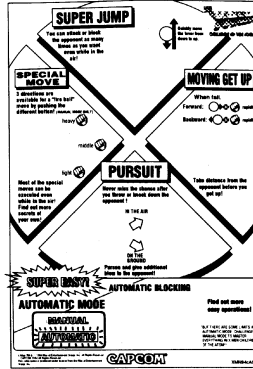
※THE INSTRUCTION STICKERS ARE VERY IMPORTANT FOR THE PLAYERS TO UNDERSTAND THE GAME PLAY. PLEASE PUT THEM IN A PROMINENT PLACE NEAR THE CABINET.

WINNING STICKER (A)

WINNING STICKER (B)

Winning Sticker (A)

Winning Sticker (B)

※THE WINNING STICKERS SHOULD BE PUT AS INDICATED IN THE ILLUSTRATION SO THAT PLAYERS CAN REFER TO THEM DURING THE GAME PLAY.