

ARMORED WARRIORS™

© CAPCOM 1994 ALL RIGHTS RESERVED.

MANUAL

WARNING

This game is for use in all countries excluding the United States of America, Canada, Mexico and Japan.

Sales, export to, 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®

P·G94aA04

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 shocks.
- 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 denegarán las reparaciones.

Ne pas démonter la boîte. Au cas où il apparaîtrait 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.

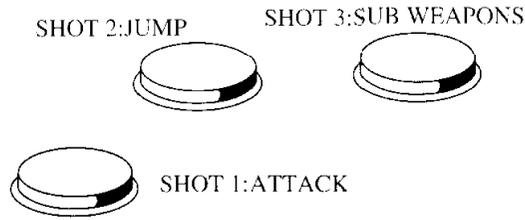
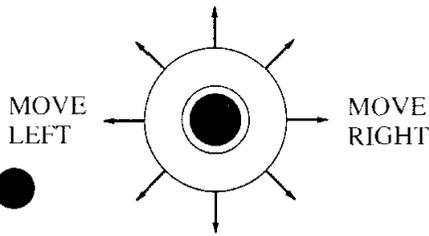
●SETTING INSTRUCTIONS

○PC Board CONNECTOR

JAMMA STANDARD

○CRT MONITOR

HORIZONTAL SCREEN



○8-WAY LEVER

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

JAMMA STANDARD

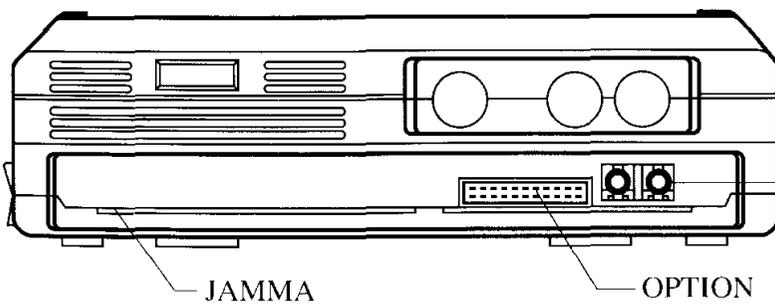
SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST 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 (ATTACK)	Z	22	1P SHOT 1 (ATTACK)
2P SHOT 2 (JUMP)	a	23	1P SHOT 2 (JUMP)
2P SHOT 3 (SUB WEAPONS)	b	24	1P SHOT 3 (SUB WEAPONS)
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)

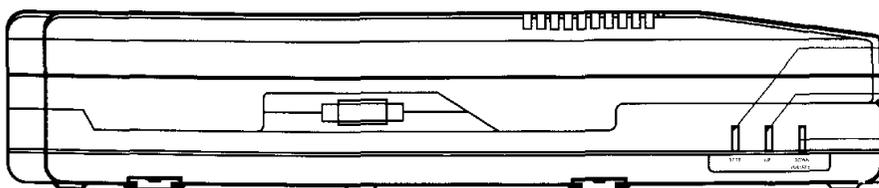
●● CONFIGURATION



AUDIO OUT <FOR QSOUND>
(RIGHT : RED, LEFT : WHITE)

JAMMA

OPTION



TEST SW

VOLUME-UP SW

VOLUME-DOWN SW

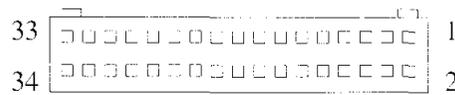
● CONNECTORS

JAMMA : JAMMA 56-pin connector

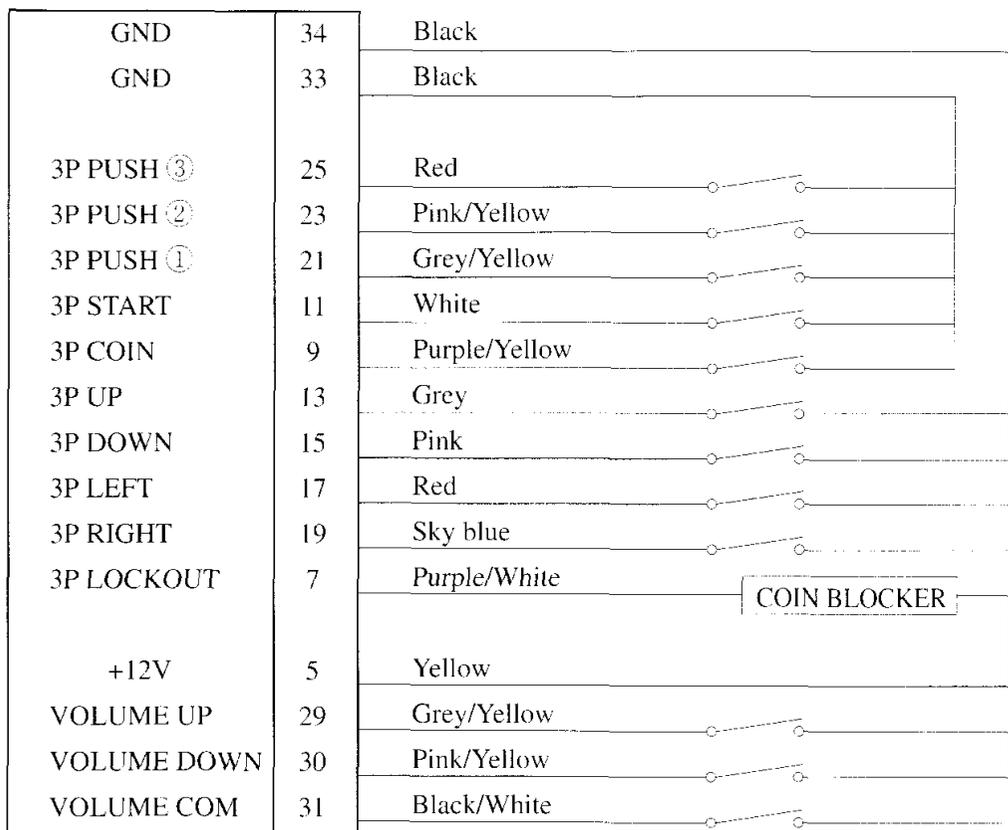
OPTION : optional I/O connector

AUDIO OUT : used only for CAPCOM QSOUND cabinet

● OPTION



● CONNECTION



● 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. Screen A shown below will appear.
- B) For a cabinet without a test switch, push the test switch of the circuit board. Screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select “12. EXIT” and push 1P SHOT 1 button.
The screen will return to game play mode.

TEST MENU

- | | | |
|---|--------------------|--------------------------------------|
| ※ | 1. INPUT | …1. Check input controller switches |
| | 2. OUTPUT | …2. Check output controller switches |
| | 3. SOUND & VOICE | …3. Sound/voice check |
| | 4. COLOR | …4. Color adjustment |
| | 5. DOT CROSS HATCH | …5. Adjustment of screen distortion |
| | 6. CONFIGURATION | …6. Game play settings |
| | 7. OBJECT | …7. Character check(object) |
| | 8. SCROLL 1 | …8. Character check(scroll 1) |
| | 9. SCROLL 2 | …9. Character check(scroll 2) |
| | 10. SCROLL 3 | …10. Character check(scroll 3) |
| | 11. MEMORY CHECK | …11. Memory check |
| | 12. EXIT | …12. 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 “6. CONFIGURATION” .
- After memory is tested on the menu of “11. 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. Counter information will also be displayed.
2. OUTPUT	Use to test the counter and the coin lock.
3. SOUND & VOICE	Select sound or voice mode with the lever for IP. When you press the IP SHOT1, the sounds of the SOUND and VOICE modes come on. Please control sound volume.
4. COLOR	Shows the 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. Please adjust the screen size.
6. CONFIGURATION	Use to change game play settings such as game difficulty. See the next chapter.
7. OBJECT	
8. SCROLL 1	These four will not be used.
9. SCROLL 2	
10. SCROLL 3	
11. MEMORY CHECK	Check the memory which is stored in the PC board. “OK” appears when it is working normally. “ERROR” appears in case of a malfunction. Repeat the memory test. Contact your dealer if “ERROR” still appears.
12. EXIT	Select this item and push the IP SHOT 1 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 SYSTEM CONFIGURATION

This board uses EEP-ROM, not DIP-SW, to set the game play modes such as difficulty of game. The EEP-ROM is a ROM (Read Only Memory) which can store various settings without backup battery. With EEP-ROM, you can set up game play modes while viewing the monitor of the cabinet. Please see the chapter SYSTEM CONFIGURATION for details.

1) TO OPEN THE CONFIGURATION MENU

- Open the TEST MENU screen, select "SYSTEM CONFIGURATION" and push the 1P SHOT1. The screen turns to the "CONFIGURATION MENU" display.
- Also, select where you want to change the setting mode on the screen, and press the SHOT1. The screen will change to the "SYSTEM CONFIGURATION"(Screen C) or "GAME CONFIGURATION" (Screen D) displays.
- While opening the "SYSTEM CONFIGURATION" monitor, you may set the modes game such as credits. And while opening the "GAME CONFIGURATION" screen, you can set the difficulty of game and also the number of players.

2) TO CLOSE THE CONFIGURATION MENU

- When all the settings are done on the "SYSTEM CONFIGURATION " and "GAME CONFIGURATION " displays, please select EXIT and push the 1P SHOT1. The screen will turn to the "CONFIGURATION MENU" display.
- When all the settings are done, press the 1P and 2P START buttons simultaneously on the "CONFIGURATION MENU".
- All the mode settings are stored into EEP-ROM, and the TEST MENU appears.
- While storing the data, the screen shows "NOW SAVING NEW CONFIGURATION...".
- It takes 2~3 seconds to store the new settings.
Please do not turn the power off during this time.

CONFIGURATION MENU

- > 1.SYSTEM.
- 2.GAME
- 3.DEFAULT

- ... 1. Opening SYSTEM CONFIGURATION screen.
- ... 2. Opening GAME CONFIGURATION screen.
- ... 3. Press SHOT1 and SHOT2 at the same time to return to the factory setting.

(*Screen B)

SYSTEM CONFIGURATION

- | | | |
|----------------|-------------------------|---|
| > 1.COIN | 1 COIN 1 CREDIT | ... Number of coins per play |
| 2.CONTINUE | ON | ... With or without continued play |
| 3.MONITOR FLIP | OFF | ... Turnover of the screen |
| 4.DEMO SOUND | OFF | ... With or without sound in attract mode |
| 5.SOUND MODE | STEREO (Q SOUND) | ... Stereo or monaural |
| 6.PLAYER MODE | 3 PLAYERS 3CHUTES MULTI | ... Players mode setting |
| 7.EXIT | | ... Returns to the CONFIGURATION MENU |

(*Screen C)

GAME CONFIGURATION

- | | | |
|-----------------------|--------------------|--------------------------------------|
| > 1.NUMBER OF PLAYERS | START=1 CONTINUE=2 | ... Number of players setting |
| 2.DIFFICULTY | EASY 4 HARD | ... Difficulty setting |
| 3.EXTEND | ONLY 1000000 | ... Extend setting |
| 4.EXIT | | ... Return to the CONFIGURATION MENU |

(*Screen D)

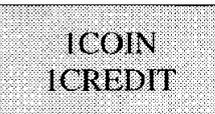
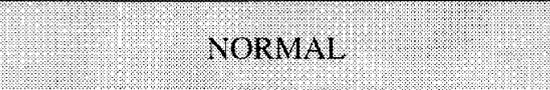
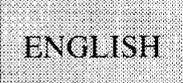
3) TO CHANGE THE SETTINGS

- Select an item with the 1P lever and move the lever right or left (or press the 1P SHOT1). Settings will be changed in the order shown in the following tables.

CONFIGURATION

4) SYSTEM CONFIGURATION

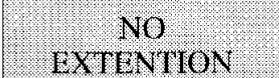
 Indicates the factory setting

COIN	 1COIN 1CREDIT	1COIN 2CREDITS	1COIN 3CREDITS	1COIN 4CREDITS	1COIN 5CREDITS		
	1COIN 6CREDITS	1COIN 7CREDITS	1COIN 8CREDITS	1COIN 9CREDITS	2COINS 1CREDIT		
	3COINS 1CREDIT	4COINS 1CREDIT	5COINS 1CREDIT	6COINS 1CREDIT	7COINS 1CREDIT		
	8COINS 1CREDIT	9COINS 1CREDIT	2COINS START 1COIN CONTINUE				
CONTINUE	 ON			OFF			
MONITOR FLIP	 NORMAL			FLIP			
DEMO SOUND	ON			 OFF			
SOUND MODE	STEREO (Q SOUND)			MONAURAL			
☆ PLAYER MODE	2 PLAYERS 1 CHUTE SINGLE	2 PLAYERS 2 CHUTES SINGLE	2 PLAYERS 2 CHUTES MULTI	3 PLAYERS 1 CHUTE SINGLE	3 PLAYERS 2 CHUTES SINGLE	3 PLAYERS 3 CHUTES SINGLE	3 PLAYERS 3 CHUTES MULTI
LANGUAGE	 ENGLISH	SPANISH	FRENCH	GERMAN	ITALIAN	PORTUGUESE	

☆ } SINGLE Game starts from any where the button was pressed, 1P, 2P, (3P) with single coin chute.
 { MULTI Game starts only from the place the coin was inserted.

5) GAME CONFIGURATION

 Indicates the factory setting

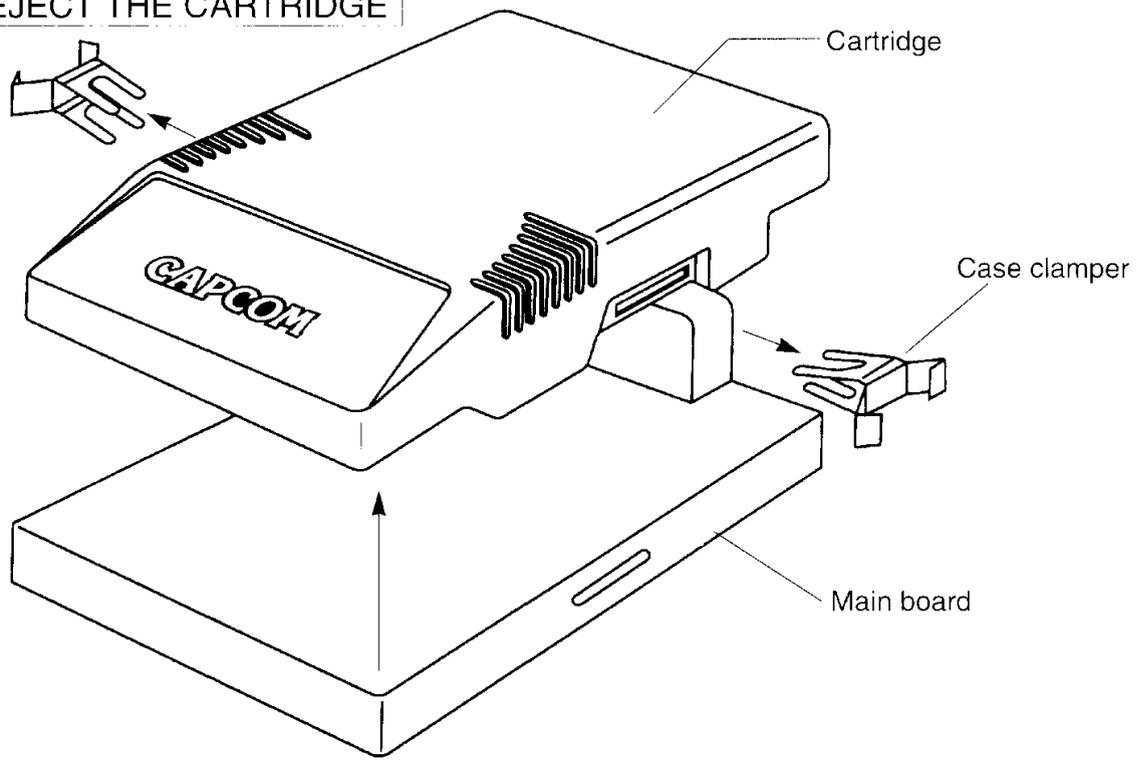
DIFFICULTY	 LEVEL 0 EASIEST	LEVEL 1 VERY EASY	LEVEL 2 EASY	 LEVEL 3 MEDIUM
	LEVEL 4 MEDIUM HARD	LEVEL 5 HARD	LEVEL 6 VERY HARD	LEVEL 7 HARDEST
EXTEND	 NO EXTENTION	ONLY 100000	ONLY 800000	ONLY 1600000
	FIRST 100000 EVERY 800000	FIRST 100000 EVERY 1600000	FIRST 800000 EVERY 800000	FIRST 800000 EVERY 1600000
NUMBER OF PLAYERS	START=1 CONTINUE=2	START=2 CONTINUE=3	START=3 CONTINUE=4	START=5 CONTINUE=6
	START=1 CONTINUE=1	 START=2 CONTINUE=2	START=3 CONTINUE=3	START=5 CONTINUE=5

*After you change the settings, make sure to select "EXIT" and push the 1P SHOT1 button. Otherwise your setting will not be memorized.

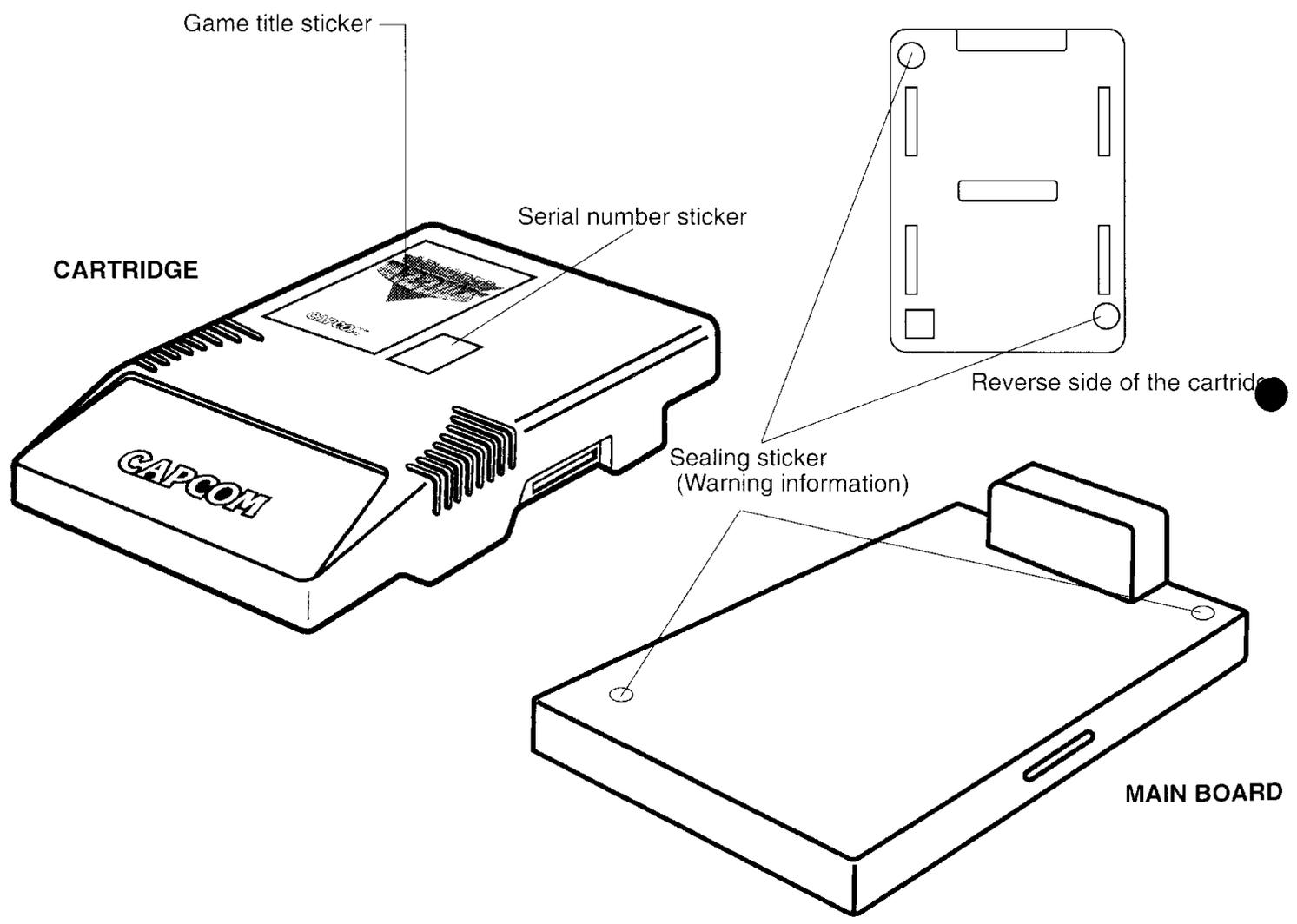
6) ITEM DESCRIPTIONS

COIN	Sets the charge per play.
CONTINUE	Sets continuous play. · ON: Continuous play is possible. · OFF: Continuous play is not possible.
MONITOR FLIP	Flips screen vertically. If the screen appears upside down, change the setting. · ON: with turnover. · OFF: without turnover.
DEMO SOUND	With or without sound in Attract Mode. <small>(Demonstration Mode)</small> · ON: with sound · OFF: without sound
SOUND MODE	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinets, please set to MONAURAL. · STEREO: with QSOUND · MONAURAL: without QSOUND
PLAYER MODE	Sets default number of coin chutes and players.
GAME DIFFICULTY	Sets the game difficulties. The difficulties are from level 1~8. Level 1 is the easiest, and 8 is the most difficult. As the number increases, the game level gets more difficult.
EXTEND	Extend game setting. ONLY MODE : Can extend only once during a game. EVERY MODE : Can extend whenever credit points are earned.
NUMBER OF PLAYERS	Sets number of lives each player starts/continues with.
FACTORY SETTING	To return to the factory settings, select this item and push the 1P SHOT1 button.
EXIT	To store changed settings and return to the TEST MENU, select this item and push the 1P SHOT1 button. While storing, please do not turn the power off. For more about storing, please read "2 HOW TO CLOSE CONFIGURATION MODE".

HOW TO EJECT THE CARTRIDGE



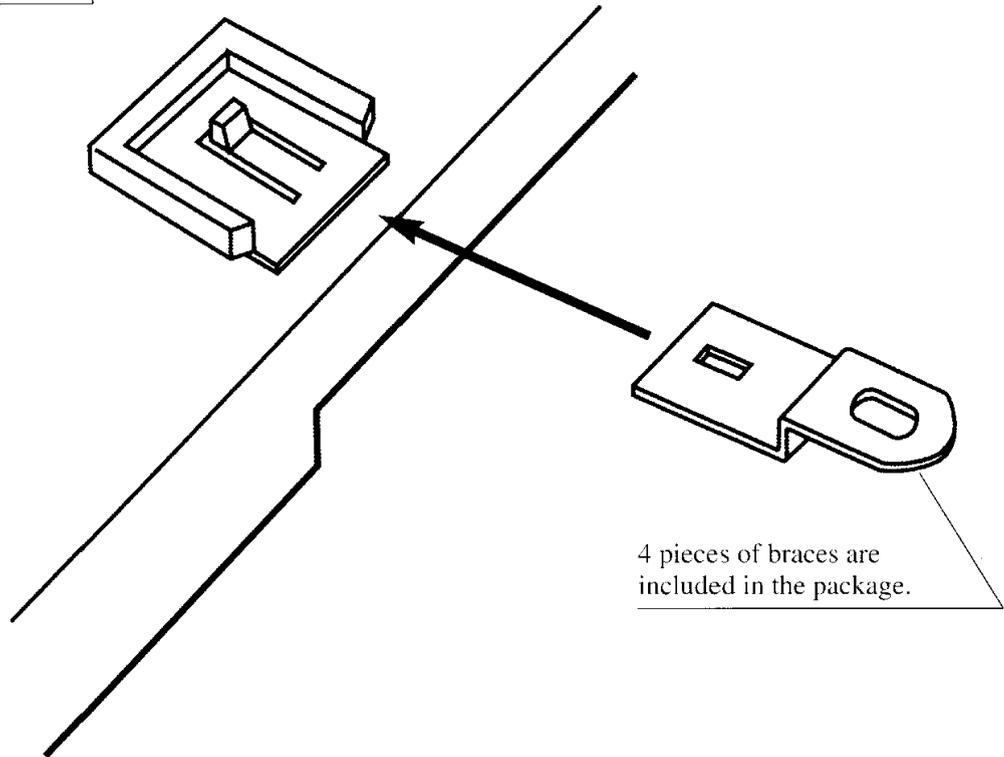
STICKER DESCRIPTIONS



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

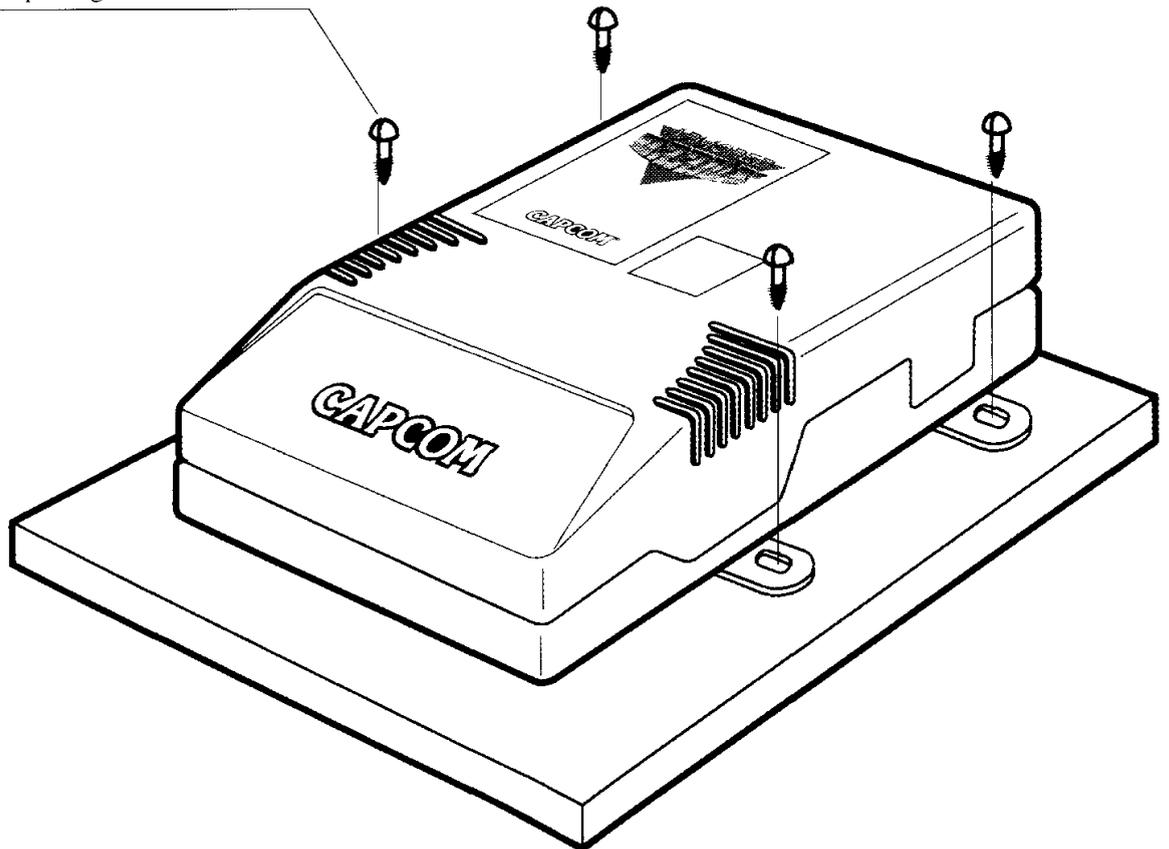
HOW TO MOUNT THE P.C. BOARD

1) Putting the braces



2) Mounting the P.C.B

These screws are not included in the package.



CAPCOM[®] CO., LTD.

No.1-3, UCHHIRANOMACHI 3-CHOME,
CHUO-KU, OSAKA 540, JAPAN
TEL(06)920-3635 FAX NO.(06)920-5134