



**DATA EAST'S
STADIUM
HERO
'96**

TM

GAME BOARD INSTRUCTIONS

Read this manual carefully before operating cassette.
Store this manual in a safe place for future reference.



**DATA
EAST** TM

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Before operating this cassette

This product is a part for a commercial video game unit. Since this product contains many precision electronic parts, caution should be exercised when handling it. Always use it in combination with the mother board.

Safety precautions

Adjusting the monitor's brightness



- ※ **Adjustments to the monitor's brightness should be performed only by service personnel.**
- ※ **The monitor remains charged with electricity even after power has been turned OFF, and can cause burns and electrical shock from high temperatures and high voltage. Don't touch unnecessarily!**
- ※ **When adjusting the monitor, use a resin-based adjusting rod. Using bare hands or using conductive tools can cause electrical shock.**

1. Turn OFF the power before starting to work.

To avoid electrical shock, the power must be turned OFF before any work begins that involves contact with this product.

2. Always use a power source that is equipped with a circuit breaker for fault currents.

In the event of a fault current, a fire can start if the power source doesn't have circuit breakers.

3. Don't make any changes to the specifications (removing, altering, or adding equipment) unless they are explicitly allowed by the manufacturer.

For safety reasons, product parts carry warning labels. It is extremely dangerous to remove parts, or to remove or modify circuits, and operate this product. The manufacturer will not be responsible for any liability whatsoever concerning unauthorized changes made to the specifications (such as using other manufacturer's parts, or making alterations not expressly allowed).

4. Confirm that the electrical specifications are appropriate.

Confirm that the product's electrical specifications have been met before installing the product. Make sure to confirm that the electrical voltage and frequency at the installation site conform to the product specifications.

Before seeking repair service, confirm the following:

Confirm that the mother board and the game board are securely connected.

CAUTION!

1. Do not operate this product with anything other than JAMMA standard and / or the accompanying connectors.

Use of other connectors may result in fire or damage to Cassette.

2. Do not under any circumstances dismantle or modify Cassette.

Dismantling or modifying cassette may result in fire, electric shock, or damage to the unit.

3. Do not obstruct the air vents. When in use, do not warp Cassette in cloth or other materials.

Do not install Cassette in such a way that the air vents become obstructed. Cassette will give

off beat during normal operation. Obstruction of the air vents may result in fire.

4. Do not install in places that are dusty, humid, or are direct sunlight.

Installing Cassette in such places may result in damage to the unit.

5. Do not get cassette wet, or touch it with wet hands.

Doing so may result in electric shock.

6. Always turn the machine off before connecting Cassette.

Connecting Cassette while the power is on may result in damage to the unit.

7. Do not under any circumstances remove the protective seals from Cassette.

Cassette units removed or damaged seals may not be accepted for repair by Data East.

This product is a part for a commercial video game unit. Since this product contains many precision electronic parts, caution should be exercised when handling it. Always use it in combination with the mother board.

How to use this product safely

To enjoy a long period of safe use of this company's product, the user should follow the basic safety items below, which relate to usage, product maintenance and management.

In addition, of the items below that relate to usage, the especially important ones can also be found on labels, which are applied in locations where the product is used.

Read this instruction manual carefully, follow the labels, and always pay heed to safety when operating.

Even after you have finished reading this instruction manual, keep it handy so that you can refer to it immediately.

※ Labels with Safety Items and Symbols

The safety items and safety labels found in this manual and on this product use the symbols:

 **Danger!**  **Warning!** and  **Caution!** The symbols represent varying degrees of danger that may cause bodily harm or physical damage.

The various levels of danger are explained below:

 **Danger!** : There exists a dangerous condition whereby an operating mistake can result in serious injury or death to the user, and the urgency to warn about an outbreak of danger is high (there is imminent danger).

 **Warning!** : There exists a dangerous condition whereby an operating mistake can result in serious injury or death to the user.

 **Caution!** : There exists a condition whereby an operating mistake can result in light injury or physical damage.

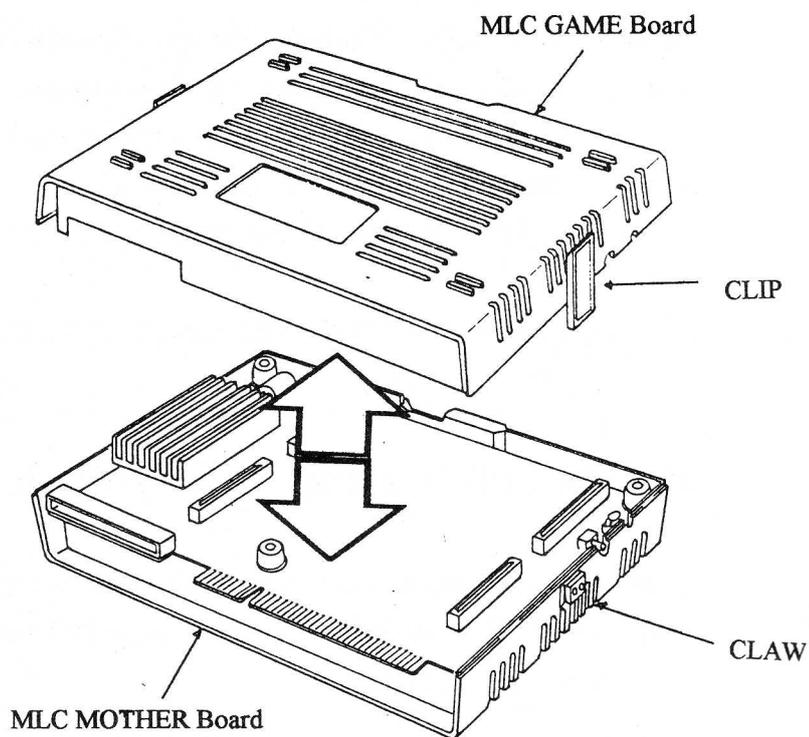
※ Definition of the extent of damage

Serious injury: Loss of eyesight, wounds, burns (high temperature, low temperature), electrical shock, fractures, aftereffects (such as from poisoning), or situations that require hospitalization for medical treatment or long-term, outpatient treatment.

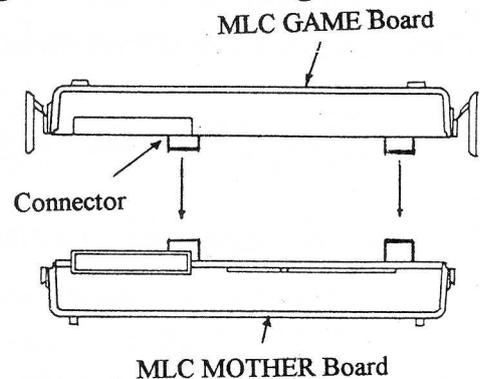
Light injury: Medical treatment that does not require hospitalization or long-term outpatient treatment. (Other than those injuries mentioned above.)

Physical damage: Serious damage to the room, to property in the room, or to pets.

Assembling and disassembling the cassette ①

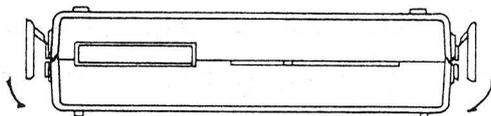


Assembling and disassembling the cassette ②

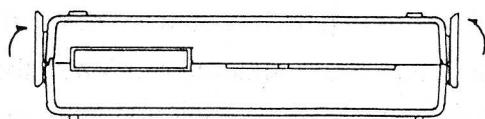


Assembling the cassette

Firmly insert the connectors of the game board and mother board.

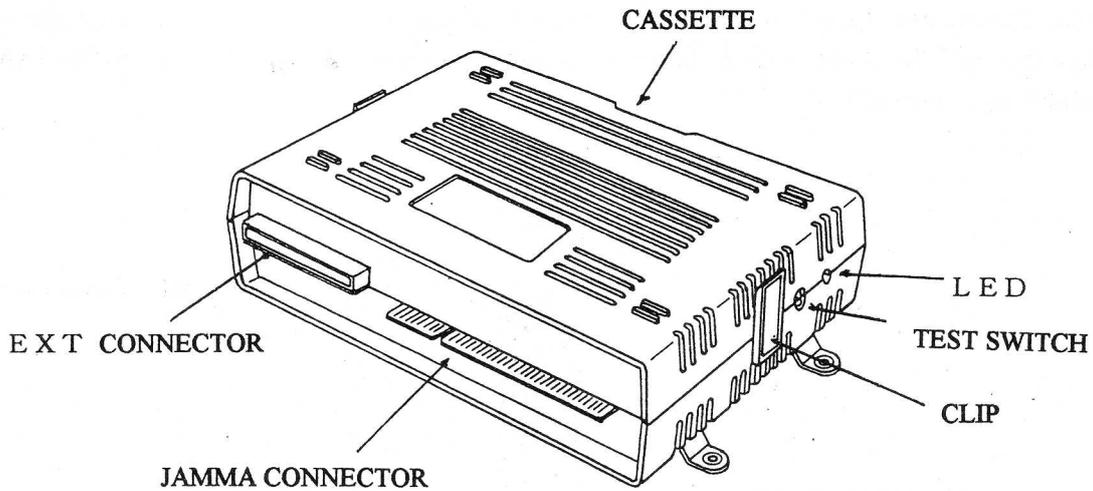


Place the clips on both sides so that they latch on to the claws.



Press the clips until you hear a "click" sound. Follow these steps in reverse to disassemble the cassette.

MLC PARTS IDENTIFICATION

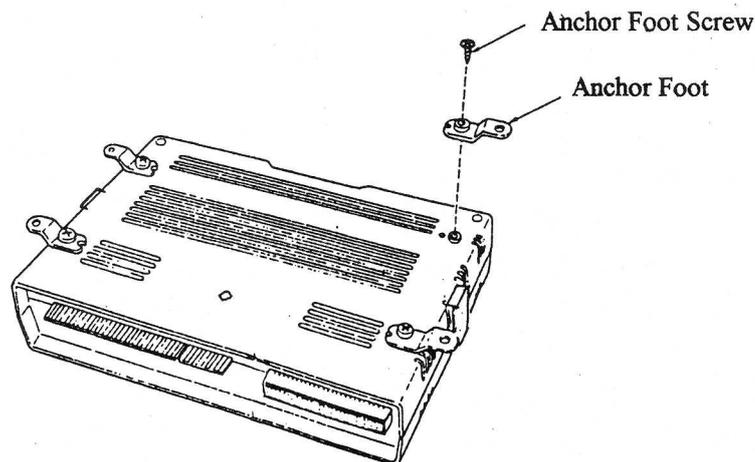


This product generates heat when in operation and may remain hot after electricity is turned off. Do not touch the cassette while in operation or soon after the unit is switched off. When installing the unit into the game cabinet be sure the JAMMA connector is plugged in correctly, with the parts side facing upwards. Plugging the in incorrectly may damage components.

If plugged in incorrectly, turn the unit off immediately.

Re-insert the JAMMA connector correctly and switch the unit on again.

ATTACHING THE MLC ANCHOR FEET

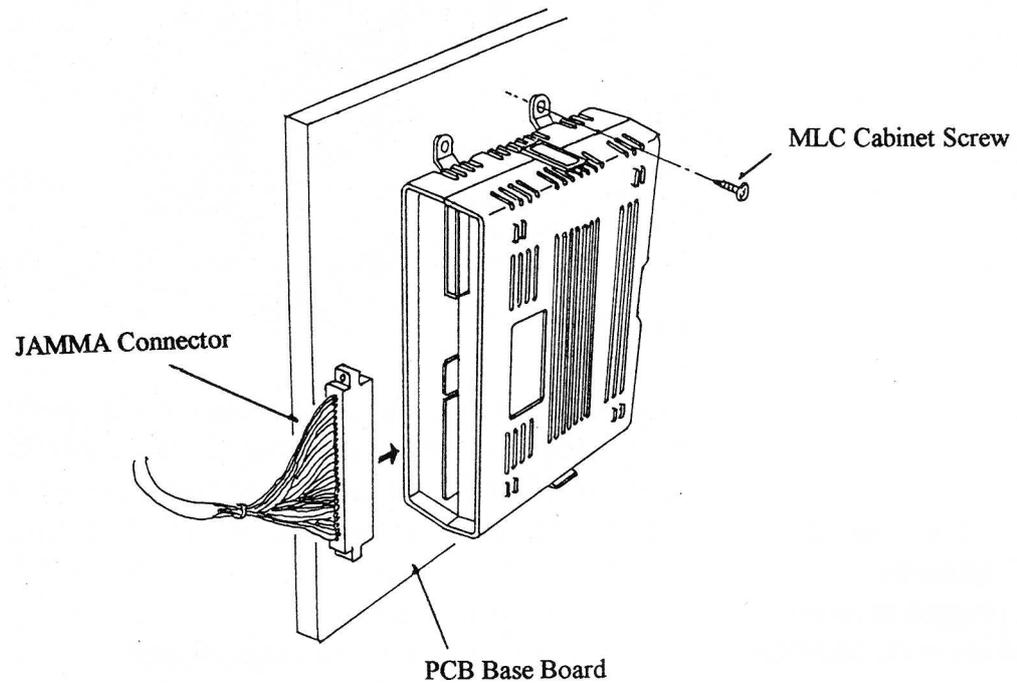


The anchor feet included in the MLC kit are attached to the main unit by using the four anchor feet screws(also included).

When attaching the anchor feet, avoid turning the screws too tightly. Turning the screws too tightly may damage the MLC unit.

ATTACHING THE MLC UNIT TO THE CABINET

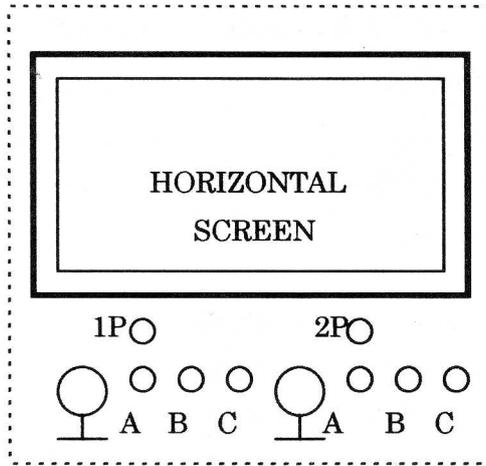
We recommend attaching the MLC unit the game cabinet in the manner illustrated above. Always turn of f the power before plugging in the connectors. Avoid plugging in the JAMMA connector upside-down.



INSTALLATION

DATA EAST'S STADIUM HERO '96 REQUIRE 1 JOYSTCK AND 3 BUTTONS EACH PLAYER.

CRT MONITOR

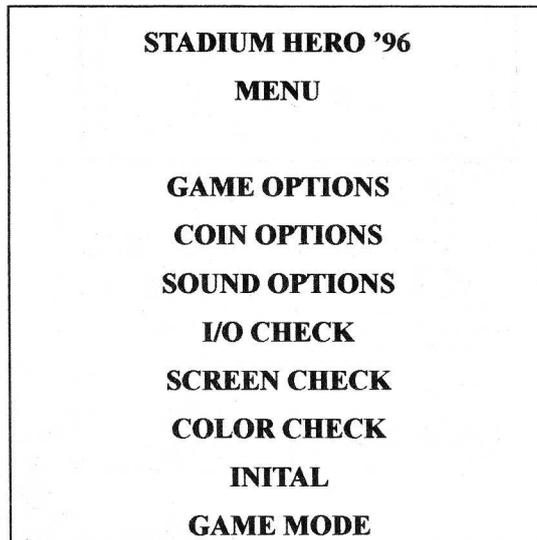


CONTROL PANEL

<p>Pitcher</p> <p style="text-align: center;">Fork/Special pitch</p> <p>Screw ball Sinker Straight Curve Slider</p> <p>Joystick + B button Pitching</p> <p>Joystick + A button Pickoffs</p>	<p>Fielders</p> <p style="text-align: center;">2nd Base</p> <p>3rd Base 1st Base</p> <p style="text-align: center;">Home Plate</p> <p>Joystick + B button Throw to base</p> <p>While holding the ball Joystick + A button Run to base</p>
<p>Batter</p> <p>Open Stance Square Stance Close Stance</p> <p>Toward the 3rd base Toward the 1st base</p> <p>Joystick + B button Batting</p> <p>Joystick + C button Bunting</p>	<p>Runner</p> <p style="text-align: center;">2nd Base</p> <p>3rd Base 1st Base</p> <p style="text-align: center;">Home Plate</p> <p>Joystick + B button Advance</p> <p>Joystick + A button Retreat</p> <p>You can dash by Pressing the button repeatedly!</p>

Game settings based on Test Switches

Press the test switch on the side of the cassette or the test switch on the cabinet and the following menu-based screen will appear.



※Switch over to the various option screen by using the lever to select and pressing the button.

<GAME OPTONS>

Set among other things the level of difficulty for the game.

<COIN OPTONS>

Set among other things the number of credits.

<SOUND OPTINS>

Set among other things the volume.

<I/O CHECK>

Confirms the connections for the buttons and lever.

<SCREEN CHECK>

Adjust the screen position among other things.

<COLOR CHECK>

Adjusts the monitor color.

<INITIAL>

Sets the factory (default) settings.

<GAME MODE>

Returns to the game option screen.

GAME OPTIONS

GAME OPTIONS	
START BUTTON SELECT	START BUTTON
SCREEN BOTATION	NORMAL
ATTRACT SOUND	ON
GAME DIFEICULTY	MEDIU
REPLAY	ON
PLAY TIME	OFF
SINGLE PLAY (VS CPU)	2 INNING
VERSUS PLAY (VS 2P)	3 INNING
CONTINUE MODE	NORMAL
EXIT	

※The screens above have factory (default) settings.

<START BUTTON SELECT> Switches over to the start button.

<SCREEN BOTATION> Sets the screen rotation.

<ATTRACT SOUND> Switches ON/OFF the sound for the demonstration screen.

<GAME DIFEICULTY> Sets the level of difficulty for the game (8 levels).

<REPLAY> Sets the game replay ON/OFF

This game has a replay function, and allows fine play and other types of replays.

<PLAY TIME> Sets the time limit mode to OFF or sets the time. When ON, it is possible to select any time from 1 minute and 8 minutes of play, in increments of 30 seconds.

<SINGLE PLAY> Sets the number of innings per play for single play.

※However, when the Play Time setting is ON, it is not possible to set the number of innings.

<VERSUS PLAY> Sets the number of innings per play for versus play

The setting for the number of innings will ask whether or not you want to continue after each inning that has been set.

※However, when the Play Time setting is ON, it is not possible to set the number of innings.

<CONTINUE MODE>

NORMAL: Continue of each set number of innings is demanded regardless of victory or defeat.

A TYPE :Play is continued as it is only once when winning in each set number of innings.

Continue is demanded when defeated (The same point includes).

B TYPE :Play is continued as it is when winning in each set number of innings.

Continue is demanded when defeated (The same point includes).

However, when the Play Time setting is ON, it is not possible to set the number of innings.

<EXIT>

Ends all game options and returns to the test menu screen.

COIN OPTIONS

COIN OPTIONS	
FREE PLAY	NO
GAME START TYPE	NORMAL COIN CREDIT
COIN SETTING	
MECH1 1 COIN 1 CREDIT	
MECH2 1 COIN 1 CREDIT	
PREMIUM START	
2COIN TO START	
1COIN TO CONTINUE	
COIN SWITCH OPTIONS	
COIN MECH	1
COIN MODE	CONCENTRATE
FINAL SET	OFF
EXIT	

<FREE PLAY>

Sets ON/OFF for free play.

<GAME START TYPE>

Sets Normal/Premium.

<COIN SETTING>

Sets the number of credits per coin.

Can be set only when the game start type is set to normal.

<PREMIUM START>

Coin setting for the start of the game and for when continuing.

Can be set only when the game start type is set to premium.

<COIN SWITCH OPTIONS> Sets the coin entrance.

The number of coin turning on entrances can set one and 2. Can be concentrate or it be set to become independent when setting to two.

<FINAL SET>

When a fixed number of coins has been inserted, sets the game so that you can play until the last time without continue.

<EXIT>

Returns to the main menu when coin option has finished.

COIN SETTING

COIN	CREDIT
1	1
1	2
1	3
1	4
1	5
2	1
2	3
2	5
3	1
3	2
4	1
5	1
6	1
7	1
8	1
9	1

SOUND OPTIONS

SOUND OPTIONS		
SOUND OFF		
S.E. TEST	001	
B.G.M TEST	001	
S.E. VOLUME	255	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
B.G.M VOLUME	255	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
MASTER VOLUME	127	■ ■ ■ ■ ■ □ □ □ □ □
EXIT		

<SOUND OFF>

Prohibits sound during the sound test.

<S.E. TEST>

Produces sound effects.

<B.G.M TEST>

Produces the background music for the game.

<S.E. VOLUME>

Sets the volume of the sound effects.

<B.G.M VOLUME>

Sets the volume of the background music.

<MASTER VOLUME>

Sets the overall volume that combines the background music with the sound effects.

<EXIT>

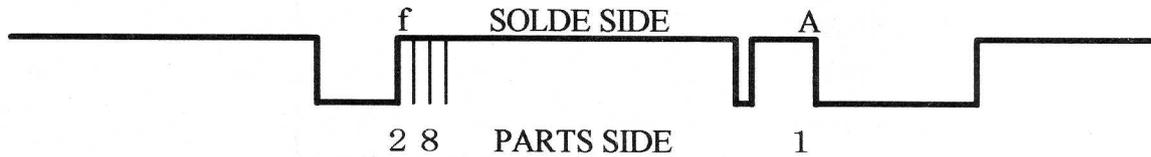
Closes the sound options and returns to the main menu screen.

HARNESS CONNECTION

Terminal Numbering (JAMMA connector)

CR7E-56DA-3.96E(HRS)3.96mm pitch

CONNECTOR 1168-056-009(KEL)3.96mm pitch

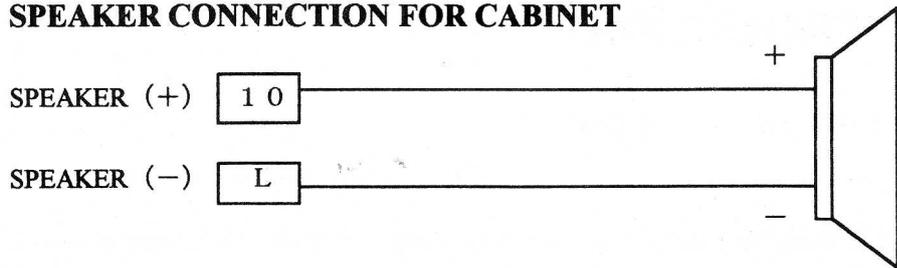


SIGNAL TO TERMINAL(JAMMA CONNECTOR)

半田面 SOLDER SIDE	端子番号 P I N #	部品面 PARTS SIDE
GND	A 1	GND
GND	B 2	GND
+5V	C 3	+5V
+5V	D 4	+5V
	E 5	
+12V	F 6	+12V
	H 7	
	J 8	COIN COUNTER 1
(GND)	K 9	(GND)
SPEAKER (-)	L 10	SPEAKER (+)
	M 11	
VIDEO GREEN	N 12	VIDEO RED
VIDEO SYNC	P 13	VIDEO BULE
SERVICE SWITCH	R 14	VIDEO GND
	S 15	TEST SWITCH
COIN SWITCH 2	T 16	COIN SWITCH 1
START SWITCH 2	U 17	START SWITCH 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 PUSH A	Z 22	1P PUSH A
2P PUSH B	a 23	1P PUSH B
2P PUSH C	b 24	1P PUSH C
	c 25	
	d 26	
GND	e 27	GND
GND	f 28	GND

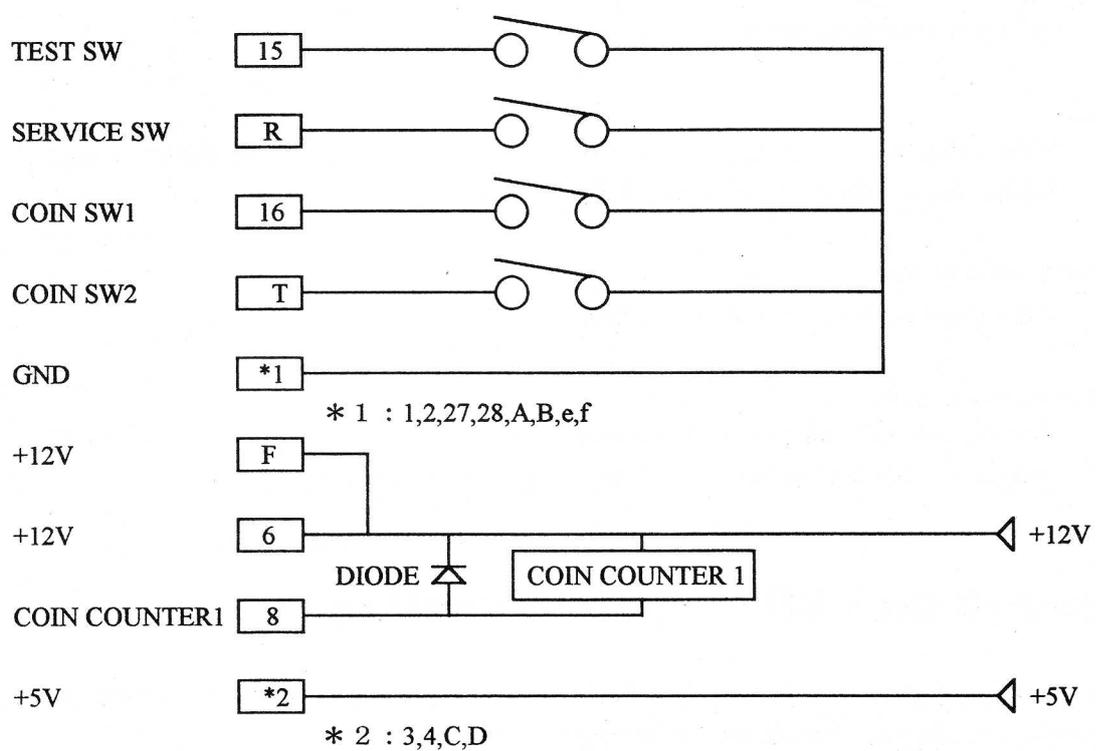
Be careful to avoid plugging the JAMMA connector in upside-down. Installing cassette in upside-down may result in damage to the unit.

SPEAKER CONNECTION FOR CABINET



※REMARK : DO NOT CONNECT SPEAKER TO GND

EXAMPLE OF STANDARD CONNECTION OFR CABINET



Each terminals much for JAMMA connector.

TROUBLESHOOTING

Check the following before sending your unit in for repair.

1.No picture.

Is the JAMMA connector plugged in correctly? Make sure the connector is not plugged in upside-down. Always use JAMMA standard connectors.

Is the machine running at the proper voltage? Check to make sure the voltage is at the appropriate level. Adjust the voltage if necessary.

Check to make sure there is no break in the RGB line. Check the monitor and JAMMA connector wiring.

2.No sound

Is the volume set at an appropriate level? Raise the volume from the test mode. Adjust the cabinet volume control if necessary.

3.Sometimes malfunctions.

Check the voltage. Adjust if necessary.

4.Cassette case becomes hot.

Are the air vents obstructed? Make sure the air vents are unobstructed during operation. Do not operate near heating equipment or in direct sunlight.

What to do if the LED lamp starts blinking

If, under normal operating conditions, the LED lamp on the side of cassette case starts blinking, please contact your Data East dealer immediately.

If you notice any problem in game play or screen display, stop operation and contact your Data East distributor immediately.

Operating a defective cassette unit may result in damage to the cabinet.

SPECIFICATIONS

POWER CAPACITY

+5 V ($\pm 5\%$) 5 A

+12 V ($\pm 5\%$) 1.5 A

OPERATING ENVIRONMENTS

OPERATION 5~35°C / 20~80% (No condensation)

STORAGE -15~65°C / 10~90%

MONITOR

COLOR SIGNALS : R. G. B. セパレート

BLACK : 0~+0.04 V

PICTURE SIGNAL : +0.04 V~+4.5 V

SYNCH SIGNAL : 0 (0~+0.05 V)

: 1 (+3 V~+5 V)

TERMINAL

J AMMA STANDARD CONNECTOR $\times 1$

EXT CONNECTOR $\times 1$

DEMENSIONS

(W) 241 mm \times (D) 168 mm \times (H) 58.5 mm

WEIGHT

800 g



 **Danger!**

**Please do not remodel this product without permission.
The danger not anticipated might be caused when remodeling.**

 **Caution!:** The specification changes without a previous notice for the improvement occasionally.