namco®

TEKKEN TAG

OPERATORS MANUAL

IT IS THE RESPONSIBILITY OF THE OPERATOR TO MAINTAIN CUSTOMER SAFETY AT ALL TIMES, AND IT IS IMPERATIVE THAT THE DETAILS SET OUT IN THIS MANUAL ARE FOLLOWED PRECISELY

Part No. 90500070   Issue 1

Contents

1. SPECIFICATIONS

POWER SUPPLY:-	230volts AC
AMBIENT OPERATING TEMPERATURE:	+5°C TO +25°C
MONITOR:-	Hantarex 28" Polo Monitor
COIN ACCEPTOR:-	Mars CashFlow - 1 Channel
DIMENSIONS:-	790(w) x 1200(d) x 2080(h)
WEIGHT:-	175kg

ACCESSORIES:-

Keys: (Cash Door) 2
           (Coin Door) 2
           (Back Door) 2ea

IEC Mains Lead 1

Operators Manual 1

Monitor Manual 1

CashFlow Documents 1

M6 Security Wrench 1
M4 Security Wrench 1

2. MOVING THE MACHINE

⚠ **This machine is fitted with castors to make it easier to move. Take care when moving the machine on an inclined surface.**

⚠ **The overall height of the machine is 2080mm. Take care of any overhead obstructions. (e.g. Light Fittings, Electric Cables etc.)**

3. INSTALLATION

This machine is designed for INDOOR USE ONLY.
Do not install in the following places.

1. **Outdoors**
2. **Direct Sunlight, places with excessive humidity or dust, places where there is water leakage, near air-conditioning or heating equipment, places with excessive heat or cold temperature.**
3. **Places where it would be in the way of emergency exits or fire extinguishing equipment.**
4. **Unstable places or places with excessive vibration.**
5. **Places that are not level.**
6. **This machine must not be cleaned with a water jet, or installed in an area where a water jet could be used.**

|		
WARNING	•	**NEVER turn the power to the machine ON until installation has been completed.**
WARNING	•	**In order to prevent possible electric shocks, be sure that the machine is connected to the mains with a securely connected earthed plug.**
WARNING	•	**So that customers are not injured , ensure that there is at least 500mm separation between other machines or walls.**
CAUTION	•	In order to avoid damage to the machine due to mis-operation, ensure that the voltage of the mains supply is 230volts AC.

NOTE	•	If the location site of this machine has a polished floor it is recommended that rubber pads are fitted under the level adjusters to prevent the machine sliding on the floor.
	•	In order to gain access to the Power Supply and CPU assemblies, make sure that the rear of the machine is separated from a wall or other machine by at least 500mm.

4. ADJUSTMENTS

The following adjustments and tests can be made to this game.

Item	Reference
Testing the Video and Adjusting the Monitor	4-2 Display Test (p7)
Testing the Joysticks and Button Switches	4-3 Switch Test (p10)
Testing the Sound	4-4 Sound Test (p11)
Setting the Video Sync	Not Used on This Cabinet
Setting the Game Otions	4-5 Game Options (p12)
Setting the Price of Play	4-6 Coin Options (p14)
Book Keeping Data	4-7 ADS (p16)
Resetting the Book Keeping	4-8 Data Clear (p16)

4-1   Entering the Test Mode
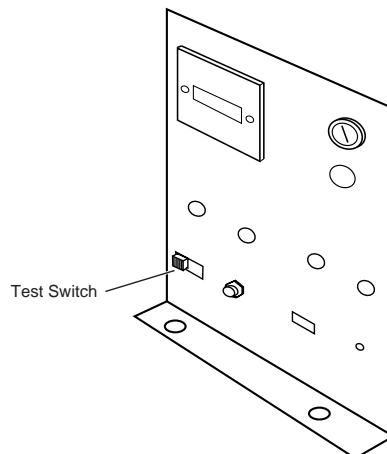
Test Switch

1.   To enter test mode, slide the TEST switch, located on the service bracket inside the coin door, to the ON position. The following screen will be displayed.

DISPLAY TEST	Display test ------ (4-2 page 7)
SWITCH TEST	Switch test ------ (4-3 page 10)
SOUND TEST	Sound test ------ (4-4 page 11)
JVS CABINET OPTIONS	JVS cabinet options
GAME OPTIONS	Game options ------ (4-5 page 12)
COIN OPTIONS	Coin options ------ (4-6 page 14)
A.D.S.	Check play data ------ (4-7 page 16)
DATA CLEAR	Data clear ------ (4-8 page 16)
EXIT & SAVE	Finishing the test mode

4-1-1   Selecting and Adjusting Items

1.   Push the Player 1 Joystick up or down to scroll through the test items.
      The test will change to red on the display.

Player 1 Joystick
Start Switch
Switch 1
Switch 2
Switch 4
Switch 5
Switch 3
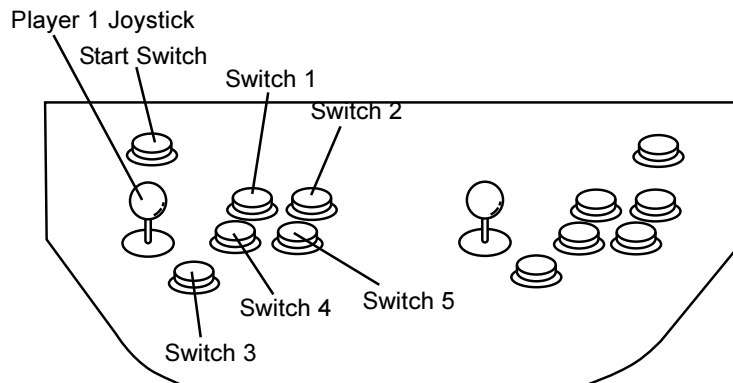
2.   Press the Player 1 Button Switch 1 to enter the selected test.

Details of the adjustments are explained in the following pages.

4-1-2   Finishing the Test Mode

1.   Push the Player 1 Joystick up or down to select 'EXIT & SAVE' in the test menu.
      'EXIT & SAVE' on the display will change to red.

2.   Press the Player 1 Button Switch 1. The test mode finishes and the game returns
      to normal play mode.

*Note: The test mode must be finished as described above. If the Test Mode is
         ended any other way, the changes made during the test mode will not be
         stored or be effective. The test mode cannot be ended by turning the test
         switch off only.*

*   If the Test switch is left in the ON position after testing is completed, the
         switch will have to be turned OFF and back ON to re-enter the Test Mode.*

4-2   Display Test

The following checks and adjustments are available in this mode:-

COLOUR EDIT: Adjustment of the colour and brightness output from the PCB.

CONVERGENCE: Used for the adjustment of size, position and squareness of the monitor display. (Use monitor controls for adjustments).

COLOUR BAR: Used for the adjustment of the shade and tone balance of the monitor. (Use monitor controls for adjustments).

1.   Select 'DISPLAY TEST' from the main test menu, the following screen is displayed.

Color edit screen

CONVERGENCE

Contrast : OO
Bright R : OO
Bright G : OO
Bright B : OO

PREVIOUS VALUE   : P-1 BUTTON 5 – – – – – – - Reverts to values before changes made
EXIT COLOR EDIT   : P-1 BUTTON 4
NEXT COLOR TEST   : P-1 BUTTON 1
EXIT   : P-1 START
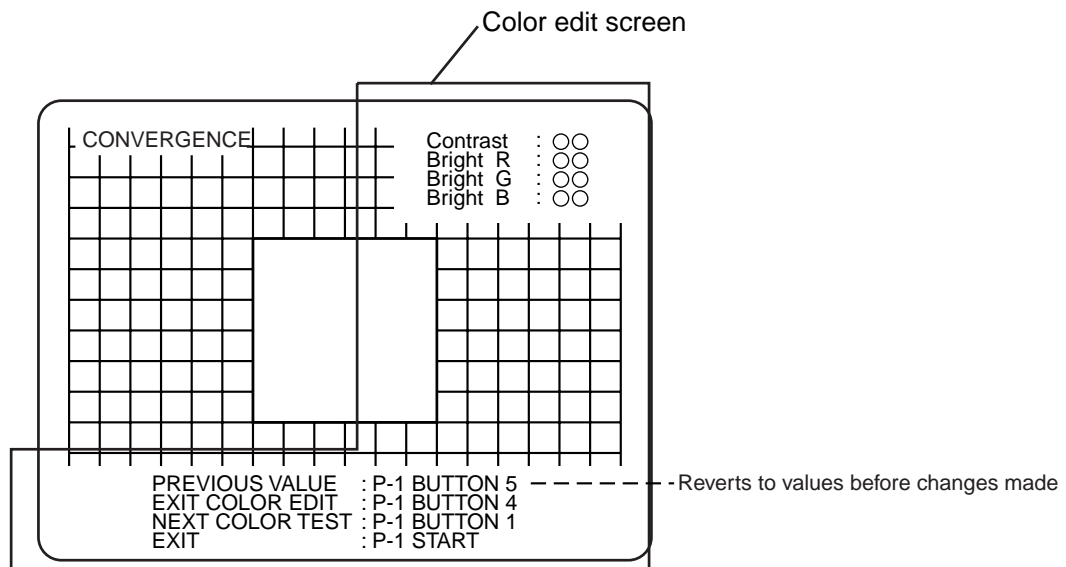
Color edit screen is displayed over the diagonal screen.

* **Pressing the Player 1 Switch 4 turns the 'Colour Edit' On / Off**

CONVERGENCE

ENTER COLOR EDIT: P-1 BUTTON 4 – – – – – - Switches the color edit mode on / off
NEXT COLOR TEST : P-1 BUTTON 1 – – – – – - Go to the next test pattern
EXIT   : P-1 START   – – – – – - Return to the test menu screen
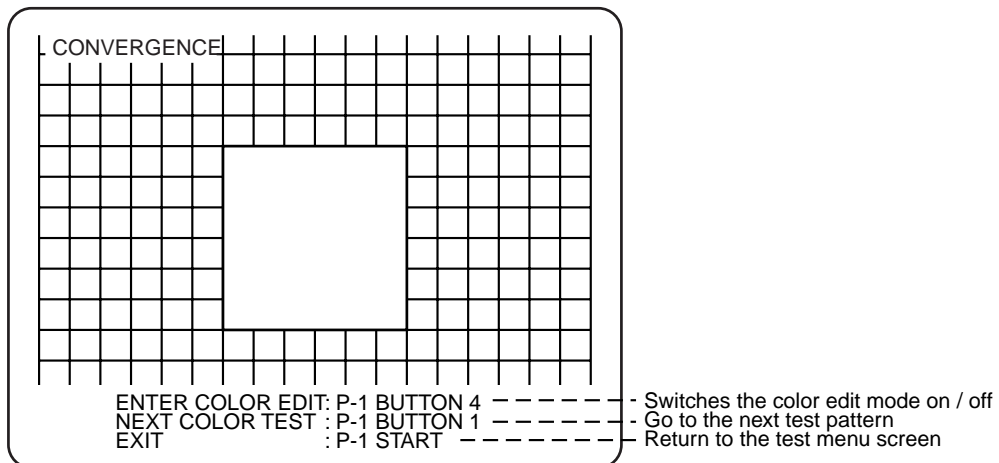
The color edit screen is not displayed

4-2-1   Convergence Test

1.   Press Player 1 Switch 1 to change between 'CONVERGENCE' and 'COLOUR BAR' screens.

2.   On the 'CONVERGENCE' screen the following "cross hatch pattern" is displayed.
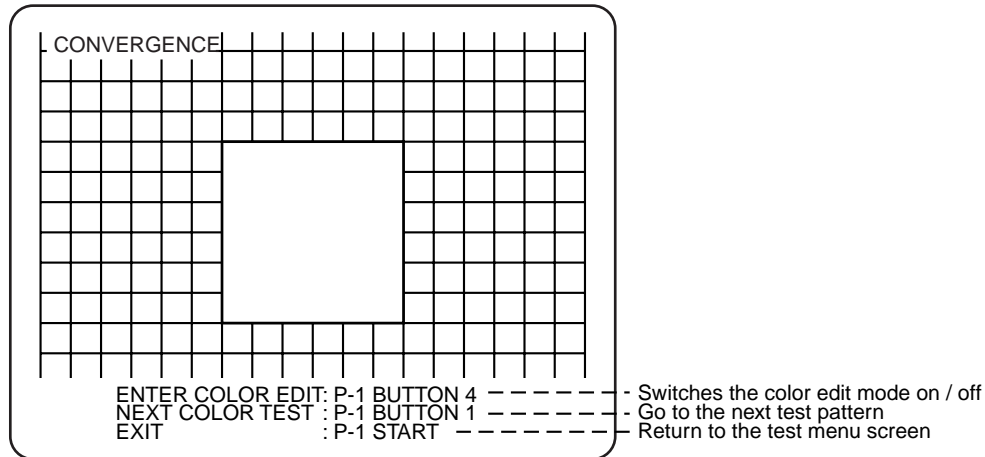
3.   Each time Player 1 Switch 2 is pressed, the colour of the cross hatch pattern changes in the following order:-   white > blue > red > purple > green > light blue > yellow > black > white . . . . .

4.   If the pattern size, position or shape is incorrect, refer to the monitor manual for adjustment procedures.

5.   Press Player 1 Switch 1 to change to the 'COLOUR BAR' test or press Player 1 Start Switch to return to the Test Menu Screen.

Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.
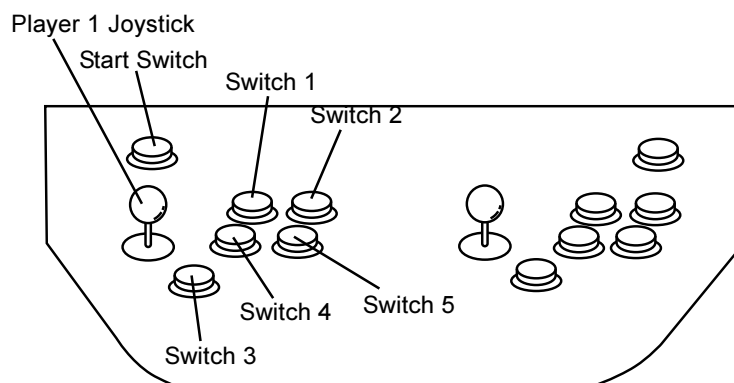
4-2-2   Colour Bar Test

1.   Select 'DISPLAY TEST' from the main test menu,

2.   If the 'COLOUR BAR' screen is not displayed, press Player 1 Switch 1 to change from 'CONVERGENCE' to 'COLOUR BAR' screen. The following screen is displayed.

```
COLOR BAR              Contrast : ○○      Whole contrast
                       Bright R : ○○      Brightness (red)
                       Bright G : ○○      Brightness (green)
                       Bright B : ○○      Brightness (blue)

[□ □ □ □ □ □ □ ■]                          Color bar (white)

[□ □ □ □ □ □ □ ■]                          Color bar (red)

[□ □ □ □ □ □ □ ■]                          Color bar (green)

[□ □ □ □ □ □ □ ■]                          Color bar (blue)

PREVIOUS VALUE   : P-1 BUTTON 5  ------------  Returns to original value
EXIT COLOR EDIT  : P-1 BUTTON 4  ------------  Finish the color edit
NEXT COLOR TEST  : P-1 BUTTON 1  ------------  Go to the next test pattern
EXIT             : P-1 START     ------------  Return to the test menu screen
```
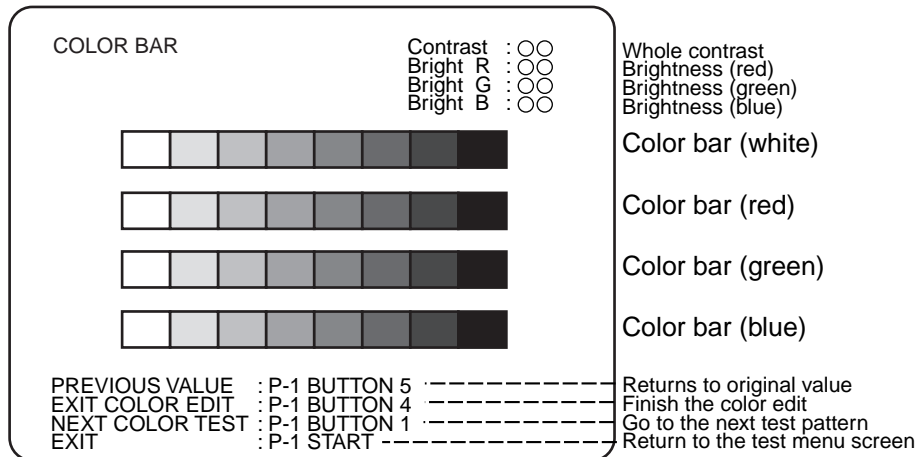
Each colour bar of 'white', 'red', 'green' and 'blue' is displayed with gradual shading. Press Player 1 Switch 2 to change the density from 32 > 16 > 8 > 4 > 2 > 32 . . . . .

3.   Press the Player 1 Joystick up or down to select the item to be adjusted from 'Contrast', 'Bright R', 'Bright G', and 'Bright B'

4.   Press the Player 1 Joystick left or right to change the setting of the selected item.

5.   Repeat items 3 and 4 for each item to be changed.

6.   Press Player 1 Switch 1 to change to the 'CONVERGENCE' test or press Player 1 Start Switch to return to the Test Menu Screen.

Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.

4-3   Switch Test

1.   Select 'SWITCH TEST' from the main test menu, (see 4-1-1 page 6), the
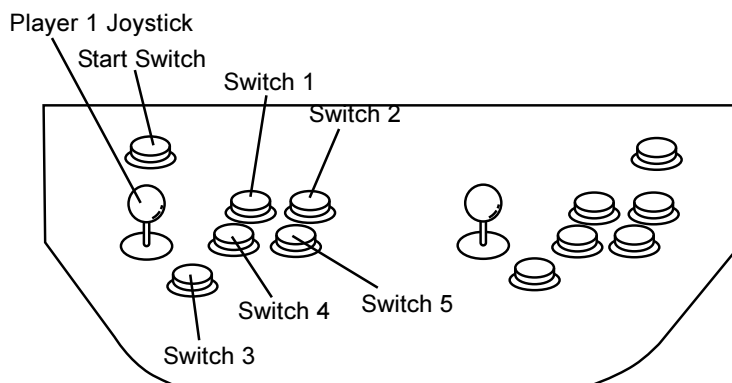   following screen is displayed.

P1 button switches
2   3

P2 8-direction joystick   P2 start switch

P2 button switches
1   2   3

SWITCH TEST

P1 start switch

1P : 0000   2P : 0000

P1 8-direction joystick

P1 button switches   1
                      4

Service switch of the cabinet ──→ SERVICE : OFF   COIN 1 : 0
Test switch of the cabinet ──→ TEST SW : OFF   COIN 2 : 0
                              DIP SW 1 : ON
Option switches of the PC board ──→ DIP SW 2 : OFF

                              EXIT : P1-BUTTON4&5

Not used

5
4   P2 button switches

The number of activation of
the coin counter (initially 0)

How to return to the test menu screen

5   Not used

P1 button switch

2.   The Joystick on the display will move as the Player Joystick is operated. The
      Button Switches on the display will be highlighted as the corresponding Player
      Button Switch is operated. The display for the other switches will change from
      OFF to ON as each switch is operated.

3.   Press Player 1 Switches 4 and 5 together to return to the Test Menu Screen.

      **Note: If testing is completed, select 'EXIT & SAVE' on the menu screen
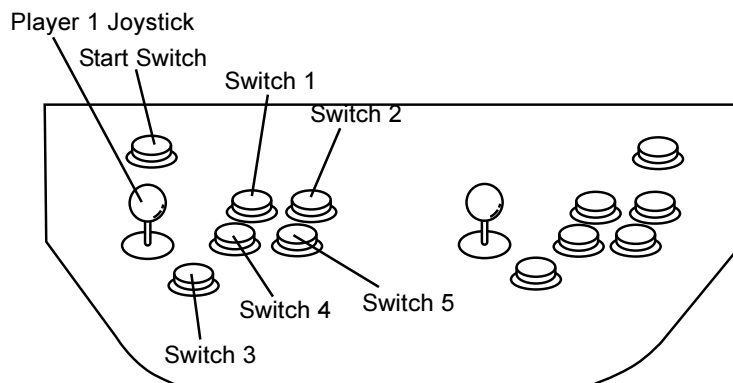   and press Player 1 Switch 1 to return to normal game mode.**

Player 1 Joystick
Start Switch
Switch 1
Switch 2

Switch 4   Switch 5

Switch 3

4-4   Sound Test

1. Select 'SOUND TEST' from the main test menu, , the following screen is displayed.
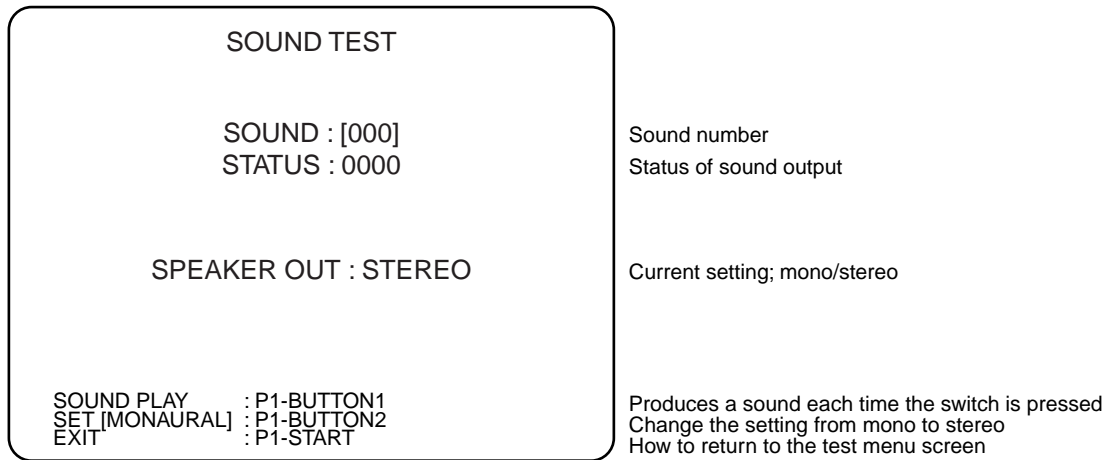
```
┌─────────────────────────────────────┐
│            SOUND TEST                │
│                                      │
│                                      │
│          SOUND : [000]               │   Sound number
│          STATUS : 0000               │   Status of sound output
│                                      │
│                                      │
│       SPEAKER OUT : STEREO           │   Current setting; mono/stereo
│                                      │
│                                      │
│                                      │
│                                      │
│  SOUND PLAY      : P1-BUTTON1        │   Produces a sound each time the switch is pressed
│  SET [MONAURAL]  : P1-BUTTON2        │   Change the setting from mono to stereo
│  EXIT            : P1-START          │   How to return to the test menu screen
└─────────────────────────────────────┘
```

2. Press the Player 1 Joystick up or down to select the item to be adjusted.

3. Press the Player 1 Joystick left or right to change the setting of the selected item.

4. Repeat items 2 and 3 for each item to be changed.

5. Press Player 1 Start Switch to return to the Test Menu Screen.

Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.
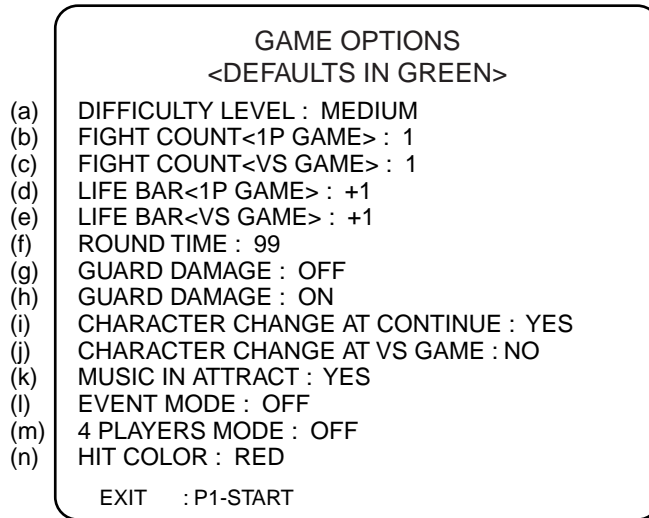
| Item	Test/Adjustment	How to Operate
Sound	Each number produces a different sound used during the game	Press the Player 1 Joystick left or right to change the number
Sound Play	Causes the sound selected above to be played.	Press the Player 1 Switch 1
Set [Mono/Stereo]	Sets the sound output in either Mono or Stereo mode.	Press the Player 1 Switch 2
Stereo Sound Test	Sound is played from the left speaker, right speaker, and then both speakers together.	Select sound No. [001] and press Player 1 Switch 1
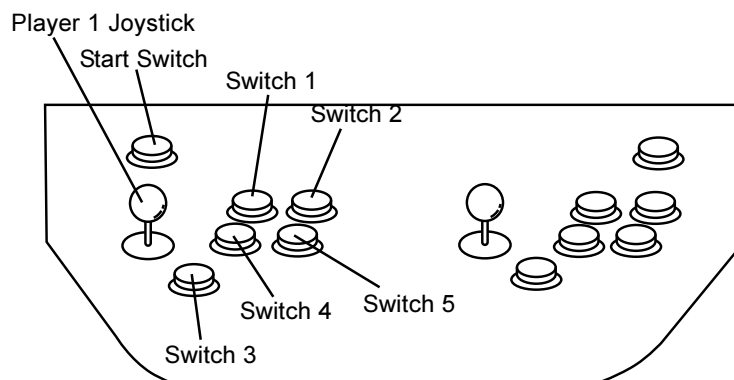
4-5 Game Options

1. Select 'GAME OPTIONS' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.

```
            GAME OPTIONS
         <DEFAULTS IN GREEN>
(a)  DIFFICULTY LEVEL :  MEDIUM
(b)  FIGHT COUNT<1P GAME> :  1
(c)  FIGHT COUNT<VS GAME> :  1
(d)  LIFE BAR<1P GAME> :  +1
(e)  LIFE BAR<VS GAME> :  +1
(f)  ROUND TIME :  99
(g)  GUARD DAMAGE :  OFF
(h)  GUARD DAMAGE :  ON
(i)  CHARACTER CHANGE AT CONTINUE : YES
(j)  CHARACTER CHANGE AT VS GAME : NO
(k)  MUSIC IN ATTRACT : YES
(l)  EVENT MODE :  OFF
(m)  4 PLAYERS MODE :  OFF
(n)  HIT COLOR :  RED

     EXIT     : P1-START
```

2. Press the Player 1 Joystick up or down to select the item to be adjusted.

3. Press the Player 1 Joystick left or right to change the setting of the selected item.

4. Repeat items 2 and 3 for each item to be changed.

5. Press Player 1 Start Switch to return to the Test Menu Screen.

Note: **If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.**

Player 1 Joystick
Start Switch
Switch 1
Switch 2
Switch 4
Switch 5
Switch 3
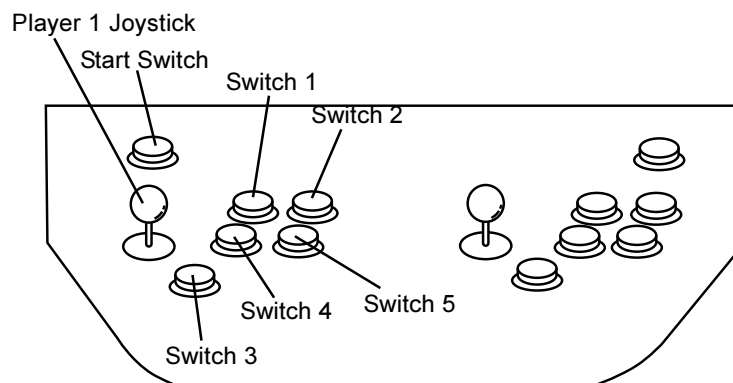
(a) DIFFICULTY LEVEL (Diffulculty level for game play)

EASY	MEDIUM	**HARD**	VERY HARD	ULTRA HARD

(b) FIGHT COUNT <1P GAME> (The number of rounds to be cleared to win in 1 Player mode)

1	**2**	3	4	5

(c) FIGHT COUNT <VS GAME> (The number of rounds to be cleared to win in 2 Player mode

1	**2**	3	4	5

(d) LIFE BAR <1P GAME> (Life gauge in 1 Player mode)

-2	-1	**NORMAL**	+1	+2

(e) LIFE BAR <VS GAME> (Life gauge in 2 Player mode)

-2	-1	**NORMAL**	+1	+2

(f) ROUND TIME (Time for 1 round [seconds])

30	40	**60**	90	99

(g) GUARD DAMAGE (Damage at guard)

ON (a little)	**OFF (none)**

(h) NEUTRAL GUARD (Guard condition when the Joystick is in the centre)

ON (Guard exists)	OFF (No guard)

(i) CHARACTER CHANGE AT CONTINUE (Changing characters at continue play)

YES (Possible)	NO (Not possible)

(j) CHARACTER CHANGE AT VS GAME (Changing characters in 2 Player game when someone buys in)

YES (Possible)	NO (Not possible)

(k) MUSIC IN ATTRACT (Sound played during the Attract Mode)

YES (sound played)	NO (No sound played)

(l) EVENT MODE (Continuation after 2 Player game ended)

ON (Both players game over)	**OFF (Winner continue as 1 Player game)**

(m) PAIR PLAY MODE (4 players control)

Not available on this cabinet

(n) HIT COLOUR (Red display effect at hit)

| RED (Exist)	**GREEN (Changed to another colour**

4-6   Coin Options

1.   Select 'COIN OPTIONS' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.
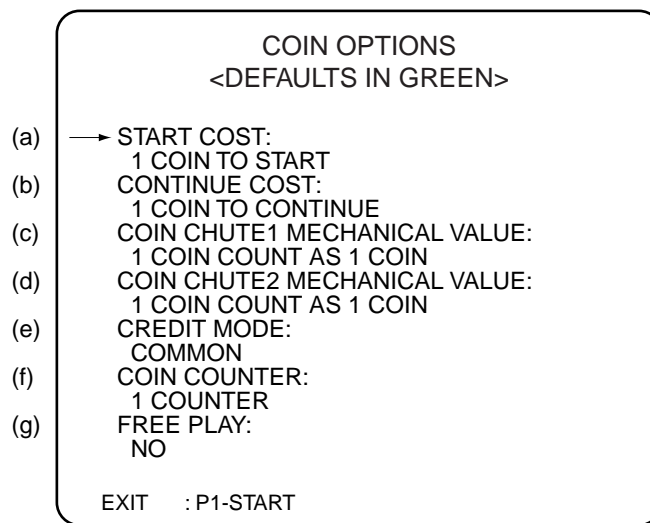
```
                    COIN OPTIONS
                 <DEFAULTS IN GREEN>

(a)    ──►  START COST:
              1 COIN TO START
(b)         CONTINUE COST:
              1 COIN TO CONTINUE
(c)         COIN CHUTE1 MECHANICAL VALUE:
              1 COIN COUNT AS 1 COIN
(d)         COIN CHUTE2 MECHANICAL VALUE:
              1 COIN COUNT AS 1 COIN
(e)         CREDIT MODE:
              COMMON
(f)         COIN COUNTER:
              1 COUNTER
(g)         FREE PLAY:
              NO


        EXIT     : P1-START
```

2.   Press the Player 1 Joystick up or down to select the item to be adjusted.

3.   Press the Player 1 Joystick left or right to change the setting of the selected item.

4.   Repeat items 2 and 3 for each item to be changed.

5.   Press Player 1 Start Switch to return to the Test Menu Screen.

Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.
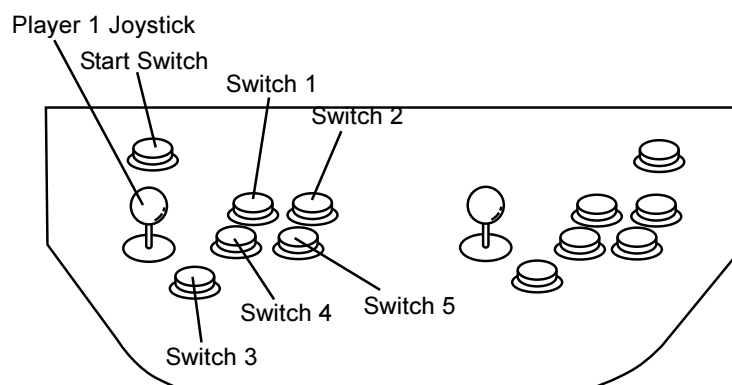
NOTE: The price of play is set within the CashFlow validator. The 'START COST',, AND 'COIN CHUTE VALUE ' <u>MUST</u> all be set to 1

(a) START COST (The number coins required for 1 game)

1	2	3	4	5	6	7	8	9

(b) CONTINUE COST (The number of coins needed to play a continue game)

1	2	3	4	5	6	7	8	9

(c) COIN CHUTE 1 MECHANICAL VALUE
(The number of coins to be added when the coin switch 1 activates)

1	2	3	4	5	6	7	8	9

(d) COIN CHUTE 2 MECHANICAL VALUE
(The number of coins to be added when the coin switch 2 activates)

Not Used On This Cabinet

(e) CREDIT MODE (Record of Credit)

COMMON **Either Start Switch removes one credit**	EACH ONE Not Used ON This Cabinet

(f) COIN COUNTER (Allocation of coin counter signal)

1 COUNTER **Only one coin counter used**	2 COUNTERS Not Used On This Cabinet

(g) FREE PLAY (Setting of Free Play)
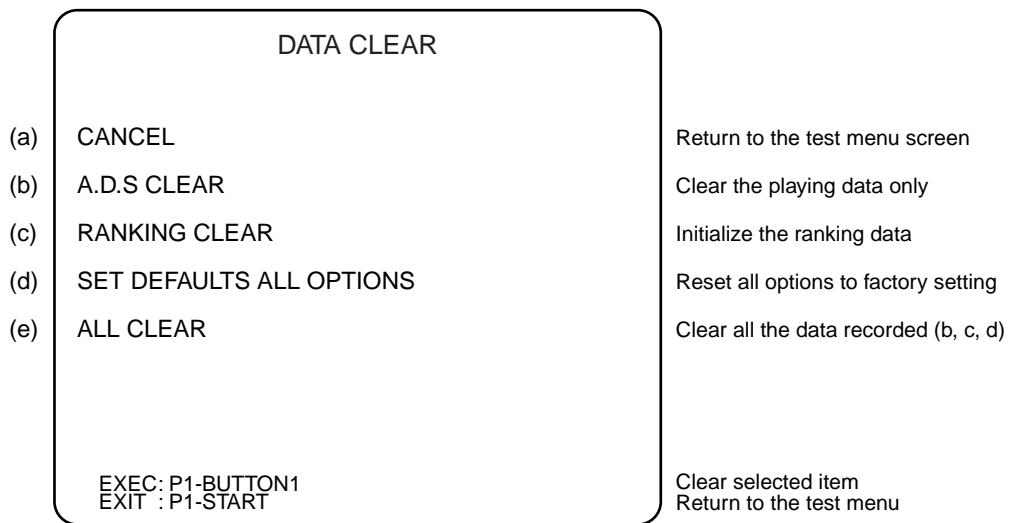
YES (No coins needed)	**NO (Coins needed)**

4-7   A.D.S. (Book Keeping)

1.   Select 'A.D.S' from the main test menu,

2.   Press Player 1 Start Switch to return to the Test Menu Screen.

Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.

4-8   DATA CLEAR

1.   Select 'DATA CLEAR' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.

```
                        DATA CLEAR


(a)  │  CANCEL                          Return to the test menu screen

(b)  │  A.D.S CLEAR                     Clear the playing data only

(c)  │  RANKING CLEAR                   Initialize the ranking data

(d)  │  SET DEFAULTS ALL OPTIONS        Reset all options to factory setting

(e)  │  ALL CLEAR                       Clear all the data recorded (b, c, d)




     EXEC: P1-BUTTON1                   Clear selected item
     EXIT : P1-START                    Return to the test menu
```

2.   Press the Player 1 Joystick up or down to select the item to be adjusted.

3.   Press the Player 1 Switch 1 to clear the selected data.

4.   Select 'CANCEL' or press Player 1 Start Switch to return to the Test Menu Screen.

Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.

5. PCB CONNECTIONS

Solder Side	Terminal No	Part Side
JAMMA 56way Edge Connector		
Solder Side	Terminal No	Part Side
GND	A	1	GND
GND	B	2	GND
+5v	C	3	+5v
+5v	D	4	+5v
	E	5	
+12v	F	6	+12v
Polarizing Key	H	7	Polarizing Key
Coin Counter 2	j	8	Coin Counter 1
	K	9	
Speaker (-)	L	10	Speaker (+)
Audio (GND)	M	11	Audio (+)
Video GREEN	N	12	Video RED
Video SYNC	P	13	Video BLUE
Service Switch	R	14	Video GND
	S	15	Test Switch
Coin Switch 2	T	16	Coin Switch 1
P2 Start Switch	U	17	P1 Start Switch
P2 Lever UP	V	18	P1 Lever UP
P2 Lever DOWN	W	19	P1 Lever DOWN
P2 Lever LEFT	X	20	P1 Lever LEFT
P2 Lever RIGHT	Y	21	P1 Lever RIGHT
P2 BUTTON 1	Z	22	P1 BUTTON 1
P2 BUTTON 2	a	23	P2 BUTTON 2
P2 BUTTON3	b	24	P2 BUTTON 3
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

Solder Side	Terminal No		Part Side
48way Extension Connector			
Solder Side	Terminal No		Part Side
Speaker R (-)	A1	B1	Speaker R (+)
	A2	B2	
	A3	B3	
	A4	B4	
Polarizing Key	A5	B5	Polarixing Key
	A6	B6	
	A7	B7	
P2 Button 4	A8	B8	P2 Button 5
	A9	B9	GND
	A10	B10	GND
	A11	B11	
	A12	B12	
	A13	B13	
	A14	B14	
	A15	B15	
	A16	B16	
	A17	B17	
	A18	B18	
	A19	B19	P1 Button 5
P1 Button 4	A20	B20	
	A21	B21	
	A22	B22	
	A23	B23	
	A24	B24	

6. PARTS

Cabinet Parts

Description	Part No
Mars CashFlow - single channel	98000041
Securdor w/Lock - Black	53100322
Hantarex 28" Polo Monitor	84000026
Front Glass - Bronze	31000022
Schaffner Mains-In Filter Assy	66000016
Schaffner Boot	66000017
Fuse 20mm 5A Quick-Blo	63500500
Interlock Switch	60000006
Interlock Switch cover	39000028
M16 Adjustable Foot	88300079
Coin Meter 3.5-6v Panel Mount	65000002
SwitchMode Power Supply	83000040
Yellow Push Button Switch Assy	60200052
Black Push Button Switch Assy	60200054
Red Push Button Switch Assy	60200051
Blue Push Button Switch Assy	60200053
Green Push Button Switch Assy	60200267
White Push Button 1 Player Switch Assy	60200055
White Push Button 2 Player Switch Assy	60200056

Decals and Plastics

Description	Part No
Cabinet Decal LHS - Upper	40000530
Cabinet Decal LHS - Lower	40000531
Cabinet Decal RHS - Upper	40000532
Cabinet Decal RHS - Lower	40000533
Cabinet Decal LHS - Front	40000297
Cabinet Decal RHS - Front	40000298
Namco Decal	40000061
Cabinet Front Decal - Namco	40000469
Character Plexi - Tekken Tag	30000238
Header Vac-Form	46000244
Header Acrylic - Tekken Tag	30000240
Play Panel Overlay -Tekken Tag	33000004
Tekken Tag - Promotional Poster	40000534