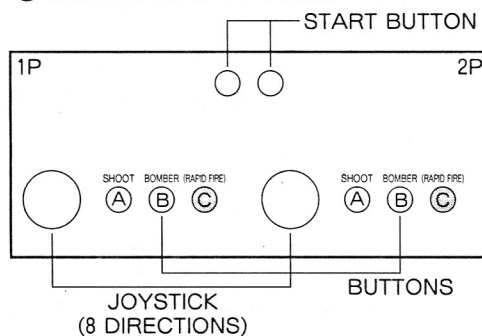


●仕様

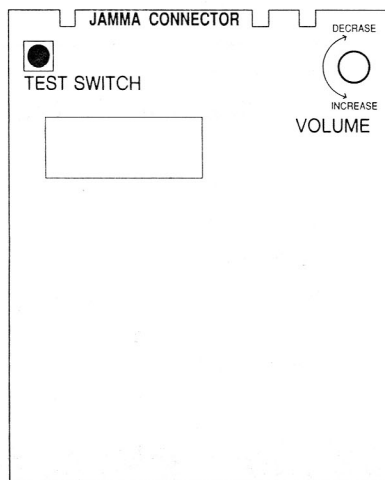
- ◇NAME OF GAME DONPACHI
- ◇CONTROL PANEL ONE-SIDE 2P
 - JOYSTICK 2 PCS (8 DIRECTIONS : ONE EACH FOR 1P, 2P)
 - BUTTONS 4 PCS (2EACH FOR 1P, 2P)
- ◇EDGE CONNECTOR STANDARD JAMMA CONNECTION
- ◇CRT MONITOR VERTICAL SCREEN

●CONTROL PANEL



※USE [CONFIGURATION] MODE TO SET C BUTTON.

●PCB DIAGRAM



●TABLE OF PC-BOARD CONNECTORS

(1) Required Power Supply

| | | |
|-----|-------|------------|
| +5V | +0.5V | (MIN 4.0A) |
| | -0.1V | |
| +5V | ±0.5V | (MIN 1.0A) |

(2) Standard of Edge Connector

| |
|-----------------|
| JAMMA Standards |
|-----------------|

(3) Edge Connector Terminal Layout

| Soldered Side | Terminals | Parts Side |
|--------------------------------|-----------|--------------------------------|
| G N D | A 1 | G N D |
| G N D | B 2 | G N D |
| + 5 V | C 3 | + 5 V |
| + 5 V | D 4 | + 5 V |
| | E 5 | |
| + 12 V | F 6 | + 12 V |
| Wrong Insertion Protection Key | H 7 | Wrong Insertion Protection Key |
| Coin Counter 2 | J 8 | Coin Counter 1 |
| Coin Lockout 2 | K 9 | Coin Lockout 1 |
| Speaker (-) | L 10 | Speaker (+) |
| Audio (GND) | M 11 | |
| 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 |
| START Switch 2 | U 17 | START Switch 1 |
| 2P Contorol 1 UP | V 18 | 1P Contorol 1 UP |
| 2P Contorol 2 DOWN | W 19 | 1P Contorol 2 DOWN |
| 2P Contorol 3 LEFT | X 20 | 1P Contorol 3 LEFT |
| 2P Contorol 4 RIGHT | Y 21 | 1P Contorol 4 RIGHT |
| 2P PUSH A SHOTS | Z 22 | 1P PUSH A SHOTS |
| 2P PUSH B BOMBERS | a 23 | 1P PUSH B BOMBERS |
| (2P PUSH C RAPID FIRE) | b 24 | (1P PUSH C RAPID FIRE) |
| | c 25 | |
| | d 26 | |
| G N D | e 27 | G N D |
| G N D | f 28 | G N D |

※For optimum of this machins. supply desijgnated voltage where applicable

●TEST MODE

PRESS THE TEST SWITCH ON THE PCB (OR ON THE CABINET) FOR 4 SECONDS AND THE COLOR PATTERN AND CROSS HATCH WILL BE DISPLAYED AND YOU WILL ENTER THE [TEST MODE]. THE FOLLOWING WILL APPEAR WHILE IN [TEST MODE] :

- ◇INPUT CHECK
- ◇CONFIGURATION
- ◇SOUND CHECK
- USE THE 1P JOYSTICK TO SELECT. PRESS 1P A BUTTON TO SET. HOLD THE TEST SWITCH DOWN AGAIN TO RETURN TO GAME MODE.
- ◇INPUT CHECK
- DISPLAYS CURRENT SETTINGS. [ON] WILL BE DISPLAYED NEXT TO ALL CORRESPONDING INPUTS. HOLD THE TEST SWITCH DOWN AGAIN TO RETURN TO GAME MODE.
- ◇SOUND CHECK
- SELECT WITH THE JOYSTICK, PRESS A BUTTON TO LISTEN AND PRESS B BUTTON TO STOP. HOLD THE TEST SWITCH DOWN AGAIN TO RETURN TO GAME MODE.

◇SOUND CHECK

| CONTINUE | NORMAL CONTINUE | SAME NUMBER OF COINS AS GAME START |
|----------------------|-----------------------------|---|
| 1. CONTINUE | DISCOUNT CONTINUE | GAME START : 2COINS/1PLAY CONTINUE : 1COIN/1PLAY |
| | | |
| 2. MONITOR | NORMAL SCREEN | NORMAL |
| | INVERT SCREEN | INVERT |
| 3. RAPID FIRE BUTTON | C BUTTON NOT USE | NOT USED |
| | FULL-AUTO | C BUTTON-RAPID FIRE |
| 4. DEMO SOUND | ADVERTISE SOUND ON | DEMO SOUND ON |
| | ADVERTISE SOUND OFF | DEMOSOUND OFF |
| 5. COIN SLOT 1 | 1COIN 1PLAY | SETTINGS FOR COIN SLOT 1 |
| | 1COIN 2PLAYS | |
| | 2COINS 1PLAY | |
| | 3COINS 1PLAY | |
| 6. COIN SLOT 2 | 1COIN 1PLAY | SETTINGS FOR COIN SLOT 2 |
| | 1COIN 2PLAYS | |
| | 2COINS 1PLAY | |
| | 3COINS 1PLAY | |
| 7. GAME DIFFICULTY | B (NORMAL) | |
| | A (EASY) | |
| | C (HARD) | |
| | D (VERY HARD) | |
| 8. EXTEND | PLEASE REFERENCE THE SCREEN | |
| 9. HERO COUNTS | 3 CHANCES | |
| | 5 CHANCES | |
| | 2 CHANCES | |
| | 1 CHANCE | |
| 10. CONTINUE | CONTINUE ON | |
| | CONTINUE OFF | |

PRESS THE TEST SWITCH DOWN AFTER ALL CHAGES HAVE BEEN MADE AND THE GAME RETURN TO THE GAME SCREEN AUTOMATICALLY SAVING ALL CHANGES.



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SHOULD THE UNIT BE MODEIFIED WITHOUT PRIOR APPROVAL, WE ARE NOT LIABLE FOR ANY DAMAGE INCUF ED.