

This document has been downloaded from:



The largest resource for amusement machines  
documentation on the world wide web!



**FLIPPERSPILL.COM**

# Dungeons & Dragons<sup>®</sup>

Computer Game

## TOWER OF DOOM



DUNGEONS & DRAGONS<sup>®</sup> is a trademark owned by TSR, Inc.,  
Lake Geneva, WI, USA and used under license from  
SSI, Sunnyvale, CA, USA.

Copyright ©1993 SSI. All Rights Reserved.

Copyright ©1993 TSR, Inc. All Rights Reserved.

Copyright ©1993 Capcom Co., Ltd. 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 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<sup>®</sup>

# 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.



**Ni-cd**

**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**

Disassembling the case or removing the sticker may cause the termination of your repair warranty.

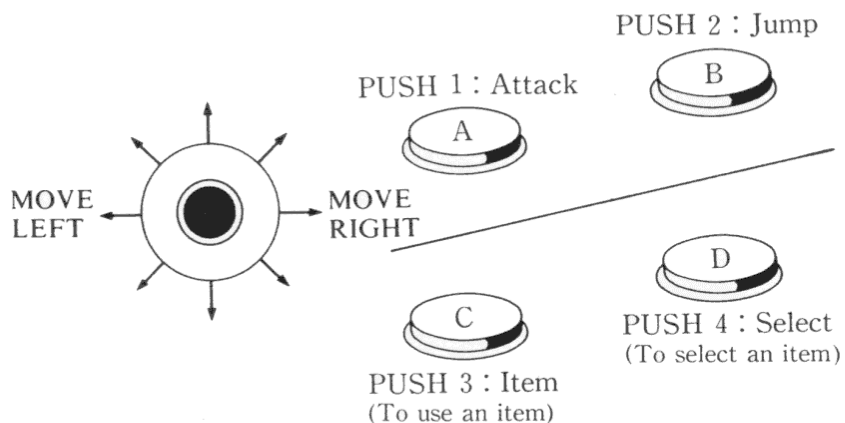
## ● SETTING INSTRUCTIONS

### ○ PCB CONNECTOR

JAMMA STANDARD

### ○ CRT MONITOR

HORIZONTAL SCREEN



### ○ 8-WAY LEVER

MOVES PLAYER TO UP/DOWN,

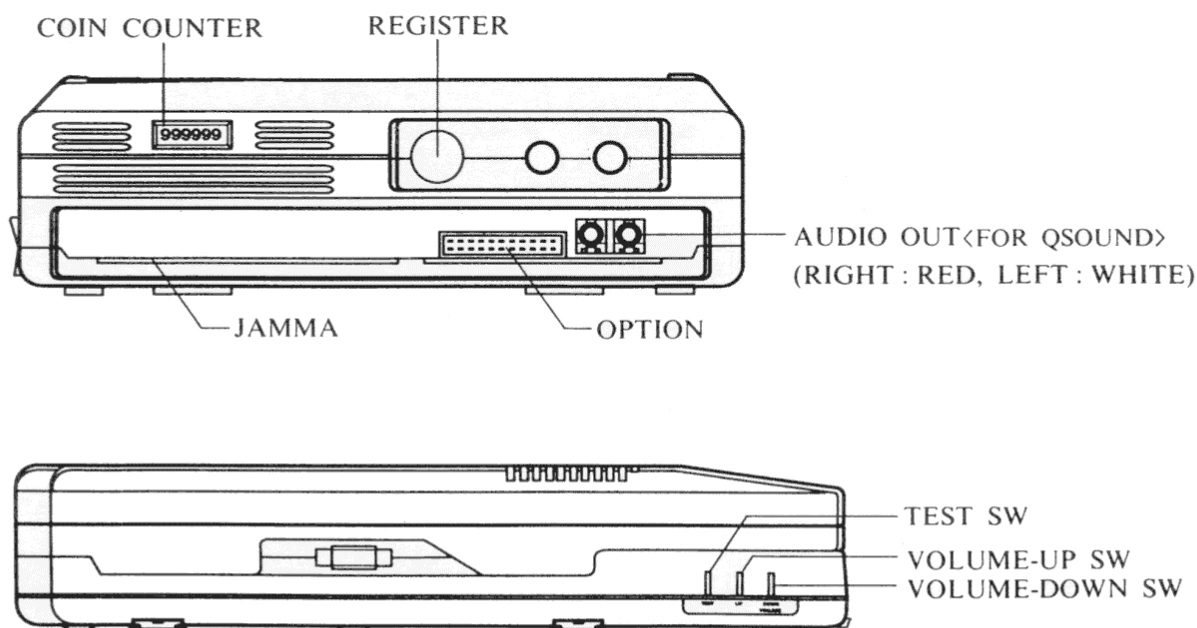
LEFT/RIGHT AND OTHER DIRECTIONS.

### JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
	H	7	
COUNTER 2	J	8	COUNTER 1
LOCK OUT 2	K	9	LOCK OUT 1
SPEAKER (-)	L	10	SPEAKER (+)
AUDIO (GND)	M	11	AUDIO (+)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	TEST SW
2P COIN	T	16	1P COIN
2P START	U	17	1P START
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 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P PUSH 3	b	24	1P PUSH 3
2P PUSH 4	c	25	1P PUSH 4
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



## ● CONNECTORS

JAMMA: JAMMA 56-pin connector

OPTION: optional I/O connector

AUDIO OUT: used only for CAPCOM QSOUND cabinet

REGISTER: I/O connector for register

## ● OPTION



	GND	1	AWG20	Black
	GND	2	AWG20	Black
	+12V	5	AWG22	Yellow
	+12V	6	AWG22	Yellow
3 P	LOCK OUT	7	AWG22	Violet/White
4 P	LOCK OUT	8	AWG22	Blue/White
	3 P COIN	9	AWG22	Violet/Yellow
	4 P COIN	10	AWG22	Blue/Yellow
	3 P START	11	AWG22	White
	4 P START	12	AWG22	Black/White
	3 P UP	13	AWG22	Grey
	4 P UP	14	AWG22	Grey/White
	3 P DOWN	15	AWG22	Pink
	4 P DOWN	16	AWG22	Pink/White
	3 P LEFT	17	AWG22	Red
	4 P LEFT	18	AWG22	Red/White
	3 P RIGHT	19	AWG22	Sky blue
	4 P RIGHT	20	AWG22	Skyblue/White
	3 P PUSH①	21	AWG22	Grey/Yellow
	4 P PUSH①	22	AWG22	Grey/White
	3 P PUSH②	23	AWG22	Pink/Yellow
	4 P PUSH②	24	AWG22	Pink/White
	3 P PUSH③	25	AWG22	Red
	4 P PUSH③	26	AWG22	Red/White
	3 P PUSH④	27	AWG22	Sky blue
	4 P PUSH④	28	AWG22	Skyblue/White
	GND	33	AWG20	Black
	GND	34	AWG20	Black

TEST: test switch of the circuit board

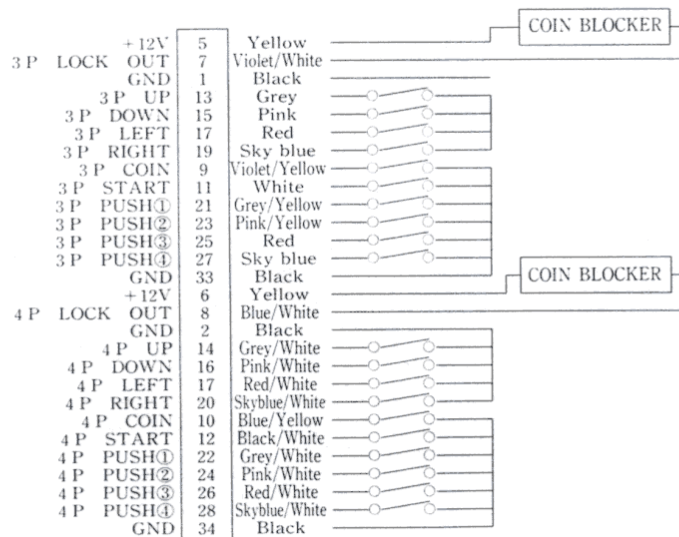
VOLUME

UP: volume-up switch

DOWN: volume-down switch

## ● CONNECTION

OPTION connector



## ABOUT EEP-ROM

This board is equipped with EEP-ROM which can store various settings without backup battery. The EEP-ROM lets you change settings on screen. Please see the chapter **SYSTEM CONFIGURATION** for particulars.

## ABOUT TEST MENU

### 1) TO OPEN THE MENU

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

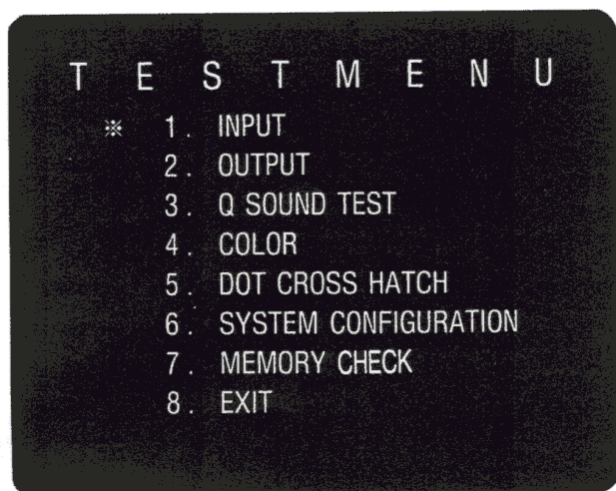
Turn on the main switch, then push the test switch. The screen A shown below will appear.

#### B) For a cabinet without a test switch

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

### 2) TO CLOSE THE MENU

On the test menu screen, select "8.EXIT" and push 1P A button.



- …1. Check on input switches
- …2. Check output switches
- …3. Sound check
- …4. Color adjustment
- …5. Adjustment of screen size, focus and distortion
- …6. Game play settings
- …7. Memory check
- …8. 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 A 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.SYSTEM CONFIGURATION".
    - After the memory is tested on the menu of "7.MEMORY CHECK".

## 4) ITEM DESCRIPTIONS

1. INPUT	Used to test all the input/output switches. “1” appears when the switches are on.
2. OUTPUT	Check connection and switches in case “0” appears.
3. SOUND & VOICE	Select a code of SOUND or VOICE with the IP lever. Push the IP 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	Used to test screen size, focus and distortion.
6. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
7. MEMORY CHECK	Used to test the memory. “OK” appears when it works normally. “ERROR” appears in case of malfunction, then repeat the memory test. Contact your dealer if “ERROR” still appears.
8. EXIT	Select this item and push IP A 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 SYSTEM CONFIGURATION

## 1) TO OPEN THE MENU

- On the TEST MENU screen, select “**6.SYSTEM CONFIGURATION**” and push the IP A button. The Screen B shown below appears.

## 2) TO CLOSE THE MENU

- When all the settings are done, select “**EXIT**” and push the IP START button.
- When settings are changed, new settings are stored on EEP-ROM, then the TEST MENU appears.
- A message “**SAVING NEW CONFIGURATION IN EEP ROM**” appears while new settings are being written on EEP-ROM.
- It takes one or two seconds to write new settings on EEP-ROM. Do not turn off the power switch while writing.
- A message “**CONFIGURATION SAVED**” appears and then the TEST MENU automatically appears when writing is done.

SYSTEM CONFIGURATION MENU		
> COIN	1COIN 1CREDIT	...Number of coins per play
CONTINUE	ON	...With or without continued play
MONITOR FLIP	OFF	...Turnover of the screen
DEMO SOUND	OFF	...With or without sound in attract mode
SOUND	STEREO(Q SOUND)	...Stereo or monaural
START MODE	4 PLAYER 4 SHOOTER	...A one-player game from the two-player(2P)side start up
GAME DIFFICULTY	LEVEL 4	...Game difficulty setting
LANGUAGE	ENGLISH	...Language selection
FACTORY SETTING		...Returns to factory setting
EXIT		...Returns to the TEST MENU

(\* Screen B)

## 3) TO CHANGE THE SETTING

- Select an item with the IP lever(UP or DOWN)and change the setting with the IP lever (LEFT or RIGHT).  
Settings will be changed in the order shown in the following table. You can also change the setting with the IP A button.



## SYSTEM CONFIGURATION

### 4) MENU

COIN	<b>1COIN 1CREDIT</b>	1COIN 2CREDITS	1COIN 3CREDITS	1COIN 4CREDITS	1COIN 6CREDITS
	2COINS 1CREDIT	3COINS 1CREDIT	4COINS 1CREDIT	2COINS START 1COIN CONTINUE	
CONTINUE	<b>ON</b>			OFF	
MONITOR FLIP	ON			<b>OFF</b>	
DEMO SOUND	ON			<b>OFF</b>	
SOUND	<b>STEREO (Q SOUND)</b>			MONAURAL	
START MODE	2PLAYER 1SHOOTER	<b>4PLAYER 4SHOOTER</b>	4PLAYER 1SHOOTER	3PLAYER 3SHOOTER	3PLAYER 1SHOOTER
GAME DIFFICULTY	LEVEL 1 EASIST	LEVEL 2 VERY EASY	LEVEL 3 EASY		<b>LEVEL 4 MEDIUM</b>
	LEVEL 5 MEDIUM HARD	LEVEL 6 HARD	LEVEL 7 VERY HARD		LEVEL 8 HARDEST
LANGUAGE	<b>ENGLISH</b>	SPANISH	FRENCH	GERMAN	ITALIAN

\* Bold faces indicate the factory setting.

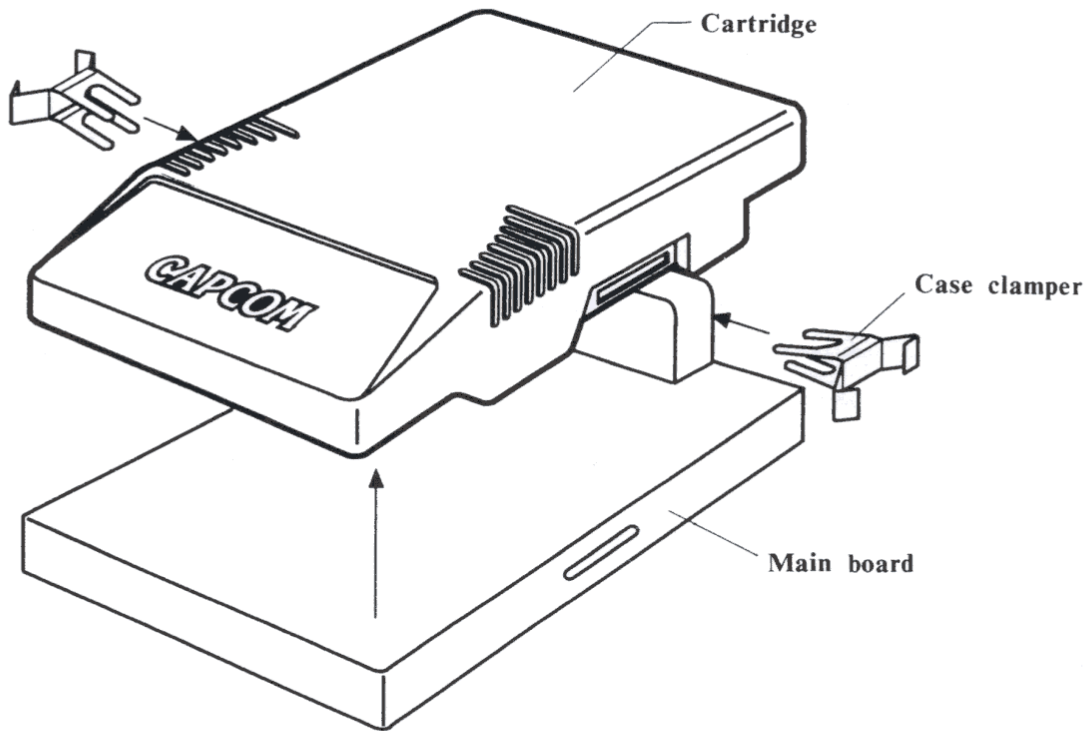
\* After you change the setting, make sure to select "EXIT" and push the 1P START button. Otherwise your setting will not be memorized.

## SYSTEM CONFIGURATION

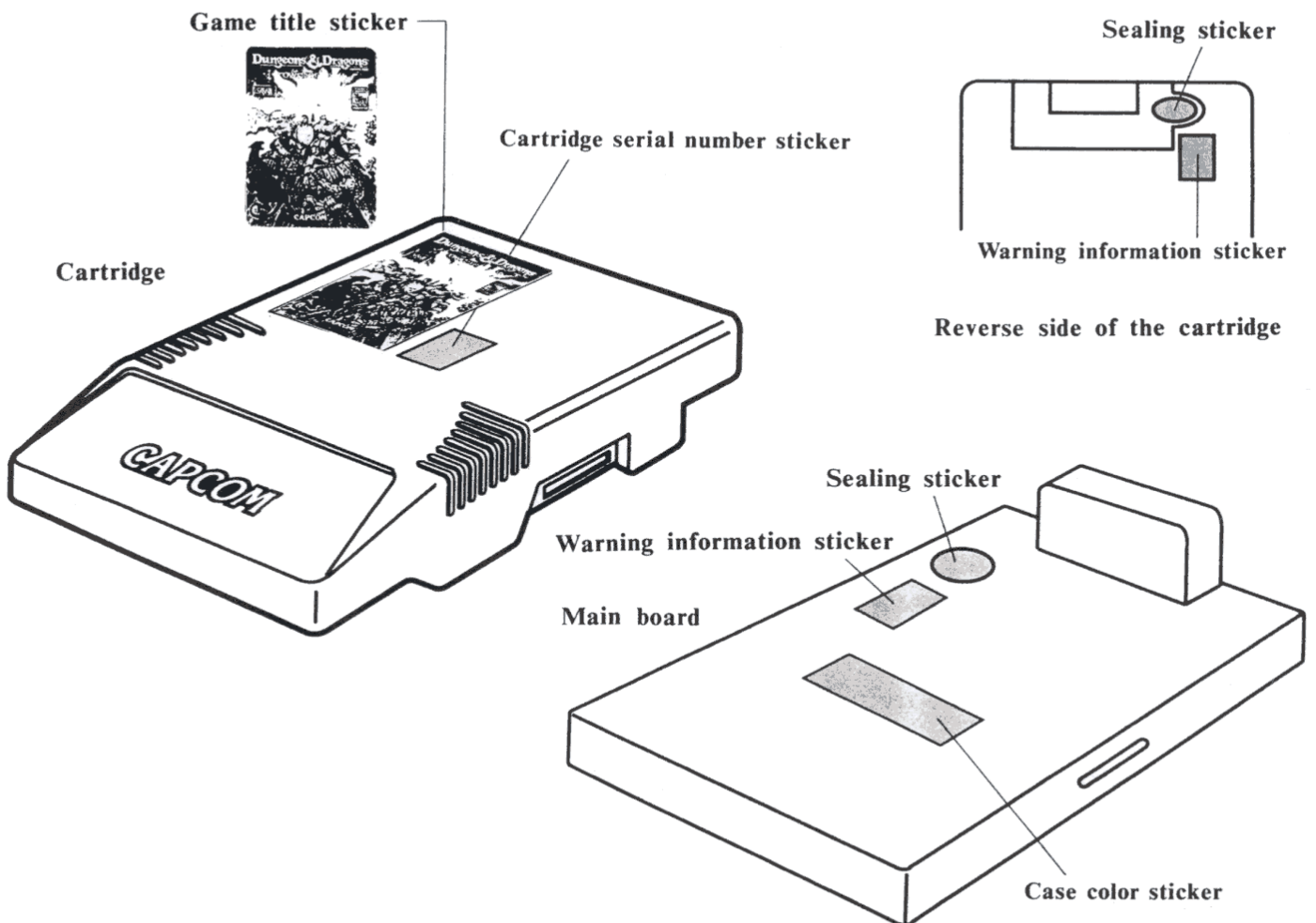
### ITEM DESCRIPTIONS

COIN	Sets the charge per play.
CONTINUE	Sets continuous play. <b>ON</b> :Continuous play is possible. <b>OFF</b> :Continuous play is not possible.
MONITOR FRIP	Turns over the screen. If the screen appears upside down, change the setting. <b>●ON</b> —with turnover <b>●OFF</b> —without turnover
DEMO SOUND	With or without sound in Attract Mode. <b>●ON</b> —with sound <b>●OFF</b> —without sound
SOUND	STEREO or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinets, please set to MONAURAL. <b>●STEREO</b> —with QSOUND <b>●MONAURAL</b> —without QSOUND
START MODE	Sets the number of players and coin shooters.
GAME DIFFICULTY	As the number increase, the game play gets harder.
LANGUAGE	To select the language among English, Spanish, French, German or Italian.
FACTORY SETTING	To return to the factory settings, select this item and push the 1P START button.
EXIT	To store changed setting and return to the TEST MENU, select this item and push the 1P START button.

## HOW TO EJECT THE CARTRIDGE



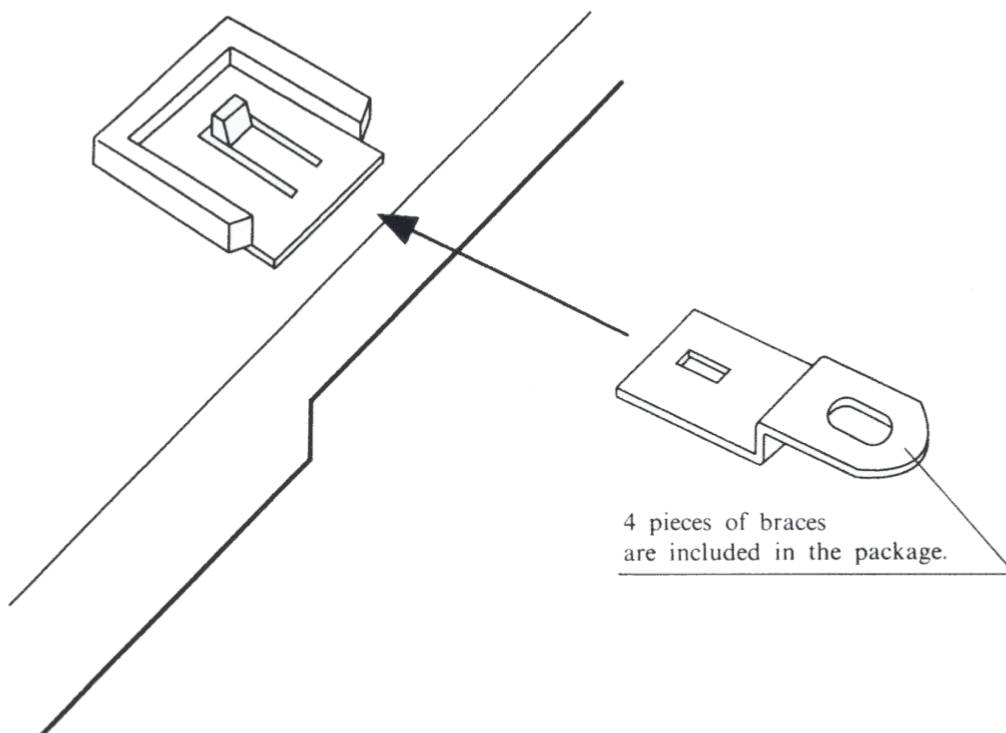
## STICKER DESCRIPTIONS



**\* Disassembling the case or removing the sticker may cause the termination of your repair warranty.**

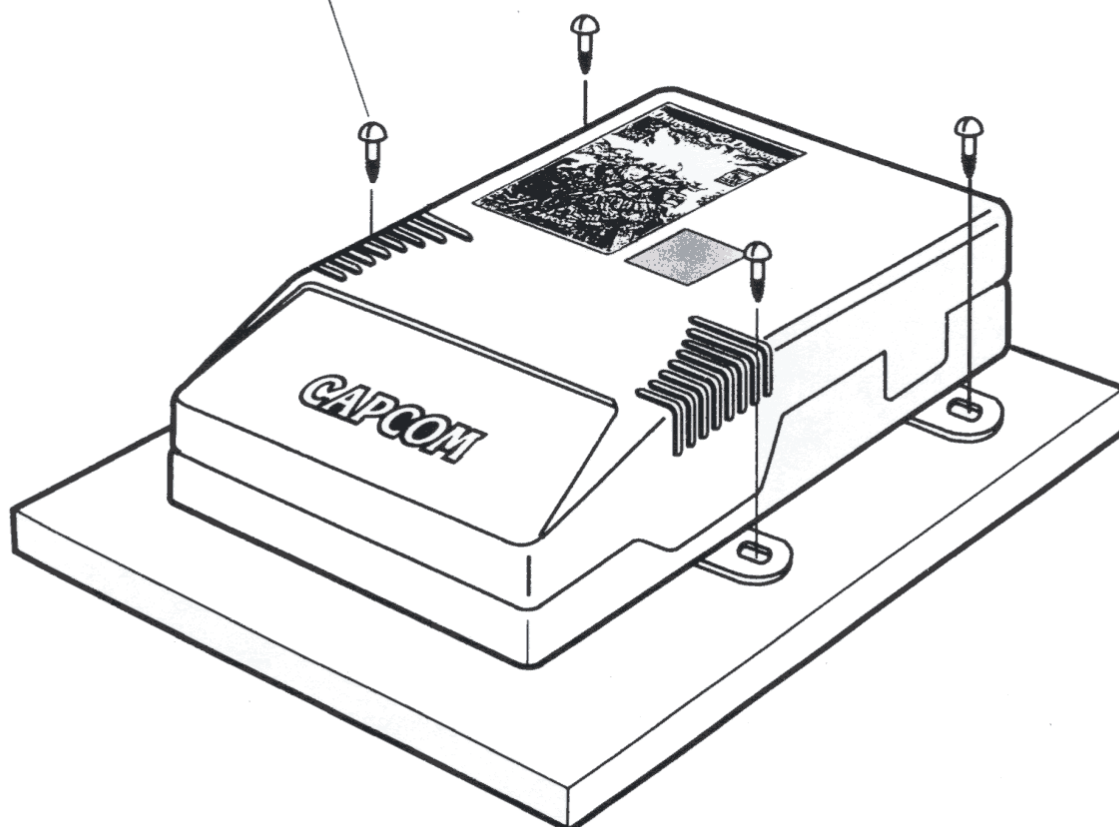
# HOW TO MOUNT THE P.C. BOARD

## 1) Putting the braces



## 2) Mounting the P.C.B

These screws are not included  
in the package.



**CAPCOM<sup>®</sup> CO., LTD.**

No. 2-8, TSURIGANECHO 2-CHOME,  
CHUO-KU, OSAKA 540, JAPAN  
TEL (06) 946-2058 FAX (06) 946-6657