

INSTRUCTION MANUAL

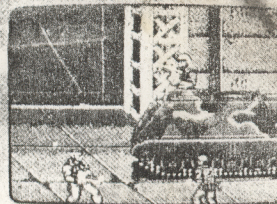
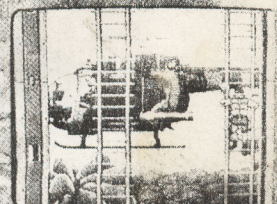
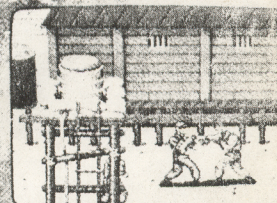
P.O.W.

— PRISONERS OF WAR —

**2-PLAYER
SIMULTANEOUS
ACTION**

Breaking
out
at your SNK
distributor

*Escape
the enemy
war camp!
Fight your
way to
freedom.
Overpower
enemy
soldiers
using hand-
to-hand
combat,
submachine
guns and
knives.*



SNK CORPORATION

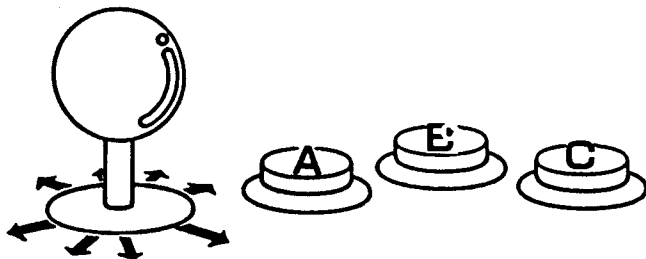
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HERO'S OPERATION

8-WAY LEVER

Usually hero fights by hand and can attack with weapon which he deprive from enemies.

Operation methods are different according to the weapon hero has.



WHEN HERO FIGHTS WITH HAND. (NO WEAPONS)

- | | |
|-------------------------------|------------|
| 1) A button | Kick |
| 2) B button | Jump |
| 3) C button | Punch |
| 4) A,B buttons simultaneously | Jump kick |
| 5) B,C buttons simultaneously | Back punch |
| 6) A,C buttons simultaneously | Heading |



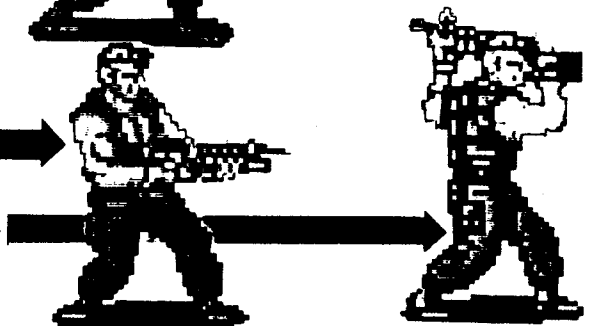
WHEN HERO FIGHTS WITH KNIFE.

- | | |
|-------------------------------|-------------|
| 1) A button | Kick |
| 2) B button | Jump |
| 3) C button | Throw knife |
| 4) A,B buttons simultaneously | Jump kick |

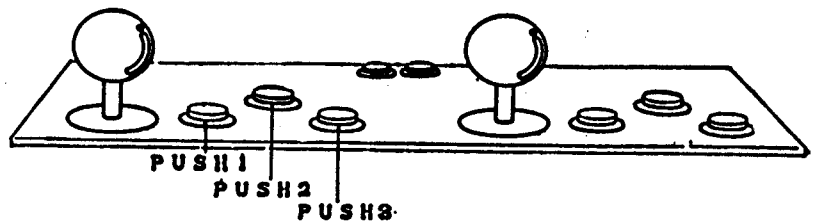
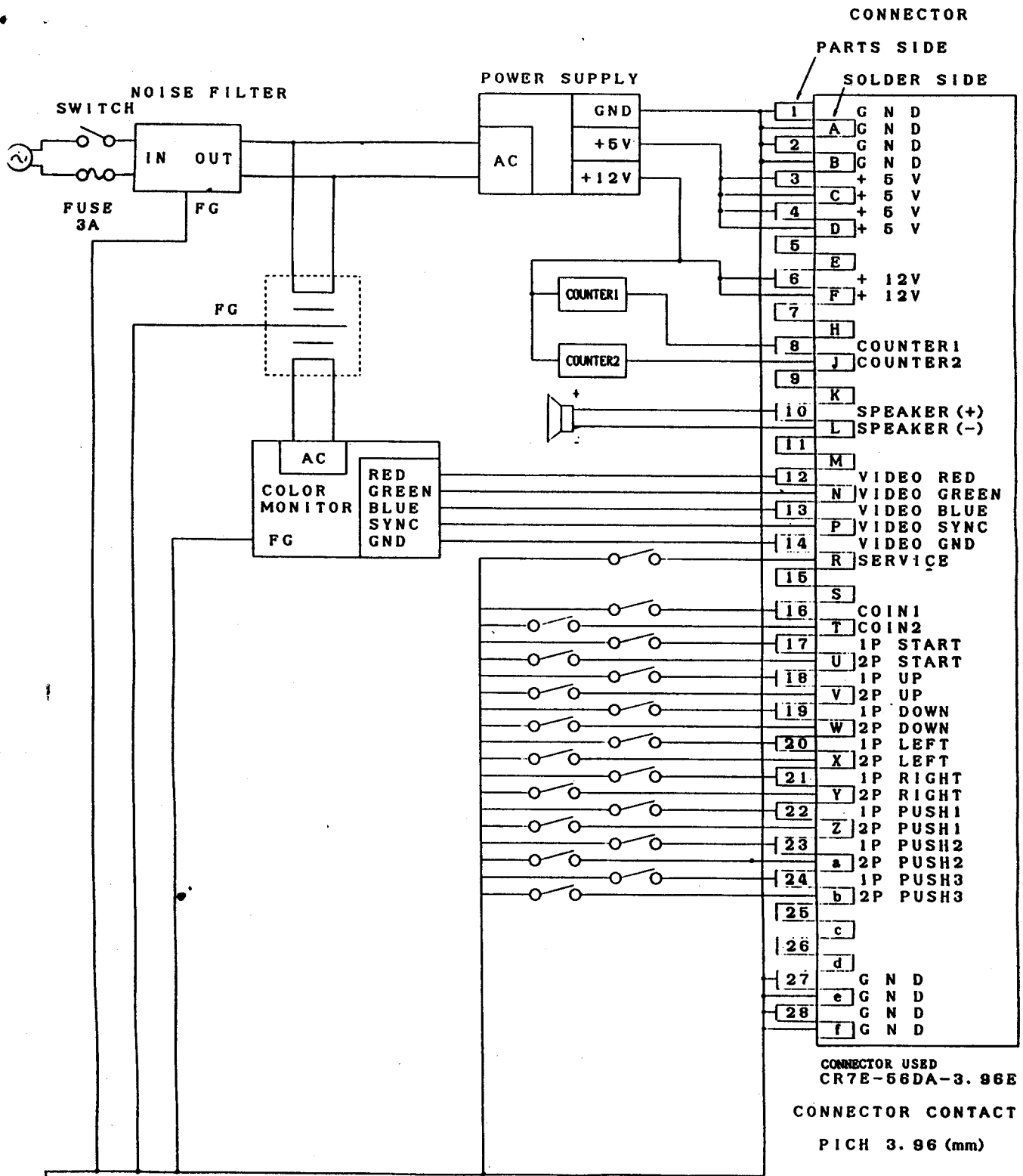


WHEN HERO FIGHTS WITH MACHINE GUN.

- | | |
|-------------------------------|-------------------|
| 1) A button | Shoot |
| 2) B button | Jump |
| 3) C button | Hit by gun's butt |
| 4) A,B buttons simultaneously | Jump kick |



CONTROL WIRING DIAGRAM



ITEM	CONTENTS	1	2	3	4	5	6	7	8																												
FLIP FLOP	NORMAL	OFF	ALWAYS OFF																																		
	INVERSE	ON																																			
BONUS	SECOND BONUS									OFF																											
	EVERY BONUS									ON																											
NO OF HEROS	2									OFF																											
	3									ON																											
PLAY PRICING COIN 1	1COIN 1PLAY																						OFF														
	2COIN 1PLAY																						ON							OFF							
	3COIN 1PLAY																						OFF							ON							
	4COIN 1PLAY																						ON							ON							
PLAY PRICING COIN 2	1COIN 1PLAY																																			OFF	OFF
	1COIN 2PLAY																																			ON	
	1COIN 3PLAY		OFF	ON																																	
	1COIN 4PLAY		ON																																		

DIP SW NO. 2

ITEM	CONTENTS	1	2	3	4	5	6	7	8	
	2 (STANDARD)	OFF	OFF							
	1 (EASY)	ON								
	3 (DIFFICULT)	OFF	ON							
	4 (DIFFICULT)	ON								
DEMONSTRATION SOUND	WITH		OFF							
	WITHOUT		ON							OFF
MODE	NEVER FINISH		OFF							
	STOP VIDEO DISPLAY		ON							ON
BONUS 1ST/2ND	20000/50000								OFF	OFF
	40000/100000								ON	
	60000/150000								OFF	ON
	NO BOUNAS								ON	
CONTINUE	WITH								OFF	
	WITHOUT								ON	

PCB LAYOUT

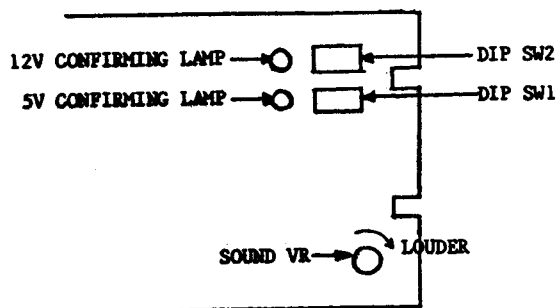
1-1) ADAPTION FOR EDGE CONNECTOR CR7E-56DA-3, 96E(56PIN): HRS

1-2) POWER SUPPLY:

SNK recommends the use of a switching type power supply with minimum current ratings as stated.

VOLTAGE	CURRENT
+5VDC	7 Amps
+12VDC	1 Amp

NOTE: Assure that the voltage on the PCB is in the range from + 4.9 V to + 5.15V.
We have no responsibility for any changes other than constructed.
This layout can be changed without notice.



Check voltage at Edge-connector by Testor, since above lamps are for confirmation of power supply.

- 1) Don't test the circuits with Testor etc., even if you find malfunction on solid state module.
The voltage inside Testor will break the IC.
- 2) Assure that the power is cut off when you replace parts or insert/disconnect the edge connector.
- 3) Make sure to pull from plug, when you disconnect the power cord.
- 4) Always use caution to stay clear of the high voltage sections to avoid the possibility of electric shock.

E) Picture 4 LEVER & BUTTON TEST

LEVER		0	OFF	1	ON				
P1	P2	START 1 NEXT							
		1	2	3	4	5	6	7	8
UP	0	0	DIP1	1	0	0	0	0	0
DOWN	0	0	DIP2	0	0	0	0	0	0
LEFT	0	0							
RIGHT	0	0							
PUSH1	0	0							
PUSH2	0	0							
PUSH3	0	0							
START2	0	0							
			SERVICE						
			COIN	1	0				
			COIN	2	0				

When a lever or button turns on, '0' on the monitor will change to '1'.

Make sure the figure of '0' changes to '1' of "COIN" either pressing the service switch or inserting coins.

F) Picture 5 BACK CHARACTER TEST

BACK CHARACTER	
BANK0	BANK1
<input type="checkbox"/>	<input type="checkbox"/>
BANK2	BANK3
<input type="checkbox"/>	<input type="checkbox"/>

Confirm that the characters are displayed on the monitor.

G) Picture 6 SPRITE TEST

.FONT
<input type="checkbox"/>
FONT CHARACTER

Confirm that the characters are displayed on the monitor.

H) Picture 7 SOUND TEST

.SOUND
SOUND CODE = ?
MUSIC 41-7B
EFFECT 81-BB
VOICE C0-FF
STOP 0E

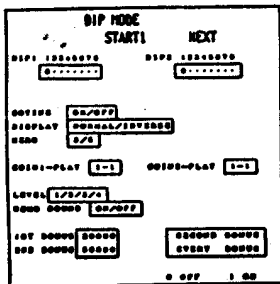
Set up the sound code ("?) to 41-7B or 81-BB by moving the Joy-Stick, or by pressing the fire button at CO-FF.

Set the sound code to OE and press the fire button to stop the sound.

DISPLAY TEST MODE

- A) The memories and sounds are automatically self checked whenever power is applied. If these find problem, checking stops and display the memories that have problems. If there is no problem in the sound circuits, it chimes. If there is anything wrong, buzzer warns. When the P.C. Board is checked, please set up Bit 8 of Dip Switch 2 "ON" position at the time of turning on the power. Please switch off Bit 8 of Dip Switch 2 "OFF" position and then reapply the power. By press 1P side start switch to continue the display test.

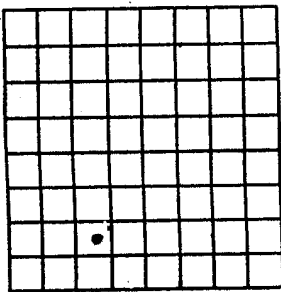
B) Picture 1 MODE CHECK



Set up the Dip Switch at your choice per the Dip Switch Setting List.

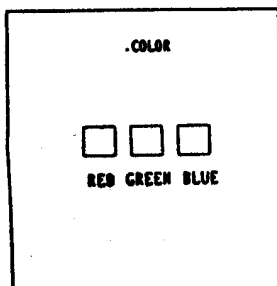
The figure displays each Bit number is changed to '1' from '0' by turning the switch on and screen displays the current mode.

C) Picture 2 CROSS-HATCH



Adjust the monitor for a square pattern throughout the display and on the edge of the monitor.

D) Picture 3 COLOR TEST



Assure that the correct colors are properly wired to the monitor.

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