



Warriors of Faith

# 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.

This document has been downloaded from:



FLIPPERSPILL.COM

**CAPCOM**

# ● SETTING INSTRUCTIONS

○ PCB CONNECTOR

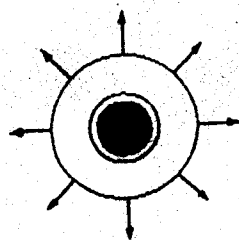
JAMMA STANDARD

○ CRT MONITOR

HORIZONTAL

○ CONTROL PANEL

2 OR 3 PLAYERS SIMULTANEOUS



8-WAY LEVER



ATTACK  
BUTTON



JUMP  
BUTTON

○ 8-WAY LEVER: used to move the player in 8 ways.

○ ATTACK BUTTON: used to attack.

○ JUMP BUTTON: used to jump.

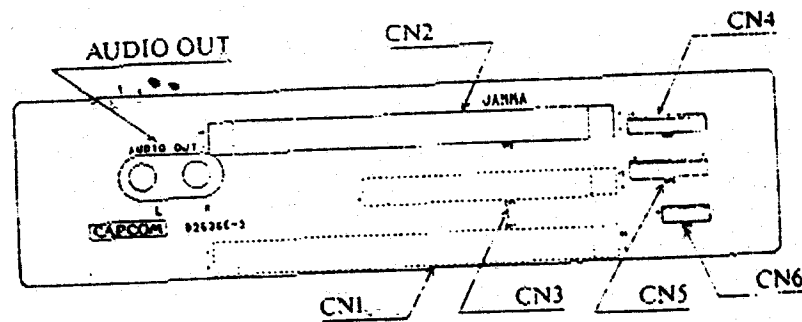
Push both buttons simultaneously to execute powerful  
MEGACRUSH.

## JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP ( )	L	10	SP ( )
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 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 SHOT 1	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME  
CR7E-56DA-3.94E (HIROSE)  
OR  
1168-056-009 (KEL)

## ● CONNECTORS



- CN2 — JAMMA CONNECTOR
- CN4 — I/O CONNECTOR for PLAYER 3
- CN5 — I/O CONNECTOR for PLAYER 4 (not used)
- CN6 — OPTIONAL OUTPUT CONNECTOR
- AUDIO OUT — used only for CAPCOM Q SOUND cabinet
- CN1 — not used
- CN3 — not used
- CN5 — not used

CN4		
GND	1	#22 BLACK
GND	2	#22 BLACK
3P RIGHT	3	#22 VIOLET
3P LEFT	4	#22 GRAY
3P DOWN	5	#22 WHITE
3P UP	6	#22 BROWN
3P SHOT 1	7	#22 ORANGE
3P SHOT 2	8	#22 GREEN
3P COIN SW	9	#22 BLUE
3P START SW	10	#22 VIOLET

CN5 NOT USED

CN6		
+12V	1	#22 YELLOW
+12V	2	#22 YELLOW
	3	
	4	
COIN LOCKOUT 1	5	#22 WHITE
	6	

# ● SYSTEM CONFIGURATION MENU

	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS			
1. COIN	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY			
2. CONTINUE	ON	OFF						
3. MONITOR FLIP	ON	OFF						
4. DEMO SOUND	ON	OFF						
5. SOUND	Q SOUND	MONAURAL						
6. PLAY MODE	3 PLAYERS 3 SHOOTERS		3 PLAYERS 1 SHOOTER		2 PLAYERS 1 SHOOTER			
7. GAME DIFFICULTY	0 EXTRA EASY	1 VERY EASY	2 EASY	3 NORMAL	4 HARD	5 VERY HARD	6 EXTRA HARD	7 HARDEST
8. NUMBER OF PLAYERS	START 1 CONTINUE 1	START 2 CONTINUE 2	START 3 CONTINUE 3	START 4 CONTINUE 4	START 1 CONTINUE 2	START 2 CONTINUE 3	START 3 CONTINUE 4	START 4 CONTINUE 5
9. EXTEND	300,000pts		100,000, 300,000 500,000, 1,000,000pts		NO EXTEND		100,000pts	

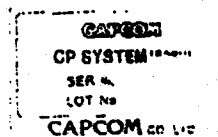
\* Bold face indicates the factory setting.

\* After you change the setting, make sure to select EXIT and push IP START before turning off the switch.  
Otherwise your setting will not be memorized.



GAME TITLE STICKER

SERIAL NUMBER STICKER



SEALING STICKER  
(Please do not remove this sticker.)

VOLUME DIAL

