

# Dungeons & Dragons®

## SHADOW OVER MYSTARA™



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## OPERATORS MANUAL



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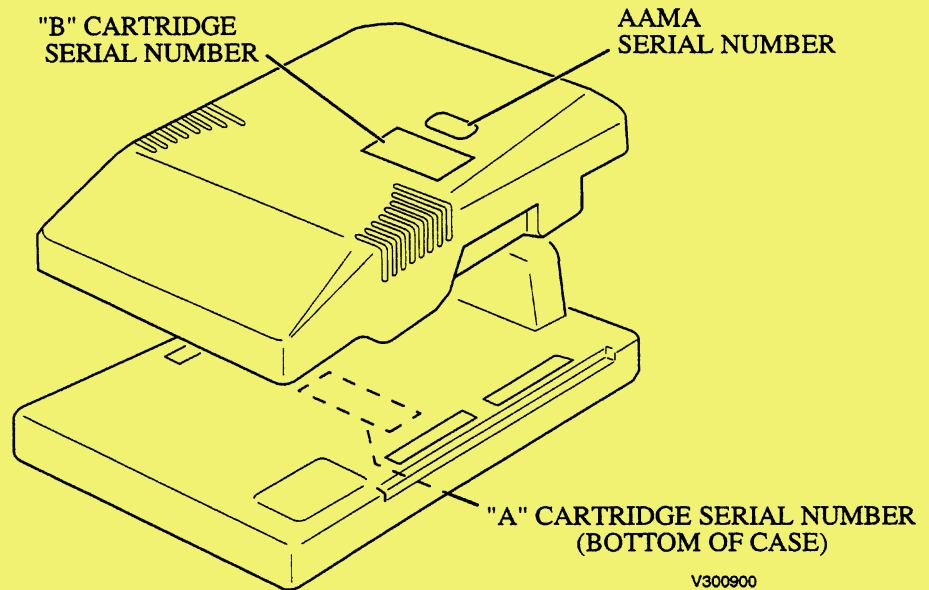
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**THANK YOU FOR PURCHASING *DUNGEONS & DRAGONS: SHADOW OVER MYSTARA™* VIDEO KIT. WE INVITE YOU TO USE THE FOLLOWING MAILING ADDRESS, TELEPHONE OR FAX NUMBER FOR PARTS OR SERVICE INFORMATION CONCERNING THIS GAME:**

**CAPCOM® COIN-OP, INC.  
ATTN: FIELD SERVICE - VIDEO PRODUCTS  
3311 N. KENNICOTT AVENUE  
ARLINGTON HEIGHTS, ILLINOIS 60004  
PHONE: (708) 797-6100  
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**THE SERIAL NUMBERS OF YOUR KIT ARE LOCATED ON THE GAME CARTRIDGES AS SHOWN BELOW. PLEASE HAVE THESE SERIAL NUMBERS AVAILABLE WHEN CONTACTING US FOR SERVICE INFORMATION.**



**DEPENDING ON THE TYPE OF KIT YOU PURCHASED, PLEASE RECORD THE SERIAL NUMBERS HERE:**

<b>"FULL" KIT</b>	<b>A-CARTRIDGE SERIAL #</b> _____
	<b>B-CARTRIDGE SERIAL #</b> _____
	<b>AAMA SERIAL #</b> _____
<b>"B" KIT</b>	<b>B-CARTRIDGE SERIAL #</b> _____
	<b>AAMA SERIAL #</b> _____

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## LIMITED PRODUCT WARRANTY (APPLIES TO DOMESTIC SALES ONLY)

CAPCOM® COIN-OP, INC. (Seller), warrants only to the initial purchaser of its products, that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

- |  |              |
|--|--------------|
| A. CPS II System Cartridges              | One (1) Year |
| B. Electronic and Mechanical Components: | (90) days    |

No other part of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

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- B. Such products are properly packaged and then returned, prepaid to Seller's designated plant.

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### IMPORTANT NOTICE

THIS SHIPMENT HAS BEEN CAREFULLY INSPECTED AND PROPERLY PACKAGED BEFORE LEAVING THE FACTORY. WE CANNOT ASSUME RESPONSIBILITY FOR BREAKAGE THAT MAY OCCUR DURING TRANSPORTATION OF THE GAME. IF THIS GAME IS DAMAGED UPON RECEIPT FROM THE CARRIER, IMMEDIATELY NOTIFY THE CARRIER AND FILE A DAMAGE REPORT.

## KIT INSPECTION

There are two kits available for conversion to **DUNGEONS & DRAGONS : SHADOW OVER MYSTARA™**:

- 1) **DDT1000** ("FULL" kit) contains the complete game cartridges, all necessary graphics, and replacement joysticks and button switches. The "FULL" kit is intended for conversion of most JAMMA-compatible, 2-player, horizontal screen cabinets. Additional parts for 3-player and 4-player configurations are available through your local CAPCOM® distributor.
- 2) **DDT1000B** ("B" kit) contains the game software cartridge (B-cartridge) and must be installed to a current CAPCOM® System II game ("A" cartridge). It includes all the necessary game graphics for a cabinet conversion (marquee, control panel overlay, monitor card, etc.).

Check that all parts have been shipped with your kit. If any parts are missing, contact your distributor immediately.

## KIT PARTS LIST

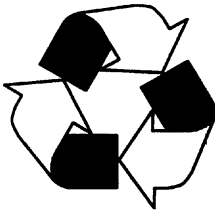
DDT1000	DDT1000B	PART NO.	DESCRIPTION	QTY
√		A-00643	CPS II System Cartridges (A/B )	1
	√	A-00644	CPS II System Cartridge ( B )	1
√	√	GE1200	Monitor Card	1
√	√	AW00198	Marquee	1
√	√	AW00145	Overlay, Control Panel	1
√	√	AW0099	Decal, Joystick & Button Switches	1
√	√	AW00147	Decal, Cabinet Side	2
√	√	AW00198-01	Decal - Top, Game Play Instruction	1
√	√	AW00198-02	Decal - Bottom, Game Play Instruction	1
√	√	PM00149-KIT	Manual, Operators	1
√		03-0066	Cable, Auxiliary	1
√		GE2030	Joystick	2
√		16-0130	Switch, 1-Player Start Button (White)	1
√		16-0131	Switch, 2-Player Start Button (White)	1
√		16-0133	Switch, Button (Red)	2
√		16-0134	Switch, Button (Blue)	2
√		16-0147	Switch, Button (Yellow)	2
√		16-0136	Switch, Button (Green)	2
√		03-0050	Bracket, Volume/Test	1
√		13-0066	Bracket, A-Cartridge Mounting	4
√		SC00104-05	Screw, Wood	4
	√	13-0141	Clamp, Case	2

# CAUTION

Please read the following instructions to keep the PC board in good condition:

- ◆ Do not block the ventilation slots.
- ◆ Do not drop or bump the board.
- ◆ Do not spill any liquids on the case.
- ◆ Do not disassemble the case.

## ATTENTION



The product that you have purchased contains a recyclable battery. 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 system. Check with your local solid waste official for details in your area for recycling options or proper disposal.

**DISASSEMBLING THE CASE OR REMOVING THE STICKER MAY CAUSE THE TERMINATION OF YOUR REPAIR WARRANTY.**

## “FULL” KIT INSTALLATION



### WARNING:

**MAKE SURE ELECTRICAL POWER TO THE GAME IS OFF BEFORE STARTING THE KIT INSTALLATION.**

### PREPARATION

1. Disconnect and remove the old printed circuit board(s) from the cabinet.
2. Remove or open the control panel, and disconnect and remove the buttons and joystick(s) from the control panel.
3. Remove any covering from the control panel overlay, and then remove the control panel overlay.
4. Place the Drill Hole template (included in this manual) over the control panel to determine where any new holes should be placed. Center punch any needed new holes on the control panel.
5. Cut out the new holes using a 1-3/16" hole saw.
6. If there is an additional control panel cover (such as plastic or lexan) that will be utilized, cut any additional holes using the same template.
7. Plug-up any unused holes with wood dowel (1-1/8" diameter) and sand any rough edges.

### INSTALLATION

#### Marquee Installation

8. Remove the marquee glass, old marquee overlay, and the old cabinet graphics.
9. Install the new marquee and replace the glass.

#### Control Panel Overlay Installation (See Figure 1)

10. The control panel overlay in the kit is oversized to accommodate most control panel sizes. Center

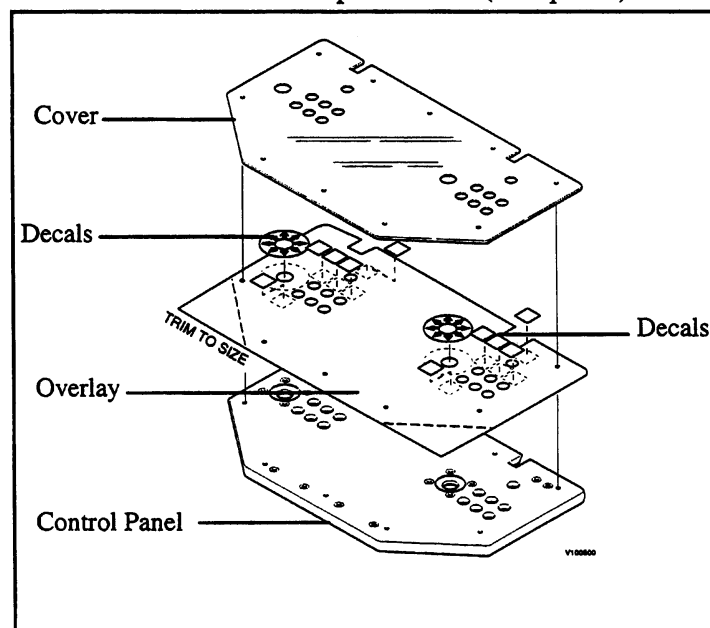
the overlay on the control panel, leaving some excess material at the edges.

11. Remove the protective backing from the overlay and press it down on the control panel, keeping it properly aligned. Press it down firmly, smooth out any bubbles, and press it over the edges.

12. Trim any excess from the overlay. Place the drill hole template on top of the overlay, aligning it with the joystick holes. Pierce through the overlay at each control panel hole. Then, cut away overlay material covering the joystick and button holes. Remove the template and clean off the overlay.

13. Peel off the backings of the 6-button and joystick decals, align over the control panel holes, and press in place on the overlay (refer to the drill hole template for proper placement). Using a knife, trim material from the center hole of the joystick decal.

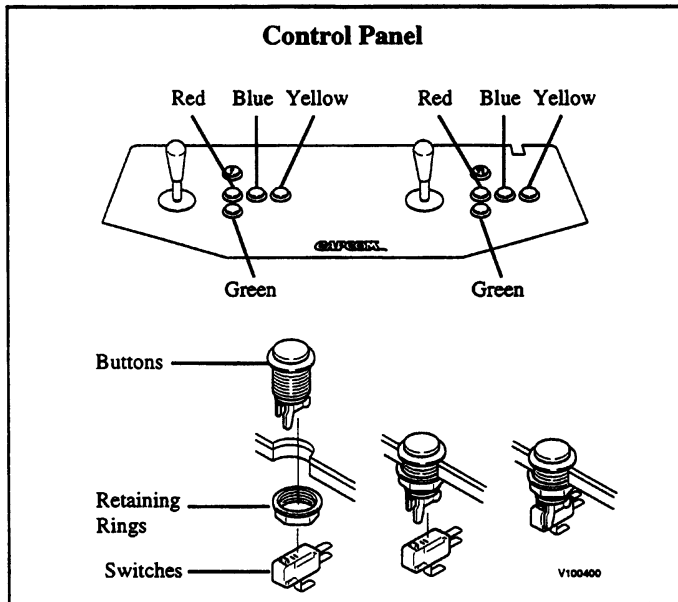
14. Install the control panel cover (if required).



**Figure 1**  
**Overlay Installation**

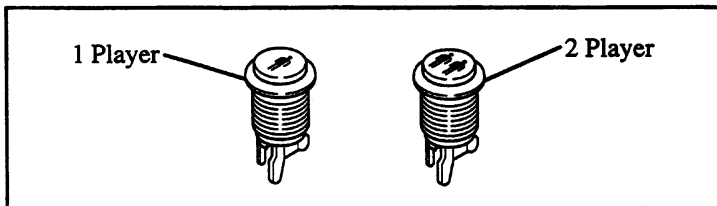
#### Reassembly of Components

15. Install all buttons and retaining rings on the control panel as shown in Figure 2.



**FIGURE 2**  
Control Panel Buttons and Switches

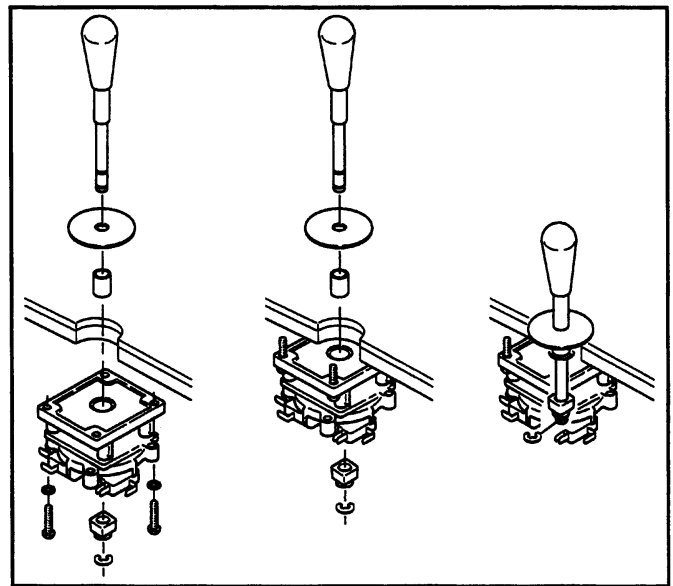
16. Notice that there are two white buttons. (See Figure 3.) Install the PLAYER ONE button on the top left-hand side of the control panel, and the PLAYER TWO button on the top right-side of the control panel. The WHITE buttons are START buttons.



**FIGURE 3**  
Function and Start Buttons

17. Install the switched on the buttons as shown in Figure 2. Orient the switches so that when a button is pressed, the red contact on the switch is depressed.

18. Install the joysticks on the control panel as shown in Figure 4.

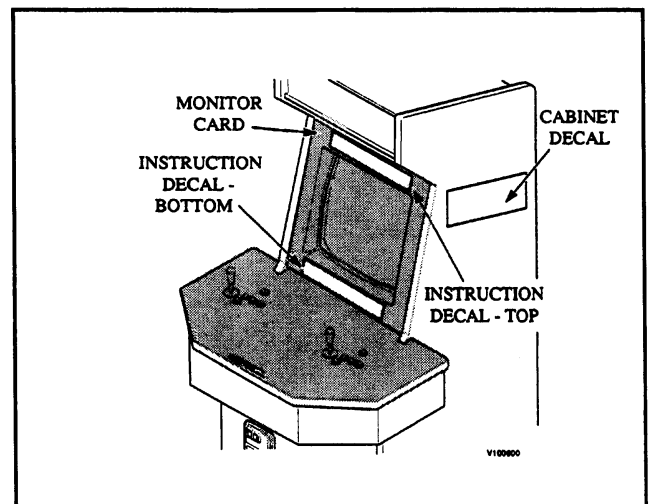


**FIGURE 4**  
Joystick Installation

### CABINET DECAL INSTALLATION

19. Remove monitor glass and install monitor card.

20. Peel-off the backing to the instruction decals and place on both the top and the bottom sides of the monitor card. (See Figure 5). Also, apply the cabinet decals to both sides of the cabinet.



**FIGURE 5**  
Cabinet Decal Installation



**System Wiring**

**NOTE:**

All switch wires used in this game must be wired to the normally-open connection on the switches. Each switch requires a ground wire on the common connector and the appropriate control or switch wire on the normally-open connector of the switch.

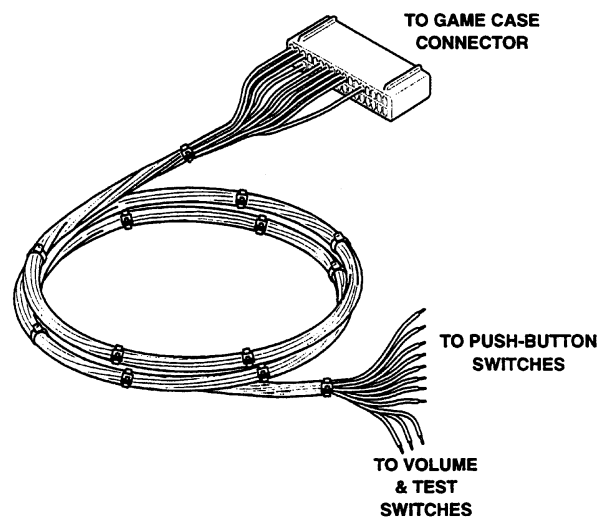
21. Reconnect the existing JAMMA connectors to the control panel according to Table 1.

JAMMA CONNECTOR REF.	*WIRE COLOR	CONNECTS TO	COMPONENT	FUNCTION
18	WHITE/BLACK	PLAYER 1	JOYSTICK	UP
19	WHITE/BROWN	PLAYER 1	JOYSTICK	DOWN
20	WHITE/RED	PLAYER 1	JOYSTICK	LEFT
21	WHITE/ORANGE	PLAYER 1	JOYSTICK	RIGHT
22	WHITE/YELLOW	PLAYER 1	BUTTON SWITCH	"ATTACK"
23	WHITE/GREEN	PLAYER 1	BUTTON SWITCH	"JUMP"
24	WHITE/BLUE	PLAYER 1	BUTTON SWITCH	"MAGIC"
25	WHITE/GRAY	PLAYER 1	BUTTON SWITCH	"SELECT"
V	VIOLET/BLACK	PLAYER 2	JOYSTICK	UP
W	VIOLET/BROWN	PLAYER 2	JOYSTICK	DOWN
X	VIOLET/RED	PLAYER 2	JOYSTICK	LEFT
Y	VIOLET/ORANGE	PLAYER 2	JOYSTICK	RIGHT
Z	VIOLET/YELLOW	PLAYER 2	BUTTON SWITCH	"ATTACK"
a	VIOLET/GREEN	PLAYER 2	BUTTON SWITCH	"JUMP"
b	VIOLET/BLUE	PLAYER 2	BUTTON SWITCH	"MAGIC"
c	VIOLET/GRAY	PLAYER 2	BUTTON SWITCH	"SELECT"

**Table 1: JAMMA Wiring Connections**

**\* Wire Color Note:** Wire colors shown are according to the AAMA -AMOA Standard for wire color assignments; your harness may contain different colors than shown above.

21a. If you are converting a 3 or 4 player cabinet, you must also use the supplied 34-pin auxiliary harness (see Figure 6). To connect the additional button switches, use the wiring information in Table 2 (3-player) or Table 3 (4-player).



**Figure 6: Auxiliary Cable Harness**

WIRE COLOR	CONNECTOR ODD ROW			CONNECTOR EVEN ROW	WIRE COLOR
BLACK	GND	1	2	GND	BLACK
	N/C	3	4	N/C	
YELLOW	+12VDC	5	6	+12VDC	YELLOW
PURPLE/WHITE	LOCK OUT 3	7	8		DK.BLUE/WHITE
PURPLE/YELLOW	COIN 3	9	10		BLUE/YELLOW
WHITE	3 PLAYER - START	11	12		BLACK/WHITE
GRAY	3 PLAYER - JOYSTICK UP	13	14		GRAY/WHITE
PINK	3 PLAYER - JOYSTICK DOWN	15	16		PINK/WHITE
RED	3 PLAYER - JOYSTICK LEFT	17	18		RED/WHITE
BLUE	3 PLAYER - JOYSTICK RIGHT	19	20		LT.BLUE/WHITE
GRAY/YELLOW	3 PLAYER - "ATTACK" BUTTON	21	22		GRAY/WHITE
PINK/YELLOW	3 PLAYER - "JUMP" BUTTON	23	24		PINK/WHITE
RED	3 PLAYER - "MAGIC" BUTTON	25	26		RED/WHITE
LT. BLUE	3 PLAYER - "SELECT" BUTTON	27	28		LT. BLUE/WHITE
GRAY/YELLOW	TEST BRKT-VOLUME UP	29	30	TEST BRKT-VOLUME DOWN	PINK/YELLOW
BLACK/WHITE	TEST BRKT-VOLUME GND	31	32	N/C	
BLACK	N/C	33	34	N/C	BLACK

**Table 2**  
**Auxiliary Cable Connections: 3-Player**

WIRE COLOR	CONNECTOR ODD ROW			CONNECTOR EVEN ROW	WIRE COLOR
BLACK	GND	1	2	GND	BLACK
	N/C	3	4	N/C	
YELLOW	+12VDC	5	6	+12VDC	YELLOW
PURPLE/WHITE	LOCK OUT 3	7	8	LOCK OUT 4	DK.BLUE/WHITE
PURPLE/YELLOW	COIN 3	9	10	COIN 4	BLUE/YELLOW
WHITE	3 PLAYER - START	11	12	4 PLAYER - START	BLACK/WHITE
GRAY	3 PLAYER - JOYSTICK UP	13	14	4 PLAYER - JOYSTICK UP	GRAY/WHITE
PINK	3 PLAYER - JOYSTICK DOWN	15	16	4 PLAYER - JOYSTICK DOWN	PINK/WHITE
RED	3 PLAYER - JOYSTICK LEFT	17	18	4 PLAYER - JOYSTICK LEFT	RED/WHITE
BLUE	3 PLAYER - JOYSTICK RIGHT	19	20	4 PLAYER - JOYSTICK RIGHT	LT.BLUE/WHITE
GRAY/YELLOW	3 PLAYER - "ATTACK" BUTTON	21	22	4 PLAYER - "ATTACK" BUTTON	GRAY/WHITE
PINK/YELLOW	3 PLAYER - "JUMP" BUTTON	23	24	4 PLAYER - "JUMP" BUTTON	PINK/WHITE
RED	3 PLAYER - "MAGIC" BUTTON	25	26	4 PLAYER - "MAGIC" BUTTON	RED/WHITE
LT. BLUE	3 PLAYER - "SELECT" BUTTON	27	28	4 PLAYER - "SELECT" BUTTON	LT. BLUE/WHITE
GRAY/YELLOW	TEST BRKT-VOLUME UP	29	30	TEST BRKT-VOLUME DOWN	PINK/YELLOW
BLACK/WHITE	TEST BRKT-VOLUME GND	31	32	N/C	
BLACK	N/C	33	34	N/C	BLACK

**Table 3**  
**Auxiliary Cable Connections: 4 Player**

22. An optional Test/Volume bracket (see Figure 7) is included in the kit. Your cabinet may already contain this bracket. If you need to install the bracket, it should be located inside the coin door and on top of the cash box for easy access.

NOTE: The test bracket contains the same Test and Volume functions found on the CPS II A-cartridge.

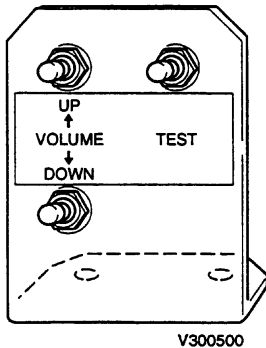


Figure 9: Test Bracket

Wiring of the Test Bracket requires connections to both the main JAMMA harness as well as the auxiliary cable harness (refer to Table 4).

LEAD WIRE COLOR	SWITCH FUNCTION	CONNECTS TO
YELLOW	VOLUME-UP	AUX. CABLE '29' (GRAY/YELLOW)
GREEN	COMMON	AUX. CABLE '31' (BLACK/WHITE)
BLACK	VOLUME-DOWN	AUX. CABLE '30' (PINK/YELLOW)
GREEN	COMMON	AUX. CABLE '31' (BLACK/WHITE)
BROWN	TEST	JAMMA '15'
BLACK	GROUND	JAMMA 'A' or 'B' or 'e' or 'f' or '1' or '2' or '27' or '28'

Table 4  
Test Bracket Wiring Chart

### GAME CARTRIDGE INSTALLATION

23. Install the four (4) mounting brackets to the underside of the "A" cartridge as shown in Figure 8.

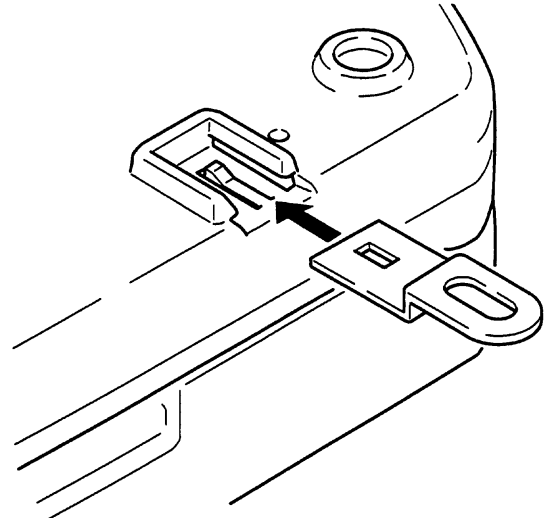


Figure 8: Mounting Bracket Installation

24. Using the supplied wood screws, fasten the game cartridge case to the control panel shelf, as shown in Figure 9.

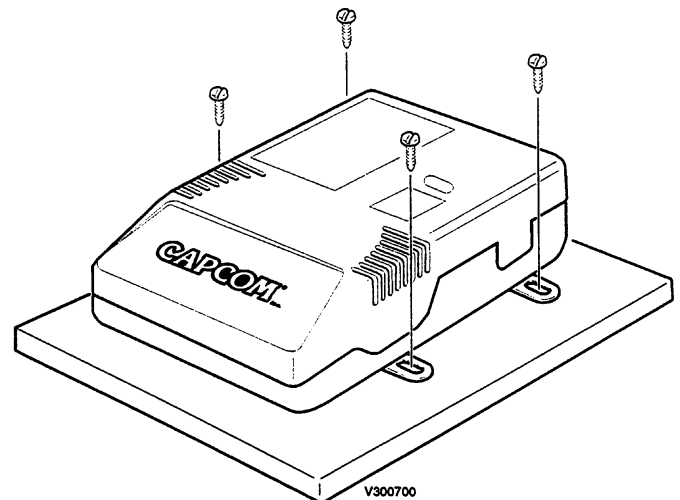




Figure 9: Case Mounting

25. Connect the JAMMA harness connector and the auxiliary cable connector to the "A" cartridge. If your cabinet is equipped with Q-SOUND, also attach the audio cables.



**WARNING**

Improper installation of the JAMMA harness connector to the game cartridge will cause damage to the enclosed PCB.



**WARNING**

FURTHER DISASSEMBLY OF EITHER GAME CARTRIDGE WILL VOID YOUR WARRANTY.

26. Power-up the game and set all operator adjustable options by pressing the **TEST** switch on either the Test/Volume bracket or the A-cartridge case. Follow the instructions under the *TEST MENU* section of this manual.

3. Power-up the game and set all operator adjustable options by pressing the **TEST** switch. Follow the instructions under the *TEST MENU* section of this manual

**“B” KIT INSTALLATION**

1. To install the kit parts, you must follow the “FULL” Kit Preparation and Installation Procedure, steps 3 through 22.
2. To remove the existing “A” cartridge from the “B” cartridge, pull the old case clamps apart and discard (see Figure 10). Carefully remove the old “B” cartridge and install the new “B” cartridge. Install the new case clamps.

**2-CABINET  
“LINKED” INSTALLATIONS**

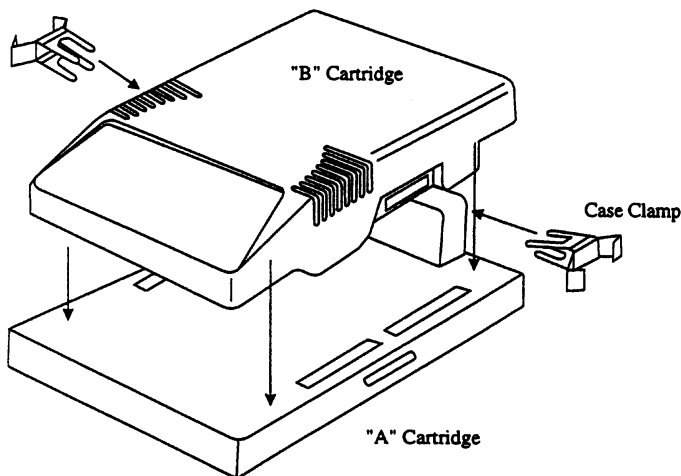
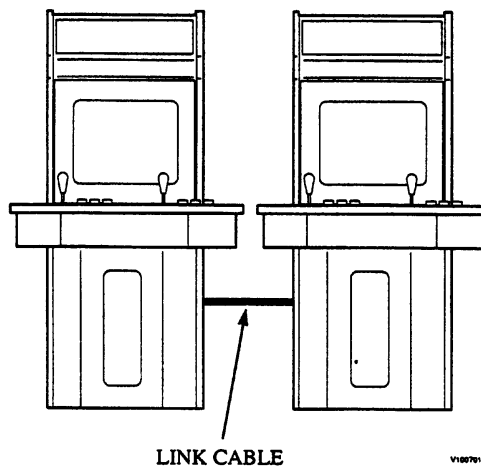


Figure 10: Case Clamp Removal/Installation



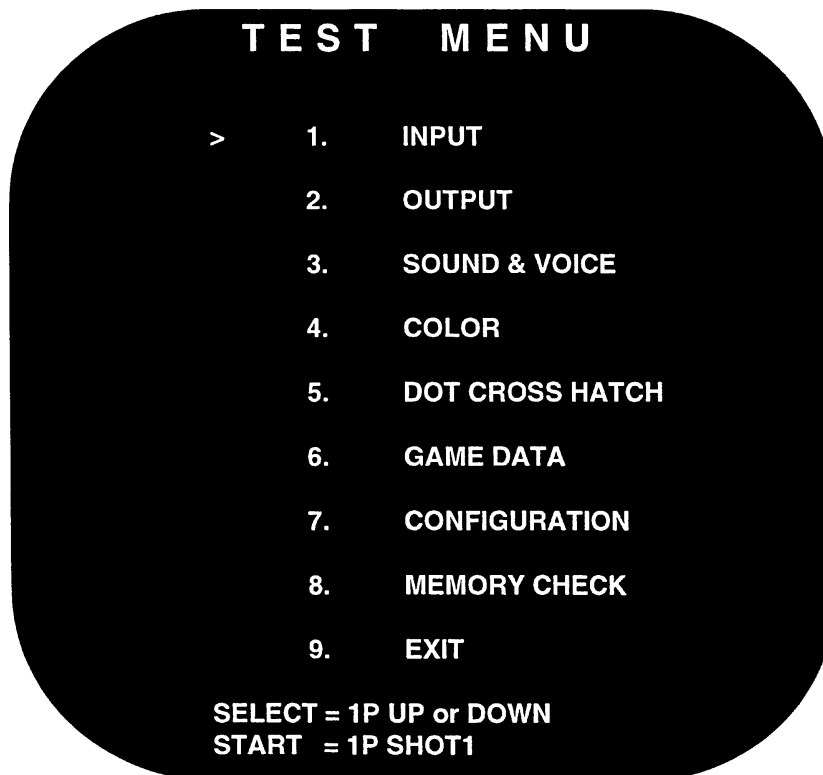
A 2-cabinet “linked” installation requires the use of a link cable plus additional control panel parts and cabinet graphics. Contact your local distributor for details on fabricating a link cable (wiring diagram, materials list, etc.) and parts requirements for the additional second cabinet.

## TEST MENU

The test menu allows you to test the functions and configure the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the Test Menu you can also access the Configuration Menu, where you can change the settings of the game.

### 1. ACCESSING THE TEST MENU

- **For a CAPCOM® cabinet, or a cabinet with a test switch:**  
Make sure the game is on and push the test switch. The screen shown below will appear.
- **For a cabinet without a test switch:**  
Push the test switch test on the outside of the blue plastic casing. (Refer to the inside back cover of the manual).



### 2. HOW TO SELECT AN ITEM

- Use the *PLAYER 1 JOYSTICK* to move the arrow in front of the desired item and press the *PLAYER 1 ATTACK* button.
- To return to the test menu, push the *PLAYER 1 START* and *PLAYER 2 START* buttons simultaneously.
- The test menu will always appear on the screen:
  - a) After you exit the “7. CONFIGURATION MENU” and
  - b) After the memory is tested from the menu, “8. MEMORY CHECK”.

### 3. CLOSING THE TEST MENU

To close the Test Menu, highlight **“9. EXIT”** and push the *PLAYER 1 ATTACK* button.

### 4. TEST MENU ITEM DESCRIPTIONS

<b>INPUT</b>	Used to test all the input switches, such as joysticks and buttons. The “0” changes to a “1” as the button is pushed or joystick is moved. Check connections and switches in case the “0” doesn’t change to a “1” when depressed or moved.
<b>OUTPUT</b>	Used to test the coin meter and the coin lock.
<b>SOUND &amp; VOICE</b>	Select a code of <b>SOUND</b> or <b>VOICE</b> with the <i>PLAYER 1 JOYSTICK</i> . Push the <i>PLAYER 1 ATTACK</i> button to hear the sound of the selected code.
<b>COLOR</b>	Shows color bars of red, green, blue, and white. Adjust <b>RGB</b> and brightness to obtain the optimum color balance and solid black background.
<b>DOT CROSS HATCH</b>	Used to test the screen size, focus and distortion.
<b>GAME DATA</b>	Coin meter and playtime information will be displayed.
<b>CONFIGURATION</b>	Used to change the game play settings. Refer to the <b>CONFIGURATION MENU</b> section.
<b>MEMORY CHECK</b>	Used to test memory. “OK” appears when each block of memory passes test, “NG” appears in case of malfunction. If “NG” appears, repeat the memory test and wait for the “OK” message. Contact your distributor if “NG” still appears.
<b>EXIT</b>	Select this item and push the <i>PLAYER 1 ATTACK</i> button to return to game play mode.

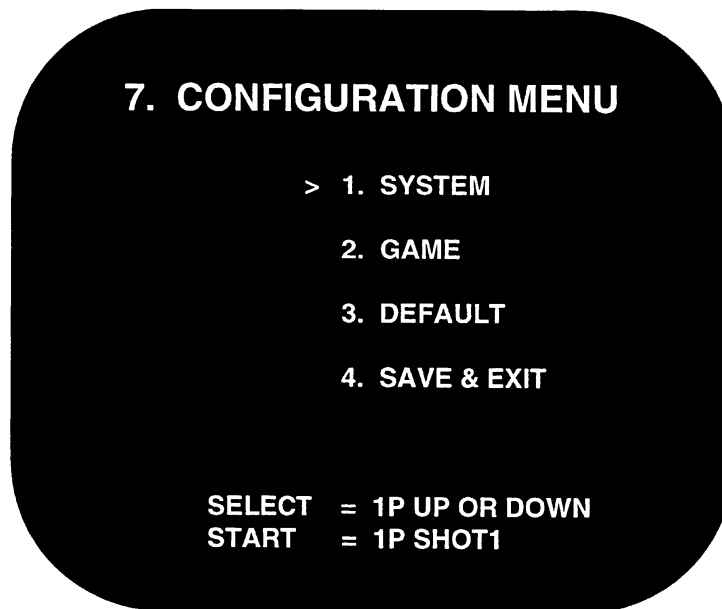
## CONFIGURATION MENU

The Configuration Menu is used to change various game settings such as level difficulty, credits, sound configuration, etc. These settings are stored in memory on the PCB rather than DIP switches.

The Configuration Menu is divided into 2 sections. In the **SYSTEM** section, you can change credits, sound, and coin door configurations. In the **GAME** section, you can change the play difficulty level and duration of the game.

### 1. ACCESSING THE CONFIGURATION MENU

- From the TEST MENU, move the arrow to “7. CONFIGURATION” and push the *PLAYER 1 ATTACK* button. The screen below will be displayed. A description of each option is explained in the table below.



<b>SYSTEM</b>	Select this item to change settings for credits, monitor flip, sound and coin door configurations.
<b>GAME</b>	Select this item to change difficulty level, damage level, time count speed, maximum number of rounds and event type.
<b>DEFAULT</b>	Use this item to restore configuration settings to the original factory values. Press the <i>PLAYER 1 ATTACK</i> and <i>PLAYER 1 JUMP</i> buttons at the same time to select this option.
<b>SAVE &amp; EXIT</b>	Use this to save new configuration settings and exit to the Test Menu. The message “SAVING NEW CONFIGURATION IN EEPROM” will appear while the new settings are being saved. <b>DO NOT</b> turn power off to the game until “SAVING” is complete and the Test Menu reappears.

# SYSTEM CONFIGURATION

## CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 ATTACK* button to select.

7-1. SYSTEM CONFIGURATION

> 1. COIN MODE	2 COINS START 1 COIN CONTINUE
2. CHUTE TYPE	2 PLAYERS 2 CHUTES SINGLE
3. CONTINUE	ON
4. MONITOR	NORMAL
5. DEMO SOUND	ON
6. SOUND MODE	STEREO (Q SOUND)
7. EXIT	

SELECT OPTION = 1P UP OR DOWN  
 MODIFY SETTING = 1P LEFT OR RIGHT  
 = 1P SHOT1 OR SHOT2

## SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1. COIN MODE	SELECT THE CHARGE PER PLAY.
2. CHUTE TYPE	SELECT THE NUMBER OF PLAYER(S) AND COIN CHUTE TYPE.
3. CONTINUE	SELECT ON FOR CONTINUOUS PLAY OR OFF FOR NON-CONTINUOUS PLAY.
4. MONITOR	FLIPS THE POSITION OF THE SCREEN. IF THE SCREEN APPEARS UPSIDE-DOWN, CHANGE THE SETTING TO FLIP; IF THE SCREEN APPEARS CORRECT, SELECT NORMAL.
5. DEMO SOUND	TURNS ATTRACT SOUNDS ON OR OFF.
6. SOUND MODE	SELECT STEREO OR MONAURAL FOR USE WITH YOUR CABINET. NOTE: STEREO SHOULD ONLY BE SELECTED FOR USE WITH CAPCOM® Q SOUND CABINETS.
7. EXIT	TO SAVE THE SETTINGS AND RETURN TO THE CONFIGURATION MENU, HIGHLIGHT THIS ITEM AND PUSH THE <i>PLAYER 1 START</i> BUTTON.

## SYSTEM CONFIGURATION OPTION SETTINGS

1. COIN MODE	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS
	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS	1 COIN 9 CREDITS	2 COINS 1 CREDIT
	3 COINS 1 CREDIT	4 COINS 1 CREDIT	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT
	8 COINS 1 CREDIT	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
	2 PLAYERS 1 CHUTE SINGLE	2 PLAYERS 2 CHUTES SINGLE	2 PLAYERS 2 CHUTES MULTI	3 PLAYERS 1 CHUTE SINGLE	3 PLAYERS 2 CHUTES SINGLE
3 PLAYERS 3 CHUTES SINGLE	3 PLAYERS 3 CHUTES MULTI	4 PLAYERS 1 CHUTE SINGLE	4 PLAYERS 2 CHUTES SINGLE	4 PLAYERS 2 CHUTES MULTI	
4 PLAYERS 4 CHUTES SINGLE	4 PLAYERS 4 CHUTES MULTI				
2. CONTINUE	ON			OFF	
3. MONITOR	NORMAL			FLIP	
4. DEMO SOUND	ON			OFF	
5. SOUND MODE	STEREO (Q SOUND)			MONAURAL	

NOTE: FACTORY SETTING





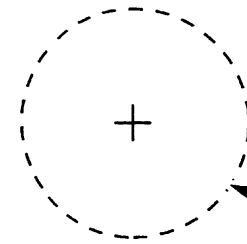
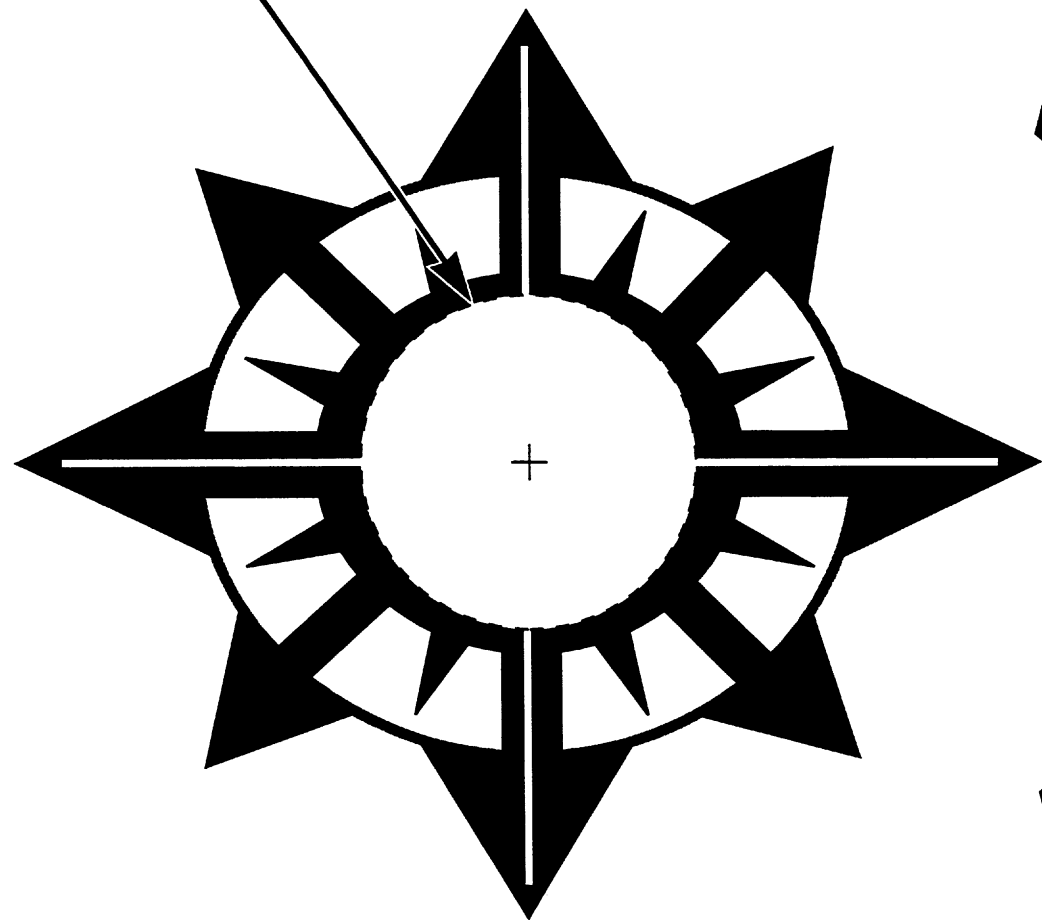
## JAMMA CONNECTIONS

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5 VDC	C	3	+5 VDC
+5 VDC	D	4	+5 VDC
N.C.	E	5	N.C.
+12 VDC	F	6	+12 VDC
KEY	H	7	KEY
N/C	J	8	COIN COUNTER 1
COIN LOCK 2	K	9	COIN LOCK 1
*SPEAKER (-)	L	10	*SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE (FREE CREDIT)	R	14	VIDEO GROUND
N/C	S	15	TEST MODE
COIN 2	T	16	COIN 1
2 PLAYER - START	U	17	1 PLAYER - START
2 PLAYER - JOYSTICK UP	V	18	1 PLAYER - JOYSTICK UP
2 PLAYER - JOYSTICK DOWN	W	19	1 PLAYER - JOYSTICK DOWN
2 PLAYER - JOYSTICK LEFT	X	20	1 PLAYER - JOYSTICK LEFT
2 PLAYER - JOYSTICK RIGHT	Y	21	1 PLAYER - JOYSTICK RIGHT
2 PLAYER - "ATTACK" BUTTON	Z	22	1 PLAYER - "ATTACK" BUTTON
2 PLAYER - "JUMP" BUTTON	a	23	1 PLAYER - "JUMP" BUTTON
2 PLAYER - "MAGIC" BUTTON	b	24	1 PLAYER - "MAGIC" BUTTON
2 PLAYER - "SELECT" BUTTON	c	25	1 PLAYER - "SELECT" BUTTON
N/C	d	26	N/C
GND	e	27	GND
GND	f	28	GND

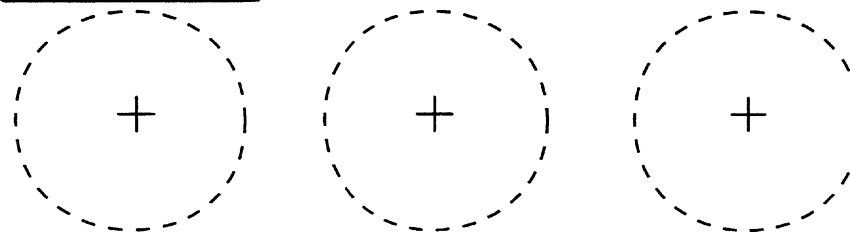
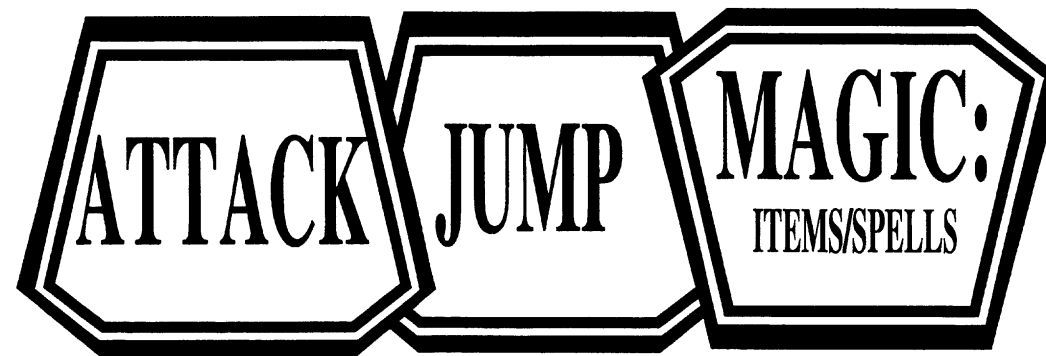
## 3 &amp; 4 PLAYER AUXILIARY CABLE (P/N 03-0052) CONNECTIONS

WIRE COLOR	CONNECTOR ODD ROW			CONNECTOR EVEN ROW	WIRE COLOR
BLACK	GND	1	2	GND	BLACK
	N/C	3	4	N/C	
YELLOW	+12VDC	5	6	+12VDC	YELLOW
PURPLE/WHITE	LOCK OUT 3	7	8	LOCK OUT 4	DK.BLUE/WHITE
PURPLE/YELLOW	COIN 3	9	10	COIN 4	BLUE/YELLOW
WHITE	3 PLAYER - START	11	12	4 PLAYER - START	BLACK/WHITE
GRAY	3 PLAYER - JOYSTICK UP	13	14	4 PLAYER - JOYSTICK UP	GRAY/WHITE
PINK	3 PLAYER - JOYSTICK DOWN	15	16	4 PLAYER - JOYSTICK DOWN	PINK/WHITE
RED	3 PLAYER - JOYSTICK LEFT	17	18	4 PLAYER - JOYSTICK LEFT	RED/WHITE
BLUE	3 PLAYER - JOYSTICK RIGHT	19	20	4 PLAYER - JOYSTICK RIGHT	LT.BLUE/WHITE
GRAY/YELLOW	3 PLAYER - "ATTACK" BUTTON	21	22	4 PLAYER - "ATTACK" BUTTON	GRAY/WHITE
PINK/YELLOW	3 PLAYER - "JUMP" BUTTON	23	24	4 PLAYER - "JUMP" BUTTON	PINK/WHITE
RED	3 PLAYER - "MAGIC" BUTTON	25	26	4 PLAYER - "MAGIC" BUTTON	RED/WHITE
LT. BLUE	3 PLAYER - "SELECT" BUTTON	27	28	4 PLAYER - "SELECT" BUTTON	LT. BLUE/WHITE
GRAY/YELLOW	TEST BRKT-VOLUME UP	29	30	TEST BRKT-VOLUME DOWN	PINK/YELLOW
BLACK/WHITE	TEST BRKT-VOLUME GND	31	32	N/C	
BLACK	N/C	33	34	N/C	BLACK

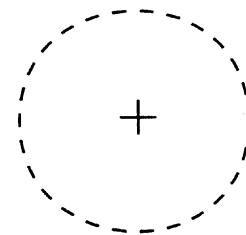
1-3/4" DRILL FOR  
JOYSTICK HOLE



1-3/16" DRILL FOR  
1P OR 2P START  
BUTTON SWITCH



1-3/16" DRILL FOR  
BUTTON SWITCH HOLES



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PHONE (708) 797-6100  
FAX (708) 797-6119

TITLE  
2-PLAYER DRILL TEMPLATE:  
"DUNGEONS & DRAGONS"

DATE  
3-6-96

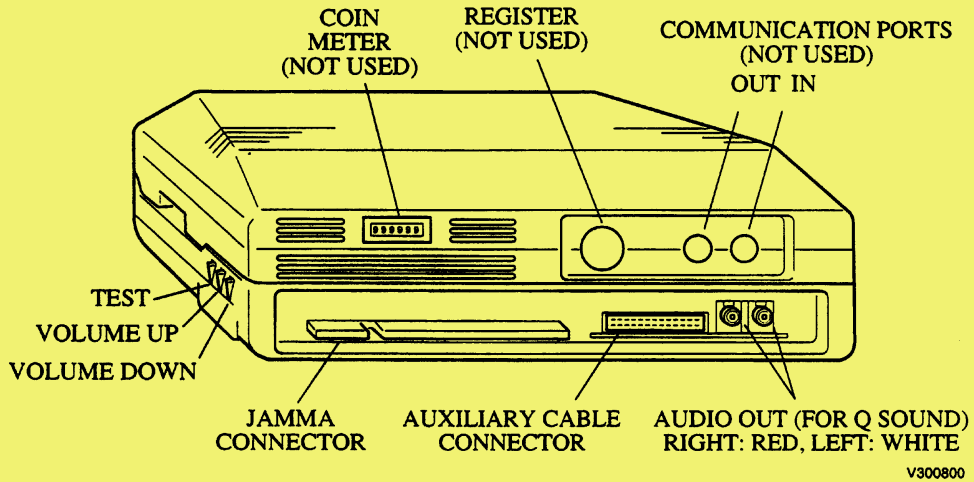
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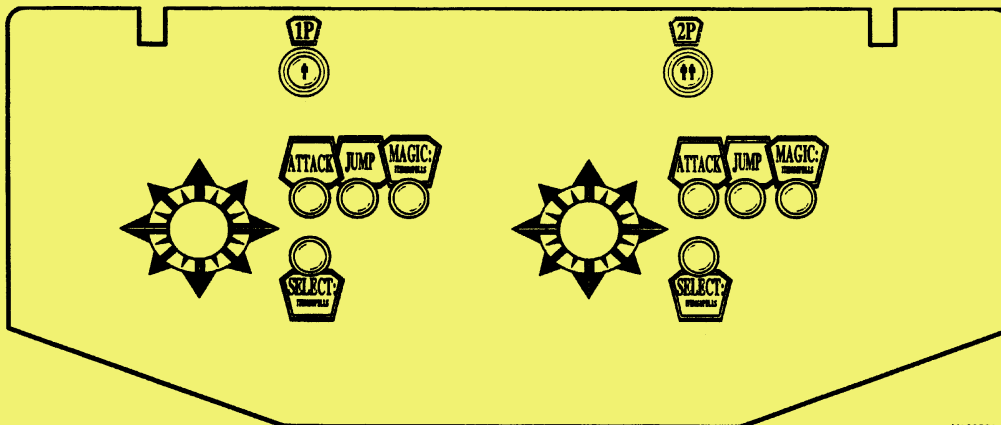


**GAME CASE CONTROLS:**

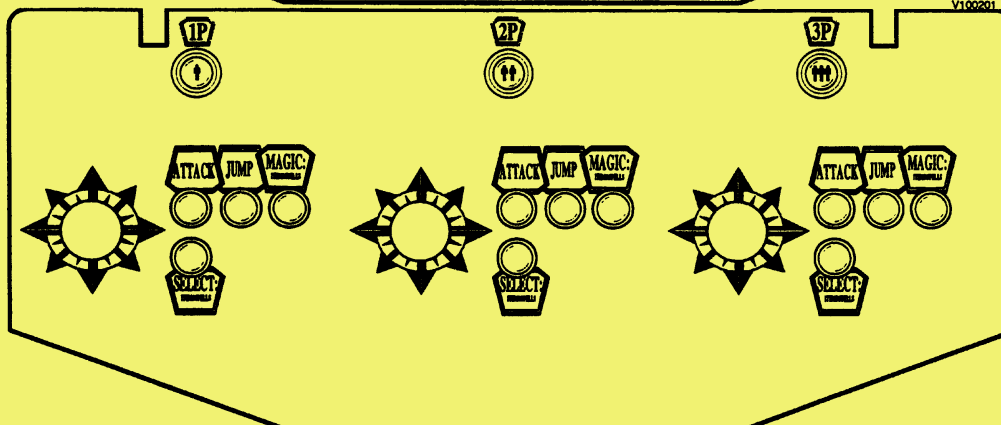


**TYPICAL CONTROL PANEL LAYOUTS:**

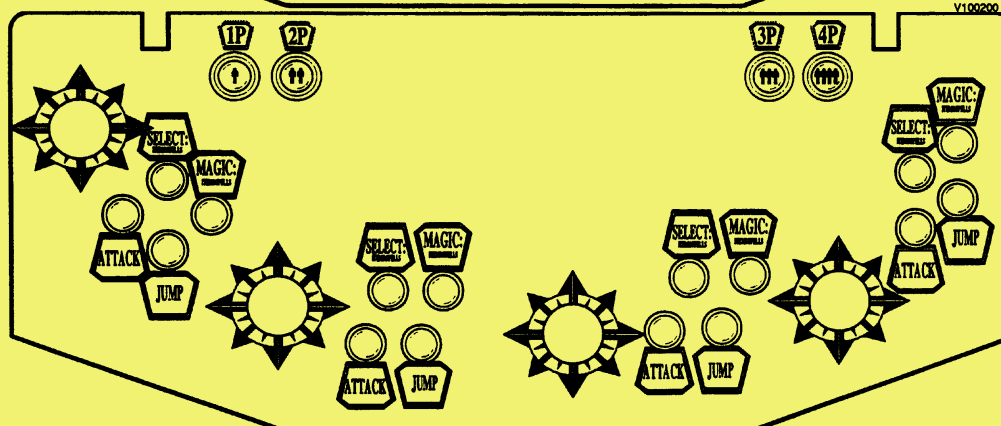
2 PLAYER



3 PLAYER



4 PLAYER



## NOTICE

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at his own expense.



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