Classic game 138 IN 1

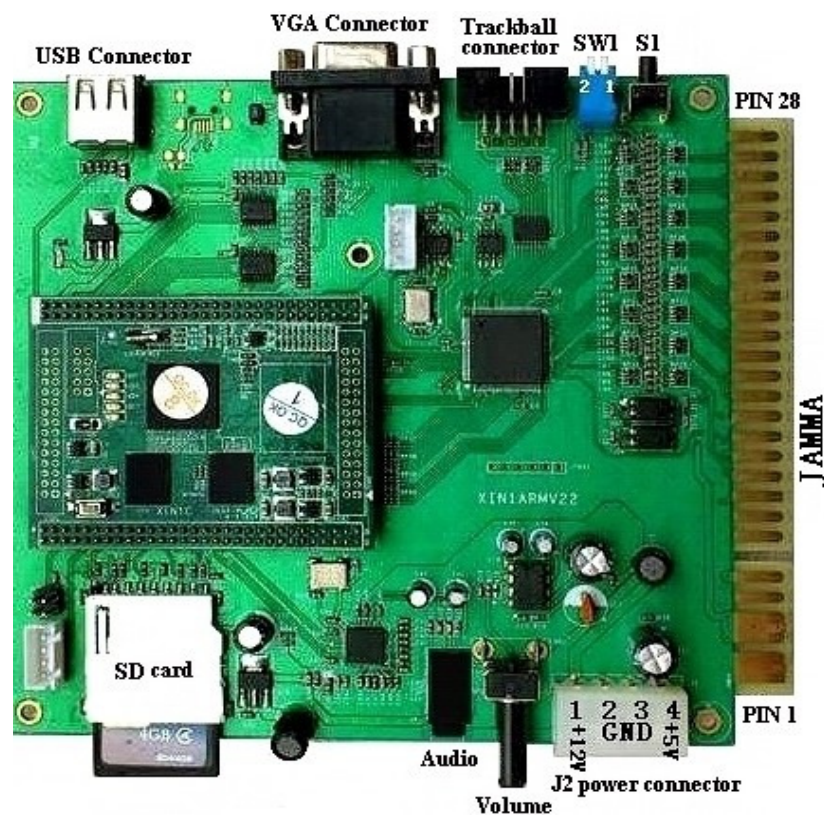<Horizontal>

INSTRUCTION MANUAL

Contents

Thank you for using this product of our company. In order to experience the product swimmingly, detailed instruction is provided which you can find the production's introduction, usage and other information. Before use this product, please read this manual carefully.
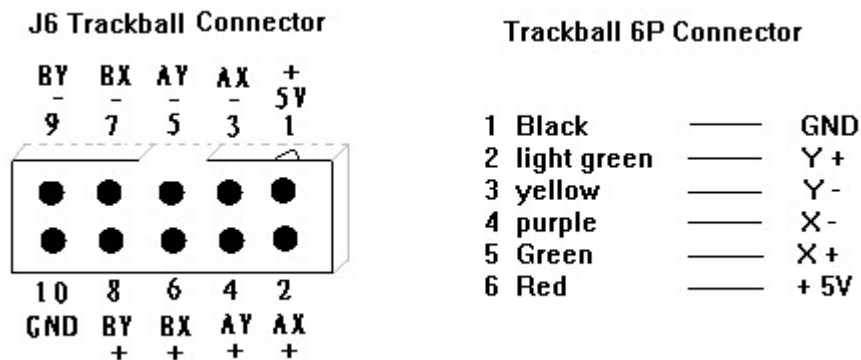
1. Game board instruction:

(Figure 1 Game board instruction)

CAUTION: The function of JAMMA connector and J2 power is same, do not use them together that would destroy game board.

Trackball connect instruction

Please connect the trackball connector to the J6 connector.

2. Operation instruction

Connect the game board and switch on the machine power, after the logo of the "game family" disappear, then enter game list menu as the figure 2.

(Figure 2)

• Caution: press 1P C button to check the operation instruction.

1. Insert coins first and select game.

2. Select game by moving 1P joystick down and up, and left and right moving is to check game list.

3. Press 1P A button to start game.

4. Press 1P START button within 5seconds to quit game, and then back to

game list menu.

3. System settings configuration

 • Switch on the machine power, when the logo of the "game family" disappear, press S1 button to enter game list menu as the below figure 3.

```
Select the item ,1P_START to Enter:

—> 1. Exit.
    2. I/O Test.
    3. Load Factory Default (Upright).
    4. Load All Cocktail configs.
    5. Show Serial Number.
    6. DIP Switch settings.
```

(Figure 3)

 • Select item by moving 1P joystick down and up and press 1P START to enter.

 • Select "Exit" to quit and the system will reboot.

1. I/O Test

1) On the system menu (see figure 3), select "2. I/O Test" to enter the I/O test menu as below.

```
I/O test,1P_B+1P_A to quit.
            1P 2P     DIP switch SW1
    UP       0  0     BIT 1 0
    DOWN     0  0     BIT 2 0
    LEFT     0  0     BIT 3 0
    RIGHT    0  0     BIT 4 0
    A        1  0     BIT 5 0
    B        0  0     BIT 6 0
    C        0  0     BIT 7 0
    D        0  0     BIT 8 0
    E        0  0
    F        0  0     Button S1 0
    START    0  0
    COIN     0  0
```
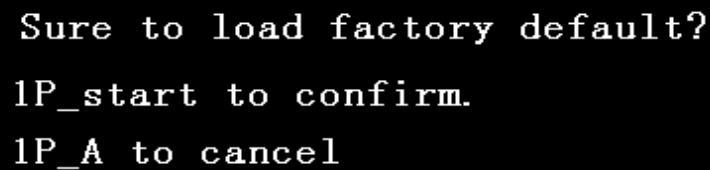
(Figure 4)

2) This test displays the state of each switch & button. Press button one by one, if the display goes 1, when the switch or button is activated, the connection is satisfactory.

3) If the test is ok, press 1P A+B button to exit and back to the menu as figure 3.

2. Factory default/Upright consistently
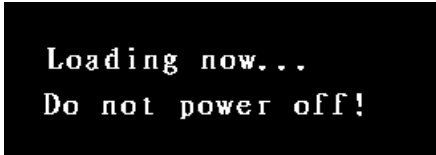
1) On the system menu of figure 3, select "3. Load Factory Default (Upright)" to enter the menu as figure 5.

Sure to load factory default?
1P_start to confirm.
1P_A to cancel

(Figure 5)

 2) Press IP START button to confirm to load factory default, refer to the figure 6. After the loading is finished, the game will restart automatically (see figure 7) and enter the game list (figure 2), then the factory default is done and the "cabinet" is set to Upright mode.

Loading now...
Do not power off!

(Figure 6)

▲CAUTION: Do not power off when in processing of loading factory default.

Loading now...
Do not power off!
Done.
Rebooting...

(Figure 7)

3) Press 1P A button in the menu as figure 5, the factory default setting will be cancelled.

3. Cocktail consistently

1) On the system menu as figure 3, select "4.Load ALL Cocktail configs" to enter the below menu:

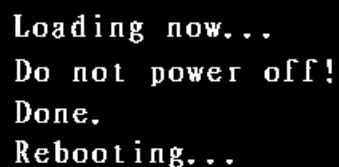2) Press IP START button to confirm to load. After the loading is finished, the game will restart automatically (see figure 7) and enter the game list (figure 2), all game configuration cabinet is set to Cocktail mode.

4. Show Serial Number

1) On the system menu as figure 3, select "5.show serial Number" to enter and then check the serial numbers.

2) After checking, Press IP A button to exit and back to system menu. Select "Exit" to exit and system will reboot automatically

CAUTION: this serial number is only marked number. We suggest the player keep this number for convenient customer service in future.

5. DIP Switch settings

• On the system menu (figure 3), select "6. DIP Switch settings" and enter the item as figure 9.

(Figure 9)

‧Select items by moving 1P joystick down and up, and left and right moving is to change the chosen item.

‧Display mode and flip screen are adjusted by the SW1 on the game board. This menu is only to check the current setting state.

‧After finished the change, press 1P START to save settings (figure 10), press 1P A to back the system menu(see figure 3). Select "EXIT" to quit, the new configuration will be valid after the system atomically reboot.

```
Saving...
Done.1P_A to continue.
```

(Figure 10)

1) Display mode

This game board support both VGA and CGA display modes, see the below setting way.

VGA mode (31.5 KHz): Set BIT1 of SW1 ON and the VGA monitor plug the VGA output connector (JVGA1).

CGA mode (15.75 KHz): Set BIT1 of SW1 OFF to use a regular JAMMA cabinet.

2). System mode

Normal play: game normal operation mode

Config/edit: game configuration and edit game list mode

To improve the system stability, please set the item to "normal play" mode if there is no need to set game configuration or edit the game list.

3) Flip screen

Flip screen (ON): game screen flip 180 degree

Flip screen (OFF): close the game screen flipped 180 degree

Setting way as below:

Set BIT2 of SW1 ON, the screen will be flipped 180 degree, Set BIT2 of SW1 OFF, the game screen flipped 180 degree will be closed.

4) Free play:

Free play (ON): play all game for free

Free play (OFF): close free play mode

If set specific game, please set "free play" item to "OFF" and enter the specific game to change the configuration settings, please see the below game configuration settings instruction for details.

5) Game mode

Multiple: set "game mode" to "multiple"

The details for single mode please referred to in later.

6) Free browse

Free browse (ON): no need to insert coins, free browse and select game to enter.

Free browse (OFF): insert coins first and then browse or select game to enter.

7) Stop time

Stop time (ON): stop time is banned on the game list menu. Player must press 1P A button to enter the game after selecting.

Stop time (OFF): open the stop time on the game list menu, the player will enter the selected game automatically in 60 seconds.

4. Edit game list

1) Enter DIP Switch Setting menu (figure 9), set System mode to Config/Edit mode, the game will be restarted automatically after quitting with saving.

2) Press any button on the counting screen with "5...4...3", will show the

menu as below figure 11.


```
        1P_A to Enter Submenu
1-  Exit .
2-  Show  serial  number .
3-  Edit  game  list .
```
(Figure 11)

3) Moving 1P joystick down and up to Select "2-Edit game list" and enter the "edit game list" menu as figure 12.


```
* 001. Defender
* 002. Stargate
* SET.003. Bubbles
* 004. Joust
* 005. Robotron
  006. Blaster
* 007. Splat
```

● 1P-A   Show or Hide
● 1P-B   Show All
● 1P-C   Hide All
● 1P-START Save And Quit
● 1P-D   Set Game

(Figure 12)

4) The item "*" means to show game list, if there is no item "*", it means to hide game list.

• Select game list by moving 1P joystick and press button A to decide to show or hide the selected game list.

• Press 1P B button to show all game list and 1P C button to hide all.

5) After the game list edition is finished, press 1P START button to enter the save menu as figure 13.


```
Confirm  your  selection ?
1P-A:Save and quit.
1P-B:Cancel.
1P-C:Quit without saving.
```
(Figure 13)

①Press 1P A button to save and quit the selection, enter game list later (see figure 2).

②Press 1P B button to cancel and back to hide game list menu (see figure 12), and then continue to edit game list.

③Press 1P START button to quit without saving, then enter game list menu (see figure 2).

6) After editing the game list, please enter the DIP Switch settings again (figure 9), set system mode to "Normal play" mode and save. The game will be started in normal after the system reboot.

5. Single game setting and operation

1) Please refer to "edit game list" as above, and enter the edit game list menu (see figure 12)

2) Select game list by moving 1P joystick and press IP D button to set. If it shows "SET" on the front of game title you selected, that means the setting is successful.

3) Enter the DIP Switch settings menu as figure 9, set the Game mode to Single mode, and System mode to "Normal play" mode and save. The single game will be started after the system reboot.

6. Game configuration settings

Way 1 for Game configuration settings:

1) Enter the DIP Switch settings menu as figure 9, set System mode to "Config/Edit" mode, save and quit the system settings menu, then system reboot and enter the game list menu (figure 2).

2) Moving 1P joystick down and up to select the game you want to change, Press 1P A button to start game and enter the game configuration settings as figure 14.
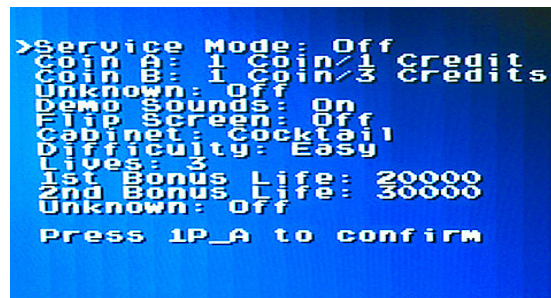
(Figure 14)

3) Select game by moving 1P joystick down and up, and left and right moving is to set game.

4) Press 1P A button to save after setting and back to the game.

5) Quit game and back to game list. Please go on to set other games if there are, and if not, please set System mode to Normal play mode. Reboot your system and the game will be started in normal mode.

Way 2 for Game configuration settings:

1) Enter the DIP Switch settings menu as figure 9, set System mode to "Config/Edit" mode, save and quit the system settings menu, then system reboot and enter the game list menu (figure 2).

2) Moving 1P joystick down and up to select the game you want to change, Press 1P A button to start game and enter the game configuration settings as figure 15.

(Figure 15)   (Figure 16)

3) Select "Dip Switches" to enter the setting menu(see figure 16).

4) Select game by moving 1P joystick down and up, and left and right

moving is to set the game.

5) Select "return to main menu" to quit the setting menu after setting, and reselect "return to main menu" to back to the game.

6) Quit game, back to game list (see figure 2). Please go on to set other games if there are, and if not, please set System mode to Normal play mode. Reboot your system and the game will be started in normal mode.

7) Way 3 for Game configuration settings:

CAUTION: this way is only suitable for the games as tab3, for other games' setting, please see the way 1 or way 2 as above.

Tab3

Item number	Game		Item number	game
1	Defender		5	Robotron
2	Stargate		6	Blaster
3	Bubbles		7	Splat
4	Joust			

1) Enter the DIP Switch settings menu as figure 9, set System mode to "Config/Edit" mode, save and quit the system settings menu, then system reboot and enter the game list menu (figure 2).

2) Press 1P START button to start game, press 2P ADVANCE button(F button) to enter game test menu at any time, and continue to press ADVANCE* button to the game setting and then it can be set. Please see the below detail setting ways. (Remark *: for Defender game, press 2P E +F button to switch setting items.)

On the configuration setting mode, define 2P D button, E button, F button as below.

2P D button: High score reset

2P E button: AUTO

2P F button: Advance

Remark: For the above definitions, there are only valid when System mode is set to Config/Edit mode, and only valid for above games.

3) After setting, press ADVANCE button to quit the setting mode menu and game, back to game list. Please go on to set other games if there are, and if not, please set System mode to Normal play mode. The reboot your system and the game will be started in normal mode.

7. JAMMA wire map

Tab3. JAMMA wire map

JAMMA Wire Pap			
Part side		Solid side	
Definition	PIN	PIN	Definition
GND	1	1	GND
GND	2	2	GND
+5V	3	3	+5V
+5V	4	4	+5V
	5	5	
+12V	6	6	+12V
	7	7	
IP COIN METER	8	8	2P COIN METER
JMA9	9	9	JMB9
SPEAKER+	10	10	SPEAKER-
JMA11	11	11	JMB11
VIDEO R	12	12	VIDEO G
VIDEO B	13	13	VIDEO SYNC
GND	14	14	SERVICE
TEST	15	15	JMB15
IP-COIN	16	16	2P-COIN
IP-START	17	17	2P-START
IP-UP	18	18	2P-UP
IP-DOWN	19	19	2P-DOWN
IP-LEFT	20	20	2P-LEFT
IP-RIGHT	21	21	2P-RIGHT
IP-A	22	22	2P-A
IP-B	23	23	2P-B
IP-C	24	24	2P-C
IP-D	25	25	2P-D
IP-E	26	26	2P-E
IP-F	27	27	2P-F
GND	28	28	GND

8) Game List

Table 4

	Classic game list<Horizontal> 1/2			
1	Defender	45	Challenger
2	Stargate	46	Chameleon
3	Bubbles	47	Changes
4	Joust	48	Chukka Taisen
5	Robotron	49	City Connection
6	Blaster	50	Cosmic Avenger
7	Splat	51	Counter Run
8	Rally X	52	Crazy Climber
9	Battle City	53	Dai Ressya Goutou
10	Mario Bros	54	Formation Z
11	New Rally X	55	Moon patrol
12	Ghosts'n Goblins	56	Tropical Angel
13	Solomon's Key	57	Green Beret
14	Sky Kid	58	Espial
15	The FairyLand Story	59	Express Raider
16	Super Mario Bros	60	Flashgal
17	Do! Run Run	61	Flicky
18	Kick Rider	62	Forty-Love
19	4-D Warriors	63	Frenzy
20	Acrobatic Dog-Fight	64	Wonder Boy
21	Airwolf	65	Wonder Boy Deluxe
22	Cobra-Command	66	Gridlee
23	Missile Command	67	Hard Head
24	Super Missile Attack	68	I'm Sorry
25	Shoot Out	69	Insector X
26	Street Fight	70	Iron Horse
27	Swimmer	71	Jungle Hunt(US)
28	Time Tunnel	72	Jungle King(Japan)
29	Black Dragon	73	Killer Comet
30	Tricky Doc	74	Knuckle Joe
31	Clash-Road	75	Kung-Fu Master
32	Cop 01	76	Legend
33	Bank Panic	77	Marine Boy
34	10-Yard Fight	78	Markham
35	Act-Fancer Cybernetick Hyper Weapon	79	Megatack
36	Ambush	80	Wise Guy
37	Appoooh	81	Metro-Cross
38	Baraduke	82	Momoko 120%

39	River Patrol		83	Mr. Do's Wild Ride	
40	Bogey Manor		84	Mr.Goemon	
41	Brain		85	My Hero	
42	Break Thru		86	Nekketsu Kouha Kunio-kun	
43	Bullfight		87	Nova 2001	
44	Calorie Kun vs Moguranian		88	Onna Sansirou-Typhoon Gal	

Table 5

Classic game list<Horizontal> 2/2					
89	Pac-Land		114	Supper Cross 2	
90	Penguin-Kun Wars		115	Supper Pierrot	
91	Perfect Billiard		116	Vs 10-Yard Fight	
92	Pirate Pete		117	Yie Ar Kung-Fu	
93	Pirate Ship Higemaru		118	Wheel Of Fortune	
94	Pitfall II		119	Scion	
95	Ponpoko		120	88 Games	
96	Prebillian		121	Double Dragon	
97	Surprise Attack		122	Double Dragon 2	
98	Raiders5		123	Hyper Olympic	
99	Raimais		124	Hyper Sports Special	
100	Robby Roto		125	Lifeforce(Japan)	
101	Rough Ranger		126	Lifeforce(US)	
102	Rougien		127	Silver Land	
103	Rush'n Attack		128	Track&Field	
104	Rygar		129	Hyper Sports	
105	SF-X		130	Berzerk	
106	Sauro		131	Vanguard	
107	Sea Fighter Poseidon		132	Plump Pop	
108	Section Z		133	P-47-The Phantom Fighter	
109	Sega Ninja		134	Blood Bros	
110	Snap Jack		135	Rambo III (Europe)	
111	Space Zap		136	Rambo III (US)	
112	Spatter		137	Guntlet	
113	Strategy X		138	Tetris(System 16A)	

8. Appendix: no flipped screen's game in Classic game <Horizontal> as below table:

Table 6

no flipped screen's game in Classic game <Horizontal>			
1	Defender	123	Hyper Olympic
2	Stargate	124	Hyper Sports Special
3	Bubbles	125	Lifeforce(Japan)
4	Joust	126	Lifeforce(US)
5	Robotron	128	Track&Field
6	Blaster	129	Hyper sports
7	Splat	131	Vanguard
9	Battle City	132	Plump Pop
10	Mario Bros	133	P-47-The Phantom Fighter
14	Sky Kid	134	Blood Bros.
16	Super Mario Bros	135	Rambo III(Europe)
120	'88 Games	136	Rambo III(US)
121	Double Dragon	137	Gauntlet
122	Double Dragon 2	138	Tetris(System 16A)

Special note

1. This price is just for the computer hardware equipment.

2. Customers get the software by their own (including the purchase from the software provider or download free software from related web).

3. The way to get the software:

(1) Purchase the software from the software provider.

(2)Download the software from the related web.

4. Users assume all the legal consequences due to wrong download and use the software, it is unrelated with the equipment manufacturers and distributors.