Classic game 128 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:
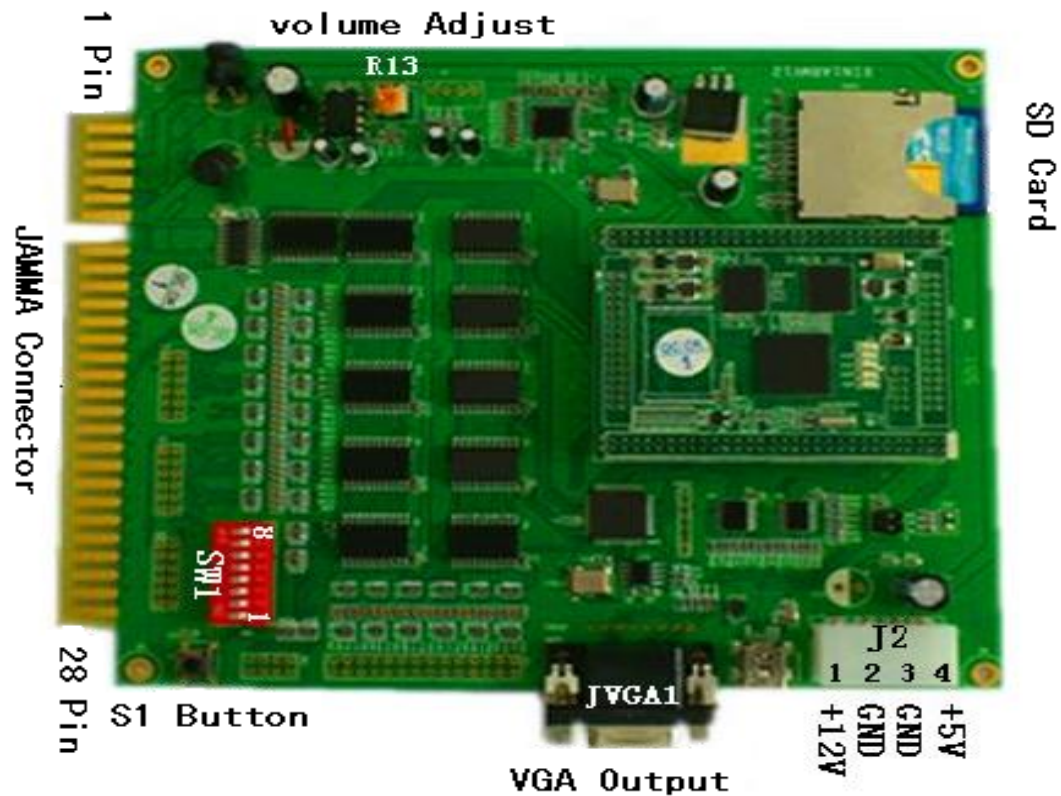
(Figure 1 Game board instruction)

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

2. Operation introduction

Switch on the machine power, after the logo of the "game family" disappear, then enter game list menu as the below figure 2.

(Figure 2)

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 START button or A button to start game.

4. Press 1P START button and then insert coin to exit game, back to game list menu.

3. DIP Switch setting

<Tab1. DIP Switch settings>

DIP SW1		1	2	3	4	5	6	7	8
Display Mode (CRT)	CGA(15.75khz)	OFF							
	VGA(31.5khz)	ON							
System Mode	Config/Edit List Mode		ON						
	Game Mode		OFF						
Screen Orientation	Normal			OFF					
	Flip Screen			ON					
Game mode	Single game					ON			
	Multiple game					OFF			

CAUTION: when the game is stared, BIT2 of SW1 should be the condition of OFF, only when configuration settings are needed, the BIT2 of SW1 can be switched to ON.
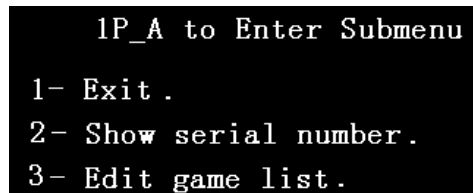
1. Video output mode

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

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

2. Edit game list

1) Switch ON BIT2 of SW1, switch on the machine power.

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

(Figure 3)

3) Moving 1P joystick down and up to Select "3-Edit game list" and enter the "hide game list" menu as figure 4.
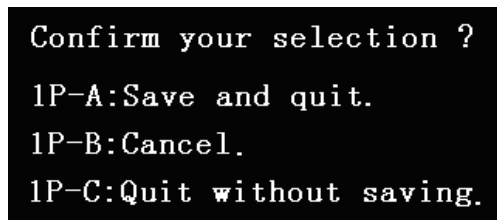

(Figure 4)

4) The item"*" means to show game list, if there is no item "*", that 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 5.

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

(Figure 5)

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 4), and then continue to edit game list.

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

3. Single game setting and operation

1) Please refer to "edit game list" as above, and enter the edit game list menu (see figure 4)

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

3) Cut off the machine power and switch ON BIT2 of SW1, and ON BIT5 of SW1, then switch on power again, the single game mode is well set.

4. Show serial numbers

Switch ON BIT2 of SW1, switch on the machine power, press any button

on the counting screen with "5...4...3…" to enter the menu as figure 3, and select "2-show serial number" menu to check the serial numbers.

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

5. Game configuration settings

Way 1 for Game configuration settings:

1) Switch ON BIT2 of SW1, switch on the machine power to enter the game list as figure 2.

2) Press 1P START button, and then enter the configuration settings menu as figure 6.
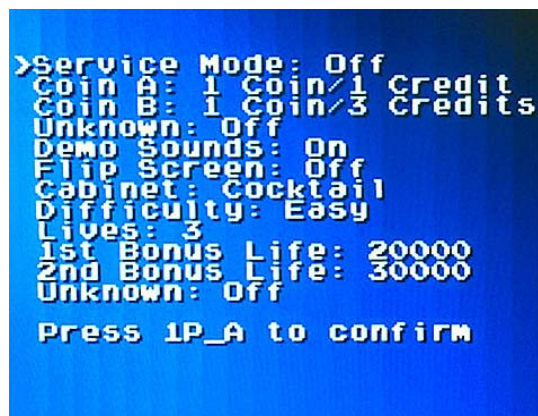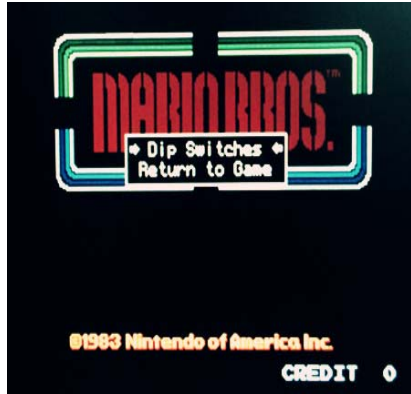

(Figure 6)

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 enter to start game.

5) Quit game, back to game list, and restart the game, then new settings is valid.

Way 2 for Game configuration settings:

1. Switch ON BIT 2of SW1, start the machine to enter the game list menu as figure 2.

2. Press 1P START button, and then enter the configuration settings menu (see figure 7).

(Figure 7)   (Figure8)

3. Select "Dip Switches" to enter the setting menu(see figure 8).

4. Select game by moving 1P joystick down and up, and left and right moving is to adjust the game.

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

6. Quit game, back to game list (see figure 2), and restart the game, then new settings is valid.

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.

Tab2

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

1) Switch ON BIT2 of SW1, switch on the machine power to enter game list.

2) Press 1P START button to start game, press ADVANCE button(2P 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 switching on BIT 2 of SW1, and only valid for above games.

3) Press ADVANCE button after setting, Quit setting mode menu, back to game list, and restart the game, then new settings is valid.

CAUTION: When the configuration setting is confirmed to be saved, please switch OFF BIT2 of SW1, reset the computer and start the game normally.

6. Screen orientation

Switch ON BIT3 of SW1, switch on the machine power, the screen will flip 180 degree. Switch OFF BIT3 of SW1, switch on the machine power, the flipped screen will be closed.

Switch BIT3 is also valid when in the game list menu (figure 2). Start any game after switching this button, then quit and back to game list, screen will be flipped as setting.

6. I/O Test

1) Switch on the machine power, when the logo of the "game family" appear, Switch ON BIT8 of SW1, press S1 button to the I/O test menu

as the figure 9 below.

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

  1. Exit.
  2. I/O Test.
  3. Load Factory Default.
  4. System restart.
```

(Figure 9)

2) Moving 1P joystick down and up to select "2. I/O Test" after entering and press 1P START button to the I/O test (see figure 10)

```
I/O test
                   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 10)
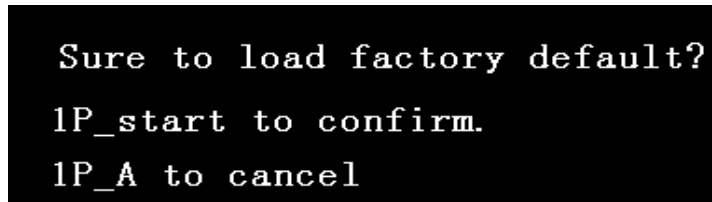
3) This test displays the state of each switch & button. If the display goes 1, when the switch or button is activated, the connection is satisfactory.

4) If the test is ok, please cut off the power directly and set OFF BIT8 of SW1, restart the machine to entry game.

5. Factory default

1) Switch on the machine power, when the logo of the "game family" appear, press S1 button until the factory default confirmation menu appear as figure 9.
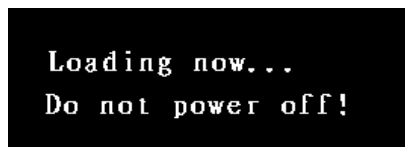
2) Moving 1P joystick down and up to select "3. Load Factory Default" and press 1P START button to the menu as below.

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

(Figure 11)

3) ①Press IP START button to confirm to load factory default, refer to the figure 12.
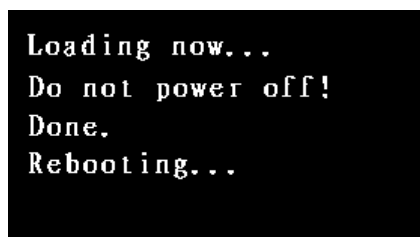
```
Loading now...
Do not power off!
```

(Figure 12)

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

After the loading is finished (see figure 13), the game will restart automatically and enter the game list (figure 2), then the factory default is done.

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

(Figure 13)

② Press 1P A button in the menu as figure 11, the factory default setting will be cancelled.

6. 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

7. Game List

Table 4

Classic game list<Horizontal> 1/2			
1	Defender	41	Brain
2	Stargate	42	Break Thru
3	Bubbles	43	Bullfight
4	Joust	44	Calorie Kun vs Moguranian
5	Robotron	45	Challenger
6	Blaster	46	Chameleon
7	Splat	47	Changes
8	Rally X	48	Chukka Taisen
9	Battle City	49	City Connection
10	Mario Bros	50	Cosmic Avenger
11	New Rally X	51	Counter Run
12	Ghosts'n Goblins	52	Crazy Climber
13	Solomon's Key	53	Dai Ressya Goutou
14	Sky Kid	54	Formation Z
15	The FairyLand Story	55	Moon patrol
16	Super Mario Bros	56	Tropical Angel
17	Do! Run Run	57	Green Beret
18	Kick Rider	58	Espial
19	4-D Warriors	59	Express Raider
20	Acrobatic Dog-Fight	60	Flashgal
21	Airwolf	61	Flicky
22	Cobra-Command	62	Forty-Love
23	Missile Command	63	Frenzy
24	Super Missile Attack	64	Wonder Boy
25	Shoot Out	65	Wonder Boy Deluxe
26	Street Fight	66	Gridlee
27	Swimmer	67	Hard Head
28	Time Tunnel	68	I'm Sorry
29	Black Dragon	69	Insector X
30	Tricky Doc	70	Iron Horse
31	Clash-Road	71	Jungle Hunt(US)
32	Cop 01	72	Jungle King(Japan)
33	Bank Panic	73	Killer Comet
34	10-Yard Fight	74	Knuckle Joe
35	Act-Fancer Cybernetick Hyper Weapon	75	Kung-Fu Master
36	Ambush	76	Legend
37	Appoooh	77	Marine Boy
38	Baraduke	78	Markham
39	River Patrol	79	Megatack
40	Bogey Manor	80	Wise Guy

Table 5

Classic game list<Horizontal> 2/2			
81	Metro-Cross	105	SF-X
82	Momoko 120%	106	Sauro
83	Mr. Do's Wild Ride	107	Sea Fighter Poseidon
84	Mr. Goemo	108	Section Z
85	My Hero	109	Sega Ninja
86	Nekketsu Kouha Kunio-Kun	110	Snap Jack
87	Nova 2001	111	Space Zap
88	Onna Sansirou-Typhoon Gal	112	Spatter
89	Pac-Land	113	Strategy X
90	Penguin-Kun Wars	114	Supper Cross 2
91	Perfect Billiard	115	Supper Pierrot
92	Pirate Pete	116	Vs 10-Yard Fight
93	Pirate Ship Higemaru	117	Yie Ar Kung-Fu
94	Pitfall II	118	Wheel Of Fortune
95	Ponpoko	119	Scion
96	Prebillian	120	'88 Games
97	Surprise Attack	121	Double Dragon
98	Raiders5	122	Double Dragon 2
99	Raimais	123	Hyper Olympic
100	Robby Roto	124	Hyper Sports Special
101	Rough Ranger	125	Lifeforce(Japan)
102	Rougien	126	Lifeforce(US)
103	Rush'n Attack	127	Silver Land
104	Rygar	128	Track&Field

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	16	Super Mario Bros.
2	Stargate	120	'88 Games
3	Bubbles	121	Double Dragon
4	Joust	122	Double Dragon 2
5	Robotron	123	Hyper Olympic
6	Blaster	124	Hyper Sports Special
7	Splat	125	Lifeforce(Japan)
9	Battle City	126	Lifeforce(US)
10	Mario Bros	128	Track&Feild
14	Sky Kid		

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.