VERTICAL)

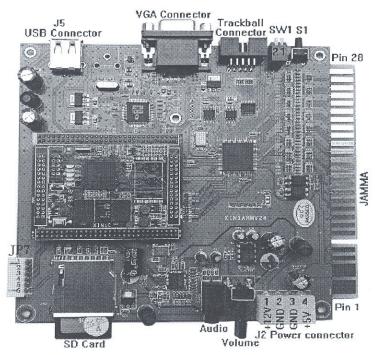
SYSTEM USER MANUAL

In order to understand the function of this system completely, please have a through reading of this manual

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Attachment: Game List

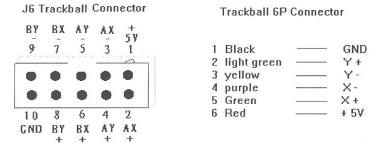
1. Connector Instruction:



(Figure 1, Game board instruction)

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

Trackball connection



Please connect the trackball 1P (A) and 2P (B) to J6 connector accordingly

Remark: The picture of user menu only for reference, any difference, please refers to the products.

2. Operation instruction

Connect the game board and switch on the machine power, after the logo of the "GAME ELF" appear, enter game list menu (about 20s-40s) as the figure 2.



(Figure 2)

- Caution: press 1P-C button to check the instruction.
- 1) Insert coins first and select game. (No needs to insert coin for Free play or free browse)
- 2) Select game by moving 1P joystick up or down, and left or right moving is to view game list.
- 3) Press 1P- START button to enter game.
- 4) If **Coin recycling** is set to "No", after entering the game, all coins the player insert will be inserted into the game automatically. If **Coin recycling** is set to "Yes", Press 1P START button for 5 seconds or press 1P D button for 3 seconds to pop up menu, and select "continue" to insert coins.
- 5) All games on Cocktail mode and some games on Upright mode Remark: The picture of user menu only for reference, any difference, please refers to the products.

need 2 coins (or more coins) and press 2P-START button first to enable 2 players mode. If **Coin recycling** is setted to "Yes", for these games please press 2P-START to add coins. (about **horizontal version**, see games with "*" in the game list.)

6) Press 1P-START button for 5 seconds or press 1P-D button for 3 seconds to pop up menu, and select "exit" to return to the game list (as figure 2). Press 1P-Start for 5 seconds to return directly game list when it's in game loading process.

3. System Settings Configuration

Switch on the machine power, when the string "Press S1 to setup" appear, press S1 button to enter the system Settings menu (see the below figure 3)..

```
Select the item , IP_START to Enter:

-> 1. Exit.
2. JAMMA I/O Test.
3. Load Factory Default (Upright).
4. Load Factory Default (Cocktail).
5. Show Serial Number.
6. Game settings.
7. Coin settings.
```

- (Figure 3)
- Select item by moving 1P joystick up or down and press
 1P-START to enter.
- According to the screen display prompts, perform the operation.
- Select "Exit" to quit and re-enter to the game list(as figure 2).

3

3.1 I/O Test

Check input/output buttons function is ok or no.(It is invalid for family mode.)

3.2 Factory default(Upright)

According to the screen display prompts, perform the operation step by step. All game configurations is returned to factory configuration and loaded of Upright mode.

3.3 Factory default(Cocktail)

According to the screen display prompts, perform the operation step by step. All vertical version of games are loaded of Cocktail mode.

3.4 Show Serial Number

This serial number is only marked number, we suggest that our customers note this number and be convenient for getting service in future.

3.5 Game Setting

• On the system menu (as figure 3), select item "6.Game Settings" to enter the games setting menu(as figure 4).

```
Game settings:

1. Display Mode: VGA(switch 1 on game board)

2. System Mode: OFF(switch 2 on game board)

4. Free Play:
5. Game Mode:
6. Free Browse:
7. Stop Timer:
8. Music:

1P_C -- change. (Figure 4)
```

- Moving 1P joystick up or down to choose item, then 1P-C modify item.
- SW1 switch on game board adjust two items which are "Display Mode" and "Flip screen".
- After finishing modification, press 1P-Start to save setting(as figure 5), then press 1P-A to return system menu(as figure 3).
 Select "Exit" to exit, the new configuration is valid after system automatically restarts.

Saving...
Done. 1P_A to continue. (Figure 5)

3.5.1 Display Mode

The game board supports VGA and CGA display mode, its setting steps as below:

- 1) Adjust PIN 1(DIP switch SW1 on game board) to "ON" status, turn on the power, it shows the VGA display mode.
- 2) Adjust PIN 1(DIP switch SW1 on game board) to "OFF" status,

Remark: The picture of user menu only for reference, any difference, please refers to the products.

5

turn on the power, it shows the CGA display mode.

3) Regardless of the setting of CGA or VGA mode, VGA port can normally output.

Before power is turned on, adjust PIN 2(DIP switch SW1 on game board) to "ON" status, VGA port output resolution is 800x600; when it's "OFF" status, its resolution is 1024x768.

▲ Note: <For SW1 Switch> Before turn on power, its resolution is valid for adjusting PIN 2(DIP switch SW1 on game board). After open the machine, it adjusts to Screen Revolve function.

Caution: After power on, when the system is booting process (it means: before entering the game list interface), do not adjust any one PIN of SW1 DIP switch. Avoid affecting the normal operation!

3.5.2 Flip screen

ON: Open the function--The game screen is rotated 180 degrees.

OFF: Close the function--The game screen is rotated 180 degrees.

Its setting steps as below: After turn on power, adjust PIN 2(DIP switch SW1 on game board) to "ON" status, the game screen is rotated 180 degrees; adjust PIN 2(DIP switch SW1 on game board) to "OFF" status, the game screen isn't rotated 180 degrees.

▲ 3.5.3 System Mode

Edit game list/Game difficult/Lives setting/Game configuration need to enter "Config/Edit Mode". If you don't need to adjust these items, please adjust to "Game Mode (Normal play mode)" for improving system stability.

3.6 Coin Setting

On the system menu (as figure 3), select item "7. Coin setting" to enter Coin setting menu(as figure 6).

```
Coin settings:

-> 1. Coin Mode: Coin of Credit
2. Coin recycling: No

1P_C --- change.
1P_START --- save settings.
1P_A --- quit.
```

(Figure 6)

- Moving 1P joystick up or down to select item, then use 1P-C modify the item.
- 1) Coin mode: to modify all games' coin setting.
- 2) Coin recycling: Select Coin recycling to "Yes" or "No".
 - "Yes": Coins which don't be inserted into game can be returned to the player after quitting the game.
 - "No": All coins will be inserted into the game, so no coins can be returned to the player after quitting the game.
- Press 1P-START button after finishing the setting and follow the instruction to save.

4. Edit game list

1) Enter Game Setting interface(as figure 4), set System Mode to Config/Edit mode, then save and quit the system setting. Enter the Game edit interface(as figure 7). (On the Config/Edit mode, press S1 button on the game list menu (figure 2) to enter the below menu also)

```
1P_A to Enter Submenu

1- Exit.
2- Edit game list.
3- Edit game difficulty (Figure 7)
```

2) Moving 1P joystick up or down to select "2-Edit game list" and enter the "Edit game list" menu(as figure 8).



(Figure 8)

- 3) The item "*" means to show game list, no item "*" that means to hide game list.
- Select game list by moving 1P joystick (up or down to choose game, left or right to view game menu) and press 1P-A to decide to show or hide the selected game.
- Press 1P-B button to show all games, press 1P-C button to hide all games.
- 4) After the game list edition is finished, press 1P-START button to

Remark: The picture of user menu only for reference, any difference, please refers to the products.

enter the save menu (as figure 9). Please follow the instruction to save. Then return to interface (as figure 7), quit "enter game list interface" (as figure 2).

```
Confirm your selection?

1P-A:Save and quit.

1P-B:Cancel.

1P-C:Quit without saving. (Figure 9)
```

5) After editing the game list, please enter Game setting again (as figure 4), set System mode to Game Mode (Normal play mode) and save it. The game will be started in normal after the system reboot(as figure 2)

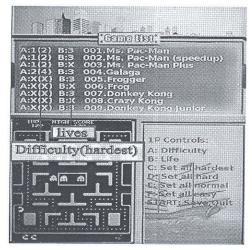
5. Single game setting and operation

- 1) Please refer to "Edit game list" as above, and enter the edit game list menu (as figure 8).
- 2) Moving 1P joystick up or down to select game, press 1P-D button to set. If it shows "SET" in front of game title you selected, that means the setting is successful.
- 3) Enter Game settings menu (as figure 4), set the **Game mode** to Single mode, set **System mode** to "Normal play" mode and save it. The Single mode will be started after re-entering the game.
- ▲ If set game which is on the horizontal version, please set "Default run" item to horizontal version. If it's vertical version game, please set it to vertical version.

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6. Game difficulty and lives setting

1) Enter DIP Switch Setting menu (as figure 4), set System mode to Config/Edit mode, save and then enter the menu(as figure 7). Select the item "3.Edit game difficulty" to enter the menu as below(as figure 10).



(Figure 10)

- 1P joystick: to select the game that needs to be changed.
- 1P-A button: to adjust the game difficulty.
- 1P-B button: to adjust the lives
- 1P-C button: to set all games to hardest.
- 1P-D button: to set all games to hard.
- 1P-E button: to set all games to normal.
- 1P-F button: to set all games to easy.
- ▲ Notice: when some games' difficulty show as "x(x)" or lives show as "x", it means this game has no difficulty and no lives to adjust, or it means this game doesn't support to adjust game difficulty and lives. If it is the 2nd option, please enter the game and set the game configuration specifically. (See the detail setting on "Game configuration settings").

Remark: The picture of user menu only for reference, any difference, please refers to the products.

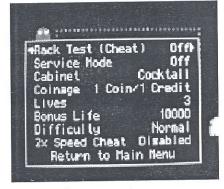
- After finishing it, press 1P-START button and follow the instruction to save. Press 1P-A button to save the modified games and press 1P-D button to force to save all games. Saving all games will cost a long time.
- Set the System mode to "Normal play" mode and enter the game list menu (as figure 2) to start game as usual.

7. Game configuration settings

Way 1 for Game configuration settings:

- 1) Enter the DIP Switch settings menu (as figure 4), set **System mode** to "Config/Edit" mode, save and quit the system settings menu, then enter the game list menu (figure 2).
- 2) Moving 1P joystick up or down to select the game you want to change, press 1P-Start button to start game and enter the game configuration editor menu(as figure 11).





(Figure 11)

(Figure 12)

- 3) Move 1P joystick to select "Dip Switches" and press 1P-A button to enter the setting menu(as figure 12). (This operation is invalid for some games, please refer to way 2.)
- 4) Select option by moving 1P joystick up or down, and press 1P-C

- or D button to adjust.
- 5) Select "Return to main menu" to quit the setting menu after setting (as figure 11), and select "Exit game" to back game list (as figure 2). Restart the game, then new settings is valid.
- 6) Please go on to set other games if you need. If not, please set System mode to "Normal play" mode and save it. Re-enter the game list and the game will be started in normal mode.

Way 2 for Game configuration settings (Original configuration adjustments):

- 1) Refer to Way 1, enter the game configuration editor menu(as figure 11), and select the item "Enter Service Mode (if have)" to enter game's original setting menu (when some games select this item, it's need to quit game first and enter again, then enter the game configuration setting menu).
- 2) Follow the instructions of the game configuration setting menu to modify game configuration and save it.
- 3) After finishing it, press S1 to show the game configuration setting menu, select "Exit game" and return to game list menu (as figure 2). Enter the game again and the new configuration is valid.

Caution: The game willl enter setting menu after starting if "service mode" is set to ON. Please refer to way 1,set "Service mode" to "OFF".

4) Set the System Mode to "Game Mode" and enter the normal playing mode.

8. S1 button function

- 1) System setting button, press S1 button to enter the system setting menu when the screen show "GAME ELF" logo (as figure 3).
- 2) On the Normal play mode, press S1 button to quit and return to the game list (as figure 2).
- 3) On the Config/Edit mode, press S1 button in the game to pop up or hide the configuration setting menu (as figure 11). Press S1 button on the game list menu (as figure 2), and enter the Edit game list interface.

9. Instruction for Home mode

1) PS2 game controller

Plug-in J5 USB port of game console (as figure 1-1) to PS2 game controller. Switch on the power, after the game controller is detected, the system will enter automatically Home mode.

For One player: connect one of PS2 game controller to J5 USB port of game console.

For Two players: add one USB 2.0 hub, connect two PS2 game controllers to hub, and then connect hub USB port to J5 socket of game console.

2) Free play

No free play on the home mode. Press SELECT to insert coins, and then press START to begin game. Set the game configuration settings to get free playing is available for most games. Please refer to page 11 to get more information.

3) Define 1P PS2 game controller as below.



(Figure 13)

Press 1P-G and 1P-H bottom at the same time to quit game.(as figure 2)

4) Sleep mode

The idle PS2 game controller will enter sleep mode when power is on.

Caution: When the controller is in sleep mode, the power switch of controller is invalid, you must press START button to wake it up, return to normal working state.

10. JAMMA wire map

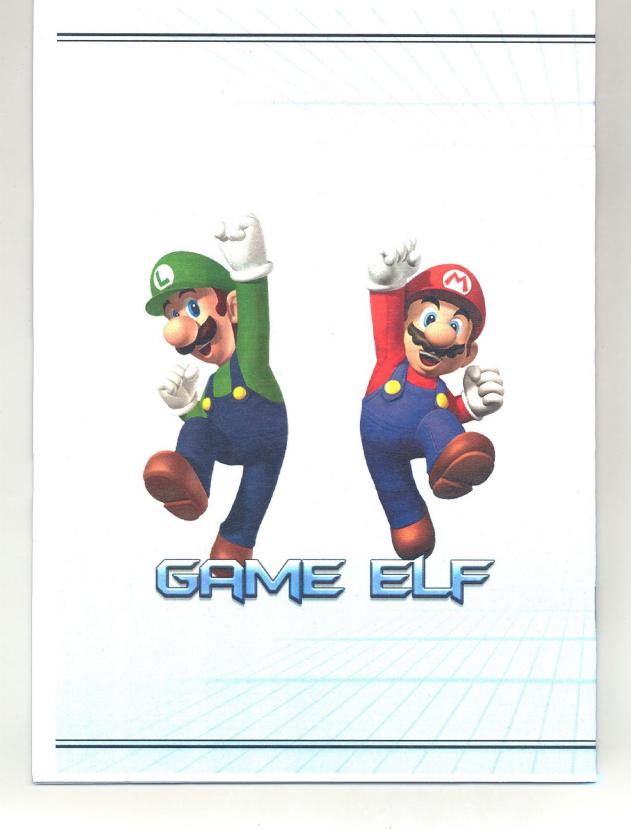
JAM	IMA W	IRE	PAP
Part side			Soild side
Definition	PIN	PIN	Definition
GND	1	1	GND
GND	2	2	GND
+5V	3	3	+5V
+5V	4	4	+5V
1/	5	5	/
+12V	6	6	+12V
/	7	7	/
/	8	8	/
JMA9	9	9	ЈМВ9
SPEAKER+	10	10	SPEAKER-
JMA11	11	1.1	JMB11
VIDEO R	12	12	VIDEO G
VIDEO B	13	13	VIDEO SYNC
GND	14	14	SERVICE
TEST	15	15	JMB15
1P-COIN	16	16	2P-COIN
1P-START	17	17	2P-START
1P-UP	18	18	2P-UP
1P-DOWN	19	19	2P-DOWN
1P-LEFT	20	20	2P-LEFT
1P-RIGHT	21	21	2P-RIGHT
1P-A	22	22	2P-A
1P-B	23	23	2P-B
1P-C	24	24	2P-C
1P-D	25	25	2P-D
1P-E	26	26	2P-E
1P-F	27	27	2P-F
GND	28	28	GND

▲ Caution: Do not connect the PIN27 of JAMMA port to ground lead, it will affect the game's playing.

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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.



001.Ms. Pac-Man	
002.Ms. Pac-Man (speedup)	
003.Ms. Pac-Man Plus	
004. Galaga	
005. Frogger	
006. Frog	
007. Donkey Kong	
008. Crazy Kong	
009. Donkey Kong Junior	
010. Donkey Kong 3	
011. Galaxian	
012. Galaxian Part X	
013. Galaxian Turbo	
014. Dig Dug	
015. Crush Roller	
016. Mr. Do!	
017. Space Invaders Part II	
018. Super Invaders (EMAG)	
019. Return of the Invaders	
020. Super Space Invaders '91	
021. Pac-Man	
022. PuckMan	
023. PuckMan (speedup)	
024. New Puck-X	
025. Newpuc2	
026. Galaga 3	
027. Gyruss	
028. Tank Battalion	
29. 1942	
030. Lady Bug	
031. Burger Time	=
032. Mappy	
033. Centipede	
034. Millipede	
035. Jr. Pac-Man	
036. Pengo	
037. Son of Phoenix	
038. Time Pilot	-
039. Super Cobra	
040. Video Hustler	
041. Space Panic	
042. Space Panic (harder)	
043. Super Breakout	

	044. Arkanoid
	045. Super Qix
	046. Juno First
	047. Xevious
	048.Mr. Do's Castle
	049. Moon Cresta
	050. Pinball Action
	051. Scramble
	052. Super Pac-Man
	053. Bomb Jack
	054. Shao-Lin's Road
	055. King & Balloon
<u> </u>	56. 1943
	057. Van-Van Car
	058. Pac-Man Plus
	059. Pac & Pal
	060. Dig Dug II
	061. Amidar
	062. Zaxxon
	063. Super Zaxxon
	064. Pooyan
	065. Pleiads
	066. Gun. Smoke
	067. The End
	068. 1943 Kai
	069. Congo Bongo
	070. Jumping Jack
	071. Big Kong
	072. Bongo
	073. Gaplus
	074. Ms. Pac Attack
	075. Abscam
	076. Ajax
	077. Ali Baba and 40 Thieves
	078. Finalizer - Super Transformation
	079. Arabian
	080. Armored Car
	081. Astro Blaster
	082. Astro Fighter
	083. Astro Invader
	084. Battle Lane!
	085.Battle-Road, The
	086. Beastie Feastie

087. Bio Attack	
088. Black Hole	
089. Block Gal	
090. Blue Print	
091.Bump 'n' Jump	
092. Cavelon	
093. Cheeky Mouse	
094.Circus Charlie	
095. Commando	
096. Darwin 4078	
097. Defend the Terra Attack -	UFC
098. Devil Fish	
099. Devil Zone	
100. Dingo	
101. Disco No. 1	
102. Dock Man	
103. Dog Fight (Thunderbolt)	
104. Dommy	
105. Dorodon	
106. Dr. Micro	
107. Dr. Toppel's Adventure	
108. Dream Shópper	-
109. Eagle	
110. Eggor	
111.Eight Ball Action	
112. Enigma 2	
113. Exciting Soccer	
114. Exerion	
115. Eyes	
116. Fantazia	
117.Labyrinth Runner	
118. Fighting Roller	
119. Fire Battle	
120. Fire Trap	
121. Fly-Boy	
122. Free Kick	
123. Funky Bee	
124. Funky Fish	10.0
125. Funny Mouse	
126. Future Spy	
127. Galaxy Wars	
28. Gardia	

130. Go Go Mr. Yamaguchi
131. Gorkans
132. Grobda
133. Gun Dealer
134. Guzzler
135. Gyrodine
136. Hangly-Man
137. Hero in the Castle of Doom
138. High Way Race
139. Hoccer
140. Hopper Robo
141. Intrepid
142. Jack the Giantkiller
143. Joinem
144. Jolly Jogger
145. Joyman
146. Jump Coaster
147. Jungler
148. Crazy Rally
149. Kangaroo
150. Kaos
151. Kicker
152. Korosuke Roller
153. Lasso
154. Lock' n' Chase
155. Loco-Motion
156. Looping
157. Lunar Rescue
158. Mad Alien
159. VS Gong Fight
160. 800 Fathoms
161. Mighty Guy
162. Mighty Monkey
163. Mikie
164. Minky Monkey 165. Mission 660
166. Mister Viking
167. Money Money
168. Monkey Donkey
169. Monster Bash
170. Moon Alien
171. Moon Alien Part 2 172. Moonwar

173. Motos	
174. Mouser	
175.Mr. Jong	
176. Mr. Kougar	
177. Mr. TNT	
178. Mysterious Stones	
179. Naughty Boy	
180. Naughty Mouse	
181. Navarone	
182. Net Wars	
183. New Sinbad 7	12-
184. Wild Western	
185. Nibbler	
186. Ninja Emaki	
187. Jackal	
188. Gomoku Narabe Renju	
189. Nunchackun	
190. 01 i - Boo - Chu	
191. Ozma Wars	
192. Pandora's Palace	-
193. Strata Bowling	
194. Percussor, The	
195. Perestroika Girls	
196. Performan	
197. Phozon	
198. Pickin'	
199. Pinbo	
200. Piranha	
201. Pisces	
202. Pit, The	
203. Polaris	
204. Pop Flamer	
205. Popper	150
206. Power Surge	N L
207. Pro Baseball Skill Tryout	
208. City Bomber	
209. Rafflesia	
210. Regulus	
211. Road Fighter	111
212. Roc'n Rope	His
213. Round-Up	
214. Rug Rats	
215. S. R. D. S. R. D. S. R. D. Missio	n

2	16. SWAT
2	17. Samurai Nihon-ichi
2	18. Satan of Saturn
2	19. Saturn
2	20. Bagman
2	21.Scrambled Egg
2	22. Senjyo
2	23. Shot Rider
2	24.Sindbad Mystery
2	25. Sky Base
2	26. Seicross
2	27. Space King 2
2	28. Space Firebird
	29. Space Force
2	30. Space Pilot
2	31. Space Raider
2	32. Space Thunderbird
2	233. Speak & Rescue
2	234. Speed Ball
2	235. Springer
2	236. Star Force
2	237. Star Jacker
2	238. Stinger
2	239. Streaking
2	240. Super Bagman
4	241. Super Basketball
4	242. Super Doubles Tennis
4	243. Super Galaxians
2	244. Super Mouse
1	245. Gigas
	246. Swarm
	247. Syusse Oozumou
	248. Tactician
	249. Slither
	250. Top Roller
	251. Tower of Druaga
	252. Traverse USA
	253. Triple Punch
	254. Turpin
	255. Tutankham
	256.UniWar S
	257. Vastar
	258. Vulgus

2	259. Wanted
6	260. Warp & Warp
2	261. Water Ski
0	262. Wiping
-	263. Wiz
6	264. Woodpecker
	265. Yamato
-	266.Omega Fighter Special
-	267. Zig Zag
10000	268.Cutie Q
A comme	269. Zodiack
200000	270. Zzyzzyxx
200	271. Anteater
	272. Blades of Steel
33 63	273. Bomb Bee
	274. Turbo Force
-	275. Kuhga
	276. Thundercade / Twin Formation
	277. Devastators
	278. Aero Fighters
	279. Sonic Wings
	280. Tetris(1P)
	281. Truxton / Tatsujin
	282. Out Zone
	283. Lightning Fighters
	284. Super Contra
	285. Rally Bike
l	286. Gang Busters
l	287. Mercs
	288. Time Scanner
	, m
	289. Varth - Operation Thunderstorm
-	290. Argus
	291. Image Fight
	292. Youma Ninpou Chou
	293. Blast Off
	294. Galaga (fast shoot)
	295. Truxton II / Tatsujin II
	296. Mahou Daisakusen
	297. Zing Zing Zip
	298. Armed Formation
A Second	299. Commando
d	300. Dragon Spirit

0	302. Sky Soldiers
-	303. TNK III
-	304. Terra Cresta
-	305. Air Duel
•	806. Blazer
	307. Gals Panic
	308. Quester
	309. Caliber 50
-	310. DownTown
100000000	311. Dyger
90 93	312. Tiger Heli
	313.Slap Fight (Japan)
5020000	314.Slap Fight (English)
Secretary of	315. Ikari Warriors
0.00	316. Ashura Blaster
	317. Master of Weapon
	318. Gun & Frontier
	319. Fighting Hawk
	320. Twin Cobra
	321. Flying Shark
	322. Time Soldiers
	323. Battlantis
	324. The Hustler
	325. War of Aero
	326. Galaga '88
Ī	327. Assault
	328. Dragon Saber
Ī	329. Cosmo Gang the Video
Ī	330. Sky Fox
F	331. SAR - Search And Rescue
	332. Tail to Nose - Great Championship
	333. Super Formula
	334. Final Star Force
	335. Galaga '84
	336. Dangar - Ufo Robo
	337. Last Duel
	338. Mad Gear
	339. Alley Master
	340. Legendary Wings
	341. Wrestle War
	342. Block Block
	343. Rompers
	344. Bow1-0-Rama

345. Twin Eagle	
346. Victory Road	43
347. Extermination	
348. Plus Alpha	
349.Bells & Whistles	
350. Kageki	
351.1941 - Counter Attack	
352. Alpine Ski	
353. APB - All Points Bulletin	1
354. Carnival	
355. Electric Yo-Yo, The	
356. fastfred	
357. Front Line	
358. Green Beret	
359. Guerrilla War	
360. Journey (1P)	
361. Joust 2	
362. Karate Champ	
363. Kick	
364. Krull	
365.Lost Tomb (easy)	
366. Up'n Down	
367. Mad Planets	
368. Mega Zone	
369. Phoenix	
370. Q*bert	
371. Q*bert's Qubes	
372. Qix	
373. Qix 2	
374. Ring King	
375. Satan's Hollow	
376. Sinistar	
377. Solar Fox	
378. Space Dungeon	
379. Space Invaders	

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	380. Speed Rumbler, The
	381. Tac/Scan
	382. Tag Team Wrestling
	383. Tempest
	384.19XX:The War Against Destiny
	385. Time Pilot '84
	386. Toobin'
	387. Tournament Arkanoid
	388. Tron
	389. Colony 7
	390. Play Girls 2
	391. Play Girls
	392.Bull Fighter
	393. Evil Stone
	394. Trick Trap
	395.Arkanoid - Revenge of DOH
	396. Gorf
	397. Arbalester
	398. 1945k III
	399. DonPachi
	400. DoDonPachi
	401. Dimahoo
	402. Fantasia
	403. Fantasy '95
	404. Gals Panic
	405. New Fantasia
	406. Super Model
	407. Guwange
	408. Battle Bakraid
	409. Dangun Feveron
	410. ESP Ra. De.
	411. Spiders
	412. Raiden