



Service #

**708-215-5100**

Jerry Korbecki ext. 122

# INSTRUCTION MANUAL

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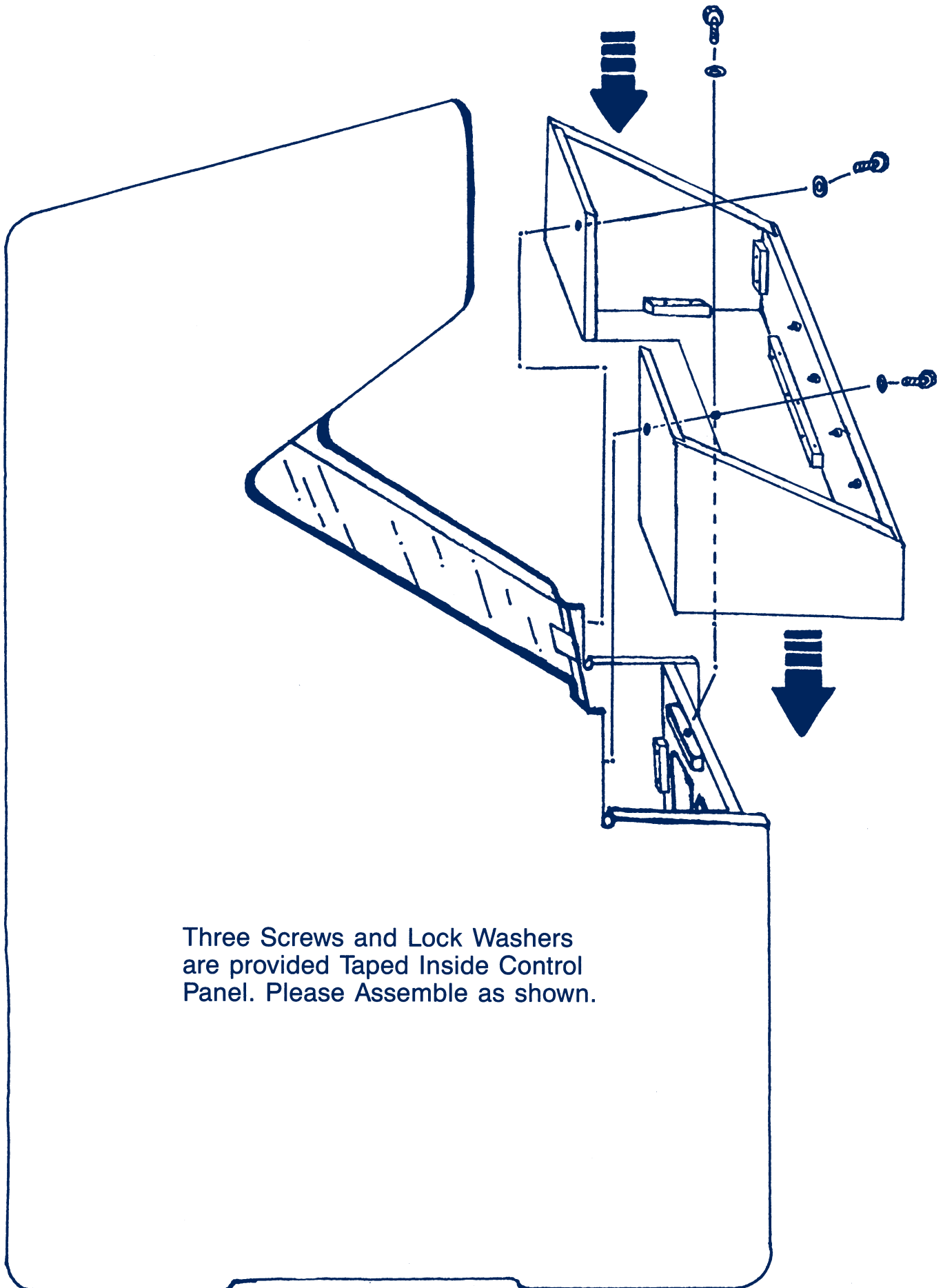
Part No. 081400

# VENDETTA™ PARTS LIST

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<b>Part #</b>	<b>Description</b>
072010	AC Harness
072011	DC Harness
081003	Vendetta PCB
081100	Vendetta Control Panel Overlay
081101	Instruction Decal
081200	Marquee
081300	Upper Right Side Decal
081301	Upper Left Side Decal
081302	Middle Right Side Decal
081303	Middle Left Side Decal
081304	Lower Right Side Decal
081305	Lower Left Side Decal
081400	Manual
30110	Red Button
30112	Blue Button
30118	Yellow Button
30119	Green Button
30202	Switch Holder
30250	Palnuts
30304	Red Joy Stick
30305	Blue Joy Stick
30306	Green Joy Stick
30307	Yellow Joy Stick
35404	Power Supply
40356	Tempered Glass
40524	Monitor

# CONTROL PANEL ASSEMBLY



Three Screws and Lock Washers  
are provided Taped Inside Control  
Panel. Please Assemble as shown.

# VENDETTA™ TECHNICAL INFORMATION

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## TECHNICAL INFORMATION

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- (1) Required power capacity  
GND-Vcc 5V 4A or more  
GND-(+12V)  
\*See the Wiring Diagram.
- (2) Output  
R (red) analog, positive  
G (green) analog, positive  
B (blue) analog, positive  
SYNC. H-V complexed, negative
- (3) The monitor should be horizontally installed.
- (4) Use the volume knob on the PCB to adjust sound level.  
Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.
- (5) Handle with care.

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## PLAY INSTRUCTION

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- 1 to 4 players.
- Decide the character you want to control out of the four Cobras. Deposit coin(s) in coin slot of your favorite character and press the punch or kick button to start the game.
- Control your character using the 8-way joystick and attack the enemies by using the punch and kick button.
- Press the punch and kick button simultaneously for a stronger attack.
- Waggle the joystick or press the button repeatedly to avoid enemy attack when you are captured or floored.
- Press the punch and kick button on coming closer to the enemies to hold them for your advantageous attack. (e.g.—You can head-lock the enemies, throw them away and etc.)
- Pick up weapons (a bat, a knife, a shotgun and etc.) for special attack. And pick up items on the ground (a wooden box, a gasoline drum, a water bucket, a bottle, a barrel and etc.) to throw at enemies.  
\*Please note: All items as weapons are limited in number of their use.
- Pick up food (a roast chicken and etc.) to restore your energy.
- You will lose a life when your energy is exhausted. The game is over when you have used up all your lives.
- There are 8 stages and one extra stage. Each stage has three or four scenes.
- You may continue the game as many times as you want. Any player can join at any time.

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## CABINET INFORMATION

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- (1) Use a multi control upright cabinet with four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are necessary. Start buttons are substituted by the function buttons for each player.



8-Way  
Joystick



Punch  
Button



Kick  
Button

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## SELF TEST

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Normal: OK will be displayed. Then the game will start.  
Abnormal: BAD will be displayed and self test will repeat itself. If "13B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

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## MANUAL TEST

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### (1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MENU SCREEN of the Manual Test.

NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

### (2) HOW TO RETURN TO THE GAME MODE

Select "EXIT" on the MENU SCREEN to return to the game mode.

### (3) ITEMS AND HOW TO SELECT

Move arrow with 1P JOYSTICK to desired test and press 1P PUNCH button to begin. Select "EXIT" to return to the MENU SCREEN.

- |  |
|--|
| <ol style="list-style-type: none"><li>1. ROM Check</li><li>2. Screen Check</li><li>3. Color Check</li><li>4. I/O Check</li><li>5. Music Check</li><li>6. Sound Check</li><li>7. Coin, Game Options</li><li>.EXIT</li></ol> |
|--|

### (4) EXPLANATION OF THE ITEMS

#### 1. ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" and check-sums will be displayed on the screen.

In this test only, you cannot return to the MENU SCREEN until the test is through.

#### 2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

#### 3. COLOR CHECK

Adjust color brightness.

#### 4. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on.

#### 5. MUSIC CHECK

Select "NEXT MUSIC" to change music.

#### 6. SOUND CHECK

Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

# VENDETTA™ GAME SET UP

## 7. COIN, GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press PUNCH button. After modification is completed in the sub-screen, select EXIT to save and return to this screen.

7. COIN, GAME OPTIONS
7-1. COIN SETTING
STARTING 1 COIN 1 CREDIT
CONTINUE 1 COIN 1 CREDIT
7-2. NUMBER OF PLAYERS
2 PLAYERS
7-3. DIFFICULTY
NORMAL
7-4. SOUND IN ATTRACT MODE
ON
7-5. VIDEO SCREEN FLIP
NORMAL
7-6. SOUND OUTPUT
STEREO
7-7. FACTORY SETTING
.EXIT

## 7-1. COIN SETTING

Selecting this item, the screen shows following options.

PREMIUM START SETTING	
<input type="radio"/>	OFF
	ON
	EXIT
COINS	CREDITS
<input type="radio"/> 1	1
1	2
1	3
1	4
1	5
1	6
1	7
2	1
2	3
2	5
3	1
3	2
3	4
4	1
4	3
4	5

① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and for continuation will be the same. Select "EXIT" and return to the original screen.

# VENDETTA™ GAME SET UP (Cont.)

② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers.

PREMIUM START SETTING		
	<input type="radio"/> OFF	
	<input type="radio"/> ON	
	<input type="radio"/> EXIT	
NUMBER OF EXTRA COINS FOR PREMIUM START	COINS	CREDITS
<input type="radio"/> 1	1	1
2	1	2
3	1	3
4	1	4
5	1	5
	2	6
	1	7
	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

\* shows recommended setting for PREMIUM START

## 7-2. NUMBER OF PLAYERS LIVES

<input type="radio"/> . 1 LIFE
<input type="radio"/> . 2 LIVES
<input type="radio"/> . 3 LIVES
<input type="radio"/> . 4 LIVES
<input type="radio"/> . 5 LIVES
<input type="radio"/> . 6 LIVES
<input type="radio"/> . 7 LIVES
<input type="radio"/> .EXIT

## 7-3. DIFFICULTY LEVEL

<input type="radio"/> . EASY
<input type="radio"/> . NORMAL
<input type="radio"/> . DIFFICULT
<input type="radio"/> . VERY DIFFICULT
<input type="radio"/> .EXIT

## 7-4. SOUND IN ATTRACT MODE

<input type="radio"/> . OFF
<input type="radio"/> . ON
<input type="radio"/> .EXIT

## 7-5. VIDEO SCREEN FLIP

<input type="radio"/> . NORMAL
<input type="radio"/> . UPSIDE DOWN
<input type="radio"/> .EXIT

## 7-6. SOUND OUTPUT

<input type="radio"/> . MONAURAL
<input type="radio"/> . STEREO
<input type="radio"/> .EXIT

\*  shows recommended settings.

## 7-7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING."

# VENDETTA™: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

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**CN3  
3P  
CONTROLS**

1	Coin 3	White/Violet
2	Empty	
3	3P Left	White/Red
4	3P Right	White/Yellow
5	3P Up	White/Black
6	3P Down	White/Blue
7	3P Punch	White/Brown
8	3P Kick	White/Orange
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

**CN4  
4P  
CONTROLS**

1	Coin 4	Blue
2	Empty	
3	4P Left	Yellow/Black
4	4P Right	Brown/Black
5	4P Up	Green/Yellow
6	4P Down	Yellow/Red
7	4P Punch	Yellow/White
8	4P Kick	Yellow/Blue
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

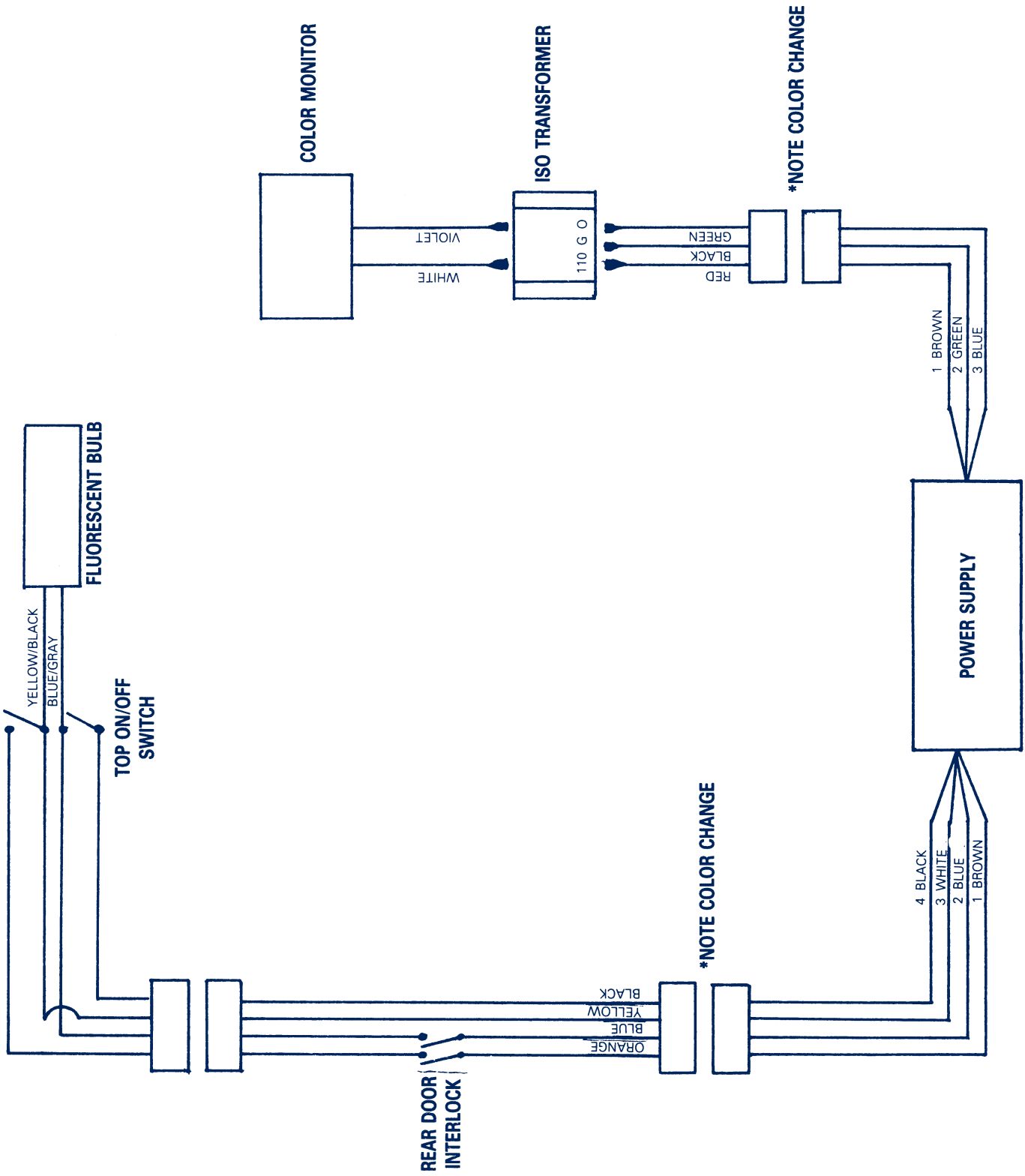


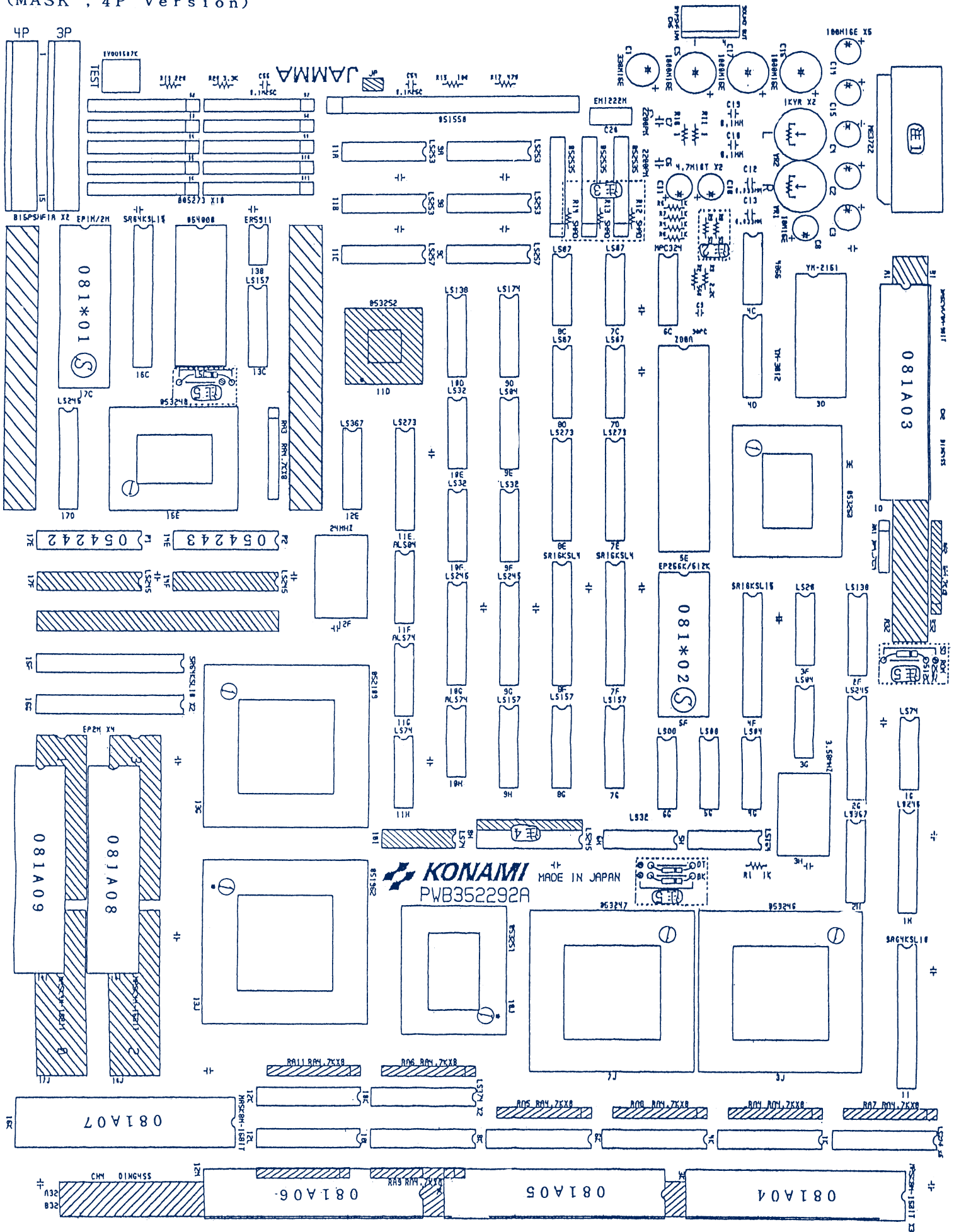
# VENDETTA™: WIRING HARNESS

WIRE COLOR KEY:		← Solder Side	Parts Side →		
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+ 12V DC	F	6	+ 12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/VIOLET
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	TEST	YELLOW
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	(EMPTY)	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P PUNCH	Z	22	1P PUNCH	RED/WHITE
ORANGE/GRAY	2P KICK	a	23	1P KICK	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

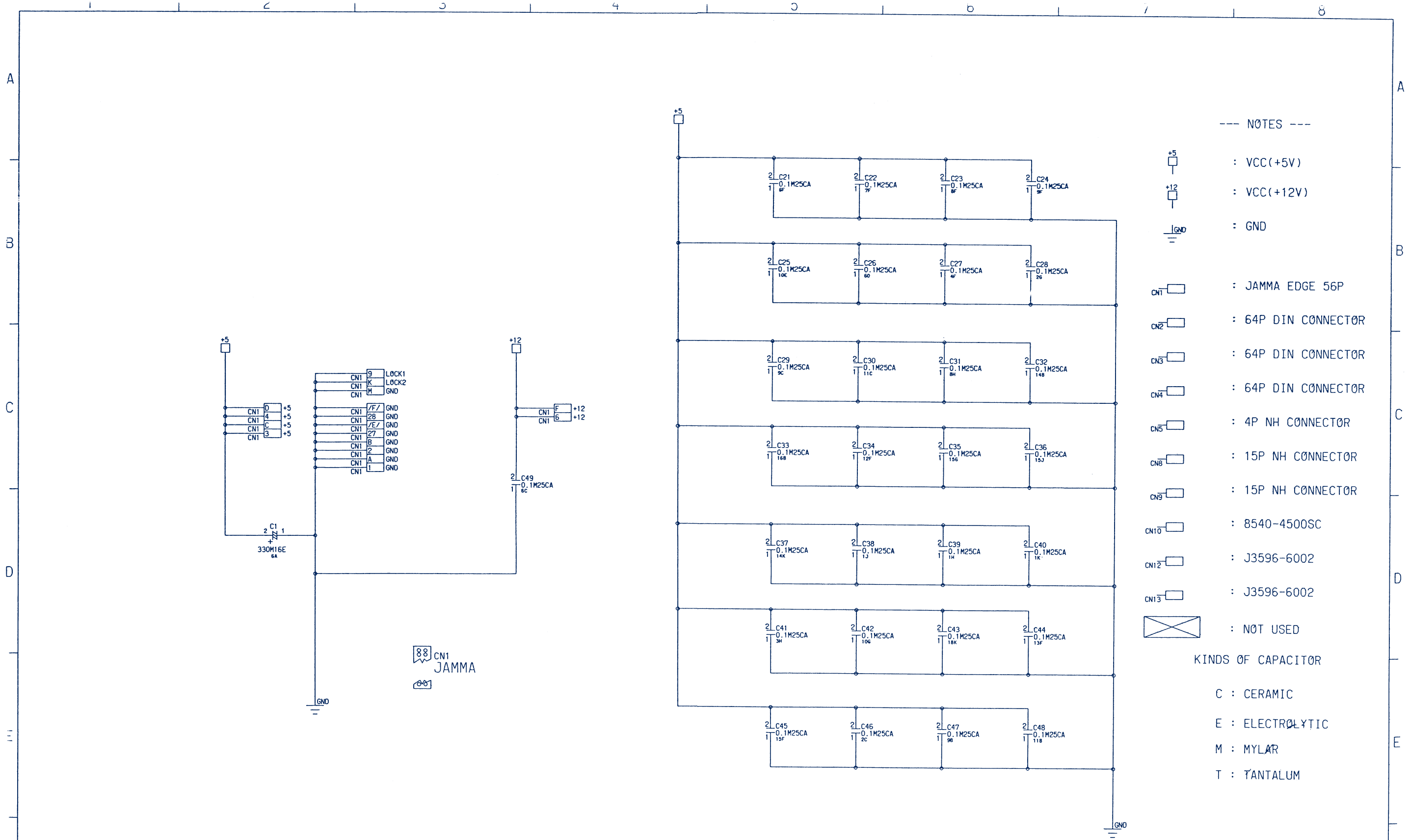
# AC WIRING HARNESS





**THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIREED OPERATION.**





--- NOTES ---

- : VCC(+5V)
- : VCC(+12V)
- : GND
- : JAMMA EDGE 56P
- : 64P DIN CONNECTOR
- : 64P DIN CONNECTOR
- : 64P DIN CONNECTOR
- : 4P NH CONNECTOR
- : 15P NH CONNECTOR
- : 15P NH CONNECTOR
- : 8540-4500SC
- : J3596-6002
- : J3596-6002
- : NOT USED

KINDS OF CAPACITOR

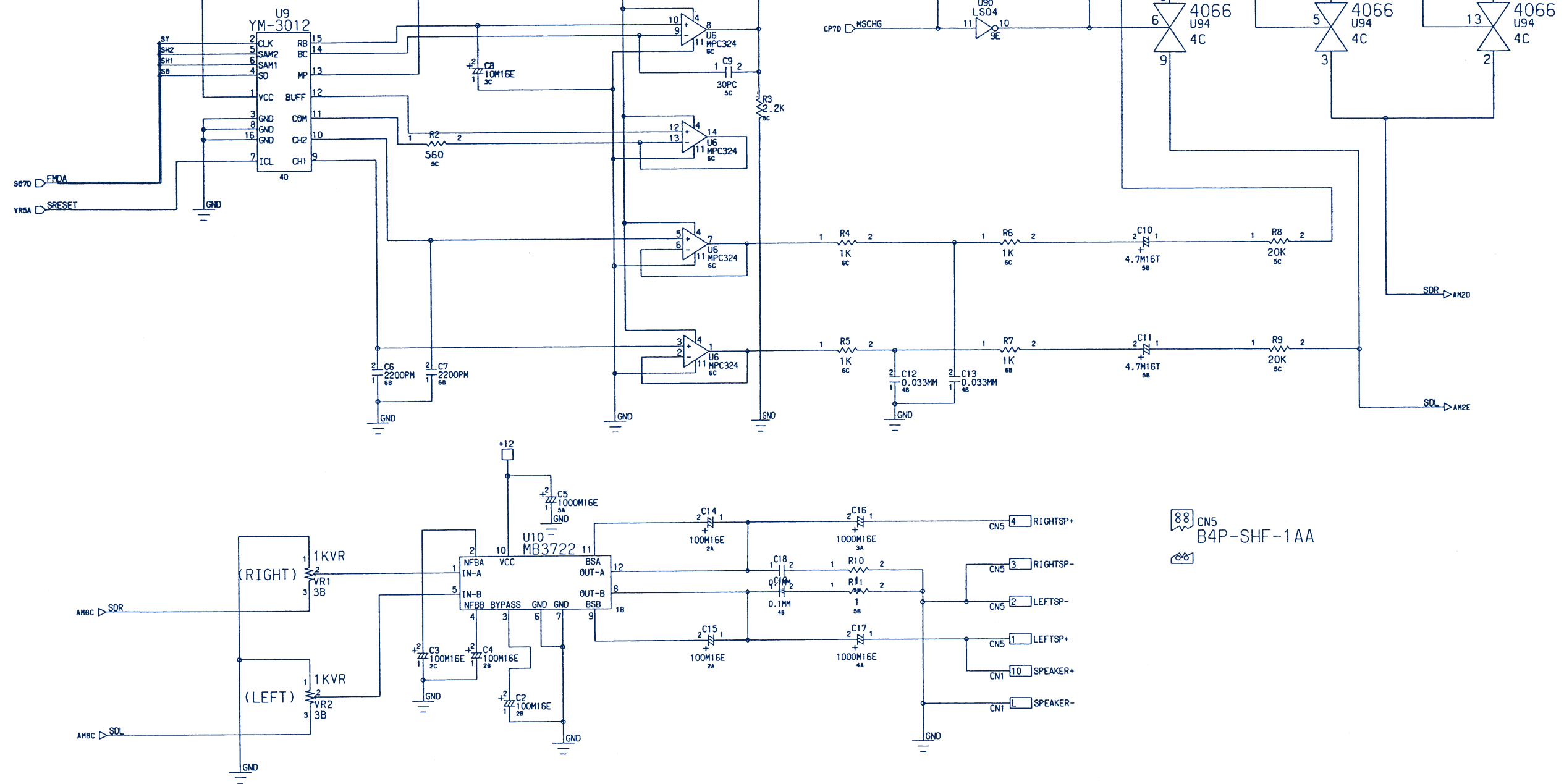
- C : CERAMIC
- E : ELECTROLYTIC
- M : MYLAR
- T : TANTALUM

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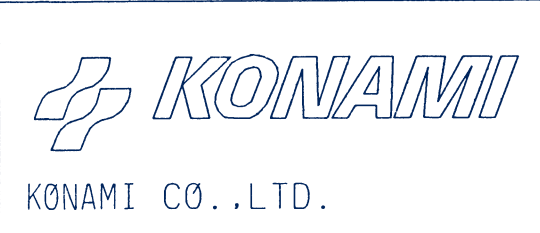
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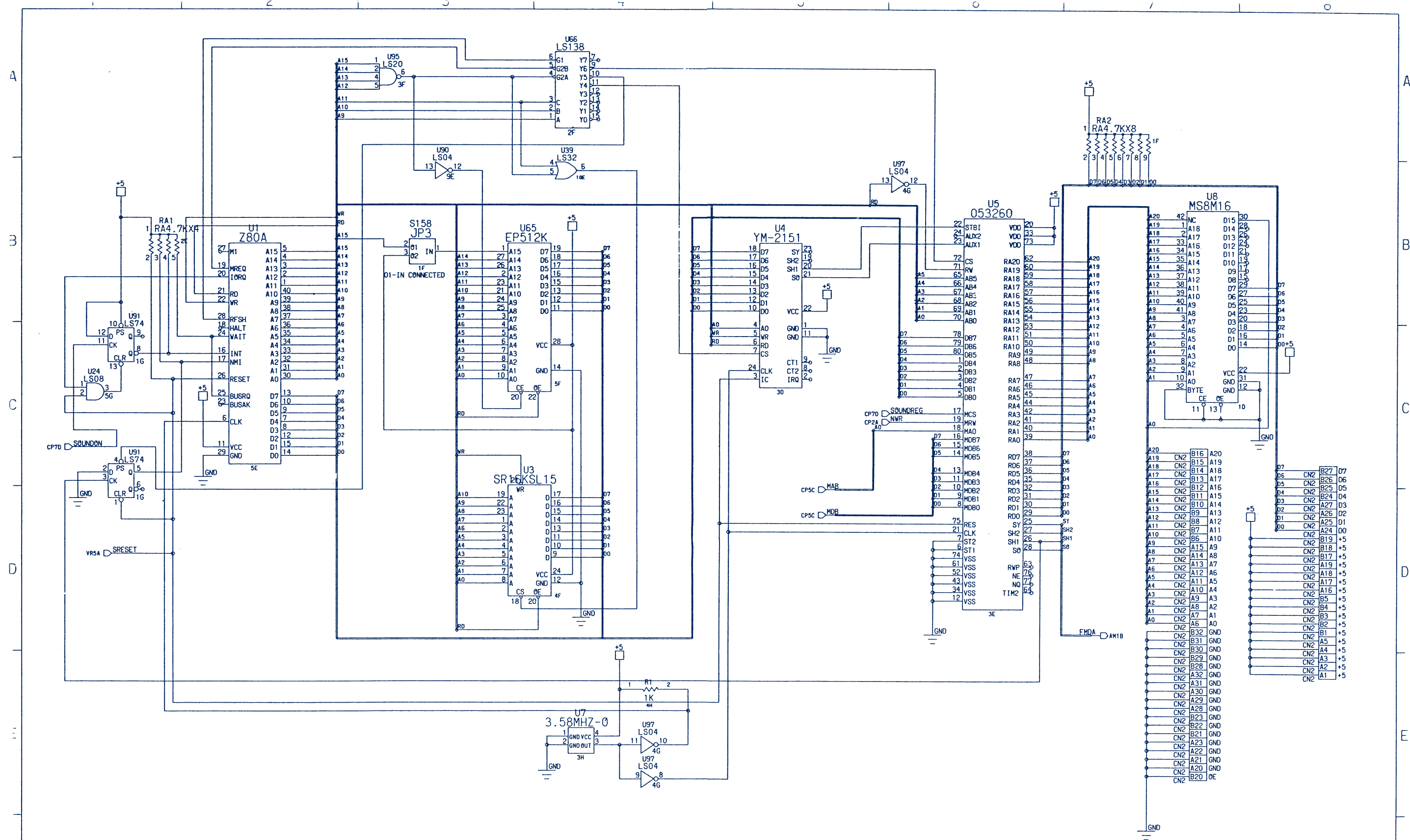


88 CN5  
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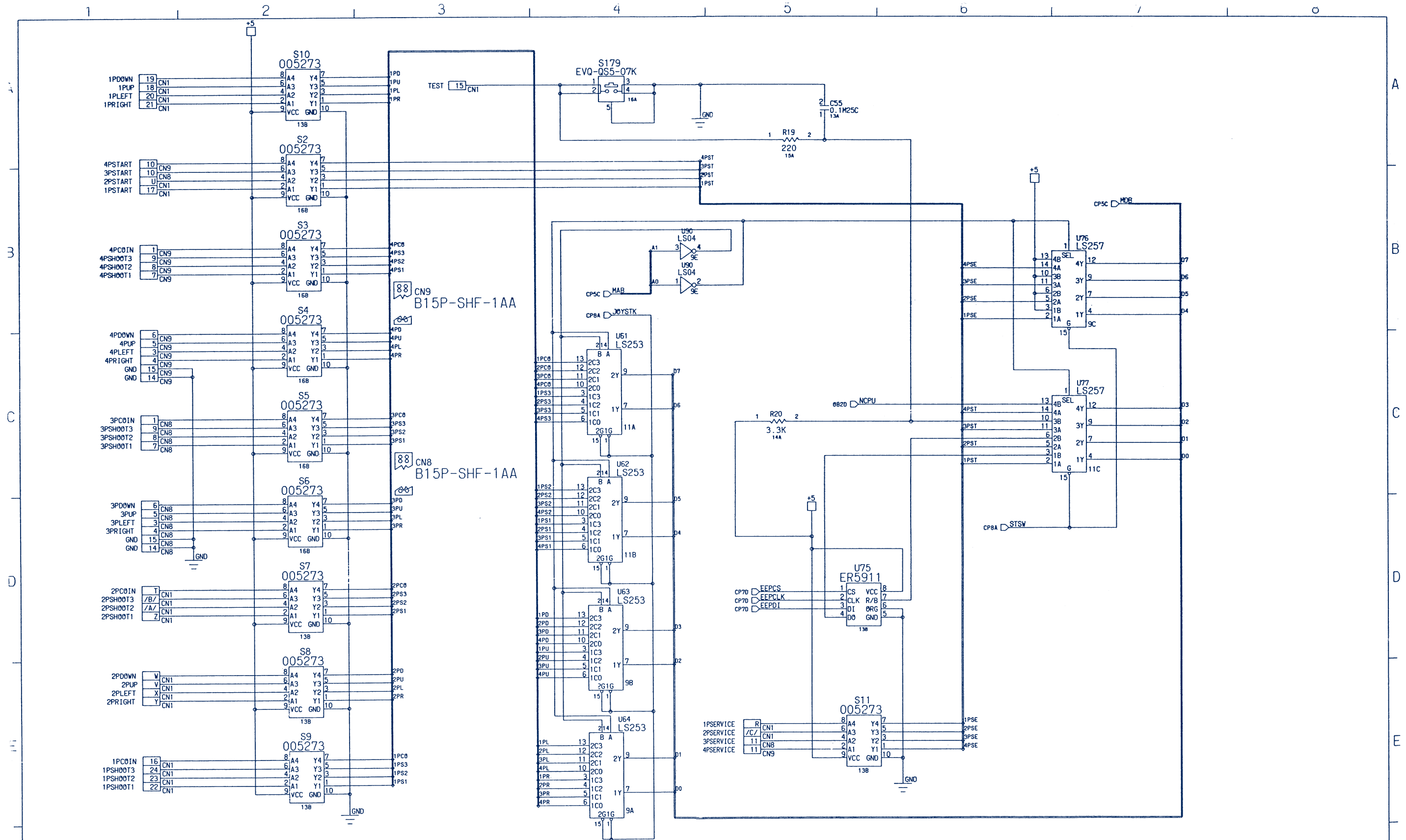


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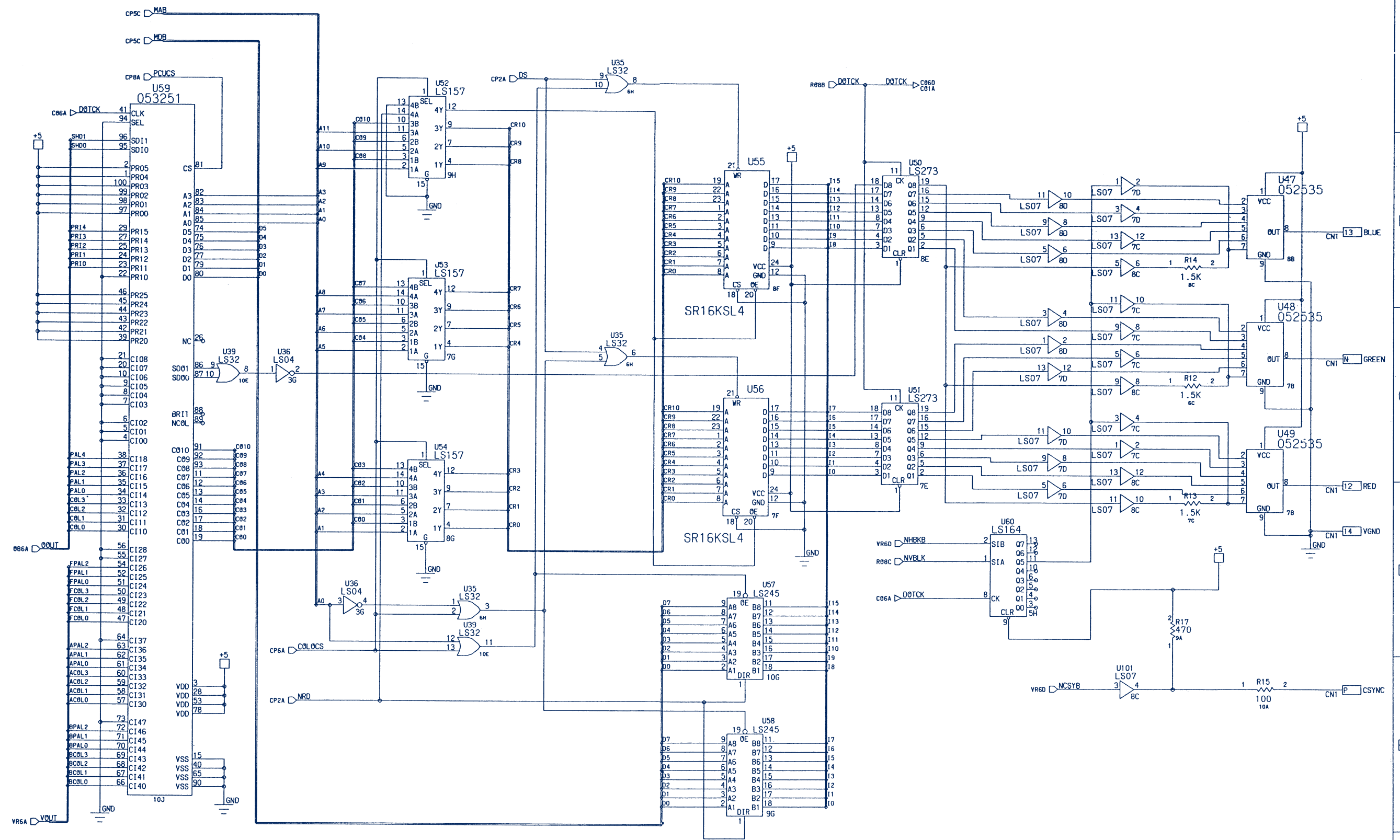
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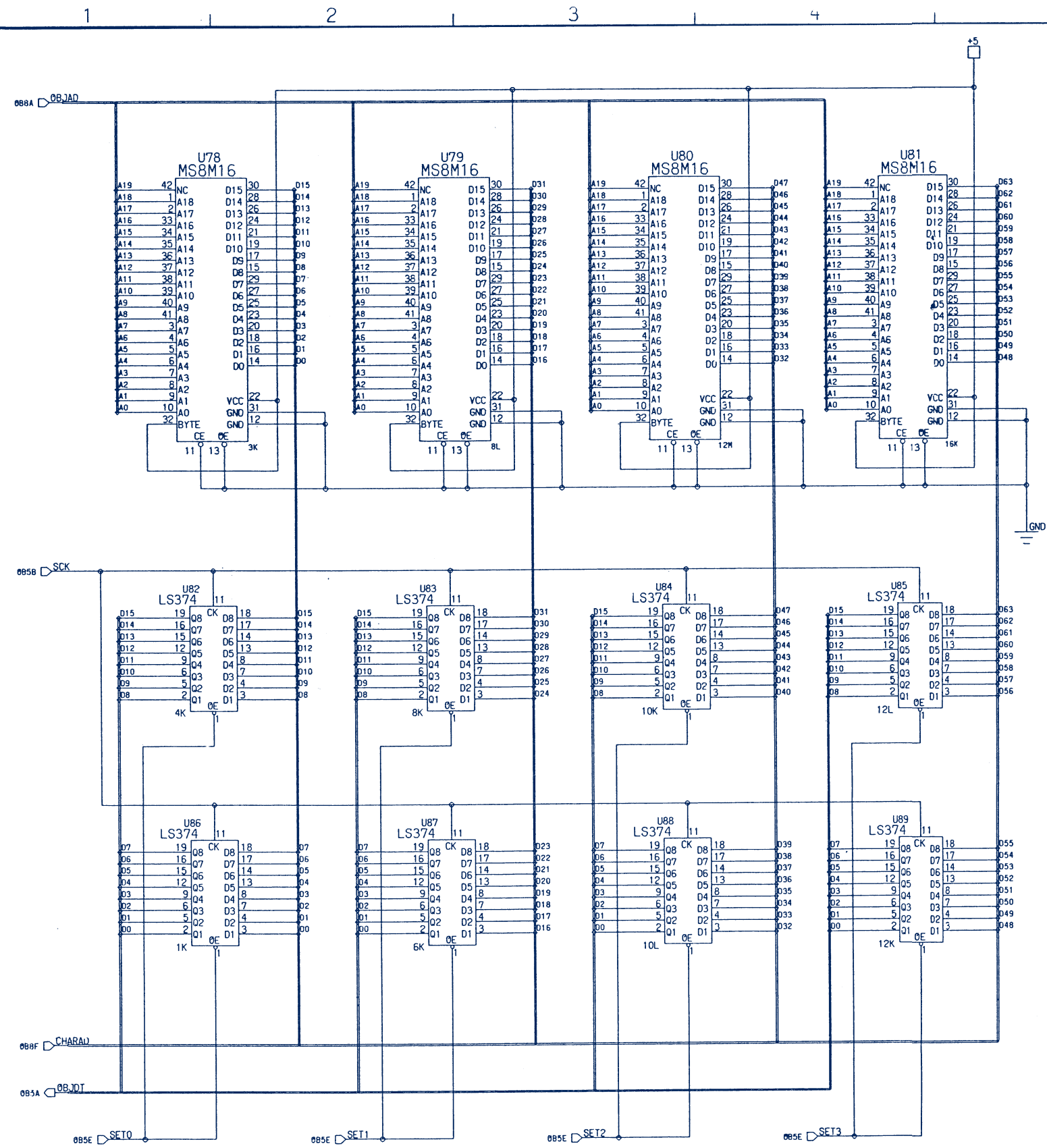




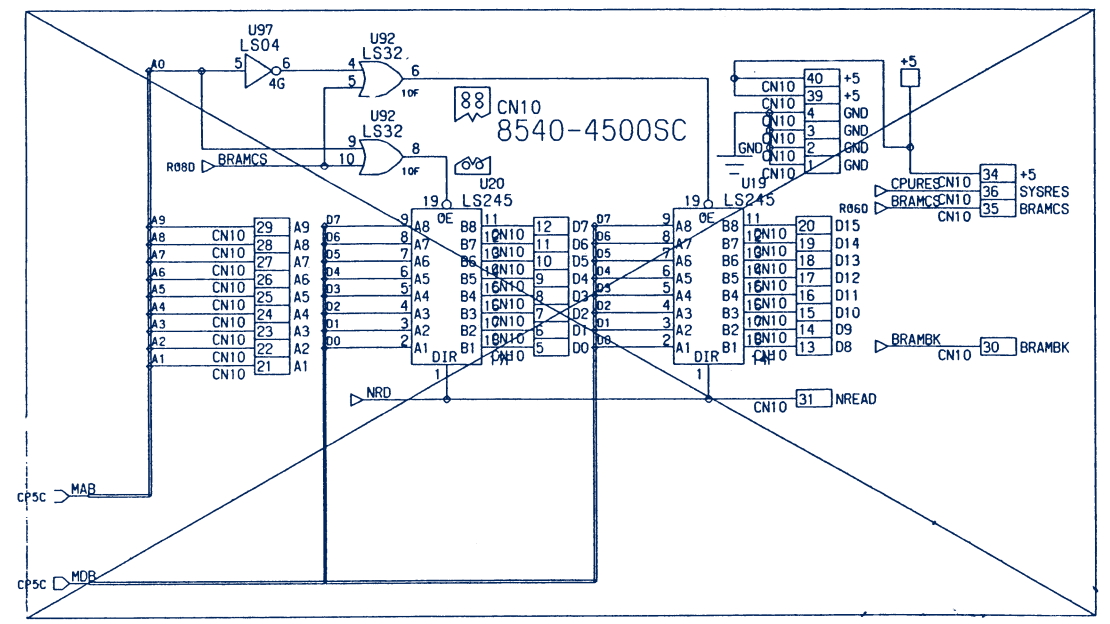
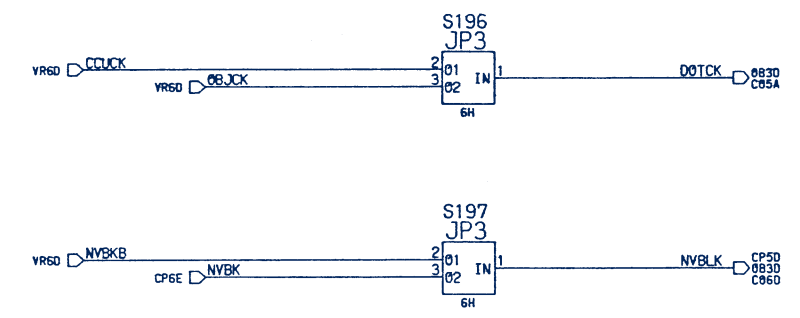
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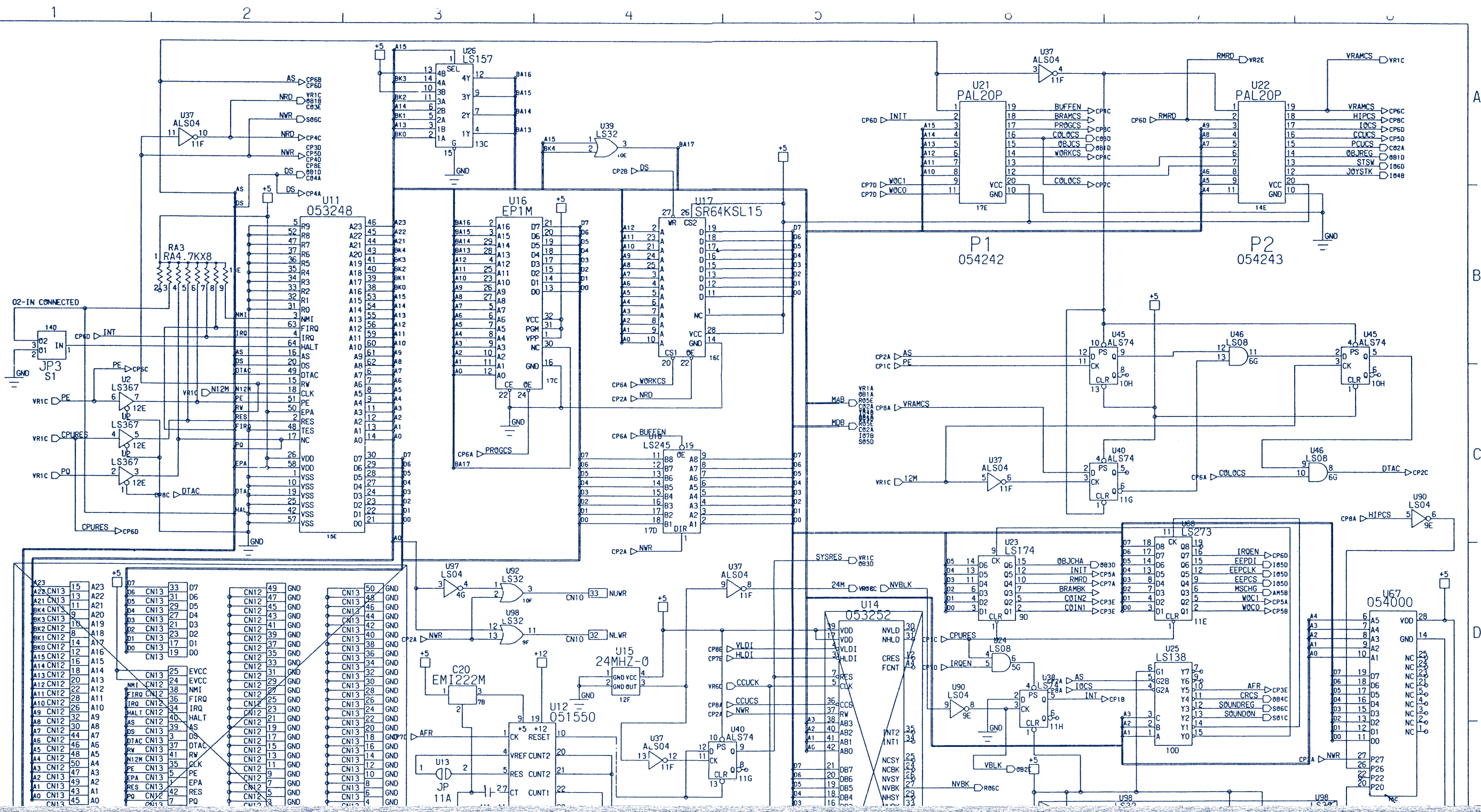
GX975 USES 01-IN CONNECTION  
GX081 USES 02-IN CONNECTION



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**WIRING DIAGRAM**

