

KONAMI®

Special Features
* English or
Spanish Screen
Instructions
* Game Audits
* Two Different
Play Versions

LETHAL ENFORCERS™

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Lethal Enforcers™ is a trademark of Konami®

Service & Parts #

708-215-5100

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INSTRUCTION MANUAL

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LETHAL ENFORCERS
has the capability of two different
play settings.

ARCADE VERSION

1 or 2 people may play at the same time. The players must use their skill to advance to higher stages.

STREET VERSION

1 or 2 people may play at the same time. The players may choose their level when the stage select screen appears.

*Konami recommends **STREET VERSION** settings for any **ADULT** location. (See page 3 Dip Switch Settings.)

LETHAL ENFORCERS PARTS LIST

Part #	Description
191003	Lethal Enforcers PCB
191011	Lethal Enforcers DC Harness
191010	Lethal Enforcers AC Harness
191100	Lethal Enforcers CPO
191101	Lethal Enforcers Instruction Decal
191102	Lethal Enforcers Bullet Hole
191103	Lethal Enforcers Bezel Panel
191200	Lethal Enforcers Marquee
191300	Lethal Enforcers U/R Side Decal
191301	Lethal Enforcers U/L Side Decal
191302	Lethal Enforcers M/R Side Decal
191303	Lethal Enforcers M/L Side Decal
191304	Lethal Enforcers L/R Side Decal
191305	Lethal Enforcers L/L Side Decal
191400	Lethal Enforcers Manual
191605	Lethal Enforcers Cabinet
191800	Red Gun
191801	Blue Gun
191900	Gun Holster
191901	Cable Clamp
191902	Gun Extention Cable
191903	3mm Alan Wrench
30255	Test Button
30261	Switches
30262	Palnuts
30282	Red 2" Clear Button
30283	Blue 2" Clear Button
35205	ISO Trans
35405	Power Supply
40101	Coin Door with Mirror
40211	109 Degree Brackets
40356	Monitor Glass
40357	Marquee Glass
40361	Mirror Glass
40525	25" Monitor HV Cap
40700	Light Fixture
40702	Light Bulbs
602628	Button Plate

LETHAL ENFORCERS WIRING HARNESS

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

(BASE COLOR/LINE COLOR)

LETHAL ENFORCERS TECHNICAL INFORMATION

TECHNICAL INFORMATION

- (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 horizontal and face up installed.
- (4) There is no sound volume knob on the PCB. Sound level should be adjusted in the "GAME OPTIONS" in the Manual Test mode. (See page 6.)
- (5) Handle with care.

DIP SWITCH SETTINGS AND CABINETS AVAILABLE

This game is equipped with a 4-bit DIP SWITCH on the PCB (position Q1); Switching an Arcade type game to a Street type game and other changes will easily be done with these DIP switches.

	CONTENTS	ON	OFF
SW1	SOUND OUTPUT	MONAURAL	STEREO
SW2	COIN MECHANISM	INDEPENDENT	COMMON
SW3	GAME TYPE	ARCADE	STREET
SW4	LANGUAGE	SPANISH	ENGLISH

*Bold letters show default settings.

Note:

- 1) On the STEREO cabinet, set SW1 at "ON" so that you can get better music and sound effects.
- 2) Regarding other game options and coin options, refer to "Manual Test" on page 3.

CONTROL PANEL INFORMATION

Use a dual control panel with a gun and a start button for each player.



LETHAL ENFORCERS TECHNICAL INFORMATION (cont.)

PLAY INSTRUCTION

(STARTING ARCADE TYPE GAME)

- 1 or 2 people can play at the same time. Second player can join in at any time.
- Deposit coins and press START button.

(STARTING STREET TYPE GAME)

- 1 or 2 players can play at the same time. Second player can join in at any time.
- Deposit coins and press START button, and the stage select screen will appear. Aim and shoot the screen to select stage. If you are playing with another player, the first selection is accepted.

(HOW TO PLAY)

- Aim and shoot the enemies to kill them.
- Don't shoot innocent people. If you shoot them, you lose one life.
- Reload your gun by shooting off screen at any time.
- Shoot power up weapons for that power.

Magnum: Large caliber bullets. You can shoot 6 bullets without reload.

Automatic: 12 round bullets. You can shoot 6 bullets without reload.

Assault Rifle: 3 shot burst. You can shoot 12 bullets without reload.

Shot Gun: Large gauge. You can shoot 6 bullets without reload.

Machine Gun: Full automatic. You can shoot 36 bullets only.

Grenade Gun: Explosive. You can shoot 8 bullets only.

- You lose your life by enemy's shots, or shooting innocent people.
- You can get extra lives with high scores.
- When you set the game mode to Arcade type, there are 5 stages and shooting range as bonus stage. And each stage consists of 3 or 4 scenes. When you defeat the boss enemy in each stage, you can go on to the next stage.
- When you set the game mode to Street type, you can choose the stage out of 5 stages and shooting range, total 6 stages.
- Continuation is available. (The operator can change the settings in the "GAME OPTIONS.")

SELF TEST

Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and self test will repeat.

MANUAL TEST

(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 MAIN MENU of the Manual Test.

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

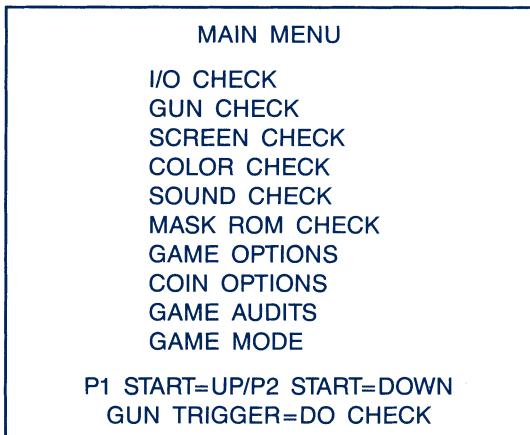
(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU with START BUTTON, then pull gun trigger to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Press player 1 START BUTTON to move up the menu, and press player 2 START BUTTON to move down the menu, then pull either player 1 or player 2 gun trigger to initiate testing. Press player 1 START BUTTON during or at the end of each test to return to the MAIN MENU.

LETHAL ENFORCERS TECHNICAL INFORMATION (cont.)



(4) EXPLANATION OF THE ITEMS

1. I/O CHECK

Check both START buttons and Triggers to see "ON" when switched on. DIP SWITCH SETTINGS show the present settings. To modify settings, turn ON/OFF the DIP switches on the PCB (position Q1). Press player 1 and 2 START BUTTONS at the same time to return to MAIN MENU.

2. GUN CHECK

Check gun and monitor's condition. The screen is filled with boxes outlined in red. You aim and shoot these boxes first with player 1 gun, then with player 2 gun. The boxes will disappear when they are shot at. If you cannot shoot some boxes, you need to adjust the monitor or gun. You can see "HELP" screen by pressing player 2 START BUTTON. It suggests how to troubleshoot problems.

3. SCREEN CHECK

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

4. COLOR CHECK

In color bar screen, you can adjust color brightness so that the specified area will be colorless. Improper adjustment causes the problems in game play. When you press player 2 START BUTTON, the screen will be filled with red, green, blue, white then back to color bar screen.

5. SOUND CHECK

When "SOUND SCALE CHECK" is selected, a music scale sounds. At "SOUND CODE," pull player 1 trigger to increase code value, player 2 trigger to decrease code value respectively.

6. MASK ROM CHECK

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

7. GAME OPTIONS

The following screen will appear. Push player 1 START BUTTON to move the arrow up, player 2 START BUTTON to move the arrow down, and pull gun trigger to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and pull player 1 (2) trigger to save and return to MAIN MENU.

LETHAL ENFORCERS TECHNICAL INFORMATION (cont.)

GAME OPTIONS	
PLAYER'S LIFE	1 CREDIT 5 LIVES
EXTRA LIFE	1ST AT 2000 POINTS 2ND AT 2000 POINTS
CONTINUATION	YES (NO LIMIT)
DIFFICULTY LEVEL	4/MEDIUM
VIDEO SCREEN	FLIP MIRROR
VOLUME	40
SOUND IN ATTRACT MODE	ALL THE TIME
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	

P1 START=UP/P2 START=DOWN
GUN TRIGGER=MODIFY SETTINGS

- ...Select from 1 to 9 lives.
- ...Select out of "1st/1000, 2nd/1000," "1st/1000, 2nd/2000"
"1st/2000, 2nd/2000," "1st/2000, 2nd/3000,"
"NO EXTRA LIFE"
- ...Select out of YES (NO LIMIT), NO CONTINUE, YES
(1-9 times)
- ...Select out of 8 levels.
- ..."MIRROR," "UPSIDE DOWN," "NO MIRROR,"
"MIRROR FLIP"
- ...Sound volume from 1 to 59.
- ..."ALL THE TIME," "COMPLETELY OFF," "ONCE EVERY
4 CYCLES"
- ...All the settings return to default.
- ...Save the modified settings.

*If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

(8) COIN OPTIONS

1. When the "COIN MECHANISM" is set at "COMMON" on the DIP SWITCH on the PCB (SW2 is "OFF"), on the cabinet with 2 coin slots, coin setting must be done for each coin slot.
2. When the "COIN MECHANISM" is set at "INDEPENDENT" on the DIP SWITCH on the PCB (SW2 is "ON"), the left coin slot will be for player 1, the right one for player 2.
3. When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for start and continuation will be the same.

COIN OPTIONS	
FREE PLAY	NO
COIN MECHANISM	COMMON
COIN SLOT 1	1 COIN 1 CREDIT
COIN SLOT 2	1 COIN 1 CREDIT
PREMIUM START	YES 1
2 CREDITS TO START	
1 CREDIT TO CONTINUE	
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	

P1 START=UP/P2 START=DOWN
GUN TRIGGER=MODIFY SETTINGS

... "NO," "YES."
... You can change this with DIP SWITCH on the PCB (SW2).

... "NO" or "YES 1" to "YES 4." (You can set the play fee for starting higher than the play fee for continuation.)

} Same as "GAME OPTIONS"

LETHAL ENFORCERS TECHNICAL INFORMATION (cont.)

*COIN SETTING OPTIONS

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

(9) GAME AUDITS

The Game Audits Table records the game play statistics.

GAME AUDITS	
TOTAL PLAYS	200 TIMES
GAMES STARTED	50 TIMES
GAMES CONTINUED	150 TIMES
AVERAGE TIME/CREDIT	60 SEC.
AVERAGE SCORE/CREDIT	800 POINTS
EXIT	
CLEAR AUDIT TABLE	
P1 START=UP/P2 START=DOWN	
GUN TRIGGER=EXECUTION	

- ...The total amount of play
- ...The amount of play started from the beginning.
- ...The amount of continued.
- ...The average play time per credit.
- ...The average scores per credit.

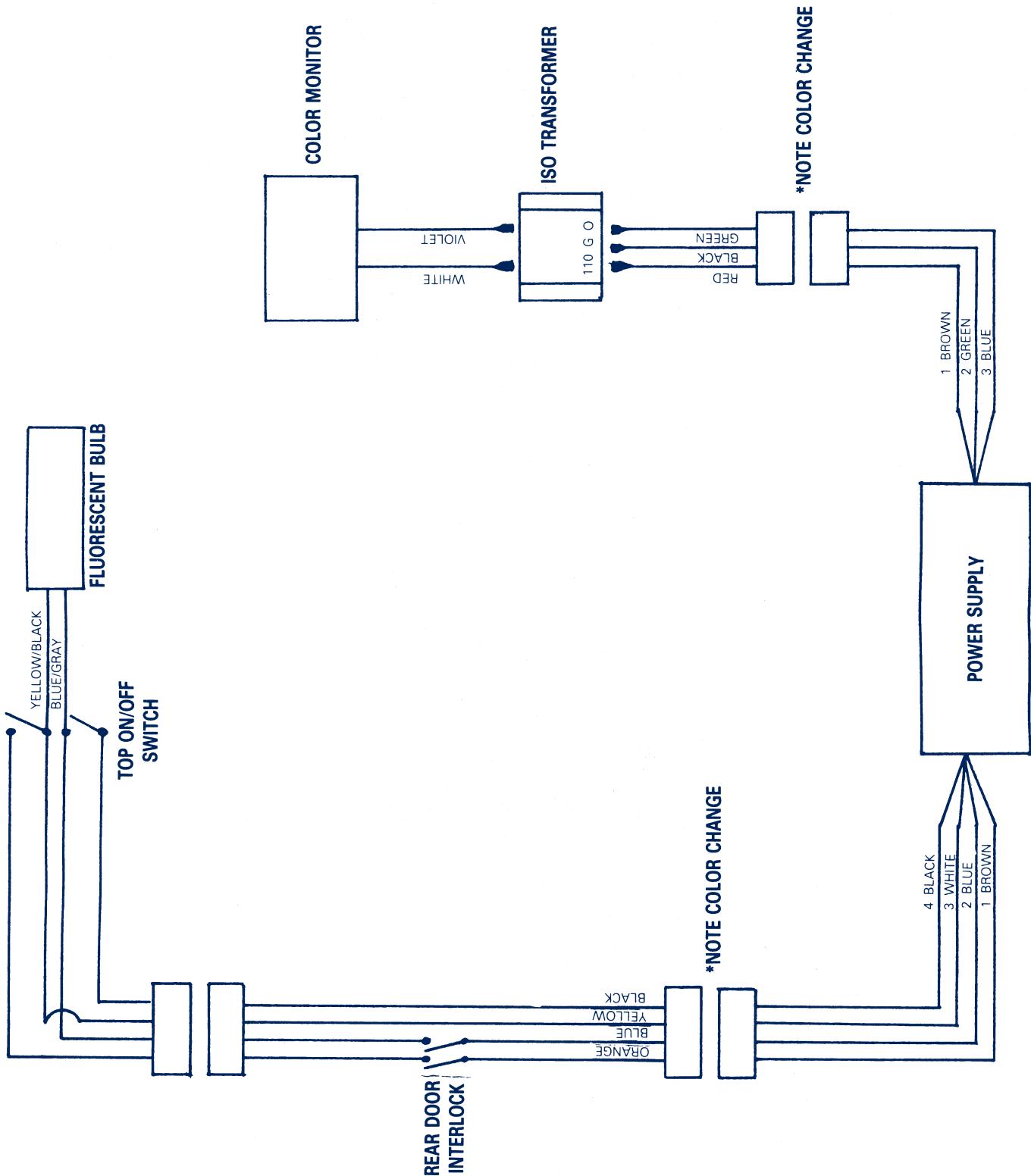
*After changing the “GAME OPTIONS” or “COIN OPTIONS,” you need to clear the Audit Table to see those changes affect the game play.

TROUBLESHOOTING ABOUT GUN AND MONITOR

Here is a list of commonly found problems and their possible solutions.

- Erratic gun shot placement.
 - Check to see that there is no reflected light from fluorescent or neon lights bouncing off of the screen. Strong sunlight also affects the shot placement.
- You cannot shoot a certain area in the screen.
 - Check to see the monitor’s purity with red, blue, green, and white screen in the “COLOR CHECK” in the Manual Test. If you find purity problems, you should degauss the monitor.
 - Check to see there is no magnetic equipment around the cabinet. This may also cause the monitor to become magnetized.
 - After degaussing the monitor, you can check the gun and monitor in the “GUN CHECK” in the Manual Test.
- Screen flashes when trigger is pulled but no shot is made.
 - Check to see the gun lens inside of the barrel is clean.
 - Adjust the monitor’s brightness with color bar screen in the “COLOR CHECK” of the Manual Test.
- **CLEAN MONITOR AND MIRROR REGULARLY.**

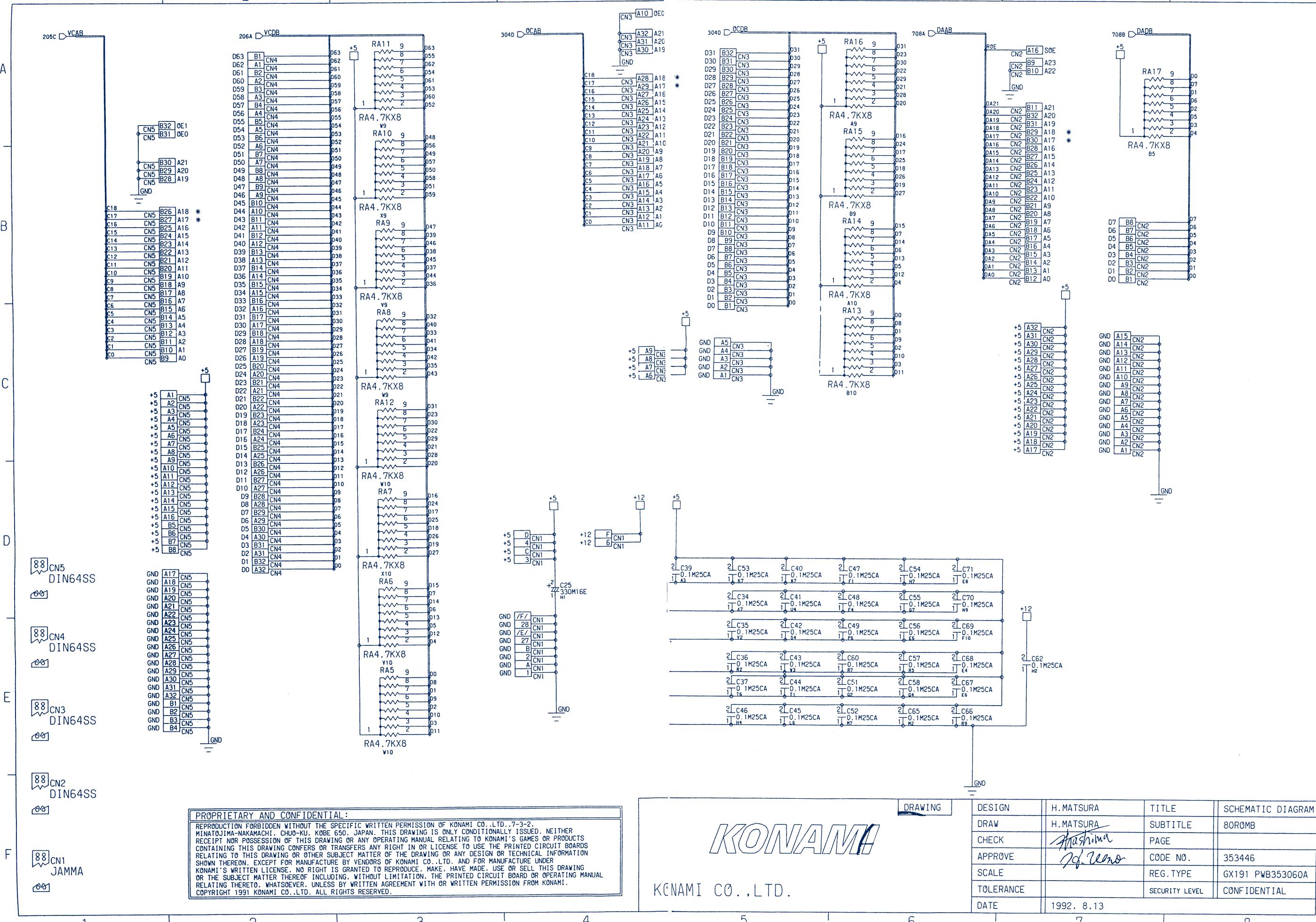
LETHAL ENFORCERS A.C. WIRING HARNESS

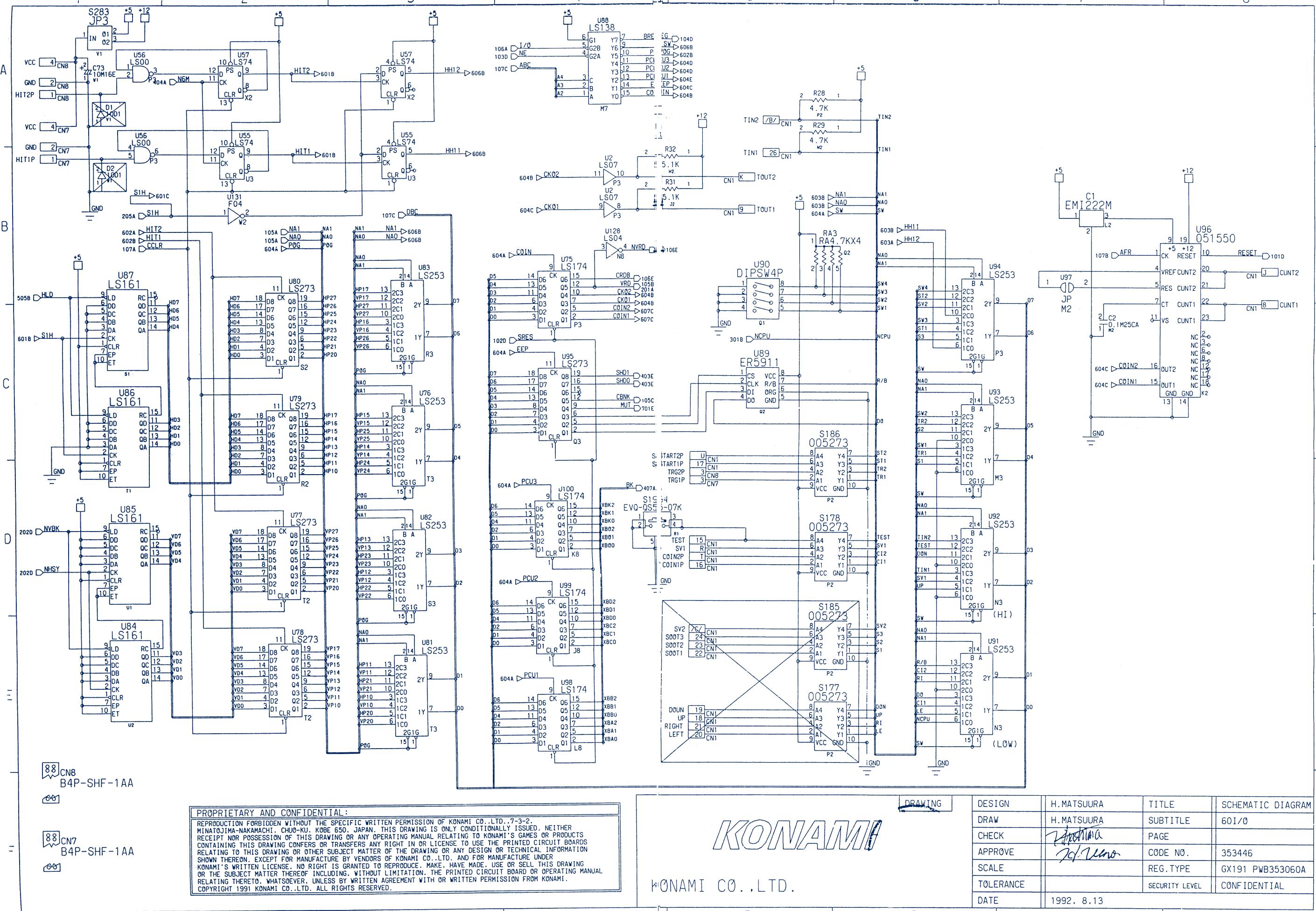


THIS EQUIPMENT COMPLIES
WITH THE REQUIREMENTS IN
PART 15 OF FCC RULES FOR A
CLASS A COMPUTING DEVICE.
OPERATION OF THIS EQUIP-
MENT IN A RESIDENTIAL AREA
MAY CAUSE UNACCEPTABLE
INTERFERENCE TO RADIO AND
TV RECEPTION REQUIRING THE
OPERATOR TO TAKE WHATEVER
STEPS ARE NECESSARY TO
CORRECT THE INTERFERENCE.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

KONAMI®

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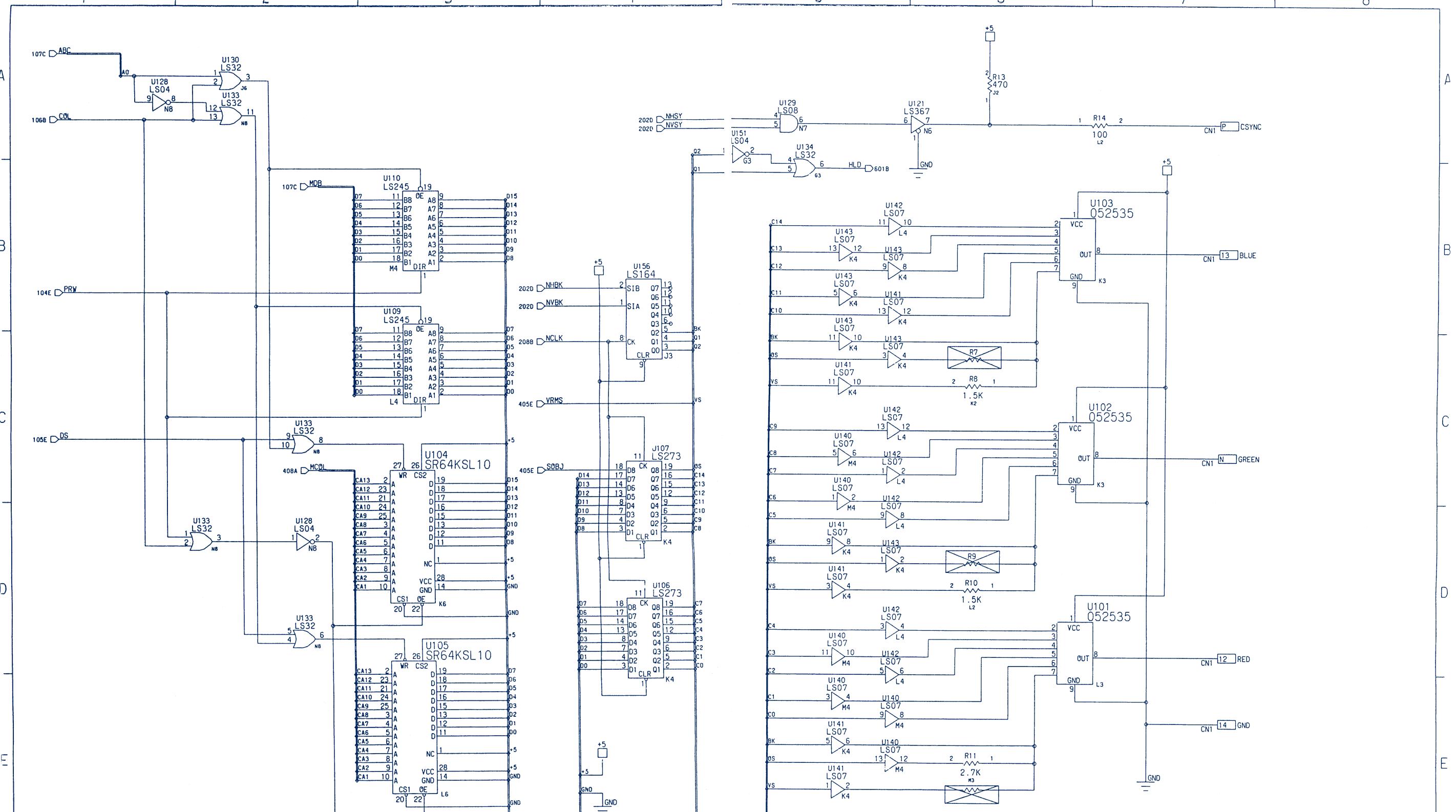




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DATE	1992. 8.13			



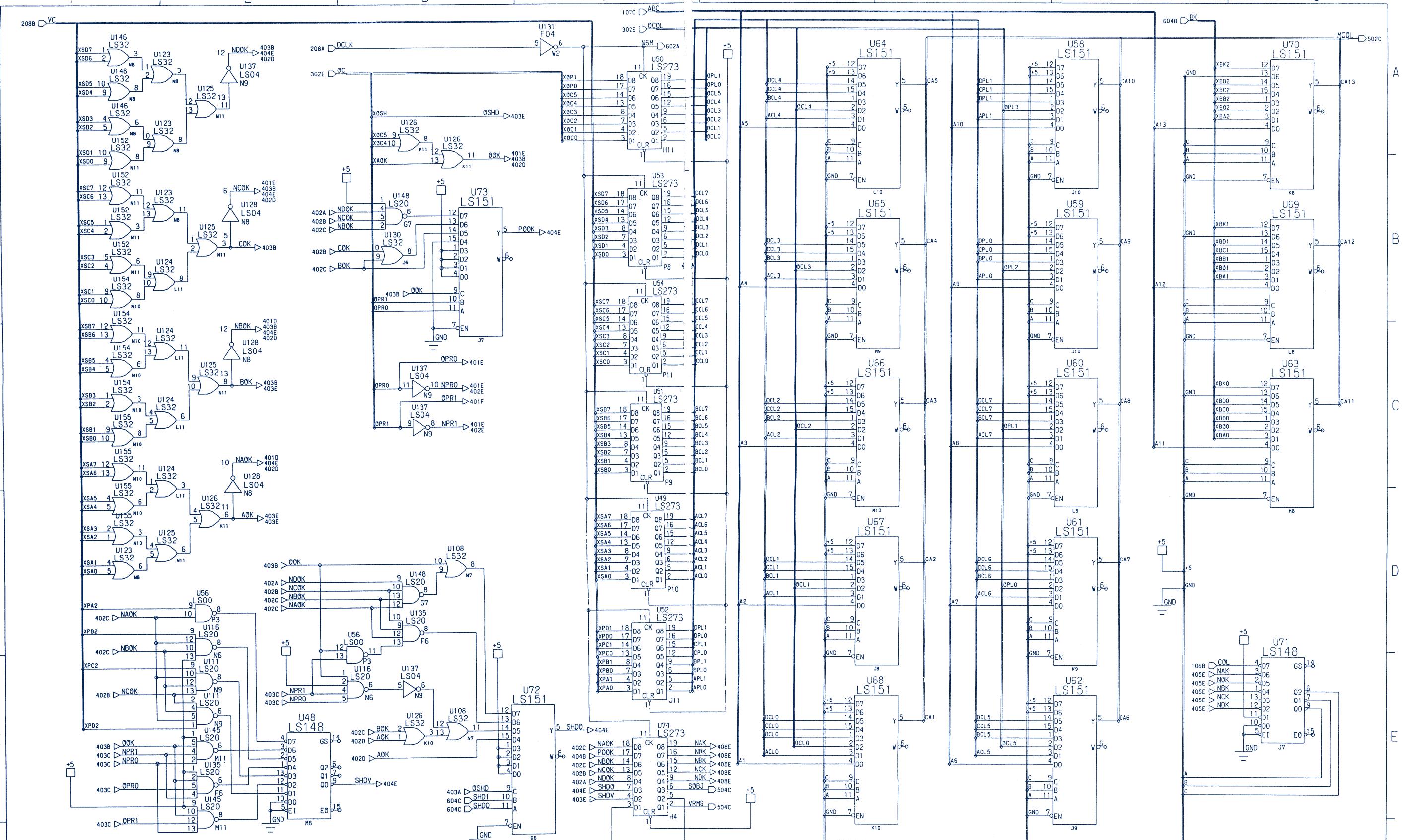
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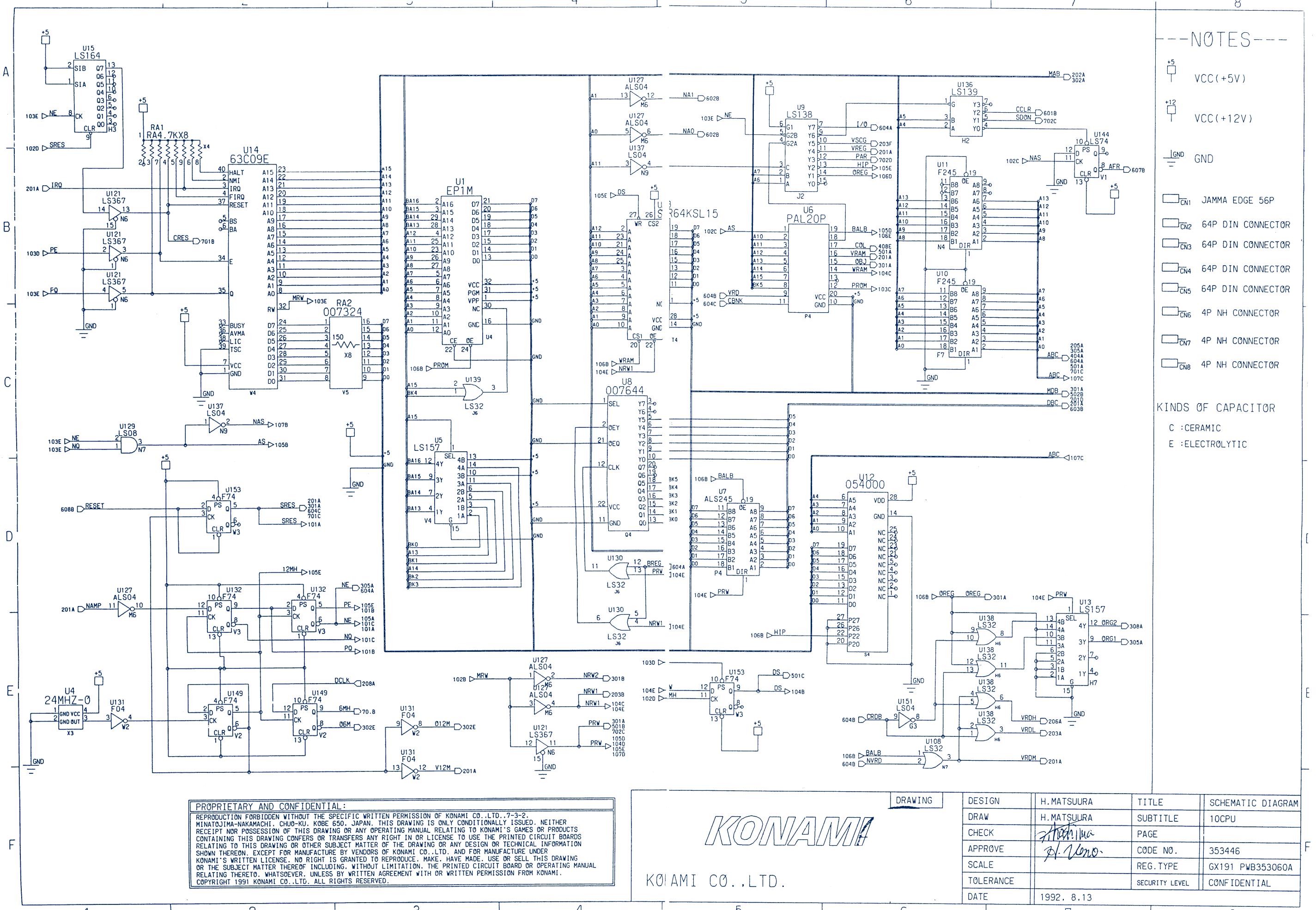


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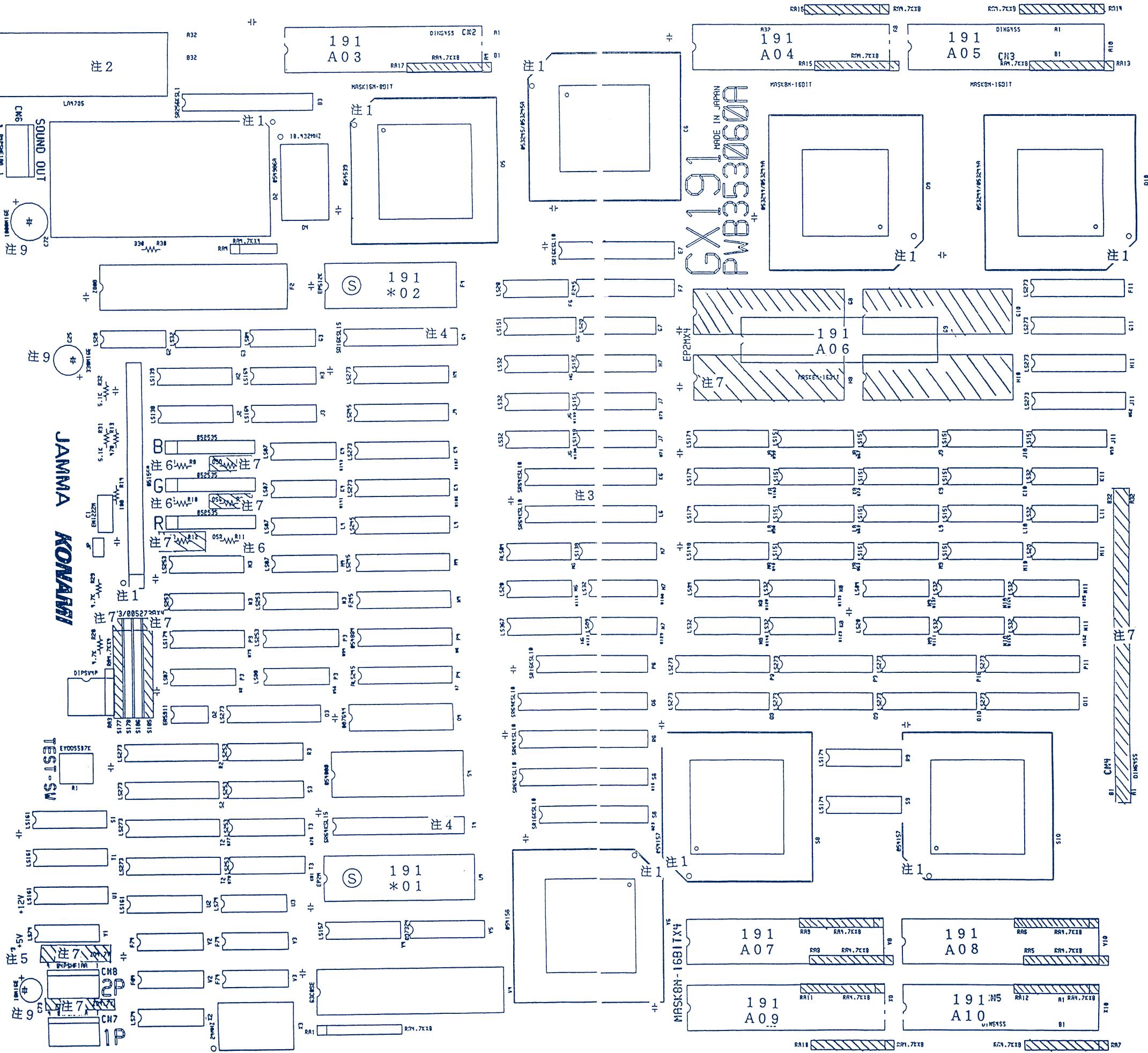
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	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1992. 8.13		



LETHAL ENFORCERS PCB LAYOUT



LETHAL ENFORCERS WIRING DIAGRAM

