KONAMI ®

INSTRUCTION MANUAL

CRIME FIGHTER TECHNICAL INFORMATION

TECHNICAL INFORMATION   GX821-UA

(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) Use the volume knob on the PCB to adjust sound level.
Turn the knob clockwise and it becomes louder.
(4) Handle with care.

CABINET INFORMATION

(1) Use an upright cabinet with a big control panel having
four sets of an 8-way joystick and two function buttons.
(2) Four independent coin slots are also necessary.
(3) Start buttons are unnecessary. Function buttons can
be substituted for them.

SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and the screen will stop.

MANUAL TEST

(1) How to start
Turn on the power while the SW3 of the DIP SWITCH
No. 3 is on. Push player 1 KICK button to change items.
(2) Test items
1. ROM check
2. Picture contortion
3. Color check
4. I/O check
5. Sound check
6. Dip switch settings
*Push player 2 KICK button to change sound code.
Pressing player 2 PUNCH button calls the same
sound code.

CRIME FIGHTER: 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/GRAY
	(EMPTY)	K	9	(EMPTY)	
YELLOW	SPEAKER (−)	L	10	SPEAKER (+)	BLUE
	(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	(EMPTY)	
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	NOT USED	
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 TAG	Z	22	1P TAG	RED/WHITE
ORANGE/GRAY	2P ACTION	a	23	1P ACTION	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)

CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

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 Tag	White/Brown
8	3P Action	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 Tag	Yellow/White
8	4P Action	Yellow/Blue
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

SW5 thru SW8 are not used.

DIP SWITCH NO. 2 SETTINGS

1. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
	OFF	OFF	EASY
○	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

2. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
	OFF	OFF
○	ON	ON

SW1 thru SW5 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

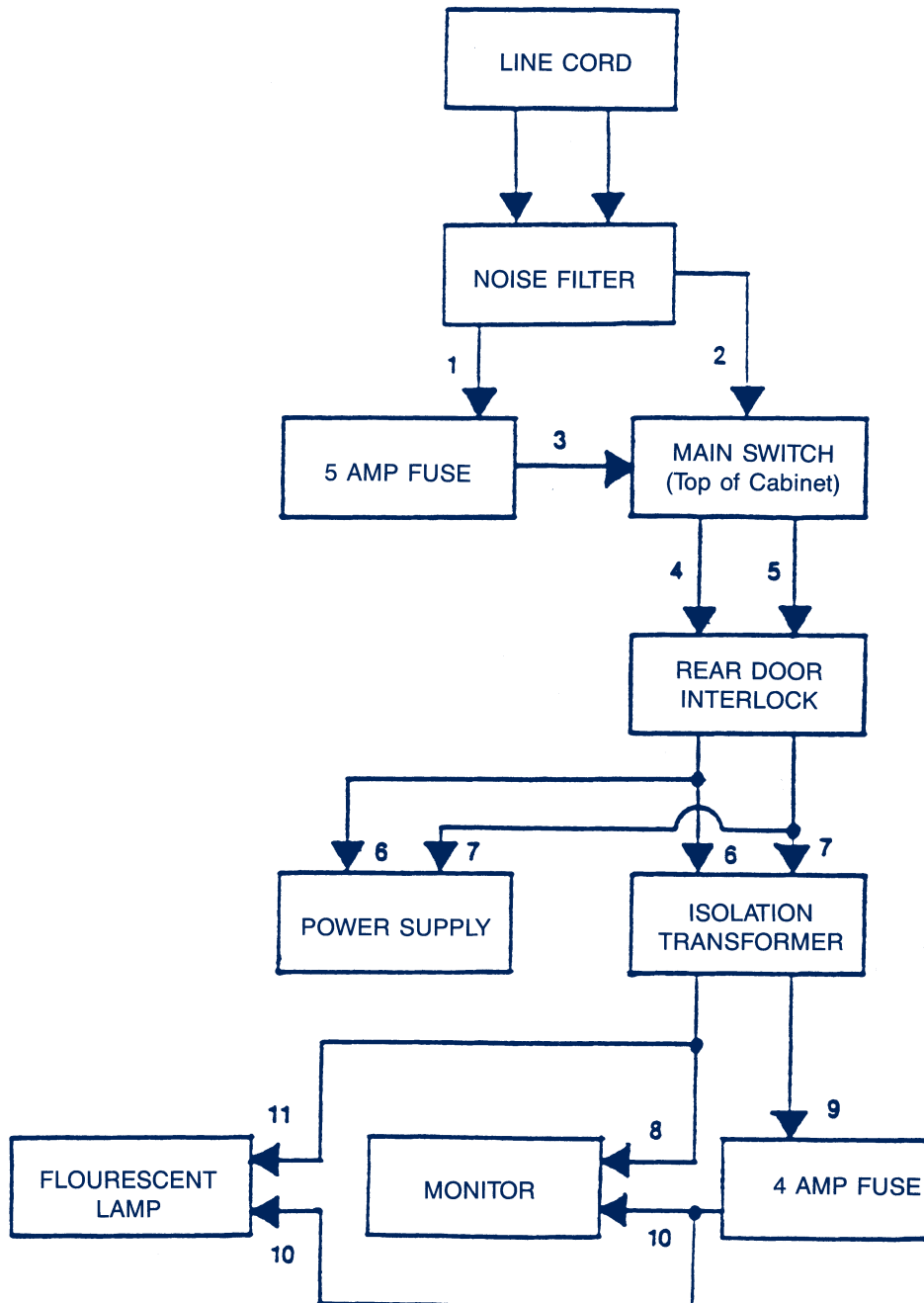2. CHANGE OF MODE

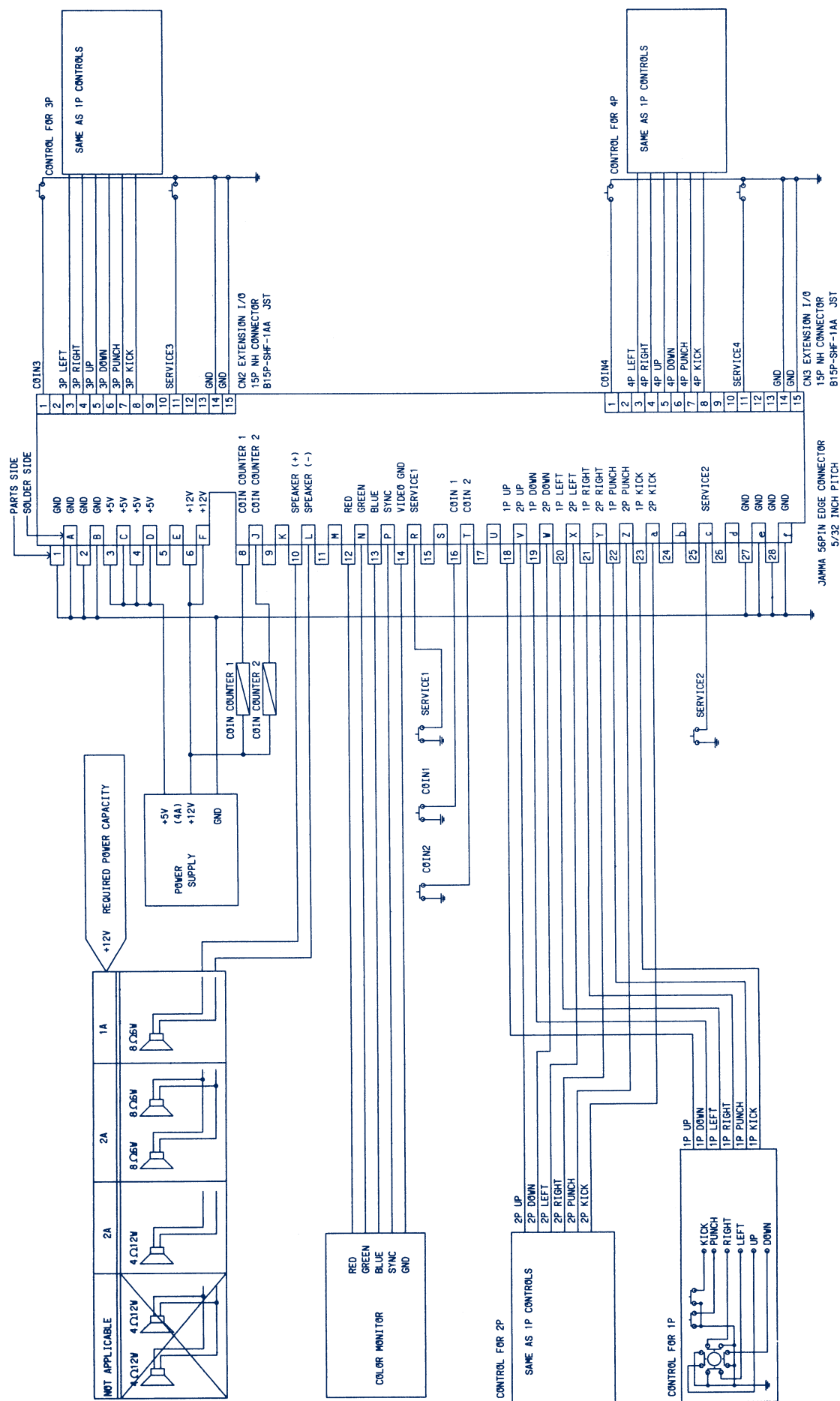| SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

○ shows recommended settings.

4

CRIME FIGHTER: AC FLOW CHART

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE

LINE CORD

NOISE FILTER

1

2

5 AMP FUSE

3

MAIN SWITCH
(Top of Cabinet)

4

5

REAR DOOR
INTERLOCK

6

7

6

7

POWER SUPPLY

ISOLATION
TRANSFORMER

11

8

9

FLOURESCENT
LAMP

MONITOR

4 AMP FUSE

10

10

4P VERSION WIRING DIAGRAM

JAMMA 56PIN EDGE CONNECTOR
5/32 INCH PITCH

- NOTES -

1 1P:NO.1 PLAYER   2P:NO.2 PLAYER
   3P:NO.3 PLAYER   4P:NO.4 PLAYER

2 SURGE KILLER DIODES FOR COIN
   COUNTER INSTALLED ON THE P.C.B.

6
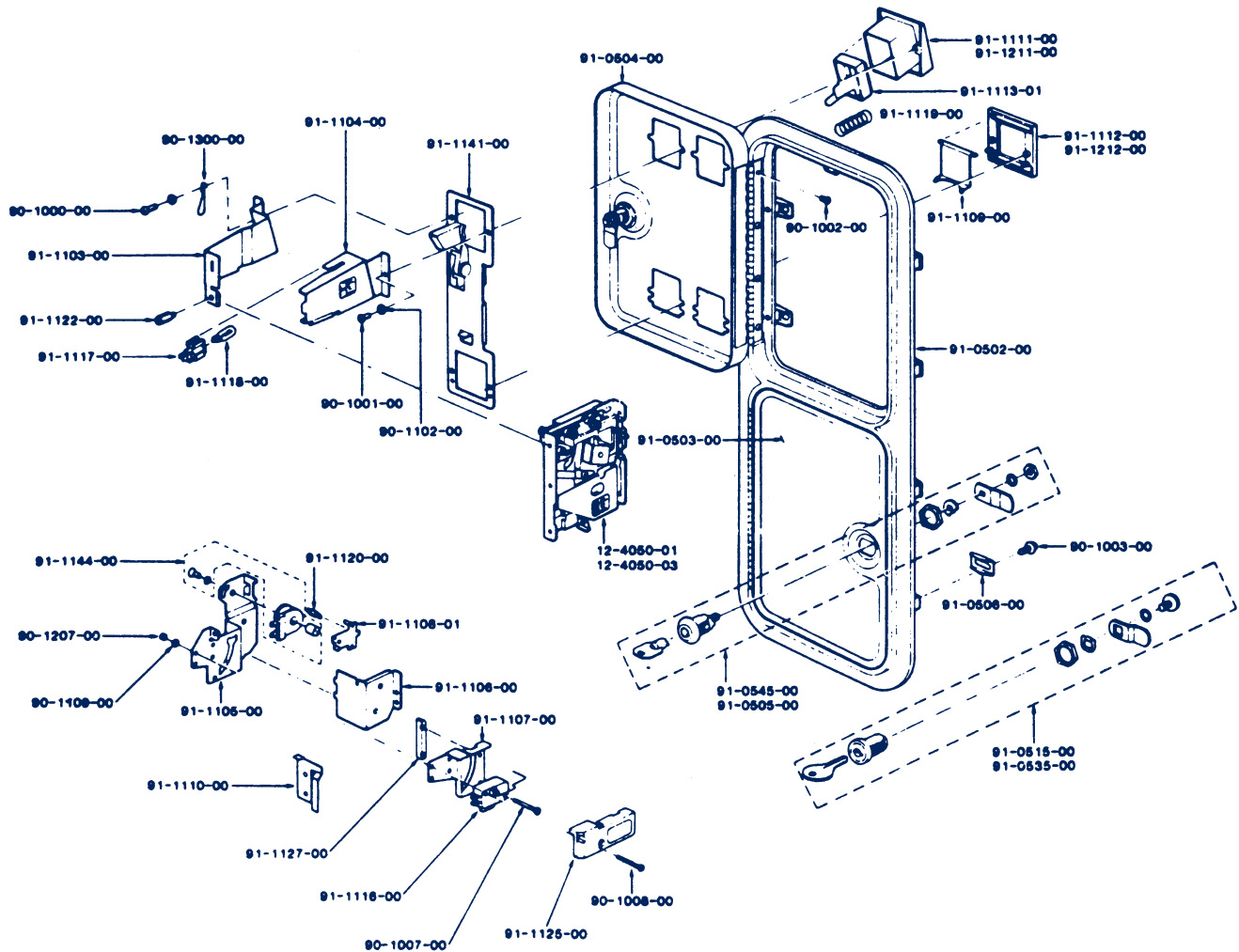
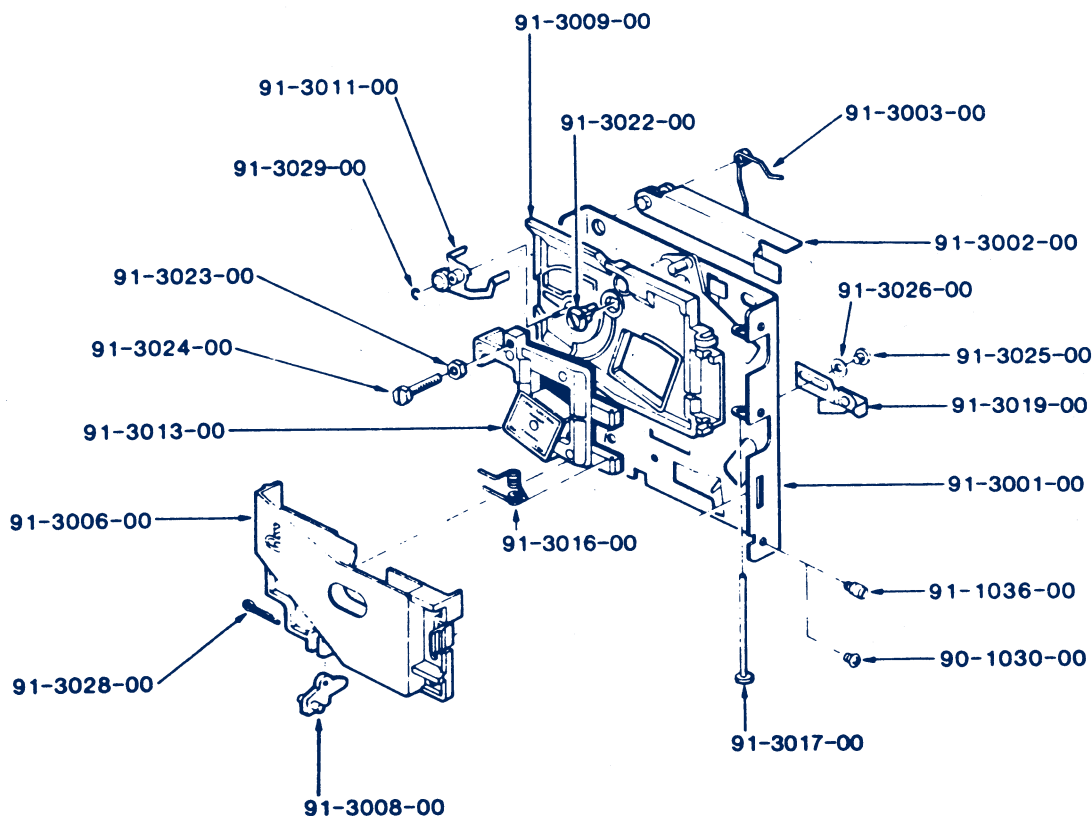## PARTS LIST

12-4050-01	S-10 Acceptor Body U.S. 25¢	90-1102-00	Washer for Bezel Screw	91-1103-00	Coin Inlet Lamp Side	91-1119-00	Buttton Spring
12-4050-03	S-10 Acceptor Body Canadian 25¢	90-1207-00	Nut for Microswitch Mounting Screw	91-1104-00	Coin Inlet Cover Side	91-1120-00	Lockout Spring
20-4177-00	Plastic Cash Box	90-1300-00	Keyhook	91-1105-00	Reject Cup Side Plate	91-1122-00	Retaining Screw for Acceptor Body
20-4179-00	Steel Enclosure	91-0502-00	Zinc Die Cast Frame	91-1106-00	Reject Cup Base Plate		
22-1400-00	Locking Bar	91-0503-00	Lower Door	91-1107-00	Microswitch Bracket	91-1125-00	Clear Plastic Cover for Microswitch
24-1150-00	Wire Harness	91-0504-00	Upper Door	91-1108-01	Lockout Flap U.S. 25¢		
90-1000-00	Keyhook Bezel Screw	91-0505-00	Round Lock and Cam Assembly	91-1109-00	Reject Flap	91-1127-00	Plastic Switch Adjuster
90-1001-00	Bezel Screw			91-1110-00	Metal Switch Adjuster	91-1141-00	Base Plate With Pivot and Stud
90-1002-00	Hinge Screw	91-0506-00	Clamp	91-1111-00	Black Button Bezel		
90-1003-00	Clamp Screw	91-0515-00	Flat Lock and Cam Assembly	91-1112-00	Black Reject Bezel	91-1144-00	6 Volt DC Lockout Coil Assembly
90-1007-00	Flat Head Microswitch Mounting Screw	91-0535-00	Flat Lock and Cam Assembly	91-1113-01	Entry/Reject Button U.S. 25¢	91-1211-00	Zinc Plated Button Bezel
90-1008-00	Panhead Microswitch Mounting Screw	91-0545-00	Round Lock and Cam Assembly	91-1116-00	Microswitch (Black End Arm)	91-1212-00	Zinc Plated Reject Bezel
				91-1117-00	Lampholder		
				91-1118-00	6 V Wedge Base Lamp		

7

Gold Mech
Engineering Data and Parts List

PARTS LIST

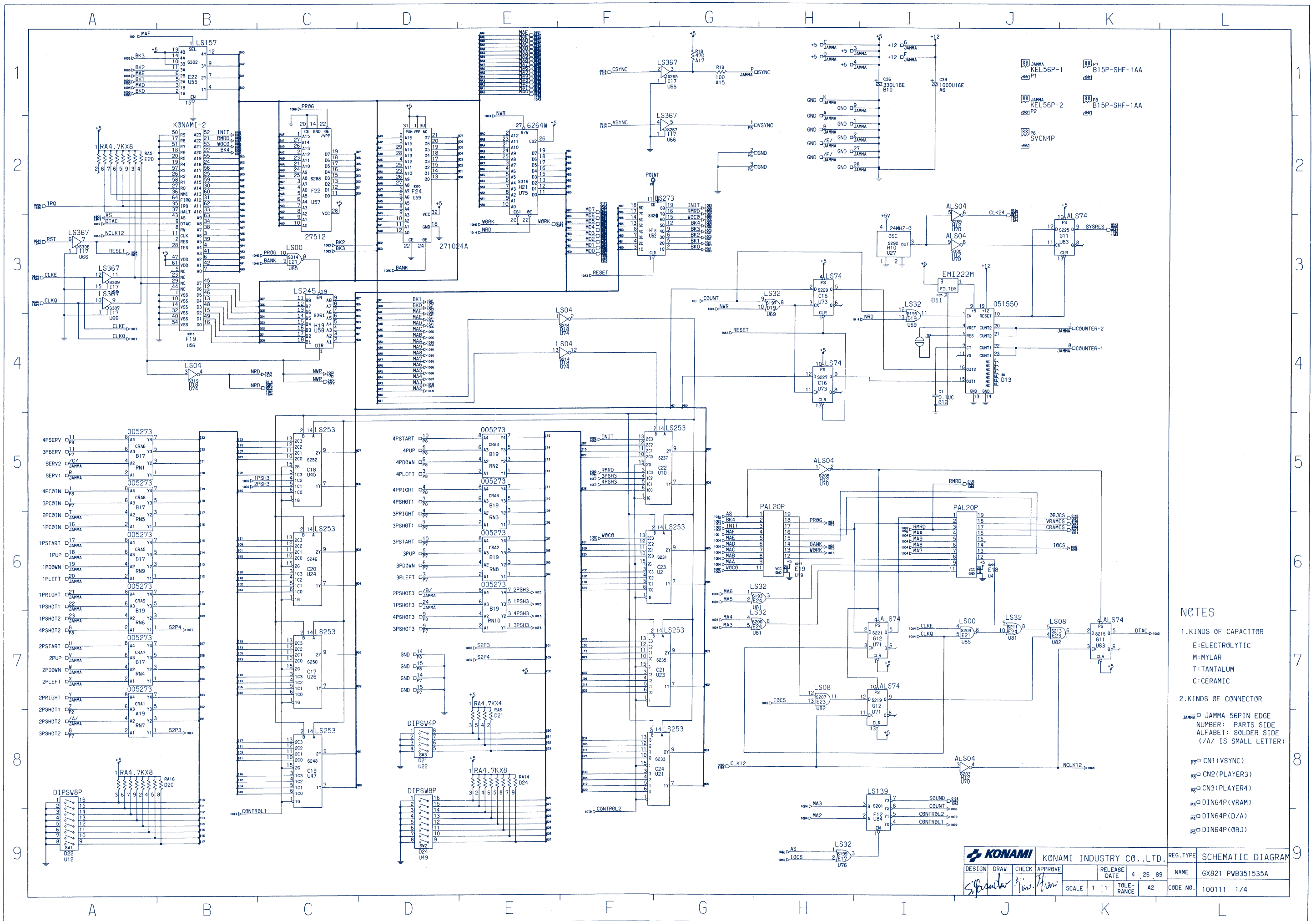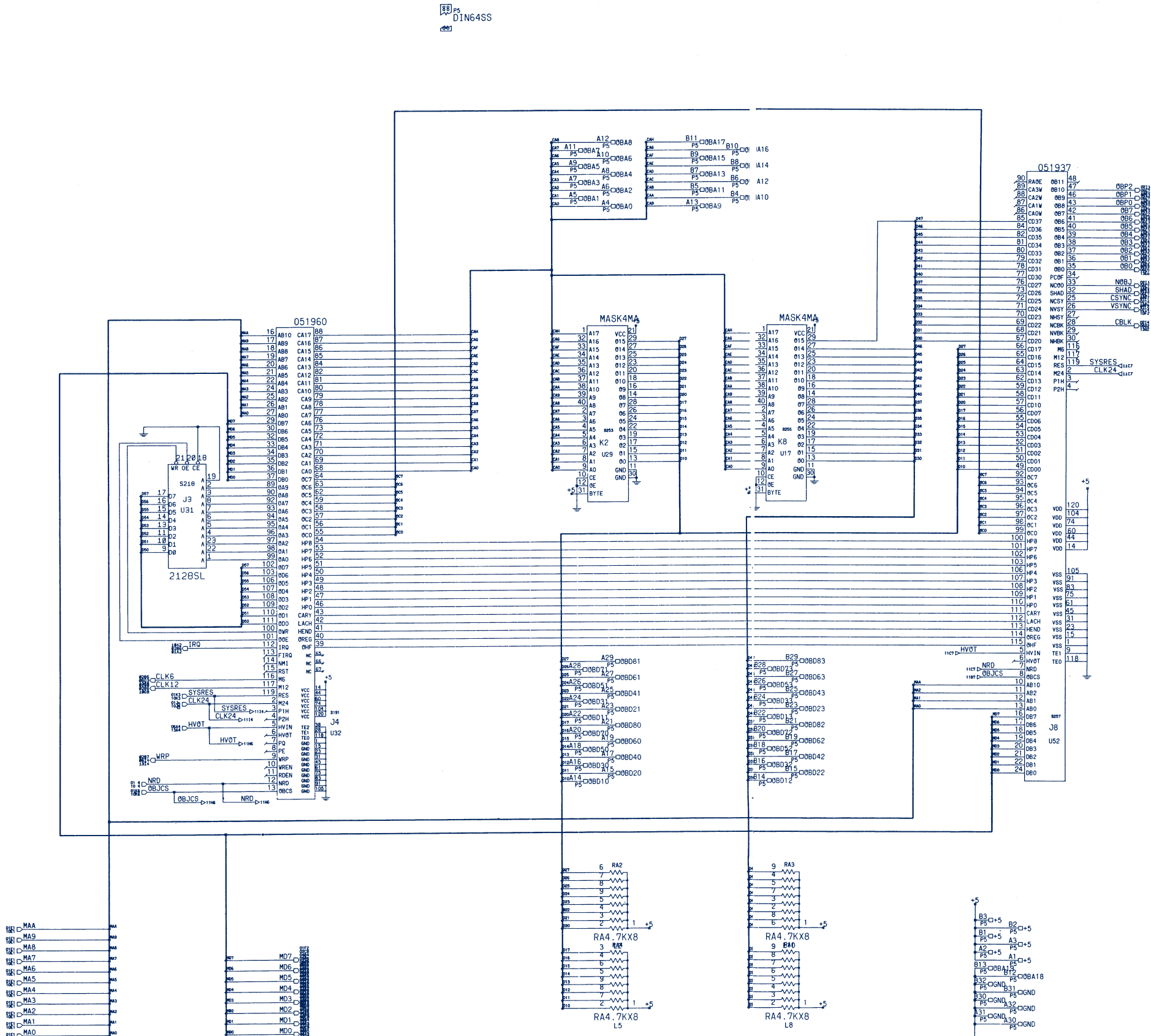|					
90-1030-00	Retaining Screw (#6-32″x.250″)	91-3009-00	Gate	91-3023-00	Locknut-Magnet Holder
91-1036-00	Mounting Stud	91-3011-00	Cradle	91-3024-00	Screw-Magnet Holder
91-3001-00	Back Plate	91-3013-00	Magnet Holder with Magnet	91-3025-00	Screw Separator
91-3002-00	Reject Lever	91-3016-00	Gate Spring	91-3026-00	Washer
91-3003-00	Reject Lever Spring	91-3017-00	Gate Pin	91-3028-00	Cotter Pin for Anti-stringing Device
91-3006-00	Cover Plate	91-3019-00	Separator	91-3029-00	E-Clip for Cradle
91-3008-00	Anti-Stringing Device	91-3022-00	Diameter Adjustment		
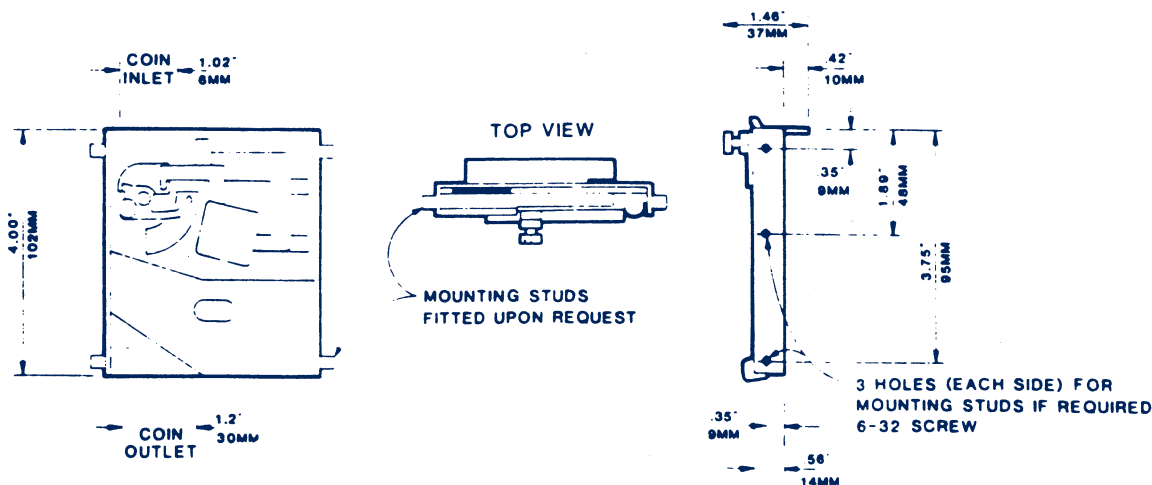
USER INFORMATION
WARNING
F.C.C. REGULATION COMPLIANCE

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.

KONAMI

815 Mittel Drive, Wood Dale, Illinois 60191
Telephone: (312) 595-1443, Telex: 6871385 KONAM UW, Fax: (312) 595-2973

NOTES

1. KINDS OF CAPACITOR

E: ELECTROLYTIC

M: MYLAR

T: TANTALUM

C: CERAMIC

2. KINDS OF CONNECTOR

JAMMA JAMMA 56PIN EDGE
NUMBER: PARTS SIDE
ALFABET: SOLDER SIDE
(/A/ IS SMALL LETTER)

P7 CN1 (VSYNC)

P8 CN2 (PLAYER3)

P6 CN3 (PLAYER4)

P3 DIN64P (VRAM)

P4 DIN64P (D/A)

P5 DIN64P (OBJ)

P1 JAMMA KEL56P-1

P2 JAMMA KEL56P-2

SVCN4P

P7 B15P-SHF-1AA

P6 B15P-SHF-1AA

KONAMI	KONAMI INDUSTRY CO., LTD.	REG.TYPE	SCHEMATIC DIAGRAM
DESIGN	DRAW	CHECK	APPROVE	RELEASE DATE 4.26.89	NAME	GX821 PWB351535A
				SCALE 1:1	TOLE-RANCE	A2	CODE NO. 100111 1/4

P5
DIN64SS

051960

051937

MASK4MA

MASK4MA

2120I8
WR OE CE
S210
J3
U31

2128SL

051960

IRQ

CLK6
CLK12
SYSRES
CLK24
SYSRES
CLK24
HVOT
HVOT

WRP

NRD
OBJCS
OBJCS   NRD

RA2
RA4 .7KX8
L5
RA4.7KX8

RA3
RA4.7KX8
L8
RA4.7KX8

MAA
MA9
MA8
MA7
MA6
MA5
MA4
MA3
MA2
MA1
MA0

MD7
MD6
MD5
MD4
MD3
MD2
MD1
MD0