

STREET FIGHTER II TURBO

CHAMPION
EDITION

Ecran Horizontal
Connecteur JAMMA
2 Manettes 6 Boutons

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	OFF	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
COIN 2	4COINS 1CREDIT	ON	ON	ON					
	1COIN 1CREDIT				OFF	OFF	OFF		
	1COIN 2CREDITS				ON	OFF	OFF		
	1COIN 3CREDITS				OFF	ON	OFF		
	1COIN 4CREDITS				ON	ON	OFF		
	1COIN 6CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
CONTINUE COIN	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
NO USE	NORMAL							OFF	
	CONTINUE COIN							ON	
								OFF	
								ON	

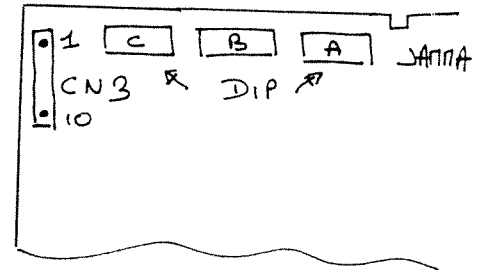
WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN.
IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY	EASY	0	OFF	OFF	OFF				
		1	ON	OFF	OFF				
		2	OFF	ON	OFF				
	NORMAL	3	ON	ON	OFF				
		4	OFF	OFF	ON				
		5	ON	OFF	ON				
		6	OFF	ON	ON				
	DIFFICULT	7	ON	ON	ON				

DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
FUND DURING MONSTRATION MODE	OFF						OFF		
	ON						ON		
CONTINUE MODE	OFF							OFF	
	ON							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON
TURBO	TURBO	ON							
	NORMAL	OFF							



CN3 (correspond
aux coups de pied)

- 1 GND
- 2 GND
- 3 SHOT 4 1P
- 4 SHOT 5 1P
- 5 SHOT 6 1P
- 6 NC
- 7 SHOT 4 2P
- 8 SHOT 5 2P
- 9 SHOT 6 2P
- 10 NC

Fonction TURBO = accélère le jeu