TM

Warriors of Faith

MANUAL

CAPCOM

● SETTING INSTRUCTIONS
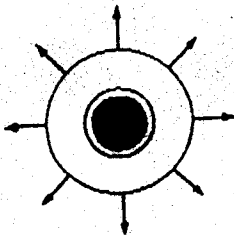
○ PCB CONNECTOR

    JAMMA STANDARD

○ CRT MONITOR

    HORIZONTAL

○ CONTROL PANEL

    2 OR 3 PLAYERS SIMULTANEOUS

8-WAY LEVER

ATTACK BUTTON

JUMP BUTTON

○ 8-WAY LEVER: used to move the player in 8 ways.

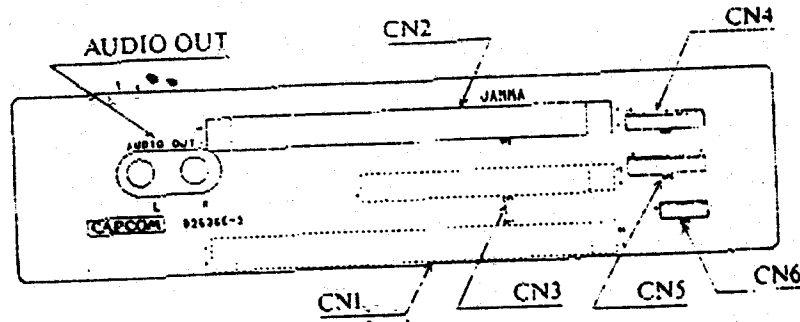○ ATTACK BUTTON: used to attack.

○ JUMP BUTTON: used to jump.

    Push both buttons simultaneously to execute powerful MEGACRUSH.

JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOT 1	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME
CR7E-56DA-3.96E (HIROSE)
OR
1168-056-009 (KEL)

● CONNECTORS

AUDIO OUT   CN2   CN4

JAMMA

CAPCOM 92626C-3

CN1   CN3   CN5   CN6

CN2	— JAMMA CONNECTOR
CN4	— I/O CONNECTOR for PLAYER 3
CN5	— I/O CONNECTOR for PLAYER 4 (not used)
CN6	— OPTIONAL OUTPUT CONNECTOR
AUDIO OUT	— used only for CAPCOM Q SOUND cabinet
CN1	— not used
CN3	— not used
CN5	— not used

CN4

		#22	BLACK
GND	1	#22	BLACK
GND	2	#22	VIOLET
3P RIGHT	3	#22	GRAY
3P LEFT	4	#22	WHITE
3P DOWN	5	#22	BROWN
3P UP	6	#22	ORANGE
3P SHOT 1	7	#22	GREEN
3P SHOT 2	8	#22	BLUE
3P COIN SW	9	#22	VIOLET
3P START SW	10		

CN5 NOT USED

CN6

		#22	YELLOW
+12V	1	#22	YELLOW
+12V	2		
	3		
	4		
COIN LOCKOUT 1	5	#22	WHITE
	6		

● SYSTEM CONFIGURATION MENU

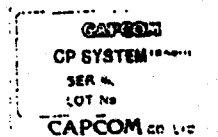| 1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS			
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY			
2. CONTINUE	**ON**	OFF						
3. MONITOR FLIP	ON	**OFF**						
4. DEMO SOUND	ON	**OFF**						
5. SOUND	**Q SOUND**	MONAURAL						
6. PLAY MODE	**3 PLAYERS 3 SHOOTERS**		3 PLAYERS 1 SHOOTER		2 PLAYERS 1 SHOOTER			
7. GAME DIFFICULTY	0 EXTRA EASY	1 VERY EASY	2 EASY	**3 NORMAL**	4 HARD	5 VERY HARD	6 EXTRA HARD	7 HARDEST
8. NUMBER OF PLAYERS	START 1 CONTINUE 1	**START 2 CONTINUE 2**	START 3 CONTINUE 3	START 4 CONTINUE 4	START 1 CONTINUE 2	START 2 CONTINUE 3	START 3 CONTINUE 4	START 4 CONTINUE 5
9. EXTEND	**300,000pts**		100,000, 300,000 500,000, 1,000,000pts		NO EXTEND		100,000pts	

* Bold face indicates the factory setting.
* After you change the setting, make sure to select EXIT and push 1P START before turning off the switch.
  Otherwise your setting will not be memorized.

GAME TITLE STICKER

SERIAL NUMBER STICKER

CAPCOM
CP SYSTEM
SER №
LOT №
CAPCOM co. ltd

SEALING STICKER
(Please do not remove this sticker.)

VOLUME DIAL