



©1992, Mark Schultz ©1992, CAPCOM CO., Ltd.
Cadillacs & Dinosaurs; Cadillac, Cadillac script, Cadillac crest design, "V" design, various
automobile body style designs, are trademarks of General Motors Corporation used under license.
Official Licensed Product of the Cadillac Motor Car division, General Motors Corporation,
represented by DMB & B Licensing Group, Bloomfield Hills, MI 48303.

MANUAL

WARNING

This game is for use in all countries.

excluding the United States of America,
Canada, Mexico and Japan.

Sales, export or operation inside these
countries may be construed as copyright
and trademark infringement and is strictly
prohibited.

Violators are subject to severe penalties
and will be prosecuted to the full extent
of the law.

CAPCOM®

CAUTION

Please keep the following instructions to keep the PC board in good condition.

- Do not block up the ventilation slots.
- Do not give the board too much shocks.
- Do not let any liquid go inside the case.
- Do not disassemble the case.
- Do not turn the volume dial excessively.

Disassembling the case or removing the sticker may cause the termination of your repair warranty.

●SETTING INSTRUCTIONS

○PCB CONNECTOR

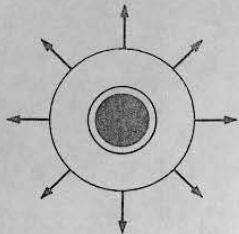
JAMMA STANDARD

○CRT MONITOR

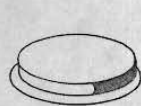
HORIZONTAL

○CONTROL PANEL

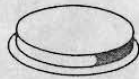
2 OR 3 PLAYERS SIMULTANEOUS



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.

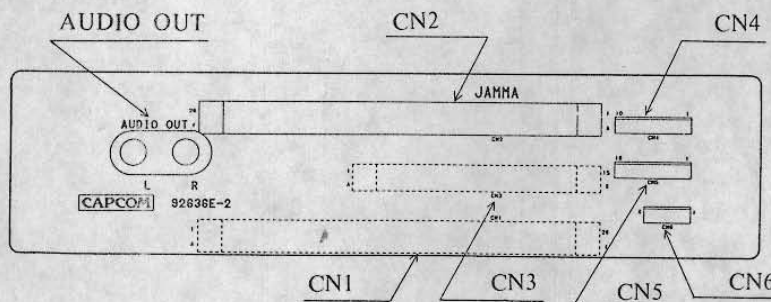
Push both buttons simultaneously to execute powerful
MEGACRUSH.

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



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

CN5 NOT USED

	CN6	
+12V	1	# 22 YELLOW
+12V	2	# 22 YELLOW
	3	
	4	
COIN LOCKOUT 3	5	# 22 WHITE
	6	

ABOUT EEP-ROM

This board is equipped with EEP-ROM that enables you to change various game settings on screen.

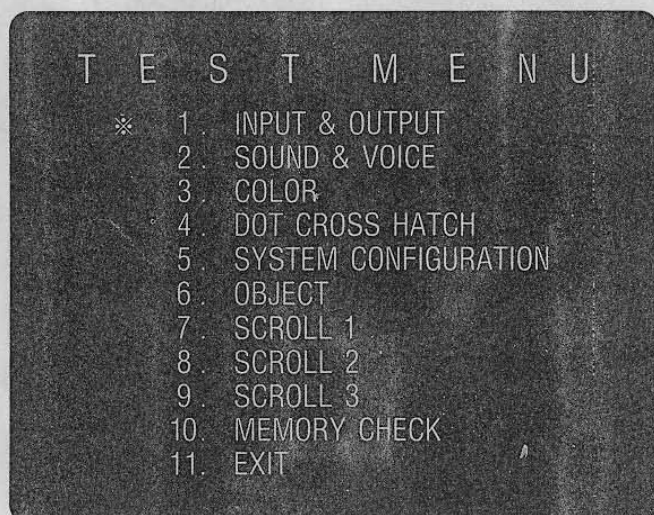
ABOUT TEST MENU

1) TO OPEN THE MENU

- A) Push the test switch inside the cabinet.
- B) In case there is no test switch in your cabinet, please connect GND terminal (28-PIN side) with TEST SWITCH terminal (15-PIN side) of JAMMA connector.

2) TO CLOSE THE MENU

Select 11. EXIT and push 1P A button.



3) TO SELECT AN ITEM

Select an item with 1P lever and decide with 1P A button.

To return to the TEST MENU screen, push 1P START and 2P START buttons simultaneously.

4) ITEM DESCRIPTIONS

1.INPUT & OUTPUT	test the input output switches. 1 and 0 means on and off of the switch respectively.
2.SOUND & VOICE	check the sound & voice. Select with 1P lever and decide with 1P A button.
3.COLOR	adjust the color with color bars of red, green, blue and white.
4.DOT CROSS HATCH	adjust the screen size, the focus and the distortion.
5.SYSTEM CONFIGURATION	change various game play settings.
6.OBJECT	check all the objects.
7.SCROLL 1	check scroll 1
8.SCROLL 2	check scroll 2
9.SCROLL 3	check scroll 3
10.MEMORY CHECK	test the memory. In case ERROR is shown, please contact your distributor.
11.EXIT	push 1P A button to exit.

ABOUT SYSTEM CONFIGURATION

1) TO OPEN THE MENU

Select 5. SYSTEM CONFIGURATION and push 1P A button.

2) TO CLOSE THE MENU

After all settings done, select 12. EXIT and push 1P START button.

Please do not turn off the main switch while SAVING NEW CONFIGURATION IN EEP-ROM message is on the screen.

After your new settings are saved, CONFIGURATION SAVED message will be shown on the screen and return to the TEST MENU screen automatically.

SYSTEM CONFIGURATION MENU

- | | | |
|------|-------------------|--------------------------------------|
| ※ 1. | COIN | 1COIN 1CREDIT |
| 2. | CONTINUE | ON |
| 3. | MONITOR FLIP | OFF |
| 4. | DEMO SOUND | OFF |
| 5. | SOUND | Q SOUND |
| 6. | PLAY MODE | 3PLAYERS 3CHUTES |
| 7. | GAME DIFFICULTY | 3 NORMAL |
| 8. | GAME DIFFICULTY 2 | 2 NORMAL |
| 9. | NUMBER OF PLAYERS | 2 |
| 10. | EXTEND | FIRST 500000PTS.
NEXT 1000000PTS. |
| 11. | FACTORY SETTING | |
| 12. | EXIT | |

3) TO CHANGE THE SETTINGS

Select an item with 1P lever (UP or DOWN) and change the setting with 1P lever (LEFT or RIGHT) or with 1P A button.

●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.GAME DIFFICLLTY 2	0 EASY	1 NORMAL	2 HARD	3 VERY HARD	
9.NUMBER OF PLAYERS	1	2	3	4	
10.EXTEND	FIRST 300000 PTS. NEXT 700000 PTS.	FIRST 500000 PTS. NEXT 1000000 PTS.	ONLY 1000000 PTS.	NO EXTEND	

※Bold face indicates the factory setting.

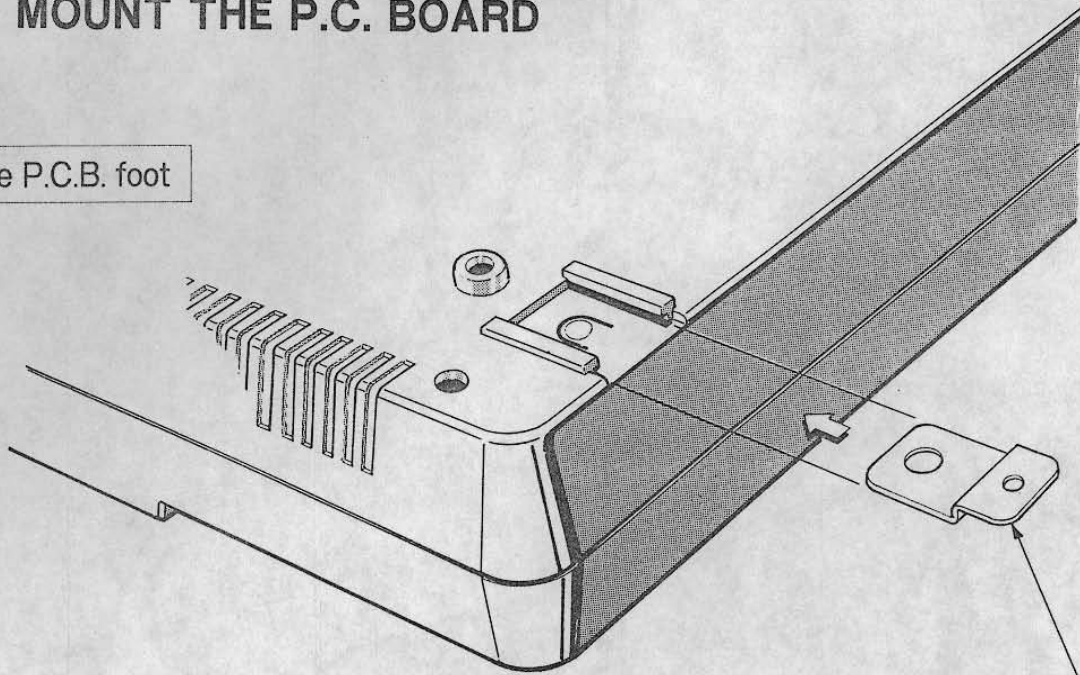
※After you change the setting, make sure to select EXIT and push 1P START before turning off the switch.
Otherwise your setting will not be memorized.

4) ITEM DESCRIPTIONS

1.COIN	set the play fee.
2.CONTINUE	set the continue. ON...with continue OFF...without continue
3.MONITOR FLIP	turn over the screen. ON...turn over OFF...not turn over
4.DEMO SOUND	set the sound during attract mode. ON...with sound OFF...without sound
5.SOUND	set the Q sound(3-dimensional sound). Q sound is available only with CAPCOM Q SOUND cabinet. For other cabinets, please set this to MONAURAL. Q SOUND...with Q sound MONAURAL...without Q sound.
6.PLAY MODE	set the type of your cabinet. 3 PLAYERS 3 COIN SHOOTERS...3player simultaneous 3 coin shooter 3 PLAYERS 1 COIN SHOOTER ...3player simultaneous 1 coin shooter 2 PLAYERS 1 COIN SHOOTER ...2players simultaneous 1 coin shooter
7.GAME DIFFICULTY	set the difficulty level. Eight levels. As the number increases, the game gets harder.
8. GAME DIFFICULTY 2	This game gets harder automatically according to the play time. Four levels. As the number increases, the game gets harder more quickly.
9.NUMBER OF PLAYERS	set the initial number of players. 1 to 4 players.
10.EXTEND	set the extend points. FIRST 300000.....first extend at 300000 points. NEXT 700000.....second extend at 700000 points. FIRST 500000.....first extend at 500000 points. NEXT 1000000.....second extend at 1000000 points. ONLY 1000000.....extend only at 1000000 points. NO EXTENDwithout extend.
11.FACTORY SETTING	return to the factory setting. Please set with 1P START button.
12.EXIT	return to the TEST MENU screen. Please push 1P START button.

HOW TO MOUNT THE P.C. BOARD

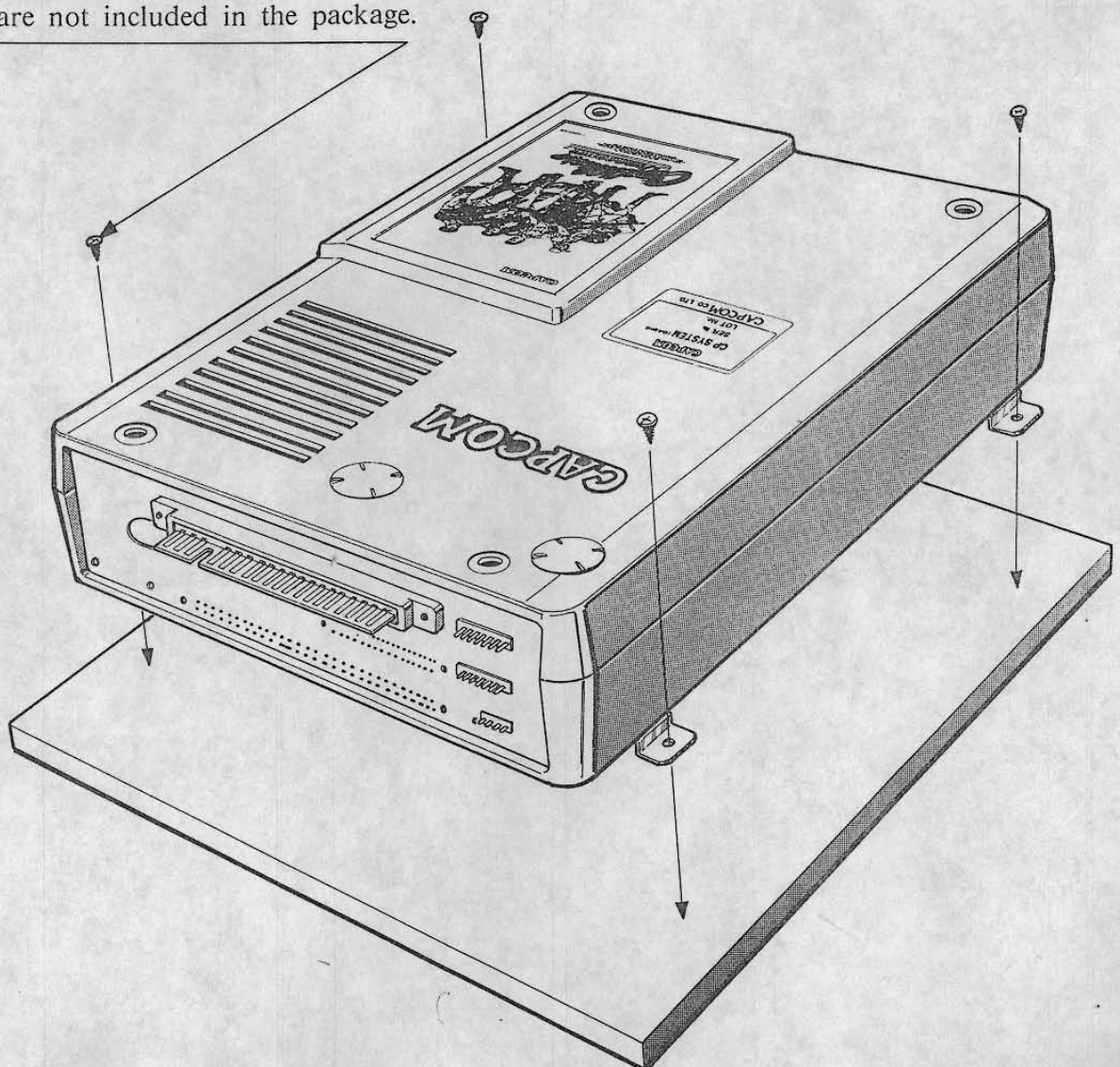
1) Putting the P.C.B. foot



4 pcs. of P.C.B. foot are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.





GAME TITLE STICKER

SERIAL NUMBER STICKER



VENTILATION SLOTS



SEALING STICKER

(Please do not remove this sticker.)

VOLUME DIAL

Disassembling the case or removing the sticker may cause the termination of your repair warranty.

CAPCOM[®] CO., LTD.

No. 2-8, TSURIGANECHO 2-CHOME,
CHUO-KU, OSAKA 540, JAPAN
TEL(06)946-2058 FAX NO.(06)946-6657

Cadillacs & Dinosaurs

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

* How to operate: After turning the power on, press the test switch inside the cabinet.

☑ Move the cursor to your selection with the joystick and press "A" button. **