SATURDAY NIGHT
SLAM MASTERS

™

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MANUAL

WARNING

This game is for use in the United States of
America and Canada.   Sales outside of
these countries may be construed as
copyright and trademark infringement and
is strictly prohibited. Violators are subject to
severe penalties and will be prosecuted in
the full extent of the law.

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 shock.

- Do not let any liquid go inside the case.

- Do not disassemble the case.

- Do not turn the volume dial excessively.

WARNING
Disassembling the case or removing the sticker will terminate all repair work.

"WINNERS DON'T USE DRUGS"

William S. Sessions, Director, FBI

IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

CAPCOM, USA INC.

INVITES YOU TO USE

OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

Direct Number   **(408) 727-0400**

● SETTING INSTRUCTIONS
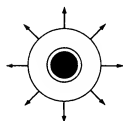
○ PCB Connector

　JAMMA standard

○ CRT monitor

　Horizontal

○ Control panel

　4 players simultaneous; 2 players simultaneous
　(Can be selected on the SYSTEM CONFIGURATION menu.)

8-WAY LEVER

A
ATTACK
BUTTON

B
JUMP
BUTTON

C
PIN
BUTTON

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

○ ATTACK BUTTON:　used to attack.

○ JUMP BUTTON:　　used to jump.

○ FALL BUTTON:　　used to pin an opponent.

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
2P SHOT 3	b	24	1P SHOT 3
4P SHOT 3	c	25	3P SHOT 3
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)

● CONFIGURATION
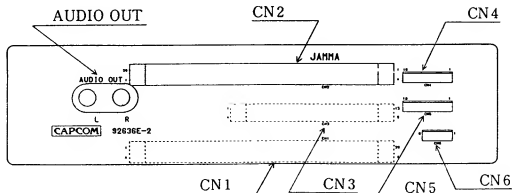
● CONNECTORS

- CN1 — not used
- CN2 — JAMMA 56-pin connector
- CN3 — not used
- CN4 — I/O connector for PLAYER 3
- CN5 — I/O connector for PLAYER 4
- CN6 — optional output connector
- AUDIO OUT — used only for CAPCOM QSOUND cabinet

CN4

	Pin			
GND	1	AWG22	Black	
GND	2	AWG22	Black	
3P RIGHT	3	AWG22	Violet	
3P LEFT	4	AWG22	Gray	
3P DOWN	5	AWG22	White	
3P UP	6	AWG22	Brown	
3P SHOT 1	7	AWG22	Orange	
3P SHOT 2	8	AWG22	Green	
3P COIN SW	9	AWG22	Blue	
3P START SW	10	AWG22	Violet	

CN5

	Pin			
GND	1	AWG22	Black	
GND	2	AWG22	Black	
4P RIGHT	3	AWG22	White	
4P LEFT	4	AWG22	Brown	
4P DOWN	5	AWG22	Orange	
4P UP	6	AWG22	Green	
4P SHOT 1	7	AWG22	Blue	
4P SHOT 2	8	AWG22	Violet	
4P COIN SW	9	AWG22	Gray	
4P START SW	10	AWG22	White	

CN6

	Pin			
POWER +12V	1	AWG22	Yellow	
POWER +12V	2	AWG22	Yellow	
4P COIN LOCKOUT	3	AWG22	Violet	
	4			
3P COIN LOCKOUT	5	AWG22	White	
	6			

3P SHOT 3		AWG22	Brown
4P SHOT 3		AWG22	Orange
SW COMMON LEAD		AWG22	Black
SW COMMON LEAD		AWG22	Black

● CONNECTION

JAMMA 56-pin connector

	Pin		
2P SHOT 4	25	AWG22	Brown
1P SHOT 4	c	AWG22	Orange
GND	e	SW COMMON LEAD AWG22 Black 4P SHOT 3
GND	27	SW COMMON LEAD AWG22 Black 3P SHOT 3
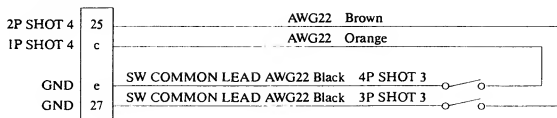
SW common leads should be connected to any pin of 27, 28, e or f.

ABOUT EEP-ROM

This board is equipped with EEP-ROM which can store various settings without backup battery. The EEP-ROM lets you change settings on screen. Please see the chapter SYSTEM CONFIGURATION for particulars.

ABOUT TEST MENU

1) TO OPEN THE MENU

A) For CAPCOM cabinet, or a cabinet equipped with a test switch
Turn on the main switch, then push the test switch. The screen A shown below will appear.

B) For a cabinet without a test switch
Connect a ground terminal (No. 28, components side) and test switch terminal (No. 15, components side) of JAMMA connector. The screen A shown below will appear.

2) TO CLOSE THE MENU

On the test menu screen, select "**11. EXIT**" and push 1P A button.

```
  —  T  E  S  T     M  E  N  U —
       >   1.  INPUT & OUTPUT             ···  1. Check on input/output switches
           2.  SOUND & VOICE             ···  2. Sound check
           3.  COLOR                     ···  3. Color adjustment
           4.  DOT CROSS HATCH           ···  4. Adjustment of screen size, focus and distortion
           5.  SYSTEM CONFIGURATION      ···  5. Game play settings
           6.  OBJECT                    ···  6. OBJECT test
           7.  SCROLL 1                  ···  7. SCROLL 1 test
           8.  SCROLL 2                  ···  8. SCROLL 2 test
           9.  SCROLL 3                  ···  9. SCROLL 3 test
          10.  MEMORY CHECK              ··· 10. Memory test
          11.  EXIT                      ··· 11. Returns to the game play mode
```

(∗Screen A)

3) BASIC DESCRIPTIONS; HOW TO SELECT AN ITEM

- Select an item with 1P lever and decide with 1P A button.
- To return to the test menu, push 1P START and 2P START buttons simultaneously.
  * The test menu automatically appears:
    - After changes of game play setting are done on the menu of "**5. SYSTEM CONFIGURATION**"
    - After the memory is tested on the menu of "**10. MEMORY CHECK**"

4) ITEM DESCRIPTIONS

1. COIN	Number of coins per play.
2. CONTINUE	With or without continued play. ● **ON** — with continued play ● **OFF** — without continued play
3. MONITOR FLIP	Turns over the screen. If the screen appears upside down, change the setting. ● **ON** — with turnover ● **OFF** — without turnover
4. DEMO SOUND	With or without sound in attract mode. ● **ON** — with sound ● **OFF** — without sound
5. SOUND	QSOUND or MONAURAL. QSOUND is available with CAPCOM QSOUND cabinet only. For other cabinet, please set to MONAURAL. ● **QSOUND** — with QSOUND ● **MONAURAL** — without QSOUND

6. CABINET	Set to the type of your cabinet and coin chuter.
	○ For use with cabinets connected to each other
	  ● 4 players simultaneous, 4 coin chuters ...
	           4 PLAYERS CABINET, MULTI CHUTERS
	  ● 4 players simultaneous, 2 coin chuters ...
	           2 × 2 PLAYERS CABINET, MULTI CHUTERS
	○ For stand-alone use
	  ● 4 players simultaneous, 4 coin chuters ...
	           4 PLAYERS CABINET, MULTI CHUTERS

7. CHUTER	● 4 players simultaneous, 1 coin chuter ...
	           4 PLAYERS CABINET, SINGLE CHUTER
	  ● 2 players simultaneous, 2 coin chuters ...
	           2 PLAYERS CABINET, SINGLE CHUTER
	  ● 2 players simultaneous, 1 coin chuter ...
	           2 PLAYERS CABINET, SINGLE CHUTER

8. GAME DIFFICULTY	As the number increases, the game play gets harder.
9. JOIN IN	Possible or not possible for another player to join in. ● **ON** — with join-in feature ● **OFF** — without join-in feature
10. GAME MODE	Set to **FOR BUSINESS**.
11. FACTORY SETTING	To return to the factory setting, select this item and push the 1P START button.
12. EXIT	To store changed setting and return to the TEST MENU, select this item and push the 1P START button.

4) ITEM DESCRIPTIONS

1. INPUT & OUTPUT	Used to test all the input/output switches. "1" appears when the switches are on. Check connection and switches in case "0" appears.
2. SOUND & VOICE	Select a code of SOUND or VOICE with the 1P lever. Push the 1P A button to hear the sound of the selected code, then adjust volume.
3. COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid-black background.
4. DOT CROSS HATCH	Used to test screen size, focus and distortion.
5. SYSTEM CONFIGURATION	Used to change game play setting. See the next chapter.
6-9. CHARACTER TEST	Used to check all the characters.
10. MEMORY CHECK	Used to test the memory. "**OK**" appears when it works normally. "**ERROR**" appears in case of malfunction, then repeat the memory test. Contact your dealer if "**ERROR**" still appears.
11. EXIT	Select this item and push 1P A button to return to game play mode.

ABOUT SYSTEM CONFIGURATION

1) TO OPEN THE MENU

- On the TEST MENU screen, select **"5. SYSTEM CONFIGURATION"** and push 1P A button. Screen B shown below appears.

2) TO CLOSE THE MENU

- When all the settings are done, select **"12. EXIT"** and push 1P START button.
- When settings are changed, new settings are stored on EEP-ROM, then the TEST MENU appears.
- A message **"PLEASE WAIT DON'T TOUCH POWER SWITCH"** appears while new settings are being written on EEP-ROM.
- It takes one or two seconds to write new settings on EEP-ROM. Do not turn off the power switch while writing.
- The TEST MENU automatically appears when writing is done.

```
—SYSTEM CONFIGURATION MENU—
>  1. COIN              1 COIN 1 CREDIT        ···  1. Number of coins per play
   2. CONTINUE          ON                     ···  2. With or without continued play
   3. MONITOR FLIP      OFF                     ···  3. Turnover of the screen
   4. DEMO SOUND        ON                      ···  4. With or without sound in attract mode
   5. SOUND             Q SOUND                 ···  5. QSOUND or monaural
   6. CABINET           4 PLAYERS CABINET       ···  6. Type of cabinet: 4-player, 2-player or 2 × 2-player
   7. CHUTER            MULTI CHUTER            ···  7. Coin chuter setting
   8. GAME DIFFICULTY   (3) NORMAL              ···  8. Game difficulty setting
   9. JOIN IN           ON                      ···  9. On/off of join-in feature
  10. GAME MODE         FOR BUSINESS            ··· 10. Game mode setting

  11. FACTORY SETTING                           ··· 11. Returns to factory setting
  12. EXIT                                      ··· 12. Returns to the TEST MENU
```

(∗ Screen B)

3) TO CHANGE THE SETTING

- Select an item with the 1P lever (UP or DOWN) and change the setting with the 1P lever (LEFT or RIGHT). Settings will be changed in the order shown in the following table. You can also change the setting with the 1P A button.

4) 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	FREE PLAY	2 COINS START 1 COIN CONTINUE
2. CONTINUE	ON		OFF		
3. MONITOR FLIP	ON		OFF		
4. DEMO SOUND	ON		OFF		
5. SOUND	QSOUND		MONAURAL		
6. CABINET	4 PLAYER CABINET		2 PLAYERS CABINET		2 X 2 PLAYERS CABINET
7. CHUTER	MULTICHUTERS		SINGLE CHUTER		
8. GAME DIFFICULTY	(0) EXTRA EASY	(1) VERY EASY	(2) EASY	**(3) NORMAL**	
	(4) HARD	(5) VERY HARD	(6) EXTRA HARD	(7) HARDEST	
9. JOIN IN	ON		OFF		
10. GAME MODE	**FOR BUSINESS** * NORMAL OPERATION		FOR PHOTOGRAPHING * FREEZE PICTURE		

*Bold faces indicate the factory setting.
* After you change the setting, make sure to select **"12. EXIT"** and push the 1P START button. Otherwise your setting will not be memorized.
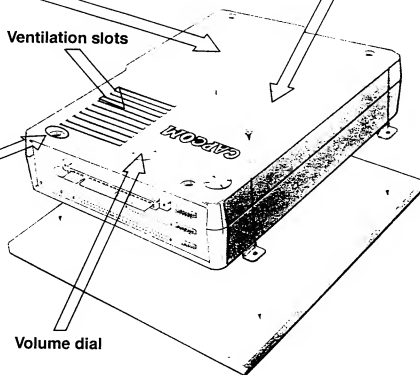
Game title sticker

Serial number sticker

CAPCOM
CP SYSTEM (DASH)
SER №
LOT No.
CAPCOM CO. LTD

Ventilation slots

CAPCOM
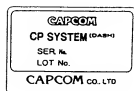
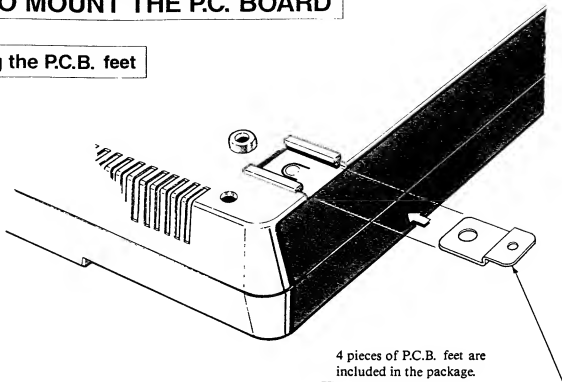**Sealing sticker**
(Removing this sticker
will void all warranty)

Volume dial

HOW TO MOUNT THE P.C. BOARD

1) Putting the P.C.B. feet

4 pieces of P.C.B. feet are
included in the package.

2) Mounting the P.C.B.

These screws are not included
in the package.
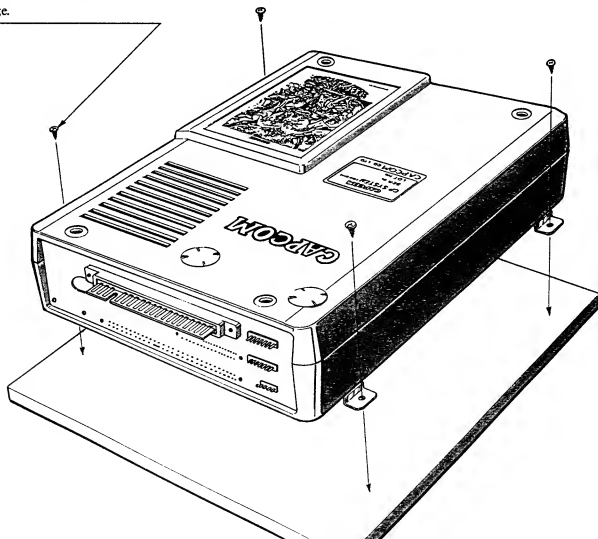
HELPFUL HINTS IN CASE OF DIFFICULTY

PROBLEM/CAUSE-CURE

No Raster/No Video

-Check A.C. line cord
-Check line fuse
-Check monitor brightness
-Check power switch and/or interlock switch
-Check all solder connections on line filter and transformer
-Check for proper orientation of the PCB connector

Raster/No Video

-Check all PCB to monitor connections
-Check power supply voltage on PCB

No Video/Game sounds can be heard

-Check monitor brightness
-Check all PCB to monitor connections

Wrong Colors

-Monitor needs degaussing
-Check for proper wiring between PCB and monitor
-Check monitor adjustment and adjust if necessary

Wavy Picture

-Check monitor ground is properly connected to monitor
-Be certain sync inputs are properly connected to monitor
-Check horizontal hold adjustment

Horizontal/Vertical Roll

-Check horizontal and/or vertical hold adjustments
-Check for proper wiring of sync from PCB to monitor

No Sound

-Check for −5 volts on edge connector of PCB
-Check volume control potentiometer adjustment
-Check for +12 volts on edge connector of PCB
-Check wiring from PCB to speaker
-Check speaker for low resistance between the '' + '' and '' − '' tabs

Bad Sound

-Check wiring to speaker for bad solder connections
-Check sound with another speaker

No Switch Input

-Check ground connection to switch/es
-Check wiring between PCB and switch/es for proper connection
-Check switch/es with an ohmmeter to verify proper operation

Switch Operates Incorrect Function

-Check wiring between PCB and switches for proper orientation
-Check wiring for shorts between switch inputs

No Coin Meter

-Check wiring to coin meter
-Check that +5 volts is on '' + '' side of meter
-Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets

-Verify that a meter with a diode is used
-If no diode is built in meter, a IN4004 can be used across the meter.
 Cathode to '' + '' side of meter and anode to '' − '' side of meter

NOTES