



FOUR PLAYER
UPRIGHT

THE SIMPSONS™

Service #

708-215-5100

Jerry Korbecki ext. 122

INSTRUCTION MANUAL

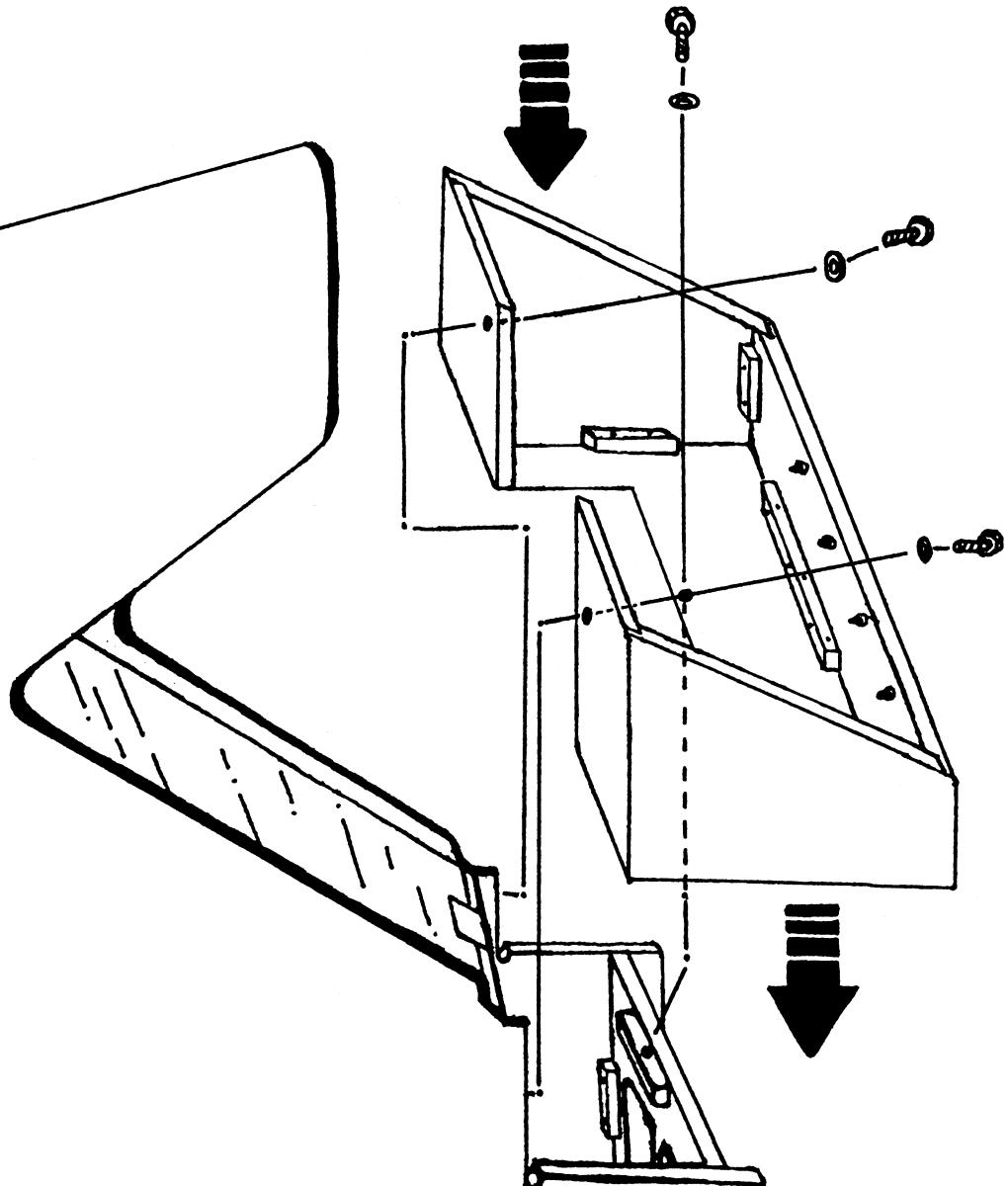
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SIMPSONS™ PARTS LIST

Part #	Description
072010	AC Harness
072011	DC Harness
072003	Simpsons PCB
072100	Control Panel Overlay
072101	Instruction Decal
072200	Marquee
072300	Upper Right Side Decal
072301	Upper Left Side Decal
072302	Middle Right Side Decal
072303	Middle Left Side Decal
072304	Lower Right Side Decal
072305	Lower Left Side Decal
072400	Manual
30110	Red Button
30112	Blue Button
30113	Orange Button
30119	Green Button
30202	Switch Holders
30250	Palnuts
30304	Red Joy Stick
30305	Blue Joy Stick
30306	Green Joy Stick
30322	Orange Joy Stick
35404	Power Supply
40356	Tempered Glass
40524	Monitor

CONTROL PANEL ASSEMBLY



Three Screws and Lock Washers
are provided Taped Inside Control
Panel. Please Assemble as shown.

SIMPSON™: 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/VIOLET
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(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	TEST	YELLOW
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	(EMPTY)	
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 ATTACK	Z	22	1P ATTACK	RED/WHITE
ORANGE/GRAY	2P JUMP	a	23	1P JUMP	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)

SIMPSON™: 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 Attack	White/Brown
	8	3P Jump	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 Attack	Yellow/White
	8	4P Jump	Yellow/Blue
	9	Empty	
	10	Empty	
	11	Empty	
	12	Empty	
	13	Empty	
	14	Empty	
	15	Ground	Black

SIMPSONS™ GAME SET UP

The Simpsons™ PCB doesn't utilize dip switches. Game set up is held in memory. To change factory settings press the test switch button (located on PCB and/or coin door 1).

— — — MANUAL TEST MENU — — —

- 1 ROM Check Test (self test of program)
- 2 Screen Test (cross hatch)
- 3 Color Test (monitor set up)
- 4 I/O Test (test all joysticks & buttons)
- 5 Music Test
- 6 Sound Test
- 7 Start Button (set/without Start Button)
- 8 Coin Game Options (see below)

Move arrow with joystick one to desired test. Initiate test by pressing attack button of player one.

8. COIN GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press ATTACK button. After modification is completed in the sub-screen, select EXIT to save and return to this screen.

- 8. COIN, GAME OPTIONS
 - 8-1. COIN SETTING
 - STARTING 2 COIN 1 CREDIT
 - CONTINUE 1 COIN 1 CREDIT
 - 8-2. NUMBER OF PLAYERS
 - 2 PLAYERS
 - 8-3. DIFFICULTY
 - NORMAL
 - 8-4. SOUND IN ATTRACT MODE
 - ON
 - 8-5. VIDEO SCREEN FLIP
 - NORMAL
 - 8-6. SOUND OUTPUT
 - STEREO
 - 8-7. FACTORY SETTINGS
 - EXIT

8-1. COIN SETTING

Selecting this item, the screen shows following options.

PREMIUM START SETTING		
<input type="radio"/>	OFF	ON
	COINS	CREDITS
	1	1
	1	2
	1	3
	1	4
	1	5
	1	6
	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

- ① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and for continuation will be the same. Select "EXIT" and return to the original screen. (In other words, if you want 50¢ start 25¢, continue premium start must be on.)

SIMPSONS™ GAME SET UP (Cont.)

- ② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers.

PREMIUM START SETTING		
<input type="radio"/> OFF		
<input checked="" type="radio"/> ON		
EXIT		
NUMBER OF EXTRA COINS FOR PREMIUM START	COINS	CREDITS
	1	1
1	1	2
1	1	3
1	1	4
2	1	5
3	1	6
4	1	7
5	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

This is set for 50¢. Start 25¢ con-
tinue. *Note premium start must
be on.

8-2. NUMBER OF PLAYERS

<input type="radio"/> . 1 PLAYER
<input checked="" type="radio"/> . 2 PLAYERS
. 3 PLAYERS
. 4 PLAYERS
. 5 PLAYERS
. 6 PLAYERS
. 7 PLAYERS
. EXIT

8-3. DIFFICULTY

<input type="radio"/> . EASY
<input checked="" type="radio"/> . NORMAL
. DIFFICULT
. VERY DIFFICULT
. EXIT

8-4. SOUND IN ATTRACT MODE

<input type="radio"/> . OFF
<input checked="" type="radio"/> . ON
. EXIT

8-5. VIDEO SCREEN FLIP

<input type="radio"/> . NORMAL
. UPSIDE DOWN
. EXIT

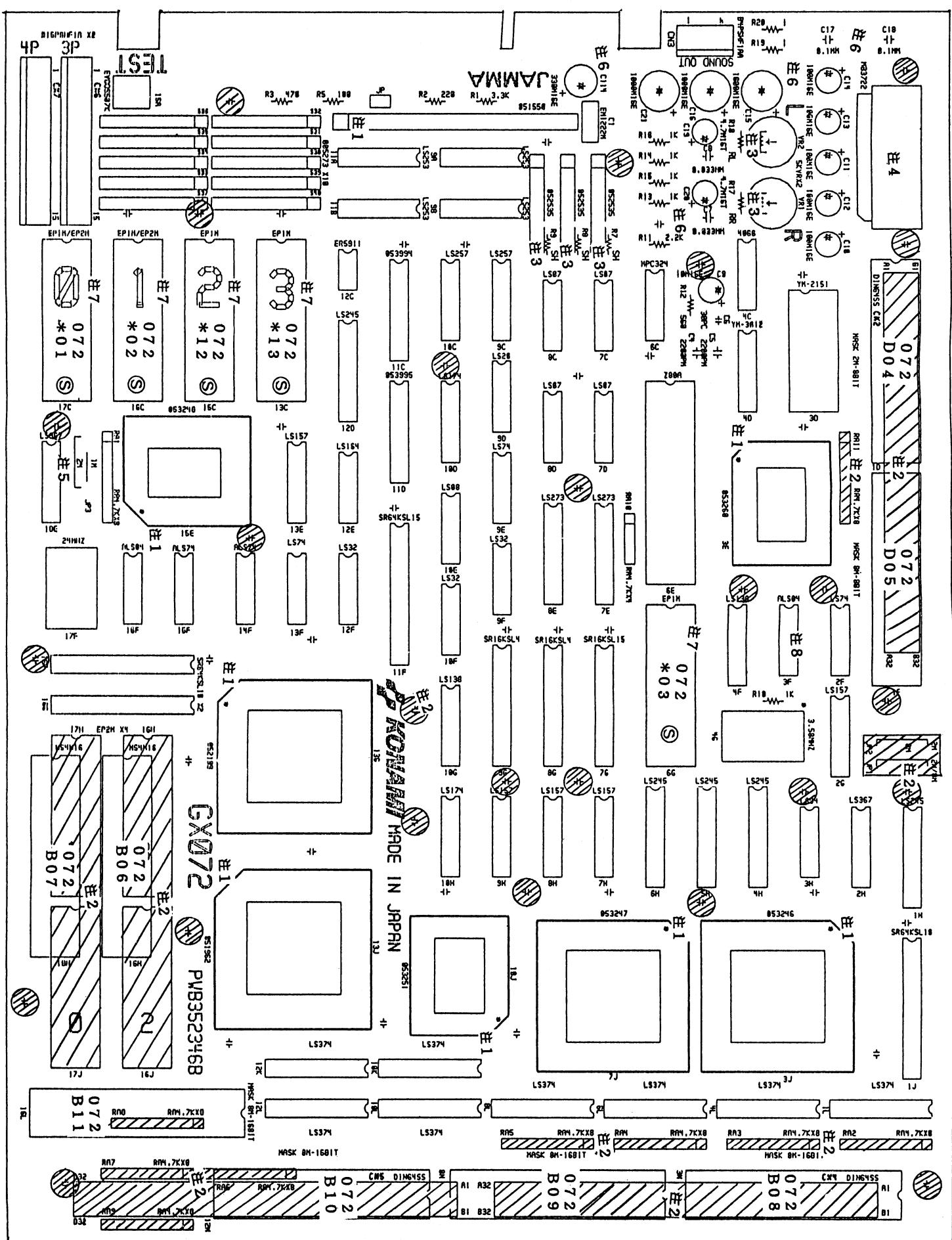
8-6. SOUND OUTPUT

<input type="radio"/> . MONAURAL
<input checked="" type="radio"/> . STEREO
. EXIT

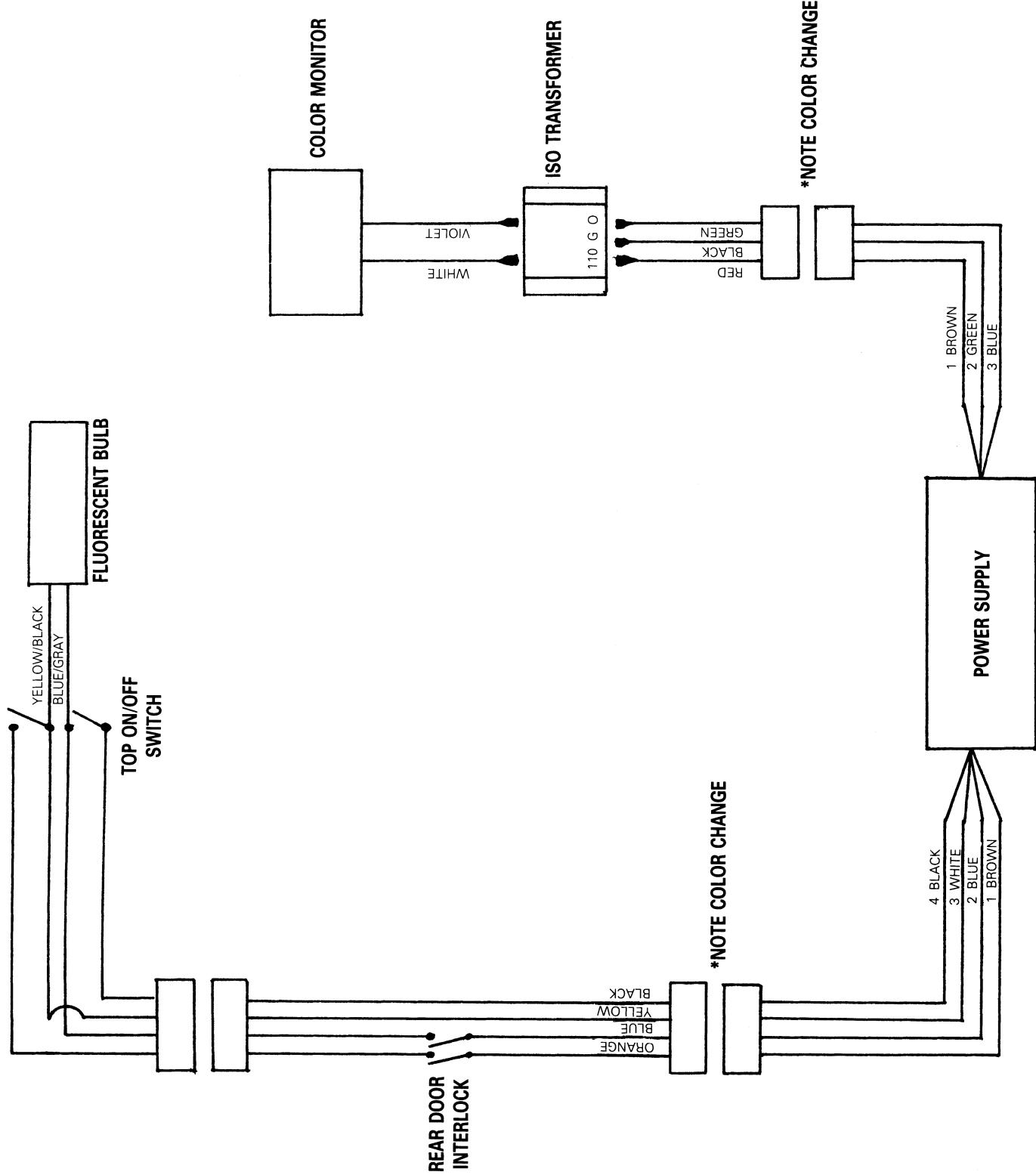
* shows recommended settings.

8-7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING."



AC WIRING HARNESS

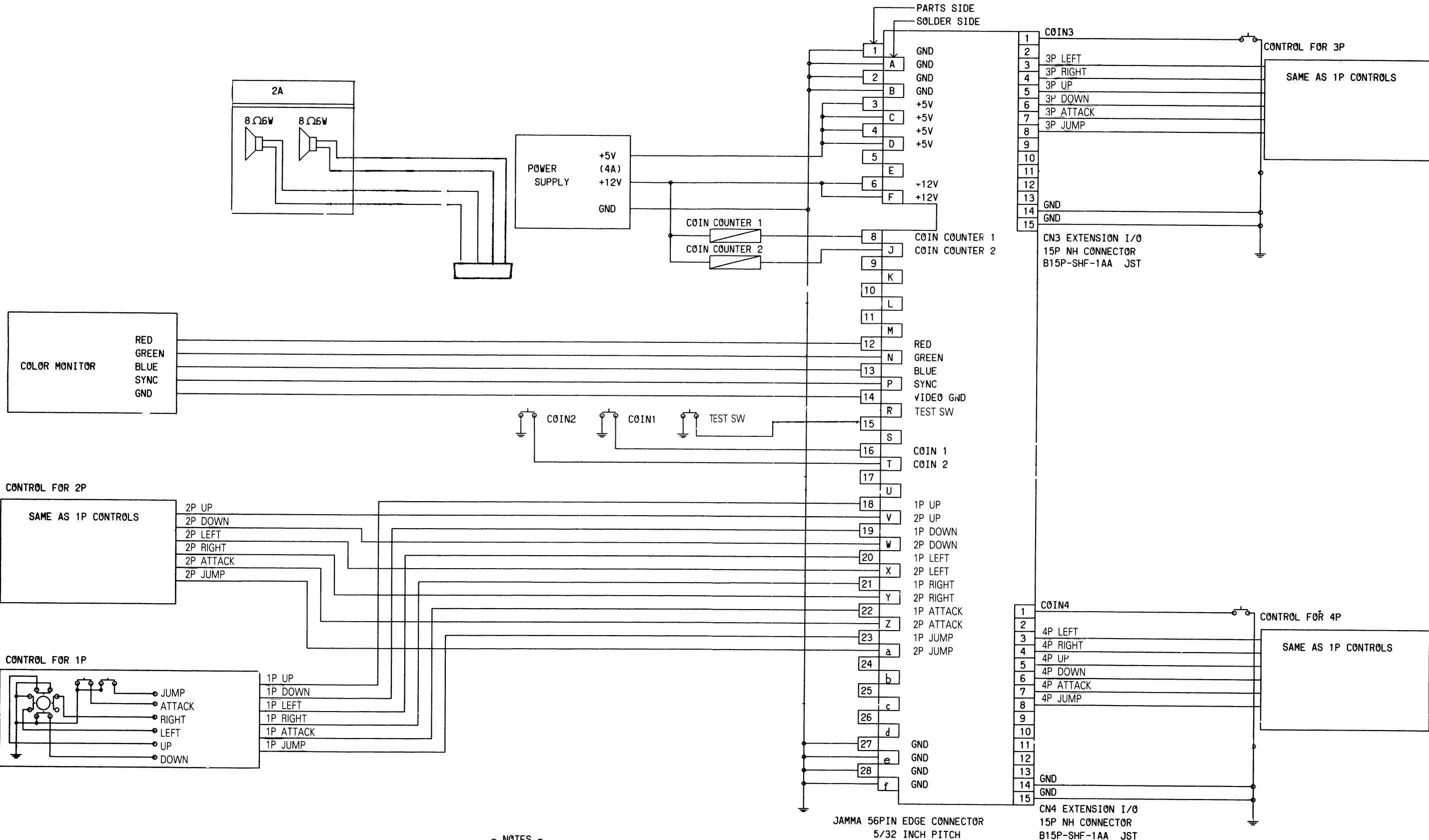


**THIS EQUIPMENT COMPLIES
WITH THE REQUIREMENTS IN
PART 15 OF FCC RULES FOR A
CLASS A COMPUTING DEVICE.
OPERATION OF THIS EQUIP-
MENT IN A RESIDENTIAL AREA
MAY CAUSE UNACCEPTABLE
INTERFERENCE TO RADIO AND
TV RECEPTION REQUIRING THE
OPERATOR TO TAKE WHATEVER
STEPS ARE NECESSARY TO
CORRECT THE INTERFERENCE.
THIS DEVICE MUST ACCEPT
ANY INTERFERENCE RECEIVED,
INCLUDING INTERFERENCE
THAT MAY CAUSE UNDESIRED
OPERATION.**



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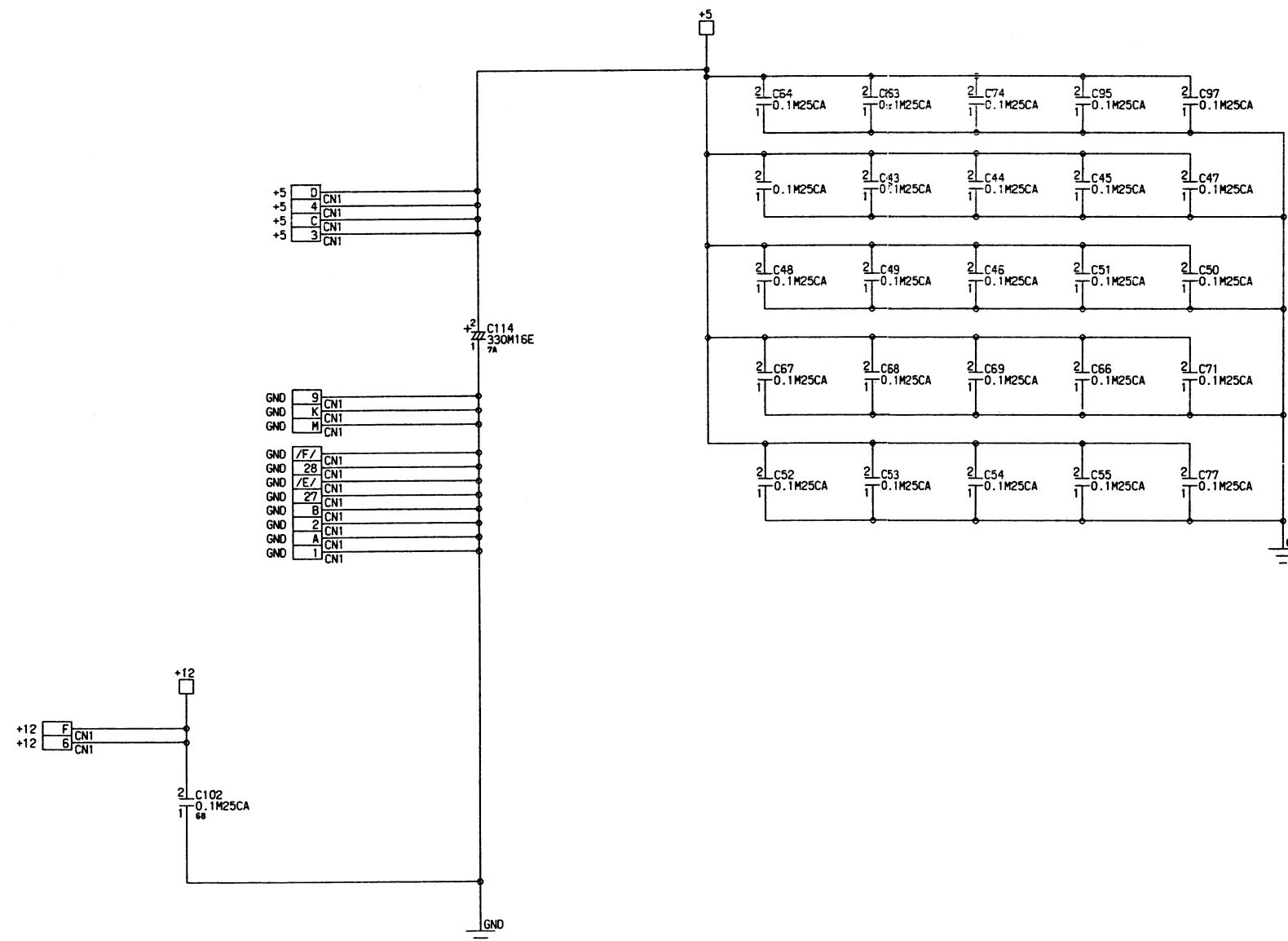
WIRING DIAGRAM



- NOTES -

1 1P:N0.1 PLAYER 2P:N0.2 PLAYER
3P:N0.3 PLAYER 4P:N0.4 PLAYER

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



----- NOTES -----

+5	VCC(+5V)
+12	VCC(+12V)
GND	GND
CN1	JAMMA EDGE 56P
CN2	64P DIN CONNECTOR
CN3	4P NH CONNECTOR
CN4	64P DIN CONNECTOR
CN5	64P DIN CONNECTOR
CN6	15P NH CONNECTOR
CN7	15P NH CONNECTOR

KINDS OF CAPACITOR

C : CERAMIC

E : ELECTROLYTIC

M : MYLAR

T : TANTALUM

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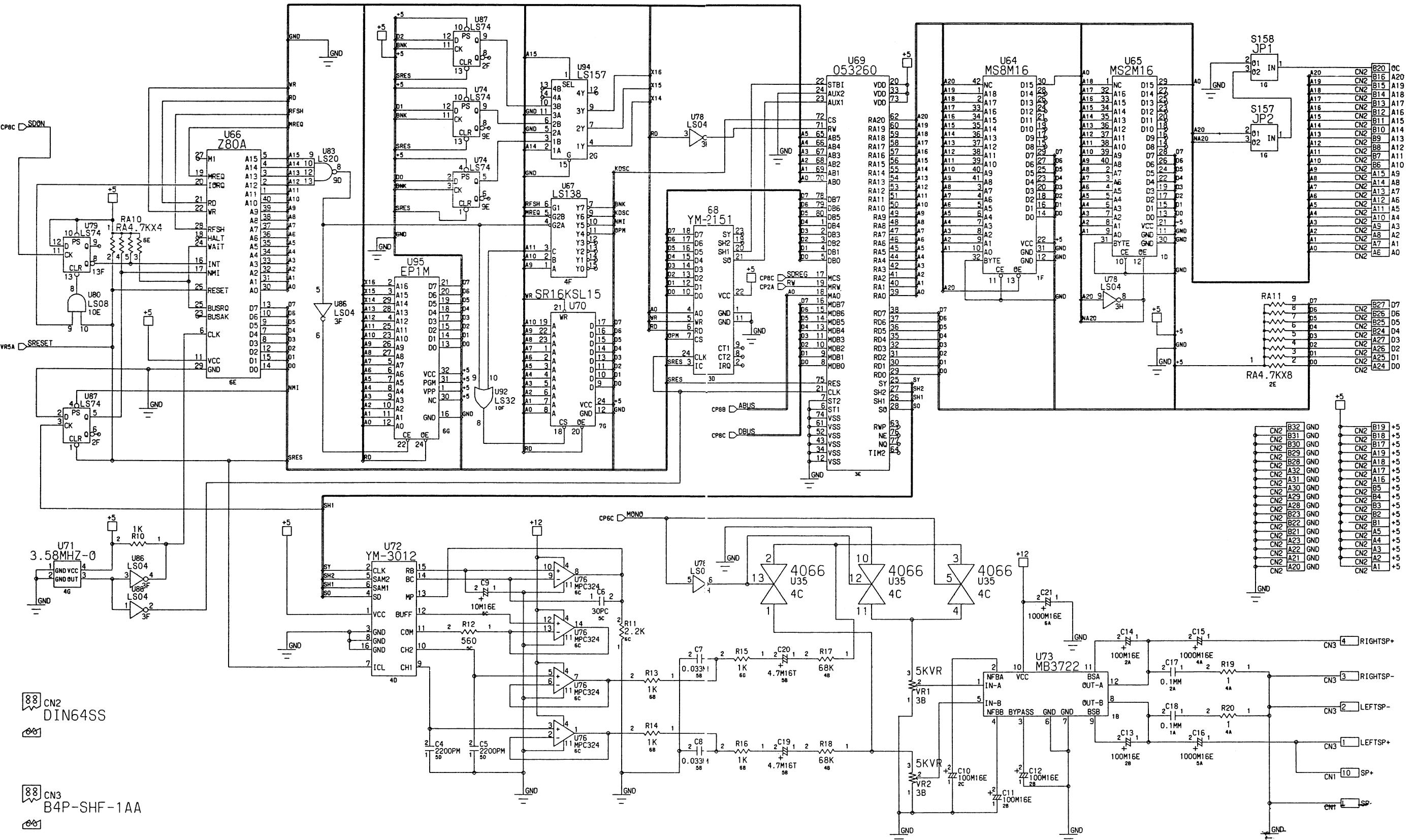
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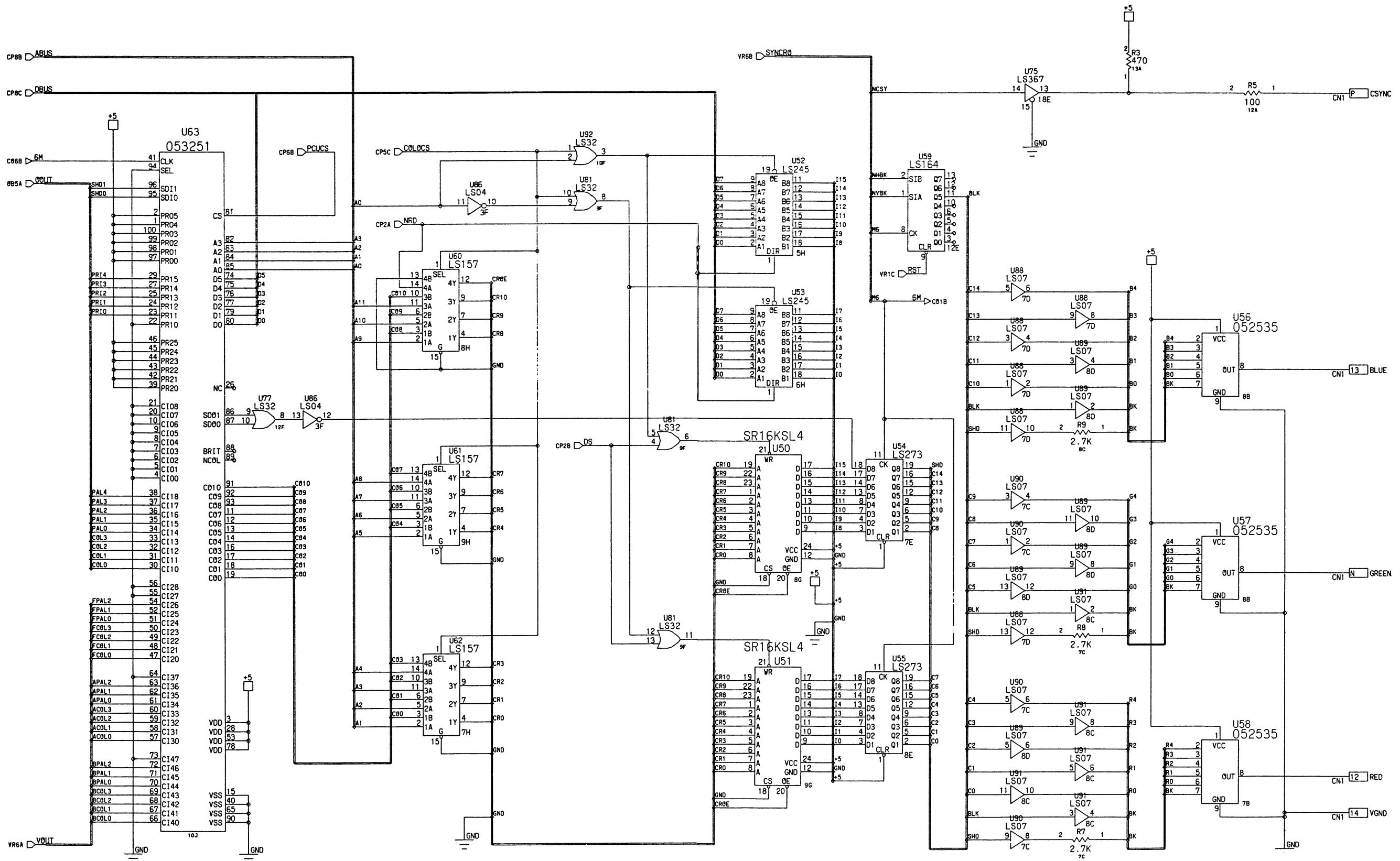
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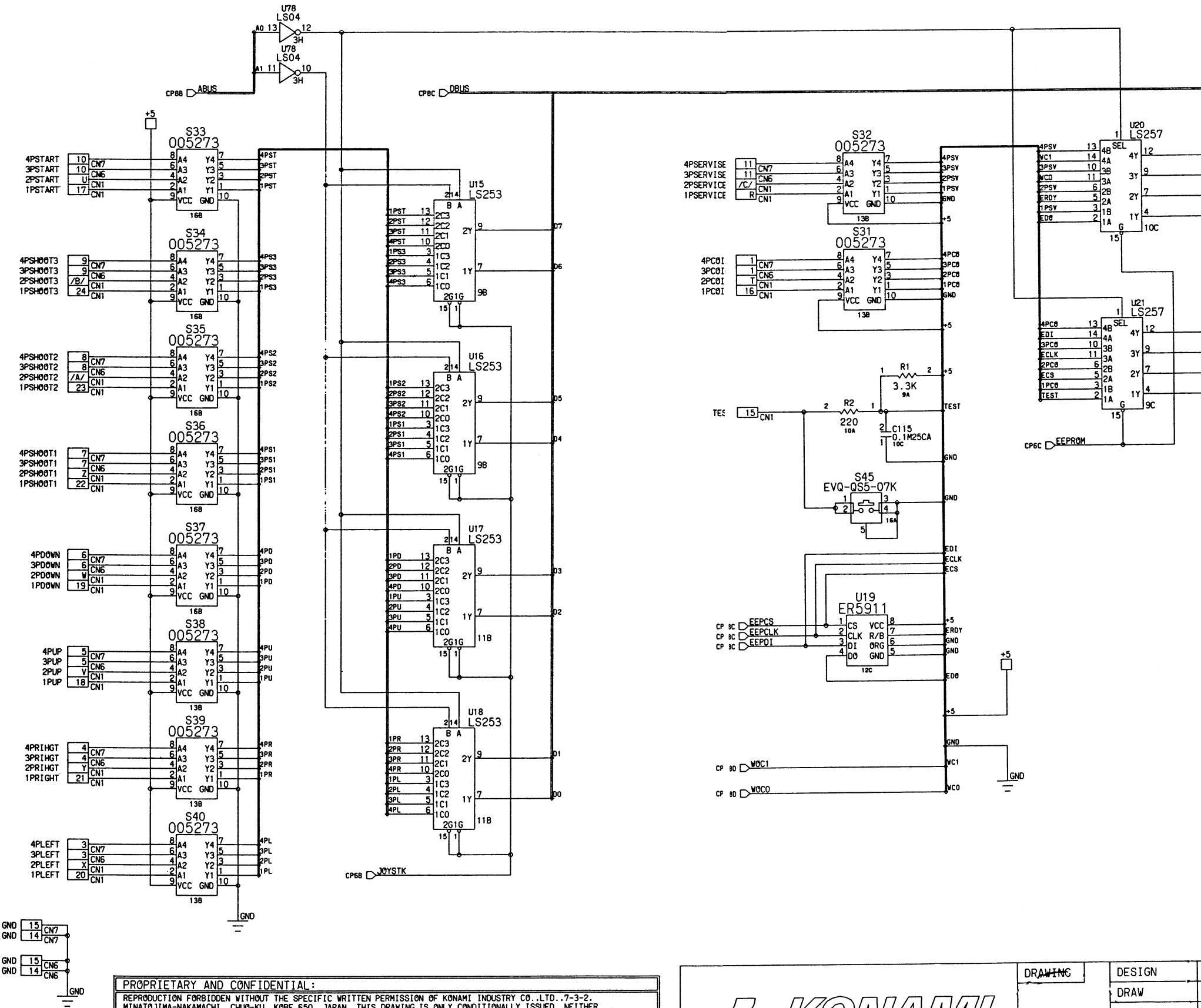
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