

---

PANDORA'S BOX

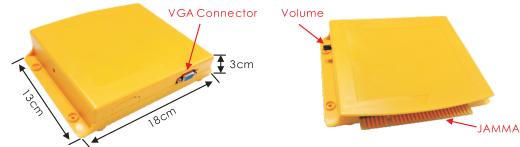
User's Manual

# User Manual of Pandora's box ver. 3.

## (i) Signal description in Golden Finger

Solder Side		Parts Side	
		1	GROUND
GROUND	A	2	GROUND
GROUND	B	3	+5VDC
+5VDC	C	4	+5VDC
+5VDC	D	5	Not Connected
Not Connected	E	6	+12VDC
+12VDC	F	7	KEY SLOT
KEY SLOT	H	8	Not Connected
Not Connected	J	9	Not Connected
Not Connected	K	10	SPEAKER (-)
SPEAKER (-)	L	11	Not Used
Not Used	M	12	VIDEO GREEN
VIDEO GREEN	N	13	VIDEO RED
VIDEO SYNC	P	14	VIDEO BLUE
Not Connected	R	15	VIDEO GROUND
Not Connected	S	16	Not Connected
COIN SWITCH #2	T	17	COIN SWITCH #1
PLAYER 2 - START	U	18	PLAYER 1 - START
PLAYER 2 - UP	V	19	PLAYER 1 - UP
PLAYER 2 - DOWN	W	20	PLAYER 1 - DOWN
PLAYER 2 - LEFT	X	21	PLAYER 1 - LEFT
PLAYER 2 - RIGHT	Y	22	PLAYER 1 - RIGHT
PLAYER 2 - BUTTON 1	Z	23	PLAYER 1 - BUTTON 1
PLAYER 2 - BUTTON 2	a	24	PLAYER 1 - BUTTON 2
PLAYER 2 - BUTTON 3	b	25	PLAYER 1 - BUTTON 3
* PLAYER 2 - BUTTON 4	c	26	* PLAYER 1 - BUTTON 4
* PLAYER 2 - BUTTON 5	d	27	* PLAYER 1 - BUTTON 5
* PLAYER 2 - BUTTON 6	e	28	* PLAYER 1 - BUTTON 6
GROUND	f		GROUND

## (ii) Interface Description of main board



1. This interface is based on standard 28pin JAMMA golden finger interface, P26 & P27 has already enabled, which is used for the games with 6 push buttons, medium punch and heavy punch in street fighter serials games.

(1) An audio amplifier as high as 22W with an adjustable potentiometer is designed for the user to easily set the audio output volume.

(2) A small tactile switch is provided for the user to update game settings and system settings.

## (iii) Game setting

Please push the side tactile switch to enter the game setting menu.



(1) IO test: use this menu to test the working situation of the coin selector, joystick and button. ( prior testing for purple, testing for yellow, press again for blue.)

(2) Coin insert mode: use this menu to set one coin game, 2 coins game, .... and 1P alternative function.

(3) **Exit mode:** use this menu to set how to exit from the current game. The user can choose exit from long pressing "EXIT" button or pressing "START" button with a coin insert event simultaneously.

(4) **Exit automatically:** if the game player is absent then the game itself will go to idle state, the system will exit the current game and go back to the initial demonstration interface after 3 minutes. However, the user can also choose "Exit automatically after 3 minutes" or "Never exit automatically".

(5) **Game selection mode:** 2 independent selection modes can be set in this menu bar.

- A. Only enable game selection when a valid coin is accepted.
- B. Without any limitation, enable game selection unconditionally.

(6) **Individual game setting.**



A. Game difficulty level and life number setting. When the user pushes the A button in 1P console in the game setting menu, he can move the joystick to choose which game he needs to set, and use A button to change the difficulty level and B button to set initial life number. The life number setting will automatically disabled when the user chooses a game with no life number setting. In some cases, if the user needs to update all other game settings according to the current setting, he must push C button in the 1P console, and enable "Use the current setting for all other games". The user can still press D to return back.



B. Game list edit. If the user needs to show or hide some games.(all games are shown by default) please press B button in the game setting menu to edit the game list. Use the joystick to choose the proper game and press A button to toggle the game state from "Show" to "Hide" and vice versa. Once a game is set to the "Hide" state, the color of the corresponding name will turn to gray. The user can also push B button to show all hidden game list. If only one specific game is need to be shown, please use the joystick to select it and press C button, then the main board will go to this game only after power on. Press D button to return back.



(7) **Data Management**

△ **Note:** the product has the audit function to show the number of operating coin. If needed to clear the number of coin into zero, please select the menu and insert the coin management, it needs to input the password. The original password is 55555555. Input the right password can clear the total coins or change the password.



Entering the original code to confirm, then input the new code you want.



#### (8) Saving and exit

Once the mentioned operation is completed, please press D button continuously to go back to the initial game setting menu, and use the joystick to move the menu bar to the "Saving and exit" option, then press A button to confirm. The following dialog will pop up, and please DO NOT turn off the power, the system will reboot automatically.



#### (9) Restore the factory settings and exit

If you want to restore the factory settings, please choose the menu of "the factory setting and exit" and press the A button to make a confirmation.