MARVEL TM
COMICS

MARVEL SUPER HEROES ™

OPERATORS MANUAL

⚠ WARNING

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

THANK YOU FOR PURCHASING *MARVEL SUPER HEROES*™ VIDEO KIT. WE INVITE YOU TO USE THE FOLLOWING MAILING ADDRESS, TELEPHONE OR FAX NUMBER FOR PARTS OR SERVICE INFORMATION CONCERNING THIS GAME:

> **CAPCOM® COIN-OP, INC.**
> **ATTN: FIELD SERVICE - VIDEO PRODUCTS**
> **3311 N. KENNICOTT AVENUE**
> **ARLINGTON HEIGHTS, ILLINOIS 60004**
> **PHONE: (847) 797-6100**
> **FAX: (847) 797-6306**

THE SERIAL NUMBERS OF YOUR KIT ARE LOCATED ON THE GAME CARTRIDGES AS SHOWN BELOW. PLEASE HAVE THESE SERIAL NUMBERS AVAILABLE WHEN CONTACTING US FOR SERVICE INFORMATION.

"B" CARTRIDGE SERIAL NUMBER   AAMA SERIAL NUMBER

"A" CARTRIDGE SERIAL NUMBER (BOTTOM OF CASE)
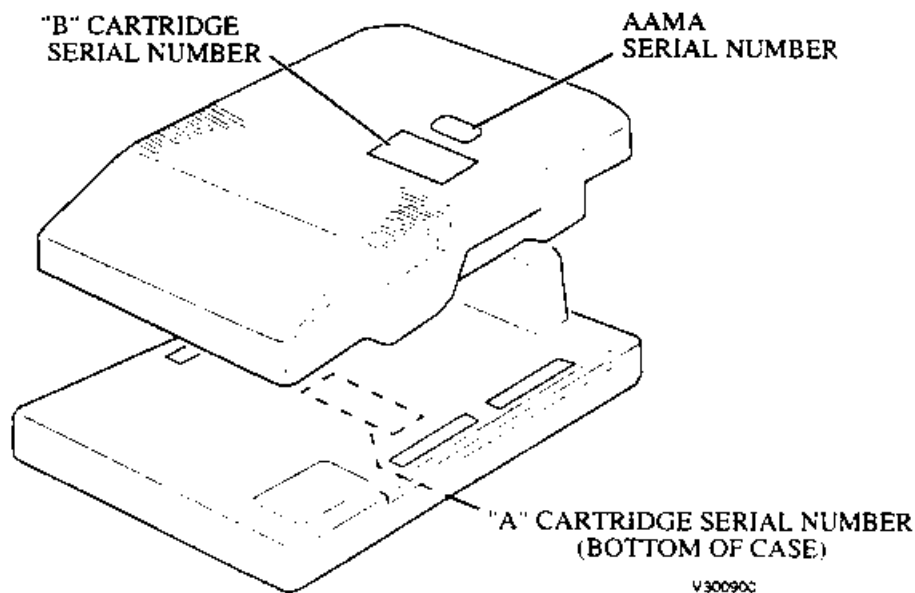
V30090C

DEPENDING ON THE TYPE OF KIT YOU PURCHASED, PLEASE RECORD THE SERIAL NUMBERS HERE:

"FULL" KIT   **A-CARTRIDGE SERIAL # _____**
                                B-CARTRIDGE SERIAL # _____
                                  AAMA SERIAL # _____

"A" KIT   **A-CARTRIDGE SERIAL # _____**

"B" KIT   **B-CARTRIDGE SERIAL # _____**
                                  AAMA SERIAL # _____ _____

TABLE OF CONTENTS

NOTES

KIT INSPECTION

There are three kits available for conversion to *MARVEL SUPER HEROES*™:

1) **MSH1000E** ("FULL" kit) contains the complete game cartridges, all necessary graphics, and replacement joysticks and button switches. The "FULL" kit is intended for conversion of most JAMMA-compatible, horizontal screen cabinets.

2) **MSH1000AE** ("A" kit) is compatible only with current CAPCOM® System II games. It is similar to the "FULL" kit but does not include both cartridges (only the A-cartridge is supplied). For operators who have previously converted a cabinet with a "B" kit, the purchase of an "A" kit will provide all the additional components necessary for "FULL" cabinet conversion ("A" + "B" = "FULL")

3) **MSH1000BE** ("B" kit) contains the game software cartridge (B-cartridge) and must also be installed to a current CAPCOM® System II game. It includes all the necessary game graphics for a cabinet conversion (marquee, control panel overlay, monitor card, etc.).

Check that all parts have been shipped with your kit. If any parts are missing, contact your distributor immediately.

KIT PARTS LIST

MSH1000E	MSH1000AE	MSH1000BE	PART NO.	DESCRIPTION	QTY
√			A-00532	CPS II System Cartridges (A/B)	1
	√		ZZ1400A	CPS II System Cartridge (A)	1
		√	A-00533	CPS II System Cartridge (B)	1
√		√	AW00174	Monitor Card	1
√		√	AW00171	Marquee	1
√		√	AW00173	Overlay, Control Panel	1
√		√	AW00175	Decal, Joystick & Button Switches	1
√		√	AW00176	Decal, Cabinet Side	2
√		√	AW00172-01	Decal - Left, Game Play Instruction	1
√		√	AW00172-02	Decal - Right, Game Play Instruction	1
√	√	√	PM00132-EUROKIT	Manual, Operators	1
√	√		03-0052	Cable, Auxiliary	1
√	√		GE2030	Joystick	2
√	√		16-0130	Switch, 1-Player Start Button (White)	1
√	√		16-0131	Switch, 2-Player Start Button (White)	1
√	√		16-0133	Switch, Punch/Kick Button (Red)	4
√	√		16-0134	Switch, Punch/Kick Button (Blue)	4
√	√		16-0147	Switch, Punch/Kick Button (Yellow)	4
√	√		03-0050	Bracket, Volume/Test	1
√	√		13-0066	Bracket, A-Cartridge Mounting	4
√	√		SC00104-05	Screw, Wood	4
	√	√	13-0141	Clamp, Case	2

CAUTION

Please read the following instructions to keep the PC board in good condition:

- Do not block the ventilation slots.

- Do not drop or bump the board.

- Do not spill any liquids on the case.

- Do not disassemble the case.
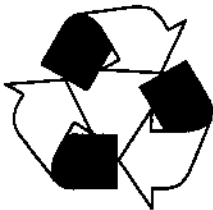
Ni-cd

ATTENTION

The product that you have purchased contains a rechargeable battery. The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste system. Check with your local solid waste official for details in your area for recycling options or proper disposal.

DISASSEMBLING THE CASE OR REMOVING THE STICKER MAY CAUSE THE TERMINATION OF YOUR REPAIR WARRANTY.

"FULL" KIT INSTALLATION

⚠ WARNING:

MAKE SURE ELECTRICAL POWER TO THE GAME IS OFF BEFORE STARTING THE KIT INSTALLATION.

PREPARATION

1. Disconnect and remove the old printed circuit board(s) or cartridges from the cabinet.

2. Remove or open the control panel, and disconnect and remove the buttons and joystick(s) from the control panel.

3. Remove any covering from the control panel overlay, and then remove the control panel overlay.

4. Place the Drill Hole template over the control panel to determine where any new holes should go. Center punch any needed new holes on the control panel.

5. Cut out the new holes using a 1-3/16" hole saw.

6. If there is an additional control panel *cover (such as plastic or lexan) that will be utilized, cut any additional holes using the same template. *Cover is not included in the kit.

7. Plug up unused holes with a wood dowel (1-1/8" diameter) and sand any rough edges.

INSTALLATION

Marquee Installation

8. Remove the marquee glass, old marquee overlay, and the old cabinet graphics.

9. Install the new marquee and replace the *glass. *Glass is not included in this kit.

Control Panel Overlay Installation (See Figure 1)

10. The control panel overlay in the kit is oversized to accommodate most control panel sizes. Center the overlay on the control panel, leaving some excess material at the edges.

11. Remove the protective backing from the overlay and press it down on the control panel, keeping it properly aligned. Press it down firmly, smooth out any bubbles, and press it over the edges.

12. Trim any excess from the overlay. Place the drill hole template on top of the overlay, aligning it with the joystick holes. Pierce through the overlay at each control panel hole. Then, cut away overlay material covering the joystick and button holes. Remove the template and clean off the overlay.

13. Peel off the backings of the 6-button and joystick decals, align over the control panel holes, and press in place on the overlay (refer to the drill hole template for proper placement). Using a knife, trim material from the center hole of the joystick decal.

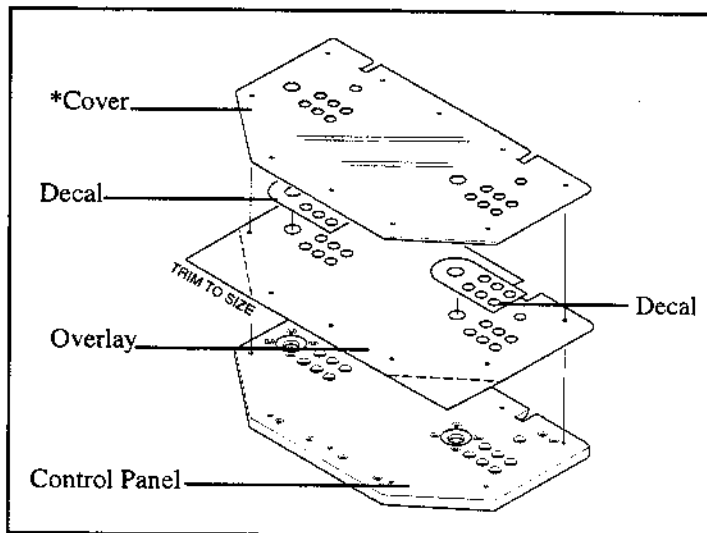14. Install the control panel *cover (if required).

Figure 1
Overlay Installation

Reassembly of Components

15. Install all buttons and retaining rings on the control panel as shown in Figure 2. Install two RED buttons to the immediate right of each joystick, install two YELLOW buttons to the right of the red ones, and install two BLUE buttons to the right of the green ones.
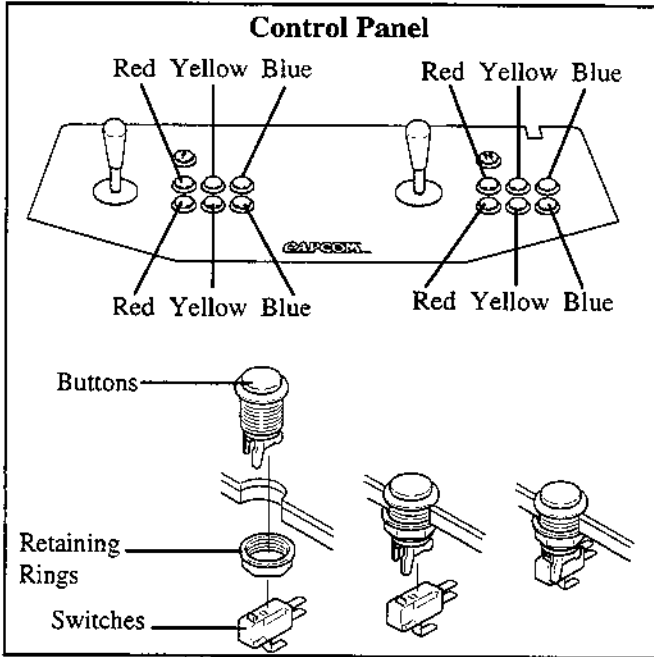
FIGURE 2
Control Panel Buttons and Switches

16. Notice that there are two white buttons. (See Figure 3.) The WHITE buttons are START buttons. Install the PLAYER ONE button on the top left-hand side of the control panel, and the PLAYER TWO button on the top right-side of the control panel.
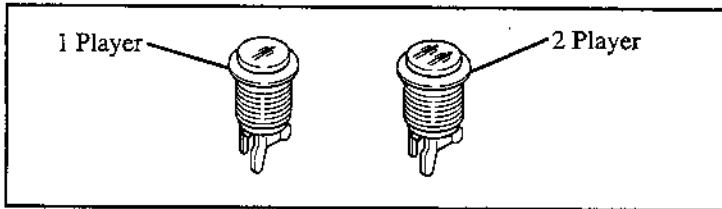
FIGURE 3
Start Buttons

17. Install the switches on the buttons as shown in Figure 2. Orient the switches so that when a button is pressed, the red contact on the switch is depressed.

18. Install the joysticks on the control panel as shown in Figure 4.

FIGURE 4
Joystick Installation

CABINET DECAL INSTALLATION

19. Remove monitor glass and install monitor card.

20. Peel-off the backing to the instruction decals and place on both the left and the right sides of the monitor card. (See Figure 5). Also, apply the cabinet decals to both sides of the cabinet.

FIGURE 5
Cabinet Decal Installation

WIRING

NOTE:
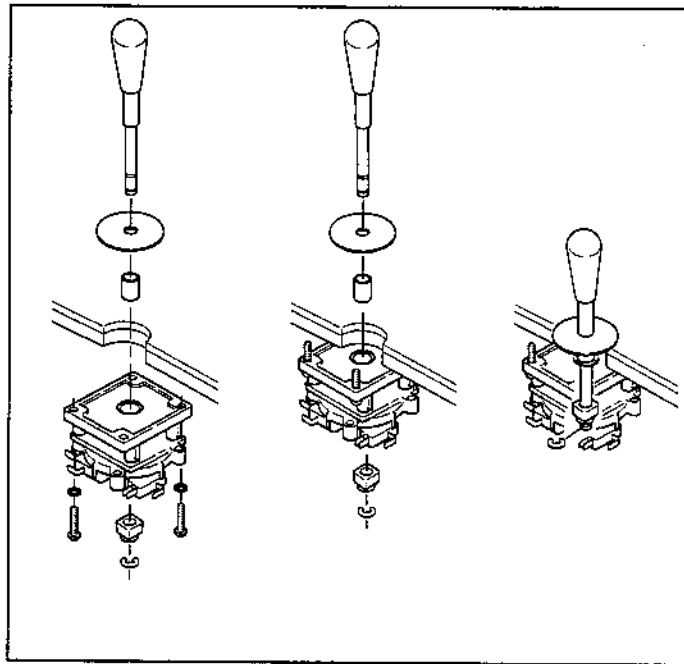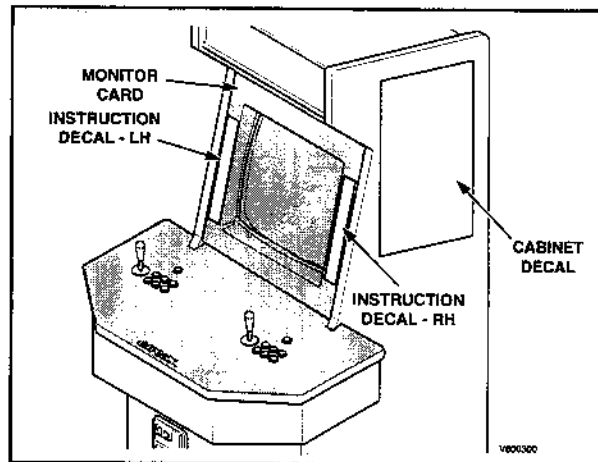All switch wires used in this game must be wired to the normally-open connection on the switches. Each switch requires a ground wire on the common connector and the appropriate control or switch wire on the normally-open connector of the switch.

21. Reconnect the existing JAMMA connectors to the control panel according to the chart in Figure 5.

22. Connect the Player 1 and the Player 2 Kick buttons to the auxiliary cable harness connectors shown in Figure 6. Make the connections according to the chart in Figure 7.
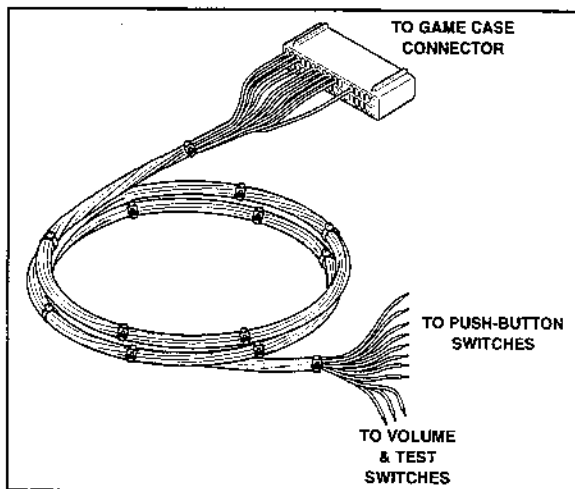

FIGURE 6
Auxiliary Cable Harness

JAMMA CONNECTOR REF.	*WIRE COLOR	CONNECTS TO	COMPONENT	FUNCTION
18	WHITE/BLACK	PLAYER 1	JOYSTICK	UP
19	WHITE/BROWN	PLAYER 1	JOYSTICK	DOWN
20	WHITE/RED	PLAYER 1	JOYSTICK	LEFT
21	WHITE/ORANGE	PLAYER 1	JOYSTICK	RIGHT
22	WHITE/YELLOW	PLAYER 1	PUNCH BUTTON	LIGHT
23	WHITE/GREEN	PLAYER 1	PUNCH BUTTON	MIDDLE
24	WHITE/BLUE	PLAYER 1	PUNCH BUTTON	HEAVY
V	VIOLET/BLACK	PLAYER 2	JOYSTICK	UP
W	VIOLET/BROWN	PLAYER 2	JOYSTICK	DOWN
X	VIOLET/RED	PLAYER 2	JOYSTICK	LEFT
Y	VIOLET/ORANGE	PLAYER 2	JOYSTICK	RIGHT
Z	VIOLET/YELLOW	PLAYER 2	PUNCH BUTTON	LIGHT
a	VIOLET/GREEN	PLAYER 2	PUNCH BUTTON	MIDDLE
b	VIOLET/BLUE	PLAYER 2	PUNCH BUTTON	HEAVY

Figure 6: JAMMA Wiring Connections

* Wire Color Note: Wire colors shown are according to the AAMA -AMOA Standard for wire color assignments; your harness may contain different colors than shown above.

AUXILIARY CABLE CONNECTOR REF.	WIRE COLOR	CONNECTS TO	COMPONENT	FUNCTION
34	BLACK	PLAYER 1	KICK BUTTON	COMMON
19	BLUE	PLAYER 1	KICK BUTTON	LIGHT
17	RED	PLAYER 1	KICK BUTTON	MIDDLE
15	PINK	PLAYER 1	KICK BUTTON	HEAVY
33	BLACK	PLAYER 2	KICK BUTTON	COMMON
21	GRAY/YELLOW	PLAYER 2	KICK BUTTON	LIGHT
23	PINK/YELLOW	PLAYER 2	KICK BUTTON	MIDDLE
9	PURPLE/YELLOW	PLAYER 2	KICK BUTTON	HEAVY
29	GRAY/YELLOW	TEST BRACKET	VOLUME SWITCH	UP
30	PINK/YELLOW	TEST BRACKET	VOLUME SWITCH	DOWN
31	BLACK/WHITE	TEST BRACKET	VOLUME SWITCH	COMMON

Figure 7: Auxiliary Cable Wiring Connections

23. An optional Test/Volume bracket (see Figure 8) is included in this kit. Your cabinet may already contain this bracket. If you decide to install, the bracket should be mounted inside the coin door and on top of the cash box for easy access.

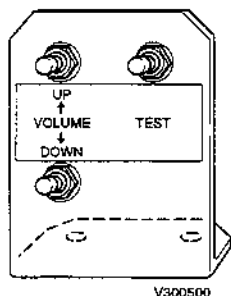NOTE: The A-cartridge also contains the same Test and Volume functions found on the test bracket.

Figure 8: Test Bracket

Wiring of the Test Bracket requires connections to both the main JAMMA harness as well as the auxiliary cable harness (refer to Figure 9).

LEAD WIRE COLOR	SWITCH FUNCTION	CONNECTS TO
YELLOW	VOLUME-UP	AUX. CABLE '29'(GRAY/ YELLOW)
GREEN	COMMON	AUX. CABLE '31'(BLACK/ WHITE)
BLACK	VOLUME-DOWN	AUX. CABLE '30'(PINK/ YELLOW)
GREEN	COMMON	AUX. CABLE '31'(BLACK/ WHITE)
BROWN	TEST	JAMMA '15'
BLACK	GROUND	JAMMA 'A' or 'B' or 'e' or 'f' or '1' or '2' or '27' or '28'

Figure 9: Test Bracket Wiring Chart

GAME CARTRIDGE INSTALLATION

24. Install the four (4) mounting brackets to the underside of the "A" cartridge as shown in Figure 10.
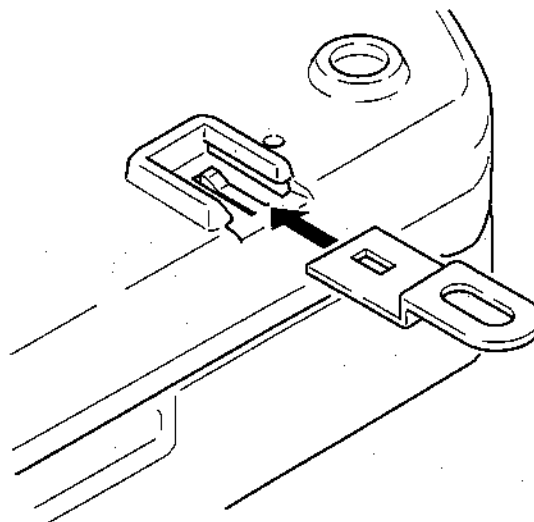

Figure 10: Mounting Bracket Installation

25. Using the supplied wood screws, fasten the game cartridge case to the control panel shelf, as shown in Figure 11.
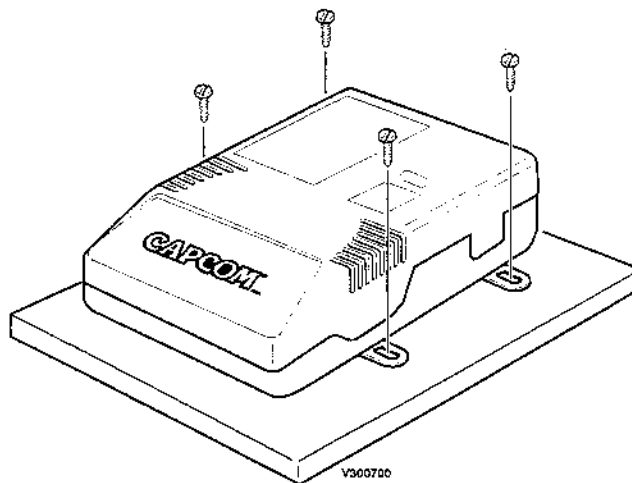

Figure 11: Case Mounting

26. Connect the JAMMA harness connector and the auxiliary cable connector to the "A' cartridge. If your cabinet is equipped with Q-SOUND, also attach the audio cables.

WARNING

Improper installation of the JAMMA harness connector to the game cartridge will cause damage to the enclosed PCB.

27. Power-up the game and set all operator adjustable options by pressing the **TEST** switch. Follow the instructions under the *TEST MENU* section of this manual.

"A" KIT INSTALLATION

1. To install the control panel parts, you must follow the "FULL" Kit Preparation and Installation Procedure, steps 15 through 18, and steps 21-23.

2. To mate the existing "B" cartridge with the "A" cartridge, align the "B" cartridge over the "A" cartridge and push down firmly. Install the case clamps as shown in Figure 12.
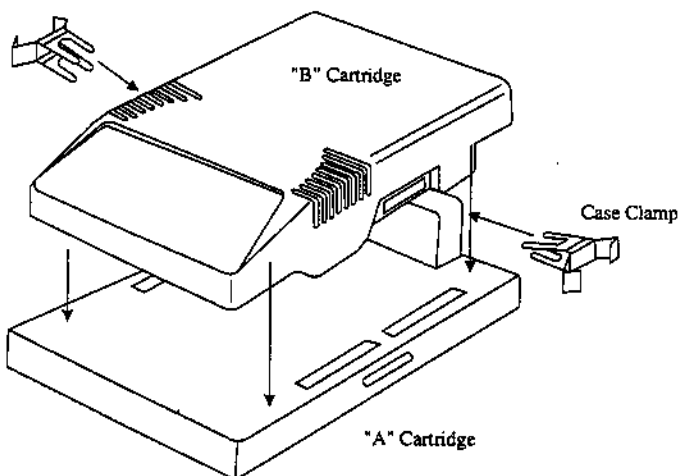
Figure 12 : Case Clamp Installation

3. Continue to follow the "FULL" kit Preparation and Installation Procedure, steps 25 through 27.

4. Installation of the "A" kit is now complete.

WARNING

DISASSEMBLY OF EITHER GAME CARTRIDGE WILL VOID YOUR WARRANTY.

"B" KIT INSTALLATION

1. To install the cabinet graphics, you must follow the "FULL" Kit Preparation and Installation Procedure, steps 3 through 22.

2. To remove the existing "A" cartridge from the "B" cartridge, pull the old case clamps apart and discard (see Figure 12). Carefully remove the old "B" cartridge and install the new "B' cartridge. Install the new case clamps.

3. Power-up the game and set all operator adjustable options by pressing the **TEST** switch. Follow the instructions under the *TEST MENU* section of this manual.

NOTES

TEST MENU

The test menu allows you to test the functions and configure the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the Test Menu you can also access the Configuration Menu, where you can change the settings of the game.

1.   ACCESSING THE TEST MENU
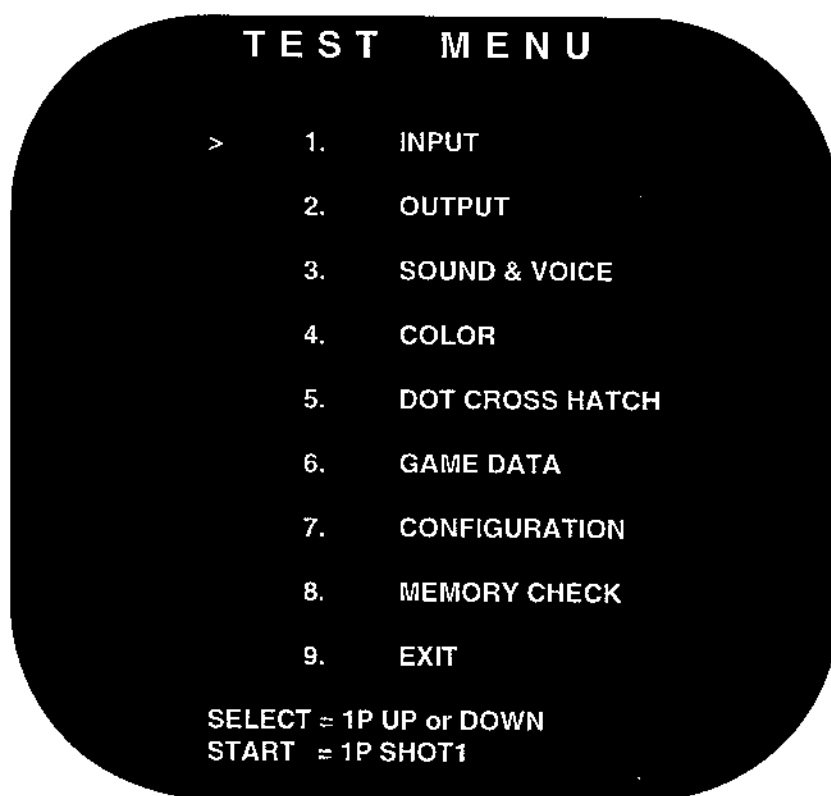
- **For a CAPCOM® cabinet, or a cabinet with a test switch:**
  Make sure the game is on and push the test switch. The screen shown below will appear.

- **For a cabinet without a test switch:**
  Push the test switch test on the outside of the blue plastic casing. (Refer to the inside back cover of the manual).

```
            T E S T    M E N U


        >      1.      INPUT

               2.      OUTPUT

               3.      SOUND & VOICE

               4.      COLOR

               5.      DOT CROSS HATCH

               6.      GAME DATA

               7.      CONFIGURATION

               8.      MEMORY CHECK

               9.      EXIT

        SELECT = 1P UP or DOWN
        START  = 1P SHOT1
```

2. HOW TO SELECT AN ITEM

- Use the *PLAYER 1 JOYSTICK* to move the arrow in front of the desired item and press the *PLAYER 1 LIGHT PUNCH* button.
- To return to the test menu, push the *PLAYER 1 START* and *PLAYER 2 START* buttons simultaneously.
- The test menu will always appear on the screen:
  a) After you exit the "**7. CONFIGURATION MENU**" and
  b) After the memory is tested from the menu, "**8. MEMORY CHECK**".

3. CLOSING THE TEST MENU

To close the Test Menu, highlight "**9. EXIT**" and push the *PLAYER 1 LIGHT PUNCH* button.

4.   TEST MENU ITEM DESCRIPTIONS

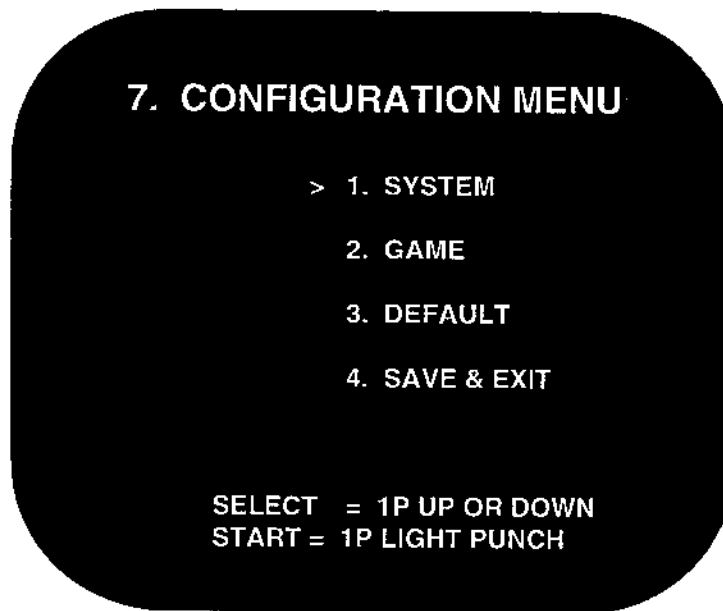|	
INPUT	Used to test all the input switches, such as joysticks and buttons. The "0" changes to a "1" as the button is pushed or joystick is moved. Check connections and switches in case the "0" doesn't change to a "1" when depressed or moved.
OUTPUT	Used to test the coin meter and the coin lock.
SOUND & VOICE	Select a code of **SOUND** or **VOICE** with the *PLAYER 1 JOYSTICK*. Push the *PLAYER 1 LIGHT PUNCH* button to hear the sound of the selected code.
COLOR	Shows color bars of red, green, blue, and white. Adjust **RGB** and brightness to obtain the optimum color balance and solid black background.
DOT CROSS HATCH	Used to test the screen size, focus and distortion.
GAME DATA	Coin meter and playtime information will be displayed.
CONFIGURATION	Used to change the game play settings. Refer to the **CONFIGURATION MENU** section.
MEMORY CHECK	Used to test memory. "**OK**" appears when each block of memory passes test, "**NG**" appears in case of malfunction. If "**NG**" appears, repeat the memory test and wait for the "**OK**" message. Contact your distributor if "**NG**" still appears.
EXIT	Select this item and push the *PLAYER 1 LIGHT PUNCH* button to return to game play mode.

CONFIGURATION MENU

The Configuration Menu is used to change various game settings such as level difficulty, credits, sound configuration, etc. These settings are stored in memory on the PCB rather than DIP switches.

The Configuration Menu is divided into 2 sections. In the **SYSTEM** section, you can change credits, sound, and coin door configurations. In the **GAME** section, you can change the play difficulty level and duration of the game.

1. ACCESSING THE CONFIGURATION MENU

- From the TEST MENU, move the arrow to "**7. CONFIGURATION**" and push the *PLAYER 1 LIGHT PUNCH* button. The screen below will be displayed. A description of each option is explained in the table below.

```
        7. CONFIGURATION MENU

          >  1. SYSTEM

             2. GAME

             3. DEFAULT

             4. SAVE & EXIT


          SELECT  = 1P UP OR DOWN
          START = 1P LIGHT PUNCH
```

SYSTEM	Select this item to change settings for credits, monitor flip, sound and coin door configurations.
GAME	Select this item to change difficulty level, damage level, time count speed, maximum number of rounds and event type.
DEFAULT	Use this item to restore configuration settings to the original factory values. Press the *PLAYER 1 LIGHT PUNCH* and *PLAYER 1 MIDDLE PUNCH* buttons at the same time to select this option.
SAVE & EXIT	Use this to save new configuration settings and exit to the Test Menu. The message "SAVING NEW CONFIGURATION IN EPROM" will appear while the new settings are being saved. **DO NOT** turn power off to the game until "SAVING" is complete and the Test Menu reappears.

SYSTEM CONFIGURATION

CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 LIGHT PUNCH* button to select.

```
          7-1. SYSTEM CONFIGURATION

  > 1. COIN MODE              2 COINS 1 CREDIT

    2. CONTINUE               ON

    3. MONITOR                NORMAL

    4. DEMO SOUND             ON

    5. SOUND MODE             STEREO (QSOUND)

    6. CHUTE TYPE             1 CHUTE SINGLE

    7. EXIT

    SELECT OPTION        = 1P UP OR DOWN
    MODIFY SETTING       = 1P LEFT OR RIGHT
                         = 1P LIGHT PUNCH OR JUMP
```

SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1. COIN	SELECT THE CHARGE PER PLAY.
2. CONTINUE	SELECT ON FOR CONTINUOUS PLAY OR OFF FOR NON-CONTINUOUS PLAY.
3. MONITOR FLIP	FLIPS THE POSITION OF THE SCREEN. IF THE SCREEN APPEARS UPSIDE-DOWN, CHANGE THE SETTING TO FLIP; IF THE SCREEN APPEARS CORRECT, SELECT **NORMAL.**
4. DEMO SOUND	TURNS ATTRACT SOUNDS ON OR OFF.
5. SOUND MODE	SELECT **STEREO** OR **MONAURAL** FOR USE WITH YOUR CABINET. NOTE: **STEREO** SHOULD ONLY BE SELECTED FOR USE WITH CAPCOM® QSOUND CABINETS.
6. CHUTE TYPE	SELECT THE NUMBER OF PLAYER(S) AND COIN CHUTES. **1 CHUTE SINGLE:** WITH THIS SETTING, EITHER PLAYER CAN START THE GAME. **2 CHUTES SINGLE:** TWO PLAYERS USE ONE COIN CHUTE AND PLAY AT THE SAME TIME. THE PLAYER WHOSE COIN WAS PUT IN FIRST STARTS THE GAME. **2 CHUTES MULTI:** TWO PLAYERS USE TWO COIN CHUTES AND PLAY SEPARATELY. THE GAME STARTS FROM THE SAME SIDE AS THE COIN CHUTE WAS USED.
7. EXIT	TO SAVE THE SETTINGS AND RETURN TO THE CONFIGURATION MENU, HIGHLIGHT THIS ITEM AND PUSH THE *PLAYER 1 START* BUTTON.

SYSTEM CONFIGURATION OPTION SETTINGS

1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS
	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS	1 COIN 9 CREDITS	**2 COINS 1 CREDIT**
	3 COINS 1 CREDIT	4 COINS 1 CREDIT	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT
	8 COINS 1 CREDIT	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
2. CONTINUE	**ON**			OFF	
3. MONITOR	FLIP			**NORMAL**	
4. DEMO SOUND	**ON**			OFF	
5. SOUND MODE	**STEREO (Q SOUND)**			MONAURAL	
6. CHUTE TYPE	1 CHUTE SINGLE		**2 CHUTES SINGLE**	2 CHUTES MULTI	
7. LANGUAGE	**ENGLISH**		SPANISH	PORTUGUESE	

NOTE: ☐ **FACTORY SETTING**

GAME CONFIGURATION

CHANGING THE GAME CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 LIGHT PUNCH* button to select.

```
              7-2.  GAME CONFIGURATION

        > 1. DIFFICULTY              4 MEDIUM

          2. DAMAGE LEVEL            LEVEL 4

          3. TIMER SPEED             4 NORMAL

          4. MAX ROUND               3 ROUNDS

          5. JOIN-IN                 ON

          6. EVENT                   OFF

          7. MODE                    NORMAL TURBO

          8. EXIT

        SELECT OPTION       = 1P UP OR DOWN
        MODIFY SETTINGS     = 1P LEFT OR RIGHT
                            = 1P LIGHT PUNCH OR MIDDLE
```

GAME CONFIGURATION ITEM DESCRIPTIONS

1. DIFFICULTY	SETS THE DIFFICULTY LEVEL.
2. DAMAGE (INFLICTED) LEVEL	SETS THE LEVEL OF DAMAGE INFLICTED ON OPPONENTS (OFFENSIVE POWER).
3. TIMER SPEED	SETS THE SPEED OF THE COUNTDOWN FROM THE TIMER DISPLAY
4. MAX ROUND	SETS THE NUMBER OF ROUNDS PER MATCH: **1 ROUND:** WINNER OF A SINGLE ROUND WINS; **3 ROUNDS:** WINNER OF 2 OUT OF 3 ROUNDS WINS; **5 ROUNDS:** WINNER OF 3 OUT OF 5 ROUNDS WINS.
5. JOIN-IN	SETS THE OPTION TO ALLOW OTHER PLAYERS TO JOIN-IN.
6. EVENT	TURNS ON EVENT MODE. USEFUL FOR CHAMPIONSHIP TOURNAMENTS. **OFF:** NORMAL SETTING. SETS THE MODE TO NORMAL OPERATION. **1 MATCH:** MATCHES PLAYER WITH ONE CREDIT. A WIN OR A LOSS RESULTS IN *GAME OVER (CONTINUE IS NOT AVAILABLE).*
7. MODE	ALLOWS FOR AN AUTOMATIC BLOCKING FEATURE FOR MOST CHARACTERS (TO BE USED FOR BEGINNING PLAYERS).
8. EXIT	RETURN TO THE CONFIGURATION MENU.

GAME CONFIGURATION OPTIONS

1. DIFFICULTY	1 EASIEST	2 VERY EASY	3 EASY HARD	4 MEDIUM	5 MEDIUM HARD	6 HARD	7 VERY HARD	8 HARDEST
2. DAMAGE LEVEL	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8
3. TIMER SPEED	1 SLOW	2	3	4 NORMAL	5	6	7	8 FAST
4. MAX ROUND	1 ROUND			3 ROUNDS			5 ROUNDS	
5. JOIN-IN	ON				OFF			
6. EVENT	OFF				1 MATCH			
7. MODE	NORMAL		TURBO		NORMAL TURBO		*NORMAL TURBO BEGINNER	

NOTE: | FACTORY SETTING |

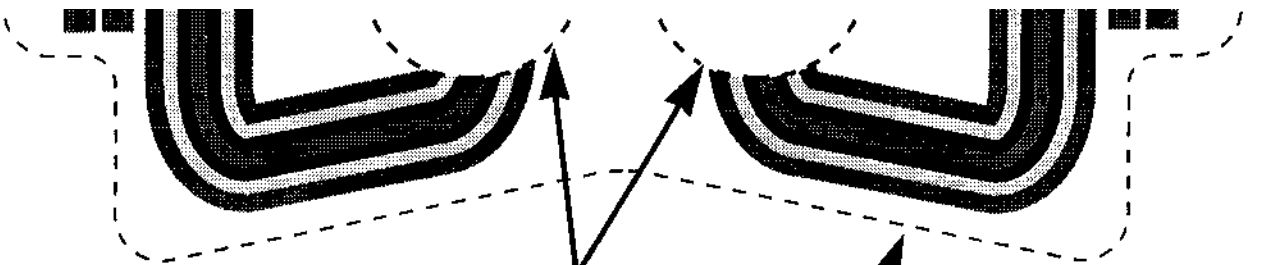*JOIN-IN FEATURE IS DISABLED IN THIS SETTING

JAMMA Connections

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5 VDC	C	3	+5 VDC
+5 VDC	D	4	+5 VDC
N.C.	E	5	N.C.
+12 VDC	F	6	+12 VDC
KEY	H	7	KEY
N/C	J	8	COIN COUNTER 1
COIN LOCK 2	K	9	COIN LOCK 1
*SPEAKER (-)	L	10	*SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE (FREE CREDIT)	R	14	VIDEO GROUND
N/C	S	15	DIAGNOSTICS
2 PLAYER - COIN	T	16	1 PLAYER - COIN
2 PLAYER - START	U	17	1 PLAYER - START
2 PLAYER - UP	V	18	1 PLAYER - UP
2 PLAYER - DOWN	W	19	1 PLAYER - DOWN
2 PLAYER - LEFT	X	20	1 PLAYER - LEFT
2 PLAYER - RIGHT	Y	21	1 PLAYER - RIGHT
2 PLAYER - LIGHT PUNCH	Z	22	1 PLAYER - LIGHT PUNCH
2 PLAYER - MIDDLE PUNCH	a	23	1 PLAYER - MIDDLE PUNCH
2 PLAYER - HEAVY PUNCH	b	24	1 PLAYER - HEAVY PUNCH
N/C	c	25	N/C
N/C	d	26	N/C
GND	e	27	GND
GND	f	28	GND

Auxiliary Cable (P/N 03-0052) Connections

WIRE COLOR	CONNECTOR ODD ROW			CONNECTOR EVEN ROW	WIRE COLOR
	N/C	1	2	N/C	
	N/C	3	4	N/C	
	N/C	5	6	N/C	
	N/C	7	8	N/C	
PURPLE/YELLOW	PLAYER 2 HEAVY KICK	9	10	N/C	
	N/C	11	12	N/C	
	N/C	13	14	N/C	
PINK	PLAYER 1 HEAVY KICK	15	16	N/C	
RED	PLAYER 1 MIDDLE KICK	17	18	N/C	
BLUE	PLAYER 1 LIGHT KICK	19	20	N/C	
GRAY/YELLOW	PLAYER 2 LIGHT KICK	21	22	N/C	
PINK/YELLOW	PLAYER 2 MIDDLE KICK	23	24	N/C	
	N/C	25	26	N/C	
	N/C	27	28	N/C	
GRAY/YELLOW	TEST BRKT-VOLUME UP	29	30	TEST BRKT-VOLUME DOWN	PINK/YELLOW
BLACK/WHITE	TEST BRKT-VOLUME COMMON	31	32	N/C	
BLACK	PLAYER 2 KICK - COMMON	33	34	PLAYER 1 KICK-COMMON	BLACK

FORWARD

OFFENSIVE
CROUCH

FORWARD
FLIP

DUCK

JUMP

DEFENSIVE
CROUCH

BACK
FLIP

BACK
DEFENSE

KICK

PUNCH
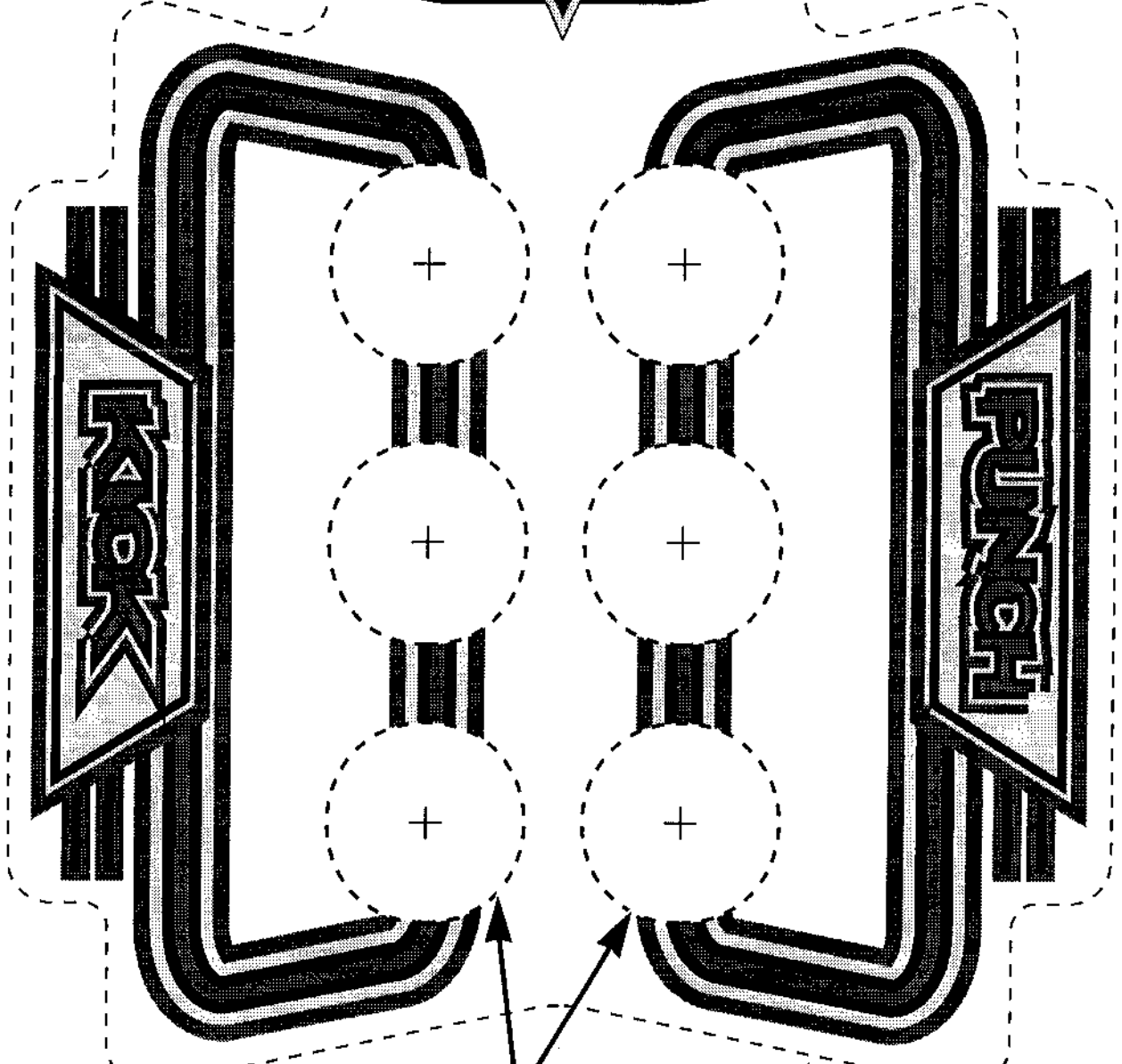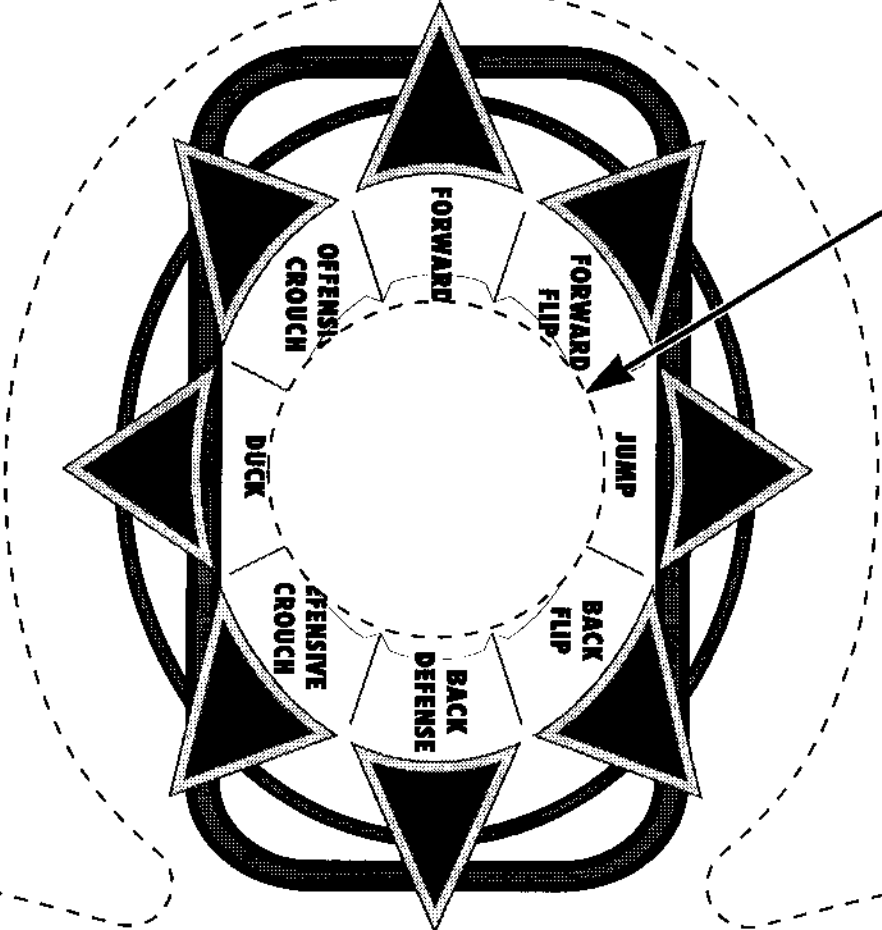
1-3/16" DRILL FOR
BUTTON HOLES

TRIM LINE
(TYPICAL)

MARVEL SUPER HEROES DRILL TEMPLATE

CAPCOM®
Inc.

DATE: 10/26/95	DRAWN BY: JA	REVISION NO:
V600200		

GAME CASE CONTROLS

COIN
METER
(NOT USED)

REGISTER
(NOT USED)

COMMUNICATION PORTS
(NOT USED)
OUT IN

TEST
*VOLUME UP
*VOLUME DOWN

JAMMA
CONNECTOR

AUXILIARY CABLE
CONNECTOR

AUDIO OUT (FOR Q SOUND)
RIGHT: RED, LEFT: WHITE
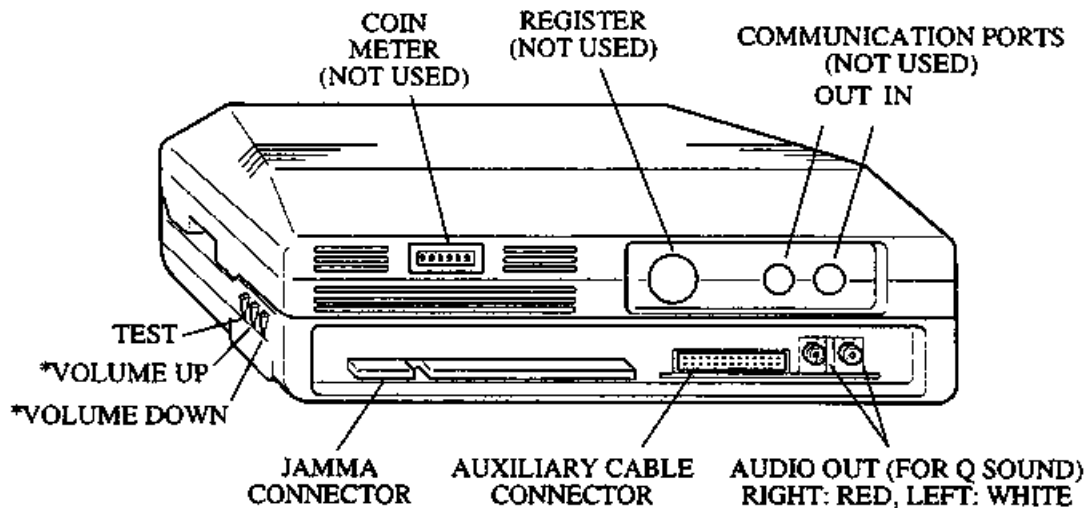
V300800

*NOTE: IF YOU ARE EXPERIENCING VOLUME CONTROL PROBLEMS, DEPRESS AND HOLD
VOLUME DOWN FOR AT LEAST 5 SECONDS AND RELEASE. THEN, SET *VOLUME UP*
FOR APPROPRIATE SOUND LEVEL. FOR SOUND LEVEL VERIFICATION, FOLLOW THE
INSTRUCTIONS IN THIS MANUAL UNDER TEST MENU AND SELECT SOUND & VOICE.

TYPICAL CONTROL PANEL LAYOUT OF *MARVEL SUPER HEROES*™
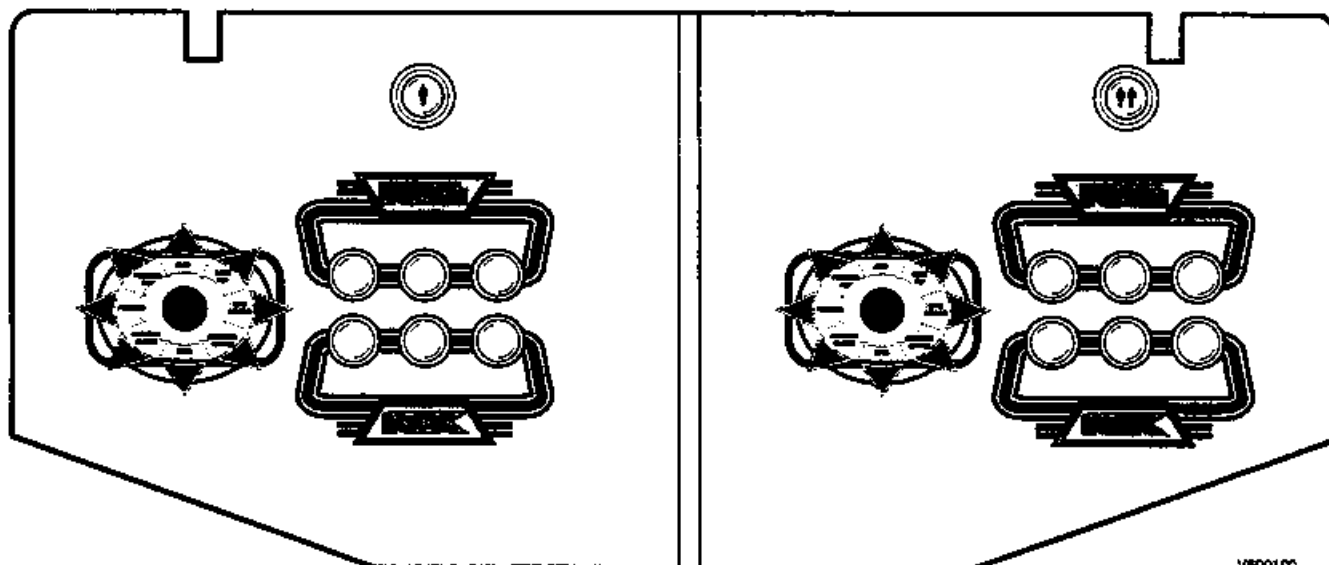
V600100

NOTICE

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at his own expense.

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