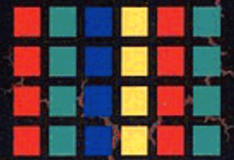

SUPER
PUZZLE
FIGHTER II
CAPCOM



RYU





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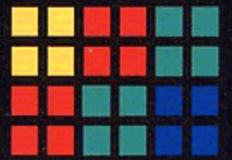



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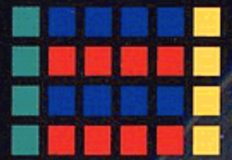


# PUZZLE FIGHTER II TURBO

COUNTER ATTACK FORMATIONS FOR EACH CHARACTER!

CAPCOM

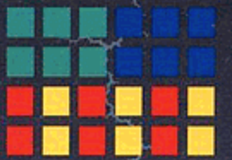


MORRIGAN



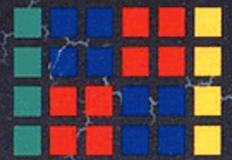


DONOVAN





FELICIA





HSIEN-KO



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# PUZZLE FIGHTER II TURBO

PRESS START FOR EACH PLAYER

## CONTROLS




CAPCOM

## CONNECT CRASH GEMS AND NORMAL GEMS OF THE SAME COLOR

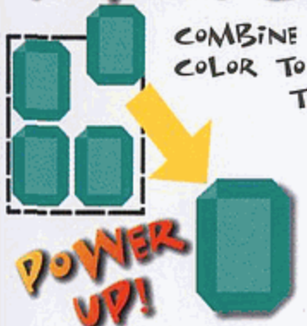



## DEVISTATING SUPER GEM



BREAKS ALL OF THE SAME COLORED GEMS
PUT THE SUPER GEM ON THE COLOR
YOU WANT TO DEMOLISH!

## BUILD A POWER GEM!




COMBINE GEMS OF THE SAME COLOR TO MAKE POWER GEMS. THE BIGGER THE GEM, THE GREATER THE DAMAGE!



## USE THE COUNTER GEM TO YOUR ADVANTAGE!



THE NUMBER DECREASES EVERY TIME A GEM IS PLACED

WHEN THE COUNTER REACHES "0", IT TURNS INTO A NORMAL GEM



BREAK CRASH GEMS NEAR COUNTER GEM TO DESTROY IT!

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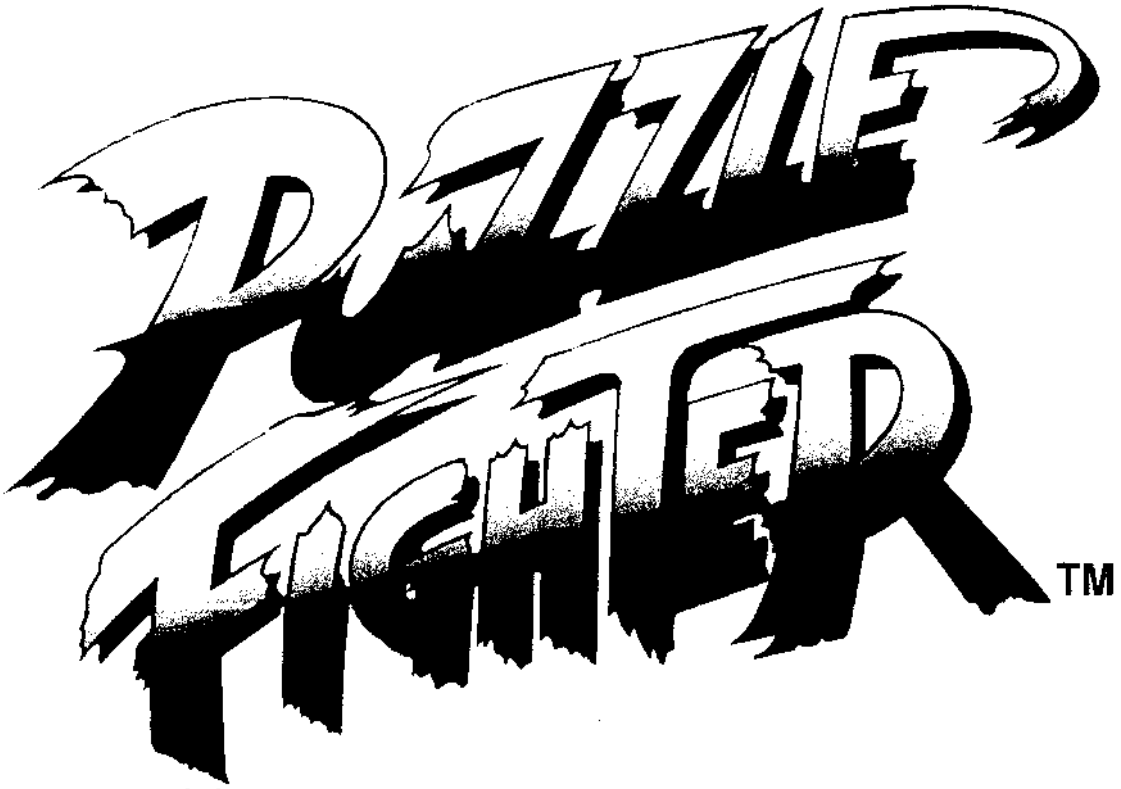


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# OPERATORS MANUAL



## WARNING

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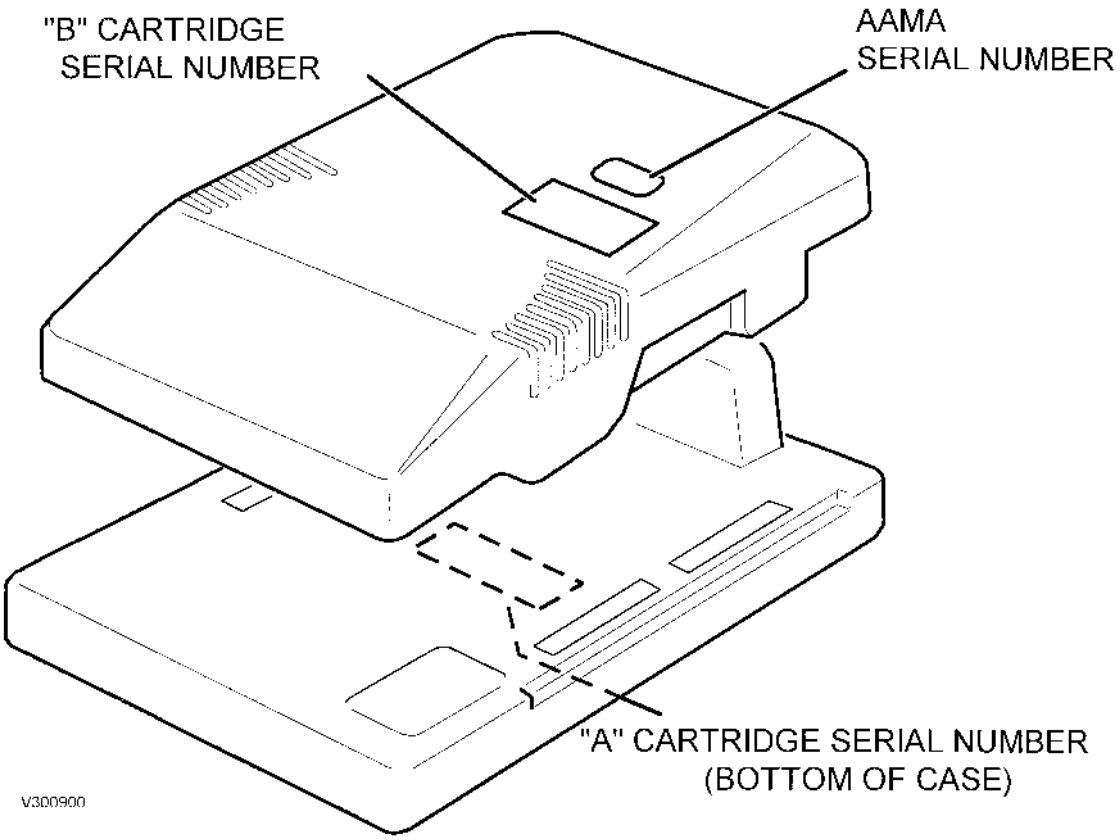
CAPCOM® COIN-OP, INC.
3311 N. Kennicott Avenue
Arlington Heights, Illinois 60004
Phone: (847) 797-6100
Fax: (847) 797-6306

PM00164-KIT
022797

**THANK YOU FOR PURCHASING *PUZZLE FIGHTER™*. 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.**




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

**"FULL" KIT**

**A-CARTRIDGE SERIAL #** _____
**B-CARTRIDGE SERIAL #** _____
**AAMA SERIAL #** _____

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*Template : "B-Kit" Control Panel Drill Hole(s)*

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# LIMITED PRODUCT WARRANTY
# (APPLIES TO DOMESTIC SALES ONLY)

CAPCOM® COIN-OP, INC. (Seller), warrants only to the initial purchaser of its products, that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

A. CPS II System Cartridges One (1) Year
B. Electronic and Mechanical Components: (90) days

No other part of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

A. Seller is notified promptly upon discovery by buyer that stated products are defective;

B. Such products are properly packaged and then returned, prepaid to Seller's designated plant.

This warranty does not apply to any parts damaged during shipment or handling, or due to improper installation or usage, or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of a CAPCOM® COIN-OP, INC. product.

## WARRANTY DISCLAIMER

EXCEPT AS SPECIFICALLY PROVIDED IN A WRITTEN CONTRACT BETWEEN SELLER AND PURCHASER, THERE ARE NO OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

## IMPORTANT NOTICE

THIS SHIPMENT HAS BEEN CAREFULLY INSPECTED AND PROPERLY PACKAGED BEFORE LEAVING THE FACTORY. WE CANNOT ASSUME RESPONSIBILITY FOR BREAKAGE THAT MAY OCCUR DURING TRANSPORTATION OF THE GAME. IF THIS GAME IS DAMAGED UPON RECEIPT FROM THE CARRIER, IMMEDIATELY NOTIFY THE CARRIER AND FILE A DAMAGE REPORT.


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# KIT INSPECTION

There are two kits available for conversion to *PUZZLE FIGHTER™* :

1) **PF1000** ("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) **PF1000B** ("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

| PF1000 | PF1000B | PART NO. | DESCRIPTION | QTY |
|---|---|---|---|---|
| √ | | A-00717 | CPS II System Cartridges (A/B ) | 1 |
| | √ | A-00718 | CPS II System Cartridge ( B ) | 1 |
| √ | √ | GE1200 | Monitor Card | 1 |
| √ | √ | AW00225 | Marquee | 1 |
| √ | √ | AW00145-1 | Overlay, Control Panel | 1 |
| √ | √ | AW00224 | Decal, Joystick & Button Switches | 1 |
| √ | √ | AW00147 | Decal, Cabinet Side | 2 |
| √ | √ | AW00226-01 | Decal - Top, Instruction | 1 |
| √ | √ | AW00226-02 | Decal - Btm., Instruction | 1 |
| √ | √ | PM00164-KIT | Manual, Operators | 1 |
| √ | | GE2010 | Joystick, 4-way | 2 |
| √ | | 16-0130 | Switch, 1-Player Start Button (White) | 1 |
| √ | | 16-0131 | Switch, 2-Player Start Button (White) | 1 |
| √ | | GE2520 | Switch, Button (Red/Blue) | 2 |
| √ | | 03-0066 | Cable, Auxiliary Volume/Test | 1 |
| √ | | 03-0050 | Bracket, Volume/Test | 1 |
| √ | | 13-0066 | Bracket, A-Cartridge Mounting | 4 |
| √ | | SC00104-05 | Screw, Wood | 4 |

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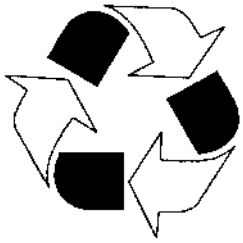
# CAUTION

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.

**ATTENTION**



**The product that you have purchased contains a recyclable battery. 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.**



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# KIT INSTALLATION

**WARNING:**

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

## CABINET PREPARATION

### "FULL" KIT

1. Disconnect and remove the old printed circuit board(s) 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 "Full-Kit" Drill Hole Template (included in this manual) over the control panel to determine proper hole locations. 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.

7. Plug-up unused holes with wood dowel (1-1/8" diameter), being careful to sand any rough edges. DO NOT use button plugs as they will cause an interference fit with the new dual-button switch included in this kit.

8. Remove the marquee covering, old marquee overlay, and the old cabinet graphics. Also, remove the monitor glass.

### "B" KIT

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

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

3. Place the "B-Kit" Drill Hole Template (included in this manual) over the control panel to determine proper hole locations.

4. Plug-up unused holes with wood dowel (1-1/8" diameter), being careful to sand any rough edges, or use button plugs, if available.

5. Remove the marquee covering, old marquee overlay, and the old cabinet graphics. Also, remove the monitor glass.

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# INSTALLATION

*CONTROL PANEL OVERLAY (SEE FIGURE 1, SEE FIGURE 2)*

## "FULL" KIT

9. 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.

10. Trim any excess from the overlay. Again, place the "Full-Kit" 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.

11. Peel off the backings of the joystick and button decals, align over the control panel holes, and press in place on the overlay. Using a knife, trim material from the center hole of the joystick decals.

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

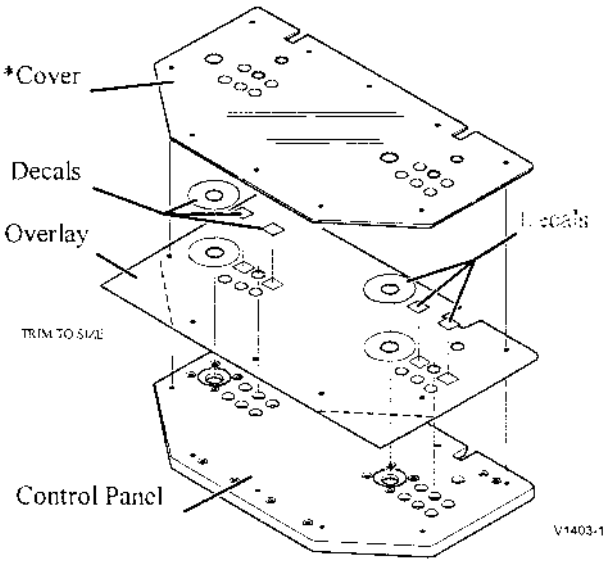


**Figure 1: Overlay Installation ("FULL Kit")**

## "B" KIT

6. 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.

7. 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.

8. Trim any excess from the overlay. Again, place the "B-Kit" 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.

9. Peel off the backings of the joystick and button decals, align over the control panel holes, and press in place on the overlay. Using a knife, trim material from the center hole of the joystick decals.

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

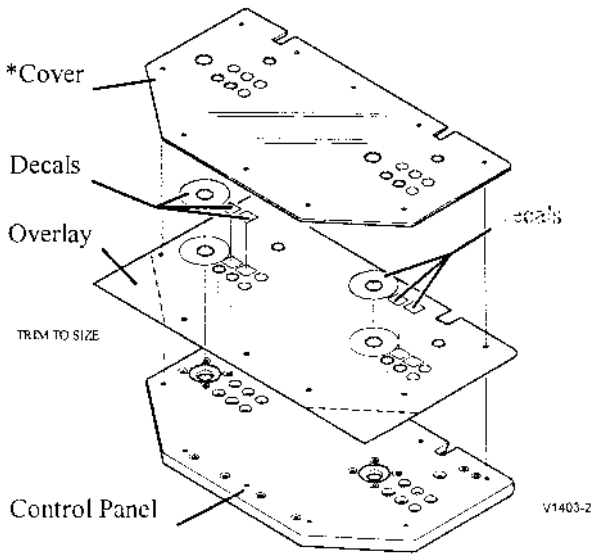


**Figure 2: Overlay Installation ("B Kit")**



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## *REASSEMBLY OF CONTROL PANEL COMPONENTS*

### "FULL" KIT

13. Install the dual-button switch and retaining ring to the control panel. Make sure that the button colors are orientated as shown in Figure 3.

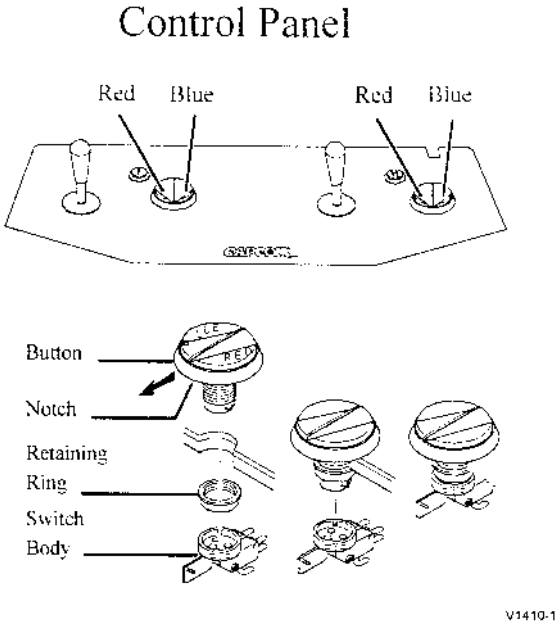


**FIGURE 3 : Dual-Button Switch Installation ("Full" Kit)**

14. When locate the new dual-button switch. Remove the switch body by twisting to the right and removing (see Figure 4).
Also, remove the retaining ring.

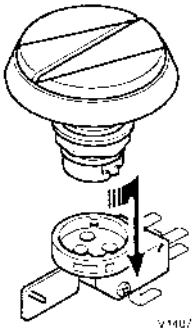

**FIGURE 4 : Dual-Button Switch Removal**

### "B" KIT

11. Re-install all-buttons and retaining ring to the control panel. Make sure that the button colors are orientated as shown in Figure 5.

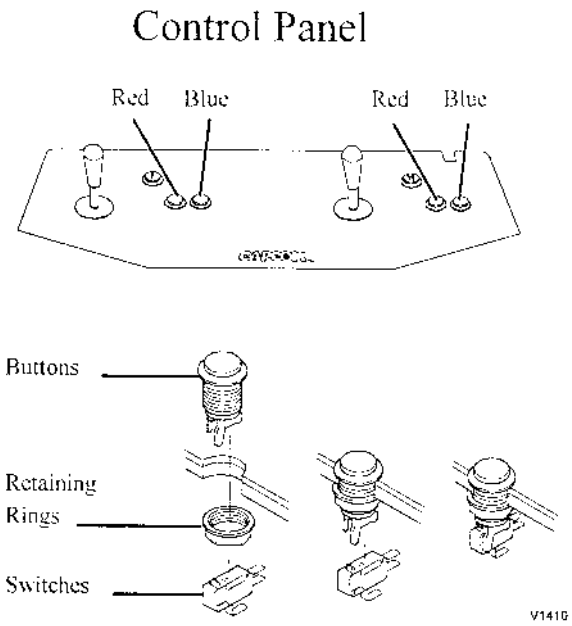


**FIGURE 5 : Control Panel Buttons ("B" Kit)**

12. Re-install all 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.

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# "FULL" KIT

15. There are two white buttons include in the kit (See Figure 6.). Install the 1 PLAYER button & retaining ring to the top left-hand side of the control panel and the 2 PLAYER button & retaining ring to the top right-side of the control panel. These buttons function as the game start buttons.

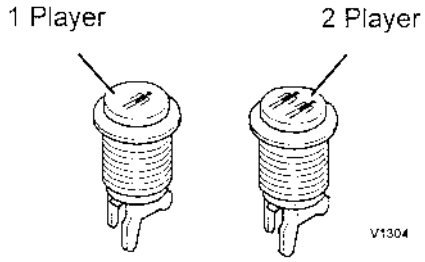


**FIGURE 6: Start Buttons**

16. Install all switches on the buttons as shown in Figure 3. Orient the switches so that when a button is pressed, the red contact on the switch is depressed.

17. Install the joysticks on the control panel as shown in Figure 7.

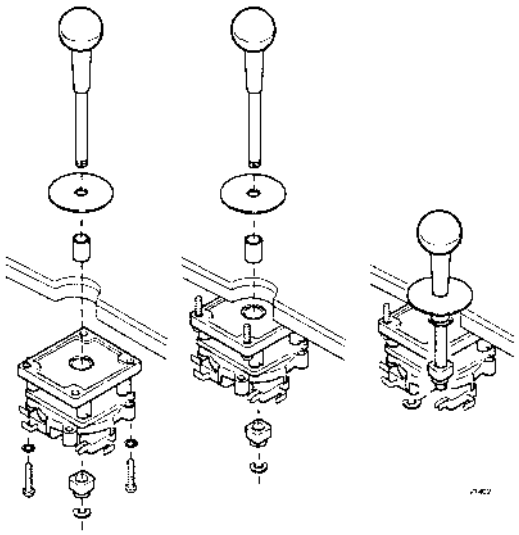

**FIGURE 7: Joystick Installation**

# "FULL" KIT

## *CONTROL PANEL 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.

18. Reconnect the existing JAMMA connectors to the control panel according to the wiring connections shown in Table 1.

## *REMOTE VOLUME& TEST SWITCH*

19. A remote Volume and Test switch bracket (see Figure 6) is included in this kit. Your cabinet may already contain this bracket. If you need to add the bracket to your cabinet, 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 Volume and Test functions found on the remote switch bracket.

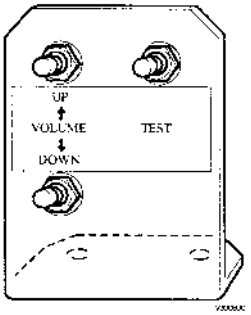


**Figure 8: Switch Bracket**

Wiring of the switch bracket (see Table 2) requires connections to both the main JAMMA harness as well as the auxiliary cable harness (refer to Figure 9).

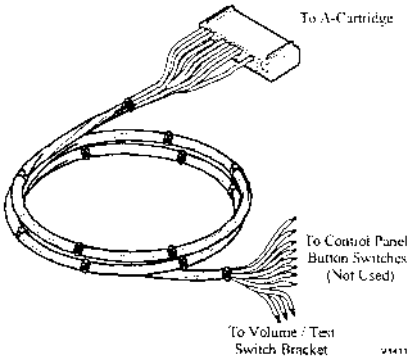


**Figure 9: Auxiliary Cable Harness**



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| 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 | BUTTON SWITCH | ROTATE LEFT |
| 23 | WHITE/GREEN | PLAYER 1 | BUTTON SWITCH | ROTATE RIGHT |
| | | | | |
| 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 | BUTTON SWITCH | ROTATE LEFT |
| a | VIOLET/GREEN | PLAYER 2 | BUTTON SWITCH | ROTATE RIGHT |

**Table 1: Control Panel Wiring Connections (JAMMA)**

*** 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.

| 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' |

**Table 2: Switch Bracket Wiring**

## "FULL" KIT

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

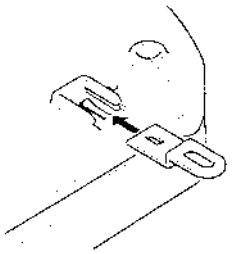

**Figure 10: Mounting Bracket Installation**

### *CABINET GRAPHICS INSTALLATION (Figure 13)*

24. Install the new game marquee and re-install its' protective covering.

25. Peel-off the backing to the game instruction decals and place on both the top and the bottom sides of the monitor card. Also, apply the cabinet decals to both sides of the cabinet.

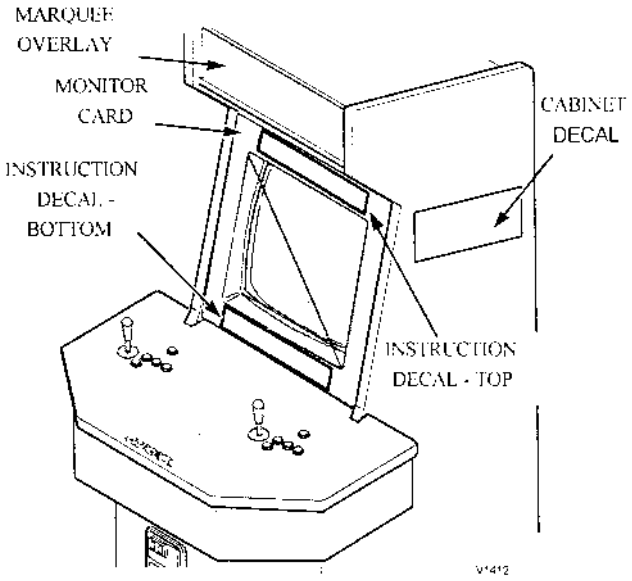


**Figure 13: Cabinet Graphics**

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## CAUTION

IMPROPER INSTALLATION OF THE *JAMMA* HARNESS TO THE GAME CARTRIDGE WILL CAUSE DAMAGE TO THE ENCLOSED PCB.

## WARNING

DISASSEMBLY OF EITHER GAME CARTRIDGE WILL VOID YOUR WARRANTY.

*GAME CARTRIDGE INSTALLATION*

## "FULL" KIT

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

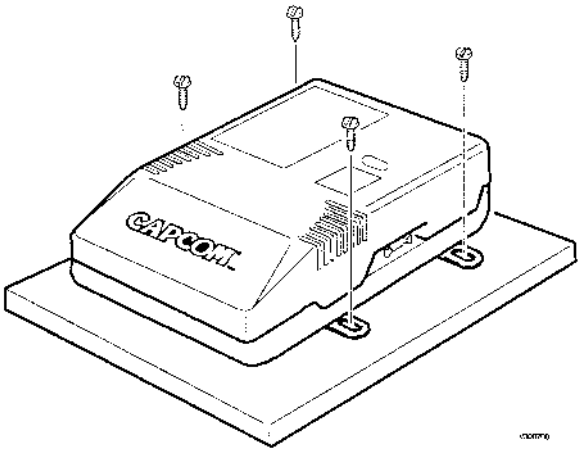


**Figure 11: Case Mounting**

22. 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.

23. 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.

## "B" KIT

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

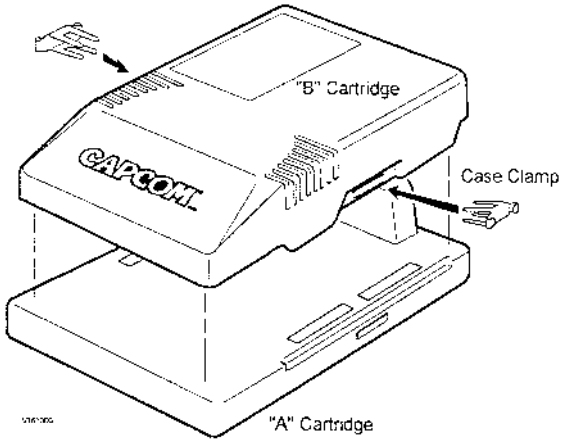


**Figure 12 : Case Clamp Installation**

16. 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.



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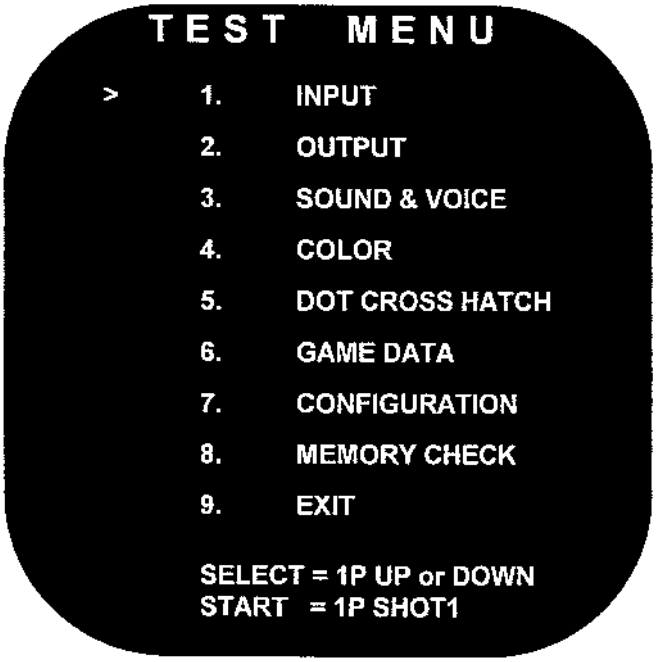
# TEST MENU

The test menu allows you to test the functions and configure the game. These items include input devices such as joysticks, buttons and coin door or switches, 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.

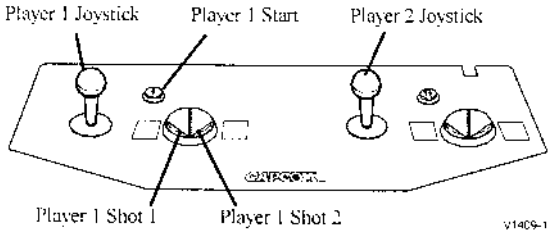
## 1. ACCESSING THE TEST MENU

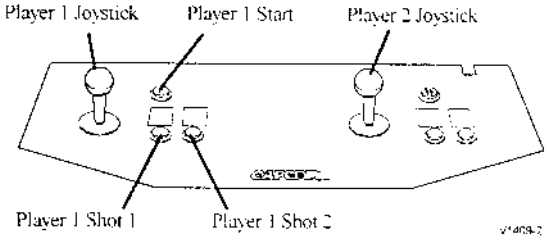



- **For a CAPCOM® cabinet, or a cabinet with a test switch:**
  Make sure the game is on and push the test switch.
  The screen shown left will appear.
- **For a cabinet without a test switch:**
  Push the blue test switch on the outside of the black plastic casing.
  Refer to the inside back cover of the manual.

## 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 SHOT 1* button, as shown below in various control panel configurations:




- To return to the test menu, push the *PLAYER 1 START* and *PLAYER 1 SHOT 1* buttons simultaneously.
- The test menu will always return to 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 SHOT 1* button.

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## 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 SHOT 1* 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 SHOT 1* button to return to game play mode. |



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# 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.

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 SHOT 1* button.
  The screen left will be displayed.
  A description of each option is explained in the table below.

| | |
|---|---|
| **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 SHOT 1* and *PLAYER 1 SHOT 2* buttons at the same time to restore default values. |
| **SAVE & EXIT** | Use this to save new configuration settings and exit to the Test Menu. The message "SAVING NEW CONFIGURATION IN EEPROM" 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. |

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# SYSTEM CONFIGURATION

**7-1. SYSTEM CONFIGURATION**

| | | |
|---|---|---|
| > | 1. COIN MODE | 1 COIN 1 CREDIT |
| | 2. CONTINUE | ON |
| | 3. MONITOR | NORMAL |
| | 4. DEMO SOUND | ON |
| | 5. SOUND MODE | STEREO (QSOUND) |
| | 6. CHUTE TYPE | 2 CHUTES SINGLE |
| | 7. EXIT | |

SELECT OPTION = 1P UP OR DOWN
MODIFY SETTING= 1P LEFT OR RIGHT
= 1P SHOT1 OR SHOT2

## 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 SHOT 1* button to select.

## SYSTEM CONFIGURATION ITEM DESCRIPTIONS

| | |
|---|---|
| 1. COIN MODE | SELECT THE CHARGE PER PLAY. |
| 2. CONTINUE | SELECT **ON** FOR CONTINUOUS PLAY OR **OFF** FOR NON-CONTINUOUS PLAY. |
| 3. MONITOR | 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.<br>NOTE: **STEREO** SHOULD ONLY BE SELECTED FOR USE WITH CAPCOM® QSOUND CABINETS. |
| 6. CHUTE TYPE | SELECT THE NUMBER OF PLAYER(S) AND COIN CHUTE TYPE. |
| 7. EXIT | TO SAVE THE SETTINGS AND RETURN TO THE CONFIGURATION MENU, HIGHLIGHT THIS ITEM AND PUSH EITHER THE *PLAYER 1 SHOT 1* BUTTON OR THE *PLAYER 1 SHOT 2* BUTTON. |

## SYSTEM CONFIGURATION OPTION SETTINGS

| | | | | | |
|---|---|---|---|---|---|
| 1. COIN MODE | **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 | **NORMAL** | FLIP | | | |
| 4. DEMO SOUND | **ON** | OFF | | | |
| 5. SOUND MODE | **STEREO (Q SOUND)** | MONAURAL | | | |
| 6. CHUTE TYPE | **2 CHUTES SINGLE** | 2 CHUTES MULTI | 1 CHUTE SINGLE | | |

NOTE: **FACTORY SETTING**



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# GAME CONFIGURATION

**7-2. GAME CONFIGURATION**

| | | |
|---|---|---|
| > | 1. DIFFICULTY | MEDIUM HARD |
| | 2. DAMAGE LEVEL | NORMAL |
| | 3. GAME SPEED | FASTEST |
| | 4. GAME MODE | TYPE A |
| | 5. 1P MAX ROUND | 1 |
| | 6. 2P MAX ROUND | 1 |
| | 7. JOIN-IN | ON |
| | 8. HANDICAP | OFF |
| | 9. EXIT | |

SELECT OPTION = 1P UP OR DOWN
MODIFY SETTINGS = 1P LEFT OR RIGHT
1P SHOT1 OR SHOT2

## 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 SHOT 1* button to select.

| ITEM | DESCRIPTION | OPTION SETTINGS | | | |
|---|---|---|---|---|---|
| 1. DIFFICULTY | SETS THE GAME DIFFICULTY LEVEL. | EASIEST | VERY EASY | EASY | MEDIUM |
| | | **MEDIUM HARD** | HARD | VERY HARD | HARDEST |
| 2. DAMAGE LEVEL | SETS THE NUMBER OF COUNTER GEMS. THE HIGHER THE LEVEL, THE MORE COUNTER GEMS APPEAR ON THE OPPONENT'S FIELD. | LOW | **NORMAL** | HIGH | MAXIMUM |
| 3. GAME SPEED | SETS THE SPEED AT WHICH THE COUNTER GEMS DROP. | SLOW | NORMAL | FAST | **FASTEST** |
| 4. GAME MODE | SET GAME PLAY OPTIONS: | **TYPE A (STANDARD)** | TYPE B | TYPE C | TYPE D (MATCH MODE) |
| **TYPE A:** | •DURING 1 CREDIT GAME: PLAYER'S OPPONENT IS "VS CPU". *JOIN-IN* ROUND IS PLAYED "VS CPU". *CONTINUE* IS ENABLED.<br>•DURING 2+ CREDIT GAMES: *JOIN-IN* ROUND IS PLAYED "VS HUMAN". | | | | |
| **TYPE B:** | •DURING 1 OR MORE CREDIT GAME(S): PLAYER CAN CHOOSE BETWEEN "VS HUMAN" OR "VS CPU" OPPONENTS. *JOIN-IN* ROUND IS PLAYED "VS CPU". *CONTINUE* IS ENABLED. | | | | |
| **TYPE C:** | •DURING 1 OR MORE CREDIT GAME(S): PLAYER CAN CHOOSE BETWEEN "VS HUMAN" OR "VS CPU" OPPONENTS. *JOIN-IN* ROUND IS PLAYED "VS CPU". *CONTINUE* IS DISABLED. | | | | |
| **TYPE D:** | •DURING 1 OR MORE CREDIT GAME(S): - PLAYER'S OPPONENT IS "VS HUMAN". *JOIN-IN* AND *CONTINUE* ARE NOT AVAILABLE; THE GAME ENDS AFTER ONE MATCH IRREGARDLESS OF THE RESULT. | | | | |
| 5. 1P MAX ROUND | SETS THE NUMBER OF ROUNDS PER MATCH WHEN PLAYING "VS CPU".<br>1 ROUND: WINNER OF THE SINGLE ROUND WINS.<br>3 ROUNDS: WINNER OF 2 OUT OF 3 ROUNDS WINS.<br>5 ROUNDS: WINNER OF 3 OUT OF 5 ROUNDS WINS. | **1 ROUND** | 3 ROUNDS | 5 ROUNDS | |
| 6. 2P MAX ROUND | SETS THE NUMBER OF ROUNDS PER MATCH WHEN PLAYING "VS PLAYER" (WINNER IS DETERMINED AS IN "#5" ABOVE). | **1 ROUND** | 3 ROUNDS | 5 ROUNDS | |
| 7. JOIN-IN | "JOIN-IN" ALLOWS A SECOND PLAYER TO PARTICIPATE IN THE CURRENT GAME. | **ON** | OFF | | |
| 8. HANDICAP | ALLOWS EACH PLAYER TO SELECT BETWEEN EASY (1) TO HARD (5) GAME PLAY. | ON | **OFF** | | |
| 9. EXIT | RETURN TO THE CONFIGURATION MENU. | | | | |

NOTE: **FACTORY SETTING**

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# 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 GND |
| N/C | S | 15 | TEST MODE (DIAGNOSTICS) |
| 2 PLAYER - COIN | T | 16 | 1 PLAYER - COIN |
| 2 PLAYER - START | U | 17 | 1 PLAYER - START |
| 2 PLAYER - JOYSTICK (UP) | V | 18 | 1 PLAYER - JOYSTICK (UP) |
| 2 PLAYER - JOYSTICK (DOWN) | W | 19 | 1 PLAYER - JOYSTICK (DOWN) |
| 2 PLAYER - JOYSTICK (LEFT) | X | 20 | 1 PLAYER - JOYSTICK (LEFT) |
| 2 PLAYER - JOYSTICK (RIGHT) | Y | 21 | 1 PLAYER - JOYSTICK (RIGHT) |
| 2 PLAYER - BUTTON (ROTATE LEFT) | Z | 22 | 1 PLAYER - BUTTON (ROTATE LEFT) |
| 2 PLAYER - BUTTON (ROTATE RIGHT) | a | 23 | 1 PLAYER - BUTTON (ROTATE RIGHT) |
| 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 |

***NOTE**: FOR CABINETS EQUIPPED WITH CAPCOM® "Q" SOUND, AUDIO CONNECTIONS ARE MADE THROUGH THE A-CARTRIDGE WITH RCA-TYPE CONNECTORS.

# AUXILIARY CABLE 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 | |
| | N/C | 9 | 10 | N/C | |
| | N/C | 11 | 12 | N/C | |
| | N/C | 13 | 14 | N/C | |
| | N/C | 15 | 16 | N/C | |
| | N/C | 17 | 18 | N/C | |
| | N/C | 19 | 20 | N/C | |
| | N/C | 21 | 22 | N/C | |
| | N/C | 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 | N/C | 33 | 34 | N/C | BLACK |



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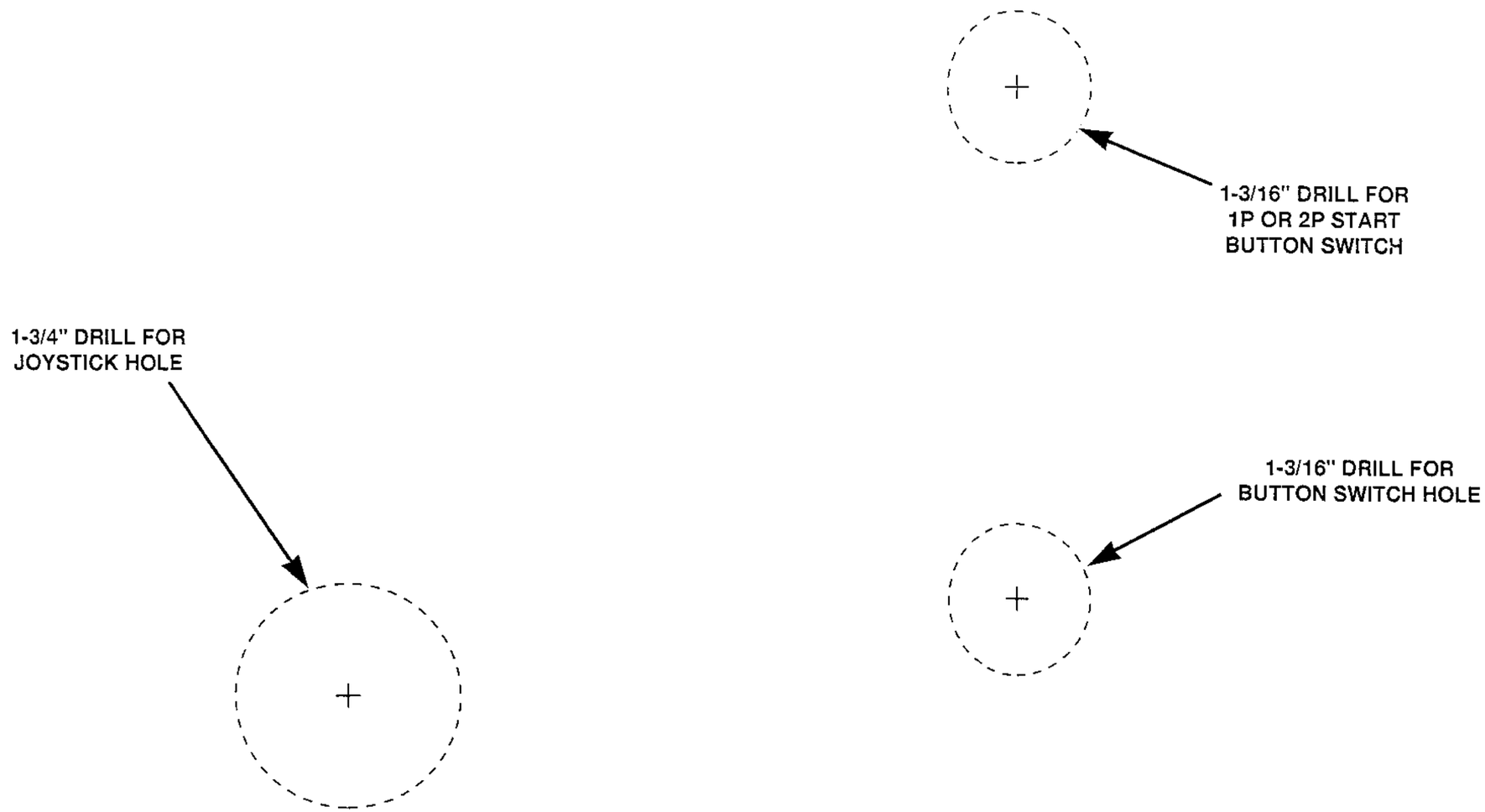


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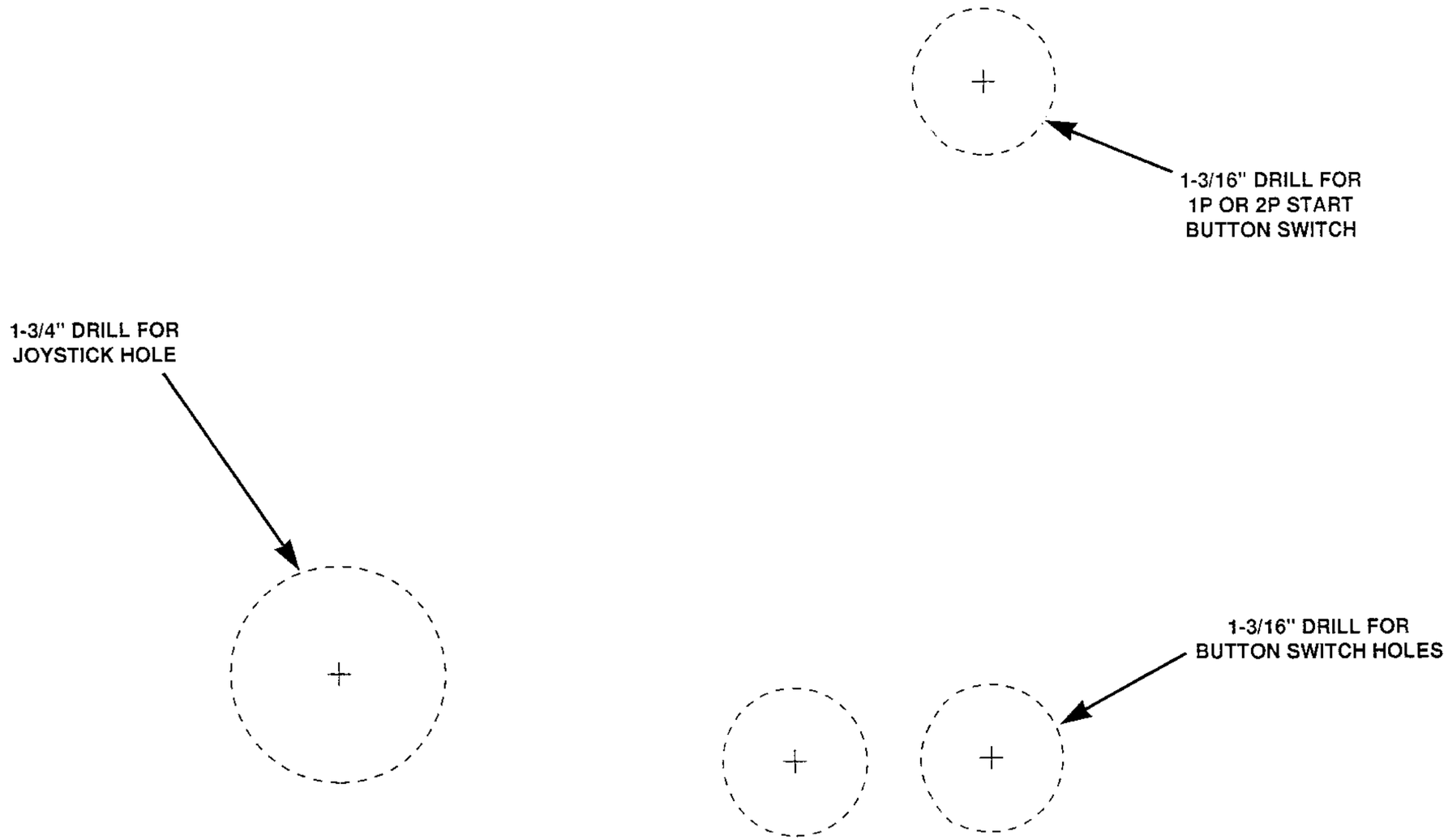
TITLE
"FULL-KIT" DRILL HOLE TEMPLATE:
SUPER PUZZLE FIGHTER II TURBO

| DATE | DRAWN BY: |
|---|---|
| 6-25-96 | JA |
| V1406-1 | REV. |

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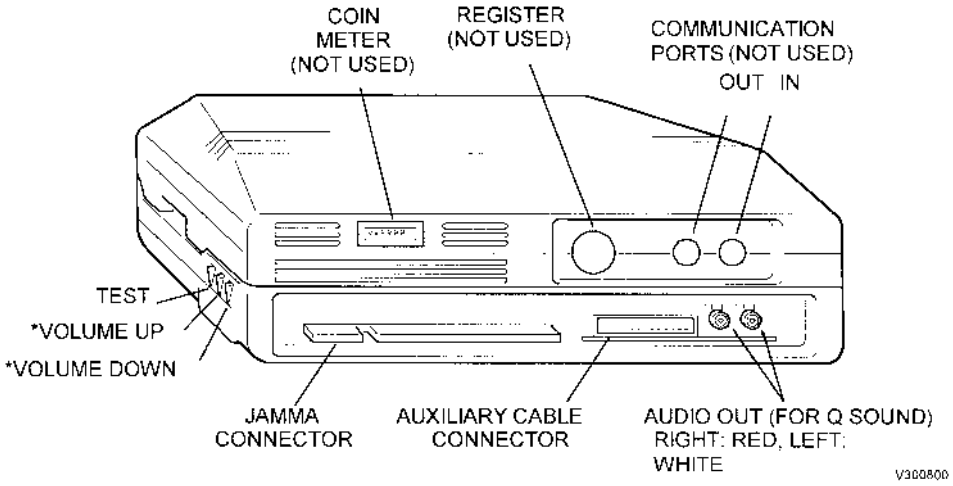
| TITLE | |
|---|---|
| "B-KIT" DRILL HOLE TEMPLATE: SUPER PUZZLE FIGHTER II TURBO | |
| DATE 6-25-96 | DRAWN BY: JA |
| V1406-2 | REV. |

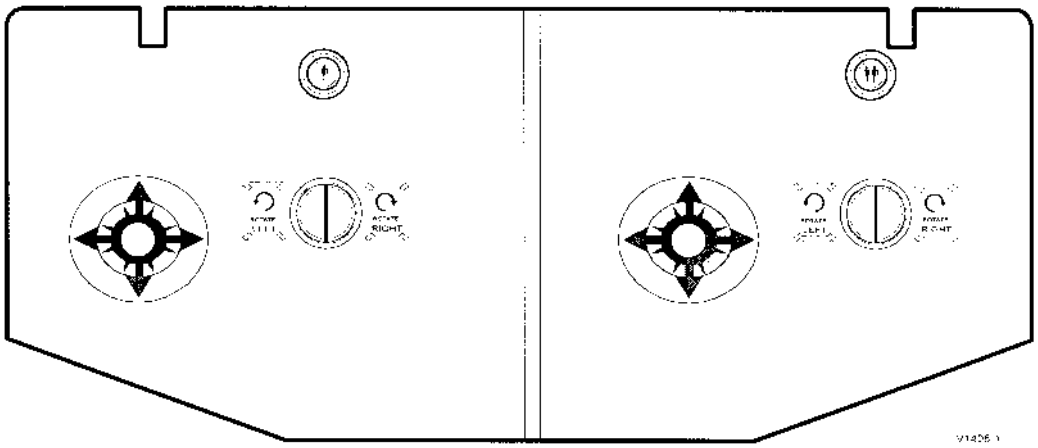
# REFERENCE INFORMATION

## GAME CASE CONTROLS

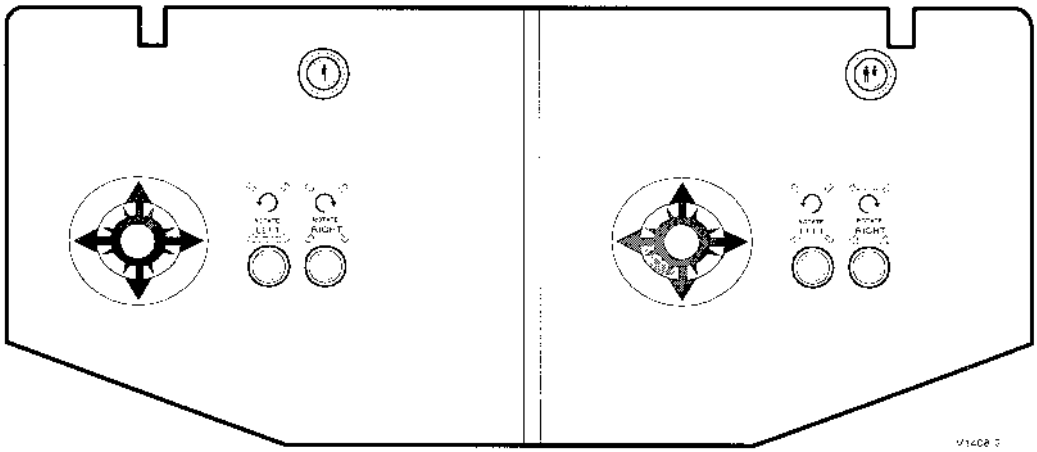



## TYPICAL CONTROL PANEL LAYOUTS FOR PUZZLE FIGHTER™

"FULL-KIT"



"B-KIT"



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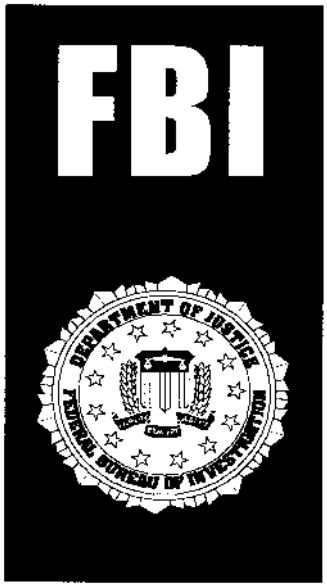


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