SPECIFICATION

(1)	Game Name	: Splatter House
(2)	Control Level Switch	: 1 (8 direction)
(3)	Button Switch	: 2 (attack button 1, jump button 1)
(4)	PC Board	: System 1
(5)	PC Board Size	: 292x350mm (ROM-PC board) 292x243mm (CPU-PC board)
(6)	Edge Connector	: JAMMA standard(56F edge connector 3.96mm pitch)
(7)	Monitor direction	: Horizontal

CAUTION

(1) Be sure to turn off power supply when installing or removing the PC board.

(2) Make sure to apply edge connector which meets JAMMA standard requirements. Remodelling such as sharpening of the PC board will lead to trouble and will be excluded from repairment such as exchange of parts.

(3) Do not try to submit this machine to conductor inspection by tester. Always take the PC board to your dealer for repair.

(4) Ensure that there are no foreign objects on the PC Board. A malfunctioning board may be caused by dust, foreign objects, etc. Be sure to clean the board regularly.

(5) When transporting the PC board, be sure to pack the board with plenty of anti-static packing styrofoam or plastic air bags.

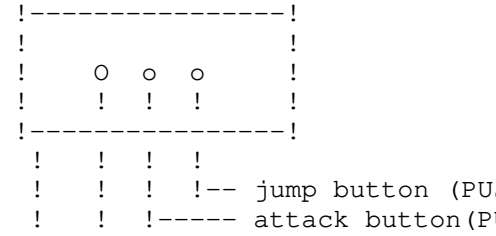
ADJUSTMENT

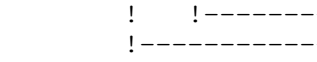
(1) Connecting the PC board

Connect the PC board to the cabinet's connector (Refer to P5: PC board Connector). Be sure to turn off the power supply of the cabinet.
*You can enjoy stero effect by using the cabinet corresponding to stero.(Refer to P7: Connecting to the cabinet corresponding to stero).

(2) Connecting the Control Panel

Referring the below chart, connect attack button(PUSH 1) to the control lever side, and jump button(PUSH 2) to the outside of control lever.





4. PC BOARD

(1) Turn on the switch 1 to enter the Test Mode. During the Test Mode the game option settings such as game fees can be exchanged.(Ref- to P2&3) Normally all the switches are in the "OFF" position.

Table 2: Option Switch

Item	Content	1	2	3	4	5	6	7	8
		Always OFF							
Test Switch	Normal	OFF							
	Test mode	ON							

(2) Adjusting Volume

The original settings can be used if there are no problems

1) Sound Volume

Turn it right to turn up the volume.

2) Balance Knob (BAL)

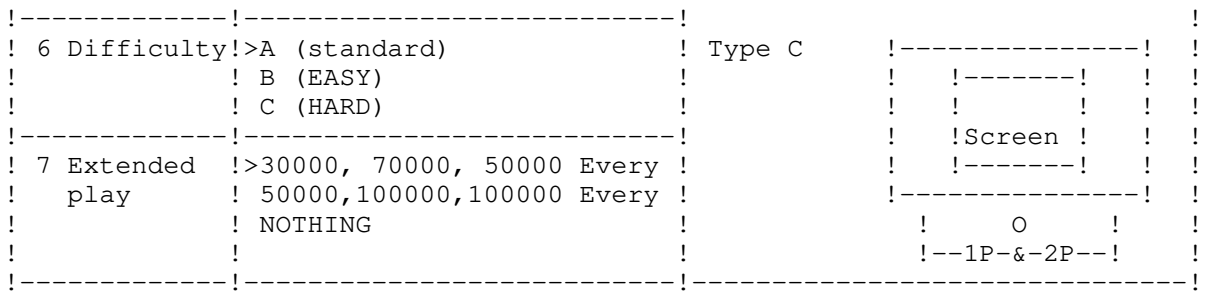
It adjusts the balance of both right and left sound volume when using the stereophonic sound system. In case of mono- phonic sound system, sound might not be heard if you turn it right. The center position is the standard setting.

3) Tone Controlling

Knob (BASS/TRBL). Enjoy various tone quality effect by adjusting it. The center position is the standard setting.

Table 1: Game Option Settings

Item	Content		Type A	
1 Game Fee Coin 1	coin	1~9 (default 1)		2P O
	credit	1~9 (-ditto-)		Screen
2 Game Fee Coin 2	coin	1~9 (-ditto-)		
	credit	1~9 (-ditto-)		1P O
3 Attract sound	>Sound		Type B	
	OFF			
4 Cabinet (ref to pict)	>A (Type A)			
	B (Type B)			Screen
	C (Type C)			
5 Flip (1p side)	>OFF			1P O 2P O
	ON			



(5) Switch Test, Sound Test, Cross Hatch Pattern, Color Tone

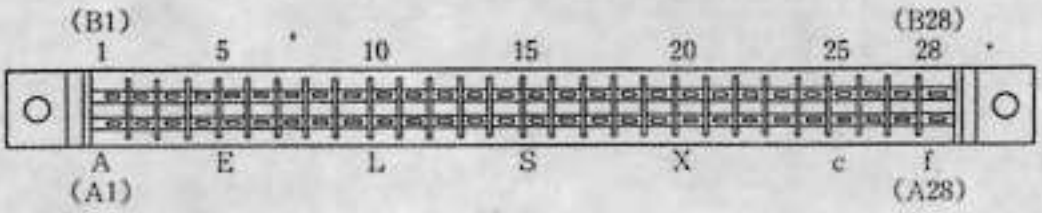
Press the service switch when the game option screen is shown: 4 kinds of test screens then appear sequentially. After the test is over, turn off the test switch. It will cause to return to the game screen.

SPLATTERHOUSE

2. ハーネスの接続 / HARNESS CONNECTION

2－1 端子Noのふり方 / TERMINAL NUMBERING

コネクター CONNECTOR　CR7E－56DA－3.96E（HRS）3.96mm Pitch
1168－056－009（KEL）3.96mm Pitch

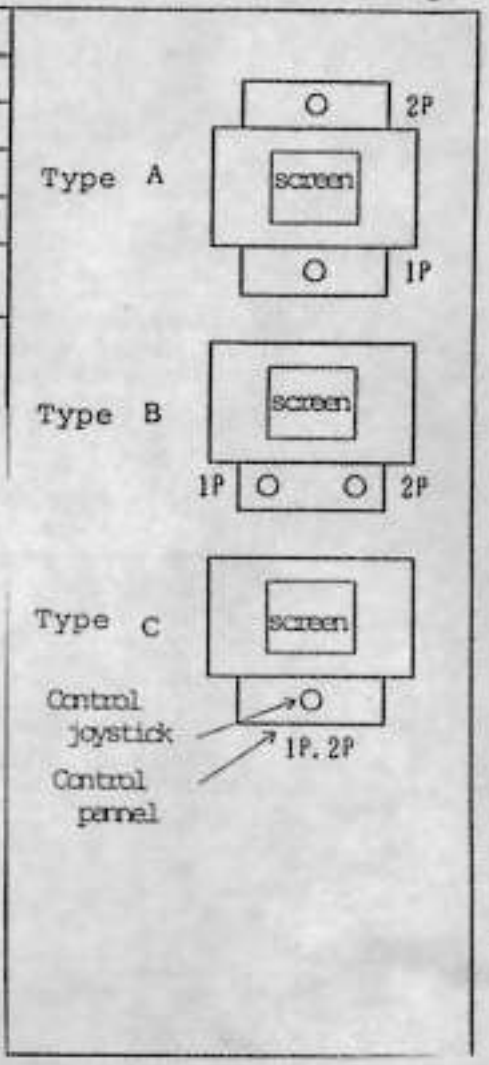


2－2 エッジコネクター端子の配列 / SIGNAL TO TERMINAL

半田面 SOLDER SIDE	端子番号 PIN #		部品面 PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
誤挿入防止キー MISTAKEN INPUT PREVENTION	H	7	誤挿入防止キー MISTAKEN INPUT PREVENTION
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER(-)	L	10	SPEAKER (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
DIP SWITCH TEST	R	14	VIDEO GND
	S	15	
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
2P CONTROL 1 UP	V	18	1P CONTROL 1 UP
2P CONTROL 2 DOWN	W	19	1P CONTROL 2 DOWN
2P CONTROL 3 LEFT	X	20	1P CONTROL 3 LEFT
2P CONTROL 4 RIGHT	Y	21	1P CONTROL 4 RIGHT
2P CONTROL 5 PUSH 1	Z	22	1P CONTROL 5 PUSH 1
2P CONTROL 6 PUSH 2	a	23	1P CONTROL 6 PUSH 2
[redacted]	b	24	[redacted]
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

Game Option Setting (◀ mark standard setting)

Items	Description	
① Play pricing Coin 1	Nos of Coin	1 ~ 9 (shipping 1)
	Nos of Credits	1 ~ 9 (shipping 1)
② Play pricing Coin 2	Nos of Coin	1 ~ 9 (shipping 1)
	Nos of Credits	1 ~ 9 (shipping 1)
③ Attract Sound	SOUND OFF ◀	
④ Cabinet (refer right sketches)	A (Type A) ◀ B (Type B) C (Type C)	



4. P.C. Board

(1) Option Switch
Test mode to be obtained by making Option Switch No.1 "ON" such changes as the play-pricing will be made by the Test Mode. Otherwise, make it always "OFF".

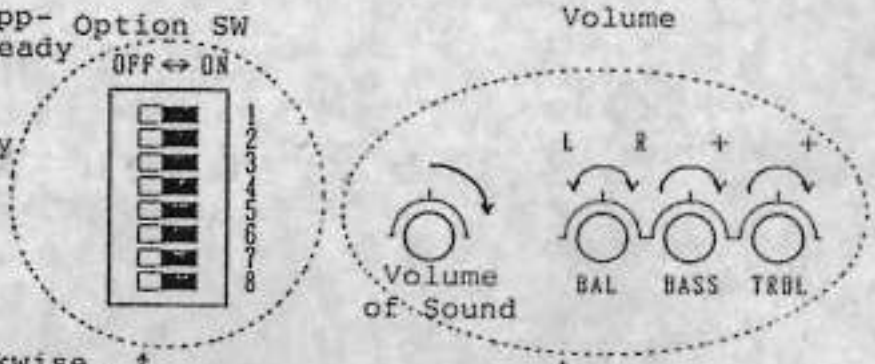
Option SW

* setting on shipping

Item	Description	1	2	3	4	5	6	7	8
	Normal		Always OFF						
Test Switch	Test Mode	OFF ON							

(2) Volume

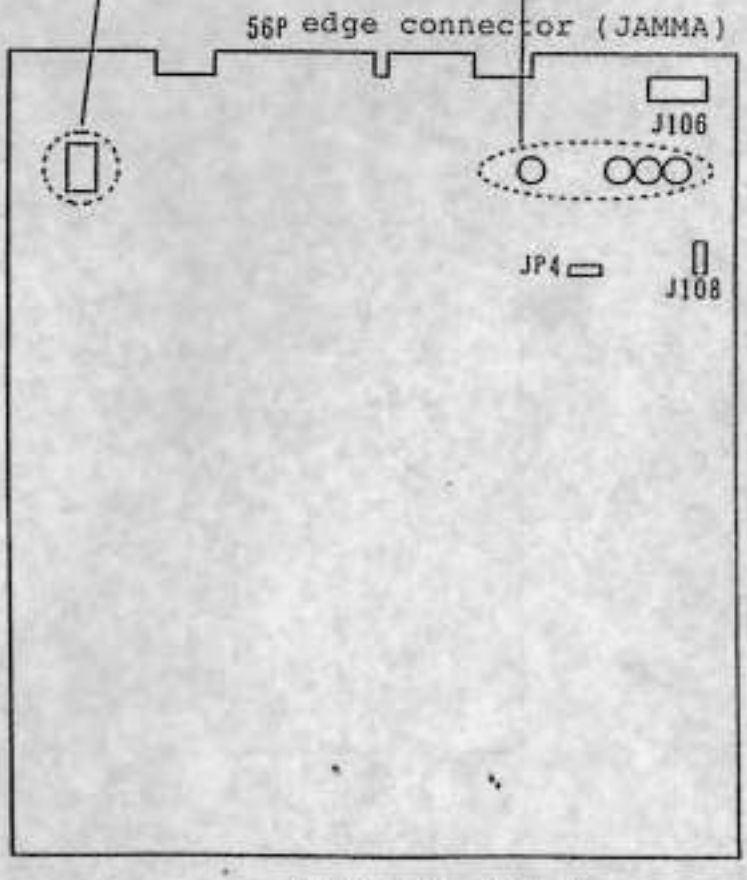
At the time of shipping, volume is already set up properly. Don't touch it unless there is any inconvenience.



① Sound Volume
Sound is louder when turning clockwise.

② Balance Knob (BAL)
Adjust sound volume in case of stereo sound.
For use of monaural speaker no sound comes out if you turn the knob at "R" position.
The center position is the best.

③ BASS/TRBL
Knobs for sound volume adjustment.
By adjusting these knobs get prefer sound effect.
The center position is the best.



ROM-PC Board

(1) Self-Test

Make daily self-test as you check your car before driving. This PCB has its own self-test function to be made by the Test Switch.

(a) Make Test Switch (Option SW No.1) "ON" to start self-test. Otherwise make this switch always "OFF" (refer to page 4) You can also make self-test by the Test Switch of the cabinet (refer to page 4).

(b) Self-test will be complited in a few seconds. When no problem is found, there comes out Game Option Screen like sketch 1 on the monitor.

(2) Change setting of play-pricing

The play-pricing and etc will be changed by Game Option Screen.

(a) All items shown in red on the Screen can be changed.

(b) Press the start button then changable items (in red) turns from No.1 to No.10 in regular sequence. (after No.10, number returns to No.1)

(c) More the joystick left or right to change items.

(d) Change as per Game Option Setting List.

(e) Make the Test Switch "OFF", when changes are completed.

When the following is shown.

```
TEST PROGRAM
    INITIALIZE ERROR
```

- Make the Test Switch "ON" and Press Fire button to get "Test Mode"
- Make the Game Option setting again.

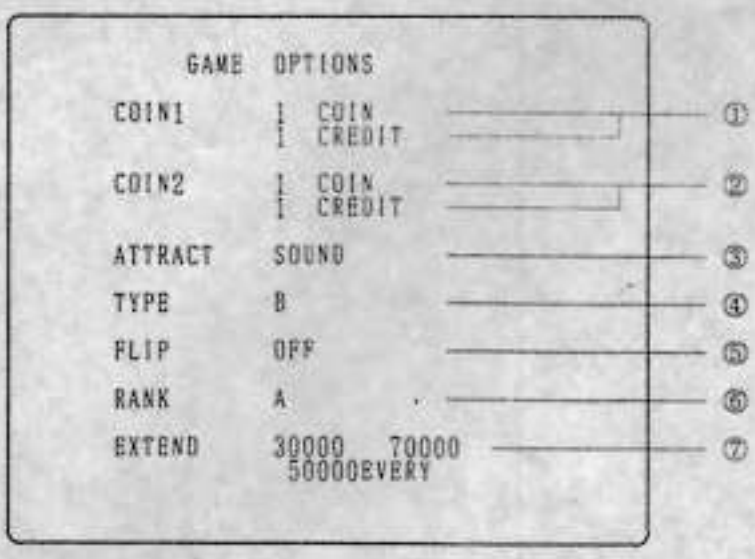


図1 ゲームオプション画面

SPLATTER HOUSE

SOLDER SIDE		PARTS SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
MISTAKEN INPUT PREVENTION	7	MISTAKEN INPUT PREVENTION
COIN COUNTER 2	8	COIN COUNTER 1
	9	COIN LOCKOUT 1
SPEAKER (-)	10	SPEAKER (+)
	11	
VIDEO GREEN	12	VIDEO RED
VIDEO SYNC	13	VIDEO BLUE
SERVICE SW	14	VIDEO GND
	15	TEST SW
COIN SW 2	16	COIN SW 1
START SW 2	17	START SW 1
2P CONTROL 1 UP	18	1P CONTROL 1 UP
2P CONTROL 2 DOWN	19	1P CONTROL 2 DOWN
2P CONTROL 3 LEFT	20	1P CONTROL 3 LEFT
2P CONTROL 4 RIGHT	21	1P CONTROL 4 RIGHT
2P CONTROL 5 PUSH 1	22	1P CONTROL 5 PUSH 1
2P CONTROL 6 PUSH 2	23	1P CONTROL 6 PUSH 2
	24	
	25	
	26	
GND	27	GND
GND	28	GND

GAME OPTION

PLAY CHARGE (COIN 1)
- Number of Coin 1-9
- Number of Credit 1-9

GAME CHARGE (COIN 2)
- Number of Coin 1-9
- Number of Credit 1-9

ATRACT SOUND --- ON

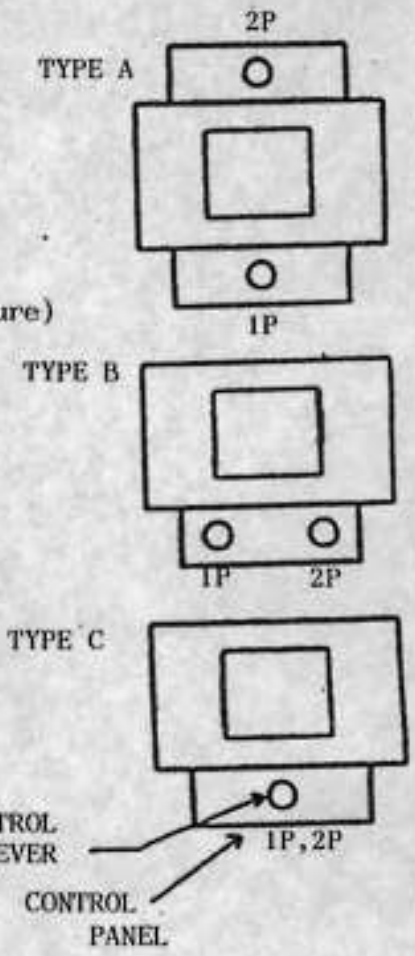
NO ATRACT SOUND --- OFF

CABINET TYPE (See on Right Picture)
- A (Type A)
- B (Type B)
- C (Type C)

FLIP (PLAYER SIDE)
- Normal --- OFF
- Reverse --- ON

DIFFICULTY
- A (Normal)
- B (Easy)
- C (Hard)

EXTEND CHARGE
- 30,000 / 70,000 / 50,000every
- 50,000 /100,000 /100,000every
- Nothing



OPTION SWITCH

	1	2	3	4	5	6	7	8
TEST SWITCH								
Normal	OFF							
Test Mode	ON	Always "OFF"						