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COOL BOARDERS ARCADE JAM

Service Manual

CAUTION

Thank you for purchasing TECMO's "COOL BOARDERS ARCADE JAM".
Please read this booklet before use and keep it for your future reference.
If you have any questions, please contact...
TECMO, LTD.
(Telephone) 81-3-3222-7625, (FAX) 81-3-3222-7643 (as of January,1998)

⚠ ATTENTION

- Do not use any connector which does not conform with JAMMA standards with this product. Damage to the product or fire could result from the use of a non JAMMA standard connector.
- Never modify this product. Doing so could cause fire, electrical shock, and damage to the product.
- Make sure that MAIN power is OFF when detaching the connectors to prevent damage and possible personal injury.
- To avoid damage or accidents, the product must be free of dust and humidity, and must be not exposed directly to the sun.
- To avoid damage or accidents, do not touch the product with wet hands. Also do not let the product wet with water or liquid cleaner.
- To avoid damage or fire, do not wrap or cover the product in operation with the material like plastic bag.
- Be careful with following points:
  - Make sure that the main power is OFF when you replace parts and connect or disconnect the connectors to prevent damage and possible injury.
  - Use the LOGIC TESTER ONLY for the product inspection.
  - Be sure to attach the connector correctly.
  - For transportation of the product, use protective packing materials like plastic bubble packs to protect it from damage by impacts.
  - For disposal, consign this product over to an industrial waste disposal specialist.

TECMO

"GAME CONFIG" screen

- Choose item by pressing the player-one's lever up or down.
- Change settings by pressing the player-one's lever left or right.
- Choose "5. EXIT" and press any button to return to main test menu.
- Press the button C to restore all "GAME CONFIG" settings to their factory settings.

ITEMS

0. DIFFICULTY:

This sets difficulty of games. Set "NORMAL" or "HARD". In "HARD" mode, the boost gauge becomes more difficult to be full, and lighting length of the gauge becomes shorter, and the time delay from other computer boarders becomes bigger.

1 COIN:

This sets the number of coin per credit value. Choose from below.

    1 COIN 1 CREDIT
    1 COIN 2 CREDIT
    1 COIN 3 CREDIT
    1 COIN 4 CREDIT
    2 COIN 1 CREDIT
    3 COIN 1 CREDIT
    4 COIN 1 CREDIT
    FREE PLAY

2 CONTINUE:

This sets either enable or disable for continuing the game when game is over by choosing "ON" or "OFF".

3 DEMO SOUND:

This allows you to turn on and off the DEMO SOUND.

4 REGION:

This sets the region where this product is operated either in ASIA or the other region.
(This changes designs of signboard logos shown in the courses and character's snowboards.)

5 EXIT:

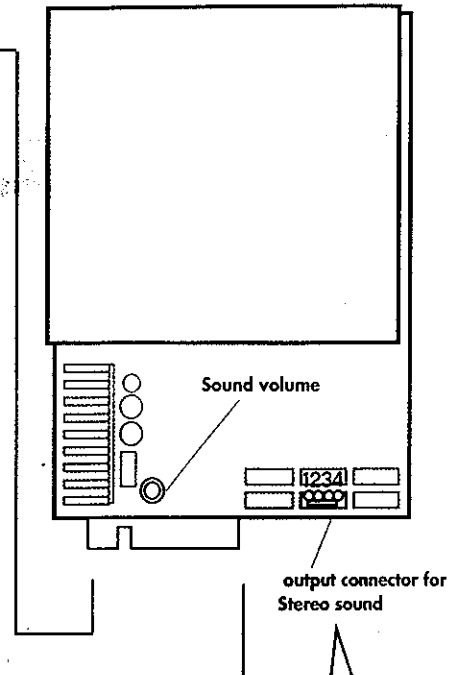Choose this item and press any button to return to main test menu screen.

1. BOARD and CONNECTORS

TERM. No. =Terminal number

3.96 millimeter pitch edge connector is used in JAMMA STANDARD.

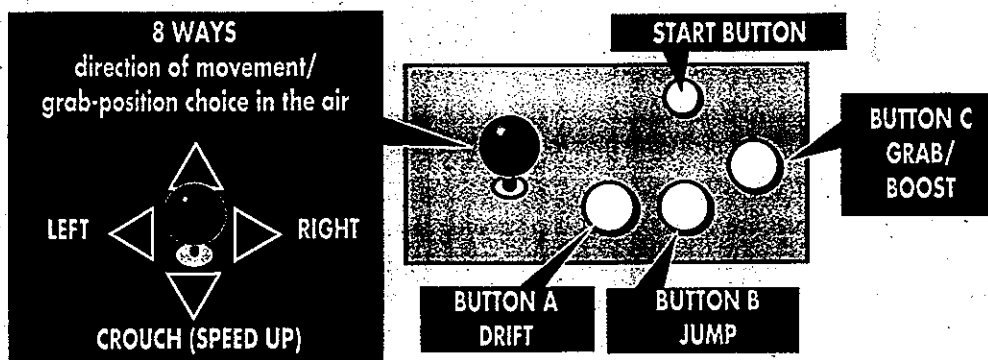| Solder Side	TARM. No.		Parts Side
Ground	A	1	Ground
Ground	B	2	Ground
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
	H	7	
	J	8	Coin counter
	K	9	
Speaker (−)	L	10	Speaker (+)
	M	11	
Video (Green)	N	12	Video (Red)
Video (SYNC)	P	13	Video (Blue)
Service Switch	R	14	Video (Ground)
	S	15	Test Switch
	T	16	Coin Switch
	U	17	1-UP Start button
	V	18	1-UP Control 1 (UP)
	W	19	1-UP Control 2 (DOWN)
	X	20	1-UP Control 3 (LEFT)
	Y	21	1-UP Control 4 (RIGHT)
	Z	22	1-UP Control 5 (BUTTON A)
	a	23	1-UP Control 6 (BUTTON B)
	b	24	1-UP Control 7 (BUTTON C)
	c	25	
	d	26	
Ground	e	27	Ground
Ground	f	28	Ground

Sound volume

output connector for Stereo sound

• STEREO SOUND OUTPUT CONNECTOR
Connect four pins to each correct speaker line as follows.

Pin No.1 is to left speaker (+)
Pin No.2 is to left speaker (−)
Pin No.3 is to right speaker (−)
Pin No.4 is to right speaker (+)

2. CONTROL PANEL SWITCHES

*Only single CONTROL PANEL-1 must be used when the COMMUNICATION GAME is operated.

8 WAYS
direction of movement/
grab-position choice in the air

LEFT — RIGHT

CROUCH (SPEED UP)

START BUTTON

BUTTON C
GRAB/
BOOST

BUTTON A
DRIFT

BUTTON B
JUMP

3. COOL BOARDERS ARCADE JAM – TWO GAME

COOL BOARDERS ARCADE JAM has two game modes as follows.

• NORMAL mode

Player play two races. When player wins the first race, player
can play next race.

• EXPERT mode

Player play races. When player wins the first race, player
can try next race. Six races can be enjoyed if you
continuously win each race.

4. TEST INFORMATION

The test mode allows you to check the cabinet connection and make adjustment for game features and coin units.

Press the test switch during the title screen (not demo screen) is shown on the display and the Main Test menu screen will appear.

* Test menu can not appear if any coin credits.

MAIN TEST MENU SCREEN

```
0  ROM   CHECK
1 COLOR  CHECK
2 CROSS  HATCH
3  I/O   CHECK
4 GAME CONFIG
5 SOUND  CHECK
6 PLAY   CHECK
7      EXIT
```

Menu controls

· Choose item by pressing the player-one's lever up or down.

· Enter the item by pressing the player-one's button A (DRIFT).

· Choose "7: EXIT" on top menu to complete adjustment.

0 ROM CHECK:

Choose this item when you check sum of ROMs.

ROM check screen Controls

ROM selection	press player-one's lever up or down
Sum check	press the button A.
Exit	press the button C

When computer completed checking, the display indicates
"OK" if no error is sensed. If the display indicates "NG",
then any malfunction is occurred. Please call TECMO.
* Quite a few minutes needed for checking sum. And the
machine does not accept any operation while checking.

1 COLOR CHECK:

This shows the color bar for adjusting the monitor color.
(Use the cabinet's switches to adjust monitor color.)
Press any button to exit.

2 CROSS HATCH:

This shows the monitor size and distortions if any.
(Use the cabinet's switches for adjustment.)
Press any button to exit.

3 I/O CHECK:

Choose this item when you check switches and levers.
The color of each changes from red to green.
Press button B and C simultaneously.

4 GAME CONFIG:

This is to adjust for game difficulty, game number
for one credit, and on game difficulty and so on.
(See page for more detail.)

5 SOUND CHECK:

Choose this item when you check BGM, VOICE, SE.

Sound check screen controls

Item selection	press player-one's lever up or down
Number selection	press player-one's lever left or right
Play	press the button A.
Stop	press the button B

Choose "EXIT" and press any button to return to Main test
menu.
* The sound No. "01"~"04" are looped.

6 PLAY CHECK:

Choose this item to check the bookkeeping.

ITEMS

COIN:
Total number of credits
purchased by insert.

SERVICE:
Total number of credits set
by the service switch.

PLAY:
Total number of games
played.

CONTINUE:
Total number of continued
games.

PLAY TIME:
Playing time: maximum,
minimum, and average.

VOTE:
Shows how many each
character has been picked
for the game.

END ROUND:
Number of rounds and the
number of losing games.

LEVEL:
Number of the chosen game
difficulty levels.

Press the test switch to return to Main menu.
Press button B and C simultaneously to clear
bookkeeping data.

7 EXIT:

Choose this when you complete test menu.