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SEGA

Virtua Fighter 2

SERVICE MANUAL



SEGA ENTERPRISES, LTD.

MANUAL NO. 999-0352

**BASEMENT
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NOTE: Descriptions in this manual are subject to change without prior notice.



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Introduction

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc., as regards VIRTUA FIGHTER 2, a new SEGA product.

This manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should such a case arise, contact our Main Office or the closest branch office listed as follows:



SEGA ENTERPRISES, INC. (U.S.A.)
CUSTOMER SERVICE
45133 Industrial Drive
Fremont, California 94538, U.S.A.

Phone: 415-802-1750
Fax: 415-802-1754

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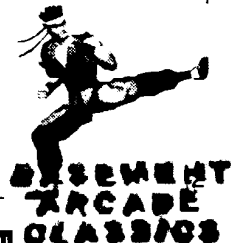
Game Handling Precautions

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- ✦ Be sure to turn the power OFF before working on the machine.
- ✦ To insert or pull out the plug quickly is dangerous.
- ✦ It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- ✦ Do not use any fuse that does not meet specified rating.
- ✦ Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.
- ✦ The operating (ambient) temperature range is from 5°C to 40°C.
- ✦ When cleaning the CRT surfaces, use a soft, dry cloth. Do not apply chemicals such as thinner, benzine, etc.

Also, for the IC board circuit inspections, only the logic tester is allowed.

After confirming that there are no irregularities, turn the power ON.



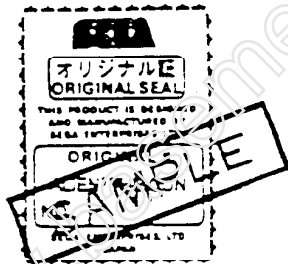
Prevention of Counterfeiting and Conversion

★ LABELING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

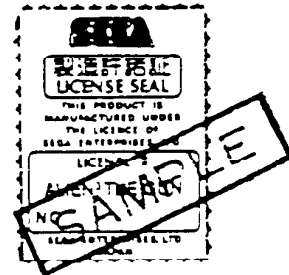
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© SEGA 1994

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Precautions Concerning Installation Location

The Virtua Fighter 2 is an indoor game machine. **DO NOT INSTALL IT OUTSIDE UNDER ANY CIRCUMSTANCES.** Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- ✦ Places subject to rain or water leakage, or condensation due to humidity.
- ✦ In the proximity of an indoor swimming pool and/or shower.
- ✦ Places subject to direct sunlight.
- ✦ Places subject to heat sources from heating units, etc., or hot air.
- ✦ Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- ✦ Places subject to any type of violent impact.
- ✦ Dusty places.

INSTALLATION PRECAUTIONS

- ✦ Do not insert more than one electrical plug into the power plug socket.
- ✦ The per unit standard voltage/amperage is 100–120V/5A.
- ✦ If an extension cord is to be used, use a cord of 5A or higher rating.

ELECTRIC CURRENT CONSUMPTION

- ✦ 2.1A, 250 Watts, 120VAC, 60 Hz

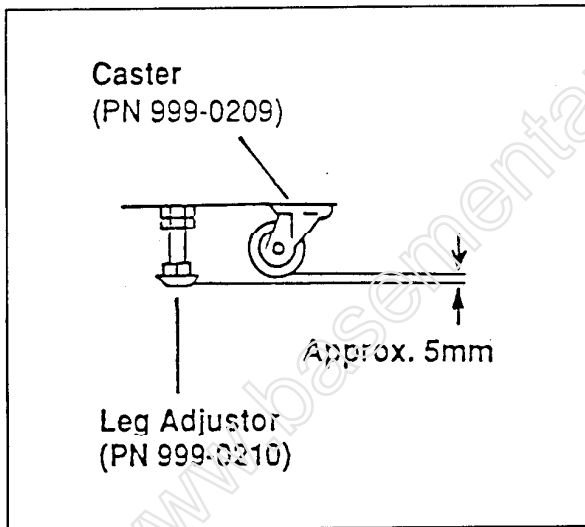


Installation Precautions & Transportation of Machine

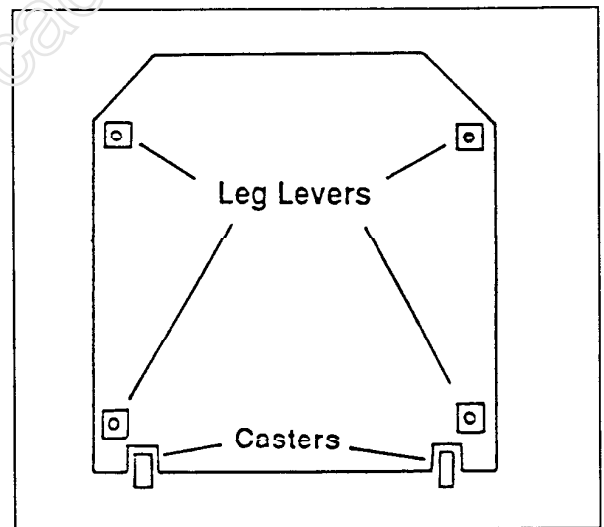
ADJUSTING LEG ADJUSTERS

The Virtua Fighter 2 has 2 Casters and 4 Leg Adjusters. Cause the Leg Adjusters to come into contact with the floor, and secure the machine in place. Make adjustments in the height of the Leg Adjusters in a manner so that the Casters will be raised approximately 5mm from the floor level, and secure the Adjusters' height by fastening the Nuts. (If the gap is less than 5mm, the machine may move while the game is being played and become dangerous.)

SIDE VIEW



BOTTOM VIEW



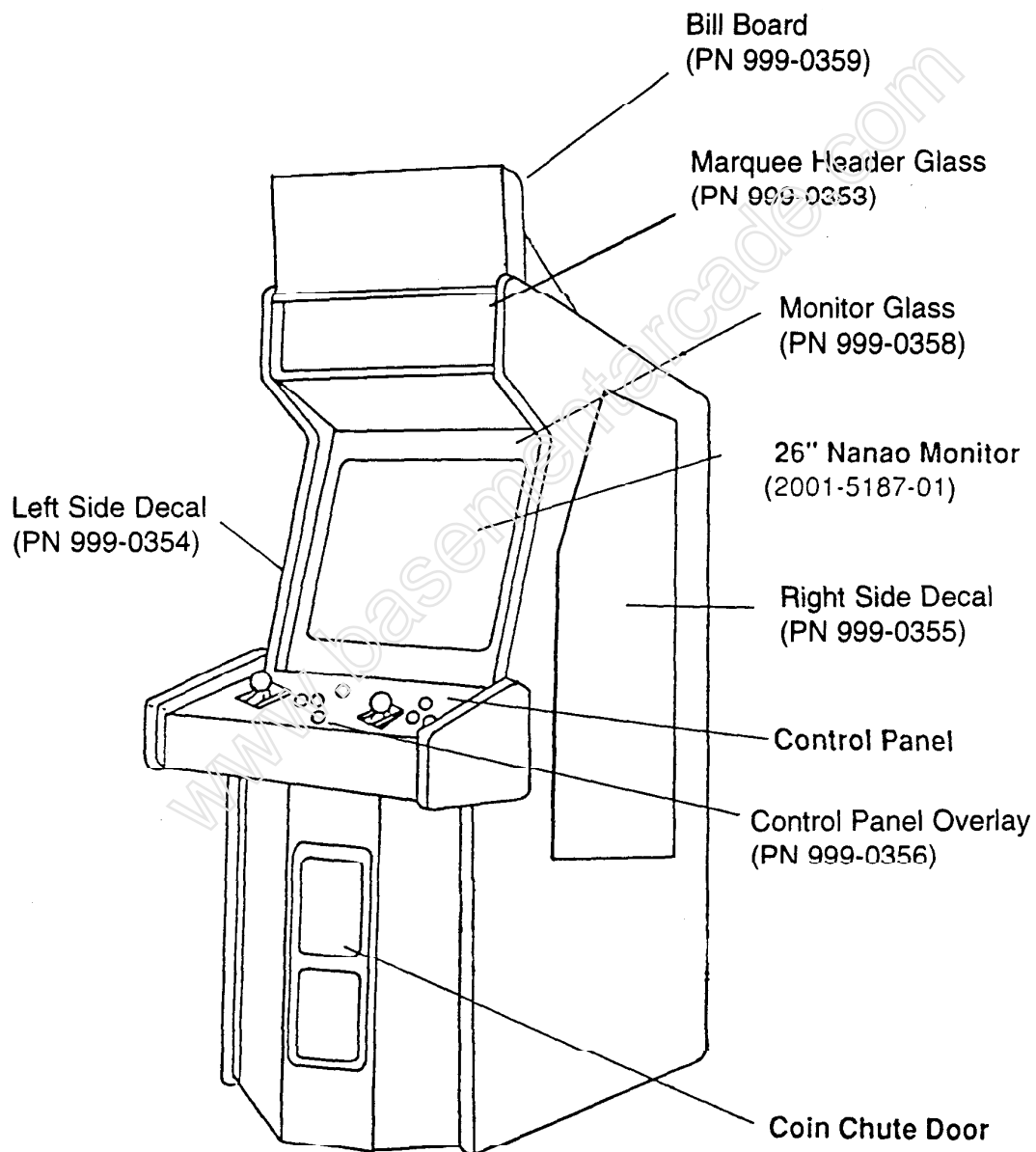
WHEN TRANSPORTING THE MACHINE

When moving the Cabinet, retract the Leg Adjusters to cause the Casters to make contact with the floor. Also, in the case where there are differences in floor levels, transport the Cabinet by holding the catches on both sides of the Cabinet and lifting it up.



Model Sur-007-02

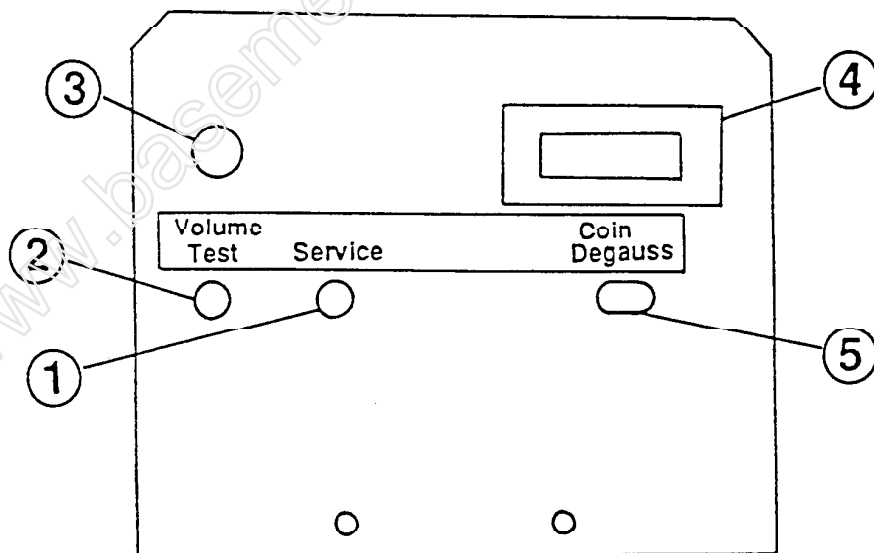
DEPTH	WIDTH	HEIGHT	WEIGHT
41"	30"	75"	Approx 404 lbs.



Switch Unit

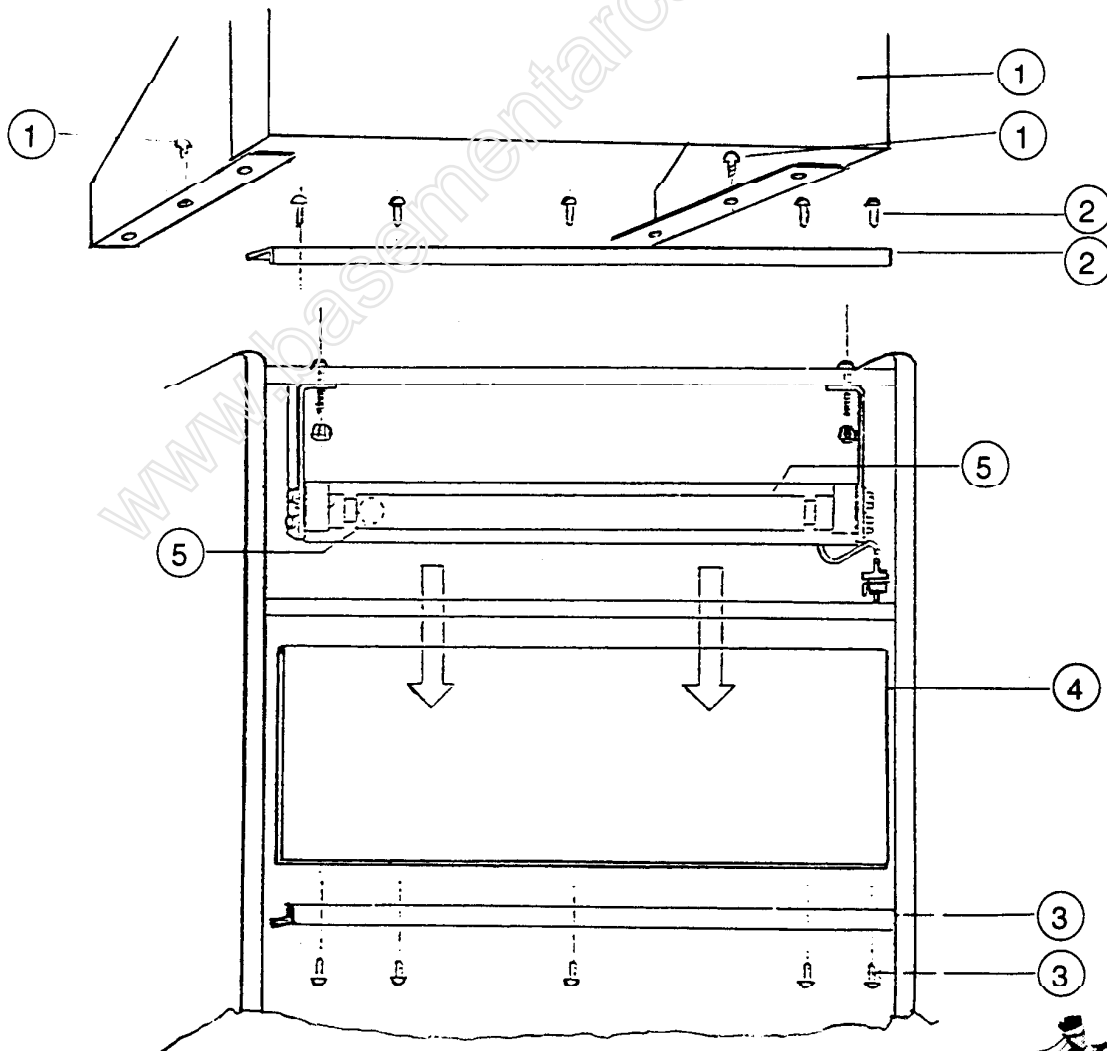
Open the coin chute door and the switch unit shown will appear.
The functioning of each SW is as follows:

- 1 SERVICE SWITCH (Service Button) gives credit without registering on the coin meter.
- 2 TEST SWITCH for the handling of the test button, refer to the following pages.
- 3 SOUND VOLUME adjusts the sound volume of the Speaker.
- 4 COIN METER registers coins accepted for play.
- 5 DEGAUSS SWITCH corrects color impurity.



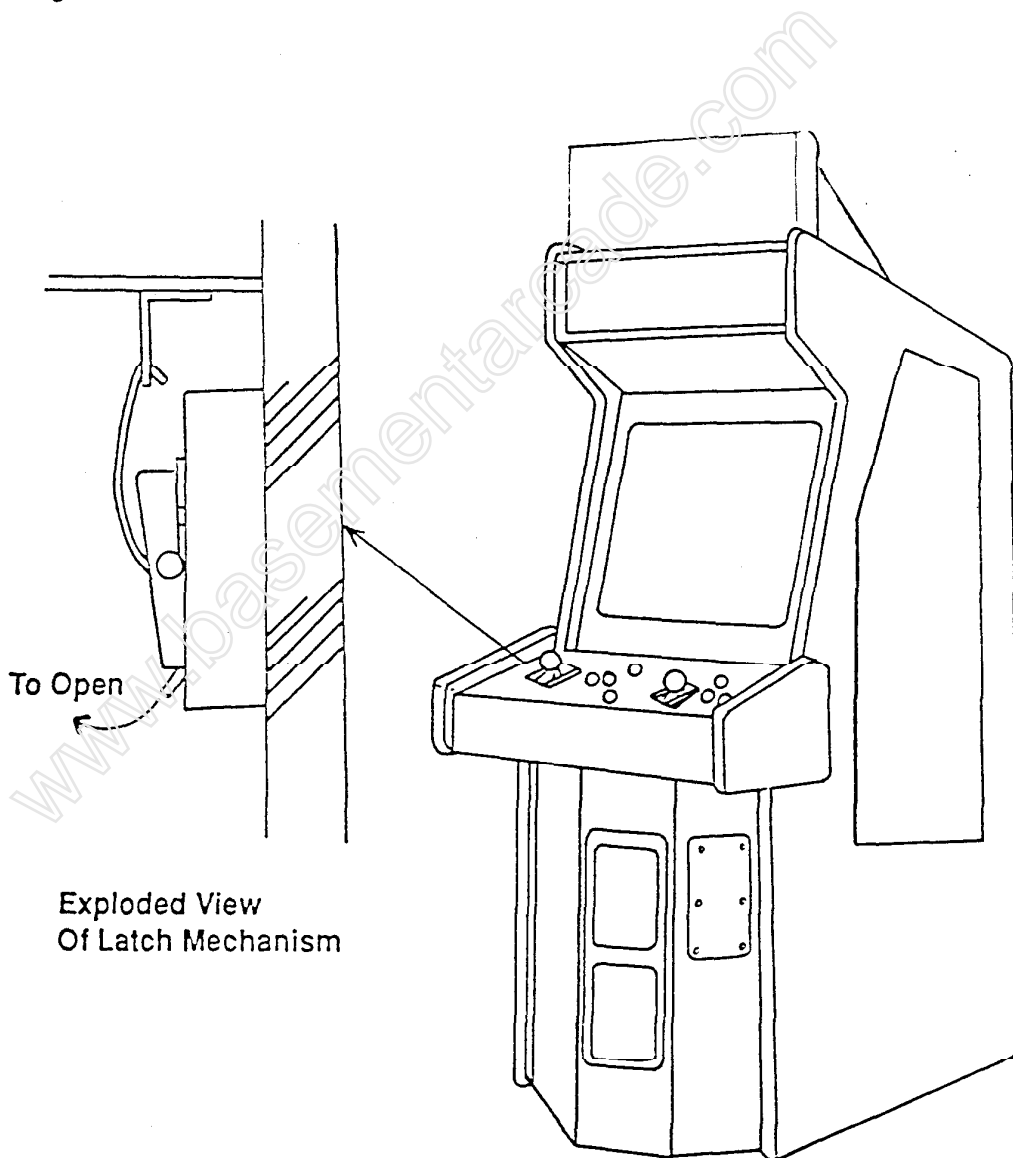
Fluorescent Lamp Replacement

- 1 Remove (6) #8 Screws holding Billboard to Cabinet. Remove Billboard.
- 2 Remove (4) 8 x 1/2" Panhead Screws holding Top Header Retainer Bracket. Remove Retainer Bracket.
- 3 Remove (4) 8 x 1/2" Panhead Screws holding Bottom Header Retainer Bracket. Remove Retainer Bracket.
- 4 Carefully remove Header Marquee Glass.
- 5 Replace 24" Lamp or Starter as needed.
- 6 Replace Glass, Top & Bottom Retainer Bracket with the 8 Screws that were previously removed.



Control Panel/Monitor Adjustment

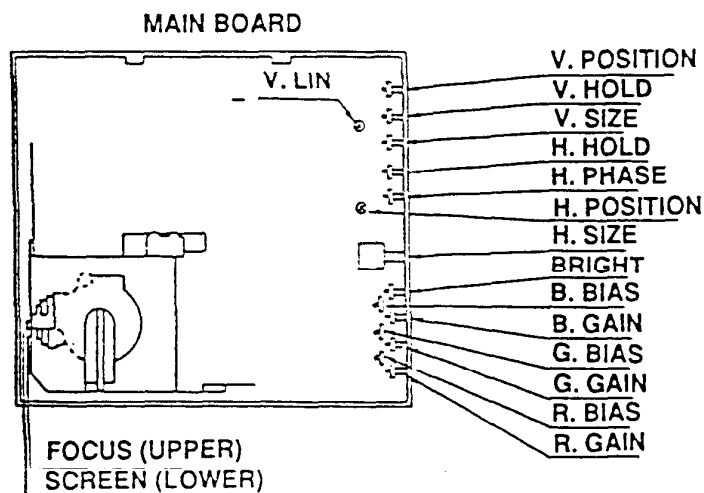
To unlatch Control Panel, open Coin Door, reach through Coin Door and lift Clamp Tab up. The Latches are located at the upper left and right corners of the Control Shelf. Once the Latches are opened, the Control Panel can be tilted down and the Monitor Glass removed. Remove the Monitor Bezel to gain access to gain access to the Monitor Controls.



26" Monitor

Remove the Control Panel, Monitor Glass and Bezel to make the monitor adjustments.

- ✦ V. POSI (Vertical Position Control) adjusts the vertical display position of the image.
- ✦ V. HOLD (Vertical Synchronization Control) adjusts the image running from left to right.
- ✦ V. SIZE (Vertical Size Control) adjusts the length of the screen.
- ✦ H. PHASE (Horizontal Position Control) adjusts the horizontal display position of the image.
- ✦ H. HOLD (Horizontal Synchronization Control) adjusts the image running from left to right.
- ✦ H. SIZE (Horizontal Size Control) adjusts the width of the screen. For adjustments, utilize the Alignment Screwdriver.
- ✦ BRIGHT (Brightness Control)
- ✦ B. GAIN ✦ G. GAIN ✦ R. GAIN
Adjusts colors (Ordinarily, B.C.R. BIAS should not be touched.)
- ✦ FOCUS (Focus Control)
- ✦ SCREEN (Focus Control)
(Ordinarily, SCREEN should not be touched.)



Printed Circuit Board Handling Precautions

- ✦ When installing and removing the IC Board, make sure that the cabinet's Main Power is OFF.
- ✦ Foreign matter, including dust on the IC Board, may cause malfunctioning (short circuit, combustion, etc., due to the Board's generation of heat) to occur. Therefore, keep the IC Board surfaces always clean.
- ✦ Completely perform the connections of the IC Board's and other item's Connectors. Insufficient connector insertion may cause the IC Board to be damaged. Therefore, pay careful attention to this point. Also, for the IC Board circuit inspection, only the usage of logic testers is permitted.
- ✦ The Model-2A P.C.B., when used without the Shield Case, may have a radio wave fault. Therefore, be sure to utilize the Ancillary Shield Case. Should any problem arise when the above-mentioned Shield Case is not utilized, SEGA will not be held responsible whatsoever.
- ✦ The contents of the product herein described are subject to change without notice.
- ✦ The DIP Switches on the I/O Board and Sound Board are all set to OFF at the time of shipment. Do not change the setting without good reason.

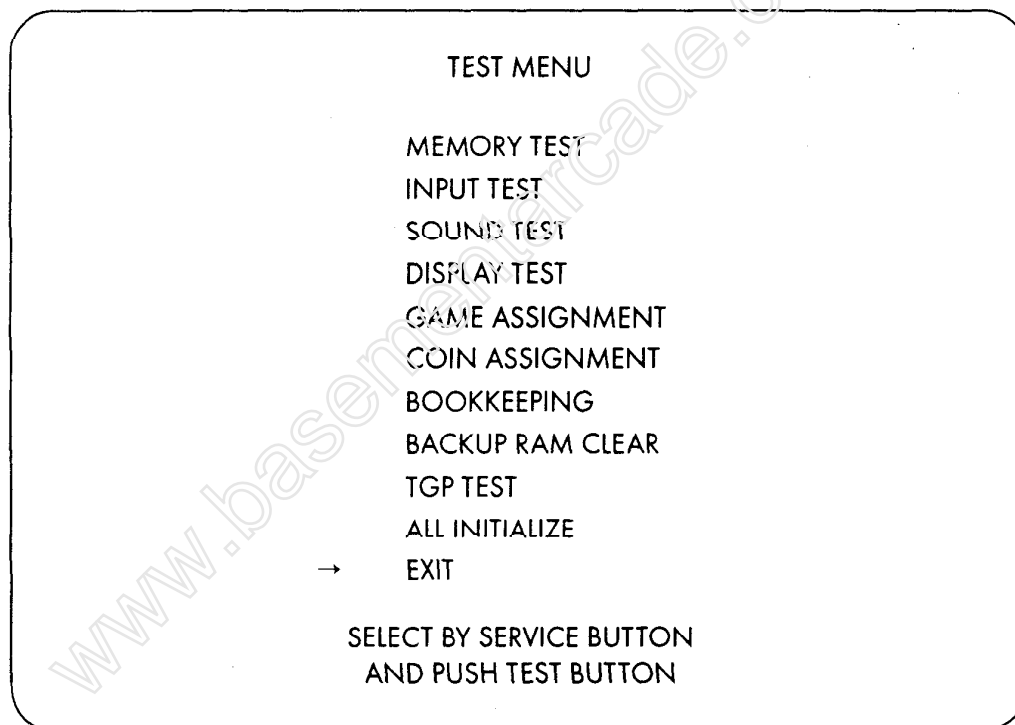


Test Mode

This mainly checks if the operation of the game BD is accurate, makes monitor color adjustments, and allows for COIN ASSIGNMENTS/GAME ASSIGNMENTS setting adjustments.

Selection of TEST ITEMS

1) Push the TEST SW to cause the following test item menu to appear:



2) By pushing the SERVICE SW, bring the arrow mark "→" to the desired item and press the test button.

3) When the test has been completed, bring "→" to EXIT and push the TEST button.

1 MEMORY TEST

Check the PCB's memory ICs.

When the IC is in good operating condition, "GOOD" will be indicated.

If there exists any malfunctioning of the IC's. "BAD" will be indicated.

MEMORY TEST

*** ROM ***

IC. 4	GOOD	IC. 5	GOOD	IC. 6	GOOD
IC. 7	GOOD	IC. 8	GOOD	IC. 9	GOOD
IC. 10	GOOD	IC. 11	GOOD	IC. 12	GOOD
IC. 13	GOOD	IC. 14	GOOD	IC. 15	GOOD

*** RAM ***

IC. 16	GOOD	IC. 17	GOOD	IC. 45	GOOD
IC. 46	GOOD	IC. 47	GOOD	IC. 48	GOOD
IC. 49	GOOD	IC. 50	GOOD	IC. 54	GOOD
IC. 55	GOOD	IC. 57	GOOD	IC. 58	GOOD
IC. 59	GOOD	IC. 65	GOOD	IC. 66	GOOD

PLEASE WAIT FOR A WHILE

Push the TEST button to have the menu return on to the screen.

2 INPUT TEST

This test displays the state of each switch. If the switch goes ON when activated it is satisfactory.

<INPUT TEST>

PLAYER		1P	2P
UP	:	OFF	OFF
DOWN	:	OFF	OFF
RIGHT	:	OFF	OFF
LEFT	:	OFF	OFF
PUNCH	:	OFF	OFF
KICK	:	OFF	OFF
GUARD	:	OFF	OFF
START	:	OFF	OFF
COIN CHUTE 1	:	OFF	
COIN CHUTE 2	:	OFF	
SERVICE SW		OFF	
TEST SW		OFF	

PUSH TEST BUTTON TO EXIT



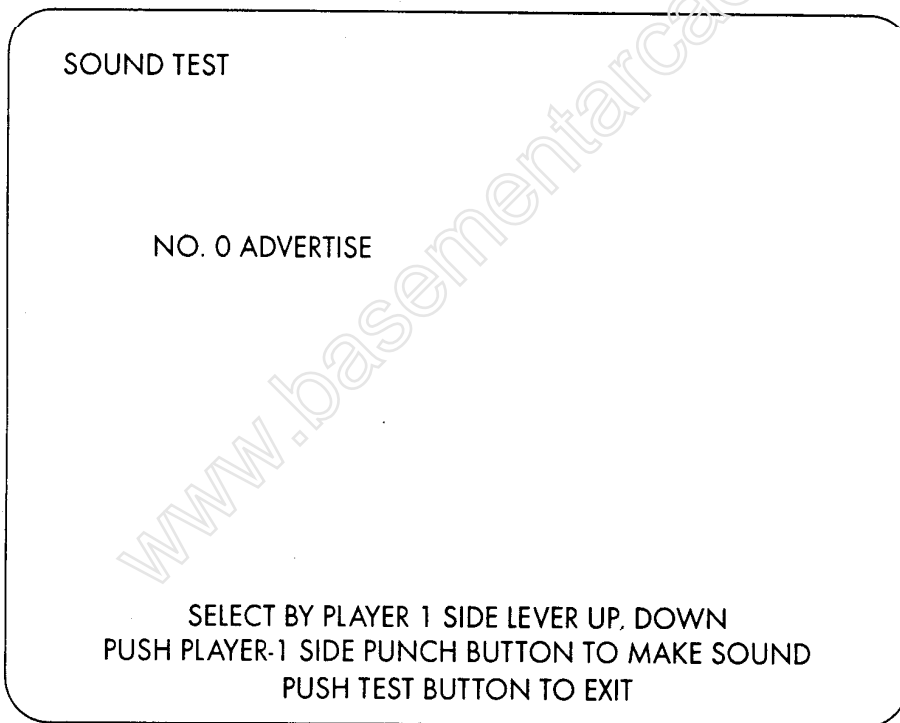
PUNCHSW1
KICKSW2
GUARDSW3 OR SW4

Push the TEST button to have the MENU return on to the screen.

3 SOUND TEST

This allows sound and background music used in the game to be tested.

- 1) Press the TEST button to have the following TEST menu appear on the screen.



- 2) By moving the 1P side Lever upward and downward, choose the desired sound or background music. Press the 1P side Punch button to cause the music to be played.
- 3) Push the TEST button to have the MENU return on to the screen.



4 DISPLAY TEST

I. RGB COLOR ADJUSTMENT SCREEN

This page allows for performing the monitor color check and the BIAS and GAIN settings.

DISPLAY TEST 1/2

RED
GREEN
BLUE
WHITE

COLOR	BIAS	GAIN	SCROLL: 31
RED	64	37	
GREEN	64	37	
BLUE	64	37	
→ EXIT			

SELECT: 1P LEVER UP/DOWN
BIAS SET: 1P PUNCH/KICK GAIN SET: 2P PUNCH/KICK

Each of the R (red), G (green) and B (blue) colors is darkest at the left-hand end and becomes brighter in 16 gradations towards the right-hand end. The monitor brightness is satisfactory if the white color bar is black at the left-hand end and white at the right-hand end. For BIAS and GAIN adjustments, first bring the arrow "→" to the desired color by using the 1P side Lever, and press the 1P side PUNCH/KICK buttons for BIAS and press the 2P side PUNCH/KICK BUTTONS for GAIN.

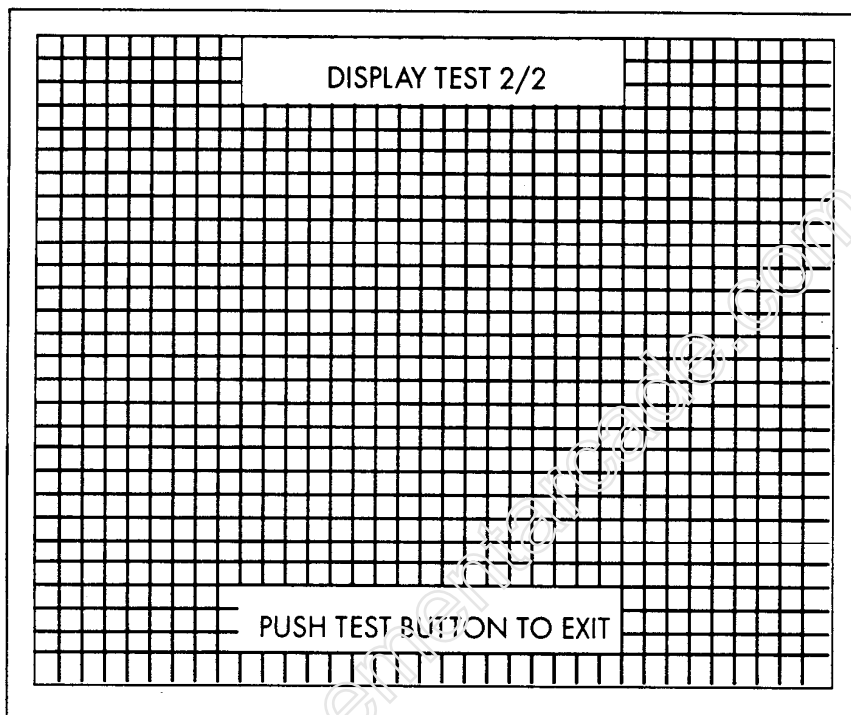
Normally, there is no need to make adjustments.

Pressing the TEST button causes the screen to proceed to the next page.



II. MONITOR SIZE ADJUSTMENT SCREEN

This page allows the monitor size to be checked.



Make adjustments in a manner so that the checkered portions for checking do not go beyond the screen.

Press the TEST button to have the menu return on to the screen.

5 GAME ASSIGNMENT

Allows game difficulty adjustments setting to be changed.

SELECTION OF DESIRED ITEM

- 1) Press the SERVICE button to move the "→" and bring it to the desired item.
- 2) Press the TEST button to change the setting.
- 3) After the desired setting is finished, bring the "→" to "EXIT" and press the TEST button.



GAME ASSIGNMENTS		
→ MATCH COUNT (1P)	2	A
MATCH COUNT (VS)	2	B
DIFFICULTY	NORMAL	C
	ENERGY MAX (1P) :160	
	ENERGY MAX (VS) :200	
	STAGE WIDTH:1400	
ADVERTISE SOUND	ON	D
CONTINUE	ON	E
DRANK	OK	F
COUNTRY	JAPAN	G
DISPLAY TYPE	PROJECTOR	H
VS FINISH	OFF	I
RANK MODE	OFF	J
INITIALIZE		K
EXIT		

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

- (A) MATCH COUNT (1P)
This sets the first to win how many points a match to be a winner in the case of 1P play. The setting from 2 to 5 points is possible. As a standard, it is set to 2.
- (B) MATCH COUNT (PLAYER VS. PLAYER)
This sets the first to win how many points a match to be a winner in the case of Player vs. Player play. The setting from 2 to 5 points is possible. As a standard, it is set to 2.
- (C) DIFFICULTY
Sets the game's overall difficulty (EASY~HARDEST; set to "NORMAL" in the standard setting.)
- (D) ADVERTISE SOUND
Determines whether ADVERTISE SOUND is to be emitted or not (set to ON in the standard setting).
- (E) DRANK
"DRANK" is set to NG as a standard. If you allow SHUN (sulken character) to drink, set to OK.
- (F) CONTINUE
This sets CONTINUE play YES or NO. Set to ON for yes, and OFF for no. As a standard, it is set to ON.



- (G) COUNTRY
Message language (select USA for the US, and EXPORT for other countries)
- (H) DISPLAY TYPE
Set to either of PROJECTOR or C.R.T. whichever suits the type of the cabinet.
- (I) VS FINISH
If this is set to ON, the game is over for both players.
- (J) RANK MODE
When using the RANK MODE, Set to ON.
- (K) INITIAL
Initializes all of the GAME ASSIGNMENT settings.

6 COIN ASSIGNMENTS

In this mode, the COIN/CREDIT setting, etc. can be changed.

SELECTION OF SETTING ITEM DESIRED:

- 1) Press the SERVICE button to choose the setting item. The red characters indicate the presently selected item.
- 2) Press the TEST button to cause the setting to change.
- 3) To effectuate the above change, cause EXIT to be displayed in red by using the SERVICE button, and then press the TEST button.

COIN ASSIGNMENT

COIN CHUTE TYPE	COMMON	A
CREDIT TO START	2 CREDITS	B
CREDIT TO CONTINUE	2 CREDITS	
COIN/CREDIT SETTING	#1	C
COIN CHUTE #1 1 COIN	1 CREDIT	
COIN CHUTE #2 1 COIN	1 CREDIT	
MANUAL SETTING		D
EXIT		

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON



(A) COIN CHUTE TYPE

Set to either of the following as applicable.

COMMON: 1 COIN CHUTE TYPE

INDIVIDUAL : 2 COIN CHUTE TYPE

(B) CREDIT TO START, CREDIT TO CONTINUE

Sets the credits required for starting the game and the credits required for continuing.

CREDIT TO START can be set to 1~5

CREDIT TO CONTINUE can be set to 1~5.

The settings can be made within a total of 15 patterns.

(C) COIN/CREDIT SETTING

Sets the CREDIT increase increment per coin insertion. There are 26 settings from #1 to #26, expressed in OO CREDIT as against OO COINS inserted.

#26 refers to FREE PLAY (SETTING #1 in the standard setting).

For details, refer to Table 1~2

(D) MANUAL SETTING

The CREDIT'S incremental increase settings as against a coin insertion are shown in further details than in (C) . . . for details, refer to Table 3. Also, note that when this MANUAL SETTING is performed, the COIN/CREDIT setting becomes ineffective.



TABLE 1 : COIN/CREDIT SETTING

NAME OF SETTING	COIN	CHUTE 1	COIN	CHUTE 2
SETTING #1	1 COIN	1 CREDIT	1 COIN	1 CREDIT
SETTING #2	1 COIN	1 CREDIT	1 COIN	2 CREDITS
SETTING #3	1 COIN	1 CREDIT	1 COIN	3 CREDITS
SETTING #4	1 COIN	1 CREDIT	1 COIN	4 CREDITS
SETTING #5	1 COIN	1 CREDIT	1 COIN	5 CREDITS
SETTING #6	1 COIN	2 CREDITS	1 COIN	2 CREDITS
SETTING #7	1 COIN	2 CREDITS	1 COIN	5 CREDITS
SETTING #8	1 COIN	3 CREDITS	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT	2 COINS	1 CREDIT
SETTING #13	2 COINS	1 CREDIT	1 COIN	1 CREDIT
SETTING #14	2 COINS	1 CREDIT	1 COIN	2 CREDITS
SETTING #15	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	3 CREDITS	2 COINS	3 CREDITS
SETTING #16	1 COIN	1 CREDIT	1 COIN	3 CREDITS
	2 COINS	3 CREDITS		
SETTING #17	3 COINS	1 CREDIT	3 COINS	3 CREDITS
SETTING #18	4 COINS	1 CREDIT	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	5 CREDITS	4 COINS	5 CREDITS
SETTING #20	1 COIN	1 CREDIT	1 COIN	5 CREDITS
	2 COINS	2 CREDITS		
	3 COINS	3 CREDITS		
	4 COINS	5 CREDITS		

TABLE 2 : COIN/CREDIT SETTING

NAME OF SETTING	COIN	CHUTE 1	COIN	CHUTE 2
SETTING #21	3 COINS	1 CREDIT	1 COIN	2 CREDITS
	5 COINS	2 CREDITS		
SETTING #22	2 COINS	1 CREDIT	2 COINS	1 CREDIT
	4 COINS	2 CREDITS	4 COINS	2 CREDITS
	5 COINS	3 CREDITS	5 COINS	3 CREDITS
SETTING #23	2 COINS	1 CREDIT	1 COIN	3 CREDITS
	4 COINS	2 CREDITS		
	5 COINS	3 CREDITS		
SETTING #24	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	4 CREDITS	4 COINS	4 CREDITS
	5 COINS	5 CREDITS	5 COINS	6 CREDITS
SETTING #25	1 COIN	1 CREDIT	1 COIN	6 CREDITS
	2 COINS	2 CREDITS		
	3 COINS	3 CREDITS		
	4 COINS	4 CREDITS		
	5 COINS	6 CREDITS		
SETTING #26	FREE PLAY		FREE PLAY	

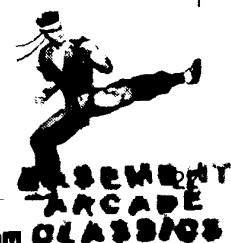


TABLE 3 : MANUAL SETTING

COIN TO CREDIT	1 COIN	1 CREDIT
	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

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE #1 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS



COIN CHUTE #2 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

EXAMPLES FOR THE CALCULATION OF CREDITS SET IN THE "MANUAL" SETTING

Example 1

COIN TO CREDIT 4 COINS 1 CREDIT
 BONUS ADDER 2 COINS GIVE 1 EXTRA COIN
 COIN CHUTE MULTIPLIER
 1 COIN COUNTS AS 2 COINS

In the above setting , when 7 coins are inserted in the 1P COIN CHUTE, the number of 1P credits will be as follows:

- 1) As per the COIN CHUTE MULTIPLIER setting, since 1 coin inserted counts as 2 coins, 7 coins inserted will be equivalent to 14 coins.
- 2) According to the BONUS ADDER setting, every 2 coins earn one service coin, therefore, the equivalent of 14 coins will have 7 service coins added, resulting in the equivalent of 21 coins.
- 3) According to the COIN TO CREDIT setting, 4 coins make 1 credit, therefore, the equivalent of 21 coins makes 5 and a quarter credits.

Example 2

COIN TO CREDIT 6 COINS 1 CREDIT
 BONUS ADDER 3 COINS GIVE 1 EXTRA COIN
 COIN CHUTE #1 MULTIPLIER
 1 COIN COUNTS AS 4 COINS
 COIN CHUTE #2 MULTIPLIER
 1 COIN CHUTE COUNTS AS 5 COINS



In the above settings, when 3 coins are inserted into COIN CHUTE #1 and 5 coins into COIN CHUTE #2, the number of CREDITS will be as follows:

- 1) According to COIN CHUTE #1 MULTIPLIER setting, one coin inserted counts as four coins, therefore, 3 coins are equivalent to 12 coins.
- 2) According to the COIN CHUTE #2 MULTIPLIER setting, one coin inserted counts as 5 coins, therefore, 5 coins inserted into COIN CHUTE #2 will be equivalent to 25 coins.
- 3) The total number of coins in COIN CHUTE #1 and #2 will be equivalent to 37 coins.
- 4) According to BONUS ADDER setting, every 3 coins will earn one service coin, therefore, the equivalent of 37 coins with 12 service coins will be equivalent to 49 coins.
- 5) According to COIN TO CREDIT setting, 6 coins make 1 CREDIT, therefore, the equivalent of 49 coins equals 8 and one sixth CREDITS.

7 BOOKKEEPING

This test mode allows each of the CREDIT/TIME/GAME data to be ascertained.

1. GLOBAL DATA DISPLAY

BOOKKEEPING 1/5		
GLOBAL DATA 1		
COIN CHUTE #1	00	A
COIN CHUTE #2	00	B
TOTAL COINS	00	C
COIN CREDITS	00	D
SERVICE CREDITS	00	E
TOTAL CREDITS	00	F
TOTAL TIME	00D 00H 00M 00S	G
PLAY TIME	00D 00H 00M 00S	H
PLAY TIME RATIO (*1000)	00	I
TOTAL GAME COUNT	0	J
1P	0	K
VS	0	L
1P GAME TIME A	0D 0H 0M 0S	M
WAIT GAME TIME A	0D 0H 0M 0S	N
VS GAME TIME A	0D 0H 0M 0S	O
TOTAL AVERAGE TIME A	0M 0S	P
1P	0M 0S	Q
VS	0M 0S	R

PUSH SERVICE BUTTON TO CONTINUE
PUSH TEST BUTTON TO EXIT



- (A) COIN CHUTE #1
Displays the number of coins inserted in COIN CHUTE #1
- (B) COIN CHUTE #2
Displays the number of coins inserted in COIN CHUTE #2
- (C) TOTAL COIN
Total number of times both the COIN CHUTES are actuated
- (D) COIN CREDIT
Number of CREDITS registered by COIN insertion only.
- (E) SERVICE CREDIT
The SERVICE SWITCH usage frequency.
- (F) TOTAL CREDIT
Total number of CREDITS
- (G) TOTAL TIME
Machine's total actuated time (excluding the test performance time)
- (H) PLAY TIME
Display game play time.
- (I) PLAY TIME RATIO
Displays the ratio of play time as against the total POWER-ON time.
- (J) TOTAL GAME COUNT
Total game play frequency. $(K) + (L)$
- (K) 1P GAME COUNT
Displays the 1P (against CPU) play frequency.
- (L) VS GAME COUNT
Displays player vs. player play frequency.
- (M) 1P GAME TIME A
Displays the 1P play's total time.
- (N) WAIT GAME TIME A
Total game time excluding buy-in vs play time.
- (O) VS GAME TIME A
Displays the total vs play time.
- (P) TOTAL AVERAGE TIME
Average game play time $((M) + (O) * 2)/(J)$
- (Q) 1P AVERAGE TIME
Displays the 1P play average time. $(M)/(K)$
- (R) VS AVERAGE TIME
Displays the 2P (player vs. player) play average time. $(O)/(L)$

Press the SERVICE button to proceed to the next page.
Press the TEST button to have the MENU return on to the screen.



2. GLOBAL DATA B DISPLAY

BOOKKEEPING 2/5

BOOKKEEPING 2/5				
GLOBAL DATA 2				
-TYPE-B DATA-				
	START	CONTINUE		
1P PLAY COUNT	0	0		S
VS PLAY COUNT	0	0		
1P AVG. PLAY TIME	0M OS	0M OS		T
VS. AVG. PLAY TIME	0M OS	0M OS		
TIME				
-1P START- -VS START-	-1P CONTINUE-	-VS CONTINUE-		U
0~30S				
~1M				
~1M30S				
10M~				

PUSH SERVICE BUTTON TO CONTINUE
PUSH TEST BUTTON TO EXIT

- (S) 1P PLAY COUNT VS PLAY COUNT
Displays 1P and VS games' play frequencies.
- (T) 1P AVG. PLAY TIME VS AVG. PLAY TIME
Displays 1P play average time and vs. play average time.
- (U) "By play time" play frequency for 1P and vs. game.

NOTE: The above 1P play time includes buy-in vs play time.

3. 1P GAME DATA DISPLAY

BOOKKEEPING 3/5

1P GAME DATA

GAME COUNT	O		V
TOTAL TIME	OD OH OM OS		W
AVG TIME	OM OS		X
MIN TIME	OM OS		Y
MAX TIME	OM OS		Z
CONTINUE COUNT	O		a
SET COUNT	O		b
DRAW COUNT	O		c
WIN BY K.O. COUNT	O		d
WIN BY RING OUT COUNT	O		e
WIN BY JUDGE COUNT	O		f

	---COUNT---		---TIME---		g
ROUND	TOTAL	WIN	TOTAL	AVG.	WIN RATE
(TH)	(TIMES)	(TIMES)	(SEC)	(SEC)	(*1000)
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					

PUSH SERVICE BUTTON TO CONTINUE
PUSH TEST BUTTON TO EXIT

- (V) GAME COUNT
Displays 1P play frequencies.
- (W) TOTAL TIME
Displays the total play time (1P side)
- (X) AVG TIME
Displays the average play time (1P side)
- (Y) MIN TIME
Displays the minimum play time (1P side)



- (Z) MAX TIME
Displays the maximum play time (1P side)
- (a) CONTINUE COUNT
Displays the CONTINUE play ratio (1P side)
- (b) SET COUNT
Displays the Total 1P game set
- (c) DRAW COUNT
Displays 1P plays' draw frequency.
- (d) WIN BY KO COUNT
Displays the ratio of winning by KNOCK OUT (1P side)
- (e) WIN BY RINGOUT COUNT
Displays the ratio of winning by RING OUT (1P side)
- (f) WIN BY JUDGE COUNT
Displays the ratio of win by a decision.
- (g) Displays per round frequency, win frequency, total play time, average play time and win ratio in the 1P play.

Press the SERVICE button to turn the page.
Pressing the TEST button causes the MENU to return on to the screen.

4. VS GAME DATA DISPLAY

BOOKKEEPING 4/5				
VS GAME DATA				
GAME COUNT	0	GAME TIME	COUNT	h
TOTAL TIME	0D 0H 0M 0S	(SEC.)	(TIMES)	i
AVC. TIME	0M 0S	~10	0	j
MIN TIME	0M 0S	~13		k
MAX TIME	0M 0S	~16		l
CONTINUE COUNT	0			m
SET COUNT	0			n
DRAW COUNT	0			o
WIN BY K.O. COUNT	0			p
WIN BY RING OUT COUNT	0			q
WIN BY JUDGE COUNT	0			r
	~103			
	134~			

PUSH SERVICE BUTTON TO CONTINUE
PUSH TEST BUTTON TO EXIT



(h) GAME COUNT

Displays play frequencies in the case of Player vs. Player play.

(i) TOTAL TIME

Displays the total play time in the case of Player vs. Player play.

(j) AVG TIME

Displays the per player average play time in the case of Player vs. Player play.

(k) MIN TIME

Displays the minimum play time in the case of Player vs. Player play.

(l) MAX TIME

Displays the maximum play time in the case of Player vs. Player play.

(m) CONTINUE COUNT

Displays CONTINUED frequency in vs. plays.

(n) SET COUNT

Displays the total sets in vs. plays.

(o) DRAW COUNT

Displays draw frequency in vs. plays.

(p) WIN BY KO COUNT

Displays WIN frequency by KO in vs. plays.

(q) WIN BY RING OUT COUNT

Displays WIN frequency by RING OUT in vs plays.

(r) WIN BY JUDGE COUNT

Displays WIN frequency by decision in vs. plays.

The right-hand side portion of the screen displays "by play time" play frequency in one vs play. This can be utilized as a standard for setting difficulty levels, etc.

Press the SERVICE button to turn the page.

Pressing the TEST button causes the MENU to return on to the screen.



5. VS GAME DATA DISPLAY

BOOKKEEPING 5/5
VS GAME DATA 2
VS DIAGRAM
MY CHAR. : AKIRA

V.S. CHAR.	WIN	LOSE	0%	RATE.	100%
AKIRA	0	0	-		
JACKY	0	0	-		
SARAH	0	0	-		
KAGE	0	0	-		
LAU	0	0	-		
JEFFRY	0	0	-		
PAI	0	0	-		
WOLF	0	0	-		
SHUN	0	0	-		
LION	0	0	-		

SELECT BY PLAYER 1 SIDE LEVER UP/DOWN
PUSH SERVICE BUTTON TO CONTINUE
PUSH TEST BUTTON TO EXIT

Displays the win/loss frequencies and win rate (against each character) of the character selected as "MY CHAR."

Press the SERVICE button to turn the page.

Pressing the TEST button causes the MENU to return on to the screen.

8. BACKUP DATA CLEAR

Clear the contents of BOOKKEEPING.

BACKUP RAM CLEAR

YES (CLEAR)
→ NO (CANCEL)

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON



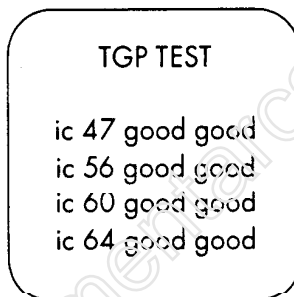
When clearing, bring "→" to "YES" and when not clearing, to "NO", by using the SERVICE SW, and then push the TEST button.

When clearing has been finished, "COMPLETED" will be displayed.

Pressing the TEST button will have the MENU return on to the screen.

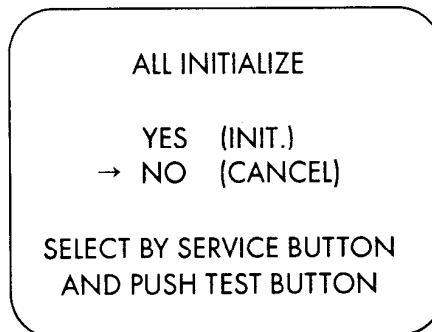
9. TGP TEST

In this test, the TGP (the on-screen display related IC) is checked. "GOOD" is displayed for normal ICs. "BAD" is displayed for abnormal ICs.



Five seconds after test is started, pressing the TEST button causes the MENU to return on to the screen.

10. ALL INITIALIZE

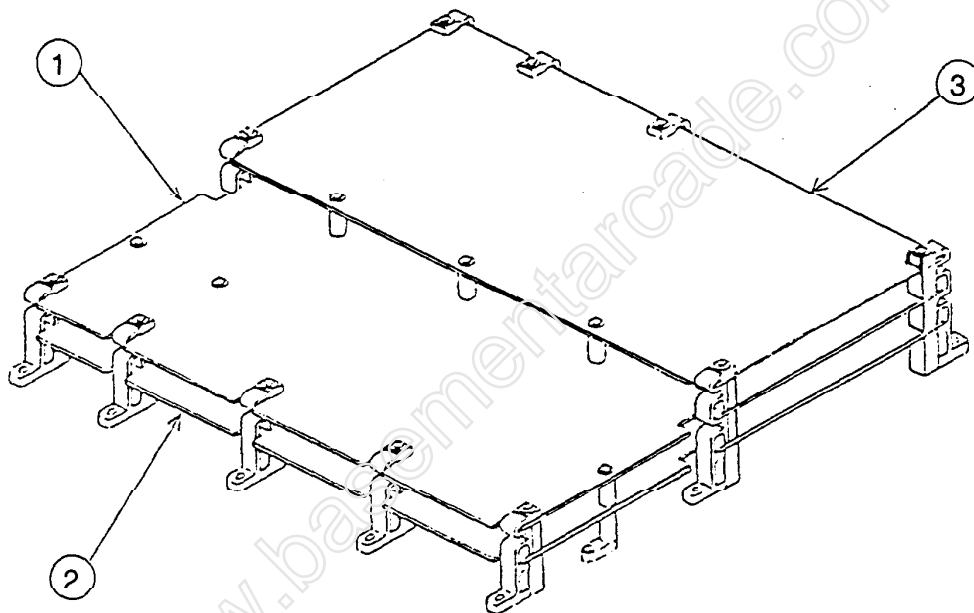


In this test mode, all settings are initialized.

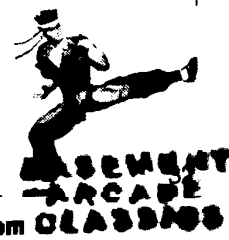
When initializing, bring the arrow "→" to "YES" and press the test button.



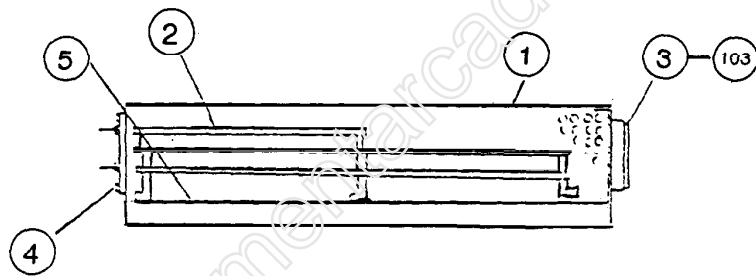
3. COMPOSITION OF GAME BOARD



GAME BOARD No.	833-11341	GAME BD VIRTUA FIGHTER2
1 MAIN BD No.	837-10848	MODEL 2 A-CRX CPU BD COM
2 MAIN BD No.	837-10849-01	MODEL 2 A-CRX VIDEO BD COM
3 ROM BD No.	834-11342	ROM BD VIRTUA FIGHTER2



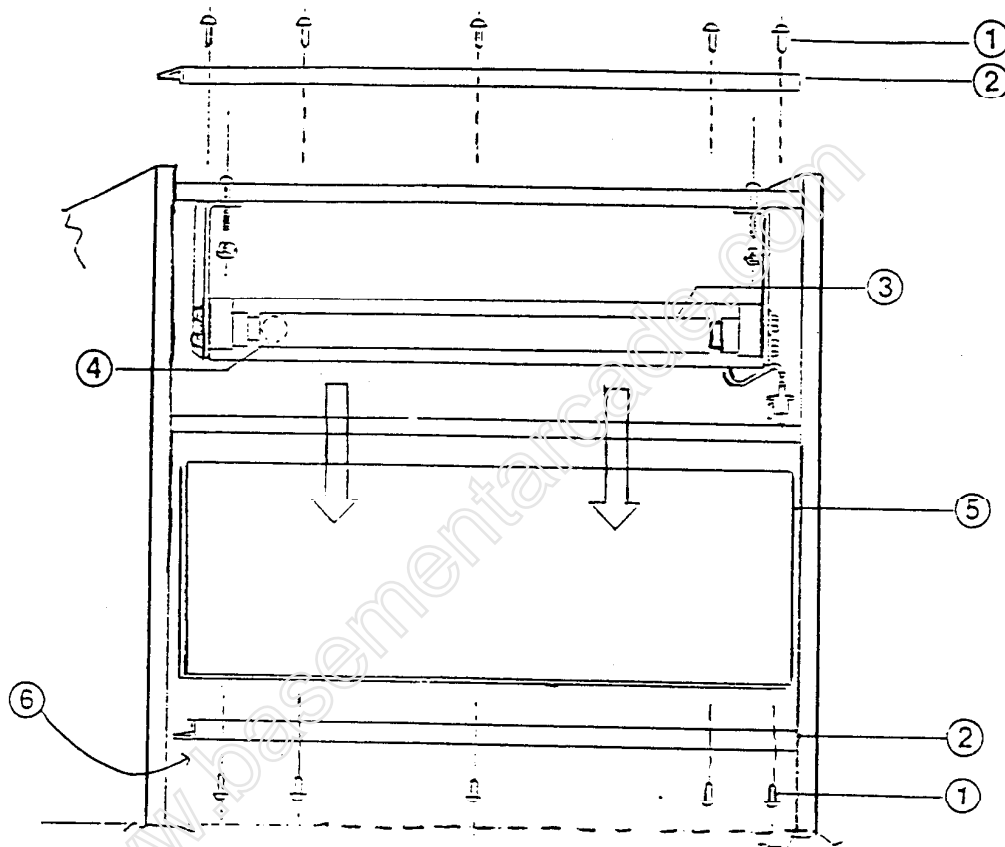
Shield Case Assembly



NO.	PART NO.	DESCRIPTION
1		CAGE COVER
2		CPU LOGIC PC
3		12VDC FAN (92MM, 40 CFM MIN.)
4		FILTER BOARD
5		CAGE BASE
103		FAN GUARD



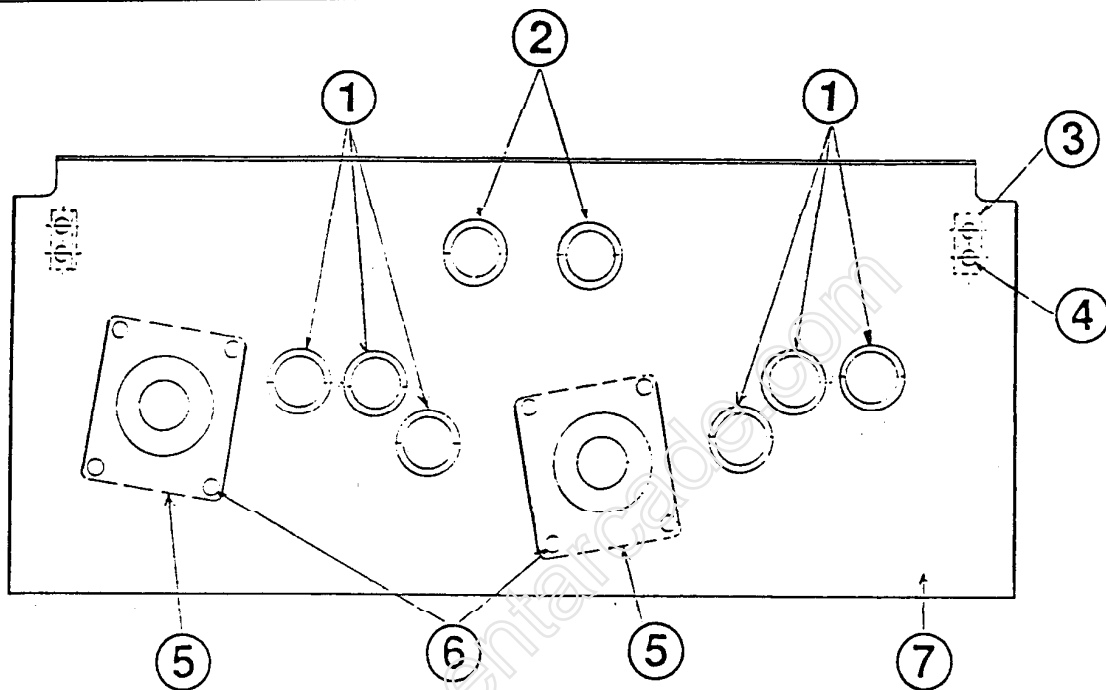
Fluorescent Lamp (VF)



NO.	PART NO.	DESCRIPTION
1	0005-231-211	#8 X 1/8" BLACK PAN HEAD SCREW
2	0065-037-002	HEADER RETAINER BRACKET
3	COMMONLY AVAILABLE	24" FLUORESCENT LAMP (F20 T 12/CW)
4	COMMONLY AVAILABLE	STARTER (FS-2 20W)
5	999-0353	HEADER MARQUEE GLASS
6	999-0358	MONITOR GLASS

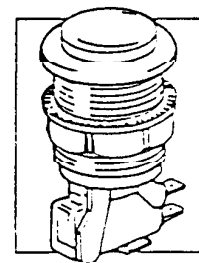


Control Panel (VF)



Typical Joystick Assembly

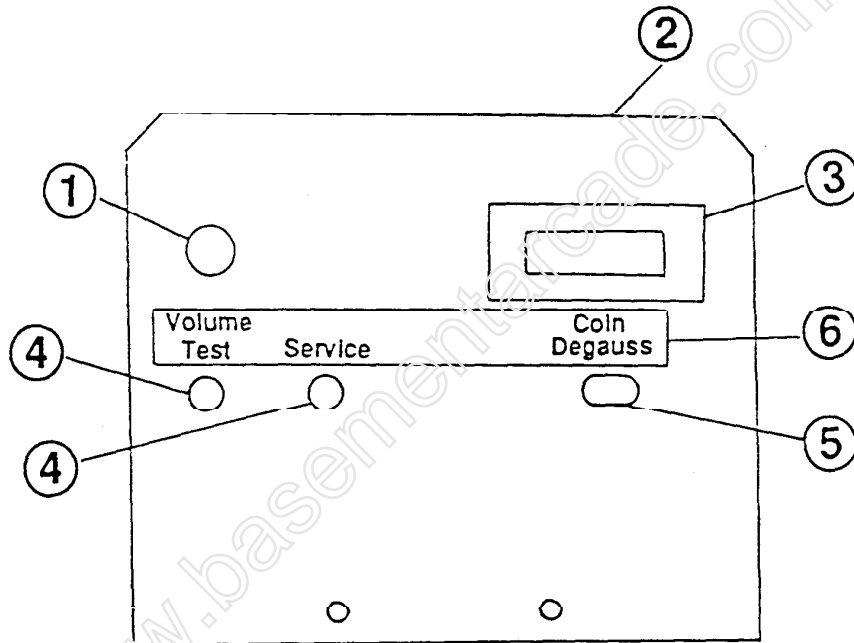
Typical Switch Assembly



NO.	PART NO.	DESCRIPTION
1	999-0212	PUSH BUTTON ASSEMBLY (RED)
2	999-0213	START PUSH BUTTON ASSEMBLY (WHITE)
3	0069-006-000	STRIKE BRACKET (2)
4	0007-183-211	CARRIAGE BOLT (4)
5	999-0214	JOYSTICK ASSEMBLY (2)
6	0007-001-111	CARRIAGE BOLT (8)
7	999-0356	LEXAN OVERLAY



Switch Bracket Assembly

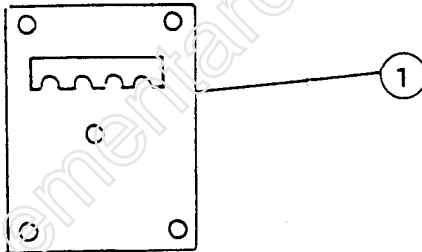


NO.	PART NO.	DESCRIPTION
1		5K VOLUME POT
2		BRACKET
3		COIN METER (6VDC, NO DIODE, NO LIGHT)
4		PUSH BUTTON SWITCH
5		3A PUSH BUTTON SWITCH
6		LABEL



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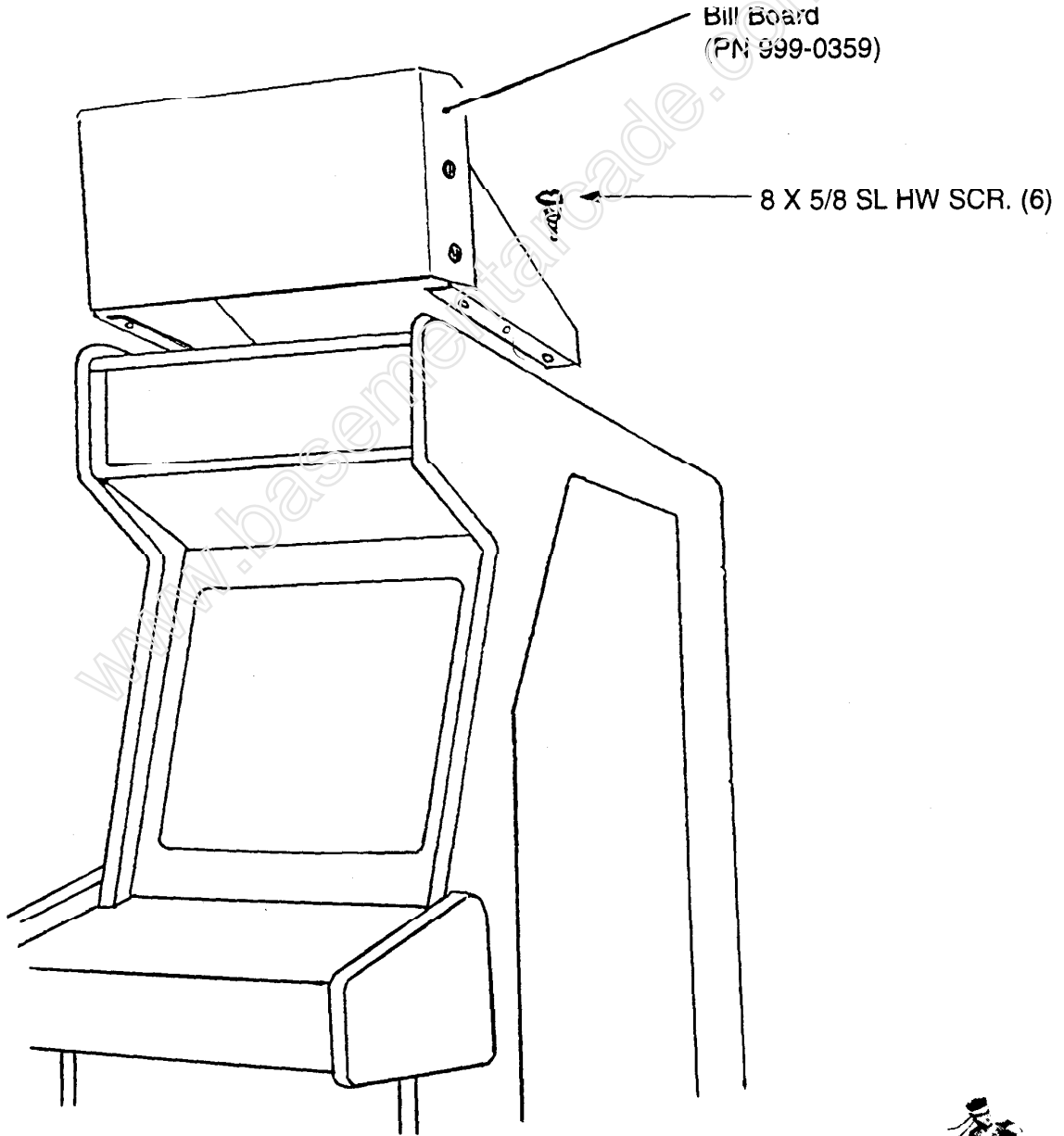
Sound Board



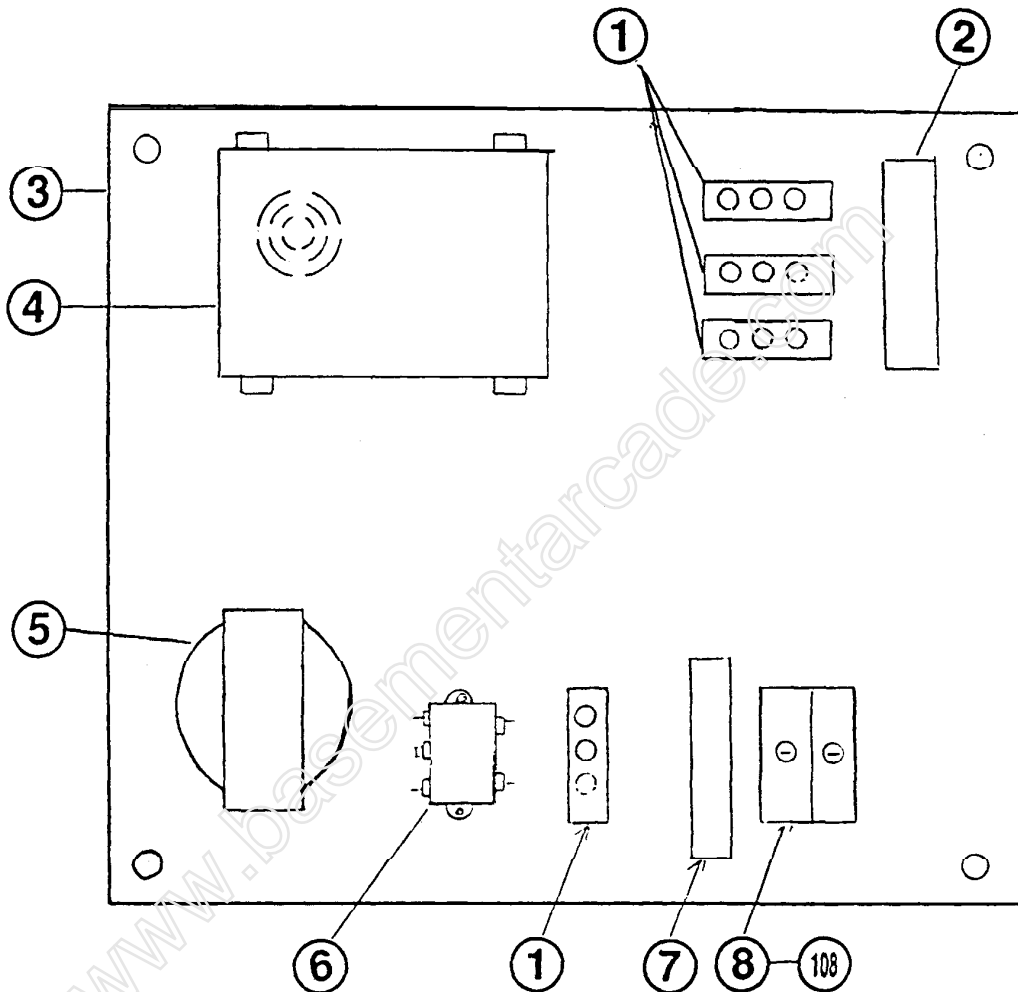
NO.	PART NO.	DESCRIPTION
1	838-10018	AUDIO AMP PC



Bill Board Assy



Power Unit Assembly



NO.	PART NO.	DESCRIPTION
1		COMMUTATION BRACKET (4)
2		LABEL
3		WOOD BASE
4	999-0102	150W POWER SUPPLY
5	999-0205	TRANSFORMER 437P30A
	999-0357	TRANSFORMER 437P41 ALTERNATE
6		LINE FILTER
7		FUSE LABEL
8		FUSE HOLDER
108		FUSE 5A



Wire Color Code Table

The Wire Color Code is as follows:

A	Pink
B	Sky Blue
C	Brown
D	Purple
E	Light Green

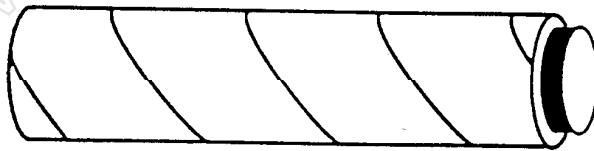
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters:

1	Red
2	Blue
3	Yellow
4	Green
5	White
7	Orange
8	Black
9	Gray

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see list above).

If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one shows the spiral color.

Example — '51' = WHITE/RED



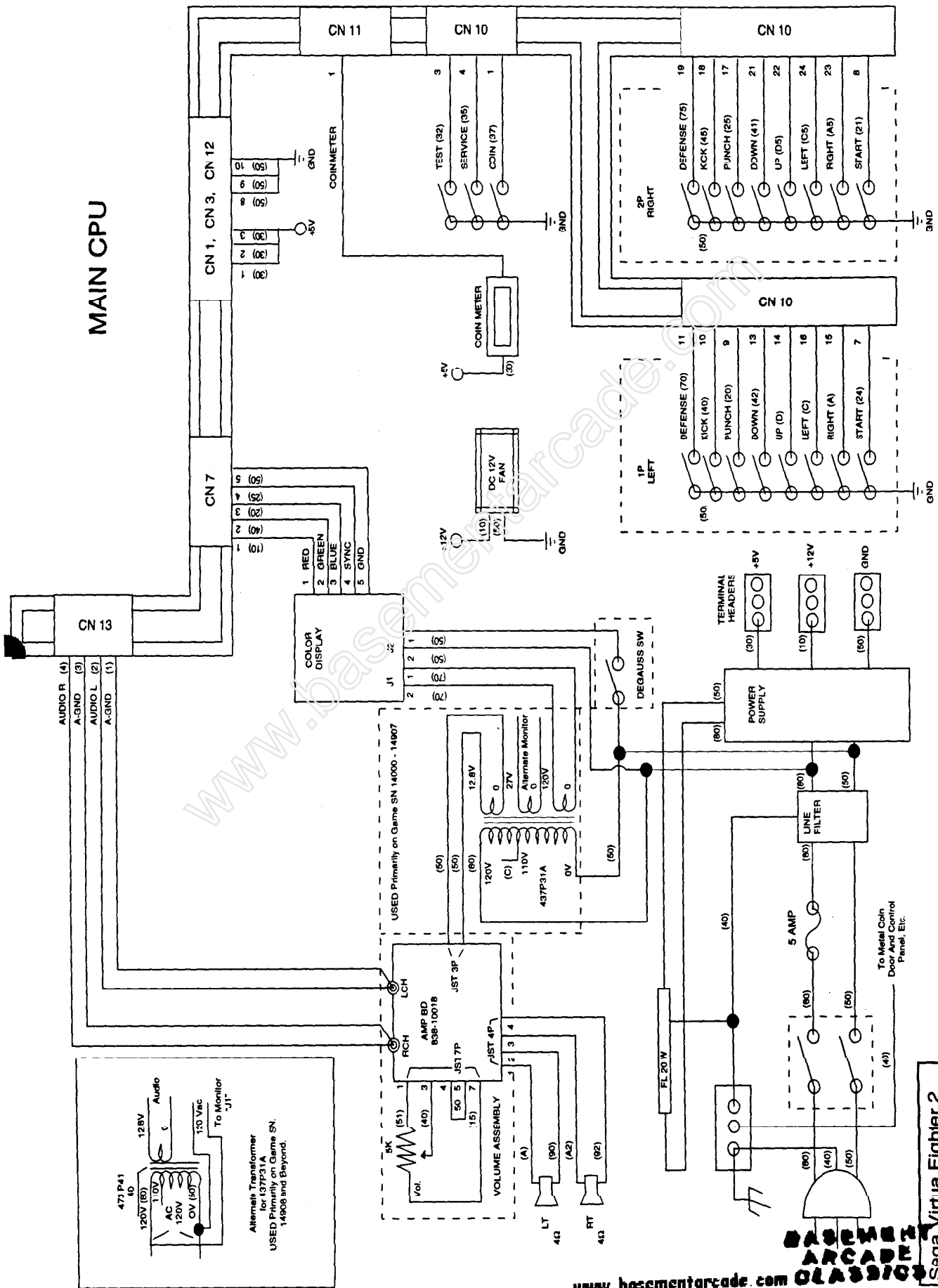
RED

WHITE

The character following the wire color code indicates the size of the wire:

K	A W G 18	U L 1015
L	A W G 20	U L 1007
None	A W G 22	U L 1007

MAIN CPU



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