BEASTORIZER

MANUAL
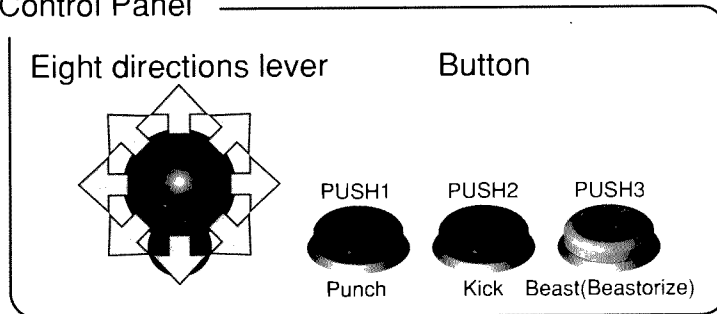
8ing
EIGHTING CO.,LTD. RAIZING

(BRI-01W)

Attention

· Before installation, the power should be turned off.
· Please use JAMMA standard (56P edge connector 3.96mm pitch) as an edge connector on circuit board.
· When you connect or disconnect a connector, cut off the power.
· When you switch a DIP switch and the STEREO / MONAURAL switch, cut off the power.
· Short-circuit of video output causes trouble.
· A radiator becomes very hot, DO NOT TOUCH.
· Set the circuit board to allow air ventilation around the radiator.
· Turning the volume quickly will cause noise, please turn slowly not to damage the speaker.
· Some parts of the circuit board becomes very hot, DO NOT TOUCH ANY OF THE PARTS, when handling the board.
· Please hold the edge when handling the circuit board, to avoid damage to the IC.
· Aboid shocks and do not get the circuit board wet.

Contents

· Manual   (BRI-01W)   x 1
· Instruction Card   (BRI-02W)   x 2
· Instruction Sticker A   (BRI-03AW)   x 2   * 2 sets are included. Please use them
· Instruction Sticker B   (BRI-03BW)   x 2   on head-to-head machines.
· Circuit board   x 1

Settings

· Edge connector on circuit board   JAMMA Standard
· Monitor Direction   Horizontal
· Control Panel

Eight directions lever   Button

PUSH1   PUSH2   PUSH3

Punch   Kick   Beast(Beastorize)

* Maxmum credits - 9.

Explanation of circuit board

(Solder side)

f ──────────────────────── A

JAMMA Edge connector

STEREO output connector(4pin)

SPEAKER

4 3 2 1

28 ──────────────────────── 1

(Parts side)

SPEAKER volume

MONO ▢◼▢ STEREO
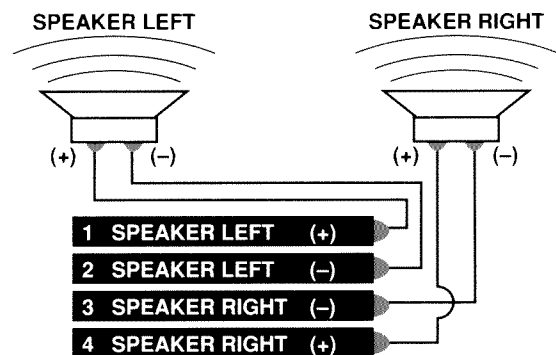
STEREO / MONAURAL switch

ON
1 2 3 4   DIP switch
OFF
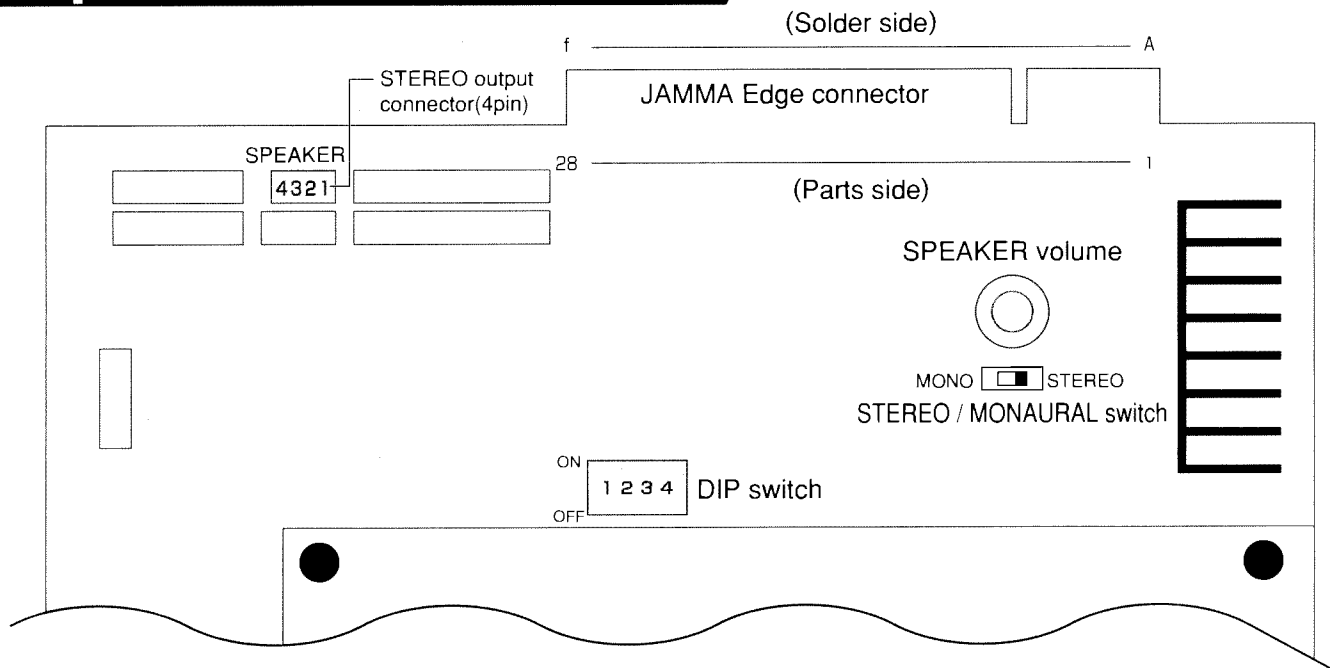
· When you switch and DIP switch and the STEREO / MONAURAL switch(Please set to STEREO), cut off the power.

· All DIP switch should be OFF in normal usage. (When in the Test Mode, No.4 will be the only active DIP switch.)

· Turning the volume quickly will cause noise, Please turn slowly not to damage the speaker. Sound is an integral part of the game. Please set the speaker volume to a high setting.

Pin Assignment

JAMMA Standard

SOLDER SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
COIN LOCK OUT 2	K	9	COIN LOCK OUT 1
SPEAKER (−)	L	10	SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P CONTROLLE 1 UP	V	18	1P CONTROLLE 1 UP
2P CONTROLLE 2 DOWN	W	19	1P CONTROLLE 2 DOWN
2P CONTROLLE 3 LEFT	X	20	1P CONTROLLE 3 LEFT
2P CONTROLLE 4 RIGHT	Y	21	1P CONTROLLE 4 RIGHT
2P CONTROLLE 5 PUSH 1	Z	22	1P CONTROLLE 5 PUSH 1
2P CONTROLLE 6 PUSH 2	a	23	1P CONTROLLE 6 PUSH 2
2P CONTROLLE 7 PUSH 3	b	24	1P CONTROLLE 7 PUSH 3
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

· By connecting the speaker to the STEREO output connector of the board, a more lively stereo sound will be available.

· This products dose not include any connector to a speaker.

SPEAKER LEFT   SPEAKER RIGHT

(+)   (−)   (+)   (−)

1	SPEAKER LEFT	(+)
2	SPEAKER LEFT	(−)
3	SPEAKER RIGHT	(−)
4	SPEAKER RIGHT	(+)

* Attention) Please set the STEREO/MONAURAL switch to STEREO.

Test Mode

For entering into the Test Mode, push a TEST SW on your machine, or power on with No.4 of DIP switch on a circuit board being ON.

```
┌─────────────────────────────────┐
│          TEST MENU              │
├─────────────────────────────────┤
│                                 │
│  T E S T   M E N U              │
│                                 │
│  >  1 ) INPUT TEST              │
│     2 ) SOUND TEST              │
│     3 ) C.R.T TEST              │
│     4 ) CONFIGURATION           │
│     5 ) BACKUP DATA             │
│     6 ) BACKUP DATA CLEAR       │
│                                 │
│     7 ) EXIT                    │
│                                 │
│   SELECT =  1 P UP OR DOWN      │
│     OK   =  1 P PUSH1           │
│                                 │
└─────────────────────────────────┘
```

Select the testing item by moving the 1P lever up or down. Each test screen will appear by pushing the 1P PUSH 1 once.

1) INPUT TEST
   Testing on each switches, buttons and levers.It is normal when OFF changes to ON, when each switch, button and lever is pushed.

2) SOUND TEST
   Output test of the sounds used during the game is available.

3) C.R.T. TEST
   Adjustment of colors and brightness can be made by each colors color bar.Screen size and strain of screen can be confirmed on a cross hatch screen.Please adjust by this as standard.

4) CONFIGURATION
   Settings of coin and difficulties.(For more detailed information, please refer to the Settings of CONFIGURATION.)

5) BACKUP DATA
   Confirmation of number of game playing, playing time and playing.

6) BACKUP DATA CLEAR
   Clear backup data.

7) EXIT
   Return to the game mode.

Settings of CONFIGURATION

By lever and button, Settings of coins and difficulties of game can be controlled.
For each settings, please refer to the list of CONFIGURATION.

```
┌─────────────────────────────────┐
│    (CONFIGURATION MENU)         │
├─────────────────────────────────┤
│                                 │
│  4 ) C O N F I G U R A T I O N  │
│                                 │
│  >  1. SYSTEM                   │
│     2. GAME                     │
│                                 │
│     3. RESET                    │
│                                 │
│     4. EXIT & SAVE              │
│                                 │
│                                 │
│   SELECT  =  1 P UP OR DOWN     │
│     OK    =  1 P PUSH1          │
│                                 │
└─────────────────────────────────┘
```

1. SYSTEM
   Settings of the system such as a coin slot, credit and continuing of games.

2. GAME
   Settings of difficulties, number of round and round time of games.

3. RESET
   Settings of the system and game return to default value, and return to the TEST MENU.

4. EXIT & SAVE
   Memory of a changed items of the system and game, and return to the TEST MENU.

(SYSTEM CONFIGURATION)

```
4-1) SYSTEM  CONFIGURATION

>  1. CHUTE TYPE    SINGLE
   2. COIN A        1 COIN 1 CREDIT
   3. COIN B        1 COIN 1 CREDIT
   4. CREDIT TO START     1 CREDIT
   5. CONTINUE      ON
   6. DEMO SOUND    ON
   7. SOUND MODE    MONAURAL
   8. PAUSE         OFF
   9. EXIT

SELECT OPTION  = 1P UP OR DOWN
MODIFY SETTING = 1P LEFT OR RIGHT
(RETURN TO CONFIGURATION MENU
               = 1P PUSH1)
```

└─This operation message displayed
  only when 9.EXIT is selected.

1. CHUTE TYPE
   Settings of coin slot corresponding to your machine.
   Settings of free playing is possible.
2. COIN A
3. COIN B
   Settings of coins is selectable.CREDIT If CHUTE TYPE is SINGLE,
   each individual settings are possible.If CHUTE TYPE is MULTI,
   Settings of COIN A and B are common.
4. CREDIT TO START
   Settings of number of credit on starting of game.
   Continuing is fixed to 1 CREDIT.
5. CONTINUE
   Settings of continuous playing.
6. DEMO SOUND
   Settings of SOUND ON while demonstration.
   For appeal of the brand new game, please set to SOUND ON while
   demonstration.
7. SOUND MODE
   For normal usage, set to MONAURAL.
   Settings of STEREO is only available when a speaker is connected to
   a speaker connector.
   * Attention) Please set the STEREO/MONAURAL switch to STEREO.
8. PAUSE
   Settings of using or not using of PAUSE. Normally set to OFF.
9. EXIT
   Return to the CONFIGURATION MENU.

(GAME CONFIGURATION)

```
4-2) GAME  CONFIGURATION

                     EASY  HARD
>  1. DIFFICULTY     [---4----]
                     LOW   HIGH
   2. DAMAGE LEVEL   [---4----]
   3. TIME COUNT     60 SECONDS
   4. CPU MAX ROUND  3 ROUNDS
   5. US MAX ROUND   3 ROUNDS
   6. NOT USE        OFF
   7. EXIT

SELECT OPTION  = 1P UP OR DOWN
MODIFY SETTING = 1P LEFT OR RIGHT
(RETURN TO CONFIGURATION MENU
               = 1P PUSH1)
```

└─This operation message displayed
  only when 7.EXIT is selected.

1. Difficulty
   Settings of difficulties by 8 levels.
   From 1 to 8, easy to difficult.
2. DAMAGE LEVEL
   Settings of damages on 1 attack by 8 levels.
   From 1 to 8, low to high.
3. TIME COUNT
   Settings of duration time on each 1 round.
4. CPU MAX ROUND
   Settings of Max number of rounds on each 1 stage when against
   CPU (computer).
5. VS MAX ROUND
   Settings of Max number of rounds on each 1 stage on a battle.
7. EXIT
   Return to the CONFIGURATION MENU.

The list of CONFIGURATION

SYSTEM CONFIGURATION

CHUTE TYPE	* SINGLE	Two coin slots are regarded the same. Credit is commonly used.
	MULTI	Credits of 1P and 2P are Individually used. Starts only from the side the coin inserted.
	FREE PLAY	FREE PLAY
COIN A	* 1 COIN 1 CREDIT	Settings of coin.
	1 COIN 2 CREDITS	CHUTE TYPE SINGLE
	1 COIN 3 CREDITS	Each Coin A and B are individual
	1 COIN 4 CREDITS	settings.
	1 COIN 5 CREDITS	
	1 COIN 6 CREDITS	CHUTE TYPE MULTI
	2 COINS 1 CREDIT	COIN A and B are considered the
	3 COINS 1 CREDIT	same.
	4 COINS 1 CREDIT	
	5 COINS 1 CREDIT	
	6 COINS 1 CREDIT	
COIN B	* 1 COIN 1 CREDIT	
	1 COIN 2 CREDITS	
	1 COIN 3 CREDITS	
	1 COIN 4 CREDITS	
	1 COIN 5 CREDITS	
	1 COIN 6 CREDITS	
	2 COINS 1 CREDIT	※ When CHUTE TYPE MULTI is
	3 COINS 1 CREDIT	set, the following range will
	4 COINS 1 CREDIT	also be selectable by COIN B.
	5 COINS 1 CREDIT	
	6 COINS 1 CREDIT	
CREDIT TO START	* 1 CREDIT	Necessary number of credits for starting
	2 CREDITS	of game. Continue is fixed to 1 credit.
CONTINUE	* ON	Continue is available.
	OFF	No continue is available.
DEMO SOUND	* ON	Sound is on while a demonstration.
	OFF	No sound is on while a demonstration.
SOUND MODE	* MONAURAL	Monaural sound
	STEREO	Stereo sound
PAUSE	ON	Pause available. (The game may be paused during play by pushing START of 1P or 2P, In the same manner, game play may be resumed.)
	* OFF	No pause available.

* mark is the default settings on a shipment.

GAME CONFIGURATION

DIFFICULTY	1	Easy
	2	↑
	3	
	* 4	
	5	
	6	
	7	↓
	8	Difficult
DAMAGE LEVEL	1	Low
	2	↑
	3	
	* 4	
	5	
	6	
	7	↓
	8	High
TIME COUNT	20 SECONDS	Duration time of 1 round.
	40 SECONDS	
	* 60 SECONDS	
	90 SECONDS	
CPU MAX ROUND	1 ROUND	Settings of Max number of rounds on each 1 stage when against CPU(computer).
	* 3 ROUNDS	
	5 ROUNDS	
	7 ROUNDS	
VS MAX ROUND	1 ROUND	Settings of Max number of rounds on each 1 stage on a battle.
	* 3 ROUNDS	
	5 ROUNDS	
	7 ROUNDS	

* mark is the default settings on a shipment.