GUILTY GEAR ISUKA ™

User Manual

⚠ Caution
In order to ensure that this product may be used safely, please make sure that this manual is read and fully understood in advance. Following this, please keep the manual in a readily-accessible location for easy reference.

⬤ Sammy

●Contents●

Introduction

Thank you for purchasing Guilty Gear Isuka.

This manual has been written for managers and administrators of this product, and in addition to details regarding administration, maintenance, and inspection, it also covers instructions on how the product may be used safely. Please ensure that only persons having read and fully understood this manual be allowed to operate, manage, or maintain this product. Also, this manual should be kept in a secure place so that it may easily be referred to when necessary during routine operation.
Please note that the content of this manual is subject to change without notice in accordance with improvements to the product.

Please read this manual before use.

In order to ensure that this product may be used safely, please ensure that this manual is read and fully understood in advance. Please contact one of the following if this manual is misplaced, if inaccuracies are noticed, or if you have any other comments or suggestions.

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Addresses and contact numbers correct at time of going to press in February 2004.
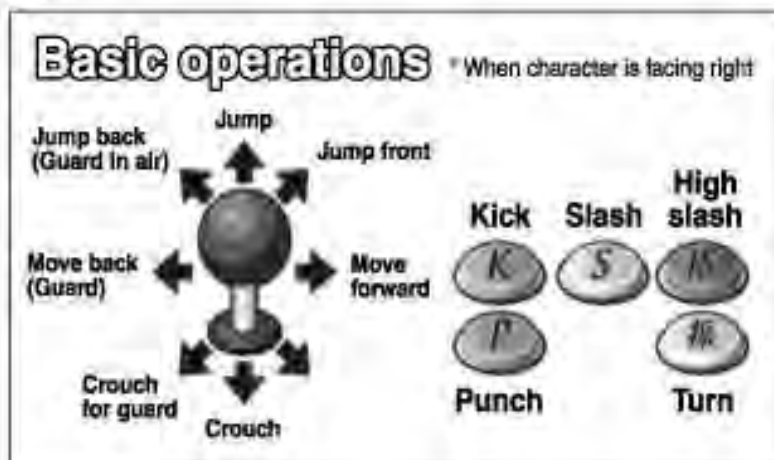
A. Precautions for operation

Precautions

● This product is used to play fighting games. When setting DISCOUNT CONTINUE in the coin setting, please take extreme care.
 (If a fighting stand is used and a game is started just after the former player has finished, CONTINUE is selected.)

B. Specifications

Control panel (Initial setting)

- 8-direction joystick:
  Move Character

- Button A: Kick

- Button B: Slash

- Button C: High slash

- Button D: Punch

- Button F: TURN

Basic operations * When character is facing right

Jump back (Guard in air)

Jump

Jump front

Move back (Guard)

Move forward

Crouch for guard

Crouch

Kick | Slash | High slash

K | S | HS

Punch | Turn

P | T

* The above operations are shown in the Key Config Menu.
These button configuration can be changed from the Key Config Menu.

C. Contents of game

One to four players can play this product at a time.

①CPU Mode

In this mode, one player fights against the CPU characters aiming for the higher survival level. When proceeding to the next level, characters will only recover a certain amount of energy. When the survival level reaches 99, the player will then be challenged by the boss. After the boss is defeated, the game is completed. If another player joins during the stage, two players can fight against each other.

② Versus Battle

Up to four players can play this product simultaneously. Team(s) of two players can be formed to fight against other players. Once the game has begun and the characters have been selected, players can form "teams" by selecting the same color. Matches can be played in the following six formats.

D. Game Rules

① "Soul" system

A "soul" is referred to as one whole life bar. When the number of player "souls" and the current energy bar is depleted, the game is over. When a team is made, their members share the "souls" within the team.

Remaining number of souls

② Match Structure

■ If a player is triumphant in defeating all enemies, the player advances to the next round.

③ Game objective

■ Each round consists of 180 counts. If the player reduces the enemy energy to 0, the player wins the round.

■ If there are multiple enemies, 15 counts are added to the clock each time an enemy is defeated.

  * Round duration can be changed in the game setting mode.

■ If the time is up before the match has been won, either player with the most remaining souls is the winner. If the number of souls are equal, the player with the most energy is the winner. If the energy of all players are 0 (ALL KO) or the same, the match ends as a draw.

E. Screen Description

① Player name: During the game, CHALLENGER is displayed on the challenger side instead of the survival level and the number of wins (WIN*) up to now is displayed on the side of the winning player.

② Energy gauge: If this gauge becomes 0, the soul gauge is consumed and the gauge is charged up to full. If this gauge becomes 0 while the soul gauge is 0, the player is knocked out.

③ Soul gauge: This gauge is used to charge the strength gauge when it is reduced to 0. When a team is formed, the souls are shared by the members and the soul gauge is consumed by the first player whose energy gauge is depleted to 0.

④ Guard level gauge: If this gauge increases to higher than a certain level, all enemy attacks will automatically be regarded as counter attacks.

⑤ Tension gauge: This gauge is consumed when special techniques are used. The gauge increases and decreases according to the actions of the character.

⑥ Direction of the player: The direction of the player is displayed in real time.

⑦ Player icon: All players are indicated by number icons from 1, 2, 3 and 4. Icons can be turned ON or OFF by pressing the start button.

⑧ Time: The remaining time is displayed.

F. System Menu

Press Test switch on the cabinet to display the System Menu.

■Test switch : Movement of the ▶ cursor.

■Service switch: Confirms the selected options.

*: For more details regarding the System Menu, refer to the system-board manual.

① Coin Settings ("SYSTEM MENU" -> "COIN SETTINGS")

The default coin settings for this product is as follows. Each setting can be changed as necessary.

■Game Mode : Normal

■Coin Chute Type : Individual

■Player Mode : 4 Players (C)

■Coin Chute #A : 1 Coin = 1 Credit, 1 Coin Continue

■Coin Chute #B : 1 Coin = 1 Credit, 1 Coin Continue

■Preset Simulation: Normal

② I/O TEST ("SYSTEM MENU" -> "TEST MODE" -> "I/O TEST")

Check the connections of the joystick and buttons of the control panel. This product uses the start button, 8-direction lever, and five buttons of A ~ D, and F. To go out of the I/O test, press and release the SERVICE switch.

G. Game Settings

Please select desired settings from the configuration mode.

① Method of operation on GAME SETTINGS screen

Test switch --- Move the cursor.

Service switch --- Change the selected option.

② GAME ASSIGNMENTS

Change game settings.

■DIFFICULTY:

CPU difficulty level can be set. Default setting is "NORMAL".

(Easy) BIGINNER - EASY - **NORMAL** - HARD - MANIAC (Difficult)

■TIME LIMIT:

Round duration can be set. Default setting is 180 counts.

99 - 120 - **180** - 200

■DUEL END:

This is an event setting where both the winner and the loser finishes the game after one round. Default setting is OFF.

ON - **OFF**

■KEY CONFIGURATION:

Key configuration for kick, slash, high slash, punch, and turn buttons can be changed.

■BLOOD COLOR:

The color of the effect displayed during the game can be changed. Default color is "RED".

RED - WHITE

■RESTORE DEFAULT:

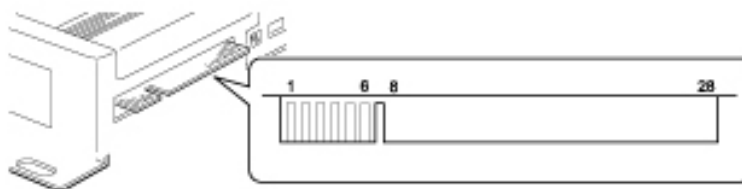Return all settings in GAME ASSIGNMENTS and KEY CONFIGURATION to default.

■EXIT: Finish the GAME SETTINGS screen.

* Any change is saved at the time of selection.

③ DISPLAY HIGH SCORE

Current high scores are displayed. Change the screen by moving the joystick right and left.

JAMMA EDGE CONNECTOR (56 PINS)

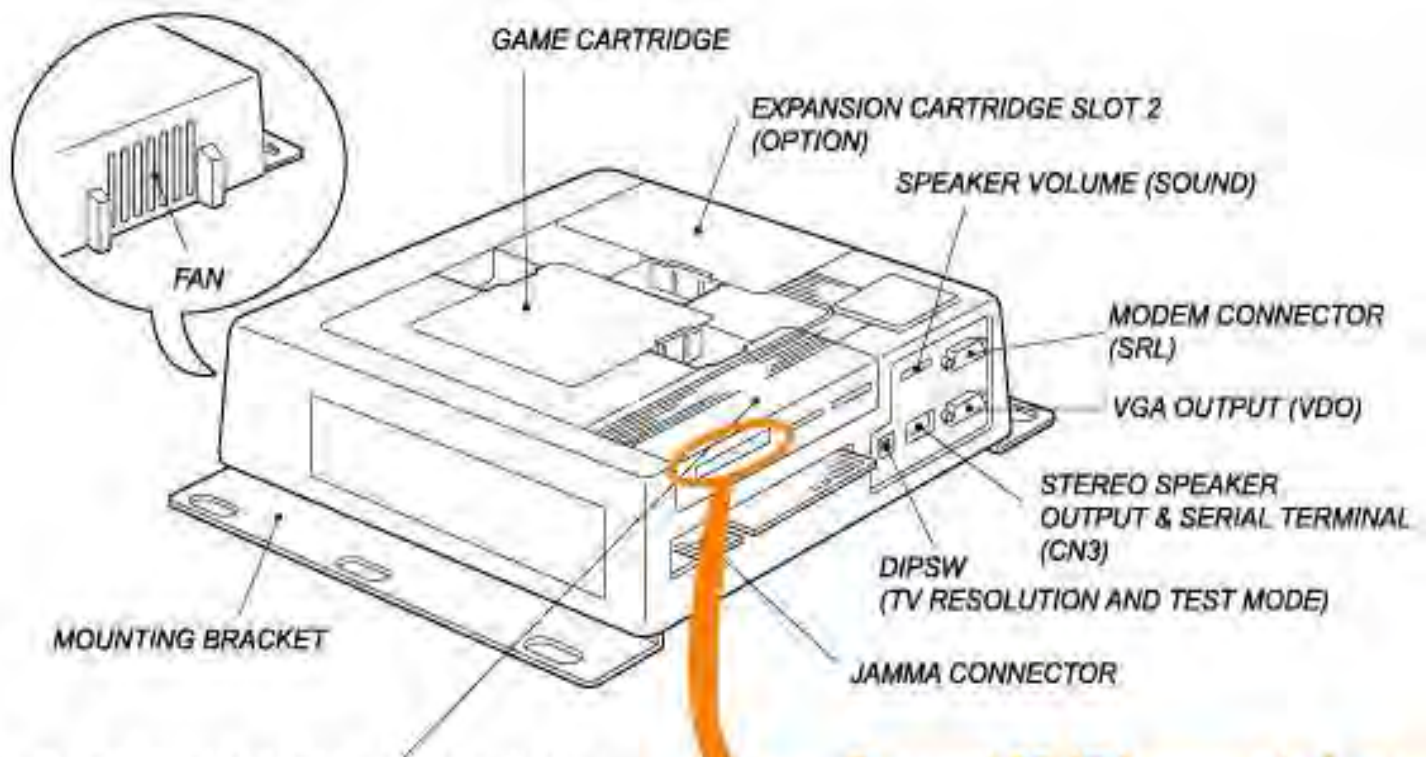| No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	N.C.	-	H	N.C.	-
8	1P COIN COUNTER	OUT	J	2P COIN COUNTER	OUT
9	1P COIN LOCKOUT	OUT	K	2P COIN LOCKOUT	OUT
10	MONO SPEAKER (+)	OUT	L	MONO SPEAKER (−)	OUT
11	AUDIO OUT	OUT	M	AUDIO GND	-
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	-	R	SERVICE SW	IN
15	TEST SW	IN	S	TILT SW	IN
16	1P COIN	IN	T	2P COIN	IN
17	1P START	IN	U	2P START	IN
18	1P UP	IN	V	2P UP	IN
19	1P DOWN	IN	W	2P DOWN	IN
20	1P LEFT	IN	X	2P LEFT	IN
21	1P RIGHT	IN	Y	2P RIGHT	IN
22	1P PUSH1 (KICK)	IN	Z	2P PUSH1 (KICK)	IN
23	1P PUSH2 (SLUSH)	IN	a	2P PUSH2 (SLUSH)	IN
24	1P PUSH3 (HEAVY SLUSH)	IN	b	2P PUSH3 (HEAVY SLUSH)	IN
25	1P PUSH4 (PUNCH)	IN	c	2P PUSH4 (PUNCH)	IN
26	1P PUSH5 (TURN)	IN	d	2P PUSH5 (TURN)	IN
27	GND	-	e	GND	-
28	GND	-	f	GND	-

■ *CONTROL PANEL LAYOUT for Generic cabinet*
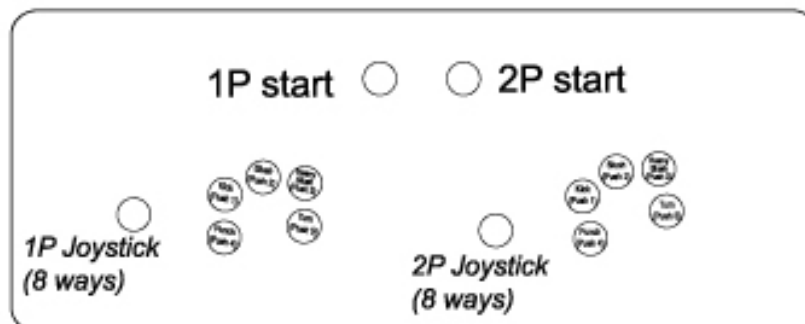
3P&4P harness pin layout (GG ISUKA)

DIMENSIONS: 10.67"W x 9.04" D x 2.52" H
WEIGHT: 3 lbs

GAME CARTRIDGE

EXPANSION CARTRIDGE SLOT 2
(OPTION)

SPEAKER VOLUME (SOUND)

MODEM CONNECTOR
(SRL)

VGA OUTPUT (VDO)

STEREO SPEAKER
OUTPUT & SERIAL TERMINAL
(CN3)

DIPSW
(TV RESOLUTION AND TEST MODE)

JAMMA CONNECTOR

FAN

MOUNTING BRACKET

■ EXPANSION CARTRIDGE SLOT 1
(EX. I/O BOARD) CONNECTOR TABLE

Connect 3P,4P harness to here.

CN302: 28 PIN CONNECTOR

PIN#	FUNCTION	PIN#	FUNCTION
1	+5VDC	2	+5VDC
3	GND	4	GND
5	3P GUN	6	4P GUN
7	3PUP/PULX1	8	4PUP/PULX1
9	3PDO/PULX2	10	4PDO/PULX2
11	3PLE/PULY1	12	4PLE/PULY1
13	3PRI/PULY2	14	4PRI/PULY2
15	3P COIN	16	4P COIN
17	3P START	18	4P START
19	3PPU1/TRIG	20	4PPU1/TRIG
21	3P PUSH2	22	4P PUSH2
23	3P PUSH3	24	4P PUSH3
25	3P PUSH4	26	4P PUSH4
27	3P PUSH5	28	4P PUSH5

CN304: 12 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	POUT 0
6	POUT 1
7	POUT 2
8	POUT 3
9	POUT 4
10	POUT 5
11	POUT 6
12	POUT 7

CN303: 8 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	ANALOG 0
6	ANALOG 1
7	ANALOG 2
8	ANALOG 3

Guilty Gear DX, Control panel Template

Dear customer:
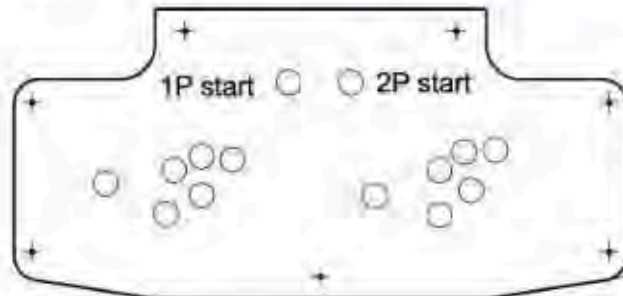Please use this template for 1P and 2P button hole positioning.

Joystick
(8 WAYS)

Joystick

Slush

High
Slush

Kick

Defense

Punch
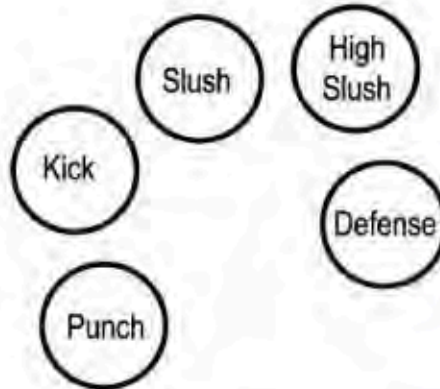
Push buttons (5)

Guilty Gear DX, Control panel Template

Ex: Overview layout
of Joystick control panel
for AW 25"UR cabinet.
(Use original of 5 buttons
holes on Key pad)

1P start   2P start

Ex: Overview layout
of Joystick control panel
for AW33"showcase cabinet

1P start   4P start

2P start   3P start