



***INSTRUCTION MANUAL***

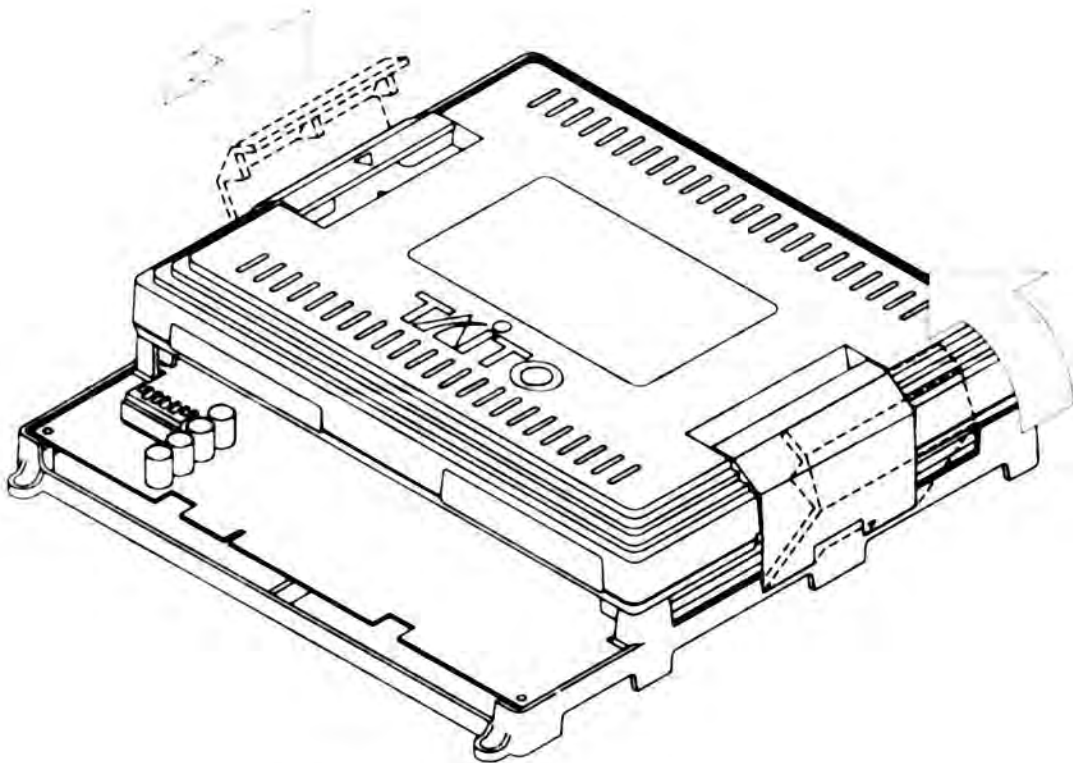
**Arcadiabay**

**\* Cautions**

- Prior to executing the alternation work, make sure to turn OFF the power.
- Use a JAMMA standard connector (56 pin edge connector having 3.96 mm pitch) for the edge connector of the mother PC board.
- After turning on the power, adjust the power supplied to the mother PC board that its level becomes the rated voltage at the mother PC board connector section.
- After the modification ,when "PUSH TEST SWITCH" appears on the screen,press TEST SWITCH on the mother P.C.Board without turning off the power.

**[Connection of mother PC board and ROM PC board]**

- Connect the ROM PC board on the mother PC board while referring the figure below.



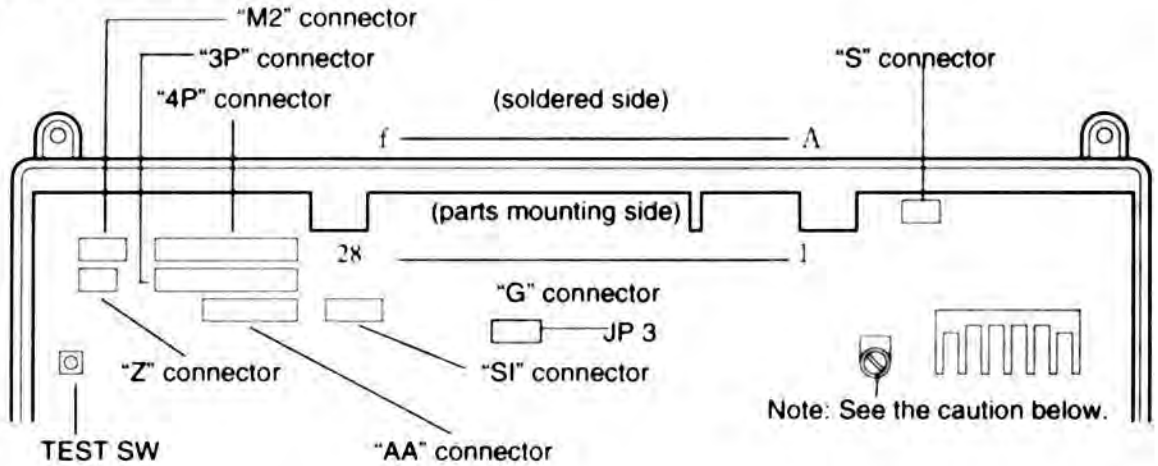
- \* Be careful about direction of the ROM PC board.

**[Specifications for the control panel]**

- Two sets of four dimensional joystick lever.
- Two sets of one button switches.



## [Mother PC board]



\* Set the JP3 to the "JOYSTICK" side.

• This PC board has no dip switches. For selecting play fee and game contents, set at the test mode.

\*Caution:

There is a dial on the PC board which is not for volume loudness adjustment. This dial is correctly adjusted at delivery. Never touch it.

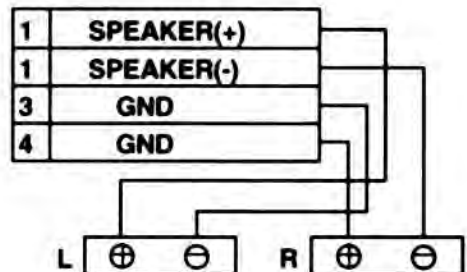
## [Connector terminal list]

| G connector    |    | JAMMA |                |
|----------------|----|-------|----------------|
| GND            | 1  | A     | GND            |
| GND            | 2  | B     | GND            |
| +5V            | 3  | C     | +5V            |
| +5V            | 4  | D     | +5V            |
|                | 5  | E     |                |
| +12V           | 6  | F     | +12V           |
| POST           | 7  | H     | POST           |
| METER1         | 8  | J     | METER2         |
| LOCKOUT1       | 9  | K     | LOCKOUT2       |
| SPEAKER(+)     | 10 | L     | SPEAKER(-)     |
|                | 11 | M     |                |
| VIDEO R        | 12 | N     | VIDEO G        |
| VIDEO B        | 13 | P     | SYNC           |
| VIDEO GND      | 14 | R     | SERVICE        |
| TEST           | 15 | S     | TILT           |
| COIN 1         | 16 | T     | COIN 2         |
| 1P SELECT      | 17 | U     | 2P SELECT      |
| 1P UP          | 18 | V     | 2P UP          |
| 1P DOWN        | 19 | W     | 2P DOWN        |
| 1P LEFT        | 20 | X     | 2P LEFT        |
| 1P RIGHT       | 21 | Y     | 2P RIGHT       |
| 1P FIRE BUTTON | 22 | Z     | 2P FIRE BUTTON |
| NO USE         | 23 | a     | NO USE         |
| NO USE         | 24 | b     | NO USE         |
|                | 25 | c     |                |
|                | 26 | d     |                |
| GND            | 27 | e     | GND            |
| GND            | 28 | f     | GND            |

By connecting two speakers to the S connector as shown below, you can get realistic stereo sound.

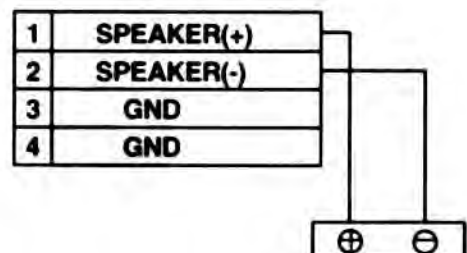
"S" connector

[In the case of applying a stereo system]



"S" connector

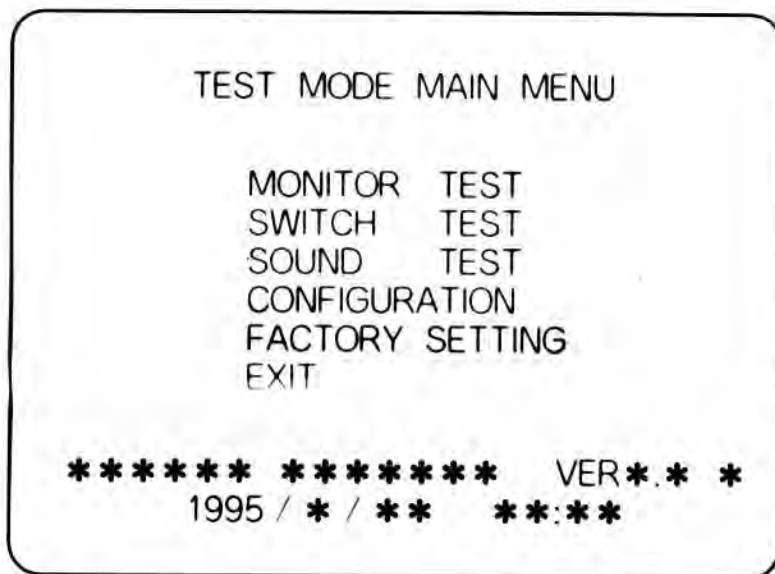
[In the case of applying a monaural system]



## [Description of test mode]

### [Test mode]

- Press the test switch on the PC mother board (or connect a line of the test switch in the G connector No. 15 with the GND), the game mode halts and the monitor changes to "Test mode."
- When you enter the test mode while having credits, the machine clears the credits.
- Move the cursor vertically by shifting the 1P side lever up and down, and press the "FIRE" or "SELECT" button. The machine initiates the test of the selected item.

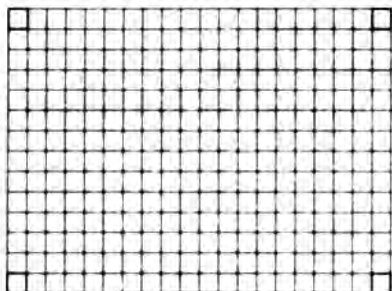


(Test mode main menu)

### [Monitor test]

#### Cross hatch

- Check distortion of image.



- Select the monitor test and the cross hatch screen will appear on the monitor.

#### Color bar

- Check hue of image.

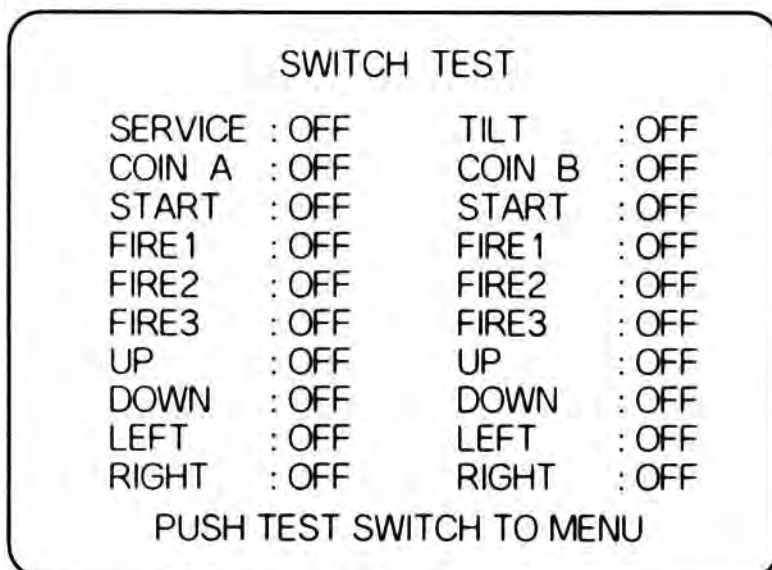


- Each press of the 1P side "FIRE " or "SELECT" button changes the display between the cross hatch screen and the color bar screen.

- Press TEST SWITCH on the P.C.Board ( or press 1P side "FIRE" and "SELECT" button ) , the monitor will return to the main menu.

### [Switch test]

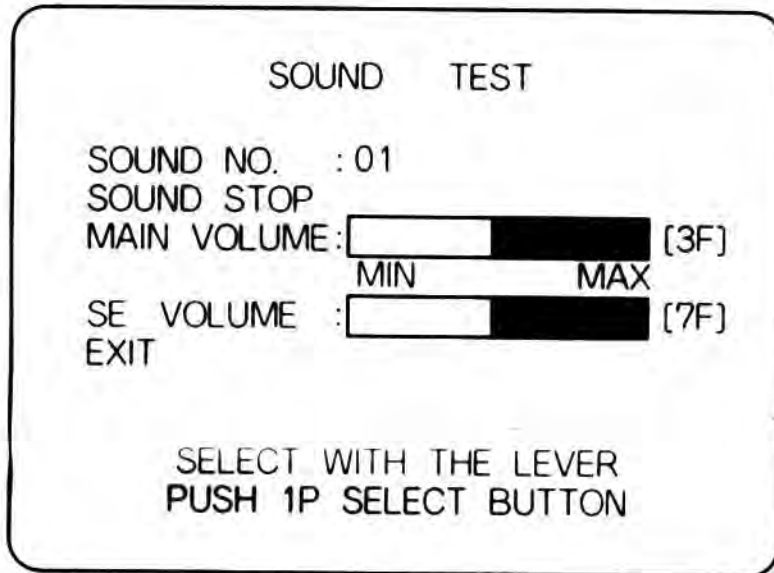
- This function checks the input of each switch.



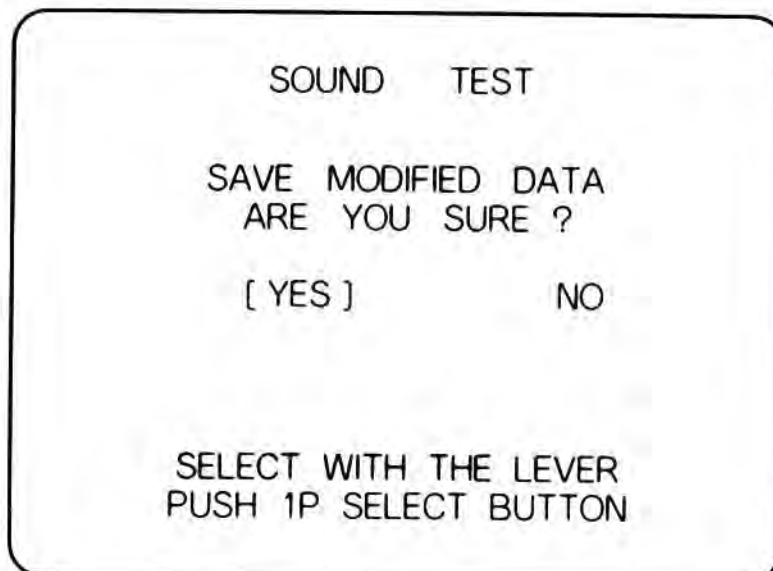
- Turn ON a switch and when the corresponding display on the screen changes from "OFF" to "ON," the switch is normal.
- Press TEST SWITCH on the P.C.Board ( or press 1P side "FIRE" and "SELECT" button), the monitor will return to the main menu.

**[Sound test]**

- This function adjusts the sound level during play of the game.
- Select a required item by shifting the 1P side lever up and down, and change the level by shifting the same lever left and right.
- Press the 1P side "FIRE" or "SELECT" button at the "SOUND NO." item, attractive sound a emit for your checking.
- After selecting with the lever on the 1P side , and when the 1P side "SELECT" or "FIRE" button is pushed, the sound stops.
- "MAIN" , "SE" VOLUME: The former adjust the B.G.M. during playing, and the later adjusts the effect sound volume. The sound volume increases by turning the 1P side lever to the right, and it decreases by turning the 1P side lever to the left.



- Select "EXIT" and the machine asks whether or not to write the set data as below. "YES" and "NO" can be changed by turning the 1P side lever left and right. If you want to store the data just set, select "YES." If you do not want to change the settings, select "NO." Then press the 1P side "FIRE" or "SELECT" button.



**[CONFIGURATION]**

- This function sets the play fee and game contents.
- Select a required item by shifting the 1P side lever up and down, and change the contents by shifting the same lever left and right.
- For the contents of the configuration, see the next page.

CONFIGURATION

GAME STYLE : D (1P+2P )  
MONITOR : NORMAL  
ATTRACT SOUND: ON  
DIFFICULTY : NORMAL  
CONTINUE MODE : ON  
INTRUDE PLAY : ON  
VS CREDIT : 1  
VS ROUND : 3  
COIN-A : 1 COIN 1 CREDIT  
COIN-B : 1 COIN 2 CREDIT  
EXIT

SELECT WITH THE LEVER  
PUSH 1P SELECT BUTTON

- Select "EXIT" and the machine asks whether or not to write the set data as below. "YES" and "NO" can be changed by turning the 1P side lever left and right. If you want to store the data just set, select "YES." If you do not want to change the settings, select "NO." Then press the 1P side "FIRE" or "SELECT" button.

CONFIGURATION

SAVE MODIFIED DATA  
ARE YOU SURE ?

[ YES ]                      NO

SELECT WITH THE LEVER  
PUSH 1P SELECT BUTTON

[Configuration list]

\* Factory setting

[COMMON SETTING]

|               |             |
|---------------|-------------|
| GAME STYLE    | * D (2P)    |
|               | E (1P ONLY) |
| MONITOR       | * NORMAL    |
|               | INVERT      |
| ATTRACT SOUND | * ON        |
|               | OFF         |
| DIFFICULTY    | EASY        |
|               | * NORMAL    |
|               | HARD        |
|               | VERY HARD   |
| CONTINUE MODE | * ON        |
|               | OFF         |
| VS. ROUND     | 1 #1        |
|               | * 3 #2      |
|               | 5 #3        |

[FOR NORTH AMERICA]

|            |          |               |
|------------|----------|---------------|
| VS.CREDIT  | 1        | 1COIN 1CREDIT |
|            | * 2      | 1COIN 2CREDIT |
| PLAY PRICE | * 1COIN  | * 1CREDIT     |
|            | 2COINS   | 2CREDITS      |
|            | 3COINS   | 3CREDITS      |
|            | 4COINS   | 4CREDITS      |
|            |          | 5CREDITS      |
|            | 6CREDITS |               |

[EXCEPT NORTH AMERICA]

|           |         |               |
|-----------|---------|---------------|
| VS.CREDIT | * 1     | 1COIN 1CREDIT |
|           | 2       | 1COIN 2CREDIT |
| COIN-A    | * 1COIN | * 1CREDIT     |
|           | 2COINS  | 2CREDITS      |
|           | 3COINS  | 3CREDITS      |
|           | 4COINS  | 4CREDITS      |
|           |         | 5CREDITS      |
|           |         | 6CREDITS      |
| COIN-B    | * 1COIN | 1CREDIT       |
|           | 2COINS  | * 2CREDITS    |
|           | 3COINS  | 3CREDITS      |
|           | 4COINS  | 4CREDITS      |
|           |         | 5CREDITS      |
|           |         | 6CREDITS      |

#1: The game ends when either 1P or 2P games one victory.

#2: The game ends when either 1P or 2P games two victory.

#3: The game ends when either 1P or 2P games three victory.



# PUZZLE BUBBLE 2™

## HOW TO PLAY

**DIRECTION OF BUBBLE LAUNCHER**

**LAUNCH**

**WHEN ANY BUBBLE GOES OVER THE LINE, THE GAME IS OVER!**

**BUBBLES CAN BE ELIMINATED BY PUTTING 3 OR MORE SAME COLORED BUBBLES TOGETHER.**

### SPECIAL BUBBLES

- 

**STAR BUBBLE**  
ALL SAME COLORED BUBBLES HIT FIRST BY THIS STAR BUBBLE WILL BE ELIMINATED.
- 

**METAL BUBBLE**  
METAL BUBBLE CAN ELIMINATE ALL BUBBLES.
- 

**OBSTRUCTIVE BUBBLE**  
THESE BUBBLES CANNOT BE ELIMINATED!

\* THE MAXIMUM CREDITS FOR THIS GAME IS 9.