V.S. PLATOON INSTRUCTION MANUAL

V.S. UNI KIT.

INTRODUCTION

V.S. PLATOON USES AN EXPANDER P.C.B. IN ORDER
TO GIVE IT'S SUPERIOR GRAPHIC'S AND IN-DEPTH
GAME PATTERN. THE EXPANDER P.C.B. PLUG'S
QUICKLY AND EASILY INTO THE CPU AND PPU SOCKET'S
OF THE MAIN NINTENDO P.C.B. AND CAN BE LEFT
PERMANENTLY INSTALLED. THIS EXPANDER WILL NOT
INTERFERE WITH THE INSTALLATION OF FUTURE KIT'S.
PLATOON CAN BE INSTALLED IN A V.S. UNISYSTEM OR
IN CONJUNCTION WITH ANOTHER V.S. SAME IN A V.S.
DUAL SYSTEM.
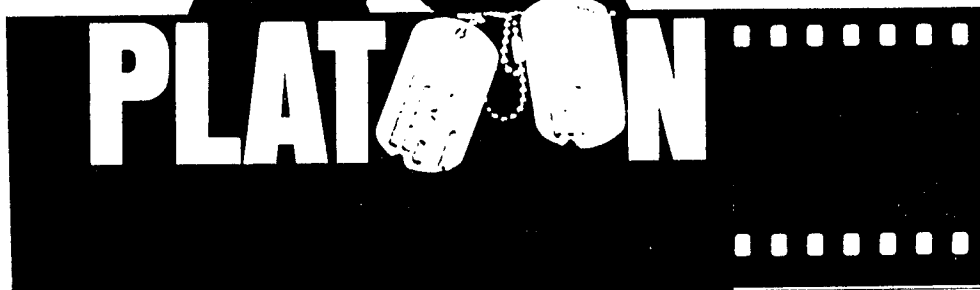
INSTALLATION PROCEDURE

1. MAKE SURE THE GAME IS UNPLUGGED!!

2. REMOVE THE GAME P.C.B. FROM THE SHIELD CAGE BY CAREFULLY SLIDING IT STRAIGHT OUT OF THE WOODEN P.C.B. GUIDES.

3. PLACE THE NINTENDO P.C.B. ON A HARD, FLAT SURFACE. REMOVE THE PPU AT POSITION 8F AND THE CPU AT POSITION 8J. SET THESE ASIDE.
   NOTE: BE CERTAIN THAT BEFORE INSTALLING THE EXPANDER P.C.B. THAT THERE IS NOT ANY ELECTROLITIC CATACITORS (c3, 11 & 47) THAT COME IN CONTACT WITH THE EXPANDER P.C.B. BEND THESE DOWNWARD'S.

4. POSITION THE EXPANDER P.C.B. ON THE MAIN NINTENDO P.C.B. SO THAT THE LONG PIN'S SIT LIGHTLY IN THE PPU AND CPU SOCKETS ON THE MAIN P.C.B.

5. CHECK ALL PINS ON THE UNDERSIDE OF THE EXPANDER P.C.B. SO THAT THEY ARE LINED UP PROPERLY IN THE SOCKETS ON THE MAIN NINTENDO P.C.B.

6. PUSH DOWN **FIRMLY** ON THE EMPTY PPU AND CPU SOCKETS OF THE EXPANDER P.C.B. SO THE PINS PLUG FIRMLY INTO THE SOCKET'S.

V.S. UNI-SYSTEM WITH SINGLE MONITOR

REMOVE THE OLD GAME E-PROMS FROM THE MAIN NINTENDO
P.C.B. SOCKETS AT 6A THRU 6D, 8A & B. PUT THESE
AND THE OLD GAME PPU AWAY FOR FUTURE RE-USE.
TAKE THE V.S. PLATOON PPU AND PLUG IT CAREFULLY
INTO SOCKET IC7 ON THE EXPANDER P.C.B. TAKE THE
CPU THAT YOU SET ASIDE EARLIER AND PLUG IT CAREFULLY
INTO SOCKET IC5 ON THE EXPANDER P.C.B. THE NOTCH
ON ONE END OF EACH I.C. SHOULD LINE UP WITH THE
NOTCH PRINTED UNDERNEATH EACH SOCKET ON THE
EXPANDER P.C.B.

V.S. DUAL-SYSTEM WITH TWO MONITORS

V.S. PLATOON CAN BE USED ON EITHER SIDE OF THE
DUAL CABINET. IF YOU WOULD LIKE IT TO BE ON THE
RIGHT SIDE OF THE CABINET, PLACE THE EXPANDER ON
SOCKETS 8F AND 8J OF THE MAIN NINTENDO P.C.B.
USING Sw2 BANK FOR ITS OPTIONS. IF IT IS NEEDED
TO BE ON THE LEFT SIDE OF THE DUAL CABINET,
PLACE THE EXPANDER ON SOCKETS 2F AND 2J OF THE
MAIN NINTENDO P.C.B. USING Sw1 BAKE FOR ITS OPTIONS.

DIPSWITCHES

THE DIPSWITCHES ON THE EXPANDER P.C.B Sw1 THRU
4 ARE SET AT THE FACTORY AND MUST STAY IN THE
OFF POSITION. (CLOSES TO THE E-PROMS).

ALL GAME OPTION SWITCH SETTINGS ARE AS FOLLOWS:

ADJUSTMENT MDS-CPU PCB

(Platoon UNI version)

·Game Option Switch Setting

	SW							
	1	2	3	4	5	6	7	8
Coin/Credit								
1 coin / 1 credit						OFF	OFF	OFF
1 coin / 2 credit						ON	OFF	OFF
1 coin / 3 credit						OFF	ON	OFF
2 coin / 1 credit						ON	ON	OFF
3 coin / 1 credit						OFF	OFF	ON
4 coin / 1 credit						ON	OFF	ON
5 coin / 1 credit						OFF	ON	ON
Free Play						ON	ON	ON
Difficulty								
Easy 1				OFF	OFF			
2				ON	OFF			
3				OFF	ON			
Hard 4				ON	ON			
Attract Mode Sound								
ON				OFF				
OFF				ON				

INITIAL CHECKS BEFORE POWER UP

1. CHECK PINS ON UNDERSIDE OF EXPANDER P.C.B.
    TO SEE THAT EACH PIN IS PLUGGED INTO EACH
    CONTACT OF THE PPU AND CPU SOCKETS ON THE
    MAIN NINTENDO P.C.B.

2. CHECK ALL PLUG-IN IC'S TO BE SURE THEY ARE
    NOT PLUGGED IN BACKWARDS. THE NOTCH ON ONE
    END OF EACH I.C. SHOULD LINE UP WITH THE
    NOTCH PRINTED UNDER EACH SOCKET ON THE
    EXPANDER P.C.B.
    *NOTE: PLUGGING IN AN E-PROM OR PPU BACKWARDS
            CAUSES DAMAGE AND VOIDS THE WARRANTY.

3. BE SURE DIPSWITCHES ARE ALL SET CORRECTLY.
    DO NOT CONFUSE DIPSWITCH SETTINGS FOR Sw1 AND
    Sw2 ON THE MAIN NINTENDO P.C.B. WITH SETTINGS
    FOR DIPSWITCHES ON THE EXPANDER P.C.B.

4. MAKE SURE THERE ARE NO OLD GAME E-PROMS IN
    THE SOCKETS ON THE MAIN SIDE OF THE NINTENDO
    P.C.B.

DIPSWITCHES

THE DIPSWITCHES ON THE EXPANDER P.C.B Sw1 THRU
4 ARE SET AT THE FACTORY AND MUST STAY IN THE
OFF POSITION. (CLOSES TO THE E-PROMS).

ALL GAME OPTION SWITCH SETTINGS ARE AS FOLLOWS: