SPECIFICATION

(1) Game Name   : Splatter House

(2) Control Level Switch   : 1 (8 direction)

(3) Button Switch   : 2 (attack button 1, jump button 1)

(4) PC Board   : System 1

(5) PC Board Size   : 292x350mm (ROM-PC board)
                                         292x243mm (CPU-PC board)

(6) Edge Connector   : JAMMA standard(56F edge connector
                                                        3.96mm pitch)

(7) Monitor direction   : Horizontal

CAUTION

(1) Be sure to turn off power supply when installing or removing the
    PC board.

(2) Make sure to apply edge connector which meets JAMMA standard
    requirements. Remodelling such as sharpening of the PC board
    will lead to trouble and will be excluded from repairment such
    as exchange of parts.

(3) Do not try to submit this machine to conductor inspection by
    tester. Always take the PC board to your dealer for repair.

(4) Ensure that there are no foreign objects on the PC Board.
    A malfunctioning board may be caused by dust, foreign objects,
    etc. Be sure to clean the board regularly.

(5) When transporting the PC board, be sure to pack the board with
   plenty of anti-static packing styrofoam or plastic air bags.

ADJUSTMENT

(1) Connecting the PC board

    Connect the PC board to the cabinet's connector (Refer to P5:
    PC board Connector). Be sure to turn off the power supply of the
    cabinet.
    *You can enjoy stero effect by using the cabinet corresponding
    to stero.(Refer to P7: Connecting to the cabinet corresponding
    to stero).

(2) Connecting the Control Panel

    Referring the below chart, connect attack button(PUSH 1) to the
    control lever side, and jump button(PUSH 2) to the outside of
    control lever.

    !---------------!
    !   !
    !   O o o   !
    !   ! ! !   !
    !---------------!
     ! ! ! !
     ! ! ! !-- jump button (PUSH 2)
     ! ! !----- attack button(PUSH 1)
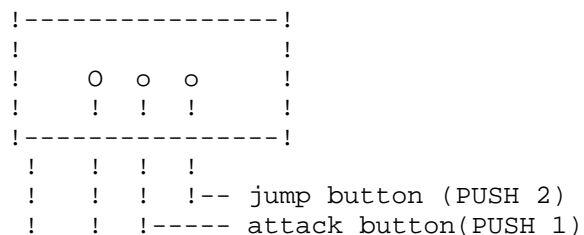
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       !   !-------- control lever
       !------------ control panel
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4. PC BOARD

(1) Turn on the switch 1 to enter the Test Mode. During the Test Mode
    the game option settings such as game fees can be exchanged.(Ref-
    to P2&3) Normally all the switches are in the "OFF" position.

Table 2: Option Switch

Item	Content	1	2	3	4	5	6	7	8
		Always OFF							
Test Switch	Normal	OFF							
	Test mode	ON							

(2) Adjusting Volume

    The original settings can be used if there are no problems

    1) Sound Volume

       Turn it right to turn up the volume.

    2) Balance Knob (BAL)

       It adjusts the balance of both right and left sound volume
       when using the stereophonic sound system. In case of mono-
       phonic sound system, sound might not be heard if you turn
       it right. The center position is the standard setting.

    3) Tone Controlling

       Knob (BASS/TRBL). Enjoy various tone quality effect by
       adjusting it. The center position is the standard setting.

Table 1: Game Option Settings

```
!-------------!---------------------------!-------------------------------------!
! Item        ! Content                   ! Type A           !-----------!     !
!-------------!--------!------------------!                  !   2P O    !     !
! 1 Game Fee  ! coin   ! 1~9 (default 1)  !                  !-----------!     !
!   Coin 1    !--------!------------------!                  !  !-------!  !   !
!             ! credit ! 1~9 ( -ditto- )  !                  !  !       !  !   !
!-------------!--------!------------------!                  !  !Screen !  !   !
! 2 Game Fee  ! coin   ! 1~9 ( -ditto- )  !                  !  !-------!  !   !
!   Coin 2    !--------!------------------!                  !-----------!  !   !
!             ! credit ! 1~9 ( -ditto- )  !                  !   1P O    !     !
!-------------!--------!------------------!                  !-----------!     !
! 3 Attract   !>Sound                     !                                   !
!   sound     ! OFF                       ! Type B           !-----------!     !
!-------------!---------------------------!                  !  !-------!  !   !
! 4 Cabinet   !>A (Type A)                !                  !  !       !  !   !
!   (ref to   ! B (Type B)                !                  !  !Screen !  !   !
!   pict)     ! C (Type C)                !                  !  !-------!  !   !
!-------------!---------------------------!                  !-----------!     !
! 5 Flip      !>OFF                       !                 !1P O   2P O !     !
!   (1p side) ! ON                        !                 !-----------!     !
```

```
!------------!--------------------------!                               !
! 6 Difficulty!>A (standard)            ! Type C      !---------------! !
!            ! B (EASY)                 !             ! !-------!   !  !
!            ! C (HARD)                 !             ! !       !   !  !
!------------!--------------------------!             ! !Screen !   !  !
! 7 Extended !>30000, 70000, 50000 Every!             ! !-------!   !  !
!   play     ! 50000,100000,100000 Every!             !---------------! !
!            ! NOTHING                  !                 !    O    !  !
!            !                          !                 !--1P-&-2P--! !
!------------!--------------------------!-----------------------------!
```

(5) Switch Test, Sound Test, Cross Hatch Pattern, Color Tone

    Press the service switch when the game option screen is shown:
    4 kinds of test screens then appear sequentially. After
    the test is over, turn off the test switch. It will cause to
    return to the game screen.