

# namco®



## TEKKEN TAG

### OPERATORS MANUAL

IT IS THE RESPONSIBILITY OF THE OPERATOR TO MAINTAIN CUSTOMER SAFETY  
AT ALL TIMES, AND IT IS IMPERATIVE THAT THE DETAILS SET OUT IN THIS MANUAL  
ARE FOLLOWED PRECISELY

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## 1. SPECIFICATIONS

|                                       |                                                                                                                                                                                                                                                                        |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>POWER SUPPLY:-</b>                 | 230volts AC                                                                                                                                                                                                                                                            |
| <b>AMBIENT OPERATING TEMPERATURE:</b> | +5°C TO +25°C                                                                                                                                                                                                                                                          |
| <b>MONITOR:-</b>                      | Hantarex 28" Polo Monitor                                                                                                                                                                                                                                              |
| <b>COIN ACCEPTOR:-</b>                | Mars CashFlow - 1 Channel                                                                                                                                                                                                                                              |
| <b>DIMENSIONS:-</b>                   | 790(w) x 1200(d) x 2080(h)                                                                                                                                                                                                                                             |
| <b>WEIGHT:-</b>                       | 175kg                                                                                                                                                                                                                                                                  |
| <b>ACCESSORIES:-</b>                  | Keys: (Cash Door) ..... 2<br>(Coin Door) ..... 2<br>(Back Door)..... 2ea<br><br>IEC Mains Lead ..... 1<br><br>Operators Manual ..... 1<br><br>Monitor Manual ..... 1<br><br>CashFlow Documents ..... 1<br><br>M6 Security Wrench ..... 1<br>M4 Security Wrench ..... 1 |

## 2. MOVING THE MACHINE

-  This machine is fitted with castors to make it easier to move. Take care when moving the machine on an inclined surface.
-  The overall height of the machine is 2080mm. Take care of any overhead obstructions. (e.g. Light Fittings, Electric Cables etc.)

## 3. INSTALLATION

This machine is designed for **INDOOR USE ONLY**.  
**Do not** install in the following places.

1. Outdoors
2. Direct Sunlight, places with excessive humidity or dust, places where there is water leakage, near air-conditioning or heating equipment, places with excessive heat or cold temperature.
3. Places where it would be in the way of emergency exits or fire extinguishing equipment.
4. Unstable places or places with excessive vibration.
5. Places that are not level.
6. This machine **must not** be cleaned with a water jet, or installed in an area where a water jet could be used.

- |                |                                                                                                                                            |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------|
| <b>WARNING</b> | • NEVER turn the power to the machine ON until installation has been completed.                                                            |
| <b>WARNING</b> | • In order to prevent possible electric shocks, be sure that the machine is connected to the mains with a securely connected earthed plug. |
| <b>WARNING</b> | • So that customers are not injured , ensure that there is at least 500mm separation between other machines or walls.                      |
| <b>CAUTION</b> | • In order to avoid damage to the machine due to mis-operation, ensure that the voltage of the mains supply is 230volts AC.                |

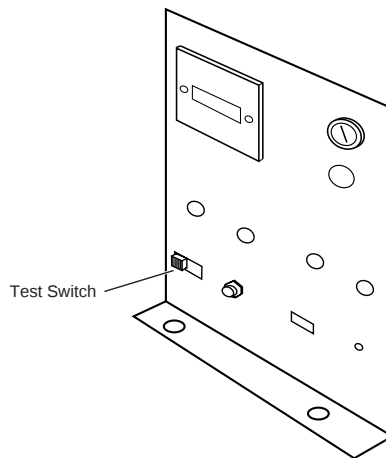
- |             |                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>NOTE</b> | <ul style="list-style-type: none"><li>• If the location site of this machine has a polished floor it is recommended that rubber pads are fitted under the level adjusters to prevent the machine sliding on the floor.</li><li>• In order to gain access to the Power Supply and CPU assemblies, make sure that the rear of the machine is separated from a wall or other machine by at least 500mm.</li></ul> |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## 4. ADJUSTMENTS

The following adjustments and tests can be made to this game.

| Item                                        | Reference                |
|---------------------------------------------|--------------------------|
| Testing the Video and Adjusting the Monitor | 4-2 Display Test (p7)    |
| Testing the Joysticks and Button Switches   | 4-3 Switch Test (p10)    |
| Testing the Sound                           | 4-4 Sound Test (p11)     |
| Setting the Video Sync                      | Not Used on This Cabinet |
| Setting the Game Options                    | 4-5 Game Options (p12)   |
| Setting the Price of Play                   | 4-6 Coin Options (p14)   |
| Book Keeping Data                           | 4-7 ADS (p16)            |
| Resetting the Book Keeping                  | 4-8 Data Clear (p16)     |

### 4-1 Entering the Test Mode

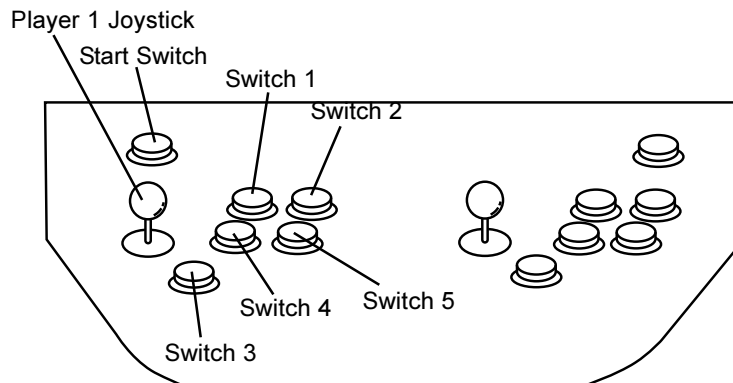


1. To enter test mode, slide the TEST switch, located on the service bracket inside the coin door, to the ON position. The following screen will be displayed.

|                     |                         |                     |
|---------------------|-------------------------|---------------------|
| DISPLAY TEST        | Display test            | ----- (4-2 page 7)  |
| SWITCH TEST         | Switch test             | ----- (4-3 page 10) |
| SOUND TEST          | Sound test              | ----- (4-4 page 11) |
| JVS CABINET OPTIONS | JVS cabinet options     |                     |
| GAME OPTIONS        | Game options            | ----- (4-5 page 12) |
| COIN OPTIONS        | Coin options            | ----- (4-6 page 14) |
| A.D.S.              | Check play data         | ----- (4-7 page 16) |
| DATA CLEAR          | Data clear              | ----- (4-8 page 16) |
| EXIT & SAVE         | Finishing the test mode |                     |

#### 4-1-1 Selecting and Adjusting Items

1. Push the Player 1 Joystick up or down to scroll through the test items.  
*The test will change to red on the display.*



2. Press the Player 1 Button Switch 1 to enter the selected test.

Details of the adjustments are explained in the following pages.

#### 4-1-2 Finishing the Test Mode

1. Push the Player 1 Joystick up or down to select 'EXIT & SAVE' in the test menu.  
*'EXIT & SAVE' on the display will change to red.*
2. Press the Player 1 Button Switch 1. The test mode finishes and the game returns to normal play mode.

**Note:** *The test mode must be finished as described above. If the Test Mode is ended any other way, the changes made during the test mode will not be stored or be effective. The test mode cannot be ended by turning the test switch off only.*

*If the Test switch is left in the ON position after testing is completed, the switch will have to be turned OFF and back ON to re-enter the Test Mode.*

## 4-2 Display Test

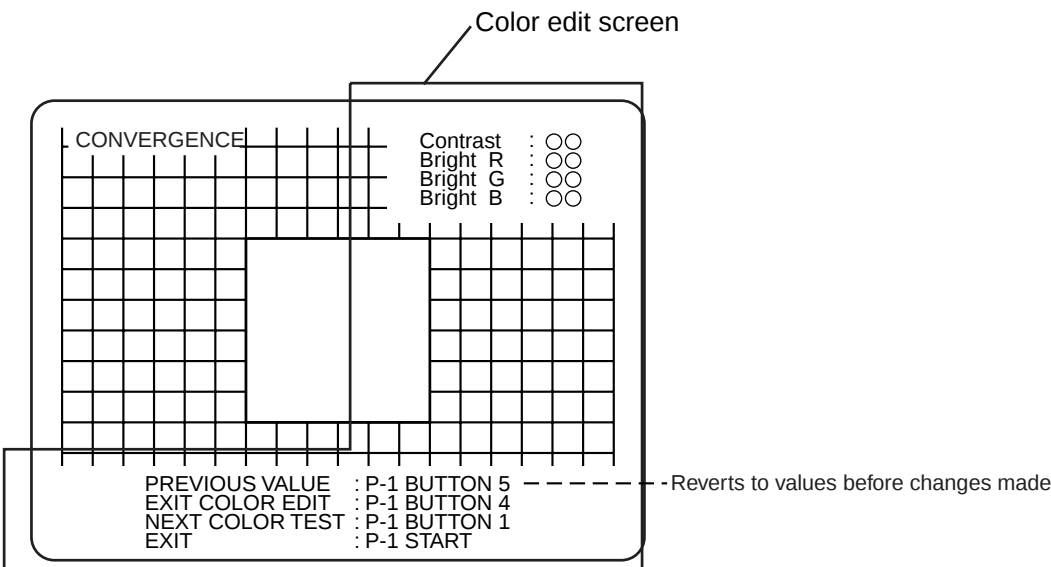
The following checks and adjustments are available in this mode:-

**COLOUR EDIT:** Adjustment of the colour and brightness output from the PCB.

**CONVERGENCE:** Used for the adjustment of size, position and squareness of the monitor display. (Use monitor controls for adjustments).

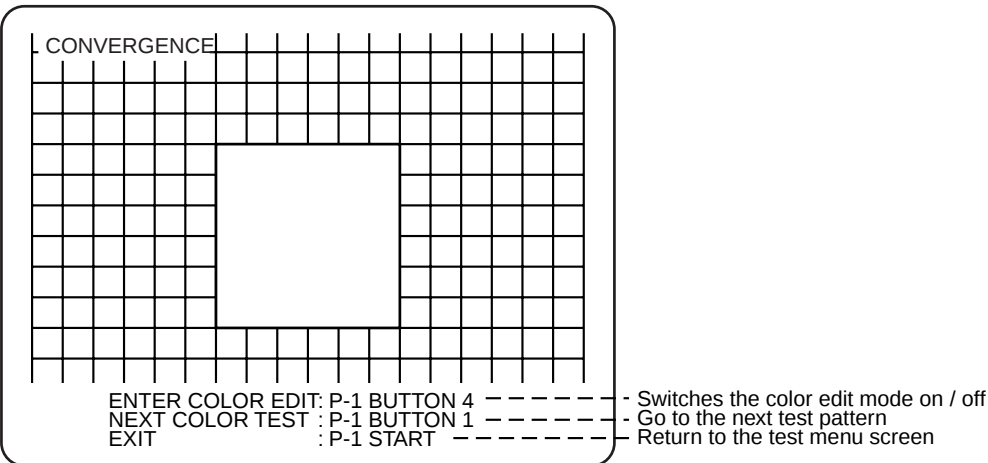
**COLOUR BAR:** Used for the adjustment of the shade and tone balance of the monitor. (Use monitor controls for adjustments).

1. Select 'DISPLAY TEST' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.



Color edit screen is displayed over the diagonal screen.

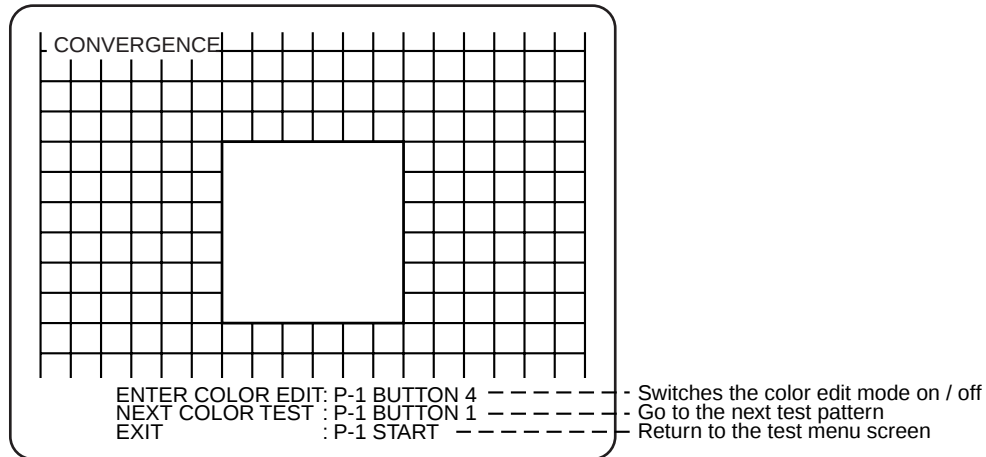
**\* Pressing the Player 1 Switch 4 turns the 'Colour Edit' On / Off**



The color edit screen is not displayed

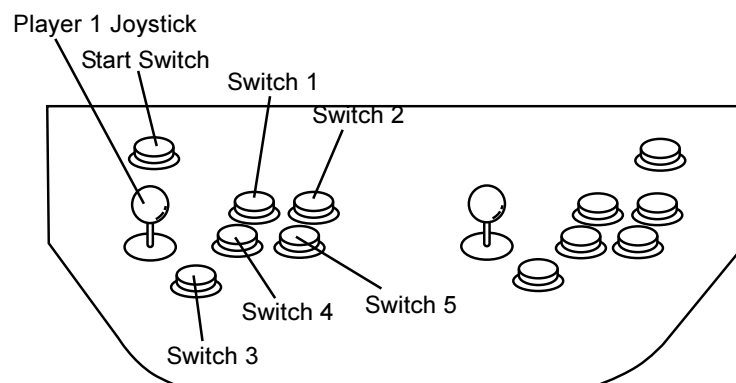
#### 4-2-1 Convergence Test

1. Press Player 1 Switch 1 to change between 'CONVERGENCE' and 'COLOUR BAR' screens.
2. On the 'CONVERGENCE' screen the following "cross hatch pattern" is displayed.



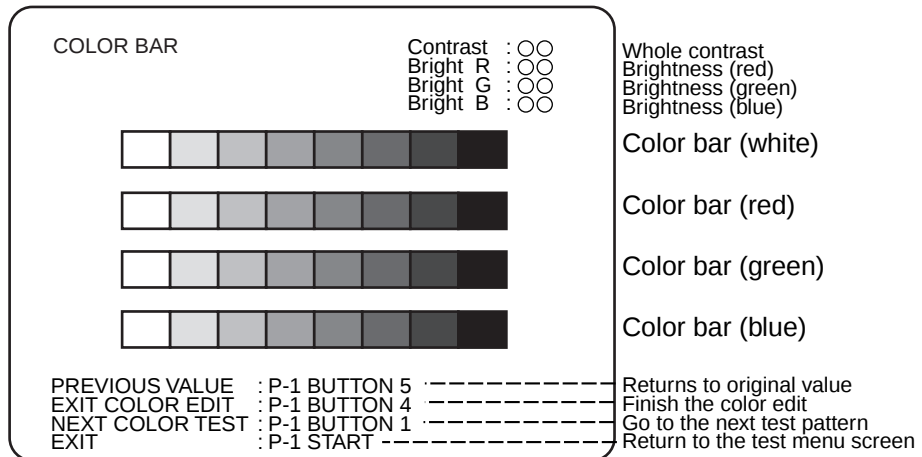
3. Each time Player 1 Switch 2 is pressed, the colour of the cross hatch pattern changes in the following order:- white > blue > red > purple > green > light blue > yellow > black > white . . . . .
4. If the pattern size, position or shape is incorrect, refer to the monitor manual for adjustment procedures.
5. Press Player 1 Switch 1 to change to the 'COLOUR BAR' test or press Player 1 Start Switch to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.



## 4-2-2 Colour Bar Test

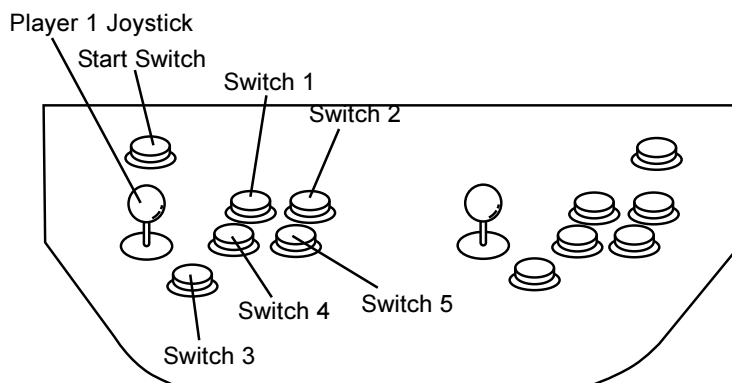
1. Select 'DISPLAY TEST' from the main test menu, (see 4-1-1 page 6).
2. If the 'COLOUR BAR' screen is not displayed, press Player 1 Switch 1 to change from 'CONVERGENCE' to 'COLOUR BAR' screen. The following screen is displayed.



Each colour bar of 'white', 'red', 'green' and 'blue' is displayed with gradual shading. Press Player 1 Switch 2 to change the density from 32 > 16 > 8 > 4 > 2 > 32 . . . . .

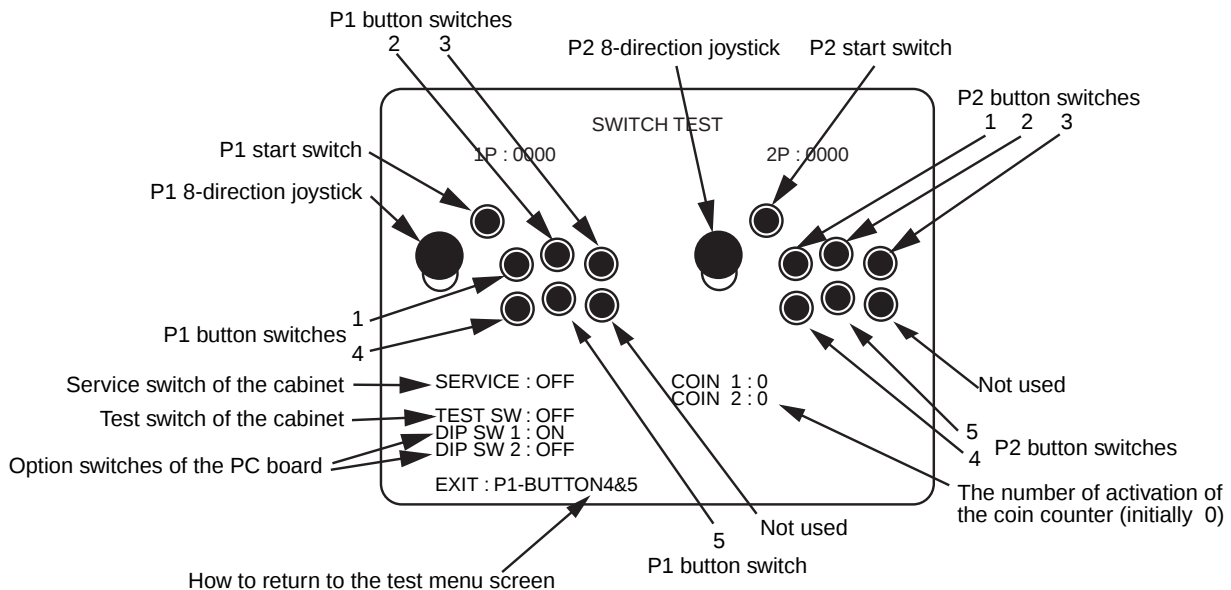
3. Press the Player 1 Joystick up or down to select the item to be adjusted from 'Contrast', 'Bright R', 'Bright G', and 'Bright B'
4. Press the Player 1 Joystick left or right to change the setting of the selected item.
5. Repeat items 3 and 4 for each item to be changed.
6. Press Player 1 Switch 1 to change to the 'CONVERGENCE' test or press Player 1 Start Switch to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.



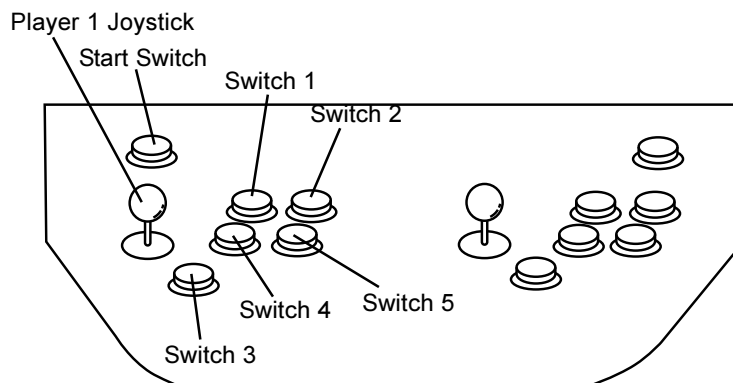
### 4-3 Switch Test

1. Select 'SWITCH TEST' from the main test menu, ([see 4-1-1 page 6](#)), the following screen is displayed.



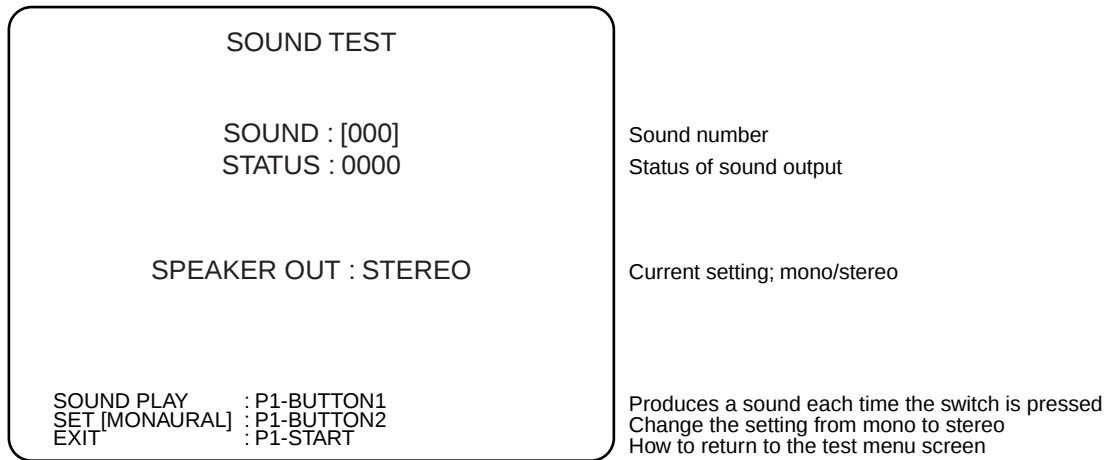
2. The Joystick on the display will move as the Player Joystick is operated. The Button Switches on the display will be highlighted as the corresponding Player Button Switch is operated. The display for the other switches will change from OFF to ON as each switch is operated.
3. Press Player 1 Switches 4 and 5 together to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.



#### 4-4 Sound Test

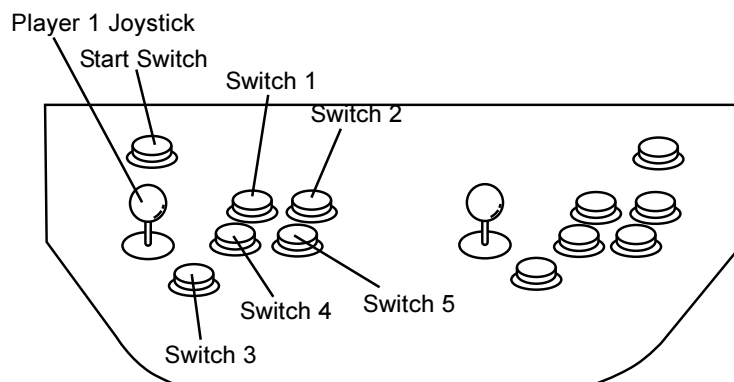
1. Select 'SOUND TEST' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.



2. Press the Player 1 Joystick up or down to select the item to be adjusted.
3. Press the Player 1 Joystick left or right to change the setting of the selected item.
4. Repeat items 2 and 3 for each item to be changed.
5. Press Player 1 Start Switch to return to the Test Menu Screen.

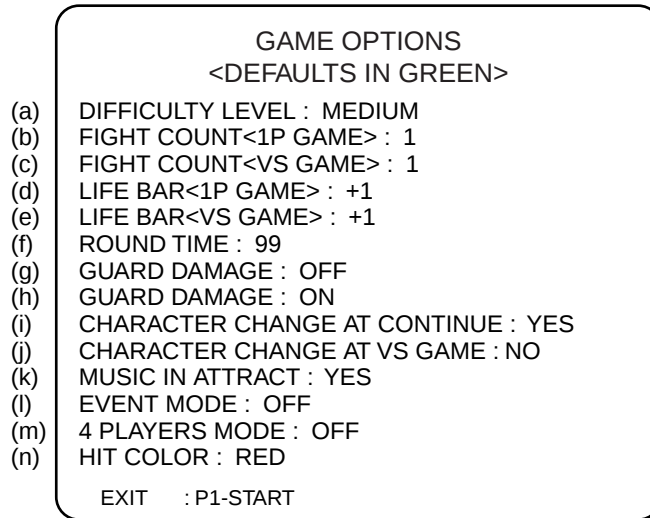
**Note: If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.**

| Item              | Test/Adjustment                                                                        | How to Operate                                                 |
|-------------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------|
| Sound             | Each number produces a different sound used during the game                            | Press the Player 1 Joystick left or right to change the number |
| Sound Play        | Causes the sound selected above to be played.                                          | Press the Player 1 Switch 1                                    |
| Set [Mono/Stereo] | Sets the sound output in either Mono or Stereo mode.                                   | Press the Player 1 Switch 2                                    |
| Stereo Sound Test | Sound is played from the left speaker, right speaker, and then both speakers together. | Select sound No. [001] and press Player 1 Switch 1             |



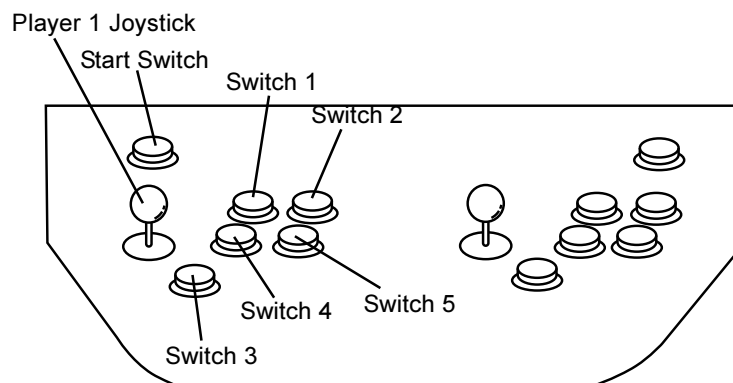
## 4-5 Game Options

1. Select 'GAME OPTIONS' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.



2. Press the Player 1 Joystick up or down to select the item to be adjusted.
3. Press the Player 1 Joystick left or right to change the setting of the selected item.
4. Repeat items 2 and 3 for each item to be changed.
5. Press Player 1 Start Switch to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.



(a) DIFFICULTY LEVEL (Difficulty level for game play)

|      |        |             |           |            |
|------|--------|-------------|-----------|------------|
| EASY | MEDIUM | <b>HARD</b> | VERY HARD | ULTRA HARD |
|------|--------|-------------|-----------|------------|

(b) FIGHT COUNT <1P GAME> (The number of rounds to be cleared to win in 1 Player mode)

|   |          |   |   |   |
|---|----------|---|---|---|
| 1 | <b>2</b> | 3 | 4 | 5 |
|---|----------|---|---|---|

(c) FIGHT COUNT <VS GAME> (The number of rounds to be cleared to win in 2 Player mode)

|   |          |   |   |   |
|---|----------|---|---|---|
| 1 | <b>2</b> | 3 | 4 | 5 |
|---|----------|---|---|---|

(d) LIFE BAR <1P GAME> (Life gauge in 1 Player mode)

|    |    |               |    |    |
|----|----|---------------|----|----|
| -2 | -1 | <b>NORMAL</b> | +1 | +2 |
|----|----|---------------|----|----|

(e) LIFE BAR <VS GAME> (Life gauge in 2 Player mode)

|    |    |               |    |    |
|----|----|---------------|----|----|
| -2 | -1 | <b>NORMAL</b> | +1 | +2 |
|----|----|---------------|----|----|

(f) ROUND TIME (Time for 1 round [seconds])

|    |    |           |    |    |
|----|----|-----------|----|----|
| 30 | 40 | <b>60</b> | 90 | 99 |
|----|----|-----------|----|----|

(g) GUARD DAMAGE (Damage at guard)

|               |                   |
|---------------|-------------------|
| ON (a little) | <b>OFF (none)</b> |
|---------------|-------------------|

(h) NEUTRAL GUARD (Guard condition when the Joystick is in the centre)

|                          |                |
|--------------------------|----------------|
| <b>ON (Guard exists)</b> | OFF (No guard) |
|--------------------------|----------------|

(i) CHARACTER CHANGE AT CONTINUE (Changing characters at continue play)

|                       |                   |
|-----------------------|-------------------|
| <b>YES (Possible)</b> | NO (Not possible) |
|-----------------------|-------------------|

(j) CHARACTER CHANGE AT VS GAME (Changing characters in 2 Player game when someone buys in)

|                       |                   |
|-----------------------|-------------------|
| <b>YES (Possible)</b> | NO (Not possible) |
|-----------------------|-------------------|

(k) MUSIC IN ATTRACT (Sound played during the Attract Mode)

|                           |                      |
|---------------------------|----------------------|
| <b>YES (sound played)</b> | NO (No sound played) |
|---------------------------|----------------------|

(l) EVENT MODE (Continuation after 2 Player game ended)

|                             |                                               |
|-----------------------------|-----------------------------------------------|
| ON (Both players game over) | <b>OFF (Winner continue as 1 Player game)</b> |
|-----------------------------|-----------------------------------------------|

(m) PAIR PLAY MODE (4 players control)

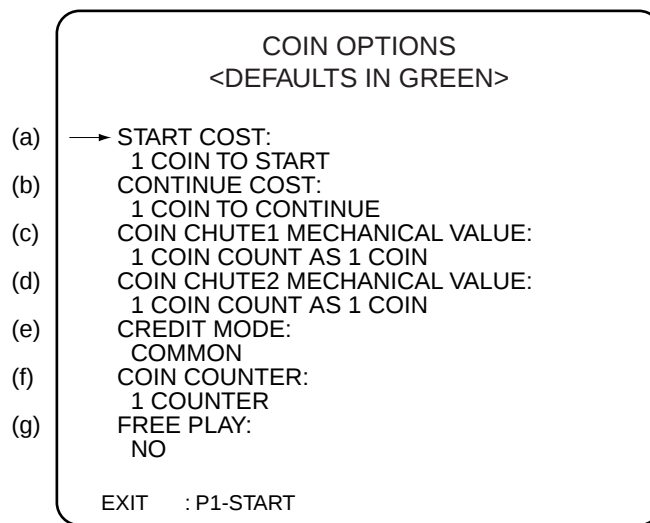
|                               |
|-------------------------------|
| Not available on this cabinet |
|-------------------------------|

(n) HIT COLOUR (Red display effect at hit)

|             |                                          |
|-------------|------------------------------------------|
| RED (Exist) | <b>GREEN (Changed to another colour)</b> |
|-------------|------------------------------------------|

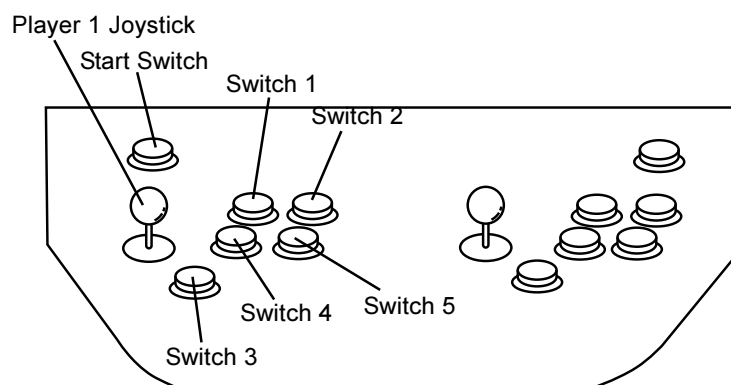
## 4-6 Coin Options

1. Select 'COIN OPTIONS' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.



2. Press the Player 1 Joystick up or down to select the item to be adjusted.
3. Press the Player 1 Joystick left or right to change the setting of the selected item.
4. Repeat items 2 and 3 for each item to be changed.
5. Press Player 1 Start Switch to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.



**NOTE: The price of play is set within the CashFlow validator.  
The 'START COST', AND 'COIN CHUTE VALUE ' MUST  
all be set to 1**

(a) START COST (The number coins required for 1 game)

|          |   |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|---|
| <b>1</b> | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|----------|---|---|---|---|---|---|---|---|

(b) CONTINUE COST (The number of coins needed to play a continue game)

|          |   |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|---|
| <b>1</b> | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|----------|---|---|---|---|---|---|---|---|

(c) COIN CHUTE 1 MECHANICAL VALUE

(The number of coins to be added when the coin switch 1 activates)

|          |   |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|---|
| <b>1</b> | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|----------|---|---|---|---|---|---|---|---|

(d) COIN CHUTE 2 MECHANICAL VALUE

(The number of coins to be added when the coin switch 2 activates)

|                                 |  |  |  |  |  |  |  |  |
|---------------------------------|--|--|--|--|--|--|--|--|
| <b>Not Used On This Cabinet</b> |  |  |  |  |  |  |  |  |
|---------------------------------|--|--|--|--|--|--|--|--|

(e) CREDIT MODE (Record of Credit)

|                                                         |                                             |
|---------------------------------------------------------|---------------------------------------------|
| <b>COMMON</b><br>Either Start Switch removes one credit | <b>EACH ONE</b><br>Not Used ON This Cabinet |
|---------------------------------------------------------|---------------------------------------------|

(f) COIN COUNTER (Allocation of coin counter signal)

|                                                |                                               |
|------------------------------------------------|-----------------------------------------------|
| <b>1 COUNTER</b><br>Only one coin counter used | <b>2 COUNTERS</b><br>Not Used On This Cabinet |
|------------------------------------------------|-----------------------------------------------|

(g) FREE PLAY (Setting of Free Play)

|                              |                          |
|------------------------------|--------------------------|
| <b>YES (No coins needed)</b> | <b>NO (Coins needed)</b> |
|------------------------------|--------------------------|

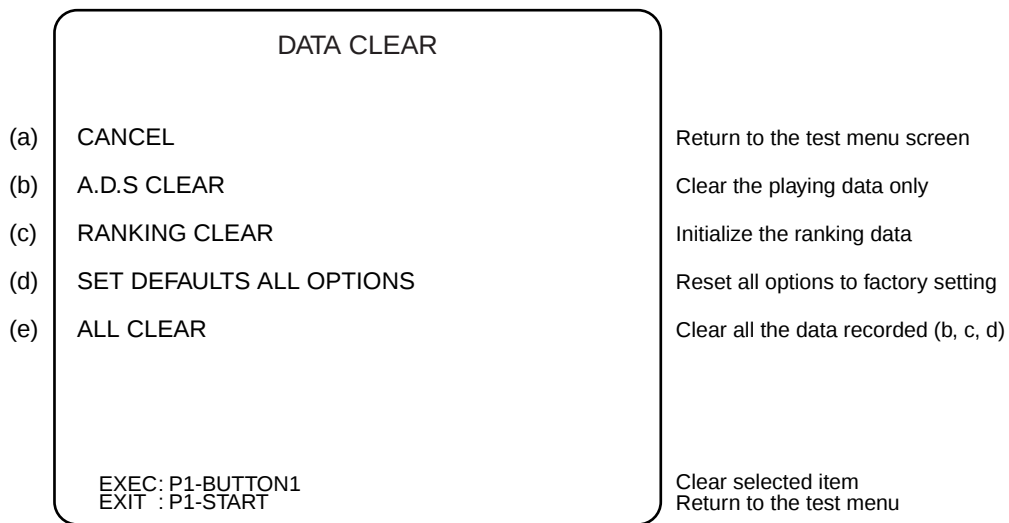
#### 4-7 A.D.S. (Book Keeping)

1. Select 'A.D.S' from the main test menu, (see 4-1-1 page 6).
2. Press Player 1 Start Switch to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.

#### 4-8 DATA CLEAR

1. Select 'DATA CLEAR' from the main test menu, (see 4-1-1 page 6), the following screen is displayed.



2. Press the Player 1 Joystick up or down to select the item to be adjusted.
3. Press the Player 1 Switch 1 to clear the selected data.
4. Select 'CANCEL' or press Player 1 Start Switch to return to the Test Menu Screen.

**Note:** If testing is completed, select 'EXIT & SAVE' on the menu screen and press Player 1 Switch 1 to return to normal game mode.

## 5. PCB CONNECTIONS

| JAMMA 56way Edge Connector |             |    |                 |
|----------------------------|-------------|----|-----------------|
| Solder Side                | Terminal No |    | Part Side       |
| GND                        | A           | 1  | GND             |
| GND                        | B           | 2  | GND             |
| +5v                        | C           | 3  | +5v             |
| +5v                        | D           | 4  | +5v             |
|                            | E           | 5  |                 |
| +12v                       | F           | 6  | +12v            |
| Polarizing Key             | H           | 7  | Polarizing Key  |
| Coin Counter 2             | j           | 8  | Coin Counter 1  |
|                            | K           | 9  |                 |
| Speaker (-)                | L           | 10 | Speaker (+)     |
| Audio (GND)                | M           | 11 | Audio (+)       |
| Video GREEN                | N           | 12 | Video RED       |
| Video SYNC                 | P           | 13 | Video BLUE      |
| Service Switch             | R           | 14 | Video GND       |
|                            | S           | 15 | Test Switch     |
| Coin Switch 2              | T           | 16 | Coin Switch 1   |
| P2 Start Switch            | U           | 17 | P1 Start Switch |
| P2 Lever UP                | V           | 18 | P1 Lever UP     |
| P2 Lever DOWN              | W           | 19 | P1 Lever DOWN   |
| P2 Lever LEFT              | X           | 20 | P1 Lever LEFT   |
| P2 Lever RIGHT             | Y           | 21 | P1 Lever RIGHT  |
| P2 BUTTON 1                | Z           | 22 | P1 BUTTON 1     |
| P2 BUTTON 2                | a           | 23 | P2 BUTTON 2     |
| P2 BUTTON3                 | b           | 24 | P2 BUTTON 3     |
|                            | c           | 25 |                 |
|                            | d           | 26 |                 |
| GND                        | e           | 27 | GND             |
| GND                        | f           | 28 | GND             |

| 48way Extension Connector |             |     |                |
|---------------------------|-------------|-----|----------------|
| Solder Side               | Terminal No |     | Part Side      |
| Speaker R (-)             | A1          | B1  | Speaker R (+)  |
|                           | A2          | B2  |                |
|                           | A3          | B3  |                |
|                           | A4          | B4  |                |
| Polarizing Key            | A5          | B5  | Polarixing Key |
|                           | A6          | B6  |                |
|                           | A7          | B7  |                |
| P2 Button 4               | A8          | B8  | P2 Button 5    |
|                           | A9          | B9  | GND            |
|                           | A10         | B10 | GND            |
|                           | A11         | B11 |                |
|                           | A12         | B12 |                |
|                           | A13         | B13 |                |
|                           | A14         | B14 |                |
|                           | A15         | B15 |                |
|                           | A16         | B16 |                |
|                           | A17         | B17 |                |
|                           | A18         | B18 |                |
|                           | A19         | B19 | P1 Button 5    |
| P1 Button 4               | A20         | B20 |                |
|                           | A21         | B21 |                |
|                           | A22         | B22 |                |
|                           | A23         | B23 |                |
|                           | A24         | B24 |                |

## 6. PARTS

### Cabinet Parts

| Description                            | Part No  |
|----------------------------------------|----------|
| Mars CashFlow - single channel         | 98000041 |
| Securdor w/Lock - Black                | 53100322 |
| Hantarex 28" Polo Monitor              | 84000026 |
| Front Glass - Bronze                   | 31000022 |
| Schaffner Mains-In Filter Assy         | 66000016 |
| Schaffner Boot                         | 66000017 |
| Fuse 20mm 5A Quick-Blo                 | 63500500 |
| Interlock Switch                       | 60000006 |
| Interlock Switch cover                 | 39000028 |
| M16 Adjustable Foot                    | 88300079 |
| Coin Meter 3.5-6v Panel Mount          | 65000002 |
| SwitchMode Power Supply                | 83000040 |
| Yellow Push Button Switch Assy         | 60200052 |
| Black Push Button Switch Assy          | 60200054 |
| Red Push Button Switch Assy            | 60200051 |
| Blue Push Button Switch Assy           | 60200053 |
| Green Push Button Switch Assy          | 60200267 |
| White Push Button 1 Player Switch Assy | 60200055 |
| White Push Button 2 Player Switch Assy | 60200056 |

## Decals and Plastics

| Description                     | Part No  |
|---------------------------------|----------|
| Cabinet Decal LHS - Upper       | 40000530 |
| Cabinet Decal LHS - Lower       | 40000531 |
| Cabinet Decal RHS - Upper       | 40000532 |
| Cabinet Decal RHS - Lower       | 40000533 |
| Cabinet Decal LHS - Front       | 40000297 |
| Cabinet Decal RHS - Front       | 40000298 |
| Namco Decal                     | 40000061 |
| Cabinet Front Decal - Namco     | 40000469 |
| Character Plexi - Tekken Tag    | 30000238 |
| Header Vac-Form                 | 46000244 |
| Header Acrylic - Tekken Tag     | 30000240 |
| Play Panel Overlay -Tekken Tag  | 33000004 |
| Tekken Tag - Promotional Poster | 40000534 |