

KONAMI®

ORIGINAL VIDEO GAME



VIOLENT STORM™



OPERATOR'S MANUAL

WARNING

VIOLENT STORM™ is an original game developed by KONAMI Co., Ltd..
KONAMI Co., Ltd. reserves all the copyrights, trademarks and other
industrial property rights with respect to this game.

VIOLENT STORM™ and **KONAMI®** are trademarks of KONAMI Co., Ltd..
©1993 KONAMI All rights reserved.

8. COIN OPTIONS

(1) "INDEPENDENT" Type=Coinslot on each control panel.

Dip switch on PCB should be "SW3=ON". Coinslot on left is for 1P, and right one for 2P.

<INDEPENDENT>

COIN OPTIONS		
FREE PLAY	NO	Setting for Free Play, "YES" or "NO"
COIN MECHANISM	INDEPENDENT	
COIN SLOT	1 COIN 1 CREDIT	Number of credit for 1 coin (See the page on Coin Settings)
PREMIUM START	NO	Setting for PREMIUM START. "NO" or "YES 1" to "YES 4"
STARTING	1 COIN TO START	Setting for the number of credit to Start and Continue. (1-8)
CONTINUATION	1 COIN TO CONTINUE	
FACTORY SETTINGS		
SAVE AND EXIT		
EXIT		Same as above "GAME OPTIONS".
1 PLAYER JOYSTICK UP/DOWN = SELECT OPTION		
1 PLAYER JOYSTICK LEFT/RIGHT = MODIFY SETTING		

(2) "COMMON" Type=One coin chuter on a cabinet.

Dip switch on PCB should be "SW3=OFF".

<COMMON>

COIN OPTIONS		
FREE PLAY	NO	Setting for Free Play, "YES" or "NO"
COIN MECHANISM	COMMON	
COIN SLOT 1	1 COIN 1 CREDIT	Set the number of credit for 1 coin (See the page on Coin Settings.)
COIN SLOT 2	1 COIN 1 CREDIT	
PREMIUM START	NO	Setting for PREMIUM START. "NO" or "YES 1" to "YES 4"
STARTING	1 COIN TO START	Setting for the number of credit for Start and Continue. (1-8)
CONTINUATION	1 COIN TO CONTINUE	
FACTORY SETTINGS		
SAVE AND EXIT		
EXIT		Same as above "GAME OPTIONS".
1 PLAYER JOYSTICK UP/DOWN = SELECT OPTION		
1 PLAYER JOYSTICK LEFT/RIGHT = MODIFY SETTING		

* PREMIUM START.

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

* COIN SETTING OPTIONS

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

● Setting for 3P play mode.

"INDEPENDENT"(SW3=ON) cabinet ... Cabinet with more than 3 Coinchuters.

* Connect 3P control connector to "3P CN7" beside the JAMMA connector on the PCB. "4P CN8" can not be used.

"COMMON"(SW3=OFF) cabinet ... Cabinet with 1~2 Coinchuters.

* Coincounter 2 should be attached to Coinchuter 2.

* When setting 3P play mode on 4P cabinet, cover Coinchuter 4 and control panel 4, as they are not to be used.

Technical Information

(1) Required power capacity

GND-Vcc 5V 4A or more

GND-(+12V)

* See the Wiring Diagrams.

(2) Output

R(red) analog, positive

G(green) analog, positive

B(blue) analog, positive

SYNC. H-V complexed, negative

(3) The monitor should be installed horizontally.

(4) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode.
(See the page on Manual Test)

(5) Handle with care.

Playing Instruction

● This game is a "Horizontal Scroll Action Game" in which players fight to rescue their girl friend snatched by the enemies.

● This game can be adjusted for both 2P simultaneous play mode or 3P one. Choose which mode you would like with Dip switch, when installed on site. (See the page on Dip switch setting.)

■ Game Start

● After you deposit coin(s), by pressing Start button there will be Character Selection on the screen. (When the coinslot is INDEPENDENT type, pressing Start button is not necessary to have Character Selection.) Select your favorite character with Joystick and press any button to start the game.

● You have 3 characters, "WADE", "BORIS", "KYLE", to choose from. They have different abilities on Punch, Kick, Agility, etc.

■ How to control

● Control your character's movements using 8-way Joystick and Jump button, and attack enemies with Attack button. Pressing Attack and Jump button makes your character do "Special Attack", consuming some energy.

● Go close to the enemy to grab, and then press Attack button to throw.

● During jumping, press Attack button to make an attack in the air like "FLYING KICK", etc.

● Pull the Joystick diagonally downwards and press Jump button at the same time to dash into enemies.

■ Damage

● Damaged by enemy's attack, character's energy decreases. When energy has run out, you lose one life. When you lose all your lives, the game is over.

■ Items

● Special items will appear during the game. Go onto the item and press Attack button to take it.

● Meat, BBQ, Sausage, Fried Egg, Lobster, Pizza, etc. will give you additional energy.

● Pot, Necklace, Watch, Gold coin, Jewel, etc. will give you bonus points.

● There are 7 stages in the game.

● Buy-in and continuation available. (When you continue, favorite character can be selected.)

Control Panel Information

● Use control panel with a Start button, an 8-way Joystick and 2 buttons for each player.

* If the coin slot is COMMON type, Start buttons are necessary.



* This game can be adjusted to 3P simultaneous play mode. Connect 3P control connector to "3P CN7" beside the JAMMA connector on the PCB. "4P CN8" can not be used.

Self Test

Normal : "OK" will be displayed. Then the game will start.

Abnormal : "BAD" will be displayed and self test will repeat. If "13C BAD" is displayed, switch off and switch on again while continually pressing down on the TEST SWITCH on the PCB.
Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

Manual Test

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test Mode.

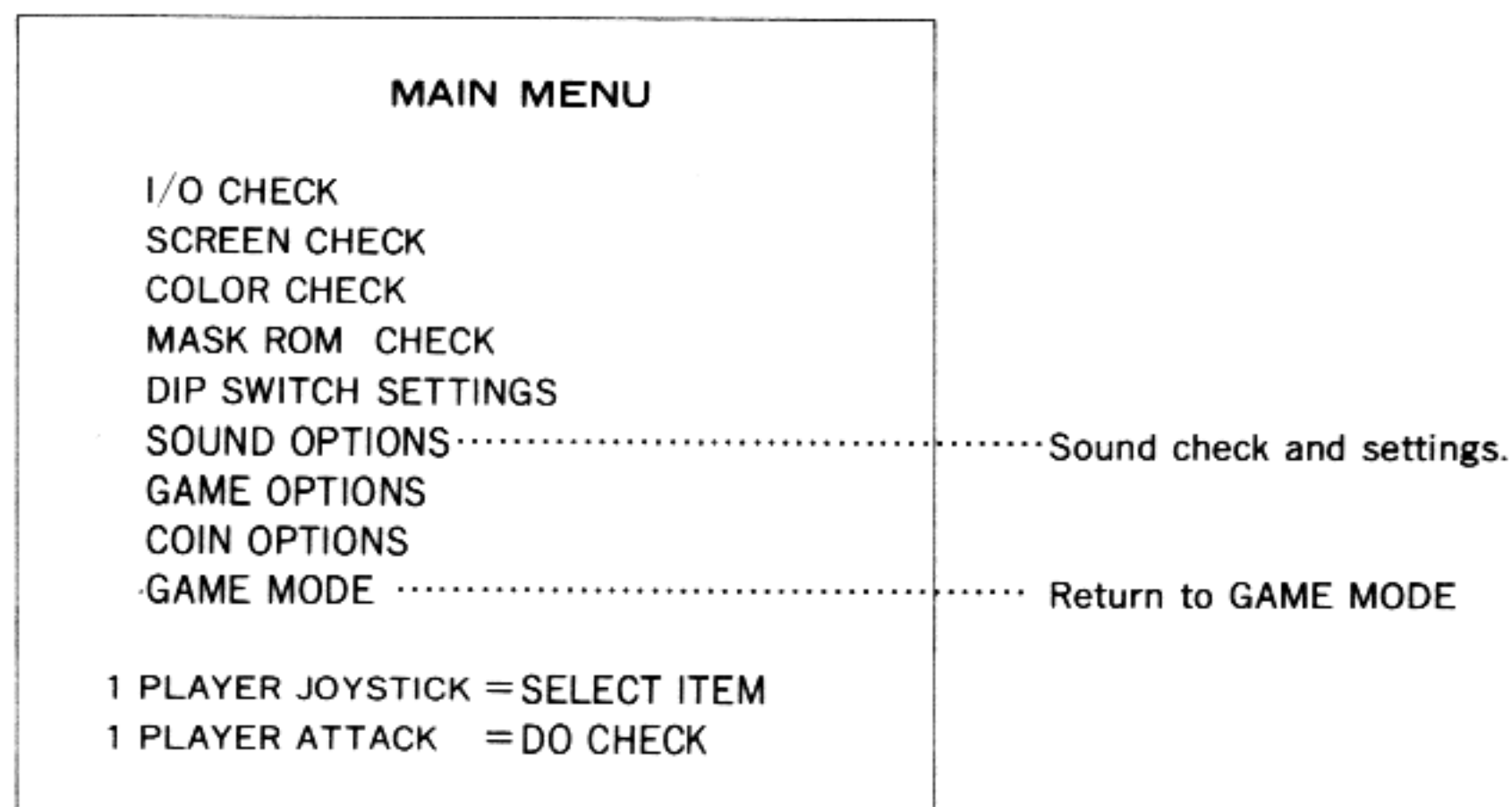
* Switching on with TEST SWITCH pressed causes the problem in the EEP ROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press player 1's ATTACK BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use Player 1 Joystick to move arrow to desired test and press player 1's ATTACK BUTTON to initiate testing. Press player 1's ATTACK BUTTON during or at the end of each test to return to the MAIN MENU.



(4) EXPLANATION OF THE ITEMS

The following screen below will appear. Select item to be modified with player 1 Joystick up/down and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. After modification is completed, select "SAVE AND EXIT" and press player 1 ATTACK BUTTON to save and return to MAIN MENU.

* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

1. I/O CHECK

Check the Joystick and all Buttons to see "1" when switched on. Press player 1 and 2 ATTACK BUTTONS at the same time to return to MAIN MENU.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color clearness on each color bar so that the back ground area will be colorless (=dark) .

4. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

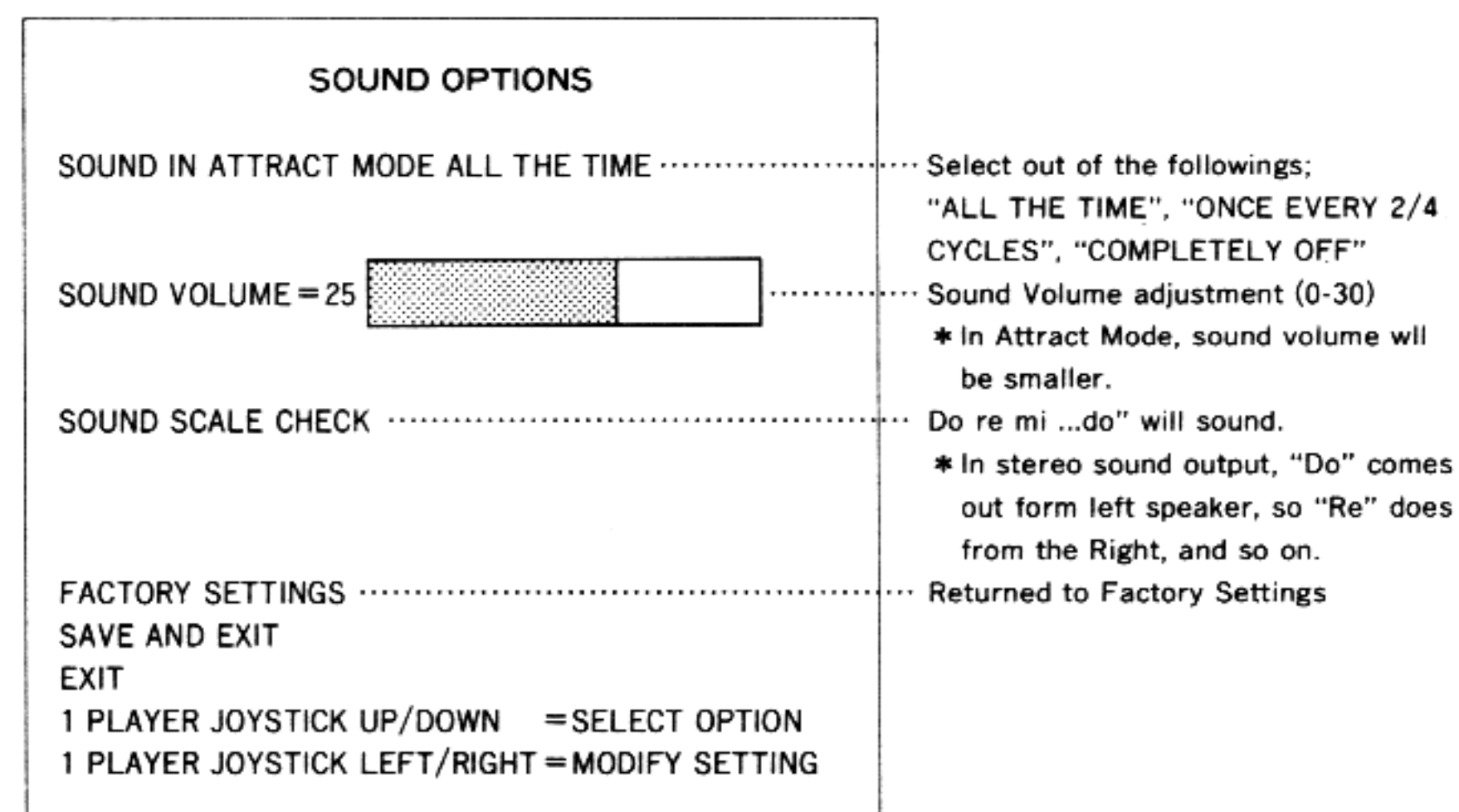
5. DIP SWITCH SETTING

You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following;

DIP SWITCH	CONTENTS	DIP SW/ON	DIP SW/OFF
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	VIDEO SCREEN FLIP	UP SIDE DOWN	NORMAL
SW3	COIN SLOT SET	INDEPENDENT	COMMON
SW4	NUMBER OF PLAYERS	3 P	2 P

6. SOUND OPTIONS

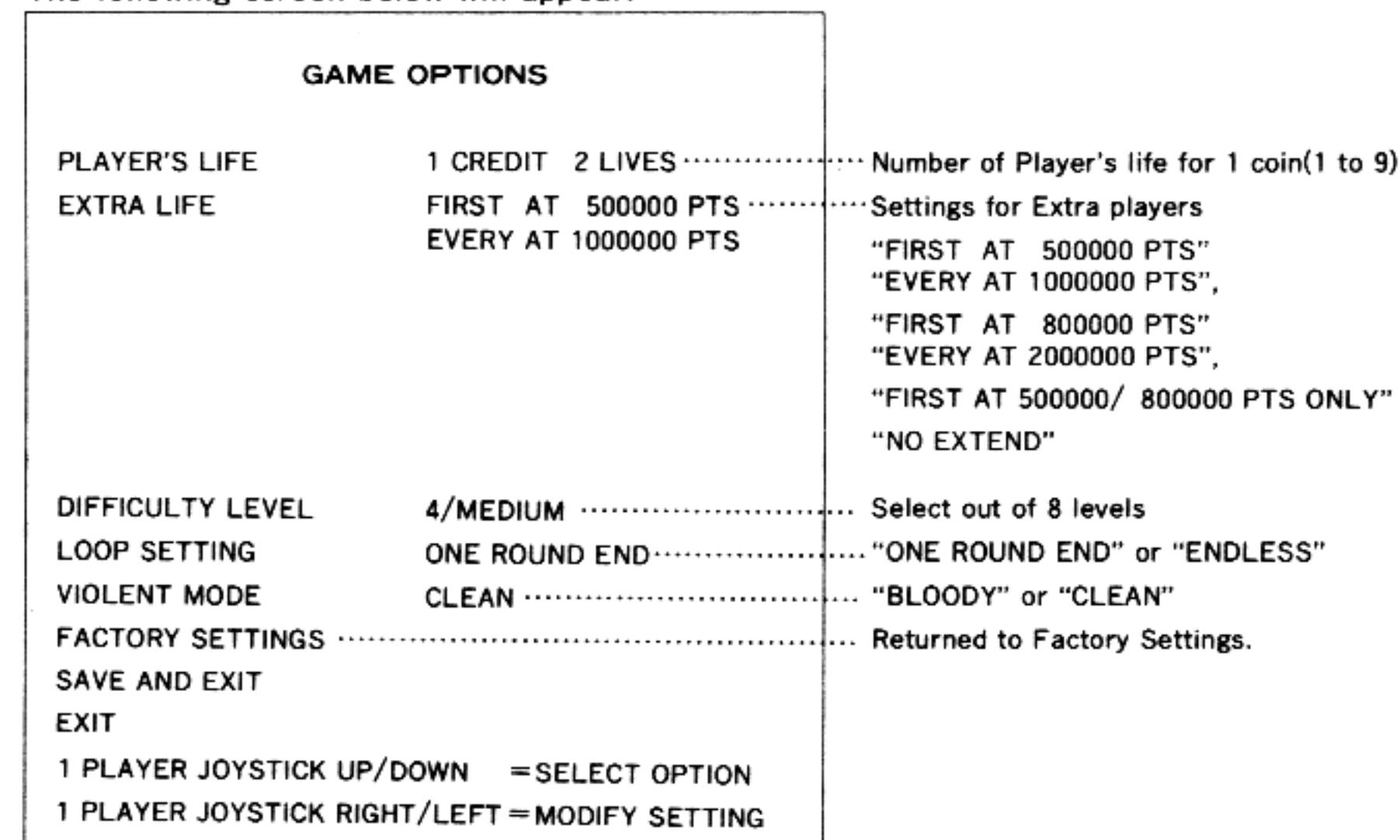
The following screen below will appear.



(Settings above are not always the factory settings.)

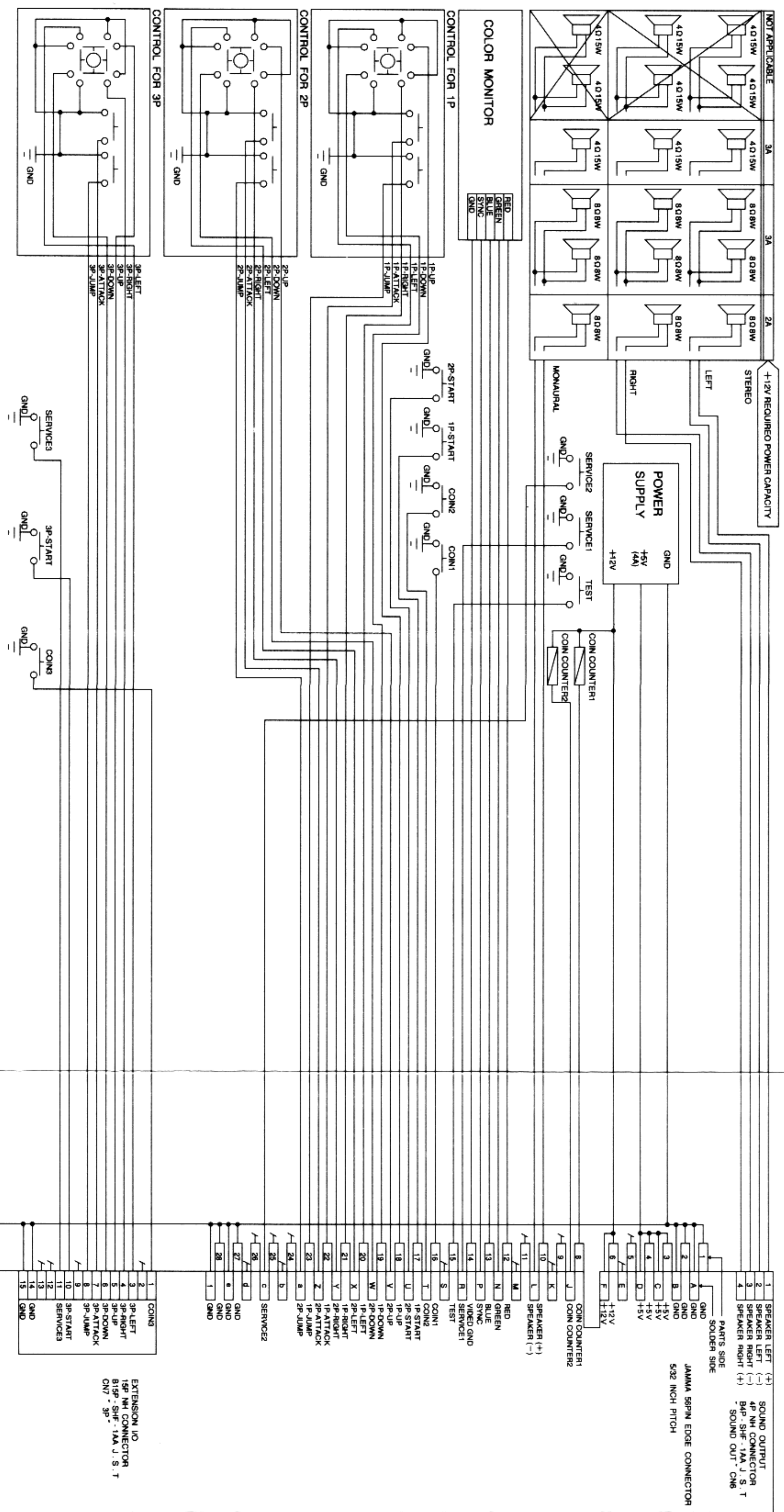
7. GAME OPTIONS

The following screen below will appear.



(Settings above are not always the factory settings.)

WIRING DIAGRAM



- NOTE -

- (1) 1P : NO.1 PLAYER 2P : NO.2 PLAYER
- (2) 3P : NO.3 PLAYER
- (3) YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.
- (4) DO NOT CONNECT SPEAKER[1] TO GND.

EXTENSION NO
15P NH CONNECTOR
815P - SHF - 1AA J. S. T
CN7 - 3P -