

SPIDER - MAN™, THE VIDEOGAME SERVICE INSTRUCTIONS

This product, SPIDER - MAN™, THE VIDEOGAME (hereinafter referred to as "SPIDER - MAN") is an action - packed game utilizing SEGA's mother board system 32 which incorporates a 32 - BIT CPU.

In the SYSTEM 32, changes in such various settings as COIN / CREDIT, game difficulty levels, etc. are not performed by the conventional DIP SW method, but are made in the TEST MODE (GAME ASSIGNMENTS, COIN ASSIGNMENTS) and the contents of the settings are stored within the SYSTEM 32. The contents, once set, will be retained even when the power is turned OFF.

For the usage of the SPIDER - MAN, carefully read each of the following items:

- PRECAUTIONS -

The contents of the product herein described are subject to change without notice.

1. SPECIFICATIONS (3/35)

- ① CONTROL PANEL
- ② DIRECTION OF MONITOR
- ③ NAME / POSITION OF ON - BD CONNECTORS & BUTTONS
- ④ PIN ASSIGNMENT

2. TEST MODE (9/35)

- ① MEMORY TEST
- ② INPUT TEST
- ③ SOUND TEST
- ④ C.R.T. TEST
- ⑤ GAME ASSIGNMENTS
- ⑥ COIN ASSIGNMENTS
- ⑦ BOOKKEEPING
- ⑧ BACKUP DATA CLEAR

3. GAME BD ROM LOCATION (31/35)

4. INSTALLATION OF DISPLAY CARD, ETC. (33/35)

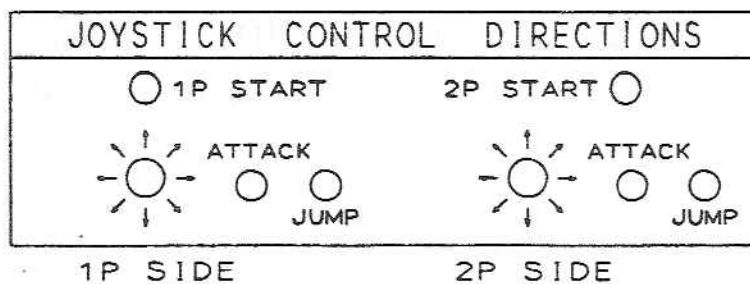
5. WIRING TO THE CABINET (34/35)

1. SPECIFICATIONS

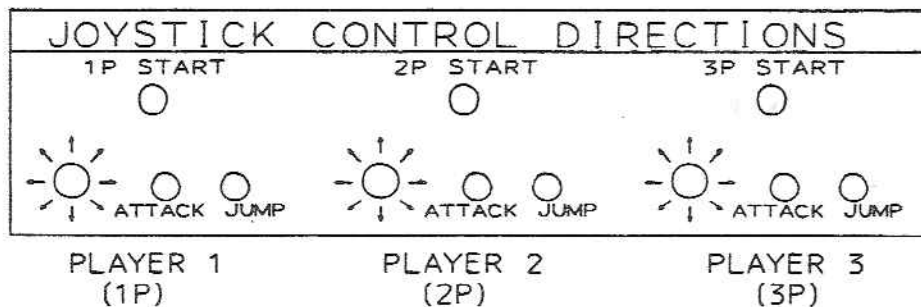
By means of MEMORY SW setting changes (GAME ASSIGNMENTS, COIN ASSIGNMENTS) in the TEST MODE, the SYSTEM 32 "SPIDER - MAN" is compatible in the different types of BD containing cabinets in such aspects as the number of persons who can play simultaneously (up to 2, 3 and 4 people); COIN CHUTE types (whether used in common for all stations or separately for each station); etc.

① CONTROL PANEL

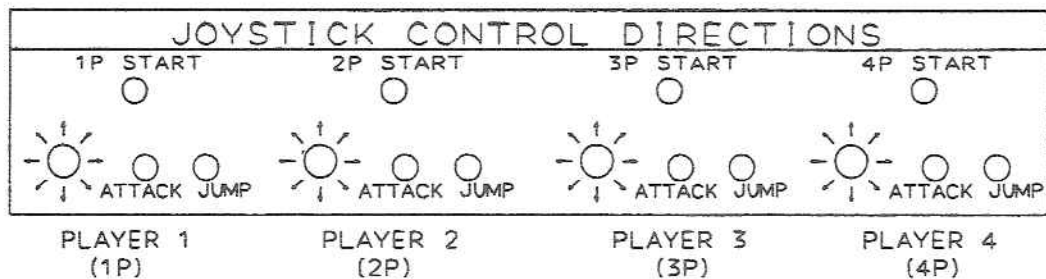
- 1) 2 PLAYER (2P) TYPE (up to 2 persons allowed to play simultaneously).



- 2) 3 PLAYER (3P) TYPE (up to 3 persons allowed to play simultaneously).



3) 4 PLAYER (4P) TYPE (up to 4 persons allowed to play simultaneously).



NOTE: Since the I/O BD has a PLAYER 3 port and PLAYER 4 port, when using the CONTROL PANEL of the type mentioned in 2) and 3) above, ascertain the installation of the I/O BD for the MAIN BD and the wiring to the CONTROL PANEL from the I/O BD, in addition to the CABINET TYPE setting in the GAME ASSIGNMENTS.

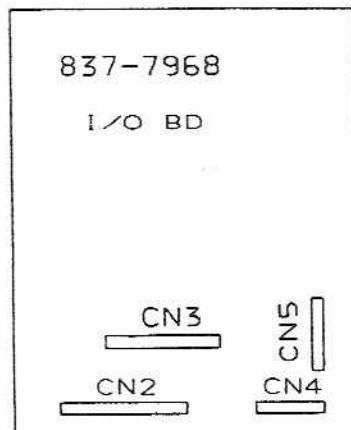
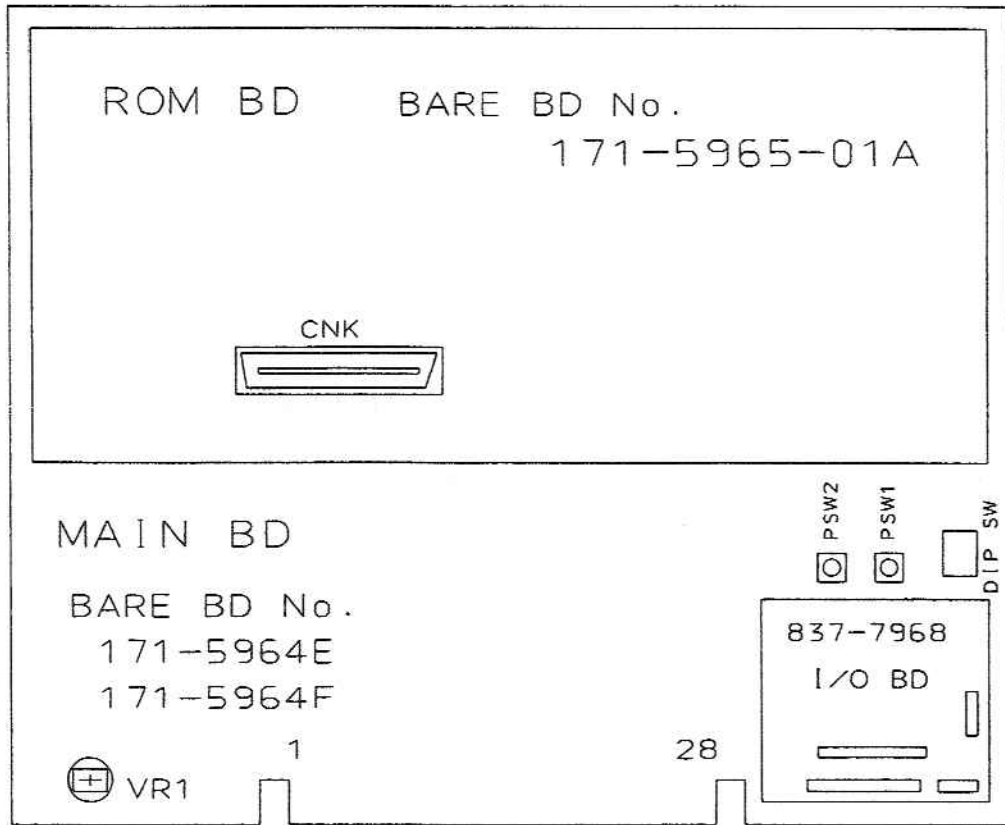
② MONITOR DIRECTION ... HORIZONTAL

MONITOR
HORIZONTAL

③ NAME & POSITION OF ON - BD CONNECTORS & BUTTONS

- In the case where the cabinet has neither the TEST button nor the SERVICE button, utilize the PUSH SW which is on the MAIN BD. (PSW 1: SERVICE button PSW 2: TEST button)
- For the 2 PLAYER TYPE, the I/O BD installation is not required.
- For adjusting the sound volume, use the on - BD VR 1.

SYSTEM 32



CN2: JST 10P
 CN3: JST 11P
 CN4: JST 05P
 CN5: JST 06P

④ PIN ASSIGNMENT

In accordance with changes in the CABINET TYPE setting as per GAME ASSIGNMENTS and the COIN CHUTE TYPE setting as per COIN ASSIGNMENTS, there will be partial changes in the PIN ASSIGNMENT as well as an addition in the number of ports, therefore, refer to each PLAYER TYPE.

1) 2 PLAYER TYPE

Use the 56P EDGE CONNECTOR only. The I/O assignment is as per the JAMMA standards.

The inside of < > refers to the PIN ASSIGNMENT with the COIN CHUTE TYPE set to INDIVIDUAL.

2 PLAYER TYPE

PIN ASSIGNMENT (JAMMA)

COMPONENT SIDE		SOLDER SIDE
GND	1 A	GND
GND	2 B	GND
+5V	3 C	+5V
+5V	4 D	+5V
(NOT USED)	5 E	(NOT USED)
+12V	6 F	+12V
KEY (NOT USED)	7 H	KEY (NOT USED)
COIN METER 1	8 J	COIN METER 2
(NOT USED)	9 K	(NOT USED)
SPEAKER (+)	10 L	SPEAKER (-)
(NOT USED)	11 M	(NOT USED)
RED	12 N	GREEN
BLUE	13 P	SYNC
GND (SYNC)	14 R	ALL SERVICE
TEST	15 S	(NOT USED)
<2P COIN> COIN 1	16 T	COIN 2 <1P COIN>
1P START	17 U	2P START
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 ATTACK	22 Z	2P ATTACK
1P JUMP	23 a	2P JUMP
(NOT USED)	24 b	(NOT USED)
(NOT USED)	25 c	(NOT USED)
(NOT USED)	26 d	(NOT USED)
GND	27 e	GND
GND	28 f	GND

56P P=3.96mm

2) 3 PLAYER TYPE

Use the 56P EDGE CONNECTOR which is on the MAIN BD; and JST 05P and JST 10P CONNECTORS which are on the I/O BD. The inside of < > refers to the PIN ASSIGNMENT with the COIN CHUTE TYPE set to INDIVIDUAL.

3 PLAYER TYPE

PIN ASSIGNMENT

JST 05P
(I/O BD CN 4)

1	3P START
2	(NOT USED)
3	(NOT USED)<COIN 3 (1P COIN)>
4	(NOT USED)
5	GND

JST 10P
(I/O BD CN 2)

1	3P UP
2	3P DOWN
3	3P LEFT
4	3P RIGHT
5	GND
6	3P ATTACK
7	3P JUMP
8	(NOT USED)
9	(NOT USED)
10	GND

COMPONENT SIDE	(JAMMA)	SOLDER SIDE
GND	1A	GND
GND	2B	GND
+5V	3C	+5V
+5V	4D	+5V
(NOT USED)	5E	(NOT USED)
+12V	6F	+12V
KEY (NOT USED)	7H	KEY (NOT USED)
COIN METER 1	8J	COIN METER 2
(NOT USED)	9K	(NOT USED)
SPEAKER (+)	10L	SPEAKER (-)
(NOT USED)	11M	(NOT USED)
RED	12N	GREEN
BLUE	13P	SYNC
GND (SYNC)	14R	ALL SERVICE
TEST	15S	(NOT USED)
<3P COIN>COIN 1	16T	COIN 2<2P COIN>
1P START	17U	2P START
1P UP	18V	2P UP
1P DOWN	19W	2P DOWN
1P LEFT	20X	2P LEFT
1P RIGHT	21Y	2P RIGHT
1P ATTACK	22Z	2P ATTACK
1P JUMP	23a	2P JUMP
(NOT USED)	24b	(NOT USED)
(NOT USED)	25c	(NOT USED)
(NOT USED)	26d	(NOT USED)
GND	27e	GND
GND	28f	GND

56P P=3.95mm

3) 4 PLAYER TYPE

Use the 56 P EDGE CONNECTOR which is on the MAIN BD; and JST 05P, JST 10P, and JST 11P CONNECTORS which are on the I/O BD. The inside of < > refers to the PIN ASSIGNMENT with the COIN CHUTE TYPE set to INDIVIDUAL.

4 PLAYER TYPE

PIN ASSIGNMENT

JST 05P
(I/O BD CN 4)

1	3P START
2	4P START
3	(NOT USED)<COIN 3 (2P COIN)>
4	(NOT USED)<COIN 4 (1P COIN)>
5	GND

JST 10P
(I/O BD CN 2)

1	3P UP
2	3P DOWN
3	3P LEFT
4	3P RIGHT
5	GND
6	3P ATTACK
7	3P JUMP
8	(NOT USED)
9	(NOT USED)
10	GND

JST 11P
(I/O BD CN 3)

1	4P UP
2	4P DOWN
3	4P LEFT
4	4P RIGHT
5	GND
6	4P ATTACK
7	4P JUMP
8	(NOT USED)
9	(NOT USED)
10	GND
11	

COMPONENT SIDE	(JAMMA)	SOLDER SIDE
GND	1A	GND
GND	2B	GND
+5V	3C	+5V
+5V	4D	+5V
(NOT USED)	5E	(NOT USED)
+12V	6F	+12V
KEY (NOT USED)	7H	KEY (NOT USED)
COIN METER 1 (NOT USED)	8J	COIN METER 2
SPEAKER (+) (NOT USED)	9K	(NOT USED)
RED	10L	SPEAKER (-)
BLUE	11M	(NOT USED)
GND (SYNC)	12N	GREEN
TEST	13P	SYNC
<4P COIN>COIN 1	14R	ALL SERVICE
1P START	15S	(NOT USED)
1P UP	16T	COIN 2<3P COIN>
1P DOWN	17U	2P START
1P LEFT	18V	2P UP
1P RIGHT	19W	2P DOWN
1P ATTACK	20X	2P LEFT
1P JUMP	21Y	2P RIGHT
(NOT USED)	22Z	2P ATTACK
(NOT USED)	23a	2P JUMP
(NOT USED)	24b	(NOT USED)
(NOT USED)	25c	(NOT USED)
(NOT USED)	26d	(NOT USED)
GND	27e	GND
GND	28f	GND

56P P=3.96mm

2. TEST MODE

This mainly checks if the operation of the game BD is accurate, makes monitor color adjustments, and allows for COIN ASSIGNMENTS / GAME ASSIGNMENTS setting adjustments.

Selection of TEST ITEMS

- 1) Push the TEST SW to cause the following TEST ITEM MENU to appear:

```
TEST MODE
INDIVIDUAL
MEMORY TEST
INPUT TEST
SOUND TEST
C.R.T. TEST
GAME ASSIGNMENTS
COIN ASSIGNMENTS
BOOKKEEPING
BACKUP DATA CLEAR
→ EXIT
SELECT BY SERVICE BUTTON
PUSH TEST BUTTON
```

- 2) By pushing the SERVICE SW, bring the arrow mark "→" to the desired item and press the TEST button.

- 3) When the test has been completed, bring "→" to EXIT and push the TEST button.

Bring "→" to "INDIVIDUAL" and push the TEST button to change it to "CONTINUE."

Bringing "→" to "CONTINUE" and pushing the TEST button without pressing the SERVICE button will change the screen sequentially.

① MEMORY TEST

Check the PCB's MEMORY ICs.

When the IC is in good operating condition, "GOOD" will be indicated.

If there exists any malfunctioning of the IC's, "BAD" will be indicated.

MEMORY TEST			
<ROM>			
IC6	GOOD	IC7	GOOD
IC13	GOOD	IC14	GOOD
<RAM>			
IC36	GOOD	IC37	GOOD
IC81	GOOD	IC82	GOOD
IC83	GOOD	IC84	GOOD
IC85	GOOD	IC86	GOOD
IC88	GOOD	IC89	GOOD
IC70	GOOD	IC71	GOOD
IC74	GOOD	IC75	GOOD
PUSH TEST BUTTON TO EXIT			

Push the TEST button to have the MENU return on to the screen.

② INPUT TEST

This test displays the state of each switch. If the switch goes ON when activated it is satisfactory.

The display changes when the CABINET TYPE and START BUTTON settings in the GAME ASSIGNMENTS as well as the COIN CHUTE TYPE setting in the COIN ASSIGNMENTS are changed.

INPUT TEST		
PLAYER	1P	2P
UP	Off	Off
DOWN	Off	Off
RIGHT	Off	Off
LEFT	Off	Off
ATTACK	Off	Off
JUMP	Off	Off
START	Off	Off
COIN CHUTE #1-Off #2-Off		
SERVICE-Off		TEST-Off
PUSH TEST BUTTON TO EXIT		

CABINET TYPE
..... 2P

COIN ASSIGNMENTS
..... COMMON

In the case of the above setting:

INPUT TEST				
PLAYER	1P	2P	3P	4P
UP	Off	Off	Off	Off
DOWN	Off	Off	Off	Off
RIGHT	Off	Off	Off	Off
LEFT	Off	Off	Off	Off
ATTACK	Off	Off	Off	Off
JUMP	Off	Off	Off	Off
START	Off	Off	Off	Off
COIN	Off	Off	Off	Off
SERVICE-Off		TEST-Off		
PUSH TEST BUTTON TO EXIT				

CABINET TYPE
..... 4P

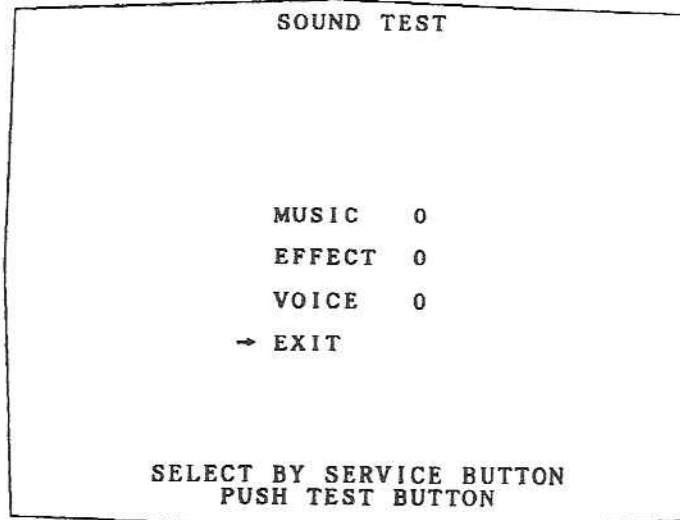
COIN ASSIGNMENTS
..... INDIVIDUAL

In the case of the above setting:

Push the TEST button to have the MENU return on to the screen.

③ SOUND TEST

This allows sound used in the game to be tested.



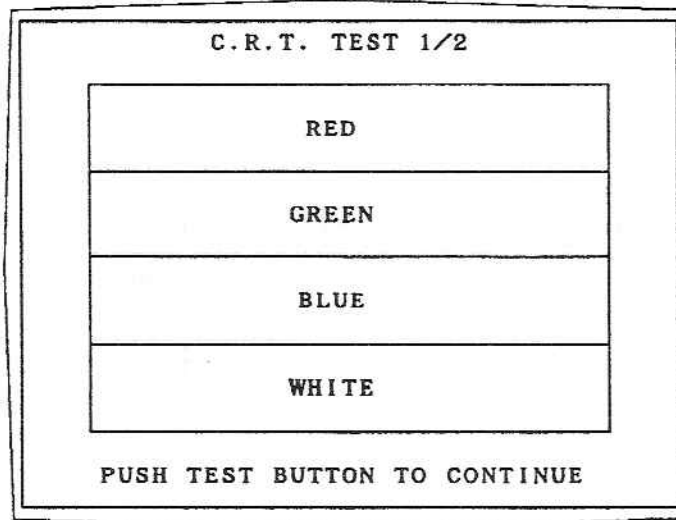
SELECTION OF TEST ITEM

- 1) Press the SERVICE button to move the "→".
Bring the "→" to the desired item.
- 2) Pressing the TEST button increases the numeral in increments of one and changes the sound. When the numeral is 0, sound is not emitted.
- 3) When the test is completed, move the "→" to "EXIT" and then press the TEST button.

④ C.R.T. TEST

I. RGB COLOR ADJUSTMENT SCREEN

This page allows for checking the monitor color check.

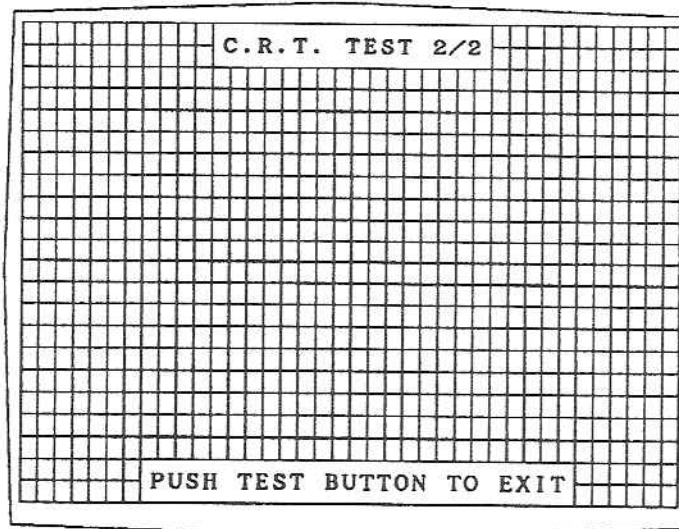


Each of the R (red), G (green) and B (blue) colors is most dark at the left - hand end and becomes brighter in 31 gradations towards the right - hand end. The monitor brightness is satisfactory if the white color bar is black at the left - hand end and white at the right - hand end.

Pressing the TEST button causes the screen to proceed to the next page.

II. MONITOR SIZE ADJUSTMENT SCREEN

This page allows the monitor size to be checked.



Make adjustments in a manner so that the checkered portions for checking do not go beyond the screen.

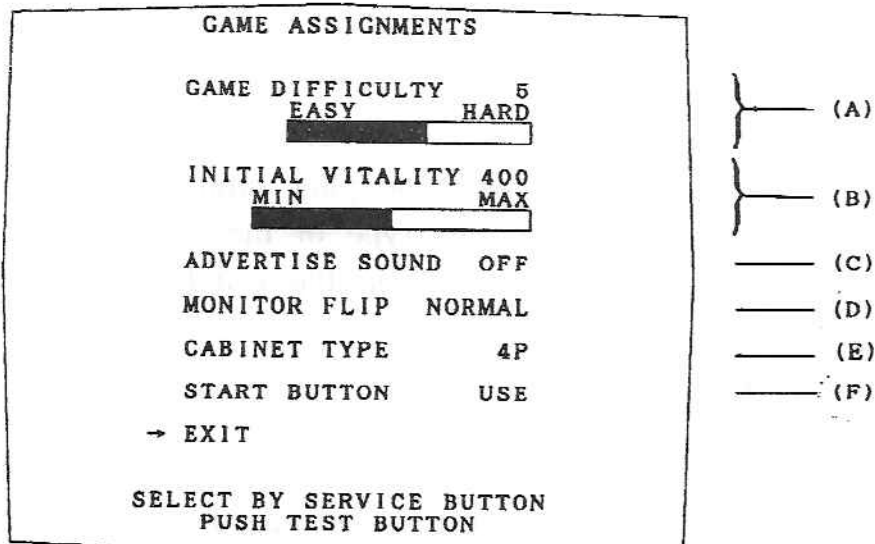
Press the TEST button to have the MENU return on to the screen.

⑤ GAME ASSIGNMENTS

Allows game difficulty adjustments and the CABINET TYPE setting to be changed.

SELECTION OF DESIRED ITEM

- 1) Press the SERVICE button to move the "→" and bring it to the desired item.
- 2) Press the TEST button to change the setting.
- 3) After the desired setting is finished, bring the "→" to "EXIT" and press the TEST button.



(A) GAME DIFFICULTY

Sets the game's overall difficulty (EASY 1 ~ HARD 8; set to 5 in the standard setting).

(B) INITIAL VITALITY

Sets the on - screen player's vitality. The same value applies at the time of both START and CONTINUE.

With INDIVIDUAL in the COIN MODE, the vitality value increases per CREDIT (MIN. 200 ~ MAX. 600, set to 400 in the standard setting).

(C) ADVERTISE SOUND

Determines whether ADVERTISE SOUND is to be emitted or not (set to OFF in the standard setting).

(D) MONITOR FLIP

Determines whether the screen is to be inverted or not (set to NORMAL in the standard setting).

(E) CABINET TYPE

Sets the number of persons who can play simultaneously. Set this in a manner to meet the type of the CONTROL PANEL (2P, 3P, or 4P; set to 4P in the standard setting).

(F) START BUTTON

Determines whether the START button is to be used or not used (USE, NO USE). NO USE is set for the type of CABINET which does not have the START button and in this case, either the ATTACK button or JUMP button is used in lieu of the START button (set to USE in the standard setting).

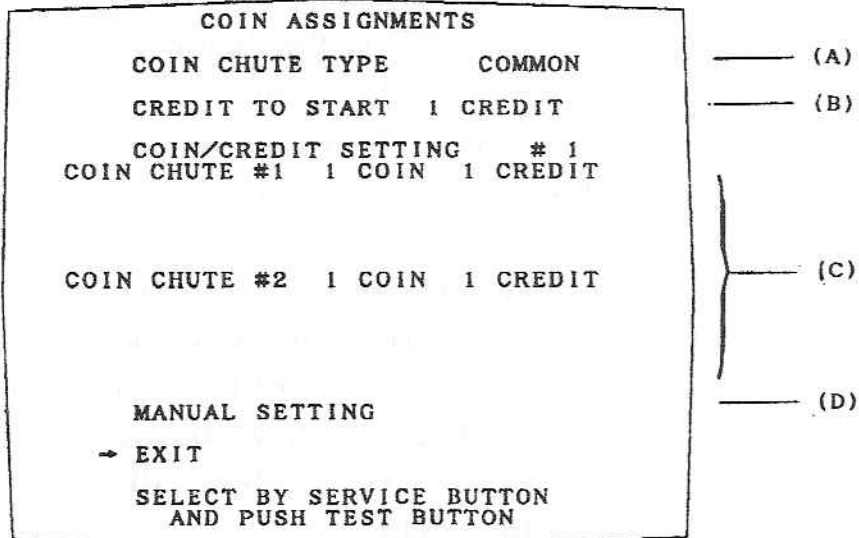
⑥ COIN ASSIGNMENTS

In this mode, the COIN / CREDIT setting, etc. can be changed.

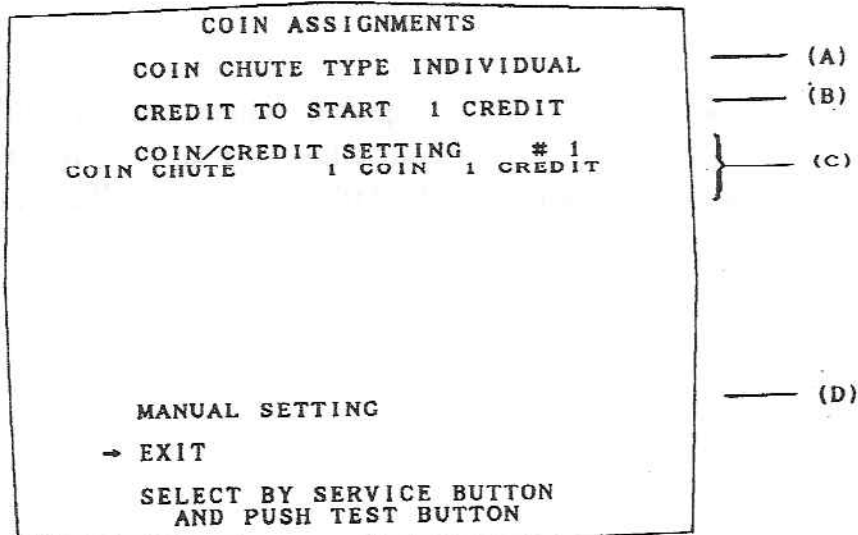
SELECTION OF DESIRED ITEM

- 1) Press the SERVICE button to move "→" and bring it to the desired item.
- 2) Press the TEST button to change the setting.
- 3) After the desired setting is finished, bring the "→" to "EXIT" and press the TEST button.

"COMMON" SETTING



"INDIVIDUAL" SETTING



(A) COIN CHUTE TYPE

This determines whether coins are accepted in common or separately for each station (set to COMMON in the standard setting).

COMMON: Used for the type of CABINET whose coin acceptance is a COMMON type one. In this setting, use COIN 1 / COIN 2 coin port regardless of the number of players.

INDIVIDUAL: Used for the type of CABINET which has a coin chute for each player, with each coin chute being able to accept coins.

When set in this manner, the value of LIFE at the time of START is the figure obtained from "※ that particular station's number of CREDITS" multiplied by the INITIAL VITALITY. Also during the game, a LIFE value equivalent to the INITIAL VITALITY increases per additional CREDIT. However, when set to 2 CREDITS TO START, the ※ mark means "that particular station's CREDIT minus one." In addition, with this setting, as regards the coin port, refer to PIN ASSIGNMENT for each PLAYER TYPE.

(B) CREDIT TO START

Sets the number of CREDITS required when starting the game (1 CREDIT, 2 CREDITS). Even when set to 2 CREDITS, you can CONTINUE with 1 CREDIT (set to 1 CREDIT in the standard setting).

(C) COIN / CREDIT SETTING

Sets the CREDIT increase increment per coin insertion. There are 26 settings from #1 to #26, expressed in OO CREDIT as against OO COINS inserted. #26 refer to FREE PLAY (SETTING #1 in the standard setting). Also, there are some setting numbers not shown in the INDIVIDUAL setting (for details, refer to Table 1 ~ 3).

(D) MANUAL SETTING

The CREDIT's incremental increase settings as against a coin insertion are shown in further details than in (C)... for details, refer to Table 4. Also, note that when this MANUAL SETTING is performed, the COIN / CREDIT setting becomes ineffective.

"COMMON" SETTING

COIN ASSIGNMENTS										
MANUAL SETTING										
COIN TO CREDIT					1 COIN 1 CREDIT					(E)
BONUS ADDER					NO BONUS ADDER					(F)
COIN CHUTE #1 MULTIPLIER										
COIN			1	COIN COUNTS	AS	1	COIN			}
1	2	3	4	5	6	7	8	9		
1	2	3	4	5	6	7	8	9		
CREDIT										(G)
COIN CHUTE #2 MULTIPLIER										
COIN			1	COIN COUNTS	AS	1	COIN			
1	2	3	4	5	6	7	8	9		
1	2	3	4	5	6	7	8	9		
CREDIT										
EXIT										
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON										

"INDIVIDUAL" SETTING

COIN ASSIGNMENTS										
MANUAL SETTING										
COIN TO CREDIT			1 COIN		1 CREDIT					(E)
BONUS ADDER					NO BONUS ADDER					(F)
COIN CHUTE			MULTIPLIER							(G)
COIN			1	COIN COUNTS		AS	1	COIN		
1	2	3	4	5	6	7	8	9		
CREDIT										
→ EXIT										
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON										

(E) COIN TO CREDIT

Determines COIN / CREDIT setting (the number of CREDITs at the time of START and CONTINUE is determined as per (B) above).

(F) BONUS ADDER

This sets how many COINS should be inserted to obtain one SERVICE COIN.

(G) COIN CHUTE MULTIPLIER

This sets how many tokens one COIN represents.

TABLE 1 : COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #1	1 COIN 1 CREDIT	1 COIN 1 CREDIT
SETTING #2	1 COIN 1 CREDIT	1 COIN 2 CREDITS
SETTING #3	1 COIN 1 CREDIT	1 COIN 3 CREDITS
SETTING #4	1 COIN 1 CREDIT	1 COIN 4 CREDITS
SETTING #5	1 COIN 1 CREDIT	1 COIN 5 CREDITS
SETTING #6	1 COIN 2 CREDITS	1 COIN 2 CREDITS
SETTING #7	1 COIN 2 CREDITS	1 COIN 5 CREDITS
SETTING #8	1 COIN 3 CREDITS	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT	2 COINS 1 CREDIT
SETTING #13	2 COINS 1 CREDIT	1 COIN 1 CREDIT
SETTING #14	2 COINS 1 CREDIT	1 COIN 2 CREDITS
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #16	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 3 CREDITS
SETTING #17	3 COINS 1 CREDIT	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #20	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 5 CREDITS

TABLE 2 : COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #21	3 COINS 1 CREDIT 5 COINS 2 CREDITS	1 COIN 2 CREDITS
SETTING #22	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #23	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	1 COIN 3 CREDITS
SETTING #24	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #25	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 6 CREDITS
SETTING #26	FREE PLAY	FREE PLAY

TABLE 3 : COIN/CREDIT SETTING
(COIN CHUTE INDIVIDUAL TYPE)

NAME OF SETTING	EACH STATION'S COIN CHUTE
SETTING #1	1 COIN 1 CREDIT
SETTING #6	1 COIN 2 CREDITS
SETTING #8	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #17	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #21	3 COINS 1 CREDIT 5 COINS 2 CREDITS
SETTING #22	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #24	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #26	FREE PLAY

TABLE 4 : MANUAL SETTING

Coin to Credit	1 Coin 1 Credit
	2 Coins 1 Credit
	3 Coins 1 Credit
	4 Coins 1 Credit
	5 Coins 1 Credit
	6 Coins 1 Credit
	7 Coins 1 Credit
	8 Coins 1 Credit
	9 Coins 1 Credit

Bonus Adder	No Bonus Adder
	2 Coins Give 1 Extra Coin
	3 Coins Give 1 Extra Coin
	4 Coins Give 1 Extra Coin
	5 Coins Give 1 Extra Coin
	6 Coins Give 1 Extra Coin
	7 Coins Give 1 Extra Coin
	8 Coins Give 1 Extra Coin
	9 Coins Give 1 Extra Coin

Coin Chute #1 Multiplier	1 Coin Counts as 1 Coin
	1 Coin Counts as 2 Coins
	1 Coin Counts as 3 Coins
	1 Coin Counts as 4 Coins
	1 Coin Counts as 5 Coins
	1 Coin Counts as 6 Coins
	1 Coin Counts as 7 Coins
	1 Coin Counts as 8 Coins
	1 Coin Counts as 9 Coins

Coin Chute #2 Multiplier	1 Coin Counts as 1 Coin
	1 Coin Counts as 2 Coins
	1 Coin Counts as 3 Coins
	1 Coin Counts as 4 Coins
	1 Coin Counts as 5 Coins
	1 Coin Counts as 6 Coins
	1 Coin Counts as 7 Coins
	1 Coin Counts as 8 Coins
	1 Coin Counts as 9 Coins

EXAMPLES FOR THE CALCULATION OF CREDITS SET IN THE "MANUAL" SETTING

Example 1

COIN CHUTE TYPE..... INDIVIDUAL
COIN TO CREDIT..... 4 COINS 1 CREDIT
BONUS ADDER..... 2 COINS GIVE 1 EXTRA COIN
COIN CHUTE MULTIPLIER
..... 1 COIN COUNTS AS 2 COINS

In the above setting, when 7 coins are inserted in the 1P COIN CHUTE, the number of 1P credits will be as follows:

- 1) As per the COIN CHUTE MULTIPLIER setting, since 1 coin inserted counts as 2 coins, 7 coins inserted will be equivalent to 14 coins.
- 2) According to the BONUS ADDER setting, every 2 coins earn one service coin, therefore, the equivalent of 14 coins will have 7 service coins added, resulting in the equivalent of 21 coins.
- 3) According to the COIN TO CREDIT setting, 4 coins make 1 credit, therefore, the equivalent of 21 coins makes 5 and a quarter credits.

Example 2

COIN CHUTE TYPE... COMMON
COIN TO CREDIT..... 6 COINS 1 CREDIT
BONUS ADDER..... 3 COINS GIVE 1 EXTRA COIN
COIN CHUTE #1 MULTIPLIER
..... 1 COIN COUNTS AS 4 COINS
COIN CHUTE #2 MULTIPLIER
..... 1 COIN COUNTS AS 5 COINS

In the above settings, when 3 coins are inserted into COIN CHUTE #1 and 5 coins into COIN CHUTE #2, the number of CREDITs will be as follows:

- 1) According to COIN CHUTE #1 MULTIPLIER setting, one coin inserted counts as 4 coins, therefore, 3 coins are equivalent to 12 coins.
- 2) According to the COIN CHUTE #2 MULTIPLIER setting, one coin inserted counts as 5 coins, therefore, 5 coins inserted into COIN CHUTE #2 will be equivalent to 25 coins.
- 3) The total number of coins in COIN CHUTE #1 and #2 will be equivalent to 37 coins.
- 4) According to BONUS ADDER setting, every 3 coins will earn one service coin, therefore, the equivalent of 37 coins with 12 service coins added will be equivalent to 49 coins.
- 5) According to the COIN TO CREDIT setting, 6 coins make 1 CREDIT, therefore, the equivalent of 49 coins equals 8 and one sixth CREDITs.

⑦ BOOKKEEPING

This test mode allows each of the CREDIT / TIME / GAME data to be ascertained.

BOOKKEEPING 1/2	
COIN CHUTE #1	0
COIN CHUTE #2	0
COIN CHUTE #3	0
COIN CHUTE #4	0
TOTAL COIN	0
COIN CREDIT	0
SERVICE CREDIT	0
TOTAL CREDIT	0
NUMBER OF GAME	0
TOTAL OP. TIME	0d 0h 0m 0s
TOTAL GAME TIME	0d 0h 0m 0s
AVERAGE GAME TIME	0h 0m 0s
LONGEST GAME TIME	0h 0m 0s
SHORTEST GAME TIME	0h 0m 0s
UTILIZATION FACTOR	0.0%
PUSH TEST BUTTON TO CONTINUE	

(A) COIN CHUTE #1 ~ #4

Number of times each COIN CHUTE is actuated. Note that CHUTE #3 and #4 or #4 alone may not be displayed depending on the settings as regards CABINET TYPE in the GAME ASSIGNMENTS and COIN CHUTE TYPE in the COIN ASSIGNMENTS).

(B) TOTAL COIN

Total number of times the COIN CHUTE is actuated.

(C) COIN CREDIT

Number of CREDITs registered by COIN insertion only.

(D) SERVICE CREDIT

The SERVICE SWITCH usage frequency.

(E) TOTAL CREDIT

Total number of CREDITs.

(F) NUMBER OF GAMES

Total number of games.

(G) TOTAL OP. TIME

Total time the machine is energized.

(H) TOTAL GAME TIME

Total game playtime.

(I) AVERAGE GAME TIME

Average game playtime

(J) LONGEST GAME TIME

Longest game playtime

(K) SHORTEST GAME TIME

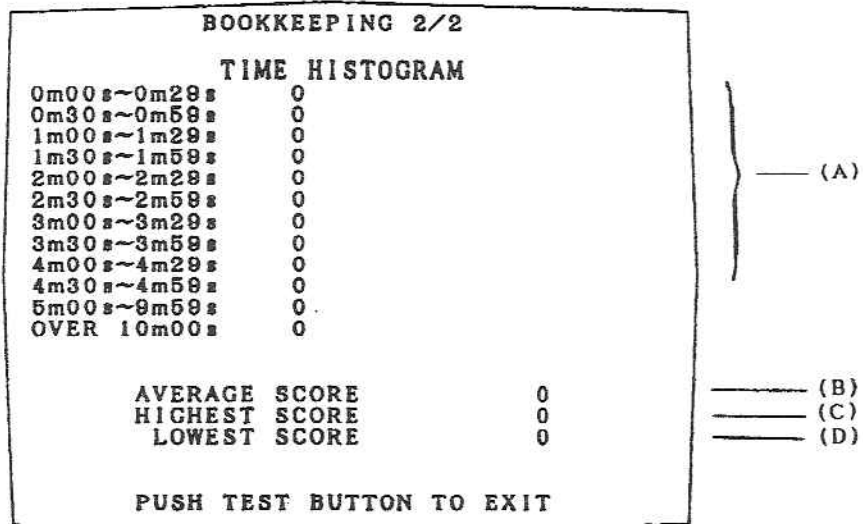
Shortest game playtime

(L) UTILIZATION FACTOR

TOTAL GAME TIME / TOTAL OP. TIME displayed as percentage (%).

Press the TEST button to proceed to the next page.

Pressing the TEST button causes the following screen to appear:



(A) TIME HISTOGRAM

Game frequency by game hours.

(B) AVERAGE SCORE

Average game score

(C) HIGHEST SCORE

Highest game score

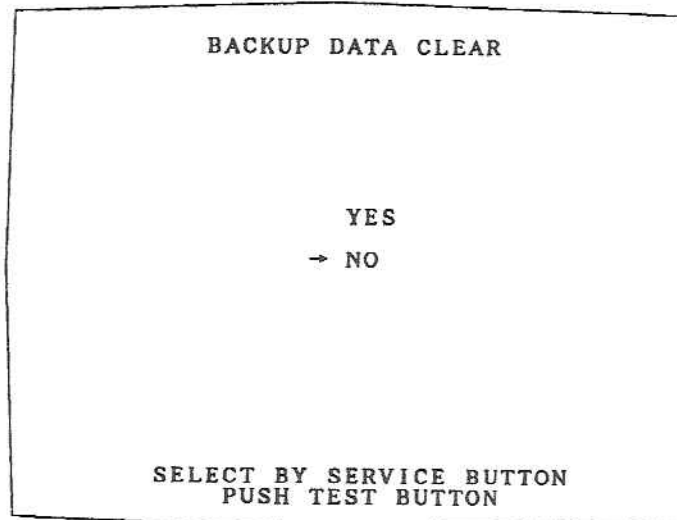
(D) LOWEST SCORE

Lowest game score.

Pressing the TEST button causes the MENU to return on to the screen.

⑧ BACKUP DATA CLEAR

Clears the contents of BOOKKEEPING.



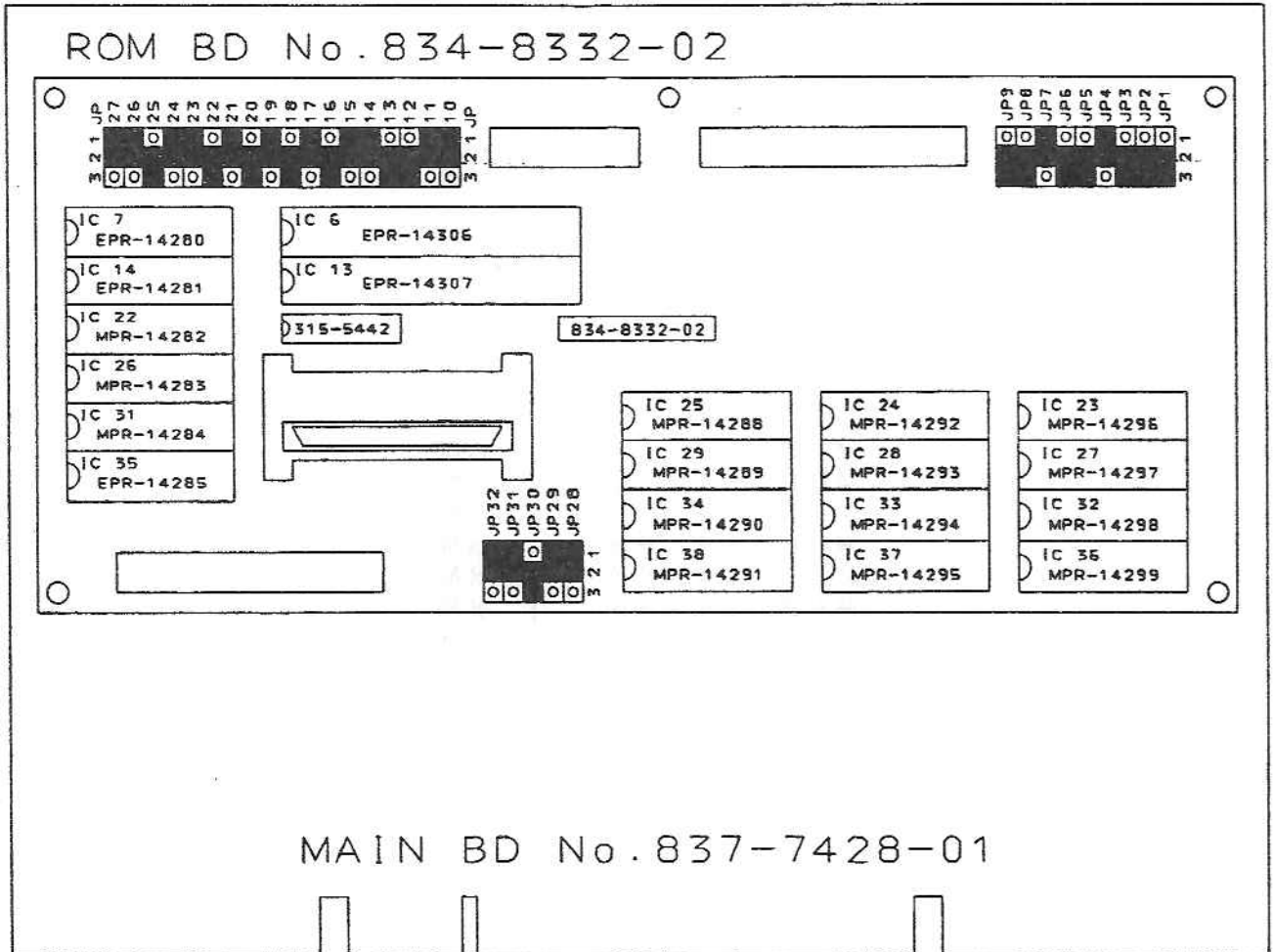
When clearing, bring "→" to "YES" and when not clearing, to "NO", by using the SERVICE SW, and then push the TEST button.

When clearing has been finished, "COMPLETED" will be displayed.

Pressing the TEST button will have the MENU return on to the screen.

3. GAME BD ROM LOCATION

GAME BD No. 833-8331-02 (W/O I/O BD)
 833-8331-05 (W/ I/O BD)

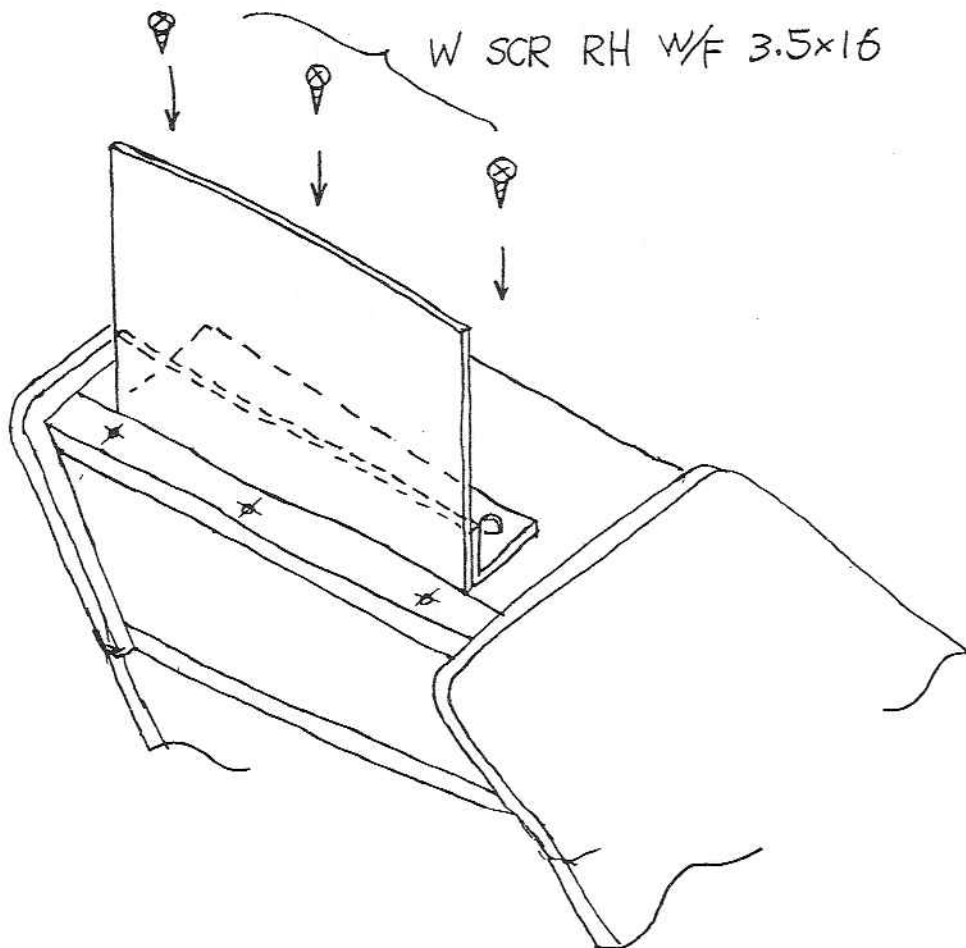


SPIDER-MAN

IC LOCATION		ROM NUMBER		MAIN WORK
1	IC 7	EPR-14280	1M	MAIN PROGRAM
2	IC 14	EPR-14281	1M	
3	IC 6	EPR-14306	1M	
4	IC 13	EPR-14307	1M	
5	IC 22	MPR-14282	4M	SOUND
6	IC 26	MPR-14283	4M	
7	IC 31	MPR-14284	4M	
8	IC 35	EPR-14285	2M	
9	IC 25	MPR-14288	8M	SCROLL
10	IC 29	MPR-14289	8M	
11	IC 34	MPR-14290	8M	
12	IC 38	MPR-14291	8M	
13	IC 24	MPR-14292	8M	OBJECT
14	IC 28	MPR-14293	8M	
15	IC 33	MPR-14294	8M	
16	IC 37	MPR-14295	8M	
17	IC 23	MPR-14296	8M	
18	IC 27	MPR-14297	8M	
19	IC 32	MPR-14298	8M	
20	IC 36	MPR-14299	8M	
ROM BD No.		834-8332-02		

4. INSTALLING THE DISPLAY CARD, ETC.

- Insert or attach 422 - 0389 - ~ PLAY INSTR SPIDER - MAN and 422 - 0390 - ~ HOW TO PLAY SH SPIDER - MAN - ~ in the specified positions (depending on the type of CABINET, the designated positions are different. Also, in the case of the SWING cabinet, the one which incorporates both the INSTR SH and HOW TO PLAY SH is used).
- As shown below, install 429 - 0065 - 01 DISPLAY CARD SPIDER - MAN EDG on to the upper part of the CABINET by using the 3 WOOD SCREWS (W SCR RH W/F 3.5 X 16).



5. WIRING TO THE CABINET

In the TEST MODE, when changes in GAME ASSIGNMENTS and COIN ASSIGNMENTS are made, wiring to switches (CONTROL PANEL / COIN switches) may be newly required. At this time, refer to COIN ASSIGNMENT (1. SPECIFICATIONS Item ④) for each PLAYER TYPE. For the relationship between the COIN CHUTES and each PLAYER's position, see the FIG. below.

