SEGA™

GOLDEN AXE

REVENGE OF DEATH ADDER



OWNER'S MANUAL

SEGA ENTERPRISES, INC. USA

420-6050-01

GOLDEN AXE

REVENGE OF DEATH ADDER

SEGA Enterprises, Inc. (U.S.A.)
2149 Paragon Drive
San Jose, California 95131

SPECIFICATIONS

HEIGHT:	70.5 in.
WIDTH:	36.5 in. (with Control Panel)
WIDTH:	25.5 in. (w/o Control Panel)
DEPTH:	38.5 in.
NET WEIGHT:	275 lb.
POWER	360 Watts
VOLTAGE	120 Volts AC
CURRENT	3 Amps.

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his/her own expense.

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NOTE: DESCRIPTIONS HEREIN CONTAINED MAY BE SUBJECT TO IMPROVEMENT OR CHANGES WITHOUT NOTICE.

INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanical servicing control, spare parts, etc. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system.

1. HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- o Be sure to turn the power off before working on the machine.
- o To insert or pull out the plug quickly is dangerous.
- o It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made
  safely at the position where specified.
- o Do not use any fuse that does not meet the specified rating.
- o Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

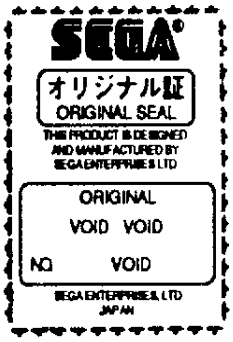
Also, for the IC board circuit inspections, only the logic probe is allowed. The use of a tester is not permitted, so be careful in this regard. After confirming that there are no irregularities, turn the power ON.

PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

The following seal is put on the machines manufactured by SEGA



ORIGINAL SEAL

COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1992

This signifies that this work was disclosed in 1992 and is the property of
SEGA ENTERPRISES, LTD.

PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

This is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- o Places subject to rain or water leakage, or condensation due to humidity.
- o In the proximity of an indoor swimming pool and/or shower.
- o Places subject to direct sunlight.
- o Places subject to heat sources from heating units, etc., or hot air.
- o Vicinity of highly flammable/volatile chemicals or hazardous matter.
- o Sloped surfaces.
- o Vicinity of anti-disaster facilities such us fire exits and fire extinguishers.
- o Places subject to any type of violent impact.
- o Dusty places.
- o Residential Environment - (See F.C.C. statement below)

F.C.C. REQUIREMENTS

The Federal Communications Commission requires that all Class A equipment be verified and labeled as follows:

This equipment complies with the requirements in part 15 of FCC Rules for a Class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and TV reception requiring the operator to take what ever steps are necessary to correct the interference.

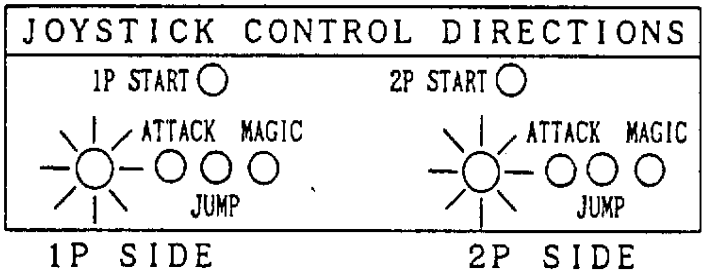
This label must be permanently attached in a conspicuous location and the text must be legible. If this label is removed or tampered with, such action is punishable under Section 503 of the Communications Act of 1934 (ACT), as amended.

2. SPECIFICATIONS

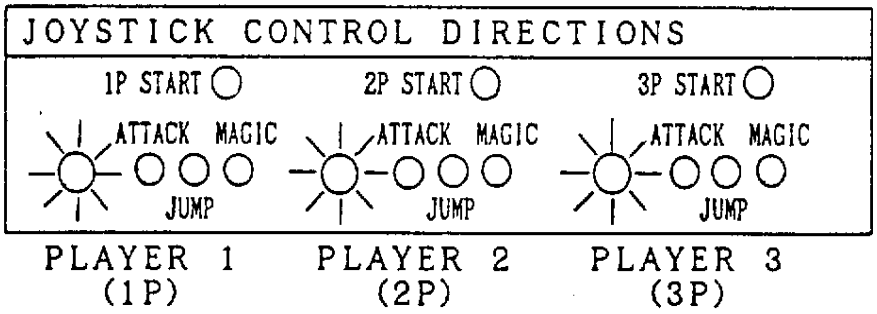
By means of MEMORY SW setting changes (GAME ASSIGNMENTS, COIN ASSIGNMENTS) in the TEST MODE, the SYSTEM 32 "GOLDEN AXE" is compatible in the different types of BD containing cabinets in such aspects as the number of persons who can play simultaneously (up to 2, 3 and 4 people); COIN CHUTE types (whether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

①CONTROL PANEL

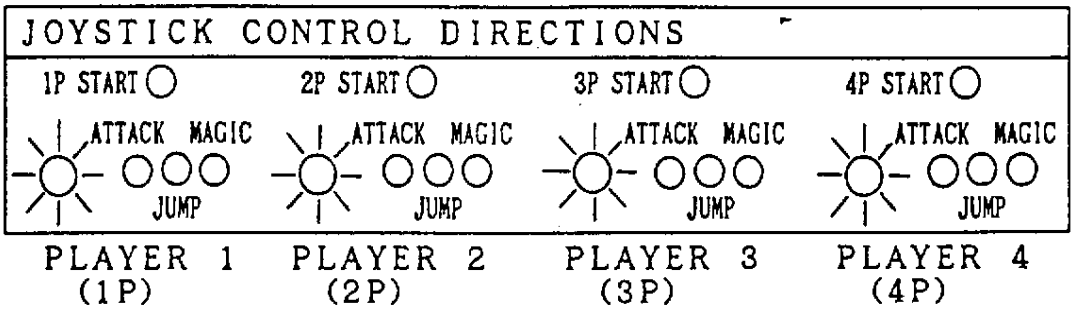
1) 2 PLAYER (2P) TYPE (up to 2 persons allowed to play simultaneously).



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

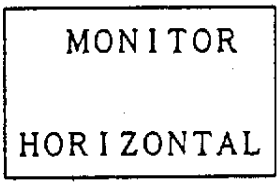


3) 4 PLAYER (4P) TYPE (up to 4 persons allowed to play simultaneously).



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 (including both for the SHIELD CASE interior and exterior), in addition to the CABINET TYPE setting in the GAME ASSIGNMENTS.

②MONITOR DIRECTION.... HORIZONTAL

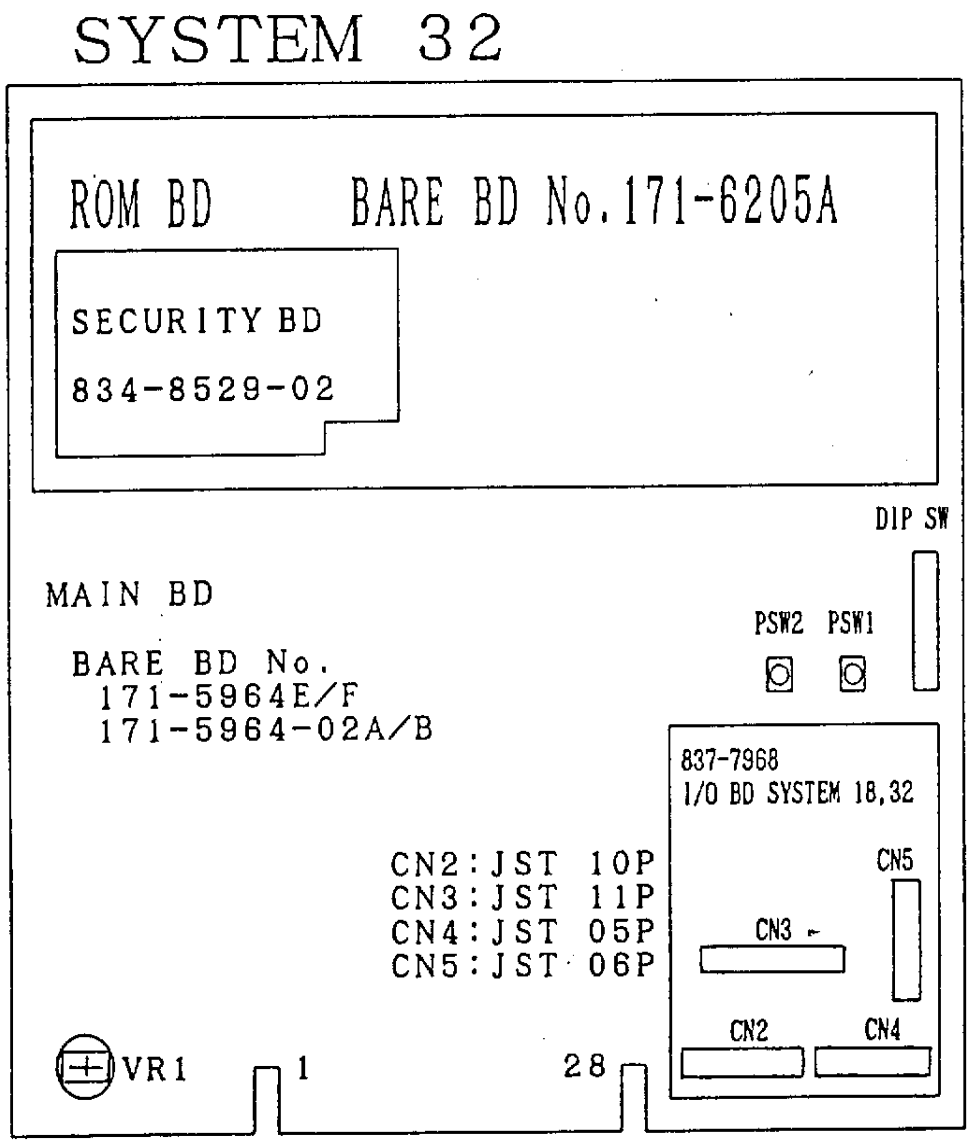


③NAME&POSITION OF ON-BD CONNECTORS&BUTTONS

1) 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. (PSW1:SERVICE button PSW2:TEST button)

2) For the 2 PLAYER TYPE, the I/O BD installation is not required.

3) For adjusting the sound volume, use the on-BD VR 1.



3) 4 PLAYER TYPE

Use the 56P 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
(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
(NOT USED)	7	H	(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)
(4P COIN) COIN 1	16	T	COIN 2(3P 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
1P MAGIC	24	b	2P MAGIC
(NOT USED)	25	c	(NOT USED)
(NOT USED)	26	d	(NOT USED)
GND	27	e	GND
GND	28	f	GND

56P P=3.96mm

JST 05P
(I/O BD CN4)

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 CN2)

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

JST 11P
(I/O BD CN3)

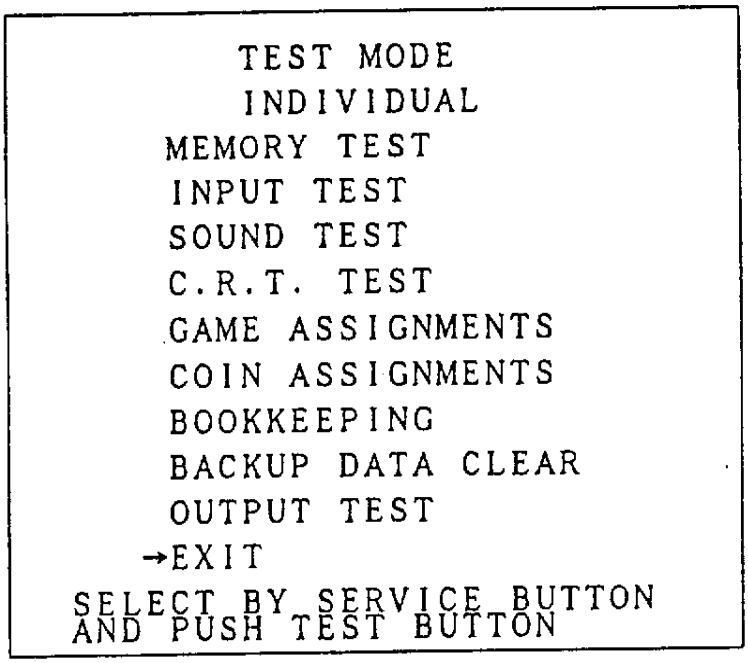
1	4P UP
2	4P DOWN
3	4P LEFT
4	4P RIGHT
5	GND
6	4P ATTACK
7	4P JUMP
8	4P MAGIC
9	(NOT USED)
10	GND
11	

3. 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:



——— (NOTE 1)

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.

NOTE 1: Normally, this will not be displayed. Only when the BD is used for the SEGA's cabinet MEGALO 50 (with DIP SW No.1 being turned ON), it will be displayed.

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.

①MEMORY 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>			
IC 8	GOOD	IC 9	GOOD
IC17	GOOD	IC18	GOOD
<RAM>		IC16	GOOD
IC36	GOOD	IC37	GOOD
IC61	GOOD	IC62	GOOD
IC63	GOOD	IC64	GOOD
IC65	GOOD	IC66	GOOD
IC68	GOOD	IC69	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.

②INPUT 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
     MAGIC   Off   Off
     START   Off   Off

  COIN CHUTE #1-Off #2-Off
     SERVICE AT CABINET  Off
     SERVICE ON BOARD    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
     MAGIC   Off   Off   Off   Off
     START   Off   Off   Off   Off
      COIN   Off   Off   Off   Off
  SERVICE AT CABINET    Off
  SERVICE ON BOARD      Off
    PUSH TEST BUTTON TO EXIT
```

CABINET TYPE ... 4P

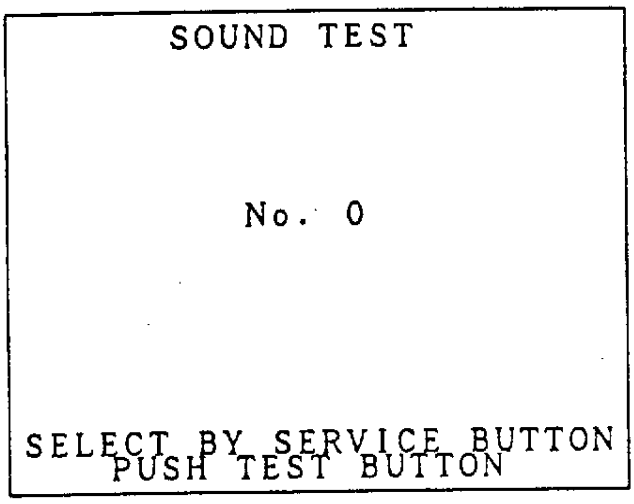
COIN ASSIGNMENTS .. INDIVIDUAL

In the case of the above setting:

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

③SOUND TEST

This allows sound used in the game to be tested.



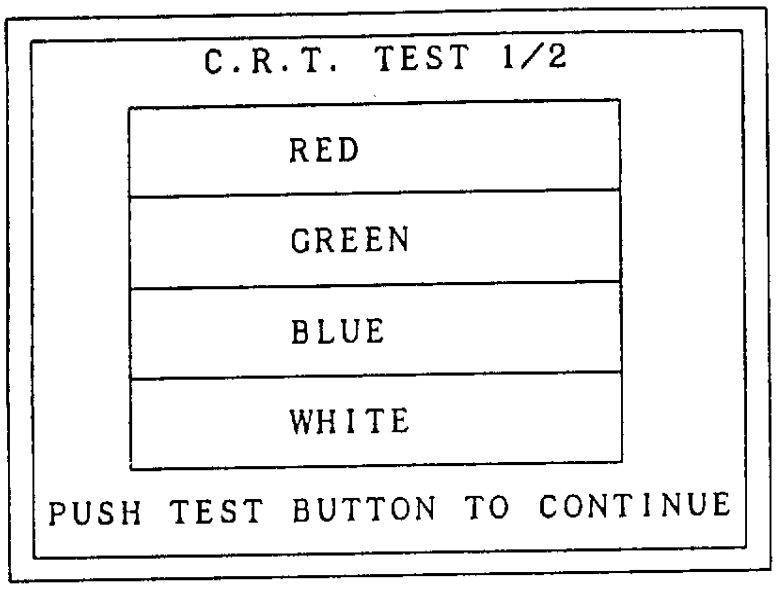
Pressing the SERVICE BUTTON increases the number by one and changes the sound.

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

④C.R.T. TEST

I.RGB COLOR ADJUSTMENT SCREEN

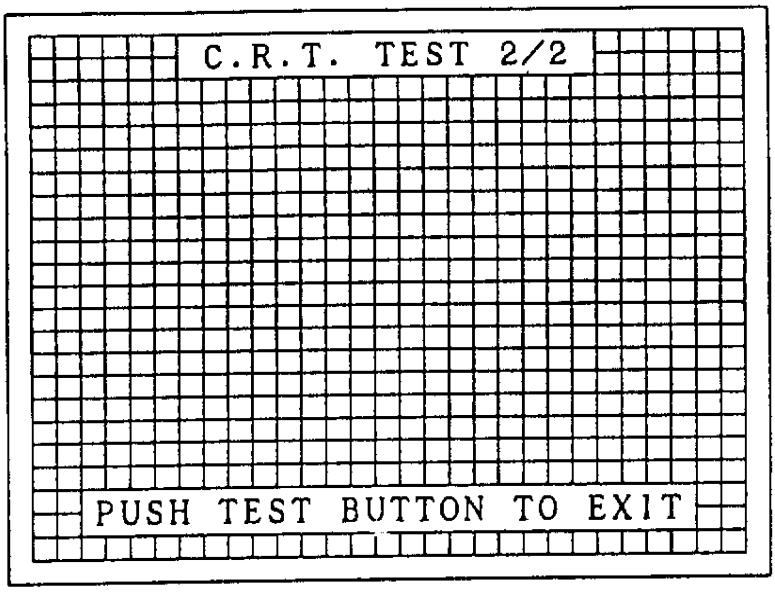
This page allows for checking the monitor color check.



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.

⑤GAME ASSIGNMENTS

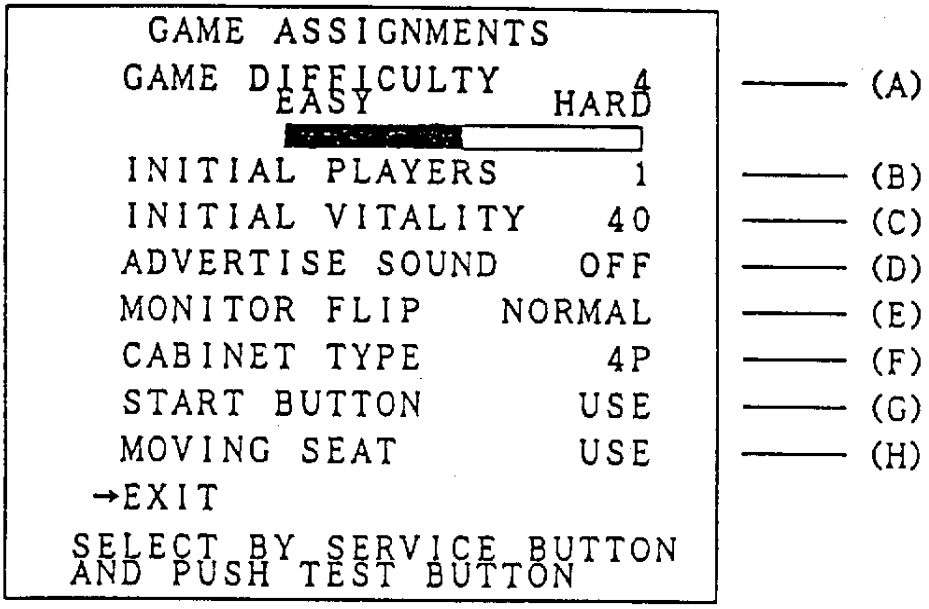
Allows game difficulty adjustments and the CABINET TYPE setting to be changed.

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 (EASY1~HARD8; set to 4 in the standard setting).

(B) INITIAL PLAYERS
Sets the number of players allotted. The same number applies to both cases of starting and continuing (Min.1, Max.5, with the standard setting being 1).

(C) INITIAL VITALITY
Sets the on-screen player's vitality.
(Min.16, Max.48, with the standard setting being 40)

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

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

(F) 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).

(G) 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, MAGIC button is used in lieu of the START button (set to USE in the standard setting).

(H) MOVING SEAT
Normally, this will not be displayed. Only when the BD is used for the SEGA's cabinet MEGALO 50 (with DIP SW No. 1 being turned ON), it will be displayed. Said SW being turned USE allows for moving and NO USE does not (in the STANDARD SETTING, it is set to USE).

⑥COIN ASSIGNMENTS

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

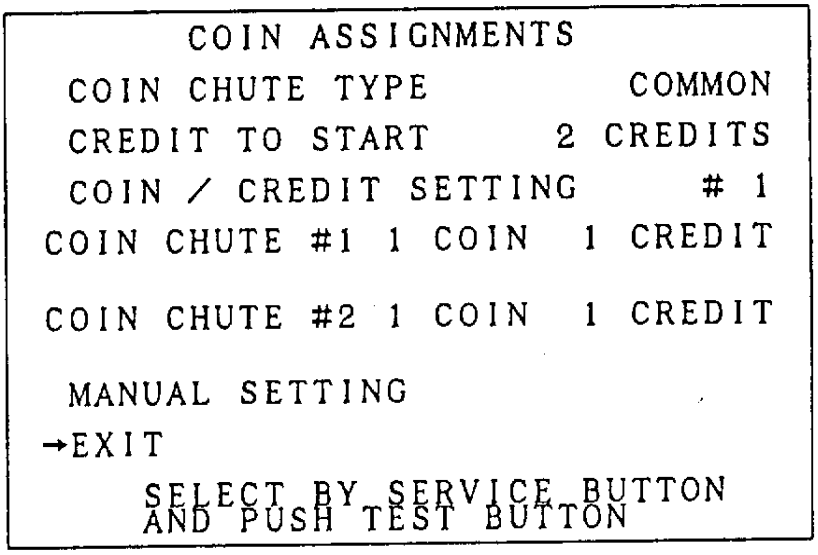
SELECTION OF DESIRED ITEM

1) Press the SERVICE button to move "→" and bring it to the desired item.

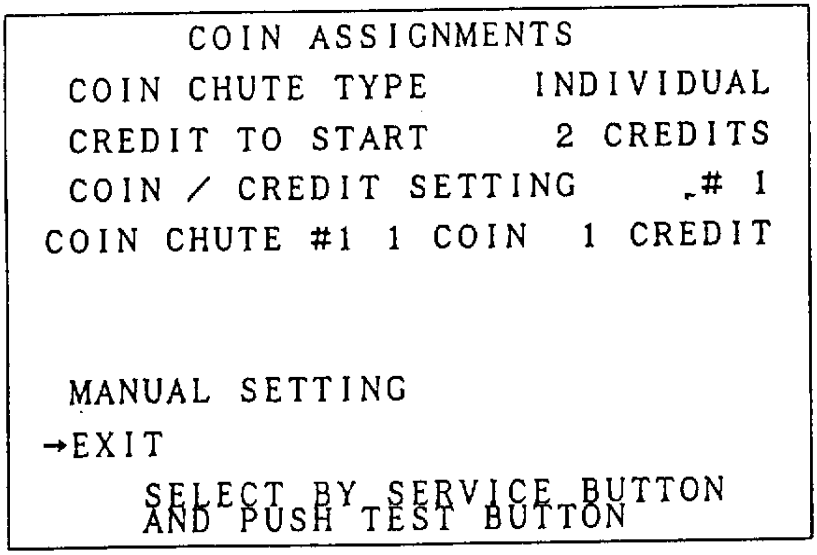
2) Press the TEST button to change the setting.

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 INDIVIDUAL 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.
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 2 CREDITS 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 ○○ CREDIT as against ○○ 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

  COIN TO CREDIT   1 COIN   1 CREDIT   — (E)
  BONUS ADDER      NO BONUS ADDER      — (F)
  COIN CHUTE #1 MULTIPLIER             — (G)
 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

  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

  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
    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.

(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.

(A) COIN CHUTE TYPE

This determines whether coins are accepted in common or separately for each station (set to INDIVIDUAL 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.
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 2 CREDITS 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 ○○ CREDIT as against ○○ COINS inserted.
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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

   COIN TO CREDIT   1 COIN   1 CREDIT
   BONUS ADDER       NO BONUS ADDER
   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

   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
```

— (E)
— (F)
— (G)

"INDIVIDUAL" SETTING

```
          COIN ASSIGNMENTS

   COIN TO CREDIT   1 COIN   1 CREDIT
   BONUS ADDER       NO BONUS ADDER
   COIN CHUTE      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
```

— (E)
— (F)
— (G)

(E) COIN TO CREDIT
Determines COIN/CREDIT setting.

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

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

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #21	3COINS 1CREDIT 5COINS 2CREDITS	1COIN 2CREDITS
SETTING #22	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS
SETTING #23	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS	1COIN 3CREDITS
SETTING #24	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS
SETTING #25	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS	1COIN 6CREDITS
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	1COIN 1CREDIT
SETTING #6	1COIN 2CREDITS
SETTING #8	1COIN 3CREDITS
SETTING #9	1COIN 4CREDITS
SETTING #10	1COIN 5CREDITS
SETTING #11	1COIN 6CREDITS
SETTING #12	2COINS 1CREDIT
SETTING #15	1COIN 1CREDIT 2COINS 3CREDITS
SETTING #17	3COINS 1CREDIT
SETTING #18	4COINS 1CREDIT
SETTING #19	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 5CREDITS
SETTING #21	3COINS 1CREDIT 5COINS 2CREDITS
SETTING #22	2COINS 1CREDIT 4COINS 2CREDITS 5COINS 3CREDITS
SETTING #24	1COIN 1CREDIT 2COINS 2CREDITS 3COINS 3CREDITS 4COINS 4CREDITS 5COINS 6CREDITS
SETTING #26	FREE PLAY

TABLE 4:MANUAL SETTING

COIN TO CREDIT	1COIN 1CREDIT
	2COINS 1CREDIT
	3COINS 1CREDIT
	4COINS 1CREDIT
	5COINS 1CREDIT
	6COINS 1CREDIT
	7COINS 1CREDIT
	8COINS 1CREDIT
	9COINS 1CREDIT

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.

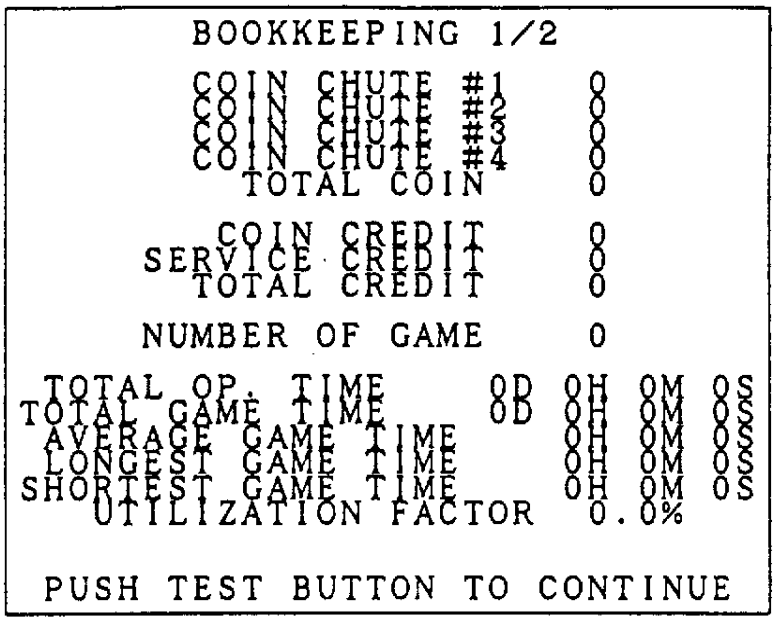
2) According to the COIN CHUTE #2 MULTIPLIER setting, one coin inserted counts as 5 coins, therefore, 5 coins inserted into COIN CHUTE #2 will be equivalent to 25 coins.

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.

⑦BOOKKEEPING
This test mode allows each of the CREDIT/TIME/GAME data to be ascertained.



(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 GAME
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

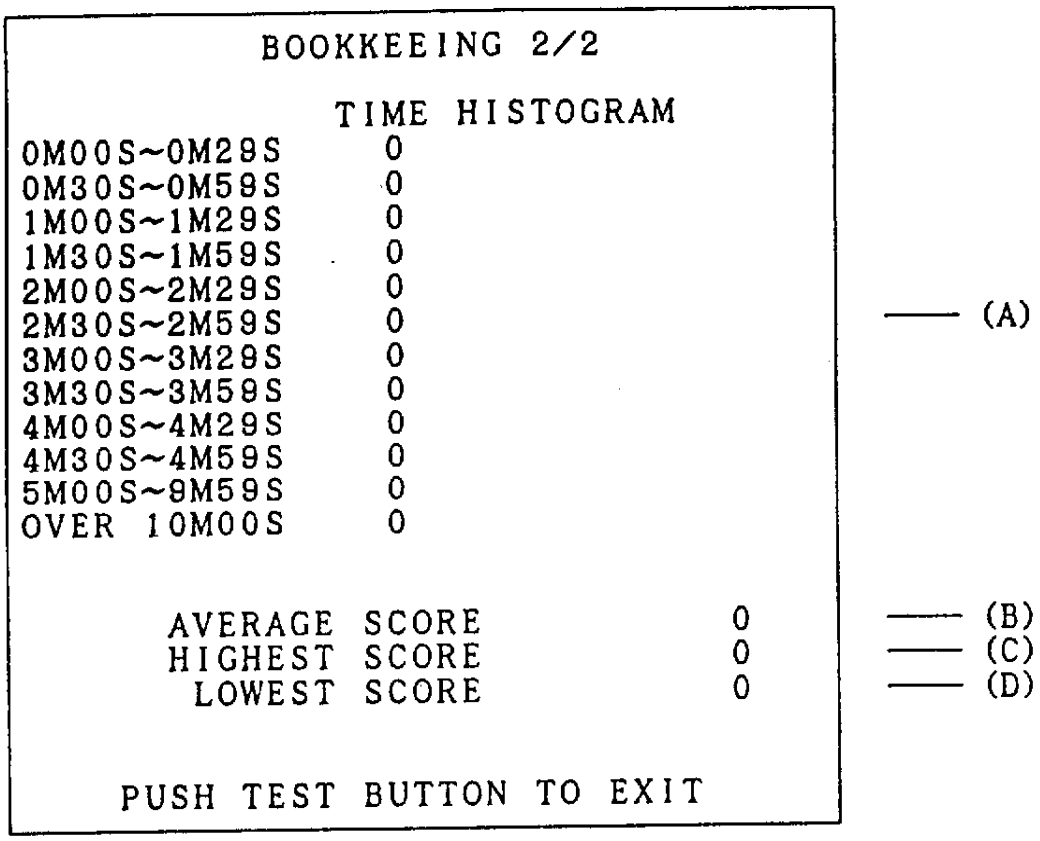
(J) LONGEST GAME TIME
Longest game playtime.

(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.

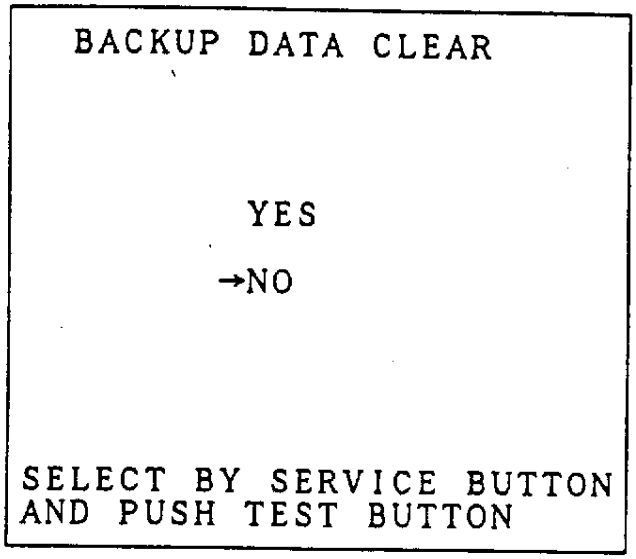
(C) HIGHEST SCORE
Highest game score.

(D) LOWEST SCORE
Lowest game score.

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

⑧BACKUP 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.

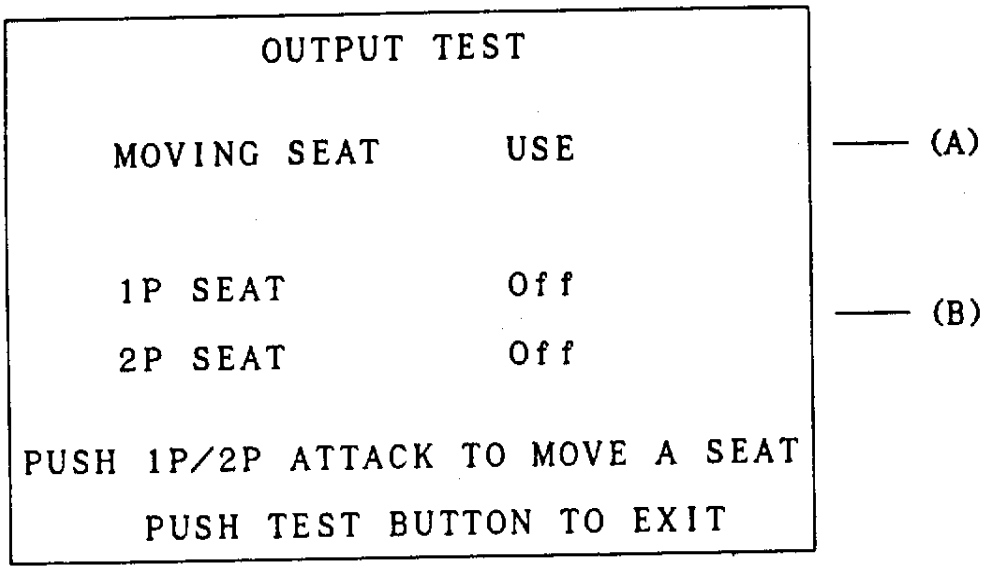
When clearing has been finished, "COMPLETED" will be displayed.

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

⑨OUTPUT TEST

The following displays the MOVING SEAT for the MEGALO 50 in this test mode.

Note that the following will be displayed only in the case where SW1 of the on-BD DIP SW is set to ON and also the Cabinet Type is set to 2p in the test mode.



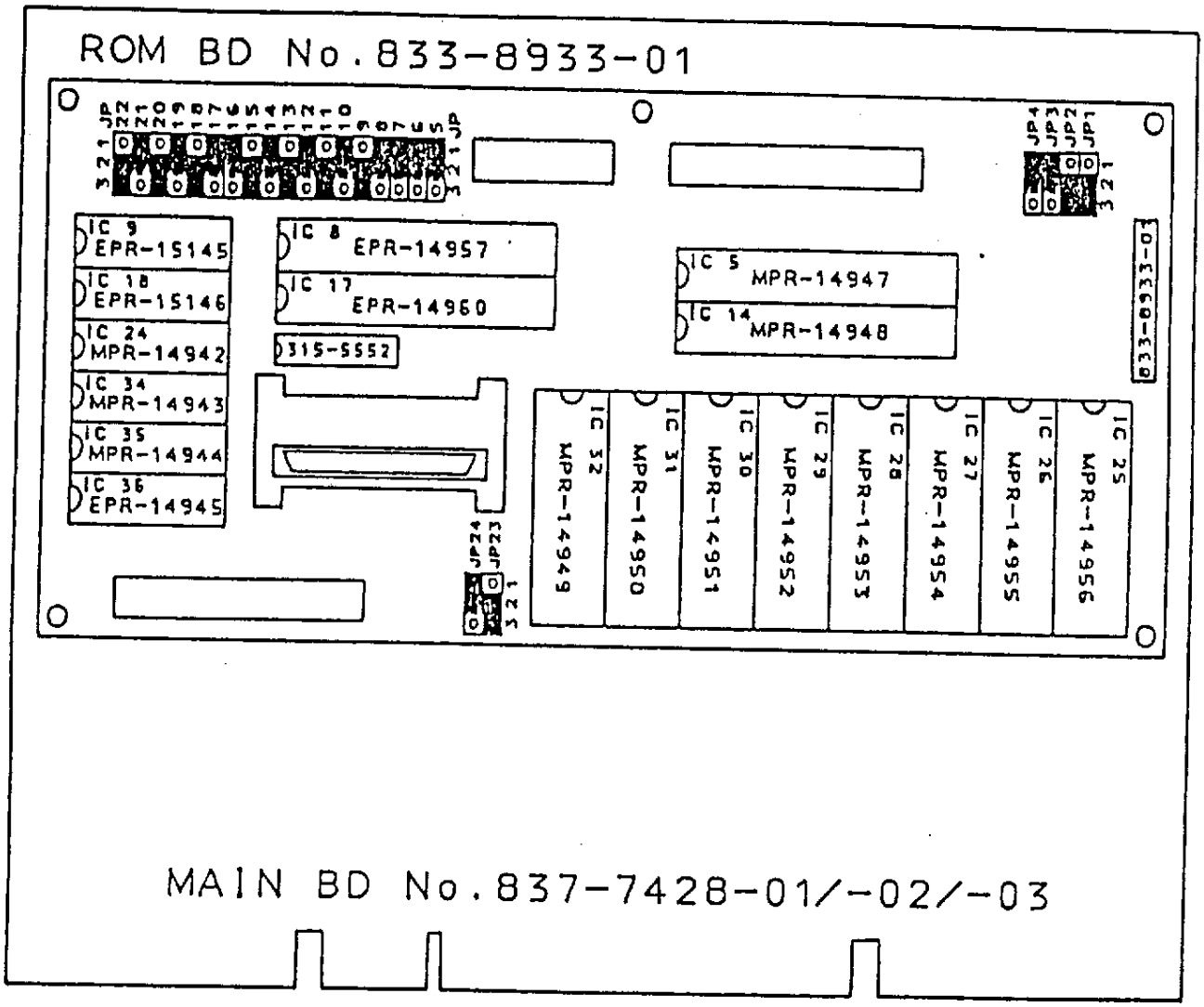
(A) MOVING SEAT
This displays whether the MOVING SEAT is to be used or not (when used, USE will be displayed and when not used, NO USE will be displayed. The setting can be changed as per GAME ASSIGNMENTS).

(B) 1P SEAT/2P SEAT
Pressing the ATTACK SW will cause the display to change to ON from OFF, and the SEAT to start moving.

4. GAME BD ROM LOCATION

※The 834-8529-02 SECURITY BD GOLDEN AXE II AC is mounted on the ROM BD.

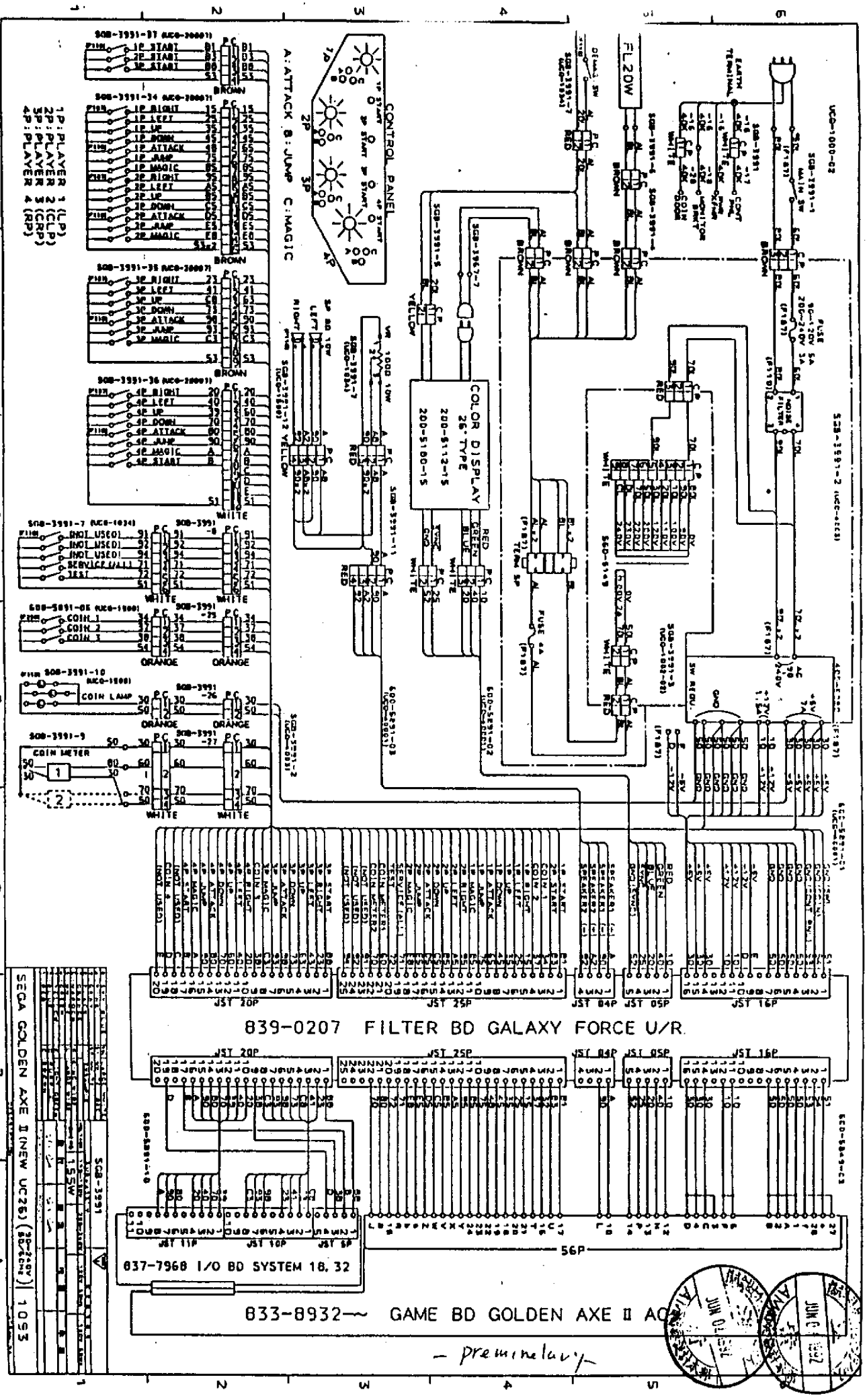
GAME BD No. 833-8932-02 (W/ I/O BD)



GOLDEN AXE The Revenge of DEATH=ADDER				
IC LOCATION		ROM NUMBER		MAIN WORK
1	IC 9	EPR-15145	2M	MAIN PROGRAM
2	IC 18	EPR-15146	2M	
3	IC 8	EPR-14957	1M	
4	IC 17	EPR-14960	1M	
5	IC 24	MPR-14942	8M	SOUND
6	IC 34	MPR-14943	8M	
7	IC 35	MPR-14944	8M	
8	IC 36	EPR-14945	1M	
9	IC 5	MPR-14947	16M	SCROLL
10	IC 14	MPR-14948	16M	
11	IC 25	MPR-14956	16M	OBJECT
12	IC 26	MPR-14955	16M	
13	IC 27	MPR-14954	16M	
14	IC 28	MPR-14953	16M	
15	IC 29	MPR-14952	16M	
16	IC 30	MPR-14951	16M	
17	IC 31	MPR-14950	16M	
18	IC 32	MPR-14949	16M	
ROM BD No.		833-8933-01		

PARTS LIST

PART NUMBER	DESCRIPTION	QTY
999-0100	Bezel, Plastic	1
999-0101	Final Assy Cabinet	1
999-0102	Power Supply, Switching XT-150	1
999-0103	Assy, Trucking Wheel	2
999-0104	Assy, Control Panel	1
999-0105	Clamp, Control Panel	2
999-0106	Strike, Control Panel	2
999-0108	Assy Coin Door 4 Entry	1
999-0109	Transformer, Isolation	1
999-0110	Fuse 1A Slow Blo	1
999-0111	Fuseholder, 1P	1
999-0112	Assy, Main Harness	1
999-0113	Monitor Glass (22-3/4 x 23-15/16 x 3/16)	1
999-0116	Speaker 8 Ohm 15W (5x7)	2
999-0122	Joystick, 8 Way	4
999-0121	Vertical Microswitch, White	4
999-0123	Vertical Microswitch, Red	4
999-0124	Vertical Microswitch, Yellow	4
999-0142	Vertical Microswitch, Blue	4
999-0144	Glass, Marquee	1
999-0126	Marquee, Golden Axe U/R	1
999-0128	Control Panel Overlay, Golden Axe U/R	1
999-0137	Monitor Bezel w/Instructions	1
999-0138	Side Decal, Left	1
999-0139	Side Decal, Right	1
25" WELLS ST	Monitor, 25" Standard Resolution	1
F15T8	Assy, Fluorescent Lamp (18"F15T/80W)	1
420-6050-01	Owner's Manual, Golden Axe U/R	1
600-5849-03	Wire Harness, JAMMA (Logic to Filter)	1
600-5849-10	Wire Harness, I/O (Logic to Filter)	1
833-8932-02	Assy, Golden Axe U/R PCB	1
839-0207	Assy, Filter Board	1


1P: PLAYER 1 (LP)
2P: PLAYER 2 (CLP)
3P: PLAYER 3 (CRP)
4P: PLAYER 4 (RP)
A: ATTACK B: JUMP C: MAGIC
CONTROL PANEL
COLOR DISPLAY
26" TYPE
200-5112-15
200-5180-15
FL20W
JST 20P
JST 25P
JST 04P
JST 05P
JST 16P
839-0207 FILTER BD GALAXY FORCE U/R
JST 11P
JST 10P
JST 6P
56P
837-7968 I/O BD SYSTEM 18, 32
833-8932~ GAME BD GOLDEN AXE II AC
- preminalary -
SEGA GOLDEN AXE II (NEW UC26) (220-240V)
SGB-3991