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OPERATORS MANUAL



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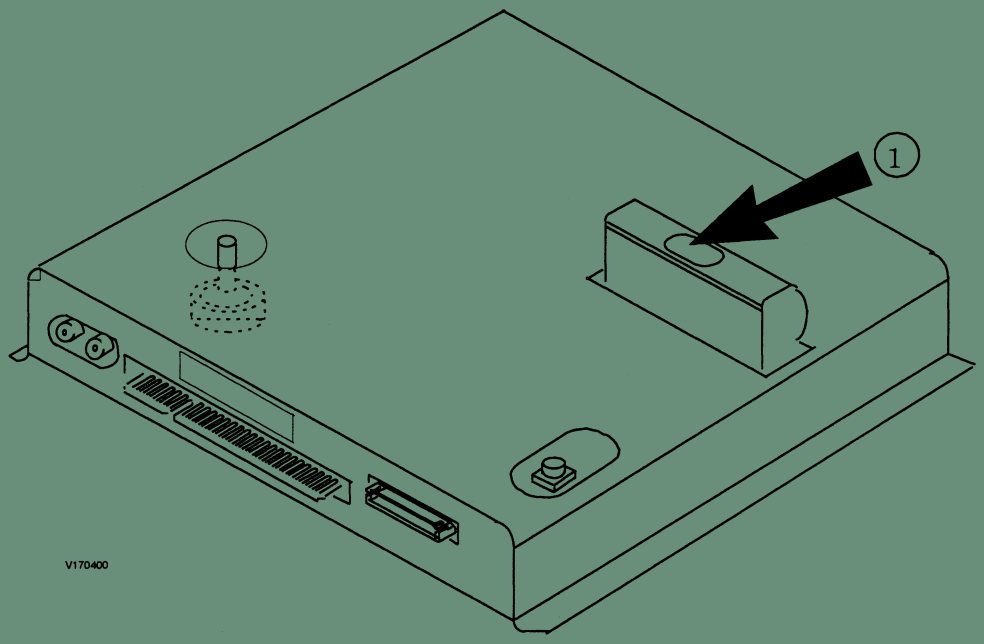
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PM00186-KIT
022897

THANK YOU FOR PURCHASING *STREET FIGHTER THREE™*. WE INVITE YOU TO USE THE FOLLOWING MAILING ADDRESS, TELEPHONE OR FAX NUMBER FOR PARTS OR SERVICE INFORMATION CONCERNING THIS GAME:

CAPCOM® COIN-OP, INC.
ATTN: FIELD SERVICE - VIDEO PRODUCTS
3311 N. KENNICOTT AVENUE
ARLINGTON HEIGHTS, ILLINOIS 60004
PHONE: (847) 797-6192 (SERVICE)
(847) 797-6320 (PARTS)
FAX: (847) 797-6306

THE SERIAL NUMBERS OF YOUR GAME ARE LOCATED AS SHOWN BELOW. PLEASE HAVE THESE SERIAL NUMBERS AVAILABLE WHEN CONTACTING US FOR SERVICE INFORMATION.



PLEASE RECORD THE AAMA SERIAL NUMBER HERE:

1) AAMA SERIAL NUMBER: _____

PLEASE APPLY PRODUCT SERIAL NUMBER STICKER HERE:

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CAUTION

Please read the following instructions to keep the PC boards in good condition:

- **Do not drop or bump the boards.**
- **Do not spill any liquids on the boards.**

DISASSEMBLING THE BOARDS OR REMOVING STICKERS MAY CAUSE THE TERMINATION OF YOUR REPAIR WARRANTY.

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LIMITED PRODUCT WARRANTY
(APPLIES TO DOMESTIC SALES ONLY)

CAPCOM® COIN-OP, INC. (Seller), warrants only to the initial purchaser of its products, that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

A.	Printed Circuit Boards:	Ninety (90) Days
B.	Electronic and Mechanical Components:	Ninety (90) Days

No other part of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

A. Seller is notified promptly upon discovery by buyer that stated products are defective;

B. Such products are properly packaged and then returned, prepaid to Seller's designated plant.

This warranty does not apply to any parts damaged during shipment or handling, or due to improper installation or usage, or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of a CAPCOM® COIN-OP, INC. product.

WARRANTY DISCLAIMER

EXCEPT AS SPECIFICALLY PROVIDED IN A WRITTEN CONTRACT BETWEEN SELLER AND PURCHASER, THERE ARE NO OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

IMPORTANT NOTICE

THIS SHIPMENT HAS BEEN CAREFULLY INSPECTED AND PROPERLY PACKAGED BEFORE LEAVING THE FACTORY. WE CANNOT ASSUME RESPONSIBILITY FOR BREAKAGE THAT MAY OCCUR DURING TRANSPORTATION OF THE GAME. IF THIS GAME IS DAMAGED UPON RECEIPT FROM THE CARRIER, IMMEDIATELY NOTIFY THE CARRIER AND FILE A DAMAGE REPORT.

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KIT INSPECTION

CHECK THAT ALL OF THE FOLLOWING PARTS HAVE BEEN SHIPPED WITH YOUR KIT. IF ANY PARTS ARE MISSING, CONTACT YOUR DISTRIBUTOR IMMEDIATELY.

SFNG1000 KIT PARTS LIST

PART NO.	DESCRIPTION	QTY
SFNG1400	ASSY, PCB, CP3 SYSTEM, STREET FIGHTER THREE	1
SFNG4001	SECURITY CARTRIDGE, STREET FIGHTER THREE	1
SFNG4002	CD-ROM DISK, STREET FIGHTER THREE	1
A-00741	ASSY, CD-ROM DRIVE	1
C-00322	CABLE, CD-ROM DRIVE DATA, 50-PIN	1
C-00323	CABLE, CD-ROM DRIVE POWER, 4-PIN	1
MT00691	BRACKET, MOUNTING, CD-ROM DRIVE, 1 PIECE TYPE	1
MT00692	BRACKET, MOUNTING, CD-ROM DRIVE, 2 PIECE TYPE	2
SC00101-02	SCREW, 8-32X1/4 PPH SEMS ZC	4
SC00104-05	SCREW, STS #8X5/8 PPH "AB" ZC, FOR WOOD	4
GE1200	MONITOR CARD	1
AW00244	MARQUEE, "STREET FIGHTER THREE"	1
PL00376	PLEX, MARQUEE, CLEAR, 27.0 X 9.0 X 1/8"	1
AW00147	DECAL, CABINET SIDE	2
AW00216	OVERLAY, CONTROL PANEL	1
AW00245-1	DECAL - TOP, GAME PLAY INSTRUCTION, SFNG	1
AW00245-2	DECAL - BOTTOM , GAME PLAY INSTRUCTION, SFNG	1
AW00245-3	DECAL, JOYSTICK & BUTTON SWITCHES, SFNG	1
PM00186	MANUAL, OPERATORS, SFNG	1
03-0104	HARNESS, STEREO SPEAKER	1
03-0066	CABLE, AUXILIARY	1
GE2030	JOYSTICK, 8 WAY	2
16-0130	SWITCH, 1-PLAYER START BUTTON (WHITE)	1
16-0131	SWITCH, 2-PLAYER START BUTTON (WHITE)	1
16-0133	SWITCH, BUTTON (RED)	4
16-0134	SWITCH, BUTTON (BLUE)	4
16-0136	SWITCH, BUTTON (GREEN)	4

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KIT INSTALLATION

WARNING:

MAKE SURE ELECTRICAL POWER TO THE GAME IS OFF BEFORE STARTING THE KIT INSTALLATION.

PREPARATION

1. Disconnect and remove the old printed circuit board(s) from the cabinet.

2. Remove or open the control panel, and disconnect and remove the buttons and joystick(s) from the control panel.

3. Remove any covering from the control panel overlay, and then remove the control panel overlay.

4. Place the drill hole template over the control panel to determine where any new holes should go. Center punch any needed new holes on the control panel.

5. Cut out the new holes using a 1-3/16" hole saw.

6. If there is an additional control panel cover, figure 1 (such as plastic or lexan) that will be utilized, cut any additional holes using the same template.
*cover is not included in the kit.

7. Plug up unused holes with a wood dowel (1-1/8" diameter) and sand any rough edges.

INSTALLATION

Marquee Installation

8. Remove the marquee plexi glass, marquee overlay, and the cabinet graphics.

9. Install the new marquee and replace the plexi glass. Clear plexi glass is included in "full" kit.

Control Panel Overlay Installation (See Figure 1)

10. The control panel overlay in the kit is oversized to accommodate most control panel sizes. Center the overlay on the control panel, leaving some excess material at the edges.

11. Remove the protective backing from the overlay and press it down on the control panel, keeping it properly aligned. Press it down firmly, smooth out any bubbles, and press it over the edges.

12. Trim any excess from the overlay. Place the drill hole template on top of the overlay, aligning it with the joystick holes. Pierce through the overlay at each control panel hole. Then, cut away overlay material covering the joystick and button holes. Remove the template and clean off the overlay.

13. Peel off the backings of the 6-button and joystick decals, align over the control panel holes, and press in place on the overlay (refer to the drill hole template for proper placement). Using a knife, trim material from the center hole of the joystick decal.

14. Install the control panel cover, figure.1. (if required).

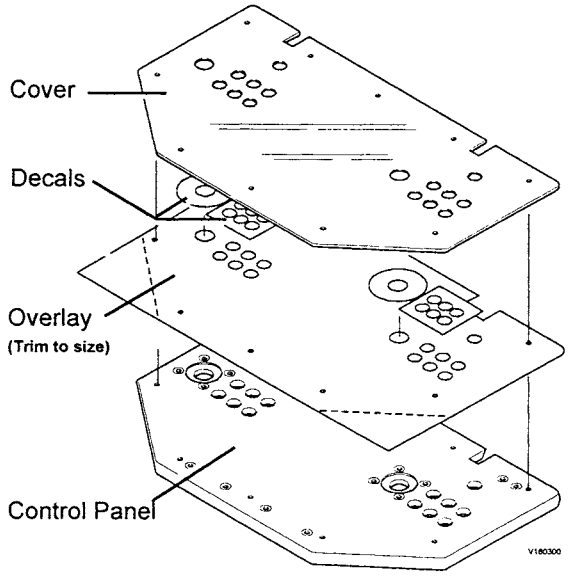


Figure 1: Overlay Installation

CABINET DECAL INSTALLATION

19. Remove monitor glass and install monitor card

20. Peel-off the backing to the instruction decals and place on both the top and bottom of the monitor card. (See Figure 5). Also, apply the cabinet decals to both sides of the cabinet.

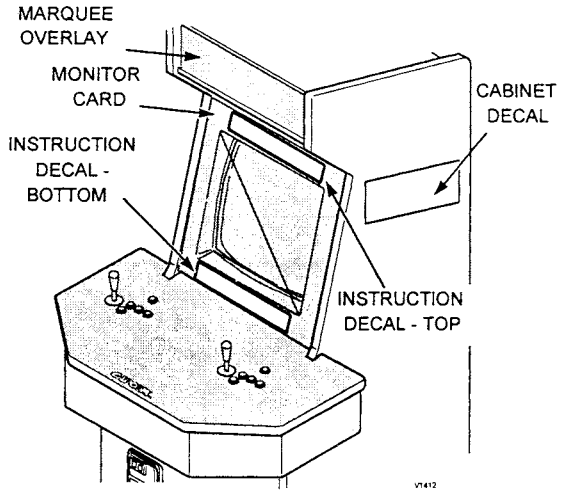


Figure 5: Cabinet Decal Installation

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Reassembly of Components

15. Notice that there are two white buttons. See figure 2. The WHITE buttons are START buttons. Install the PLAYER ONE button on the top left-hand side of the control panel, and the player two button on the top right-side of the control panel.

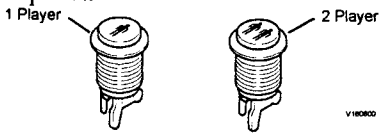


Figure 2: Start Buttons

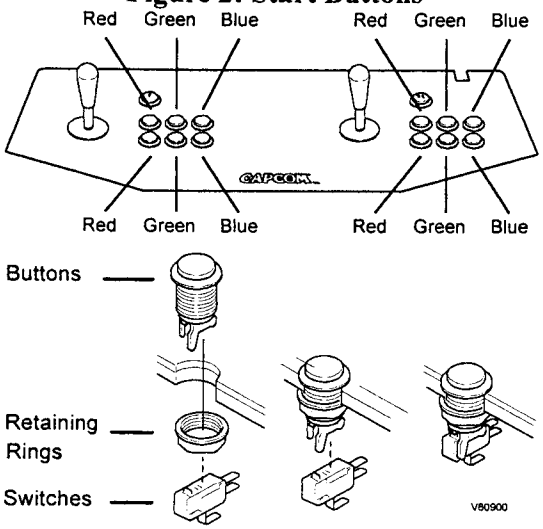


Figure 3: Control Panel Buttons and Switches

16. Install all buttons and retaining rings on the control panel as shown in Figure 3. Install two red buttons to the immediate right of each joystick, install two green buttons to the right of the red ones, and install two blue buttons to the right of the green ones.

17. Install the switches on the buttons as shown in figure 3. Orient the switches so that when a button is pressed, the plastic contact on the switch is depressed.

18. Install the joysticks on the control panel as shown in figure 4.

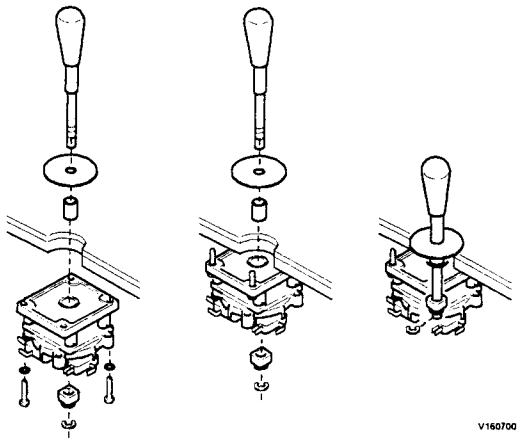


Figure 4: Joystick Installation

PC BOARD INSTALLATION

CONTROL PANEL WIRING

NOTE: all switch wires used in this game must be wired to the normally-open connection on the switches. Each switch requires a ground wire on the common connector and the appropriate control or switch wire on the normally-open connector of the switch.

21. Reconnect the existing jamma connectors to the control panel according to the chart in table 1.

22. Connect the player 1 and the player 2 kick buttons to the auxiliary cable harness as shown in figure 6. Make the connections according to the chart in table 2.

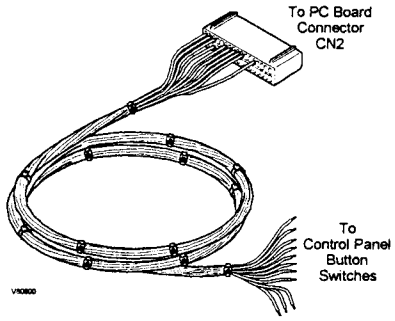


Figure 6: Auxiliary Cable Harness

TEST SWITCH WIRING

23. Your cabinet may already equipped test switch. An optional test/volume bracket (see Figure 7) is available through your local CAPCOM distributor (part number 03-0050). When installing, the test switch bracket should be mounted inside the coin door and on top of the cash box for easy access. (See Page 7 for wiring detail)

NOTE: only the test switch is used for this game; the volume up/down switches are disabled.
Volume adjustments must be made through the volume control knob located on the PC board.

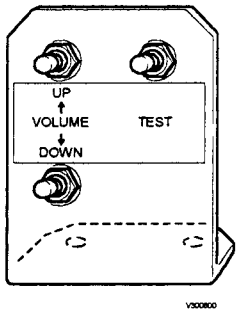


Figure 7: Test/Volume Bracket

24. If you are converting a cabinet that is equipped with CAPCOM® Q-SOUND, you may use stereo audio output connect to existing Q-SOUND POWER AMPLIFIER.

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25. Install the caged PCB to the control panel shelf with supplied wood screws, as shown in figure 8.

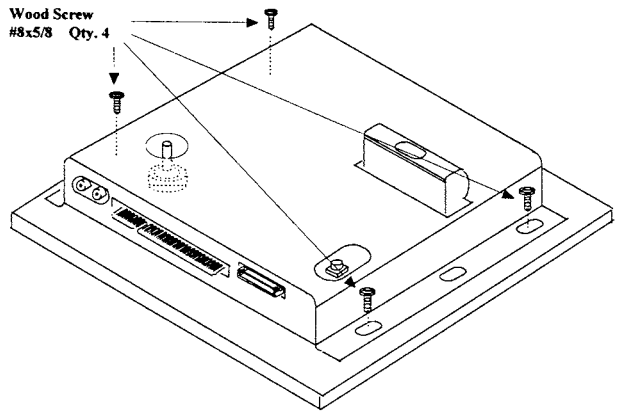


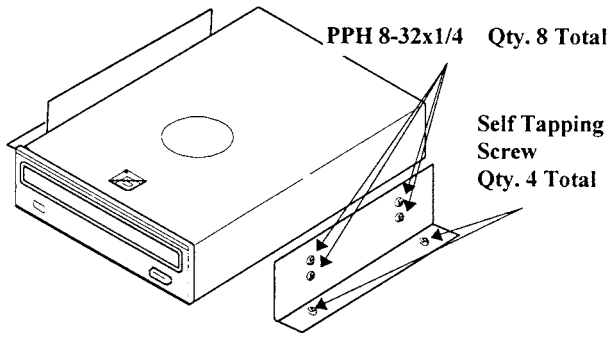
Figure 8: PC Board Mounting

CD DRIVE INSTALLATION

26. Install the CD-DRIVE in place you can access easily. Horizontal placement is recommended for stable operation. (See figure 9).

USE ONLY supplied "Pam Head Screw" to mount CD-DRIVE.

MISUSE of screw may cause mechanical damage to the unit. Make sure CD-DRIVE mounted horizontally and leveled.



Picture shown only Right side Bracket & Screws.

Figure 9: CD-DRIVE Mounting

PC BOARD WIRING CONNECTIONS



WARNING

Improper installation of the connector haness (JAMMA / CD-DRIVE / AUX) to the PC board connector may cause damage to the PC board and CD-DRIVE.

27. Attach Power and Data Cable to CD-Drive. Connect other end to SCSI combination connector on the main PCB (Figure 11).

28. Connect the JAMMA harness connector to the edge connector on the PC Board (Figure 11).

29. Attach the auxiliary cable connector to the PC Board. (Figure 11).

31. If you elect to use Q_Sound Audio Amplifier, connect audio cable to audio output on the PC Board. (Figure 11).

Carefully check connections before applying power.

Check the Cassette seating , press firmly from top and confirm it is not loose.

32. Power-up the game and set the CD-ROM into CD-Drive. (See Figure 12. For detail)

CD-Tray Door will not operate without power.

Game will not work without the CD-ROM installed.

33. After set the CD-ROM, the game is playable. Adjust the speaker volume by turning the volume control knob clockwise to increase volume, or counterclockwise to decrease volume (see Reference page).

34. Set all operator adjustable options by pressing the **TEST** switch. Follow the instructions under the ***TEST MENU*** section of this manual.

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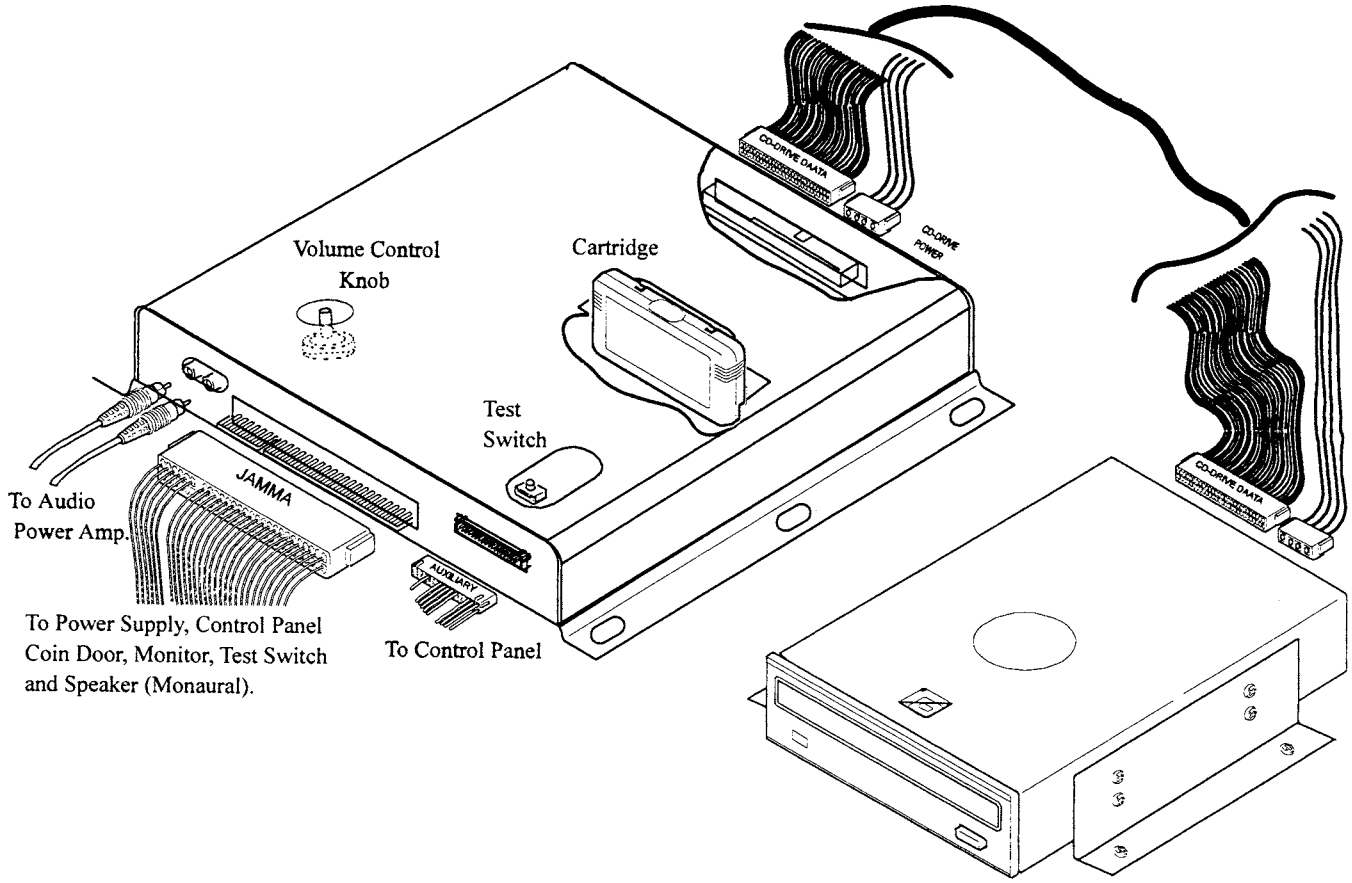


Figure 11: PC Board and CD-Drive cable connection

CD-ROM INSTALLATION

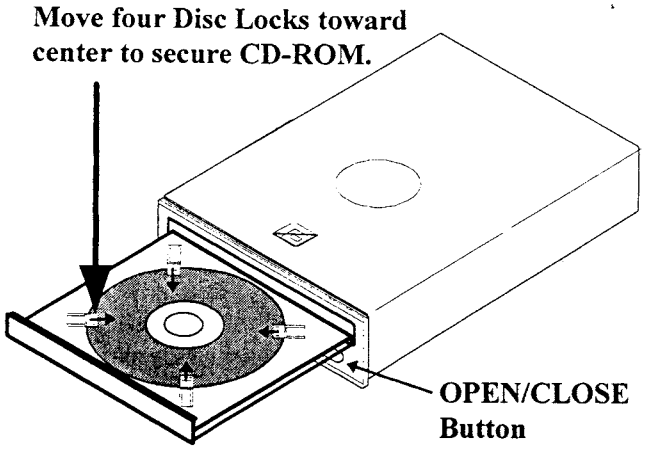


Figure 12: CD-ROM Installation

35. Press Open/Close button to open the CD-Tray.

36. Set the CD-ROM. Secure the CD-ROM withi Disc Locks. (See Figure 12).

Make sure it is centered and locked in place.

37. Close the CD-Tray by pressing Open/Close button.

38. After loading CD-ROM, the game is ready to play.

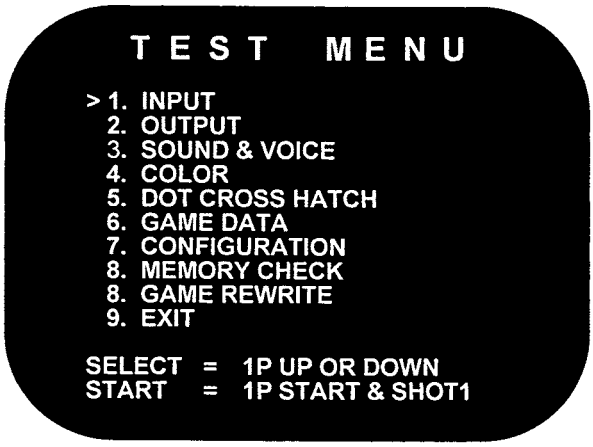
CAUTION

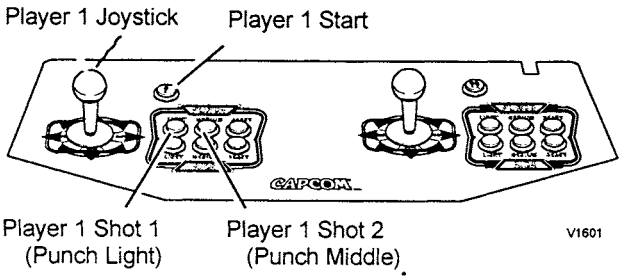
Do not remove the CD-ROM from the Drive during the game. It could result in break down.

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TEST MENU

The test menu allows you to test various functions of the game and configure settings used in the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the test menu you can also access the configuration menu, where you can change the settings of the game.





1. ACCESSING THE TEST MENU

- **For a CAPCOM® cabinet or a converted cabinet with a test switch:**

Make sure the game is on. Open the coin door, find the location of the test switch, and press "Test". The screen shown left will appear on the monitor:

- **For a cabinet without a test switch:**

Push "Test switch" on the PC Board. (See Reference page).

2. HOW TO SELECT AN ITEM

- Use the *PLAYER 1 JOYSTICK* to move the arrow in front of the desired item and press the *PLAYER 1 PUNCH LIGHT* button.
- to return to the test menu, push the *PLAYER 1 START* and *PLAYER 2 START* buttons simultaneously.

3. Closing the test menu

To close the test menu, highlight **"9. Exit"** and push the *PLAYER 1 PUNCH LIGHT* button.

- The test menu will always appear on the screen:
  A) after you exit the **"7. CONFIGURATION MENU"** and
  B) after the memory is tested from the menu, **"8. MEMORY CHECK"**.

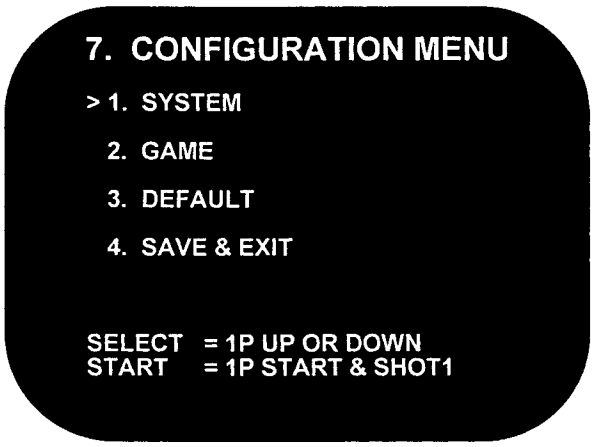
4. TEST MENU ITEM DESCRIPTIONS

INPUT	USED TO TEST ALL THE INPUT SWITCHES, SUCH AS JOYSTICKS AND BUTTONS. THE "0" CHANGES TO A "1" AS THE BUTTON IS PUSHED OR JOYSTICK IS MOVED. CHECK CONNECTIONS AND SWITCHES IN CASE THE "0" DOESN'T CHANGE TO A "1" WHEN DEPRESSED OR MOVED.
OUTPUT	USED TO TEST THE COIN METER AND THE COIN LOCK.
SOUND	SELECT A CODE OF **SOUND** OR **VOICE** WITH THE *PLAYER 1 JOYSTICK*. PUSH THE *PLAYER 1 PUNCH LIGHT* BUTTON TO HEAR THE SOUND OF THE SELECTED CODE.
COLOR	SHOWS COLOR BARS OF RED, GREEN, BLUE, AND WHITE. ADJUST **RGB** AND BRIGHTNESS TO OBTAIN THE OPTIMUM COLOR BALANCE AND SOLID BLACK BACKGROUND.
DOT CROSS HATCH	USED TO TEST THE SCREEN SIZE, FOCUS AND DISTORTION.
GAME DATA	COIN METER AND PLAYTIME INFORMATION WILL BE DISPLAYED.
CONFIGURATION	USED TO CHANGE THE GAME PLAY SETTINGS. REFER TO THE **CONFIGURATION MENU** SECTION.
MEMORY CHECK	USED TO TEST MEMORY. **"OK"** APPARS WHEN EACH BLOCK OF MEMORY PASSES TEST, **"NG"** APPEARS IN CASE OF MALFUNCTION. IF **"NG"** APPEARS, REPEAT THE MEMORY TEST AND WAIT FOR THE **"OK"** MESSAGE. CONTACT YOUR DISTRIBUTOR IF **"NG"** STILL APPEARS.
GAME REWRITE 	IN CASE THE GAME IS NOT FUNCTIONAL PROPERLY, REWRITE THE DATA TO THE MOTHER BOARD. IF YOU SHOULD CONTINUE TO HAVE PROBLEMS REWRITING THE PROGRAM, CONTACT YOUR DISTRIBUTOR. ***WARNING : THIS FUNCTION WILL TAKE 20 MINUTE.** ***NEVER TURN THE POWER OFF DURING THE PROCESS.**
EXIT	SELECT THIS ITEM AND PUSH THE ***PLAYER 1 PUNCH LIGHT*** BUTTON TO RETURN TO GAME PLAY MODE.

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CONFIGURATION MENU

The configuration menu is used to change various game settings such as level difficulty, credits, sound configuration, etc. These settings are stored in memory on the PCB rather than DIP switches. The configuration menu is divided into 2 sections. In the **SYSTEM** section, you can change credits, sound, and coin door configurations. In the **GAME** section, you can change the play difficulty level and duration of the game.



1. ACCESSING THE CONFIGURATION MENU

- From the TEST MENU, move the arrow to **"7. CONFIGURATION"** and push the *PLAYER 1 PUNCH LIGHT* button. The screen below will be displayed. A description of each option is explained in the table below.

SYSTEM	SELECT THIS ITEM TO CHANGE SETTINGS FOR CREDITS, MONITOR FLIP, SOUND AND COIN DOOR CONFIGURATIONS.
GAME	SELECT THIS ITEM TO CHANGE DIFFICULTY LEVEL, DAMAGE LEVEL, TIME COUNT SPEED, MAXIMUM NUMBER OF ROUNDS AND EVENT TYPE.
DEFAULT	USE THIS ITEM TO RESTORE CONFIGURATION SETTINGS TO THE ORIGINAL FACTORY VALUES. PRESS THE *PLAYER 1 START* AND *PLAYER 1 PUNCH LIGHT* BUTTONS AT THE SAME TIME TO SELECT THIS OPTION.
SAVE & EXIT 	USE THIS TO SAVE NEW CONFIGURATION SETTINGS AND EXIT TO THE TEST MENU. THE MESSAGE "SAVING NEW CONFIGURATION IN EEPROM" WILL APPEAR WHILE THE NEW SETTINGS ARE BEING SAVED. **DO NOT TURN POWER OFF TO THE GAME UNTIL "SAVING" IS COMPLETE AND THE TEST MENU REAPPEARS.**

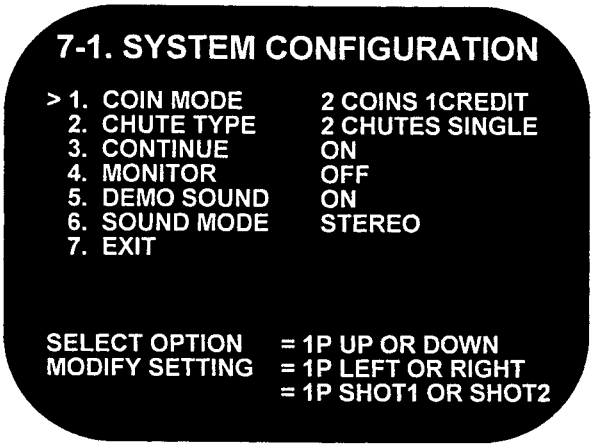
Wiring of the test bracket requires connections to the main jamma harness as shown in Table 1:

LEAD WIRE COLOR	SWITCH FUNCTION	CONNECTS TO
YELLOW	VOLUME-UP	NO CONNECTION
BLACK	VOLUME-DOWN	NO CONNECTION
GREEN	COMMON	NO CONNECTION
BROWN	**TEST**	JAMMA "**15**"
BLACK	GROUND	JAMMA "A" OR "B" OR "E" OR "F" OR "1" OR "2" OR "27" OR "28"

Table 1: Test/Volume Bracket Wiring Chart

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SYSTEM CONFIGURATION



CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 PUNCH LIGHT* button to select.

SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1. COIN MODE	SELECT THE CHARGE PER PLAY.
2. CHUTE TYPE	SELECT THE NUMBER OF PLAYER(S) AND COIN CHUTES. **1 CHUTE SINGLE:** WITH THIS SETTING, EITHER PLAYER CAN START THE GAME. **2 CHUTES SINGLE:** TWO PLAYERS USE ONE COIN CHUTE AND PLAY AT THE SAME TIME. THE PLAYER WHOSE COIN WAS PUT IN FIRST STARTS THE GAME. **2 CHUTES MULTI:** TWO PLAYERS USE TWO COIN CHUTES AND PLAY SEPARATELY. THE GAME STARTS FROM THE SAME SIDE AS THE COIN CHUTE WAS USED.
3. CONTINUE	USED TO SET THE CONTINUOUS PLAY.
4. MONITOR	USED TO FLIP SCREEN. IF SCREEN APPEARS UPSIDE DOWN, CHANGE THE SETTING.
5. DEMO SOUND	TURNS ATTRACT SOUNDS **ON** OR **OFF**.
6. SOUND MODE	SELECT **STEREO** OR **MONAURAL** FOR USE WITH YOUR CABINET. NOTE: **STEREO** SHOULD ONLY BE SELECTED FOR USE WITH CAPCOM® QSOUND CABINETS OR THE CABINET EQUIPPED STEREO POWER AMPLIFIER.
7. EXIT	TO SAVE THE SETTINGS AND RETURN TO THE CONFIGURATION MENU, HIGHLIGHT THIS ITEM AND PUSH THE *PLAYER 1 START* BUTTON.

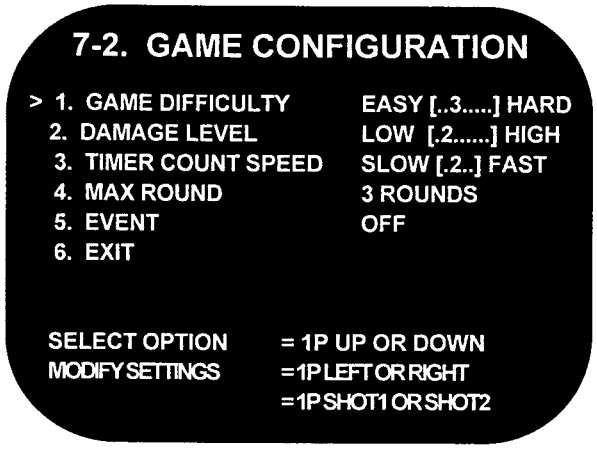
SYSTEM CONFIGURATION OPTION SETTINGS

1. COIN	1COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS
	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS	1 COIN 9 CREDITS	**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	2 COINS START 1 COIN CONTINUE	FREE PLAY	
2. CHUTE TYPE	1 CHUTE SINGLE		**2 CHUTES SINGLE**		2 CHUTE MULTI
3. CONTINUE	**ON**		OFF		
4. MONITOR	**OFF**		ON		
5. DEMO SOUND	**ON**		OFF		
6. SOUND MODE	**STEREO**				

NOTE: **FACTORY SETTING**

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GAME CONFIGURATION



CHANGING THE GAME CONFIGURATION SETTINGS

Move the *PLAYER 1 JOYSTICK* up or down to highlight the desired option. Once the option is highlighted, move the *PLAYER 1 JOYSTICK* left or right or press the *PLAYER 1 PUNCH LIGHT* button to select.

GAME CONFIGURATION ITEM DESCRIPTIONS

1. DIFFICULTY	SETS THE DIFFICULTY LEVEL.
2. DAMAGE LEVEL	SETS THE OFFENSIVE POWER LEVEL
3. TIMERCOUNT	SETS THE SPEED OF THE COUNTDOWN.
4. MAX ROUND	SETS THE NUMBER OF ROUNDS PER MATCH FOR "VS. CPU": **1 ROUND:** WINNER OF A SINGLE ROUND WINS; **3 ROUNDS:** WINNER OF 2 OUT OF 3 ROUNDS WINS; **5 ROUNDS:** WINNER OF 3 OUT OF 5 ROUNDS WINS.
5. EVENT	TURNS ON EVENT MODE. USEFUL FOR CHAMPIONSHIP TOURNAMENT. **OFF:** NORMAL SETTING. SETS THE MODE TO NORMAL OPERATION. **ON:** MATCHES PLAYER WITH ONE CREDIT. A WIN OR A LOSS RESULTS IN *GAME OVER*. (CONTINUE IS NOT AVAILABLE).
6. EXIT	RETURN TO THE CONFIGURATION MENU.

GAME CONFIGURATION OPTIONS

1. DIFFICULTY	1 EASY	2	**3**	4	5	6	7	8 HARD
2. DAMAGE LEVEL	1 LOW	**2**	3	4	5	6	7	8 HIGH
3. TIME COUNT	1 SLOW	**2**	3	4 FAST				
4. MAX ROUND	1 ROUND	**3 ROUNDS**	5 ROUNDS					
5. EVENT	ON	**OFF**						

NOTE: **FACTORY SETTING**

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*WIRE COLOR	SOLDER SIDE			COMPONENT SIDE	*WIRE COLOR
	GND	A	1	GND	
	GND	B	2	GND	
	+5 VDC	C	3	+5 VDC	
	+5 VDC	D	4	+5 VDC	
	N.C.	E	5	N.C.	
	+12 VDC	F	6	+12 VDC	
	KEY	H	7	KEY	
	N/C	J	8	COIN COUNTER 1	
	COIN LOCK 2	K	9	COIN LOCK 1	
	*SPEAKER (-)	L	10	*SPEAKER (+)	
	N.C.	M	11	N.C.	
	VIDEO GREEN	N	12	VIDEO RED	
	VIDEO SYNC	P	13	VIDEO BLUE	
	SERVICE (FREE CREDIT)	R	14	VIDEO GROUND	
	N/C	S	15	TEST MODE	
	2 PLAYER - COIN	T	16	1 PLAYER - COIN	
	2 PLAYER - START	U	17	1 PLAYER - START	
VIOLET/BLACK	2 PLAYER - UP	V	18	1 PLAYER - UP	WHITE/BLACK
VIOLET/BROWN	2 PLAYER - DOWN	W	19	1 PLAYER - DOWN	WHITE/BROWN
VIOLET/RED	2 PLAYER - LEFT	X	20	1 PLAYER - LEFT	WHITE/RED
VIOLET/ORANGE	2 PLAYER - RIGHT	Y	21	1 PLAYER - RIGHT	WHITE/ORANGE
VIOLET/YELLOW	2 PLAYER - PUNCH LIGHT	Z	22	1 PLAYER - PUNCH LIGHT	WHITE/YELLOW
VIOLET/GREEN	2 PLAYER - PUNCH MIDDLE	a	23	1 PLAYER - PUNCH MIDDLE	WHITE/GREEN
VIOLET/BLUE	2 PLAYER - PUNCH HEAVY	b	24	1 PLAYER - PUNCH HEAVY	WHITE/BLUE
	N/C	c	25	N/C	
	N/C	d	26	N/C	
	GND	e	27	GND	
	GND	f	28	GND	

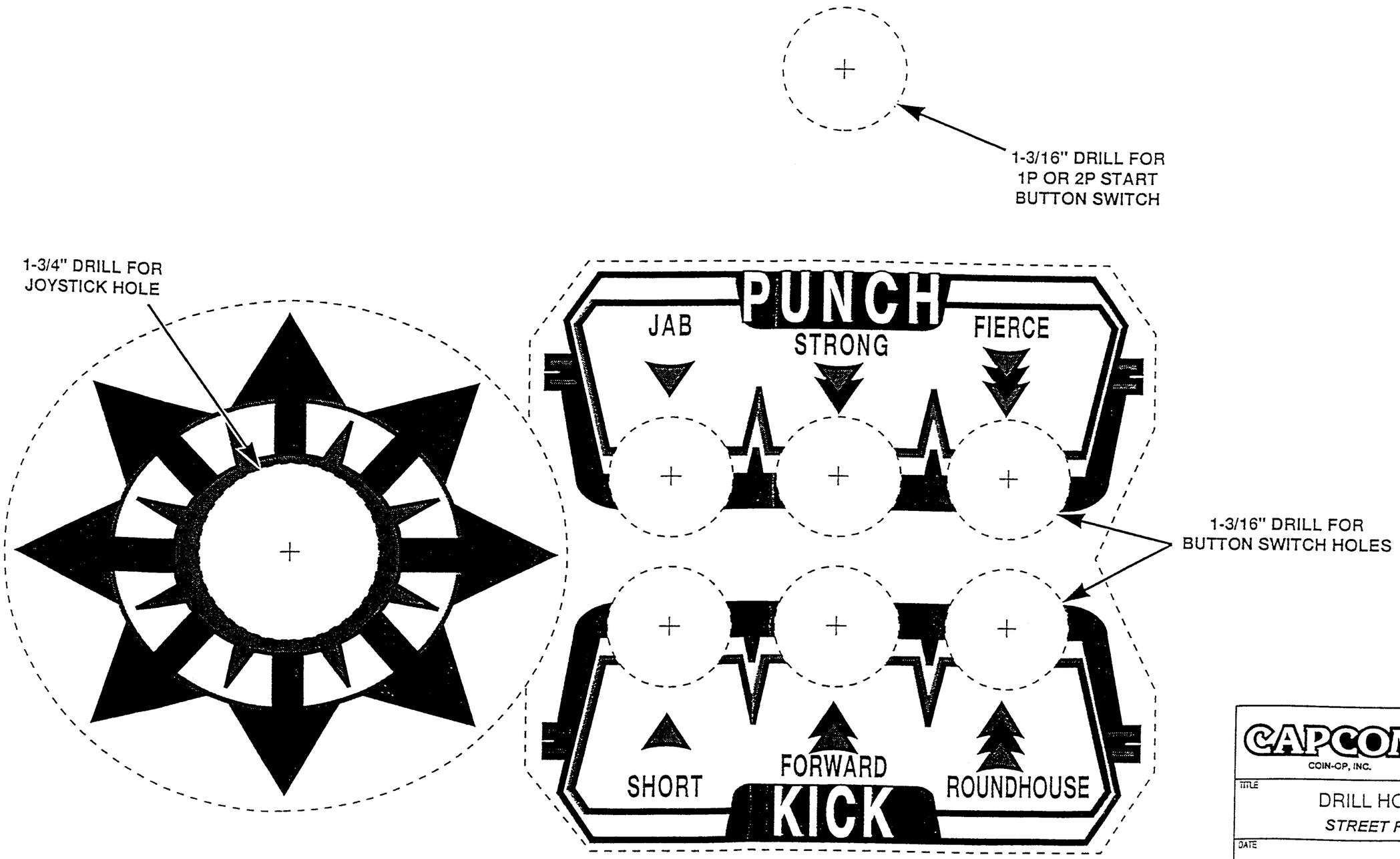
Table 2: JAMMA Wiring Connections

*** Wire Color Note:** Wire colors shown are according to the AAMA-AMOA Standard for wire color assignments; your harness may contain different colors than shown above.

WIRE COLOR	CONNECTOR ODD ROW			CONNECTOR EVEN ROW	WIRE COLOR
	N/C	1	2	N/C	
	N/C	3	4	N/C	
	N/C	5	6	N/C	
	N/C	7	8	N/C	
PURPLE/YELLOW	PLAYER 2 KICK HEAVY	9	10	N/C	
	N/C	11	12	N/C	
	N/C	13	14	N/C	
.PINK	PLAYER 1 KICK HEAVY	15	16	N/C	
RED	PLAYER 1 KICK MIDDLE	17	18	N/C	
BLUE	PLAYER 1 KICK LIGHT	19	20	N/C	
GRAY/YELLOW	PLAYER 2 KICK LIGHT	21	22	N/C	
PINK/YELLOW	PLAYER 2 KICK MIDDLE	23	24	N/C	
	N/C	25	26	N/C	
	N/C	27	28	N/C	
GRAY/YELLOW	NO CONNECTION	29	30	NO CONNECTION	PINK/YELLOW
BLACK/WHITE	NO CONNECTION	31	32	N/C	
BLACK	PLAYER 2 COMMON	33	34	PLAYER 1 COMMON	BLACK

Table 3: Auxiliary Cable Wiring Connections

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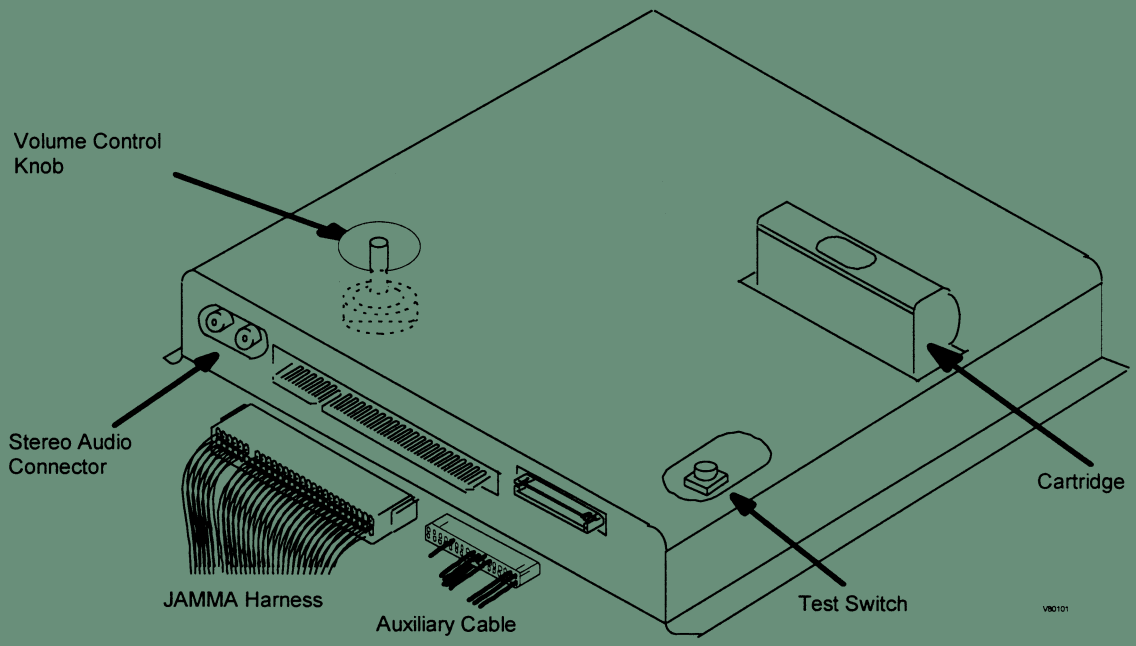
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DRILL HOLE TEMPLATE:
STREET FIGHTER THREE™

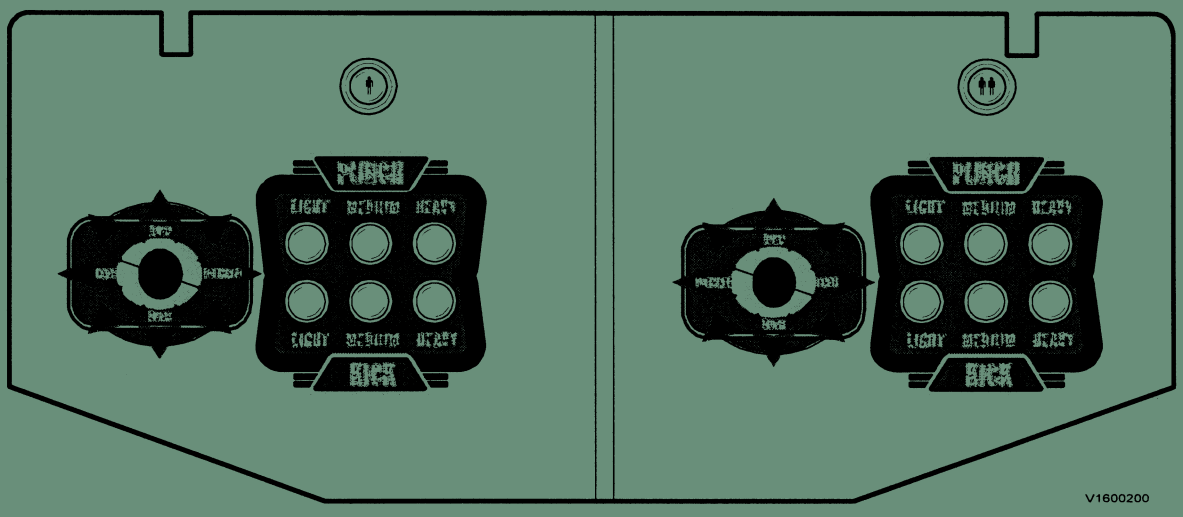
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REFERENCE INFORMATION

PC BOARD CONNECTIONS AND CONTROLS



TYPICAL CONTROL PANEL LAYOUT OF *STREET FIGHTER THREE™*



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