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MANUAL

WARNING

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CAPCOM®

19-0014

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instruction manual, may cause interference to radio communication. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J and PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his won expense will be required to take whatever measures may be required to correct the interference.



"WINNERS DON'T USE DRUGS"

Louis Freeh, Director, FBI

• IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN •

CAPCOM

INVITES YOU TO USE

OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.

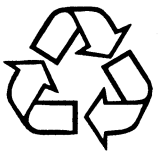
CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

DIRECT NUMBER 1-800-833-0190

CAUTION

Please keep the following instructions to keep the PC board in good condition

- Do not block the ventilation slots.
- Do not drop or bump the board.
- Do not spill any liquids on the case.
- Do not disassemble the case.



Ni-cd

ATTENTION

The product that you have purchased contains a rechargeable battery. The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste system. Check with your local solid waste official for details in your area for recycling options or proper disposal.

DISASSEMBLING THE CASE OR REMOVING THE STICKER MAY CAUSE THE TERMINATION OF YOUR REPAIR WARRANTY.

PARTS LIST

There are two different kits available for Super Street Fighter II Turbo. The first kit below is the full kit which includes PCB, all necessary graphics, buttons, joysticks and a volume/test bracket. This kit is used for a cabinet that will be upgraded with the CPS II board for the first time. The second kit is called the "B" Kit. This kit is for any that already uses the CPS II board (Super Street Fighter II). This kit includes the "B" board, all necessary graphics and volume/test bracket. You just remove the top cartridge off the motherboard and replace with the new cartridge.

SS1000T Super Street Fighter II Turbo Kit

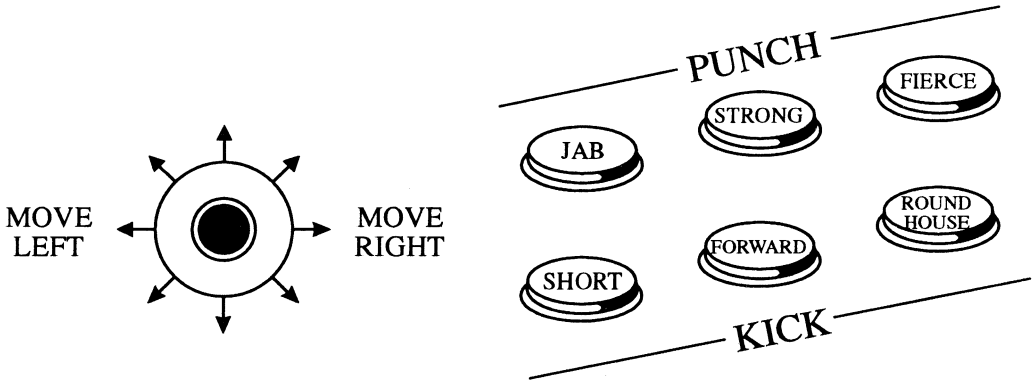
Part No.	Description	Qty.
SS1400-01T	Super Street Fighter II Turbo PCB	1
06-0044	Super Street Fighter II Overlay	1
06-0065	Super Street Fighter II Turbo Marquee	1
GE1200	Monitor Card	1
16-0130	1 Player Button	1
16-0131	2 Player Button	1
16-0133	Red Button	4
16-0136	Green Button	4
16-0134	Blue Button	4
GE2030	Joystick	2
06-0066	Side Graphics	2
03-0050	Volume/Test Bracket	1
19-0014	Super Street Fighter II Turbo Manual	1
06-0046	Instruction Decal	1
06-0067	Turbo Decal	1

SS1000T-B Super Street Fighter II Turbo B Kit

Part No.	Description	Qty.
SS1400B-01T	Super Street Fighter II Turbo "B" Board	1
06-0044	Super Street Fighter II Overlay	1
06-0065	Super Street Fighter II Turbo Marquee	1
06-0046	Instruction Decal	1
06-0067	Turbo Decal	1
19-0014	Super Street Fighter II Turbo Manual	1

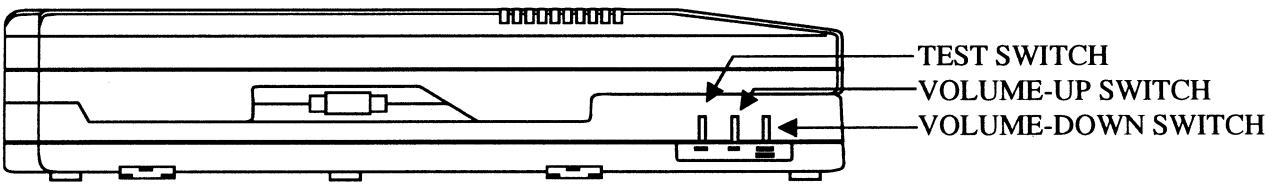
CONTROL LOCATIONS

1. SAMPLE CONTROL PANEL LAYOUT



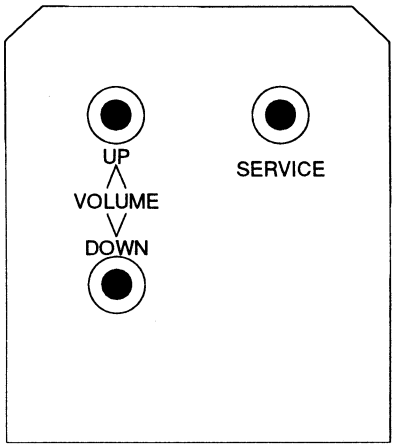
2. VOLUME AND TEST CONTROL SWITCHES ON BOARD

The volume of this unit can be adjusted by pressing the volume-up switch and the volume-down switch. **The setting you have selected will be stored** even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volum-up or the volume down switch **for at least five seconds, then set the volume again.**



3. VOLUME AND TEST CONTROL BRACKET

To be mounted on top of the coin box. (Not included in "B" kit)



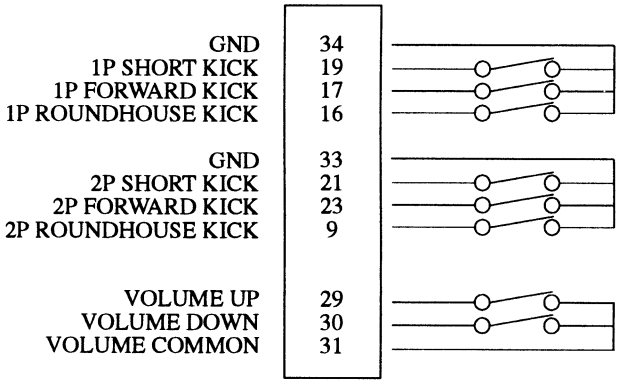
CONNECTORS

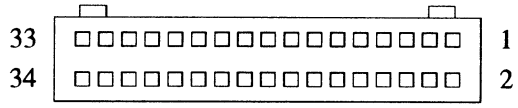
- **JAMMA:** JAMMA 56-pin connector
- **OPTION:** Player 3 and Player 4 Interface
- **AUDIO OUT:** Used only for CAPCOM QSOUND cabinet
- **REGISTER:** Optional I/O connector for register

JAMMA CONNECTOR

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COUNTER 1
LOCK OUT 2	K	9	LOCK OUT 1
SPEAKER (-)	L	10	SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
FREE CREDIT	R	14	VIDEO GND
N.C.	S	15	DIAGNOSTICS
2P COIN	T	16	1P COIN
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P JAB PUNCH	Z	22	1P JAB PUNCH
2P STRONG PUNCH	a	23	1P STRONG PUNCH
2P FIERCE PUNCH	b	24	1P FIERCE PUNCH
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

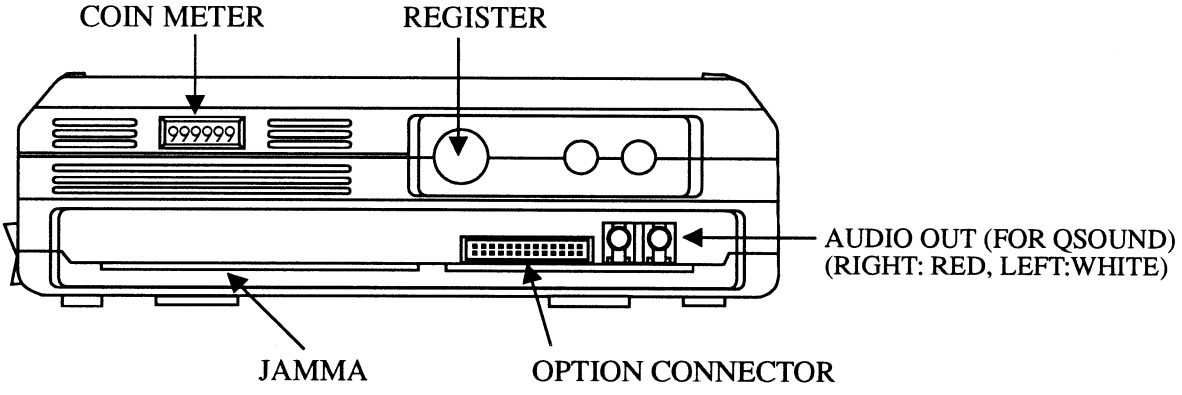
OPTION CONNECTOR





Harness Side

CONNECTOR LOCATIONS

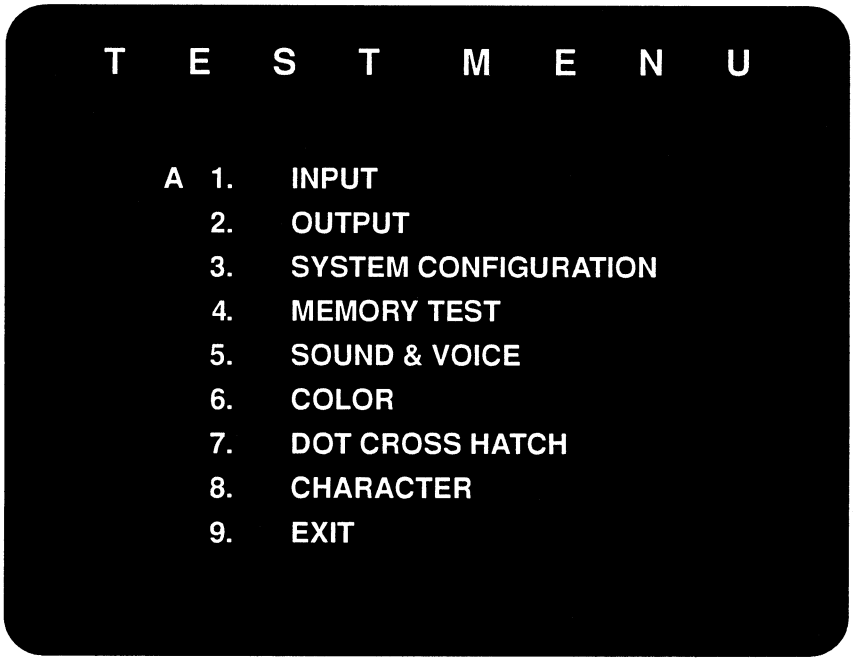


TEST MENU

The test menu allows you to test the functions and controls of 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 cabinet equipped with a test switch:**
  Turn on the main switch, then push the test switch. The screen shown below will appear.
- **For a cabinet without a test switch:**
  Push the test switch on the side of the blue plastic electronic casing. Refer to the Controls Section of the manual.



2. HOW TO SELECT AN ITEM

- Use the Player 1 Joystick to Move the A character in front of the desired item and press the Player 1 JAB button.
- To return to the test menu, push the Player 1 Start and Player 2 Start Buttons simultaneously. The test menu automatically appears:
  - After you exit the **"3. SYSTEM CONFIGURATION MENU"**.
  - After the memory is tested on the menu of **"4. MEMORY TEST"**.

3. CLOSING THE TEST MENU

To close the Test Menu, highlight **"9. EXIT"** and push the Player 1 JAB button.

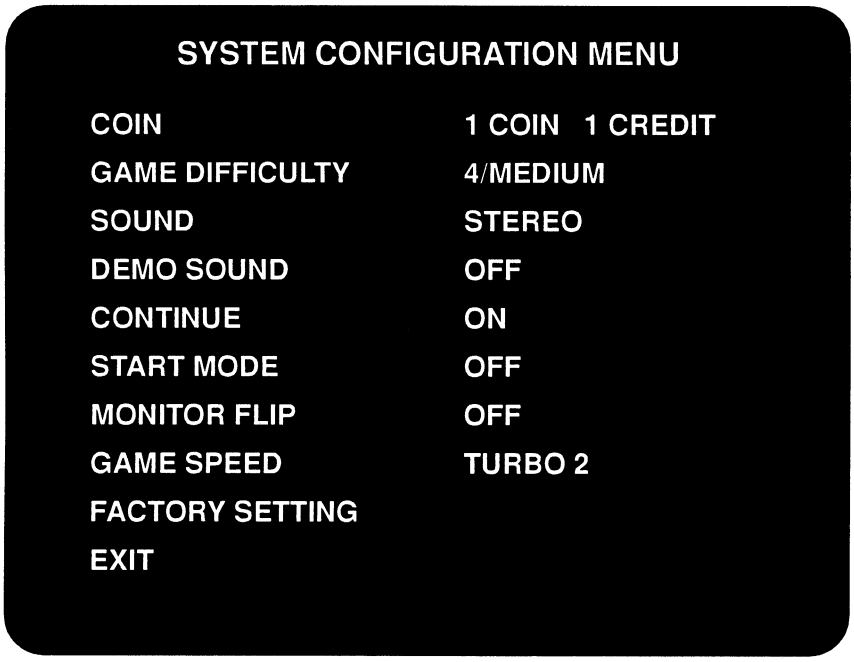
4. TEST MENU ITEM DESCRIPTIONS

INPUT OUTPUT	Used to test all the input switches. **"1"** appears when the switches are depressed. Check connections and switches in case **"0"** appears
SYSTEM CONFIGURATION	Used to change the game play settings. Refer to the SYSTEM CONFIGURATION MENU setion.
MEMORY TEST	Used to test memory. **"OK"** appears when each block of memory passes test. **"ERROR"** appears in case of malfunction. If **"ERROR"** appear, repeat the memory test. Contact your distributor if **"ERROR"** still appears.
SOUND & VOICE	Select a code of SOUND or VOICE with the Player 1 Joystick. Push the Player 1 JAB button to hear the sound of the selected code, then adjust the volume.
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.
CHARACTER	Used to check all game characters.
EXIT	Select this item and push the Player 1 JAB button to return to game play mode.

SYSTEM CONFIGURATION MENU

1. TO OPEN THE MENU

- From the Test Menu, move the A character to **"3. SYSTEM CONFIGURATION"** and push the Player 1 JAB button. The screen below will be displayed.



2. CHANGING THE CONFIGURATION SETTINGS

- Move the Player 1 Joystick UP or DOWN to move the arrow to the desired option. Once the option is selected, move the Joystick LEFT or RIGHT to change the setting. Refer to menu on the next page for option settings.

3. SAVING SETTINGS AND CLOSING THE MENU

- Once the configuration settings are changed, save the new settings by selecting **"EXIT"** and pushing the Player 1 A START button.
- A message **"SAVING NEW CONFIGURATION IN EEPROM"** appears while new settings are being saved. It takes one or two seconds to save the new settings. Do not turn off the power switch while saving is in process.

4. SYSTEM CONFIGURATION MENU OPTIONS

COIN	**1 COIN 1 CREDIT**	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	COIN CONTINUE	FREE PLAY
GAME DIFFICULTY	LEVEL 1 EASIEST	LEVEL 2 VERY EASY	LEVEL 3 EASY	**LEVEL 4 MEDIUM**	
	LEVEL 5 MEDIUM HARD	LEVEL 6 HARD	LEVEL 7 VERY HARD	LEVEL 8 HARDEST	
SOUND	**STEREO (Q SOUND)**		MONAURAL		
DEMO SOUND	ON		**OFF**		
CONTINUE	**ON**		OFF		
START MODE	ON		**OFF**		
MONITOR FLIP	ON		**OFF**		
GAME SPEED	TURBO 0	TURBO 1	**TURBO 2**	TURBO 3	FREE SELECT

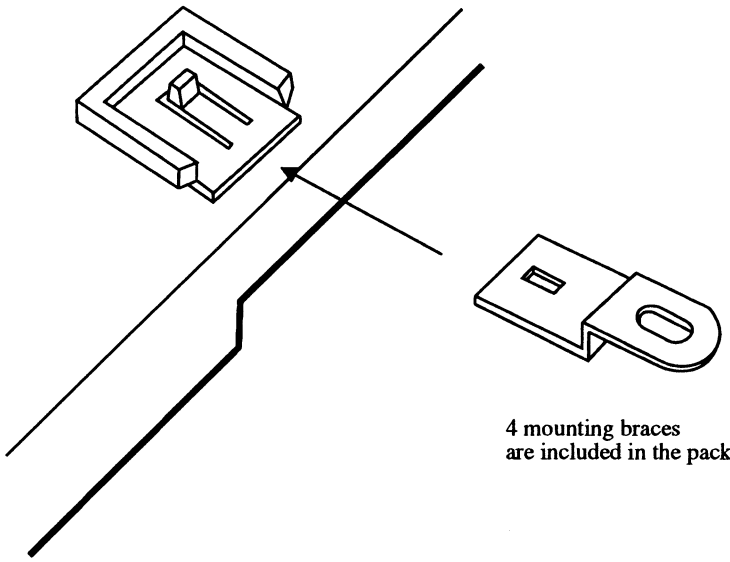
- Factory settings are in bold face.
- After you change the setting, make sure to select "EXIT" and push the Player 1 Start button.
- Choose **STEREO (QSOUND)** if your cabinet is equipped with the Qsound Speaker System, otherwise select **MONAURAL** for proper sound effect.

5. SYSTEM CONFIGURATION ITEM DESCRIPTIONS

COIN	Sets the charge per play
GAME DIFFICULTY	The higher the number, the more difficult the game play.
SOUND	STEREO or MONAURAL. **STEREO:** with QSOUND **MONAURAL:** without QSOUND QSOUND is available with CAPCOM QSOUND cabinets only. For other cabinet, please set to MONAURAL
DEMO SOUND	Turns attract sound on or off.
CONTINUE	Allows a player to continue playing after he loses. Extra money will need to be added to continue. **ON:** Continuous play is possible **OFF:** Continuous play is not possible
START MODE	Sets whether or not it is possible to start a one player game from the Player 2 side. **ON:** Game can be started from the Player 2 side **OFF:** Game cannot be started from the Player 2 side.
MONITOR FLIP	Flips the screen. If the screen appears upside down, change the setting. **ON:** Upside down **OFF:** Right side up
GAME SPEED	Sets the overall game speed. **TURBO 0**... Approx. the same speed as Street Fighter II. **TURBO 1**... speed midway between Stret Fighter II and Street Fighter II Hyper Fighting. **TURBO 2**... Approx. the same speed as Street Fighter II Hyper Fighting **TURBO 3**... Faster that Street Fighter II Hyper Fighting **FREE SELECT**... Player can select the speed at the begining of each game.
FACTORY SETTING	To return to the factory default settings, select this item and push the PLAYER 1 START button.
EXIT	To save the setting changes and return to the TEST MENU, select this item and push the PLAYER 1 START button.

MOUNTING THE PC BOARD

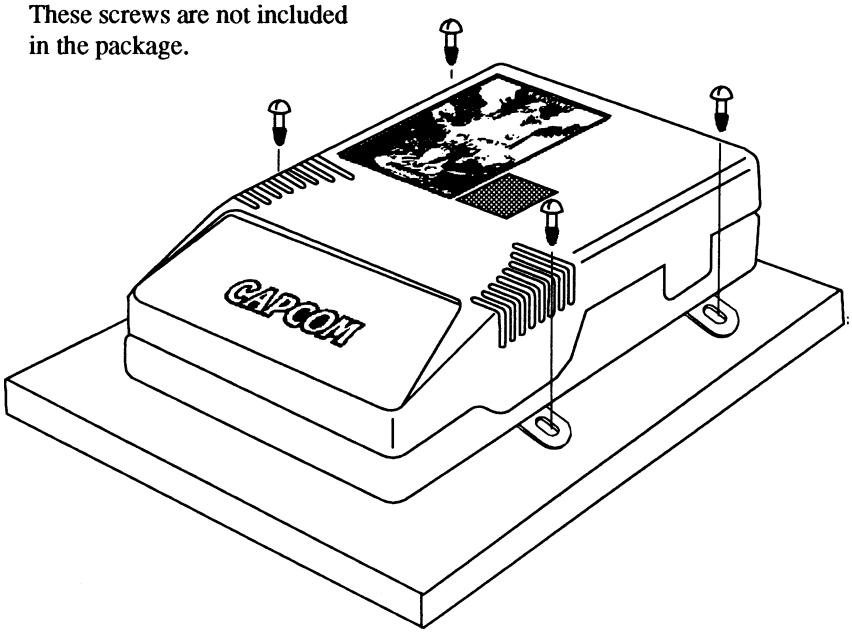
1. INSTALLING THE MOUNTING BRACES



4 mounting braces
are included in the package

2. MOUNTING THE PCB

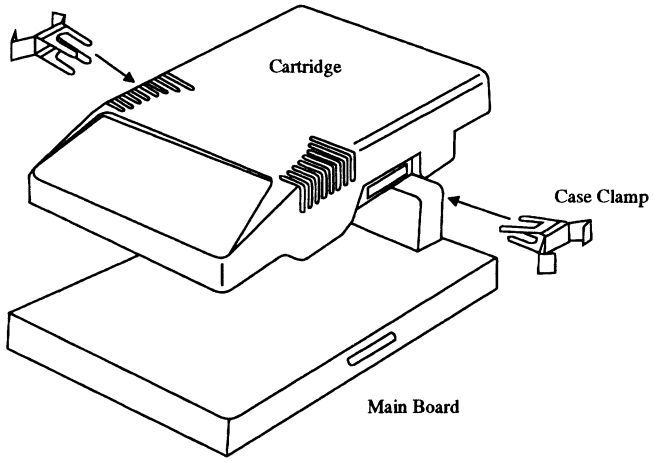
These screws are not included
in the package.



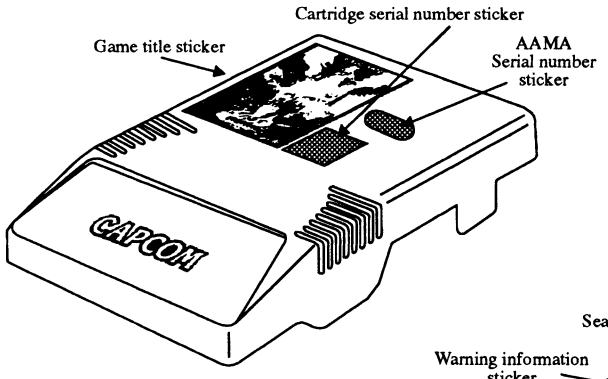
HOW TO REMOVE THE TOP "B" CARTRIDGE

In the future, there will be the capability to remove the top "B" cartridge so that a game can be converted to a new game or upgraded to a different version. It is very important only to seperate the top cartridge from the main board only. **Dissasembling either case will void your warranty.** Follow the instructions below to seperate the two assemblies.

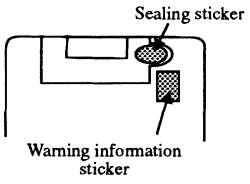
- Remove the 2 case clamps.
- Carefully pull the the "B" cartridge off the bottom cartridge.



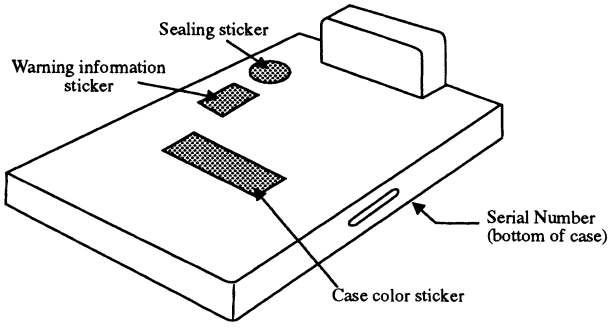
STICKER DESCRIPTIONS



Cartridge



Reverse Side of Cartridge



Main Board

Disassembling the case or removing the sealing stickers will void your warranty!

CAPCOM®
535 Oakmead Parkway
Sunnyvale, CA 94086