


VS. SUPER MARIO BROS.™

(Operation Manual)

MDS (MGS)

I. How to install Software ROMs

Each Software ROM is labeled with a Location Number shown on it ( Shaded Portion illustrated below), which indicates the corresponding location on the P.C. Board where it should be installed.

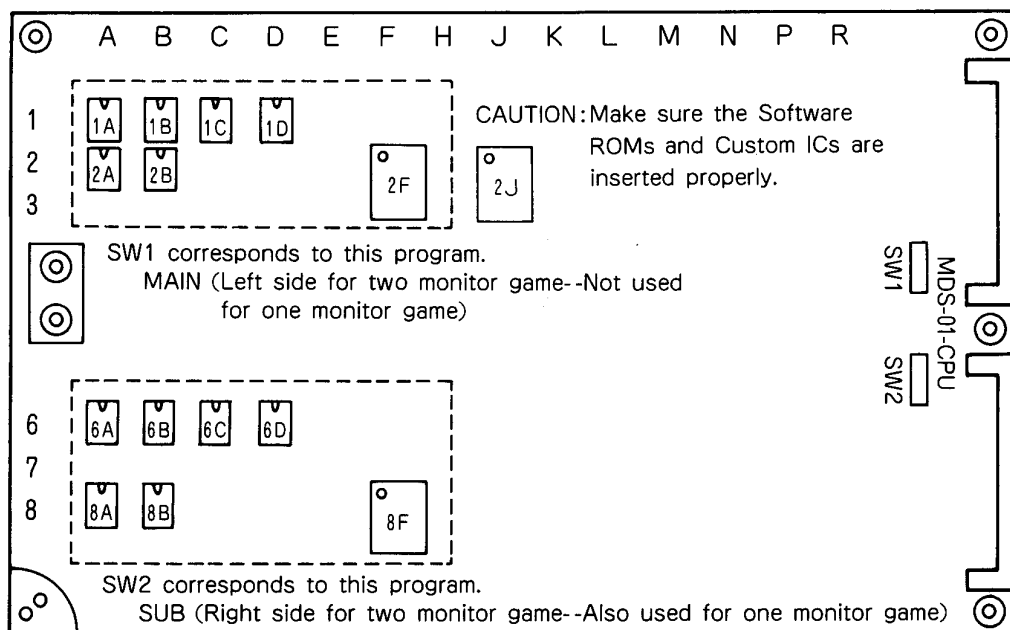


(Label on Software ROM)

“VS. SUPER MARIO BROS.” contains 6 Software ROMs and 2 Custom ICs which have location numbers 1A or 6A, 1B or 6B, 1C or 6C, 1D or 6D, 2A or 8A, 2B or 8B, 2F or 8F (Custom IC) and 2J (Also Custom IC). Each ROM and Custom IC must be mounted in the proper IC Socket.

For VS. DUAL SYSTEM (two monitors): Only one “VS. SUPER MARIO BROS.” can be installed. (Although any other VS. PAK except VS. TENNIS and VS. BASEBALL can be used in the other side.) “VS. SUPER MARIO BROS.” must be installed in the main (left) side of the cabinet. The EP-ROMs and Custom IC should use locations 1A, 1B, 1C, 1D, 2A, 2B and 2F. For VS. DUAL SYSTEM, you do not need to use the Custom IC (RP2A04) for position 2J.

For VS. UNISYSTEM (one monitor): You must use the Custom IC (RP2A04) for position 2J. The EP-ROMs and Custom ICs must use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F (SUB SIDE).

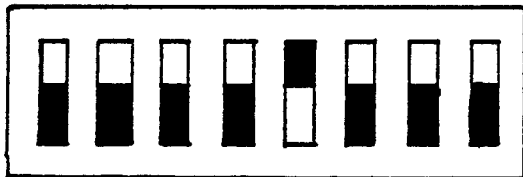


ROM and IC Location on P.C. Board

CAUTION

The suggested factory settings for VS. SUPER MARIO BROS.TM are listed below. It is recommended that you carefully check the dip switch settings prior to operation. For the VS. DualsystemTM, the EPROMs and custom IC must be installed in the "main" side of the P.C. board and use SW1 dip switches. Only one VS. SUPER MARIO BROS.TM can be installed in a VS. DualsystemTM (although any other VS. Pak except VS. Tennis and VS. Baseball can be used in the "sub" side). For the VS. UnisystemTM, the EPROMs and custom IC must be installed in the "sub" side of the P.C. board and use SW2 dip switches. For VS. UnisystemTM only, custom IC (RP2A04) must be installed in position 2J ("main" side). See operation manual for further instructions.

SW1 or SW2							
1	2	3	4	5	6	7	8
OFF	OFF	OFF	OFF	ON	OFF	OFF	OFF



ON
OFF

