



SNK VS. CAPCOM SVC CHAOS

USER'S MANUAL



- Be sure to read this user's manual before use.
- Keep this manual nearby when operating this cabinet.



INTRODUCTION

This user's manual provides the operation information in regards to "SNK VS. CAPCOM SVC CHAOS", therefore carefully read this manual before application and use in the proper manner as indicated. Furthermore, after reading this manual, please store this documentation in a safe place.

INDEX



Precautions for safe operation...	1~2
Circuit Board Details.....	3
Using the setting modes.....	4~8
Soft DIP Settings.....	9
Main Harness.....	10

Precautions for safe operation

Before use, please carefully read through these precautions for proper usage methods. After reading it, be sure to keep the manual in a safe place for later reference.

■ Display Explanations

The procedures listed herein must be carefully followed to ensure both safe operation and to prevent personal injury and property damage.

 DANGER	 WARNING
Ignoring these warnings may result in death or serious injury.	Ignoring these warnings may result in injury or property damage.



- ◆ **Should any of the following occur, immediately turn the power switch off and unplug the cabinet. Continued use may cause fire or electric shock.**
 - Emissions of smoke, unusual odors, or strange noises
 - Operation irregularities
 - Water or foreign materials in the cabinet
 - Damage to the cabinet
- ◆ **Do not place the cabinet in areas prone to leaking or flooding; do not allow the place objects containing liquid (like drinks) or metal objects on the cabinet.**

Should liquids or metallic objects fall into the cabinet, it may cause fire or electric shock.
- ◆ **Be sure to tightly join all connectors.**

Loose connections may cause fire or electric shock.
- ◆ **Before changing game PCBs and conducting cabinet checks, turn the power switch off and unplug the cabinet.**

Changing PCBs with the switch on and the cabinet plugged in may cause fire or electric shock.
- ◆ **Do not conduct repairs or modifications.**

These may cause fire or electric shock.
- ◆ **This PCB is designed for use with an AC 100V±10V current; be sure to connect its power plug to a specialized outlet.**

Connecting a number of appliances that consume a lot of power to the same electric outlet (like air conditioners and other cabinets) may cause fire or electric shock.



- ◆ **Do not mount the cabinet or place heavy objects on it.**

This will not only cause injury should it become unbalanced and tip over or fall, but it may cause damage to the cabinet.
- ◆ **Under no circumstances place the cabinet outside.**

This will cause damage or breakdowns.
- ◆ **Never place the cabinet in the following locations as it may cause breakdowns.**
 - Indoor pools or areas near a shower where humidity is high and there is a danger of internal condensation.
 - In areas exposed to direct sunlight.
 - Near areas of excessive heat, like next to a heater, and around dangerous materials.
 - In places that are excessively dusty.
- ◆ **When unused for long periods, turn the cabinet off and unplug it for safe storage.**
- ◆ **Place the cabinet where room temperature is between 5°C and 40°C.**

Breakdowns may result with operation outside the given temperature range.
- ◆ **During shipping or moving, avoid serious jolts to the PCB.**

This may cause damage or breakdown.
- ◆ **Always use a Logic tester when checking IC port circuitry.**

Using a normal tester may cause damage or breakdown.
- ◆ **When installing the PCB, be sure to calibrate the 4 lower adjusters to bring the cabinet level.**

Should the cabinet tip over or fall, it may cause injury.
- ◆ **Be sure to connect a ground cable to the ground terminal.**
- ◆ **Using the unit near televisions, radios, or portable communications devices may interfere with their signals. If so, place these devices away from the unit.**

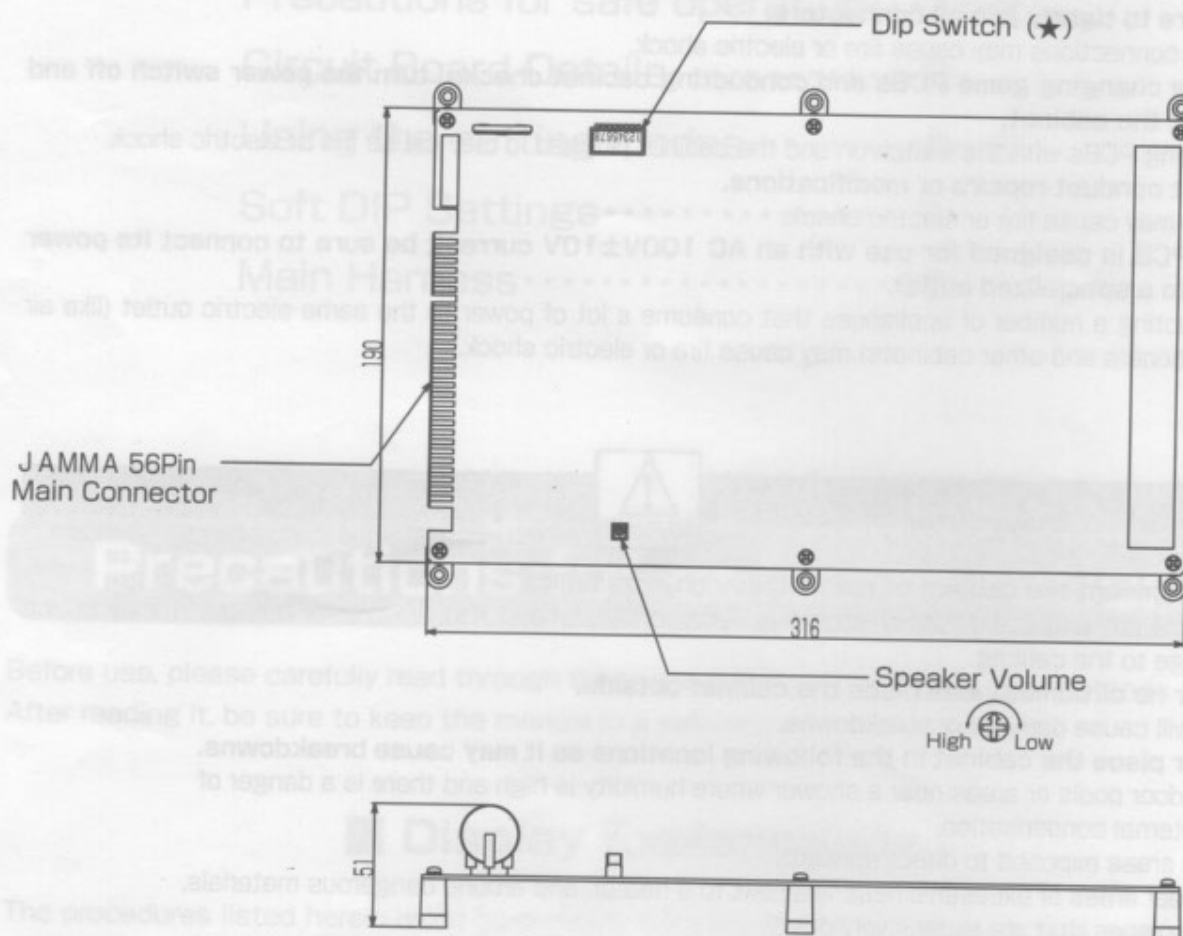
Circuit Board Details

Recommended Power Supply not less than DC+5V 3A / not less than DC+12V 1A

Outer Dimensions 316(width) × 190(depth) × 51(height) [mm]

Accessories User's Manual × 1 / Instruction Card × 1 / Component Stickers × 2

*For improvements, specifications are subject to change without notice.



★On the setup of the DIP Switches

When using this circuit board, leave the No.3 DIP Switch on the circuit board ordinarily OFF.



◆When operating the DIP Switches on the circuit board, be sure to turn OFF the power supply to the unit. Operating with the condition of the power supply left ON may cause malfunctions.

Using the setting modes

With this circuit board, the setup of the game is not done by the DIP Switches as is normally done with conventional game circuit boards, but is done by setting up each of the settings by operating through the monitor screen. Also, it is possible to get totals of such as the income of the game. The following is an explanation on how to operate and the method of setting up these items.

1. Entering the setting modes

After turning the cabinet on, press the test switch to call up the main menu.

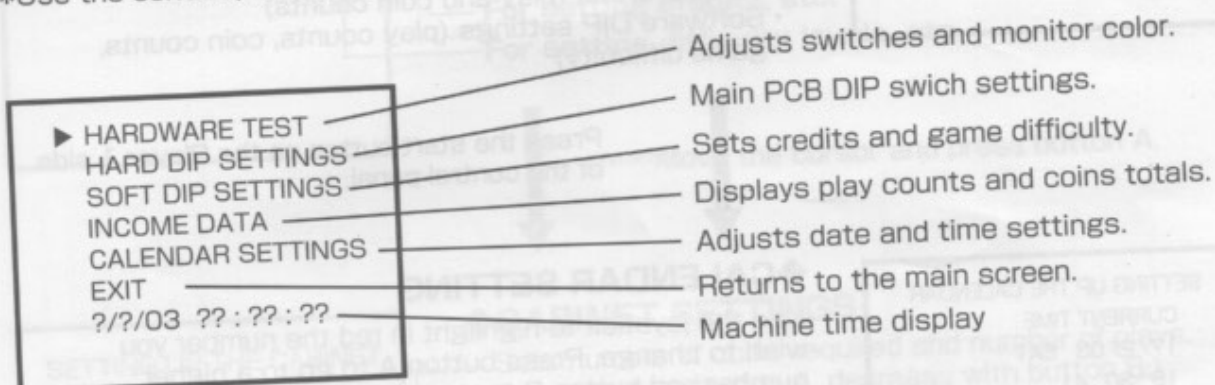
Switch DIP switch 1 on top of the PCB is turned ON, the main menu will also appear the next time the power is turned on.

2. Main menu

Use the control panel (Player 1 side) to set the various modes.

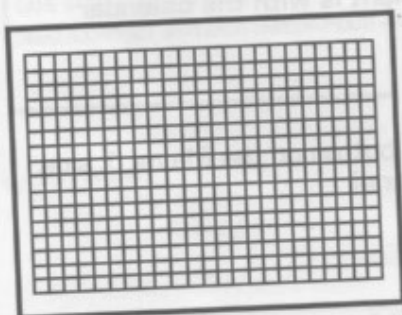
Move the joystick up and down to move the cursor. Match the cursor to the item you wish to set and press the A button to set it.

*Use the control panel (Player 1 side) to make all mode settings.



3. HARDWARE TEST

Carries out the various cabinet checks.



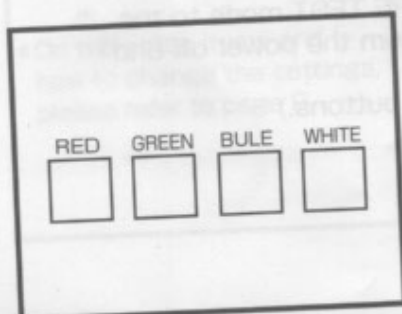
◆ CROSSHATCH

After choosing the Hardware Test mode in the main menu, press button A. A crosshatch pattern will appear on the screen.

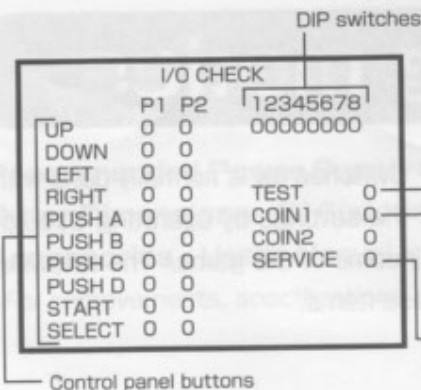
Press the start button on the Player 1 side of the control panel.

◆ Screen color adjustment

The RGB colors will be displayed.
Use this display to adjust screen color.



Press the start button on the Player 1 side of the control panel.



◆I/O CHECK

The various switches on the control panel and elsewhere can be checked.

"0" indicates that the switch is OFF, while "1" indicates ON. Operate the various switches to verify that they are displaying correctly.

Test switch
Coin Selector
Service switch

*** Even if the No. 3 DIP Switch is switched to ON or OFF, it will be displayed as "0" on the monitor screen.**

Press the start button on the Player 1 side of the control panel.

BACKUP CLEAR

OK=PRESS A,B,C BUTTONS
AT ONE TIME

◆BACKUP CLEAR

Press buttons A, B and C simultaneously on the Player 1 side to clear data like income totals, etc. (memory is returned to its status upon shipment from the factory).

Erased data includes:

- Income totals (play and coin counts)
- Software DIP settings (play counts, coin counts, game difficulty)

Press the start button on the Player 1 side of the control panel.

SETTING UP THE CALENDAR

CURRENT TIME

17/ 2/ 03 SAT

19:30:41

THE TIME TO BE SET UP

A BUTTON, JOYSTICK=SELECT

D BUTTON=SET

17/ 2/ 03 19:30:41

◆CALENDAR SETTING

Use the joystick to highlight in red the number you wish to change. Press button A to go to a higher number and button B to go to a lower one. After you are finished making these settings, be sure to save them with button D.

*** The factory setting at shipment is with the calendar not setup.**

Press the start button on the Player 1 side of the control panel.

* Return to CROSSHATCH

Return to CROSSHATCH

To return from the HARDWARE TEST mode to the main menu or game screen, turn the power off and back on again.

(You cannot return using the buttons.)

4.HARD DIP SETTINGS

The PCB DIP switch settings are displayed on screen.

SETTING UP THE HARD DIP		
	1 2 3 4 5 6 7 8	
SETTING MODE	1	ON
CONTROLLER	. . 0	NORMAL
COMMUNICATION	. . . 0 0 0 .	OFF
FREE PLAY 0	OFF
STOP MODE 0	OFF

0 = OFF 1 = ON

After choosing the Hard DIP Setting mode in the main menu, press button A. Hard DIP Setting menu will appear on the screen. Press button C to return to the main menu.

★Turning on No.2 on Hardware dip enables V.S. mode.

* Even if the No. 3 DIP Switch is switched to ON or OFF, it will be displayed as "0" on the monitor screen.

5.SOFT DIP SETTINGS

Adjusts various game settings.

▶ SETTING UP THE CABINET
S.V.C. CHAOS

After choosing the Soft DIP Settings mode in the main menu, press button A. Soft DIP Settings menu will appear on the screen.

For setting credits, etc.

For setting difficulty levels, etc.

-----Move the cursor and press button A.

SETTING UP THE CABINET

COIN RATE 1COIN=1CREDIT

COIN RATE 2COIN=2CREDITS

GAME SELECT ONLY WHEN CREDITED(ANYTIME)

GAME START COMPULSION 30 sec

DEMO SOUND SET UP IN EACH GAME(WITHOUT)

◆CABINET SETTINGS

Sets number of coins required and number of plays.
(Increase with button A, decrease with button B.)

For free play, even with credits at 0, you can use the select button.(Increase with button A, decrease with button B.)

To determine the interval between insertion of coins and the beginning of the game.(Increase with button A, decrease with button B.)

To turn demo sound on or off.(Use button A.)

* Settings made in cabinet setting mode have priority.

Press button C once to return to soft DIP setting menu. Move the cursor to the game title and press button A.

◆SOFT DIP SETTINGS

Each of the settings can be changed of such as the difficulty of the game, the status of the demo sound, or the status of the "How to play" demo. (→Refer to page 9)

Press button C once to return to Soft DIP Settings menu. Press button C again to return to the main menu.

* Be sure to press button C after making game selection.

*On the setup items and how to change the settings, please refer to page 9.

6. INCOME DATA

To display the number of plays, number of coins, etc.

► CABINET/COIN
CABINET/PLAY

After choosing the Income Data mode in the main menu, press button A. Income Data menu will appear on the screen.

Total number of coins inserted.
(1 week/1st half of year/2nd half of year)

Total number of plays, number of continue plays,
average playing time.
(1 week/1st half of year/2nd half of year)



-----Move the cursor and press button A.

CABINET/COIN			
	COIN1	COIN2	SERVICE
JUL/15	2244	0	25
JUL/14	4422	0	36
JUL/13	6633	0	35
JUL/12	8844	0	54
JUL/11	2399	0	28
JUL/10	5699	0	95

◆ CABINET/COIN

The weekly figure for the number of coins inserted into the machine is broken down by day in the COIN 1 column.

* Disregard the COIN 2 column. The SERVICE column indicates the number of credits when the service switch is set.



-----Press button A.

CABINET/COIN			
	COIN1	COIN2	SERVICE
JAN	2244	0	25
FEB	4422	0	36
MAR	6633	0	35
APR	8844	0	54
MAY	2399	0	28
JUN	5699	0	95

The figure for the number of coins inserted into the machine in the first half of the year is broken down by month (January to June) in the COIN 1 column.

* Disregard the COIN 2 column. The SERVICE column indicates the number of credits when the service switch is set.



-----Press button A.

CABINET/COIN			
	COIN1	COIN2	SERVICE
JUL	2244	0	25
AUG	4422	0	36
SEP	6633	0	35
OCT	8844	0	54
NOV	2399	0	28
DEC	5699	0	95

The figure for the number of coins inserted into the machine in the second half of the year is broken down by month (July to December) in the COIN 1 column.

* Disregard the COIN 2 column. The SERVICE column indicates the number of credits when the service switch is set.

Press button A to display original weekly figure for number of coins. Press button C to return to the Income Data menu. Press button C once more to return to the main menu.

CABINET/PLAY			
	PLAY	CONT.	AV.TIME
JUL/15	24	42	320
JUL/14	44	82	490
JUL/13	63	45	560
JUL/12	84	70	460
JUL/11	99	25	390
JUL/10	59	55	320

◆CABINET/PLAY

Display the weekly figure (broken down on a daily basis) for number of plays, number of continued plays, and average playing time.



----- Press button A.

CABINET/PLAY			
	PLAY	CONT.	AV.TIME
JAN	24589	42466	1520
FEB	44584	82112	5110
MAR	63012	45787	7760
APR	84760	70502	4780
MAY	99860	25978	4170
JUN	59784	55231	7820

Display the figure for number of plays, number of continued plays, and average playing time for the first half of the year (January to June) broken down by month.



----- Press button A.

CABINET/PLAY			
	PLAY	CONT.	AV.TIME
JUL	24589	42466	1520
AUG	44584	82112	5110
SEP	63012	45787	7760
OCT	84760	70502	4780
NOV	99860	25978	4170
DEC	59784	55231	7820

Display the figure for number of plays, number of continued plays, and average playing time for the second half of the year (July to December) broken down by month.

Press button A to display the original weekly figures for number of plays. Press button C to return to the Income Data menu. Press button C once more to return to the main menu.

7.CALENDAR SETTINGS

This function and manner of setting are the same as CALENDAR SETTINGS in the HARDWARE TEST. However, you can return to the main menu by pressing button C.



Use the joystick to exit the main menu. Press button A to return to the game screen.

Soft DIP Settings

— Initial Description Screen —

Page 1

— S.V.C.CHAOS —	
▶ PLAY TIME	NORMAL
DEMO SOUND	ON
MANUAL	ON
DIFFICULTY	LEVEL 4
CREDIT/LEVEL	ON/OFF
GAME MODE	2POINTS
CONT.SERVICE	ON/ON
BLOOD/FLASH	OFF/OFF

Page 2

— S.V.C.CHAOS —	
▶ LANGUAGE (*1)	ENGLISH
COUNTRY (*1)	OTHERS

[The display item on page 2 does not appear in Japanese and US cabinets.]

<How to Change Settings>

- 1) Move the joystick up and down to match the cursor to the item you want to adjust.
- 2) Push the A button and proceed in the stated order to adjust settings.

* Moving the joystick further downward from the "BLOOD/FLASH" item on page one will allow you to enter page two.
 * Moving the joystick further upward from the "LANGUAGE" item on page two will return you to page one.
 The display item on page two does not appear in Japanese and US cabinets.

<Gage Settings>

[PLAY TIME] Sets the count down speed for the time limit in five speed levels.
 SLOW → LITTLE SLOW → NORMAL → LITTLE FAST → FAST

[DEMO SOUND] Determines whether sound is played during game demos.
 ON → OFF

[MANUAL] Determines whether there is "How to play" demo or not at the start of the game.
 ON → OFF

[DIFFICULTY] Changes game difficulty to 1 of 8 levels.
 LEVEL 1 → LEVEL 2 → LEVEL 3 → LEVEL 4 → LEVEL 5 → LEVEL 6 → LEVEL 7 → LEVEL 8

[CREDIT/LEVEL] Determines whether the credit and level displays are shown.
 ON/OFF → OFF/ON → ON/ON → OFF/OFF

[GAME MODE] Sets the number of points that decide matches.
 1POINT → 2POINTS → 3POINTS

[CONT.SERVICE] Determines whether Continue and Service Play are available.
 ON/ON → ON/OFF → OFF/OFF

[BLOOD/FLASH] Determines whether "spurting blood" and "screen flashes" are shown during game play.
 ON/ON → OFF/OFF → ON/OFF → OFF/ON

[LANGUAGE] Allows the display of game messages in 2 languages. (*1)
 ENGLISH → SPANISH

[COUNTRY] Allows cabinet settings to be made on US cabinets and those of other countries. (*2)
 OTHERS → USA

*1 : The [LANGUAGE] display item does not appear in Japanese and US cabinets

*2 : The [COUNTRY] display item does not appear in Japanese and US cabinets

Main Harness

Solder points	Terminal number		Part name
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
(Key to prevent incorrect insertion)	H	7	(Key to prevent incorrect insertion)
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
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 PUSH1	Z	22	1P PUSH1
2P PUSH2	a	23	1P PUSH2
2P PUSH3	b	24	1P PUSH3
2P PUSH4	c	25	1P PUSH4
	d	26	
GND	e	27	GND
GND	f	26	GND

<How to Control>

- 1) Move the joystick
- 2) Push the A button

- * Moving the joystick moves the display item on the screen.
- * Pushing the A button attacks the enemy.

<Game Set>

[PLAY TIME]
SLOW

[DEMO]

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