

B.Rap BOYS

OPERATION MANUAL

KANEKO®

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● Setting up DIP SWITCHES

| ITEM | DESCRIPTION | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--|-------------------|-----|-----|--------|------------|-----|-----|-----|-----|
| SCREENFLIP | | OFF | | | | | | | |
| | REVERSE | ON | | | | | | | |
| TEST | GAME MODE | | OFF | ON·OFF | | | | | |
| | TEST MODE | | ON | OFF | | | | | |
| SWITCH TEST | LEVER BUTTON TEST | | ON | ON | See note 1 | | | | |
| COIN SETTINGS | STANDARD MODE | | | | | ON | | | |
| | INDEPENDENT MODE | | | | | OFF | | | |
| GAME TYPE | 2 PLAYERS | | | | | | ON | | |
| | 3 PLAYERS | | | | | | OFF | | |
| SET UP TYPE <small>See note 2</small> | EASY | | | | | | | ON | OFF |
| | NORMAL | | | | | | | OFF | OFF |
| | HARD | | | | | | | OFF | ON |
| | VERYHARD | | | | | | | ON | ON |

* NOTE: The DIP Switches 5 through 8 are effective only in the Test Mode or upon power-on.

* NOTE 1: The SWITCH TEST operates only with Test Mode at "ON."

* NOTE 2: The "SET UP TYPE" allows you to adjust automatically the number of player bonus and award levels as follows:

| SETTING | THE NUMBER OF PLAYER'S UNITS | DIFFICULTIES OF GAINING THE BONUS PLAYERS | PLAY LEVEL |
|----------|------------------------------|---|------------|
| EASY | 3 | every 1000/2000 | LEVEL 2 |
| NORMAL | 2 | every 2000/3000 | LEVEL 3 |
| HARD | 2 | every 3000/4000 | LEVEL 4 |
| VERYHARD | 1 | | LEVEL 6 |

● Specifications

◇ Operation Monitor Horizontal Monitor

● Description of PC Board

Fig. Board

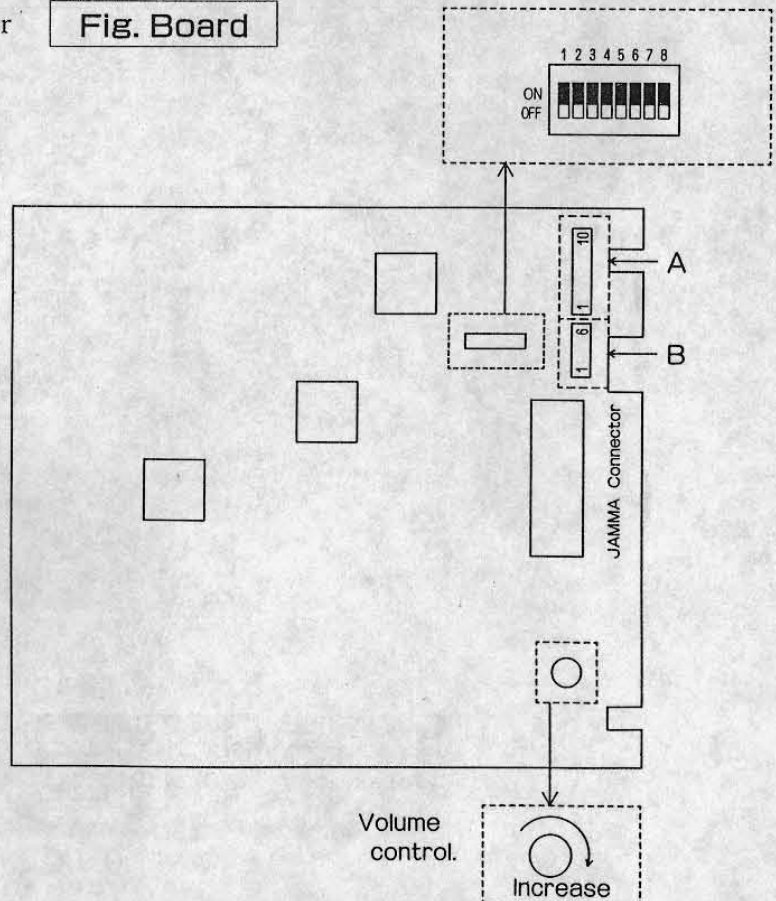
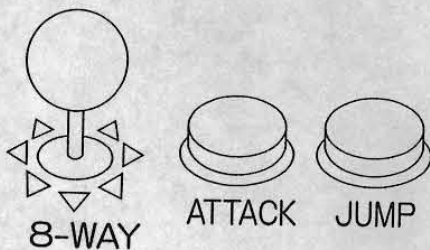


Table of PC Board Connectors

(1) Required Power Supply

| | | |
|------------|----------------|------------|
| + 5 V | +0.5V -0.1V | (MIN 4.0A) |
| +12V ±0.5V | | (MIN 1.0A) |

(2) Connector Terminal Layout (Expansion 3P)

For the 3 P Play, select Card Edge Type or Pin Header Type.

◇Card Edge Type◇

| SOLDERED SIDE | | | PARTS SIDE |
|--------------------------------|---|----|--------------------------------|
| GND | A | 1 | GND |
| | B | 2 | TOTAL COIN COUNTER |
| COIN LOCKOUT 3 | C | 3 | COIN COUNTER 3 |
| WRONG INSERTION PROTECTION KEY | D | 4 | WRONG INSERTION PROTECTION KEY |
| 3 P DOWN | E | 5 | 3 P UP |
| 3 P RIGHT | F | 6 | 3 P LEFT |
| 3 P PUSH 2 | H | 7 | 3 P PUSH 1 |
| 3 P COIN SW | J | 8 | 3 P START SW |
| GND | K | 9 | GND |
| GND | L | 10 | GND |

◇Pin Header Type◇

(A)

| | |
|----|--------------|
| 10 | 3 P START SW |
| 9 | 3 P COIN SW |
| 8 | 3 P PUSH 2 |
| 7 | 3 P PUSH 1 |
| 6 | 3 P UP |
| 5 | 3 P DOWN |
| 4 | 3 P LEFT |
| 3 | 3 P RIGHT |
| 2 | GND |
| 1 | GND |

(B)

| | |
|---|--------------------|
| 6 | COIN COUNTER 3 |
| 5 | COIN LOCKOUT 3 |
| 4 | TOTAL COIN COUNTER |
| 3 | |
| 2 | N.C. |
| 1 | N.C. |

(3) Edge Connector Terminal Layout (JAMMA Standards)

| SOLDERED SIDE | | | PARTS SIDE |
|--------------------------------|---|----|--------------------------------|
| GND | A | 1 | GND |
| GND | B | 2 | GND |
| + 5 V | C | 3 | + 5 V |
| + 5 V | D | 4 | + 5 V |
| | E | 5 | |
| +12V | F | 6 | +12V |
| WRONG INSERTION PROTECTION KEY | H | 7 | WRONG INSERTION PROTECTION KEY |
| COIN COUNTER 2 | J | 8 | COIN COUNTER 1 |
| COIN LOCKOUT 2 | K | 9 | COIN LOCKOUT 1 |
| SP(-) | L | 10 | SP(+) |
| AUDIO(GND) | M | 11 | AUDIO(+) |
| VIDEO GREEN | N | 12 | VIDEO RED |
| VIDEO SYNC | P | 13 | VIDEO BLUE |
| SERVICE SW | R | 14 | VIDEO GND |
| TILT SW | S | 15 | TEST SW |
| 2 P COIN SW | T | 16 | 1 P COIN SW |
| 2 P START SW | U | 17 | 1 P START SW |
| 2 P UP | V | 18 | 1 P UP |
| 2 P DOWN | W | 19 | 1 P DOWN |
| 2 P LEFT | X | 20 | 1 P LEFT |
| 2 P RIGHT | Y | 21 | 1 P RIGHT |
| 2 P PUSH 1 | Z | 22 | 1 P PUSH 1 |
| 2 P PUSH 2 | a | 23 | 1 P PUSH 2 |
| | b | 24 | |
| | c | 25 | |
| | d | 26 | |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

※Adjust the power supply as accurately as possible.

CAUTION

Export, sales or other operations without our prior grant is prohibited by law.
Commercial use of this machine is restricted outside Japan.

●Setting and Test Mode

Operation

Press the Test button or turn the DIP Switch-2 to "ON" during the attract mode (not during the game) to go into "Instruction of DIP-SWITCH screen." Then operate the button on the "PLAYER 1" side to change the screen to "COIN RATE" and then to "PLAY STATUS."

※ If you disconnect the power during the setting, the data is cleared. To go out from the Test Mode, press the Test button again if you have pressed it. You will return to the attract mode. If you have turned the DIP Switch-2 to "ON," turn it to "OFF."

- ◇ The number of coins and plays (credit) at "Per player" [1 to 9 each]
- ◇ Credits remaining for the start of game [1 to 9]
- ◇ Difficulties of gaining the bonus players.
- ◇ Play levels for the entire game [LEVELs 1 through 7]
- ◇ Demo Sound [ON/OFF]
- ◇ SWITCH TEST [selected by the DIP SWITCH]

Limited Warranty

KANEKO CO., LTD./KANEKO USA,LTD.

Warrants to the original purchaser that the PCB and all component parts shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, KANEKO will repair or replace the defective system or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. Additionally, this warranty shall not be valid if the serial number of the PCB has been altered, defaced, or removed in any way.

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