

OWNER'S MANUAL

DIRTY PIGSKIN FOOTBALL



AW25" VIDEO GAME DEDICATED CABINET

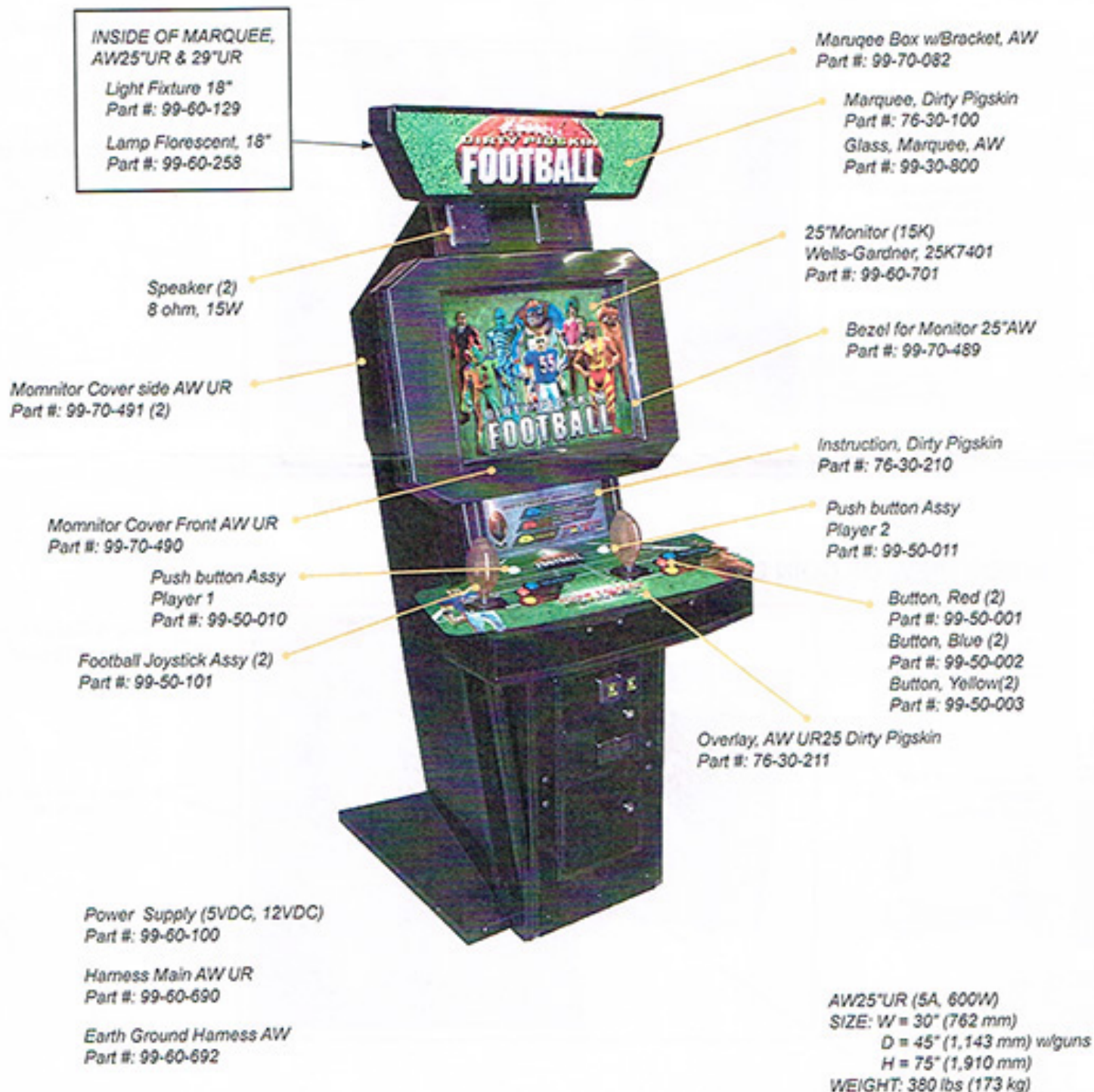
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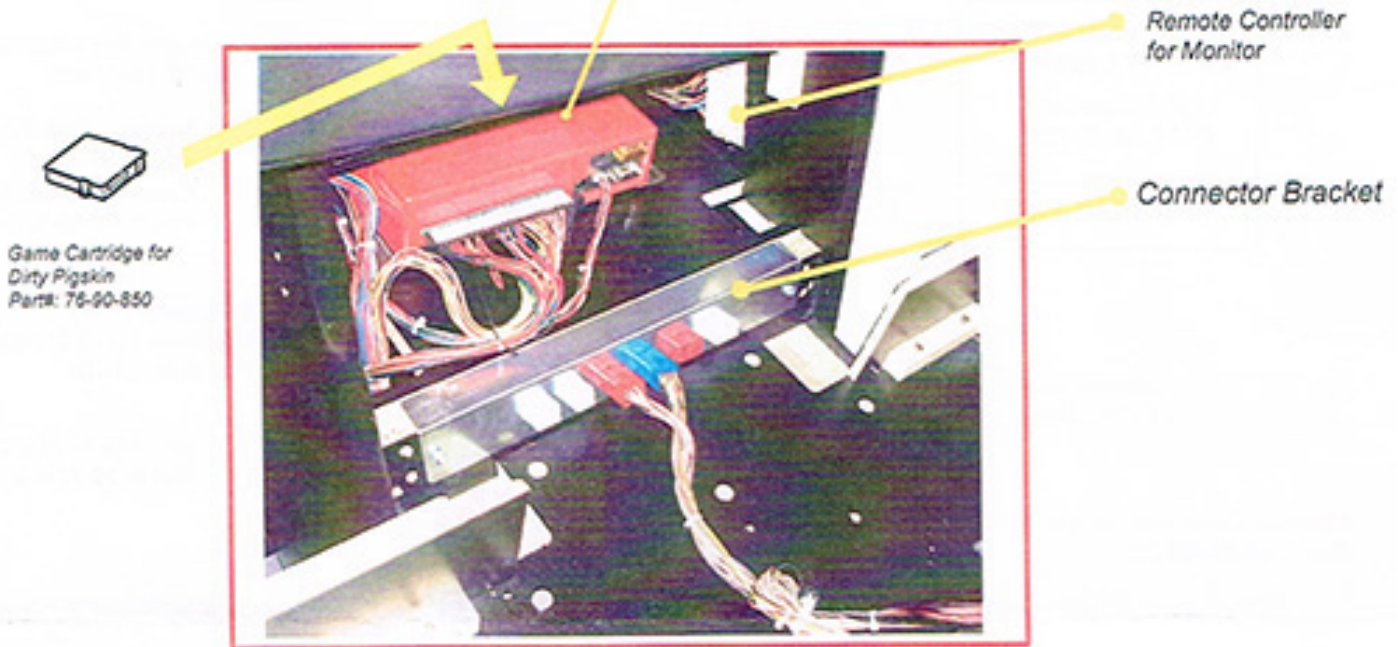
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1. SPECIFICATIONS OF CABINET

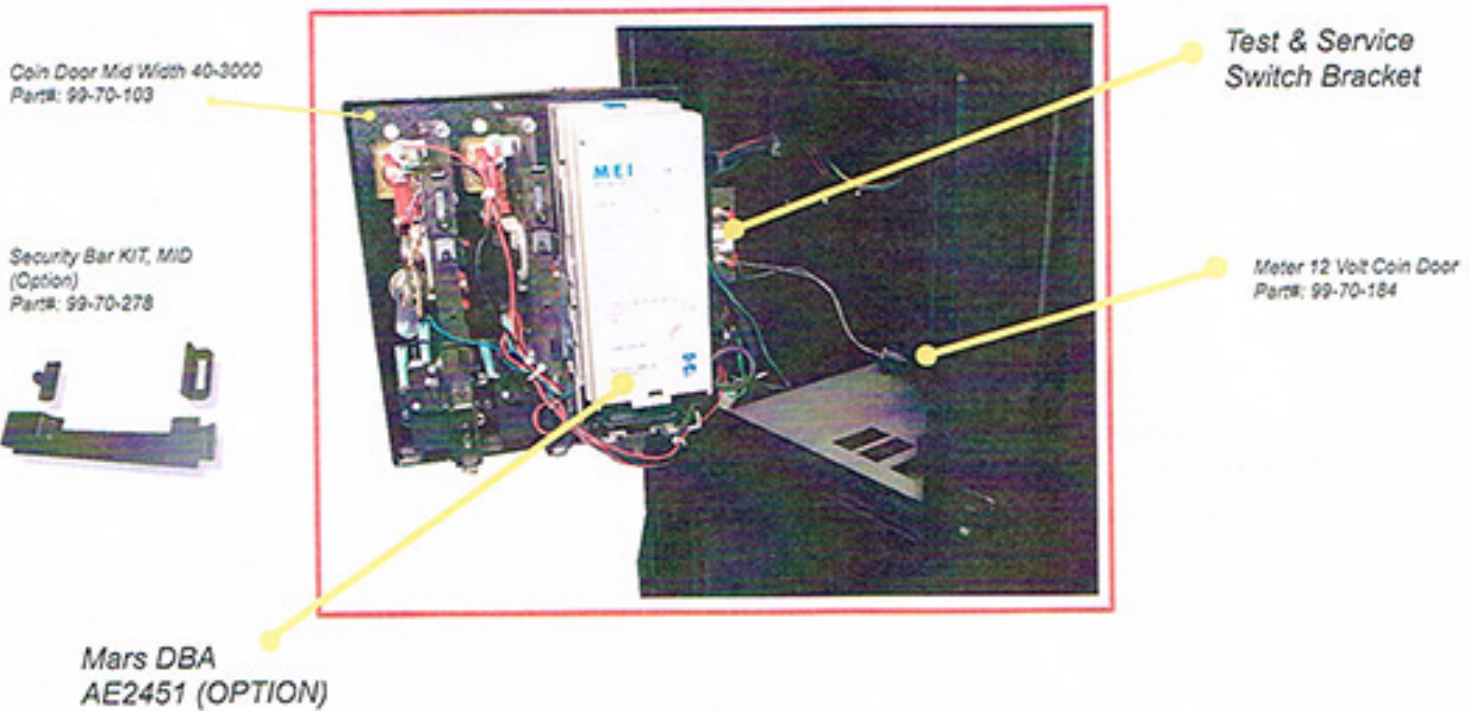
INPUT POWER: USA & CANADA. = 120VAC, 60Hz, 2 A



INSIDE VIEW OF CONTROL PANEL & INSTRUCTION PANEL, AW25"UR



INSIDE VIEW OF COIN DOOR, AW25"UR



2. GAME PLAY

Dirty Pigskin Football is football with a cynical twist.

The American pastime, known for its healthy competition and well-suited athletes, has been morphed into a rivalry between rebels, monsters and extraterrestrial beings.

The one or two-player game includes many venue styles and offers a choice in eight "off-beat" teams, including Cell Block 5, Hitmen, Wolf Clan, Gridiron Ghouls, the Abductors and more.

Players can choose head-to-head or team up against the CPU.

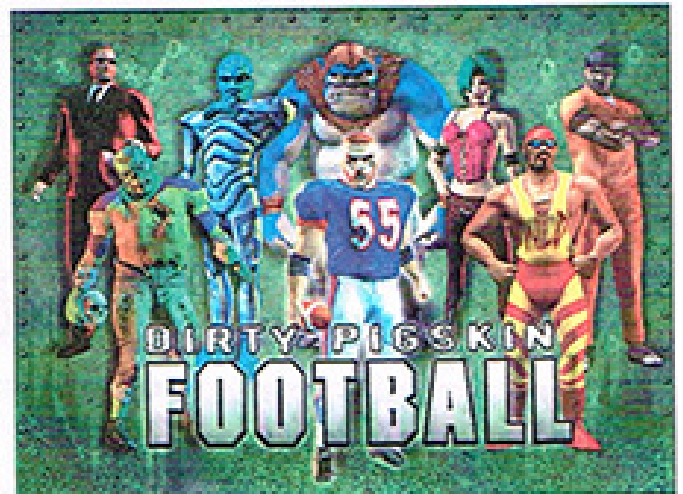
The game is played by using a football-shaped, 8-way joystick and a selection of button moves, including

FAKE SNAP/THROW/CHANGE PLAYER (blue),

SNAP/THROW/DIVE TACKLE (red) and POWER (yellow).

When the power gauge at the bottom of the screen flashes "SUPER", press the yellow and red buttons simultaneously and the character will perform a super tackle!!!

Dirty Pigskin Football is easy to play, fast-tempo and is highly entertaining. It's time to get down and dirty!!!



SELECT PLAY MODE

Use Joystick to move Football cursor 1 and 2 on CHOOSE UP SIDES screen.

1P & 2P VS CPU

When both Footballs are same side.

1P VS 2P

When Football 1 and 2 are split.



TEAM SELECT

You have a choice of 8 teams.

ABDUCTORS
RING KING
ALL STARS
HITMEN
BAD GIRLS
GRIDIRON GHOULS
WOLF CLAN
CELL BLOCK 5



TEAM LINE UP

ABDUCTORS



RING KINGS



ALL STARS



HIT MEN



BAD GIRLS



GRIDIRON GHOULS



Wolf Clan



CELL 5 BLOCK

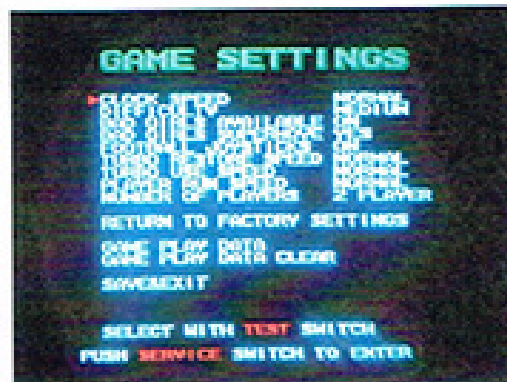


NOTE: Team BAD GIRLS, You need Setting change to apper this team on game screen.

3. GAME SETTING

Dirty Pigskin has dedicated GAME SETTINGS. Press TEST switch to display "SYSTEM MENU" screen. Go to "CONFIGURATION" and select "GAME SETTINGS." You can adjust the following game settings.

- **CLOCK SPEED** (SLOW, NORMAL and FAST. Default = NORMAL)
- **DIFFICULTY** (EASY, MEDIUM and HARD. Default = MEDIUM)
- **BAD GIRLS AVAILABLE** (ON and OFF. Default = OFF)
- **BAD GIRLS SUPER MOVE** (YES and NO. Default = NO)
- **FOOTBALL JOYSTICK** (ON and OFF. Default = OFF)
- **TURBO RESTORE SPEED**
(SLOW, NORMAL and FAST. Default = NORMAL)
- **TURBO USE SPEED** (SLOW, NORMAL and FAST. Default = NORMAL)
- **PLAYER RUN SPEED** (SLOW, NORMAL and FAST. Default = NORMAL)
- **NUMBER OF PLAYERS** (2 PLAYER and 4 PLAYER. Default = 2 PLAYER)



NOTE: Above are not FACTORY SETTING.

You may need manually change each setting to default as above.

DEFAULT SETTING (OUR RECOMMENDATION for DIRTY PIGSKIN (CEC VERSION))

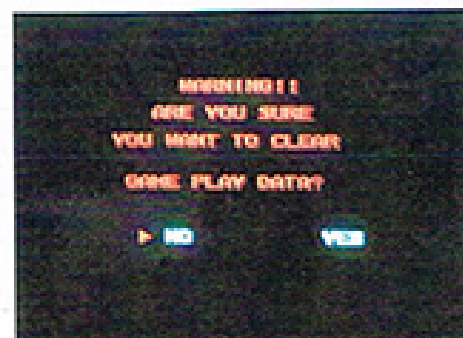
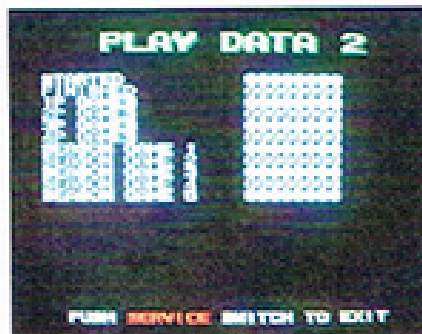
CLOCK SPEED: NORMAL

DIFFICULTY: MEDIUM

CREDIT SETTING: 1 COIN PER 1 CREDIT

BAD GIRL AVAILABLE: OFF

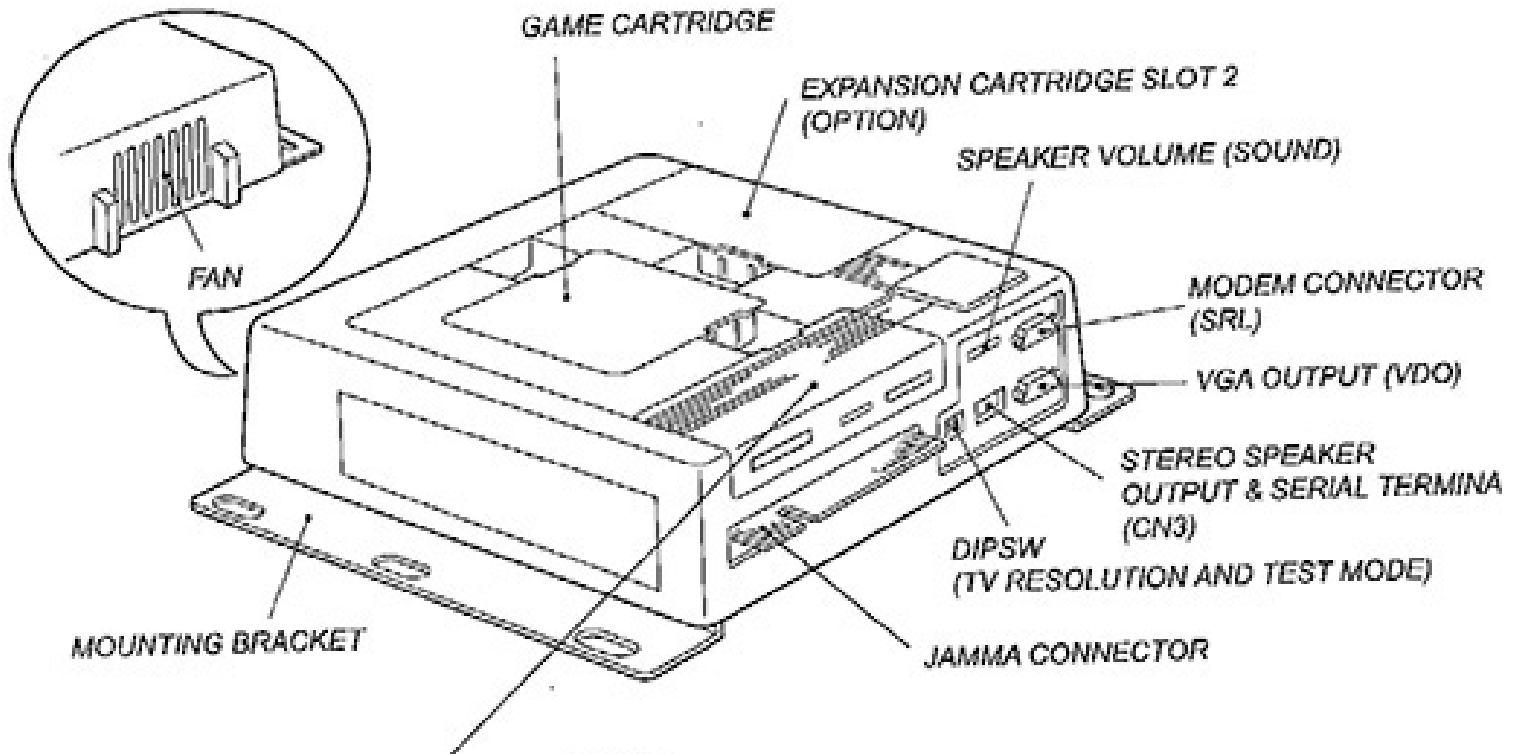
- **GAME PLAY DATA** (You can check details of player's play data)
- **GAME PLAY DATA CLEAR** (You can clear GAME PLAYE DATA at this mode)



4. SYSTEM BOARD

DIMENSIONS: 10.67" W x 9.04" D x 2.52" H

WEIGHT: 3 lbs



■ EXPANSION CARTRIDGE SLOT 1 (EX. I/O BOARD) CONNECTOR TABLE

CN303: 8 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	ANALOG 0
6	ANALOG 1
7	ANALOG 2
8	ANALOG 3

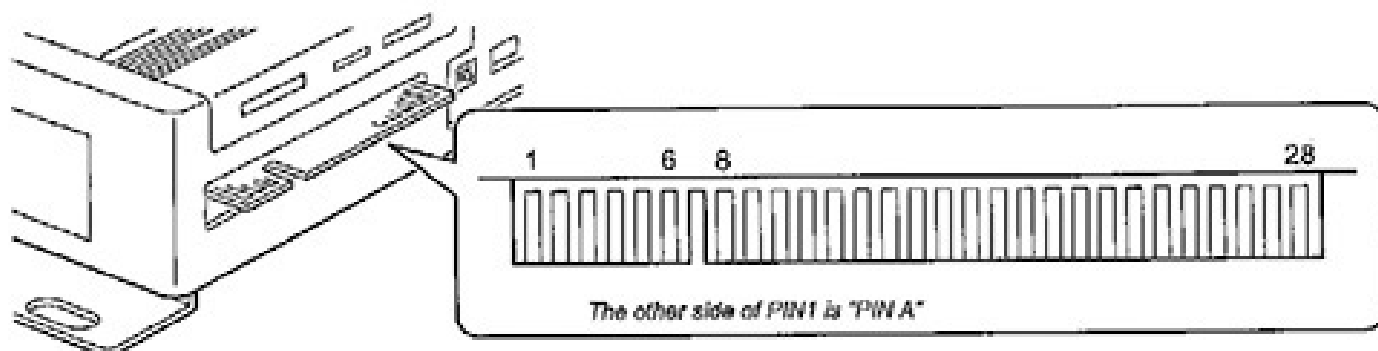
CN304: 12 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	POUT 0
6	POUT 1
7	POUT 2
8	POUT 3
9	POUT 4
10	POUT 5
11	POUT 6
12	POUT 7

CN302: 28 PIN CONNECTOR

PIN#	FUNCTION	PIN#	FUNCTION
1	+5VDC	2	+5VDC
3	GND	4	GND
5	3P GUN	6	4P GUN
7	3PUP/PULX1	8	4PUP/PULX1
9	3PDO/PULX2	10	4PDO/PULX2
11	3PLE/PULY1	12	4PLE/PULY1
13	3PRIP/PULY2	14	4PRIP/PULY2
15	3P COIN	16	4P COIN
17	3P START	18	4P START
19	3PPU1/TRIG	20	4PPU1/TRIG
21	3P PUSH2	22	4P PUSH2
23	3P PUSH3	24	4P PUSH3
25	3P PUSH4	26	4P PUSH4
27	3P PUSH5	28	4P PUSH5

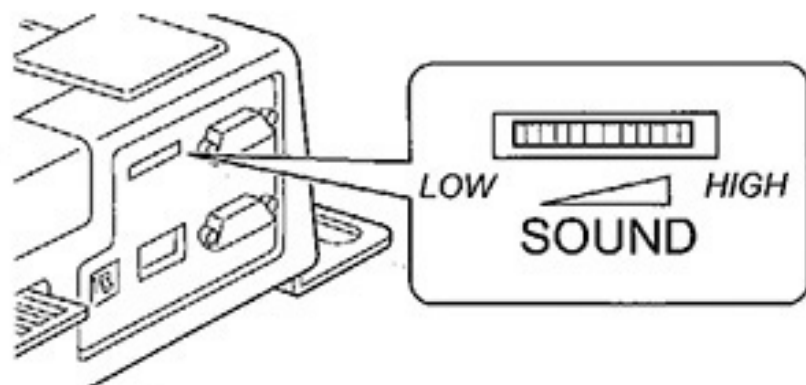
■ JAMMA CONNECTOR TABLE



JAMMA EDGE CONNECTOR (56 PINS)

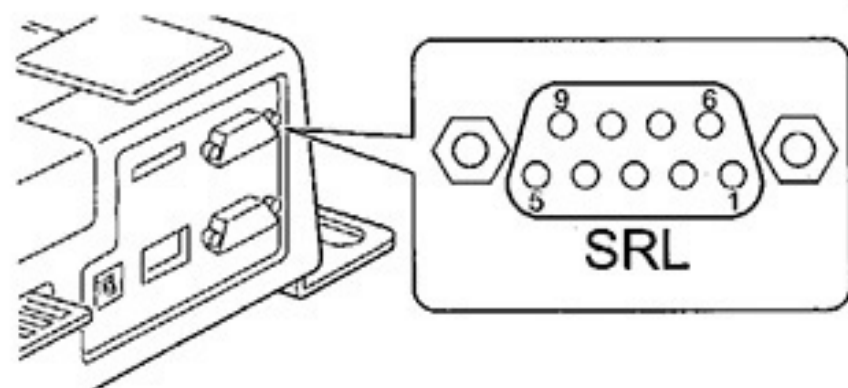
No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	N.C.	-	H	N.C.	-
8	1P COIN COUNTER	OUT	J	2P COIN COUNTER	OUT
9	1P COIN LOCKOUT	OUT	K	2P COIN LOCKOUT	OUT
10	MONO SPEAKER (+)	OUT	L	MONO SPEAKER (-)	OUT
11	AUDIO OUT	OUT	M	AUDIO GND	-
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	-	R	SERVICE SW	IN
15	TEST SW	IN	S	TILT SW	IN
16	1P COIN	IN	T	2P COIN	IN
17	1P START	IN	U	2P START	IN
18	1P UP	IN	V	2P UP	IN
19	1P DOWN	IN	W	2P DOWN	IN
20	1P LEFT	IN	X	2P LEFT	IN
21	1P RIGHT	IN	Y	2P RIGHT	IN
22	1P SW1 (SNAP/PASS/TACKLE)	IN	Z	2P SW1 (SNAP/PASS/TACKLE)	IN
23	1P SW2 (FAKE SNAP/PASS/CHANGE PLAYER)	IN	a	2P SW2 (FAKE SNAP/PASS/CHANGE PLAYER)	IN
24	NOT USED	IN	b	NOT USED	IN
25	1P SW4 (POWER)	IN	c	2P SW4 (POWER)	IN
26	NOT USED	IN	d	NOT USED	IN
27	GND	-	e	GND	-
28	GND	-	f	GND	-

■ **SPEAKER VOLUME (SOUND)**



Use for adjusting game sound

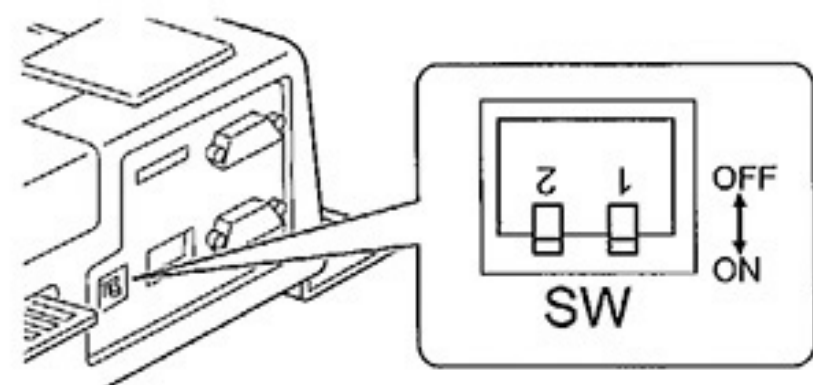
■ **MODEM CONNECTOR (SRL) >>> OPTION**



JST 9PIN SUB, CONNECTOR (MALE)

No.	FUNCTION	I/O
1	(N.C.)	-
2	RXD2	IN
3	TXD2	OUT
4	DTR	OUT
5	GND	-
6	(N.C.)	-
7	RTS	OUT
8	CTS	IN
9	(N.C.)	-

■ **DIP SWITCH (2 POSITIONS)**



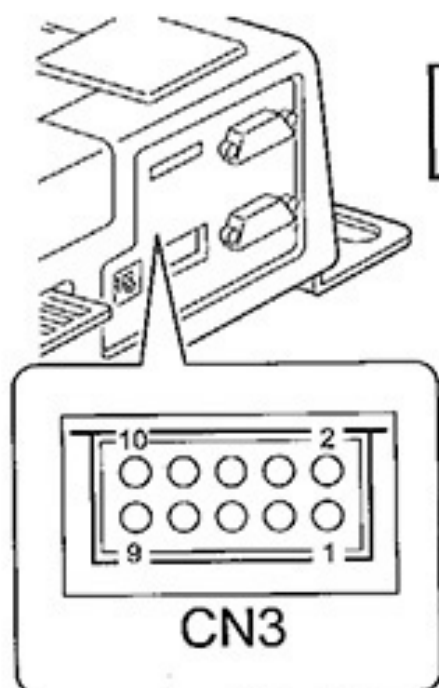
SW-1: Change Frequency of TV signal. Default is OFF = 15KHz*

*For Standard = Low resolution monitor

SW-2: Change ON position to go to SYSTEM MENU.

	ON	OFF
SW-1	31KHZ	15KHZ
SW-2	SYSTEM MENU MODE	GAME MODE

■ STEREO SPEAKER OUTPUT CONNECTOR (OPTION)



NOTE:

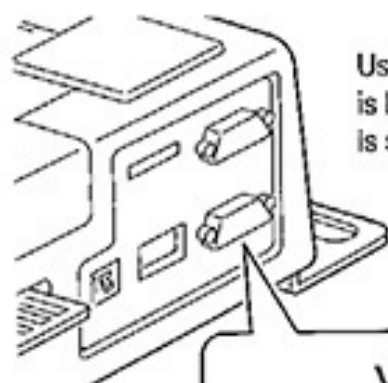
Can not use JAMMA speaker output & STEREO speaker output at same time.

STEREO SPEAKER OUTPUT & EXTENSION SERIAL CONNECTOR, PIN LAYOUT
(JST, 10 PIN PHD CONNECTOR)

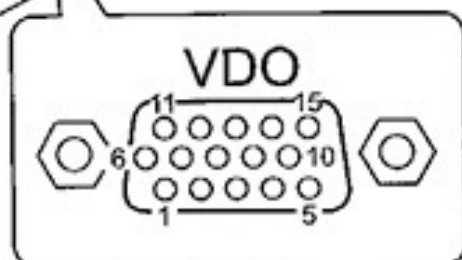
No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	STEREO SPEAKER L (+)	OUT	2	TXD	OUT
3	STEREO SPEAKER L (-)	OUT	4	RXD	IN
5	STEREO SPEAKER R (+)	OUT	6	GND	-
7	STEREO SPEAKER R (-)	OUT	8	+5V	OUT
9	N.C.	-	10	N.C.	-

■ VGA (31KHz) TV SIGNAL OUTPUT CONNECTOR (VDO) >>>OPTION

VGA OUTPUT CONNECTOR, PIN LAYOUT
(JST, 15 PIN D-SUB CONNECTOR, 3 SEQUENCE, FEMALE)



Use this connector when TV Monitor is High Resolution. Make sure DIPSW #1 is set to ON position.



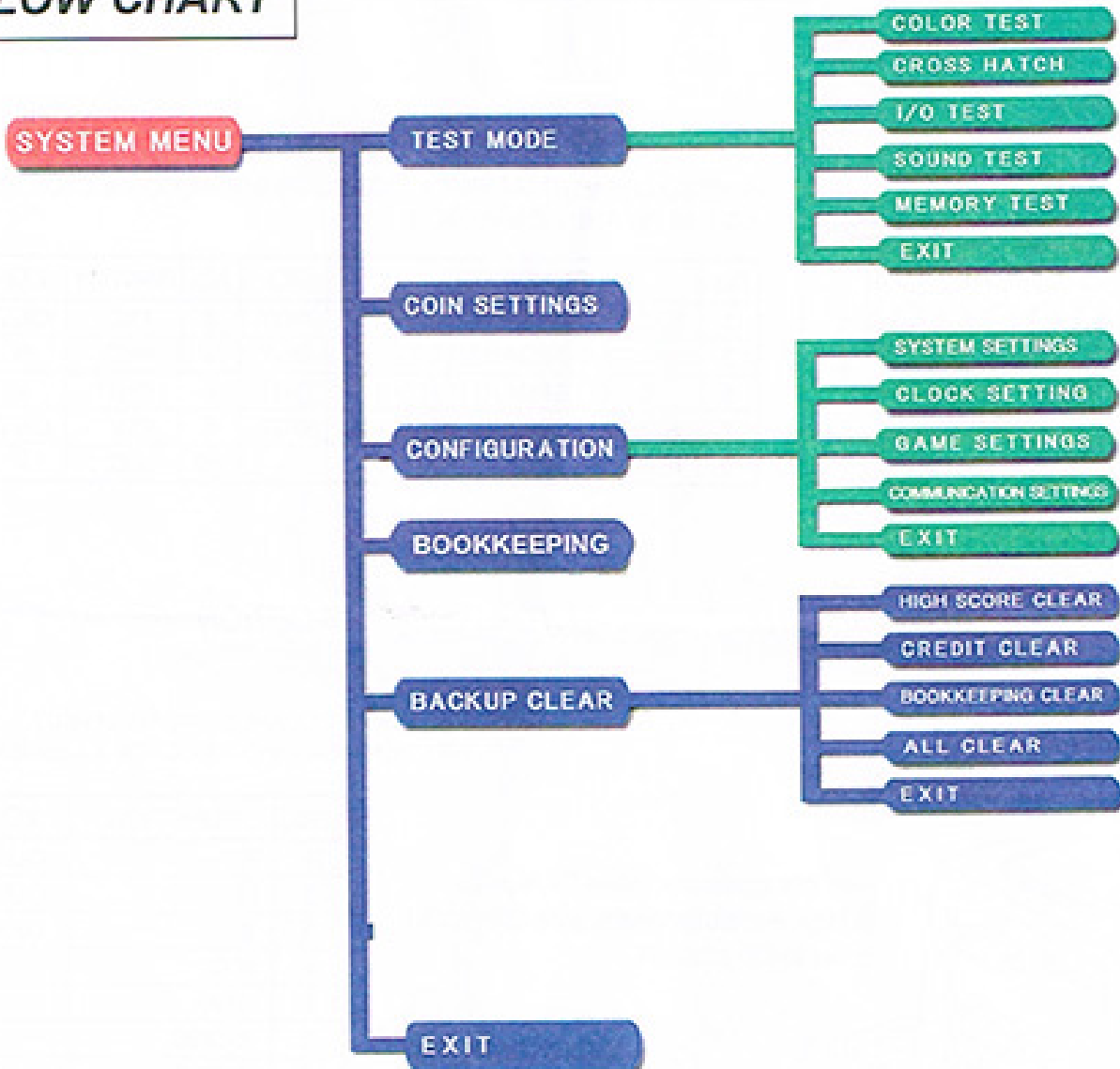
No.	FUNCTION	I/O
1	R	OUT
2	G	OUT
3	B	OUT
4	N.C.	-
5	GND	-
6	R-GND	-
7	G-GND	-
8	B-GND	-
9	+5V	OUT
10	GND	-
11	N.C.	-
12	N.C.	-
13	COMP SYNC	OUT
14	N.C.	-
15	N.C.	-

5. SYSTEM MENU

Press TEST switch to enter SYSTEM MENU.

(TEST switch can be activated any time. Game play will cancel when you press a test switch during game play. Credit(s) will be lost.)

FLOW CHART



HOW TO CONTROL

Press TEST switch to move cursor. Press SERVICE switch to select.

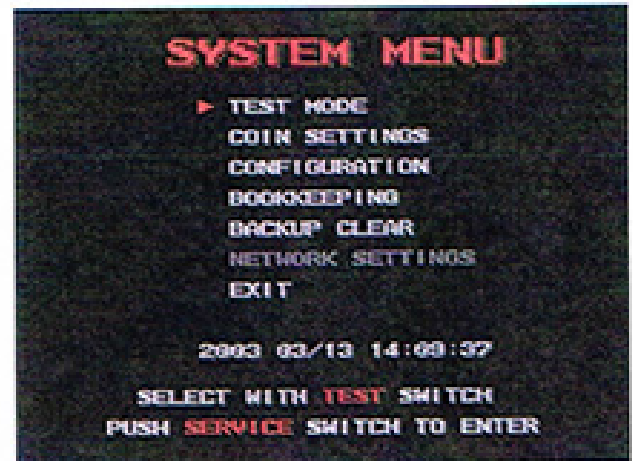
(If there is no TEST switch in your cabinet, change DIPSW #2 ON, re-power on to go to SYSTEM MENU. Press 1P START switch quickly to move cursor. Press & hold 1P START button to select it.)

TOP PAGE OF SYSTEM MENU

This is first screen of SYSTEM MENU.

Move cursor to contents then select to go to next menu

*Move cursor to "EXIT" and select to go back to normal game mode.
Credit(s) are memorized.*



TEST MODE

Use for function test of game.

Select "EXIT" to go back to top page screen of SYSTEM MENU.



COLOR TEST

Use for Color adjustment and checking of monitor.

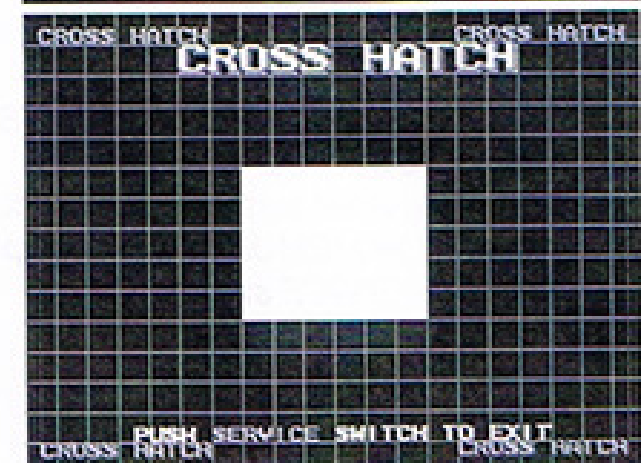
Press SERVICE switch to go back to TEST MODE screen



CROSS HATCH

Use for Size adjustment of monitor.

Press SERVICE switch to go back to TEST MODE screen



I/O TEST

Use for functions of input devices.

I/O TEST contents will be different game by game. (Picture shows basic I/O screen)

Activate each input device manually.

If it's functioned, letter on screen "OFF" change to "ON."

Press SERVICE switch to go back to TEST MODE screen



SOUND TEST

Use for checking Speaker output.

When NOT STEREO SPEAKER Setting, select START to output sound.

Select STOP to stop sound.

Select "EXIT" to go back to TEST MODE screen



When STEREO SPEAKER Setting (OPTION), select RIGHT to output sound from right speaker.

Select LEFT to output sound from left speaker.

Select CENTER to output sound from both left & right speakers.

Select STOP to stop sound.

Select "EXIT" to go back to TEST MODE screen



MEMORY TEST

Use for testing RAM of MAIN PCB.

Press TEST switch to start read & writing RAM test. Can not cancel this test till MEMORY test is complete.

Press SERVICE switch after test complete to go back to TEST MODE screen



CONFIGURATION

4 kinds of contents.

Contents of "COMMUNICATION" is unavailable when game has no COMMUNICATION feature.

SYSTEM SETTINGS

AREA: Select country of operation.
(JAPAN, NORTH AMERICA, EUROPE or OTHER)
This setting effects factory defaults.

LANGUAGE: English

ADVERTISE SOUND:
Select to output sound in attract mode.

AUDIO MODE:
Select sound STEREO (OPTION) or NORMAL

SOUND VOLUME:
Volume level of sound. Default is "15"

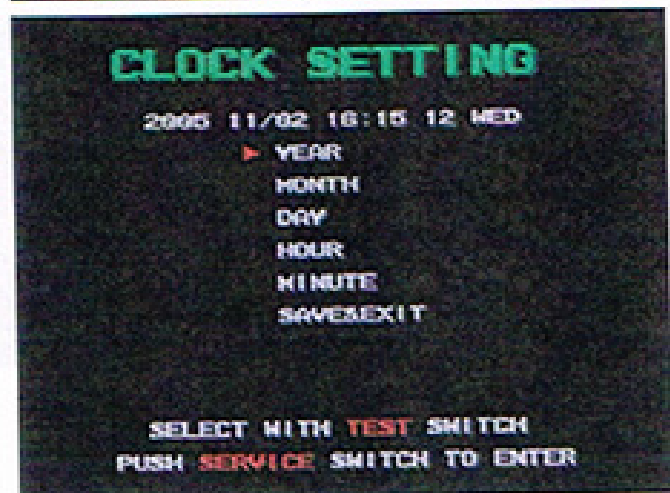
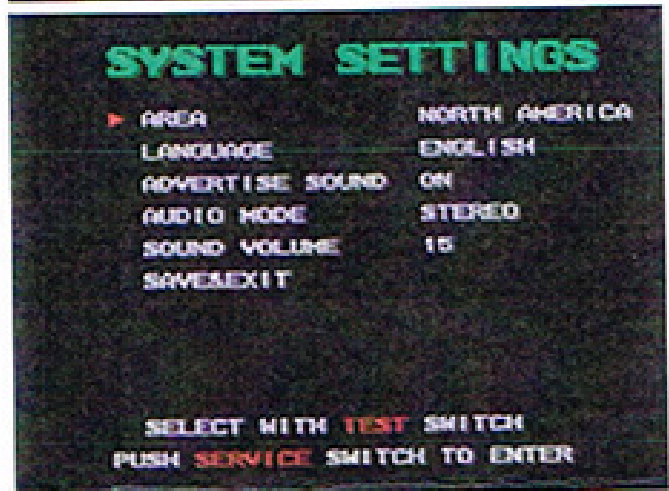
CLOCK SETTING

Adjust clock system on Main PCB.
Move cursor then press SERVICE switch to advance each digit. Press & hold SERVICE switch more than 1 sec. to speed it up.

Move cursor to "SAVE & EXIT" then press SERVICE switch to go back to SYSTEM MENU screen.

GAME SETTING

Adjust game setting at this mode.
Move cursor to "SAVE & EXIT" then press SERVICE switch to go back to CONFIGURATION.
Select "RETURN TO FACTORY SETTINGS" to change all settings to Factory default settings.



WARRANTY

Limited warranty, Repair and Return Policy

SEGA Amusements U.S.A., Inc. warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from SEGA Amusements U.S.A., Inc. invoice date unless otherwise specified in writing by SEGA Amusements U.S.A., Inc. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by SEGA Amusements U.S.A., Inc.

There are no additional warranties described above.

The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

Return Merchandise Authorization

- 1. Contact your authorized SEGA Amusements U.S.A., Inc. distributor to receive a Return Merchandise Authorization for return.*
- 2. You must obtain RMA numbers from SEGA Amusements U.S.A., Inc. through an authorized SEGA Amusements U.S.A., Inc. distributor. Please have your serial number available when calling for RMA number.*
- 3. All items must have an RMA number marked clearly on the outside of the package.*
- 4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.*
- 5. Credits to accounts are subject to inspection of products for damage and suitability for resale.*