



FOUR PLAYER  
UPRIGHT

# THE SIMPSONS™


Service #

**708-215-5100**

Jerry Korbecki ext. 122

## INSTRUCTION MANUAL

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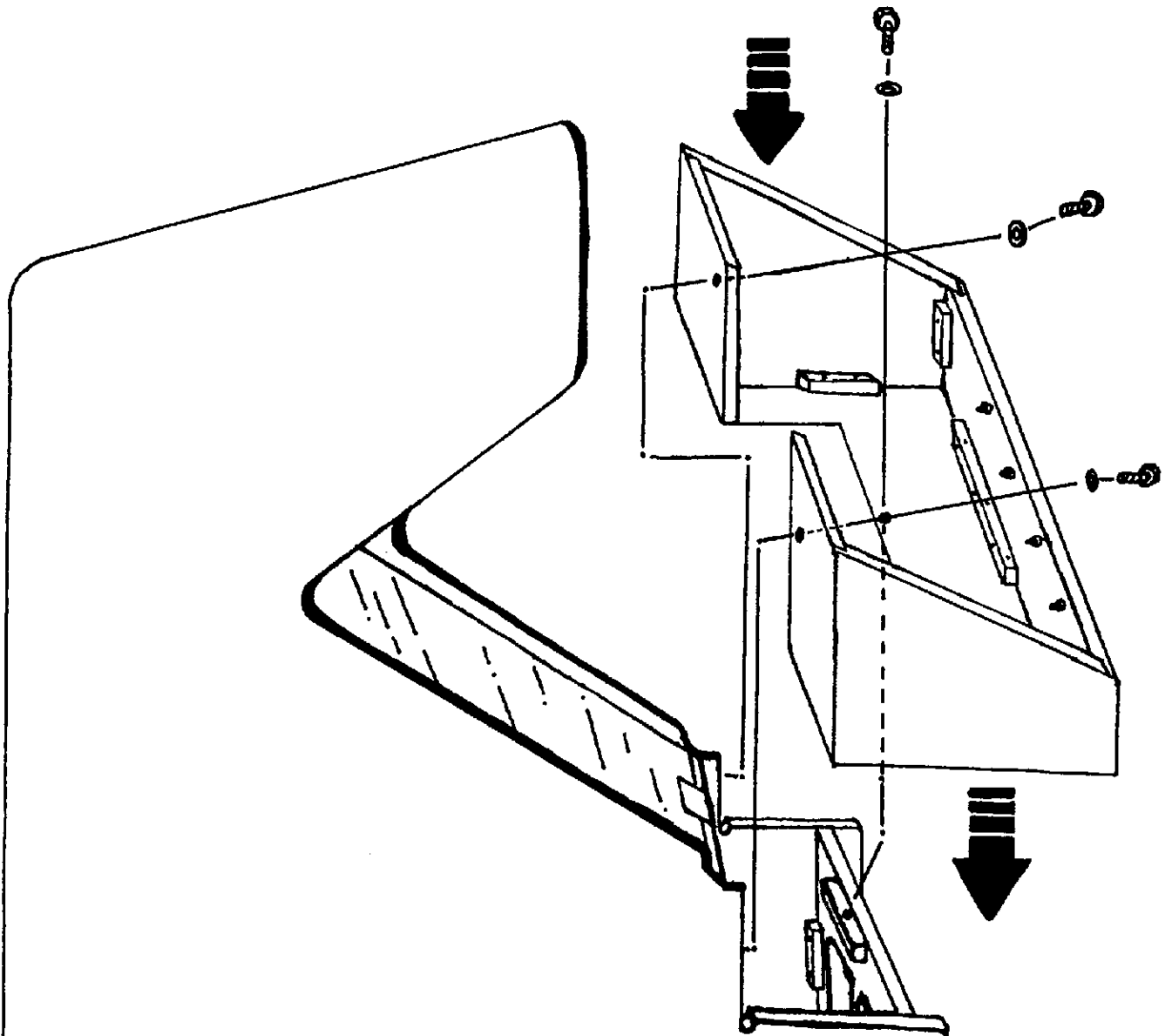
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# SIMPSONS™ PARTS LIST

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<b>Part #</b>	<b>Description</b>
072010	AC Harness
072011	DC Harness
072003	Simpsons PCB
072100	Control Panel Overlay
072101	Instruction Decal
072200	Marquee
072300	Upper Right Side Decal
072301	Upper Left Side Decal
072302	Middle Right Side Decal
072303	Middle Left Side Decal
072304	Lower Right Side Decal
072305	Lower Left Side Decal
072400	Manual
30110	Red Button
30112	Blue Button
30113	Orange Button
30119	Green Button
30202	Switch Holders
30250	Palnuts
30304	Red Joy Stick
30305	Blue Joy Stick
30306	Green Joy Stick
30322	Orange Joy Stick
35404	Power Supply
40356	Tempered Glass
40524	Monitor

# CONTROL PANEL ASSEMBLY



Three Screws and Lock Washers  
are provided Taped Inside Control  
Panel. Please Assemble as shown.



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## **THE SIMPSONS™ MANUAL AMENDMENT**

During power-up, if self-test indicates **12C BAD**:

- 1) Turn power off.
- 2) Press test switch located on coin vault 1.
- 3) Turn power back on with test switch depressed.

# SIMPSON™: WIRING HARNESS

WIRE COLOR KEY:		← Solder Side	Parts Side →		
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+12V DC	F	6	+12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/VIOLET
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	TEST	YELLOW
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	(EMPTY)	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P ATTACK	Z	22	1P ATTACK	RED/WHITE
ORANGE/GRAY	2P JUMP	a	23	1P JUMP	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

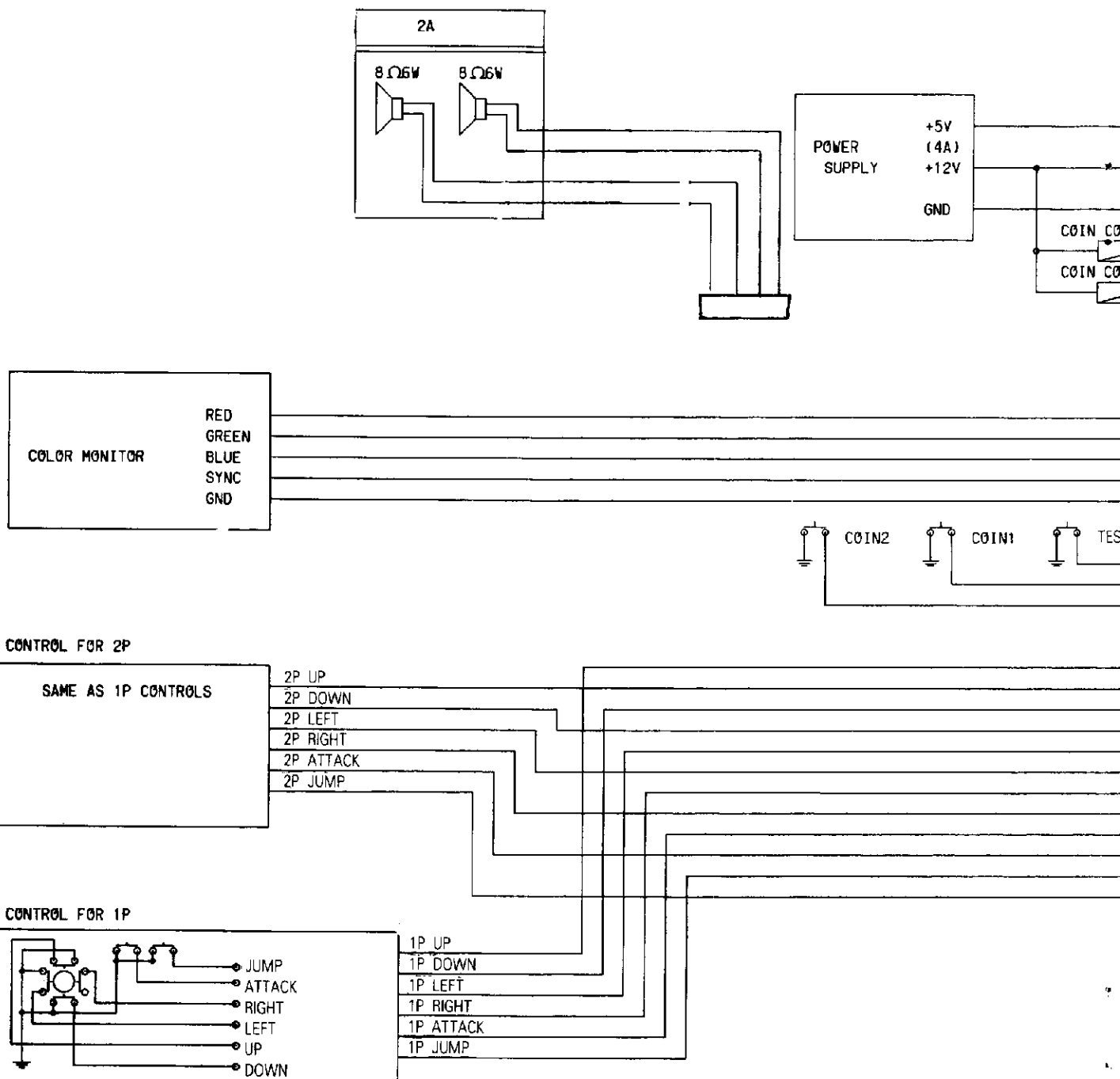
# SIMPSON™: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

**CN3  
3P  
CONTROLS**

1	Coin 3	White/Violet
2	Empty	
3	3P Left	White/Red
4	3P Right	White/Yellow
5	3P Up	White/Black
6	3P Down	White/Blue
7	3P Attack	White/Brown
8	3P Jump	White/Orange
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

**CN4  
4P  
CONTROLS**

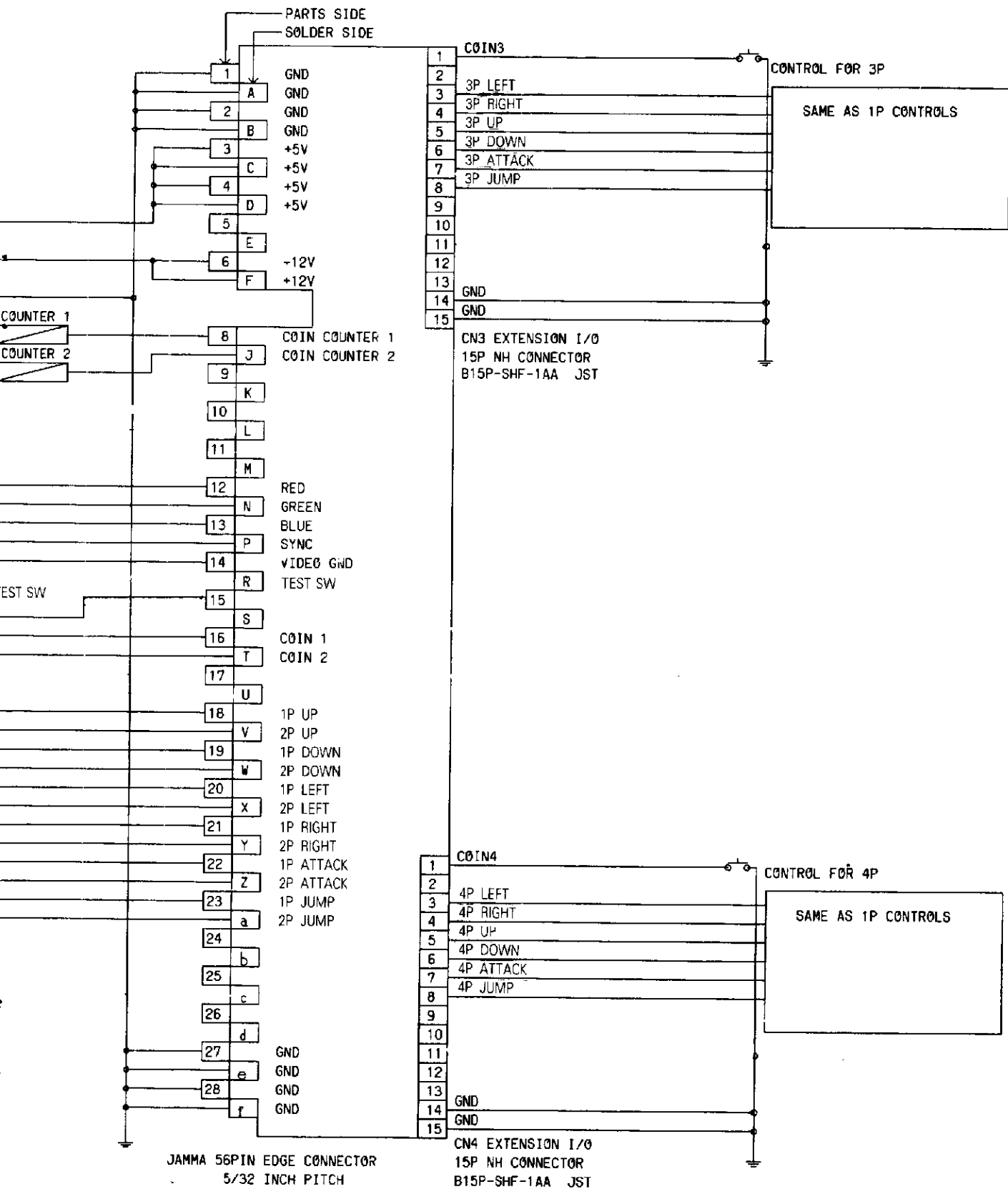
1	Coin 4	Blue
2	Empty	
3	4P Left	Yellow/Black
4	4P Right	Brown/Black
5	4P Up	Green/Yellow
6	4P Down	Yellow/Red
7	4P Attack	Yellow/White
8	4P Jump	Yellow/Blue
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black



- NOTES -

- 1 1P:NO.1 PLAYER      2P:NO.2 PLAYER  
3P:NO.3 PLAYER      4P:NO.4 PLAYER
- 2 SURGE KILLER DIODES FOR COIN  
COUNTER INSTALLED ON THE P.C.B.

# DIAGRAM





# SIMPSONS™ GAME SET UP

The Simpsons™ PCB doesn't utilize dip switches. Game set up is held in memory. To change factory settings press the test switch button (located on PCB and/or coin door 1).

## — — — MANUAL TEST MENU — — —

- ➔ 1 ROM Check Test (self test of program)
- 2 Screen Test (cross hatch)
- 3 Color Test (monitor set up)
- 4 I/O Test (test all joysticks & buttons)
- 5 Music Test
- 6 Sound Test
- 7 Start Button (set/without Start Button)
- 8 Coin Game Options (see below)

Move arrow with joystick one to desired test. Initiate test by pressing attack button of player one.

### 8. COIN GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press ATTACK button. After modification is completed in the sub-screen, select EXIT to save and return to this screen.

8. COIN, GAME OPTIONS
8-1. COIN SETTING
STARTING 2 COIN 1 CREDIT
CONTINUE 1 COIN 1 CREDIT
8-2. NUMBER OF PLAYERS
2 PLAYERS
8-3. DIFFICULTY
NORMAL
8-4. SOUND IN ATTRACT MODE
ON
8-5. VIDEO SCREEN FLIP
NORMAL
8-6. SOUND OUTPUT
STEREO
8-7. FACTORY SETTINGS
EXIT

### 8-1. COIN SETTING

Selecting this item, the screen shows following options.

PREMIUM START SETTING	
<input type="radio"/>	OFF
	ON
	EXIT
COINS	CREDITS
1	1
1	2
1	3
1	4
1	5
1	6
2	1
2	3
2	5
3	1
3	2
3	4
4	1
4	3
4	5

① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and for continuation will be the same. Select "EXIT" and return to the original screen. (In other words, if you want 50¢ start 25¢, continue premium start must be on.)

# SIMPSONS™ GAME SET UP (Cont.)

② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers.

PREMIUM START SETTING		
	<input type="radio"/> OFF	
	<input type="radio"/> ON	
	<input type="radio"/> EXIT	
NUMBER OF EXTRA COINS FOR PREMIUM START	COINS	CREDITS
<input type="radio"/> 1	1	1
<input type="radio"/> 2	1	2
<input type="radio"/> 3	1	3
<input type="radio"/> 4	1	4
<input type="radio"/> 5	1	5
	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

This is set for 50¢. Start 25¢ continue. \*Note premium start must be on.

## 8-2. NUMBER OF PLAYERS

<input type="radio"/>	. 1 PLAYER
<input type="radio"/>	. 2 PLAYERS
<input type="radio"/>	. 3 PLAYERS
<input type="radio"/>	. 4 PLAYERS
<input type="radio"/>	. 5 PLAYERS
<input type="radio"/>	. 6 PLAYERS
<input type="radio"/>	. 7 PLAYERS
<input type="radio"/>	.EXIT

## 8-3. DIFFICULTY

<input type="radio"/>	. EASY
<input type="radio"/>	. NORMAL
<input type="radio"/>	. DIFFICULT
<input type="radio"/>	. VERY DIFFICULT
<input type="radio"/>	.EXIT

## 8-4. SOUND IN ATTRACT MODE

<input type="radio"/>	. OFF
<input type="radio"/>	. ON
<input type="radio"/>	.EXIT

## 8-5. VIDEO SCREEN FLIP

<input type="radio"/>	. NORMAL
<input type="radio"/>	. UPSIDE DOWN
<input type="radio"/>	.EXIT

## 8-6. SOUND OUTPUT

<input type="radio"/>	. MONAURAL
<input type="radio"/>	. STEREO
<input type="radio"/>	.EXIT

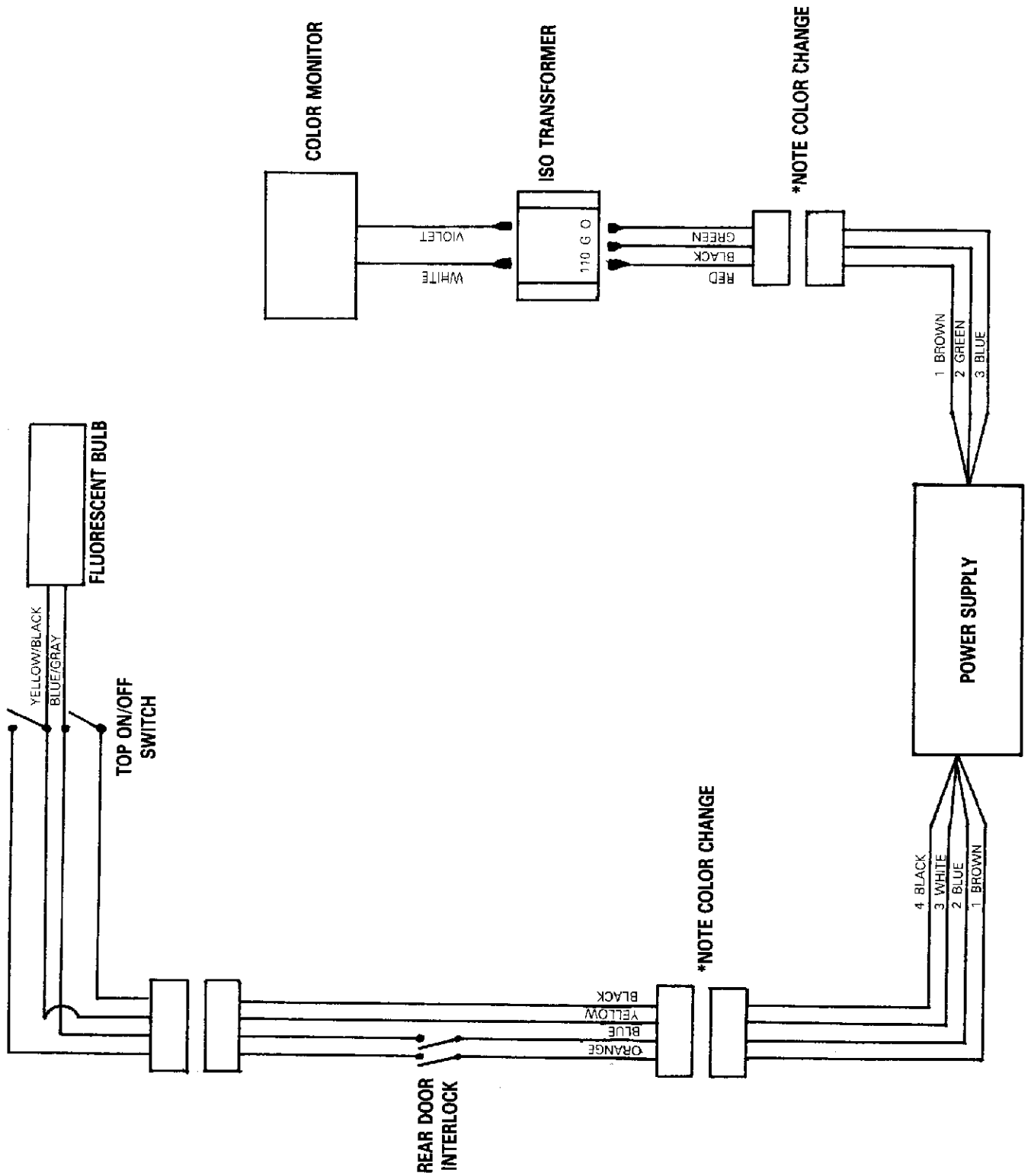
\*  shows recommended settings.

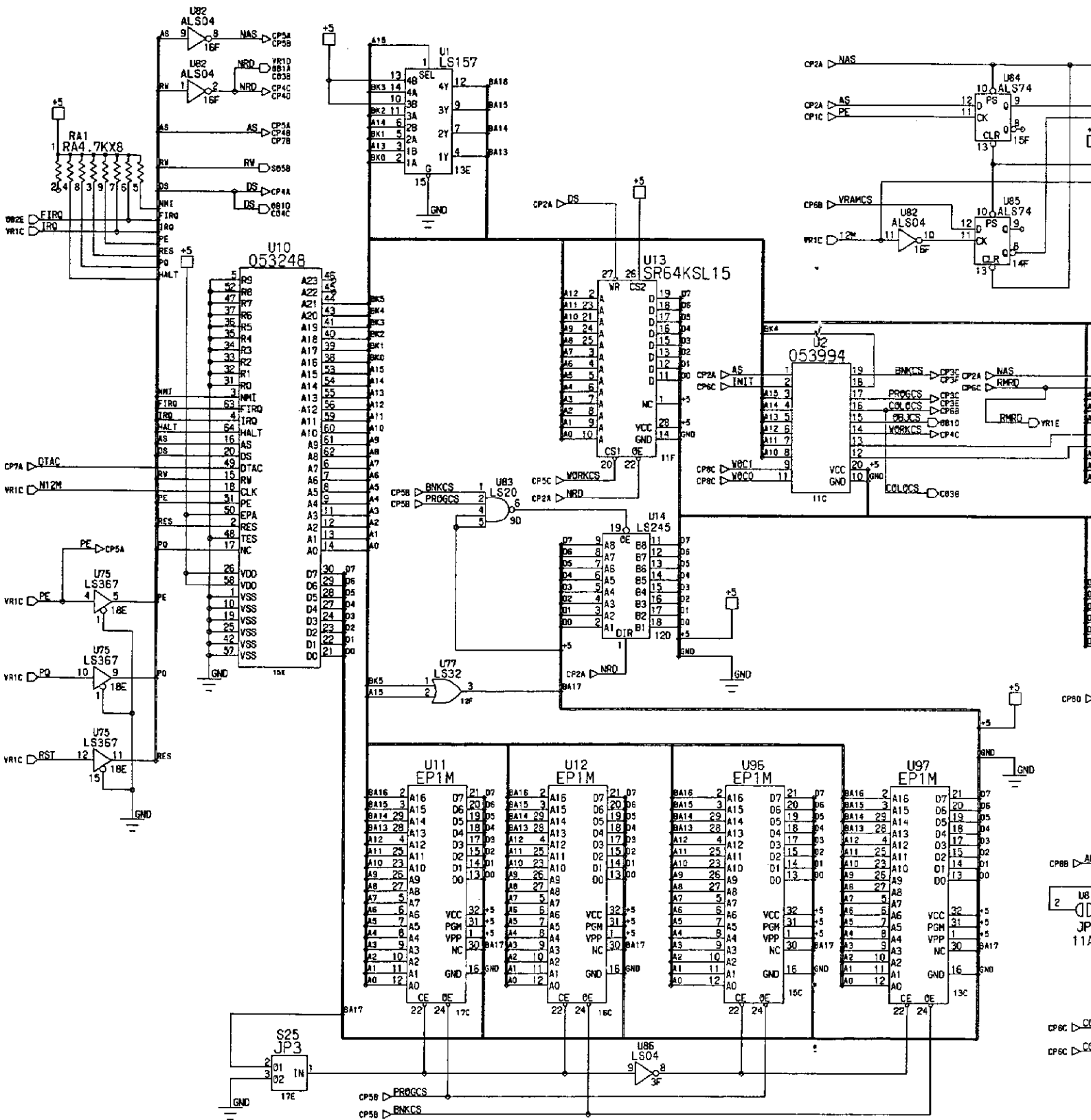
## 8-7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING."

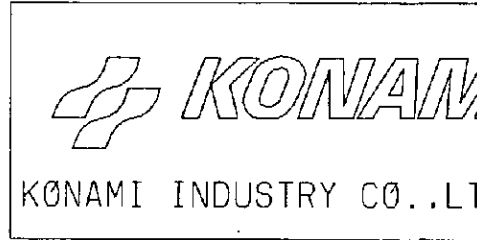


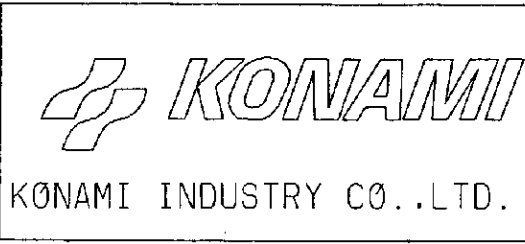
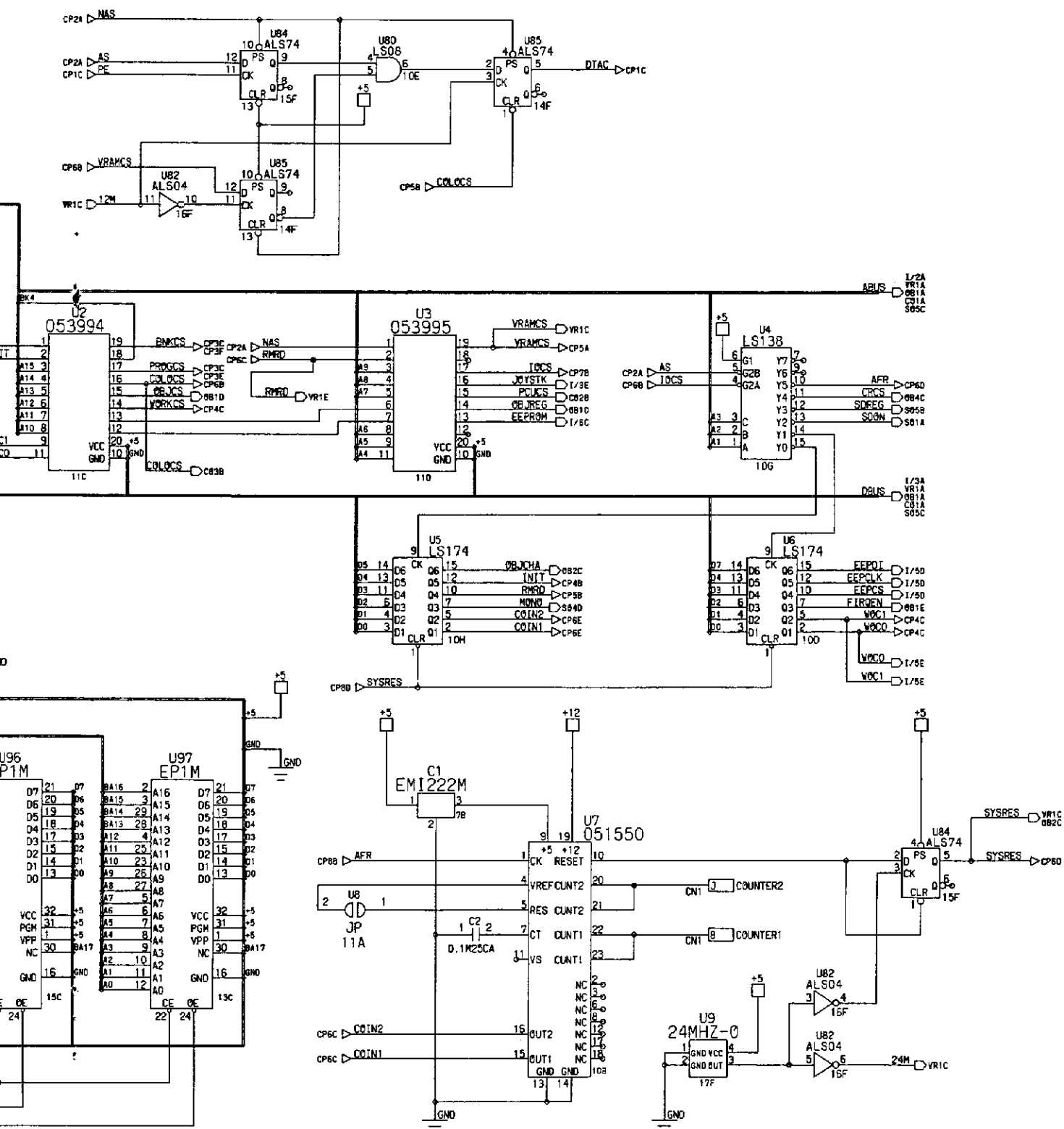
# AC WIRING HARNESS



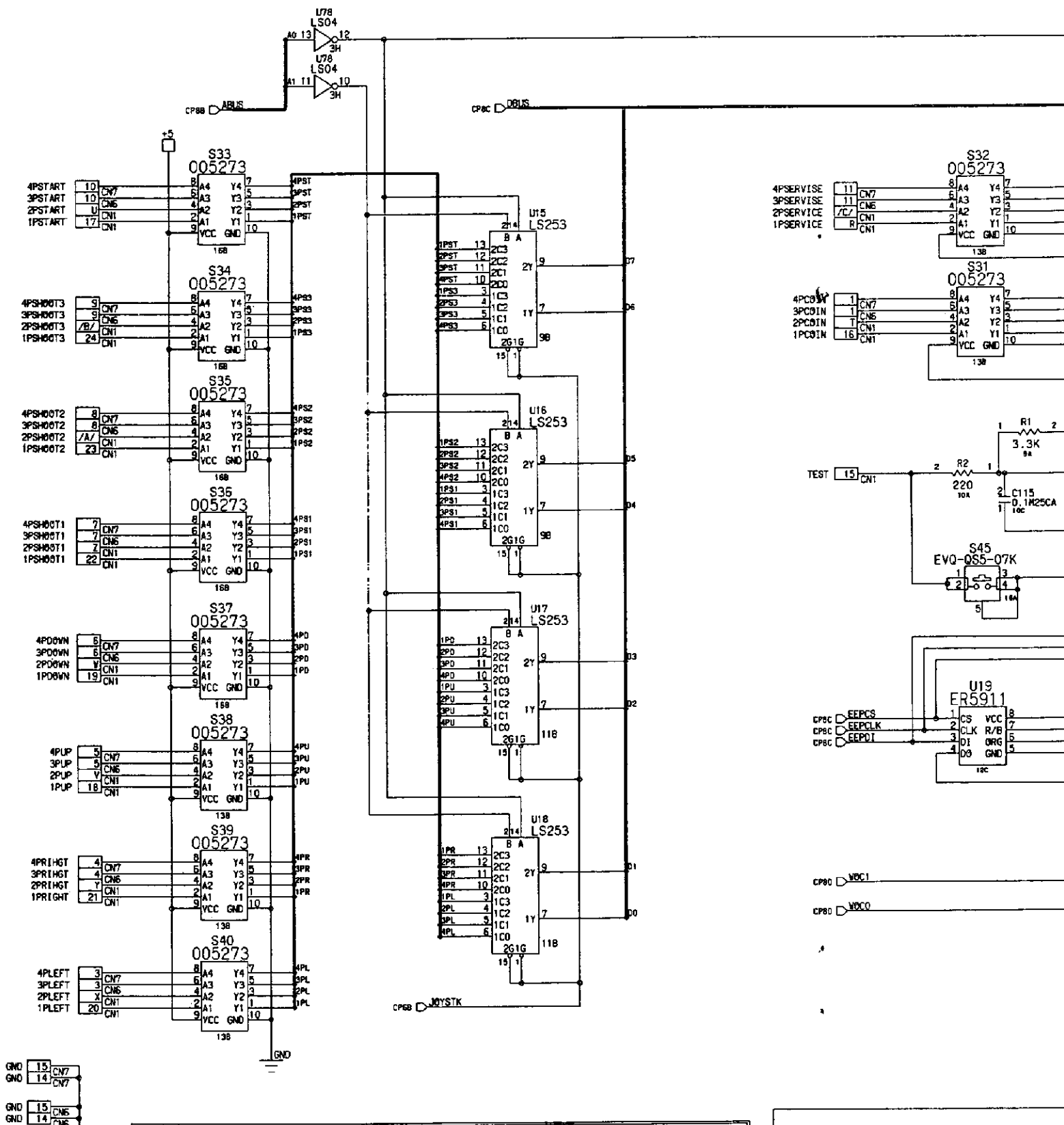


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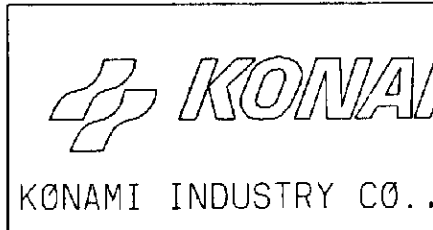


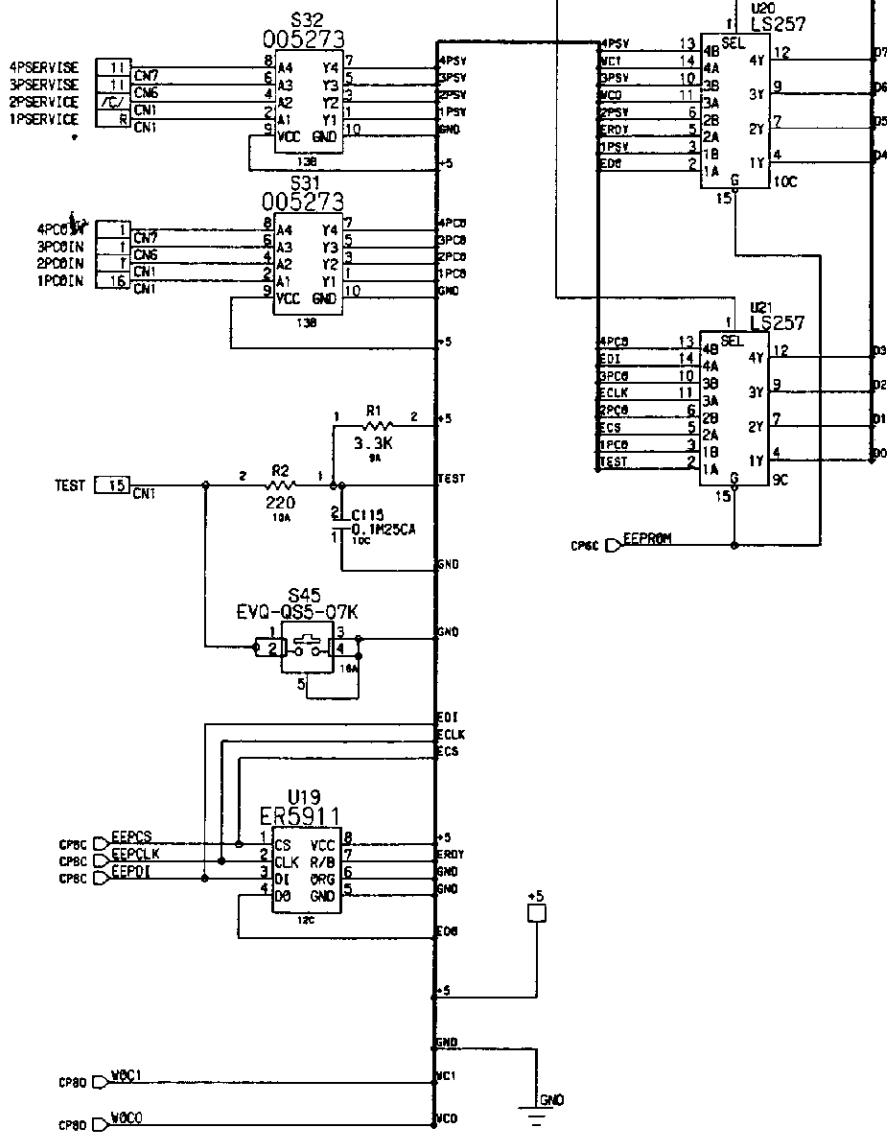


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88 CN1  
JAMMA

88 CN6  
B15P-SHF-1AA

88 CN7  
B15P-SHF-1AA

2. OTHER PRODUCTS OF BOARDS INFORMATION ARE UNDER DRAWING MANUFACTURING MANUAL.

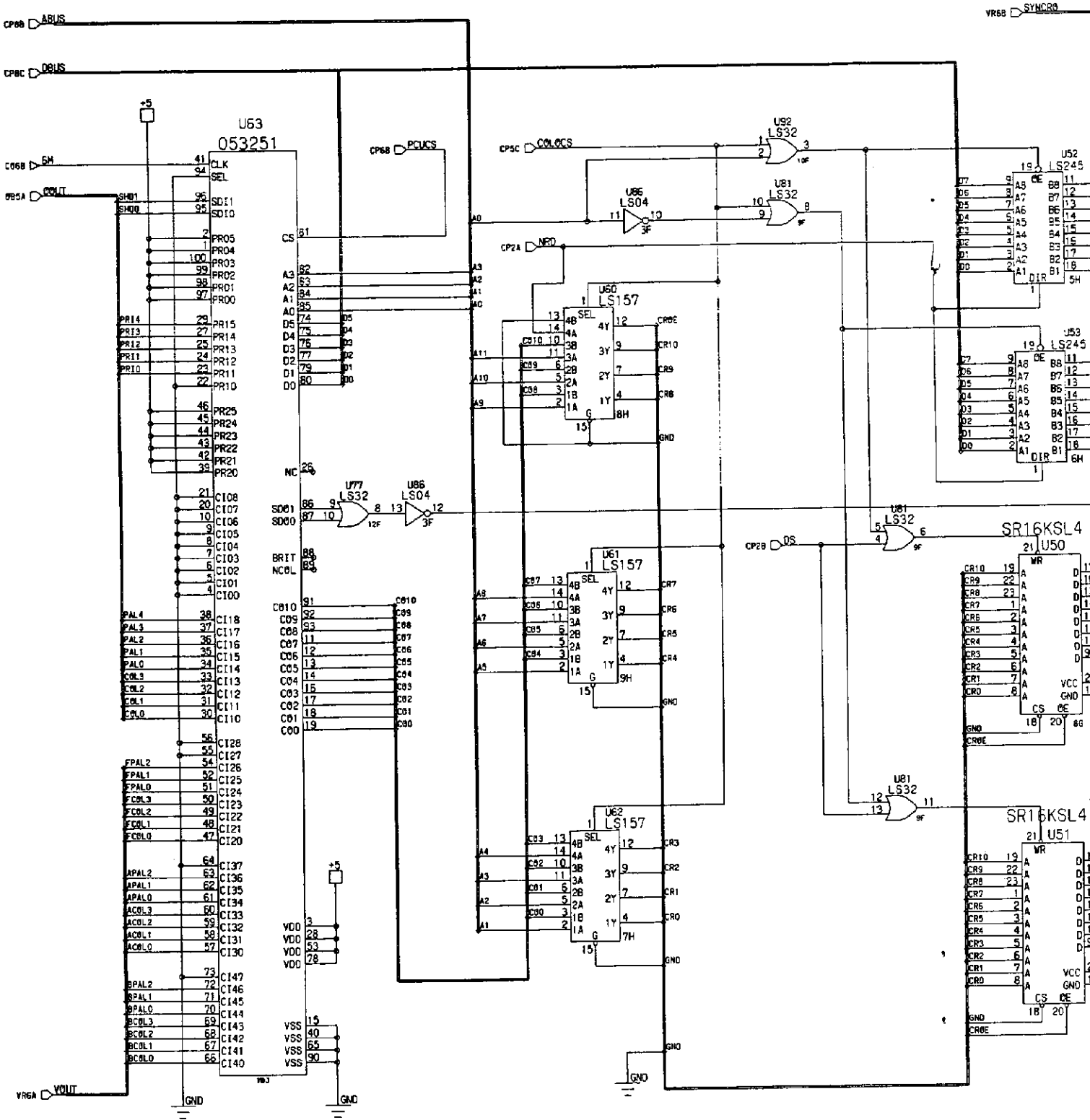


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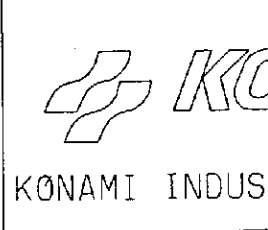
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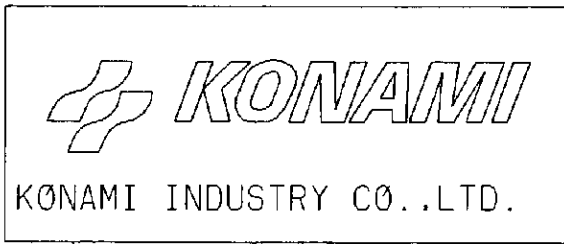
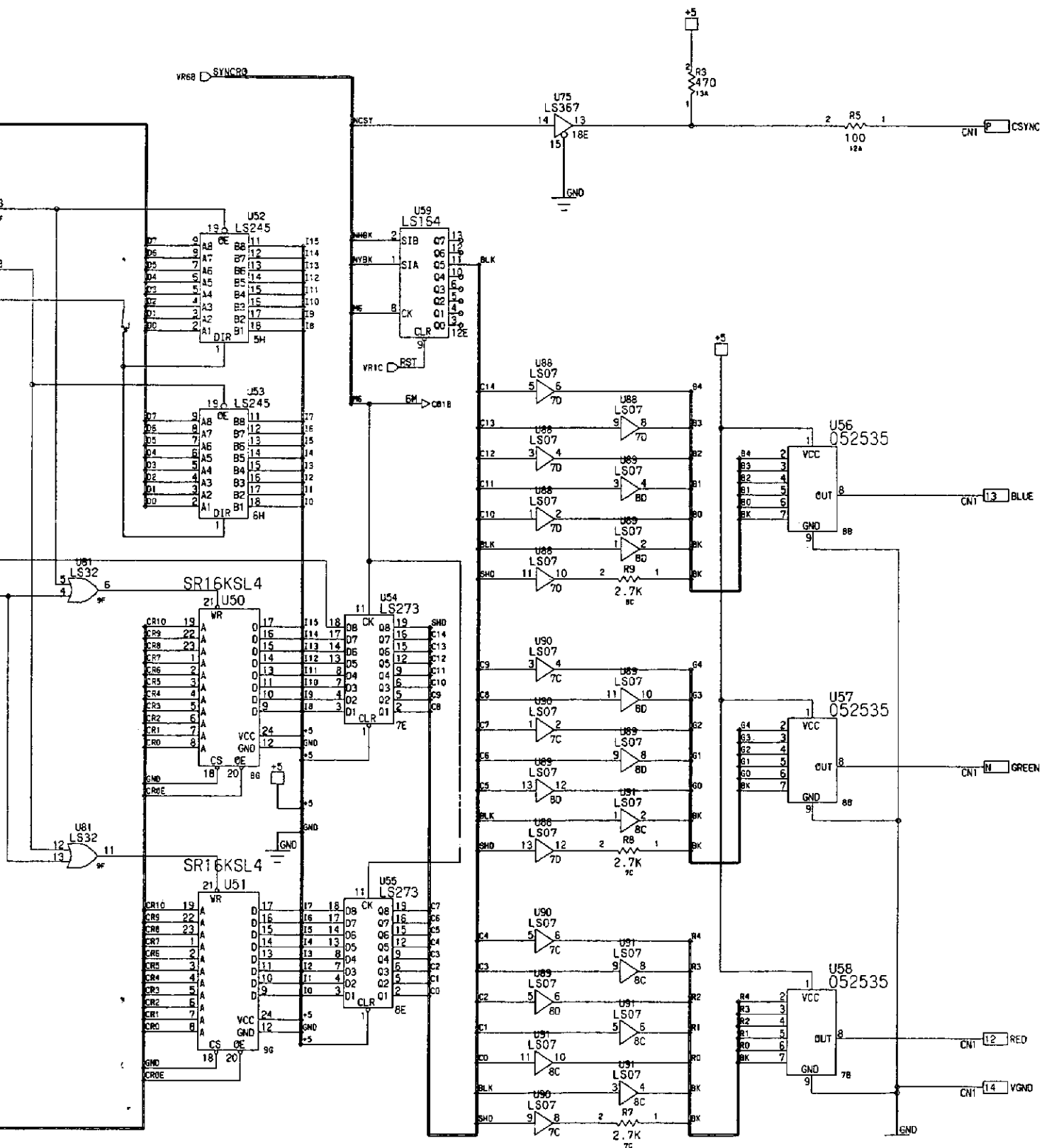
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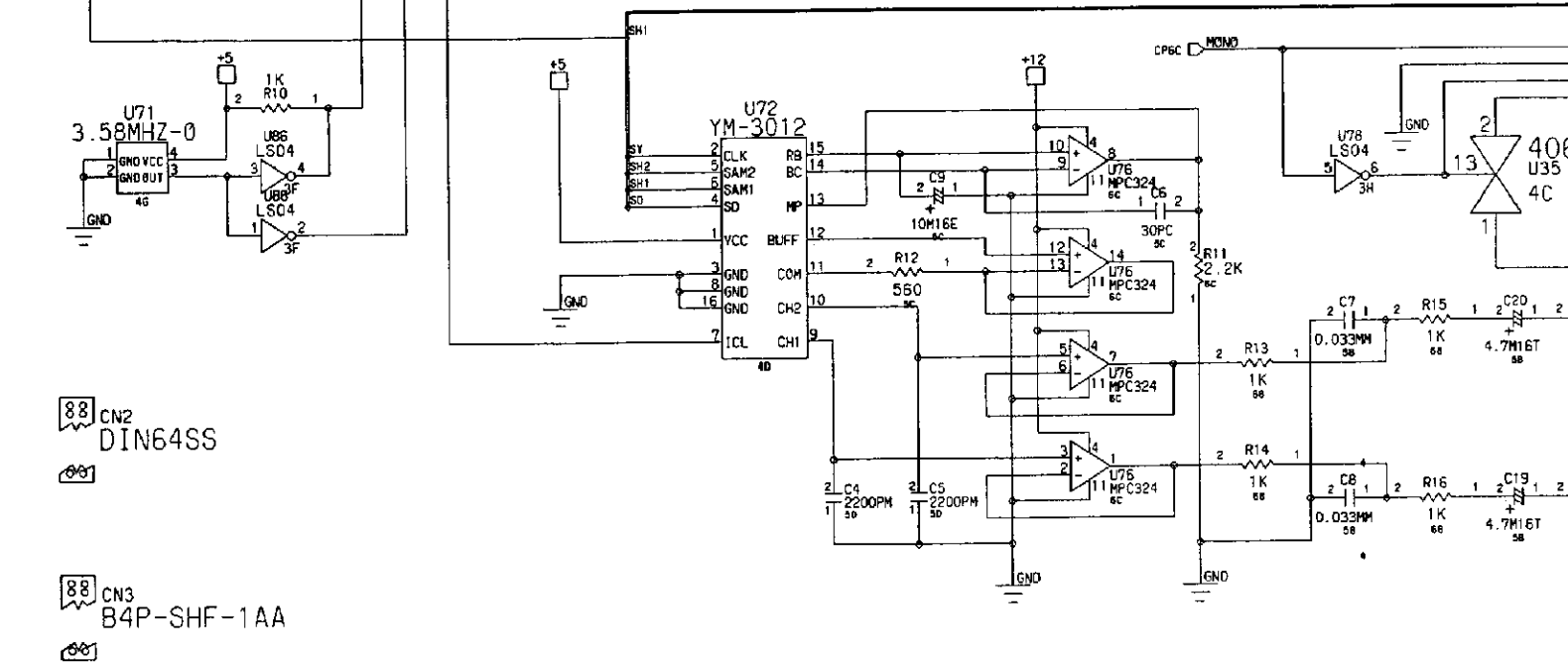
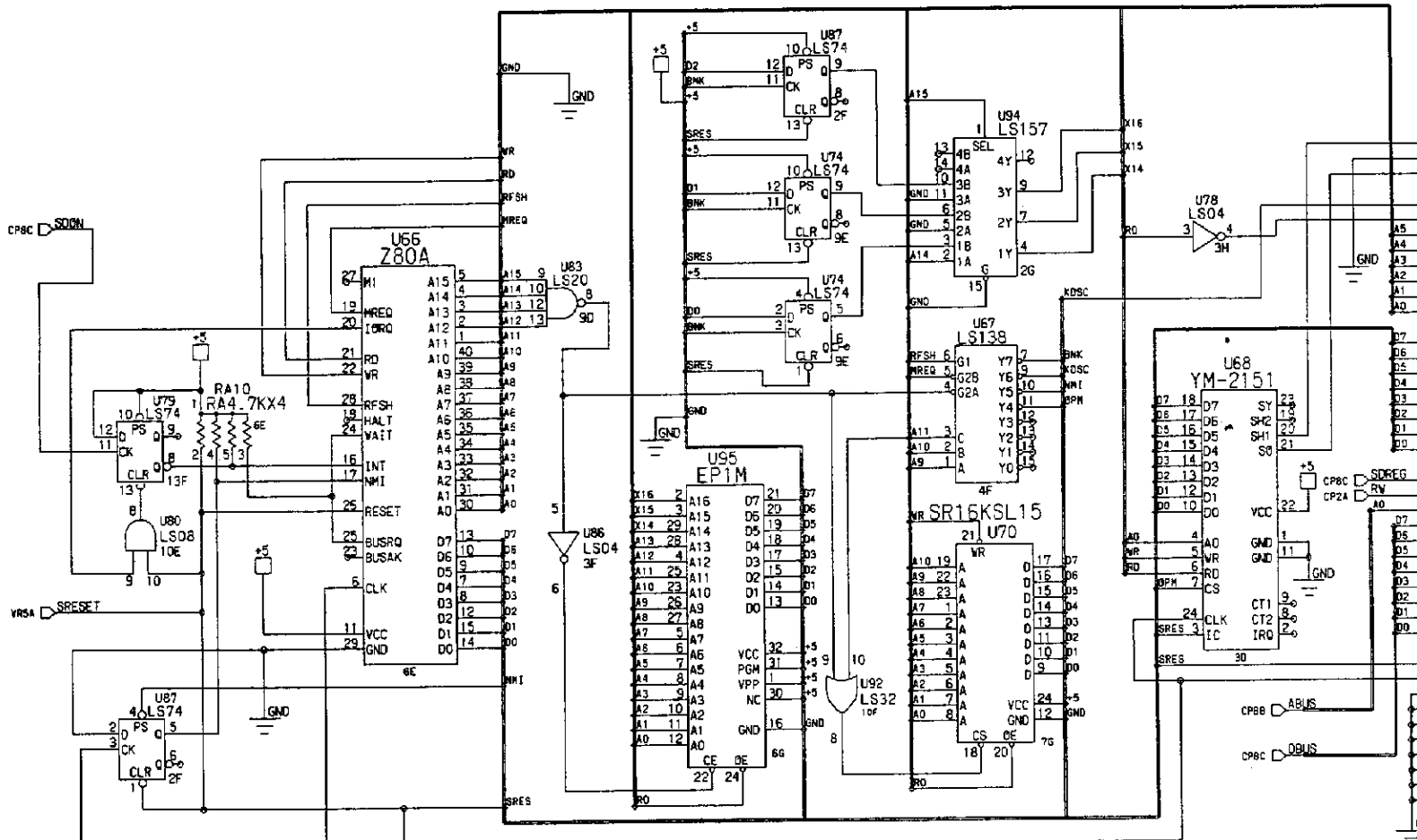


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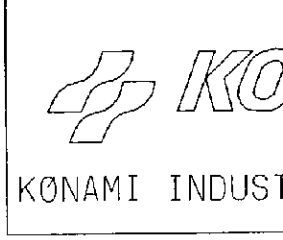
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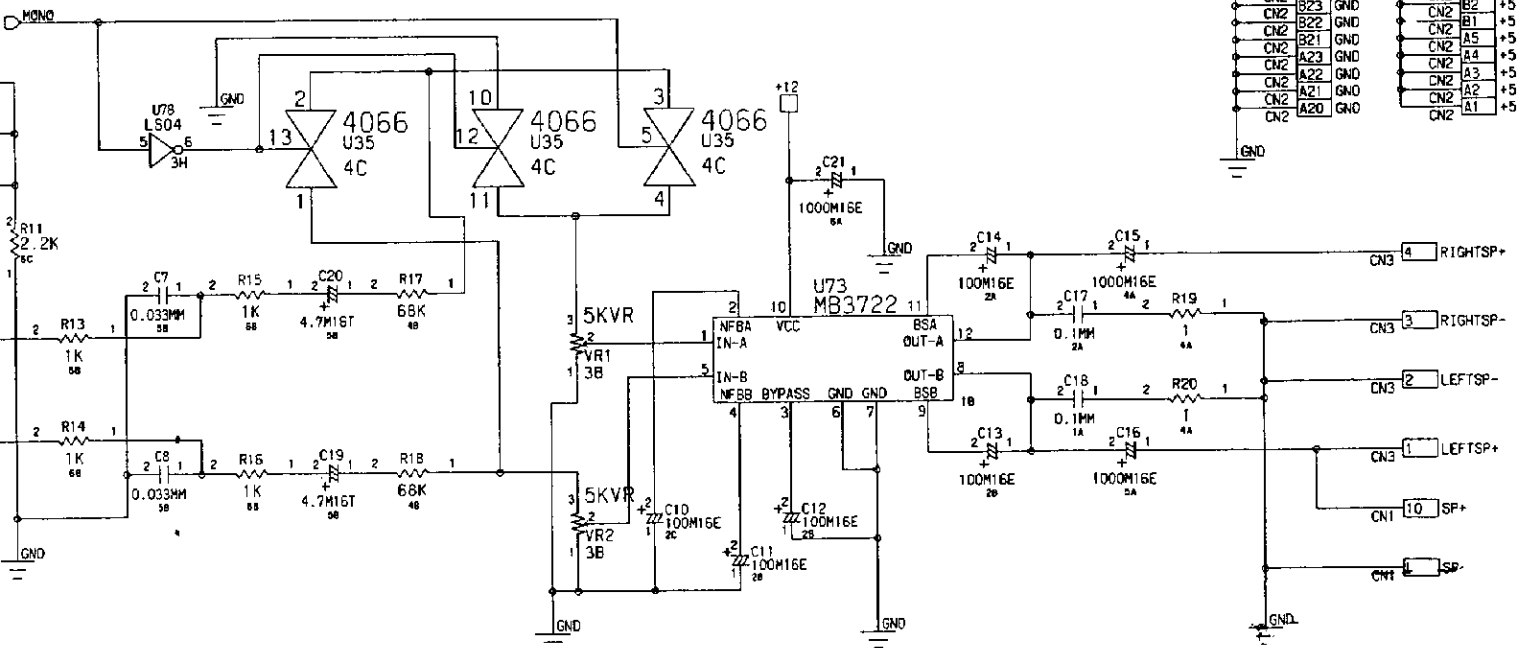
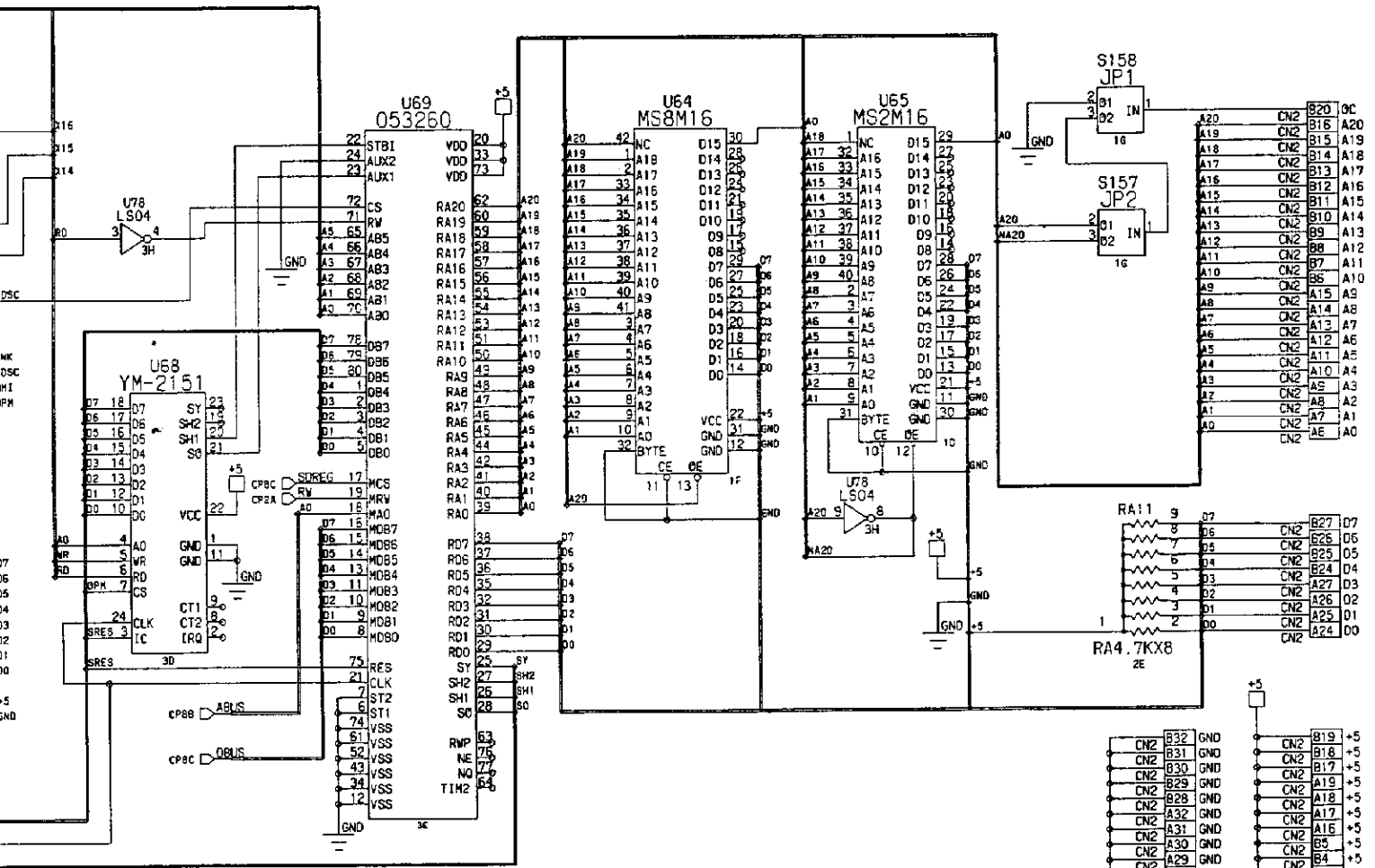
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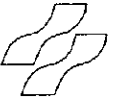
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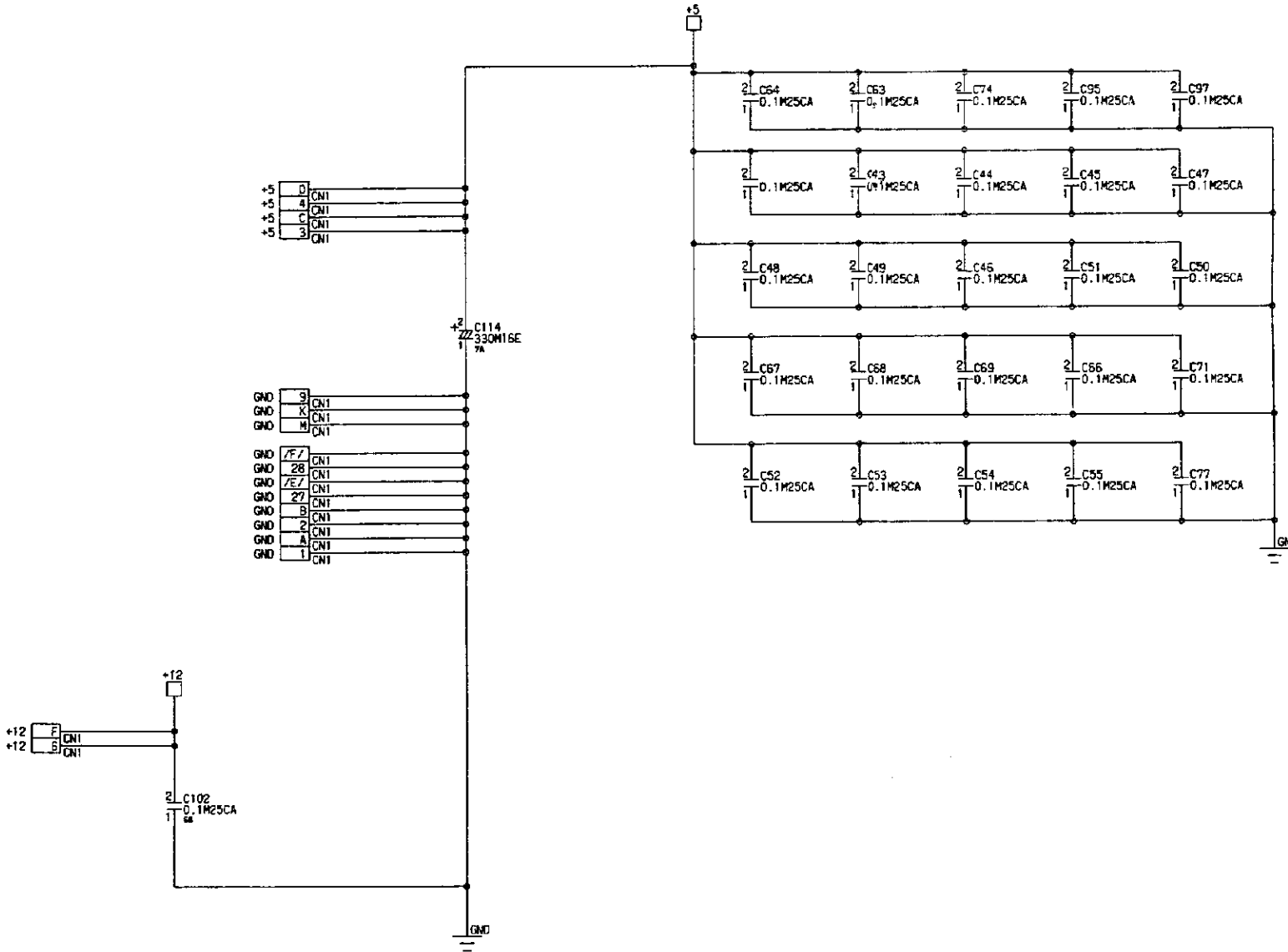


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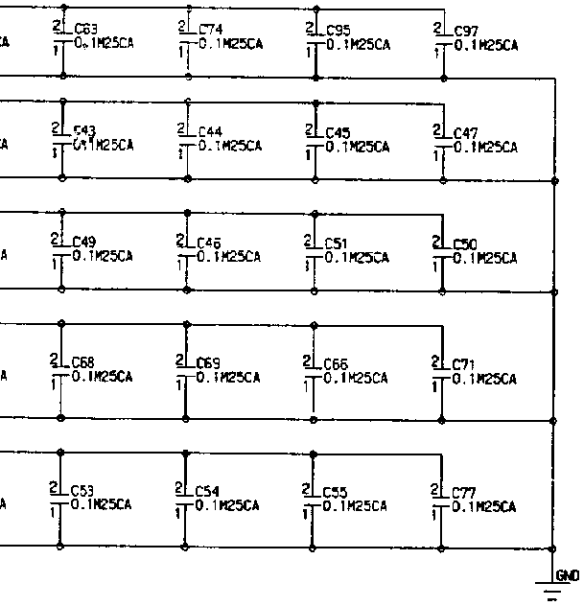


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







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----- NOTES -----

-  +5 VCC(+5V)
-  +12 VCC(+12V)
-  GND
-  CN1 JAMMA EDGE 56P
-  CN2 64P DIN CONNECTOR
-  CN3 4P NH CONNECTOR
-  CN4 64P DIN CONNECTOR
-  CN5 64P DIN CONNECTOR
-  CN6 15P NH CONNECTOR
-  CN7 15P NH CONNECTOR

KINDS OF CAPACITOR

- C : CERAMIC
- E : ELECTROLYTIC
- M : MYLAR
- T : TANTALUM

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