

TAITO

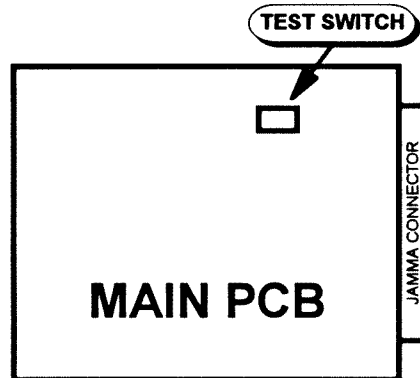
Arabian Magic

- Universal Conversion Kit •
- Horizontal Video Game •

Manual of Specifications

TEST MODE

- To enter the **TEST MODE**, press the test switch located on the Main PCB:

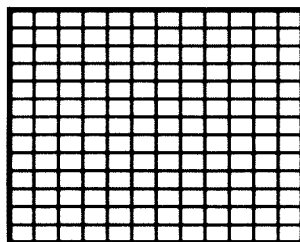


TEST MODE MENU	
MONITOR SWITCH	⇒ For adjusting the monitor.
SWITCH TEST	⇒ For checking the input from switches.
SOUND TEST	⇒ For setting the music and sound effects.
CONFIGURATION	⇒ For setting the game styles and difficulty levels.
FACTORY SETTINGS	⇒ For setting back to factory recommended settings.
EXIT (RESET)	⇒ For resetting all options.

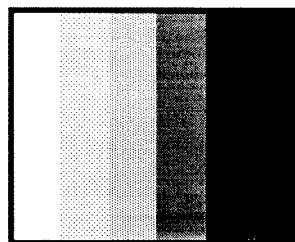
- Select the desired test mode by using the **JOYSTICK**.
- Enter the test mode by pressing the **ATTACK** button.
- Except where noted, select **EXIT** to return to the main menu after completing a test.

1. MONITOR TEST

- A crosshatch pattern and colored bars are displayed for adjusting the color monitor. To alternate between a crosshatch pattern and the color bar test, press **ATTACK** button.
- To exit this test and return to main menu, press the test switch.



CROSSHATCH

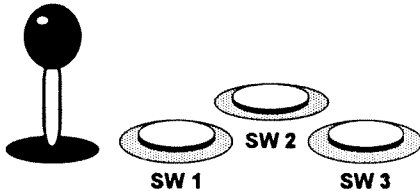


COLOR BARS

2. SWITCH TEST

COIN - A : OFF		COIN - B : OFF	
COIN - C : OFF		COIN - D : OFF	
SERVICE 1 : OFF		SERVICE 2 : OFF	
SERVICE 3 : OFF		TILT : OFF	
1P - CONT	2P - CONT	3P - CONT	4P - CONT
SLCT : OFF	SLCT : OFF	SLCT : OFF	SLCT : OFF
SW 1 : OFF	SW 1 : OFF	SW 1 : OFF	SW 1 : OFF
SW 2 : OFF	SW 2 : OFF	SW 2 : OFF	SW 2 : OFF
SW 3 : OFF	SW 3 : OFF	SW 3 : OFF	SW 3 : OFF
LH U : OFF	LH U : OFF	LH U : OFF	LH U : OFF
LH D : OFF	LH D : OFF	LH D : OFF	LH D : OFF
LH L : OFF	LH L : OFF	LH L : OFF	LH L : OFF
LH R : OFF	LH R : OFF	LH R : OFF	LH R : OFF

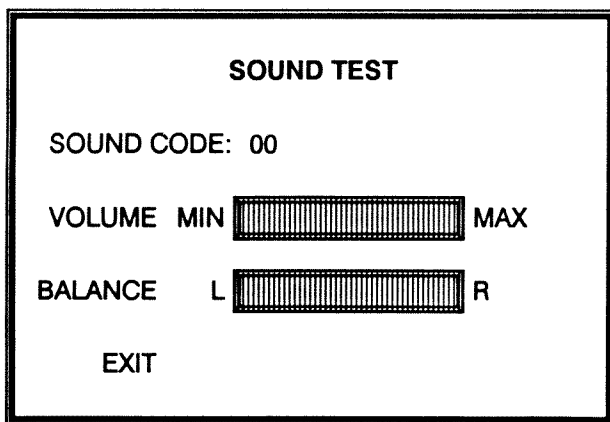
- This is the screen display for a four player game.
- To exit this test and return to main menu, press the test switch.



- **SW 1 = ATTACK**
- **SW 2 = JUMP**
- **SW 3 = MAGIC**

- When conducting a switch test, activate the switch to be tested. If operating normally, the display for that switch will change from **OFF** to **ON**.

3. SOUND TEST



- ⇒ For selecting the music and sound effects to be tested.
- ⇒ For adjusting the sound level.
- ⇒ For adjusting the balance (should be in center position).

4. CONFIGURATION

GAME STYLE	: D ~ H
MONITOR	: NORMAL
ATTRACT SOUND	: ON
DIFFICULTY	: NORMAL
PLAYER STOCK	: 2
PLAYER EXTEND	: 2000/8000
COIN A	: 1 COIN 1 CREDIT
COIN B	: 1 COIN 1 CREDIT
EXIT	

- ⇒ To select cabinet styles (See below)
- ⇒ To select normal or inverted image.
- ⇒ To select attract sounds on or off.
- ⇒ To select difficulty levels.
- ⇒ To select number of lives.
- ⇒ To select score levels for extended play.
- ⇒ To select coin(s) per credit(s) for coin A.
- ⇒ To select coin(s) per credit(s) for coin B.

- To change settings, move joystick left or right.

FUNCTIONS		SETTINGS	FUNCTIONS		SETTINGS
GAME STYLE	• D (2P)		COIN A	• 1 COIN	1 CREDIT
	E (1P)			1 COIN	2 CREDITS
	F (2P+2P)			1 COIN	3 CREDITS
	G (4P 4 SLOTS)			1 COIN	4 CREDITS
	H (4P 2 SLOTS)			1 COIN	5 CREDITS
MONITOR	• NORMAL			1 COIN	6 CREDITS
	REVERSE			2 COINS	1 CREDIT
ATTRACT SOUND	• ON			2 COINS	2 CREDITS
	OFF			2 COINS	3 CREDITS
DIFFICULTY LEVEL	EASY			2 COINS	4 CREDITS
	• NORMAL			2 COINS	5 CREDITS
	HARD			2 COINS	6 CREDITS
	VERY HARD			3 COINS	1 CREDIT
PLAYER STOCK	1			3 COINS	2 CREDITS
	• 2			3 COINS	3 CREDITS
	3			3 COINS	4 CREDITS
	4			3 COINS	5 CREDITS
PLAYER EXTEND	3000/8000			3 COINS	6 CREDITS
	• 4500/9000			4 COINS	1 CREDIT
	5000		4 COINS	2 CREDITS	
	NONE		4 COINS	3 CREDITS	
CONTINUE PLAY	1 COIN		4 COINS	4 CREDITS	
	• NORMAL		4 COINS	5 CREDITS	
			4 COINS	6 CREDITS	

• GAME STYLES:

- When using one two player cabinet, select **D** for 2 players or **E** for 1 player.
- When using two cabinets (via communication cable), select **F** for 2 players versus 2 players.
- When using one four player cabinet, select **G** for 4 individual coin slots or **H** for 2 shared coin slots.

• CONTINUE:

- Select **NORMAL** to price the continued plays the same as **COIN A**.

- Select **1 COIN** to price the continued plays at **1 COIN PER**, regardless of **COIN A** setting.

5. FACTORY SETTING

- Select this option to return ALL settings back to the original factory settings.

6. EXIT (RESET)

- Select this option to exit from the test mode.

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JAMMA HARNESS CONNECTION CHART

SOLDER SIDE				COMPONENT SIDE	
FUNCTION	COLOR	EDGE CONNECTOR		COLOR	FUNCTION
GROUND	BLK	A	1	BLK	GROUND
GROUND	BLK	B	2	BLK	GROUND
+5VDC	RED	C	3	RED	+5VDC
+5VDC	RED	D	4	RED	+5VDC
-5VDC	BRN	E	5	BRN	-5VDC
+12VDC	BLU	F	6	BLU	+12VDC
KEY		H	7	KEY	
COIN METER B	WHT/VIO	J	8	BLU/BRN	COIN METER A
COIN LOCKOUT B		K	9		
SPEAKER (-)	BLK	L	10	WHT/BLK	SPEAKER (+)
		M	11		
VIDEO GREEN	GRN	N	12	RED	VIDEO RED
VIDEO SYNC	WHT	P	13	BLU	VIDEO BLUE
SERVICE SW	BRN/WHT	R	14	BLK	VIDEO GROUND
SLAM SW	WHT/BRN	S	15	YEL	TEST SWITCH
COIN B	GRN/YEL	T	16	WHT/YEL	COIN A
2PL SELECT	RED/BLK	U	17	PNK/BLK	1PL SELECT
2PL UP	BRN/BLU	V	18	ORN/BLU	1PL UP
2PL DOWN	ORN/WHT	W	19	GRN/ORN	1PL DOWN
2PL LEFT	ORN/GRN	X	20	GRN/BLU	1PL LEFT
2PL RIGHT	WHT/ORN	Y	21	RED/YEL	1PL RIGHT
2PL ATTACK	BRN/BLK	Z	22	RED/WHT	1PL ATTACK
2PL JUMP	YEL/WHT	a	23	WHT/RED	1PL JUMP
2PL MAGIC	BRN/GRN	b	24	YEL/BLK	1PL MAGIC
		c	25		
		d	26		
GROUND	BLK	e	27	BLK	GROUND
GROUND	BLK	f	28	BLK	GROUND

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3RD AND 4TH PLAYER CONNECTION CHART

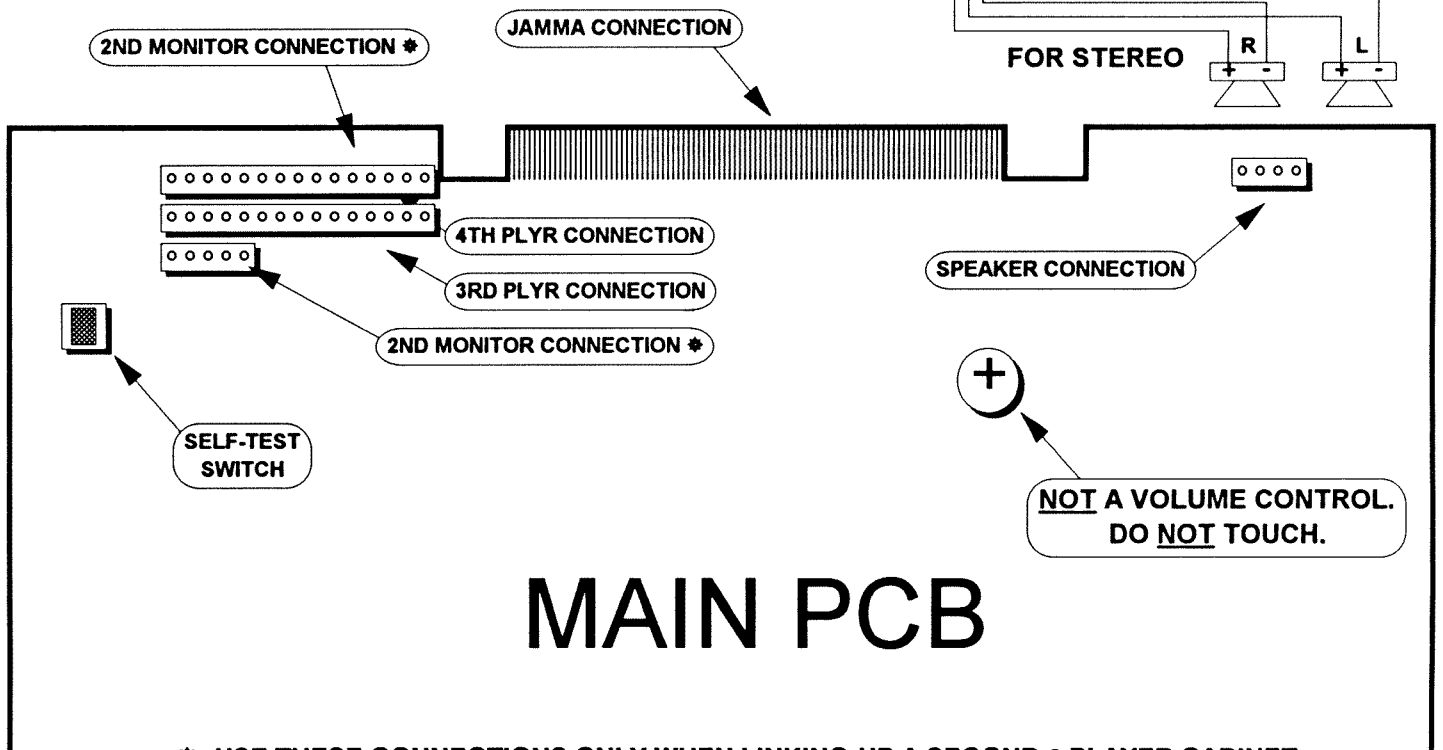
3RD PLAYER CONNECT	
PIN	FUNCTION
1	COIN 3
2	3PL SELECT
3	3PL LEFT
4	3PL RIGHT
5	3PL UP
6	3PL DOWN
7	3PL ATTACK
8	3PL JUMP
9	3PL MAGIC
10	
11	SERVICE
12	COIN METER 3
13	LOCKOUT 3
14	GROUND
15	GROUND

4TH PLAYER CONNECT	
PIN	FUNCTION
1	COIN 4
2	4PL SELECT
3	4PL LEFT
4	4PL RIGHT
5	4PL UP
6	4PL DOWN
7	4PL ATTACK
8	4PL JUMP
9	4PL MAGIC
10	
11	
12	COIN METER 4
13	LOCKOUT 4
14	GROUND
15	GROUND

2ND MONITOR CONN. *	
PIN	FUNCTION
1	VIDEO RED
2	VIDEO GREEN
3	VIDEO BLUE
4	VIDEO SYNC
5	VIDEO GROUND



SPEAKER CONNECT	
PIN	FUNCTION
1	SPEAKER (+)
2	SPEAKER (-)
3	GND
4	GND



NOT A VOLUME CONTROL. DO NOT TOUCH.

MAIN PCB

* USE THESE CONNECTIONS ONLY WHEN LINKING-UP A SECOND 2 PLAYER CABINET.