



# Universal Kit

Kit Installation Instructions  
& Service Manual

Switchable **FROM** High Resolution 31K  
**TO** Standard (Low) Resolution 15.75K.

**1 - 2 PLAYER GAME**

SEGA ENTERPRISES, INC. USA

MANUAL NO. 999-1318

# VISIT OUR WEBSITE!

The screenshot shows a web browser window with the address bar set to <http://www.seuservice.com/>. The browser's toolbar includes buttons for Back, Forward, Refresh, Stop, Home, Sherlock, Preferences, Larger, Smaller, and Stop. The address bar also shows a 'go' button. Below the address bar, there are search engines listed: Apple, Central.Sega.com, Sega.com, SegaService.com, Yahoo!, and Yahoo! Maps and Driving Directions.

The website content is displayed in a frame. On the left side, there is a vertical navigation menu with the following links: [what's new](#), [manuals](#), [bulletins](#), [assemblies](#), [Search](#), [bulletin Sign-up](#), [register game](#), [staff](#), [Darl's Office](#), [tech. service](#), [warranty policy](#), [corporate info](#), [home page](#), [future technologies](#), [plugins](#), and [non-framed page](#). Below these links, contact information for Sega Enterprises Inc., USA is provided: Service Department, phone 415.701.6580, fax 415.701.6594.

The main content area features a large, stylized logo for 'SEGA SERVICE' in a blue, pixelated font. To the left of the logo is a portrait of a man with a beard and mustache, identified as 'Ask Dave!'. Below the logo, a list of navigation links is shown: [Bulletins](#), [Darl's Office](#), [Game Manuals](#), [Search](#), and [What's New](#).

Below the navigation links, a counter displays '5564' people have visited this page since 3/16/01. A message follows: 'If you have any questions or comments about this site please E-Mail to [Darl.Davidson@seu.sega.com](mailto:Darl.Davidson@seu.sega.com)'.

A banner at the bottom of the main content area reads 'THIS WEB SITE POWERED BY WebSTAR 4.3 Mac OS'. Below the banner, a list of links is provided: [\[what's new\]](#), [\[manuals\]](#), [\[bulletins\]](#), [\[assemblies\]](#), [\[Search\]](#), [\[staff\]](#), [\[Darl's office\]](#), [\[technical service\]](#), [\[customer service\]](#), [\[corporate info\]](#), [\[plugins\]](#), [\[Non-framed page\]](#).

At the bottom of the page, a message states: 'You will need the following items to view this page in its entirety.' Below this message are three icons: 'Get Acrobat Reader' (All Platforms), 'Get Microsoft Internet Explorer' (Windows), and 'Get Microsoft Internet Explorer' (Macintosh).

The browser's status bar at the bottom left shows 'Internet zone'.

## Capcom vs SNK 2 Sega Naomi System Kit Contains List

Part #	Desc	Qty
400-5397-01	NAOMI POWER SUPPLY	1
838-13616	AUDIO POWER AMP 2 CH	1
560-5407-UL	AUDIO XFORMER 120V	1
838-13683-93CV1	JAMMA I/O BD (NAOMI)	1
600-7141-200	USB CABLE	1
600-7009-2500	VGA VIDEO CABLE	1
840-0051D-01	ASSY CASE PC1 DIMM BD	1
600-7247-500	CABLE SCSI TYPE 2 500MM	1
837-13938	I/O CTRL BD JVS ENCORD.	1
LOC. PURCHASE	SERVICE SWT BRKT ASSY	1
XKT-0833	GD-ROM DRIVE KIT	1
999-1326	JOYSTICK, COMP. BLUE	2
999-1327	BUTTON, COMP. BLUE	4
999-1328	BUTTON, COMP. RED	4
999-1325	BUTTON, COMP. GREEN	4
999-1329	SWITCH PB LARGE	2

**Capcom vs SNK 2**  
**Sega Naomi System**  
**Kit Contains List**

<b>Part #</b>	<b>Desc</b>	<b>Qty</b>
999-1330	MARQUEE ART	1
999-1331	INSTR. SHEET (PLAYER)	1
999-1332	INSTR. SHEET #2 (CNTRL)	1
999-1333	SIDE ART	2
999-1334	CTRL PNL OVERLAY	1
999-1335	DECAL BTTN (LIGHT)PNCH-RED	2
999-1336	DECAL BTTN (MIDDLE)PNCH-GRN	2
999-1337	DECAL BTTN (HEAVY)PNCH-BL	2
999-1338	DECAL BTTN (LIGHT)KICK-RED	2
999-1339	DECAL BTTN (MIDDLE)KICK-GRN	2
999-1340	DECAL BTTN (HEAVY)KICK-BL	2

# DESIGNED RELATED PARTS

MARQUEE ART

999-1330



CTRL PNL OVERLAY

999-1334



INSTR. SHEET #2 (CNTRL)

999-1332





SIDE ART

999-1333

999



INSTR. SHEET (PLAYER)

999-1331



DECAL BTTN (LIGHT)PNCH-RED[999-1335]

DECAL BTTN (MIDDLE)PNCH-GRN[999-1336]

DECAL BTTN (HEAVY)PNCH-BL[999-1337]

DECAL BTTN (LIGHT)KICK-RED [999-1338]

DECAL BTTN (MIDDLE)KICK-GRN [999-1339]

DECAL BTTN (HEAVY)KICK-BL [999-1340]

NOT PICTURED

# SERVICE BULLETIN

SEGA Service Department  
45133 Industrial Drive  
Fremont, Ca. 94538

<http://www.seuservice.com>  
Phone: 415.701.6580  
Fax: 415.701.6594

## SPECIAL NOTICE FOR ALL SEGA NAOMI KITS

### PROBLEM:

The SEGA Naomi Game kits are actually 'JAMMA Dependent'. What this means exactly is they will only install into existing JAMMA Cabinets. If an operator tries to install these kits into a Non-JAMMA cabinet, they will first have to bring the wiring up to JAMMA Standards.

### SOLUTION:

- Step 1 Disconnect the games original DC Power Supply. You may only use the power supply provided with your kit. Be sure to set the voltages going to your Game BD to 5.1 and 3.3 volts DC to assure proper operation ( Measure on Square Connector at Game BD. Yellow = 5vdc / Brown = 3.3vdc / White = Gnd )
- Step 2 You MUST USE THE COIN METER SUPPLIED WITH YOUR KIT to assure proper Coin acceptance. A minimum 18 Gauge wire should be used from the Coin Meter 1 output line on your JAMMA Harness. The 5vdc ( Yellow ) wire found in the wiring bag of your kit MUST BE USED for the supply voltage to the meter.



IMPORTANT!

Not following the directions provided herein may cause your game to malfunction.  
All electrical work should be performed by the site's Serviceman or Technician.



WARNING!

- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work or touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.
- Do not touch places other than those specified. Touching places not specified can cause an electric shock or short circuit accident.

*If you have any questions please contact the SEGA Service Department at the numbers given above.*

# INSTALLATION INSTRUCTIONS

- 1) First. Remove all access panels from the game. Locate the original game Logic PCB's & Power Supply and remove from the Cabinet by first disconnecting all harnesses from the boards. (You need only to splice in the Main Power (110v AC) into the 3-Pin Connector (GRN/WHT/BLK).)
- 2) Remove all existing game harnesses (we suggest using New Jamma Harnesses (*NOT* contained in the *kit*) to ensure reliability).
- 3) Locate the most convenient and open area of the cabinet to mount the **Capcom vs. SNK2** Naomi System Assembly. Make sure this area is free and clear of all cable harnesses and grounds, cable clamps, etc.

Vacuum out or clean bottom of cabinet of dirt & miscellaneous parts (e.g. screws, loose coins / tokens, etc.).



Remove all exterior decals and repair any cabinet damage. Repaint cabinet if necessary. Remove the Monitor Plexi or if your game plexi has Silk-screened artwork, you will need to strip it off.

- 4) Connect the JAMMA Harnesses to the JVS-JAMMA Interface Boards. Separate the wires from each other (i.e. Control Panel, Video, Speaker, Power Supply). Run the various harnesses to the part of the cabinet they go to ensuring they are dressed properly & secured to the cabinet. Locate the Volume/Speaker/Coin Meter Cable and connect to your existing **Switch Bracket** or use the new one included with the kit. **Note:** *If you are using a VGA Compatible Monitor you can run your VGA Cable directly to the monitor or connect it to your JVS JAMMA Interface for RGB Conversion to your JAMMA Cables.*
- 5) Remove Marquee from cabinet and cut to fit the new **Capcom vs. SNK 2** Marquee in place.

**REPLACE** old Joysticks & Buttons with the **NEW** ones supplied in Kit.



- 6) First remove all Joystick and Button assemblies from the Control Panel. Remove Lexan and Control Panel Overlay. Proceed to clean surface of the Control Panel by removing all adhesive and dirt. Fill in or plug up existing button holes to set up a blank work area for your new controls.
- 7) Install the new Control Panel Overlay by carefully peeling off the paper backing and laying down on the panel. Smooth it out, starting in the center and working your way to the edges (removing all of the trapped air pockets). If necessary, cut the edges of the overlay excess and fold under panel.
- 8) Cut out the button and Joystick Holes. Install Joystick and buttons from kit into the Control Panel and tighten down. Connect all game harness wires to switches and buttons.



# INSTALLATION INSTRUCTIONS

- 9) Proceed to place new decals on the sides of the cabinet. Locate a new monitor bezel, if needed, and replace glass, if required (due scratches). Install Instruction Placard to the back of the Monitor Glass.

**NOTE:** As a precaution, disconnect the JAMMA Harness from the I/O Boards and turn power on. With a Multi-Meter, measure the 5v and 3.3v. Adjust if necessary to 5.15v DC and 3.3vDC. Measure the +12 to ensure the wires and voltages are in the correct position. Turn power off. Plug in the JAMMA Harness once again to the I/O Boards. The Attract Mode should appear on the screen.

Adjust the **SIZE, CONTRAST, BRIGHTNESS, and COLORS** on the Monitor for optimum appearance. Adjust **VERTICAL/HORIZONTAL Hold** to get a stable picture, if required.



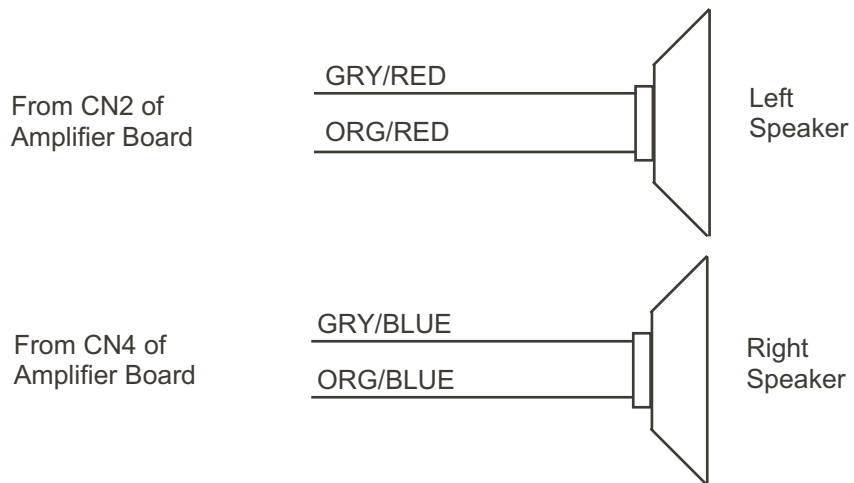
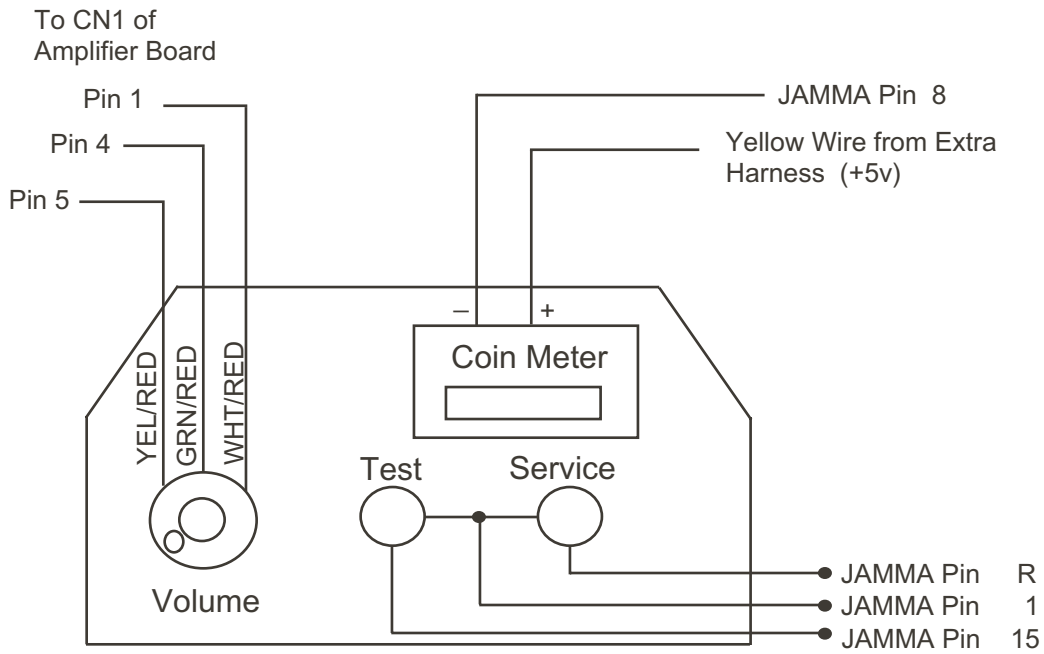
Good Idea!



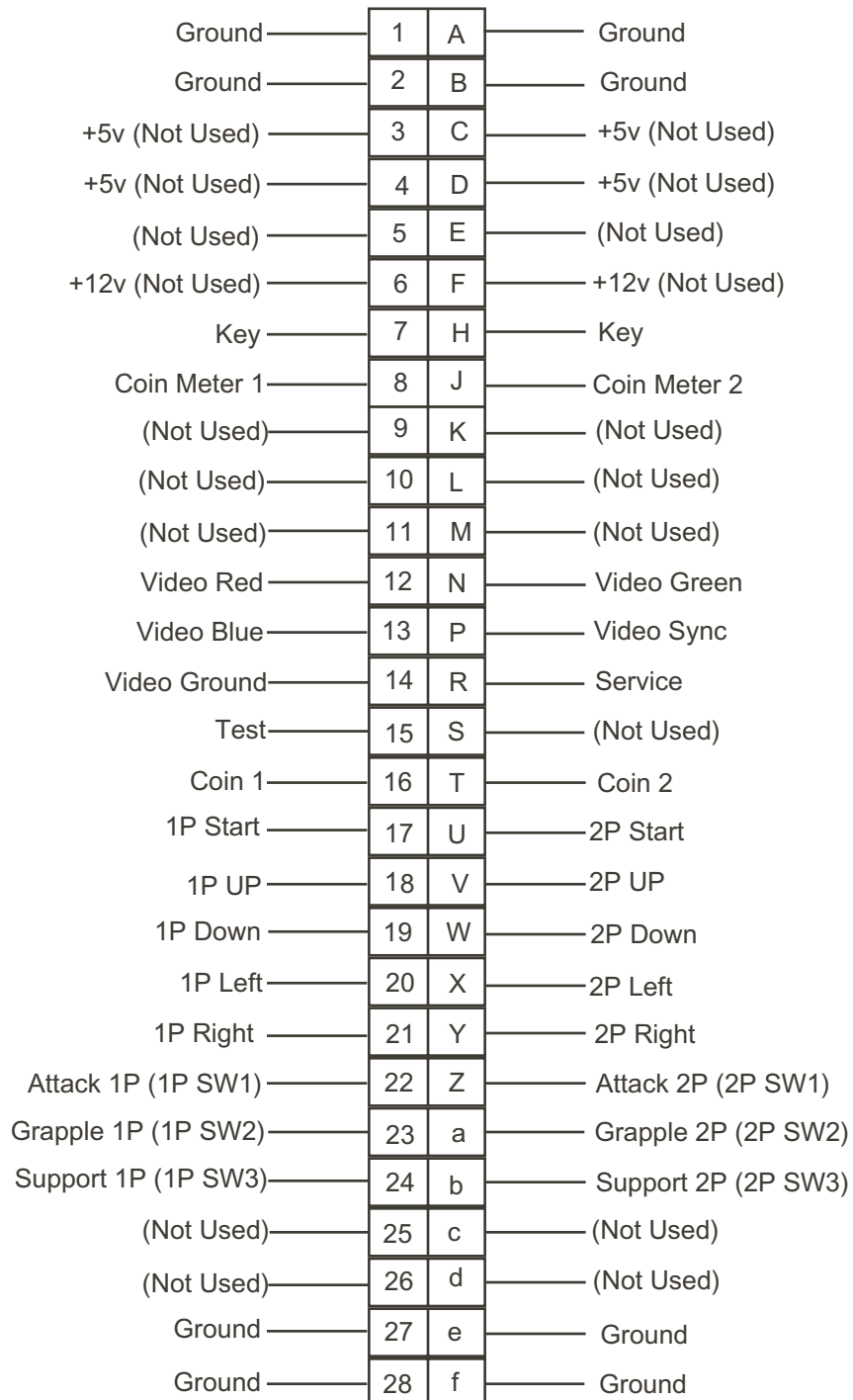
Good Idea!

Enter **DIAGNOSTICS** and adjust the Volume Level, test all Buttons & Joystick for proper operation & wiring. Adjust Pricing. Coin-Up and test out a game to ensure proper play functions are as they should be.

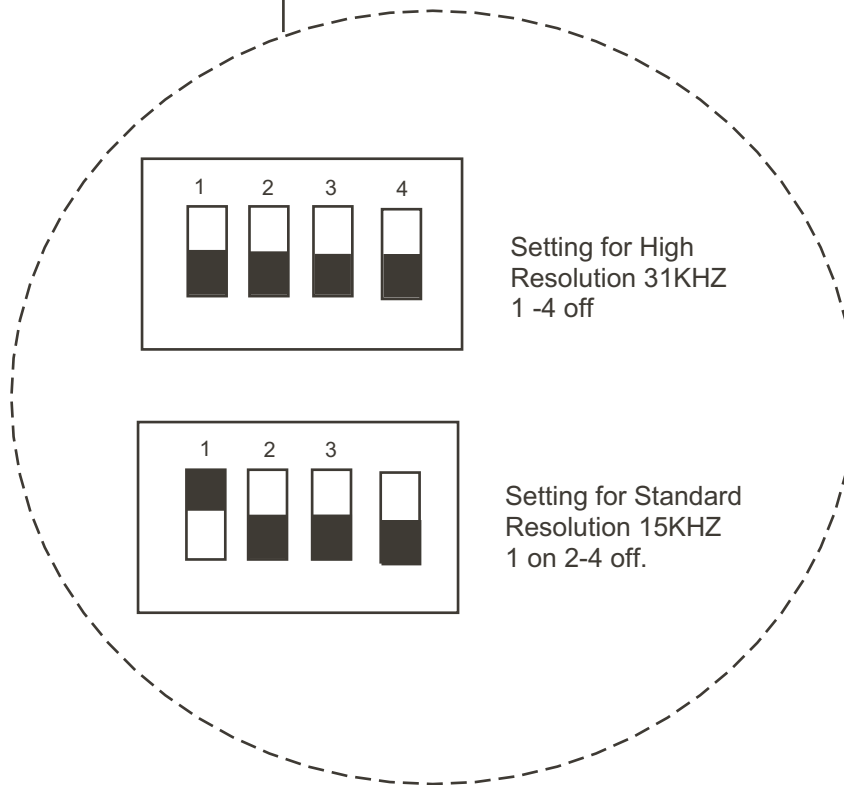
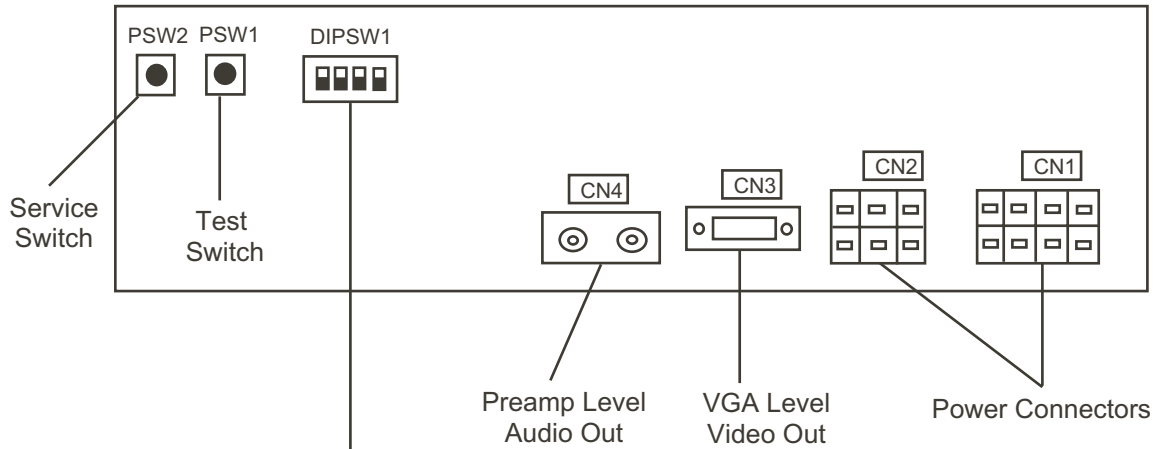
# Sega Naomi System Switch Bracket and Speaker Installation Diagrams (Figure 3)



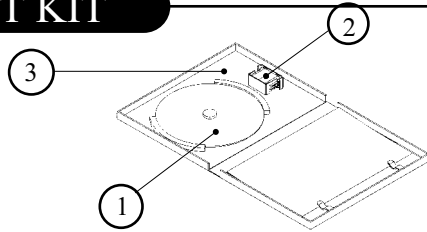
# Sega Naomi System JAMMA Harness Wiring (JAMMA I/O BD) (Figure 4)



# Sega Naomi System Filter Board Information Connector Description etc.



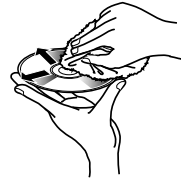
## SOFT KIT



	PART NO.	DESCRIPTION
①+②+③	610-0624-0003	GD SOFT KIT CAPCOM VS.SNK 2
①	GDS-0003	NAOMI GDROM CAPCOM VS.SNK 2
②	—————	KEY CHIP
③	253-5507	DISK CASE WITH IC HOLDER

### Handling the GD-ROM Disk

- Do not contaminate the disks with your fingerprints or dust particles. Contaminated disks may lower audio and video quality.
- When cleaning the disks, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged disks. Do not attach papers or seals onto the disks; do not scratch the disks. Do not use the disks with a sign of peeled seals, tapes, etc. Observing these instructions, do not insert such a non-usable disk into the GD-ROM drive. Otherwise the inserted disk can not be ejected.
- When cleaning a heavily contaminated disk, use clean cloth that has been soaked in water and squeezed. Then remove moisture with drycloth.
- When holding a disk, be careful not to contaminate it with your fingerprints.

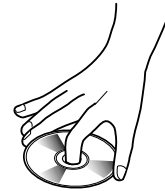


### How to Hold a Disk

- With both hands:  
Put your thumbs and forefingers of both hands on the disk's edge.



- With one hand:  
Insert your forefinger into a central hole and at the same time put your thumb and middle finger on the disk's 2 edges.



# NAOMI™

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# MANUAL

## WARNING

U.S.A. version of this game is for the North American countries only.

Europe version of this game is for the European countries only.

Sales, export, or operation outside these countries may be construed as copyright and trademark infringement and is strictly prohibited.

Violators are subject to severe penalties and will be prosecuted.

# CAPCOM®

421-11465



# CAUTION

For your safety, please read and abide by the following instructions when handling the P.C. board.

- Make sure the power is off before installing the board or changing the settings of the board.
- Do not damage the wiring cables.
- Do not disassemble the case.
- Do not touch the board, connectors or the harness with wet hands.

Please keep the following instructions to keep the P.C. board in good condition.

- Do not block the ventilation slots.
- Do not keep the board in extremely cold/hot places.
- Do not drop or bump the board.
- Do not spill any liquids on the case.
- Do not disassemble the case.
- Always keep the connectors clean.
- Do not disconnect the connectors, cables, or the harness while the power is on.

**CAPCOM**

Disassembling the case or removing the sticker may cause the termination of your repair warranty.

No desarme la caja. Si la caja est· desarmada o hay evidencia de que lo ha estado, se denegern las reparaciones.

Ne pas d'Émonter la boÓte. Au cas o' il apparaÓt que cette boÓte a ÉtÉ d'ÉmontÉe, votre demande de rÉparation sera refusÉe.

Das Geh%ouse nicht ^ffnen. Falls das Geh%ouse ge^ffnet wurde oder falls ersichtlich ist, dafl es ge^ffnet wurde, wird die Reparatur verweigert.

Non smontare la scatola involucro. In caso sia stata smontata, o sia evidente che ciÚ È avvenuto, la riparazione sarđ rifiutata

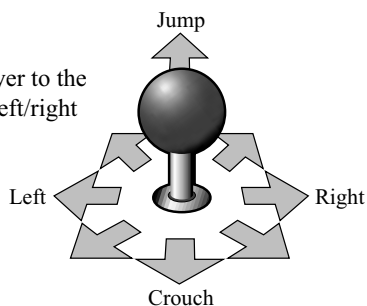
請客戶切勿私自拆卸本產品之機身／外殼。  
若有拆卸或拆卸迹象之疑時，敝社概不負責維修。

케이스는 절대로 분해하지 마십시오. 만약 케이스를 분해하거나 분해한 흔적이 있는 제품에 대해서는 수리 불가합니다.

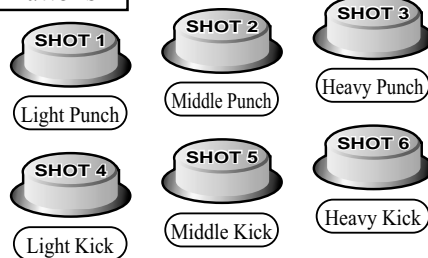
## CONTROL PANEL LAYOUT

### Lever

Moves the player to the jump/crouch, left/right of the screen.



### Buttons



\* Please use the illustrated setting for the best possible game play.

## CRT MONITOR

Either 15k or 31k horizontal monitor can be used.

Locate the DIP switch 1 on the connector side of NAOMI board.

Turn it ON for 15k monitor. Turn it OFF for 31k monitor.

(Default is set to ON)

\* Please refer to page 17 "CAPCOM VS. SNK 2 SETTING TIPS" for 31k monitors.



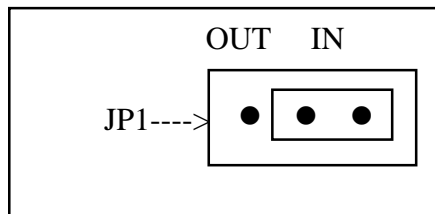
15k monitor



31k monitor

## JAMMA CONNECTOR

I/O BOARD CN3	
1	+5v
2	+5v
3	N.C.
4	SHOT 6 (1PW SW6)
5	(1P SW7) NOT USED
6	(1P SW8) NOT USED
7	N.C.
8	SHOT 6 (2PW SW6)
9	(2P SW7) NOT USED
10	(2P SW8) NOT USED
11	N.C.
12	N.C.
13	GND
14	GND



\* Must be set for proper operation

### ●JAMMA CONNECTOR

SOLDER SIDE		COMPONENT SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP(-)	L	10	SP(+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	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 SHOT 1 (2P Light Punch)	Z	22	1P SHOT 1 (1P Light Punch)
2P SHOT 2 (2P Middle Punch)	a	23	1P SHOT 2 (1P Middle Punch)
2P SHOT 3 (2P Heavy Punch)	b	24	1P SHOT 3 (1P Heavy Punch)
2P SHOT 4 (2P Light Kick)	c	25	1P SHOT 4 (1P Light Kick)
2P SHOT 5 (2P Middle Kick)	d	26	1P SHOT 5 (1P Middle Kick)
GND	e	27	GND
GND	f	28	GND

### ●PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

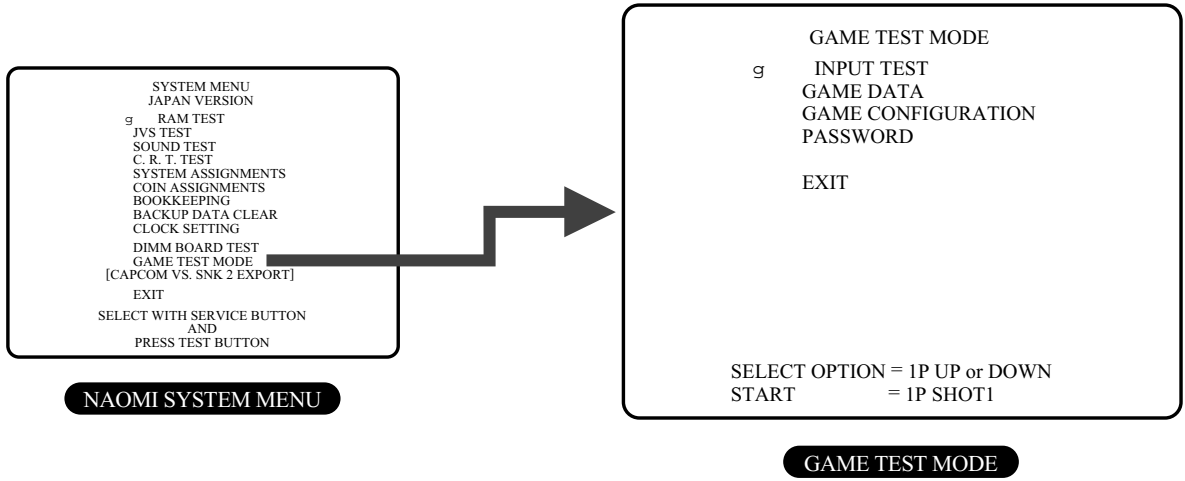
1168-056-009: (KEL)

# HOW TO ENTER THE TEST MODE

Press the Test Button inside the cabinet and the "NAOMI SYSTEM MENU" will appear on the screen.

Press the Service Button to move the "g" cursor and press the Test Button to enter various test modes.  
(For the details on "NAOMI SYSTEM MENU", please refer to "NAOMI SERVICE MANUAL".)

To enter the GAME TEST MODE, move the "g" cursor to GAME TEST MODE in the NAOMI SYSTEM MENU and press the Test Button.



## ● CAUTIONS ON NAOMI SYSTEM MENU

1) Please set the CABINET TYPE and the MONITOR TYPE of the SYSTEM ASSIGNMENTS menu to "2 PLAYER(S)" and "HORIZONTAL" respectively.  
This game will not function properly if above is not followed.

2) The following is the default settings of COIN ASSIGNMENTS

COIN CHUTE TYPE	COMMON
COIN/CREDIT SETTING	#1
COIN CHUTE #1	1 COIN 1 CREDIT
COIN CHUTE #2	1 COIN 1 CREDIT

3) Please refer to the following for the SEQUENCE SETTING of the COIN ASSIGNMENTS  
SEQUENCE 1: Credits required to start the game.  
SEQUENCE 2: Credits required to continue the game.

\* SEQUENCE 3~8 is not available in CAPCOM VS. SNK 2.

Ex) Standard setting

One(1) credit to start and continue the game.

SEQUENCE 1	1 CREDIT(S)	← Credits required to start the game
SEQUENCE 2	1 CREDIT(S)	← Credits required to continue the game.

Ex) 2 credits start, 1 credit continue setting

Players need 2 credits to start the game but only one credit to continue the game.

SEQUENCE 1	2 CREDIT(S)	← Credits required to start the game.
SEQUENCE 2	1 CREDIT(S)	← Credits required to continue the game.

4) BOOKKEEPING 2/2 indicates the following

P1(P2) SEQ 1: The number of times the game was started from Player 1 and Player 2 each.

P1(P2) SEQ 2: The number of times the game was continued from Player 1 and Player 2 each.

\* SEQ 3~8 is not available in CAPCOM VS. SNK 2.

Ex) The number of "Start" of 1P side

The number of "Start" of 2P side

P1 SEQ 1	82	P2 SEQ 1	45
P1 SEQ 2	36	P2 SEQ 2	15

The number of "Continue" of 1P side

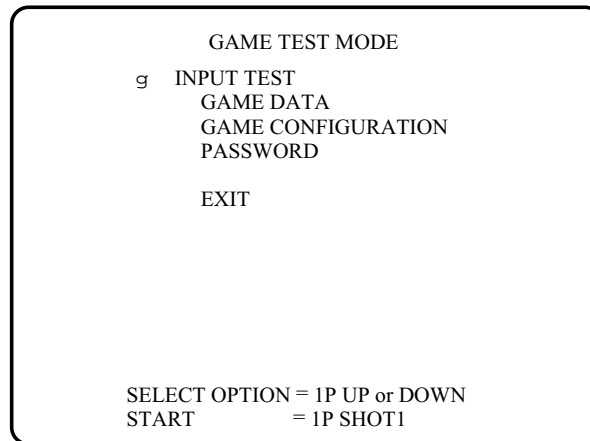
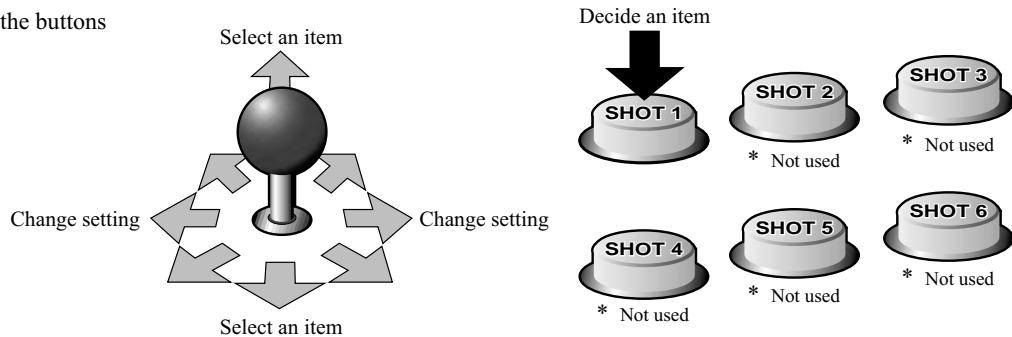
The number of "Continue" of 2P side

## GAME TEST MODE

On this screen, you can test "input signal" of the lever/buttons and can also set the game's difficulty.  
Your setting will be saved in the backup RAM.

### ● CONTROLS IN GAME TEST MODE

\* Use the lever and the buttons as illustrated.



## GAME TEST MODE

### GAME TEST MODE

#### • INPUT TEST

Tests the "input signal" of the lever and the buttons. When the "input signal" is detected, the number changes from "0" to "1".

\* Inside INPUT TEST, you can test up to two Service Buttons. In case your cabinet has only one Service Button, please make sure if the 1P Service Button functions properly.  
(Please note however, on certain cabinets, it is possible the number changes to "1" on both 1P and 2P side.)

#### • GAME DATA

Shows the earning-related data. Please use the info to determine the best coin settings for your arcade.

#### • GAME CONFIGURATION

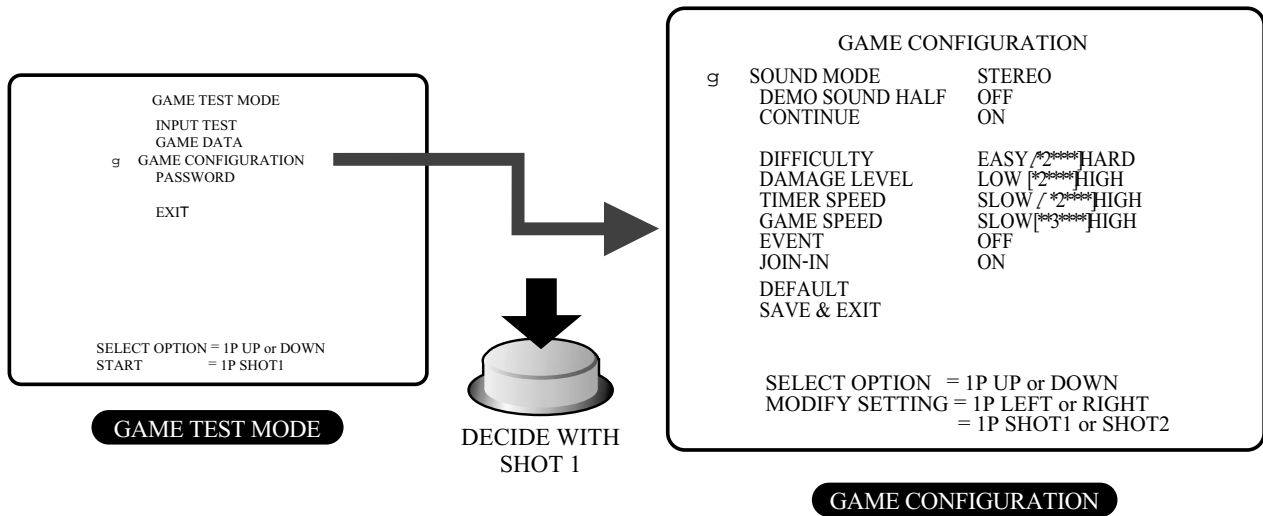
Sets the game play settings such as difficulty, number of rounds, timer, etc.

#### • PASSWORD

Enter the password to unlock the hidden features in the game.

#### • EXIT

Returns to NAOMI SYSTEM MENU




## GAME CONFIGURATION

- **SOUND MODE**  
Please set this item to "STEREO" for normal operations. Setting to "MONAURAL" will make your sound output monaural.
  - **DEMO SOUND HALF**  
ON: Plays the attract mode demo sound at half volume.  
OFF: Plays the attract mode demo sound at regular volume.
  - **CONTINUE**  
Set this "ON" to enable the "CONTINUE" feature.  
Set this "OFF" to disable the "CONTINUE" feature.
  - **DIFFICULTY**  
Sets the game's difficulty level. There are 8 levels in total.  
As the number increases, the game gets more difficult.
  - **DAMAGE LEVEL**  
Sets the attacking power. There are 4 levels in total.  
As the number increases, the attacking power increases. (Thus the average play time gets shorter.)
  - **TIMER SPEED**  
Sets the timer speed. There are 4 levels in total.  
As the number increases, the time elapses quicker.
  - **GAME SPEED**  
Sets the game speed. 5 levels are available.  
As the number gets higher, the game speed increases.
  - **EVENT**  
Use this function for events/tournaments. If set to "ON", only 1 credit is required for 2 players "VS." game.  
However, the game will be over for both players regardless of the game result.  
Please set this to "OFF" for standard operations.
  - **JOIN-IN**  
Used to turn on and off the JOIN-IN feature. Please set to ON for standard operations.  
If you wish the game setting to be played by 1 player only (advisable for beginners), set to OFF.
  - **DEFAULT**  
Resets all the settings to the factory defaults. (Initialise)  
Not only the GAME CONFIGURATION but also the settings in NAOMI SYSTEM MENU (COIN ASSIGNMENTS, etc.) will be reset to the following factory defaults.
 

ADVERTISE SOUND	: ON
MONITOR TYPE	: HORIZONTAL
COIN CHUTE TYPE	: COMMON
COIN/CREDIT SETTING	: #1 (1 coin 1 credit: Asia version)
	#12 (2 coins 1 credit: European version)
SEQUENCE SETTING	: SEQ1=1 (1 credit to start)
	SEQ2=1 (1 credit to continue)
- For more details regarding the NAOMI SYSTEM MENU, please refer to the "NAOMI SERVICE MANUAL."
- **SAVE & EXIT**  
Saves your GAME CONFIGURATION and COIN/SYSTEM ASSIGNMENTS and returns to the GAME TEST MODE.  
(It takes approximately 2 seconds to save the settings. Please do not turn off the power while saving.)

## ●GAME CONFIGURATION OPTIONS

SOUND MODE	STEREO		MONAURAL		
DEMO SOUND HALF	ON		OFF		
CONTINUE	ON		OFF		
DIFFICULTY	1 EASY	2	3	4	
	5	6	7	8 HARD	
DAMAGE LEVEL	1 LOW	2	3	4 HIGH	
TIMER SPEED	1 SLOW	2	3	4 HIGH	
GAME SPEED	1 SLOW	2	3	4	5 HIGH
EVENT	ON		OFF		
JOIN-IN	ON		OFF		

\*  Factory settings

\* DEMO SOUND HALF setting is available only when ADVERTISE SOUND is set to ON.

ADVERTISE SOUND setting can be found under the SYSTEM ASSIGNMENTS menu of the NAOMI SYSTEM MENU.

## CAPCOM VS. SNK 2 SETTING TIPS

### ●LARGE CABINET

Because of its simple controls, CAPCOM VS. SNK 2 can be played by any game player.

Its unique characters and beautiful graphics that can only be achieved on the NAOMI board will surely appeal even to the people who had never played video games before.

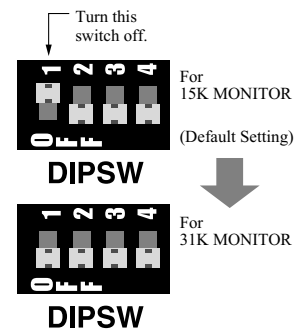
For this universal appeal of the game, we strongly recommend you to install this game in a large cabinet and place it at the front of your arcade.

### ●31K MONITOR CABINET

The NAOMI board is capable of handling the screen resolution that is three times as high as the CP-SYSTEM board.

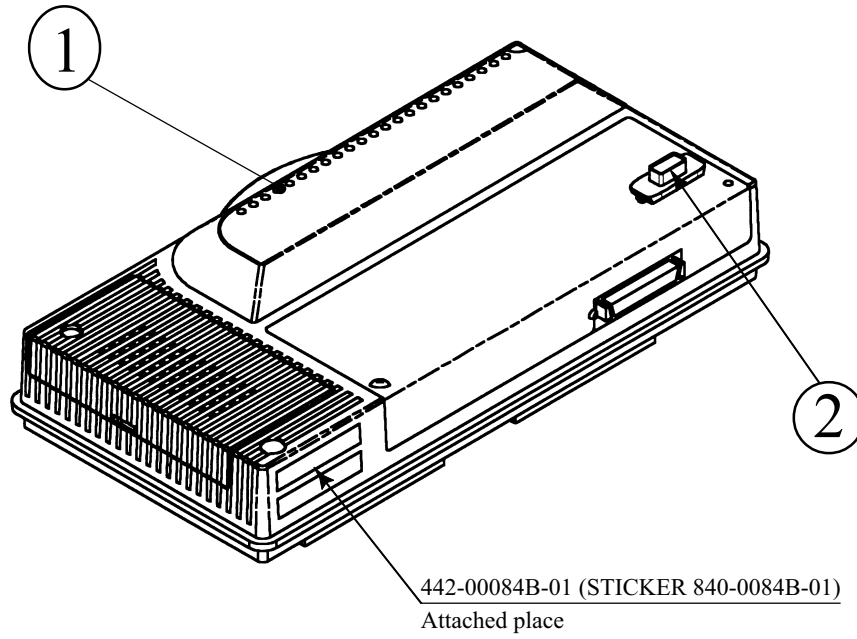
To exercise its maximum performance, it is indispensable to install the board in the cabinet equipped with 31K monitor that is capable of high resolution graphics. (Ex. "BLAST CITY" "MEGALO 410" etc. from Sega)

To enjoy NAOMI's graphics at its best, please use the cabinet with 31K monitor. (When using 31K monitor, please set the DIP switch on the NAOMI board's connector side as described in the right chart.)

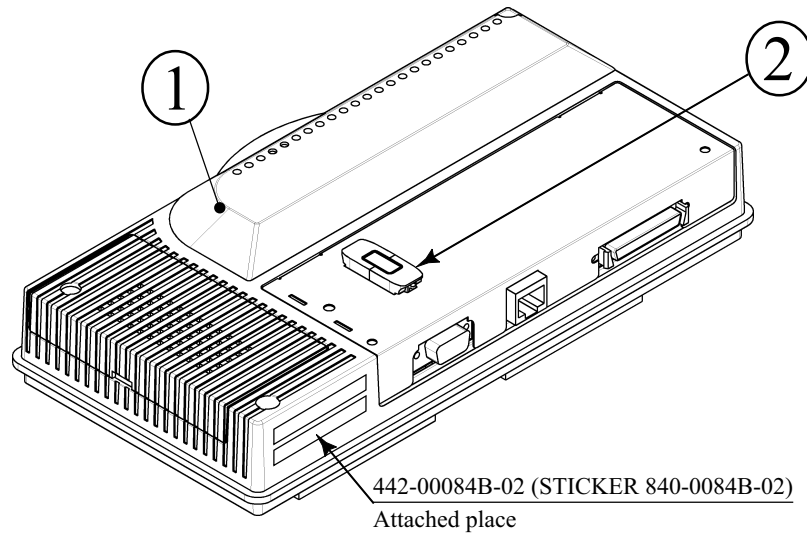




According to your DIMM BD type, attach the correct sticker as follows.



	PART NO.	DESCRIPTION
①	840-0001F	ASSY CASE NAO DIMM BD COM
②		KEY CHIP
①+②	840-0084B-01	DIMM BD NAO CPvsSNK2



	PART NO.	DESCRIPTION
①	840-0004F	ASSY CASE NAO DIMM BD COM RTOS
②		KEY CHIP
①+②	840-0084B-02	RT DIMM BD NAO CPvsSNK2

# SOFT KIT

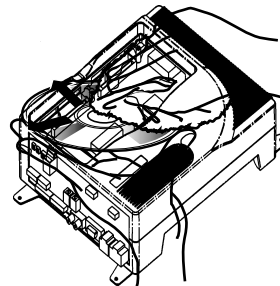


## Handling the GD-ROM Disc

- Do not contaminate the discs with your fingerprints or dust particles. Contaminated discs may lower audio and video quality.
- When cleaning the discs, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged discs. Do not attach papers or seals onto the discs; do not scratch the discs. Do not use the discs with a sign of peeled seals, tapes, etc.

Observing these instructions, do not insert such a non-usable disc into the GD-ROM drive. Otherwise the inserted disc can not be ejected.

- When cleaning a heavily contaminated disc, use clean cloth that has been soaked in water and squeezed. Then remove moisture with dry cloth.
- When holding a disc, be careful not to contaminate it with your fingerprints.

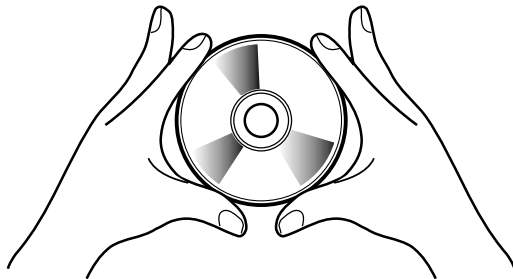


Use clean cloth to wipe the disc gently and into a radial direction.

## How to Hold a Disc

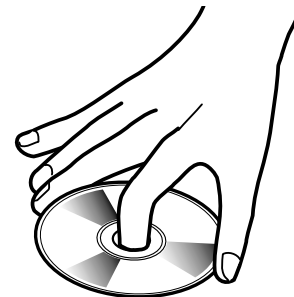
With both hands:

Put your thumbs and forefingers of both hands on the disc's 4 circumference tips.



With one hand:

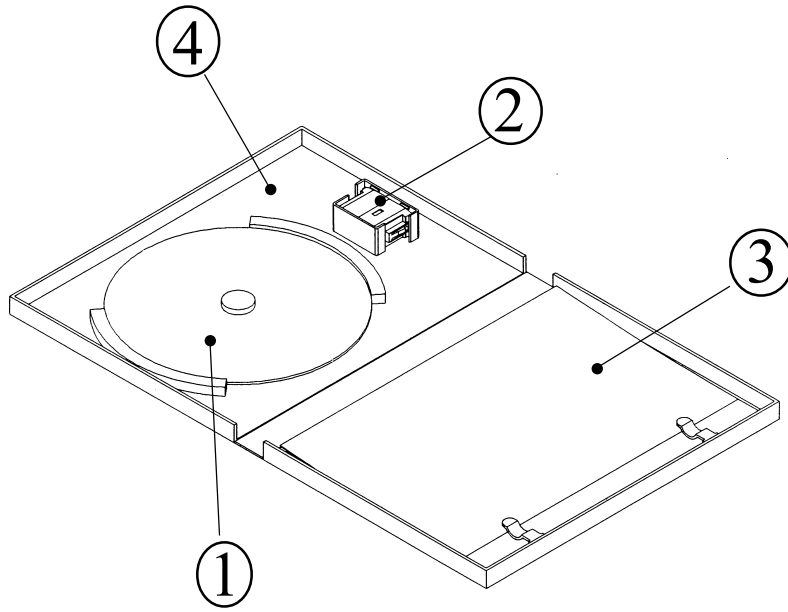
Insert your forefinger into a central hole and at the same time put your thumb and middle finger on the disc's 2 circumference tips.



## How to Handle the Key Chip

- The key chip is a precision device. Handle it carefully because it may be damaged by heat, shock, and static electricity.
- Use the key chip with the GD-ROM disc of the corresponding game that has been shipped together with the key chip.

2



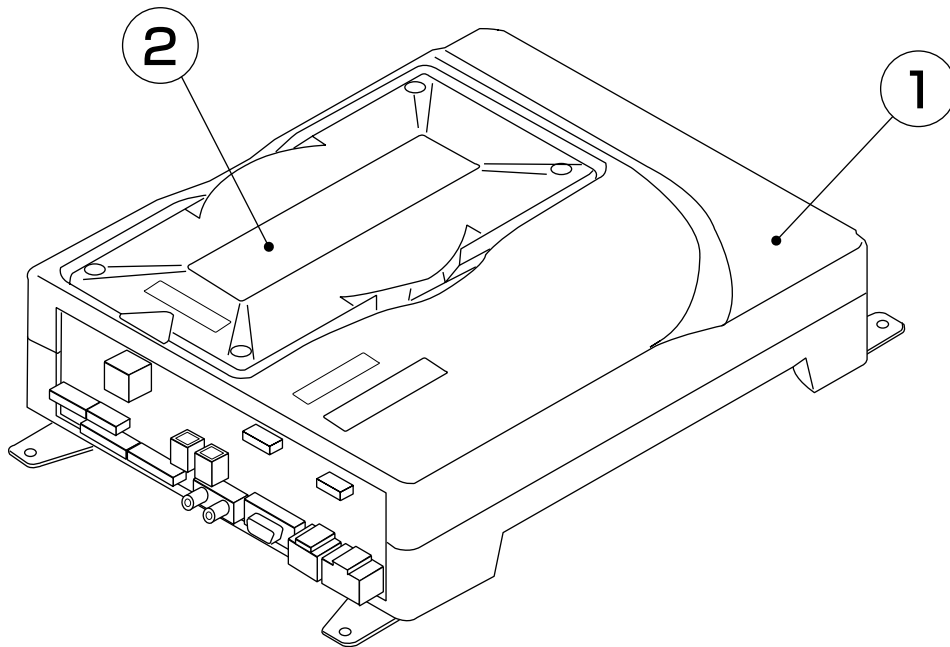
When you order the GD-ROM disc only, please mention the Part No. 610-0625-\*\*\*\*.

	PART NO.	DESCRIPTION
①+②+③+④	610-0630-0008	GD SOFT KIT CPvsSNK2 ENG
①		NAOMI GDROM CPvsSNK2
②		KEY CHIP
③	420-6620-01	SERVICE MANUAL CPvsSNK2 ENG
④	253-5507	DISC CASE WITH IC HOLDER
①+④	610-0625-0015	GD SOFT CPvsSNK2

# GAME BOARD

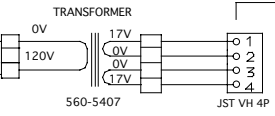


- Do not expose the Game Board so as to avoid causing an accident or malfunctioning.
- Static electricity discharge can damage electronic parts on the IC Board. Before starting work by opening the Shield Case Lid, be sure to touch grounded metallic surfaces to discharge physically charged static electricity.
- When replacing the Game Board, refer to the CVT Manual and Instruction Manual.



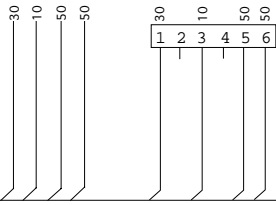
	PART NO.	DESCRIPTION
ASSY CASE (①+②)	840-0084D-01 840-0084D-02 840-0084D-03 840-0084D-04	ASSY CASE NAO CPvsSNK2 USA :USA ASSY CASE NAO CPvsSNK2 EXP :OTHERS ASSY CASE NAO CPvsSNK2 KOR :KOREA ASSY CASE NAO CPvsSNK2 AUS :AUSTRALIA
① ASSY CASE NAOMI MAIN BOARD	840-0001A-01 840-0001A-02 840-0001A-03 840-0001A-04	ASSY CASE NAOMI MAIN BD USA :USA ASSY CASE NAOMI MAIN BD EXP :OTHERS ASSY CASE NAOMI MAIN BD KOR :KOREA ASSY CASE NAOMI MAIN BD AUS :AUSTRALIA
② ROM CASE	840-0084C	ROM CASE NAO CPvsSNK2

120 Vac Input

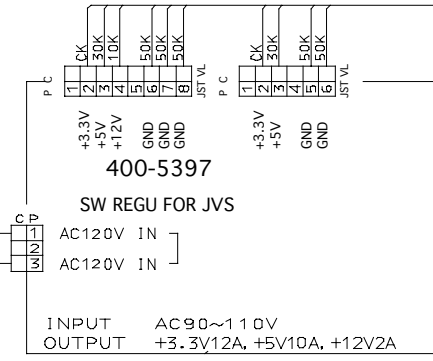
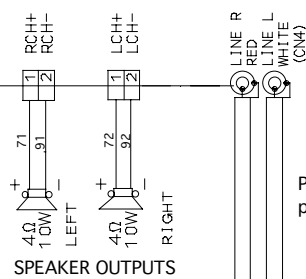
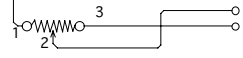


838-13616  
AUDIO POWER AMP 2CH

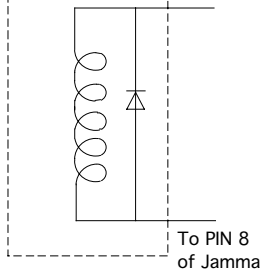
[Extra] [GD ROM DRIVE]



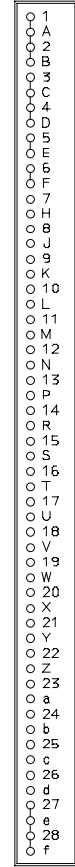
5k pot



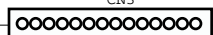
COIN COUNTER To Extra Yellow Wire



6P EDGE CONNECTOR (JAMMA) (P=3.96mm)



- 1 GND
- 2 GND
- 3 +5V
- 4 +5V
- 5 +5V (-5V)
- 6 +12V
- 7 +12V
- 8 (KEY)
- 9 (KEY)
- 10 COIN METER 1 (COIN METER 2)
- 11 COIN LOCKOUT 1
- 12 COIN LOCKOUT 2
- 13 (SPEAKER +)
- 14 (SPEAKER -)
- 15 (N.C.)
- 16 (N.C.)
- 17 SYNC
- 18 GND (SYNC)
- 19 TEST
- 20 SERVICE
- 21 (TILT)
- 22 COIN1
- 23 COIN2
- 24 1P START
- 25 2P START
- 26 1P UP
- 27 2P UP
- 28 1P DOWN
- 29 2P DOWN
- 30 1P LEFT
- 31 2P LEFT
- 32 1P RIGHT
- 33 2P RIGHT
- 34 1P SW1
- 35 2P SW1
- 36 1P SW2
- 37 2P SW2
- 38 1P SW3
- 39 2P SW3
- 40 1P SW4
- 41 2P SW4
- 42 1P SW5
- 43 2P SW5
- 44 GND
- 45 GND
- 46 GND
- 47 GND
- 48 GND
- 49 GND
- 50 GND
- 51 GND

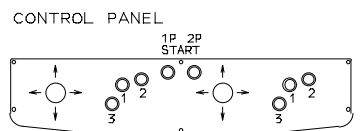
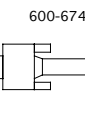
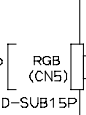
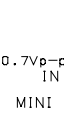
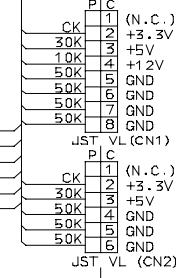


838-13683-91

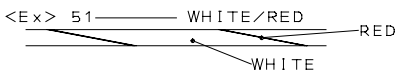
I/O BD JVS TO JAMMA



MUST BE SET TO "N"  
TO USE INPUTS ON CN3



CODE	COLOR	CODE	COLOR	CODE	COLOR
10	RED	60	ORANGE	C	BROWN
20	BLUE	70	BLACK	D	PURPLE
30	YELLOW	80	GRAY	E	LIGHT GREEN
40	GREEN	A	PINK		
50	WHITE	B	SKY BLUE		



JAMMA CONNECTIONS USED ARE:  
 ° VIDEO OUT  
 ° SWITCH INPUTS  
 ° SWITCH GROUND RETURNS  
 ° COIN COUNTER OUTPUT

NOTE: THERE ARE TO BE NO CONNECTIONS MADE TO THE JAMMA INTERFACE OTHER THAN THE ABOVE FOREMENTIONED.

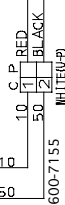
The character following the wire color code indicates the size of the wire.  
 K — AWG18 UL1015  
 L — AWG20 UL1007  
 None — AWG22 UL1007

NAOMI KIT UNIVERSAL  
WIRING DIAGRAM (1/1)

840-0003D-01~04  
ASSY CASE NAO  
ZOMBIE ZONE \*\*\*



839-1069 FLT BD NAO1M1



## **Warranty**

Your new Sega Product is covered for a period of 90 days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your Sega Distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.





**SEGA ENTERPRISES, INC. (USA)**

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Fremont, CA 94538  
**(415) 701-6580** phone  
**(415) 701-6594** fax