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Service & Parts

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INSTRUCTION MANUAL

KONAMI® is a trademark of Konami Industry Co., Ltd.
# X-MEN 6 PLAYER PARTS LIST

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<tr>
<th>Part #</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>065003</td>
<td>X-MEN P.C.B. 6 Player</td>
</tr>
<tr>
<td>065100</td>
<td>X-MEN Control Panel 6 Player</td>
</tr>
<tr>
<td>065101</td>
<td>X-MEN Coin Door Decal</td>
</tr>
<tr>
<td>065200</td>
<td>X-MEN Marquee 6 Player</td>
</tr>
<tr>
<td>065300</td>
<td>Top Right Side Decal</td>
</tr>
<tr>
<td>065301</td>
<td>Top Left Side Decal</td>
</tr>
<tr>
<td>065302</td>
<td>X-MEN Logo Side Decal</td>
</tr>
<tr>
<td>065303</td>
<td>Middle Left Side Decal</td>
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<tr>
<td>065304</td>
<td>Bottom Right Side Decal</td>
</tr>
<tr>
<td>065305</td>
<td>Bottom Left Side Decal</td>
</tr>
<tr>
<td>065306</td>
<td>Front Decal</td>
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<td>065307</td>
<td>Middle Right Side Decal</td>
</tr>
<tr>
<td>065700</td>
<td>Lower Bezel Decal</td>
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<tr>
<td>065701</td>
<td>X-MEN Monitor Top Bracket</td>
</tr>
<tr>
<td>065702</td>
<td>X-MEN Marquee &amp; Mirror Bracket</td>
</tr>
<tr>
<td>065703</td>
<td>X-MEN Shelf Bracket</td>
</tr>
<tr>
<td>065704</td>
<td>X-MEN Corner Bracket</td>
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<tr>
<td>065705</td>
<td>X-MEN Monitor Glass Z-Bracket</td>
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<tr>
<td>065706</td>
<td>X-MEN Monitor Mount Bracket</td>
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<tr>
<td>065707</td>
<td>X-MEN Top Mirror Bracket</td>
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<td>065708</td>
<td>X-MEN Control Panel Hinge</td>
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<tr>
<td>065709</td>
<td>X-MEN Bottom Marquee Bracket</td>
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<tr>
<td>30254</td>
<td>White Micro Button</td>
</tr>
<tr>
<td>30255</td>
<td>Red Micro Button</td>
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<tr>
<td>30256</td>
<td>Yellow Micro Button</td>
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<td>30258</td>
<td>Blue Micro Button</td>
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<tr>
<td>30261</td>
<td>Micro Switch</td>
</tr>
<tr>
<td>30262</td>
<td>Micro Palmuts</td>
</tr>
<tr>
<td>30323</td>
<td>Red Micro Joystick</td>
</tr>
<tr>
<td>30324</td>
<td>Blue Micro Joystick</td>
</tr>
<tr>
<td>30325</td>
<td>Yellow Micro Joystick</td>
</tr>
<tr>
<td>30326</td>
<td>Wine Red Micro Joystick</td>
</tr>
<tr>
<td>30327</td>
<td>Sky Blue Micro Joystick</td>
</tr>
<tr>
<td>30328</td>
<td>Violet Micro Joystick</td>
</tr>
<tr>
<td>35201</td>
<td>I.S.O. Trans</td>
</tr>
<tr>
<td>35404</td>
<td>Complete Power Supply</td>
</tr>
<tr>
<td>40123</td>
<td>Coin Door 3 Slot with Meter</td>
</tr>
<tr>
<td>40124</td>
<td>Coin Door 3 Slot without Meter</td>
</tr>
<tr>
<td>40358</td>
<td>2-Way Mirror 48-24</td>
</tr>
<tr>
<td>40359</td>
<td>Monitor Glass 48-24.5</td>
</tr>
<tr>
<td>40360</td>
<td>Marquee Glass 48-8.5</td>
</tr>
<tr>
<td>40524</td>
<td>25 Inch Monitor R.D.S.N.</td>
</tr>
</tbody>
</table>
TECHNICAL INFORMATION

(1) Required power capacity
   GND-Vcc 5V 6A or more
   GND(+12V)
   *See the Wiring Diagram.
(2) Output
   R (red) analog, positive
   G (green) analog, positive
   B (blue) analog, positive
   SYNC. H-V complexed, negative
(3) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode. (See page 6.)
(4) Handle with care.

PLAY INSTRUCTION

• 1 to 6 players can play at the same time.
• Choose the character you want to control out of the six individual X-MEN: Cyclops, Colossus, Wolverine, Storm, Nightcrawler and Dazzler.
• Deposit coins into the coin slot of the character you want and press ATTACK, JUMP or MUTANT POWER button to start.
• Control your character’s movement using the 8-way joystick and attack enemies with ATTACK button. Press ATTACK button repeatedly to punch, kick, throw, back-attack the enemies. Use JUMP button to avoid enemy attack or defeat enemies from the air. Pressing JUMP button longer makes higher jump.
• Press ATTACK button while in the air for a flying attack.
• Press MUTANT POWER button to use a powerful Mutant Power of each individualistic character.
• Use of Mutant Power will consume 3 units of energy. When the energy left is less than 3 units, a power ball will be consumed instead. A bonus power ball can be obtained for defeating the boss enemy of each stage.
• Your energy will also be consumed when attacked by enemies. When it is used up, you will lose one life. The game is over when you have lost all the lives.
• There are 8 stages in all. You can continue the game as many times as you want. Any player can join at any time.

CONTROL PANEL LAYOUT

Control panel should be equipped with six sets of an 8-way joystick and three function buttons.

3 MUTANT POWER BUTTON

1

8-WAY JOYSTICK

ATTACK BUTTON

JUMP BUTTON

SELF TEST

Normal: “OK” will be displayed. Then the game will start.
Abnormal: “BAD” will be displayed and self test will repeat. If “16B BAD” is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.
1. Remove back service door with a phillips head screwdriver.

2. Remove shipping cover from the rear of the cabinet.

3. The rear monitor is shipped inside of the main cabinet and should be unfastened by using a 7/16 inch nut driver.

4. Remove the back service door from the monitor box. There are 3 sets of wires and one ground strap that must be fed through the front opening so electrical connections can be made after the rear monitor is fastened to the cabinet.

5. Using 6 bolts fasten rear monitor to main cabinet (as seen above). This is a TWO PERSON JOB. A 1/2 inch nut driver will be required.

6. Reach in and connect the wiring.
   1—2 wire connector (A.C.)
   1—5 wire connector (R.G.B.)
   1—13 wire connector (up front monitor adjustments)
   1—ground strap
1. Using the hinges bolted to the control panel box, attach them to the main cabinet with a 7/16 nut driver.

2. There are 4 electrical connections and one ground strap
   1—Attach ground strap to wing nut
   2—Attach the 6 position AMP connectors (R.G.B.)
   3—Attach the 9 position Molex connector (power)
   4—Attach the 4 position J.S.T. connector to the X-MEN PCB top right hand side (speakers)
   5—Attach the 6 position J.S.T. connector to the X-MEN PCB top left hand side (R.G.B.)
      (next to the 6th player control panel wires).

3. Latch the control panel box to the main cabinet via the coin door.
## X-MEN 6 PLAYER WIRING HARNESS

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

(Base color/line color)
NOTES:

- VCC (+5V)
- VCC (+12V)
- GND
- JAMMA EDGE 56P
- 64P DIN CONNECTOR
- 64P DIN CONNECTOR
- 64P DIN CONNECTOR
- 6P NH CONNECTOR
- 15P NH CONNECTOR
- 15P NH CONNECTOR
- 15P NH CONNECTOR
- 4P NH CONNECTOR
- 64P DIN CONNECTOR

KINDS OF Capacitor:

C: CERAMIC
E: ELECTROLYTIC
M: NYLAR
T: TANTALUM
RIGHT COLOR MONITOR

CONTROL FOR 1P

CONTROL FOR 2P

LEFT COLOR MONITOR

NOTE:
1. GP NO. 1 PLAYER 2P/NO. 2 PLAYER 3P/NO. 3 PLAYER 4H/NO. 4 PLAYER 5P/NO. 5 PLAYER 6H/NO. 6 PLAYER
2. SURVEY A COLOR DEVICES FOR CODE COUNT AND INSTALL ON THE P.C.D.

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X-MEN 6 PLAYER SUB HARNESS FOR 3, 4, 5 & 6 PLAYERS

CN3 3P CONTROLS

1 Coin 3 Violet/White
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 3P Mutant Power White
10 Empty
11 Empty
12 Empty
13 Empty
14 Empty
15 Ground Black

CN5 5P CONTROLS

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

CN6 6P CONTROLS

1 Coin 6 Green
2 Empty
3 6P Left Green/White
4 6P Right Green/Red
5 6P Up Green/Black
6 6P Down Green/Blue
7 6P Attack Green/Orange
8 6P Jump Blue/Red
9 6P Mutant Power Red/Black
10 Empty
11 Empty
12 Empty
13 Empty
14 Empty
15 Ground Black
X-MEN 6 PLAYER

MANUAL TEST

(1) HOW TO START
After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE
Select “EXIT” on the MAIN MENU then press player 1 ATTACK button to return to the game mode.

(3) ITEMS AND HOW TO SELECT
Use player 1 JOYSTICK to select the desired test and press player 1 ATTACK button to initiate testing. Press player 1 ATTACK button during or at the end of each test to return to the MAIN MENU.

<table>
<thead>
<tr>
<th>I/O CHECK</th>
<th>SCREEN CHECK</th>
<th>COLOR CHECK</th>
<th>SOUND CHECK</th>
<th>MASK ROM CHECK</th>
<th>GAME OPTIONS</th>
<th>COIN OPTIONS</th>
<th>EXIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLAYER1 JOYSTICK = SELECT ITEM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PLAYER1 ATTACK = DO CHECK</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(4) EXPLANATION OF THE ITEMS
1. I/O CHECK
Check all the joysticks and buttons to see “1” when switched on. Press player 1 and 2 ATTACK buttons at the same time to return to MAIN MENU.

2. SCREEN CHECK
Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK
Adjust color brightness so that the specified area will be colorless.

4. SOUND CHECK
When “SOUND SCALE CHECK” is selected, a music scale sounds. At “SOUND CODE,” push player 1 JOYSTICK right/left to change sound code.

5. MASK ROM CHECK
Roms will be checked one after another, and the message “OK” or “BAD” will be displayed on the screen.

6. GAME OPTIONS
Following screen will appear. Use player 1 JOYSTICK up/down to select the item and push JOYSTICK right/left to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select “SAVE AND EXIT” and press player 1 ATTACK button to save and return to MAIN MENU.
**GAME OPTIONS**

- **PLAYER'S LIFE** 1 CREDIT 2 LIVES
- **DIFFICULTY LEVEL** 4/MEDIUM
- **MAXIMUM MUTANT POWER** 9
- **SOUND VOLUME**
- **SOUND IN ATTRACT MODE** ALL THE TIME

**FACTORY SETTINGS**
- **SAVE AND EXIT**
- **EXIT**

**COIN OPTIONS**

<table>
<thead>
<tr>
<th>PREMIUM START</th>
<th>YES 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>STARTING</td>
<td>2 COINS 1 CREDIT</td>
</tr>
<tr>
<td>CONTINUATION</td>
<td>1 COIN 1 CREDIT</td>
</tr>
</tbody>
</table>

**FACTORY SETTINGS**
- **SAVE AND EXIT**
- **EXIT**

**PLYR1 JOYSTICK UP/DOWN=SELECT OPTION**
**PLYR2 JOYSTICK RIGHT/LEFT=MODIFY SETTING**

- Select from 1 to 9 lives.
- Select from 1 to 9 lives.
- Set from 1 to 9 lives.
- Adjust volume level between 0 and 30.
- Select out of 4 types: 
  - "ALL THE TIME,"
  - "COMpletely OFF,"
  - "ONCE EVERY 3 CYCLES,"
  - "ONCE EVERY 5 CYCLES"
- All the settings return to default.
- Save the modified settings.

*Note: If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE, DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.*

**COIN SETTING OPTIONS**

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<tr>
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<th>1</th>
<th>1</th>
<th>1</th>
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<th>1</th>
<th>2</th>
<th>2</th>
<th>2</th>
<th>3</th>
<th>3</th>
<th>3</th>
<th>4</th>
<th>4</th>
<th>4</th>
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<tbody>
<tr>
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<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
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<td>5</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>1</td>
<td>3</td>
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</table>
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