



FOUR PLAYER  
UPRIGHT

# THE SIMPSONS™

Service #

**708-215-5100**

Jerry Korbecki ext. 122

## INSTRUCTION MANUAL

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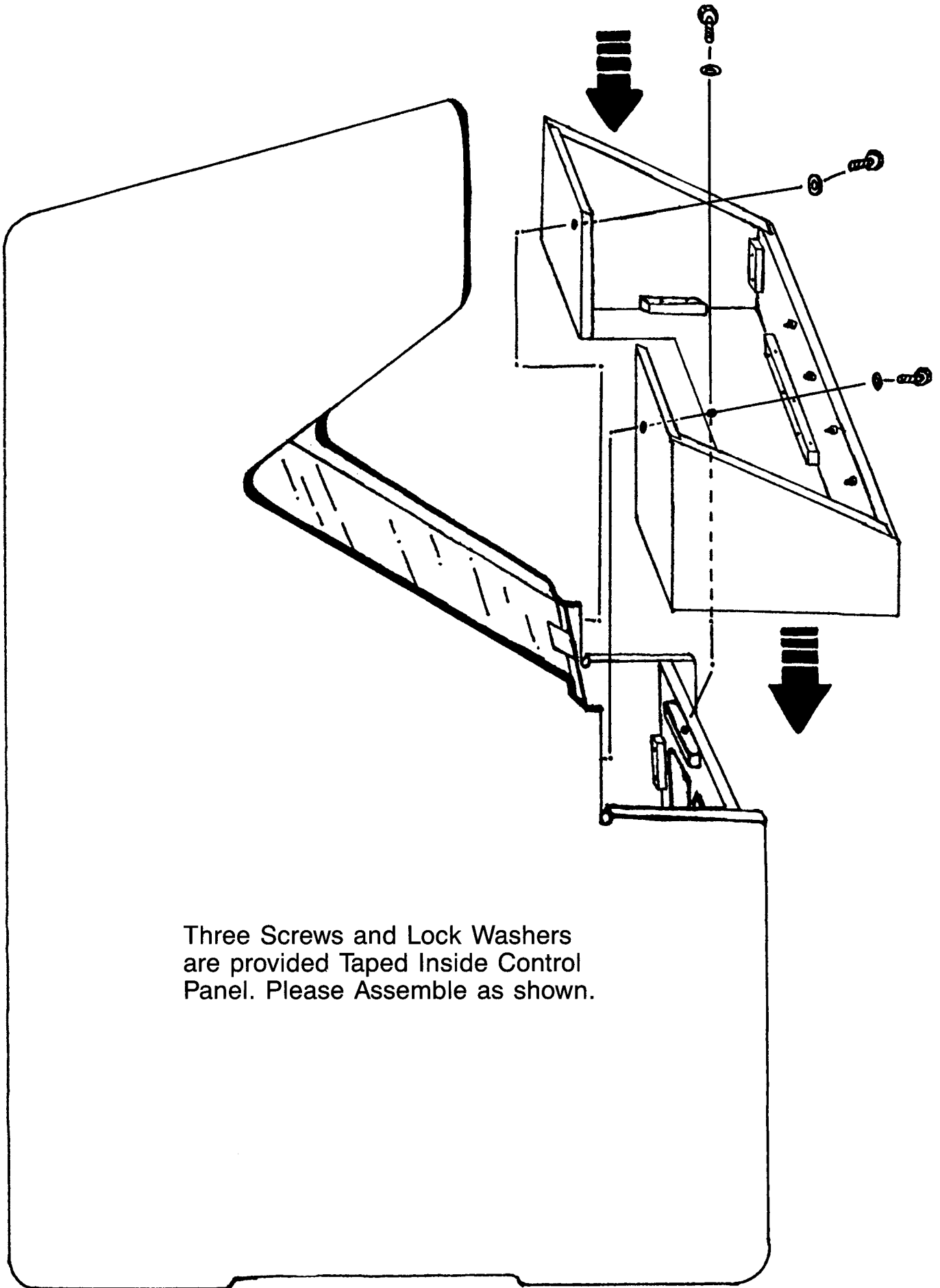
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# SIMPSONS™ PARTS LIST

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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.

# SIMPSON™: WIRING HARNESS

## WIRE COLOR KEY:

Solder Side ← → Parts Side

| 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

|                                |    |           |              |
|--------------------------------|----|-----------|--------------|
| <b>CN3<br/>3P<br/>CONTROLS</b> | 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        |

|                                |    |           |              |
|--------------------------------|----|-----------|--------------|
| <b>CN4<br/>4P<br/>CONTROLS</b> | 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        |

# 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 |                   |
|-----------------------|-------------------|
| ○                     | OFF<br>ON<br>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<br>EXTRA COINS<br>FOR<br>PREMIUM START | COINS                      | CREDITS |
| <input type="radio"/> 1                          | 1                          | 1       |
| 2  | 1                          | 2       |
| 3  | 1                          | 3       |
| 4  | 1                          | 4       |
| <input type="radio"/> 5                          | 1                          | 5       |
|  | 2                          | 6       |
|  | 1                          | 7       |
|  | 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         |

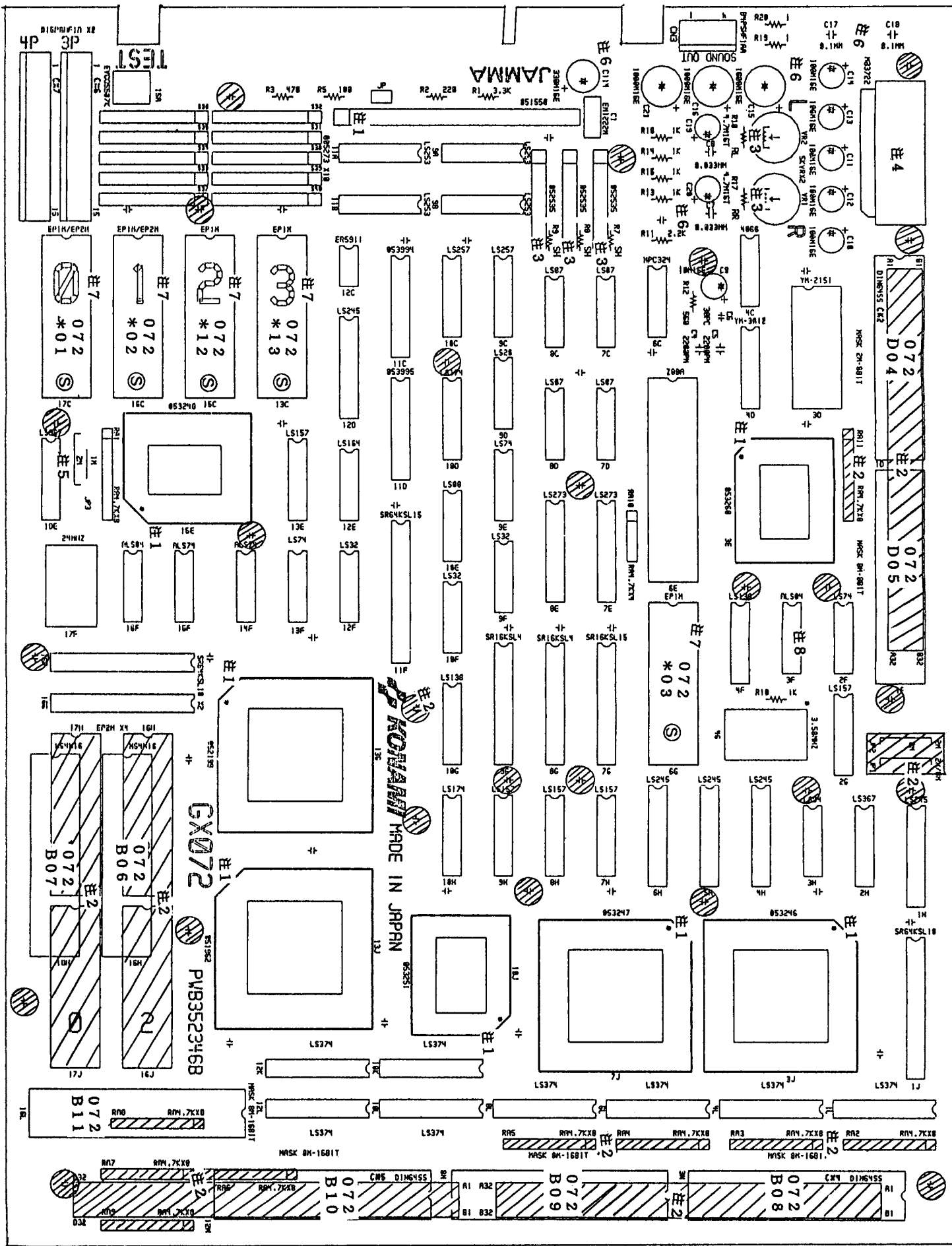
## 8-6. SOUND OUTPUT

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

\*  shows recommended settings.

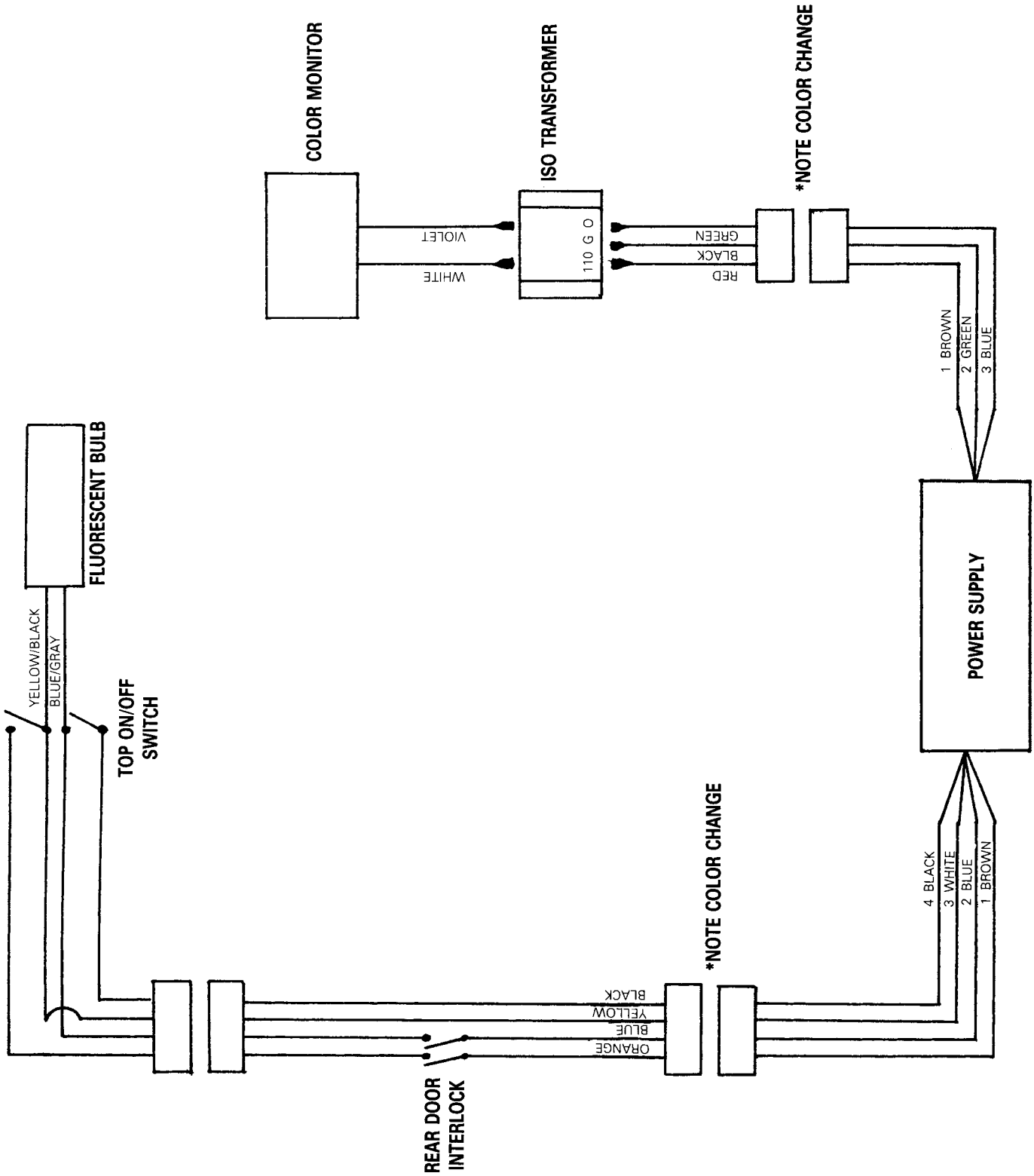
## 8-7. FACTORY SETTING

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





# AC WIRING HARNESS

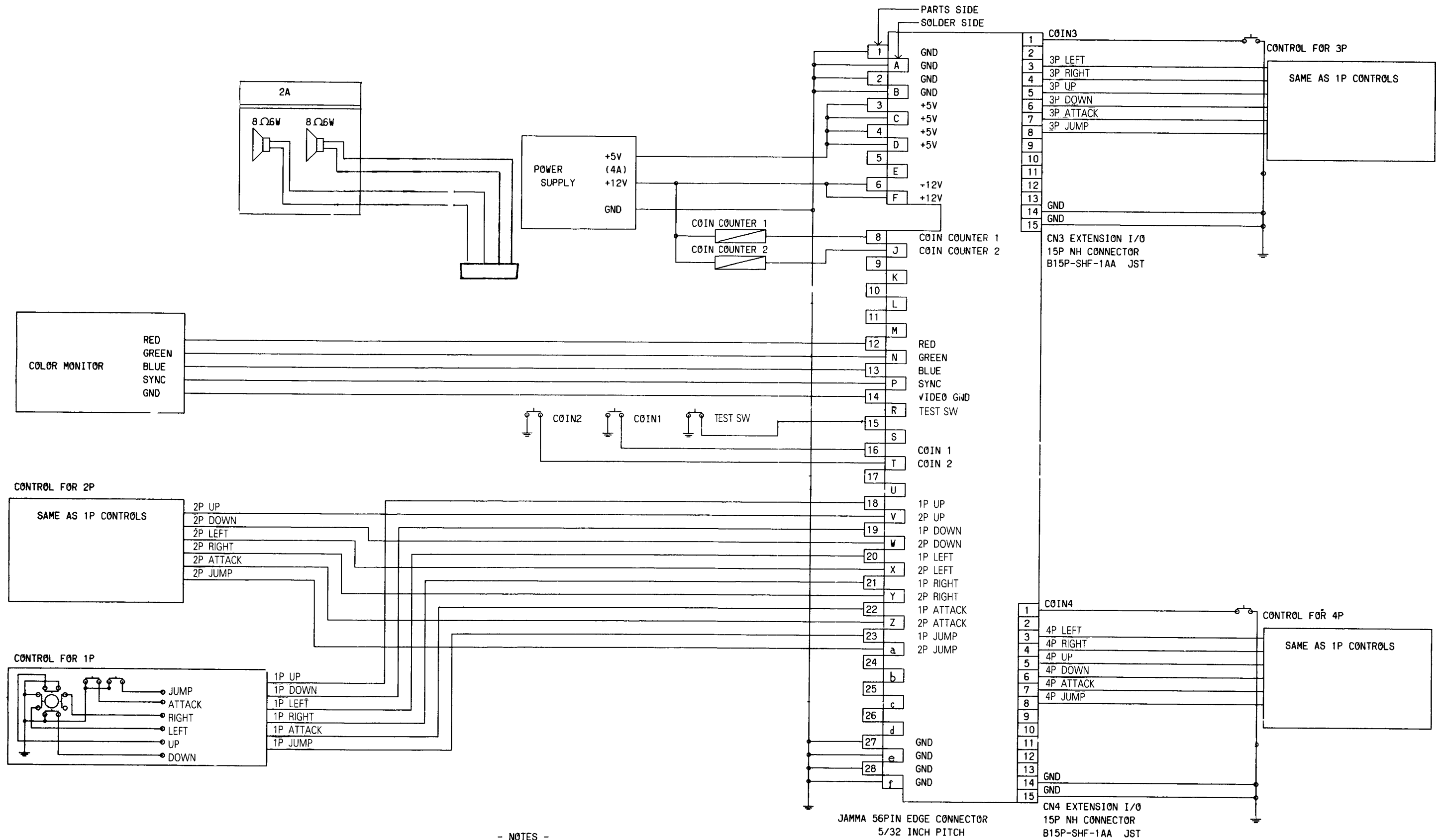


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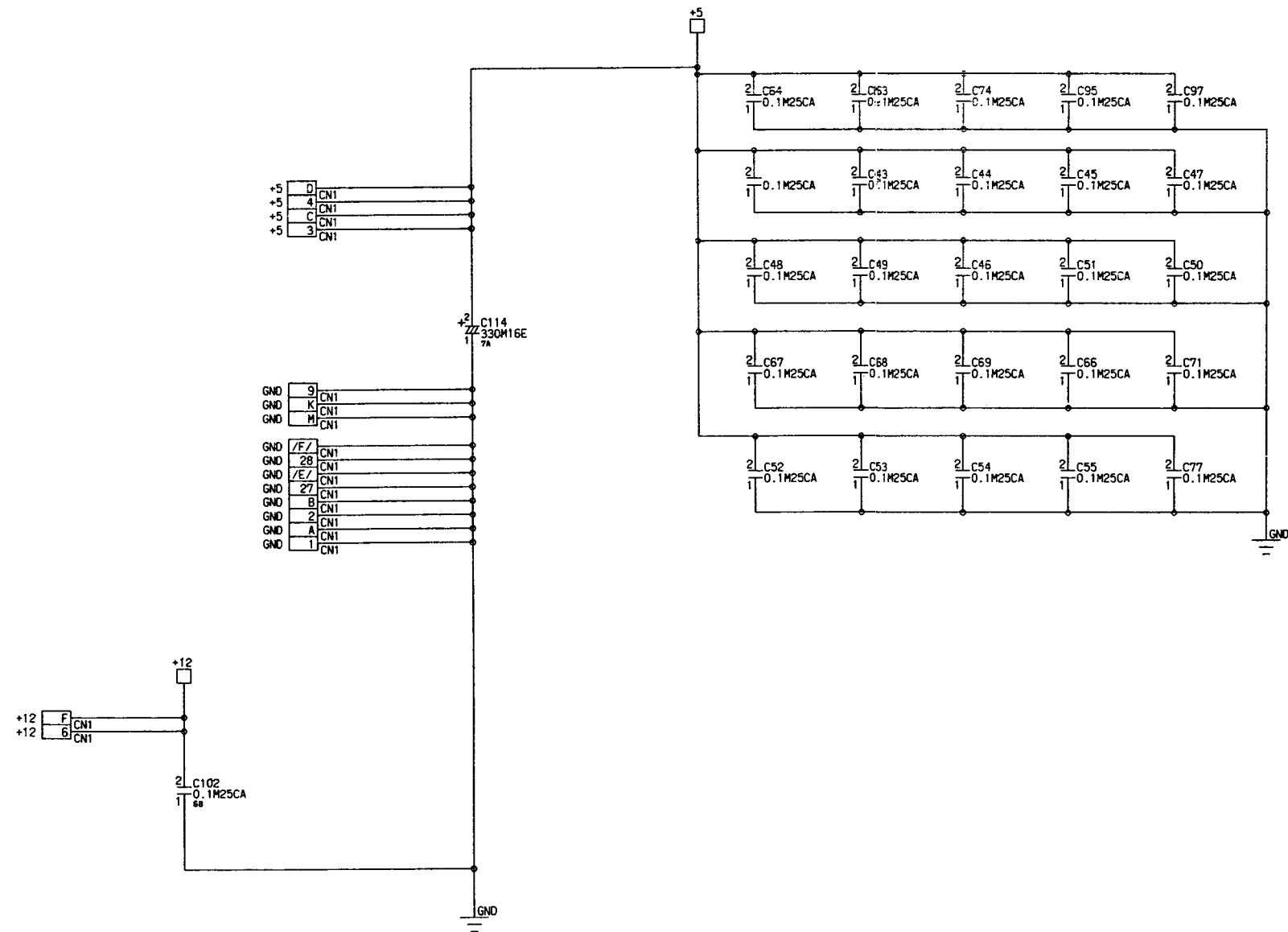
# WIRING DIAGRAM



- 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.



----- NOTES -----

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

KINDS OF CAPACITOR

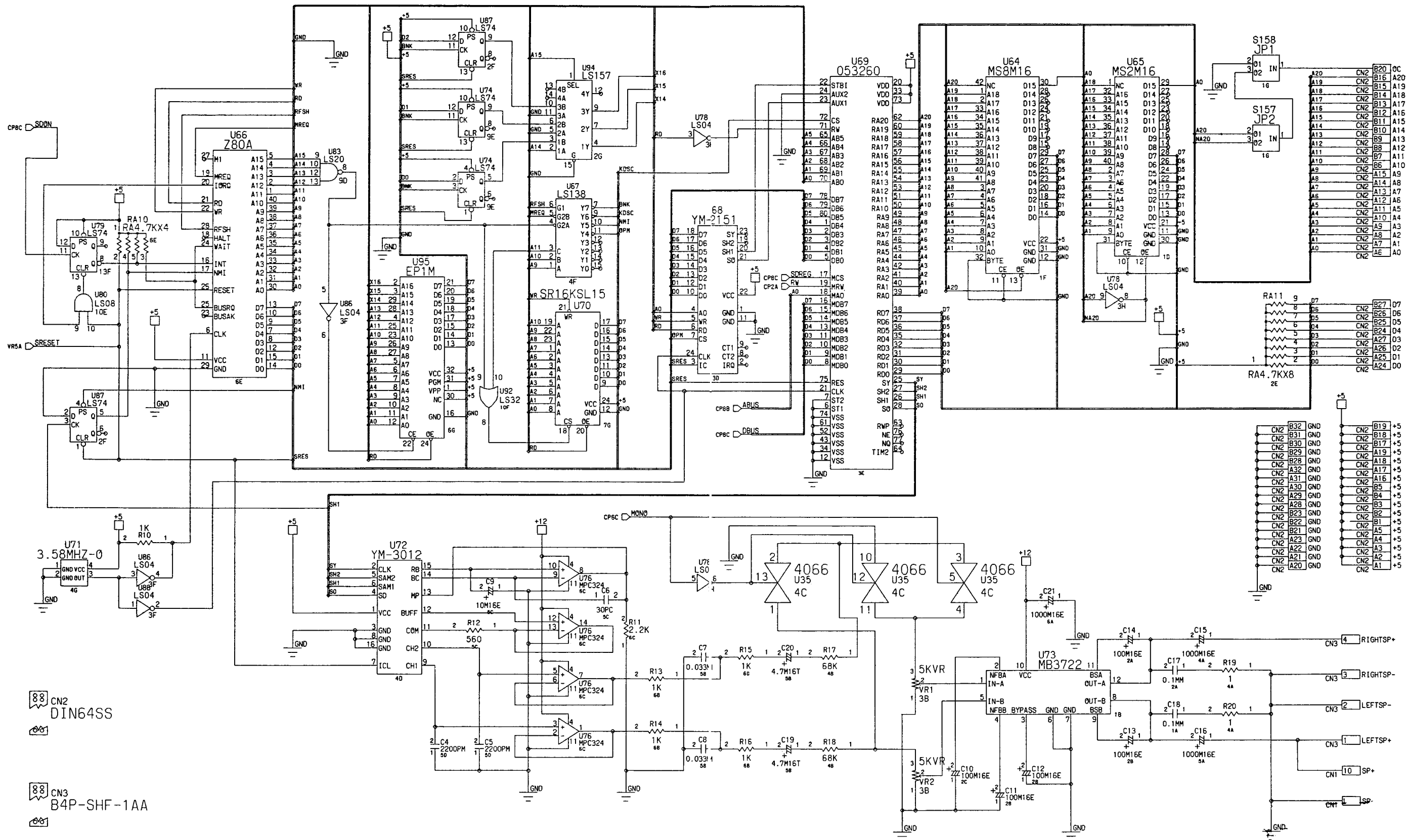
- C : CERAMIC
- E : ELECTROLYTIC
- M : MYLAR
- T : TANTALUM

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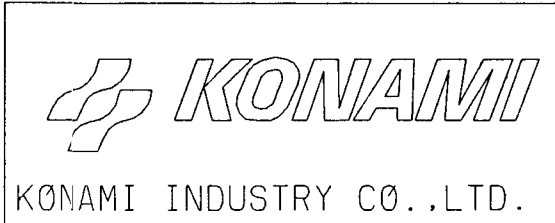
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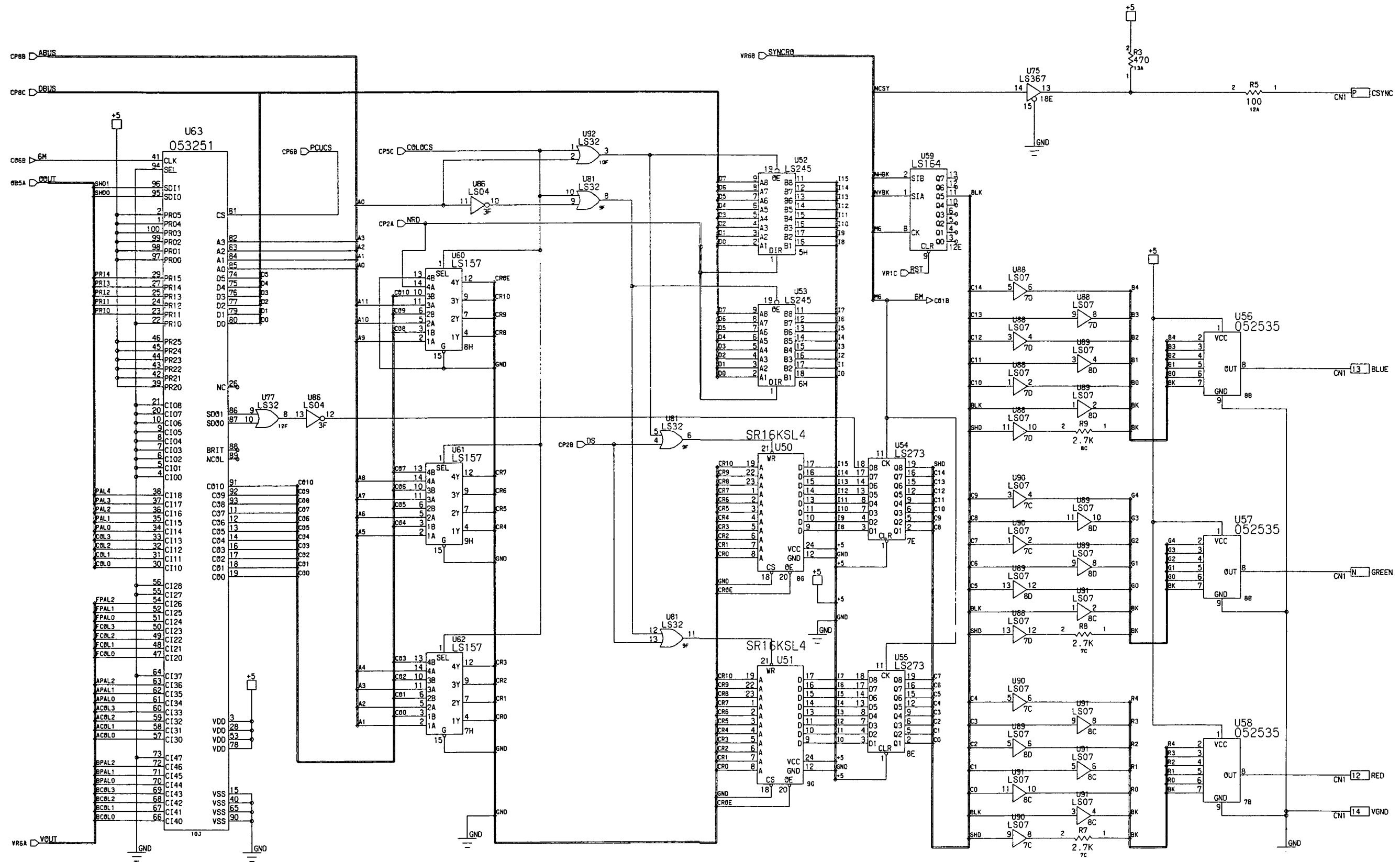
88 CN2  
DIN64SS

88 CN3  
B4P-SHF-1AA

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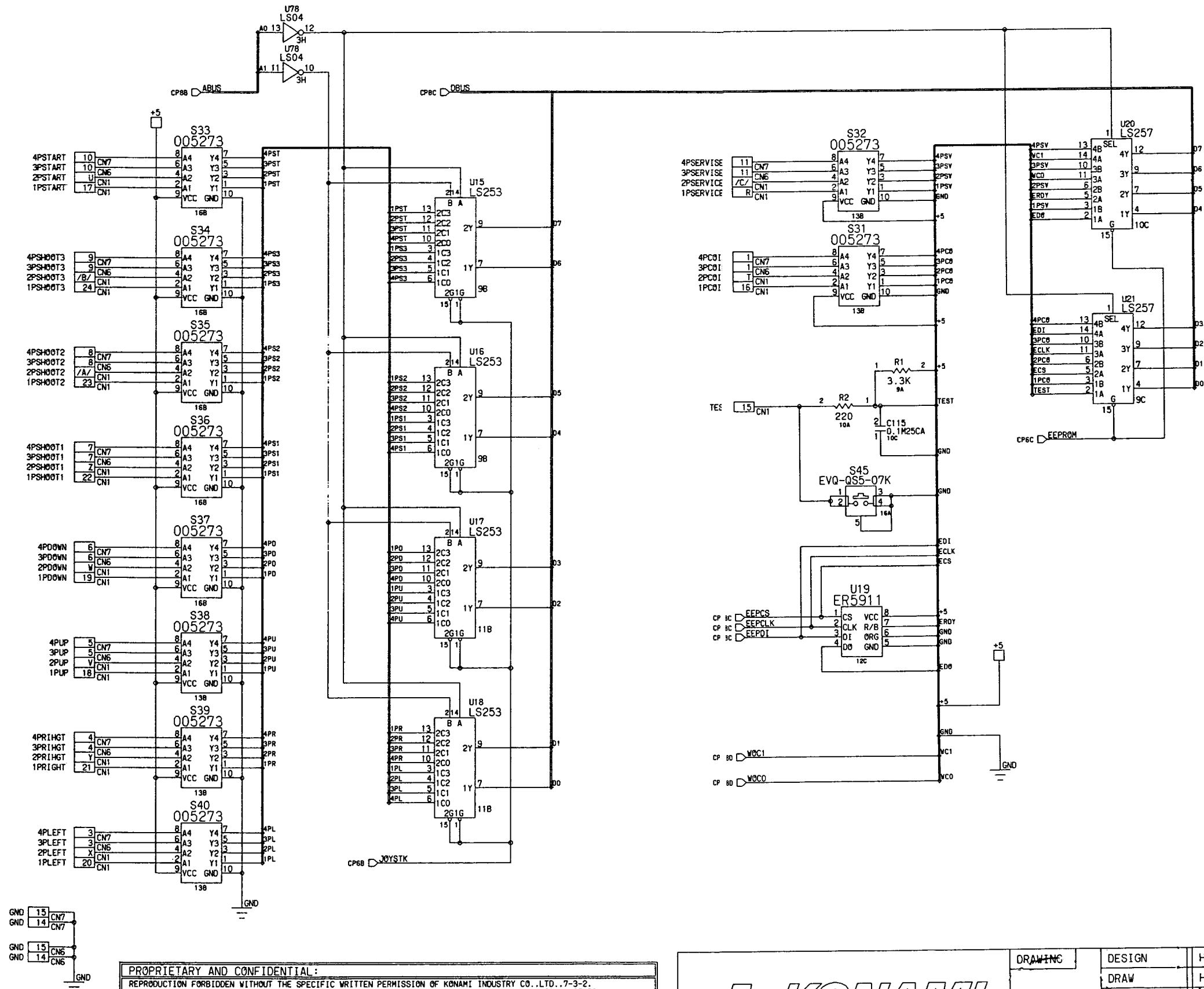


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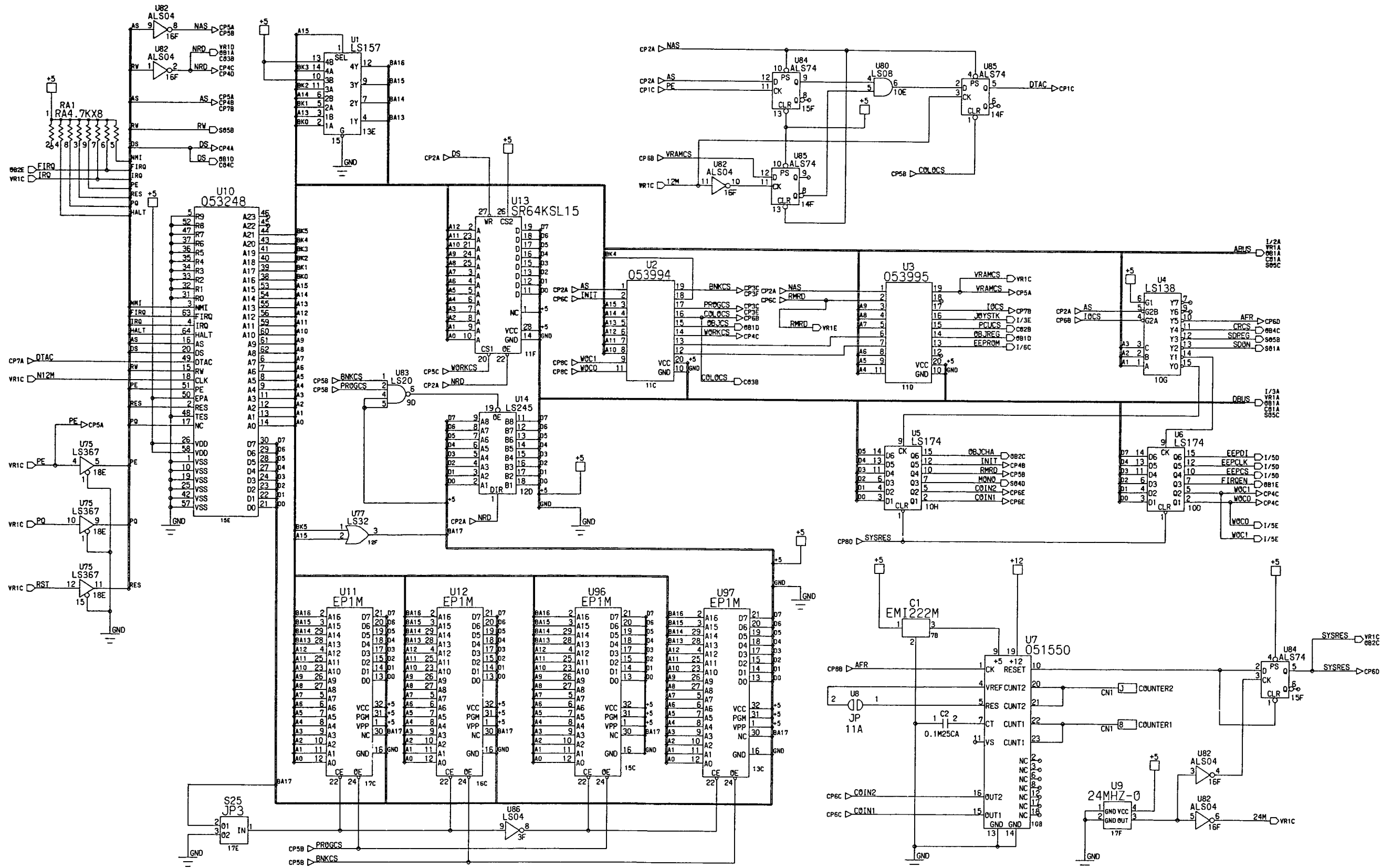


- 88 CN1 JAMMA
- 88 CN6 B15P-SHF-1AA
- 88 CN7 B15P-SHF-1AA

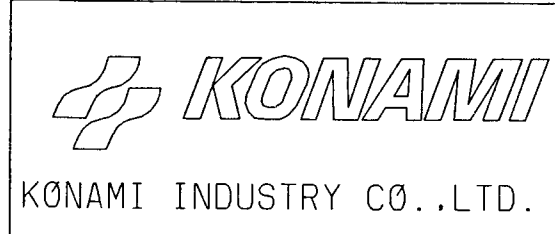
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