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HYPER NEOGEO 64 ™

HORIZONTAL 2 PLAYER, 2 JOYSTICK, 4 BUTTON CONVERSION KIT
OR
2 PLAYER, 4 BUTTON, JAMMA DIRECT PLUG KIT

POWER REQUIREMENTS		MONITOR REQUIREMENTS
+5 VDC	10 amp minimum	Horizontal Mount Raster Scan
+12 VDC	1 amp minimum	Negative Composite Sync
-5 VDC	1 amp minimum	Required for Jamma Compatibility

SNK CORPORATION OF AMERICA

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Invites You To Use

OUR PHONE OR FAX NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY OTHER SNK
GAME YOU NOW HAVE ON LOCATION.

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ANSWERS TO YOUR PROBLEMS

SNK Corporation of America

20603 Earl Street • Torrance California 90503

CUSTOMER SERVICE DEPARTMENT- 310-371-7100
RMA'S/PARTS QUESTIONS- 310-371-7100

PHONE: 310-371-7100

NOTICE

This equipment has been tested and found to comply with limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and , if not installed and used in accordance with the instructions manual, may cause harmful interference, in which case will be required to correct the interference at his own expense.

HYPER NEOGEO 64™

SOFTWARE
INSTRUCTION MANUAL

CONTENTS
Notes in Use
Accessories
**Software Cassette Mounting
and Dismounting**
Test Mode

⚠️ **Warning**
- Please read this Instruction manual thoroughly before use for safe and proper use of the instrument.
- Please keep this instruction manual handy after reading so that you can easily refer to it whenever necessary
- Please read the Instruction manual for the cabinet mounting HYPER NEOGEO 64 PCB.

SNK®

> **⚠ Warning**   Make sure to turn OFF the power of the cabinet before pulling the plug of the socket when mounting or dismounting the software cassette to prevent an accident or injury such as an electric shock.

> **⚠ Warning**
>
> - This software cassette is exclusively for HYPER NEOGEO 64.
>
> - When mounting the software cassette, watch out for its directionality and insert all the way along the PCB unit guide.
>   Also make sure to latch the software cassette with the lock levers on both sides of the PCB unit. If the software cassette is inserted in the wrong direction of improperly, this will cause damage, trouble or malfunction.
>
> - When using or transporting the software cassette, be careful that no foreign matters such as dirt or metallic matters do not enter the connector part in the back of the software cassette to prevent trouble or malfunction.
>
> - The software cassette is precision equipment. Avoid Shock and use or store the cassette within the valid temperature range (5°C-40°C) to prevent trouble.
>
> - Do not clean the software cassette main body or terminals with chemicals such as thinner, touch with hands, or wet with water to prevent trouble.
>
> - When mounting or dismounting the software cassette, do not touch the PCB parts, harnesses or sheet metal edges to prevent trouble or injury.
>
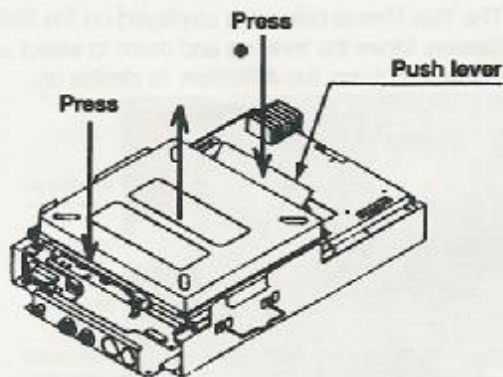> - Do not disassemble the software cassette to prevent trouble.

Software Cassette Dismounting
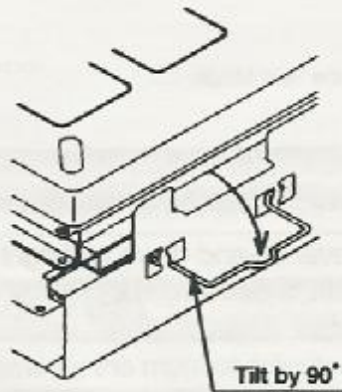
1 Make sure the cabinet power is OFF before you start working.

Tilt by 90°

2 Tilt lock levers by 90° on both sides of the PCB unit and release the lock.

Press
Push lever
Press

3 Press the push levers in the front and back of the software cassette simultaneously, and dismount the software cassette.

TEST MODE

Various Cabinet Functions can be checked and settings can be
changed using the Test Mode.

⚠️ **Warning**

The software cassette is necessary for the Test Mode.
When performing the Test Mode, make sure that the software cassette is properly installed in the
PCB unit. (see Software Cassette Mounting)

1. Preparation for the Test Mode

Install the software cassette, and turn ON the cabinet power to start the game. Then press the
Test Switch in the Cabinet. The Main Menu will be displayed, and the Test Mode can be entered.
The Main Menu displays all the Test Modes.

* While pressing the test switch, turn ON the cabinet power to display the Test Mode.

2. Operation of the Test Mode

Use the control panel on 1P side for operation. Move the lever up-and-down and right-and-left to
move the cursor and to select the item, etc. Use the A Button to decide on or change the settings.

3. Main Menu Screen

The Test Menus below are displayed on the **Main Menu**
Screen. Move the lever up and down to select a test
Menu, and press the **A Button** to decide on.

```
            MAIN MENU

    ➜MEMORY TEST ─────────────── Memory Test
     MONITOR TEST ────────────── Monitor Test
       I/O TEST ───────────────── I/O Test
     SOUND TEST ──────────────── Sound Test
      COIN DATA ───────────────── Coin Data
     GAME OPTION ─────────────── Game Option
    SYSTEM OPTION ───────────── System Option
        EXIT ───────────────────── Return to the Game


CHOOSE UP:        JOYSTICK UP
CHOOSE DOWN :     JOYSTICK DOWN
ENTER:            A BUTTON
                       ENGLISH

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```
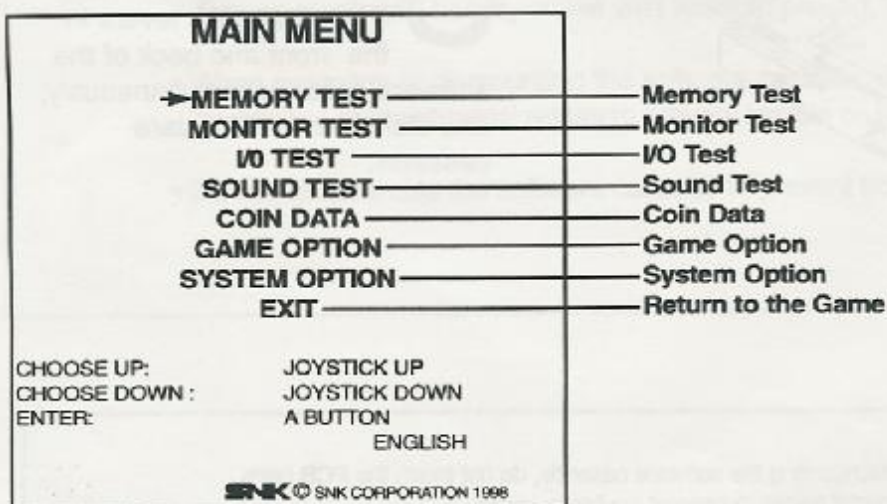
4. Memory Test

Check the **PCB Ram**. When the **Memory Test** on the Main Menu is selected and decided on, the test is performed. If there is no problem, "OK" will be displayed. If there is a problem, "NG" will be displayed. Press the **A Button** to return to the **Main Menu Screen**.

```
             MEMORY TEST

       PALETTE RAM        OK
       SCROLL VRAM        OK
       SPRITE VRAM        OK
       3D BANK A  RAM     OK
       3D BANK B  RAM     OK




       EXIT: A BUTTON


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```
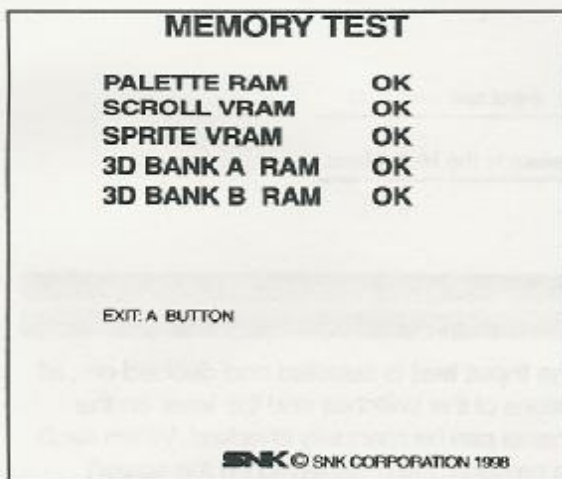
5. Monitor Test

The Test patterns for the monitor adjustments will be displayed. Screen display alignment, color, convergence, focus, character display, etc. can be confirmed and adjusted. Press the **A Button** to return to the **Main Menu** Screen.

Red display
Green display
Blue display
White display

Confirmation using the color bar display

COIN
COIN
COIN
COIN
COIN

CREDITS
CREDITS
CREDITS

Confirmation of letter displays such as coin/credit

* As you push the B button on the above screen, the screen switches to 2 kind of screens, "Solid White Screen" and "Cross Hatch Screen".

6. I/O Test

```
              I/O TEST

          ➤ INPUT  TEST
            EXIT


     CHOOSE UP:      JOY STICK UP
     CHOOSE DOWN: JOYSTICK DOWN
     ENTER:          A BUTTON



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```
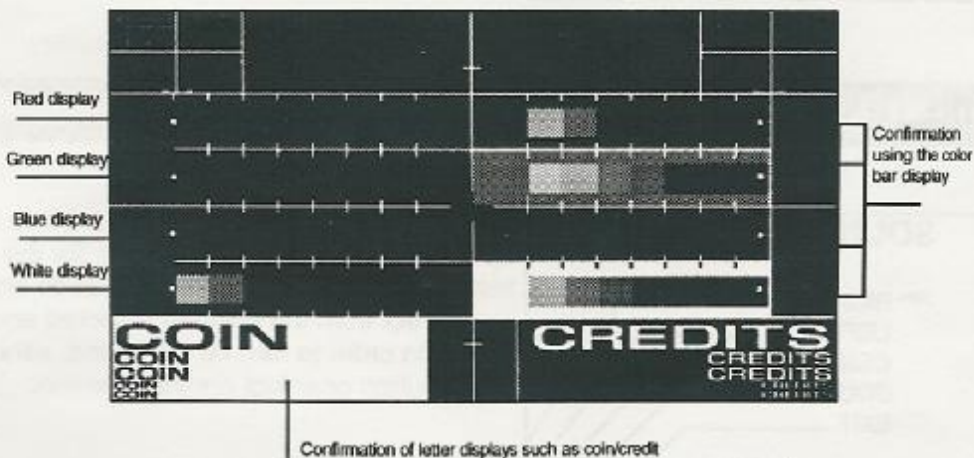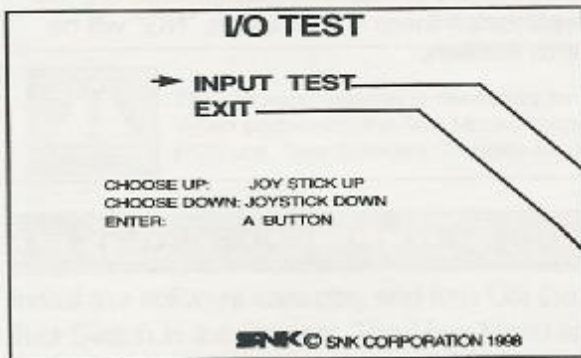
Various input conditions are displayed real time for operation confirmation. Move the lever up and down to select an item, and press the **A button** to decide on.

Input test (see 6-1)

Return to the Main Menu

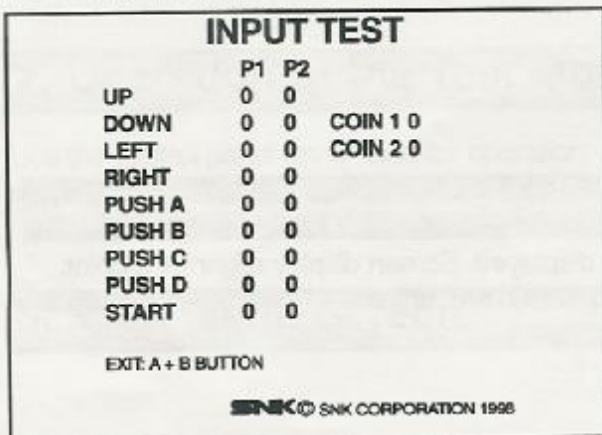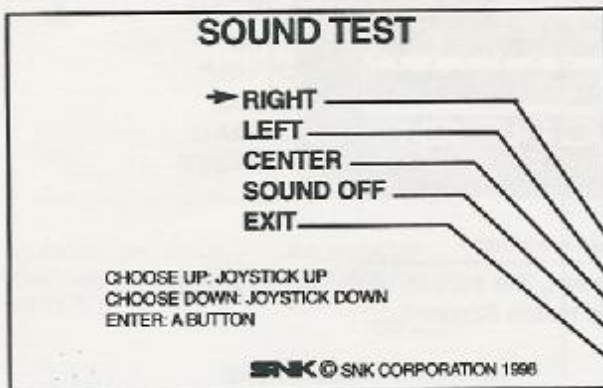## 6-1. Input Test

```
            INPUT TEST

                 P1 P2
       UP        0  0
       DOWN      0  0     COIN 1 0
       LEFT      0  0     COIN 2 0
       RIGHT     0  0
       PUSH A    0  0
       PUSH B    0  0
       PUSH C    0  0
       PUSH D    0  0
       START     0  0

     EXIT: A + B BUTTON

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```

When the **Input test** is selected and decided on , all the functions of the switches and the lever on the control panel can be manually checked. When each switch is pressed, the 0 displayed on the screen changes to 1. When tests are finished, press **A+B Buttons** to return to the **I/O Test Screen**.

7. Sound Test

```
            SOUND TEST

          ➤ RIGHT
            LEFT
            CENTER
            SOUND OFF
            EXIT

     CHOOSE UP: JOYSTICK UP
     CHOOSE DOWN: JOYSTICK DOWN
     ENTER: A BUTTON

              SNK © SNK CORPORATION 1998
```

Speaker output can be confirmed. Move the lever up and down to select a speaker for the sound test and press the **A Button** to decide on. Sound comes out from the speaker selected and decided on. In order to turn off the sound, either press the B button or select another speaker.
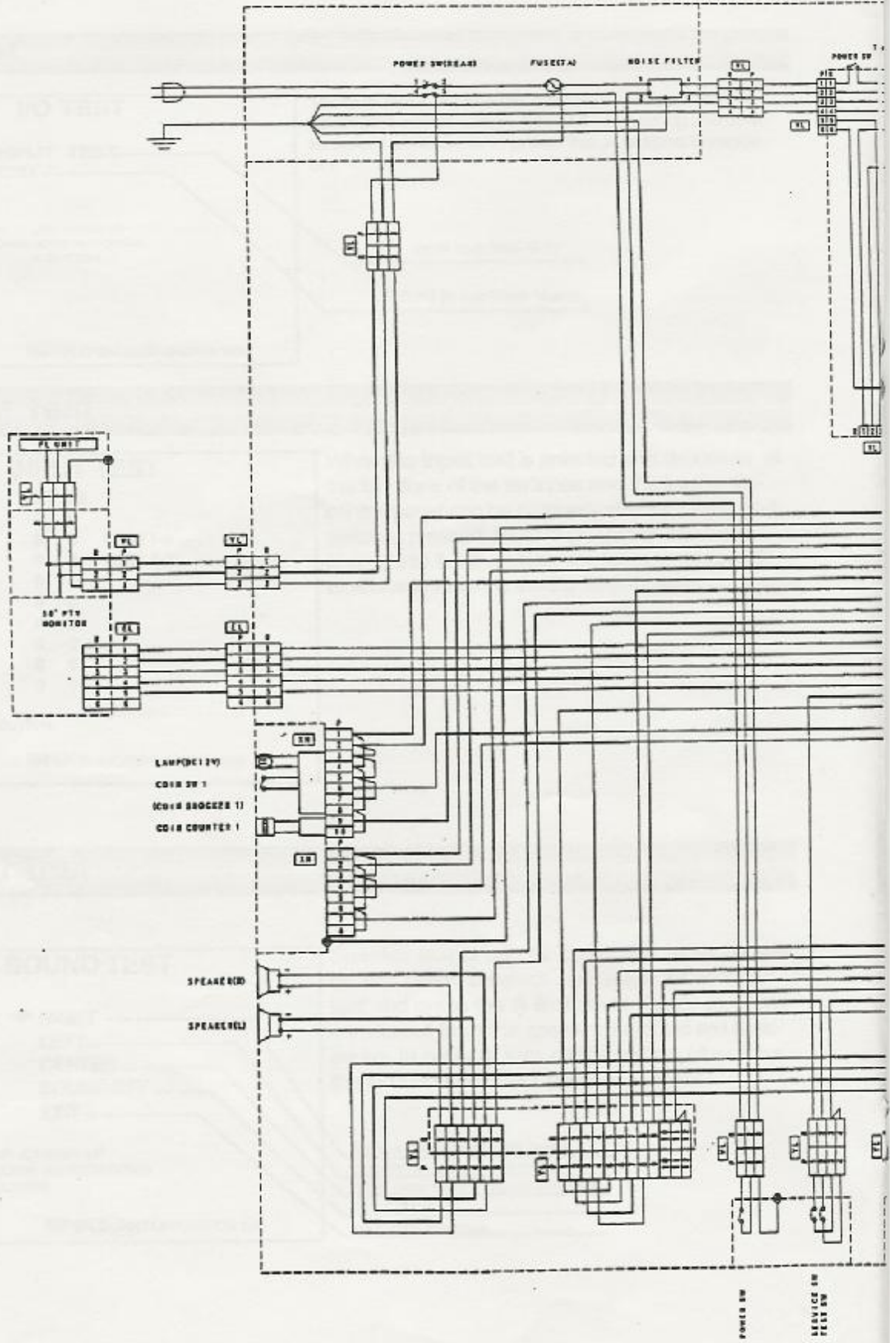
Sound comes out from the right speaker.
Sound comes out from the left speaker.
Sound comes from both right and left speakers.
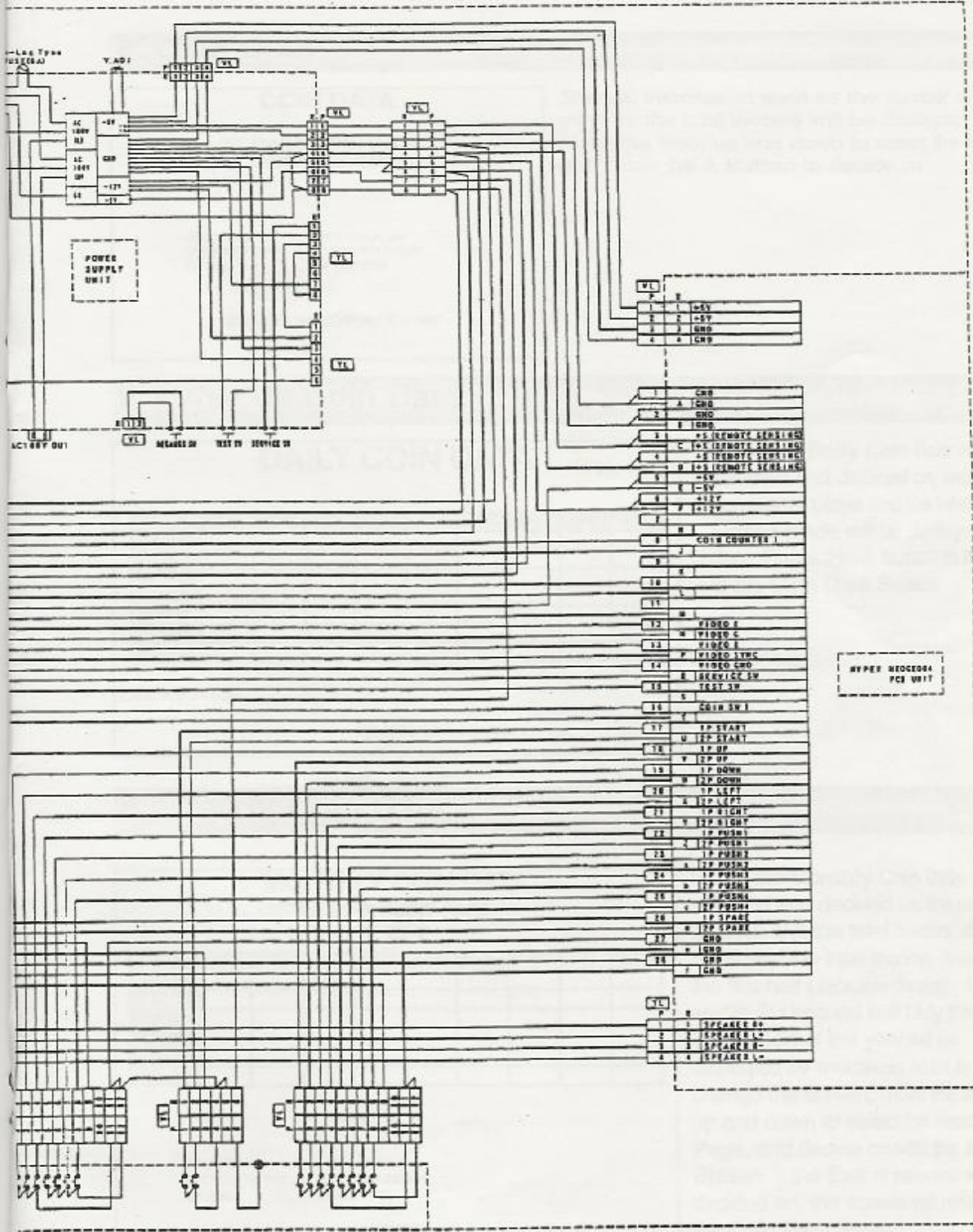Turn off all sound.
Return to the Main Menu

POWER SW(REAR)　　FUSE(3A)　　NOISE FILTER　　POWER SW

PL UNIT

18" PTV
MONITOR

LAMP(DC12V)

COIN SW 1

(COIN BROCCER 1)

COIN COUNTER 1

SPEAKER(R)

SPEAKER(L)

POWER SW

SERVICE SW
TEST SW

POWER
SUPPLY
UNIT

AC 100V OUT

HYPER NEOGEO64
PCB UNIT

1	1	+5V
2	2	+5V
3	3	GND
4	4	GND

1	A	GND
2	B	GND
3	C	GND
		+5 (REMOTE SENSING)
4	C	+5 (REMOTE SENSING)
	D	+5 (REMOTE SENSING)
5		-5V
	E	-5V
6		+12V
	F	+12V
7		
8		COIN COUNTER 1
	J	
9		
	K	
10		
	L	
11		
12		VIDEO R
	M	VIDEO G
13		VIDEO B
	P	VIDEO SYNC
14		VIDEO GND
	R	SERVICE SW
15		TEST SW
	S	
16		COIN SW 1
	T	
17		1P START
	U	2P START
18		1P UP
	V	2P UP
19		1P DOWN
	W	2P DOWN
20		1P LEFT
	X	2P LEFT
21		1P RIGHT
	Y	2P RIGHT
22		1P PUSH1
	Z	2P PUSH1
23		1P PUSH2
	a	2P PUSH2
24		1P PUSH3
	b	2P PUSH3
25		1P PUSH4
	c	2P PUSH4
26		1P SPARE
	e	2P SPARE
27		GND
	e	GND
28		GND
	f	GND

1	1	SPEAKER R+
2	2	SPEAKER L+
3	3	SPEAKER R-
4	4	SPEAKER L-

NEO50Ⅲ WIRING DIAGRAM
HYPER NEOGEO64 搭載時

8. Coin Data

COIN DATA

→ DAILY COIN DATA
MONTHLY COIN DATA
EXIT

CHOOSE UP: JOY STICK UP
CHOOSE DOWN: JOYSTICK DOWN
ENTER: A BUTTON

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Statistic information such as the number of plays or the total income will be displayed. Move the lever up and down to select the item and press the **A Button** to decide on.

8.1 Weekly Coin Data

DAILY COIN DATA

	PLAY	CONT	VS	TIME	MINL	MAXL	COIN 1	COIN 2	SERV.
6/4 TUE									
6/5 WED									
6/6 THUR									
6/7 FRI									
6/8 SAT									
6/9 SUN									
6/10 MON									

EXIT: A BUTTON

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When the **Daily Coin Data** is selected and decided on, weekly number of plays and the total income made will be displayed by data. Press the **A button** to return to the **Coin Data Screen**.

8.2 Yearly Coin Data

MONTHLY COIN DATA

→ NEXT PAGE
EXIT

	PLAY	CONT	VS	TIME	MINL	MAXL	COIN 1	COIN 2	SERV.
98/01 JAN									
98/02 FEB									
98/03 MAR									
98/04 APR									
98/05 MAY									
98/06 JUN									

CHOOSE UP: JOY STICK UP
CHOOSE DOWN: JOYSTICK DOWN
ENTER: A BUTTON

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When the **Monthly Coin Data** is selected and decided on, the number of plays and the total number of plays and the total income made in the first half (January through June) and in the second half (July through December) of the year will be displayed by month. In order to change the screen, move the lever up and down to select the **Next Page**, and decide on with the **A Button**. If the **Exit** is selected and decided on, the screen will return to the **Coin Data** Screen.
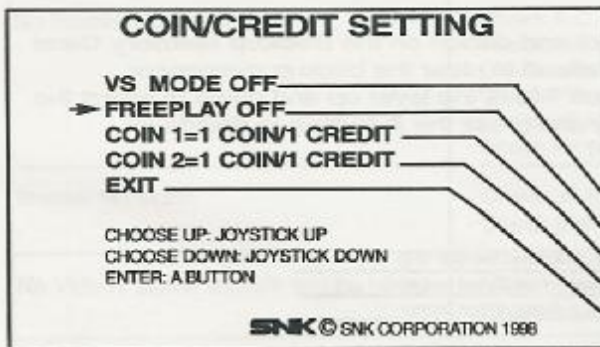
GAME OPTION

DIFFICULTY .... NORMAL
CONTINUE .... ON
CREDIT .... ON
LANGUAGE .... ENGLISH
MATCH COUNT(CPU............. 2 MATCH
MATCH COUNT (VS) .... 2 MATCH
STAGE SELECT .... ON
1 COIN VS .... OFF
VS FINISH .... ∞
VIOLENCE .... LEVEL 3

COIN/CREDIT SETTING

EXIT

CHOOSE UP: JOY STICK UP
CHOOSE DOWN: JOYSTICK DOWN
ENTER: A BUTTON

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Various settings of the game can be changed. Move the lever up and down to select the item, and press the **A Button** to change or decide on the settings.

Game Options Items and the Settings

1. DIFFICULTY: Sets the difficulty of the level of the game.   Settings: Easy/Normal/Hard/Hardest
2.CONTINUE: Sets wether or not to continue the play   Settings: On/Off
3. CREDIT: Sets whether or not to display credit.   Settings: On/Off
4. LANGUAGE: Sets the display language on the screen   Settings: Japanese/English
5. MATCH COUNT (CPU): Sets the number of CPU matches.   Settings: 1 match/ 2 match/ 3 match/ 4 match/ 5 match
6. MATCH COUNT (VS): Sets the number of 2P match.   Settings: 1 match/2 match/ 3 match/ 4 match/ 5 match
7. STAGE SELECT: Whether or not to select the stage at 2P match.   Settings: On/Off
8. 1 COIN VS: sets wether or not to have a 2P match with 1 coin insertion   Settings: On/Off
9. VS FINISH: Sets the number of 2P matches able to play before termination.   Settings: 1-100/ 200/ 300/ 400/ 500/ unlimited

10. VIOLENCE: Sets the expression level (damage KO action and the change of blood color).
        Settings: level1/ level 2/ level 3/
        (The expression becomes more realistic as the number increases.)

11. COIN/CREDIT SETTING: To coin/Credit setting screen (see 9-1)
12. EXIT: Returns to the Main Menu

9.1. Sound Test

COIN/CREDIT SETTING

VS MODE OFF
➤ FREEPLAY OFF
  COIN 1=1 COIN/1 CREDIT
  COIN 2=1 COIN/1 CREDIT
  EXIT

CHOOSE UP: JOYSTICK UP
CHOOSE DOWN: JOYSTICK DOWN
ENTER: A BUTTON

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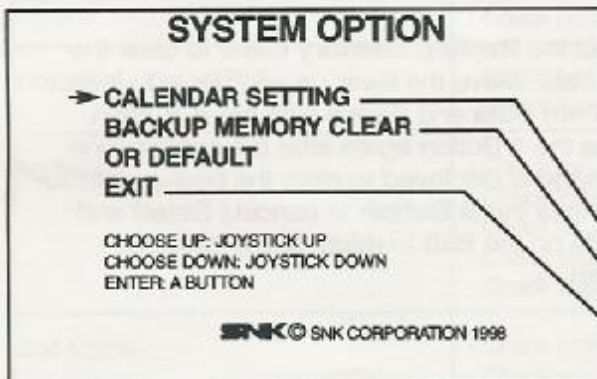
Game mode (On / Off)
Free Play (On / Off)
Coin on 1P side / Credit settings (*)
Coin on 2P side / Credit settings (*)
Return to the Game Option Screen.

Sets whether or not it is possible to free play, and the number of coin insertion and the corresponding credit number. Move the lever up and down to select the item, and change the settings using the A Button.

*As the **A Button** is pressed, the screen displays 45 patterns from coin 1/ 1 credit to 9 coin / 5 credit.

10. System Option

SYSTEM OPTION

➤ CALENDAR SETTING
  BACKUP MEMORY CLEAR
  OR DEFAULT
  EXIT

CHOOSE UP: JOYSTICK UP
CHOOSE DOWN: JOYSTICK DOWN
ENTER: A BUTTON

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Calendar settings (see 10-1)
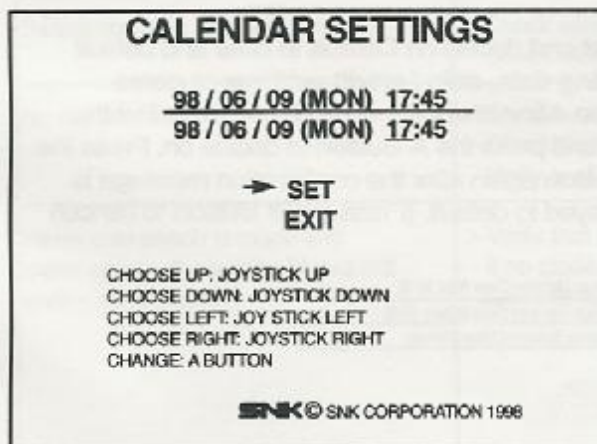Back-up memory clearing and default (see 10-2)
Return to Main Menu

Calendar settings, clearing back up memory or default can be performed. Move the lever up and down, select the item, and press the **A Button** to decide on.

10-1. Calendar Settings

CALENDAR SETTINGS

98 / 06 / 09 (MON) 17:45
98 / 06 / 09 (MON) 17:45

➤ SET
  EXIT

CHOOSE UP: JOYSTICK UP
CHOOSE DOWN: JOYSTICK DOWN
CHOOSE LEFT: JOY STICK LEFT
CHOOSE RIGHT: JOYSTICK RIGHT
CHANGE: A BUTTON

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Select and decide on the **Calendar Setting** to set the calendar settings. Move the lever right and left to select the calendar date on the lower line and press the A Button to change. After setting the date, press **Set** with the **A Button** to decide on and update the calendar. When it is finished, select and decide on Exit to return to the system optional screen.

* Calendar settings are completed at factory before shipment. Normally it is not necessary to reset.

10-2. Backup Memory Clear or Default

```
BACKUP  MEMORY CLEAR OR DEFAULT

 ➤ BACKUP MEMORY CLEAR
    DEFAULT
    EXIT

    CHOOSE UP: JOYSTICK UP
    CHOOSE DOWN: JOYSTICK DOWN
    ENTER: A BUTTON

         SNK © SNK CORPORATION 1998
```

Backup Memory Clear (see 10-3)
Backup Memory Default (see 10-4)
Return to System Option Screen

Select and decide on the **Backup Memory Clear or Default** to clear the backup memory or default. Move the lever up and down to select the item, and press the **A button** to decide on.

10-3. Backup Memory Clear

```
BACKUP MEMORY CLEAR

 ➤ COIN DATA
    EXIT

    ENTER: A BUTTON



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```

Select the **Backup Memory Clear** to clear the coin data. Move the lever up and down to select the **Coin Data** and decide with the **A Button**. Press the A Button again after the confirmation message is displayed to clear the backup memory. (Press the **B Button** to cancel.) Select and decide on the **Exit** to return to the previous screen.

10-4. Backup Memory Default

```
         DEFAULT

 ➤ RANKING
    COIN/CREDIT
    GAME OPTION
    EXIT

    CHOOSE UP:        JOYSTICK UP
    CHOOSE DOWN:      JOYSTICK DOWN
    ENTER:           A BUTTON
         SNK © SNK CORPORATION 1998
```
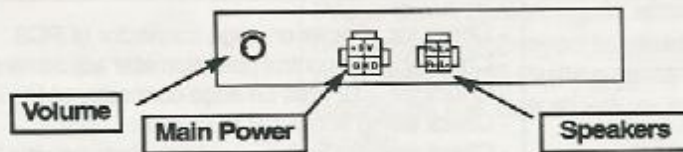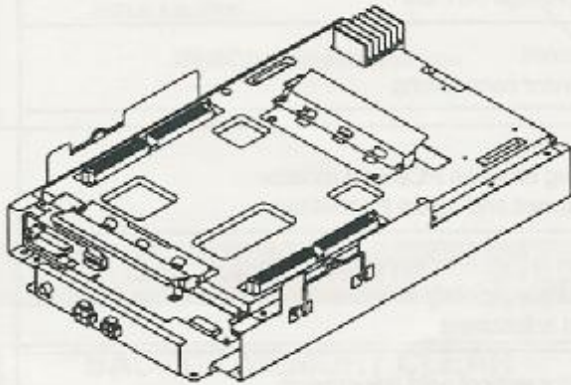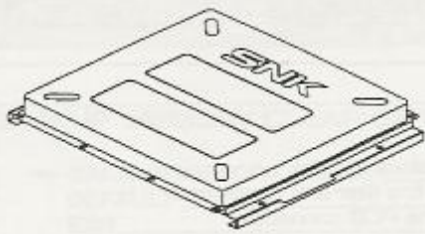
Backup Memory Clear (see 10-3)
Backup Memory Default (see 10-4)
Return to System Option Screen

Select and decide on **Default** to clear and default **ranking data, coin / credit settings** or game option. Move the lever up and down to select the item and press the **A Button** to decide on. Press the **A Button** again after the confirmation message is displayed to default. (Press the **B Button** to cancel)
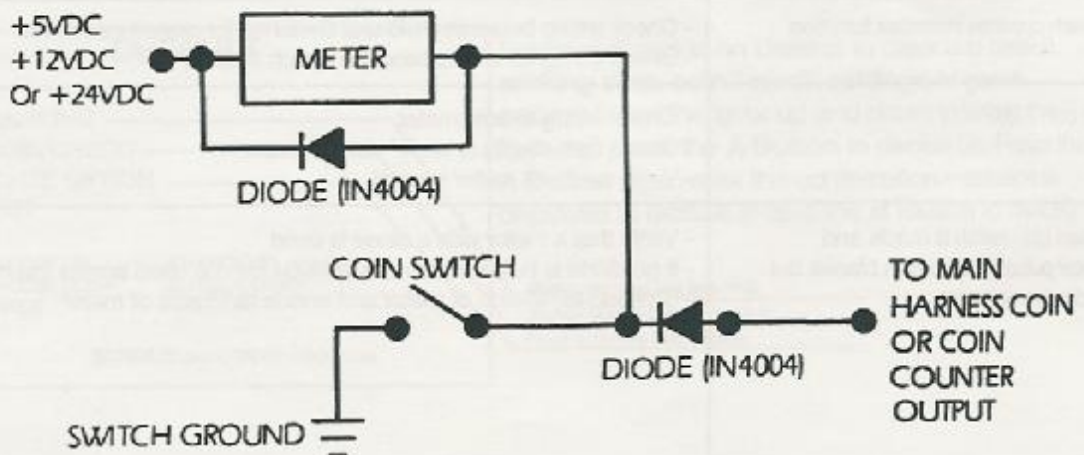
CHECKPOINTS IN CASE OF DIFFICULTY

PROBLEM	CAUSE / CURE
No Raster/ No Video	- Check A.C. line cord - Check line fuse - Check monitor brightness - Check Power switch and/ or interlock switch - Check all solder connections on line filter and transformer - Check for proper orientation of the PCB connector
Raster/ No Video	- Check all PCB to monitor connections - Check power supply voltage on PCB
No Video / Game sounds can be heard	- Check Monitor brightness - Check all PCB to monitor connections
Wrong Colors	- Monitor needs degaussing - Check for proper wiring between PCB and monitor - Check monitor adjustment and adjust if necessary
Wavy picture-	- Check monitor ground is properly connected to monitor - Be certain sync inputs are properly connected to monitor - Check horizontal hold adjustment
Horizontal / Vertical Roll	- Check horizontal and/or vertical hold adjustments - Check for proper wiring of sync from PCB to monitor
No Sound	- Check for -5 volts on edge connector of PCB - Check volume control potentiometer adjustment - Check for +12 volts on edge connector of PCB - Check wiring from PCB to speaker - Check speaker for low resistance between the "+" and the "-" tabs
Bad Sound	- Check wiring to speaker for bad solder connections - Check sound with another speaker
No switch input	- Check ground connection to switch(es) - Check wiring between PCB and switch(es) for proper connection - Check switch(es) with an ohmmeter to verify proper operation
Switch operates incorrect function	- Check wiring between PCB and Switches for proper orientation - Check wiring for shorts between switch outputs
No coin meter	- Check wiring to coin meter - Check that +5volts is on "+" side of meter - Verify a +5 volt meter is used
When coin switch is made and meter pulses, the screen blanks out and/or game resets	- Verify that a meter with a diode is used - If no diode is built in meter a a 1N4004 can be used across the meter. Cathode to "+" side of meter and anode to "-" side of meter

| Volume | Main Power | Speakers |

Coin Meter Diagram

To attach a coin meter, use following diagram:

+5VDC
+12VDC
Or +24VDC

METER

DIODE (IN4004)

COIN SWITCH

SWITCH GROUND

DIODE (IN4004)

TO MAIN
HARNESS COIN
OR COIN
COUNTER
OUTPUT

JAMMA CA. BLU

Wire Color	Solder Side			Solder Side	Wire Color
Black	Ground	A	1	Ground	Black
Black	Ground	B	2	Ground	Black
Red	+5 VDC	C	3	+5 VDC	Red
Red	+5 VDC	D	4	+5 VDC	Red
White		E	5		White
Yellow	+12 VDC	F	6	+12 VDC	Yellow
	Post	H	7	Post	
Brown	Coin Counter 2	J	8	Coin Counter 2	Brown
Red	Coin Lockout	K	9	Coin Lockout	Red
Black	Speaker (-)	L	10	Speaker (+)	Black
Blue	2 -	M	11	2 +	Blue
Green	Video Green	N	12	Video Red	Green
Gray	Video Sync (Comp/Neg)	P	13	Video Blue	Gray
Red	N/A	R	14	Video Ground	Red
Brown	N/A	S	15	N/A	Brown
White	SRVC Switch	T	16	Coin	White
Gray	2P Start	U	17	1P Start	Gray
Violet	2P Up	V	18	1P Up	Violet
Blue	2P Down	W	19	1P Down	Blue
Green	2P Left	X	20	1P Left	Green
Yellow	2P Right	Y	21	1P Right	Yellow
Orange	2P 1	Z	22	1P 1	Orange
Red	2P 2	a	23	1P 2	Red
Brown	2P 3	b	24	1P 3	Brown
Blue	2P 4	c	25	1P 4	Blue
Blue		d	26		Blue
Black	Ground	e	27	Ground	Black
Black	Ground	f	28	Ground	Black

POWER/ SPEAKER CONNECTOR

1	Spk-
2	Spk+
3	Spk 2-
4	Spk2+
1	+5
2	+5
3	-Gnd
4	-Gnd

POWER CONNECTOR

NEO-GEO WARRANTY POLICY

SNK Corporation of america (seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials for the period of time specified in the list below. The Warranty period is effective from the date of original shipment from seller's factory.

ITEM	PERIOD
Main PCB	90 DAYS
Software PCB	90 DAYS

No other parts of Seller's product are covered by this warranty.

The Seller's sole responsibility shall be, at its option, to repair or replace any item covered by this warranty that is found to be defective during the warranty period. The Buyer's responsibility shall be notify the Seller of the defective material, and return it, freight pre-paid, to the location specified by the Seller.

The Seller shall not be responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product.

DISCLAIMER

This warranty is not applicable for normal wear and tear and shall be void if inspection of the returned product indicates the defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.

SNK

SNK CORPORATION OF AMERICA

20603 EARL STREET
TORRANCE, CA 90503
(310) 371-7100