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MANUAL

WARNING

Asia version of this game is for the Asian 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
to the full extent of the applicable laws.

CAPCOM®

CAUTION

Please keep the following instructions to keep the PC board in good condition.

- Do not block the ventilation slots.
- Do not drop or bump the board.
- Do not spill any liquids on the case.
- Do not disassemble the case.

ATTENTION - When disposing of the Main and/or B-board:

The board(s) that you have purchased contains a lithium battery(s).

Please check with your local solid waste officials for details in your area for proper disposal.

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

No desarme la caja. Si la caja está desarmada o hay evidencia de que lo ha estado, se denegarán las reparaciones.

Ne pas démonter la boîte. Au cas où il apparaît que cette boîte a été démontée, votre demande de réparation sera refusée.

Das Gehäuse nicht öffnen. Falls das Gehäuse geöffnet wurde oder falls ersichtlich ist, daß es geöffnet wurde, wird die Reparatur verweigert.

Non smontare la scatola involucro. In caso sia stata smontata, o sia evidente che ciò è avvenuto, la riparazione sarà 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.

INSTALLATION

○P.C.B. CONNECTOR

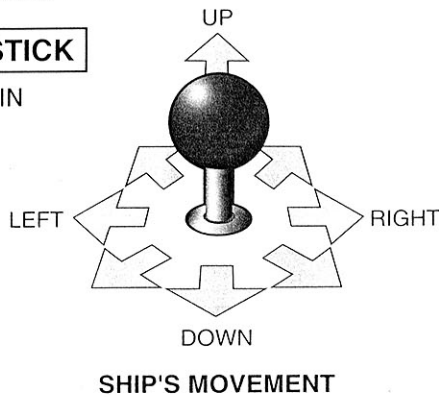
JAMMA STANDARD

○CRT MONITOR

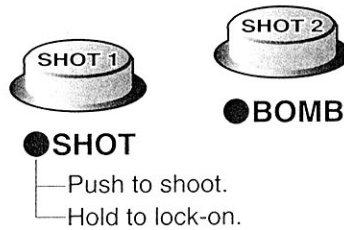
HORIZONTAL SCREEN

○8-WAY JOYSTICK

MOVES THE SHIP IN
8 DIRECTIONS.

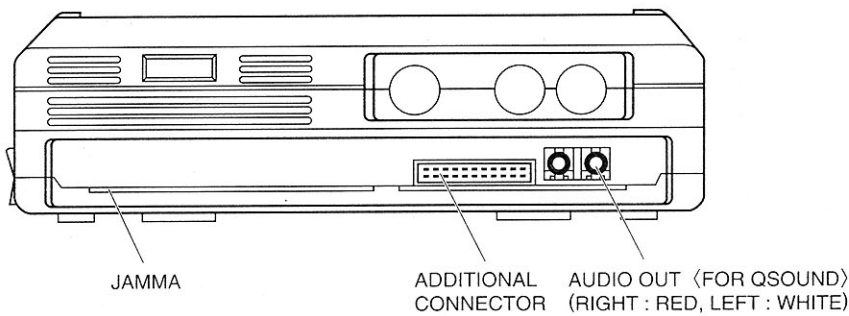


BUTTONS

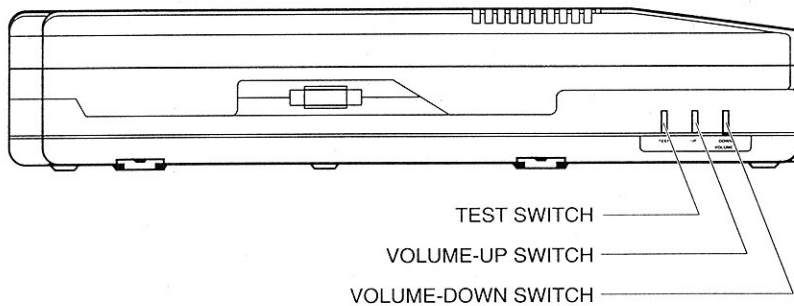


VOLUME AND TEST SWITCHES ON BOARD

• JAMMA CONNECTOR SIDE



• SIDE VIEW OF THE BOARD



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	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

●PARTS NAME
CR7E-56DA-3.96E : (HIROSE)
OR
1168-056-009 : (KEL)

TEST MENU

The TEST MENU allows you to test the functions and controls of the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the TEST MENU you can also access the CONFIGURATION MENU, where you can change the settings of the game.

1. ACCESSING THE TEST MENU

For a CAPCOM cabinet, or a cabinet equipped with a test switch:

Turn on the main switch, then push the test switch. The screen shown below will appear.

For a cabinet without a test switch:

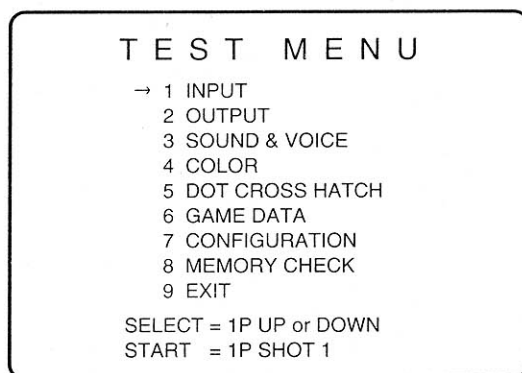
Push the test switch on the side of the main board. Refer to the VOLUME AND TEST SWITCHES ON BOARD section on page 3.

2. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the arrow to your desired item and push the Player 1 SHOT 1 button.

※To return to the TEST MENU, push the Player 1 START and SHOT 1 buttons simultaneously.

※The screen automatically returns to TEST MENU after the MEMORY CHECK.



3. TEST MENU ITEM DESCRIPTIONS

1 INPUT	Used to test the input switches such as joysticks and buttons.
2 OUTPUT	Used to test the coin meter and the coin lock.
3 SOUND & VOICE	Select a code with the Player 1 joystick and push the Player 1 SHOT 1 button to hear the sound / voice.
4 COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid black background.
5 DOT CROSS HATCH	Used to check the screen size, focus and distortion.
6 GAME DATA	Coin counter, service counter, freeplay counter will be displayed.
7 CONFIGURATION	Used to change the settings of the game. Refer to the CONFIGURATION MENU section. (Page 5)
8 MEMORY CHECK	Used to test the memory. "OK" appears when each block of memory passes test. If "NG" appears, repeat the memory test. If "NG" still appears, contact your distributor.
9 EXIT	Select this item and push the Player 1 SHOT 1 button to return to the game.

CONFIGURATION MENU

1. HOW TO SELECT AN ITEM

Use the Player 1 joystick to move the arrow to your desired item and push the Player 1 SHOT 1 button.

7. CONFIGURATION MENU

→ 1 SYSTEM

2 GAME

3 DEFAULT

4 SAVE & EXIT

SELECT = 1P UP or DOWN

START = 1P SHOT 1

2. CONFIGURATION MENU ITEM DESCRIPTIONS

1 SYSTEM	Used to change the system settings.
2 GAME	Used to change the game play settings.
3 DEFAULT	Select this item and push the 1P START and SHOT 1 buttons simultaneously to return to the factory settings.
4 SAVE & EXIT	Select this item and push the Player 1 SHOT 1 button to save your settings and return to the TEST MENU.

※A message "SAVING NEW CONFIGURATION IN EEP ROM" appears while new settings are being saved.
It takes one or two seconds to save the new settings. Do not turn off the power switch while saving is in process.

TIPS FROM CAPCOM

HERE COMES A FANTASTIC SHOOTER "PROGEAR"!!

"Progear" is a new type of shooter where elaborate story settings and fantastic visuals are blended each other.

Ships and special attachments called "Gun Flyers" can be combined in various ways.

You must make good use of two different attack modes "Forward-intensive Fighter Mode" and "Multi-direction Gunner Mode" depending on the battle situation.

To aim for a high score, you will also need to utilize features like "Jeweling" which bombs and turns enemy shots into jewels and "Jeweling Tractor Effect" which retrieves all the jewels at once.

SYSTEM CONFIGURATION

1. CHANGING THE SYSTEM CONFIGURATION SETTINGS

Move the cursor up or down with Player 1 joystick to highlight your desired option.
Once the option is highlighted, move the joystick left or right to change the setting.

7-1. SYSTEM CONFIGURATION

- 1 COIN MODE 2 COINS 1 CREDIT
- 2 CONTINUE ON
- 3 MONITOR NORMAL
- 4 DEMO SOUND ON
- 5 SOUND MODE STEREO (Q SOUND)
- 6 CHUTE TYPE 2 CHUTES SINGLE
- 7 EXIT

SELECT OPTION = 1P UP or DOWN
= 1P SHOT 1 or SHOT 2

※ Asian Version Factory Setting
is set to "1 COIN 1 CREDIT"

Refer to the SYSTEM
CONFIGURATION OPTIONS
below.

—— To select the option.
—— To change the options

2. SYSTEM CONFIGURATION ITEM DESCRIPTIONS

1 COIN MODE	Used to set the play fee.
2 CONTINUE	Used to set the continuous play.
3 MONITOR	Used to flip the screen. If the screen appears upside down, change the setting.
4 DEMO SOUND	Used to turn the attract sound on or off.
5 SOUND MODE	STEREO(Q SOUND) is available with CAPCOM QSOUND cabinets only. For other cabinets, please set to MONAURAL.
6 CHUTE TYPE	Used to set the chute type of your cabinet. 2 CHUTES SINGLE: 2 coin chutes with 1 credit indication. 2 CHUTES MULTI: 2 coin chutes with 2 credit indications. 1 CHUTE SINGLE: 1 coin chute with 1 credit indication.
7 EXIT	Select this item and push the Player 1 SHOT 1 button to return to the CONFIGURATION MENU.

• SYSTEM CONFIGURATION OPTIONS

COIN MODE	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS
	1 COIN 5 CREDITS	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS
	1 COIN 9 CREDITS	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT
	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT	8 COINS 1 CREDIT
	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
CONTINUE	ON		OFF	
MONITOR	NORMAL		FLIP	
DEMO SOUND	ON		HALF	OFF
SOUND MODE	STEREO (Q SOUND)		MONAURAL	
CHUTE TYPE	2 CHUTES SINGLE	2 CHUTES MULTI	1 CHUTE SINGLE	

• GAME CONFIGURATION OPTIONS

DIFFICULTY	EASY 1	2	3	4
	5	6	7	HARD 8
EXTEND	1ST 3000000PTS NEXT 4000000PTS EVERY		1ST 4000000PTS 2ND 9000000PTS	
	1500000PTS EVERY		NO EXTEND	
PLANE STOCK	1	2	3	4
	5	—	—	—
RAPID FIRE	OFF		ON	

※ ☐ Asian Version Factory Setting
 ※ ☐ European Version Factory Setting
 ※ ☐ Corresponding Version Factory Setting

GAME CONFIGURATION

1. CHANGING THE GAME CONFIGURATION SETTINGS

Move the cursor up or down with Player 1 joystick to highlight your desired option.
Once the option is highlighted, move the joystick left or right to change the setting.

7-2. GAME CONFIGURATION

→ 1 DIFFICULTY

2 EXTEND

3 PLANE STOCK

4 RAPID FIRE

3 EXIT

EASY [* 2 * * * * *] HARD

1ST 3000000PTS

NEXT 4000000PTS EVERY

3

OFF

SELECT OPTION

= 1P UP or DOWN

= 1P SHOT 1 or SHOT 2

※Asian Version Factory Setting is set to "8"

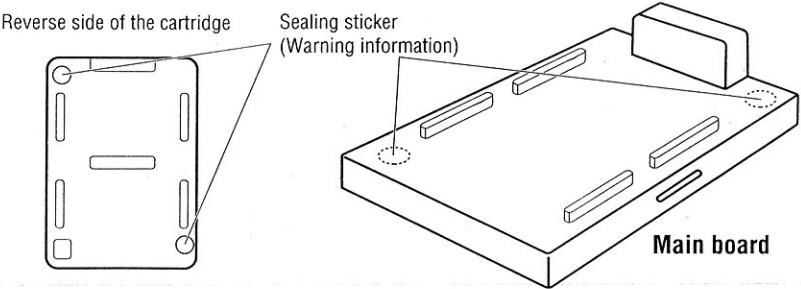
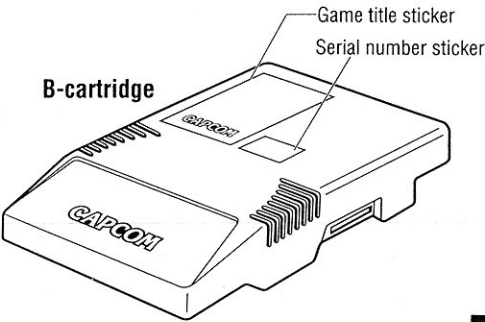
 Refer to the GAME CONFIGURATION OPTIONS below.

 ——— To select the option.
 ——— To change the options

2. GAME SETTINGS

1 DIFFICULTY	You can adjust the difficulty setting between 1 and 8. The higher number, the more difficult game level.
2 EXTEND	Adds one extra ship when you score certain pre-set points.
3 PLANE STOCK	You can adjust the number of planes between 1 and 5. The default setting is 3.
4 RAPID FIRE	When set to ON, you can shoot rapidly by simply holding down the SHOT 3 button. ※Only effective when SHOT 3 is available.

CARTRIDGE STICKERS



※WARNING INFORMATION
 Disassembling the case or removing the sealing stickers will void your warranty

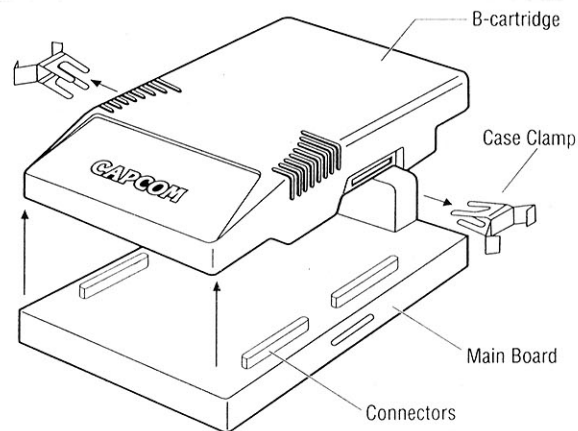
HOW TO REMOVE THE TOP B-CARTRIDGE

The top B-cartridge is interchangeable to other Capcom CP-SYSTEM II cartridges.

It is very important to separate only the top cartridge from the main board with full attention.

Follow the instructions below to separate the two boards.

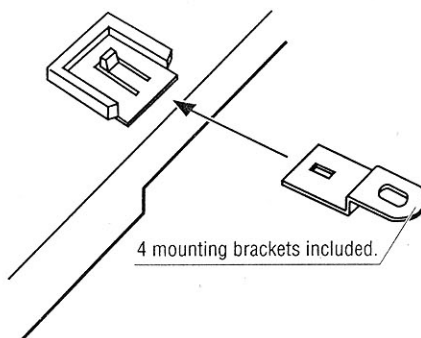
- Remove the 2 case clamps.
- Pull carefully the B-cartridge off the main board.
- Install the new B-cartridge by aligning the connectors.
- Carefully press down hard and make sure the two boards are fully connected.
- Insert case clamps.



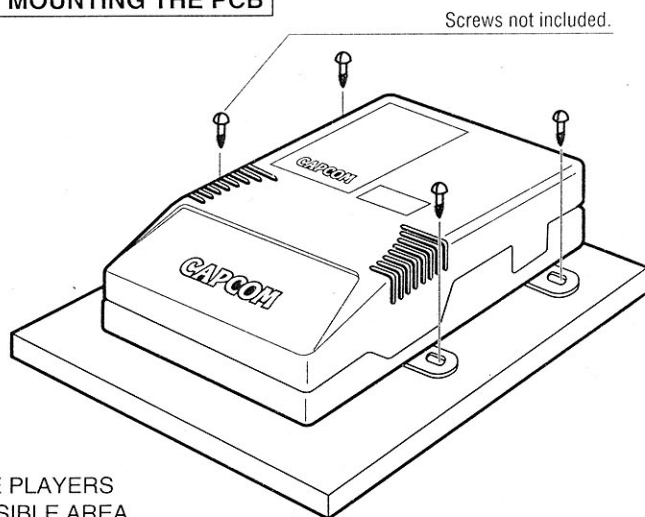
Disassembling either case will void your warranty.

MOUNTING THE PC BOARD

1. INSTALLING THE MOUNTING BRACKETS



2. MOUNTING THE PCB



PLAY INSTRUCTION STICKERS

※THE INSTRUCTION STICKERS ARE VERY IMPORTANT FOR THE PLAYERS TO UNDERSTAND THE GAME PLAY. PLEASE PUT THEM IN A VISIBLE AREA ON OR NEAR THE CABINET. EXAMPLE BELOW.

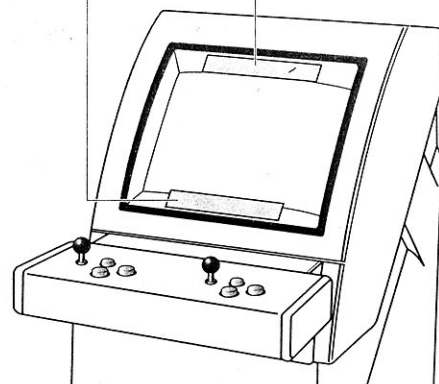
INSTRUCTION STICKER (A)



INSTRUCTION STICKER (B)



Instruction Sticker (A) Instruction Sticker (B)



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