

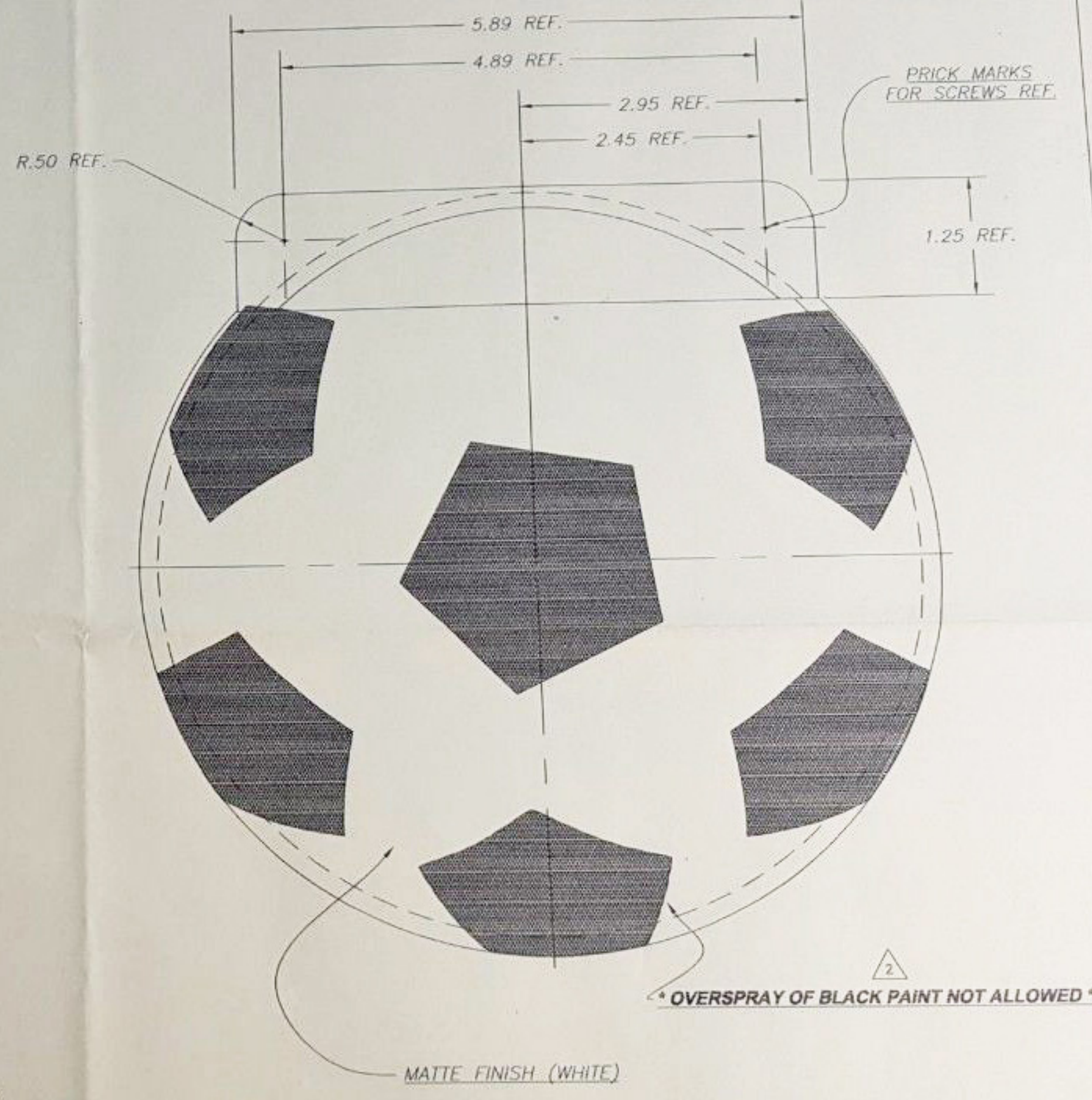
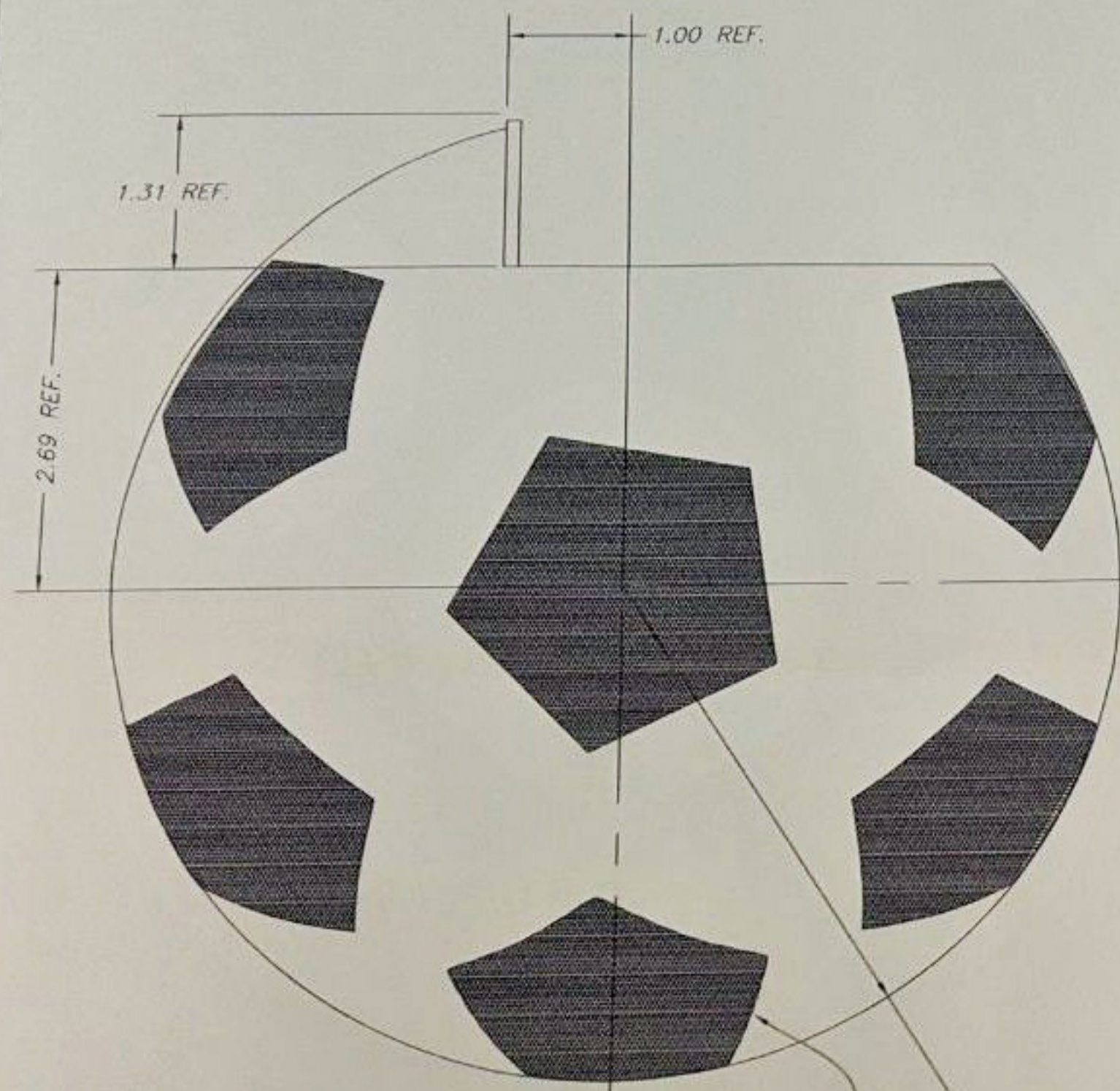
This is the actual production print signed by project engineer Daniel Molter.
Production date stamped Sept. 13, 1996.
Full scale drawing, measures approx. 22"x 17".

Greg Kmiec was at Capcom during the time of this game. We asked him about some dates on this document:

Q: Is 7/9/96 a "release to production" for the entire game or just for this part?
What does Capcom's Sep 13 1996 date mean to you?

A: RELEASE FOR PRODUCTION USUALLY REFERS TO A SINGLE PART.
THEREFORE 7/9/96 WAS PROBABLY FOR THE RELEASE OF PARTS FOR ORDERING/QUOTING.
9/13/96 WAS PROBABLY FOR THE RELEASE OF THE ENTIRE GAME.

REVISIONS				
REV.	ECN	DESCRIPTION	DATE	REV. BY
A	N/A	RELEASED FOR PROTOTYPE	6/25/96	D.MOLTER
1	#857	RELEASED FOR PRODUCTION	7/9/96	D.MOLTER
2	#940	ADDED OVERSPRAY NOTE, REMOVED TOLERANCES	9/3/96	D.MOLTER

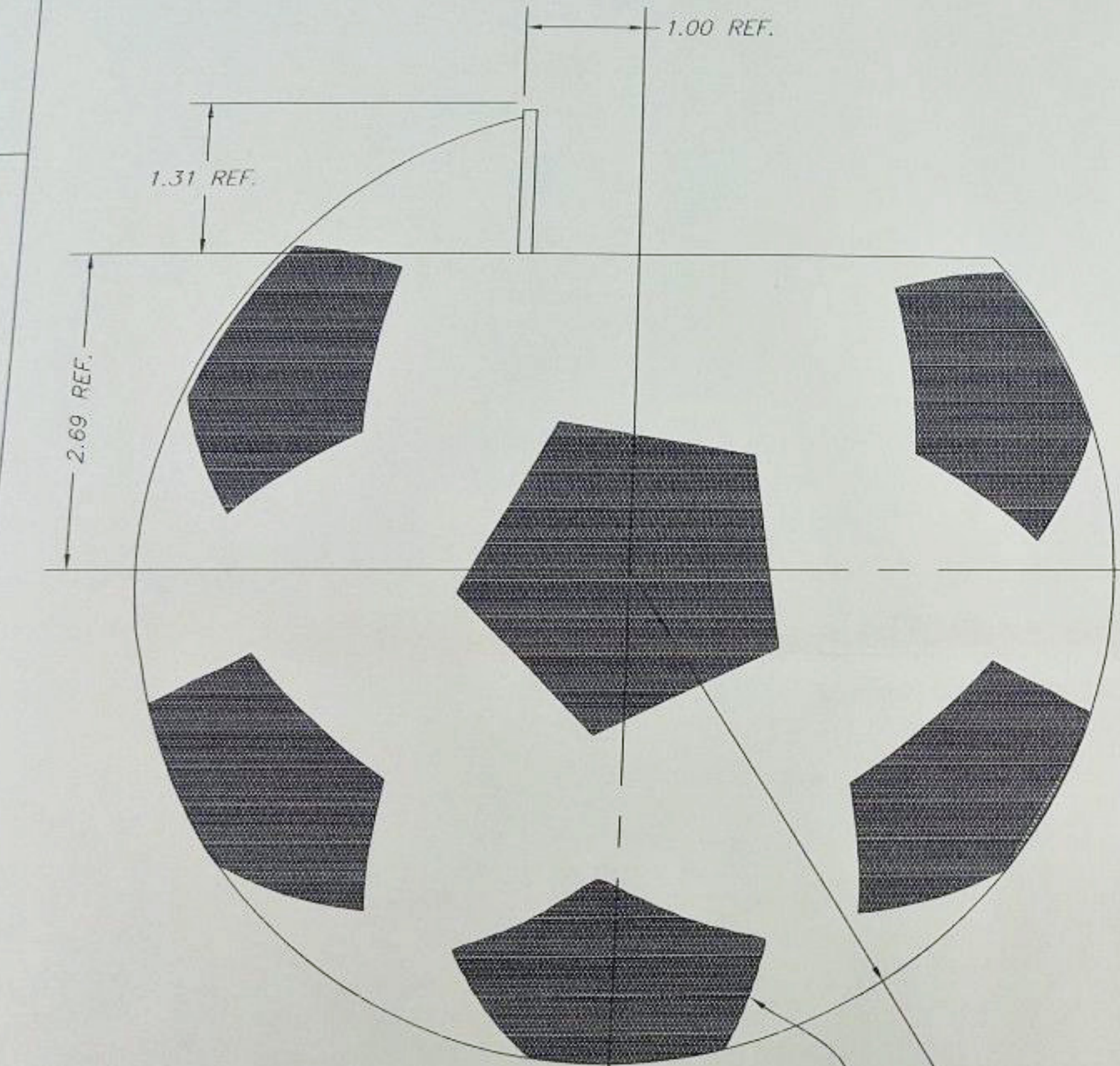


NOTES:

- 1.) MIN WALL THICKNESS .18
- 2.) MATERIAL TO BE PVC
- 3.) PART TO COMPLY WITH CAPCOM SPEC SHEET # ES005

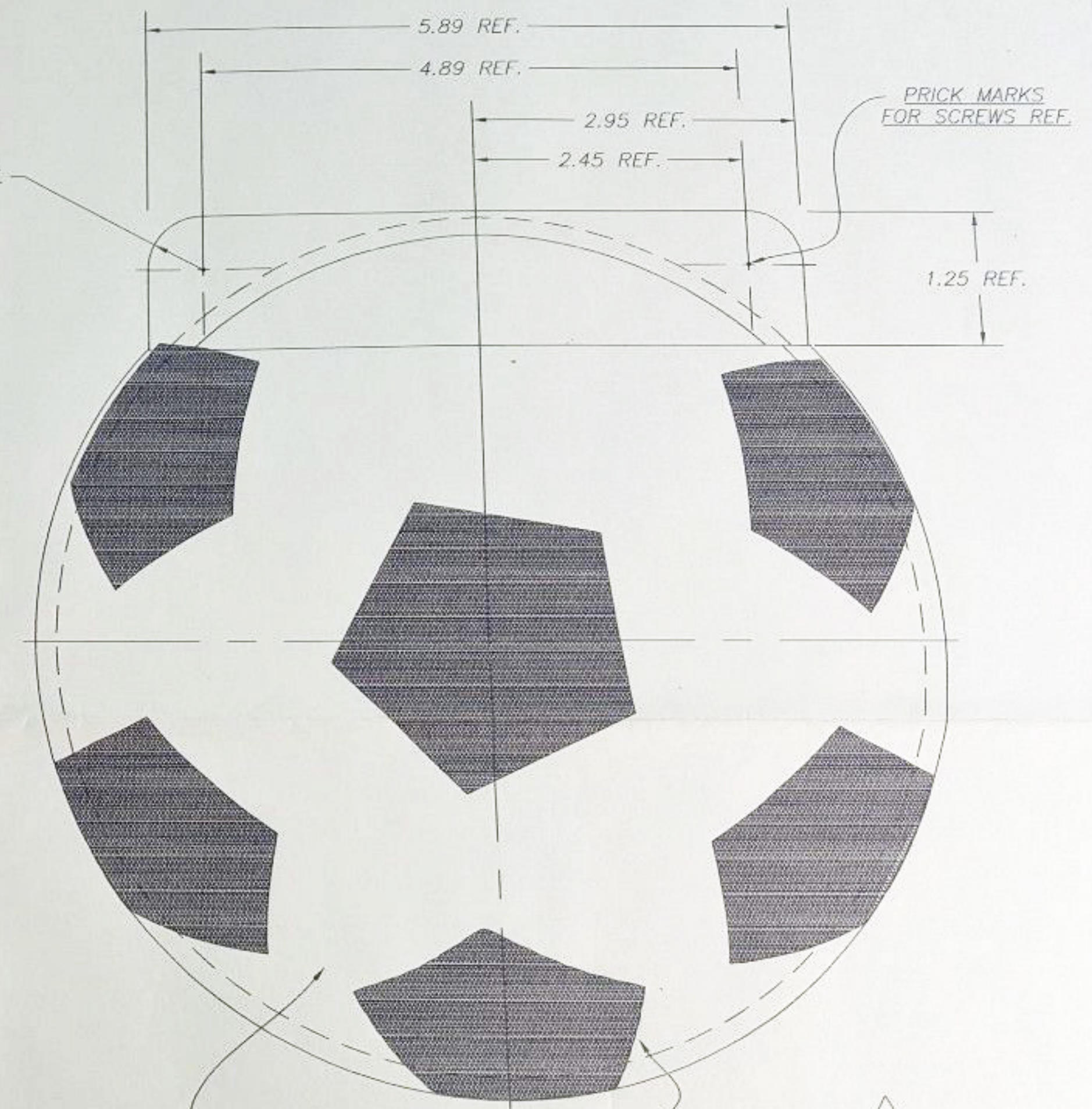
ITEM	CAD FILE NO.	PART NO.	VENDOR NO.	DESCRIPTION	QTY.
PARTS LIST					
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES. TOLERANCES ARE: ONE PLACE .X ±.030 TWO PLACE .XX ±.010 THREE PLACE .XXX ±.005 FOUR PLACE .XXXX ±.0005 ANGULAR ±1°			GAME DESIGNER ANGELO/HANSEN/RITCHIE PROJECT ENG. D.MOLTER PROJECT NO. PB-11		
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DRAWN D.MOLTER CHECKED <i>[Signature]</i> APPROVED <i>[Signature]</i>			DATE 6/21/96 DATE 9/10/96 DATE		
DO NOT SCALE DRAWING			TITLE BALL, SOCCER DISPLAY, MOLD, PB-11 SIZE C		
FILE NAME MS00186.DWG			PART NO. MS00186		
SCALE FULL			USAGE CS		
PART WEIGHT -			SHEET 1 OF 1		

SEP 13 1996



SEMI-GLOSS BLACK TYP.

R.50 REF.



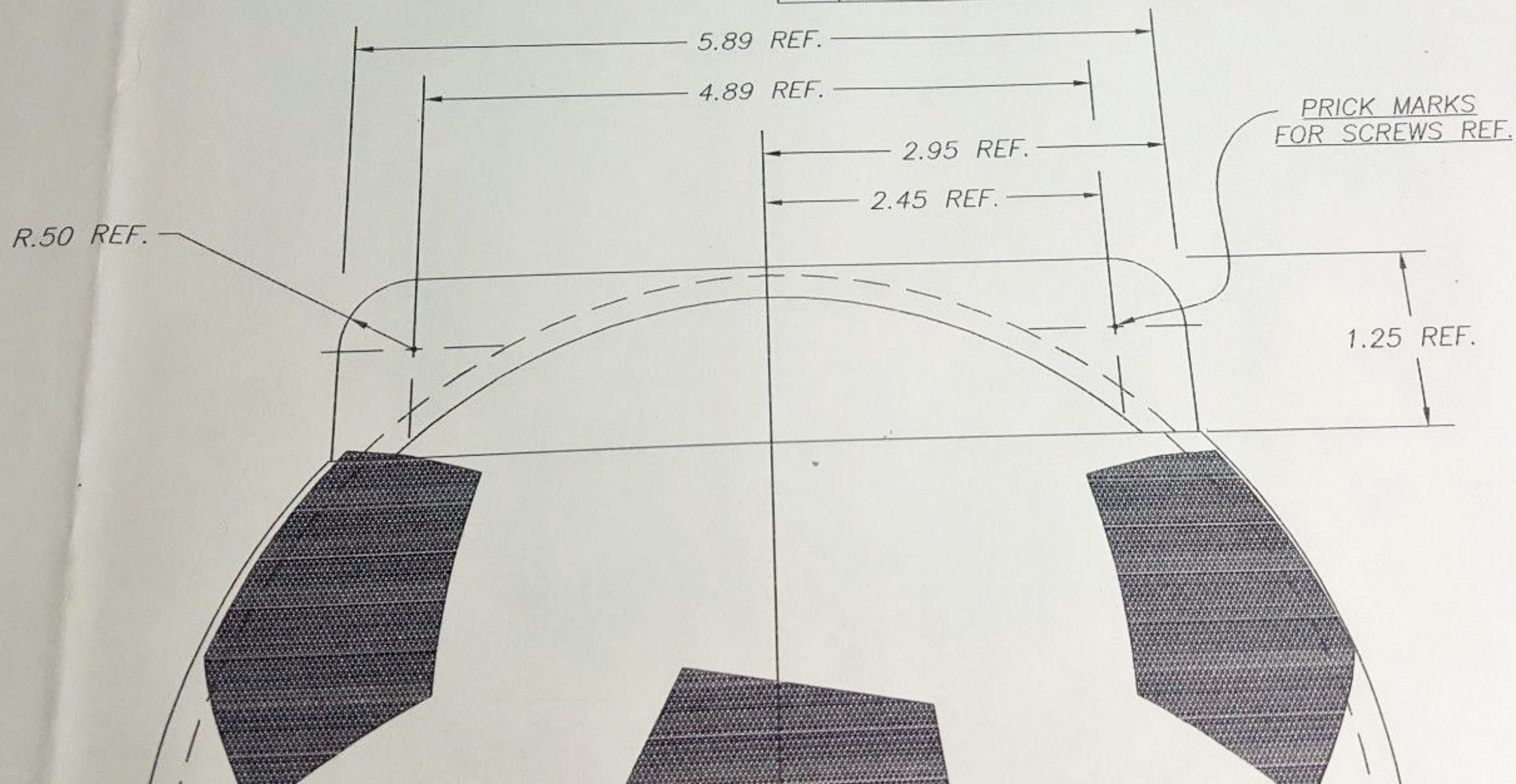
MATTE FINISH (WHITE)

2
* OVERSPRAY OF BLACK PAINT NOT ALLOWED *

C

D

REVISIONS				
REV.	ECN	DESCRIPTION	DATE	REV. BY
A	N/A	RELEASED FOR PROTOTYPE	6/25/96	D.MOLTER
1	#857	RELEASED FOR PRODUCTION	7/9/96	D.MOLTER
2	# 940	ADDED OVERSPRAY NOTE, REMOVED TOLERANCES	9/3/96	D.MOLTER



3

4

A

B

NOTES:

- 1.) MIN WALL THICKNESS .18
- 2.) MATERIAL TO BE PVC
- 3.) PART TO COMPLY WITH CAPCOM SPEC SHEET # ES005

R4.00 REF.

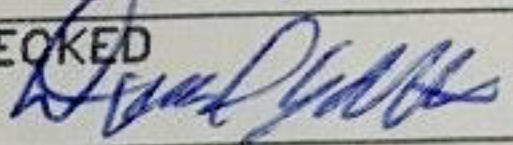
SEMI-GLOSS BLACK TYP.MATTE FINISH (WHITE)

ITEM	CAD FILE NO.	PART NO.	GAME DESIGN
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES. TOLERANCES ARE:			ANGHEI
ONE PLACE	.X	±.030	PROJECT EN
TWO PLACE	.XX	±.010	PROJECT M
THREE PLACE	.XXX	±.005	
FOUR PLACE	.XXXX	±.0005	
ANGULAR		±1°	
THIS DOCUMENT IS THE PROPERTY OF CAPCOM COIN-OP, INC. AND IS CONSIDERED PROPRIETARY AND CONFIDENTIAL. NO REPRODUCTION OR DISCLOSURE OF THIS DOCUMENT SHALL BE MADE AND THIS DOCUMENT SHALL BE RETURNED INTACT UPON REQUEST.			DRAWN D-M
			CHECKED A-M
			APPROVED
DO NOT SCALE DRAWING			FILE NAME

C

MATTE FINISH (WHITE)

SEP 13 1996

ITEM	CAD FILE NO.	PART NO.	VENDOR NO.	DESCRIPTION	QTY.														
PARTS LIST																			
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES. TOLERANCES ARE: <table><tr><td>ONE PLACE</td><td>.X</td><td>±.030</td></tr><tr><td>TWO PLACE</td><td>.XX</td><td>±.010</td></tr><tr><td>THREE PLACE</td><td>.XXX</td><td>±.005</td></tr><tr><td>FOUR PLACE</td><td>.XXXX</td><td>±.0005</td></tr><tr><td>ANGULAR</td><td></td><td>±1°</td></tr></table>		ONE PLACE	.X	±.030	TWO PLACE	.XX	±.010	THREE PLACE	.XXX	±.005	FOUR PLACE	.XXXX	±.0005	ANGULAR		±1°	GAME DESIGNER ANGHELO/HANSEN/RITCHIE		 CAPCOM COIN-OP, INC. 3311 NORTH KENNICOTT AVENUE ARLINGTON HEIGHTS, ILLINOIS 60004 PHONE (708) 797-6100 FAX (708) 797-6119
		ONE PLACE	.X	±.030															
		TWO PLACE	.XX	±.010															
		THREE PLACE	.XXX	±.005															
FOUR PLACE	.XXXX	±.0005																	
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C

D

4