**Game Settings**

This enables you to set the game contents, such as coin settings and difficulty. Items are selected by moving the joystick up and down. Then, changing of the contents can be done with a sideways movement of the stick.

**Screen**

When the display is upside down, choose "Reverse". "Normal" is set when shipped from the factory.

**Fighters**

This sets the number of fighters. *When shipped from the factory, it is set to '3'.

**Extend**

This sets the score for getting bonus fighters.

| 600,000pts * | 800,000pts |

**Difficulty**

This sets the game difficulty to one of four levels.

<table>
<thead>
<tr>
<th>Easy</th>
<th>おもしろい</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>ふつう</td>
</tr>
<tr>
<td>Difficult</td>
<td>むずかしい</td>
</tr>
<tr>
<td>More Difficult</td>
<td>とてもむずかしい</td>
</tr>
</tbody>
</table>

**Demo Sound**

This sets the demonstration sounds that attract customers when the game is not being played.

| On | 集客デモ音あり With customer attraction sound. |
| Off * | 集客デモ音なし Without customer attraction sound. |

**Coin Slot**

This determines if the coin shooter setting is common or independent.

| Same * | CREDIT の表示が1つで1P/2P 共通です。 1 display of CREDIT. This is common for 1 or 2 players to play. |
| Individual | CREDIT の表示が2つで1P/2P 独立です。 2 displays of CREDIT. Use one slot for a 1 Player game and the other slot for a 2 Player game. |

**Coin Mode**

This determines the coin setting.

| Normal * | 1 COIN = 1 CREDIT | 1 COIN = 2 CREDITS | 1 COIN = 3 CREDITS | 1 COIN = 4 CREDITS | 1 COIN = 5 CREDITS | 1 COIN = 6 CREDITS |
| Continue | Start = 2 COINS Continue = 1 COIN | Setting can be done for each slot. | 1つ設定しかできません 両スロットとも共通の設定となります |
| Free Play | Free | スロット2つが常に共通の設定になります Both slots will be set at a common setting. |

**Continue**

This sets the continue play.

| On * | コンティニューあり Player can Continue this play. |
| Off | コンティニューなし Player cannot Continue this play. |

**Factory Setting**

Push Button A and the setting returns to where it was when shipped from the factory. The above items marked with a star (*) denote the factory setting.

**Exit**

To go back to Main Menu, please the cursor here and push Button A. When the setting of the game has been changed, the machine will ask whether to save the new setting or not. If you want to save the setting you've made, choose "Yes".

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Color reduction software: paglato
注意事項 Note

This product is displayed in a wide sideways on most monitors. If you play it without adjusting the monitor ratio, it is possible to lose some features, such as the operation manipulation. Before playing, please make any necessary adjustments to the monitor ratio.

Make sure the power is off when you plug the power source in or out.
Please use the edge connector on a JAMMA standard approved PC Board (56P edge connector, 3.96mm pitch).
After turning on the power, adjust the electric power supply source to the designated voltagge with the connector part of the PC board.
Avoid strong jolts to or getting water on the PC board. Also, take extreme care when working inside the cabinet, so the PC board will not be damaged.

遊び方 How to Play

● 8方向レバー＋2ボタン操作。
● 全8ステージ構成。
● 2人同時プレイおよび途中参加OK。
● ショットボタンによるため撃ちレベルは3段階。
   弾の撃ち込みに応じてパワーアップ。

● 8 direction levers + 2 buttons.
● This game is divided into 8 stages.
● 2 player can play together. One can join in while the other is playing.
● Hold the Shot button and release, you can fire extra Super Shot.
   Its power level increases up to 3 degree, as you shoot.

コントロールパネルの仕様 Control Panel

ボリュームスイッチの位置 Volume Switch Position

<table>
<thead>
<tr>
<th>Connector Chart</th>
<th>SOLDER SIDE</th>
<th>NO.</th>
<th>PARTS SIDE</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND A</td>
<td>1</td>
<td>GND</td>
<td></td>
</tr>
<tr>
<td>GND B</td>
<td>2</td>
<td>GND</td>
<td></td>
</tr>
<tr>
<td>+5V C</td>
<td>3</td>
<td>+5V</td>
<td></td>
</tr>
<tr>
<td>+5V D</td>
<td>4</td>
<td>+5V</td>
<td></td>
</tr>
<tr>
<td>+12V E</td>
<td>5</td>
<td>+12V</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>6</td>
<td>+12V</td>
<td></td>
</tr>
<tr>
<td>COIN COUNTER 2</td>
<td>J</td>
<td>8</td>
<td>COIN COUNTER 1</td>
</tr>
<tr>
<td>K</td>
<td>9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SP (－) L</td>
<td>10</td>
<td>SP (+)</td>
<td></td>
</tr>
<tr>
<td>M</td>
<td>11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VIDEO GREEN N</td>
<td>12</td>
<td>VIDEO RED</td>
<td></td>
</tr>
<tr>
<td>VIDEO SYNC P</td>
<td>13</td>
<td>VIDEO BLUE</td>
<td></td>
</tr>
<tr>
<td>SERVICE SW R</td>
<td>14</td>
<td>VIDEO GND</td>
<td></td>
</tr>
<tr>
<td>S</td>
<td>15</td>
<td>TEST</td>
<td></td>
</tr>
<tr>
<td>COIN SW 2 T</td>
<td>16</td>
<td>COIN SW 1</td>
<td></td>
</tr>
<tr>
<td>2P START U</td>
<td>17</td>
<td>1P START</td>
<td></td>
</tr>
<tr>
<td>2P UP V</td>
<td>18</td>
<td>1P UP</td>
<td></td>
</tr>
<tr>
<td>2P DOWN W</td>
<td>19</td>
<td>1P DOWN</td>
<td></td>
</tr>
<tr>
<td>2P LEFT X</td>
<td>20</td>
<td>1P LEFT</td>
<td></td>
</tr>
<tr>
<td>2P RIGHT Y</td>
<td>21</td>
<td>1P RIGHT</td>
<td></td>
</tr>
<tr>
<td>2P BUTTON A Z</td>
<td>22</td>
<td>1P BUTTON A</td>
<td></td>
</tr>
<tr>
<td>2P BUTTON B a</td>
<td>23</td>
<td>1P BUTTON B</td>
<td></td>
</tr>
</tbody>
</table>

Power Supply DC+5V DC+12V
Monitor Vertical Screen
Game Style Simultaneous play by 2 players
テストモードの説明  Explanation of The Test Mode

筐体のテストスイッチを押すと、テストモードに入ります。
レバーの上下で項目を選択し、ボタンAで決定します。

When you push the test switch on the game machine, it automatically turns to the test mode.
Choose the testing item by sliding the stick up or down, then select the item by pushing Button A.

注意 NOTE

クレジットがある状態でテストモードに入ると、クレジットはクリアされます。
If you choose the test mode with credits in, those credit will be cleared.

---

1) 5つの円が表示されます。

モニターの H.Size, V.Size つまみで正確な円に見えるように調整してください。
調整しないと、ほとんどのモニターで横長の楕円に見えます。

1) 5 Circles are displayed.

Adjust the monitor with the H-Size and V-Size knobs until the correct screen ratio is achieved, as shown below. Without this adjustment, most monitors will show horizontal ovals in the monitor.

2) 白、赤、緑、青のカラーバーが表示されます。

色のバランスが良いか、にじみがいか、白から黒への帯の長さが下に表示されていないか、などに影響されます。
色が十分に黒いかなどモニターの RGB と Bright で調整してください。

2) White, red, green and blue color bars are displayed.

Check color balance, brightness, background's blackness, length of the black and white belt to be same as the allow on the lower part of screen.
Make sure and adjust these condition with RGB and Bright functions on the monitor.

3) 画面いっぱいに格子が表示されます。

モニターの H.Position, V.Position つまみで適切な位置に適切な大きさで表示されるように調整してください。

3) Grids are displayed on the full screen.

Adjust grid to correct position on the monitor with H-Position and V-Position knobs.

---

Input Test

ジョイスティックやボタンなどの入力テストができます。入力が正常ならば、その名前が強調表示されます。
1P側のジョイスティックやボタンAを同時に入力するとメインメニューに戻ります。

This test is to check the input ability of the Joy Stick and buttons. If the input is normal, the name of the part will be emphasized on the display.
To return to the Main Menu, move Player 1’s Joy Stick to the right and push Button A at the same time.

---

Sound Test

音が鳴るかどうか確認したい時に利用します。
Exit を選ぶとメインメニューに戻ります。

Confirm whether sound is audible or not.
To go back to the Main Menu, choose Exit.

---

Game Setting

コイン設定、難易度などゲーム内容に関する設定を行います。
ジョイスティックの上下で項目を選び、左右で内容を変更します。

※次ページ／ゲームセッティングの説明 参照

This enables you to set the contents of the game, such as coin settings and difficulty.
Choose the item by moving the Joy Stick up or down, then change the setting with a sideways movement.

※See the explanation for Game Settings on the next page.

---

Exit (Reset)

テストモードを終了し、ゲーム画面に戻ります。
※テストスイッチがボタンタイプの場合には、テストスイッチをOFFにしないと通常のゲームにもどりませんので、ご注意ください。

This finishes the test mode and the game should be back on the monitor.
Please note that if the test switch is not a "Button type", the game will not come back unless the test switch is turned "Off".