

ALLIGATOR HUNT™

La última esperanza... o el fin.

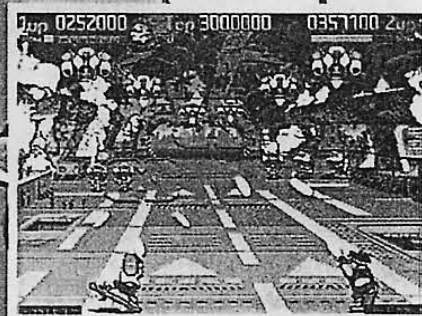
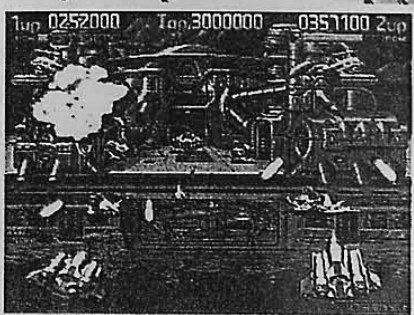
Con el desarrollo de los medios de hiperespacio de mayor poder de destrucción, el uso de la profundidad de las operaciones de la necesidad de cruzar campos de batalla para alcanzar objetivos nebulosos, se hace menor. Sin embargo, es cierto que el espacio actual no se encuentra condicionado

técnicas tales como el esquí, supervivencia, combate interplanetario, instintivo, buceo y el transporte

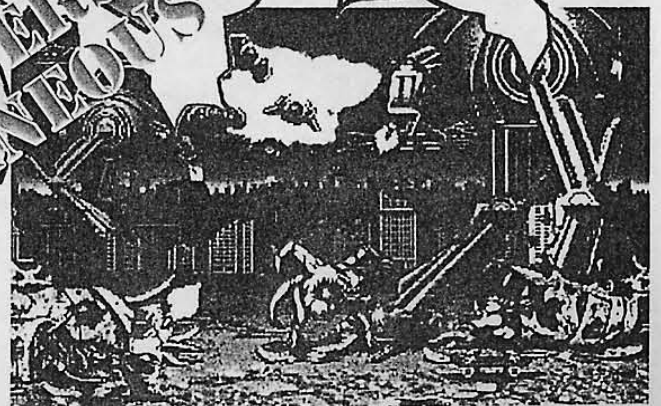
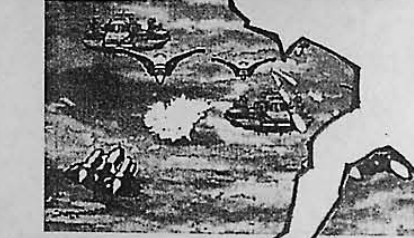
salada perten, nos solo ya en otros los que, men el algun

na ha años, a fama os haber e entrar cuantos obras

espacio tipo de macizos tácticamente una forma Tareas



TWO PLAYERS
SIMULTANEOUS



del resto les.

OPERATOR'S MANUAL

COIN/CREDIT OPTION SWITCH SETTING

DIP SW 1

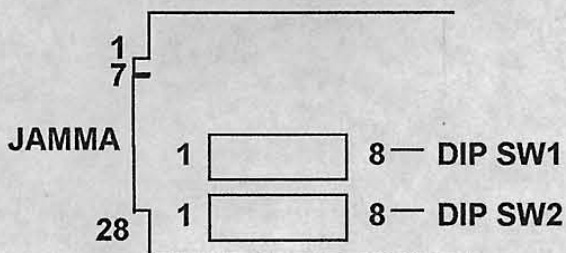
COIN2		S5	S6	S7	S8
COIN1		S1	S2	S3	S4
COINS	CREDITS				
1	1	OFF	OFF	OFF	OFF
1	2	ON	OFF	OFF	OFF
1	3	OFF	ON	OFF	OFF
1	4	ON	ON	OFF	OFF
1	5	OFF	OFF	ON	OFF
1	6	ON	OFF	ON	OFF
2	1	OFF	ON	ON	OFF
3	1	ON	ON	ON	OFF
4	1	OFF	OFF	OFF	ON
2	3	ON	OFF	OFF	ON
3	2	OFF	ON	OFF	ON
FREE PLAY		ON	ON	ON	ON

OPTION SWITCH SETTING

DIP SW 2

OPTIONS		S1	S2	S3	S4	S5	S6	S7	S8
GAME DIFFICULTY	1 NORMAL	OFF	OFF						
	2 EASY	ON	OFF						
	3 HARD	OFF	ON						
	4 HARDEST	ON	ON						
NUMBER OF LIVES (ENERGY)	2			OFF	OFF				
	1			ON	OFF				
	3			OFF	ON				
	4			ON	ON				
ADVERTISE SOUND	YES						OFF		
	NO						ON		
TEST MODE	NO								OFF
	YES								ON
JOYSTICK	STANDARD								OFF
	ANALOG								ON
SOUND	STEREO					OFF			
	MONO					ON			

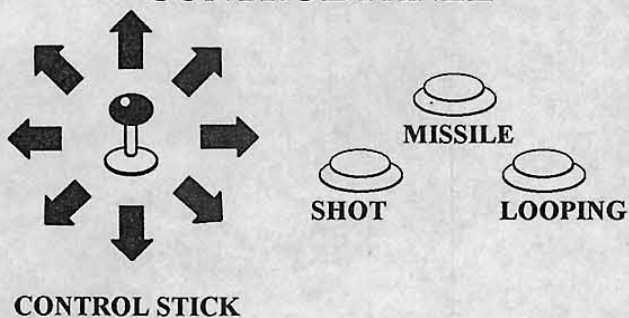
POSITIONS OF DIP SW



PCB CONECTOR JAMMA

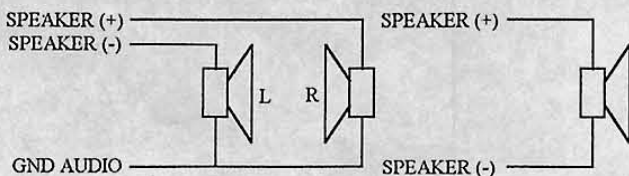
SOLDER SIDE		COMPONENTS SIDE
GND	A	1 GND
GND	B	2 GND
+5V	C	3 +5V
+5V	D	4 +5V
N.C.	E	5 N.C.
+12V	F	6 +12
	H	7
COIN COUNTER 2 (COIN LOCK OUT 2)	J	8 COIN COUNTER 1 (COIN LOCK OUT 1)
SPEAKER (-)	K	9 SPEAKER(+)
AUDIO GND	L	10 AUDIO GND
VIDEO GREEN	M	11 VIDEO RED
VIDEO SYNC	N	12 VIDEO BLUE
SERVICE SW	P	13 VIDEO GND
N.C.	R	14 TEST SW
COIN 2	S	15 COIN 1
2P START	T	16 1P START
2P UP	U	17 1P UP
2P DOWN	V	18 1P DOWN
2P LEFT	W	19 1P LEFT
2P RIGHT	X	20 1P RIGHT
2P SHOT	Y	21 1P SHOT
2P LOOPING	Z	22 1P LOOPING
2P MISSILE	a	23 1P MISSILE
N.C.	b	24 N.C.
N.C.	c	25 N.C.
N.C.	d	26 GND
GND	e	27 GND
GND	f	28 GND

CONTROL PANEL



STEREO SOUND

MONO



MONITOR	HORIZONTAL
GAME STYLE	1 PLAYER OR 2 PLAYERS SIMULTANEOUS