

PLAY INSTRUCTIONS

Shatter the wall sections with your energy ball by moving your VAUS craft left & right.

There are 3 types of walls:

(1) NORMAL WALL SECTIONS:

You can break a normal wall section by hitting it with the energy ball once. 50 to 120 points are awarded depending on the color.

(2) HARD WALL SECTIONS:

You need to hit these with the energy ball several times in order to break

The number of hits required are:

2 times —	1st to 8th rounds
3 times —	9th to 16th rounds
	17th to 24th rounds
5 times	25th to 32nd rounds

Bonus points awarded for breaking the barrier wall section — 100 points times the number of the round.

(3) INDESTRUCTIBLE WALL SECTIONS:

You cannot break these wall sections.

Some wall sections contain power-up capsules. Catch the capsules to:

(S)	SLOW DOWN	Slows down the energy ball.
(C)	CATCH & FIRE	Catch the energy ball and shoot it back.
(E)	EXPAND	Expands the length of the VAUS craft.
(D)	DIVIDE	Splits the energy ball into three particles.
(15)	LASER BEAM	Egables the VAUS to fire laser beams.
(B)	BREAK	Allows the player to warp into the next play-field.
(P)	PLAYER ADDITION	An additional VAUS awarded.

Power-up capsules are effective until the player is shot down, the round cleared, or until another capsule is picked up.

1000 points awarded for each capsule picked up.

HARMFULS appear from the top of the screen and creep through the broken walls. Hit them with the energy ball (100 points).

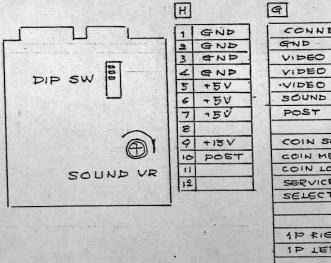
The round is cleared when all wall sections are broken.

There are 33 rounds in this game. In the final round, a huge enemy fortress appears. While avoiding bullets, hit him many times with your energy ball.

Game ends when all VAUS are lost or you clear all 33 rounds.

Additional VAUS awarded for higher scores.

ARKANOID



CONNECTOR			SOLDER SIDE			
GND -	1	A	GND			
VIDEO R	2	E	VIDEO END			
VIDEO &	3	c	VIDEO B			
·VIDEO SYNC	4	P				
SOUND OUT (+)	5	E	SCUND OUT (-)			
POST	6	H	POST			
	7					
COIN SW(A)	8	7	COIN (SWCB)			
COIN METER (A)	9	K	COIN METER (B)			
COIN LOCKOUT (A)	10	L	COIN LOCKOUT (B)			
SERVICE SW	11	3	TILT SW			
SELECT -1	12	N	SELECT - Z			
	15	P				
	14	R				
1P RIGHT	15	S	SP RIGHT			
1P LEFT	16	T	THE TELL			
	17	П				
	18	V				
	19	W				
	20	×				
1P SERVE/FIRE	.21	4	2P SERVE/FIRE			
	.99	z				

NOTICE: WHEN YOU CHANGE DIP SW, PLS SWITCH OFF POWER SOURCES.

DIP SW.

ITEM	CONTENTS	1	2	3	.4	5	6	7	8
GAME STYLE	TABLE	क्रम	01.		1			esterni Aralo	
	UP RIGHT	ON							
	* ICOIN PLAY		OFF				10.15		
COIN .	ICOIN 2 PLAY		ON	3 - 5	1				
NUMBER OF	* 3		12.1	OFF					
PLAYER	Б		- VALUE OF	ON				11 00	
BONUS LIFE	* 20KPOINT/60K EA		-		CFF	1		ME S	
	20k POINT				ON		1 - 14	1011	
DIFFICULTY	* EASY A		-		FILE	OFF.	r ·		
	NORMAL B		THE			ON	1 12	. :	
	* GAME					3	OFFI	1	
-TEST MODE	TEST MODE			·//	4	<u> </u>	ON	1	
MONITOR	* NORMAL				1		1	CIFF	
	REVERSE			15 11 16	•			ON	
CONTINUE PLAY	* NO								OFF
	YES	1							04

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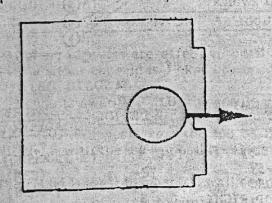
3. COIN SYSTEM

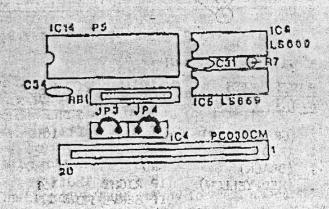
PLEASE CONNECT COIN METER TO COIN METER TERMINAL OF G CONNECTOR ON THIS MAIN PC BOARD.

* COIN SYSTEM (2 WAY) EACH TERMINAL NO.

COIN SYSTEM	COIN SW	COIN METER	MEMO		
A (1 WAY)	G CONNECTOR	G CONNECTOR	PARTS SIDE		
B	G CONNECTOR	G CONNECTOR	SOLDER SIDE		

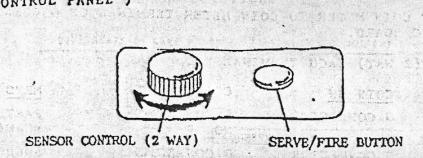
- * IN CASE OF DON'T: USE COIN METER TERMINAL OF MAIN PC BOARD :
 - (1) COIN SYSTEM A ... JP4 -- JUMPER (ON THE MAIN PC BOARD)
 - (2) COIN SYSTEM B ... JP3 -- JUMPER (ON THE MAIN PC BOARD)





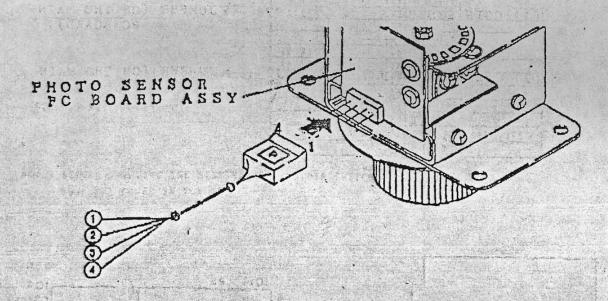
1. WIRING

(CONTROL PANEL)



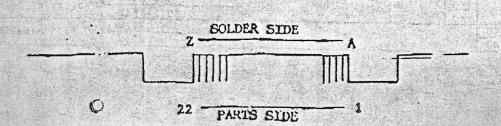
(P FREE HARNESS ASSY)

* TO PUSH BUTTON ASSY DON'T INCLUDE P FREE HARNESS ASSY



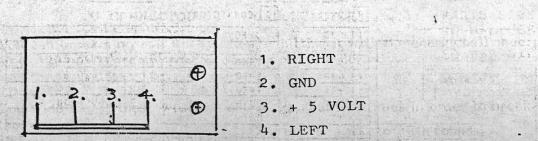
* WIRING DIAGRAM

P FROE INRIVESS ASSY NO. (CC.CR)	STONAL	TIRMINAL NO.	SIOWL	TERMINAL NO.
1 (GREEN-BLUE) 2 (RED)	1P LEFT +5V	16	2P LEFT +5V	Ţ
3 (BLACK) 4 (RED-YELLOW)	GND 1P RIGHT		GND 2P RIGHT	S TRE Y
	1P SERVE/	FIRE 21	2P SERVE/F	IKE



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1. RIGHT

2. GND

3. + 5 VOLT

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