

# CADASH™

CADASH

## 4 KINDS OF PLAYERS

**· FIGHTER**  
HAS THE MOST EXCELLENT ATTACKING POWER AND PERSISTENCE. BUT CANNOT USE MAGIC.

**· MAGICIAN**  
HAS POOR BODILY STRENGTH. BUT CAN USE STRONG ATTACKING MAGIC.

**· PRIEST**  
USES PROTECTIVE MAGIC. HAS PERSISTENCE. BUT HAS LOWER ATTACKING POWER.

**· NINJA**  
USES A THROWING-KNIFE WHICH IS ONLY THE PROJECTILE WEAPON. MOST-QUICKLY MOVES CANNOT USE MAGIC.

RESCUE PRINCESS SARASA KIDNAPPED BY BARROG. AN INCARNATION OF BADNESS!



FIRST. LISTEN TO THE KING.

LISTEN TO CITIZEN WHO WILL GIVE YOU IMPORTANT INFORMATION.

INCREASE THE LEVEL BY DEFEATING MONSTERS.



BUY STRONGER WEAPONS AND GUARDS BY SPENDING COLLECTED GOLD.

BATTLE-WOUNDED BODY CAN BE RECOVERED IN AN INN.

WHEN FINDING A TREASURE BOX. OPEN IT.

AND WHAT IS WAITING FOR THEM ?

★ COIN INSERTION FOR 10 CREDITS OR MORE IS OF NO EFFECT.

# TAITO

カドッシュ (8/30現在)

"Cadash"

北米以外の海外仕様 "OTHER COUNTRIES"

<DIP SW-A>

(BECAUSE UPRIGHT ONLY)

		1	2	3	4	5	6	7	8
ゲームスタイル "GAME STYLE"	未使用 "NOT USE" (片面2PIにつき ア、アライのみに)	OFF ON							
画面反転 "FLIP"	"NORMAL" 正 逆 "FLIP"		OFF ON						
テストモード "TEST MODE"	"NORMAL" 通常ゲーム テストモード "TEST MODE"			OFF ON					
デモサウンド "ATTRACT SOUND"	有 "ON" 無 "OFF"				OFF ON				
プレイ料金 COIN A (NUMBER OF COINS)	1COIN 1PLAY 2COIN 1PLAY 3COIN 1PLAY 4COIN 1PLAY					OFF ON	OFF ON		
プレイ料金 COIN B (HALF CONTINUE)	1COIN 2PLAY 1COIN 3PLAY 1COIN 4PLAY 1COIN 6PLAY							OFF ON	OFF ON

<DIP SW-B>

		1	2	3	4	5	6	7	8
難易度 "LEVEL"	"LANK" ランク B A C D	OFF ON	OFF ON						
初期タイム数 "START TIME"	7分 minutes 8分 minutes 6分 minutes 5分 minutes			OFF ON	OFF ON				
面クリア時の 追加タイム数 "ADD TIME"	8分 minutes 9分 minutes 7分 minutes 6分 minutes					OFF ON	OFF ON		
未使用 "NOT USE"	<del>_____</del> <del>_____</del> <del>_____</del>								<del>_____</del> <del>_____</del> <del>_____</del>

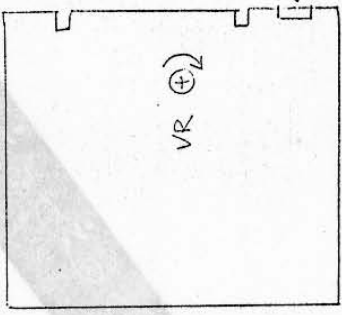
\* 工場出荷時は原則として、全て "OFF" とする。

REVISIONS		
LTR	DESCRIPTION	DATE APPROVED

H CONNECTER 8P SIDE

N CONNECTOR	
1	1Y
2	1Z
3	1A
4	1B
5	2Y
6	2Z
7	2A
8	2B

J CONNECTOR			
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
POST	H	7	POST
METER B	J	8	METER A
LOCK B	K	9	LOCK A
SP (-)	L	10	SP (+)
AUDIO GND	M	11	AUDIO
GREEN	N	12	RED
SYNC	P	13	BLUE
SERVICE	R	14	VIDEO GND
TILT	S	15	TEST
COIN SW B	T	16	COIN SW A
SEL 2	U	17	SEL 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 PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P PUSH 3	b	24	1P PUSH 3
2P PUSH 4	c	25	1P PUSH 4
NOT USE	d	26	NOT USE
GND	e	27	GND
GND	f	28	GND



DRAWN		TAITO CORPORATION	
DESIGN		NAME	
CHECK		EJ-SYSTEM	
APPROVED		SIZE CODE	ED15
APPROVED		SCALE	1 / 1
		RELEASE DATE	'88.10.10
		SHEET	15/15

# CADASH

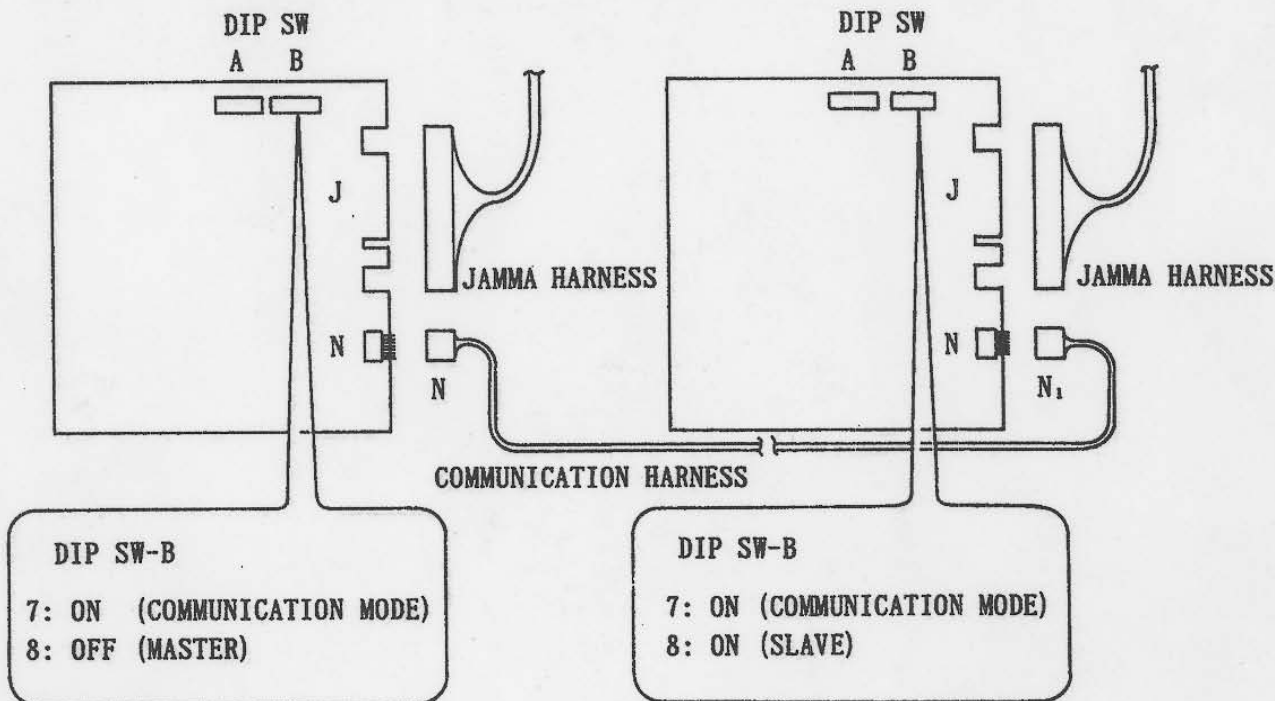
## HOW TO PLAY THE COMMUNICATION PLAY

- By connecting 2 PC boards using the Communication Harness, up to 4 players can play together.

### [ Setting Method ]

- Connect the Communication Harness to the 8-pin Connector of each PC board, then change the settings of the DIP SW-B as shown below.

< LEFT (when facing) CABINET (master) > < RIGHT (when facing) CABINET (slave) >



### [ Communication Play ]

- In Communication Play, the game start-position is different each other in the master and slave cabinets.
- The earliest meeting chance of all 4 players (3 plays in a 3-P game and 2 players in 1-P for each cabinet) will be made in the first boss scene (toward the end of the scene).  
(If all players are not able to come together there, they cannot proceed to the scene-2.)

### [ Note ]

- In case that the power supply of either one cabinet of the 2 cabinets set for the Communication Play is turned off or the Communication Harness is cut off (i.e. the communication stopped for a while), the both PC boards are reset after a few seconds (2~5 seconds).  
(The both PC boards will be kept reset until the communication is restored.)  
Note that this resetting is not made until the game ends when the game is played on only one-sided cabinet or when coin(s) are inserted during the time from that the communication stopped to that the resetting is made.