

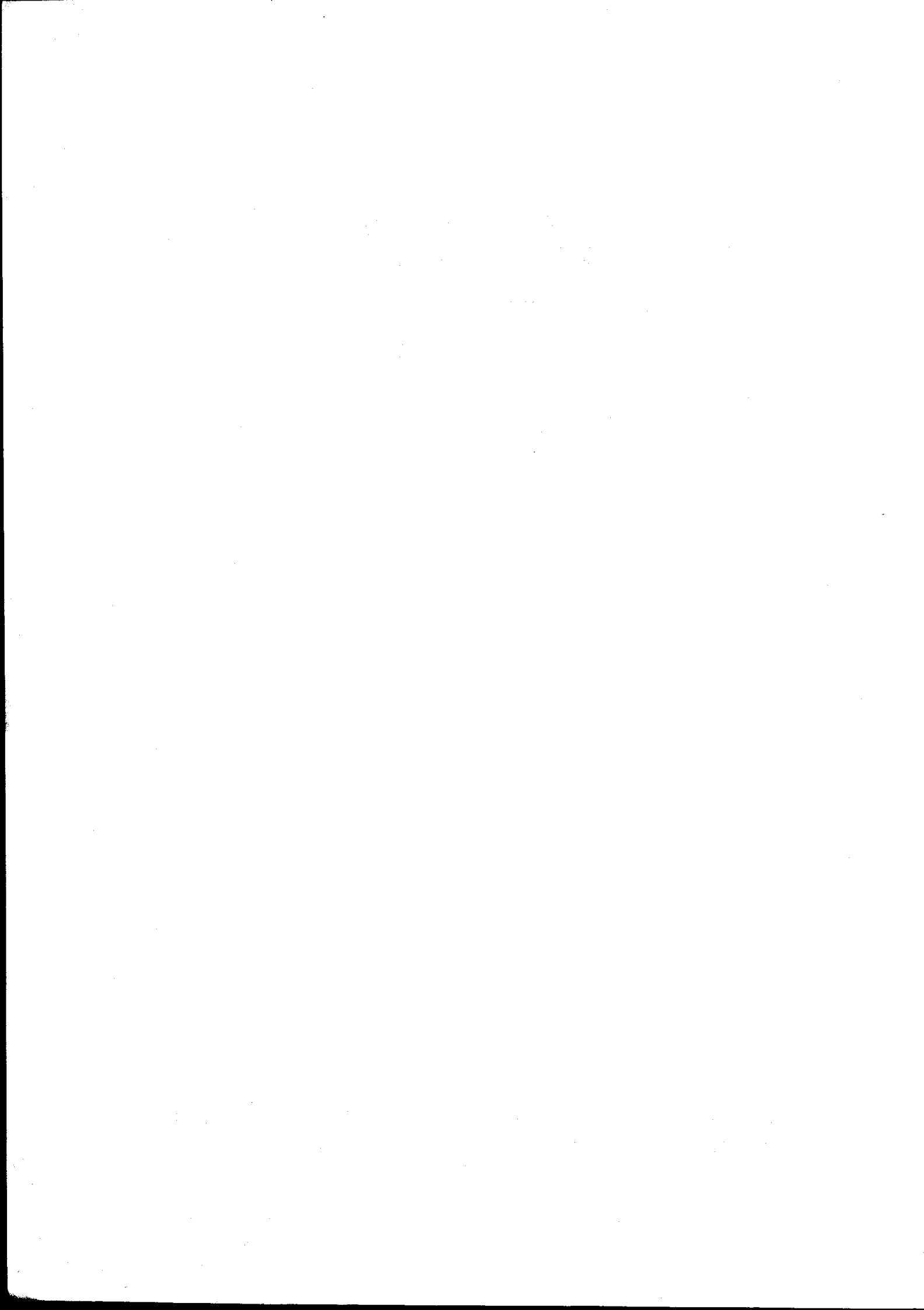
Express Raider

INSTRUCTIONS



DATA EAST CORPORATION

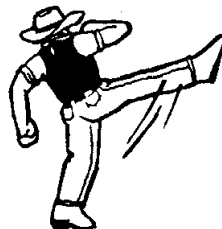
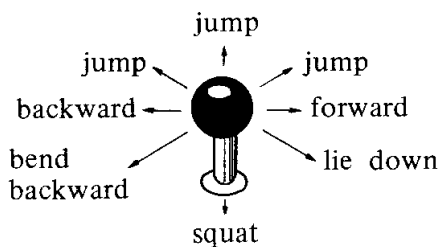
4-41-10, MINAMI-OGIKUBO, SUGINAMI-KU, TOKYO "167"
PHONE(03)331-5441 FAX(03)335-3741 TELEX2322124 "DATA J"



Use your skill to get the gold on the train.

1. On the roof of the train.

– Keep moving to the front of the train. Use punch and kick to fight those that block your progress.

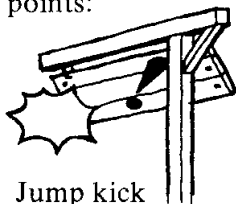


Kick button (left)



Punch button (right)

For extra points:

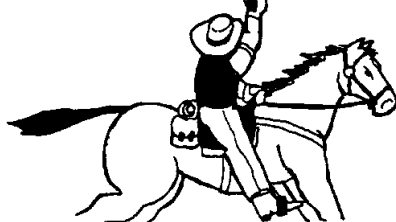
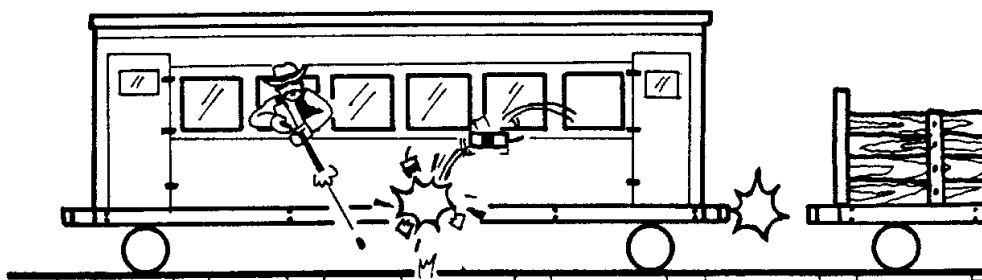


Jump kick

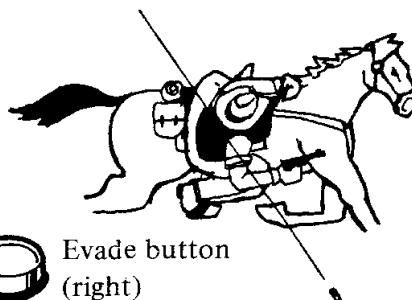


Punch or Kick

2. Mount your horse and shoot the guards on the train. Don't shoot your girl on the train. Shoot the bags of gold for extra points. If you shoot the links a number of times, the link will come apart and you can move forward quicker.

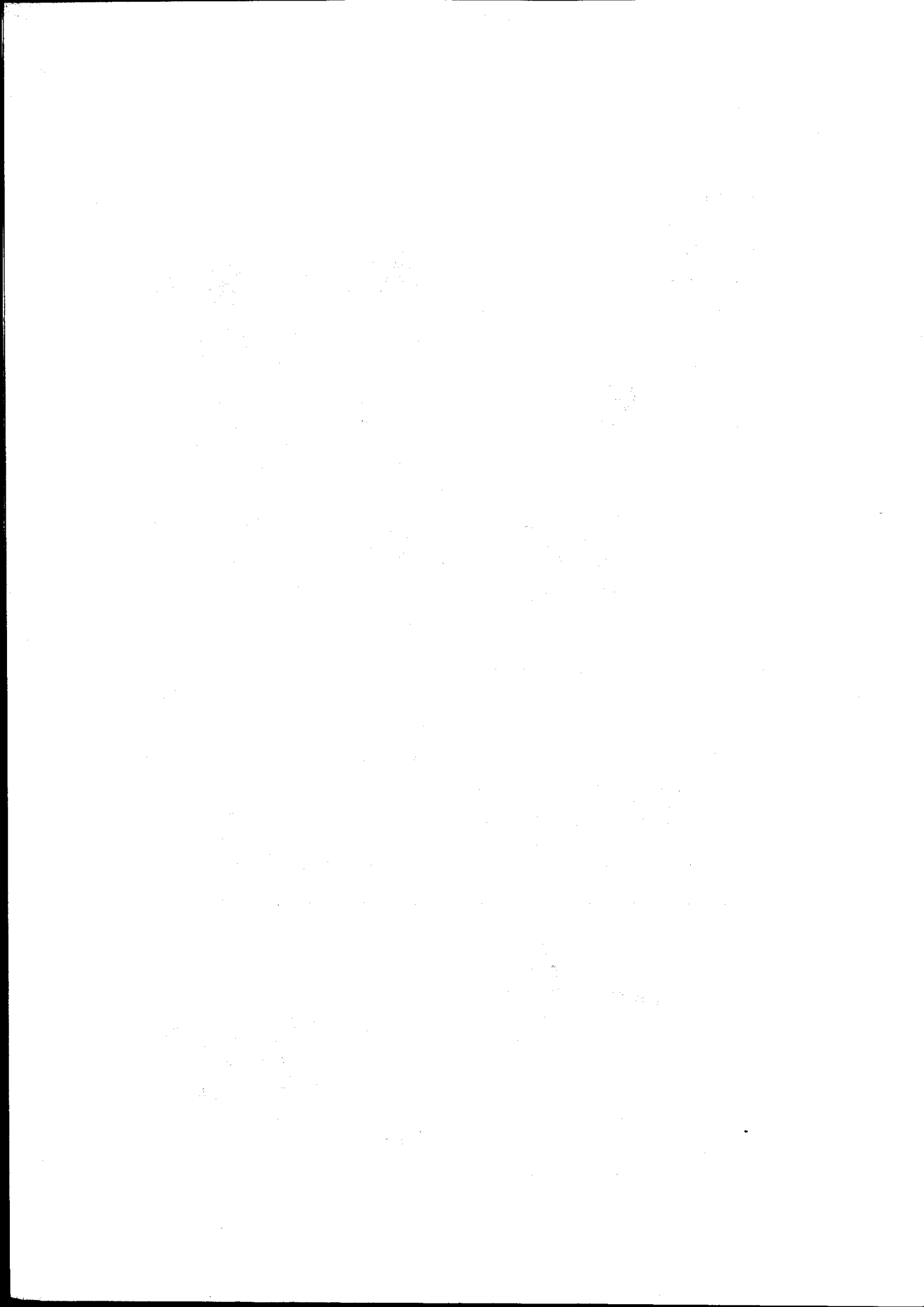


Shoot button (left)



Evade button (right)

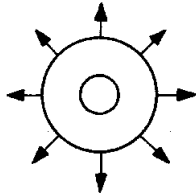
Let's see if you can get all the hidden extra points target.



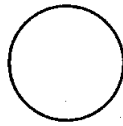
1. INSTALLATION

1-1 CRT MONITOR
HORIZONTAL SCREEN

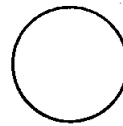
1-2 CONTROL PANEL



8-WAY JOYSTICK



SHOOT 2



SHOOT 1

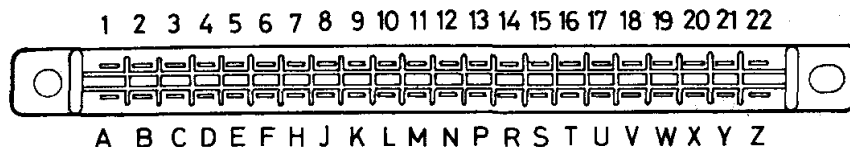
<FIGHTING SCENE / SHOOTING SCENE>

- *1 8-WAY JOYSTICK..... PLAYER CONTROL/HORSE CONTROL
- *2 SHOOT 1 PUNCH/SHOOT
- *3 SHOOT 2 KICK/EVADE

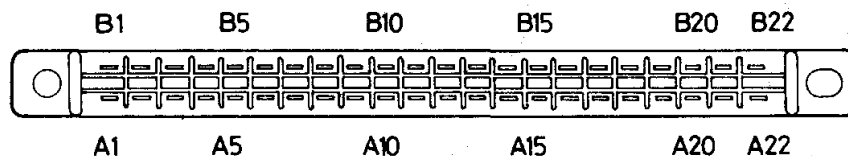
2. HARNESS CONNECTION

2-1 TERMINAL NUMBERING

a) CONNECTOR CR7E-44DA-3.96E (HRS) 3.96mm Pitch



b) CONNECTOR 1168-044-009 (KEL) 3.96mm Pitch



2-2 SIGNALS TO TERMINAL

PARTS SIDE			SOLDER SIDE		
Pin No.		Signal	Pin No.		Signal
HRS	KEL		HRS	KEL	
1	B1	1P DOWN	A	A1	2P DOWN
2	B2	1P UP	B	A2	2P UP
3	B3	1P LEFT	C	A3	2P LEFT
4	B4	1P RIGHT	D	A4	2P RIGHT
5	B5		E	A5	
6	B6		F	A6	
7	B7		H	A7	
8	B8	SERVICE	J	A8	
9	B9	1P SHOOT 1 (Red)	K	A9	2P SHOOT 1 (Red)
10	B10	1P SHOOT 2 (Blue)	L	A10	2P SHOOT 2 (Blue)
11	B11	1P GAME SELECT	M	A11	2P GAME SELECT
12	B12	COIN 1	N	A12	COIN 2
13	B13	COIN COUNTER 1	P	A13	COIN COUNTER 2
14	B14	TV. B	R	A14	TV. G
15	B15	SYNC.	S	A15	TV. R
16	B16		T	A16	
17	B17	SPEAKER +	U	A17	SPEAKER -
18	B18	+12V	V	A18	
19	B19	+5V	W	A19	+5V
20	B20	+5V	X	A20	+5V
21	B21	TV. GND	Y	A21	GND
22	B22	GND	Z	A22	GND

3. POWER SUPPLY

+5V	±2%	4.0A
+12V	±2%	1.0A

4. OPERATION ENVIRONMENTS

	TEMPERATURE	HUMIDITY
OPERATION	5 ~ 35°C	20 ~ 80%
STORAGE	-15 ~ 65°C	10 ~ 90%

5. CRT MONITOR

5-1 COLOR SIGNALS R.G.B. SEPARATE

BLACK 0 ~ +0.2V

IMAGE SIGNAL +0.2V ~ +4.5V

5-2 SYNCHRONIZE SIGNAL COMPOSITE OR HORIZ/VERT SEPARATED

0 0 ~ 0.5V

1 +3V ~ +5V

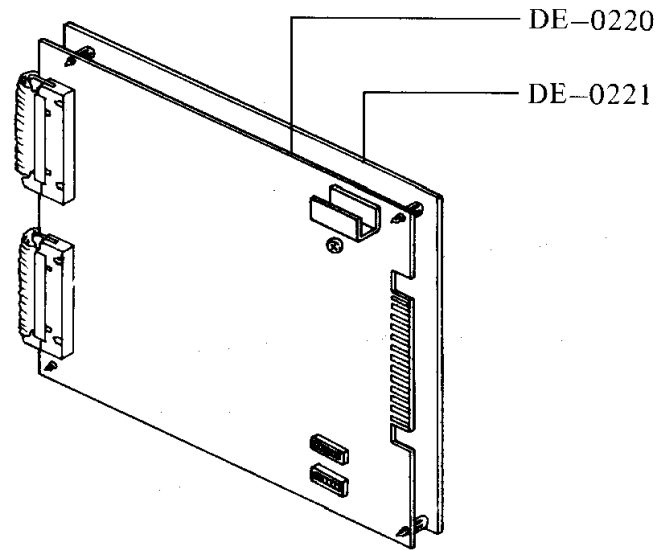
5-3 SCREEN IMAGE SIZE

Image can be shrunk both horizontally and vertically by 10%. Adjust monitor to widen the screen image.

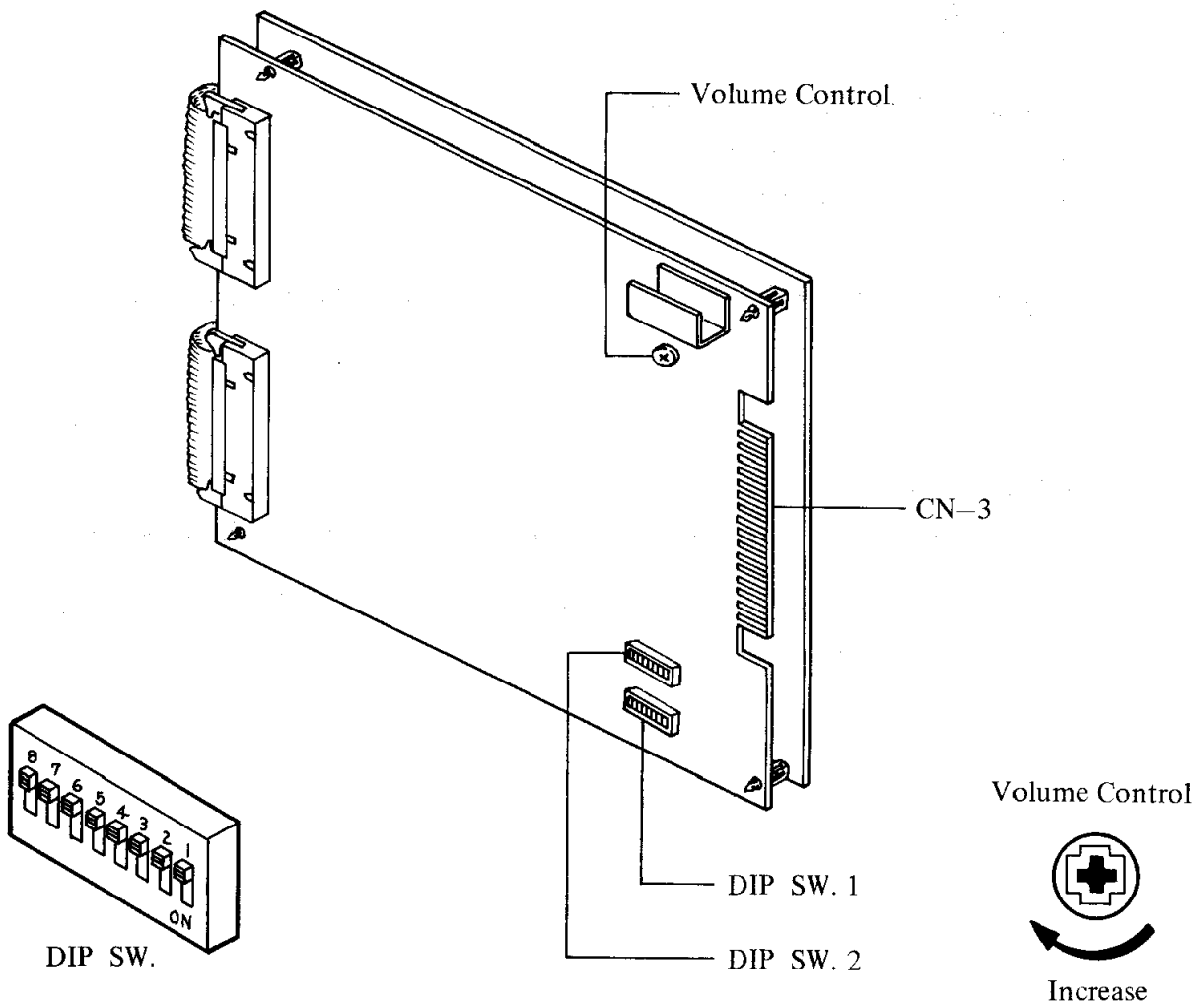
6. DIMENSION

DE-0220 → 280mm x 310mm

DE-0221 → 280mm x 310mm

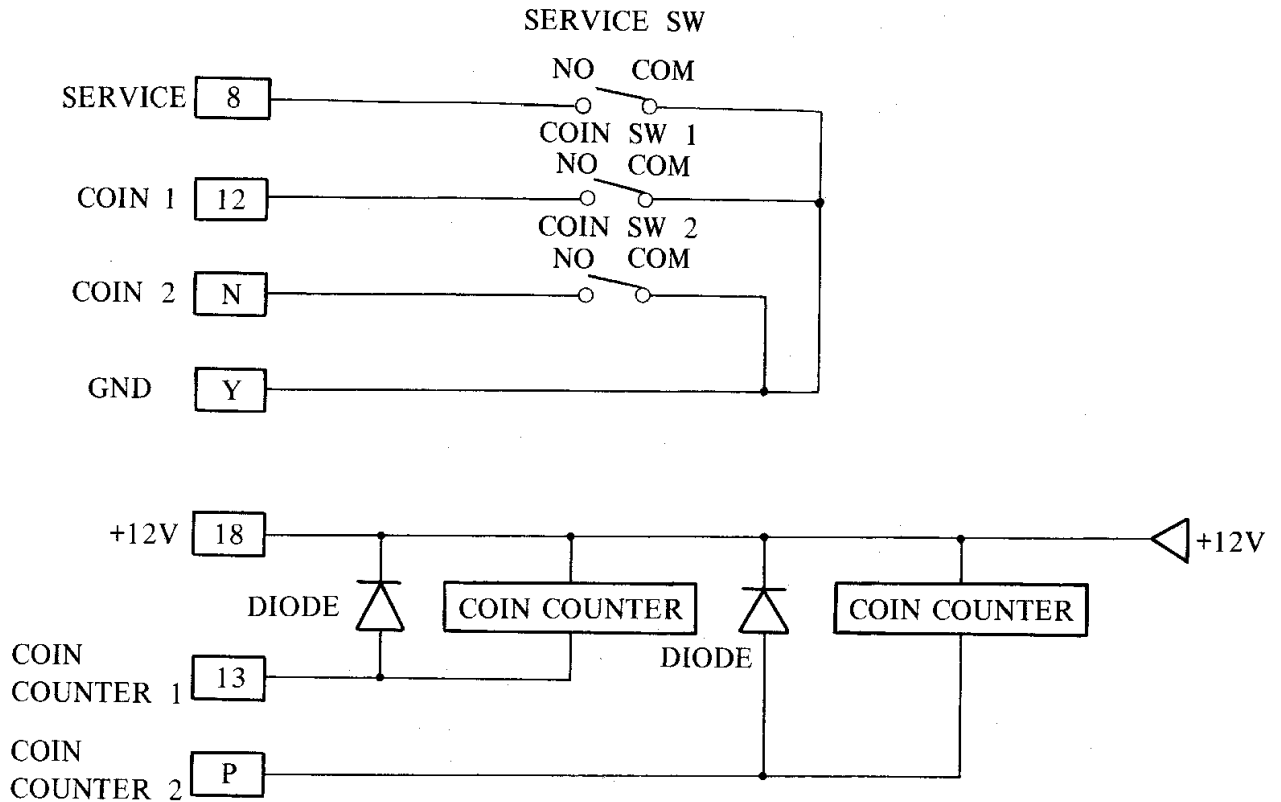


Connectors: CR7E-44DA-3.96E (CN-3) (HIROSE)
 (1168-044-009) (K E L)

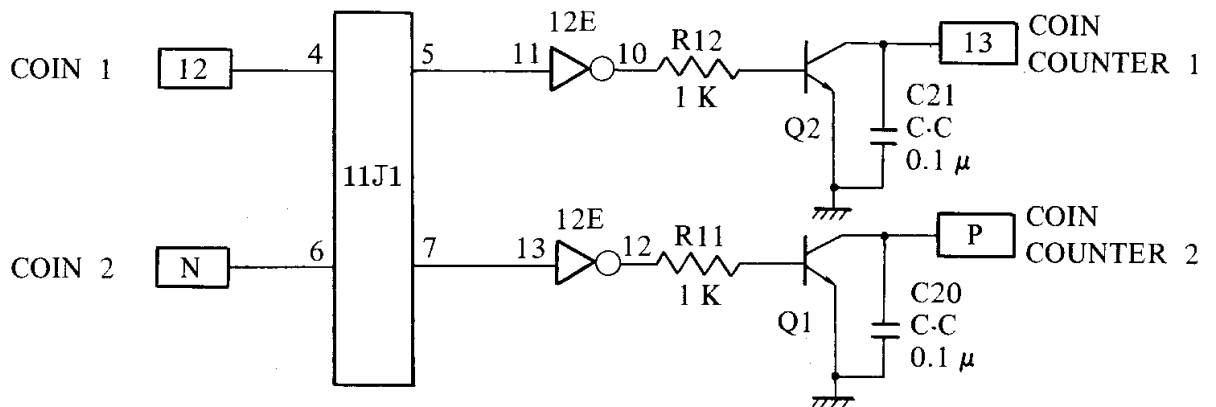


7. EXAMPLE OF STANDARD CONNECTION

7-1 2 COIN SWITCHES CAN BE INSTALLED.

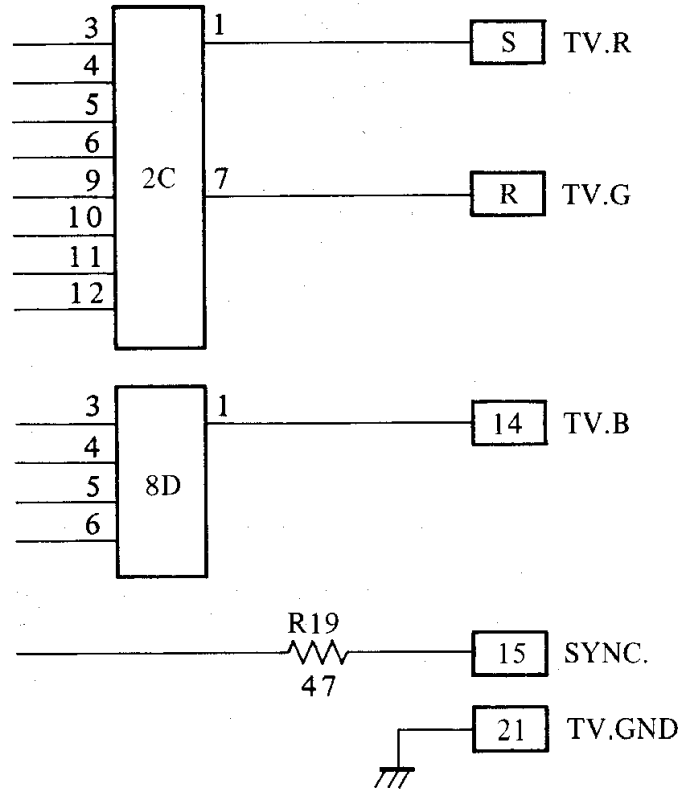


7-2 COIN COUNTER - DRIVE CIRCUIT

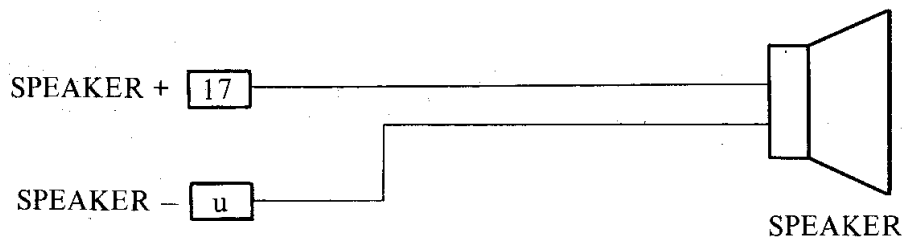


8. MONITOR CONNECTION

Monitor input composite signals – Horiz/Vert on +5V can be connected.
Circuit diagram of each signal shown below.



9. SPEAKER



10. DIP SW SETTINGS

DIP SWITCH 1					
No.	SETTING				REMARKS
1	OFF	ON	OFF	ON	COIN/CREDIT RIGHT SELECTOR
2	OFF	OFF	ON	ON	
	1 COIN 2 CREDIT	1 3	1 4	1 6	
3	OFF	ON	OFF	ON	COIN/CREDIT LEFT SELECTOR
4	OFF	OFF	ON	ON	
	1 COIN 1 CREDIT	2 1	3 1	4 1	
5	ON				STAY ON
6	OFF		ON		SCREEN ROTATION
	NORMAL		REVERSE		
7	OFF		ON		CONTROL PANEL
	TABLE		UPRIGHT		
8					NOT USED

DIP SWITCH 2					
No.	SETTING				REMARKS
1	OFF	ON	OFF	ON	NUMBER OF LIVES
2	OFF	OFF	ON	ON	
	3	5	1	∞	
3	OFF		ON		ADDITIONAL LIFE AT
	EVERY 50,000 PTS		50,000 PTS 80,000 PTS		
4	OFF	ON	OFF	ON	GAME DIFFICULTY
5	OFF	OFF	ON	ON	
	EASY ----- → DIFFICULT				
6	OFF		ON		ATTRACT MODE SOUND
	YES		NO		
7					NOT USED
8					NOT USED

