

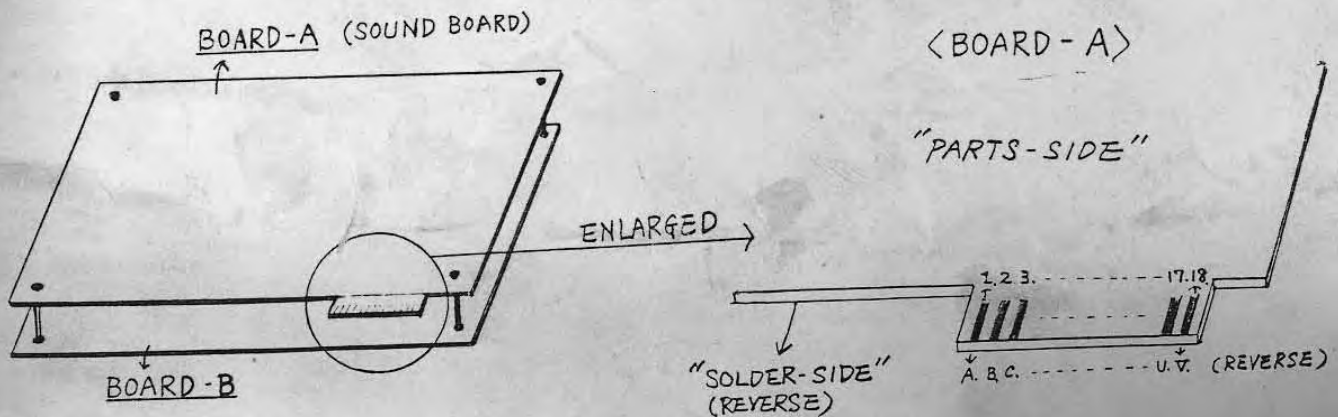
"MONSTER ZERO"

PIN-CONNECTION DIAGRAM

SOLDER-SIDE:

PARTS-SIDE:

-5V	-----	A	1	-----	+12V
SOUND 2	-----	B	2	-----	SOUND 1
2 PLAYER SHOOT 1	-----	C	3	-----	
2 PLAYER LEFT	-----	D	4	-----	2 PLAYER RIGHT
1 PLAYER START	-----	E	5	-----	2 PLAYER START
	-----	F	6	-----	2 PLAYER UP
1 PLAYER SHOOT 1	-----	H	7	-----	SERVICE SWITCH
1 PLAYER RIGHT	-----	J	8	-----	1 PLAYER LEFT
1 PLAYER UP	-----	K	9	-----	2 PLAYER DOWN
COIN 1	-----	L	10	-----	
1 PLAYER DOWN	-----	M	11	-----	COIN COUNTER
	-----	N	12	-----	
VIDEO GREEN	-----	P	13	-----	VIDEO BLUE
VIDEO RED	-----	R	14	-----	VIDEO SYNC
GROUND	-----	S	15	-----	GROUND
GROUND	-----	T	16	-----	GROUND
+5V	-----	U	17	-----	+5V
+5V	-----	V	18	-----	+5V

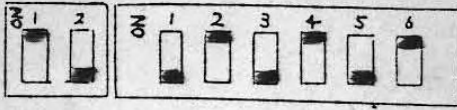


"MONSTER-ZERO"  
DIP SWITCH CHART

SW 1

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FIXED (Keep switch positions as they are.)



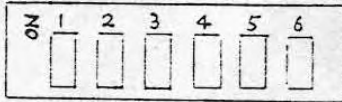
SW 2

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FIXED (Keep switch positions as they are.)



SW 3



1 ----- Not used.

2	3	
OFF	OFF	<b>!!</b> Test Pattern
ON	OFF	Player's Ship 4
OFF	ON	" " 3
ON	ON	" " 5

4 — ON 1 Play

— OFF 2 Play (TV Monitor reverse)

5	6	
OFF	OFF	1 coin 1 play.
ON	OFF	2 " 1 "
OFF	ON	1 " 2 "
ON	ON	3 " 1 "

## M O N S T E R Z E R O

Six-stage full colour Video Game, with realistic 2-channel super sound effects.

A player must raise 10 flags in each stage by shooting the enemies, and the player can proceed to the next stage. When he successfully survives through a cycle of six stages, he can go on into the next cycle which increases difficulties.

- Stage 1 : Space aliens featuring Sphinx fly in a row or in random formation and shoot missiles, giving visual attractiveness to the player.  
(One flag for three hits.)
- Stage 2 : Space aliens featuring Moth fly in a row or in random formation similar to Stage 1.  
(One flag for three hits.)
- \*\*\* Stage 1 and 2 are less harmful than the following stages, and the player's ship has rather easy chance to survive.
- Stage 3 : Symbolised Monster's eyeballs attack flying in high speed. Player must dodge quickly and shoot them.  
(One flag for three hits.)
- Stage 4 : A troop of UFOs appear swirling around and fire guided missiles toward the player's ship.  
(One flag for three hits.)
- Stage 5 : A big UFO mother ship flys, shifting its position swiftly up and down, and fire missiles. The player must shoot the central cockpit of UFO. When hit, UFO changes its colour.  
(One flag for one hit.)
- Stage 6 : Finally the gigantic "MONSTER ZERO" appears roaring, and makes furious attacks on the player's ship. The player must shoot his two eyes while they flickers.

\*\*\*\*\*  
When the player can survive all through two cycles, the national flag of your country appears for a while on the screen, with the message "YOU ARE THE HERO OF THE WORLD", and the game enter into the new cycle.

Designed and developed by;  
Nihon Game Company Ltd.  
2-4-1 Yushima, Bunkyo-ku,  
TOKYO, Japan.



"MONSTER ZERO"  
VOLUME SWITCH CHART

- VR 1. ----- Main volume (control overall sounds)
- VR 2. ----- Shooting & explosion sounds.
- VR 3. ----- All other sounds.

CAUTION:

Power Supply: Need more than 5 Volts and 5 Amperes.  
In Case power should be less than 4.8V,  
for instance, P.C. Board may suffer trouble  
derived from the nature of I.C.  
Before putting machine on market, therefore,  
please make sure to confirm that power supply  
is in normal conditions.

Speaker: P.C. Board uses 15 Watts Amplifier.  
For normal volume of sounds, small speaker  
will be sufficient. But when you need  
raise volume, you are recommended to employ  
a speaker of 20W and over (less oscillating  
type). Small speakers may be subject to  
breakage due to powerful realistic sound  
effects.