

"NINJA KAZAN"

DIP SWITCH #1

		1	2	3	4	5	6	7	8
FIRST COINCHUTE	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	OFF	OFF	ON					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	OFF	ON	ON					
	1 COIN 5 CREDITS	ON	OFF	OFF					
	2 COINS 1 CREDIT	ON	OFF	ON					
SECOND COINCHUTE	3 COINS 1 CREDIT	ON	ON	OFF					
	FREE PLAY	ON	ON	ON					
	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				OFF	OFF	ON		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				OFF	ON	ON		
SOUND IN ATTRACT MODE	1 COIN 5 CREDITS				ON	OFF	OFF		
	2 COINS 1 CREDIT				ON	OFF	ON		
	3 COINS 1 CREDIT				ON	ON	OFF		
	4 COINS 1 CREDIT				ON	ON	ON		
NECESSARY	NECESSARY								OFF
	UNNECESSARY								ON
NOT USED									—

DIP SWITCH #2

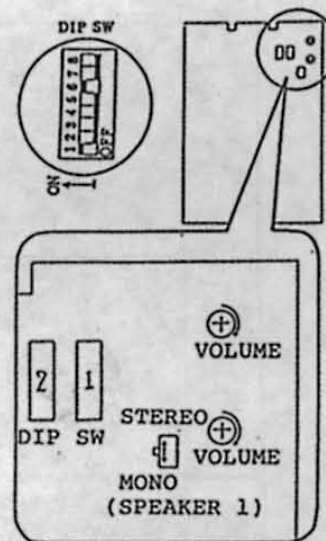
		1	2	3	4	5	6	7	8
NUMBER OF NINJA	2	OFF	OFF						
	3	OFF	ON						
	4	ON	OFF						
	UNLIMITED	ON	ON						
ONE EXTRA NINJA	30,000 POINTS			OFF					
	50,000 POINTS			ON					
CONTINUE	NECESSARY				OFF				
	UNNECESSARY				ON				
DIFFICULTY LEVEL	EASY					OFF	OFF		
	DIFFICULT					OFF	ON		
	MORE DIFFICULT					ON	OFF		
	MOST DIFFICULT					ON	ON		
MODE	TABLE								OFF
	UPRIGHT								ON
SCREEN DISPLAY									OFF
									ON

EDGE CONNECTOR DIAGRAM (EDGE CONNECTOR OF JAMMA SPECS.)

"NINJA KAZAN"

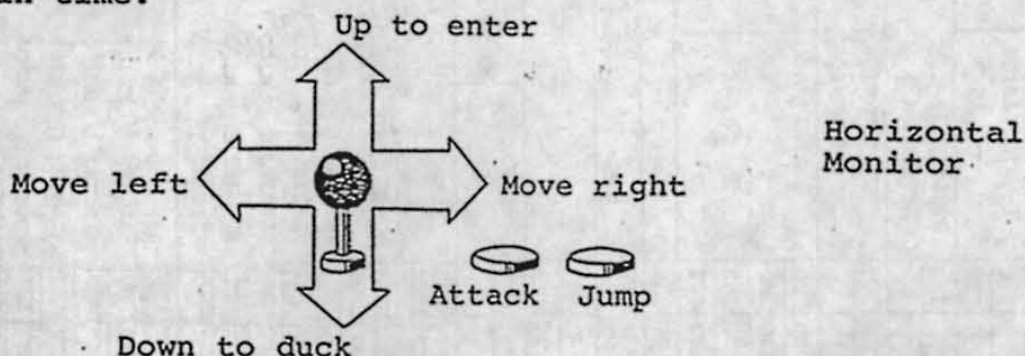
COMPONENT SIDE		SOLDER SIDE	
GND	1	A	GND
GND	2	B	GND
HEADPHONE L&R (-)	3	C	+5V
+5V	4	D	+5V
+5V	5	E	
+12V	6	F	+12V
KEY TO PREVENT ERRONEOUS INSERTION	7	H	KEY TO PREVENT ERRONEOUS INSERTION
COIN METER #1	8	J	COIN METER #2
	9	K	
SPEAKER 1 (+)	10	L	SPEAKER 1 (-)
HEADPHONE L (+)	11	M	
VIDEO RED	12	N	VIDEO GREEN
VIDEO BLUE	13	P	VIDEO SYNC
VIDEO GND	14	R	SERVICE SWITCH
	15	S	
COIN SV #1	16	T	COIN SV #2
1P START	17	U	2P START
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P PUSH 1	22	Z	2P PUSH 1
1P PUSH 2	23	a	2P PUSH 2
	24	b	
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

SPEAKER 2 (+)	1	2	SPEAKER 2 (-)
HEADPHONE R (+)			



NINJA KAZAN

- *Ninja travels abroad to take back the 5 stolen Scrolls of Secret.
- *Ninja sometimes finds a powerful weapon inside a cave.
- *Ninja loses life from attacks and also from failure to complete task in time.



Items to pick up:



Rice Ball
100 Points



Sushi
500 Points



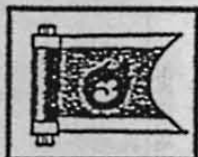
Gold Bar
1,000 Points



Gold Grampus
10,000 Points



Partial Refill
of Life Meter



Invincible



Complete Refill
of Life Meter



One Extra Ninja



Expanded Life Meter

*An additional, more powerful Weapon becomes available with the completion of each of the 5 Stages.

*Keep the Attack Button activated for additional weapon strength. The Attack Meter indicates weapon changes as follows:

Name of Weapon	Fire Ball	Blizzard Wave	Lava Beam	Electric Bomb	Dragon Quake
Shape or Effect of Weapons					The screen quakes.
Available	from the beginning	from the 2nd Stage	from the 3rd Stage	from the 4th Stage	in the 5th Stage