

REICHERT 20.6.85 NEU

THE LAST WAR

REPULSE

A D . 1 9 9 9 リパルス

取扱説明書



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1. ハーネスの接続 (CONNECTON OF HARNESS)

部品面 PARTS SIDE		半田面 SOLDER SIDE	
A	GND	1	GND
B	GND	2	GND
C	GND	3	GND
D	SP OUT	4	SERVICE
E	+12V	5	+12V
F		6	
H		7	
J	1P SHIELD	8	COIN 2
K	+ 5V	9	+ 5V
L	1P DOWN	10	2P UP
M	2P SHIELD	11	1P UP
N	2P SELECT	12	2P DOWN
P	1P SELECT	13	COIN 1
R	1P RIGHT	14	1P SHOOT
S	1P LEFT	15	RED
T	BLUE	16	2P RIGHT
U	GREEN	17	2P LEFT
V	SYNC	18	2P SHOOT

取扱い上の注意

- 基板を取り付け、または取外しの際は必ず電源スイッチをOFFにして下さい。
- 基板の保管または、搬送の時は、必ず付属の導電ビニール袋を使用して下さい。
- 本基板には高価な、LSIを採用していますので、高温多湿の所では長期間、保管しないで下さい。
- ディップ・スイッチを変更される場合は必ず電源スイッチを切ってから変更して下さい。
- 本ゲームでは必ず、8極レバーを使用して下さい。
- 本ゲームのモニター・テレビは、タテ型で使用して下さい。

INSTRUCTIONS FOR HANDLING

- MAKE SURE TO TURN OFF POWER SWITCH WHEN REMOVING OR MOUNTING THE P.C. BOARD
- MAKE SURE TO USE THE ACCESSORY CONDUCTIVE BAG AT THE TIME OF TRANSPORTING OR CUSTODY OF THE P.C. BOARD.
- AS A HIGHLY EXPENSIVE LSI IS ADOPTED TO THE P.C. BOARD, PLEASE DO NOT KEEP CUSTODY IN HIGH TEMPERATURE OR MUCH MOISTURE PLACES FOR A LONG PERIOD.
- PLEASE MAKE SURE TO CUT OFF POWER SWITCH WHEN YOU MODIFY THE DIP SWITCH.
- PLEASE MAKE SURE TO USE AN 8 WAY JOYSTICK LEVER FOR THIS GAME.
- PLEASE USE A VERTICAL TYPE TV FOR A MONITOR TV FOR THIS GAME.

本ゲームの特長



第1パターンに現われる。
これを射つと輸送機が現われ物資を投下します。



第2パターン以後に現われる味方のヘリコプターよりの投下物資
これをうまく受け取るとエネルギーが補充されると同時に以後の
ショットが連射に変わりゲーム展開が有利となります。



第2及び第4、第6パターンに現われる。
連続して現われる赤、黄、青の球のうち青を射つとボーナス得点。



第2パターンに現われる。
射っても得点にならない。オトリキャラクターです。射っていると、こちらがやられる率が高くなる。

THE STRONG POINT OF THE GAME



APPEARS IN PATTERN No. 1
WHEN THE OBJECT IS SHOT, A TRANSPORT PLANE
APPEARS AND DROPS GOODS.



THIS SHOWS GOODS DROPPED FROM THE ALLY HELICOPTERS
WHICH APPEARS AFTER PATTERN No. 2. WHEN THE GOODS
ARE SUCCESSFULLY RECEIVED, THE ENERGY WILL BE
SUPPLEMENTED AND SIMULTANEOUSLY SHOTS FIRED AFTER
THIS POINT WILL TURN TO CONTINUOUS FIRING WHICH
MAKES THE DEVELOPMENT OF THE GAME ADVANTAGEOUS.

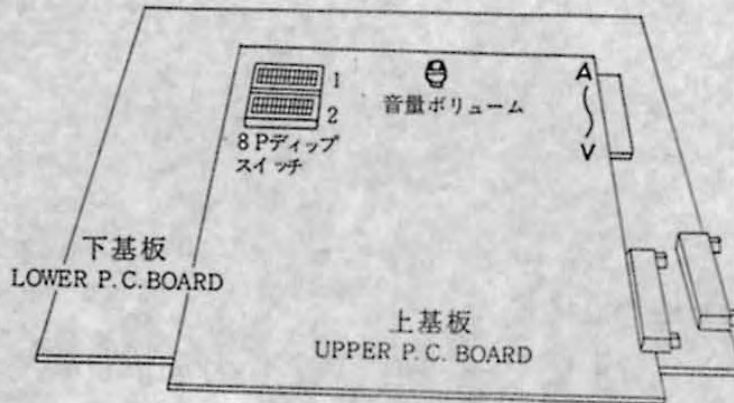


APPEARS IN PATTERN No. 2, No. 4, AND No. 6
WHEN THE BLUE BALL IS SHOT OUT OF THE RED,
YELLOW AND BLUE BALLS WHICH APPEAR CONTINUEOUSLY,
IT GAINS A BONUS POINT.



APPEARS IN PATTERN No. 2
EVEN WHEN OBJECT IS SHOT, IT DOES NOT GAIN
ANY POINTS. IT IS A DECOY CHARACTER. PERCENTAGE
OF BEING HIT IS HIGH WHEN THIS OBJECT IS SHOT.

2. PC BOARD (P.C. BOARD)



3. CONTROL PANEL



4. 電源容量 (POWER CAPACITY)

+ 5 V	± 2% (基板内電圧)	5.0 A
+ 12 V	± 10%	1.0 A

5. 使用条件 (CONDITION FOR USE)

	温度 TEMPERATURE	湿度 HUMIDITY
稼働時 OPERATION	5~35° C	20~80%
保存時 PRESERVATION	-15~65° C	10~90%

6. ディップスイッチ

8P DIP SWITCH (No 1)

工場出荷時 全てOFF

SWITCH NO		1	2	3	4	5	6	7	8
砲台数 FIGHTER	3							OFF	OFF
	4							OFF	ON
	5							ON	OFF
	6							ON	ON
EXTEND PLAY	EVERY 50000						OFF		
	EVERY 70000						ON		
SLOW	NORMAL OFF					ON			
NO HIT	NORMAL OFF				ON				
SOUND TEST	NORMAL OFF			ON					
TYPE	TABLE		OFF						
	UP RIGHT		ON						
STOP	NORMAL OFF	ON							

8P DIP SWITCH (No 2)

SWITCH NO		1	2	3	4	5	6	7	8
COIN 1	1PLAY/1COIN						OFF	OFF	OFF
	2PLAY/1COIN						OFF	OFF	ON
	3PLAY/1COIN						OFF	ON	OFF
	4PLAY/1COIN						OFF	ON	ON
	6PLAY/1COIN						ON	OFF	OFF
	1PLAY/2COIN						ON	OFF	ON
	2PLAY/3COIN						ON	ON	OFF
	FREE PLAY						ON	ON	ON
COIN 2	1PLAY/1COIN			OFF	OFF	OFF			
	2PLAY/1COIN			OFF	OFF	ON			
	3PLAY/1COIN			OFF	ON	OFF			
	4PLAY/3COIN			OFF	ON	ON			
	1PLAY/2COIN			ON	OFF	OFF			
	1PLAY/3COIN			ON	OFF	ON			
	1PLAY/4COIN			ON	ON	OFF			
	1PLAY/5COIN			ON	ON	ON			
難易度 DIFFICULTY	EASY	OFF	OFF						
	NOMAL	OFF	ON						
	DIFFICULT	ON	OFF						
	VERY DIFFICULT	ON	ON						

REPULSE (1999)

<u>PARTS SIDE</u>		<u>SOLDER SIDE</u>	<u>DIP SW 1</u>								
				1	2	3	4	5	6	7	8
GND	1	GND	NUMBER OF FIGHTER	3						OFF	OFF
GND	2	GND		4						OFF	ON
GND	3	GND		5						ON	OFF
SPEAKER	4	SERVICE		6						ON	ON
+12V	5	+12V	EXTEND PLAY EVERY	50000					OFF		
	6		" "	EVERY 70000					ON		
	7		SLOW NORMAL	OFF				ON			
1P SHIELD	8	COIN 2	NO HIT NORMAL	OFF							
+5V	9	+5V	SOUND TEST NORMAL	OFF		ON					
1P DOWN	10	2P UP	TABLE TYPE		OFF						
2P SHIELD	11	1P UP	YP RIGHT TYPE		ON						
2P SELECT	12	2P DOWN	STOP NOMAL	OFF							
1P SELECT	13	COIN 1		ON							
1P RIGHT	14	1P SHOOT	<u>DIP SW 2</u>								
1P LEFT	15	TV RED		1	2	3	4	5	6	7	8
TV BLUE	16	2P RIGHT	COIN 1								
TV GREEN	17	2P LEFT	1coin 1credit						OFF	OFF	OFF
TV SYNC	18	2P SHOOT	1coin 2credit						OFF	OFF	ON
			1coin 3credit						OFF	ON	OFF
			1coin 4credit						OFF	ON	ON
			1coin 6credit						ON	OFF	OFF
			2coin 1credit						ON	OFF	ON
			3coin 2credit						ON	ON	OFF
			FREE PLAY						ON	ON	ON
			COIN 2								
			1coin 1credit			OFF	OFF	OFF			
			1coin 2credit			OFF	OFF	ON			
			1coin 3credit			OFF	ON	OFF			
			3coin 4credit			OFF	ON	ON			
			2coin 1credit			ON	OFF	OFF			
			3coin 1credit			ON	OFF	ON			
			4coin 1credit			ON	ON	OFF			
			5coin 1credit			ON	ON	ON			
			Difficulty Easy	OFF	OFF						
			Nomal	OFF	ON						
			Difficult	ON	OFF						
			Very Difficult	ON	ON						