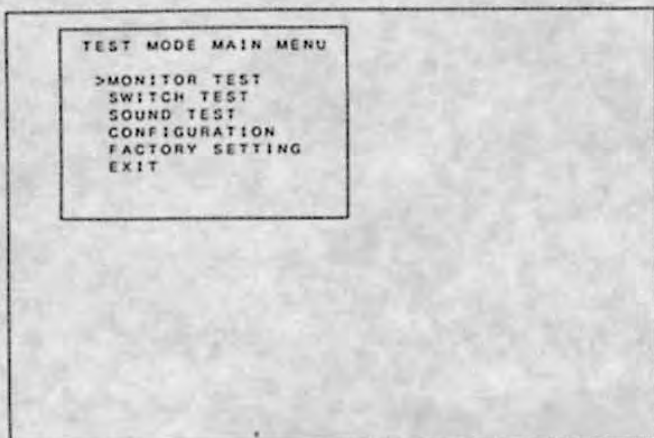


SERVICE INSTRUCTIONS (RIDING FIGHT G25 00696A)

- When test sw is located on the main PC board is pressed, the game mode on the TV monitor stops and displays "TEST MODE MENU".

[TEST MODE MENU SCREEN]



- By turning the joystick up and down to move the cursor for selecting the test items, and when the IP select button is pressed, the selected test starts.

<MONITOR TEST>

- TV monitor displays cross hatch and color bars.
- This is a mode for adjusting the screen size and screen colors.
- When the test sw is pressed, the screen returns back to the test mode menu.

<SWITCH TEST>

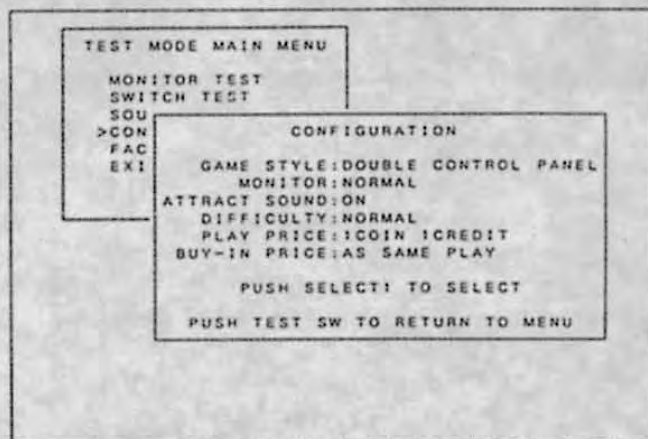
- The input test for each switch is done.
- When the test sw is pressed, the screen returns back to the test mode menu.

<SOUND TEST>

- This is a mode for adjusting the sound volume.
- When the test sw is pressed, the screen changes to a screen in which the sound volume(that has been set in the previous screen)is recorded into the PC board, and when the test switch is pressed once more, the screen returns to the main menu screen.

<CONFIGURATION>

- The settings of play pricing and gameplay are done.
- Select the items by using the IP selection button, and change the settings by turning the joystick up and down.
- In the same way as the sound test, when the test switch is pressed, the screen changes to a screen in which the settings are recorded.



- This screen is only for NORTH AMERICA, and for the other countries, the coinage display is different from this screen.

SETTINGS		SETTINGS	
GAME STYLE	* DOUBLE CONTROL PANEL	DIFFICULTY	EASY
	SINGLE CONTROL PANEL		* NORMAL
MONITOR	* NORMAL		HARD
	REVERSE		VERY HARD
ATTRACT SOUND	* ON	* : FACTORY SETTINGS	
	OFF		

SETTINGS			
FOR NORTH AMERICA		EXCEPT NORTH AMERICA	
PLAY PRICE	* 1 COIN 1 CREDIT	COIN-A	* 1 COIN 1 CREDIT
	2 COINS 1 CREDIT		2 COINS 1 CREDIT
	3 COINS 1 CREDIT		3 COINS 1 CREDIT
	4 COINS 1 CREDIT		4 COINS 1 CREDIT
BUY-IN PRICE	* AS SAME PLAY	COIN-B	* 1 COIN 2 CREDITS
	1 COIN CONTINUE		1 COIN 3 CREDITS
	2 COINS CONTINUE		1 COIN 4 CREDITS
	3 COINS CONTINUE		1 COIN 6 CREDITS

<FACTORY SETTING>

- Use this mode when return the data to factory settings.

○ BUTTONS ○

LIGHTNING STRAIGHT PUNCH:

PRESS THE A-BUTTON REPEATEDLY!!
(THIS PUNCH CAN BE TAKEN ONLY WHEN HITTING AN ENEMY CONTINUOUSLY.)

POWER-ATTACK:

WHEN THE POWER GAUGE GOES UP, PRESS
THE POWER-ATTACK BUTTON!!
(THE POWER GOES UP BY ATTACKING ENEMIES.)

DROP KICK:

DURING JUMPING WITH THE B-BUTTON,
PRESS THE A-BUTTON.

THROWING:

WHILE TURNING THE JOYSTICK TO ENEMIES,
PRESS THE A-AND B-BUTTON AT ONCE.
(THIS SKILL CAN BE USED ONLY WHEN APPROACHING
SMALL ENEMIES.)

UPPERCUT:

WHILE TURNING THE JOYSTICK TO AN ENEMIES,
PRESS THE A-AND B-BUTTON AT ONCE.

○ JOYSTICK ○

NECK BREAKER:

TURN THE JOYSTICK UP TWICE!!

DASH:

PLAYER DASHES INTO THE DIRECTION TO WHICH THE
JOYSTICK IS TURNED TWICE!!
(THIS CANNOT BE DONE TO THE DIAGONAL DIRECTIONS.)

SPEED-UP:

TURN THE JOYSTICK UP.

SPEED-DOWN:

TURN THE JOYSTICK DOWN.



THE MAXIMUM CREDITS FOR THIS GAME IS 9.