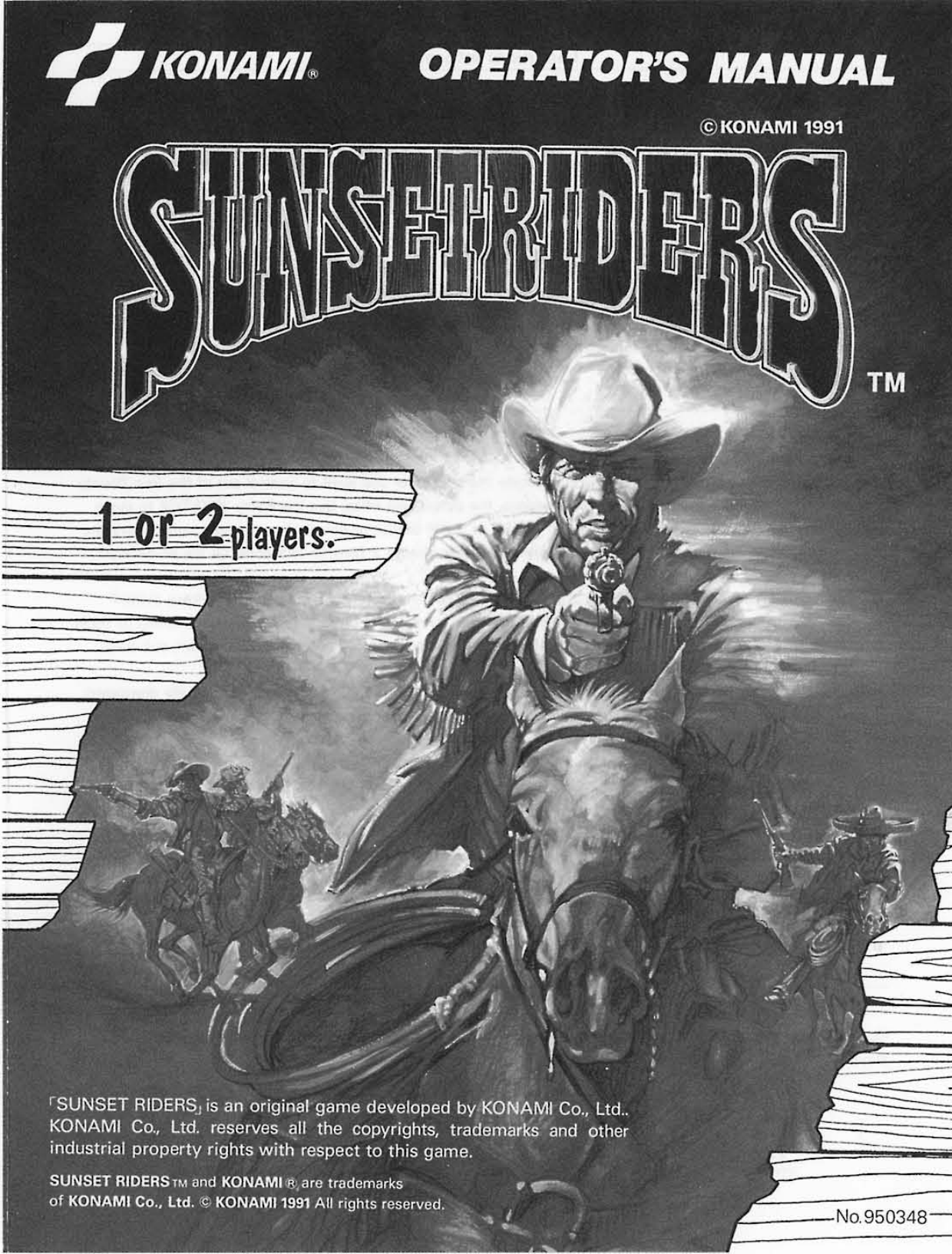


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SUNSETRIDERS

TM



1 or 2 players.

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No.950348

Technical Information

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+ 12V)
* See the Wiring Diagram.
- (2) Output
R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be horizontally installed.
- (4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.
- (5) Handle with care.

Play Instruction

- 1 or 2 players can play at the same time.
- Deposit coin(s) and press your start button. Decide the character you want to control out of the four Bounty Hunters. Two of them use pistols as their weapons, the others use rifles. Use the 8-way JOYSTICK to move cursor at your favorite character and press SHOOT or JUMP button to decide. Two players cannot have the same character, nor can the second player joining in later choose a favorite character (It will be decided automatically).
- Control your character using the 8-way JOYSTICK. Use JUMP button to get over obstacles. Press SHOOT button to attack enemies. Enemies can also be destroyed by shooting down barrels and lamps aimed at them.
- To jump up to the second floor, push JOYSTICK upward and press JUMP button. To jump down, pull down JOYSTICK and press JUMP button.
- To avoid enemies' bullets, you can slide by pressing JUMP button with JOYSTICK pulled diagonally downward.
- Shoot sacks, and gold and silver badges come out. Pick them up for power-up:
Gold badge: QUICK DRAW Keep SHOOT button pressed to fire consecutively.
Silver badge : TWO-GUNS You can fire in two directions.
- Pick up gold dust and roast-chickens for additional points. Extra points are also awarded for picking up the same power up item you already have.
- You will lose a life when you are hit by enemies' bullets, runaway bulls, falling barrels and flames, etc. The game is over when you have lost all your lives.
- There are eight stages and two bonus stages. A large reward is given you for defeating the boss enemy in each stage. In bonus stages, aim and shoot the enemies coming out in eight different positions. Shoot as many enemies as possible for maximum reward.
- Continuation is available. Any player can join in at any time. The game is over after the second round.

Cabinet Information

Use a dual control upright cabinet with a start button, an 8-way joystick and two function buttons for each player.



SHOOT
BUTTON



JUMP
BUTTON



SHOOT
BUTTON



JUMP
BUTTON

Self Test

Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and the screen will freeze. If "EEPROM 15B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

Manual Test

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

<NOTE> Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press player 1 START button to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use player 1 JOYSTICK to highlight desired test and press player 1 START button to initiate testing. Press player 1 START button during or at the end of each test to return to the MAIN MENU.

I/O CHECK
SCREEN CHECK
COLOR CHECK
SOUND CHECK
MASK ROM CHECK
GAME OPTIONS
COIN OPTIONS
GAME MODE

1 PLYR JOYSTICK=SELECT ITEM
1 PLYR START=DO CHECK

(4) EXPLANATION OF THE ITEMS

1. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on.

Press player 1 and 2 START buttons at the same time to return to MAIN MENU.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

4. SOUND CHECK

When "SOUND SCALE CHECK" is highlighted, a music scale sounds.

At "SOUND CODE", push player 1 JOYSTICK right/left to change sound code.

5. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

6. GAME OPTIONS

Following screen will appear. Use player 1 JOYSTICK up/down to select the item and push JOYSTICK right/left to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always factory settings.) After modification is completed, highlight "SAVE AND EXIT" and press player 1 START button to save and return to MAIN MENU.

GAME OPTIONS	
PLAYER'S LIFE	1 CREDIT 3 LIVES
EXTRA LIFE	1ST AT 20,000 PTS 2ND AT 200,000 PTS
DIFFICULTY LEVEL	4 MEDIUM
VIDEO SCREEN FLIP	NORMAL
SOUND OUTPUT	MONAURAL
SOUND IN ATTRACT MODE	ON
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1 PLYR JOYSTICK UP /DOWN=SELECT OPTION	
1 PLYR JOYSTICK RIGHT /LEFT=MODIFY SETTING	

- ...Select from 1 to 9 lives.
- ...Select out of 4 types:
"1ST AT 20,000/2ND AT 200,000 PTS",
"1ST AT 30,000/2ND AT 300,000 PTS",
"1ST AT 100,000 PTS" or "NO EXTRA LIFE"
- ...Select out of 8 levels.
- ..."NORMAL" or "UPSIDE DOWN"
- ..."STEREO" or "MONAURAL"
- ..."ON" or "OFF"
- ...All the settings return to default.
- ...Save the modified settings.

* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

7. COIN OPTIONS

Selecting this item, following screen will appear. On the cabinet with two coin slots, select "COMMON" or "INDEPENDENT" for coin mechanism. In "COMMON" setting, coin setting must be done for each coin slot.

COIN OPTIONS	
FREE PLAY	NO
COIN MECHANISM	COMMON
COIN SLOT 1	1 COIN 1 CREDIT
COIN SLOT 2	1 COIN 1 CREDIT
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1 PLYR JOYSTICK UP /DOWN=SELECT OPTION	
1 PLYR JOYSTICK RIGHT /LEFT=MODIFY SETTING	

..."COMMON" or "INDEPENDENT"

Same as above "GAME OPTIONS"

When "INDEPENDENT" coin mechanism is selected, the left coin slot will be for player 1, the right one for player 2. On this setting, "PREMIUM START" setting is available; you can set the play fee for starting higher than the play fee for continuation (2 coin start and 1 coin continue, for example).

COIN OPTIONS

FREE PLAY NO
 COIN MECHANISM INDEPENDENT

PREMIUM START YES 1

 STARTING 2 COINS 1 CREDIT
 CONTINUATION 1 COIN 1 CREDIT

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

1 PLYR JOYSTICK UP/DOWN=SELECT OPTION
 1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTING

... "NO" or "YES 1" to "YES 4"
 (The number means the EXTRA coins necessary)

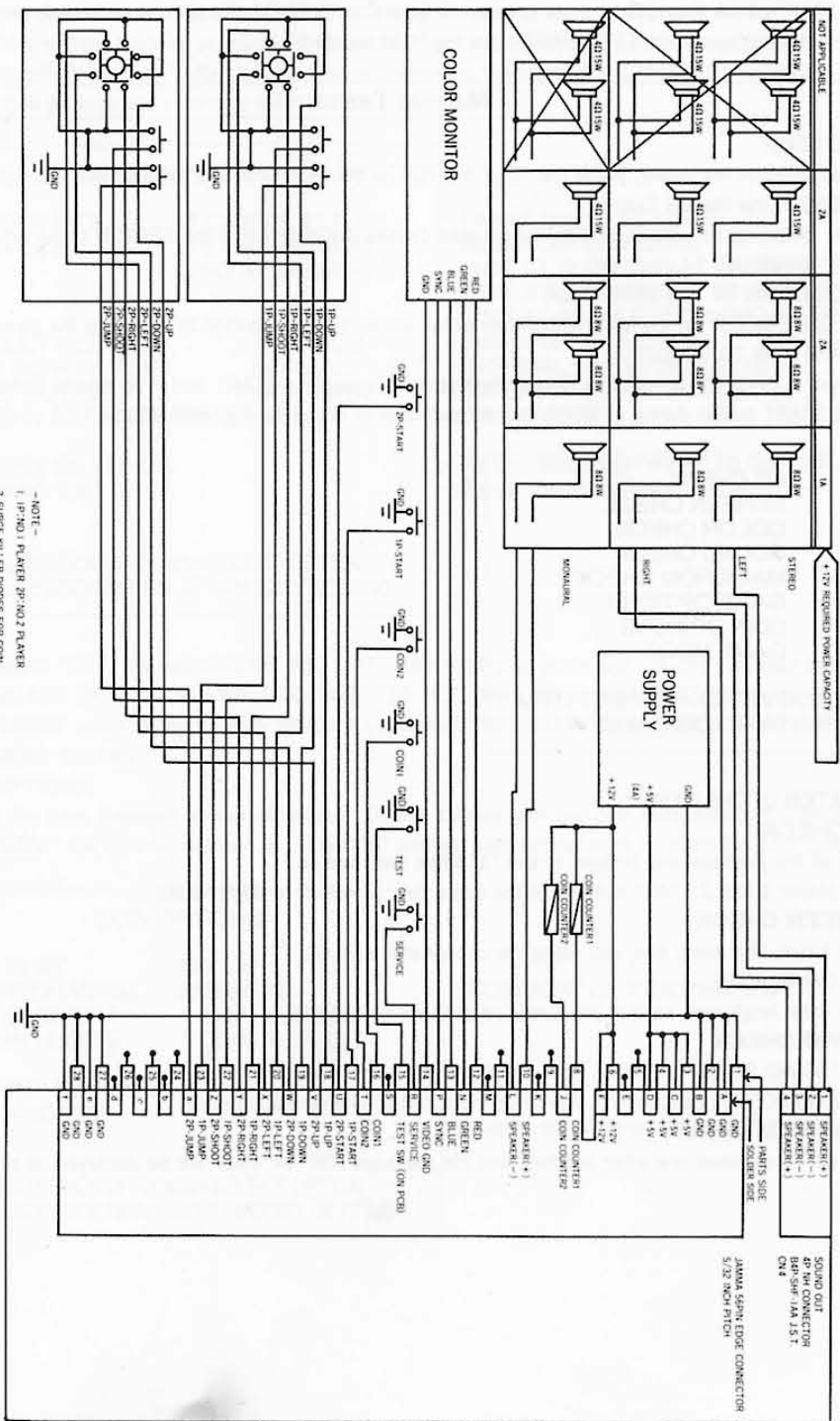
Same as "GAME OPTIONS"

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not want premium start setting, the number of coins necessary for starting and continuation will be the same.

*** COIN SETTING OPTIONS**

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

WIRING DIAGRAM



- NOTE-
1. 1P NO.1 PLAYER 2P NO.2 PLAYER
 2. SPEAKER MILLER DROPS FOR COIN COUNTER INSTALLED ON THE PCB
 3. YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME

SOUND OUT
50 PIN CONNECTOR
REF # JAM 501
CND

JAMA 5096 EDGE CONNECTOR
5/72 NON P/TON