



GAME MANUAL

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PLAY INSTRUCTION

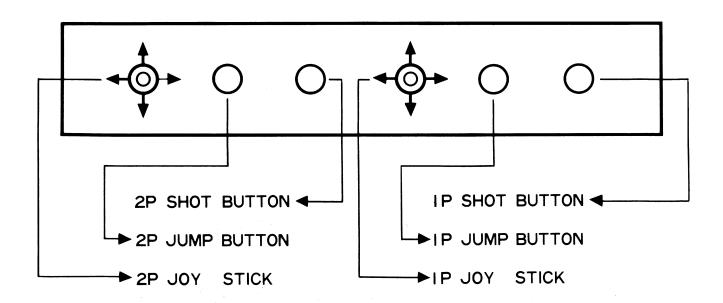
I) KIND OF ENEMY

JACKET OF COLOR	I.Q.	WEAPON	NUMBER OF BULLET TO KILL ENEMY	POINTS
BLUE	60	NONE	/ 1	100
YELLOW	80	NONE	2	200
PINK	60	GUN	·	100
	80		2 ,	200
	100		3	300
GREEN	80	HAND GRENADE	2 ·	200
RED	100	NONE	3	300

FIRE BIRD,	FIRE LUMP.	MONSTER MOUSE	100
,	,		

- 2) WHEN ENTERING THE DOOR OF GUN MARK, BULLETS ARE ADDED.
- 3) IN THE STAGE 5, IN ORDER TO TAKE ELEVATOR PLAYER HAS TO CONTROL JOYSTICK TOWARD UP DIRECTION.

CONTROL PANEL





* WIRING DIAGRAM

SOLDER SIDE	SOLDER SIDE	
GND		GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
·	7	
2P PILOT LAMP	8	IP PILOT LAMP
	9	
SPEAKER (-)	10	SPEAKER (+)
	11	
VIDEO G	12	VIDEO R
VIDEO SYNC	13	VIDEO B
	14	VIDEO GND
	15	
COIN 2	16	COIN I
2P START	17	IP START
2P UP	18	IP UP
2P DOWN	19	IP DOWN
2P LEFT	20	IP LEFT
2P RIGHT	21	IP RIGHT
2P JUMP	22	IP JUMP
2P SHOT	23	IP SHOT
	24	
	25	
	26	
GND	27	GND
GND	28	GND



* DIP SW. I

ITEM	DESCRIPTION	ı	2	3	4	5	6	7	8
COIN	I COIN I CREDIT I COIN 2 CREDIT I COIN 3 CREDIT I COIN 4 CREDIT 2 COIN I CREDIT 3 COIN I CREDIT 4 COIN I CREDIT 5 COIN I CREDIT	DFF ON OFF ON OFF ON OFF	OFF ON OFF OFF ON	OFF OFF					
BONUS	NO BONUS 10000 ONLY 30000 ONLY 50000 ONLY 50000, EVERY 50000 100000, EVERY 50000 100000, EVERY 100000 100000, EVERY 200000				OFF ON OFF OFF OFF ON	OFF ON OFF OFF ON	OFF OFF OFF ON ON		
DIFFICULTY	EASY I NORMAL 2 DIFFICULT 3 VERY DIFFICULT 4							OFF OFF ON ON	OFF OFF OF

* DIP SW. 2

ITEM	DESCRIPTION	ı	2	3	4	5	6	7	8
SCREEN REVERSE	NORMAL REVERSE	OFF ON		_		_			
GAME STYLE	UPRIGHT TABLE		OFF ON						
PAIR PLAY (ONLY UPRIGHT)	YES NO			OFF ON					•
CONTINUE PLAY	YES NO				OFF ON				
NUMBER OF PLAYERS	2 3 4 5					OFF ON OFF ON	OFF OFF ON ON		
DEMO SOUND	NO YES							OFF ON	
TEST	NORMAL NO DIE								OFF ON