

# SUPERMAN™

## TAITO

TAITO CORPORATION

SAVE THE EARTH FROM EVILS!

### BATTLE SCENE

SKILLFULLY USE PUNCH AND KICK TO  
KNOCK DOWN ENEMIES!



### SHOOTING SCENE

USE PUNCH AND HEAT VISION TO  
DESTROY ALL OBSTACLES!

### [TECHNIQUE]

\*HOLD THE PUNCH BUTTON FOR A  
FEW SECONDS AND RELEASE FOR A  
"BLAST" PUNCH.

\*\*TO PICK UP CRATES, (CARS ETC), CROUCH DOWN  
AND STAND UP. PUSH BUTTON TO THROW AWAY."

\*SHAKE OFF WITH JOYSTICK WHEN  
CAUGHT BY ENEMIES.

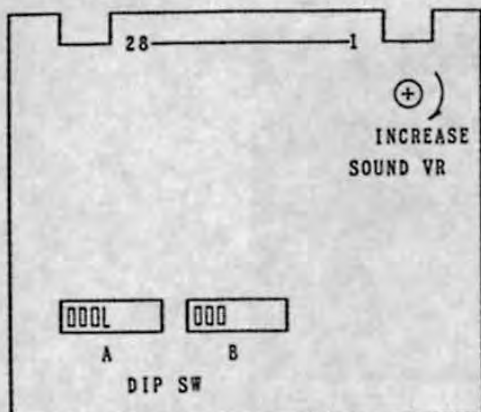
### [POWER-UP ITEMS]



RED ..... DESTROYS ALL ENEMIES  
ON THE SCREEN.  
BLUE... .. ADDITIONAL ENERGY  
YELLOW .... SUPER BLAST PUNCH BY  
PUSHING BUTTON.

G35 00373A

ADJUSTMENTS ON GAME PC BOARD (SUPERMAN G25 00497A)



☆ THE CONTROL OF THIS GAME USES ONE 8-WAY JOYSTICK AND 2 BUTTONS. (PAIR CONTROL PANEL)

CONNECTOR

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER B	J	8	COIN COUNTER A
COIN LOCKOUT B	K	9	COIN LOCKOUT A
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUNCH BUTTON	Z	22	1P PUNCH BUTTON
2P KICK/HEAT VISION	a	23	1P KICK/HEAT VISION
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

NOTE) BEFORE CHANGING THE SETTINGS OF THE DIP SWITCH, TURN THE POWER SWITCH OFF.

◇ SETTING OF DIP SWITCH A

(\*):FACTORY SETTINGS

SETTING	POSITION	1	2	3	4	5	6	7	8
SCREEN INVERSION	* NORMAL	OFF	OFF						
	INVERSION		ON						
TEST MODE	* NORMAL GAME				OFF				
	TEST MODE				ON				
ATTRACT SOUND	* PRODUCED					OFF			
	NO PRODUCED					ON			
PLAY PRICING COIN A	* 1 COIN 1 PLAY						OFF	OFF	
	2 COINS 1 PLAY						ON		
	3 COINS 1 PLAY						OFF	ON	
	4 COINS 1 PLAY						ON		
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF	OFF
	1 COIN 3 PLAYS							ON	
	1 COIN 4 PLAYS							OFF	ON
	1 COIN 6 PLAYS							ON	

◇ SETTING OF DIP SWITCH B

SETTING	POSITION	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT (D)	* RANK B	OFF	OFF						OFF
	RANK A	ON							
	* RANK C	OFF	ON						
	RANK D	ON							
BONUS POINTS 1ST / 2ND(EVERY)	* 50000 / 150000PTS.			OFF	OFF				
				ON					
				OFF	ON				
				ON					
NUMBER OF PLAYER	* 3					OFF	OFF		
	2					ON			
	4					OFF	ON		
	5					ON			

