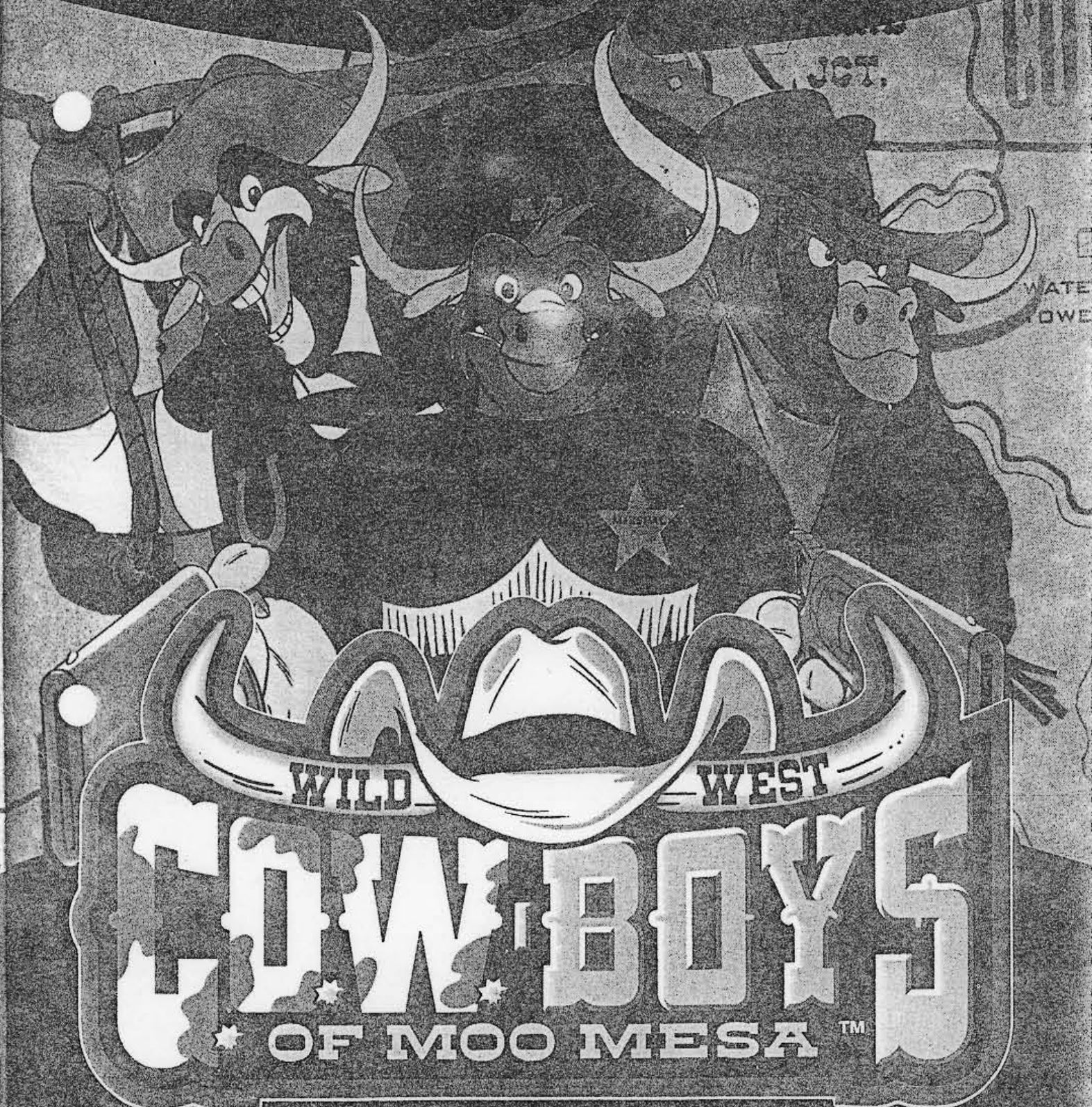


**KONAMI®**

# OPERATOR'S MANUAL



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## Play Instruction

### <STARTING 2-PLAYER GAME>

- 1 or 2 people can play simultaneously. Second player can join in at any time.
- Choose the character you want to control out of the four individual characters:  
MOO MONTANA, DAKOTA DUDE, COWLORADO KID and BUFFALO BULL.
- The select screen will appear by depositing coins. Use Joystick to select character and press to decide the one you want and the game will start automatically.

### <STARTING 3-PLAYER GAME>

- Up to 3 people can play simultaneously. Any player can join in at any time.
- Choose the character you want to control out of the four individual characters:  
MOO MONTANA, DAKOTA DUDE, COWLORADO KID and BUFFALO BULL.
- The select screen will appear by depositing coins. Use Joystick to select character and press to decide the one you want and the game will start automatically.

### <STARTING 4-PLAYER GAME>

- Up to 4 people can play simultaneously. Any player can join in at any time.
- Choose the character you want to control out of the four individual characters:  
MOO MONTANA, DAKOTA DUDE, COWLORADO KID and BUFFALO BULL.
- Deposit coins in the coinslots for you favorite character and press any button to start the game.

### <HOW TO PLAY>

- Control your character with the 8-way Joystick, and attack enemy by shooting and stampeding stampede at enemy by pressing Shot Button and Jump Button simultaneously.
- The "charges" are available by pressing Shot and Jump Buttons simultaneously.
- There are 11 variations of item you can use. "POWER-UP", "MACHINE-GUN", "PUNCH", "TNT", "TOMAHAWK" and "THUNDERBOLT" out of the 11 items can be used by pressing Shot and Jump Buttons simultaneously. If you shoot a chicken, you can get one of following 11 items.
  - \* "POWER-UP": You can power up your shots.
  - \* "MACHINE-GUN": You can make your shootings like machine-gun.
  - \* "PUNCH": You can use a flying punch
  - \* "TNT": You can use TNT.
  - \* "TOMAHAWK": You can use a flying tomahawk.
  - \* "THUNDERBOLT": You can use thunderbolts to defeat all enemy on the screen at once.
  - \* "1UP": One more Life becomes available.
  - \* "SALSAPARILLA": You can restore one unit of energy.
  - \* "SHIELD": You can become invincible during a certain time.
  - \* "HORSESHOE": You can use a flying horseshoe during a certain time to defeat enemy.
  - \* "BONUS": You can get extra points.
- Your energy units shown on the life gauge is consumed one by one when you are damaged by enemy. When your energy is used up, you lose one life. The game is over when you have lost all the lives.
- There are 7 stages in all. When you defeat the boss enemy in each stage, you can move to the next stage. Continuation feature is available as many times as you want.

## 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) There is no sound volume knob on the PCB. Sound level should be adjusted in the "GAME OPTIONS" in the Manual Test mode. (See page 3.)

(5) Handle with care.

### Dip Switch Settings and Cabinets Available

This game is equipped with a 4-bit DIP SWITCH on the PCB; Switching between 2/3/4-player and other changes will be done easily with these DIP switches.

CONTENTS	DIP SWITCH		
SOUND OUTPUT	SW1 OFF ON		MONAURAL STEREO
COIN MECHANISM	SW2 OFF ON		COMMON INDEPENDENT
NUMBER OF PLAYERS	SW3 OFF OFF ON ON	SW4 OFF ON OFF ON	2-Player 3-Player 4-Player not used

e. g. : If you are using a 4-player upright with a "multi coin mechanism", set SW2 at "ON"

(coin mechanism should be "INDEPENDENT"), set SW3 at "ON" and SW4 at "OFF".

If your cabinet does not have a multi coin mechanism and has only one or two coin slots, set SW2 at "OFF" (coin mechanism should be "COMMON"). In the latter case, four Start Buttons must be equipped.

N.B.:1) A single control upright or a cocktail table type cabinet cannot be used for this game.

2) On the STEREO cabinet, set SW1 at "ON" so that you can get better music and sound effects.

\* Regarding other game options and coin options, refer to "Manual Test" on the page 3.

### Control Panel Information

Use a multi(for 3/4-player) or dual(for 2-player) control panel with an 8-way joystick and two function buttons for each player.



8-WAY JOYSTICK



SHOT  
BUTTON



JUMP  
BUTTON

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## Self Test

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

Abnormal: "BAD" will be displayed and self test will repeat. If "N2 BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

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## Manual Test

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### (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 mode.

<N.B.> 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 Shot Button to return to the game mode.

### (3) ITEMS AND HOW TO SELECT

Use player 1 Joystick to move arrow to desired test and press player 1 Shot Button to initiate testing. Press player 1 Shot Button during or at the end of each test to return to the MAIN MENU.

MAIN MENU	
1.	I/O CHECK
2.	SCREEN CHECK
3.	COLOR CHECK
4.	SOUND CHECK
5.	MASK ROM CHECK
6.	GAME OPTIONS
7.	COIN OPTIONS
8.	DIP SWITCH SETTINGS
0.	GAME MODE
1 UP'S JOYSTICK=SELECT ITEM	
1 UP'S SHOT=DO CHECK	

### (4) EXPLANATION OF THE ITEMS

#### 1. I/O CHECK

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

Press player 1 and 2 Shot Buttons simulataneously 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 selected, 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 utility and move Joystick left to modify setting. Factory settings are shown in green, and modified results in red (Settings are not always the factory settings). After modification is completed, select "SAVE AND EXIT" and press 1 Shot (or Start) Button to save and return to MAIN MENU.

GAME OPTIONS		
PLAYER'S LIFE .....	1 CREDIT 3 LIVES	...Select from 1 to 5 lives.
DIFFICULTY LEVEL .....	4/MEDIUM	...Select out of 8 levels.
STAGE SELECTION .....	AVAILABLE	...Stage selections are available except for Stage 1.
SOUND IN ATTRACT MODE	ALL THE TIME	...Select out of the following 5 types: "ALL THE TIME", "COMPLETELY OFF" or "ONCE EVERY 2, 4, 8, 16 SECONDS"
VIDEO SCREEN FLIP .....	NORMAL	... "NORMAL" or "UPSIDE DOWN"
SOUND VOLUME .....	30 MIN <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MAX	...Sound volume adjustment (1-60)
LOOP SETTING .....	GAME OVER AFTER SECOND ROUND	...Select out of the following 3 types: "GAME OVER AFTER SECOND ROUND" or "GAME OVER AFTER FINAL STAGE" or "ENDLESS"
FACTORY SETTINGS		...Returned to Factory Settings
SAVE & EXIT		
EXIT		
1UP'S UP/DOWN=SELECT OPTION		
1UP'S LEFT/RIGHT=MODIFY SETTINGS		

※ THIS SETTING IS ONE OF INSTANCES AND CAN BE DIFFERENT FROM THE INITIAL SETTINGS

\* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears "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.

## 7. COIN OPTIONS

① When the COIN MECHANISM is set at "COMMON" on the DIP SWITCH on the PCB (SW2 is "OFF"), the screen shows following options. and the coins setting in this case must be done for each coin slot.

COIN OPTIONS (TYPE: COMMON)		
FREE PLAY	NO	... Choice of Free Play (YES/NO)
COIN SLOT 1 .....	1 COIN 1 CREDIT	] Not to be shown when choosed at YES
COIN SLOT 2 .....	1 COIN 1 CREDIT	
FACTORY SETTINGS		] Same as "GAME OPTIONS"
SAVE & EXIT		
EXIT		
1UP'S UP/DOWN=SELECT OPTION		
1UP'S LEFT/RIGHT=MODIFY SETTINGS		

②When the COIN MECHANISM is set at "INDEPENDENT" on the DIP SWITCH on the PCB (SW2 is "ON"), 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 (e. g. - 2 coins start and 1 coin continue).

**COIN OPTIONS**  
(TYPE: INDEPENDENT)

PREMIUM START .... NO

STARTING  
& ..... 1 COIN 1 CREDIT

CONTINUATION

FACTORY SETTINGS

SAVE & EXIT

EXIT

1UP'S UP/DOWN=SELECT OPTION

1UP'S LEFT/RIGHT MODIFY=SETTING

... "NO" or "YES 1" to "YES 5"

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 set premium start, 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

**8. DIP SWITCH SETTINGS**

The present settings will be shown on the screen. To modify settings, turn ON/OFF the actual DIP switches on the PCB. After modifying the settings, press player 1 Shot to return to the MAIN MENU and then select "GAME MODE" to start the game on the revised settings.

<EXAMPLE>

**DIP SWITCH SETTINGS**

DIP 1 2 3 4

				ON	TO MODIFY SETTINGS, OPERATE THE RELEVANT DIP SWITCH ON THE PCB.
				OFF	

SW1 SOUND OUTPUT ..... STEREO

SW2 COIN MECHANISM ..... INDEPENDENT

SW3&SW4... NUMBER OF PLAYERS... 4PLAYERS

1UP'S SHOT1=EXIT

# Wiring Diagram

- NOTE -**
1. IP NO.1 PLAYER 2P NO.2 PLAYER
  2. 3P NO.3 PLAYER 4P NO.4 PLAYER
  3. SERVICE KILLER DROPS FOR COIN COUNTER INSTALLED ON THE PCB
  4. YOU CANNOT USE BOTH STEREO AND MONOPHONIC OUTPUT AT THE SAME TIME
  5. DO NOT CONNECT SPEAKER TO GND

