阿修羅 ASHURA BLASTER

™

SELECT A BOMBER SUITABLE FOR THE STAGE!

ASHURA BOMB: FOR DESTROYING ENEMIES IN A GIVEN AREA.

FIRE WAVE: FOR DEFEATING FRONT ENEMIES BY OVERSPEADING
IN A GIVEN AREA.

ASHURA FLASH: FOR DEFEATING ENEMIES IN A WIDE AREA WITH
SHOCK WAVES.

SATELLITE BEAM: WHEN THE BUTTON IS PRESSED ONCE, THE SIGHT
APPEARS. AND IT IS PRESSED AGAIN. STRONG
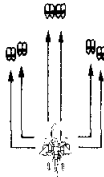ONE-POINT CONCENTRATED-ATTACKING IS DONE.
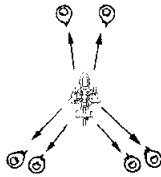
8-WAY JOYSTICK	SHOT	BOMBER
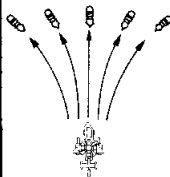
5 KINDS OF SHOT	RED	YELLOW	BLUE
SHOT CHANGE	NORMAL SHOT	BACKFIRE	5-WAY MISSILE

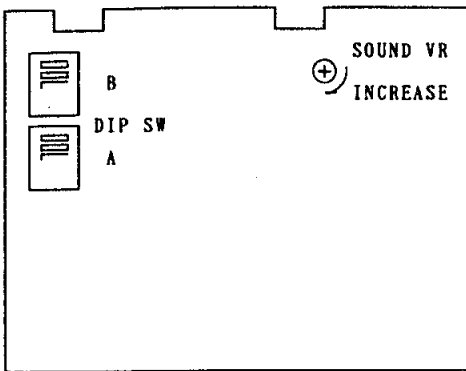| ORANGE	GREEN	
PLASMA LASER	CROSS SHOT	

B BOMBER SUPPLY

P SHOT POWER-UP

1UP 1-UP

TAITO
TAITO CORPORATION

G35 00413A

ADJUSTMENT ON GAME PC BOARD (ASHURA BLASTER G25 00594A)

CONNECTOR (JAMMA)

SOUND VR INCREASE

B

DIP SW

A

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+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
	U	17	
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 SHOT BUTTON	Z	22	1P SHOT BUTTON
2P BOMBER BUTTON	a	23	1P BOMBER BUTTON
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

☆ CONTROL OF THIS GAME USES ONE

8-WAY JOYSTICK AND TWO BUTTONS.

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

◇ SETTING OF DIP SWITCH A   (*): FACTORY SETTINGS

SETTINGS	POSITIONS		1	2	3	4	5	6	7	8
PLAY STYLE		TABLE	OFF							
	*	UPRIGHT	ON							
SCREEN ROTATION	*	NORMAL		OFF						
		REVERSE		ON						
TEST MODE	*	NORMAL GAME			OFF					
		TEST MODE			ON					
ATTRACT SOUND	*	WITH				OFF				
		WITHOUT				ON				
PLAY PRICING COIN A	*	1 COIN 1 PLAY					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

SETTINGS	POSITIONS		1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY(A) → DIFFICULT(D)	*	RANK B	OFF	OFF						
		RANK A	ON							
		RANK C	OFF	ON						
		RANK D	ON							
BONUS POINTS (1 UP)	*	150.000 PTS.			OFF	OFF				
		100.000 PTS.			ON					
		200.000 PTS.			OFF	ON				
		250.000 PTS.			ON					
NUMBER OF PLAYER(S)	*	3					OFF	OFF		
		4					ON			
		2					OFF	ON		
		1					ON			