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OPERATOR'S MANUAL



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PLAYING INSTRUCTION

[KIND OF GAME]

This is a unique puzzle game in which you should score TARGET points displayed in upper box exactly with several combination of balls and go to next round.

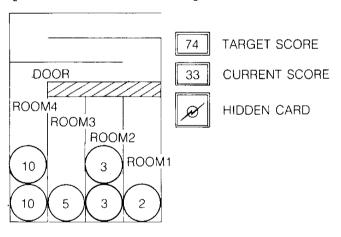
[TWO PLAYER INDEPENDENT GAME]

This is completly a two-player-independent game. Thus a second player can join in at anywhere.

[ROUND COMPOSITION]

This game is composed of 25 rounds. And you will see the wonderful nude from time to time.

[PLAYING STRUCTURE]



PARGET SCORE is changed randomly each round. CURRENT SCORE is increased or decreased by putting the ball,

HIDDEN CARD gives the hidden score or other options

FANING OF BALL

The number in the ball indicates the score.

- (2) means 2 points.
- means 3 points.
- (5) means 5 points.
- 10 means 10 points.
- N means null point.

[OPTIONS]

- (B) appears by itself and erases all the balls in a room to be appointed.
- ø erases every ball in every room by being pressed the button.

But the usage is limited to once or twice by DIP-SW.

[HOW TO PLAY]

- (1) Putting the ball into its same colored room correctly using LEVER and BUTTON (for confirm), the CUR-RENT SCORE is to be increased.
 - If not, CURRENT SCORE will be decreased as same as the point of the ball.
- (2) When the CURRENT SCORE equals to TARGET SCORE, you will go to next round. If you fail, for example, 'SCORE OVER' or 'BALLS FULL', you have to retry until pass it.

[HELP FUNCTION]

On the top of each round frame, there's the HELP function. HELP fuction displays the next ball.

[SPEED UP]

If you want to pass the ball quickly just pull the lever own.

PIN ASSIGNMENT

SOLDER SIDE		COMPONENT SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5∨	4	+ 5V
	5	
+. 12V	6	+ 12V
KEY	7	KEY
COIN COUNTER 2	8	COIN COUNTER 1
	9	
SPEAKER(—)	10	SPEAKER(十)
VIDEO GND	11	
VIDEO GREEN	12	VIDEO RED
VIDEO SYNC.	13	VIDEO BLUE
SERVICE SW.	14	
	15	·
COIN 2	16	COIN 1
2P START	17	1P START
2P UP	18	1P UP
2P DOWN	19	1P DOWN
2P LEFT	20	1P LEFT
2P RIGHT	21	1P RIGHT
2P DOOR OPEN	22	1P DOOR OPEN
2P THUNDER OPTION	23	1P THUNDER OPTION
	24	
	25	
	26	
GND	27	GND
GND	28	GND

CONTROL PANEL









4WAY JOY STICK START DOOR OPEN THUNDER

DIP SW POSITION

9	1 8 	DIP	SW	1
Н		DIP	SW	2

DIP SW 1 SETTINGS

ITEM	DESCRIPTION	1	2	3	- 4	5	6	7	8
COIN	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDIT	ON	OFF	OFF					
	1 COIN 3 CREDIT	OFF	ON	OFF					
	1 COIN 4 CREDIT	ON	ON	OFF					
	2 COIN 1 CREDIT	OFF	OFF	ON					
	3 COIN 1 CREDIT	ON	OFF	ON					
	4 COIN 1 CREDIT	OFF	ON	ON					
	5 COIN 1 CREDIT	ON	ON	ON					
DIFFL	NORMAL				OFF				
GULTY	EASY				ON				
MUSIC	YES					ON			
IN ROUND	NO NO					OFF			
MUSIC	YES						ON		
IN DEMO	NO						OFF		
NO.OF	1 CREDIT 1 PLAYER							0FF	OFF
PLAYER	2							ON	OFF
	3							OFF	ON
	4							0.0	ON

DIP SW 2 SETTINGS

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
THUNDER	1	OFF							
OPTION	2	ON							
NEXT BALL	YES		ON						
DISPLAY	NO		OFF						
TEST MODE									ON



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