CHAOS HEAT

Instruction Manual

⚠ Caution

- To use this machine safely and correctly, read this manual carefully and make sure you fully understand the contents before using the machine.
- After reading this manual, keep it in a designated place so that it can be referenced by others anytime.

TAITO CORPORATION®
Thank you very much for purchasing our arcade-use "CHAOS HEAT."

Purpose of this instruction manual:
This manual includes handling methods and precautions for using the "TAITO G CARD" correctly. For details about the "TAITO G NET" (hereafter referred to as "Mother PC board"), see the separated instruction manual for the "TAITO G NET." (This product does not include the mother PC board and its instruction manual.)
Read this manual carefully and keep it in a safe place so that it can be used as a reference at any time. If you lose this manual, contact our dealers to obtain a new one.

For contact:
For inquiries about problems, contact the dealer where you purchased your "TAITO G CARD," after checking the model name described on the product.

Contents of this instruction manual:
The contents of this manual are as follows:

- Introduction: Collection of the safety information which are described in each chapter of this manual
- Chapter 1: Installation
- Chapter 2 - 4: Operation checks and settings
- Chapter 5 - 7: Maintenance
Important information for safety

This manual use the following definitions to explain the safety information. Read them carefully and be sure to follow all cautions and warnings.

Definition of personnel in this manual:
We use the following definitions for game-machine personnel in this manual:

- **Management staff**
  Staff who operate and maintain amusement sites or shops under the supervision of the owners of amusement game machines.

- **Arcade maintenance man**
  Persons who have experiences in arcade-game machine maintenance and regularly carry out the installation, assembly and maintenance checks of games, and who replace parts and consumable items under supervision of the game owners or the shop management staff.

- **Engineer**
  Persons who work for amusement game machine manufactures and are responsible for the design, product inspection, and maintenance of amusement game machines, or those who have knowledge of electrical, electronic, and mechanical engineering that is equivalent to the knowledge of an engineering high school graduate, and who regularly maintain and repair amusement game machines.

- **Player**
  Persons who play games at facilities and shops where arcade amusement game machines are installed.

- **Gallery**
  Persons who look at games at facilities and shops where arcade amusement game machines are installed.

Explanation of the safety symbols:
In this manual, degrees of danger and damage caused by mishandling are classified by use of the following labels and symbols.

- ![WARNING](image)
  Indicates a situation that may lead to death or serious injury if not handled properly.

- ![CAUTION](image)
  Indicates a situation that may lead to personal injury, or damage to the parts or the machine if not handled properly.

- ![Important!](image)
  Indicates important parts of the procedures that should be followed carefully.

- ![](image)
  Indicates prohibitions ("Don'ts").
Cautions for safety

- Product overview

⚠️ CAUTION

- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.

- The G card may be damaged by a static electricity, since it consists of precision parts.

- Do not drop the G card, give it a strong shock on, or touch or disassemble it with wet hands. It may cause a problem or accident.

- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Otherwise, it may cause a problem or accident.

- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause an accident.

- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.
• Installation

⚠️ CAUTION

- Make sure to follow the installation requirements.
- Turn OFF the power switch of the enclosure before installation.
- Before removing the G card from the game (mother) PC board, turn OFF the power switch on the enclosure.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Inserting it forcibly may cause a problem.
- Do not drop the game (mother) PC board, give it a strong shock on, or touch or disassemble it with wet hands. It may cause a problem or accident.
- Make sure to adjust the output voltage.
- If you adjust the output voltage of the switching regulator higher than the standard value, the game (mother) PC board or G card may be damaged.
- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause an accident.
- Do not drop the G card, give it a strong shock on, or touch it with wet hands.
- Do not connect P and P1 connectors used for our EGRET 29 enclosure. It may cause a problem or accident.
- Do not make the G card insert slot wet or dirty. It may cause a problem or accident.
Test mode settings

CAUTION

• The settings in the test mode should only be changed by arcade maintenance personnel.

• Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.

• Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.

• The G card may be damaged by static electricity, since it consists of precision parts.

• Do not drop the G card, give it a strong shock on, touch it with wet hands, or desassemble it. It may cause a problem or accident.
• Maintenance

⚠️ CAUTION ⚠️

- Use of parts other than genuine Taito parts in the maintenance will be regarded as unauthorized modification. We will not repair any modified machines. Never modify the machine. It may cause a problem or accident.

- Turn OFF the power switch of the enclosure before performing maintenance.

- Before removing the G card from the game (mother) PC board, turn OFF the power switch on the enclosure.

- Maintenance of the G card should be performed by arcade maintenance men.

- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.

- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.

- The G card may be damaged by a static electricity, since it consists of precision parts.

- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.
Preface

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Product overview

Checking the packed items
Make sure that all items are delivered before installation. If there is any shorted, or missed item, contact the dealer where you purchased the game machine.

"CHAOS HEAT"
(G card)

Instruction manual
(G2500885A)

Instruction film sheet
(G3500577A)
• CHAOS HEAT

"CHAOS HEAT" is a G card (printed circuit board game card). It must be installed in the mother PC board to use it. By installing the "CHAOS HEAT" card in the mother PC board inside the enclosure, the "CHAOS HEAT" game will become operational.
(This product does not include the mother PC board.)

• Instruction manual

This manual describes the handling methods and cautions for using the G card safely and appropriately. Keep this manual in a safe place so that it can be referenced any time. If you lose the manual, contact the dealer where you purchased the G card for a replacement.

• Instruction film sheet

See the instruction film sheet for information about handling the enclosure.

• Storing the packing materials

The G card is packaged in protective materials when delivered. Store the packing materials in a safe place so that they can be used again to store the G card or to ship it for repairs.
Handling this product
Be sure to handle the card carefully because it contains precision parts.

<table>
<thead>
<tr>
<th>CAUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.</td>
</tr>
<tr>
<td>• The G card may be damaged by a static electricity, since it consists of precision parts.</td>
</tr>
<tr>
<td>• Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.</td>
</tr>
<tr>
<td>• Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Inserting it forcibly may cause a problem.</td>
</tr>
<tr>
<td>• Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause a fire.</td>
</tr>
</tbody>
</table>
Chapter 1  Installation

1-1. Installation requirements

⚠️ CAUTION

Make sure to follow the installation requirements.

Important!

• For details about the mother PC board, see the instruction manual for the "TAITO G NET."

Important!

• For how to install the enclosure, see the instruction manual for the enclosure.

Install the "CHAOS HEAT" into an enclosure which meets the following requirements.

• An enclosure with a mother PC board installed inside. (This product does not include a mother PC board.)

• The video monitor should be wider than it is tall (have a horizontal aspect).

• The operation system must meet the following requirements.

<table>
<thead>
<tr>
<th>Name</th>
<th>Name on the edge connector terminal</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-directional joy stick (up)</td>
<td>1P CONTROL 1 UP</td>
</tr>
<tr>
<td>8-directional joy stick (down)</td>
<td>1P CONTROL 2 DOWN</td>
</tr>
<tr>
<td>8-directional joy stick (left)</td>
<td>1P CONTROL 3 LEFT</td>
</tr>
<tr>
<td>8-directional joy stick (right)</td>
<td>1P CONTROL 4 RIGHT</td>
</tr>
<tr>
<td>Start button</td>
<td>START SW1</td>
</tr>
<tr>
<td>Button A</td>
<td>1P CONTROL 5 PUSH1</td>
</tr>
<tr>
<td>Button B</td>
<td>1P CONTROL 6 PUSH2</td>
</tr>
<tr>
<td>Button C</td>
<td>1P CONTROL 7 PUSH3</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 1 UP</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 2 DOWN</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 3 LEFT</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 4 RIGHT</td>
</tr>
<tr>
<td></td>
<td>START SW2</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 5 PUSH1</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 6 PUSH2</td>
</tr>
<tr>
<td></td>
<td>2P CONTROL 7 PUSH3</td>
</tr>
</tbody>
</table>
1-2. Installation

**CAUTION**

- Turn OFF the power switch of the game machine before installation.
- Before removing the G card from the game (mother) PC board, turn OFF the power switch on the enclosure.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the game (mother) PC board, give it a strong shock on, or touch it with wet hands. It may cause a problem or accident.
- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause a fire.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or desassemble it. It will cause a problem or accident.
- Do not connect P and P1 connectors used for our EGRTE 29 game machine. It may cause a problem or accident.
Chapter 1 Installation

Important!
- For details about the mother PC board, see the instruction manual for the "TAITO G NET."

Important!
- For how to install the enclosure, see the instruction manual for the enclosure.

1. Turn OFF the power switch of the enclosure.

2. Open the game PC board outlet of the enclosure.

3. Insert the G card (game) into the mother PC board.
   (If another G card (game) has already been installed, remove it.)

⚠️ CAUTION
- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Inserting it forcibly may cause a problem.

⚠️ CAUTION
- Do not make the G card insert slot wet or dirty. It may cause a problem or accident.
1. Insert the G card (game) into the mother PC board.

2. The mother PC board will be a game PC board after inserting the G card (game).
Chapter 1 Installation

• How to insert the G card (game)

Insert the G card (game) into the groove to the end.

Game label side

• How to pull out the G card (game)

1. Push here.

2. When the G card (game) comes out a little, pull it out by a hand.
4. Check that the G card (game) is installed correctly.

When looking at the G card (game) from here

Push in the G card to the end when the pin appears as shown in the figure.

The G card (game) is installed correctly when it is inserted to the end without deviation.

The G card (game) is installed slantwise. Do not insert it forcibly. Reinstall it again.

The G card (game) slides from the groove. Do not insert it forcibly. Reinstall it again.

The G card (game) faces in the opposite direction. Do not insert it forcibly. Check the side and reinstall it again.

5. After installing the G card (game) correctly, turn ON the power switch of the enclosure.
   (If the G card is not installed correctly, start the installation again from the beginning.)

**Important**

- In the event the "G card" is inserted improperly, a system error occurs and game can not be played. Make sure the "G card" is inserted into the game(mother) board properly.
  (Error messages→Page68)

6. Adjust the supply power voltage to the game PC board with the reference voltage.

**CAUTION**

Make sure to adjust the outlet voltage.
**CAUTION**

If you adjust the output voltage of the switching regulator higher than the standard value, the game (mother) PC board or G card may be damaged.

<table>
<thead>
<tr>
<th>Parts mounted side</th>
<th>Edge connector terminal No.</th>
<th>Reference voltage</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>3</td>
<td>5V</td>
</tr>
<tr>
<td>-</td>
<td>1</td>
<td>5V</td>
</tr>
<tr>
<td>+</td>
<td>4</td>
<td>5V</td>
</tr>
<tr>
<td>-</td>
<td>2</td>
<td>12V</td>
</tr>
<tr>
<td>+</td>
<td>6</td>
<td>12V</td>
</tr>
<tr>
<td>-</td>
<td>1</td>
<td>12V</td>
</tr>
<tr>
<td>+</td>
<td>6</td>
<td>12V</td>
</tr>
<tr>
<td>-</td>
<td>2</td>
<td>12V</td>
</tr>
<tr>
<td>C</td>
<td>A</td>
<td>5V</td>
</tr>
<tr>
<td>D</td>
<td>B</td>
<td>5V</td>
</tr>
<tr>
<td>F</td>
<td>A</td>
<td>12V</td>
</tr>
<tr>
<td>F</td>
<td>B</td>
<td>12V</td>
</tr>
</tbody>
</table>

Make sure to adjust the power voltage of the switching power supply so that the voltage between edge connector No. 1 and No. 3 is 5 V.

7. Turn OFF the power switch of the enclosure.

8. Close the game PC board outlet of the enclosure.
Chapter 2 Operation checks

■ 2-1. Supplying the power
  1. Turn OFF the power switch of the enclosure.
  2. Connect the enclosure power plug to power outlet.
  3. Turn ON the enclosure power switch.

■ 2-2. How to turn the power OFF
  1. Turn OFF the enclosure power switch

■ 2-3. Start check
  After the power is supplied to the enclosure, the monitor will display the screen shown below.
  Check the following items to make sure that the "CHAOS HEAT" game has started properly.
  - Sound
    No noise, distortion, crackling or rumbling sound from the speakers.
  - Character
    No abnormal character colors or shapes.
  - Whole screen
    No flickering, visual noise (snow), horizontal or vertical lines on the screen.

  1. Initial screen after the power is supplied
    The TAITO G NET SYSTEM (hereafter referred to as "the system") is always displayed as starting screen (shown below) for approximately four seconds after the power is supplied.
Chapter 2 Operation checks

**Important!**
- Do not insert any coins yet.
- Any coins inserted before the "NOTICE" screen appears will be ignored.

2. The screen which indicates that the machine is reading in the program from memory.
   (After changing the game, the following messages are displayed once.)

![Screen](image1)

```
CHAOX-HEAT
VER 2. **0

Loading now.

Please do not turn off the power or remove the card.
"WARNING! DON'T INSERT COIN" 
```

3. The screen indicating that the machine has finished reading the program.
   (After changing the game, the following messages are displayed once.)

![Screen](image2)

```
CHAOX-HEAT
VER 2. **0

Loading now.

COMPLETE.

Please do not turn off the power or remove the card.
"WARNING! DON'T INSERT COIN" 
```
4. The screen which indicates that the machine is getting ready to start the game

```
CHAOS-HEAT
VER 2. **0
Prepares the start.
```

"WARNING! DON'T INSERT COIN"

5. The screen indicating that the machine has finished preparations for the game. The screen shows that all of the preparations are complete.

```
CHAOS-HEAT
VER 2. **0
Prepares the start.
COMPLETE.
```

"WARNING! DON'T INSERT COIN"
6. NOTICE screen

NOTICE
THE EXCLUSIVE RIGHTS IN AND TO
THIS VIDEO GAME ARE OWNED BY
TAITO CORPORATION THROUGHOUT
THE WORLD.
THEREFORE, SUCH ACT AS IMITATING,
THIS VIDEO GAME, OR MANUFACTURING,
SELLING, LEASING OR EXPORTING ANY
SIMILAR VIDEO GAME, WITHOUT
PERMISSION FROM TAITO CORPORATION
IS SUBJECT TO SEVERE PENALTIES.

7. Loop demonstration screen
The NOTICE screen display will be replaced by the TAITO logo and then a
demonstration game will start. The machine is set at the factory to play the
demonstration music when the demonstration starts.
2-4. Checking credit display

The credit display portion of the screen will change according to number and value of coins currently inserted.
Make sure that the credit display portion of the screen functions properly.

- Features of the credit display
  - Credit is added to the credit display each time a coin is inserted into the coin slot in the enclosure.
  - The number of credits given for one coin are added to the credit display each time the service switch on the enclosure is pressed.
  - When "CREDIT 9" is displayed on the screen, no more credit can be added to the credit display, even if you insert more coins or press the service switch.

2-5. Checking the system operation and other functions

The "CHAOS HEAT" game is operated by 8-direction joy sticks, and A and B buttons on both the 1P and 2P sides.
Make sure that the systems function properly by playing a few games.

<table>
<thead>
<tr>
<th>Name (common to both the 1P and 2P sides)</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-direction joy stick</td>
<td>Used to move the players (characters on the screen).</td>
</tr>
<tr>
<td>Start button</td>
<td>Used to select 1 player or 2 players.</td>
</tr>
<tr>
<td>Button A</td>
<td>Mainly used to fire a weapon.</td>
</tr>
<tr>
<td>Button B</td>
<td>Used for sub-cartridge attacks.</td>
</tr>
</tbody>
</table>
3-1. How to start the test mode

**CAUTION**

- The settings in the test mode should only be changed by arcade maintenance personnel.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.

**Important!**

- After starting the test mode, the credit display will be set to "CREDIT 0." Check the number of credits shown on the credit display before starting the test mode.
- There are two methods to start the test mode: One is to use the test switch on the enclosure, and the other is to use the DIP switches on the game (mother) PC board. To use the test switch on the enclosure to start the test mode, see the instruction manual for the enclosure.
• When the test mode is started using the DIP switches

1 Turn OFF the power switch on the enclosure.

2 Open the game PC board door on the enclosure.

3 Turn ON DIP switch No. 4, on the main PC board. (A complete set of main and FC PC boards is referred to as the mother PC board.)

4 Close the game PC board door on the enclosure.
3-2. How to operate the test mode menu

Turn ON the power switch on the enclosure. The test mode menu will be displayed on the screen.

<<TEST MODE>>
>SCREEN ADJUSTMENT
INPUT DEVICE TEST
SOUND TEST
SYSTEM CONFIGURATION
GAME CONFIGURATION
RESETTING HIGH-SCORE
FACTORY SETTING
EXIT (RESET)
Adjust the ratio and color of the screen.
SELECTION: Joystick Up or Down
ACTION: Push Button
CHAOS HEAT Version 2. 000
1998/03/01

Name Function
1P side joystick Highlights an item.
1P side button A Selects an item.

3-3 How to quit the test mode

CAUTION

- The settings in the test mode should only be changed by arcade maintenance personnel.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.
- When the test mode was entered by pressing the test switch on the enclosure
  - Highlight and select the "EXIT(RESET)" item on the screen displaying the test mode menu.

- When the test mode was entered by setting the DIP switch on the main PC board

1. Turn OFF the power switch on the enclosure.
2. Open the game PC board door on the enclosure.
3. Turn OFF DIP switch No. 4 on the main PC board.

4. Close the game PC board door on the enclosure.
5. Turn ON the power switch on the enclosure.
3-4. Checking the display dimensions and the colors shown on the screen

To check the display dimensions and the colors shown on the screen, select "SCREEN ADJUSTMENT" on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "SCREEN ADJUSTMENT" item on the test mode menu.

   <<TEST MODE>>
   > SCREEN ADJUSTMENT
   > INPUT DEVICE TEST
   > SOUND TEST
   > SYSTEM CONFIGURATION
   > GAME CONFIGURATION
   > RESSETTING HIGH-SCORE
   > FACTORY SETTING
   > EXIT (RESET)

   Adjust the ratio and color of the screen.
   SELECTION: Joystick Up or Down
   ACTION: Push Button

   CHAOS HEAT Version 2.0
   1998/**/** **:**:**

3. Check the monitor dimensions on the monitor dimension adjustment screen.

   RETURN: Push TEST or SERVICE button
Press button A on the 1P side.

Check the colors shown on the color adjustment screen. To return to the previous screen, press button A on the 1P side.

Press either the test switch or the service switch on the enclosure. The test mode menu will be displayed on the screen.

Quit the test mode. (How to quit the test mode. → Page 27)
3-5. Checking the input equipment

Check the input equipment status in the "INPUT DEVICE TEST" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Select the "INPUT DEVICE TEST" item on the test mode menu.

   ![TEST MODE Menu]

   <<TEST MODE>>
   
   SCREEN ADJUSTMENT
   > INPUT DEVICE TEST
   SOUND TEST
   SYSTEM CONFIGURATION
   GAME CONFIGURATION
   RESETTING HIGH-SCORE
   FACTORY SETTING
   EXIT (RESET)

   Button and Joystick test.
   SELECTION: Joystick Up or Down
   ACTION: Push Button

   CHAOS HEAT Version 2.0
   1998/\*/\* \* \* \* \* \* \* \\

3. Make sure that there is no abnormality on any of the switch inputs.

   ![INPUT DEVICE TEST]

   <<INPUT DEVICE TEST>>

   COIN A: OFF
   COIN B: OFF

   PLAYER 1
   SELECT: OFF
   BUTTON A: OFF
   BUTTON B: OFF
   BUTTON C: OFF
   JOYSTICK:
   OFF
   U
   OFF L R OFF
   D
   OFF

   PLAYER 2
   SELECT: OFF
   BUTTON A: OFF
   BUTTON B: OFF
   BUTTON C: OFF
   JOYSTICK:
   OFF
   U
   OFF L R OFF
   D
   OFF

   RETURN: Push TEST or SERVICE button
Press either the test switch or the service switch on the enclosure. The test mode menu will be displayed on the screen.

<<TEST MODE>>
SCREEN ADJUSTMENT
> INPUT DEVICE TEST
SOUND TEST
SYSTEM CONFIGURATION
GAME CONFIGURATION
RESETTING HIGH-SCORE
FACTORY SETTING
EXIT (RESET)

Button and Joystick test.
SELECTION: Joystick Up or Down
ACTION: Push Button

CHAOS HEAT Version 2.0
1998/**/** ***:**:**

Quit the test mode.
(How to quit the test mode. → Page 27)
3-6. Setting the sound level

Set the sound level using the "SOUND TEST" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "SOUND TEST" item on the test mode menu.

   ![Test Mode Menu]

   - SCREEN ADJUSTMENT
   - INPUT DEVICE TEST
   - SYSTEM CONFIGURATION
   - GAME CONFIGURATION
   - RESETING HIGH-SCORE
   - FACTORY SETTING
   - EXIT (RESET)

   Tune the volume and sound balance.
   SELECTION: Joystick Up or Down
   ACTION: Push Button

   CHAOS HEAT Version 2.00
   1998/**/**  **:**:**:**

3. Select the "SE VOLUME" item and set the sound level for the sound effects.
   While setting the volume level, make sure that there is no abnormal sound.

   ![Sound Test Screen]

   - Set SE volume.
   - SELECTION: Joystick Up or Down
   - CHANGE VALUE: Joystick Right or Left
### Chapter 3 Settings

#### Item | Display details
---|---
SE | Lets you select the type of sound effects.
BGM | Select the type of background music.
SE VOLUME | Sound level for the SE (sound effects)
Initial value: 48 Maximum sound level: 63
BGM VOLUME | Sound level for the BGM (background music)
Initial value: 48 Maximum sound level: 63
BALANCE | Sound level balance between the left and right speakers when the enclosure is a stereo type
Maximum right volume level: 63
Maximum left volume level: -63

#### Name | Function
---|---
1P side joystick (UP) | Used to highlight an item.
1P side joystick (DOWN) | Used to change the sound type or sound level.
1P side joystick (LEFT) | Used to highlight an item.
1P side joystick (RIGHT) | Used to change the sound type.
1P side button | Lets you preview the selected sound type.

Select the "BGM VOLUME" item and set the sound level for the music. While setting the volume level, make sure that there is no abnormal sound.

#### <<SOUND TEST>>

Set BGM volume.

SELECTION: Joystick Up or Down
CHANGE VALUE: Joystick Right or Left
5 Select the "BALANCE" item and set the sound level balance between the left and right speakers. While setting the volume level, make sure that there is no abnormal sound.

**Important!**

- You cannot change the balance when the enclosure is a monaural sound type.
- To hear stereo sound, connect the enclosure speakers to the "exterior speaker output terminals" on the mother PC board.

### <<SOUND TEST>>

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SE</td>
<td>SE 1</td>
<td>BGW</td>
<td>BGW 1</td>
</tr>
<tr>
<td>SE VOLUME</td>
<td>BGW VOLUME</td>
<td>BALANCE</td>
<td>BALANCE</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>48</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Set panning balance.

**SELECTION:** Joystick Up or Down
**CHANGE VALUE:** Joystick Right or Left

6 Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

### <<SOUND TEST>>

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SE</td>
<td>SE 1</td>
<td></td>
</tr>
<tr>
<td>BGW</td>
<td>BGW 1</td>
<td></td>
</tr>
<tr>
<td>SE VOLUME</td>
<td>BGW VOLUME</td>
<td>BALANCE</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>48</td>
<td>0</td>
</tr>
</tbody>
</table>

**End of SOUND TEST.**

**SELECTION:** Joystick Up or Down
**ACTION:** Push Button
7. Select whether or not to save the new values.

<<SOUND TEST>>

SAVE ALL MODIFICATIONS?

[YES]  NO

Save all modifications and return to game.

SELECTION: Joystick Right or Left
ACTION: Push Button

- Save: Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.

- Do not save: Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

8. Quit the test mode.

(How to quit the test mode: → Page 27)
3-7. Setting the demonstration sound

Set the demonstration sound to Yes or No from the "SYSTEM CONFIGURATION" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.

   <<TEST MODE>>
   SCREEN ADJUSTMENT
   INPUT DEVICE TEST
   SOUND TEST
   > SYSTEM CONFIGURATION
   GAME CONFIGURATION
   RESETTING HIGH-SCORE
   FACTORY SETTING
   EXIT (RESET)

   Setup coin register setting,
   SELECTION: Joystick Up or Down
   ACTION: Push Button
   CHAOS HEAT Version 2.0
   1998/**/** **/***:**

3. Select the "ATTRACT SOUND" item by moving the joystick on the 1P side up or down.

   <<SYSTEM CONFIGURATION>>
   COIN SETTING NORMAL OPERATION
   COIN A 1COIN
   COIN B 1COIN
   2CREDITS
   CONTINUE PLAY WITH
   > ATTRACT SOUND WITH
   RETURN

   Attract sound at demo-game.
   SELECTION: Joystick Up or Down
   CHANGE VALUE: Joystick Right or Left
4 To change the settings, move the joystick on the 1P side left or right.

<table>
<thead>
<tr>
<th>Item</th>
<th>Setting item</th>
<th>Display item details</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATTRACTION SOUND</td>
<td>WITH</td>
<td>With sound effects during demonstration</td>
</tr>
<tr>
<td></td>
<td>WITHOUT</td>
<td>Without sound effects during demonstration</td>
</tr>
</tbody>
</table>

5 Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

<<SYSTEM CONFIGURATION>>

COIN SETTING: NORMAL OPERATION
COIN A: 1COIN
COIN B: 1COIN 2CREDITS
CONTINUE PLAY: WITH
ATTRACT SOUND: WITH
> RETURN

End of SYSTEM CONFIGURATION.

SELECTION: Joystick Up or Down
ACTION: Push Button
6 Select whether or not to save the new values.

**<<SYSTEM CONFIGURATION>>**

<table>
<thead>
<tr>
<th>Coin Setting</th>
<th>Normal Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coin A</td>
<td>YES</td>
</tr>
<tr>
<td>Coin B</td>
<td>YES</td>
</tr>
<tr>
<td>Continue Play</td>
<td>WITH</td>
</tr>
<tr>
<td>Attract Sound</td>
<td>WITH</td>
</tr>
</tbody>
</table>

**SAVE ALL MODIFICATIONS?**

[YES] NO

Save all modifications and return to game.

**SELECTION:** Joystick Right or Left

**ACTION:** Push Button

- **Save** : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.

- **Do not save** : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

7 Quit the test mode.

(How to quit the test mode. → Page 27)
3-8. Setting game difficulty level

Set the game difficulty level from the "GAME CONFIGURATION" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode. → Page 25)

2. Highlight and select the "GAME CONFIGURATION" item on the test mode menu.

   ![TEST MODE menu]

   **TEST MODE**
   - SCREEN ADJUSTMENT
   - INPUT DEVICE TEST
   - SOUND TEST
   - SYSTEM CONFIGURATION
   - > GAME CONFIGURATION
   - > FACTORY SETTING
   - EXIT (RESET)

   Set difficulty level.
   **SELECTION**: Joystick Up or Down
   **ACTION**: Push Button
   **CHAOS HEAT Version 2.0**
   **1998/**/**. **:**:**

3. Select the "DIFFICULTY" item by moving the joystick on the 1P side up or down.

   ![GAME CONFIGURATION menu]

   **GAME CONFIGURATION**
   > DIFFICULTY
   RETURN
   **DIFFICULTY**: 2: MEDIUM

   Game difficulty.
   **SELECTION**: Joystick Up or Down
   **CHANGE VALUE**: Joystick Right or Left
Chapter 3 Settings

4 To change the settings, move the joystick on the 1P side left or right.

<table>
<thead>
<tr>
<th>Item</th>
<th>Setting item</th>
<th>Display item details</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIFFICULTY</td>
<td>1.EASY</td>
<td>Easy</td>
</tr>
<tr>
<td></td>
<td>2.MEDIUM</td>
<td>Four difficulty levels</td>
</tr>
<tr>
<td></td>
<td>3.HARD</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4.VERY HARD</td>
<td>Very difficult</td>
</tr>
</tbody>
</table>

5 Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

<<GAME CONFIGURATION>>

DIFFICULTY 2.MEDIUM
> RETURN

End of GAME CONFIGURATION.

SELECTION: Joystick Up or Down
ACTION: Push Button

6 Select whether or not to save the new values.

<<GAME CONFIGURATION>>

DIFFICULTY 2.MEDIUM
> RETURN

SAVE ALL MODIFICATIONS?
[YES] NO

Save all modifications and return to game.

SELECTION: Joystick Right or Left
ACTION: Push Button
- Save: Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.

- Do not save: Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

7 Quit the test mode.

(How to quit the test mode. → Page 27)
3-9. Enabling continuous play

Enable or disable continuous play from the "SYSTEM CONFIGURATION" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.

   <<TEST MODE>>
   SCREEN ADJUSTMENT
   INPUT DEVICE TEST
   SOUND TEST
   > SYSTEM CONFIGURATION
   GAME CONFIGURATION
   RESETING HIGH-SCORE
   FACTORY SETTING
   EXIT (RESET)
   Setup coin register setting.
   SELECTION: Joystick Up or Down
   ACTION: Push Button
   CHAOS HEAT Version 2.00
   1996/**/** **:**:**:**

3. Highlight the "CONTINUE PLAY" item by moving the joystick on the 1P side up or down.

   <<SYSTEM CONFIGURATION>>
   COIN SETTING NORMAL OPERATION
   COIN A 1COIN
   COIN B 1CREDIT
   CONTINUE PLAY WITH
   ATTRACT SOUND WITH
   RETURN

   Set continue play mode.
   SELECTION: Joystick Up or Down
   CHANGE VALUE: Joystick Right or Left
4. To change the settings, move the joystick on the 1P side left or right.

<table>
<thead>
<tr>
<th>Item</th>
<th>Setting item</th>
<th>Display item details</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONTINUE PLAY</td>
<td>WITH</td>
<td>Continuous play is enabled.</td>
</tr>
<tr>
<td></td>
<td>WITHOUT</td>
<td>Continuous play is disabled.</td>
</tr>
</tbody>
</table>

5. Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

<<SYSTEM CONFIGURATION>>

COIN SETTING: NORMAL OPERATION
COIN A: 1COIN
COIN B: 1COIN
CONTINUE PLAY: WITH
ATTRACTION SOUND: WITH
> RETURN

End of SYSTEM CONFIGURATION.

SELECTION: Joystick Up or Down
ACTION: Push Button

6. Select whether or not to save the new values.

<<SYSTEM CONFIGURATION>>

COIN SETTING: NORMAL OPERATION
COIN A: 1COIN
COIN B: 1COIN
CONTINUE PLAY: WITH
ATTRACTION SOUND: WITH
> RETURN

SAVE ALL MODIFICATIONS?
[YES] NO

Save all modifications and return to game.

SELECTION: Joystick Right or Left
ACTION: Push Button
• Save: Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.

• Do not save: Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

Quit the test mode.  
(How to quit the test mode. → Page 27)
3-10. Setting the play fee  Set the play fee from the "SYSTEM CONFIGURATION" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.

   <<TEST MODE>>
   SCREEN ADJUSTMENT
   INPUT DEVICE TEST
   SOUND TEST
   > SYSTEM CONFIGURATION
   GAME CONFIGURATION
   RESETTING HIGH-SCORE
   FACTORY SETTING
   EXIT (RESET)

   Setup coin register setting.
   SELECTION: Joystick Up or Down
   ACTION: Push Button
   CHAOS HEAT Version 2. **0
   1998/**/** **:**:**:**

3. Highlight the "COIN A" or "COIN B" item by moving the joystick on the 1P side up or down.

   <<SYSTEM CONFIGURATION>>
   COIN SETTING NORMAL OPERATION
   > COIN A 1COIN 1CREDIT
   COIN B 1COIN 2CREDITS
   CONTINUE PLAY WITH
   ATTRACT SOUND WITH
   RETURN

   Set number of coins for Coin A.
   SELECTION: Joystick Up or Down
   CHANGE VALUE: Joystick Right or Left
To change the settings, move the joystick on the 1P side left or right.

<table>
<thead>
<tr>
<th>Item</th>
<th>Setting item</th>
<th>Display item details</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN A</td>
<td>1 COIN</td>
<td>Number of coins equal to one credit</td>
</tr>
<tr>
<td></td>
<td>2 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>7 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8 COINS</td>
<td></td>
</tr>
<tr>
<td>COIN B</td>
<td>1 COIN</td>
<td>Number of coins equal to one credit</td>
</tr>
<tr>
<td></td>
<td>2 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>7 COINS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8 COINS</td>
<td></td>
</tr>
<tr>
<td>Credit</td>
<td>1 CREDIT</td>
<td>Number of credits per the number of effective coins</td>
</tr>
<tr>
<td></td>
<td>2 CREDITS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3 CREDITS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 CREDITS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5 CREDITS</td>
<td></td>
</tr>
</tbody>
</table>

Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

<<SYSTEM CONFIGURATION>>

<table>
<thead>
<tr>
<th>Coin Setting</th>
<th>Normal Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN A</td>
<td>1COIN 1CREDIT</td>
</tr>
<tr>
<td>COIN B</td>
<td>1COIN 2CREDITS</td>
</tr>
<tr>
<td>CONTINUE PLAY</td>
<td>WITH</td>
</tr>
<tr>
<td>ATTRACT SOUND</td>
<td>WITH</td>
</tr>
<tr>
<td>RETURN</td>
<td></td>
</tr>
</tbody>
</table>

End of SYSTEM CONFIGURATION.

SELECTION: Joystick Up or Down
ACTION: Push Button
Select whether or not to save the new values.

<<SYSTEM CONFIGURATION>>

SAVE ALL MODIFICATIONS?

[YES] [NO]

Save all modifications and return to game.

SELECTION: Joystick Right or Left
ACTION: Push Button

- Save: Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save: Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

Quit the test mode.
(How to quit the test mode. → Page 27)
Enabling the free play function
Set the free play function from the "SYSTEM CONFIGURATION" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.

   ![TEST MODE Menu]

   - SCREEN ADJUSTMENT
   - INPUT DEVICE TEST
   - SOUND TEST
   - SYSTEM CONFIGURATION
   - GAME CONFIGURATION
   - RESETTING HIGH-SCORE
   - FACTORY SETTING
   - EXIT (RESET)
   - Setup coin register setting.
   - SELECTION: Joystick Up or Down
   - ACTION: Push Button
   - CHAOS HEAT Version 2.00
   - 1998/**/** : **

3. Select the "COIN SETTING" item by moving the joystick on the 1P side.

   ![SYSTEM CONFIGURATION Menu]

   - COIN SETTING
   - NORMAL OPERATION
     - COIN A
       - 1 COIN
     - COIN B
       - 10 CREDITS
   - CONTINUE PLAY
     - WITH
   - ATTRACTION SOUND
     - WITH
   - RETURN

   Select normal-operation or free play.
   SELECTION: Joystick Up or Down
   CHANGE VALUE: Joystick Right or Left
To change the settings, move the joystick on the 1P side left or right.

<table>
<thead>
<tr>
<th>Item</th>
<th>Setting item</th>
<th>Display item details</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN SETTING</td>
<td>NORMAL</td>
<td>Disabled a free play</td>
</tr>
<tr>
<td></td>
<td>OPERATION</td>
<td></td>
</tr>
<tr>
<td>FREE PLAY</td>
<td>Enabled the play</td>
<td></td>
</tr>
</tbody>
</table>

Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

Select whether or not to save the new values.
Chapter 3 Settings

- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

7 Quit the test mode.
(How to quit the test mode → Page 27)

3-11. Initializing the settings

To initialize the settings, select the "FACTORY SETTING" item on the test mode menu.

1 Start the test mode.
(How to start the test mode → Page 25)

2 Highlight and set the "FACTORY SETTING" item on the test mode.

<<TEST MODE>>
SCREEN ADJUSTMENT
INPUT DEVICE TEST
SOUND TEST
SYSTEM CONFIGURATION
GAME CONFIGURATION
RESETTING HIGH-SCORE
> FACTORY SETTING
EXIT (RESET)

Load default values to the system configuration.
SELECTION : Joystick Up or Down
ACTION : Push Button

CHAOS HEAT Version 2.0
1998/**** :**** :**** :****
• Settings when delivered

<table>
<thead>
<tr>
<th>Item</th>
<th>Setting when delivered</th>
<th>Display item details</th>
</tr>
</thead>
<tbody>
<tr>
<td>SE VOLUME</td>
<td>48</td>
<td>Sound effects sound level</td>
</tr>
<tr>
<td>BGM VOLUME</td>
<td>48</td>
<td>Music sound level</td>
</tr>
<tr>
<td>BALANCE</td>
<td>0</td>
<td>Sound level balance between the left and right speakers</td>
</tr>
<tr>
<td>COIN SETTING</td>
<td>NORMAL OPERATION</td>
<td>Without free play</td>
</tr>
<tr>
<td>COIN A</td>
<td>1 COIN</td>
<td>Number of coins</td>
</tr>
<tr>
<td>CREDIT</td>
<td>1 CREDIT</td>
<td>Number of credits</td>
</tr>
<tr>
<td>COIN B</td>
<td>1 COIN</td>
<td>Number of coins</td>
</tr>
<tr>
<td>CREDIT</td>
<td>2 CREDITS</td>
<td>Number of credits</td>
</tr>
<tr>
<td>CONTINUE PLAY</td>
<td>WITH</td>
<td>Continuous play is enabled.</td>
</tr>
<tr>
<td>ATTRACT SOUND</td>
<td>WITH</td>
<td>Sound effects heard during demonstration</td>
</tr>
<tr>
<td>DIFFICULTY</td>
<td>2, MEDIUM</td>
<td>Game difficulty level</td>
</tr>
</tbody>
</table>

3 Select whether or not to return the settings to their default values.

<<FACTORY SETTING>>

Load setup default?
[YES] [NO]

Load setup default and return.

SELECTION: Joystick Right or Left
ACTION: Push Button

- Save: Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.

- Do not save: Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

4 Quit the test mode.
(How to quit the test mode. → Page 27)
3-12. Clearing the highest score record

To clear the highest score record, select the "RESETTING HIGH-SCORE" item on the test mode menu.

1. Start the test mode.
   (How to start the test mode → Page 25)

2. Highlight and select the "RESETTING HIGH-SCORE" item on the test mode menu.

   ![TEST MODE]
   
   SCREEN ADJUSTMENT
   INPUT DEVICE TEST
   SOUND TEST
   SYSTEM CONFIGURATION
   GAME CONFIGURATION
   > RESETTING HIGH-SCORE
   FACTORY SETTING
   EXIT (RESET)
   Clear high-score.
   SELECTION: Joystick Up or Down
   ACTION: Push Button
   CHAOS HEAT Version 2.0
   1998/*/*/ ***:***

3. Select whether or not to clear the highest score.

   ![RESETTING HIGH-SCORE]
   
   Clear high-score?
   [YES] NO
   
   Clear high-score and return.
   SELECTION: Joystick Right or Left
   ACTION: Push Button
Clear: Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.

Do not clear: Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

4 Quit the test mode.
(How to quit the test mode. → Page 27)
4-1. Game overview

- This is an action game that allows the joysticks to scroll the display freely in 8 different directions.
- Two players can play a game at the same time. Players can also play games continuously, or join a game in the middle.
- A player can move his/her character 8 directions, in order to clear obstacles while knocking down enemies.
- If the life meter of the player’s character reaches zero, or the player cannot clear a stage within a limited time, the continuous play screen will be displayed. If the player does not choose to continue to play the game at this point, the game will be over.
4-2. How to start the game

1. Insert a coin into the coin slot on the enclosure.

2. Press the start button on either the 1P or 2P side, and select the number of players.

3. Highlight and select a character for each player. Select screen characters to represent the players.
4-3. Game rules

- Players can also play games continuously, or join a game in the middle.
- A player can move his/her character 8 directions, in order to clear obstacles while knocking down enemies.
- If a player can knock down an enemy and a boss who has a "Security card," and destroy the obstacles within the time allowed and without losing the life of his/her character, that stage of the game will have been cleared.
- If the life meter of the player's character reaches zero, or the player cannot clear a stage within a limited time, the continuous play screen will be displayed.
- If the player does not choose to continue to play the game at this point, the game will be over.

4-4. Number of players

Up to two players can play at the same time.
4-5. Screen configuration

- 1P character name
- 1P energy level
- 1P life meter
- 1P sub-cartridge box
- Count-down timer
- 2P sub-cartridge box
- 2P life meter
- 2P energy level
- 2P character name
- 2P score
- 1P score

4-6. How to operate the game

- 8 direction joystick
- Button A: Shot Charge Proximity attack
- Button B: Sub-cartridge attack
- Move a character.
### 4-7. Items

All of the items appear during a game. A player can obtain the required item by pressing button A to shoot it.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Life pack</td>
<td>The life is improved a little.</td>
</tr>
<tr>
<td>Guard best</td>
<td>A character is protected from a certain degree of injury.</td>
</tr>
<tr>
<td>Speed pack</td>
<td>The rapid life charging is effective until it reaches zero.</td>
</tr>
<tr>
<td>Cooling pack</td>
<td>The number of bullets will not decrease if you shoot for a certain short time.</td>
</tr>
<tr>
<td>Security card</td>
<td>Security card.</td>
</tr>
</tbody>
</table>

**Sub-cartridge item**

- If a player can obtain the sub-cartridge items, various sub-cartridge attack styles are available by using button B.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Launcher</td>
<td>Explodes at the position where it lands.</td>
</tr>
<tr>
<td>Napalm</td>
<td>Flames burn for a certain time at the position where it lands.</td>
</tr>
<tr>
<td>Search</td>
<td>Finds and attacks the enemy.</td>
</tr>
<tr>
<td>Gas</td>
<td>Gas begins to spread at the position where it lands, and can be exploded by shooting a bullet at the gas.</td>
</tr>
<tr>
<td>Spark</td>
<td>Bursts of electricity are discharged at the position where they land.</td>
</tr>
<tr>
<td>Pod</td>
<td>Fires a bullet when an enemy is detected.</td>
</tr>
</tbody>
</table>
CAUTION

- Use of parts other than genuine Taito parts in the maintenance will be regarded as unauthorized modification. We will not repair any modified machines. Never modify the machine. It may cause a problem or accident.

- Turn OFF the power switch of the enclosure before performing maintenance.

- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.

- Maintenance of the G card should be performed by arcade maintenance men.

- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.

- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.

- The G card may be damaged by a static electricity, since it consists of precision parts.

- Do not drop the game (system) PC board, give it a strong shock on, or touch it with wet hands.

When you do not use the G card, put it in the package box and keep it in a safe place.

Do not keep the G card in locations shown below.

- Location where it will be exposed to direct sunlight.

- Location with high humidity.

- Location with much dust.

- Unstable location

- Location subject to vibration, static electricity, or electromagnetic wave.
When disposing of the G card, the owner must take responsibility for handling it as industrial waste. The G card is protected by packing materials when shipped. Follow the instructions of the local authorities when disposing of these packing materials.
Chapter 7  Troubleshooting

7-1. Error message

<table>
<thead>
<tr>
<th>Screen display</th>
<th>Contents</th>
<th>Treatment</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN ERROR</td>
<td>· This error occurs when it takes one second or longer for the coin inserted into the enclosure to pass through the micro-switch inside the rejecter.</td>
<td>Read the instruction manual of the enclosure.</td>
</tr>
</tbody>
</table>
| SERVICE SW ERROR | · The service switch inside the enclosure is turned ON by being caught due to damage.  
               | · The harness connected to the service switch is shorted.                  | Read the instruction manual of the enclosure.  |
| TILT           | · The tilt sensor is functioning.                                         | Read the instruction manual of the enclosure.  |
| SYSTEM ERROR   | · The program cannot be read from the G card (game).                      | Make sure the G card (game) is securely inserted.  
                 | (Installation → Page 18)                                                 |                                                 |

7-2. Troubleshooting

<table>
<thead>
<tr>
<th>Trouble</th>
<th>Possible cause</th>
<th>Treatment</th>
</tr>
</thead>
<tbody>
<tr>
<td>The game PC board repeats resetting.</td>
<td>· The supplied power voltage is not appropriate.</td>
<td>· Adjust the switching power voltage.</td>
</tr>
<tr>
<td></td>
<td>· The edge connector is badly connected.</td>
<td>(Installation → Page 19)</td>
</tr>
<tr>
<td></td>
<td>· The harness is disconnected or shorted.</td>
<td>· Remove dirt on the edge connector terminal side using a clean and soft cloth.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>· Replace the harness.</td>
</tr>
</tbody>
</table>
### Chapter 7 Troubleshooting

<table>
<thead>
<tr>
<th>Trouble</th>
<th>Possible cause</th>
<th>Treatment</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>The sound level is low.</strong></td>
<td>• The sound level value set in the test mode is too low.</td>
<td>• Use the &quot;SOUND TEST&quot; item in the test mode to set the sound level again. (Setting the sound level → Page 33)</td>
</tr>
<tr>
<td></td>
<td>• The sound level setting on the main PC board is set to lower volume.</td>
<td>• Turn the sound level adjusting dial clockwise to full volume. (See &quot;Name of each part&quot; in the instruction manual for the mother PC board.)</td>
</tr>
<tr>
<td></td>
<td>• The sound level on the enclosure side is set to lower volume.</td>
<td>• Turn the sound level adjusting dial inside the enclosure.</td>
</tr>
<tr>
<td><strong>The system sometimes resets or the screen stops displaying.</strong></td>
<td>• The supplied power voltage is not appropriate.</td>
<td>• Adjust the switching power voltage. (Installation → Page 19)</td>
</tr>
<tr>
<td></td>
<td>• The enclosure power is connected by the same power line to the vending machine, refrigerator, or air conditioner.</td>
<td>• Change the power supply to the enclosure.</td>
</tr>
<tr>
<td></td>
<td>• The game PC board may malfunction due to mechanical shock or static electricity.</td>
<td>• Replace the game PC board.</td>
</tr>
<tr>
<td><strong>No operation is performed.</strong></td>
<td>• The power is not supplied to the power plug of the enclosure.</td>
<td>• Insert the plug after turning OFF the power switch. Then, turn ON the power switch again.</td>
</tr>
<tr>
<td></td>
<td>• The JAMMA harness is not connected correctly.</td>
<td>• Insert the JAMMA harness securely after checking the connector direction.</td>
</tr>
<tr>
<td></td>
<td>• The JAMMA harness is disconnected or shorted.</td>
<td>• Replace the JAMMA harness.</td>
</tr>
<tr>
<td></td>
<td>• The harness specifications are not appropriate.</td>
<td>• Replace it with the correct harness.</td>
</tr>
<tr>
<td></td>
<td>• The power voltage is not appropriate.</td>
<td>• Adjust the switching power voltage. (Installation → Page 19)</td>
</tr>
<tr>
<td></td>
<td>• The系统 PC board is broken due to shock or static electricity.</td>
<td>• Replace the game PC board.</td>
</tr>
<tr>
<td></td>
<td>• The fuse is blown off.</td>
<td>• Replace the fuse after checking if the harness shorts with the game PC board or other components.</td>
</tr>
</tbody>
</table>