

# INSTRUCTION MANUAL



**FLY! FIGHT! DESTROY!**

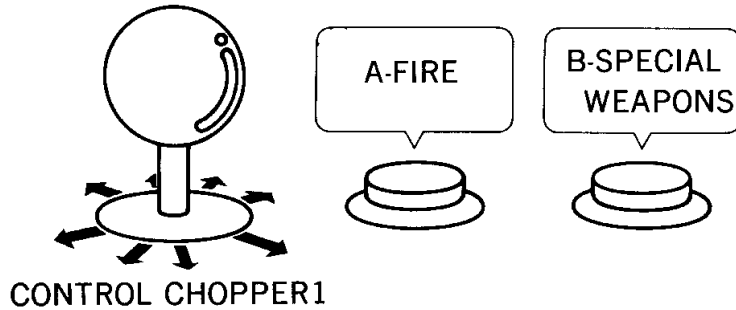
**THE CAVALRY SQUADRON WILL BOLDLY FIGHT  
AGAINST ATTACKING INVADERS.**



**SNK**

## HOW TO PLAY

**CHARGE AND DESTROY INVADERS AT YOUR COMMAND OF HELICOPTER WITH MACHINE GUNS AND SPECIAL WEAPONS.**



### POWER-UP ITEMS

Fire with fire button A and combine power up items with button B to make your attack more powerful.



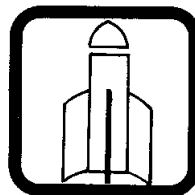
POWER UP OF  
MACHINE GUN



QUICK FIRING  
GUN



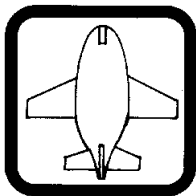
LONGER FIRING  
RANGE



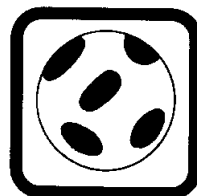
HEAT SEEKING  
MISSILES

### SPECIAL WEAPONS

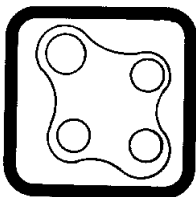
A maximum of four kinds of special weapons can be stocked, which will be shown on the screen. Use B button to fire special weapons.



**NAPALM BOMBS**  
Fighters on your side  
assist you with  
NAPALM BOMBS.



**EXPLOSIVES**  
Destroy enemies in  
wide range.



**BARRIER ATTACK**  
Avoid enemy's attack  
with barrier and make counter attack.

## DIP SW NO.1

ITEM	CONTENTS	1	2	3	4	5	6	7	8
FLIP FLOP	NORMAL	OFF							
	INVERSE	ON							
UPRIGHT TYPE			OFF						
TABLE TYPE			ON						
2ND EXTEND				OFF					
EVERY EXTEND				ON					
NOS. OF CHOPPER	3				OFF				
	5				ON				
PLAY PRICING COIN 1	1 COIN 1 PLAY					OFF	OFF		
	2 COIN 1 PLAY					ON	OFF		
	3 COIN 1 PLAY					OFF	ON		
	4 COIN 1 PLAY					ON	ON		
PLAY PRICING COIN 2	1 COIN 6 PLAY							OFF	OFF
	1 COIN 4 PLAY							ON	OFF
	1 COIN 3 PLAY							OFF	ON
	1 COIN 2 PLAY							ON	ON

### STANDARD SETTING FOR SHIPPING ARE AS UNDER

- GAME STYLE: UPRIGHT
- PLAY PRICING COIN 1: 1 COIN 1 PLAY COIN 2: 1 COIN 6 PLAY
- NOS. OF CHOPPER: 3
- 2ND EXTEND
- LEVEL OF DIFFICULTY: 2
- ATTRACTION SOUND: WITH SOUND
- EXTEND: 50,000/100,000 POINT
- CONTINUE: WITH

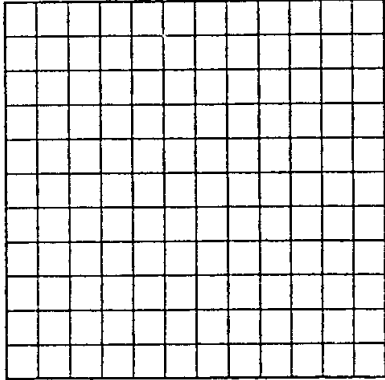
## DIP SW NO.2

ITEM	CONTENTS	1	2	3	4	5	6	7
LEVEL OF DIFFICULTY	2 NORMAL (STANDARD)	OFF	OFF					
	1 EASY	ON	OFF					
	3 HARD	OFF	ON					
	4 DIFFICULT	ON	ON					
ATTRACTION SOUND	WITH SOUND			OFF	OFF			
	WITHOUT SOUND			ON	OFF			
NEVER FINISH	NEVER FINISH			OFF	ON			
MONITOR SETTING	STOP VIDEO DISPLAY			ON	ON			
EXTEND	50000 POINT/100000 POINT					OFF	OFF	
	75000 POINT/150000 POINT					ON	OFF	
	100000 POINT/200000 POINT					OFF	ON	
	NO/NO					ON	ON	
CONTINUE	WITH							OFF
	WITHOUT							ON

## DISPLAY TEST MODE

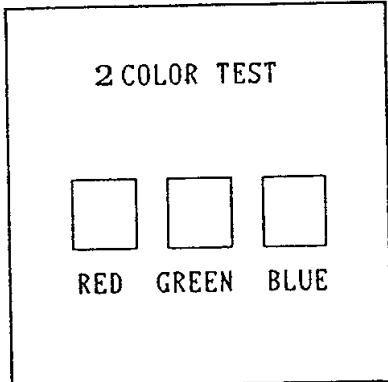
- A) RAM & ROM are automatically self checked whenever power is applied.  
 When the P.C. Board is checked, please set up Bit 8 of Dip Switch 2 "ON" position at the time of turning on the power for display test.  
 Please switch off Bit 8 of Dip Switch 2 "OFF" position and then reapply the power to return to game play mode.

B) PICTURE 1 CROSS-HATCH



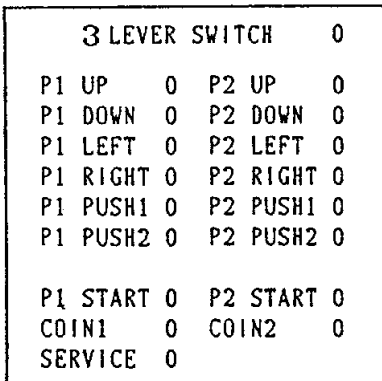
Adjust the monitor for a square pattern throughout the display and on the edge of the monitor.

C) PICTURE 2 COLOR TEST



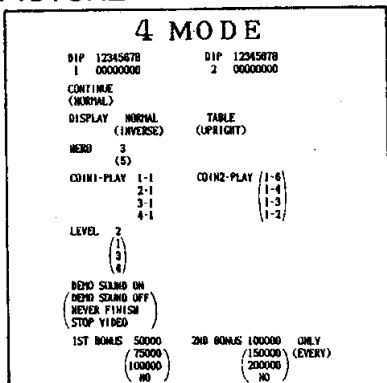
Assure that the correct colors are properly wired to the monitor.

D) PICTURE 3 LEVER & BUTTON TEST



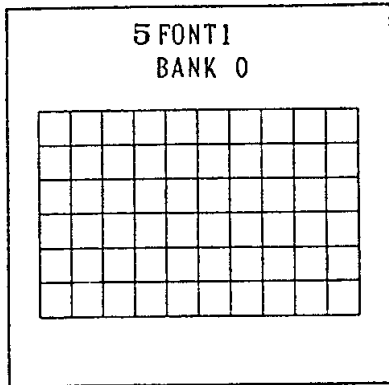
When a lever or button turns on, '0' on the monitor will change to '1'.  
 Make sure the figure of '0' changes to '1' of "COIN" either pressing the service switch or inserting coins.

E) PICTURE 4 MODE CHECK



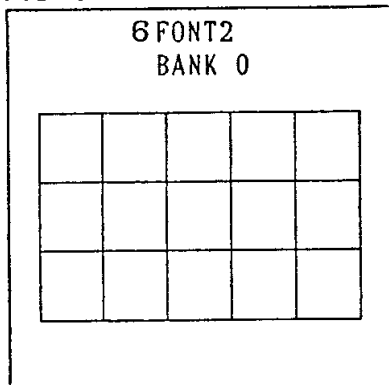
Set up the Dip Switch at your choice per the Dip Switch Setting List.

F) PICTURE 5 FONT 1



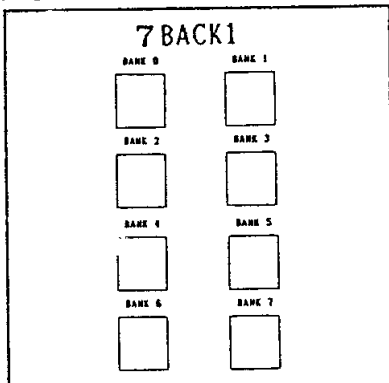
Confirm that the characters are displayed on the monitor.

G) PICTURE 6 FONT 2



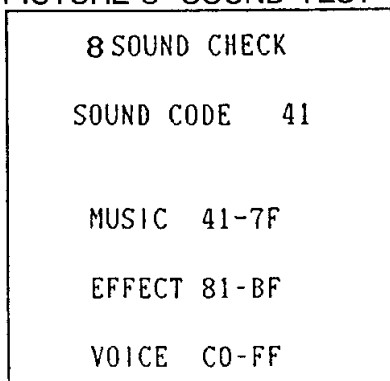
Confirm that the characters are displayed on the monitor.

H) PICTURE 7 BACK 1



Confirm that the characters are displayed on the monitor.

I) PICTURE 8 SOUND TEST



Set up the sound code ("?") to 41-7F or 81-BF by moving the Joy-Stick, or by pressing the fire button at C0-FF. Set the sound code to OE and press the fire button to stop the sound.

## PCB LAYOUT

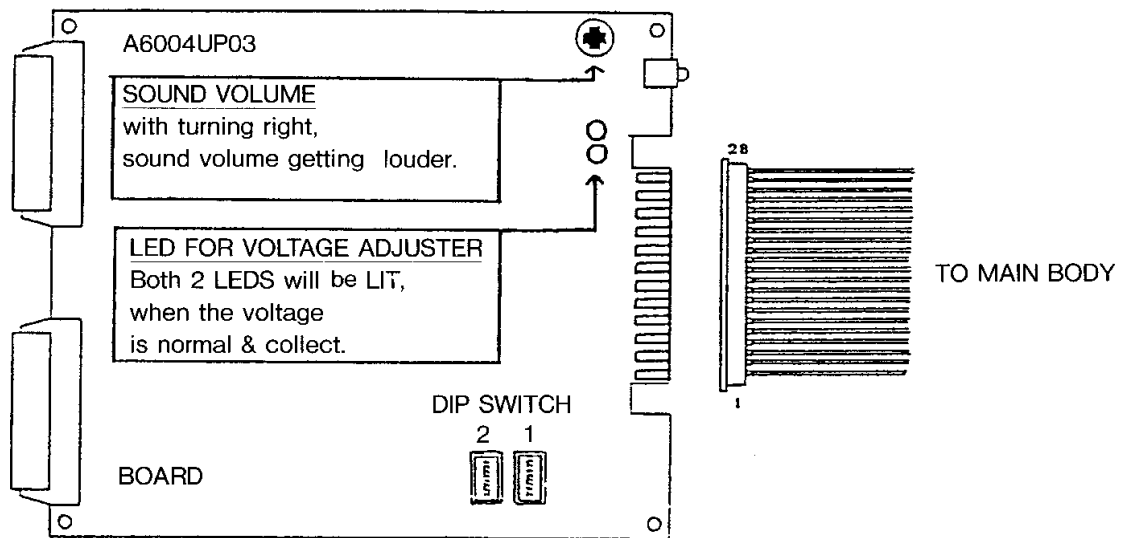
1-1) ADAPTION FOR EDGE CONNECTOR CR7E-56DA-3, 96E(56PIN): HRS

1-2) POWER SUPPLY:

SNK recommends the use of a switching type power supply with minimum current ratings as stated.

VOLTAGE	CURRENT
+5VDC	7 Amps
+12VDC	1 Amp
-5VDC	1 Amp

NOTE: Assure that the voltage on the PCB is in the range from +5.00V to +5.10V.  
We have no responsibility for your any changes other than constructed.  
This layout will be changed without notice.



- 1) Don't test the circuits with Testor etc., even if you find malfunction on solid state module.  
The voltage inside Testor will break the circuits of IC.
- 2) When the voltage is correct, both LEDS will be lit.
- 3) Assure that the power is cut off when you replace parts or insert/disconnect the edge connector.
- 4) Make sure to pull off with plug, when you disconnect the power cord.
- 5) Always use caution to stay clear of the high voltage sections to avoid the possibility of electric shock.

## MONITOR ADJUSTMENT

When you see the horizontal line at the corner of Monitor, extend the vertical side on the monitor board.

There is still the horizontal line even you made above adjustments, change the picture display size from narrow to wide.

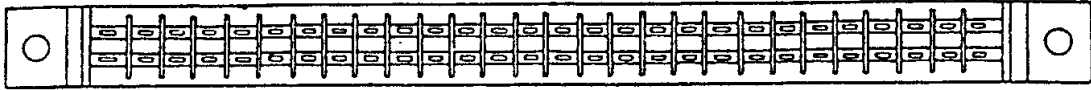
# HARNES

CONNECTOR CR7E-56DA-3.96E (HRS) 3.96mm Pitch

(1)

PARTS SIDE

(28)



(A)

SOLDER SIDE

(f)

56 PIN

SOLDER SIDE	PIN #		PARTS 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
KEY	H	7	KEY
COIN-COUNTER 2	J	8	COIN-COUNTER 1
	K	9	
SPEAKER(-)	L	10	SPEAKER(+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
2P START SW	U	17	1P START SW
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 PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

# CONTROL WIRING DIAGRAM

