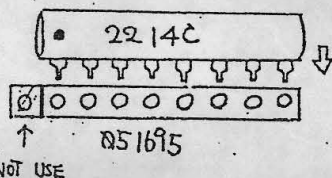


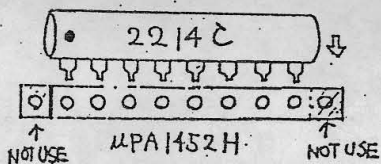
HOW TO CONVERT COMBAT SCHOOL
TRACKBALL VERSION INTO JOYSTICK VERSION

1) Remove the Gate Array 007770 from the socket and mount the SUB PCB 451147 instead. Solder the pins of the SUB PCB at its corners to the IC socket.

2) Replace the Resistor Array 051695 with 2214C (220Ω x 4). -- 2 pcs

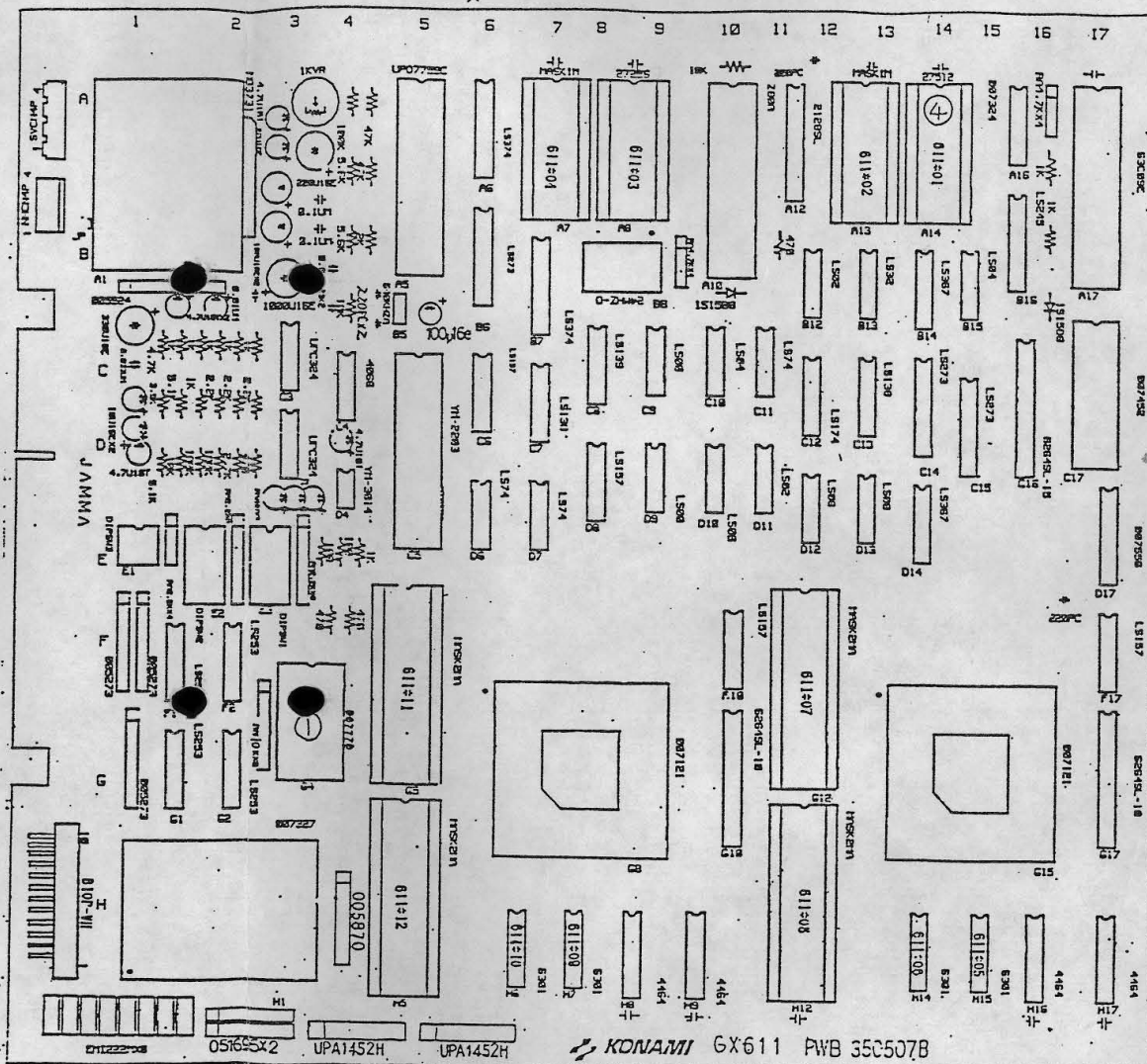


3) Change the Transistor Array MPA1452H into the Resistor Array 2214C. -- 2 pcs



4) Change the program ROM "*01" into "Z01".

5) Use the wiring harness unit on the PCB and do wiring as per the wiring diagram.



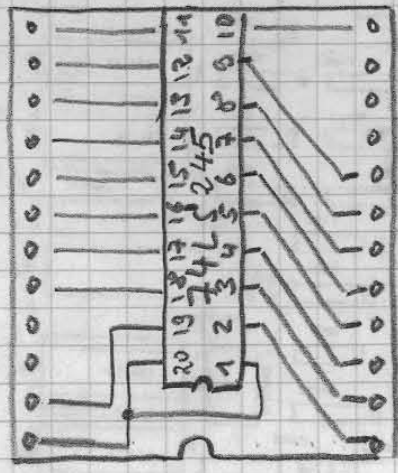
②

③

⑥

Umbau "COMBAT SCHOOL"

FASSUNG "G4"



- 2P RIGHT
- 2P LEFT
- 2P DOWN
- 2P UP
- 1P RIGHT
- 1P LEFT
- 1P DOWN
- 1P UP

Technical Information

(1) Required Power Capacity

GND-Vcc 5V-3A or more
GND-(+12V) See the WIRING DIAGRAM

(2) Output for monitor

R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive

Sync. H-V complexed, negative

(3) Adjusting Volume of Sound.

Turn the volume right and it becomes louder.

(4) Handle with care.

Play Instruction

2 players can play simultaneously.
8 stages in all.

1. Obstacle Course:

Hit RUN button repeatedly and press JUMP button to jump onto or over wall.

2. Firing Range (I):

Use JOYSTICK to aim at targets and shoot as many as possible.

3. Iron Man Race:

Use JOYSTICK to conduct the player and hit RUN button repeatedly. Jump over pools and rocks.

4. Firing Range (II):

Use JOYSTICK to move the player and shoot as many as possible.

5. Arm Wrestling:

Hit RUN button faster to attain more power.

6. Firing Range (III):

Do not shoot the target with man's figure on it.

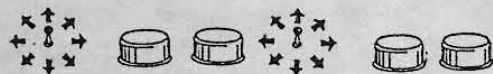
7. Fight with Instructor:

Use JOYSTICK to move the player and press JUMP or ACTION button.

8. Actual Combat:

Use JOYSTICK to move the player and press JUMP or ACTION button to defeat the enemies.

In 2 player game, only one of them can advance to this stage.



8-WAY JOYSTICK RUN SHOOT ACTION JUMP SHOOT ACTION 8-WAY JOYSTICK RUN SHOOT ACTION JUMP SHOOT ACTION

PLAYER 1

PLAYER 2

DIP SWITCH No.1 SETTINGS

1. COIN SWITCH No.1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			4	3
						FREE PLAY

2. COIN SWITCH No.2 SETTINGS

SW	5	6	7	8	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON				VOID

DIP SWITCH No.2 SETTINGS

1. SOUND ADJUSTMENT FOR TABLE/UPRIGHT

SW	3	TYPE
	OFF	TABLE
○	ON	UPRIGHT

2. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
	OFF	OFF	EASY
○	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

3. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
	OFF	OFF
○	ON	ON

☆SW 1 : NOT USED

SW 2 : NOT USED

SW 4 : NOT USED

SW 5 : NOT USED

DIP SWITCH No.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	MONITOR
○	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

☆SW 2 : NOT USED

SW 4 : NOT USED

○ Shows recommended settings

Self Test

Normal: "OK" will be displayed, and then the game will start.

Abnormal: "BAD" will be displayed and the screen will stop.

Manual Test

① How to start.

Turn on the SW3 of DIP SW3 and power on.

② Test Item.

① Conditioning of Pictures Contortion.

② Sound Check.

③ Color Conditioning.

④ Control Check.

⑤ Coin Counter Check.

⑥ DIP SW SET.

*To change items.

Push 1P START button



Survive to be
a Captain!

