* Cautions
  • Prior to executing the alternation work, make sure to turn OFF the power.
  • Use a JAMMA standard connector (56 pin edge connector having 3.96 mm pitch) for the edge connector of the mother PC board.
  • After turning on the power, adjust the power supplied to the mother PC board that its level becomes the rated voltage at the mother PC board connector section.
  • After the modification work, make sure to execute the "factory setting" selection in the test mode. Without executing the "factory setting" selection after exchanging the ROM package, the machine may malfunction.

[Connection of mother PC board and ROM PC board]
  • Connect the ROM PC board on the mother PC board while referring the figure below.

  * Be careful about direction of the ROM PC board.

[Specifications for the control panel]
  • Two sets of eight dimensional joystick lever.
  • Two sets of two button switches.
[Mother PC board]

* Set the JP3 to the "JOYSTICK" side.
* This PC board has no dip switches. For selecting play fee and game contents, set at the test mode.

*Caution:
There is a dial on the PC board which is not for volume loudness adjustment. This dial is correctly adjusted at delivery. Never touch it.

[Connector terminal list]

By connecting two speakers to the S connector as shown below, you can get realistic stereo sound.

"S" connector
[In the case of applying a stereo system]

[In the case of applying a monaural system]
[Description of test mode]

[Test mode]
• Press the test switch on the PC mother board (or connect a line of the test switch in the G connector No. 15 with the GND), the game mode halts and the monitor changes to "Test mode."
• When you enter the test mode while having credits, the machine clears the credits.

<table>
<thead>
<tr>
<th>TEST MODE MAIN MENU</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt; MONITOR TEST</td>
</tr>
<tr>
<td>SWITCH TEST</td>
</tr>
<tr>
<td>SOUND TEST</td>
</tr>
<tr>
<td>CONFIGURATION</td>
</tr>
<tr>
<td>FACTORY SETTING</td>
</tr>
<tr>
<td>EXIT</td>
</tr>
</tbody>
</table>

SELECT WITH THE LEVER
PUSH 1P-FIRE1 BUTTON

ELEVATOR ACTION RETURNS VER *.* 0

1995/**/** **:**

(Test mode main menu)

• Move the cursor vertically by shifting the 1P side lever up and down, and press the A button. The machine initiates the test of the selected item.
• To end the test mode, select "EXIT" on the main menu and press the A
[Monitor test]
Cross hatch
• Check distortion of image.

Color bar
• Check hue of image.

[Switch test]
• This function checks the input of each switch.

<table>
<thead>
<tr>
<th>SWITCH TEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>SERVICE : OFF</td>
</tr>
<tr>
<td>COIN A : OFF</td>
</tr>
<tr>
<td>PLAYER 1</td>
</tr>
<tr>
<td>START : OFF</td>
</tr>
<tr>
<td>FIRE 1 : OFF</td>
</tr>
<tr>
<td>FIRE 2 : OFF</td>
</tr>
<tr>
<td>FIRE 3 : OFF</td>
</tr>
<tr>
<td>UP : OFF</td>
</tr>
<tr>
<td>DOWN : OFF</td>
</tr>
<tr>
<td>LEFT : OFF</td>
</tr>
<tr>
<td>RIGHT : OFF</td>
</tr>
</tbody>
</table>

• Turn ON a switch and when the corresponding display on the screen changes from "OFF" to "ON," the switch is normal.
• Press 1P side "A" button and start button, the monitor will return to the main menu.
[Sound test]
- This function adjusts the sound level during play of the game.
- Select a required item by shifting the 1P side lever up and down, and change the level by shifting the same lever left and right.
- Press the 1P side A button at the "SOUND NO" item, attractive sound emit for your checking.
- Adjust the sound level with "SOUND VOLUME" item.
- Adjust the attractive sound level with "SOUND BALANCE" item for sound effective.

```
SOUND TEST

SOUND NO : 001
SOUND VOLUME : MIN MAX 30
SOUND BALANCE : BG<>SE 00

EXIT

SELECT WITH THE LEVER
PUSH 1P-FIRE1 BUTTON
```

- Select "EXIT" and the machine asks whether or not to write the set data as below. If you want to store the data just set, select "YES." If you do not want to change the settings, select "NO." Then press the A button.

```
SOUND TEST

SAVE MODIFIED DATA
ARE YOU SURE?

YES     NO

SELECT WITH THE LEVER
PUSH 1P-FIRE1 BUTTON
```
[CONFIGURATION]

• This function sets the play fee and game contents.
• Select a required item by shifting the 1P side lever up and down, and change the contents by shifting the same lever left and right.
• For the contents of the configuration, see the next page.

**CONFIGURATION**

GAME STYLE : D (1P + 2P)
MONITOR : NORMAL
ATTRACT SOUND : WITH
DIFFICULTY : NORMAL
PLAYER STOCK : 1
GRENADE STOCK : 10
CONTINUE MODE : WITH
VIOLENCE MODE : NORMAL
FREE PLAY : WITH OUT
COIN-A : 1 COIN 1 CREDIT
COIN-B : 1 COIN 2 CREDIT
EXIT

SELECT WITH TEH LEVER

• Select “EXIT” and the machine asks whether or not to write the set data as below. If you want to store the data just set, select “YES.” If you do not want to change the settings, select “NO.” Then press the A button.

**SAVE MODIFIED DATA**
ARE YOU SURE?

YES    NO

SELECT WITH THE LEVER
PUSH 1P-FIRE1 BUTTON
[Configuration list]

<table>
<thead>
<tr>
<th>Game Style</th>
<th>*D (1P + 2P)</th>
<th>E (1P ONLY)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monitor</td>
<td>*NORMAL INVERT</td>
<td></td>
</tr>
<tr>
<td>Attract Sound</td>
<td>*WITH WITH OUT</td>
<td></td>
</tr>
<tr>
<td>Difficulty</td>
<td>*NORMAL HARD</td>
<td></td>
</tr>
<tr>
<td></td>
<td>VERY HARD</td>
<td></td>
</tr>
<tr>
<td>Player Stock</td>
<td>0 3 5 10 15 20 25</td>
<td></td>
</tr>
<tr>
<td>Grenade Stock</td>
<td>0 5 40 45 50</td>
<td></td>
</tr>
<tr>
<td>Continue Mode</td>
<td>*WITH WITH OUT</td>
<td></td>
</tr>
<tr>
<td>Violence Mode</td>
<td>*NORMAL HARD</td>
<td></td>
</tr>
<tr>
<td>Free Play</td>
<td>*WITH WITH OUT</td>
<td></td>
</tr>
<tr>
<td>Coin-A</td>
<td>*1Coin 2Coins 3Coins 4Coins 5Creds 6Creds</td>
<td></td>
</tr>
<tr>
<td>Coin-B</td>
<td>*1Credit 2Credits 3Credits 4Credits 5Creds 6Creds</td>
<td></td>
</tr>
</tbody>
</table>

[Factory setting]

* This function sets all the settings to the factory setting conditions.

FACTORY SETTING

ARE YOU SURE?

YES NO

SELECT WITH THE LEVER
PUSH 1P-FIRE1 BUTTON

* If you want to set all the settings to the factory set conditions, select "YES." If you do not want to change the current settings, select "NO." Then press the 1P side A button.

* When you have replaced the other ROM PC board, make sure to execute the “factory setting” selection.
ATTACK JUMP

• MOVEMENT DIRECTION OF PLAYER
• ELEVATOR GOES UP OR DOWN.

(OPERATION FROM INSIDE OF THE ELEVATOR)

SUB-WEAPON WITH SIMULTANEOUS PRESSING OF A & B

★ ENTER THROUGH EVERY RED DOOR AND ESCAPE.

RED DOOR

: SECRET DATA, ETC. ARE HIDDEN.

BLUE DOOR

: ITEMS CAN BE ACQUIRED.

ENTER THE ROOM.

SHIFT THE LEVER UPWARD IN FRONT OF THE DOOR.