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ELEVATOR ACTION™ - RETURNS -

INSTRUCTION MANUAL

TAITO CORPORATION®

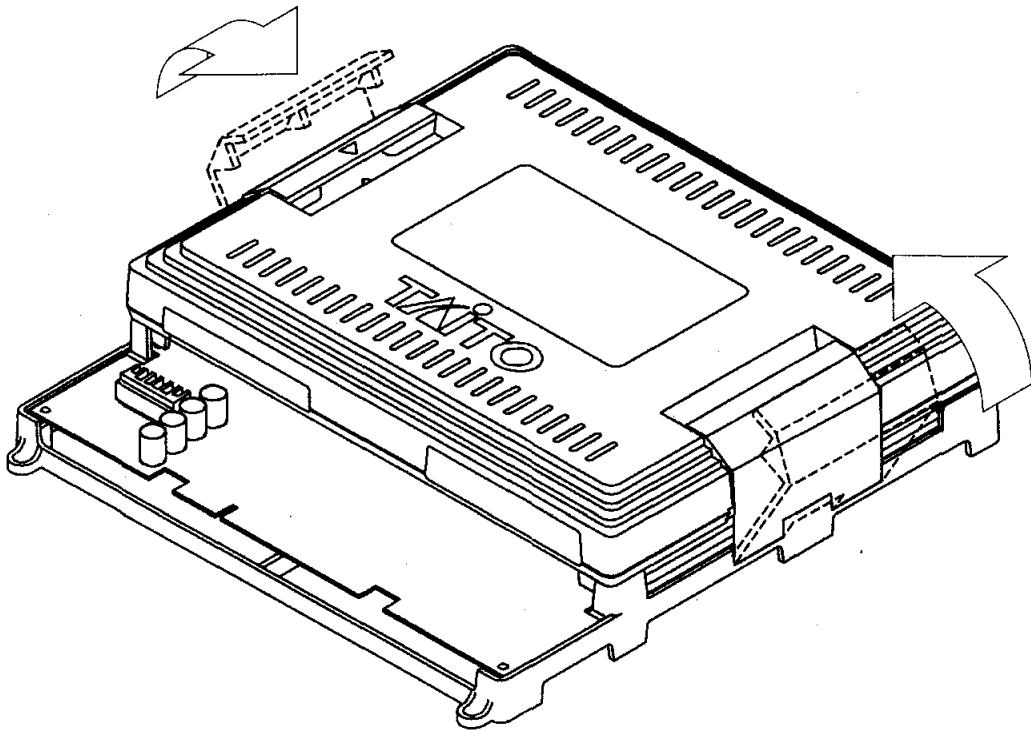
G 2 5 0 0 7 9 5 A

* 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]

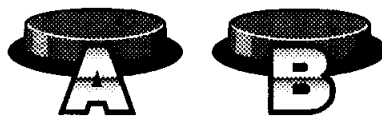
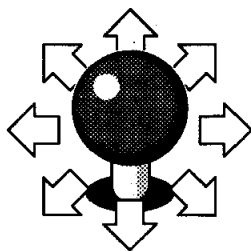
- Connect the ROM PC board on the mother PC board while referring the figure below.



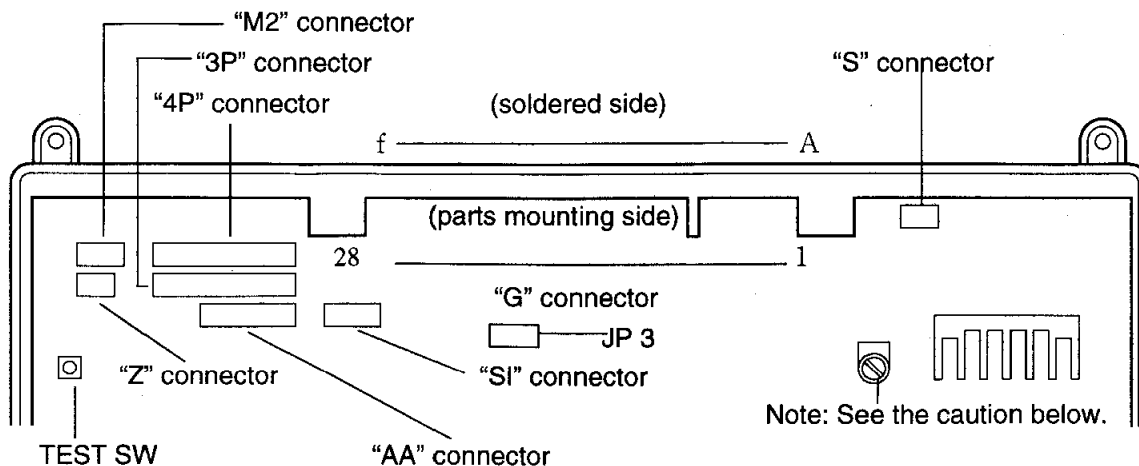
* Be careful about direction of the ROM PC board.

[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.

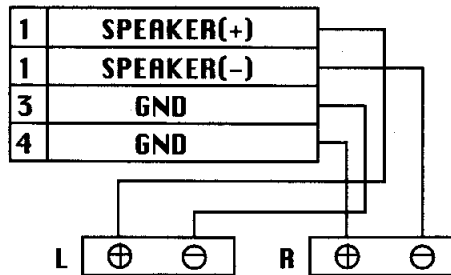
[Connector terminal list]

G connector		JAMMA	
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
POST	7	H	POST
METER1	8	J	METER2
LOCKOUT1	9	K	LOCKOUT2
SPEAKER(+)	10	L	SPEAKER(-)
	11	M	
VIDEO R	12	N	VIDEO G
VIDEO B	13	P	SYNC
VIDEO GND	14	R	SERVICE
TEST	15	S	TILT
COIN 1	16	T	COIN 2
SELECT 1	17	U	SELECT 2
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P A BUTTON	22	Z	2P A BUTTON
1P B BUTTON	23	a	2P B BUTTON
NO USE	24	b	NO USE
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

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

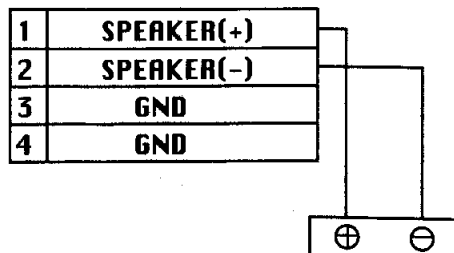
"S" connector

[In the case of applying a stereo system]



"S" connector

[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.

```
TESTMODE MAIN MENU

> MONITOR TEST
  SWITCH TEST
  SOUND TEST
  CONFIGURATION
  FACTORY SETTING
  EXIT

SELECT WITH THE LEVER
PUSH 1P-FIRE1 BUTTON

ELEVATOR ACTION RETURNS VER *.*O
1995/**/** **:**
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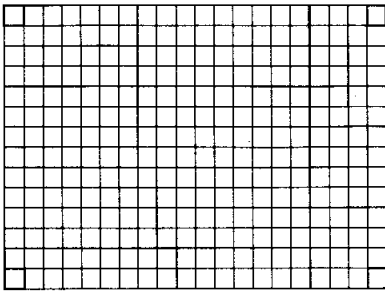
(Test mode main menu)

- 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

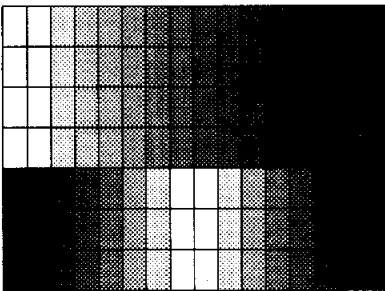
- Check distortion of image.



- Select the monitor test and the cross hatch screen will appear on the monitor.

Color bar

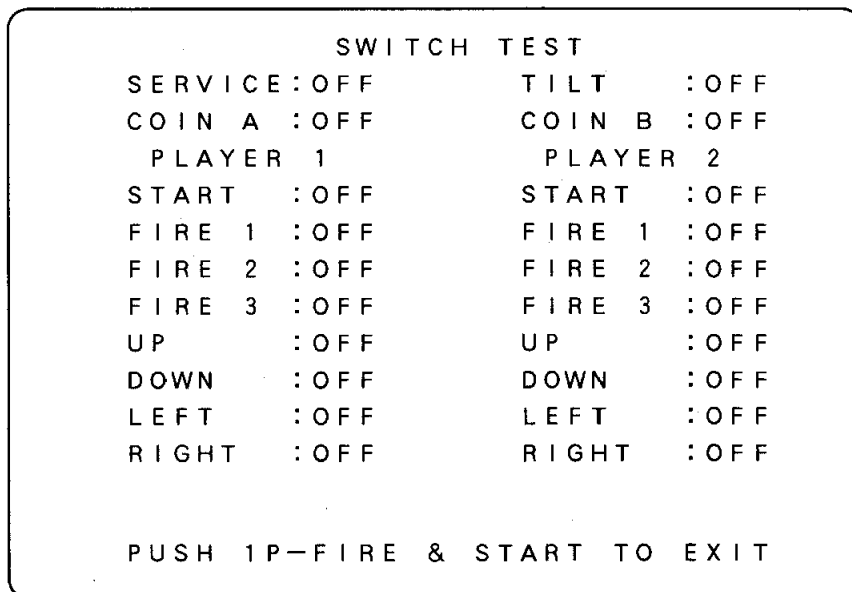
- Check hue of image.



- Each press of the "B" button changes the display between the cross hatch screen and the color bar screen.
- Press the "A" button to return to the main menu.

[Switch test]

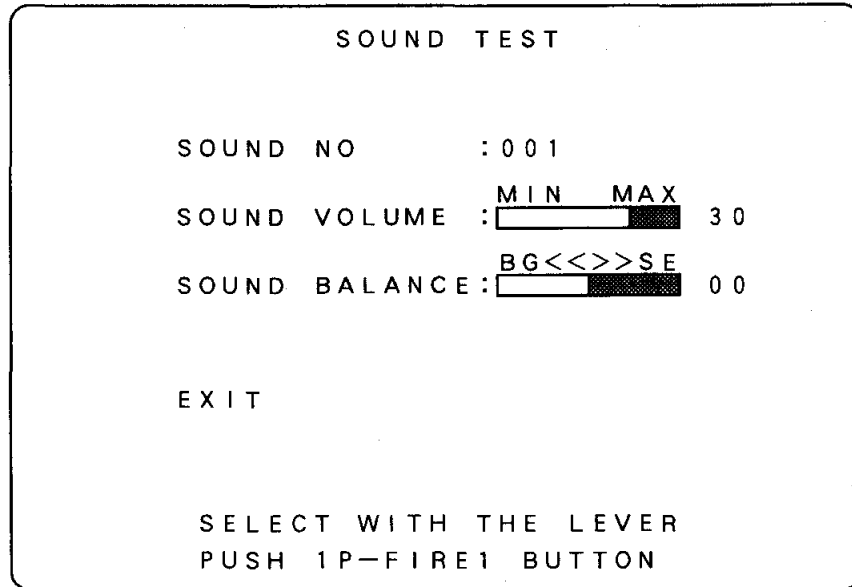
- This function checks the input of each switch.



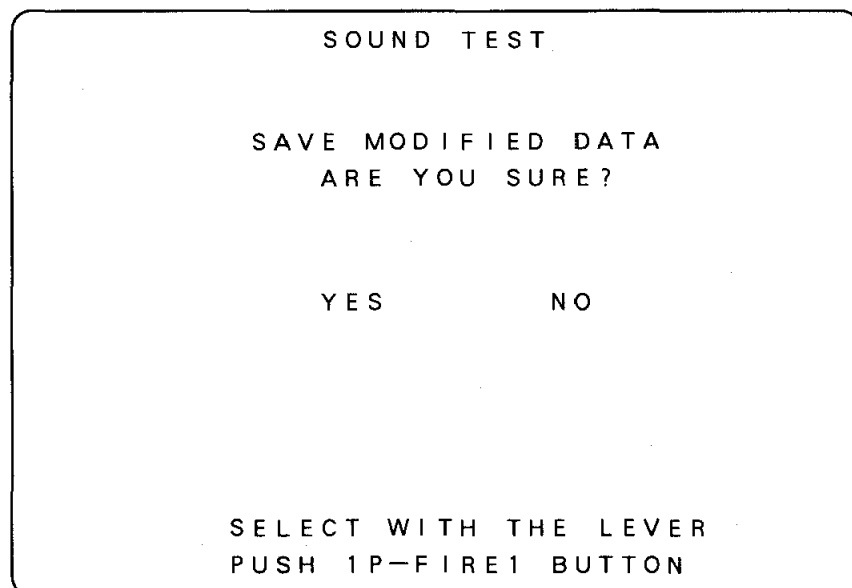
- Turn ON a switch and when the corresponding display on the screen changes from "OFF" to "ON," the switch is normal.
- Press 1P side "A" button and start button, the monitor will return to the main menu.

[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 a emit for your checking.
- Adjust the sound level with "SOUND VOLUME" item.
- Adjust the attractive sound level with "SOUND BALANCE" item for sound effectiv.



- 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.



[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.

```

                                C O N F I G U R A T I O N

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

                S E L E C T   W I T H   T H E   L E V E R

```

- 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.

```

                S A V E   M O D I F I E D   D A T A
                A R E   Y O U   S U R E   ?

                Y E S           N O

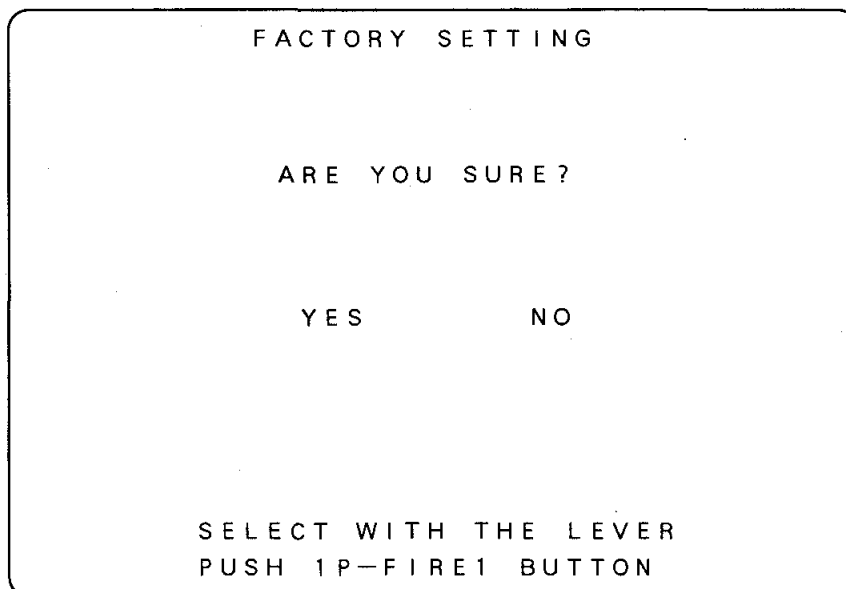
                S E L E C T   W I T H   T H E   L E V E R
                P U S H   1 P - F I R E 1   B U T T O N

```


GAME STYLE	*D (1P + 2P)					
	E (1P ONLY)					
MONITOR	*NORMAL					
	INERT					
ATTRACT SOUND	*WITH					
	WITH OUT					
DIFFICULTY	EASY					
	*NORMAL					
	HARD					
	VERY HARD					
PLAYER STOCK	0	*1		2		
	3	4				
GRENADE STOCK	0	5	*10	15	20	25
	30	35	40	45	50	
CONTINUE MODE	*WITH					
	WITH OUT					
VIOLENCE MODE	*NORMAL					
	HARD					
FREE PLAY	WITH					
	*WITH OUT					
COIN-A			COIN-B			
*1COIN	*1CREDIT	*1COIN		1CREDIT		
2COINS	2CREDITS	2COINS		*2CREDITS		
3COINS	3CREDITS	3COINS		3CREDITS		
4COINS	4CREDITS	4COINS		4CREDITS		
	5CREDITS			5CREDITS		
	6CREDITS			6CREDITS		

[Factory setting]

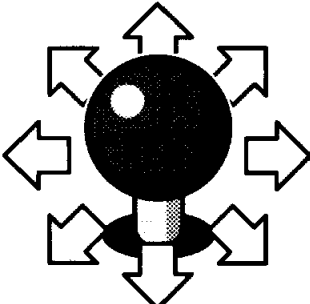
- This function sets all the settings to the factory setting conditions.



- 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.


ELEVATOR ACTION

- RETURNS -



· MOVEMENT DIRECTION OF PLAYER
· ELEVATOR GOES UP OR DOWN.
(OPERATION FROM INSIDE OF THE ELEVATOR)

ATTACK JUMP



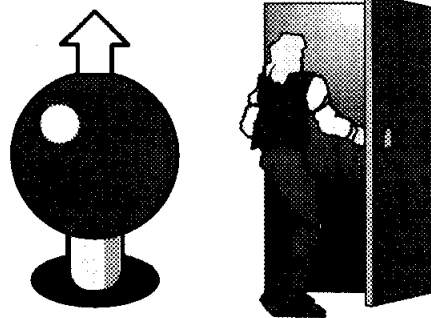
SUB-WEAPON WITH SIMULTANEOUS
PRESSING OF A & B

★ 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.

