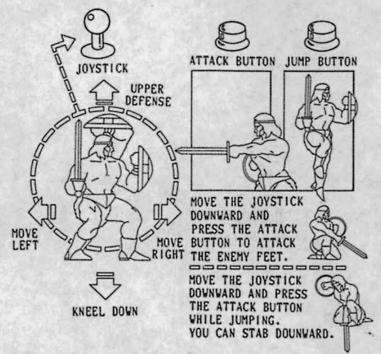


## TAITO CORPORATION

HOW TO CONTROL

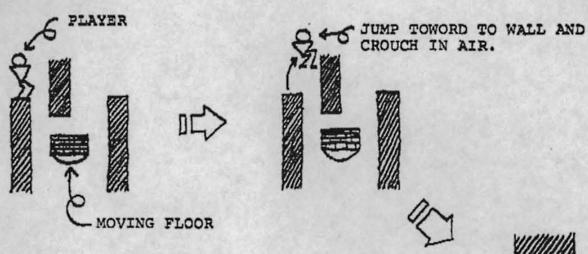




2-PLAYER INTERACTIVE

## NASTAR

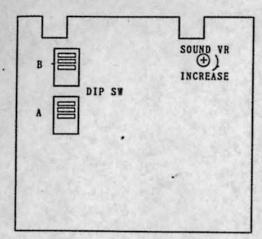
THIS IS THE WAY TO CLEAR AND RIDE ON THE MOVING FLOOR IN STAGE 4.



- 1. JUMP TOWORD TO THE WALL ABOVE THE MOVING FLOOR.
- 2. DURING THE JUMP, CROUCH DOWN IN AIR. 3. FALL DOWN AS IS. YOU CAN KNEEL ON THE EDGE OF THE MOVING FLOOR.



## ADJUSTMENT ON GAME PC BOARD (NASTAR G25 00511A)



☆ THE CONTROL OF THIS GAME USES
ONE 8-WAY JOYSTICK AND 2 BUTTONS.
(PAIR CONTROL PANEL)

	CON	NECTO	R				
SOLDER SIDE	131	1	COMPONENTS SIDE				
GND	IA	111	GND				
GND	В	2	GND				
+57	C	3	+57				
+5V	D	4	+5V				
-5Y	E	5	-5V				
+12V	F	6	+12V (+13V)				
POST	H	7	POST				
COIN COUNTER (B)	J	8	COIN COUNTER (A)				
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)				
SPEAKER (-)	L	101	SPEAKER (+)				
	M	111					
VIDEO G	N	12	VIDEO R				
VIDEO SYNC	P	131	VIDEO B				
SERVICE SW	R	14	VIDEO GND				
TILT SW	S	15	11000 0110				
(COIN 2)	T	16	COIN 1				
2P SELECT	U	17	1P SELECT				
2P UP	٧	18	IP UP				
2P DOWN	W	19	1P DOWN				
2P LEFT	X	20	1P LEFT				
2P RIGHT	Y	21	1P RIGHT				
2P ATTACK BUTTON	2	22	1P ATTACK BUTTON				
2P JUMP BUTTON	a	23	1P JUMP BUTTON				
Carller and Control of the Control	b	24	THE POST OF				
	C	25	The state of the latest st				
	d	26					
GND	e	27	GND				
GND	f	28	GND				

NOTE) BEFORE CHANGING THE SETTINGS OF THE DIP SWITCH. TURN THE POWER OFF.

SETTING OF DIP SWITCH A

(\*) : FACTORY SETTINGS

SETTING	POSITION		1	2	3	4	5	6	7	8
SCREEN ROTATION	* NOMAL		100	OFF	100	2			1000	-
SOREEN ROTATION	REVERS	REVERSE		ON	. 54	100	1		C	
TEST MODE	* NOMAL GAME			100	OFF		1		185	
	TEST M	ODE			ON	100	1 30		19.5%	
ATTRACT SOUND	* PRODUC	ED	OFF			OFF				
	NO PRO	DUCED				ON	366		1	
PLAY PRICING COIN 1	* 1 COIN	1 PLAY					OFF	1		
	2 COINS	1 PLAY		1910			ON	OFF	100	
	3 COINS	1 PLAY		0.55%			OFF		100	
	4 COINS 1 PLAY ON	ON	La Tra							
PLAY PRICING COIN 2	* 1 COIN	2 PLAYS		130					OFF	T
	1 COIN	3 PLAYS		12.34					ON	OF
	1 COIN	4 PLAYS		Buth a					OFF	
	1 COIN	6 PLAYS		200					ON	ON

SETTING OF DIP SWITCH B

SETTING	POSIITON	1	2	3	4	5	6	7	1 8
GAME DIFICULTY EASY (A) → DIFICULT (D)	* RANK B	OFF	OFF		The state of		20.00	1	1
	RANK A	ON							185
	RANK C	OFF	To a						
DIFICULT (D)	RANK D	ON	ON						
BONUS POINTS 1 UP	* 100.000 PTS. ONLY			OFF	OFF				OFF
	150.000 PTS. ONLY			ON		200			
	200.000 PTS. ONLY			OFF	-	1			
	250.000 PTS. ONLY			ON	ON			100	
NUMBER OF PLAYER	* 3	TO AND		7647		OFF	T	1	
	1 1					ON	OFF	PACE OF	
	2					OFF		100	
	5					ON ON			
CONTINUED PLAY	* WITH					777	1831	OFF	
	WITHOUT							ON	1