Jump to attack

Attack the enemies on the left hand side.

Attack the enemies on the right hand side.

Shaking the Joystick frees the Fighter.

Items to pick up:

- 1,000 Points
- 10,000 Points
- Partial Refill of Life Meter
- SA Increased Speed
- MU Increased Defence Power
- RA Increased Attack Power
- Expanded Life Meter

- Complete Refill of Life Meter
- Invincible
- One extra Fighter
- Cut a Straw Bag to release a Bomb.
- Collecting all four, SA-MU-RA-I, allows the Fighter to win Throwing Knife.

There are 5 action packed levels to fight through.

Two players can play simultaneously.
Second player can join play at any point during game.
The game has the Continuous feature for additional coins.

The game requires a horizontal monitor.
### DIP SW 1

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#### SOUND IN ATTRACTION MODE

- **NECESSARY**: OFF
- **UNNECESSARY**: ON

#### NOT USED

- **OFF**
- **ON**

### DIP SW 2

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#### DIFFICULTY LEVEL

- **EASY**: OFF
- **DIFFICULT**: ON
- **MORE DIFFICULT**: OFF
- **MOST DIFFICULT**: ON

#### CONTINUE

- **NECESSARY**: OFF
- **UNNECESSARY**: ON

#### SCREEN DISPLAY

- **OFF**
- **ON**

### EDGE CONNECTOR DIAGRAM (EDGE CONNECTOR OF JAMMA SPECS.)

#### COMPONENT SIDE

- GND
- HEADPHONE L (-)
- +5V
- +5V
- +12V
- KEY TO PREVENT ERRONEOUS INSERTION
- COIN METER #1
- SPEAKER 1 (+)
- HEADPHONE L (+)
- VIDEO RED
- VIDEO BLUE
- VIDEO GND
- COIN SW #1
- IP START
- IP UP
- IP DOWN
- IP LEFT
- IP RIGHT
- IP PUSH 1
- IP PUSH 2
- IP PUSH 3
- COIN SW #2
- 2P START
- 2P UP
- 2P DOWN
- 2P LEFT
- 2P RIGHT
- 2P PUSH 1
- 2P PUSH 2
- 2P PUSH 3
- SERVICE SW
- GND
- GND

#### SOLDER SIDE

- A
- B
- C
- D
- E
- F
- G
- H
- I
- J
- K
- L
- M
- N
- O
- P
- Q
- R
- S
- T
- U
- V
- W
- X
- Y
- Z
- a
- b
- c
- d
- e
- f
- g
- h

### SPEAKER 2 (+)

- 1
- 2
- SPEAKER 2 (-)

### HEADPHONE R (+)

- 1
- 2