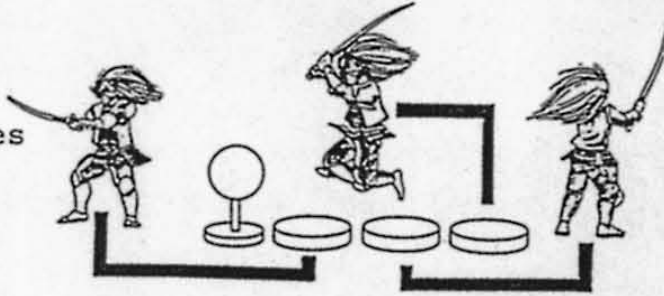


## SAMURAI FIGHTER SHINGEN

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



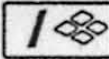
Increased Speed



Increased Defence Power



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.

"SAMURAI FIGHTER SHINGEN"

DIP SWITCH #1.

		1	2	3	4	5	6	7	8
FIRST COINCHUTE	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	OFF	OFF	ON					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	OFF	ON	ON					
	1 COIN 5 CREDITS	ON	OFF	OFF					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	ON	ON	OFF					
	FREE PLAY	ON	ON	ON					
SECOND COINCHUTE	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				OFF	OFF	ON		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				OFF	ON	ON		
	1 COIN 5 CREDITS				ON	OFF	OFF		
	2 COINS 1 CREDIT				ON	OFF	ON		
	3 COINS 1 CREDIT				ON	ON	OFF		
	4 COINS 1 CREDIT				ON	ON	ON		
SOUND IN ATTRACT MODE	NECESSARY							OFF	
	UNNECESSARY							ON	
NOT USED									—

DIP SWITCH #2

		1	2	3	4	5	6	7	8
NUMBER OF	2	OFF	OFF						
	3	OFF	ON						
	4	ON	OFF						
	UNLIMITED	ON	ON						
ONE EXTRA FIGHTER	20,000 POINTS			OFF	OFF				
	30,000 POINTS			OFF	ON				
	40,000 POINTS			ON	OFF				
	50,000 POINTS			ON	ON				
DIFFICULTY LEVEL	EASY					OFF	OFF		
	DIFFICULT					OFF	ON		
	MORE DIFFICULT					ON	OFF		
	MOST DIFFICULT					ON	ON		
CONTINUE	NECESSARY							OFF	
	UNNECESSARY							ON	
SCREEN DISPLAY									OFF
									ON

EDGE CONNECTOR DIAGRAM (EDGE CONNECTOR OF JAMMA SPECS.)

"SAMURAI FIGHTER SHINGEN"

COMPONENT SIDE		SOLDER SIDE	
	GND	1	A GND
	GND	2	B GND
HEADPHONE L&R (-)		3	C +5V
+5V		4	D +5V
+5V		5	E
+12V		6	F +12V
KEY TO PREVENT ERRONEOUS INSERTION		7	H KEY TO PREVENT ERRONEOUS INSERTION
COIN METER #1		8	J COIN METER #2
		9	K
SPEAKER 1 (+)		10	L SPEAKER 1 (-)
HEADPHONE L (+)			
		11	M
VIDEO RED		12	N VIDEO GREEN
VIDEO BLUE		13	P VIDEO SYNC
VIDEO GND		14	R SERVICE SW
		15	S
COIN SW #1		16	T COIN SW #2
1P START		17	U 2P START
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 PUSH 1		22	Z 2P PUSH 1
1P PUSH 2		23	a 2P PUSH 2
1P PUSH 3		24	b 2P PUSH 3
		25	c
		26	d
GND		27	e GND
GND		28	f GND

SPEAKER 2 (+)	1	2	SPEAKER 2 (-)
HEADPHONE R (+)			

