

: SELECTION:

Neueste Version

OPERATOR'S MANUAL

POWER SUPPLY	DC + 5V5A - 5V1A +12V1A
MONITOR	HORIZONTAL SCREEN
GAME STYLE	1-PLAYER - 4-PLAYER



TV-TUNING GmbH Postfach 650 426 Poppenbütteler Bogen 44 2000 Hamburg 65 – GERMANY



JANKA Standard

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	A	1	GND
GND	В	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	5V
+12V	7	6	'. +12V
	н	7	A CONTRACTOR
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
11.11.00	м	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
· SERVICE SW	R	14	VIDEO GND
	S	15	
COIN SW 2	T	16	COIN SW 1
2-P START	U	17	1-P START
2-P UP	V	18	1-P UP
2-P DOWN	W	19	1-P DOWN
2-P LEFT	x	20	1-P LEFT
2-P RIGHT	Y	21	1-P RIGHT
2-P SW 1 BUTTON	z	22	1-P SW 1 BUTTON
2-P SW 2 BUTTON	a	23	1-P SW 2 BUTTON
THE RESERVE	b	24	
	c	25	
TARREST AND ADDRESS OF THE PARTY OF THE PART	d	26	
GND		27	GND
GND	1	28	GND

28. . . 748. + . 90

MA H 312

AT. . . VEL+







BUTTON 1

BUTTON 2

• BUTTON 1

BUTTON SHOOT

• BUTTON 2 ---- -

PASS

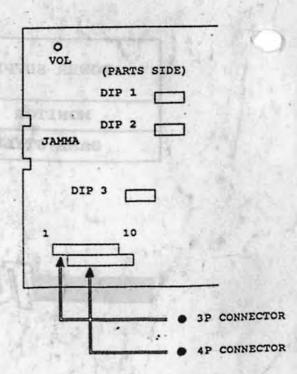
BUTTON

	A STATE OF THE PARTY OF THE PAR
1	3P UP
2	3P DOWN
3	3P LEFT
4	3P RIGHT
5	3P PUSH 1
6	3P PUSH 2
7	
8	COIN 3
9	GND
10	GND

• 3P CONNECTOR • 4P CONNECTOR

1	4P UP
2	4P DOWN
3	4P LEFT
4	4P RIGHT
5	4P PUSH 1
6	4P PUSH 2
7	H& 1/4
8	COIN 4
9	3P START
10	4P START

effents skinger-yr





ACHTUNG:

Es gibt 2 Arten, den Schwierigkeitsgrad einzustellen.

1. DIFFICULTY - nur wirksam bei 1 Player Spiel gegen Computer
2. SPIELZEIT - einstellbare Spieldauer

DIP SW-3

			1	2	3	4	5	6	7	8
	NORMAL	OFF	OFF							
DIFFICULTY		EASY	ON	OFF			10.71			
		HARD	OFF	ON					1	
		VERY HARD	ON	ON			2			
CABINET B SETTING (Gehäuse) C	NORMAL 2	P		OFF	OFF					
	В	2P x 2	2		ON	OFF				
	c	4P 4SLC	T		OFF	ON				
	D	4P 2SLC	OT .		ON	ON				
DEMONSTRATION	YES					OFF				
SOUND					4	ON			Parah s	
TEST MODE		GAME MO	DE			444		OFF		
		TEST MO	DE					ON		
			100						OFF	
NOT USED									ON	OFF
		-		1			V.	Oct.		ON
DEFAULT SETT	TING	:	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

Einstellungen der Gehäusearten:

- A) Normales Gehäuse mit Doppelpult (Coin 1 (2))
- B) 2x 2P Gehäuse: Zwei Gehäuse mit Doppelpult miteinander verbunden.
 (1. Gehäuse mit PCB für Spieler 1 + 2)
 (2. Gehäuse ohne PCB für Spieler 3 + 4)

Die Verbindung der Bedienpulte sollte mit separatem Kabelbaum erfolgen.

Monitor- und Lautsprecherverbindung muß direkt parallel auf den JAMMA-Anschluß gelegt werden.

- C) 4-Spieler-Gehäuse mit VIER EINZELNEN Münzeinwürfen (je Spieler).
- D) 4-Spieler-Gehäuse mit ZWEI MÜNZEINWÜRFEN (für alle Spieler).



DIP SW-1

	COIN/CREDIT	1	2	3	4	5	6	7	8
rs negro-Laket	1/1	OFF	OFF	OFF					
	1/2	ON	OFF	OFF			LOW.		
	1/3	OFF	ON	OFF					
	1/4	OFF	OFF	ON					
COIN 1 (3)	1/6	ON	ON	OFF					
	2/1	ON	OFF	ON					
	3/1	OFF	ON	ON					
	4/1	ON	ON	ON			TIL		
	1/1				OFF	OFF	OFF		
	1/2				ON	OFF	OFF		
	1/3				OFF	ON	OFF		
	1/4				OFF	OFF	ON		1.
COIN 2 (4)	1/6				ON	ON	OFF		
	2/1				ON	OFF	ON		
	3/1				OFF	ON	ON		-
	4/1				ON	ON	ON		
STARTING COIN	NOPMAL							OFF	14. 1
14.	X 2							ON	
SCREEN FLIP	NORMAL								OFF
	UPSIDE			-		TOP I			ON
DEFAULT SETTING	;	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

DIP SW - 2

	MATCH TIME	1	2	3	94	5.	6	7	8
VERSUS COMPUTER (1 PLAYER)	2.0 min	OFF	OFF						
	1.5 min	ON	OFF						
	2.5 min	OFF	ON	had a				-	
	3.0 min	ON	ON		-				
PLAYER VS PLAYER (2 PLAYER)	2.5 min			OFF	OFF				
	2.0 min	PROD.		ON	OFF	- 0	a a a	14 - 21	(4)
	3.0 min	Total .	werds.	OFF	ON				
PLAYER VS PLAYER (3 PLAYER)	3.0 min	Jan S	of which	Liber		OFF	OFF	1	
	2.5 min					ON	OFF	119	N. I. R.
	3.5 min	postar!	hayy	distri	inve	OFF	ON	PALL	
PLAYER VS PLAYER (4 PLAYER)	3.5 min		E PER IN	75		71.14		OFF	OFF
	3.0 min	2110.77	our di	to built		1		ON	OFF
	4.0 min							OFF	ON
DEFAULT SETTING		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF