

SUNA[®]

SUPER
RANGER

GAME MANUAL

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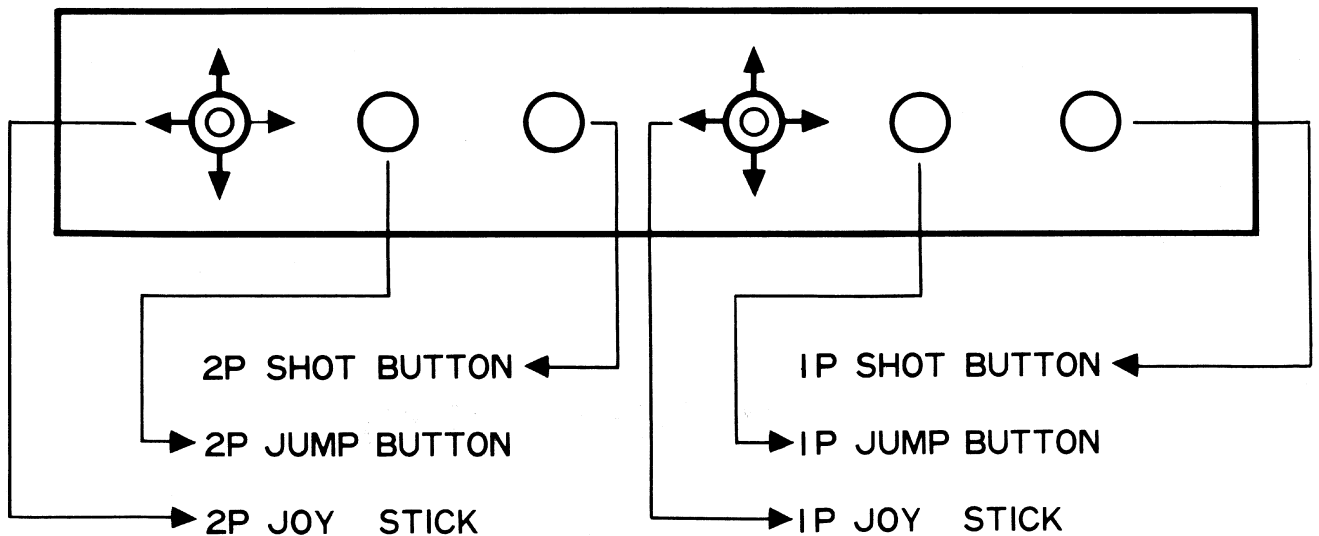
PLAY INSTRUCTION

1) KIND OF ENEMY

JACKET OF COLOR	I.Q.	WEAPON	NUMBER OF BULLET TO KILL ENEMY	POINTS
BLUE	60	NONE	1	100
YELLOW	80	NONE	2	200
PINK	60	GUN	1	100
	80		2	200
	100		3	300
GREEN	80	HAND GRENADE	2	200
RED	100	NONE	3	300
FIRE BIRD, FIRE LUMP, MONSTER MOUSE				100

- 2) WHEN ENTERING THE DOOR OF GUN MARK, BULLETS ARE ADDED.
- 3) IN THE STAGE 5, IN ORDER TO TAKE ELEVATOR PLAYER HAS TO CONTROL JOYSTICK TOWARD UP DIRECTION.

CONTROL PANEL



RANGER

* WIRING DIAGRAM

SOLDER SIDE		PARTS SIDE	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
	5		
+12V	6	+12V	
	7		
2P PILOT LAMP	8	IP PILOT LAMP	
	9		
SPEAKER (-)	10	SPEAKER (+)	
	11		
VIDEO G	12	VIDEO R	
VIDEO SYNC	13	VIDEO B	
	14	VIDEO GND	
	15		
COIN 2	16	COIN 1	
2P START	17	IP START	
2P UP	18	IP UP	
2P DOWN	19	IP DOWN	
2P LEFT	20	IP LEFT	
2P RIGHT	21	IP RIGHT	
2P JUMP	22	IP JUMP	
2P SHOT	23	IP SHOT	
	24		
	25		
	26		
GND	27	GND	
GND	28	GND	

