Technical Information

(1) Required power capacity
   GND-Vcc 5V4A or more
   GND(+12V)
   * See the Wiring Diagram.

(2) Output
   R(red) analog, positive
   G(green) analog, positive
   B(blue) analog, positive
   SYNC. H-V complexed, negative

(3) The monitor should be horizontally installed.

(4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.

(5) Handle with care.

Play Instruction

● 1 or 2 players.
   ● Decide the character you want to control out of the four Cobras.
      Deposit coin(s) and press your start button, and the screen displays four characters.
      Use joystick to select and decide by the punch or kick button.
   ● Control your character using the 8-way joystick and attack the enemies by using the punch and kick button.
   ● Press the punch and kick button simultaneously for a stronger attack.
   ● Waggle the joystick or press the button repeatedly to avoid enemy attack when you are captured or floored.
   ● Press the punch and kick button on coming closer to the enemies to hold them for your advantageous attack. (e.g. You can head-lock the enemies, throw them away and etc.)
   ● Pick up weapons (a bat, a knife, a shotgun and etc.) for special attack.
      And pick up items on the ground (a wooden box, a gasoline drum, a water bucket, a bottle, a barrel and etc.) to throw at enemies.
      * Please note; All items as weapons are limited in number of their use.
   ● Pick up food (a roast chicken and etc.) to restore your energy.
   ● You will lose a life when your energy is exhausted. The game is over when you have used up all your lives.
   ● There are 5 stages and one extra stage. Each stage has three or four scenes.
   ● You may continue the game as many times as you want. Any player can join at any time.

Cabinet Information

Use a dual control: upright cabinet with a start button, an 8-way joystick and two function buttons for each player.

Self Test

Normal: "OK" will be displayed. Then the game will start.
Abnormal: "BAD" will be displayed and self test will repeat itself. If "13B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.
(1) HOW TO START
After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the
MENU SCREEN of the Manual Test.
(Note) Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE
Select "EXIT" on the MENU SCREEN to return to the game mode.

(3) ITEMS AND HOW TO SELECT
Move arrow with 1P JOYSTICK to desired test and press 1P PUNCH button to begin. Select "EXIT" to return to
the MENU SCREEN.

1. ROM CHECK
2. SCREEN CHECK
3. COLOR CHECK
4. I/O CHECK
5. MUSIC CHECK
6. SOUND CHECK
7. COIN MECHANISM
   INDEPENDENT/
   COMMON
8. COIN GAME OPTIONS
   EXIT

(4) EXPLANATION OF THE ITEMS

1. ROM CHECK
   Roms will be checked one after another, and the message "OK" or "BAD" and check-sums will be displayed
   on the screen.
   In this test only, you cannot return to the MENU SCREEN until the test is through.

2. SCREEN CHECK
   Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK
   Adjust color brightness.

4. I/O CHECK
   Check all the joysticks and buttons to see "I" when switched on.

5. MUSIC CHECK
   Select "NEXT MUSIC" to change music.

6. SOUND CHECK
   Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

7. COIN MECHANISM
   - TWO INDEPENDENT COIN SLOTS
     PREMIUM START AVAILABLE
   - TWO COIN SLOTS FOR COMMON CREDITS
     PREMIUM START NOT AVAILABLE
   - EXIT
   * ○ shows recommended setting.

8. COIN GAME OPTIONS
   Following screen will appear. Use JOYSTICK to select the option to modify and press ATTACK button.
   After modification is completed in the sub-screen , select "EXIT" to save and return to this screen.
8-1. COIN SETTING

① If "7. COIN MECHANISM" is set at "COMMON", the screen shows as follows:

8-1. COIN SETTING
→ 1P 1 COIN 1 CREDIT
→ 2P 1 COIN 1 CREDIT

On "COMMON" coin mechanism, coin setting should be done for each player.
Also, premium start is not available on this setting.

② If "7. COIN MECHANISM" is set at "INDEPENDENT", the screen shows as follows:

→ 8-1. COIN SETTING
STARTING 1 COIN 1 CREDIT
CONTINUE 1 COIN 1 CREDIT

Selecting this item, the screen shows following options.

① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and continuation will be the same.
After modifying coin setting, select "EXIT" and return to the original screen.

② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation.
The number of coins for starting will be the sum of both numbers.

PREMIUM START SETTING

〇 OFF
ON
EXIT

COINS CREDITS
〇 1 1
1 2
1 3
1 4
1 5
1 6
1 7
2 1
2 3
2 5
3 1
3 2
3 4
4 1
4 3
4 5

* 〇 shows recommended setting for PREMIUM START.
8-2. PLAYER LIFE

- 1 LIFE
- 2 LIVES
- 3 LIVES
- 4 LIVES
- 5 LIVES
- 6 LIVES
- 7 LIVES
- EXIT

8-3. DIFFICULTY

- EASY
- NORMAL
- DIFFICULT
- VERY DIFFICULT
- EXIT

8-4. SOUND IN ATTRACT MODE

- OFF
- ON
- EXIT

8-5. VIDEO SCREEN FLIP

- NORMAL
- UPSIDE DOWN
- EXIT

8-6. SOUND OUTPUT

- MONAURAL
- STEREO
- EXIT

* ○ shows recommended settings.

8-7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING".