Technical Information

(1) Required power capacity
   GND-Vcc 5V 4A or more
   GND-(+12V)
   * See the Wiring Diagrams.
(2) Output
   R(red) analog, positive
   G(green) analog, positive
   B(blue) analog, positive
   SYNC. H-V complexed, negative
(3) The monitor should be installed horizontally.
(4) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode.
   (See the page on Manual Test)
(5) Handle with care.

Playing Instruction

- This game is a “Horizontal Scroll Action Game” in which players fight to rescue their girl friend snatched by the enemies.
- This game can be adjusted for both 2P simultaneous play mode or 3P one. Choose which mode you would like with Dip switch, when installed on site. (See the page on Dip switch setting.)

Game Start
- After you deposit coin(s), by pressing Start button there will be Character Selection on the screen. (When the coin slot is INDEPENDENT type, pressing Start button is not necessary to have Character Selection.) Select your favorite character with Joystick and press any button to start the game.
- You have 3 characters, “WADE”, “BORIS”, “KYLE”, to choose from. They have different abilities on Punch, Kick, Agility, etc.

How to control
- Control your character’s movements using 8-way Joystick and Jump button, and attack enemies with Attack button. Pressing Attack and Jump button makes your character do “Special Attack”, consuming some energy.
- Go close to the enemy to grab, and then press Attack button to throw.
- During jumping, press Attack button to make an attack in the air like “FLYING KICK”, etc.
- Pull the Joystick diagonally downwards and press Jump button at the same time to dash into enemies.

Damage
- Damaged by enemy’s attack, character’s energy decreases. When energy has run out, you lose one life. When you lose all your lives, the game is over.

Items
- Special items will appear during the game. Go onto the item and press Attack button to take it.
- Meat, BBQ, Sausage, Fried Egg, Lobster, Pizza, etc. will give you additional energy.
- Pot, Necklace, Watch, Gold coin, Jewel, etc. will give you bonus points.
- There are 7 stages in the game.
- Buy-in and continuation available. (When you continue, favorite character can be selected.)

Control Panel Information

- Use control panel with a Start button, an 8-way Joystick and 2 buttons for each player.
  * If the coin slot is COMMON type, Start buttons are necessary.

* This game can be adjusted to simultaneous play mode. Connect 3P control connector to “3P CN7” beside the JAMMA connector on the PCB. “4P CN8” can not be used.
Self Test

Normal: “OK” will be displayed. Then the game will start.
Abnormal: “BAD” will be displayed and self test will repeat. If “13C BAD” is displayed, switch off and switch on again while continually pressing down on the TEST SWITCH on the PCB.
Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

Manual Test

(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 MAIN MENU of the Manual Test Mode.
* Switching on with TEST SWITCH pressed causes the problem in the EEP ROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE
Select “GAME MODE” on the MAIN MENU then press player 1’s ATTACK BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT
Use Player 1 Joystick to move arrow to desired test and press player 1’s ATTACK BUTTON to initiate testing.
Press player 1’s ATTACK BUTTON during or at the end of each test to return to the MAIN MENU.

<table>
<thead>
<tr>
<th>MAIN MENU</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td>I/O CHECK</td>
</tr>
<tr>
<td>SCREEN CHECK</td>
</tr>
<tr>
<td>COLOR CHECK</td>
</tr>
<tr>
<td>MASK ROM CHECK</td>
</tr>
<tr>
<td>DIP SWITCH SETTINGS</td>
</tr>
<tr>
<td>SOUND OPTIONS ------------------------ Sound check and settings.</td>
</tr>
<tr>
<td>GAME OPTIONS</td>
</tr>
<tr>
<td>COIN OPTIONS</td>
</tr>
<tr>
<td>GAME MODE ---------------- Return to GAME MODE</td>
</tr>
<tr>
<td>1 PLAYER JOYSTICK = SELECT ITEM</td>
</tr>
<tr>
<td>1 PLAYER ATTACK = DO CHECK</td>
</tr>
</tbody>
</table>

(4) EXPLANATION OF THE ITEMS
The following screen below will appear. Select item to be modified with player 1 Joystick up/down and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. After modification is completed, select “SAVE AND EXIT” and press player 1 ATTACK BUTTON to save and return to MAIN MENU.
* If you select “EXIT” instead of “SAVE AND EXIT” after modifying some settings, the message appears; “YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO”. When you choose “YES”, the screen shows “NOW SAVING” and returns to MAIN MENU. If you select “NO”, “NO MODIFICATION” is shown and then MAIN MENU appears.

1. I/O CHECK
Check the Joystick and all Buttons to see “1” when switched on. Press player 1 and 2 ATTACK BUTTONS at the same time to return to MAIN MENU.

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

3. COLOR CHECK
Adjust color clearness on each color bar so that the back ground area will be colorless (=dark).

4. MASK ROM CHECK
Roms will be checked one after another, and the message “OK” or “BAD” will be displayed on the screen.
5. DIP SWITCH SETTING
You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following:

<table>
<thead>
<tr>
<th>DIP SWITCH</th>
<th>CONTENTS</th>
<th>DIP SW/ON</th>
<th>DIP SW/OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW1</td>
<td>SOUND OUTPUT</td>
<td>STEREO</td>
<td>MONOURAL</td>
</tr>
<tr>
<td>SW2</td>
<td>VIDEO SCREEN FLIP</td>
<td>UP SIDE DOWN</td>
<td>NORMAL</td>
</tr>
<tr>
<td>SW3</td>
<td>COIN SLOT SET</td>
<td>INDEPENDENT</td>
<td>COMMON</td>
</tr>
<tr>
<td>SW4</td>
<td>NUMBER OF PLAYERS</td>
<td>3 P</td>
<td>2 P</td>
</tr>
</tbody>
</table>

6. SOUND OPTIONS
The following screen below will appear.

```
SOUND OPTIONS

SOUND IN ATTRACT MODE ALL THE TIME ........................................ Select out of the followings;

   "ALL THE TIME", "ONCE EVERY 2/4 CYCLES", "COMPLETELY OFF"

SOUND VOLUME = 25 ................................................................. Sound Volume adjustment (0-30)

   * In Attract Mode, sound volume will be smaller.

SOUND SCALE CHECK ..................................................................... Do re mi ...do" will sound.

   * In stereo sound output, "Do" comes out from left speaker, so "Re" does from the Right, and so on.

FACTORY SETTINGS ................................................................. Returned to Factory Settings
SAVE AND EXIT
EXIT
1 PLAYER JOYSTICK UP/DOWN = SELECT OPTION
1 PLAYER JOYSTICK LEFT/RIGHT = MODIFY SETTING

(Settings above are not always the factory settings.)
```

7. GAME OPTIONS
The following screen below will appear.

```
GAME OPTIONS

PLAYER'S LIFE 1 CREDIT 2 LIVES .............................................. Number of Player's life for 1 coin(1 to 9)
EXTRA LIFE FIRST AT 5000000 Pts EVERY AT 10000000 Pts .... Settings for Extra players
   "FIRST AT 500000 Pts"
   "EVERY AT 1000000 Pts",
   "FIRST AT 800000 Pts"
   "EVERY AT 2000000 Pts",
   "FIRST AT 500000/ 800000 Pts ONLY"
   "NO EXTEND"
DIFFICULTY LEVEL 4/MEDIUM ...................................................... Select out of 8 levels
LOOP SETTING ONE ROUND END ................................................ "ONE ROUND END" or "ENDLESS"
VIOLENT MODE CLEAN .............................................................. "BLOODY" or "CLEAN"
FACTORY SETTINGS ................................................................. Returned to Factory Settings.
SAVE AND EXIT
EXIT
1 PLAYER JOYSTICK UP/DOWN = SELECT OPTION
1 PLAYER JOYSTICK LEFT/RIGHT = MODIFY SETTING

(Settings above are not always the factory settings.)
```
8. COIN OPTIONS

(1) "INDEPENDENT" Type=Coin slot on each control panel.
Dip switch on PCB should be "SW3=ON". Coin slot on left is for 1P, and right one for 2P.

**INDEPENDENT**

<table>
<thead>
<tr>
<th>COIN OPTIONS</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>FREE PLAY</td>
<td>NO Setting for Free Play, &quot;YES&quot; or &quot;NO&quot;</td>
</tr>
<tr>
<td>COIN MECHANISM</td>
<td>INDEPENDENT</td>
</tr>
<tr>
<td>COIN SLOT</td>
<td>1 COIN 1 CREDIT Number of credit for 1 coin</td>
</tr>
<tr>
<td>PREMIUM START</td>
<td>NO Setting for PREMIUM START. &quot;NO&quot; or &quot;YES 1&quot; to &quot;YES 4&quot;</td>
</tr>
<tr>
<td>STARTING</td>
<td>1 COIN TO START Setting for the number of credit to start</td>
</tr>
<tr>
<td>CONTINUATION</td>
<td>1 COIN TO CONTINUE  (1-8)</td>
</tr>
<tr>
<td>FACTORY SETTINGS</td>
<td></td>
</tr>
<tr>
<td>SAVE AND EXIT</td>
<td></td>
</tr>
<tr>
<td>EXIT</td>
<td></td>
</tr>
<tr>
<td>1 PLAYER JOYSTICK UP/DOWN = SELECT OPTION</td>
<td></td>
</tr>
<tr>
<td>1 PLAYER JOYSTICK LEFT/RIGHT = MODIFY SETTING</td>
<td></td>
</tr>
</tbody>
</table>

(2) "COMMON" Type=One coinchuter on a cabinet.
Dipswitch on PCB should be "SW3=OFF".

**COMMON**

<table>
<thead>
<tr>
<th>COIN OPTIONS</th>
<th>Action</th>
</tr>
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<tbody>
<tr>
<td>FREE PLAY</td>
<td>NO Setting for Free Play, &quot;YES&quot; or &quot;NO&quot;</td>
</tr>
<tr>
<td>COIN MECHANISM</td>
<td>COMMON</td>
</tr>
<tr>
<td>COIN SLOT 1</td>
<td>1 COIN 1 CREDIT Set the number of credit for 1 coin</td>
</tr>
<tr>
<td>COIN SLOT 2</td>
<td>1 COIN 1 CREDIT</td>
</tr>
<tr>
<td>PREMIUM START</td>
<td>NO Setting for PREMIUM START. &quot;NO&quot; or &quot;YES 1&quot; to &quot;YES 4&quot;</td>
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<td>STARTING</td>
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<tr>
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</table>

**PREMIUM START.**
When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

**COIN SETTING OPTIONS**

| COIN(S) | 1 1 1 1 1 1 1 2 2 2 3 3 3 4 4 4 |
| CREDIT(S)| 1 2 3 4.5 6 7 1 3 5 1 2 4 1 3 5 |

- Setting for 3P play mode.
  * "INDEPENDENT"(SW3=ON) cabinet ... Cabinet with more than 3 Coinchuters.
  * Connect 3P control connector to "3P CN7" beside the JAMMA connector on the PCB. "4P CN8" cannot be used.
  * "COMMON"(SW3=OFF) cabinet ......... Cabinet with 1~2 Coinchuters.
  * Coincounter 2 should be attached to Coinchuter 2.
  * When setting 3P play mode on 4P cabinet, cover Coinchuter 4 and control panel 4, as they are not to be used.