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MANUAL

WARNING

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CAPCOM®

4) ITEM DESCRIPTIONS

1.INPUT & OUTPUT	test the input output switches. 1 and 0 means on and off of the switch respectively.
2.SOUND & VOICE	check the sound & voice. Select with 1P lever and decide with 1P A button.
3.COLOR	adjust the color with color bars of red, green, blue and white.
4.DOT CROSS HATCH	adjust the screen size, the focus and the distortion.
5.SYSTEM CONFIGURATION	change various game play settings.
6.OBJECT	check all the objects.
7.SCROLL 1	check scroll 1
8.SCROLL 2	check scroll 2
9.SCROLL 3	check scroll 3
10.MEMORY CHECK	test the memory. In case ERROR is shown, please contact your distributor.
11.EXIT	push 1P A button to exit.

4) ITEM DESCRIPTIONS

1.COIN	set the play fee.
2.CONTINUE	set the continue. ON...with continue OFF...without continue
3.MONITOR FLIP	turn over the screen. ON...turn over OFF...not turn over
4.DEMO SOUND	set the sound during attract mode. ON...with sound OFF...without sound
5.SOUND	set the Q sound(3-dimensional sound). Q sound is available only with CAPCOM Q SOUND cabinet. For other cabinets, please set this to MONAURAL. Q SOUND...with Q sound MONAURAL...without Q sound.
6.PLAY MODE	set the type of your cabinet. 3 PLAYERS 3 COIN SHOOTERS...3player simultaneous 3 coin shooters 3 PLAYERS 1 COIN SHOOTER ...3player simultaneous 1 coin shooter 2 PLAYERS 1 COIN SHOOTER ...2players simultaneous 1 coin shooter
7.GAME DIFFICULTY	set the difficulty level. Eight levels. As the number increases, the game gets harder.
8. GAME DIFFICULTY 2	This game gets harder automatically according to the play time. Four levels. As the number increases, the game gets harder more quickly.
9.NUMBER OF PLAYERS	set the initial number of players. 1 to 4 players.
10.EXTEND	set the extend points. FIRST 300000.....first extend at 300000 points. NEXT 700000.....second extend at 700000 points. FIRST 500000.....first extend at 500000 points. NEXT 1000000.....second extend at 1000000 points. ONLY 1000000.....extend only at 1000000 points. NO EXTENDwithout extend.
11.FACTORY SETTING	return to the factory setting. Please set with 1P START button.
12.EXIT	return to the TEST MENU screen. Please push 1P START button.

● SYSTEM CONFIGURATION MENU

1.COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY
2.CONTINUE	ON			OFF	
3.MONITOR FLIP	ON			OFF	
4.DEMO SOUND	ON			OFF	
5.SOUND	0 SOUND			MONAURAL	
6.PLAY MODE	3 PLAYERS 3 SHOOTERS		3 PLAYERS 1 SHOOTER	2 PLAYERS 1 SHOOTER	
7.GAME DIFFICULTY	0 EXTRA EASY	1 VERY EASY	2 EASY	3 NORMAL	
	4 HARD	5 VERY HARD	6 EXTRA HARD	7 HARDEST	
8.GAME DIFFICLLTY 2	0 EASY	1 NORMAL	2 HARD	3 VERY HARD	
9.NUMBER OF PLAYERS	1	2	3	4	
10.EXTEND	FIRST 300000 PTS. NEXT 700000 PTS.	FIRST 500000 PTS. NEXT 1000000 PTS.	ONLY 1000000 PTS.	NO EXTEND	

※Bold face indicates the factory setting.

※After you change the setting, make sure to select EXIT and push 1P START before turning off the switch.
Otherwise your setting will not be memorized.