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SAMURAI
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取扱説明書

OPERATOR'S MANUAL

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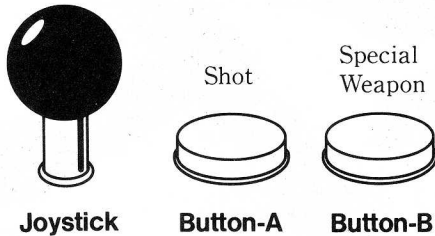
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HOW TO PLAY

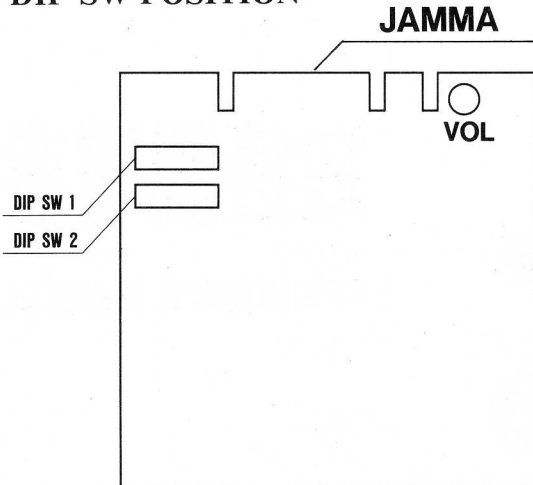
- Aボタンを押し続けて離すと、スーパーショットを発射することができます。
 - 各機体で武器や性能が異なります。
 - フルパワー時のみ弾数制限があります。
- **KEEPING PUSHING AND RELEASE BUTTON A YOU CAN SHOOT A SUPER SHOT.**
 - **EACH FIGHTER HAS ITS ORIGINAL WEAPONS AND PERFORMANCES.**
 - **THE NUMBER OF SHOT IS LIMITED ONLY AT A FULL POWER.**

CONTROL PANEL

Controls your aircraft



DIP SW POSITION



注意：画面の角一点に白く点滅する場合がありますが、故障ではありません。ご了承ください。

Attention: White and blinking to one point of screen in corner occasionally. However, it is not a breakdown. Please acknowledge.

CONNECTOR DIAGRAM

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER(-)	L	10	SPEAKER(+)
	M	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
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

Power Supply	DC+5V DC+12V
Monitor	Vertical Screen
Game Style	2-Player Simultaneous

DIP-SWITCH 1

		1	2	3	4	5	6	7	8
Coin Slot	SAME INDIVIDUAL	*OFF ON							
Coin 1	1 COIN = 1 CREDIT 2 COINS = 1 CREDIT 3 COINS = 1 CREDIT 1 COIN = 2 CREDITS 1 COIN = 3 CREDITS 1 COIN = 4 CREDITS 1 COIN = 5 CREDITS 1 COIN = 6 CREDITS		*OFF ON OFF ON OFF ON OFF ON	*OFF OFF ON OFF ON OFF ON ON	*OFF OFF OFF ON ON ON ON ON				
Coin 2	1 COIN = 1 CREDIT 2 COINS = 1 CREDIT 3 COINS = 1 CREDIT 1 COIN = 2 CREDITS 1 COIN = 3 CREDITS 1 COIN = 4 CREDITS 1 COIN = 5 CREDITS 1 COIN = 6 CREDITS					*OFF ON OFF ON OFF ON OFF ON	*OFF OFF ON ON OFF OFF ON ON	*OFF OFF OFF ON ON ON ON ON	
Continue Coin	NORMAL MODE 〔START = 1 COIN〕 〔CONTINUE = 1 COIN〕 CONTINUE MODE 〔START = 2 COINS〕 〔CONTINUE = 1 COIN〕								*OFF ON

- Coin SlotがSAMEの時は、CREDITの表示が1つで1P+2P共通です。
- Coin SlotがINDIVIDUALの時は、CREDITの表示が2つで1P+2P独立のコインシュータを持つことになります。
この時はCoin 1の設定がCoin 1とCoin 2の両方に影響します。
- Continue CoinがCONTINUE Modeの時は、DIP2~7の設定が無視されます。
With Continue "ON", two coins to play and one coin to continue, and other COIN/CREDIT option disabled.
- 1~8が全てONの時は、FREE PLAY modeになります。
このモードの時はコインの入力を一切見ません。コイン待ちデモの時にスタートボタンを押せばゲームが始まり、ゲームが終わればコイン待ちデモに戻ります。
ゲーム中の表示
"CREDIT:0" → "FREE"
"INSERT COINS" → "FREE PLAY"
"↓ START" → "FREE PLAY"

DIP-SWITCH 2

		1	2	3	4	5	6	7	8
Screen Revers	Invert Normal	OFF *ON							
Demo Sound	OFF ON		OFF *ON						
Difficulty	Normal Easy Hard Super Hard			*OFF ON OFF ON	*OFF OFF ON ON				
Fighters	3 1 2 4					*OFF ON OFF ON	*OFF OFF ON ON		
Extend Player	400,000 600,000							*OFF ON	
Test Mode	OFF ON								*OFF ON

- Demo SoundがOFFの時は、コイン待ちデモの時に音が鳴らないようになります。
- When DEMO-SOUND is "OFF", there will be no sound during demonstration mode.
- Fightersはスタート時の自機数のことです。
- * 出荷時の設定
- * INDICATES FACTORY SETTING.

開発元 **彩京** AMUSEMENT WORKS **PSIKYO**

発売元

株式会社 **バンプレスト** BANPRESTO


連絡場所

株バンプレスト

三郷サービスセンター：〒341

埼玉県三郷市早稲田6-8-4

TEL.0489(59)2511

FAX.0489(59)2510

本

社：〒111

東京都台東区駒形1-4-14

バンダイ第3ビル

TEL.03(3847)5165(直)

FAX.03(3847)5765