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# SUNSETRIDERS

™

1 or 2 players.

No. 950348

# Technical Information

(1)Required power capacity

  GND-Vcc 5V 4A 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 can play at the same time.
- Deposit coin(s) and press your start button. Decide the character you want to control out of the four Bounty Hunters. Two of them use pistols as their weapons, the others use rifles. Use the 8-way JOYSTICK to move cursor at your favorite character and press SHOOT or JUMP button to decide. Two players cannot have the same character, nor can the second player joining in later choose a favorite character (It will be decided automatically).
- Control your character using the 8-way JOYSTICK. Use JUMP button to get over obstacles. Press SHOOT button to attack enemies. Enemies can also be destroyed by shooting down barrels and lamps aimed at them.
- To jump up to the second floor, push JOYSTICK upward and press JUMP button. To jump down, pull down JOYSTICK and press JUMP button.
- To avoid enemies' bullets, you can slide by pressing JUMP button with JOYSTICK pulled diagonally downward.
- Shoot sacks, and gold and silver badges come out. Pick them up for power-up:
    - Gold badge: QUICK DRAW ⋯⋯ Keep SHOOT button pressed to fire consecutively.
    - Silver badge : TWO-GUNS ⋯⋯ You can fire in two directions.
- Pick up gold dust and roast-chickens for additional points. Extra points are also awarded for picking up the same power up item you already have.
- You will lose a life when you are hit by enemies' bullets, runaway bulls, falling barrels and flames, etc. The game is over when you have lost all your lives.
- There are eight stages and two bonus stages. A large reward is given you for defeating the boss enemy in each stage. In bonus stages, aim and shoot the enemies coming out in eight different positions. Shoot as many enemies as possible for maximum reward.
- Continuation is available. Any player can join in at any time. The game is over after the second round.

# Cabinet Information

Use a dual control upright cabinet with a start button, an 8-way joystick and two function buttons for each player.
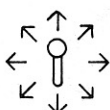
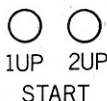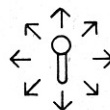| 8-WAY JOYSTICK | SHOOT BUTTON | JUMP BUTTON | 1UP 2UP START | 8-WAY JOYSTICK | SHOOT BUTTON | JUMP BUTTON |

## Self Test

Normal:    "OK" will be displayed. Then the game will start.

Abnormal:  "BAD" will be displayed and the screen will freeze. If "EEPROM 15B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

## 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.

    〈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 "GAME MODE" on the MAIN MENU then press player 1 START button to return to the game mode.

(3) ITEMS AND HOW TO SELECT

    Use player 1 JOYSTICK to highlight desired test and press player 1 START button to initiate testing. Press player 1 START button during or at the end of each test to return to the MAIN MENU.

```
        I/O CHECK
        SCREEN CHECK
        COLOR CHECK
        SOUND CHECK
        MASK ROM CHECK
        GAME OPTIONS
        COIN OPTIONS
        GAME MODE


    1 PLYR JOYSTICK=SELECT ITEM
    1 PLYR START=DO CHECK
```

(4) EXPLANATION OF THE ITEMS

### 1. I/O CHECK

    Check all the joysticks and buttons to see "1" when switched on.

    Press player 1 and 2 START 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 brightness so that the specified area will be colorless.

### 4. SOUND CHECK

    When "SOUND SCALE CHECK" is highlighted, a music scale sounds.

    At "SOUND CODE", push player 1 JOYSTICK right/left to change sound code.

### 5. MASK ROM CHECK

    Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

## 6. GAME OPTIONS

Following screen will appear. Use player 1 JOYSTICK up/down to select the item and push JOYSTICK right/left to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always factory settings.) After modification is completed, highlight "SAVE AND EXIT" and press player 1 START button to save and return to MAIN MENU.

```
              GAME OPTIONS

PLAYER'S LIFE      1 CREDIT 3 LIVES     ···Select from 1 to 9 lives.
EXTRA LIFE         1ST AT  20,000 PTS   ···Select out of 4 types:
                   2ND AT 200,000 PTS      "1ST AT 20,000/2ND AT 200,000 PTS",
                                           "1ST AT 30,000/2ND AT 300,000 PTS",
                                           "1ST AT 100,000 PTS" or "NO EXTRA LIFE"
DIFFICULTY LEVEL   4/MEDIUM             ···Select out of 8 levels.
VIDEO SCREEN FLIP  NORMAL              ···"NORMAL" or "UPSIDE DOWN"
SOUND OUTPUT       MONAURAL            ···"STEREO" or "MONAURAL"
SOUND IN ATTRACT MODE   ON            ···"ON" or "OFF"

FACTORY SETTINGS                       ···All the settings return to default.
SAVE AND EXIT                          ···Save the modified settings.
EXIT

1 PLYR JOYSTICK UP/DOWN=SELECT OPTION
1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTING
```

\* 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.

## 7. COIN OPTIONS

Selecting this item, following screen will appear. On the cabinet with two coin slots, select "COMMON" or "INDEPENDENT" for coin mechanism. In "COMMON" setting, coin setting must be done for each coin slot.

```
              COIN OPTIONS

FREE PLAY          NO
COIN MECHANISM     COMMON              ···"COMMON" or "INDEPENDENT"
     COIN SLOT 1   1 COIN 1 CREDIT
     COIN SLOT 2   1 COIN 1 CREDIT

FACTORY SETTINGS
SAVE AND EXIT                          ┐
EXIT                                   ├─Same as above "GAME OPTIONS"

1 PLYR JOYSTICK UP/DOWN=SELECT OPTION
1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTING
```

When "INDEPENDENT" coin mechanism is selected, the left coin slot will be for player 1, the right one for player 2. On this setting, "PREMIUM START" setting is available; you can set the play fee for starting higher than the play fee for continuation (2 coin start and 1 coin continue, for example).

```
┌─────────────────────────────────────────────┐
│              COIN OPTIONS                     │
│                                               │
│  FREE PLAY          NO                        │
│  COIN MECHANISM     INDEPENDENT               │
│                                               │
│  PREMIUM START      YES 1          ···"NO" or "YES 1" to "YES 4"
│                                    (The number means the EXTRA coins
│     STARTING      2 COINS 1 CREDIT   necessary)
│     CONTINUATION  1 COIN 1 CREDIT             │
│                                               │
│  FACTORY SETTINGS                             │
│  SAVE AND EXIT                     ─Same as "GAME OPTIONS"
│  EXIT                                         │
│                                               │
│  1 PLYR JOYSTICK UP/DOWN=SELECT OPTION        │
│  1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTING    │
└─────────────────────────────────────────────┘
```
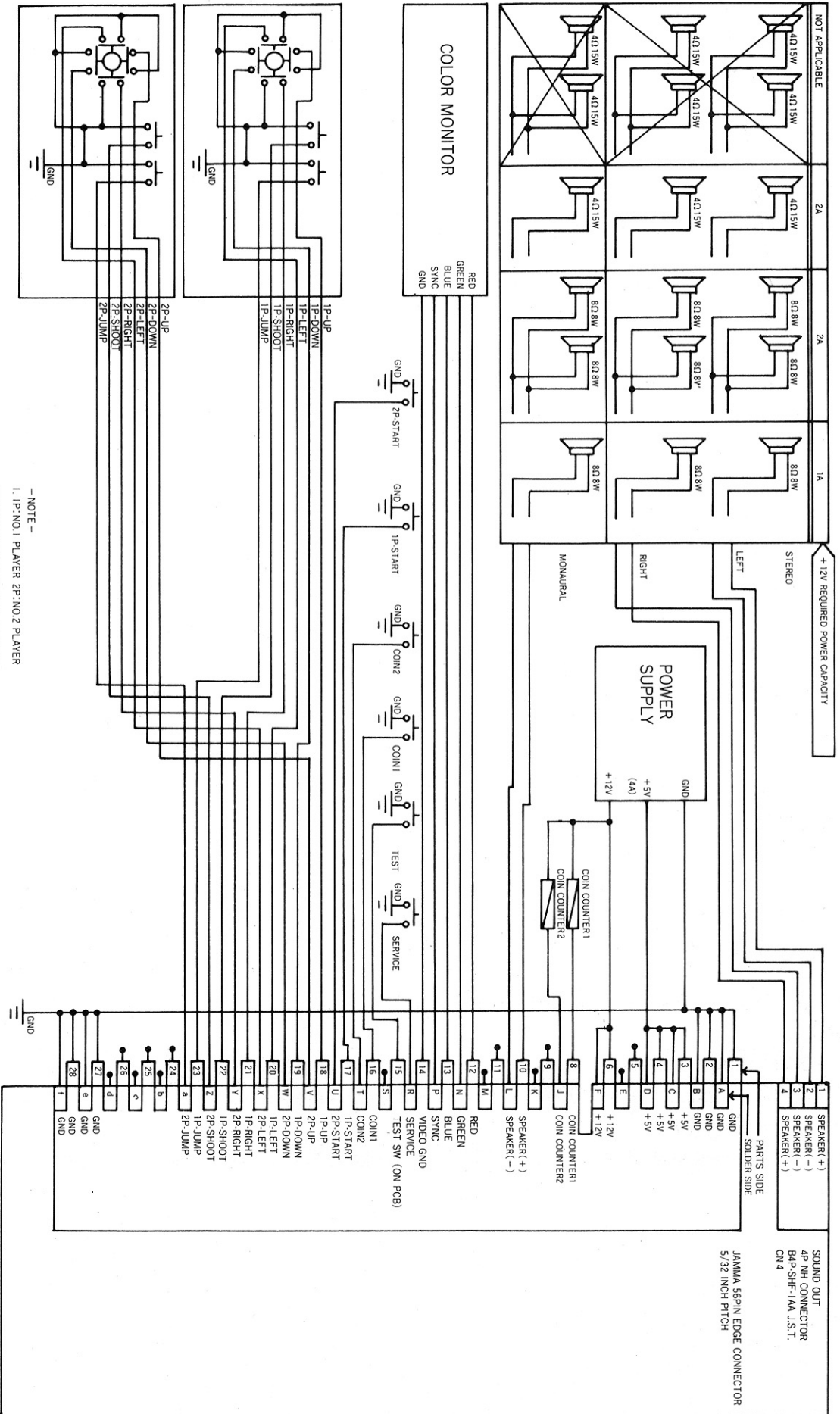
When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not want premium start setting, the number of coins necessary for starting and continuation 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 |

# WIRING DIAGRAM



**CONTROL FOR 2P**

**CONTROL FOR 1P**

**COLOR MONITOR**

**POWER SUPPLY**

-NOTE-
1. 1P:NO.1 PLAYER 2P:NO.2 PLAYER
2. SURGE KILLER DIODES FOR COIN
COUNTER INSTALLED ON THE P.C.B.
3. YOU CANNOT USE BOTH STEREO AND
MONAURAL OUTPUTS AT THE SAME TIME.