

BOMB JACK

Jack hat die lobenswerte Aufgabe, Bomben einzusammeln und zu entschärfen. Diverse Gegenspieler wollen ihn daran hindern, deshalb muß er ihnen ausweichen.

Lassen Sie Jack durch Tastendruck hochspringen. Drücken Sie noch einmal, stoppt er in der Luft, Fällt aber dann wieder abwärts. Soll Jack in der Luft schweben bleiben, müssen Sie die Sprungtaste schnell und dauernd betätigen.

Mit dem Steuerhebel können Sie Jack führen und auch seine Sprungleistung beschleunigen.

Schon gezündete Bomben bringen Ihnen Bonuspunkte. Greift sich Jack den mit P bezeichneten Power-Ball, werden aus seinen Widersachen vorübergehend goldene Bonusmünzen, die Jack sich schnappen sollte, denn Sie bekommen bei

- B das 2-5 fache der punkte auf dem Bildschirm
- S ein Freispiel
- E einen Jack extra.

BOMB JACK

B O M B J A C K

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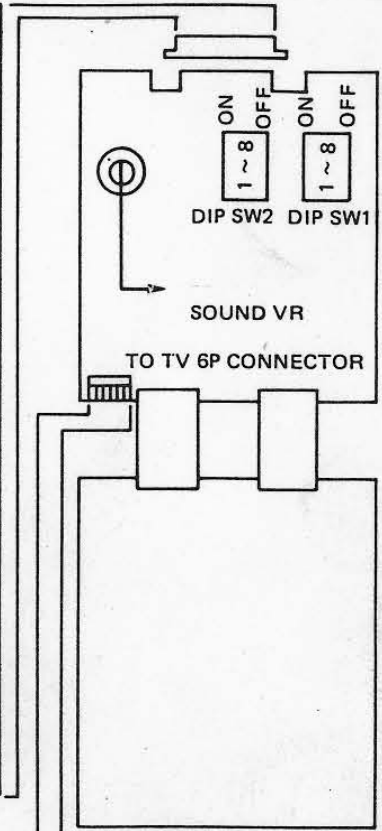
- B das 2- bis 5fache der Punkte auf dem Bildschirm
- S ein Freispiel
- E einen Jack extra

DIP SWITCH 1		1	2	3	4	5	6	7	8
COIN1	1COIN – 1PLAY	OFF	OFF						
	1COIN – 2PLAY	ON	OFF						
	1COIN – 3PLAY	OFF	ON						
	1COIN – 6PLAY	ON	ON						
COIN2	1COIN – 1PLAY			OFF	OFF				
	2COIN – 1PLAY			ON	OFF				
	1COIN – 2PLAY			OFF	ON				
	1COIN – 3PLAY			ON	ON				
NUMBER OF JACK	3 JACKS					OFF	OFF		
	4 JACKS					ON	OFF		
	5 JACKS					OFF	ON		
	2 JACKS					ON	ON		
TYPE	COCKTAIL TABLE							OFF	
	UPRIGHT							ON	
DEMONSTRATION SOUND	NON SOUND								OFF
	SOUND								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
DIFFICULTY 1 (SPEED OF MECHANIC BIRD)	MODERATE				OFF	OFF			
	DIFFICULT				ON	OFF			
	MORE DIFFICULT				OFF	ON			
	TOP DIFFICULT				ON	ON			
DIFFICULTY 2 (ENEMIES' NUMBERS AND SPEED)	EASY						ON	OFF	
	MODERATE						OFF	OFF	
	DIFFICULT						OFF	ON	
	MORE DIFFICULT						ON	ON	
RATIO OF SPECIAL COIN APPEARANCE	EASY								OFF
	DIFFICULT								ON

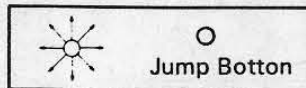
- SW 1, SW 2, SW 3 of Dip SW 2 are not used. Be sure to keep them in the OFF position when using.

SOLDER SIDE	NO	COMPONENT SIDE
2P RIGHT	1	2P LEFT
2P UP	2	2P DOWN
2P JUMP	3	
	4	
1P RIGHT	5	1P LEFT
1P UP	6	1P DOWN
1P JUMP	7	
	8	
COIN SW1	9	COIN SW2
1P START	10	2P START
GND	11	GND
GND	12	GND
GND	13	GND
SPEAKER(+)	14	SPEAKER(-)
+12V	15	+12V
	16	
+5V	17	+5V
+5V	18	+5V



CONNECTOR KEL-1150-036-009
(3.97mm PITCH)

JOYSTICK LEVER . . . 8 directions



1	BLUE
2	GREEN
3	RED
4	GND
5	SYNC
6	GND

CONNECTOR-S6P-SHE-1
(2.5mm PITCH)

POWER SOURCE
+ 5V 5A
+12V 1A
(AF Amp. BTL system)

TEHKAN

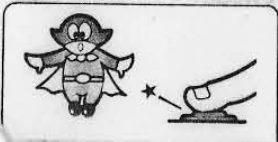
BOMB JACK™

HOW TO CONTROL JACK

* A JUMP BUTTAN



PUSH A BUTTAN WHEN JACK IS ON THE FLOOR - JUMP.



PUSH A BUTTAN WHEN HE IS IN THE AIR - STOP.



PUSH QUICKLY - HE DOESN'T DROP.

* A CONTROL LEVER



PUSH A BUTTAN AND MOVE UP A CONTROL LEVER, JACK DOES ULTRA HIGH JUMP.



WHEN JACK WANTS DOWN QUICKLY, MOVE A LEVER DOWN.

HOW TO PLAY



CONTROL JACK THE ABOVE WAYS, TAKE ALL BOMBS.

★



ATTACK A ENEMY WITH GET A POWER BALL.

★

★

GET THREE LUCKY COINS.



BONUS COIN — YOU GET 2 - 5 TIMES POINTS FOR YOUR SCENE POINTS.



EXTRA COIN — GET ONE MORE JACK.



SPECIAL COIN - PLAY ONE MORE GAME.

• THE SPECIAL BONUS

GET A BONUS POINTS TO TAKE MANY BOMBS.



×23 - 50,000 POINTS



×22 - 30,000 POINTS



×21 - 20,000 POINTS



×20 - 10,000 POINTS

20207

BOMB JACK 85/89/27

WIRING DIAGRAM

SOLID SIDE		PART SIDE	
2P RIGHT	1	2P LEFT	
2P UP	2	2P DOWN	
2P JUMP	3		
	4	SYNC	
1P RIGHT	5	1P LEFT	
1P UP	6	1P DOWN	
1P JUMP	7	RED	
BLUE	8	GREEN	
COIN 1	9	COIN 2	
1P START	10	2P START	
GND	11	GND	
GND	12	GND	
GND	13	GND	
	14	SPEAKER	
+12VOLT	15	+12VOLT	
	16		
+5VOLT	17	+5VOLT	
+5VOLT	18	+5VOLT	

VIDEO	PIN
BLUE	1
GREEN	2
RED	3
GND	4
SYNC	5

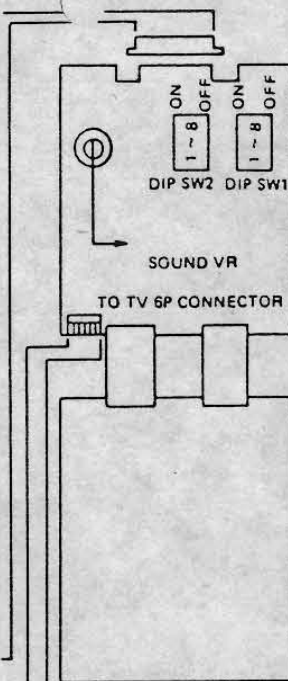
DIP SWITCH2 1 2 3 4 5 6 7 8

COIN 1							
1 COIN 1PLAY	OFF	OFF					
1 COIN 2PLAY	ON	OFF					
1 COIN 3PLAY	OFF	ON					
COIN 2							
1 COIN 1PLAY			OFF	OFF			
2 COIN 1PLAY			ON	OFF			
1 COIN 2PLAY			OFF	ON			
1 COIN 3PLAY			ON	ON			
NUMBER OF JACK							
3JACK					OFF	OFF	
4JACK					ON	OFF	
5JACK					OFF	ON	
2JACK					ON	ON	
COCKTAIL TABLE							
UPRIGHT						OFF	
DEMO SOUND OFF						ON	
ON							OFF
							ON

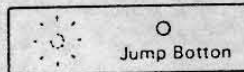
DIP SWITCH1 1 2 3 4 5 6 7 8

DIFFICULTY 1(SPEED OF MECHANIC BIRD)							
MODERATE					OFF	OFF	
DIFFICULT					ON	OFF	
MORE DIFFICULT					OFF	ON	
TOP DIFFICULT					ON	ON	
DIFFICULTY 2(ENEMIES' NUMBERS AND SPEED)							
EASY						ON	OFF
MODERATE						OFF	OFF
DIFFICULT						OFF	ON
MORE DIFFICULT						ON	ON
RATIO OF SPECIAL COIN APPEARANCE							
EASY							OFF
DIFFICULT							ON

SOLDER SIDE	NO	COMPONENT SIDE
2P RIGHT	1	2P LEFT
2P UP	2	2P DOWN
2P JUMP	3	
	4	
1P RIGHT	5	1P LEFT
1P UP	6	1P DOWN
1P JUMP	7	
	8	
COIN SW1	9	COIN SW2
1P START	10	2P START
GND	11	GND
GND	12	GND
GND	13	GND
SPEAKER(+)	14	SPEAKER(-)
+12V	15	+12V
	16	
+5V	17	+5V
+5V	18	+5V



JOYSTICK LEVER ... 8 directions



POWER SOURCE
+ 5V 5A
+12V 1A

1	BLUE
2	GREEN
3	RED
4	GND
5	SYNC
6	GND

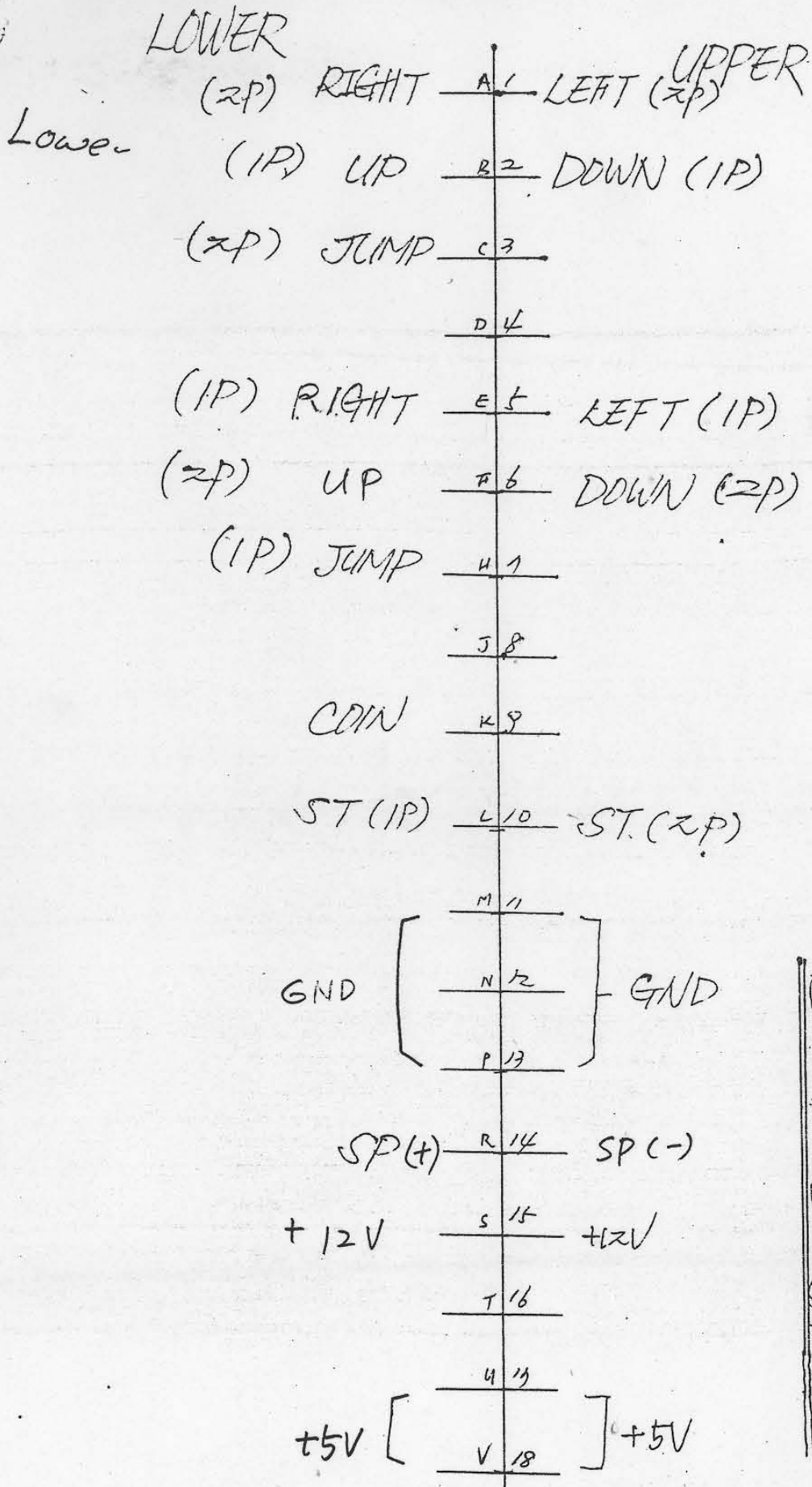
DIP SWITCH 1		1	2	3	4	5	6	7	8
COIN 1	1COIN - 1PLAY	OFF	OFF						
	1COIN - 2PLAY	ON	OFF						
	1COIN - 3PLAY	OFF	ON						
	1COIN - 6PLAY	ON	ON						
COIN 2	1COIN - 1PLAY			OFF	OFF				
	2COIN - 1PLAY			ON	OFF				
	1COIN - 2PLAY			OFF	ON				
	1COIN - 3PLAY			ON	ON				
NUMBER OF JACK	3 JACKS					OFF	OFF		
	4 JACKS					ON	OFF		
	5 JACKS					OFF	ON		
	2 JACKS					ON	ON		
TYPE	COCKTAIL TABLE							OFF	
	UPRIGHT							ON	
DEMONSTRATION SOUND	NON SOUND								OFF
	SOUND								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
DIFFICULTY 1 (SPEED OF MECHANIC BIRD)	MODERATE				OFF	OFF			
	DIFFICULT				ON	OFF			
	MORE DIFFICULT				OFF	ON			
	TOP DIFFICULT				ON	ON			
DIFFICULTY 2 (ENEMIES' NUMBERS AND SPEED)	EASY						ON	OFF	
	MODERATE						OFF	OFF	
	DIFFICULT						OFF	ON	
RATIO OF SPECIAL COIN APPEARANCE	MORE DIFFICULT						ON	ON	
	EASY								OFF
	DIFFICULT								ON

• SW 1, SW 2, SW 3 of Dip SW 2 are not used. Be sure to keep them in the OFF position when using.

CN - 96

BOMB JACK



BOMIB JACK

Geiger 26.06.81

B O M B J A C K

<u>Solder side</u>		<u>Parts Side</u>		<u>DIP SW 1</u>								
				1	2	3	4	5	6	7	8	
2P RIGHT	1	2P LEFT		COIN 1								
2P UP	2	2P DOWN		1coin 1credit	OFF	OFF						
2P JUMP	3			1coin 2credits	ON	OFF						
	4			1coin 3credits	OFF	ON						
1P RIGHT	5	1P LEFT		1coin 6credits	ON	ON						
1P UP	6	1P DOWN		COIN 2								
1P JUMP	7			1coin 1credit			OFF	OFF				
	8			2coins 1credit			ON	OFF				
COIN 1	9	COIN 2		1coin 2credits			OFF	ON				
1P SELECT	10	2P SELECT		1coin 3credits			ON	ON				
GND	11	GND		NUMBER OF JACK								
GND	12	GND		3					OFF	OFF		
GND	13	GND		4					ON	OFF		
SPEAKER	14	SPEAKER		5					OFF	ON		
+12V	15	+12V		2					ON	ON		
	16			TABLE							OFF	
+5V	17	+5V		UP RIGHT							ON	
+5V	18	+5V		DEMO SOUND							ON	
				NO SOUND							OFF	
				<u>DIP SW 2</u>								
					1	2	3	4	5	6	7	8
				DIFFICULTY (SPEED OF MECHANIC BIRD)								
				EASY	1				OFF	OFF		
					2				ON	OFF		
					3				OFF	ON		
				DIFFICULT	4				ON	ON		
				DIFFICULTY (ENEMIES' NUMBERS AND SPEED)								
				EASY	1					ON	OFF	
					2					OFF	OFF	
					3					OFF	ON	
				DIFFICULT	4					ON	ON	
				RATIO OF SPECIAL COIN APPEARANCE								
				EASY								OFF
				DIFFICULT								ON

*** TV CONNECTOR**

- 1 BLUE
- 2 GREEN
- 3 RED
- 4 GND
- 5 SYNC
- GND

* No.1, No.2, No.3 of DIP SW 2 are usually OFF.