

"MEGA BLAST"

Game Manual

< Game Controls and Rules >

- ★ The object of this game is to proceed into battle fields by fighting against different mechanisms by controlling red-lined fighter-plane (1P) or blue-lined fighter-plane (2P).
- ★ The player's controls consist of an 8-way joystick and 4 buttons. The joystick is used for moving the player's fighter-plane and the buttons are for shooting bullets.

How To Use The Buttons:

At a glance, this seems to be difficult, but actually, it is simple. That is, the upper button is used to shoot bullets upward, the lower button is used to shoot bullets downward and so on. Although bullets can be shot in 4 directions by pressing the 4 buttons, it is better to use 2 buttons at the same time according to the situation of the screen.

Items:

There are some enemies having items. The power is increased by taking those items. By taking an item, the power of the following parts is increased.

- Red Device Pack — Heat Laser Bullets (in 3 degrees)
- Blue Device Pack — Thunder Beam Bullets (in 3 degrees)
- Green Device Pack — Shield (or Barrier, in 3 degrees)
- White Device Pack — Reflection Energy Ball (in 3 degrees)

Game-over:

When the player's fighter plane is hit by an enemy or enemy's bullets, or it crashes into a barrier, the number of stocks is decreased. And when the number of stocks reaches "0", the game ends.

Round Composition:

There are 8 rounds, and when the player defeats the boss of each round, he can proceed into the next round. The game ends when all 8 rounds have been cleared.

Round-1: The-Bottom-Of-The-Sea Scene

Round-2: City Scene

Round-3: The-Bottom-Of-The-Ground Scene

Round-4: Ocean Scene

Round-5: Iceberg Scene

Round-6: Forest Scene

Round-7: Base Scene

Round-8: Space Scene

Shooting Techniques:

① Shoot attacking-from-the-back enemies with upward bullets.

It is not effective to shoot attacking-from-the-back enemies from the front side to the back because the item will scroll out. Therefore, it is better to shoot them with upward bullets. (Depending on the scene, it is better to shoot them with downward bullets.)

② Use suitable button.

Pressing 4 buttons always is not so effective, but tired.

Depending on the scene, it is better to use the buttons in a pair (i.e. Upper + Right, Right + Lower or Lower + Left.) In case of many enemies, however, it is effective to use the all 4 buttons.

DETAILS OF EDGE CONNECTOR

SOLDER SIDE	TERMINAL		COMPONENT SIDE
	NO.	NO.	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
KEY FOR PREVENTING REVERSE INSERTION	H	7	KEY FOR PREVENTING REVERSE INSERTION
COIN COUNTER 2	J	8	COIN COUNTER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
AUDIO (GND)	M	11	SPEAKER (+)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GND
TILT SWITCH	S	15	TEST SWITCH
COIN SWITCH 2	T	16	COIN SWITCH
START SWITCH 2	U	17	START SWITCH
2P CONTROL-1 UP	V	18	LP CONTROL-1 UP
⚡ -2 DOWN	W	19	⚡ -2 DOWN
⚡ -3 LEFT	X	20	⚡ -3 LEFT
⚡ -4 RIGHT	Y	21	⚡ -4 RIGHT
⚡ -5 PUSH 1	Z	22	⚡ -5 PUSH 1
⚡ -6 PUSH 2	a	23	⚡ -6 PUSH 2
⚡ -7 PUSH 3	b	24	⚡ -7 PUSH 3
⚡ -8 PUSH 4	c	25	⚡ -8 PUSH 4
⚡ -9 SPARE	d	26	⚡ -9 SPARE
GND	e	27	GND
GND	i	28	GND

LP CONTROL-9 AND 2P CONTROL-9 ARE INPUTS.

"MEGA BLAST" (NORTH AMERICA VERSION)

DIP SW-A :

SETTINGS		POSITIONS		1	2	3	4	5	6	7	8
GAME STYLE (NOT USED)	TABLE	OFF									
	UPRIGHT	ON									
SCREEN INVERSION	NORMAL		OFF								
	INVERSION		ON								
TEST MODE	NORMAL GAME					OFF					
	TEST MODE					ON					
ATTRACT SOUNDS	WITH						OFF				
	WITHOUT						ON				
PLAY PRICING	1 COIN - 1 PLAY							OFF			
	2 COINS - 1 PLAY							ON	OFF		
	3 COINS - 1 PLAY							OFF			
	4 COINS - 1 PLAY							ON	ON		
PLAY PRICING FOR A CONTINUE PLAY	SAME AS NORMAL PLAY									OFF	
	1 COIN PER CONTINUE									ON	OFF
	2 COINS PER CONTINUE									OFF	
	3 COINS PER CONTINUE									ON	ON

DIP SW-B :

SETTINGS		POSITIONS		1	2	3	4	5	6	7	8
DIFFICULTY LEVELS	RANK-B	OFF									
	" -A	ON	OFF								
	" -C	OFF									
	" D	ON	ON								
POINTS FOR EXTEND PLAY OR TIMER (K=1,000 POINTS)	100K 1,000K					OFF					
	200K 2,000K					ON	OFF				
	150K, 1,500K					OFF					
	NO					ON	ON				
NUMBER OF PLAYERS	3							OFF			
	4							ON	OFF		
	1							OFF			
	2							ON	ON		

* FACTORY SETTINGS : SET TO ALL "OFF" POSITIONS.





