

STRIKERS 1945

©1995 PSIKYO

TM

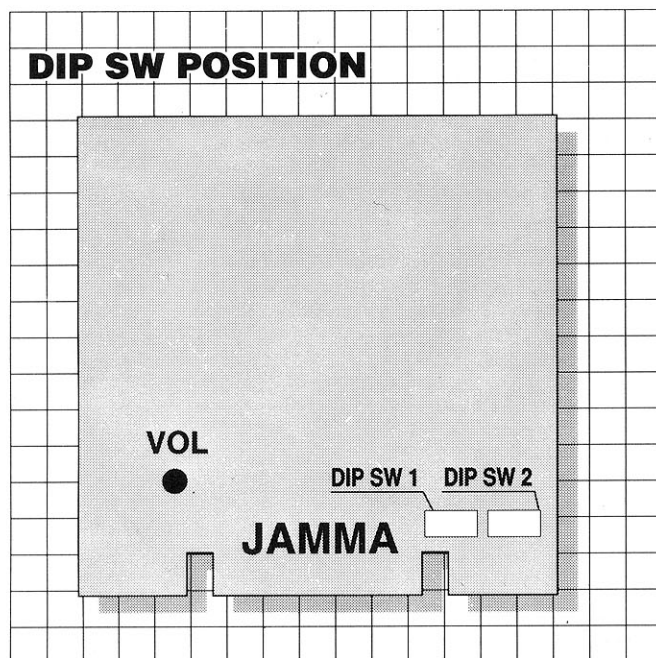
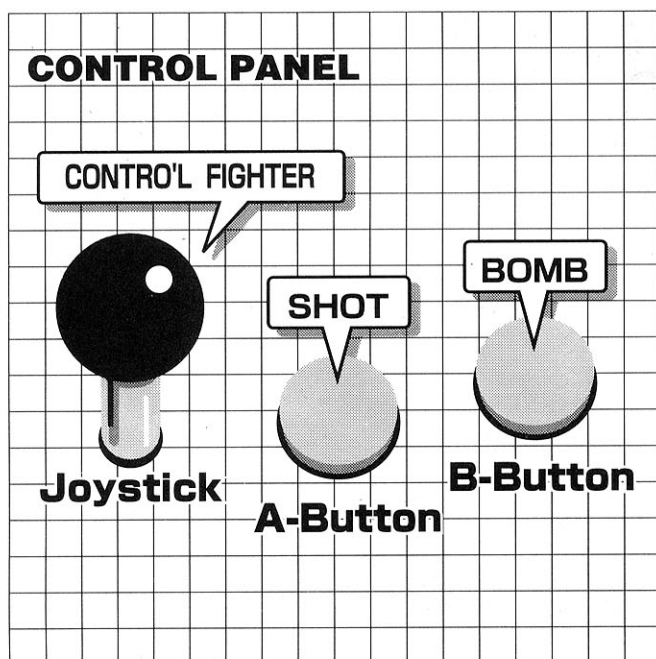
ストライカーズ1945



HOW TO PLAY

- 8方向レバー+2ボタン操作。
- ボタンはショットとボムに対応。
- 全8ステージ構成。
- 2人同時プレイおよび途中参加可能。
- パワーアップは4段階で、1段階ごとに護衛機が1機装備(最大4機)されます。
- 護衛機がついている時にショットボタンによる溜め撃ちで各機ことなったフォーメーション攻撃ができます。

- 8 direction levers + 2 buttons
- A button reacts for both "shooting" and "bombing"
- A total of 8 composition stages
- 2 player can play together. One can join in the middle of the game, too.
- Power increases in 4 steps. At each step, 1 relief fighter is added (max. 4 relief fighters)
- When relief fighters are added, different attack formations for each fighter can be operated with the hold-shoot function on the Shot Button.



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 | |
| SP (-) | L | 10 | SP (+) |
| | 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 |
| 2P START | U | 17 | 1P START |
| 2P UP | V | 18 | 1P UP |
| 2P DOWN | W | 19 | 1P DOWN |
| 2P LEFT | X | 20 | 1P LEFT |
| 2P RIGHT | Y | 21 | 1P RIGHT |
| 2P SW 1 BUTTON | Z | 22 | 1P SW 1 BUTTON |
| 2P SW 2 BUTTON | a | 23 | 1P SW 2 BUTTON |
| | b | 24 | |
| | c | 25 | |
| | d | 26 | |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

| | |
|--------------|--------------------------------|
| Power Supply | DC5V DC12V |
| Monitor | Vertical Screen |
| Game Style | Simultaneous play by 2 players |

DIP SWITCH [1]

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|----------------------|---|------|------|------|------|------|------|------|------|
| Coin Slot | SAME | OFF* | | | | | | | |
| | INDIVIDUAL | ON | | | | | | | |
| Coin 1 | 1 COIN = 1 CREDIT | | OFF* | OFF* | OFF* | | | | |
| | 2 COINS = 1 CREDIT | | ON | OFF | OFF | | | | |
| | 3 COINS = 1 CREDIT | | OFF | ON | OFF | | | | |
| | 1 COIN = 2 CREDITS | | ON | ON | OFF | | | | |
| | 1 COIN = 3 CREDITS | | OFF | OFF | ON | | | | |
| | 1 COIN = 4 CREDITS | | ON | OFF | ON | | | | |
| | 1 COIN = 5 CREDITS | | OFF | ON | ON | | | | |
| | 1 COIN = 6 CREDITS | | ON | ON | ON | | | | |
| Coin 2 | 1 COIN = 1 CREDIT | | | | | OFF* | OFF* | OFF* | |
| | 2 COINS = 1 CREDIT | | | | | ON | OFF | OFF | |
| | 3 COINS = 1 CREDIT | | | | | OFF | ON | OFF | |
| | 1 COIN = 2 CREDITS | | | | | ON | ON | OFF | |
| | 1 COIN = 3 CREDITS | | | | | OFF | OFF | ON | |
| | 1 COIN = 4 CREDITS | | | | | ON | OFF | ON | |
| | 1 COIN = 5 CREDITS | | | | | OFF | ON | ON | |
| | 1 COIN = 6 CREDITS | | | | | ON | ON | ON | |
| Continue Coin | NORMAL mode START = 1 COIN CONTINUE = 1 COIN | | | | | | | | OFF* |
| | CONTINUE mode START = 2 COINS CONTINUE = 1 COIN | | | | | | | | 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ー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 DIP [2]~[7] の設定が無視されます。
 ※[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。

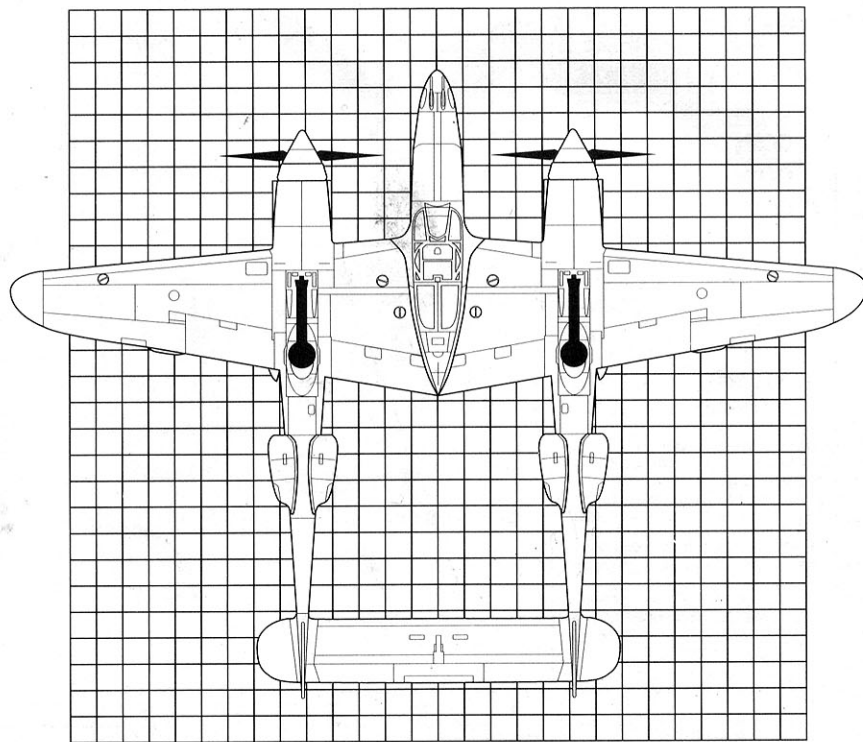
- When there is a common coin slot, 1 or 2 players may play with the same CREDIT display.
- When the coin slot is set on INDIVIDUAL, each player will have an individual coin slot with a 2 CREDIT display.
In this case, the setting of Coin slot 1 affects Coin slot 2.
- When the machine is in the CONTINUE mode, the setting of DIP [2]~[7] will be ignored.
- When the machine settings [1]~[8] are all ON, it will be in the FREE PLAY mode. In this mode, there is no need to use coins.

DIP SWITCH [2]

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---------------------------|----------------|------|-----|------|------|------|------|------|------|
| Screen | NORMAL | OFF* | | | | | | | |
| | REVERSE | ON | | | | | | | |
| Demo Sound | OFF | | OFF | | | | | | |
| | ON | | ON* | | | | | | |
| Difficulty | NORMAL | | | OFF* | OFF* | | | | |
| | EASY | | | ON | OFF | | | | |
| | DIFFICULT | | | OFF | ON | | | | |
| | MORE DIFFICULT | | | ON | ON | | | | |
| Number of Fighters | 3 | | | | | OFF* | OFF* | | |
| | 1 | | | | | ON | OFF | | |
| | 2 | | | | | OFF | ON | | |
| | 4 | | | | | ON | ON | | |
| Extend Fighters | 600,000 points | | | | | | | OFF* | |
| | 800,000 points | | | | | | | ON | |
| Test Mode | OFF | | | | | | | | OFF* |
| | ON | | | | | | | | ON |

※Demo Sound が OFF の時は、コイン待ちデモの時に音が鳴りません。
 ※★印が出荷時の初期設定です。

- When Demo Sound is OFF, there will be no sound if the machine has not been started.
- ★ marks the initial setting when shipped.



P-38 LIGHTNING

CREW : 1 LENGTH : 11.53M

WINGSPAN : 15.85M

MAX OUT PUT : 1600HP/3100RPM × 2

MAX SPEED : 666KM/H/7620M

WEIGHT : 7435KG