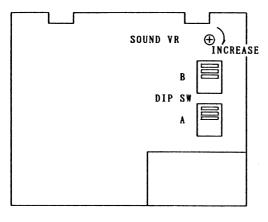
ADJUSTMENT ON GAME PC BOARD (G25 00533A VOLFIED)

CONNECTOR



☆ THE CONTROL OF THIS GAME USES
ONE 4-WAY LEVER AND ONE BUTTON.

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	В	2	GND
+ 5 V	С	3	+5V
+5V	D	4	+5V
- 5 V	E	5	-5 V
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER (B)	J	8	COIN COUNTER (A)
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)
SPEAKER (-)	L	10	SPEAKER (+)
	×	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	Х	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P LASER-CUTTER	2	22	1P LASER-CUTTER
	а	23	
	b	24	
	С	25	
	d	26	
GND	е	27	GND
GND	f	28	GND

NOTE: AFTER CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

♦ SETTING OF DIP SWITCH A

(*) : FACTORY SETTINGS

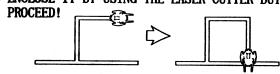
SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME STYLE	TABLE	OFF					*		
	UPLIGHT	ON	1						
SCREEN ROTATION	* NORMAL		OFF						
	REVERSE	1	ON						
TEST MODE	* NORMAL GAME			OFF					
	TEST MODE	1		ON					
ATTRACT SOUND	* WITH				OFF				
	WITHOUT	1			ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY					OFF	OFF	1	
	2 COINS 1 PLAY]				ON	1 0 6 7		
	3 COINS 1 PLAY					OFF	ON		
	4 COINS 1 PLAY					ON] UN		
	* 1 COIN 2 PLAYS							OFF	OFF
AY PRICING	1 COIN 3 PLAYS							ON	UFF
COIN B	1 COIN 4 PLAYS							OFF	ON
	1 COIN 6 PLAYS]						ON	ON

♦ SETTING OF DIP SWITCH B

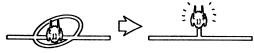
POSITIONS		SETTINGS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT (D) BONUS POINTS (1 UP) (K=1.000PTS.) 7	*	RANK B	OFF	OFF				***************************************		
		RANK A	ON	OFF						
		RANK C	OFF	0.11						
	RANK D	ON	ON							
(1 UP)	*	* 20K/40K/120K/480K/2,400K PTS.			OFF	OFF				
		50K/150K/600K/3,000K PTS.			ON				OFF	
	70K/280K/1.400K PTS.			OFF	0.11	1				
	100K/500K PTS.			ON	ON					
NUMBER OF PLAYERS	*	3					OFF		1	
		4					ON	OFF		
		5 6					OFF		1	
							ON	ON		
EXPRANATION FOR		JAPANESE					<u> </u>	L		OFF
GAME RULES	*	ENGLISH								ON



① ENCLOSE IT BY USING THE LASER CUTTER BUTTON AND

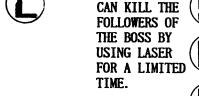


② DURING MOVING ON THE GREEN "SHIELD LINE" ...
(BURRIER IS ON)
DURING THE PERIOD FROM THE BEGINNING OF DRAWING
THE RED LASER LINE TO THE COMPLETION OF ENCLOSING ... (BARRIER IS OFF)



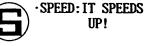
- WHEN THE BARRIER IS OFF. IF AN ENEMY TOUCHES THE PLAYER'S MACHINE OR THE RED LASER LINE, THE PLAYER'S MACHINE EXPLODES.
- WHEN THE ENERGY BLOCK

 IS ENCLOSED, A POWER
 CHIP APPEARS! (THIS MEANS THAT THE PLAYER TOOK IT!



·LASER: THE PLAYER





• CLASH: THE FOLLOWER

ARE SWEPT

AWAY!

POWER: THE ENERGY
STOPS
DECREASING
FOR A LIMITED
TIME!!





CUT OFF THE ENERGY FIELD 80% OR MORE!!

