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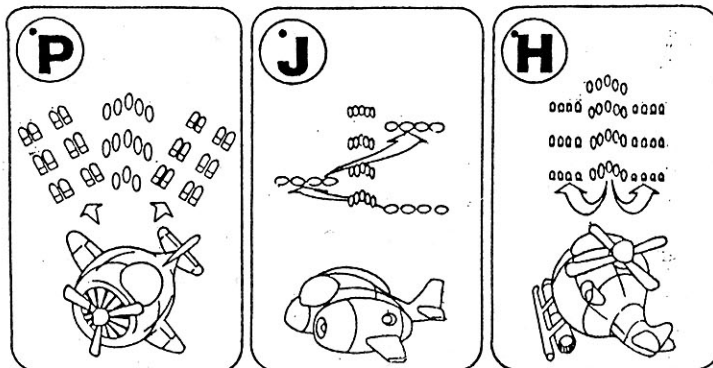
FLIPPERSPILL.COM

PLUS ALPHA is a shooting game comprising 7 phases.

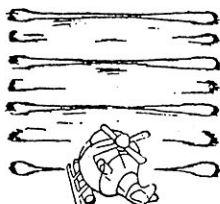
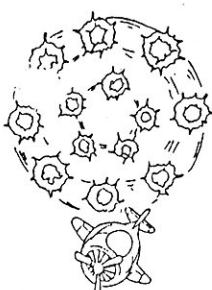
Player's aircraft is to be transformed according to TRANSFORMATION ITEMS Player picks up:

- (P) Prop-driven Fighter
- (J) Jet Fighter
- (H) Helicopter

which differ in performance from one another.



Hyper Laser Beams

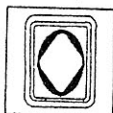


Player's aircraft is equipped with: Machine Gun
Hyper Laser Beam Gun

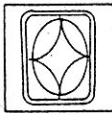
The number, shapes, destructive power, and shooting directions of the bullets from Machine Gun change according as Player picks up different BULLET REINFORCING ITEMS.

While shooting down enemies, try to pick up ITEMS of:

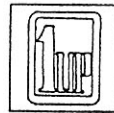
- *Extra Points
- *Bullet Reinforcing (called "Shot Up")
- *Hyper Laser Beams (diamond-shaped)
- *Extra Aircraft for Player (called "1 UP")



"Shot Up"



Extra Hyper Laser Beam



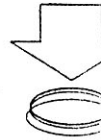
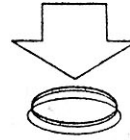
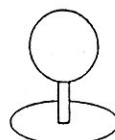
"1 UP"

When Player has successfully cleared a phase with any Hyper Laser Beam left unused, there will be a bonus chance of "making a picture" for him to win extra points or "Shot Up" or "1 UP" or extra Hyper Laser Beams.



Each of 3 tubes with different segments of a picture spins vertically.

Machine Gun



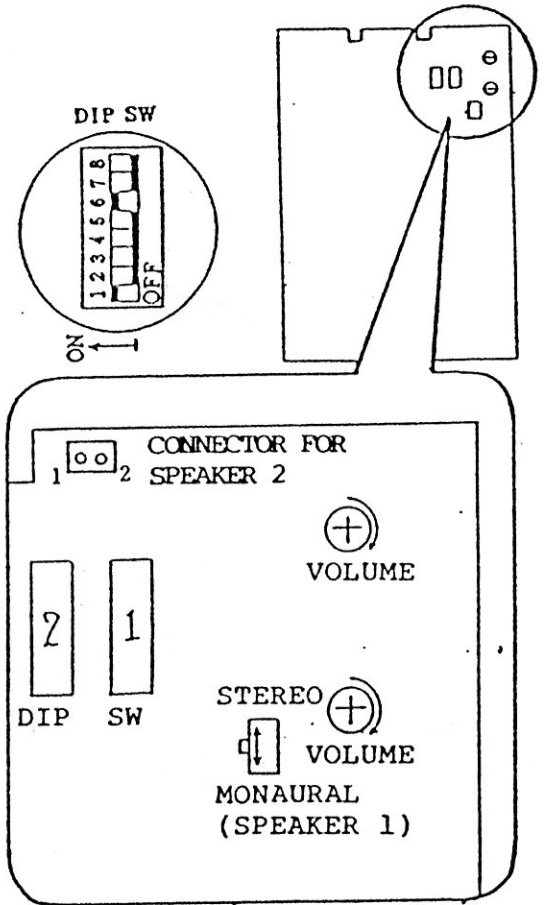
Hyper Laser Beam Gun

PLUS ALPHA requires a vertical monitor, one 8-way joystick, and 2 buttons.

Above program is subject to change for improvement without notice.

EDGE CONNECTOR DIAGRAM (EDGE CONNECTOR OF JAMMA SPECS.)

COMPONENT SIDE		SOLDER SIDE	
GND	1	A	GND
GND	2	B	GND
HEADPHONE L&R (-)	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
KEY TO PREVENT ERRONEOUS INSERTION	7	H	KEY TO PREVENT ERRONEOUS INSERTION
COIN METER #1	8	J	COIN METER #2
	9	K	
SPEAKER 1 (+) HEADPHONE L (+)	10	L	SPEAKER 1 (-)
	11	M	
VIDEO RED	12	N	VIDEO GREEN
VIDEO BLUE	13	P	VIDEO SYNC
VIDEO GND	14	R	SERVICE SWITCH
	15	S	
COIN SW #1	16	T	COIN SW #2
1P START	17	U	2P START
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P PUSH 1	22	Z	2P PUSH 1
1P PUSH 2	23	a	2P PUSH 2
	24	b	
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND



SPEAKER 2 (+) HEADPHONE R (+)	1	2	SPEAKER 2 (-)
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