(7) Communication test
   • This test is used to confirm gun's VR-X (horizontal swing) and
     VR-Y (vertical swing) amount during communication condition.

     - Pressing the test switch will return to menu screen.

     1) Set both screens' "LINK PLAY" to ON at configuration
        function. (See page 16 to 18)

     2) Set 1P, 2P screen as "0" and 3P, 4P screen as "1" at ID
        number setting. (See page 16 to 18)

     3) Save above settings, then re-start power.

     4) Move cursor to "COMMUNICATION TEST" title on "TEST
        MODE MENU" and simultaneously pull both triggers or press
        both bomb buttons of red and blue teams (ie: 1P and 3P
        triggers or 1P and 3P bomb buttons); the screen then enters
        the test operation mode.

     5) When volume level of each gun can be seen on both
        screens, all tests are completed.

     - Re-start power to return the Gunbuster to the demonstration
       screen.

```
1P—SEL:AGAIN
2P—SEL:SET  OK


PUSH  1P—SEL  OR  2P—SEL  BUTTON
```

3) Store correction by pressing 2P
   (or 4P) start button.

   - Press 1P (or 3P) start button to
     clear just matched lay and the
     screen returns to the initial
     display.

4) These data are now stored.
   Press any of start buttons to
   return to the menu screen.

```
WRITE  DATA          READ  DATA
  0:0027               0:0027
  1:0086               1:0086
  2:008E               2:008E
  3:0068               3:0068
  4:00AS               4:00AS
  5:00C8               5:00C8
  6:0033               6:0033
  7:0088               7:0088
  8:00CF               8:00CF
  9:0067               9:0067
 10:009F              10:009F
 11:00C9              11:00C9

       ES—ROM  WRITE—OK

PUSH  1P—SEL  OR  2P—SEL  BUTTON
```
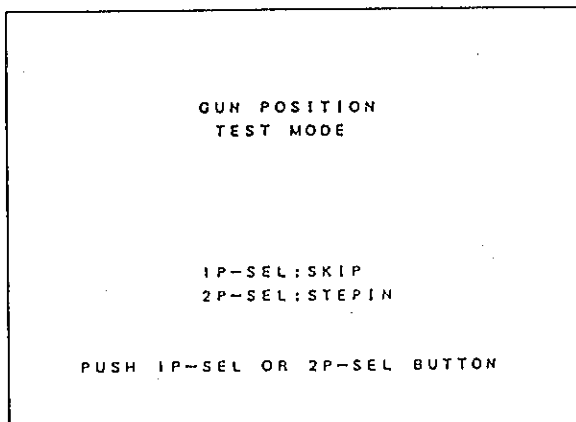
(6) Factory settings
   • This function is used to reset all data to initial settings from the
     factory.
       - After resetting, ID number settings turn to "0" so that "1" is set
         for 3P and 4P side.

   • Select YES or NO using either joystick and confirm by pulling the
     trigger or bomb button. The screen returns to menu display.

LINK PLAY	* ON	Communication, yes or no. Note 1
	OFF	
ID NUMBER	* 0 (1P, 2P side screen)	
	* 1 (3P, 4P side screen)	
ATTRACT SOUND	* ON	Sound at demonstration screen, yes or no.
	OFF	
GUN VIBRATION	* ON	Vibration of guns, yes or no.
	OFF	
B U Y — I N	* O N	Intrusion fight mode yes or no.
	O F F	

Note 1: This is used to set the communication mode of the red team and the blue team.
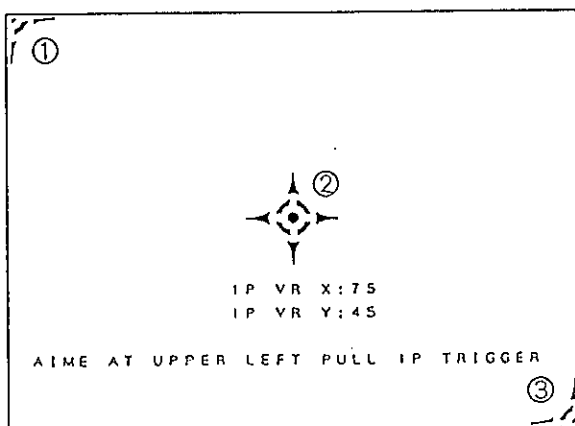
(5) Gun adjustment

• This is used to correct the deviation of gun lays.

Correct for red team screen (for 1P and 2P) and blue team screen (for 3P and 4P) individually.

```
        GUN POSITION
        TEST MODE




     1P-SEL:SKIP
     2P-SEL:STEPIN

PUSH  1P-SEL OR 2P-SEL BUTTON
```

1) To move to next screen, press 2P or 4P start button.

- To return to menu screen press 1P or 3P start button.

```
① 


          ↓ ②
       ←◇→
          ↑
     1P  VR  X:75
     1P  VR  Y:45

AIME AT UPPER LEFT PULL 1P TRIGGER
                              ③
```

2) Match 1P (3P) gun lay in order of (1) to (3) and pull trigger.
Next, match 2P (4P) gun lay in same procedure.
Then the screen turns to the next stage.

1) Move either joystick back and forth to select required item, and change setting contents moving the joystick left or right. Then press the test switch to confirm change.

2) The screen asks "SAVE MODIFY DATA ARE YOU SURE? YES. NO." When you want to store data after adjustment, move cursor to "YES." When you do not want to store data, move cursor to "NO." Then pull the trigger or press the bomb button to confirm this selection.

(" * " means initial setting at delivery)

PLAY COIN	*1 COIN / 1 CREDIT	Setting of playing fee and credit.
	2 COINS / 1 CREDIT	
	3 COINS / 1 CREDIT	
	4 COINS / 1 CREDIT	
	1 COIN / 2 CREDITS	
	2 COINS / 2 CREDITS	
	3 COINS / 2 CREDITS	
	4 COINS / 2 CREDITS	
	1 COIN / 3 CREDITS	
	2 COINS / 3 CREDITS	
	3 COINS / 3 CREDITS	
	4 COINS / 3 CREDITS	
	1 COIN / 4 CREDITS	
	2 COINS / 4 CREDITS	
	3 COINS / 4 CREDITS	
	4 COINS / 4 CREDITS	
CONTINUE COIN	* SAME PLAY COIN	Setting of continuous play.
	1 COIN	
	2 COINS	
	3 COINS	
	4 COINS	
DIFFICULTY	EASY	Selection of game level.
	* NORMAL	
	HARD	
	VERY HARD	
TIMER	* 1 COUNT 1.0 SEC	Setting time for one play time.
	1 COUNT 1.1 SEC	
	1 COUNT 1.2 SEC	
	1 COUNT 0.8 SEC	
	1 COUNT 0.9 SEC	

(3) Sound test
  • This test is used to investigate the sound quality and to adjust
    the sound volume.
    - Pressing the test switch terminates this test and returns to
      menu screen.

    1) Move the cursor using either joystick back and forth to select
       the required item, and change setting contents by moving the
       joystick right or left. Press the test switch to confirm settings.

    2) The screen asks "SAVE MODIFY DATA ARE YOU SURE?
       YES. NO." When you want to store data after adjustment,
       move cursor to "YES." When you do not want to store data,
       move cursor to "NO." Then pull the trigger or the bomb button
       to confirm this selection.

(4) Configuration
  • This function is to set play fee and game contents.
    - Pressing the test switch terminates this function and returns to
      the menu screen.

```
┌─────────────────────────────────────────────────────────────┐
│                    C O N F I G U R A T I O N                  │
│                                                               │
│   ■  PLAY  COIN           :  1COIN  /  1CREDIT               │
│      CONTINUE  COIN        :  SAME  PLAY  COIN               │
│      DIFFICULTY            :  NORMAL                          │
│      TIMER                 :  1COUNT  1. 0  SEC             │
│      LINK  PLAY            :  ON                             │
│      ID  NUMBER            :  0                              │
│      ATTRACT  SOUND        :  ON                             │
│      GUN  VIBRATION        :  ON                             │
│      BUY—IN                :  OFF                            │
│                                                               │
│         EXIT :  PUSH  TEST  SWITCH                           │
└─────────────────────────────────────────────────────────────┘
```

Test mode

- When a test switch inside each rejector door is pressed, the demonstration screen is interrupted and the menu screen appears.
  - Re-start power to return the monitor to the demonstration screen.

- For operation of test mode, use the guns and joysticks for 1P or 2P for "red team" screen, and use ones for 3P or 4P for "blue team" screen.

- Move the cursor using either joystick back and forth to select one of the test items and pull trigger or press bomb button to start test.
  - Pressing the test switch terminates the test and returns to the menu screen.

(1) Monitor test

CROSS HATCH

- Display cross hatch.
  This is used to adjust screen size, etc.
  - Pulling the trigger or pressing the bomb button once on either gun changes the display between cross hatch and color bar alternately.
  - Pressing the test switch returns to menu screen.

COLOR TEST

- This test displays four colored bars: red, blue, green, and white.
  This is used to adjust the color of the screen.
  - Pulling the trigger or pressing the bomb button once on either gun changes the display between cross hatch and color bar alternately.
  - Pressing the test switch returns to the menu screen.

(2) Switch test

- This test executes an input test of each switch etc.
  - Pressing the test switch terminates this test and returns to the menu screen.

TABLE OF CONNECTOR TERMUNALS (GUN BUSTER G25 00694A)

G-CONNECTOR (1P, 2P)

半 田 面			部 品 面
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
+13V	E	5	+12V
SP L	F	6	SP R
	H	7	LOCK OUT A
	J	8	COIN METER
POST	K	9	POST
	L	10	COIN SW A
TEST SW A	M	11	SERVICE SW A
1P LEFT	N	12	1P UP
2P GUN	P	13	1P START
2P BOMB	R	14	2P START
1P RIGHT	S	15	1P DOWN
2P UP	T	16	1P GUN
2P DOWN	U	17	1P BOMB
VIDEO G	V	18	VIDEO BL
VIDEO SYNC	W	19	VIDEO R
GND	X	20	VIDEO GND
2P RIGHT	Y	21	2P LEFT
2P VR-H	Z	22	1P VR-H
2P VR-V	a	23	1P VR-V
	b	24	LAMP A
2P MOTOR	c	25	2P SOLENOID
+24V	d	26	+24V
1P MOTOR	e	27	1P SOLENOID
24V GND	f	28	24V GND

G-CONNECTOR (3P, 4P)

半 田 面			部 品 面
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
+13V	E	5	+12V
SP L	F	6	SP R
	H	7	LOCK OUT B
	J	8	
POST	K	9	POST
	L	10	COIN SW B
TEST SW B	M	11	SERVICE SW B
3P LEFT	N	12	3P UP
4P GUN	P	13	3P START
4P BOMB	R	14	4P START
3P RIGHT	S	15	3P DOWN
4P UP	T	16	3P GUN
4P DOWN	U	17	3P BOMB
VIDEO G	V	18	VIDEO BL
VIDEO SYNC	W	19	VIDEO R
GND	X	20	VIDEO GND
4P RIGHT	Y	21	4P LEFT
4P VR-H	Z	22	3P VR-H
4P VR-V	a	23	3P VR-V
	b	24	LAMP B
4P MOTOR	c	25	4P SOLENOID
+24V	d	26	+24V
3P MOTOR	e	27	3P SOLENOID
24V GND	f	28	24V GND

NOTES :

• The potentiometer mounted on the PCB is not for controlling the sound volume.
As this potentiometer is preset at the factory, don't touch it carelessly.
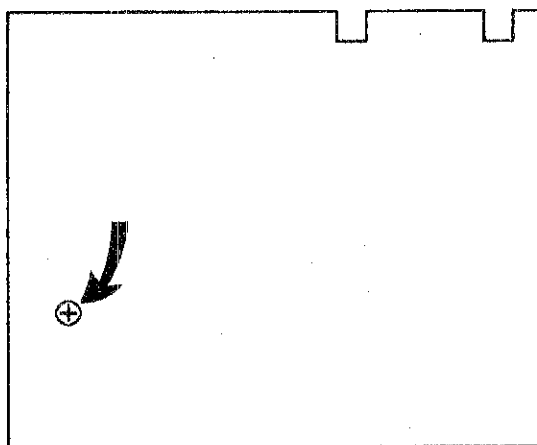
• NO DIP SWs are mounted on the PCB of this game (GUN BUSTER).
Settings of the difficulty level and the coinage should be done on the test mode
of the screen.
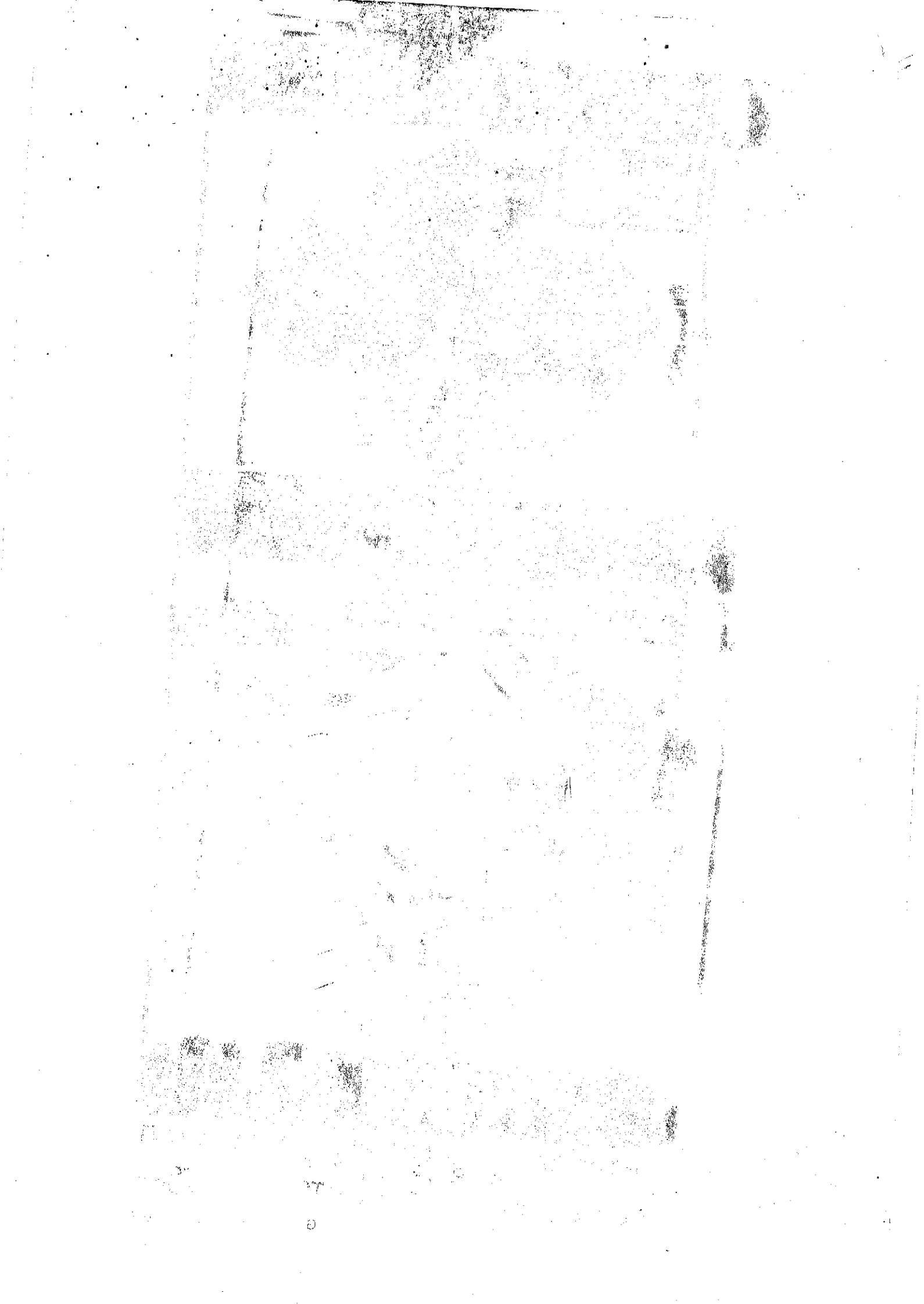
PLAYER MOVEMENT

MOVE THE LEVER TO MOVE YOUR MAN.

FORWARD

LEFT

RIGHT

BACKWARD

TURN

POINT THE GUN TO AIM.

TURN RIGHT

TURN LEFT

PULL THE TRIGGER TO FIRE.

PRESS THE BUTTON TO THROW A BOMB.

FIRE

★ THE GAME IS OVER WHEN TIME RUNS OUT OR YOUR MAN IS KILLED.

YOU MAY INSERT COINS WORTH UP TO 10 CREDITS.