OPERATOR'S MANUAL



快打 獅子皇帝

SS710244

取扱説明書 ▶

| POWER SUPPLY | DC+5V DC+12V | | | | |
|--------------|-----------------------|--|--|--|--|
| MONITOR | VERTICAL SCREEN | | | | |
| GAME STYLE | 2-PLAYER SIMULTANEOUS | | | | |



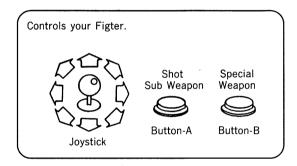
CONNECTOR DIAGRAM

| CONNECTOR DIAGRAM | | | | | | | | | |
|-------------------|-----|-----|-----------------|--|--|--|--|--|--|
| SOLDER SIDE | NO. | NO. | PARTS SIDE | | | | | | |
| GND | A | 1 | GND | | | | | | |
| GND | В | 2 | GND | | | | | | |
| +5V | C | 3 | +5V | | | | | | |
| +5V | D | 4 | +5 V | | | | | | |
| -5V | E | 5 | −5 V | | | | | | |
| +12V | F | 6 | +12V | | | | | | |
| | н | 7 | | | | | | | |
| COIN COUNTER 2 | J | 8 | COIN COUNTER 1 | | | | | | |
| · | K | 9 | | | | | | | |
| SPEAKER(-) | L | 10 | SPEAKER(+) | | | | | | |
| | М | 11 | | | | | | | |
| VIDEO GREEN | N | 12 | VIDEO RED | | | | | | |
| VIDEO SYNC | P | 13 | VIDEO BLUE | | | | | | |
| SERVICE SW | R | 14 | VIDEO GND | | | | | | |
| TEST SW | S | 15 | | | | | | | |
| COIN SW 2 | T | 16 | COIN SW 1 | | | | | | |
| 2-P START | U | 17 | 1-P START | | | | | | |
| 2-P UP | V | 18 | 1-P UP | | | | | | |
| 2-P DOWN | w | 19 | 1-P DOWN | | | | | | |
| 2-P LEFT | x | 20 | 1-P LEFT | | | | | | |
| 2-P RIGHT | Y | 21 | 1-P RIGHT | | | | | | |
| 2-P SW 1 BUTTON | z | 22 | 1-P SW 1 BUTTON | | | | | | |
| 2-P SW 2 BUTTON | а | 23 | 1-P SW 2 BUTTON | | | | | | |
| | b | 24 | | | | | | | |
| | С | 25 | | | | | | | |
| | d | 26 | - | | | | | | |
| GND | • | 27 | GND | | | | | | |
| GND | f | 28 | GND | | | | | | |

HOW TO PLAY

- ■ショットとミサイル・ボムを使い、敵を倒します。
- **■**6つのステージをクリアするとエンディングです。
- ■Attack the enemy mith the shot and missile bomb.
- ■Game is over when you clear six stages.

CONTROL PANEL



DIP-SWITCH 1

| | | [1] | [2] | [3] | [4] | [5] | [6] | [7] | [8] |
|------------|------------------------------|-------|-------|-------|-------|------|-------|-------|-------|
| Fighters | •3 | * OFF | * OFF | | | | | | |
| | •1 | ON | OFF | | | | | | |
| | •2 | OFF | ON | | | | | | |
| | ●5 | ON | ON | | | | | | |
| Bomb | •3 | | | * OFF | * OFF | | | | |
| | •1 | | | ON | OFF | | | | |
| | •2 | | | OFF | ON | | | | |
| | ●5 | | | ON | ON | | | | |
| Difficulty | ● Easy | | | | | OFF | OFF | | |
| | Normal | | | | | * ON | * OFF | ľ | |
| | Hard | | | | | OFF | ON | | |
| | Super Hard | | | | | ON | ON | | |
| Extend | ● 200,000 and 500,000 | | | | | | | * OFF | * OFF |
| Player | ● 100,000 and 300,000 | | | | | | | ON | OFF |
| | ● 500,000 and 1,000,000 | | | | | | | OFF | ON |
| | ●1,000,000 and 3,000,000 | | | | | | | ON | ON |

DIP-SWITCH 2

| | | [1] | [2] | [3] | [4] | [5] | [6] | [7] | [8] |
|-----------------------|----------------|-------|-------|-------|-------|-------|-------|--------------|-------|
| Coin 1 ●1 COII | N = 1 CREDIT | * OFF | * OFF | * OFF | * OFF | | | | |
| ●2 COII | NS = 1 CREDIT | ON | OFF | OFF | OFF | | | | |
| ●3 COII | NS = 1 CREDIT | OFF | ON | OFF | OFF | | | | |
| • 4 COII | NS = 1 CREDIT | ON | ON | OFF | OFF | | | | |
| ●5 COII | NS = 1 CREDIT | OFF | OFF | ON | OFF | | | | |
| ●6 COII | NS = 1 CREDIT | ON | OFF | ON | OFF | | | | ľ |
| ●1 COII | N = 2 CREDITS | OFF | ON | ON | OFF | | | | |
| ●1 COII | N = 3 CREDITS | ON | ON | ON | OFF | | | | |
| ●1 COII | N = 4 CREDITS | OFF | OFF | OFF | ON | | | | |
| ●1 COII | N = 5 CREDITS | ON | OFF | OFF | ON | | | | |
| • 1 COI | N = 6 CREDITS | OFF | ON | OFF | ON | | | | |
| • 2 COII | NS = 3 CREDITS | ON | ON | OFF | ON | | | | |
| • 3 COINS = 2 CREDITS | | OFF | OFF | ON | ON | | | | |
| ●5 COI | NS = 3 CREDITS | ON | OFF | ON | ON | | | | |
| ●8 COI | NS = 3 CREDITS | OFF | ON | ON | ON | | | | 1 |
| ● FREE PLAY | | ON | ON | ON | ON | | | | |
| Screen Revers | Normal | | | | | * OFF | | | |
| | ● Invert | | | | | ON | | | |
| Continue | • ON | | | | | | * OFF | | |
| | ● OFF | | | | | | ON | | |
| Demo Sound ● ON | | | | | | | * OFF | | |
| | ● OFF | | | | | | | 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らないようになります。 ■When DEMO-SOUND is "OFF", there will be no sound during demonstration mode.

^{*} 出荷時の設定

^{*} INDICATES FACTORY SETTING.

G FACE CO.,LTD.