

OPERATOR'S MANUAL

SETTINGS

- **OEDGE CONNECTOR**
- **JAMMA STANDARD**
- **OVERTICAL SCREEN**
- **OCONTROL PANEL**







SHOT



※Maximum credits-9.

JAMMA

| SOLDER SIDE | | | PARTS SIDE | | | |
|-------------------|---|----|-------------------|--|--|--|
| GND | Α | 1 | GND | | | |
| GND | В | 2 | GND | | | |
| +5V | С | 3 | +5V | | | |
| +5V | D | 4 | +5V | | | |
| N.C. | Е | 5 | N.C. | | | |
| +12V | F | 6 | +12V | | | |
| | Н | 7 | | | | |
| COIN COUNTER 2 | J | 8 | COIN COUNTER 1 | | | |
| (COIN LOCK OUT 2) | K | 9 | (COIN LOCK OUT 1) | | | |
| SP(-) | L | 10 | SP(+) | | | |
| N.C. | М | 11 | N.C. | | | |
| VIDEO GREEN | N | 12 | VIDEO RED | | | |
| VIDEO SYNC | Р | 13 | VIDEO BLUE | | | |
| SERVICE SW | R | 14 | VIDEO GND | | | |
| N.C. | s | 15 | | | | |
| COIN SW 2 | Т | 16 | COIN SW 1 | | | |
| START SW 2 | U | 17 | START SW 1 | | | |
| 2P UP | ٧ | 18 | 1P UP | | | |
| 2P DOWN | W | 19 | 1P DOWN | | | |
| 2P LEFT | Х | 20 | 1P LEFT | | | |
| 2P RIGHT | Υ | 21 | 1P RIGHT | | | |
| 2P PUSH 1 | Z | 22 | 1P PUSH 1 | | | |
| 2P PUSH 2 | а | 23 | 1P PUSH 2 | | | |
| 2P PUSH 3 | b | 24 | 1P PUSH 3 | | | |
| N.C. | С | 25 | N.C. | | | |
| N.C. | d | 26 | N.C. | | | |
| GND | е | 27 | GND | | | |
| GND | f | 28 | GND | | | |



BATRIDER DIP-SW

| TEST MODE | DIP-SW1 | | | 1 | 2 | 3 | 4 | 5 | 6 | - 7 | 8 |
|--|---------------------------------|--------------------|-----------|----------|-------------|-----|---|----------|-----|----------------|-----|
| CAREDITS | TEST MODE | NORMAL PLAY | | OFF | | | | | | | |
| | | TEST PATTERN | J | ON | | | | | | | |
| 1 COIN | STARTING COIN | 1 CREDIT | | | OFF | | | | | | |
| 1 COIN | | 2 CREDITS | | | ON | | | | | | |
| COIN 1 COIN | | 1 COIN | CREDIT | | | OFF | OFF | OFF | | | |
| COIN 1 | | 1 COIN 2 | 2 CREDITS | | | ON | OFF | OFF | | | |
| 2 COINS | | 1 COIN 3 | 3 CREDITS | | | OFF | ON | OFF | | | |
| 3 COINS | COIN 1 | 1 COIN 4 | 4 CREDITS | | | ON | ON | OFF | | | |
| 4 COINS | | 2 COINS | CREDIT | | | OFF | OFF | ON | | | |
| 1 COIN | | 3 COINS | CREDIT | | | ON | OFF | ON | | | |
| 1 COIN | | 4 COINS | CREDIT | | | OFF | ON | ON | | | |
| 1 COIN 3 CREDITS 1 COIN 4 CREDITS 2 COINS 1 CREDIT 3 COINS 1 CREDIT 3 COINS 1 CREDIT 4 COINS 1 CREDIT 4 COINS 1 CREDIT 4 COINS 1 CREDIT 4 COINS 1 CREDIT 5 COINS | | 1 COIN | CREDIT | | | | | | OFF | OFF | OFF |
| COIN 2 | | 1 COIN 2 | 2 CREDITS | | | | | | ON | OFF | OFF |
| 2 COINS 1 CREDIT 3 COINS 1 CREDIT 4 COINS 1 CREDIT 5 COINS 5 COINS | | 1 COIN 3 | 3 CREDITS | | | | | | OFF | ON | OFF |
| A COINS | COIN 2 | 1 COIN 4 | 4 CREDITS | | | | | | ON | ON | OFF |
| NORMAL | | 2 COINS | CREDIT | | | | | | OFF | OFF | ON |
| FREE PLAY OFF OFF | | 3 COINS | CREDIT | | | | | | ON | OFF | ON |
| DEFAULT SETTING | | 4 COINS | CREDIT | | | | | | OFF | ON | ON |
| DIP-SW2 | FREE PLAY | | | | | ON | ON | ON | ON | ON | ON |
| NORMAL | DEFAULT SETTING | | | OFF | OFF | OFF | OFF | OFF | OFF | OFF | OFF |
| NORMAL | DID CWO | | | Т 1 | | | 1 | | 6 | 7 | ٥ |
| Came start difficulty setting: EASY HARD OFF ON ON ON ON ON ON O | | NODMAN | | <u> </u> | ļ | ٥ | 1 4 | 5 | 0 | ′ | |
| HARD OFF ON | | | | | | | | | | | |
| VERY HARD | (Game start difficulty setting) | | | | | | | | | | |
| If the customer is not playing the game due to it's difficulty setting. It is useful to change the game start difficulty to an easier or a more difficult setting. TIMER RANK (How the difficulty rate increases during the game) HIGH | | | | | | | | | | | |
| Change the game start difficulty to an intermediate of the same start difficulty and support the same start difficulty rate increases during the game) HIGH | | | 1 | <u></u> | *41 | C | <u> </u> | | | | |
| COW HIGH H | | | | | | | | | | 0 | |
| HIGH | TIMER RANK | NORMAL | | | | OFF | OFF | | | | |
| HIGHEST | (How the difficulty rate | LOW | | | | ON | OFF | | | | |
| If the playing time per customer is to long, it is useful to change the difficulty increase rate to a higher rate and if the playing time is to short to lower the rate. PLAYER COUNTS | increases during the game) | HIGH | | | | OFF | ON | | | | |
| Increase rate to a higher rate and if the playing time is to short to lower the rate. PLAYER COUNTS | | HIGHEST | | | | ON | ON | | | | |
| A and SELECT PLAYER are only 2 available when the game is set 1 for 3 fighter units. | | | | | | | | | | | 9. |
| A and SELECT PLAYER are only available when the game is set tor 3 fighter units. | PLAYER COUNTS | 3 | | | | | | OFF | OFF | | |
| 2 | | SELECT TEAM, | | | | | | ON | OFF | | |
| 1 for 3 fighter units. 1,500,000 EACH 1,500,000 EACH 1,000,000 EACH 2,000,000 EACH 2,000,000 EACH NO EXTRA | | | - | | | | | OFF | ON | | |
| 1,000,000 EACH 2,000,000 EACH 2,000,000 EACH NO EXTRA NO EXTRA OFF OFF | | for 3 fighter unit | ts. | | | | | ON | ON | 1 | |
| 1,000,000 EACH 2,000,000 EACH 2,000,000 EACH NO EXTRA NO EXTRA | EXTRA PLAYER | 1,500,000 EAG | | | | | L | L | OFF | OFF | |
| NO EXTRA SETTING OFF O | | • | | | | | | | | ON | OFF |
| NO EXTRA | | | | | | | | | | OFF | ON |
| DIP-SW3 | | | | | | | | | | ON | ON |
| SCREEN FLIP OFF ON | DEFAULT SETTING | | OFF | OFF | OFF | OFF | OFF | OFF | OFF | OFF | |
| SCREEN FLIP OFF ON ON ON ON ON ON NO SOUND OFF ON | DIP-SW3 | | | l i | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| DEMO SOUND ON NO SOUND OFF ON NO SOUND OFF ON NO SOUND OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF OFF <td></td> <td>OFF</td> <td></td> <td>OFF</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> | | OFF | | OFF | | | | | | | |
| DEMO SOUND OFF NO SOUND OFF OFF | | | | | 1 | | | | | | |
| NO SOUND ON Image: Continue play of the continue play | DEMO SOUND | | | | OFF | | | <u> </u> | | | |
| STAGE EDIT DISABLE ENABLE OFF ON TIME PLAY OFF OFF OFF OFF OFF< | | | | | | | | | | | |
| ENABLE ON Image: Continue Play of the Image: Continue Pla | STAGE EDIT | | | | | OFF | | | | | |
| CONTINUE PLAY ENABLE DISABLE OFF ON OFF OFF OFF OFF <td></td> <td></td> <td></td> <td></td> <td></td> <td>ON</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> | | | | | | ON | 1 | | | | |
| DISABLE ON INVINCIBLE INVINCIBLE OFF ON OFF OFF ON OFF OFF OFF OFF | CONTINUE PLAY | | | | | | OFF | | | | |
| INVINCIBLE OFF ON OFF OFF OFF OFF OFF OFF NO USE OFF OFF OFF OFF < | | DISABLE | | | | | ON | | | | |
| NO USE OFF OFF | INVINCIBLE | OFF | | | | | *************************************** | OFF | | | |
| | | ON | | | | | | ON | | | |
| DEFAULT SETTING OFF OFF OFF OFF OFF OFF OFF | NO USE | | | | | | | | OFF | OFF | OFF |
| | DEFAULT SETTING | | OFF | OFF | OFF | OFF | OFF | OFF | OFF | OFF | |