



# OPERATOR'S MANUAL



# THUNDER CROSS II™

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**WARNING**

「THUNDER CROSS II」 is an original game developed by KONAMI Co., Ltd.. KONAMI Co., Ltd. reserves all the copyrights, trademarks and other industrial property rights with respect to this game.

## Technical Information

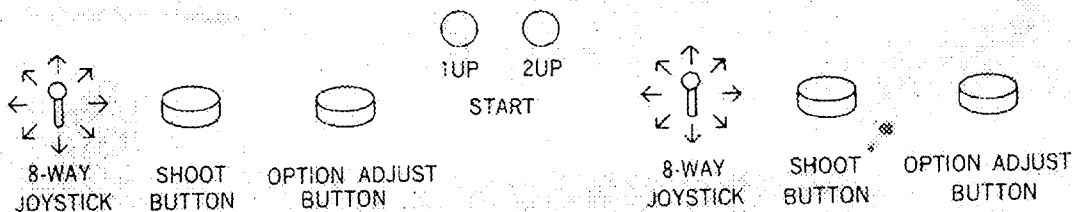
- (1) Required power capacity  
GND-Vcc 5V 4A or more  
GND-(+12V)  
\* See the Wiring Diagram.
- (2) Output  
R(red) analog, positive  
G(green) analog, positive  
B(blue) analog, positive  
SYNC. H-V complexed, negative
- (3) The monitor should be horizontally installed.
- (4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.
- (5) Handle with care.

## Play Instruction

- 1 or 2 Player Game.
  - Second player can join at any time.
    - \* Shoot the enemy forces using SHOOT button. When enemy forces have been obliterated, power items appear.  
Capture them for extra destructive power.
    - \* There are 10 power items;
      - Speed Up.....Increase your speed up to 6 levels.
      - Normal Bomb..... Increase your power of destruction to 3 levels.
      - Vulcan Bomb..... Speed and number of bullets is increased.
      - Boomerang Laser..... A straight laser which bounces off any surface.
      - Twin Laser..... Fire both backwards and forwards with one shot.
      - Option..... Maximum Options available for two players is four.  
Options cannot be destroyed even when attacked.  
Use OPTION ADJUST button to adjust distance.
      - Bonus Score.....Extra points will be awarded.
- <special power up>
- Fire bird Laser..... Shoot out Fire Bird.
  - Macro Laser..... Fire deadly electron beams.
  - Nuke Bomb..... Big forward explosion.  
These three special weapons cannot be used without an option and is limited. Fire with OPTION ADJUST button.
- \* There are 7 stages in all. Continuation is available by inserting additional coins and pressing start button within the given time, but not in the final stage.

## Cabinet Information

Use a dual control upright cabinet with a start button, an 8-way joystick and two function buttons for each player.



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## Self Test

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Normal : OK will be displayed. Then the game will start.

Abnormal : BAD will be displayed and self test will repeat itself. If '17F BAD' is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

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## Manual Test

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### (1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MENU SCREEN of the Manual Test.

<NOTE> Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

### (2) HOW TO RETURN TO THE GAME MODE

Select "EXIT" on the MENU SCREEN to return to the game mode.

### (3) ITEMS AND HOW TO SELECT

Move arrow with 1P JOYSTICK to desired test and press 1P SHOOT button to begin. Select "EXIT" to return to the MENU SCREEN.

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| <ol style="list-style-type: none"><li>1. ROM CHECK</li><li>2. SCREEN CHECK</li><li>3. COLOR CHECK</li><li>4. I/O CHECK</li><li>5. MUSIC CHECK</li><li>6. SOUND CHECK</li><li>7. COIN, GAME OPTIONS</li><li>8. EXIT</li></ol> |
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### (4) EXPLANATION OF THE ITEMS

#### 1. ROM CHECK

Roms will be checked one after another, and the message 'OK' or 'BAD' and check-sums will be displayed on the screen.

In this test only, you cannot return to the MENU SCREEN until the test is through.

#### 2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

#### 3. COLOR CHECK

Adjust color brightness.

#### 4. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on.

#### 5. MUSIC CHECK

Select "NEXT MUSIC" to change music.

#### 6. SOUND CHECK

Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

#### 7. COIN, GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press SHOOT button. After modification is completed in the sub-screen, select EXIT to save and return to this screen.

7. COIN, GAME OPTIONS

7-1. COIN SETTING

1P 1 COIN 1 CREDIT

7-2. COIN SETTING

2P 1 COIN 1 CREDIT

7-3. NUMBER OF PLAYERS

3 PLAYERS

7-4. DIFFICULTY

3

7-5. SOUND IN ATTRACT MODE

ON

7-6. VIDEO SCREEN FLIP

NORMAL

7-7. SOUND OUTPUT

MONAURUL

7-8. FACTORY SETTING

7-9. EXIT

7-1. COIN SETTING 2

	COINS	CREDITS
<input type="radio"/> 1.	1	1
2.	1	2
3.	1	3
4.	1	4
5.	1	5
6.	1	6
7.	1	7
8.	2	1
9.	2	3
10.	2	5
11.	3	1
12.	3	2
13.	3	4
14.	4	1
15.	4	3
16.	4	5
17.	FREE PLAY	
18.	EXIT	

7-2. COIN SETTING 2

	COINS	CREDITS
<input type="radio"/> 1.	1	1
2.	1	2
3.	1	3
4.	1	4
5.	1	5
6.	1	6
7.	1	7
8.	2	1
9.	2	3
10.	2	5
11.	3	1
12.	3	2
13.	3	4
14.	4	1
15.	4	3
16.	4	5
17.	EXIT	

7-3. NUMBER OF PLAYERS

- .1 PLAYER
- .2 PLAYERS
- .3 PLAYERS
- .4 PLAYERS
- .5 PLAYERS
- .6 PLAYERS
- .7 PLAYERS
- .EXIT

7-4. DIFFICULTY

- .VERY EASY
- .1
- .2
- .3
- .4
- .5
- .VERY DIFFICULT
- .EXIT

7-5. BONUS SETTING

- .FIRST 30,000  
SECOND  
200,000
- .FIRST 50,000  
SECOND  
300,000
- .FIRST 30,000  
ONLY
- .FIRST 50,000  
ONLY
- .EXIT

7-6. SOUND IN ATTRACTIVE MODE

- .ON
- .OFF
- .EXIT

7-7. VIDEO SCREEN FLIP

- .NORMAL
- .UPSIDE DOWN
- .EXIT

7-8. SOUND OUTPUT

- .MONAURAL
- .STEREO
- .EXIT

7-9. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING".

\*  shows recommended settings.

