

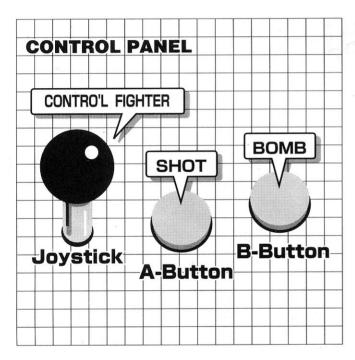
ストライカーズ1945

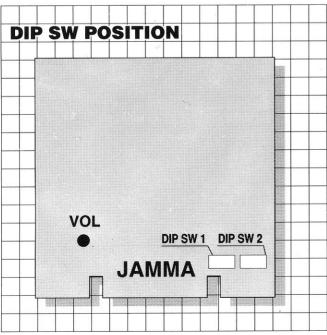




HOW TO PLAY

- ●8方向レバー+2ボタン操作。
- ●ボタンはショットとボムに対応。
- ●全8ステージ構成。
- ●2人同時プレイおよび途中参加可能。
- ●パワーアップは4段階で、1段階ごとに護衛機が1機装備(最大4機)されます。
- ●護衛機がついている時にショットボタンによる溜め撃ちで各機ことなった フォーメーション攻撃ができます。
- 8 direction levers + 2 buttons
- A button reacts for both "shooting" and "bombing"
- A total of 8 composition stages
- 2 player can play together. One can join in the middle of the game, too.
- Power increases in 4 steps. At each step, 1 relief fighter is added (max. 4 relief fighters)
- When relief fighters are added, different attack formations for each fighter can be operated with the hold-shoot function on the Shot Button.





CONNECTOR DIAGRAM

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	Α	1	GND
GND	В	2	GND
+5V	С	3	+5V
+5V	D	4	+5V
0,	E	5	
+12V	F	6	+12V
	Н	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	i
SP (-)	L	10	SP (+·)
•	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	***
COIN SW 2	T	16	COIN SW 1
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SW 1 BUTTON	Z	22	1P SW 1 BUTTON
2P SW 2 BUTTON	а	23	1P SW 2 BUTTON
	b	24	
	С	25	
	d	26	
GND	е	27	GND
GND	f	28	GND

Power Supply	DC5V DC12V				
Monitor	Vertical Screen				
Game Style	Simultaneous play by 2 players				

DIP SWITH [1]

•••••••••••••••••••••••••••••••••••		1	2	3	4	5	6	7	8
	SAME	OFF*				3	0		0
Coin Slot	INDIVIDUAL	ON							
	1 COIN = 1 CREDIT	ON	OFF*	OFF*	OFF*			-	
	2 COINS = 1 CREDIT		ON	OFF	OFF				
	3 COINS = 1 CREDIT		OFF	ON	OFF			-	
Coin 1	1 COIN = 2 CREDITS		ON	ON	OFF				
	1 COIN = 3 CREDITS		OFF	OFF	ON		=		
	1 COIN = 4 CREDITS		ON	OFF	ON				
	1 COIN = 5 CREDITS		OFF	ON	ON				
	1 COIN = 6 CREDITS		ON	ON	ON				
	1 COIN = 1 CREDIT				1	OFF*	OFF*	OFF*	
	2 COINS = 1 CREDIT		·	* 3. c	V.	ON	OFF	OFF	
	3 COINS = 1 CREDIT				2	OFF	ON	OFF	
140	1 COIN = 2 CREDITS					ON	ON	OFF	
Coin 2	1 COIN = 3 CREDITS					OFF	OFF	ON	
	1 COIN = 4 CREDITS					ON	OFF	ON	
	1 COIN = 5 CREDITS					OFF	ON	ON	
	1 COIN = 6 CREDITS					ON	ON	ON	
Cantinua Calin	NORMAL mode START = 1 COIN CONTINUE = 1 COIN								OFF
Continue Coin	CONTINUE mode START = 2 COINS CONTINUE = 1 COIN			2.	9				ON

※Coin Slot が SAME の時は、CREDIT の表示が 1 つで 1P/2P 共通です。
 ※Coin Slot が INDIVIDUAL の時は、CREDIT の表示が 2 つで 1P/2P 独立のコインシューターを持つことになります。この時は Coin 1 の設定が Coin 1 と Coin 2 の両方に影響します。
 ※Continue Coin が CONTINUE mode の時は DIP [2]~[7]の設定が無視されます。
 ※[1]~[8] が全て ON の時は、FREE PLAY mode になります。このモードの時はコインの入力を一切見ません。

●When there is a common coin slot , 1 or 2 players may play with the same CREDIT display.

●When the coin slot is set on INDIVIDUAL , each player will have an individual coin slot with a 2 CREDIT display.
In this case , the setting of Coin slot 1 affects Coin slot 2.

●When the machine is in the CONTINUE mode , the setting of DIP [2] ~ [7] will be ignored.

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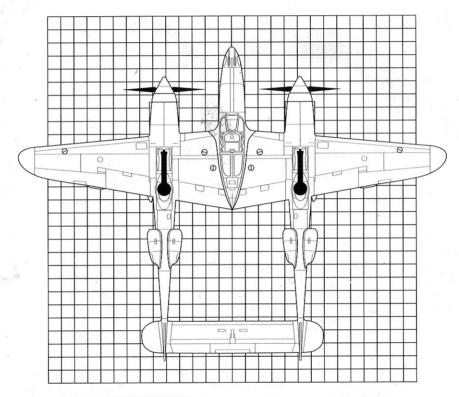
DIP SWITH [2]

		1	2	3	4	5	6	7	8
Screen	NORMAL	OFF*						1	7 pm
	REVERSE	ON							
Demo Sound	OFF		OFF			- a			
	ON		ON*						
Difficulty	NORMAL			OFF*	OFF*				
	EASY			ON	OFF				
	DIFFICULT			OFF	ON	Y			
	MORE DIFFICULT			ON	ON		4., 4		
Number of Fighters	3 -	- W			34	OFF*	OFF*		
	1.					ON	OFF		1 300
	2					OFF	ON		
	4					ON	ON		
	600,000 points							OFF*	
Extend Fighters	800,000 points							OFF*	
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りません。

^{※★}印が出荷時の初期設定です。

[●]When Demo Sound is OFF , there will be no sound if the machine has not been started. ●★ marks the initial setting when shipped.



GREW: 1 LENGTH: 11.53M WINGSPAN: 15.85M

MAX OUT PUT: 1600HP/3100RPM×2

MAX SPEED: 666KM/H/7620N

WEIGHT: 7435KG



