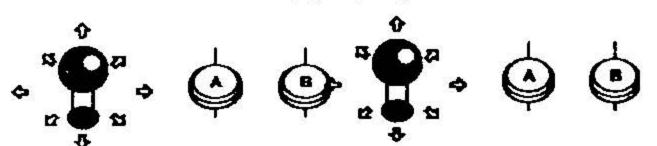


## OPERATOR'S MANUAL

(Handbuch)

- O JAMMA STANDARD
- O MONITOR VERTICAL
- O POWER CONSUMPTION +5V.....5A +12V....1A
- \* The Power shall be exactly +5V (Die Spannung muß 5,0 V sein!

CONTROL PANEL (Spielpult)



Development by: SEIBU KAIHATSU INC., Japan

# RAIDEN FIGHTERS JET 28-pin Connector

	SOLDER SIDE	No	No.	PARTS SIDE	†
	GND	A	1	GND	†
	GND	В	2	GND	1
CNI	+5V	C	3	+5V	†
	+5V	D	4	+5V	Ī
II O O JP1 L	Table Andrews (1987)	E	5		<b>†</b>
	+12V	F	6	+12V	•
└ Vol. 1 Vol. 2	8 380-200-	H	7		İ
	COUNTER 2	Ī	8	COUNTER 1	•
JP2		K	9		
	SPEAKER (-)	L	10	SPEAKER (+)	
J		M	11		
A	GREEN	N	12	RED	
M	SYNC	P	13	BLUE	
M	SERVICE	R	14	VIDEO GND	
<b>A</b>		S	_15	TEST Switch	X
	COIN 2	T	16	COIN 1	S. Samer
L 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	
<u></u>	2P RIGHT	Y	21	1P RIGHT	
	2P PUSH 1	Z	22	1P PUSH 1	
	2P PUSH 2	а	23	1P PUSH 2	
		b	24		
		С	25		
		d	26		
	GND	е	27	GND	
	GND	f	28	GND	
		1000			K.

	Connector 1 (CN 1)
1	SPEAKER + (Left)
2	SPEAKER - (Left)
3	SPEAKER + (Right)
4	SPEAKER - (Right)

## RAIDEN FIGHTERS JET - Switches & Jumpers -

Vol. 1 Mono: Controls volume (regelt Lautstärke) Controls LEFT channel Stereo: (regelt LINKEN Kanal) Vol. 2 Not used Mono: (nicht benutzt) Stereo: Controls RIGHT channel (regelt RECHTEN Kanal) JP 1 Only used when game-board is changed (Nur zu benutzen, wenn das with a new game Spiel-Board getauscht wird) Normal Changing game (Änderung des Spiels) JP 2 To change MONO / STEREO (Zur Einstellung MONO / STEREO) Stereo Mono (factory setting) SW 1 To reverse picture (Zum Umdrehen des Bildes) Normal reverse (gedreht) CN 1 Output for STEREO speakers (Ausgang für STEREO Lautspecher) Always connect all 4 wires (Immer alle 4 Anschlüsse getrennt seperately!!! anschließen!)

### RAIDEN FIGHTERS JET

#### **TEST MODE**

To get into test mode, push TEST Switch or connect pin 15 solder side of JAMMA connector to ground.

Um in den Test zu gelangen, drücken Sie die TEST-Taste oder verbinden Sie pin 15 Lötseite des JAMMA Anschlußes mit GND.

#### **TEST MODE**

EXIT
GAMES SETTINGS
INCOME
I/O TEST
MONITOR TEST
ADJUST TIMER
RESET SETTINGS

#### GAME SETTINGS

SHOOTER 1
1 COIN(S) / 1 CREDIT
SHOOTHER 2
1 COIN(S) / 1 CREDIT
1 CREDIT(S) / 1 CONTINUE
3 SHIP(S) / 1 PLAY
DIFFICULTY - (NORMAL)
SCORE KEEPING ON
DEMO SOUND ON
FREE PLAY OFF

#### **RESET SETTING**

EXIT
DEFAULT
GAME SETTING
CLEAR INCOME DATA
CLEAR SCORE RANKING

#### ADJUST TIMER

CANCEL
YEAR 1995
MONTH 6
DAY 10
HOUR 10
MINUTE 10
SET TO MEMORY!