

Grundboard, siehe →



CHAOS HEAT

Instruction Manual

Caution

- To use this machine safely and correctly, read this manual carefully and make sure you fully understand the contents before using the machine.
- After reading this manual, keep it in a designated place so that it can be referenced by others anytime.

TAITO CORPORATION[®]

Preface

Thank you very much for purchasing our arcade-use "CHAOS HEAT."

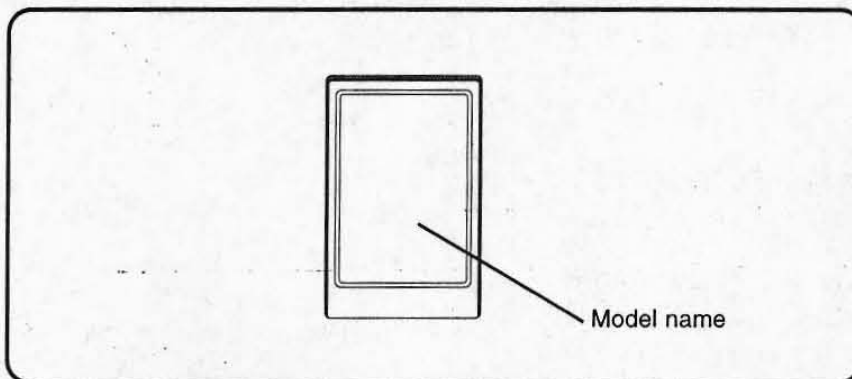
Purpose of this instruction manual:

This manual includes handling methods and precautions for using the "TAITO G CARD" correctly. For details about the "TAITO G NET" (hereafter referred to as "Mother PC board"), see the separated instruction manual for the "TAITO G NET." (This product does not include the mother PC board and its instruction manual.)

Read this manual carefully and keep it in a safe place so that it can be used as a reference at any time. If you lose this manual, contact our dealers to obtain a new one.

For contact:

For inquiries about problems, contact the dealer where you purchased your "TAITO G CARD," after checking the model name described on the product.



Contents of this instruction manual:

The contents of this manual are as follows:

- Introduction :Collection of the safety information which are described in each chapter of this manual
- Chapter 1 :Installation
- Chapter 2 - 4 :Operation checks and settings
- Chapter 5 - 7 :Maintenance

Important information for safety

This manual use the following definitions to explain the safety information. Read them carefully and be sure to follow all cautions and warnings.

Definition of personnel in this manual:

We use the following definitions for game-machine personnel in this manual:

● Management staff

Staff who operate and maintain amusement sites or shops under the supervision of the owners of amusement game machines.

● Arcade maintenance man

Persons who have experiences in arcade-game machine maintenance and regularly carry out the installation, assembly and maintenance checks of games, and who replace parts and consumable items under supervision of the game owners or the shop management staff.

● Engineer

Persons who work for amusement game machine manufactures and are responsible for the design, product inspection, and maintenance of amusement game machines, or those who have knowledge of electrical, electronic, and mechanical engineering that is equivalent to the knowledge of an engineering high school graduate, and who regularly maintain and repair amusement game machines.

● Player

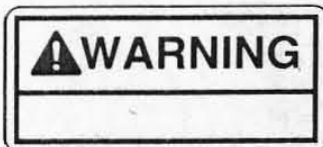
Persons who play games at facilities and shops where arcade amusement game machines are installed.

● Gallery

Persons who look at games at facilities and shops where arcade amusement game machines are installed.

Explanation of the safety symbols:

In this manual, degrees of danger and damage caused by mishandling are classified by use of the following labels and symbols.



Indicates a situation that may lead to death or serious injury if not handled properly.



Indicates a situation that may lead to personal injury, or damage to the parts or the machine if not handled properly.



Indicates important parts of the procedures that should be followed carefully.



Indicates prohibitions ("Don'ts").

Cautions for safety

● Product overview

▲ CAUTION

- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, or touch or disassemble it with wet hands. It may cause a problem or accident.
- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Otherwise, it may cause a problem or accident.
- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause an accident.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.

● Installation

⚠ CAUTION

- Make sure to follow the installation requirements.
- Turn OFF the power switch of the enclosure before installation.
- Before removing the G card from the game (mother) PC board, turn OFF the power switch on the enclosure.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Inserting it forcibly may cause a problem.
- Do not drop the game (mother) PC board, give it a strong shock on, or touch or disassemble it with wet hands. It may cause a problem or accident.
- Make sure to adjust the output voltage.
- If you adjust the output voltage of the switching regulator higher than the standard value, the game (mother) PC board or G card may be damaged.
- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause an accident.
- Do not drop the G card, give it a strong shock on, or touch it with wet hands.
- Do not connect P and P1 connectors used for our EGRET 29 enclosure. It may cause a problem or accident.
- Do not make the G card insert slot wet or dirty. It may cause a problem or accident.

● Test mode settings

⚠ CAUTION

- The settings in the test mode should only be changed by arcade maintenance personnel.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.

● Maintenance

⚠ CAUTION

- Use of parts other than genuine Taito parts in the maintenance will be regarded as unauthorized modification. We will not repair any modified machines. Never modify the machine. It may cause a problem or accident.
- Turn OFF the power switch of the enclosure before performing maintenance.
- Before removing the G card from the game (mother) PC board, turn OFF the power switch on the enclosure.
- Maintenance of the G card should be performed by arcade maintenance men.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.

Contents

Preface

Purpose of this instruction manual	1
For contact	1
Contents of this instruction manual	1

Important information for safety

Definition of personnel in this manual	2
• Management staff	
• Arcade maintenance man	
• Engineer	
• Player	
• Gallery	
Explanation of the safety symbols	2
Cautions for safety	3
• Product overview	
• Installation	
• Test mode settings	
• Maintenance	

Contents

Product overview

Checking the packed items	10
• CHAOS HEAT	
• Instruction manual	
• Instruction film sheet	
• Storing the packing materials	
• Handling this product	

Chapter 1 Installation

1-1. Installation requirements 13

1-2. Installation 14

- How to insert the G card (game)
- How to pull out the G card (game)

Chapter 2 Operation checks

2-1. Supplying the power 20

2-2. How to turn the power OFF 20

2-3. Start check 20

2-4. Checking credit display 24

- Features of the credit display

2-5. Checking the system operation and other functions 24

Chapter 3 Settings

3-1. How to start the test mode 25

- When the test mode is started using the DIP switches

3-2. How to operate the test mode menu 27

3-3 How to quit the test mode 27

- When the test mode was entered by pressing the test switch on the enclosure
- When the test mode was entered by setting the DIP switch on the main PC board

3-4. Checking the display dimensions and the colors shown on the screen 29

3-5. Checking the input equipment 31

3-6. Setting the sound level 33

3-7. Setting the demonstration sound 37

3-8. Setting game difficulty level 40

3-9. Enabling continuous play 43

3-10. Setting the continuous play fee	46
• Enabling the free play function	
3-11. Initializing the settings	51
• Settings when delivered	
3-12. Clearing the highest score record	53
 Chapter 4 Game contents	
4-1. Game overview	55
4-2. How to start the game	56
4-3. Game rules	57
4-4. Number of players	57
4-5. Screen configuration	58
4-6. How to operate the game	58
4-7. Items	59
• Sub-cartridge item	
 Chapter 5 Maintenance	
 Chapter 6 Disposal	
 Chapter 7 Troubleshooting	
7-1. Error message	62
7-2. Troubleshooting	62

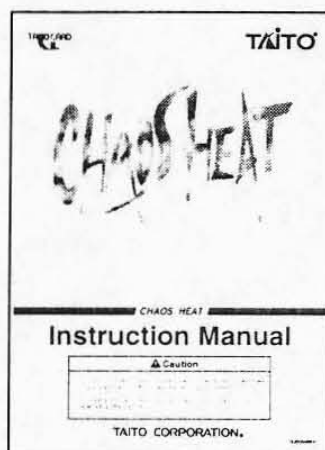
Product overview

Checking the packed items

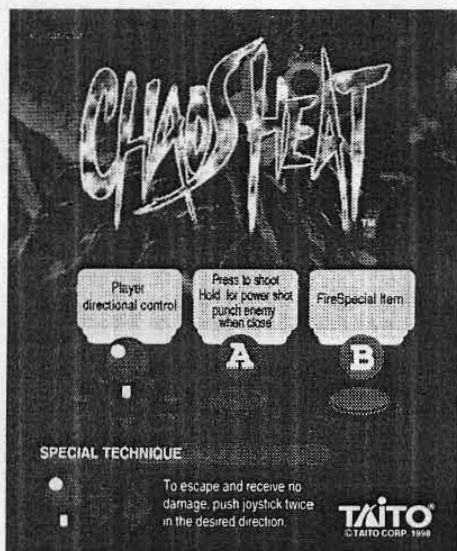
Make sure that all items are delivered before installation. If there is any shorted, or missed item, contact the dealer where you purchased the game machine.



"CHAOS HEAT"
(G card)



Instruction manual
(G2500885A)



Instruction film sheet
(G3500577A)

● **CHAOS HEAT**

"CHAOS HEAT" is a G card (printed circuit board game card). It must be installed in the mother PC board to use it. By installing the "CHAOS HEAT" card in the mother PC board inside the enclosure, the "CHAOS HEAT" game will become operational.

(This product does not include the mother PC board.)

● **Instruction manual**

This manual describes the handling methods and cautions for using the G card safely and appropriately. Keep this manual in a safe place so that it can be referenced any time. If you lose the manual, contact the dealer where you purchased the G card for a replacement.

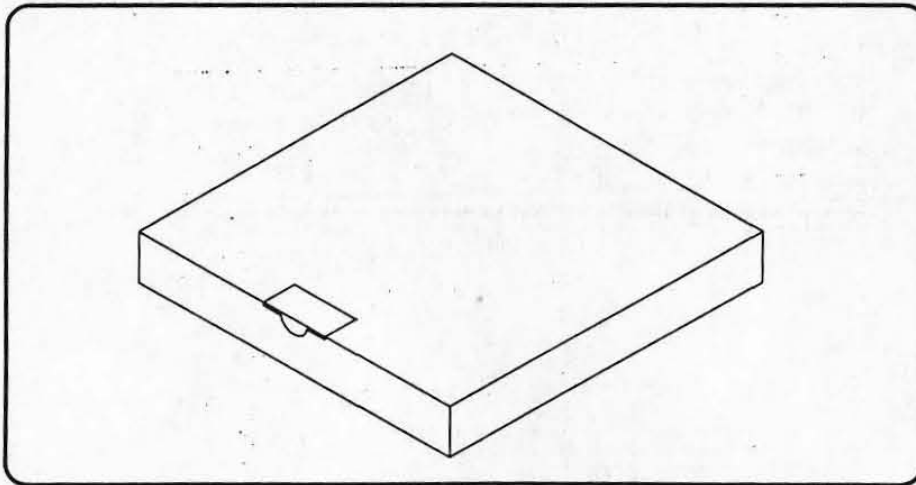
● **Instruction film sheet**

See the instruction film sheet for information about handling the enclosure.

● **Storing the packing materials**

The G card is packaged in protective materials when delivered.

Store the packing materials in a safe place so that they can be used again to store the G card or to ship it for repairs.



● Handling this product

Be sure to handle the card carefully because it contains precision parts.

⚠ CAUTION

- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.
- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Inserting it forcibly may cause a problem.
- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause a fire.

Chapter 1

Installation

■ 1-1. Installation requirements

⚠ CAUTION

Make sure to follow the installation requirements.

Important!

- For details about the mother PC board, see the instruction manual for the "TAITO G NET."

Important!

- For how to install the enclosure, see the instruction manual for the enclosure.

Install the "CHAOS HEAT" into an enclosure which meets the following requirements.

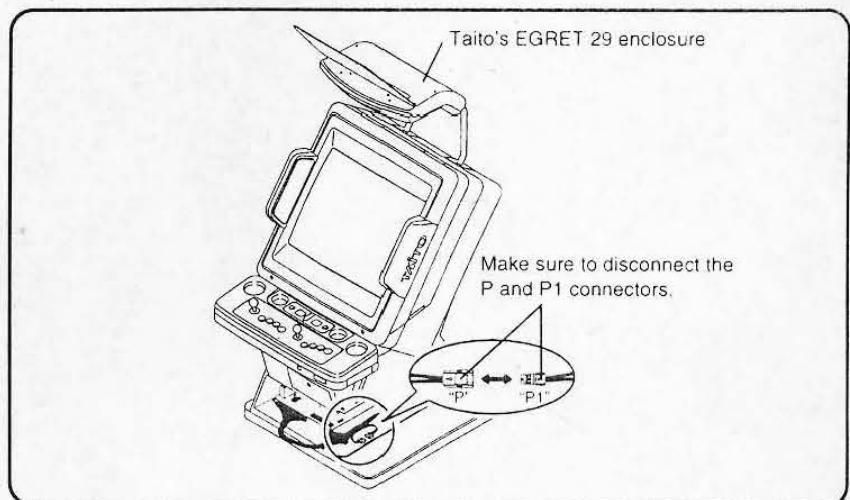
- An enclosure with a mother PC board installed inside.
(This product does not include a mother PC board.)
- The video monitor should be wider than it is tall (have a horizontal aspect).
- The operation system must meet the following requirements.

Name	Name on the edge connector terminal	
	1P side	2P side
8-directional joy stick (up)	1P CONTROL 1 UP	2P CONTROL 1 UP
8-directional joy stick (down)	1P CONTROL 2 DOWN	2P CONTROL 2 DOWN
8-directional joy stick (left)	1P CONTROL 3 LEFT	2P CONTROL 3 LEFT
8-directional joy stick (right)	1P CONTROL 4 RIGHT	2P CONTROL 4 RIGHT
Start button	START SW1	START SW2
Button A	1P CONTROL 5 PUSH1	2P CONTROL 5 PUSH1
Button B	1P CONTROL 6 PUSH2	2P CONTROL 6 PUSH2
Button C	1P CONTROL 7 PUSH3	2P CONTROL 7 PUSH3

■ 1-2. Installation

⚠ CAUTION

- Turn OFF the power switch of the game machine before installation.
- Before removing the G card from the game (mother) PC board, turn OFF the power switch on the enclosure.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the game (mother) PC board, give it a strong shock on, or touch it with wet hands. It may cause a problem or accident.
- Never insert the G card into any PC board other than the mother PC board. Do not insert it into any personal computer. It may damage the equipment or cause a fire.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It will cause a problem or accident.
- Do not connect P and P1 connectors used for our EGRET 29 game machine. It may cause a problem or accident.



Important!

- For details about the mother PC board, see the instruction manual for the "TAITO G NET."

Important!

- For how to install the enclosure, see the instruction manual for the enclosure.

- 1** Turn OFF the power switch of the enclosure.
- 2** Open the game PC board outlet of the enclosure.
- 3** Insert the G card (game) into the mother PC board.
(If another G card (game) has already been installed, remove it.)

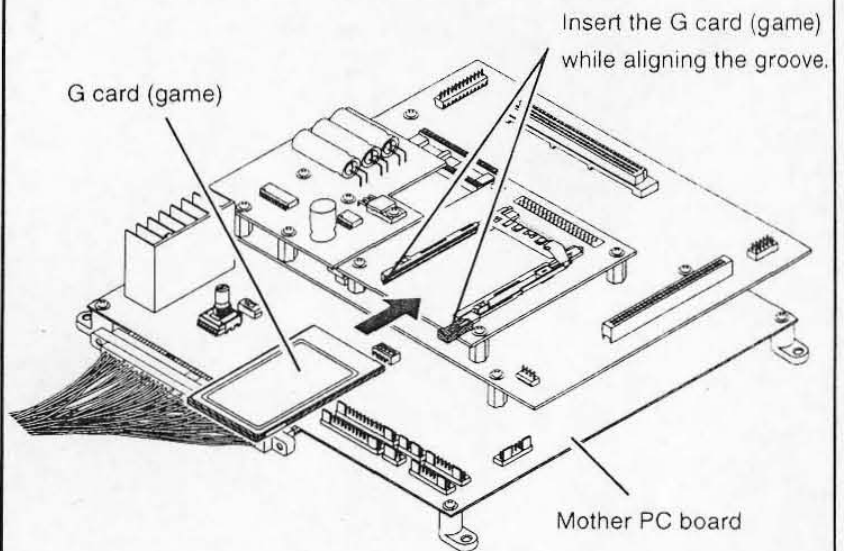
⚠ CAUTION

- Before inserting the G card, make sure to turn OFF the power switch first, and then insert it into the G card insert slot slowly and securely while making sure of the direction. Inserting it forcibly may cause a problem.

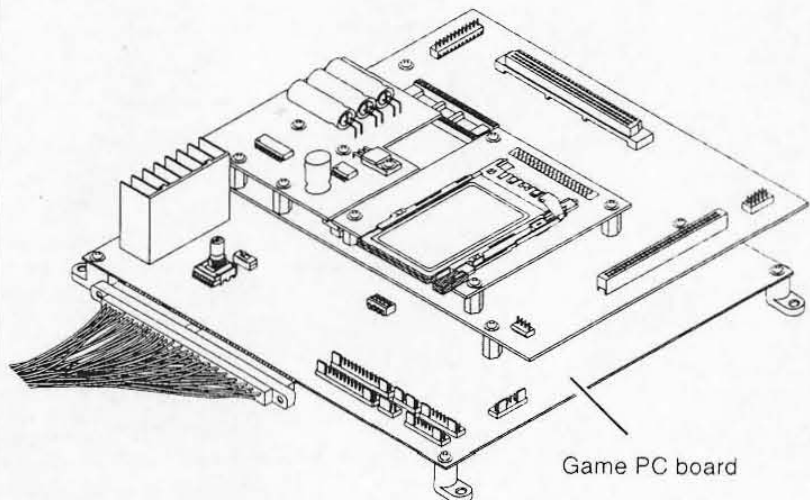
⚠ CAUTION

- Do not make the G card insert slot wet or dirty. It may cause a problem or accident.

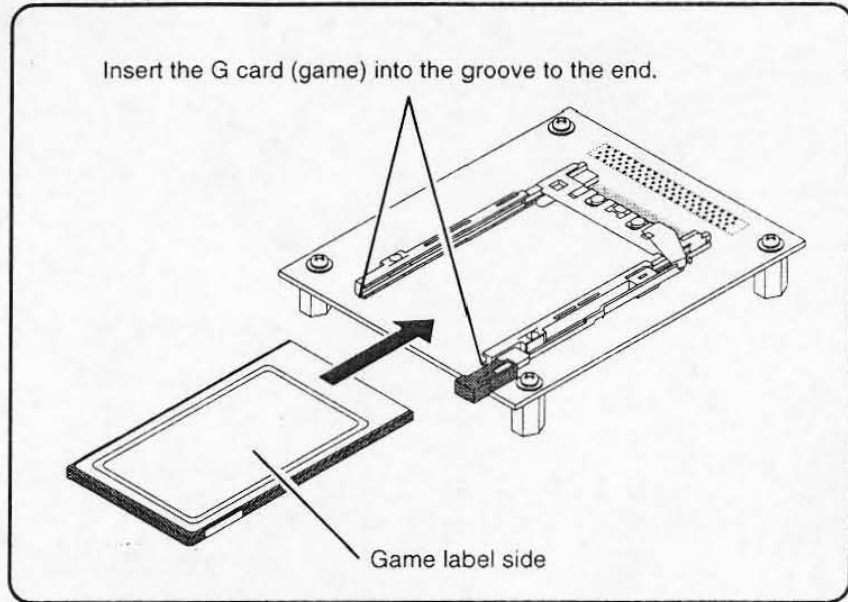
1. Insert the G card (game) into the mother PC board.



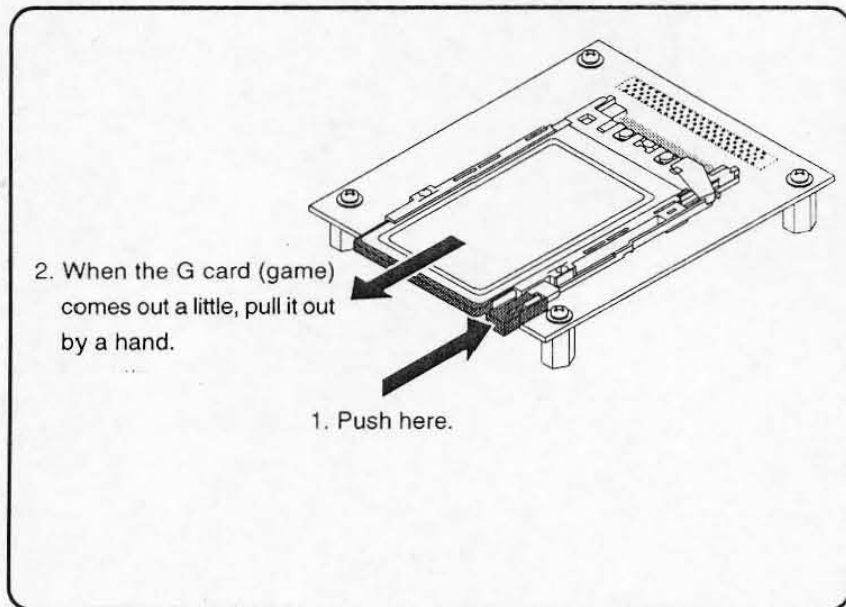
2. The mother PC board will be a game PC board after inserting the G card (game).



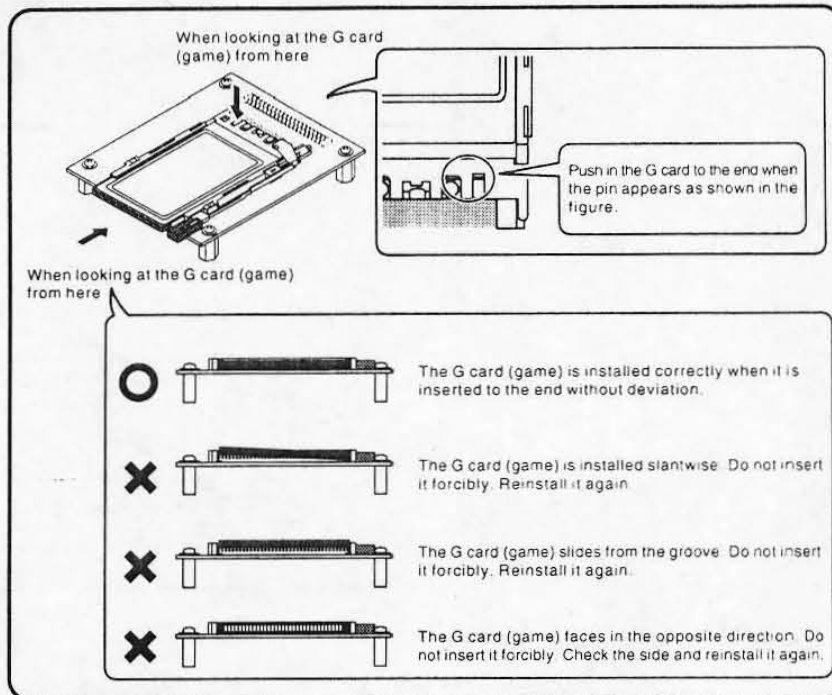
● How to insert the G card (game)



● How to pull out the G card (game)



4 Check that the G card (game) is installed correctly.



5 After installing the G card (game) correctly, turn ON the power switch of the enclosure.
 (If the G card is not installed correctly, start the installation again from the beginning.)

Important!

In the event the "G card" is inserted improperly, a system error occurs and game can not be played. Make sure the "G card" is inserted into the game(mother) board properly.
 (Error messages→Page68)

6 Adjust the supply power voltage to the game PC board with the reference voltage.

CAUTION

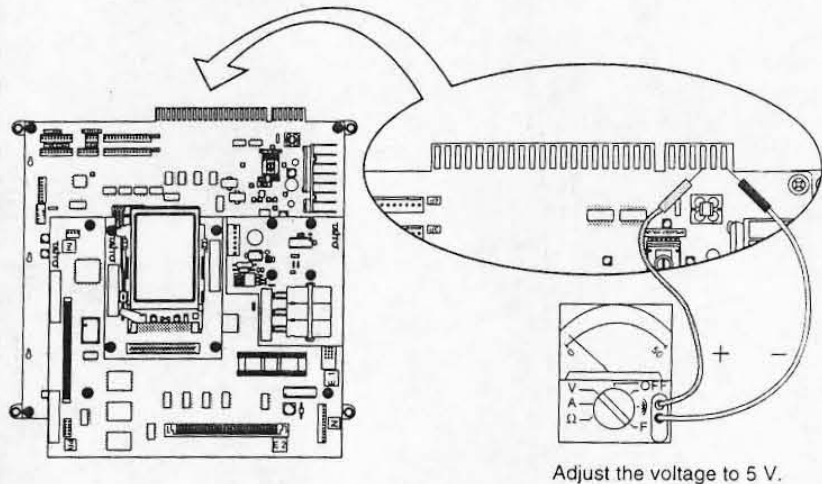
Make sure to adjust the outlet voltage.

⚠ CAUTION

If you adjust the output voltage of the switching regulator higher than the standard value, the game (mother) PC board or G card may be damaged.

	Edge connector terminal No.		Reference voltage
	+	-	
Parts mounted side	3	1	5V
	4	2	5V
	6	1	12V
	6	2	12V
Soldered side	C	A	5V
	D	B	5V
	F	A	12V
	F	B	12V

Make sure to adjust the power voltage of the switching power supply so that the voltage between edge connector No. 1 and No. 3 is 5 V.



7 Turn OFF the power switch of the enclosure.

8 Close the game PC board outlet of the enclosure.

Chapter 2 Operation checks

■ 2-1. Supplying the power

- 1 Turn OFF the power switch of the enclosure.
- 2 Connect the enclosure power plug to power outlet.
- 3 Turn ON the enclosure power switch.

■ 2-2. How to turn the power OFF

- 1 Turn OFF the enclosure power switch

■ 2-3. Start check

After the power is supplied to the enclosure, the monitor will display the screen shown below.

Check the following items to make sure that the "CHAOS HEAT" game has started properly.

- Sound
No noise, distortion, crackling or rumbling sound from the speakers.
- Character
No abnormal character colors or shapes.
- Whole screen
No flickering, visual noise (snow), horizontal or vertical lines on the screen.

1. Initial screen after the power is supplied

The TAITO G NET SYSTEM (hereafter referred to as "the system") is always displayed as starting screen (shown below) for approximately four seconds after the power is supplied.



Important!

- Do not insert any coins yet.
- Any coins inserted before the "NOTICE" screen appears will be ignored.

2. The screen which indicates that the machine is reading in the program from memory.

(After changing the game, the following messages are displayed once.)



3. The screen indicating that the machine has finished reading the program.

(After changing the game, the following messages are displayed once.)



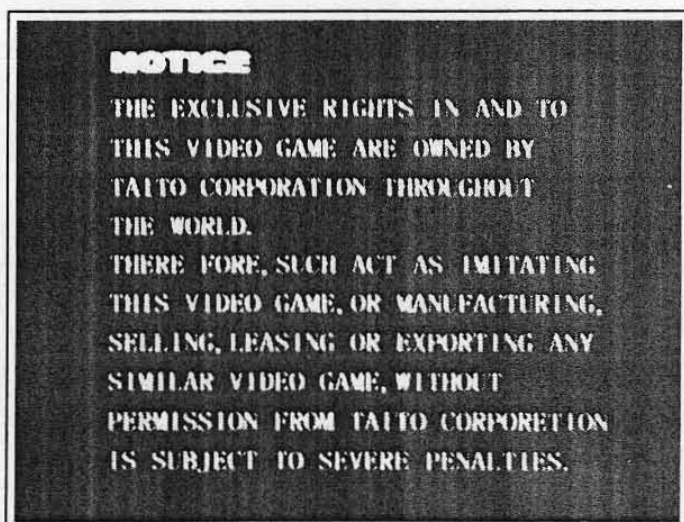
4. The screen which indicates that the machine is getting ready to start the game



5. The screen indicating that the machine has finished preparations for the game
The screen shows that all of the preparations are complete.



6. NOTICE screen



7. Loop demonstration screen

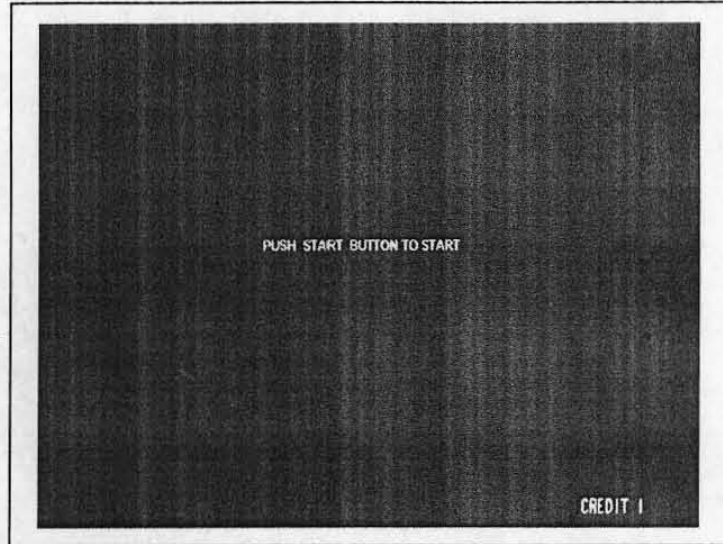
The NOTICE screen display will be replaced by the TAITO logo and then a demonstration game will start. The machine is set at the factory to play the demonstration music when the demonstration starts.



■ 2-4. Checking credit display

The credit display portion of the screen will change according to number and value of coins currently inserted.

Make sure that the credit display portion of the screen functions properly.



● Features of the credit display

- Credit is added to the credit display each time a coin is inserted into the coin slot in the enclosure.
- The number of credits given for one coin are added to the credit display each time the service switch on the enclosure is pressed.
- When "CREDIT 9" is displayed on the screen, no more credit can be added to the credit display, even if you insert more coins or press the service switch.

■ 2-5. Checking the system operation and other functions

The "CHAOS HEAT" game is operated by 8-direction joy sticks, and A and B buttons on both the 1P and 2P sides.

Make sure that the systems function properly by playing a few games.

Name (common to both the 1P and 2P sides)	Function
8-direction joy stick	Used to move the players (characters on the screen).
Start button	Used to select 1 player or 2 players.
Button A	Mainly used to fire a weapon.
Button B	Used for sub-cartridge attacks.

Chapter 3 Settings

■ 3-1. How to start the test mode

⚠ CAUTION

- The settings in the test mode should only be changed by arcade maintenance personnel.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.

Important!

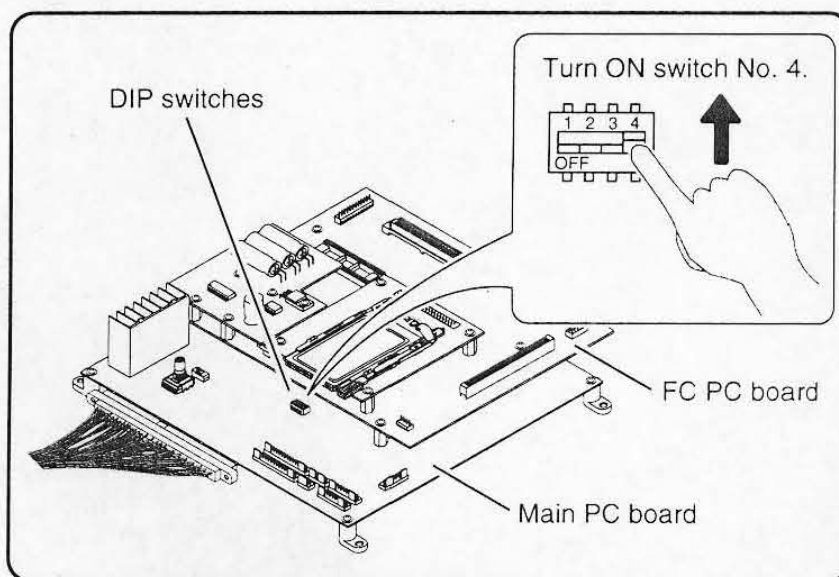
- After starting the test mode, the credit display will be set to "CREDIT 0." Check the number of credits shown on the credit display before starting the test mode.
- There are two methods to start the test mode: One is to use the test switch on the enclosure, and the other is to use the DIP switches on the game (mother) PC board. To use the test switch on the enclosure to start the test mode, see the instruction manual for the enclosure.

● When the test mode is started using the DIP switches

1 Turn OFF the power switch on the enclosure.

2 Open the game PC board door on the enclosure.

3 Turn ON DIP switch No. 4, on the main PC board.
(A complete set of main and FC PC boards is referred to as the mother PC board.)



4 Close the game PC board door on the enclosure.

- 5** Turn ON the power switch on the enclosure.
The test mode menu will be displayed on the screen.

```

<<TEST MODE>>
> SCREEN ADJUSTMENT
  INPUT DEVICE TEST
  SOUND TEST
  SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  FACTORY SETTING
  EXIT (RESET)

Adjust the ratio and color of the screen.
  SELECTION : Joystick Up or Down
  ACTION : Push Button
CHAOS HEAT Version 2. **0
1998/**/** **:**:**

```

■ 3-2. How to operate the test mode menu

Name	Function
1P side joystick	Highlights an item.
1P side button	A Selects an item.

■ 3-3 How to quit the test mode

⚠ CAUTION

- The settings in the test mode should only be changed by arcade maintenance personnel.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the G card, give it a strong shock on, touch it with wet hands, or disassemble it. It may cause a problem or accident.

● When the test mode was entered by pressing the test switch on the enclosure

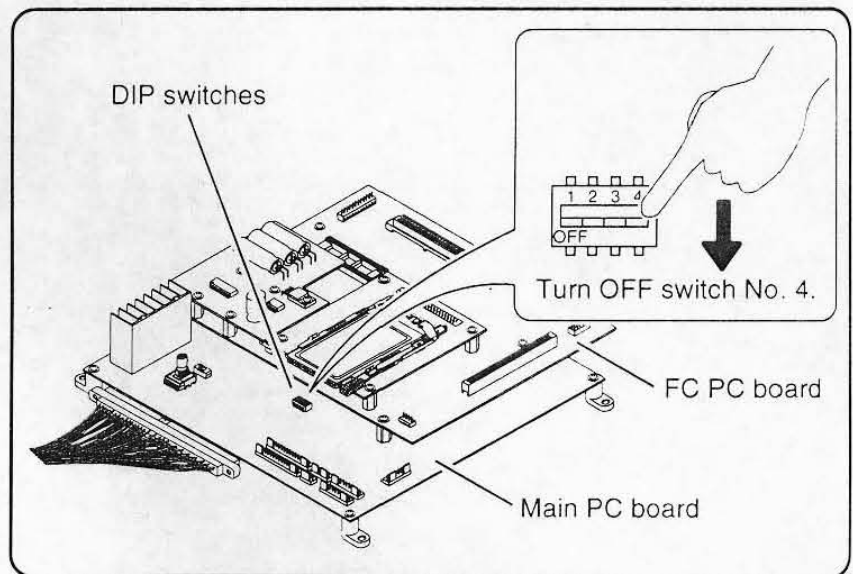
· Highlight and select the "EXIT(RESET)" item on the screen displaying the test mode menu.

● When the test mode was entered by setting the DIP switch on the main PC board

1 Turn OFF the power switch on the enclosure.

2 Open the game PC board door on the enclosure.

3 Turn OFF DIP switch No. 4 on the main PC board.



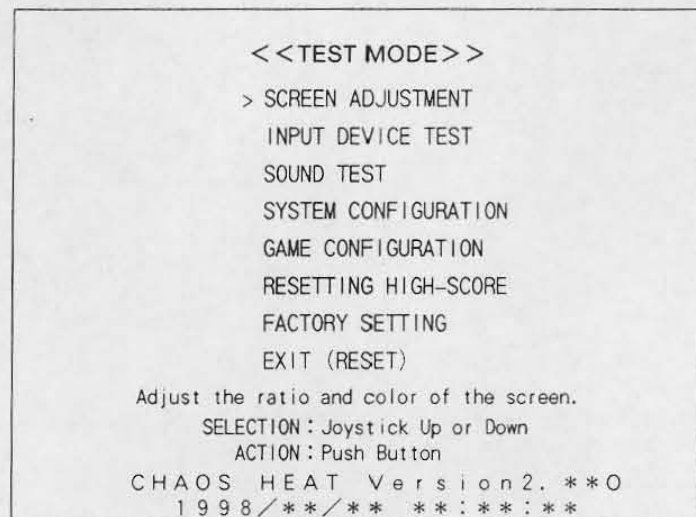
4 Close the game PC board door on the enclosure.

5 Turn ON the power switch on the enclosure.

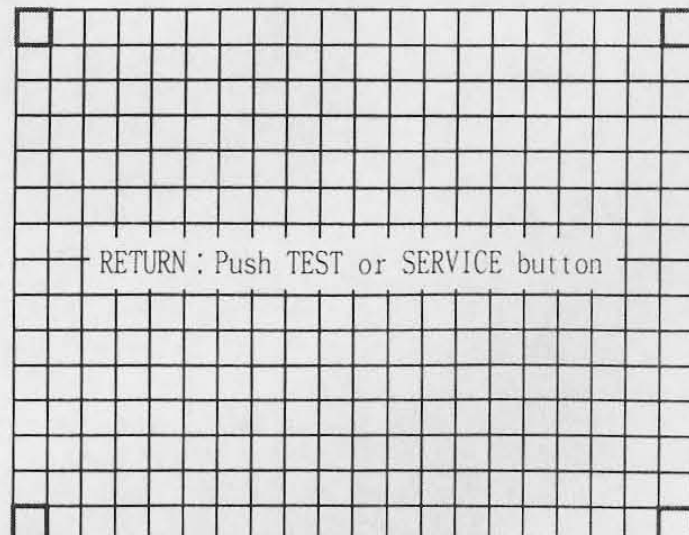
■ 3-4. Checking the display dimensions and the colors shown on the screen

To check the display dimensions and the colors shown on the screen, select "SCREEN ADJUSTMENT" on the test mode menu.

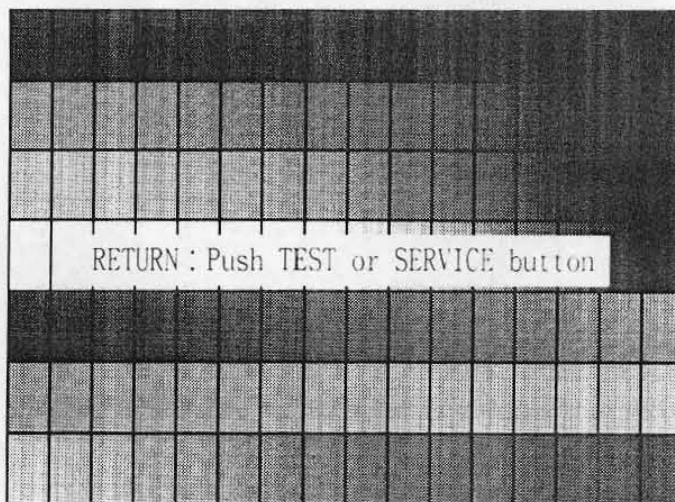
- 1 Start the test mode.
(How to start the test mode → Page 25)
- 2 Highlight and select the "SCREEN ADJUSTMENT" item on the test mode menu.



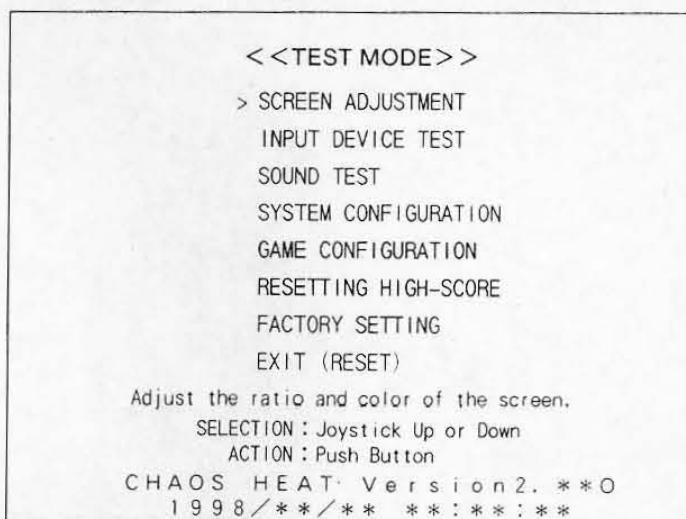
- 3 Check the monitor dimensions on the monitor dimension adjustment screen.



- 4 Press button A on the 1P side.
- 5 Check the colors shown on the color adjustment screen.
To return to the previous screen, press button A on the 1P side.



- 6 Press either the test switch or the service switch on the enclosure.
The test mode menu will be displayed on the screen.



- 7 Quit the test mode.
(How to quit the test mode. → Page 27)

■ 3-5. Checking the input equipment

Check the input equipment status in the "INPUT DEVICE TEST" item on the test mode menu.

- 1 Start the test mode.
(How to start the test mode → Page 25)

- 2 Select the "INPUT DEVICE TEST" item on the test mode menu.

```

<<TEST MODE>>
  SCREEN ADJUSTMENT
  > INPUT DEVICE TEST
  SOUND TEST
  SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  FACTORY SETTING
  EXIT (RESET)
  Button and Joystick test.
  SELECTION : Joystick Up or Down
  ACTION : Push Button
  CHAOS HEAT Version 2. **O
  1998/**/** **:**:**
  
```

- 3 Make sure that there is no abnormality on any of the switch inputs.

```

<<INPUT DEVICE TEST>>
  COIN A : OFF          TILT : OFF
  COIN B : OFF

  PLAYER 1              PLAYER 2
  SELECT : OFF          SELECT : OFF
  BUTTON A : OFF        BUTTON A : OFF
  BUTTON B : OFF        BUTTON B : OFF
  BUTTON C : OFF        BUTTON C : OFF

  JOYSTICK :            JOYSTICK :
  OFF                  OFF
  U                    U
  OFF L+R OFF          OFF L+R OFF
  D                    D
  OFF                  OFF

  RETURN : Push TEST or SERVICE button
  
```

Item	Display item details	Detection results
COIN A	Coin A input	When a display item input is detected, "ON" is displayed on the screen. When a display item input is not detected, "OFF" is displayed on the screen.
COIN B	Coin B input	
SELECT	Select button	
TILT	Tilt	
U	Push the joystick up	
D	Push the joystick down	
L	Push the joystick to the left	
R	Push the joystick to the right	
BUTTON A	A button	
BUTTON B	B button	
BUTTON C	C button	

- 4** Press either the test switch or the service switch on the enclosure. The test mode menu will be displayed on the screen.

```

<<TEST MODE>>
  SCREEN ADJUSTMENT
> INPUT DEVICE TEST
  SOUND TEST
  SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  FACTORY SETTING
  EXIT (RESET)

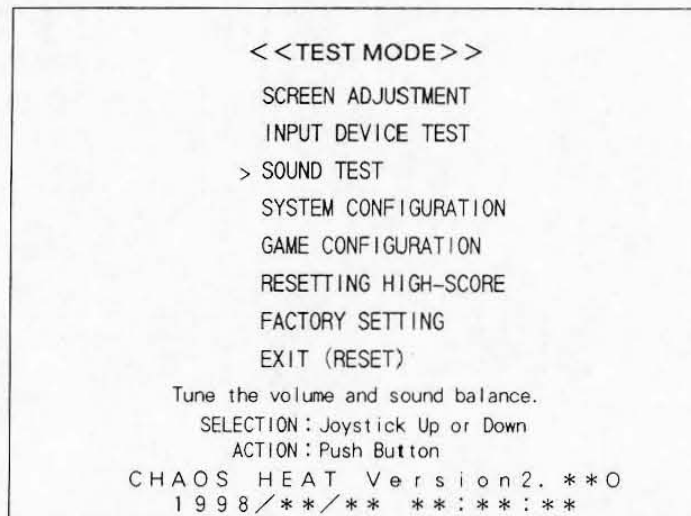
  Button and Joystick test.
  SELECTION : Joystick Up or Down
  ACTION : Push Button
  CHAOS HEAT Version 2. **C
  1998/**/** ** : ** : **
  
```

- 5** Quit the test mode.
(How to quit the test mode. → Page 27)

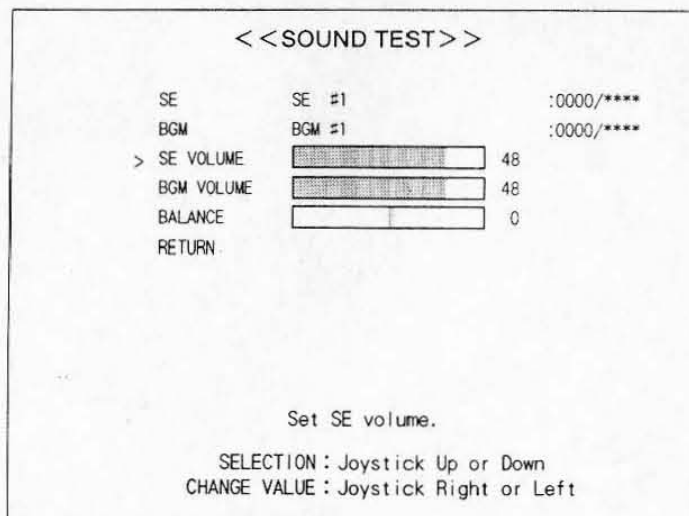
■ 3-6. Setting the sound level

Set the sound level using the "SOUND TEST" item on the test mode menu.

- 1 Start the test mode.
(How to start the test mode → Page 25)
- 2 Highlight and select the "SOUND TEST" item on the test mode menu.



- 3 Select the "SE VOLUME" item and set the sound level for the sound effects.
While setting the volume level, make sure that there is no abnormal sound.



Item	Display details
SE	Lets you select the type of sound effects.
BGM	Select the type of background music.
SE VOLUME	Sound level for the SE (sound effects) Initial value: 48 Maximum sound level: 63
BGM VOLUME	Sound level for the BGM (background music) Initial value: 48 Maximum sound level: 63
BALANCE	Sound level balance between the left and right speakers when the enclosure is a stereo type Maximum right volume level: 63 Maximum left volume level: -63

Name	Function
1P side joystick (UP)	Used to highlight an item.
1P side joystick (DOWN)	
1P side joystick (LEFT)	Used to change the sound type or sound level.
1P side joystick (RIGHT)	
1P side button	Lets you preview the selected sound type.

- Select the "BGM VOLUME" item and set the sound level for the music. While setting the volume level, make sure that there is no abnormal sound.

<< SOUND TEST >>

SE	SE #1	:0000/*****
BGM	BGM #1	:0000/*****
SE VOLUME	<div style="border: 1px solid black; width: 100px; height: 15px; background: repeating-linear-gradient(45deg, transparent, transparent 2px, gray 2px, gray 4px);"></div>	48
> BGM VOLUME	<div style="border: 1px solid black; width: 100px; height: 15px; background: repeating-linear-gradient(45deg, transparent, transparent 2px, gray 2px, gray 4px);"></div>	48
BALANCE	<div style="border: 1px solid black; width: 100px; height: 15px; background: repeating-linear-gradient(45deg, transparent, transparent 2px, gray 2px, gray 4px);"></div>	0
RETURN		

Set BGM volume.

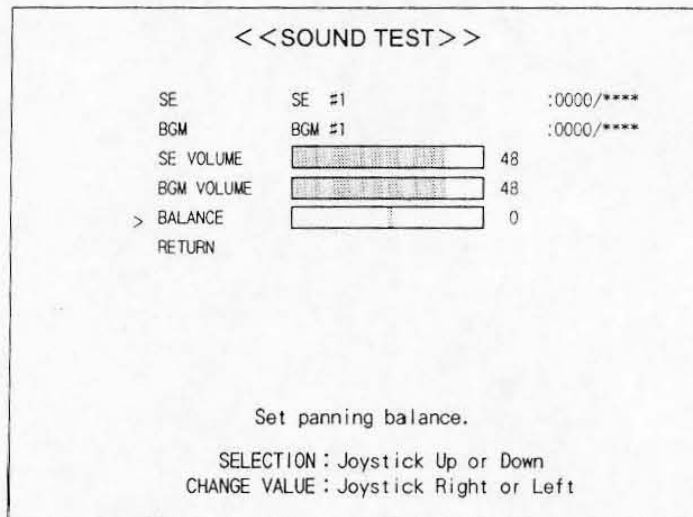
SELECTION : Joystick Up or Down
CHANGE VALUE : Joystick Right or Left

- 5** Select the "BALANCE" item and set the sound level balance between the left and right speakers.

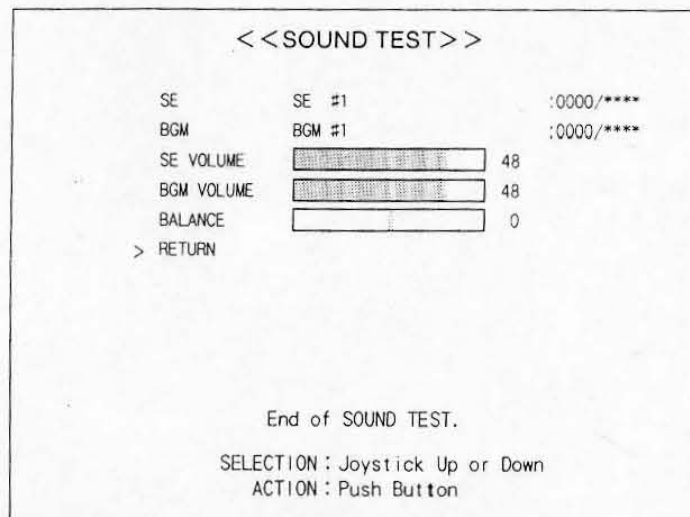
While setting the volume level, make sure that there is no abnormal sound.

Important!

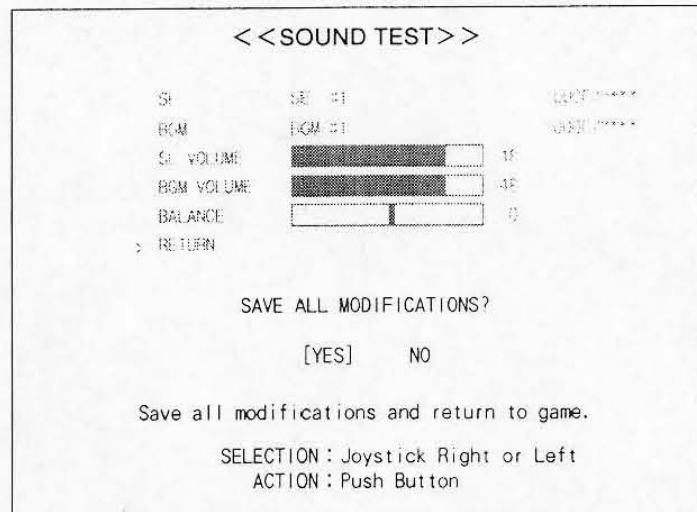
- You cannot change the balance when the enclosure is a monaural sound type.
- To hear stereo sound, connect the enclosure speakers to the "exterior speaker output terminals" on the mother PC board.



- 6** Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.



- 7** Select whether or not to save the new values.



- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

- 8** Quit the test mode.
(How to quit the test mode. → Page 27)

■ 3-7. Setting the demonstration sound

Set the demonstration sound to Yes or No from the "SYSTEM CONFIGURATION" item on the test mode menu.

- 1** Start the test mode.
(How to start the test mode → Page 25)
- 2** Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.

```

<<TEST MODE>>
  SCREEN ADJUSTMENT
  INPUT DEVICE TEST
  SOUND TEST
  > SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  FACTORY SETTING
  EXIT (RESET)
  Setup coin register setting.
  SELECTION: Joystick Up or Down
  ACTION: Push Button
  CHAOS HEAT Version2. **O
  1998/**/** **:***:***
  
```

- 3** Select the "ATTRACT SOUND" item by moving the joystick on the 1P side up or down.

```

<<SYSTEM CONFIGURATION>>
  COIN SETTING      NORMAL OPERATION
  COIN A            1COIN
                   1CREDIT
  COIN B            1COIN
                   2CREDITS
  CONTINUE PLAY     WITH
  > ATTRACT SOUND   WITH
  RETURN
  Attract sound at demo-game.
  SELECTION: Joystick Up or Down
  CHANGE VALUE: Joystick Right or Left
  
```

- 4** To change the settings, move the joystick on the 1P side left or right.

Item	Setting item	Display item details
ATTRACT SOUND	WITH	With sound effects during demonstration
	WITHOUT	Without sound effects during demonstration

- 5** Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

<< SYSTEM CONFIGURATION >>	
COIN SETTING	NORMAL OPERATION
COIN A	1COIN
	1CREDIT
COIN B	1COIN
	2CREDITS
CONTINUE PLAY	WITH
ATTRACT SOUND	WITH
> RETURN	
End of SYSTEM CONFIGURATION.	
SELECTION: Joystick Up or Down	
ACTION: Push Button	

- 6** Select whether or not to save the new values.



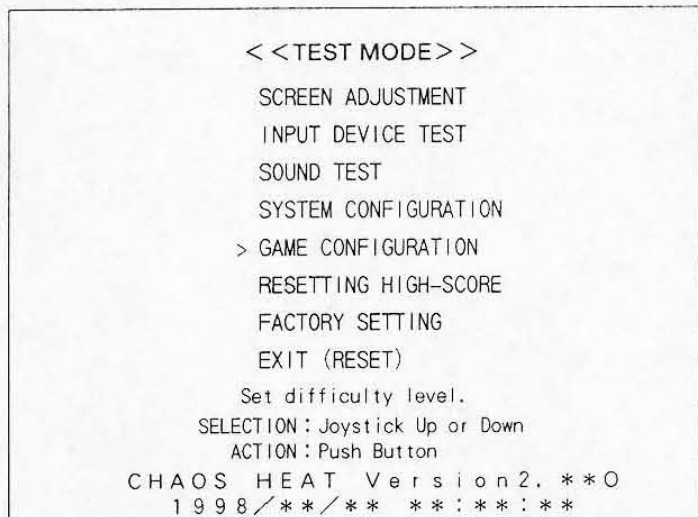
- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

- 7** Quit the test mode.
(How to quit the test mode. → Page 27)

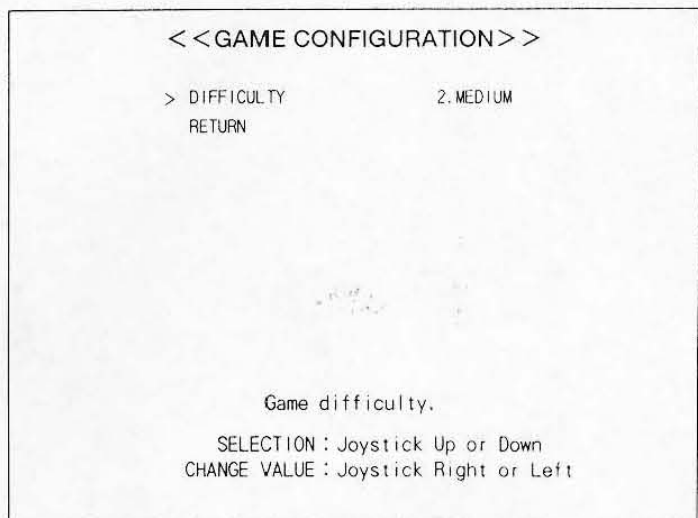
■ 3-8. Setting game difficulty level

Set the game difficulty level from the "GAME CONFIGURATION" item on the test mode menu.

- 1** Start the test mode.
(How to start the test mode. → Page 25)
- 2** Highlight and select the "GAME CONFIGURATION" item on the test mode menu.



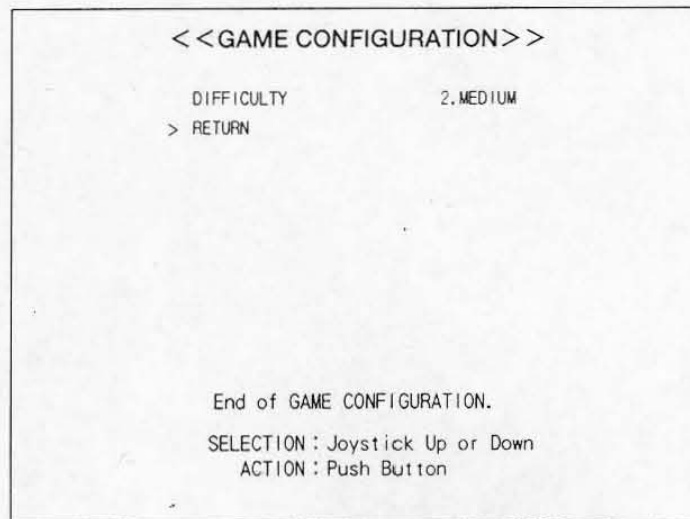
- 3** Select the "DIFFICULTY" item by moving the joystick on the 1P side up or down.



- 4** To change the settings, move the joystick on the 1P side left or right.

Item	Setting item	Display item details
DIFFICULTY	1.EASY	▲ Easy Four difficulty levels ▼ Very difficult
	2.MEDIUM	
	3.HARD	
	4.VERY HARD	

- 5** Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.



- 6** Select whether or not to save the new values.



- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

7 Quit the test mode.
(How to quit the test mode. → Page 27)

■ 3-9. Enabling continuous play

Enable or disable continuous play from the "SYSTEM CONFIGURATION" item on the test mode menu.

1 Start the test mode.

(How to start the test mode → Page 25)

2 Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.

```

<<TEST MODE>>
  SCREEN ADJUSTMENT
  INPUT DEVICE TEST
  SOUND TEST
  > SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  FACTORY SETTING
  EXIT (RESET)
  Setup coin register setting.
  SELECTION: Joystick Up or Down
  ACTION: Push Button
  CHAOS HEAT Version 2. **0
  1998/**/** **:***:***
  
```

3 Highlight the "CONTINUE PLAY" item by moving the joystick on the 1P side up or down.

```

<<SYSTEM CONFIGURATION>>
  COIN SETTING      NORMAL OPERATION
  COIN A            1COIN
                   1CREDIT
  COIN B            1COIN
                   2CREDITS
  > CONTINUE PLAY   WITH
  ATTRACT SOUND    WITH
  RETURN

  Set continue play mode.
  SELECTION: Joystick Up or Down
  CHANGE VALUE: Joystick Right or Left
  
```

- 4 To change the settings, move the joystick on the 1P side left or right.

Item	Setting item	Display item details
CONTINUE PLAY	WITH	Continuous play is enabled.
	WITHOUT	Continuous play is disabled.

- 5 Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

```

<<SYSTEM CONFIGURATION>>

COIN SETTING      NORMAL OPERATION
COIN A            1COIN
                  1CREDIT
COIN B            1COIN
                  2CREDITS
CONTINUE PLAY     WITH
ATTRACT SOUND     WITH
> RETURN

End of SYSTEM CONFIGURATION.

SELECTION : Joystick Up or Down
ACTION : Push Button
    
```

- 6 Select whether or not to save the new values.

```

<<SYSTEM CONFIGURATION>>

COIN SETTING      NORMAL OPERATION
COIN A            1COIN
                  1CREDIT
COIN B            1COIN
                  2CREDITS
CONTINUE PLAY     WITH
ATTRACT SOUND     WITH
> RETURN

SAVE ALL MODIFICATIONS?

[YES] NO

Save all modifications and return to game.

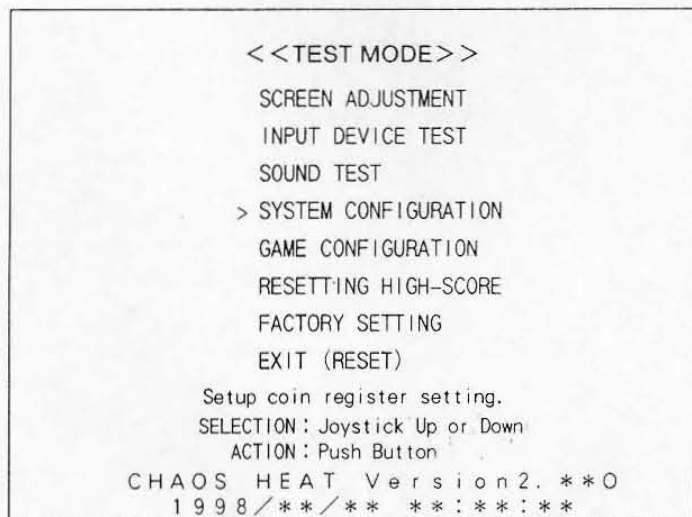
SELECTION : Joystick Right or Left
ACTION : Push Button
    
```

- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

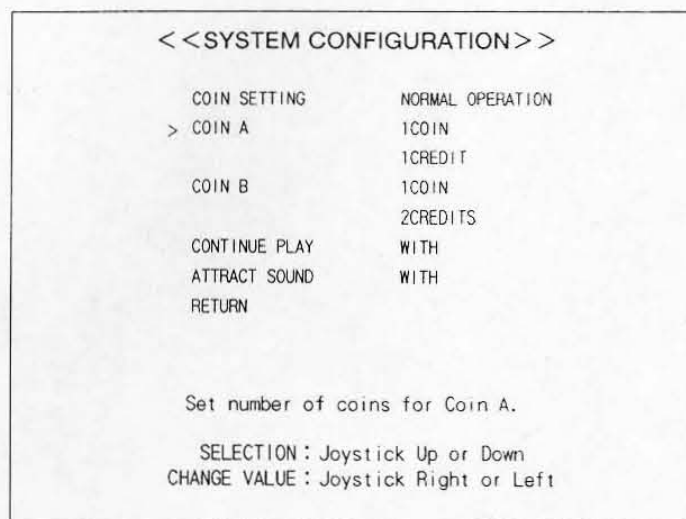
7 Quit the test mode.
(How to quit the test mode. → Page 27)

■ 3-10. Setting the play fee Set the play fee from the "SYSTEM CONFIGURATION" item on the test mode menu.

- 1 Start the test mode.
(How to start the test mode → Page 25)
- 2 Highlight and select the "SYSTEM CONFIGURATION" item on the test mode menu.



- 3 Highlight the "COIN A" or "COIN B" item by moving the joystick on the 1P side up or down.



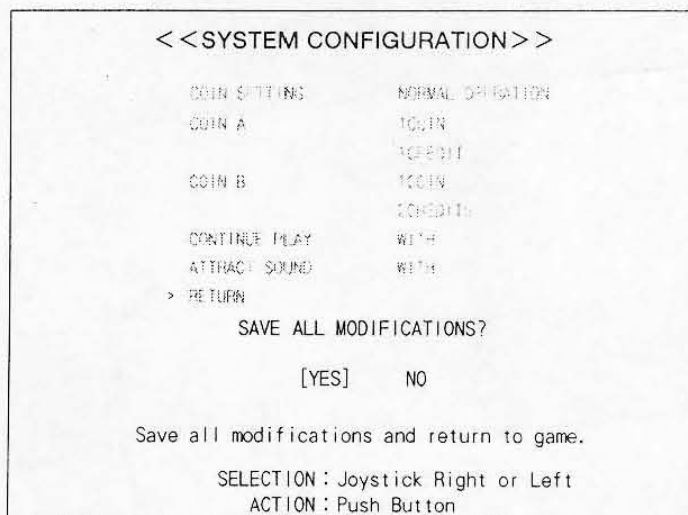
- 4 To change the settings, move the joystick on the 1P side left or right.

Item	Setting item	Display item details
COIN A	1 COIN	Number of coins equal to one credit
	2 COINS	
	3 COINS	
	4 COINS	
	5 COINS	
	6 COINS	
	7 COINS	
	8 COINS	
COIN B	1 COIN	Number of coins equal to one credit
	2 COINS	
	3 COINS	
	4 COINS	
	5 COINS	
	6 COINS	
	7 COINS	
	8 COINS	
Credit	1 CREDIT	Number of credits per the number of effective coins
	2 CREDITS	
	3 CREDITS	
	4 CREDITS	
	5 CREDITS	

- 5 Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

<<SYSTEM CONFIGURATION>>	
COIN SETTING	NORMAL OPERATION
COIN A	1COIN
	1CREDIT
COIN B	1COIN
	2CREDITS
CONTINUE PLAY	WITH
ATTRACT SOUND	WITH
> RETURN	
End of SYSTEM CONFIGURATION.	
SELECTION : Joystick Up or Down	
ACTION : Push Button	

- 6 Select whether or not to save the new values.



- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

- 7 Quit the test mode.
(How to quit the test mode. → Page 27)

● Enabling the free play function

Set the free play function from the "SYSTEM CONFIGURATION" item on the test mode menu.

1 Start the test mode.

(How to start the test mode → Page 25)

2 Highligh and select the "SYSTEM CONFIGURATION" item on the test mode menu.

```

<<TEST MODE>>
  SCREEN ADJUSTMENT
  INPUT DEVICE TEST
  SOUND TEST
  > SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  FACTORY SETTING
  EXIT (RESET)
  Setup coin register setting.
  SELECTION : Joystick Up or Down
  ACTION : Push Button
  CHAOS HEAT Version 2. **0
  1998/**/** **:**:**
  
```

3 Select the "COIN SETTING" item by moving the joystick on the 1P side.

```

<<SYSTEM CONFIGURATION>>
  > COIN SETTING      NORMAL OPERATION
  COIN A              1COIN
                      1CREDIT
  COIN B              1COIN
                      2CREDITS
  CONTINUE PLAY      WITH
  ATTRACT SOUND      WITH
  RETURN
  Select normal-operation or free play.
  SELECTION : Joystick Up or Down
  CHANGE VALUE : Joystick Right or Left
  
```

- 4 To change the settings, move the joystick on the 1P side left or right.

Item	Setting item	Display item details
COIN SETTING	NORMAL OPERATION	Disabled a free play
	FREE PLAY	Enabled the play

- 5 Highlight and select the "RETURN" item by moving the joystick on the 1P side up or down.

```

<<SYSTEM CONFIGURATION>>

COIN SETTING      NORMAL OPERATION
COIN A            1COIN
                  1CREDIT
COIN B            1COIN
                  2CREDITS
CONTINUE PLAY     WITH
ATTRACT SOUND     WITH
> RETURN

End of SYSTEM CONFIGURATION.

SELECTION : Joystick Up or Down
ACTION : Push Button
    
```

- 6 Select whether or not to save the new values.

```

<<SYSTEM CONFIGURATION>>

COIN SETTING      NORMAL OPERATION
COIN A            1COIN
                  1CREDIT
COIN B            1COIN
                  2CREDITS
CONTINUE PLAY     WITH
ATTRACT SOUND     WITH
> RETURN

SAVE ALL MODIFICATIONS?

[YES] NO

Save all modifications and return to game.

SELECTION : Joystick Right or Left
ACTION : Push Button
    
```

- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

- 7** Quit the test mode.
(How to quit the test mode. → Page 27)

■ 3-11. Initializing the settings

To initialize the settings, select the "FACTORY SETTING" item on the test mode menu.

- 1** Start the test mode.
(How to start the test mode → Page 25)
- 2** Highlight and set the "FACTORY SETTING" item on the test mode.

```

<<TEST MODE>>
  SCREEN ADJUSTMENT
  INPUT DEVICE TEST
  SOUND TEST
  SYSTEM CONFIGURATION
  GAME CONFIGURATION
  RESETTING HIGH-SCORE
  > FACTORY SETTING
  EXIT (RESET)

Load default values to the system configuration.
SELECTION : Joystick Up or Down
ACTION : Push Button

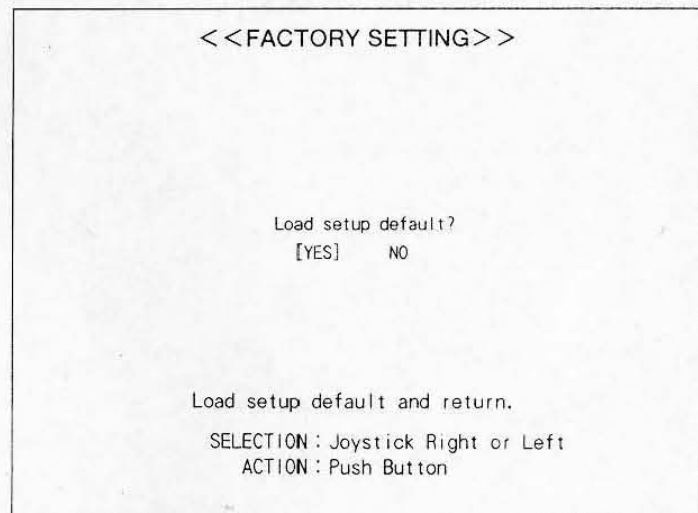
CHAOS HEAT Version 2. **0
1998/**/** **:**:**

```

● Settings when delivered

Item	Setting when delivered	Display item details
SE VOLUME	48	Sound effects sound level
BGM VOLUME	48	Music sound level
BALANCE	0	Sound level balance between the left and right speakers
COIN SETTING	NORMAL OPERATION	Without free play
COIN A	1 COIN	Number of coins
CREDIT	1 CREDIT	Number of credits
COIN B	1 COIN	Number of coins
CREDIT	2 CREDITS	Number of credits
CONTINUE PLAY	WITH	Continuous play is enabled.
ATTRACT SOUND	WITH	Sound effects heard during demonstration
DIFFICULTY	2. MEDIUM	Game difficulty level

- 3** Select whether or not to return the settings to their default values.



- Save : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not save : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

- 4** Quit the test mode.
(How to quit the test mode. → Page 27)

■ 3-12. Clearing the highest score record

To clear the highest score record, select the "RESETTING HIGH-SCORE" item on the test mode menu.

- 1** Start the test mode.
(How to start the test mode → Page 25)
- 2** Highlight and select the "RESETTING HIGH-SCORE" item on the test mode menu.

```

<<TEST MODE>>
SCREEN ADJUSTMENT
INPUT DEVICE TEST
SOUND TEST
SYSTEM CONFIGURATION
GAME CONFIGURATION
> RESETTING HIGH-SCORE
FACTORY SETTING
EXIT (RESET)
  Clear high-score.
SELECTION : Joystick Up or Down
ACTION : Push Button
CHAOS HEAT Version 2. **0
1998/**/** **:***:***
  
```

- 3** Select whether or not to clear the highest score.

```

<<RESETTING HIGH-SCORE>>

  Clear high-score?
  [YES]  NO

  Clear high-score and return.
SELECTION : Joystick Right or Left
ACTION : Push Button
  
```

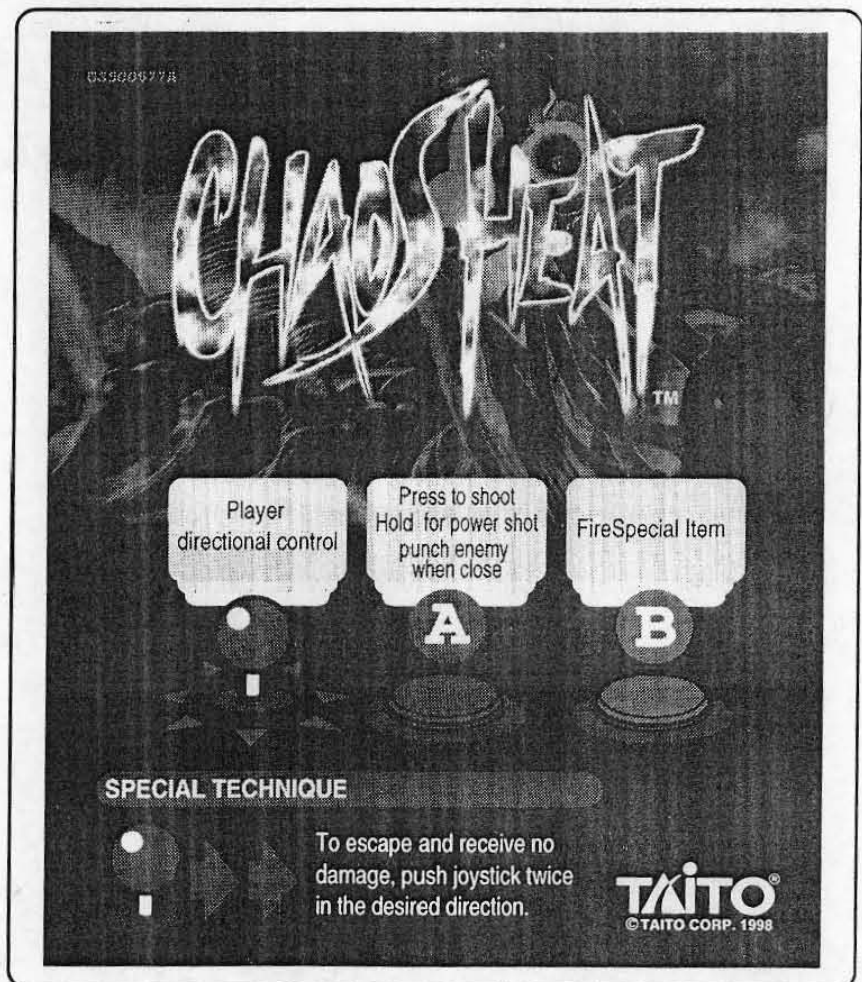
- Clear : Move the joystick on the 1P side to the left to select [Yes], and press button A on the 1P side.
- Do not clear : Move the joystick on the 1P side to the right to select [No], and press button A on the 1P side.

4 Quit the test mode.
(How to quit the test mode. → Page 27)

Chapter 4 Game contents

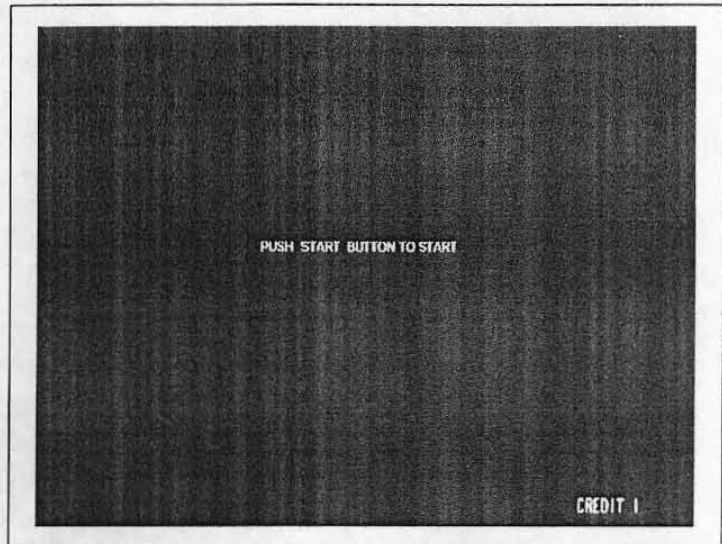
■ 4-1. Game overview

- This is an action game that allows the joysticks to scroll the display freely in 8 different directions.
- Two players can play a game at the same time. Players can also play games continuously, or join a game in the middle.
- A player can move his/her character 8 directions, in order to clear obstacles while knocking down enemies.
- If the life meter of the player's character reaches zero, or the player cannot clear a stage within a limited time, the continuous play screen will be displayed. If the player does not choose to continue to play the game at this point, the game will be over.

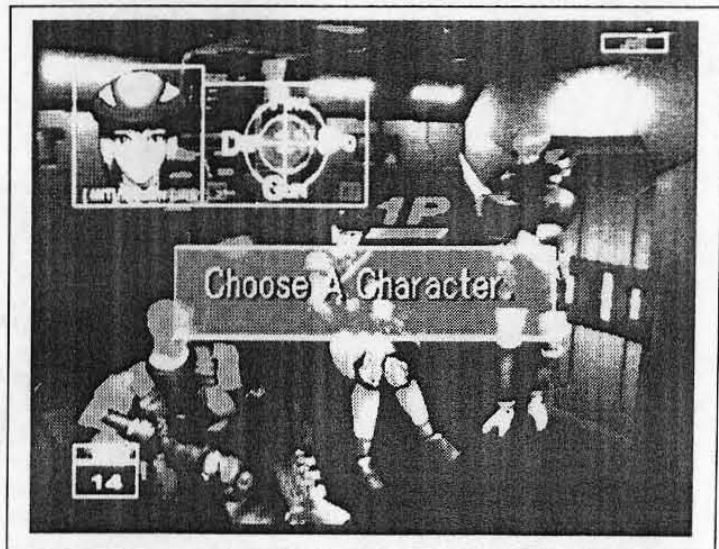


■ 4-2. How to start the game

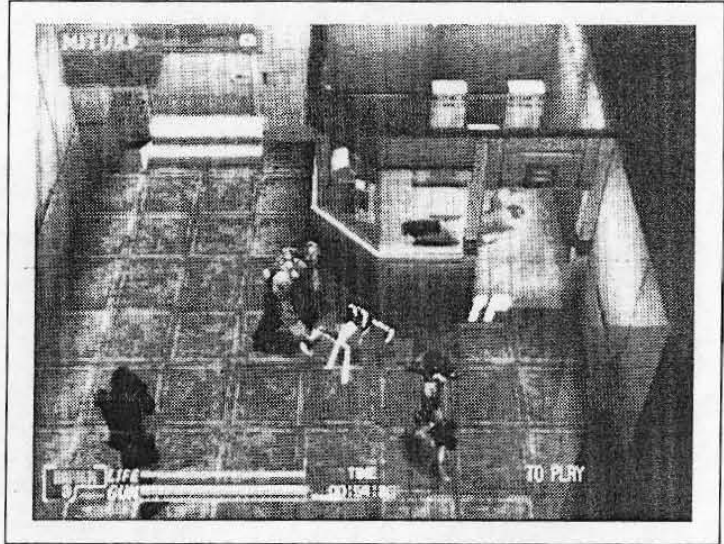
- 1 Insert a coin into the coin slot on the enclosure.



- 2 Press the start button on either the 1P or 2P side, and select the number of players.
- 3 Highlight and select a character for each player. Select screen characters to represent the players.



4 The game will start.



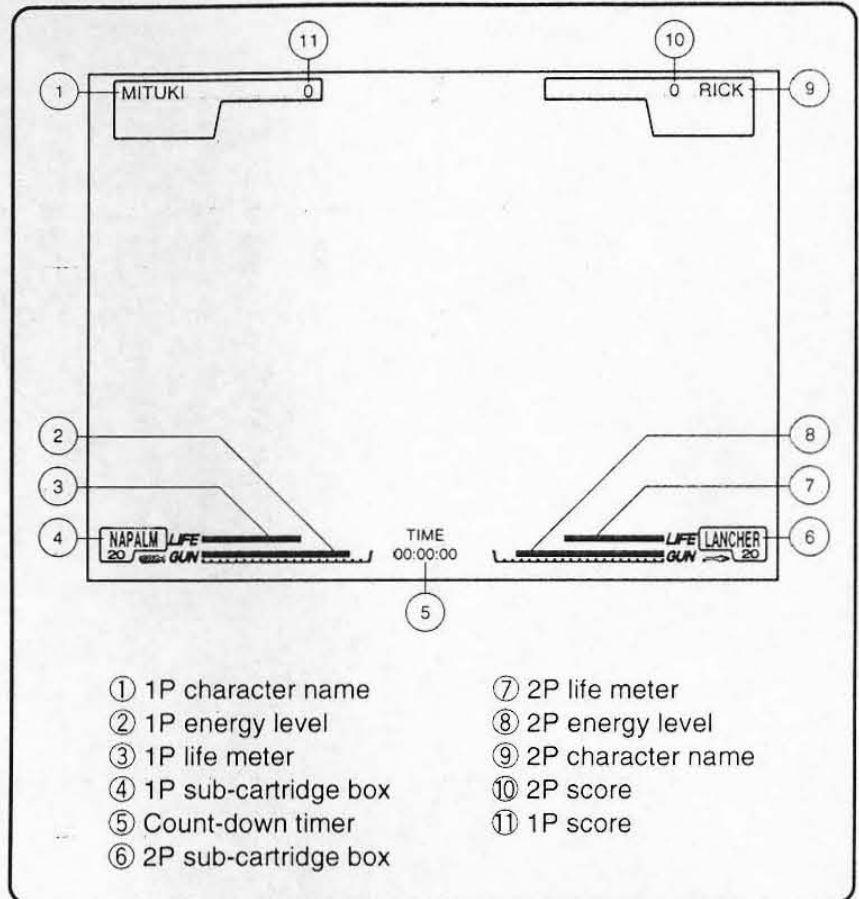
■ 4-3. Game rules

- Players can also play games continuously, or join a game in the middle.
- A player can move his/her character 8 directions, in order to clear obstacles while knocking down enemies.
- If a player can knock down an enemy and a boss who has a "Security card," and destroy the obstacles within the time allowed and without losing the life of his/her character, that stage of the game will have been cleared.
- If the life meter of the player's character reaches zero, or the player cannot clear a stage within a limited time, the continuous play screen will be displayed.
If the player does not choose to continue to play the game at this point, the game will be over.

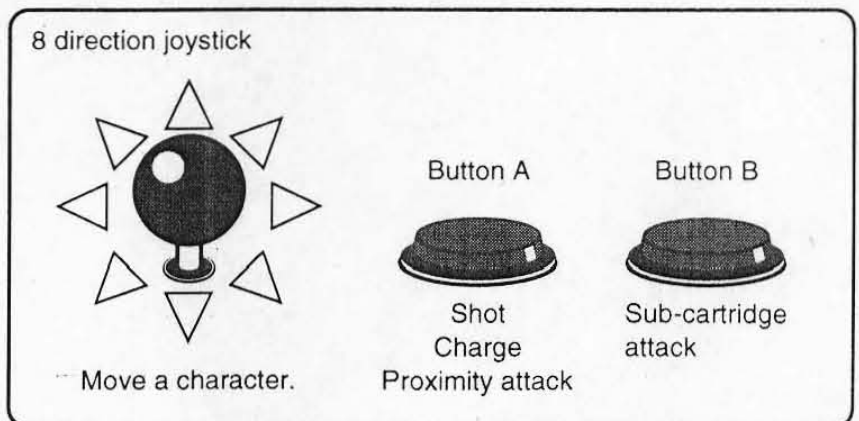
■ 4-4. Number of players

Up to two players can play at the same time.

■ 4-5. Screen configuration








■ 4-6. How to operate the game









■ 4-7. Items

All of the items appear during a game. A player can obtain the required item by pressing button A to shoot it.

Name	Description
Life pack 	The life is improved a little.
Guard best 	A character is protected from a certain degree of injury.
Speed pack 	The rapid life charging is effective until it reaches zero.
Cooling pack 	The number of bullets will not decrease if you shoot for a certain short time.
Security card 	Security card.

● Sub-cartridge item

If a player can obtain the sub-cartridge items, various sub-cartridge attack styles are available by using button B.

Name	Description
Launcher 	Explodes at the position where it lands.
Napalm 	Flames burn for a certain time at the position where it lands.
Search 	Finds and attacks the enemy.
Gas 	Gas begins to spread at the position where it lands, and can be exploded by shooting a bullet at the gas.
Spark 	Burts of electricity are discharged at the position where they land.
Pod 	Fires a bullet when an enemy is detected.

Chapter 5 Maintenance

⚠ CAUTION

- Use of parts other than genuine Taito parts in the maintenance will be regarded as unauthorized modification. We will not repair any modified machines. Never modify the machine. It may cause a problem or accident.
- Turn OFF the power switch of the enclosure before performing maintenance.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Maintenance of the G card should be performed by arcade maintenance men.
- Be careful not to injure yourself on the soldered side of the game (mother) PC board during installation.
- Make sure to turn OFF the power switch before pulling out or putting in the connector or the G card from the game (mother) PC board, or changing the DIP switch settings.
- The G card may be damaged by a static electricity, since it consists of precision parts.
- Do not drop the game (system) PC board, give it a strong shock on, or touch it with wet hands.

When you do not use the G card, put it in the package box and keep it in a safe place.

Do not keep the G card in locations shown below.

- Location where it will be exposed to direct sunlight.
- Location with high humidity.
- Location with much dust.
- Unstable location
- Location subject to vibration, static electricity, or electromagnetic wave.

Chapter 6 Disposal

When disposing of the G card, the owner must take responsibility for handling it as industrial waste.

The G card is protected by packing materials when shipped. Follow the instructions of the local authorities when disposing of these packing materials.

Chapter 7 Troubleshooting

■ 7-1. Error message

Screen display	Contents	Treatment
COIN ERROR	· This error occurs when it takes one second or longer for the coin inserted into the enclosure to pass through the micro-switch inside the rejecter.	Read the instruction manual of the enclosure.
SERVICE SW ERROR	· The service switch inside the enclosure is turned ON by being caught due to damage. · The harness connected to the service switch is shorted.	Read the instruction manual of the enclosure.
TILT	· The tilt sensor is functioning.	Read the instruction manual of the enclosure.
SYSTEM ERROR	· The program cannot be read from the G card (game).	Make sure the G card (game) is securely inserted. (Installation → Page 18)

■ 7-2. Troubleshooting

Trouble	Possible cause	Treatment
The game PC board repeats resetting.	· The supplied power voltage is not appropriate.	· Adjust the switching power voltage. (Installation → Page 19)
	· The edge connector is badly connected.	· Remove dirt on the edge connector terminal side using a clean and soft cloth.
	· The harness is disconnected or shorted.	· Replace the harness.

Trouble	Possible cause	Treatment
The sound level is low.	· The sound level value set in the test mode is too low.	· Use the "SOUND TEST" item in the test mode to set the sound level again. (Setting the sound level → Page 33)
	· The sound level setting on the main PC board is set to lower volume.	· Turn the sound level adjusting dial clockwise to full volume. (See "Name of each part" in the instruction manual for the mother PC board.)
	· The sound level on the enclosure side is set to lower volume.	· Turn the sound level adjusting dial inside the enclosure.
The system sometimes resets or the screen stops displaying.	· The supplied power voltage is not appropriate.	· Adjust the switching power voltage. (Installation → Page 19)
	· The enclosure power is connected by the same power line to the vending machine, refrigerator, or air conditioner.	· Change the power supply to the enclosure.
	· The game PC board may malfunction due to mechanical shock or static electricity.	· Replace the game PC board.
No operation is performed.	· The power is not supplied to the power plug of the enclosure.	· Insert the plug after turning OFF the power switch. Then, turn ON the power switch again.
	· The JAMMA harness is not connected correctly.	· Insert the JAMMA harness securely after checking the connector direction.
	· The JAMMA harness is disconnected or shorted.	· Replace the JAMMA harness.
	· The harness specifications are not appropriate.	· Replace it with the correct harness.
	· The power voltage is not appropriate.	· Adjust the switching power voltage. (Installation → Page 19)
	· The system PC board is broken due to shock or static electricity.	· Replace the game PC board.
	· The fuse is blown off.	· Replace the fuse after checking if the harness shorts with the game PC board or other components.

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