



TAITO®

PUZZLE BOBBLE 4™



PUZZLE BOBBLE 4

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.

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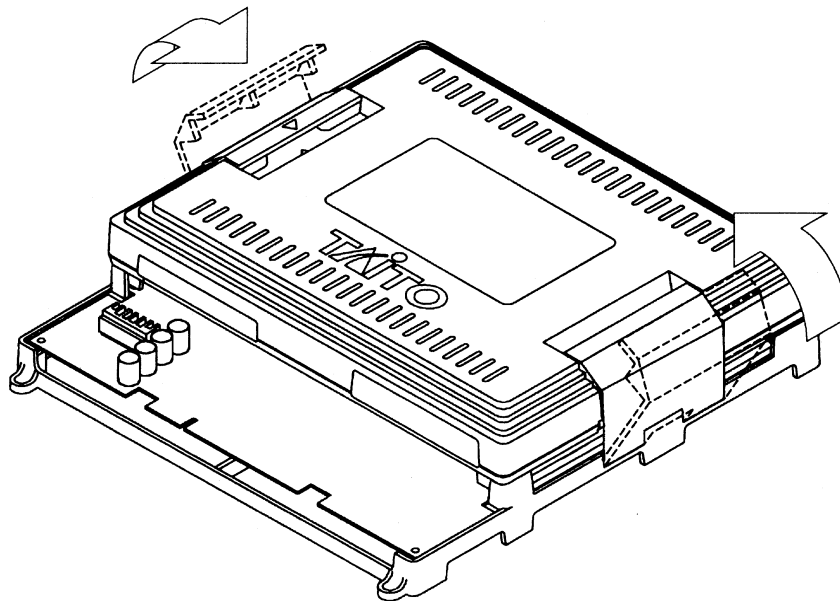
G2500871A

[Cautions]

- Prior to executing the alternation work, make sure to turn OFF the power.
- Use a JAMMA standard connector (56 pin edge connector having 3.96 mm pitch) for the edge connector of the mother PC board.
- After turning on the power, adjust the power supplied to the mother PC board that its level becomes the rated voltage at the mother PC board connector section.
- After the modification work, make sure to execute the "factory setting" selection in the test mode. Without executing the "factory setting" selection after exchanging the ROM package, the machine may malfunction.

[Connection of mother PC board and ROM PC board]

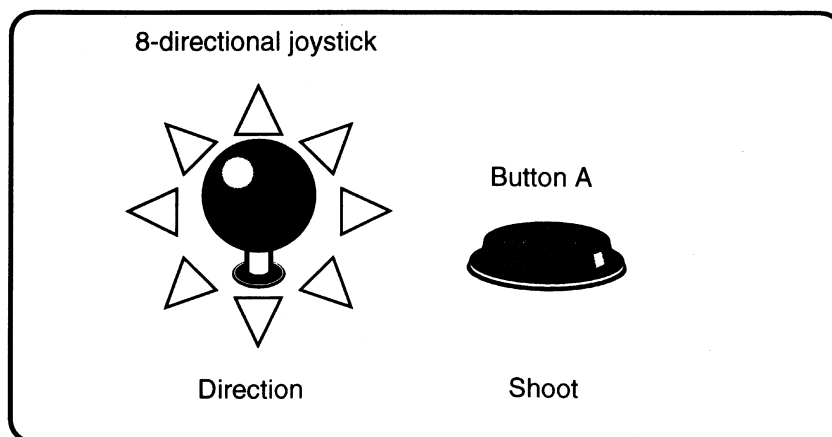
- Connect the ROM PC board on the mother PC board while referring the figure below.



* Be careful about direction of the ROM PC board.

[Specifications of operation panel]

- 1 × 2 8-directional joystick
- 1 × 2 button switches



[Device set up (setting up the input equipment)]

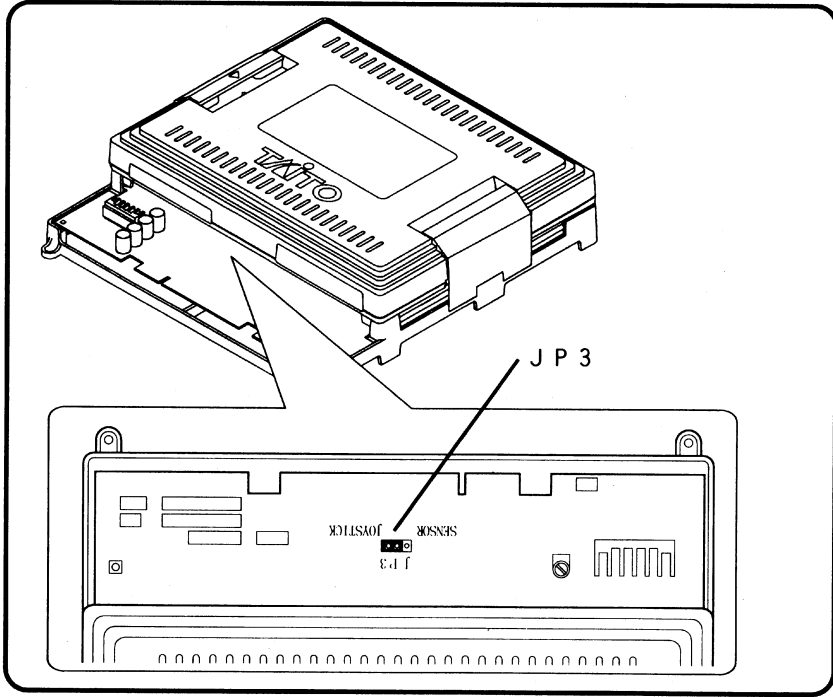
1 Turn OFF the power switch on the housing

Important

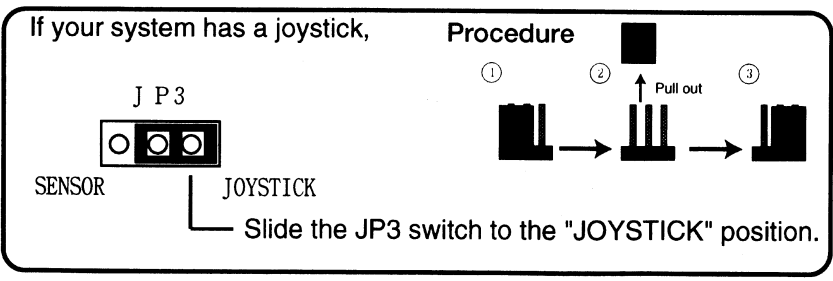
- See the instruction manual for the specific housing to learn how the housing should be installed.

2 Open the printed circuit game board access cover on the housing.

3 Set switch JP3 on the F3 mother board.



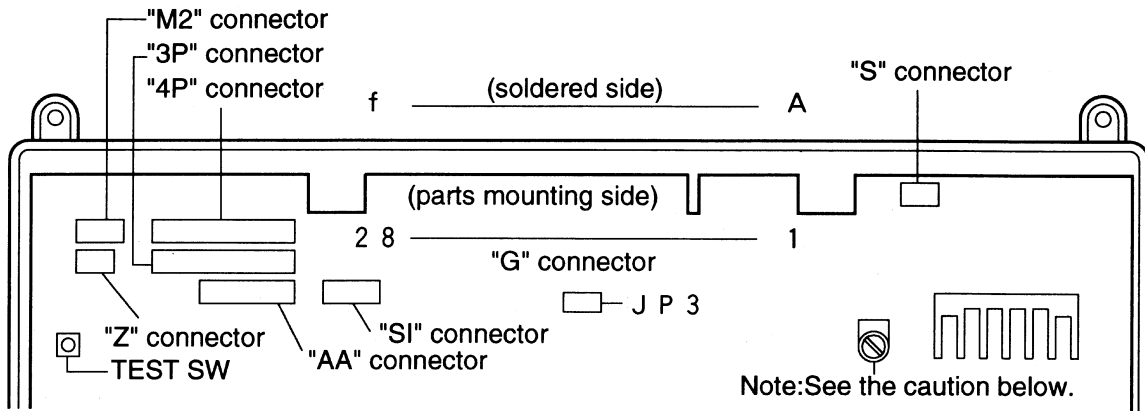
• Joystick: Set the JP3 switch to the "JOYSTICK" position.



4 Turn OFF the power switch on the housing.

5 Close the printed circuit game board access cover on the housing.

[Mother PC board]



- This PC board has no dip switches. For selecting play fee and game contents, set at the test mode.

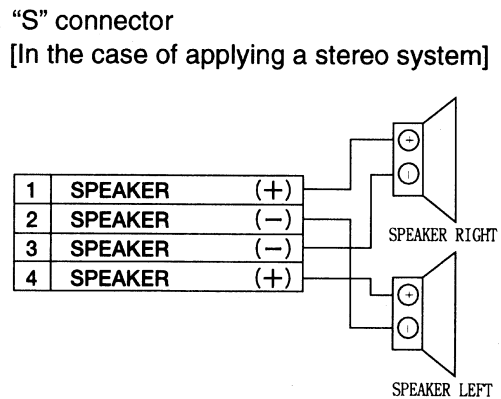
***Caution:**

- There is a dial on the PC board which is not for volume loudness adjustment. This dial is correctly adjusted at delivery. Never touch it.
- Set the JP3 to the "JOYSTICK" side.

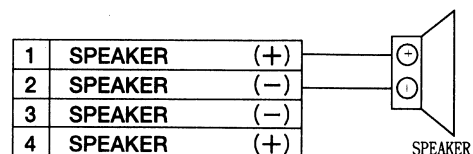
[Connector terminal list]

G connector (JAMMA)			
Soldered side		Parts mounted side	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
POST	H	7	POST
COIN COUNTER2	J	8	COIN COUNTER1
COIN LOCKOUT2	K	9	COIN LOCKOUT1
SPEAKER(-)	L	10	SPEAKER(+)
AUDIO(GND)	M	11	AUDIO(+)
VIDEO G	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
TILT	S	15	TEST SW
COIN SW2	T	16	COIN SW1
START SW2	U	17	START SW1
2P CONTROLLE1 UP	V	18	1P CONTROLLE1 UP
2P CONTROLLE2 DOWN	W	19	1P CONTROLLE2 DOWN
2P CONTROLLE3 LEFT	X	20	1P CONTROLLE3 LEFT
2P CONTROLLE4 RIGHT	Y	21	1P CONTROLLE4 RIGHT
2P CONTROLLE5 PUSH1	Z	22	1P CONTROLLE5 PUSH1
2P CONTROLLE6 PUSH2	a	23	1P CONTROLLE6 PUSH2
2P CONTROLLE7 PUSH3	b	24	1P CONTROLLE7 PUSH3
2P CONTROLLE8 SPARE	c	25	1P CONTROLLE8 SPARE
2P CONTROLLE9 SPARE	d	26	1P CONTROLLE9 SPARE
GND	e	27	GND
GND	f	28	GND

By connecting two speakers to the S connector as shown below, you can get realistic stereo sound.



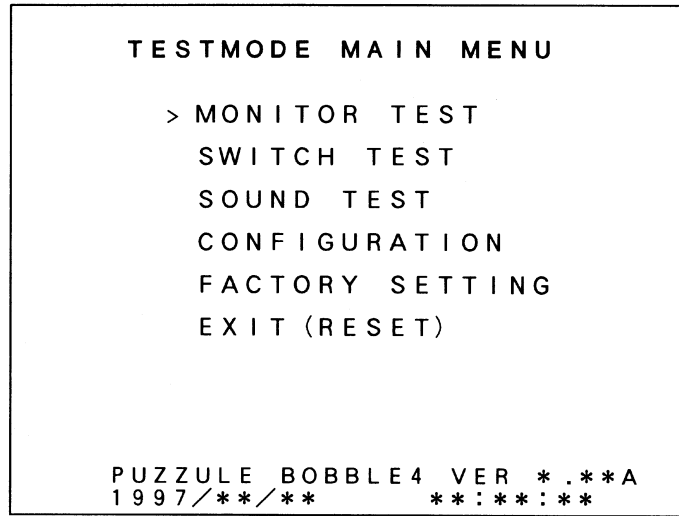
"S" connector
[In the case of applying a monaural system]



[Test mode]

[To enter test mode]

- Press the TEST switch on the game machine cabinet or the TEST switch on the mother PC board.

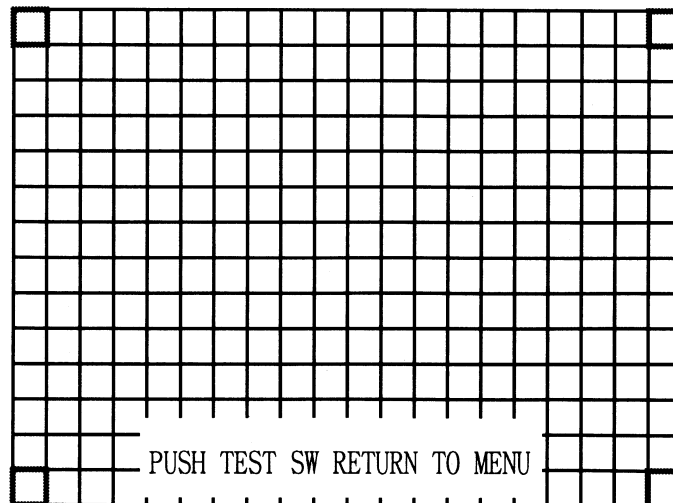


[Screen display]

- Move the cursor vertically by shifting the 1P side joystick up and down, and press the 1P side button A or select button. The machine initiates the test of the selected item.
- When you enter the test mode while having credits, the machine clears the credits.
- To end the Test mode, please select "EXIT(RESET)" and press the 1P side button A or select button.

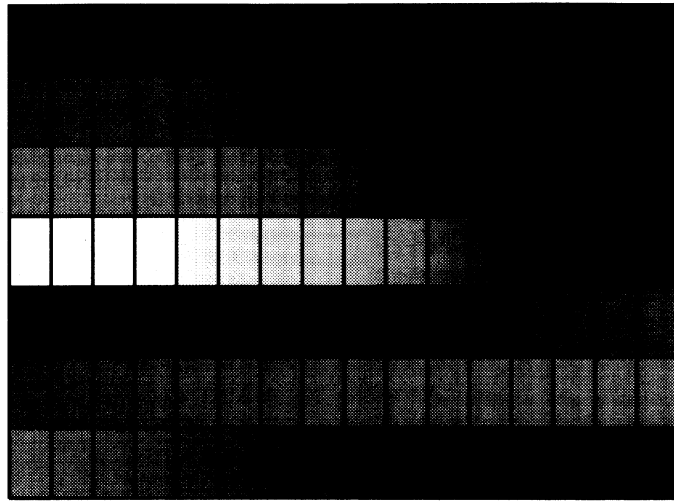
[Monitor test]

- Select [MONITOR TEST] item from test mode main menu and press the 1P side select button, a cross-hatch image appears. Check distortion of screen display image with this cross-hatch.



[Screen display]

- Each press of the 1P side button A or select button changes display between cross-hatch and color bar. With color bar image, check color tone of the screen display.



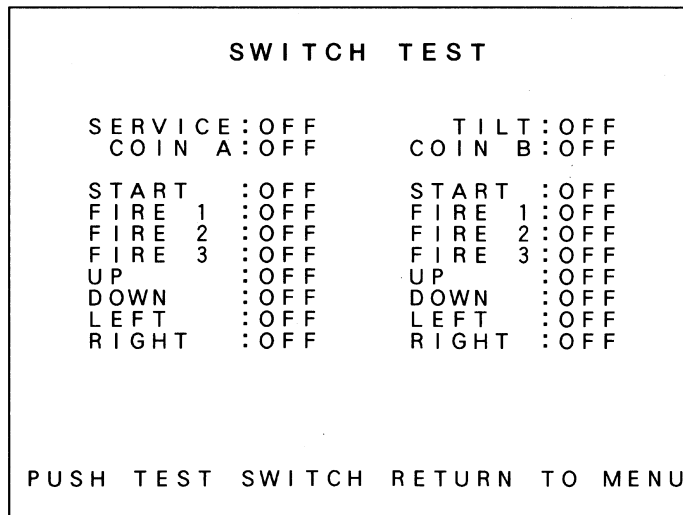
PUSH TEST SW RETURN TO MENU

[Screen display]

- Press the TEST switch to return to main menu.

[Switch test]

- Select [SWITCH TEST] from test mode main menu and press the 1P side button A or select button. This test is to check input signal(function) of each switch.
- Press each switch one by one and if its corresponding indication on the screen changes from OFF to ON, its switch input is normal.

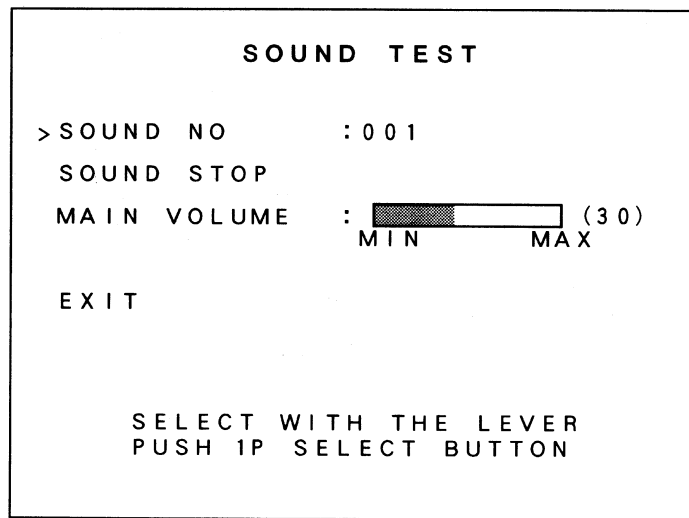


[Screen display]

- Press the TEST switch to return to main menu.
- "FIRE 1", "FIRE2" and "FIRE 3" on this screen mean button A, button B and button C, respectively.

[Sound test]

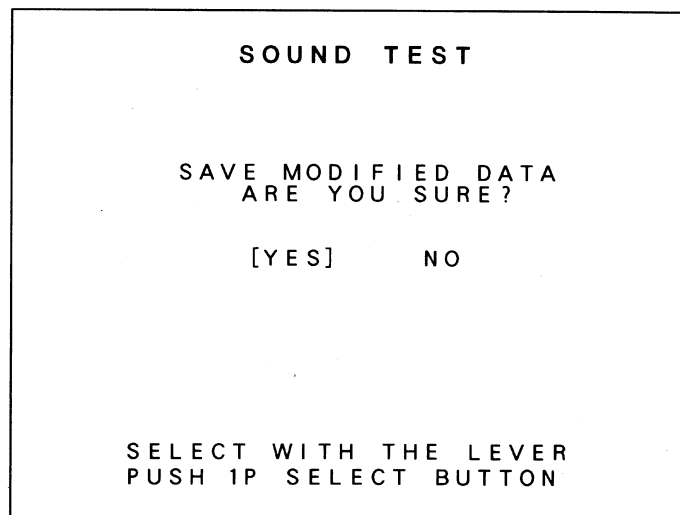
- Select [SOUND TEST] item from test mode main menu, and press the 1P side button A or select button. This test is to adjust sound loudness of the game.
- Select an item by moving the player one(1P) side joystick up and down, and select the sound code and loudness by moving the same joystick left and right.



[Screen display]

[To store changed contents of sound test]

- Select [EXIT] in [SOUND TEST], and press button A at the player one(1P) side. The screen shown below appears on the monitor.
- To save the change, select YES. Or if you don't want to save, select NO. (To select between YES and NO, move the joystick at the player one(1P) side left and right, and press button A at the player one(1P) side to determine selection.)



[Screen display]

[Configuration]

- Select [CONFIGURATION] from the test mode main menu and press button A at the player one(1P) side,the screen shown below appears on the monitor.
- In the [CONFIGURATION],you can set play fee and game contents.
- Select an item required to set by moving the joystick at the player one(1P) side,and change set contents by moving it left and right.

```

                C O N F I G U R A T I O N
> GAME STYLE      : D (1P+2P)
MONITOR MODE     : NORMAL
ATTRACT SOUND    : WITH
DIFFICULTY       : NORMAL
CONTINUE MODE    : WITH
INTRUDE PLAY     : WITH
VS ROUND         : 3
FREE PLAY        : WITHOUT
PLAY PRICE       : 1 COIN 1 CREDIT
BUY-IN PRICE     : SAME AS PLAY
EXIT

                S E L E C T   W I T H   T H E   L E V E R
                P U S H   1 P   S E L E C T   B U T T O N

```

[Screen display]

- For the contents of configuration,see the next page.

[Contents of configuration]

[COMMON SETTING]

GAME STYLE	* D (1P+2P)
	E (1P ONLY)
MONITOR MODE	* NORMAL
	INVERT
ATTRACT SOUND	* WITH
	WITHOUT
DIFFICULTY	EASY
	* NORMAL
	HARD
	VERY HARD
CONTINUE MODE	* WITH
	WITHOUT
INTRUDE PLAY	* WITH
	WITHOUT
VS ROUND	1
	* 3
	5
FREE PLAY	WITH
	* WITHOUT

[FOR NORTH AMERICA]

COIN A	* 1COIN	* 1CREDIT
	2COINS	2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
		5CREDITS
		6CREDITS
BUY-IN PRICE	* SAME AS PLAY	
	1COIN	
	2COINS	
	3COINS	

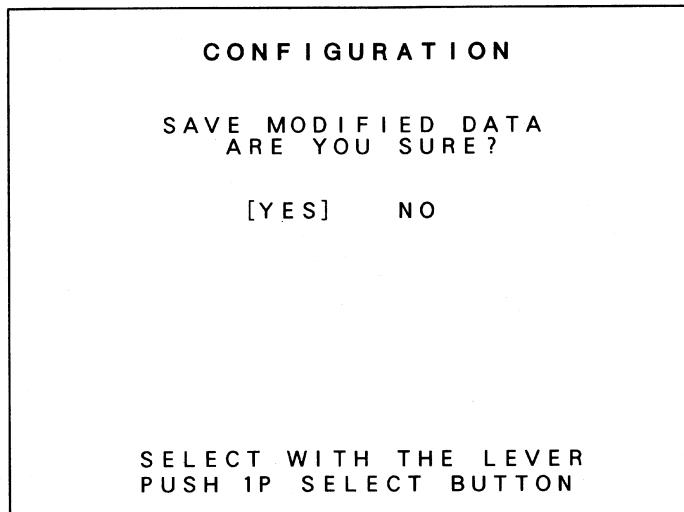
[EXCEPT NORTH AMERICA]

COIN A	* 1COIN	* 1CREDIT
	2COINS	2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
		5CREDITS
		6CREDITS
COIN B	* 1COIN	1CREDIT
	2COINS	* 2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
		5CREDITS
		6CREDITS

* Factory setting

[To save changed contents of configuration]

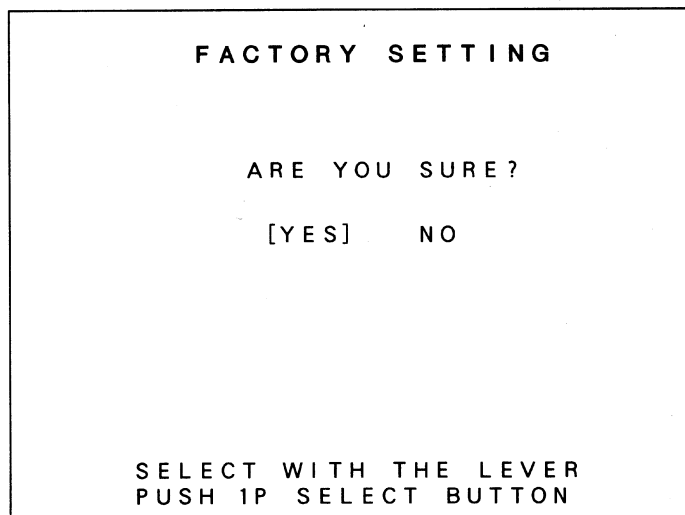
- Select [EXIT] in [CONFIGURATION],and press button A at the player one(1P) side.
The screen shown below appears on the monitor.
- To save the change,select YES. Or if you don't want to save,select NO.
(To select between YES and NO,move the joystick at the player one(1P) side left and right,and press button A at the player one(1P) side to determine selection.)



[Screen display]

[Factory setting]

- Select [FACTORY SETTING] from the test mode main menu,and press button A at the player one(1P) side,the screen shown below appears on the monitor.
- To revert all preset data to factory set values,select YES. Or if you don't want to revert,select NO.
(To select between YES and NO,move the joystick at the player one(1P) side left and right,and press button A at the player one(1P) side to determine selection.)



[Screen display]

[Exit]

- Select [EXIT] item from the test mode main menu,and press the 1P side button A or select button.
The screen terminates test mode and returns to game mode.

[Contents of configuration]

[To save changed contents of configuration]

• Select [EXIT] in [CONFIGURATION] and press button A at the player one (P1) side.

The screen shown below appears on the monitor.

• To save the change, select YES. Or if you don't want to save, select NO.

(To select between YES and NO, move the joystick at the player one (P1) side left and right, and press button

A at the player one (P1) side to determine selection.)

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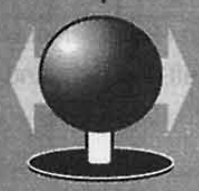
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PUZZLE BOBBLE 4



★HOW TO PLAY★

Direction

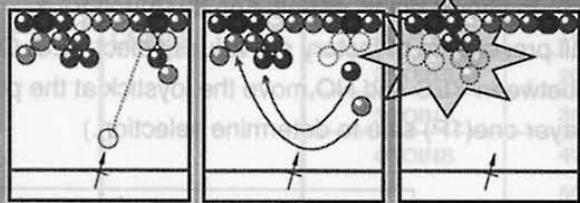


Shoot



Exciting Chain Reaction!

★ Odd color bubbles after breaking will cross over to same color bubbles.



★ITEM★

STAR BUBBLE



When STAR BUBBLE is hit by a bubble, all bubbles with the same color disappear.

TROUBLE BLOCK



TROUBLE BLOCK can not be broken, but eliminated only by bursting all bubbles surrounding it.

PULLEY BLOCK



PULLEY BLOCK is at the end of the rope on the pulley. You again can stick bubbles to this block.

RAINBOW BUBBLE



When bubbles next to RAINBOW-BUBBLE burst, the RAINBOW BUBBLE turns into the same color as the burst bubbles.

ANTI-GRAVITY BLOCK



Bubbles surrounding ANTI-GRAVITY BLOCK move upward. ANTI-GRAVITY BLOCK can be eliminated by bursting all bubbles surrounding it.



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[Screen display]

[Exit]

• Select [EXIT] item from the test mode main menu, and press the P1 side button or select button.

The screen terminates test mode and returns to game mode.

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