TM

User Manual

⚠ Caution

In order to ensure that this product may be used safely, please make sure that this manual is read and fully understood in advance. Following this, please keep the manual in a readily-accessible location for easy reference.

Sammy

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Introduction

Thank you for purchasing Dolphin Blue TM.

This manual has been written for engineers and administrators of this product, and in addition to details regarding operation, maintenance, and inspection, it also covers instructions on how the product may be used safely. Please ensure that only persons having read and fully understood this manual be allowed to operate, manage, or maintain this product. Also, this manual should be kept in a secure place so that it may easily be referred to when necessary during routine operation.
Please note that the content of this manual is subject to change without notice in accordance with improvements to the product.

Please read this manual before use.

In order to ensure that this product may be used safely, please ensure that this manual is read and fully understood in advance. Please contact one of the following if this manual is misplaced, if inaccuracies are noticed, or if you have any other comments or suggestions.

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1. Safety Precautions

⚠ CAUTION

In order to avoid breakdown, please ensure that the power is turned off before insertion or removal of a ROM cartridge.

2. Accessories

- User Manual (this document): 1
- Instruction Sheet B: 1
- Instruction Sticker D: 1
- Instruction Sticker E: 1

3. Inserting and Removing ROM Cartridges

Note

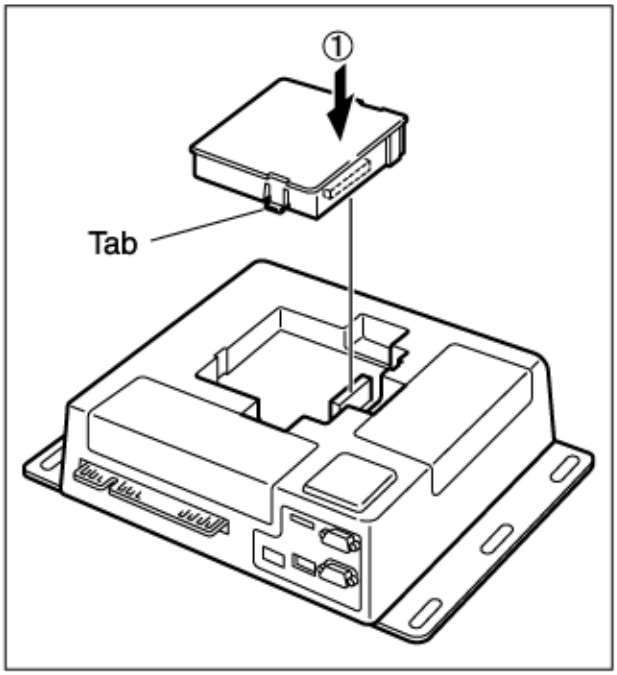
- Please ensure that the power is turned off before insertion or removal of a ROM cartridge.

Removal

Grip the ROM cartridge by its two tabs and lift out of the cartridge slot.

Insertion

Check that the ROM cartridge is correctly oriented then insert into the cartridge slot. Press down Point 1 until a clicking sound is heard.



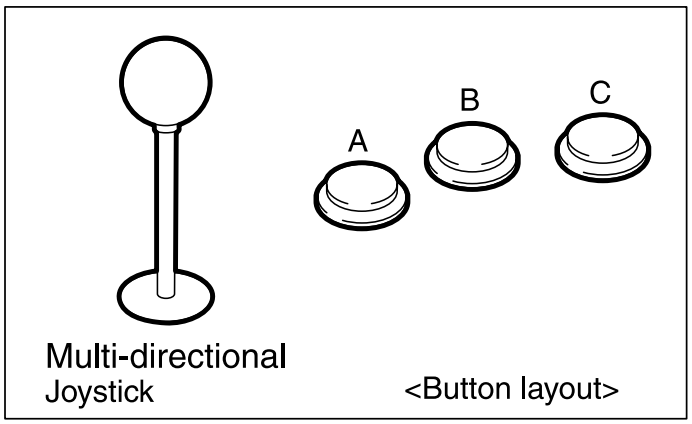
Screen Transition After Insertion

If the ROM cartridge has been inserted correctly, screen transition will occur in the following sequence and the game will then be displayed.

Power on
↓
Sammy logo
↓
Notice: All Backup Data Was Cleared
↓
AW logo
↓
Game title

4. How To Play

●Operating Instructions



Control Panel

■Multi-directional joystick
On water: Left and right movement of the character, crouching, and switching of the attack direction.
In water: Multi-directional movement of the character
On land: Left and right movement of the character, crouching, and switching of the attack direction.

■A Button [Attack button]
On water: Attack using the weapon currently being held or knife attack (only when near specific enemies)
In water: Attack using the weapon currently being held or knife attack (only when near specific enemies)
On land: Attack using the weapon currently being held or knife attack (only when near specific enemies)

■B Button [Jump button]
On water: Jump
In water: High-speed movement (repeated strikes)
On land: Jump

■C Button [S-Attack button]
On water: Surprise attack - Dolphin charge attack
In water: Surprise attack - Dolphin spin attack
On land: Surprise attack - Throw bomb

*: The button configuration can be modified using Game Settings. The names shown above in square brackets correspond to those used in Game Settings.

●Game Description

This game supports one player or two players modes simultaneously. In the case of one player, a second player can join at any time and the game will switch to 2-player mode. The players control characters and are required to progress through stages, continuously defeating the enemies that appear. A boss robot will appear at the end of each stage, and this enemy must be defeated for the player(s) to clear that stage. When all five stages have been cleared, an ending sequence will be displayed and the game will end.

●Game Rules

① Player characters

Each player controls his or her own individual character and progresses through various stages defeating a succession of enemies which appear along the way. If a power-up item is found during any of the stages, the character will then be able to use the powerful power-up weapon that corresponds to the type of item found. There is a restriction on the number of times that power-up weapons can be used.

② Surprise attacks

Players can inflict a surprise attack on enemies by pressing the C button (default setting). The power of these surprise attacks is affected greatly by the level of the Surprise Gauge displayed at the bottom of the screen. This gauge has three different levels, and the indication increases as time elapses. There is no usage restriction on surprise attacks, and as long as the gauge level is not zero, they can be used whenever required.

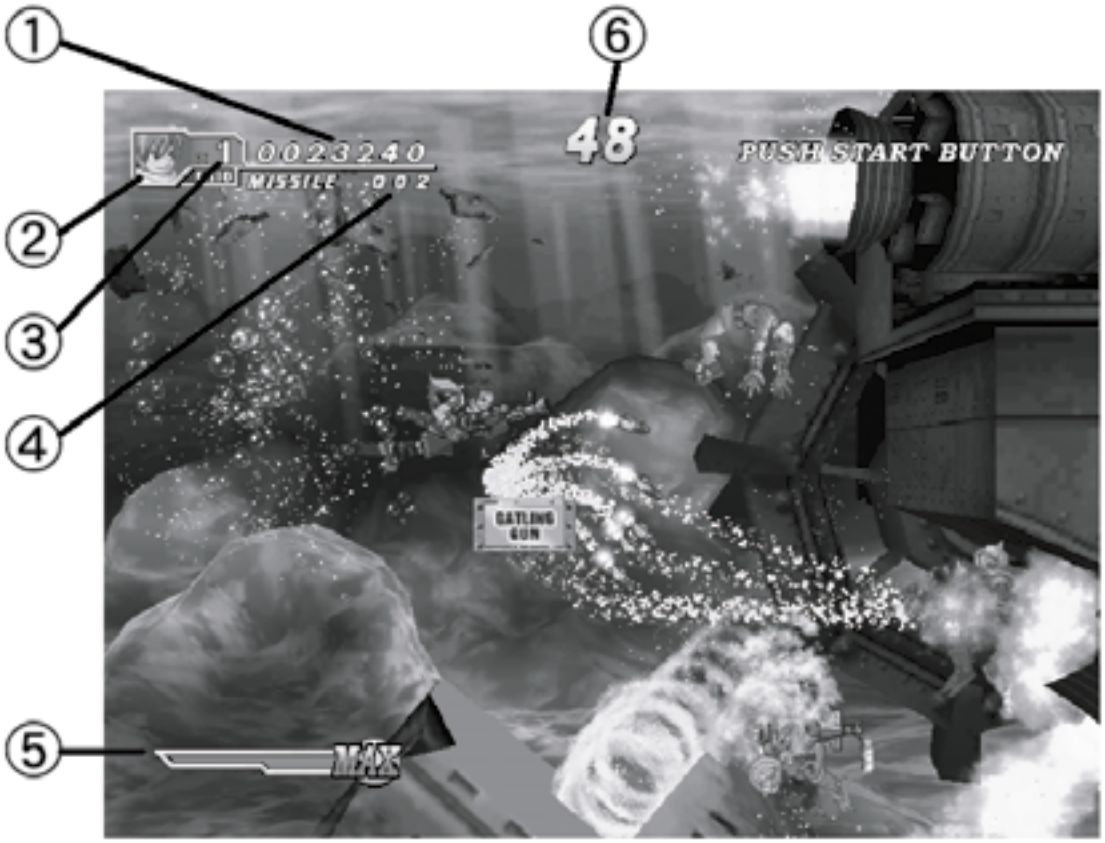
③ Conditions for losing a life

A character life will be lost whenever any of the following conditions are satisfied.

a) The character is hit by a bullet fired by an enemy.
b) The character makes contact with specific enemies.
c) The time indication reaches zero.

If all character lives are lost, the game will end.

●Screen Description



① Score: Displays the current score.

② Character Graphic: Displays the character being played.

③ Lives: Displays the number of remaining lives.

④ Shots: Displays the number of remaining shots for the power-up weapon.

⑤ Surprise Gauge: Displays the surprise attack level.

⑥ Time: Displays the time remaining. A life is lost when this reaches zero.

5. Settings

●Test Mode

The System Menu is displayed when the cabinet Test switch is pressed.

■Test switch: Movement of the ▶ cursor.
■Service switch: Enters of the selected option.
*: For more details regarding the System Menu, refer to the system-board manual.

① Coin Settings
Select System Menu → Coin Settings
This product's initial coin settings are as described below, but each of these may be modified as required.

■Game Mode: Normal
■Coin Chute Type: Common
■Player Mode: 2 Players
■Coin Chute #A: 1 Coin = 1 Credit, 1 Coin Continue
■Coin Chute #B: 1 Coin = 1 Credit, 1 Coin Continue
■Preset Simulation: Normal

② I/O Test
Select System Menu → Test Mode → I/O Test
The I/O Test can be used to confirm connection of the control panel's joystick and buttons. This product uses a multi-directional joystick and three buttons - A, B, and C. Press the Service switch to return from Test Mode.

●Game Settings

Various game settings can be made by selecting Game Settings from Configuration within the System Settings.

① Operations on the Game Settings screen
■Test switch: Movement of cursor
■Service switch: Change of selected item

② Setting options

■Life: Determines the number of character lives per credit. Although initially set to 3, this can be modified to any number between 1 and 9.

■Difficulty: Determines the overall difficulty of the game and is initially set to "4."

Easy 1 - 2 - 3 - 4 - 5 -6 - 7 - 8 Hard

■Attack Button: Determines the button configuration for Button A actions. The standard setting is "Push 1", and this may be modified within the range Push 1 through Push 5 to select the corresponding button. It will not, however, be possible to select a button that has already been assigned to another action.

■Jump Button: In the same way as described above for the Attack button, this determines the button configuration for Button B actions. The standard setting is "Push 2".

■S-Attack Button: In the same way as described above for the Attack button, this determines the button configuration for Button C actions. The standard setting is "Push 3".

■Return to Factory Settings: Resets all settings to their initial values.

■ Save & Exit: Saves settings and closes the Game Settings screen.

6. The JAMMA Connector

●JAMMA Connector (JAMMA)

JAMMA edge terminals (56-pin)

No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	N.C.	-	H	N.C.	-
8	1P COIN COUNTER	OUT	J	2P COIN COUNTER	OUT
9	1P COIN LOCKOUT	OUT	K	2P COIN LOCKOUT	OUT
10	MONO SPEAKER (+)	OUT	L	MONO SPEAKER (-)	OUT
11	AUDIO OUT	OUT	M	AUDIO GND	-
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	-	R	SERVICE SW	IN
15	TEST SW	IN	S	TILT SW	IN
16	1P COIN	IN	T	2P COIN	IN
17	1P START	IN	U	2P START	IN
18	1P UP	IN	V	2P UP	IN
19	1P DOWN	IN	W	2P DOWN	IN
20	1P LEFT	IN	X	2P LEFT	IN
21	1P RIGHT	IN	Y	2P RIGHT	IN
22	1P PUSH1 Attack	IN	Z	2P PUSH1 Attack	IN
23	1P PUSH2 Jump or high-speed motion (when in water)	IN	a	2P PUSH2 Jump or high-speed motion (when in water)	IN
24	1P PUSH3 S-Attack	IN	b	2P PUSH3 S-Attack	IN
25	1P PUSH4	IN	c	2P PUSH4	IN
26	1P PUSH5	IN	d	2P PUSH5	IN
27	GND	-	e	GND	-
28	GND	-	f	GND	-

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