

取扱説明書

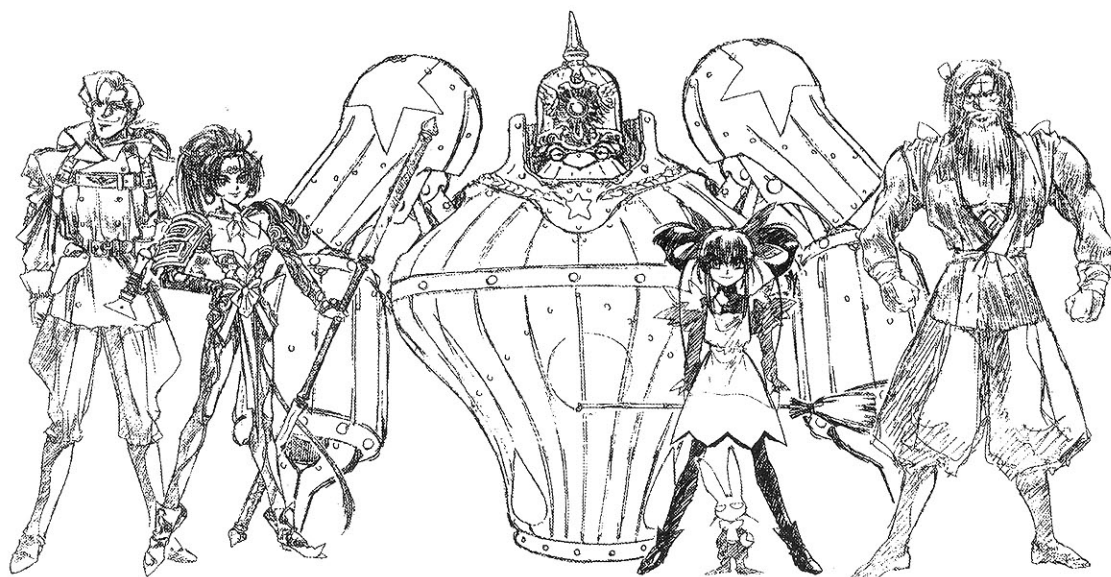
OPERATOR'S MANUAL



GUNBIRD

ガンバード

TM



彩京

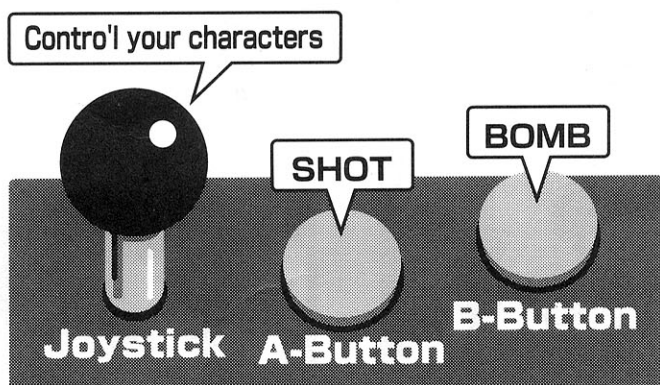
AMUSEMENT WORKS  
PSIKYO

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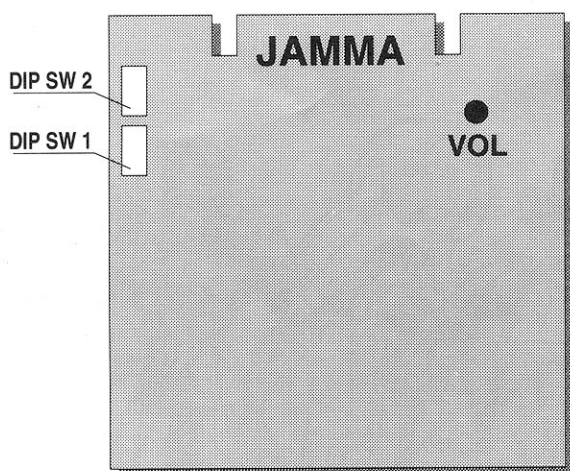
## HOW TO PLAY

- Aボタンを押し続けて離すと特殊攻撃ができます。
- 各キャラクターによって武器やスピードが異なります。
- フルパワー時のみ弾数制限があります。
- Keep pressing and release the A button to fire a SPECIAL SHOT.
- Each characters has its original weapons and speed.
- The number of shots is limited at a full power.

## CONTROL PANEL



## DIP SW POSITION



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

## CONNECTOR DIAGRAM

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
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	a	23	1P SW 2 BUTTON
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

## DIP SWITCH [1]

		1	2	3	4	5	6	7	8
<b>Coin Slot</b>	SAME	OFF*							
	INDIVIDUAL	ON							
<b>Coin 1</b>	1 COIN = 1 CREDIT		OFF*	OFF*	OFF*				
	2 COINS = 1 CREDIT		ON	OFF	OFF				
	3 COINS = 1 CREDIT		OFF	ON	OFF				
	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				
<b>Coin 2</b>	1 COIN = 1 CREDIT					OFF*	OFF*	OFF*	
	2 COINS = 1 CREDIT					ON	OFF	OFF	
	3 COINS = 1 CREDIT					OFF	ON	OFF	
	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	
<b>Continue Coin</b>	NORMAL mode START = 1 COIN CONTINUE = 1 COIN								OFF*
	CONTINUE mode START = 2 COINS CONTINUE = 1 COIN								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.

●When the machine settings [1]~[8] are all ON, it will be in the FREE PLAY mode. In this mode, there is no need to use coins.

## DIP SWITCH [2]

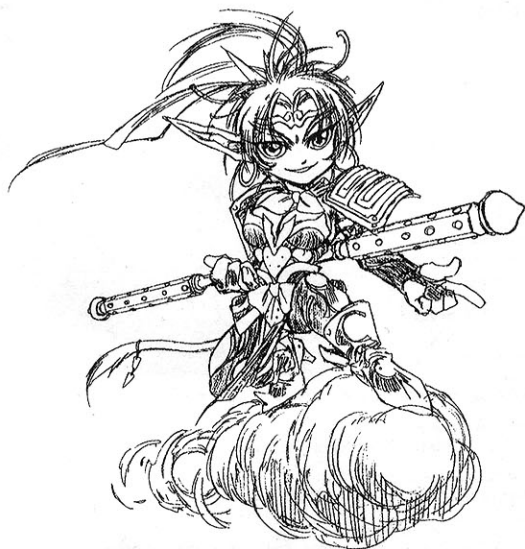
		1	2	3	4	5	6	7	8
<b>Screen</b>	NORMAL	OFF*							
	REVERSE	ON							
<b>Demo Sound</b>	OFF		OFF						
	ON		ON*						
<b>Difficulty</b>	NORMAL			OFF*	OFF*				
	EASY			ON	OFF				
	DIFFICULT			OFF	ON				
	MORE DIFFICULT			ON	ON				
<b>Number of Fighters</b>	3					OFF*	OFF*		
	1					ON	OFF		
	2					OFF	ON		
	4					ON	ON		
<b>Extend Fighters</b>	Every 400,000 points							OFF*	
	Every 600,000 points							ON	
<b>Test Mode</b>	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.



開発元

彩京

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**PSIKYO**