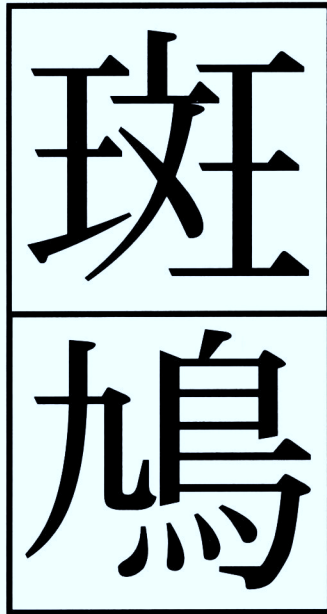


**NAOMI™**  
**GD-ROM SYSTEM**



**IKARUGA**  
TM

# **OPERATION MANUAL**



©TREASURE 2001

**IMPORTANT!**

·EBefore using this product, read this operation manual carefully to understand the contents herein stated."  
·EAfter reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary."

## SPECIFICATIONS

- **Monitor Direction** — **Vertical**
- **Control Panel** — **1 Lever 2 buttons 2 players**  
**Lever [ Move ]**  
**Button 1 [ Shot (consecutive automatically) ]**  
**Button 2 [ Change the attribute ]**  
**Button 1&2 [ (release the power) Homing Laser]**

※The initial setting of this product is 2 button system. But the 3rd button has “release the power” function just same as 1&2 button simultaneously. Just fitting up the 3rd button makes it with this function when you have the customer’s request.

※At the final chapter (5th level) , when it comes to the final enemy, you can’t shoot somehow.  
This is the feature not the failure. Please understand it.

## DISPLAY ADJUSTMENT

**This game seems a bit dark at the initial setting. You can get the best result if you adjust the brightness and contrast at the start up screen.**

**Please adjust as you can see the silhouette of the aircraft in the center square.  
(You can adjust it easily if you make it brighter with the maximum contrast)**

**Please adjust  
the brightness of the screen**



Adjust “Brightness” and “Contrast”  
until you can see the silhouette of the aircraft  
in the center of the white square.

# TEST MODE

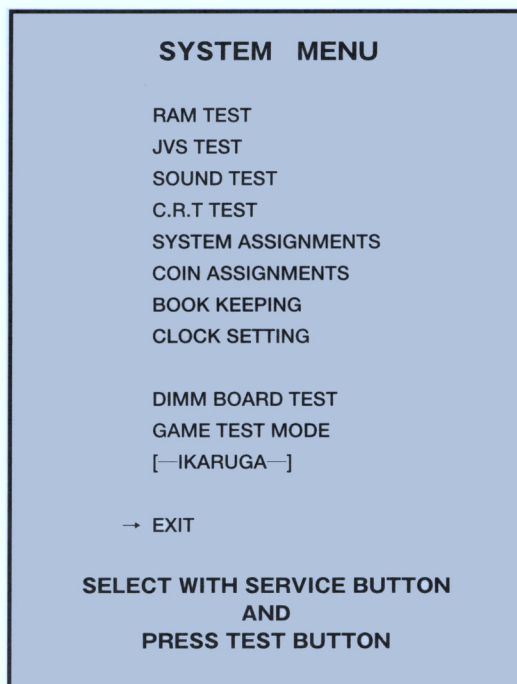
## ● SYSTEM MENU

**WARNING!**: The contents of setting changes in SYSTEM ASSIGNMENT, COIN ASSIGNMENT and GAME TEST MODE are stored when the test mode is EXITed. If the power is turned off before EXITing, the contents of setting changes are ineffective. Be careful of this point.

**This test mode mainly allows the IC board to be checked for accurate functioning, monitor color to be adjusted as well as COIN ASSIGNMENT AND GAME ASSIGNMENT to be adjusted.**

- ① After turning power on, press the TEST button to have the following test item menu displayed.
- ② Press the SERVICE button to move the arrow. Bring the arrow to the desired item and press the TEST button.
- ③ Upon finishing the test, bring the arrow to EXIT and press the TEST button to return to the Game mode.

※ As for the SYSTEM MODE, please refer to the GD-ROM Service Manual.



## ● SYSTEM MENU SETTING

### ■ SYSTEM ASSIGNMENT

CABINET TYPE 2PLAYER (S)  
MONITOR TYPE VERTICAL

### ■ Initial setting of COIN ASSIGNMENT is as below

COIN CHUTE TYPE COMMON  
COIN /CREDIT SETTING #1  
COIN CHUTE #1 (#2) 1 COIN CREDIT

### ■ Initial SEQUENCE SETTING of COIN ASSIGNMENT

SEQUENCE 1 : Number of credit required for game start  
SEQUENCE 2 : Number of credit required for CONTINUE  
SEQUENCE 3~ 8 : NOT USED

### ■ BOOK KEEPING 2/2 displays the frequency og functioning

P1 (P2) SEQ 1 : Play frequency of Player 1 (Player 2)  
P1 (P2) SEQ 2 : Frequency of CONTINUE by Player 1 (Player2)  
P1 (P2) SEQ 3~ 8 : NOT USED

# ● GAME TEST MODE SETING

HOW TO SETTING IS SAME AS SYSTEM MENU

## ■ INPUT TEST

Input test of levers and buttons. OFF turns to ON when levers and buttons are moved.

## ■ GAME ASSIGNMENT

- **DIFFICULTY**  
Adjust the difficulty. Choose between EASY, NORMAL and HARD. (NORMAL is recommended)
- **EXTEND**  
Number of credit for the added player
- **PLAYERS STOCK**  
Setting the number of players

## GAME TEST MENU

INPUT TEST  
GAME ASSIGNMENTS  
BOOK KEEPING  
BACKUP DATE CLEAR

→ EXIT

SELECT WITH SERVICE BUTTON  
AND  
PRESS TEST BUTTON

## ■ BOOK KEEPING

Indicate the data such as number of times and so on

## ■ BACK UP DATA CLEAR

Clear the contents of BOOK KEEPING and RANKING DATA  
Select YES (CLEAR) or NO (CANCEL)

## HANDLING PRECAUTIONS



### WARNING!

- To prevent electric shock or IC Board malfunctioning, be sure to turn off the power for the cabinet when installing or removing the IC Board.
- Extraneous matter such as dust on the IC Board can cause the IC Board to generate heat and result in a fire due to the short circuit, etc. Ensure the IC Board surface are always kept clean."
- Use NAOMI for the cabinet compatible with JVS. Using NAOMI for the cabinet other than those compatible with JVS can cause generation of heat and a fire.



### IMPORTANT!

- Be sure to connect the IC Board and connectors completely. Insufficient insertion can damage IC Board, etc.
- For the IC Board circuit inspection, only use of Logic Tester is permitted. The use of ordinary testers is not permitted as these can damage the IC Board. Do not subject the IC Board to static electricity when installing the IC Board in the cabinet or when connecting wire harness connectors the IC Board to heat.
- When soldering buttons, etc. to the wire harnesses, be sure to remove the wire harnesses from the IC Board so as not to subject the IC Board to heat.
- Using NAOMI without the Shield Case can cause electric wave trouble. Be sure to use NAOMI together with the accessory Shield Case.
- The monitor frequency corresponding to NAOMI is 15kHz or 31kHz. NOAMI can not be used for the cabinet incorporating a monitor or projector not corresponding to 15kHz or 31kHz.