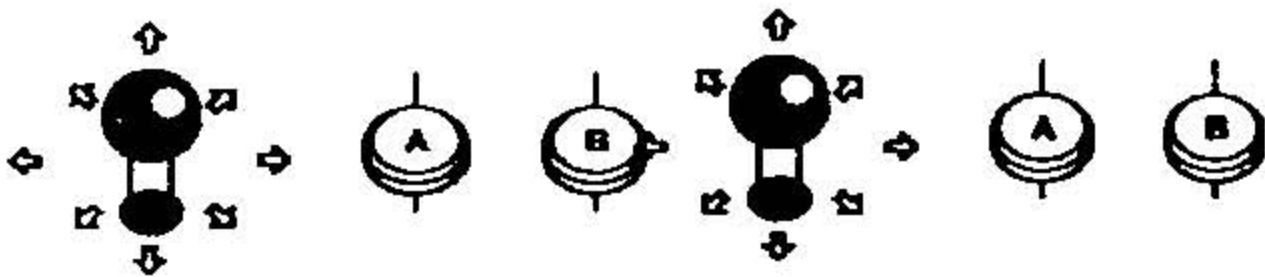


# RAZEMEN FIGHTERS

## OPERATOR'S MANUAL (Handbuch)

- O JAMMA STANDARD
- O MONITOR VERTICAL
- O POWER CONSUMPTION  
+5V.....5A  
+12V..... 1A

### CONTROL PANEL (Spielpult)

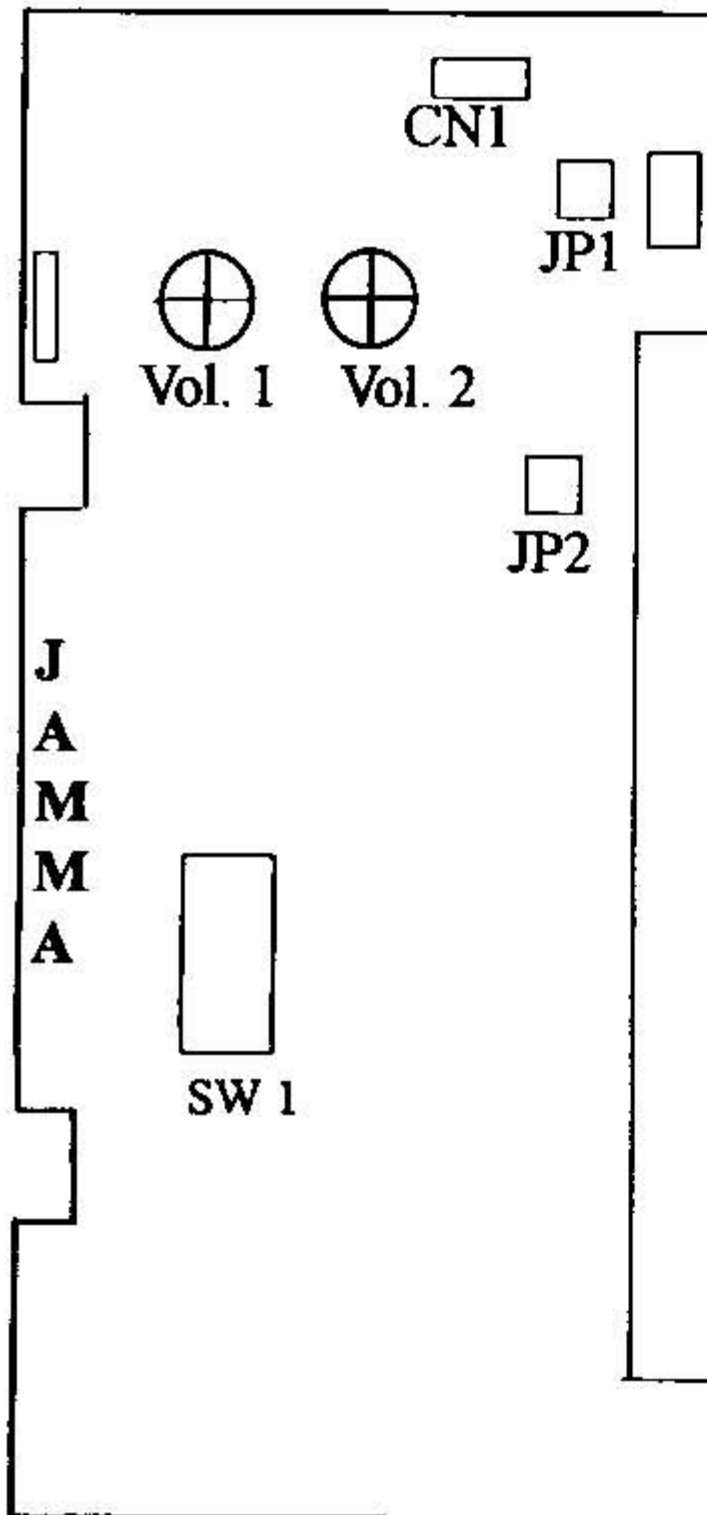


\* The Power shall be exactly +5V  
(Die Spannung muß 5,0 V sein!)

Development by: **SEIBU KAIHATSU INC. , Japan**

# RAIDEN FIGHTERS JET

28-pin Connector









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	
COUNTER 2	I	8	COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
GREEN	N	12	RED
SYNC	P	13	BLUE
SERVICE	R	14	VIDEO GND
	S	15	TEST Switch
COIN 2	T	16	COIN 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 PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

X

### Connector 1 (CN 1)

1	SPEAKER + (Left)
2	SPEAKER - (Left)
3	SPEAKER + (Right)
4	SPEAKER - (Right)

## RAIDEN FIGHTERS JET - Switches & Jumpers -

- Vol. 1** Mono: Controls volume (regelt Lautstärke)  
Stereo: Controls LEFT channel (regelt LINKEN Kanal)
- Vol. 2** Mono: Not used (nicht benutzt)  
Stereo: Controls RIGHT channel (regelt RECHTEN Kanal)
- JP 1** Only used when game-board is changed (Nur zu benutzen, wenn das  
with a new game Spiel-Board getauscht wird)
-  Normal
-  Changing game  
(Änderung des Spiels)
- JP 2** To change MONO / STEREO (Zur Einstellung MONO / STEREO)
-  Stereo
-  Mono  
(factory setting)
- SW 1** To reverse picture (Zum Umdrehen des Bildes)
-  Normal
-  reverse  
(gedreht)
- CN 1** Output for STEREO speakers (Ausgang für STEREO Lautspecher)  
Always connect all 4 wires  
seperately!!! (Immer alle 4 Anschlüsse **getrennt**  
anschießen!)

# RAIDEN FIGHTERS JET

## TEST MODE

To get into test mode, push TEST Switch or connect pin 15 solder side of JAMMA connector to ground.

Um in den Test zu gelangen, drücken Sie die TEST-Taste oder verbinden Sie pin 15 Lötseite des JAMMA Anschlusses mit GND.

### TEST MODE

EXIT  
GAMES SETTINGS  
INCOME  
I/O TEST  
MONITOR TEST  
ADJUST TIMER  
RESET SETTINGS

### GAME SETTINGS

SHOOTER 1  
1 COIN(S) / 1 CREDIT  
SHOOTER 2  
1 COIN(S) / 1 CREDIT  
1 CREDIT(S) / 1 CONTINUE  
3 SHIP(S) / 1 PLAY  
DIFFICULTY - (NORMAL)  
SCORE KEEPING ON  
DEMO SOUND ON  
FREE PLAY OFF

### RESET SETTING

EXIT  
DEFAULT  
GAME SETTING  
CLEAR INCOME DATA  
CLEAR SCORE RANKING

### ADJUST TIMER

CANCEL  
YEAR 1995  
MONTH 6  
DAY 10  
HOUR 10  
MINUTE 10  
SET TO MEMORY!