INSTALLATION

HOW TO PLAY

8 way joystick for player control.
Use "A" button for attack.
Use "B" button for jump.
Use "C" button for special attack.

SLIDING.
Put joystick in down + "B" button for sliding.
⇔ Use "A" button for attack.
⇔ During sliding use "B" button to flip over enemy.
⇔ After sliding put joystick to right and player starts running.

DURING JUMP.
⇔ Use "B" button to throw down enemy.
⇔ Put joystick in "up" to grab ceiling.

GRAB, THEN
⇔ Put joystick "up" + "B" button to climb.
⇔ "B" button to jump down.

ITEM
RED - Power up
YELLOW - Extra life gauge
GREEN - Life will recover
BLUE - Life will recover fully

OSMAN CANNON RANGER
### HARNESS CONNECTION

#### TERMINAL NUMBERING / 端子ナンバーのとり方

接続可能なコネクター  
- CONNECTOR: 1168-056-009 (KAL) 3.96mm pitch  
- コネクター: CR7E-56DA-3.96E (HRS) 3.96mm pitch

#### SIGNAL TO TERMINAL

エッジコネクター端子の配列。

<table>
<thead>
<tr>
<th>SOLDER SIDE 半田面</th>
<th>PIB # 端子番号</th>
<th>PARTS SIDE 部品面</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>A 1</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>B 2</td>
<td>GND</td>
</tr>
<tr>
<td>+5V</td>
<td>C 3</td>
<td>+5V</td>
</tr>
<tr>
<td>+5V</td>
<td>D 4</td>
<td>+5V</td>
</tr>
<tr>
<td>+12V</td>
<td>E 5</td>
<td>+12V</td>
</tr>
<tr>
<td>+12V</td>
<td>F 6</td>
<td>+12V</td>
</tr>
</tbody>
</table>

COIN COUNTER 2 (GND)  
- J 8 COIN COUNTER 1 (GND)
- K 9 SPEAKER(-)
- L 10 SPEAKER(+)
- M 11 AUDIO(GND)
- N 12 AUDIO(+)
- N 12 VIDEO GREEN
- O 13 VIDEO SYNC
- P 14 VIDEO RED
- Q 15 VIDEO BLUE
- Q 15 SERVICE SWITCH
- R 14 VIDEO GND
- S 15 VIDEO CND

COIN SWITCH 2  
- T 16 COIN SWITCH 1
- U 17 START SWITCH 2

START SWITCH 2  
- U 17 START SWITCH 1
- V 18 1P CONTROL 1 UP
- W 19 1P CONTROL 2 DOWN
- X 20 1P CONTROL 3 LEFT
- Y 21 1P CONTROL 4 RIGHT
- Z 22 1P CONTROL 5 PUSH 1
- a 23 1P CONTROL 6 PUSH 2
- b 24 1P CONTROL 7 PUSH 3
- c 25
d 26
- e 27 GND
- f 28 GND

※JAMMAコネクター表。
**DIP SW SETTING**

A small black test switch is located on the surface of this PCB. Pressing this switch will bring up the game setting menu. Use joystick to choose different options for change, such as coin setting, game difficulty, etc. After choosing desired setting, "A" button (shot button) to confirm. When finished highlight the EXIT selection and press the "A" button (shot button).

### MENU

<table>
<thead>
<tr>
<th>Option</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN 1</td>
<td>Play button setting.</td>
</tr>
<tr>
<td>COIN 2</td>
<td>Not used.</td>
</tr>
<tr>
<td>SCREEN ROTATION</td>
<td>Screen direction change.</td>
</tr>
<tr>
<td>DEMO SOUND</td>
<td>Demo sound, available.</td>
</tr>
<tr>
<td>CONTINUE</td>
<td>Continue option, available.</td>
</tr>
<tr>
<td>GAME DIFFICULTY</td>
<td>Game difficulty setting.</td>
</tr>
<tr>
<td># OF PLAYERS</td>
<td>Player initial value setting.</td>
</tr>
<tr>
<td># OF LIVES</td>
<td>Life counter initial value setting.</td>
</tr>
<tr>
<td>EXTEND</td>
<td>Player number increase, set point.</td>
</tr>
<tr>
<td>BLOOD</td>
<td>Blood, available.</td>
</tr>
<tr>
<td># OF BOMBS</td>
<td>Bombs, available.</td>
</tr>
<tr>
<td>EXIT</td>
<td>Exit, confirm.</td>
</tr>
</tbody>
</table>

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**Surface**

- **TEST SWITCH** テストスイッチ
- **CNI JAMMA** エッジコネクター
- **VOLUME CONTROL** 音量調整用ボリューム
- **VOLUME CONTROL** 音量調節

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