INSTALLATION

Your game was shipped from the factory in ready-to-play condition. A brief inspection is suggested before the machine is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes. External damage could indicate possible damage to the cabinet and/or electronics components.

After the carton has been satisfactorily inspected, remove the machine from the shipping carton.

Examine the interior of the game for disconnected wires, cables or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record the game serial number, since it will be required for reference and servicing.

USER INFORMATION - F.C.C.

WARNING

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions manual, may cause interference to radio communications.

It has been tested and found to comply with the limits for a class "A" computing device pursuant to Subpart J of Part 15 of F.C.C. Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.
CONTROLS

* Move joystick "UP" and man will skate quickly gaining momentum.

* Move joystick "DOWN" and skater will DUCK DOWN to avoid upper body punches.

* Move joystick "LEFT or RIGHT" to move skater thru traffic during gameplay.

* Push "JUMP" and skater leaps into the air to avoid water spills, downed opponents and grand stand technique.

* Push "LEFT PUNCH" or "RIGHT PUNCH" and skater will extend appropriate arm to clobber a path to victory!

* Push "START" TO BEGIN PLAY.

HOW TO PLAY

1. Player must first "QUALIFY" in order to determine skaters race time allotment.

2. Within given time, skater must "PASS" given number of opponents to complete each race. This number is shown in the top right corner of the screen. Success graduates to the next race.

3. Game over if skater does not accomplish required passing.

4. BONUS points for time leftover after each race.

5. During game play, skater can qualify for each of three levels of competition; Novice, Amateur & Professional. Player can face up to nine different teams.
GAME PLAY STRUCTURE

NOVICE CLASS

TIME TRIAL RACE - ONE FLAGS!
Race One
Race Two
Race Three

TEAMS
BIG BOMBERS
SLICK SLAPPERS
MAD SMASHERS

AMATEUR CLASS

TIME TRIAL RACE - TWO PYLONS!
Race Four
Race Five
Race Six

TEAMS
WILD BRUISERS
SMOOTH SLAMMERS
MEAN BULLIES

PROFESSIONAL CLASS

TIME TRIAL RACE - THREE FLAGS & PYLONS!
Race Seven
Race Eight
Race Nine

TEAMS
BONE CRUSHERS
MIGHTY MUSCLES
RAIL REBELS

EVENT OVER - CONGRADULATIONS !!!
## SWITCH 1

<table>
<thead>
<tr>
<th>OPTION</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
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<tr>
<td>1 &quot; / 2 &quot;</td>
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<td>OFF</td>
<td>ON</td>
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<tr>
<td>2 &quot; / 1 &quot;</td>
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ROLLER JAMMER - DIP SWITCH PROGRESSIONS

SHOWROOM DEMO

EASY
50 seconds allotted time
20 persons to pass

INITIAL LOCATION SET-UP

EASY
40 seconds allotted time
20 persons to pass

3RD WEEK - 5TH WEEK

EASY
40 seconds allotted time
30 persons to pass

6TH WEEK - 8TH WEEK

HARD
50 seconds allotted time
30 persons to pass

9TH WEEK - 11TH WEEK

HARD
40 seconds allotted time
30 persons to pass

12TH WEEK - 14TH WEEK

HARD
50 seconds allotted time
40 persons to pass

15TH WEEK - 18TH WEEK

HARD
40 seconds allotted time
40 persons to pass

19TH WEEK - 22ND WEEK

HARD
50 seconds allotted time
50 persons to pass

23RD WEEK - 25TH WEEK

EASY
40 seconds allotted time
50 persons to pass

26TH WEEK - ON

HARD
40 seconds allotted time
50 persons to pass
ROLLER JAMMER - CABINET PARTS

A. WOOD CABINET
1. Top Marquee Metal Bracket
2. Marquee Plex
3. Bottom Marquee Metal Bracket
4. Speaker, 8 ohm, 6 watt, 5 1/4" Round (2 required)
5. Monitor Bezel
6. Monitor Glass, tinted & tempered
7. Monitor Hold Bracket-Front
8. Monitor Hold Bracket-Rear
9. Left Punch Button (2 required)
10. Right Punch Button (2 required)
10B. Player 1 Start Button
11. Player 2 Start Button
12. 8 Way Joystick
13. Over/Under Coin Door Assembly
14. Left Side Decal
15. Right Side Decal
16. Control Panel Overlay
16B. Metal Control Panel
17. Power Cord- AC

NOT SHOWN
18. Power Supply 7A +5V, +12V & -5V.
19. Fuse Block
20. Line Filter
21. Isolation Transformer
22. 19" Color Monitor
23. Wiring Harness
24. F.C.C. Metal Cage
25. Nichibutsu P.C.B.
26. Coin Meter
27. Monitor Side Bracket (2 required)
28. Rear Door Assembly
29. Rear Door Lock
30. Light Fixture-Complete
31. Speaker Grill

HEIGHT - 73"
WIDTH - 25 1/2"
DEPTH - 27 1/4"
WEIGHT - 330 lbs.
1

TIME TRIAL RACE

* REACH THE GOAL FAST
  AVOIDING OBJECTS.
* PROCEED TO MAIN RACE BY
  REACHING THE GOAL WITHIN
  GIVEN TIME. EXTRA TIME
  IS GIVEN BY HOW FAST YOU
  FINISH THE TRIAL.

2

MAIN RACE

*PASS THE PRESET NUMBERS OF
ENEMIES WITHIN GIVEN TIME.
*PASSED ENEMIES ARE SHOWN
AS AT THE TOP RIGHT HAND
CORNER. WILL CHANGE
TO WHEN YOU PASS 10
ENEMIES. CHANGE ALL
TO

*HIGHER SCORES FOR KNOCKING
DOWN THE ENEMIES IN SucCE-
SSION.
*WARNING! WHEN FLASHES,
ENEMIES WILL TRY TO KNOCK
YOU DOWN! WATCH OUT!
*AVOID CONTACT WITH RAILS.
Nichibutsu

Frontier Spirit

of Amusement