HOW TO PLAY "ZOAR"

-The year is 2020 AD

-"ZOAR" is one of the last survivors of Federation defenses. He is the best pilot in the swiftest and most deadly aircraft in a future world.

-"ZOAR" is flying an aircraft that will give you 3-dimensional play. The joystick moves the craft from left to right and raises or lowers altitude.

-The LOWER ZOAR flies the faster he attacks.

-The fire button will shoot rockets at the Dynasty airships. They, too, are changing altitude.

-The bomb button will destroy Dynasty vessels and ground installations.

-TOUCH landing strip for extra points!

-USE accelerate button for additional speed.

Large Red Airship -- 500 points
Small Airship -- 300 points
PT Boats -- 80 points
Submarine -- 100 points
Destroyer -- 100 points
Aircraft Carrier -- 500 points

Control Tower -- 50 points
Missile Launcher -- 80 points
Fuel Dump -- 150 points
Missile Silo -- 300 points
I. POWER SUPPLY

+5V  5A
+12V  1A  (INCLUSIVE OF AUDIO AMP.)

II. CRT MONITOR

1) COLOR SIGNAL  R.G.B. SEPARATION
   BLACK .......... 0 - +2V
   IMAGE SIGNAL .... +2.5V - +4V

2) SYNCHRONIZE SIGNAL .... COMPOSITE
   0 ........ 0 - 0.5V
   1 ........ +3V - +5V

3) SCREEN IMAGE SIZE
   IMAGE CAN BE SHRUNK BOTH HORIZONTALLY & VERTICALLY
   BY 10%. ADJUST MONITOR TO WIDEN THE SCREEN IMAGE.

III. VOLUME CONTROL

INCREASE

[Diagram showing volume control with DIP SW.1 and DIP SW.2]
IV. EXAMPLE OF STANDARD CONNECTION

1) TWO (2) COIN SWITCHES CAN BE INSTALLED.

2) MONITOR CONNECTION

MONITOR IN-PUT COMPOSITE SIGNALS - HORIZ/VERT ON +5V CIRCUIT CAN BE CONNECTED.

CIRCUIT DIAGRAM OF EACH SIGNAL SHOWN BELOW.
CONTROL PANEL

8-way stick

accelerate
air-to-air
air-to-ground
one player
two player

* be certain that dip switch settings are correctly positioned since there is an unused option to eliminate the accelerate button and separate air-to-air /air-to-ground buttons.

<table>
<thead>
<tr>
<th>8 way stick</th>
<th>L E V E R</th>
<th>P L A Y E R S</th>
<th>C R A F T</th>
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<tbody>
<tr>
<td></td>
<td>left</td>
<td>left</td>
<td></td>
</tr>
<tr>
<td></td>
<td>right</td>
<td>right</td>
<td></td>
</tr>
<tr>
<td></td>
<td>up</td>
<td>low</td>
<td></td>
</tr>
<tr>
<td></td>
<td>down</td>
<td>high</td>
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</table>

* FOR COCKTAIL TABLE: up/down movement is reversed when #7 key on dip switch #1 is turned off.

* Accelerate button allows swifter left/right and high/low movement.

* air-to-air button shoots opposing airplanes

* air-to-ground button bombs ships & ground targets.
### DIP SWITCH SETTINGS

#### DIP SWITCH I

<table>
<thead>
<tr>
<th></th>
<th>COIN SELECTOR 1</th>
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<th>COIN SELECTOR 2</th>
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<tbody>
<tr>
<td>1</td>
<td>I OFF ON OFF ON</td>
<td>1</td>
<td>3 OFF ON OFF ON</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>2 OFF OFF ON ON</td>
<td>2</td>
<td>4 OFF OFF ON ON</td>
<td></td>
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<td></td>
<td>Coin 1 1 1 2</td>
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<td>Coin 1 1 1 2</td>
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#### DIP SWITCH II

<table>
<thead>
<tr>
<th></th>
<th>OFF ON ACCREDITED AIRCRAFT</th>
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<tbody>
<tr>
<td>1</td>
<td>2 OFF ON OFF ON</td>
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<tr>
<td>3</td>
<td>3 OFF OFF ON ON</td>
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<tr>
<td></td>
<td>BONUS POINTS</td>
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</tr>
<tr>
<td>3</td>
<td>5000 10000 15000 20000 PTS PTS PTS PTS</td>
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<tr>
<td>4</td>
<td>OFF ON EASY DIFFICULT ON</td>
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</tr>
<tr>
<td>5</td>
<td>OFF DON'T CHANGE</td>
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<td>6</td>
<td>OFF DON'T CHANGE</td>
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<td>7</td>
<td>OFF DON'T CHANGE</td>
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<tr>
<td>8</td>
<td>OFF DON'T CHANGE</td>
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#### Notes
- OFF: Off
- ON: On
- DON'T CHANGE: As Is

**Legend:**
- TABLE: Table
- UPRIGHT: Upright
- PANEL: Panel
- SCREEN: Screen

**Settings:**
- **Table Upright:** Panels A and B
- **Table Table:** Panels A and B
**Note:** Numbers side of card edge connectors go to component side of PCB,
Letters side of card edge connectors go to solder side of PCB.
Corresponding pins for control panel 2 on cocktail cabinet are in ( ) parenthesis.
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<th>内容</th>
<th>年月日</th>
<th>改訂</th>
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<th>付属品、図面番号</th>
<th>名称</th>
<th>仕様、材質</th>
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第3角法
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<th>記号</th>
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