TAITO

LUNAR RESCUE

SERVICE INSTRUCTIONS

TAITO

• NAME OF PART (SEE FIGS. 1 AND 2)

TV SCREEN

COIN SLOT

1-PLAYER START

2-PLAYER START

CONTROL LEVER

FIRE BUTTON
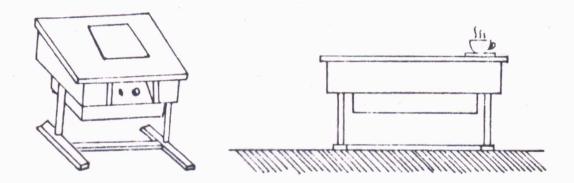
CASH BOX

FIG. 1

PLATE COVERING POWER SWITCH
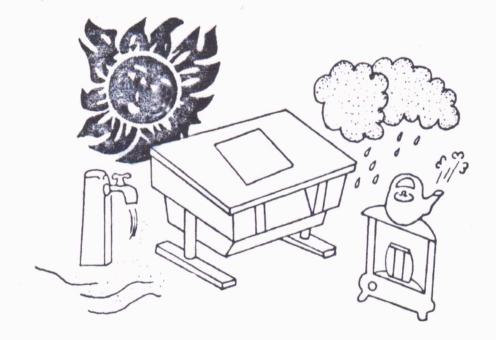AND MAIN FUSE

FIG. 2

POWER PLUG & CORD

- AVOID ROUGH HANDLING IN TRANSPORTATION; THE PICTURE TUBE IS FRAGILE.

- TAITO "COCKTAIL LUNAR RESCUE" IS FOR INDOOR USE.

- INSTALL THE MACHINE ON FLAT-SURFACED FLOOR AND PROVIDE SUITABLE SPACE AROUND THE MACHINE.

- DO NOT INSTALL THE MACHINE IN A LOCATION WITH EXPOSURE TO DIRECT SUNLIGHT OR EXCESSIVE HEAT.

- ENSURE THAT ALL PCB CONNECTIONS ARE SECURE.

- INSERT THE POWER PLUG INTO A PROPERLY GROUNDED OUTLET.

● CIRCUIT INFORMATION:

A SCRAMBLED PICTURE MAY APPEAR ON THE SCREEN WHEN THE MACHINE IS FIRST SWITCHED ON. THIS IS TYPICAL OF THE CPU CIRCUITRY, AND WILL CORRECT ITSELF AUTOMATICALLY WHEN THE POWER IS SWITCHED OFF AND ON.

TAITO "LUNAR RESCUE" USES A CPU AND THE LATEST SOLID-STATE CIRCUITRY FOR LONG LIFE, HOWEVER, AS WITH SOPHISTICATED ELECTRONIC EQUIPMENT, CERTAIN PRECAUTIONS MUST BE OBSERVED TO AVOID DAMAGE.

1. DO NOT ATTEMPT TO SERVICE WITH ORDINARY TESTING EQUIPMENT, SINCE THE INTERNAL VOLTAGE OF THE TESTING EQUIPMENT MAY CAUSE DAMAGE TO THE CIRCUITRY.

2. SERVICE SHOULD BE DONE BY A QUALIFIED TECHNICIAN.

3. TAITO AMERICA SERVICE DEPARTMENT CAN BE REACHED TOLLFREE OUTSIDE ILLINOIS AT: #800-323-0666, OR IN ILLINOIS: #312-981-1000.

4. NEVER CONNECT OR DISCONNECT ANY OF THE SOLID-STATE MODULES WHILE THE POWER IS ON.

● ROUTINE MAINENTANCE:

BECAUSE OF THE SOLID-STATE ELECTRONIC CIRCUITRY, THIS MACHINE SHOULD REQUIRE VERY LITTLE MAINTENANCE AND ONLY OCCASIONAL ADJUSTMENTS, HOWEVER, IT IS NECESSARY TO TAKE MEASURES TO INSURE THIS.

● PLAYING INSTRUCTIONS:

ONE OR TWO PLAYERS.

INSERT COIN(S), AND SELECT ONE OR TWO PLAYER GAME.

1 COIN - 1 PLAY ... 3 RESCUE SHIPS (ADJUSTABLE)

2 COINS - 2 PLAYS (1 PLAYER GAME)

    OR 1 PLAY (2 PLAYER GAME)

- MOTHERSHIP, ASTEROIDS AND ASTRONAUTS WILL APPEAR ON THE SCREEN.
- PUSH FIRE BUTTON TO RELEASE RESCUESHIP FROM MOTHERSHIP TO RESCUE ASTRONAUTS.
- CONTROL THE RESCUESHIP BY MOVING CONTROL LEVER.
- DESCEND TO A LANDING PAD, MANEUVERING RESCUECRAFT TO AVOID ASTEROIDS AND STARS.
- THE RED BUTTON CONTROLS THE LANDING SPEED OF THE RESCUESHIP. (RETRO ROCKET).
- AFTER LANDING, RETURN TO MOTHER SHIP.
- IF RESCUE SHIP DOES NOT CLEAR ENTRANCE TO MOTHER SHIP, ASTRONAUT IS LOST.
- IN TWO PLAYER MODE, PLAY ALTERNATES BETWEEN THE TWO PLAYERS.

FUNCTIONAL DESCRIPTION OF GAME:

- AFTER DESCENDING TO LANDING PAD, SIX (6) TIMES IN A FRAME, ASTRONAUT-RESCUE POINTS AND REMAINING FUEL POINTS ARE ADDED TO YOUR SCORE.
- WHEN ALL FUEL IS CONSUMED, CONTROL BECOMES INEFFECTIVE.
- POINTS ARE SCORED WHEN FLYING SAUCERS ARE DESTROYED:

 = **50 POINTS**

 = **30 POINTS**

 = **30 POINTS**

- RESCUE ALL SIX (6) ASTRONAUTS IN A FRAME FOR BONUS POINTS.
- ONE ADDITIONAL RESCUE SHIP WILL BE AWARDED WHEN SCORE REACHED 3,000 POINTS.
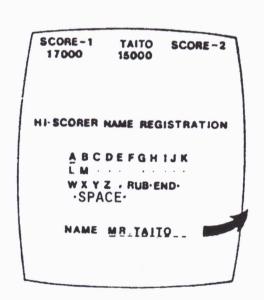- GAME IS OVER WHEN ALL RESCUE SHIPS ARE DESTROYED.
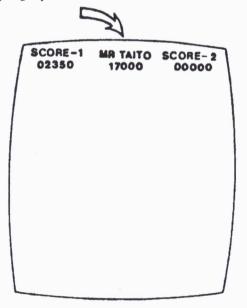
HI SCORE NAME REGISTRATION:

THE HIGH SCORER'S NAME CAN BE REGISTERED ON THE SCREEN.

ANY UNWANTED WORDING CAN BE CANCELLED BY TURNING THE GAME
OFF AT THE SERVICE SWITCH, AND THE HIGH SCORE WILL THEN
BE CANCELLED.

METHOD OF REGISTRATION:

1. THE LETTERS ("A" - "Z"), "SPACE", "RUB", AND "END"
    WILL BE DISPLAYED ON THE SCREEN. BY MOVING THE
    CONTROL LEVER, MOVE THE UNDERLINE THROUGH THE
    ALPHABET ONE LETTER AT A TIME, SO THAT THE HIGH
    SCORER'S NAME CAN BE SPELLED.

2. A LETTER ABOVE THE UNDERLINE CAN BE REGISTERED ON
    THE SCREEN BY PUSHING THE FIRE BUTTON.

    "RUB": IF A WRONG LETTER HAS BEEN REGISTERED, MOVE
            THE UNDERLINE TO THE WORD "RUB", THEN PUSH
            THE FIRE BUTTON AND THE LETTER WILL BE
            CANCELLED.

    "END": TO FINISH THE HIGH SCORER'S NAME REGISTERATION
            MOVE THE UNDERLINE TO THE WORD "END" AND PUSH
            THE FIRE BUTTON.

3. THE HIGH SCORER'S NAME REGISTER MUST BE PERFORMED
    WITHIN ONE AND ONE HALF MINUTES. AFTER ONE AND ONE
    HALF MINUTES HAVE PASSED, THE REGISTRATION WILL BE
    AUTOMATICALLY ENDED. (IN TOTAL, TEN LETTERS CAN
    BE REGISTERED). SEE FIGURE -3-.

FIGURE -3-

• ADJUSTMENTS ON POWER SUPPLY P.C. BOARD: (SEE FIGURE 3)

CAUTION: THE D.C. VOLTAGES SHOULD BE SET WITHIN LIMITS. FAILURE
          TO DO SO MAY RESULT IN DESTRUCTION OF THE ICs. VOLTAGES
          ARE FACTORY SET AND SHOULD NEED NO ADJUSTMENT.

TO CHECK THE OUTPUT VOLTAGES, MEASURE THEM ON THE G-CONNECTOR
OR THE T-CONNECTOR. (SEE CABLE BLOCK DIAGRAM).
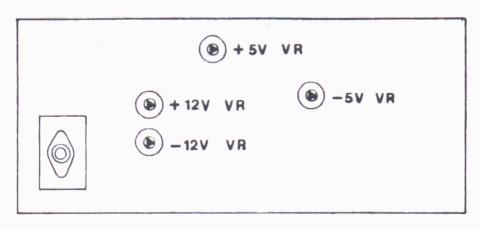

FIGURE 3

+ 12V VR ...   POT FOR ADJUSTING 12V.
               (ADJUSTABLE RANGE: 12V - 15V DC)
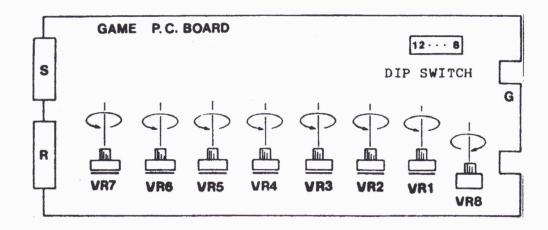
-12V VR ...   POT FOR ADJUSTING -12V.
               (ADJUSTABLE RANGE: -12V - 15V DC)

+ 5V VR ...   POT FOR ADJUSTABLE 5V.
               ADJUSTABLE RANGE: 5V - 6V)

-5V VR ...   POT FOR ADJUSTABLE -5V.
               (ADJUSTABLE RANGE: -5V - -6V DC)

· "LUNAR RESCUE"

ADJUSTMENTS ON GAME P.C. BOARD:

TO DECREASE THE SOUND, TURN EACH POT TO THE DIRECTION AS SHOWN ABOVE.

*VR1... POT FOR ADJUSTING JET SOUNDS OF RESCUE SHIP WHEN DESCENDING.

*VR2... POT FOR ADJUSTING SHOOTING SOUNDS OF BEAM GUN.

*VR3... POT FOR ADJUSTING EXPLOSION SOUNDS OF RESCUE SHIP.

*VR4... POT FOR ADJUSTING EXPLOSION SOUNDS OF FLYING OBJECTS.

*VR5... POT FOR ADJUSTING BEEP SOUNDS WHEN PLAY TIME IS EXTENDED.

*VR6... POT FOR ADJUSTING BONUS MUSIC, ASTRONAUT FOOTSTEP SOUNDS, AND DOCKING SOUNDS.

*VR7... POT FOR ADJUSTING SHOOTING STAR SOUNDS AND RESCUE DESCENDING SOUNDS.

*VR8... POT FOR ADJUSTING TOTAL SOUNDS.

SELECTION FOR NUMBER OF RESCUE SHIPS (ADJUSTABLE):

Number	3	4	5	6
SW1	ON	OFF	ON	OFF
SW2	ON	ON	OFF	OFF

NOTE: THE SWITCHES, SW3 - SW8 ARE FOR ADJUSTING SOLID-STATE MODULES. THESE SWITCHES ARE FOR THE FACTORY ADJUSTMENTS AND SHOULD BE SET ALWAYS AT "ON" POSITIONS.

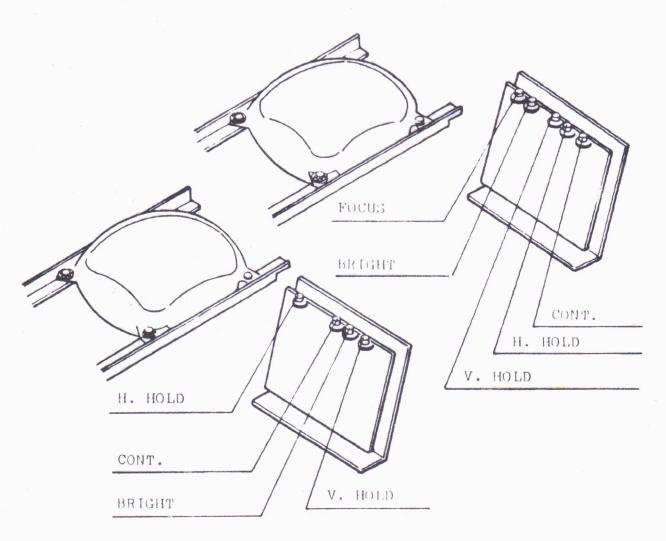● ADJUSTMENTS ON TV MONITOR: (SEE FIGURE 5)

FOCUS

BRIGHT

CONT.

H. HOLD

V. HOLD

H. HOLD

CONT.

BRIGHT

V. HOLD

FIGURE 5

- THE TV MONITOR IS PROPERLY ADJUSTED BEFORE SHIPPING, HOWEVER, IF NECESSARY, READJUST AS FOLLOWS:

   HORIZONTAL HOLD: ADJUST THE H. HOLD CONTROL IF THE PICTURE IS WARPED OR BROKEN INTO DIAGONAL LINES.

   VERTICAL HOLD: ADJUST THE V. HOLD CONTROL IF THE PICTURE ROLLS VERTICALLY ACROSS THE SCREEN.

   SCREEN CONTRAST AND BRIGHTNESS: ADJUST THE CONT. AND THE BRIGHT CONTROLS TO KEEP THE SCREEN CLEAR.

   FOCUS: SCREEN FOCUS CONTROL.

- ADJUSTMENTS OF SUPPLY VOLTAGE: (SEE FIGURE 6)

   IF THE VOLTAGE OF THE POWER SUPPLY IS LOW, THE PICTURE ON THE SCREEN SOMETIMES FLICKERS. IN THAT CASE, CHANGE THE TERMINAL OF THE POWER TRANSFORMER IN THE CABINET. THIS ADJUSTMENT IS OBTAINED BY USING THE CHANGE-OVER SWITCH.
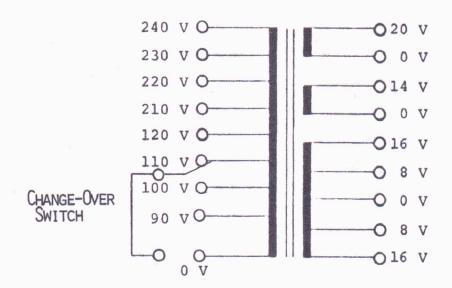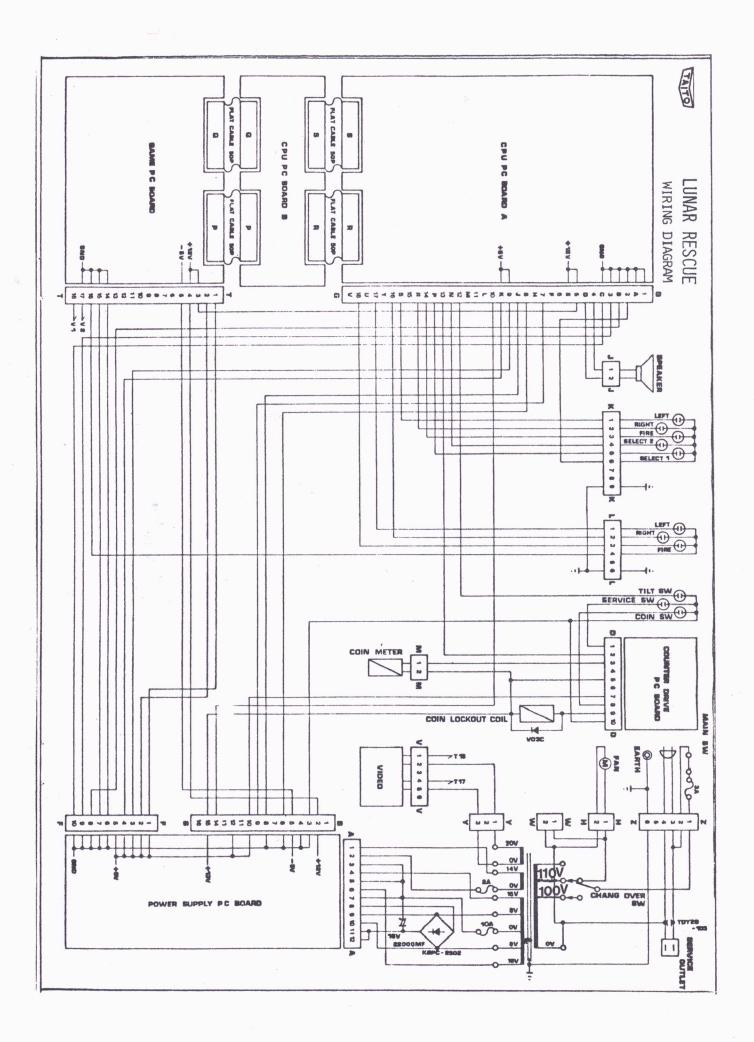
FIGURE 6

LUNAR RESCUE
WIRING DIAGRAM