

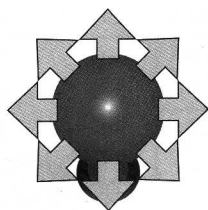
DATA RANGER ARMED POLICE

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OPERATOR'S MANUAL

■ SETTINGS

- ☐ EDGE CONNECTOR
- ☐ JAMMA STANDARD
- ☐ VERTICAL SCREEN
- ☐ CONTROL PANEL



8WAY JOYSTICK



SHOT



BOMBER

※Maximum credits-9.

JAMMA

SOLDER SIDE				PARTS SIDE
GND	A	1		GND
GND	B	2		GND
+5V	C	3		+5V
+5V	D	4		+5V
N.C.	E	5		N.C.
+12V	F	6		+12V
	H	7		
COIN COUNTER 2	J	8		COIN COUNTER 1
(COIN LOCK OUT 2)	K	9		(COIN LOCK OUT 1)
SP(-)	L	10		SP(+)
N.C.	M	11		N.C.
VIDEO GREEN	N	12		VIDEO RED
VIDEO SYNC	P	13		VIDEO BLUE
SERVICE SW	R	14		VIDEO GND
N.C.	S	15		
COIN SW 2	T	16		COIN SW 1
START SW 2	U	17		START SW 1
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
2P PUSH 3	b	24		1P PUSH 3
N.C.	c	25		N.C.
N.C.	d	26		N.C.
GND	e	27		GND
GND	f	28		GND

BATRIDER DIP-SW

DIP-SW1			1	2	3	4	5	6	7	8
TEST MODE	NORMAL PLAY TEST PATTERN	OFF								
		ON								
STARTING COIN	1 CREDIT		OFF							
	2 CREDITS		ON							
COIN 1	1 COIN	1 CREDIT		OFF	OFF	OFF				
	1 COIN	2 CREDITS		ON	OFF	OFF				
	1 COIN	3 CREDITS		OFF	ON	OFF				
	1 COIN	4 CREDITS		ON	ON	OFF				
	2 COINS	1 CREDIT		OFF	OFF	ON				
	3 COINS	1 CREDIT		ON	OFF	ON				
	4 COINS	1 CREDIT		OFF	ON	ON				
COIN 2	1 COIN	1 CREDIT					OFF	OFF	OFF	
	1 COIN	2 CREDITS					ON	OFF	OFF	
	1 COIN	3 CREDITS					OFF	ON	OFF	
	1 COIN	4 CREDITS					ON	ON	OFF	
	2 COINS	1 CREDIT					OFF	OFF	ON	
	3 COINS	1 CREDIT					ON	OFF	ON	
	4 COINS	1 CREDIT					OFF	ON	ON	
FREE PLAY					ON	ON	ON	ON	ON	ON
DEFAULT SETTING			OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

DIP-SW2		1	2	3	4	5	6	7	8	
START RANK (Game start difficulty setting)	NORMAL	OFF	OFF							
	EASY	ON	OFF							
	HARD	OFF	ON							
	VERY HARD	ON	ON							
	If the customer is not playing the game due to it's difficulty setting, it is useful to change the game start difficulty to an easier or a more difficult setting.									
TIMER RANK (How the difficulty rate increases during the game)	NORMAL			OFF	OFF					
	LOW			ON	OFF					
	HIGH			OFF	ON					
	HIGHEST			ON	ON					
	If the playing time per customer is to long, it is useful to change the difficulty increase rate to a higher rate and if the playing time is to short to lower the rate.									
PLAYER COUNTS	3	SELECT TEAM, RANDOM EDIT and SELECT PLAYER are only available when the game is set for 3 fighter units.				OFF	OFF			
	4					ON	OFF			
	2					OFF	ON			
	1					ON	ON			
EXTRA PLAYER	1,500,000 EACH							OFF	OFF	
	1,000,000 EACH							ON	OFF	
	2,000,000 EACH							OFF	ON	
	NO EXTRA							ON	ON	
DEFAULT SETTING			OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

DIP-SW3		1	2	3	4	5	6	7	8
SCREEN FLIP	OFF	OFF							
	ON	ON							
DEMO SOUND	ON		OFF						
	NO SOUND		ON						
STAGE EDIT	DISABLE			OFF					
	ENABLE			ON					
CONTINUE PLAY	ENABLE				OFF				
	DISABLE				ON				
INVINCIBLE	OFF					OFF			
	ON					ON			
NO USE							OFF	OFF	OFF
DEFAULT SETTING		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF