CARRIER AIRWING

OPERATION MANUAL
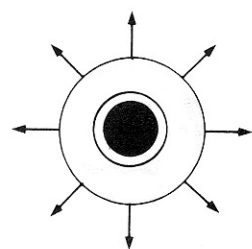
CAPCOM®

○ PCB CONNECTOR

　　JAMMA STANDARD

○ CRT MONITOR

　　HORIZONTAL SCREEN

○ CONTROL PANEL

8WAY JOYSTICK　　BUTTON A　　BUTTON B

　　※ 2-PLAYER SIMULTANEOUS TYPE

○ 8-WAY JOYSTICK
MOVE PLAYER/MOVE CURSOR AT THE SELECT
SCREEN

○ BUTTON A
NORMAL SHOT AND SHOT FROM AUXILIARY
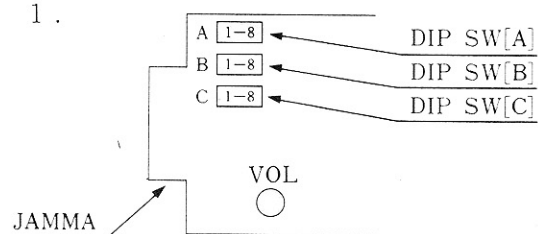ROCKETS LAUNCHER
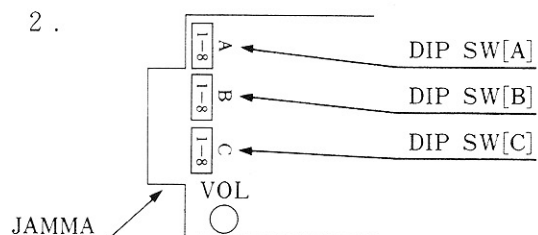
○ BUTTON B
SUPER WEAPON

○ MAXIMAM CREDITS : 9

○ POSITIONS OF DIP SW
　　　　(THERE ARE 2 TYPES OF PCB)

JAMMA STANDARD

SOLDER SIDE			COMPONENTS 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	TEST SW
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
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME
CR7E-56DA-3.96E : (HIROSE)
　　　　OR
1168-056-009 　　 : (KEL)

● DIP SW[A]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	**OFF**	**OFF**	**OFF**					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	ON	ON	ON					
COIN 2	1COIN 1CREDIT				**OFF**	**OFF**	**OFF**		
	1COIN 2CREDITS				ON	OFF	OFF		
	1COIN 3CREDITS				OFF	ON	OFF		
	1COIN 4CREDITS				ON	ON	OFF		
	1COIN 6CREDITS				OFF	OFF	ON		
	2COINS 1CREDIT				ON	OFF	ON		
	3COINS 1CREDIT				OFF	ON	ON		
	4COINS 1CREDIT				ON	ON	ON		
CONTINUE	NORMAL							**OFF**	
	CONTINUE							ON	

※WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN. IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.
※BOLDFACE INDICATES FACTORY SETTING.

● DIP SW[B]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY 1 (ADJUST STRENGTH OF ENEMIES)	EASY	OFF	OFF	OFF					
		ON	OFF	OFF					
		OFF	ON	OFF					
	NORMAL	**ON**	**ON**	**OFF**					
		OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
	DIFFICULT	ON	ON	ON					
DIFFICULTY 2 (ADJUST STRENGTH OF PLAYER)	EASY				OFF	ON			
	NORMAL				**OFF**	**OFF**			
					ON	OFF			
	DIFFICULT				ON	ON			

※DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.
※BOLDFACE INDICATES FACTORY SETTING.

● DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	OFF						OFF		
	ON						ON		
CONTINUE MODE	OFF							OFF	
	ON							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

※BOLDFACE INDICATES FACTORY SETTING.
※POWER DOWN AFTER CHANGING DIP SWITCHES.
※MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.

●ABOUT DIFFICULTY LEVEL

Please follow our suggestions in the following case.

1) Increase DIFFICULTY LEVEL 1, when average play time becomes longer after certain period passes.
2) Increase DIFFICULTY LEVEL 2, when average play time is long since setting up.
3) Decrease DIFFICULTY LEVEL 1, when game is unpopular since setting up.
4) Decrease DIFFICULTY LEVEL 2, when game becomes unpopular after certain period passes.

※In other cases, adjust DIFFICULTY LEVEL 1 first and next adjust DIFFICULTY LEVEL 2 when it seems required. When adjust LEVEL 2, Dip Switch of LEVEL 1 should be set at NORMAL POINT.