

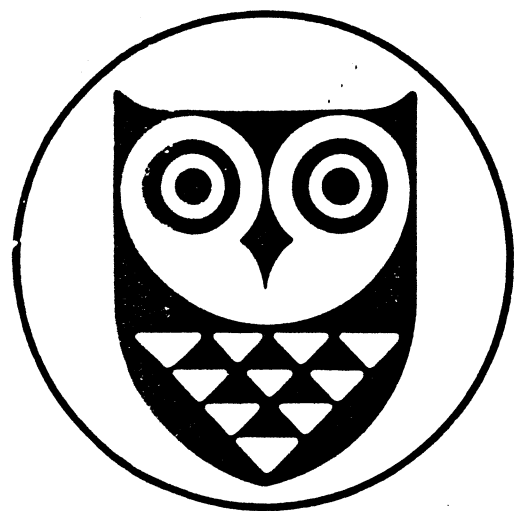
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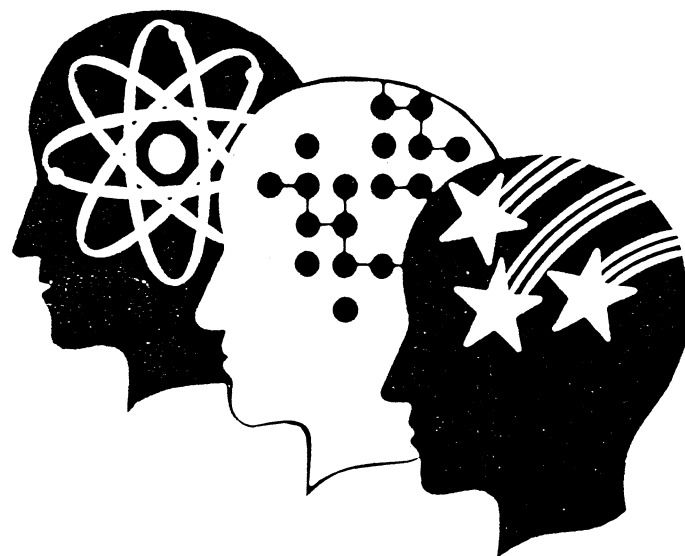
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FLIPPERSPILL.COM



Nichibutsu



Frontier Spirit
of Amusement

15737 GARFIELD AVE.
UNIT #18
PARAMOUNT, CA 90723



Nichibutsu

Roller

W-A-M-N-E-R

SERVICE MANUAL



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.

ROLLER JAMMER -CABINET PARTS

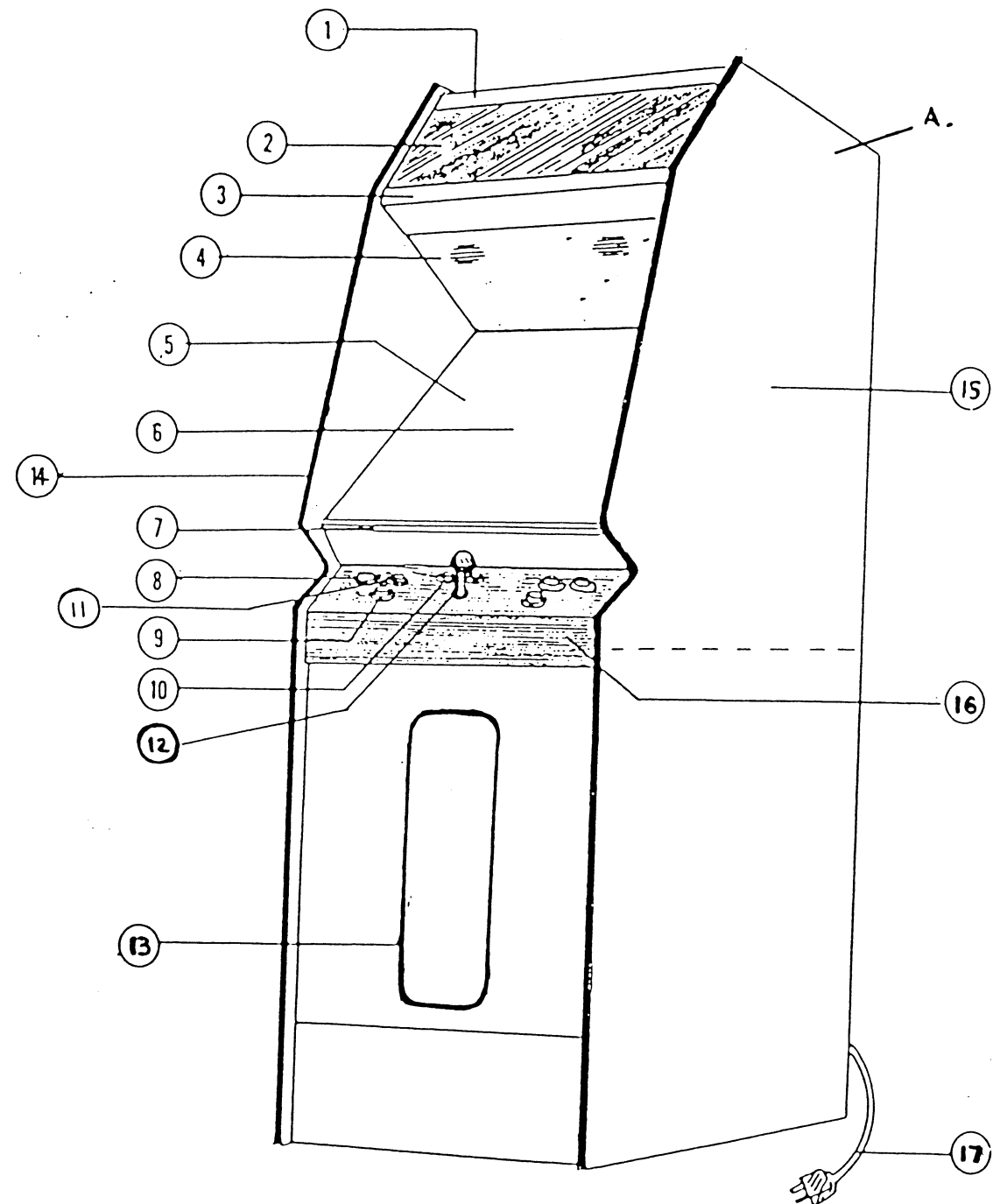
- A. WOOD CABINET
- 1. Top Marquee Metal Bracket
- 2. Marquee Plex
- 3. Bottom Marquee Metal Bracket
- 4. Speaker , 8ohm , 6 watt , 5 1/4" Round (2 required)
- 5. Monitor Bezel
- 6. Monitor Glass, tinted & tempered
- 7. Monitor Hold Bracket-Front
- 7B. Monitor Hold Bracket-Rear
- 8. Left Punch Button (2 required)
- 9. Right Punch Button (2 required)
- 10. Player 1 Start Button
- 10B. Player 2 Start Button
- 11. Right Punch Button (2 required)
- 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.

CABINET FRONT VIEW



NICHIBUTSU - ROLLER JAMMER GAME INSTRUCTIONS

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

AMATEUR CLASS

TIME TRIAL RACE - TWO PYLONS!

Race Four

Race Five

Race Six

PROFESSIONAL CLASS

TIME TRIAL RACE - THREE FLAGS & PYLONS!

Race Seven

Race Eight

Race Nine

EVENT OVER - CONGRADULATIONS !!!

TEAMS

BIG BOMBERS

SLICK SLAPPERS

MAD SMASHERS

WILD BRUISERS

SMOOTH SLAMMERS

MEAN BULLIES

BONE CRUSHERS

MIGHTY MUSCLES

RAIL REBELS



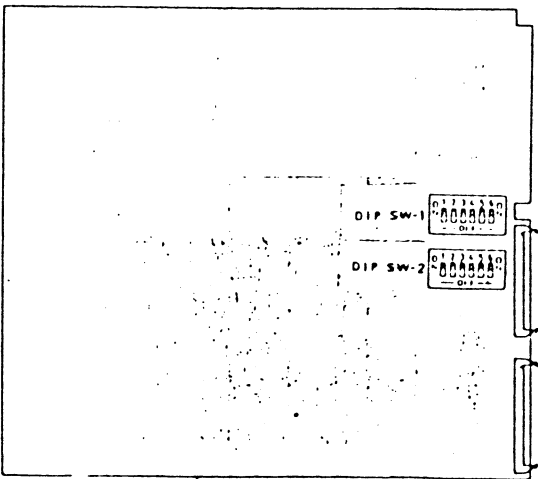
DIP SWITCH ADJUSTMENTS

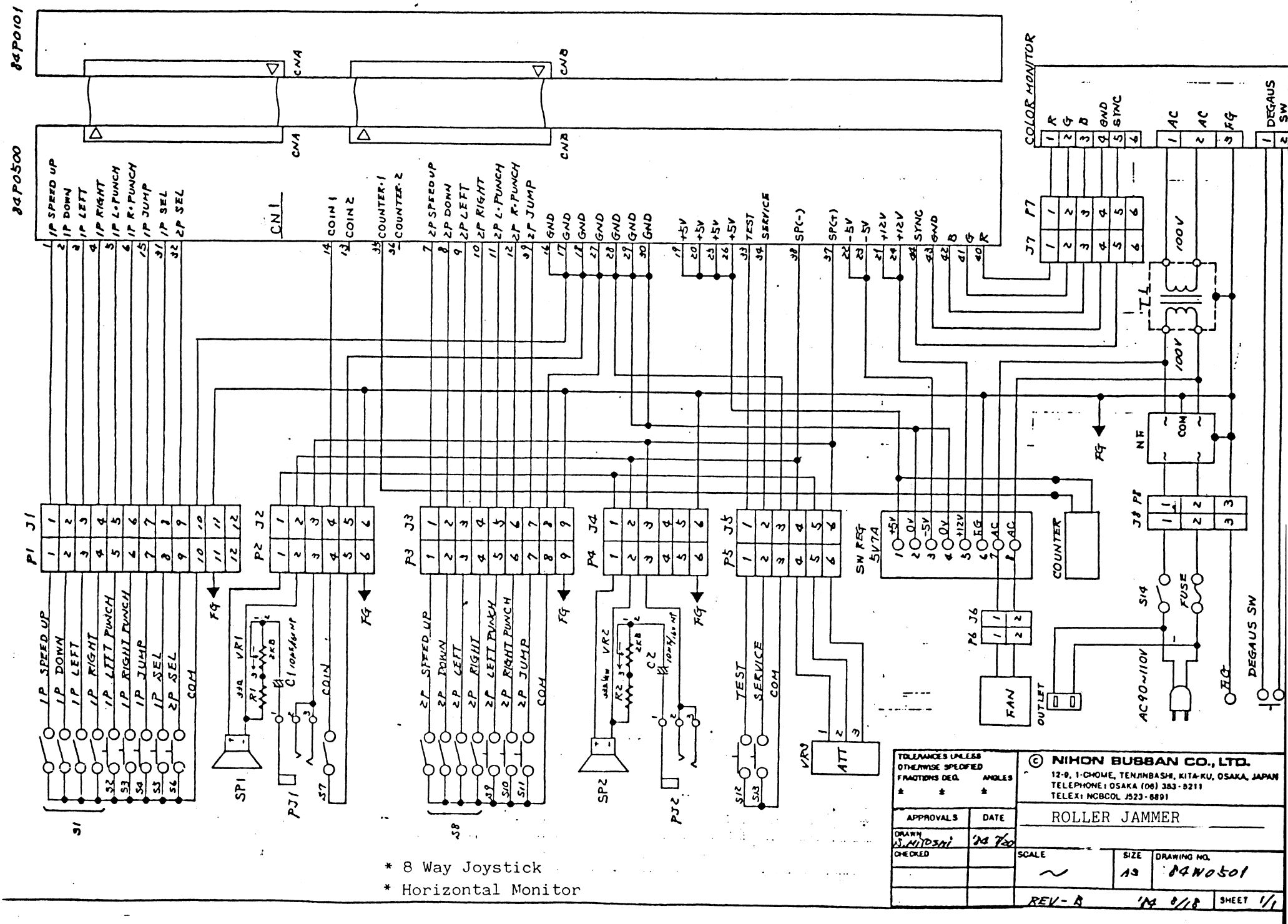
SWITCH 1

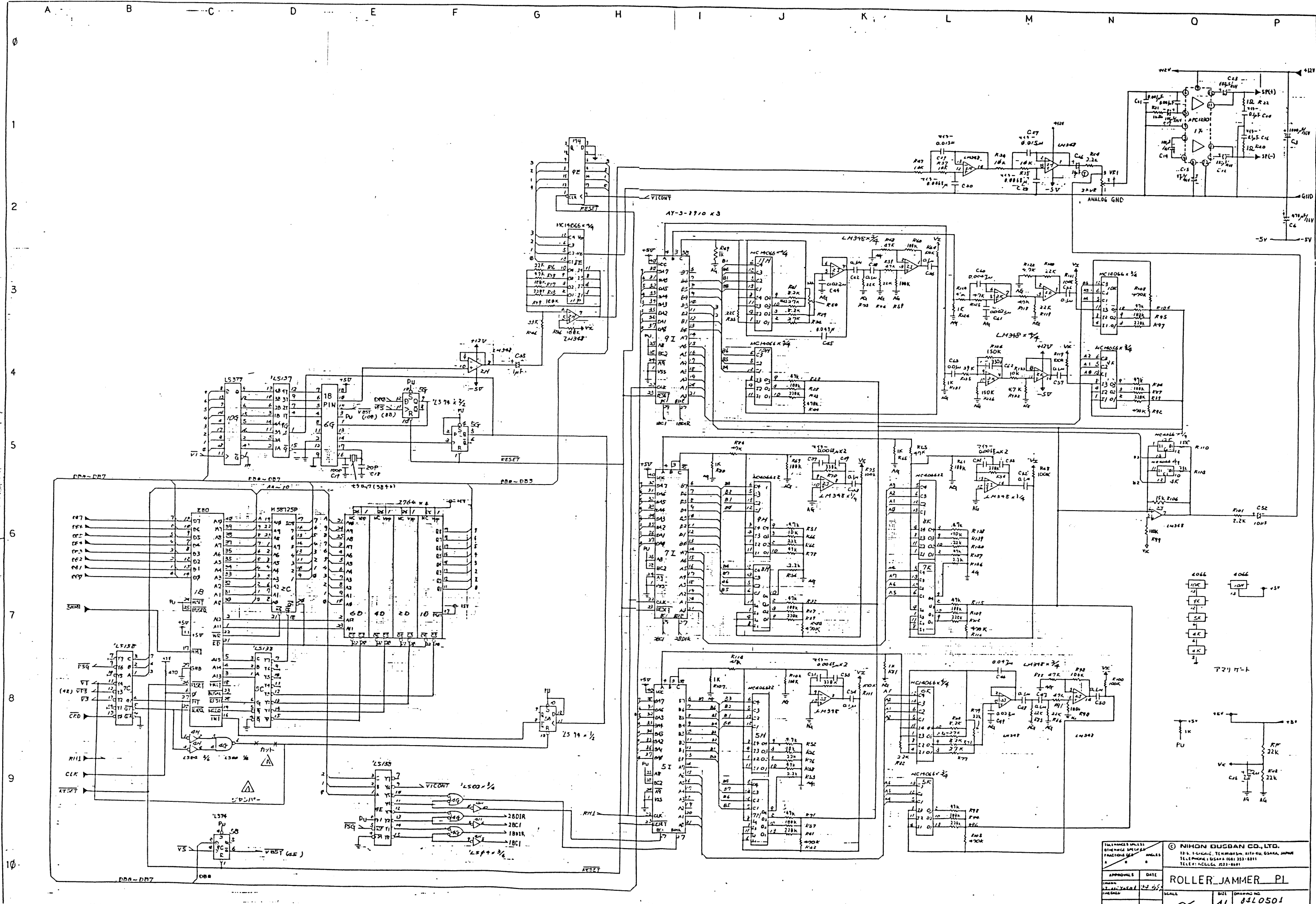
OPTION		1	2	3	4	5	6
Coin 1	1 Coin / 1 Play	OFF	OFF				
	1 " / 2 "	OFF	ON				
	2 " / 1 "	ON	OFF				
	Free Play	ON	ON				
Coin 2	1 Coin / 3 Play			OFF	OFF		
	1 " / 6 "			OFF	ON		
	2 " / 2 "			ON	OFF		
	3 " / 1 "			ON	ON		
No Use. Must set:						OFF	
Table							OFF
Upright							ON

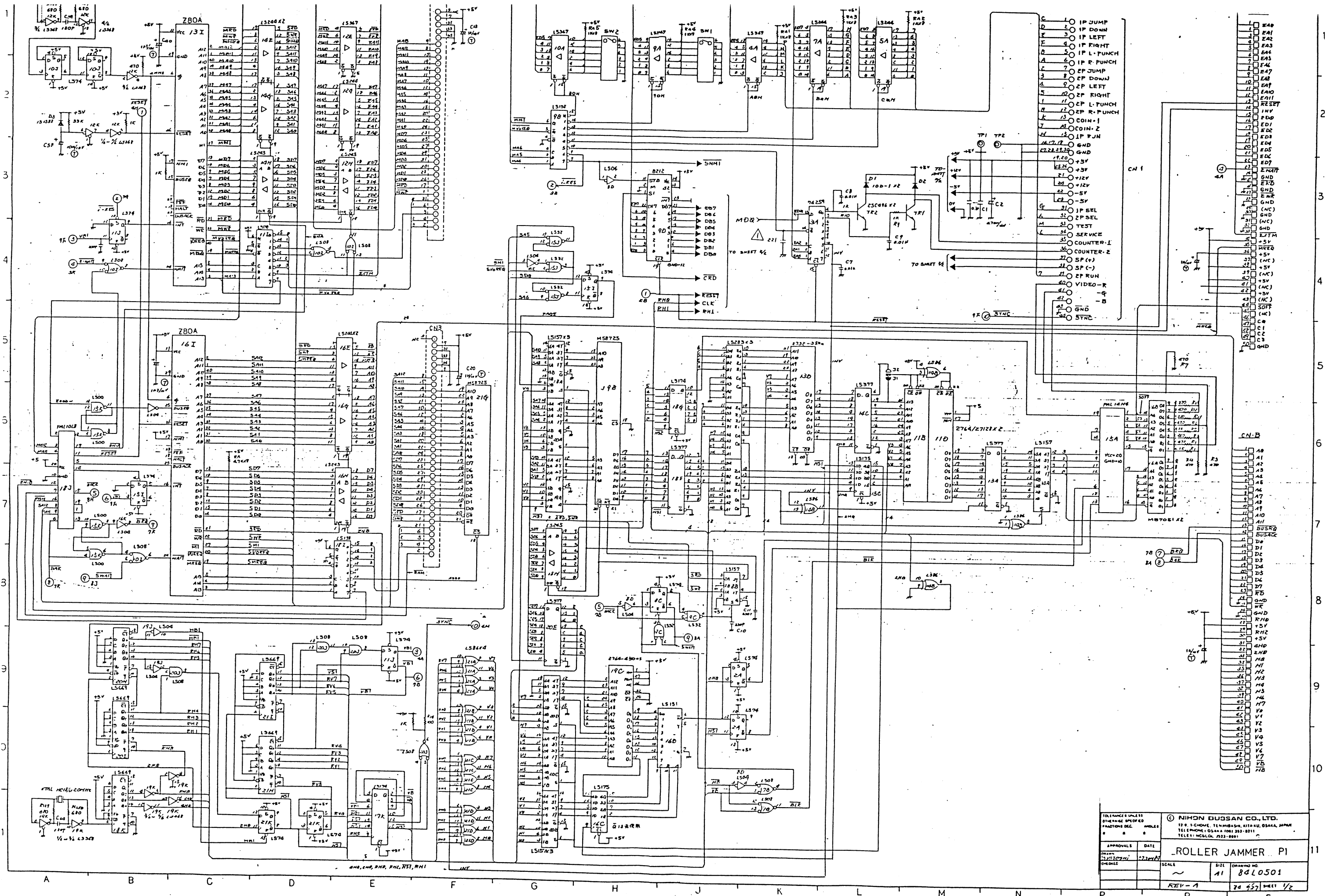
SWITCH 2

OPTION		1	2	3	4	5	6
Allotted Time	40 Sec.	OFF					
	50 "	ON					
Difficulty	Easy		OFF				
	Hard		ON				
Passed Men	20 person			OFF	OFF		
	30 "			OFF	ON		
	40 "			ON	OFF		
	50 "			ON	ON		
Bonus Points	100 pts.					OFF	
	200 "					ON	
Demo Sound							ON
No Demo Soun							OFF









TELEPHONE UNLESS OTHERWISE SPECIFIED PRACTICES ARE A B		③ NIKHON KUGSAN CO., LTD. 12-1, HONGMEI, TEIKOHSHU-KU, OSAKA, JAPAN TELEPHONE: OSAKA (06) 353-3271 TOLLER: MCGLO 723-0001	
APPROVALS DATE DRAWN BY <i>W. J. H. H.</i> 2/27/67 CHECKED		_ L _ R _ JAMMER _ PI	
SCALE ~		SIZE (DRAWING NO.) 8 1/2 1051	
REV - A		20 557 SHEET 1/2	

