

OPERATOR'S MANUAL

VIDEO GAME

SALAMANDER™

©Konami 1986

Konami®

▶ WARNING

"SALAMANDER" is an original game developed by Konami Industry Co., Ltd. Konami Industry Co., Ltd. reserves all the copyrights, trademarks and other industrial property rights with respect to this game.

SALAMANDER™ and Konami® are trademarks of Konami Industry Co., Ltd. © Konami 1986 All rights reserved.

TECHNICAL INFORMATION

Adjusting Sound Volume

In stereo specifications, adjust volume of each speakers separately (L and R).

In monaural specifications, use R-volume switch to adjust volume. L-volume switch is irrelevant to volume. by $\text{\textcircled{R}}$ VOLUME.

HOW TO CHANGE MONAURAL/STEREO

*Note: Mono & Stereo sound cannot operate simultaneously.

FOR MONO SOUND

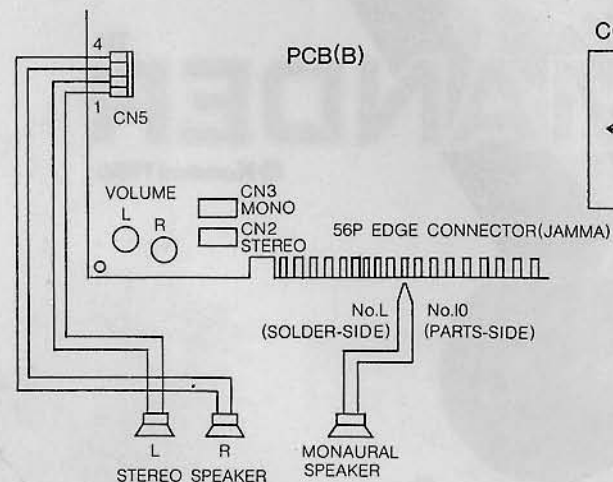
Use pin #10 and of the 56pin edge connector to the speaker contacts.

Also connect Jumper connector into CN3.

FOR STEREO SOUND

Use connector CN5 as your speaker output ports connect pins 1&2 to the left speaker pins 3&4 to the right speakers.

Also connect Jumper connector to CN2.



PLAY INSTRUCTION

For one or two players.

Player can enter at any time.

3 ships per credit. Each coin slot can accept up to 9 credits per play.

To continue, insert coins BEFORE you lose your last ship.

Note) The number of player's ships and the maximum credits per play can be changed by Dip Switch Settings.

Move your space ship by 8-way joystick.

Destroy enemies by "Shoot" button.

Pick up the parts to increase your power.

★SPEED UP.....Five speed levels.

Travel faster each time.

★MISSILEPress "Missile" button to launch.

★LASERYour forward rockets turn to deadly lasers.

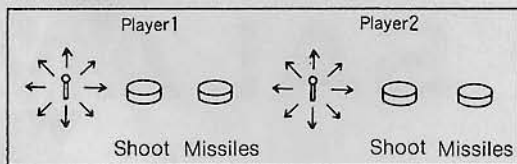
★RIPPLE LASER.....Use "Shoot" button to fire.

★FORCE FIELD.....Protect your ship with barriers.

★MULTIPLE.....Increase your fire power by upto 4 times as much

©You can obtain multiple special powers but you cannot have LASER as well RIPPLE LASER.

CONTROL



DIP SWITCH No.1 SETTINGS

SW	4	3	2	1	COIN	CREDIT	
○	OFF	OFF	OFF	OFF	1	1	
				ON	1	2	
				ON	1	3	
				ON	1	4	
	ON	OFF	OFF	OFF	1	5	
				ON	1	6	
		ON	OFF	OFF	OFF	1	7
					ON	2	1
					OFF	2	3
					OH	2	5
ON	OFF	OFF	ON	3	1		
			ON	3	2		
	ON	OFF	OFF	OFF	3	4	
				ON	4	1	
				ON	4	3	
				ON			

DIP SWITCH 1

ON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
OFF	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	1	2	3	4	5	6	7	8	

SW5 thru SW8 are not used.

DIP SWITCH No.2 SETTINGS

1. THE NUMBER OF PLAYER'S SHIP

SW	2	1	NUMBER
○	OFF	OFF	2
		ON	3
	ON	OFF	5
		ON	7

2. THE NUMBER OF COIN SLOT

SW	3	NUMBER
○	OFF	1 COIN SLOT
	ON	2 COIN SLOTS

3. THE MAXIMUM CREDITS FOR CONTINUATION

SW	5	4	MAXIMUM NUMBER
○	OFF	OFF	1
		ON	3
	ON	OFF	5
		ON	9

4. DIFFICULTY OF THE GAME

SW	7	6	DIFFICULTY
○	OFF	OFF	EASY
		ON	NORMAL
	ON	OFF	DIFFICULT
		ON	VERY DIFFICULT

5. SOUND

SW	8	SOUND
○	OFF	OFF
	ON	ON

DIP SWITCH 2

ON	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
OFF	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	1	2	3	4	5	6	7 8

DIP SWITCH No.3 SETTINGS

1. VIDED SCREEN FLIP

SW	1	FLIP
○	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME MODE
	ON	CHECK MODE

3. CHANGE OF UPRIGHT/TABLE

SW	4	TYPE
○	OFF	TABLE
	ON	UPRIGHT

DIP SWITCH 3

ON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
OFF	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4

SW2 not used.

○ Shows recommended settings.

SELF TEST

Ⓐ How to start

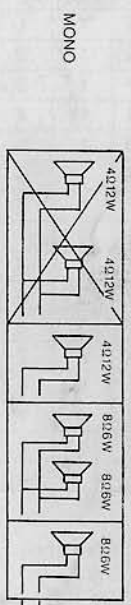
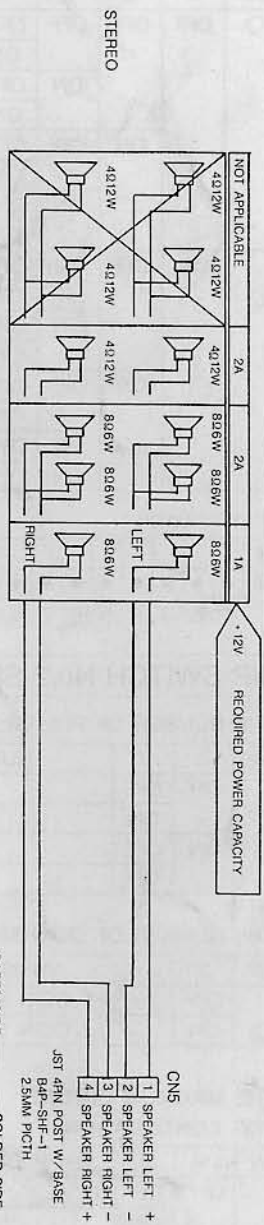
- Turn on the SW3 of the DIP SW3.

Ⓑ Test Items

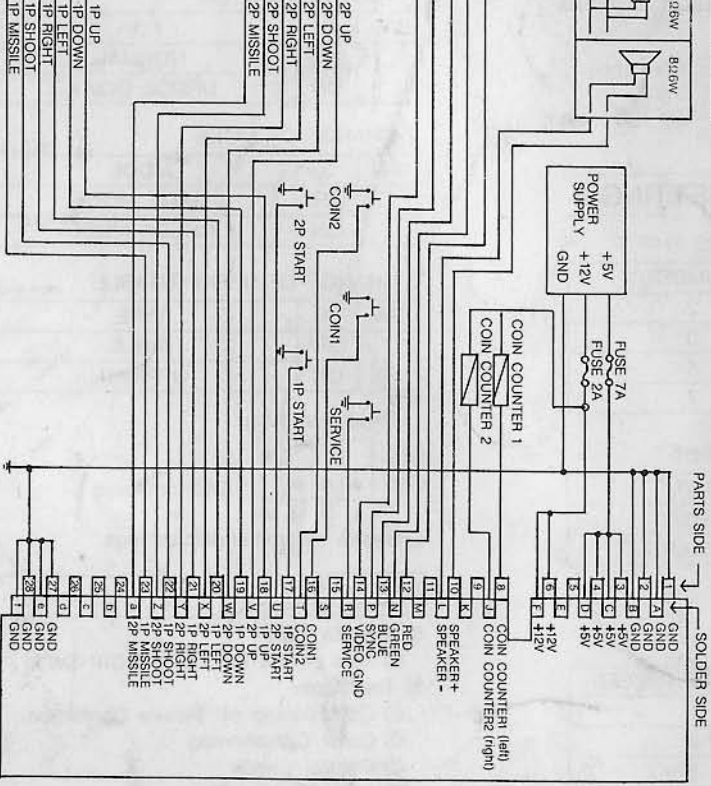
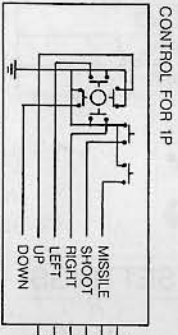
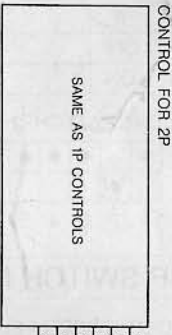
- Conditioning of Picture Contortion.
- Color Conditioning
- Control Check
- Coin Counter Check
- DIP SW SET
- Sound Check

※To change items, push 1P start button.

WIRING DIAGRAM



You cannot use both stereo and monaural outputs at the same time.



- NOTES -
- 1 1P NO.1 PLAYER
 - 2 2P NO.2 PLAYER
- SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB

JAMMA 56PIN EDGE CONNECTOR
5/32 INCH PITCH