PLUS ALPHA is a shooting game comprising 7 phases.
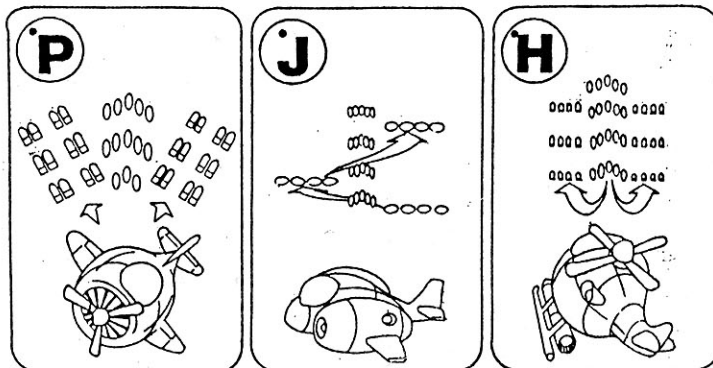
Player's aircraft is to be
transformed according to
TRANSFORMATION ITEMS Player
picks up:
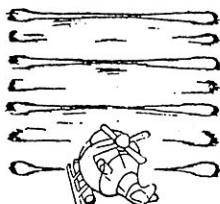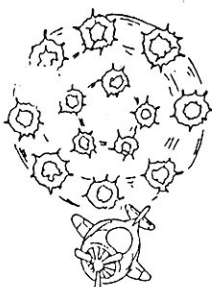   (P) Prop-driven Fighter
    (J) Jet Fighter
    (H) Helicopter
which differ in performance
from one another.

Hyper Laser Beams

Player's aircraft is equipped
with: Machine Gun
       Hyper Laser Beam Gun

The number, shapes, destructive power, and shooting directions of the
bullets from Machine Gun change according as Player picks up different
BULLET REINFORCING ITEMS.

While shooting down enemies, try to pick up ITEMS of:
  *Extra Points
  *Bullet Reinforcing (called "Shot Up")
  *Hyper Laser Beams (diamond-shaped)
  *Extra Aircraft for Player (called "1 UP")
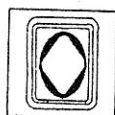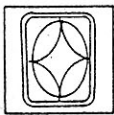
"Shot Up"   Extra Hyper Laser Beam   "1 UP"
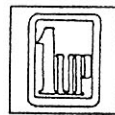
When Player has successfully cleared a phase with any Hyper Laser
Beam left unused, there will be a bonus chance of "making a picture"
for him to win extra points or "Shot Up" or "1 UP" or extra Hyper
Laser Beams.

✕   ○

Each of 3 tubes with
different segments
of a picture spins
vertically.

Machine Gun
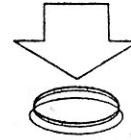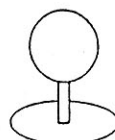
Hyper Laser Beam Gun

PLUS ALPHA requires a vertical monitor, one 8-way
joystick, and 2 buttons.

Above program is subject to change for improvement without notice.

EDGE CONNECTOR DIAGRAM (EDGE CONNECTOR OF JAMMA SPECS.)

COMPONENT SIDE			SOLDER SIDE
GND	1	A	GND
GND	2	B	GND
HEADPHONE L&R (-)			
+5V	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
KEY TO PREVENT	7	H	KEY TO PREVENT
ERRONEOUS INSERTION			ERRONEOUS INSERTION
COIN METER #1	8	J	COIN METER #2
	9	K	
SPEAKER 1 (+)	10	L	SPEAKER 1 (-)
HEADPHONE L (+)			
	11	M	
VIDEO RED	12	N	VIDEO GREEN
VIDEO BLUE	13	P	VIDEO SYNC
VIDEO GND	14	R	SERVICE SWITCH
	15	S	
COIN SW #1	16	T	COIN SW #2
1P START	17	U	2P START
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P PUSH 1	22	Z	2P PUSH 1
1P PUSH 2	23	a	2P PUSH 2
	24	b	
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

SPEAKER 2 (+)	1	2	SPEAKER 2 (-)
HEADPHONE R (+)			

DIP SW

ON ←⎯

1 2 3 4 5 6 7 8
OFF

CONNECTOR FOR
1 □□ 2 SPEAKER 2

VOLUME

2   1
DIP SW

STEREO
VOLUME
MONAURAL
(SPEAKER 1)

		1	2	3	4	5	6	7	8
FIRST COINCHUTE	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	OFF	OFF	ON					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	OFF	ON	ON					
	1 COIN 5 CREDITS	ON	OFF	OFF					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	ON	ON	OFF					
	FREE PLAY	ON	ON	ON					
SECOND COINCHUTE	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				OFF	OFF	ON		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				OFF	ON	ON		
	1 COIN 5 CREDITS				ON	OFF	OFF		
	2 COINS 1 CREDIT				ON	OFF	ON		
	3 COINS 1 CREDIT				ON	ON	OFF		
	4 COINS 1 CREDIT				ON	ON	ON		
SOUND IN ATTRACT MODE	NECESSARY							OFF	
	UNNECESSARY							ON	
NOT USED···· KEEP TO "OFF"									OFF
									OFF

		1	2	3	4	5	6	7	8
NUMBER OF PLAYER'S PLANES	3 PLANES	OFF	OFF						
	4 PLANES	OFF	ON						
	5 PLANES	ON	OFF						
	UNLIMITED	ON	ON						
NUMBER OF HYPER LASER BEAMS	3			OFF					
	2			ON					
BONUS PLANES	1 PLANE FOR 1ST 70,000 PTS. ADDITIONAL PLANE FOR EVERY 200,000 PTS.				OFF				
	1 PLANE FOR 1ST 100,000 PTS. ANOTHER PLANE FOR 300,000 PTS.				ON				
DIFFICULTY LEVEL	STANDARD					OFF	OFF		
	DIFFICULT					OFF	ON		
	MORE DIFFICULT					ON	OFF		
	EASY					ON	ON		
MODE	TABLE							OFF	
	UPRIGHT							ON	
SCREEN DISPLAY	NORMAL								OFF
	REVERSE								ON