
items
hitting
ELECTROCOIN
BLOCK
BLOCK
TM
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controls!
Moves the paddle left and right.
Shoots the ball.
rules!
Hit the ball and break all the blocks!
In a 2 player game,
first player uses the blue ball
and second player uses the red ball.
If you miss the ball,
you lose one paddle.

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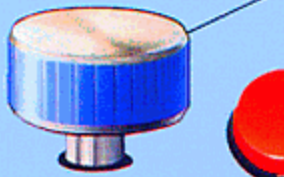
TWO PLAYER SIMULTANEOUS GAME!!

EASY OPERATION!



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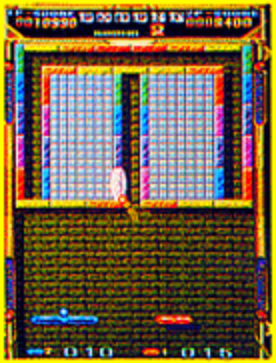

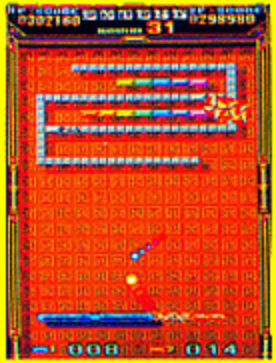

SIMPLE RULES!

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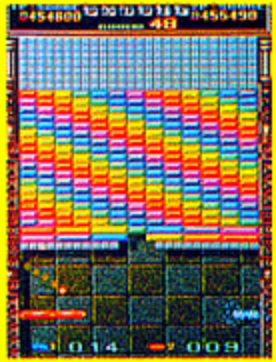


Lots of interesting items



Expands paddle.



Allows you to catch the ball.



Collect these and receive a bonus.

Slows ball down.



Collec: 6 power stars and get an extra paddle.



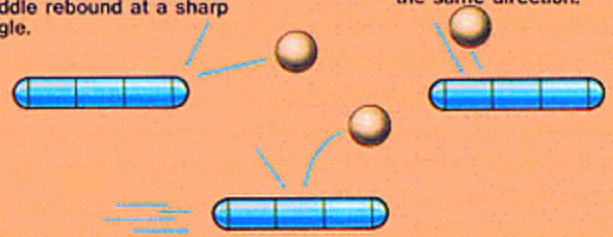
Ball becomes bigger and more powerful.

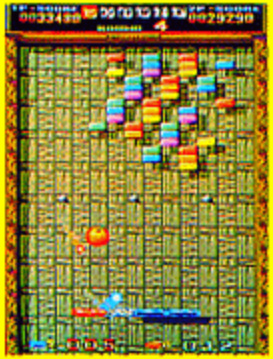


Hitting technique

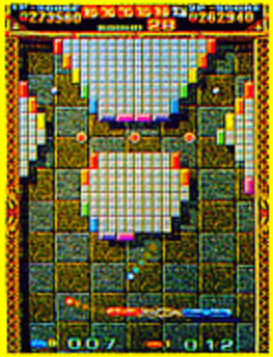
Hits on the far edge of the paddle rebound at a sharp angle.

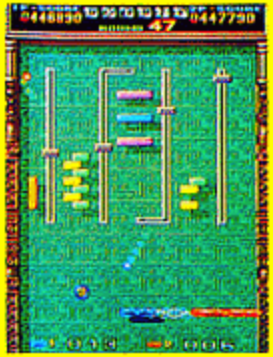
Hits to the right or left side of the paddle bounce off in the same direction.







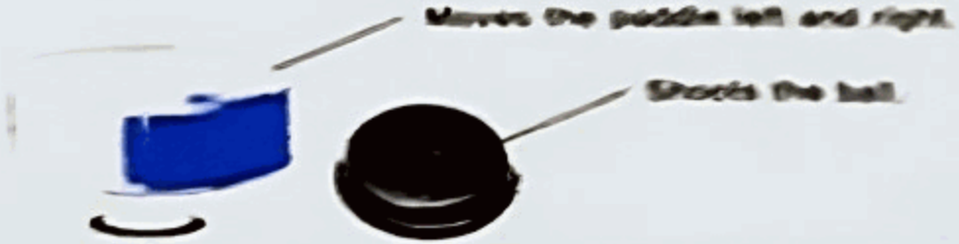




items



controls!



hitting



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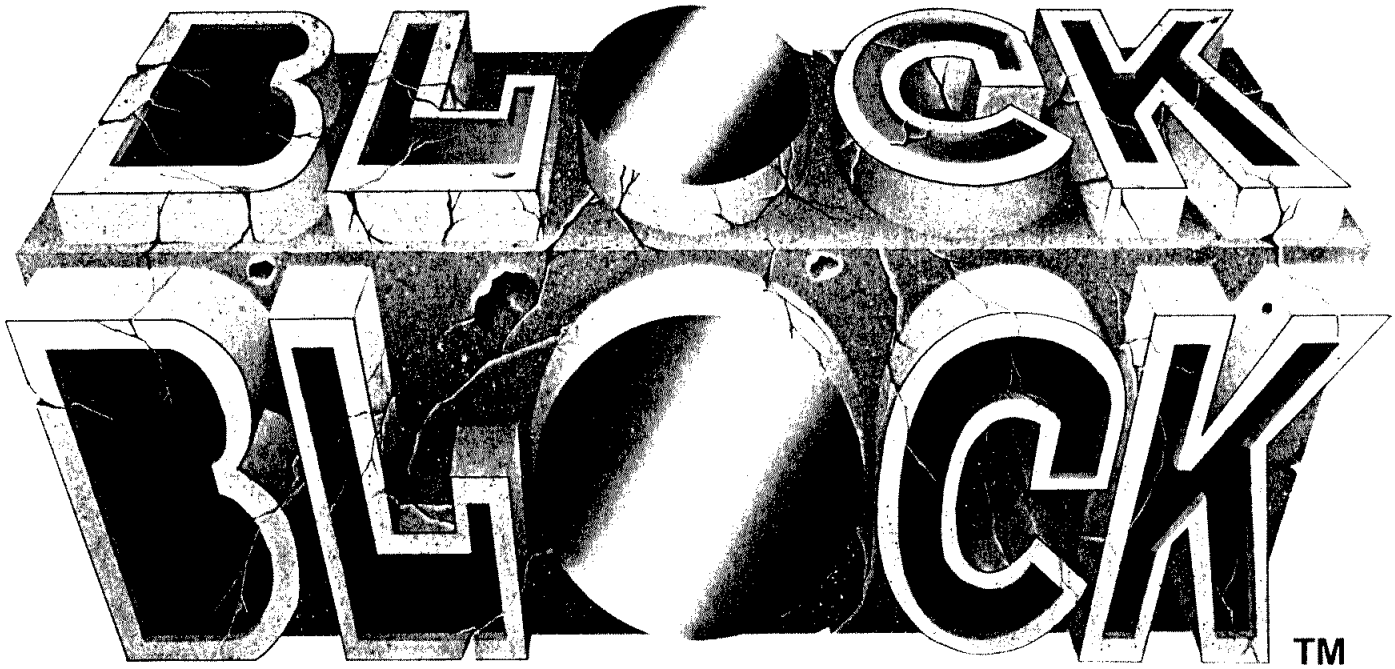

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MANUAL

CAUTION

①**This board is equipped with custom CPU and back-up batteries. Removing the custom CPU or causing a short in the batteries will result in the board not functioning. This, in turn, will mean machine down-time and repair expenses.**

②If the machine remains unused for a month or longer, the back-up batteries will be drained of power and the board will not operate.

③Parts of the wiring in the cabinet can cause interference to the service switch sensitivity to the coin chute. In such cases, use the machine without the service switch circuit.

CAPCOM

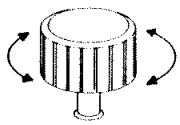
●LAYOUT

○CRT Monitor　　Horizontal Screen

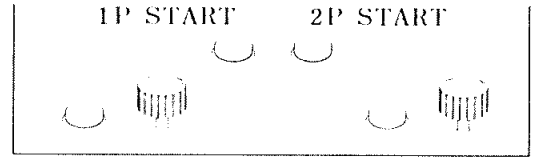
○Control Panel



Shot



Paddle Controller



Horizontal 2-Player Control Panel

※Please layout the shot button to the left of the paddle controller for good playability.

○How to play

- Paddle Controller　　used to move the paddle left and right
- Shot button　　used to shoot a ball or to skip the demo sequence

○Maximum number of credit is 9

●TEST SWITCH

This board uses a different set up from the former DIP SW system for Test Programming, Difficulty Levels, etc. The process is carried out in a single operation while watching the screen. This is a new system made possible by the Test Switch.

●OPERATION OF TEST SWITCH

```
(TEST MENU)
*GAME ANALYZER
 GAME INFORMATION
 COLOR              TEST
 IN & OUTPUT        TEST
 DOT CROSS HATCH
 SOUND & VOICE      TEST
 EXIT
```

○Turn power switch to ON. Then press the Test Switch located on the board.

- The display pictured at left will appear on the screen.
- Shift the (*) mark on the screen with the paddle controller to select mode. Then press 1P-SHOT button. The respective TEST displays will appear.

  NOTICE: Selected mode turns orange.

- Press 1P START and 2P START button simultaneously at each TEST display. The MENU display will appear. If EXIT is chosen at this point, game commences.

●GAME ANALYZER

○Choose GAME ANALYZER at MENU screen and GAME ANALYZER screen will appear. Detailed income information will be shown.

COIN COUNTER	Total number of the coins
CREDIT COUNTER	Total number of the credits
POWER ON TIME	Total operated hours of the board
GAME COUNT	Total number of game play for 1P and 2P
GAME TIME	Total hours of game play for 1P and 2P
AV. TIME	Averaged play time for 1P and 2P

※1 Blue: Information for NORMAL course
Red:: Information for BEGINNER course

※2 All data will be reset when 1P SHOT and 2P SHOT are pressed simultaneously.

●GAME INFORMATION

○With MENU displayed on screen, select GAME INFORMATION and GAME INFORMATION screen will appear.

○Various settings including DIFFICULTY LEVEL can be changed in this screen. Move (＊) mark with the paddle controller to your required item. Then press 1P-SHOT button to change the setting.

○When the setting is completed, move (＊) mark and select EXIT. The MENU screen will appear again.

START	**1 COIN 1 CREDIT**	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT
CONTINUE	The number of coins required to continue							
CONTINUE COIN	ON: Game starts with 2 COINS and continues with 1 COIN regardless of the setting of "START"				**OFF**			
PLAYER	1	2	**3**	4	5	6	7	8
FLIP FLOP	ON	**OFF**						
LEVEL MODE A	1	2	3	**4**	5	6	7	8
LEVEL MODE B	1	2	3	**4**	5	6	7	8
LEVELS	MODE A: As the number gets bigger, the ball gets faster. MODE B: As the number gets smaller, the paddle gets harder.							
EXTEND	1ST 50000 EVERY 100000		**1ST 70000 EVERY 150000**		1ST 100000 EVERY 200000		NO EXTEND	
FREE PLAY	ON	**OFF**						
DEMO SOUND	**ON**	OFF						
CONTINUE	**ON**	OFF						

Meshed area indicates the factory setting.

●OTHER PROGRAMS

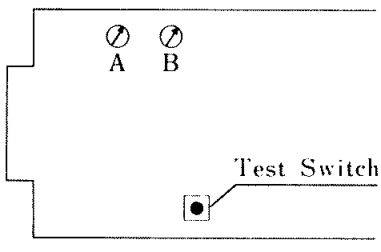
○COLOR TEST — For color adjustment

○IN & OUTPUT TEST — Programs for checking control panel, coin counter, etc.

○DOT CROSS HATCH — For H:V ratio adjustment

○SOUND & VOICE TEST — For sound and voice check

●Test Switch Volume Position



A: Total Volume Control
B: Voice Volume Control