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TAITO CORPORATION

G2500841A

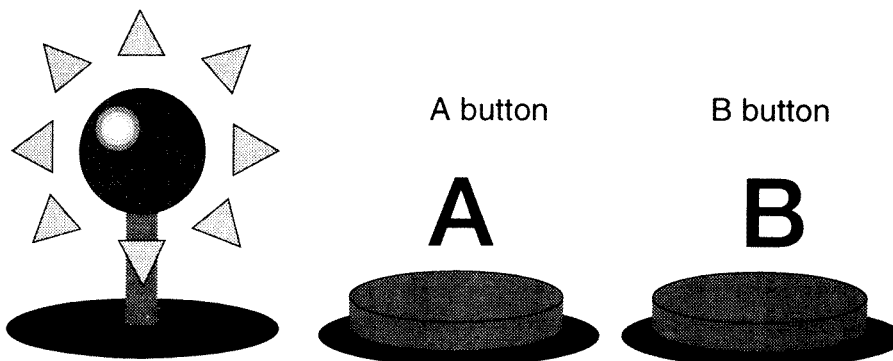
[Precautions]

- Make sure to turn OFF the power prior to starting modification work.
- For edge connectors on the PC board, use JAMMA standard connectors (56 pin-edge connector with 3.96 mm pitch).
- After turning ON the power, adjust power source supplied to the PC board to the rated voltage at the connector position on the PC board.
- Do not handle the PC board where it may receive strong shock or moisture.
Take utmost care not to damage the PC board with metal plate corners or edges inside the cabinet.
- Make sure to turn OFF the power before changing DIP switch settings.

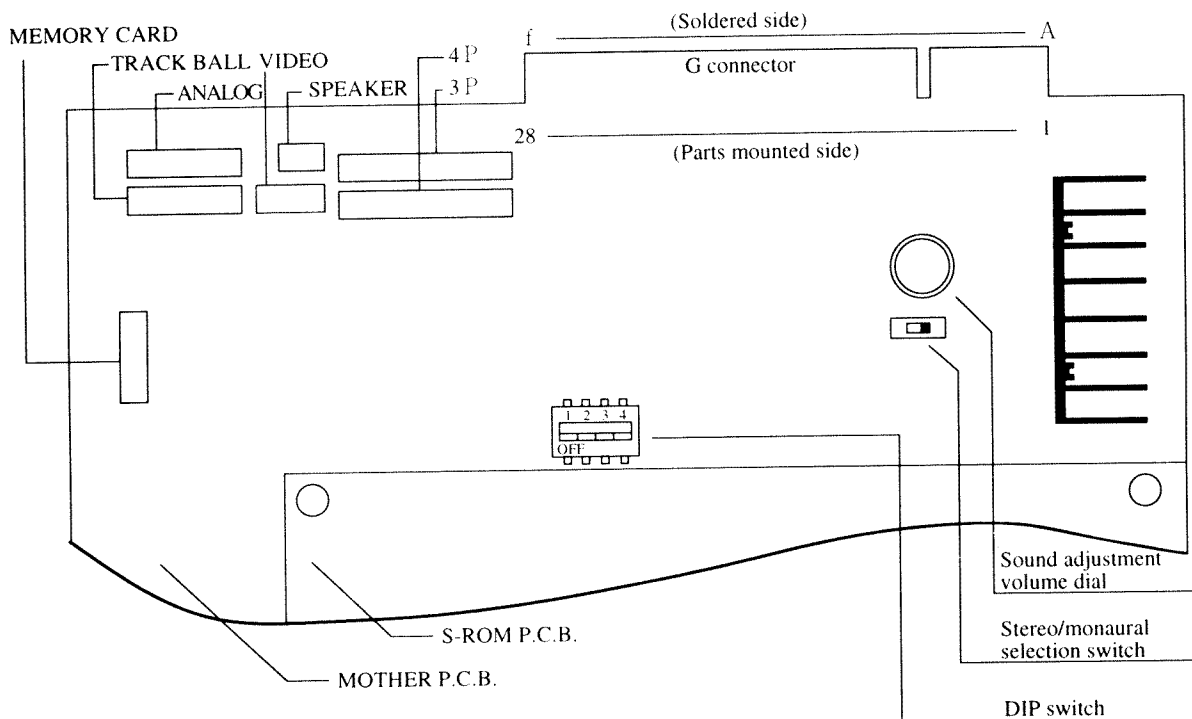
[Specifications of the control panel]

- 1 x 2 eight directional lever
- 2 x 2 button switch

Eight directional lever



[Description of the PC board]

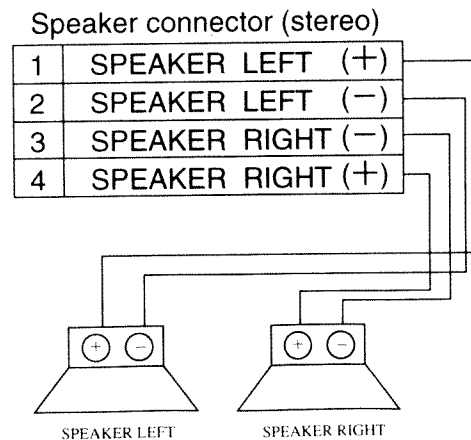


- Make sure to turn OFF the power before switching between STEREO and MONO. Switching while power is still turned ON may charge overload to the speakers.
- Only No. 4 DIP switch is used. Normally, set DIP switches 1 to 4 to OFF position. (If the DIP switch 4 is shifted to ON position and the power is turned ON, the machine enters test mode.)

[Table of connector terminals]

G connector (JAMMA)			
Parts mounted side		Soldered side	
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
POST	7	H	POST
METER1	8	J	METER2
LOCKOUT1	9	K	LOCKOUT2
SPEAKER(+)	10	L	SPEAKER(-)
	11	M	
VIDEO R	12	N	VIDEO G
VIDEO B	13	P	SYNC
VIDEO GND	14	R	SERVICE
TEST	15	S	TILT
COIN1	16	T	COIN2
SELECT1	17	U	SELECT2
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 A BUTTON	22	Z	2P A BUTTON
1P B BUTTON	23	a	2P B BUTTON
1P C BUTTON	24	b	2P C BUTTON
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

- By connecting two speakers with the speaker connectors as shown below, you can enjoy dynamic stereo sound.



[Description of test mode]

[TEST MODE]

- To enter into TEST MODE, input the power while pressing the test switch at the side of the body or after turning ON the DIP switch 4 on the PC board.

[Note] If the machine enters test mode when credits remain, these credits will be cleared.

TEST MODE MAIN MENU

▶ MONITOR TEST
SWITCH TEST
SOUND TEST
CONFIGURATION
DIFFICULTY SETTING
FACTORY SETTING
EXIT (RESET)

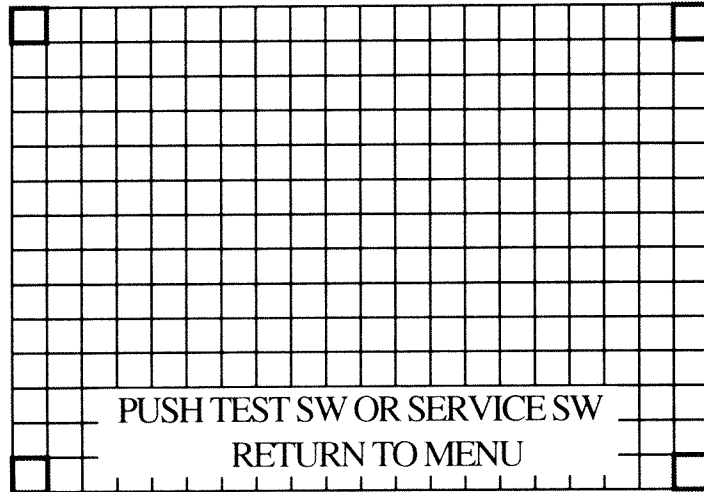
RAYSTORM VER * .**J
1996/**/** **:**:**

SELECT WITH THE LEVER
PUSH 1P START OR FIRE BUTTON

- To select items, move the joystick up and down and press the 1P select button or button "A."

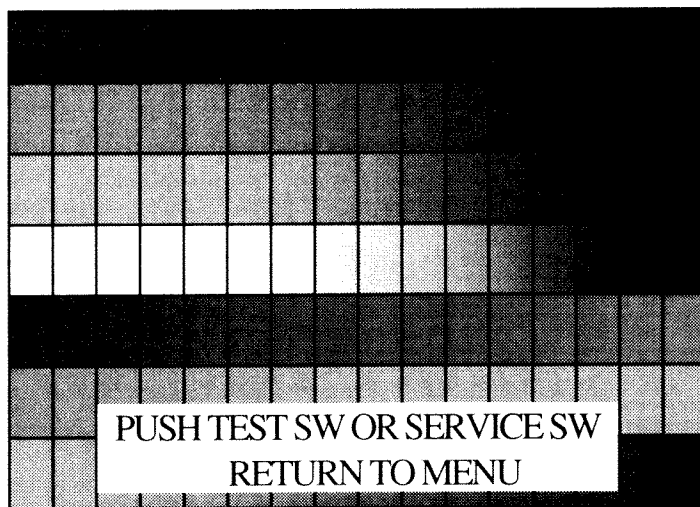
[DISPLAY TEST]

- Select DISPLAY TEST and press the 1P select button or button "A," a cross-hatch screen appears on the monitor.
- Check distortion of the screen image with the cross-hatch display.



Cross-hatch

- Each press of the 1P side select button or button "A," the screen alternately changes between cross-hatch and color bar.
- Check color display with color bar display.



Color bar

- Press the test switch or service switch to return to the main menu.

[SWITCH TEST]

- This function test inputs of each switch.
- If display on the monitor changes from OFF to ON when the corresponding switch is pressed, the switch is functioning normally.
- Press TEST switch or SERVICE switch to quit switch test and return to main menu.

```
                S W I T C H   T E S T

COIN-A:OFF      COIN-B:OFF
TILT:OFF

1P-CONT         2P-CONT

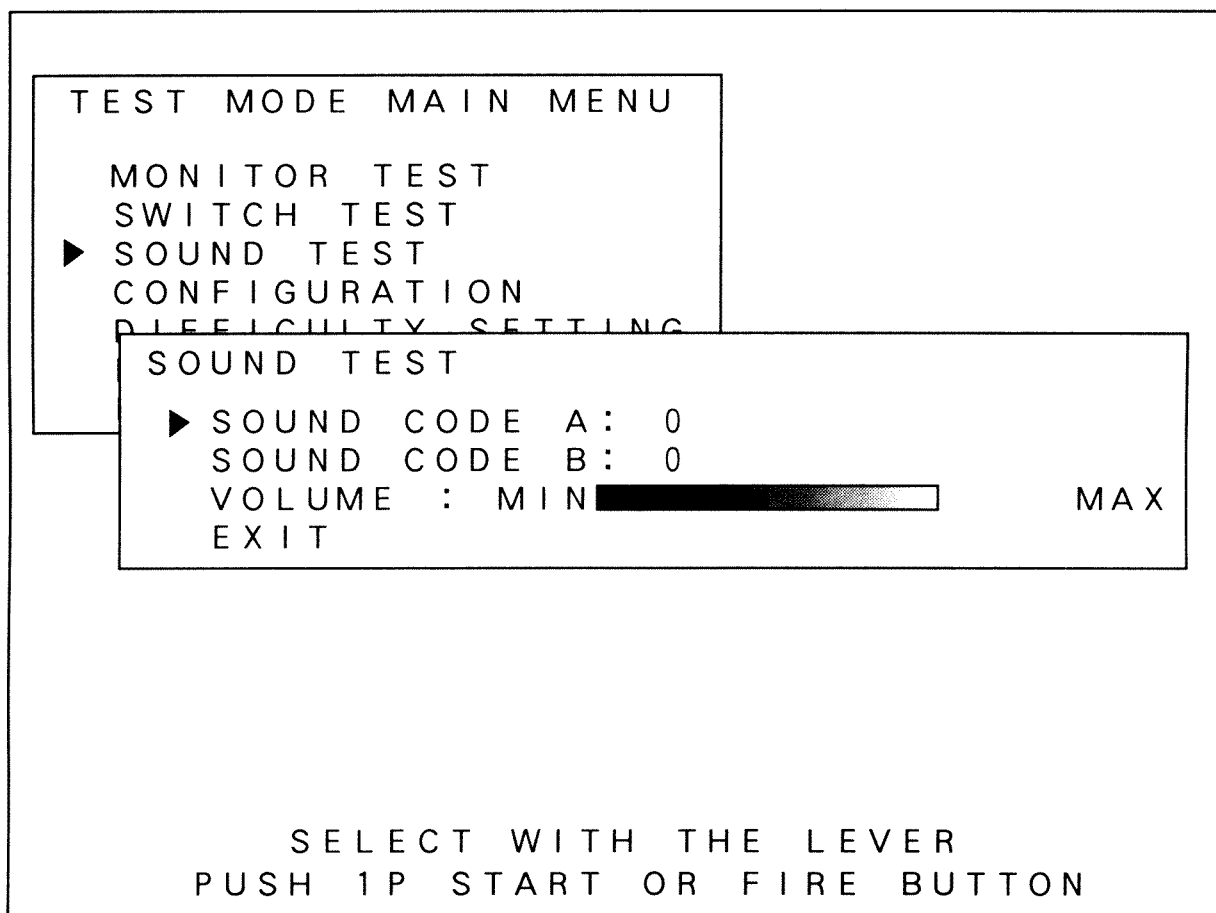
SLCT:OFF        SLCT:OFF
SW 1:OFF        SW 1:OFF
                2:OFF
                2:OFF
LH U:OFF        LH U:OFF
                D:OFF
                D:OFF
                L:OFF
                L:OFF
                R:OFF
                R:OFF

                P U S H   T E S T   S W   O R   S E R V I C E   S W
                R E T U R N   T O   M E N U
```

* SW 1 and SW 2 mean button "A" and button "B" respectively.

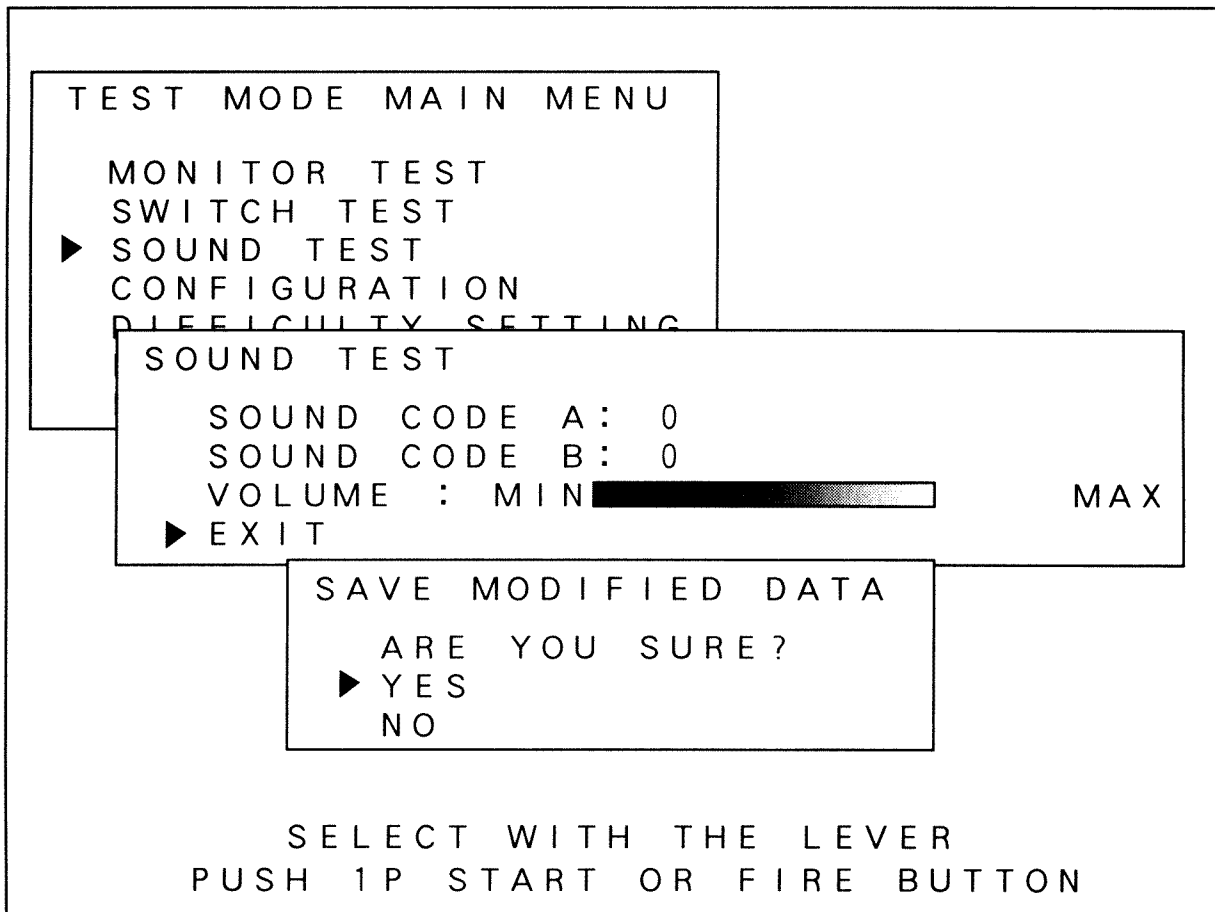
[SOUND TEST]

- This test adjusts game sound and sound effect during the game.
- Select item to adjust by shifting the lever at 1P side, and change sound code and volume level by turning the lever left and right.
- "SOUND CODE A" is emitted by selecting BGM and pressing the 1P side select button or button "A."
- "SOUND CODE B" is emitted by selecting SE and pressing the select button at 1P side or button "A."
- Adjust loudness level by changing "VOLUME."
- "VOLUME" can be set up to 3FH. (Factory-setting:30H)



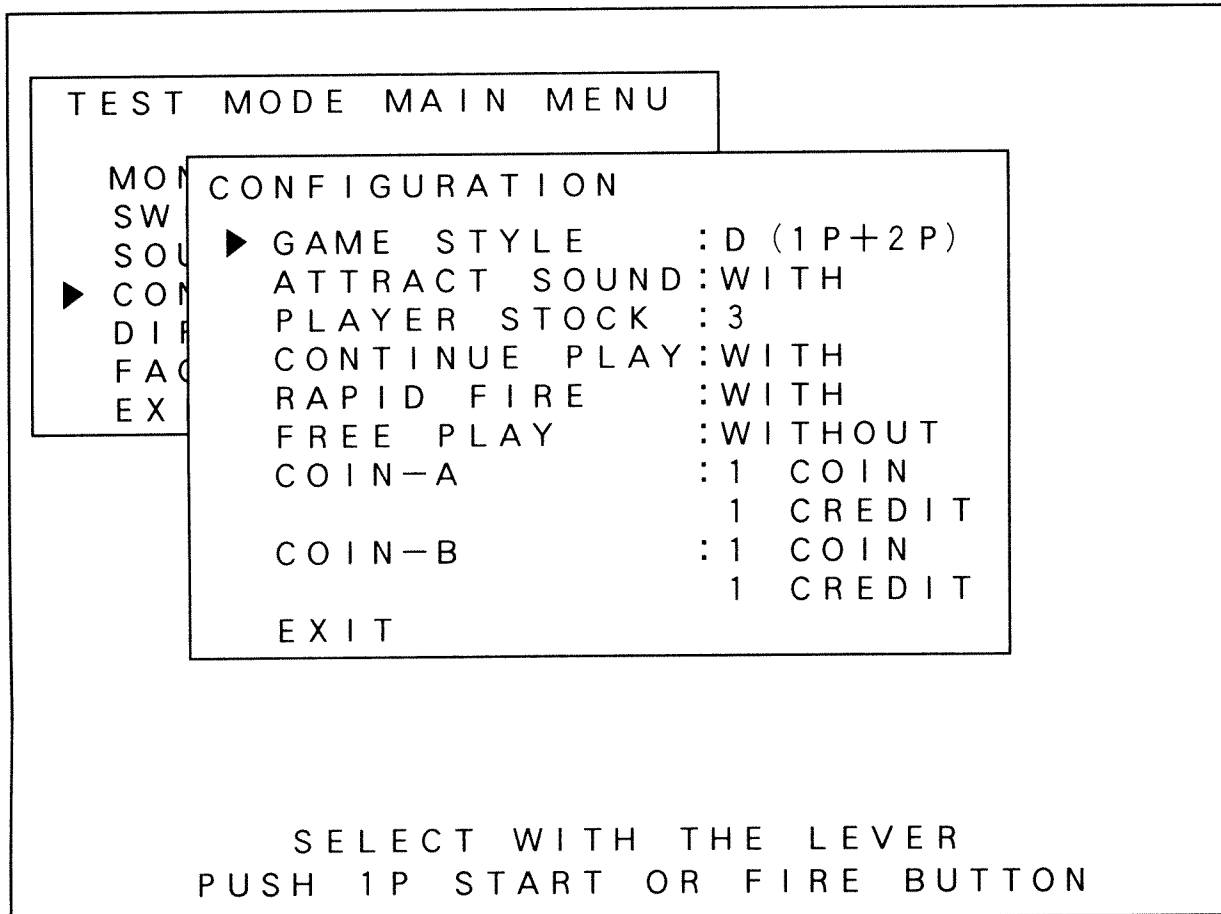
- Select EXIT and press 1P side select button or button "A," the screen shown below appears. Now select whether to store or not the changed data. Shift the lever at 1P side up and down to select between "YES" and "NO."

Select "YES" to store changed contents, or select "NO" not to store the contents. Then press the select button at 1P side or button "A."



[CONFIGURATION]

- This item sets play fee and game contents.
- Select required item moving the 1P side lever and change setting contents by shifting the lever to left and right.



[CONFIGURATION LIST]

[COMMON SETTING]

GAME STYLE	* D (1P+2P)
	E (1P)
ATTRACT SOUND	* WITH
	WITHOUT
PLAYER STOCK	2
	* 3
	4
	5
CONTINUE PLAY	* WITH
	WITHOUT
RAPID FIRE	* WITH
	WITHOUT
FREE PLAY	WITH
	* WITHOUT

[FOR NORTH AMERICA]

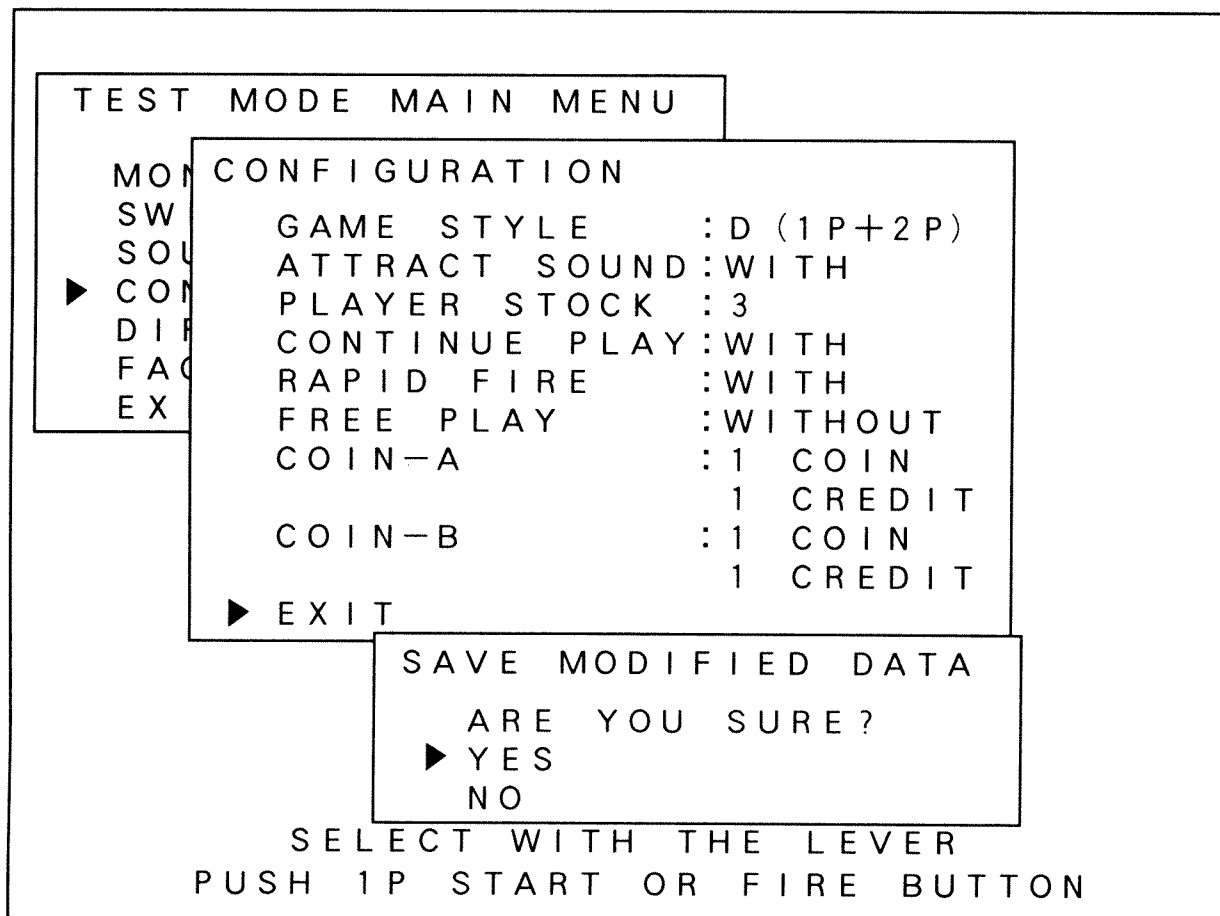
COIN A	* 1COIN	* 1CREDIT
	2COINS	2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
BUY-IN PRICE	* SAME AS PLAY	
	1COIN	
	2COINS	
	3COINS	

[EXCEPT NORTH AMERICA]

COIN A	* 1COIN	* 1CREDIT
	2COINS	2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
COIN B	* 1COIN	1CREDIT
	2COINS	* 2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS

* Factory setting

- Select EXIT, the message below appears on the monitor. Select whether or not to write the changed data. Shift the 1P side lever left and right to change between YES and NO. If you want to store the changed contents, select YES. If you do not, select NO. Then press the 1P side select button or button "A."








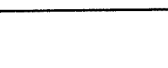


[DIFFICULTY SETTING]

- Game difficulty level can be set for each round from 1 to 8.
- Game difficulty level can be selected from eight levels from EASY(0) to HARD(7).
(Factory-setting:level 2)
- Select a required round moving a lever at 1P side up and down,and change difficulty level by moving the lever to the left and right .

TEST MODE MAIN MENU

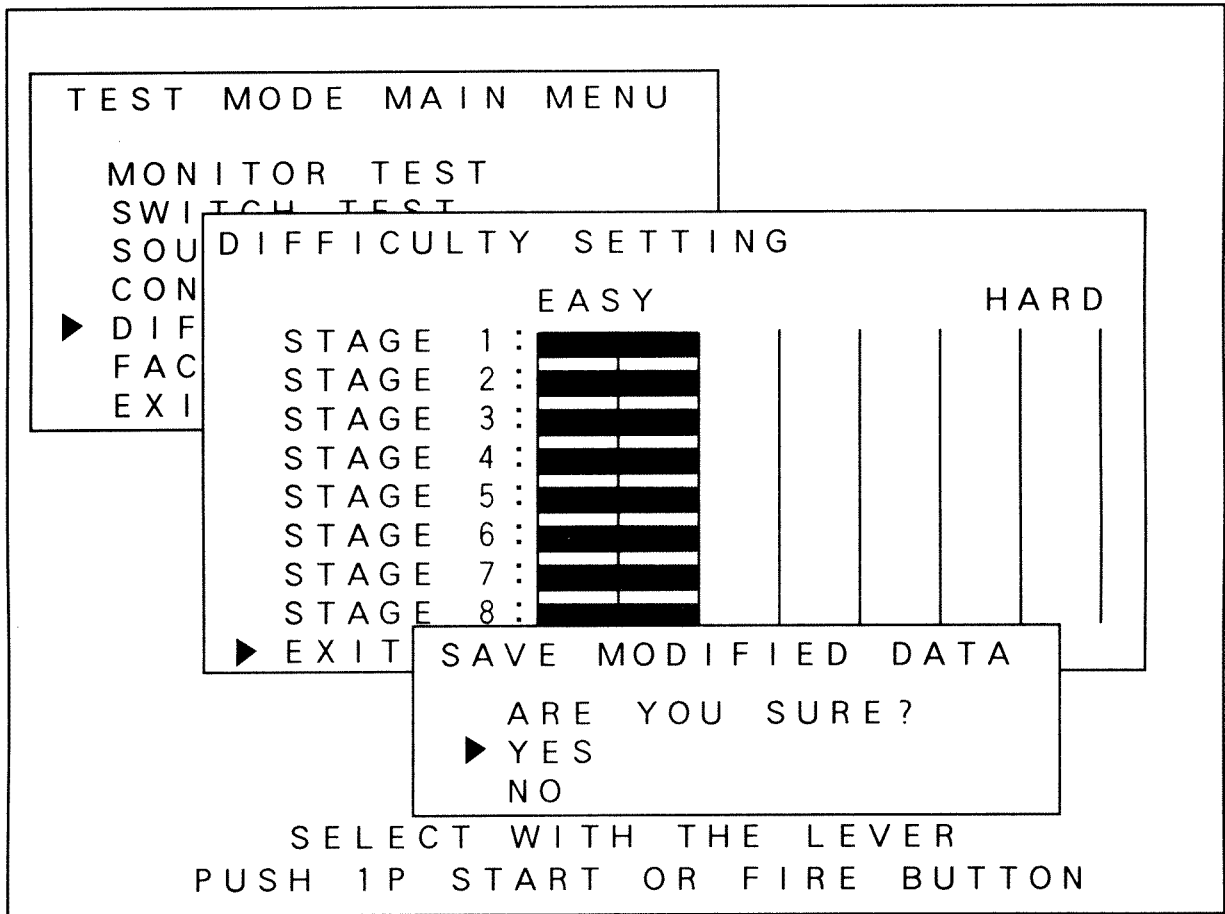
MONITOR TEST
SWITCH TEST
SOUND TEST
CON
▶ DIF
FAC
EXI

DIFFICULTY SETTING

		EASY			HARD
▶ STAGE 1 :					
STAGE 2 :					
STAGE 3 :					
STAGE 4 :					
STAGE 5 :					
STAGE 6 :					
STAGE 7 :					
STAGE 8 :					
EXIT					

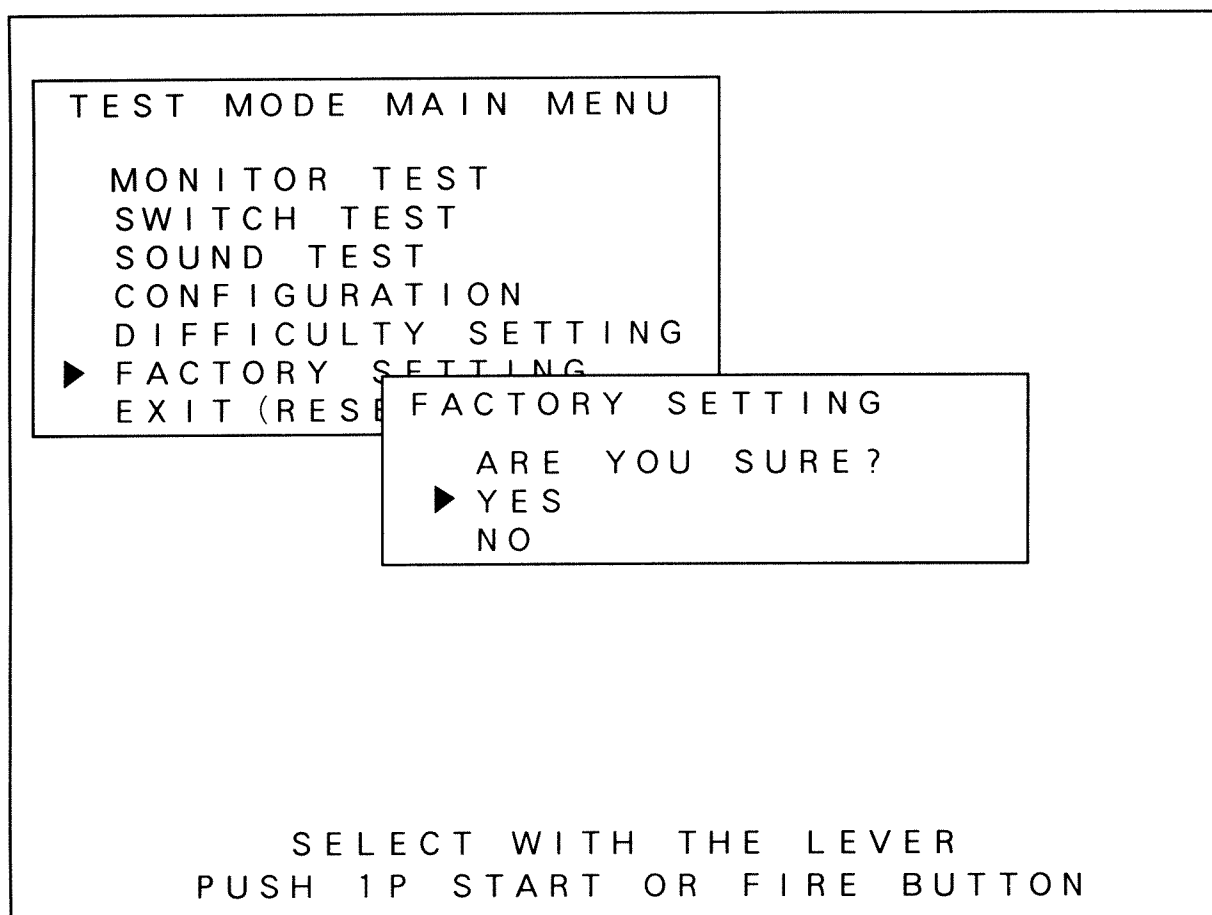
SELECT WITH THE LEVER
PUSH 1P START OR FIRE BUTTON

- Select EXIT, the message below appears on the monitor. Select whether or not to write the changed data. Shift the 1P side lever left and right to change between YES and NO. If you want to store the changed contents, select YES. If you do not, select NO. Then press the 1P side select button or button "A."



[FACTORY SETTING]

- This item resets all the set data to the factory setting conditions.
- Select YES or NO shifting the lever left and right, and press the 1P select button or button"A," to determine selection.

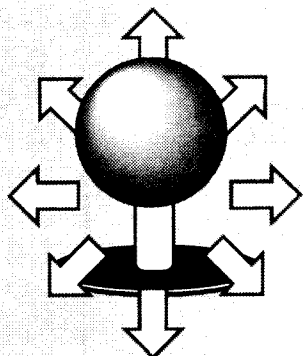


[EXIT (RESET)]

- Select EXIT shifting the 1P side lever up and down, and press the 1P side select button or button"A," the machine quits test mode. Now the machine can return to the game mode after reset.
- * If the DIP switch is used to enter the test mode, the above procedure may again enter test mode after reset. Therefore, make sure to turn OFF the power and slide DIP switch 4 to OFF before selecting EXIT so that the machine will restore game mode.

TAITO

RAYSTORM™



YOU OWN PLANE MOVES IN ANY OF EIGHT DIRECTIONS. THE SIGHT MOVES TOGETHER WITH THIS MOVEMENT.

SHOT + LOCK ON LASER

AUTO

THE SHOT SHOTS ONLY ENEMIES AT ALTITUDE. (AUTO FIRE) LASER SHOTS ENEMIES ENTERED IN THE SIGHT.



SHOT

MANUAL

SHOOT ONLY ENEMIES HAVING THE SAME ALTITUDE OF YOUR OWN PLANE. (AUTO FIRE)

SHOOT THE SPECIAL ATTACK BY SIMULTANEOUSLY PRESSING BOTH "A" AND "B" BUTTONS.

SPECIAL ATTACK

SHOOT ONLY ENEMIES HAVING THE SAME ALTITUDE OF YOUR OWN PLANE. (AUTO FIRE)

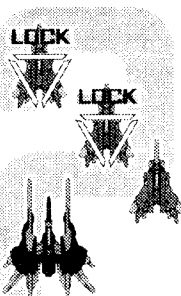
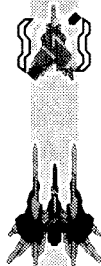


LOCK ON LASER

ADJUST THE SIGHT TO AN ENEMY TO LOCK ON AND SHOOT.

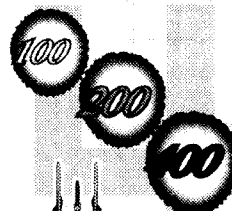
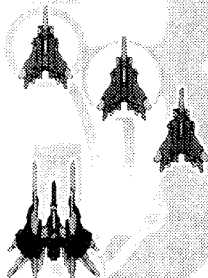
LOCK ON LASER

MATCH THE SIGHT TO A TARGET.



THE SIGHTS AUTOMATICALLY LOCKS ON THE TARGET.

DEFEAT MULTIPLE ENEMIES COLLECTIVELY USING THE LOCK ON LASER BUTTON.



TRY FOR HIGH SCORE BY CONTINUOUSLY GIVING DAMAGE.

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