

IKARII THE RESCUE



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GAME MANUAL

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POWER SUPPLY SWITCHING REGULATOR.....90 days
MONITOR ASSEMBLY.....90 days

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IKARI III, THE RESCUE

GAME MANUAL

MODELS HS-1 AND HS-5

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Ikari III, The Rescue™
© 1988 SNK Corporation of America
246 Sobrante Way
Sunnyvale, CA. 94086

I. GENERAL INFORMATION

A. Set-Up Procedures.

Ikari III, The Rescue™ is shipped assembled and ready for operation. The only assembly required is the installation of the four (4) Leg Levelers into the floor of the cabinet. These are shipped in the Cash Box. To install, lay the game onto it's back or side to gain access to the underside. Thread each Leg Leveler into the holes in the floor of the cabinet. Restore the game back to a standing position and adjust the Leg Levelers until the cabinet stands vertical and cannot rock. Secure them by tightening the Hex Nut.

Remove the power cord from the inside of the game and plug into the proper electrical outlet. This game is configured for U.S. 117 VAC, 60 Hz operation. For safe operation, you must use a grounded 3-conductor electrical outlet. Do not remove the ground terminal on the line cord.

At this point, the game is ready to operate, however you may want to alter the dip-switch options or sound volume to suit the location. Refer to Figure 1 for the location of these controls. The Dip-Switch table can be found on page 6 of this manual.

There are two LEDs on the PCB that indicate the PCB is getting +5 and +12 vdc, they do not indicate the proper level of the +5 vdc. The +5 vdc level has been pre-set at the factory, and should be adjusted to +4.90 to +5.15 vdc.

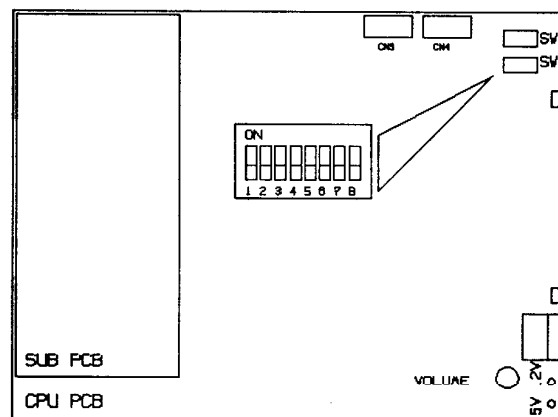


Figure 1

B. Component locations.

This game is supplied in both the Dynamo HS-1 cabinet and the HS-5 cabinet. The HS-1 cabinet utilizes a 19" monitor, while the HS-5 uses a 25" monitor and Dynamo's works-in-a-drawer system. Please refer to Figure 2 for major component locations.

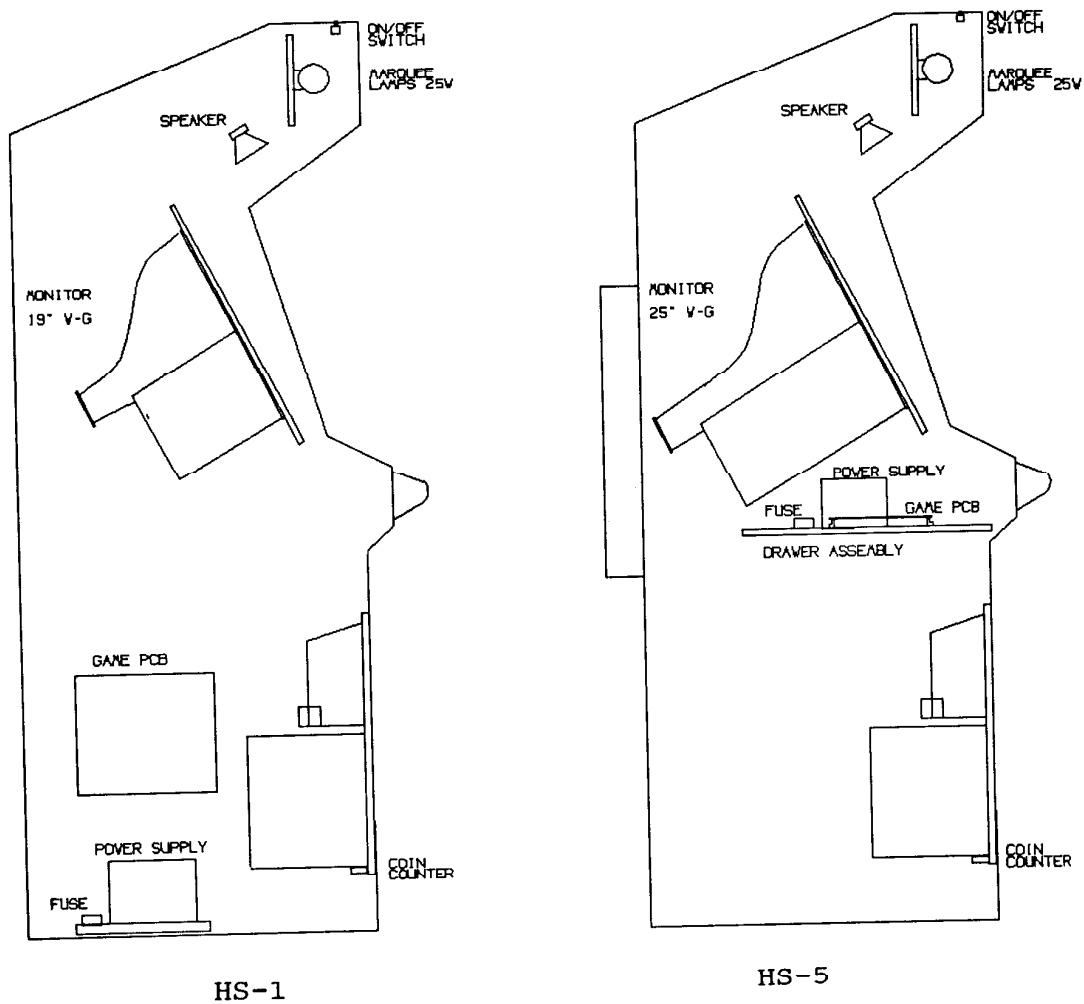


Figure 2

C. Drawer Release Procedure. (HS-5 only)

The game PCB and power supply are located in the slide-out drawer assembly. To gain access to these items, follow these procedures to open the drawer. Use extreme caution to avoid touching the electrical portion of the drawer, as indicated in Figure 3.

1. Open the Coin Entry Door.
2. Reach in thru the door and straight up through the opening in the drawer.
3. Locate clamps in the extreme front left and right sides and unlatch both.
4. The drawer should now slide out of the cabinet.

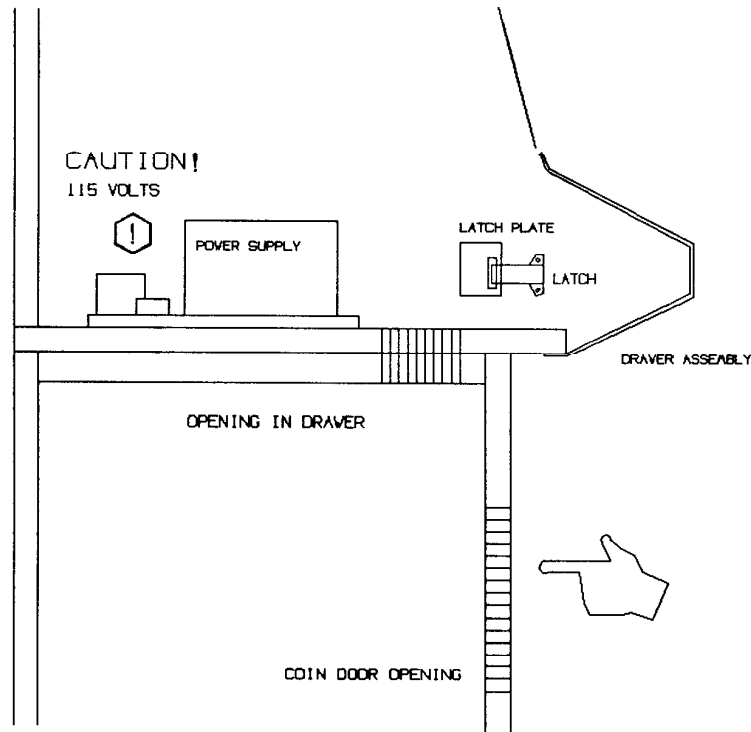


Figure 3

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II. OPERATION INFORMATION

A. Game Play.

IKARI III, The Rescue™ is a one or two player interactive coin-operated video game. The player controls the Hero image via one 8-way joystick with 12 position rotary switch, and three pushbuttons (see Figure 4). The joystick is used to maneuver the player image on the screen, the 12 position rotary switch controls the direction the player faces, and the pushbuttons control attack and jump functions of the player.

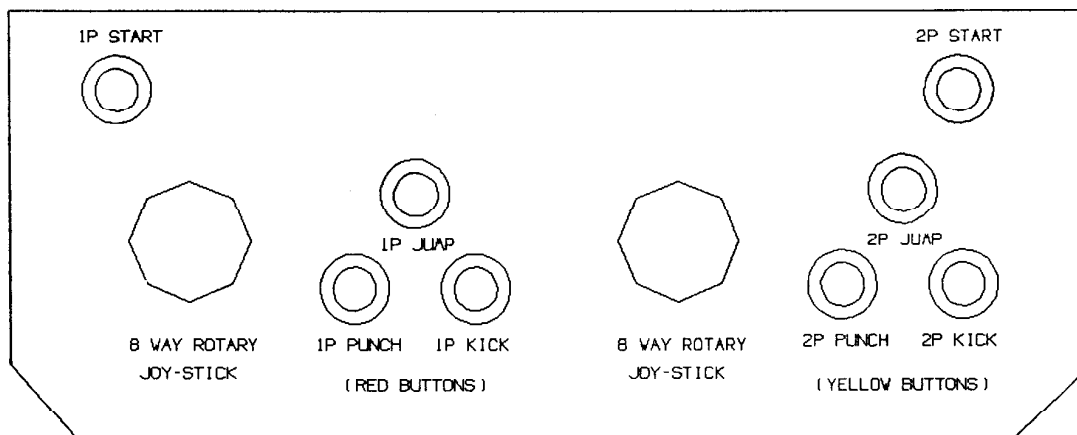


Figure 4

The player is attempting a daring top-secret rescue of a presidential candidate's son who has been kidnapped by terrorists. Once the player has found the child, he must guide the child out of the terrorist's camp to safety. The player can punch, kick, and jump. He can also use button combinations to jump kick, back punch, throw weapons, TNT, and fuel drums.

To obtain credits, the Left side player must insert coins into the Left side coin mechanism (Coin 1). The Right side player must insert coins into the Right side coin mechanism (Coin 2). Each player's credits are displayed on the screen in the lower left and right side corners.

B. DIP-SWITCH OPTIONS.

IKARI III, The Rescue™ can be adjusted to suit the location via two banks of 8 position Dip-Switches. Always remove power to the game when changing switch settings. The available settings are shown in the tables below. Factory recommended settings are indicated with an asterisk (*).

DIPSWITCH 1		1	2	3	4	5	6	7	8
MONITOR SCREEN	NORMAL FLIP	OFF ON							
BLEEDING WHEN KILLED	YES NO		OFF ON	CHANGES BLOOD FROM RED TO WHITE COLOR WHEN ON					
2ND BONUS OCCURENCE	ONCE EVERY			OFF ON	EG; GET BONUS AT 20k & 50k ONCE, OR EVERY 50k				
COIN/PLAY PRICING	1 COIN/1 PLAY 2 COIN/1 PLAY 1 COIN/2 PLAY FREE PLAY					OFF ON	OFF ON		
NUMBER OF LIVES	THREE (3) TWO (2) FOUR (4) FIVE (5)							OFF ON	OFF ON

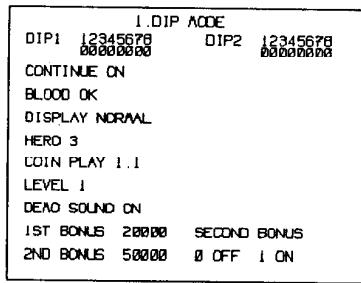
DIPSWITCH 2		1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	EASY (1) NORMAL (2) HARD (3) HARDEST(4)	OFF ON	OFF ON						
ATTRACT SOUND	YES NO			OFF ON	OFF ON				
NEVER FINISH GAME MODE FREEZE DISPLAY MODE				OFF ON	ON ON	TEST & DEMO USE ONLY			
BONUS LEVELS	20,000 & 50,000 40,000 & 100,000 60,000 & 150,000 NO BONUS					OFF ON	OFF ON	OFF ON	
CONTINUATION MODE	YES NO	INSERT COIN TO CONTINUE GAME PLAY OPTION						OFF ON	
MODE	NORMAL GAME MANUAL TEST	ALWAYS LEAVE OFF-SEE SECTION OF MANUAL REGARDING TEST MODE							OFF ON

C. Self Test Description.

The Memory I.C's (Integrated Circuits) and Sound Circuits are automatically checked each time the game is powered up. In the event an error is detected, the game will display an error code indicating the nature of the problem. This code is an indication only, and should only be used as a starting point for trouble-shooting.

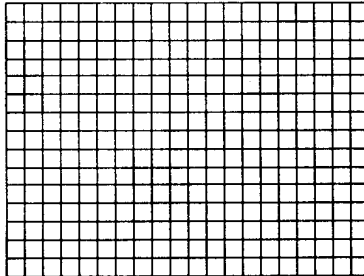
To place the game in Manual Test Mode, set switch 8 of Dipswitch 2 to the "ON" position and apply power to the game. The screen will display the first test screen. Press the Player 1 Start button to advance to the next test. The sequence of test are shown below.

1. DIP MODE CHECK



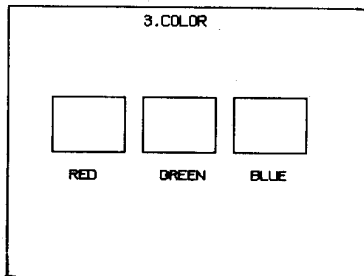
Displays current Dip-Switch settings. Each switch is displayed with a "0"(off) or a "1"(on).

2. CROSS-HATCH



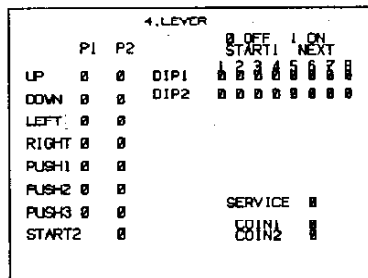
Displays a white cross hatch pattern for monitor adjustment.

3. COLOR TEST



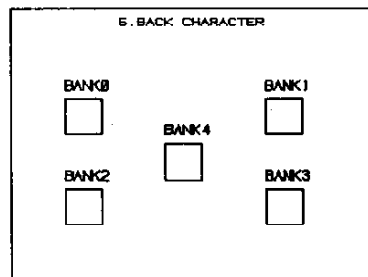
Displays a color pattern for monitor adjustment.

4. CONTROL TEST



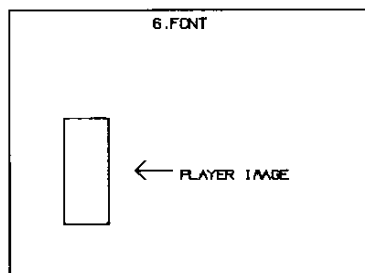
Displays all switch inputs, "0" indicates the switch is off, "1" indicates the switch is on.

5. BACK CHARACTER TEST



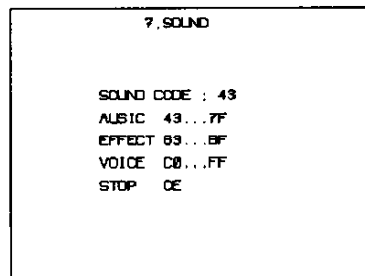
Displays banks of background characters.

6. SPRITE TEST



Displays sprite video image, allows you to move image using the 1 player joystick.

7. SOUND TEST



Set up Sound Code (?) and press 1 player Kick button to hear sound. Set Sound Code to 0E to stop sound.

D. Rotary Joystick Information.

IKARI III, The Rescue™ utilizes two 8-way, 12-position Rotary Joysticks (Model LS30-24). In previous games these joysticks had problems holding up to the abuse given by the players. SNK has improved them by using stain-less steel for the parts subject to wear. The result is a joystick that is much improved and reliable.

For a complete breakdown of the spare parts, see the Replacement Parts List in this manual. These parts are available from authorized SNK dealers. Refer to the harness inter-connect illustrations in Figures 5 and 6. Please note that the joystick harness must be installed as shown for proper operation.

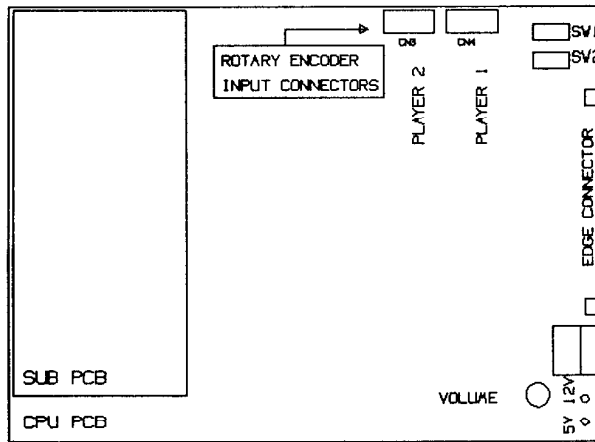


Figure 5

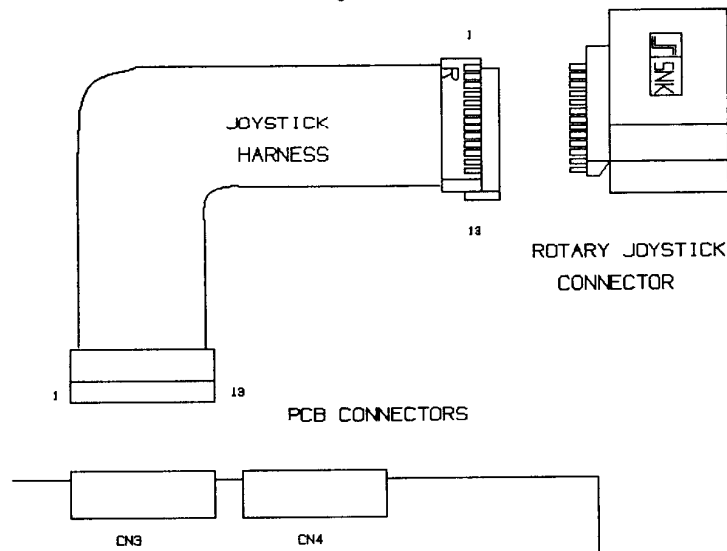


Figure 6

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III. Technical Information

A. Replacement Parts List.

The following section lists the replacement parts available for this SNK game. These parts are available from your authorized SNK dealer.

NOTE: This game is offered in two models; the HS-1 with a 19" monitor, and the HS-5 with a 25" monitor. There are several components that are different between the two models. These components are indicated in the list below. When placing an order for replacement components, be certain to specify the model of your game and a complete description of the part required.

Final Assembly, Ikari III, The Rescue.

- Cabinet assembly, Dynamo HS-1 (or HS-5)
- Monitor assembly, Wells-Gardner 19" (25")
- Power Supply assembly, 11 Amp
- Coin Door assembly, Coin Control
- Control Panel assembly, Ikari III, HS-1 (HS-5)
- PCB assembly, Ikari III
- Logo Plex, Ikari III
- Tube Card, Ikari III, HS-1 (HS-5)
- Side Decal, Left, Ikari III
- Side Decal, Right, Ikari III
- Manual, Ikari III

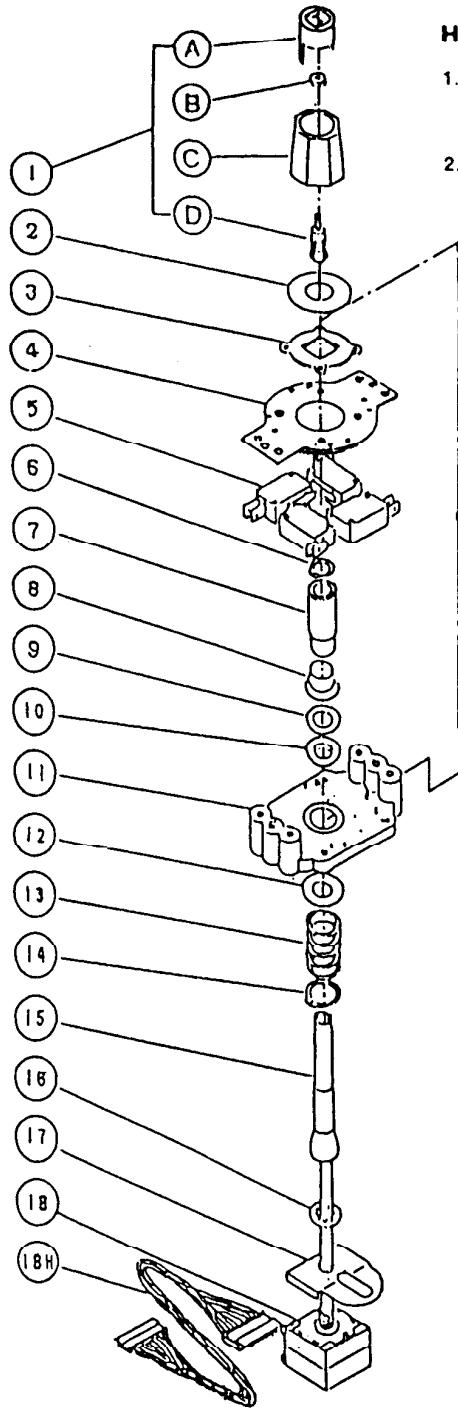
Power Supply Assembly, 11 Amp.

- Switching Regulator, Imperial 11A
- Isolation Transformer, 115 vac, 1 amp
- EMI Line Filter, 5 amp, Corcom

Control Panel Assembly, Ikari III

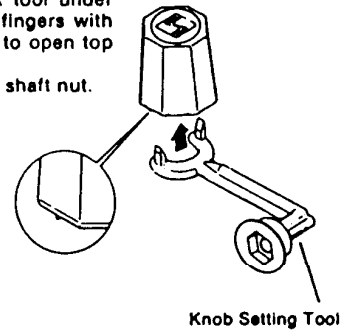
- Control Panel, Bare, HS-1 (HS-5)
- Control Panel Overlay, Ikari III
- Joystick assembly, LS30-24
- Pushbutton, 1P Start
- Pushbutton, 2P Start
- Pushbutton, 1pc micro, Red
- Pushbutton, 1pc micro, Yellow

Joystick Assembly, LS30-24.



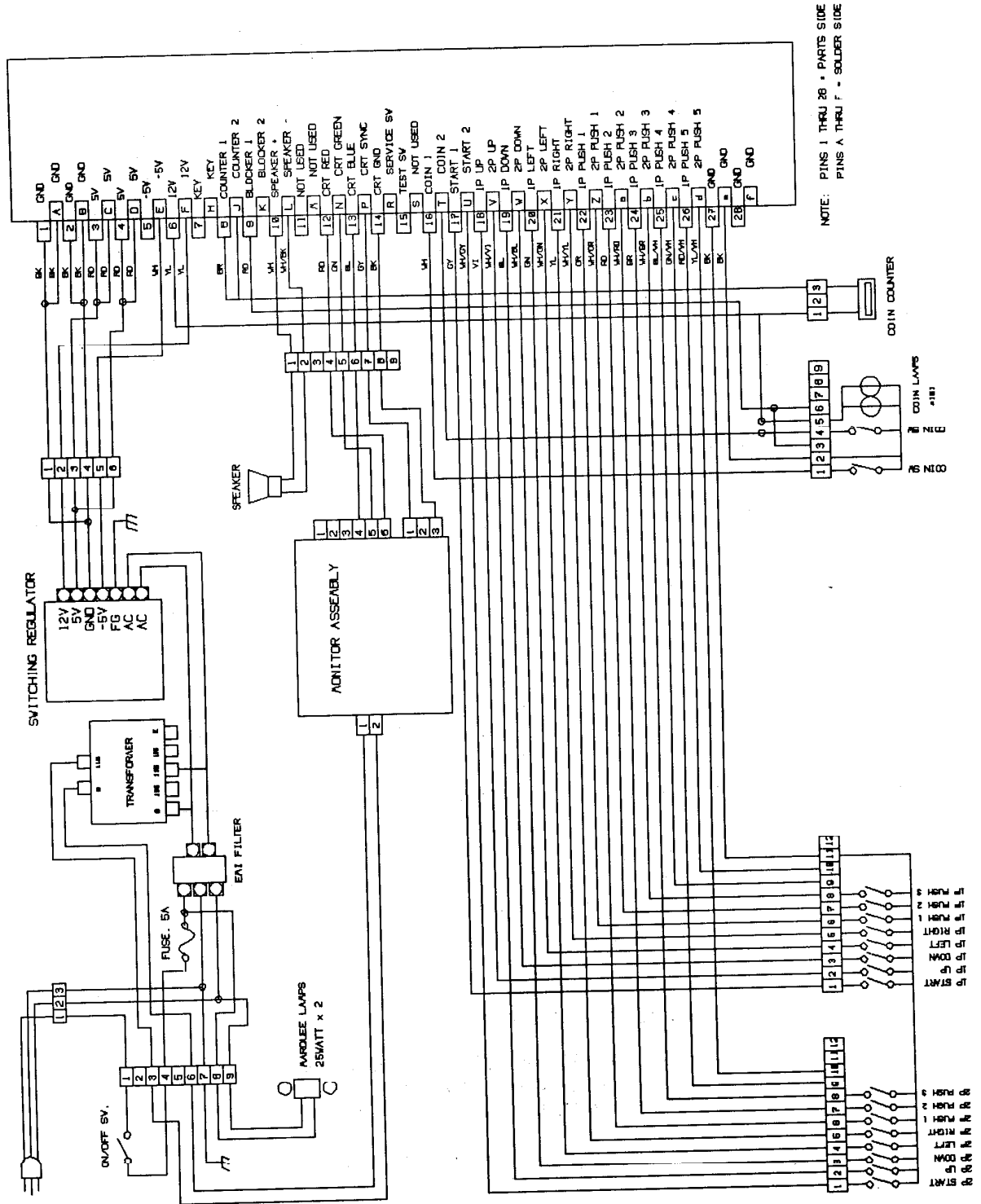
HOW TO REMOVE KNOB OF JOYSTICK ASSEMBLY.

1. Insert "fingers" of joystick tool under knob. Make sure to align fingers with dots under knob. Push up to open top cap.
2. Use hex wrench to remove shaft nut.



PARTS NO.	PARTS NAME
LS30-1	Knob
A	Cap
B	Nut (M6)
C	Knob (Main Body)
D	Fastener
LS30-2	Lever mask
LS30-3	Main guide
LS30-4	Micro Switch Plate
LS30-5	Micro Switch
LS30-6	90 C-Clip
LS30-7	Spacer (B)
LS30-8	Spacer (A)
LS30-9	Washer (small)
LS30-10	Shaft Holder
LS30-11	Shaft Holder Stand
LS30-12	Washer (large)
LS30-13	Spring
LS30-14	120 C-Clip
LS30-15	Shaft
LS30-16	Star Washer
LS30-17	Rotary Switch Installation Plate (SUS)
LS30-18	Rotary Switch
LS30-18H	Harness
LS30-19	Rotary Switch Stopper
LS30-20	Stand
LS30-21	Steel Base
LS30-22	Knob setting tool
LS30-24	Complete Assembly

B. Wiring Diagram.



NOTE: PINS 1 THRU 28 - PARTS SIDE
PINS A THRU F - SOLDER SIDE

IKARI III, The Rescue

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