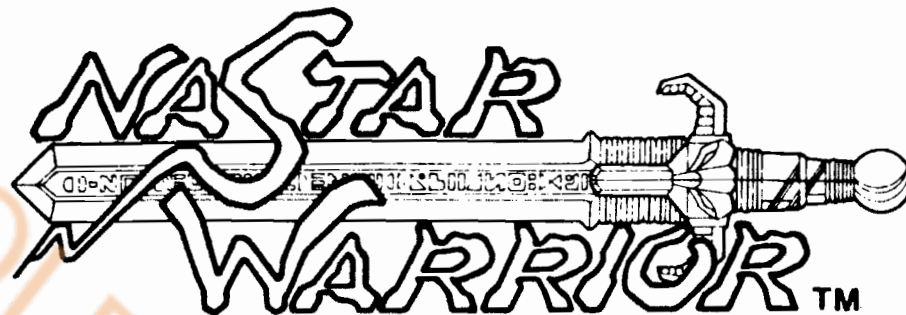
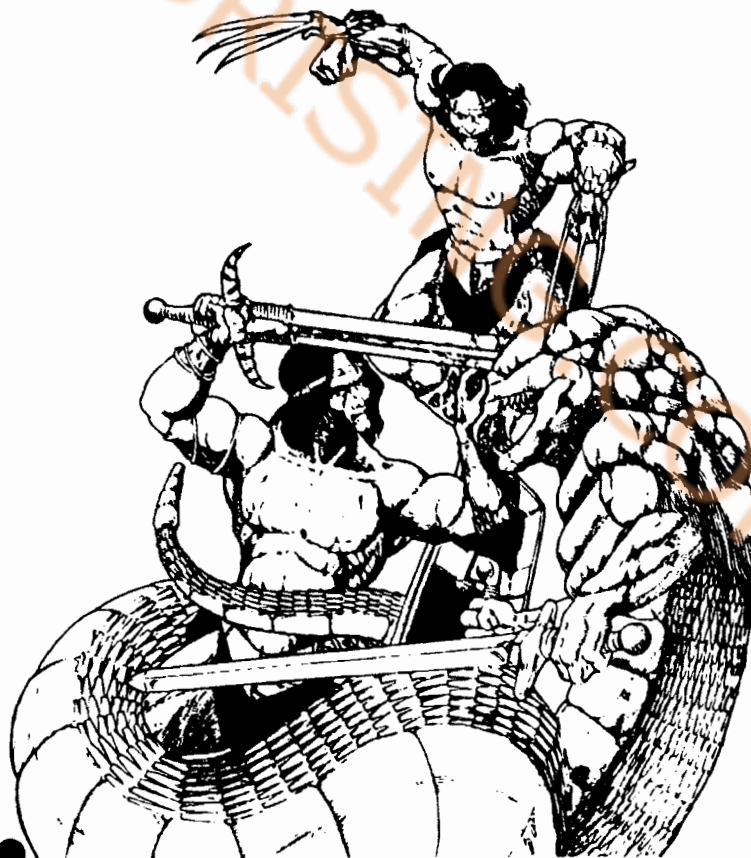


# TAITO

## NASTAR WARRIOR™

The logo for 'NASTAR WARRIOR' features the word 'NASTAR' in a stylized, outlined font above the word 'WARRIOR' in a similar font. A sword is positioned horizontally behind the text, with its hilt on the right and its tip on the left. The blade of the sword is integrated into the 'W' of 'WARRIOR'. A character's head with a crown-like topknot is visible on the right side of the sword's hilt.

## OPERATING MANUAL



# TAITO

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Part No. 155-208007

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## GAME INSTRUCTIONS

### GAME DESCRIPTION:

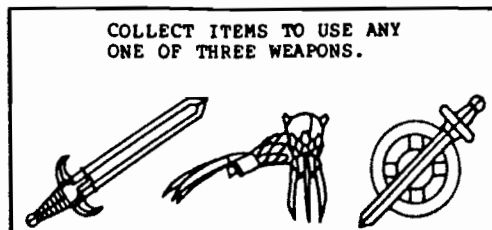
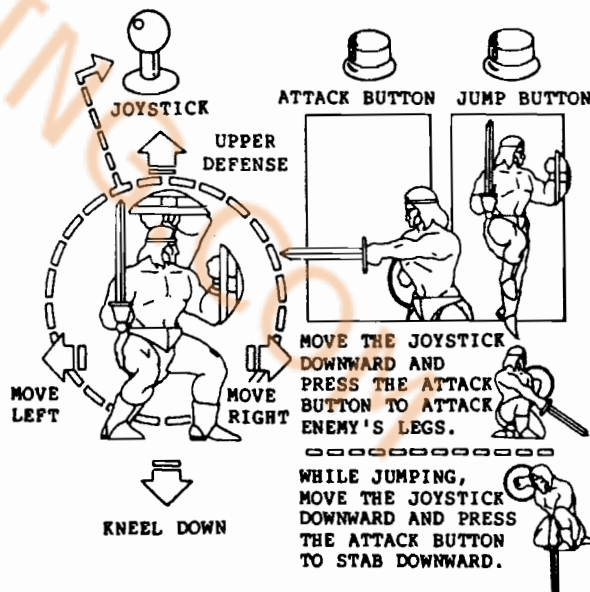
NASTAR WARRIOR is a one or two player interactive universal video game kit. It is recommended for display on a horizontal color monitor. Each player uses an 8-way joystick, "Attack" button and "Jump" button to maneuver and do battle. There are five rounds, each consisting of three areas. A timer is displayed indicating the given time limit to complete each round. This timer can be extended by picking up certain items. Each round ends in a bloody battle with the head tribesman as the player(s) fights for passage into the next. In the final round of a two player game, the players battle each other.

The player collects a variety of weapons, each yielding different results. During his journey, the player confronts many enemies with different characteristics. When certain enemies are successfully defeated, items appear in their place. The player may collect these items for increased power and added abilities.

Player can join the game at anytime. A sword shaped meter is displayed to indicate the remaining life of the player. This meter decrements each time the player receives damage. The game ends when the sword meter reaches zero or when the player successfully completes all five rounds. And players can get right back in the game with Taito's Continue Play Option.

### HOW TO PLAY:

- \* INSERT COIN(S)
- \* PRESS PLAYER 1 OR PLAYER 2 START BUTTON.  
(PRESS BOTH FOR 2 PLAYER GAME)
- \* USE THE JOYSTICK TO MANEUVER.  
(SEE ILLUSTRATION RIGHT)
- \* USE "ATTACK" & "JUMP" BUTTONS TO FIGHT AND MANEUVER DURING BATTLE.
- \* PICK UP ITEMS FOR INCREASED POWER AND ADDED ABILITIES.



ITEMS TO BE PICKED UP

FIRE CREST ..... A FIRE BALL APPEARS FROM THE POINT  
400 POINTS OF THE SWORD.

TIME CREST ..... TIME IS EXTENDED.  
200 POINTS

AREA CREST ..... PLAYER'S ATTACK AREA IS EXTENDED  
400 POINTS FROM THE POINT OF THE SWORD.

WINNER CREST ..... ALL ENEMIES ON THE SCREEN ARE  
600 POINTS DESTROYED.

HIDORA'S TUSK ..... A SKULL FLIES AROUND THE PLAYER'S  
400 POINTS BODY FORMING A BARRIER.

WIZARD'S MANTLE ..... DAMAGE BY ENEMIES IS REDUCED TO  
400 POINTS HALF.

HARPY'S WING ..... THE PLAYER'S SPEED INCREASES.  
200 POINTS

GODES'S FIRE ..... ONE WARRIOR IS ADDED TO THE  
500 POINTS PLAYER'S RESERVE.

BLUE POWER LIGHT ..... THE PLAYER'S LIFE METER INCREASES  
200 POINTS BY 1.

YELLOW POWER LIGHT ..... THE PLAYER'S LIFE METER INCREASES  
300 POINTS BY 3.

RED POWER LIGHT ..... THE PLAYER'S LIFE METER IS  
400 POINTS COMPLETELY RESTORED.

GREEN JEWEL ..... ALL OF THE ENEMIES ON THE SCREEN  
300 POINTS CHANGE INTO BLUE POWER LIGHTS.

LONG SWORD ..... THE PLAYER'S WEAPON CHANGES TO A  
400 POINTS LONG SWORD.

SHIELD & SWORD ..... THE PLAYER'S WEAPON CHANGES TO A  
400 POINTS SHIELD & SWORD.

IRON NAIL ..... THE PLAYER'S WEAPON CHANGES TO AN  
400 POINTS IRON CLAW.

WISE MAN'S STONE ..... PLAYER ATTACKING POWER IS INCREASED  
1,000 POINTS BY THE NUMBER OF WISE MAN'S STONES.

This manual will guide you in the conversion of your color monitor upright video game into a "NASTAR WARRIOR" game. We strongly urge you to read through the instructions carefully before beginning the conversion.

#### WARNINGS AND NOTICES

For safety and reliability, Taito America Corporation does not recommend nor authorize any substitute parts or modifications of Taito America Corporation equipment. In addition, any substitute parts or equipment modifications may void FCC compliance.

Use of non-Taito America parts and/or modifications of game circuitry may adversely affect game performance and safety.

Since "NASTAR WARRIOR" is protected by Federal copyright, trademark and patent laws, unauthorized altered versions of this game are illegal under Federal Law. This also applies to unauthorized facsimiles of Taito America equipment, logos, designs, publications, assemblies and/or games (or features not deemed to be in the public domain) whether manufactured with Taito America components or not.

#### NOTICE

Certain parts salvaged from your old game are required to complete your kit. These salvaged parts MUST operate properly to insure the performance and safety level of this game. Always repair circuit board malfunctions and cabinet damage before conversion is attempted.

Check the parts supplied in this kit against the parts list included in this manual.

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#### CAUTION

FOR SAFE OPERATION IT IS STRONGLY RECOMMENDED THE CABINET BE PROPERLY GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD PRONG (round in shape) WILL AUTOMATICALLY GROUND THE GAME WHEN PLUGGED INTO A PROPERLY GROUNDED THREE PRONG RECEPTICAL. IF IT BECOMES NECESSARY TO USE AN ADAPTOR, THE GROUNDING LUG OR WIRE ON THE ADAPTOR MUST BE PROPERLY GROUNDED TO ASSURE SAFE OPERATION.

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#### NOTICE

This kit is not intended for use with X-Y monitors. Suitable monitors are the horizontal or vertical raster-scan with inputs for red, green and blue video as well as composite negative sync. (These should be compatible with TTL logic levels.)

Note: "NASTAR WARRIOR" USES A COLOR MONITOR IN THE HORIZONTAL POSITION.

NOTICE

Be sure the power supply from your old game is capable of +5 vdc regulated at 7A, -5vdc regulated at 1A and +12vdc regulated at 1A. These operating voltages are necessary for your kit. Please note the enclosed warning with the PC Board Assembly.

TAITO AMERICA CORPORATION KIT PARTS PROVIDED

QTY.	DESCRIPTION	REF NO.	PART NO.
1	MARQUEE WITH ARTWORK (STYRENE)		155-208001
1	MONITOR BEZEL		155-208002
1	CONTROL PANEL OVERLAY		155-208004
2	8-WAY JOYSTICK ASSEMBLIES (RED)	5045080210	155-201010
2	BUTTONS (RED ULTIMATE)	53010011	155-201012
2	BUTTONS (YELLOW ULTIMATE)	53010015	155-201033
1	SET OF BUTTON LABELS (6 PCS.)		155-201016
1	WIRING HARNESS (STANDARD JAMMA)		155-205002
1	ADHESIVE GAME INSTRUCTIONS		155-208005
1	"NASTAR WARRIOR" MAIN LOGIC PCB		155-298000
1	SET OF PCB MOUNTING HARDWARE		155-299004
1	OPERATING MANUAL		155-208007
1	R.F. CAGE FOR F.C.C. COMPLIANCE		155-208013
1	PACKING CARTON		155-299002

TOOLS AND SUPPLIES REQUIRED

- |   |   |
|---|---|
| <input type="checkbox"/> Screwdriver  | <input type="checkbox"/> Phillips Screwdriver                     |
| <input type="checkbox"/> Pliers   | <input type="checkbox"/> Wire Cutters                             |
| <input type="checkbox"/> Hex Driver   | <input type="checkbox"/> X-Acto Knife                             |
| <input type="checkbox"/> Grease Pencil Or Marker                                  | <input type="checkbox"/> Electric Drill W/Bits                    |
| <input type="checkbox"/> Soldering Iron And Solder                                | <input type="checkbox"/> 180-Grit Sandpaper                       |
| <input type="checkbox"/> Hacksaw, Jigsaw Or Tablesaw<br>With Carbide-Tipped Blade | <input type="checkbox"/> Electrical Tape Or<br>Heat-Shrink Tubing |

All games require a certain amount of maintenance to remain in good operating condition. A periodic check of mechanical controls would be beneficial to guarantee your game will be profitable.

## GAME PREPARATION

### CLEANING

The exterior of the game, all metal parts and all plastic parts can be cleaned with non-abrasive cleaner. Caution should be used when cleaning the plastic. A dry cloth can cause scratches and result in a foggy worn appearance. Plexiglas cleaner on a soft cloth is suggested to maintain and keep your monitor crt cover looking new.

Inspect your cabinet for any gouges or items stuck on the cabinet like chewing gum. Remove all foreign objects and fill in the gouges with any type of quick hardening wood putty. Sand to ensure the surface is smooth. Wipe the outside of the old cabinet clean. Remember the reason you are converting your old game is to have the increased earnings of a new game. Making your game look like a new game will spark new player-interest.

### NOTICE

Always clean the coin mechanisms and readjust them when necessary. It is important that you service and maintain these mechanisms for your game to achieve the maximum possible earnings.

### CONVERSION INSTRUCTIONS

Remove the new "NASTAR WARRIOR" Marquee from the kit. This new Marquee provided with your kit is specially designed for ease of handling. Place and center the old Marquee on top of the new Marquee. Place masking tape on the area where you intend to cut the new Marquee. Using an X-Acto knife, score the new Marquee and simply break at this score. If your old Marquee is made of glass, remove the paint of the old Marquee and attach the new Marquee behind this glass. If your old Marquee is made of Plexiglas, it is recommended that new clear Plexiglas be used to best provide the brilliance of your new Marquee.

Remove the new "NASTAR WARRIOR" monitor bezel from the kit. Place the bezel around the existing monitor. Using an X-Acto knife trim the new monitor bezel to neatly fit around the monitor.

### CONTROL PANEL

Remove the old control panel lexan decal, buttons and joysticks. Refer to the template provided in this kit to design the best possible positioning for your joysticks, buttons and control panel instructions. A representation of joystick and button placement is provided as a guide.

Leave your 1 and 2 player start buttons where they are on the old control panel. (Use the enclosed 1 and 2 player stickers if needed.) Drill holes as needed for installation of the joysticks and other buttons. Clean any burrs from around holes. Any hole that is no longer needed we suggest plugging with wood putty or epoxy.

Cut the new "NASTAR WARRIOR" lexan to the appropriate size needed to cover the panel. Leave enough lexan to wrap a small lip around the top and bottom of the panel.

Remove the backing from the "NASTAR WARRIOR" lexan and apply it over the old control panel being careful to avoid air pockets.

After the lexan is securely applied, cut the holes on the control panel with an X-Acto knife or razor blade. Install the new joystick, buttons and any hardware that might have been removed on the control panel and tighten them down.

Attach the additional stickers marked "ATTACK" and "JUMP" to the control panel.

## WIRING PROCEDURES

### INSTALLING INTERBOARD WIRING

This game comes with a color-coded cable for easy installation. Refer to the wiring diagram included in this manual for quick connections.

Disconnect the old wiring harness from the old cpu board.

Carefully remove old circuit boards and FCC cages from the game.

Using the diagrams from your old game, carefully note the function of each wire.

Leaving several inches of wire from the old wiring harness at each connector, cut the wires near the game's coin door, monitor, control panel, power supply and speaker wires. Install the new wiring harness to those points following your wiring diagram. Use electrical tape or heat-shrink tubing to insulate all splices.

Install your FCC cage where the old board set was.

Mount the "NASTAR WARRIOR" PCB assembly with the mounting blocks provided in the center of the FCC cage. Plug the wiring harness onto the PCB and close the cage securely. The board cage in this kit must be properly installed and terminated to ground.

Check and clean the input jack on the power supply board. Replace any burned or damaged pins.



## DIP SWITCH SETTINGS

The following option switch settings were designed to allow the customizing of NASTAR WARRIOR's various game features to suit different environments. If used wisely, the flexibility they offer can maximize game performance and increase potential earnings.

### DIP SWITCH A

FUNCTION	SETTING	1	2	3	4	5	6	7	8
NONE	MUST REMAIN IN "OFF" POSITION	OFF							
SCREEN ROTATION	NORMAL REVERSE		OFF ON						
TEST MODE	*NORMAL TEST			OFF ON					
ATTRACT SOUND	*ENABLED DISABLED				OFF ON				
PLAY PRICING	*1 CO = 1 PL 2 CO = 1 PL 3 CO = 1 PL 4 CO = 1 PL					OFF ON OFF ON	OFF OFF ON ON		
CONTINUE PRICING	*SAME PRICING 1 CO = CONT 2 CO = CONT 3 CO = CONT							OFF ON OFF ON	OFF OFF ON ON

\* = FACTORY RECOMMENDED SETTINGS.

**SCREEN ROTATION** - THIS SWITCH ALLOWS YOU TO REVERSE THE IMAGE ON THE SCREEN, WITHOUT HAVING TO REMOUNT YOUR COLOR MONITOR.

**CONTINUE PRICING** - THIS SWITCH ALLOWS YOU TO PRICE THE "CONTINUED" GAME DIFFERENTLY THAN THE INITIAL GAME. AN EXAMPLE WOULD BE AN OPERATOR WHO ALLOWED HIS PLAYERS TO CONTINUE AT A DISCOUNTED RATE.

EXAMPLE: PLAY PRICING IS SET AT (2 COINS = 1 PLAY) AND THE CONTINUE PRICING AT (1 COIN = 1 PLAY). THE PLAYER PAYS THE FULL AMOUNT (2 COINS) TO BEGIN PLAYING, THEN PAYS ONLY HALF AS MUCH (1 COIN) TO CONTINUE HIS GAME. WHEN THE CONTINUE PRICING IS SET AT "SAME PRICING", THE CONTINUED GAME IS PRICED THE SAME AS THE INITIAL GAME.

DIP SWITCH SETTINGS (cont.)

**DIP SWITCH B**

SETTINGS	POSITION	1	2	3	4	5	6	7	8
GAME DIFFICULTY	*B = MEDIUM A = EASY C = HARD D = HARDER	OFF ON OFF ON	OFF OFF ON ON						
BONUS POINTS (ADD 1 LIFE)	*100,000 PTS 150,000 PTS 200,000 PTS 250,000 PTS			OFF ON OFF ON	OFF OFF ON ON				
NUMBER OF WARRIORS	*3 1 2 5					OFF ON OFF ON	OFF OFF ON ON		
CONTINUE PLAY	*ENABLED DISABLED							OFF ON	
NONE	MUST REMAIN IN "OFF" POSITION								OFF

\* = FACTORY RECOMMENDED SETTINGS.

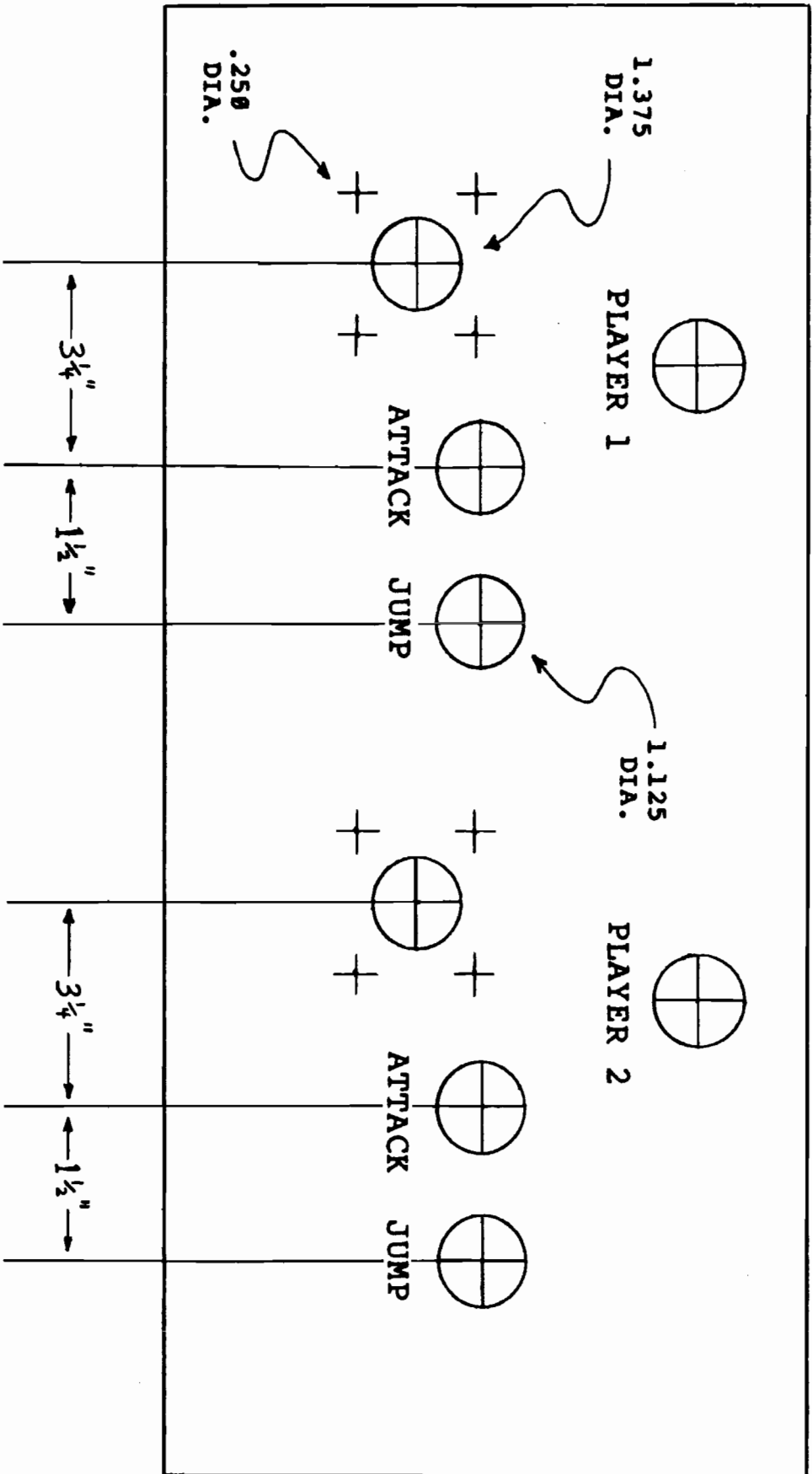
**WIRING DIAGRAM FOR "NASTAR WARRIOR" KIT HARNESS ASSEMBLY**

SOLDER SIDE

COMPONENT SIDE

GND	BLK	A	1	BLK	GND
GND	BLK	B	2	BLK	GND
+5VDC	RED	C	3	RED	+5VDC
+5VDC	RED	D	4	RED	+5VDC
-5VDC	BRN	E	5	BRN	-5VDC
+12VDC	BLU	F	6	BLU	+12VDC
KEY		H	7		KEY
COIN METER B	WHT/VIO	J	8	BLU/BRN	COIN METER A
COIN LOCKOUT B		K	9		COIN LOCKOUT A
SPEAKER (-)	BLK	L	10	WHT/BLK	SPEAKER (+)
		M	11		
VIDEO GREEN	GRN	N	12	RED	VIDEO RED
VIDEO SYNC	WHT	P	13	BLU	VIDEO BLUE
SERVICE SW.	BRN/WHT	R	14	BLK	VIDEO GND
TILT SW.	WHT/BRN	S	15	YEL	
COIN B	GRN/YEL	T	16	WHT/YEL	COIN A
2PL START	RED/BLK	U	17	PNK/BLK	1PL START
2PL UP	BRN/BLU	V	18	ORG/BLU	1PL UP
2PL DOWN	ORG/WHT	W	19	GRN/ORG	1PL DOWN
2PL LEFT	ORG/GRN	X	20	GRN/BLU	1PL LEFT
2PL RIGHT	WHT/ORG	Y	21	RED/YEL	1PL RIGHT
2PL ATTACK	BRN/BLK	Z	22	RED/WHT	1PL ATTACK
2PL JUMP	YEL/WHT	a	23	WHT/RED	1PL JUMP
NOT USED	BRN/GRN	b	24	YEL/BLK	NOT USED
		c	25		
		d	26		
GND	BLK	e	27	BLK	GND
GND	BLK	f	28	BLK	GND

# SUGGESTED CONTROL PANEL LAYOUT



IF POSSIBLE, DO NOT  
OBSTRUCT ARTWORK