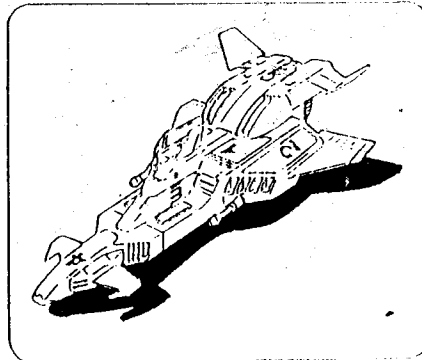
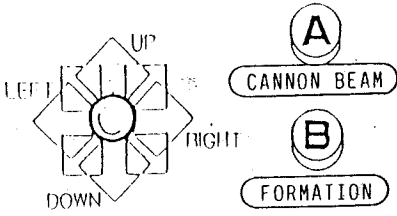



DESTROY THE HANGAR AND RECAPTURE WITH YOUR ALLY COMPONENTS.
 ATTACK WITH MORE VARIATIONS WITH "FORMATION ATTACK"



HOW TO PLAY









- Control your WINGER  with 8 Way Joystick.
- Push (A) Button for Cannon Beam to destroy enemy objects.

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FORMATION ATTACK

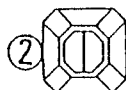
- Destroy the Locks of Hangar   and your Parts   will appear.
- When you are docked with your Part(s), 2-5  -  push (B) Button which enables you to attack in Formation with more fire Power.
- (F) Number at the bottom of the screen indicates how many more times you can attack in Formation.

WAYS OF ATTACKING ENEMIES ARE WIDENED BY 4 KINDS OF FORMATION ATTACK.
 THE DUEL WITH THE HUGE ENEMY 'MANDOLAR' IS AWESOME.

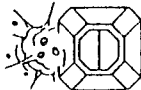
STEP BY STEP DRESTA

HOW TO RECAPTURE ALLY COMPONENTS

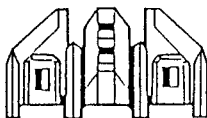
1



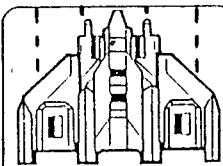
Hangar for
2nd Component



Destroy One Lock



2nd Component



Double Cannon

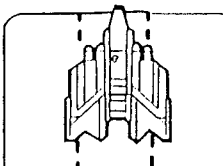
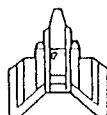
2



Hangar for
3rd Component



Destroy Two Locks 3rd Component



Able to Shoot
from Rear

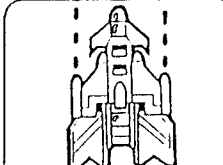
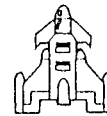
3



Hangar for
4th Component



Destroy Three Locks 4th Component

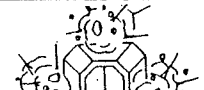


Shoots
Invisible Beams

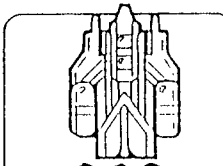
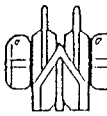
4



Hangar for

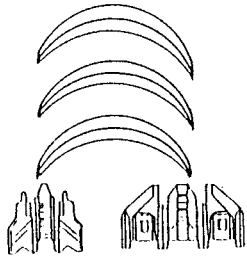


Destroy Four Locks 5th Component



Able to put

FORMATION ATTACK

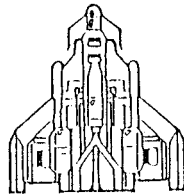


(MOON-FORMATION)

2 Ships Fly Parallel and Fires Crescent Moon-Like Beams.



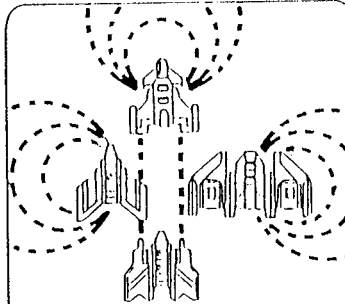
FIRE BIRD



5 COMPLETED

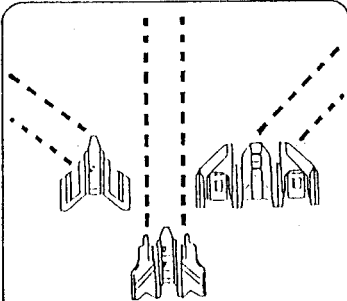
FIRE BIRD

Only When All 5 Components Are Docked, Player Becomes Invisible FIRE BIRD for 8 Seconds.



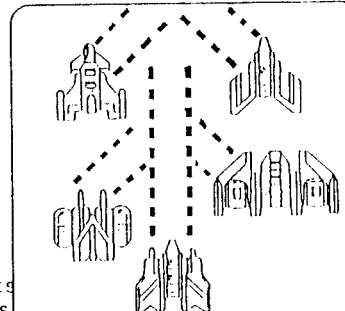
(CYCLONE-FORMATION)

4 Ships Fly in Diamond Shape Beams Are Shot in Ultra Speed Circular Motion.



(EXTEND-FORMATION)

3 Ships Fly in Triangular Shape Fires in 3 Directions.



(CROSS-FORMATION)

5 Ships Fly in Fan Shape Beams Are Diffused.

- (P) NUMBER AT THE BOTTOM OF THE SCREEN INDICATES HOW MANY MORE TIMES YOU CAN ATTACK IN FORMATION.



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WIRING CONNECTOR

DIP SWITCH ADJUSTMENTS

SOLDER SIDE

PARTS SIDE

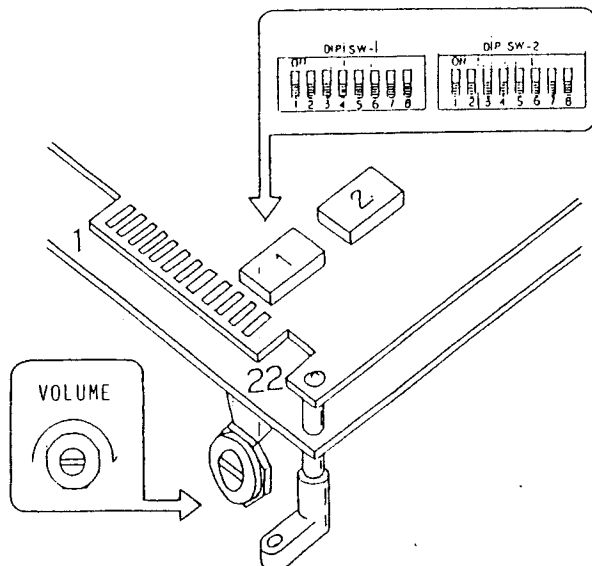
A	P1-UP	P1-DOWN	1
B	P1-LEFT	P1-RIGHT	2
C	P1-PUSH 1	P1-PUSH 2	3
D	P2-UP	P2-DOWN	4
E	P2-LEFT	P2-RIGHT	5
F	P2-PUSH 1	P2-PUSH 2	6
H	COIN 1	COIN 2	7
J	GND	GND	8
K	GND	GND	9
L	+5	+5	10
M	+12		11
N		+12	12
P	+5	+5	13
R	GND	GND	14
S	GND	GND	15
T	1 PLAY	2 PLAY	16
U	TEST	SERVICE	17
V	COUNTER 1	COUNTER 2	18
W	SP (+)	SP (-)	19
X		R	20
Y	G	B	21
Z	GND	SYNC	22

SWITCH 1

		1	2	3	4	5	6
Number of Player	3	OFF	OFF				
	4	ON	OFF				
	5	OFF	ON				
	6	ON	ON				
Bonus Player 20000 (1 st) 50000				OFF			
				ON			
(after 2nd) 60000 90000					OFF		
					ON		
Demo Sound	WITH					OFF	
	WITHOUT					ON	
Type	TABLE UP RIGHT						OFF ON

SWITCH 2

		1	2	3	4	5	6
Coin 1	1 Coin 1 Credit	OFF	OFF				
	1 " 2 "	ON	OFF				
	2 " 1 "	OFF	ON				
	Free Play	ON	ON				
Coin 2	1 Coin 3 Credit			OFF	OFF		
	1 " 6 "			ON	OFF		
	2 " 3 "			OFF	ON		
	3 " 1 "			ON	ON		
Difficulty	EASY HARD					OFF ON	
Screen Inversion							*



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