



TM

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# OPERATION THUNDER STORM

## MANUAL

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# CAPCOM

# ●SETTING EXPLANATION

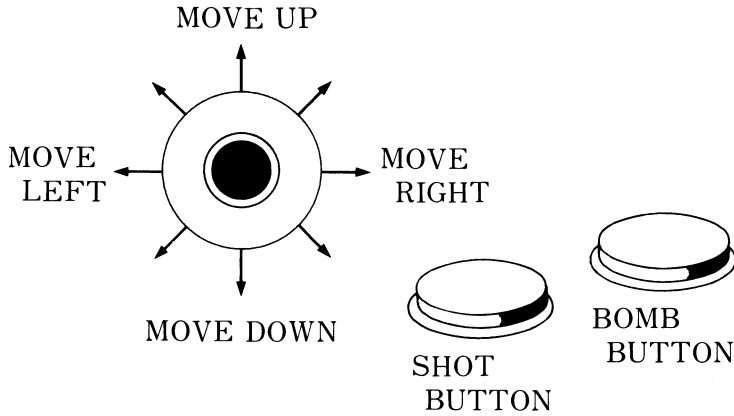
○PCB CONNECTOR

JAMMA STANDARD

○CRT MONITOR

VERTICAL SCREEN

○CONTROL PANEL



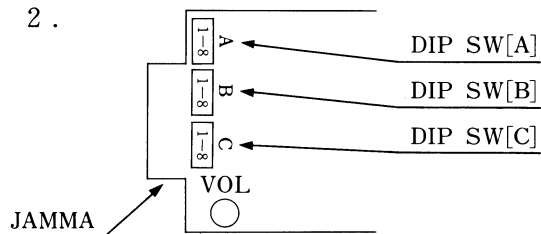
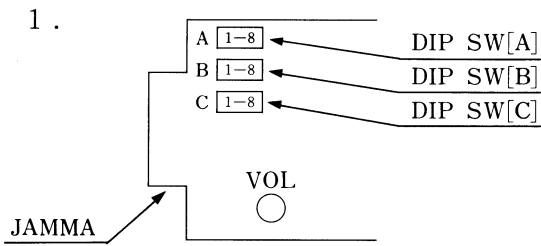
○8-WAY LEVER : MOVES PLAYER IN 8 DIRECTIONS

○SHOT BUTTON : NORMAL SHOT

○BOMB BUTTON : BOMB

○DIP SW

(THERE ARE TWO TYPES OF PCB.)



# JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOT 1 (2P SHOT)	Z	22	1P SHOT 1 (1P SHOT)
2P SHOT 2 (2P BOMB)	a	23	1P SHOT 2 (1P BOMB)
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME

CR7E-56DA-3.96E: (HIROSE)

OR

1168-056-009 : (KEL)

●DIP SW [A]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1 SETTINGS	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
COIN 2 SETTINGS	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				ON	OFF	OFF		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				ON	ON	OFF		
	1 COIN 6 CREDITS				OFF	OFF	ON		
	2 COINS 1 CREDIT				ON	OFF	ON		
	3 COINS 1 CREDIT				OFF	ON	ON		
	4 COINS 1 CREDIT				ON	ON	ON		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	
NOT USED									OFF

※IF CONTINUE COIN MODE IS "ON", GAME STARTS WITH 2-COIN 1-CREDIT AND CONTINUES WITH 1-COIN 1-CREDIT.

●DIP SW [B]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8	
DIFFICULTY LEVEL	<p style="text-align: center;">EASY ↑ NORMAL ↓ HARD</p>	OFF	OFF	OFF						
		ON	OFF	OFF						
		OFF	ON	OFF						
		ON	ON	OFF						
		OFF	OFF	ON						
		ON	OFF	ON						
		OFF	ON	ON						
		ON	ON	ON						
EXTENDED PLAY	1ST 600000Pts. EVERY 1400000Pts.				OFF	OFF				
	1ST 600000Pts. 2ND 2000000Pts. 3RD 4500000Pts.				ON	OFF				
	1ST 1200000Pts. 2ND 3500000Pts.				OFF	ON				
	ONLY 2000000Pts.				ON	ON				
NOT USED								OFF	OFF	OFF

●DIP SW [C]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
THE NUMBER OF PLAYER	3 PLAYERS	<b>OFF</b>	<b>OFF</b>						
	1 PLAYER	ON	OFF						
	2 PLAYERS	OFF	ON						
	4 PLAYERS	ON	ON						
FREE PLAY	NORMAL			<b>OFF</b>					
	FREE PLAY			ON					
SCREEN PAUSE	NO				<b>OFF</b>				
	YES				ON				
SCREEN FLIP	NO					<b>OFF</b>			
	YES					ON			
DEMON-STRATION SOUND	NO						<b>OFF</b>		
	YES						ON		
CONTINUE	NO							OFF	
	YES							ON	
TEST MODE	GAME MODE								<b>OFF</b>
	TEST MODE								ON

※HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.

※MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.

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