



DARIUS™

OPERATING MANUAL



TAITO AMERICA CORPORATION
660 S. Wheeling Road, Wheeling, IL 60090
Telephone (312) 520-9280 Telex 253290

WARRANTY

TAITO AMERICA CORPORATION warrants that its printed circuit boards and parts are free from defects in material and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its monitors are free from defects in material and workmanship under normal use for a period of thirty (30) days from the date of shipment. The factory also warrants all socketed parts for a period of ninety (90) days when furnished with the game serial number.

If the above products fail to conform to this Warranty Taito America Corporation has the option to repair, replace, or credit the Buyer's account.

The Buyer must notify Taito America Corporation in writing upon finding the defective product. Buyer must also return the defective product prepaid to Taito America Corporation's factory located in Elk Grove Village, Illinois.

If Taito America Corporation determines upon examining the returned product that damage was caused by accident, misuse, neglect, modification, or improper repair or testing, this Warranty will be void.

In no event will Taito America Corporation be held for loss of profits to Buyer.

CHARACTERISTICS/FEATURES:

- * Wide screen:
The play-field is 3 times larger than that of conventional video games!
It presents authentic space fighting that has never been experienced in other games.
- * A variety of unique enemy characters:
25 different enemy characters in the air.
25 different enemy characters on the ground.
26 different huge fish-like battleships awaits the player at the end of each pattern.
- * New power-up systems:
There are 24 steps to increase your power (each of air-to-air and air-to-ground attacks and defense).
- * Different options present a multitude of variations during the game:
After the player destroys a huge battleship, the choice of the next course is his discretion.

HOW TO PLAY:

- * The first player controls a red battleplane (PROCO).
The second player controls a blue battleplane (TIAT).
- * 8 way joystick — controls the movements of the player's battleplane
Missile button — for mid-air combat
Bomb button — for on-land combat
- * A power-up-unit emerges when certain enemies are destroyed. Pick up the power-up-unit. The type of power-up varies according to the color of the power-up-unit.
red power-up-unit — increases the destructiveness of player's missiles
green power-up-unit — increases the destructiveness of player's bombs
blue power-up-unit — increases the player's defensive strength
(Note: There are 24 levels for each type power-up. The effect lasts until the game-over.)
- * When the player advances to certain points in the game, a huge fish-like enemy battleship appears. There are 26 types of battleships and each type has its own weak points.
- * Whenever a huge enemy battleship is destroyed, the player can choose the next zone.
- * Basically there are 5 types of zones: (1) space cave, (2) city, (3) mountains, (4) Van Allen radiation belt, (5) under ocean water base.
- * The player loses a battleplane when hitting an (1) enemy, (2) rock, or (3) building.
- * When all battleplanes are lost or the final zone is cleared, the game is over.
- * If the player's score ranks within the top 100, he can register his initials.
- * When 2 players are playing and one player ends his game he can continue by inserting another coin and pressing the start button.

ADJUSTMENT ON GAME PC BOARD
(NOTE) BEFORE CHANGING THE SETTINGS OF THE DIP SWITCH, TURN THE POWER OFF.

SETTING OF DIP SWITCH A

SETTING		1	2	3	4	5	6	7	8
TURBO (RAPID FIRE)	*WITHOUT WITH	OFF	OFF ON						
TEST MODE	*NORMAL GAME TEST MODE			OFF ON					
ATTRACT SOUND	*PRODUCED NOT PRODUCED				OFF ON				
PLAY PRICING (COIN A)	* I COIN I PLAY I COIN 2 PLAYS 2 COINS I PLAY 2 COINS 2 PLAYS					OFF ON OFF ON	OFF ON		
PLAY PRICING (COIN B)	* I COIN I PLAY I COIN 2 PLAYS 2 COINS I PLAY 2 COINS 3 PLAYS							OFF ON OFF ON	OFF ON

SETTING OF DIP SWITCH B

SETTING		1	2	3	4	5	6	7	8
GAME DIFFICULTY Easy A Difficult D	*RANK B RANK A RANK C RANK D	OFF ON OFF ON	OFF ON						
BONUS POINTS 1st &2nd every	*600,000 Pts. (600,000)Pts. 800,000 Pts. NO BONUS			OFF ON OFF ON	OFF ON			OFF	
NUMBER OF PLAYERS	*3 4 5 6					OFF ON OFF ON	OFF ON		
CONTINUED PLAY	*WITH WITHOUT								OFF ON

GAME INSPECTION

Examine external cabinet for chips, dents or broken parts.

Open rear access door and check:

Plug-in connectors to see that they are firmly seated.

Speaker connections.

All player control connections.

For loose components on P.C. boards.

Fuses, making sure they are firmly in holders.

Coin mechanisms.

For loose foreign objects, especially metal, screws or parts which might cause electrical problems.

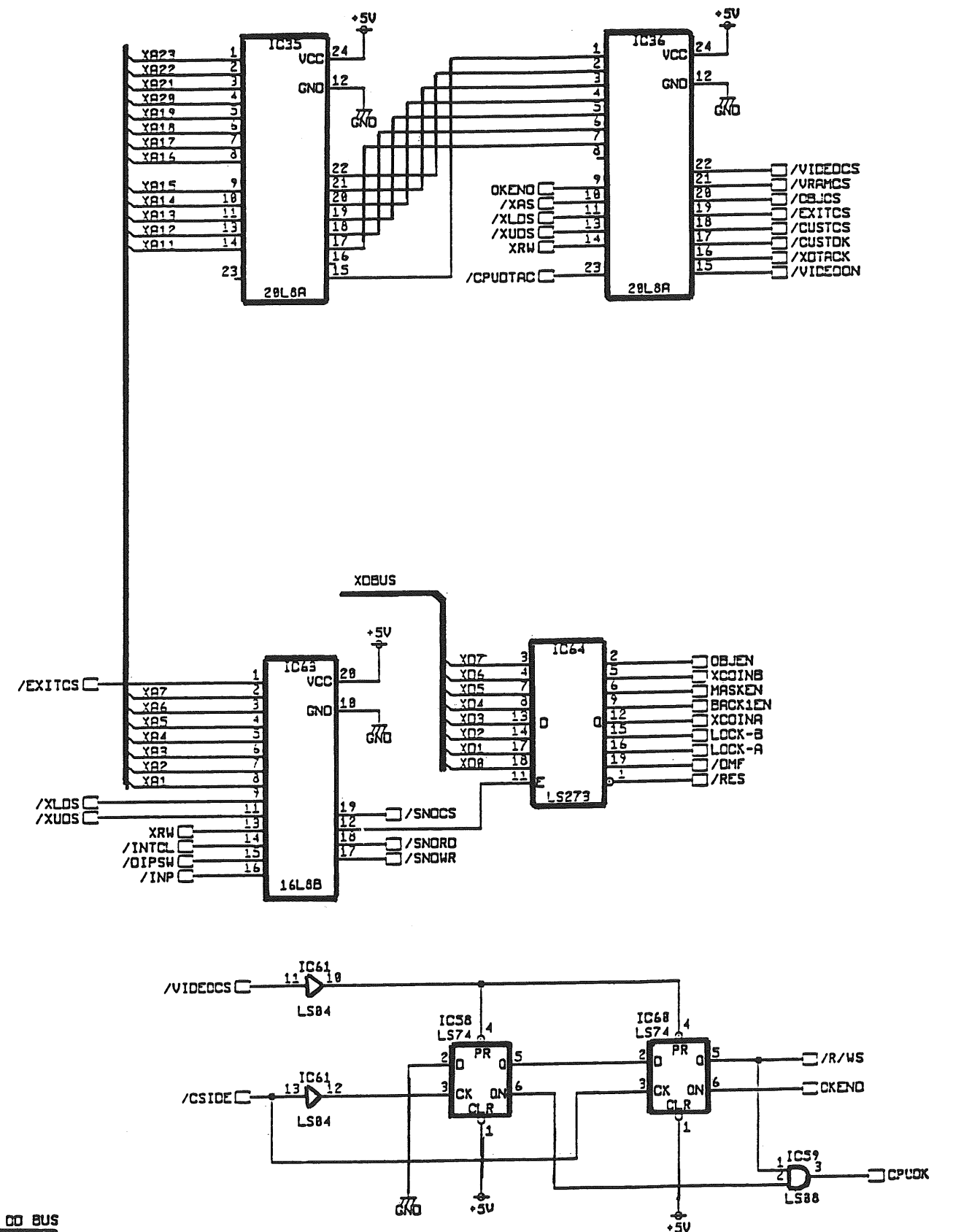
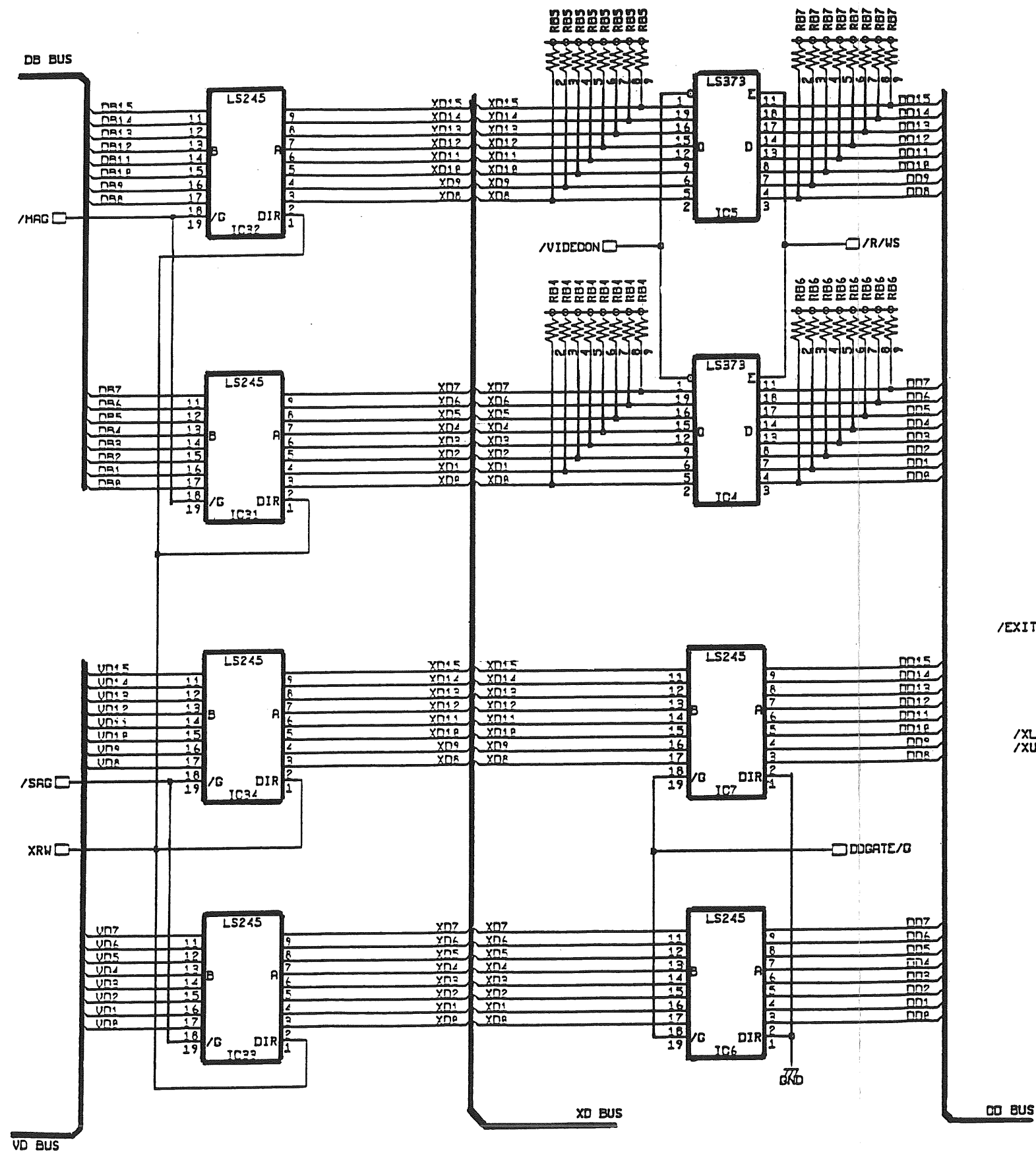
If problems occur or technical assistance is required, contact our customer service department at (312) 520-9280.

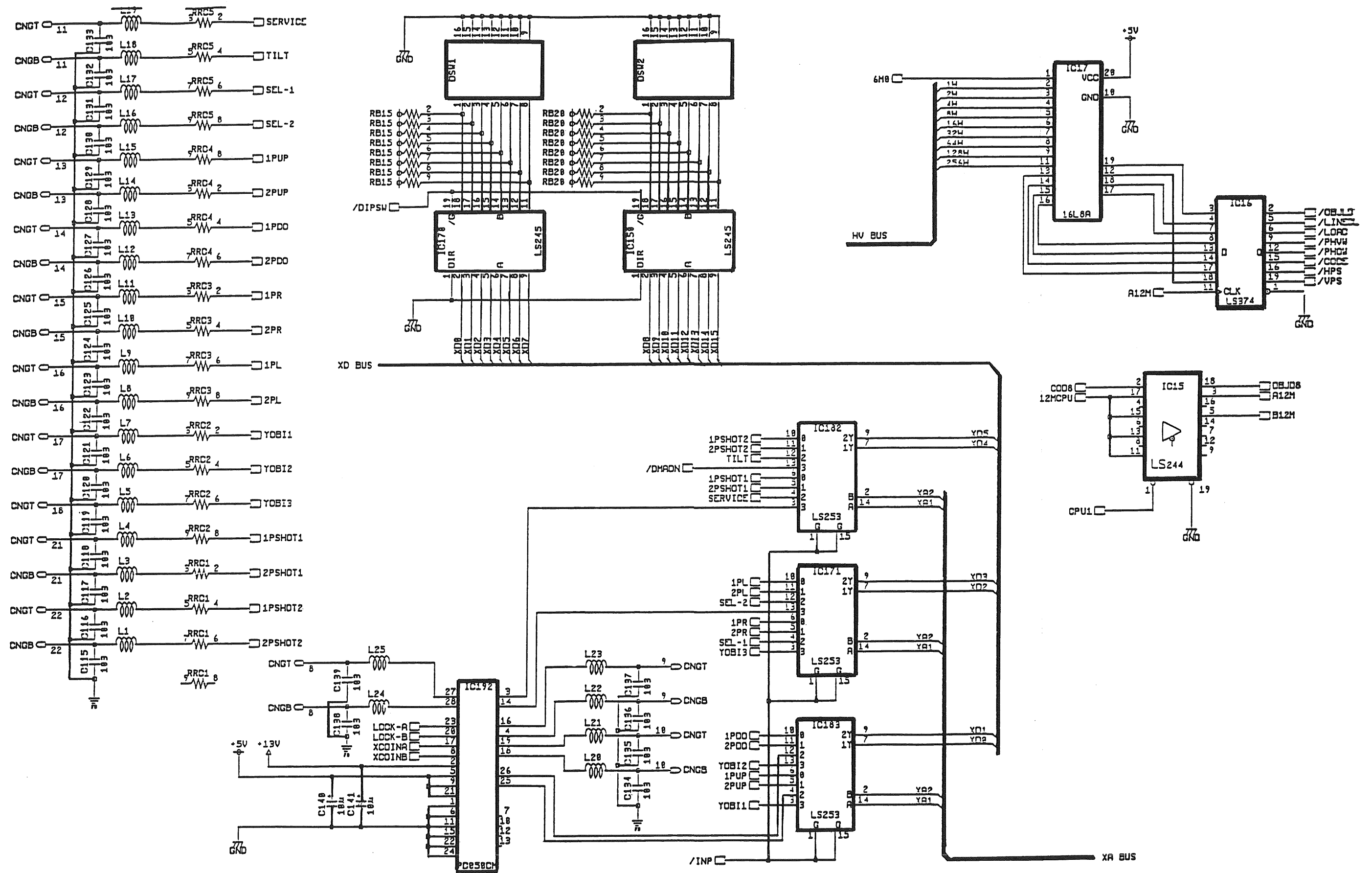
POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60Hz with a power consumption of approximately 250 watts, foreign shipped games operate at 220VAC 50Hz.

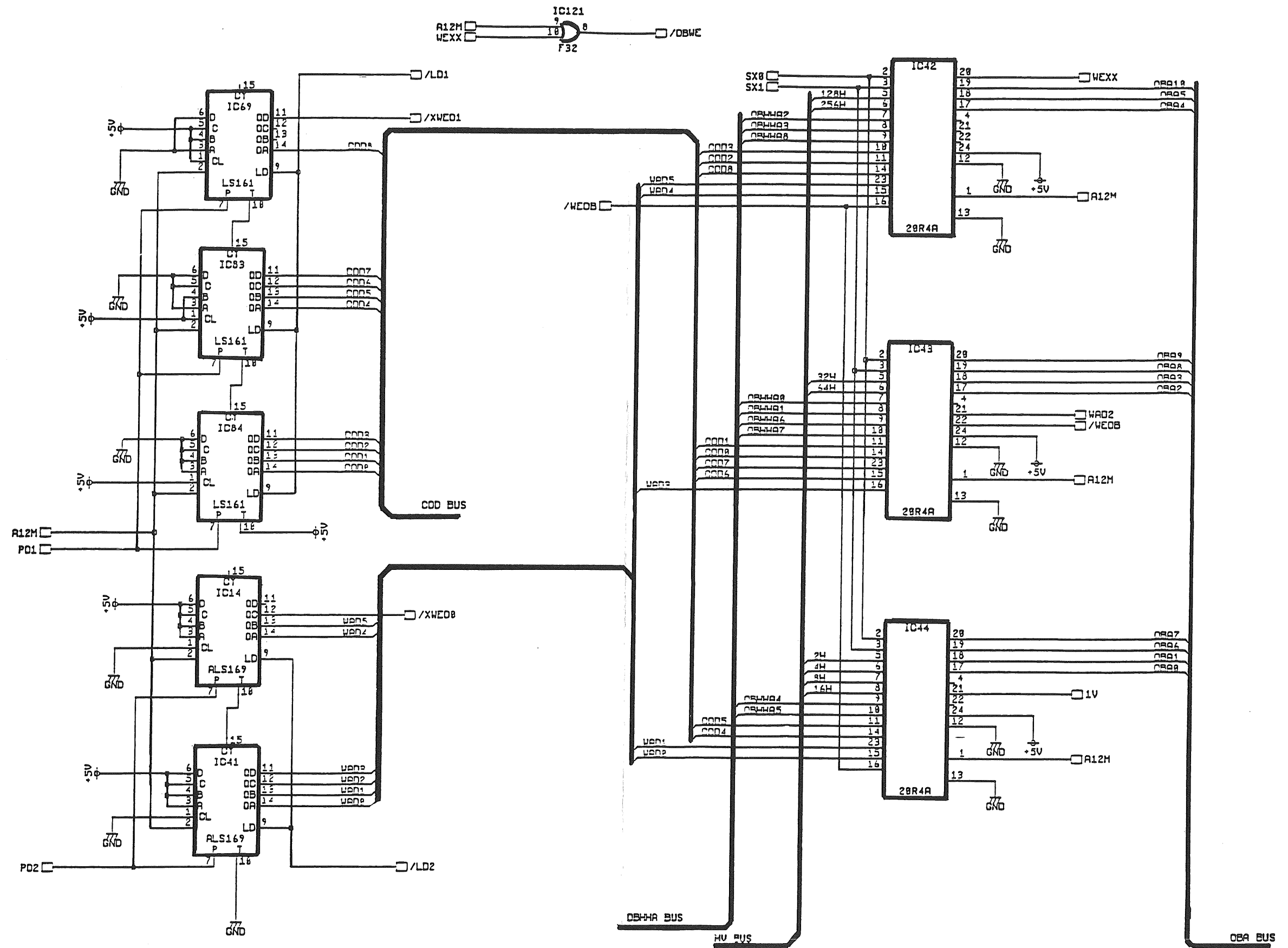
CAUTION

FOR SAFE OPERATION IT IS RECOMMENDED THE CABINET BE GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD CONDUCTOR IS THE GROUND CONDUCTOR AND WHEN THE CABLE IS PLUGGED INTO AN APPROPRIATE RECEPTACLE, THE GAME IS GROUNDED. THE OFFSET PIN ON THE POWER CABLE'S THREE-PRONG CONNECTOR IS THE GROUND CONNECTION

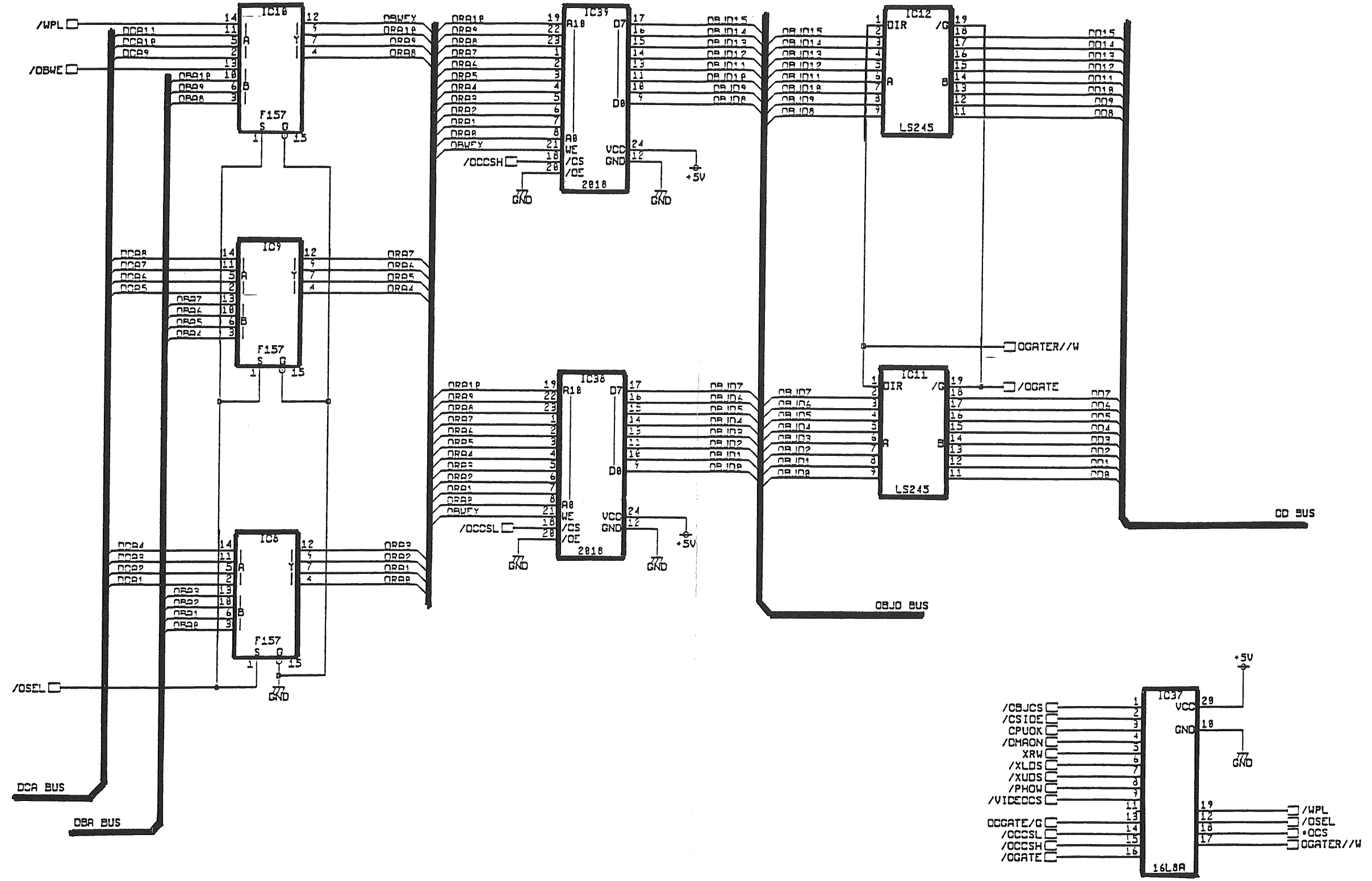


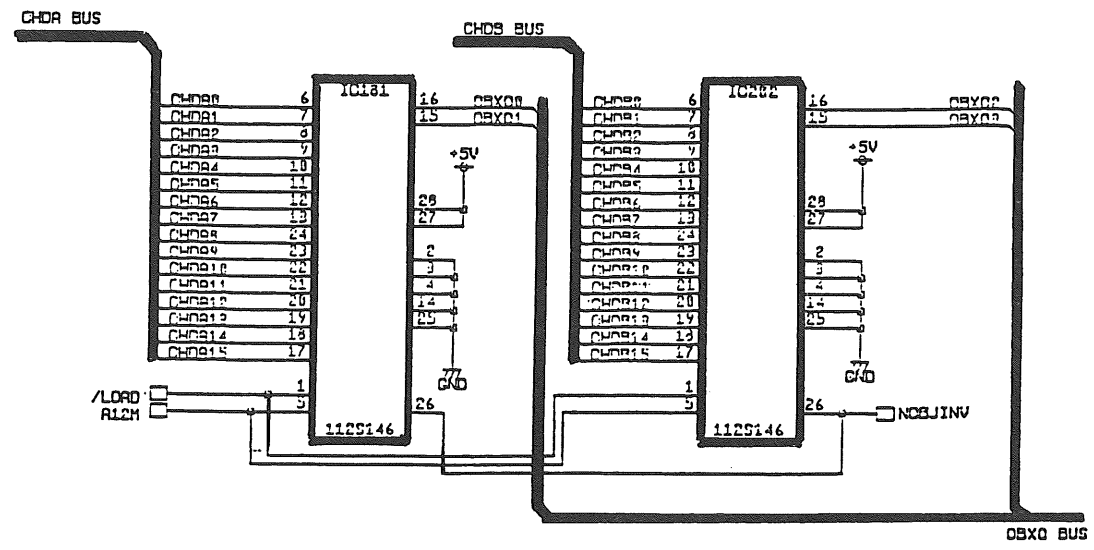


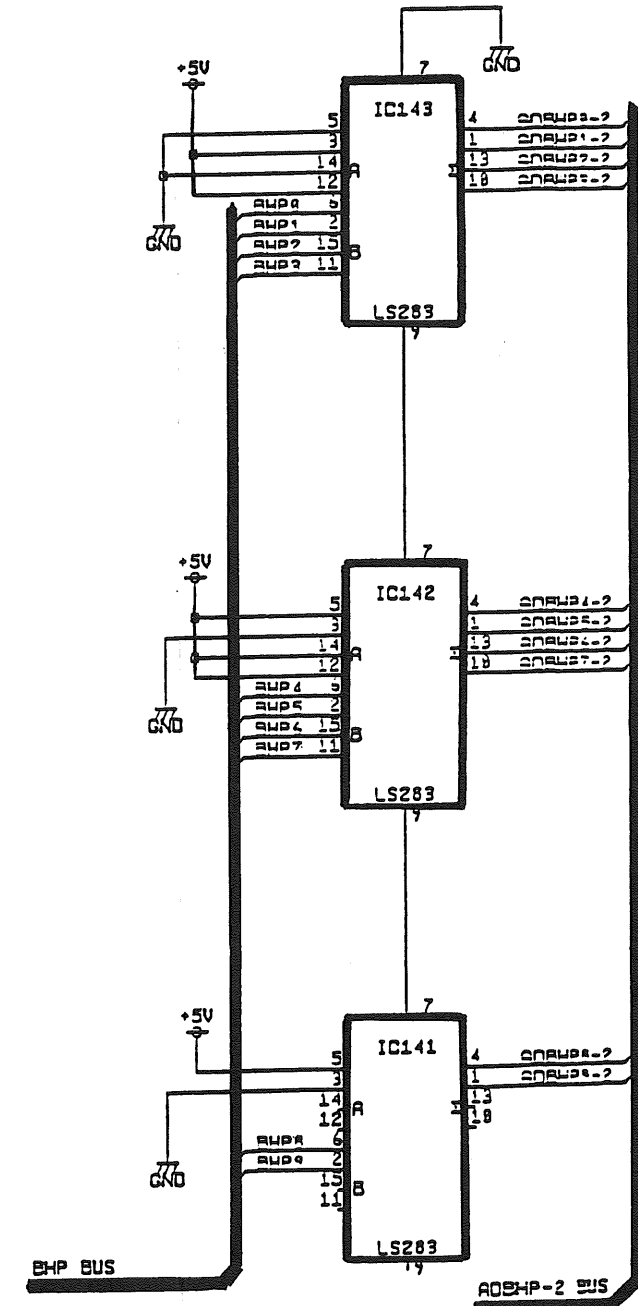
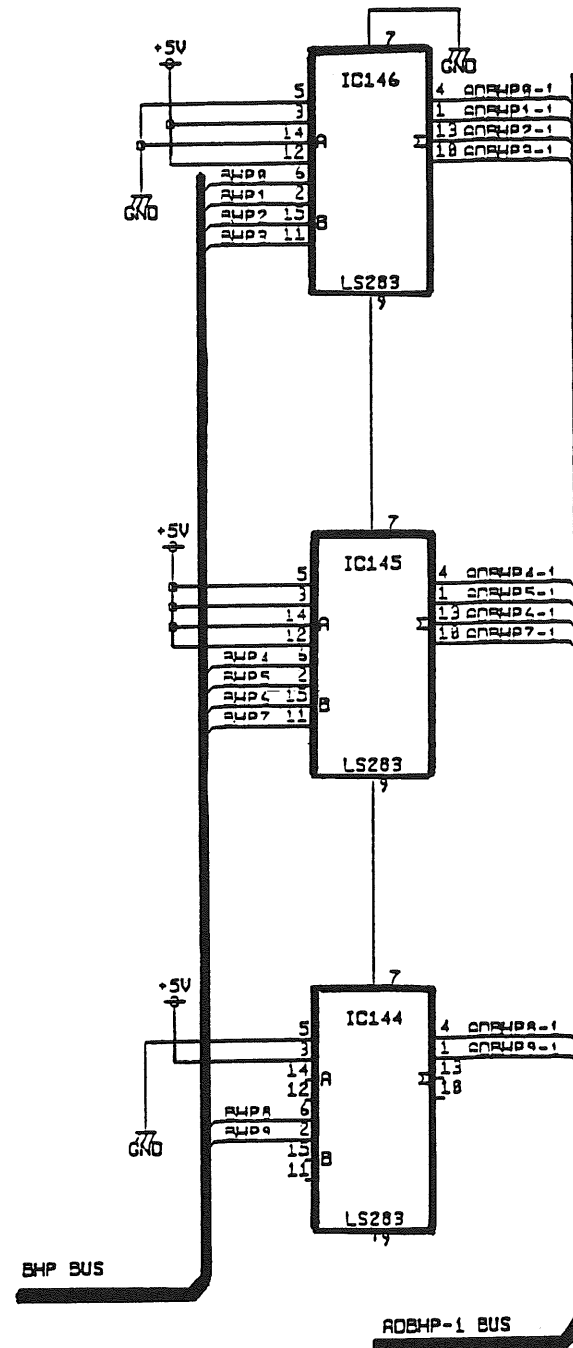
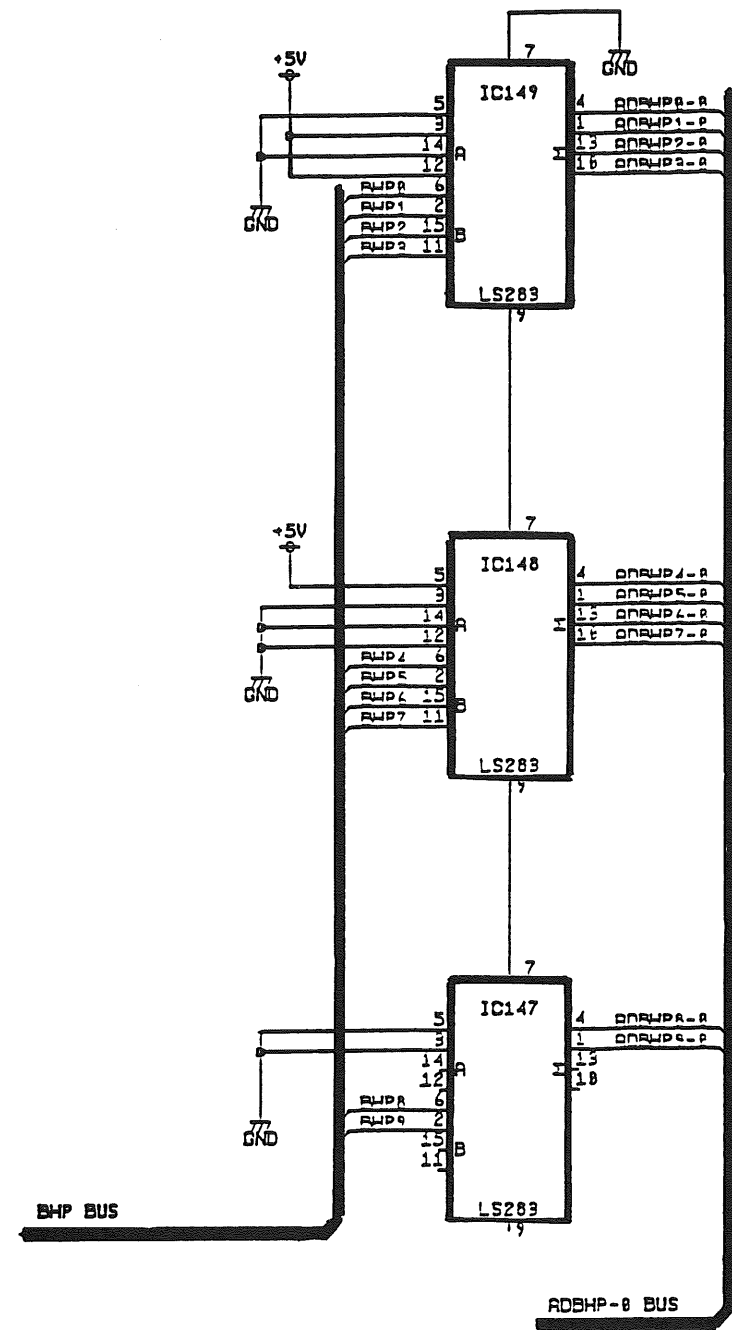
CPU SCHEMATIC



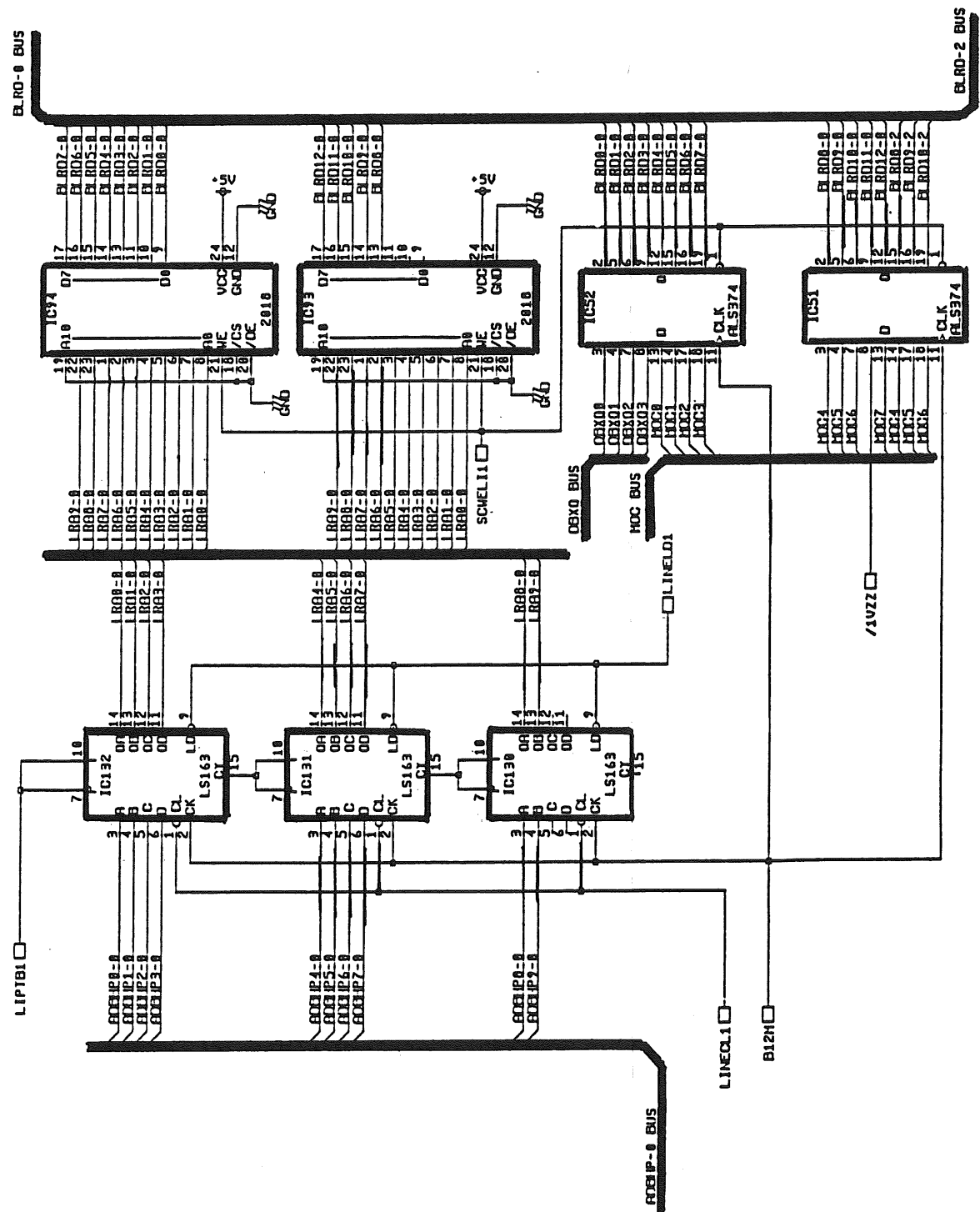
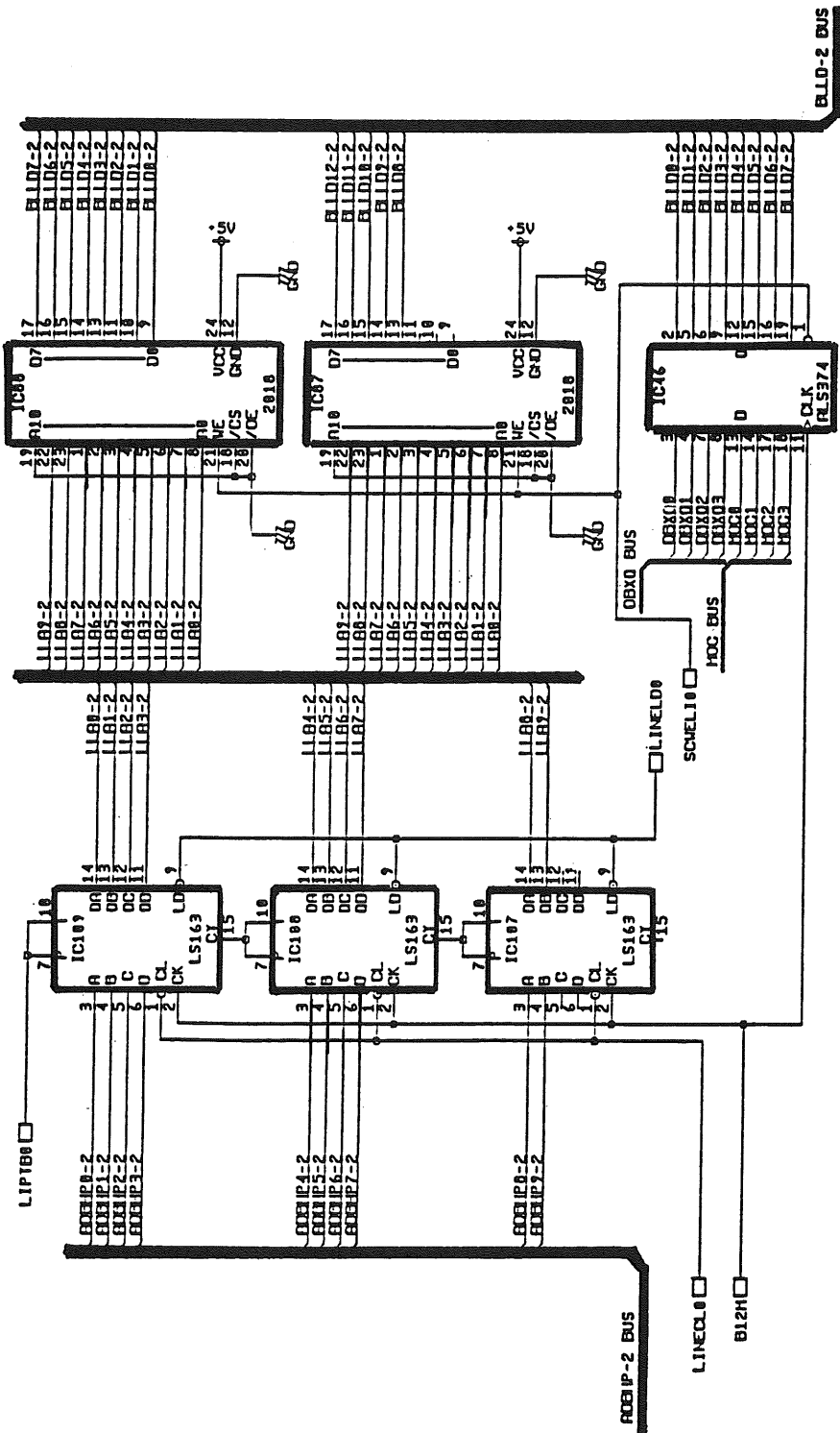
CPU SCHEMATIC

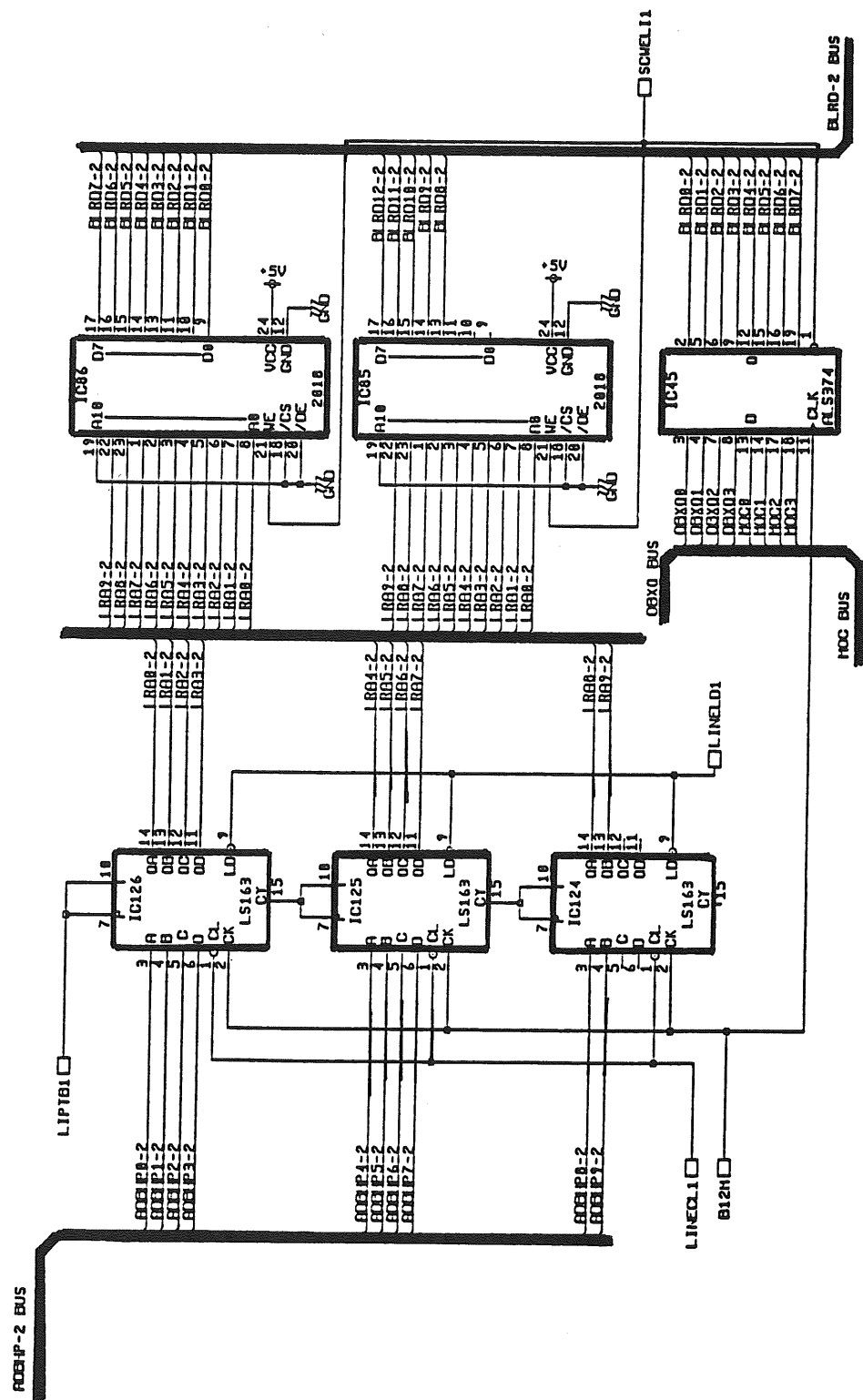
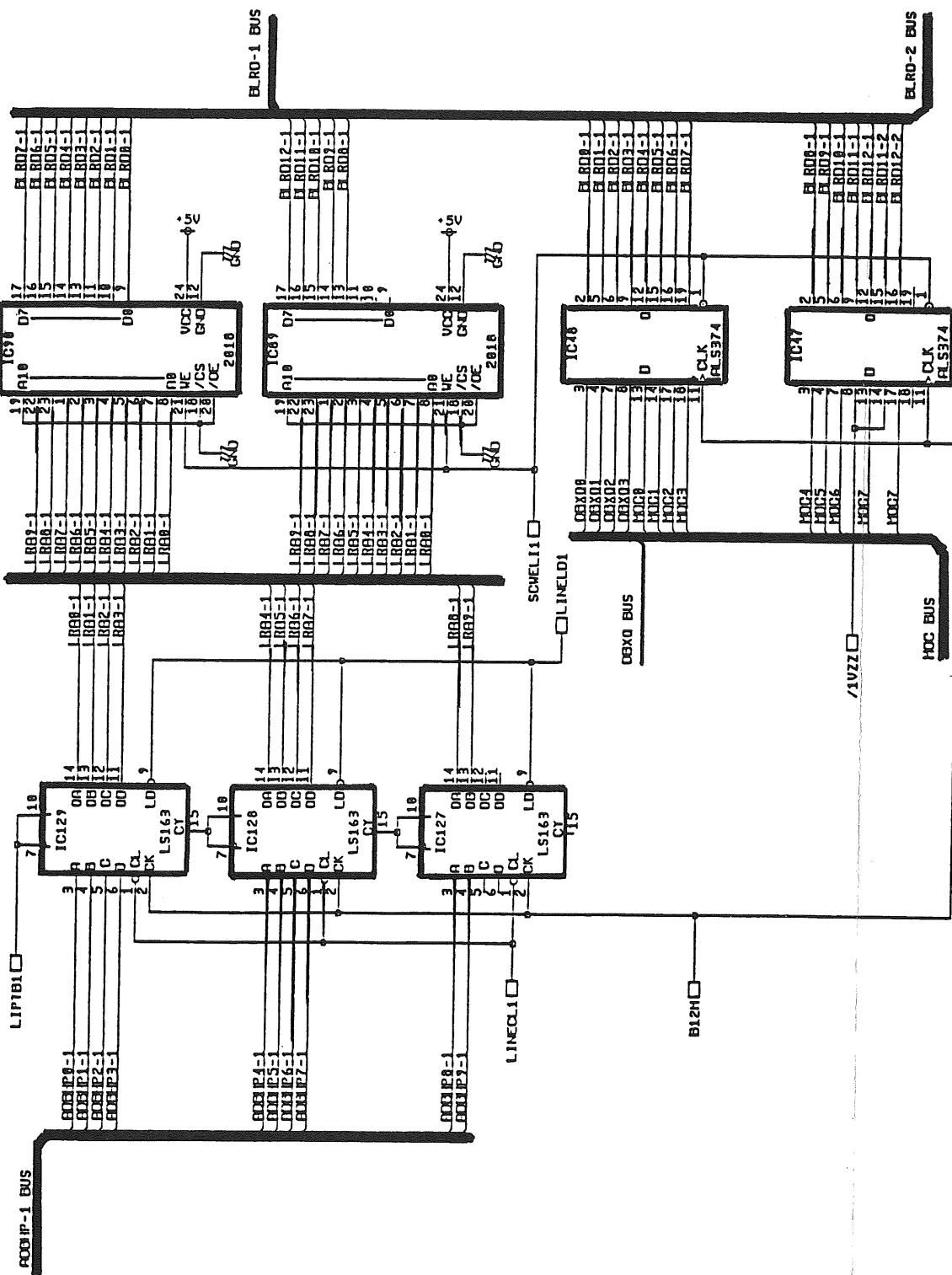


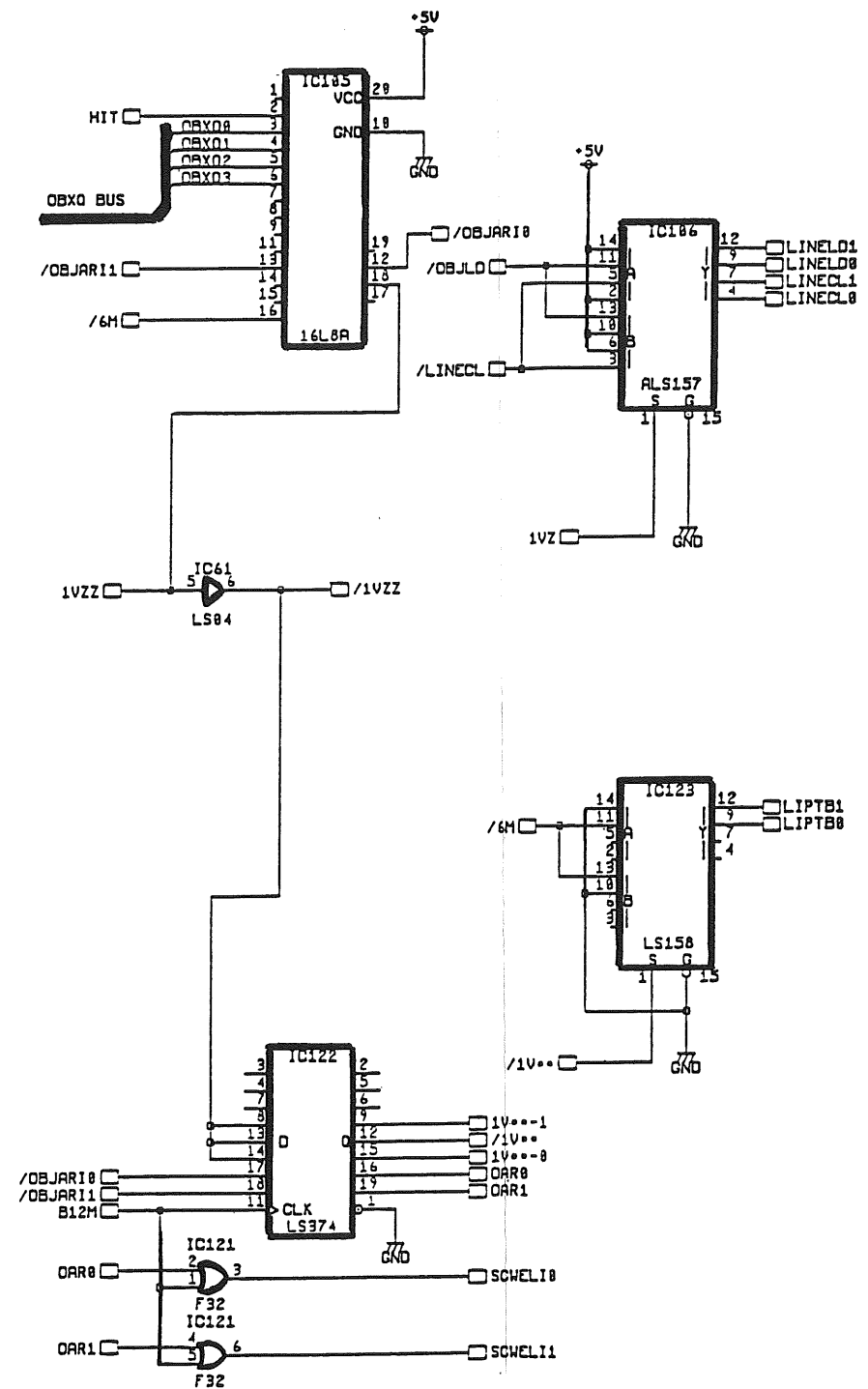


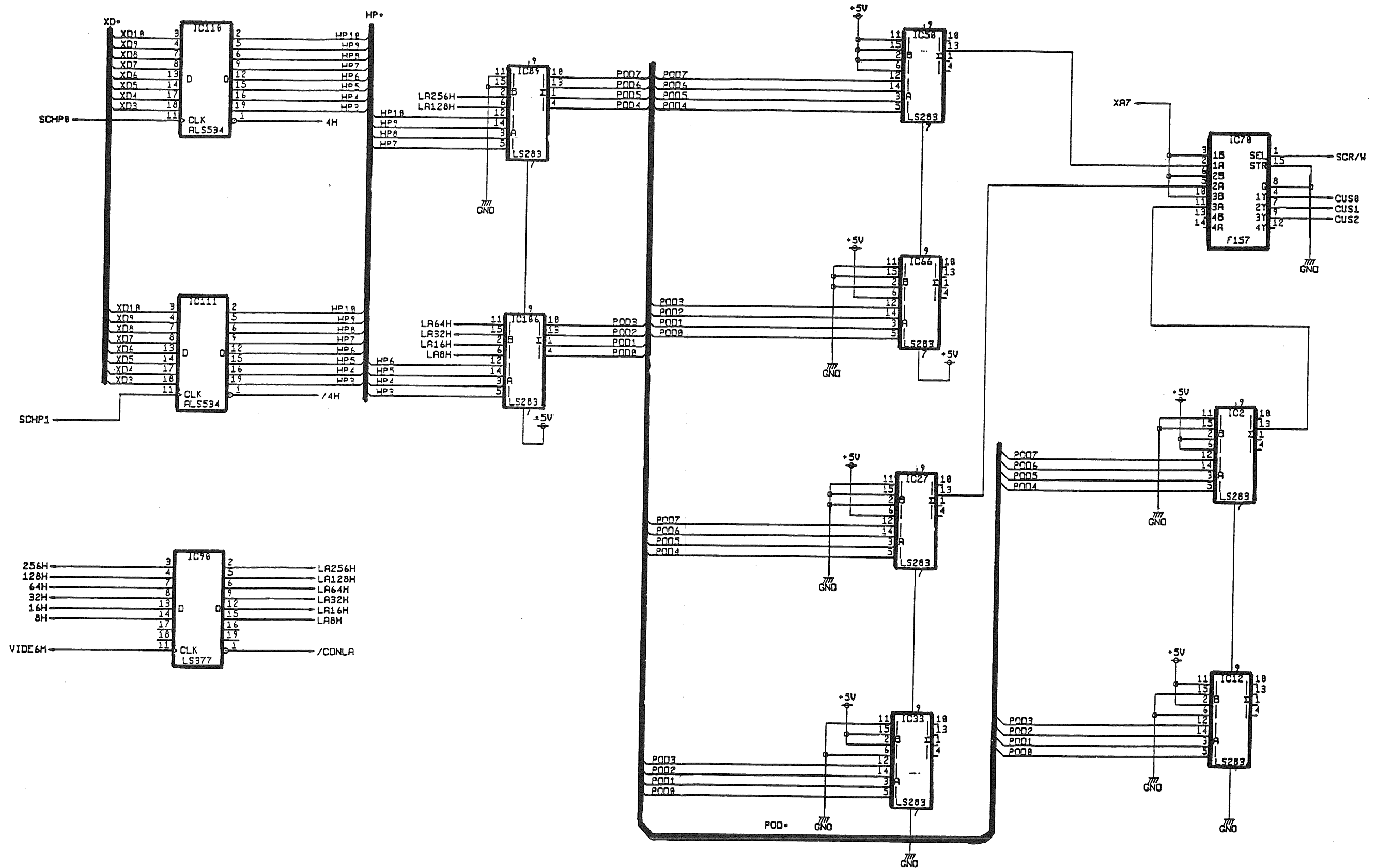


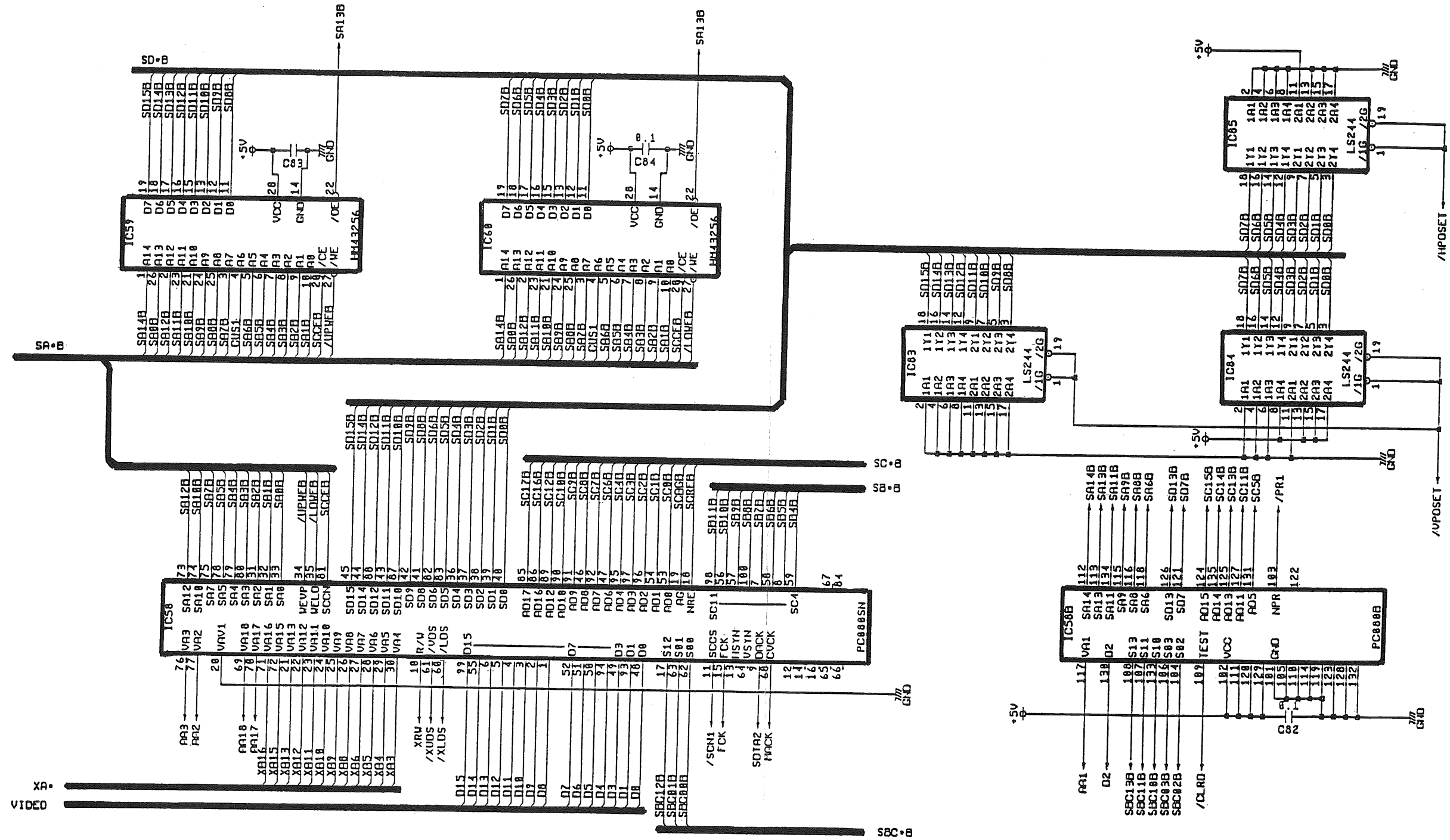


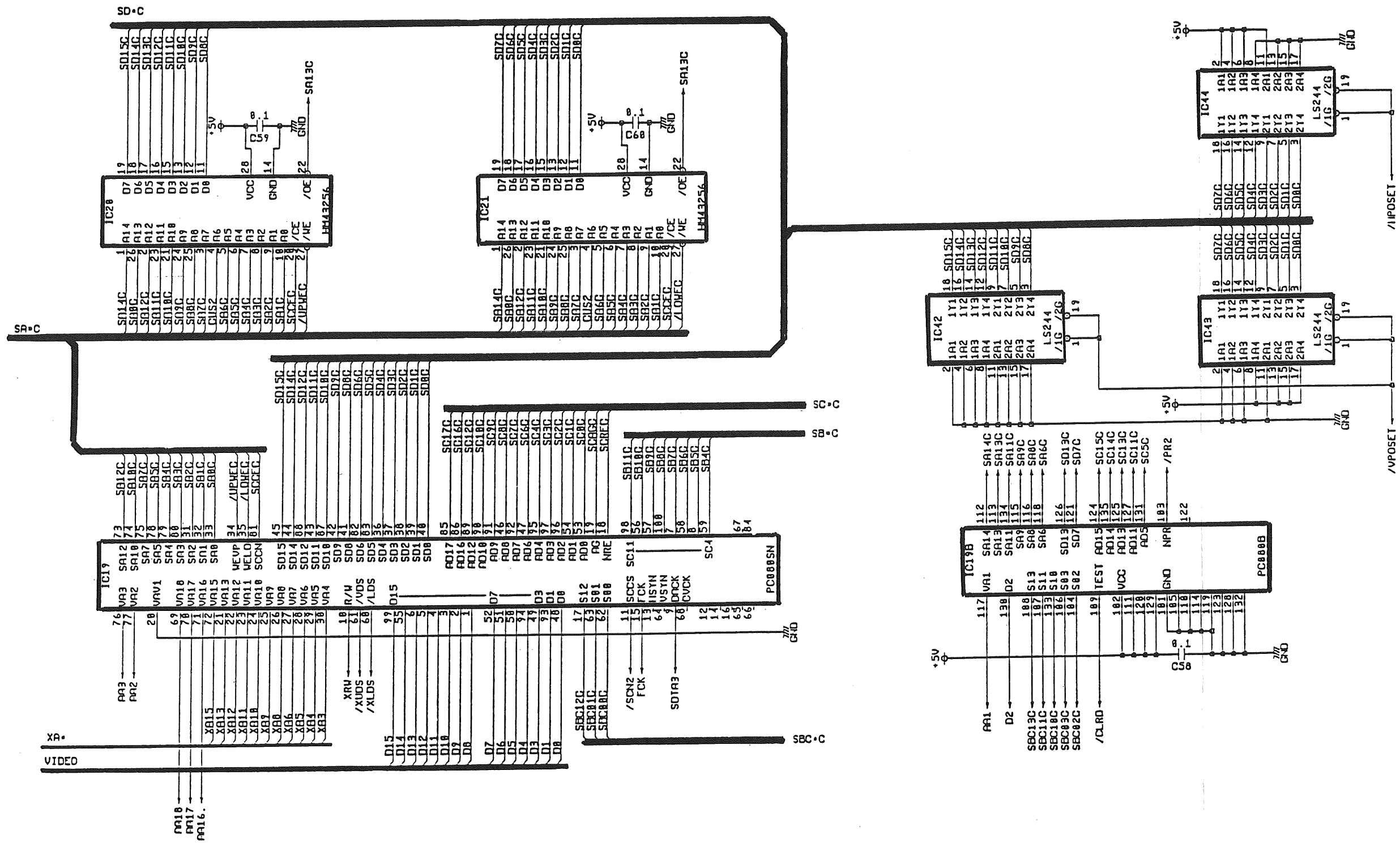


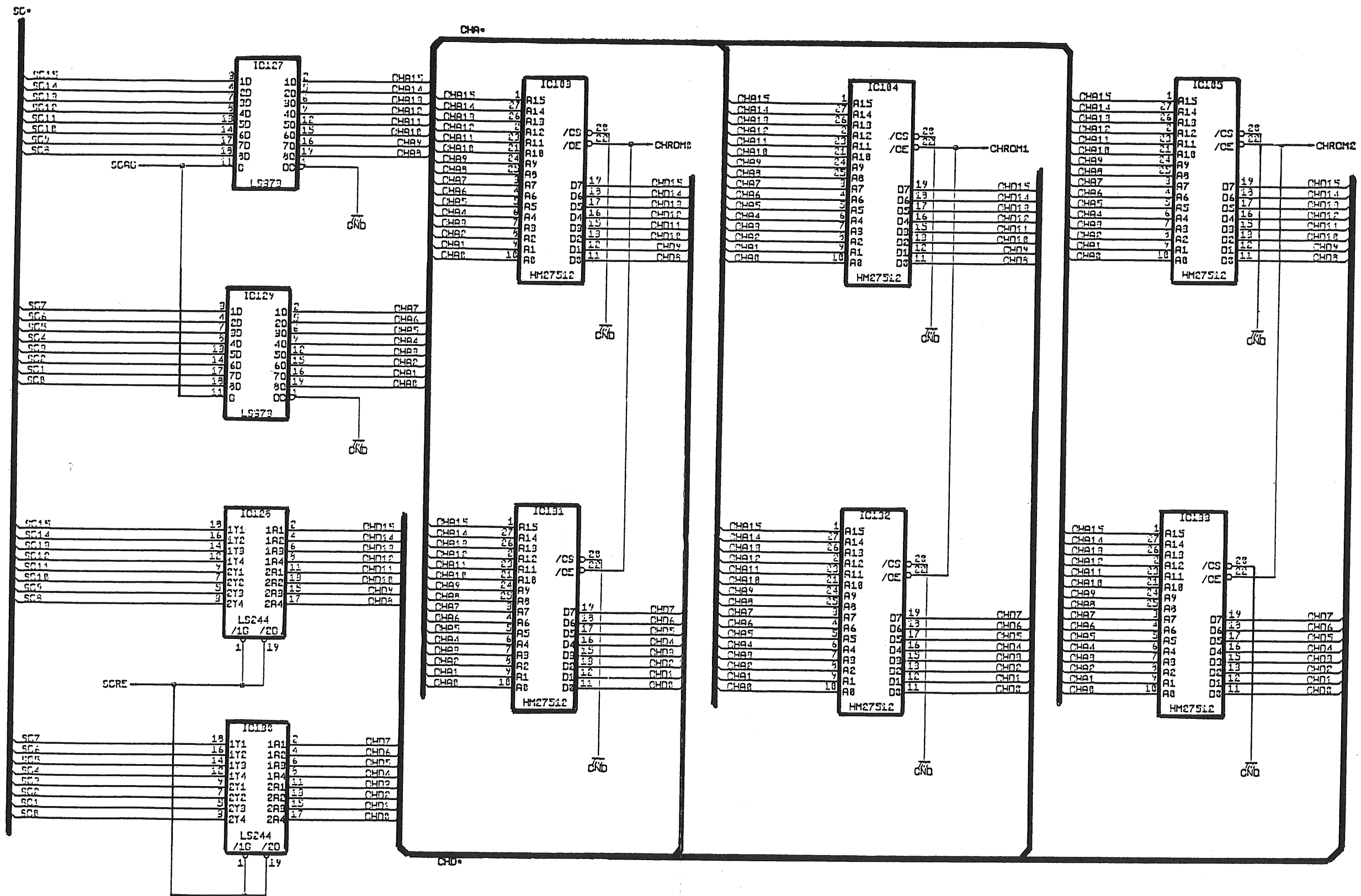


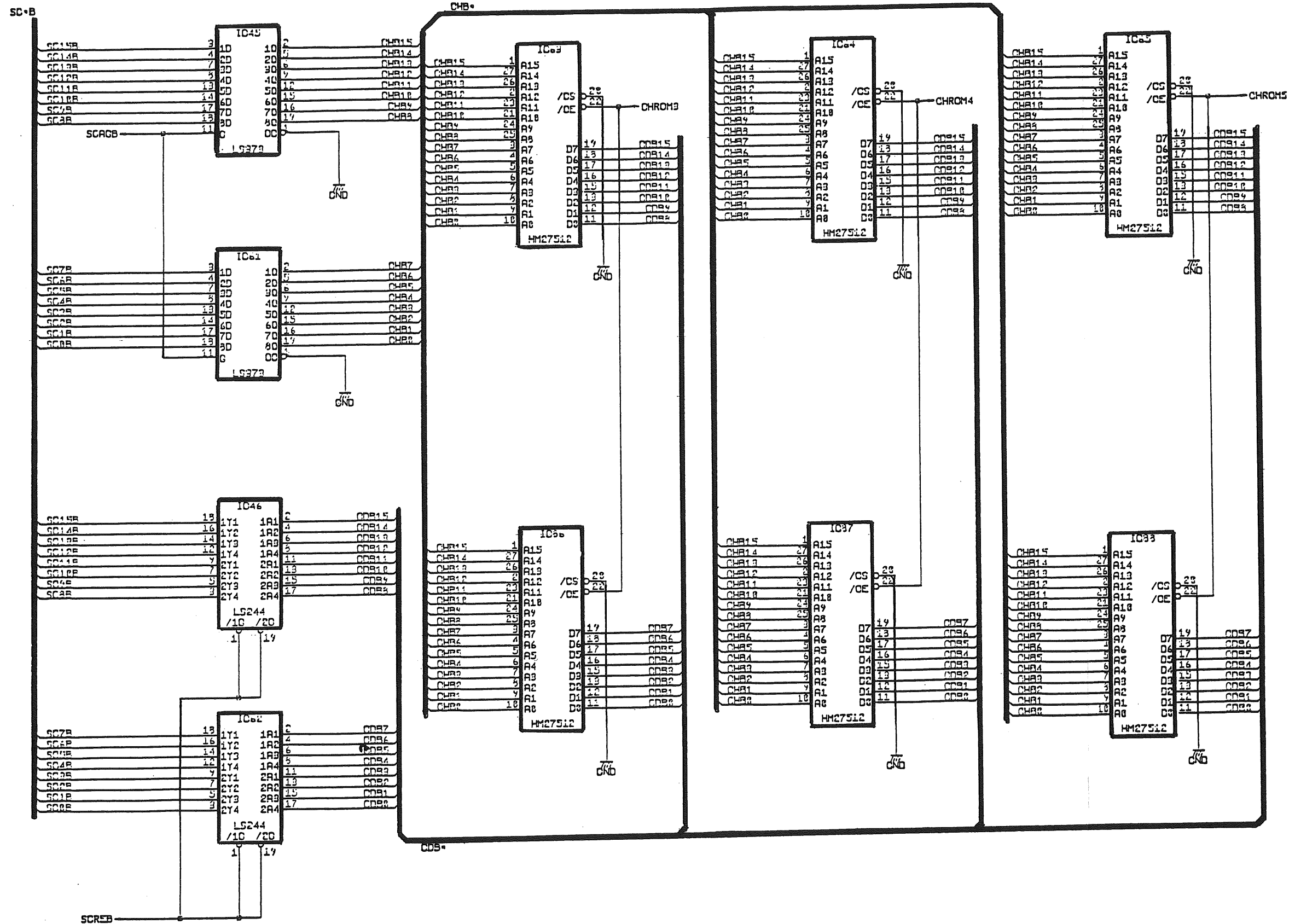






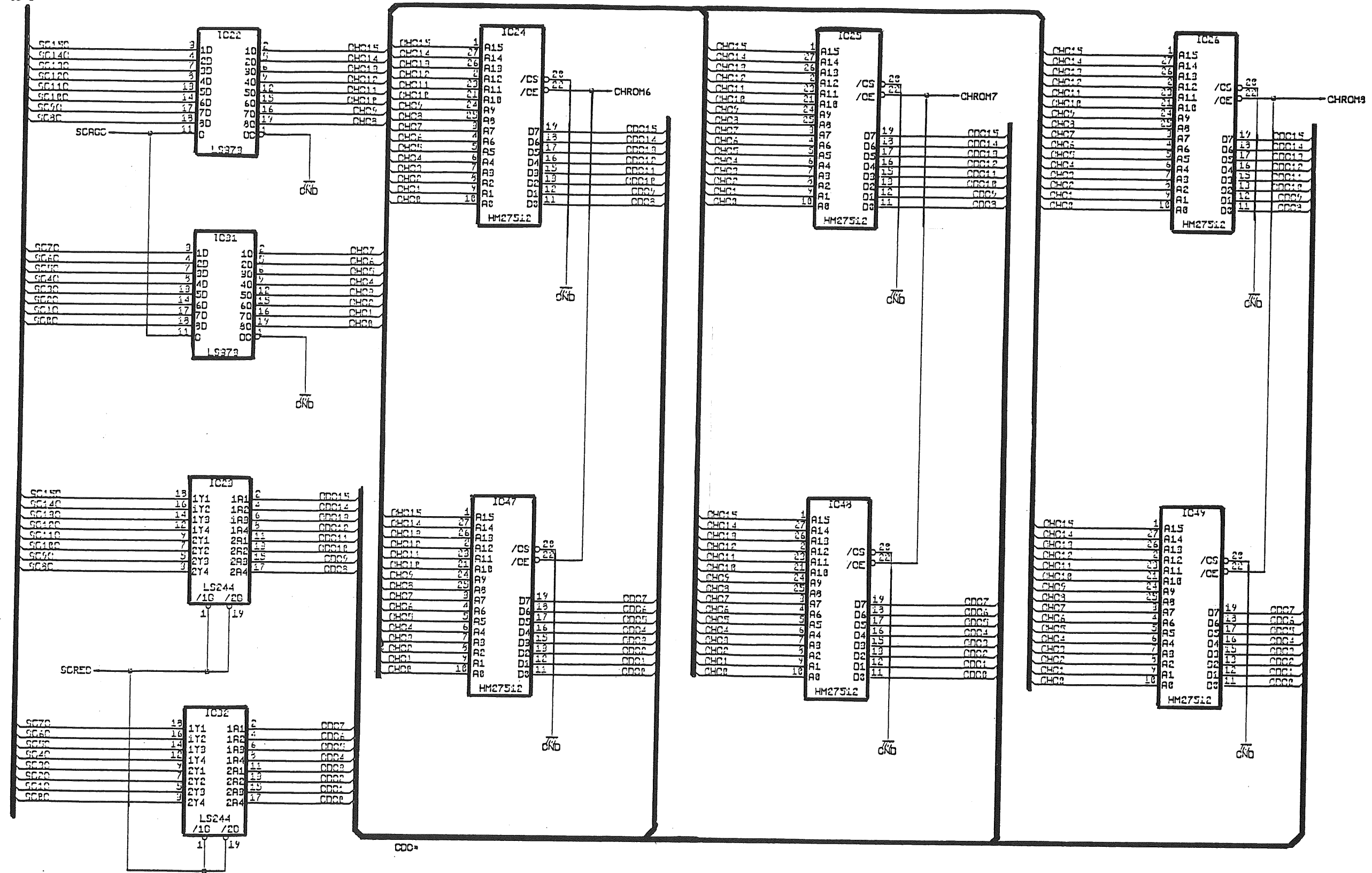


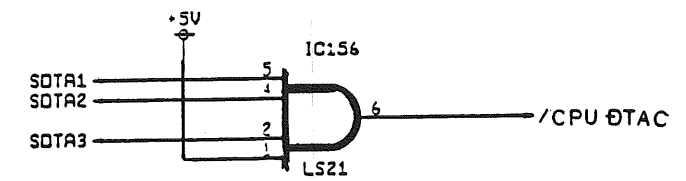
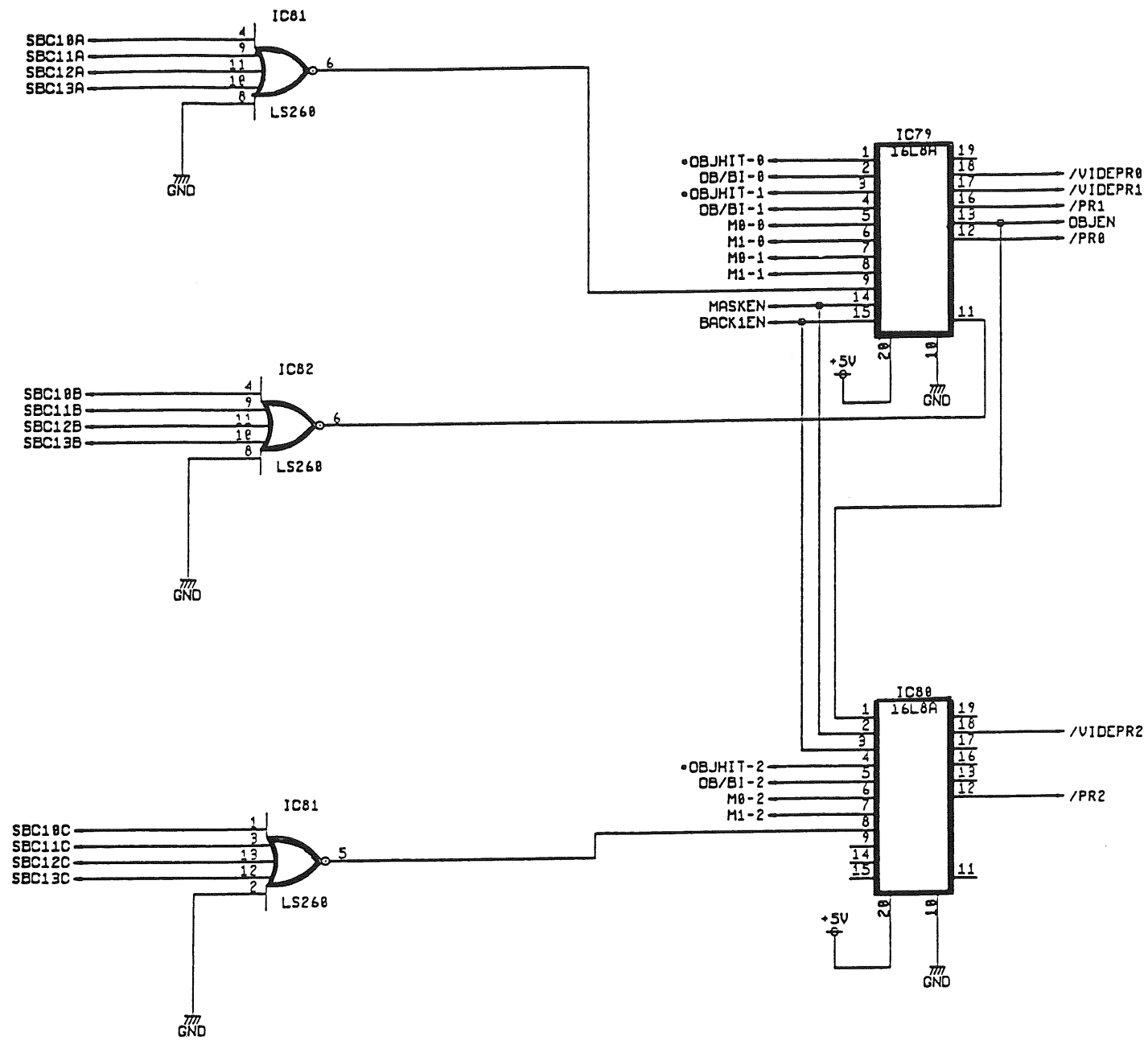


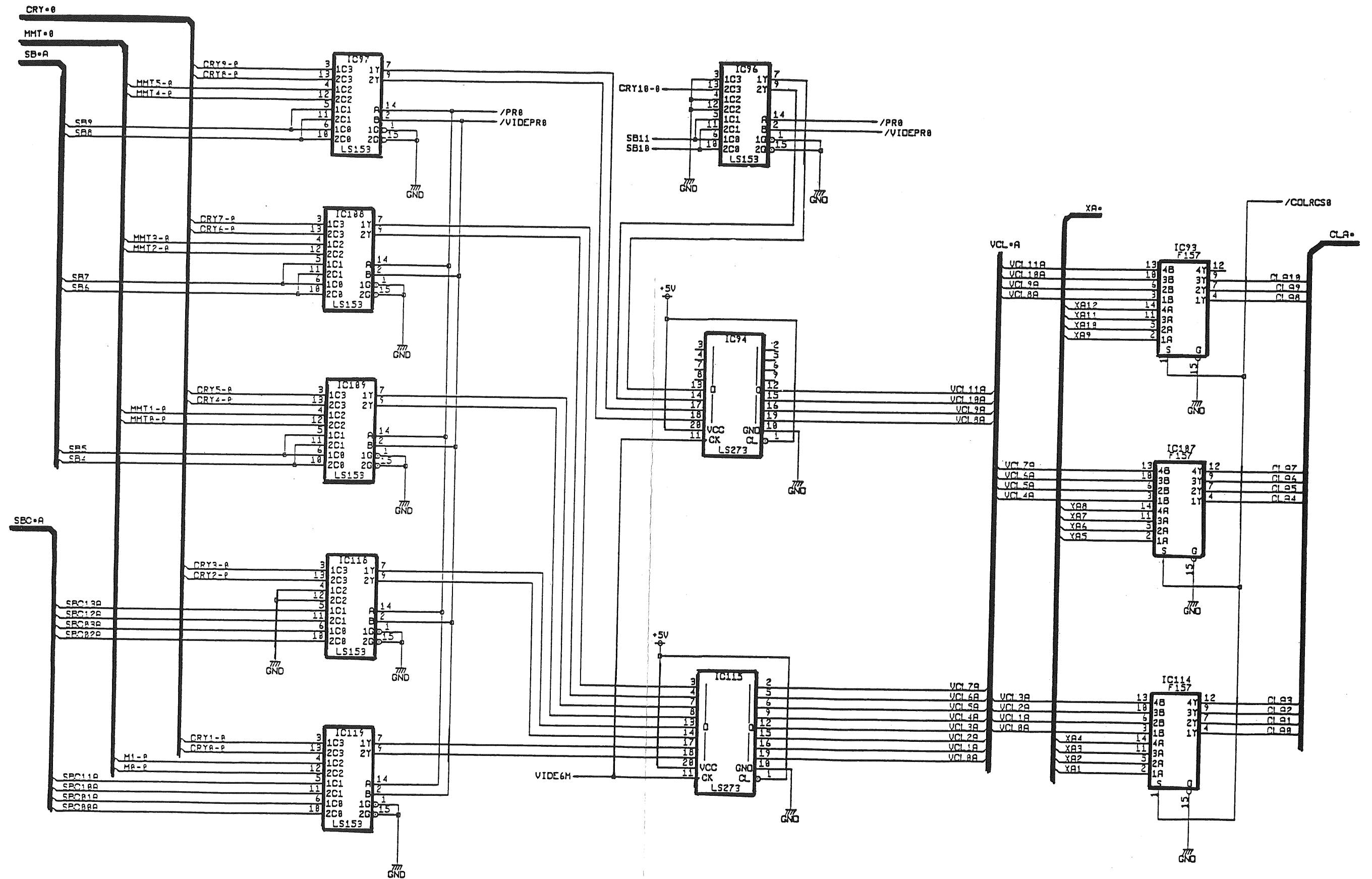


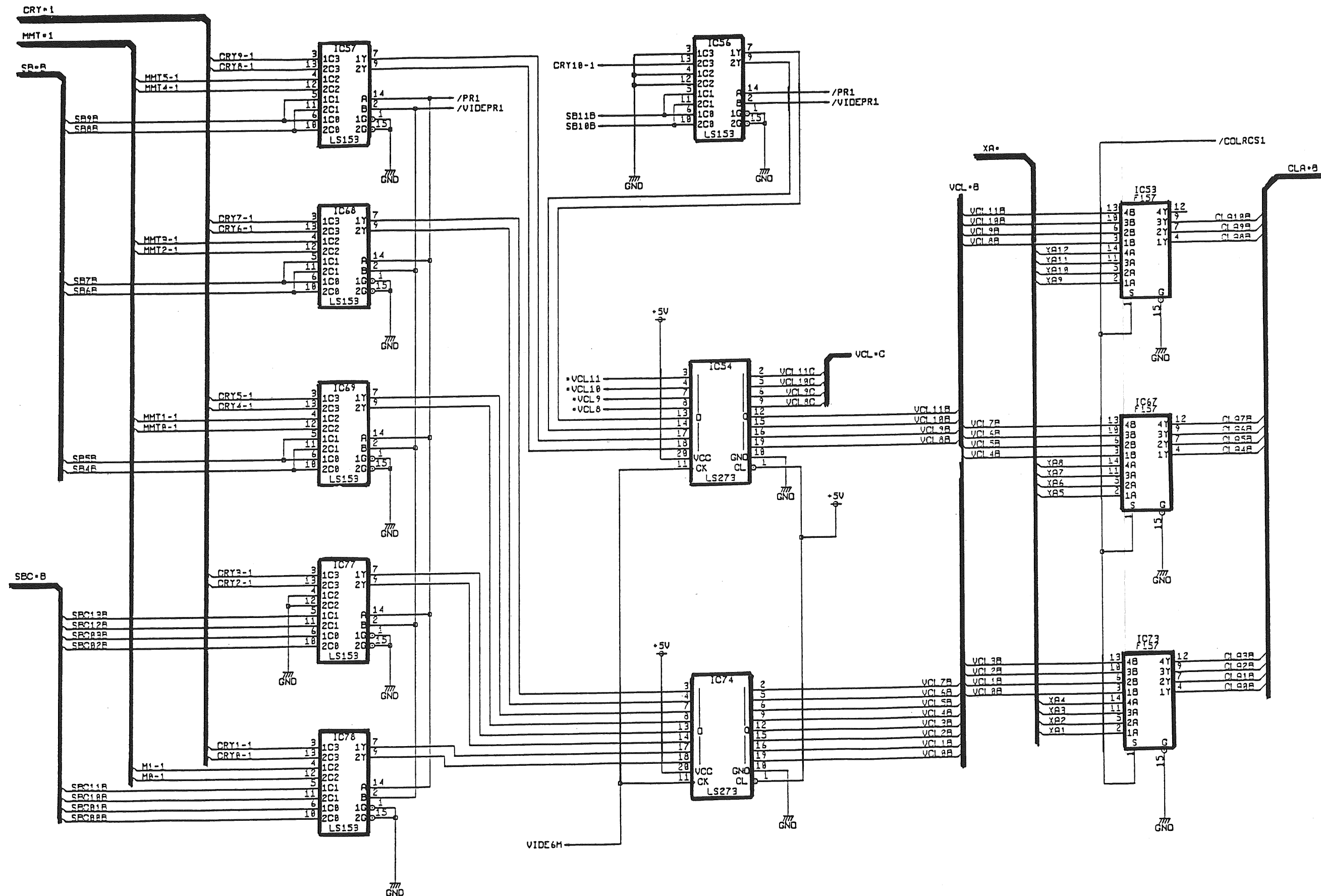
SC-C

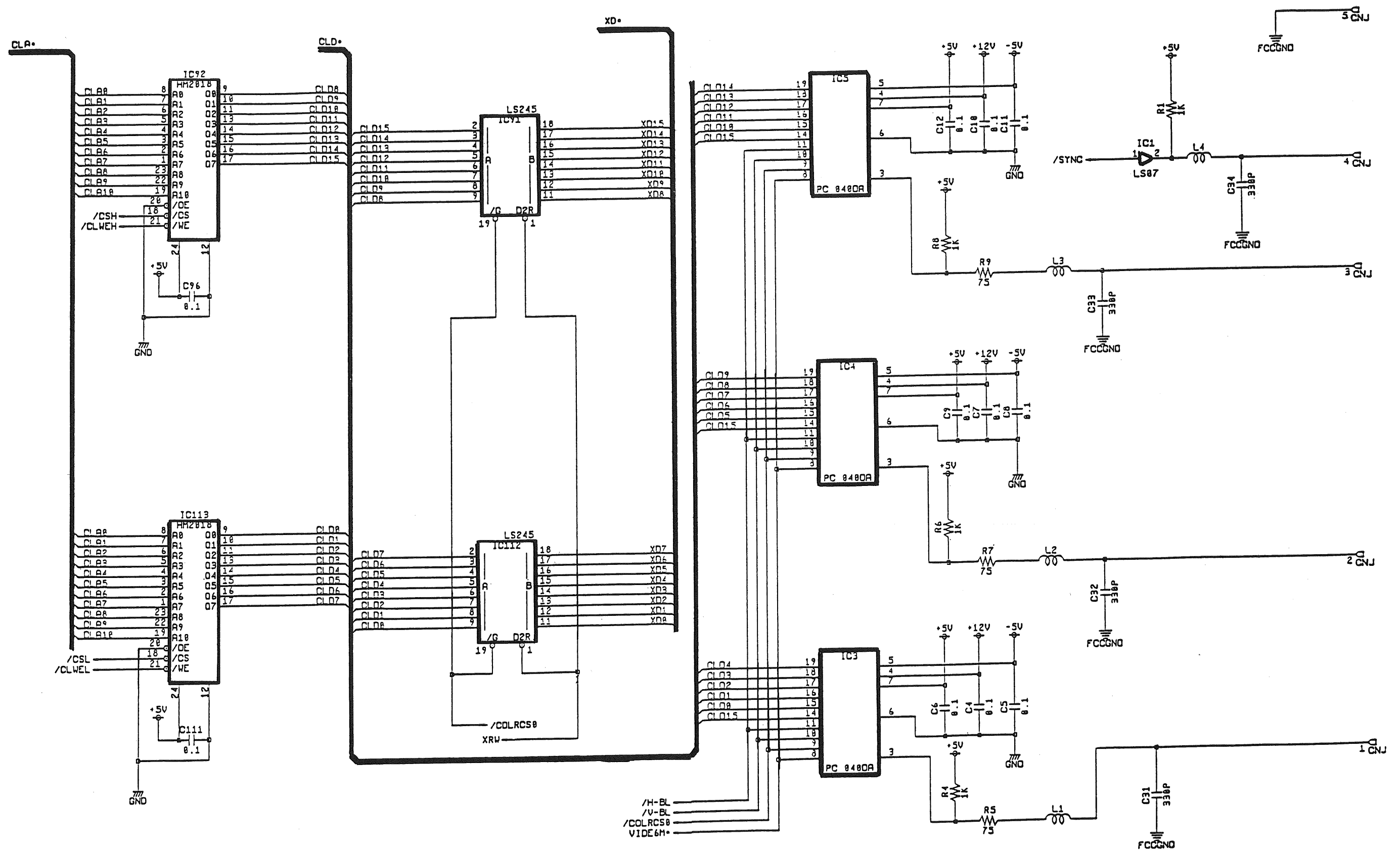
CHD



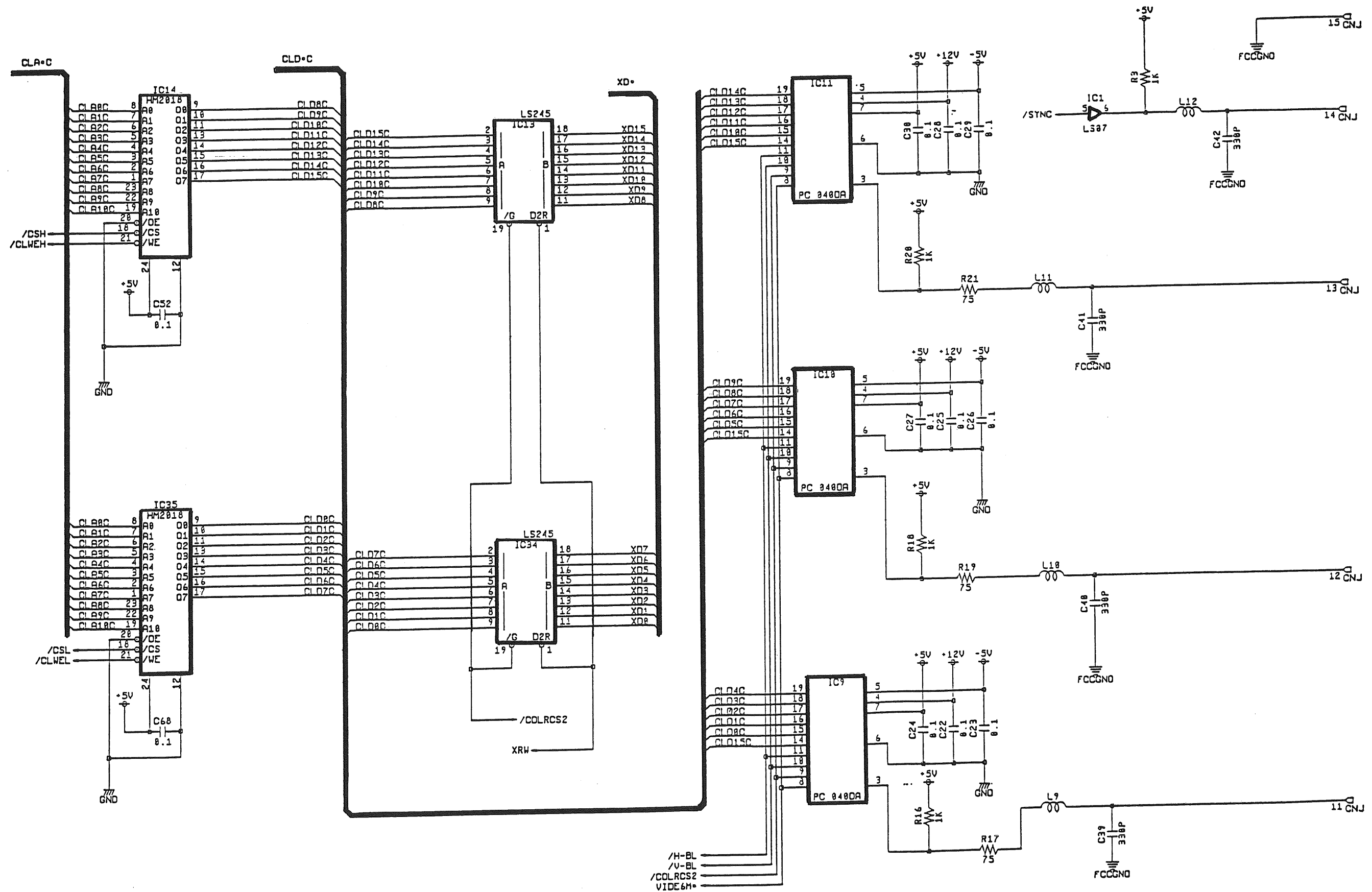




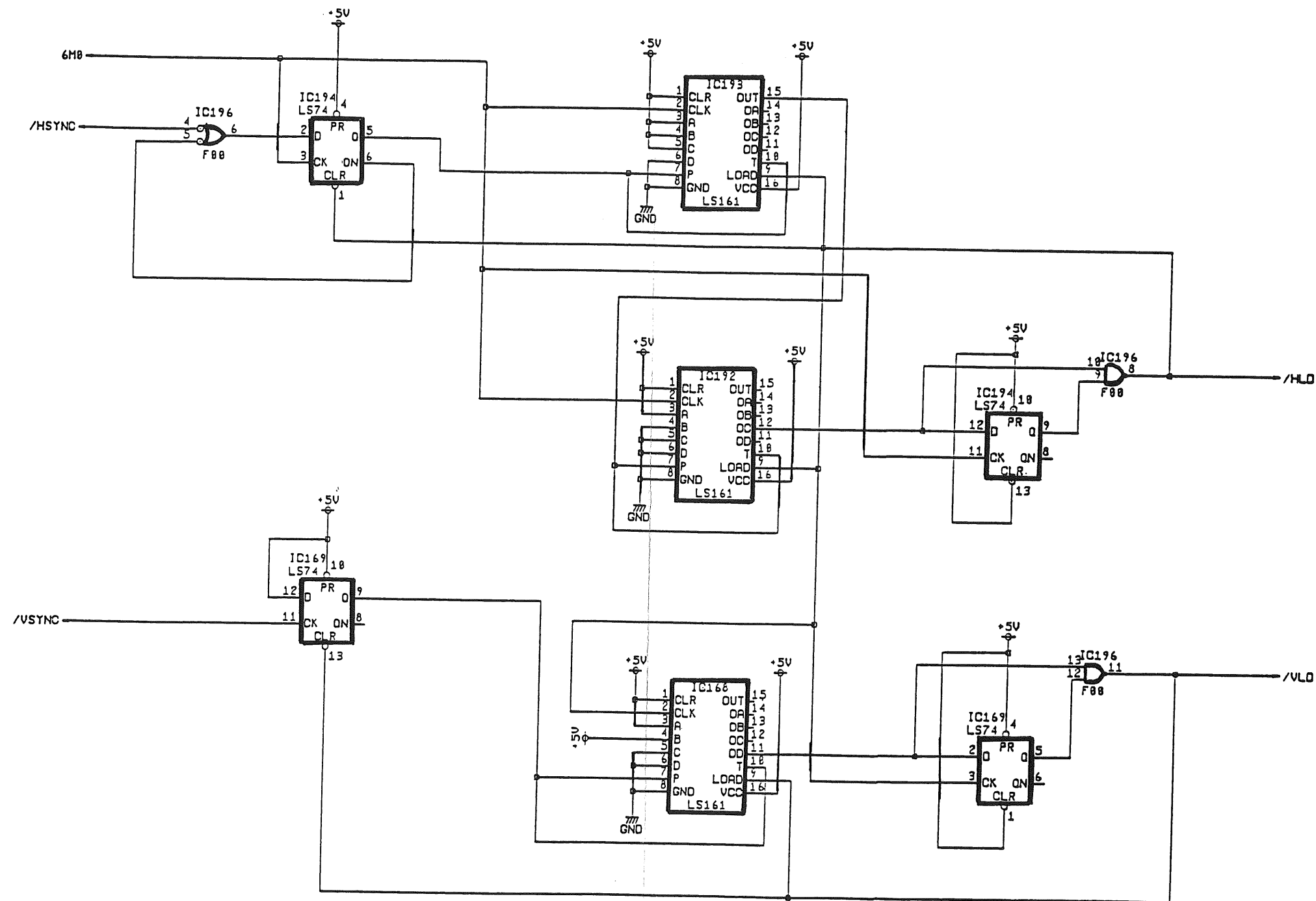


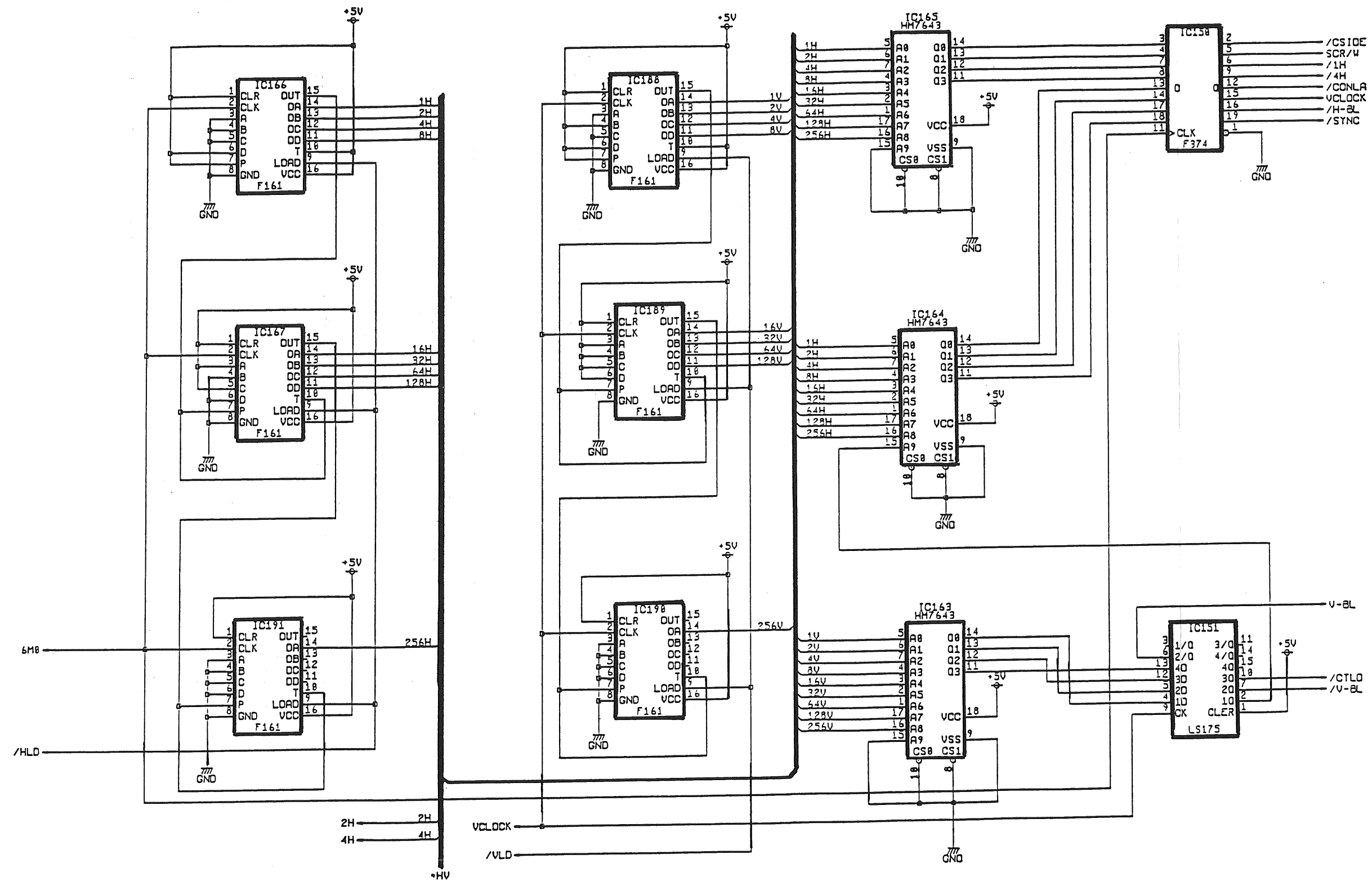


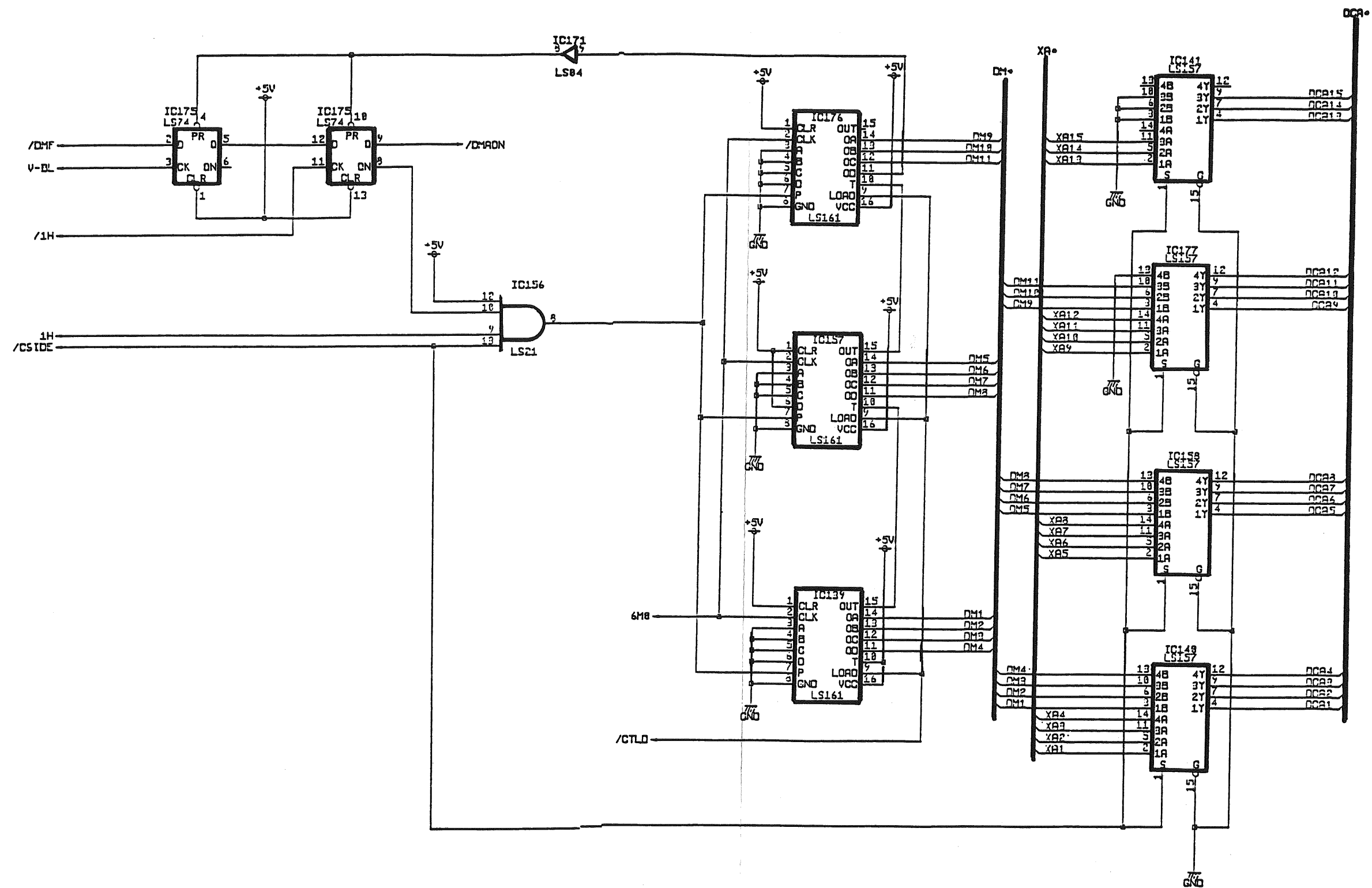
VIDEO PCB SCHEMATIC

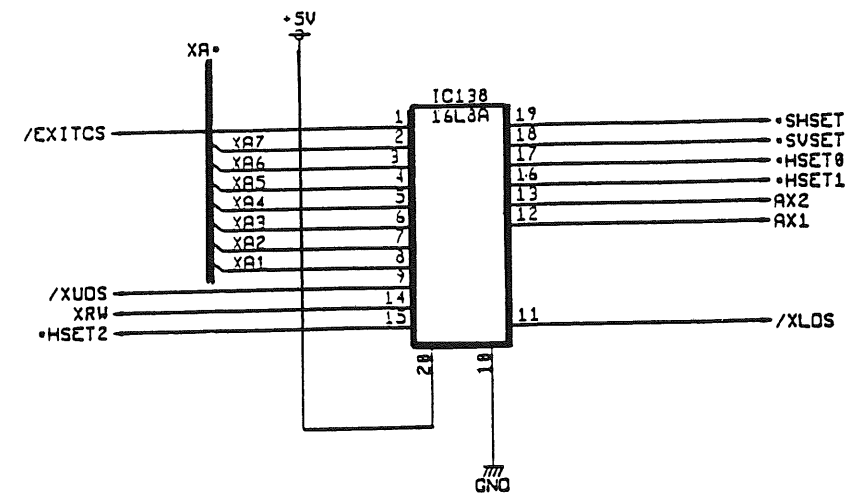
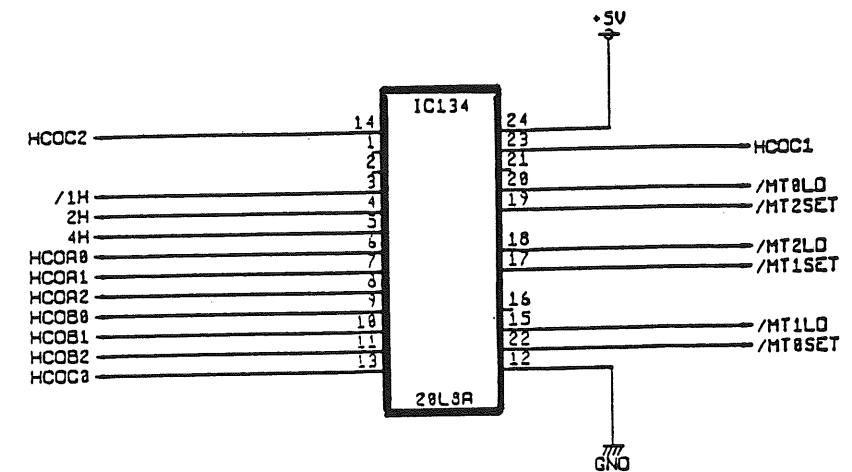
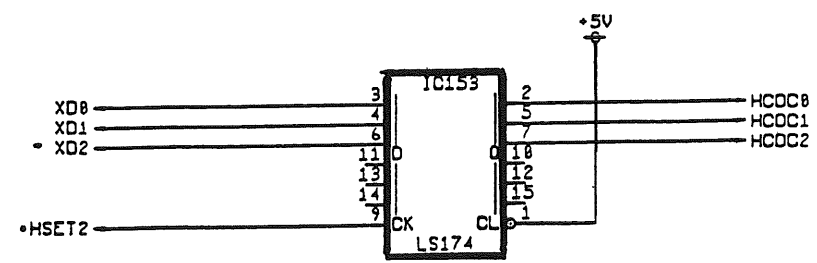
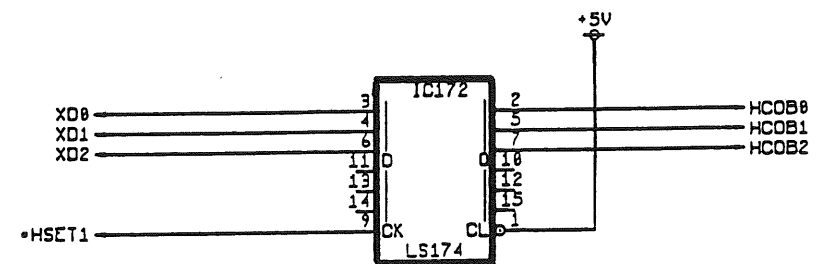
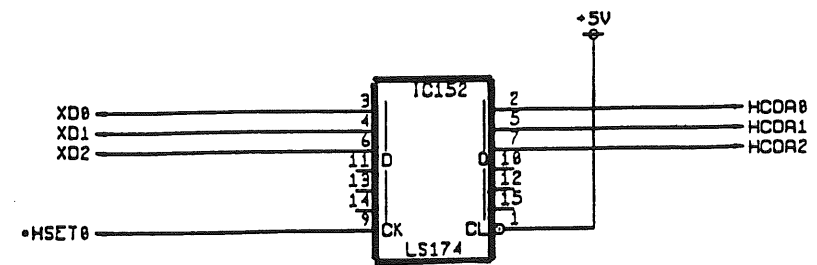


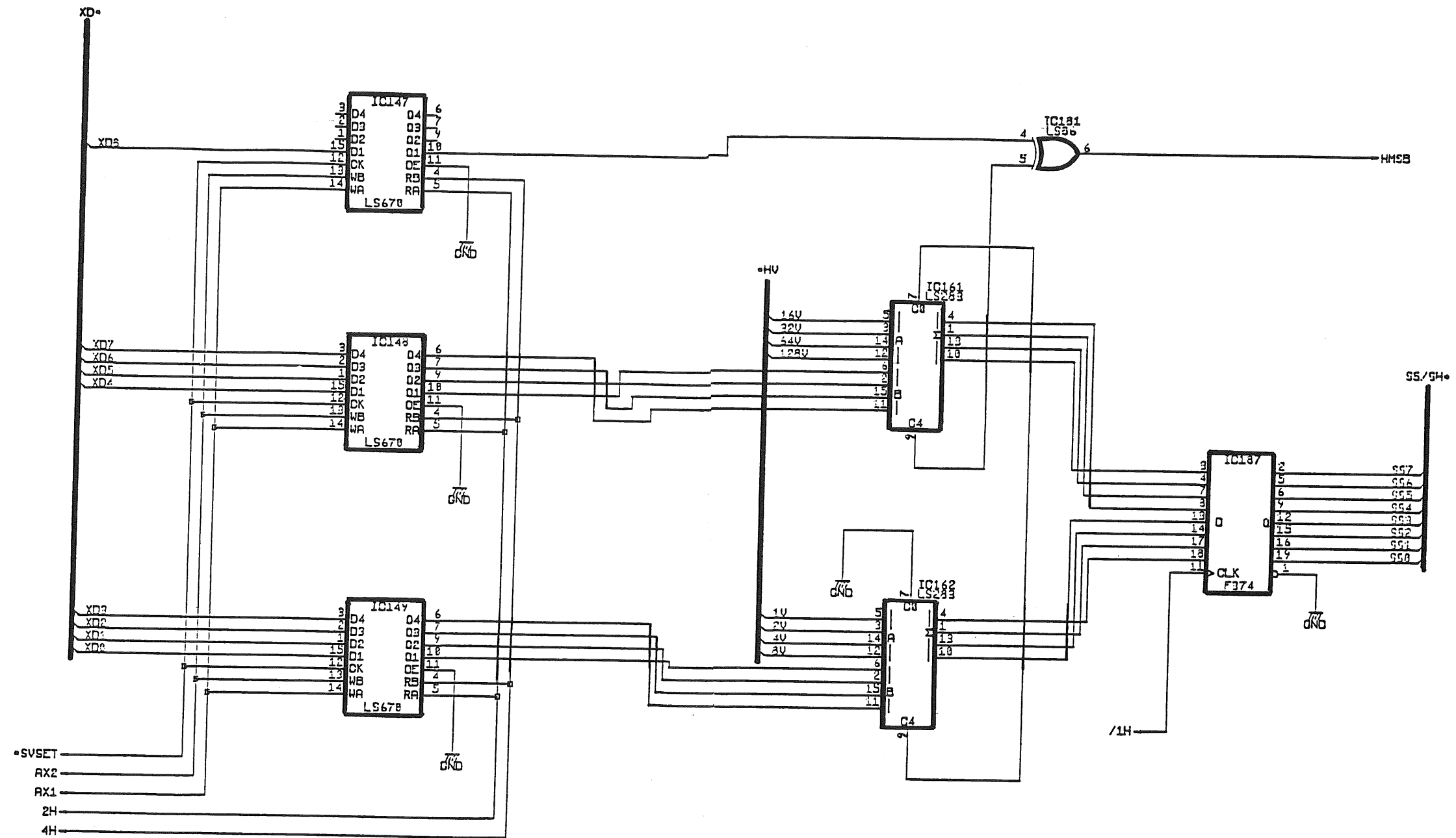
VIDEO PCB SCHEMATIC

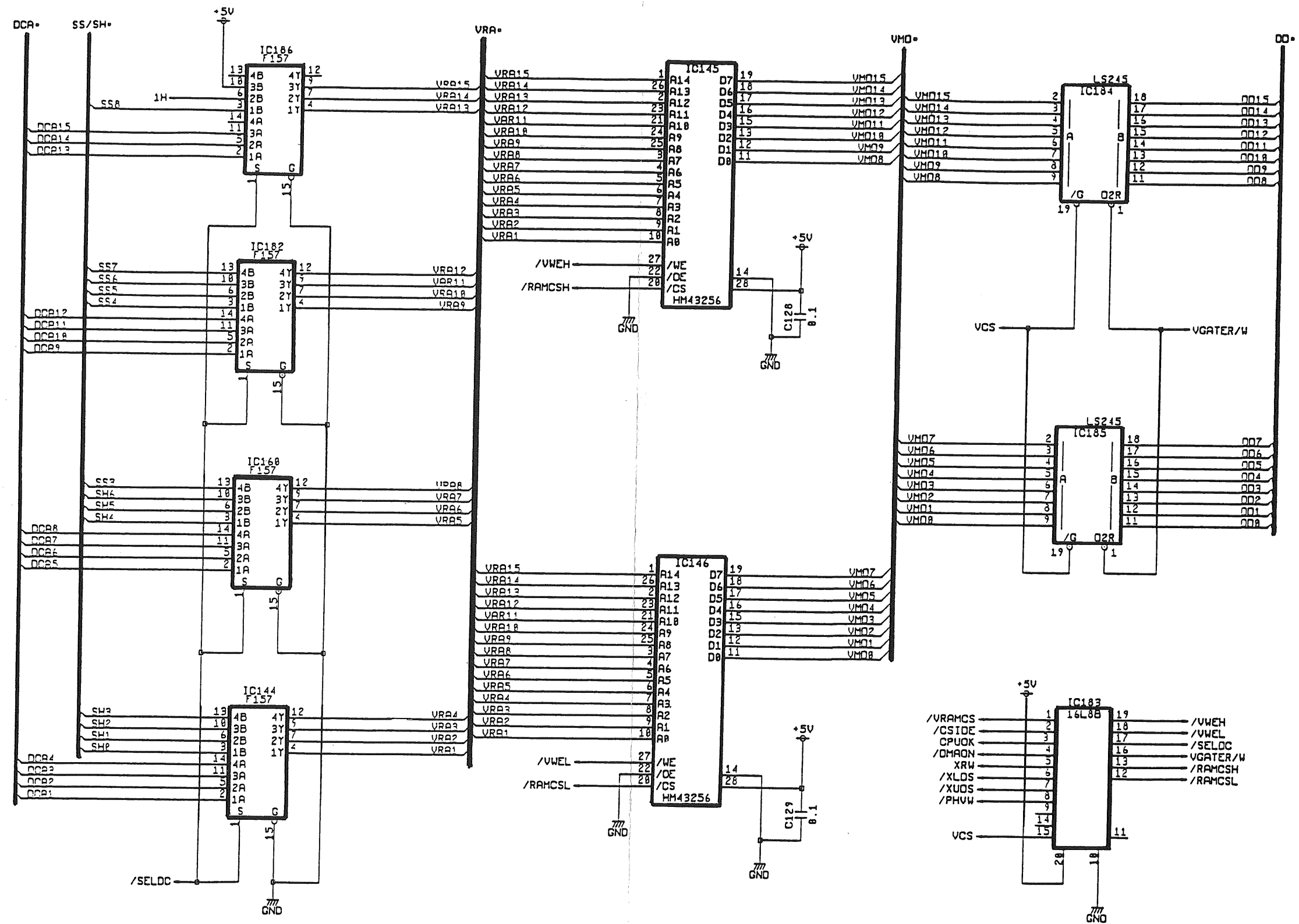


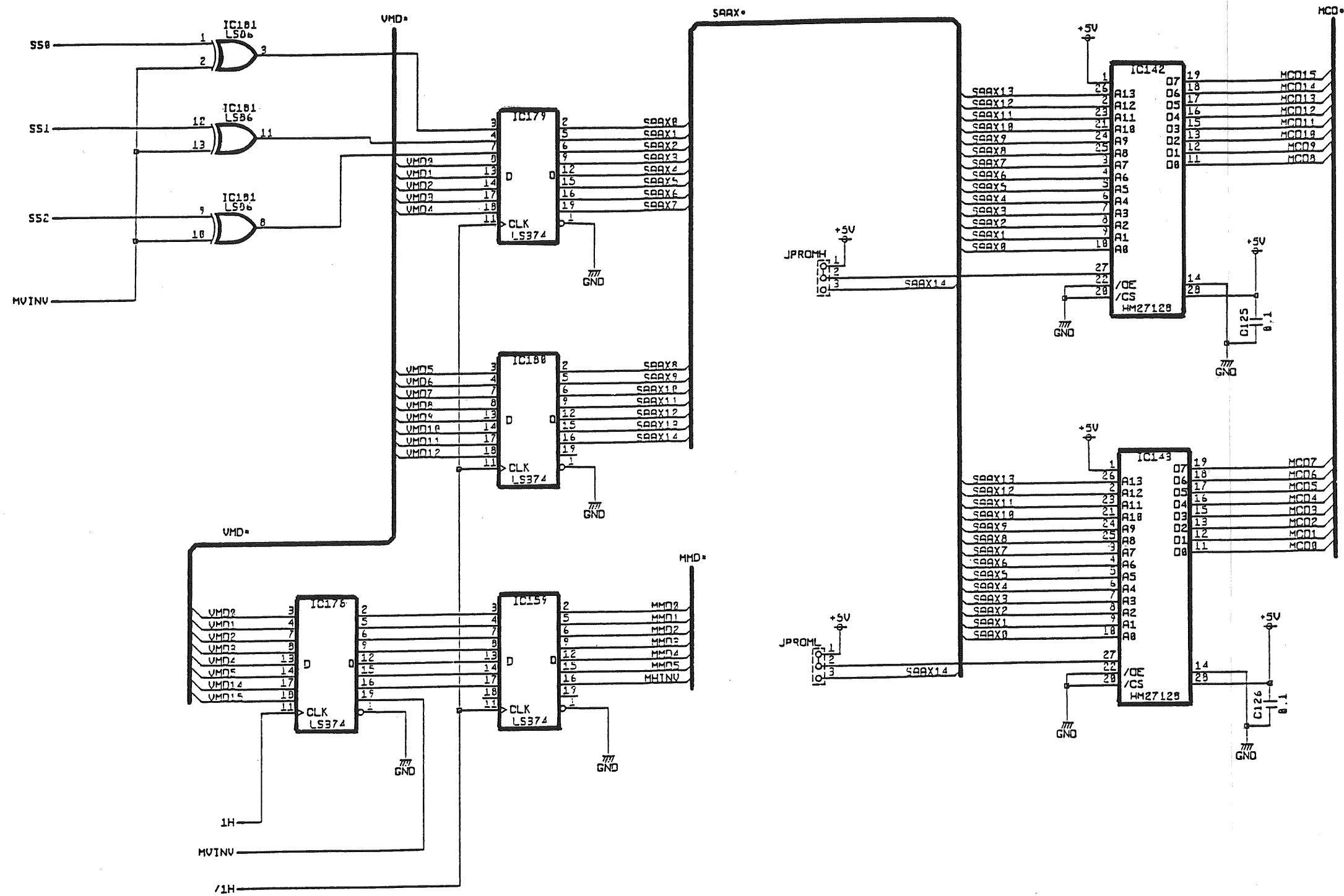


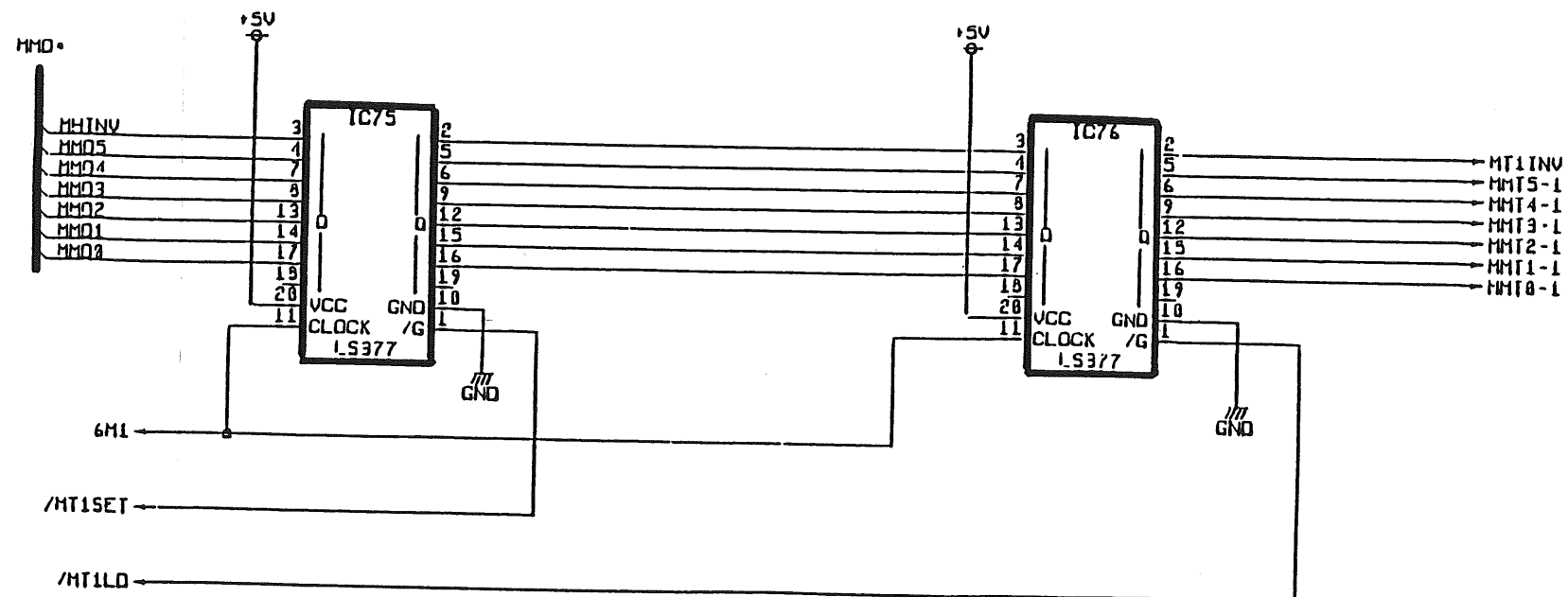
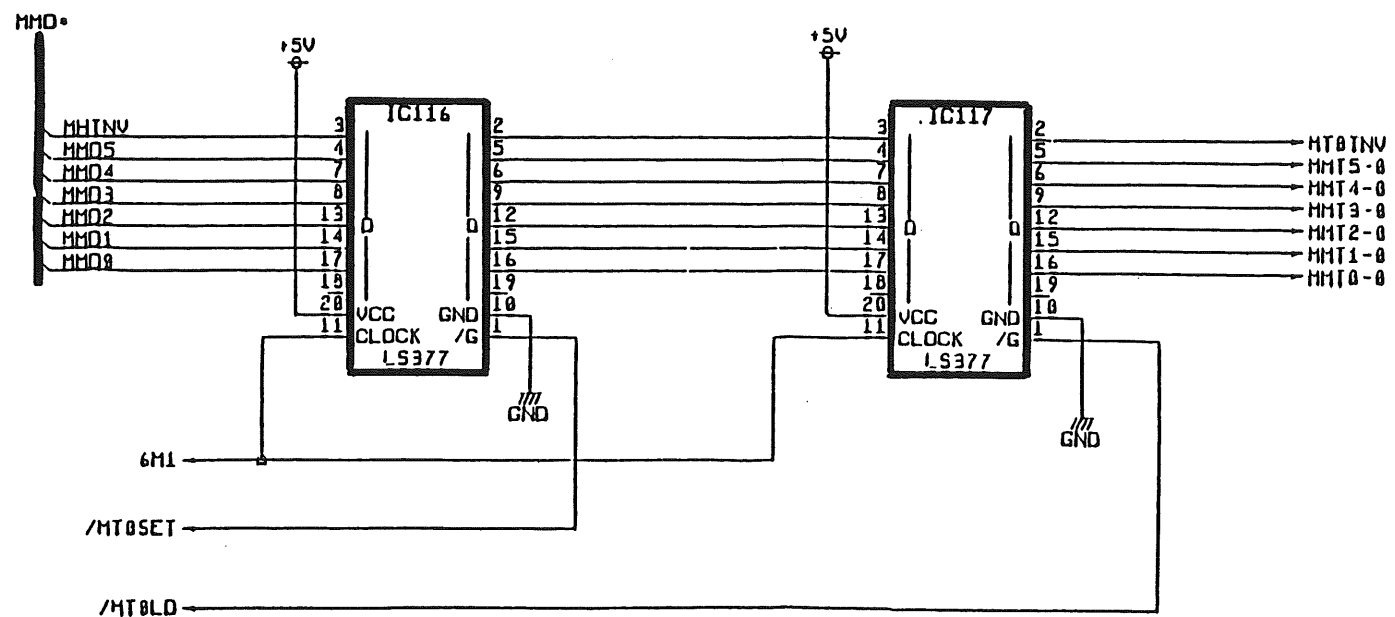
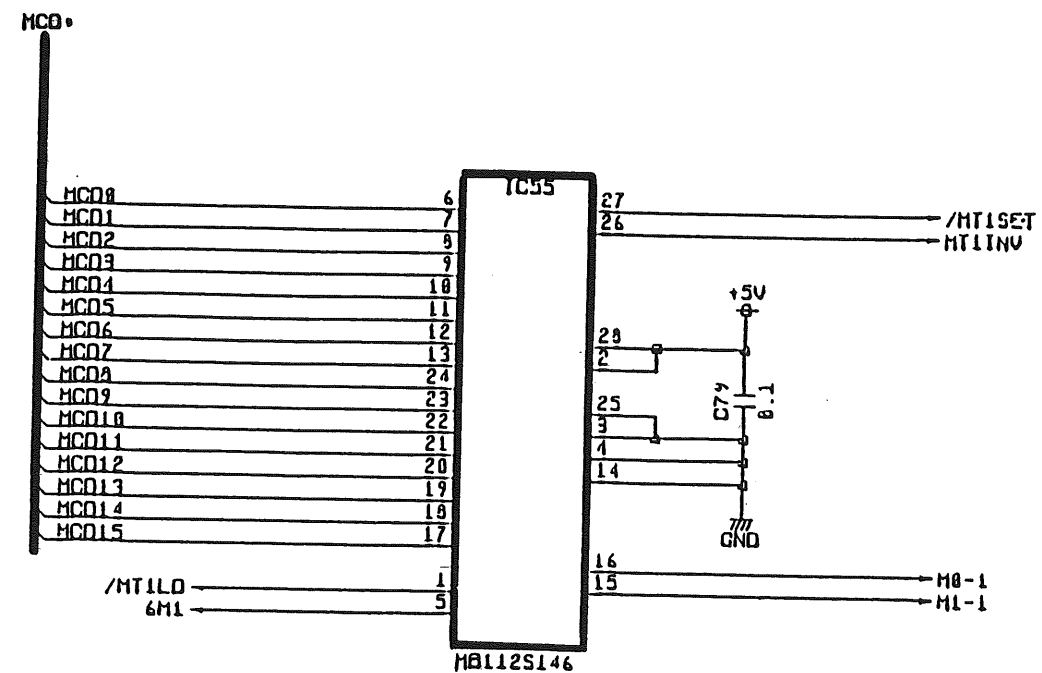
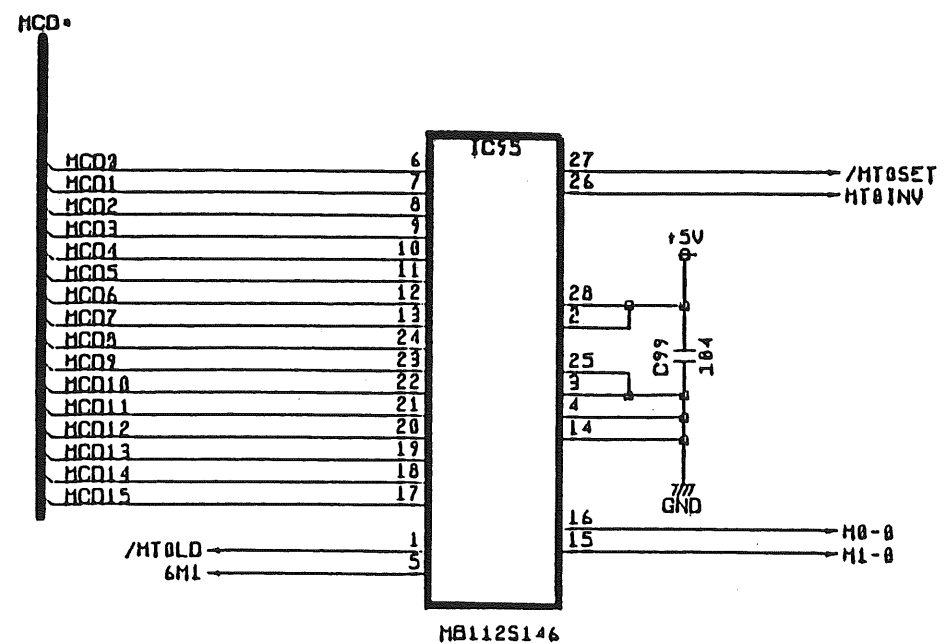


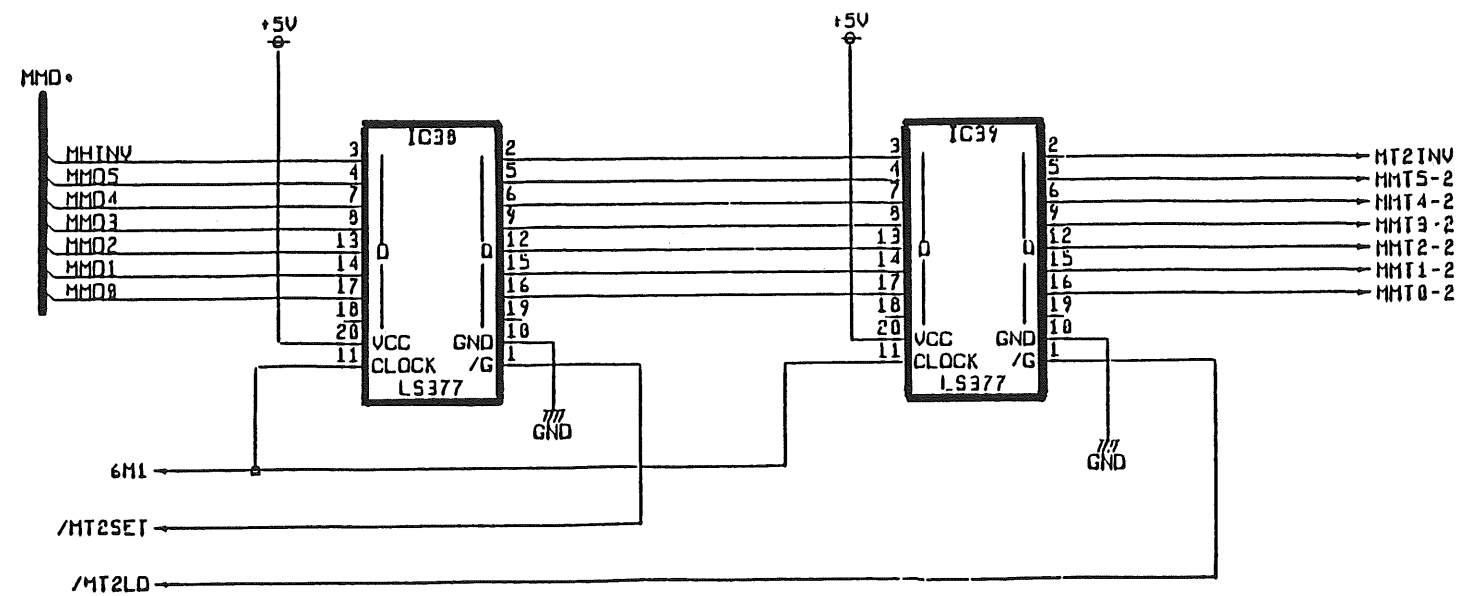
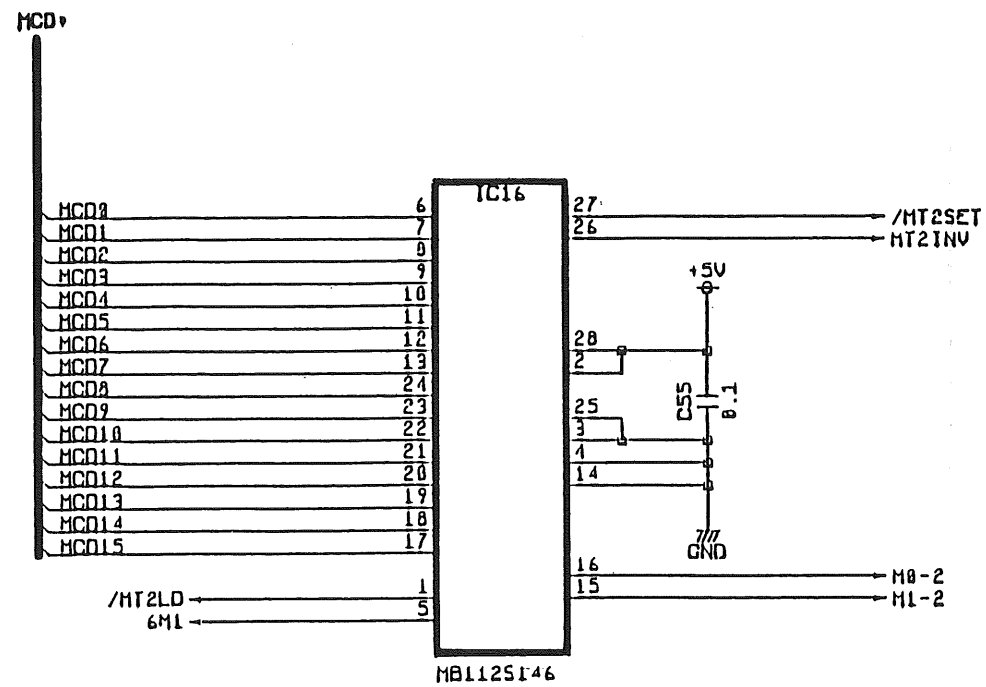




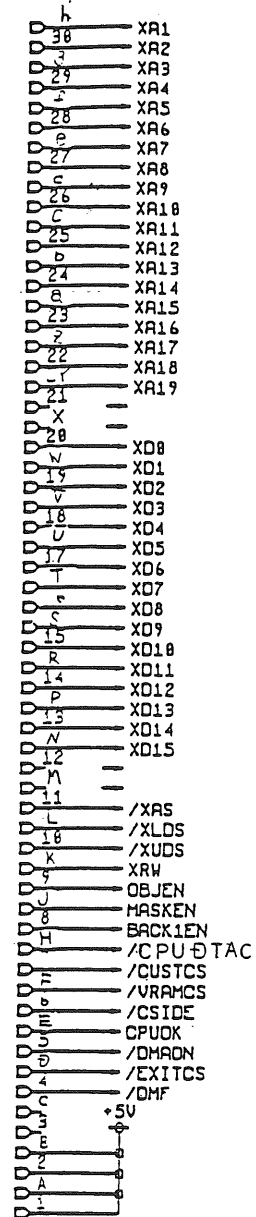




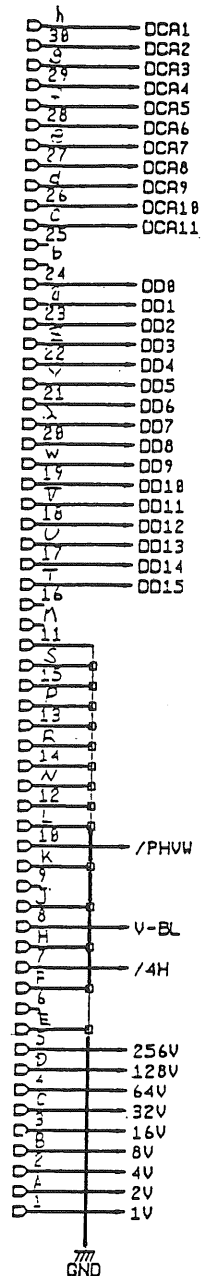




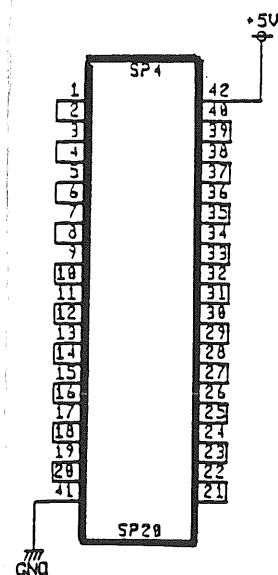
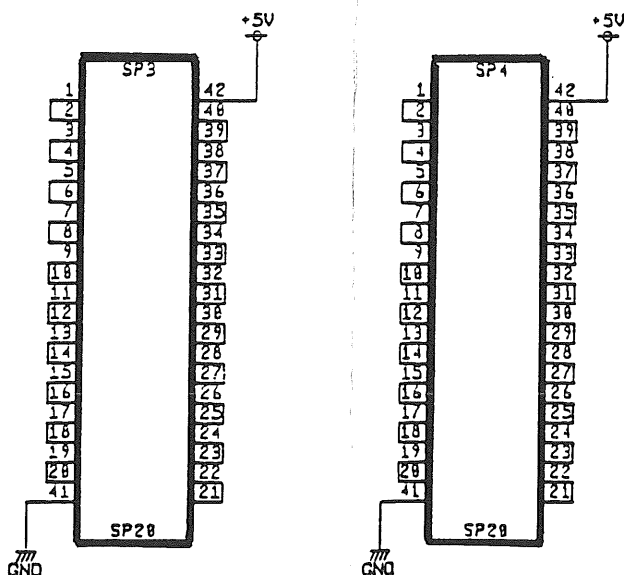
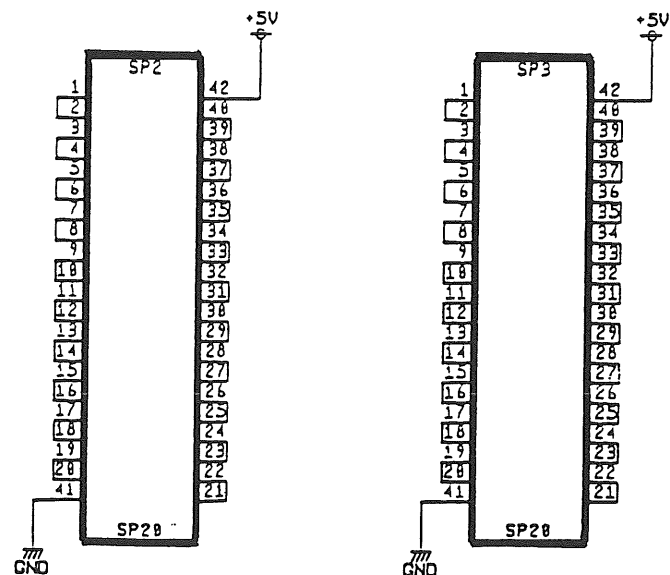
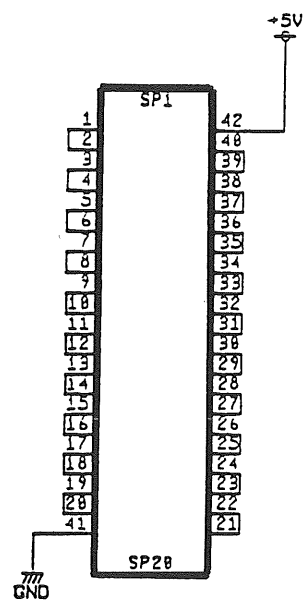
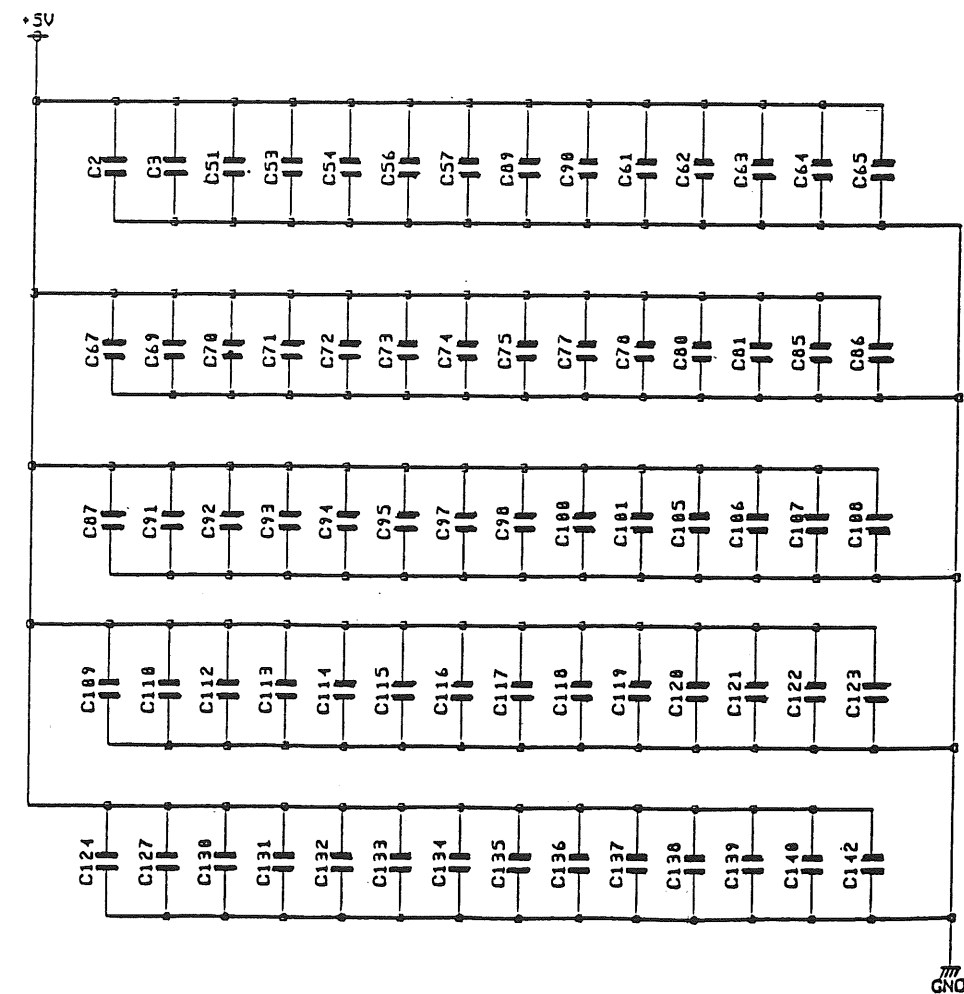
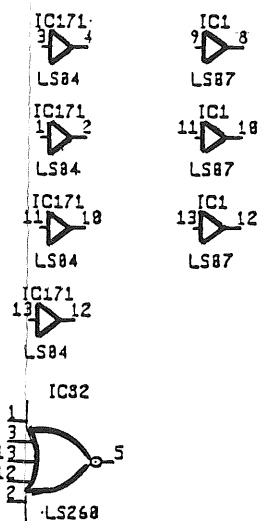
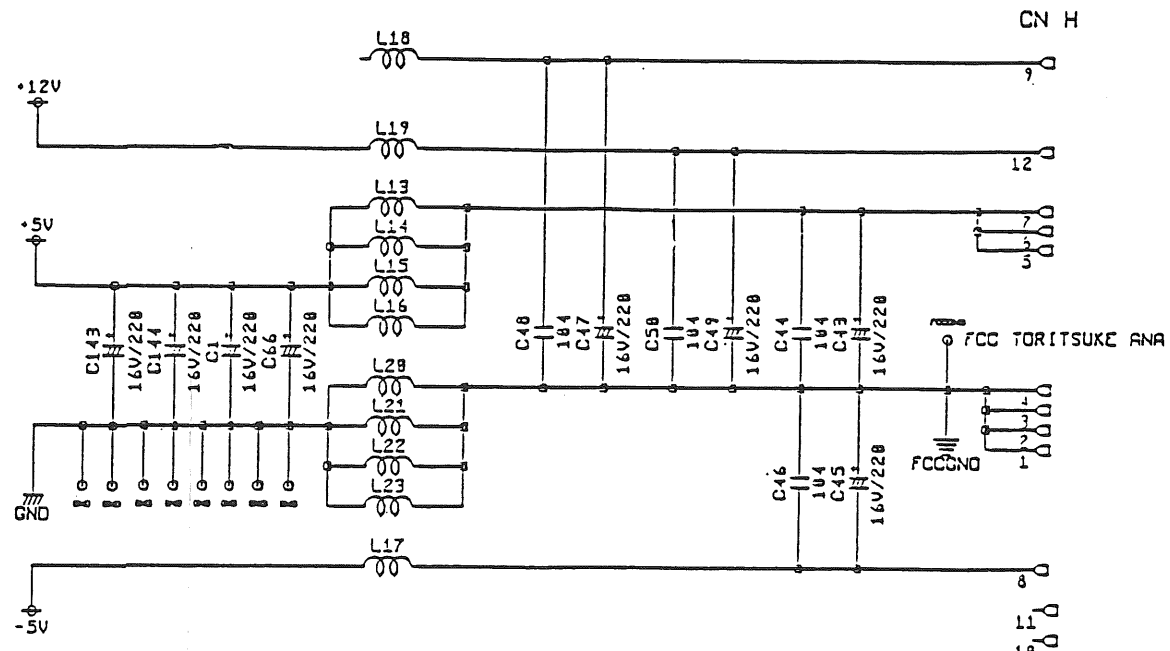
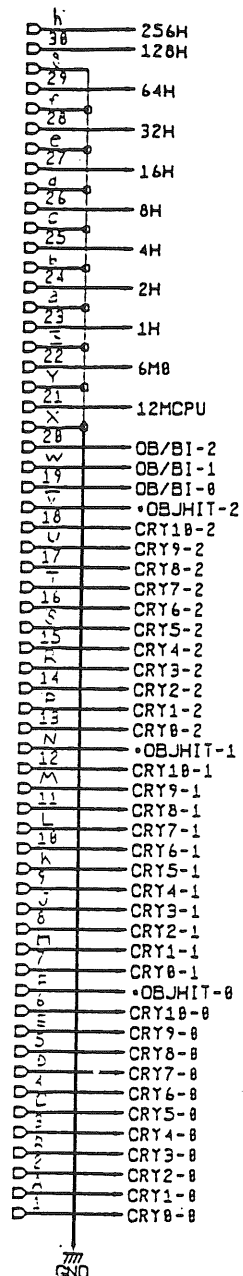
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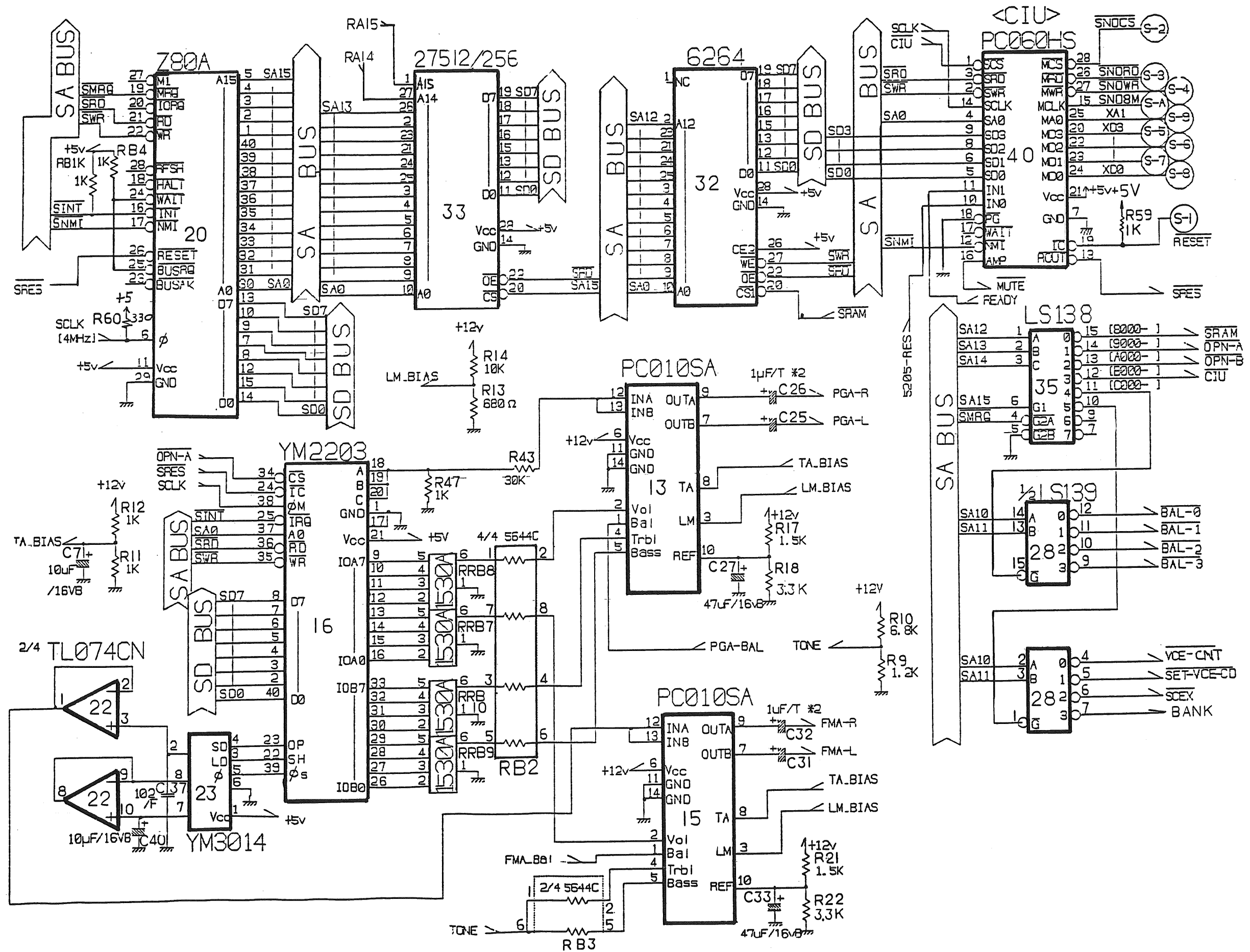


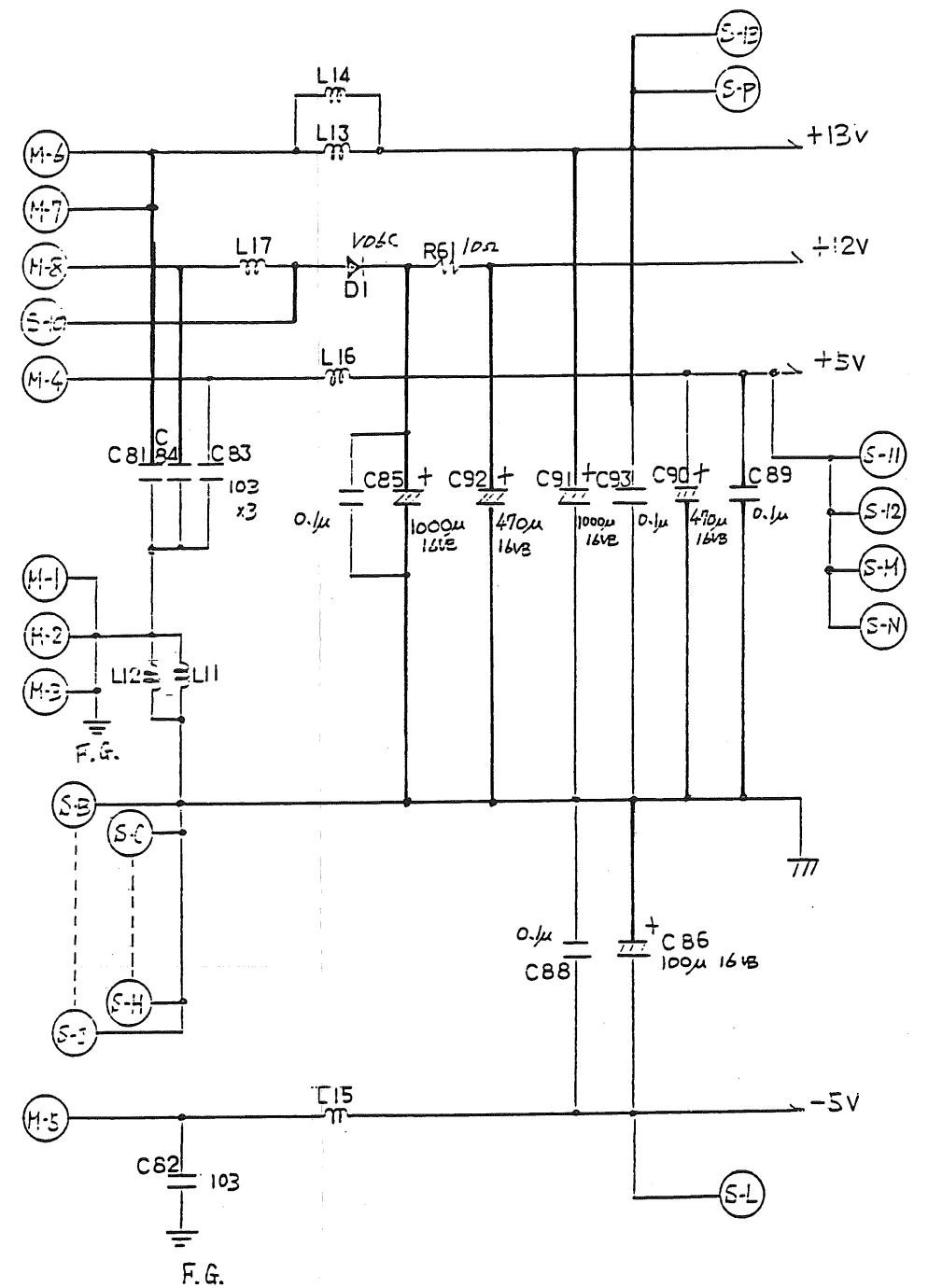
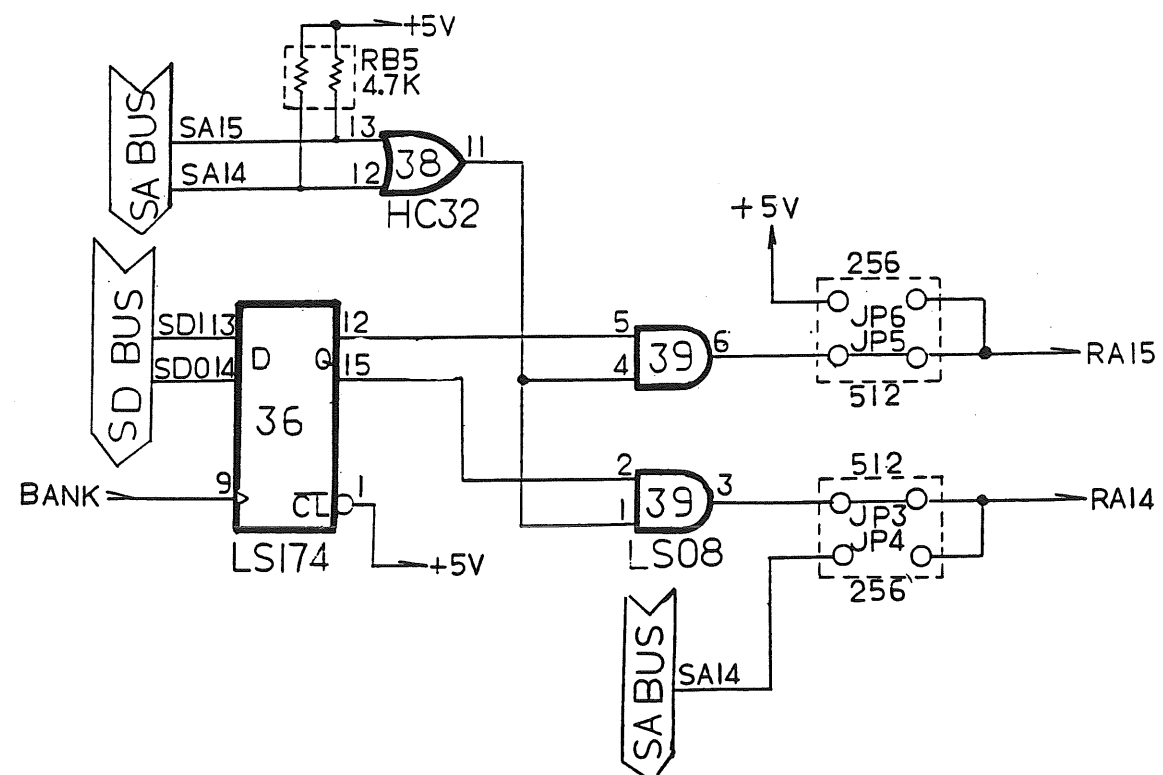
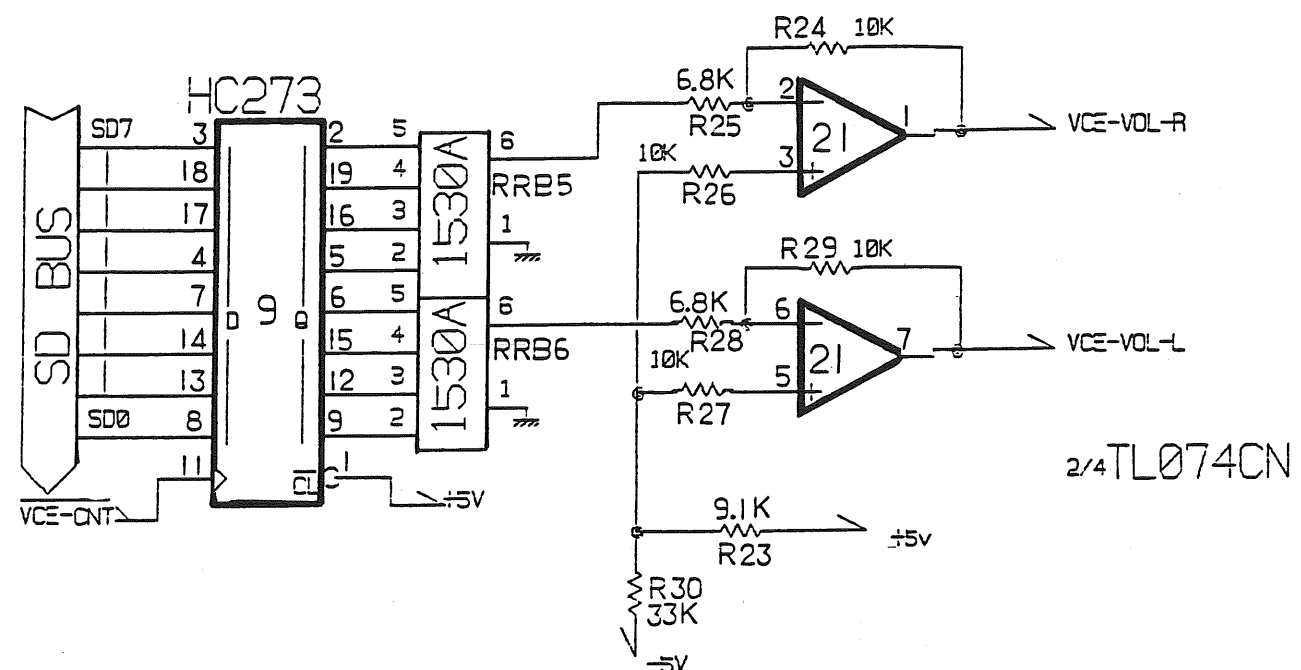
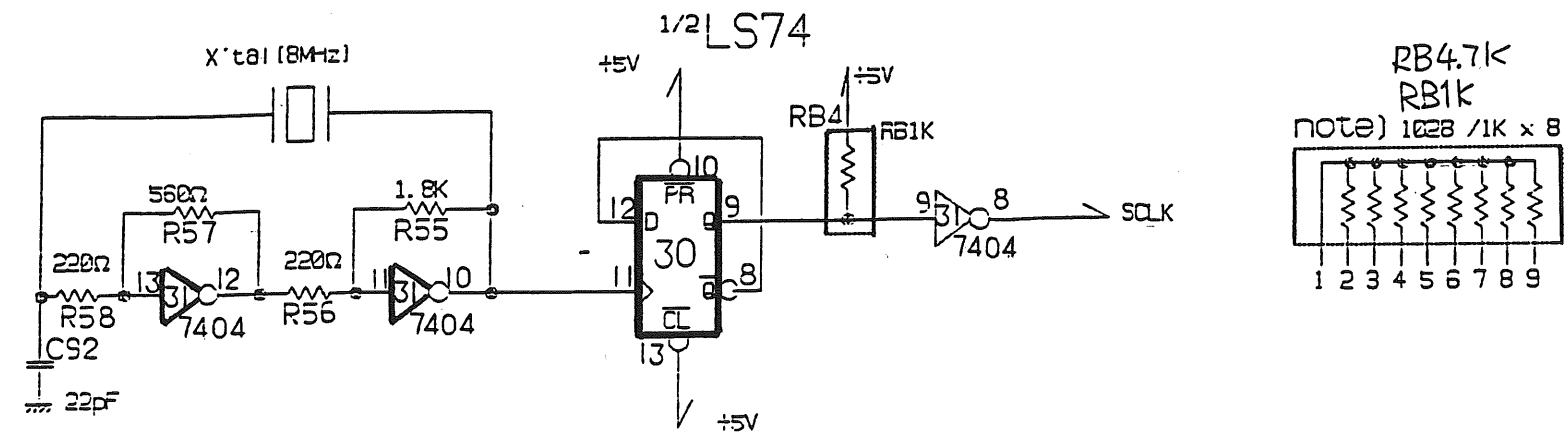
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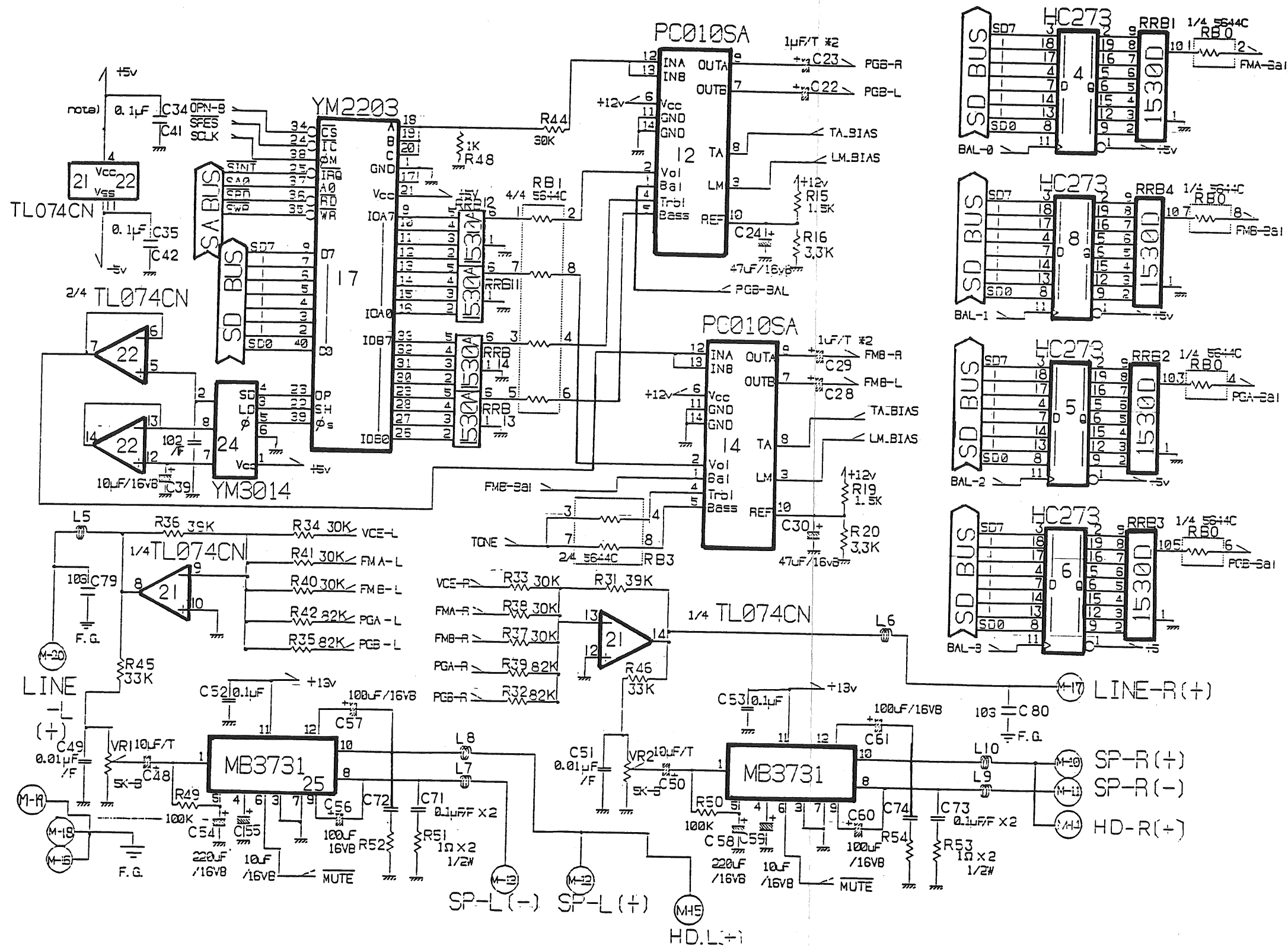


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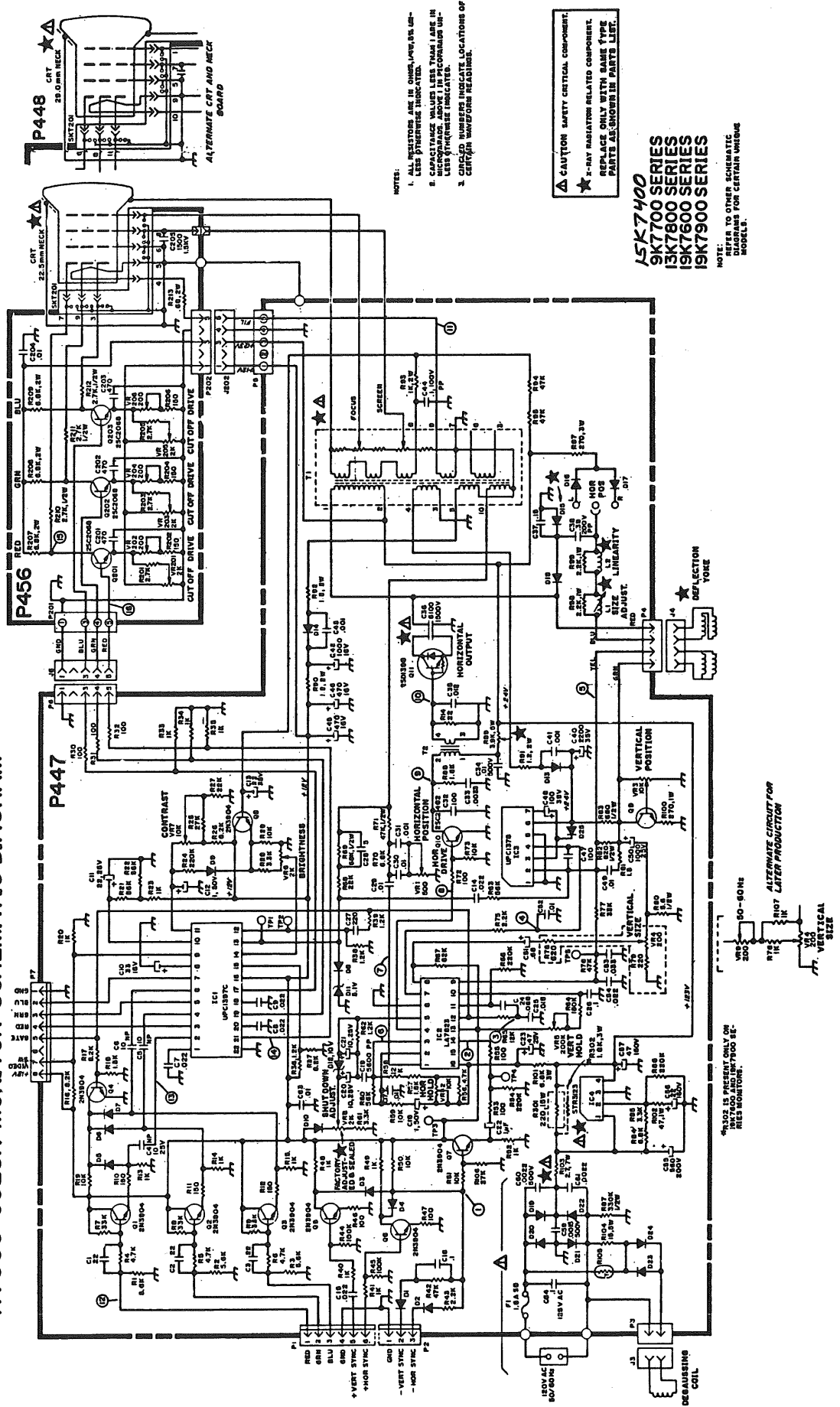






1	
2	GND
3	
4	+5V
5	-5V
6	+13V
7	+12V
8	+12V
9	N.C. (-12V)
10	SP-R(+)-
11	SP-R(-)
12	SP-L(+)
13	SP-L(-)
14	HD-R(+)
15	HD-L(+)
16	HD-COM.
17	LINE-R
18	LINE-COM.
19	
20	LINE-L
21	EXT-RES
22	EXT-CT-R
23	EXT-CT-L
24	Yobi(out)
25	EXT-GND

K7000 COLOR MONITOR SCHEMATIC DIAGRAM



MONITOR SCHEMATIC

SYM	PART NO.	DESCRIPTION	QTY.
	J1100098A	VIDEO PCB	1
C1	A1000135A	ELECT BLOCK 16VB220	8
C2	A1200257A	CAP CERAMIC 50VB 330p	12
C3	A1200123A	CAP CERAMIC 26VB 100000p	124
R1	A2000038A	RES CARBON 75 Ohm 1/4W +5%	9
R2	A2000065A	RES CARBON 1K Ohm 1/4W +5%	13
XTAL	A9000171A	X-TAL OSC 26.686 MHz	1
IC1	B01X0004A	TTL IC 74LS04	1
IC2	B01X0007A	74LS07	1
IC3	B01X0021A	74LS21	1
IC4	B01X0074A	74LS74	3
IC5	B01X0086A	74LS86	1
IC6	B01X0139A	74LS139	2
IC7	B01X0153A	74LS153	18
IC8	B01X0157A	74LS157	4
IC9	B01X0161A	74LS161	6
IC10	B01X0174A	74LS174	3
IC11	B01X0175A	74LS175	1
IC12	B01X0244A	74LS244	16
IC13	B01X0245A	74LS245	10
IC14	B01X0260A	74LS260	2
IC15	B01X0273A	74LS273	5
IC16	B01X0283A	74LS283	12
IC17	B01X0373A	74LS373	6
IC18	B01X0374A	74LS374	4
IC19	B01X0377A	74LS377	7
IC20	B01X0670A	74LS670	5
IC21	B04X0074A	TTL ALS IC 74LS74	1
IC22	B04X0534A	74LS534	2
IC23	B05X0000A	TTL F IC 74F00	1
IC24	B05X0157A	74F157	14
IC25	B05X0161A	74F161	6
IC26	B05X0244A	74F244	1
IC27	B05X0374A	74F374	3
IC28	B07X2175A	G-MOS HC IC 74HC75	1
Ram 1	B10X0028A	S-RAM 2018-35	6
Ran 2	B10X0029B	43256-100	8
Cus 1	B16Z0012A	CUSTOM IC MB112S146	3
Cus 2	B16Z0022A	PC040DA	9
Cus 3	B16Z0025A	PC080SN	3
Pa1 1	B2002566A	PAL A96-17 (16L8A)	1
Pa1 2	B2002567A	A96-18	1
Pa1 3	B2002568A	A96-19	1
Pa1 4	B2002569A	A96-20 (20L8A)	1
Pa1 5	B2002570A	A96-21	1
Pa1 6	B2002571A	A96-22 (16L8A)	1
Pa1 7	B2002572A	A96-23	1
Rom 1	B2002573A	ROM A96-24 (7643-70)	1
Rom 2	B2002574A	A96-25	1
Rom 3	B2002575A	A96-26	1
Pa1 8	B2002576A	PAL A96-27 (16L8B)	1
Rom 4	B2002597A	ROM A96-48 (27512-200)	3
Rom 5	B2002597A	A96-49	3
Rom 6	B2002599A	A96-50	3
Rom 7	B2002600A	A96-51	3
Rom 8	B2002601A	A96-52	3
Rom 9	B2002602A	A96-53	3
Rom10	B2002603A	A96-54 (27128-250)	1
Rom11	B2002604A	A96-55	1

SYM	PART NO.	DESCRIPTION	QTY
	J1100099A	SOUND PC BOARD	1
D1	A0200029A	DIODE VO3C	1
RB1	A2231065A	R-BLOCK 1028	1
RB2	A2231081A	R-BLOCK 4728	1
RB3	A2239006A	RES NETWORK 1530D	4
RB4	A2239007A	RES NETWORK 1530A	10
RB5	A2239010A	RES ARRAY 5644C	4
R1	A2000017A	RES CARBON 10 Ohm, 1/4 W +5%	1
R2	A2000049A	220	2
R3	A2000053A	330	1
R4	A2000059A	560	1
R5	A2000061A	680	1
R6	A2000065A	1K	4
R7	A2000067A	1.2K	1
R8	A2000069A	1.5K	4
R9	A2000071A	1.8K	1
R10	A2000077A	3.3K	4
R11	A2000080A	4.3K	2
R12	A2000082A	5.1K	2
R13	A2000085A	6.8K	4
R14	A2000086A	7.5K	2
R15	A2000088A	9.1K	1
R16	A2000089A	10K	7
R17	A2000100A	30K	8
R18	A2000101A	33K	3
R19	A2000103A	39K	2
R20	A2000111A	82K	4
R21	A2000113A	100K	2
R22	A2000470A	RES CARBON 1 1/2W +5%	4
VR	A2102411A	VARIABLE RESISTOR TM KPV 5K	2
C1	A1000119A	CAP ELEC 10u 16VB	5
C2	A1000127A	47u	4
C3	A1000131A	100u	5
C4	A1000135A	220u	2
C5	A1000139A	470u	2
C6	A1000143A	1000u	2
C7	A1100124A	CAP FILM 0.001u 50V	2
C8	A1100136A	0.0033u	1
C9	A1100147A	0.01u	7
C10	A1100170A	0.1u	4
C11	A1200123A	CAP CERMIC 0.1u 25V	34
C12	A1200229A	22p 50V	2
C13	A1200245A	100p	1
C14	A1200269A	1000p	1
C15	A1200293A	0.01u	8
C16	A1320307A	TANT DIP 1u 16V	12
C17	A1320319A	TANT DIP 10u 16V	2
X1	A9000072A	X-TAL 8MHz	1
X2	A9000170A	CERLOCK 384KHz	1
IC1	B01X0008A	TTL IC 74LS08	1
IC2	B01X0074A	74LS74	2
IC3	B01X0126A	74LS126	1
IC4	B01X0138A	74LS138	1
IC5	B01X0139A	74LS139	1
IC6	B01X0155A	74LS155	1
IC7	B01X0174A	74LS174	3
IC8	B01X0374A	74LS374	1
IC9	B03X0004A	TTL NORMAL 7404	1
IC10	B07X2032A	C-MOS IC 74HC 32	1
IC11	B07X2273A	C-MOS IC 74HC 273	5
IC12	B08X2014B	CPU Z80A	2
IC13	B10X0030A	S-RAM MB846A-150 SK	1
Cus1	B1670024A	CIU PC060HA	1
Cus2	B1672019A	SOUND EFFECT PC010SA	4
IC16	B1770322A	OP AMP TL074CN	3
PA	B1771606A	POWER AMP MB3731	2

