# BOMB JACK

Jack hat die lobenswerte Aufgabe, Bomben einzusammeln und zu entschärfen. Diverse Gegenspieler wollen ihn daran hindern, deshalb muß er ihnen ausweichen.

Lassen Sie Jack durch Tastendruck hochspringen. Drücken Sie noch einmal, stoppt er in der Luft, Fällt aber dann wieder abwärts. Soll Jack in der Luft schweben bleiben, müssen Sie die Sprungtaste schnell und dauernd betätigen.

Mit dem Steuerhebel können Sir Jack führen und auch seine Sprungleistung beschleunigen.

Schon gezündete Bomben bringen Ihnen Bonuspunkte. Greift sich Jack den mit P bezeichneten Power- Ball,werden aus seinen Widersachen vorübergehend goldene Bonusmünzen, die Jack sich schnappen sollte, denn Sie bekommen bei

B das 2-5 fache der punkte auf dem Bildschirm
S ein Freispiel
E einen Jack extra.

# BOMB JACK

B O M B  J A C K

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B das 2- bis 5fache der Punkte auf dem Bildschirm
S ein Freispiel
E einen Jack extra



Nachdruck verboten!

# BOMB JACK



| DIP SWITCH 1 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| COIN1 | 1COIN – 1PLAY | OFF | OFF | | | | | | |
| | 1COIN – 2PLAY | ON | OFF | | | | | | |
| | 1COIN – 3PLAY | OFF | ON | | | | | | |
| | 1COIN – 6PLAY | ON | ON | | | | | | |
| COIN2 | 1COIN – 1PLAY | | | OFF | OFF | | | | |
| | 2COIN – 1PLAY | | | ON | OFF | | | | |
| | 1COIN – 2PLAY | | | OFF | ON | | | | |
| | 1COIN – 3PLAY | | | ON | ON | | | | |
| NUMBER OF JACK | 3 JACKS | | | | | OFF | OFF | | |
| | 4 JACKS | | | | | ON | OFF | | |
| | 5 JACKS | | | | | OFF | ON | | |
| | 2 JACKS | | | | | ON | ON | | |
| TYPE | COCKTAIL TABLE | | | | | | | OFF | |
| | UPRIGHT | | | | | | | ON | |
| DEMONSTRATION SOUND | NON SOUND | | | | | | | | OFF |
| | SOUND | | | | | | | | ON |

| DIP SWITCH 2 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| DIFFICULTY 1 (SPEED OF MECHANIC BIRD) | MODERATE | | | | OFF | OFF | | | |
| | DIFFICULT | | | | ON | OFF | | | |
| | MORE DIFFICULT | | | | OFF | ON | | | |
| | TOP DIFFICULT | | | | ON | ON | | | |
| DIFFICULTY 2 (ENEMIES' NUMBERS AND SPEED) | EASY | | | | | | ON | OFF | |
| | MODERATE | | | | | | OFF | OFF | |
| | DIFFICULT | | | | | | OFF | ON | |
| | MORE DIFFICULT | | | | | | ON | ON | |
| RATIO OF SPECIAL COIN APPEARANCE | EASY | | | | | | | | OFF |
| | DIFFICULT | | | | | | | | ON |

● SW 1, SW 2, SW 3 of Dip SW 2 are not used. Be sure to keep them in the OFF position when using.



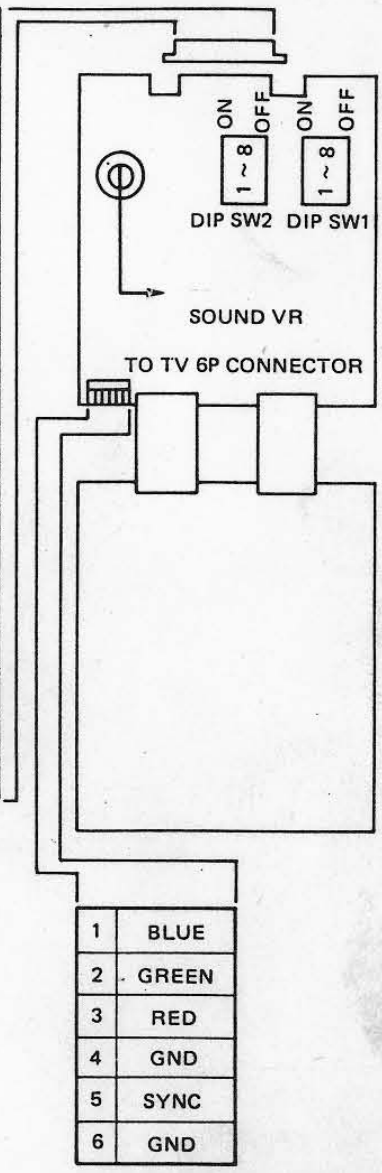
Nachdruck verboten!

# BOMB JACK



| SOLDER SIDE | NO | COMPONENT SIDE |
|---|---|---|
| 2P RIGHT | 1 | 2P LEFT |
| 2P UP | 2 | 2P DOWN |
| 2P JUMP | 3 | |
| | 4 | |
| 1P RIGHT | 5 | 1P LEFT |
| 1P UP | 6 | 1P DOWN |
| 1P JUMP | 7 | |
| | 8 | |
| COIN SW1 | 9 | COIN SW2 |
| 1P START | 10 | 2P START |
| GND | 11 | GND |
| GND | 12 | GND |
| GND | 13 | GND |
| SPEAKER(+) | 14 | SPEAKER(–) |
| +12V | 15 | +12V |
| | 16 | |
| +5V | 17 | +5V |
| +5V | 18 | +5V |

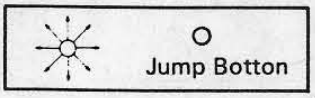
CONNECTOR KEL-1150-036-009
(3.97mm PITCH)




| | |
|---|---|
| 1 | BLUE |
| 2 | GREEN |
| 3 | RED |
| 4 | GND |
| 5 | SYNC |
| 6 | GND |

CONNECTOR-S6P-SHE-1
(2.5mm PITCH)

JOYSTICK LEVER . . . 8 directions




POWER SOURCE
+ 5V . . . . . 5A
+12V . . . . . 1A
(AF Amp. BTL system)



Nachdruck verboten!

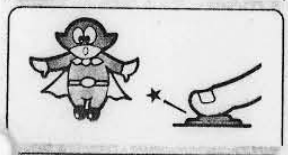



## HOW TO CONTROL JACK

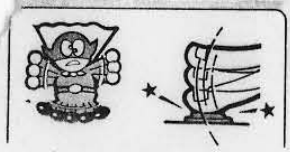
* A JUMP BUTTAN



PUSH A BUTTAN WHEN JACK IS ON THE FLOOR - JUMP.

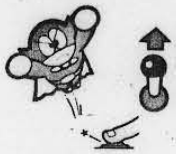


PUSH A BUTTAN WHEN HE IS IN THE AIR - STOP.



PUSH QUICKLY - HE DOESN'T DROP.

* A CONTROL LEVER



PUSH A BUTTAN AND MOVE UP A CONTROL LEVER, JACK DOES ULRTRA HIGH JUMP.



WHEN JACK WANTS DOWN QUICKLY, MOVE A LEVER DOWN.

## HOW TO PLAY



CONTROL JACK THE ABOVE WAYS, TAKE ALL BOMBS.

ATTACK A ENEMY WITH GET A POWER BALL.

GET THREE LUCKY COINS.

BONUS COIN —— YOU GET 2 - 5 TIMES POINTS FOR YOUR SCENE POINTS.

EXTRA COIN —— GET ONE MORE JACK.

SPECIAL COIN - PLAY ONE MORE GAME.

• THE SPECIAL BONUS
GET A BONUS POINTS TO TAKE MANY BOMBS.



×23 - 50,000 POINTS



×22 - 30,000 POINTS



×21 - 20,000 POINTS



×20 - 10,000 POINTS

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BOMB JACK 85/09/27

WIRING DIAGRAM

| SOLID SIDE | | PART SIDE |
|---|---|---|
| 2P RIGHT | 1 | 2P LEFT |
| 2P UP | 2 | 2P DOWN |
| 2P JUMP | 3 | |
| | 4 | SYNC |
| 1P RIGHT | 5 | 1P LEFT |
| 1P UP | 6 | 1P DOWN |
| 1P JUMP | 7 | RED |
| BLUE | 8 | GREEN |
| COIN 1 | 9 | COIN 2 |
| 1P START | 10 | 2P START |
| GND | 11 | GND |
| GND | 12 | GND |
| GND | 13 | GND |
| | 14 | SPEAKER |
| +12VOLT | 15 | +12VOLT |
| | 16 | |
| +5VOLT | 17 | +5VOLT |
| +5VOLT | 18 | +5VOLT |

| VIDEO | PIN |
|---|---|
| BLUE | 1 |
| GREEN | 2 |
| RED | 3 |
| GND | 4 |
| SYNC | 5 |

DIP SWITCH2 1 2 3 4 5 6 7 8

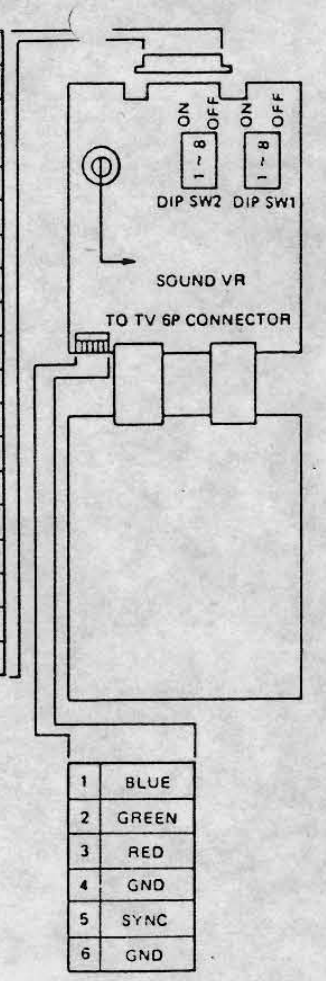
COIN 1
1 COIN 1PLAY OFF OFF
1 COIN 2PLAY ON OFF
1 COIN 3PLAY OFF ON
COIN 2
1 COIN 1PLAY OFF OFF
2 COIN 1PLAY ON OFF
1 COIN 2PLAY OFF ON
1 COIN 3PLAY ON ON
NUMBER OF JACK
3JACK OFF OFF
4JACK ON OFF
5JACK OFF ON
2JACK ON ON
COCKTAIL TABLE OFF
UPRIGHT ON
DEMO SOUND OFF OFF
ON ON

DIP SWITCH1 1 2 3 4 5 6 7 8

DIFFICULTY 1(SPEED OF MECHANIC BIRD)
MODERATE OFF OFF
DIFFICULT ON OFF
MORE DIFFICULT OFF ON
TOP DIFFICULT ON ON
DIFFICULTY 2(ENEMIES'NUMBERS AND SPEED)
EASY ON OFF
MODERATE OFF OFF
DIFFICULT OFF ON
MORE DIFFICULT ON ON

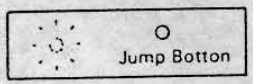
RATIO OF SPECIAL COIN APPEARANCE
EASY OFF
DIFFICULT ON

| SOLDER SIDE | NO | COMPONENT SIDE |
|---|---|---|
| 2P RIGHT | 1 | 2P LEFT |
| 2P UP | 2 | 2P DOWN |
| 2P JUMP | 3 | |
| | 4 | |
| 1P RIGHT | 5 | 1P LEFT |
| 1P UP | 6 | 1P DOWN |
| 1P JUMP | 7 | |
| | 8 | |
| COIN SW1 | 9 | COIN SW2 |
| 1P START | 10 | 2P START |
| GND | 11 | GND |
| GND | 12 | GND |
| GND | 13 | GND |
| SPEAKER(+) | 14 | SPEAKER(−) |
| +12V | 15 | +12V |
| | 16 | |
| +5V | 17 | +5V |
| +5V | 18 | +5V |




| | |
|---|---|
| 1 | BLUE |
| 2 | GREEN |
| 3 | RED |
| 4 | GND |
| 5 | SYNC |
| 6 | GND |

JOYSTICK LEVER . . . 8 directions




POWER SOURCE
+ 5V . . . . . 5A
+12V . . . . . 1A

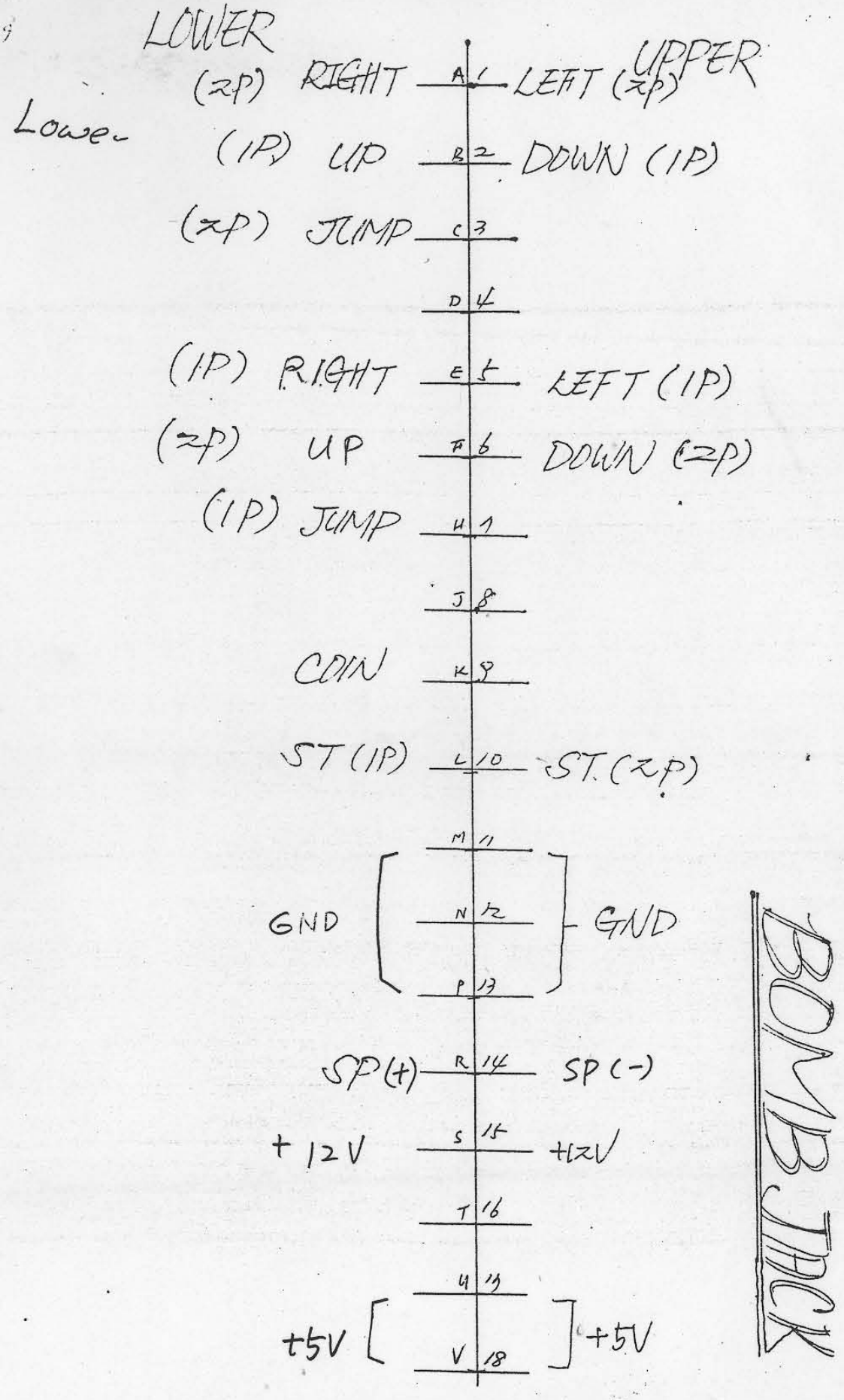
| DIP SWITCH 1 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| COIN1 | 1COIN – 1PLAY | OFF | OFF | | | | | | |
| | 1COIN – 2PLAY | ON | OFF | | | | | | |
| | 1COIN – 3PLAY | OFF | ON | | | | | | |
| | 1COIN – 6PLAY | ON | ON | | | | | | |
| COIN2 | 1COIN – 1PLAY | | | OFF | OFF | | | | |
| | 2COIN – 1PLAY | | | ON | OFF | | | | |
| | 1COIN – 2PLAY | | | OFF | ON | | | | |
| | 1COIN – 3PLAY | | | ON | ON | | | | |
| NUMBER OF JACK | 3 JACKS | | | | | OFF | OFF | | |
| | 4 JACKS | | | | | ON | OFF | | |
| | 5 JACKS | | | | | OFF | ON | | |
| | 2 JACKS | | | | | ON | ON | | |
| TYPE | COCKTAIL TABLE | | | | | | | OFF | |
| | UPRIGHT | | | | | | | ON | |
| DEMONSTRATION SOUND | NON SOUND | | | | | | | | OFF |
| | SOUND | | | | | | | | ON |

| DIP SWITCH 2 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| DIFFICULTY 1 (SPEED OF MECHANIC BIRD) | MODERATE | | | | OFF | OFF | | | |
| | DIFFICULT | | | | ON | OFF | | | |
| | MORE DIFFICULT | | | | OFF | ON | | | |
| | TOP DIFFICULT | | | | ON | ON | | | |
| DIFFICULTY 2 (ENEMIES' NUMBERS AND SPEED) | EASY | | | | | | ON | OFF | |
| | MODERATE | | | | | | OFF | OFF | |
| | DIFFICULT | | | | | | OFF | ON | |
| | MORE DIFFICULT | | | | | | ON | ON | |
| RATIO OF SPECIAL COIN APPEARANCE | EASY | | | | | | | | OFF |
| | DIFFICULT | | | | | | | | ON |

- SW 1, SW 2, SW 3 of Dip SW 2 are not used. Be sure to keep them in the OFF position when using.




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LOWER
UPPER
(2P) RIGHT
A 1
LEFT (2P)
Lower
(1P) UP
B 2
DOWN (1P)
(2P) JUMP
C 3
D 4
(1P) RIGHT
E 5
LEFT (1P)
(2P) UP
F 6
DOWN (2P)
(1P) JUMP
H 1
J 8
COIN
K 9
ST (1P)
L 10
ST. (2P)
M 11
GND
N 12
GND
P 13
SP (+)
R 14
SP (-)
+12V
S 15
+12V
T 16
U 17
+5V
V 18
+5V
BOMB JACK

Geiger 26.06.87

# BOMB JACK

| Solder side | | Parts Side |
|---|---|---|
| 2P RIGHT | 1 | 2P LEFT |
| 2P UP | 2 | 2P DOWN |
| 2P JUMP | 3 | |
| | 4 | |
| 1P RIGHT | 5 | 1P LEFT |
| 1P UP | 6 | 1P DOWN |
| 1P JUMP | 7 | |
| | 8 | |
| COIN 1 | 9 | COIN 2 |
| 1P SELECT | 10 | 2P SELECT |
| GND | 11 | GND |
| GND | 12 | GND |
| GND | 13 | GND |
| SPEAKER | 14 | SPEAKER |
| +12V | 15 | +12V |
| | 16 | |
| +5V | 17 | +5V |
| +5V | 18 | +5V |

* TV CONNECTOR

1 BLUE
2 GREEN
3 RED
4 GND
5 SYNC
GND

| DIP SW 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| COIN 1 | | | | | | | | |
| 1coin 1credit | OFF | OFF | | | | | | |
| 1coin 2credits | ON | OFF | | | | | | |
| 1coin 3credits | OFF | ON | | | | | | |
| 1coin 6credits | ON | ON | | | | | | |
| COIN 2 | | | | | | | | |
| 1coin 1credit | | | OFF | OFF | | | | |
| 2coins 1credit | | | ON | OFF | | | | |
| 1coin 2credits | | | OFF | ON | | | | |
| 1coin 3credits | | | ON | ON | | | | |
| NUMBER OF JACK | | | | | | | | |
| 3 | | | | | OFF | OFF | | |
| 4 | | | | | ON | OFF | | |
| 5 | | | | | OFF | ON | | |
| 2 | | | | | ON | ON | | |
| TABLE | | | | | | | OFF | |
| UP RIGHT | | | | | | | ON | |
| DEMO SOUND | | | | | | | | ON |
| NO SOUND | | | | | | | | OFF |

| DIP SW 2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| DIFFICULTY (SPEED OF MECHANIC BIRD) | | | | | | | | |
| EASY 1 | | | | OFF | OFF | | | |
| 2 | | | | ON | OFF | | | |
| 3 | | | | OFF | ON | | | |
| DIFFICULT 4 | | | | ON | ON | | | |
| DIFFICULTY (ENEMIES' NUMBERS AND SPEED) | | | | | | | | |
| EASY 1 | | | | | | ON | OFF | |
| 2 | | | | | | OFF | OFF | |
| 3 | | | | | | OFF | ON | |
| DIFFICULT 4 | | | | | | ON | ON | |
| RATIO OF SPECIAL COIN APPEARANCE | | | | | | | | |
| EASY | | | | | | | | OFF |
| DIFFICULT | | | | | | | | ON |

* No.1, No.2, No.3 of DIP SW 2 are usually OFF.

# BOMB JACK

## WIRING DIAGRAM

| SOLID SIDE | | PART SIDE |
|---|---|---|
| 2P RIGHT | 1 | 2P LEFT |
| 2P DOWN | 2 | 2P UP |
| 2P JUMP | 3 | |
| 1P DOWN | 4 | 1P UP |
| 1P RIGHT | 5 | 1P LEFT |
| | 6 | |
| JUMP | 7 | |
| | 8 | |
| COIN 1 | 9 | COIN 2 |
| 1P START | 10 | 2P START |
| GND | 11 | GND |
| GND | 12 | GND |
| GND | 13 | GND |
| | 14 | SP |
| +12VOLT | 15 | +12VOLT |
| | 16 | |
| +5VOLT | 17 | +5VOLT |
| +5VOLT | 18 | +5VOLT |

| VIDEO PIN | |
|---|---|
| BLUE | 1 |
| GREEN | 2 |
| RED | 3 |
| GND | 4 |
| SYNC | 5 |

| DIP SWITCH1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| COIN 1 | | | | | | | | |
| 1COIN 1PLAY | OFF | OFF | | | | | | |
| 1COIN 2PLAY | ON | OFF | | | | | | |
| 1COIN 3PLAY | OFF | ON | | | | | | |
| COIN 2 | | | | | | | | |
| 1COIN 1PLAY | | | OFF | OFF | | | | |
| 2COIN 1PLAY | | | ON | OFF | | | | |
| 1COIN 2PLAY | | | OFF | ON | | | | |
| 1COIN 3PLAY | | | ON | ON | | | | |
| NUMBER OF JACK | | | | | | | | |
| 3JACK | | | | | OFF | OFF | | |
| 4JACK | | | | | ON | OFF | | |
| 5JACK | | | | | OFF | ON | | |
| 2JACK | | | | | ON | ON | | |
| COCKTAIL TABLE | | | | | | | OFF | |
| UPRIGHT | | | | | | | ON | |
| DEMO SOUND OFF | | | | | | | | OFF |
| ON | | | | | | | | ON |

| DIP SWITCH2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| DIFFICULTY 1(SPEED OF MECHANIC BIRD) | | | | | | | | |
| MODERATE | | | OFF | OFF | | | | |
| DIFFICULT | | | ON | OFF | | | | |
| MORE DIFFICULT | | | OFF | ON | | | | |
| TOP DIFFICULT | | | ON | ON | | | | |
| DIFFICULTY 2(ENEMIES'NUMBERS AND SPEED) | | | | | | | | |
| EASY | | | | | ON | OFF | | |
| MODERATE | | | | | OFF | OFF | | |
| DIFFICULT | | | | | OFF | ON | | |
| MORE DIFFICULT | | | | | ON | ON | | |
| RATIO OF SPECAL COIN APPEARANCE | | | | | | | | |
| EASY | | | | | | | | OFF |
| DIFFICULT | | | | | | | | ON |