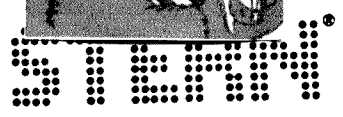


SER. NO.

FRANKLIN



ELECTRONICS, INC.

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Use the joystick to run around the room. To shoot press the FIRE BUTTON and aim with the joystick. Your man stops moving while firing. Hold the FIRE BUTTON down for rapid fire.

Shoot the LITTLE HOPPERS and NASTIES as fast as you can to avoid the crushing walls.

Every couple of rooms is a BONUS ROOM, run over all the points you can (all points are X 100). Also in the BONUS ROOM are two SMART BOMBS; run over the Bombs to pick them up. The SMART BOMBS can be used in any of the other rooms.

The SMART BOMBS do two things, first they kill the attacking NASTIES, and second, they stop the crushing walls.

STRAGETY FOR GAME PLAY

In the EYEBALL ROOM, stay out of the middle of the room.

In the SICKLE ROOM, the SICKLES key off your movement when not shooting.

In the CATERPILLAR ROOM, stay off the walls, the CATERPILLARS turn into BUTTERFLIES and fly around the room.

In the CYCLOTRON ROOM, the CYCLOTRONS won't move until you shoot; they key off your movement when shooting.

FACES and HOPPERS are very smart.

BUTTERFLIES are average smart.

When in doubt, SMART BOMB.

POINT VALUES

FACE - 50 points
EYEBALL - 50 points
SQUID - 70 points
SICKLE - 60 points
CATERPILLER - 50 points
BUTTERFLY - 100 points
PROPELLER - 40 points
CYCLOTRON - 60 points
TAZZ-MAN - 100 points
HOPPERS - 200 points
LITTLE HOPPERS - 20 points

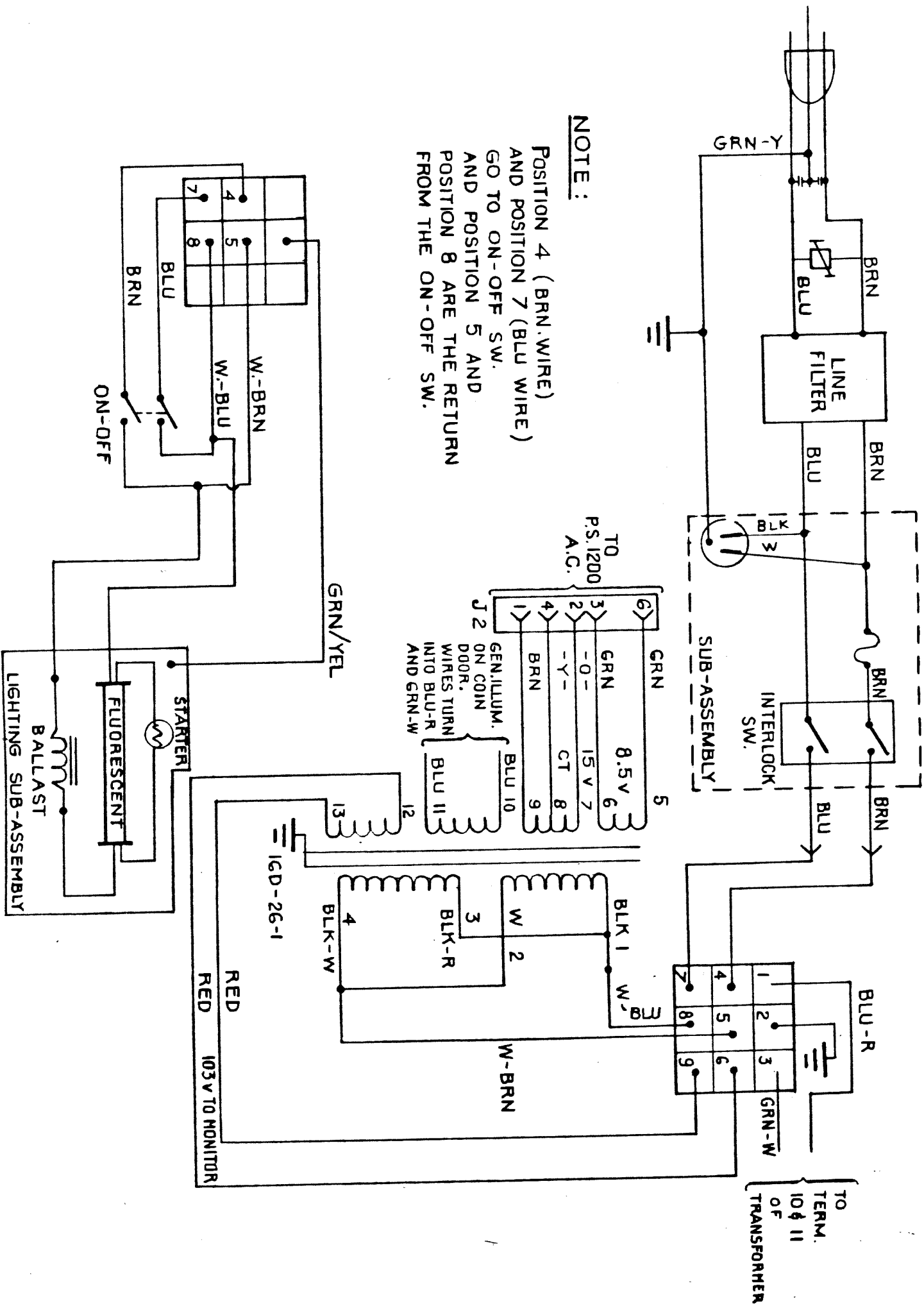
ROOM NAMES

1 THE FACE ROOM
2 THE EVIL EYEBALL ROOM
3 THE SQUID ROOM
4 THE SICKLE ROOM
5 THE CATERPILLAR ROOM
6 THE PROPELLER ROOM
7 THE CYCLOTRON ROOM
8 THE TAZZ ROOM
9 THE HOPPER ROOM
10 THE SUPER FACE ROOM
11 THE EVIL SUPER EYEBALL ROOM
12 THE SUPER SQUID ROOM
13 THE SUPER SICKLE ROOM
14 THE SUPER CATERPILLAR ROOM
15 THE SUPER PROPELLER ROOM
16 THE SUPER CYCLOTRON ROOM
17 THE SUPER TAZZ ROOM
18 THE SUPER HOPPER ROOM
19 THE SUPER MIXED ROOM

DIP SWITCH SETTINGS

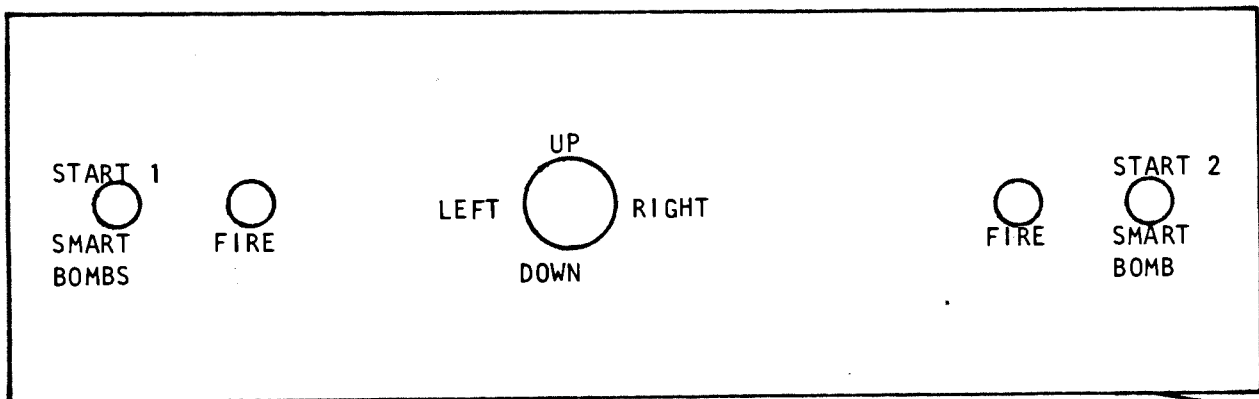
<u>DIP</u>	<u>ON</u>	<u>OFF</u>
<u>1</u>	DEMO SOUND	DEMO SOUND
2	5 LIVES	3 LIVES
3	COCKTAIL	UPRIGHT
<u>4</u>	<u>5</u>	<u>CREDITS</u>
OFF	OFF	<u>4</u>
OFF	ON	3
ON	OFF	1
ON	ON	2

NOTE:
 POSITION 4 (BRN. WIRE)
 AND POSITION 7 (BLU WIRE)
 GO TO ON-OFF SW.
 AND POSITION 5 AND
 POSITION 8 ARE THE RETURN
 FROM THE ON-OFF SW.



<u>CONTROL/COIN PANEL FUNCTION</u>	<u>36 PIN CONNECTOR POSITION NUMBER</u>	<u>CONTROL/COIN PANEL WIRE COLOR</u>	<u>CONTROL PANEL CONNECTOR PIN #</u>
COIN 1	A10	ORANGE	
COIN 2	B10	ORANGE	
STATIC GROUND		GREEN	10
1P LEFT	B8	WHT/ORG	4
1P RIGHT	A8	WHT/RED	7
1P DOWN	A7	WHT/BLK	8
1P UP	B7	WHT/YEL	6
START 1	A9	WHT/BRN	3
START 2	A11	WHT/GRN	1
1P FIRE 1	A6	WHT/BLUE	5
1P SMART BOMB	B6	YEL/BLK	2
2P LEFT	A4		
2P RIGHT	B4		
2P DOWN	A3		
2P UP	B3		
2P FIRE 1	A5		
2P SMART BOMB	B5		
COMMON GROUND	B16	GRN/BLK	12
COMMON -5V (WITH CSF-1000 ONLY)	A1	BLUE/YEL	11
COMMON +5V REG.	B18	RED/YEL	9

NOT USED IN UP-RIGHT GAME
USED IN COCKTAIL ONLY



#8 x 5/8 LG. P.R. HD.
S.M.S. TYPE "A" (CAD)

13C-62
MARQUEE (SCREENED)

14C-64
CONTROL PANEL
(SCREENED)

23C-134-2
REAR DOOR

15C-43
GLASS

17A-155
STRIKE

SEE FIG. 2
FOR JOY STICK
ASSEMBLY

17A-154
CLAMP

23D-123
SUB-STRATE

23C-134-1
FRONT DOOR

23D-134
CABINET

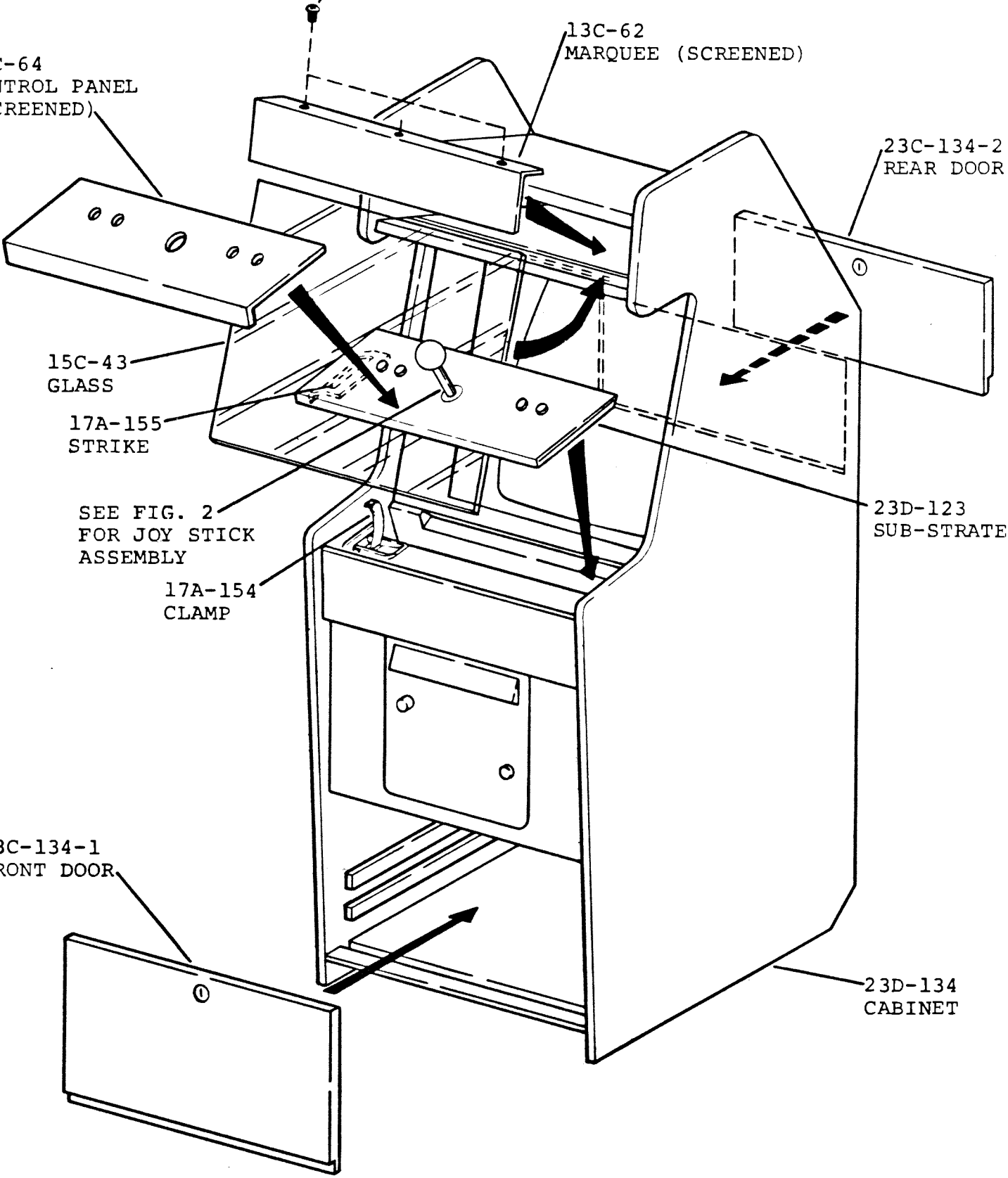


FIGURE 1. CABINET AND ASSOCIATED PARTS

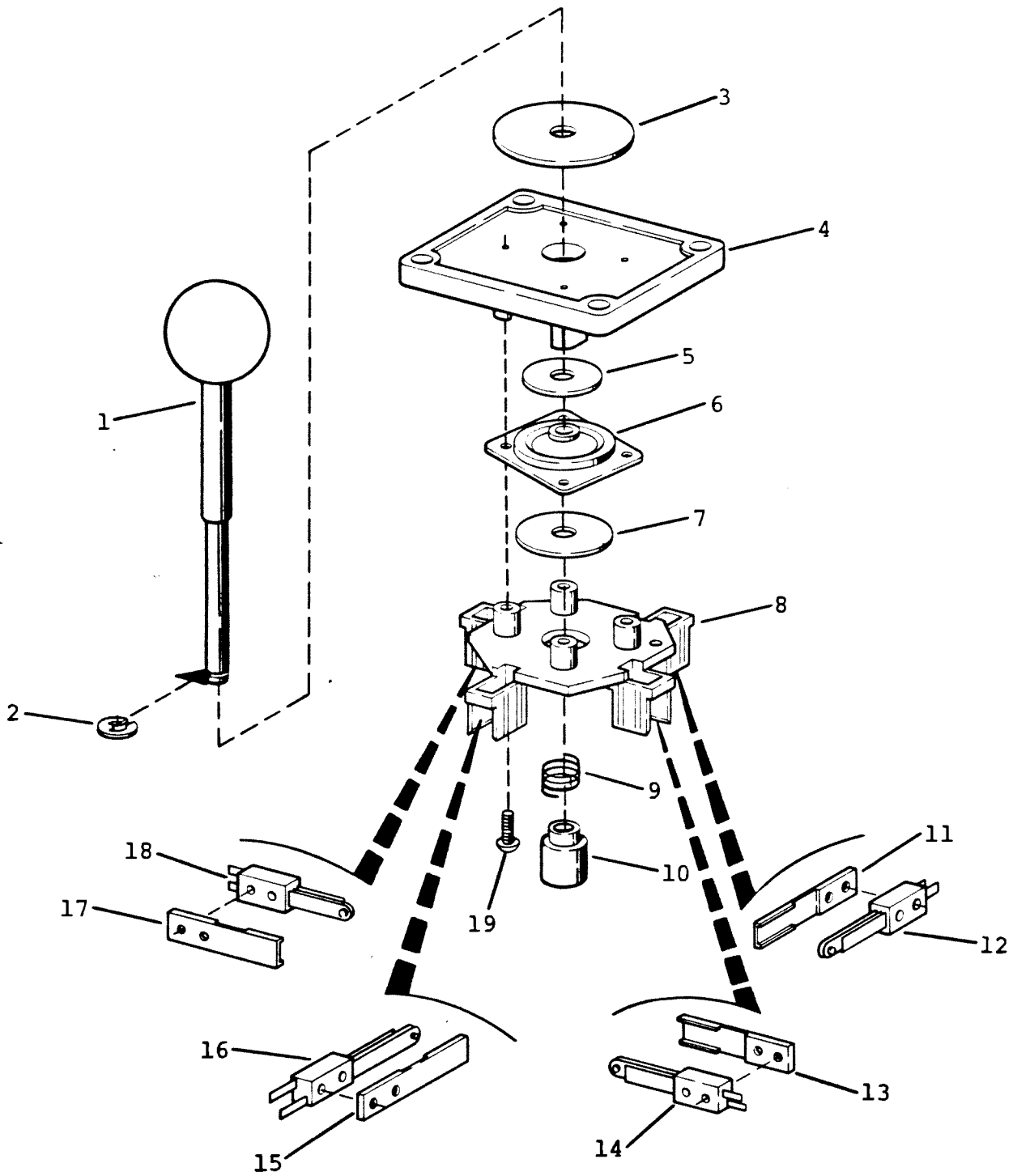


FIGURE 2. JOY STICK ASSEMBLY C-2187

ADDENDUM 21
PARTS LIST FOR
JOY STICK ASSEMBLY C-2187
SECTION 1

STERN PART NO.	DESCRIPTION	REFERENCE/ DESIGNATION
4A-457	Top Button	1
17A-104-37	Retaining Ring	2
3A-214	Washer	3
4A-455	Top Plate	4
3A-215	Washer	5
4A-456	Diapgram	6
3A-216	Washer	7
4A-454	Switch Mounting Plate	8
5A-190	Spring	9
4A-453	Switch Actuator	10
4A-449	Plastic Guard Actuator	11,13,15,17
8A-325-1	Moulded Switch	12,14,16,18
31A-844	#6 x 1 Phil. R.H. SEMS	19

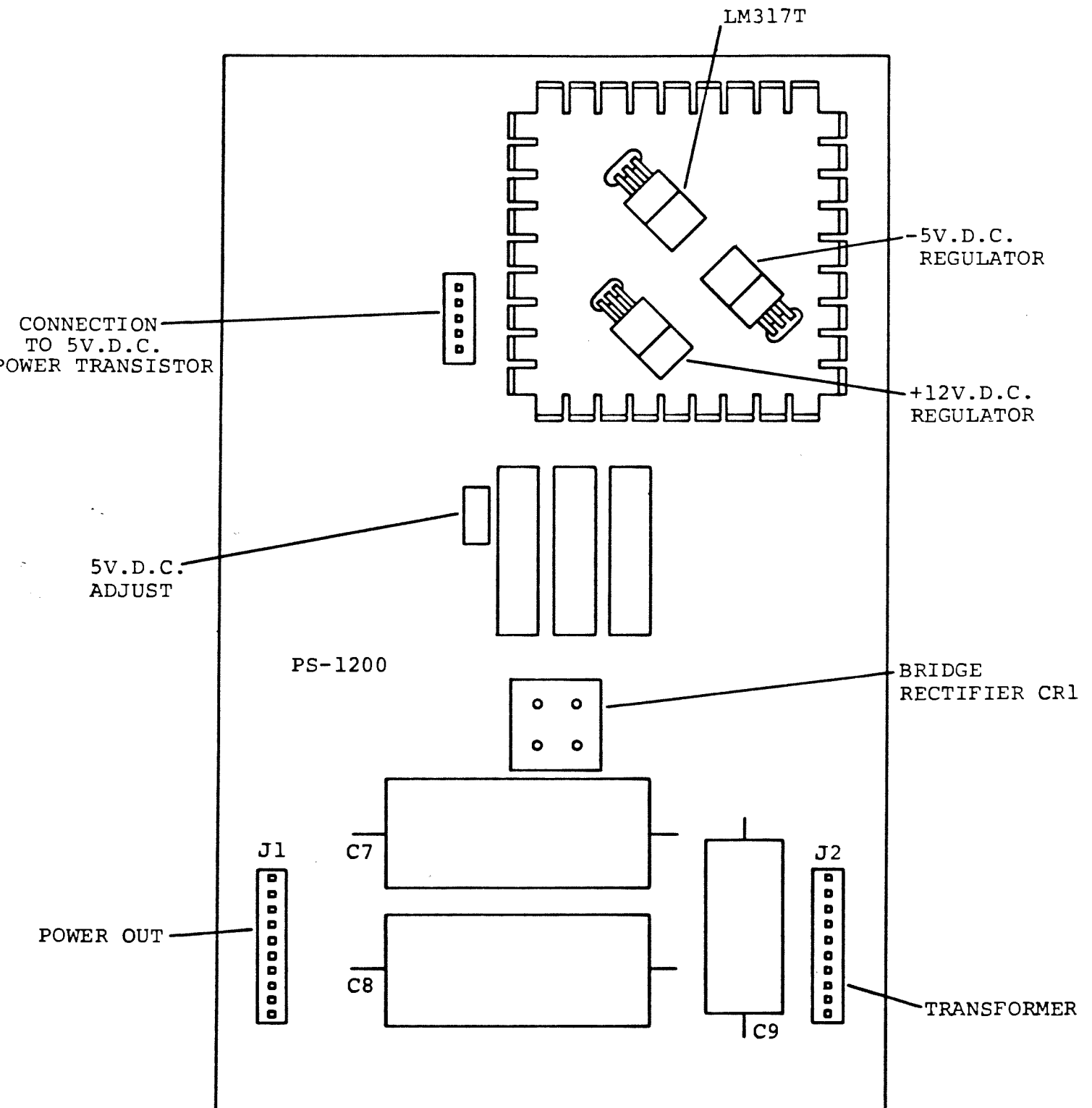


FIGURE 4. POWER SUPPLY BOARD PS-1200

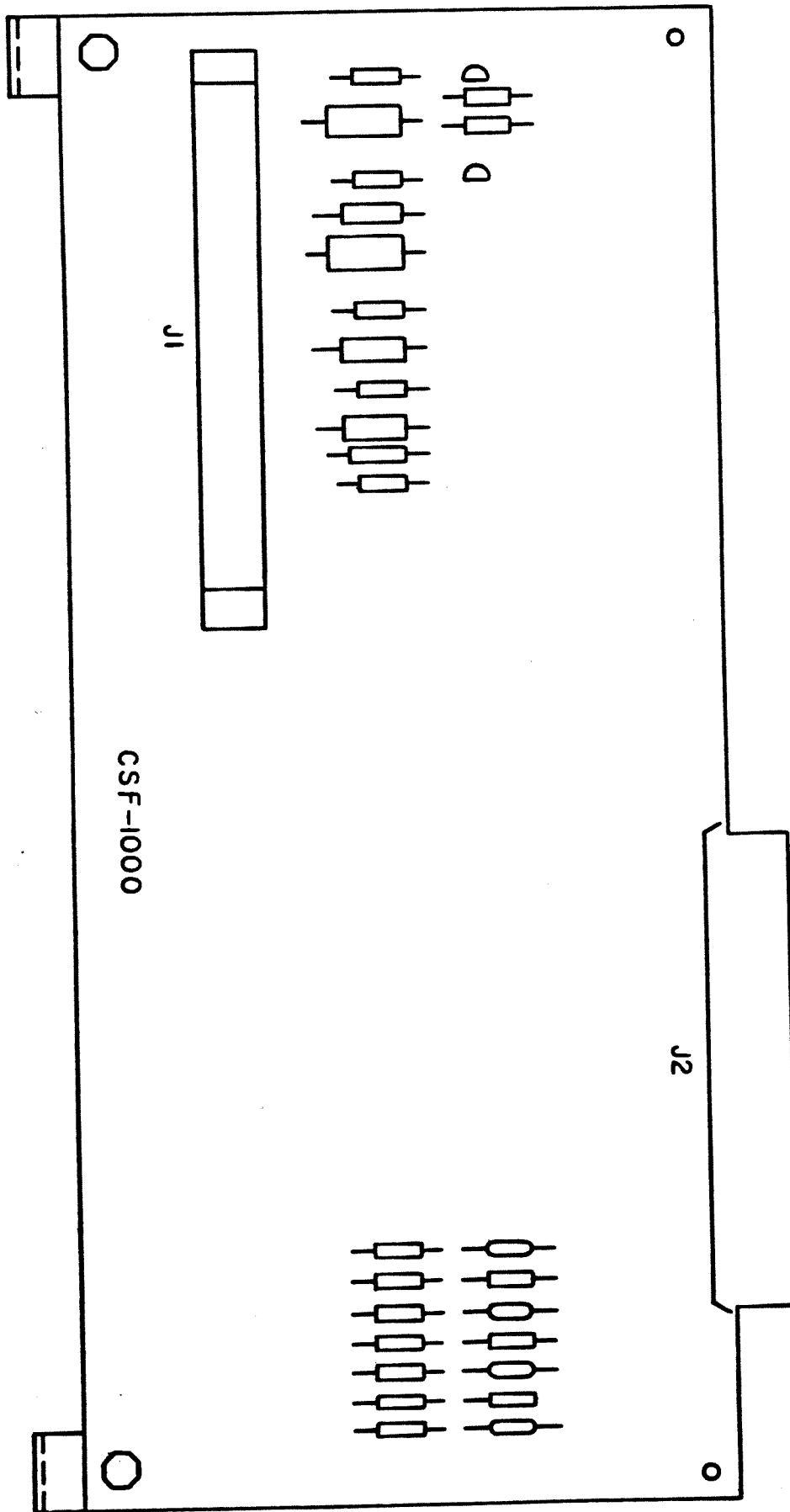


FIGURE 5. CIRCUIT BOARD CSF-1000

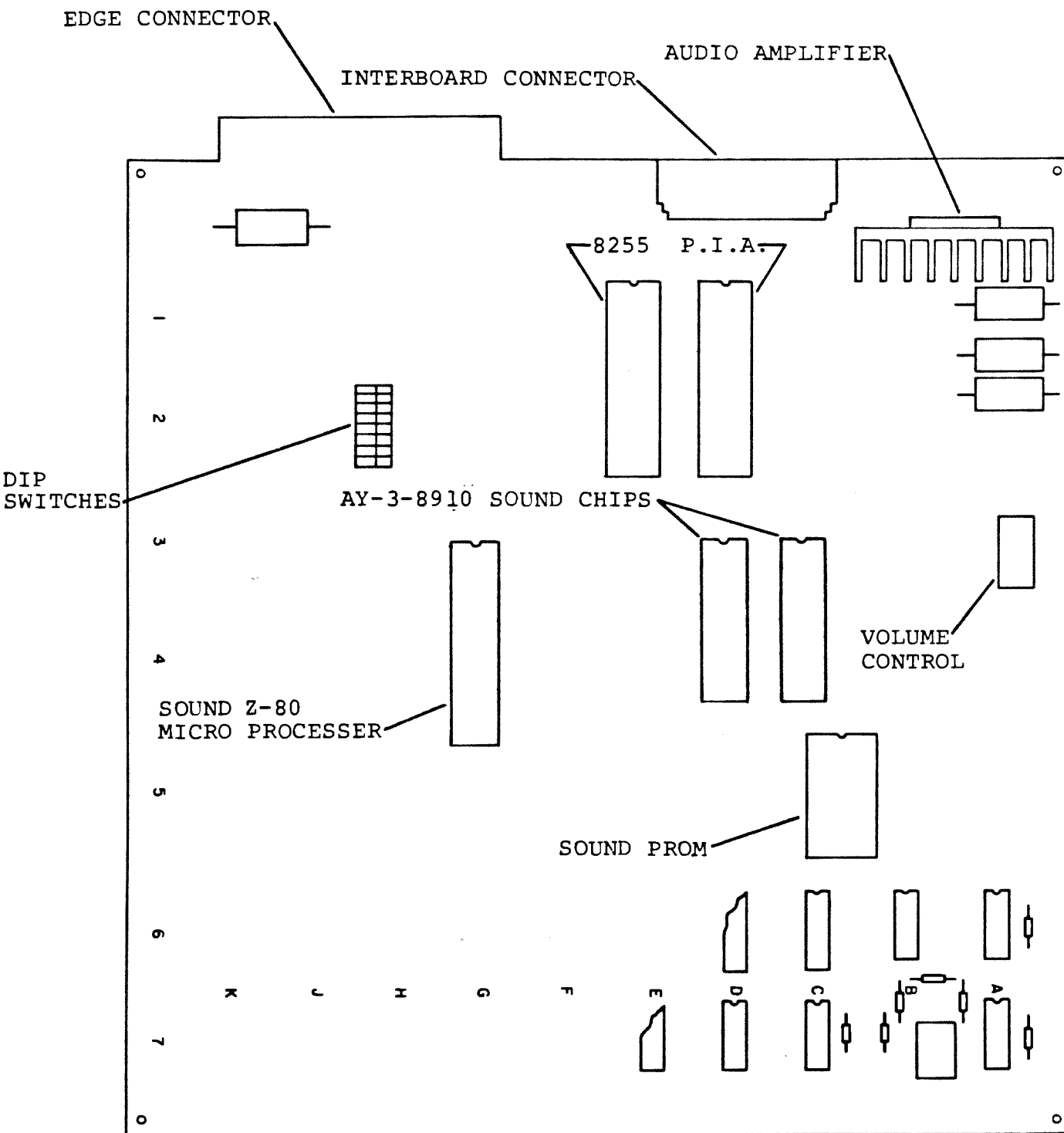


FIGURE 6. SOUND BOARD