



Nichibutsu

# Roller

## J·A·M·M·E·R

SERVICE MANUAL



## INSTALLATION

YOUR GAME WAS SHIPPED FROM THE FACTORY IN READY-TO-PLAY CONDITION.

A BRIEF INSPECTION IS SUGGESTED BEFORE THE MACHINE IS REMOVED FROM THE CARTON. IF THERE IS DAMAGE TO THE SHIPPING CARTON, CONTACT THE FREIGHT CARRIER FOR CLAIM PURPOSES. EXTERNAL DAMAGE COULD INDICATE POSSIBLE DAMAGE TO THE CABINET AND/OR ELECTRONICS COMPONENTS.

AFTER THE CARTON HAS BEEN SATISFACTORILY INSPECTED, REMOVE THE MACHINE FROM THE SHIPPING CARTON.

EXAMINE THE INTERIOR OF THE GAME FOR DISCONNECTED WIRES, CABLES OR HARNESES. MAKE SURE THE ELECTRONIC DEVICES ARE SECURELY MOUNTED IN THEIR SOCKETS, ETC. RECORD THE GAME SERIAL NUMBER, SINCE IT WILL BE REQUIRED FOR REFERENCE AND SERVICING.

## USER INFORMATION - F.C.C.

### WARNING

THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS.

IT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS "A" COMPUTING DEVICE PURSUANT TO SUBPART J OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT.

OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT HIS OWN EXPENSE WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

## NICHIBUTSU - ROLLER JAMMER GAME INSTRUCTIONS

### CONTROLS

- \* Move joystick "UP" and man will skate quickly gaining momentum.
- \* Move joystick "DOWN" and skater will DUCK DOWN to avoid upper body punches.
- \* Move joystick "LEFT or RIGHT" to move skater thru traffic during gameplay.
- \* Push "JUMP" and skater leaps into the air to avoid water spills, downed opponents and grand stand technique.
- \* Push "LEFT PUNCH" or "RIGHT PUNCH" and skater will extend appropriate arm to clobber a path to victory!
- \* Push "START" TO BEGIN PLAY.

### HOW TO PLAY

1. Player must first "QUALIFY" in order to determine skaters race time allotment.
2. Within given time, skater must "PASS" given number of opponents to complete each race. This number is shown in the top right corner of the screen. Success graduates to the next race.
3. Game over if skater does not accomplish required passing.
4. BONUS points for time leftover after each race.
5. During game play, skater can qualify for each of three levels of competition; Novice, Amateur & Professional. Player can face up to nine different teams.

GAME PLAY STRUCTURE

NOVICE CLASS

TEAMS

TIME TRIAL RACE - ONE FLAGS!

Race One

BIG BOMBERS

Race Two

SLICK SLAPPERS

Race Three

MAD SMASHERS

AMATEUR CLASS

TIME TRIAL RACE - TWO PYLONS!

Race Four

WILD BRUISERS

Race Five

SMOOTH SLAMMERS

Race Six

MEAN BULLIES

PROFESSIONAL CLASS

TIME TRIAL RACE - THREE FLAGS & PYLONS!

Race Seven

BONE CRUSHERS

Race Eight

MIGHTY MUSCLES

Race Nine

RAIL REBELS

EVENT OVER - CONGRADULATIONS !!!

# ROLLER HAMMER

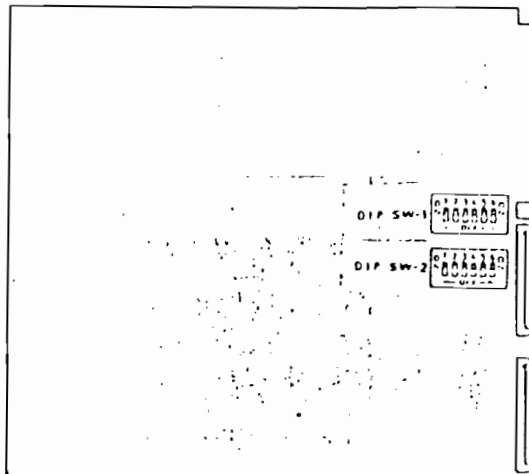
## DIP SWITCH ADJUSTMENTS

### SWITCH 1

OPTION		1	2	3	4	5	6
Coin 1	1 Coin / 1 Play	OFF	OFF				
	1 " / 2 "	OFF	ON				
	2 " / 1 "	ON	OFF				
	Free Play	ON	ON				
Coin 2	1 Coin / 3 Play			OFF	OFF		
	1 " / 6 "			OFF	ON		
	2 " / 2 "			ON	OFF		
	3 " / 1 "			ON	ON		
No Use. Must set:						OFF	
Table Upright							OFF ON

### SWITCH 2

OPTION		1	2	3	4	5	6
Allotted Time	40 Sec.	OFF					
	50 "	ON					
Difficulty	Easy		OFF				
	Hard		ON				
Passed Men	20 person			OFF	OFF		
	30 "			OFF	ON		
	40 "			ON	OFF		
	50 "			ON	ON		
Bonus Points	100 pts.					OFF	
	200 "					ON	
Demo Sound							ON
No Demo Soun							OFF



ROLLER JAMMER - DIP SWITCH PROGRESSIONS

SHOWROOM DEMO

EASY  
50 seconds allotted time  
20 persons to pass

INITIAL LOCATION SET-UP

EASY  
40 seconds allotted time  
20 persons to pass

3TH WEEK - 5TH WEEK

EASY  
40 seconds allotted time  
30 persons to pass

6TH WEEK - 8TH WEEK

HARD  
50 seconds allotted time  
30 persons to pass

9TH WEEK - 11TH WEEK

HARD  
40 seconds allotted time  
30 persons to pass

12TH WEEK - 14TH WEEK

HARD  
50 seconds allotted time  
40 persons to pass

15TH WEEK - 18TH WEEK

HARD  
40 seconds allotted time  
40 persons to pass

19TH WEEK - 22ND WEEK

HARD  
50 seconds allotted time  
50 persons to pass

23TH WEEK - 25TH WEEK

EASY  
40 seconds allotted time  
50 persons to pass

26TH WEEK - ON

HARD  
40 seconds allotted time  
50 persons to pass

ROLLER JAMMER -CABINET PARTS

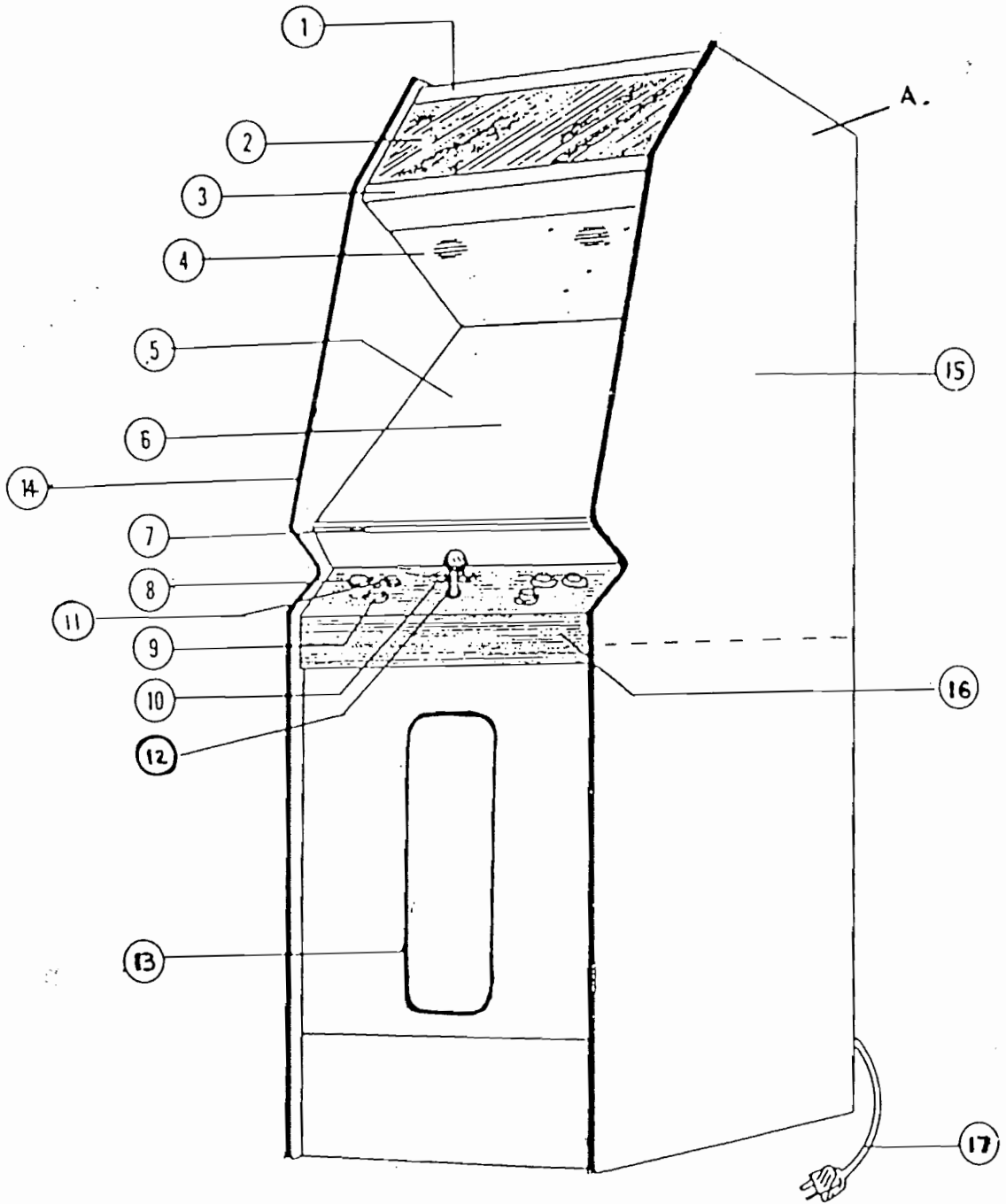
- A. WOOD CABINET
- 1. Top Marquee Metal Bracket
- 2. Marquee Plex
- 3. Bottom Marquee Metal Bracket
- 4. Speaker , 8ohm , 6 watt , 5 1/4" Round (2 required)
- 5. Monitor Bezel
- 6. Monitor Glass, tinted & tempered
- 7. Monitor Hold Bracket-Front
- 7B. Monitor Hold Bracket-Rear
- 8. Left Punch Button (2 required)
- 9. Right Punch Button (2 required)
- 10. Player 1 Start Button
- 10B. Player 2 Start Button
- 11. Right Punch Button (2 required)
- 12. 8 Way Joystick
- 13. Over/Under Coin Door Assembly
- 14. Left Side Decal
- 15. Right Side Decal
- 16. Control Panel Overlay
- 16B. Metal Control Panel
- 17. Power Cord- AC

NOT SHOWN

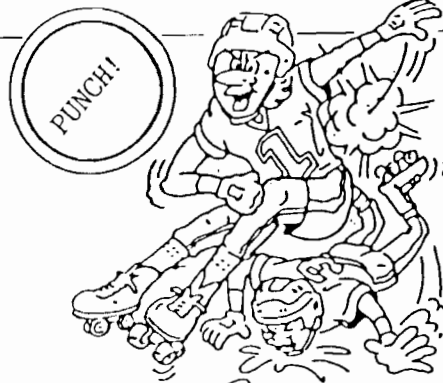
- 18. Power Supply 7A +5V,+12V & -5V.
- 19. Fuse Block
- 20. Line Filter
- 21. Isolation Transformer
- 22. 19" Color Monitor
- 23. Wiring Harness
- 24. F.C.C. Metal Cage
- 25. Nichibutsu P.C.B.
- 26. Coin Meter
- 27. Monitor Side Bracket (2 required)
- 28. Rear Door Assembly
- 29. Rear Door Lock
- 30. Light Fixture-Complete
- 31. Speaker Grill

HEIGHT - 73"  
WIDTH - 25 1/2"  
DEPTH - 27 1/4"  
WEIGHT - 330 lbs.

CABINET FRONT VIEW

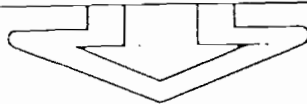






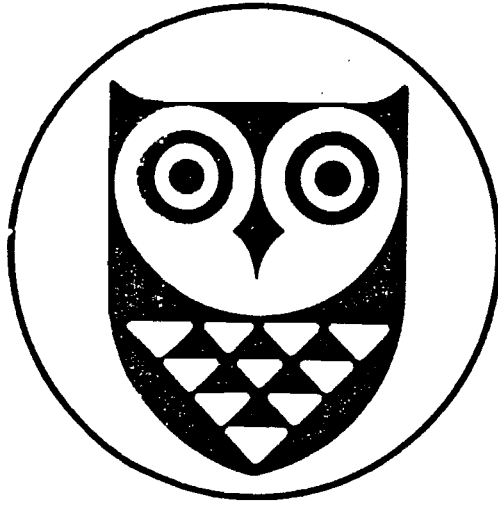
## TIME TRIAL RACE

- \* REACH THE GOAL FAST AVOIDING OBJECTS.
- \* PROCEED TO MAIN RACE BY REACHING THE GOAL WITHIN GIVEN TIME. EXTRA TIME IS GIVEN BY HOW FAST YOU FINISH THE TRIAL.

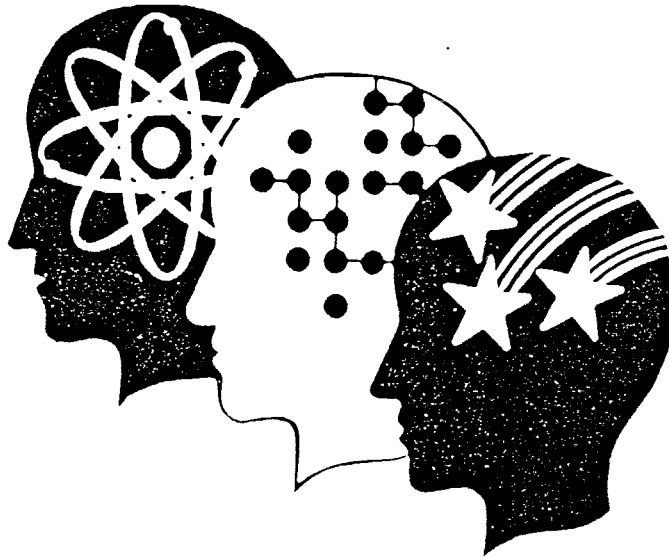


## MAIN RACE

- \*PASS THE PRESET NUMBERS OF ENEMIES WITHIN GIVEN TIME.
- \*PASSED ENEMIES ARE SHOWN AS AT THE TOP RIGHT HAND CORNER. WILL CHANGE TO WHEN YOU PASS 10 ENEMIES. CXHANGE ALL TO
- \*HIGHER SCORES FOR KNOCKING DOWN THE ENEMIES IN SUCCESSION.
- \*WARNING! WHEN FLASHES, ENEMIES WILL TRY TO KNOCK YOU DOWN! WATCH OUT!
- \*AVOID CONTACT WITH RAILS.



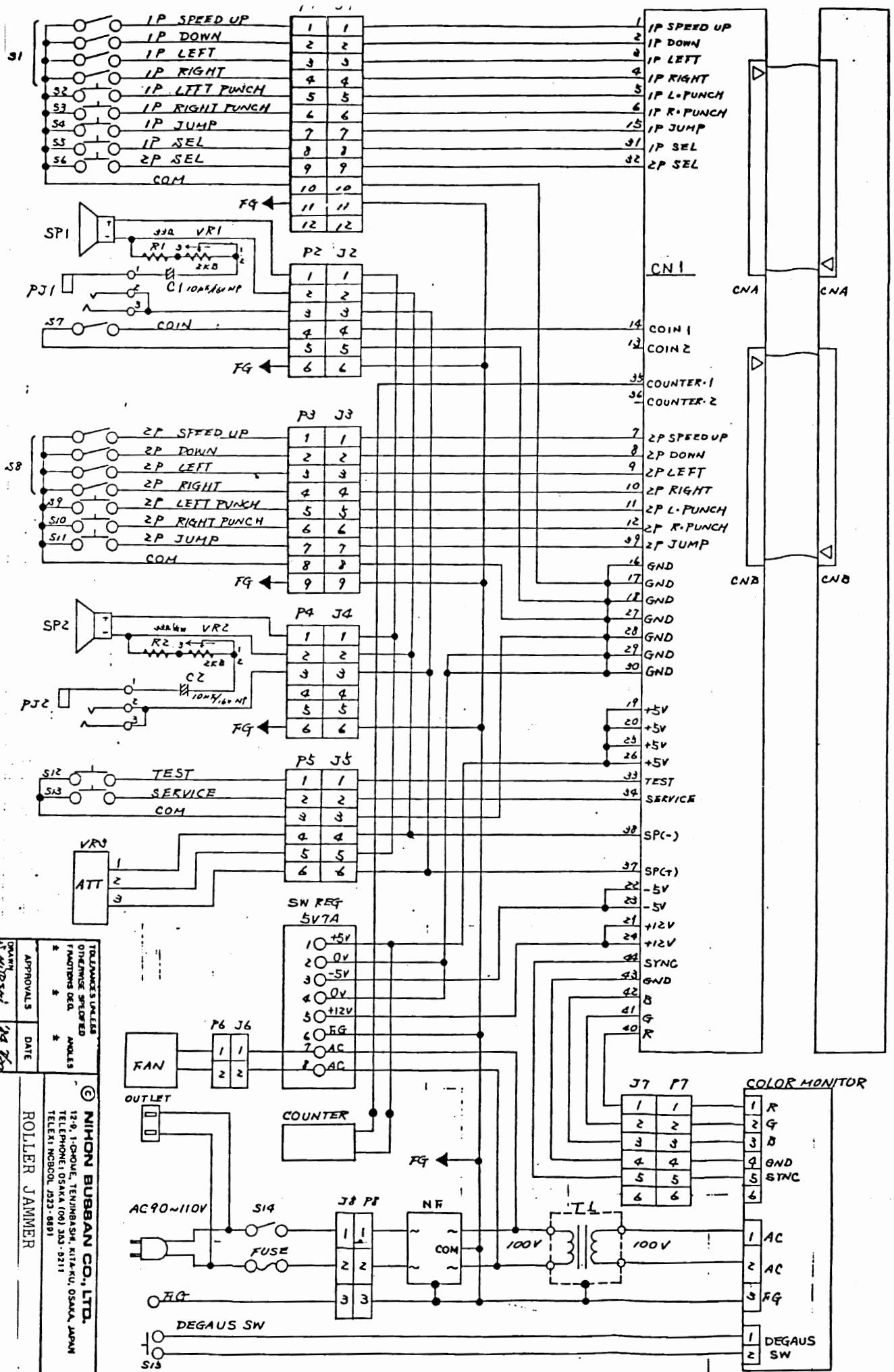
# Nichibutsu



Frontier Spirit  
of Amusement

15737 GARFIELD AVE.  
UNIT #18  
PARAMOUNT, CA 90723

\* 8 Way Joystick  
\* Horizontal Monitor



DRAWING NO.	DATE	APPROVALS	DESIGNED BY
REV. A	1/2 7/8		
SCALE	SIZE	DRAWING NO.	
	1/2	P4W0501	
	1/2 7/8	SHEET 1/1	

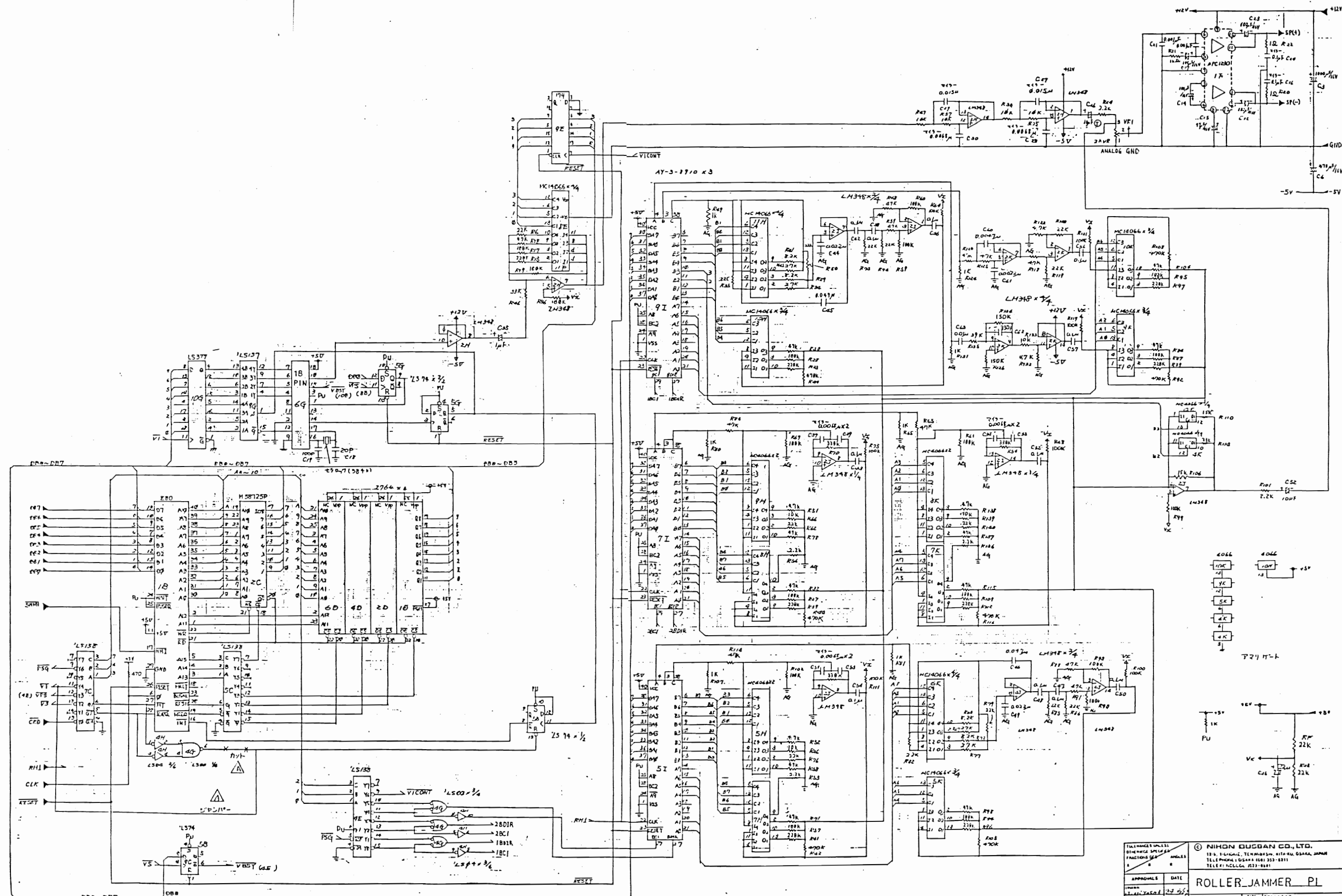
TOLUANCE (TAPERS)  
 DIMENSIONS SPECIFIED  
 UNLESS OTHERWISE NOTED  
 \* \* \* \* \*  
 APPROVALS \* \* \* \* \*  
 DATE \* \* \* \* \*  
 DESIGNED BY \* \* \* \* \*  
 DRAWN BY \* \* \* \* \*  
 CHECKED BY \* \* \* \* \*  
 ORDERED BY \* \* \* \* \*

Nihon Bubbann Co., Ltd.  
 12-9, 1-CHOME, TENJINBASHI, KITA-KU, OSAKA, JAPAN  
 TELEPHONE: OSAKA (06) 343-2211  
 TELETEXT: NCB00L J23-8891

ROLLER JAMMER  
 ATT 1 2 3  
 VRS



0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10



APPROVALS		DATE	SCALE	DATE	SCALE
DRAWN		12-95	A1	12-95	1/2
CHECKED					
DESIGNED					
REV - A		11-97	1/2		

© NIHON DUGSAN CO., LTD.  
1-1-1, HONJO, TEMPAKU, SITA-KU, OSAKA, JAPAN  
TEL: PHONE: 06-661-3311  
TELEX: NCCJGJ 331-8811

ROLLER JAMMER PL  
BILL NO. 8210501  
REV - A 11-97 1/2



