SOLDER SIDE		PARTS SIDE	DIP SW 1	, t								
GND	1	GND	NUMBER OF PLAYER	1	2	3	4	5	6	7	8	
GND	2	GND		0.000	000			at .				
+5V	3	+5V	3	OFF	OFF						Ť	
+5V	3 4	+5V	4	ON	OFF			ر	C.			
131		±31	5	OFF	ON			٦	· .			
+12V	5 6	+12V	2 DEMO COUNTR	ON	ON							
	7	+17A	DEMO SOUND NO DEMO SOUND			OFF						
COUNTER B	8	COUNTER A	COIN MODE 2	•		ON	ار مارسون مارسون				1	
GND	9	GND	Selector A									
SPEAKER(-)	10	SPEAKER(+)					•	5. V <sup>2</sup> .				
	11	OI DANDA (+)	1coin 1play	A township	Sir Je Sagari (1985) Principle in Principle	* 6 ±		OFF	OFF			
GREEN	12	RED	2coin 1play					ON	OFF			
SYNC	13	BLUE	3coin 1play		•		ŧ	OFF	ON	•		
SERVICE SW	14	GND	5coin 1play Selector B	•			*	ON	ON	1.4		
	15	CIND		* .			ar 🛝		1.5 th	•	4 S.	
COIN B	16	COIN A	1coin 2play	r				•		OFF	OFF	
2P START	17	1P START	1coin 3play			1.0				ON	OFF	
2P UP	18	1P UP	1coin 5play 1coin 6play						. *	OFF	ON	
2P DOWN	19	1P DOWN	COIN MODE 1					6.5		ON	ON	
2P LEFT	20	1P LEFT							022			
2P RIGHT	21	1P RIGHT	1coin 1play				other we.	OFF	OFF	OFF	- OFF	4.
2P ATTACK	22	1P ATTACK	2coin 1play					ON	OFF	- OFF	OFF	е, -
2P JUMP	23	1P JUMP	3coin 1play					OFF	ON	OFF	OFF	
00.1	24	ir John	4coin 1play					ON	ON	OFF	OFF	4
	25		5coin 1play 6coin 1play			<b>3</b> 6 -		OFF	OFF	ON	OFF	
	<b>2</b> 6		1coin 1play					ON	OFF	ON	OFF	
GND	27	GND	1coin 3play					OFF	ON	ON	OFF	į.
GND	28	GND	1coin 4play					ON	ON	ON	OFF	24.7
		and	1coin 4play					OFF	OFF	OFF	ON	
		•	_ <del>_</del> •					ON	OFF	OFF	ON	
			1coin 6play					OFF	ON	OFF	ON	
			2coin 3play					ON	ON	OFF	ON	
*			3coin 2play					OFF	OFF	ON	ON	
			5coin 3play					ON	OFF	ON	ON	
			8coin 3play				•	OFF	ON	ON	ON	
			Free play					ON ·	ON	ON	ON	

DIP SW 2								
	1	2	3	4	5	6	7	8
SCREEN NOMAL	OFF		•	•	ŭ		•	
SCREEM REVERSE	ON							
TABLE TYPE		OFF						
UPRIGHT TYPE		ON						•
COIN MODE 1			OFF					
COIN MODE 2			ON					
DIFFICULTY								
nomal				OFF	OFF			
hard				ON	OFF			
very hard				OFF	ON			
easy				ON	ON			
STOP MODE No						OFF		
Yes						ON		
NO DEATH MODE No							OFF	
Yes NOTE TEST MODE							ON	
NOT TEST MODE								OFF
TEST MODE								ON