

64TH STREET

DIP SWITCH #1		1	2	3	4	5	6	7	8
COINCHUTE #1	1 COIN 1 CREDIT	OFF	OFF	OFF	OFF				
	1 COIN 2 CREDITS	ON	OFF	OFF	OFF				
	1 COIN 3 CREDITS	OFF	ON	OFF	OFF				
	1 COIN 4 CREDITS	ON	ON	OFF	OFF				
	1 COIN 5 CREDITS	OFF	OFF	ON	OFF				
	1 COIN 6 CREDITS	ON	OFF	ON	OFF				
	2 COINS 1 CREDIT	OFF	ON	ON	OFF				
	3 COINS 1 CREDIT	ON	ON	ON	OFF				
	4 COINS 1 CREDIT	OFF	OFF	OFF	ON				
	2 COINS 3 CREDITS	ON	OFF	OFF	ON				
COINCHUTE #2	1 COIN 1 CREDIT					OFF	OFF	OFF	OFF
	1 COIN 2 CREDITS					ON	OFF	OFF	OFF
	1 COIN 3 CREDITS					OFF	ON	OFF	OFF
	1 COIN 4 CREDITS					ON	ON	OFF	OFF
	1 COIN 5 CREDITS					OFF	OFF	ON	OFF
	1 COIN 6 CREDITS					ON	OFF	ON	OFF
	2 COINS 1 CREDIT					OFF	ON	ON	OFF
	3 COINS 1 CREDIT					ON	ON	ON	OFF
	4 COINS 1 CREDIT					OFF	OFF	OFF	ON
	2 COINS 3 CREDITS					ON	OFF	OFF	ON
FREE PLAY	ON	ON	ON	ON	ON	ON	ON	ON	ON

DIP SWITCH #2		1	2	3	4	5	6	7	8
SCREEN DISPLAY	NORMAL (OR REVERSE)	OFF							
	REVERSE (OR NORMAL)	ON							
SOUND IN ATTRACT MODE	NECESSARY		ON						
	UNNECESSARY		OFF						
CONTINUE	NECESSARY			OFF					
	UNNECESSARY			ON					
DIFFICULTY LEVEL	STANDARD				OFF	OFF			
	EASY				ON	OFF			
	DIFFICULT				OFF	ON			
	MORE DIFFICULT				ON	ON			
NUMBER OF LIVES	2 (STANDARD)						OFF	OFF	
	1						ON	OFF	
	3						OFF	ON	
	5						ON	ON	
*TEST MODE	YES								ON
	NO								OFF

\*IF BOTH 1-PLAYER AND 2-PLAYER BUTTONS ARE PRESSED SIMULTANEOUSLY IN THE TEST MODE, THE SCREEN DISPLAY WOULD GET FROZEN.

EDGE CONNECTOR DIAGRAM (EDGE CONNECTOR OF JAMMA SPECS.)

COMPONENT SIDE		SOLDER SIDE	
GND	1 A	GND	
GND	2 B	GND	
HEADPHONE L&R (-)			
+5V	3 C	+5V	
+5V	4 D	+5V	
	5 E		
+12V	6 F	+12V	
KEY TO PREVENT ERRONEOUS INSERTION	7 H	KEY TO PREVENT ERRONEOUS INSERTION	
COIN METER #1	8 J	COIN METER #2	
	9 K		
SPEAKER 1 (+) HEADPHONE L (+)	10 L	SPEAKER 1 (-)	
	11 M		
VIDEO RED	12 N	VIDEO GREEN	
VIDEO BLUE	13 P	VIDEO SYNC	
VIDEO GND	14 R	SERVICE SWITCH	
	15 S		
COIN SW #1	16 T	COIN SW #2	
START SW #1	17 U	START SW #2	
1P UP	18 V	2P UP	
1P DOWN	19 W	2P DOWN	
1P LEFT	20 X	2P LEFT	
1P RIGHT	21 Y	2P RIGHT	
1P PUSH 1	22 Z	2P PUSH 1	
1P PUSH 2	23 a	2P PUSH 2	
	24 b		
	25 c		
	26 d		
GND	27 e	GND	
GND	28 f	GND	

SPEAKER #2 (+)	1	2	SPEAKER #2 (-)
HEADPHONE R (+)			

