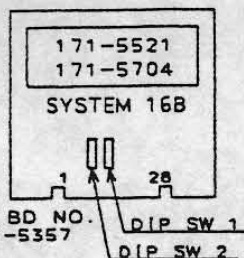


AURAIL (833-7701-01~)

COIN/CREDIT OPTION SWITCH SETTING DIP SW 1

OPTION	1	2	3	4	5	6	7	8
1 COIN 1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN 2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN 3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1 COIN 4 CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1 COIN 5 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN 6 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS 1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS 1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4 COINS 1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COINS 3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS 1 CREDIT	OFF	ON	OFF	ON	OFF	ON	OFF	ON
4 COINS 2 CREDITS	OFF	ON	OFF	ON	OFF	OFF	ON	ON
5 COINS 3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
6 COINS 4 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
2 COINS 1 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
4 COINS 3 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
1 COIN 1 CREDIT	OFF	OFF	ON	ON	OFF	OFF	ON	ON
2 COINS 2 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
3 COINS 3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
4 COINS 4 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
5 COINS 6 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
1 COIN 1 CREDIT	ON	OFF	ON	ON	ON	OFF	ON	ON
2 COINS 2 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
3 COINS 3 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
4 COINS 5 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
1 COIN 1 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
2 COINS 3 CREDITS	ON	ON	ON	ON	ON	ON	ON	ON
FREE PLAY	ON	ON	ON	ON	ON	ON	ON	ON
	COIN SW #1				COIN SW #2			



MONITOR
HORIZONTAL

*1 EXTRA PLAYER

	NORMAL		HARD
OFF	80000 PTS	ON	100000 PTS
	200000 PTS		300000 PTS
	500000 PTS		700000 PTS
	1000000 PTS		1000000 PTS

*2 SPECIAL FUNCTION MODE

In this mode, the player becomes invincible and ROUND selection is possible. When using this MODE, with the DIP SW turned ON and while pressing the 1P START button, turn the power ON. (Since this MODE is used for BOARD checking, make sure that it is OFF in normal cases.)

*3 CONTROLLER SELECT

A TYPE (1P SIDE)



PIN ASSIGNMENT

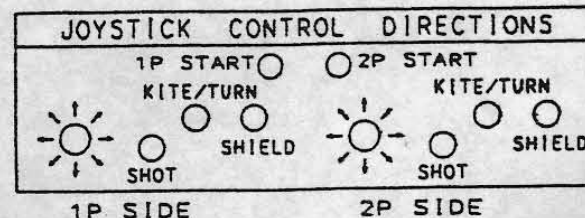
COMPONENT SIDE		SOLDER SIDE
GND	1A	GND
GND	2B	GND
+5V	3C	+5V
+5V	4D	+5V
+12V	5E	+12V
COIN METER 1	6F	COIN METER 2
(NOT USED)	7H	(NOT USED)
1P SHIELD	8J	2P SHIELD
1P SHOT	9K	2P SHOT
1P KITE/TURN	10L	2P KITE/TURN
(NOT USED)	11M	(NOT USED)
1P DOWN	12N	2P DOWN
1P UP	13P	2P UP
1P RIGHT	14R	2P RIGHT
1P LEFT	15S	2P LEFT
(NOT USED)	16T	(NOT USED)
(NOT USED)	17U	(NOT USED)
(NOT USED)	18V	(NOT USED)
(NOT USED)	19W	(NOT USED)
COIN 1	20X	1P START
COIN 2	21Y	2P START
TEST	22Z	(NOT USED)
SERVICE	23a	(NOT USED)
SPEAKER (+)	24b	SPEAKER (-)
RED	25c	GREEN
BLUE	26d	OMP.SYNC
GND	27e	GND
GND	28f	GND

56P P=3.96mm

OPTION SWITCH SETTING DIP SW 2

OPTION	1	2	3	4	5	6	7	8
CABINET TYPE	UPRIGHT	OFF						
	TABLE	ON						
ADVERTISE SOUND	OFF	OFF						
	ON	ON						
NUMBER OF PLAYERS	3		OFF	OFF				
	4		ON	ON				
	5		OFF	ON				
	2		ON	ON				
*1 EXTRA PLAYER	NORMAL				OFF			
	HARD				ON			
GAME DIFFICULTY	NORMAL					OFF		
	HARD					ON		
*3 CONTROLLER SELECT	1P SIDE						OFF	
	2P SIDE						ON	
*2 SPECIAL FUNCTION MODE (NOT USED)	OFF							OFF
	ON							ON

B TYPE (2P SIDE)



(Both TYPE A and TYPE B CONTROL PANELS can be used.)

In the case of TYPE A: When No. 7 of DIP SW 2 is turned OFF and the "1P SIDE" is set, the JOYSTICK can be used alternately by the 2 players in 2P PLAY.

In the case of TYPE B: When No. 7 of DIP SW 2 is turned ON and the "2P SIDE" is set, each player can operate a separate JOYSTICK in 2P PLAY.