

5. PC BOARD CONNECTORS

Baradeuke

J6. 8P Plug Housing
(Socket Contact)

1	Video	RED
2	Video	GREEN
3	Video	BLUE
4	Video	SYNC
5	Video	GND
6		

Housing 1-480704-0
Contact 350889-1 AXP

J7. 3P Plug Housing
(Socket Contact)

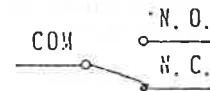
1	+ 12 V	1 A
2	GND	
3	+ 5 V	4 A

Housing 1-480700-0
Contact 350889-1 AXP

J8. 44P Edge Connector (In between E-F)
225J-22221-488-DDK (3.96mm pitch)

PARTS MOUNTED SIDE		SOLDERED SIDE	
GND	A	1	GND
Speaker (+)	B	2	Speaker (-)
Lockout Solenoid	C	3	Coin Counter 1
1 P Start Lamp	D	4	2 P Start Lamp
+ 12 V	E	5	+ 12 V
+ 5 V	F	6	+ 5 V
GND	H	7	GND
Service SW	J	8	Test SW
Coin 1 SW	K	9	Coin 2 SW
1 P Start SW	L	10	2 P Start SW
P 1 Fire SW	M	11	P 2 Fire SW
P 1 left SW	N	12	P 2 Left SW
P 1 Down SW	P	13	P 2 Down SW
P 1 Right SW	R	14	P 2 Right SW
P 1 Up SW	S	15	P 2 Up SW
	T	16	
	U	17	
	V	18	
	W	19	
	X	20	
Coin Counter 2	Y	21	Table GND *
GND	Z	22	GND

- The power supply for the lockout solenoid and the coin counter is +12V.
 - The power supply for the start lamp is +5V.
 - Connector each switch with N.O. terminal.
- Connect GND with COM terminal



* TABLE GND
For the table type the GND should be connected.
For any others, the GND should not be connected.

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"Baraduke"

DIP SWICH INFORMATION

They are always in the "OFF"
* position during transportation.

DIP SWICH A

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
TEST	NORMAL TEST MODE	OFF ON							
Number of Fighters	3 2 4 5		OFF OFF ON ON	OFF ON OFF ON					
GAME FEE (COIN 1)	1 coin / 1 credit 1 " / 2 " 2 " / 1 " 3 " / 1 "				OFF OFF ON ON	OFF ON OFF ON			
ATTRACT SOUND	SOUND NO SOUND						OFF ON		
GAME FEE (COIN 2)	1 coin / 1 credit 1 " / 2 " 2 " / 1 " 3 " / 1 "							OFF OFF ON ON	OFF ON OFF ON

DIP SWICH B

They are always in the "OFF"
* position during transportation.

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
								always OFF	always OFF
EXTENDED POINTS	A B C D	OFF OFF ON ON	OFF ON OFF ON						
DIFFICULTY SETTING	A (Normal) B (Easy) C (Hard) D (Very Hard)			OFF OFF ON ON	OFF ON OFF ON				
ROUND PROGRESSION	NORMAL ADVANCE FORWARD					OFF ON			
SCREEN HOLD	NORMAL <i>Unstopping</i> HOLD						OFF ON		

EXTENDED POINTS

	1ST	2ND
A	10,000	Every 20,000
B		Every 10,000
C		Every 20,000
		None

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