

Einstellungsmöglichkeiten BIG RUN.

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DIP SWITCH # 301

		1	2	3	4	5	6	7	8
DM 1,-- Einwurf	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	2 COINS 1 CREDIT	OFF	OFF	ON					
	3 COINS 1 CREDIT	ON	OFF	ON					
	4 COINS 1 CREDIT	OFF	ON	ON					
FREE PLAY	ON	ON	ON						
DM 5,-- Einwurf	1 COIN 1 CREDIT				OFF	OFF	OFF		
	1 COIN 2 CREDITS				ON	OFF	OFF		
	1 COIN 3 CREDITS				OFF	ON	OFF		
	1 COIN 4 CREDITS				ON	ON	OFF		
	2 COIN 1 CREDIT				OFF	OFF	ON		
	3 COINS 1 CREDIT				ON	OFF	ON		
	4 COINS 1 CREDIT				OFF	ON	ON		
FREE PLAY				ON	ON	ON			
SOUND IN ATTRACT MODE	WITH WITHOUT							OFF ON	
FREE PLAY	OFF ON								OFF ON

DIP SWITCH # 302

		1	2	3	4	5	6	7	8
AUTO START (IN 15 SECONDS)	WITH WITHOUT	OFF ON						OFF OFF	
DIFFICULTY LEVEL	EASY		ON	ON			OFF		
	NORMAL		OFF	OFF			OFF		
	DIFFICULT		ON	OFF			OFF		
	MOST DIFFICULT		OFF	ON			OFF		
VIBRATING STEERING	OFF ON				OFF ON		OFF OFF		
CONTINUOUS PLAY	OFF ON					OFF	ON		
DM 5,-- Einwurf	1COIN 5CRED.							ON	OFF
	1COIN 6CRED.							OFF	ON
	1COIN 7CRED.							ON	OFF

WICHTIG !! Schalter 301/4.5.6. sind nur in Betrieb, wenn Schalter 302/7.8. in OFF Position sind.

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BIG RUN - DIP SWITCH TABLE

SW 1 (PCB NO. BR-8950)

		1	2	3	4
SIMULTANEOUS RACING	MASTER MACHINE	ON			ON
	OTHER MACHINES	OFF			ON
ENTRY CAR	1 BLUE		ON	ON	ON
	2 GREEN		OFF	ON	ON
	3 RED		ON	OFF	ON
	4 YELLOW		OFF	OFF	ON

N.B.: WHEN MACHINES ARE LINKED FOR SIMULTANEOUS RACING THROUGH THE COM-LINK SYSTEM, SW 1 SHOULD BE SET AS SHOWN ABOVE.

SW 301 (PCB NO. BR-8953)

(EUROPEAN VERSION)

		1	2	3	4	5	6	7	8		
FIRST COINCHUTE	1 COIN 1 CREDIT	OFF	OFF	OFF						OK	
	1 COIN 2 CREDITS	ON	OFF	OFF						OK	
	1 COIN 3 CREDITS	OFF	ON	OFF							
	1 COIN 4 CREDITS	ON	ON	OFF							
	2 COINS 1 CREDIT	OFF	OFF	ON							OK
	3 COINS 1 CREDIT	ON	OFF	ON							OK
	4 COINS 1 CREDIT	OFF	ON	ON							OK
	FREE PLAY	ON	ON	ON						OK	
SECOND COINCHUTE	1 COIN 1 CREDIT				OFF	OFF	OFF			OK	
	1 COIN 2 CREDITS				ON	OFF	OFF			OK	
	1 COIN 3 CREDITS				OFF	ON	OFF			OK	
	1 COIN 4 CREDITS				ON	ON	OFF			OK	
	2 COIN 1 CREDIT				OFF	OFF	ON				
	3 COINS 1 CREDIT				ON	OFF	ON				
	4 COINS 1 CREDIT				OFF	ON	ON				
SOUND IN ATTRACT MODE	NECESSARY							OFF		OK	
	UNNECESSARY							ON		+	
PLAYER'S CAR	VULNERABLE								OFF		
	INVULNERABLE								ON		



See 5/5

N.B.: SECOND COINCHUTE FUNCTIONS AS LISTED ABOVE ONLY WHEN SWITCHES NOS. 7 & 8 OF SW 302 ARE BOTH IN AN "OFF" POSITION. !!

Only { 5 coins = 1 credit } is missing in the first coinchute at the moment. -18-

BIG RUN D.I.P SWITCH TABLE

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SW 302 (PCB NO. BR-8953)

(EUROPEAN VERSION) ←

		1	2	3	4	5	6	7	8
AUTO START (IN 15 SECONDS)	TO BE USED	OFF							
	NOT TO BE USED	ON							
DIFFICULTY LEVEL	EASY		ON	ON					
	NORMAL		OFF	OFF					
	MOST DIFFICULT		OFF	ON					
MOTOR (MOVING COCKPIT ONLY)	TURNED ON				OFF				
	TURNED OFF				ON				
INDICATION (EXCEPT TITLE)	JAPANESE					OFF			
	ENGLISH					ON			
"CONTINUE" FEATURE	TO BE USED						ON		
	NOT TO BE USED						OFF		
SECOND COINCHUTE	NOT USED							OFF	OFF
	1 COIN 5 CREDITS							ON	OFF
	1 COIN 6 CREDITS							OFF	ON
	1 COIN 7 CREDITS							ON	ON

OK
OK -
OK

N.B.: WHEN SECOND COINCHUTE OF SW 302 IS USED AS SHOWN ABOVE, SECOND COINCHUTE OF SW 301 GETS OUT OF USE AUTOMATICALLY. } Important

