Einstellungsmöglichkeiten BIG RUN.

DIP SWITCH # 301

		1	2	3	4	5	6	7	8
DM 1, Einwurf	I COIN I CREDIT I COIN 2 CREDITS I COIN 3 CREDITS I COIN 4 CREDITS COINS I CREDIT	OFF ON OFF ON OFF ON	OFF ON ON OFF OFF ON	OFF OFF OFF ON ON ON					
DM 5, Einwurf	I COIN I CREDIT I COIN 2 CREDITS I COIN 3 CREDITS I COIN 4 CREDITS 2 COIN I CREDIT 3 COINS I CREDIT 4 COINS I CREDIT FREE PLAY				OFF ON OFF ON OFF ON	OFF OFF ON OFF OFF ON ON	OFF OFF OFF ON ON ON	*	
SOUND IN ATTRACT MODE	WITH WITHOUT						-10 -10 -10 -10	OFF	
FREE PLAY	OFF ON			X.					OFF

DIP SWITCH # 302

280			PAS.	THE ST I		1				1
3		1	18%	2	3	4	5	6	7	8 🖘
1	AUTO START (IN 15 SECONDS)	WITH WITHOUT	OFF ON				- 10	OFF		
- more	DIFFICULTY LEVEL	EASY NORMAL DIFFICULT MOST DIFFICULT		ON OFF ON OFF	ON OFF OFF QN			OFF OFF OFF		
T	VIURATING SIEERING	OFF ON				OFF	* * 1	OFF OFF		
	CONTINUOUS PLAY	OFF ON .					OFF	ON	19	
1		1COIN 5CRED.			A.			1	ON	0FF
1	DM 5,	1COIN 6CRED.		i u					0FF	ON
-	Einwurf	100IN 7CRED.							ON	OFF

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

BIG RUN - DIP SWITCH TABLE

- spend of the	eggeneisky. De	1	2	3	4
SIMULTANEOUS	MASTER MACHINE	ON		4.5	ON
RACING	OTHER MACHINES	OFF			ON
KACINO	1 BLUE		ON	ON	ON
THIMPY CAD	2 GREEN		OFF	ON	OH
ENTRY CAR	3 RED		ОН	OFF	01
	4 YELLOW	7	OFF	OFF	OH

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

1 301 (PCB NO. B)	R-8953)								VERS		4
			1	2	3	4	5	6	7	8	n l
	1 COJN	1 CREDIT	OFF	OFF	OFF						DK
	1 COIN	2 CREDITS	UN	OFF	OFF					~~~	ok
	1 COIN	3 CREDITS	OFF	ON	OFF						
FIRST	1 COIN	4 CREDITS	ON	ON	OFF						
COINCHUTE	2 COINS	1 CREDIT	OFF	OFF	ON						ok
	3 COINS	1 CREDIT	OH	OFF	ON						OK
	4 COINS	1 CREDIT	OFF	UN	ON		4000	Pall			ok ·
	FREE PLA	Ý	ON	ON	ON		201	2.05			ok
	1 COIN	1 CREDIT				OFF	OFF	OFF		•	OK
	1 COIN	2 CREDITS			1	ON	OFF	OFF	ALC: N		OK
	1 COIN	3 CREDITS				OFF	ON	OFF			oK
SECOND	1 COIN	4 CREDITS				ОИ	ON	OFF			OK
COINCHUTE	2 COIN	1 CREDIT			1	OFF	OFF	ON			See 5
	3 COINS	1 CREDIT				OH	OFF	ON		-	11====
	4 COINS	1 CREDIT				OFF	ON	ON			1
	I FACE LUI	V.	İ			CH	NO	OH	270		9 K
SOUND IN	NECESSAF	RY						<u> </u>	OFF		
ATTRACT MODE	UNNECESS	SARY]				-		ON	OFF	
PLAYER'S	VULNERAL	BLE			<u> </u>		ļ.,,				
CAR -	INVILLE	RABLE			J			.]	1	OH	

N.B.: SECOND COINCHUTE FUNCTIONS AS LISTED ABOVE ONLY WHEN SWITCHES NOS. 7 & 8 } 00 OF SW 302 ARE BOTH IN AN "OFF" POSITION.

Only (5 coins = 1 credit) is missing in the first coinchute at the moment.

SW	302	(PCB	NO.	BR-8953)
_			DE	

302 (PCB NO. BR	-05.337	1 1	2	3	4	5	6	7	8	
ami pm	TO BE USED	OFF								
AUTO START	NOT TO BE USED	ON .				164		_		
(IN 15 SECONDS)	EASY	できょ	ON *	OH			-	-	-	
			OFF	OFF		7		_		
DIFFICULTY LEVEL	NORMAL	1-	Un	UEB			1	1		
	THE PERIOD T	T	OFF	NO						
and the second second	HOST DIFFICULT				OFF	* 1 ,	-			
MOTOR (MOVING	TURNED ON	-	1	一"	OH					
COCKPIT OHLY)	TURNED OFF	-	-	-		OFF	T IA			
INDICATION	JAPANESE	-	- Nothing	She As		ON:				
(EXCEPT TITLE)	ENGLISH		+-	+-			ON	TE		
"CONTINUE"	TO BE USED	-	-	-	-	1	OFF			
FEATURE	NOT TO BE USED		- 5	-	+	+ -		OFF	OFF	
TOTAL -	NOT USED		4	-	-	+	-	ON	OFF	OK
SECOND	1 COIN 5 CREDITS				-	+	-	OFF	OH	OK
COINCHUTE	1 COIN 6 CREDITS		1_		4	+-	-	OH	OH	OK
COSHCHAIG	1 COIN 7 CREDITS	1	11.0				ــــــــــــــــــــــــــــــــــــــ	Ton-	10	70,

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

	L	J · · ·	
		SWI	SW
BR-8950			BR-89

