

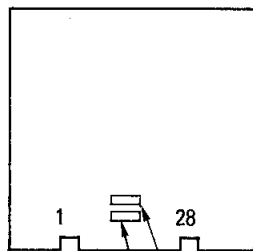
# BLOXED (834-7306~)

PIN ASSIGNMENT

## 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	ON	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	ON	ON	ON	OFF
3 COINS	1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4 COINS	1 CREDIT	OFF	ON	ON	OFF	ON	OFF	ON	ON
2 COINS	3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS 1 CREDIT		ON	ON	OFF	ON	ON	ON	OFF	ON
4 COINS 2 CREDITS		OFF	ON	OFF	ON	OFF	ON	OFF	ON
5 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		ON	OFF	ON	ON	ON	OFF	ON	ON
1 COIN 1 CREDIT		OFF	ON	ON	ON	OFF	ON	ON	ON
2 COINS 2 CREDITS		ON	OFF	ON	ON	ON	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		ON	OFF	ON	ON	ON	OFF	ON	ON
FREE PLAY		ON	ON	ON	ON	ON	ON	ON	ON
COIN SW #1				COIN SW #2					

14 TYPE



BARD BD NO.  
171-5880 B

DIP SW 1

DIP SW 2

MONITOR

HORIZONTAL

## COMPONENT SIDE (JAMMA) SOLDER SIDE

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

56P P: 3.96mm

## OPTION SWITCH SETTING DIP SW #2

OPTION		1	2	3	4	5	6	7	8
※1 GAME PRICE TYPE	A	OFF	OFF						
	B	ON	OFF						
	C	OFF	ON						
	D	ON	ON						
NOT USED			OFF						
ADVERTISE SOUND	OFF			OFF					
GAME DIFFICULTY	NORMAL					OFF	OFF		
	EASY					ON	OFF		
	HARD					OFF	ON		
	HARDEST					ON	ON		
NOT USED							OFF		
※2 HI-SPEED MODE	ON							OFF	
	OFF							ON	

### ※1 GAME PRICE TYPE (CREDIT)

	ORDINARY MODE		VS MODE	
	START	CONTINUE	START	CONTINUE
TYPE A	1		2	1
TYPE B		1	1	1
TYPE C			4	2
TYPE D	2	1	2	2

### ※2 HI-SPEED MODE

When a player has been playing for more than 50 levels, blocks will fall down two times faster (2 cell speed) than the ordinary speed.

### JOYSTICK CONTROL DIRECTIONS

