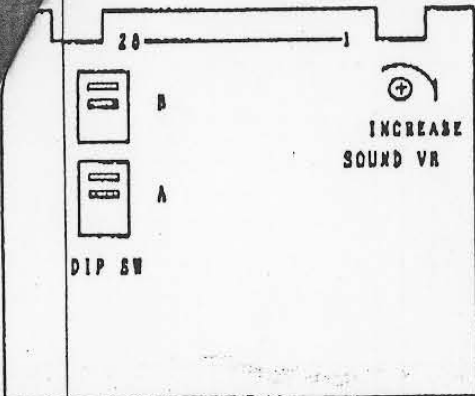


ADJUSTMENTS ON GAME PC BOARD (BONZE ADVENTURE G25 00471A)

CONNECTOR(JAMMA)



SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER B	J	8	COIN COUNTER A
COIN LOCKOUT B	K	9	COIN LOCKOUT A
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOT BUTTON	Z	22	1P SHOT BUTTON
2P JUMP BUTTON	a	23	1P JUMP BUTTON
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

☆ THE CONTROL OF THIS GAME USES ONE 8-WAY JOYSTICK AND 2 BUTTONS.

NOTE) BEFORE CHANGING THE SETTINGS OF THE DIP SWITCH, TURN THE POWER SWITCH OFF.

◇ SETTING OF DIP SWITCH A

(*) : FACTORY SETTINGS

SETTING	POSITION	1	2	3	4	5	6	7	8
GAME STYLE	TABLE	OFF							
	UPRIGHT	ON							
SCREEN INVERSION	* NORMAL		OFF						
	INVERSION		ON						
TEST MODE	* NORMAL GAME			OFF					
	TEST MODE			ON					
ATTRACT SOUNDS	* PRODUCED				OFF				
	NO PRODUCED				ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY					OFF	OFF		
	2 COINS 1 PLAY					ON			
	3 COINS 1 PLAY					OFF	ON		
	4 COINS 1 PLAY					ON			
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF	OFF
	1 COIN 3 PLAYS							ON	
	1 COIN 4 PLAYS							OFF	ON
	1 COIN 8 PLAYS							ON	

◇ SETTING OF DIP SWITCH B

SETTING	POSITION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1 ENEMY MOVING SPEED ATTACKING, etc.	* RANK B	OFF	OFF						
	RANK A	ON							
	RANK C	OFF	ON						
	RANK D	ON							
BONUS POINTS (FOR ADDING 1 PLAYER)	* 30,000,150,000,500,000PTS....			OFF	OFF				OFF FIX
	40,000,100,000,300,000PTS....			ON					
	60,000,200,000,500,000PTS....			OFF	ON				
	80,000,250,000,500,000PTS....			ON					
NUMBER OF PLAYER	* 3					OFF	OFF		
	2					ON			
	4					OFF	ON		
	5					ON			
CONTINUED PLAY	WITHOUT							OFF	
	* WITH							ON	

DIFFICULTY LEVEL RANK A(EASY) → RANK D(DIFFICULT)

