### SETTING EXPLANATION

PCB CONNECTOR

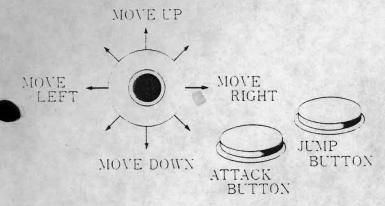
JAMMA STANDARD

CRT MONITOR

HORIZONTAL SCREEN

I CONTROL PANEL

: PLAYERS SIMULTANEOUS TYPE

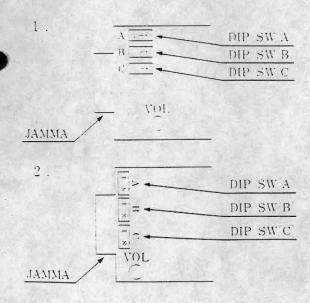


By pushing the A button and B button together, you can use Sure-Killing Technique.

> This will consume a little bit \ of your physical strength.

28-WAY JOYSTICK

ODIP SW THERE ARE TWO TYPES OF PCB.



JAMMA STANDA	RD		
SOLDER SIDE			COMPONENTS SHOE
GND	A	1	GND
GND	В	2/	CND
-5 V	C	iii ex	−5 V
−5 V	D	÷	−5 V
N.C.	Ε	-7	N.C.
+12V	F	i)	-12V
	Н	7	
N.C.	J	8	COIN COUNTER 1
COIN LOCK OUT 2	K	9	COIX LOCK OUT:
SP -	L	10	SP -
N.C.	М	11	N.C.
VIDEO GREEN	7.	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	ľ	17	START SW 1
2P UP	7.	18	1P UP
2P DOWN	11.	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P ATTACK 2P PUSH 2 2P JUMP	a	23	1P PUSH 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	е	27	GND
GND	f	28	GND

• PARTS NAME

CR7E-56DA-3.96E: HIROSE,

OR

1168-056-009 : KEL.

(1711)		1 ( ) ( ) ( ) ( ) ( ) ( )	(X)(1)*,
		2 E - Y - 10 E - 10 E	
900 (A.	Januar Erri	# 0 of 7, 40 d.	

## ●4-PLAYER SPEC.

(O :	
=22 BLACK	
* = 22 BLACK -	
=22 WHITE	
=22 BROWN	7
=22 ORANGE	3
=22 GREEN	31
=22 BLUE	
=22 VIOLET	3 P
=22 GRAY	3 P
9 =22 WHITE	3 P C
[1)	3P ST
	= 222 BLACK = 222 WHITE = 222 BROWN 4 = 222 ORANGE = 222 GREEN = 222 BLUE = 222 VIOLET = 222 GRAY

C	OIZ	2	
GND	-	=22	BLACK
		=:12	BLACK
CZD	2 -	=:::	VIOLET
3P RIGHT	3 -	=:::	GRAY
3P LEFT		=22	WHITE
3 b Down		= 22	BROWN
3P UP	- '5 -	= 22	ORANGE
3P SHOT 1		= 22	GREEN
3P SHOT 2	8 -	=22	BLUE
3 P COIN SW	0 -	=""	VIOLET
3P START SW	1::-	-	

C	2.10		
-12V	1 -	= 22	YELLOW
+12V	13	= 222	YELLOW
COIN LOCK OUT 4	3 -	=22	ORANGE
COIN LOCK OUT 3	4 . 5 -	= 22	WHITE
Ever ver s	ti ii		

_ C	OIZ	4	
GND		=22	BLACK
	0 _	= 22	BLACK
GND		= 22	LELTOM.
+12V	3 -	=22	YELLOW
-12V	1 -		

# ODIP SW(A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
1C	ICOIN ICREDIT	OFF	OFF	OFF	1	1			
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
COIN	1COIN 4CREDITS	ON	ON	OFF					
	1COIN GCREDITS	OFF	OFF	OZ					
	2COINS ICREDIT	OZ.	OFF	ON					
	3COINS ICREDIT	OFF	OX	ON					
	4COINS 1CREDIT	0.7	ON	ON			- 1915 - 14		
CONTINUE	NORMAL							OFF	
COIN	CONTINUE COIN			10.				07.	2 0
COIN CHUTE	3 OR 4 CHUTES								OF
TYPE	I.CHUTE								().

<sup># &</sup>quot;COIN CHUTES" SETTING IS NOT VALID FOR 2-P MODE.

 $<sup>\</sup>pm \mathrm{i} \mathrm{F}$  CONTINUE COIN MODE IS "ON", GAME STARTS WITH 2-COIN 1 CREDIT AND CONTINUES WITH 1-COIN 1-CREDIT.

## DIP SW B

1731671	DESCRIPTION	1	2	3	4	5	6	7	8
EASY	EASY	OFF	OFF	01717					
	ON	OFF	4 ) [*] [*						
		()[F]F	07.	11:17					
FREUTI.TY	NORMAI.	ON	ON	OFF					
* [******		OFF	11[7]7	0)%					
		())	OFF	0.7					
	* The second sec	n)FIP	7.01	0.7					
	HARD	ZON	= 0X	$ \times$					
	EASY			- and a	OFF	OFF			
HEFICULTY -	NORMAL				ON	OFF			
LEVEL 3	HARD				OFF	0.7.			
	HARDEST				07.	. O.Z.			
PLAYER — MODE —	2P MODE			044	THE REAL PROPERTY.		S. dir.	OFF	OFF
	3P MODE							()X	OFF
	P MODE							OFF	()Ż

# ODIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
THE MEMBER	2PLAYERS	OFF	OFF	14		1 12			
THE NUMBER	3PLAYERS	ON	OFF						
OF The original of the origina	4PLAYERS	OFF	ON						
PLAYERS —	1PLAYER	ON	ON						
CDEE DLAY	NORMAL			OFF					
FREE PLAY	FREE PLAY			ON	2010				
SCREEN	NO NO				OFF				
PAUSE	YES				ON				
SCREEN	02					OFF	40.4		
FLIP	YES			711		-0Z			
DEMON-	NO			+			OFF		
STATION —	YES						ON		
CONTINUE	NO				4			OFF	
CONTINUE -	YES							ON	
TIPOT MOINE	GAME MODE						ALC: NO		OFF
TEST MODE -	TEST MODE								0.8

#HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.

<sup>\*</sup>MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.