

DRAGON BUSTER Reichert

DIP SWITCH A

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	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
TEST	NORMAL	OFF							
	TEST MODE	ON							
GAME FEE (coin 1)	1 coin/ 1 credit		OFF	OFF					
	1 coin/ 2 credits		OFF	ON					
	2 coin/ 1 credits		ON	OFF					
	3 coin/ 1 credit		ON	ON					
ATTRACT SOUND	SOUND				OFF				
	NO SOUND				ON				
ROUND PROGRESSION	NORMAL					OFF			
	SKIP					ON			
SCREEN HOLD	NORMAL						OFF		
	STOP						ON		
GAME FEE (coin 2)	1 coin/ 1 credit							OFF	OFF
	1 coin/ 2 credits							OFF	ON
	2 coin/ 2 credits							ON	OFF
	3 coin/ 3 credits							ON	ON

* They are always in the "OFF" position during transportation.

DIP SWITCH B
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D.B.-R

	CONTENT	STATUS OF SWITCH							
		1	2	3	4	5	6	7	8
*1 SPURT TIME	NORMAL	OFF							
	DIFFICULT	ON							
*2 LEVEL OF MONSTER	NORMAL		OFF						
	DIFFICULT		ON						
*3 START VITALITY	64 VITALITY			OFF	ON				
	96 VITALITY			ON	OFF				
	128 VITALITY			OFF	OFF				
	160 VITALITY			ON	ON				
*4 BONUS VITALITY (clear the mountain, tower, etc)	0					OFF	ON		
	32 - 64					OFF	OFF		
	48 - 64					ON	OFF		
	64					ON	ON		
*5 BONUS VITALITY (clear each round)	FULL							OFF	
	NOT FULL							ON	
GAME CONTINUTY	NORMAL								OFF
	RUNNING								ON

*1 (SPURT TIME) ... WHEN "ON", STRONG MONSTER WILL APPEAR SOON.
 *2 (LEVEL OF MONSTER) ... WHEN "ON", MONSTER WILL BE STRONG.
 *5 (BONUS VITALITY) ... WHEN "ON", BONUS FOR ROUND CLEAR WILL BE
 THE SAME AS BONUS FOR MOUNTAIN, TOWER CLEAR.

YOU CAN SET THE DIFFICULTY BY USING ABOVE *1 - *5.
 WE RECOMMEND YOU TO USE *2.

D-B, R

PC BOARD CONNECTORS

J6. 6P Plug Housing
(Socket Contact)

1	Video R E D
2	Video G R E E N
3	Video B L U E
4	Video S Y N C
5	Video G N D
6	

Housing 1-480704-0
Contact 350689-1 AMP

J7. 3P Plug Housing
(Socket Contact)

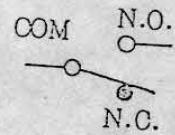
1	+ 1 2 V	1 A
2	G.N.D	
3	+ 5 V	4 A

Housing 1-480700-0
Contact 350689-1 AMP

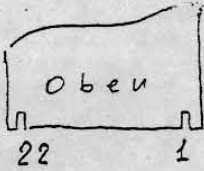
J8. 44P Edge Connector (In. between E-F)
225J-22221-488-DDK (3.96mm pitch)

Part			
GND	A	1	GND
Speaker (+)	B	2	Speaker (-)
Lock Out Solenoid	C	3	Coin Counter 1
1 P Start Lamp	D	4	2 P Start Lamp
+ 1 2 V	E	5	+ 1 2 V
+ 5 V	F	6	+ 5 V
GND	H	7	GND
Service SW	J	8	Test SW
Coin 1 SW	K	9	Coin 2 SW
1 P Start SW	L	10	2 P Start SW
P 1 Sword SW	M	11	P 2 Sword SW
P 1 Left SW	N	12	P 2 Left SW
P 1 Down SW	P	13	P 2 Down SW
P 1 Right SW	R	14	P 2 Right SW
P 1 Up SW	S	15	P 2 Up SW
	T	16	
	U	17	
	V	18	
P 1 Fire SW	W	19	P 2 Fire SW
	X	20	
Coin Counter 2	Y	21	Table GND ※
GND	Z	22	GND

- The power supply for the lock out solenoid and the coin counter is +12V.
- The power supply for the start lamp is +5V.
- Connect each switch with N.O. terminal.
Connect GND with COM terminal.



* TABLE GND
For the table type the GND should be connected.
For any others, the GND should not be connected.



Dragon Bank

A4

^ Dig-Dug. Atari

1	TV RED	1	+12V	1A
2	TV GREEN	2	GND	
3	TV BLUE	3	+5V	4A
4	TV SYNC			
5	TV GND			
6				

- DIP SW A
- NUMBER OF MY SHIP
- 3
- 2
- 4
- 5
- GAME CHARGE (COIN 1)
- 1coin 1credit
- 1coin 2credits
- 2coins 1credit
- 3coins 1credit
- ATTRACT SOUND
- NO SOUND
- GAME CHARGE (COIN 2)
- 1coin 1credit
- 1coin 2credits
- 2coins 1credit
- 3coins 1credit

	1	2	3	4	5	6	7	8
	OFF	OFF						ALWAYS OFF
	OFF	ON						
	ON	OFF						
	ON	ON						
			OFF	OFF				
			OFF	ON				
			ON	OFF				
			ON	ON				
					OFF			
					ON			
					OFF		OFF	OFF
					ON		ON	ON
	ALWAYS OFF							
		ALWAYS OFF						
			ALWAYS OFF					
						OFF	OFF	OFF
						OFF	OFF	ON
						OFF	ON	OFF
						OFF	ON	ON
						ON	OFF	OFF
						ON	OFF	ON
						ON	ON	OFF
						ON	ON	ON
					ON			
					OFF			

<u>SOLDER SIDE</u>		<u>PARTS SIDE</u>	
GND	1	GND	
SPEAKER	2	SPEAKER	
COIN COUNTER 1	3		
2P START LUMP	4	1P START LUMP	
+12V	5	+12V	
+5V	6	+5V	
GND	7	GND	
	8	SERVICE	
COIN 2	9	COIN 1	
2P START	10	1P START	
2P FIRE	11	1P FIRE	
2P LEFT	12	1P LEFT	
2P DOWN	13	1P DOWN	
2P RIGHT	14	1P RIGHT	
2P UP	15	1P UP	
	16	TV Rot	
	17	TV Grün	
	18	TV Blau	
	19	TV Sync	
	20		
*TABLE GND	21	COIN COUNTER 2	
GND	22	GND	

- DIP SW B
- BOUNUS POINT
- 1st 50,000, 2nd 150,000 every 150,000
- 1st 50,000, 2nd 150,000 every 300,000
- 1st 50,000, 2nd 100,000 every 200,000
- 1st 50,000, 2nd 100,000 every 100,000
- 1st 30,000, 2nd 100,000 every 200,000
- 1st 30,000, 2nd 100,000 every 100,000
- 1st 30,000, 2nd 70,000 every 70,000
- *PATTERN CHANGE
- NORMAL
- TEST
- NORMAL
- TEST MODE

*TABLE GND -- TABLE CONNECT GND OTHERS NOT CONNECT

*PATTERN CHANGE -- DURING INDICATION OF "PARSEC", SWITCH "OPTION SW" TO ON. CHOOSE THE NUMBER WITH PULLING DOWN THE CONTROL LEVER (UP OR DOWN) OPTION