1) EXCHANGE GAME CARTRIDGES SIMPLY BY PLUGGING IN AND OUT. ABSOLUTELY NO TOOLS REQUIRED.

2) ABSOLUTELY NO NEED TO RE-WIRE THE BOARD.

3) INCREASE EARNING POWER BY ROTATING GAME CARTRIDGES TO MATCH NEEDS OF EARCH LOCATION.

4) ALL GAMES ARE HORIZONTAL. MONITOR CAN NOT BE RE-DIRECTED FOR VERTICAL GAMES.

5) CHANGE FROM LIMITED-TIME PLAY TO NO-TIME-LIMIT MODE BY USING DIP SWITCH.

6) IN LIMITED-TIME PLAY, TIME LIMIT CAN BE FREELY SET BETWEEN 1-30 MINUTES USING DIP SWITCH.

7) IN LIMITED-TIME PLAY, GAME CAN BE EXTENDED BY INSERTING COIN.

Picture side of cartridge.

Put off   Put on
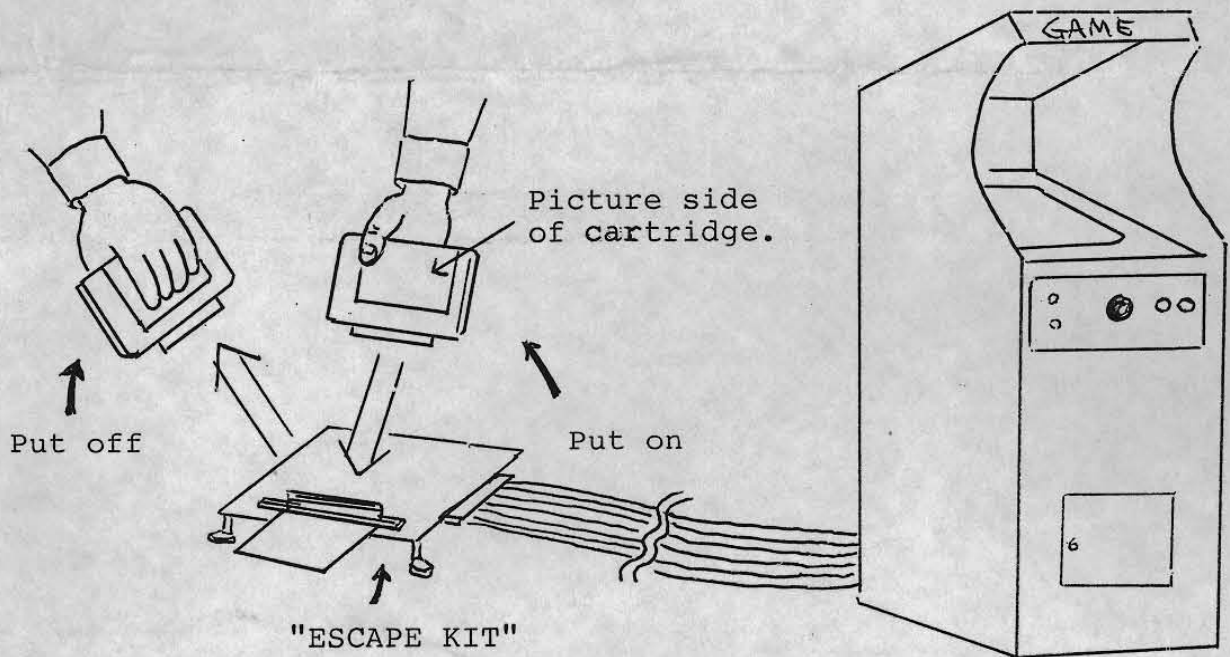
"ESCAPE KIT"

You can change game within 3 seconds.

EXCHANGEABLE SOFTWARE CARTRIDGE PACKAGE

"ESCAPE KIT"

PLEASE INSERT CASETTE
AS THIS ILLUSTRATION

VR 3 : BLUE
VR 7 : GREEN
VR 8 : RED

VR 4 : SCREEN
VR 9 : CONTRAST (FIXED)
VR 1 : SUB-CONTRAST

VR 10 : COLOR
VR 11 : TINT
VR 6 : BRIGHT
VR 2 : SUB-BRIGHT
VR 5 : PICTURE (FIXED)

ILLUSTRATION SIDE
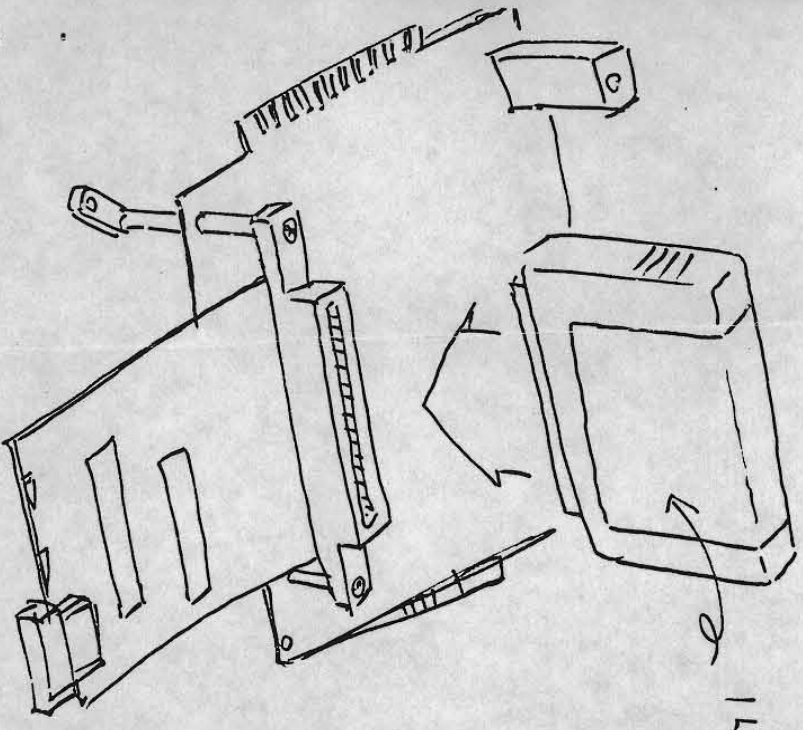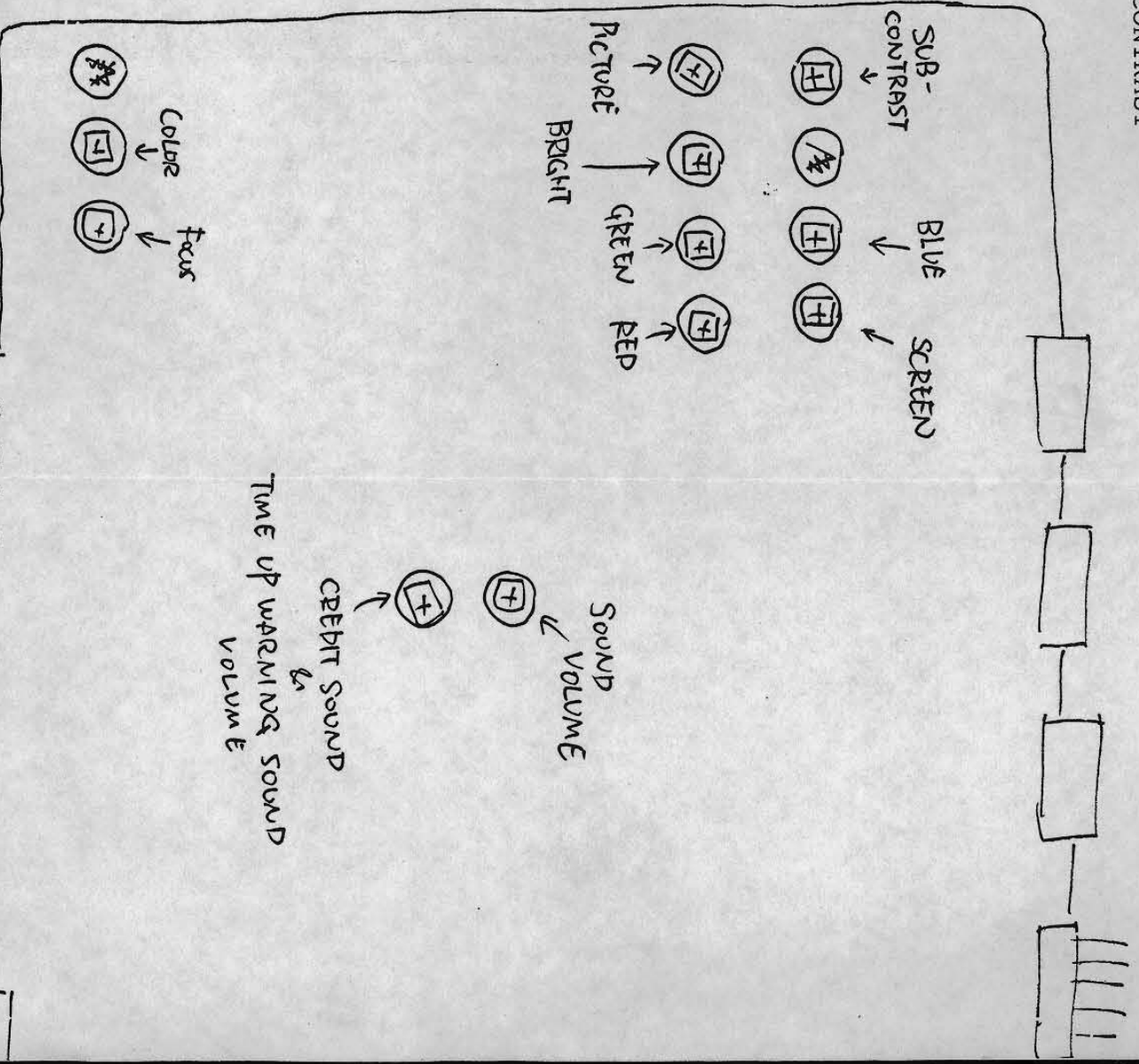
SUB-CONTRAST
PICTURE
BRIGHT
GREEN
RED
BLUE
SCREEN

COLOR
FOCUS

SOUND VOLUME

CREDIT SOUND & TIME UP WARNING SOUND VOLUME

TECHNART

ADDRESS:
NUNOKAME BUILDING, 9-18
UTSUBO HONMACHI 1-CHOME
NISHI-KU, OSAKA, JAPAN

TELEX:
J63662 TECHNART
TELEPHONE:
(06) - 443 - 2 6 4 8

DIP SWICH CHART FOR ESCAPE KIT

	1	2	3	4	5	6	7	8
always	OFF	OFF						
TIMER								
30min.			ON	ON	ON			
20min.			OF	ON	ON			
15min.			ON	OF	ON			
10min.			OF	OF	ON			
7min.			ON	ON	OF			
5min.			OF	ON	OF			
1min.			ON	OF	OF			
No timer use			OF	OF	OF			
GAME STYLE IN TIMER						ON		
DUAL(TIMER+NUMBER OF PLAYERS)						OF		
VALUE								
1COIN/2CREDIT							ON	ON
3COIN/1CREDIT							OF	ON
2COIN/1CREDIT							ON	OF
1COIN/1CREDIT							OF	OF

*WHEN 20SECONDS BEFORE TIME OVER,ALARM WILL WARNING.
THEN ADDITION MORE COIN,PLAYER CAN CONTINUE PLAY.
BUT NUMBER OF PLAYERS SHOULD BE NOT RETURN TO START NUMBERS.

**LED WILL LIGHT UP ON PCB WHEN COIN IS INSERTED. PUSH
START BUTTON WHILE LED IS ON (ABOUT 20 SECONDS).

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WIRING DIAGRAM FOR ESCAPE KIT

SOLDER SIDE		PARTS SIDE
GND	1	GND
GND	2	GND
GND	3	GND
SP+	4	SP-
+12V	5	+12V
	6	
	7	
2P SHOOT2	8	1P SHOOT2
+5V	9	+5V
2P UP	10	1P UP
2P DOWN	11	1P DOWN
START	12	
SELECT	13	COIN
1P RIGHT	14	1P SHOOT1
1P LEFT	15	RED
BLUE	16	2P RIGHT
GREEN	17	2P LEFT
SYNC.	18	2P SHOOT1

NOTE:

(1) -5V does not have to be connected.
(2) There is no Solder/Parts Side connection on the PCB for GND and 12V. Therefore, connect GND and 12 V to both solder side and parts side.
(3) In rare cases, there may be large amount of noise in the sound. To solve, take the Parts Side 12V from another regulator.
(4) Some games have 1 Play/2 Play select (eg. Super-Mario). In this case, 2 Play is possible with 1 coin. To avoid this, do not connect SELECT. Game will start with START.