

K A R N O V

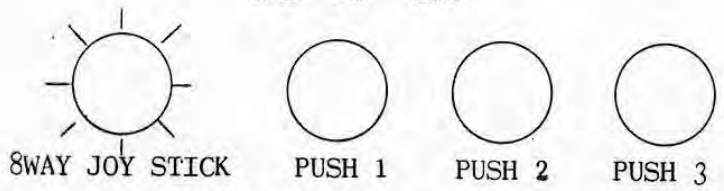
<u>SOLDER SIDE</u>		<u>PARTS SIDE</u>	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
	5		
+12V	6	+12V	
	7		
COIN COUNTER	2	COIN COUNTER	1
	9		
SPEAKER (-)	10	SPEAKER (+)	
	11		
TV GREEN	12	TV RED	
TV SYNC	13	TV BLUE	
SERVICE SWITCH	14	TV GND	
	15		
COIN SWITCH	2	COIN SWITCH	1
START SWITCH	2	STAR SWITCH	1
2P CONTROL UP	18	1P CONTROL UP	
2P CONTROL DOWN	19	1P CONTROL DOWN	
2P CONTROL LEFT	20	1P CONTROL LEFT	
2P CONTROL RIGHT	21	1P CONTROL RIGHT	
2P CONTROL PUSH 1	22	1P CONTROL PUSH 1	
2P CONTROL PUSH 2	23	1P CONTROL PUSH 2	
2P CONTROL PUSH 3	24	1P CONTROL PUSH 3	
	25		
	26		
GND	27	GND	
GND	28	GND	

**DIP SW 1**

	1	2	3	4	5	6	7	8
GAME CHARGE (TABLE)								
1coin 1credit	OFF	OFF			Usually " " OFF " "			DON'T CHANGE " " OFF " "
1coin 2credit	ON	OFF						
1coin 3credit	OFF	ON						
2coin 1credit	ON	ON						
GAME CHARGE (UPRIGHT)								
1coin 1credit			OFF	OFF				
1coin 2credit			ON	OFF				
1coin 3credit			OFF	ON				
2coin 1credit			ON	ON				
SCREEN REVERSE						ON		
NORMAL						OFF		
TABLE TYPE							OFF	
UPRIGHT TYPE							ON	

**DIP SW 2**

	1	2	3	4	5	6	7	8
NUMBER OF PLAYER								
3	OFF	OFF						
5	ON	OFF						
1	OFF	ON						
ENDLESS	ON	ON						
INCREASE NUMBER OF LIVES								
# OF 'K' MARK								
50			OFF	OFF				
70			ON	OFF				
90			OFF	ON				
100			ON	ON				
DIFFICULTY NORMAL					OFF	OFF		
EASY					ON	OFF		
DIFFICULT					OFF	ON		
VERY DIFFICULT					ON	ON		
ATTRACT MODE SOUND							ON	
NO SOUND							OFF	
TIMER DECREASE SPEED								
NORMAL								OFF
FAST								ON



- \* JOY STICK -- CONTROL & OPTION ITEM SELECTION
- PUSH 1 -- SHOOT BUTTON
- PUSH 2 -- JUMP BUTTON
- PUSH 3 -- OPTION CHOICE BUTTON