

MARKHAM

CONNECTOR 1

Parts Side		Solder Side
GND	1	GND
+5V	2	+5V
+12V	3	+12V
	4	
1P SELECT	5	2P SELECT
SERVICE SW	6	1P RIGHT
1 LEFT	7	1P UP
1 DOWN	8	1P SHOT
1P MISSILE	9	
	10	2P RIGHT
2P LEFT	11	2P UP
2P DOWN	12	2P SHOT
2P MISSILE	13	
	14	
	15	
	16	
COUNTER COM	17	COUNTER COM
COIN COUNTER 1	18	COIN COUNTER 2
SPEAKER	19	SPEAKER
COIN COUNTER 1	20	COIN COUNTER 2
+5V	21	+5V
GND	22	GND

CONNECTOR 2

Parts Side		Solder Side
GND	1	GND
TV RED	2	GND
TV GREEN	3	GND
TV BLUE	4	GND
GND	5	GND
TV SYNC	6	GND
	7	GND
	8	GND
	9	GND
	10	GND
GND	11	GND
GND	12	GND

DIP SW

	1	2	3	4	5	6	7	8
Number of Fighters								
3	OFF							
5	ON							
Upright Type		OFF						
Table-Type		ON						
Screen Normal			OFF					
Screen Reverse			ON					
Coin Counter Out Independent				OFF				
Coin Counter Out Separate				ON				
Coin SW 1/Coin SW 2								
1coin 1play/1coin 1play					OFF	OFF	OFF	OFF
2coin 1play/2coin 1play					ON	OFF	OFF	OFF
2coin 1play/1coin 3play					OFF	ON	OFF	OFF
1coin 1play/1coin 2play					ON	ON	OFF	OFF
1coin 1play/1coin 3play					OFF	OFF	ON	OFF
1coin 1play/1coin 4play					ON	OFF	ON	OFF
1coin 1play/1coin 5play					OFF	ON	ON	OFF
1coin 1play/1coin 6play					ON	ON	ON	OFF
1coin 2play/1coin 2play					OFF	OFF	OFF	ON
1coin 2play/1coin 4play					ON	OFF	OFF	ON
1coin 2play/1coin 5play					OFF	ON	OFF	ON
1coin 2play/1coin 10play					ON	ON	OFF	ON
1coin 2play/1coin 11play					OFF	OFF	ON	ON
1coin 2play/1coin 12play					ON	OFF	ON	ON
1coin 2play/1coin 6play					OFF	ON	ON	ON
Free Play/Demo Mode					ON	ON	ON	ON

DIP SW-2

	1	2	3
Addition of Fighters			
No Addition	OFF	OFF	
First 20000	ON	OFF	
First 20000 & Every 50000	OFF	ON	
First 20000 & Every 80000	ON	ON	
Demo Sound			ON
No Sound			OFF

SW 4.5.6.7-8 usually OFF