

Mappy

J10 3P PLUG

+12V	1
GND	2
+5V	3

Oben

Unten

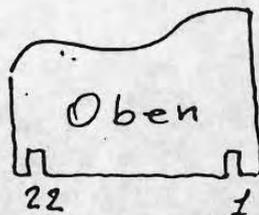
J9 44P EDGE CONNECTOR

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

* In cas of using Table Type, Connect this to GND (#22)

J6 6P PLUG

TV RED	1
TV GREEN	2
TV BLUE	3
TV SYNC	4
GND	5



Mappy C1

SWITCH "A"

	Description	Switch Conditions								
		1	2	3	4	5	6	7	8	
		A L W A Y S								
		OFF	OFF	OFF						
GAME FEE Coin 2	1 coin / 1 credit				OFF	OFF				
	1 " / 5 "				ON	OFF				
	1 " / 7 "				OFF	ON				
	2 " / 1 "				ON	ON				
ATTRACT MODE SOUND	SOUND							OFF		
	NO SOUND							ON		
SCROLL EFFECT	NORMAL								OFF	
	NOT ROLLING								ON	
PICTURE	NORMAL									OFF
	STOP									ON

* The DARK lettering is the switch condition during transportation.

(6) PC Board

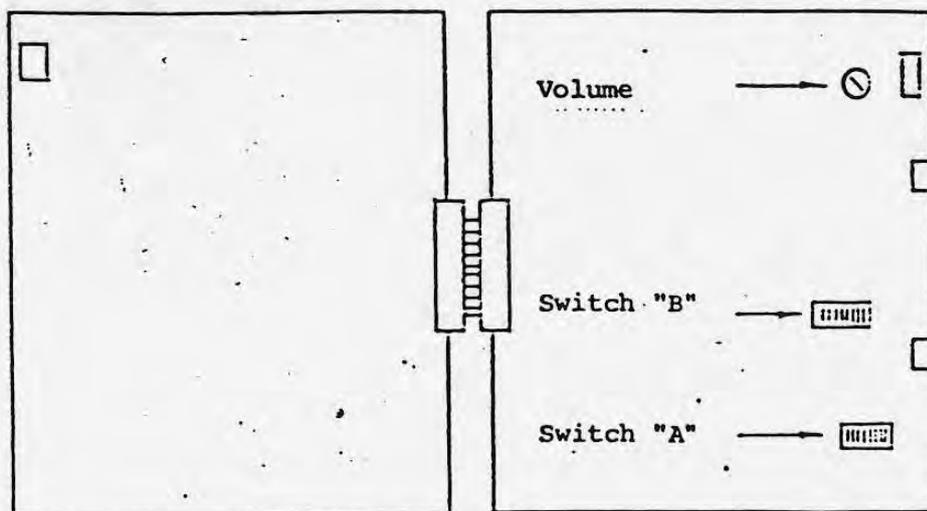


FIGURE 4-4

Mappy C 1

(5) Game Fee Indicator, Bonus Points, Etc. Adjustment

The OPTION SWITCH is located on top of the GAME PC BOARD (Refer to Figure 4-4). This switch is for ONE GAME, the NUMBER of "MAPPYS", GAME FEE and BONUS POINTS.

Turn "OFF" the power supply and then precede.

Again, after the adjustments have been made, check the TEST SWITCH and go ahead with the SELF-TEST. Check the switch conditions on the screen.

SWITCH "B"

	DESCRIPTION	SWITCH CONDITIONS							
		1	2	3	4	5	6	7	8
GAME FEE COIN 1	1 coin / 1 credit	OFF	OFF	OFF					
	1 " / 2 "	ON	OFF	OFF					
	1 " / 3 "	OFF	ON	OFF					
	1 " / 6 "	ON	ON	OFF					
	2 " / 1 "	OFF	OFF	ON					
	2 " / 3 "	ON	OFF	ON					
	3 " / 1 "	OFF	ON	ON					
	3 " / 2 "	ON	ON	ON					
BONUS POINTS	1-3 CULPRITS 5 CULPRITS								
	1st & 2nd 1st & 2nd					OFF	OFF	OFF	
	20000 70000 30000 80000								
	1st & 2nd 1st & 2nd					ON	OFF	OFF	
	20000 60000 30000 100000								
	1st & 2nd 1st & 2nd					OFF	ON	OFF	
	20000 80000 30000 120000								
	1st & 2nd only					ON	ON	OFF	
	30000 100000 30000								
	only only					OFF	OFF	ON	
20000 40000									
1st & every 1st & every					ON	OFF	ON		
20000 70000 30000 100000									
1st & every 1st & every					OFF	ON	ON		
20000 80000 40000 120000									
NONE					ON	ON	ON		
NO. OF MAPPYS	3 MAPPYS							OFF	OFF
	5 MAPPYS							ON	OFF
	1 MAPPY							OFF	ON
	2 MAPPYS							ON	ON