

MOONWALKER (833 - 7528 - ~)

COIN/CREDIT OPTION SWITCH SETTING

DIP SW 1

OPTION		1	2	3	4	5	6	7	8
1 COIN	1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	2 CREDITS	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	3 CREDITS	OFF	ON	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	4 CREDITS	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	6 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN	8 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS	1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS	1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4 COINS	1 CREDIT	OFF	OFF	ON	ON	OFF	OFF	ON	OFF
2 COINS	3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS	1 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
4 COINS	2 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
6 COINS	3 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
6 COINS	4 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
1 COIN	1 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
2 COINS	2 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
3 COINS	3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
4 COINS	4 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
5 COINS	6 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
1 COIN	1 CREDIT	ON	OFF	ON	ON	ON	OFF	ON	ON
2 COINS	2 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
3 COINS	3 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
4 COINS	4 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
5 COINS	6 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
FREE PLAY		ON	ON	ON	ON	ON	ON	ON	ON
		COIN SW #1				COIN SW #2			

OPTION SWITCH SETTING

DIP SW 2

OPTION		1	2	3	4	5	6	7	8
1 CREDIT TO START		OFF							
2 CREDITS TO START (1 CREDIT TO CONTINUE)		ON							
ADVERTISE SOUND	OFF		OFF						
	ON		ON						
NUMBER OF PLAYERS	2								
	3			ON					
PLAYER VITALITY	LOW				OFF				
	HIGH				ON				
PLAY MODE	2P					OFF			
	3P					ON			
COIN CHUTE MODE	COMMON						OFF		
	INDIVIDUAL						ON		
GAME DIFFICULTY	NORMAL							OFF	OFF
	EASY							ON	OFF
	HARD							OFF	ON
	HARDEST							ON	ON

※1 PLAYER VITALITY

LOW : 相手の攻撃により、受けるダメージが大きい。

Damage caused to the player by the enemy's attack is serious.

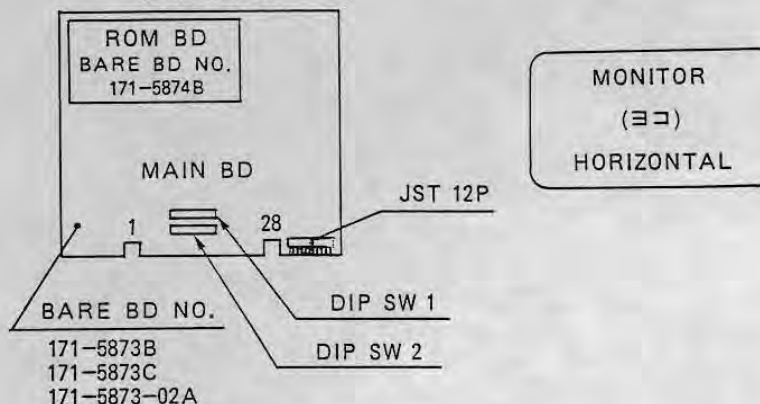
HIGH : 相手の攻撃により、受けるダメージが小さい。

Damage caused to the player by the enemy's attack is less serious.

PLAY MODE 3P TYPE



SYSTEM 18



※2 COIN CHUTE MODE

COMMON : コインの受け付けが共通になっているキャビネットタイプ用です。この設定ではプレイヤー数に関係なく、COIN 1, COIN 2のコイン・ポートを使用して下さい。

Used for the cabinet of the COMMON chute type in which the acceptance of coins is done in common. In the COMMON setting, use either COIN 1 or COIN 2, regardless of the number of players.

INDIVIDUAL : コインシュートが各プレイヤーごとにあり、それぞれにコインを受け付ける事ができるキャビネットタイプ用です。この時のコイン設定には、DIP SW 1の1番~4番のみ使用し、5番~8番は全てOFFにして使用して下さい。但し、FREE PLAYに設定する時はDIP SW 1の1番から8番を全てONにして使用して下さい。この設定で2人用(DIP SW 2の5, OFF)の時は、COIN 2が1P、COIN 1が2Pのコイン・ポートになり、3人用(DIP SW 2の5, ON)の時は、COIN 3が1P、COIN 2が2P、COIN 1が3Pのコイン・ポートになります。

Used for the cabinet of the INDIVIDUAL COIN CHUTE type which allows each chute to accept coins. For setting COIN/CREDIT combination, use only No.1~No.4 of DIP SW 1 and turn No.5~No.8 OFF. However, when setting to FREE PLAY, turn all of No.1~No.8 of DIP SW 1 ON. In the INDIVIDUAL setting, when in the 2P play mode (with No.5 of DIP SW 2 OFF), COIN 2 refers to the COIN PORT for 1P and COIN 1, for 2P. When in the 3P play mode (with No.5 of DIP SW 2 ON), COIN 3 refers to COIN PORT for 1P, COIN 2 for 2P, and COIN 1 for 3P.

PIN ASSIGNMENT

(JAMMA)

COMPONENT	SIDE				
		COMPONENT SIDE		SOLDER SIDE	
GND		1	A	GND	
GND		2	B	GND	
+5V		3	C	+5V	
+5V		4	D	+5V	
(NOT USED)		5	E	(NOT USED)	
+12V		6	F	+12V	
KEY		7	H	KEY	
COIN METER 1		8	J	COIN METER 2	
(NOT USED)		9	K	(NOT USED)	
SPEAKER(+)		10	L	SPEAKER(-)	
(NOT USED)		11	M	(NOT USED)	
RED		12	N	GREEN	
BLUE		13	P	SYNC	
GND		14	R	ALL SERVICE	
TEST		15	S	(NOT USED)	
COIN 1 (3P COIN)		16	T	COIN 2 (2P COIN)	
1P START		17	U	2P START	
1P UP		18	V	2P UP	
1P DOWN		19	W	2P DOWN	
1P LEFT		20	X	2P LEFT	
1P RIGHT		21	Y	2P RIGHT	
1P SHOT		22	Z	2P SHOT	
1P DANCE		23	a	2P DANCE	
(NOT USED)		24	b	(NOT USED)	
1P SERVICE		25	c	2P SERVICE	
3P SERVICE		26	d	COIN 3 (1P COIN)	
GND		27	e	GND	
GND		28	f	GND	

56P P=3.96mm

JST 12P

1	(NOT USED)
2	3P SHOT
3	3P DANCE
4	(NOT USED)
5	3P START
6	(NOT USED)
7	3P DOWN
8	3P UP
9	3P RIGHT
10	3P LEFT
11	(NOT USED)
12	GND

PLAY MODE 2P TYPE

