

Pac - Land

Pac-Land

Führen Sie Pac-Man mit der linken und rechten Taste ins Zauberreich. Durch ständiges Drücken der linken bzw. rechten Taste erhöht sich Pac-Man's Geschwindigkeit. Halten Sie die Taste, bleibt seine Geschwindigkeit konstant. Mit Hilfe der Sprung-Taste kann Pac-Man Hindernisse überwinden.

Auf dem Weg ins Zauberreich begegnen Pac-Man fünf Monsterarten. Sie verlieren eine Pac-Man, wenn er fahrende Monster (Auto, Fahrrad) berührt.

Berührt Pac-Man einen Hydranten, Kaktus oder Baumstumpf passiert ihm nichts.

Ist Pac-Man Powerpunkte, kann er Monster jagen und beißen.

Achten Sie auf Pac-Man's Engerieanzeige. Steht sie auf Null, verfolgen die Monster ihn.

Erreicht Pac-Man die offene Tür, muß er hindurchgehen und ist im Zauberreich. Dort erhält er von einer Fee einen Zauberschuh.

Nun muß er umkehren und den Heimweg antreten, auf dem er springen muß.

J6.6P Plug Housing
(Socket Connector)

1	Video RED
2	Video GREEN
3	Video BLUE
4	Video SYNC
5	Video GND
6	

Housing 1-480704-0
Contact 350689-1 AMP

J7.3P Plug Housing
(Socket Connector)

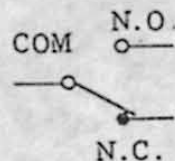
1	+12V	1A
2	GND	
3	+5V	4A

Housing 1-480700-0
Contact 350689-1 AMP

J8.44P Edge Connector (The pole
key is located between E and F)
225J-22221-488DDK (Pitch 3.96 mm)

PARTS MOUNTED SIDE		SOLDERED SIDE	
GND	A	1	GND
Speaker (+)	B	2	Speaker (-)
Lockout Solenoid	C	3	Coin Counter
1 P Start Lamp	D	4	2 P Start Lamp
+12V	E	5	+12V
+5V	F	6	+5V
GND	H	7	GND
Service SW	J	8	Test SW
Coin 1 SW	K	9	Coin 2 SW
1 P Start SW	L	10	2 P Start SW
P 1 Jump SW	M	11	P 2 Jump SW
P 1 Left SW	N	12	P 2 Left SW
	P	13	
P 1 Right SW	R	14	P 2 Right SW
	S	15	
	T	16	
	U	17	
	V	18	
	W	19	
	X	20	
Coin Counter 2	Y	21	TABLE GND ※
GND	Z	22	GND

- * The lockout solenoid and the coin counter's power supply is +12V.
- * The start lamp's power supply is +5V.
- * Each microswitch is connected onto the N.O. terminal. Each GND is connect onto the COM terminal.



- * TABLE GND
For the table, the GND is connected.
Others, the GND is not connected.

DIP. SW. A

CONTENT	STATUS OF SWITCH							
	1	2	3	4	5	6	7	8
TEST	* NORMAL	OFF						
	TEST MODE	ON						
NUMBER OF PAC-MANS	* 3		OFF	OFF				
	2		OFF	ON				
	4		ON	OFF				
	5		ON	ON				
GAME FEE (COIN 1)	* 1 coin/1 credit				OFF	OFF		
	1 " /2 "				OFF	ON		
	2 " /1 "				ON	OFF		
	3 " /1 "				ON	ON		
ATTRACT SOUND	* SOUND						OFF	
	NO SOUND						ON	
GAME FEE (COIN 2)	* 1 coin/1 credit							OFF OFF
	1 " /2 "							OFF ON
	2 " /1 "							ON OFF
	3 " /1 "							ON ON

* They are always in the "OFF" position during transportation.

DIP. SW. B

CONTENT	STATUS OF SWITCH							
	1	2	3	4	5	6	7	8
EXTENDED POINTS	* A	OFF	OFF	OFF				
	B	OFF	OFF	ON				
	C	OFF	ON	OFF				
	D	OFF	ON	ON				
	E	ON	OFF	OFF				
	F	ON	OFF	ON				
	G	ON	ON	OFF				
	H	ON	ON	ON				
DIFFICULTY SETTING	* RANK A				OFF	OFF		
	" B				OFF	ON		
	" C				ON	OFF		
	" D				ON	ON		
GAME CON-TINITY	* NORMAL						OFF	
	RUNNING						ON	
SCREEN HOLD	* NORMAL							OFF
	STOP							ON
START	* YES							OFF
	NO							ON

P A C - L A N D

1	TV RED	1	+12V 1A
2	TV GREEN	2	GND
3	TV BLUE	3	+5V 4A
4	TV SYNC		
5	TV GND		
6			

DIP SW A

Test Normal	1	2	3	4	5	6	7	8
Test Mode	OFF							
Number of Pacman	ON							
3		OFF	OFF					
2		OFF	ON					
4		ON	OFF					
5		ON	ON					
Game Charge(Coin 1)								
1coin 1credit				OFF	OFF			
1coin 2credit				OFF	ON			
2coin 1credit				ON	OFF			
3coin 1credit				ON	ON			
Attract Sound								OFF
No Sound								ON
Game Charge(Coin 2)								
1coin 1credit							OFF	OFF
1coin 2credit							OFF	ON
2coin 1credit							ON	OFF
3coin 1credit							ON	ON

Parts Side

Solder Side

GND	1	GND
SPEAKER (+)	2	SPEAKER (-)
LOCKOUT SOLENOID	3	COIN COUNTER 1
1P START LUMP	4	2P START LUMP
+12V	5	+12V
+5V	6	+5V
GND	7	GND
SERVICE	8	TEST SW
COIN 1	9	COIN 2 SW
1P START	10	2P START SW
1P JUMP	11	2P JUMP
1P LEFT	12	2P LEFT
	13	
1P RIGHT	14	2P RIGHT
	15	
	16	
	17	
	18	
	19	
	20	
COIN COUNTER 2	21	TABLE GND *
GND	22	GND

DIP SW B

Extend Point	A	1	2	3	4	5	6	7	8
B	OFF	OFF	OFF	1	1				1
C	OFF	OFF	ON						Always OFF
D	OFF	ON	ON						
E	ON	OFF	OFF						
F	ON	OFF	ON						
G	ON	ON	OFF						
H	ON	ON	ON						
Advanced Screen									
Nomal							ON		
Screen Stop							OFF		
Normal								ON	
								OFF	

* TABLE GND -- TABLE CONNECT GND
OTHERS NOT CONNECT