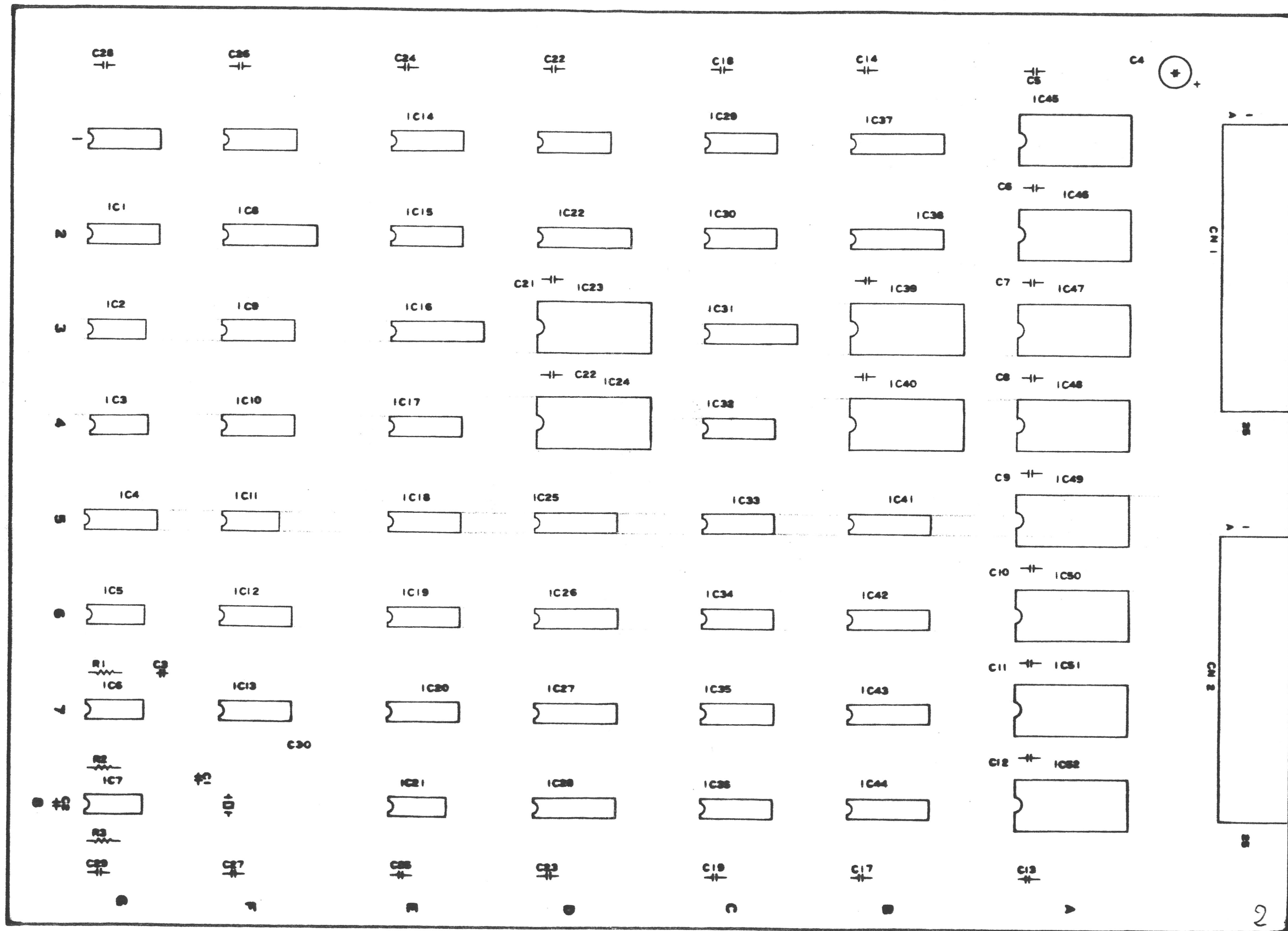


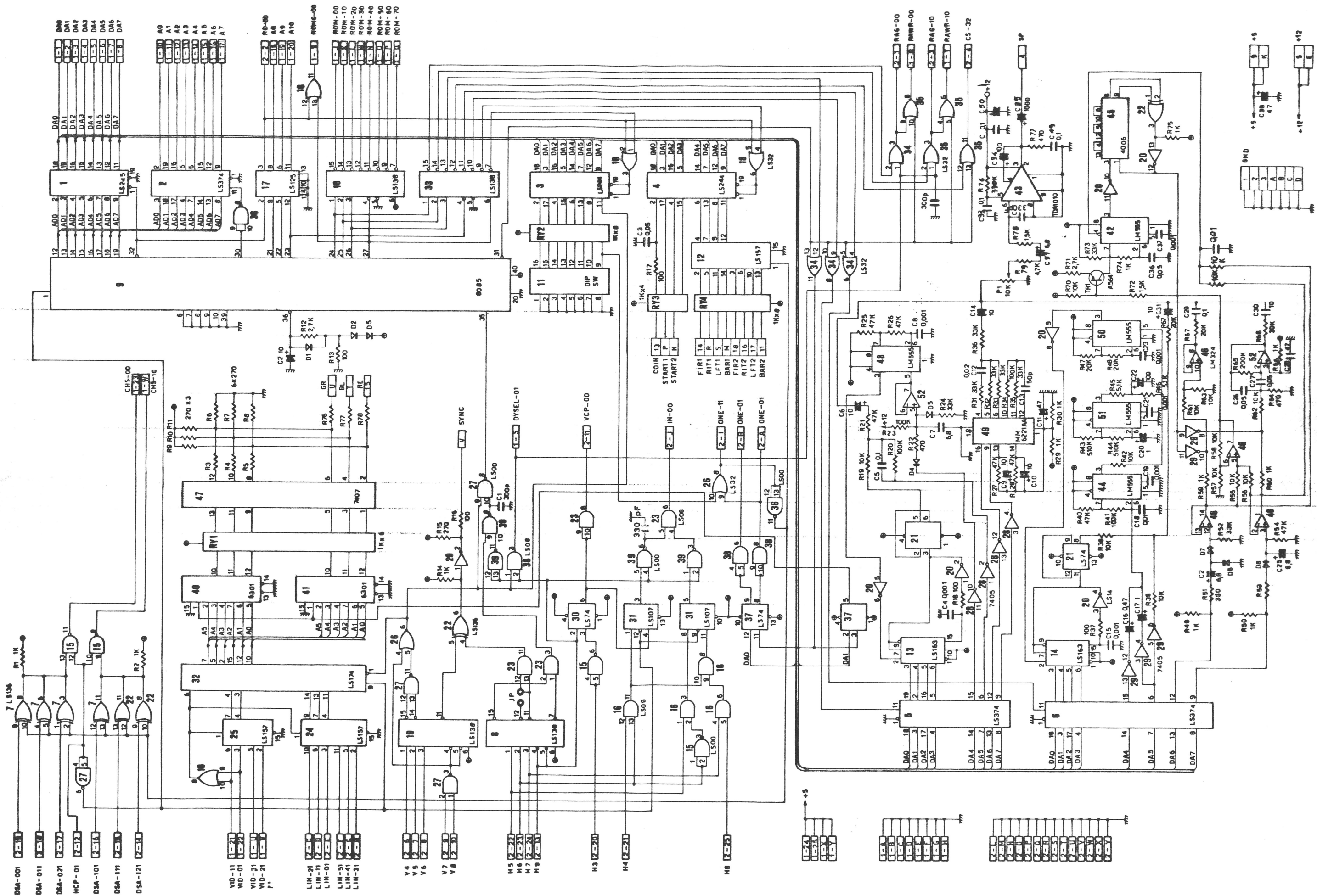
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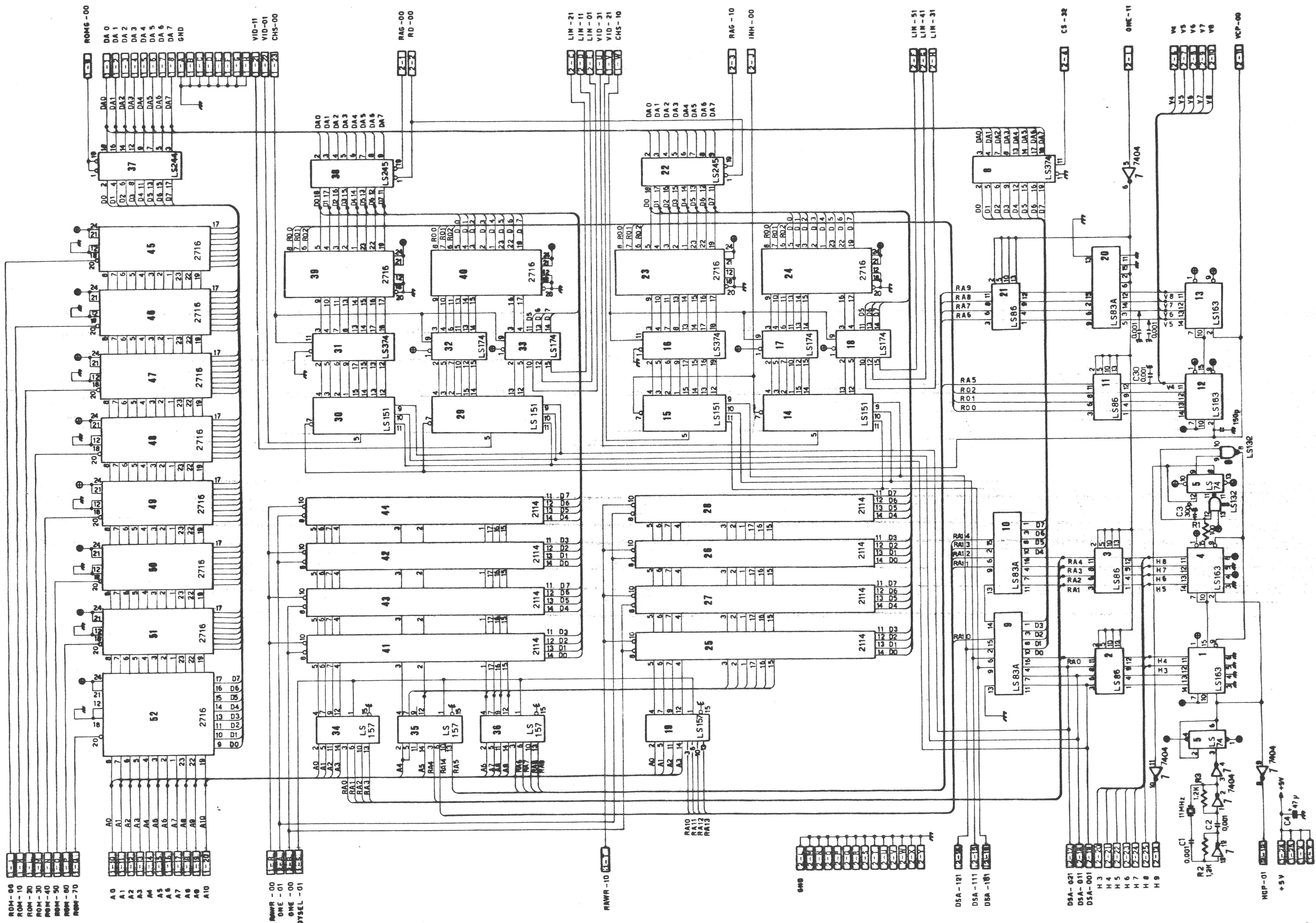
C.P.U. - I/O - SOUND Board

(Printed Circuit 1B1156)

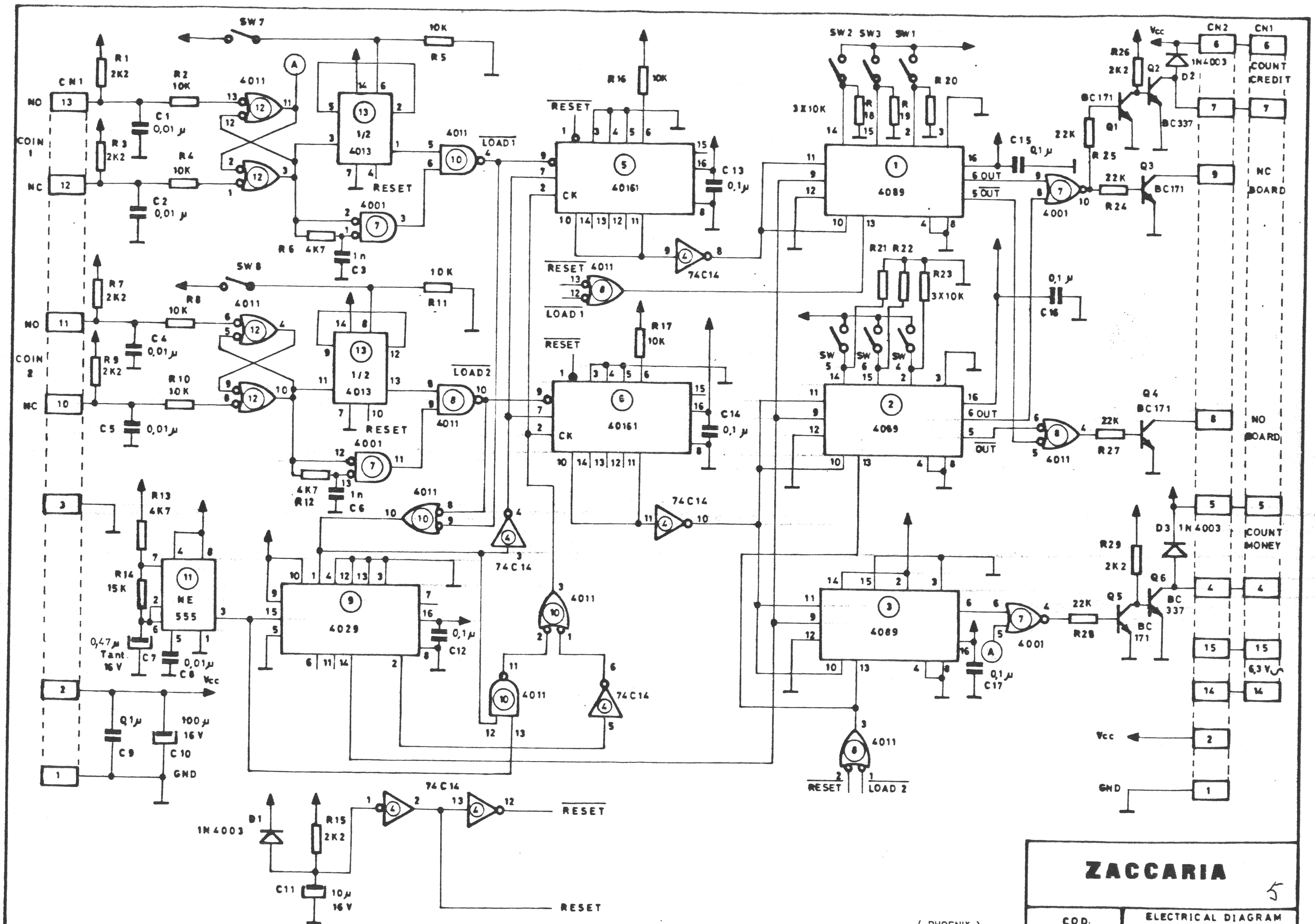


MEMORY & COUNTER Board
 (Printed Circuit 1B1157)





MEMORY & COUNTER BOARD 181157 4



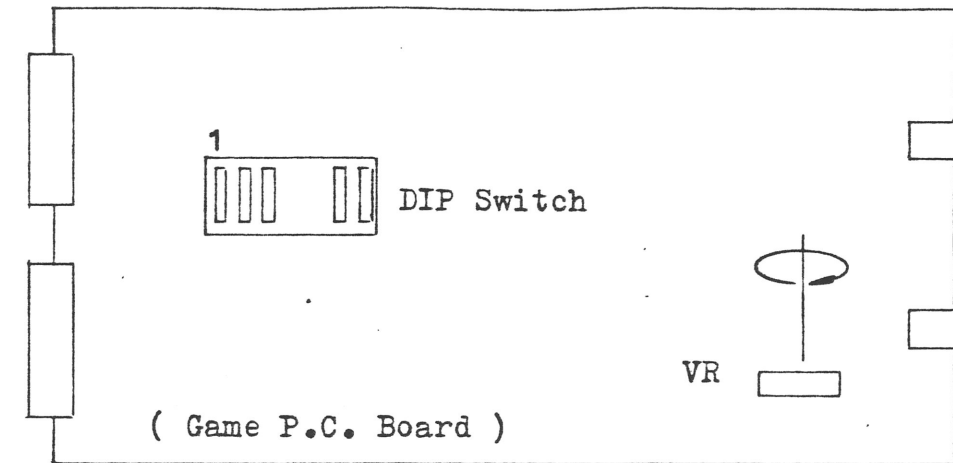
(PHOENIX)

ZACCARIA	
COD. 18 1345	ELECTRICAL DIAGRAM FOR COIN SWITCHES ADJUSTMENT BOARD 181145

COIN SWITCH ADJUSTMENT

COIN MECHANISM 1

1	2	3	8	
OFF	ON	OFF	OFF	2 COINS - 1 PLAY
OFF	ON	OFF	ON	1 COIN - 1 PLAY
OFF	OFF	ON	ON	1 COIN - 2 PLAYS
OFF	ON	ON	ON	1 COIN - 3 PLAYS
ON	OFF	OFF	ON	1 COIN - 4 PLAYS
ON	ON	OFF	ON	1 COIN - 5 PLAYS
ON	OFF	ON	ON	1 COIN - 6 PLAYS
ON	ON	ON	ON	1 COIN - 7 PLAYS



COIN MECHANISM 2

4	5	6	7	
OFF	ON	OFF	OFF	2 COINS - 1 PLAY
OFF	ON	OFF	ON	1 COIN - 1 PLAY
OFF	OFF	ON	ON	1 COIN - 2 PLAYS
OFF	ON	ON	ON	1 COIN - 3 PLAYS
ON	OFF	OFF	ON	1 COIN - 4 PLAYS
ON	ON	OFF	ON	1 COIN - 5 PLAYS
ON	OFF	ON	ON	1 COIN - 6 PLAYS
ON	ON	ON	ON	1 COIN - 7 PLAYS

VR . . . Pot for adjusting total sounds.

To decrease the total sounds, turn the pot to the direction as shown by arrowhead.

Setting of DIP Switch

Contents	SW 1	SW 2	SW 3	SW 4	SW 5	SW 6	SW 7	SW 8
Number of Space Ship					These switches are not used in this game. Set at "OFF" positions.			
3	ON	ON						
4	OFF	ON						
5	ON	OFF						
6	OFF	OFF						
Extended-play points								
3,000 & 30,000			ON	ON				
4,000 & 40,000			OFF	ON				
5,000 & 50,000			ON	OFF				
6,000 & 60,000			OFF	OFF				
Game Style								
Table								ON
Upright								OFF

ATTENTION :
Do not use other possible combinations.

