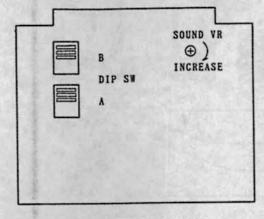
ADJUSTMENT ON GAME PC BOARD (PLOTTING G25 00522A)

CONNECTOR



☆ THE CONTROL OF THIS GAME USES
ONE 2-WAY JOYSTICK AND 1 BUTTON.
(PAIR CONTROL PANEL)

SOLDER SIDE		COMPONENTS SIDE				
GND	A	1	GND			
GND	В	2	GND			
+5V	C	. 3	+5V			
+5V	D	4	+5V			
-5V	E	. 5	-5V			
+12V	F	6	+12V (+13V)			
POST	H	7	POST			
COIN COUNTER (B)	J	8	COIN COUNTER (A)			
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)			
SPEAKER (-)	L	10	SPEAKER (+)			
	M	111				
VIDEO G	N	12	VIDEO R			
VIDEO SYNC	P	13	VIDEO B			
SERVICE SW	R	14	VIDEO GND			
TILT SW	S	115				
(COIN 2)	T	16	COIN 1			
2P SELECT	U	17	1P SELECT			
2P UP	٧	18	1P UP			
2P DOWN	M	191	IP DOWN			
	X	20				
	Y	21				
2P ACTION BUTTON	Z	22	1P ACTION BUTTON			
	a	23				
	b	24				
	C	25				
	d	26				
GND	e	27	GND			
GND	f	28	GND			

NOTE: BEFORE CHANGING THE SETTING OF THE DIP SWITCH. TURN THE POWER SWITCH OFF.

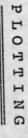
SETTING OF DIP SWITCH A

(*) : FACTORY SETTING

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
PLAY STYLE	+2P AT THE SAME TIME	OFF				244			
	IP ONLY	ON			1	1663		P. A.	
	* NORMAL		OFF					C.	
SCREEN ROTATION	REVERSE		ON			19,05			
TEST MODE	* NORMAL GAME			OFF	1 3.16	136			
	TEST MODE			ON		1		1000	
ATTRACT SOUND	* WITH		-		OFF			1	
	WITHOUT				ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY				199	OFF	OFF	12.00	
	2 COINS 1 PLAY					ON	011		
	3 COINS 1 PLAY					OFF	ON	1	
	4 COINS 1 PLAY		1			ON	1 0.4	2 5-10	
PLAY PRICING COIN B	* 1 COIN 2 PLAYS				7.5%		De al	OFF	OF
	1 COIN 3 PLAYS	100						ON	1 311
	1 COIN 4 PLAYS							OFF	ON
	1 COIN 6 PLAYS	11-4						ON	0.1

SETTING OF DIP SWITCH B

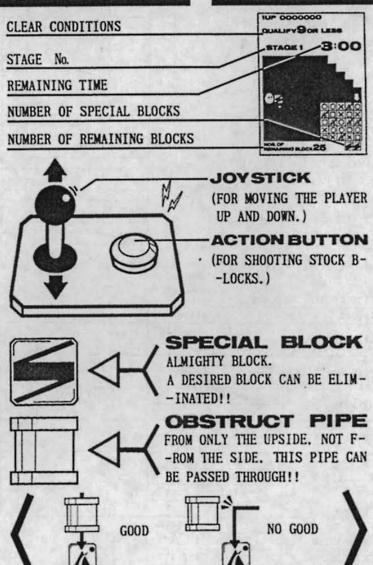
SETTINGS		POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) FIGULT (D)	* RANK	В	OFF *	OFF			THE .			
	RANK	A	ON	OFF					7.78	
	RANK	C	OFF	ON					1	14
	RANK	D	ON	U.N						
NUMBER OF SPECIAL BLOCK(S)	*	2	1 100		١.	OFF	OFF	OFF		OFF
	3				or.		ON	011		-
			3 1				OFF	ON	1987	
	DATE OF	4	35.37				ON	On .		15.50
CONTINUED PLAY	* WITH								OFF	
	WITH	OUT	N.						ON	1



IC9 CS

Das neue Programm ist in dem o.g. 512 E-Prom enthalten. Bei Bedarf können Sie das Programm kopieren.





FROM THE SIDE? OR FROM THE UPSIDE? WITHIN A PRE-SET TIME. ELIMINATE THE BLOCKS BY HITTING THEM WITH THE SAME-MARKED BLOCKS!! YOU CAN PROCEED TO THE NEXT STAGE WHEN YOU CAN DECREASE THE NUMBER OF BLOCKS LESS THAN THE CLEAR CONDITION IN EACH STAGE.

C TAITO CORP. 1969

