POLLUX

Technical information

(1) Required Power Capacity
    +5V   4A or more
    +12V 1A or more
(2) Output
    R - analog,positive
    G - analog,positive
    B - analog,positive
    SYNC - H-V complexed,
           negative

Play Instruction

.SHOOT 1 MACHINE GUN
.SHOOT 2 FIRE BOMB

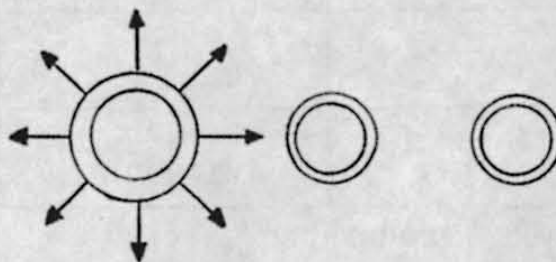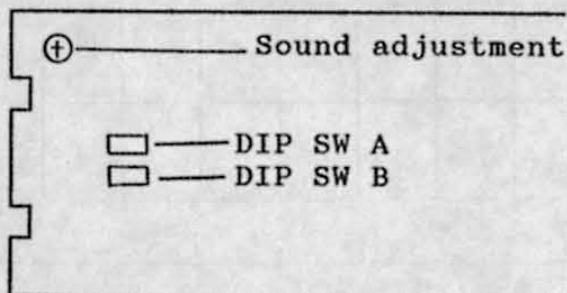[B]   Available one more
       FIRE BOMB

       Power Up

[V] [+] [II]

[A]   Automatic Shooting

[S]   Speed Up

[U]   1UP Bonus

WIRING DIAGRAM

SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
	H	7	
COIN COUNTER2	J	8	COIN COUNTER1
	K	9	
SP(-)	L	10	SP(+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOOT 1	Z	22	1P SHOOT 1
2P SHOOT 2	a	23	1P SHOOT 2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

CONTROL PANEL

8-WAY LEVER BUTTON 1 BUTTON 2

⊕———— Sound adjustment

☐—— DIP SW A
☐—— DIP SW B

POLLUX DIP SW

* DIP SW A *

SETTING	POSITION	1	2	3	4	5	6	7	8
TEST MODE	* NORMAL GAME TEST MODE	OFF ON							
COIN TYPE	* TYPE 1 TYPE 2		OFF ON'						
DEMO SOUND	* SOUND NO SOUND			OFF ON					
SCREEN	* NORMAL INVERSION				OFF ON				
	TYPE 1			TYPE2					
PLAY PRICING COIN 1	* 1 COIN 1 PLAY 1 COIN 2 PLAY 2 COIN 1 PLAY 2 COIN 3 PLAY	1 COIN 1 PLAY 2 COIN 1 PLAY 3 COIN 1 PLAY 4 COIN 1 PLAY				OFF ON OFF ON	OFF OFF ON ON		
COIN 2	* 1 COIN 1 PLAY 1 COIN 2 PLAY 2 COIN 1 PLAY 2 COIN 3 PLAY	1 COIN 2 PLAY 1 COIN 3 PLAY 1 COIN 4 PLAY 1 COIN 6 PLAY						OFF ON OFF ON	OFF OFF ON ON

* DIP SW B *

SETTING	POSITION	1	2	3	4	5	6	7	8
NUMBER OF PLAYER	* 3 2 4 1	OFF ON OFF ON	OFF OFF ON ON						
GAME DIFFICULTY	* NORMAL EASY HARD HARDEST			OFF ON OFF ON	OFF OFF ON ON				
						OFF ON OFF ON	OFF OFF ON ON		
								OFF ON	
CONTINUED PLAY	* WITH WITHOUT								OFF ON

* SHOWS RECOMMENDED SETTINGS.