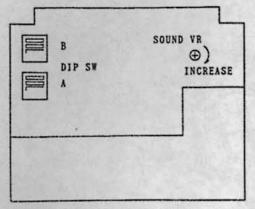
ADJUSTMENT ON GAME PC BOARD (PUZZNIC G25 00557A)

CONNECTOR (JANNA)



r	CONTROL	OF	THIS	GAME	USES	ONE
	8-WAY LE	VE	RAND	2 BU	TTONS.	

SOLDER SIDE		C	OMPONENTS SIDE
GND	A	1	GND
GND	В	2	GND
+5Y	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-57
+12V	F	6	+12V (+13V)
POST	H	7	POST
	J	8	COIN COUNTER (A)
	K	9	COIN LOCKOUT (A)
SPEAKER (-)	L	101	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
	S	15	
	T	18	COIN A
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	¥	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P A-BUTTON	Z	22	1P A-BUTTON
2P B-BUTTON	a	23	1P B-BUTTON
	b	24	
	C	25	
	d	26	
GND	6	27	GND
GND	f	28	GND

. . COIN B IS NOT USED.

NOTE) BEFORE CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

SETTINGS OF DIP SWITCH A

(*) : FACTORY SETTINGS

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8	
GAME STYLE	TABLE	OFF				0 0				
GAME STILE	* UPRIGHT	ON						EVIE		
SCREEN ROTATION	* NORMAL		OFF		0±0	HAT.		1.5%		
SCREEN ROINITON	REVERSE		ON							
TEST MODE	* NORMAL GAME			OFF	1					
IESI MUDE	TEST MODE			ON				OFF		
ATTRACT SOUND	* WITH				OFF					
ATTRACT SOURD	WITHOUT				ON					
	* 1 COIN 1 PLAY					OFF	OFF			
PLAY PRICING	2 COINS 1 PLAY					ON	OFF			
reni ratorau	3 COINS 1 PLAY	1				OFF	ON			
	4 COINS 1 PLAY	1				ON	ON	18 30		

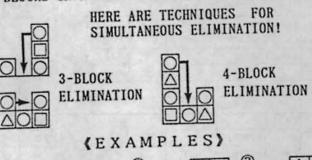
O SETTINGS OF DIP SWITCH B

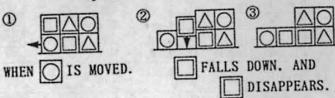
SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY	* RANK B	OFF	OFF		ALC: N				
EASY (A) →	RANK A	ON		18/5					
DIFFICULT(D)	RANK C	OFF	T						
DIFFICULI(U)	RANK D	ON	ON						
	* 2	121	10-10X	OFF			100	1	
THE NUMBER OF	3			ON	OFF				
RE-TRIES	1			OFF		1	OFF		
	0			ON ON					
BOMBS	* WITHOUT	0.2				OFF		1	
DUMDS	WITH	1				ON	1		
SETTINGS	* THE INITIAL HAND-RETURN TIMER IS LEFT AS IT IS.							OFF	-
OF RE-TRY CONDITIONS	THE INITIAL HAND-RETURN TIMER IS RESET.							ON	OFF
	THE ONE-STP-RETURN	TURN TIMER IS LEFT AS IT IS.					1	OFF	T
	NOT USED					1	ON	ON	

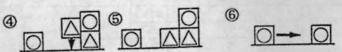


(CHECK POINTS)

- · PAY ATTENTION TO ODD NUMBERS OF BLOCKS!
- HIGH POINTS CAN BE SCORED BY ELIMINATING MANY BLOCKS AT ONE TIME!
- HIGHER POINTS CAN BE SCORED BY ELIMINATING BLOCKS IN A CHAIN REACTION!







THEN ALSO DISAPPEARS.

THE SCENE CAN BE CLEARED BY ELIMINATING



G35 00401A