

ROBOOP

horizontal monitor, 8-way joystick, 2 pushbuttons
double control panel or single - see DIP SW 1/8

SOLDER SIDE	PIN #		PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
MISTAKEN INPUT PREVENTION	H	7	MISTAKEN INPUT PREVENTION
COIN COUNTER 2 (GND)	J	8	COIN COUNTER 1 (GND)
SPEAKER (-)	L	10	SPEAKER (+)
AUDIO (GND)	M	11	AUDIO (+)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GND
	S	15	
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
2 P CONTROL 1 UP	V	18	1 P CONTROL 1 UP
2 P CONTROL 2 DOWN	W	19	1 P CONTROL 2 DOWN
2 P CONTROL 3 LEFT	X	20	1 P CONTROL 3 LEFT
2 P CONTROL 4 RIGHT	Y	21	1 P CONTROL 4 RIGHT
2 P CONTROL 5 PUSH 1	Z	22	1 P CONTROL 5 PUSH 1
2 P CONTROL 6 PUSH 2	a	23	1 P CONTROL 6 PUSH 2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

EXJAMMA

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DIP SWITCH 1					
No.	SETTING				REMARKS
1	OFF	ON	OFF	ON	COIN/CREDIT COIN-MECH (RIGHT)
	1 COIN	1	2	3	
2	OFF	OFF	ON	ON	COIN/CREDIT COIN-MECH (LEFT)
	1 PLAY	2	1	1	
3	OFF	ON	OFF	ON	COIN/CREDIT COIN-MECH (LEFT)
	1 COIN	1	2	3	
4	OFF	OFF	ON	ON	COIN/CREDIT COIN-MECH (LEFT)
	1 PLAY	2	1	1	
5	OFF				DON'T CHANGE
6	OFF		ON		ATTRACT MODE SOUND
	YES		NO		
7	OFF		ON		SCREEN ROTATION
	NORMAL		REVERSE		
8	OFF		ON		CONTROL PANEL
	PAIR		SINGLE		

DIP SWITCH 2					
No.	SETTING				REMARKS
1	OFF	ON	OFF	ON	PLAYER'S ENERGY METER
	OFF	OFF	ON	ON	
2	MED	HIGH	LOW	VERY HIGH	GAME DIFFICULTY
	OFF	ON	OFF	ON	
3	OFF	ON	OFF	ON	GAME DIFFICULTY
	OFF	OFF	ON	ON	
4	NORMAL	EASY	HARD	HARDER	GAME DIFFICULTY
	OFF	ON	OFF	ON	
5	OFF		ON		CONTINUE MODE
	YES		NO		
6	OFF		ON		(100% BY) PLAYER'S ENERGY IN THE BONUS STAGE
	HIGH		LOW		
7	OFF		ON		THE BRINK TIME FOR NO KILL MODE WHEN THE GAME IS CONTINUED
	NORMAL		LESS		
8	OFF				DON'T CHANGE