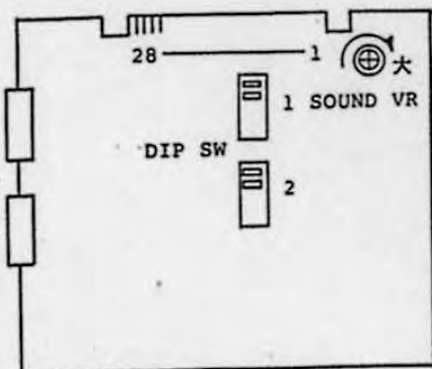


# Slap Fight

ゲームPCボードの調整 (スラップファイト G20 00526A)



☆ 本機のゲーム操作は、  
8方向レバー・2ボタンです。

注) DIP SWを切り換える時は、  
一度 電源をOFFにして下さい。

コネクタ端子図

半田面		部品面	
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		
	J 8		
	K 9		
SPEAKER OUT(-)	L 10	SPEAKER OUT(+)	
	M 11		
VIDEO G	N 12	VIDEO R	
VIDEO SYNC	P 13	VIDEO B	
SERVICE SW	R 14	VIDEO GND	
	S 15		
COIN B	T 16	COIN A	
2P START	U 17	1P START	
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 武器選択ボタン	Z 22	1P 武器選択ボタン	
2P ショットボタン	a 23	1P ショットボタン	
	b 24		
	c 25		
	d 26		
GND	e 27	GND	
GND	f 28	GND	

```

DIP SW 1      1  2  3  4  5  6  7  8
=====
GAME TYPE TABLE OFF
                UP RIGHT ON
SCREEN REVERSE
COM-           OFF
REVERSE       ON
TEST MODE
COM- GAME     OFF
TEST MODE     ON
DEMO SOUND
USE           OFF
NOT           ON
COIN A
1COIN 1PLAY  OFF OFF
1COIN 2PLAY  ON  OFF
2COIN 1PLAY  OFF ON
2COIN 3PLAY  ON  ON
COIN B
1COIN 1PLAY  OFF OFF
1COIN 2PLAY  ON  OFF
2COIN 1PLAY  OFF ON
2COIN 3PLAY  ON  ON
    
```

```

DIP SW 2      1  2  3  4  5  6  7  8
=====
DIFFICULTY
B           OFF OFF
A           ON  OFF
C           OFF ON
D           ON  ON
BONUS
30000/100000 OFF OFF
50000/200000 ON  OFF
50000.NOT   OFF ON
100000.NOT  ON  ON
PLAYER
3           OFF OFF
    
```

Step Right

10/82

Parts Side	Solder Side
GND	GND
GND	GND
+ 5V	+ 5V
+ 12V	+ 12V
Sound	Sound
Video blue	Video green
Video rot	
Video Sync.	
Start 1.Pl.	Start 2.Pl.
1.Player T1	2.Player T1
1.Player T2	2.Player T2
1.Pl. Up	1.Pl.right
1.Pl. Down	1.Pl.left
2.Pl. Up	2.Pl.right
2.Pl. Down	2.Pl.left
Coin 1	Coin 2
+ 5V	+ 5V
Video GND	GND
GND	GND

DIP SW	1	2	3	4	5	6	7	8
Game Style Upright	On							
Test Mode Normal			Off					
Test			On					
Demo Sound With				Off				
Without				On				
Play Charge (Coin A)								
1coin 1credit					Off		Off	
1coin 2credit					On		Off	
2coin 1credit					Off		On	
2coin 3credit					On		On	
(Coin B)								
1coin 1credit							Off	Off
1coin 2credit							On	Off
2coin 1credit							Off	On
2coin 3credit							On	On
DIP SW 2	1	2	3	4	5	6		
Difficulty Normal	Off	Off						
Easy	On	Off						
Difficult	Off	On						
Bonus Point								
30000/100000			Off	Off				
50000/200000			On	Off				
50000/Only			Off	On				
100000/Only			On	On				
Number of Pl.	3							
	5							
	1							
	2							



SLAP FIGHTER 06/09/02

WIRING DIAGRAM

SOLDER SIDE		COMPONENT SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
	7	
	8	
SPEAKER OUT(+)	9	SPEAKER OUT(-)
	10	
RED	11	GREEN
BLUE	12	SYNC
VIDEC GND	13	SERVICE SW
	14	
COIN A	15	COIN B
1P START	16	2P START
1P UP	17	2P UP
1P DOWN	18	2P DOWN
1P LEFT	19	2P LEFT
1P RIGHT	20	2P RIGHT
1P SELECT	21	2P SELECT
1P SHOOT	22	2P SHOOT

DIP SW 1 1 2 3 4 5 6 7 8

=====

GAME TYPE TABLE OFF  
 UP RIGHT ON  
 SCREEN REVERSE  
 COM- REVERSE OFF  
 REVERSE ON

TEST MODE  
 COM- GAME OFF  
 TEST MODE ON

DEMO SOUND  
 USE OFF  
 NOT ON

COIN A 1COIN 1PLAY OFF OFF  
 1COIN 2PLAY ON OFF  
 2COIN 1PLAY OFF ON  
 2COIN 3PLAY ON ON

COIN B 1COIN 1PLAY OFF OFF  
 1COIN 2PLAY ON OFF  
 2COIN 1PLAY OFF ON  
 2COIN 3PLAY ON ON

DIP SW 2 1 2 3 4 5 6 7 8

DIFFICULTY

B OFF OFF  
 A ON OFF  
 C OFF ON  
 D ON ON

BONUS 30000/100000 OFF OFF  
 50000/200000 ON OFF  
 50000.NOT OFF ON  
 100000.NOT ON ON

PLAYER 3 OFF OFF