

Space Invasion

DIP SW-COMMANDO

DIP SW A

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1 1 PLAYER COIN 2 2 PLAYERS	1 COIN / 1 CREDIT	OFF	OFF						
	1 COIN / 2 CREDITS	ON	OFF						
	1 COIN / 3 CREDITS	OFF	ON						
	2 COINS / 1 CREDIT	ON	ON						
COIN 2 2 PLAYERS COIN 1 1 PLAYER	1 COIN / 1 CREDIT			OFF	OFF				
	2 COINS / 1 CREDIT			ON	OFF				
	3 COINS / 1 CREDIT			OFF	ON				
	4 COINS / 1 CREDIT			ON	ON				
NUMBER OF PLAYERS	3					OFF	OFF		
	2					ON	OFF		
	4					OFF	ON		
	5					ON	ON		
STARTING STAGE	FROM FIRST STAGE							OFF	OFF
	FROM SECOND STAGE							ON	OFF
	FROM FORTH STAGE							OFF	ON
	FROM SIXTH STAGE							ON	ON

DIP SW B

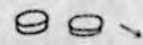
ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
TYPE	TABLE	OFF							
	UPRIGHT	ON							
	UPRIGHT-TWO PLAYERS	ON	OFF						
	UPRIGHT-ONE PLAYER	ON	ON						
PORTRAIT	NORMAL			OFF					
	REVERSAL			ON					
DIFFICULTY	NORMAL				OFF				
	DIFFICULT				ON				
SOUND	WITH SOUND					OFF			
	WITHOUT SOUND					ON			
BONUS SOLDIER	10,000 / 50,000						OFF	OFF	OFF
	10,000 / 60,000						ON	OFF	OFF
	20,000 / 60,000						OFF	ON	OFF
	20,000 / 70,000						ON	ON	OFF
	30,000 / 70,000						OFF	OFF	ON
	30,000 / 80,000						ON	OFF	ON
	40,000 / 100,000						OFF	ON	ON
	NO BONUS						ON	ON	ON

SOLDER SIDE			COMPONENT SIDE	
GND	A	1	GND	
GND	B	2	GND	
+5	C	3	+5	
+5	D	4	+5	
Ⓞ	E	5	Ⓡ	
SYNC	F	6	Ⓟ	
GND	H	7	GND	
	J	8		
2 P	SHOT2	K	9	SHOT2
	SHOT1	L	10	SHOT1
	UP1	M	11	UP1
	DOWN1	N	12	DOWN1
	LEFT1	P	13	LEFT1
	RIGHT1	R	14	RIGHT1
	GND	S	15	GND
2 P	SELECT	T	16	1 P SELECT
		U	17	
	COIN2	V	18	COIN1
	GND	W	19	GND
		X	20	
		Y	21	
+12V	COMMON	Z	22	+12V COMMON
COUNTER2		a	23	COUNTER1
SP⊖		b	24	SP⊕
+12		c	25	+12
GND(12V)		d	26	GND(12V)
GND		e	27	GND
GND		f	28	GND

8WAY LEVER



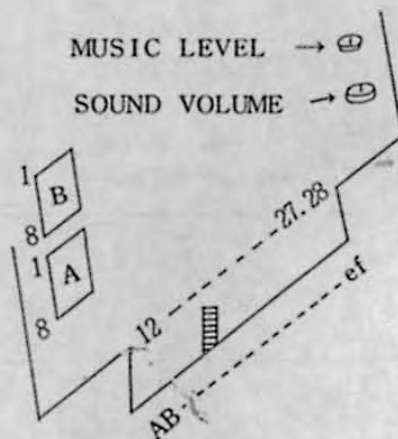
PUSH BUTTON



GRENADA BUTTON

MUSIC LEVEL → ⊕

SOUND VOLUME → ⊕



NAME OF PARTS

CR7E-56DA-3.96E:HIROSE

or

1168-056-009:KEL

※ TEST MODE

POWER SWJTCH PUSH SHOOT1
(DISPLAY DIP SW ASSIGNMENT)

