

*** SUPER FREE KICK ***

PLAY INSTRUCTION

1 OR TABLE TYPE 2 PLAY.
100 STAGE IN ALL.

1. 5 KIND OF ENEMY
NUMBER OF HEAT FOR BREAKE ENEMY IS DIFFERENT IN ACCORDANCE
WITH THE ENEMYS STYLE.
2. DIFENSER
NON BREAKE SPECIAL DIFENSER ASSUME THE DIFENSIVE.
SOMESTAGE HAVE MORE DIFENSER.
3. CONTROLE COURSE OF BALL
PUSH COURSE BUTTON AND OPERATE SENSOR VOLUME, CAN CONTROL
COURSE OF BALL.
4. OPTION
S SLOW SPEED OF BALL
C CATCH THE BALL
L LONGER BAR
F FRIENDLY PLAYER OF SHOOTER

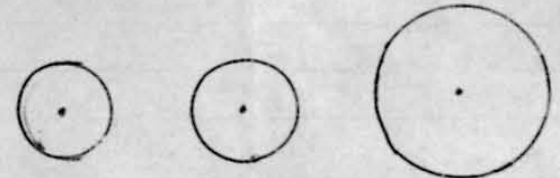
*** GOOD LUCK TO YOU ***

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WIRING DAIGRAM

<u>SOLDER SIDE</u>			<u>PARTS SIDE</u>
GND -----	1	-----	GND
GND -----	2	-----	GND
+5V -----	3	-----	+5V
+5V -----	4	-----	+5V
	5		
+12V -----	6	-----	+12V
	7		
	8		
	9		
SPEAKER(-) --	10	-----	SPEAKER (+)
	11		
GREEN -----	12	-----	RED
SYNC -----	13	-----	BLUE
1P LEFT -----	14	-----	2P RIGHT
1P RIGHT ----	15	-----	2P LEFT
COIN 2 -----	16	-----	COIN 1
2P START ----	17	-----	1P START
	18		
	19		
	20		
	21		
2P SHOOT ----	22	-----	1P SHOOT
	23		
	24		
	25		
	26		
GND -----	27	-----	GND
GND -----	28	-----	GND

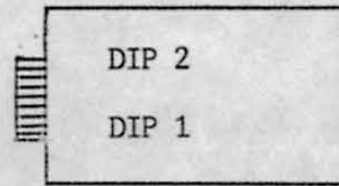
* CONTROL PANELL



BUTTON 1 BUTTON 2 SENSOR

- * BUTTON 1 : START
- * BUTTON 2 : SHOOTING

* DIP SWITCH POSITION



* SENSOR HARNESS

