

# SUPER GAME

## I. CONNECTION DIAGRAM.

SOLDER SIDE	NO	PART SIDE	SOLDER SIDE	NO	PART SIDE
GND	1	GND		15	
GND	2	GND		16	COIN
+5V	3	+5V		17	
+5V	4	+5V	2P UP	18	1P UP
	5		2P DOWN	19	1P DOWN
+12V	6	+12V	2P LEFT	20	1P LEFT
	7		2P RIGHT	21	1P RIGHT
	8		2P SHOOT 1	22	1P SHOOT 1
	9		2P SHOOT 2	23	1P SHOOT 2
SP(-)	10	SP(+)		24	SW FOR GAME CHANGE
	11			25	
VIDEO GREEN	12	VIDEO RED		26	
VIDEO SYNC	13	VIDEO BLUE	GND	27	GND
	14		GND	28	GND

## 2. DIP SW.

- 1) THIS GAME IS SET TO BE PLAYED BY THE HOUR AT PRESENT.
- 2) PLEASE DIP SW NO 7 ON, SHOULD IT BE PLAYED IN BOTH GAME "BY THE HOUR" & "BY THE ABILITY".
- 3) GAME BASED ON ABILITY - PLEASE DIP SW NO. 6 ON, SHOULD THE GAME CHANGE BE PREVENTED.
- 4) DEMONSTRATION SOUND - PLEASE DIP SW NO. 9 ON.
- 5) GAME BY THE HOUR ( TIME CONTROLLING ) - GAME HOUR CAN BE CONTROLLED FROM 4MINUTES & 30SECONDS TO 7MINUTES BY ADJUSTING VOLUME 2. (GAME HOUR TO BE LONGER TO THE RIGHT-HANDED).

TOTAL PAGE 01.

TO : G & F.  
FROM: UNICO ELECTRONICS.

FEB. 05, 1991.

DEAR MR. HELMUT ASTHEIMER,  
PLEASE KINDLY REFER FOLLOWING DIP S/W AND FOLLOW THAT INSTRUCTIONS.  
SUPER - GAME

\*. DIP IS PRESET AT THE FACTORY WITH THE FOLLOWING SWITCH POSITION

CHECK / CONDITION / DIP->	1	2	3	4	5	6	7	8	9	10
** 1COIN/1CREDIT 1COIN/2CREDITS 2COIN/1CREDIT 1COIN/1CREDIT	OFF ON	OFF OFF								
** N. OF PLAY - 3 N. OF PLAY - 2 N. OF PLAY - 5 N. OF PLAY - 9			OFF ON	OFF OFF						
** ONLY TIME LIMIT TYPE ABILITY & TIME LIMIT TYPE							OFF ON			
NOT USE										
** DEMO SOUND ON									ON	
DOUBLE TIME										ON

SOLDER SIDE	NO	PART SIDE	SOLDER SIDE	NO	PART SIDE
GND	1	GND		15	
GND	2	GND		16	COIN
+5V	3	+5V		17	
+5V	4	+5V	2P UP	18	1P UP
	5		2P DOWN	19	1P DOWN
+12V	6	+12V	2P LEFT	20	1P LEFT
	7		2P RIGHT	21	1P RIGHT
	8		2P SHOOT1	22	1P SHOOT1
	9		2P SHOOT2	23	1P SHOOT2
SP(-)	10	SP(+)		24	1P SHOOT3
	11			25	
VIDEO GREEN	12	VIDEO RED		26	
VIDEO SYNC	13	VIDEO BLUE	GND	27	GND
	14		GND	28	GND

-- REMARK --

- \*. THIS BOARD IS ABILITY LIMIT TYPE AND TIME LIMIT TYPE
- \*. YOU CAN DELAY 10 SECOND TO 10 MINUTE USE TO VR2 WHEN YOU PLAY TIME LIMIT TYPE.  
(PLEASE TIME DELAY WHEN YOU TURN ON CLOCK COURSE)
- \*. TURN ON DIP S.W. 10 WHEN YOU NEED 10 MINUTE OVER.  
YOU CAN PLAY TWICE TIME.
- \*. YOU SEE THE SOUND OF MELODY BEFORE 10 SECOND PLAY OUT.
- \*. IF PUSH 1P SHOTS3 BUTTON AFTER GAME OVER THEN YOU CAN SELECT ANOTHER GAME.
- \*. IF YOU WANT CONTINUE GAME THEN PUSH THE SHOOT1 BUTTON DURING THE 10 SECOND.