

WARDNER

横田 15.9.87

GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
POST KEY	H	7	POST KEY
COIN COUNTER 2	J	8	COIN COUNTER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GND
TILT SWITCH	S	15	
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
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 PUSH1 (SHOOT)	Z	22	1P PUSH1 (SHOOT)
2P PUSH2 (JUMP)	a	23	1P PUSH2 (JUMP)
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

WARDNER

0001 TITLE DIP SWITCH DOCUMENT

0002 ;
 0003 ; *****

0004 ; * DIP SWITCH 1 *
 0005 ; *****

0006 ;
 0007 ; +-----+
 0008 ; | FUNCTION | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

0009 ; +-----+
 0010 ; | TABLE | 0 | | | | | | | |

0011 ; | UPRIGHT | 1 | | | | | | | |

0012 ; +-----+
 0013 ; | NORMAL SCREEN | | 0 | | | | | | |

0014 ; | INVERT SCREEN | | 1 | | | | | | |

0015 ; +-----+
 0016 ; | GAME MODE | | | 0 | | | | | |

0017 ; | TEST MODE | | | 1 | | | | | |

0018 ; +-----+
 0019 ; | DEMO SOUND | ON | | | 0 | | | | |

0020 ; | | OFF | | | 1 | | | | |

0021 ; +-----+
 0022 ; | COIN 1 : 1COIN/1PLAY | | | | | 0 | 0 | | |

0023 ; | | 1COIN/2PLAY | | | | | 1 | 0 | | |

0024 ; | | 2COIN/1PLAY | | | | | 0 | 1 | | |

0025 ; | | 2COIN/3PLAY | | | | | 1 | 1 | | |

0026 ; +-----+
 0027 ; | COIN 2 : 1COIN/1PLAY | | | | | | | 0 | 0 |

0028 ; | | 1COIN/2PLAY | | | | | | | 1 | 0 |

0029 ; | | 2COIN/1PLAY | | | | | | | 0 | 1 |

0030 ; | | 2COIN/3PLAY | | | | | | | 1 | 1 |

0031 ; +-----+
 0032 ;
 0033 ; *****

0034 ; * DIP SWITCH 2 *
 0035 ; *****

0036 ; +-----+
 0037 ; | FUNCTION | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

0038 ; +-----+
 0039 ; | GAME DIFFICULTY | B | 0 | 0 | | | | | | |

0040 ; | | A | 1 | 0 | | | | | | |

0041 ; | | C | 0 | 1 | | | | | | |

0042 ; | | D | 1 | 1 | | | | | | |

0043 ; +-----+
 0044 ; | EXCENT 30000 & 30000 | | | 0 | 0 | | | | |

0045 ; | | 50000 & 50000 | | | 1 | 0 | | | | |

0046 ; | | 30000 only | | | 0 | 1 | | | | |

0047 ; | | 50000 only | | | 1 | 1 | | | | |

0048 ; +-----+
 0049 ; | NUMBER OF HEROES | 3 | | | | | 0 | 0 | | |

0050 ; | | 4 | | | | | 1 | 0 | | |

0051 ; | | 5 | | | | | 0 | 1 | | |

0052 ; | | 1 | | | | | 1 | 1 | | |

0053 ; +-----+
 0054 ; | TEST SW0 | OFF | | | | | | | 0 | |

0055 ; | | ON | | | | | | | 1 | |

0056 ; +-----+
 0057 ; | TEST SW 1 | OFF | | | | | | | 0 | |

0058 ; | | ON | | | | | | | 1 | |

0059 ; |