

DIP SWITCH SETTINGS TABLE

DIP SW 1 COINAGE	1	2	3	4
1 COIN/1 CREDIT 1 COIN TO START 1 COIN TO CONT	OFF	N.U.	OFF	N.U.
2 COIN/1 CREDIT 4 COIN/3 CREDIT 1 COIN TO START 1 COIN TO CONT	OFF	N.U.	ON	N.U.
SLOT 1: 1 COIN/4 CREDIT SLOT 2: 1 COIN/1 CREDIT 2 COIN TO START 2 COIN TO CONT	ON	N.U.	OFF	N.U.
FREE PLAY	ON	N.U.	ON	N.U.

DIP SW 2		1	2	3	4	5	6	7	8
SWITCH USE		DIFF. LEVEL			N.U.	GAME ADJUSTMENTS			
DIFFICULTY	VERY EASY	OFF	OFF	OFF					
	EASY	OFF	OFF	ON					
	NORMAL	OFF	ON	OFF					
	HARD	OFF	ON	ON					
	VERY HARD	ON	OFF	OFF					
	NORMAL	ON	OFF	ON					
	NORMAL	ON	ON	OFF					
ATTRACT SOUNDS	ON					OFF			
	OFF					ON			
LOW BLOW IN GAME	YES					OFF			
	NO					ON			
BLOOD IN GAME	YES					OFF			
	NO					ON			
VIOLENCE	ON					OFF			
	OFF					ON			

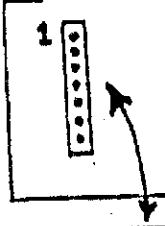
N.U. - NOT USED

MORSA 2

JAMMA Standards

SOLDERED SIDE			PARTS SIDE		
GND	A	1	GND		
GND	B	2	GND		
-5V	C	3	-5V		
-5V	D	4	-5V		
N.C.	E	5	N.C.		
-12V	F	6	-12V		
	H	7			

COIN COUNTER 2	J	8	COIN COUNTER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SP(-)	L	10	SP(+)
AUDIO(GND)	M	11	AUDIO(+)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2 P UP	V	18	1 P UP
2 P DOWN	W	19	1 P DOWN
2 P LEFT	X	20	1 P LEFT
2 P RIGHT	Y	21	1 P RIGHT
2 P PUNCH (WEAK)	Z	22	1 P PUNCH (WEAK)
2 P PUNCH (STRONG)	a	23	1 P PUNCH (STRONG)
2 P KICK (WEAK)	see b	24	see 1 P KICK (WEAK)
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND



1	GND
2	
3	
4	II P. PUGNO
5	
6	
7	II P. CALCIO
8	
9	I P PUGNO
10	I P CALCIO

