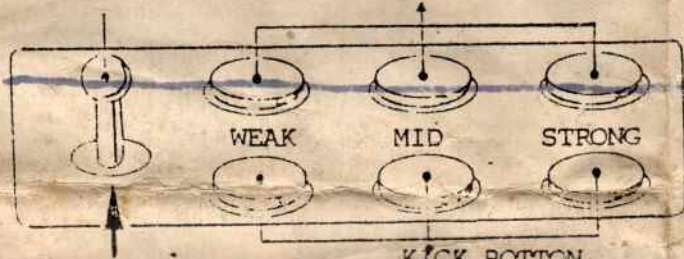


[Handwritten scribbles]

8 WAY LEVER

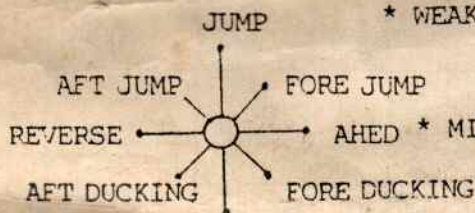
PUNCH BOTTON

EDGE-CONNECTOR



KICK BOTTON

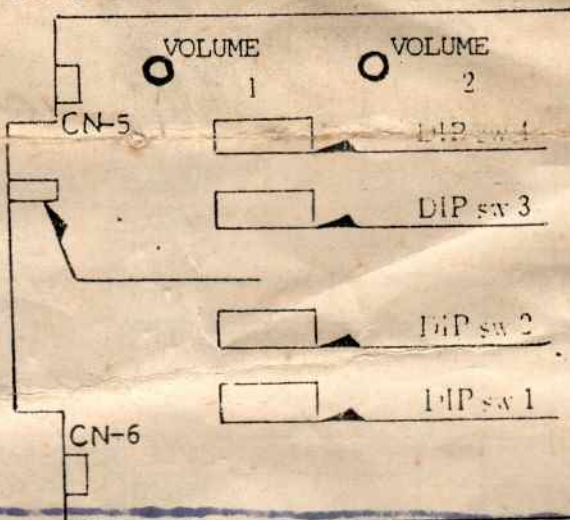
* WEAK: ATTACK IS WEAK BUT QUICK MOVING



* MID: WEAK BUT ATTACKABLE TURNING

* STRONG: ATTACK IS MAXIMUM BUT LARGE TURNING

o DIP sw POSITION



CN-6

1	1P PUSH 6
2	2P PUSH 6

CN-5

3	1P SPEAKER 2 +
4	1P SPEAKER 2 -

SOLDER SIDE			COMPONENT SIDE	
GND	A	1	GND	
VIDEO RED	B	2	GND	
+5V	C	3	+5V	
+5V	D	4	+5V	
-5V	E	5	-5V	
+12V	F	6	+12V	
	H	7		
COIN COUNTER 2	J	8	COIN COUNTER 1	
COIN LOCK OUT 2	K	9	COIN LOCK OUT 1	
SP (-)	L	10	SP (+)	
VIDEO GREEN	M	11	VIDEO RED	
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	
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 PUSH 1	Z	22	1P PUSH 1	
2P PUSH 2	a	23	1P PUSH 2	
2P PUSH 3	b	24	1P PUSH 3	
2P PUSH 4	c	25	1P PUSH 4	
2P PUSH 5	d	26	1P PUSH 5	
GND	e	27	GND	
GND	f	28	GND	

• PARTS NAME

OR (ELECTRICAL SYMBOLS)

OR

1008 000 009 (KEL)

OPTION		DIP 1								DIP 2							
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
1	COIN CREDIT	OFF	OFF	OFF													
	C 1 " 2 "	ON	OFF	OFF													
	O 1 3	OFF	ON	OFF													
	I 1 4	ON	ON	OFF													
	N 1 6	OFF	OFF	ON													
	2 1	ON	OFF	ON													
	3 1	OFF	ON	ON													
2	4 1	ON	ON	ON													
	1 1				OFF	OFF	OFF										
	1 2				ON	OFF	OFF										
	C 1 3				OFF	ON	OFF										
	O 1 4				ON	ON	OFF										
	I 1 6				OFF	OFF	ON										
	N 2 1				ON	OFF	ON										
3 1				OFF	ON	ON											
1 1				ON	ON	ON											

SCREEN INVERSION	NORMAL									OFF							
	FLIP									ON							
MUSIC	YES										OFF						
	NO										ON						
GAME SPEED	NORMAL														OFF		
	SLOW														ON		
DEMO SOUND	NO															OFF	
	YES															ON	
SCREEN HALT	NORMAL																OFF
	HALT																ON
TEST MODE	NORMAL																OFF
	TEST MODE																ON

DIP SW B (DIP 3 DIP 4)

OPTION	DIP 3								DIP 4							
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
CONTINUABLE STAGE	5 STAGE	OFF	OFF	OFF												
	4 "	ON	OFF	OFF												
	3 "	OFF	ON	OFF												
	2 "	ON	ON	OFF												
	1 "	OFF	OFF	ON												
	NO	OFF	ON	ON												
ROUND TIME COUNT	100 COUNTER				OFF	OFF										
	150 "				ON	OFF										
	250 "				ON	ON										
DIFFICULTY	NORMAL						OFF	OFF								
	EASY						ON	OFF								
	DIFFICULT						OFF	ON								
	VERY DIFFICULT						ON	ON								
ATTENDABLE STAGE DURING MATCH	5						OFF	OFF	OFF							
	4						ON	OFF	OFF							
	3						OFF	ON	OFF							
	2						ON	ON	OFF							
	1						OFF	OFF	ON							
	NO						OFF	ON	ON							
COURSE SELECTOR	2 COUNTRY MODE											OFF				
	4 "											ON				