

Here are the switch settings for Majestic 12 (aka Super Space Invaders 91) by Taito. I got them directly from a Taito manual. I'm confused by the 2/3

player option, BUT that's what the sheet says. No clue. The translation at the bottom was definitely odd but what can you do? I reproduced it exactly as written. I HAVE verified the rest of the settings though...

Have fun all!

-Scott

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DIP SWITCH SETTINGS FOR MAJESTIC 12 (aka Super Space Invaders 91)

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Dip Switch A

		1	2	3	4	5	6	7	8
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Play Style	Table *	OFF							
	Upright	ON							

Screen Rotation	Normal *		OFF						
	Reverse		ON						

Test Mode	Normal *			OFF					
	Test			ON					

Attract Sound	With *				OFF				
	Without				ON				

Play Pricing	1 Coin *					OFF	OFF		
	2 Coin					ON	OFF		
	3 Coin					OFF	ON		
	4 Coin					ON	ON		

Buy-In Pricing	0 *							OFF	OFF
	1 Coin Cont							ON	OFF
	2 Coin Cont							OFF	ON
	3 Coin Cont							ON	ON

Dip Switch B

		1	2	3	4	5	6	7	8
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Difficulty	Rank B	OFF	OFF						
	Rank A	ON	OFF						
A is easy	Rank C	OFF	ON						
D is hard	Rank D	ON	ON						

# Shields	1			OFF	OFF				
	3			ON	OFF				
	2			OFF	ON				

	0	ON	ON
# Players	3 (<- typo?)	OFF	
	2	ON	
Game Type	1p/2p Simul	OFF	
	1p/2p Alter	ON	
Continue	With	OFF	
	Without	ON	
Game Style	* (See Table Below)	OFF	
		ON	

Game Style (switch settings in 1p/2p alternating game)

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B6 B8 A1

ON	OFF	OFF	- Single control panel w screen rotation (cocktail mode)
ON	OFF	ON	- Single control panel w/o screen rotation (1 cnt, 2 plyr)
ON	ON	OFF	- Single control panel w screen rotation (cocktail)
ON	ON	ON	- Double control panel w/o screen rotation (2 plyr, dbl cocktl)

When dip sw B6 is turned OFF (1p/2p game), the dip sw B8 should be turned OFF.

Because of the condition of the control panel, then only one player plays this game, turn this B8 to ON position. (In this case, the 2P select SW does not work.)