| | Dip | Switch | Set | 1 |
|--|-----|--------|-----|---|
|--|-----|--------|-----|---|

| Function | Dip | Switch | Number |
|----------|-----|--------|--------|
| | | | |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

Coin 1 Pricing

| *1 | Coin / | 1 | Play | OFF | OFF |
|----|--------|---|-------|-----|-----|
| 1 | Coin / | 2 | Plays | ON | OFF |
| 1 | Coin / | 3 | Plays | OFF | ON |
| 2 | Coins/ | 1 | Play | ON | ON |

Coin 2 Pricing

| *1 | Coin / | 1 | Play | OFF | OFF |
|----|--------|---|-------|-----|-----|
| 1 | Coin / | 2 | Plays | ON | OFF |
| 1 | Coin / | 3 | Plays | OFF | ON |
| 2 | Coins/ | 1 | Play | ON | ON |

Sound in Attract Mode?

| *YES | (| OFF |
|------|---|-----|
| NO | | NC |

Operation Mode

| *Game Mode | OFF |
|------------|-----|
| Test Mode | ON |

Note: Dip Switch #6 is not used and should be OFF.
Dip Switch #8 should always be ON.

Dip Switch Set 2

Option Dip Switch Number

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|------|---|---|---|---|---|---|---|---|---|
| | _ | | | | | | | | |

Game Difficulty

| *Normal | OFF | OFF |
|---------|-----|-----|
| Hard | ON | OFF |
| Harder | OFF | ON |
| Hardest | ON | ON |
| | | |

Game Timer

| *Normal | OFF | OFF |
|---------|-----|-----|
| Fast | ON | OFF |
| Faster | OFF | ON |
| Fastest | ON | ON |

Note: Dip Switches #5 through #8 are not used and should all be OFF.

[&]quot;*" denotes factory recommended settings.

 ${\sf >}$ I was told by an operator that Mania Challege and Mat Mania were Konami. We

In general it is quite *rare* for games manufactured by different companies

to have exact matching pinouts.

In this case, "Frogger" does match one for one, but not "Mania Challenge".

You were wise however to trace the functions of the copper

> had Frogger pinouts and they matched the Konami wiring harness. We always

> trace back the power and grounds at least when we test a board :).