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DIP Switch #1

1. Coin switch #1 settings

1	2	3	4	Coin	Play
0	0	0	0	1	1
1	0	0	0	1	2
0	1	0	0	1	3
1	1	0	0	1	4
0	0	1	0	1	5
1	0	1	0	1	6
0	1	1	0	1	7
1	1	1	0	2	1
0	0	0	1	2	3
1	0	0	1	2	5
0	1	0	1	3	1
1	1	0	1	3	2
0	0	1	1	3	4
1	0	1	1	4	1
0	1	1	1	4	3
1	1	1	1	FREE PLAY	

2. Coin switch #2 settings

5	6	7	8	Coin	Play
0	0	0	0	1	1
1	0	0	0	1	2
0	1	0	0	1	3
1	1	0	0	1	4
0	0	1	0	1	5
1	0	1	0	1	6
0	1	1	0	1	7
1	1	1	0	2	1
0	0	0	1	2	3
1	0	0	1	2	5
0	1	0	1	3	1
1	1	0	1	3	2
0	0	1	1	3	4
1	0	1	1	4	1
0	1	1	1	4	3
1	1	1	1	INVALID	

DIP Switch #2

1. Players Given

1	2	Lives
*0	0	3
1	0	4
0	1	5
1	1	7

2. Machine Type

3	Type
0	Table
*1	Upright

3. Bonus player

4	5	First	Every
0	0	20,000	50,000
*1	0	30,000	60,000
0	1	30,000	
1	1	40,000	

4. Difficulty

6	7	Level
0	0	1 (Easy)
1	0	2
*0	1	3
1	1	4 (Hard)

5. Sound in attractive mode

8	Sound
0	Off
*1	On

N.B. * = Default factory settings