```
******************
****** SIDEARMS SWITCHES
******************
            __DIP SWITCH A____
                              3
                                   4 5 6 7
            Value 1
     8
Difficulty Easy
                Off Off Off
                 On Off Off *
                 Off On Off
        Normal
                 On On Off
                 Off Off On
                On Off On Off On
        Difficult On
                          On On
Lives
                           Off *
        3
        5
                              Off Off *
Bonus
       100k only
        100k/every 100k
                              On Off
        150k/every 150k
                              Off On
        200k/every 200k
                              On
                                 On
            Normal
                                   Off *
Picture
        Upside Down
                              On
                               Off *
Test
        Normal Mode
        Test Mode
                                    On
            __DIP SWITCH B___
Setting
            Value 1 2
            Coin 1
        1 coin 2 plays On Off Off
        1 coin 3 plays Off On Off
        1 coin 4 plays On On Off
        1 coin 6 plays Off Off On
        2 coins 1 play On Off On
        3 coins 1 play Off On On
        4 coins 1 play On On On
Coin 2
            1 coin 1 play
                                Off Off Off *
        1 coin 2 plays
                          On Off Off
        1 coin 3 plays
                          Off On
                                    Off
        1 coin 4 plays
                           On On
                                    Off
        2 coins 1 play
                           Off Off On
        3 coins 1 play
                          On Off On
        4 coins 1 play
                          Off On
                                 On
        5 coins 1 play
                          On On
                                   On
        Allow continue play
                                   Off *
        No continue
                              On
Attract Mode Attract Sound
                                    Off *
        No Attract Sound
                                    On
```

Note: \* marks factory recommendations