

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6
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COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF			
	1 COIN 2 CREDITS	ON	OFF	OFF			
	1 COIN 3 CREDITS	OFF	ON	OFF			
	1 COIN 4 CREDITS	ON	ON	OFF			
	1 COIN 6 CREDITS	OFF	OFF	ON			
	2 COINS 1 CREDIT	ON	OFF	ON			
	3 COINS 1 CREDIT	OFF	ON	ON			
	4 COINS 1 CREDIT	ON	ON	ON			

COIN 2	1 COIN 1 CREDIT				OFF	OFF	OFF
	1 COIN 2 CREDITS				ON	OFF	OFF
	1 COIN 3 CREDITS				OFF	ON	OFF
	1 COIN 4 CREDITS				ON	ON	OFF
	1 COIN 6 CREDITS				OFF	OFF	ON
	2 COINS 1 CREDIT				ON	OFF	ON
	3 COINS 1 CREDIT				OFF	ON	ON
	4 COINS 1 CREDIT				ON	ON	ON

CONTINUE COIN	NORMAL
OFF	
ON	CONTINUE COIN

NO USE
OFF
ON

* WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN. IN

THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.

DIP SW (B)

ITEM		DESCRIPTION	1	2	3	4	5	6
7	8							
DIFFICULTY		EASY	OFF	OFF	OFF			
		/ \	ON	OFF	OFF			
			OFF	ON	OFF			
		NORMAL	ON	ON	OFF			
			OFF	OFF	ON			
			ON	OFF	ON			
		\ /	OFF	ON	ON			
		DIFFICULT	ON	ON	ON			

DIP SW (C)

ITEM		DESCRIPTION	1	2	3	4	5	6
7	8							
FREE PLAY	NOT FREE PLAY				OFF			
	FREE PLAY				ON			
SCREEN STOP	NORMAL					OFF		
	PAUSE					ON		
SCREEN FLIP	NORMAL						OFF	
	FLIP						ON	
SOUND DURING		OFF						OFF
DEMO MODE		ON						ON

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| CONTINUE MODE      OFF
OFF |
|                   ON
ON  |
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|  TEST MODE      GAME MODE
OFF|
|                TEST MODE
ON|
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* MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES

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AUXILLARY WIRE HARNESS

10 PIN

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      GND | 1| BLACK
      GND | 2| BLACK
1P KICK LIGHT | 3| PURPLE
1P KICK MIDDLE | 4| GRAY
1P KICK HEAVY | 5| WHITE
      N.C. | 6|
2P KICK LIGHT | 7| ORANGE
2P KICK MIDDLE | 8| GREEN
2P KICK HEAVY | 9| BLUE
      N.C. |10|
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