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Name Of Game:       Strikers 1945

Manuf:

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Typed By:           Malcom Moody  
malcomm@intercoast.com.au

Email:

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Notes: An "\*" denotes default settings.  
JAMMA standard pinout  
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| Option  | (DIP Swtich #1) | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
|---|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|
| ----- ----- ----- ----- ----- ----- ----- ----- |                 |     |     |     |     |     |     |     |     |
| Coin Slot                                       | Same*           | OFF |     |     |     |     |     |     |     |
| Coin Slot                                       | Individual      | ON  |     |     |     |     |     |     |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |                 |     |     |     |     |     |     |     |     |
| Coin A 1 coin/1 credit                          | *               | OFF | OFF | OFF |     |     |     |     |     |
| Coin A 2 coin/1 credit                          |                 | ON  | OFF | OFF |     |     |     |     |     |
| Coin A 3 coin/1 credit                          |                 | OFF | ON  | OFF |     |     |     |     |     |
| Coin A 1 coin/2 credit                          |                 | ON  | ON  | OFF |     |     |     |     |     |
| Coin A 1 coin/3 credit                          |                 | OFF | OFF | ON  |     |     |     |     |     |
| Coin A 1 coin/4 credit                          |                 | ON  | OFF | ON  |     |     |     |     |     |
| Coin A 1 coin/5 credit                          |                 | OFF | ON  | ON  |     |     |     |     |     |
| Coin A 1 coin/6 credit                          |                 | ON  | ON  | ON  |     |     |     |     |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |                 |     |     |     |     |     |     |     |     |
| Coin B 1 coin/1 credit                          | *               |     |     |     |     | OFF | OFF | OFF |     |
| Coin B 2 coin/1 credit                          |                 |     |     |     |     | ON  | OFF | OFF |     |
| Coin B 3 coin/1 credit                          |                 |     |     |     |     | OFF | ON  | OFF |     |
| Coin B 1 coin/2 credit                          |                 |     |     |     |     | ON  | ON  | OFF |     |
| Coin B 1 coin/3 credit                          |                 |     |     |     |     | OFF | OFF | ON  |     |
| Coin B 1 coin/4 credit                          |                 |     |     |     |     | ON  | OFF | ON  |     |
| Coin B 1 coin/5 credit                          |                 |     |     |     |     | OFF | ON  | ON  |     |

|   |                |   |  |  |    |    |    |
|---|----------------|---|--|--|----|----|----|
| Coin B 1 coin/6 credit                          |                |   |  |  | ON | ON | ON |
| ----- ----- ----- ----- ----- ----- ----- ----- |                |   |  |  |    |    |    |
| -----   |                |   |  |  |    |    |    |
| Normal Mode *                                   | start = 1 coin |   |  |  |    |    |    |
|   |                | contin = 1 coin - ----- ----- ----- ----- ----- ----- |  |  |    |    |    |
| OFF   |                |   |  |  |    |    |    |
| Continue Mode                                   | start = 2 coin |   |  |  |    |    |    |
|   |                | contin = 1 coin - ----- ----- ----- ----- ----- ----- |  |  |    |    |    |
| ON  |                |   |  |  |    |    |    |
| ----- ----- ----- ----- ----- ----- ----- ----- |                |   |  |  |    |    |    |
| -----   |                |   |  |  |    |    |    |

| Option (DIP Swtich #2)                          | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
|---|-----|-----|-----|-----|-----|-----|-----|-----|
| ----- ----- ----- ----- ----- ----- ----- ----- |     |     |     |     |     |     |     |     |
| -----   |     |     |     |     |     |     |     |     |
| Screen Inversion=Normal *                       | OFF |     |     |     |     |     |     |     |
| Screen Inversion=Inversion                      | ON  |     |     |     |     |     |     |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |     |     |     |     |     |     |     |     |
| -----   |     |     |     |     |     |     |     |     |
| Demo Sound = Off *                              |     | OFF |     |     |     |     |     |     |
| Demo Sound = On                                 |     | ON  |     |     |     |     |     |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |     |     |     |     |     |     |     |     |
| -----   |     |     |     |     |     |     |     |     |
| Difficulty = Normal *                           |     |     | OFF | OFF |     |     |     |     |
| Difficulty = Easy                               |     |     | ON  | OFF |     |     |     |     |
| Difficulty = Hard                               |     |     | OFF | ON  |     |     |     |     |
| Difficulty = Difficult                          |     |     | ON  | ON  |     |     |     |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |     |     |     |     |     |     |     |     |
| -----   |     |     |     |     |     |     |     |     |
| Stock of Fighters = 3 *                         |     |     |     |     | OFF | OFF |     |     |
| Stock of Fighters = 1                           |     |     |     |     | ON  | OFF |     |     |
| Stock of Fighters = 2                           |     |     |     |     | OFF | ON  |     |     |
| Stock of Fighters = 4                           |     |     |     |     | ON  | ON  |     |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |     |     |     |     |     |     |     |     |
| -----   |     |     |     |     |     |     |     |     |
| Bonus = 600,000 points *                        |     |     |     |     |     | OFF | OFF |     |
| Bonus = 800,000 points                          |     |     |     |     |     | ON  | OFF |     |
| ----- ----- ----- ----- ----- ----- ----- ----- |     |     |     |     |     |     |     |     |

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|-----|
Test Mode = Off      * |      |      |      |      |      |      |
OFF |
Test Mode = On      |      |      |      |      |      |      |
ON |
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Typed By:           Malcom Moody           Email:
malcomm@intercoast.com.au
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