

SETTING OF DIP SWITCH A

SETTING	POSITION	1	2	3	4	5	6	7	8
GAME STYLE	CONVERSION TYPE	OFF							
	UPRIGHT TYPE	ON							
TEST MODE	<i>continuous</i>		OFF						
	NORMAL GAME		ON						
ATTRACT SOUNDS	EVERY 3 ROUNDS			OFF					
	NO			ON					
COIN A	1 COIN 1 PLAY					OFF			
	2 COINS 1 PLAY					ON	OFF		
	3 COINS 1 PLAY					OFF			
	4 COINS 1 PLAY					ON	ON		
COIN B	1 COIN 2 PLAYS							OFF	
	1 COIN 3 PLAYS							ON	OFF
	1 COIN 4 PLAYS							OFF	
	1 COIN 5 PLAYS							ON	ON

SETTING OF DIP SWITCH B

SETTING	POSITION	1	2	3	4	5	6	7	8
GAME DIFFICULTY	B	OFF							
	A	ON	OFF						
EASY (A) DIFFICULT (D)	C	OFF							
	D	ON	ON						
NUMBER OF BULLET MAGAZINES AT GAME START	8			OFF				OFF	ON
	7			ON	OFF				
	5			OFF					
	4			ON	ON				

CONNECTOR

* OPERATION * BEAR *

SOLDER SIDE			COMPONENT SIDE
+ 12	A	1	+ 12
+ 12	B	2	+ 12
- 5	C	3	- 5
SOUND 1	D	4	SOUND 2
OBLIGATORY GND	E	5	OBLIGATORY GND
	F	6	VIDEO GREEN
	H	7	
	J	8	VIDEO BLUE
VIDEO GND	K	9	VIDEO RED
	L	10	VR 3
	M	11	VR 2
	N	12	VR 1
	P	13	GAME START
SHOOT	R	14	BOMB
SERVICE	S	15	TILT
GUN ENGINE	T	16	GUN ENGINE
	U	17	
	V	18	
	W	19	
	X	20	
	Y	21	COIN 2
	Z	22	COIN 1
	a	23	VIDEO SYNC
	b	24	SENSOR <i>BIANCO</i>
+ 5	c	25	+ 5
+ 5	d	26	+ 5
GND	e	27	GND <i>SCHEMO - NERO-NERO</i>
GND	f	28	GND