

SEGA®

GALAXY FORCE

SUPER DELUXE



INSTALLATION PRECAUTIONS AND MOVING THE MACHINE

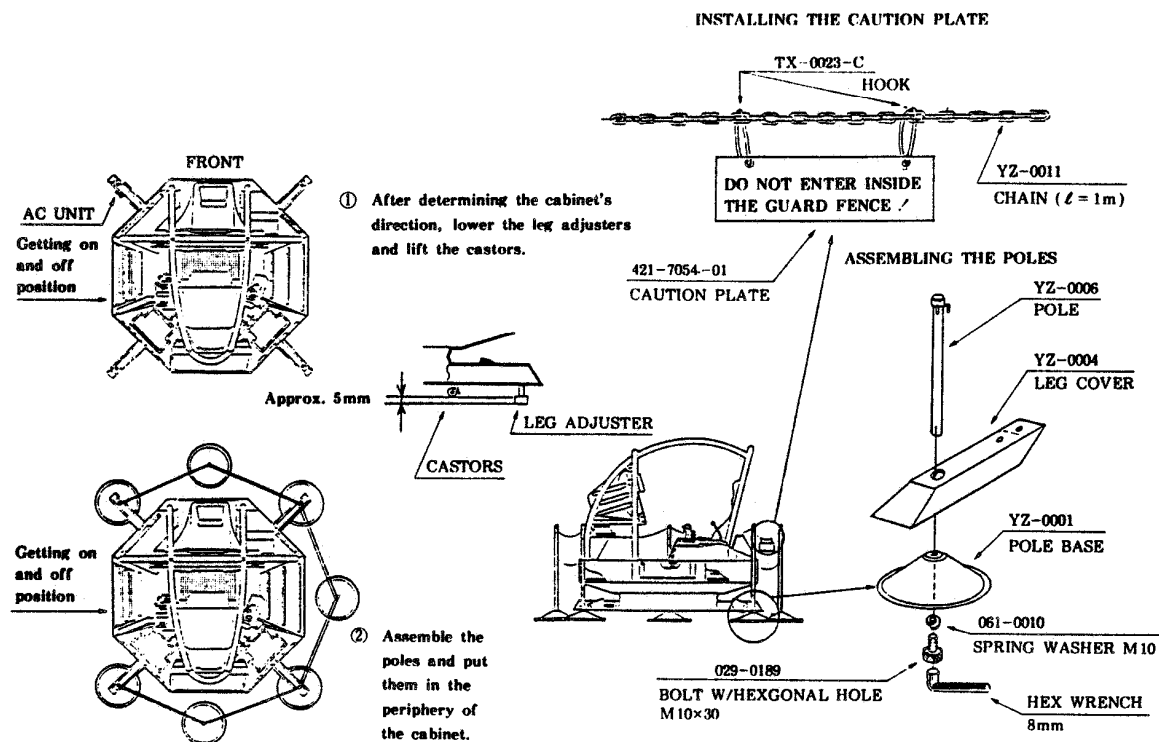
INSTALLATION PRECAUTIONS

The machine is equipped with 4 castors and 4 leg adjusters. When the installation position is determined, make sure that there is approximately a 5 mm gap between the floor level and the castors. An insufficient gap may cause the machine to move during game play and result in a dangerous situation.

MOVING THE MACHINE

The machine weighs approximately 882 lbs. (400 kg.), therefore, when moving it on the floor, lift the leg adjusters.

Before turning the power ON,
follow the procedure below:

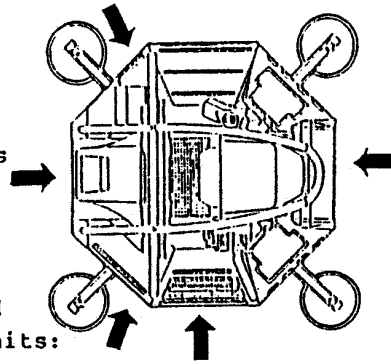


DISASSEMBLING

When disassembling the machine for the purposes of carrying it through narrow places for installation, etc., follow the procedure below.

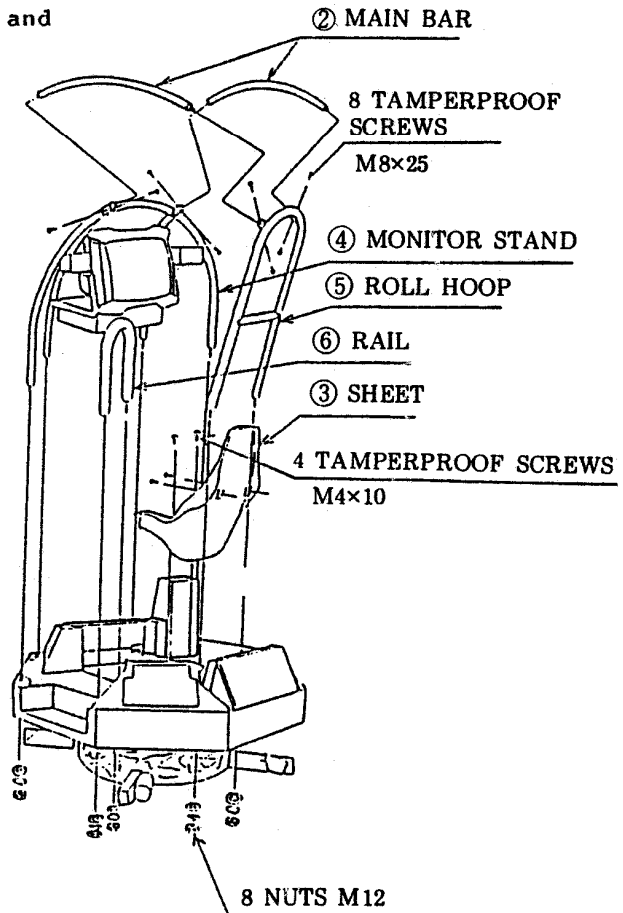
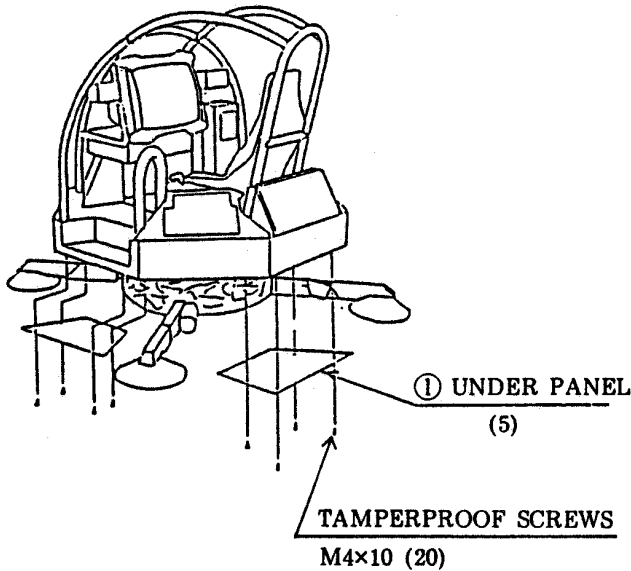
PROCEDURE:

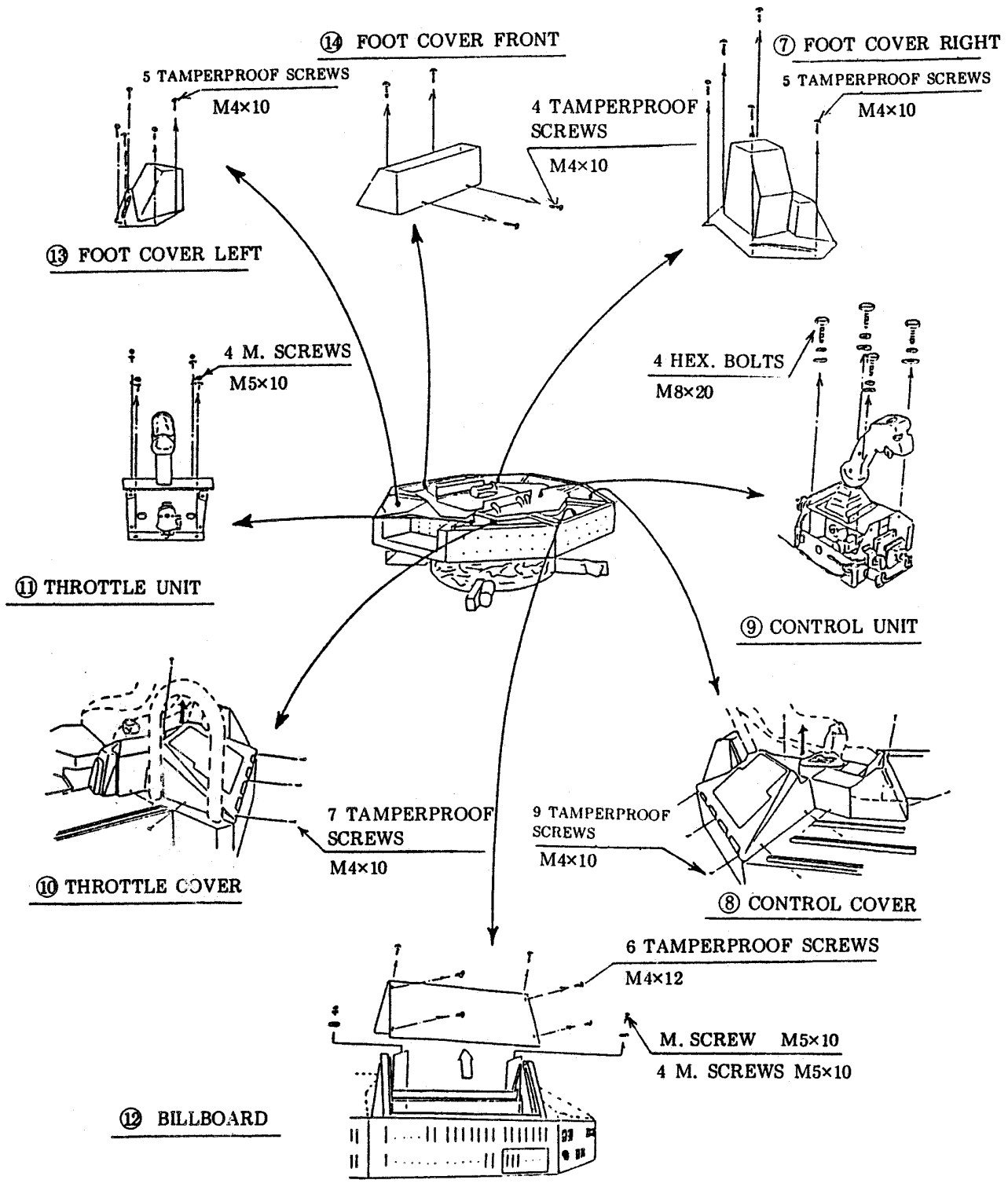
1. Remove ① UNDER PANELS as shown at the 5 places marked with an arrow.
2. Take off ② 2 MAIN BARS.
3. Take off ③ SHEET.
4. Remove ④ MONITOR STAND, ⑤ ROLL HOOP, and ⑥ RAIL. At this time, put the main board connectors and the monitor cords inside the TURNTABLE.



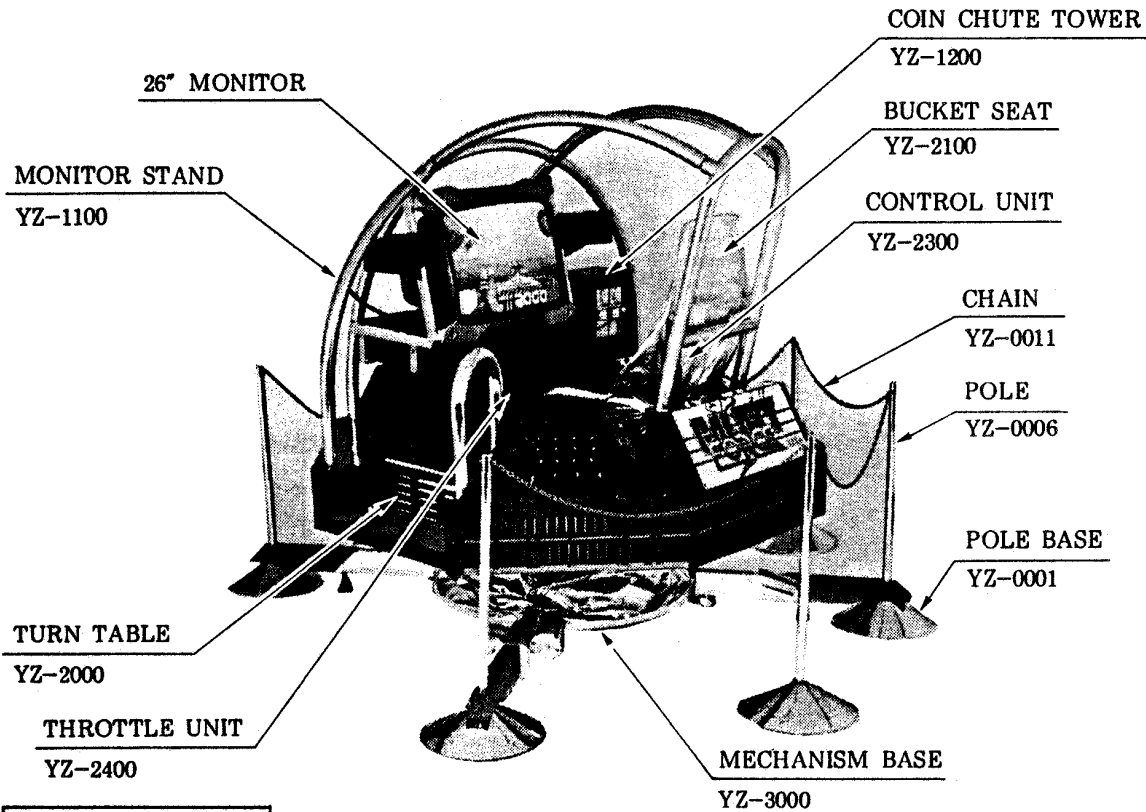
After disassembling the machine in the above procedure, if it can not pass through narrow places when it is positioned sideways, then disassemble the following units:

5. Remove ⑦ FOOT COVER RIGHT and CONNECTORS.
6. Remove ⑧ CONTROL COVER, ⑨ CONTROL UNIT and disconnect CONNECTORS.
7. Remove ⑩ THROTTLE COVER, ⑪ THROTTLE UNIT, and disconnect CONNECTORS.
8. Remove ⑫ BILLBOARD and disconnect CONNECTORS.
9. Remove ⑬ FOOT COVER LEFT and ⑭ FOOT COVER FRONT.





NAME OF PARTS



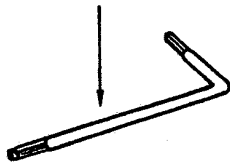
SPARE PARTS

220-5130 VOL. CONTROL B 5 KΩ
 390-5223 FL. 9W BLUE
 090-0025 GREASE SPRAY TYPE
 SGB-3888-82 WIRE HARN, SOUND
 540-0006-01 WRENCH FOR TAMPER SCREW M4
 540-0007-01 WRENCH FOR TAMPER SCREW M5
 540-0009-01 WRENCH FOR TAMPER SCREW M8
 540-0024 L-WRENCH FOR HEX SOC. 8mm
 601-5910 BRUSH FOR MOTOR
 601-6150 BRUSH FOR MOTOR

TOOLS

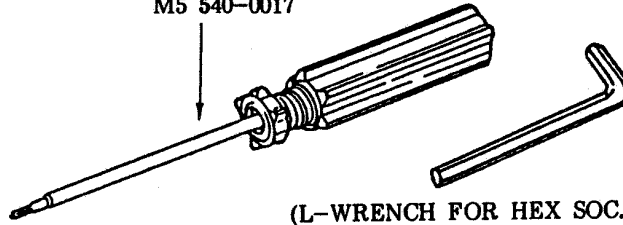
(TAMPERPROOF WRENCH)

M4 540-0006-01
 M5 540-0007-01
 M8 540-0009-01



(TAMPERPROOF DRIVER)

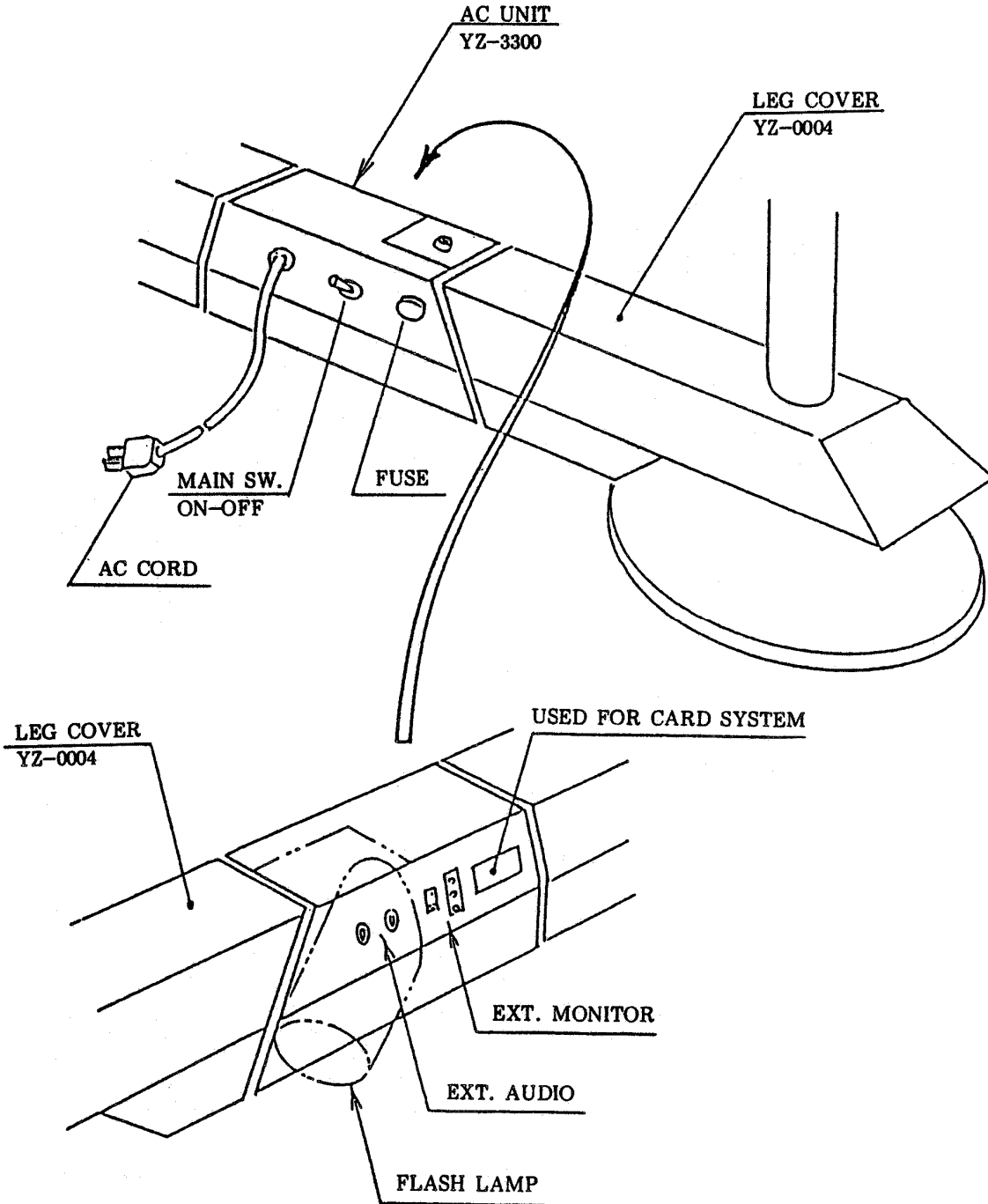
M4 540-0018
 M5 540-0017



(L-WRENCH FOR HEX SOC. 8mm)
 540-0024

AC UNIT

When the power switch is turned ON, the start button flashes and the unit goes into a standby condition.



FUSE
100V~120V AREA.....15A
200V~240V AREA.....10A

CAUTIONS TO BE TAKEN WHEN TURNING THE POWER ON

Refrain from turning the power ON simultaneously for more than one machine. Drastic decrease in the power supply voltage may cause the machine not to start up properly. When turning the power ON, make sure that there is no obstacles in the machine's mobile range.

WARNING

After turning the power ON, when the screen display as shown appears, push the START BUTTON.

PUSH START BUTTON TO CENTERING

The cabinet performs the function of centering and will be in a state to accept coins.

However, immediately after transporting or when adjusting the machine, or in such similar cases, enter the test mode by using the test switch without pushing the START BUTTON after turning the power ON.

ACCEPTING THE COINS

The COIN CHUTE TOWER is installed on the cabinet's mobile part (YZ-2000).

Therefore, in order to prevent the COIN CHUTE from malfunctioning due to the cabinet's movements, the machine is equipped with a COIN BLOCKER.

The COIN BLOCKER accepts coins only when the cabinet is level against the floor and rejects coins when it is inclined at an angle which exceeds a certain degree.

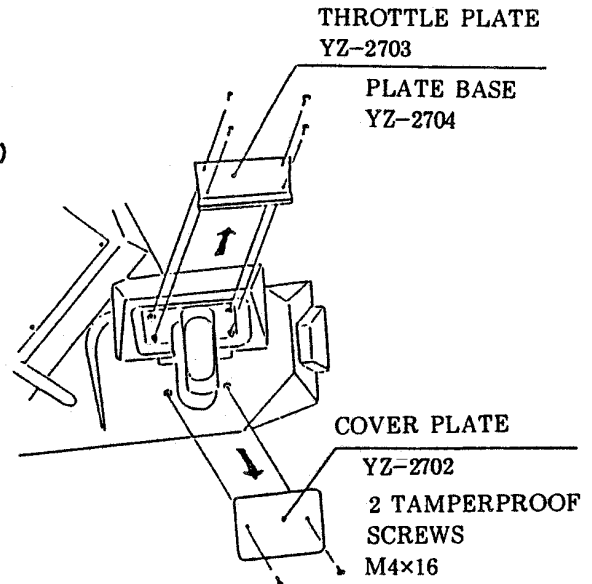
Also note that when the cabinet's angle detecting V.R. value is not correct, coins may not accurately be inserted even if the COIN BLOCKER is in a state to be able to accept them.

ADJUSTING THE THROTTLE

REMOVING THE COVER

First, remove THROTTLE PLATE (YZ-2703) and PLATE BASE (YZ-2704) which are attached to the COVER by taking off the 4 TAMPERPROOF SCREWS (M4 x 10), and remove COVER PLATE (YZ-2702) by taking off the 2 TAMPERPROOF SCREWS (M4 x 16).

The COVER (YZ-2700) can be removed by taking off the 7 TAMPERPROOF SCREWS (M4 x 10) and the 7 (M5) FLAT WASHERS; and by disconnecting the CONNECTOR.

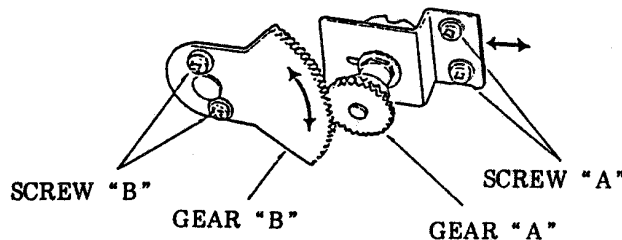
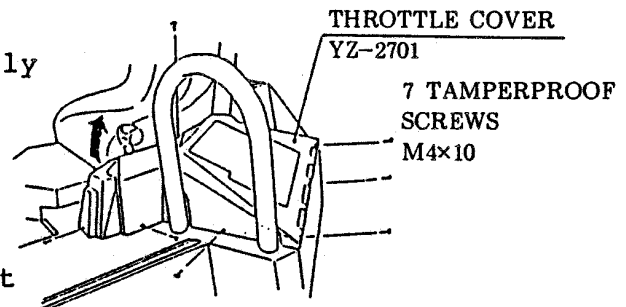


V.R. ADJUSTMENT

Adjust the V.R. numerical values on the INPUT TEST screen in the TEST MODE (see SELF-TEST) by following the below procedure:

With the throttle lever centrally positioned, loosen SCREW A, turn GEAR A and make sure that the on-screen throttle value is in the vicinity of 80H.

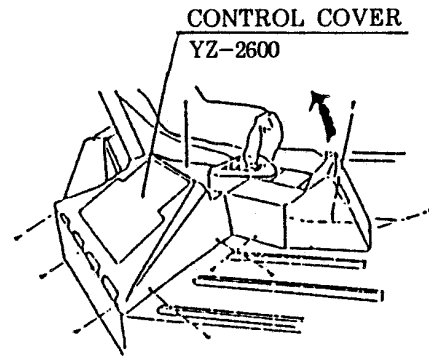
When fastening the screw, adjust the gear's backlash. Also, loosen GEAR B, turn it and make fine adjustments ($80H+1$).



ADJUSTING THE HANDLE UNIT

REMOVING THE COVER

Take off the 9 TAMPERPROOF SCREWS (M4 x 10), and the 9 FLAT WASHERS M5; disconnect the 3 CONNECTORS and then remove the COVER.

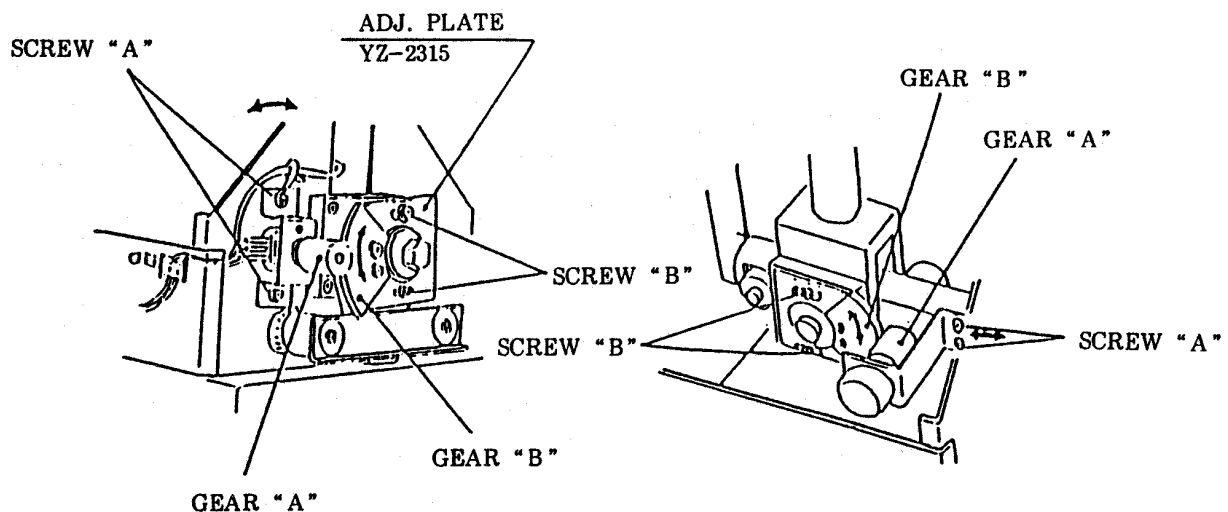


9 TAMPERPROOF SCREWS
(M4x10)
9 FLAT WASHERS
(M5)

V.R. ADJUSTMENT

Adjust the V.R. numerical values on the INPUT TEST SCREEN in the TEST MODE (see SELF-TEST). When adjusting the V.R. in the horizontal direction, with the handle grip centrally positioned, loosen SCREW A, turn GEAR A and make sure that the on-screen LEVER RIGHT/LEFT value is in the vicinity of 80H. When fastening the SCREW, adjust the gear backlash. Also, loosen SCREW B, turn the ADJUSTING PLATE and make fine adjustments ($80H+1$).

When adjusting the V.R. in the forward/backward direction, similarly adjust each gear in a manner so that the on-screen LEVER UP/DOWN value becomes $80H+1$.



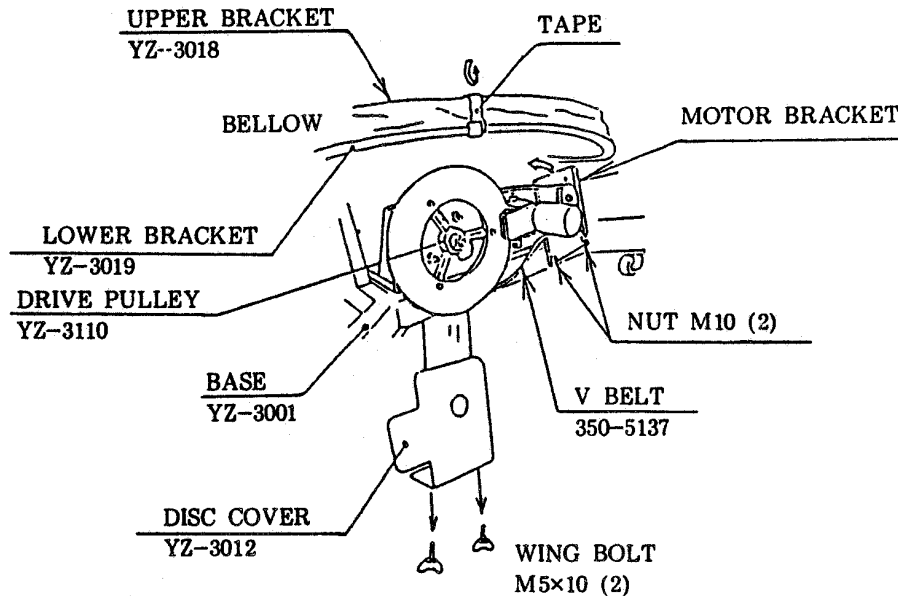
REMOVING THE MECHANISM UNIT

1. Take off LEG COVERS, red (YZ-0002,-0003) attached to the BASE and a total of 4 WIRE COVERS, silver (YZ-3010,-3011,-3027).

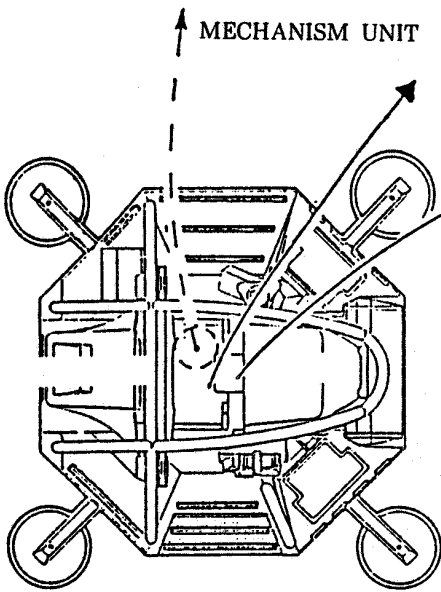
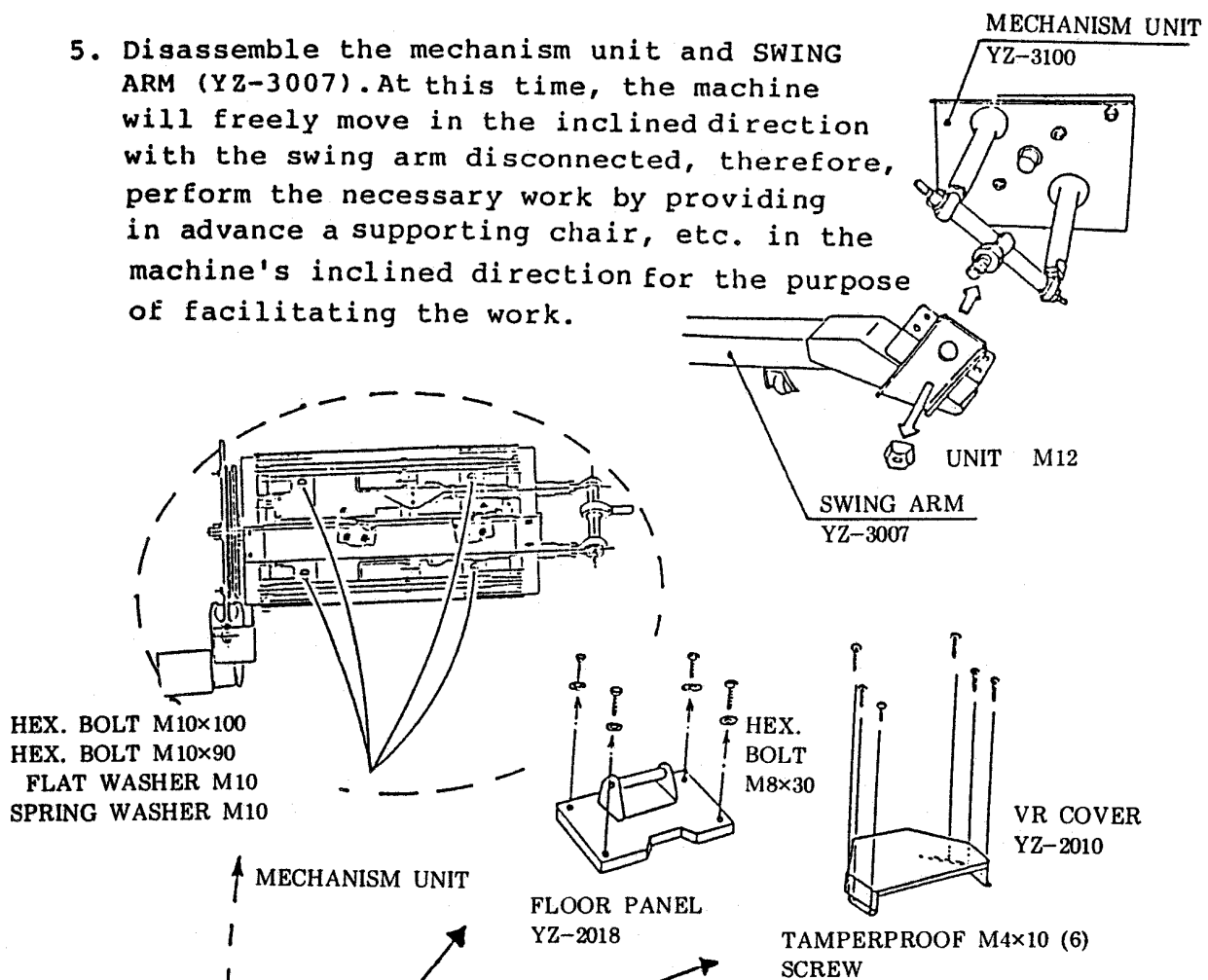
2. Lift BRACKET (YZ-3019) which is on the underside of the BELLOWS and temporarily secure it to the UPPER BRACKET (YZ-3018) by using tape, etc.

3. The DISK COVER can be removed by taking off 2 WING BOLTS M5 x 10.

4. Loosen the M10 nuts which secure the motor bracket and incline the bracket inside so that the BELT (350-5137) can be removed.



5. Disassemble the mechanism unit and SWING ARM (YZ-3007). At this time, the machine will freely move in the inclined direction with the swing arm disconnected, therefore, perform the necessary work by providing in advance a supporting chair, etc. in the machine's inclined direction for the purpose of facilitating the work.



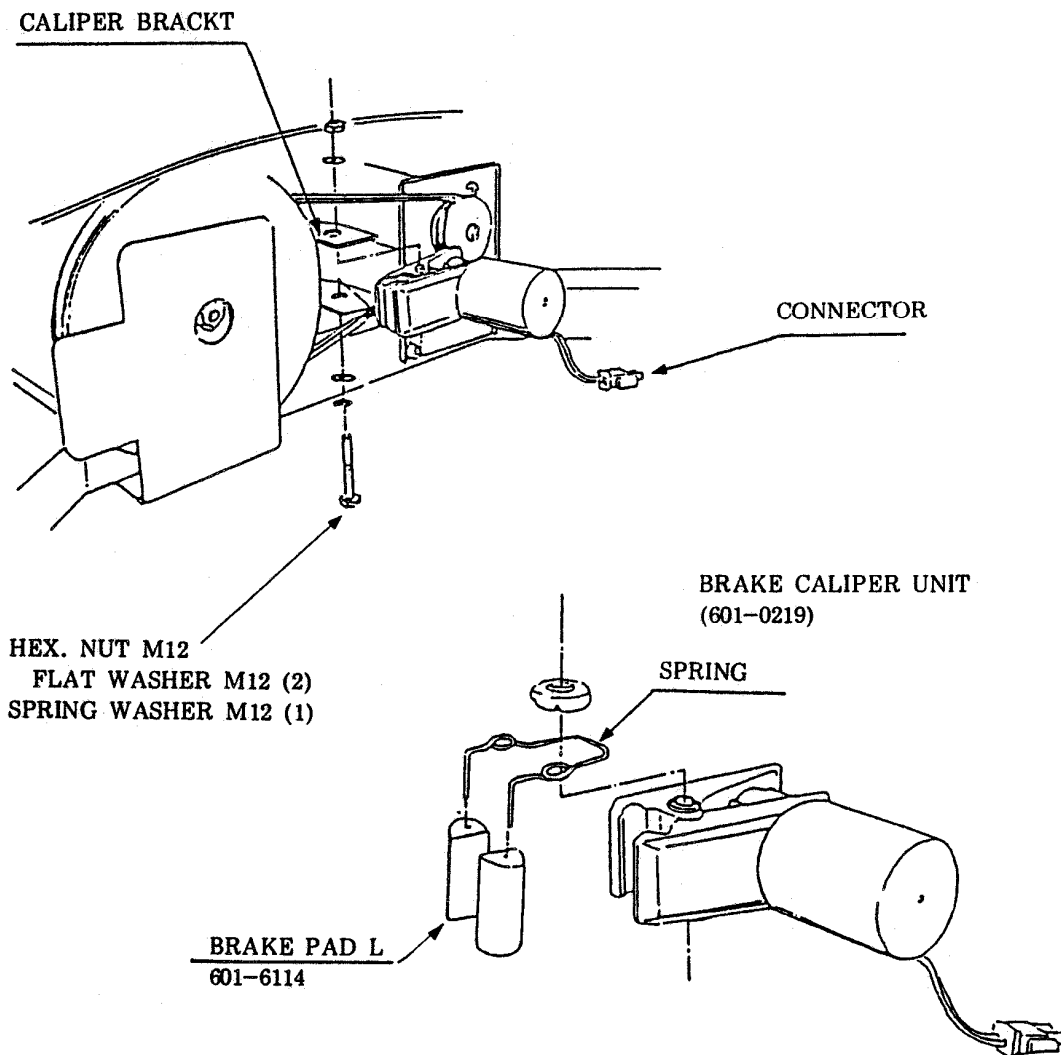
6. Lastly, take off the 3 BOLTS M10 x 90, BOLT M10 x 100, 4 FLAT WASHERS and 4 SPRING WASHERS which secure the MECHANISM UNIT and BASE. To remove the BOLTS, take off VR COVER (YZ-2010) in front of SEAT (YZ-2100) by using the 6 TAMPERPROOF SCREWS M4 x 10. Also, remove FLOOR PANEL (YZ-2018) in front of the above VR COVER by taking off the 4 BOLTS M8 x 30 and the 4 FLAT WASHERS M8. Insert the ratchet wrench with an extension bar attached to it, from the gap between the BASE and TURNTABLE, and remove the mechanism unit.

The mechanism unit is removable in the above procedure.

REPLACING THE BRAKE PAD

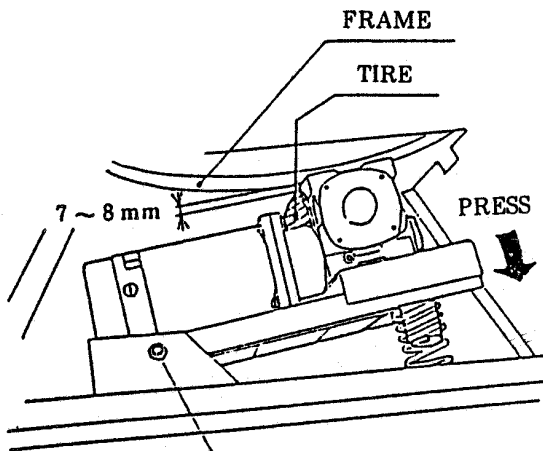
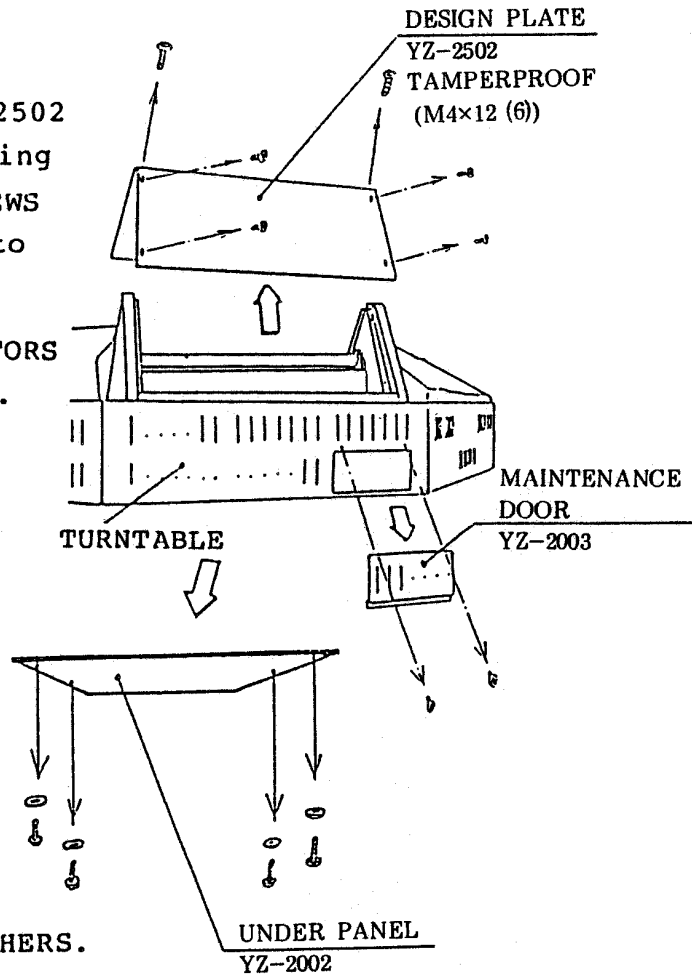
First, remove the CONNECTOR. Then take off BRAKE CALIPER UNIT (610-0219), HEXAGON BOLT M12 x 90, 2 FLAT WASHERS M12, SPRING WASHER and HEXAGON NUT M12 which are used to secure CALIPER BRACKET (YZ-3112). To remove the BRAKE CALIPER UNIT, press one side of it and pull it out as if using a clothespin.

The BRAKE PAD can be removed by pulling out the SPRING. After replacing the PAD, assemble by following a procedure opposite to the above.



REMOVING THE MOTOR UNIT

1. Remove DESIGN PLATE (YZ-2502 acryl board) upward by taking off the 6 TAMPERPROOF SCREWS (M4 x 12) which are used to secure it.
2. Disconnect the 2 CONNECTORS which come from the motor.
3. Remove the MAINTENANCE DOOR (YZ-2003) attached to the TURNTABLE by taking off the 2 TAMPERPROOF SCREWS (M4 x 10).
4. Remove UNDER PANEL (YZ-2002) attached to the bottom of the TURNTABLE by taking off the 4 TAMPERPROOF SCREWS (M4 x 10) and 4 WASHERS.



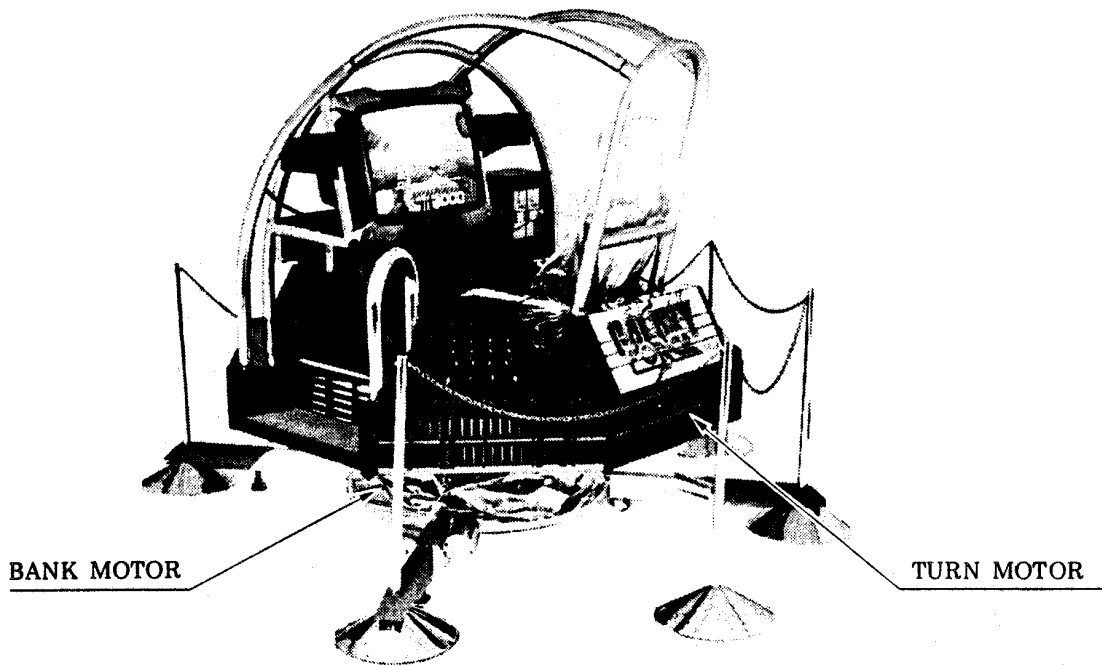
M10 NUT (2)
SHOULDER SCREW (2)

HEX. BOLT M10x90

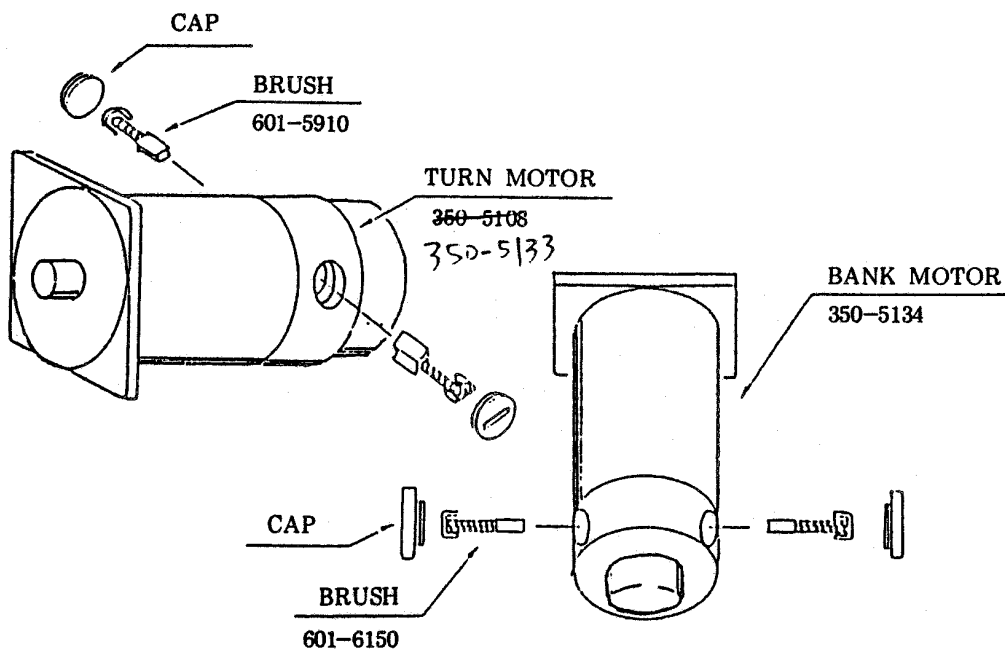
TAMPERPROOF SCREW (4x10 (4))
FLAT WASHER (M5 (4))

5. Fasten the spring which presses the tire by using the supplied HEXAGON BOLT (M10 x 90). Make sure that the tire is approximately 7-8 mm away from the frame.
6. Pull out the SHOULDER SCREW by taking off the nuts.
7. Remove the MOTOR UNIT from the underside of the TURNTABLE.

REPLACING THE MOTOR BRUSHES



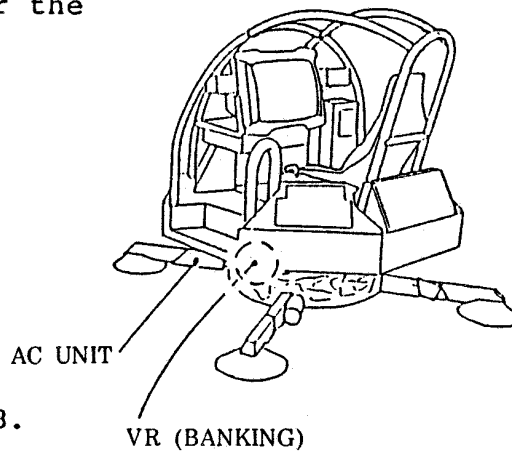
To replace the motor brushes, release the cap with a screwdriver, etc. and take out the brushes. Replacement once every 6 months is recommended. Make sure that both brushes are simultaneously replaced.



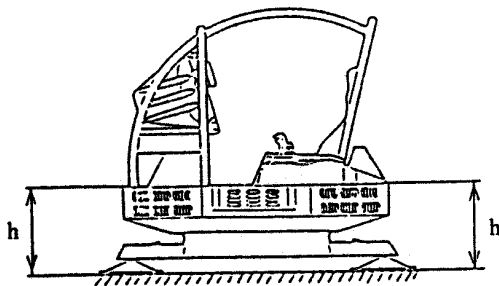
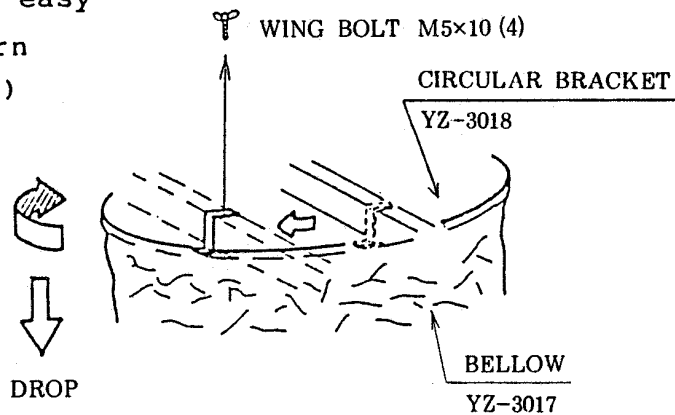
BANKING ADJUSTMENT

Perform this adjustment as per the motor test in the SELF-TEST (see MOTOR TEST).

1. Remove V.R. (YZ-2010) positioned in front of SEAT (YZ-2100) by using the 6 TAMPERPROOF SCREWS M4 x 10. Also, remove FLOOR PANEL (YZ-2018) in front of the V.R. COVER by using the 4 BOLTS M8 x 30 and 4 WASHERS M8.



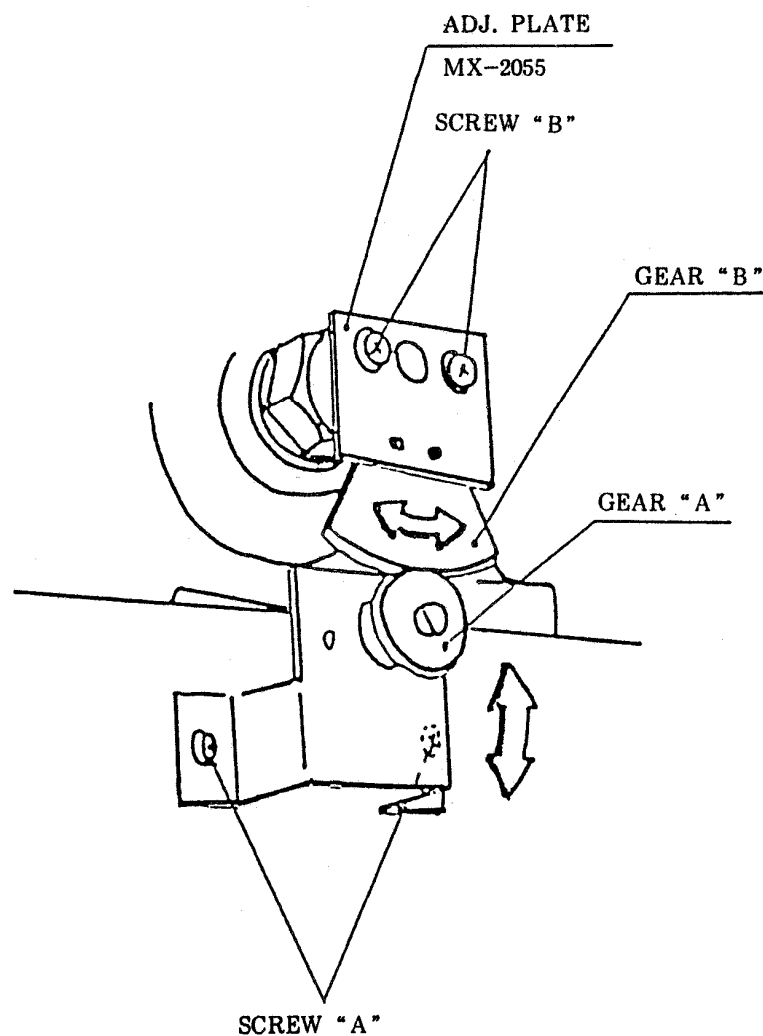
2. Take off the 4 WING BOLTS (M5 x 10) which secure BELLOW (YZ-3017). At this time, in the case where you can not reach the working spot, move the TURNTABLE by using the motor and perform such work from an easy access position. Also, turn CIRCULAR BRACKET (YZ-3018) clockwise and drop it.



3. Make sure that the cabinet is in a level position. Move the cabinet by using the motor in a manner to ensure that DISTANCE h to the TURNTABLE surfaces both at the front and the back is the same.

4. V.R. ADJUSTMENT

After confirming that the cabinet is level, make sure that the BANKING value displayed on the MOTOR TEST screen is $80H \pm 2H$. First, loosen SCREW "A" and turn GEAR "B" in a manner so that the on-screen BANKING value will be in the vicinity of 80H. When fastening the screws, adjust the gear backlash. Also, loosen SCREW "B", turn the ADJUSTING PLATE and make fine adjustments to $80H \pm 2$.



TURN ADJUSTMENT

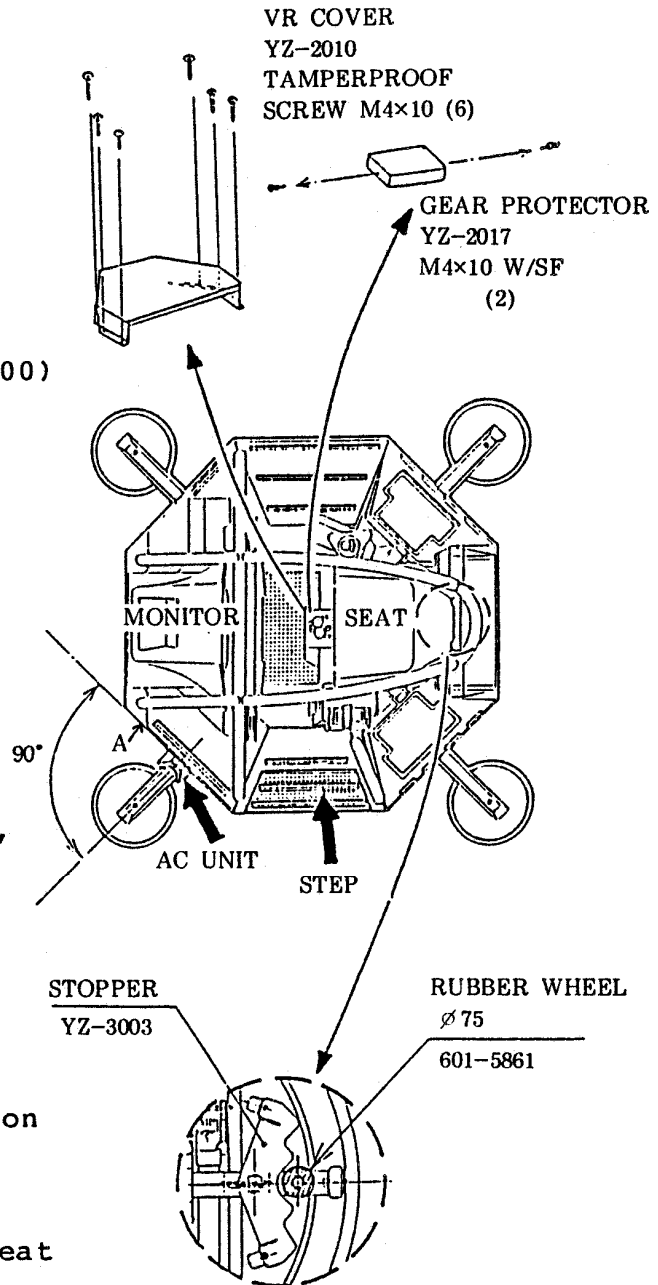
Perform the turn adjustment as per the motor test in SELF-TEST (see MOTOR TEST).

1. Remove V.R. COVER (YZ-2010) in front of BUCKET SEAT (YZ-2100) by using the 6 TAMPERPROOF SCREWS M4 x 10. Also, remove GEAR COVER (YZ-2017) inside the V.R. COVER by using the 2 SCREWS M4 x 10 W/SF.

2. Make sure that the TURNTABLE corresponds with the center position. From the functional point of view, said center position is hard to recognize, therefore, note the following as reference:

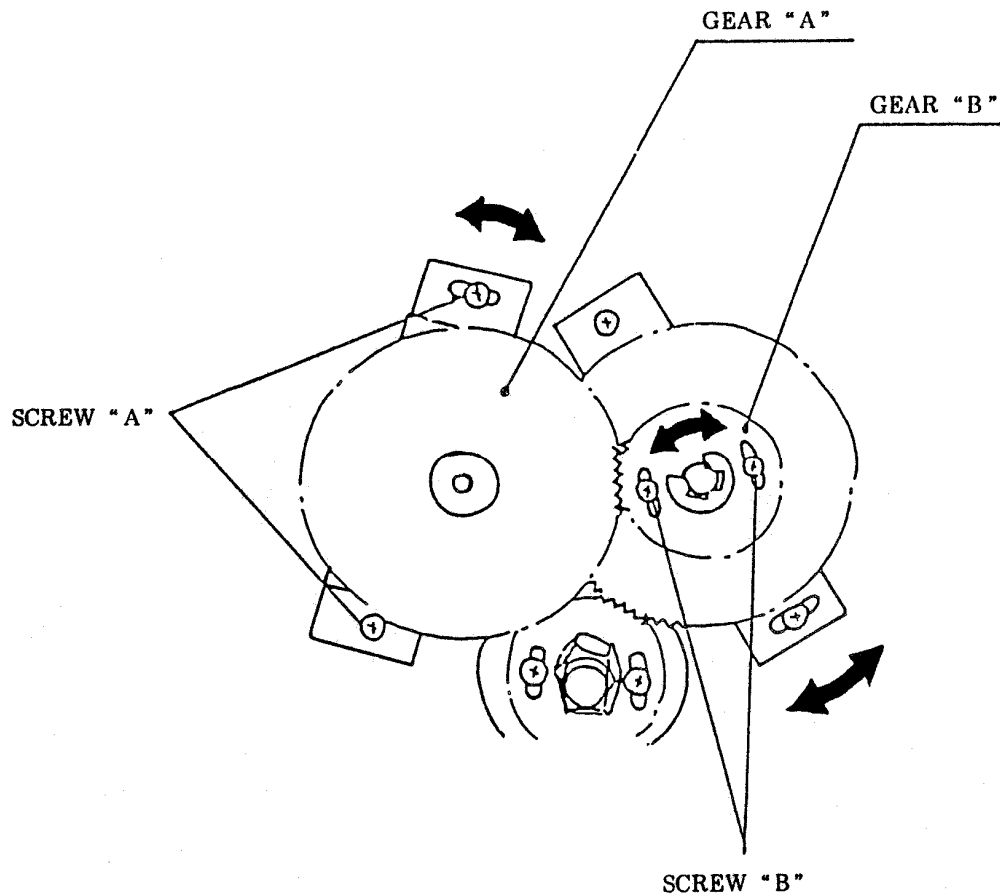
- A. When the TURNTABLE and BASE (YZ-3000) were reassembled after disassembling; The TURNTABLE's center position is where RUBBER WHEEL $\phi 75$ (601-5861) attached to the vicinity of the TURNTABLE's seat corresponds to the center of STOPPER (YZ-3003).

- B. When inspections and or readjustments are made in cases other than A; The center is where the side of the TURNTABLE, which is next to the TURNTABLE step towards the monitor, is at the right angle with the frame to which the AC UNIT is attached.



3. V.R. ADJUSTMENT

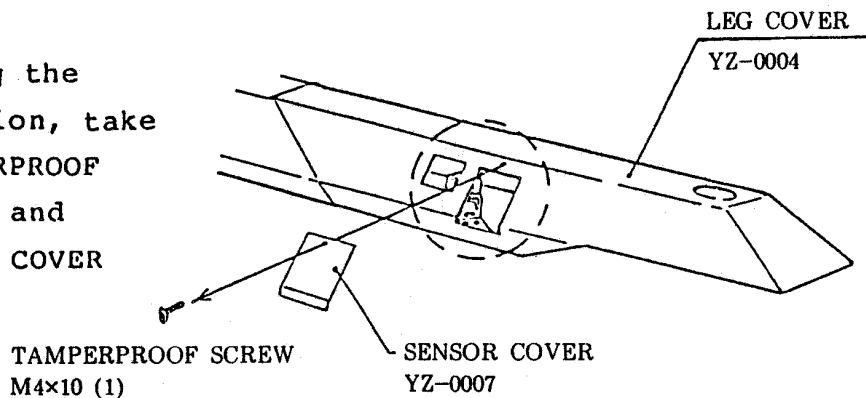
After confirming that the TURNTABLE matches the center position, make sure that the TURNTABLE value displayed on the MOTOR TEST screen is $80H \pm 1H$. Loosen SCREW "A" and turn GEAR "A" in a manner so that the value will be in the vicinity of $80H$. When fastening the screws, adjust the backlash of each gear. Also, make fine adjustments ($80H \pm 1$) by loosening SCREW "B" and turning GEAR "B."



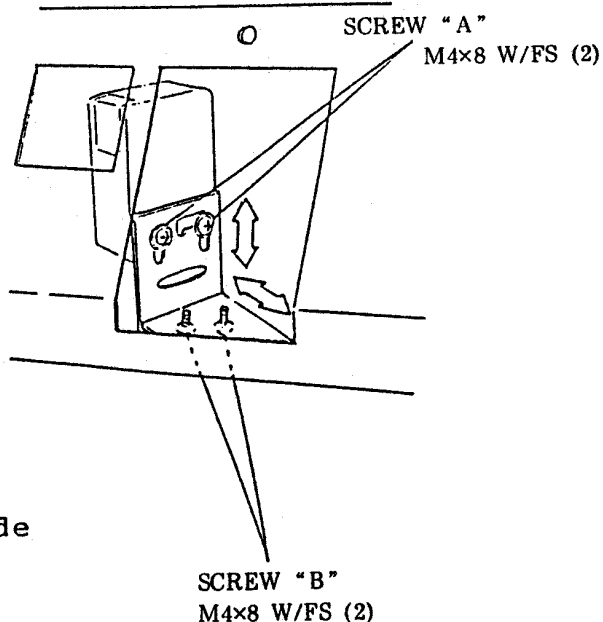
17. ADJUSTING THE INFRARED SENSORS

If any obstacles are in between the sensors, the machine stops operating for safety purposes. However, it also stops similarly in the case where the sensor's direction is not correct. Therefore, if the machine does not operate even when there is no obstacles in between the sensors, and the red LED lamp within the light receiving sensor continues to light up, the sensor's direction may not be correct, therefore, make adjustments in the following procedure:

When adjusting the sensor direction, take off the TAMPERPROOF SCREW M4 x 10 and remove SENSOR COVER (YZ-0007).

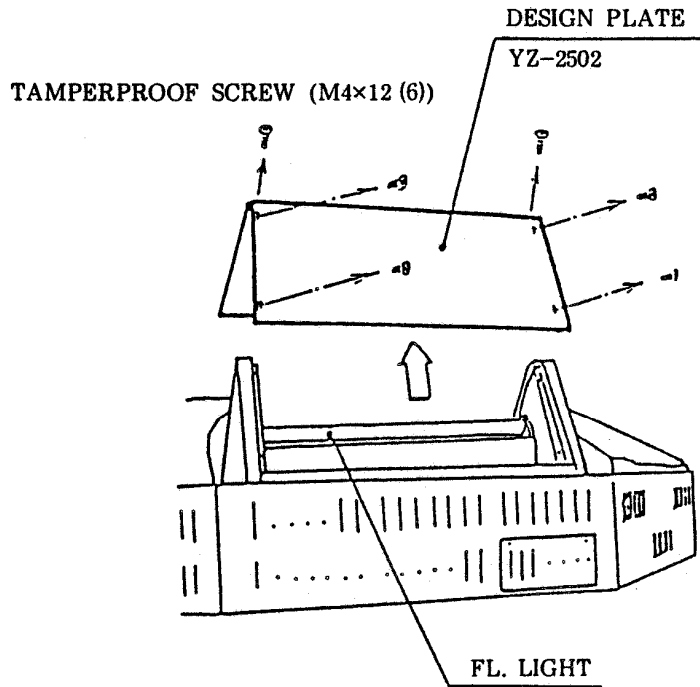


By loosening the 2 SCREWS A, the UP/DOWN adjustment can be made, and by loosening the 2 SCREWS B from the underside of LEG COVER (YZ-0004), the LEFT/RIGHT adjustment can be made. Visually make sure that the sensor's light emitting side and light receiving side faces each other, and make adjustments until the red LED within the light receiving side sensor goes off.



REPLACING THE BILLBOARD LAMP

1. Take off the 6 (M4 x 12) TAMPERPROOF SCREWS which secure DESIGN PLATE (YZ-2502 acryl board).
2. Remove the design plate by pulling it upward.
3. After replacing the lamp, reinstall the design plate according to the procedure opposite to the one used when removing it.



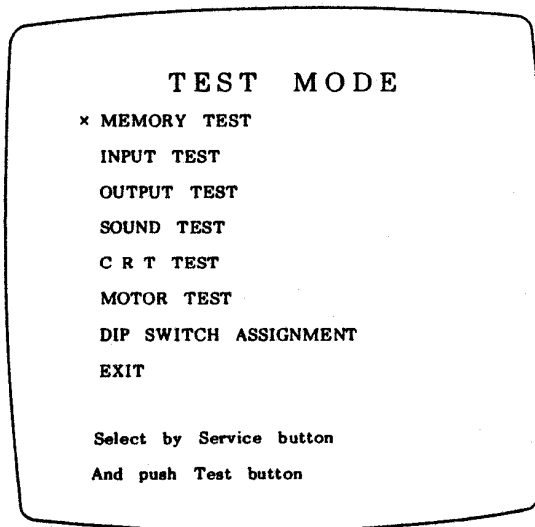
SELF-TEST

- o Mainly, this test checks whether the game board correctly operates or if there are any defects, makes monitor color adjustments, and performs sound adjustments.

Pushing the TEST SWITCH results in the SELF-TEST screen being displayed. By performing each test, the machine's present state can be evaluated.

1. SELECTION OF TEST ITEMS

- (1) Push the TEST SW and the following screen will be displayed:



- (2) Each time the SERVICE SW is pushed, the "X" mark moves downwards.
- (3) Bring the "X" mark to the selected item and push the TEST SW again.
- (4) When the tests are finished, bring the "X" mark to EXIT and push the TEST SW.

2. FUNCTION OF EACH TEST ITEM

(1) MEMORY TEST

Checks the program (EP-ROM) and memory (RAM).

MEMORY TEST					
CPU BOARD					
IC 24	Good	IC 28	Good	IC 53	Good
IC 25	Good	IC 29	Good	IC 54	Good
IC 55	Good	IC 80	Good	IC 82	Good
IC 56	Good	IC 81	Good	IC 83	Good
IC 84	Good	IC 86	Good		
IC 85	Good	IC 87	Good		
VIDEO BOARD					
IC 3	Good	IC 27	Good	IC 104	Good
IC 4	Good	IC 28	Good	IC 105	Good

The indication of "GOOD" means the IC No. is OK. Push the TEST button to move on to the next item.

(2) INPUT TEST

Checks the operation of each switch, lever V.R. and throttle V.R.

INPUT TEST		
TEST	LEVER	
SERVICE	RIGHT LEFT	80
START	UP DOWN	80
SHOT	SLOTTLE	80
MISSILE		
COIN 1		
COIN 2		

① Operate each switch. The "ON" indication means that the corresponding SW is OK.

② This test is OK if the numerical value increases when the handle grip is moved to the right and decreases when it is moved to the left, and becomes 80H when taking your hand off.

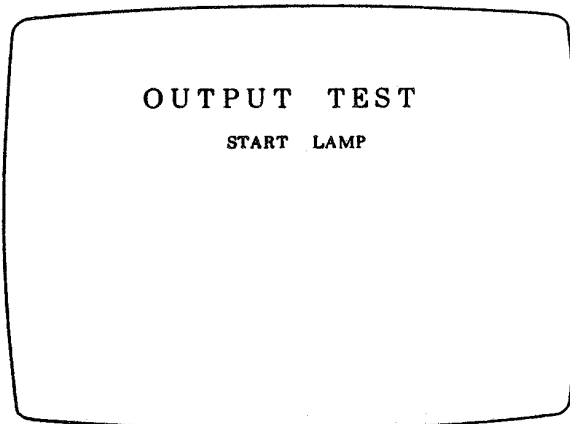
③ The test is OK if the numerical value increases when the handle grip is moved forward and decreases when it is moved backward, and becomes 80H when taking your hand off.

④ The test is OK if the numerical value increases when the throttle lever is moved forward and decreases when it is moved backward, and becomes 80H when taking your hand off.

When the TEST is finished, push the TEST button.

(3) OUTPUT TEST

Checks the "ON" and "OFF" of the START LAMP.

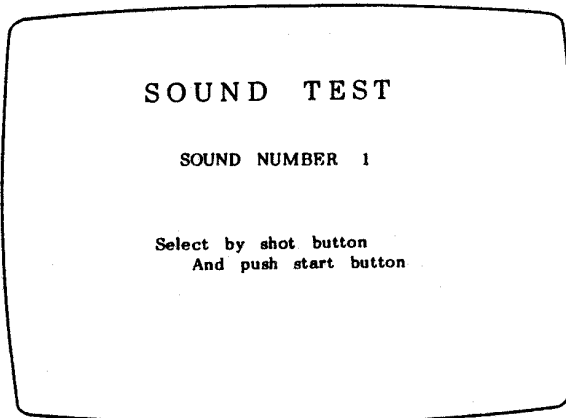


If the lamp flashes, it is OK.

When the test is finished, push the TEST button.

(4) SOUND TEST

Checks the IC board's composite sound.

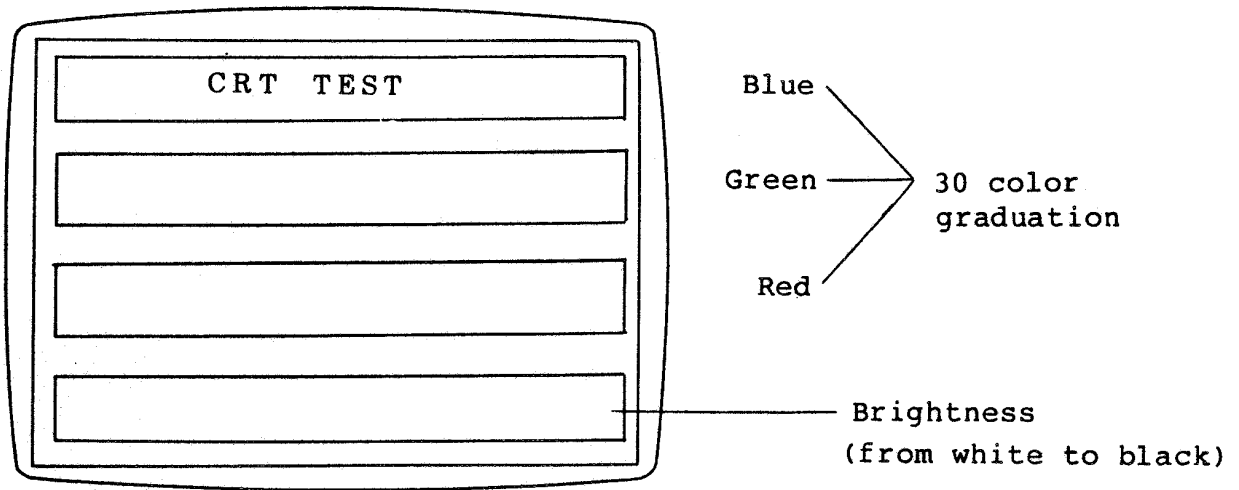


Pushing SHOOT SW 1 increases the number and pushing SHOOT SW 2 decreases the number. Push the START SW when the desired number is shown.

When the TEST is finished, push the TEST button.

(5) CRT TEST

Checks the monitor's colors.



① Adjust the screen's position and size by performing the C.R.T. POSITION CHECK.

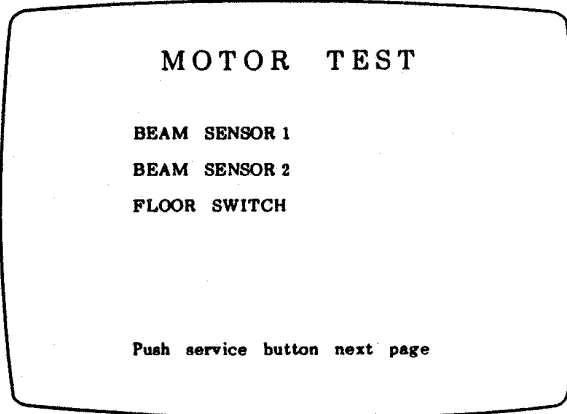
② RGB color check

Proceeding from the left to the right, the color becomes darker.

When the TEST is finished, push the TEST button.

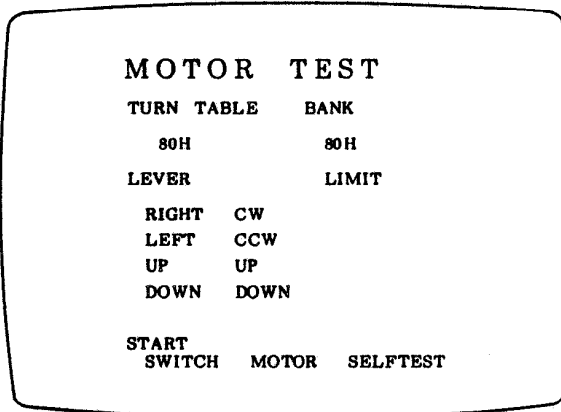
(6) MOTOR TEST

Checks the limit switch's adjusting angle detecting V.R., and performs the DRIVE BOARD's Self-Test.



Operate switches. If "ON" is indicated, the corresponding switch is OK.

Push the START button, and the following screen will be displayed:



While pulling the handle grip's trigger, operate the handle to move the cabinet, and if "ON" is indicated, the corresponding switch is OK.

When the TEST is finished, push the TEST button.

(7) DIP SW ASSIGNMENT

Displays DIP SW setting status.

DIP SWITCH ASSIGNMENT								
	1	2	3	4	5	6	7	8
DIP SW. A	off	off	off	off	off	off	off	off
DIP SW. B	off	off	off	off	off	off	off	off
COIN CHUTE 1	1 coin	1 credit						
COIN CHUTE 2	1 coin	1 credit						

Setting of each DIP SW

DIP SW A

Setting of COIN SW

DIP SW B

Game difficulty

COIN/CREDIT OPTIONS SWITCH SETTING DIP SW.A

OPTION	1	2	3	4	5	6	7	8
1 COIN 1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN 2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN 3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1 COIN 4 CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1 COIN 5 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN 6 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS 1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS 1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
5 COINS 2 CREDITS	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COINS 3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS 1 CREDIT								
4 COINS 2 CREDITS	OFF	ON	OFF	ON	OFF	ON	OFF	ON
5 COINS 3 CREDITS								
6 COINS 4 CREDITS								
2 COINS 1 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
4 COINS 3 CREDITS								
1 COIN 1 CREDIT								
2 COINS 2 CREDITS								
3 COINS 3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
4 COINS 4 CREDITS								
5 COINS 6 CREDITS								
1 COIN 1 CREDITS								
2 COINS 2 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
3 COINS 3 CREDITS								
4 COINS 5 CREDITS								
1 COIN 1 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
2 COINS 3 CREDITS								
FREE PLAY	ON	ON	ON	ON	ON	ON	ON	ON
	COIN SWITCH # 1				COIN SWITCH # 2			

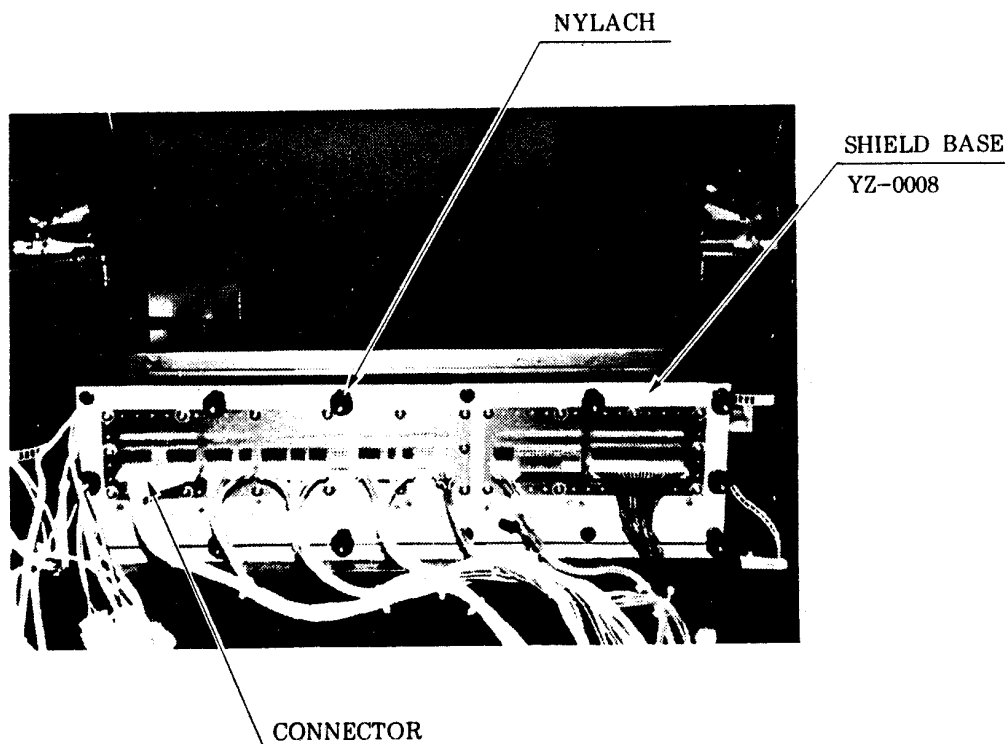
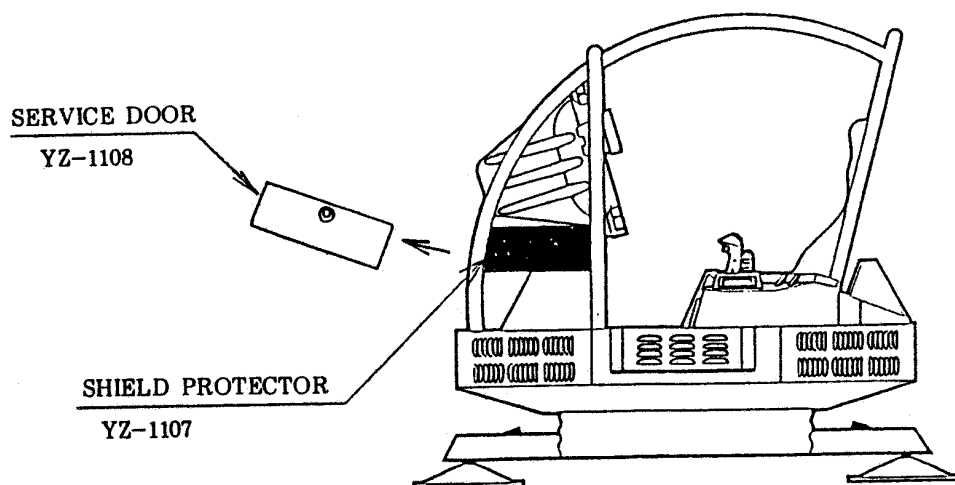
GAME DIFFICULTY SWITCH SETTING DIP SW.B

SWITCH # 1	1	2	3	4	5	6	7	8
TIMER	NOTUSE						NOTUSE	NOTUSE
EASIEST		OFF	OFF	OFF				
EASIER		ON	OFF	OFF				
EASY 2		OFF	ON	OFF				
EASY 1		ON	ON	OFF				
NORMAL		OFF	OFF	ON				
HARD		ON	OFF	ON				
HARDER		OFF	ON	ON				
HARDEST		ON	ON	ON				
SHIELD								
5 BARAGES					OFF	OFF		
6 BARAGES					ON	OFF		
7 BARAGES					OFF	ON		
8 BARAGES					ON	OFF		

When the TEST is finished, push the TEST button.

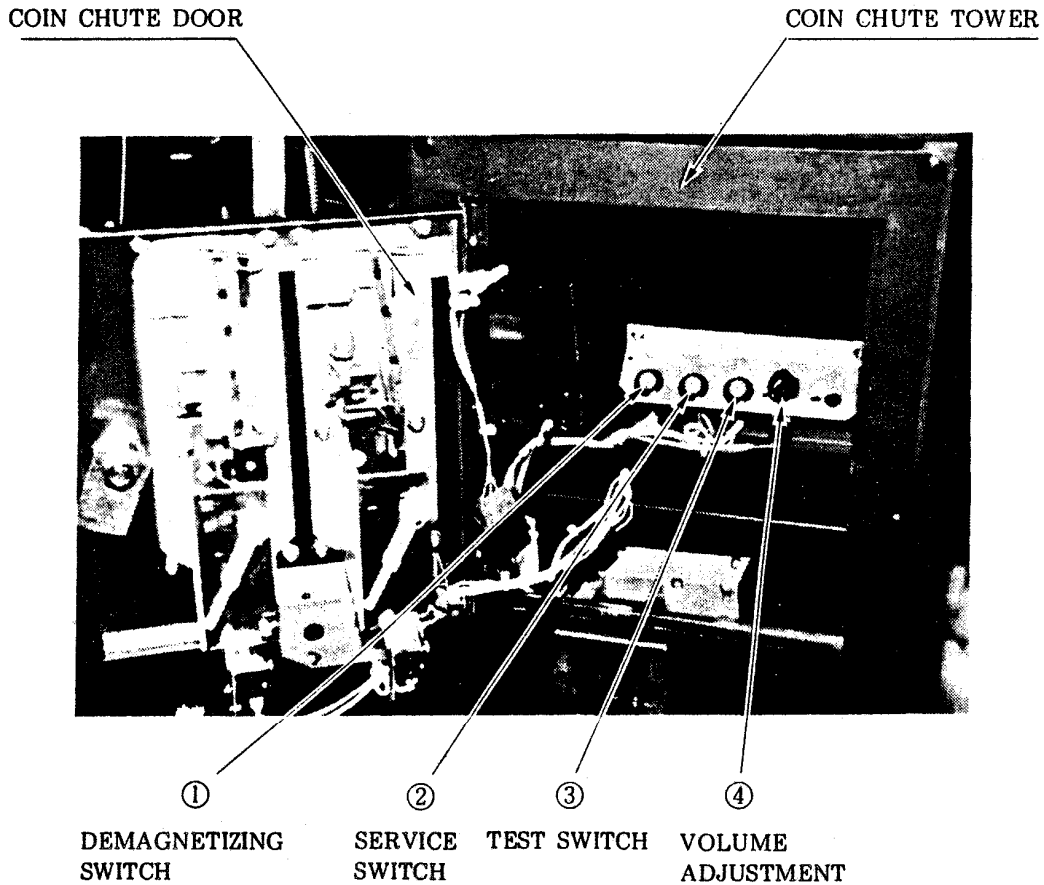
REMOVING THE I. C. BOARD (SHIELD BASE)

- ① Open SERVICE DOOR (YZ-1108) of SHIELD PROTECTOR (YZ-1107).
- ② Disconnect the 7 CONNECTORS and 14 NYLACHes to pull out SHIELD BASE (YZ-0008) towards you. (The I.C. BOARD can be removed by pulling out the SHIELD BASE.)



SERVICE SWITCHES

Open the COIN CHUTE DOOR, and the following SERVICE SWITCHES' layout will appear.

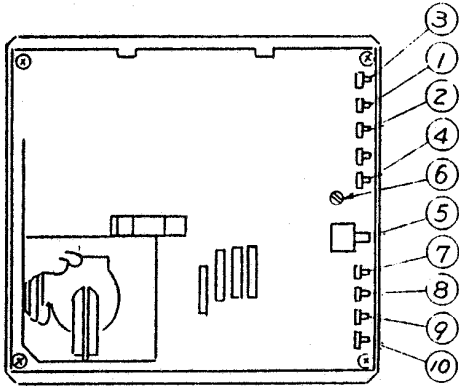


INSTRUCTIONS

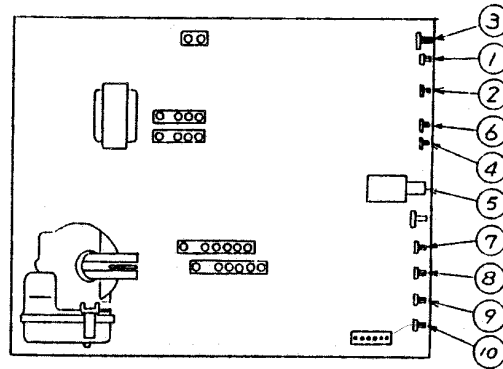
- ① DEMAGNETIZING SWITCH Used for removing the on-screen color unevenness.
- ② SERVICE SWITCH Used for the purpose of servicing and increasing the credits without registering on the meter (this allows you to check the game).
- ③ TEST SWITCH For the operation of this switch, see SELF-TEST.
- ④ VOLUME ADJUSTMENT The volume of the speaker can be adjusted.

26 INCH MONITOR

26" MONITOR (NANA0)
(200-5112-15)

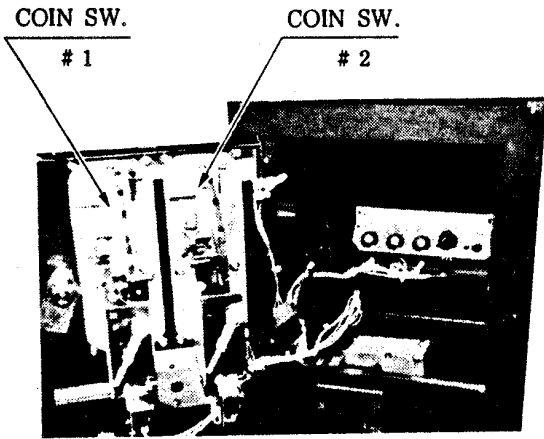


26" MONITOR (SANWA)
(200-5125-15)



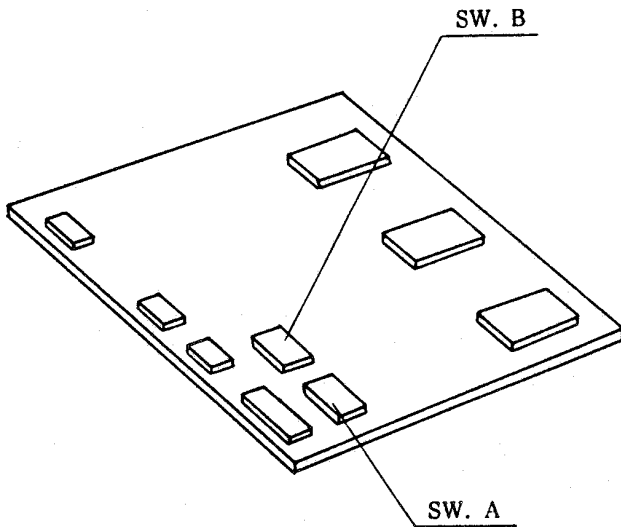
- ① V. HOLD
- ② V. SIZE
- ③ V. POSITION
- ④ H. HOLD
- ⑤ H. SIZE
- ⑥ H. POSITION
- ⑦ BRIGHT
- ⑧ B. GAIN
- ⑨ G. GAIN
- ⑩ R. GAIN

DIP SWITCH SETTING



COIN/CREDIT OPTIONS SWITCH SETTING DIP SW.A

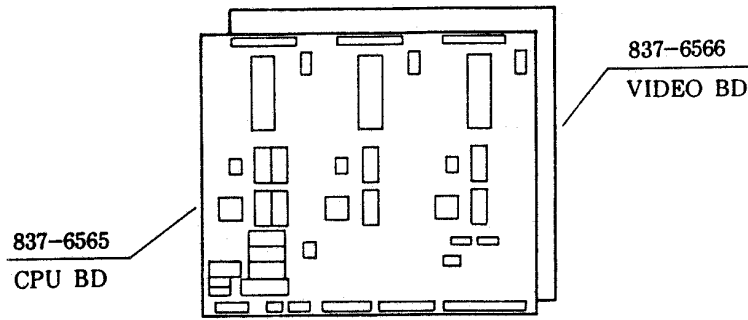
OPTION	1	2	3	4	5	6	7	8
1 COIN 1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN 2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN 3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1 COIN 4 CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1 COIN 5 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN 6 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS 1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS 1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
5 COINS 2 CREDITS								
4 COINS 1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COINS 3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS 1 CREDIT								
4 COINS 2 CREDITS	OFF	ON	OFF	ON	OFF	ON	OFF	ON
5 COINS 3 CREDITS								
6 COINS 4 CREDITS								
2 COINS 1 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
4 COINS 3 CREDITS								
1 COIN 1 CREDIT								
2 COINS 2 CREDITS								
3 COINS 3 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
4 COINS 4 CREDITS								
5 COINS 6 CREDITS								
1 COIN 1 CREDITS								
2 COINS 2 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
3 COINS 3 CREDITS								
4 COINS 5 CREDITS								
1 COIN 1 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
2 COINS 3 CREDITS								
FREE PLAY	ON	ON	ON	ON	ON	ON	ON	ON
	COIN SWITCH # 1				COIN SWITCH # 2			



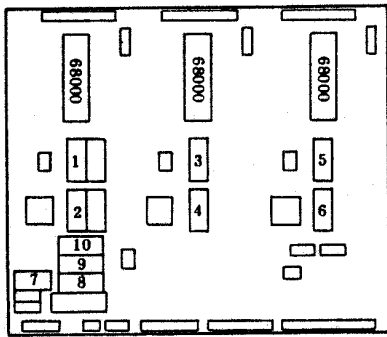
GAME DIFFICULTY SWITCH SETTING DIP SW.B

SWITCH #	1	2	3	4	5	6	7	8
TIMER	NOT USE						NOT USE	NOT USE
EASIEST		OFF	OFF	OFF				
EASIER		ON	OFF	OFF				
EASY 2		OFF	ON	OFF				
EASY 1		ON	ON	OFF				
NORMAL		OFF	OFF	ON				
HARD		ON	OFF	ON				
HARDER		OFF	ON	ON				
HARDEST		ON	ON	ON				
SHIELD								
5 DAMAGES					OFF	OFF		
6 DAMAGES					ON	OFF		
7 DAMAGES					OFF	ON		
8 DAMAGES					ON	OFF		

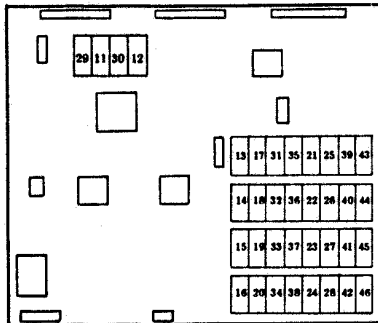
EPROM/MASK ROM LOCATIONS



A. CPU BD GALAXY FORCE 837-6565



B. VIDEO BD GALAXY FORCE 837-6566



834 - 6614		GAME BD GALAXY FORCE	
837 - 6565		CPU BD	
	IC LOCATION	NUMBER	MAIN WORK
1	IC 24	EPR-11510	PROGRAM
2	IC 25	EPR-11511	
3	IC 53	EPR-11512	
4	IC 54	EPR-11513	
5	IC 80	EPR-11514	
6	IC 81	EPR-11515	
7	IC 102	EPR-11516A	SOUND PROGRAM
8	IC 107	MPR-11465	SOUND DATA
9	IC 106	EPR-11516	
10	IC 105	EPR-11517	
837 - 6566		VIDEO BD	
11	IC 16	MPR-11467	OBJECT
12	IC 14	MPR-11468	
13	IC 67	MPR-11469	
14	IC 75	MPR-11470	
15	IC 86	MPR-11471	
16	IC 114	MPR-11472	
17	IC 66	MPR-11473	
18	IC 74	MPR-11474	
19	IC 85	MPR-11475	
20	IC 113	MPR-11476	
21	IC 63	MPR-11477	
22	IC 71	MPR-11478	
23	IC 82	MPR-11479	
24	IC 110	MPR-11480	
25	IC 62	MPR-11481	
26	IC 70	MPR-11482	
27	IC 81	MPR-11483	
28	IC 109	MPR-11484	
29	IC 17	EPR-11518	
30	IC 15	EPR-11519	
31	IC 65	EPR-11520	
32	IC 73	EPR-11521	
33	IC 84	EPR-11522	
34	IC 112	EPR-11523	
35	IC 64	EPR-11524	
36	IC 72	EPR-11525	
37	IC 83	EPR-11526	
38	IC 111	EPR-11527	
39	IC 61	EPR-11528	
40	IC 69	EPR-11529	
41	IC 80	EPR-11530	
42	IC 108	EPR-11531	
43	IC 60	EPR-11532	
44	IC 68	EPR-11533	
45	IC 79	EPR-11534	
46	IC 107	EPR-11535	