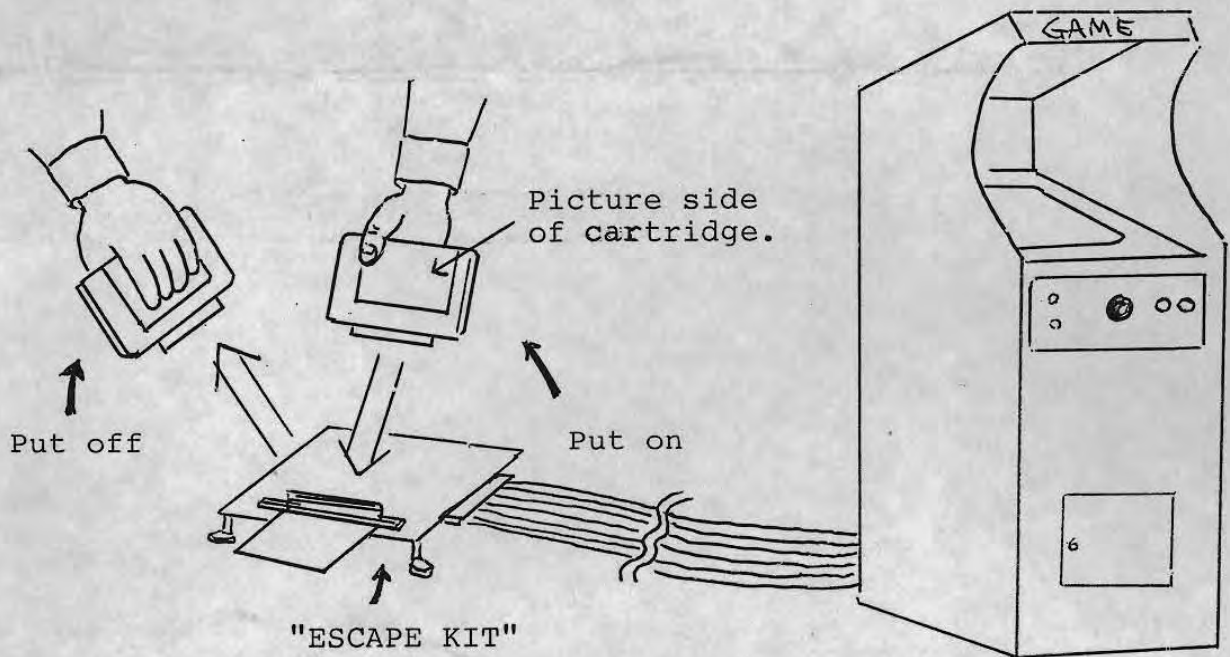


## "ESCAPE KIT"

- 1) EXCHANGE GAME CARTRIDGES SIMPLY BY PLUGGING IN AND OUT. ABSOLUTELY NO TOOLS REQUIRED.
- 2) ABSOLUTELY NO NEED TO RE-WIRE THE BOARD.
- 3) INCREASE EARNING POWER BY ROTATING GAME CARTRIDGES TO MATCH NEEDS OF EACH LOCATION.
- 4) ALL GAMES ARE HORIZONTAL. MONITOR CAN NOT BE RE-DIRECTED FOR VERTICAL GAMES.
- 5) CHANGE FROM LIMITED-TIME PLAY TO NO-TIME-LIMIT MODE BY USING DIP SWITCH.
- 6) IN LIMITED-TIME PLAY, TIME LIMIT CAN BE FREELY SET BETWEEN 1-30 MINUTES USING DIP SWITCH.
- 7) IN LIMITED-TIME PLAY, GAME CAN BE EXTENDED BY INSERTING COIN.



You can change game within 3 seconds.

EXCHANGEABLE   SOFTWARE   CARTRIDGE   PACKAGE

"ESCAPE KIT"

VR 3 : : BLUE  
 VR 7 : : GREEN  
 VR 8 : : RED

VR 4 : : SCREEN  
 VR 9 : : CONTRAST (FIXED)  
 VR 1 : : SUB-CONTRAST

VR 10 : : COLOR  
 VR 11 : : TINT  
 VR 6 : : BRIGHT  
 VR 2 : : SUB-BRIGHT (FIXED)  
 VR 5 : : PICTURE

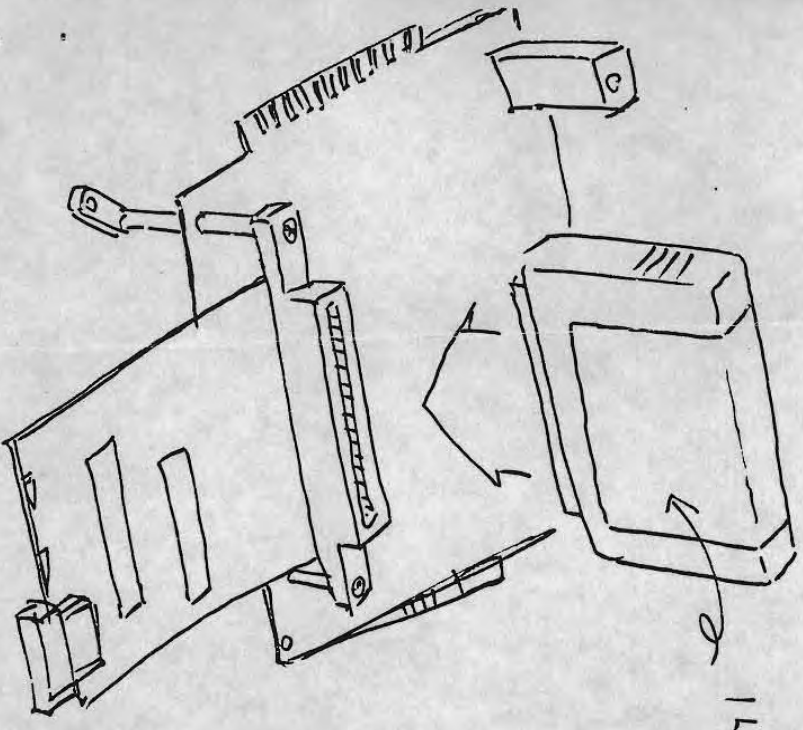
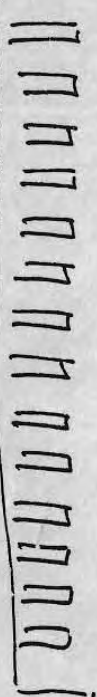
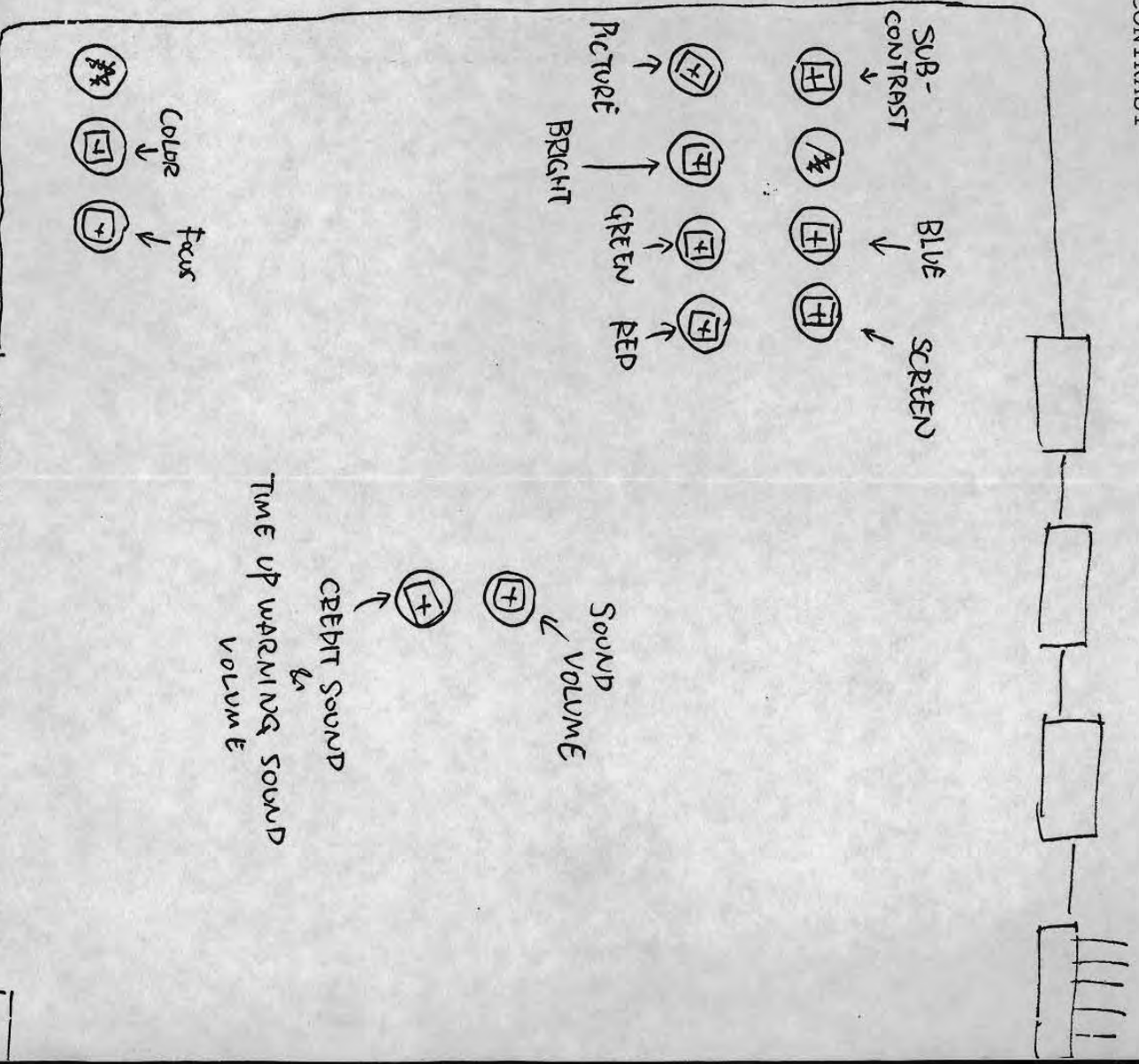


ILLUSTRATION  
SIDE

PLEASE INSTANT CASSETTE

AS THIS ILLUSTRATION



# TECHNART

ADDRESS:  
 NUNOKAME BUILDING, 9-18  
 UTSUBO HONMACHI 1-CHOME  
 NISHI-KU, OSAKA, JAPAN

TELEX:  
 J63662 TECHNART  
 TELEPHONE:  
 (06) - 443 - 2 6 4 8

## DIP SWICH CHART FOR ESCAPE KIT

	1	2	3	4	5	6	7	8
always	OFF	OFF						
TIMER								
30min.			ON	ON	ON			
20min.			OF	ON	ON			
15min.			ON	OF	ON			
10min.			OF	OF	ON			
7min.			ON	ON	OF			
5min.			OF	ON	OF			
1min.			ON	OF	OF			
No timer use			OF	OF	OF			
GAME STYLE IN TIMER						ON		
DUAL(TIMER+NUMBER OF PLAYERS)						OF		
VALUE								
1COIN/2CREDIT							ON	ON
3COIN/1CREDIT							OF	ON
2COIN/1CREDIT							ON	OF
1COIN/1CREDIT							OF	OF

\*WHEN 20SECONDS BEFORE TIME OVER,ALARM WILL WARNING.  
 THEN ADDITION MORE COIN,PLAYER CAN CONTINUE PLAY.  
 BUT NUMBER OF PLAYERS SHOULD BE NOT RETURN TO START NUMBERS.

\*\*LED WILL LIGHT UP ON PCB WHEN COIN IS INSERTED. PUSH  
 START BUTTON WHILE LED IS ON (ABOUT 20 SECONDS).



# TECHNART

ADDRESS:  
NUNOKAME BUILDING, 9-18  
UTSUBO HONMACHI 1-CHOME  
NISHI-KU, OSAKA, JAPAN

TELEX:  
J63662 TECHNART  
TELEPHONE:  
(06) - 443 - 2 6 4 8

## WIRING DIAGRAM FOR ESCAPE KIT

### SOLDER SIDE

GND	1
GND	2
GND	3
SP+	4
+12V	5
	6
	7
2P SHOOT2	8
+5V	9
2P UP	10
2P DOWN	11
START	12
SELECT	13
1P RIGHT	14
1P LEFT	15
BLUE	16
GREEN	17
SYNC.	18

### PARTS SIDE

GND
GND
GND
SP-
+12V
1P SHOOT2
+5V
1P UP
1P DOWN
COIN
1P SHOOT1
RED
2P RIGHT
2P LEFT
2P SHOOT1

### NOTE:

- (1) -5V does not have to be connected.
- (2) There is no Solder/Parts Side connection on the PCB for GND and 12V. Therefore, connect GND and 12 V to both solder side and parts side.
- (3) In rare cases, there may be large amount of noise in the sound. To solve, take the Parts Side 12V from another regulator.
- (4) Some games have 1 Play/2 Play select (eg. Super-Mario). In this case, 2 Play is possible with 1 coin. To avoid this, do not connect SELECT. Game will start with START.

