

# KITTEN KABOODLE

# DIP SWITCH SETTINGS

## DIP SWITCH NO.1 SETTINGS

### 1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN.	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	ON			1	2
	OFF				1	3
	ON				1	4
	OFF		OFF	ON	OFF	1
	ON	ON	1			6
	OFF		1			7
	ON		2			1
	OFF		OFF	OFF	ON	2
	ON	ON	2			5
	OFF		3			1
	ON		3			2
	OFF		OFF	ON	ON	3
	ON	ON	4			1
	OFF		4			3
	ON		FREEPLAY			

FREEPLAY: You can play games without coins.

### 2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	PLAY	
○	OFF	OFF	OFF	OFF	1	1	
	ON				1	2	
	OFF				ON	1	3
	ON					1	4
	OFF	OFF	ON	OFF		1	5
	ON	ON				1	6
	OFF				1	7	
	ON				2	1	
	OFF		OFF	OFF	ON	2	3
	ON	ON	2			5	
	OFF		3			1	
	ON		3			2	
	OFF		OFF	ON	ON	3	4
	ON	ON	4			1	
	OFF		4			3	
	ON		VOID				

## DIP SWITCH NO.2 SETTINGS

### 1. THE NUMBER OF THE PLAYER'S LIFE

SW	1	2	NUMBER
○	OFF	OFF	2
	ON	ON	3
	OFF		5
	ON		7

### 2. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON	ON	NORMAL
	OFF		DIFFICULT
	ON		VERY DIFFICULT

### 3. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

sw3, sw4 and sw5 are not used.

## DIP SWITCH NO.3 SETTINGS

### 1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

### 2. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

○ shows recommended settings.

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NOTE	

# HOW TO PLAY



4-way joystick

Press ATTACK button to throw or destroy the block..



Use JUMP button to jump over the blocks or enemies.



Destroy the enemy who has a key and capture the key.



When you have collect 4 keys, you can go to the next stage through the open door.



Arrange 3 blocks with the same mark in one row, and you will have a special power.



Go to a bonus stage by picking up a ball with a star.



A Boss enemy appears every 5 stage complete.

Throw as many bombs as possible within a time given.

You will be fainted when hit by a bomb the enemy has thrown.

