Item 5 [POSITION   A]
   Decide the position of the PCB
            A   (← initial value)
            B
            C
            D

The four items of ABCD can be chosen unrelated to the number of games connected.
Since it affects the left & right of the cars at the START of the game, make the adjustment of the ABCD
from the left side (facing the main body)

Item 6 [LINK CHECK (1) (2) (3)]
Confirmation item of communication.   During this screen the usual tests are just repeated and the results of
the test are displayed on the right side of [LINK CHECK].

Display details of (1)
     The number of PCB that are connected including yourself
Display details of (2)
     Displays OK or ERROR
Display details of (3)
     Displays the kind of error (A - N) when (2) is ERROR
     If there are no problems [OK] is displayed

     A :   Connection defect of the communication cable
              (The harness is cut.   An error in setting the switch for the LINK PCB. ETC.)
     B :   COIN1MACH
     C :   COIN2MACH
     D :   GAME COST
     E :   BONUS COIN (The beginning COINS)
     F   BONUS COIN (The later COINS)
     G   CONTINUE COST
     H :   WINNER BONUS
     I :   ATTRACT SOUND
     J :   (NC)
     K :   TIME LEVEL
     L :   COMPUTER LEVEL
     M :   WAIT TIME
     N :   POSITION

The distinguishing of B - N is made by finding errors by comparing your own PCB to the other PCBs.
For that reason, , set the POSITION setting to ABDD during communication of the 4 sets. Defects can
only be found in the D setting where the 2 PCBs pile up. The 2   PCB that sets the A & B setting
cannot find defects ABC therefore displays [OK].

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