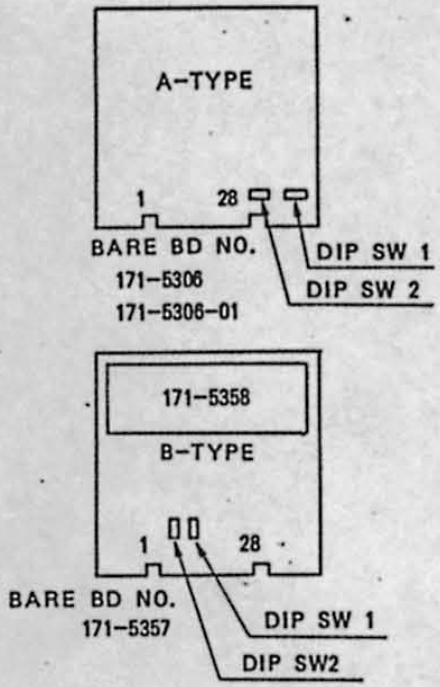
PASSING SHOT (834-6714-～, 833-6714-～)

COIN/CREDIT OPTION SWITCH SETTING — DIP SW #1

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
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 4 COINS 5 COINS 6 COINS	1 CREDIT 2 CREDITS 3 CREDITS 4 CREDITS	OFF	ON	OFF	ON	OFF	ON	OFF	ON
2 COINS 4 COINS	1 CREDIT 3 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
1 COIN 2 COINS 3 COINS 4 COINS 5 COINS	1 CREDIT 2 CREDITS 3 CREDITS 4 CREDITS 6 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
1 COIN 2 COINS 3 COINS 4 COINS	1 CREDIT 2 CREDITS 3 CREDITS 5 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
1 COIN 2 COINS	1 CREDIT 3 CREDITS	OFF	ON	ON	ON	OFF	ON	ON	ON
FREE PLAY		ON	ON	ON	ON	ON	ON	ON	ON
		COIN SW #1				COIN SW #2			

OPTION SWITCH SETTING — DIP SW #2

OPTION		1	2	3	4	5	6	7	8
ADVERTISE SOUND	OFF	OFF							
	ON	ON							
INITIAL POINT	5000		OFF	OFF	OFF				
	4000		ON	OFF	OFF				
	3000		OFF	ON	OFF				
	2000		OFF	OFF	ON				
	6000		ON	ON	OFF				
	7000		ON	OFF	ON				
	8000		OFF	ON	ON				
	9000		ON	ON	ON				
POINT TABLE	NORMAL					OFF	OFF		
	EASY					ON	OFF		
	HARD					OFF	ON		
	HARDEST					ON	ON		
GAME DIFFICULTY	NORMAL							OFF	OFF
	EASY							ON	OFF
	HARD							OFF	ON
	HARDEST							ON	ON



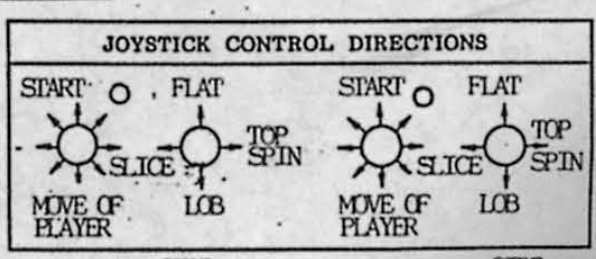
PIN ASSIGNMENT

COMPONENT SIDE			SOLDER SIDE
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
+12V	5	E	+12V
COIN METER 1	6	F	COIN METER 2 (SYSTEM 16A BD のみ使用)
I/O CONTROL 1	7	H	I/O CONTROL 2 (SYSTEM 16A BD のみ使用)
D0	8	J	(NOT USED)
D1	9	K	
D2	10	L	
D3	11	M	
D4	12	N	
D5 (SYSTEM 16A BD のみ使用)	13	P	
D6	14	R	
D7	15	S	
(NOT USED)	16	T	
	17	U	
	18	V	
(NOT USED)	19	W	(NOT USED)
COIN 1	20	X	1P START
COIN 2	21	Y	2P START
TEST	22	Z	3P START
SERVICE	23	a	4P START
SPEAKER(+)	24	b	SPEAKER(-)
RED	25	c	GREEN
BLUE	26	d	CMP. SYNC
GND	27	e	GND
GND	28	f	GND

56P P : 3.96 mm

MONITOR
VERTICAL

JOYSTICK CONTROL DIRECTIONS



1P, 3P SIDE 2P, 4P SIDE

421-7311

Passing Shot

PASSING SHOT

SOLDER SIDE	PIN	PARTS SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
COIN COUNTER 2	8	COIN COUNTER 1
	9	
SPEAKER (-)	10	SPEAKER (+)
	11	
VIDEO GREEN	12	VIDEO RED
VIDEO SYNC	13	VIDEO BLUE
SERVICE	14	VIDEO GND
TEST	15	
COIN IN 2	16	COIN IN 1
START 2	17	START 1
2P CONTROL UP	18	1P CONTROL UP
2P CONTROL DOWN	19	1P CONTROL DOWN
2P CONTROL LEFT	20	1P CONTROL LEFT
2P CONTROL RIGHT	21	1P CONTROL RIGHT
2P SPIN	22	1P SPIN
2P FLAT	23	1P FLAT
LOB 24	25 26	LOB
GND	27	GND
GND	28	GND

SLICE = TASTE "SPIN" + "LOB" GLEICHZEITIG DRÜCKEN

PASSING SHOT

	1	2	3	4	5	6	7	8
DIP SW 1								
1 COIN - 1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN - 2 CREDIT	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN - 3 CREDIT	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1 COIN - 4 CREDIT	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1 COIN - 5 CREDIT	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN - 6 CREDIT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COIN - 1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COIN - 1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4 COIN - 1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COIN - 3 CREDIT	ON	OFF	OFF	ON	ON	OFF	OFF	ON
3 COIN - 1 CREDIT 4 COIN - 2 CREDIT 5 COIN - 3 CREDIT 6 COIN - 4 CREDIT	OFF	ON	OFF	ON	OFF	ON	OFF	ON
2 COIN - 1 CREDIT 4 COIN - 3 CREDIT	ON	ON	OFF	ON	ON	ON	OFF	ON
1 COIN - 1 CREDIT 2 COIN - 2 CREDIT 3 COIN - 3 CREDIT 4 COIN - 4 CREDIT 5 COIN - 5 CREDIT	OFF	OFF	ON	ON	OFF	OFF	ON	ON
1 COIN - 1 CREDIT 2 COIN - 2 CREDIT 3 COIN - 3 CREDIT 4 COIN - 4 CREDIT	ON	OFF	ON	ON	ON	OFF	ON	ON
1 COIN - 1 CREDIT 2 COIN - 3 CREDIT	OFF	ON	ON	ON	OFF	ON	ON	ON
FREE PLAY	ON	ON	ON	ON	ON	ON	ON	ON
	COIN SW 1				COIN SW 2			

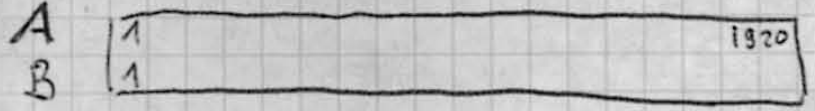
DIP SW 2

		1	2	3	4	5	6	7	8
ADVERTISE SOUND	OFF	OFF							
	ON	ON							
INITIAL POINT	5000		OFF	OFF	OFF				
	4000		ON	OFF	OFF				
	3000		OFF	ON	OFF				
	2000		OFF	OFF	ON				
	6000		ON	ON	OFF				
	7000		ON	OFF	ON				
	8000		OFF	ON	ON				
	9000		ON	ON	ON				
POINT TABLE	NORMAL					OFF	OFF		
	EASY					ON	OFF		
	HARD					OFF	ON		
	HARDEST					ON	ON		
GAME DIFFICULTY	NORMAL							OFF	OFF
	EASY							ON	OFF
	HARD							OFF	ON
	HARDEST							ON	ON

PASSING SHOT

	1P	2P	3P	4P
DOWN	1A	5A	9A	13A
UP	1B	5B	9B	13B
RIGHT	2A	6A	10A	14A
LEFT	2B	6B	10B	14B
LOB	3A	7A	11A	15A
FLAT	3B	7B	11B	15B
SPIN	4A	8A	12A	16A
SLICE	4B	8B	12B	16B

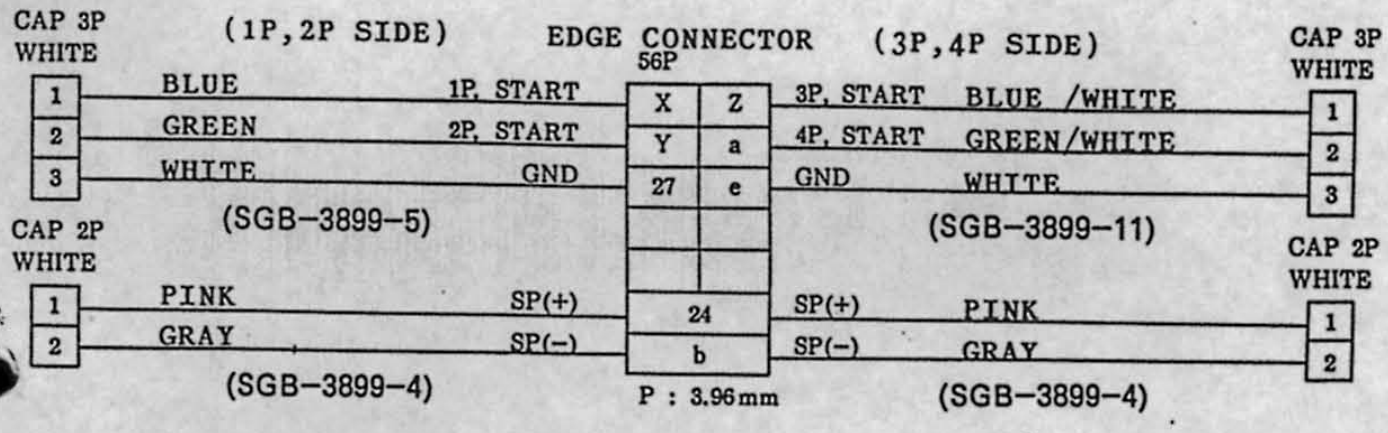
CN1



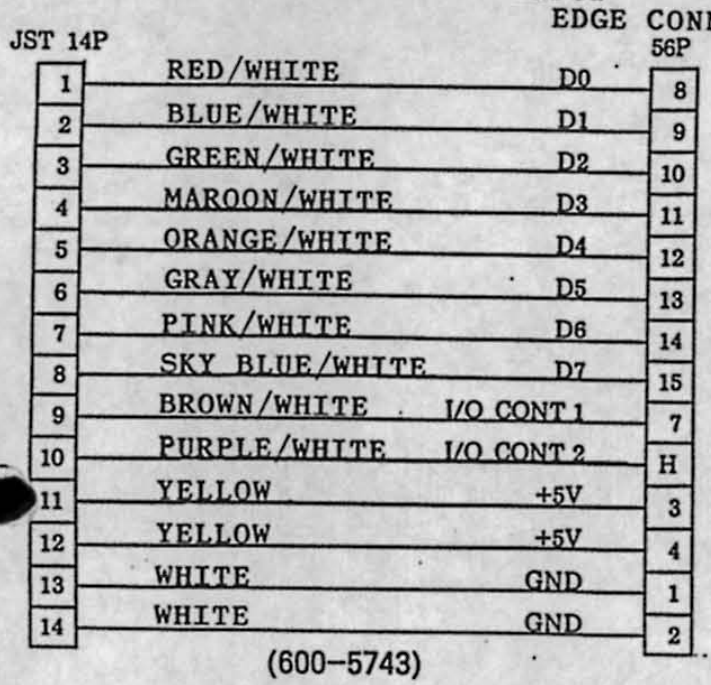
19+20 A, B = GND

How to connect the accessory wire

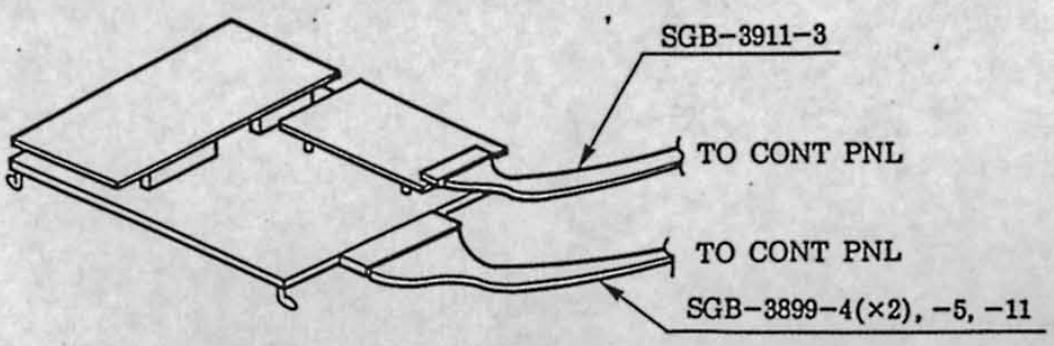
1) Common system 16A to 16B



2) System 16A sub board INPUT



Reference picture (System 16B)



3) System 16A, 16B OUTPUT

AMP 40

9A	----------	3P DOWN
9B	----------	3P UP
10A	----------	3P RIGHT
10B	----------	3P LEFT
11A	----------	3P LOB
11B	----------	3P FLAT
12A	----------	3P TOPSPIN
12B	----------	3P SLICE
13A	----------	4P DOWN
13B	----------	4P UP
14A	----------	4P RIGHT
14B	----------	4P LEFT
15A	----------	4P LOB
15B	----------	4P FLAT
16A	----------	4P TOPSPIN
16B	----------	4P SLICE

Above is the additional details to AMP 40.

3) System 16A, 16B OUTPUT

AMP 40

1A	RED	1P DOWN
1B	BLUE	1P UP
2A	GREEN	1P RIGHT
2B	BROWN	1P LEFT
3A	ORANGE	1P LOB
3B	GRAY	1P FLAT
4A	PINK	1P TOP SPIN
4B	SKY BLUE	1P SLICE
5A	RED	2P DOWN
5B	BLUE/YELLOW	2P UP
6A	GREEN/YELLOW	2P RIGHT
6B	BROWN/YELLOW	2P LEFT
7A	ORANGE/YELLOW	2P LOB
7B	GRAY/YELLOW	2P FLAT
8A	PINK/BLUE	2P TOP SPIN
8B	SKY BLUE/YELLOW	2P SLICE

4) System 16A INPUT

AMP 30P — 56P EDGE CONNECTOR

1 A	YELLOW	+5V	1
2 B			2
3 A			3
4 B	WHITE	GND	4
5 A	RED	I/O CONTROL 1	7
5 B	BLUE	I/O CONTROL 2	H
6 A	BROWN	D0	8
6 B	BROWN/WHITE	NOT USED	
7 A	ORANGE	D1	9
7 B	ORANGE/WHITE	NOT USED	
8 A	BLACK	D2	10
8 B	BLACK/WHITE	NOT USED	
9 A	GRAY	D3	11
9 B	GRAY/WHITE	NOT USED	
10 A	PINK	D4	12
10 B	PINK/WHITE	NOT USED	
11 A	SKY BLUE	D5	13
11 B	SKY BLUE/WHITE	NOT USED	
12 A	BROWN	D6	14
12 B	BROWN/WHITE	NOT USED	
13 A	PURPLE	D7	15
13 B	PURPLE/WHITE	NOT USED	