



2. テストモードについて

◇電源を切り、DIPスイッチーAの3番をONにして電源を投入すると、画面上にクロスハッ チおよびカラーバーが表示されます。

画面上のクロスハッチがすべて有効画面上に表示され、画面の中央にくるように表示位置 を調整して下さい。

また、カラーバーの各色が鮮明に出るように色および輝度を調整してください。

◇クロスハッチおよびカラーバー表示中に1 Pのスタートボタンを押すとテストモード画面になります。

〈テストモード画面〉

| | | | | | | | | ٦ | E | S | Т | | M | 01 | DI | E | | | | | | | | | | | |
|-----|---|--------|---|---|----|----|------------------------|------------|-----|-------------|-------------|-------------|-------------|---------------|-----------------|-------------|-------------|---|------------------|---|-----|--------|--------|-------|---|------|-----|
| | C | 0 | I | N | A | : | O F | FF | - | | | | | С | 0 | | N | в | : | 0 | F | F | | | | | |
| | S | ΒE | R | ۷ | I | С | E | : (|) F | F | | | т | I | Ľ | т | : | 0 | F | F | | | | | | | |
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| | | | D | J | P | S | w | Æ | 4: | 8 H H | 7 H H | 6 H H | 5 H H | 4 H H | 3 L I H I | 2 H H | 1 H H | | L H | T | 000 | N F | E AES | I N K | | 8 木子 | |
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各SWをONにすると、表示がOFFからONに変わります。サウンドテストは1Pのレバーを 左右に動かすと00Hの表示が変わり、1Pのスタートボタンを押すと、各々のサウンドが鳴 ります。

3. ゲームPCボードの調整

| 半田面 | | | 部品面 |
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| GND | A | 1 | GND |
| GND | B | 2 | GND |
| +5V | С | 3 | +5V |
| +5V | D | 4 | +5V |
| -5V | E | 5 | -5V |
| +12V | F | 6 | +12V |
| POST | н | 7 | POST |
| COIN METER B | L | 8 | COIN METER A |
| COIN LOCKOUT B | ĸ | 9 | COIN LOCKOUT A |
| SPEAKER (-) | L | 10 | SPEAKER (+) |
| | M | 11 | |
| VIDEO G | N | 12 | VIDEO R |
| VIDEO SYNC | P | 13 | VIDEO B |
| SERVICE SW | R | 14 | VIDEO GND |
| TILT SW | S | 15 | |
| COIN B | . Т | 16 | COIN A |
| 2P START | U | 17 | 1P START |
| 2P UP | V | 18 | 1P UP |
| 2P DOWN | W | 19 | 1P DOWN |
| 2P LEFT | X | 20 | 1P LEFT |
| 2P RIGHT | Y | 21 | 1P RIGHT |
| 2P SHOT1 | Z | 22 | 1P SHOT1 |
| 2P SHOT2 | a | 23 | 1P SHOT2 |
| | b | 24 | |
| | c | 25 | |
| | d | 26 | |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

<DIP SW-A>

| | | 1 | 2 | 3 | 4 | 5 | . 6 | 7 | 8 |
|-----------------|---|------------------------|------------------------|-----------|---|--|--|--|--|
| デモサウンド | 有無 | OFF ON | | | | | 1 | | - |
| 画面反転 | 正逆 | | OFF ON | | | | | | |
| テストモード | 通常ゲーム テストモード | | | OFF ON | | | | | |
| ブレイ料金 COIN A | 1 COIN 1 PLAY 1 COIN 2 PLAY 2 COIN 1 PLAY 2 COIN 1 PLAY 2 COIN 3 PLAY 1 COIN 3 PLAY 1 COIN 1 PLAY 1 COIN 4 PLAY 3 COIN 1 PLAY 4 COIN 1 PLAY | | | | OFF OFF OFF ON ON ON ON | OFF ON OFF ON OFF ON OFF ON | OFF OFF ON OFF OFF ON ON | | 1 |
| ブレイ料金 COIN B | 1 COIN 1 PLAY 1 COIN 2 PLAY 2 COIN 1 PLAY 2 COIN 1 PLAY 2 COIN 3 PLAY 1 COIN 1 PLAY 1 COIN 1 PLAY 3 COIN 4 PLAY 4 COIN 1 PLAY | | | | OFF OFF OFF ON ON ON | | | OFF ON OFF ON OFF ON OFF ON | OFF OFF ON OFF OFF ON ON |
| DIP SW-B> | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 難易度 | 普通 著通 易しい やや難しい 難しい | OFF ON OFF ON | OFF OFF ON ON | | | | | <u> </u> | |
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| (未使用) | | | | | OFF | OFF | OFF | OFF | OFF |

コネクター端子表(JAMMA)

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