**RENEGADE**

**CONNECTING DIAGRAM**

<table>
<thead>
<tr>
<th>半田面 Solder Side</th>
<th>部品面 Parts Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>+5V</td>
<td>+5V</td>
</tr>
<tr>
<td>+5V</td>
<td>+5V</td>
</tr>
<tr>
<td>-5V</td>
<td>-5V</td>
</tr>
<tr>
<td>+12V</td>
<td>+12V</td>
</tr>
<tr>
<td>H 7</td>
<td></td>
</tr>
<tr>
<td>J 8</td>
<td></td>
</tr>
<tr>
<td>K 9</td>
<td></td>
</tr>
<tr>
<td>Speaker (-)</td>
<td>L 10 Speaker (+)</td>
</tr>
<tr>
<td>M 11</td>
<td></td>
</tr>
<tr>
<td>Video Green</td>
<td>N 12 Video Red</td>
</tr>
<tr>
<td>Video Sync</td>
<td>P 13 Video Blue</td>
</tr>
<tr>
<td>Service</td>
<td>R 14 Video GND</td>
</tr>
<tr>
<td>S 15</td>
<td></td>
</tr>
<tr>
<td>Coin 2</td>
<td>T 16 Coin 1</td>
</tr>
<tr>
<td>2P Start</td>
<td>U 17 1P Start</td>
</tr>
<tr>
<td>2P Up</td>
<td>V 18 1P Up</td>
</tr>
<tr>
<td>2P Down</td>
<td>W 19 1P Down</td>
</tr>
<tr>
<td>2P Left</td>
<td>X 20 1P Left</td>
</tr>
<tr>
<td>2P Right</td>
<td>Y 21 1P Right</td>
</tr>
<tr>
<td>2P Push S/W 1 (L/Attack)</td>
<td>Z 22 1P Push S/W 1 (L/Attack)</td>
</tr>
<tr>
<td>2P Push S/W 2 (Jump)</td>
<td>a 23 1P Push S/W 2 (Jump)</td>
</tr>
<tr>
<td>2P Push S/W 3 (R/Attack)</td>
<td>b 24 1P Push S/W 3 (R/Attack)</td>
</tr>
<tr>
<td></td>
<td>c 25</td>
</tr>
<tr>
<td></td>
<td>d 26</td>
</tr>
<tr>
<td>GND</td>
<td>e 27 GND</td>
</tr>
<tr>
<td>GND</td>
<td>f 28 GND</td>
</tr>
</tbody>
</table>

8 Way Lever

- Push S/W 1 (L/Attack)
- Push S/W 2 (Jump)
- Push S/W 3 (R/Attack)
### DIP SWITCH SETTINGS

#### DIP SWITCH 1

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td><strong>Coin-1</strong></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Coin – 1 Play</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Coin – 2 Play</td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Coin – 3 Play</td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 Coin – 1 Play</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 Coin – 1 Play</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td><strong>Coin-2</strong></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Coin – 1 Play</td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Coin – 2 Play</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Coin – 3 Play</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 Coin – 1 Play</td>
</tr>
</tbody>
</table>

- **Number of Character**
  - 1
  - 2

- **Bonus Score**
  - OFF: 30,000 PTS
  - ON: No Bonus

- **TV-Screen**
  - OFF: Table Type Use
  - ON: Up-Right Type Use

- **Screen Invert**
  - OFF: Normal
  - ON: Invert

#### DIP SWITCH 2

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
<td>DON'T USE</td>
</tr>
</tbody>
</table>

- **Degree of Difficulty**
  - DON'T USE: Normal
  - DON'T USE: Easy
  - DON'T USE: Less Than Difficult
  - DON'T USE: Difficult
WIRING DIAGRAM

SOLDER SIDE
GND
GND
+5V
+5V
-5V
+12V

PART SIDE
GND
GND
+5V
+5V
-5V
+12V

SPEAKER(-)
10
SPEAKER(+)
11
VIDEO GREEN
12
VIDEO RED
VIDEO SYNC
13
VIDEO BLUE
SERVICE
14
VIDEO GND
COIN 2
16
COIN 1
2P START
17
IP START
2P UP
18
IP UP
2 P DOWN
19
IP DOWN
2P LEFT
20
IP LEFT
2P RIGHT
21
-IP RIGHT
SW1 (L/ATTACK)
22
SW1 (L/ATTACK)
SW2 (JUMP)
23
SW2 (JUMP)
SW3 (R/ATTACK)
24
SW3 (R/ATTACK)
25
26
GND
27
GND
28
GND

DIP SW A
1 2 3 4 5 6 7 8

COIN 1
1COIN/1PLAY OFF OFF
1COIN/2PLAY ON OFF
1COIN/3PLAY OFF ON
2COIN/1PLAY ON ON

COIN 2
1COIN/1PLAY OFF OFF
1COIN/2PLAY ON OFF
1COIN/3PLAY OFF ON
2COIN/1PLAY ON ON

NUMBER OF CHARACTER
1 OFF
2 ON

BONUS
30,000PTS 0FF
NO BONUS ON

SCREEN TYPE
TABLE OFF
UP RIGHT ON

SCREEN INVERT
NORMAL OFF
INVERT ON

DIP SW B
1 2 3 4 5 6 7 8

DIFFICULTY
NORMAL OFF ON
EASY OFF ON
DIFFICULT ON

"VERY_DIFFICULT" ON