SHERIFF

TWG-1

OPERATION MANUAL

Nintendo
3. POINTS AND METHODS OF ADJUSTMENT

3-1 Setting of number of appearing sheriffs

The number of sheriffs can be set for from 3 to 6. The setting is made with the switches on I/O P.C. Board according to the diagram below.

<table>
<thead>
<tr>
<th>Number of Sheriff</th>
<th>Switch A</th>
<th>Switch B</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>4</td>
<td>ON</td>
<td>OFF</td>
</tr>
<tr>
<td>5</td>
<td>OFF</td>
<td>ON</td>
</tr>
<tr>
<td>6</td>
<td>ON</td>
<td>ON</td>
</tr>
</tbody>
</table>

NOTE
Keep the switch H always at the ON position. Switches C - G are not connected, therefore have no function.

The switch is OFF (Bottom view)
Sound volume can be adjusted by the semi-fixed variable resistor, VR1, VR2 and VR3 on the Sound P.C. Board. The sound controlled by each semi-fixed variable resistor is shown in the chart below. Turning the VR in the clockwise direction increases sound volume.

<table>
<thead>
<tr>
<th></th>
<th>Kinds of sound</th>
</tr>
</thead>
<tbody>
<tr>
<td>VR1</td>
<td>Rogue advancing sound</td>
</tr>
<tr>
<td></td>
<td>Condor appearing sound</td>
</tr>
<tr>
<td></td>
<td>Game starting sound</td>
</tr>
<tr>
<td></td>
<td>Sheriff falling-down sound</td>
</tr>
<tr>
<td></td>
<td>Ocean switching sound</td>
</tr>
<tr>
<td>VR2</td>
<td>Sheriff pistol firing sound</td>
</tr>
<tr>
<td></td>
<td>Rogue disappearing sound</td>
</tr>
<tr>
<td>VR3</td>
<td>VR1 VR2 consolidated sound adjustment</td>
</tr>
<tr>
<td></td>
<td>Adjust consolidated sound on video monitor first.</td>
</tr>
</tbody>
</table>

*Turning the VR in the clockwise direction increases sound volume.*