

*** SUPER FREE KICK ***

PLAY INSTRUCTION

1 OR TABLE TYPE 2 PLAY.
100 STAGE IN ALL.

1. 5 KIND OF ENEMY
NUMBER OF HEAT FOR BREAKE ENEMY IS DIFFERENT IN ACCORDANCE
WITH THE ENEMYS STYLE.
2. DIFENSER
NON BREAKE SPECIAL DIFENSER ASSUME THE DIFENSIVE.
SOMESTAGE HAVE MORE DIFENSER.
3. CONTROLE COURSE OF BALL
PUSH COURSE BUTTON AND OPERATE SENSOR VOLUME, CAN CONTROL
COURSE OF BALL.
4. OPTION
S SLOW SPEED OF BALL
C CATCH THE BALL
L LONGER BAR
F FRIENDLY PLAYER OF SHOOTER

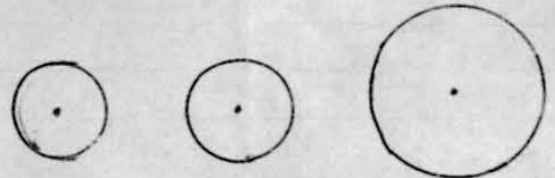
*** GOOD LUCK TO YOU ***

*** SUPER FREE KICK ***

WIRING DAIGRAM

<u>SOLDER SIDE</u>			<u>PARTS SIDE</u>	
GND	-----	1	-----	GND
GND	-----	2	-----	GND
+5V	-----	3	-----	+5V
+5V	-----	4	-----	+5V
		5		
+12V	-----	6	-----	+12V
		7		
		8		
		9		
SPEAKER(-)	--	10	-----	SPEAKER (+)
		11		
GREEN	-----	12	-----	RED
SYNC	-----	13	-----	BLUE
1P LEFT	-----	14	-----	2P RIGHT
1P RIGHT	-----	15	-----	2P LEFT
COIN 2	-----	16	-----	COIN 1
2P START	-----	17	-----	1P START
		18		
		19		
		20		
		21		
2P SHOOT	-----	22	-----	1P SHOOT
		23		
		24		
		25		
		26		
GND	-----	27	-----	GND
GND	-----	28	-----	GND

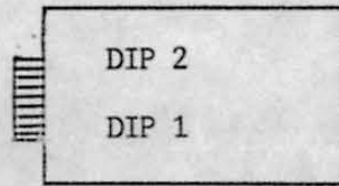
* CONTROL PANELL



BUTTON 1 BUTTON 2 SENSOR

- * BUTTON 1 : START
- * BUTTON 2 : SHOOTING

* DIP SWITCH POSITION



* SENSOR HARNESS

