

# GALS PANIC

OPERATION MANUAL

# ● Table of PC Board Connectors

## (1) Required Power Supply

+ 5 V	$\pm 0.5V$ $0.1V$	(MIN4.0A)
+12V	$\pm 0.5V$	(MIN1.0A)

## (2) Standard of Edga Connector

JAMMA Standards
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## (3) Edge Connector Terminal Layout

Soldered Side	Terminals		Parts Side
G N D	A	1	G N D
G N D	B	2	G N D
+ 5 V	C	3	+ 5 V
+ 5 V	D	4	+ 5 V
	E	5	
+ 12 V	F	6	+ 12 V
Wrong Insertion Protection Key	H	7	Wrong Insertion Protection Key
Coin Counter 2	J	8	Coin Counter 1
Coin Lockout 2	K	9	Coin Lockout 1
Speaker (-)	L	10	Speaker (+)
Audio (GND)	M	11	Audio (+)
Video GREEN	N	12	Video RED
Video SYNC	P	13	Video BLUE
Service Switch	R	14	Video GND
Tilt Switch	S	15	Test Switch
Coin Switch 2	T	16	Coin Switch 1
Start Switch 2	U	17	Start Switch 1
2P Control 1 UP	V	18	1P Control 1 UP
2P Control 2 DOWN	W	19	1P Control 2 DOWN
2P Control 3 LEFT	X	20	1P Control 3 LEFT
2P Control 4 RIGHT	Y	21	1P Control 4 RIGHT
2P Control 5 PUSHI	Z	22	1P Control 5 PUSHI
	a	23	
	b	24	
	c	25	
	d	26	
G N D	e	27	G N D
G N D	f	28	G N D

※For optimum use of this machins, supply desijgnated voltage where applicable.

# ●DIP Switch

- ◇Switch A-1, 4 / B-3, 4 and 8 are not used. Turn them OFF.
- ◇A-2 reverses the screen. When it is turned on during play, the screen may be turbulent. Turn the power off once when A-2 is turned on.
- ◇When the power is connected with A-3 turned on, the machine reverts to the test mode and the test pattern is displayed. when the 1 P Start is pressed with this screen, a system menu is displayed. Follow the instructions displayed for further operation.
- ◇With A-5 through A-8, the game fee can be set for each coin slot, A and B.
- ◇B-1 and B-2 sets the player levels of the entire game.
- ◇B-5 and B-6 sets the number of players at the start of the game.
- ◇B-7 turns the sound on and off during demonstration.
- ※ Basically, the standard settings are all the switches that are turned off.

## DIP Switch

<DIP SWITCH A>

Bolr face indicates standard setting.

		1	2	3	4	5	6	7	8
-----	-----	OFF							
Reversed screen	Normal Reversed		OFF ON						
Test-mode	Normal Test-mode			OFF ON					
CREDIT Coin - A	1 Coin 1 Play 2 Coin 1 Play 1 Coin 2 Play 1 Coin 6 Play				OFF	OFF ON OFF ON	OFF ON		
CREDIT Coin - B	1 Coin 1 Play 2 Coin 1 Play 1 Coin 2 Play 1 Coin 6 Play				OFF			OFF ON OFF ON	OFF ON
CREDIT Coin - A	1 Coin 1 Play 2 Coin 1 Play 1 Coin 3 Play 1 Coin 4 Play				ON	OFF ON OFF ON	OFF ON		
CREDIT Coin - B	1 Coin 1 Play 2 Coin 1 Play 1 Coin 3 Play 1 Coin 4 Play				ON			OFF ON OFF ON	OFF ON

<DIP SWITCH B>

		1	2	3	4	5	6	7	8
Game level setting	Normal Easy Difficult Very Difficult	OFF ON OFF ON	OFF OFF ON ON						
-----	-----			OFF					
Setting of the number of unit by players	3 4 2 5					OFF ON OFF ON	OFF ON		
Demonstration sound	ON OFF							OFF ON	
OPTION SWITCH									OFF ON

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