



MANUAL

\*\*\*\*\*

## (2) SOUND Test

The screen shows the number of each sound and the test is done about whether the corresponding sound is given.

To carry out next sound test, move 1P joystick down.

SOUND ○○

## (3) CHARACTER Test

The player character is displayed on the screen.

Normal position	Horizontally reversed
Vertically reversed	Horizontally and vertically reversed

Make sure that the same character is shown in four different positions, each vertically and horizontally reversed, as shown on the left.

## (4) SCREEN Test

By pressing the 1P joystick, the test can be advanced like 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10 - 1, test of colors, balance and distortion on the monitor screen.

1. The whole screen shows only BLUE color.
2. " RED
3. " MAGENTA
4. " GREEN
5. " CYAN
6. " YELLOW
7. " WHITE
8. Figure A is displayed on the screen.
9. Figure B is displayed on the screen.
10. Figure C is displayed on the screen.



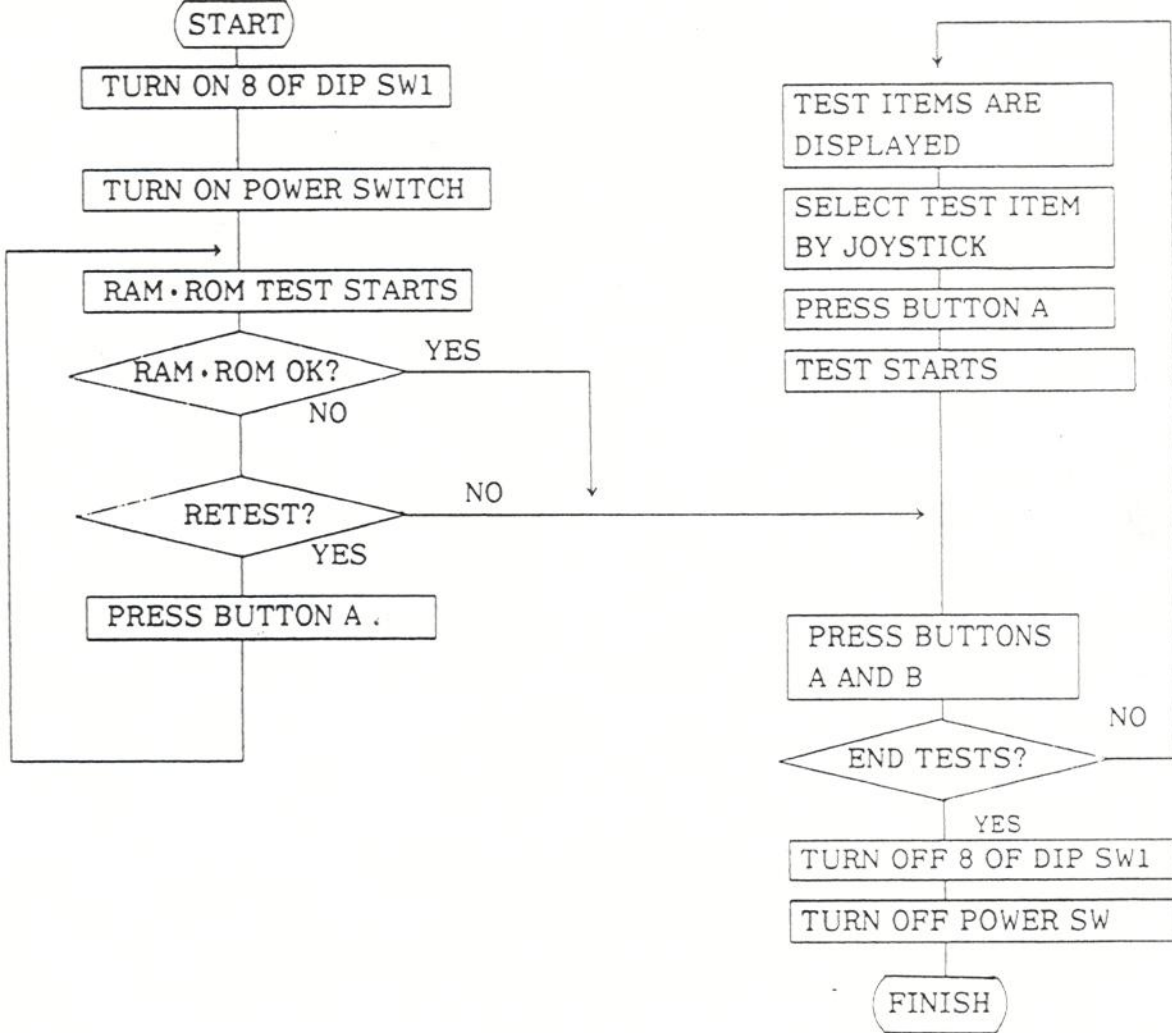
#### 4. DIAGNOSTIC TEST

As soon as No.8 of DIP Switch 1 is turned "ON" and the power switch is turned on, RAM•ROM test starts. When the test result appears on the screen, program is ready for the test mode selection.

To finish the test mode, turn off No. 8 of DIP Switch 1 and power switch.

※ Use 1P joystick, buttons A and B in the test mode.

##### 1) Test Procedures



## CN 5

1	GROUND
2	3P. RIGHT
3	3P. LEFT
4	3P. DOWN
5	3P. UP
6	3P. START/COIN
7	
8	3P. SW B (MODE SELECTION)
9	3P. SW A (SHOT)

## CN 4

1	GROUND
2	4P. RIGHT
3	4P. LEFT
4	4P. DOWN
5	4P. UP
6	4P. START/COIN
7	
8	4P. SW B (MODE SELECTION)
9	4P. SW A (SHOT)

※ Use No.6 pin of connector CN4 and CN5 as START SW when Dip Switch 2-3 is turned OFF, and use it as COIN SW when Dip Switch 2-3 is turned ON.

※ Use horizontally positioned CRT monitor, and 2-WAY joysticks, each with two push buttons.

DIP SW2

		SW 2								
		1	2	3	4	5	6	7	8	
FLIP PICTURE	NO	OFF								
	YES	ON								
CABINET TYPE	UPRIGHT		OFF							
	TABLE		ON							
COIN CHUTES	SHARED			OFF						
	SEPARATE			ON						
COIN MODE	MODE 1	1 COIN 1 PLAY			OFF	OFF	OFF	OFF	OFF	
		2 COINS 1 PLAY			OFF	ON	OFF	OFF	OFF	
		3 COINS 1 PLAY			OFF	OFF	ON	OFF	OFF	
		4 COINS 1 PLAY			OFF	ON	ON	OFF	OFF	
		5 COINS 1 PLAY			OFF	OFF	OFF	ON	OFF	
		6 COINS 1 PLAY			OFF	ON	OFF	ON	OFF	
		1 COIN 2 PLAYS			OFF	OFF	ON	ON	OFF	
		1 COIN 3 PLAYS			OFF	ON	ON	ON	OFF	
		1 COIN 4 PLAYS			OFF	OFF	OFF	OFF	ON	
		1 COIN 5 PLAYS			OFF	ON	OFF	OFF	ON	
		1 COIN 6 PLAYS			OFF	OFF	ON	OFF	ON	
		2 COINS 3 PLAYS			OFF	ON	ON	OFF	ON	
		3 COINS 2 PLAYS			OFF	OFF	OFF	ON	ON	
		4 COINS 3 PLAYS			OFF	ON	OFF	ON	ON	
		1 COIN CONTINUE			OFF	OFF	ON	ON	ON	
	FREE PLAY			OFF	ON	ON	ON	ON		
	MODE 2	* A	1 COIN 1 PLAY			ON	OFF	OFF		
			2 COINS 1 PLAY			ON	ON	OFF		
			3 COINS 1 PLAY			ON	OFF	ON		
			5 COINS 1 PLAY			ON	ON	ON		
** B		1 COIN 2 PLAYS			ON			OFF	OFF	
		1 COINS 3 PLAYS			ON			ON	OFF	
		1 COINS 5 PLAYS			ON			OFF	ON	
			ON			ON	ON			

\* COIN CHUTE A

\*\* COIN CHUTE B

- Please turn off the power switch before changing the DIP SW setting, or the change may not take effect.
- Continue Coin is the mode which starts the game with 2 coins, but continues it with 1 coin alone. When this mode is set, no other coin modes can be set.

## 2. DIP SWITCHES

*SET DIPSWITCHES LIKE THIS.*

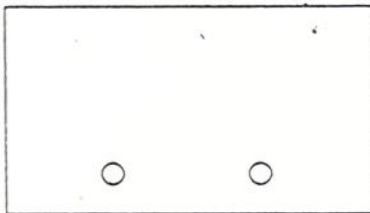
DIP SW1

		SW 1							
		1	2	3	4	5	6	7	8
Given holes (Stroke play)	2	✓ OFF							
	1	ON							
Given holes (Match play, Skins game)	2	✓	OFF						
	1		ON						
Difficulty	NORMAL	✓		OFF					
	HARD			ON					
Control panel (See below)	2 Joysticks					OFF			
	4 Joysticks	✓				ON			
Any button starts game	NO						OFF		
	YES	✓					ON		
Sound in attracting mode	NO							OFF	
	YES	✓						ON	
Diagnostic test	NO	✓							OFF
	YES								ON

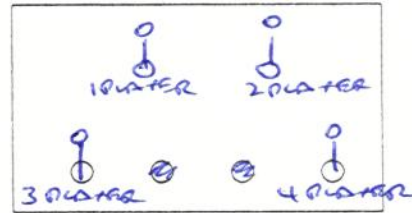
\* CABINET(DIP 2-2) & CONTROL PANEL(DIP 1-5)

☆ One side(Upright type): 2 joysticks  
DIP 2-2·OFF, 1-5·OFF

☆ One side(Upright type):4 joysticks  
DIP 2-2·OFF, 1-5·ON



1P 2P

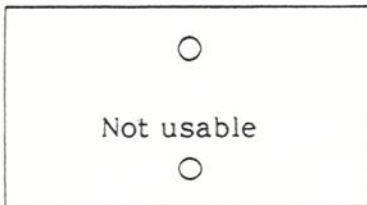


1P 2P 3P 4P

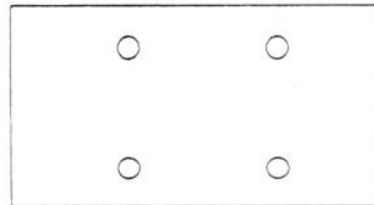
*Control Panel*

☆ Both sides(Table type): 2 joysticks  
DIP 2-2·ON, 1-5·OFF  
2P·4P

☆ Both sides(Table type):4 joysticks  
DIP 2-2·ON, 1-5·ON  
3P 4P



1P·3P



1P 2P

\* The game is not programmed to be played with 1 joystick only on the control panel.

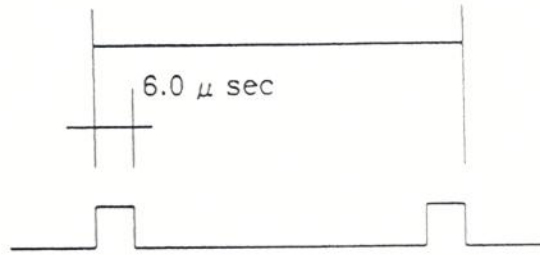
*(4)*

HORIZONTAL FREQUENCY

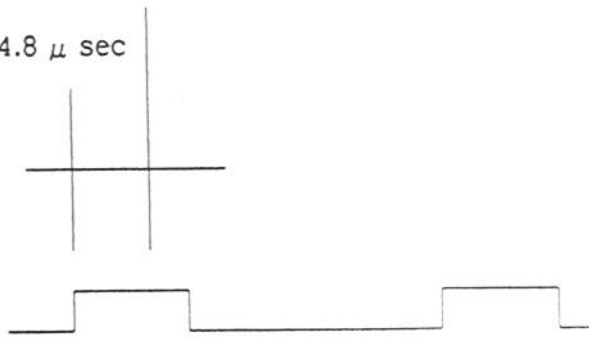
15.723KHz

H.PERIOD ..... 63.6  $\mu$  sec

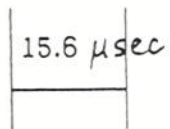
H.SYNC PULSE



H.BLANKING 4.8  $\mu$  sec

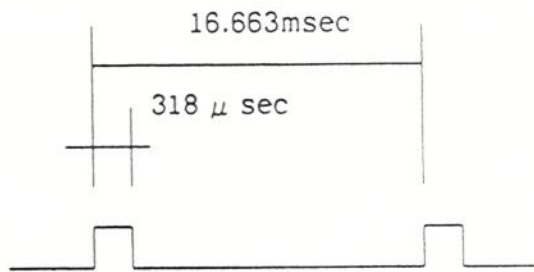


H.BLANK .....

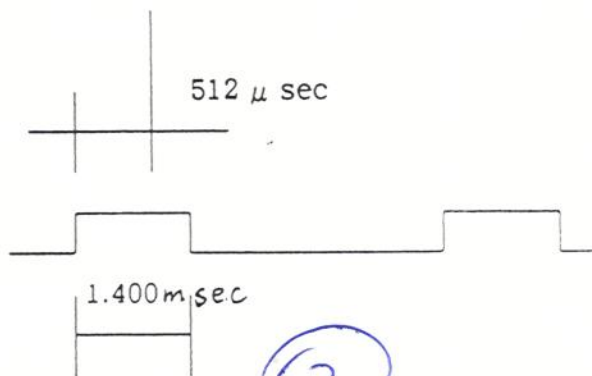


VERTICAL FREQUENCY ..... 60.00Hz

V.SYNC PULSE



V.BLANKING



3



# 1. P.C.BOARD SPECIFICATIONS

## POWER SUPPLY:

VOLTAGE            5V  $\pm$  5%  
                      12V  $\pm$  10%

AMPERE            5V MAX. 5A  
                      12V MAX. 1A

## MONITOR INTERFACE:

VIDEO SIGNALS ... TTL POSITIVE  
SYNC SIGNALS ... TTL NEGATIVE (COMPOSITE SYNC)  
HORIZONTAL FREQUENCY ... 15.723KHz  
H.PERIOD ... 63.6  $\mu$  s  
H.BLANK ... 15.6  $\mu$  s  
H.SYNC PULSE ... 6.0  $\mu$  s  
VERTICAL FREQUENCY ... 60.0Hz  
V.PERIOD ... 16.663ms  
V.BLANK ... 1.40ms  
V.SYNC PULSE ... 318  $\mu$  s

TOLERABLE:	WHILE OPERATING	IN STORAGE
TEMPERATURE	0 TO 50 °C	-5 TO 60 °C
RELATIVE HUMIDITY	20 TO 70%	NO MORE THAN 80%
VIBRATION	NO MORE THAN 0.5G	NO MORE THAN 1.0G
DROPPING DISTANCE	NO MORE THAN 0 cm	(When packed) NO MORE THAN 50 cm

2

CONTENTS

1. P.C.BOARD SPECIFICATIONS ..... 1

2. DIP SWITCHES ..... 3

3. CONNECTOR DIAGRAMS ..... 5

4. DIAGNOSTIC TEST ..... 7

(1)

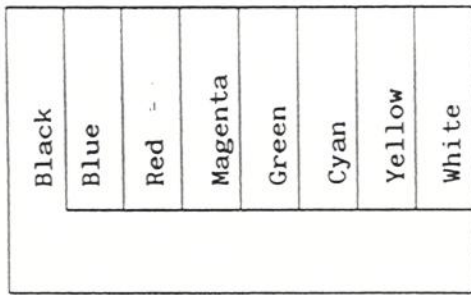
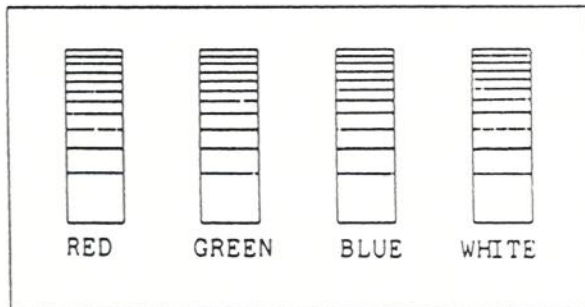


Figure A

Color bars (in 16 grades)

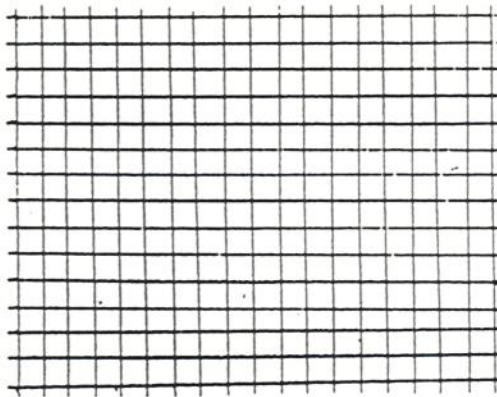


Brighter

Darker

Figure B

Crosshatch Pattern (drawn with 1-dot white lines)



15 lines

20 LINES

Figure C