

COMBATRIBES

Connecting Diagram

SOLDER SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
PROTECTION KEY	H	7	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
N/A	S	15	N/A
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
1P CONTROL 1 UP	V	18	1P CONTROL 1 UP
1P CONTROL 2 DOWN	W	19	1P CONTROL 2 DOWN
1P CONTROL 3 LEFT	X	20	1P CONTROL 3 LEFT
1P CONTROL 4 RIGHT	Y	21	1P CONTROL 4 RIGHT
1P CONTROL 5 PUNCH	Z	22	1P CONTROL 5 PUNCH
1P CONTROL 6 KICK	a	23	1P CONTROL 6 KICK
N/A	b	24	N/A
N/A	c	25	N/A
N/A	d	26	N/A
GND	e	27	GND
GND	f	28	GND



BITRONIC, S.A.

Dip Switch Settings COMBATRIBES

COMBATRIBES

DIP SWITCH—1

1	2	3	4	5	6	7	8	ITEM
OFF	OFF							Coin 1 and 2
ON	OFF							*1 Coin 1 Play
OFF	ON							1 Coin 2 Play
ON	ON							2 Coin 1 Play
								3 Coin 1 Play
				OFF				Continue Price
				ON				*Without Continue Price
								With Continue Price
								Sound for Demonstration
					OFF			*Sound
					ON			No Sound
						OFF		*Normal
						ON		Invert
		OFF	OFF				OFF	NOT USED

*Recommended factory setting

- w/o continue price—the continue price for game is the same as the starting price for the game.
- w/ continue price—the continue price is always 1 coin.

DIP SWITCH—2

1	2	3	4	5	6	7	8	ITEM
OFF	OFF							Degree of Difficulty
ON	OFF							*Normal (2)
OFF	ON							Easy (1)
ON	ON							Less Than Diffcult (3)
								Diffcult (4)
		OFF						Timer speed
		ON						Normal
								Fast
				OFF				Test mode
				ON				*Normal
								Test mode
					OFF	OFF		Clear stage power-up
					ON	OFF		*0
					OFF	ON		50
					ON	ON		100
								150
							OFF	Setting Select
							ON	*2P Setting
		OFF						3P Setting
								NOT USED