



# COREO

# CORPORATION

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### ● DIP SW(A)

\*\*\*ZERO WING\*\*\*

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	ON	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	ON	ON	ON					
COIN 2	1COIN 1CREDIT				ON	OFF	OFF		
	1COIN 2CREDITS				OFF	ON	OFF		
	1COIN 3CREDITS				ON	ON	OFF		
	1COIN 4CREDITS				OFF	OFF	ON		
	1COIN 6CREDITS				ON	OFF	ON		
	2COINS 1CREDIT				OFF	ON	ON		
	3COINS 1CREDIT				ON	ON	ON		
	4COINS 1CREDIT							OFF	
CONTINUE	NORMAL								
	CONTINUE							ON	

\*WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN. IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.

### ● DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY 1. (ADJUST STRENGTH) (OF ENEMIES)	EASY	OFF	OFF	OFF					
	NORMAL	ON	OFF	OFF					
		OFF	ON	OFF					
		ON	OFF	ON					
		OFF	ON	ON					
		ON	ON	ON					
		DIFFICULT	ON	ON	ON				
DIFFICULTY 2 (ADJUST STRENGTH) (OF PLAYER)	EASY				OFF	ON			
	NORMAL				ON	OFF			
	DIFFICULT				ON	ON			

DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.

● DIP SW(C)

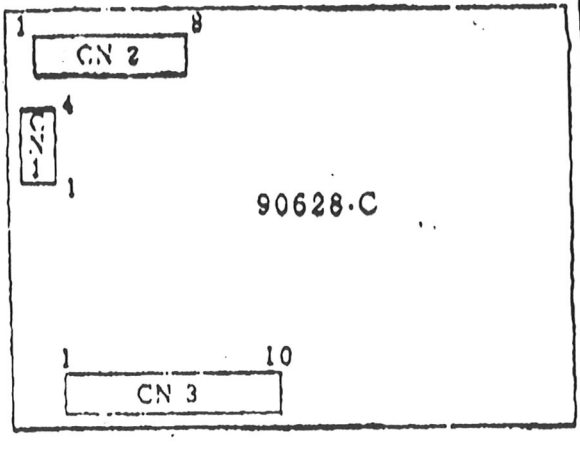
ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			<b>ON</b>					
	FREE PLAY								
SCREEN STOP	NORMAL				<b>ON</b>				
	PAUSE								
SCREEN FLIP	NORMAL					<b>ON</b>			
	FLIP								
SOUND DURING DEMONSTRATION MODE	OFF						<b>ON</b>		
	ON								
CONTINUE MODE	OFF							<b>OFF</b>	
	ON								
TEST MODE	GAME MODE								<b>ON</b>
	TEST MODE								<b>ON</b>

\* BOLDFACE INDICATES FACTORY SETTING.

\* POWER DOWN AFTER CHANGING DIP SWITCHES.

● 3. PLAYER SPEC.

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CN1            4 PIN

GND	1	BLACK
GND	2	BLACK
+12V	3	YELLOW
+12V	4	YELLOW

INPUT PIN  
 CONNECT WITH JAMMA CONNECTOR  
 GND AND 12V PIN.

CN2            8 PIN

NC	1	
(COIN LOCK 3)	2	PURPLE
LAMP 1	3	GRAY
LAMP 2	4	WHITE
LAMP 3	5	BROWN
+12V	6	YELLOW
-12V	7	YELLOW
-12V	8	YELLOW

OUTPUT PIN  
 FOR USE WITH LIGHTENED START BUTTON  
 \*NOT TO BE OUTPUT THE CASE WITHOUT  
 FROM CN1.

} 12V ELECTRIC POWER FOR LAMPS

CN3            10 PIN

GND	1	BLACK
GND	2	BLACK
3P RIGHT	3	PURPLE
3P LEFT	4	GRAY
3P DOWN	5	WHITE
3P UP	6	BROWN
3P PUSH 1	7	ORANGE
3P PUSH 2	8	GREEN
COIN SW 3	9	BLUE
START SW 3	10	PURPLE

THIRD PLAYER CONTROLLER INPUT.



Zero  
Wing  
✓

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DIP SW 1

		* FACTORY CHOICE							
		1	2	3	4	5	6	7	8
USE for	* COCKTAIL UPRIGHT	OFF ON							
PICTURE INDICATE	* NORMAL OPPOSITE		OFF ON						
FUNCTION CHECK	* NORMAL PLAY CHECK INDICATE			OFF ON					
DEMO SOUND	* ON OFF				OFF ON				
COIN A	* 1 COIN / 1 PLAY					OFF ON	OFF ON		
	1 / 2					OFF ON	OFF ON		
	2 / 1					OFF ON	OFF ON		
COIN B	* 1 COIN / 1 PLAY							OFF ON	OFF ON
	1 / 2							OFF ON	OFF ON
	2 / 1							OFF ON	OFF ON

DIP SW 2

		* FACTORY CHOICE							
		1	2	3	4	5	6	7	8
DIFFICULTY	* B (NORMAL)	OFF ON	OFF ON						
	A (EASY)	OFF ON	OFF ON						
	C (DIFFICULT)	OFF ON	OFF ON						
	D (MORE DIFFICULT)	OFF ON	OFF ON						
ADDITIONAL PLAYER	* 200,000 POINTS REACH			OFF ON	OFF ON				
	500,000 POINTS AND 1,000,000 POINTS EACH			OFF ON	OFF ON				
	500,000 POINTS ONLY			OFF ON	OFF ON				
	OFF			OFF ON	OFF ON				
NUMBER of PLAYER	* 3					OFF ON	OFF ON		
	5					OFF ON	OFF ON		
	4					OFF ON	OFF ON		
NO DEATH	* NORMAL PLAY							OFF ON	
	NO DEATH	(YOU CAN STOP AND START AGAIN BY 1P 2P SELECT BUTTON)							OFF ON
CONTINUE PLAY	* ON								OFF ON

JAMMA CONNECTOR

SOLDER FACE			PARTS FACE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
		H	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND