

FORMATION

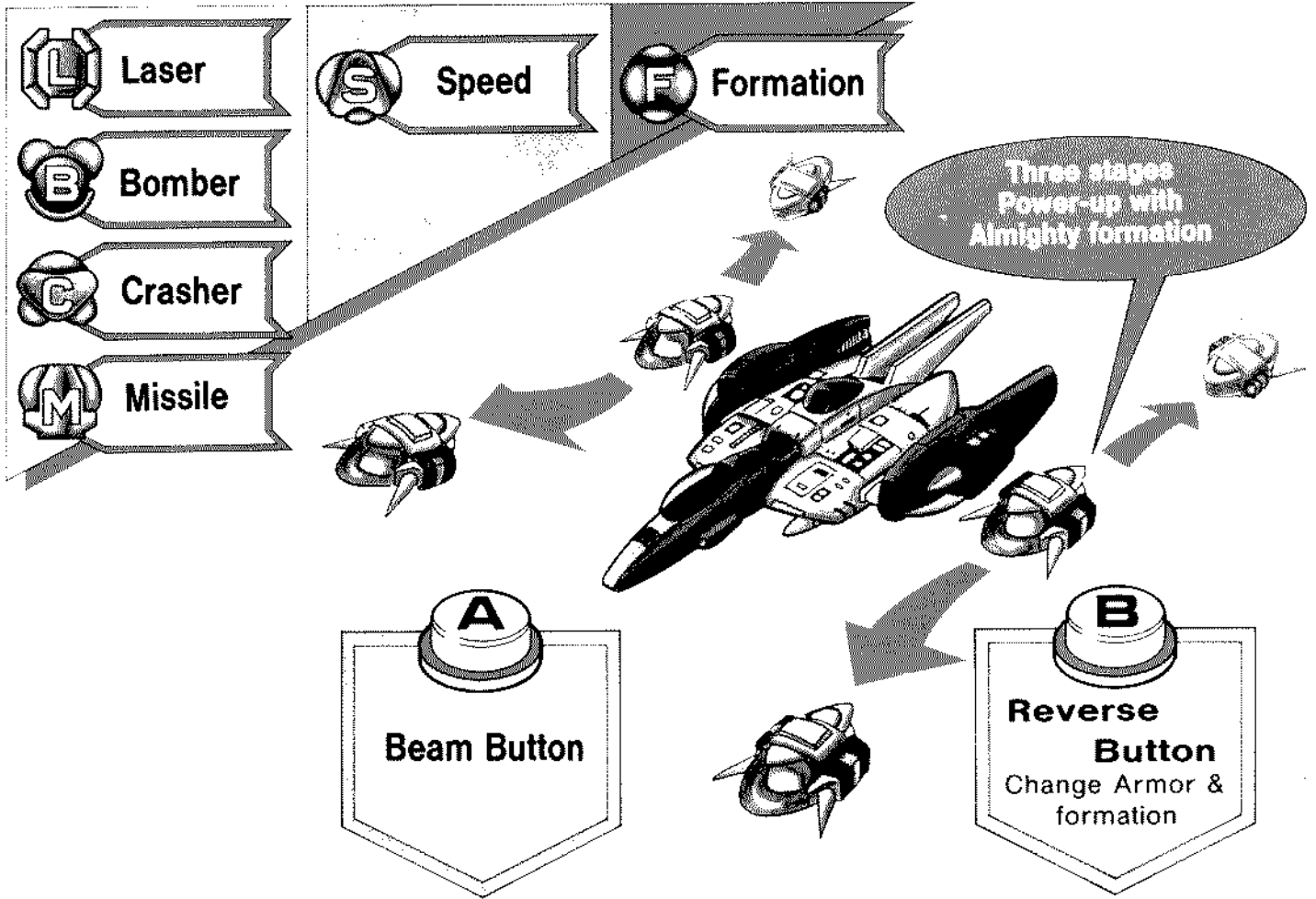
SERVICE INSTRUCTION



**FILLMORE, INC.**



# ● Get Power-up items by destroying amoebas



## DIP SWITCH

### ■ SWITCH 1

	1	2	3	4	5	6	7	8
NUMBER OF PLAYER 3	OFF	OFF						
4	ON	OFF						
5	OFF	ON						
6	ON	ON						
BONUS PLAYER 20000			OFF	ON				
40000			ON					
60000				OFF	ON			
80000				ON				
DEMO SOUND					OFF	ON		
TABLE TYPE						OFF	ON	
UPRIGHT TYPE						ON		
DIFFICULTY EASY 1							OFF	OFF
NORMAL 2							ON	OFF
HARD 3							OFF	ON
HARDEST 4							ON	ON

### ■ SWITCH 2

	1	2	3	4	5	6	7	8
1 COIN 1 CREDIT	OFF	OFF						
1 COIN 2 CREDIT	ON	OFF						
2 COIN 1 CREDIT	OFF	ON						
FREE PLAY	ON	ON						
2 COIN 1 CREDIT			OFF	OFF				
1 COIN 2 CREDIT			ON	OFF				
2 COIN 1 CREDIT			OFF	ON				
2 COIN 3 CREDIT			ON	ON				
SCREEN INVERSION								
CONTINUE PLAY 0					OFF	OFF		
3					ON	OFF		
5					OFF	ON		
.					ON	ON		

## TEST MODE

### ADJUSTMENTS

- Display of Dip SW setting
- Display in EASY is changed by ON/OFF of Dip SW

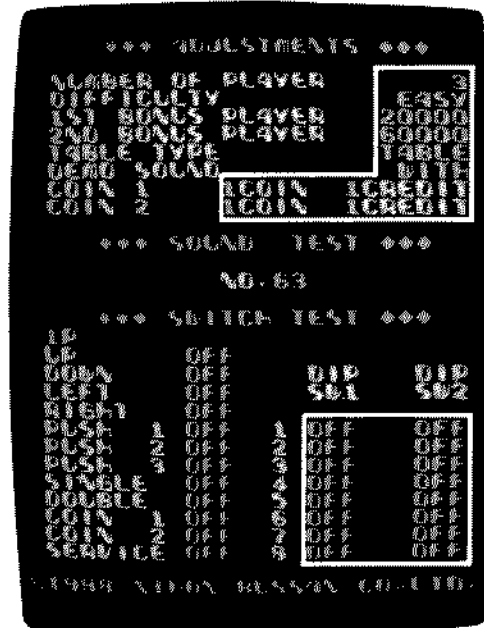
### SOUND TEST

- Display of Sounds
- Sound is changed by the joystick forward or backward

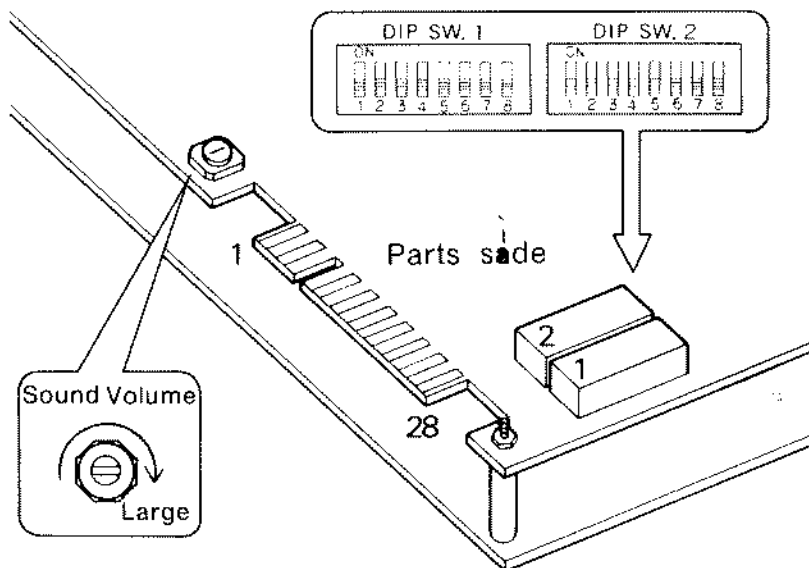
### SWITCH TEST

- Display of all switches condition of ON/OFF

### SCREEN



Turn off power when you change Dip SW



### Edge Connector Diagram

	Solder side	Parts side	
A	GND	GND	1
B	GND	GND	2
C	+5	+5	3
D	+5	+5	4
E			5
F	+12	+12	6
H			7
J	COUNTER2	COUNTER1	8
K			9
L	SP(-)	SP(+)	10
M			11
N	G	R	12
P	SYNC	B	13
R	SERVICE	GND	14
S		TEST	15
T	COIN 2	COIN1	16
U	DOUBLE	SINGLE	17
V	P2-UP	P1-UP	18
W	P2-DOWN	P1-DOWN	19
X	P2-LEFT	P1-LEFT	20
Y	P2-RIGHT	P1-RIGHT	21
Z	P2-PUSH 1	P1-PUSH 1	22
a	P2-PUSH 2	P1-PUSH 2	23
b			24
c			25
d			26
e	GND	GND	27
f	GND	GND	28