

INSTRUCTION MANUAL

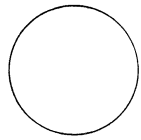
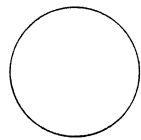
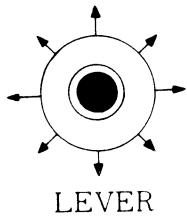


DYGER

- **VERTICAL CONVERSION GAME.**
- **PLAYER CAN CONTINUE THE GAME AT ANY TIME.**
- **7 THRILLING AND ACTIVE STAGES.**

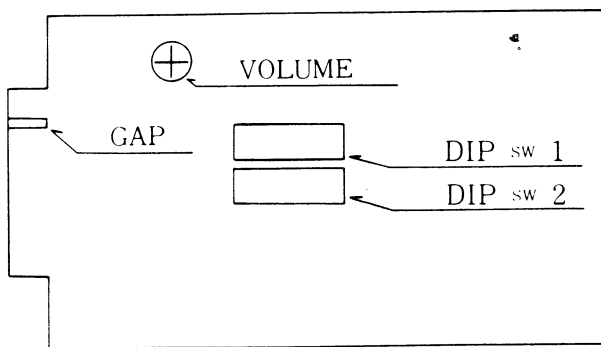
● **OVERVIEW**

- CRT MONITOR : LANDSCAPESCREEN
- ARRANGING CONTROL PANNEL



- BUTTON 1GUN SHOT BUTTON
- BUTTON 2BOMB SHOT BUTTON

● **DIP SW POSITION**



SOLDERING SIDE				COMPONENT SIDE
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	7		
N. C.	J	8	COIN COUNTER 1	
N. C.	K	9	N. C.	
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	
N. C.	S	15	N.C.	
N. C.	T	16	COIN SW 1	
N. C.	U	17	START SW 1	
N. C.	V	18	1P CONTROL UP	
N. C.	W	19	1P CONTROL DOWN	
N. C.	X	20	1P CONTROL LEFT	
N. C.	Y	21	1P CONTROL RIGHT	
N. C.	Z	22	1P CONTROL PUSH1	
N. C.	a	23	1P CONTROL PUSH2	
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	

● **CONNECTOR TYPE**

CR7-56DA-3.96 : HIROSE
 1168-056-009 : KEL

