

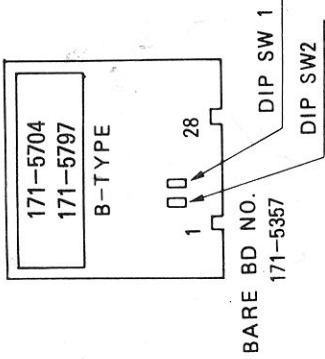
# GOLDEN AXE (833-7001-~)

PIN ASSIGNMENT

COMPONENT SIDE

SOLDER SIDE

OPTION	DIP SW #1							
	1	2	3	4	5	6	7	8
1 COIN	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	OFF	ON	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	OFF	OFF	ON	OFF	OFF	OFF	OFF	OFF
2 COINS	OFF	ON	ON	OFF	OFF	OFF	OFF	OFF
3 COINS	OFF	ON	ON	OFF	OFF	OFF	OFF	OFF
4 COINS	ON	OFF	OFF	ON	ON	ON	ON	ON
2 COINS	ON	ON	OFF	ON	OFF	ON	OFF	ON
4 COINS	ON	ON	OFF	ON	ON	ON	ON	ON
1 COIN	OFF	OFF	ON	ON	ON	ON	ON	ON
2 COINS	ON	OFF	ON	ON	ON	ON	ON	ON
3 COINS	ON	OFF	ON	ON	ON	ON	ON	ON
4 COINS	ON	OFF	ON	ON	ON	ON	ON	ON
5 COINS	ON	OFF	ON	ON	ON	ON	ON	ON
1 COIN	ON	ON	ON	ON	ON	ON	ON	ON
2 COINS	ON	ON	ON	ON	ON	ON	ON	ON
3 COINS	ON	ON	ON	ON	ON	ON	ON	ON
4 COINS	ON	ON	ON	ON	ON	ON	ON	ON
5 COINS	ON	ON	ON	ON	ON	ON	ON	ON
FREE PLAY	ON	ON	ON	ON	ON	ON	ON	ON



COMPONENT SIDE	SOLDER SIDE
GND	GND
GND	GND
+5V	+5V
+5V	+5V
+12V	+12V
COIN METER 1 (NOT USED)	COIN METER 2 (NOT USED)
1P MAGIC	2P MAGIC
1P ATTACK	2P ATTACK
1P JUMP	2P JUMP
(NOT USED)	(NOT USED)
1P DOWN	2P DOWN
1P UP	2P UP
1P RIGHT	2P RIGHT
1P LEFT	2P LEFT
(NOT USED)	(NOT USED)
(NOT USED)	(NOT USED)
(NOT USED)	(NOT USED)
(NOT USED)	(NOT USED)
(NOT USED)	(NOT USED)
COIN 1	1P START
COIN 2	2P START
TEST	(NOT USED)
SERVICE	(NOT USED)
SPEAKER (+)	SPEAKER (-)
RED	GREEN
BLUE	CMP. SYNC
GND	GND
GND	GND

## GAME DIFFICULTY

	NUMBER OF PLAYERS	PLAYER METER
HARDEST	1	2
HARDER	1	3
HARD	2	2
NORMAL	2	3
EASY	2	4
EASIER	3	3
EASIEST	3	4
SPECIAL	5	5

## OPTION SWITCH SETTING

OPTION	DIP SW #2							
	1	2	3	4	5	6	7	8
1 CREDIT TO START	OFF							
2 CREDITS TO START	ON							
ADVERTISE SOUND	OFF	OFF						
	ON	ON						
GAME DIFFICULTY	HARDEST		ON	OFF	ON	OFF		
	HARDER		ON	OFF	ON	OFF		
	HARD		OFF	OFF	ON	OFF		
	NORMAL		OFF	OFF	OFF	OFF		
	EASY		OFF	OFF	OFF	ON		
	EASIER		OFF	ON	OFF	OFF		
NOT USED	EASIEST		ON	ON	ON	ON		
	SPECIAL		ON	ON	ON	ON		
NOT USED							OFF	OFF

56P P:3.96mm

