

Bobble Bubble



SEO JIN CORPORATION

777-3, SEOCHO-DONG,
KANGNAM-KU, SEOUL, KOREA
CABLE: SEJIN CORPORATION

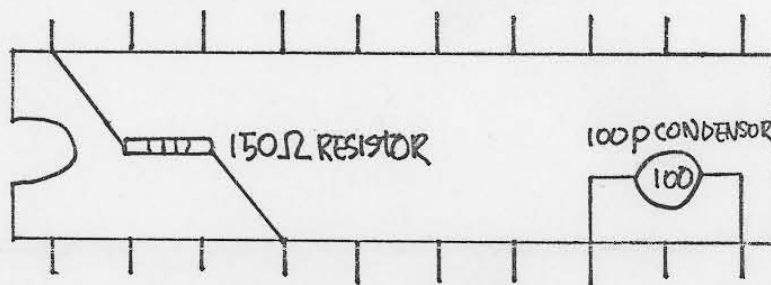
FAX: (02) 582-8029
TLX: K23882 SJPARK
TEL: (02) 585-5954 ~ 6

TO: MR. HELMUT ASTHERMIER
FROM: SEO JIN COPORATION
SUB: BUBELE BOBBLE

MAR 25, 1987

SORRY FOR OUR DEFECTIVE BOARDS, AND ADVISE TO YOU THAT WE HAVE SOLVED PROBLEM OF BUBBLE BOBBLE AS FOLLING:

ON THE BOARD -A- PLEASE CONNECT 74LS240P MARKED MISUBISHI UNDER SHARP Z80A WITH RESISTOR AND CONDENSOR AS FOLLING:



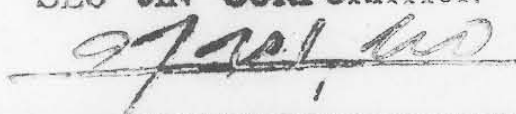
74LS240P
(IC 35)

FOR THE REPAIR, WE HAVE SENT TO YOU SOME OF RESISTORS AND CONDENSORS, ALSO PALS FOR DANGAR AS YOU REQUESTED.

PLEASE LET US KNOW THE RESULT.

VERY TURLY YOURS,

SEO JIN CORPORATION


PRESIDENT,

H. C. PARK

89E 18175 12:04

0071 636 7027 B

ATTN= MR. ASTHEIMER

P. 1
発信部門: 貿易部

TO GLF FROM YN/NO HERE ARE WIRING AND DIP SW CHART. PLS CONFIRM THESE ASA U GET. NO. 1
DIP SW SETTING CHART FOR "BUBBLE BOBBLE"

*DIP SW (A)

HEAD	CONTENTS	1	2	3	4	5	6	7	8
EXPLAIN GAME RULE IN:	JAPANESE	OFF							
	ENGLISH	ON							
SCREEN INVERSION	NORMAL		OFF						
	INVERSION		ON						
TEST MODE	NORMAL GAME			OFF					
	TEST MODE			ON					
MEMO SOUND	YES				OFF				
	NO				ON				
PLAY PRICING FOR COIN (A)	1COIN 1PLAY					OFF	OFF		
	1COIN 2PLAY					ON	OFF		
	2COIN 1PLAY					OFF	ON		
	2COIN 3PLAY					ON	ON		
PLAY PRICING FOR COIN (B)	1COIN 1PLAY							OFF	OFF
	1COIN 2PLAY							ON	OFF
	2COIN 1PLAY							OFF	ON
	2COIN 3PLAY							ON	ON

*DIP SW (B)

HEAD	CONTENTS	1	2	3	4	5	6	7	8
THE LEVEL OF DIFFICULTY	B	OFF	OFF					OFF	
	A	ON							
	C	OFF	ON						
	D	ON							
BONUS POINTS (1ST/2ND...)	30000/100000/.....			OFF	OFF				
	20000/80000/.....			ON					
	40000/200000/.....			OFF	ON				
	50000/250000/.....			ON					
NUMBER OF PLAYERS	3					OFF	OFF		
	5					ON			
	1					OFF	ON		
	2					ON			

WIRING DIAGRAM FOR "BUBBLE BOBBLE"

H

1	GND
2	GND
3	GND
4	GND
5	+ 5V
6	+ 5V
7	+ 5V
8	- 5V
9	+13V
10	POST
11	+12V
12	+12V

T

PARTS FACE		SOLDER FACE	
GND	1	A	GND
GND	2	B	GND
GND	3	C	GND
GND	4	D	GND
	5	E	
	6	F	
POST	7	H	POST
	8	J	
	9	K	
	10	L	
	11	M	
	12	N	
	13	P	
	14	R	
+ 5V	15	S	+ 5V
+ 5V	16	T	+ 5V
+ 5V	17	U	+ 5V
+ 5V	18	V	+ 5V

G

PARTS FACE		SOLDER FACE	
GND	1	A	GND
VIDEO R	2	B	VIDEO GND
VIDEO G	3	C	VIDEO B
VIDEO SYNC	4	D	
SOUND OUT (+)	5	E	SOUND OUT (-)
POST	6	F	POST
	7	H	
COIN SW (A)	8	J	COIN SW (B)
COIN METER (A)	9	K	COIN METER (B)
COIN LOCKOUT (A)	10	L	COIN LOCKOUT (B)
SERVICE SW	11	M	TILT SW
SELECT-1	12	N	SELECT-2
	13	P	
	14	R	
1P RIGHT	15	S	2P RIGHT
1P LEFT	16	T	2P LEFT
	17	U	
	18	V	
	19	W	
	20	X	
1P BUBBLING BUTTON	21	Y	2P BUBBLING BUTTON
1P JUMPING BUTTON	22	Z	2P JUMPING BUTTON

BOBBLE BUBBLE

SOLDIER SIDE

PARTS SIDE

GND 1 GND
 GND 2 GND
 +5V 3 +5V
 +5V 4 +5V

+12V

SP (+)

2P START

2P LEFT

1P RIGHT

2P SHOOT

2P SHOOT

GND

GND

1 GND
 2 GND
 3 +5V
 4 +5V

COIN

1P START

1P LEFT

2P RIGHT

1P SHOOT

1P SHOOT

SP (-)

SP (-)

DIP SW 1

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
GAME SELECT	NORMAL GAME SUPER GAME	OFF ON							
PICTURE REVERSE	NORMAL REVERSE		OFF ON						
TEST MODE	NORMAL GAME TEST MODE			OFF ON					
DEMO SOUND	YES NO				OFF ON				
COIN A	1 COIN 1 PLAY 1 " 2 " 2 " 1 " 2 " 3 "					OFF ON OFF ON	OFF OFF ON ON		
COIN B	1 " 1 " 1 " 2 " 2 " 1 " 2 " 3 "							OFF ON OFF ON	OFF OFF ON ON

DIP SW 2

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY	2 EASY 1 3 DIFFICULT 4	OFF ON OFF ON	OFF OFF ON ON						
BONUS	30000/100000 20000/ 80000 40000/200000 50000/250000			OFF ON OFF ON	OFF OFF ON ON				
NUMBER OF PLAYER	3 100 1 2					OFF ON OFF ON	OFF OFF ON ON		
GAME SPEED	HIGH SPEED 1 2 3 NORMAL SPEED 4							OFF ON OFF ON	OFF OFF ON ON

Finality v. 10.3.82 (20)

BUBBLE

Super mod

~~*****~~ BUBBLE

87/01/26

WIRING DIAGRAM

(A)

SOLDER SIDE

GND
GND
BLUE
SOUND OUT (-)
POST
+12V
COIN SW2
COIN METER (B)
COIN LOCKOUT (B)
TILT SW
SELECT-2

2P RIGHT
2P LEFT
GND
GND
+5V
+5V
2P BUBBLE
2P JUMP

PART SIDE

1 GND
2 RED
3 GREEN
4 ~~SOUND OUT (-)~~ GND
5 POST
6 +12V
7 COIN SW1
8 COIN METER (A)
9 COIN LOCKOUT (A)
10 SERVICE SW
11 SELECT-1
12
13
14
15 1P RIGHT
16 1P LEFT
17 GND
18 GND
19 +5V
20 +5V
21 2P BUBBLE
22 1P JUMP

(B)

SOLDER SIDE

GND
GND
GND
+5V
+5V
-5V
+12V
BLUE
SOUND OUT (-)

COIN B

2P START

2P RIGHT
2P LEFT

2P BUBBLE
2P JUMP

PART SIDE

1 GND
2 GND
3 GND
4 +5V
5 +5V
6 -5V
7 +12V
8 GREEN
9 RED
10 SYNC
11 SOUND OUT (+)
12
13
14 COIN A
15
16
17
18 1P START
19
20
21 1P RIGHT
22 1P LEFT
23
24
25
26
27 1P BUBBLE
28 1P JUMP

결	담	당	유	임	과	장
재	하	하	하	하	하	하

DIP SW A 1 2 3 4 5 6 7 8

GAME SELECT NORMAL OFF

 SUPER ON

SCREEN NORMAL OFF

 REVERSE ON

TEST MODE NORMAL OFF

 TEST MODE ON

DEMO SOUND YES OFF

 NONE ON

COIN A 1COIN/1PLAY OFF OFF

 1COIN/2PLAY ON OFF

 2COIN/1PLAY OFF ON

 2COIN/3PLAY ON ON

COIN 2 1COIN/1PLAY OFF OFF

 1COIN/2PLAY ON OFF

 2COIN/1PLAY OFF ON

 2COIN/3PLAY ON ON

DIP SW B 1 2 3 4 5 6 7 8

DIFFICULT B OFF OFF

 A ON OFF

 C OFF ON

 D ON ON

BONUS 30K/100K OFF OFF

 20K/80K ON OFF

 40K/200K OFF ON

 50K/250K ON ON

PLAYER 3 OFF OFF

 100 ON OFF

 1 OFF ON

 2 ON ON

GAME SPEED HIGH OFF

 LOW ON

NOT USING

** ONLY B TYPE NUMBER
8 DIP SW USE O.K
DIP SW B MODE

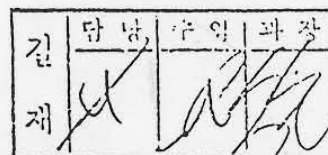
7 8

SPEED HIGH OFF OFF

 1 ON OFF

 2 OFF ON

 3 ON ON



BUBBLE II

SJ. 4/2

87/09/24

S-BUBBLE II

WIRING DIAGRAM

(A)

SOLDER SIDE

GND
GND
BLUE
SOUND OUT(-)
POST
+12V
COIN SW2
COIN METER(B)
COIN LOCKOUT(B)
TILT SW
SELECT-2

PAFT SIDE

1 GND
2 RED
3 GREEN
4 SOUND OUT(+)
5 POST
6 +12V
7 COIN SW1
8 COIN METER(A)
9 COIN LOCKOUT(A)
10 SERVICE SW
11 SELECT-1
12
13
14
15 1P RIGHT
16 1P LEFT
17 GND
18 GND
19 +5V
20 +5V
21 2P BUBBLE
22 1P JUMP

(B)

SOLDER SIDE

GND
GND
GND
+5V
+5V
-5V
+12V
GREEN
BLUE
SYNC
SOUND OUT(-)

PAFT SIDE

1 GND
2 GND
3 GND
4 +5V
5 +5V
6 -5V
7 +12V
8
9 RED
10
11 SOUND OUT(+)
12
13
14 COIN A
15
16
17
18 1P START
19
20
21 1P RIGHT
22 1P LEFT
23
24
25
26
27 1P BUBBLE
28 1P JUMP

Bubble II

BOBBIE II

DIP SW A		1	2	3	4	5	6	7	8
=====									
GAME SELECT:									
	NORMAL	OFF							
	SUPER	ON							
SCREEN	NORMAL		OFF						
	REVERSE		ON						
TEST MODE									
	NORMAL			OFF					
	TEST MODE			ON					
DEMO SOUND									
	YES				OFF				
	NONE				ON				
COIN A	1COIN/1PLAY					OFF	OFF		
	1COIN/2PLAY					ON	OFF		
	2COIN/1PLAY					OFF	ON		
	2COIN/3PLAY					ON	ON		
COIN 2	1COIN/1PLAY						OFF	OFF	
	1COIN/2PLAY						ON	OFF	
	2COIN/1PLAY						OFF	ON	
	2COIN/3PLAY						ON	ON	

DIP SW B		1	2	3	4	5	6	7	8
=====									
DIFFICULT	B	OFF	OFF						
	A	ON	OFF						
	C	OFF	ON						
	D	ON	ON						
BONUS	30K/100K			OFF	OFF				NOT USIG
	20K/80K			ON	OFF				
	40K/200K			OFF	ON				
	50K/250K			ON	ON				
PLAYER	3					OFF	OFF		
	100					ON	OFF		
	1					OFF	ON		
	2					ON	ON		
GAME SPEED									
HT							OFF		
LOW							ON		

** ONLY B TYPE NUMBER
8 DIP SW USE O.K
DIP SW B MODE

SPEED		1	2	3
HIGH				
	1	OFF	OFF	
	2	ON	OFF	
	3	OFF	ON	
		ON	ON	

BOBBIE II

BUBBLE BOBBLE

===== 86/11/28

WIRING DIAGRAM

PART SIDE		SOLDER SIDE
GND	1	GND
GND	2	RED
BLUE	3	GREEN
	4	SYNC
SOUND OUT(-)	5	SOUND OUT(+)
POST	6	POST
+12V	7	+12V
COIN SW2	8	COIN SW1
COIN METER(B)	9	COIN METER(A)
COIN LOCKOUT(B)	10	COIN LOCKOUT(A)
TILT SW	11	SERVICE SW
SELET-2	12	SELECT-1
	13	
	14	
2P RIGHT	15	1P RIGHT
2P LEFT	16	1P LEFT
GND	17	GND
GND	18	GND
+5V	19	+5V
+5V	20	+5V
2P BUBLE	21	1P BUBLE
2P JUMP	22	1P JUMP

DIP SW A 1 2 3 4 5 6 7 8

===== JAPAN & EXPORT

JAPAN	OFF						
EXPORT	ON						
SCREEN							
NORMAL		OFF					
INVERT		ON					
TEST MODE (POWER ON)							
NORMAL			OFF				
TEST MODE			ON				
ATTRACT SOUND							
PRODUCED			OFF				
NO PRODUCED			ON				
COIN 1	1COIN/1PLAY				OFF	OFF	
	1COIN/2PLAY				ON	OFF	
	2COIN/1PLAY				OFF	ON	
	2COIN/3PLAY				ON	ON	
COIN 2	1COIN/1PLAY					OFF	OFF
	1COIN/2PLAY					ON	OFF
	2COIN/1PLAY					OFF	ON
	2COIN/2PLAY					ON	ON

DIP SW B 1 2 3 4 5 6 7 8

DIFFICULT	B	OFF	OFF				OFF	OFF
	A	ON	OFF				OFF	OFF
	C	OFF	ON				OFF	OFF
	D	ON	ON				OFF	OFF
BONUS	30K/100K PTS/..			OFF	OFF		OFF	OFF
	20K/60K PTS/..			ON	OFF		OFF	OFF
	40K/200K PTS/..			OFF	ON		OFF	OFF
	50K/250K PTS/..			ON	ON		OFF	OFF
PLAYER	3					OFF	OFF	OFF
	5					ON	OFF	OFF
	1					OFF	ON	OFF
	2					ON	ON	OFF