

**GYRUSS  
CONVERSION KIT  
INSTRUCTION  
MANUAL**

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# GYRUSS: Dip Switch Setting

## ● DIP SW 1 SET

SW	COIN 2 SW SET				COIN 1 SW SET				COIN	PLAY
	8	7	6	5	4	3	2	1		
	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	1	1
	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON	1	2
	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF	1	3
	OFF	OFF	ON	ON	OFF	OFF	ON	ON	1	4
	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF	1	5
	OFF	ON	OFF	ON	OFF	ON	OFF	ON	1	6
	OFF	ON	ON	OFF	OFF	ON	ON	OFF	1	7
	OFF	ON	ON	ON	OFF	ON	ON	ON	2	1
	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF	2	3
	ON	OFF	OFF	ON	ON	OFF	OFF	ON	2	5
	ON	OFF	ON	OFF	ON	OFF	ON	OFF	3	1
	ON	OFF	ON	ON	ON	OFF	ON	ON	3	2
	ON	ON	OFF	OFF	ON	ON	OFF	OFF	3	4
	ON	ON	OFF	ON	ON	ON	OFF	ON	4	1
	ON	ON	ON	OFF	ON	ON	ON	OFF	4	3
	ON	ON	ON	ON	ON	ON	ON	ON	COIN 1 FREE PLAY COIN 2 INVALIDITY	

○:Shows normal Setting

The level of difficulty of this game was set as it is by Konami, based on the average player's skill. Therefore the level should remain as it is, and if there should be a necessity to alter it, it should be done with enough consideration.

(ATTENTION) Free play means the situation, you can play without putting any COINS in.

## ● DIP SW 2 SET

### 1. THE NUMBER OF PLAYER

SW	1	2	NUMBER
○	OFF	OFF	3
	ON	OFF	4
	OFF	ON	5
	ON	ON	255

### 2. SWITCH FOR CHANGE OF TABLE OR UP RIGHT

SW	3	TYPE
	OFF	TABLE:using I/O for 1 or 2 player
	ON	UP RIGHT:using I/O for only 1 player

### 3. BONUS SET

SW	4	BONUS POINTS
	OFF	50000 POINTS AND AFTER EVERY 70000 POINTS
	ON	60000 POINTS AND AFTER EVERY 80000 POINTS

### 4. DIFFICULTY OF THE GAME

SW	5	6	7	
	OFF	OFF	OFF	1 (EASY)
	ON	OFF	OFF	2
	OFF	ON	OFF	3
	ON	ON	OFF	4
	OFF	OFF	ON	5
	ON	OFF	ON	6
	OFF	ON	ON	7
	ON	ON	ON	8 (DIFFICULT)

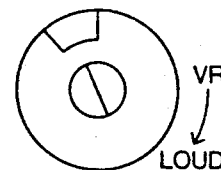
### 5. SOUND IN ATTRACTIVE MODE

SW	8	SOUND IN ATTRACTIVE MODE
	OFF	OFF
○	ON	ON

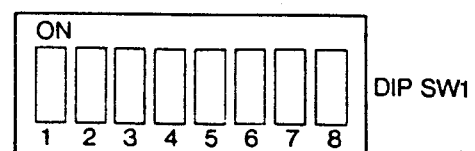
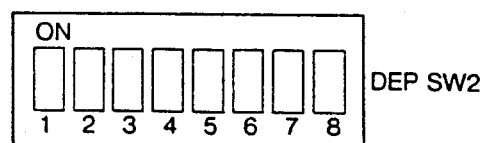
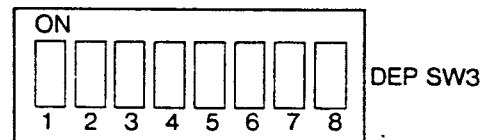
## ● DIP SW 3 SET

### MUSIC IN ATTRACTIVE MODE

SW	1	MUSIC IN ATTRACTIVE MODE
		OFF
○		ON



VR is for adjustment of sound volume. The volume is decreased by turning VR counter-clockwise.



# GYRUSS: General Wiring Diagram - 2

**[NOTE]**  
 In the case of 'UP RIGHT TYPE',  
 we don't use the following  
 terminals on a connector.

- C: 2P SHOOT 1
- D: 2P LEFT
- 4: 2P RIGHT
- 6: 2P UP
- 9: 2P DOWN

