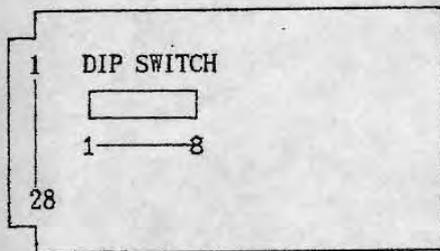


# MISS PUZZLE CONTROL OF GAME PC BOARD



### CONNECTOR (JAMMA)

PARTS SIDE				SOLDER SIDE
GND	A	1		GND
GND	B	2		GND
+ 5V	C	3		+ 5V
+ 5V	D	4		+ 5V
	E	5		
+ 12V	F	6		+ 12V
	H	7		
	J	8		
	K	9		
SPEAKER (-)	L	10		SPEAKER (+)
	M	11		
VIDEO G	N	12		VIDEO R
VIDEO SYNC	P	13		VIDEO B
	R	14		
	S	15		
	T	16		COIN A
	U	17		1P START
	V	18		1P UP
	W	19		1P DOWN
	X	20		1P LEFT
	Y	21		1P RIGHT
	Z	22		1P SHOT 1
	A	23		1P SHOT 2
	B	24		
	C	25		
	D	26		
GND	E	27		GND
GND	F	28		GND

### DIP SWITCH

		1	2	3	4	5	6	7	8
GAME LEVEL	LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4	OFF ON OFF ON	OFF OFF ON ON						
PLAY CHARGE	1 COIN 1 CREDIT 1 COIN 2 CREDIT 1 COIN 3 CREDIT 2 COIN 1 CREDIT			OFF ON OFF ON	OFF OFF ON ON				
SOUND TEST	NO YES					OFF ON			
STAFF VIEW	NO YES						OFF ON		
PICTURE VIEW	NO YES							OFF ON	
BOARD SETUP	NO YES								OFF ON

MISS. PUZZLE.

HOW TO PLAY

1. USE ONE CONTROL LEVER AND TWO BOTTONS.
2. AFTER SELECTING AND FIXING CHARACTER BY CONTROL LEVER, PUSH BOMB BUTTON FOR PLAYING AND THEN PUSH MOVE BUTTON. SELECTED CHARACTER WILL MOVE BLACKHOLE AUTOMATICALLY.  
  
\* PLAYER CAN SELECT ONE FROM 4 CHARACTERS WHICH ARE PLACED UP, DOWN, LEFT, RIGHT CENTERING AROUND BLACKHOLE.
3. USING CONTROL LEVER AND MOVE BUTTON, MAKE 3, 4 OR MORE CHARACTERS AS UNIFORM IN HORIZONTAL, VERTICAL, OR DIAGONAL. WHEN 3 CHARACTERS WOULD BE IN LINE THE "LEFT" SIGN ON TOP OF SCREEN IS DECREASED 1 COUNT, AND IN CASE 4 OR MORE CHARACTERS WOULD BE IN LINE, IT SHOWS 2 COUNTS DECREASE AND, AT THE SAME TIME, BOMB SIGN ON DOWN OF SCREEN SHOWS 1 COUNT INCREASE. WHEN "LEFT" SIGN SHOWS ZERO, STAGE WILL BE CLEARED.
4. EVERY ROUNDWAY OF TIME BAR ON RIGHT DOWN SCREEN, ONE LINE OF 6 CHARACTERS WILL COME ON TOP OF SCREEN AND DROP. WHEN CHARACTERS WILL BE COVERED FULLY ON SCREEN, ALARM SOUNDS AND CONNECTED TO GAME OVER. PLEASE INSERT COIN BEFORE GAME OVER.
5. HOW TO USE BOMB.  
PUSH BOMB BUTTON, WHEN ALARM SOUNDS.  
ALL CHARACTERS WHICH ARE SAME AS SELECTED ONE BY LEVER WILL BE CLEARED FROM SCREEN. BASICALLY, BOMBS ARE ALLOWED 3 AS MAXIMUM FROM START AND IN PLAY.

NUMBER OF CREDIT.

NUMBER OF BOMB.

\* 4 X 16 = 64 STAGES.

\*YOU MAY TRANSLATE IT IN YOUR LANGUAGE AND PUT ON A CABINET SO AS TO SEE IT BY PLAYER.