

FARREER KICK

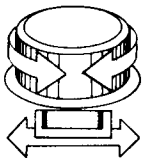


The largest resource for amusement machines
documentation on the world wide web!

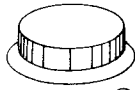


FLIPPERSPILL.COM

OPERATION



BOTH WAY
DIAL



YOU CAN MAKE
CURVE BALL BY
DIAL WHEN THE
BUTTON KEEP
PUSH.

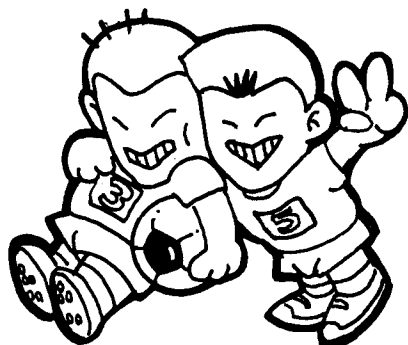
PLAYER

SEEN CLEAR

YOU CAN GO NEXT SEEN WHEN YOU GET THE POINT OVER ENEMY'S POINT WHICH APPEAR UPPER SIDE ON THE SCREEN OR YOU KNOCK DOWN ALL ENEMY EXCEPT ENEMY'S "GOAL KEEPER" AND "FORWARD"

POWER UP

B	MAKE SLOW YOUR BALL
C	CAN CATCH YOUR BALL
DF	YOUR DEFENSE LENGTH CHANGE TO LONG
FW	YOUR FORWARD APPEAR, THEN IF GET PASS CAN HELP SHOOT TO GOAL
LP	FOR NEXT SEEN
IUP	INCREASE ONE PLAYER



DIP SW I

ITEM	CONTENTS	1	2	3	4	5	6	7	8
PLAYER NUMBER	3	OFF							
	5	ON							
EXTEND	2·3·4·5·60000POINTS		OFF	OFF					
	3·4·5·6·7·80000POINTS		OFF	ON					
	20000 & 60000POINTS		ON	OFF					
	ONLY 20000POINTS		ON	ON					
DIFFICULTY	LEVEL 1	EASY ↓ DIFFICULT			OFF	OFF			
	LEVEL 2				OFF	ON			
	LEVEL 3				ON	OFF			
	LEVEL 4				ON	ON			
CONTINUE PLAY	YES						OFF		
	NO						ON		
GAME STYLE	TABLE TYPE							OFF	
	UPRIGHT TYPE							ON	
MONITOR SCREEN	NORMAL								OFF
	REVERSE								ON

DIP SW II

ITEM	CONTENTS	1	2	3	4	5	6	7	8
COIN·A	1 COIN 1 CREDIT	OFF	OFF	OFF	OFF				
	1 2	OFF	OFF	OFF	ON				
	1 3	OFF	OFF	ON	OFF				
	1 4	OFF	OFF	ON	ON				
	1 5	OFF	ON	OFF	OFF				
	2 1	OFF	ON	OFF	ON				
	2 3	OFF	ON	ON	OFF				
	2 5	OFF	ON	ON	ON				
	3 1	ON	OFF	OFF	OFF				
	3 2	ON	OFF	OFF	ON				
	3 4	ON	OFF	ON	OFF				
	3 5	ON	OFF	ON	ON				
	4 1	ON	ON	OFF	OFF				
	4 3	ON	ON	OFF	ON				
	4 5	ON	ON	ON	OFF				
5 1	ON	ON	ON	ON					
COIN·B	1 COIN 1 CREDIT					OFF	OFF	OFF	OFF
	1 2					OFF	OFF	OFF	ON
	1 3					OFF	OFF	ON	OFF
	1 4					OFF	OFF	ON	ON
	1 5					OFF	ON	OFF	OFF
	2 1					OFF	ON	OFF	ON
	2 3					OFF	ON	ON	OFF
	2 5					OFF	ON	ON	ON
	3 1					ON	OFF	OFF	OFF
	3 2					ON	OFF	OFF	ON
	3 4					ON	OFF	ON	OFF
	3 5					ON	OFF	ON	ON
	1 10					ON	ON	OFF	OFF
	1 25					ON	ON	OFF	ON
	1 50					ON	ON	ON	OFF
5 1					ON	ON	ON	ON	

SOLDER SIDE			PARTS SIDE
GND	1 B	1 A	GND
"	2 B	2 A	"
+ 5 V	3 B	3 A	+ 5 V
"	4 B	4 A	"
	5 B	5 A	
+12V	6 B	6 A	+12V
BLANK FOR STOPPER COUNTER B	7 B	7 A	BLANK FOR STOPPER COUNTER A
	8 B	8 A	
	9 B	9 A	
SPEAKER (-)	10B	10A	SPEAKER (+)
	11B	11A	
GREEN	12B	12A	RED
SYNC	13B	13A	BLUE
	14B	14A	GND
	15B	15A	
*COIN B (SERVICE)	16B	16A	COIN A
2 P START	17B	17A	1 P START
	18B	18A	
	19B	19A	
	20B	20A	
	21B	21A	
2 P SHOOT	22B	22A	1 P SHOOT
	23B	23A	
	24B	24A	
(FOR SENSOR (LEFT))2PL	25B	25A	1PL (FOR SENSOR (LEFT))
(FOR SENSOR (RIGHT))2PR	26B	26A	1PR (FOR SENSOR (RIGHT))
GND	27B	27A	GND
"	28B	28A	"

※WHEN DIP SW 3-8 "ON". IT MAKE SERVICE SW. (1COIN 1CREDIT)

