
DIP ---Switch setting

A. DIP SW1 Main board

1. How many coins the player should insert for one game:

PIN	1	2	
	OFF	OFF	→ 1 (Factory settings)
	ON	OFF	→ 2
	OFF	ON	→ 3
	ON	ON	→ 4

2. Playing time:

PIN	3	4	
	OFF	OFF	→ 60s (Factory settings)
	ON	OFF	→ 30s
	OFF	ON	→ 75s
	ON	ON	→ 90s

3. Consolation ticket:

PIN	5	6	
	OFF	OFF	→ 2 (Factory settings)
	ON	OFF	→ 1
	OFF	ON	→ 3
	ON	ON	→ 4

4. Stand-by music:

PIN	7	8
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OFF	OFF	→	60s (Factory settings)
ON	OFF	→	turn off the music
OFF	ON	→	90s
ON	ON	→	120s

Note: when the game playing time is set to 30s, it will light up 1 light when chase 3 ducks; if set to 60s, light up 1 light when chase 5 ducks; if set to 90s, light up 1 light when chase 8 ducks.

B. DIP SW2 Main board:

1. Bonus ticket number:

PIN	1		
		<hr/>	
	OFF	→	5 (Factory settings)
	ON	→	10

2. Ticket output or not:

PIN	2		
		<hr/>	
	OFF	→	0 yes (Factory settings)
	ON	→	1 no

3. How many scores for chasing 1 duck in:

PIN	3	4	5		
				<hr/>	
	OFF	OFF	OFF	→	1 (Factory settings)
	OFF	OFF	ON	→	2
	OFF	ON	OFF	→	3
	OFF	ON	ON	→	4

ON	OFF	OFF	→	5
ON	OFF	ON	→	6
ON	ON	OFF	→	7
ON	ON	ON	→	8

4. How many scores for 1 ticket output

PIN	6	7	8	
	OFF	OFF	OFF	→ 2 (Factory settings)
	OFF	OFF	ON	→ 1
	OFF	ON	OFF	→ 3
	OFF	ON	ON	→ 4
	ON	OFF	OFF	→ 5
	ON	OFF	ON	→ 6
	ON	ON	OFF	→ 7
	ON	ON	ON	→ 8

C. If to clear all data, please press the “REST1” button on the main board.