

**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) |

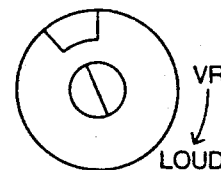
5. SOUND IN ATTRACTIVE MODE

| SW | 8 | SOUND IN ATTRACTIVE MODE |
|----|-----|--------------------------|
| | OFF | OFF |
| ○ | ON | ON |

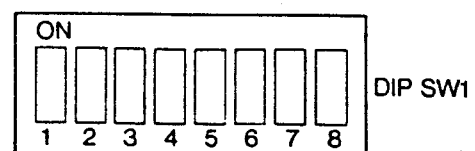
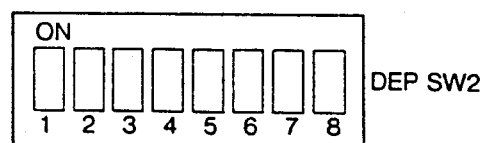
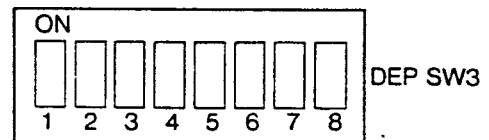
● DIP SW 3 SET

MUSIC IN ATTRACTIVE MODE

| SW | 1 | MUSIC IN ATTRACTIVE MODE |
|----|---|--------------------------|
| | | OFF |
| ○ | | ON |



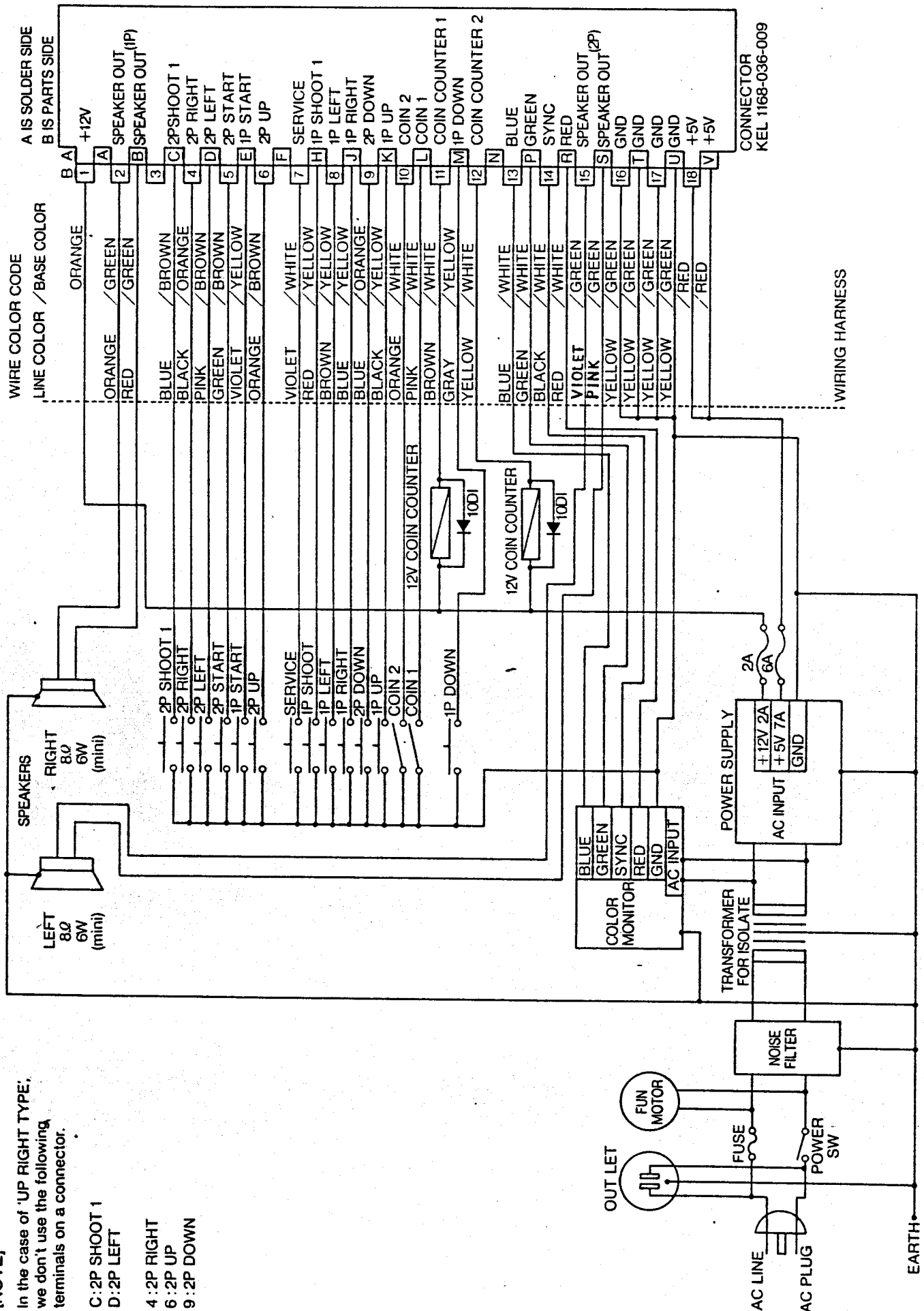
VR is for adjustment of sound volume. The volume is decreased by turning VR counter-clockwise.



GYRUSS: General Wiring Diagram - 2

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

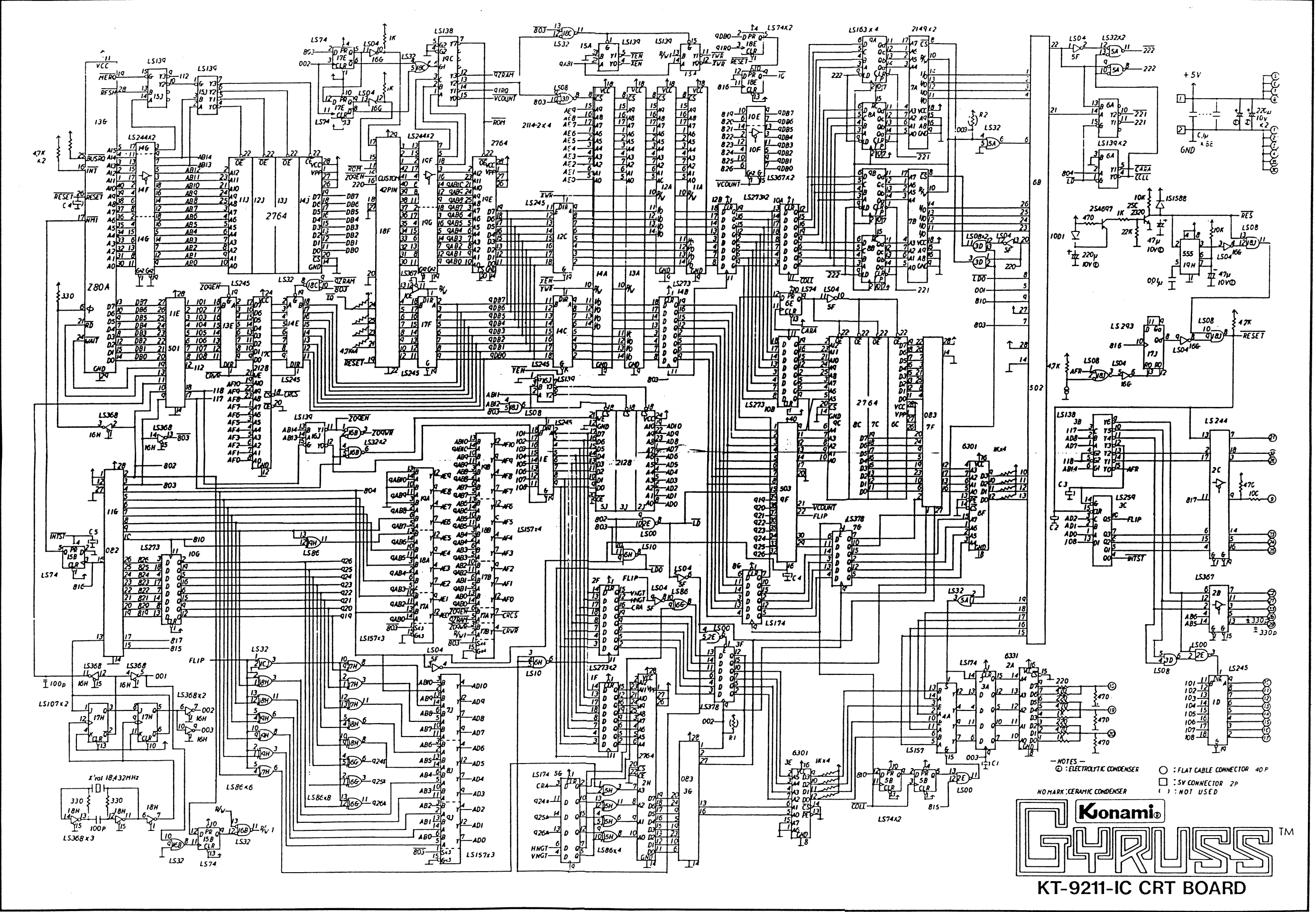
- C: 2P SHOOT 1
- D: 2P LEFT
- 4: 2P RIGHT
- 6: 2P UP
- 9: 2P DOWN



CONNECTOR
 KEL 1168-036-009

WIRING HARNESS

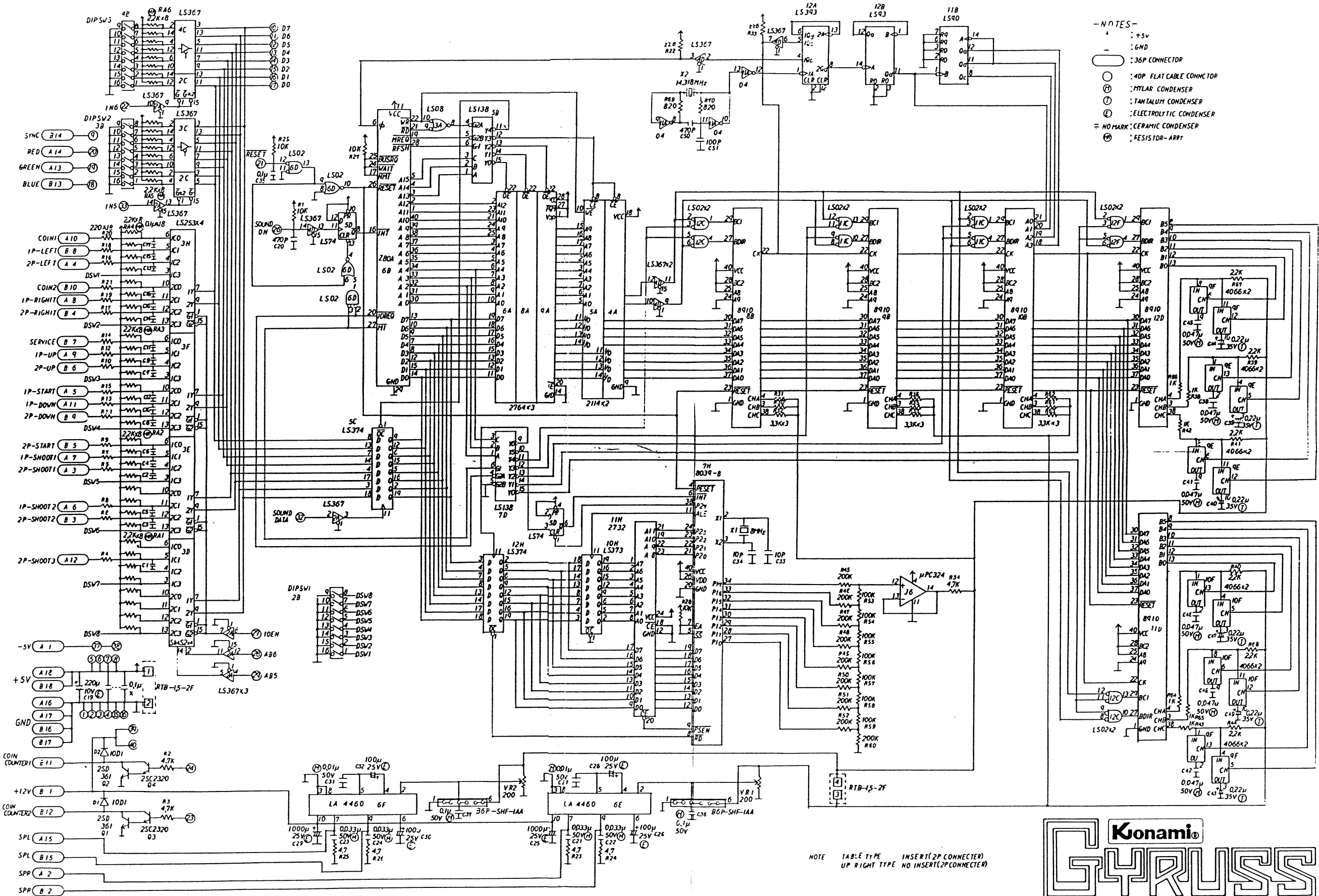
EARTH



NOTES -
 ○ : ELECTROLYTIC CONDENSER □ : FLAT CABLE CONNECTOR 40P
 ○ : 5V CONNECTOR 2P
 () : NOT USED



KT-9211-IC CRT BOARD



- NOTES-
- ⊕ : +5V
 - ⊖ : GND
 - : 36P CONNECTOR
 - : 40P FLAT CABLE CONNECTOR
 - Ⓜ : MYLAR CONDENSER
 - Ⓣ : TANTALUM CONDENSER
 - ⓔ : ELECTROLYTIC CONDENSER
 - Ⓜ : NO MARK : CERAMIC CONDENSER
 - Ⓜ : RESISTOR-ARRY

NOTE TABLE TYPE INSERT(2P CONNECTOR)
UP RIGHT TYPE NO INSERT(2P CONNECTOR)

