

FINAL FIGHT

●DIP SW[A]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
Coin 1	1 Coin 1 Credit	OFF	OFF	OFF					
	1 Coin 2 Credits	ON	OFF	OFF					
	1 Coin 3 Credits	OFF	ON	OFF					
	1 Coin 4 Credits	ON	ON	OFF					
	1 Coin 6 Credits	OFF	OFF	ON					
	2 Coins 1 Credit	ON	OFF	ON					
	3 Coins 1 Credit	OFF	ON	ON					
4 Coins 1 Credit	ON	ON	ON						
Coin 2	1 Coin 1 Credit				OFF	OFF	OFF		
	1 Coin 2 Credits				ON	OFF	OFF		
	1 Coin 3 Credits				OFF	ON	OFF		
	1 Coin 4 Credits				ON	ON	OFF		
	1 Coin 6 Credits				OFF	OFF	ON		
	2 Coins 1 Credit				ON	OFF	ON		
	3 Coins 1 Credit				OFF	ON	ON		
4 Coins 1 Credit	ON	ON	ON						
Continue Coin	NORMAL								OFF
	ONLY 1 COIN REQUIRED TO CONTINUE								ON
Not Used									OFF
									ON

*If Continue Coin Mode is ON, Game starts with 2 coins and continues with 1 coin.
Coin 1 & Coin 2 settings are ignored.

●DIP SW[B]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY 1	OFF	OFF	OFF					
	2	ON	OFF	OFF					
	3	OFF	ON	OFF					
	NORMAL 4	ON	ON	OFF					
	5	OFF	OFF	ON					
	6	ON	OFF	ON					
	7	OFF	ON	ON					
	DIFFICULTY 8	ON	ON	ON					
DIFFICULTY LEVEL 2	EASY 1				OFF	OFF			
	NORMAL 2				ON	OFF			
	3				OFF	ON			
	DIFFICULTY 4				ON	ON			
EXTEND	400000(NORMAL)						OFF	OFF	
	200000						ON	OFF	
	100000(200000)EVERY						OFF	ON	
	NO EXTEND						ON	ON	
NOT USED									OFF
									ON

●DIP SW[C]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	2 (NORMAL)	OFF	OFF						
	3	ON	OFF						
	4	OFF	ON						
	1	ON	ON						
FREE PLAY	NORMAL				OFF				
	FREE				ON				
SCREEN PAUSE	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
DEMONSTRATION SOUND	DISABLED							OFF	
	ENABLED							ON	
CONTINUE MODE	DISABLED								OFF
	ENABLED								ON
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

*Highlighted Characters when shipped.
*Reset DIP SW setting when the power is off.
*Keep DIP SW off when No instruction is given.