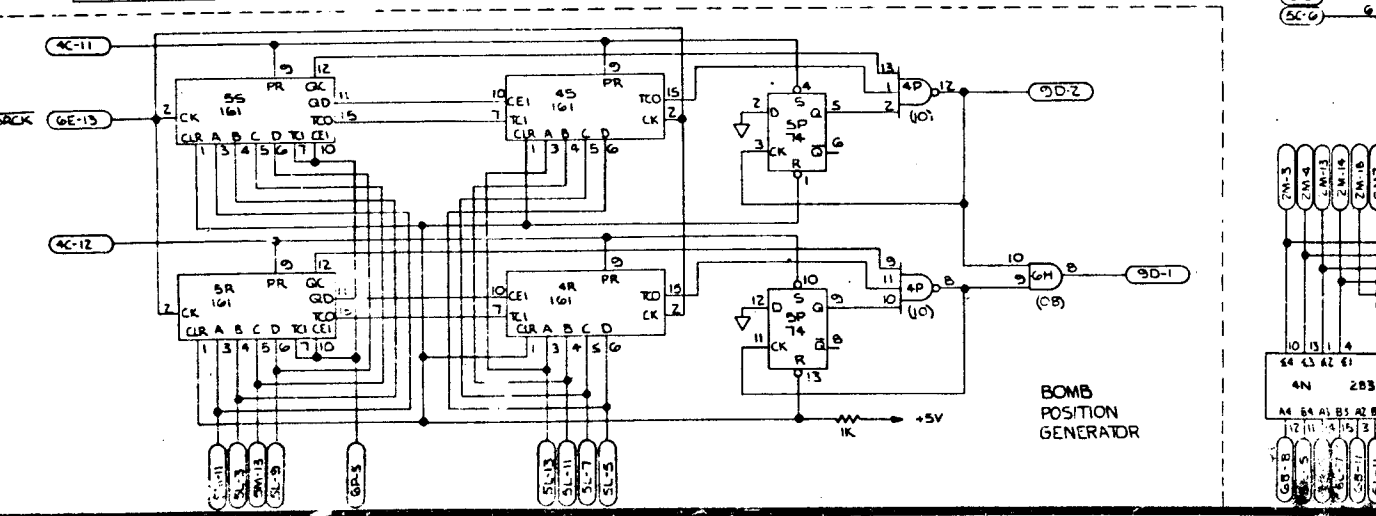
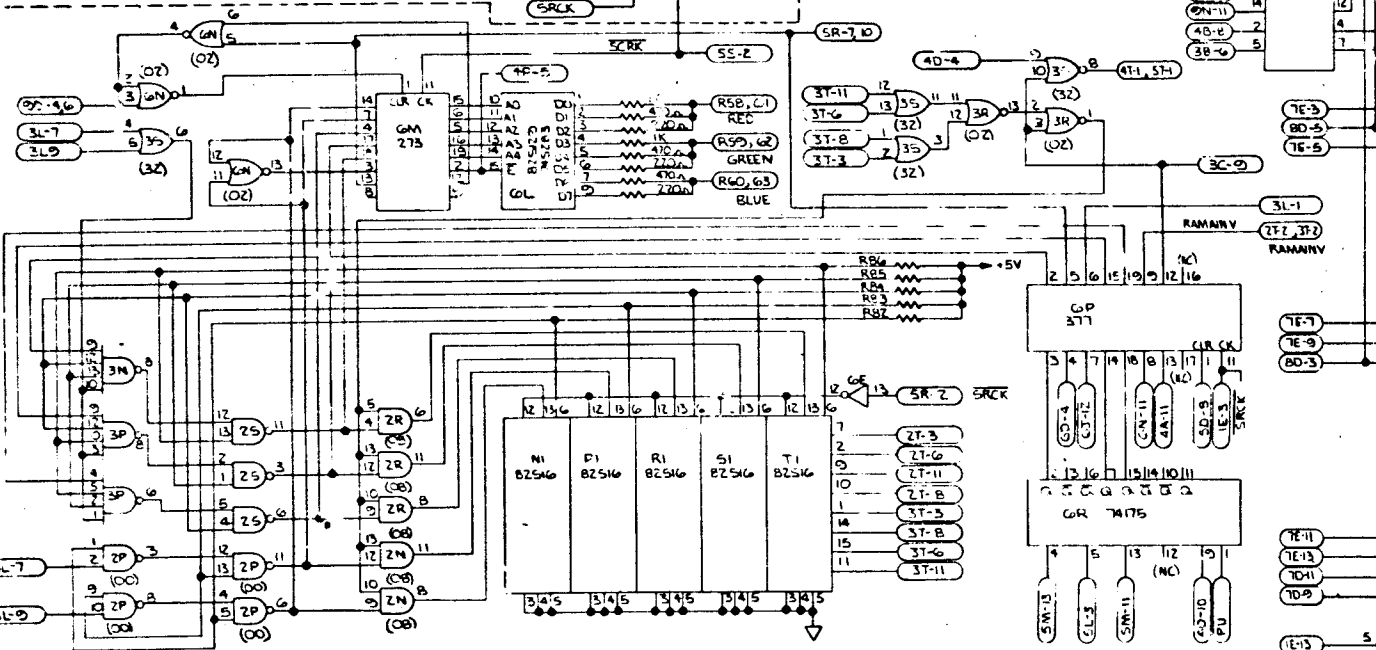
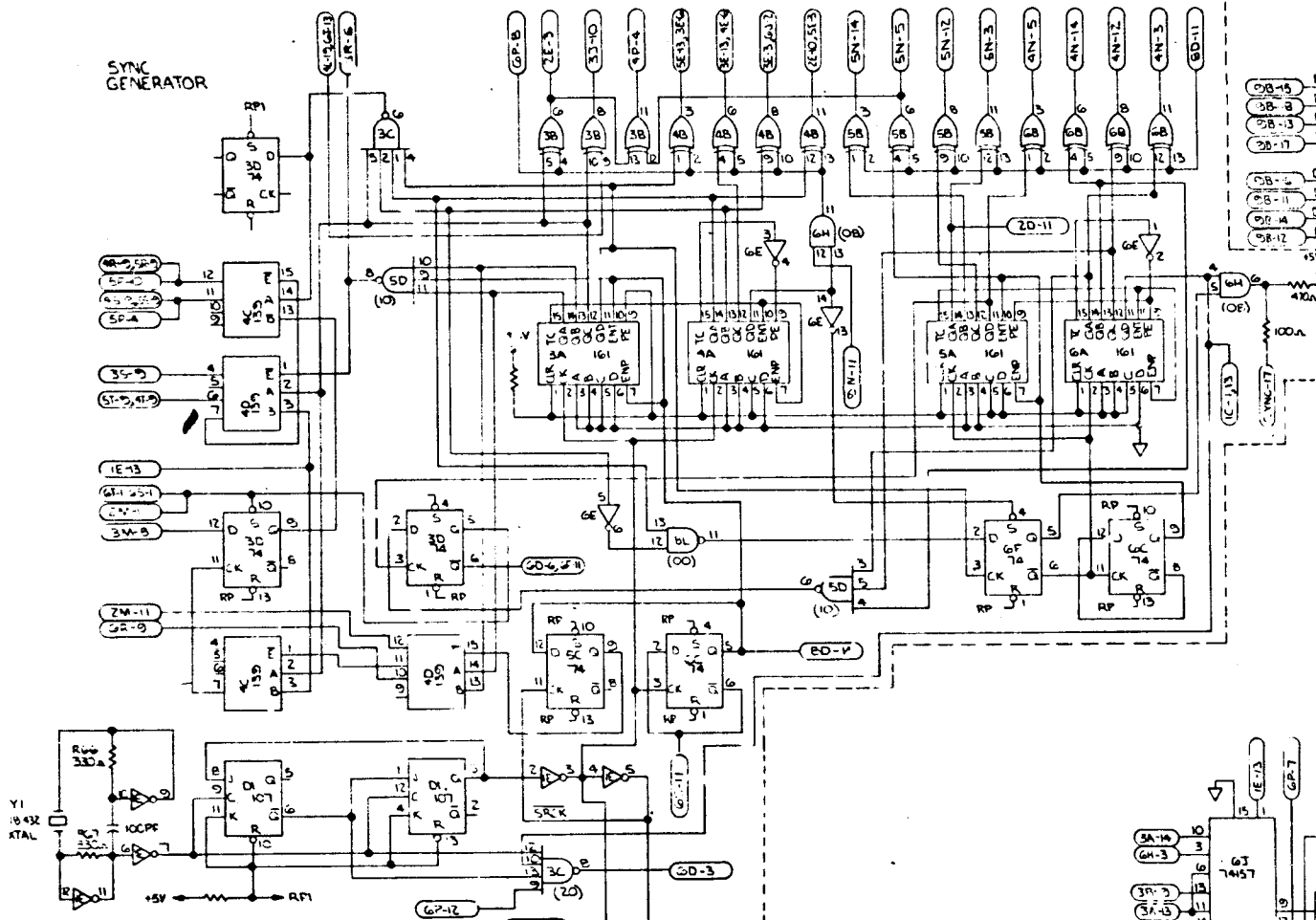


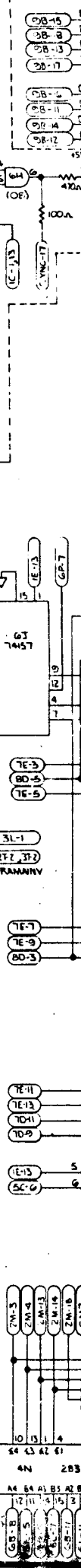
P U C K M A N
DIL SWITCH SETTINGS

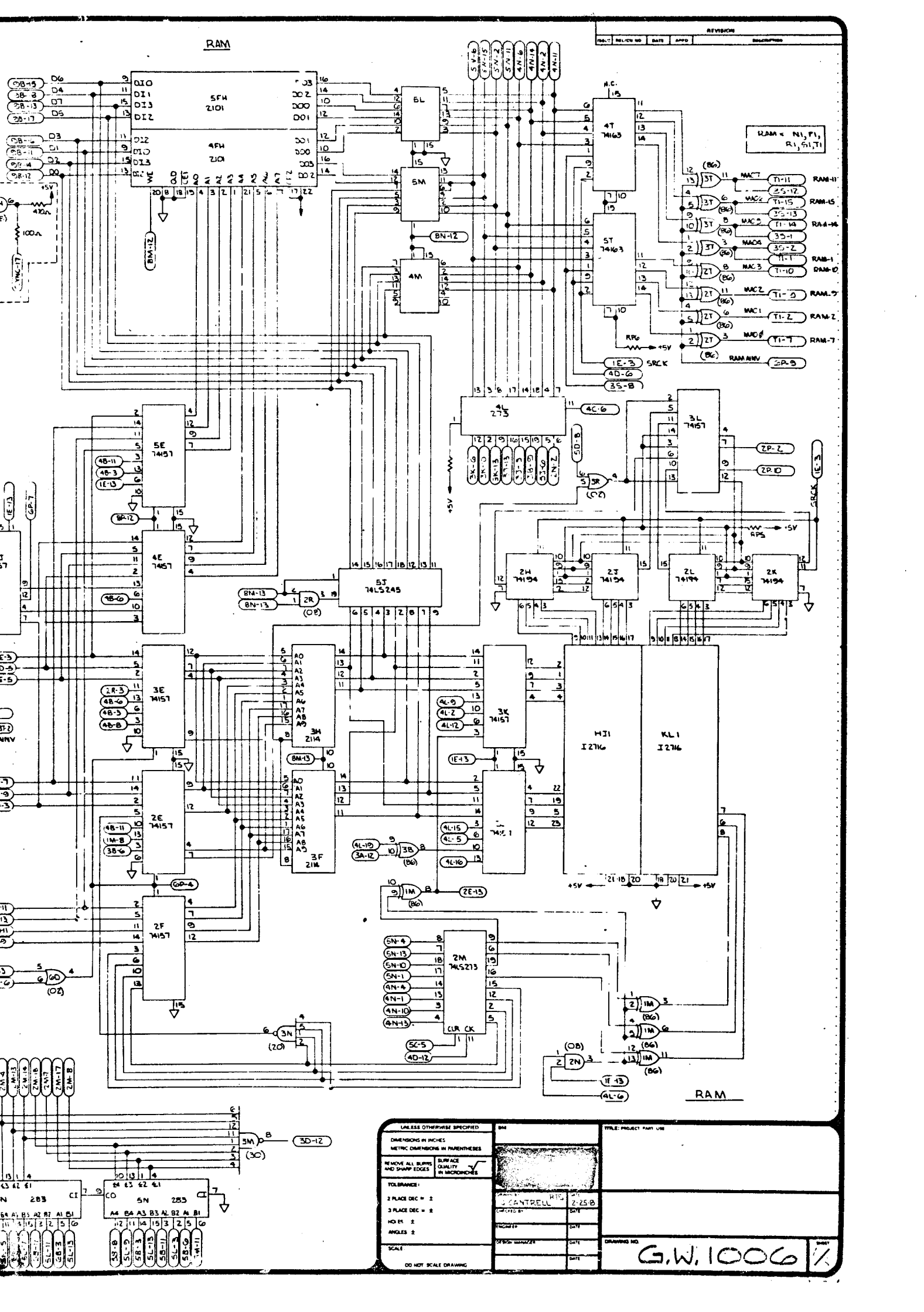
SW	ON	OFF
1	1 coin, 1 credit	2 coin, 1 credit
2	1 coin, 3 credit	1 coin, 5 credit
3	Bonus 20k	Bonus 15k
4	Hard Game	Easy Game
5	5 Puck	3 Puck
6	Table Game	Upright Game

SYNC GENERATOR



BOMB POSITION GENERATOR





RAM

REV.	DATE	APPD.	REVISION	DESCRIPTION

RAM = N1, P1, R1, G1, T1

RAM

UNLESS OTHERWISE SPECIFIED		TITLE: PROJECT PART LOW	
DIMENSIONS IN INCHES METRIC DIMENSIONS IN PARENTHESES		DATE: 2-25-68	
REMOVE ALL BURRS AND SHARP EDGES		DRAWING NO. G.W. 1006	
TOLERANCE: 2 PLACE DEC = ± 3 PLACE DEC = ±		SCALE: DO NOT SCALE DRAWING	
NO. OF ANGLES: 2		DRAWING NO. G.W. 1006	