



48-IN-1 MULTICADE DIP SWITCH SUPPLEMENT

The following dip switch settings are as close to "default" settings the original games came as possible. You are welcome to configure each game as you see fit, this is just a guideline as to what the settings were from the manufacturer.

8-WAY STICK GAMES = 11

1942	8 way/2 button, Starting lives = 3, Extra life = 20K, 80K, Difficulty = Normal
1943	8 way/2 button, Difficulty = 8
Juno First	8 way/2 button, Starting lives = 3, Difficulty = 1
Scramble	8 way/2 button, Starting lives = 5
Super Cobra	8 way/2 button, Starting lives = 4
Xevious	8 way/2 button, Starting lives = 3, Extra life = 20K, 60K & 60K, Difficulty = Hard
Bomb Jack	8 way/1 button, Starting lives = 3, Bird Speed = Hard, Enemies Numbers & Speed: Hard, Special Coin = Easy
Galaga 3	8 way/1 button, Starting lives = 3, Bonus life = 30K, 150K & 600K, Difficulty = 3
Gyruss	8 way/1 button, Starting lives = 3, Bonus life = 40K & 70K, Difficulty = 3
Time Pilot	8 way/1 button, Starting lives = 3, Bonus life = 10K & 50K, Difficulty = 4
Zaxxon	8 way/1 button, Starting lives = 3, Bonus life = 10K

4-WAY STICK GAMES = 25

Hustler	4 way/2 button, Starting lives = 2
Qix	4 way/2 button, Starting lives = 3, Threshold: 75%, Time = 35 sec
Shao-Lin's Road	4 way/2 button, Starting lives = 3, Bonus life = 30K & 70K, Difficulty = Medium
Space Panic	4 way/2 button, Starting lives = 3, Bonus life = 3K
Dig Dug 2	4 way/2 button, Starting lives = 3, Bonus life = 30K, 120K
Amidar	4 way/1 button, Starting lives = 3, Bonus life = 30K & 70K
Burger Time	4 way/1 button, Starting lives = 3, Bonus life = 20K, Enemies: 4, End of Level Pepper = Yes
Dig Dug	4 way/1 button, Starting lives = 3, Bonus life = 10K, 4K & 40K, Difficulty = Medium
Donkey Kong	4 way/1 button, Starting lives = 3, Bonus life = 20K
Donkey Kong 3	4 way/1 button, Starting lives = 3, Bonus life = 30K & 60K, Difficulty = Medium
Donkey Kong Junior	4 way/1 button, Starting lives = 3, Bonus life = 20K
Mr. Do's Castle	4 way/1 button, Starting lives = 3, Extra = Easy, Advance Level Upon Diamond Retrieval = No, Difficulty = Easy
Mr. Do!	4 way/1 button, Starting lives = 3, Extra = Easy to Win, Special = Easy, Extra = Easy, Difficulty = Medium
New Rally X	4 way/1 button, Starting lives = 3, Bonus life = 20K & 80K
Pengo	4 way/1 button, Starting lives = 5, Bonus life = 30K, Normal Play, Difficulty = Medium
Super Pacman	4 way/1 button, Starting lives = 3, Bonus life = 30K & 100K, Difficulty = 0 (Normal)
Tank Battalion	4 way/1 button, Starting lives = 3, Bonus life = 20K
Van-Van Car	4 way/1 button, Starting lives = 3, Bonus life = 20K & 100K
Pac Man	4 way/0 button, Starting lives = 3, Bonus life = 20,000, Difficulty = Easy
Crush Roller	4 way/0 button, Starting lives = 3, Difficulty = Hard
Frogger	4 way/0 button, Starting lives = 5
Jr Pacman	4 way/0 button, Starting lives = 3, Bonus Life = 10K, Difficulty = Easy
Ladybug	4 way/0 button, Starting lives = 3, Difficulty = Medium
Ms Pacman	4 way/0 button, Starting lives = 3, Bonus life = 10K, Difficulty = Easy
Pacman Plus	4 way/0 button, Starting lives = 3, Bonus life = 10K, Difficulty = Easy

2-WAY STICK GAMES = 8

Phoenix	2 way/2 button, Starting lives = 3, Bonus life = 3K & 30K
Pinball Action	2 way/1 button, Starting lives = 3, Bonus life = 70K & 200K, Extra = Easy
Galaga	2 way/1 button, Starting lives = 3, Bonus life = 20K, 70K & 70K, Difficulty = Medium
Galaxian	2 way/1 button, Starting lives = 3, Bonus life = 7K
King & Balloon	2 way/1 button, Starting lives = 3, Bonus life = 10K
Mappy	2 way/1 button, Starting lives = 3, Bonus life = 20K & 70K
Moon Cresta	2 way/1 button, Starting lives = 3, Bonus life = 30K
Space Invaders	2 way/1 button, Starting lives = 3, Bonus life = 1.5K

DIAL/SPINNER GAMES (uses 2-way) = 2

Arkanoïd	2 way/1 button, Starting lives = 3, Bonus life = 20K, 60K & 60K
Super Breakout	2 way/1 button, Starting lives = 3

TRACK BALL GAMES (uses 8-way) = 2

Millipede	4-way/1 button, Starting lives = 5, Extra life = 15K, Spider=Easy, Bonus Life Level & 2x Bonus Life Level
Centipede	4-way/1 button, Starting lives = 3, Extra life = Every 12K, Difficulty = Easy

TOTAL GAMES COMPATIBLE WITH 4-WAY STICK = 35

TOTAL GAMES THAT REQUIRE AN 8-WAY STICK = 13