



SHERIFF

TWG-1

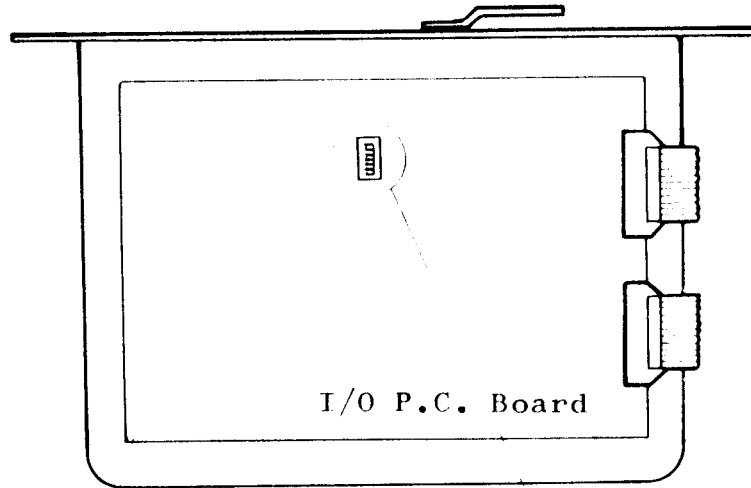
OPERATION MANUAL

Nintendo

3. POINTS AND METHODS OF ADJUSTMENT

3-1 Setting of number of appearing sheriffs

The number of sheriffs can be set for from 3 to 6.
 The setting is made with the switches on I/O P.C.
 Board according to the diagram below.

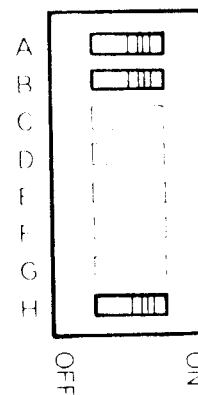


Number of Sheriff	Switch	
	A	B
3	OFF	OFF
4	ON	OFF
5	OFF	ON
6	ON	ON

NOTE

Keep the switch H always at the ON position.

Switches C - G are not connected, therefore have no function.

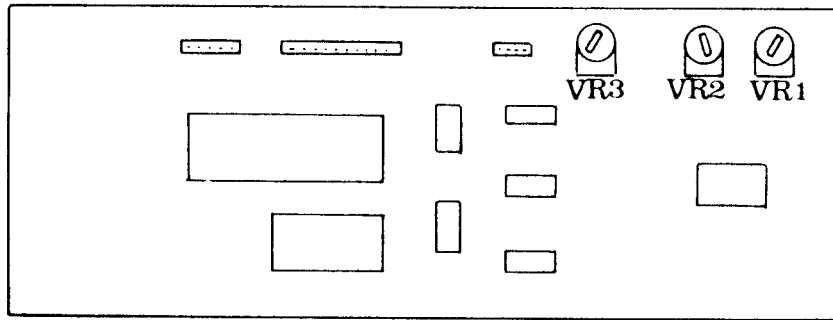


The switch is OFF (Bottom view)

3-2 Sound P.C. Board

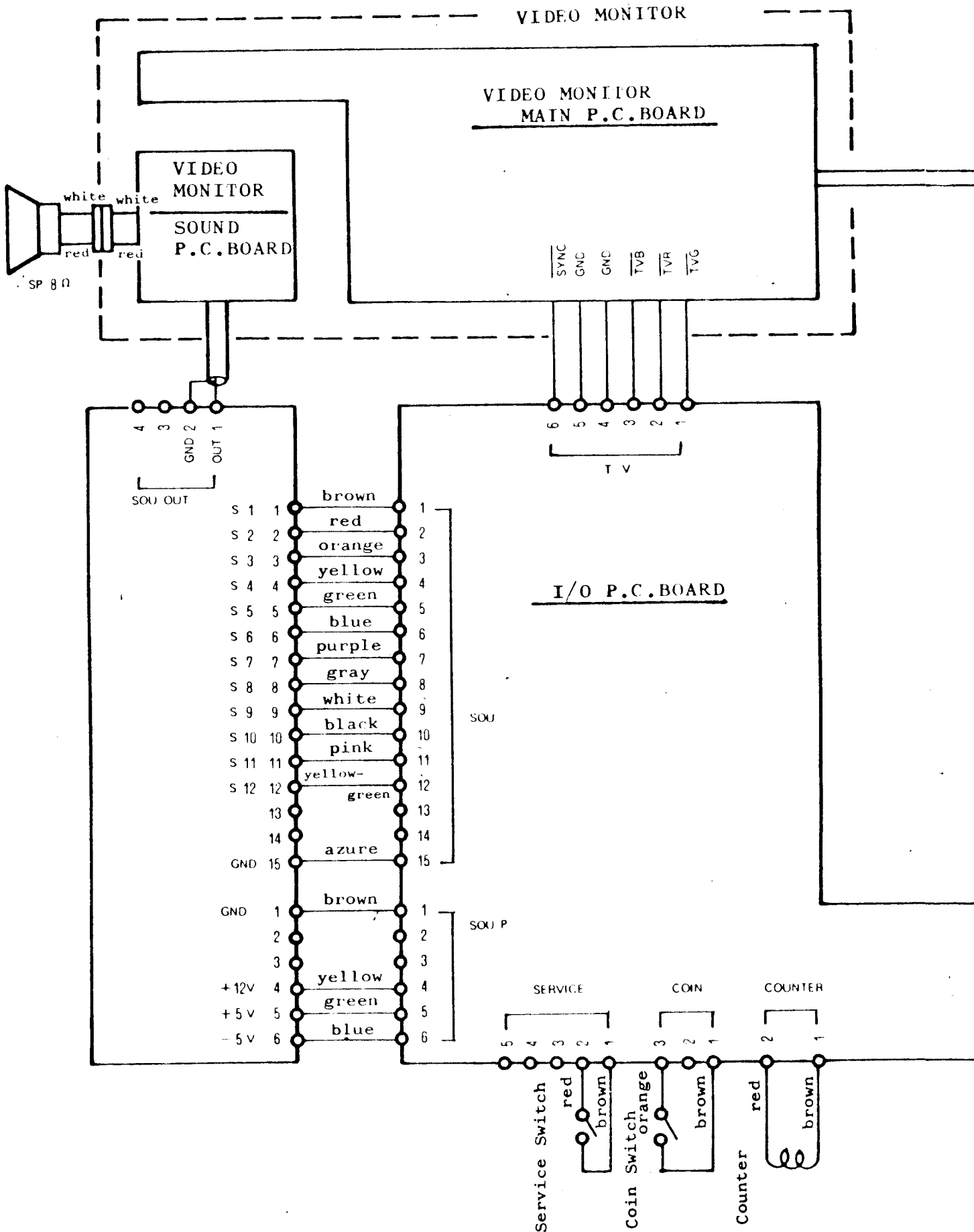
Sound volume can be adjusted by the semi-fixed variable resistor, VR1, VR2 and VR3 on the Sound P.C. Board.

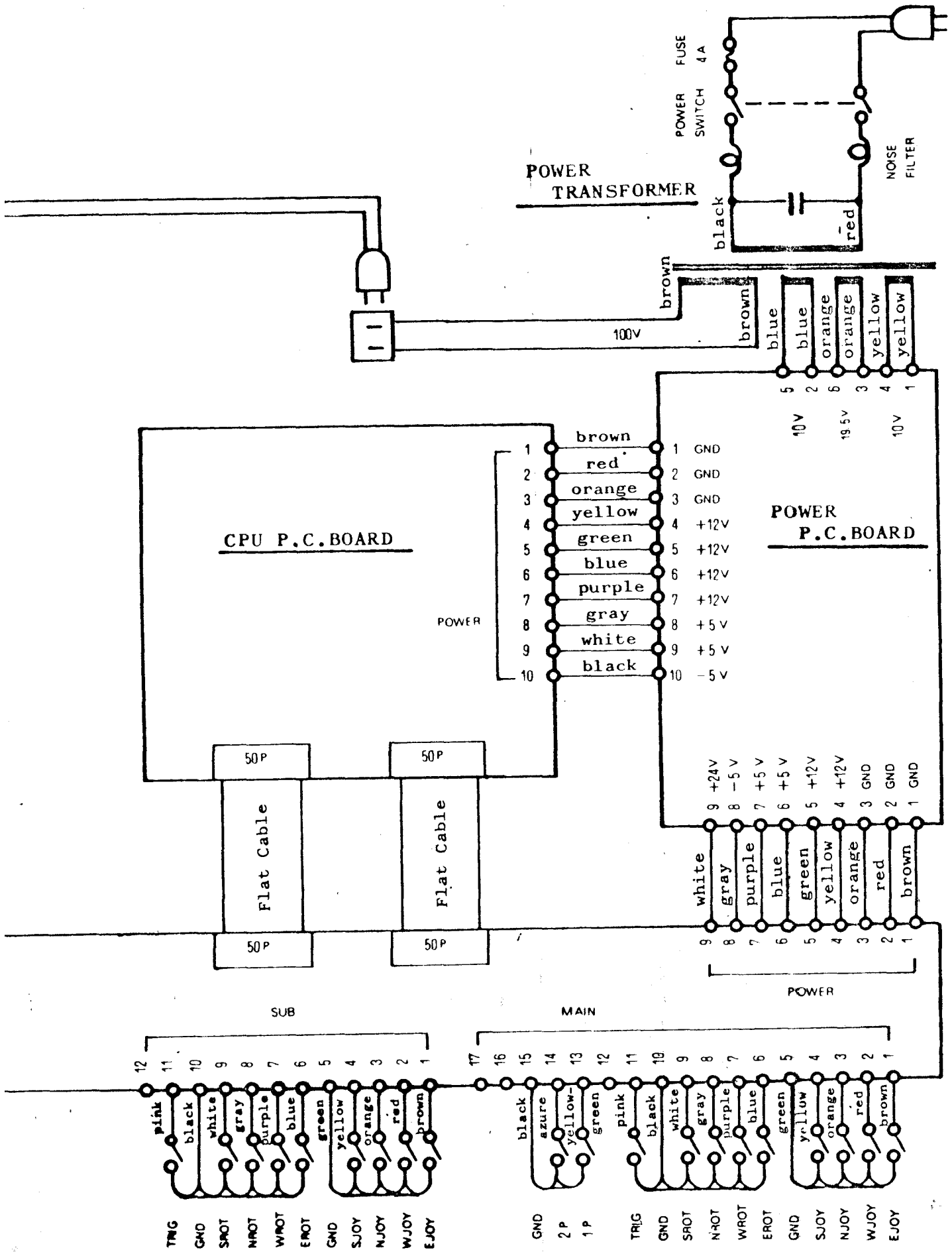
The sound controlled by each semi-fixed variable resistor is shown in the chart below. Turning the VR in the clockwise direction increases sound volume.

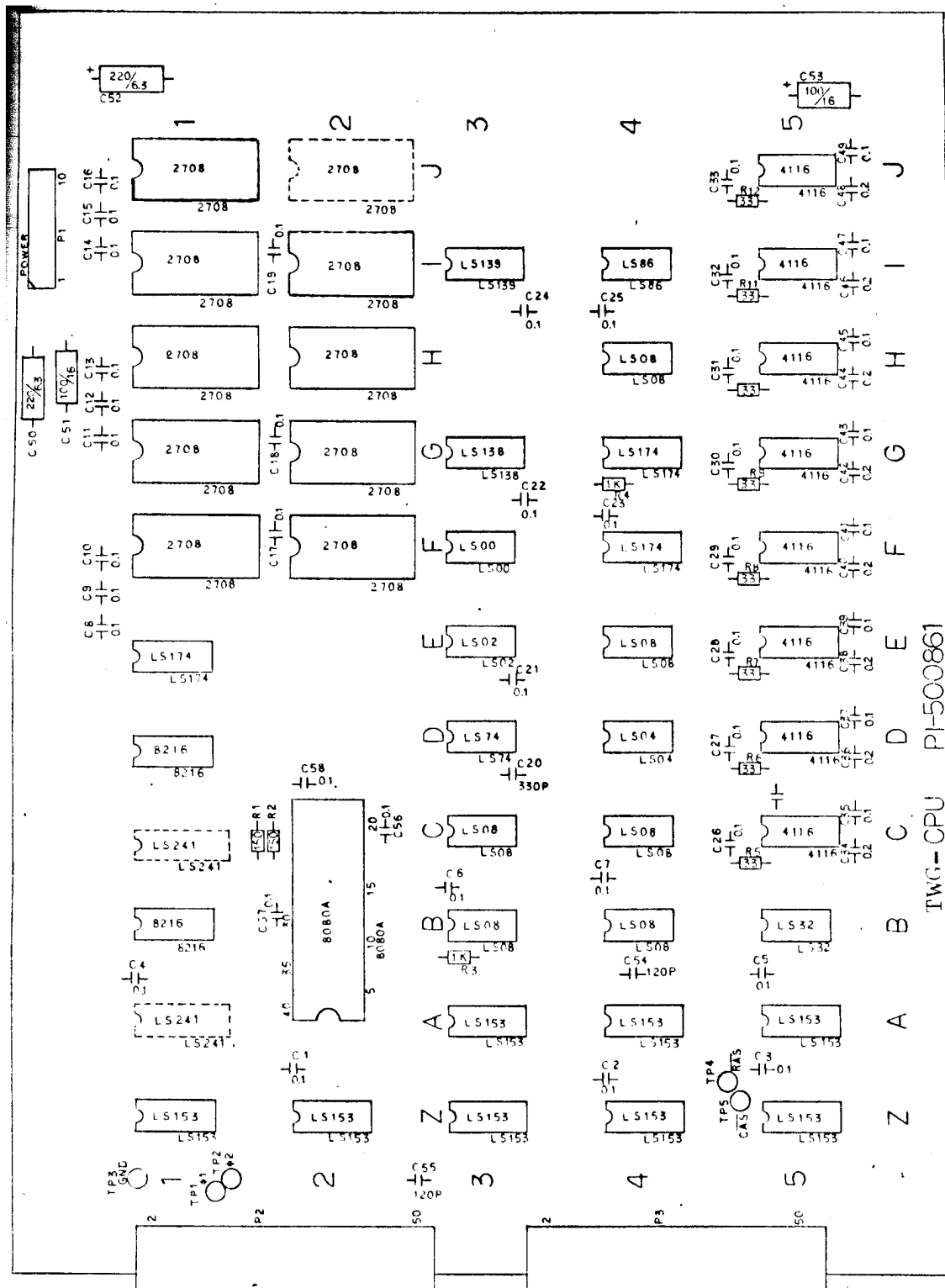


Kinds of sound	
VR1	Rogue advancing sound Condor appearing sound Game starting sound Sheriff falling-down sound Scean switching sound Bonus sound Extra score sound Condor disappearing sound Game ending sound
VR2	Sheriff pistol firing sound Rogue disappearing sound
VR3	VR1 VR2 consolidated sound adjustment Adjust consolidated sound on video monitor first.

* Turning the VR in the clockwise direction increases sound volume.

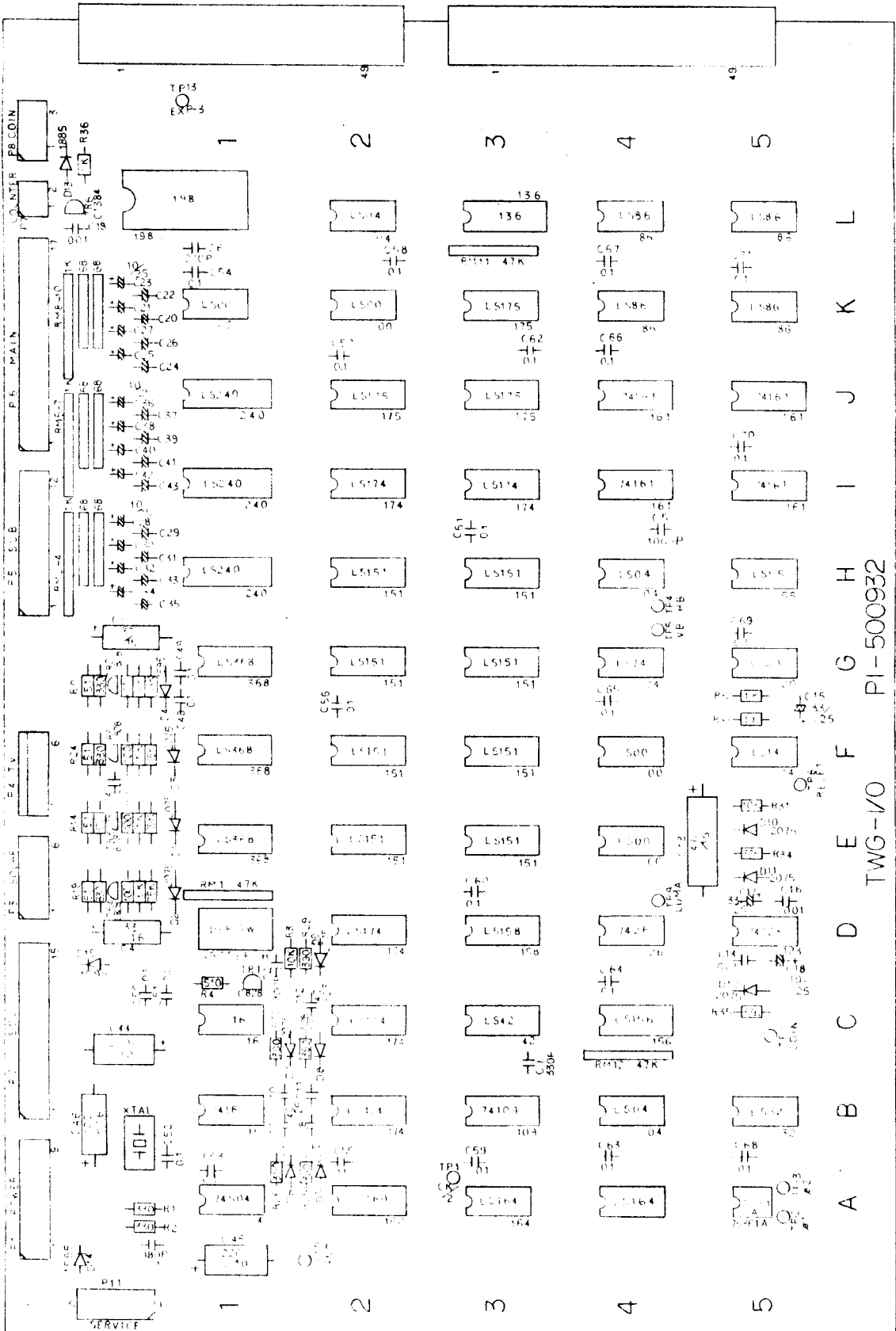






TWG-CPU PI-500861

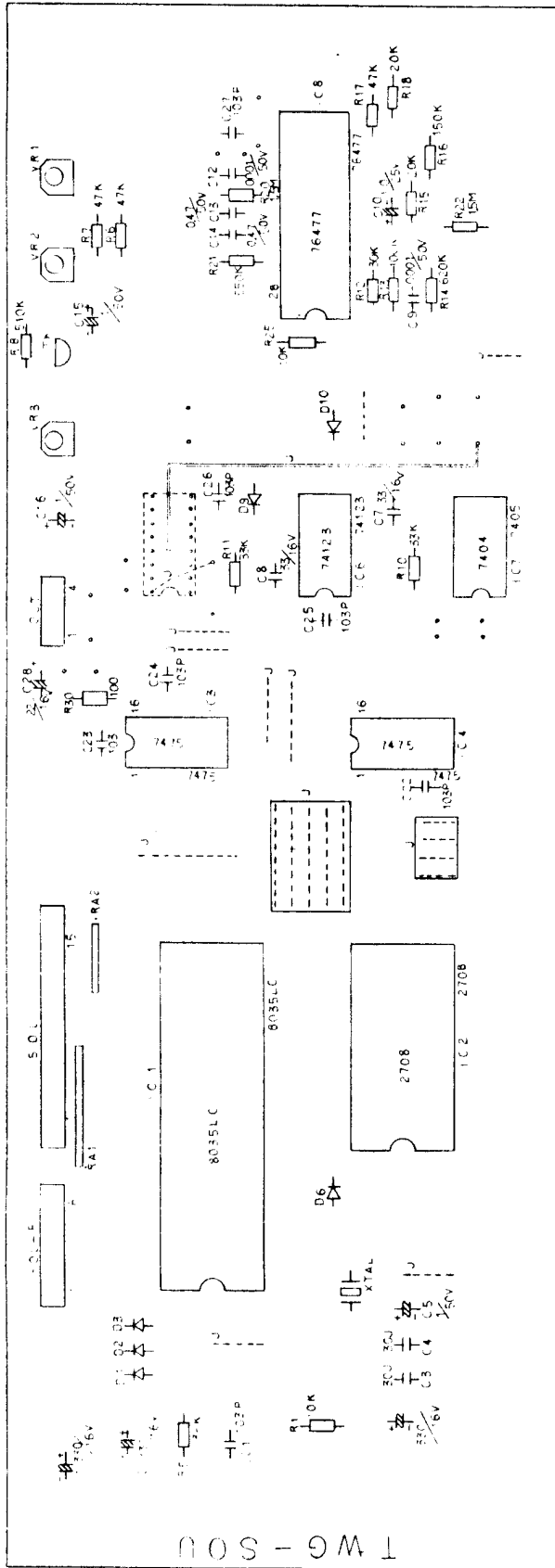
品番	部品名	数量	位置
品番	部品名	数量	位置
名 TWG-CPU PI-500861			
PARTS LOCATIONS			
製	検	計	備
製	検	計	備
Nintendo			寸



A B C D E F G H I J K L
 TWG-I/O PI-500932

品番	名	買	個数	機番
8	TWG-I/O	PC BOARD		
機	種	番	機	種
製	作	年	月	日
組	立	場	所	
Nintendo 任天堂株式会社				機 番 R
				寸 法

印 度 事 業 部



品名	材質	規格	備考
T W G - S O U P.C. BOARD		年月	
PARTS LOCATIONS		年月	
製	検	測	書
Nintendo 任天堂株式会社			

製	検	測	書
製	検	測	書
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