

M/S PUCKMAN

MRS P/M PROG 4

1	31EO
2	3778
3	3761
4	326D
5	397B
6	313E

A	136C
C	1029
B	OD46
D	18E7

Link pin 5 of up to 7N/13.
Cut track to pin 13 of 7N.
Cut track to 6M/20 and 6K/20.
Link 7N/5 to 6K/20.
Link 7N/6 to 6M/20.

Switches and inputs as per Pacman.
EXCEPT Switch 7 when on gives frame display.
Pulse Credit input to step through game stages.