

This document is created to visualise the difference in DIP Switch settings for the game Bomb Jack, according to Twin Galaxies rules for the Arcade track and the M.A.M.E. tracks.

For Bomb Jack on [Arcade](#) (physical PCB):

TRACK RULES

Dip-Switch Bank A:

1-6 = OFF

7 = ON/OFF [Upright/Cocktail]

8 = ON

Dip-Switch Bank B:

1-4 = OFF

5 = ON

6 = OFF

7 = ON

8 = OFF

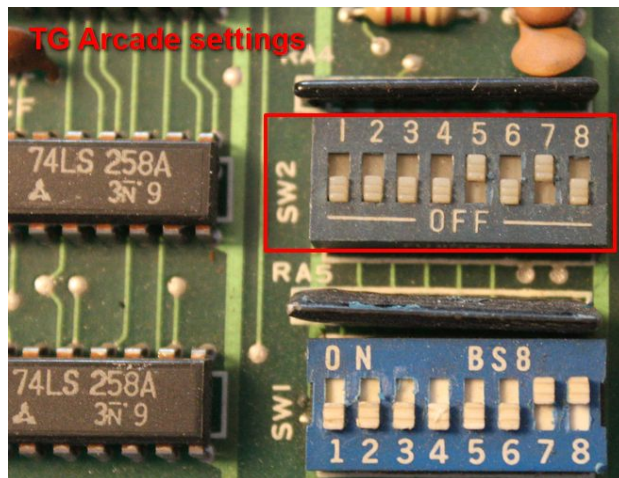
Note: The above Dip Switches, are not only the FACTORY DEFAULT settings, but are also the correct Twin Galaxies Tournament Settings for this title and will provide the following settings;

Lives: 3

Speed of Mechanical Bird: More Difficult

Enemies Numbers & Speed: Difficult

Ratio of Special Coin Appearance: Easy

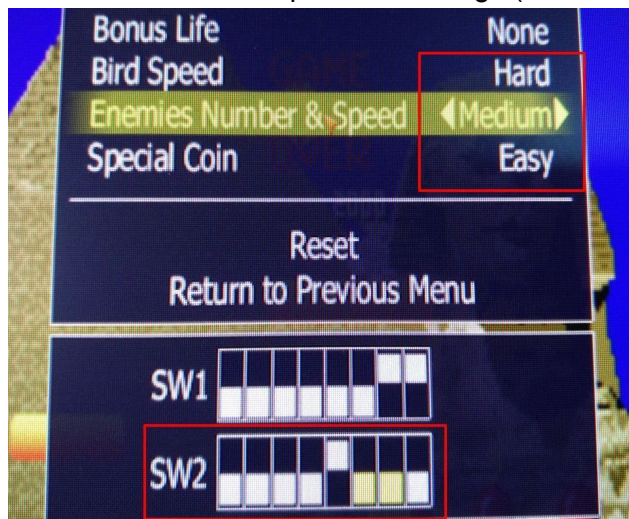


Left: Dip switch on PCB (00001010)

Right: Dip switch in M.A.M.E. (00001010)

For Bomb Jack on [M.A.M.E.](#)

All tracks use same dip switch settings (00001000).



Tournament Settings - 5 Lives Only.

TRACK RULES

ROMSet: BombJack

Lives: 3

Bird speed: Hard

Enemies Number & Speed: Medium

Special coin: Easy

Special Rules: Your scoring attempt ends after your 3rd, 4th or 5th life, depending on if you earn Extra Lives. Continues are NOT allowed!

Marathon

TRACK RULES

ROMSet: BombJack

Lives: 3

Bird speed: Hard

Enemies Number & Speed: Medium

Special coin: Easy

Special Rules: Continues are NOT allowed!

Points - 1 Life Only

TRACK RULES

ROMSet: Bomb Jack

Lives: 3

Bird speed: Hard

Enemies Number & Speed: Medium

Special coin: Easy

Special Rules: Continues are NOT allowed!

Score ends after first death, regardless of what else happens.