

STINGER : OUTSIDE BUS

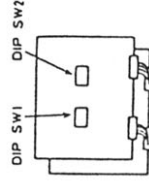
SOLDER SIDE

PARTS SIDE

GND	1	2	GND
GND	3	4	GND
+5V	5	6	+5V
+5V	7	8	+5V
+12V	9	10	+12V
+12V	11	12	+12V
NC	13	14	SP
NC	15	16	SP
NC	17	18	NC
RED	19	20	GREEN
NC	21	22	BLUE
SINC	23	24	NC
NC	25	26	NC
2P BONGO CALL	27	28	1P COIN
2P START	29	30	1P BONGO CALL
2P COIN	31	32	1P START
2P FIRE	33	34	1P FIRE
1P LEFT	35	36	1P RIGHT
2P RIGHT	37	38	2P LEFT
1P DOWN	39	40	1P UP
2P DOWN	41	42	2P UP
GND	43	44	GND

DIP SW 1

		Sw1(bit)								
COIN 1	(COIN)	1-1 (CREDIT)	1	2	3	4	5	6	7	8
	1-2	ON	ON	ON	ON					
	1-3	OFF	ON	ON	ON					
	2-1	ON	OFF	ON	ON					
	2-3	OFF	OFF	ON	OFF					
	3-1	ON	ON	ON	OFF					
	3-2	OFF	OFF	OFF	OFF					
NUMBER OF STINGER WOLF	4-1	ON	OFF	OFF	OFF					
	5					ON	ON			
	4					OFF	ON			
	3					ON	OFF			
BONUS 1st/2nd	2					OFF	OFF			
	20,000/50,000							ON	ON	ON
	20,000/60,000							OFF	ON	ON
	20,000/70,000							ON	OFF	ON
	20,000/80,000							OFF	OFF	ON
	20,000/90,000							ON	ON	OFF
	30,000/80,000							OFF	ON	OFF
30,000/90,000							ON	OFF	OFF	
	NO BONUS							OFF	OFF	OFF



DIP SW 2

SW2 bit		1	2	3	4	5	6	7	8
TEST	* TEST	ON							
	* NORMAL PLAY	OFF							
FLIP-FLOP	TABLE TYPE								
	UPRIGHT TYPE								
ENEMY'S STRENGTH	STRONG							ON	
	WEAK							OFF	
BONGO'S ACTIVITY TIME	LONGEST					ON	ON		
	↓					OFF	ON		
	SHORTEST					ON	OFF		
COIN 2	(COIN) 1-1 (CREDIT)		ON	ON	ON				
	1-2		ON	ON	OFF	ON			
	2-1		ON	OFF	ON				
	2-3		ON	OFF	OFF				
	3-1		OFF	ON	ON				
	3-2		OFF	ON	OFF	ON			
	4-1		OFF	OFF	ON	ON			
	5-1		OFF	OFF	OFF	OFF			