

STINGER : OUTSIDE BUS

SOLDER SIDE

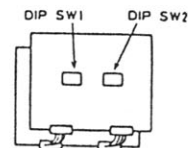
GND	1	2
GND	3	4
+5V	5	6
+5V	7	8
+12V	9	10
+12V	11	12
NC	13	14
NC	15	16
NC	17	18
RED	19	20
NC	21	22
SINC	23	24
NC	25	26
2P BONGO CALL	27	28
2P START	29	30
2P COIN	31	32
2P FIRE	33	34
1P LEFT	35	36
2P RIGHT	37	38
1P DOWN	39	40
2P DOWN	41	42
GND	43	44

PARTS SIDE

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

DIP SW 1

		Sw1(bit)							
		1	2	3	4	5	6	7	8
COIN 1	(COIN) 1 - 1 (CREDIT)	ON	ON	ON					
	1 - 2	OFF	ON	ON					
	1 - 3	ON	OFF	ON					
	2 - 1	OFF	OFF	ON					
	2 - 3	ON	ON	OFF					
	3 - 1	OFF	ON	OFF					
	3 - 2	OFF	OFF	OFF					
	4 - 1	ON	OFF	OFF					
NUMBER OF STINGER WOLF	5				ON	ON			
	4				OFF	ON			
	3				ON	OFF			
	2				OFF	OFF			
BONUS 1st/2nd	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								OFF
	UPRIGHT TYPE								ON
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				
	2 - 1		ON	OFF	ON				
	2 - 3		ON	OFF	OFF				
	3 - 1		OFF	ON	ON				
	3 - 2		OFF	ON	OFF				
	4 - 1		OFF	OFF	ON				
5 - 1		OFF	OFF	OFF					