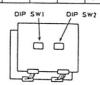
STINGER: OUTSIDE BUS

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	IP START
2P FIRE	33	34	IP FIRE
IP LEFT	35	36	1P RIGHT
2P RIGHT	37	38	2P LEFT
1P DOWN	39	40	IP UP
2P DOWN	41	42	2P UP
GND	43	44	GND

DIP SW 1

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



DIP SW 2

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