DIP Switch Settings for Shooting Star Multigame

DIP BANK 1

		1	2	3	4	5	6	7	8
Denomination	1c	OFF	ON	OFF					
	5c	ON	ON	ON					
	10c	OFF	ON	ON					
	25c	ON	OFF	ON					
	50c	OFF	OFF	ON					
	$1	ON	ON	OFF					
	$5	ON	OFF	OFF					

					4	5	6		
Mech in Ratio	1				ON	ON	ON		
credits per pulse	2				OFF	ON	ON		
	4				ON	OFF	ON		
(pin 18 parts side)	5				OFF	OFF	ON		
	8				ON	ON	OFF		
	10				OFF	ON	OFF		
	25				ON	OFF	OFF		
	50				OFF	OFF	OFF		

Note: 7, 8 and DIP Bank 2 #1 do the exact same thing with "Note in ratio"

DIP BANK 2

1	2	3	4	Network Size
ON	ON	ON		12
OFF	ON	ON		24
ON	OFF	ON		32
OFF	OFF	ON		48
ON	ON	OFF		64

Note: 5 *must* be on
6 OFF means game is not networked
7 OFF means game is a network master

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Wire Function for 36 and 10 Dual-Position Card Edges

PARTS SIDE (numbers)		SOLDER SIDE (letters)	PARTS SIDE (numbers)		SOLDER SIDE (letters)
Video Red	1	Video Green	GND	1	GND
Video Blue	2	Video Sync	GND	2	GND
Speaker +	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		+12V	6	+12V
Ticket Feed Sw.	7		Ticket Disp. GND	7	
Ticket Notch Input	8			8	
Start Button	9		GND	9	GND
R Stop/Odds Button	10		GND	10	GND
Play Credit Button	11				
L Stop Button	12				
Double Button	13				
	14				
	15				
C Stop/Game Select Button	16				
	17				
Coin In	18				
	19				
Accounting Switch	20	Confirm Switch			
	21	Clear Switch			
	22				
Coin In Meter	23				
Points Played Meter	24				
Points Won Meter	25				
	26				
	27				
Coin Out Meter	28				
Start Lamp	29				
R Stop/Odds Lamp	30				
Play Credit Lamp	31				
L Stop Lamp	32				
Double Lamp	33				
C Stop/Game Sel Lamp	34				
	35				
GND	36	GND			

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