

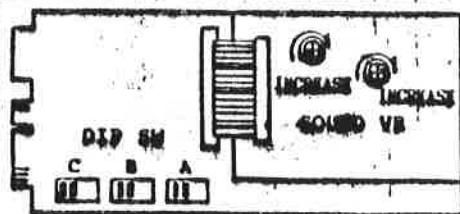
B R O N X

4	GND
5	
6	+5V
7	+5V
8	-5V
9	+12V

COMPONENTS SIDE		SOLDER SIDE	
GND	1	A	
GND	2	B	
GND	3	C	
GND	4	D	
SENSOR OUT	5	E	
	6	F	
POST	7	H	POST
	8	J	
	9	K	
	10	L	
	11	M	
	12	N	
	13	P	
	14	R	
	15	S	
	16	T	
+5V	17	U	
+5V	18	V	

COMPONENTS SIDE		SOLDER SIDE	
GND	1	A	GND
VIDEO(R)	2	B	VIDEO(GND)
VIDEO(G)	3	C	VIDEO(B)
VIDEO(SYNC)	4	D	
	5	E	
POST	6	F	POST
	7	H	
COIN SW	8	J	
COIN METER	9	K	
COIN LOCKOUT	10	L	
SERVICE SW	11	M	TILT SW
START SW	12	N	
	13	P	
	14	R	
	15	S	
	16	T	
	17	U	
	18	V	
	19	W	
	20	X	VR1
TRIGGER SW	21	Y	VR2
	22	Z	VR3

1	SOUND OUT 1 (+)
2	SOUND OUT 1 (-)
3	SOUND OUT 2 (+)
4	POST
5	SOUND OUT 2 (-)



SETTING OF DIP SWITCH B

SETTING	POSITION	1	2	3	4	5	6	7	8
GAME DIFFICULTY A(EASY)-D(DIFFICULT)	B	OFF	OFF						
	A	ON							
	C	OFF	ON						
	D	ON							
BONUS POINTS 1ST/EVERY K-1.000 POINTS	150K/200K			OFF	OFF				
	200K/300K			ON					
	300K/400K			OFF	ON				OFF
	400K/500K			ON					
NUMBER OF PLAYERS	2					OFF	OFF		
	5					ON			
	4					OFF	ON		
	1					ON			

SETTING OF DIP SWITCH C

SETTING	POSITION	1	2	3	4	5	6	7	8
PLAYER SHOTS	6 SHOTS					OFF			
	FREE SHOTS (RAPID-FIRE)				OFF	ON			OFF

SETTING OF DIP SWITCH A

SETTING	POSITION	1	2	3	4	5	6	7	8
TEST MODE	GAME MODE			OFF					
	TEST MODE			ON					
ATTRACT SOUND	PRODUCED				OFF				
	NO PRODUCED				ON				
PLAY PRICING	1coin/1play	OFF				OFF	OFF		OFF
	1coin/2plays					ON			
	2coins/1play					OFF	ON		
	2coins/3plays					ON			

Anschlussbelegung Bronx und Colt 86 Pistole

- 1 Masse Gnd - schwarz
- 2 Sensor out - rot gehb auf Pin 5 bei Platine
- 3 12V - blau
- 4 -12V - gelb

5 Mikroschalter Abschussknopf Pistole - braun

Achtung: Die Einstellung über die Zielenauigkeit erfolgt über die Horizontal -Vertikaleinstellung auf dem Bildschirm