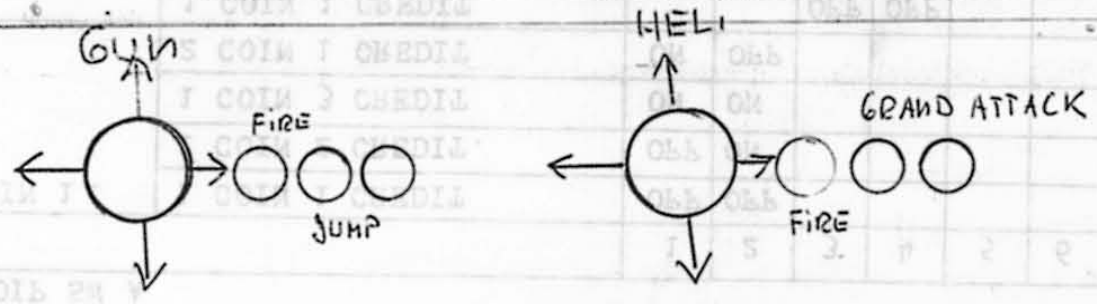


SILK WORM

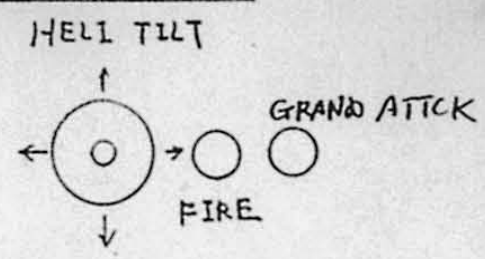
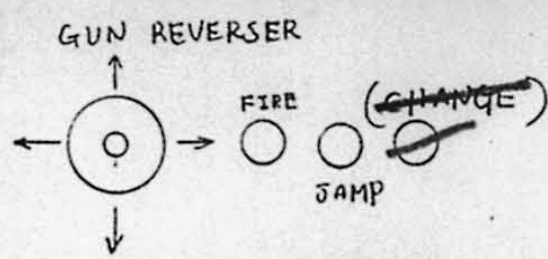
CONTINRE

NO	SOLDER SIDE		PART SIDE		ON	OFF	ON	OFF
	GND	A	1	GND	ON	OFF	ON	OFF
	GND	B	2	GND	OFF	OFF	ON	ON
	+5V	C	3	+5V	ON	ON	OFF	OFF
	+5V	D	4	+5V	OFF	ON	OFF	OFF
		E	5		ON	OFF	OFF	OFF
	+12V	F	6	+12V				
	KEY	H	7	KEY				
	COIN COUNTER 2	J	8	COIN COUNTER 1	OFF	ON	ON	
	COIN OUT 2	K	9	COIN OUT 1	OFF	OFF	OFF	
	SPEAKER (-)	L	10	SPEAKER (+)				
		M	11					
	VIDEO GREEN	N	12	VIDEO RED				
	VIDEO SYNC	P	13	VIDEO BLUE				
	SERVICE SW	R	14	VIDEO GND				
	RESET SW	S	15					
		T	16	COIN SW 1				
	JEEP START	U	17	HELI START				
	UP	V	18	UP				
	DOWN	W	19	DOWN				
	LEFT	X	20	LEFT				
	RIGHT	Y	21	RIGHT				
	JEEP JUMP	Z	22	CANNON FIRE	ON	ON		
	MACHINE GUN	a	23	MACHINE GUN	OFF	ON		
	GUN REVERSE	b	24	HELI TILT	ON	OFF		
		c	25		OFF	OFF		
		d	26					
	GND	e	27	GND	ON	OFF		
	GND	f	28	GND	ON	ON		



SILK WORM

		SOLDER SIDE			PARTS SIDE			
		G N D	A 1	G N D			BLK	
		G N D	B 2	G N D			BLK	
		+ 5 V	C 3	+ 5 V			RED	
		+ 5 V	D 4	+ 5 V			RED	
			E 5					
BRN		+ 12 V	F 6	+ 12 V			BRN	
		KEY	H 7	KEY			YEL	
		COIN COUNTER 2	J 8	COIN COUNTER 1				
TWIN		COIN LOCK OUT 2	K 9	COIN LOCK OUT 1			TWIN	
		SPEAKER (-)	L 10	SPEAKER (+)				
			M 11				RED	
GRN		VIDEO G	N 12	VIDEO R			BLU	
WHT		SYNC	P 13	B			BLK	
		SERVICE SW	R 14	GND			BLK	
		RESET SW	S 15				WHT	
			T 16	COIN SW 1			BRN	
RED		JEEP START (P2)	U 17	HELI STERT (P1)			PRP	
PRP		UP (P2)	V 18	UP (P1)			GRY	
GRY		DOWN (P2)	W 19	DOWN (P1)			BLU	
BLU		LEFT (P2)	X 20	LEFT (P1)			GRN	
GRN		RIGHT (P2)	Y 21	RIGHT (P1)			ORG	
ORG		JEEP JAMP (P2)	Z 22	GRAND ATTACK GUN			YEL	
YEL		JEEP FIRE (P2)	a 23	FRONT GUN			WHT	
WHT		GUN REVERSE	b 24	HELL TILT. (P1)				
			c 25	CHANGE BUTTON				
			d 26					
BLK		G N D	e 27	G N D			BLK	
		G N D	f 28	G N D				



JEEP (P2)

HELI (P1)

Silk Worm

DIP SW.

A	1	2	3	4	5	6	7	8
	COIN 1	COIN 2	STOCK	P CHENG	SOUP			

COIN 1

1	2	COIN	PLAY
off	off	1	1
off	on	2	1
on	off	1	2
on	on	1	3

COIN 2

3	4	COIN	PLAY
off	off	1	1
off	on	2	1
on	off	1	2
on	on	1	3

The number of STOCK.

5	6	STOCK
off	off	3
off	on	4
on	off	5
on	on	2

7	10
off	PLAYER CHENG
on	PLAYER CHENG

8	attract sound
off	off
on	on

B	1	2	3	4	5	6	7	8
	EXTEND			DIFFICULTY				

EXTEND

1	2	3			
off	off	off	5×10^4	20×10^4	50×10^4
off	off	on	10^5	30×10^4	80×10^4
off	on	off	5×10^4	20×10^4	
off	on	on	10×10^4	30×10^4	
on	off	off	50000		
on	off	on	100000		
on	on	off	200000		
on	on	on	NON		

DIFFICULTY

5	6	7	NORMAL
off	off	off	1
off	off	on	2
off	on	on	3
on	on	off	4
on	off	on	5

Material dimension	()	()	()	()	()	()	()
Processing	()	()	()	()	()	()	()
Size tolerance	()	()	()	()	()	()	()
1000 ±	()	()	()	()	()	()	()
300~1000 ±	()	()	()	()	()	()	()
100~300 ±	()	()	()	()	()	()	()
100 ±	()	()	()	()	()	()	()
Scale / Quantity	Date			Content revision			
Unit mm	Parts cord			Designing			
	Parts name			Inspection			
	DIP SWICH			Approval			
	Date			Print			
	Page			Page			