

CONTROLLER BOARD CONNECTOR WIRING CONT .--

1 GND
2 TRANSMIT DATA
3 RECEIVE DATA
4 RTS
5 CTS

P3

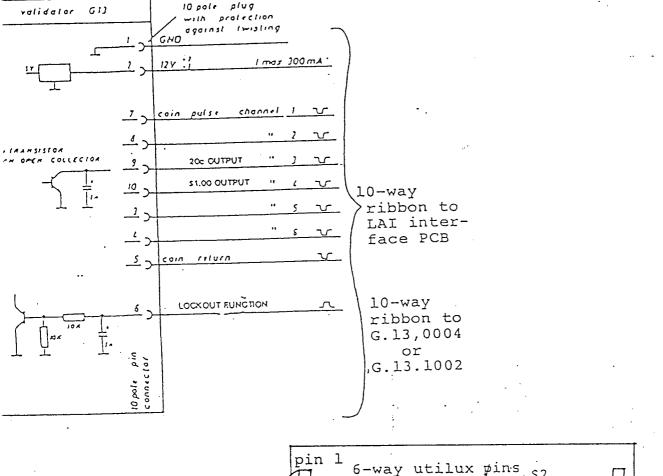
6 DSR
7 GND
8 DCD
11 HSYNC
18 VSYNC
20 DTR
22 RI

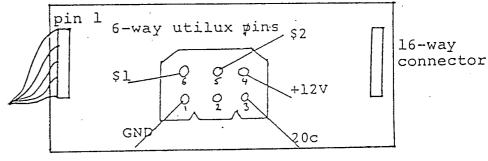
J12 1 AUDIO IN "RIGHT" 2 SHIELD

J13 1 AUDIO IN "LEFT" 2 SHIELD

MODEL G.13.1002

NRI COIN MECHANISM. STANDARD MODEL g.13.1002 CREDIT PCB NOT INCORPORATED





NB: DIL switch (dual in line) under PCB cover is for single coin inhibit

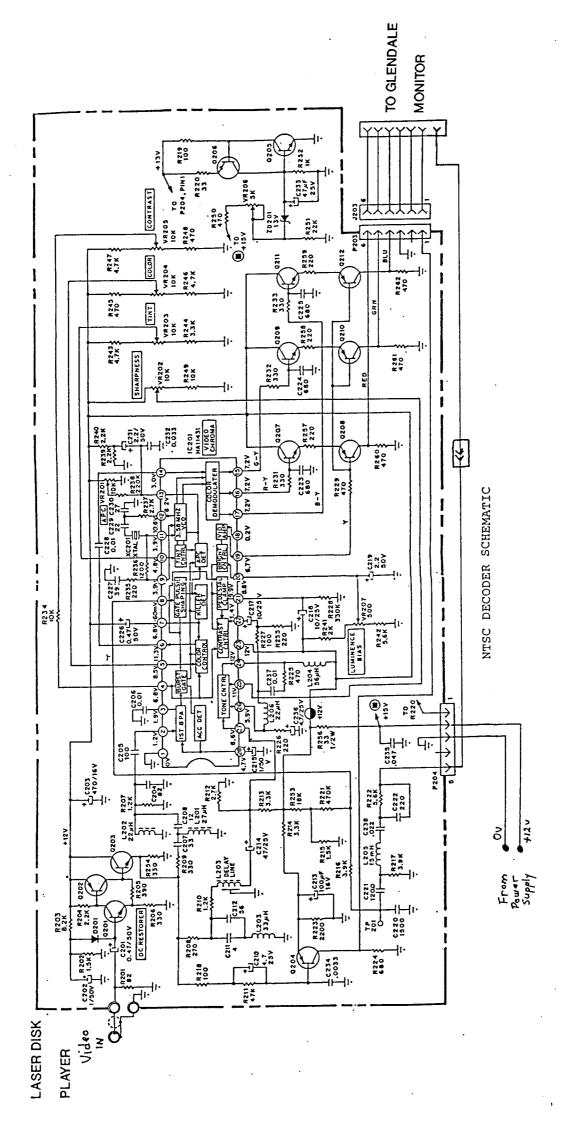
e.g. Corresponding channel to DIL switch Channel 1 (coin) - DIL switch 1 Channel 2 (coin) - DIL switch 2

WARNING: These pin details are for use on G.13.1002 model only and not for any other NRI mechanism.

- (1) If the correct connector is not used the coin mech. will be damaged.
- (2) Model G.13.1404 uses only a 10-way connector at one end and a 16-way connector at the other.

(3) Model G.13.1002 and G.13.0004 use only a 10-way connector at both e





MODIFIED FOR DRAGONS LAIR II

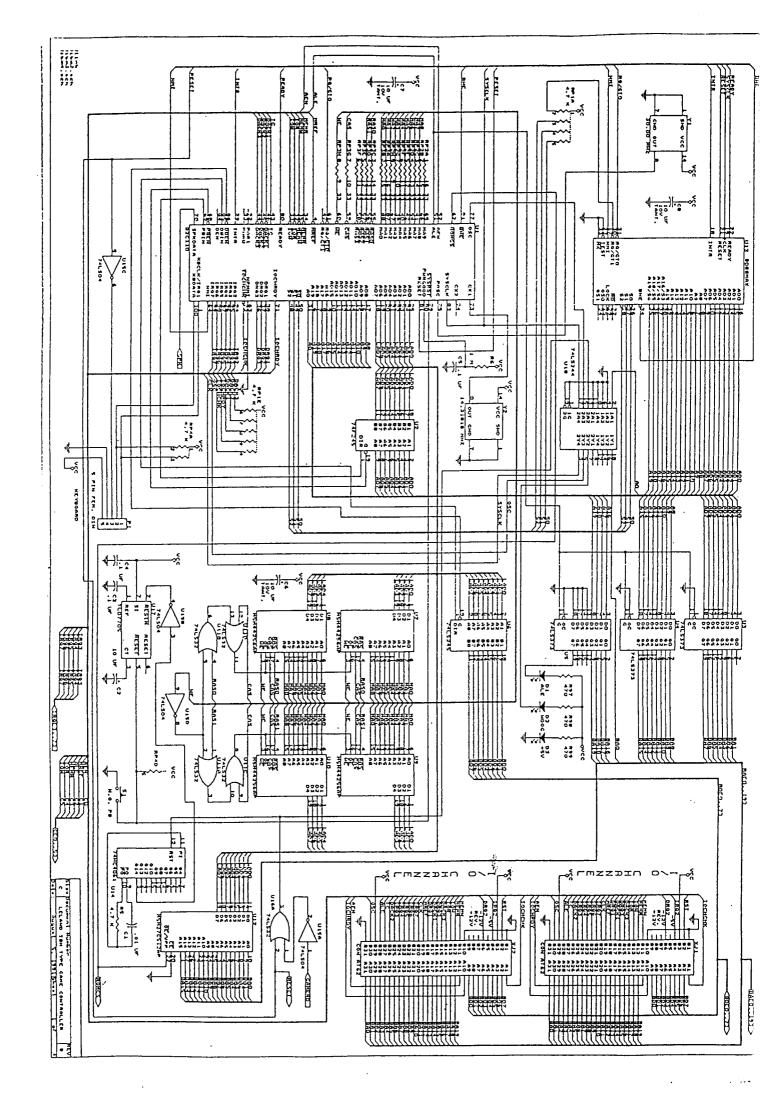
ELECTRONIC COMPONENTS PTE LTD.

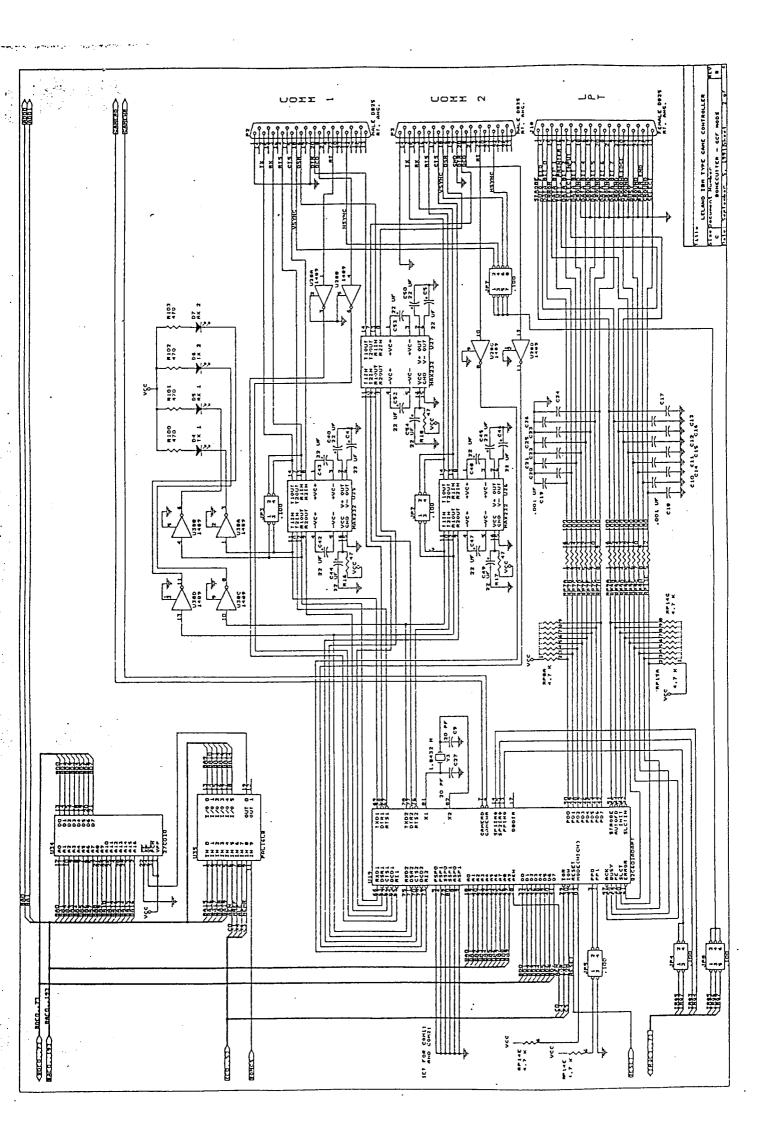
ELECTRONIC COMPONENTS PTE LTD.

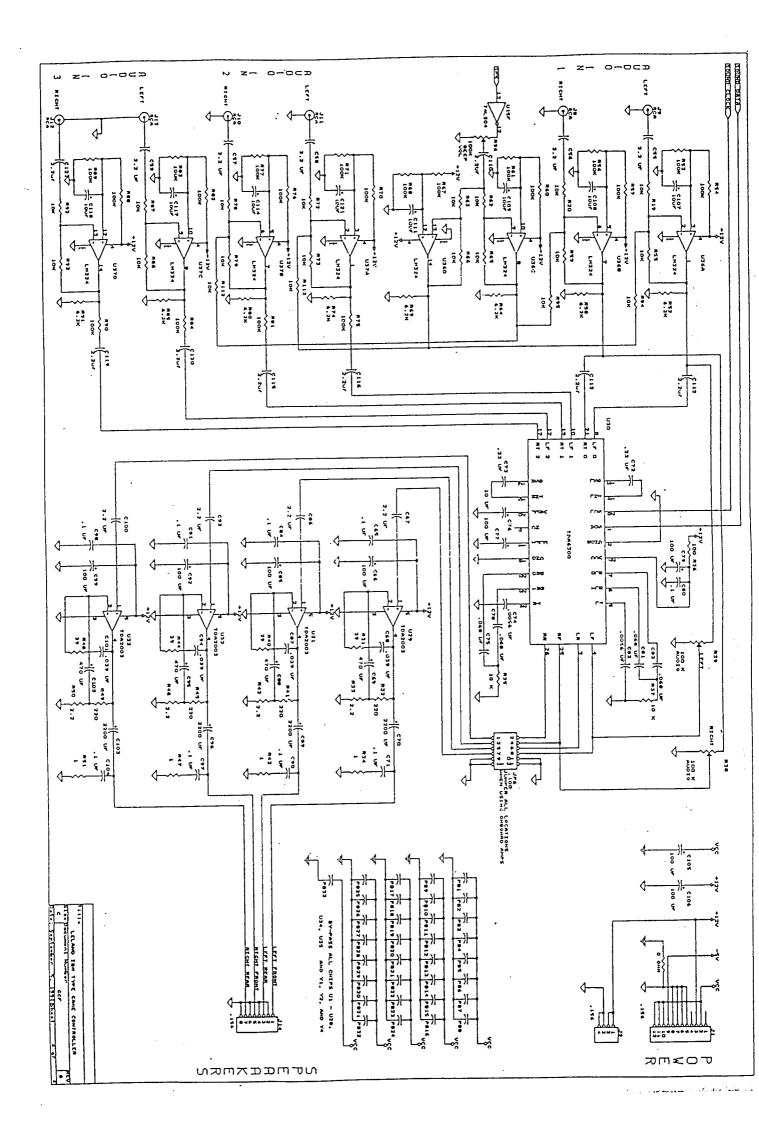
EN ALANNED TOAD 00-11, UPO FACTORY,

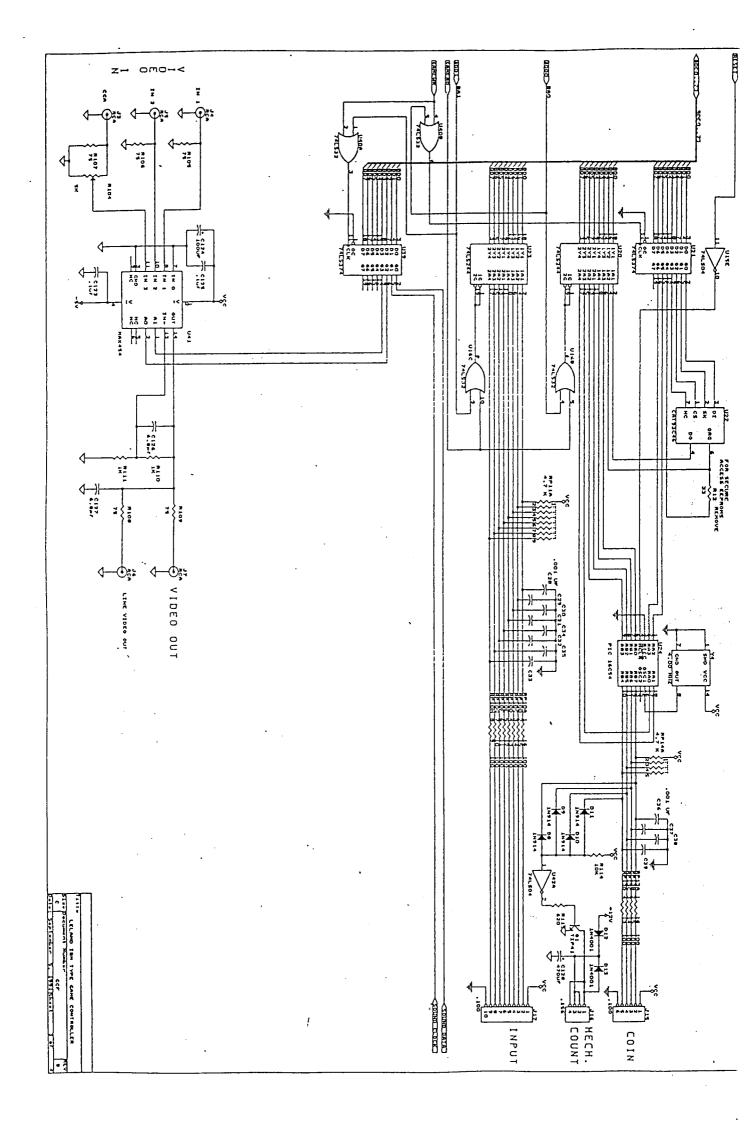
STAGASCES TO THE STAGE (2 LNES)

TELEC RS 2049 VALCOM









Note: The coin meter will count accepted coins in 10c units.

(DIP SW 1, 2, 3, 4)

SWITCH OPTIONS

					*											-	
Credit PCB reset LED	on	off	no	off	on	off	on	ofif	on	off	on	off	on	off.	on	off	ب
	on	no	off	off	on	on	off	off	on	on	off	oťf	on	on	off	off	2
	on	on	on	on	off	off	off	off	no.	on	on	on	off	off	off	off	ω
	on	on	on	on	on	on	on	on	off	off	off	off	off	off	off	off	Δ.
	=	Ξ	Ξ	=	\$1	=	80¢	=	60¢	=	=	. =	40¢	=	=	20¢	Coins.
	=	=	=	Ξ	, =	Ė	=	` =	=	۽	=	=	=	=	Ξ	per	ns . u
	Ξ	=	=	=	Ξ	=	Ξ	=	=	2	=	Ξ	=	Ξ	Ξ	game	under \$1.00
	u	2	2	1	1	2.	. 2	2	2 .	4	ώ	ω	ω	6	5	VI	Games per \$1.00 Coin
	4	4	ω	ယ	2	4 .	ω	5	,Д	8		7	6	12	11 .	10	Games per \$2.00 Coin

To simplify diagnosis of any coin board faults, should the credit PCB become faulty the LED will flash on and off. A short flash when power is applied is normal, with the LED being off when operating correctly.

CREDIT BOARD DIP SWITCH SETTING

*** FACTORY SETTING**