

MULTI CREDIT BOARD Mk 2

2 CHANNEL Version

Suitable for allowing installation of a single multi coin acceptor in Neo Geo NG-1 etc.

EDGE CONNECTOR PINOUT

DIP SWITCH SETTINGS

N = on, F = off

Comp Side	Solder Side	DIP SW	1st credit, bonus credits	DIP SW	1st credit, bonus credits
	1 Player 1 Take credit switch	1234567		1234567	
	2 -				
	3 Service credit switch input	NNFFFF	10c=1	NNFFFF	\$1=1
	4 10c coin switch input	NNFFFF	20c=1	NFNFNF	\$1=1, \$2=3
	5 20c coin switch input	NFNFNF	20c=1, 40c=3	NNNFNF	\$1=1, \$2=3, \$3=5
	6 Player 2 Take credit switch	NNNFNF	20c=1, \$1=6	NFNFNF	\$1=1, \$2=3, \$5=8
	7 \$1 coin switch input				
Antenna	8 \$2 coin switch input	NFNFNF	20c=1, \$1=7	NNNFNF	\$1=1, \$2=3, \$4=7
	9 -	NNNFNF	40c=1	NFNFNF	\$1=1, \$2=3, \$4=7, \$5=10
	10 -	NFNFNF	40c=1, 60c=2, 80c=3, \$1=4	NNNFNF	\$1=1, \$3=4
Reset Out	11 Credit Lamp driver output	NNNFNF	40c=1, \$1=3	NFNFNF	\$2=1
	12 Coin Meter output				
Credit Plr.2	13 Credit output Player 1	NFNFNF	40c=1, \$1=3, \$2=7	NNNFNF	\$2=1, \$3=2
Out	14 Display Panel DATA	NFNFNF	40c=1, \$1=3, \$2=8	NFNFNF	\$2=1, \$3=2, \$5=4
	15 Display panel CLOCK	NNNFNF	40c=1, \$1=3, \$2=9	NNNFNF	\$2=1, \$4=3
	16 -	NFNFNF	40c=1, \$1=4, \$2=8	NFNFNF	\$2=1, \$4=3, \$5=5
	17 -				
	18 -	NNNFNF	40c=1, \$1=4, \$2=9	NNNFNF	\$3=1
	19 Power input, 8 to 15 volts DC	NFNFNF	40c=1, \$1=4, \$2=10	NFNFNF	\$3=1, \$5=2
	20 " " " " " "	NNNFNF	40c=1, \$1=5, \$2=10	NNNFNF	\$3=1, \$5=2, \$10=5
Ground	21 Ground	NFNFNF	50c=1	NFNFNF	\$3=1, \$5=2, \$8=4, \$10=6
" "	22 " "				
		NFNFNF	60c=1	NNFFFF	\$4=1
		NNNFNF	60c=1, \$1=2	NFNFNF	\$4=1, \$10=3
		NFNFNF	60c=1, \$1=2, \$2=5	NNFFFF	\$4=1, \$8=3, \$12=5
		NNNFNF	60c=1, \$1=2, \$3=7, \$4=10	NFNFNF	\$5=1
		NFNFNF	80c=1	NNNFNF	\$5=1, \$8=2
		NNNFNF	80c=1, \$2=3	NFNFNF	\$5=1, \$10=3
		NFNFNF	80c=1, \$2=3, \$5=8	NNNFNF	\$5=1, \$10=3, \$15=5

The 10 pin box header may be connected to the NRI G.13.0004 or G.13.1002 coin mechanisms, for 10c, 20c, \$1, \$2 and 1 TOKEN/ 1 credit operation. Disable the 5c channel of the NRI by means of the internal dip switch. Set switch 1 ON

Lamp driver. Capable of driving to GND the return circuit of 2x 12volt lamps inside the 2x Take Credit buttons: The lamps both flash when credit is established. After a Take Credit button is pressed the lamps remain lit without flashing as long as un-used credit remains.

ANTENNA. The optional static pickup antenna is a length of wire about 1/2 meter long. The length of the wire and its proximity to the cabinet wiring harness will determine the sensitivity of the static reset function. Operation is indicated by the on-board LED.

RESET OUT. This is an open collector, active low output which may be connected to the game board RESET input. If the game board is not provided with a reset input, a PCB technician could add the input to your game board, via an unused edge connector pin.

COIN METER. All coin registrations are accumulated as 10 cent units on a single coin meter. Connect coin meter (+) lead to +12 volts, (-) lead to pin 12.

DISPLAY DATA, CLOCK For optional 6 digit LED money/credit display. Shows \$/c. value inserted and current number of un-used credits.