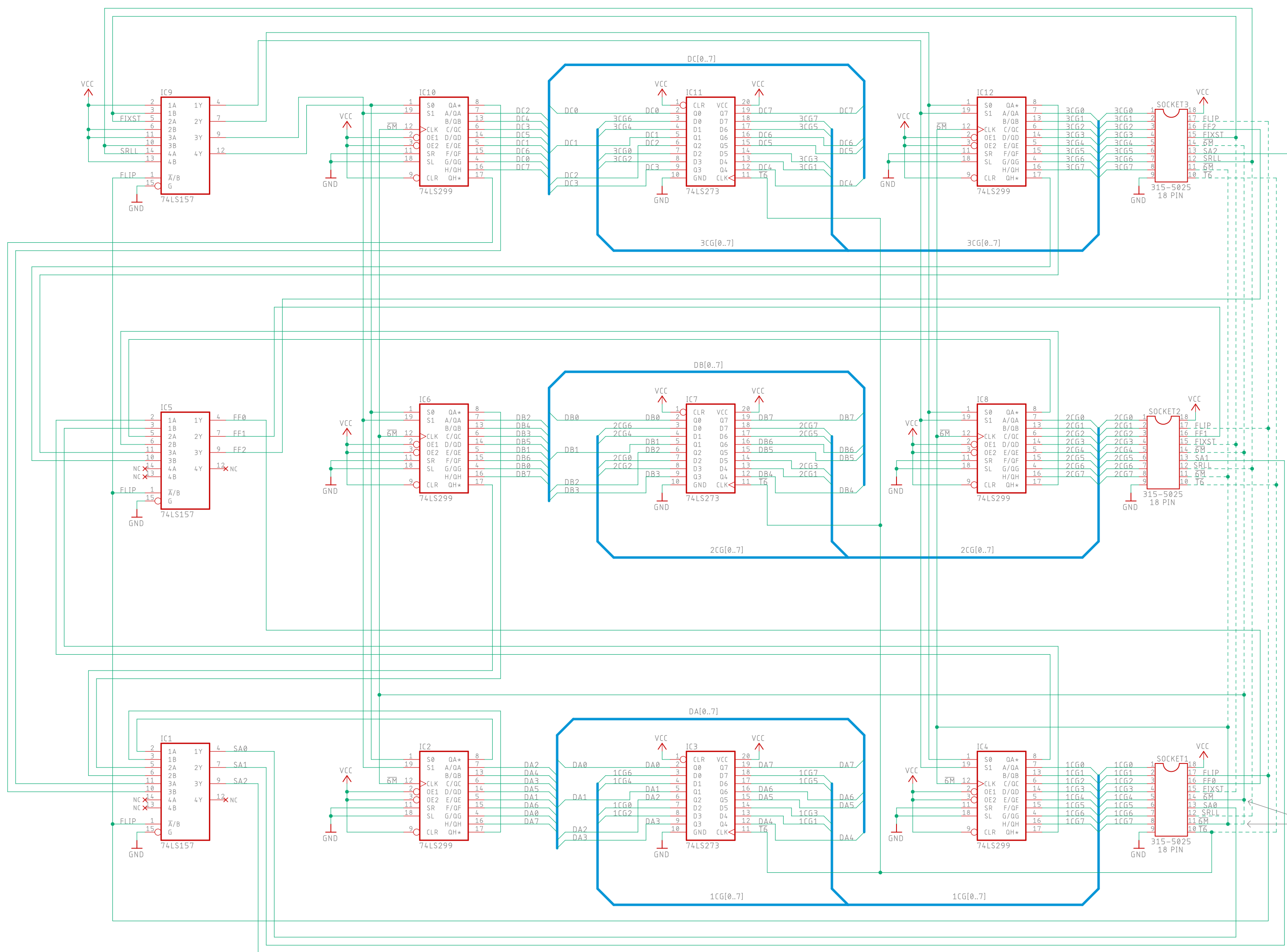
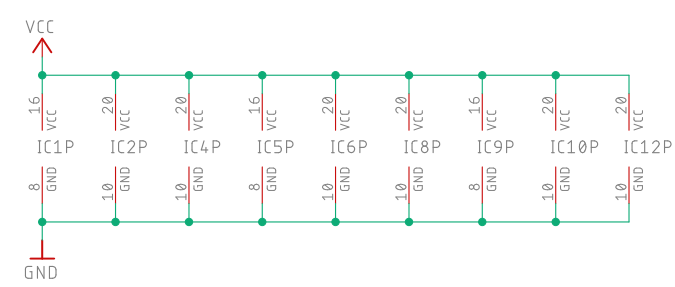




CLOCK INPUTS FOR THE LS299'S.
NOTE PINS 11 AND 14 CAN BE
JOINED ON THE GAME PCB ON
ALL SOCKETS OR SPLIT WHERE
EACH 299 HAS ITS OWN CLOCK
SO CHECK YOUR GAME PCB
WONDERBOY=SPLIT
HANG-ON=JOINED

PINS 13 AND 16 SAx AND FFx ARE THE
MASTER OUTPUT SIGNALS FROM THESE
CIRCUITS GOING TO THE GAME PCB



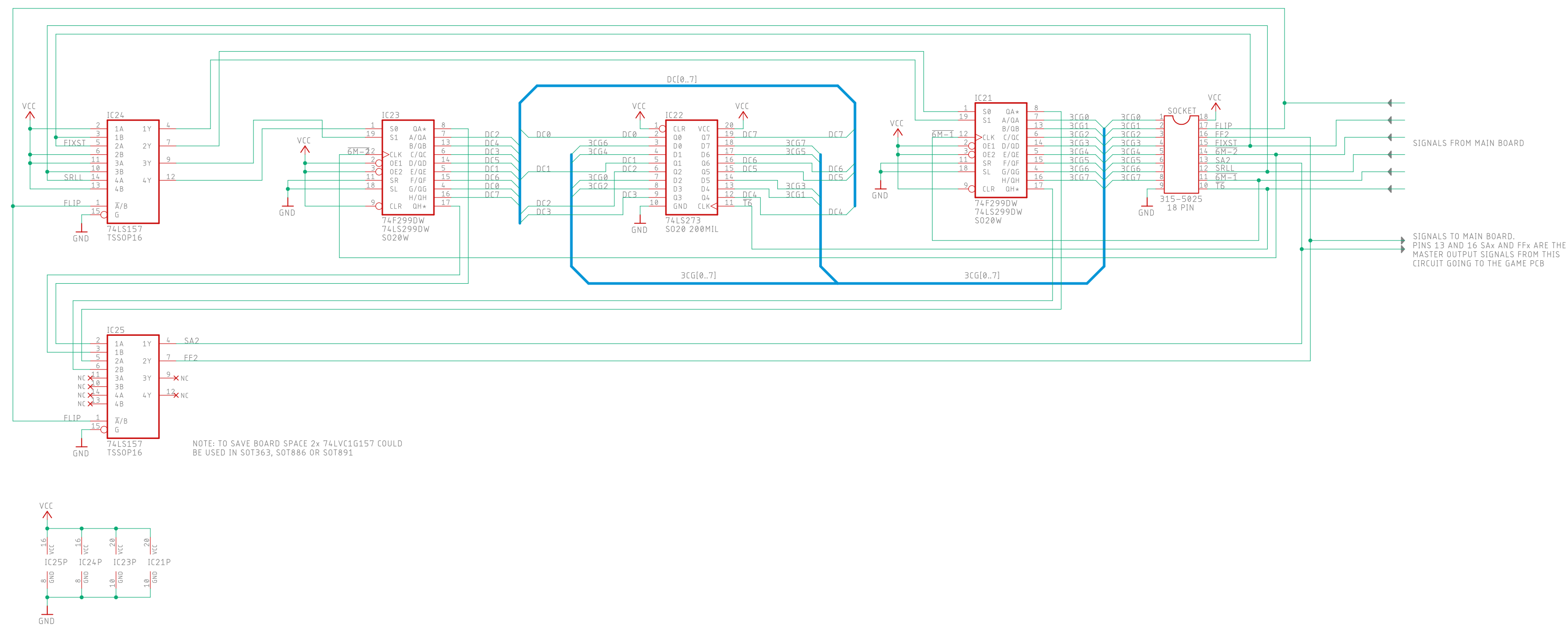
- NOTES
1. THESE CUSTOM CHIPS ARE USED ON SEGA SYSTEM 1, SYSTEM 2, SYSTEM 16A, SPACE HARRIER, ENDURO RACER AND HANG-ON
 2. THIS SPECIFIC CIRCUIT COMES FROM A WORKING BOOTLEG SEGA WONDERBOY PCB
 3. MISSING SIGNALS ON SOCKETS ARE CONNECTED TOGETHER ON GAME PCB USUALLY (DASHED LINES)
 4. EACH CIRCUIT WAS TESTED WORKING IN A 315-5025 CHIP SOCKET ON AN ORIGINAL HANG-ON PCB

SEGA 315-5025 CUSTOM

(BOOTLEG CIRCUIT SUPPORTS 3 CHIPS)

Reverse-Engineered By: Guru
<https://gurudumps.otenko.com>

SINGLE 315-5025 CIRCUIT



NOTES

1. THESE CUSTOM CHIPS ARE USED ON SEGA SYSTEM 1, SYSTEM 2, SYSTEM 16A, SPACE HARRIER, ENDURO RACER AND HANG-ON
2. THIS SPECIFIC CIRCUIT IS A REDUCED VERSION FROM SHEET 1 THAT SUPPORTS 1x 315-5025 CHIP
3. INPUT SIGNALS ON SOCKETS ARE CONNECTED TOGETHER ON GAME PCB TO OTHER 315-5025 CHIPS (USUALLY)
4. THIS REDUCED SINGLE CIRCUIT IS NOT TESTED (YET)

SEGA 315-5025 CUSTOM

(THIS CIRCUIT SUPPORTS 1 CHIP)