<table>
<thead>
<tr>
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<th>PAGE</th>
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<td>31-33</td>
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<td>10. P.C. BOARD SCHEMATICS</td>
<td>34-37</td>
</tr>
</tbody>
</table>
INSTALLATION

1. Position cabinet at desired location.
2. Adjust leg levelers so cabinet is balanced correctly.
3. Plug the machine into a 120 volt outlet.
4. Open the front service door.
   a. If the game was pre-installed at the factory, proceed to line 9.
5. Place cassette tape in the cassette deck. See Figure 1, game package installation.
6. Install key module. See Figure 2, game package installation.
7. Adjust dipswitches to desired settings. See Figure 3, and please refer to the game package dipswitch setting sheet.
8. Install game top flashing.
9. Turn power switch on, located at the front of the machine.
10. Allow 2–3 minutes for the game to load the memory.
11. The game is now ready for operation.*

* If the game has any irregularities, refer to the system trouble shooting guide on the next pages.
1. FUNCTIONS

THE THREE PCB'S DO NOT FUNCTION AS A GAME UNLESS
TAPE PROGRAM IS LOADED TO THE PCB'S.

STRUCTURE  Fig. 1
2. INDIVIDUAL FUNCTION OF EACH BLOCK

**DSP 8**

1) CONTROL CPU AND ITS RELATED CIRCUIT

2) COLOR SIGNAL GENERATOR AND CONTROL

3) STANDARD PATTERN GENERATOR AND TIMING SIGNAL GENERATOR
   - CPU CLOCK
   - STROBE SIGNAL
   - DYNAMIC RAM TIMING SIGNAL

4) CRT TIMING SIGNAL GENERATOR
   - HORIZONTAL
   - VERTICAL
   - SYNCHRONIZE

5) DISPLAY CONTROL
   - MISSILE GENERATOR AND CONTROL
   - MIXMODE GENERATOR AND CONTROL
   - MAIN GRAPHIC GENERATOR AND CONTROL

**RMS 8**

1) DYNAMIC MEMORY (48 K BYTE)
   - PROGRAM
   - DISPLAY

2) SOUND
   - CPU
   - ROM/RAM
   - SOUND CHIP
   - MIXING
   - COMMUNICATION WITH MAIN CPU
3) RESET SIGNAL GENERATOR
4) DIP SWITCH READING
5) Bootstrap ROM

1) CONTROL PANEL SWITCH INPUT READING
2) COIN SWITCH ACTIVATION READING AND COIN COUNTER DRIVE
3) NMI GENERATION FROM SERVICE/COIN SWITCH ACTIVATION
4) VOLUME INPUT AD CONVERSION
5) BACK DISPLAY CONTROL
   * READING/Writing FUNCTION FROM CPU TO MEMORY
   * HEAD LIGHT MODE
   * DISPLAY HORIZONTAL/VERTICAL SHIFT
6) CASSETTE DECK INTERFACE

---

**CASSETTE DECK**

1) GAME PROGRAM LOADING

---

**DC POWER SOURCE**

1) SWITCHING REGULATOR

<table>
<thead>
<tr>
<th>Voltage</th>
<th>Current</th>
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<td>+5V (Regulated)</td>
<td>6A</td>
</tr>
<tr>
<td>+12V (&quot; )</td>
<td>1A</td>
</tr>
<tr>
<td>+13V (Unregulated)</td>
<td>2A</td>
</tr>
<tr>
<td>-5V (Regulated)</td>
<td>0.1A</td>
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</table>

If regulated +12V, 3A combination is used it allows +13V unregulated power use.
DECO CASSETTE SYSTEM
TROUBLE SHOOTING GUIDE

TURN POWER ON

DOES BLUE BACKGROUND APPEAR
SEE FIG.#1

DO POWER LED'S LIGHT ON CARD RACK
NO

REFER TO SOLUTIONS #3,#4,#5

REFER TO CASSETTE ERROR GUIDE
YES

IS A CASSETTE ERROR DISPLAYED
SEE FIG.#3

NO

REFER TO SOLUTION #1,#2

DOES COUNTER APPEAR ON THE SCREEN
SEE FIG.#2

YES

DOES MONITOR FILAMENT GLOW

NO

REFER TO SOLUTIONS #6,#7

IS VIDEO CABLE CONNECTED BETWEEN PCB AND MONITOR

YES

REFER TO SOLUTION #8

NO

PLAY 1 GAME TO VERIFY THAT GAME IS FUNCTIONING

YES

DOES GAME APPEAR AFTER APROX. 5 MINUTES

NO

REFER TO SOLUTION #9

YES

REFER TO SOLUTION #9

NO

IF CASSETTE ERROR IS FLASHING
REFER TO CASSETTE ERROR GUIDE

SEE NEXT PAGE FOR SOLUTIONS
OPERATING PROCEDURES, SOLUTION GUIDE

SOLUTIONS

#1 CHECK DIP SWITCH SETTINGS

<table>
<thead>
<tr>
<th>SETTINGS MUST ALWAYS BE</th>
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<tr>
<td>DIP SW I 5.OFF 6.OFF</td>
</tr>
<tr>
<td>DIP SW II 6.ON 7.OFF 8.OFF</td>
</tr>
</tbody>
</table>

#2 CHECK KEY MODULE CONNECTION

#3 CHECK FUSES

#4 CHECK AC INPUT TO SWITCHING REGULATOR 100V.AC AND DC OUTPUT +5, -5, +12

#5 ASSURE POWER IS CONNECTED TO CARD RACK

#6 CHECK MONITOR POWER CONNECTOR FOR 100V.AC

#7 CHECK MONITOR FUSES

#8 CHECK VIDEO CONNECTOR

#9 EXCHANGE PCB'S
WAIT UNTIL COUNTER BELOW READS 000 THEN GAME START

FIGURE #1

FIGURE #2

CASSETTE ERROR!

FIGURE #3

REFER TO ERROR GUIDE #59
CASSETTE ERROR GUIDE

<table>
<thead>
<tr>
<th>ERROR CODE</th>
<th>SOLUTIONS</th>
</tr>
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<tbody>
<tr>
<td>01</td>
<td>1, 8, 9, 3</td>
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<td>02</td>
<td>3, 4, 5</td>
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<td>03</td>
<td>3, 4, 5</td>
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<td>32</td>
<td>2, 3</td>
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<td>33</td>
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<td>52</td>
<td>8, 9, 4</td>
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<tr>
<td>58</td>
<td>3, 4, 5</td>
</tr>
<tr>
<td>59</td>
<td>6, 7, 8</td>
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</table>

CASSETTE ERROR SOLUTIONS

#1 CHECK THE TAPE AND MODULE GAME NAME TO INSURE THEY ARE PROPERLY MATCHED.
#2 CLEAN THE TAPE DECK HEAD WITH ALCOHOL AND COTTON SWAB
#3 CHANGE THE CASSETTE TAPE
#4 CHANGE THE CASSETTE DECK
#5 IF THE ERROR PERSISTS CHANGE THE BIO-8 BOARD
#6 CHECK THE TAPE DECK CONNECTOR
#7 CHECK THE KEY MODULE CONNECTOR
#8 CHECK THE TAPE TO INSURE SIDE "A" IS FACING UP
#9 CHECK THE TAPE TO INSURE THAT THE TAPE IS ON THE SPOOL OPPOSITE THE CAPITOL "A", IF NOT ADVANCE THE TAPE TO THE CORRECT SPOOL WITH A SCREWDRIVER
<table>
<thead>
<tr>
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<th>Q'TY</th>
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<tbody>
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<td>1</td>
</tr>
<tr>
<td>2 BEZEL HOUSING</td>
<td>1</td>
</tr>
<tr>
<td>3 CARD CAGE BOARD</td>
<td>1</td>
</tr>
<tr>
<td>4 BACK DOOR ASSY</td>
<td>1</td>
</tr>
<tr>
<td>5 FRONT PANEL DOOR ASSY</td>
<td>1</td>
</tr>
<tr>
<td>6 #8 x 5/8 PH SMS PHIL</td>
<td>1</td>
</tr>
<tr>
<td>Item</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
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</tr>
<tr>
<td>5</td>
<td>FRONT PANEL DOOR ASSY</td>
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<td>6</td>
<td>#8 X 5/8 PH SMS PHIL</td>
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<tr>
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<td>7</td>
<td>25¢ SEAL</td>
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<td>8</td>
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<td>SPEAKER &amp; LIGHT HOUSING ASS'Y</td>
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<td>6</td>
<td>COIN SELECTOR DOOR FRAME</td>
</tr>
<tr>
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<td>18</td>
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<td>2 PLAYER I &amp; II BUTTONS (YELLOW)</td>
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<td>3 SHOOT BUTTON-I (RED)</td>
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<td>-A WITH 2 SHOOT BUTTON HOLE</td>
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<td>9 LARGE WASHER</td>
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<td>11 OVERLAY PLASTIC FASTNER</td>
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1 - RIGHT - RED
2 - COM. - BLACK
3 - UP - YELLOW
4 - COM. - BLACK
5 - LEFT - ORANGE
6 - COM. - BLACK
7 - DOWN - GREEN
8 - COM. - BLACK
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P.C.B. ASSEMBLY

K-50598-0

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<td>8</td>
<td>SCREW M3.5x6</td>
<td>13 Screw M3.5x6</td>
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<td>SCREW M2.6x12</td>
<td>12 Screw M2.6x12</td>
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1. PC1 RMS8 CN1

CABLE C  V-200236-1 To Speaker

<p>| | | |</p>
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<td>3</td>
<td>SPEAKER- (GND)</td>
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<tr>
<td>4</td>
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2. PC2 DSP8 CN1

CABLE D  V-200235-1 To RGB Monitor

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<tr>
<td>1</td>
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CABLE H  V-200240-1 To Power Supply

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*2 & 7 connected internally on BUS 10
'4 & 5 connected internally on BUS 10
### Cable F V-200242-1 to Player Controls & Coin Selectors

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<th>BLACK &amp; WHITE</th>
<th>A1</th>
<th>GND</th>
<th>B1</th>
<th>GND</th>
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(※) NOT PROCEEDED
CR31, D31, C31, R32, R33