

MAYDAY

MODEL MD-017U

SERVICE MANUAL

A decorative graphic consisting of approximately 15 horizontal black lines of varying lengths. The lines are stacked vertically, and their left edges are aligned to form a stepped, staircase-like pattern that descends from the top left towards the bottom left. The right edges of the lines are all aligned to the right.

| • MINE | 1000 POINTS | ★ INITIAL SETTING |
|--------------|-------------|---------------------|
| • DRONE | 300 " | LEVER UP → A → Z |
| • CANNON | 250 " | DOWN → Z → A |
| • PROBER | 200 " | FIRE BUTTON → WRITE |
| • RAMMER | 150 " | |
| • LASER | 150 " | |
| • ROCKET | 100 " | |
| • SUB MARINE | 150 " | |
| • METEOR | 300 " | |

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1. SPECIFICATIONS

| | |
|------------------|--|
| Power Source | Single-phase 50/60Hz A.C. 240, 220, 117, 110 or 100V (all within $\pm 10\%$) |
| Wattage | 120W (at 100V) |
| Coin Operate | 1 to 6 games per 1 coin; 1 to 4 coins for 1 game |
| Coin Capacitance | 2000 coins (¥100 coin) |
| Dimensions: | |
| Width | 620 mm |
| Depth | 800 mm |
| Height | 1750 mm |
| Weight | kg |
| CRT monitor | 20" color CRT with smoke mask |
| Power Cord | Triple captrye/3 m in length |

2. INSTALLATION

- (1) Install the machine on a flat floor.
- (2) Avoid locations subjected to direct sunlight, high temperature, high humidity, vigorous vibrations, dust, etc. Also avoid locations where dangerous objects or fire-fighting apparatuses are stored or which block the emergency exit.
- (3) Don't give any shock or vibrations to the machine.
- (4) Don't allow any metal objects to fall into or water to get into the cabinet.
- (5) When applying voltage on the machine, do not use the same wall outlet as the one for motors, air conditioners, etc. which tend to fluctuate the voltage of the machine or to produce noise.
- (6) The line voltage that may be selected is as follows: single-phase 50/60 Hz A.C. 240, 220, 117, 110 or 100V. Connect the plug to the socket which is fitted your local voltage. This Voltage Selection Connectors are located on Power-Transformer.



3. HOW TO PLAY THIS GAME

HOW TO PLAY

- INSERT COINS.
- PRESS EITHER 1 OR 2 PLAYER BUTTON (AFTER COIN INSERTED).
- OPERATE YOUR SHIP UP OR DOWN BY CONTROL LEVER, AND DESTROY ENEMY SHIPS AND MISSILES BY FIRE BUTTON. TURN CONTROL LEVER TO THE RIGHT, YOUR SHIP GETS HIGH SPEED.
- IF PRESS THE MAY DAY BUTTON, SLOW DOWN THE GAME SPEED.

POINT

| | |
|----------------|-------------|
| ★ MINE | 1000 POINTS |
| ★ DRONE | 300 " |
| ★ CANNON | 250 " |
| ★ PROBER | 200 " |
| ★ HAMMER | 150 " |
| ★ LASER | 150 " |
| ★ ROCKET | 100 " |



4. OPERATIONAL INSTRUCTIONS

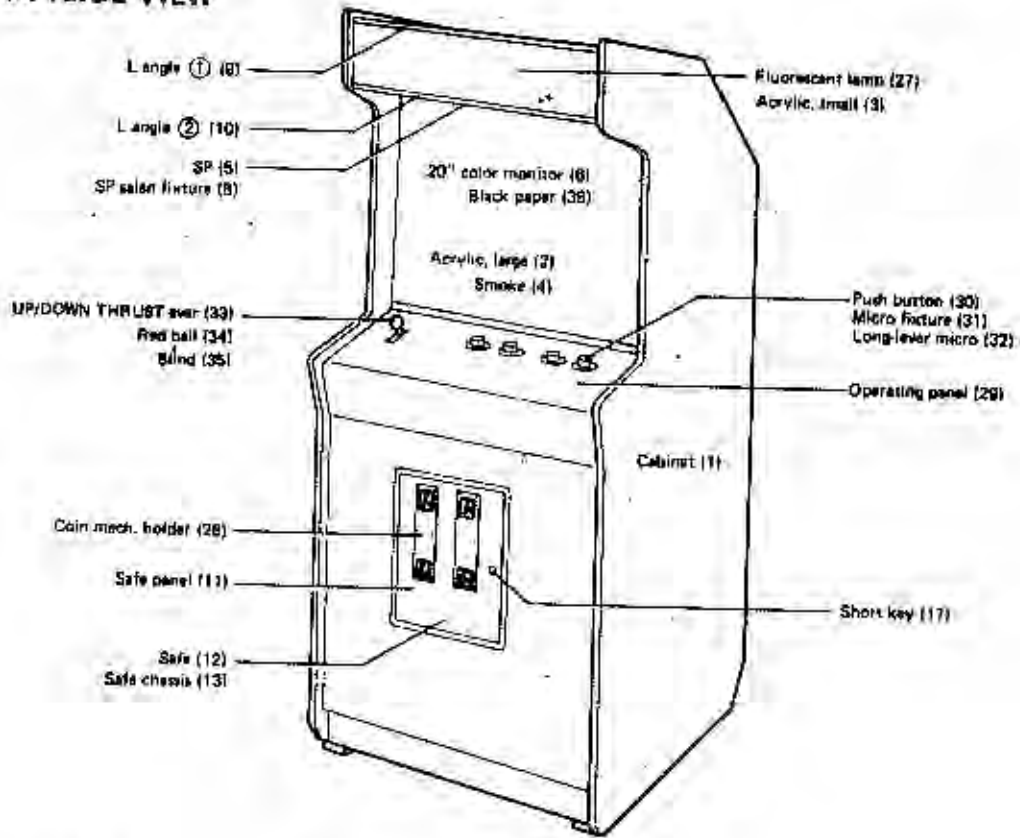
- Be sure to turn off the power switch before working on the machine.
- Avoid momentarily pushing in or pulling out the power cord plug.
- Even When it is found that the solid-state module is apparently out of order, do not check for the circuit by means of a tester, etc. since the voltage developed within the tester, etc. may destroy the IC unit.
- When carrying the machine about, be careful not to drag or drop it so as to protect the CRT of its TV set.
- Be sure to use rated fuses.
- Since there are high-tension parts on the base board and in the interior of the TV set, never touch such parts (this rule, however, does not apply to the manufacture's servicing engineers).

6. TROUBLE SHOOTING

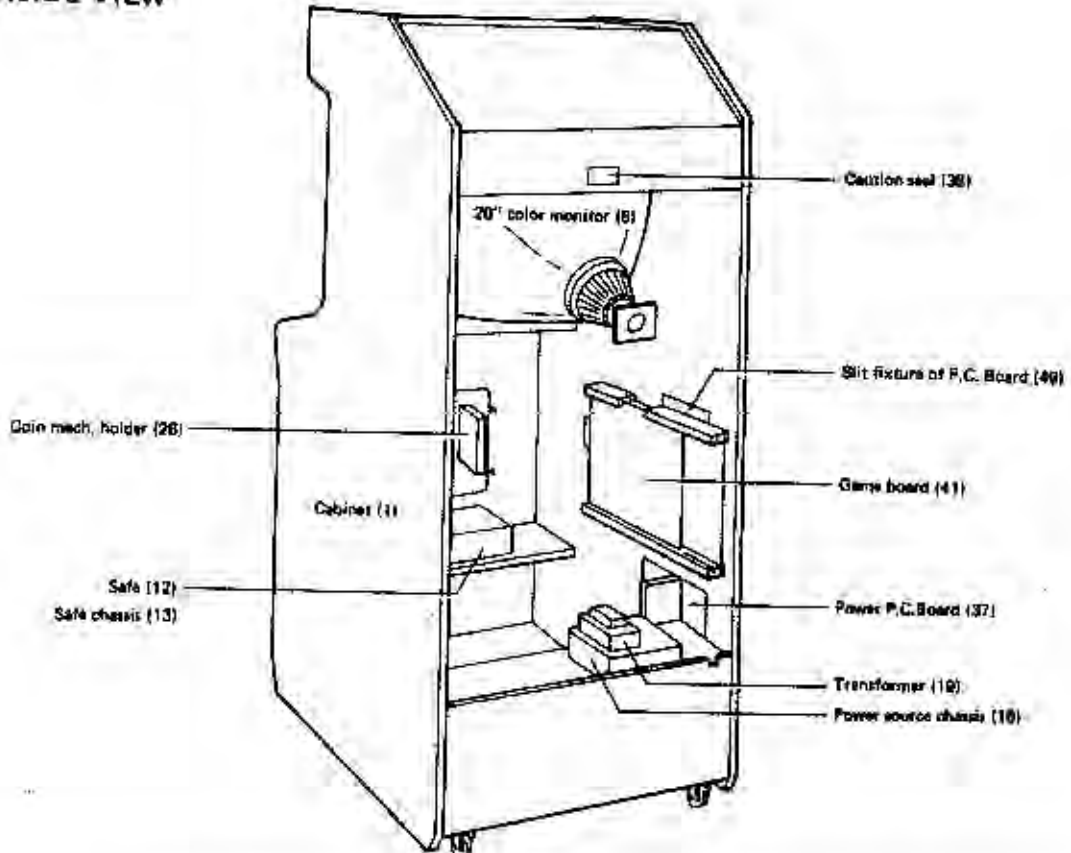
- Before considering some phenomenon as a trouble, confirm the matters listed below and then contact your dealer.
- The video game machine is broadly divided as to electrical component into four sections, namely, the monitor section, game PCB, operating section and power source section, which are connected with one another by wiring. If any one of them develops a trouble the game machine as a whole will not work normally. When you think that there is something wrong with the machine, check for the machine just for a little while before consulting your dealer since an apparent trouble may sometimes be caused by a trifling mistake or misunderstanding which can be remedied by a modicum of repairs.
- When the machine has developed any trouble, it must first be found out which part of the four sections and the wiring is malfunctioning. When you have guessed the malfunctioning part, check for each section. If the checked part shows no abnormal signs, check for other parts related to it, too.
- Is the fuse not blown? (Be sure to use the indicated fuse. If a renewal fuse is also blown, then the other part is out of order.)
- Is the connector unfirmly contacted or disconnected? Since connector's poor contact is conceivable in all trouble cases thoroughly check the connector for contact condition (Be sure to turn the power off before mounting or demounting the connector.)
- Sometimes normal images cannot be produced despite turning ON the power cord plug. This can sometimes be corrected by setting the control circuit. So, repeat turning ON and OFF the power a few times.
- When checking for the meters, switches, etc. by means of a circuit tester, be sure to pull out the IC board connector.

7. PARTS DIAGRAM

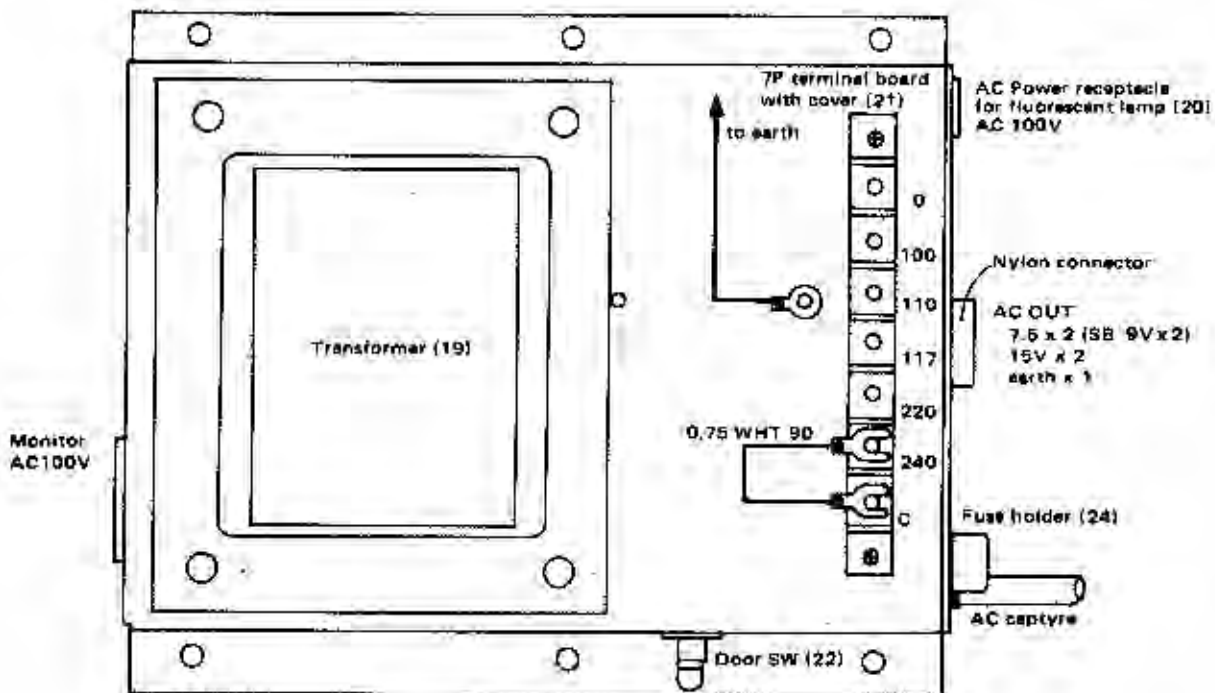
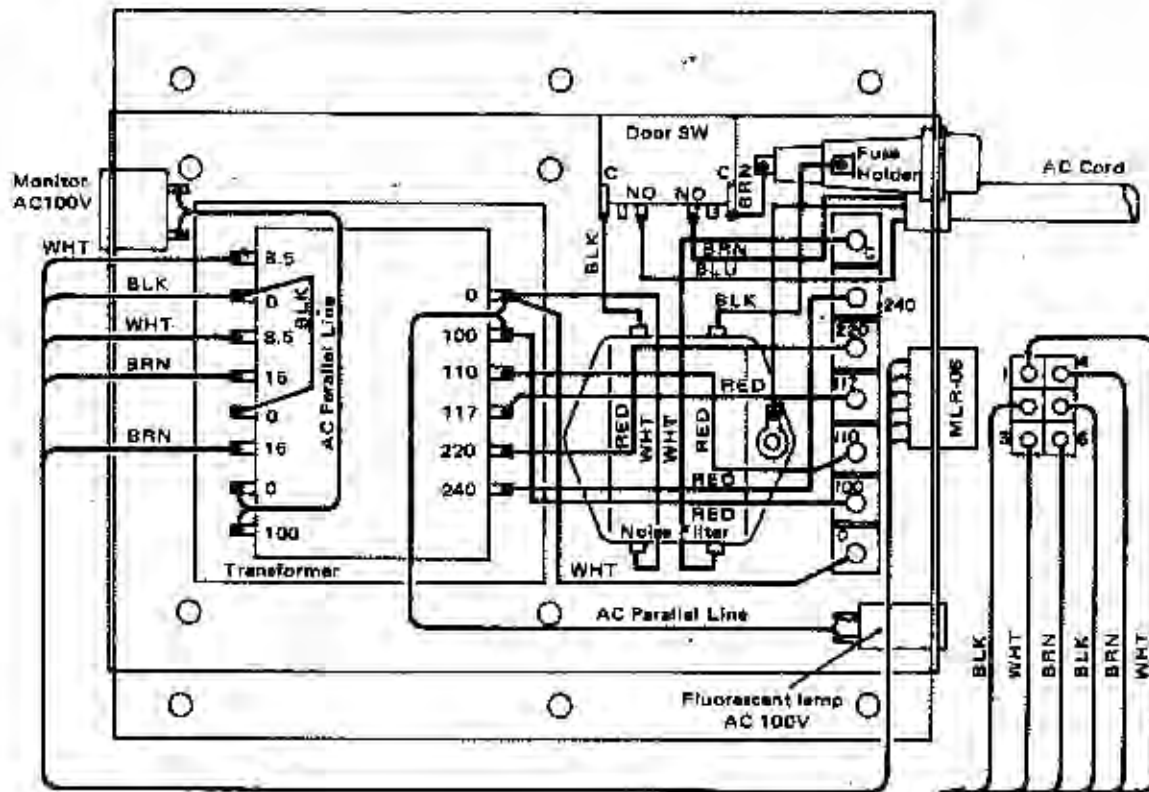
• OUTSIDE VIEW



• INSIDE VIEW



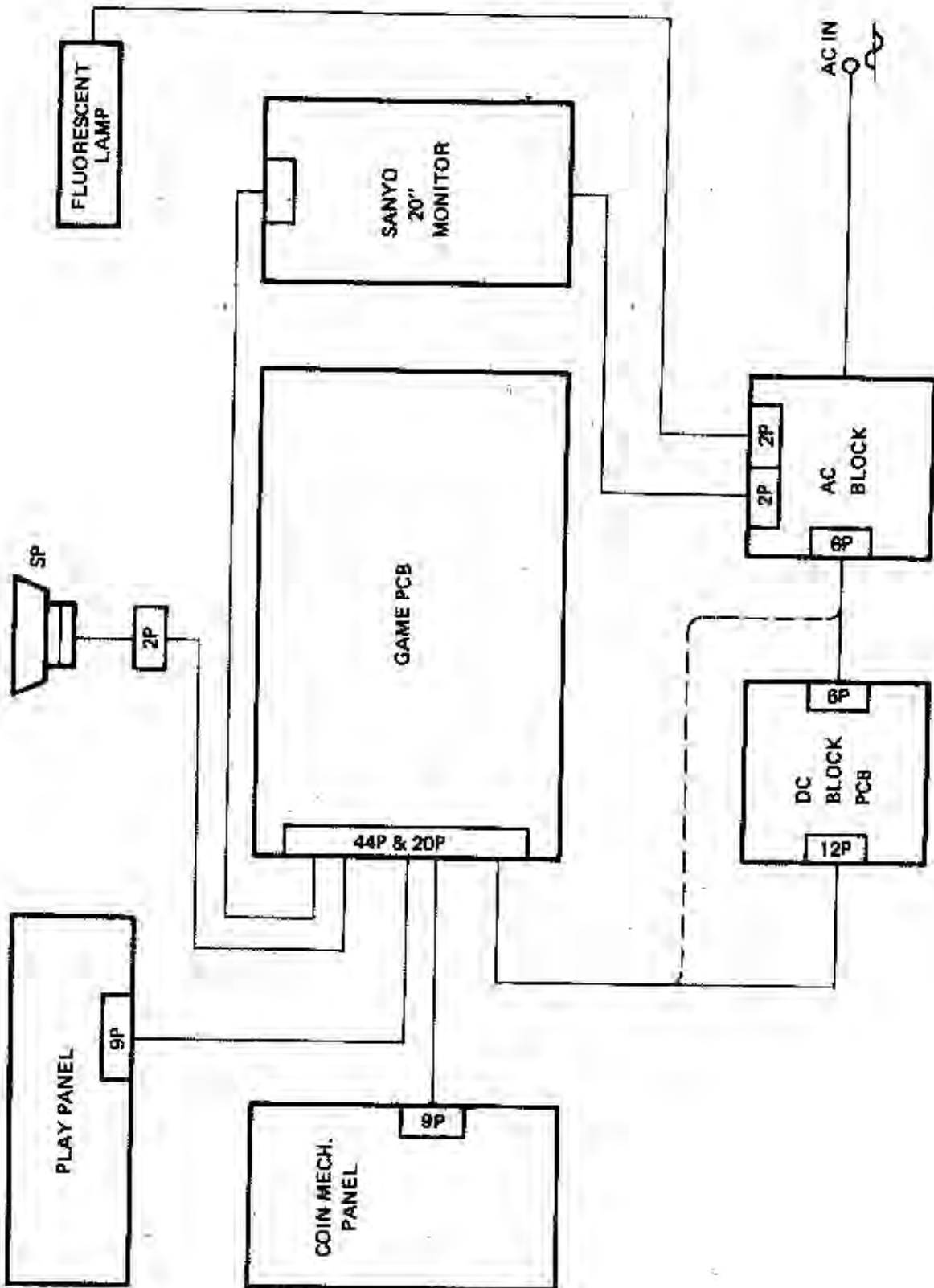
8. AC BLOCK WIRING & PARTS



9. PARTS LIST

| Symbol | Nomenclature | Description | Quantity | Remark |
|--------|---------------------------------|--|----------|--|
| 1 | Cabinet | 400 type | 1 | Mounting board of fluorescent lamp |
| 2 | Acrylic, large | | 1 | |
| 3 | Acrylic, small | | 1 | |
| 4 | Smoke | Blue | 1 | |
| 5 | SP | 16 ~ 20 cm | 1 | |
| 6 | 20" color monitor | Sanyo | 1 | with AC cord 1800 Signal cord 1000 |
| 7 | | | 1 | |
| 8 | SP safe fixture | | 1 | |
| 9 | L angle ① | | 1 | |
| 10 | L angle ② | | 1 | |
| 11 | Safe panel | Test 2 service 1 with spot fixture | 1 | for fixing Title board |
| 12 | Safe | | 1 | |
| 13 | Safe chassis | | 1 | |
| 14 | 1A class diode | | 1 | |
| 15 | 3P terminal board | 40, 44m/m pitch | 1 | |
| 16 | Wire nut | | 2 | for Safe panel |
| 17 | Short key | | 1 | |
| 18 | Power source chassis | for Upright (box) | 1 | |
| 19 | Transformer | Horizontal-type | 1 | |
| 20 | AC Power receptacle | Monitor 1 Fluorescent lamp 1 | 2 | |
| 21 | 7P terminal board | Through type with cover | 1 | |
| 22 | Door SW | | 1 | |
| 23 | Cord bush | | 1 | |
| 24 | Fuse holder | Screw type | 1 | |
| 25 | 3A fuse | | 1 | |
| 26 | Noise filter | | 1 | |
| 27 | Fluorescent lamp | 100V, 10W | 1 | |
| 28 | Coin mech. holder | M75 type | 2 | |
| 29 | Operating panel | | 1 | |
| 30 | Push button | Red 2, White 5 | 7 | |
| 31 | Micro fixture | | 7 | |
| 32 | Long-lever micro | | 7 | |
| 33 | Up-Down thrust lever | | 1 | |
| 34 | Red ball | 25φ | 1 | |
| 35 | Blind | 8.5φ ~ 40φ | 1 | |
| 36 | Blind (Black paper) | | 1 | Including mounted parts (See attached list) |
| 37 | Power P.C. Board | for 20" CRT +5V 3A + 12V 1A -5V 100mA + 12V 1A | 1 | |
| 38 | Caution seal | | 1 | |
| 39 | High-tension seal | | 3 | |
| 40 | Primary voltage indicating seal | | 1 | |
| 41 | Game board | | 1 | |
| 42 | Option SW seal | | 1 | |
| 43 | 44P | 4m/m pitch | 1 | |
| 44 | 20P | 4m/m pitch | 1 | |
| 45 | Round SW | ON-OFF | 3 | |
| 46 | Round SW | ON-ON | 1 | |
| 47 | Arrow seal | | 4 | |
| 48 | Service manual | | 1 | |
| 49 | Slit fixture of P.C. Board | | 1 | |

11. WHOLE BLOCK DIAGRAM



• SCHEMATIC DIAGRAM (20" COLOR MONITOR)

