SNK WARRANTY POLICY

SNK Corporation of America (Seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials. The warranty period is 90 days, effective the date of original shipment from Seller’s factory.

GAME CPU PCB(S) ........................................... 90 days
POWER SUPPLY SWITCHING REGULATOR 90 days
MONITOR ASSEMBLY .................................... 90 days
GUN ASSEMBLY ........................................... 90 days

No other parts of Seller’s product are covered by this warranty.

The Seller’s sole responsibility shall be, at it’s option, to repair or replace any warranted item found to be defective during the warranty period. The Buyer’s responsibility shall be to notify the Seller of the defective material, and return it, freight pre-paid, to the place specified by the Seller.

Seller is not responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product. Seller does not warrant the suitability of it’s product for a particular application.

This warranty is not applicable for normal wear and tear. This warranty shall be void if inspection of the returned product indicates defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.
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1. GENERAL INFORMATION

A. Introduction.

Thank you for selecting this fine SNK product. We are sure that it will offer you many years of profitable service. When you purchased this product, you also acquired the support of SNK’s Customer Service Department. We are only a telephone call away, ready to answer any questions pertaining to the operation of our products.

In addition to telephone support, we offer direct mailing of Service Updates and Bulletins simply by returning the Response Card found in the back of this manual. We also use this card to collect feedback from operators of our products to help shape our future products. I will elaborate on several of the features that operators have requested and that have been designed into this game:

- ELECTRONICS ACCESS DRAWER
  The Power Supply and Game PCBs (Printed Circuit Boards) are conveniently located on a slide-out drawer in the lower front of the cabinet. The Electronics Access Drawer allows easy access to these components from the front of the game for adjustments and repairs.

- SERVICE PANEL
  The Service Panel contains the Coin Counter, Service Switch, and Test Switch. It is located just inside the coin entry door on top of the cashbox vault.

- PLYWOOD CABINET CONSTRUCTION
  The cabinet features a plywood bottom floor, with double plywood base walls, and a plywood main cabinet floor. The Electronics Access Drawer front panel is plywood, as are the
three Coin Door mounting panels. This should ensure maximum protection for the Coin Door and Game Electronics.

● HEAVY-DUTY PLAYER CONTROLS
The players control the action via realistic appearing machine guns. They feature a solenoid activated recoil effect and Optical Sensors for aim control. The guns have been designed to withstand the rough treatment expected from the players. A complete breakdown of the replacement parts is included in this manual and may be ordered from your local SNK authorized dealer.

● CONTROL PANEL SHIELD
The control panel finish is protected from cigarette burns and other hazards by a 1/8" clear plastic cover. This should preserve the appearance of the game and protect the underlying wood panel. In addition, a shelf has been installed under the Coin Vault to prevent liquid spills and missed coins from making their way to the game electronics.

● HI-QUALITY COMPONENTS AND ASSEMBLY
This game features the Wells-Gardner 25" monitor, coin door by Coin Controls, and cabinet constructed by Dynamo Corporation, who also assembled the final product. The game PCBs, software, and controls were designed and produced by SNK Corporation in Japan.

B. Set-up Procedures
This game ships from the factory ready for operation. The only assembly required is the installation of the Leg Levelers into the floor of the cabinet. These can be found packed in the cashbox.

The game also arrives with a cardboard assembly protecting the Mirror during shipment. This must be removed from the back of the game. Open the rear access door, pull the horizontal cardboard section straight out, fold up the vertical side pieces, and slide all of the cardboard out the rear of the cabinet. You might want to store the cardboard inside the cabinet directly above the mirror so that you can re-use it when shipping the game.
Refer to the Dip-Switch Options in this manual and make the required changes to suit your location preferences. Adjust the Sound Volume at this time. The Dip-Switches and Sound Volume Control can be found on the Game PCB in the Electronics Access Drawer (see figure 1).

Figure 1
C. Dip-Switch Options

The Mechanized Attack game can be configured to suit the preferences of the location where it is to be operated. Please refer to the tables in Figure 2 for the specific options available.

<table>
<thead>
<tr>
<th>DIPSWITCH 1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONTINUE MODE</td>
<td>YES</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>(1COIN TO CONTINUE)</td>
<td>NO</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
</tr>
<tr>
<td>NUMBER OF MAGAZINES</td>
<td>7</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>(ROUNDS OF AMMUNITION)</td>
<td>6</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>ON</td>
</tr>
<tr>
<td>PLAY PRICING</td>
<td>1COIN/1PLAY</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>COIN 1 AND 2COIN/1PLAY</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
</tr>
<tr>
<td>COIN 2</td>
<td>1COIN/2PLAY</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
</tr>
<tr>
<td>FREE PLAY</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
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<table>
<thead>
<tr>
<th>DIPSWITCH 2</th>
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<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEVEL OF DIFFICULTY</td>
<td>2 NORMAL</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>1 EASY</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
</tr>
<tr>
<td>3 HARD</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
</tr>
<tr>
<td>4 HARDEST</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
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<tr>
<td>ATTRACT MODE</td>
<td>YES</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>SOUND</td>
<td>NO</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
</tr>
<tr>
<td>NEVER FINISH</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
</tr>
<tr>
<td>FREEZE SCREEN</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
</tr>
<tr>
<td>TEST MODE</td>
<td>YES</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>NO</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td></td>
</tr>
</tbody>
</table>

Figure 2

Page 4
2. TECHNICAL INFORMATION

A. Test Mode Operation.

Each time the power is applied to the game, the Main CPU executes a series of tests to ensure that all of its circuitry is operational. This is referred to as the Power-Up Self Test. The CPU checks all program memory ROMs and RAMS and displays the status of each. If an error occurs, the test will stop and display a relevant error condition on the screen.

To place the game into manual Test Mode, open the coin Entry door, flip the Test Switch on (up), and turn the game power on. The game will run the Power-Up Self Test, and then display the first test screen. To access the next test screen, press the Player 1 Start button on the left Gun assembly. The various tests are described below:

1. GRID TEST
   Displays a black screen with 16 vertical and 14 horizontal white lines.

2. COLOR TEST
   Displays 4 boxes that are colored Red, Green, Blue, and White on a Black background.

3. SWITCH TEST
   Displays a grey-white screen with all switch functions listed. As each switch is activated, it's indicator will change from a "0" to a "1". The screen also displays the spot where the optical sensor in each gun is aimed. The right gun indicator is Violet and the left gun indicator is Green. You should be able to guide the indicators around the screen.
4. DIP MODE
This screen displays the current Dip Switch options, and shows the status of each dip switch.

5. FRONT VIDEO
Displays various Front Video images stored in the 4 Meg Roms.

6. BACK1 VIDEO
Displays a Background image from the Back1 Roms.

7. BACK2 VIDEO
Displays a Background image from the Back2 Roms.

8. SOUND TEST
Allows you to select a Sound Code with the Trigger Switch, and generate that sound by pressing the Grenade pushbutton.
B. Wiring Diagram
3. REPLACEMENT PARTS LIST

In the event replacement parts are required for your game, we have included the following section to assist in determining and ordering the proper parts. These parts are available from SNK through any authorized SNK dealer. When ordering replacement parts, please give the complete description of the part as indicated in this section.

FINAL ASSEMBLY

1  Mirror
2  Gun Assembly
3  Logo Plex
4  Front Glass
5  Side Decal (L)
6  Coin Door assembly

7  Monitor assembly, 25''
8  Game PCB Set
9  Switching Regulator, 15A
10 Side Decal (R)
11 Instruction Decal
12 I/O PCB
13 I/O Transformer
14 Isolation Transformer
15 Gun Base assembly
GUN ASSEMBLY

1 GUN HOUSING (L)  
2 GUN HOUSING (R)  
3 BARREL A  
4 BARREL B  
5 GUN SIGHT  
6 GRIP FRAME A  
7 GRIP FRAME B  
8 TRIGGER COVER  
9 GUN MASK  
10 CASE A  
11 CASE B  
12 SUB SHAFT STOPPER  
13 SHAFT SPACER  
14 SUB SHAFT  
15 SPRING HOOK  
16 SIDE BRACKET (R)  
17 SIDE BRACKET (L)  
18 BOX BASE  
19 MAIN SHAFT  
20 UP BASE  
21 UNDER BASE  
22 CAM  
23 STOPPER SUPPORT  
24 STOPPER COVER  
25 OUTER STOPPER  
26 BUTTON BRACKET  
27 LENS  
28 SENSOR PCB  
29 MECHANICAL BASE  
30 WEIGHT  
31 SOLENOID BASE  
32 WEIGHT SPRING  
33 TRIGGER  
34 TRIGGER BASE (L)  
35 TRIGGER BASE (R)  
36 SOLENOID ARMATURE  
37 WEIGHT SHEET  
38 START BUTTON (SS-10R-MB)  
39 GRENADE BUTTON  
40 RETURN SPRING (KSSC6965)  
41 TRIGGER SWITCH (SS-5GL2)  
42 TRIGGER SPRING (KSSC6611)  
43 RUBBER LEG (C-30-RK)  
44 SNAP PIN (SSP-4)  
45 BUSHING (80B-1815)  
46 BUSHING (80F-1512)  
47 SOLENOID (SD 12AA-24-00)  
48 SCREW, M5x8 PAN HEAD  
49 SCREW, M3x8 PAN HEAD  
50 BOLT, M4x25, HEX  
51 BOLT, M4x40, HEX  
52 BOLT, M4x45, HEX  
53 GUN SIGHT (B) (NOT USED)  
54 BOLT, M5x35, HEX  
55 BOLT, M5x10, HEX  
56 BOLT, M5x12, HEX  
57 BOLT, M4x8, HEX, FLAT TOP  
58 U-NUT, M12  
59 U-NUT, M5  
60 NUT, CLOSED TOP, M4  
61 WASHER, FLAT, M6  
62 WASHER, FLAT, M12  
63 WASHER, SPRING, M5