



INSTRUCTION MANUAL

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DEVELOPED UNDER LICENSE FROM NINTENDO FOR PLAY EXCLUSIVELY ON THE VS. SYSTEM.

KONAMI TOP GUN KIT CONTENTS

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- 1 — Instruction Manual

TOP GUN COMES WITH AN OVERSIZE MARQUEE AND MARQUEE PLEXI GLASS BECAUSE IT MAY BE INSTALLED IN ANY VS. CABINET. DUAL-SYSTEM, UNI SYSTEM, AND THE PACMAN VERSION.

MARQUEE

(Wear protective glasses while trimming Marquee)

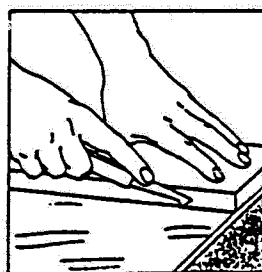
1/8" Acrylic Marquee should be cut to fit your game. DO NOT remove protective mask until this is done.

One way of cutting your Marquee is as follows: (Be sure to protect painted side of Marquee from any surface which may scratch or mar finish).

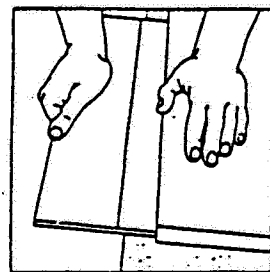
CUTTING WITH A KNIFE OR SCRIBER

Acrylic sheet up to 3/16" thick may be cut by a method similar to that used for cutting window glass. Use a scribe of some kind—a scribing knife such as the one pictured, a metal scribe, an awl or even a sturdy craft knife—to score the sheet. Draw the scribe several times (7 or 8 times for a 3/16" thick piece) along a straight edge held firmly in place. It is best not to remove the protective masking. Make the cuts carefully using firm, even pressure. For best results make each stroke cleanly off the edge of the sheet.

Then clamp the acrylic sheet or hold it rigidly under a straight edge with the scribe mark hanging just over the edge of a table. Protect your hands with a cloth, and apply a sharp downward pressure to the other side of the sheet. It will break along the scratch. Scrape the edges to smooth any sharp corners. This method is not recommended for long breaks or thick material.



Always draw the scribing knife along a straight edge.



Break sheet over edge of table after scribing.

HARDWARE INSTALLATION INSTRUCTIONS

*With power OFF, remove the NINTENDO MDS PCB from the cabinet.

*Remove existing eproms, PPU, and CPU from the side you wish to install the **Top Gun** sub-board.

If the **Top Gun** is to be installed in a Uni-System, carefully remove the CPU from location 8J (save the CPU—it will be installed on the sub PCB). Remove the PPU location 8F and any eproms from locations 6A, 6B, 6C, 6D, 8A and 8B.

If **Top Gun** is to be installed in a dual system, right screen, follow Uni-System instructions. If installed in left screen, carefully remove the CPU from location 2J (save the CPU—it will be installed on the sub-board). Remove the PPU from location 2F and any eproms from locations 1A, 1B, 1C, 1D, 2A and 2B.

*Inspect the capacitors in location C3, C11, C30 and C47 on the NINTENDO MDS PCB. They should be bent down to prevent a short circuit with the sub-board.

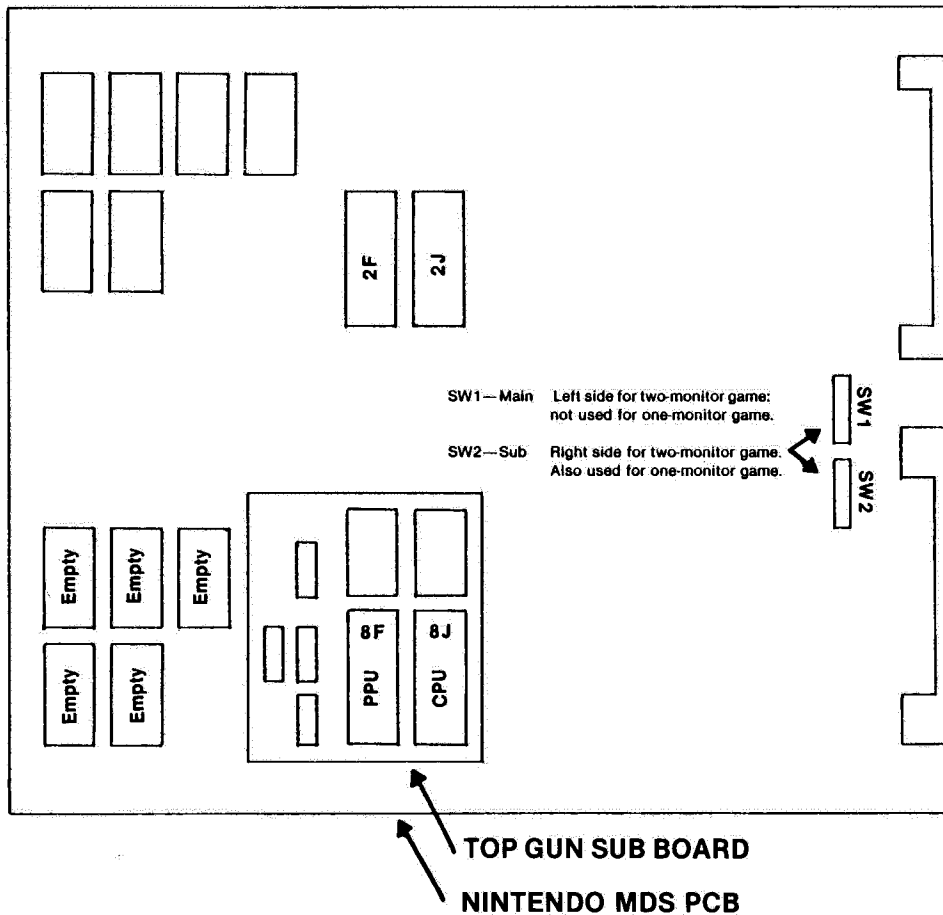
*Insert the CPU (RP2A03) into the sub-board at location U8 (insure correct polarity).

*Install the sub-board into the NINTENDO MDS PCB by applying pressure with your palm down on the sub-board until it sits securely. Inspect both 40 pin sockets for any bent pins. Insure correct polarity. The PPU must sit into location 2F or 8F only.

*Set dip switch on the NINTENDO MDS PCB. SW1 for dual system left monitor. SW2 for uni-system and dual system right monitor.

TOP GUN: DIP SWITCH SETTINGS

DIP SW		1	2	3	4	5	6	7	8
COIN/CREDIT	1/1	OFF	OFF	OFF					
	1/2	OFF	OFF	ON					
	1/3	OFF	ON	OFF					
	2/1	OFF	ON	ON					
	3/1	ON	OFF	OFF					
	4/1	ON	OFF	ON					
	5/1	ON	ON	OFF					
FREE PLAY		ON	ON	ON					
NUMBER OF LIVES	3	(Max. 12 lives)			OFF				
BOUGHT BY COIN	2	(Max. 9 lives)			ON				
BONUS SETTINGS	1) 30,000 every 50,000					OFF	OFF		
	2) 50,000 every 100,000					OFF	ON		
	3) 100,000 every 150,000					ON	OFF		
	4) 200,000 every 200,000					ON	ON		
EASY HARD								OFF ON	
DEMO	SOUND ON								OFF ON



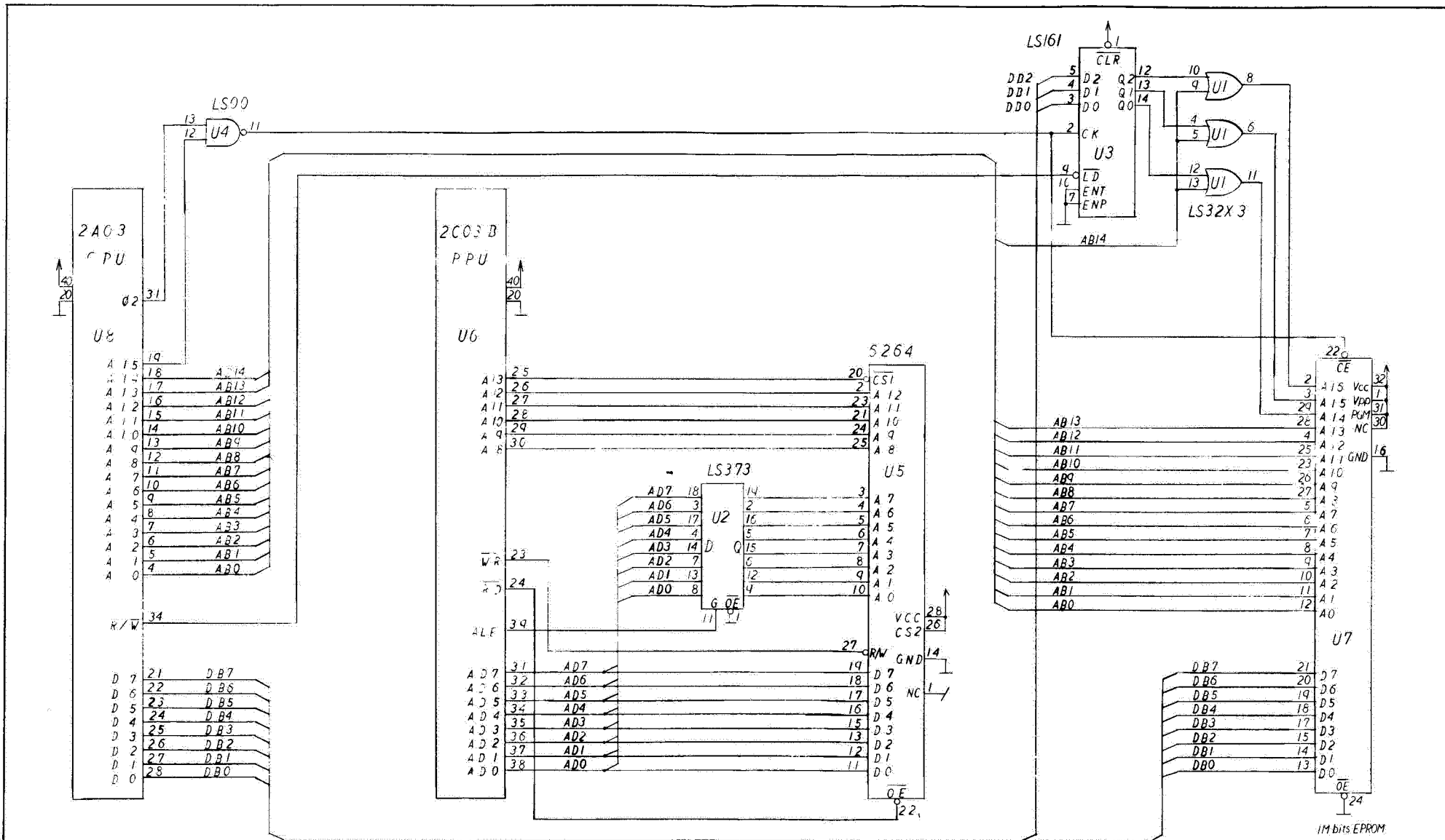
USER INFORMATION
WARNING
F. C. C. REGULATION COMPLIANCE

THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.



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1M bits EPROM

RC003 88.2.8
COMMON USED DATE

KONAMI				REG. TYPE	RC002
DESIGN	DRAW	CHECK	APPROVE	RELEASE DATA	86.7.24
			SCALE	TOLE-RANGE	NAME SCHEMATIC DIAGRAM
				CODE NO.	250095