

ARMORED CAR



ELECTRONICS, INC.

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12G-10-167-M

The object of the game is to pick up as many monies as and bring them to the bank.

Monies are placed randomly along the streets; avoid Robbers' cars while trying to pick up monies. Robbers' cars also pick up monies as they drive along the street; they also are trying to keep you from the Bank. The direction of the Bank is indicated by arrows on the screen, and your distance from the Bank is shown on your indicator at the bottom of the screen.

Your fuel level is shown on the Fuel Meter which is also at the bottom of the screen. Between each Bank there are two fuel stations, and driving through them refills your fuel tank.

Intersections with arrows are one-way intersections; you can go only in the direction the arrows point, up and down or left and right. The direction of the arrows change every few seconds. Before each change you will hear a tone which will let you know that a change in arrow direction is coming.

Each player starts with four Sawhorses. Use the Sawhorses to stop the Robbers' cars or to go through an intersection whose arrow is blocking your path. An extra Sawhorse is awarded for every four monies brought to the Bank. Sawhorses will only stop the Robbers' cars, and stopping a Robbers' car awards 200 points. Sawhorses will not stop the Street Sweepers, Steam Roller, Ambulance, or T.N.T. Truck. Sawhorses can only be dropped at an intersection.

Using second gear enables you to speed up and avoid Robbers' cars or to pick up monies faster, because you're going twice as fast. Using second gear also causes your fuel to go down twice as fast.

In each rack there is a Key and a Lock, and picking up the Key and bringing it to the Lock awards 1,000 points.

The Steam Roller appears in the second rack and changes Arrows to Sawhorses. Steam Roller continues through all racks.

The Ambulance appears in the third rack and continues through the rest of the racks. It moves in a straight line and travels as fast as your car in second gear.

The T.N.T. Truck appears in the fourth rack and continues through the rest of the racks. It moves in a straight line from right to left, unless it sees your car at an intersection. If it does see your car, it will turn in your direction and continue in a straight line until it sees you again or crashes into a wall.

The Street Sweeper will sweep up Sawhorses and Arrows.

An extra Armored Car is awarded at the fourth and the eighth bank.

SECTION 1 INSTALLATION

1.1 INTRODUCTION

This game has been STERN final tested and is ready to play, but on all games there are some items that must be checked after shipment. Making these visual inspections may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable, such as cable connectors that may have become loosened. Check ALL CONNECTORS on the game to make sure they are firmly seated. Check to make sure that the game control boards are firmly seated. Examine the exterior of the game cabinet for dents, chips or broken parts. Check all major sub-assemblies, control panels, and T.V. monitor to make sure that they have not loosened up during shipment.

1.2 VISUAL INSPECTION BEFORE PLUGGING IN LINE CORD

1. Check the transformer for any foreign material shorting across wiring lugs.
2. Check that fuses are firmly seated and making good contact. Line fuse (3 AMP SLO-BLO) located on the transformer board, fluorescent lite fuse (1 AMP SLO-BLO) located on the fluorescent board, and 3 circuit board fuses - located on the power supply board (See drawing B).
3. Check the T.V. for any foreign material that could cause shorts (VISUAL INSPECTION ONLY).
4. Check game boards for any foreign material that could cause shorts. Make sure ribbon cables are pushed into circuit boards.

1.3 ON/OFF POWER INTERLOCK SWITCHES

1. The on/off power switch is located on the top right side, 12 inches from the front.
2. There are two interlock main power switches by the front door and one by the back access panel.
3. Interlock switch interrupts all power from game except service outlet. Interlock switch can be locked in "on" position by pulling stem out when servicing game.

1.4 GENERAL INFORMATION

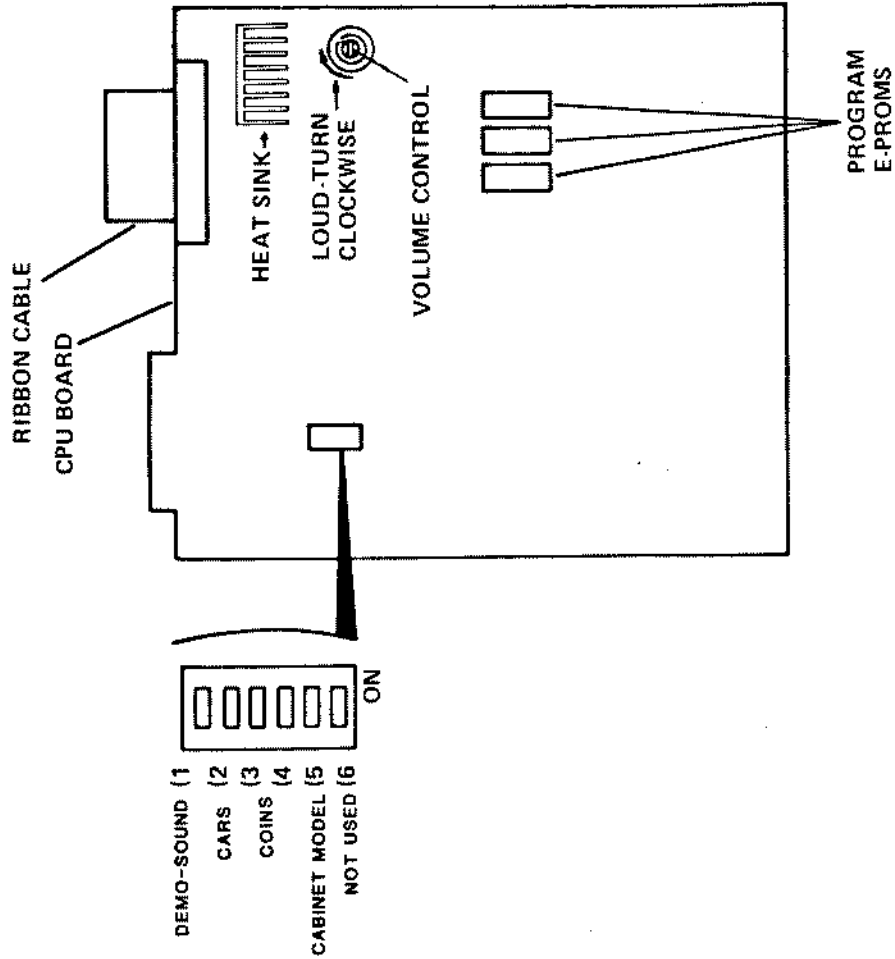
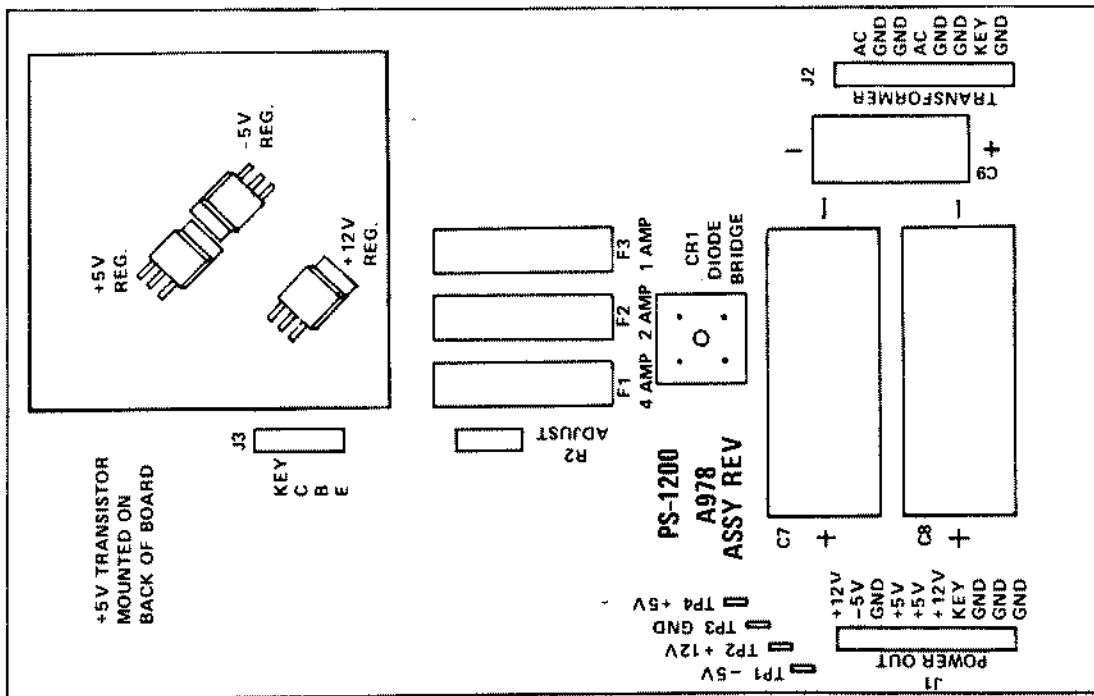
1. Wiring for a counter is inside the front door on the left hand side of cabinet. (6 VDC COUNTER).
2. There are two coin chutes on the front door that are connected in parallel. (Note: They cannot be adjusted to work separately, SEE DIP SWITCH SETTINGS BELOW).
3. Game adjustment switches are located on CPU board. (See below for adjustments).
4. The electronics package used in ARMORED CAR is the same for stand-up model and cocktail table model. (They can be interchanged if Dip Switch #5 is changed on CPU board).
5. Volume control for electronic sound is located on CPU board.
6. Power supply board has an adjustment (See DWG B) for the +5 VDC regulator, this MUST BE SET BETWEEN +5.0 VDC and 5.25 VDC.

SERVICE INFORMATION

7. On power-up the Program Chips are checked, the location of a bad chip will be displayed on the screen. For the Switch Test hold the player two button during power-up.

GAME ADJUSTMENTS

		SWITCH	
		1	
ATTRACT MODE SOUND		ON	OFF
YES		ON	OFF
NO		OFF	
		SWITCH	
		2	
CARS		ON	OFF
3		ON	OFF
5		OFF	
		COIN SWITCH	
		3	4
4COIN	1PLAY	OFF	OFF
3COIN	1PLAY	OFF	ON
1COIN	1PLAY	ON	OFF
2COIN	1PLAY	ON	ON
		SWITCH	
		5	
UPRIGHT		ON	OFF
TABLE		ON	OFF

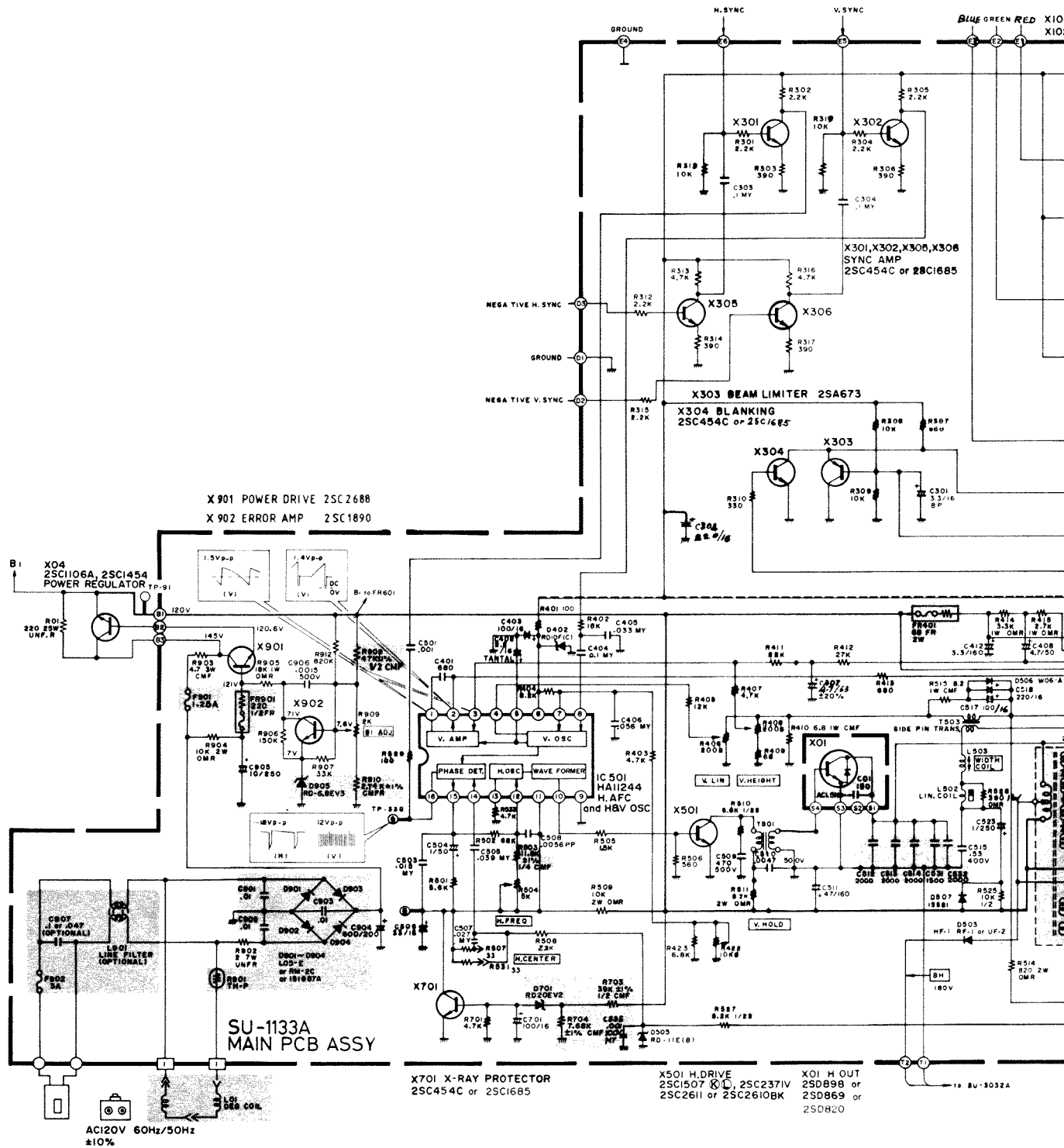


ARMORED CAR

12A-253-167	PACKING LIST
4A-173	PLASTIC BAG
8A-111-1	1 AMP FUSE
8A-111-2	2 AMP FUSE
12D-339-S	MONITOR SCHEMATIC
12G-10-167-M	MANUAL
12G-10-167-S	SCHEMATIC
12A-281	RETURN CARD
34C-978-S	PS-1200 SCHEMATIC
13C-2-32	QUARTER WINDOW



WARNING: THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION IT HAS NOT BEEN TESTED FOR COMPLIANCE WITH THE LIMITS FOR CLASS A COMPUTING DEVICES PURSUANT TO SUBPART J OF PART 15 OF FCC RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT HIS OWN EXPENSE WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.



X901 POWER DRIVE 2SC2688
 X902 ERROR AMP 2SC1890

X301, X302, X305, X306
 SYNC AMP
 2SC454C or 28C1685

X303 BEAM LIMITER 2SA673
 X304 BLANKING
 2SC454C or 28C1685

SU-1133A
 MAIN PCB ASSY

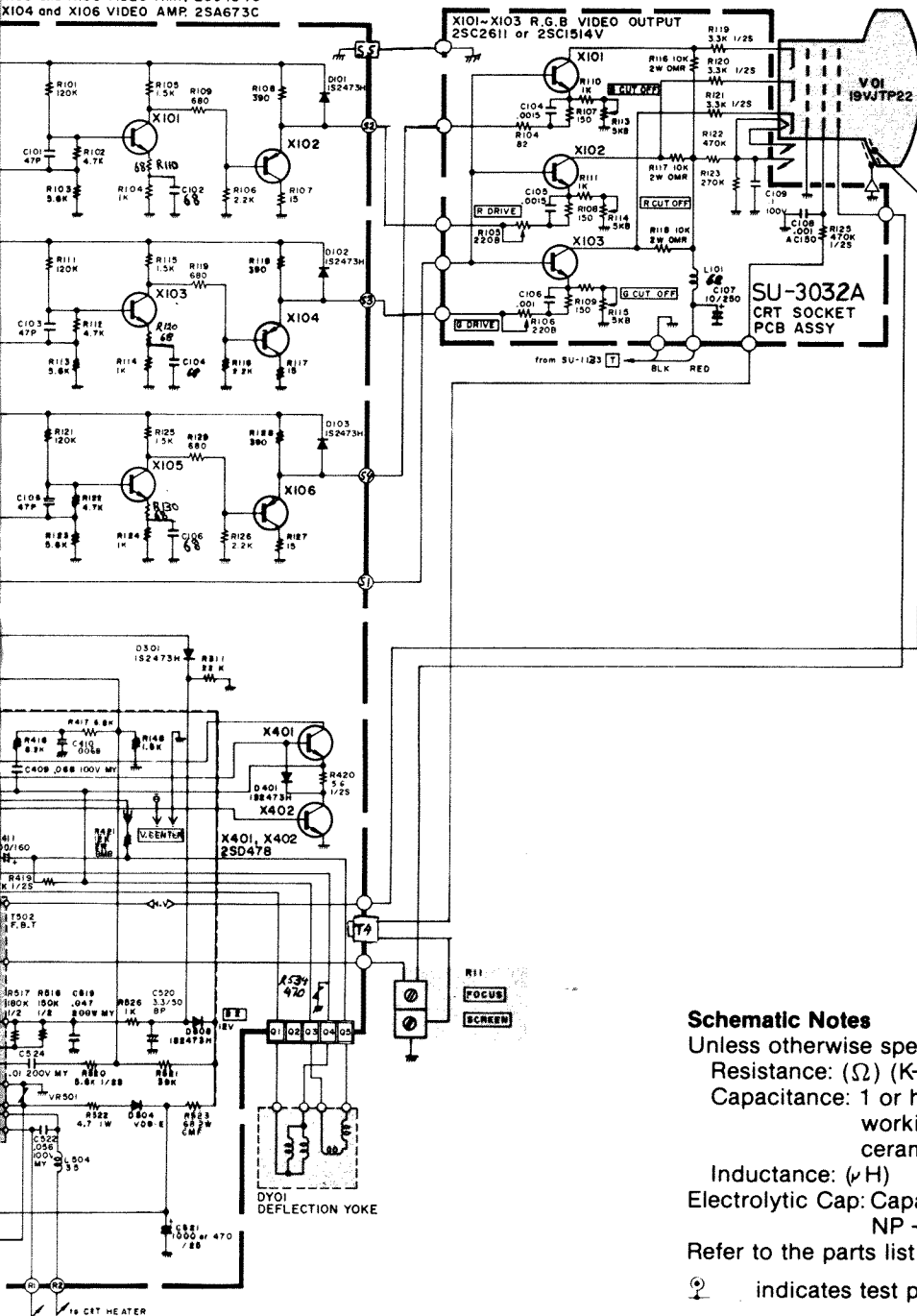
X701 X-RAY PROTECTOR
 2SC454C or 28C1685

X501 H.DRIVE
 2SC1507 or 2SC2371V
 2SC2611 or 2SC2610BK

X01 H OUT
 2SD898 or
 2SD869 or
 2SD820

AC120V 60Hz/50Hz
 ±10%

X103 and X105 VIDEO AMP 2SC454C
 X104 and X106 VIDEO AMP 2SA673C



Schematic Notes

Unless otherwise specified

Resistance: (Ω) (K \rightarrow K Ω , M \rightarrow M Ω), 1/4 (W) carbon resistor
 Capacitance: 1 or higher \rightarrow (pF), less than 1 \rightarrow (μ F)
 working voltage \rightarrow 50 (V)
 ceramic capacitor

Inductance: (μ H)

Electrolytic Cap: Capacitance Value (μ F)/working voltage (V),
 NP \rightarrow non-polar (or bipolar) electrolytic cap.

Refer to the parts list for additional component information.

\odot indicates test point connection

\perp indicates chassis ground unless otherwise specified

Hz indicates cycles per second

For **safety** purposes (and continuing reliability)

\triangle replace all components marked with safety symbol with identical type.

NOTE: FR \rightarrow fusible resistor ($\text{---}\text{---}$)

00-4147-04
 G07-CB0

Parts identification on circuit boards:

e.g. SU1126A (R107 = R1107)

SU3030A (R113 = R3113)