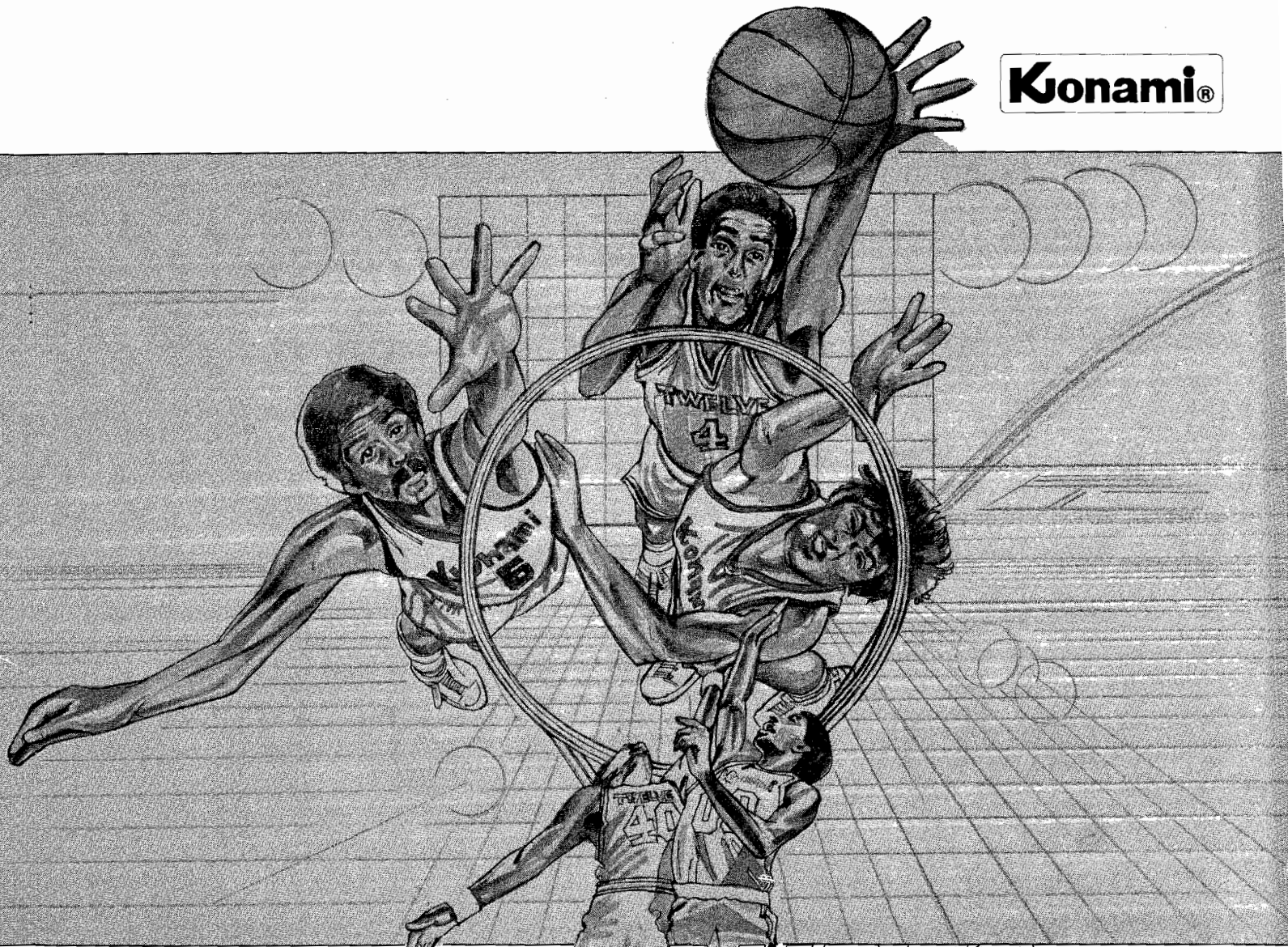


# ★ SUPER BASKETBALL CONVERSION KIT ★ INSTRUCTION MANUAL

**Konami®**



# SUPER BASKETBALL™

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# SUPER BASKETBALL CONVERSION KIT: INSTRUCTION MANUAL

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## CONTENTS OF CONVERSION PACK

**1-Main Printed Circuit Board, P.C. Board Cage**  
**1-Wiring Harness**  
**1-Marquee Overlay(Header)**  
**1 set- Side Panel Graphics (Left and Right)**  
**1-Control Panel Overlay**  
**1 set - Control Button Decals**  
(1 player, 2 player, lever, play instructions, copyright seal)  
**1-Joystick**  
**3-Push Buttons**  
**1-Technical Instruction Manual**  
**1-Registration Card**

# SUPER BASKETBALL: TO THE TECHNICIAN

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## INTRODUCTION

This instruction manual has been specifically designed for your use. It will provide you with enough information to convert your old game as simply as possible. These are general points necessary for operating **SUPER BASKETBALL** safely and securely.

## BEFORE CONVERTING

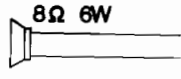
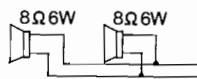
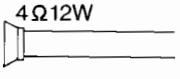
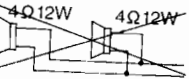
- (1) Be sure that you have all the necessary parts.
- (2) The Wiring diagram for Super Basketball is basically the same as those for other Konami games, therefore, if you are converting one of our games to Super Basketball, which requires very little modifications. If you are not converting one of our previous games, please pay close attention to the wiring diagram for a proper conversion.

# SUPER BASKETBALL: TECHNICAL INFORMATION

(1) Required Power Capacity

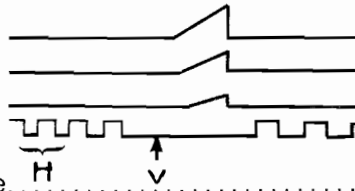
- + 5V DC      5A or more.
- + 12V DC      See Figure 1 below

Figure 1:

<b>SPEAKER</b>				
<b>Required Power Capacity</b>	12V 1A	12V 2A	12V 2A	Not Applicable

(2) Signal output

- R(red) analog, positive
- G(green) analog, positive
- B(blue) analog, positive



Sync. H-V composite negative. ....

(3) A battery (button type) is installed on P.C. Board of player's ranking data retainment. Please do not to short it.

(4) Ranking Data should be initiated as follows:

- 1) Turn off the power.
- 2) Take out the P.C. Board
- 3) Turn off the 5th of DIP SWITCH No. 2.
- 4) Connect the P.C. Board to Cabinet.
- 5) Turn on the power.
- 6) Confirm that all ranking display show the first numbers.
- 7) Turn off the power.
- 8) Take out the P.C. Board.
- 9) Turn on the 5th of DIP SWITCH No. 2.
- 10) Connect the P.C. Board to Cabinet.

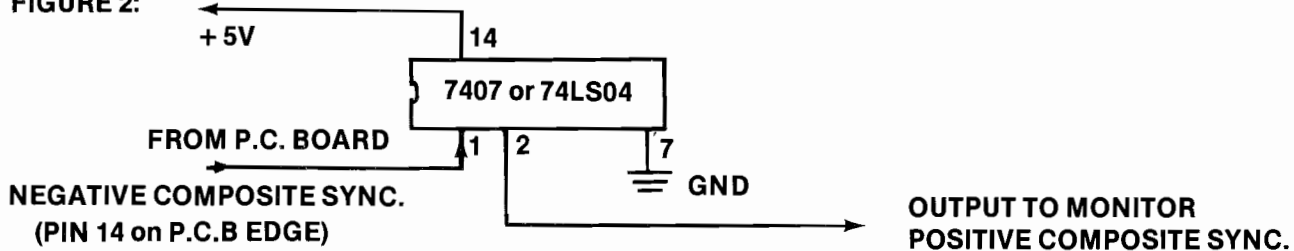
# SUPER BASKETBALL: IMPORTANT

Super Basketball requires a vertical mounted monitor. It also generates composite negative sync. If your monitor is composite positive sync, you will have to change to composite negative sync.

(1) To alternate composite positive sync to composite negative sync, use 7404 IC or 74LS04 IC. The signal on the output pin from the P.C.B is a combination of H-sync and V-sync.

**NOTE:** Please refer to Figure 2.

**FIGURE 2:**

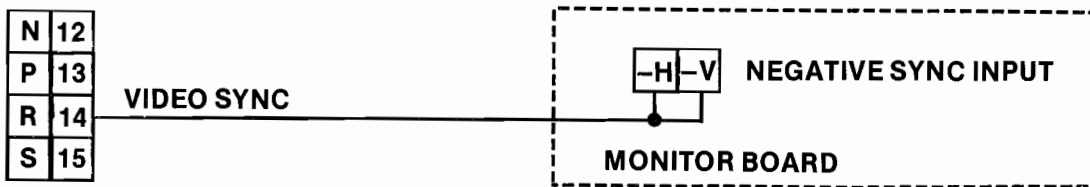


(+5V and GND should be taken out of the P.C. Board.)

(2) Separate Sync, modification for "Super Basketball". If your monitor has "Separate Sync." input, for example "Electro home made" and "Wells-Gardner made."

## 1 Step 1

### WIRING HARNESS

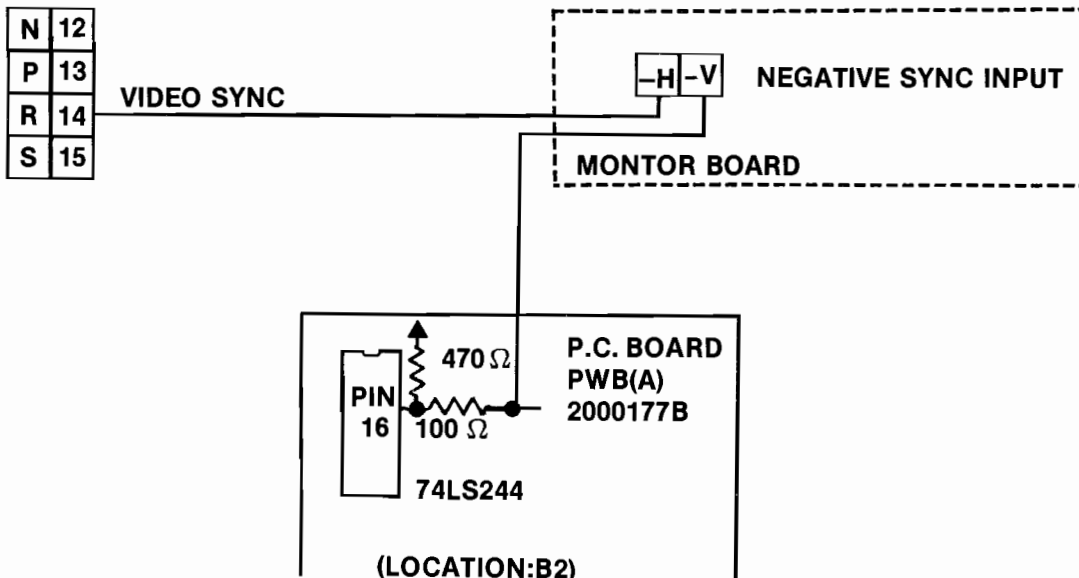


Still the picture is not stable...

## 2 Step 2

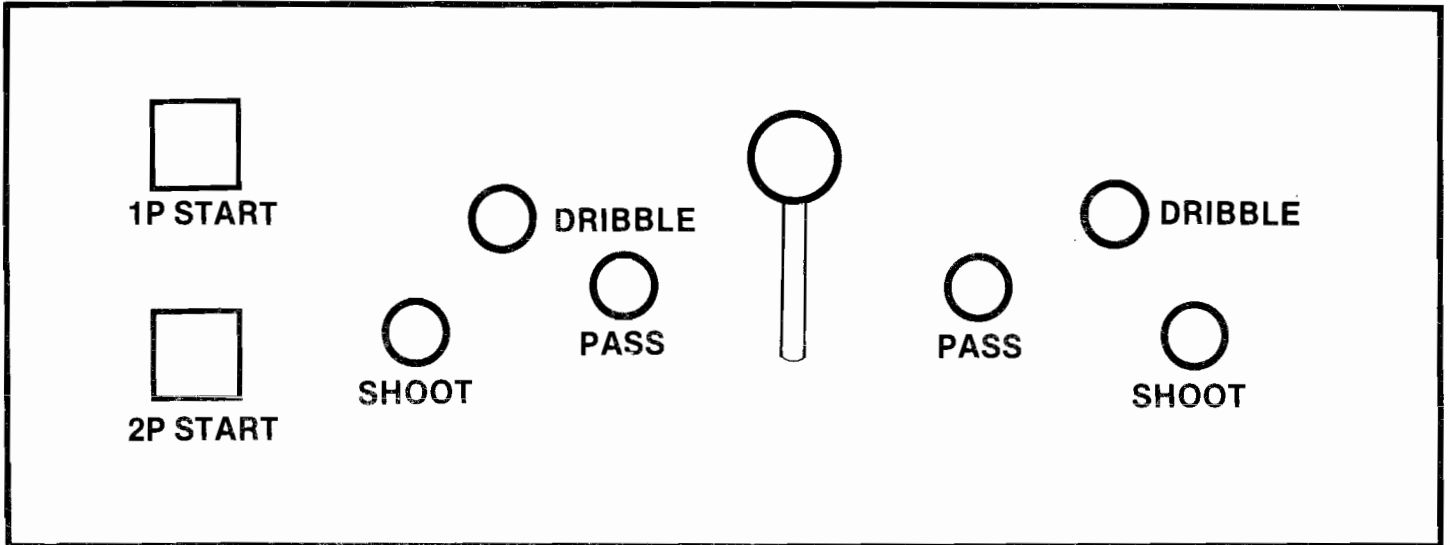
Prepare Hook-up wire. For Example "Electro home made"

### WIRING HARNESS



# SUPER BASKETBALL: CONTROL PANEL

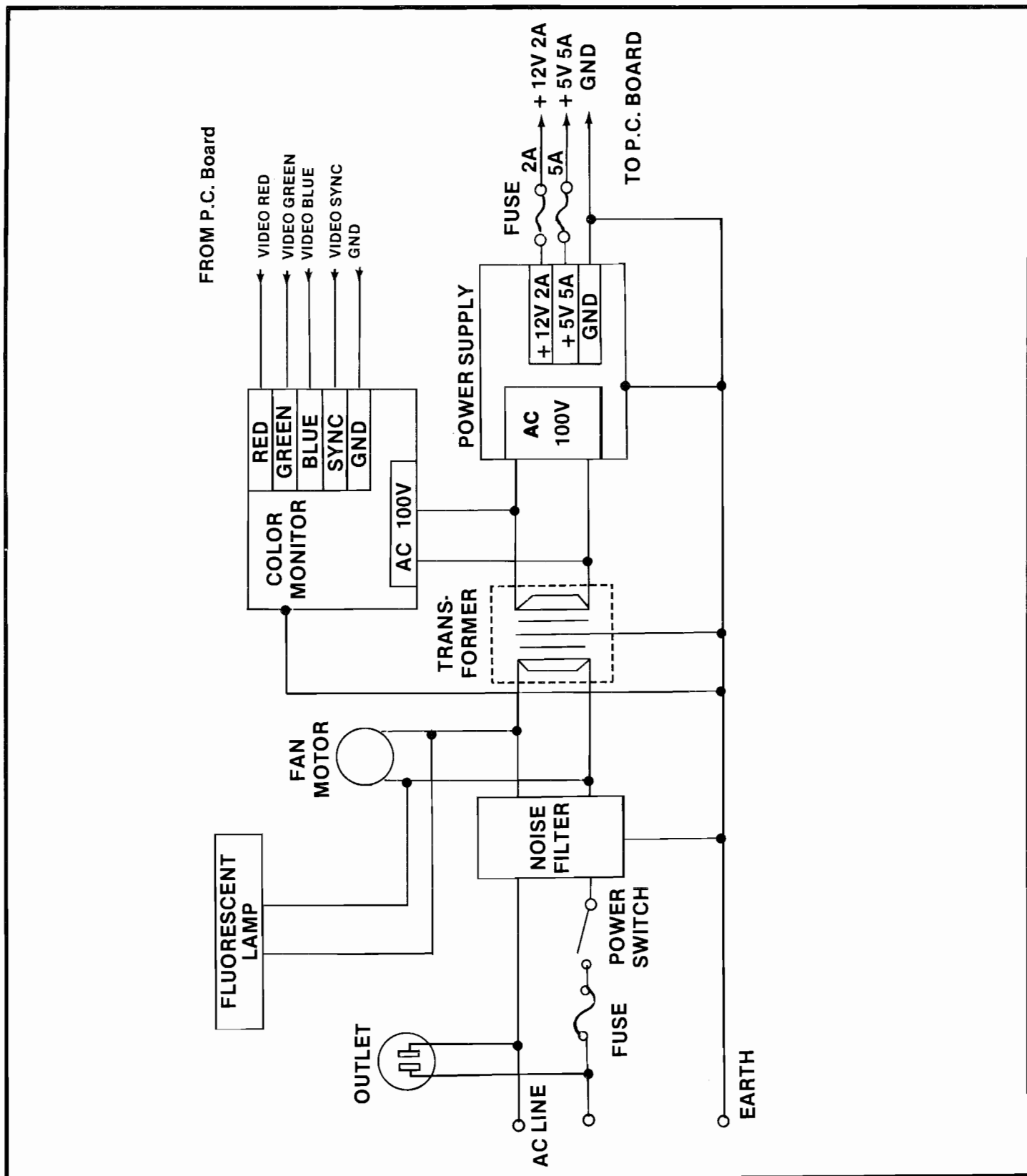
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**RECOMMENDED LAYOUT**

# SUPER BASKETBALL: WIRING DIAGRAM

## POWER PART

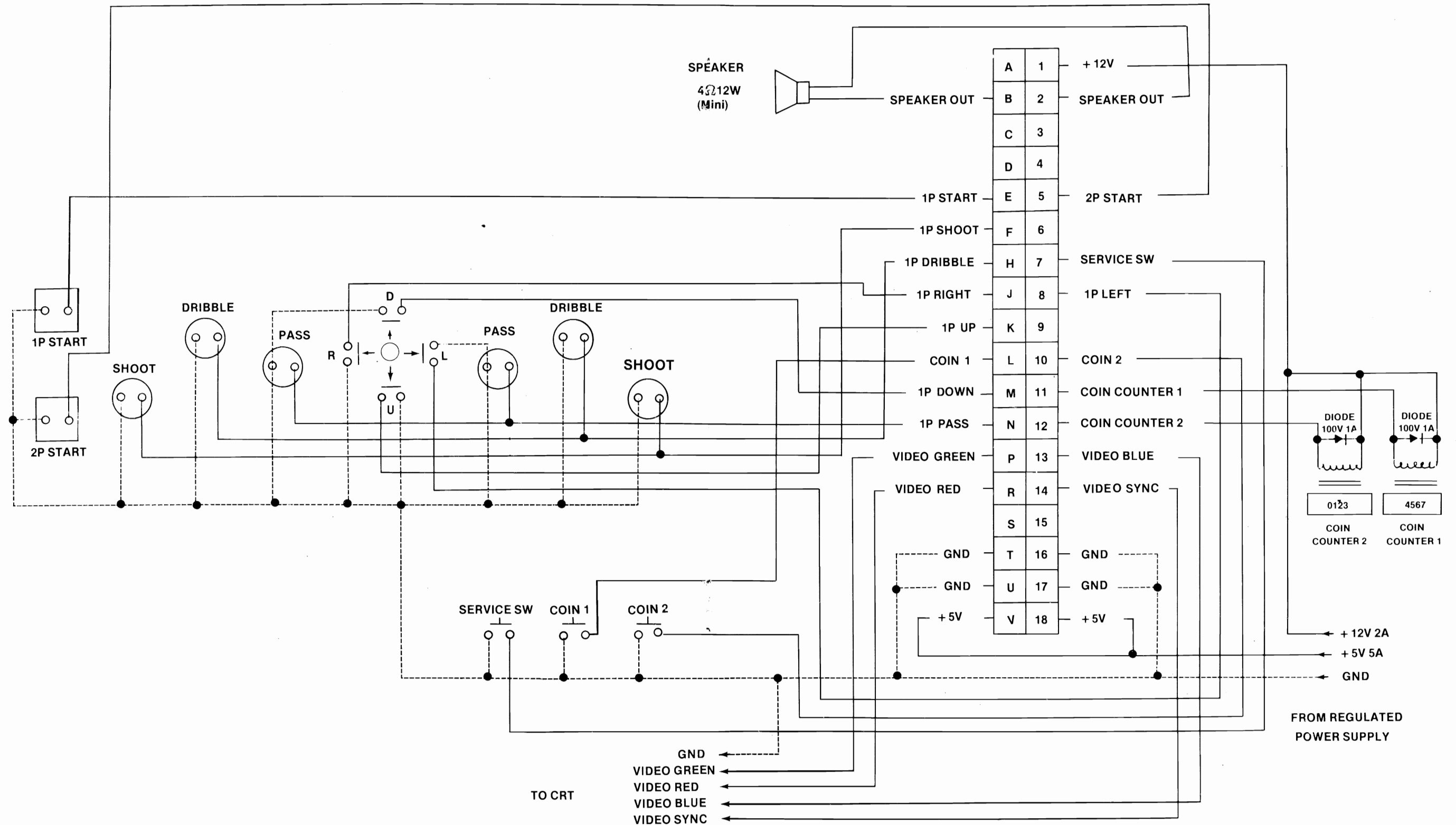


# SUPER BASKETBALL: WIRING DIAGRAM

CONTROL PART (UP-RIGHT TYPE)

UNLETTERED SIDE  
(SOLDER SLIDE)

LETTERED SIDE  
(PARTS SIDE)





# SUPER BASKETBALL: WIRING HARNESS

WIRE COLOR KEY:      Unlettered Side (Solder Side)      ← | →      Lettered Side (Parts Side)

A					
VIOLET	(NOT USE)	A	1	+ 12V DC	ORANGE
RED/GREEN	SPEAKER OUT	B	2	SPEAKER OUT	ORANGE/GREEN
BLUE/BROWN	2P DRIBBLE	C	3	2P SHOOT	RED/BROWN
PINK/BROWN	2P LEFT	D	4	2P RIGHT	BLACK/ORANGE
VIOLET/YELLOW	1P START	E	5	2P START	GREEN/BROWN
ORNAGE/YELLOW	1P SHOOT	F	6	2P UP	ORANGE/BROWN
RED/YELLOW	1P DRIBBLE	H	7	SERVICE SW	VIOLET/WHITE
BLUE/YELLOW	1P RIGHT	J	8	1P LEFT	BROWN/YELLOW
BLACK/YELLOW	1P UP	K	9	2P DOWN	BLUE/ORANGE
PINK/WHITE	COIN 1	L	10	COIN 2	ORANGE/WHITE
GRAY/YELLOW	1P DOWN	M	11	COIN COUNTER 1	BROWN/WHITE
ORANGE	1P PASS	N	12	COIN COUNTER 2	YELLOW/WHITE
GREEN/WHITE	VIDEO GREEN	P	13	VIDEO BLUE	BLUE/WHITE
RED/WHITE	VIDEO RED	R	14	VIDEO SYNC	BLACK/WHITE
WHITE	(NOT USE)	S	15	2P PASS	GREEN
YELLOW/GREEN	GND	T	16	GND	YELLOW/GREEN
YELLOW/GREEN	GND	U	17	GND	YELLOW/GREEN
RED	+ 5V DC	V	18	+ 5V DC	RED

B					
(EMPTY)		A	1	+ 12V DC	ORANGE
RED/GREEN	SPEAKER OUT	B	2	SPEAKER OUT	ORANGE/GREEN
BLUE/BROWN	2P DRIBBLE	C	3	2P SHOOT	RED/BROWN
PINK/BROWN	2P LEFT	D	4	2P RIGHT	BLACK/ORANGE
VIOLET/YELLOW	1P START	E	5	2P START	GREEN/BROWN
ORNAGE/YELLOW	1P SHOOT	F	6	2P UP	ORANGE/BROWN
RED/YELLOW	1P DRIBBLE	H	7	SERVICE SW	VIOLET/WHITE
BLUE/YELLOW	1P RIGHT	J	8	1P LEFT	BROWN/YELLOW
BLACK/YELLOW	1P UP	K	9	2P DOWN	BLUE/ORANGE
PINK/WHITE	COIN 1	L	10	COIN 2	ORANGE/WHITE
GRAY/YELLOW	1P DOWN	M	11	COIN COUNTER 1	BROWN/WHITE
VIOLET	1P PASS	N	12	COIN COUNTER 2	YELLOW/WHITE
GREEN/WHITE	VIDEO GREEN	P	13	VIDEO BLUE	BLUE/WHITE
RED/WHITE	VIDEO RED	R	14	VIDEO SYNC	BLACK/WHITE
(EMPTY)		S	15	2P PASS	GREEN
YELLOW/GREEN	GND	T	16	GND	YELLOW/GREEN
YELLOW/GREEN	GND	U	17	GND	YELLOW/GREEN
RED	+ 5V DC	V	18	+ 5V DC	RED

(LINE COLOR/BASE COLOR)

# SUPER BASKETBALL: WIRING HARNESS

WIRE COLOR KEY:		Unlettered Side (Solder Side)	← →	Lettered Side (Parts Side)		
<b>C</b>	RED/GREEN	(EMPTY)	A	1	+ 12V DC	ORANGE
	RED/YELLOW	SPEAKER OUT	B	2	SPEAKER OUT	ORANGE/GREEN
	BROWN/YELLOW	2P DRIBBLE	C	3	2P SHOOT	ORANGE/YELLOW
	VIOLET/WHITE	2P LEFT	D	4	2P RIGHT	BLUE/YELLOW
	ORANGE/WHITE	1P START	E	5	2P START	VIOLET/YELLOW
	RED/WHITE	1P SHOOT	F	6	2P UP	BLACK/YELLOW
	BLUE/WHITE	1P DRIBBLE	H	7	SERVICE SW	ORANGE/GRAY
	BLACK/WHITE	1P RIGHT	J	8	1P LEFT	BROWN/WHITE
	RED/GRAY	1P UP	K	9	2P DOWN	GRAY/YELLOW
	GRAY/WHITE	COIN 1	L	10	COIN 2	BLUE/GRAY
	PINK/WHITE	1P DOWN	M	11	COIN COUNTER 1	GREEN/GRAY
	GREEN/BROWN	1P PASS	N	12	COIN COUNTER 2	YELLOW/GRAY
	RED/BROWN	VIDEO GREEN	P	13	VIDEO BLUE	BLUE/BROWN
		VIDEO RED	R	14	VIDEO SYNC	WHITE/BROWN
		(EMPTY)	S	15	2P PASS	PINK/YELLOW
	BLACK	GND	T	16	GND	BLACK
	BLACK	GND	U	17	GND	BLACK
	RED	+ 5V DC	V	18	+ 5V DC	RED

(LINE COLOR/BASE COLOR)

## KIT SERIAL NUMBER

- A** WIRING HARNESS 410001 - 410310
- B** WIRING HARNESS 410311 - 411000
- C** WIRING HARNESS 411001 - (Con't Thru)

# SUPER BASKETBALL: DIP SWITCH SETTING

## ●DIP SW 1 SET

COIN 2 SW SET				COIN 1 SW SET				COIN	PLAY	
SW	8	7	6	5	4	3	2			1
○	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	1	1
	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON	1	2
	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF	1	3
	OFF	OFF	ON	ON	OFF	OFF	ON	ON	1	4
	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF	1	5
	OFF	ON	OFF	ON	OFF	ON	OFF	ON	1	6
	OFF	ON	ON	OFF	OFF	ON	ON	OFF	1	7
	OFF	ON	ON	ON	OFF	ON	ON	ON	2	1
	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF	2	3
	ON	OFF	OFF	ON	ON	OFF	OFF	ON	2	5
	ON	OFF	ON	OFF	ON	OFF	ON	OFF	3	1
	ON	OFF	ON	ON	ON	OFF	ON	ON	3	2
	ON	ON	OFF	OFF	ON	ON	OFF	OFF	3	4
	ON	ON	OFF	ON	ON	ON	OFF	ON	4	1
	ON	ON	ON	OFF	ON	ON	ON	OFF	4	3
	ON	ON	ON	ON	ON	ON	ON	ON	COIN 1 FREE PLAY COIN 2 INVALIDITY	

(ATTENTION) Free play means the situation, you can play without putting any COINS in.

## ●DIP SW 2 SET

### 1. Time limit for each stage

SW	1	2	time limit (second)
○	OFF	OFF	30
	OFF	ON	40
	ON	OFF	50
	ON	ON	60

### 2. Switch for change of table or upright

SW	3	type
○	OFF	table using 1 / 0 for 1 or 2 player
	ON	upright using 1 / 0 1 player only

### 3. Initial setting of qualify

SW	4	player	CPU
○	OFF	70	78
	ON	100	115

### 4. Initial setting of ranking

SW	5	mode
○	OFF	all data initialized
	ON	data remaining

### 5. Difficulty of the game

SW	6	7	level of difficulty
○	OFF	OFF	1 (easy)
	ON	OFF	2
	OFF	ON	3
	ON	ON	4 (difficulty)

### 6. Sound in attract mode

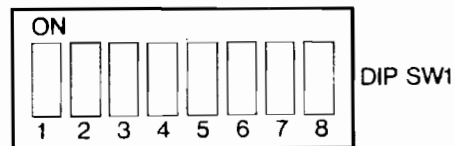
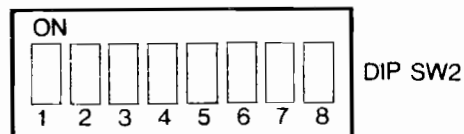
SW	8	sound in attract mode
○	OFF	OFF
	ON	ON

## ○:Shows normal Setting

The level of difficulty of this game was set as it is by Konami, the average player's skill. Therefore the level should remain as it is, and if there should be a necessity to alter it, it should be done with enough consideration.



VR is for adjustment of sound volume. The volume is decreased by turning. VR counter-clockwise.



# SUPER BASKETBALL: DIAGNOSTIC PROG.<sub>(P.C.B.)</sub>

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## SELF TEST

This P.C. Board has a function to check if there is anything wrong with the cabinet or P.C. Board itself.

When the power is switched ON the board will always check the basic block and if normal, indicate **OK** on the monitor and then will start the game.

If not normal, it will indicate **BAD** and the picture will stop.

## MANUAL TEST

### (a) How to Start

Switch on the power while pressing both 1P START and 2P START buttons until the cross hatch appears on the screen. Switch off the power once, before starting the game.

### (b) How to Select the Test Items

Test items will change in the following order as you push 1P START button each time.

When Item 6 is over, Item 1 will come back.

Each item will last until you push 1P START button.

### (c) Manual Test Items

<u>Item</u>	<u>Details</u>
1 Conditioning of Picture Contortion	— Cross hatch will appear all over the screen.
2 Color Conditioning	— 16 blocks will show the colors. Adjust the monitor.
3 Control Check	— Names of all the switches (lever, COIN SW, etc.) will be on the screen. As you turn on each of them, "0" on its right will turn to "1".
4 Coin Counter Check	— To check the coin counter, counts up Coin Counter 1 and then Coin Counter 2 eight times each. Then move on to Item 5.
5 DIP SW SET	— DIP SW SET will be displayed on the screen. DIP SW condition will be read into computer only with the power is switched ON.
6 Sound Check	— There will be sounds for testing puprose. There will be automatically 8 seconds interval between one sound and next. The The cycle of sounds will repeat.

# SUPER BASKETBALL:WARNING

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OPERATOR INFORMATION

## WARNING

F.C.C. REGULATION COMPLIANCE

The parts contained in this game conversion kit must be installed in accordance with the instructions contained in this Service Manual. Failure to follow these instructions in every detail could result in the creation of illegal interference to radio and TV reception.

Konami, Inc., has verified that, when this conversion kit is installed without deviation from these instructions, the equipment will then comply with the requirements of Part 15 of FCC Rules for a Class A computing device. The manufacturer will not be responsible for incomplete or improper conversions.

After such installation in accordance with the instructions, the enclosed **NOTICE AFTER CONVERSION** should be applied to the back of the game cabinet so as to cover up any previous notice regarding FCC Rules.

# SUPER BASKETBALL: HELPFUL SUGGESTIONS

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THE FOLLOWING PROCEDURE IS RECOMMENDED BY THE GRAPHICS MANUFACTURER IN APPLYING THE SIDE PANEL DECALS AND MARQUEE OVERLAY ONLY.

1. REMOVE PROTECTIVE BACKING FROM DECALS.
2. LAY OUT DECALS, ADHESIVE SIDE UP, POSITION THE DECAL INTO PLACE.
3. USING A SOFT SQUEEGEE OR PIECE OF CARDBOARD, BEGINNING AT THE CENTER OF THE DECAL, SLOWLY AND EVELY PRESS OUT THE EXCESS FOAM UNTIL YOU ACHIEVE A SMOOTH FINISH.

THIS PROCEDURE HAS BEEN FOUND TO BE THE MOST EFFECTIVE WAY OF ENSURING THE PROPER POSITIONING OF THE DECALS AS IT CREATES MANEUVERABILITY OF THE DECAL AND IS AN ADDED PROTECTION AGAINST THE DECAL COMING LOOSE OR CREASING DURING APPLICATION.

**NOTE:** THE PLAYER INSTRUCTION PANEL AND BUTTON LABELS ARE MADE OF A DESTRUCTIBLE ACRYLIC MATERIAL DESIGNED SPECIFICALLY TO KEEP THE PLAYER FROM PEELING THEM OFF.

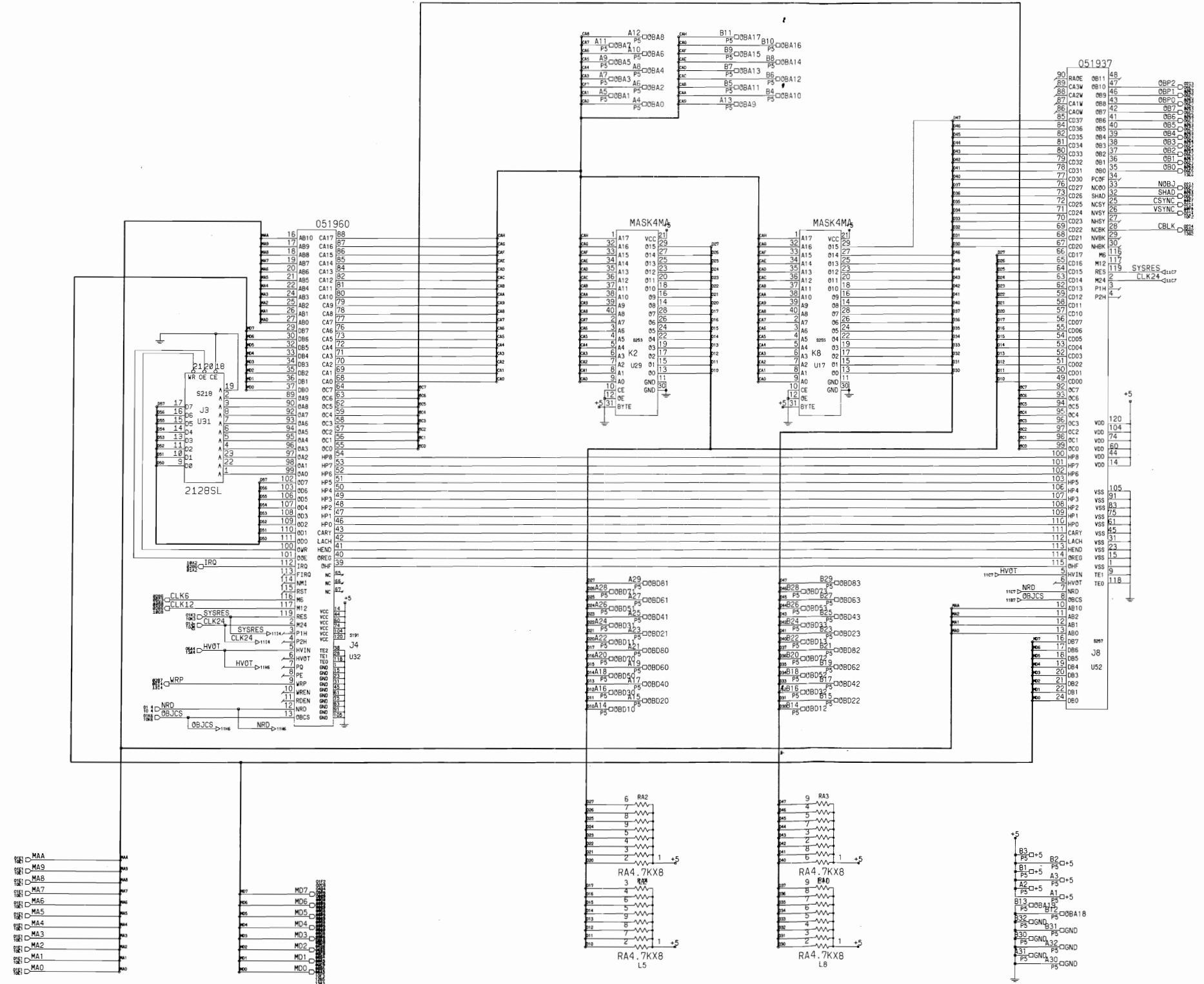
IT IS RECOMMENDED THAT ALL DECALS AND STICKERS BE ALLOWED TO SET FOR 24 HOURS AFTER APPLICATION FOR MAXIMUM ADHERENCE.



A B C D E F G H I J K L

1  
2  
3  
4  
5  
6  
7  
8  
9

DIN64SS

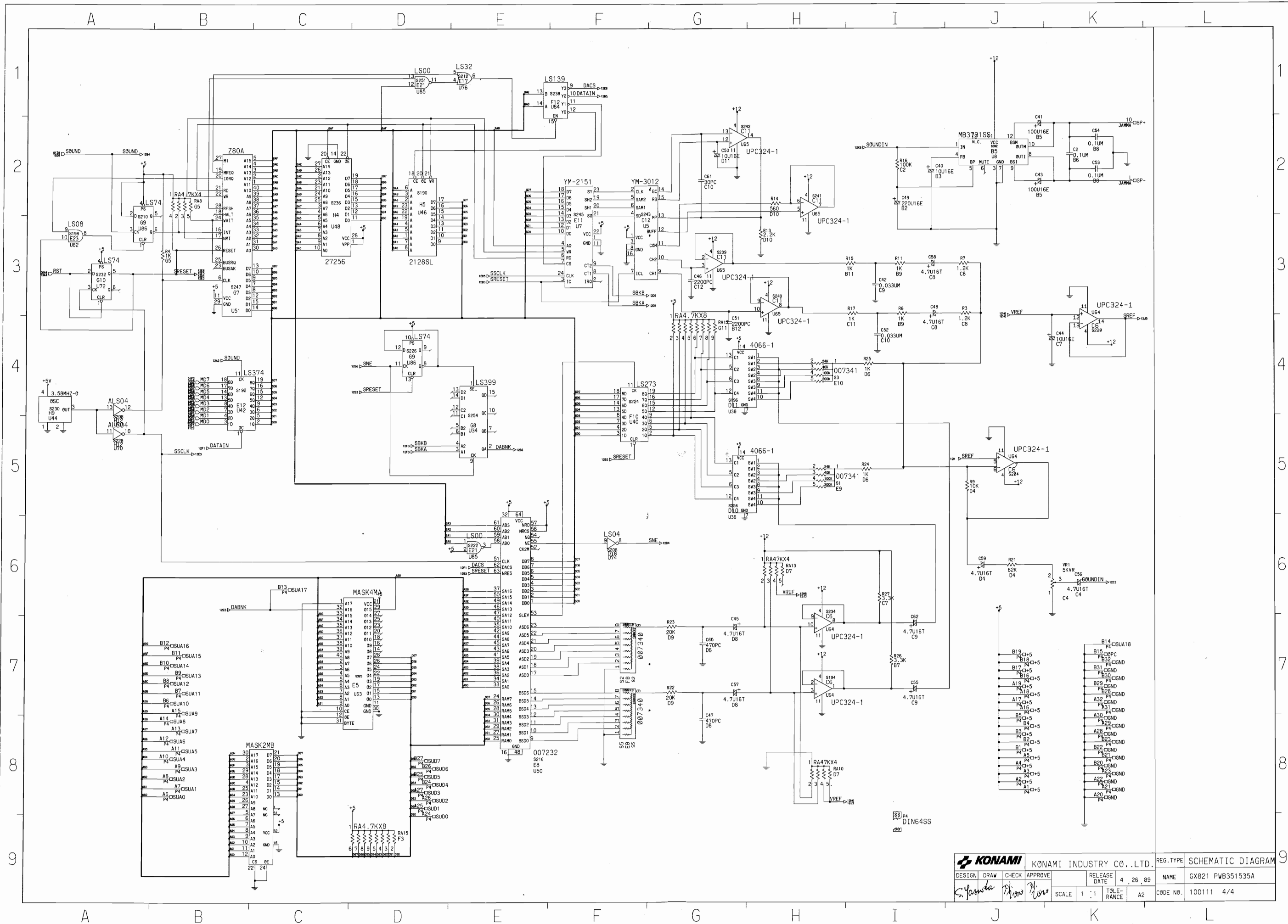


<b>KONAMI</b>				KONAMI INDUSTRY CO.,LTD.		REG. TYPE	SCHMATIC DIAGRAM
DESIGN	DRAW	CHECK	APPROVE	RELEASE DATE	4 26 89	NAME	GX821 PWB351535A
S. Yamada			M. Kimi		SCALE	1 : 1	TOLE-RANCE A2
						CODE NO.	100111 2/4

A B C D E F G H I J K L







<b>KONAMI</b>				KONAMI INDUSTRY CO., LTD.		REG. TYPE	SCHMATIC DIAGRAM
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S. Panda			M. Phono		SCALE		1:1
					TOLERANCE		A2
					CODE NO.		100111 4/4