

VULGUS CONVERSION KIT INSTRUCTION **MANUAL**



CONVERSION KIT CONTENTS:

- 1 MAIN PRINTED CIRCUIT BOARD
- 1-P.C. BOARD CAGE (FCC REQUIRED)
- 1 CONNECTING WIRING HARNESS
- 1-8-WAY JOYSTICK
- 4-FIRE BUTTONS
- 1-MARQUEE
- 1 MONITOR BEZEL OVERLAY
- 1-CONTROL PANEL OVERLAY
- 1-PLEX CONTROL COVER
- 2-SIDE STICKERS
- 1-PLAY INSTRUCTION & FUNCTION LABELS
- 1 TECHNICAL SERVICE MANUAL



TO THE TECHNICIAN

INTRODUCTION

This instruction manual has been specifically designed for your use. It will provide you with adequate information to convert your old game as simply as possible.

Contained herein are schematic diagrams for working with our printed circuit board. For better

understanding, a Main Block Diagram and a Sound Board Block Diagram are supplied. Everything that you will need to construct your new game is provided in this kit, as listed on the preceding contents page.

CAUTION

F. C. C. REGULATION COMPLIANCE

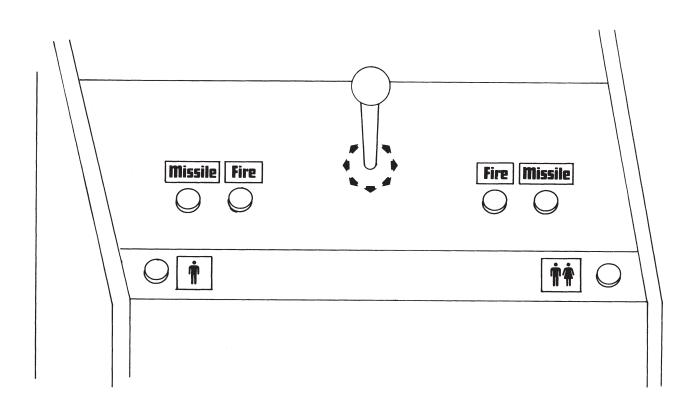
THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

THIS IS TO AVOID RADIO FREQUENCY RADIATION AND COMPLY WITH THE LIMITS FOR A CLASS "A" COMPUTING DEVICE PURSUANT TO SUB-PART "J" OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT.

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.

CONTROL PANEL LAYOUT

THE EIGHT WAY JOYSTICK SHOULD BE CENTERED ON THE CONTROL PANEL AND THE FIRE AND MISSILE BUTTONS PLACED AS SHOWN BELOW:



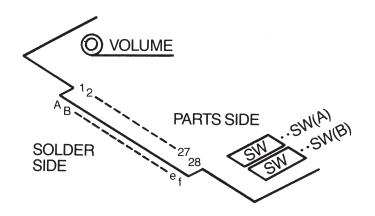
SW(A)

				GAME DIP SW									
		C	ONTE	ENTS		1	2	3	4	5	6	7	8
GAME CHARGE (COIN-1)	1	COIN	/	1	CREDIT	OFF	OFF	OFF					
	1	"	1	2	"	ON	OFF	OFF					
	1	"	1	3	"	OFF	ON	OFF					
	2	"	1	1	"	ON	ON	OFF					
HA	3	″	1	1	"	OFF	OFF	ON					
ØE C	4	,	/	1	"	ON	OFF	ON					
GAN	5	"		1	"	OFF	ON	ON					
	FF	REE		PL	AY	ON	ON	ON					
	1	COIN		1	CREDIT				OFF	OFF	OFF		
N-2)	1	"	1	2	"				ON	OFF	OFF		
00)	1		/	3	"				OFF	ON	OFF		
GE	2	<i>"</i>		1	"				ON	ON	OFF		
HAH	3	"	1	2	"				OFF	OFF	ON		
GAME CHARGE (COIN-2)	4	<i>"</i>	1	3	"				ON	OFF	ON		
AAM	5		1	4	"				OFF	ON	ON		
	FF	EE		PL	AY				ON	ON	ON		
NR. OF PLAYERS		3 A	IR-PLA	ANE								OFF	OFF
		1	"									ON	OFF
PLA		2	″									OFF	ON
		5	"									ON	ON

SW (B)

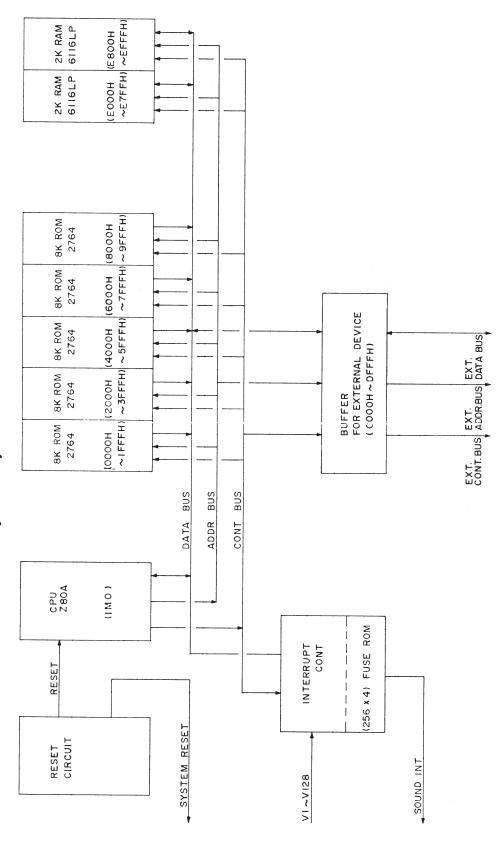
					GAME	DIP SW			
	CONTENTS	1	2	3	4	5	6	7	8
TYPE	TABLE TYPE	OFF							
<u></u>	UP-RIGHT TYPE	ON							
	1st 20,000 2nd 60,000		OFF	OFF	OFF				
\ ₀	″ 10,000 ″ 50,000		ON	OFF	OFF				
POINTS	″ 10,000 ″ 60,000		OFF	ON	OFF				
PO (″ 10,000 ″ 70,000		ON	ON	OFF				
BONUS	″ 20,000 ″ 70,000		OFF	OFF	ON			OFF	OFF
BO	″ 20,000 ″ 80,000		ON	OFF	ON				
	″ 30,000 ″ 70,000		OFF	ON	ON				
			ON	ON	ON				
MO	DEMO WITH SOUND ON					OFF			
DEMO	DEMO WITH SOUND OFF					ON			
DEMO	DEMO WITH MUSIC ON						OFF		
MU	DEMO WITH MUSIC OFF						ON		

CONNECTOR

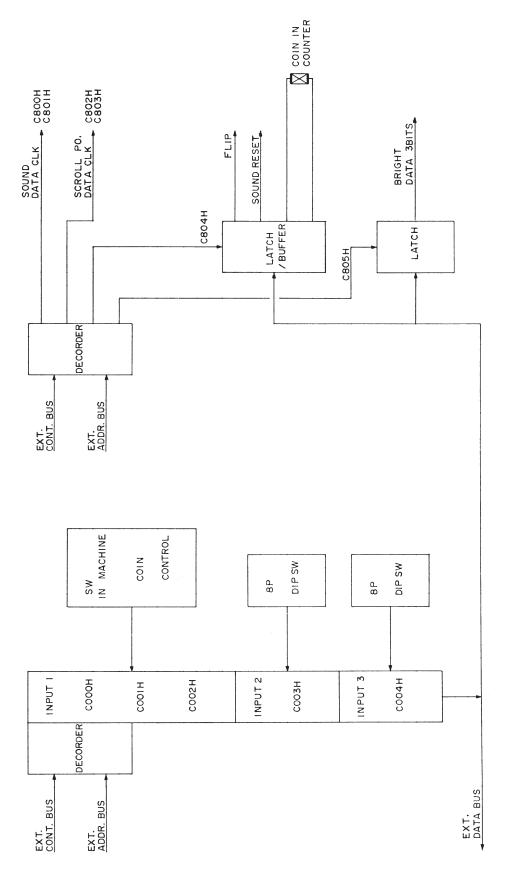


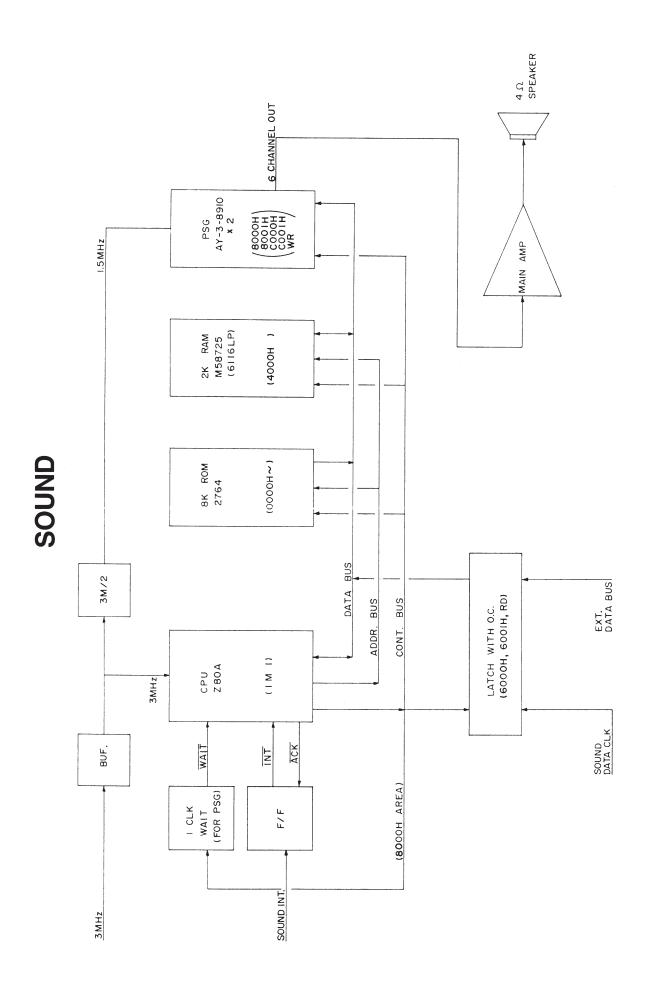
				_
	Α	1	GND	
	В	2	+5V	
	С	3	+12V	
	D	4	GND (12V)	
	SPEAKER ⊖	Е	5	SPEAKER ⊢
	SPEAKER ⊕	F	6	SPEAKER ⊕
COI	N COUNTER ⊖	Н	7	CO!N COUNTER: ⊕
	m	J	8	
(SHOOT	к	9	UPSW
1P {	DOWN SW	L	10	LEFTSW 1P
l	RIGHT SW	М	11	(GND)
(SHOOT SW	N	12)
2P 〈	DOWN SW	Р	13	> 2P
(RIGHT SW	R	14	(GND)
	2P SW		15	(GND)
	1P SW	Т	16	(GND)
	COIN SW (1)	U	17	(GND)
COIN SW (2) (SERVICE SW)		٧	18	(GND)
	(OLITIOL SW)	w	19	1P CANNON
		X	20	2P CANNON
		Υ	21	VIDEO GND
	VIDEO SIGNAL	Z	22	VIDEO (RED) OUTPUT
VIDEO (GREEN) OUTPUT		а	23	VIDEO (GREEN) OUTPUT
	b	24		
	С	25		
	d	26		
	+5V	е	27	+5V
	GND	f	28	GND

CPU (Z80A) MAIN CONTROL

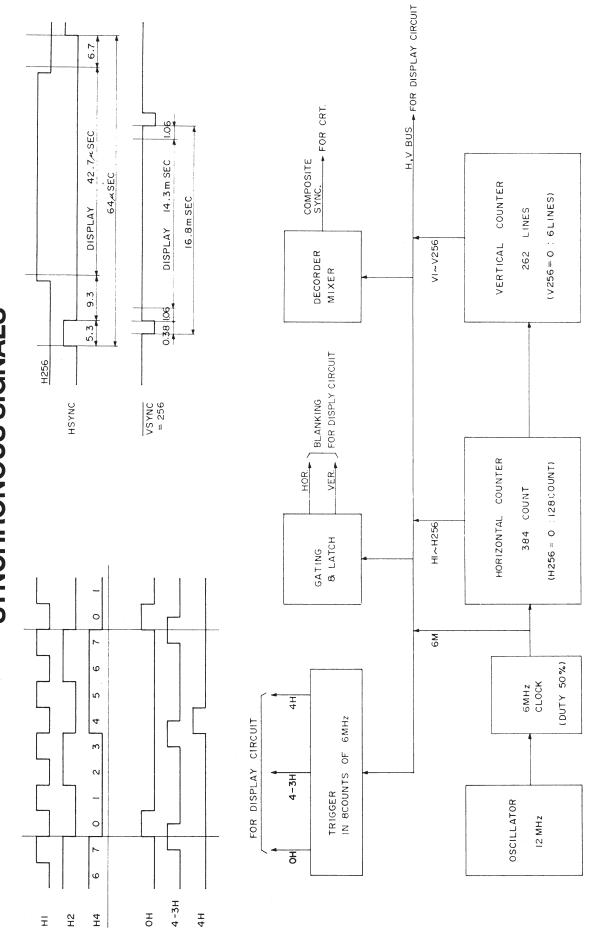


INPUT/OUTPUT

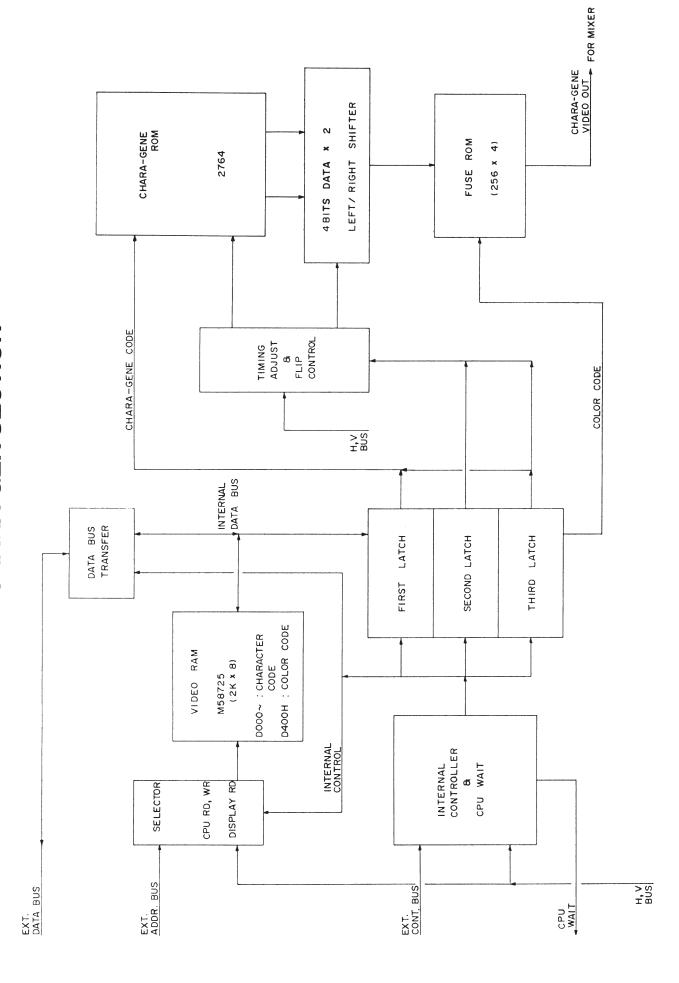




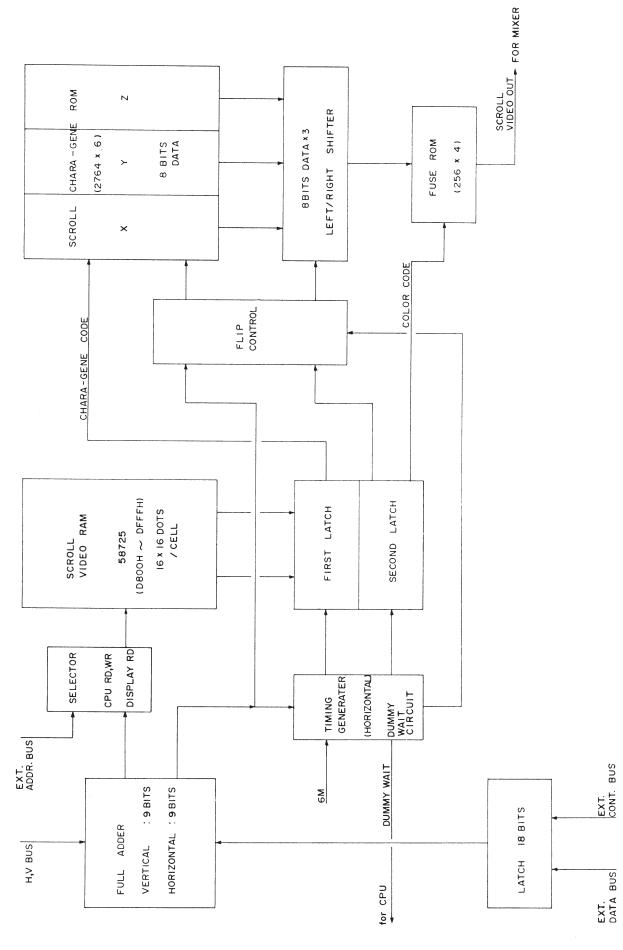
SYNCHRONOUS SIGNALS



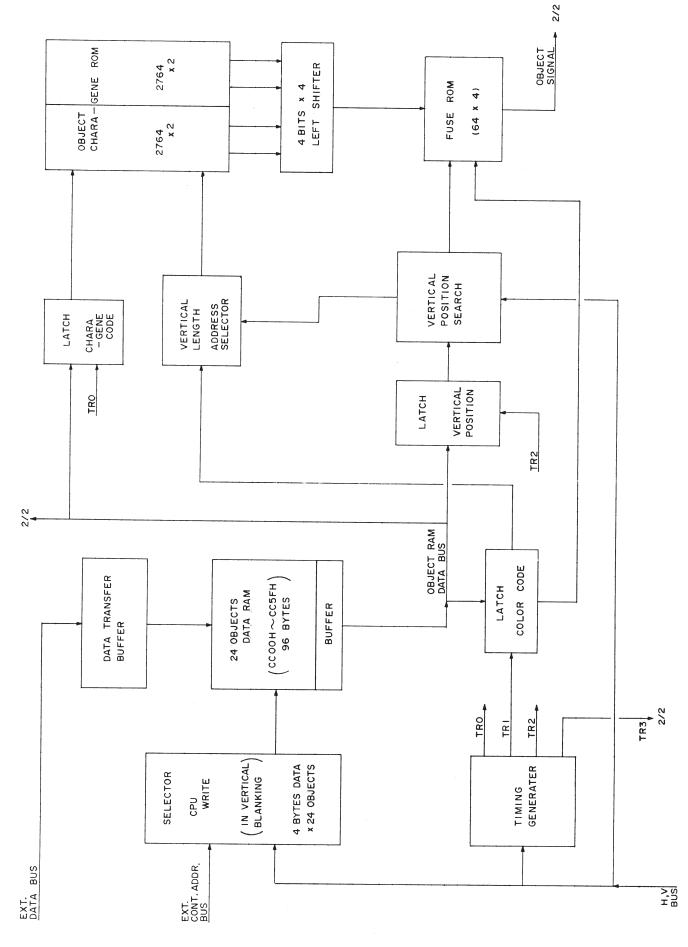
CHARA-GEN SECTION

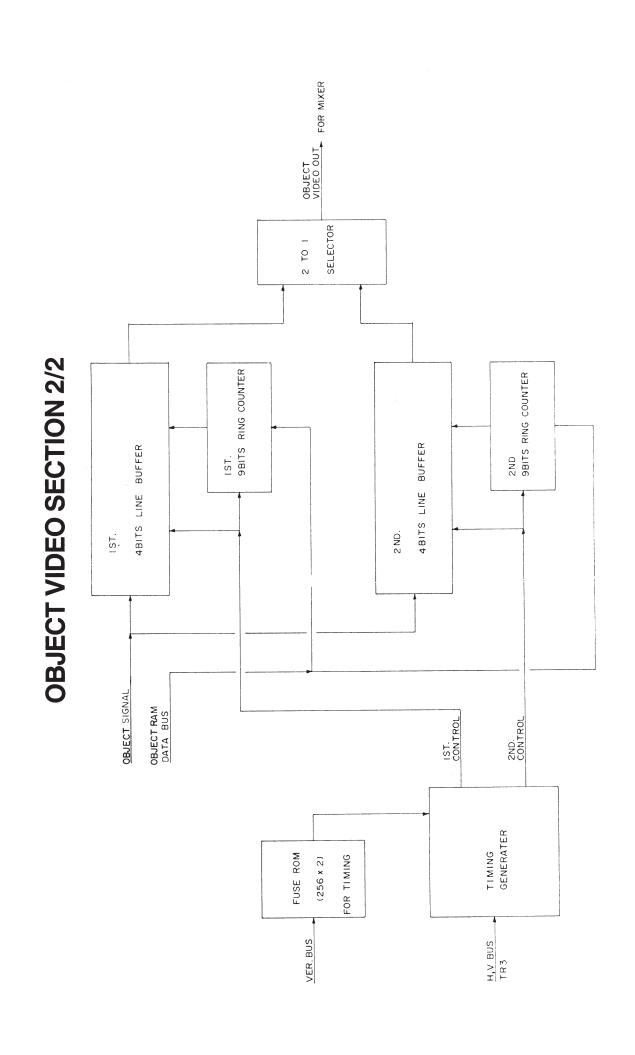


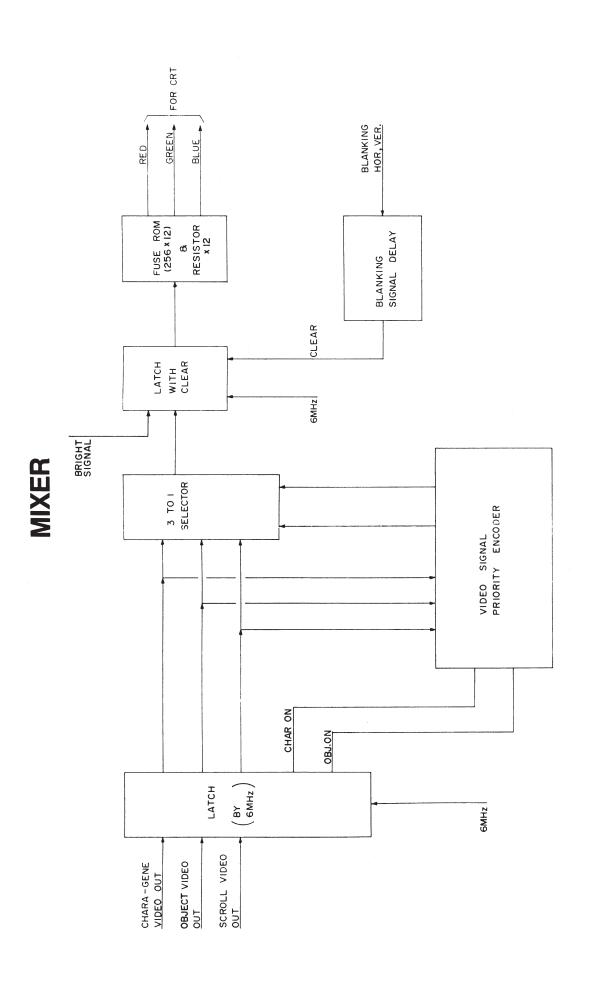
SCROLL VIDEO SECTION



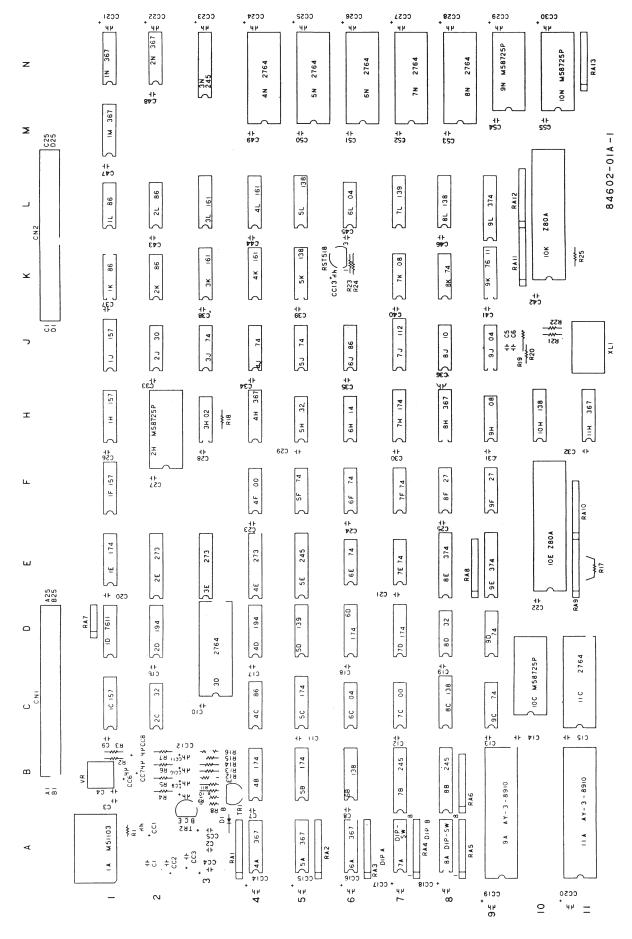
OBJECT VIDEO SECTION 1/2







84602-01A-1



84602-02A

