#### \*\*\*BEEZER\*\*\*

### INSTALLING CIRCUIT BOARDS

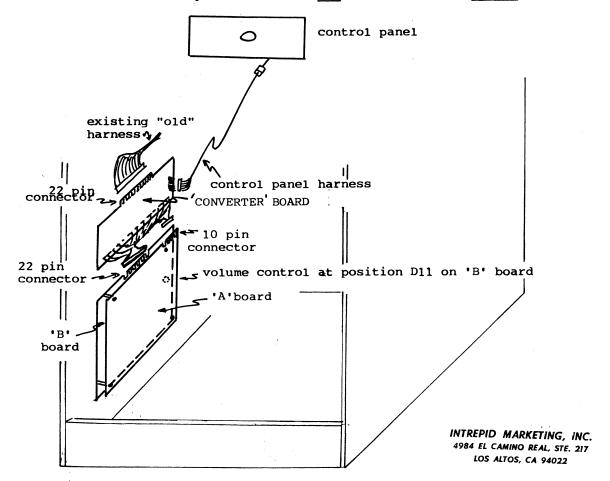
- 1. Remove old circuit boards, save all mounting brackets.
- 2. Relocate upper brackets to fit larger boards.
- 3. Secure 'A' and 'B' boards to side of game.
- 4. Connect 'CONVERTER' board to 'A/B' boards as shown in diagram below.
- 5. Connect old main harness to 'CONVERTER' board as old set of boards you removed.
- 6. Assemble control panel and connect to 'CONVERTER' board at connector shown in diagram.

### NOTE !!

The potentiometer on the 'CONVERTER' board is

VOLTAGE ADJUSTMENT. PRE-SET AT FACTORY, TECHNICIAN ADJUST ONLY!!!

The potentiometer on 'B' board at D11 is VOLUME control



	В.	BOARI	)					Α.	BOARD	
SOLDERING SID	E				COMPONENT SIDE	SOLDE	RING S	IDE		COMPONENT SIDE
+5V	(B1)	22	Z	(Al)	+5V	GND	(1)	10	L	(1) GND
	(B2)	21	Y	(A2)		BLUE	(2)	9	K	(2)
+12V	(B3)	20	х.	(A3)		GREEN	(3)	8	J	(3)
	(B4)	19	W	(A4)	GND	RED	(4)	7	H	(4)
	(B5)	18	V	(A5)			(5)	6	F	(5)
	(B6)	17	U	(A6)		SYNC	(6)	5	E	(6)
-5V	(B7)	16	T ·	(A7)	-5V		(7)	. 4	D	(7)
+12V	(B8)	15	s	(A8)	+12V	+12V	(8)	3	С	(8) +12V
SPEAKER (+)	(B9)	14	R	(A9)		-5V	(9)	2	В	(9) -5V
	(B10)	13	P	(AlO)	SPEAKER (-)	+5V	(10)	1	A	(10) +5V
GND	(Bll)	12	N	(All)	GND					
	(Bl2)	11	М	(Al2)	-5V					
DO	(B13)	10	L	(Al3)						
PLAY 1 (TEST)	(Bl4)	9	K	(Al4)						
PLAY 2 (TEST	) (B15)	8	J	(A15)						
COIN	(B16)	7	Н	(Al6)						
SLAM	(B17)	6	F	(Al7)						
<sup>Y</sup> 3	(Bl8)	5	E	(Al8)	х <sub>.</sub> 3					
<sup>Y</sup> 2	(B19)	4	D	(Al9)	$\mathbf{x}_2$					
Y <sub>1</sub>	(B2O)	3	С	(A20)	x <sub>1</sub>					
YO	(B21)	2	В	(A21)	x <sub>0</sub>					
GND	(B22)	1	Α	(A22)	GND .					

#### NITE:

- 1. (A4) is the audio enable ground, should connect to (All) or (A22).
- 2. Board A., board B. & mini track ball board's ground should connect together.
- 3. Mini track ball board's  $x_0^ x_3$ ,  $y_0^ y_3$  connect to board B.'s  $x_0^ x_3$ ,  $y_0^ y_3$ .
- 4. Mini track ball board's  $X_A$ ,  $X_B$ ,  $Y_A$ ,  $Y_B$  should connect to track ball,  $X_A$ ,  $X_B$  are horezontal control,  $Y_A$ ,  $Y_B$  are vertical control.
- 5. The audio amplifier is bridge output. Do not connect speaker to ground.
- 6. Audio level potentiometer is at position Dll.

#### GALAXIAN (TO BEEZER) GND 22 $\mathbf{Z}$ GND GND 21 Y GND 20 AC 12V Х 19 W AC 12V AUDIO (+) AUDIO (-) 18 V SYNC 17 U BLUE GREEN 16 RED $\mathbf{T}$ GND 15 S GND 14 R 13 P 12 N 11 M 10 L SERVICE SW. K 8 J COIN SW. JUMPER TOGETHER 7 Н COIN METER (-) 6 $\mathbf{F}$ 5 E COIN METER (+) (12V) 4 D AC 7V 3 С AC 7V GND 2 В GND

GND

1

Α

GND

1. GROUND (BLACK) TO MINI TRACK BALL BLACK WIRE.

2. X (GREEN) . TO WICO TRACK BALL GREEN WIRE.

3. X<sub>D</sub> (YELLOW) TO WICO TRACK BALL YELLOW WIRE.

4. Y (PURPLE) TO WICO TRACK BALL PURPLE WIRE.

5. Y<sub>B</sub> (BLUE) TO WICO TRACK BALL BULE WIRE.

6. GROUND (BLACK) TO 1P, 2P SWITCH COMMON.

7. 1 PLAY (WHITE) TO 1P SWITCH.

8. 2 PLAY (BROWN) TO 2P SWITCH.

9. +5V OUT (RED) TO WICO TRACK BALL RED WIRE.

10. +5V OUT (RED) TO WICO TRACK BALL RED WIRE.

11. SPARE (GRAY) NOT USED.

12. SPARE (ORANGE) NOT USED.

# TRACKBALL INTERFACE & COUNTER DRIVER.

,	SOLDERIN	G SIDE B	<u>A</u>	COMPONENT SIDE
	+ 57	7 10	L	+ 5v
	GND	9	K	GND
	COIN METER	೬. 8	J	COIN OUT (CONNECT TO B BOARD B16)
(CONNECT	TO B BOARD B1	.8) ****Y <sub>3</sub> ,	Н	X <sub>3</sub> (CONNECT TO B BOARD A18)
(CONNECT	TO B BOARD Bl	.9) Y <sub>2</sub> 6	F	X <sub>2</sub> (CONNECT TO B BOARD Al9)
(CONNECT	TO B BOARD B2	0) Y <sub>1</sub> 5	E	X <sub>1</sub> (CONNECT TO B BOARD A20)
(CONNECT	TO B BOARD B2	1) Y <sub>0</sub> 4	D	X <sub>0</sub> (CONNECT TO B BOARD A21)
	SERVICE	3	С	COIN IN
DOWN	(FROM TRACKBA	LL)Y <sub>B</sub> 2	В	X <sub>B</sub> (FROM TRACKBALL) RIGHT
UP	(FROM TRACKBA	LL)Y <sub>A</sub> 1	A	X <sub>A</sub> (FROM TRACKBALL) LEFT

<sup>\*</sup> Voltage control potentiometer is preset do not adjust!

## ADJUSTMENT SWITCHES

A SET OF DIP SWITCHES ARE LOCATED ON THE GAME LOGIC BOARD TO ADJUST FOR COINS.

\* NOTE: MAKE SURE POWER IS OFF BEFORE MAKING THESE ADJUSTMENTS.

SWITCH SETTING:

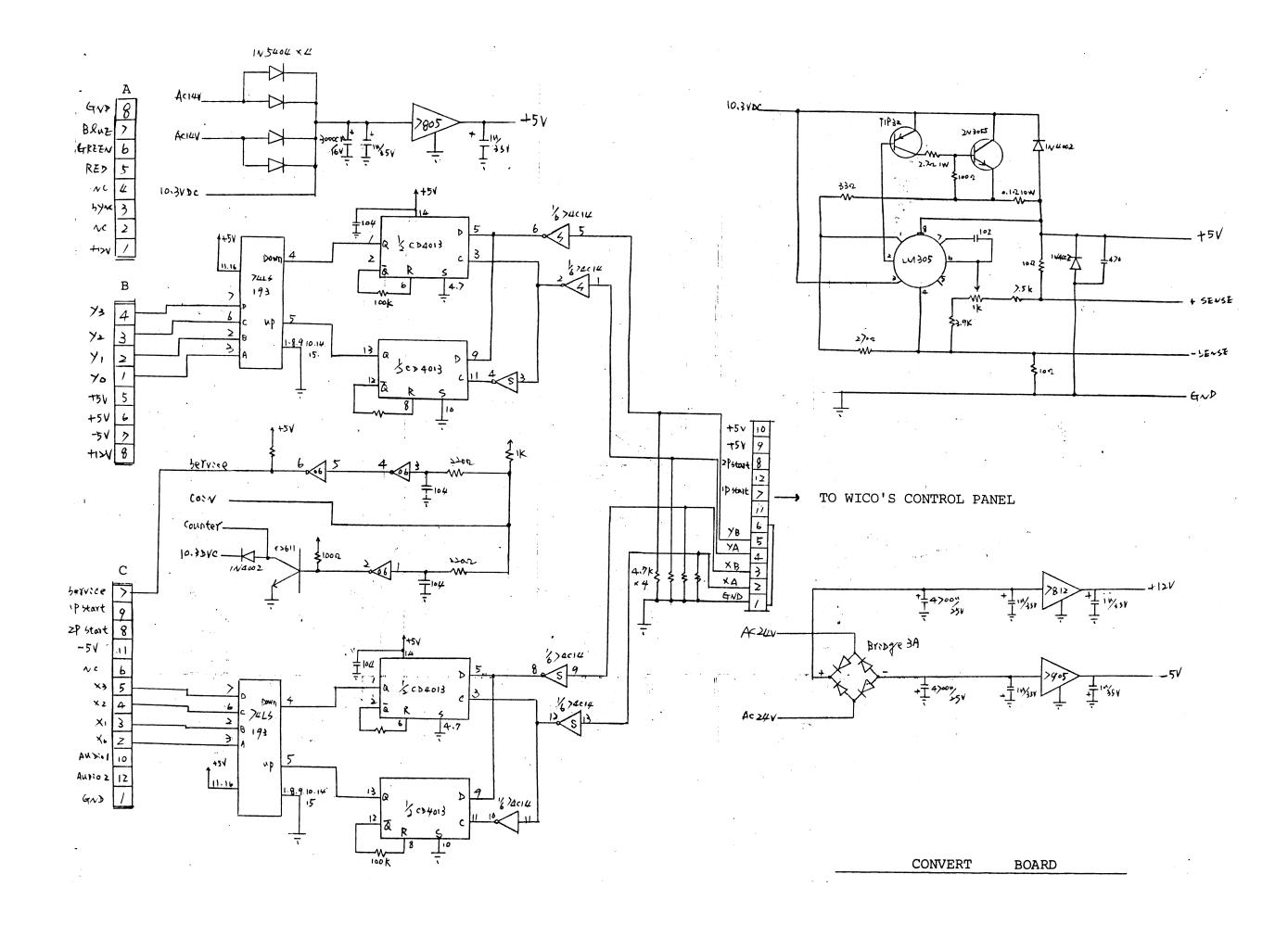
SWITCH B:								
	1	2 2	3	4	5:	61	7	8
1 COIN 1 CREDIT	OFF	OFF					-	· · · · · ·
2 COIN 1 CREDIT	ON	OFF						
FREE PLAY	ON	ON						
3 BEEZER START 4 BEEZER START			OFF ON					
ATTRACT MODE SOUND ON ATTRACT MODE				OFF				
SOUND OFF								
BONUS AT 90,000 POINTS	·				OFF ON	OFF ON		
BONUS AT 60,000 POINTS					OFF	ON	-	
BONUS AT 30,000 POINTS					ON	OFF		
EASY					-A		OFF	OFF
MEDIUM EASY				ĺ			ON	OFF
HARD							ON	ON
MEDIUM HARD				į			OFF	ON

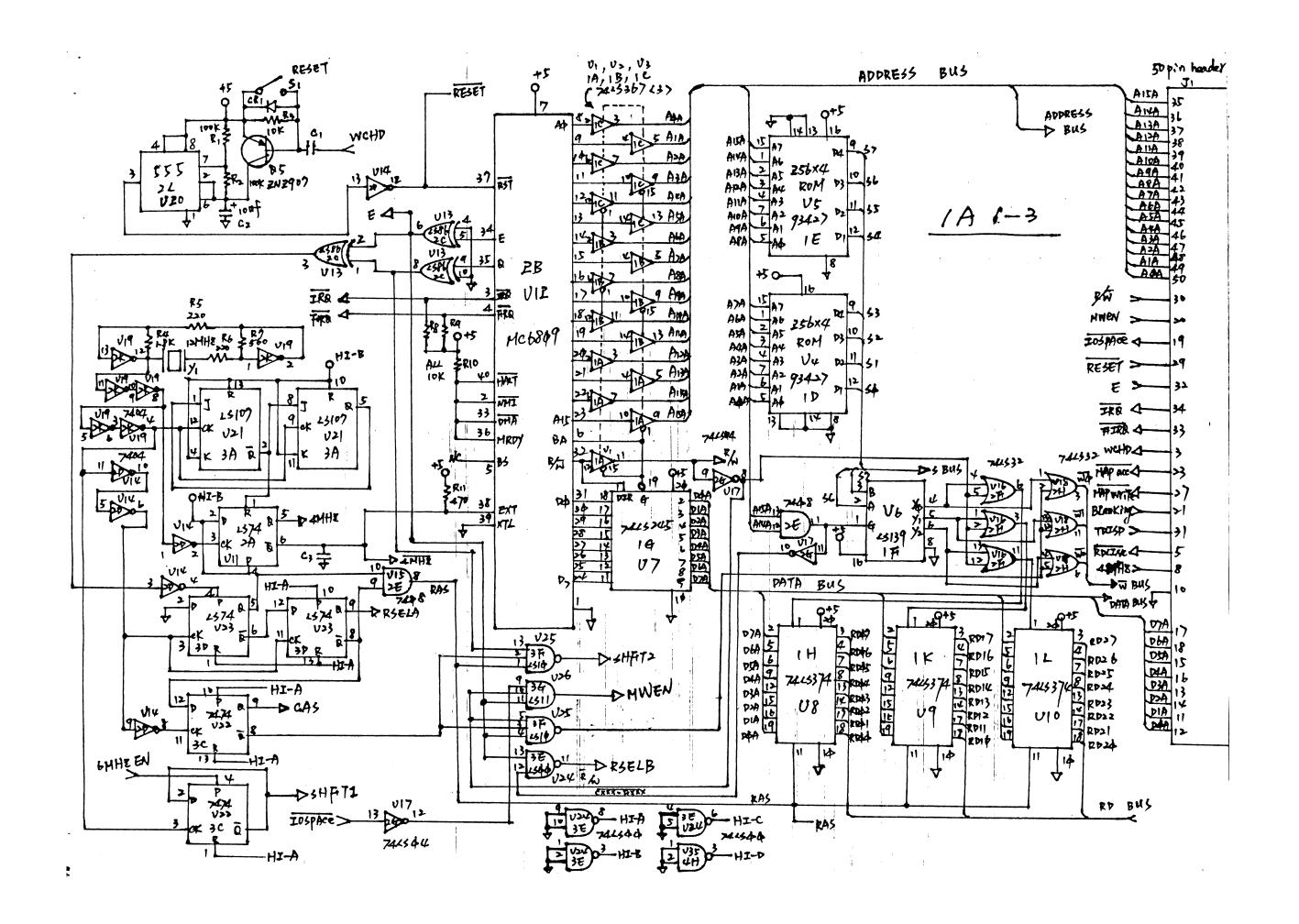
SWI	rт	CH	Δ	•

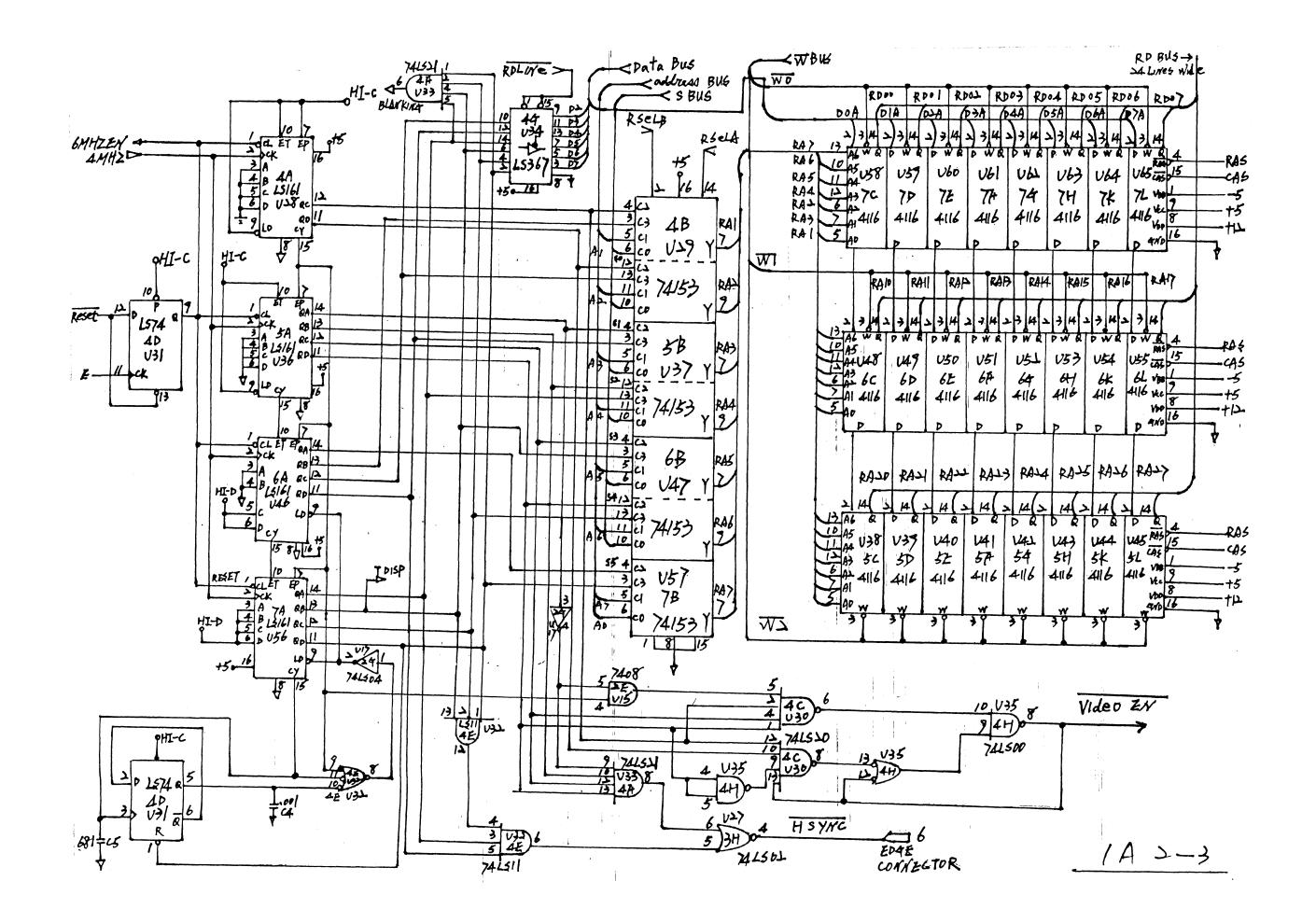
NOT	USED			
				j.

# INSTRUCTION FOR TEST MODE:

(1)	To enter test mode:	(a)	Power down
		(b)	Turn on while holding down
(2)	Now in test mode. If not	, re	peat (1)(a) and (1)(b).
(3)	Test manuel on screen:	(a)	cycle to required item using IP button
		(b)	enter specific test using 2P button
		(c)	cycle next test using lP button
		(d)	leave test by cycling to start or







ALL CONNECTIONS
TO EDGE CONNETOR

