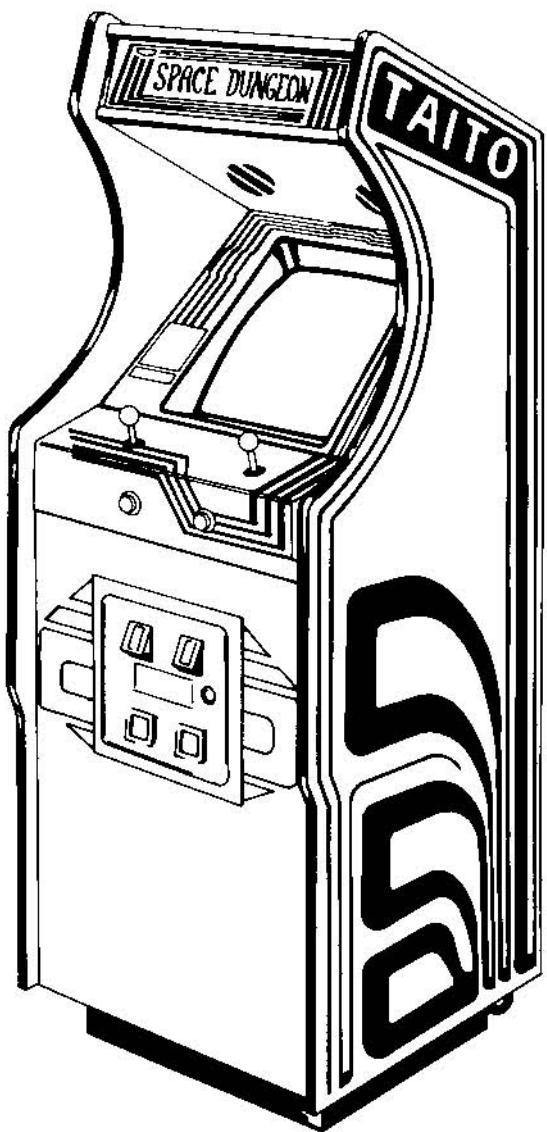


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1256 Estes Avenue, Elk Grove Village, IL 60007
Telephone (312) 981-1000 Telex 25-3290

"SPACE DUNGEON"™ UPRIGHT

OPERATION, MAINTENANCE AND SERVICE MANUAL
Complete with Illustrated Parts Catalog

"SPACE DUNGEON"™ UPRIGHT

TABLE OF CONTENTS

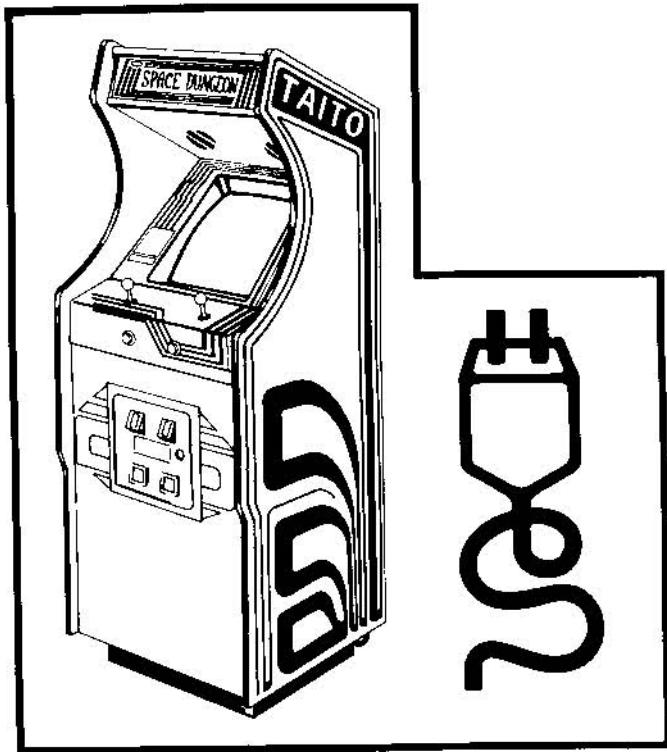
1. "SPACE DUNGEON"™ GAME SET-UP	Page 5	4. ILLUSTRATION & PART LISTS	25
1.1 Game Features	6	Figure 1 Incandescent Panel	26
1.2 Introduction	6	Figure 2 8-Way Joystick	27
1.3 Game Inspection	6	Figure 3 Control Panel	28
1.4 Pre-Game Installation	6	Figure 4 Door Assembly	30
1.5 Power On/Off Switch, Interlock Switch, Memory Protect Switch, Self Test Switch, Volume Control, and Service Outlet	7	Figure 5 Coin Door	32
1.6 Electronic Acceptors	7	Figure 6 Coin Door	34
1.7 Game Installation	7	Figure 7 Cabinet Assembly Front View	36
1.8 Self Test Procedure	8	Figure 8 Cabinet Assembly Rear View	38
2. MAINTENANCE	15	Figure 9 Regulator P.C.B Component Layout	40
2.1 Cleaning	16	Figure 10 Video Processor Component Layout	43
2.2 Coin Door	16	Figure 11 Data/Sound Processor Component Layout	48
2.3 Fuse Replacement	16	Figure 12 ROM/I/O P.C. Assembly Component Layout	52
2.4 Monitor Removal	16	Figure 13 Coin Processor Board Layout	56
2.5 Cover Glass Removal	17	Figure 14 Coin Processor Board Schematic	57
2.6 Printed Circuit Board Replacement	17	Figure 15 Wiring Diagram	58
2.7 Power Supply	17	Figure 16 Regulator P.C.B. Schematic (Fold Out)	
2.8 CMOS RAM	19	Figure 17 Video Processor Board Schematic 1 of 2 (Fold Out)	
2.9 Test Points	19	Figure 18 Video Processor Board Schematic 2 of 2 (Fold Out)	
3. THEORY OF OPERATIONS	21	Figure 19 Data/Sound Processor Board Schematic (Fold Out)	
3.1 General	22	Figure 20 ROM/I/O Board Schematic (Fold Out)	

LIST OF ILLUSTRATIONS

Figure 1-1	Programming Plug	6
Figure 1-2	Power ON/OFF Switch	7
Figure 1-3	Interlock Switch & Memory Protect Switch	7
Figure 1-4	Self Test Switches	7
Figure 1-5	Volume Control Setting	7
Figure 1-6	Self Test Button	8
Figure 1-7	Video Board (On Service Door)	9
Figure 1-8	Flow Chart	10
Figure 1-9	Color Bar	10
Figure 1-10	Color Bar	10
Figure 1-11	Color Bar	11
Figure 2-1	Coin Mechanism	16
Figure 2-2	Fuse Replacement	16
Figure 2-3	Monitor Removal	16
Figure 2-4	Cover Glass Removal	17
Figure 2-5	Printed Circuit Boards	17
Figure 2-6	Power Supply	17
Figure 2-7	Current Limit Adjustment	18
Figure 3-1	Clock Timing	22
Figure 3-2	Dual Port RAM Timing	23

LIST OF TABLES

Table 1-1	Self Test Switches	7
Table 1-2	Hardware Tests	8
Table 1-3	Video Board ROM Checksum	8
Table 1-4	Decoding Jumper Location	8
Table 1-5	Video Board RAM Checksum	9
Table 1-6	Data/Sound Board ROM Checksum	9
Table 1-7	Screen RAM Content	11
Table 1-8	Audit Totals	12
Table 1-9	Standard Coin Setting	13
Table 1-10	Custom Coin Setting	13
Table 2-1	Line Voltage	17
Table 2-2	Secondary Fuses	18
Table 2-3	Data/Sound Board Test Points	19
Table 2-4	Video Board Test Points	19
Table 3-1	Video Board Memory Map	22
Table 3-2	Register Initialization	23
Table 3-3	Data/Sound Memory Map	24



Game Set-Up

1

"SPACE DUNGEON"™ UPRIGHT

1. GAME SET-UP

1.1 GAME FEATURES

TAITO AMERICA CORPORATION'S "SPACE DUNGEONS"™ upright game is housed in a compact and highly serviceable cabinet with many added features.

A larger security designed cash box has been incorporated into the design of this cabinet.

By putting wheels on the cabinet, moving the game from one location to another is made much easier.

The Control Panel has a polycarbonate overlay, so cigarette marks and mars can easily be wiped clean. This overlay can be replaced if necessary.

The Marquee and Coverglass are made of fully Tempered Glass to minimize breakage.

The Back Service Door houses all the P C Boards for the system making servicing of the game, if needed, much easier.

Lighted Instructions are provided to further enhance the game and attract players, by making the Instructions easier to read.

TAITO AMERICA CORPORATION proudly presents our improved Self-Test capability, making servicing of the game easier, which keeps your game up and running with less down time.

1.2 INTRODUCTION

TAITO AMERICA CORPORATION'S "SPACE DUNGEONS"™ upright game is designed for one or two players.

The object of the game is to search the "SPACE DUNGEONS"™ for treasure. The Dungeon consists of 99 levels or depths of a six by six matrix of squares or rooms with various doors through which the player and the adversaries may leave or enter. The player's SHIP may move in eight directions. The Player has the ability to "RAPID FIRE" his own laser in eight directions to destroy the enemy while searching the rooms for treasure. Treasure points are scored by entering the COLLECT BONUS area which allows the player to descend to the next level or depth. Some treasures are guarded; thus providing more challenge. In some rooms there are CORNER ZAPPERS that fire laser shots into the space within the room increasing the danger for the player. PIKERS and DEATH-SQUARES will attempt to ram the player. EXECUTIONERS will attempt to shoot the player with highly accurate missiles. The THIEF will steal treasures from the dungeon, but he will drop the treasures if he is shot. A special bonus is awarded if the player completely explores an entire depth, but if the player stays on one depth for too long, the deadly ENFORCER appears. The player should exercise extreme caution in the vicinity of the SPORE CASE because if it is hit it will explode into deadly shrapnel.

1.3 GAME INSPECTION

TAITO AMERICA CORPORATION'S "SPACE DUNGEONS"™ upright game is shipped ready for operation, but a last visual check should be made to insure the game is in good condition. Please verify the following before turning the game on.

Check the exterior of the game for shipping damage, chips, dents, or broken parts.

Open the Rear Service Door and check for any interior damage.

- Make sure there isn't any damage to the wiring.
- Check Printed Circuit Boards, making sure there is no damage to the components.
- Check fuses making sure they are firmly in their holders.
- Check for loose foreign objects, especially metal objects which may cause electrical problems.
- Check Plug-in Connectors making sure they are firmly in their sockets.
- Check Self Test Switches making sure they are not damaged.

The Video Monitor is properly adjusted before shipping. If there are any adjustments necessary, refer to our Video Monitor Manual (72-00020-001) This Manual contains all the Manufacturers recommendations for adjusting the Video Monitor.

1.4 PRE-GAME INSTALLATION

The following precautions should be followed when installing the game.

- Avoid rough handling of the game, the picture tube is fragile.
- Install the game on a level surface.
- Avoid installing the game where it may receive excessive sunlight or heat, to protect the game from rising internal temperatures.
- Do not install in a damp or dusty location.
- For a short time after connecting the power to the game, the picture may be temporarily distorted.

The monitor's purity is affected by the earth's magnetic field, causing a variation of color. By turning the game on for 10 or 15 seconds and then off for 20 to 30 minutes the automatic degaussing circuit applies a degaussing field around the edges of the monitor. Doing this several times will correct the problem.

Another way to correct this problem is to purchase a degaussing coil or bulk tape eraser at any Electronics store. This will help to immediately demagnetize the Video tube. Caution must be used with a degaussing coil so the magnetic field of the degaussing coil is not allowed to become too intense at any one place on the picture tube thereby causing a localized color distortion.

If you move the game to another location after degaussing the problem may reappear.

Refer to Monitor Manual (72-00020-001) for details.

1.4.1 POWER REQUIREMENTS

TAITO AMERICA CORPORATION'S "SPACE DUNGEONS"™ game is shipped ready for operation at 120 or 240VAC, 60Hz with a power consumption of approximately 250 Watts.

The following line voltages may be selected:

100VAC \pm 10% 50/60Hz
120VAC \pm 10% 50/60Hz
200VAC \pm 10% 50/60Hz
220VAC \pm 10% 50/60Hz
240VAC \pm 10% 50/60Hz

A voltage Programming Block is located on the primary side of the Transformer to compensate for high/low conditions. (See Figure 1-1).

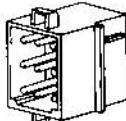


FIGURE 1-1 PROGRAMMING PLUG

CAUTION

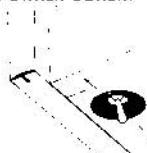
For safe operation it is recommended the cabinet be grounded. This game is equipped with a three conductor power cable. The third conductor is the ground conductor and when the cable is plugged into an appropriate receptacle, the game is grounded. The offset pin on the power cable's three-prong connector is the ground connection.

1.5 POWER ON/OFF SWITCH, INTERLOCK SWITCH, MEMORY PROTECT SWITCH, SELF TEST SWITCH, VOLUME CONTROL, AND SERVICE OUTLET

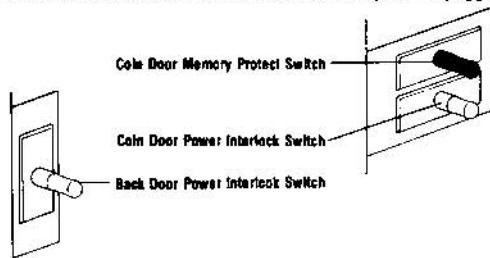
To minimize the hazard of electrical shock while servicing the game a Power ON/OFF Switch, and two (2) Interlock Switches are provided. Two (2) Self Test Switches, two (2) Volume Control and a Service Outlet have also been provided. (See Figures 5 and 6 for the location of Switches).

1.5.1 POWER ON/OFF SWITCH, INTERLOCK SWITCH

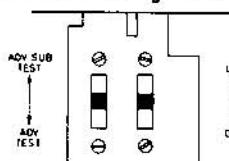
A Power ON/OFF Switch is located in the front of the game at the bottom right hand side of the cabinet. There are two Power Interlock Switches, one is located on the inside of the Coin Door frame and the other is located at the inside rear of the Service Door. This switch removes all the power from the game without unplugging it from the wall outlet. Power may be restored for servicing by pulling out on the Interlock Switch Button.

**FIGURE 1-2 POWER ON/OFF SWITCH****1.5.2 MEMORY PROTECT SWITCH**

The Memory Protect Switch is used to prevent erroneous writes to locations in the CMOS RAM which store the location program variables. This is the black button above the Power Interlock.

**FIGURE 1-3 INTERLOCK SWITCH & MEMORY PROTECT SWITCH****1.5.3 SELF TEST SWITCH**

There are two (2) Self Test Switches and four (4) positions, located on the inside of Coin Door. See Figure 1-4. The "SPACE DUNGEONS™" game is capable of testing itself and provides data to demonstrate that the games circuitry and the controls are working properly. For further information on the Self Test Procedure refer to Section 1.8 and Figure 1-7.

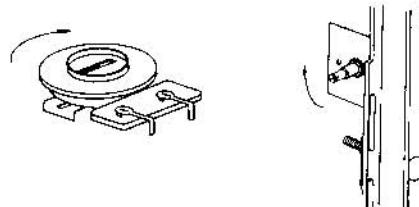
**FIGURE 1-4 SELF TEST SWITCHES**

SWITCH	FUNCTION
Up	Reset To Factory Setting (Reset Line Lit)
Down	Increment Number (Variable Line Lit)
Advance Sub-Test	Decrement Number Move To Next Line (Will also get you into Electronic Diagnostics)
Advance Test	Move To The Next Screen

TABLE 1-1 SELF TEST SWITCHES**1.5.4 VOLUME CONTROL SETTING**

The Volume Control Setting is located on the Data/Sound P. C. Board, which is on the Service Door. The volume increases when turned clockwise as indicated in Figure 1-5.

A second volume control can be found on the inside right of the Coin Door frame. The volume increases when turned as indicated in Figure 1-5.

**FIGURE 1-5 VOLUME CONTROL SETTINGS****1.5.5 SERVICE OUTLET**

A Power Receptacle has been provided to further aid servicing. The voltage at this receptacle will be the same as the line voltage the game is set at.

1.6 ELECTRONIC ACCEPTORS

This game is equipped with the capability of using 12 VDC electronic Coin Acceptors, such as Third Wave Electronics, Model TW12 or equivalent. Power for these units may be obtained from the Coin Entry Lamp terminals which provide +12 VDC.

1.7 GAME INSTALLATION

Open the Coin Door and pull out the bottom Interlock Switch. Turn the game on. See Figure 1-3. The language selection frame should be displayed. If the game is in the game mode, push the Self Test switch toward ADV SUB TEST. The game will go into Self Test. If after a minute, the switch test frame is not displayed, refer to the Manual on Self Test. After the Switch Test is displayed push the Self Test Switch toward ADV TEST four more times.

The language selection frame should then be displayed. Push the Self Test Switch toward ADV SUB TEST until the language you want is green. Push the Self Test Switch toward ADV TEST and then all the print should be in the language you select. Push Self Test Switch toward ADV TEST four more times the game should be in the game mode. For more information on the options the operator can use, see Section 1.8.17 thru 1.8.21

1.7.1 GAME ADJUSTMENTS

There are several adjustments you can make to the game to make the play easier or more difficult. First, Maximum Credits defines a limit for the machine, which when crossed will disable the coin slots. This will allow the location to set a limit on the amount of games a player will get if there is a line of people waiting. This value ranges from 1 to 99. However, it should not be set so close to 99 that a single coin can overflow the credits issued (maximum 99). A Free Play mode may be selected by setting maximum credits to 0. Next is the number of turns which regulates the number of ships on the playfield. This can be set from 2-6, factory default being 3. Next is the Name Registration for the high score list. "0" will disable Name Registration and a "1" will enable Name Registration when a player scores higher than the tenth (10) highest score. Factory setting is a "1".

The Bonus Increment can be set anywhere from 1-99, incremented at 1000 points. This is factory set at 10. The Difficulty factor can be set from 0-3, 0 being the easiest and 3 being the most difficult. The game play can be increased or decreased to make the game easier or more difficult to play. This is factory set at "1". The Attract Mode Sound can be set for 0, no sound, or 1, Attract Mode Sound. This is factory set at 1, sound. Next is the Cocktail Table Mode, this should be set at 0, for upright operation, 1 for cocktail operation. The factory default is 0, upright.

1.8 SELF TEST PROCEDURE

1.8.1 GENERAL

The Self Test Procedure is performed using the two (2) Switches located on the right inside corner of the Cabinet, and the SELF TEST Button and the LED'S on the Video PC Board. (See Figure 1-7).

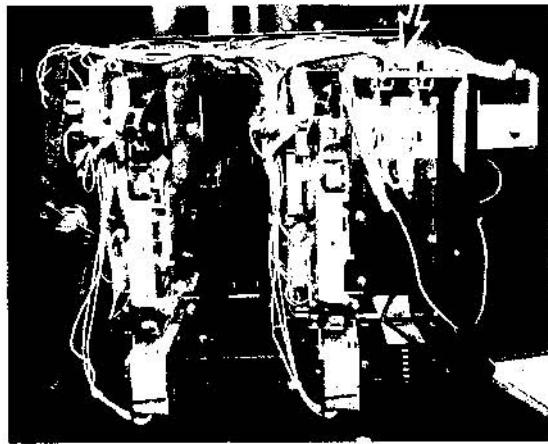


FIGURE 1-6 SELF TEST BUTTON

1.8.2 ENTERING INTO THE SELF TEST MODE

To enter the Self Test Mode, press the ADVANCE SUB-TEST Switch located on the Coin Door or the Self Test Button found near the LED display on the Video Board. All the LED'S should blink on and off and then Hardware Tests should start. If a continual test of the Video Board is desired, press the Self Test Button once and then again after all the LED'S blink off. In this mode, the machine will continually run the Hardware Test until powered off. If the message 'OPEN COIN DOOR TO TEST' appears, the Coin Door must be opened or a jumper connected across J19, 1-2. This is because the CMOS RAM Test cannot be performed with the memory protected in the ON position, by the Coin Door Switch.

8

1.8.3 HARDWARE TESTS

These tests are performed in the following order:

VIDEO BOARD	DATA BOARD
ROM Checksum	ROM Checksum
Communications RAM	Local RAM
CMOS RAM	Communications RAM
Color RAM	Handshake Test
Screen RAM	

TABLE 1-2 HARDWARE TESTS

All LED values are shown Left to Right. 0 is OFF, 1 is ON and X is dependent upon the test results.

1.8.4 VIDEO BOARD ROM CHECKSUM

The Rom Checksum calculates the checksum of each Video ROM and compares it to the checksum stored for that ROM. If it differs from the stored value, the machine will halt and the value of the ROM with the bad checksum will be shown on the LED'S.

LED VALUES: TEST IN PROGRESS: 00 0001
FAILURE: 01 XXXX

LED VALUE	VIDEO	2732
01 0000	A000-AFFF	U5
01 0001	B000-BFFF	U6
01 0010	C000-CFFF	U7
01 0011	D000-DFFF	U8
01 0100	E000-EFFF	U9
01 0101	F000-FFFF	U10

TABLE 1-3 VIDEO BOARD ROM CHECKSUM

If the Checksum ROM is bad, it will show U10 to be bad first. If this test fails, the ROM indicated on the LED display or the supporting circuits will need to be replaced.

The E-PROM Memory in a given game may be implemented as banks of either 2716 or 2732 E-PROMS. The E-PROM type for each bank is selected by the decoding jumper 26-00002-016 for 2716 or 26-00002-032 for 2732.

E-PROM BANK	LOCATION
VIDEO	U1
DATA	U22
SOUND	U29

TABLE 1-4 DECODING JUMPER LOCATION

1.8.5 COMMUNICATIONS RAM FROM VIDEO BOARD

The Communications RAM Test determines the stability of memory shared by the two processors by storing a predefined series of numbers throughout the RAM, then reading it back to insure that it was stored correctly.

LED VALUE: 00 0010

A failure has been detected when the machine halts with the above display. Failure of Communications RAM during Video Board Tests may result from either defective RAM circuitry or failure of the Data Board. To isolate the failure, disconnect the Data Board at J6 and re-enter the test. A failure means trouble in U3, U4 or associated circuits. Passing the retest suggests Data Board problems.

1.8.6 VIDEO BOARD CMOS RAM

After saving values in another portion of memory, the CMOS RAM is tested in the same manner as the Communications RAM. If the CMOS RAM passes the test, all of the locations are restored to their previous values.

LED VALUE: 00 0011

A failure of the CMOS RAM has been detected when the machine halts with the above LED value displayed. If this occurs U85 and U86 or associated decoding should be checked.

1.8.7 VIDEO BOARD COLOR RAM

This tests the system Color RAM by storing predefined sequences of numbers in the Color RAM, then reading them back while testing for accuracy.

LED VALUE: 00 0100

A failure is indicated by the processor halting with the above value displayed on the LED'S. This signifies the need to check U56, U57 and associated multiplexing and decoding.

1.8.8 VIDEO BOARD SCREEN RAM

The Screen RAM is tested by writing a pattern to each page on the screen. The results of these writes is then compared to the original pattern. Any discrepancy causes the machine to halt with the LED displaying the faulty RAM.

LED VALUE:	TEST IN PROGRESS:	00 0101
	FAILURE:	1X XXXX

LED VALUE	RAM	11 XXXX	RAM
10 0000	U33	11 0000	U66
10 0001	U32	11 0001	U65
10 0010	U31	11 0010	U64
10 0011	U30	11 0011	U63
10 0100	U29	11 0100	U62
10 0101	U28	11 0101	U61
10 0110	U27	11 0110	U60
10 0111	U26	11 0111	U59
10 1000	U17	11 1000	U48
10 1001	U16	11 1001	U47
10 1010	U15	11 1010	U46
10 1011	U14	11 1011	U45
10 1100	U13	11 1100	U44
10 1101	U12	11 1101	U43
10 1110	U11	11 1110	U42
10 1111	U10	11 1111	U41

TABLE 1-5 VIDEO BOARD RAM CHECKSUM

Upon failure of a screen RAM, locate the problem RAM and replace it. Exchange suspected RAM with a known good location to determine if the problem moves with the RAM IC or whether the problem is in the supporting circuitry, further testing can be done with the Color Bar Test. Refer to (1.8.15).

If this Diagnostic appears to halt without indicating a RAM failure (00 0101 on LED'S), and the test pattern was cleared off the screen, a failure to begin the next test (Data Hardware) is indicated. The interconnection to the Data Processor must be in place and the Data Processor must be functional to continue.

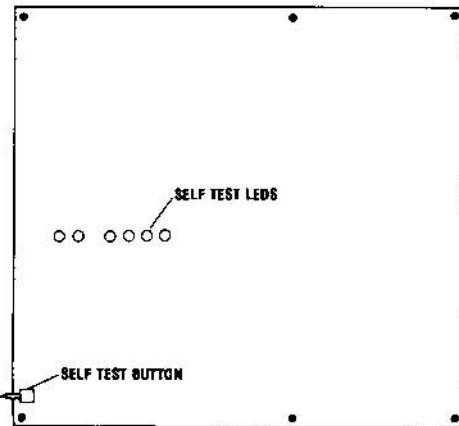


FIGURE 1-7 VIDEO BOARD (ON SERVICE DOOR)

1.8.9 DATA/SOUND BOARD SELF TESTS

DATA HARDWARE (ROM CHECKSUM)

The ROM Checksum calculates the checksum of each Data ROM and compares it to the checksum stored for that ROM. If it differs from the stored value, the machine will halt and the value of the ROM with the bad checksum will be shown on the LED'S.

LED VALUE: TEST IN PROGRESS: 00 0110
FAILURE: 01 XXXX

LED VALUE	DATA ADDRESS	2732
01 0000	A000-AFFF	U14
01 0001	B000-AFFF	U15
01 0010	C000-AFFF	U16
01 0011	D000-AFFF	U17
01 0100	E000-AFFF	U18
01 0101	F000-AFFF	U19

TABLE 1-6 DATA/SOUND BOARD ROM CHECKSUM

If this test fails in the field, the bad ROM will need to be replaced.

To aid the technician in diagnosing difficult boards, hold the Self Test Button, located on the Video Board, depressed while the game is being powered on. This will cause the game to enter the diagnostic mode directly upon power up, accessing only one ROM per processor. Games which otherwise will not execute the on board diagnostics will thereby provide more information on ROM failure.

1.8.10 DATA/SOUND BOARD LOCAL MEMORY

The Data processor uses a known sequence of numbers to test the bits in its Local Memory. If a bad bit is found the machine will halt with the following display located at U15 and U16.

LED VALUE: 00 0111

1.8.11 COMMUNICATIONS RAM ADDRESSING

The function of this test is to ensure that both the Data and the Video Processor address the Communications RAM in the same manner. The Data Processor requests the Video Processor to fill the RAM with a known pattern then, the Data Processor compares the result to the expected pattern. If it does not match, one of the processors is probably decoding the address incorrectly as the RAM itself was previously tested for stability by the Video Processor. The machine will halt with the following display.

LED VALUE: 00 1000

1.8.12 DATA/VIDEO HANDSHAKE

This test ensures that the Data Processor can send priority commands via interrupts to the Video Processor. The Video Processor is halted, then restarted by the data Processor after the proper command acknowledgements are received. The machine will halt with the following display at U6, U7, U8, U10.

LED VALUE: DD 1001

1.8.13 SWITCH TEST

This screen is used to determine all switches are working order before entering the switch dependent self-test screens. The switch numbers appear in green if the switch is closed and white if it is open.

The Advance Test Switch (Switch number 9) is always red in order to set it apart from the others on the screen, switch 29, 30, 31, 32 are used as outputs & stay green. The user should check all other switches before pressing the Advance Test Switch, as this would move him to the next screen. In addition to the switches required, by the game, the User should be sure to test the Advance Sub-Test, UP and DOWN Switches, located on the Coin Door for proper closure as these switches are used to move about in the Location Programming Screens. To advance to the next screen, activate the Advance Test Button located on the coin door.

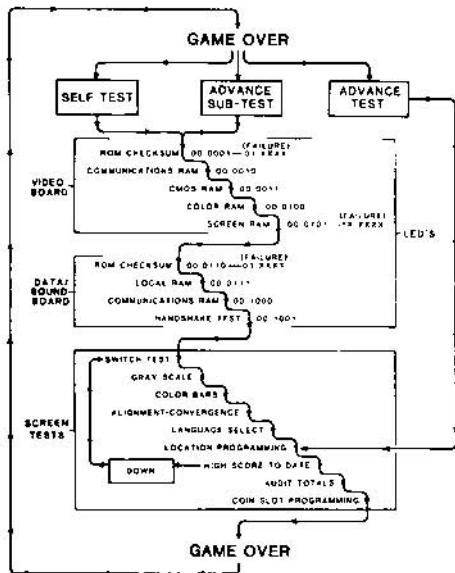


FIGURE 1-8 FLOW CHART

1.8.14 COLOR BALANCE AND INTENSITY ADJUST SCREEN

This screen is comprised of two sections. The first section provides a method for adjusting the intensity level of each color gun, and achieving an initial color balance.

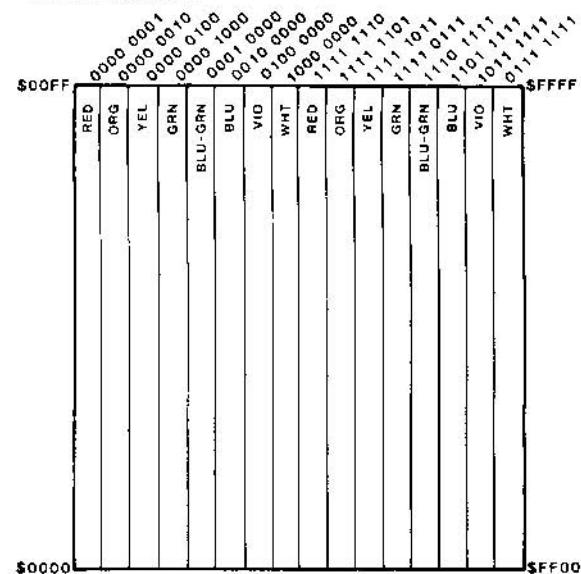
Three squares, one blue, one green and one red, are drawn along the top of the screen at minimum intensity or brightness. The color guns should be adjusted so that these squares are barely visible and of equal intensity.

To complete the color adjustments, a gray scale is provided at the bottom of the screen. Fine tune the color balance with this scale, then double check that the squares at the top are barely visible. To advance to the next screen, activate the Advance Test Switch located on the Coin Door.

10

1.8.15 COLOR BARS

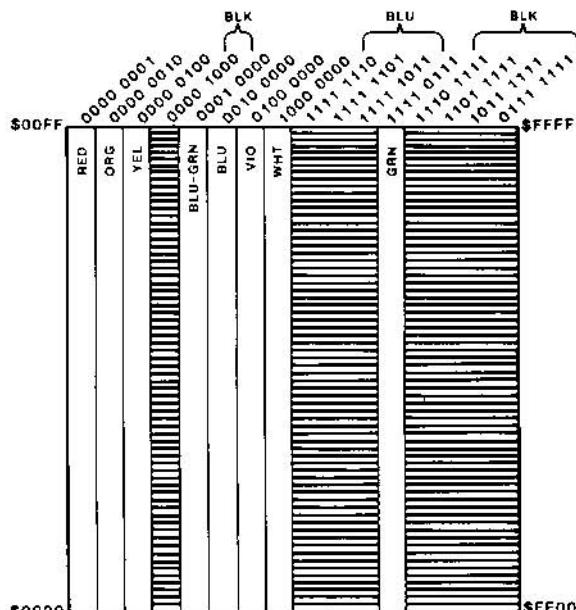
The CPU divides the screen RAM into 16 areas corresponding to 16 bars on the screen. Each area is written with a data value from the Table 1-7. Each value exercises one bit in the screen RAM. The Color RAM is written with a pattern which outputs each data value with a recognizable color from the table. All other data values are coded black. This results in a normal screen of 16 colors bars per the following Figure.



COLOR BAR DIAGNOSTIC

NORMAL

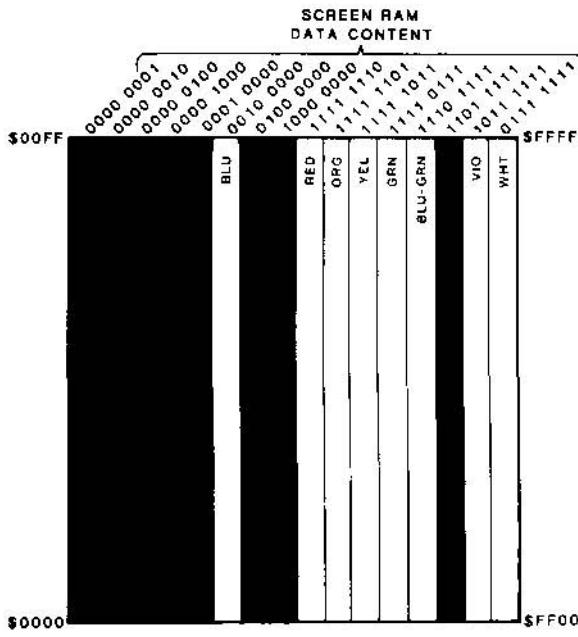
FIGURE 1-9 COLOR BAR



COLOR BAR DIAGNOSTIC

BIT 03 STUCK LOW IN 1-BANK

FIGURE 1-10 COLOR BAR



COLOR BAR DIAGNOSTIC

BIT 5 STUCK HIGH ALL BANKS

FIGURE 1-11 COLOR BAR

SCREEN RAM CONTENT COLOR RAM ADDRESS				
BAR #	COLOR	HEX	BINARY	BIT TESTED
1	Red	01	0000 0001	0
2	Orange	02	0000 0010	1
3	Yellow	04	0000 0100	2
4	Green	08	0000 1000	3
5	Blue Green	10	0001 0000	4
6	Blue	20	0010 0000	5
7	Violet	40	0100 0000	6
8	White	80	1000 0000	7
9	Red	FE	1111 1110	0
10	Orange	FD	1111 1101	1
11	Yellow	F8	1111 1011	2
12	Green	F7	1111 0111	3
13	Green Blue	EF	1110 1111	4
14	Blue	DF	1101 1111	5
15	Violet	B7	1011 1111	6
16	White	F7	0111 1111	7
None	Black	XX	XXXX XXXX	

TABLE 1-7

If the Self-Test passes, errors in those circuits which affect CPU access are ruled out. This leaves latches U91-U94, shift registers U95, U96 and U105-110, direction select MUX U81 and U104 and the CR side of select U81 and U104 and CR side of the Color RAM MUX U55, U73, and U74.

Stuck bits may be identified by observing abnormal bars. A bit stuck high will result in black bars (two bit high) on the left half of the screen except for the bar associated with the stuck bit. On the right half, the bar associated with the stuck bit will be black. The converse is true of a bit stuck low.

An error across the entire bar indicates an error in the shift registers, direction select, or color RAM MUX which affects every pixel. Lines of error running crosswise to the bars indicate an error in one bank of RAM if every eighth pixel. To move to the next screen, activate the Advance Test Button on the Coin Door.

If self test fails, the color bars still may be useful. This screen may now be entered without going through on-board self test. Use "Advance Test" to enter the high score screen then "Down" to enter the Switch Test. Advance Test may then be used to access color bars.

1.8.16 ALIGNMENT AND CONVERGENCE TEST

This screen is provided to align the color guns and correct the convergence on the screen. The screen is composed of a red and a green rectangle and white grid.

Adjust the screen width and length so that the red rectangle is slightly within the boundaries of the tube. The adjustment is to be made on the center of the lines which make up the rectangle. The corners of the rectangle will extend beyond the shadow mask.

The green rectangle defines the normal playfield and so should be visible from the players view point.

A grid of white squares is provided to help detect and correct any convergence problems the tube may have. Adjust the monitor until the squares are of equal size throughout the screen.

To advance to the next screen, activate the Advance Test Button on the Coin Door.

1.8.17 LOCATION SELECT SCREEN (LANGUAGE SELECTION)

This screen allows the user to select the language in which the Location Select and the game will operate. Four (4) languages are provided. Use the Advance Sub-Test Button to move through the offered languages. When the desired language is green, depress the Advance Test Button, to advance to the next screen.

1.8.18 LOCATION NAME SELECTION

This screen allows the user to program the location name. Alpha, numerical and miscellaneous characters are provided. Use the ADVANCE SUB-TEST Button to move to the next character position indicated in green. Use the UP/DOWN switch to reach desired character, set by depressing ADVANCE SUB-TEST BUTTON. Continue until location name is completed, depress ADVANCE TEST Button to advance to next screen.

1.8.19 LOCATION SELECT

This screen allows the location to define various game control parameters.

The User selects the line to be changed by using, the ADVANCE SUB-TEST Button until the desired line is changed to green. The value associated with this line is then modified with the UP or DOWN switches. If the machine is to be reset to the factory setting, use the ADVANCE SUB-TEST Button until the reset line is lit in green, then press the UP switch. The values will be reset and the user will be placed back on the first line for further adjustments. Advance test will move to the next screen at any time.

The maximum credits defines a limit for the machine, which when crossed will disable the coin slots. This allows the location to set a limit on the amount of games a player will get if there is a line of people waiting. This value ranges from 1 to 99. However, it should not be set so close to 99 that a single coin can overflow the credits issued (maximum 99). A Free Play Mode may be selected by setting maximum credits to 0. The credits per coin are set in the Coin Slot Selection Screen. (1.8.22).

The number of turns defines how many turns per credit. This value ranges from 2-6.

Table Mode defines what type of cabinet the game is in. Settings are 0 upright, 1 Cocktail Table .

Attract Sound defines whether or not the User chooses to have sound produced from the machine during Attract Mode, having 1 as ON and 0 as OFF.

The difficulty factor allows the user to set the difficulty from 0-3 using 1 as factory setting.

HSTD (High Score to Date) enables the User to disable all HSTD functions, set at 1 for ON and 0 for OFF.

Bonus turn allows the User to choose if a bonus turn should be awarded. 0 disables bonus. Other values set Bonus at that value times 1,000 points.

1.8.20 HIGH SCORE TO DATE SCREEN

This screen shows the scores and initials of the players with the ten highest scores. It is used as an audit for the game. To reset the values, press the UP Switch. This will also set the initials to the default values.

When the UP Button is activated it resets to default scores. To move to the next screen, activate the ADVANCE TEST BUTTON on the Coin Door.

1.8.21 AUDIT TOTALS

This screen provides the audit totals for the game. Once they are recorded, they may be zeroed by pressing the UP Switch. The following audits are kept.

Total Credits	The total number of paid credits issued. This total is never zeroed, but it will wrap around to zero when its total reaches 1,000,000. The only time this total can be zeroed is by physically removing the battery or jumper W1, while the power is off.
Left Coins	The number of coins dropped into the left slot.
Center Coins	The number of coins dropped in the center slot.
Right Coins	The number of coins dropped into the right slot.
Paid Credits	The number of credits issued for coins.
Awarded Credits	The number of credits awarded by the game during Free Play Mode.
% Free Plays	Awarded credits / paid credits + awarded credits * 100
Minutes Played	Number of minutes the game has been in play mode.
Minutes Awarded	Number of minutes the game has been in extended or awarded play.
% Free Time	Awarded minutes / minutes played * 100.
Average Game (Sec)	Minutes played / paid credits total credits * 60.
High Scores	The number of times which a player scored high enough to bump someone else from the high score list.

TABLE 1-8 AUDIT TOTALS

The UP Switch is used to zero the audits. To advance to the next screen, activate the Advance Test Button on the Coin Door. Total credits will not turn to zero unless battery voltage is removed from CMOS memory.

1.8.22 COIN SLOT SELECTION

This screen allows the user to either select a standard coinage setting for the game or program his own. If a standard setting is desired, use the UP and DOWN Switch to adjust the coinage setting while it is lit in green. The values for the variable will change as this number is altered. When the right selection is set, use Advance Test to return to the game.

If a non-standard setting is desired, use Advance Sub-Test Switch to move down to the variables so that they may be programmed individually. Once this switch is pressed, the setting number is set to zero to show that the location has supplied their own settings. As the lower variables are unchanged, the user may minimize his effort by first selecting a setting close to the one he desires.

Once in the programming mode, the Advance Sub-Test Switch is used to move among the variables. It will also take you back to the standard settings, if you press it by mistake. The UP and DOWN Switches are used to increment or decrement the values. Advance Test Switch will return to the game when pressed.

The coin multiplier tells how many coin units are issued for each coin through a particular slot. Coin units for credit show the number of units necessary before a credit is issued. Coin units for bonus gives the number of units necessary before a bonus credit is issued.

Minimum coin is an optional value which will keep the credits from accumulating until the specified minimum amount of coin units is reached. It is not used in any of the standard settings.

1.8.23 CMOS MEMORY FAILURE

If the message "Memory Failure - Service Required" appears on the screen, the CMOS RAM which stores all of the location programming has failed. This condition probably indicates a battery failure, or a failure of U85 or U86. Refer to Section 2 on Maintenance 2.7.6 CMOS RAM.

STANDARD COIN SETTINGS

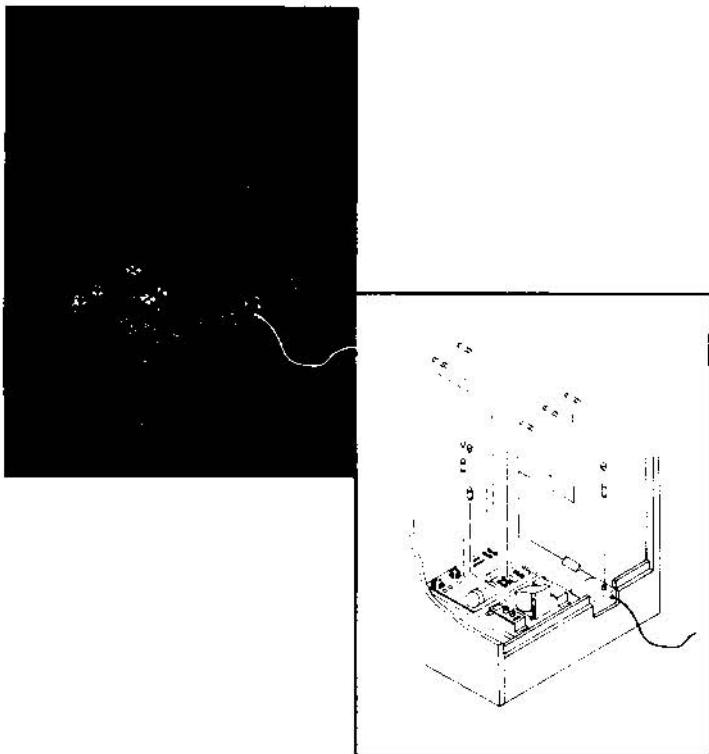
TABLE 1-9

COIN DOOR MECHANISMS	CREDIT/MONEY	Standard Setting	Left coin slot multiplier	Center coin slot multiplier	Right coin slot multiplier	Coin units for credit	Coin units for bonus	Minimum coin units
STANDARD	1/25, 4*1	01	01	04	01	01	00	00
	1/50, 3*1, 6*2	02	01	04	01	02	04	00
	1/50	03	01	04	01	02	00	00
1 DM, 5 DM	1/1DM, 6/5DM	04	06	00	01	01	00	00
1 FRANC, 5 FRANC	1/2F, 3/5F ONLY	05	01	15	06	02	00	00
25 CENTS, 1 GUILDER	1/25, 4/1G	06	01	00	04	01	00	00
5 FRANCS, 10 FRANCS	1/5F, 2/10F	07	01	00	02	01	00	00
	1/10F	08	01	00	02	02	00	00
1 FRANC, 2 FRANC	2/1F, 5/2F	09	00	04	01	04	00	00
1 UNIT, 5 UNITS	1/2, 3:5	10	01	00	06	02	00	00
TWIN COIN	1:1 COIN	01	01	04	01	01	00	00
	1/2 COINS	03	01	04	01	02	00	00

CUSTOM COIN SETTINGS

TABLE 1-10

COIN DOOR MECHANISMS	CREDIT/MONEY	Standard Setting	Left coin slot multiplier	Center coin slot multiplier	Right coin slot multiplier	Coin units for credit	Coin units for bonus	Minimum coin units
STANDARD	1/25, 5*1	00	01	04	01	01	04	00
	2/50, 5*1	00	01	04	01	01	04	02
	2/50, 4*1	00	01	04	01	01	00	02
	1/50, 3*1, 4/*1.25	00	03	12	03	04	15	00
	1/50, 3*1, 7*2	00	12	48	12	14	96	24
25 CENTS, 1 GUILDER	1/25, 5/1G	00	01	00	04	01	04	00
100 LIRE, 200 LIRE	1/200 LIRE	00	01	00	02	02	00	00
TWIN COIN	1/3 COIN, 2/5	00	02	00	02	05	00	00
1 UNIT, 5 UNITS	1/1, 5:5	00	01	00	05	01	00	00
	1/3, 2:5	00	02	00	10	05	00	00



Maintenance

2

ALL GAMES REQUIRE A CERTAIN AMOUNT OF MAINTENANCE TO KEEP THEM IN GOOD WORKING ORDER. A PERIODIC CHECK OF THE MECHANICAL CONTROLS WOULD BE BENEFICIAL TO THE SUCCESS OF YOUR GAME.

2. MAINTENANCE AND REPAIR

2.1 CLEANING

The exterior of the game, all metal parts and all plastic parts can be cleaned with a non-abrasive cleanser. Caution should be used when cleaning the glass, a dry cloth can cause scratches and result in a foggy appearance.

2.2 COIN DOOR

The Door used in "SPACE DUNGEONS"™ UPRIGHT game needs little or no maintenance. See Figure 2.1. If desired a special coin mechanism cleanser, that leaves no residue, can be obtained from your distributor. Refer to the manufacturers documentation if additional information is needed.

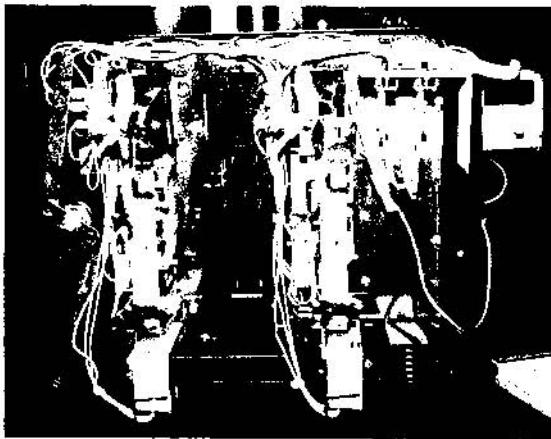


FIGURE 2-1 COIN DOOR

2.3 FUSE REPLACEMENT

This game contains eight (8) fuses. Five (5) fuses can be found on the Regulator PCB and two (2) can be found on the Transformer Assembly. One (1) fuses are located at the bracket where the AC line cord comes into the cabinet.

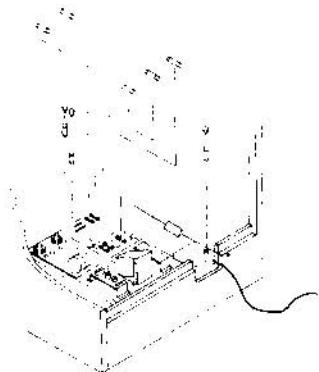


FIGURE 2-2 FUSE REPLACEMENT

2.4 MONITOR REMOVAL

If you need to remove the Video Monitor, follow the instructions listed below:

CAUTION

It is recommended the game be left disconnected for at least one hour before removing the Video Monitor. This will probably discharge the Video tube but EXTREME CAUTION is still necessary.

1. Disconnect power from the line voltage.
2. Remove the Control Panel by releasing the two spring loaded latches.
3. Open back service door.
4. Disconnect the Wiring by separating connector V and all wire to the CRT.
5. Remove the two (2) side bolts, one (1) on each side of the cabinet.
6. Lower the Monitor on the side rails.
7. Remove (4) screws, one on each corner of the Monitor, lift the monitor up and out of the cabinet.

CAUTION

Use EXTREME CAUTION and do not touch electrical parts of the Monitor Yoke area with your hands or with any metal object in your hands! High voltages may exist in any Monitor, even with power disconnected.

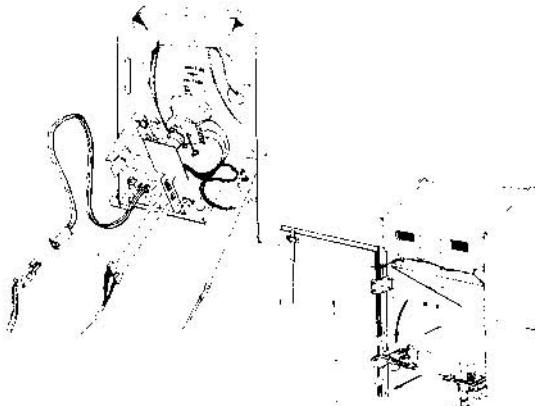


FIGURE 2-3 MONITOR REMOVAL

CAUTION

Caution must be used with a degaussing coil so the Magnetic field of the degaussing coil is not allowed to become too intense at any one place on the picture tube thereby causing a localized color distortion.

If you move the game to another location after degaussing the problem may reappear. Refer to Monitor Manual 72-00010-001 for further details.

2.5 COVER GLASS REMOVAL

To remove the Cover Glass follow the instructions listed below:

1. Remove the control panel by reaching up through the Coin Door and unlatching the latching clamps.
2. Remove the (3) Screws on the Cover Glass Bracket. (See Item 2)
3. Remove the (3) Screws on the back Cover Glass Bracket. (See Item 3)
4. Hold Glass firmly and lift up and out.
5. Be sure you are holding the glass firmly to ensure against any chipping or breakage.

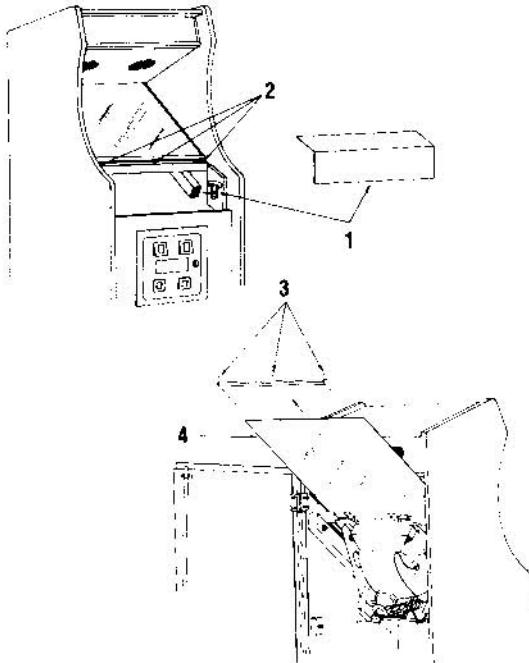


FIGURE 2-4 COVER GLASS REMOVAL

2.6 PRINTED CIRCUIT BOARD REPLACEMENT

You may wish to remove "SPACE DUNGEONS"™ printed circuit board, Video Processor (08M00001-001), Data/Sound Board (08M00002-001), or ROM/I/O Board (08M00027-001) for servicing. Refer to Figure 2-5.

"SPACE DUNGEONS"™ Printed Circuit Boards (PCB) are located on the inside of the service door for easy access.

To remove the boards the following steps should be followed:

1. Open the Service Door, the power will automatically be removed by the Interlock Switch located on the inside of the door frame.
2. Disconnect the connectors from the board or boards you wish to remove.
3. Disconnect the ribbon cable, connecting the boards by spreading eject latches on the connector.
4. Remove the screws for the boards you wish to remove.

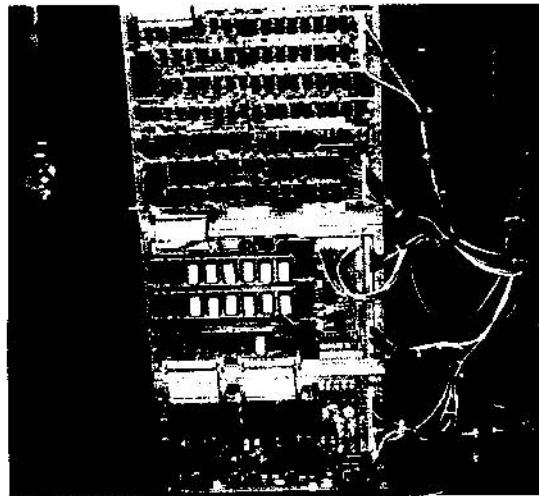


FIGURE 2-5 PRINTED CIRCUIT BOARD

2.7 POWER SUPPLY

The Power Supply produces all the necessary game voltage requirements. Refer to the Power Supply Schematic while reading the following circuit description.

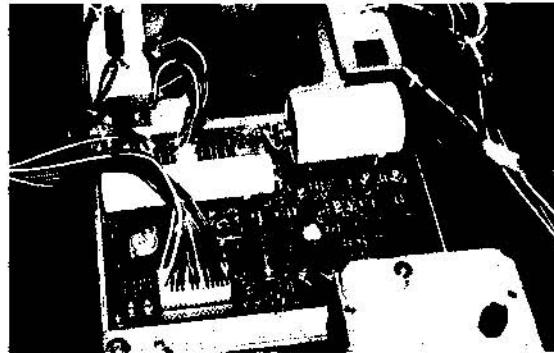


FIGURE 2-6 POWER SUPPLY

2.7.1 AC INPUT

The AC Input Voltage is applied to the main Power Supply via the AC Line Cords, Line Filter, Line Fuse, Power Switch and Interlock Switch. Different Line Cord are used for 120V and for 240V. The Line Fuse is located on the Line Cord Assembly near the Strain Relief. A Voltage Programming Block is located on the primary side of the Transformer to compensate for high/low voltage conditions.

The following line voltages may be inserting the appropriate Programming Plug.

Line Voltage		Line Fuse
100 VAC \pm 10+4	50/60Hz	3 AMP
120 VAC \pm 10+4	50/60Hz	3 AMP
200 VAC \pm 10+4	50/60Hz	1.5 AMP
220 VAC \pm 10+4	50/60Hz	1.5 AMP
240 VAC \pm 10+4	50/60Hz	1.5 AMP

TABLE 2-1 LINE VOLTAGE

CAUTION

For continuous protection against fire hazard, replace only with a fuse of the same type having the same electrical rating.

There are five secondary sources. Three go to the Regulator PCB providing +5VDC, +12VDC, -12VDC, and -5VDC. The other two are fused 6.3VAC used for the incandescent lighting and fused 120VAC used for the monitor, and in certain models for a fluorescent lamp and fan. These secondary fuses are located on the bracket adjacent to the Power Transformer.

CIRCUIT	SECONDARY FUSE
120VAC	2.0AMP SLO-BLO
6.3VAC	2.5AMP

TABLE 2-2 SECONDARY FUSES

2.7.2 -5VDC AND -12VDC REGULATORS

The AC Input for the negative voltages comes into the Regulator PCB on J1-5 and J1-6 from the Transformer. Fuse F3 protects against short circuits. The AC voltage is then full wave rectified by BR3 and filtered by C16. The raw DC is then applied to Reg 1, a three terminal -12V Regulator. The output of this Regulator is the -12VDC output for the system and is also the input voltage for Reg 2, a -5V Regulator. The output of this Regulator is the -5VDC for the system.

Capacitors C17, C18, C19 are to improve the transient response and stability of the minus voltage regulator. Diodes D8 and D9 provide protection against C18 and C19 being shorted through the Regulator.

Resistors R34 and R35 provide current limiting for LED'S 3 and 4 which will light when there is some voltage present at the regulation outputs.

2.7.3 +5VDC REGULATOR

The AC Input for the +5VDC Regulator circuit comes in on J1-1 and J1-2, via F1 into BR1. BR1 full wave rectifies the AC Input. This raw DC is applied to the collectors of (2) series pass transistors, mounted on the Heat Sink Assembly. The regulation is done by U3, which is a voltage regulator whose output controls the gain of Q5, which in turn controls the gain of the series of pass transistors. The emitter of the series pass transistor return to the Regulators PCB and through R11 and R12, which serve to force current sharing between the series pass devices. The voltage at the output of R11 and R12 are the +5VDC for the system. R16 and R18 are voltage set and current foldback adjustments respectively. These are factory adjusted to $5V \pm .25V$ at 3.5 AMPS.

Q8, D3 and R20 comprise a SCR-Type Crowbar Circuit which will trigger when the DC output voltages rise above 5.8V. Once the SCR fires, the Power Supply has to be turned off to reset the device. R19 is a current limiter for the voltage indicator LED 1. R16 is used to set the output voltage of the Regulator.

C8, D2, R13 and Q4 delay the start-up of the 5V Regulator to allow the -5VDC Regulator to stabilize first.

2.7.4 + 12VDC REGULATOR

This circuit is essentially the same as the 5V Regulator described above. The AC current comes in on J1-3 and J1-4, via fuse F2 into BR2. The AC is rectified by BR2 and filtered by C9. The raw DC is fed to a single series pass transistor on the Heat Sink Assembly and also powers the +12V and +5V Regulator. R28 and R25 are voltage set and current foldback and factory adjusted to 12 Volts $\pm .25V$ at 4 AMPS. D7, Q9, and R31 are SCR Crowbar Circuits which trigger at 13VDC output which causes supply to go into current foldback. There is an RC delay as in the 5V circuit to delay the +12V rise time.

2.7.5 RESET CIRCUIT

The reset circuit will output a 2sec active low MRST pulse at J3-14 J4-14 when the power is first turned ON and whenever power fails for more than 35ms.

The reset circuitry is comprised of a Dual Timer (556) and a fullwave type optical coupler across an AC secondary. The output of U1 is the input to one half of the 556 which is configured as a missing pulse detector. C1 and R3 determine the time before the output goes active. This is set for about 35ms. When two or more cycles are missing, the output of the first timer triggers the second timer which drives the MRST low for about 2 seconds. The timer constant for the second timer is set by R4 and C6.

Power on reset is generated by C4, and R39 and D12 on the trigger input of the second timer. Q3 inverts the signal out of the 556 so it is active low. R7 insures MRST is low while the power is rising.

2.7.6 POWER SUPPLY ADJUSTMENTS

VOLTAGE Adjust voltage on +5V and +12V for +5.00V to +5.05V and +12.00V to +12.05V.

CURRENT LIMIT Adjust control (51, 121) counterclockwise until voltage just changes then turn control clockwise until voltage goes back to original value. With pointer, mark position of arrow on potentiometer then turn control until beginning of 1st notch is aligned with the pointer. On the controls with the Blue Disk turn approximately 30 degrees.

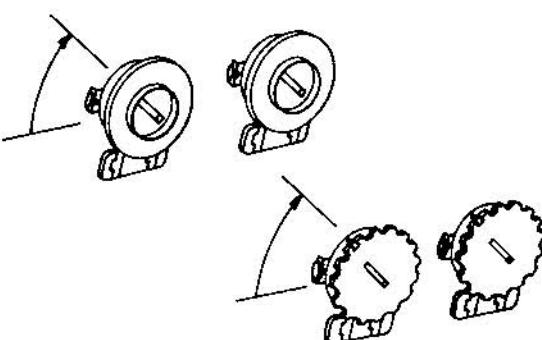


FIGURE 2-7 CURRENT LIMIT ADJUSTMENT

If voltage adjustment will not bring voltage up, set current limit adjustment to 1/2 value.

2.8 CMOS RAM

If when powering the game up, it will not come up because the battery is low, the following procedure should be followed.

Open the Service Door of the game, pull interlock to power up the game and pull W1 out on the Video Board (Blue jumper). Turn the power off via the interlock. Wait 2 minutes, power back on and insert W1 back in. If the Language Select frame does not come on the CRT, power down, remove W1 again. Short pins 18 and 9 on U85, power back on and insert W1 back in. Leave the game on for 12 hours. If this procedure does not work when you turn the game back on the battery may need to be replaced.

2.9 TEST POINTS

The following is a list of Test Points to be used when troubleshooting.

DATA/SOUND

DTP1	DE	(Master Clock)
DTP2	DQ	(Master Clock)
DTP3	DMA/BREQ	
DTP4	SA 15	(Address Line)
DTP5	DA 15	(Address Line)
DTP6	Voice Clock	
DTP7	SBSC	(Sound Processor Data Enable)
DTP8	DBSC	(Data Processor Data Enable)
DTP10	+5V	
DTP11	Ground	

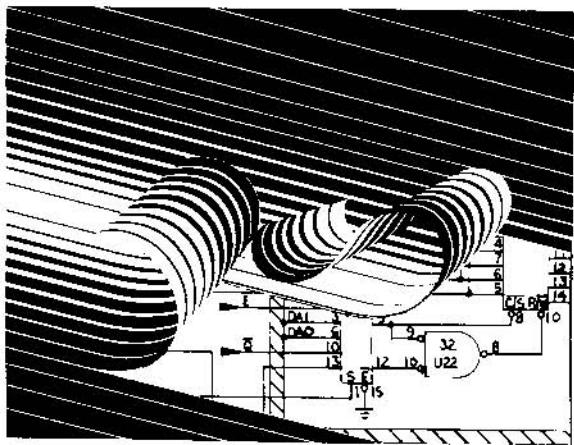
TABLE 2-3 DATA/SOUND BOARD TEST POINTS

VIDEO BOARD

VTP1	Invert	
VTP2	10 MHZ	
VTP3	VD	(Clock Video Processor)
VTP4	VE	(Clock Video Processor)
VTP5	LIC	Last Instruction Complete
VTP6	DMA/BRK	
VTP7	VBSC	(Video Data Enable)
VTP8	VA 15	(Address Line)

TABLE 2-4 VIDEO BOARD TEST POINTS

If you ground any Data Enable Test Point (DTP7, DTP8, VTP7) the related processor will receive NO OP and the address line will act like a 16 Bit Counter.



Theory Of Operation

THIS SECTION PROVIDES A TECHNICAL DESCRIPTION OF THE "SPACE DUNGEON"™ GAME. THE GAME ELECTRONICALLY CONSISTS OF PRINTED CIRCUIT BOARDS, POWER SUPPLY, AND SPEAKERS WHICH ARE DESCRIBED IN DETAIL IN THE FOLLOWING TEXT.

3

3. THEORY OF OPERATION

3.1 GENERAL

The TAITO AMERICA CORPORATION'S arcade video system game is an advanced multiprocessor based circuit utilizing the Motorola 6809E microprocessor.

The system is organized in three logical blocks:

- The Data Processor, which supervises the operation of the entire system.
- The Video Processor, which performs all screen based functions, such as playfield image motion, line drawing, etc.
- The Sound Processor, which generates sounds under the direct control of the Data Processor.

In order to facilitate easy inter-system communications, the Data and the Video microprocessors run synchronously using clock and timing signals developed on the Video Board. For this reason, discussion will begin by examining the Video Board.

3.2 VIDEO BOARD

3.2.1 SYSTEM CLOCK

The fundamental system clock is developed by the 20MHz crystal, inverters U24 and U39, and components. The 20MHz signal is divided by the high speed flip flop U38 to obtain a 10MHz main clock with a precise 50 percent duty cycle. This 10MHz signal generates all other fundamental timing signals for the video system, including the Data Processor. IC23 divides the 10MHz signal to obtain 5MHz, 2.5MHz and CCLK, and their respective inversions. IC's U9, U37, and U38 combine these signals, presenting them to U25, which synchronizes the output signal to the system 10MHz clock. This circuit produces waveforms whose active edges are synchronized to 15ns worst case, 2ns average.

The characteristics of the clock circuit may be noted by reference to the Timing Diagram, Figure 3-1.

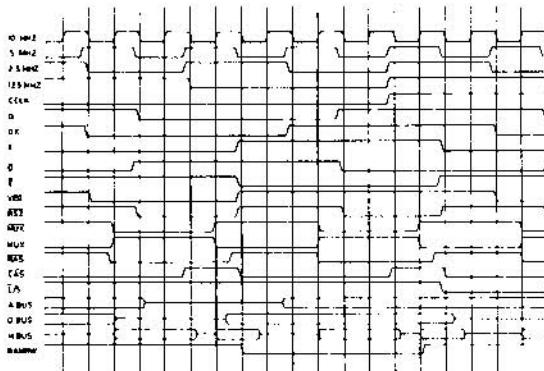


FIGURE 3-1 CLOCK TIMING

3.2.2 SCREEN RAM

The Video Processor controls a Screen RAM of 256 x 256 pixels with 8 bits per pixel. In order to access this information, the screen is divided into two pages, top and bottom, chosen under software control. These pages are both addressed at 0000 - 7FFF with address 0 corresponding to the lower left corner of the screen (horizontal scan). All CRT accesses to this RAM are transparent to the processor and the RAM may be read or written any time.

The timing of the Screen RAM and the eventual scan is controlled by a 6845/6545/46505 CRT Controller Chip. It's address outputs are gated by U19, U20, U50, and U51 for inversion when in cocktail table mode. The scan addresses are multiplexed with the address present on the microprocessor data bus by U35, U52, U53, and U54 for standard RAS-CAS accessing. The desired bank of memory is addressed by U87, a one of four decoder.

Data written into the Screen RAM comes directly from the system data bus, buffered by 33 Ohm resistors. If a processor read is taking place, the data is placed on the data bus by U77, U78, U79, and U80. Screen reads are latched by 374's U91, U92, U93, and U94. A second screen read is then performed, and this data, together with the data from the screen read previously performed and latched by the 374's is presented to the eight (8) 74LS299 shift registers. These registers may be shifted in either direction for cocktail table implementation. The byte stream then proceeds to the Color RAM.

	ADDR.	VIDEO BOARD MEMORY MAP
A.	8000	Dual Port RAM
B.	8400	CMOS Battery Backup Memory
C.	8800	LED Output and Color RAM Page Select
D.	8C00	Data FIRQ Activation Address
	8C01	Video FIRQ Deactivation Address
E.	9000	Color RAM
F.	9402	Address Latch Hi-Byte
	9403	Address Latch Lo-Byte
	9400	Address Latch Indexed Screen Location
G.	9800	Scan Line Readback Location
H.	9C00	CRT Controller Base Address

TABLE 3-1 VIDEO BOARD MEMORY MAP

3.2.3 DUAL PORT RAM

This RAM may be accessed in its entirety by either processor. This is arbitrated as follows:

- The Data Processor runs in quadrature with (one quarter clock cycle ahead of) the Video Processor. In other words, E is inverted for use as DQ, and Q becomes DE. Refer to Timing Diagram, Figure 3-2.
- The Data Processor, by nature of this timing, accesses the Dual Port RAM +2 cycle before the Video Processor. At this point the Video Processor is guaranteed to not be accessing the RAM. The Data Processor access is flagged by U36, which causes a cycle to be stolen from the Video Processor's main clock, VQ and VE.
- The Video Processor is unable to access the Dual Port RAM unless the Data Processor is not accessing it as it will not be receiving clocks during that time. The cycle steal is accomplished by the generation of signal DPMUX by U36. This signal directly steals the cycle, and also folds over multiplexers U5, U6, and U21, switching the address lines, R/W and gating signals. U1 and U2 gate the data to or from the desired processor. U22 insures that no spurious writes are generated during foldover.

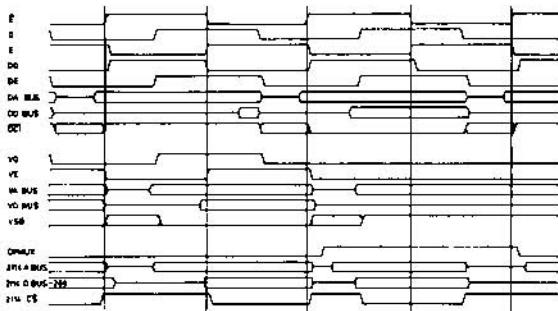


FIGURE 3-2 DUAL PORT RAM TIMING

3.2.4 CMOS RAM

The CMOS RAM is implemented for use as both a battery back-up storage area and a work area for the Video Processor. The gating U100, U101, U102, and U103 insure that writes to the block RAM from \$8700 - 87FF cannot be performed unless the Coin Door is open (J19-2 grounded). The 3.6V NiCAD battery is trickle charged by Q8, R64, and R65 when the system is powered. When turned off, supply current for U85, U86, and U100 is provided by this battery. U100 is included to solidly gate the MRST signal and prevent invalid operations during power Up and Down.

LED and Color RAM Page Latch, U72 is addressed at address \$8800. The upper six bits drive LED'S on the circuit board for diagnostics which cannot be done through the screen. The lower 2 bits select the Color RAM page and will be discussed later.

3.2.5 BI DIRECTIONAL FIRQ CAPABILITY

To provide for immediate inter-system communication on demand a Bi-Directional FIRQ Capability has been provided. Any access of address \$8C00 by the Video Processor will generate a FIRQ to the Data Processor. Any access of \$8C01 by the Video Processor will remove a FIRQ generated by the Data Processor to the Video Processor. This is accomplished by U7, U8, and U9.

3.2.6 COLOR RAM

The Color RAM is used as a translation matrix so that a number of different pixel values may access a given color, or to change the color of a given area of the screen without rewriting the Screen RAM. The serial bit stream, eight bits wide, comes from the shift registers of the Screen RAM to be presented to multiplexers U55, U73, and U74. These select between the Video Processor bus and the serial bit stream. As processor access times are considerably greater than the basic bit time (200ns), it is necessary to access this register only during retrace times. Bus read/write occur through U75, and serial output is latched by U76. This Data Stream is converted to a color pallet of 64 colors and four intensities. When the serial bit is selected for access, the two high order bits are provided by the LED output latch. This allows the Programmer to select between four pages of RAM rapidly.

3.2.7 ADDRESS LATCH CIRCUITRY

Two methods of Screen Memory Address are provided:

1. A 16 bit address may be written into latch U70 and U71 addressed at \$9402 and \$9403. The addressed location may be accessed by reference to location \$9400.
2. The high order bit of the latch selects one of two pages which may be directly addressed by reference to locations \$0000 - \$7FFF. U36, U70, and U71 latch the address. U36 is used in conjunction with U70 as U70 and U71 are tri-stated when inactive. The screen address deposited on the LA bus by U84 and U98 for Processor Bus accesses, and by U70 and U71 for latched address. Decoding is performed by U87 and U88.

3.2.8 SCAN LINE READBACK

When read, this location is the number of the scan line currently being drawn by the beam. U34 latches the last row address drawn, and U101 prevents erratic updating at the end of a horizontal line. There are 256 valid scan lines 00 - FF.

3.2.9 CRT CONTROLLER

The 6845/6545/46505 is a software programmable sync and scan generator. It has two ports based at \$9C00 and \$9C01. It is recommended that the reader consult Motorola, Hitachi, Rockwell, or Synertek supplied documentation.

Register initialization is as follows:

Register	Description	Initialization (decimal)
R0	Horizontal total-1	38
R1	Horizontal displayed	32
R2	Horizontal sync position	34
R3	Sync pulse width	03
R4	Vertical total-1	31
R5	Vertical hold adjust	11
R6	Vertical displayed	30
R7	Vertical sync position	30
R9	Scan lines per row-1	07

TABLE 3-2 REGISTER INITIALIZATION

All other registers are cleared. The interface capability which differentiates the various types is not used in this application.

3.3 DATA/SOUND BOARD

The Data Processor runs synchronously to the Video Processor, as was described in this (Section Dual) Port Memory. All basic timing signals originate on the Video Processor Board and are bussed onto the Data Processor Board. The Sound Processor and Amplifier circuitry also resides on this Board.

3.3.1 MEMORY MAP

The following devices are available for access to the Data Processor.

A.	\$8000	Dual Port Memory
B.	\$8400	Local Memory
C.	\$8800	ACIA Base Address
D.	\$8C00	Video FIRQ Activation Address
	\$8C01	Data FIRQ Deactivation Address
E.	\$9000	Sound PIA
F.	\$9400	Game PIA 1.
G.	\$9900	Game PIA 2.
H.	\$9C00	Game PIA 3.

TABLE 3-3 DATA/SOUND MEMORY MAP

3.3.2 DUAL PORT MEMORY

See discussion of Dual Port Memory under Video Processor Heading (Section 3.2).

3.3.3 LOCAL MEMORY

This is a 1K block of memory, U15 and U16, provided for scratch and work area for the Data Processor.

3.3.4 ACIA

A Motorola 6850 ACIA has been provided for diagnostic and other communications. Timing is generated by crystal oscillator Y1 - U23 and prescaled by U27 and U26. SW1 may be configured to allow one of eight baud rates (2 speeds may be software selected in the ACIA). Correct RS-232 levels are provided by U25 and U21.

3.3.5 BI-DIRECTIONAL FIRQ CAPABILITY

Any access of \$8C00 will generate a FIRQ to the Video Processor. Any access of \$8C01 will remove FIRQ generated by the Video Processor to the Data Processor. This is accomplished by U7, U8, and U9, which resides on the Video Board.

3.3.6 SOUND PIA

Both ports of PIA U20 have been dedicated to the control of the Sound Processor. Port A is used to select a sound number, which is initiated by strobbing the U20 (CA2) - U8 (CA1) interrupt line. Responses can be made using the reverse U8 (CA2) - U20 (CA1) interrupt. Port B is used to control the amplitude of the generated sound to two Stereo Amplifiers. The output of side B goes to U24 and U28, which vary the ratio of the voltage divider across the non-inverting inputs of U29 and U30. This allows spatial positioning of a sound to coincide with real time events occurring on the screen, as well as a time based envelope control.

3.3.7 GAME PIA'S

Three 6820's are provided for interfacing with Play Controls and Coin Door Switches. These are located on the Game Board and are accessed through a Jumper Cable J16 and J15 respectively.

3.3.8 SOUND PROCESSOR

A Motorola 6802 also resides on the Data Board for sound generation. This Processor runs at 3.68MHz and accesses only two devices, PIA'S U7 and U8. U8 as mentioned previously, interface to the Data Processor. It also is the digital to analog output of the Sound Processor. Data from Port B is presented to U13. The current based output is converted to a voltage output by Q1, and controlled in amplitude by a potentiometer placed across J8. Speech circuitry is mixed with sound by R9, and the sum is sent to the Amplifiers. U7 controls the speech synthesis chip U19. The speech signal is shaped and filtered by the multipole bandpass filter U18.

3.4 ROM/I/O BOARD

This board contains the Program ROM for both the Data, Video and Sound Processors, along with the PIA'S needed to interface control, coils, lamps, etc.

3.4.1 GAME PIA'S

Three Game PIA'S are located on this board \$9400, \$9900, \$9C00. These devices, U11, U20, and U30 respectively, interface through noise control circuits A or B filters for those lines dedicated to inputs. Eleven (11) High Current Drivers have been provided utilizing circuit C. Each of these is capable of switching a 1.5AMP/ 24Volt DC load to ground.

3.4.2 ROM'S

Eight ROM locations are provided for the Data Processor, U12 - U19. These are selected by U21. Eight ROM'S, U3 - U10 selected by U2 are dedicated to the Video Processor. Sounds are supported by ROM'S U25, U26, and U27, with select U28.

ROM Bank U3 - U10 may consist of either 2716 or 2732 type EPROMS as determined by a jumper plug inserted in U1. It is assumed that all such EPROMS in the bank are of the same type. Likewise, ROM Bank U12 - U19 is determined by jumper plug at U22 ROM Bank jumpering for 2716's is as follows: Pin 1-14, 2-13, 3-12, 4-11 and 5-10. The highest address EPROM is U10, U19, or U27 in each bank with addresses of adjacent sockets progressing downward in \$800 byte blocks. Jumpering for 2732's is as follows: Pin 2-14, 3-13, 4-12, 5-11, and 6-10. The highest address EPROM is U10, U19, or U27 in each bank with addresses of adjacent sockets progressing downward in \$1000 byte blocks.

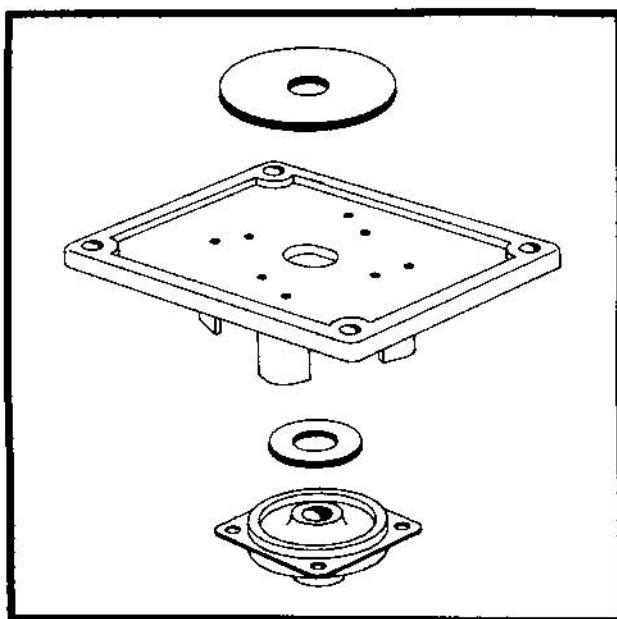


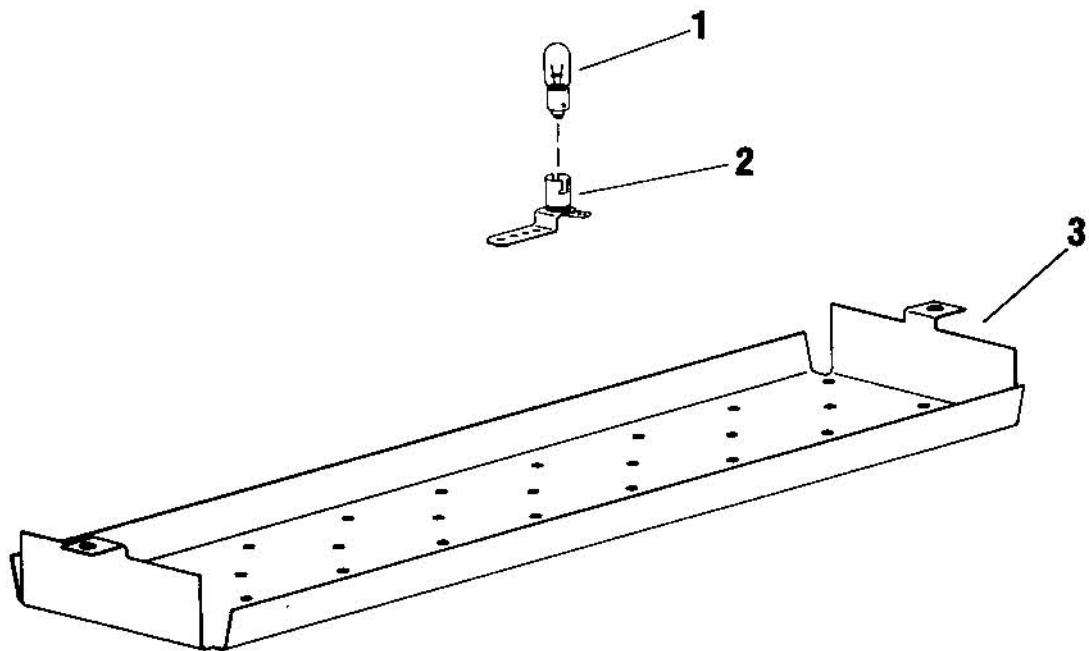
Illustration & Parts Lists

4

INCANDESCENT PANEL

FIGURE 1

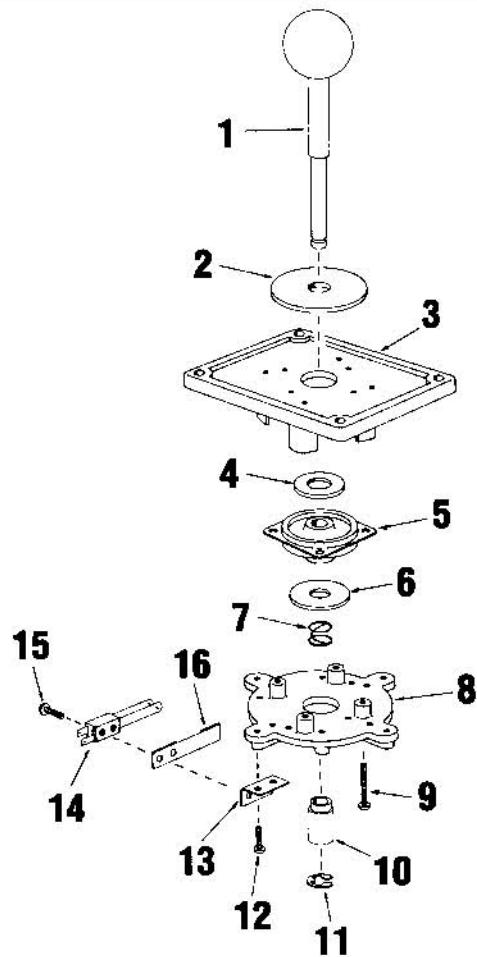
ITEM	TAITO PART NO.	DESCRIPTION
1	27-00006-001	Lamp #47
2	26800009-001	Bayonet Socket
3	61D00112-001	Marquee Lighting Plate



8 WAY JOYSTICK

FIGURE 2

ITEM	TAITO PART NO.	DESCRIPTION
1	63B00071-001	Ball & Shaft
2	63-00074-001	Mask
3	63C00069-004	Mounting Plate
4	63A00073-001	Spacer
5	62C00004-001	Shock Mount Pad
6	61A00227-001	Spacer, Metal
7	58-00006-001	Spring
8	63C00028-001	Switch Plate
9	51-01002-011	Screw 6X1 PRPH
10	63A00075-001	Actuator
11	59-00020-019	E-Ring
12	51-01001-006	Screw 4X½ PRPH
13	61A00018-001	"L" BRACKET
14	29B00016-002	Leaf Switch
15	51-01001-009	Screw 4X¾ PRPH
16	63A00026-001	Spacer, Switch

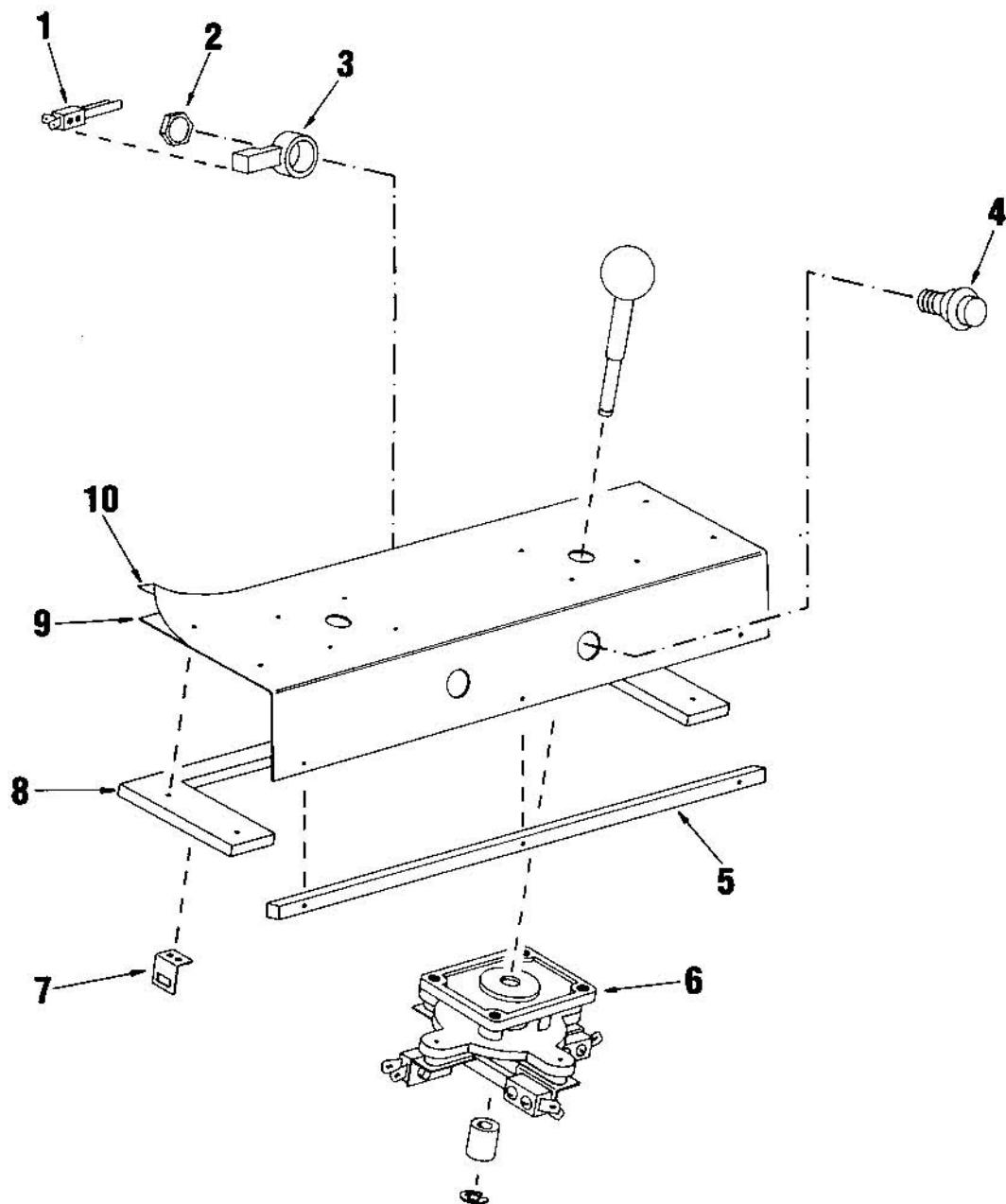


CONTROL PANEL**FIGURE 3**

ITEM	TAITO PART NO.	DESCRIPTION
1	29B00016-001	Leaf Switch
2	54A07001-008	Nut, Stamped
3	63B00025-001	Push Button Housing
4	63B00024-001	Push Button, White
5	42B00108-001	Cleat
6	63-00092-001	8-Way Control
7	61-00015-001	Strike Hook
8	42D00017-001	Control Panel, Wood
9	61D00247-001	Control Panel, Metal
10	63D00091-001	Lexan

CONTROL PANEL

FIGURE 3



DOOR ASSEMBLY

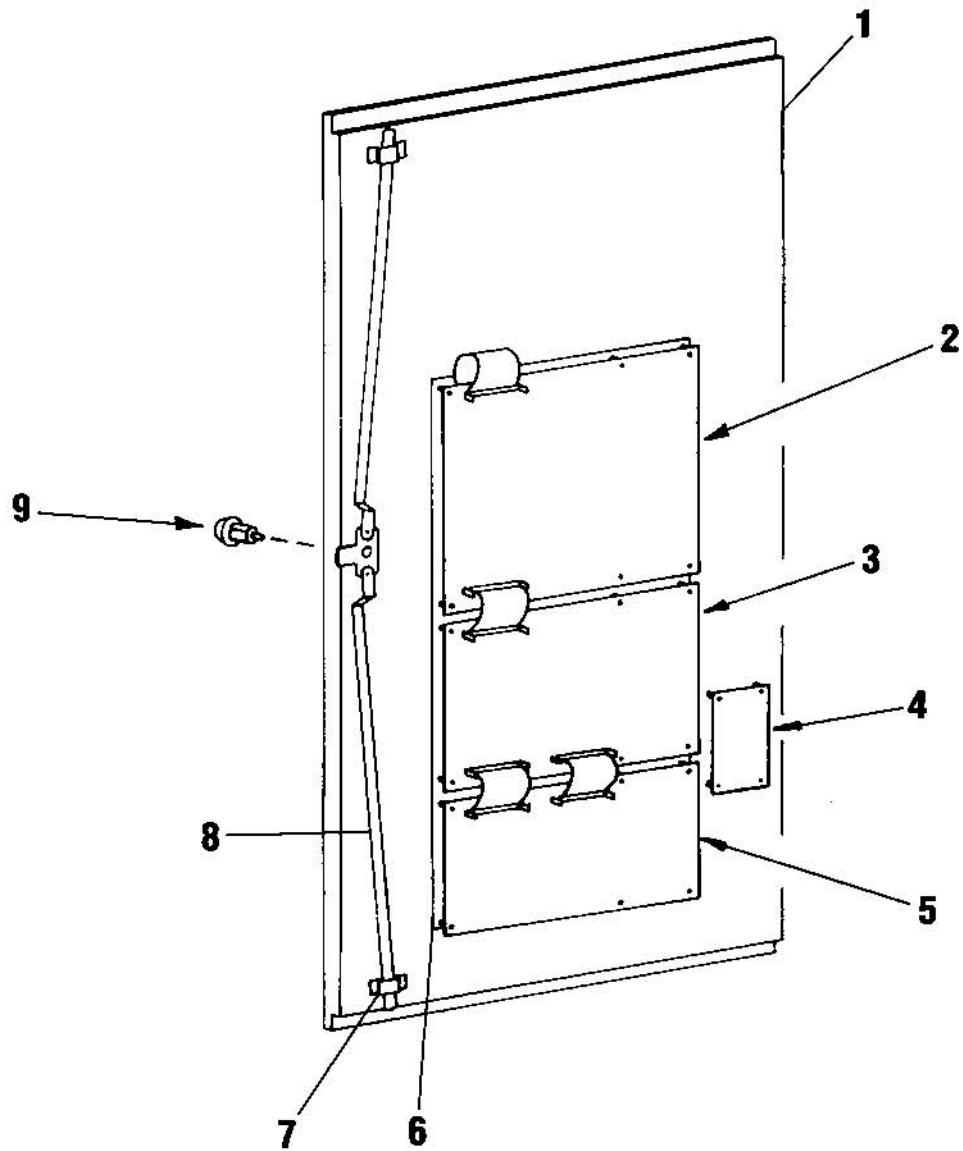
FIGURE 4

ITEM	TAITO PART NO.	DESCRIPTION
1	42-00134-001	Back Door
2	08M0001-001	Video P.C.B.
3	08M0027-001	ROM/IO P.C.B. W/PROMS
4	08M0039-003	Coin Door Processor W/PROMS
5	08M0002-001	Data/Sound P.C.B.
6	61D00079-001	P.C.B. Mounting Plate
7	61A00111-001	Bracket, Lock Rod
8	61B00142-001	Lock Rod Assembly
9	45C00002-001	Lock Assembly Includes The Following
*	45B10001-001	Lock Barrel
*	45B02001-001	Lock Cylinder
*	45B03001-002	Key
*	45A04001-001	Cam, Stop
10	04M00037-002	Lock Kit Includes The Following
*	45-00002-005	Nut $\frac{5}{16}$ 24N6
*	45-00002-006	Washer $\frac{5}{16}$ External Tooth SPW4
*	45-00002-004	Plate, Anchor AP1
*	45-00002-009	Nut $\frac{3}{4}$ 24N1
11	08-00042-001	P.C.B. Set Includes Items 2,3, And 5
12*	09-00234-002	Main Harness
*	09-00002-001	50 Pin Ribbon Cable (long)
*	09-00001-001	50 Pin Ribbon Cable (short)

* ITEM IS NOT SHOWN ON DRAWING.

DOOR ASSEMBLY

FIGURE 4



COIN DOOR

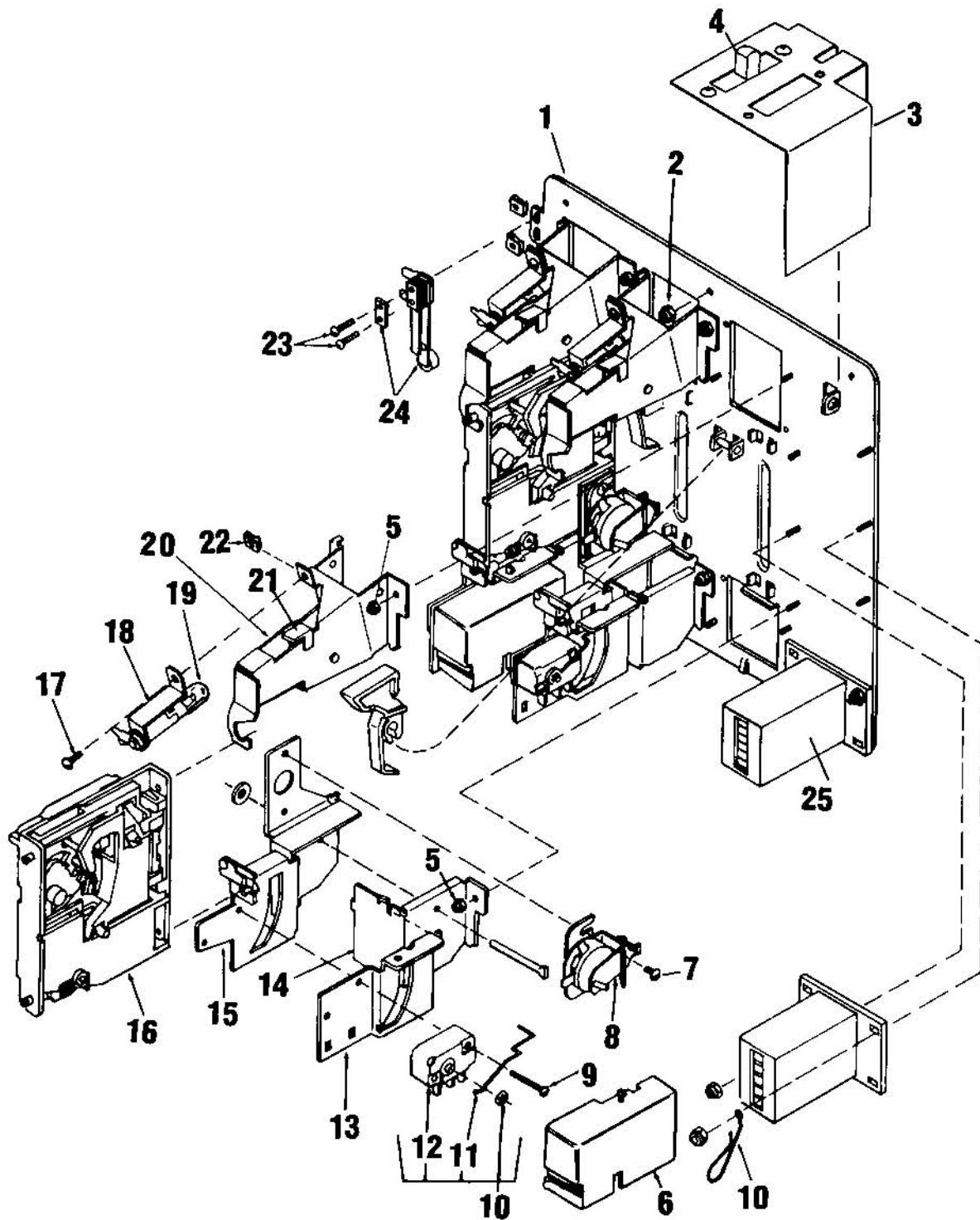
FIGURE 5

ITEM	TAITO PART NO.	DESCRIPTION
1	07-00027-001	Inner Panel With Levers Sub Assy.
2	54-03013-001	Nut #8-32
*	09-00017-001	Custom Harness Assy. (SGL Coin)
*	09-00017-002	Custom Harness Assy. (Dual Coin)
3	61B00113-001	Service Switch Bracket
4	29-00022-001	Service Switch
5	54-03011-001	Nut #4-40
6	63-00014-001	Switch Cover
7	51-02052-001	Screw #6-32X3/16 SS PH
8	23-00001-001	C.R.E.M. Coil Assembly
9	51-02052-001	Screw #6-32X3/16 SS PH
10	59-00019-001	Retainer
11	28-00029-001	Silver Switch Wire For U.S. .25
12	29-00007-001	Switch
13	61-00044-001	Coin Chute
14	61-00045-001	Coin Return Box
15	61-00025-001	Switch & C.R.E.M. Coil Bracket
16	59-00018-001	.25 Acceptor
17	51-02051-006	Screw #4-40X3/8 SS PH
18	27-00003-001	Minature Bayonet Base Lamp
*	26-00006-001	Lamp Socket
19	27-00008-001	#1815 Lamp (12 Volt)
20	61-00048-001	Coin Inlet Chute
21	61-00047-001	Right Half of Coin Inlet Chute
22	54-00001-001	'U' Type Fastener
23	51-02051-006	Screw #4-40X1/2 SS PH
24	29-00006-001	Slam Switch Assembly
25	998325	Coin Meter

* ITEMS NOT SHOWN ON DRAWING.

COIN DOOR

FIGURE 5



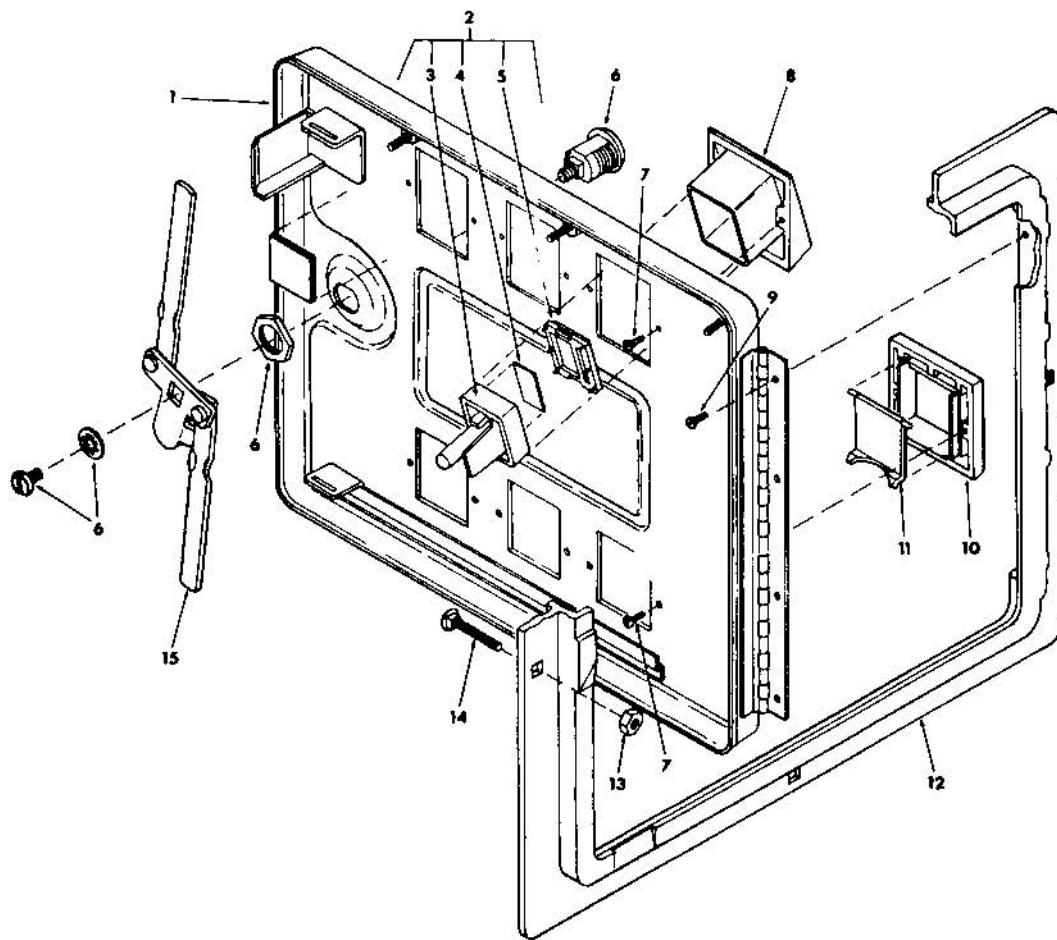
COIN DOOR

FIGURE 6

ITEM	TAITO PART NO.	DESCRIPTION
1	61-00042-001	Coin Door Only (2 Coins)
2	07-00023-001	Coin Door Return Button Assy. For U.S. .25 Coin
3	63-00015-001	Coin Return Button
4	79-50004-001	U.S. .25 Price Decal
5	63-00016-001	Coin Return Button Cover For U.S. .25 Coin
6	07-00025-001	Lock Assembly
6A	07-00025-001	Lock Assembly
7	51-01051-003	Screw #4-5/16 SL PH Type B
7A	51-01051-003	Screw #4-5/16 SL PH Type B
8	63-00011-001	Coin Button Housing
9	51092051-002	Screw #4-40X1/4 SL PH
10	63-00012-001	Coin Return Bezel
11	63-00013-001	Coin Return Cover
12	61-00040-001	Coin Door Frame 11 5/8 X 13 3/8 Mounts in a 10 3/8 X 12 3/16 Opening
13	54-01005-001	Hex Nut 1/4-20
14	51A03003-113	Carriage Bolt
15	07-00026-001	Lock Arm Assembly

COIN DOOR

FIGURE 6



CABINET ASSEMBLY FRONT VIEW

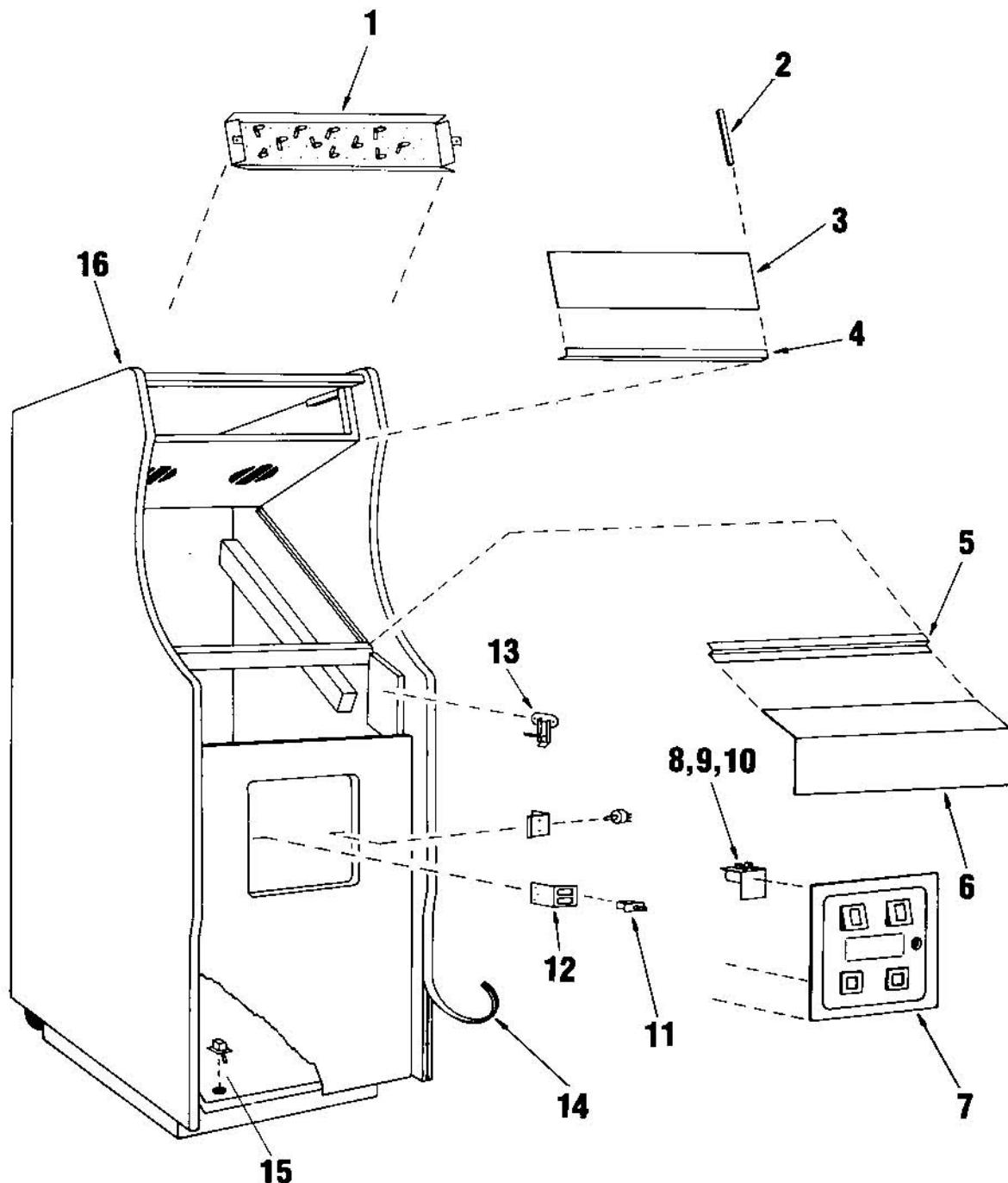
FIGURE 7

ITEM	TAITO PART NO.	DESCRIPTION
1	07M00055-006	Light Box Assembly
2	63-00006-003	"U" Channel
3	47-00012-011	Marquee, Screened
4	61-00115-001	Marquee, Retaining Bracket
5	61D00012-001	"Z" Bracket, Coverglass Lower
6	07M00052-003	Control Panel Assembly
7	07-00115-001	Coin Door w/Counter
8	61B00113-001	Service Switch Bracket
9	29-00022-001	Slide, Center Return Switch
10	07M00057-001	Service Switch Assembly Includes Items 8 And 9.
11	29B00015-001	Interlock Switch
*	59-00046-001	Interlock Switch Barrier
12	61B00114-001	Interlock Switch Bracket
13	59-00008-001	Latching Clamp
14	63B00002-004	"T" Molding
15	29A00023-001	Power On/Off Switch
16	41D00015-006	Finished Cabinet
17	61-00212-001	Volume Control Bracket
18	11-60002-502	Volume Control Pot.

* ITEM NOT SHOWN ON DRAWING

CABINET ASSEMBLY FRONT VIEW

FIGURE 7



CABINET ASSEMBLY REAR VIEW

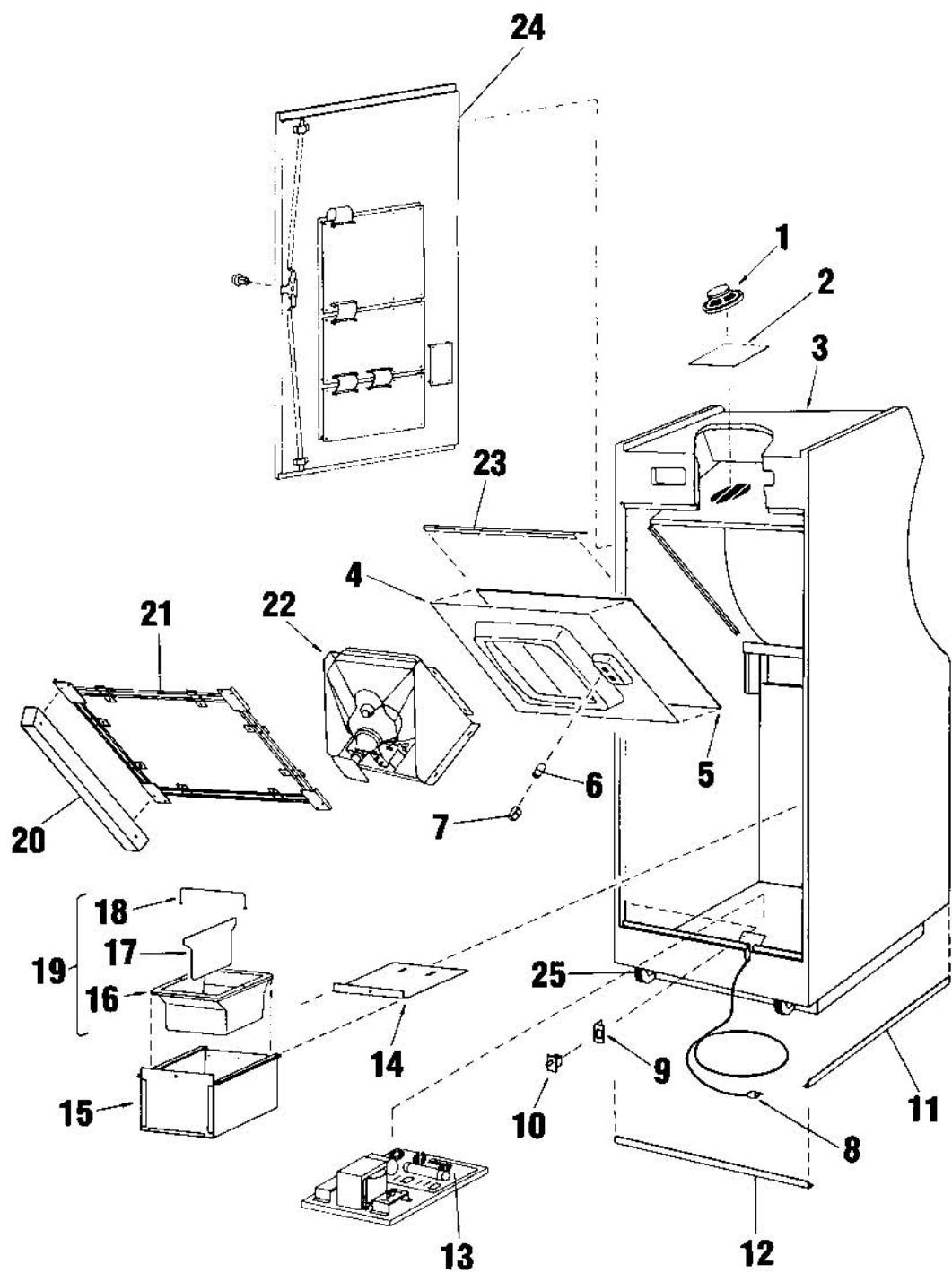
FIGURE 8

ITEM	TAITO PART NO.	DESCRIPTION
1	21-00003-001	Speaker
*	09-00006-001	Speaker Cable
2	61B00009-001	Speaker Grill
3	41-00015-006	Finished Cabinet
4	63D00035-001	Monitor Shroud
5	47-00013-010	Coverglass, Screened
6	27-00006-001	#47 Lamp
7	26-00010-001	Lamp Socket
8	07M00042-001	A/C Line Cord/Filter Assy.
*	59-00045-001	Interlock Switch Barrier
9	61B00030-002	Interlock Bracket, Single
10	29B00015-001	Interlock Switch
11	63-00005-004	"L" Molding
12	63-00005-012	"L" Molding
13	08-00007-001	Regulator P.C.B
*	18-00003-001	Transformer
*	07-00041-001	Heatsink
14	61C00054-001	Cash Box Lid
15	61D00060-001	Cash Box
16	63R00010-001	Cash Box Tray (Only)
17	63-00019-001	Cash Tray Separator
18	61B00039-001	Cash Tray Handle
19	07M00054-001	Cash Tray Assembly
20	42-00013-001	Wood Cleat
21	61-00208-001	CRT Wire Form Mounting
22	31-00012-001	19" Color Monitor (Vertical)
23	61-00006-001	Bracket, Coverglass Upper
24	SEE FIGURE 4	Back Door
25	44-00001-001	Wheel Assembly
26*	79-50017-001	Instruction Card

* ITEMS NOT SHOWN ON DRAWING.

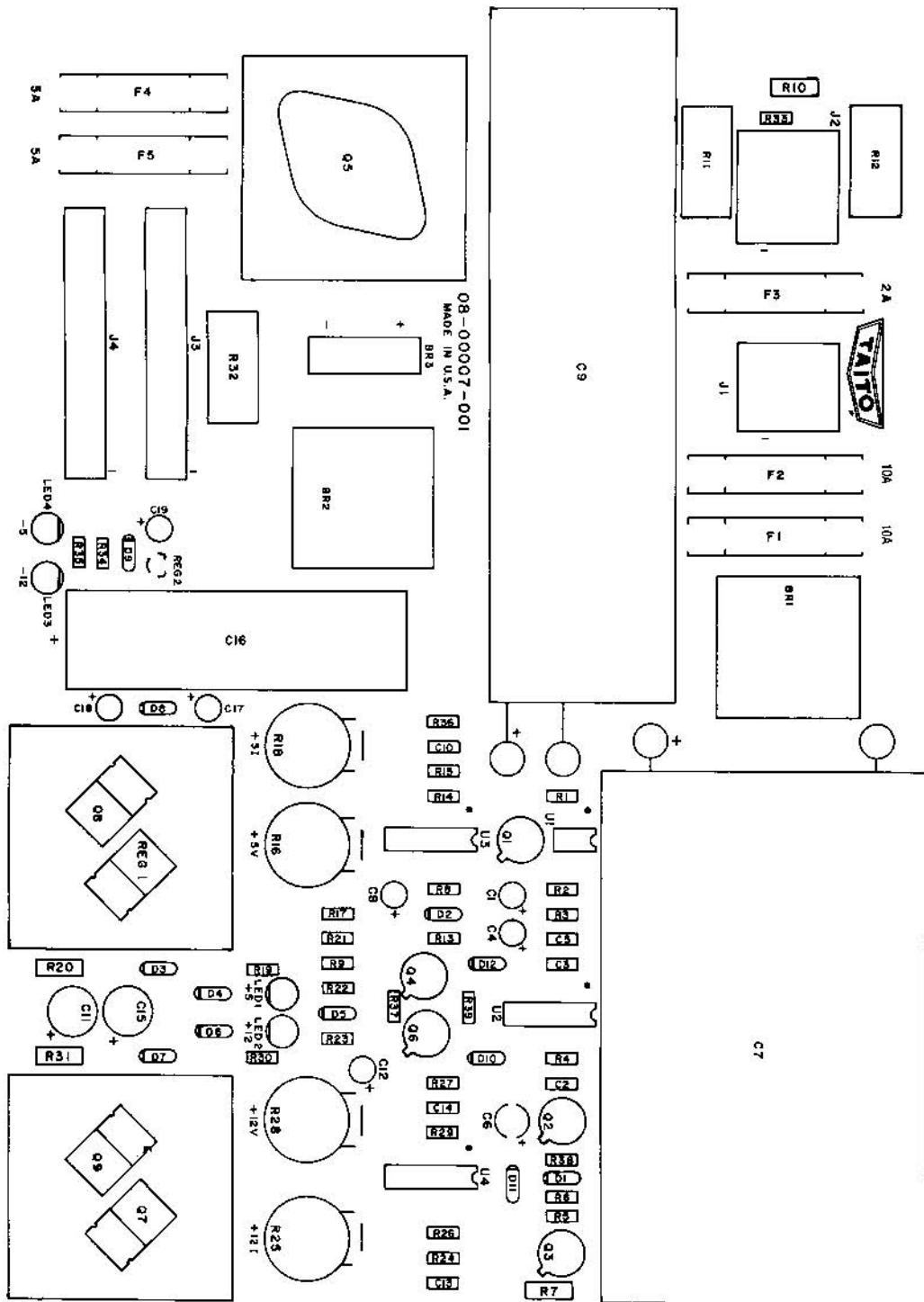
CABINET ASSEMBLY REAR VIEW

FIGURE 8



REGULATOR P.C.B. COMPONENT LAYOUT

FIGURE 9



REGULATOR P.C.B.

FIGURE 9

SYM	TAITO PART NO.	DESCRIPTION	SYM	TAITO PART NO.	DESCRIPTION
R1	11-00001-102	Resistor 1.0K 5% 1/4W 5%	C5	12-10001-102	Capacitor, .001uf
R2	11-00001-512	Resistor 5.1K 1/4W 5%	C6	12-30001-106	Capacitor, Tantalum 10uf
R3	11-00001-183	Resistor 18K 1/4W 5%	C7	12-20003-509	Capacitor, Electrolytic 50,000uf
R4	11-00001-224	Resistor 220K 1/4W 5%	C8	12-30001-105	Capacitor, Tantalum 1.uf 35V
R5	11-00001-472	Resistor 4.7K 1/4W 5%	C9	12-20003-209	Capacitor, Electrolytic 20,000uf
R6	11-00001-222	Resistor 2.2K 1/4W 5%	C10	12-10001-332	Capacitor, Ceramic .0033uf
R7	11-10001-101	Resistor 100 1/4W 5%	C11	12-30001-476	Capacitor, Tantalum 47uf
R8	11-00001-102	Resistor 10K 1/4W 5%	C12	12-30001-105	Capacitor, Tantalum 1.uf 35V
R9	11-00001-472	Resistor 4.7K 1/4W 5%	C13	12-10004-103	Capacitor, Ceramic .01uf
R10	11-10001-101	Resistor 100 1/2W 5%	C14	12-10001-102	Capacitor, .001uf
R11	11-30001-015	Resistor .15 4W 5%	C15	12-30001-476	Capacitor, Tantalum 47uf
R12	11-30001-015	Resistor .15 4W 5%	C16	12-20002-108	Capacitor, Electrolytic 1,000uf
R13	11-00001-472	Resistor 4.7K 1/4W 5%	C17	12-30001-225	Capacitor, Tantalum 2.2uf 25V
R14	11-00001-222	Resistor 2.2K 1/4W 5%	C18	12-30001-225	Capacitor, Tantalum 2.2uf 25V
R15	11-00001-222	Resistor 2.2K 1/4W 5%	C19	12-30001-105	Capacitor, Tantalum 1.uf 35V
R16	11-60001-252	Pot 2.5K 1/4W 20%	F1	24-00003-010	10A Fuse
R17	11-00001-222	Resistor 2.2K 1/4W 5%	F2	24-00003-010	10A Fuse
R18	11-60001-102	Pot 1.0K 1/4W 20%	F3	24-00003-003	Fuse, 2A
R19	11-00001-511	Resistor 510 1/4W 5%	F4	24-00003-004	Fuse, 4A
R20	11-10001-470	Resistor 47 1/2W 5%	F5	24-00003-004	Fuse, 4A
R21	11-00001-162	Resistor 1.6K 1/4W 5%	BR1	13-00100-025	Diode Bridge 25A, 100V
R22	11-00001-103	Resistor 10K 1/4W 5%	BR2	13-00100-012	Diode Bridge 12A, 100V
R23	11-00001-472	Resistor 4.7K 1/4W 34	BR3	13-00100-002	Diode Bridge 2A, 100V
R24	11-00001-222	Resistor 2.2K 1/4W 5%	D1	13-14002-001	Diode IN4002
R25	11-60001-102	Pot 1.0K 1/4W 5%	D2	13-14002-001	Diode IN4002
R26	11-00001-472	Resistor 407K 1/4W 5%	D3	13-10752-001	Diode, Zener IN752
R27	11-00001-222	Resistor 2.2K 1/4W 5%	D4	13-14002-001	Diode IN4002
R28	11-60001-252	Pot 2.5K 1/4W 20%	D5	13-14002-001	Diode IN4002
R29	11-00001-472	Resistor 4.7K 1/4W 5%	D6	13-14002-001	Diode IN4002
R30	11-00001-122	Resistor 1.2K 1/4W 5%	D7	13-10964-001	Diode, Zener IN964
R31	11-10001-470	Resistor 47 1/4W 5%	D8	13-14002-001	Diode IN4002
R32	11-30001-015	Resistor .15 4W 5%	D9	13-14002-001	Diode IN4002
R33	11-00001-222	Resistor 2.2K 1/4W 5%	D10	13-14002-001	Diode IN4002
R34	11-00001-122	Resistor 1.2K 1/4W 5%	D11	13-14002-001	Diode IN4002
R35	11-00001-511	Resistor 510 1/4W 5%	D12	13-14002-001	Diode IN4002
R36	11-00001-222	Resistor 2.2K 1/4W 5%	LED1	13-00001-001	LED (Red)
R37	11-00001-104	Resistor 100K	LED2	13-00001-001	LED (Red)
R38	11-00001-103	Resistor 10K 1/4W 5%	LED3	13-00001-001	LED (Red)
R39	11-00001-224	Resistor 220L 1/4W 5%	LED4	13-00001-001	LED (Red)
C1	12-30001-225	Capacitor, Tantalum 2.2uf 25V	U1	15-62500-001	Opto Coupler H11AA2
C2	12-10004-103	Capacitor, Ceramic .01uf	U2	15-50556-001	Timer (Dual) 556
C3	12-10004-103	Capacitor, Ceramic .01uf	U3	15-50723-001	Voltage Regulator 723
C4	12-30001-105	Capacitor, Tantalum 1.uf 35V	U4	15-50723-001	Voltage Regulator 723

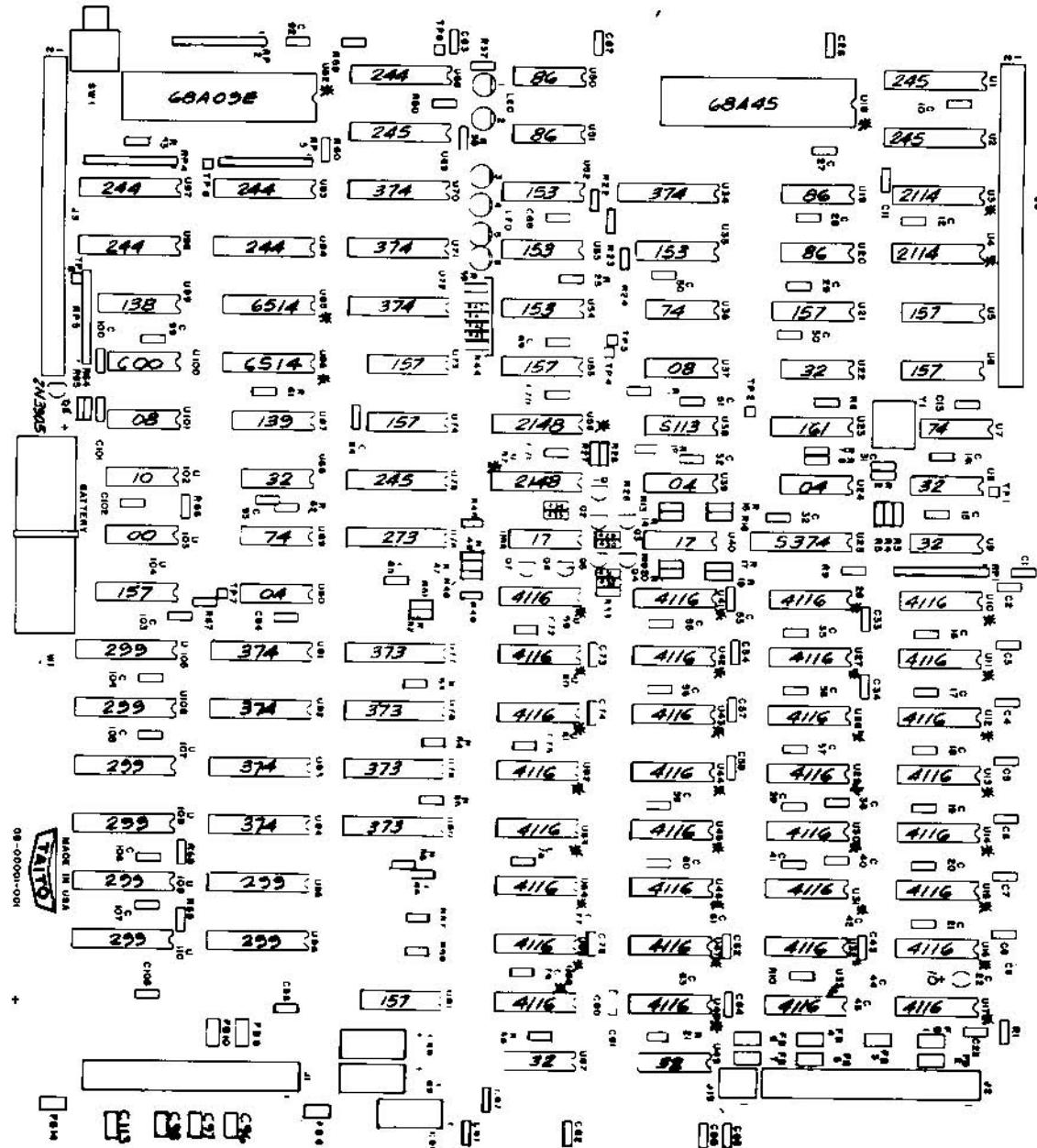
REGULATOR P.C.B.

FIGURE 9

SYM	TAITO PART NO.	DESCRIPTION
REG1	15-57912-001	Voltage Regulator 7912
REG2	15-57905-001	Voltage Regulator 79L05
Q1	14-22905-001	Transistor 2N2905
Q2	14-22905-001	Transistor 2N2905
Q3	14-22905-001	Transistor 2N2905
Q4	14-22905-001	Transistor 2N2905
Q5	14-23055-001	Transistor 2N3055
Q6	14-22905-001	Transistor 2N2905
Q7	14-20030-001	Transistor TIP-30A
Q8	14-26401-001	SCR 2N6401
Q9	14-26401-001	SCR 2N6401
J1	25-00022-006	Connector, 1-380999-0 6Pin
J2	25-00022-008	Connector, 350212-1 8Pin
J3	25-00002-014	Connector, 09-60-1141 14Pin
J4	25-00002-014	Connector, 09-60-1140 14Pin
	24-10001-001	Fuse Clips
	30-00220-002	Heat Sink Dual To-220
	30-00003-001	Heat Sink Single To-3
	30-00001-001	Heat sink

VIDEO PROCESSOR COMPONENT LAYOUT

FIGURE 10



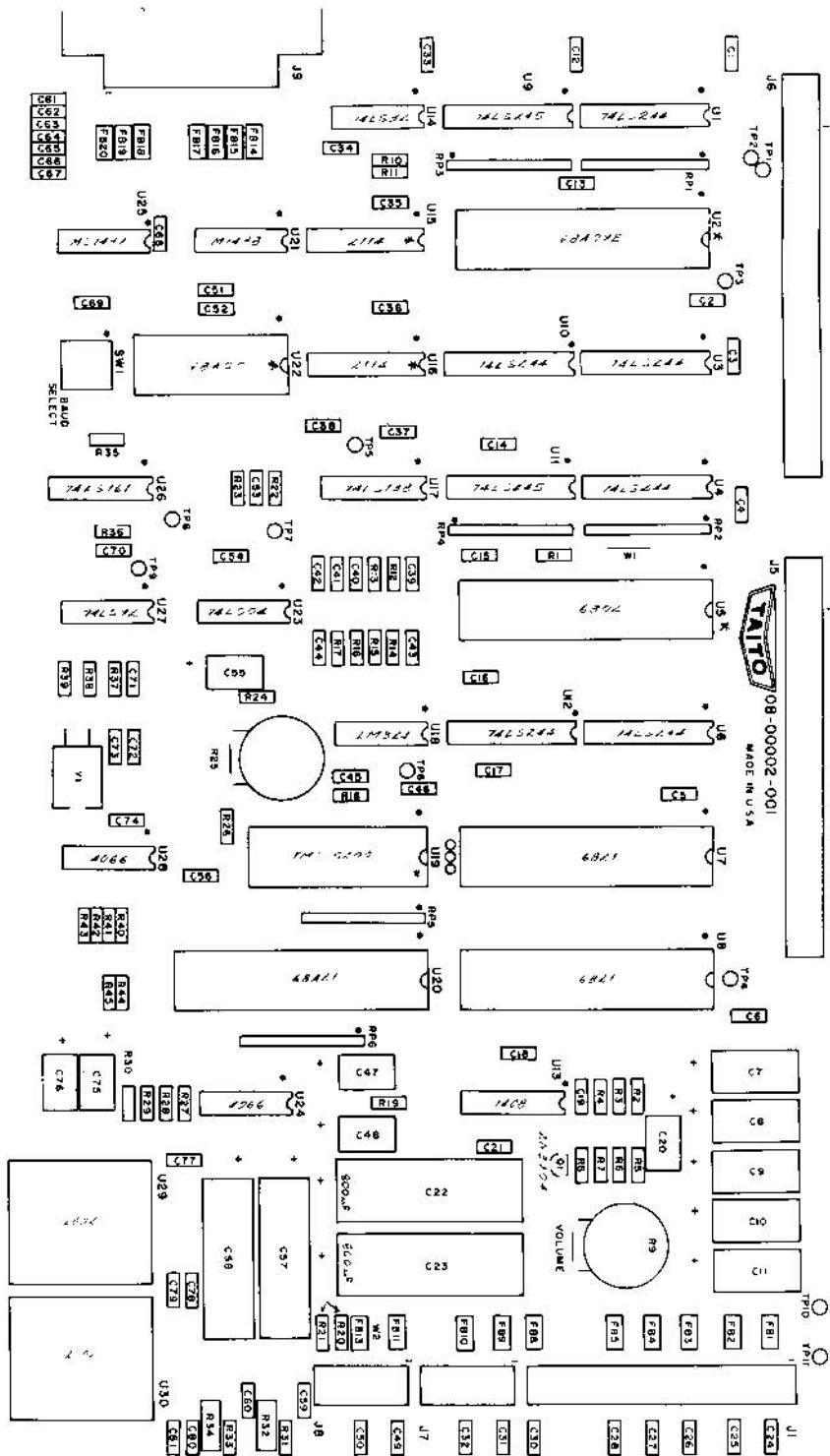
VIDEO PROCESSOR

FIGURE 10

TAITO PART NO.	DESCRIPTION	TAITO PART NO.	DESCRIPTION
U42 15-10001-001	RAM 16K x 1 Dynamic (4116)	U81 15-20157-001	Multiplexer Quad 2-Input (74LS157)
26-00001-016	Socket DIP 16 Pin for U42	U82 15-00002-001	Microprocessor 68A09E
U43 15-10001-001	RAM 16K x 1 Dynamic (4116)	26-00001-040	Socket DIP 40 Pin for U82
26-00001-016	Socket DIP 16 Pin for U43	U83 15-20244-001	Octal, Buffer (74LS244)
U44 15-10001-001	RAM 16K x 1 Dynamic (4116)	U84 15-20244-001	Octal, Buffer (74LS244)
26-00001-016	Socket DIP 16 Pin for U44	U85 15-10002-001	RAM 1K x 4 CMOS Static (6514)
U45 15-10001-001	RAM 16K x 1 Dynamic (4116)	26-00001-018	Socket DIP 18 Pin for U85
26-00001-016	Socket DIP 16 Pin for U45	U86 15-10002-001	RAM 1K x 4 CMOS Static (6514)
U46 15-10001-001	RAM 16K x 1 Dynamic (4116)	26-00001-018	Socket DIP 18 Pin for U86
26-00001-016	Socket DIP 16 Pin for U46	U87 15-20139-001	Decoder Dual 1 of 4 (74LS139)
U47 15-10001-001	RAM 16K x 1 Dynamic (4116)	U88 15-20032-001	Quad 2-Input or (74LS32)
26-00001-016	Socket DIP 16 Pin for U47	U89 15-20074-001	Flip Flop, Dual-D (74LS74)
U48 15-10001-001	RAM 16K x 1 Dynamic (4116)	U90 15-20004-001	Inverter, HEX (74LS04)
26-00001-016	Socket DIP 16 Pin for U48	U91 15-20374-001	Latch, Octal (74LS374)
U49 15-20032-001	Quad 2-Input or (74LS32)	U92 15-20374-001	Latch, Octal (74LS374)
U50 15-20086-001	Quad 2-Input Exclusive OR (74LS86)	U93 15-20374-001	Latch, Octal (74LS374)
U51 15-20086-001	Quad 2-Input Exclusive OR (74LS86)	U94 15-20374-001	Latch, Octal (74LS374)
U52 15-20153-001	Multiplexer, Dual 4-Input (74LS153)	U95 15-20299-001	Shift Register 8 Bit (74LS299)
U53 15-20153-001	Multiplexer, Dual 4-Input (74LS153)	U96 15-20299-001	Shift Register 8 Bit (74LS299)
U54 15-20153-001	Multiplexer, Dual 4-Input (74LS153)	U97 15-20244-001	Buffer, Octal (74LS244)
U55 15-20157-001	Multiplexer, Quad 2-Input (74LS157)	U98 15-20244-001	Buffer, Octal (74LS244)
U56 15-10008-001	RAM 1K x 4 HMOS Static (2148)	U99 15-20138-001	Decoder, 1 of 8 (74LS138)
26-00001-018	Socket DIP 18 Pin for U56	U100 15-40000-001	Quad 2-Input NOR (74C00)
U57 15-10008-001	RAM 1K x 4 HMOS Static (2148)	U101 15-20008-001	Quad 2-Input AND (74LS08)
26-00001-018	Socket DIP 18 Pin for U57	U102 15-20010-001	Triple 3-Input AND (74LS10)
U58 15-30017-001	Buffer/Driver, HEX (7417)	U103 15-20000-001	Quad 2-Input NAND (74LS00)
U59 15-10001-001	RAM 16K x 1 Dynamic (4116)	U104 15-20157-001	Multiplexer Quad 2-Input (74LS157)
U60 15-10001-001	RAM 16K x 1 Dynamic (4116)	U105 15-20299-001	Shift Register 8 Bit (74LS299)
U61 15-10001-001	RAM 16K x 1 Dynamic (4116)	U106 15-20299-001	Shift Register 8 Bit (74LS299)
U62 15-10001-001	RAM 16K x 1 Dynamic (4116)	U107 15-20299-001	Shift Register 8 Bit (74LS299)
U63 15-10001-001	RAM 16K x 1 Dynamic (4116)	U108 15-20299-001	Shift Register 8 Bit (74LS299)
U64 15-10001-001	RAM 16K x 1 Dynamic (4116)	U109 15-20299-001	Shift Register 8 Bit (74LS299)
U65 15-10001-001	RAM 16K x 1 Dynamic (4116)	U110 15-20299-001	Shift Register 8 Bit (74LS299)
U66 15-10001-001	RAM 16K x 1 Dynamic (4116)		
U67 15-20032-001	Quad 2-Input or (74LS32)		
U68 15-20244-001	Octal Buffer (74LS244)		
U69 15-20245-001	BUS Transciever, Octal (74LS245)		
U70 15-20374-001	Latch, Octal (74LS374)		
U71 15-20374-001	Latch, Octal (74LS374)		
U72 15-20374-001	Latch, Octal (74LS374)		
U73 15-20157-001	Multiplexer Quad 2-Input (74LS157)		
U74 15-20157-001	Multiplexer Quad 2-Input (74LS157)		
U75 15-20245-001	BUS Transciever, Octal (74LS245)		
U76 15-20273-001	Register 8 Bit (74LS273)		
U77 15-20373-001	Latch, Octal (74LS373)		
U78 15-20373-001	Latch, Octal (74LS373)		
U79 15-20373-001	Latch, Octal (74LS373)		
U80 15-20373-001	Latch, Octal (74LS373)		

DATA/SOUND PROCESSOR COMPONENT LAYOUT

FIGURE 11



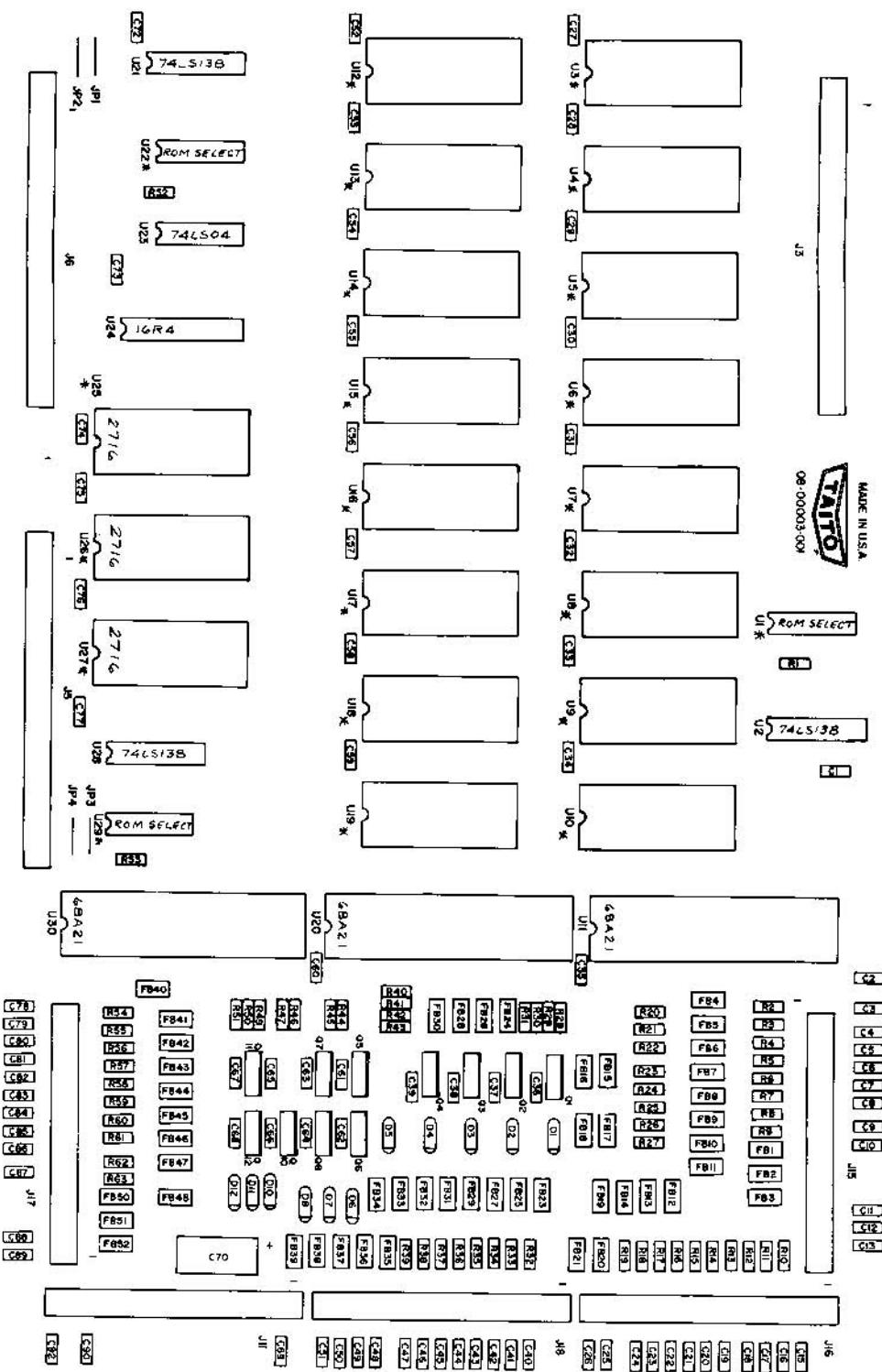
DATA/SOUND PROCESSOR

FIGURE 11

SYM	TAITO PART NO.	DESCRIPTION
U29	15-50002-001	Audio Amplifier (2002)
	30-00001-001	Heatsink to 220
U30	15-50002-001	Audio Amplifier (2002)
	30-00001-001	Heatsink to 220
SW1	29-00001-001	Switch, DIP 4 Pole
Y1	19-00002-001	Crystal 7.3728 MHZ
Q1	14-23904-001	Transistor NPN, Silicon 2N3904
J1	25-00002-004	Connector 14 PIN Locking
J5	25-00001-001	Connector Header 50 PIN
J6	25-00001-001	Connector Header 50 PIN
J7	25-00002-005	Connector 5 PIN Locking
J8	25-00002-005	Connector 5 PIN Locking
J9	25-00003-001	Connector RS232

ROM/I/O P.C. ASSEMBLY COMPONENT LAYOUT

FIGURE 12



ROM/I/O P.C. ASSEMBLY

FIGURE 12

ROM/I/O P.C. ASSEMBLY

FIGURE 12

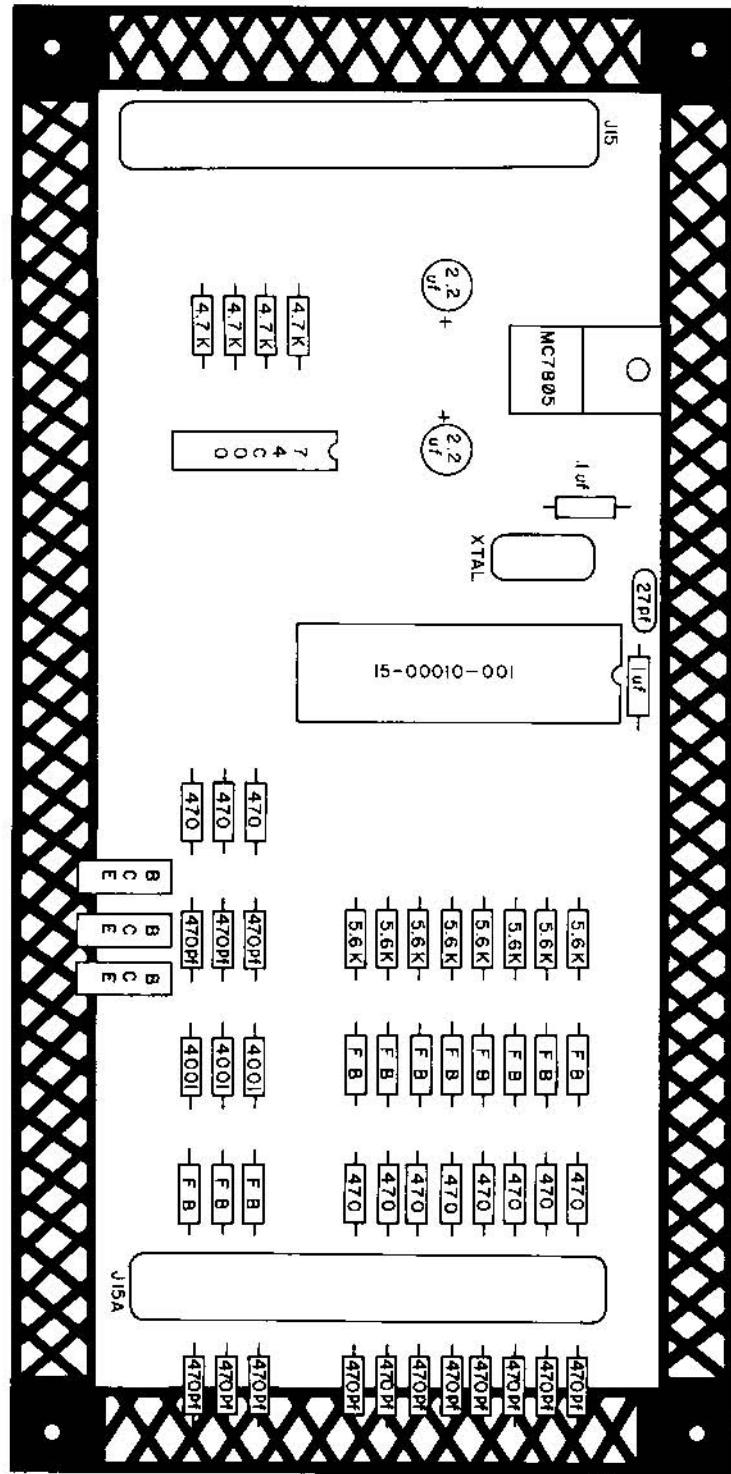
ROM/I/O P.C. ASSEMBLY

FIGURE 12

SYM	TAITO PART NO.	DESCRIPTION	SYM	TAITO PART NO.	DESCRIPTION
FB42	17-00001-001	Ferrite Bead	U6		E-PROM "SPACE DUNGEON"™
FB43	17-00001-001	Ferrite Bead		26-00001-024	Socket 24 Pin Dip for U6
FB44	17-00001-001	Ferrite Bead	U7		E-PROM "SPACE DUNGEON"™
FB45	17-00001-001	Ferrite Bead		26-00001-024	Socket 24 Pin Dip for U7
FB46	17-00001-001	Ferrite Bead	U8		E-PROM "SPACE DUNGEON"™
FB47	17-00001-001	Ferrite Bead		26-00001-024	Socket 24 Pin Dip for U8
FB48	17-00001-001	Ferrite Bead	U9		E-PROM "SPACE DUNGEON"™
FB49	17-00001-001	Ferrite Bead		26-00001-024	Socket 24 Pin Dip for U9
FB50	17-00001-001	Ferrite Bead	U10		E-PROM "SPACE DUNGEON"™
FB51	17-00001-001	Ferrite Bead		26-00001-024	Socket 24 Pin Dip for U10
FB52	17-00001-001	Ferrite Bead	U11	15-00004-001	Parallel I/O 68A21
FB53	17-00001-001	Ferrite Bead	U12		E-PROM "SPACE DUNGEON"™
D1	13-14001-001	Diode IN4001		26-00001-024	Socket 24 Pin Dip for U12
D2	13-14001-001	Diode IN4001	U13		E-PROM "SPACE DUNGEON"™
D3	13-14001-001	Diode IN4001		26-00001-024	Socket 24 Pin Dip for U13
D4	13-14001-001	Diode IN4001	U14		E-PROM "SPACE DUNGEON"™
D5	13-14001-001	Diode IN4001		26-00001-024	Socket 24 Pin Dip for U14
D6	13-14001-001	Diode IN4001	U15		E-PROM "SPACE DUNGEON"™
D7	13-14001-001	Diode IN4001		26-00001-024	Socket 24P Dip Used For E-PROM
D8	13-14001-001	Diode IN4001	U16		E-PROM "SPACE DUNGEON"™
D9	13-14001-001	Diode IN4001		26-00001-024	Socket 24 Pin Dip for U16
D10	13-14001-001	Diode IN4001	U17		E-PROM "SPACE DUNGEON"™
D11	13-14001-001	Diode IN4001		26-00001-024	Socket 24 Pin Dip for U17
D12	13-14001-001	Diode IN4001	U18		E-PROM "SPACE DUNGEON"™
Q1	14-00001-001	Transistor NPN Darlington TIP120		26-00001-024	Socket 24 Pin Dip for U18
Q2	14-00001-001	Transistor NPN Darlington TIP120	U19		E-PROM "SPACE DUNGEON"™
Q3	14-00001-001	Transistor NPN Darlington TIP120		26-00001-024	Socket 24 Pin Dip for U19
Q4	14-00001-001	Transistor NPN Darlington TIP120	U20	15-00004-001	Parallel I/O 68A21
Q5	14-00001-001	Transistor NPN Darlington TIP120	U21	15-20138-001	Decoder 1 of 8 (138)
Q6	14-00001-001	Transistor NPN Darlington TIP120	U22	26-00002-016	ROM Select
Q7	14-00001-001	Transistor NPN Darlington TIP120		26-00001-014	Socket 24P Dip for U22
Q8	14-00001-001	Transistor NPN Darlington TIP120	U23	15-20004-001	Inverter, HEX (74LS04)
Q9		Not Used	U24		Not Used
Q10	14-00001-001	Transistor NPN Darlington TIP120	U25		Not Used
Q11	14-00001-001	Transistor NPN Darlington TIP120	U26		Not Used
Q12	14-00001-001	Transistor NPN Darlington TIP120	U27		E-PROM "SPACE DUNGEON"™
U1	26-00002-016	ROM Select		26-00001-014	Socket 14P Dip for U27
	26-00001-014	Socket 14P Dip, for U1	U28	15-20138-001	Decoder 1 of 8 (138)
U2	15-20138-001	Decoder 1 of 8 (138)	U29		ROM Select
U3		E-PROM "SPACE DUNGEON"™		26-00001-014	Socket 14P Dip Used For ROM Select
	26-00001-024	Socket 24 Pin Dip for U3	U30	15-00004-001	Parallel I/O 6821
U4		E-PROM "SPACE DUNGEON"™	J3	25-00001-001	Connector Header 50PIN
	26-00001-024	Socket 24 Pin Dip for U4	J5	25-00001-001	Connector Header 50PIN
U5		E-PROM "SPACE DUNGEON"™	J6	25-00001-001	Connector Header 50PIN
	26-00001-024	Socket 24 Pin Dip for U5	J11	25-00002-014	Connector 14 Pin Header .156 Center
			J15	25-00002-014	Connector 14 Pin Header .156 Center
			J16	25-00002-014	Connector 14 Pin Header .156 Center
			J17	25-00002-014	Connector 14 Pin Header .156 Center

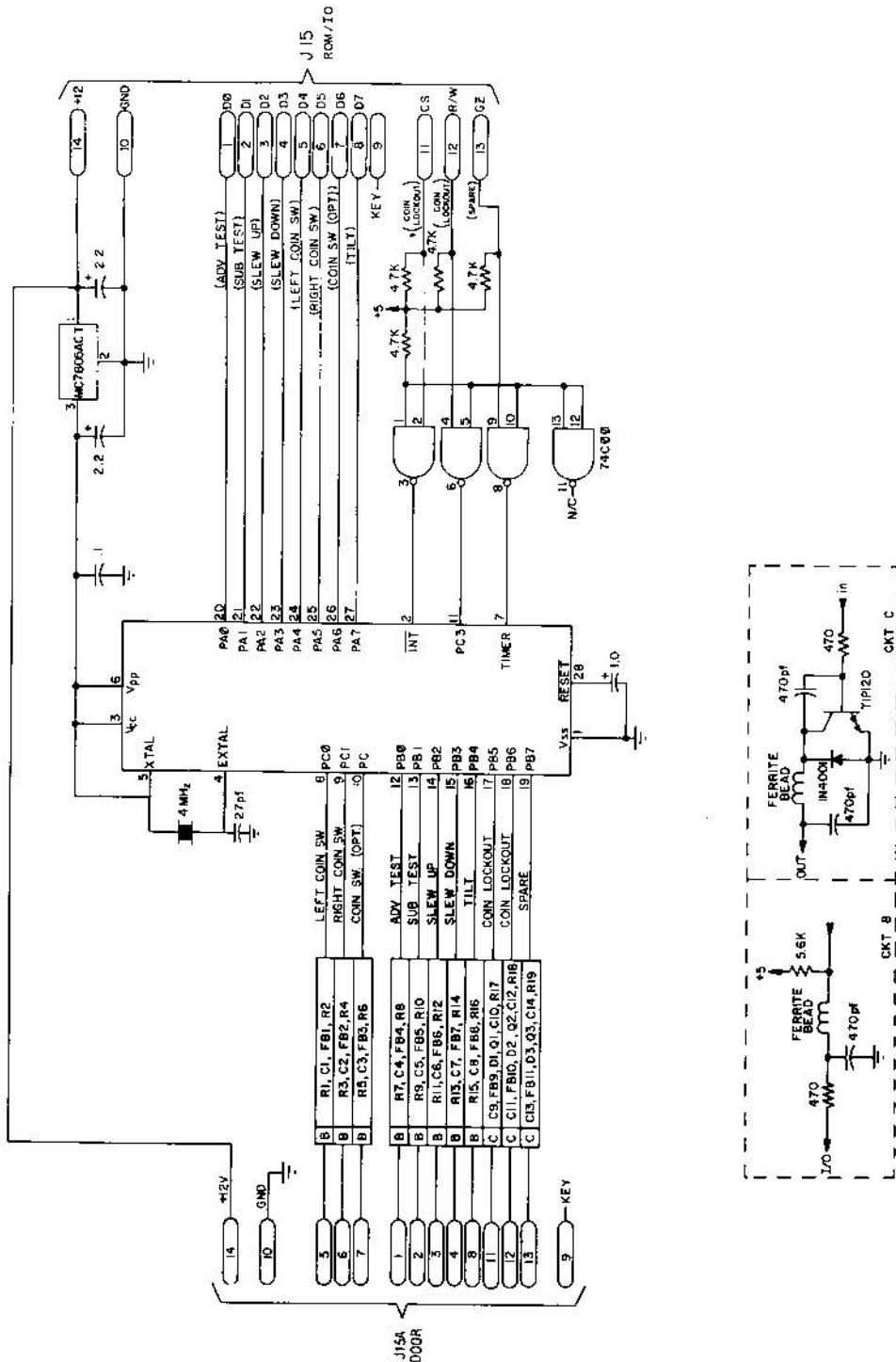
COIN PROCESSOR BOARD LAYOUT

FIGURE 13



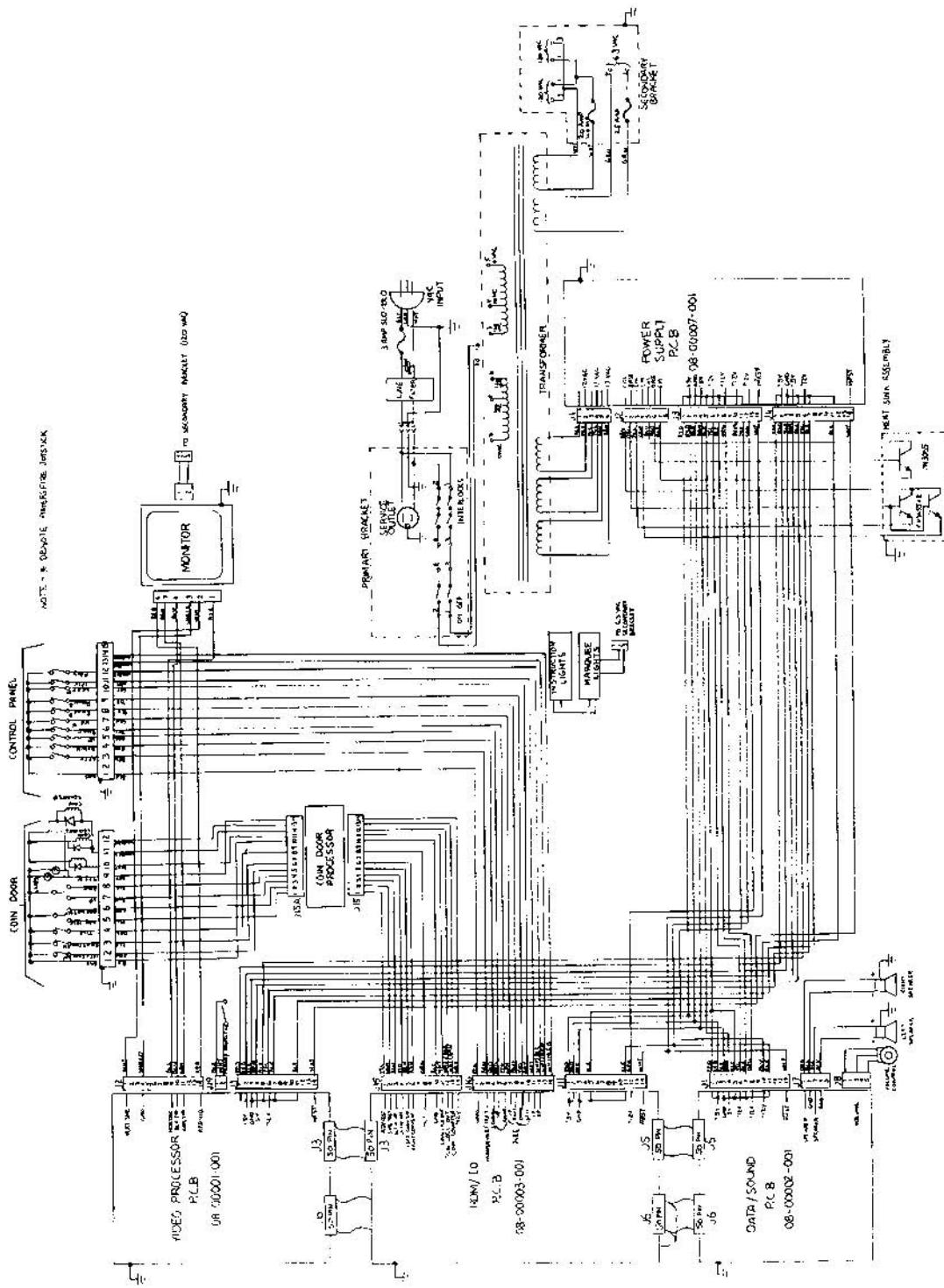
COIN PROCESSOR BOARD SCHEMATIC

FIGURE 14



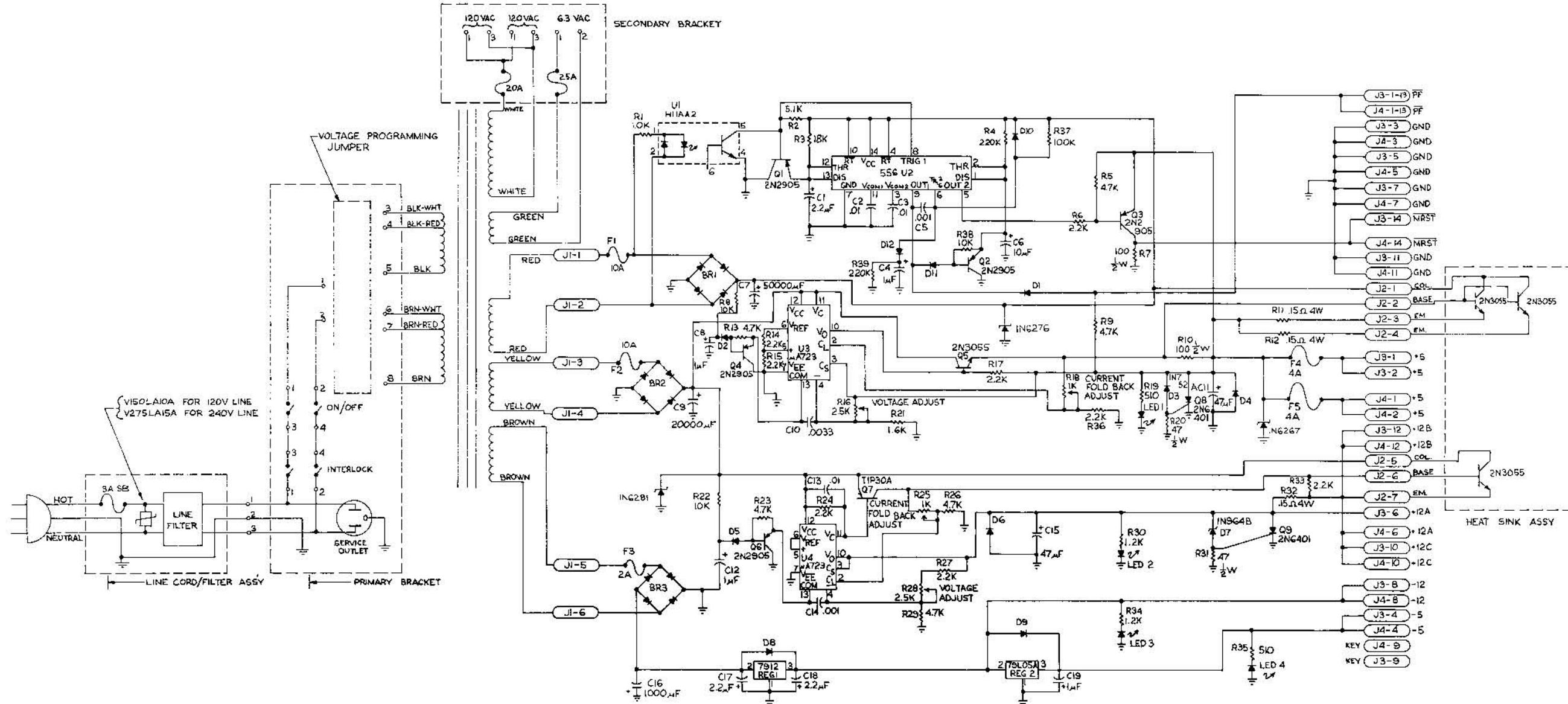
WIRING DIAGRAM

FIGURE 15



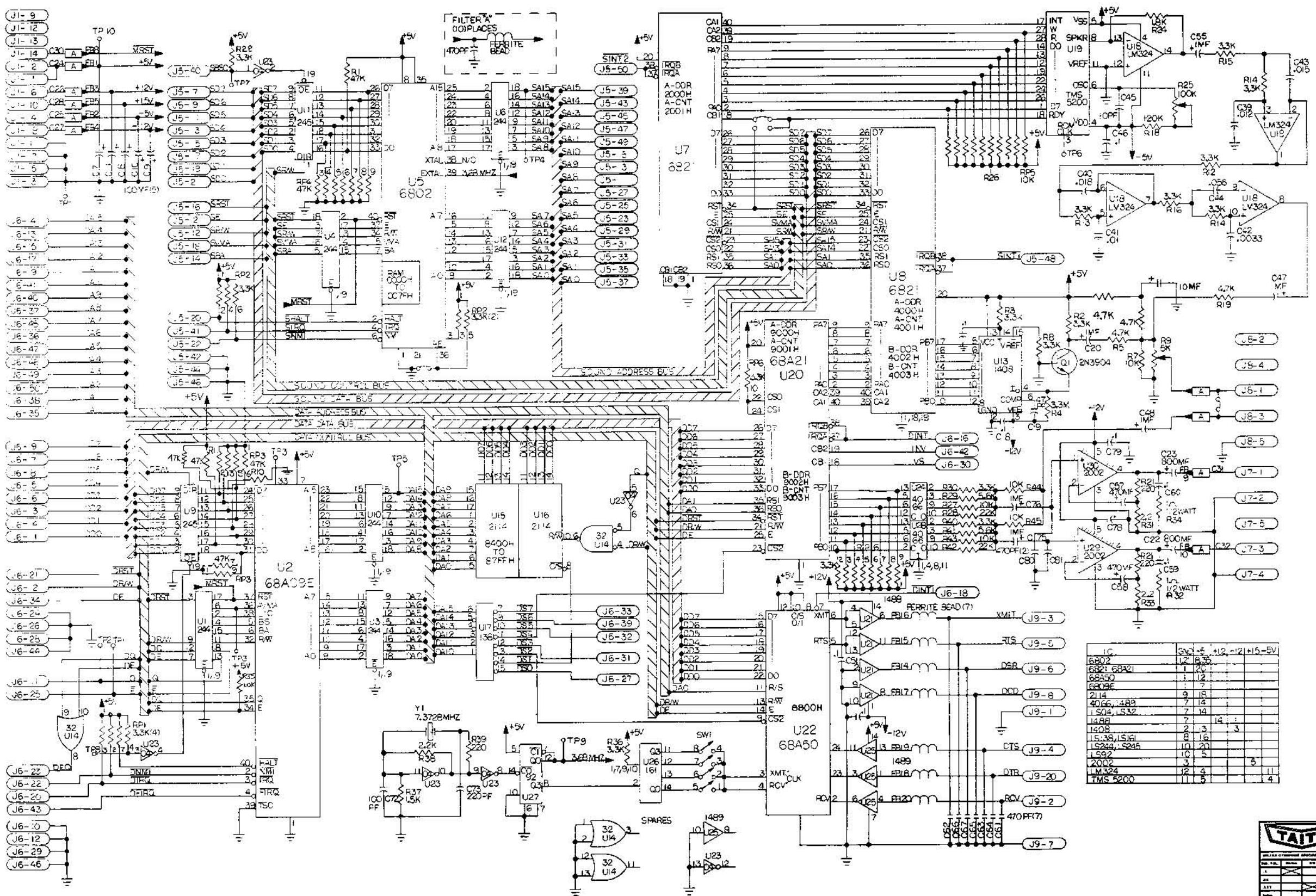
POWER SUPPLY SCHEMATIC

FIGURE 12



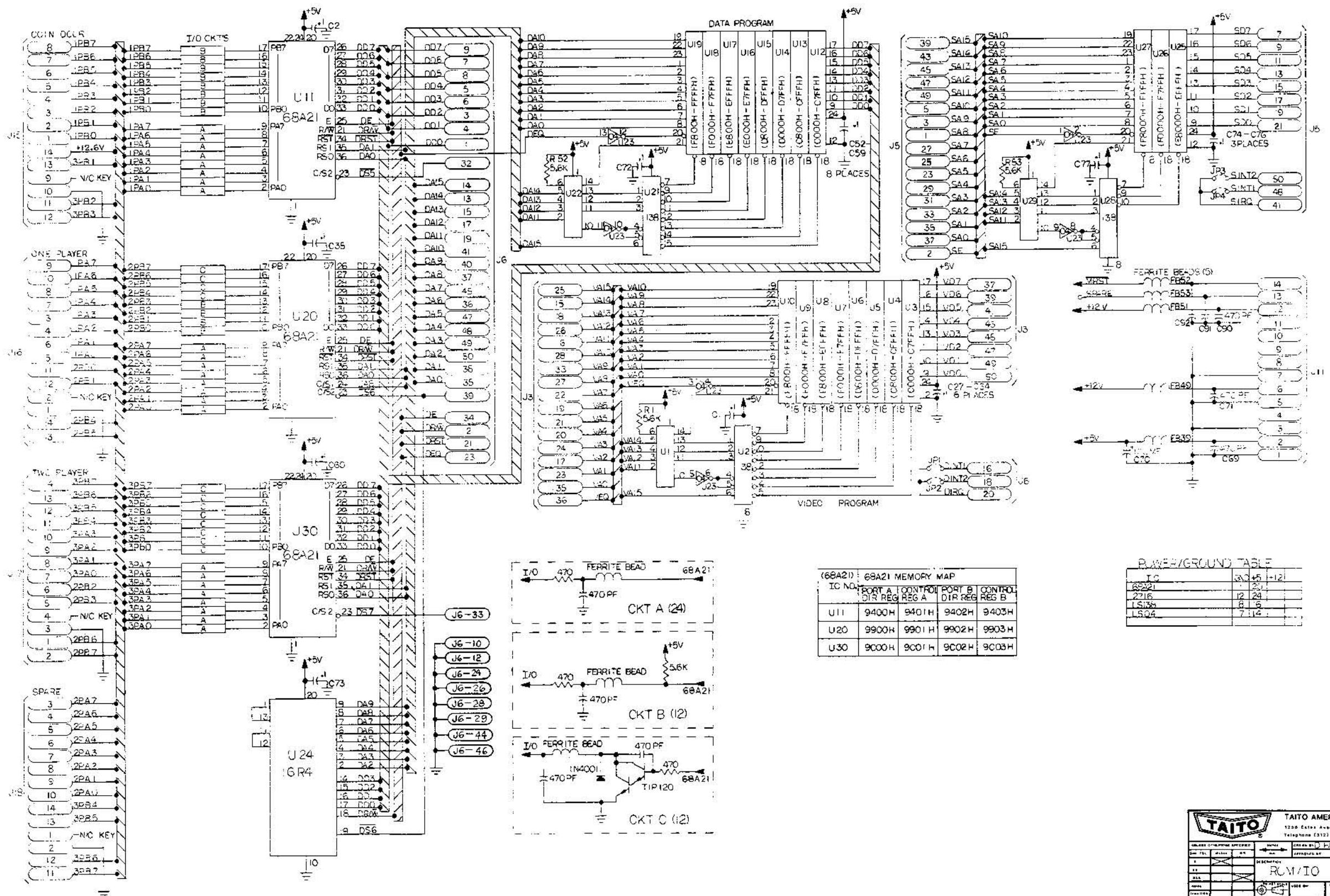
DATA/SOUND PROCESSOR SCHEMATIC

FIGURE 15



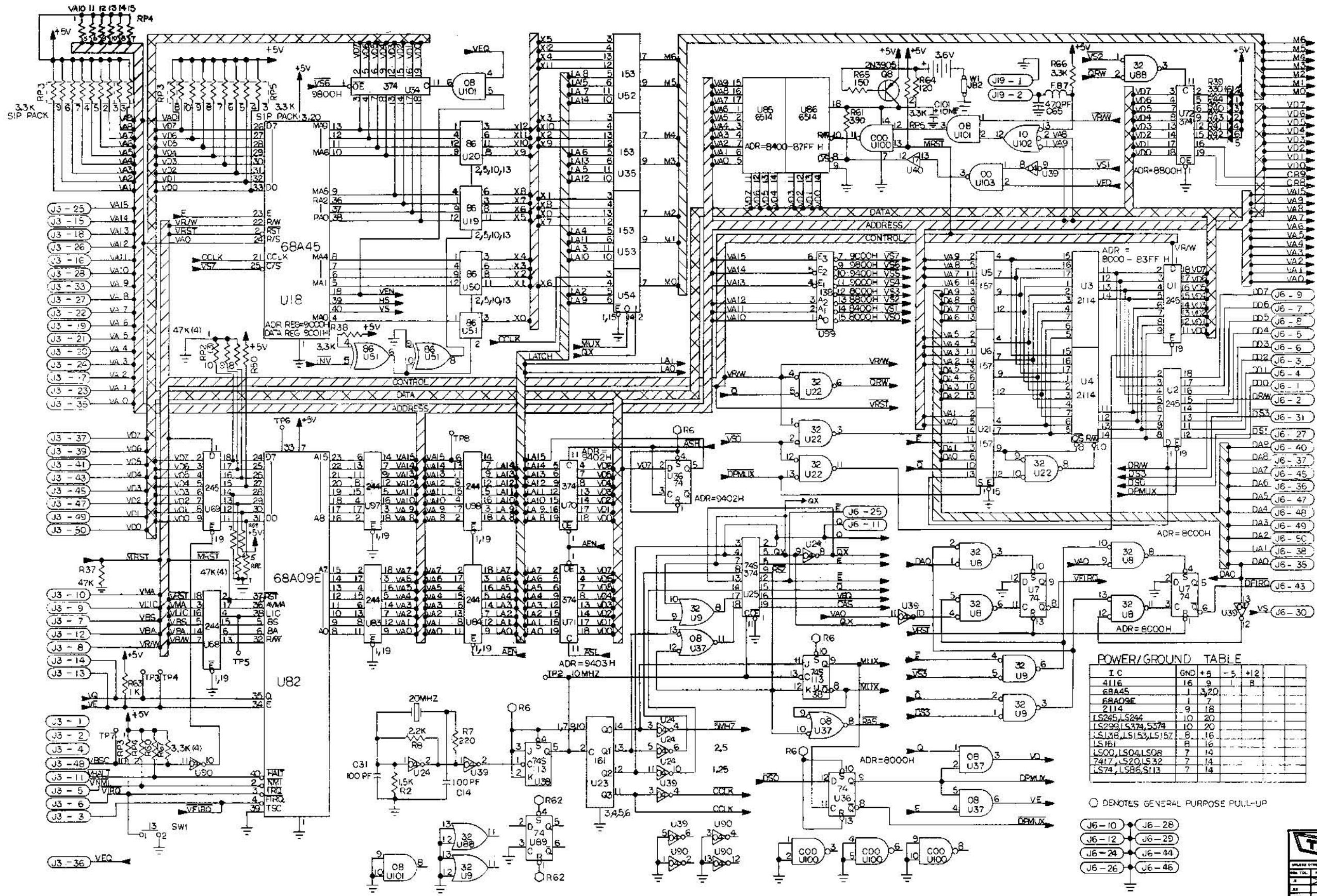
ROM I/O SCHEMATIC

FIGURE 16



VIDEO PROCESSOR SCHEMATIC 1 OF 2

FIGURE 13



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REVISIONS

TAITO		TAITO AMERICA CORPORATION	
1265 Estes Avenue, Elk Grove Village, IL 60007		Telephone (312) 881-1000 Telex 25-5280	
DRAWN BY D HUGHES DATE 2/21/82		SCALE 1:1	
APPROVED BY		REVISIONS	
DESIGNER SIGNATURE		DRAWING NUMBER D-32-00001	

- DENOTES GENERAL PURPOSE PULL-UP
- J6-10 J6-28
- J6-12 J6-29
- J6-24 J6-44
- J6-26 J6-46

VIDEO PROCESSOR SCHEMATIC 2 OF 2

FIGURE 14

