# Big Event Golf™

# TAITO AMERICA CORPORATION

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# POWER SUPPLY

# WARNING WARNING WARNING WARNING WARNING

THE POWER SUPPLY REQUIREMENTS FOR THIS CONVERSION FROM YOUR OLD GAME MUST BE CAPABLE OF +5 VDC REGULATED AT 6A; +12 VDC REGULATED AT 1A AND -5 VDC AT 1/2A. THESE OPERATING VOLTAGES ARE NECESSARY FOR YOUR KIT.

GAMES SUCH AS "PACMAN" AND "GALAGA" USE A POWER SUPPLY DIRECTLY ON THEIR PC BOARD ASSEMBLY:

THEREFORE THE VOLTAGE GOING DIRECTLY INTO THE PC BOARD ASSEMBLY IS 110 VOLTS!

!!!!!UNDER NO CIRCUMSTANCES DIRECTLY CONNECT ANY HARNESS OF THIS TYPE INTO THE NEW BOARD SET WITHOUT MAKING NECESSARY CHANGES TO OVERCOME ANY BOARD FAILURES!!!!

# IMPORTANT F.C.C. WARNING

#### WARNING

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

#### GAME INSTRUCTIONS

Welcome to Taito America Corporation's \*Big Event Golf\*TM. This challenging 18 hole golf course has excellent graphics and provides the realism of an actual golf course.

Simply trying to get the ball in the cup is not the only obstacle you'll encounter. The course has sand traps, water traps and wind that will make your day at the course a real challenge.

Clubs for each shot are selected automatically by the game for the beginner. For the expert the "Club Select" button will allow you to improve on your shot.

One coin placed in the game will allow you to play three holes. Bonus holes are awarded for getting "par" or better. The player can only play the front 9 holes (no matter how many bonus holes are won) and will be asked to "continue" to play the back 9.

Or the player can insert 5 coins to guarantee a complete 9 hole round thus making the game actually two games in one. The game always ends after the 18th hole (no matter how many bonus holes are won).

A timer insures that the player will tee-off promptly. If the player goes twice par, he must give up the hole.

An inset map on the video screen always tracks the path of the ball and player's location on each hole.

Grain of the putting green, wind direction and speed are also illustrated on the monitor.

\*Big Event Golf\*\*TM is the best, most challenging golf course that provides realism not seen on any other golf game.

This manual will guide you in the conversion of your color monitor upright video game into a \*Big Event Golf\*TM game. We urge you to read through the instructions before beginning the conversion.

#### WARNINGS AND NOTICES

For safety and reliability, Taito America Corporation does not recommend or authorize any substitute parts or modifications of Taito America Corporation equipment.

Use of non-Taito America parts and modifications of game circuitry may adversely affect game performance and safety.

Substitute parts or equipment modifications may void FCC acceptance.

Since Big Event Golf I is protected by Federal copyright, trademark and patent laws, unauthorized versions of this game are illegal under Federal Law. This also applies to unauthorized facsimiles of Taito America equipment, logos, designs, publications, assemblies and games (or features not deemed to be in the public domain) whether manufactured with Taito America components or not.

#### NOTICE

Parts salvaged from your old game are required to complete your kit. These salvaged parts MUST operate perfectly, or the converted game can not perform properly or safely. Always repair circuit board malfunctions and cabinet damage before conversion is attempted.

Check the parts supplied in this kit against the parts list included in this manual.

#### CAUTION

For safe operation it is recommended the game be grounded. This game should be 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. Do not use an adapter plug to defeat the ground pin on the power cord.

#### NOTICE

This kit is not intended for use with X-Y monitors. Suitable monitors are the horizontal or vertical raster-scan with inputs for red, green and blue video as well as negative sync. (These should be compatible with TTL logic levels.)

Note: "Big Event Golf" TM uses a vertical monitor.

#### NOTICE

Be sure the power supply from your old game is capable of +5 vdc regulated at 6A; +12 vdc regulated at 1A and -5 vdc at 1/2A. These operating voltages are necessary for your kit. Please note the enclosed warning with the PC Board Assembly.

# TAITO AMERICA CORPORATION KIT PARTS PROVIDED

- 1-"Big Event Golf"TM PC BOARD ASSEMBLY
- 1-TRACKBALL ASSEMBLY
- 1-Big Event Golf"TM CONTROL PANEL OVERLAY
- 1-Big Event Golf MONITOR COVER PLEXIGLASS
- 1-"Big Event Golf"TM MARQUEE
- 1-WIRING HARNESS
- 1-INSTRUCTION CARD WITH REMOVABLE CONTROL STICKERS
- 1-"CLUB SELECT" BUTTON
- 1-FCC CAGE
- 2-PCB MOUNTING BLOCKS

# TOOLS AND SUPPLIES REQUIRED

SCREWDRIVER
WIRE CUTTERS
ELECTRIC DRILL WITH BITS
DRILL PRESS RECOMMENDED
SOLDERING IRON AND SOLDER
PLIERS
PHILLIPS SCREWDRIVER
HEX DRIVER
180-GRIT SANDPAPER
GREASE PENCIL OR MARKER
X-ACTO KNIFE
HACKSAW, JIGSAW OR TABLESAW W/CARBIDE-TIPPED BLADE
ELECTRICAL TAPE OR HEAT-SHRINK TUBING

All games require a certain amount of maintenance to keep in good condition. A periodic check of mechanical controls would be beneficial to guarantee your game will be profitable.

#### GAME PREPARATION

#### CLEANING

The exterior of the game, all metal parts and all plastic parts can be cleaned with non-abrasive cleaner. Caution should be used when cleaning the plastic. A dry cloth can cause scratches and result in a foggy worn appearance. Plexiglass cleaner on a soft cloth is suggested to maintain and keep your monitor crt cover looking new.

#### CABINET

Inspect your cabinet for any gouges or items stuck on the cabinet like chewing gum. Remove all foreign objects and fill in the gouges with any type of quick hardening wood putty. Sand to ensure the surface is smooth. Wipe the outside of the old cabinet clean. Remember the reason you are converting your old game is to have the earnings of a new game. Making your game look like a new game will increase your earnings and spark player-interest.

#### NOTICE

Please make sure you clean and lubricate the coin mechanisms. It is important that you service them in order for this game to achieve the maximum possible earnings.

# CONVERSION INSTRUCTIONS

Remove the new \*Big Event Golf\*\*TM marquee from the kit. This new marquee provided with your kit is specifically designed for ease of handling. Place and center the old marquee on top of the new marquee. Place masking tape on the area where you intend to cut the new marquee. Using an x-acto knife score the new marquee and simply break at this score. If your old marquee is made of glass, remove the paint of the old marquee and attach the new marquee behind this glass. If your old marquee is made of plexiglass, it is recommended that new clear plexiglass be used to best provide the brilliance of your new marquee.

Remove the new \*Big Event Golf\*\*TM monitor plexiglass from the kit. Place the center of the old monitor glass on top of the new monitor plexiglass. Place masking tape on the area where you intend to cut the new plexiglass. With your grease pencil draw a straight line to use as a cutting guide. Using the hacksaw or jigsaw cut the plexiglass down to size.

#### CONTROL PANEL

Remove the old control panel buttons or joysticks. Clean and sand smooth any imperfections on the existing lexan material.

Place the template provided in this manual on the control panel to design the best possible positioning for your buttons, trackball assembly and control panel instructions.

Leave your 1 and 2 player start buttons where they are on the old control panel. (Use the enclosed 1 and 2 player stickers if needed.) Drill holes as needed for installation of the trackball assembly and other buttons.

Using the trackball assembly drilling template included in this manual select where to best place the trackball assembly. It is suggested that the assembly be centered on the control panel.

Please note the correct placement of the trackball assembly to insure proper operation of game. As noted on the drilling template it is best to drill a  $2\ 1/4$  hole. The trackball assembly should fit into the control panel with the black (1/16) lip flush with the top of the control panel. Clean any burrs from around holes. Any hole that is no longer needed we suggest plugging with wood, putty or epoxy.

Remove any soil and/or grime from the front of the old control panel lexan.

Cut the new "Big Event Golf" lexan to the appropriate size needed to cover the panel. If possible, leave enough lexan to wrap a small lip around the top and bottom of the panel.

Remove the backing from the \*Big Event Golf\*TM lexan and apply it over the old control panel being careful to avoid air pockets.

After the lexan is securely on, with an x-acto knife or razor blade cut the holes on the control panel. Install the new joystick, buttons and any hardware that might have been removed on the control panel and tighten them down.

Attach the additional sticker marked "Club Select" to the control panel.

#### ADDITIONAL GAME PLAY INSTRUCTIONS

Your new monitor plexiglass has instructions on it. If when installing the new monitor plexiglass it becomes necessary to cut through the instructions, place the additional set of instructions on the monitor plexiglass.

#### WIRING PROCEDURES

#### INSTALLING INTERBOARD WIRING

This game comes with a color-coded 3 connector cable for easy installation. Refer to the wiring diagram in this manual for quick connections.

Disconnect the old wiring harness from the old CPU board.

Carefully remove old circuitboards and FCC cages from the game.

Using the schematic drawings from your old game, carefully note the function of each wire.

Leaving several inches of wire from the old wiring harness at each connector, cut the wires near the game's coin door, monitor, control panel, power supply and speaker wires. Install the new wiring harness to those points following your wiring diagram. Use electrical tape or heat-shrink tubing to insulate all splices.

Install your FCC cage where the old board set was.

#### \*\*\*\*\*SPECIAL NOTICE\*\*\*\*

The "SOUND" board of the PCB assembly is not attached to the "CPU" board. Carefully remove the SOUND board from its package. Align the pins of the CPU board connector located near the "G" connector with the connector of the SOUND board and insert. Carefully align the 4 stand-offs on the CPU board with the corresponding holes on the SOUND board and insert.

Mount the \*Big Event Golf\*TM PCB assembly with the mounting blocks provided in the center of the FCC cage. Plug the wiring harness onto the PCB and close the cage securely.

If your game has seriespass transistors for the power supply on a separate heatsink, remount the metal heatsink beside the power supply board.

Check and clean the input jack on the power supply board. Replace any burned or damaged pins.

# GAME PLAY AND DIP SWITCH SETTINGS

\*Big Event Golf\*TM has been designed with dip switches for operator-adjustable features for maximum earnings in your location. Using the dip switch chart provided in this manual will allow you to customize the game for your location.

If done properly your game should look new. The conversion is complete.

WE APPRECIATE YOUR PURCHASE OF TAITO AMERICA'S "BIG

EVENT GOLF"TM KIT AND SINCERELY HOPE THAT THE GAME PROVIDES

MANY HOURS OF CONTINUED EARNINGS AND ENJOYMENT FOR YOU

AND YOUR PLAYERS.

PLEASE LOOK TO TAITO AMERICA CORPORATION TO ALWAYS

PROVIDE THE VERY BEST IN VIDEO ENTERTAINMENT FOR YOU!

# BIG EVENT GOLFTM KIT CONNECTOR DIAGRAM

SCOUND	GROUND	FUNCTION	COLOR	Ī			COLO	2	FUNCTION
VIDEO GRD					1	A			
VIDEO GREEN   GRN	VIDEO GREEN   GRN   3   C   ELU			ì	2				
VIDEO SYNC.   WHT	VIDEO SYNC.   WHT			1					
SQUND (+) CRG   5   E   BLK/WHT   SQUND (-)  KEY	SOUND (+)   ORG			<u>_</u>			<u> </u>		<u> </u>
REY	REY			<u></u>			Dr 17 /2:77:09	, ,	COMMO (-)
			LORG	<del>!</del>			BLK/MHT		
COIN SWITCH BRN	COIN SWITCH BRN	KEY							KEY
COIN METER   GRN   9	COIN METER   GRN   9   K		<u> </u>		7 1	<u> </u>	<u> </u>		4
COIN METER   GRN   9   K	COIN METER	COIN SWITCH	BRN		8	J			
10			LGRN	1	9 1	K	1		
SERVICE SW. YEL	SERVICE SW. YEL				10 1				
SELECT 1P   GRY/WHT	SELECT 1P   GRY/WHT	CERTIFICE CM	IVET			M	<u> </u>	,	
BALL UP ORG/WHT 13 P	BALL UP   ORG/WHT   13   P				نـــــــــــــــــــــــــــــــــــــ		Dr II /WIII		CETECH 2D
BALL DOWN RED/WHT 14 R BALL RIGHT YEL/WHT 15 S BALL LEFT BRN/WHT 15 S BALL LEFT BRN/WHT 16 T    18 V	BALL DOWN RED/WHT 14 R BALL RIGHT YEL/WHT 15 S BALL LEFT BRN/WHT 15 S BALL LEFT BRN/WHT 16 T    17 U						BLUZ WAT		SELECT AP
BALL RIGHT         YEL/WHT         15         S           BALL LEFT         BRN/WHT         16         T           138         V         V         V           19         W         W         V           CLUB SELECT         VIO/WHT         21         Y           PARTS SIDE         PIN NO.         SOLDER SIDE           FUNCTION         COLOR         COLOR         FUNCTION           GROUND         * BLK         * 1         A         BLK         * IGROUND           BALK         * 1         A         BLK         * IGROUND         * IGROUND           **         * 4         D         * IGROUND	BALL RIGHT   YEL/WHT   15   S							يصنص	
BALL LEFT   BRN/WHT   16   T	BALL LEFT   BRN/WHT   16   T			l					
17	17   U	BALL RIGHT	YEL/WHT	$\perp$	_15	· S	(é		
17   U	17   U     18   V	BALL LEFT	BRN/WHT	1	16	T	l		£7 <sup>1</sup>
18    V	18   V		1	1	17	U	*	ć ,	2.4
19   W	19   W		1	1	10 1		1		See Sugar S
			<u> </u>	<u>_</u>			1 1/2		
PARTS SIDE		<del>`</del>	<u> </u>						
PARTS SIDE   PIN NO   SOLDER SIDE	PARTS SIDE   PIN NO.   SOLDER SIDE    PUNCTION   COLOR     COLOR   FUNCTION    GROUND *   BLK * 1   A   BLK *   GROUND		1				<u> </u>		•
PARTS SIDE   PIN NO.   SOLDER SIDE    PUNCTION   COLOR   COLOR   FUNCTION    GROUND *   BLK * 1   A   BLK *   GROUND	PARTS SIDE   PIN NO.   SOLDER SIDE  FUNCTION   COLOR   COLOR   FUNCTION  GROUND * BLK * 1   A   BLK *   GROUND	CLUB SELECT	VIO/WHT	1		<u> Y .</u>	<u> </u>		
FUNCTION   COLOR   COLOR   FUNCTION   GROUND	FUNCTION   COLOR   COLOR   FUNCTION  GROUND *   BLK *   1   A   BLK *   GROUND		1	1	22	Z			
	2   B			!					
	3   C	GROUND	TBLK				I BI'K		GROUND
							<u> </u>		
					3	C			
KEY				1	4	ם	1		<u> </u>
KEY			1	1	5	F	1		1
			1	I	6	무	1		1
9   K	9   K	777							
19   L	10   L	KEY			7	H			  KEY
		KEY			7 8	H J			  KEY
	12   N	KEY			7 8 9	H J K			  KEY 
	13   P	KEY			7 8 9	H J K L			  KEY   
		REY			7 8 9	H J K L			  KEY     
		REY			7 8 9	H J K L M			  KEY     
	15   S	KEY			7 8 9 10 11 12	H J K L L M			  KEY       
16   T	16   T	KEY			7 8 9 10 11 12 13	H J K L M N			  KEY         
17   U	17   U	REY			7 8 9 10 11 12 13 14	H J K L L M N I N			  KEY             
+5 VOLTS * RED * 18   V   RED * 1+5 VOLTS    PARTS SIDE   PIN    GROUND * BLK * 1   BLK-BLACK WHT-WHITE       2   BLU-BLUE   BRN-BROWN     GROUND * BLK * 3   ORG-ORANGE   YEL-YELLOW       4   GRN-GREEN   VIO-VIOLET     +5 VOLTS * RED * 5   GRY-GRAY   RED-RED     +5 VOLTS * RED * 7     -5 VOLTS * BRN * 8     +12 VOLTS * YEL * 9    KEY   10     +12 VOLTS * YEL * 11	+5 VOLTS	KEY			7 8 9 10 11 12 13 14 15	H J K L M N I N I P			
PARTS SIDE   PIN   GROUND * BLK *  1   BLK-BLACK WHT-WHITE   BROWN   B	PARTS SIDE   PIN   GROUND * BLK *  1   BLK-BLACK WHT-WHITE   BROWN   B	KEY			7 8 9 10 11 12 13 14 15 16	H J K L M N I P I R I S			
GROUND * BLK *  1   BLK-BLACK WHT-WHITE	GROUND * BLK *  1   BLK-BLACK WHT-WHITE	KEY			7 8 9 10 11 12 13 14 15 16 17	H J K L L M N I P I R I S I T			
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GROUND * BLK *  1   BLK-BLACK WHT-WHITE	GROUND * BLK *  1   BLK-BLACK WHT-WHITE			*	7 8 9 10 11 12 13 14 15 16 17	H J K L L M N I P I R I S I T			
2   BLU-BLUE BRN-BROWN   GROUND *   BLK	2     BLU-BLUE   BRN-BROWN	+5 VOLTS	I I I I I I I I I I I I I I I I I I I	*	7 8 9 10 11 12 13 14 15 16 17 18	H			
GROUND *   BLK *   3   ORG-ORANGE YEL-YELLOW   4   GRN-GREEN VIO-VIOLET   +5 VOLTS *   RED *   5   GRY-GRAY RED-RED     6   +5 VOLTS *   RED *   7   -5 VOLTS *   BRN *   8   +12 VOLTS *   YEL *   9  KEY   10   +12 VOLTS *   YEL *   11	GROUND *   BLK *   3   ORG-ORANGE YEL-YELLOW   4   GRN-GREEN VIO-VIOLET   5   VOLTS *   RED *   5   GRY-GRAY   RED-RED     6	+5 VOLTS PARTS			7 8 9 10 11 12 13 14 15 16 17 18	H L L L L N L N L N L N L N L N L N L N L N L N L N L N L N L N N L N N N N N N N N N N N N N			
		+5 VOLTS PARTS			7 8 9 10 11 12 13 14 15 16 17 18	H L J L L L L N L P L R L L U L V L L L L L L L L L L L L L L L	K-BLACK	WHT	L L L L L L L L L L L L L L L L L L L
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+5 VOLTS *   RED	+5 VOLTS * RED *  7   -5 VOLTS * BRN *  8   +12 VOLTS * YEL *  9  KEY  10   +12 VOLTS * YEL *  11	+5 VOLTS PARTS GROUND	I I I I I I I I I I I I I I I I I I I	*	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L
-5 VOLTS * BRN *  8   +12 VOLTS * YEL *  9   KEY  10   +12 VOLTS * YEL *  11	-5 VOLTS * BRN *  8   +12 VOLTS * YEL *  9   KEY  10   +12 VOLTS * YEL *  11	+5 VOLTS PARTS GROUND	I I I I I I I I I I I I I I I I I I I	*	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3 4 5	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L
+12 VOLTS *   YEL *   9	+12	+5 VOLTS  PARTS GROUND  GROUND  +5 VOLTS	S SIDE B BLK B BLK B RED	*	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3 4 5 6	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L
KEY   10    +12 VOLTS	KEY  10    +12 VOLTS * YEL	+5 VOLTS  PARTS GROUND  GROUND  +5 VOLTS		*	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3 4 5 6 7	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L
+12 VOLTS *   YEL	+12 VOLTS *   YEL	+5 VOLTS  PARTS GROUND  GROUND  +5 VOLTS  +5 VOLTS  -5 VOLTS		* *	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3 4 5 6 7 8	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L
		+5 VOLTS  PARTS GROUND  GROUND  +5 VOLTS  +5 VOLTS  -5 VOLTS  +12 VOLTS	I I I I I I I I I I I I I I I I I I I	* *	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3 4 5 6 7 8 9	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L
		+5 VOLTS  PARTS GROUND  GROUND  +5 VOLTS  +5 VOLTS  -5 VOLTS  +12 VOLTS	I I I I I I I I I I I I I I I I I I I	**************************************	7 8 9 10 11 12 13 14 15 16 17 18 PIN 1 2 3 4 5 6 7 8 9	H J J K L L L M N I P I R L S I T I U I V I L BL L GR	K-BLACK U-BLUE G-ORANGE N-GREEN	WHT BRN YEL VIO	L L L L L L L L L L L L L L L L L L L

<sup>\*\*</sup> DENOTES 18 GAUGE WIRE. ALL OTHERS WILL BE 22 GAUGE WIRE.

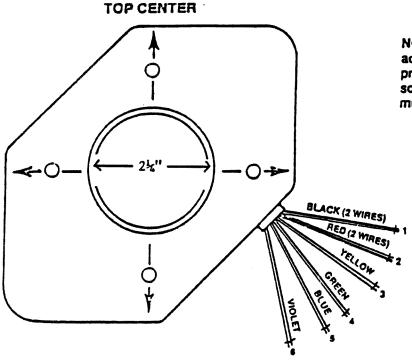
#### ISSUE A

# TRACK BALL ASSEMBLY

# WIRING FROM TRACK BALL AS FOLLOWS:

- 2 RED WIRES TO +5V
- 2 BLK WIRES TO GROUND
- 1 YEL WIRE TO POSITION 16 (BRN/WHT) ON "G" CONNECTOR
- 1 GRN WIRE TO POSITION 15 (YEL/WHT) ON "G" CONNECTOR
- 1 BLU WIRE TO POSITION 13 (ORG/WHT) ON "G" CONNECTOR
- 1 VIO WIRE TO POSITION 14 (RED/WHT) ON "G" CONNECTOR

For proper orientation — unit to be mounted as shown.



NOTE: Due to various manufacturers' electronic characteristics, you may find that your Trackball Unit, though properly orientated, is visually reversed on the video screen. To correct this problem, the following change(s) must be made to harness wires:

- 1 To switch VERTICAL direction (†), exchange the BLUE & VIOLET wires.
- 2 To switch HORIZONTAL direction (→), exchange the YELLOW & GREEN wires.

BIG EVENT GOLFTM KIT DIP SWITCH SETTINGS

SWITCH BANK "A"	1	2	3	4	5	6	7	8
UPRIGHT MODE COCKTAIL MODE	ON  OPF	] 			i i	l	1	
MONITOR REVERSE	 	OPF		l	1	1		
NORMAL GAME TEST MODE		<u> </u>	OFF  ON		I I			
ATTRACT SOUND ON ATTRACT SOUND OFF				OFF  ON	! 			
1 COIN 1 CREDIT 1 COIN 2 CREDIT	l		   	1	OFF  ON	OFF  OFF	OFF  ON	OPF
2 COIN 1 CREDIT 2 COIN 3 CREDIT		1		1	OPF	ON	OPF  ON	ON
SWITCH BANK "B"	1	2	3	4	5	6	7	8
EASIEST EASY DIFFICULT HARDEST	ON OFF OFF	OFF OFF ON	     		1			
3 HOLES/COIN 2 HOLES/COIN 1 HOLE/COIN 4 HOLES/COIN	1	     	OPF ON OPF	OPF OPF ON				     
ENGLISH TITLE JAPANESE TITLE		] [		!	ON  OPP			
3 CREDITS/9 HOLES 4 CREDITS/9 HOLES 5 CREDITS/9 HOLES 6 CREDITS/9 HOLES 7 CREDITS/9 HOLES 8 CREDITS/9 HOLES 9 CREDITS/9 HOLES 10 CREDITS/9 HOLES		 	 			OFF ON OFF ON OFF ON	OFF OFF ON OFF OFF ON	OPF   OPF   OPF   OPF   ON   ON
FACTORY SETTINGS:								
SWITCH BANK "A"	ON	OPF	OFF	OPP	OPP	OFF	OPP	OFF
SWITCH BANK "B"	OPF	OFF	OPP	OPP	ON	OPP	ON	OPF
SWITCH BANK "C"	[ NOT	USED	- ALI	OFF]				