

INSTRUCTION MANUAL

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PARTS LIST

Part Number	item	Quantity Per U/R
890010	AC Harness	1
890011	DC Harness	1
30110	Button Red-L	2
30111	Button White-L	2 2 2
39112	Button Blue-L	2
40101	Coin Doors	1
890100	Control Panel Overlay	1
890700	CRT Bezel	1
890200	Marquee Styrene	1
890300	S-Decal Lt.	1
890302	S-Decal Rt.	1
890301	S-Decal Top	2
40605	FCC Cage	1
35102	Fuses #2 AMP	1
35104	Fuses #4 AMP	1
35105	Fuses #5 AMP	2
35201	ISO. Trans.	1
30305	J. Stix Blue	1
30304	J. Stix Red	1
40604	Lite Shlds.	1
35300	Line Filter	1
40801	Locks	1
40802	S. Washers	1
890400	Manuals	1
890401	Schematic X3	1
40203	Marq. Bracket	1
40701	Lite Fixture	1
40306	Marq. Plastic	1
40301	Tempered Glass	1
30202	Switch Holder	6
30250	Palnuts	6
35401	Power Supply	1
890500	Outer Sleeve (Box)	1
890504	Corner Post Front	2 2
890505	Corner Post Back	2
890506	Bottom Pad	1
890507	Bottom Tray	1
40509	Vertical Monitors	1

DEVASTATORS: WIRING HARNESS

WIRE COLOR KEY:	Solder Side ←		> Parts Side		
BLACK	GND	A	1	GND	BLACK
BLACK	GND	В	2	GND	BLACK
RED	+ 5V DC	С	3	+5V DC	RED
RED	+ 5V DC	D	4	+ 5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+ 12V DC	F	6	+ 12V DC	ORANGE
	*KEY	Н	7	*KEY	
BROWN/YELLOW	COIN COUNTER	J	8	COIN COUNTER	GREEN/GRAY
	(EMPTY)	K	9	(EMPTY)	
YELLOW	SPEAKER (-)	L	10	SPEAKER (+)	BLUE
	(EMPTY)	М	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	Р	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	s	15	(EMPTY)	•
VIOLET/WHITE	COIN 2	Т	16	COIN 1	BLUE/BROWN
RED/GREEN	2P START	υ	17	1P START	RED/YELLOW
BLUE/YELLOW	2P UP	٧	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	w	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	×	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Υ	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P SHOOT	Z	22	1P SHOOT	RED/WHITE
ORANGE/GRAY	2P GRENADE	а	23	1P GRENADE	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	С	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	е	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN 1

sw	1	2	3	4	COIN	PLAY
•	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	F OFF ON OF	OFF	1	5	
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				FREE	PLAY

FREEPLAY: You can play game without coins.

DIP SWITCH NO. 2 SETTINGS

1. THE NUMBER OF PLAYER'S LIFE

sw	1	2	NUMBER
	OFF	OFF	2
•	ON	ř	3
	OFF	ON	5 .
	ON		7

2. BONUS LIFE

sw	4	5	BONUS LIFE		
	OFF	OFF	At 150 pts. then every 200 pts.		
•	ON		At 150 pts. then every 250 pts.		
	OFF	ON	At 150 pts. only		
	ON		At 200 pts. only		

3. DIFFICULTY OF THE GAME

sw	6	7	DIFFICULTY
	OFF	OFF	EASY
•	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

2. COIN 2

sw	5	6	7	8	COIN	PLAY
•	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
:	ON				VC	ID

4. SOUND IN ATTRACTIVE MODE

sw	8	SOUND
	OFF	OFF
•	ON	ON

SW3 is not used.

DIP SWITCH NO.3 SETTINGS

1. VIDEO SCREEN FLIP

sw	1	
•	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

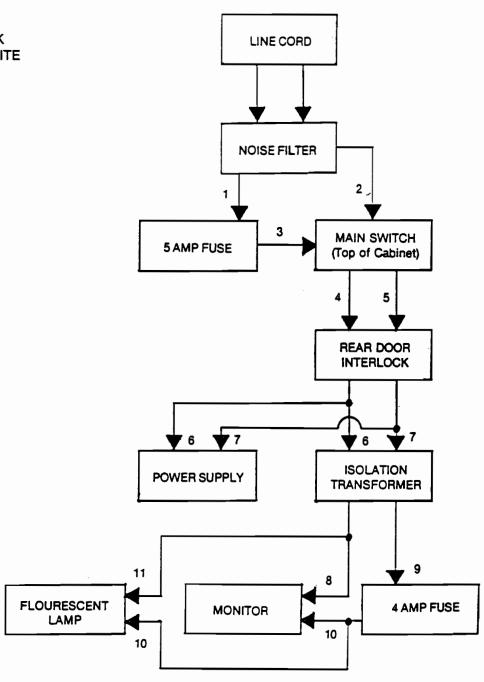
SW	3	MODE
•	OFF	GAME
	ON	TEST

SW2 and SW4 are not used.

· Shows recommended settings

DEVASTATORS: AC FLOW CHART

- 1. GREEN/YELLOW
- 2. BLACK
- 3. RED
- 4. BLUE
- 5. BROWN
- 6. RED/BLACK
- 7. BLACK/WHITE
- 8. WHITE
- 9. GREEN
- 10. VIOLET
- 11. ORANGE



DEVASTATORS: WIRING DIAGRAM -PARTS SIDE -SØLDER SIDE GND A GND REQUIRED POWER CAPACITY B GND 2A 1A +129 NOT APPLICABLE 2A +57 C +5V 8Ω6W 4.Ω12¥ 4Ω12W 4Ω12¥ 8Ω6¥ 8Ω6₩ +57 D +5V +5٧ (4A) POWER Ε SUPPLY +12V 6 +12**Y** F +12V GND COIN COUNTER 1 COIN COUNTER 2 COIN COUNTER 1 J COIN COUNTER 2 9 10 SPEAKER (+) L SPEAKER (-) 11 M RED GREEN N GREEN N GREEN 13 BLUE P SYNC 14 VIDEO GND R SERVICE COLOR MONITOR BLUE SYNC GND 2P START 1P START COIN2 SERVICE COIN1 S 16 COIN 1 T COIN 2 17 1P START U 2P START CONTROL FOR 2P 18 1P UP 2P UP V 2P UP 19 1P DOWN 2P DOWN SAME AS 1P CONTROLS 2P DOWN 2P LEFT 1 P 2P RIGHT 20 1P LEFT 2P GUN X 2P LEFT 2P GRENADE 21 1P RIGHT Y 2P RIGHT 22 1P GUN CONTROL FOR 1P 1P UP 25 GRENADE 1P DOWN → GUN 1P LEFT 26 → RIGHT 1P RIGHT → LEFT 1P GUN ⊸ UP 1P GRENADE e GND → DOWN 28 GND GND - NOTES -JAMMA 56PIN EDGE CONNECTOR 1 1P NO.1 PLAYER 5/32 INCH PITCH

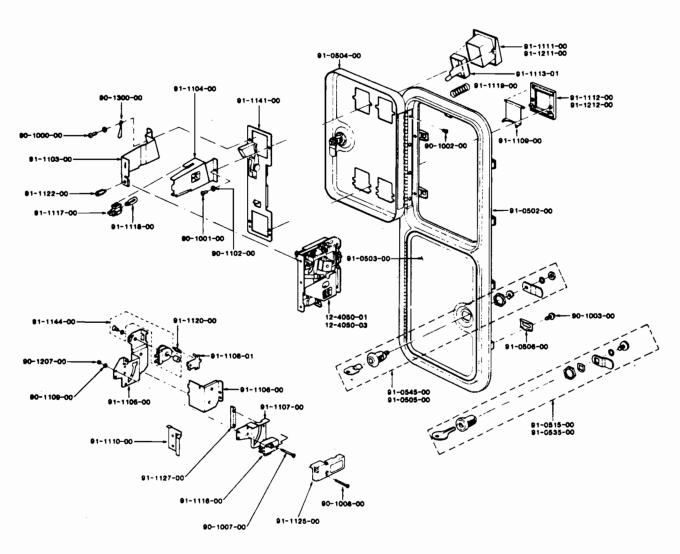
2P NO.2 PLAYER

2 SURGE KILLER DIODES FOR COIN

COUNTER INSTALLED ON THE P.C.B.

COMPLETE COIN DOOR ASSEMBLY

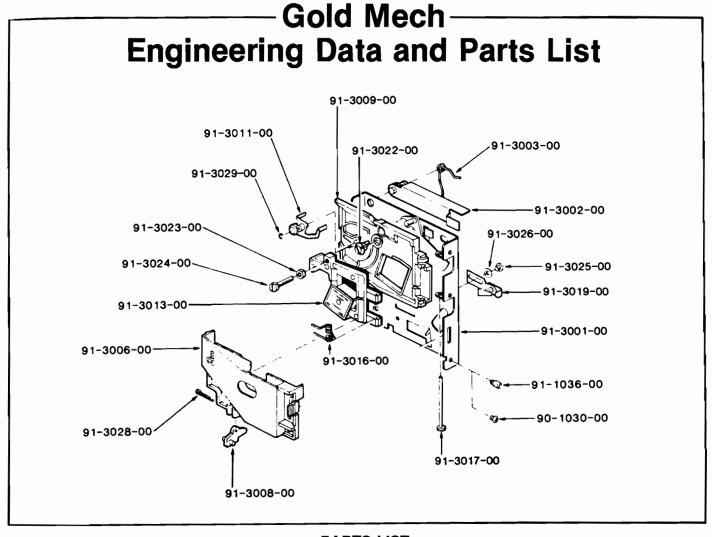
EXPLODED VIEW



PARTS LIST

FARISE	101						
12-4050-01	S-10 Acceptor Body	90-1102-00	Washer for Bezel	91-1103-00	Coin Inlet Lamp Side	91-1119-00	Buttton Spring
	U.S. 25*		Screw	91-1104-00	Coin Inlet Cover Side	91-1120-00	Lockout Spring
12-4050-03	S-10 Acceptor Body	90-1207-00	Nut for Microswitch	91-1105-00	Reject Cup Side Plate	91-1122-00	Retaining Screw for
	Canadian 25*		Mounting Screw	91-1106-00	Reject Cup Base Plate	• • • • • • • • • • • • • • • • • • • •	Acceptor Body
20-4177-00	Plastic Cash Box	90-1300-00	Kevhook	91-1107-00	Microswitch Bracket	91-1125-00	Clear Plastic Cover for
20-4179-00	Steel Enclosure	91-0502-00	Zinc Die Cast Frame	91-1108-01	Lockout Flap U.S. 25	31-1123-00	Microswitch
22-1400-00	Locking Bar	91-0503-00	Lower Door	91-1109-00	Reject Flap	91-1127-00	Plastic Switch Adjuster
24-1150-00	Wire Harness	91-0504-00	Upper Door	91-1110-00	Metal Switch Adjuster	91-1141-00	Base Plate With Pivot
90-1000-00	Keyhook Bezel Screw	91-0505-00	Round Lock and Cam	91-1111-00	Black Button Bezel	31-1141-00	and Stud
90-1001-00	Bezel Screw		Assembly	91-1112-00	Black Reject Bezel	91-1144-00	6 Volt DC Lockout Coil
90-1002-00	Hinge Screw	91-0506-00	Clamp	91-1113-01	Entry/Reject Button	31 1144 00	Assembly
90-1003-00	Clamp Screw	91-0515-00	Flat Lock and Cam		U.S. 25*	91-1211-00	Zinc Plated Button
90-1007-00	Flat Head Microswitch		Assembly	91-1116-00	Microswitch (Black	91-1211-00	Bezel
	Mounting Screw	91-0535-00	Flat Lock and Cam	0	End Arm)	91-1212-00	
90-1008-00	Panhead Microswitch		Assembly	91-1117-00	Lampholder	91-1212-00	Zinc Plated Reject
	Mounting Screw	91-0545-00	Round Lock and Cam	91-1118-00	6 V Wedge Base Lamp		Bezel
	•	2 . 20 .0 00	A th	31 1110-00	o v vieuge base Lamp		

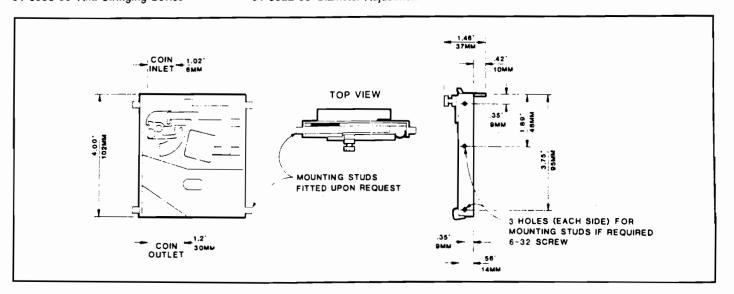
Assembly



PARTS LIST

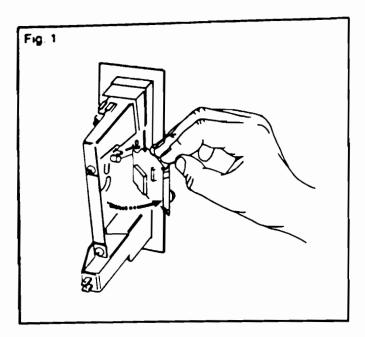
90-1030-00 Retaining Screw (#6-32"x.250") 91-3009-00 Gate
91-1036-00 Mounting Stud 91-3011-00 Cradle
91-3001-00 Back Plate 91-3013-00 Magnet Holder with Magnet
91-3002-00 Reject Lever 91-3016-00 Gate Spring
91-3003-00 Reject Lever Spring 91-3017-00 Gate Pin
91-3006-00 Cover Plate 91-3019-00 Separator
91-3008-00 Anti-Stringing Device 91-3022-00 Diameter Adjustment

91-3023-00 Locknut-Magnet Holder 91-3024-00 Screw-Magnet Holder 91-3025-00 Screw Separator 91-3026-00 Washer 91-3028-00 Cotter Pin for Anti-stringing Device 91-3029-00 E-Clip for Cradle



Gold Mech: Service Information

CLEANING and CARE of the MECHANISM



The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1.) Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

Note:

Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

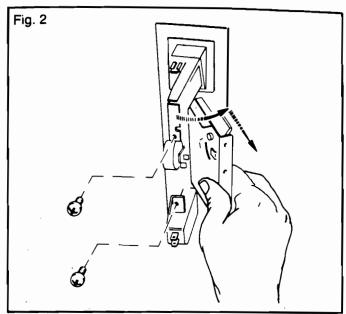
If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

Coin Switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

Red: Light tension - U.S. 25°

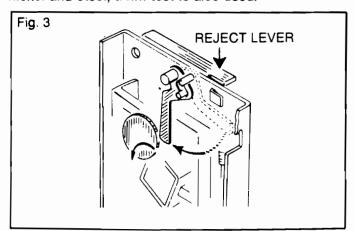
White: Heavy tension—heavy foreign coins



Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as SHOWN IN Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.



The Magnet

Coins that are too thick will fail to pass between the magnet and the backplate of the mechanism; and will be cleared by the magnet wiper when the reject lever is actuated. (Fig. 3)