

# ATAXX

## UMBAUANWEISUNG

SPIELSYSTEM: 2825

SPIELNAME : ATAXX

BEDIENPULT : 2x8Wege+2x1Taste

DIPSCHALTER:    1 o A        2 o B        3 o C            x= Dipsw ON  
                  xxxx    // // // // //    // // // //        \_ = Dipsw OFF  
                  12345678    12345678    12345678        / = Nicht vorhanden

STROMAUFNAHME: +5V= 2.70 A/ +12V= 0.90 A/ -5V= 0.00A

MONITORLAGE:    Waagrecht

BESONDERHEITEN: GRUNDEINSTELLUNGEN ÜBER TEST SW.1(auf der CPU)  
CPU BENÖTIGT EIN ZWISCHEN-ADAPTER DER MITGELIFERT WIRD.  
TIP: ÜBER TEST, DEN SOUND AUF "O F F" SCHALTEN!!!

ADAPTER:            JAMMA+SPEZ.        BRÜCKEN:        VISI., 4, 42.

HERSTELLER:        LELAND-CORP.

Änderungen vorbehalten

BEARBEITET:

J.M.M.

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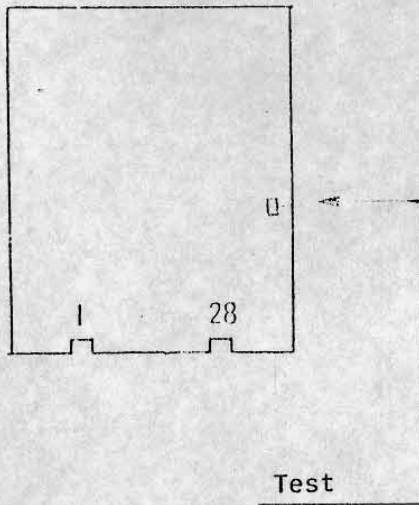
# **ATAXX**

## **Owner's Manual**

Part Number B-701-00018-00 Rev. A

## PIN ASSIGNMENT

C BOARD



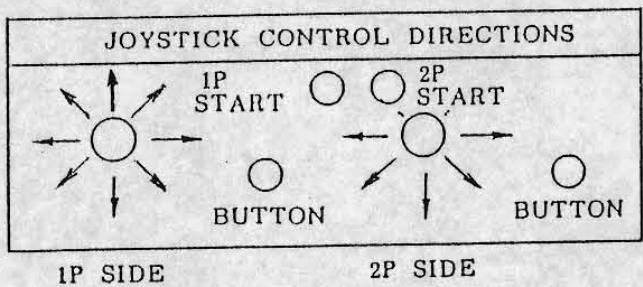
MONITOR  
(ヨコ)  
HORIZONTAL

COMPONENT SIDE (JAMMA) SOLDER SIDE

GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
	7	H	
COIN METER 1	8	J	COIN METER 2
	9	K	
SPEAKER(+)	10	L	SPEAKER(-)
	11	M	
RED	12	N	GREEN
BLUE	13	P	SYNC
GND(SYNC)	14	R	SERVICE
	15	S	
COIN 1	16	T	COIN 2
(1P JOIN) 1P START	17	U	2P START
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
(1P SELECT) 1P BUTTON	22	Z	2P BUTTON
(NOT USED)	23	a	
	24	b	
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

56P P: 3.96mm

*The Leland*  
**CORPORATION**



## Troubleshooting Tips

### General Troubleshooting

#### Monitor screen filled with "garbage"—

- Check power supply voltages.
- Check closed switches on the control panel or coin door.
- Look for loose connections, loose ICs, or bent pins on the board.
- Measure the voltage on Pins 1 & 10 on Connector J1. If the voltage is less than +5 VDC, check the switching power supply and its voltage adjustment.

#### No sound—

- Check for loose connections.
- Low +12 VDC supply.
- Bad speaker or volume pot.

#### No control or function switches (includes coin switches)—

- Check all connections (especially ground).
- Check wire continuity between board and switch.
- Look for closed or broken switches.
- Check the input buffers (see "Buffers" below).

### Monitor Troubleshooting

#### No picture—

- Check all power connections.
- Check monitor fuses.
- Check all video connections for continuity.

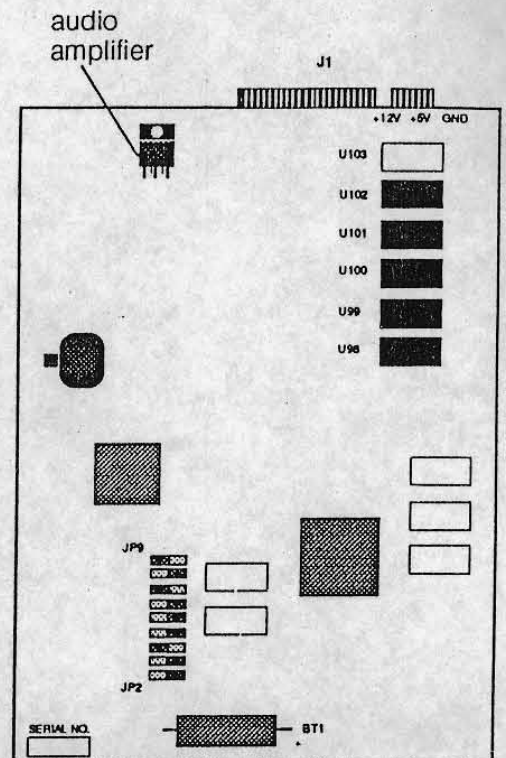
#### Sync problems—

- Check sync and ground connections (see wiring diagrams on Pages 18 - 20).
- Check sync polarity.
- Check the video output buffer.

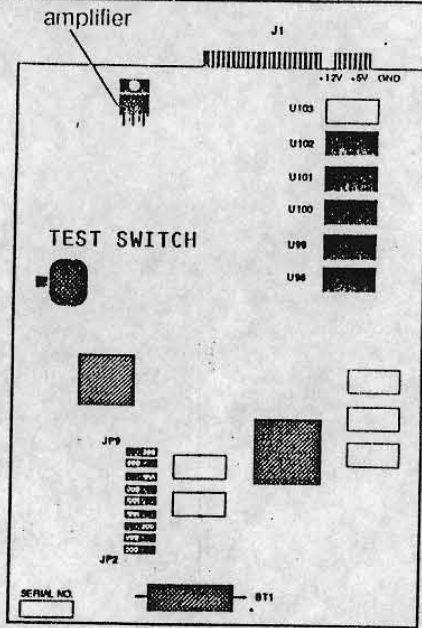
### Buffers

An input or output (I/O) buffer is the component that connects the actual game computer to the outside world. It is for that reason that it is the part most likely to fail. Static discharges and other forms of electronic "stress" encounter the buffers before they can reach the more delicate electronics.

**Important Note:** Any unauthorized board repair or attempted repair will void your warranty! Refer to the Leland Corporation Limited Warranty statement at the back of this manual for restrictions and or limitations.



Main Circuit Board

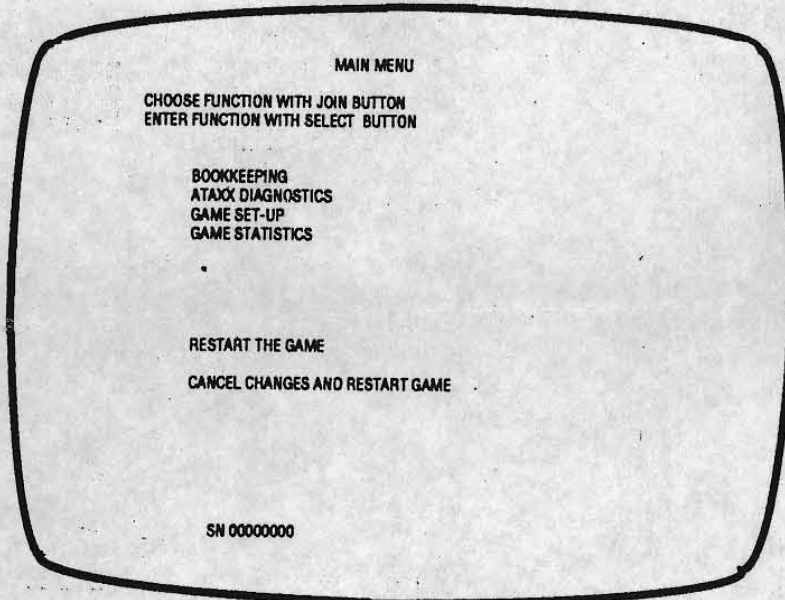


Main Circuit Board

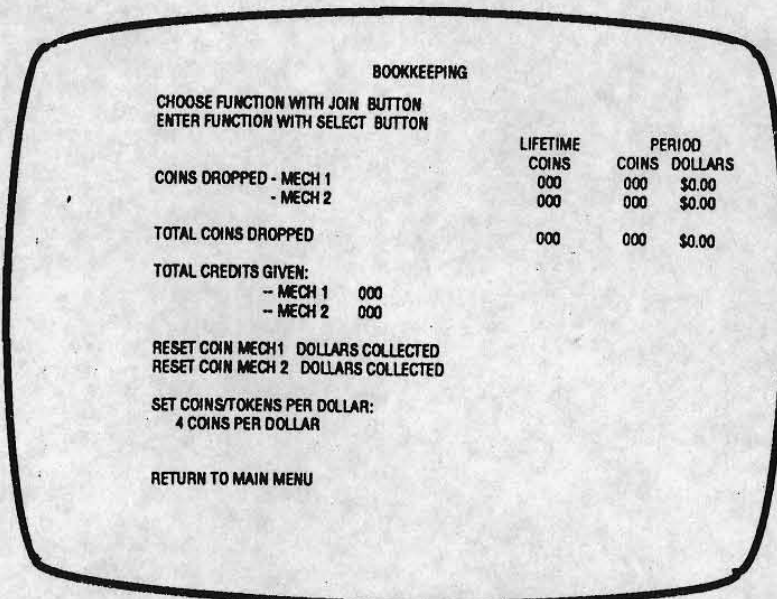
## Bookkeeping and Diagnostics

To enter the Bookkeeping and Diagnostics Sections:

- Press test switch



The Main Menu will appear on the screen. Follow the instructions on this menu to select and enter the desired function. All screens contain instructions for using them on the top or bottom-most lines.

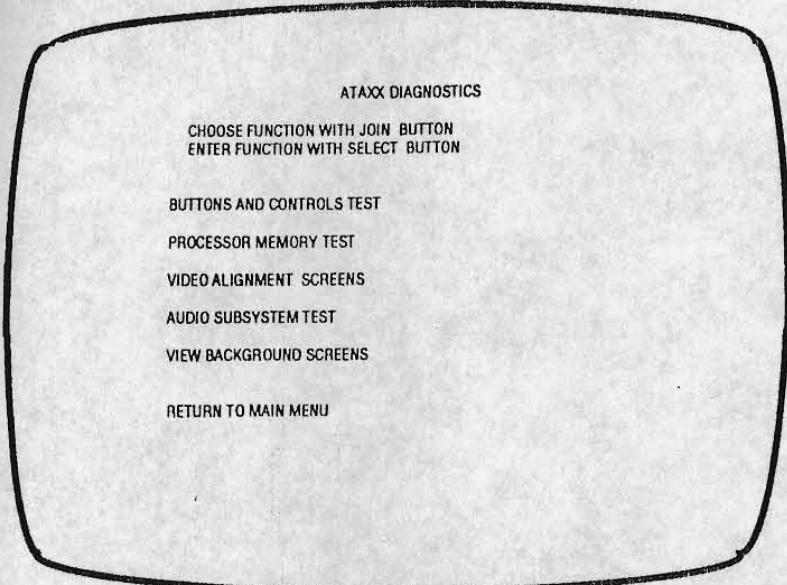


## Bookkeeping

The Bookkeeping function is your game accountant. It records the lifetime earnings of your game and allows you to keep track of weekly, monthly, or location earnings by using the resettable "Period" totals.

**NOTE:** The "Set Coins/Tokens per dollar" category must be set to the location standard to maintain accurate accounting data (i.e., 6 coins/tokens per dollar).

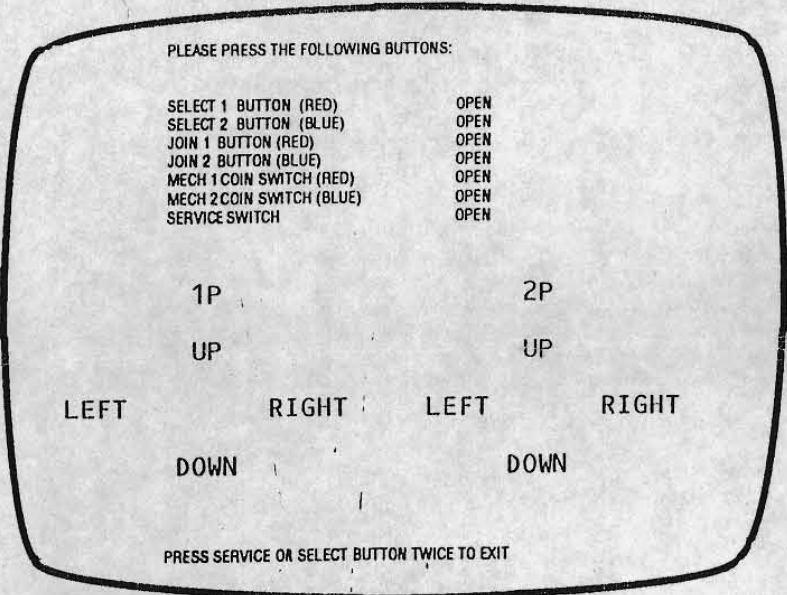
This function does not affect the number of coins per credit. (See "Game Set-up" for further information.)



## Diagnostics Menu

Calling up the Diagnostics menu will open a very complete and easy-to-use set of tests to make adjusting, troubleshooting, and servicing your machine quick and simple.

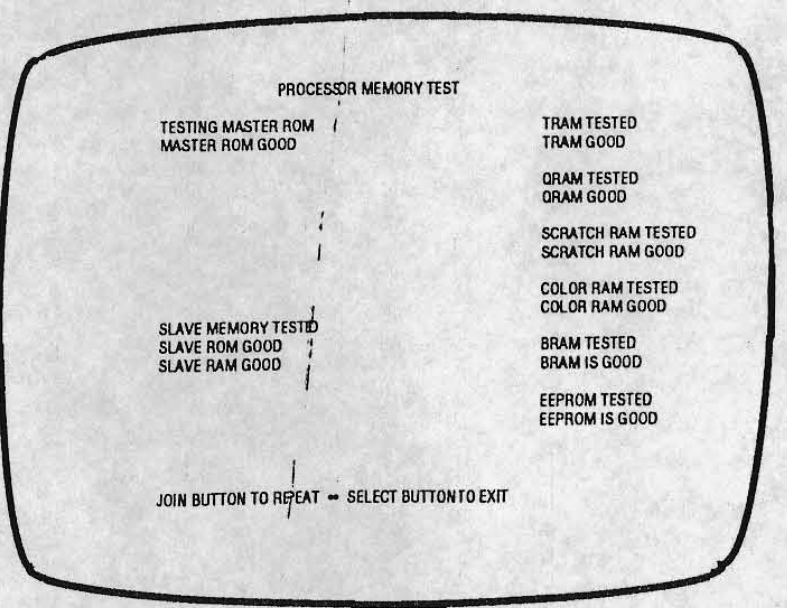
You will notice that the diagnostics section has a sub-menu of its own.



## Buttons and Controls Test

This test provides a quick examination of the condition of all player buttons and controls.

As each item is tested, its change of status is shown on the screen. Any blinking or intermittent screen indications mean that switch cleaning or replacement is required.



## Processor Memory Test

The erasable programmable read only memory (EPROM) and random access memory (RAM) ICs are storage areas for the actual game guidelines and are accessed by the microprocessor. The percentage of field failures in these areas is very low, but when problems do arise they can be difficult to track down. This processor memory test samples the action of the microprocessor and notes any malfunctions.

**CAUTION:** Read your limited warranty on the back cover of this document before attempting any printed circuit board repairs.

## Audio Subsystem Test

The sounds are the second most important feature of any game. The volume of the game's sound, for the most part, is dictated by the location. However, the quality of the sound is a function of the program. This test will help you in your quest to find "odd" sounds or to remedy the lack of certain sounds.

## Background Screens

In this test, the background screens are shown while the EPROMS containing the information for these screens are displayed at the right side of the screen. This test is not only helpful when looking for glitches, but may also be viewed as a visual test of the colors and picture clarity after the Video Alignment test has been completed.

## Game Set-up

This section is vital to the condition of your cashbox. When used in conjunction with the Bookkeeping section of the Diagnostics package, the Game Set-up function will keep your game on the top of your earners list. The coins-per-credit settings range from 1 coin/1 credit to 20 coins/20 credits. Game play time can be adjusted from 1 to 4 minutes in 30 second increments. Difficulty level range is 1 to 8. Use "Join" button to move highlight to desired function, use the "Select" button to step through choices.

AUDIO SUBSYSTEM TEST  
PRESS SELECT BUTTON TO END  
TESTING AUDIO PROMS

AUDIO PROMS OK      AUDIO RAM OK

COMMUNICATIONS TEST PASSES

8 BIT DAC TEST (TONES)  
0 - 2 CHANNEL  
10 BIT DAC TEST (2 SEC TONES)  
DAC INTERACTION TEST (3 TONE PULSES)  
0 - 2 CHANNEL

MUSIC TEST      (ATAXX THEME)

VIEW BACKGROUND SCREENS

PRESS JOIN BUTTON FOR NEXT SCREEN  
PRESS SELECT BUTTON TO EXIT

APPROXIMATELY 30 STATIC SCREENS WILL SEQUENCE PAST.

GAME SET UP

CHOOSE FUNCTION WITH JOIN BUTTON  
ENTER FUNCTION WITH SELECT BUTTON

...0 COIN SETS FREE PLAY...

COIN MECH SETTING  
1 COIN FOR  
1 CREDIT

GAME PLAY TIME . . . . . 2:00  
ATTRACT MODE SOUND. . . . YES

RETURN TO MAIN MENU

**GAME STATISTICS**  
 CHOOSE FUNCTION WITH JOIN BUTTON  
 ENTER FUNCTION WITH SELECT BUTTON

	1 PLAYER	2 PLAYER
GAMES	0	0
	[RED]	[BLUE]
START	0	0
JOIN	0	0
CONTINUE	0	0
REPLAY	0	0
AFTER WIN	0	0
AFTER LOSS	0	0
COMPUTER	0	0

RESET GAME STATISTICS

ERASE HALL OF FAME ON EXIT - NO

DISPLAY AI RECORDS

RETURN TO MAIN MENU

### Game Statistics

This section lets you know how well you've done in setting your game for maximum earning power.

**AI RECORD STATISTICS**

NAME	RATING	WINS	LOSSES	TOP RATING BEATEN	AVG. RATING BEATEN	AVG. RATING PLAYED
AIA	0	0	0	0	0	0
AIB	0	0	0	0	0	0
AIC	0	0	0	0	0	0
AID	0	0	0	0	0	0
AIE	0	0	0	0	0	0
TOTAL REAL GAMES		0	0	0		

PRESS SELECT BUTTON TO EXIT

### Artificial Intelligence Statistics

This screen compares the five levels of computer "skill" versus the human opponents played against. This information can help you determine if the game difficulty level and play time are set properly for a particular location.



# ATAXX™

## **Owner's Manual Addendum**

Part Number B-701-00021-00 Rev. A

### **A Word About Compatibility...**

The edge connector on the game circuit board is not directly compatible with the JAMMA standard pinout. All functions on the game circuit card are accurately detailed in the owner's manual.

Adapting the game to the JAMMA standard pinout requires the use of the included adapter board. The pinouts of the adapter board are indicated on the following page.

### **ATAXX Kit Parts List**

Part Number	Qty.	Description
A-210-00029-00	1	ATAXX Circuit Panel
A-210-00030-00	1	JAMMA Interface
B-701-00018-00	1	Owner's Manual
B-701-00021-00	1	Owner's Manual Addendum

## ATAXX™ JAMMA Adapter Board Connector

Solder Side	J1	Component Side
(GND)	A 1	(GND)
(GND)	B 2	(GND)
(+5VDC)	C 3	(+5VDC)
(+5VDC)	D 4	(+5VDC)
(+12VDC)	E 5	(+12VDC)
Key	F 6	Key
	H 7	
	J 8	
	K 9	
(Speaker -)	L 10	(Speaker +)
	M 11	
(Video Green)	N 12	(Video Red)
(Video Sync)	P 13	(Video Blue)
(Service Switch)	R 14	(Video Ground)
	S 15	
(Coin Switch #2)	T 16	(Coin Switch #1)
	U 17	
(2P Control Up)	V 18	(1P Control Up)
(2 P Control Down)	W 19	(1P Control Down)
(2P Control Left)	X 20	(1P Control Left)
(2P Control Right)	Y 21	(1P Control Right)
(Blue "Select" Button)	Z 22	(Red "Select" Button)
(Blue "Join" Button)	AA 23	(Red "Join" Button)
	BB 24	
	CC 25	
	DD 26	
(GND)	EE 27	(GND)
(GND)	FF 28	(GND)

Plug adapter board onto edge connector of main circuit board. Adapter board edge connector is now game I/O (standard JAMMA). Power connections and pin functions are as indicated above.