Acclaim Coin Operated
Entertainment

Acclaim®

Judge Dredd

1561 Manufacturer's Kit

Assembly and operating instructions for Judge Dredd kit.

Kit Requirements

Specifications and Requirements

Power Supply Minimum Requirements:

150W, +12V DC at 4 Amps, +5V DC at 5 Amps

Speakers:

4 Ohm 25W speakers are recommended.

Monitor:

This game requires a low resolution monitor. Wells-Gardner model 25K2193 or equivalent is recommended.

JAMMA harness:

This game requires a standard JAMMA harness that provides connections to the power supply, monitor, speakers, and start switches.

Installation

Installation Instructions

Preparing the game cabinet

1) Unplug all harnesses from printed circuit boards, joysticks, push-buttons, & other devices.

2) Remove printed circuit boards.

3) Remove push-buttons and joysticks from control panel.

4) Remove old decals, control panel overlay, and marquee.

5) Surfaces receiving new decals (sides and control panel) should be cleaned thoroughly with a degreaser such as denatured alcohol.

6) Apply one Judge Dredd decal to each side of the game cabinet. Take care to smooth out any bubbles by pressing down firmly on decal from the center out to the edges. Trim excess decal from edges where necessary.

7) Replace header with Judge Dredd marquee.

8) Place super weapon instruction decal inside glass, near bottom center.

Preparation of control panel

This game requires two buttons (start & super weapon), one gun, and one gun holster for each player.

1) If necessary, cut holes for super weapon buttons. Location of these two buttonholes is not critical; the control panel overlay is not precut. The buttons may be placed anywhere on top of the control panel that is within easy reach of each player.

2) If necessary drill holes to mount each gun & holster. We recommend using the front of the control panel to mount the guns and holsters.

3) Plug any extra joystick and push-button holes.

4) Apply control panel decal, taking care to smooth out any bubbles by pressing down firmly on decal from the center out to the edges. Trim excess from edges of control

panel. Using knife and control panel as a guide, cut out holes for player 1 Start, player 2 Start, player 1 super weapon, and player 2 super weapon.

5) Install push buttons, guns, and holsters.

Installation of printed circuit boards

ESD PRECAUTION: The printed circuit boards in this kit are sensitive to electro-static discharge. Your body is capable of transferring enough current to damage components on the boards. To avoid this, wear a proper grounding strap or take necessary precautions before handling any of the printed circuit boards.

Printed circuit boards for this game have been pre-assembled on a mounting bracket.

1) Attach mounting bracket containing PCBs to inside of game cabinet. Recommended location for the bracket is on a side wall, placed near the front bottom of the game cabinet. The bracket should be oriented with the JAMMA connector on top, and the hard disk on the bottom.

2) Attach 4 pin connectors for each gun to gun harness on main printed circuit board. Attach JAMMA harness to connector on main PCB.

3) Connect push buttons to JAMMA harness. Super weapon buttons should be tied to player 1 push 1 & player 2 push 1.

4) Verify that coin, test, and service switches are wired into the JAMMA harness.

5) Verify that DIP switch S551 is set to 1-OFF, 2-OFF, 3-OFF, 4-OFF.

Verifying the installation

To enter test mode, power up the game and press the test button. Using one of the guns point to diagnostics and pull the trigger. Inside this menu option are a number of tests that can be run to verify proper installation of the game.

The following is an outline of what is available under these set-up screens:

DIAGNOSTIC MENU

- Video check
- Test/Calibrate Guns
- Test NVRAM
- Restore default settings
- Button test
- Hard drive test

VIDEO AND GAME MENU

- Screen shake: on\off
- Video cut scenes: on\off
- Center screen
- Skill level: very easy, easy, normal, hard, very hard
- Video number: 1/11
- Play the above video number

AUDIO MENU

- Special effects volume: 0/100
- Background music: 0/100
- Test music: #1/26
- Test sample: #1/71
- Background music: yes\no
- Sound in attract mode: yes\no
- Sound output: mono\ stereo

STATS MENU

Total game time = int.= P2 games=

P1 games = P2 continues =

P1 continues = P2 T/time =

P1 T/time = P2 Avg. time =

P1 Avg. time =

Free: 0/0 Services: 0 Completed: 1

Coin counts: 0 = 1 = 2= 3=

COIN MENU

- Free play: on\off
- Coins per game: 1/20
- Clear coin counters
- Clear credits

Coin counter 0:
Coin counter 1:
Coin counter 2:
Coin counter 3:

Debugging Guide

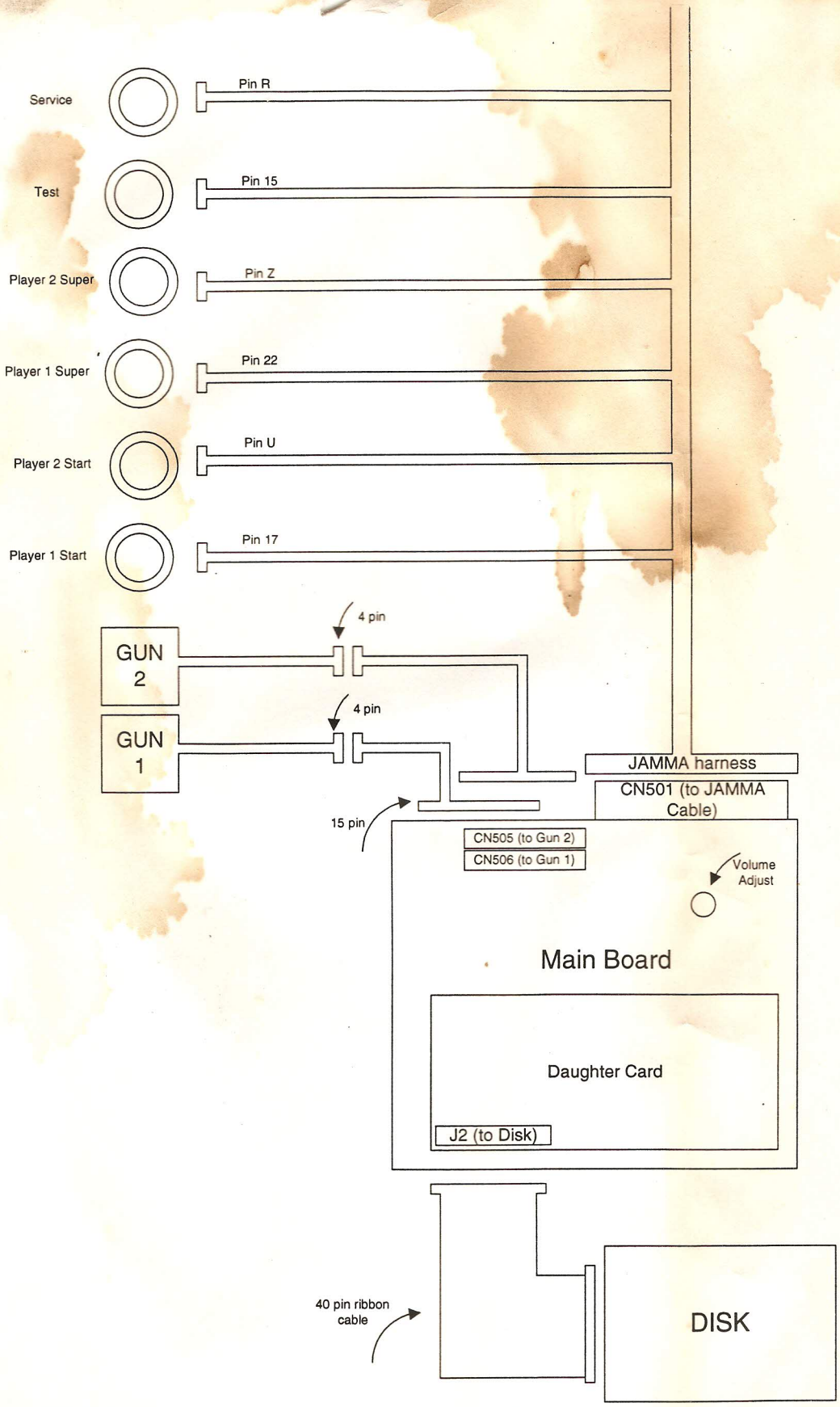
Debugging the circuit boards

Problem	Possible cause
No Sound	Speakers are not attached connected properly. Verify that speakers are connected to the JAMMA harness.
	Volume is turned down in hardware. The volume adjust (small black dial) is on the main board.
	Volume is turned down in software. Press the test button to enter the service screens and use the gun to select options from the menus.
No Color bars on power up	Check power supply; verify that boards are getting power.
	Verify that monitor is getting power and that video signals are connected from JAMMA harness to monitor.
Gun is inaccurate	Guns are not calibrated. Enter service mode by pressing test and select the Calibrate guns option.
Black Screen after color Bars	Hard disk is not attached, check 40 pin flat ribbon cable
	Hard disk does not have power, verify that power is supplied to hard disk
	Communication problem with hard disk. Check ICs on daughter card that are in data path between Hard disk and main board.
Blue screen after color bars	Daughter card failure. Check that daughter card is inserted into main board properly
	Security chip failure. Check U14.
Error B930: Can not find program ROMs	EPROM failure. Check U35 & U36. Verify that EPROMs are programmed and installed in the correct socket.

Pin Definitions

JAMMA Edge Connector

Signal (solder side)	I/O	Pin Num	Pin Num	I/O	Signal (component side)
GND	I	A	1	I	GND
GND	I	B	2	I	GND
+5 V	I	C	3	I	+5 V
+5 V	I	D	4	I	+5 V
-5 V	I	E	5	I	-5 V
+12 V	I	F	6	I	+12 V
no connect		H	7		no connect
Coin Counter 2	O	J	8	O	Coin Counter 1
Coin Lock 2	O	K	9	O	Coin Lock 1
Left Speaker -	O	L	10	O	Left Speaker +
Right Speaker -	O	M	11	O	Right Speaker +
Video Green	O	N	12	O	Video Red
Video Sync	O	P	13	O	Video Blue
Service SW	I	R	14	O	Video GND
Tilt SW	I	S	15	I	Test SW
Coin SW 2	I	T	16	I	Coin SW 1
Start SW 2	I	U	17	I	Start SW 1
P2 - Up SW	I	V	18	I	P1 - Up SW
P2 - Down SW	I	W	19	I	P1 - Down SW
P2 - Left SW	I	X	20	I	P1 - Left SW
P2 - Right SW	I	Y	21	I	P1 - Right SW
P2 - Push 1 SW	I	Z	22	I	P1 - Push 1 SW
P2 - Push 2 SW	I	a	23	I	P1 - Push 2 SW
P2 - Push 3 SW	I	b	24	I	P1 - Push 3 SW
P2 - Push 4 SW	I	c	25	I	P1 - Push 4 SW
P2 - Spare SW	I	d	26	I	P1 - Spare SW
GND	I	e	27	I	GND
GND	I	f	28	I	GND


Service
Pin R
Test
Pin 15
Player 2 Super
Pin Z
Player 1 Super
Pin 22
Player 2 Start
Pin U
Player 1 Start
Pin 17
4 pin
GUN 2
4 pin
GUN 1
JAMMA harness
CN501 (to JAMMA Cable)
15 pin
CN505 (to Gun 2)
CN506 (to Gun 1)
Volume Adjust
Main Board
Daughter Card
J2 (to Disk)
40 pin ribbon cable
DISK