

LETHAL JUSTICE

INSTRUCTION MANUAL

TABLE OF CONTENTS:

- A. Parts list supplied with Lethal Justice kit.
- B. Installation Instructions.
- C. Edge Connector Wiring.
- D. Gun Harness Pinout.
- E. Speaker / Amp Pinout.
- F. Board Diagram
- G. Play Instruction.
- H. Dip Switch Settings

Parts Supplied With Kit:

- * Operations Manual
- * 2 Side Decals
- * 1 Marquee
- * 1 Overlay / Instruction Bezel
- * 1 Blue Happ Optical Gun Assembly
- * 1 Red Happ Optical Gun Assembly
- * 2 Happ Gun Holsters
- * 1 Stereo Amp
- * 1 Stereo Amp Connector - I/O Jacks
- * 1 Set of Board Legs
- * 1 Gun Harness Adapter
- * 1 Lethal Justice PCB - # _____

PARTS NOT SUPPLIED WITH LETHAL JUSTICE KIT:

- * Spray adhesive or double sided sticky paper for graphics.

PAGE - A

INSTALLATION INSTRUCTIONS:

This kit should be installed by an experienced service technician only.

Before beginning the conversion you should familiarize yourself with the edge connector diagrams and designations located on the following pages.

IMPROPER CONNECTIONS COULD DAMAGE SENSITIVE INTEGRATED CIRCUIT CHIPS AND WILL VOID WARRANTY.

A.C. power must always be unplugged before starting the conversion.

The blue gun is for (#1) left player. The red gun is for (#2) right player. Referring to the board diagram for exact direction and location, plug into pcb using the gun adapter harness.

Decals are included for the sides of the cabinet and for the control panel. The decals are to be applied according to the instructions on the spray adhesive, using the can spray or sticky paper, that is not provided. It is recommended that you cover the control panel overlay decal with 1/16" lexan sheet. It is recommended that you cut off the upper portion of the overlay and place it on the monitor bezel. This is for the player instructions.

Check all connections before plugging in game. After the power up, check for +5 volts at board. Adjust accordingly to get voltage as close to +5 volts as possible.

PAGE- B

EDGE CONNECTOR WIRING

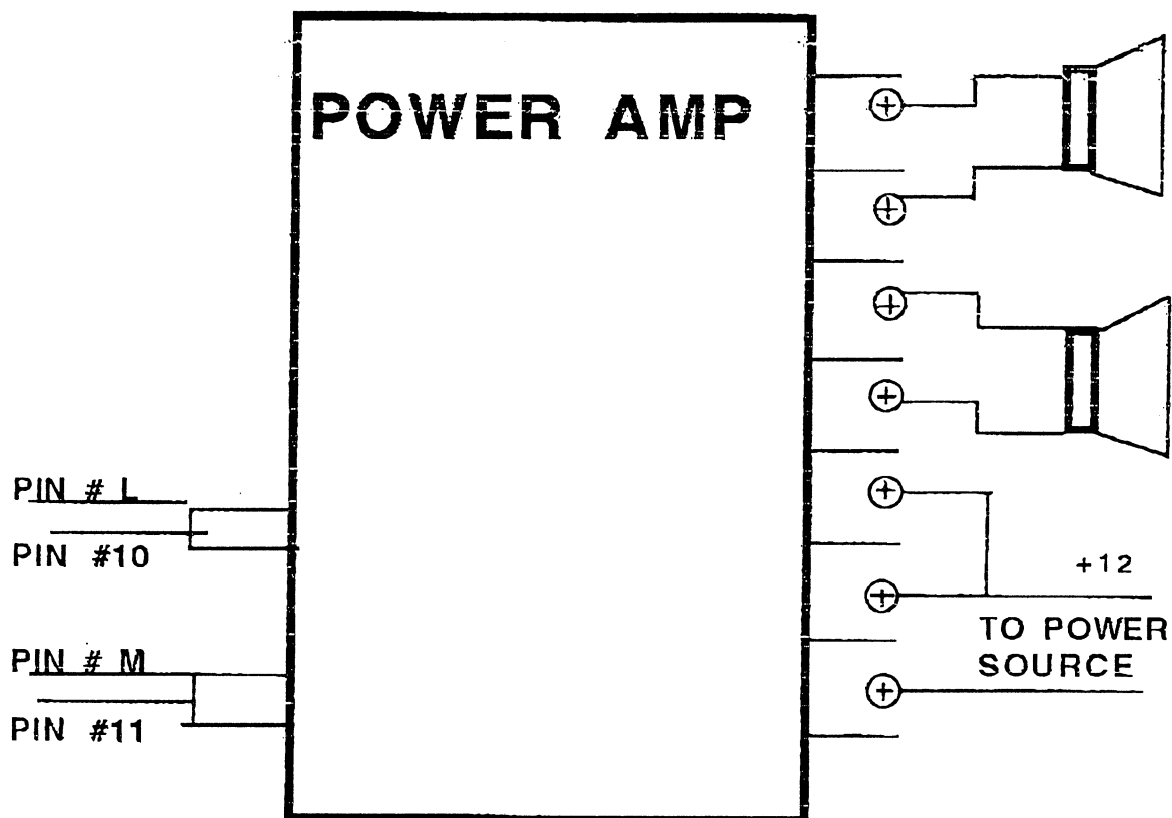
LETHAL JUSTICE

SOLDER SIDE			PARTS SIDE
GROUND	A	1	GROUND
GROUND	B	2	GROUND
+5	C	3	+5
+5	D	4	+5
-5	E	5	-5
+12	F	6	+12
KEY	H	7	KEY
	J	8	COIN METER
	K	9	
L AMP INPUT (-)	L	10	L AMP INPUT (+)
R AMP INPUT (-)	M	11	R AMP INPUT (+)
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	
	V	18	
	W	19	
	X	20	GUN TRIGGER PLAYER 1
	Y	21	
	Z	22	GUN TRIGGER PLAYER 2
	a	23	
	b	24	
	c	25	
	d	26	
GROUND	e	27	GROUND
GROUND	f	28	GROUND

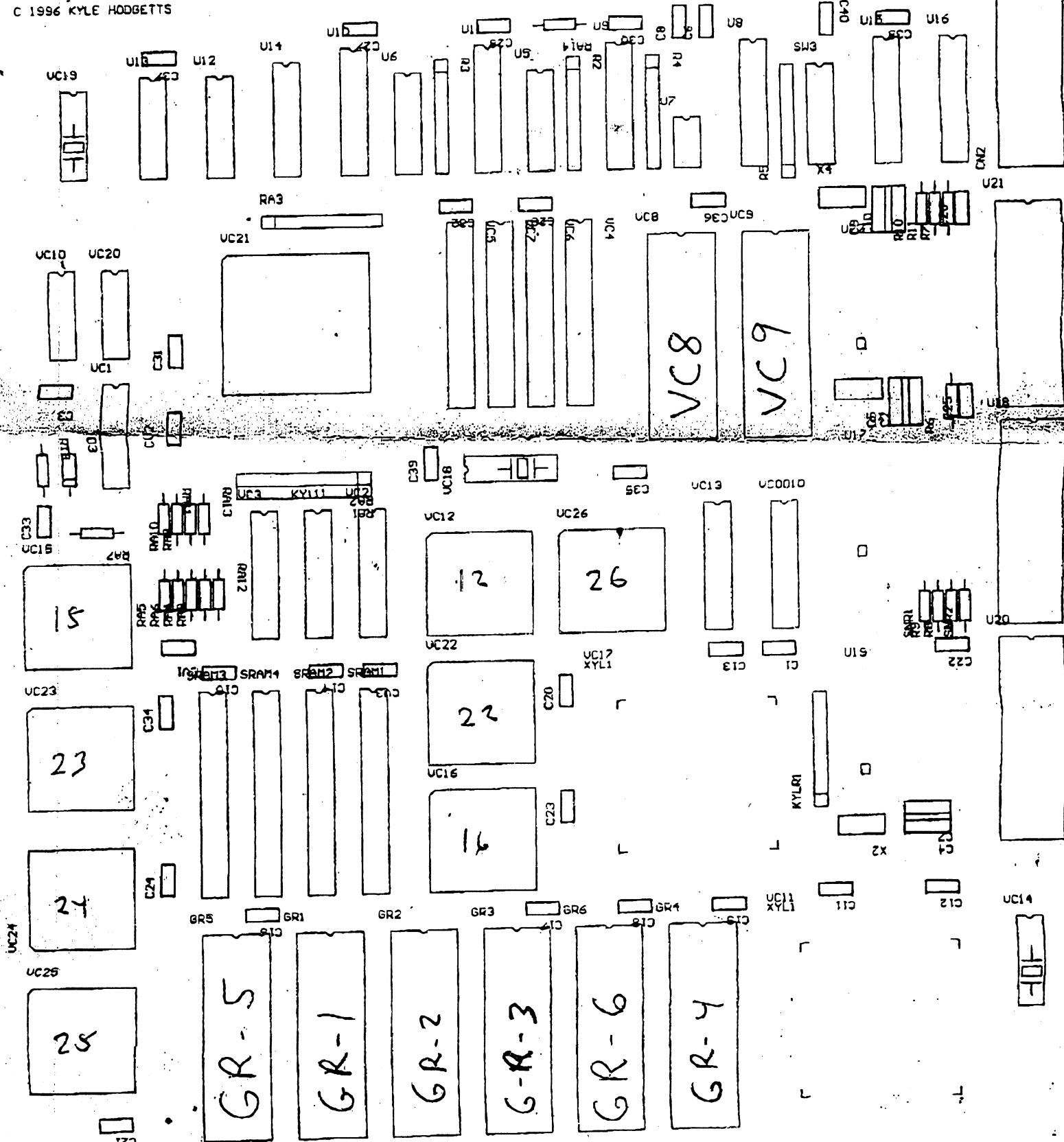
GUN HARNESS PIN OUT:

1	_____	+ 5 VOLTS
2	_____	GUN OUT TO PLAYER 1
3	_____	GUN OUT TO PLAYER 2
4	_____	NOT USED
5	_____	GUN TRIGGER PLAYER 1
6	_____	NOT USED
7	_____	GUN TRIGGER PLAYER 2
8	_____	KEY
9	_____	GROUND

SPEAKER / AMP PIN OUT



© 1996 KYLE HODGETTS



PLAY INSTRUCTION:

**IT'S TIME TO TAKE BACK OUR STREETS!!
YOUR OBJECTIVE IS TO RID THE STREETS OF ALL THE
THUGS AND PROTECT THE INNOCENT PEOPLE.**

1 or 2 players can play at the same time. Second player can join in at any time.

Deposit coins and press the trigger of the gun to start.

The first scene contains target practice to develop your gun shooting skills for future shoot outs with the bad guys.

Shoot all corresponding colored targets, if you miss a target you loose a life.

Don't shoot any innocent victims, if you shoot one you loose a life.

Reload your gun by shooting off the screen at any time.

Shoot power up weapons for extra fire power.

-357 Magnum - Large caliber bullets. 6 bullets per round.

-Rifle - rapid fire. 12 bullets per round.

-pistol - 6 bullets per round.

You lose your life by enemy's shots.

Find secret rooms and hidden features by shooting certain objects.

LETHAL JUSTICE - DIP SWITCH SETTING

SWITCH NUMBER	1	2	3	4
COIN LINE INPUT (COIN ACCEPTORS)				
1 COIN 1 CREDIT	ON	ON		
2 COIN 1 CREDIT	ON	OFF		
1 COIN 2 CREDIT	OFF	ON		
FREE PLAY	OFF	OFF		
GUN ALIGNMENT COARSE (SEE NOTE AT BOTTOM OF PAGE)				
PLAYER 1 (BLUE) MOVE LEFT			ON	
PLAYER 1 (BLUE) MOVE RIGHT			OFF	
PLAYER 2 (RED) MOVE LEFT				ON
PLAYER 2 (RED) MOVE RIGHT				OFF

SWITCH	8 POSITION SWITCH AT SW3							
	1	2	3	4	5	6	7	8
SCREEN WHITE (BEST)	OFF							
SCREENGRAY(GUNADJUSTMENTx2)	ON							
FREE PLAY		ON						
NO FREE PLAY		OFF						
GUN ALIGNMENT- MEDIUM								
PLAYER 1 (BLUE) MOVE LT.			ON					
PLAYER 1 (BLUE) MOVE RT.			OFF					
PLAYER 2 (RED) MOVE LT.					ON			
PLAYER 2 (RED) MOVE RT.					OFF			
GUN ALIGNMENT - FINE								
PLAYER 1 (BLUE) MOVE LT.				ON				
PLAYER 1 (BLUE) MOVE RT.				OFF				
PLAYER 2 (RED) MOVE LT.						ON		
PLAYER 2 (RED) MOVE RT.						OFF		
TIME - DIFFICULTY SETTINGS								
5 LIVES EASY							OFF	OFF
4 LIVES MEDIUM							OFF	ON
3 LIVES HARD							ON	OFF
2 LIVES HARDEST							ON	ON

GUN ALIGNMENT PROCEDURE - ALIGN PLAYER 1 GUN FIRST USING SWITCH 3 ON FOUR POSITION BANK AND SWITCHES 3 & 4 ON 8 POSITION BANK. FIRE GUN AT SCREEN AND MOVE SWITCHES TO GET BEST ALIGNMENT. NO NEED TO TURN GAME OFF, SWITCHES WORK AS SOON AS THEY ARE MOVED. REPEAT FOR PLAYER 2 USING SWITCH 4 ON 4 POSITION BANK AND SWITCHES 5 & 6 ON 8 POSITION BANK.