Acclaim ... SERIOUS COIN!

Sales: Acclaim Coin-Operated Entertainment, Inc., 2593 Coast Avenue, Mountain View, CA 94043
(415)528-2100 phone, (415)528-2185 fax
Customer Service: Lazer-tron Corp., 4430 Willow Road, Pleasanton, CA 94588
(510)460-0873 phone, (510)460-0365 fax
P/N CUS252285 Rev A

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EXTREMELY SERIOUS COIN!
READ ME FIRST!!!

Do NOT Turn on the Game until you have read the following:

This game is set up to accept 120 VAC 60 Hz input voltage. Any other voltage or frequency requires switching the power supply, replacing the light bulbs and changing the power cord. If it is ever necessary to replace the power supply, monitor, or speakers the same or equivalent parts must be installed for the game to work properly. Call Lazer-Tron's Customer Service at (510)460-0873 or your distributor for further information.

Only authorized and trained personnel should work on this game.
DISCLAIMERS AND SAFETY GUIDE

The following safety precautions apply to all game operators and service personnel. Specific warnings and cautions will be found in this manual whenever they apply.

Properly Ground the Game!
The coin doors are grounded at the factory. If this grounding is removed or the game is not plugged into a grounded three-wire outlet, the players may receive an electrical shock! To avoid electrical shock, do not plug in the game until it has been inspected and properly grounded. If you have only a two wire outlet, we recommend you hire a licensed electrician to install a three wire grounded outlet. After servicing any part on the doors, or other grounded metal, check that the grounding wire is firmly secured to a solid metal surface.

AC Power Connection
Before you plug in the game, be sure that the game's power supply can accept the AC line voltage in your location. The line voltage requirements are contained in the Product Specification section on this manual.

Disconnect Power During Repairs
To avoid electrical shock, reduce the risk of fire hazard, and prevent equipment damage, perform the following safety practices when servicing this game. Disconnect the game from the AC power before removing or repairing any part of the game. The power supply can retain charge for a period of time even after the AC power is removed. Use care when working near the power supply, or on any circuitry connected to it. Make sure the indicator LED's on the PC Boards are completely OFF (dark, not dimly lit) before servicing the boards or the wiring. When repairs are completed, DO NOT turn on power with the harness connectors unplugged - live electrical parts will be exposed. Do not reconnect any harnesses while the power is on. Severe damage to the PCBs may occur.

Lithium Battery
CAUTION!! Danger of explosion if battery is incorrectly replaced. Replace only with the same or equivalent type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instructions.

Use the proper Fuses
To avoid electrical shock, reduce the risk of fire hazard, and prevent equipment damage, use only the replacement fuses which are specified on the power supply itself. Replacement fuses must match those that are being replaced in fuse type, voltage rating, and current rating.

Caution!!! Properly attach all connectors. Make sure that the connectors on each printed circuit board are properly plugged in. The connectors are keyed to fit only one way. If they do not slip into place easily, do not force them. If you reverse a connector, you may damage your game and void your warranty.
DISCLAIMERS AND SAFETY GUIDE, continued

Notice regarding non Acclaim Parts!!!
Use of non Acclaim parts or modifications of any Acclaim game circuitry may adversely affect the safety of your game and may cause injury to you and your players.

FCC Information:
This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J Part 15 of the Federal Communications Commissions Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area or modification to this equipment is likely to cause interference, in which case the user, at his own expense, will be required to take whatever measures may be required to correct the interference. If you suspect interference from a Acclaim product at your location check the following:
1) All ground wires are properly connected as shown in the game wiring diagram.
2) The power cord is properly plugged into a grounded three wire outlet.
3) All power supply and PC Board shields are installed correctly.

UL Listing Information: NBAJAM EXTREME™ is a UL Listed game. Installation of any non UL parts will void the UL listing and may seriously affect the safety of the game.

CE Certified IEC 1000-4-3:1995 Radiated Electromagnetic Field Immunity
CISPR 22A; 1985 Emission IEC 1000-4-4:1995 Electrical Fast Transient/Burst Immunity
IEC 1000-4-2, 1995 Electrostatic Discharge

PRODUCT SPECIFICATIONS

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Specification</th>
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<tr>
<td>Power Consumption</td>
<td>540 Watts Maximum</td>
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<tr>
<td>Temperature</td>
<td>+5 to +50 degrees C (+37 to +122 F)</td>
</tr>
<tr>
<td>Line Voltage</td>
<td>120 VAC (Standard Factory Wiring) For 200-240 VAC, minor modifications are required. See the “READ ME FIRST” section of this manual.</td>
</tr>
<tr>
<td>Line Current</td>
<td>4.5 Amps Nominal at 120 VAC.</td>
</tr>
<tr>
<td>Speakers</td>
<td>5 1/4” Diameter, 4 ohm, 50 watt</td>
</tr>
<tr>
<td>Monitor</td>
<td>Well-Gardner model 25K2193 (25”)</td>
</tr>
<tr>
<td>Width</td>
<td>39.50 inches.</td>
</tr>
<tr>
<td>Depth</td>
<td>42.50 inches</td>
</tr>
<tr>
<td>Height</td>
<td>76.00 inches.</td>
</tr>
<tr>
<td>Weight</td>
<td>330 pounds.</td>
</tr>
</tbody>
</table>
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Designed by Acclaim Coin-Operated Entertainment, Inc.
Patent Pending

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In addition, the Act provides for payment of statutory damages of up to $50,000 per infringing transaction in certain cases. Infringers may also have to pay cost and attorney's fees and face an imprisonment of up to five years as well as fines of up to $250,000 in the case of individuals and up to $500,000 in the case of business entities.

Acclaim will aggressively enforce its copyrights against infringers. We will use all legal means to immediately halt any manufacture, distribution, or operation of a copy of any games not made or sold by us or our affiliates. Anyone who purchases such copies risks forfeiting such a game.

Published by:
Acclaim Coin-Operated Entertainment, Inc.
2593 Coast Avenue
Mountain View, CA 94043
(415) 528-2100 phone
(415) 528-2185 fax

Manufactured and Serviced by:
Lazer-tron Corporation
4430 Willow Road
Pleasanton, CA 94588
(510) 460-0873 phone
(510) 460-0365 fax
Functional Description of NBAJAM EXTREME™

HOW TO PLAY:

The NBAJAM EXTREME™ is a video game intended for amusement and entertainment. It has been designed with on screen help information to guide a player from coin up through to hints on accessing extreme playing capabilities. Each player may choose his/her favorite team and then favorite player. They may play against each other or the computer. Through the joystick and button controls the players may jump, pass, block, jam, and push. There is also an “Extreme” button when Turbo just don’t cut it!

INSTALLING THE GAME

Tools Required:  Side cutter or knife to cut the strapping
Phillips screwdriver
7/16” Socket wrench

Persons required to lift game and set in place:  1-2

PACKING LIST: NBAJAM EXTREME™ Packaging, consisting of 2 boxes:

<table>
<thead>
<tr>
<th>BOX #</th>
<th>DESCRIPTION</th>
<th>QUANTITY</th>
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<tbody>
<tr>
<td>1</td>
<td>NBAJAM EXTREME™ Cabinet</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Pairs of keys</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Owner’s manual (CUS 252285)</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Game Header</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Power Cord</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Control Panel</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Bolts, 1/4-20 x 2” Hex Head</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Washers, 1/4” Flat</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>Lock washers, 1/4”</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>Screw, #6 x 5/8” PPH</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>Control Panel Supports (Rt &amp; Lft)</td>
<td>1 each</td>
</tr>
<tr>
<td></td>
<td>Bolts, 1/4-20 x 2” Black Carriage</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Nuts, 1/4-20 Hex</td>
<td>4</td>
</tr>
</tbody>
</table>

• Warning !!!! Failure to follow these instructions may cause injury or damage. Do not plug the game into a 120 VAC wall socket until you have completed the following inspection steps.

EXTREMELY SERIOUS COIN!
• This game is wired for a power line voltage of 120 VAC, 60 Hz. The lamps in this game are rated for 120 VAC. The power supply is set for 120 VAC but can be switched to 200-240 VAC. See the “READ ME FIRST” section of this manual for modifications or call Lazer-Tron's Customer Service for assistance. (510)460-0873.

• Remove the pair of keys from the coin return slot. There will be 3 more sets of keys either in the cashbox or hanging inside the coin door.

• Refer to figure 1 for installation of the Control Panel box and supports using the supplied 1/4-20 hardware. Finger tighten bolts loosely until all 8 have been threaded, then secure with a 7/16” wrench.

• Hanging inside the front of the cabinet you will find a Monitor Adjusting board and 4 harnesses. Attach the Monitor Adjust board to the inside bottom of the Control Panel box using the 3 of the #6 x 5/8” screws provided. Connect the harnesses to their mating halves matching the colors on each end.

• Screw the “New Game” card on top of the NBAJAM EXTREME™ game against the front of the cleat using 2 of the #6 x 5/8” provided screws.

• **Before you power up**, inspect the NBAJAM EXTREME™ game carefully to ensure that the game is complete and was delivered in good condition. Inspect all printed circuit boards for snug wire connections. Re-secure as necessary.

• Plug in the game. The power switch is located on the back of the game on the power supply. Turn on the power. Visually check if the Red LED on the Sony PS Arcade board is on.

• On power up, 5 beeps and 1 tone should be heard followed by the attract mode sounds. Check for sound out of both speakers. Inspect wiring to speakers if necessary. Volume can be adjusted through the “NBAJAM EXTREME™ ” diagnostic menu screen.

• Refer to the Operator Adjustable Features of this manual for settings you may wish to adjust. Coin up and play the game following instructions printed on the monitor bezel and on the screen.
Software setups are selected by using the Red Test button located in the cabinet behind the coin door. Once in the NBAJAM EXTREME™ menus, selections are made using the joysticks and buttons.

NBAJAM EXTREME™ is a video game. To this end, we have created a series of screens used to test and adjust the game. During this mode you will use the Test button to enter the menu screens. Press the RED Test button anytime after power up. Once in the NBAJAM EXTREME™ menus, access is through the Control Panel. Use any button to activate and any joystick to change.

MAIN MENU

ANY BUTTON TO ACTIVATE
ANY STICK TO CHANGE

DIAGNOSTIC TESTS
GAME STATS
GAME ADJUSTMENTS
UTILITIES
VOLUME ADJUSTMENTS
EXIT TO GAME OVER

Refer to the on screen menus for all other testing, adjustments and record keeping. Everything is accessed using any joystick and any button. Follow the on screen instructions.
TROUBLESHOOTING

SYSTEM OVERVIEW:
The game consists of a RGB monitor, a Sony PS Arcade board, a Acclaim ROM board and a Acclaim RAX Sound board. On power up you should hear five beeps and one tone which signifies all boards are OK. If this is not the case or you experience problems during play refer to the following chart. *Always disconnect power before making any changes to the game!*

TROUBLESHOOTING CHART:

<table>
<thead>
<tr>
<th>SYMPTOM</th>
<th>POSSIBLE CAUSES</th>
<th>CORRECTIONS</th>
</tr>
</thead>
</table>
| 1. No coin-up, test, service, or button input. | A. Blown fuse or fuses.  
B. Bad connection  
C. ROM Board  
D. Incorrect voltage. | A. Replace fuse or fuses.  
B. Check harness and cable connections. Check plug to wall.  
C. Check to see if connectors are seated  
D. Check power supply voltage for 120V. |
B. +12V fuse blown.  
C. Bad connection on Sound Board  
D. Sony PCB failure | A. Turn up volume via the Volume Adjustment screen  
B. Replace fuse.  
C. Check cable connections to 12 & 16.  
D. Refer to Sony PCB Troubleshooting section below |
| 3. Marquee is dim or dark. | A. One or both bulbs are burned out  
B. Wires are loose. | A. Replace with 40W incandescent bulbs.  
B. Check wire nuts at light sockets. |
| 4. Monitor colors are not correct and in odd patterns. | A. Monitor has become magnetized. | A. Degauss the monitor. |
| 5. Characters don’t respond correctly to controls | A. Connections on joystick and/or play buttons are loose. | A. Tighten all connections. Check switches with a meter and replace if necessary. |
| 6. Power supply is on, no sound and monitor is gray | A. JAMMA harness not connected  
B. Power supply faulty | A. Connect JAMMA harness.  
B. Replace power supply |
| 7. At power on, no tones, no sound | A. EPROM not connected on Sound board.  
B. Speakers not connected. | A. Properly install EPROM into Sound board.  
B. Connect speakers |
| 8. At power on, 1 tone, no sound, blue screen | A. No ROM board connection | A. Verify ROM board is properly connected. |
| 9. At power on screen reads “cannot fine program ROM” EPROM B930 | A. No EPROM installed on ROM board U35 & U36  
B. EPROM’s installed incorrectly  
C. Ribbon cable between ROM board and Sound board not connected | A. Install EPROM’s U35 & U36.  
B. Install EPROM’s properly.  
C. Install connectors properly. |
| 10. At power on, one long tone followed by 1-4 short tones. | A. Bad SRAM on Sound Board. | A. Replace U37, U38 |

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TROUBLESHOOTING, continued

<table>
<thead>
<tr>
<th>SYMPTOM</th>
<th>POSSIBLE CAUSES</th>
<th>CORRECTIONS</th>
</tr>
</thead>
</table>
| 11. At power on, two long tones. | A. Bad EPROM on Sound Board. | A. Check socket.  
B. Replace US2 |
| 12. At power on, three long tones followed by 1-4 short tones. | A. Bad U48 ROM on Sound Board. | A. Check U48 socket.  
B. Replace U48. |
| 13. At power on, three long tones followed by 5-8 short tones. | A. Bad U49 ROM on Sound Board. | A. Check U49 socket.  
B. Replace U49. |
| 14. At power on, four long followed by 1-4 short tones. | A. Bad U50 ROM on Sound Board. | A. Check U50 socket.  
B. Replace U50. |
| 15. At power on, four long tones followed by 5-8 short tones. | A. Bad U51 ROM on Sound Board. | A. Check U51 socket.  
B. Replace U51. |

SONY PS ARCADE PCB TROUBLESHOOTING

The SONY PCB is a microprocessor-based board that contains the circuitry for the game inputs and outputs. Make sure the power is OFF when removing or reseating any connectors or socketed IC's.

1. Check the red LED on the board. It should be on.
2. Visually check the PCB for any unseated socketed components.
3. Visually check the PCB for any burned or charred components.
4. Check the Jamma connector for a secure fit.
5. If after checking the above, your board is still not working, call your local distributor about replacing the board.
## SPARE PARTS LIST

### ELECTRICAL
- HRD200092: Coin Counter
- HRD200666: 40W Clear Incandescent Bulb
- HRD200668: Light Fixture, Dual
- HRD201600: Speaker, 4 ohm, 50W, 5 1/4"
- OEM190100: Monitor, 25" RGB
- OEM190124: Joystick, 8 Way
- OEM190125: Coin Door, Double Mini Frame
- PS160051: Power Supply
- SWT140007: Red Test Button
- SWT140008: Green Service Button
- SWT140019: Push-button Switch, 1 Player
- SWT140020: Push-button Switch, 2 Player
- SWT140050: Push-button Switch, Yellow
- SWT140060: Push-button Switch, 3 Player
- SWT140061: Push-button Switch, 4 Player
- WIR180061: Power Cord

### DECALS
- CUS252253: Switch Panel
- CUS252258: Bezel, Inner Monitor
- CUS252401: Control Panel
- CUS252402: Marquee
- CUS252403: Bezel, Outer Monitor
- CUS252404L: Left Side
- CUS252404R: Right Side
- CUS252424: Game Header

### MECHANICAL & HARDWARE
- CUS252255: Marquee Plastic, Inner
- CUS252257: Glass
- CUS252263: Marquee Plastic, Outer
- CUS252285: Owner's Manual
- CUS252270: Threaded Rod
- CUS252273: Top Panel
- CUS252274: Door, Upper Rear
- CUS252275: Door, Lower Rear
- HRD200764: Grill, Speaker

### PC BOARD ASSEMBLIES
- OEM190127: Sony Play Station Arcade Board
- FB800095: RAX Main Sound Board
- FB800101: ROM Board

---

EXTREMELY SERIOUS COIN!
APPENDIX A

ASSEMBLIES
Figure 2    PCB Placement
Figure 3    Overall Cabinet Assembly

HARNESSSES

CUS 252290    Harness, Jamma M360
CUS 252291    Harness, Player 1 Control Panel M360
CUS 252292    Harness, Player 2 Control Panel M360
CUS 252293    Harness, Service Panel with Meter M360
CUS 252295    Harness, AC Power M360
CUS 252296    Harness, 15" 40 Pin Ribbon M360
CUS 252297    Harness, Coin Door
CUS 252300    Harness, Player 3 M360
CUS 252301    Harness, Player 4 M360
CUS 252302    Harness, Sound M360
CUS 252303    Harness, Player 3 Control Panel M360
CUS 252304    Harness, Player 4 Control Panel M360
Model 360 NBAJAM EXTREME™ Rev A

Rear of Cabinet

Figure 2
Figure 3

ATTACH GAME HEADER ON CLEAT

REMOVE TO ACCESS LIGHTS

NBAJAM EXTREME CABINET

EXTREMELY SERIOUS COIN!
NOTE:

1) ALTERNATE SPARE CON.

2) LABEL ALL SPARE CON. TO CUS 22290.

PLAYER I CONTROL PANEL HARNESS

DRAWN BY: Justin Leinen

PLAYER I  CONN. 03-06-2122

PIN 02-06-2101

PLAYER I  CONN. 03-06-2222

PLAYER I

LAZER TRON

4430 WILLOW RD
PLEASANTON, CA 94588
(510) 460-0873

FCSM No. DWG No.

DATE: FEB 23, 1996

Sheet 1 of 1
MOLEX 9 PIN PLUG
CON 03-09-2092
PIN 02-09-2118

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<td>29&quot; 22 AWG BLUE</td>
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<tr>
<td>2</td>
<td>30&quot; 22 AWG BLACK</td>
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<tr>
<td>3</td>
<td>18&quot; 22 AWG PINK</td>
</tr>
<tr>
<td>4</td>
<td>22&quot; 22 AWG VIOLET</td>
</tr>
<tr>
<td>5</td>
<td>18&quot; 22 AWG BLACK</td>
</tr>
<tr>
<td>6</td>
<td>38.25&quot; 22 AWG BROWN</td>
</tr>
<tr>
<td>7</td>
<td>40.25&quot; 22 AWG GREY</td>
</tr>
<tr>
<td>8</td>
<td>38.25&quot; 22 AWG BLACK</td>
</tr>
<tr>
<td>9</td>
<td>25&quot; 22 AWG GREEN</td>
</tr>
</tbody>
</table>

HARNESS BUILT BY COIN CONTROL MOUNTED IN COIN DOOR

LAZER TRON
4430 WILLOW ROAD
PLEASANTON, CA 94588
(510) 460-0873

COIN DOOR HARNESS

DRAWN BY: Justin Leinen
DYE BLUE

PLAYER 4
CONN. 03-06-1122
PIN 02-06-1101
TO CUS 252304

NOTE: ALL SPADE CON ARE .205 / .187 X .032

LAZER TRON
4430 WILLOW RD
PLEASANTON, CA 94588
(510) 460-0873

PLAYER 4 HARNESS NBA-JAM

DRAWN BY: Justin Leinen

NBA JAM

<table>
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<th>DWG No.</th>
<th>Rev</th>
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<td>CUS 252301</td>
<td>A</td>
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<tbody>
<tr>
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<td></td>
<td>1 of 1</td>
</tr>
</tbody>
</table>
PLAYER 3
CONN. 03-06-2122
PIN 02-06-2101

DYE BLACK

NOTE:
1) ALL SPADE CON ARE .205 / .187 X .032
2) LABEL ALL SPADE CON.

NBA JAM
BTN A SHOOT
BTN B PASS
BTN C TURBO
BTN D EXTREME

PLAYER 3 CONTROL PANEL HARNESS NBA-JAM

DRAWN BY: Justin Leinen

LAZER TRON
4430 WILLOW RD
PLEASANTON, CA 94588
(510) 460-0873

PLAYER 3
UP 3
DN 3
LFT 1
RGT 1

JOY STICK

D D
C C
B B
A A

PLYR 3
UP 3
DN 3
LFT 1
RGT 1

SHOOT
PASS
TURBO
SPECIAL
GROUND
GROUND

12 PIN CONN
TO CUS 252300

11' 26" 22 AWG BLACK

DIE BLACK

1 26" 22 AWG PINK
2 35" 18 AWG VIOLET
3 25" 18 AWG BROWN
4 40" 18 AWG WHITE
5 30" 22 AWG GREY
6 45" 22 AWG VIOLET
7 40" 22 AWG BROWN
8 35" 22 AWG WHITE
9 30" 22 AWG GREY
10 26" 22 AWG BLACK
11 26" 22 AWG BLACK
12 31" 22 AWG BLACK

6" 6" 6"
NBAJAM EXTREME ™ KIT INSTALLATION

Refer to the previous sections of this manual for safety warnings, on screen menus, and troubleshooting of your NBAJAM EXTREME™ game.
## KIT PARTS LIST

<table>
<thead>
<tr>
<th>PART #</th>
<th>DESCRIPTION</th>
<th>QUANTITY</th>
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<td><strong>HARNESSES</strong></td>
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<tr>
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<td>Harness, Player 2 Control Panel</td>
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<td>CUS252415</td>
<td>Decal, Bezel</td>
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</tr>
<tr>
<td>CUS252416</td>
<td>Decal, Control Panel</td>
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<td>Decal, Marquee Insert</td>
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<td>Decal, Left &amp; Right Side</td>
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<td>Decal, Buttons &amp; Logos</td>
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<td><strong>CONTROL PANEL PARTS</strong></td>
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<tr>
<td>CUS252266</td>
<td>Pattern, Button Layout</td>
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<td>HRD200824</td>
<td>Nut, 10-24 Kep</td>
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<td>HRD201140</td>
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<td>SWT140020</td>
<td>Push-button, Two Player</td>
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<td>SWT140060</td>
<td>Push-button, Three Player</td>
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<td>SWT140061</td>
<td>Push-button, Four Player</td>
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<td>SWT140050</td>
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<tr>
<td>FB800095</td>
<td>RAX Sound Board</td>
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<td>FB800102</td>
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<td>CUS252285</td>
<td>Manual</td>
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</table>
INSTALLATION INSTRUCTIONS

WARNING!! UNPLUG YOUR GAME BEFORE BEGINNING THIS INSTALLATION. FAILURE TO DO SO MAY RESULT IN INJURY TO YOURSELF AND/OR YOUR GAME.

ESD PRECAUTIONS!! 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.

SPECIFICATIONS AND REQUIREMENTS

Power Supply Minimum Requirements:
150W, +12VDC @ 4 amps, +5VDC @ 5 amps
200V, +12V @ 8 amps, +5VDC @ 20 amps.

Speakers
For the best performance and sound we recommend 2 speakers rated at 4 ohm, 50W.
Anything less that this will not produce adequate sound.

Monitor
This game requires a low resolution monitor. We recommend a Wells-Gardner model 25K2193 or equivalent.

PREPARING THE GAME CABINET

1. Unplug all harnesses from printed circuit boards, joysticks, push-buttons, and other devices.
2. Remove printed circuit boards.
3. Remove buttons and joysticks from control panel.
4. Remove all old decals, overlays, and outer monitor bezel.
5. Clean all surfaces thoroughly with a good surface cleaner. Surfaces receiving new decals should also be cleaned with a degreaser like denatured alcohol.

ADDING NEW HOLES TO THE CONTROL PANEL

1. Use sheets 2 through 4 of drawing CUS252266 included in this manual to position and cut holes for the joysticks and buttons. Position each sheet according to the dimensions on sheet 1 of 5 and the instructions on the edges of the individual sheets for proper player angles. Note, you will have to adjust the spacing between players to suit the particular size and shape of some panels, however you should try to keep the angle of each player.
2. Center punch the location of new holes and drill or punch the joystick positions to 1.25” diameter, there mounting holes to .21” diameter, and all sixteen play buttons to 1.12” diameter.
3. Locate and drill 4, 1.12” diameter holes approximately where shown for the four start buttons. Plug or fill any unused holes if desired.

If you will be using a clear plastic cover, cut those holes to match the control panel pattern.

EXTREMELY SERIOUS COIN!
INSTALLATION OF:

Control Panel
1. The kit Control Panel decal is oversized to fit most 4 player games. Remove the backing and apply centered on your control panel. Take care to smooth out any bubbles as you press down firmly from the center out to the edges.
2. Trim excess from the edges.
3. Cut out the holes using the control panel as a guide for your knife.
4. Remove the backing from the words “PASS/STEAL”, “SHOOT/BLOCK”, TURBO, & “EXTREME” and apply at the angle and location as shown on each pattern drawing. Leave enough clearance for the button bezel overlap.
5. Apply the Player 1, 2, 3, and 4 labels if desired. These are not necessary since the buttons are screened with characters.
6. If you will be using a plastic cover, install it now and cut holes to match.
7. Install the buttons and joysticks in their appropriate holes. Install the 1 Player button on the left-hand side of the Control Panel and the 4 Player on the right.

Printed Circuit Boards
8. Mount the printed circuit boards on the inside of the game cabinet. An arrangement similar to figure 2 is recommended although the sliding tray is not needed.
9. Connect harnesses according to the Wiring Diagrams on the following pages.

Cabinet Decals & Bezel
10. Apply a large (6” x 16 1/2”) Acclaim logo decal and a side NBAJAM EXTREME™ decal to each side.
11. Apply one of the wedge shaped Acclaim decals to each side of the control panel.
12. Apply the coin/test/service decal next to your existing controls. Cut the decal into pieces if necessary to fit your arrangement. For the purposes of this game, the test button is red and the service button is green.
13. Cut the monitor bezel to fit your existing monitor and install with double backed tape in place of your old one.
14. Screw the “New Game” marquee to the top of the cabinet. If there is no cleat on the cabinet top attach one 16” long.
15. Install the backlit marquee in place of your old marquee. Trim to fit if necessary. Two 40 watt incandescent bulbs are recommended to light the marquee area.
16. Save any extra decals for future needs.

THE GAME IS NOW READY TO TURN ON AND TEST. To enter the Test Mode and On Screen Menus press the red Test button anytime after power up. Turn now to the screen menus section in the beginning of this manual for further information.
## KIT TROUBLESHOOTING CHART

Also refer to the troubleshooting section earlier in this manual

<table>
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<tr>
<th>SYMPTOM</th>
<th>POSSIBLE CAUSES</th>
<th>CORRECTIONS</th>
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<tbody>
<tr>
<td>1. Sound is weak.</td>
<td>A. Incorrect speakers</td>
<td>A. Replace with 2, 4 ohm, 50 watt speakers</td>
</tr>
<tr>
<td>2. Monitor has lines and odd</td>
<td>A. Incompatible monitor. Should be a low resolution monitor</td>
<td>A. Set monitor to low resolution.</td>
</tr>
<tr>
<td>shapes when turned on.</td>
<td></td>
<td>B. Replace with a low resolution monitor. A Wells Gardner #25K2193 or equivalent is recommended.</td>
</tr>
<tr>
<td>3. Game will not turn on.</td>
<td>A. Some power supplies require a steady high load. The PC boards in this game are low load and may not be enough for your supply to work properly.</td>
<td>A. Replace the power supply with one equivalent to the specifications listed in the beginning of this manual.</td>
</tr>
<tr>
<td>4. Game shuts down immediately</td>
<td>A. On power up the Sound board requires a power surge then low power. This may be seen as a short causing the power supply to go into overvoltage protection.</td>
<td>A. Check by unplugging the Sound board and turning on the game. If OK, replace the power supply with the recommended type.</td>
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## APPENDIX B

### TEMPLATE
Cus 252266 (5 sheets)  BUTTON LAYOUT

### HARNESS

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<th>CUS</th>
<th>Description</th>
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<td>252287</td>
<td>HARNESS, PLAYER 1 CONTROL PANEL KIT</td>
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<td>HARNESS, AC POWER</td>
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<td>252296</td>
<td>HARNESS, 15&quot; 40 PIN RIBBON</td>
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<td>252302</td>
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<td>252306</td>
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<td>252307</td>
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EXTREMELY SERIOUS COIN!
NOTES
1. SEE SEPARATE FULL SIZE PATTERN SHEETS FOR PLAYER POSITIONS 1 THRU 4.
PLAYER 1
HOLE PATTERN

PLAYER 1

LINE UP PARALLEL WITH LEFT EDGE OF CONTROL PANEL

LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL

JOYSTICK

TURBO

EXTREME

PAS

SHOOT/BLOCK
PLAYER 4
HOLE PATTERN

PLAYER 4

JOYSTICK

LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL
PLAYER 2
HOLE PATTERN

PASS/STEAL

SHOOT/BLOCK

TURBO

EXTREME

PLAYER 2

JOYSTICK

LINE UP PARALLEL WITH LEFT EDGE OF CONTROL PANEL
PLAYER 3
HOLE PATTERN

PLAYER 3

PASS/STEAL

SHOOT/BLOCK

TURBO

JOYSTICK

EXTREME

LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL
PLAYER 1

CONN. 03-06-2122
PIN 02-06-2101

<table>
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<th>JOY STICK</th>
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PLLYR 1
UP 1
DN 1
RGT 1
LFT 1

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<tr>
<th>1</th>
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<tr>
<td>2</td>
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12 PIN CONN TO CUS 252263

NOTE:
1) AL SPADE CON ARE .205 /.187 X .032

LAZER TRON
4430 WILLOW RD
PLEASANTON, CA 94588
(510) 460-0873

PLAYER 1 CONTROL PANEL HARNESS KIT

DRAWN BY: Justin Leinen

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DATE: JAN 10, 1996
Sheet 1 of 1