WARNING:

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions manual, may cause interference to radio communication. As temporarily permitted by regulation it has not been tested for compliance persaunt to Subpart J of part 15 of FCC rules, which is designed to provide reasonable protection against such interference. Operation of this equipment in a residential area 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.
CINEMATRONICS, INC.
1466 Pioneer Way
El Cajon, California, 92020

TELEX: CINEMAT 697891
CALL TOLL FREE: 800 854-6577
IN CALIFORNIA CALL: 714-440-2933
SALES: 8-5 (PST) WEEKDAYS
SERVICE: 8-5 (PST) WEEKDAYS
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PURPOSE AND LIMITATIONS OF THIS MANUAL

This manual cannot and does not replace technical expertise. Should out of warranty repair be necessary, we suggest the operator protect his/her investment by hiring an experienced, competent technician (preferably with some knowledge of the Vectorbeam tm Monitor). We have seen many examples come into the factory of incompetent repair creating many more problems than originally existed. One common fault is incorrect substitution of parts. Another is damaged foil traces on PC boards. Repairing broken foil is time consuming and therefore costly.

This manual has 2 major purposes, and is correspondingly separated into 2 major parts.

Part one of the manual contains information operators need to know. It has been written to tell people who have little or no technical knowledge what they should know about this game, without getting technical. Part one contains valuable information about the Star Castle Game, receiving inspection and installation, an introduction to the major electronic sections of the game, and an operators guide to troubleshooting — finding the source of a problem with a minimum of technical jargon.

If you need more assistance than this manual can give call Cinematronics’ Customer Service Department at our toll free number.

Part II of this manual is designed to help the qualified technician understand the functions of the various circuits in the game, and quickly troubleshoot any problems. Part II contains Theory of Operation, Trouble shooting Procedures, Schematic and Wiring Diagrams, Layout Drawings, Parts List, and suggested test equipment. If you need further assistance, please call Cinematronics’ Customer Service Department at the toll free number.

ACKNOWLEDGEMENT

Cinematronics wishes to thank all the technicians and operators who have given us honest and intelligent appraisal of the problems they have experienced with our games, and have done so in a friendly supportive manner. This kind of communication is a valuable guide to us in making effective improvements. Special thanks go to Charlie of Mountain Coin in Utah, Steve at Empire in Livonia, and Banner in Philadelphia.
WARRANTY

Cinematronics, Inc. warrants the goods to be free from defects in material and workmanship under normal use and service for a period of ninety (90) days from the date of shipment from factory on all parts except speakers, switches, buttons, lights and fuses, for which the warranty period is thirty (30) days from the date of shipment from factory. Cinematronics makes no representation or warranties concerning the goods whether express or implied by operation of law or otherwise, including those of merchantability or fitness for any particular purpose, or with respect of patent infringement, except as may be specifically made herein. Cinematronics limits its warranty obligations herein to the repair or replacement of such parts which have been returned to Cinematronics’ plant at purchaser’s expense and which examination shall disclose to Cinematronics’ satisfaction to have been so defective and to the shipment of such repaired or replacement parts to the purchaser F.O.B. the shipping point.

This warranty does not apply to any Cinematronics product which has been altered or repaired by unauthorized personnel or service facilities or any products which have had the unit serial number altered or removed.

Upon acceptance of the goods, the purchaser agrees to assume all liability for damages and/or bodily injury by the purchaser or any other person and to hold Cinematronics, Inc. harmless from liability or claims arising from the use of the goods by any person. Purchaser further agrees to indemnify Cinematronics, Inc. from any liability, claim, cause of action or litigation resulting from the use or misuse of the goods by any person.

Parts returned for warranty service must be packaged so that no damage is incurred during the shipment. Full documentation and instructions must accompany returned parts. Parts must be shipped prepaid to:

Cinematronics, Inc.
1466 Pioneer Way
El Cajon, CA 92020
CUSTOMER SERVICE PROCEDURES

FOR AUTHORIZED CINEMATRONICS' DISTRIBUTORS

It is the desire of Cinematronics, Inc. to provide efficient and courteous service should the need arise. We have a fully staffed Customer Service Department and encourage you to call our toll free number: 800-854-6577, 78, for technical assistance between the hours of 8:00 A.M. and 5:00 P.M., California time, Monday through Friday.

In order to provide the very best service possible, the following procedures for ordering or returning parts must be followed:

1. All equipment ordered from Customer Service, whether in or out of Warranty, must be placed with a Distributor’s purchase order, either by mail or verbally by telephone.

2. Advance replacement items may be obtained only during the term of the Warranty and when such items are available, using the same procedure as when ordering parts. When ordering a PCB, please include with your order the game serial number and the number of the PCB you wish replaced.

3. All items received as advance replacements will, after a period of thirty (30) days, become the property of the Distributor, with applicable charges applied in the event Customer Service has not received the defective item against which the advance replacement was made.

4. The Distributor must call this facility for an RMA number prior to returning any item. Please be prepared to provide us with the game serial number and the PCB number when requesting an RMA.

5. In all situations covered above, and in all other situations, the Warranty offered by Cinematronics, Inc. is applicable and should be fully understood.

6. Parts returned for service must be packaged so that no damage is incurred during the shipment. Cartons without a prominently displayed RMA number will not be accepted. Full documentation including game serial number, PCB number and reason for return must accompany parts. Ship prepaid to:

Cinematronics, Inc.
Customer Service Department
1466 Pioneer Way
El Cajon, CA 92020

800-854-6577 714-440-2933
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## APPENDIX A
Assembly Drawings, Schematics, Wiring Diagrams.
PART ONE

Information for Operators
SECTION 1
INTRODUCTION TO STAR CASTLE

INTRODUCTION

Star Castle is a one or two player outer space action game designed with features geared for maximum player appeal: a progressively difficult competitive level and a clearly defined "enemy" which must be both attacked and avoided at various points in the course of play.

GAME PLAY

The center of the playfield is occupied by the "Star Castle" which is programmed to constantly home in on the players' ships. Surrounding the "Star Castle" are three concentric "energy rings" of twelve segments each which serve as both a protective perimeter for the "Star Castle" and a source of points for the player. Contained within the "energy rings" are three protective "mines" which seek out the players' ships and destroy them upon collision. The movements of the "mines" are programmed to simulate the actions of heat-seeking missiles.

The object of the games of "Star Castle" is to score the maximum number of points possible. This is accomplished by the combination of three elements: a) exploding the ring segments; b) exploding the "Star Castle"; and c) avoiding the Star Castle's mines. A player's turn is over when his ship has been destroyed. The number of ships per game is set by the operator.

Points are awarded as follows:
A. Hitting ring segments
   1. outer ring - 10 points per segment
   2. center ring - 20 points per segment
   3. inner ring - 30 points per segment
      (note: it takes two "hits" to destroy a segment)
B. Hitting "Star Castle"
   1. 1,440 points plus extra ship for each hit.
C. Avoiding "mines"
   1. No points are awarded for shooting the "mines", but they must be avoided or shot to keep the game going.

For maximum scoring, a player will want to shoot out sections of the energy rings in order to give him a shot at the Star Castle in the center of the screen. As play progresses, there are two facts a player must keep in mind: 1) exploding all segments in a given ring will cause the entire ring to reappear - thereby eliminating a potential shot at the Star Castle in the center; and 2) exploding the rings in a manner that gives you a shot at the Star Castle will also give the Star Castle a shot at you. The Star Castle is programmed so that its nose always seeks out the player's ship. If there is a shot at the player, he will take it.

When the Star Castle is hit by a player's missile, it will first implode and then explode with all remaining ring segments. After a one-second delay, the Star Castle will reappear with all three ring segments. If the Star Castle shoots the player, his turn is over.

MODES OF PLAY

There are two modes of play in Star Castle: a) the one player mode; and b) the two player mode.

The one player mode is activated when a coin is accepted and the player pushes the one player button. As play begins, the Star Castle will appear in the center of the screen surrounded by its three "energy rings". The player's ship appears about halfway up on the right hand edge. By using the control buttons to move forward, right or left, the player maneuvers about the screen using the firing button to launch missiles.
Points are scored by destroying the energy ring segments or the Star Castle itself. Exploding the Star Castle gives an extra ship as well as points. No points are given for the "mines" that attack the player.

The player's ship can be destroyed in two ways: by collision with the mines or by a hit from the Star Castle's torpedo. The mines are launched from the rings and attack the player for approximately ten seconds or until shot. The Star Castle's torpedos are launched only when there is a clear shot at the player through all three rings. At this time the player also has his shot at the Star Castle. Both the Star Castle and the mines get smarter and faster as the game progresses.

The two player mode is activated when the coins are accepted and the two player button is pushed. Each player plays his turn until his ship is exploded. If a player scores more extra ships than his opponent, he will be allowed to play the extra ships even though his opponent's game is over.

The game of STAR CASTLE is not based on time units. The battle rages on until all the players' ships are destroyed. The length of the game depends solely on the skill of the player. It's the age-old challenge of man versus machine.
SECTION 2
RECEIVING AND INSTALLATING
STAR CASTLE

RECEIVING INSPECTION

Your game was shipped in ready-to-play condition. However, after removal of the shipping carton, a brief visual examination is suggested.

Naturally, you'll want to make note of any physical damage to the game cabinet and its external components for freight claim purposes. Considering the quality of the shipping carton, any damage to the exterior would indicate possible interior damage as well.

The interior of the game should also undergo a brief examination for: loose mounting hardware (check to be sure that the major components are still securely mounted); disconnected or loose wires, cables or harnesses; electronic devices loose in their sockets; etc.

At this time the game serial number should be logged. Please remember that the game serial number will be required if you need service from your distributor.

ELECTRICAL REQUIREMENTS

Unless specified otherwise, your game was shipped to operate at 115 VAC, 50/60 Hz. Two other voltage settings are possible. The power supply chassis has a table which shows the voltage options and fusing requirements.

A good earth ground is essential for the proper operation of this game or for that matter any electronic device. Problems with instability and erratic operation of computer-type devices can usually be traced to an ineffective ground system. Therefore, plug the game into a properly wired 3 prong outlet. If a 3 prong to 2 prong AC adaptor must be used, an alternate method of grounding the third prong must be used.

INITIAL ADJUSTMENTS

NOTE

When the game is connected to AC power, one of the game sounds may be heard. This is normal.

The audio level (volume) can be easily adjusted and THIS IS ACHIEVED BY ROTATION OF THE VOLUME POT LOCATED ON THE COIN DOOR. The audio level should compete with other machines "on the floor" to maximize play time.

Display brightness is another easy adjustment. The monitor assembly has several adjustments, but the brightness control is the only one which does not require a "screwdriver" for rotation. Keep the brightness at the correct level for appeal.

OPERATOR OPTIONS

The option switches allow you to select how many ships per game, how many coins per credit, and a test pattern for the Vectorbeam monitor. The option switch is located on the logic or game board. It is not necessary to remove the board from the cabinet to set the options. In fact, the option switch and audio control can be reached easily through the coin door opening. Table 2-1 will assist you with your selections:
STAR CASTLE OPTION SWITCHES
(Located on logic board at position E-2)

OFF ON
1 2 3 4 5 6 7

SHIPS PER GAME
SEE TABLE 2-2

CREDITS PER COIN
SEE TABLE 2-1

NOT USED

NOT USED

ON = NORMAL OPERATION
OFF = TEST PATTERN

<table>
<thead>
<tr>
<th>SWITCH 4</th>
<th>SWITCH 3</th>
<th>CREDITS/COIN</th>
</tr>
</thead>
<tbody>
<tr>
<td>ON</td>
<td>ON</td>
<td>3/4</td>
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<tr>
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<td>3/2</td>
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<td>1/2</td>
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<tr>
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<td>1/1</td>
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TABLE 2-1

<table>
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<tr>
<th>SWITCH 2</th>
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<tbody>
<tr>
<td>ON</td>
<td>ON</td>
<td>6</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>5</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>4</td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>3</td>
</tr>
</tbody>
</table>

TABLE 2-2
Your Cinematronics game is designed much the same as conventional video games. The major exception is the use of an alternate means of visual display ... the patented Vectorbeam™ monitoring system. However, the game is built of the same basic building blocks as any other video game.

The **Power Supply** provides all the necessary voltages for the CPU board, audio board, Vectorbeam monitor, and flourescent light. As you look in the back of the cabinet, it is located on the lower left side of the cabinet. The power supply has two circuit breakers, and a 3 ampere sloblo fuse. If one circuit breaker trips, the other breaker will soon follow. Always unplug the game before replacing the fuse or resetting the circuit breakers. If you need to replace the fuse use only a 3 amp. slo-blo fuse. The power supply also has a line voltage select switch that must be set to match the voltage in your area. There is also an adjustment for the +5 volt section. DO NOT ADJUST unless you use a volt meter and follow the procedure in Section 6. If needed, this power supply is directly interchangeable with the power supplies used in previous Cinematronics games.

The **Central Processing Unit (CPU)** is the “brain” of the game. As you look in the back of the cabinet it is the large PC (printed circuit) board on the right side. It “senses” when a coin is dropped in the coin slot, operates the coin meter, and gives credit. It then “reads” what is happening at the operator controls, interprets and computes to make the game play according to what buttons the player pushes. It tells the Vectorbeam monitor what to draw on the screen, and it tells the audio board when to make the appropriate sound effect. The CPU has a red LED (light-emitting diode), near the Molex power plug. This LED normally flashes once when power is turned on, then stays off. More on this in Section 6.

The **Audio Board** generates all the sound effects for the game and powers the loudspeaker. As you look in the back of the cabinet, it is the smaller PC board on the right side, just below the CPU.

The **Vectorbeam™ Monitor** is the picture tube and associated “Monitor Board” and “Keltron”. It draws pictures on the picture tube screen according to the instructions it receives from the CPU. If it does not receive correct data from the CPU, it will pop the circuit breakers. The only operator adjustment here is the brightness control (See Display P.C.B. Connectors and Adjustments, pg. A-18). For test purposes (e.g. to check the CPU), the Star Castle monitor can be replaced by any previous Cinematronics monitor, except Sundance.

The **Vectorbeam™ Monitor** is a completely different system from the standard raster-type monitor. Two advantages to this monitor are:

1. circuitry is simplified, and
2. ability to draw fine detail in the picture far surpasses conventional monitors, adding interest to the game.

If your monitor should need repair in the future, the technician should be familiar with the Vectorbeam monitor, because it is so different from the conventional raster system.

**Interconnecting Cables** are of 2 types: The **Main Wiring Harness**, and the **Ribbon Connectors**.

The **Main Wiring Harness** carries power from the power supply to the CPU, audio board, and monitor. It connects to each unit
through the Molex plugs. The Molex plugs are built so they can only plug in the right way. *NEVER CONNECT OR DISCONNECT THE MOLEX POWER PLUGS UNLESS THE GAME IS UNPLUGGED.*

The Ribbon Connectors carry data to and from the CPU. Since they can plug in two different ways, care should be taken to plug them in correctly. For the CPU, the ribbons are plugged in correctly if the ribbon is naturally directed away from the board (See Universal Bench Test Configuration, pg. 7-3). The ribbon at the monitor should also be directed away from the board. (See Universal Bench Test Configuration, pg. 7-3). The audio board is different: the ribbon should go up across the audio board. (See Universal Bench Test Configuration, pg. 7-3).

**PERIODIC MAINTENANCE**

The only Periodic Maintenance required is an occasional cleaning. The very high voltage used on the picture tube attracts dust that gradually degrades picture quality. To clean: unplug game and let sit for at least 5 minutes to let voltages "bleed-off." 

The monitor is mounted in the cabinet on brackets. Remove the top bolt from each bracket and gently lower the monitor. Now you can clean the face of the picture tube, and the plexiglass cover. A mild solution of dish detergent will clean the plexiglass without harming the color decal. Care should be taken to not rub the decal, as it may be brittle with age.
SECTION 4
OPERATOR'S GUIDE TO TROUBLESHOOTING
or
How do I Figure out Which Board
to Send Out for Repair?

O.K. - this is where we get technical on you - but don't panic! We'll keep this as simple as possible so you can figure out which board to send out for repair. For some of the steps in this section you will need a simple VOM, and know how to use it.

Here are two important procedures we will refer back to in this section:

Checking the +5 Volt Supply:

To check the +5 volts, you need a voltmeter. Turn power on in the game. Notice on the upper corner of the logic board nearest you is a little pin marked gnd. This is a great place to put the negative probe of the voltmeter. Near this pin in position T13 (see CPU layout, pg. A-8) is a 20 pin IC marked 74LS377. Ignore the other numbers on this chip. We can measure the +5 volt supply at pin 20. Pin 20 is the bottom pin on the far side of the chip. Put your positive probe there, without touching any other pins, and you should get a reading. Anything between +4.8 volts and +5.1 volts is o.k., otherwise, adjust the voltage.

The adjustment is located on the power supply, and it is the only screwdriver adjustment on the power supply. Adjust slowly WHILE READING THE VOLTAGE. Too much voltage will destroy I.C.'s fast. If voltage cannot be adjusted into the correct range (+4.8 - +5.1 volts), repair power supply.

Checking the LED:

Whenever there is a problem with the game, a good place to check first is the LED (light-emitting diode) on the CPU board near the Molex power plug. This LED indicates whether most of the CPU circuit is working. When everything works right, here's what happens: Power to the game is turned on, the LED flashes on, then stays off. If the LED is flickering or on continuously, there is a problem with the CPU or the +5 volt supply. Check +5 volts on the logic board (follow procedures in this section). If the +5 is O.K., have CPU repaired.
The following is a guide compiled from experience. It cannot be right 100% of the time:

<table>
<thead>
<tr>
<th>SYMPTOM</th>
<th>WHAT TO DO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circuit breakers trip</td>
<td>1. Unplug game. Unplug Molex power plug from monitor and reset breakers. Turn POWER ON. If breakers trip: POWER OFF, see 2.</td>
</tr>
<tr>
<td></td>
<td>If breakers don't trip: Coin-up game and &quot;play&quot; it. Are all sound effects normal? Yes - repair monitor. No - Problem is probably in CPU or power supply. Check LED on CPU. Check +5 volts on CPU (see procedure). If +5 volts is good, repair CPU.</td>
</tr>
<tr>
<td></td>
<td>2. Unplug Molex power connector from audio board, reset breakers and turn POWER ON. If breakers trip: Problem is in coin meter circuit or call factory for help. If breakers don't trip: Repair audio board. POWER OFF, reconnect molex plug to monitor. Turn power on to see if there is a good picture. If the picture is bad, problem is probably in the monitor. If breakers trip: Check LED and +5 volt supply. If LED and +5 volts is O.K., problem is probably in monitor.</td>
</tr>
</tbody>
</table>
PART TWO

Information for Technicians
SECTION 5

VECTOR THEORY

In order to understand the basic concept behind a vector generated display, it is important to have a basic knowledge of vector theory.

In the vector display system, there are no horizontal and vertical lines (no sweep) or sync. A line generated using a vector system is shown in Figure 5-1.

A line is drawn by programming a beginning and ending point of the line to be drawn, and forcing the cathode beam to travel between these two points, illuminating the entire path on the screen of the CRT. The angle of the line, the position of the line, and the length of the line are determined simultaneously, and simply, by selecting the proper voltage levels for the beginning and ending points of the line.

This is accomplished by the two twelve-bit codes (words) applied to the DAC-80s on the display board. The DAC-80 will produce a different voltage level at its output for each possible combination of input bits (of which there are 4096 possibilities for a 12 bit word.)

It is also important to remember the function of the LF 13331 analog switch and its output RC network. Because we are dealing with reactive components in C101 and C201 on the display board the charging voltages found are non-linear by nature. (See figure 5-2).

Therefore, when a line appears on the CRT, it is actually only part of the entire path taken between the beginning and ending points of the vector (C-D). The section of A-B is chosen as the most linear portion of the charge curve, and is illuminated.

Sections C-A and B-D are blanked at the cathode and section A-B illuminated by controlling IC7 (7406) on the display board. These calculations are all performed on the CPU logic board.
When a line appears on the CRT, it is actually only part (section A-B), of the entire path taken between the beginning and ending points of the vector (section C-D). Section A-B is chosen as the most linear portion of the charge curve, and illuminated.
SECTION 6
THEORY OF OPERATION

GENERAL DESCRIPTION

This section describes the principles of operation of the major circuit functions of the Cinematronics Video Arcade Game. The system's general functional description is followed by detailed circuit schematics which are included as Appendix A. The schematics used in this manual are similar in nature to those used by most industrial electronic firms.

MONITOR

The Vectorbeam Monitor is unlike the conventional TV monitor in that it displays vectors (lines) generated from X-Y coordinates received from the logic board. The horizontal points are X (width) and the vertical points are Y (height). The X and Y logic signals originate from the logic board.

The Vectorbeam Monitor circuitry is so different from a raster scan monitor, it is useless to try to troubleshoot it using raster T.V. theory. The Vectorbeam Monitor has no horizontal oscillator, no vertical oscillator, no AFC, no sync circuits, and no video amplifiers. Now, then, does it work?

The Vectorbeam Monitor can be divided into 4 main sections: voltage regulators; deflection circuits; video high voltage module; and brightness circuit (cathode drive).

There are three voltage regulators on the monitor board: +15v, -15v, +5v. Note that these are IC's, not transistors. The plus and minus 15 volt regulators supply both DAC-80's, the LF13331 analog switch, and the TL081 op amps. The +5 volt regulator supplies both DAC-80's and the 7406 (IC7). It takes little time and is well worthwhile to check all 3 regulator outputs every time the monitor is serviced.

Drawing a line requires two separate steps.

STEP 1. Digital information, in the form of a 12 bit word is applied to the input (pins 1 thru 12) of the DAC-80. Pin 1 receives the most significant bit, and pin 12 the least significant. The DAC-80 converts the digital word into an analog voltage which is outputted on pin 15. This voltage can swing between ±5 volts, depending on the input word. The output of pin 15 then goes through a current limiting resistor R130 to the inputs of the analog switch IC1. (Pin 18 of the DAC-80 is an input for feedback). Now the CPU sends out an Initial Position pulse, closing the appropriate "switch" (actually a J-FET), to let the analog voltage out pin 10. C101 charges up immediately, and the analog voltage is amplified by IC 102 and the transistorized section Q101 thru Q111, causing the yoke to deflect the cathode beam to where we want the line to begin - the Initial Position.

STEP 2. Another 12 bit word is fed into the DAC-80. This word determines where the end of the line we are drawing will be. The DAC-80 again converts the digital word into an analog voltage that goes out pin 15 and into the analog switch IC1. Now the CPU sends out a Line Drawing pulse, closing the appropriate "switch" to let the analog voltage out pin 15 of IC1. The combination of R103, R102, and C101 has a time constant that determines how quickly C101 can charge (or discharge) to the new analog voltage on pin 15 of IC1. By adjusting R102, we change the amount of time it takes for C101 to arrive at the new analog voltage on pin 15 of IC1. Thus R102 determines the line length in the vertical (Y) direction. If the second (Line Drawing) analog voltage (IC1 pin 15) is greater than the first (Initial Position), the line will be drawn downward. If the second voltage is smaller, the line will be drawn upward.
In the horizontal channel, if the second analog voltage is greater than the first, the line will be drawn to the left.

Op-amp IC102 serves a dual purpose: It acts as a buffer between the deflection amplifiers and the analog switch, as well as an "edge gain" amplifier.

At the output of IC102, there is a resistor diode network consisting of R105 to R110, and D101 to D104. This resistor diode network is used to compensate for the non-linear characteristics of the CRT near the edges of the screen. If this circuit were not used, any object displayed on the screen would increase in size as it moved closer to the edges of the screen. Potentiometer R109 adjusts the height of the pictures.

From the wiper of R109, the signal proceeds to Q101, which is the first stage of deflection amplification. Q101 to Q111 form a typical modern direct-coupled power amplifier with differential pair input and full complementary output. The differential pair consists of Q101 and Q103. The base of Q103 is tied to the amplifier output through the yoke and R117, forming a negative feedback loop. Q101 and Q103 (differential pair) compare input signal and amplifier output, and correct for any differences caused by amplifier distortion and the reactance of the yoke. Q102 is the constant current source for the differential pair (Q101, Q103). Bias for Q102 must be kept steady so Q102 collector current is constant. D105, D106 and R113 accomplish biasing. Note D105, D106 are in parallel with the base-emitter junction of Q102 and R113. The voltage across Q102 B-E junction plus voltage across R113 will equal total voltage across D105, D106, and the two forward biased diodes determine this voltage at 1.2 volts. Since the voltage across the B-E junction of Q102 is 0.6 volts, that leaves 0.6 volts across R113. The voltage across R113 is held constant, so the current through it is constant (I=E+R) at 3 ma. Thus Q102 collector current is held constant near 3 ma.

The output of the differential pair (Q101, Q103) is fed into the base of Q104. Q104 is a class A amplifier whose output feeds Q208 and Q209. Q105 is another constant current source. D109, D110, D111 determine the bias current in Q108, Q109, Q110, Q111.

So the deflection signal has traveled to the base of Q108 and Q109, the driver transistors. If the signal happens to swing positive Q108 will turn on, turning on Q110 which drives current thru the yoke and deflects the electron beam down. If the signal swings negative, Q108 and Q110 turn off, Q109 and Q111 turn on, and the beam deflects upward.

If the signal amplitude is excessive Q110 or Q111 (also known as the output transistors) will conduct heavily. The excessive current will cause voltage to develop across R120 or R121, and Q106 or Q107 will turn on. When this happens, the signal is removed from the base of Q108, Q109. Q108 and Q110 or Q109 and Q111 are turned off by this action and are protected from burning up. So Q106 and Q107 are protection transistors, and during normal operation they are inactive.

Note that Q108, Q110 control deflection in the lower half of the CRT screen, while Q109, Q111 take care of the top half. In the horizontal (X) channel Q208, Q210 control the left half; Q209, Q211 control the right.

Because the amplifier is a direct coupled loop, it defies ordinary signal tracing as a means of troubleshooting. If the signal is wrong anywhere in the amplifier, it will be wrong throughout.

R122, R123, and C102 form a RC network, which compensates for any counter EMF that may develop by the expanding and collapsing of the deflection coil's electromagnetic field.

The video high voltage module operates off the +25v supply and generates three different voltages for three circuits. It generates 16KV for the CRT utor voltage. It generates +400vdc for the CRT focus voltage. And it generates +90 volts for blanking the cathode. The +90v is well filtered and fed into the brightness circuit on one end of R111.
The brightness circuit controls the amount of current going from the CRT cathode to the phosphor screen. It does this by varying the voltage on the CRT cathode. It also incorporates protection circuitry to protect the phosphors from burns. The main components in the brightness circuit are IC7, Q1, Q2, Q3, Q6, Q7, Q8, and R111, the brightness control. There are only two levels of brightness used in this system, which I will refer to as Normal and HI. The brightness information comes from the 74LS32 in position J2 on the logic board, through the ribbon connector, and into IC7. Normal intensity data enters IC7-1, and HI intensity data enters IC7-3.

Normal intensity data then goes out IC7-2 and turns Q1 on-off. Q1 acts as an on-off switch connecting and disconnecting R7 to ground (thru Q2). Thus, when Q1 turns on, the CRT cathode voltage is lowered (assuming R111 is at a normal setting) and the beam is turned on. When Q1 turns off, CRT cathode voltage returns to +90 volts, and the beam is cut-off (no brightness on screen).

HI intensity data goes out IC7-4 and turns Q3 on-off. Q3 collector is connected to R8 (10K) in parallel with R9 (2.2K), R10 (5.6K). When Q3 turns on there is a lower resistance path between CRT cathode and ground than there was when Q1 turned on. Thus CRT cathode voltage drops to a lower voltage, and more current flows to the phosphor screen, creating a higher brightness.

Note that when either Q1 or Q3 conducts, the only path to ground is through Q2. If Q2 is off, the CRT cathode voltage cannot change, and no picture can appear. This means Q2 is a master ON-OFF switch for the cathode beam, and i.e. the means through which our protection circuits can turn the beam OFF.

The second protection circuit consists of Q6, Q7, and two sections of IC7. Part of this circuit turns off the beam if the -25 volts from the power supply is lost (breaker trips, or?). In the absence of -25 volts, IC7-9 goes high (pulled up via R20), and IC7-8 goes low, pulling the base of Q2 to ground and Q2 turns off.

The other part of the circuit protects against having the beam on too long (in case of CPU failure, etc.). The high going pulses coming out of IC7-2,4 that turn on Q1, Q3 also turn on Q6 via R22, R23. Q6 amplifies and inverts these pulses to high-going low. Pulses then go through another inverter, so at IC7-10 they are low going high (active high). The active highs here correspond to the times when the beam is on, and charge up C24. If the beam is on too long, C24 will charge up enough to turn on Q7, making Q7 collector and Q2 base go low and Q2 turns off. In normal operation C24 can discharge through IC7-10 when IC7-10 goes low.

Now, a paragraph about Q8. Q8 is the path through which IC7-2,4 receives its operating +5 volts. R19 and C23 form a time delay, so when power is first turned on it takes a while before Q8 turns on and +5 volts gets to IC7-2,4. Thus, all other circuits get a chance to stabilize before the beam is turned on.

R111 is the brightness potentiometer, which adjusts the amplitude of the negative pulses used for Normal and HI brightness.

CPU BOARD

The processor hardware can be broken down into five basic functional blocks as shown in Figure 6-1. The arrows indicate the possible data flow directions between the various blocks. The ALU and Control block are the main components of the processor while the Memory and I/O blocks may be thought of as merely peripherals. Figure 6-2 is a detailed block diagram of the processor. The numbers in each block correspond to the entries in Table 6-1, which lists the IC numbers of the main components of each functional block.
Figure 6-1. CPU Functional Block Diagram
The following is a brief description of each block shown in Figure 6-1. The numbers beside each functional block name are the numbers in Figure 6-2 which correspond to a particular function.

RAM (6)

The RAM is implemented with three read/write static memories configured as a 256 x 12 bit block. Data can be transferred to or from this memory via the ALU block. The processor uses this RAM as a scratch pad.

ROM (10)

The ROM is configured as an 8K x 8 bit block of memory. These memory locations contain the program instructions and/or data. It is accessed via the processor control unit.

I/O 19, 17, 18

The I/O block consists of 8 output lines implemented with a bit addressable latch, 24 input lines implemented with data selectors, and two 12 bit registers which are connected to the X Y display deflection circuits via D/A converters.

Arithmetic Unit 1, 2, 3, 4, 5

The arithmetic unit performs all the arithmetic processing for the system. It consists primarily of two 12 bit accumulators, an arithmetic logic unit and various data selectors. The accumulators can function as temporary storage registers for arithmetic functions upon the data in the accumulators. The data selectors are used to select the various sources of data which will be processed.

Control Unit (15, 16, 14, 7, 8, 9, 11, 12, 13)

The control unit is the heart of the processor. It performs all instruction decoding operations and generates all the necessary control signals which the rest of the hardware requires to function correctly.

The following is a discussion of each block shown in Figure 6-2.

1. Accumulator Selector

The accumulator selector consists of 3 quad data selectors. They are used to select the output of either the primary or secondary accumulator for processing by various other sections of the systems.

2 & 3 Primary and Secondary Accumulators

The two 12 bit accumulators are implemented with quad bidirectional shift registers. The primary accumulator consists of S4, P4, M4. The secondary accumulator consists of T4, R4, N4. All data manipulation in the processor is accomplished using these two accumulators. All output data flows through these registers.

4. Arithmetic Logic Unit (ALU)

The ALU is used to perform all necessary arithmetic functions within the processor. The ALU is implemented using three 24LS181 (N6M6L6) function generators, three 74LS85 (N9,M9,L9) 4 bit magnitude comparators, and a 74S182 (L4) look ahead carry generator. The data which the ALU manipulates can come from four different sources. The first source is the contents of the accumulators via the accumulator selector. The second and third sources are the ROM and RAM data outputs via the ALU data selector (N11, M11, L11) and the fourth source is the external input selector (E4, D4, C4).

5. Data Selector

The data selector is used to read data into the ALU from either the RAM or ROM memory. Note that the ROM data is only 8 bits wide while the RAM data is 12 bits wide.

6. RAM Storage

The system RAM consists of three 9101C high speed static memory chips connected as a 256 x 12 bit block. The block is 12 bits wide in order to allow the contents of an accumulator to be stored. The processor uses the RAM as temporary storage of program variables, data pointers or any other data of a dynamic nature.
7. RAM Address Selector/Register

The output of this register is tied directly to the address lines of the RAM. It consists of a multiplexer which routes address data from either the ROM or RAM locations to the RAM address lines. The capability to use RAM data to select RAM addresses is the basis for the indirect addressing mode of the processor.

8. Page Selector

The page selector is used to latch the high order 4 bits of a RAM access instructions.

9. ROM Data Register

The register is used to temporarily hold data from the ROM during an instruction fetch.

10. ROM Memory

The ROM memory consists of the actual memory chips plus a data selector and latch circuit. The latch is used to improve the memory access time during a two byte instruction fetch by allowing one byte of the instruction to be latched while the RAM address lines are decoded for the other byte. The data selector can then be used to rapidly access both bytes of the instruction by switching between the latch and memory outputs.

11. Instruction Register

The instruction register is a latch which holds the current op code as read from ROM. Its output is tied to the instruction decode circuitry which in turn generates the necessary signals to execute the instruction.

12. System Sequencer

The system sequencer is used to decode an instruction op code and to generate the appropriate timed sequence of signals which execute the instruction. The op code is decoded by using it as the address data to a set of decoder ROMs. The outputs of the decoder ROMs are then synchronized with the system clock and used to control the various system functional blocks.

13. Line Length Counter

The line length counter is used during the process of drawing a vector to control the length of a vector, by turning off the beam at a pre-determined time after the vector is initiated. The counter is loaded with a value from a line length ROM and then counts up until it overflows which in turn generates a signal to indicate the vector has been finished.

14. Program Address Selector

This selector is used to provide the address data to the program ROM. It selects either the program address counter output or the accumulator selector output and routes this data to the ROM address lines. The ability to use the accumulator contents as address data allows the program to randomly access data tables stored in the ROM or to compute a branch address after a conditional test.

15. Program Address Counter

This is a 12 bit counter whose output defines the next location in ROM to be accessed. It is normally clocked sequentially to step through a program. However, it can be loaded with data from the program address register which is how the jump instructions are implemented.

16. Program Address-Register

This register is a latch used for temporary storage of an address which will be loaded into the program counter during a jump instruction. The input data to this latch can come from either the program ROM or the scratch-pad RAM.

17. Input Selector

The input selector is used to read the state of one of the 24 input lines into the selected accumulator. There are 16 primary inputs and 8 secondary inputs. During an input instruction the upper 11 bits of the accumulator are set to zero while the least significant bit reflects the state of the input line. All input lines have pull up resistors on them so that they will read high if they are left unconnected.
18. **Output Selector**

The output selector is a bit addressable latch used to control the 8 output lines. During an output instruction the selected output line is set to the complement of the least significant bit of the accumulator. The output lines are used to control the audio board, display intensity and the mechanical coin counter.

19. **Display Registers**

The display registers are the interface between the processor and the display driver circuits. These registers are latches into which the contents of the accumulators can be stored. The outputs are tied to D/A converters which provide the input voltage to the display deflection amplifiers.

---

**TABLE 6-1. BLOCK NUMBERS AND COMPONENT I.C.**

1. T-2, R-2, N-2
2. S-4, P-4, M-4
3. T-4, R-4, N-4
4. N-6, M-6, L-6, N-9, M-9, L-9
5. N-11, M-11, L-11
6. N-14, M-14, L-14
7. J-12, I-12
8. H-12
9. S-13
10. U-7, R-7, T-7, P-7, U-9, T-9, U-11, T-11
11. T-13
12. A-8, G-10, F-10, G-14, F-14, E-14, D-14, C-14
13. E-6, D-6, E-8, H-8, G-8, F-8
14. S-9, R-9, P-9
15. S-11, R-11, P-11
16. P-13, R-13
17. E-4, D-4, C-4
18. F-2
19. S-2, R-2, M-2
Figure 6-2. Detailed Block Diagram
**BACKGROUND SOUND**  
(refer to block diagram 4)

The background sound circuit is composed of eight main elements. They are the DAC (digital to analog converter), low pass filter, level shifter and limiter network, VCO (voltage controlled oscillator), Peak-Peak to TTL Converter, a divide by 126 circuit, a divide by 128 circuit, and Summing Network. (ref blk. 1).

**DIGITAL TO ANALOG CONVERTER (DAC)**

Output ports 6Q, 7Q, & 8Q of IC3 drive digital to analog conversion circuitry consisting of IC6, IC7, D5, and R2 to R9. The circuit converts the various combinations of highs and lows on IC3-15, 16 and 19 into an analog voltage level at the output of IC7. This voltage then drives circuitry to produce a background sound of decreasing frequency as the level of IC7-6 goes more negative.

**LOW PASS FILTER (LPF)**

The Low Pass Filter which receives it’s input from the DAC, is composed of R10 to R13, C11, and IC8. This filter has a very long time constant and requires approximately ten seconds to “settle out”.

**LEVEL SHIFTER & LIMITER NETWORK**

The Level Shifter and Limiter Network, composed of R14, R15, R17, R18, and D6, limits the voltage swing at the input of the VCO (IC9-5) between -1vdc and -3.9vdc.

**VOLTAGE CONTROLLED OSCILLATOR (VCO)**

The VCO is composed of C12, C13, R16 and IC9. The output of the VCO chip is a squarewave whose frequency is proportional to the input voltage at IC9-5. The output of the VCO is fed to the dividers via the PEAK-PEAK to TTL Converter, which is composed of C14, D7, D8, R19 to R21 and Q1. This circuit will convert a squarewave that switches between any two levels at least five volts apart, to a TTL compatible signal. In this case, CLK+.

**DIVIDER CIRCUITS**

The CLK+ signal is fed to two division circuits. The first is composed of IC10, IC11, half of IC12, one sixth of IC6, and half of IC28 that form a divide by 126 circuit. The second is composed of IC13 which is a divide by 128 circuit. The signal appearing at IC11-15 is a very narrow positive pulse one-sixtieth the frequency of CLK+. IC28 is a “glitch catcher”. Its output IC28-2 is a negative going pulse approximately half as wide as IC11-15, and is used to both preset the counters (IC10-9, IC11-9) and feed the divide by two counters (IC12) whose output is a squarewave. IC13 is configured as a simple binary counter whose output frequency (IC13-9) is equal to CLK+ divided by 128. Both counters are enabled “low” at IC3-12. The outputs of both dividers are fed to the Pot Driver (IC27-2) via a Summing Network consisting of R24, R25, R26 and C15.

**TEST PROCEDURE**

Trouble Shooting the Background sound is broken into two main parts. First verify the operation of DAC, Low Pass Filter, Limiter Network, VCO and PEAK-PEAK to TTL Converter. PROCEDURE: Load all “ones” into the output latch IC3, (see input control circuit). This yields a code of 111 at the input to the DAC (IC6-9, 11, 13). This chip is used as a simple switch as illustrated in figure 1. When a logic O or low is placed on the input, the 7406 “switch” is open and sinks no current. Placing a high on the input closes the switch and connects the output to ground.

**TABLE 1**

<table>
<thead>
<tr>
<th>IC6-9</th>
<th>IC7-6</th>
<th>IC8-6</th>
<th>IC9-5</th>
<th>IC9-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1</td>
<td>-OV</td>
<td>-7.6V</td>
<td>-3.2V</td>
<td>23kHz</td>
</tr>
<tr>
<td>1 1 0</td>
<td>-1V</td>
<td>-6V</td>
<td>-3V</td>
<td>20kHz</td>
</tr>
<tr>
<td>1 0 1</td>
<td>-2V</td>
<td>-5V</td>
<td>-2.6V</td>
<td>18kHz</td>
</tr>
<tr>
<td>O 1 1</td>
<td>-4V</td>
<td>-3V</td>
<td>-2V</td>
<td>14kHz</td>
</tr>
</tbody>
</table>
Now using Table 1 voltage and frequency checks can be made on the DAC, Low Pass Filter, and VCO. The emitter of Q1 will vary between 0 and -0.7 volts, the signal on the collector of Q1 swings between 0 and +5 volts and has the same frequency as the VCO output. Also the signal to the base of Q1 should not "go below" -0.7 volts. If it does D7 is open. The square wave VCO output (IC9-3) must have a minimum P-P reading of 5 volts. The rest of the codes in Table 1 can be generated by grounding IC6-9, 11, 13 one at a time with a clip lead. To generate the all 'zeroes' code use three leads or load all 'zeroes' into the output latch (IC3).

Secondly, to check out the digitization portion of the background sound the following procedure is utilized. Load all 'highs' into the output latch. This should turn off the background sound by disabling the counters (IC10-1, IC11-1 and IC13-2). Now using a logic probe or scope verify that the signal CLK+ exists at the inputs of the counters (IC10-2, IC11-2, IC13-1, IC28-12) and check for a 'low' at IC10-1, IC11-1, and a high at IC13-6. The next major step is to check for all 'lows' on the following outputs (IC10-11 thru 15, IC11-11 thru 13 and IC13-6). The following outputs can be either 'high' or 'low' but must not be clocking (IC12-8 thru 11 and IC13-8 thru 11). IC28-2 should be 'high'.

To troubleshoot the divide by 63 circuit use a clip lead and ground IC6-1. A high should appear at IC6-2 and it's associated inputs. Now ground IC28-2, the data at inputs A thru D (IC10-11 thru 14 and IC11-11 thru 14) will be transferred to their respective outputs, A to QA, and so forth. The CO pins should both be 'low', this test proves that the counters are being preset with the correct data. If all 'lows' are found on the inputs wired to HI+ jumpers (W14, 15) can be used for fault isolation. Next cut jumper W13 and move the ground from IC28-2 to IC28-1. This removes the load signal (IC10, 11-9) and allows these two chips to act as an eight stage binary counter. The carry output at IC10-15 will be a narrow pulse equal to the input frequency divided 256. To check IC12 remove the ground from IC6-3 and install W13. A frequency division by two should be observed from pin 13 to pin 11. IC13 is configured as a binary counter whose final output pin 9 is the frequency at the input, pin 1 divided by 128. Follow the procedure for checking binary counters given above.

NOISE GENERATOR

The noise generator circuitry is composed of IC14, a digital noise generator, a DC blocking network C18 and R28, and a voltage follower, IC15. Both outputs have a minimum amplitude of 11.5 V p-p, with the waveform at IC15-6 centered about ground.

TEST PROCEDURE

Check for proper amplitude signal at outputs (IC14-3 and IC15-6). IC15-6 will read approximately 2.5V RMS or 11.5 V p-p.

SOFT EXPLOSION
(refer to block diagram 2)

The basic components of this circuit are white noise from the noise generator, a low pass filter, a current controlled amplifier (CCA), an envelope control circuit, and a voltage switch.

LOW PASS FILTER

The output of the noise generator circuit is fed into the low pass filter, R58, R59, R60, and C28, C29. The filter output is then fed into the CCA IC18-2, 3.

CURRENT CONTROLLED AMPLIFIER (CCA)

IC18 can be imagined as an amplifier that generates a current waveform characteristic of the voltage appearing at pin 2. The strength or gain of the output current (IC18-6) is proportional to the current injected into pin 5 via R57 (refer to Figure 2).

ENVELOPE CONTROL

R57 controls the amount of current injected into pin 5 of the amp and the RC time constant of R57 and C27 determines the envelope or decay time of the output waveform.
VOLTAGE SWITCH

The circuit is turned on by switching a low level on the base of Q6. This pulls the voltage up on the emitter of Q7 from -3.5v to +1.9v forward biasing Q7 and allowing it to inject current into the CCA.

TEST PROCEDURE

With J4 disconnected from the CPU board load all 'ones' into the output latch (IC3) and kill the star sound (refer to input control circuitry). The junction of R52 and R53 will read about 5vdc, grounding this point should cause the collector of Q6 to swing from -3.5v to almost 2v, the emitter of Q6 should remain at a constant 2.2vdc. The upward voltage swing on the collector of Q6 should turn on Q7 and cause its collector to rise from about -14.3 to about 1.6vdc. If, for any reason the voltage switch circuit is suspect, it may be eliminated by cutting W1 and tapping a grounded test lead to the square pad of W1. In either case a roar should be heard in the speaker, if this is not the case, verify that the noise generator is functional and that the soft explosion circuit is receiving noise at R58. If any of the following sounds work, (see quick check procedure) loud explosion, fireball, shield or thrust, replace IC18. If none of the above operate, perform a check of the voltage follower circuit (see voltage follower). If the voltage follower is operating correctly, one of the other CA3080’s may be shorted. To isolate any of the CA3080’s whose outputs feed the voltage follower, you may cut their related jumper (W6 thru W10) and use a test lead to connect the output of the CA3080 to the input of the voltage follower circuit (W11 square pad). Don’t forget to exercise the appropriate sound. Using the above procedure the offending CA3080(s) can be located easily.

VOLTAGE FOLLOWER

R127 converts the total current output of all the CA3080’s to a voltage. Since this is a high impedance point IC26 is used to “beef up” the signal on the top of R127, before feeding it to the pot driver (IC27).

TEST PROCEDURE

If any of the following, soft or loud explosion, fireball, shield or thrust sounds, work it’s pretty much a safe bet that IC26 is o.k., however if none of the above sounds work the test procedure is as follows: cut W11 and apply a known good signal to W11, the square end, say NOISE from IC15-6 or 60HZ from IC16-3 and observe the output (IC26-6). If the input control latch is set-up properly, so that no sounds are on, the NOISE or 60Hz signal will be heard in the speaker.

LOUD EXPLOSION

(refer to block diagram 2)

The loud explosion is heard whenever the player ship or the center cannon is destroyed. The technical description is identical to that of the soft explosion. The differences between the two circuits are different component values in the low pass filter and envelope control circuitry, these are for a different frequency response, amplitude, and decay time.

TEST PROCEDURE

See test procedure for soft explosion.

SHIP THRUST SOUND

(refer to block diagram 2)

The ship thrust sound is heard whenever the thrust button is depressed on the player control panel. For a technical description see the technical description on the soft explosion circuit. The differences between the two circuits are different part values in the low pass filter and envelope control circuitry. There is also an additional resistor R36, which is used to give the circuit a slower attack. You will also notice that the emitter of Q15 is tied to +5 instead of the 2.2v reference.

TEST PROCEDURE

See test procedure for soft explosion. The differences are that there is 5v on the emitter of Q15 instead of 2.2v. Also the collector of Q15 will be switching between -3.5v and about +5v, and the collector of Q16 will switch to about +4.5v.
FIREBALL SOUND
(refer to block diagram 3)

The fireball sound is heard whenever an opening is made in all three rings allowing the center cannon to fire at the player’s ship. The technical description is identical to that of soft explosion with a few minor differences. Instead of a low pass filter there is a simple resistor summing network consisting of R81 and R82. White noise is injected through R81. 60 Hz is injected through R82.

TEST PROCEDURE

See the test procedure for the soft explosion circuit. There are two signals present at the input of IC20, 60Hz and noise. If there is only noise out when the circuit is activated then check the 60HZ oscillator IC16 for a signal - a logic probe can be used for that. If a 60HZ hum only is heard then check to see if white noise is making it to R81.

SHIELD BOUNCE SOUND
(refer to block diagram 3)

The shield sound is heard whenever the player ship comes in contact with the outer ring and is deflected away.

The technical description is almost the same as the soft explosion circuit description. The input to the CCA is the same as the fireball except for different values. The voltage switch is different in that it is a “and controlled switch”. Both the junction of R85 and R86 and the junction of R88 and R89 must be at a low level to turn on the circuit. Q12 acts as a simple switch that supplies Q13 with the necessary voltage to pass the 60HZ signal. When the circuit is operating normally the collector of Q13 is switching between -3.5v and +5v at a 60HZ rate.

TEST PROCEDURE

Use the same test procedure outlined in the soft explosion circuit, and the fireball circuit. A major difference in this circuit is the “and controlled voltage switch”. If no sound is heard when the circuit is activated first check to make sure proper signals are present at the adder junction. Next check for a 60Hz signal at the base of Q13. If there isn’t a signal then go back to IC16 and check for oscillation. If there is a signal present then check for a low going signal on the junction of R85 and R86. Next check the emitter of Q13, it should be switching to +5v when shield EN- is low. If it isn’t then Q12 is indicated bad. If it is switching then check the collector of Q13 to see if it switching between -3.5v and +5v, if not then Q13 is indicated to be bad. Next check the collector of Q14 to see if it is switching correctly. For isolation purposes Q12 and Q13 can be shorted collector to emitter with a clip lead.

INPUT CONTROL CIRCUITRY
(refer to block diagram 1)

IC1 is a schmitt-trigger inverter package that cleans up digital information arriving at connector J2 on pins 11, 15, and 16. The CPU board controls all sound generation by supplying digital data pulses through 16 pin connector J2. IC2 and IC3 latch this control information on the board as follows:

IC2 (74LS164) is an 8-bit serial to parallel shift register. Data in the form of a bit stream moves from connector J2-16 through IC1 and into pin 1 of IC2. Pin 8 receives clock pulses from the CPU via J2-15. Each pulse causes a single bit of data present at pin 1 to be transferred successively down the line to outputs A thru H. When the eight output ports are filled, IC3 (74LS377) swings into action. The outputs of IC2 are tied to the inputs of IC3 (1D-8D). When IC3 receives a load pulse on pin 11 thru connector J2-11, the data present on each of its inputs is transferred straight across to its output ports (1Q-8Q). Now data which entered on one channel thru connector J2-16 is available for use in the 8 channels of latch IC3.

TEST PROCEDURE

To verify proper operation of IC1, disconnect 16 pin ribbon connector J2 and decrease volume. Check IC1-2 with a logic probe, scope, or meter. It should read high or 2.4-5vDC (logic 1). Repeat for pins 6&4 of IC1.
With a test lead, ground IC1-13. The output of IC1-2 should now read low or 0 ± 0.7 vdc (logic 0). Repeat for pins 6 & 4 while grounding 9 & 11.

To verify proper operation of IC2, load all lows into its output ports by tying IC2-1 to ground. With another test lead connected to ground tap IC2-8 about 10 times. Outputs A thru H should now all read low. At this point, tap IC3-11 with the ground lead. Outputs 1Q-8Q should now all read low.

Repeat the above procedure, but remove the ground lead from IC2-1. This should load all highs into all the output ports. This completes all the tests.

At this point the volume control may be turned up. The only sound that should be heard is the star sound. The star sound may be disabled by grounding IC3-6.

**QUICK CHECK PROCEDURE**

At this point all of the sounds generated on the audio board can be tested one at a time. Follow the above procedure for loading all 'ones' into the input control latch (IC3).

<table>
<thead>
<tr>
<th>TABLE 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOUND</td>
</tr>
<tr>
<td>LASER</td>
</tr>
<tr>
<td>SOFT EXPLOSION</td>
</tr>
<tr>
<td>LOUD EXPLOSION</td>
</tr>
<tr>
<td>FIREBALL</td>
</tr>
<tr>
<td>SHIELD</td>
</tr>
<tr>
<td>STAR</td>
</tr>
<tr>
<td>THRUST</td>
</tr>
<tr>
<td>BACKGROUND</td>
</tr>
</tbody>
</table>

Using a test lead ground the test points shown in table 2 to activate the desired sound. The star sound is unique in that it requires that the ground be removed to enable it. Some sounds will sound more realistic if the test lead is tapped on the test point (e.g. explosions). To fully exercise the background sound refer to it's troubleshooting procedure.

**OUTPUT AMPLIFIER**

*(refer to block diagram 1)*

The output amplifier section consists of a pre-amp and volume pot driver IC27 (TL081), main driver amp IC25 (TL081) and speaker drive transistors Q17 and Q18.

IC27 drives the external volume pot located on the coin door and its associated cable. If little or no volume is heard, meter the pot wires between J1-8 and J1-3. The resistance should vary as the pot is rotated. If the audio is at maximum volume regardless of the pot position, suspect an open lead between ground and the pot lead connected to connector J1-1.

The final drive is a non-inverting amplifier circuit containing IC25, Q17 and Q18. Observe the waveform at the speaker wire which is the emitter junction of Q17 and Q18. If the upper half of any sound waveform appears clipped, suspect Q17. For the lower half, Q18 is the suspect. For no audio meter Q17 and Q18 out of circuit and look for burned resistors R122 and R124.

**STAR SOUND**

*(refer to block diagram 4)*

The star sound is heard whenever one of the attacking stars breaks off from a ring. The star sound circuit is composed of three blocks. A 9Hz oscillator, a square wave to triangle wave converter, and a voltage controlled oscillator (VCO).

Both oscillators are enabled by bringing pin 4 of both IC's to a high level. A square wave exits at pin 3 of IC23 into the square wave to triangle converter (R114, R115, and C39). The triangle wave is injected into pins 2 and 6 of IC24 causing changes in the trigger and threshold voltage levels which in turn causes proportional changes in the output frequency of the VCO, IC24. The output of the VCO is then fed into a resistive voltage divider and into the summing junction.
TEST PROCEDURE

Check pin 4 of IC23 and IC24 for a high level when the star sound has been enabled. Check frequency at pin 3 of IC23 - it should be approximately 9Hz. Check test point 1 for a triangular wave of the same frequency. If there is no signal here check C39 for a short. TP1 may also be grounded to check the output frequency of IC24. It should be approximately 1.1khz at pin 3.

LASER SOUND
(refer to block diagram 4)

The laser sound is heard whenever the player fires his ship. The laser is fired three times for every one time the fire button is depressed. This is done under software control, so in some test conditions the laser will sound different than in actual gameplay conditions.

The laser circuitry is composed of five main blocks, the enable switch (1/6 IC6 and Q3), ramp control (Q4, C22, R39, R41, R42), the VCO (IC17), Peak-Peak to TTL converter (Q5, D9, C25 & R45), gated octave adder (1/2 IC12, R47 to R51 & C26).

A low level on IC6-5 will turn off switch transistor Q3 which brings the voltage on the collector from about +5vdc down to -3.5vdc. This in turn takes Q4 out of conduction allowing C22 to charge through R41. This ramp voltage at the top of C22 is injected into IC17-5, the control voltage pin of the VCO. As the control voltage ramps between +12vdc and +14vdc the squarewave output of the VCO will ramp down in frequency from 23kzh to 6kzh. The output of the VCO (IC17-3) is then fed into the Peak-Peak to TTL converter. A 5v p-p squarewave enters the clock input of the divider IC12. The outputs are then added together and sent on to the summing junction. The sound is enabled by bringing IC12-2 to a low level.

TEST PROCEDURE

With the audio board ribbon cable disconnected from the CPU board the laser sound will be disabled. The laser sound can be actuated by tapping a grounded lead to IC6-5. Voltage and frequency readings for various points in the circuit are given for IC6-5 both open and shorted to ground, in Table 3.

<table>
<thead>
<tr>
<th>IC6-5</th>
<th>IC6-6Q3-CQ4-C</th>
<th>IC17-5</th>
<th>IC17-3</th>
<th>IC17-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>volts</td>
<td>volts</td>
<td>volts</td>
<td>volts</td>
<td>freq.</td>
</tr>
<tr>
<td>open</td>
<td>-0</td>
<td>-0</td>
<td>13</td>
<td>23kc</td>
</tr>
<tr>
<td>shorted to ground</td>
<td>5</td>
<td>-3.5</td>
<td>14.3</td>
<td>14.3</td>
</tr>
</tbody>
</table>

Note: Q3-C is used as shorthand notation for transistor Q3, the collector terminal.

The only other points worth mentioning here are that the output of the VCO (IC17-3) should be at least 5 volts p-p and the ramp control circuit can be disconnected from the enable switch by means of W12. With W12 cut a grounded test lead connected to the square end of the jumper can be used to simulate the action of Q4. This procedure is handy when the voltage readings on Q3-C check but those on IC17-5 do not. If the above test yields good readings on IC17-5 and the same readings were bad before cutting W12, then Q4 is leaky and must be replaced.
CONTROL CURRENT AMPLIFIER

TO INPUT STAGE

CONTROL CURRENT

FIGURE TWO
INPUT CONTROL CIRCUITRY

J4-16
J4-15
J4-11

IC 1

SCHMITT TRIGGER BUFFER

IC 2

DATA

CLK

SHIFT REGISTER

IC 3

IC

LATCH

FIREBALL EN -
SHIELD EN -
STAR EN +
THRUST EN -
BACKGROUND EN -
BL 2 +
BL 1 +
BL 0 +

OUTPUT CIRCUITRY

STAR SOUND
BACKGROUND SOUND
LASER SOUND
FROM BLOCK DIAGRAMS 2,3

SOFT EX
LOUD EX
THRUST
SHIELD
FIREBALL

SUMMING JUNCTION

VOLTMAGE FOLLOWER

PRE AMP

VOLUME CONTROL
LOCATED ON COIN DOOR

IC 25, Q17, Q18
FINAL AMP

TO SPEAKER

BLOCK DIAGRAM ONE
LOW PASS FILTER R58-60, C28, C29

SOFT EXPLOSION

VOLTAGE SWITCH Q6, Q7

CCA

IC 18

W 6

ENVELOPE CONTROL R57, C27

LOW PASS FILTER R69-71, C31, C32

LOUD EXPLOSION

VOLTAGE SWITCH Q8, Q9

CCA

IC 19

W 7

ENVELOPE CONTROL R68, C30

LOW PASS FILTER R107-109, C35, C36

NOISE GENERATOR IC14, IC15

VOLTAGE SWITCH Q15, Q16

CCA

IC 22

W 10

ENVELOPE CONTROL R105, R106, C34

THRUSt SOUND

TO VOLTAGE FOLLOWER (BLOCK DIAGRAM ONE)

BLOCK DIAGRAM TWO
BLOCK DIAGRAM THREE
SECTION 7
TROUBLESHOOTING

UNIVERSAL BENCH TEST

CONFIGURATION

The components depicted in figure A represent the integral elements and interconnects necessary to effectively bench test the Cinematronics vector display video game system. The configuration is universal in that the game logic board A, display assembly B, and the power supply D are consistent from game to game. Audio board C varies in design for each new game though maintaining the pinout of its input power molex plug. Player control ribbon cable 3 terminates at the player control panel elements of each game (i.e. Joystick, Fire & Thrust buttons, Coin Acceptor Mechanism, etc.)

POWER INTERCONNECTS

The power supply D provides all voltages necessary for game operation.

Logic board drive is +5 volts ± 5% applied to pin 10 of the input power molex plug, & ground enters the logic board thru pin 4 to pins 1, 5, and 6. The logic board will free run in the game attract mode with proper power applied.

The audio board accepts +25 volts on pin 4 and -25 volts applied thru pin 6 to pin 8. Ground enters pin 7 and is trace connected to speaker return pin 5. Pin 9 accepts +5 volts DC.

Power for the display is +25 volts thru pin 6 of its molex plug to pin 5 and -25 volts on pin 8. The CRT filament voltage of 6.3 V.A.C. enters the display electronics through pins 1 & 7 via a twisted pair of wires from the supply. A full wave rectified, unfiltered spot kill level of approximately +25 volts is applied to pin 14. The assembly is grounded thru pin 15 to pin 12.

SYSTEM TEST CONSIDERATIONS

As previously mentioned, the logic board A will free run in the particular game attract mode solely with +5 volt applied. Ribbon cables 1 & 2 are output lines and can be removed without affecting the free-run mode. Ribbon cable 3 is an input line and can also be removed for test purposes while free running.

The audio board C can be effectively diagnosed with proper power applied and a speaker. The logic board generates most sounds by grounding various control lines through ribbon cable 2. The cable can be removed and game sounds can be generated by tying these lines low temporarily with a jumper wire. Refer to the appropriate audio board schematic and theory of operation section.

The display assembly cannot be powered up without data cable 1 from the logic board connected. With the cable open or improper data being fed from the logic board, the circuit breakers CB1 & CB2 on the power supply will trip indicating a load in excess of 3a being drawn from the +25 and -25 volt lines. Testing of the monitor requires a functional logic board. While troubleshooting a no display condition, it is recommended to remove the 8 pin molded female plug from the neck of the CRT to protect the phosphor on the tube face from being burned by a high intensity spot.

TEST EQUIPMENT

For most test purposes, a wideband oscilloscope and a digital or analog multi-meter is adequate. Also, a tri-level logic probe for verifying the presence of digital information is recommended.

Testing and troubleshooting of the logic board is the least straightforward aspect of bench test. However, Cinematronics has
developed a logic board exerciser to be used in conjunction with a signature analyser that allows effective troubleshooting & repair with a minimum knowledge of microprocessor theory and operation. The exerciser puts a 4 bit alphanumeric code on each IC leg of each chip on the CPU board which then can be probed & read with the signature analyser to verify proper operation. Contact the customer service department at Cinematronics for details.

TEST PROCEDURES

The first step in effective bench testing is to review the system theory of operation included in the manual. Discussed are principles from the mathematical concept of vector systems to the actual hardware techniques employed in generating a vector video game display.

For specific troubleshooting procedures, refer to the symptom-remedy diagnostic chart included in the manual.
DISPLAY ASSEMBLY
38-10633-01

34 PIN RIBBON CABLE
87-10848-01

MAIN WIRE ASY.
87-10845-01

A.C. CORD
87-10845-03

POWER SUPPLY
82-10842-XX

8 OHM SPEAKER
71-10834-01

16 PIN RIBBON CABLE
87-10847-01

AUDIO BOARD
38-10861-01

LOGIC BOARD
38-10626-01

A

(BTO PLAYER CONTROLS)

26 PIN RIBBON CABLE
87-10846-01

UNIVERSAL
BENCH TEST
CONFIGURATION

FIGURE A

7-3
Here is a systematic (I hope) guide to trouble shooting a monitor that blows breakers. Monitor must be connected to a good CPU. Check for burned components. The first thing we want to do is be able to power up the monitor without blowing breakers - then do trouble shooting.

POWER OFF. Unplug yoke from monitor board. Unplug socket from CRT. POWER ON.

If breakers blow: POWER OFF. See 1.
If breakers hold: Check outputs of -15v, +15v, and +5v regulators. Output must be within ± 0.5 volt tolerance.

A. Use O-scope to check deflection circuits for proper signal. 1mv/div time base is a good scope setting. Between DAC-80 output and input of Q101 or Q201, signal amplitude is about ± 3 volts peak. DC component should be less than ± 200 mv. Too much DC component will trip breakers. If signal into Q101/Q201 is good, problem is in transistorized deflection amps. With yoke disconnected, a good amp will put out an odd looking "square wave", swinging between +25 volts. To check a bad deflection amp, check all transistors. Look for burned R118, R119, R113, R117 or R218, R219, R213, R217. R115, R116, R120, R121 may open with no burn marks. For test purposes, protection transistors Q106, Q107, Q206, Q207 may be removed from the circuit and amplifier can be powered up. Always replace protection transistors before returning monitor to normal service.

1. POWER OFF. Unplug heat sink wiring harnesses from monitor board. POWER ON.
Breakers blow: POWER OFF See 2.
Breakers hold: one or more of Q110, Q111, Q210, Q211 are shorted. Damage elsewhere is likely. Follow procedure at A.

2. Problem is most likely Video High Voltage module. Unplug from board and POWER ON. Breakers hold: replace or repair Video power supply. Breakers blow: Maybe a shorted tantalum capacitor. Or call us.
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE SOLUTIONS</th>
</tr>
</thead>
</table>
| No Picture        | Listen for audible "clatter" from the deflection yoke on the CRT neck. If the clatter is present, deflection circuitry is working and the problem is in the intensity circuit.  
No high voltage.  
If game audio is present, the CPU board is functional and the problem is in the monitor. If the audio is distorted or absent, the CPU board is suspect. If CPU board is equipped with red led near the input power plug, verify that it flashes once when power is applied and remains off thereafter. If no LED, verify that C8 pin 6 is constantly low with a voltmeter.  
Check the neck of the CRT for a glowing filament. If there is no glow, check the brown & black twisted pair of the CRT plug for 6.3 volts AC.  
Be sure all connections to the CPU board and monitor are firmly seated.  
Connect a scope to the yellow wire leading to the CRT connector. Set brightness full clockwise. There should be an 80-100 volt DC base with pulses dropping down to a 40 volt level. If no pulses, probe IC7 pin 4 with a scope and observe data pulses. If present, check Q2 & Q3 with an ohmeter or transistor tester.  
Check cathode of D5 for a full wave rectified, unfiltered voltage signal floating at +25 volts.  
Check seating of CRT plug. Remove and probe with scope to verify presence of proper signals. |
| Narrow Line on Display | Check IC1.  
Check for open yoke windings with ohmeter.  
Check for bad solder & crimp connections to yoke wires.  
Verify continuity between display board and heat sunk power transistors Q110, Q210, Q111 and Q211.  
Check Q110, Q210, Q111, Q211 with ohmeter or transistor tester. Inspect solder connections on circuit board molex connector socket pins. |
| Half Picture       | Left Half: Check Q206, 208, 210  
Right Half: Check Q207, 209, 211  
Top Half: Check Q107, 109, 111  
Bottom Half: Check Q106, 108, 110 |
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>PROBABLE SOLUTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Brightness Control</td>
<td>Check intensity pot R111 for open wiper or internal short. Check for open capacitor C17. Check for bad solder connections to R111.</td>
</tr>
<tr>
<td>Picture on Display Jitters</td>
<td>Replace analog switch IC1.</td>
</tr>
<tr>
<td></td>
<td>Check size pots R109 and R209 for wiper noise by turning briskly while observing the screen. Readjust for proper screen size.</td>
</tr>
<tr>
<td></td>
<td>Check for bad solder connections on R109 &amp; R209.</td>
</tr>
<tr>
<td></td>
<td>Check DAC IC101 &amp; IC201 for bad solder connections.</td>
</tr>
<tr>
<td></td>
<td>Insure that all molex connectors are properly seated.</td>
</tr>
<tr>
<td>Suspect High Voltage</td>
<td>An accurate High Voltage meter will read close to 16KV if high voltage is good. Self-contained HV meters vary widely in accuracy. If +90 and +400 volts out of high voltage supply are good, chances are 16KV is good. If +90 or +400 volts are bad, repair or replace high voltage supply.</td>
</tr>
<tr>
<td>too high/too low</td>
<td></td>
</tr>
<tr>
<td>Dotted Display</td>
<td>Check IC-7 pins 2, 4. Verify proper operation of IC1.</td>
</tr>
<tr>
<td></td>
<td>Check for proper +25 and -25 volts DC. Check operation of DAC’s IC101 and IC201. On logic board, check I 8 pin 2 for pulses. Verify presence at analog switch.</td>
</tr>
<tr>
<td>No Audio</td>
<td>Check for open speaker coil. Check transistors 2N6292 and 2N6107 and nearby output components on audio board with ohmeter or transistor checker. Check 7815 and 7915 outputs. Check for open wiper on volume control mounted on inside of coin door.</td>
</tr>
<tr>
<td></td>
<td>Refer to audio board theory of operation and troubleshooting guide. Replace F2 on logic board.</td>
</tr>
<tr>
<td>PROBLEM</td>
<td>PROBABLE SOLUTIONS</td>
</tr>
<tr>
<td>---------</td>
<td>-------------------</td>
</tr>
<tr>
<td>Coin Counter is Inoperative</td>
<td>Check 2N6292 transistor on logic board with ohmeter or transistor tester. Verify proper operation of A4 by grounding A4 pin 1. Coin counter should click. Disconnect coin counter m luxe connector. Measure DC voltage on red wire. Meter should read +25 volts DC.</td>
</tr>
<tr>
<td>Player Control Button(s) Inoperative</td>
<td>Replace F2 (74LS259) on logic board. Refer to player control schematic in APPENDIX. Verify with ohmeter proper closure of player control leaf blade switches. Remove J3 connector. Measure +5 volts on D4 - 1, 2, 3, 4, 12, 13, 14, 15. If missing, replace D4. Replace pull up resistor pack D2. Measure +5 volts on C4 - 1, 2, 3, 4, 12, 13, 14, 15. If missing, replace C4. Replace pull up resistor pack C2. Coin up a game and, with J3 disconnected, ground aforementioned pins on C4 &amp; D4. If display responds problem is in continuity from J3 to player control switches.</td>
</tr>
</tbody>
</table>
SECTION 8
SUGGESTED PARTS FOR STOCK

The following parts fail most frequently:

MONITOR

LF13331 — Analog switch
2N5876 — PNP output transistor
2N5878 — NPN output transistor
2N5320 — PNP driver transistor
2N5322 — NPN driver transistor
7406 — IC inverter package
2N5550 — NPN transistor 140 volt BVceo
7805 — +5 volt regulator IC
7815 — +15 volt regulator IC
7915 — -15 volt regulator IC

CPU

74LS259/DM8334 — IC 8 bit latch
74LS32 — IC or gate
DROM 1 — IC PROM
20101A2 — IC RAM 256 x 4

AUDIO

2N6107 — PNP output transistor
2N6292 — NPN output transistor
TL081/LF351 — IC op-amp
CA3080 — IC transconduct.
74LS377 — IC octal D flip-flop (also used in CPU)

The following parts don’t fail frequently, but are not readily available local electronic supply houses:

MONITOR

DAC-80 — digital to analog converter

CPU

Masked ROMS — set of four contain game program
D ROMS (1-6) — custom made for CPU
25LS181 — ALU
SECTION 9
PARTS LIST

OVERALL ASSEMBLY
10-10888-01

<table>
<thead>
<tr>
<th>ITEM NO.</th>
<th>CINEMATRONICS PART NO.</th>
<th>DESCRIPTION</th>
<th>MFGR. PART NO.</th>
<th>QTY.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>38-10898-01</td>
<td>Cabinet Assembly</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>38-10890-01</td>
<td>Control Panel Assembly</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>38-10642-01</td>
<td>Circuit Panel Assembly</td>
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<td>1</td>
</tr>
<tr>
<td>4</td>
<td>38-10633-01</td>
<td>Monitor Assembly Kel</td>
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<td>5</td>
<td>38-10895-01</td>
<td>Power Supply Assembly</td>
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<td>6</td>
<td>72-10836-01</td>
<td>Operators Manual</td>
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CABINET ASSEMBLY
38-10898-01

<table>
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<th>QTY.</th>
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<td>20-10871-01</td>
<td>Coin Box</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>20-10872-01</td>
<td>Coin Box Cover</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>20-10864-01</td>
<td>Coin Box Handle</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>20-10862-01</td>
<td>Coin Box Tongue BKT</td>
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<td>6</td>
<td>38-10897-01</td>
<td>Coin Door Assembly</td>
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<tr>
<td>7</td>
<td>38-10891-01</td>
<td>Coin Meter/Vol. Cntl. Assy.</td>
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<td>8</td>
<td>20-10865-01</td>
<td>Cover Plate</td>
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<tr>
<td>9</td>
<td>22-10953-01</td>
<td>Display Shield</td>
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<td>1</td>
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<tr>
<td>10</td>
<td>37-10893-01</td>
<td>Interlock Switch</td>
<td></td>
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<td>11</td>
<td>20-10863-01</td>
<td>Interlock Switch BRKT</td>
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<tr>
<td>12</td>
<td>20-10866-01</td>
<td>Rail, Left</td>
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<td>13</td>
<td>20-10867-01</td>
<td>Rail, Right</td>
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<td>14</td>
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<td>Retainer, Plexiglass</td>
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<td>15</td>
<td>20-10530-01</td>
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<td>16</td>
<td>71-10834-01</td>
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<td>25</td>
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<td>22-10544-01</td>
<td>Label, Unit Wired For:</td>
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### Cabinet Assembly

<table>
<thead>
<tr>
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<th>MFGR. PART NO.</th>
<th>QTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>27</td>
<td>25-10583-01</td>
<td>Spring, Display Shield</td>
<td>3/16&quot;-.11/4&quot; plated</td>
<td>1</td>
</tr>
<tr>
<td>28</td>
<td>25-10561-01</td>
<td>Wire Nuts</td>
<td>CN BX</td>
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<td>29</td>
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<td>#10 Int. Th.</td>
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### Control Panel Assembly

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### CIRCUIT PANEL ASSEMBLY

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### MONITOR ASSEMBLY KELTRON

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<td>Yoke Assembly</td>
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<td>Mounting Bracket RH</td>
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### MONITOR ASSEMBLY TEST

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### CRT SOCKET ASSEMBLY

**38-10632-01**

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#### DEFLECTION YOKE AMPLIFIER

**38-10631-01**

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#### YOKE ASSEMBLY

**38-10637-01**

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#### POWER SUPPLY ASSEMBLY

**38-10895-01**

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# MAIN WIRE HARNESS ASSEMBLY

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## COIN SWITCH HARNESS ASSEMBLY

## 87-10876-01

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## COIN METER/VOL. CONTROL ASSY.

## 38-10891-01

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## COIN METER ASSEMBLY

## 38-10960-01

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**VOLUME CONTROL HARN. ASSY.**

**38-10961-01**

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**COIN DOOR ASSEMBLY**

**38-10897-01**

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**SWITCH WIRE HARNESS ASSY.**

**87-10876-01**

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**CPU P.C.B. ASSEMBLY**

**38-10626-01**

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**AUDIO P.C.B. ASSEMBLY**

38-10861-01

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APPENDIX A

Assembly Drawings
Schematics
and
Wiring Diagrams
### Wire List

#### Power Supply H1 Molex 03-09-1042

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#### Display H3 Molex 03-09-2183

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### Electrical Connectors and Wires

1. **NOTES:** Unless otherwise specified, lengths given for twisted wire are after twisting.
2. **W/N:** This connection made with wire nut.
3. **FQD:** Female quick disconnect.
4. **8-37:** FQD - Female Quick Disconnect.
POWER SUPPLY CONNECTORS

J1 CONNECTOR DATA

| J1-1 | ORN/VEL | CHASSIS GND |
| J1-2 | WHT      | TXFMR LUG #3 |
| J1-3 | BLK      | TXFMR LUG #1 |
| J1-4 | ORN/VEL  | 6.3VAC GND  |
| J1-5 | ORG      | 6.3VAC      |
| J1-6 | BRN      | SPOT KILL (250V) |
| J1-7 | YEL      | +25V        |
| J1-8 | BLU      | -25V        |
| J1-9 | RED      | +5V         |
| J1-10| GRY      | +5V         |
| J1-11| BLK      | +5V RETURN  |
| J1-12| RED      | ±25V RETURN |

- SAMP INLINE FUSE.
- SAMP INLINE FUSE.
- SAMP INLINE CIRCUIT BREAKER CB1.
- SAMP INLINE CIRCUIT BREAKER CB2.

NOTES: UNLESS OTHERWISE SPECIFIED
*OR 16-LEVEL INTENSITY CIRCUITRY
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**Notes:** Unless otherwise specified
DISPLAY P.C.B.

CONNECTORS AND ADJUSTMENTS
1. WHEN DECKMAN 7580V DAC IS UTILIZED FOR 75 OHM.
   R260 CHANGED TO 7.0 K 1% METAL FILM
   R601 CHANGED TO 22 K 1% METAL FILM
   DECKMAN DAC NOT COMPATIBLE WITH BURR BROWN DAC.

2. INSTALL SLOW R244 ON CIRCUIT SIDE OF BOARD WHEN DECKMAN DAC IS USED.

3. ALL LINES ARE ROHS UNLESS OTHERWISE SPECIFIED.
   ALL CAPACITOR VALUES ARE IN UF.
   270 OHMS UNLESS OTHERWISE SPECIFIED.
   ALL RESISTOR VALUES ARE IN OHMS.

NOTES:
SMALL HEAT SINK IS PLACED ON TOP OF TRANSISTOR TAB

APPLY THERMAL COMPOUND TO ENTIRE BOTTOM SURFACE OF TRANSISTOR AND TOP OF TAB