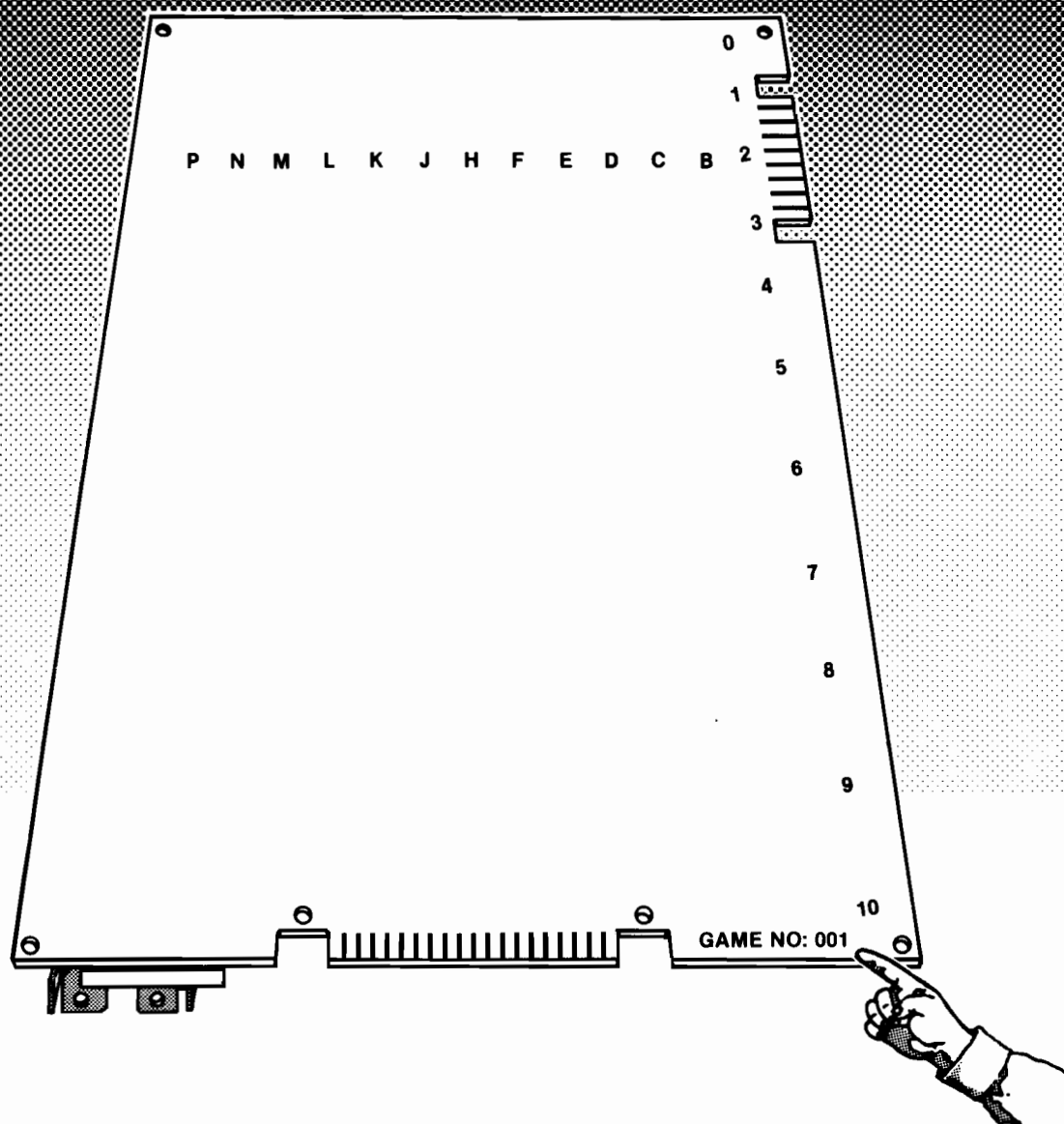


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ATARI® **BASEBALL**

Operation, Maintenance and Service Manual
Complete with Illustrated Parts Catalog





GAME SERIAL NUMBER LOCATION

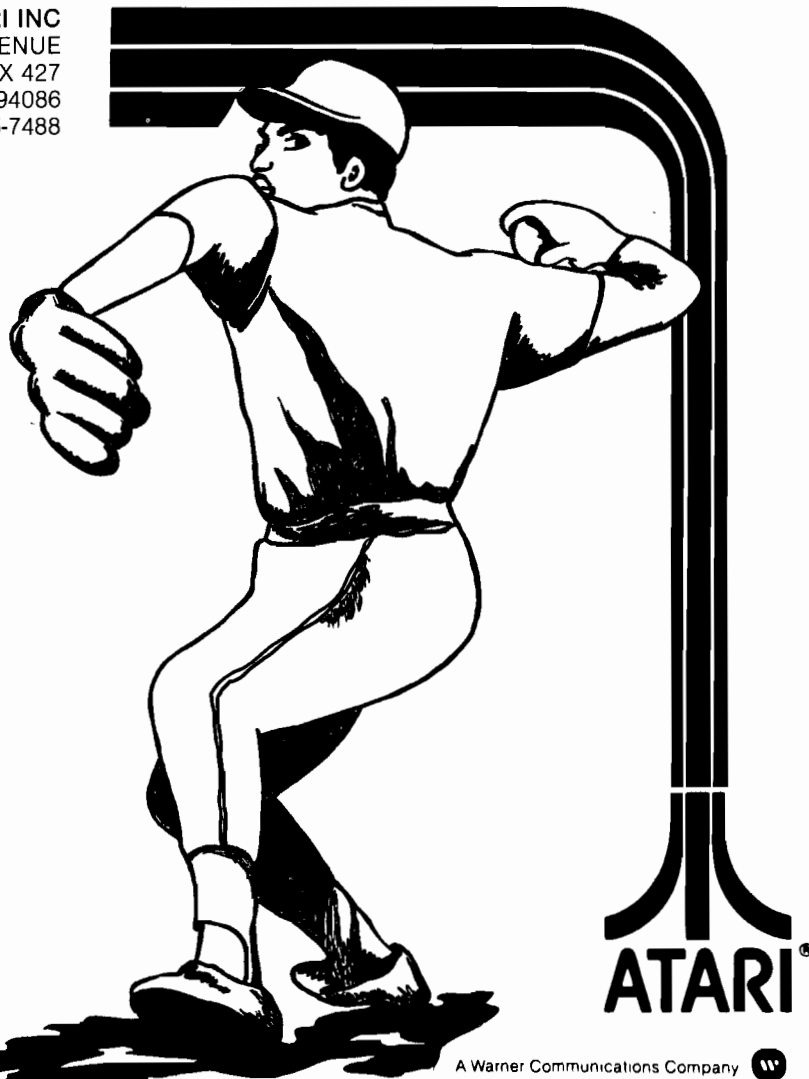
Your game's serial number is stamped on the circuit (back) side, bottom right corner, of the printed circuit board—see the illustration below. The same number is also stamped on the label located on the rear of the game cabinet. Please mention this number whenever calling your distributor for service.

BASEBALL™

Operation, Maintenance and Service Manual

Complete with Illustrated Parts Catalog

ATARI INC
1265 BORREGAS AVENUE
P.O. BOX 427
SUNNYVALE, CALIFORNIA 94086
408/745-2000 • TELEX 35-7488



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5H

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NOTE

If reading through this manual does not lead to solving a certain maintenance problem, call Tele-Help™ at the Atari Customer Service office in your geographical area, as shown in one of the two maps below. Order all parts from the California office.

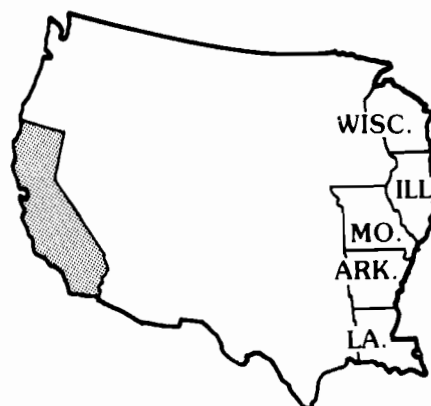
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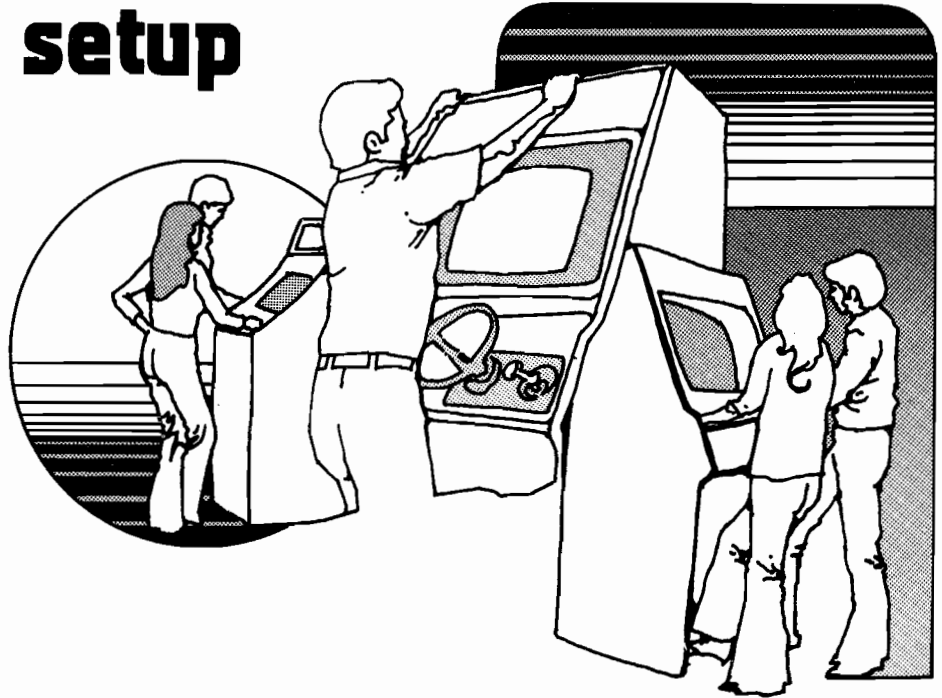
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Telex 37-9347
(Monday - Friday, 8:30 - 5:00 pm Eastern time)

From New Jersey dial
(201) 981-0490

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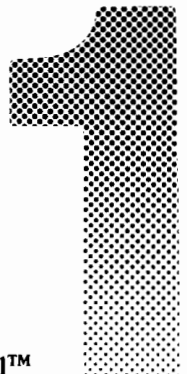
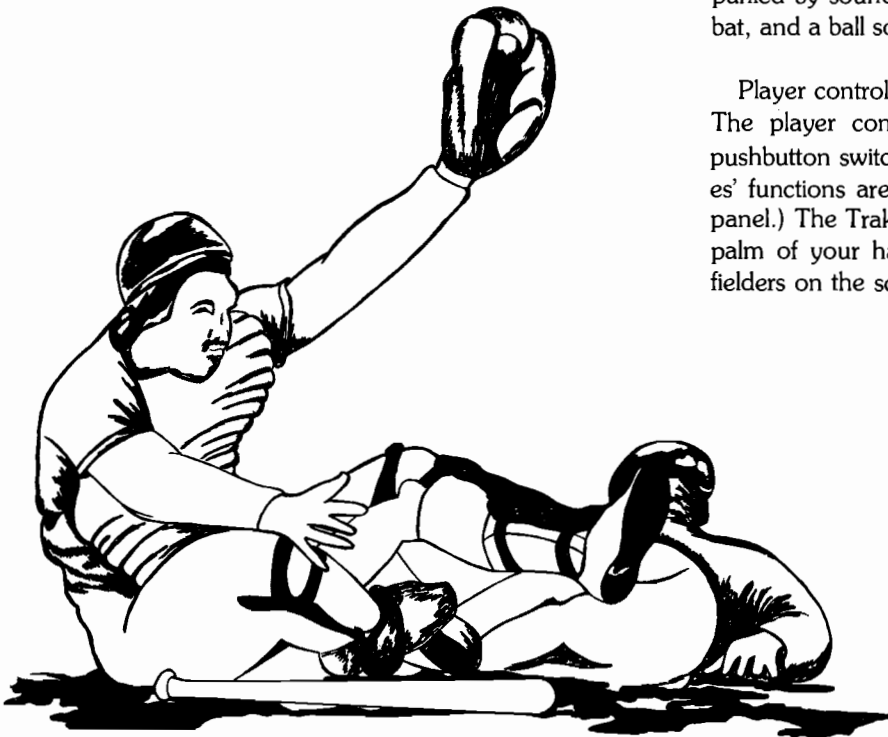
location setup



a. introduction

Baseball™ is a new one- or two-player video game designed by Atari. The game rules, catching, pitching and batting are realistically displayed on the screen, accompanied by sounds of crowd cheers, noise, the crack of the bat, and a ball sound.

Player controls are mounted at either end of the game. The player controls consist of two multi-function LED pushbutton switches and Trak Ball™ controls. (The switches' functions are described in the graphics on the control panel.) The Trak Ball rolls smoothly with a shove from the palm of your hand: this moves either the batter or out-fielders on the screen.



b. game inspection

Your new Baseball game is manufactured ready to play immediately after removal from the shipping carton. Your cooperation is desired in order to supply the final touch of quality control to your game. Therefore, please follow the procedures below to ensure that your game is in good condition:

1. Examine all external parts of the game cabinet for dents, chips, or broken parts.
2. After determining that the game has been received in good condition, unlock and open the access panel. Carefully inspect the interior and verify the following:
 - All plug-in connectors are firmly seated.
 - All integrated circuit packages (chips, ICs) in sockets on the game printed circuit board are firmly seated.
 - No harness wires are disconnected.
 - No loose foreign objects are present, especially metal objects that could cause electrical problems.

Be sure that all major assemblies are checked. Check the game printed circuit board (PCB), the speakers, player controls and the TV monitor for secure mounting.

Note the location of the game's serial number—it is on a metallic label attached to the left side of the game cabinet (as you face the coin door). A serial number (not necessarily the same one) also appears in the corner of the PCB that's common to both edge connectors, inside the game cabinet. See the illustration on the inside front cover of this manual.

Please mention this number(s) whenever calling your distributor for service.

c. voltage selection

Use one of the following four plugs to set the proper voltage for your game. If you have any problems with your game as described in either paragraph below, then change the voltage plug as required.

Line Voltage Range	Voltage Selection Plug Color
86-104 VAC	Black
100-125 VAC	Orange (installed at factory)
190-220 VAC	Green
210-240 VAC	Red

1. Low-Voltage Problems

If your game is set for 110 VAC (or 220 VAC) and your line voltage is usually below 110 VAC (or 200 VAC), you may experience a decrease in the size of the monitor picture and/or the game operation will be erratic (weird things will appear on the screen).

2. High-Voltage Problems

If your game is set for 95 VAC (or 210 VAC) and your line voltage is usually above 110 VAC (or 220 VAC), the monitor picture size may increase, the game will run hotter, and the game will be prone to an increased rate of failures.

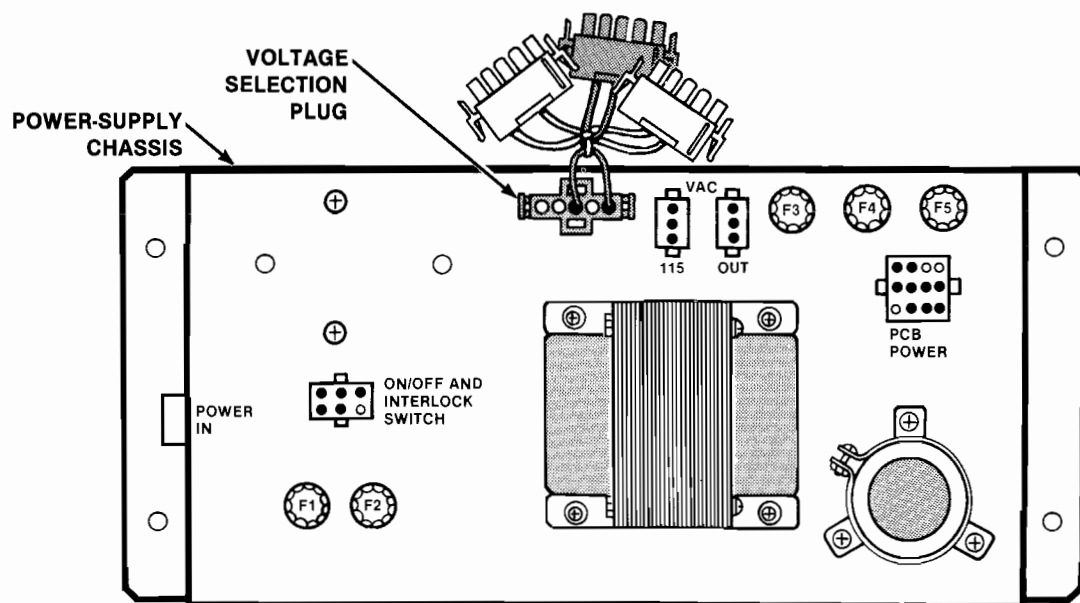


Figure 1-1 Voltage Selection Plugs

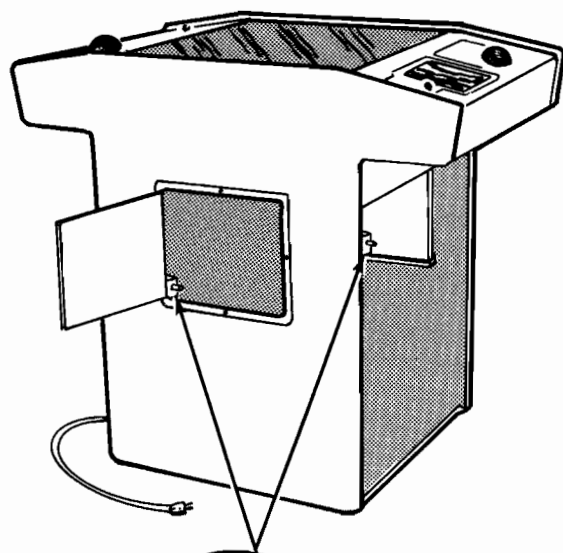
d. interlock and power on/off switches

To minimize the hazard of electrical shock while you are working on the inside of the game cabinet, two interlock switches have been installed (see Figure 1-2). One is located behind the access panel and one behind the coin door. Any of these switches will disconnect all the AC line voltage from the game circuitry.

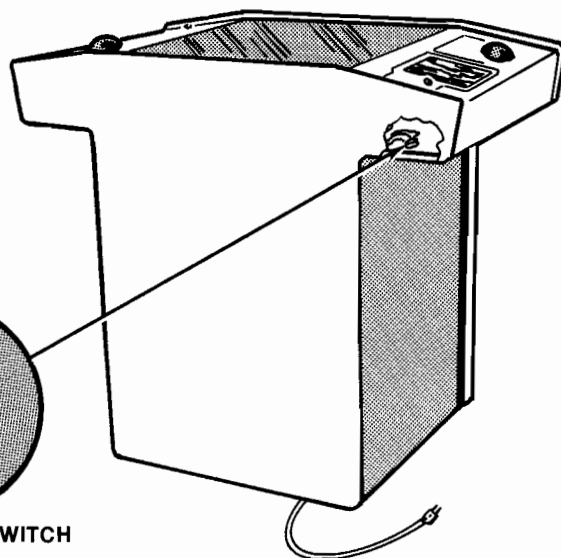
Check for proper operation of the interlock switches by performing the following steps:

1. Unlock and open the access panel and the coin door.
2. Plug the AC line power cord into your local AC outlet.
3. Set the power on/off switch to the *on* position.
4. Close the access panel and coin door. Within approximately 30 seconds after closing the last door, the TV monitor should display a picture. (The game lighting should light immediately.)
5. Slowly open either door. The TV picture should disappear and the game lighting go off when either the access panel or coin door is opened approximately 2½ cm (one inch).
6. If the results of step 5 are satisfactory, the interlock switches are operating properly. If the picture and lights *stay on*, check to see if either interlock switch is broken from its mounting or stuck in the *on* position.
7. Close and lock the access panel.

NOTE:
WHEN TROUBLESHOOTING WITH THE DOOR(S) OPEN, YOU MAY DEFEAT THE INTERLOCK SWITCHES BY PULLING INTERLOCK PLUNGER OUT AS INDICATED BY DIRECTION OF ARROW.



INTERLOCK SWITCHES



POWER ON/OFF SWITCH

Figure 1-2 Location of Interlock and Power On/Off Switches

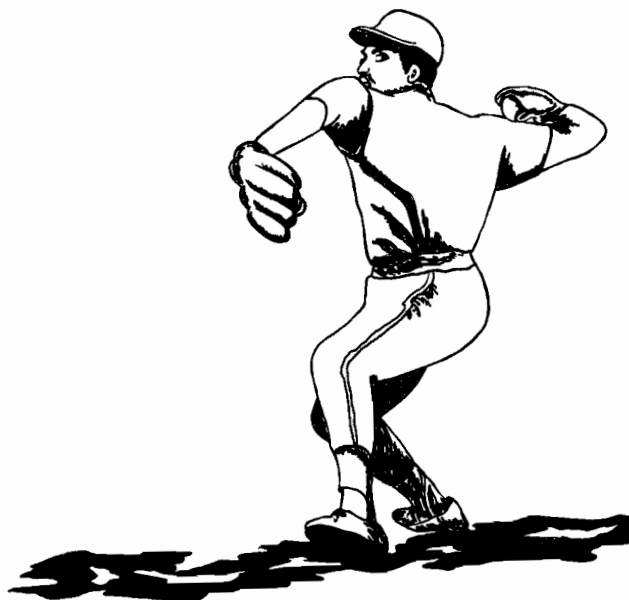
e. self-test procedure

This game will test itself and provide data on the TV monitor and speakers to demonstrate that its circuitry and controls are working properly. No additional equipment is required. See Figure 1-3 for location of the self-test switch. To start the procedure, slide this switch to on as indicated in the figure.

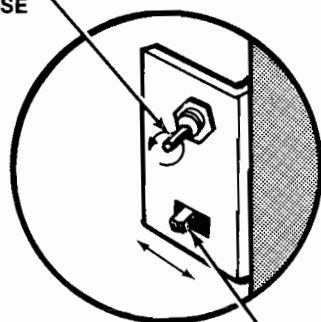
See Table 1-1 for further details and instructions on the self-test. We suggest that you perform the self-test each time the coin box is emptied.

f. volume adjustment

If the volume is incorrect for your location, open the coin door and adjust the volume control as indicated in Figure 1-3.



VOLUME CONTROL:
TO DECREASE TURN
COUNTERCLOCKWISE



SELF-TEST
SWITCH

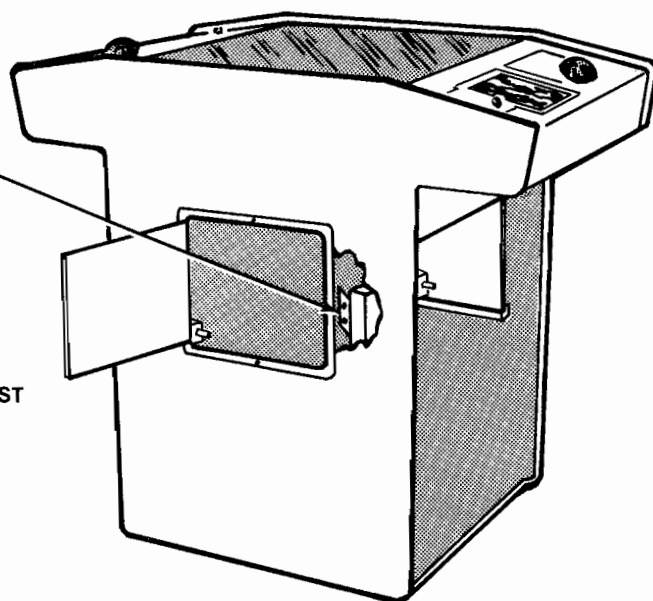


Figure 1-3 Location of Self-Test Switch and Volume Control

Table 1-1 Self-Test Procedure

Open the coin door. Locate the self-test switch inside the cabinet on a metal bracket. It's to the right and slightly below the door opening. Slide the switch to *on*.

Instruction	Result if Test Passes	Result if Test Fails
Preliminary Test	Crowd noise is turned on.	No crowd noise: Indicates a defective speaker, volume control set too low, or faulty crowd noise circuitry.
1. RAM/ROM Test	TV monitor displays RAM OK ROM OK	Monitor displays the message BAD RAM if the random-access memory is at fault. Monitor displays the message BAD ROM if a read-only memory is at fault.
2. Trak Ball™ Test Roll the Trak Ball in all directions.	Two white figures will appear on the monitor, one for each Trak Ball control. They will move exactly as the control is moved—up/down, right/left, and diagonally at both angles.	One or both white figures are not displayed, or one or more directions of movement will not respond, such as up/down. Suspect a bad steering PCB on the Trak Ball or bad steering circuitry on the game PCB.
3. Switch/Crowd Cheer Audio Test Move the Trak Ball and then press each of these switches: • play/select switches • coin door switches • slam switch	For each pressed switch another white figure will be frozen onto the screen wherever the rolling Trak Ball last placed the moving white figure. Switch pressure will also cause a crowd cheer to be heard simultaneously from both speakers.	No crowd cheer <i>and</i> no white figure frozen on screen indicates bad switch. White figure frozen on screen but no crowd cheer indicates bad crowd cheer audio circuitry.

Return the Self-Test Switch to its *off* position; then close the coin door.

g. operator options

The operator options offer maximum player appeal for your game's location. These options are listed in Table 1-2. They are preset for a certain game set-up during production.

To change the toggle positions of the switch assembly and set the desired options, you do *not* have to remove the

game PCB. Unplug the game, and open the access panel. Then locate the four-toggle switch assembly on the PCB near the edge connector (see Figure 1-4).

Set the toggles for the desired options as listed in Table 1-2. Close and lock the access panel. Plug the game in and verify attract mode.

Table 1-2 Option Switch Settings

Switch Settings on 4-Toggle DIP Switch (located at position K10 on the game PCB)				Result
1	2	3	4	
Off	Off	Not Used		Most difficult setting: Infielders are excellent players and innings are shortest.
On	Off			} Intermediate settings
Off	On			
On	On			Easiest setting: Infielders are poor players and innings are longest.

Atari recommends, at least for initial location setup, using one of the two middle settings. Regardless of the setting, the infielders always get better as the inning progresses to provide challenge for the players.

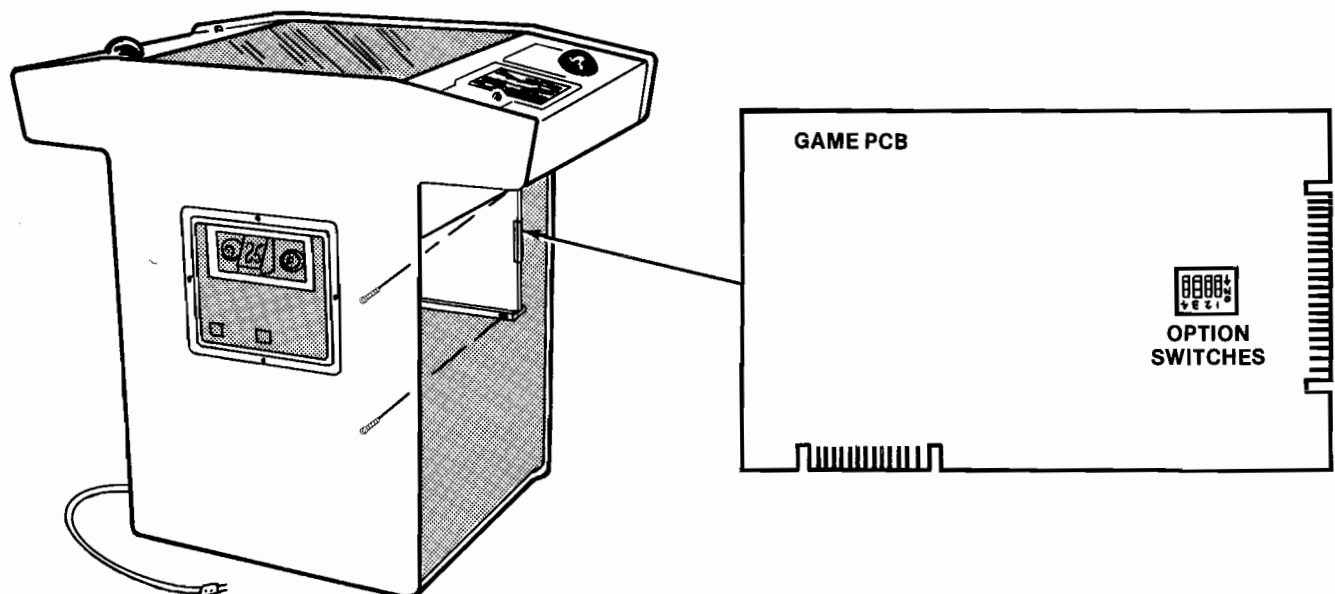
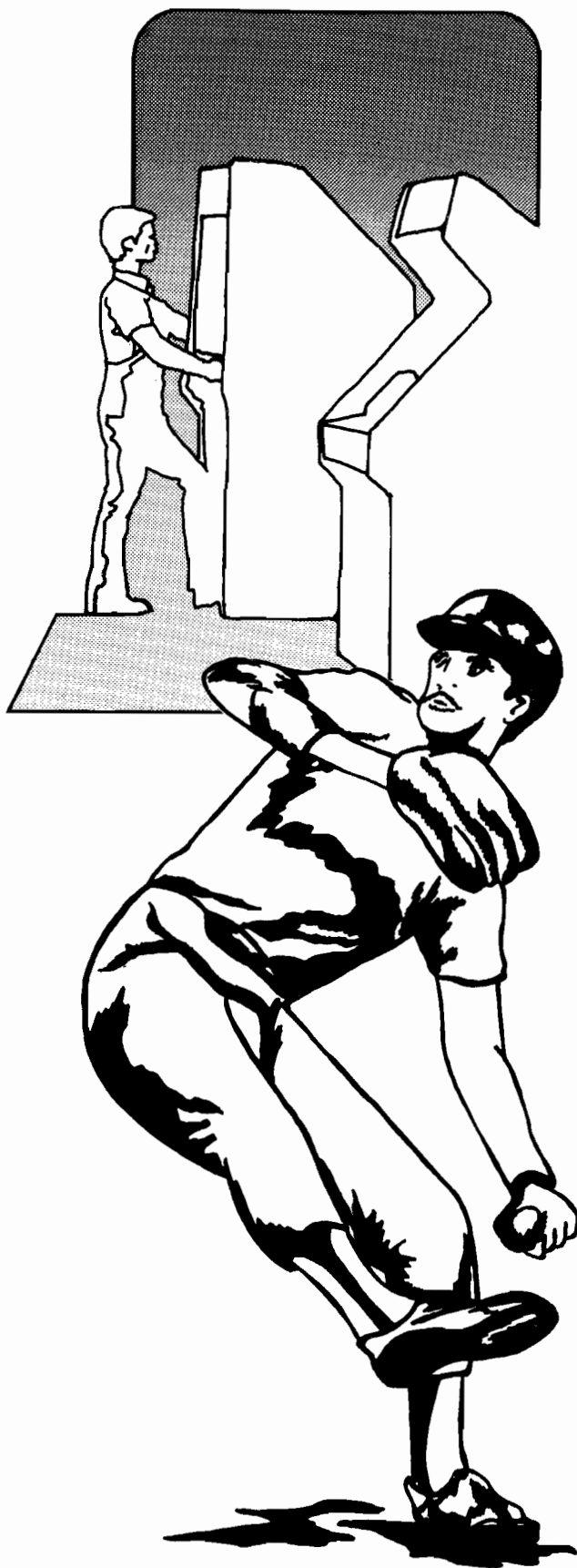


Figure 1-4 Option-Setting Switches



game play

The Baseball™ game has four basic modes of operation: attract, ready-to-play, play and the self-test. The *attract mode* starts after the play mode or after power-up. It ends when a coin has been inserted into either coin slot. The *ready-to-play* mode begins after a coin has been inserted. It ends with the pressing of either LED switch.

The *play mode* starts whenever a player presses an LED switch. The game does not automatically start after a certain time has elapsed. The *self-test* is a special mode used for verifying proper game operation. It begins with the self-test switch set to on, and ends when the switch is set to off.



a. attract mode

The attract mode is specifically programmed to attract potential players by displaying the basic sequence of game play. The fielders run out to their respective places on the playfield, pitches are made, batters run around all the bases, and three outs finally cause the diamond to invert by 180°. The game repeats this sequence, so that the opposing side of the cabinet is now "playing".

Scores for balls, strikes, and outs are totalled and displayed as the attract-mode sequence progresses. In addition, the *INSERT COINS* and appropriate coinage phrases are displayed at the ends of the screen. No sound is generated during this mode.

b. ready-to-play mode

This mode starts when either coin switch is activated by a coin. Crowd noise begins at this point. Both sides of the TV monitor flash the message *PUSH START* until a player pushes either LED switch.

c. play mode

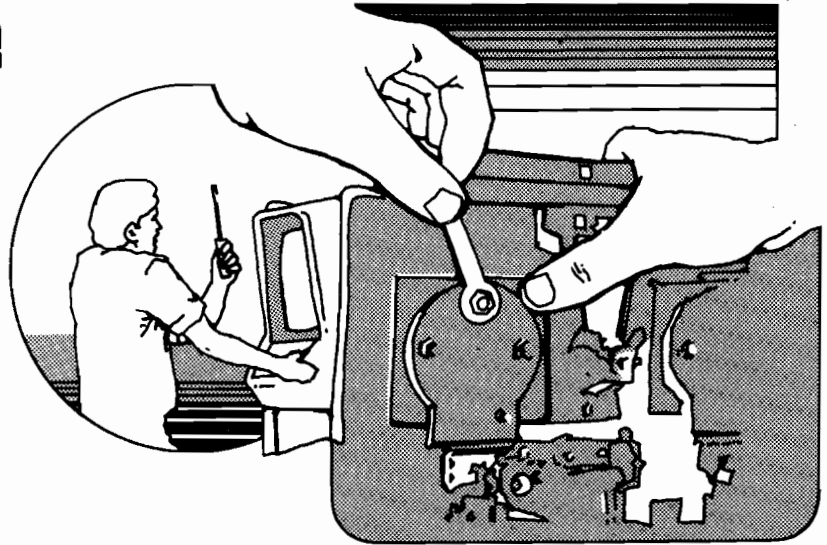
Fielders run from the dugout to their proper places. The game will prompt the players to select one of the four types of hits or pitches by flashing *SELECT PITCH* or *SELECT HIT* on the ends of the screen. A player chooses a hit or pitch by pressing his or her play select switch until the indicator LED corresponding to the hit or pitch selected is lit. If the player does not do so, the game will automatically choose the hit or pitch randomly.

As a player successfully hits the ball, control of the runner is gained by rolling the Trak Ball™ in the proper diagonal direction toward first base, and so on around the diamond. The crowd noise increases with a triple, home run, score or out.

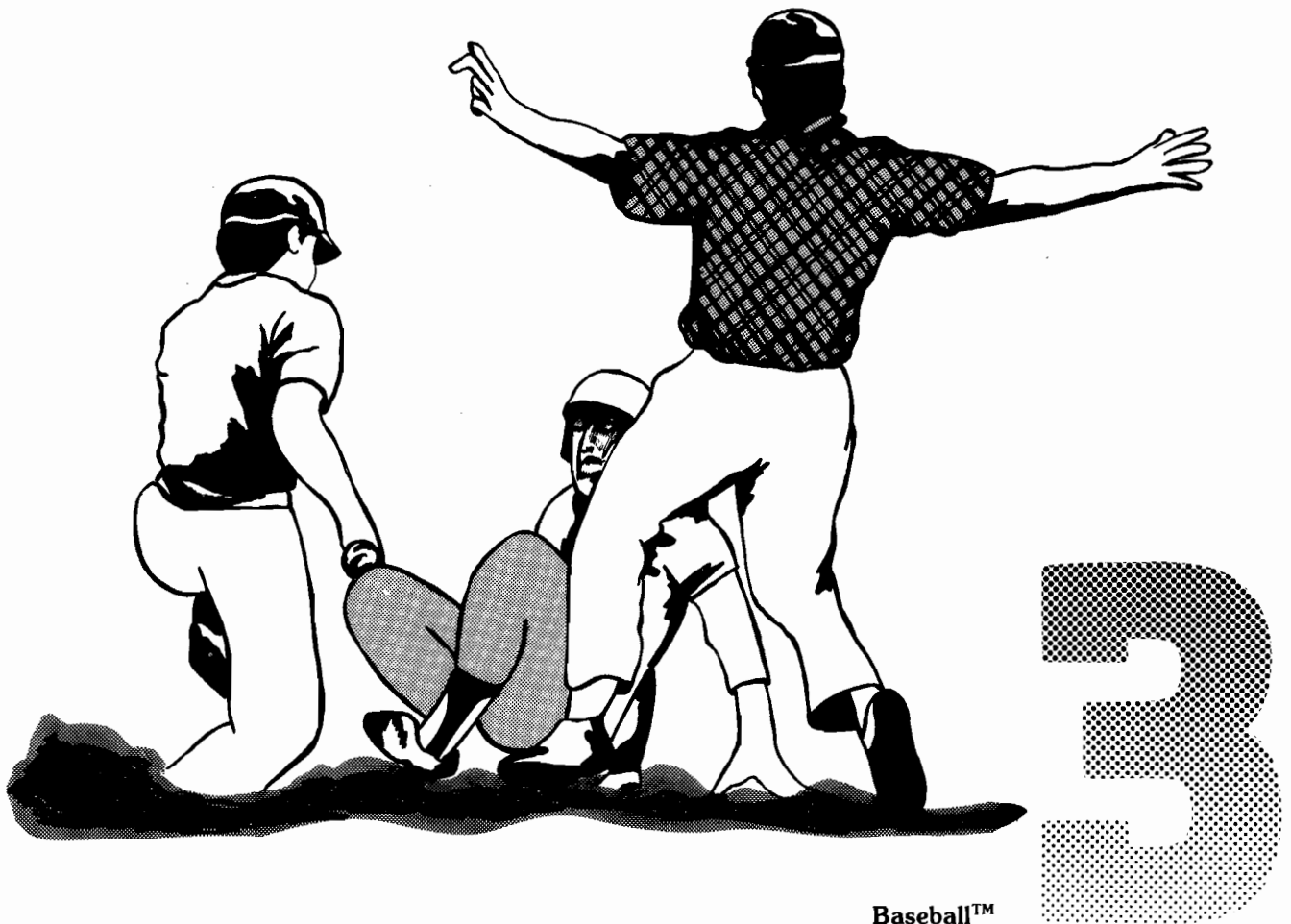
Scoring is exactly as in actual games, i.e., three strikes equals an out, four balls equals a walk, and three outs mean that side retires. Coinage of the Baseball game for the first inning is one coin per player. The second and subsequent innings each cost one coin, regardless of the number of players.



maintenance and adjustments



Due to its solid-state circuitry, this Atari unit should require very little maintenance and only occasional adjustment. Information given in this chapter and elsewhere in this manual is intended to cover most servicing situations that may be encountered at the game site. The procedures given are in sufficient detail to be understood by a person with moderate technical background.



a. cleaning

The exterior of the game cabinet and the glass and acrylic panels may be cleaned with any non-abrasive household cleaner. If desired, special coin machine cleaners that leave no residue can be obtained from your distributor. Do *not* dry-wipe the small acrylic play select panel, because any dust can scratch the surface and result in fogging the plastic. (The large monitor shield is made of tempered glass and should be scratch-resistant.)

b. fuse replacement

Baseball contains six fuses, five on the power supply assembly, and one on the floor of the cabinet (not including TV monitor). Replace fuses only with the same type as shown in Figure 3-1. See the manual on the TV monitor for additional monitor fuse data.

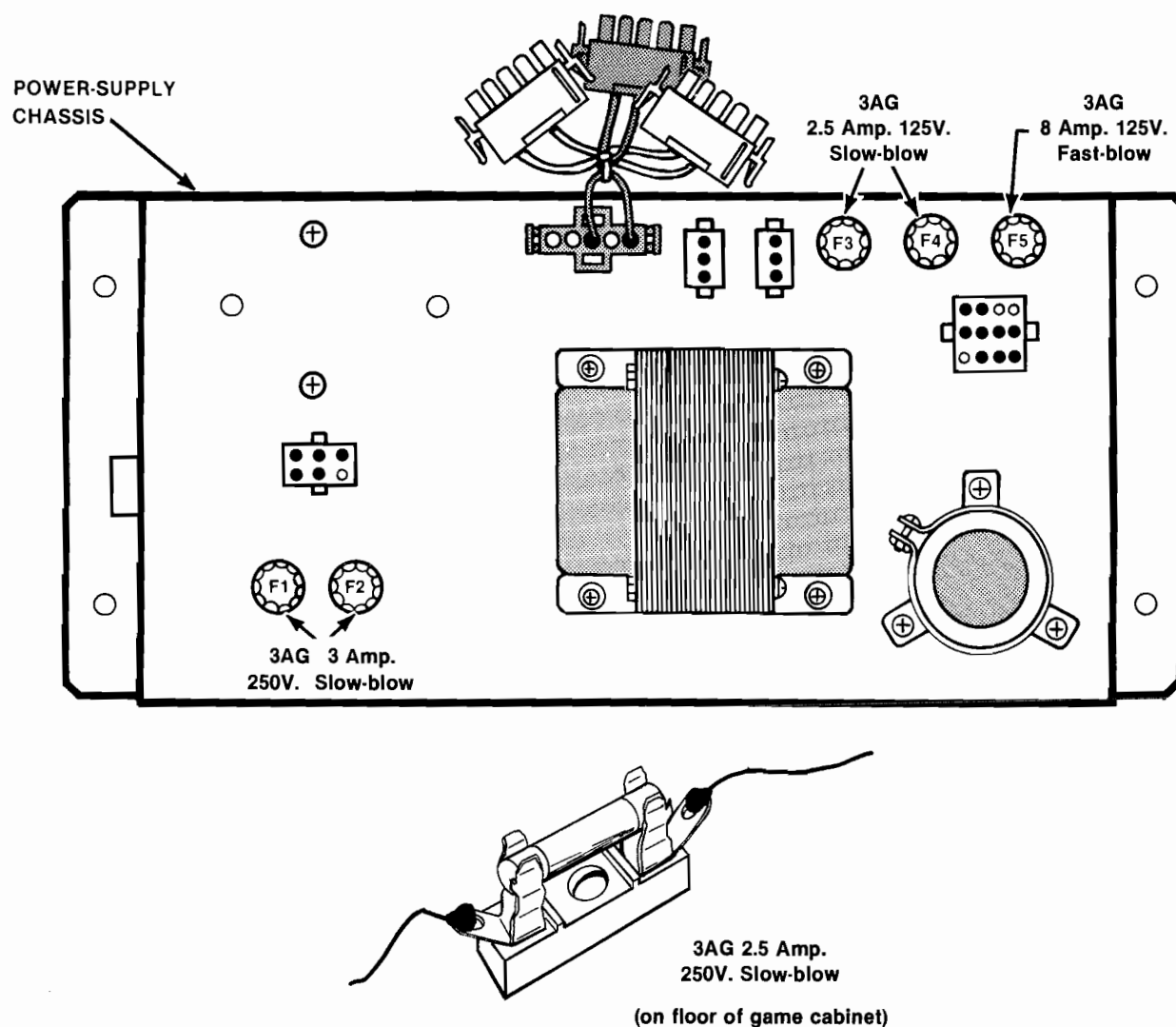
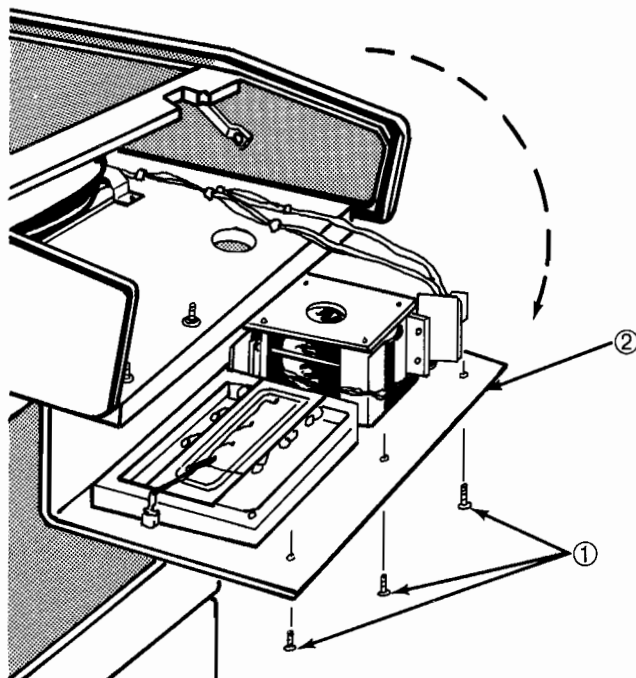


Figure 3-1 Fuse Replacement

c. control panel access

Prior to replacing any removable component from the control panel or prior to removing the TV monitor, unplug the game and follow the steps outlined in Figure 3-2.



1. Unfasten and remove three allen-head screws from control panel.
2. Carefully swing the control panel open.

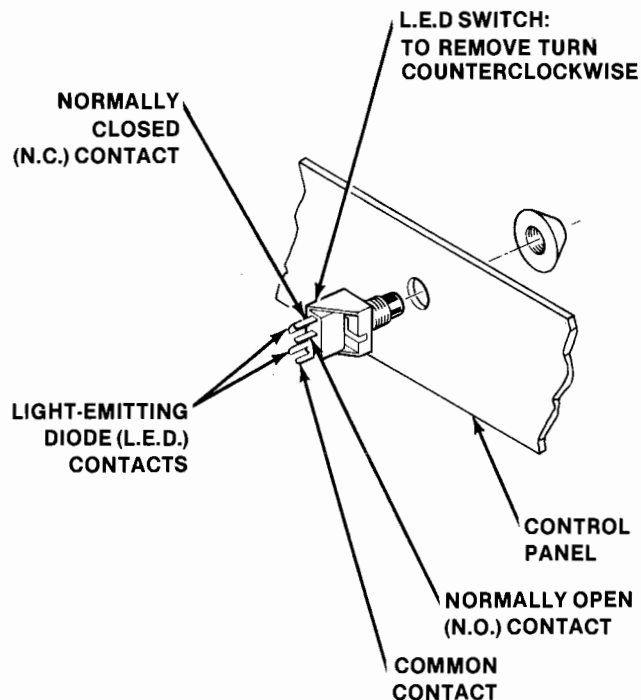
Figure 3-2 Control Panel Access

1. LED Switch Replacement

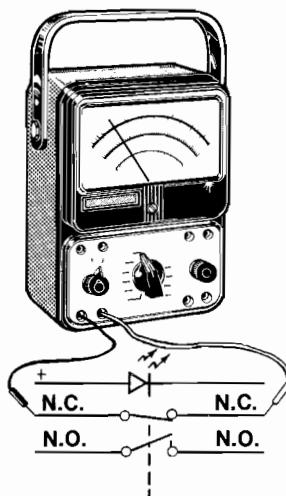
The light-emitting diode (LED) switch on top of the control panel has a very low failure rate. In case the switch should ever be suspect, first test it. To test or replace the switch, refer to Figure 3-3.

2. Play Select PCB Repairs

Two problems could occur with this PCB. A light-emitting diode could burn out, or one of the six incandescent lamps could burn out. To replace any LED or lamp, open the control panel and remove this small PCB as described in Figure 3-4.



- Remove all wires from the faulty switch.
- Turn the switch counterclockwise while holding the cone-shaped nut on the outside of the control panel.
- Install a new switch using the reverse procedure.
- Reconnect the harness wires.



DOUBLE-POLE SINGLE-THROW (DPST) SWITCH WITH INTERNAL LED

Figure 3-3 L.E.D. Switch Replacement

1. Open control panel as illustrated in Figure 3-2.
2. Remove the two washers and nuts.
3. Unplug the white connector.
4. Remove the play select PCB.
5. Replace lamp or light-emitting diode, as needed. The lamps are NEMA type no. 47 (Atari part no. 70-11-47).

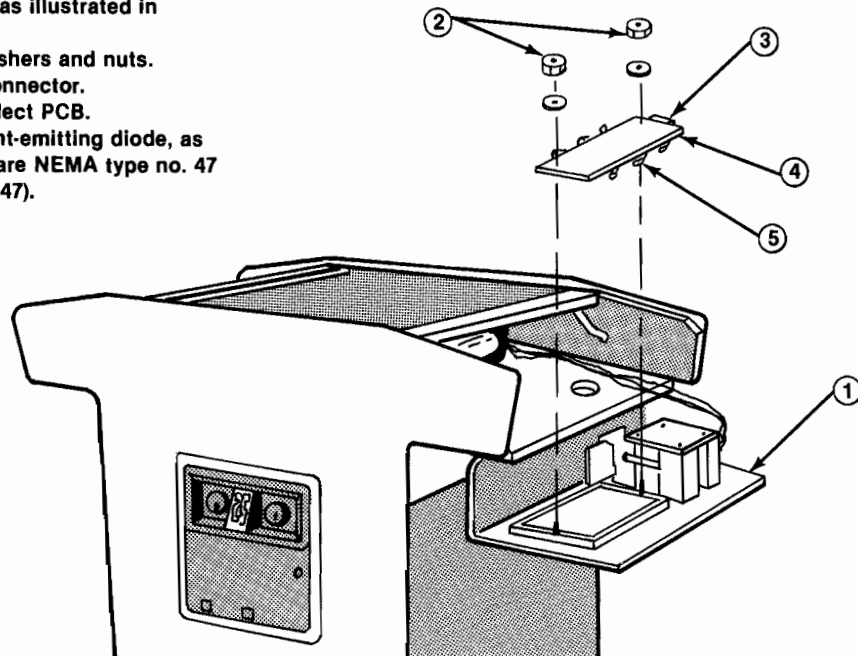


Figure 3-4 Play Select PCB Removal

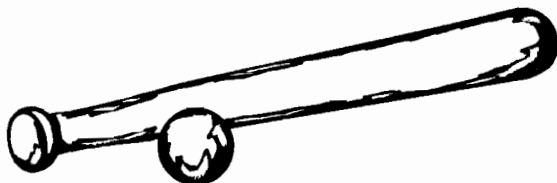
3. Trak Ball™ Maintenance and Repair

To maintain this control, you will only have to lubricate the bearings approximately every 4,000 innings or \$1,000 in income earned. The number of innings can be read off the coin counter, located on the coin door. Use *only two drops* of 3-in-One® oil in each of the ball bearings. (Each Trak Ball control has five bearings.)

For further instructions on how to replace the trak ball or either steering PCB, see Figure 3-5.

4. TV Monitor Removal

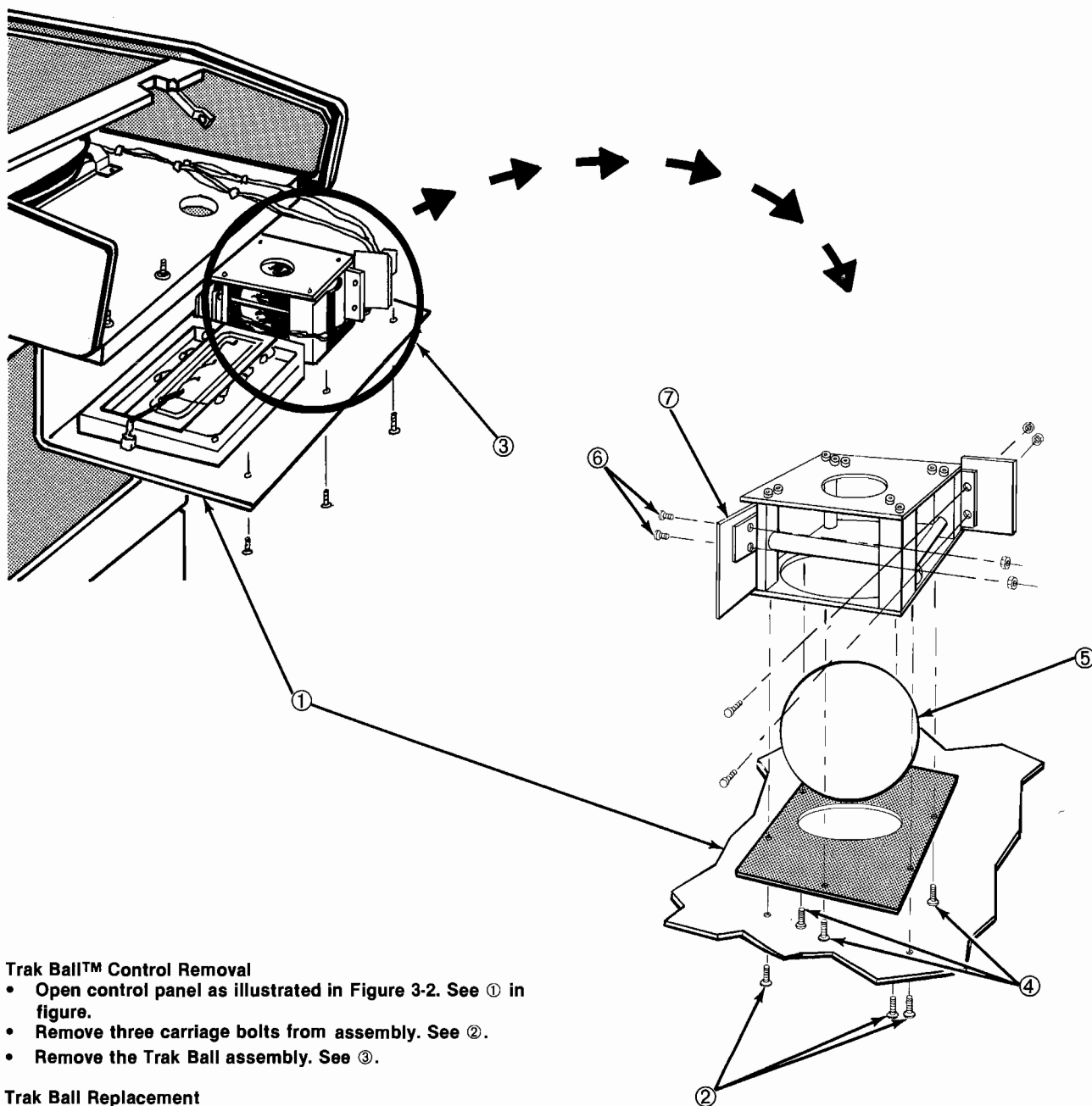
If you should need to service or replace the 23-inch TV monitor, you must first remove it from the game cabinet. Follow the instructions in Figure 3-6.



d. game pcb removal

You may wish to remove the game PCB for service or inspection. To do this, proceed as follows:

- Open the access panel.
- Locate the two screws that secure the game PCB in its slots, and remove them.
- Unplug the edge connector; then carefully slide the PCB straight out of its slots. Be careful not to twist the board, as this may loosen connections or components.
- Replace or repair as required.
- Reinstall the PCB, making sure that the edge connector is properly plugged in. Note it is keyed to fit on only one way, so if it doesn't slip on easily, don't force it! A reversed edge connector may damage the game!
- Replace the securing screws through the holes in the PCB.
- Close and lock the access panel.
- Check that the operation of the game is correct by performing the self-test.



Trak Ball™ Control Removal

- Open control panel as illustrated in Figure 3-2. See ① in figure.
- Remove three carriage bolts from assembly. See ②.
- Remove the Trak Ball assembly. See ③.

Trak Ball Replacement

- Remove three countersunk machine screws from the Trak Ball assembly's acrylic top plate. (When the assembly is installed, these three screws are right underneath the control panel.) See ④.
- Remove and replace the ball. See ⑤.

Steering PCB

- Unplug connector on steering PCB. Remove two cross-recessed machine screws, associated washers and hex nuts from the steering PCB. See ⑥.
- Remove the steering PCB. See ⑦.
- When replacing this PCB assembly, be certain that the black toothed wheel turns freely between the two halves of the red photo sensor device.

Figure 3-5 Trak Ball™ Control Repair

CAUTION

High voltages exist in any television unit, even with power disconnected. Use extreme caution and do not touch electrical parts or the TV chassis with your hands or with metal objects in your hands!

1. Open control panel above and to the right of the coin door as shown in Figure 3-2. Open the coin door.
2. Carefully loosen tape at exposed end of cardboard bezel. Do not remove the bezel.
3. Open access panel.
4. Unplug control panel connector for opened player control panel.
5. Remove the four TV monitor carriage bolts and associated hardware.
6. Unplug TV monitor chassis connector.
7. Slide out TV monitor shelf assembly along with the bezel; the opened control panel is attached to the assembly.

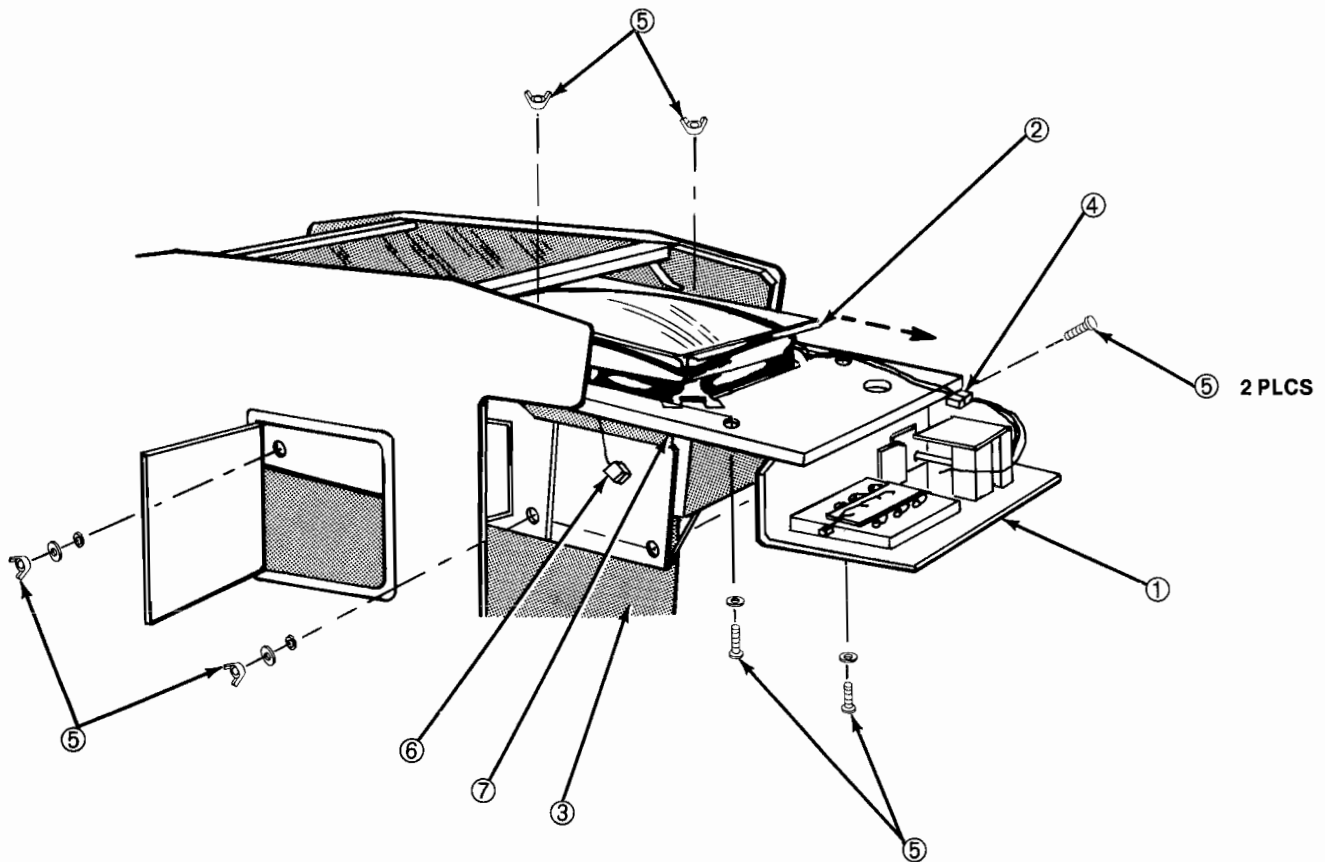
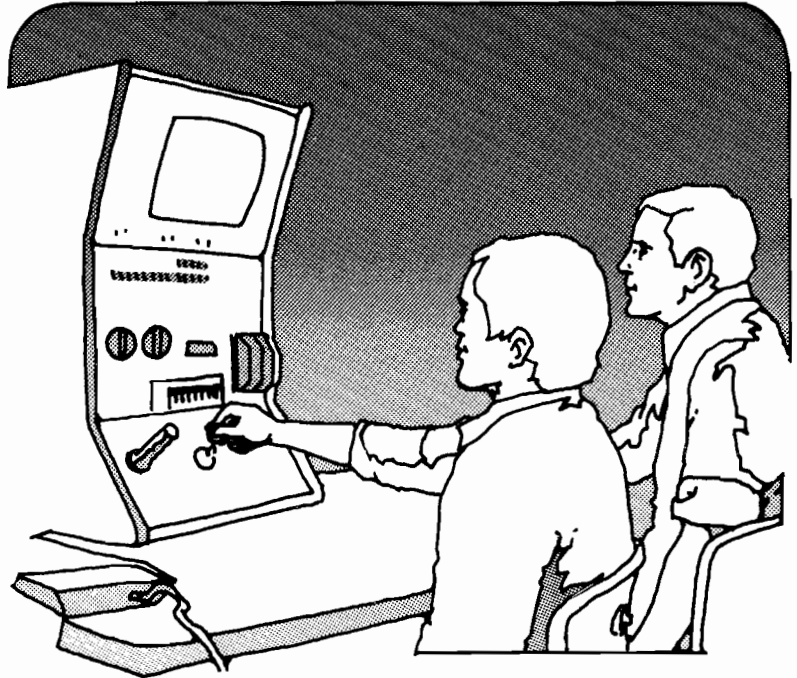


Figure 3-6 TV Monitor Removal

details of electronic operation



This chapter provides a general overview of the operation of the circuitry contained on the game printed circuit board (PCB). This information has been organized with an emphasis placed on troubleshooting the game PCB circuit by circuit.

The Baseball game block diagram of Figure 4-1 illustrates the major components, including all controls remote to the game PCB. The function and direction of the information to and from these various controls is also shown.

The game PCB block diagram in Figure 4-2 illustrates the division and function of the various circuits located on the game PCB and how they are controlled by the microprocessor. Refer to Figure 4-2 as you go through the following circuit descriptions.

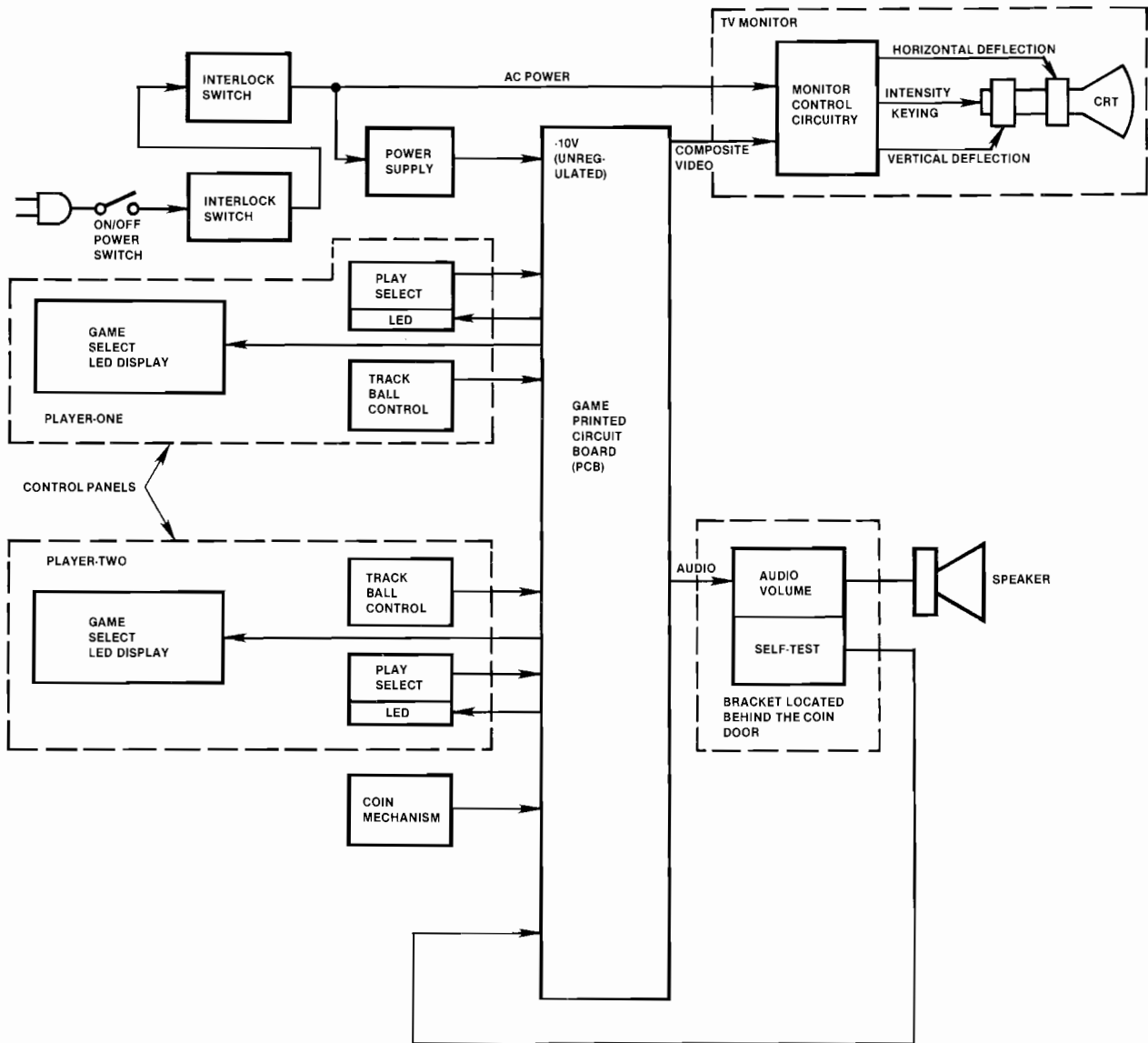


Figure 4-1 Game Block Diagram

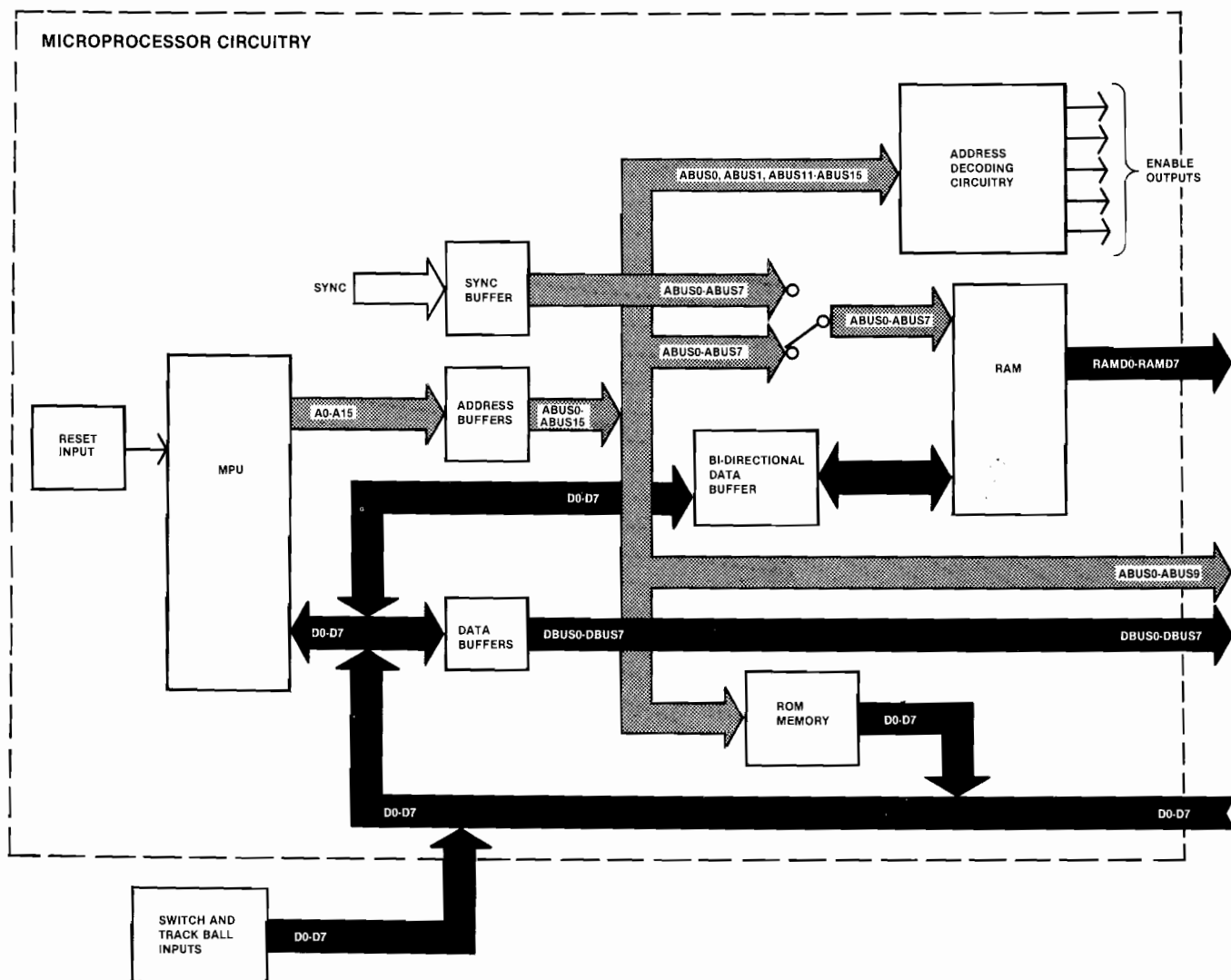
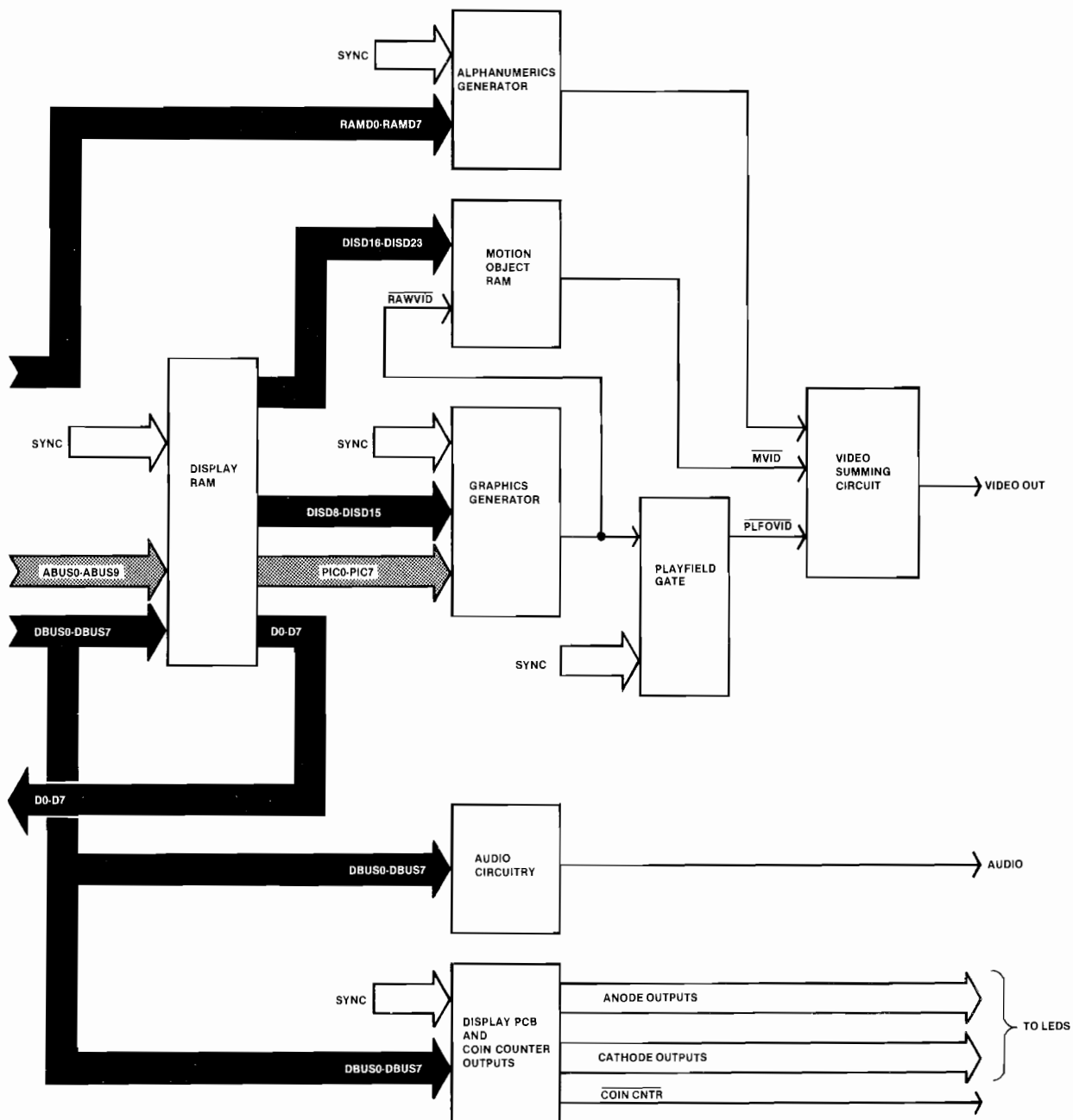


Figure 4-2 Game PCB Block Diagram



a. power supply

(See Figure 4-3)

The power supply (located on the bottom) produces all the necessary game power as shown in Figure 4-3.

The game PCB receives an unregulated +10 volts DC at pins B and 2 of the PCB edge connector. The +10 volts DC is rectified in the power supply assembly and regulated to a stable +5 volts DC by the LM323 on the game PCB. The regulated +5 volts DC is distributed throughout the

PCB to power all logic circuits (see Figure 4-4).

The 25 volts AC is received by the game PCB on pins W, 19, X, and 20 and rectified by diodes CR1 and CR2, then filtered by capacitor C62. Zener diode CR3 regulates the +18 volts DC to +12 volts DC. This voltage powers the LM324 IC in the audio circuitry.

The unregulated +18 volts DC is used to supply the TDA2002 audio amplifier in the audio circuitry.

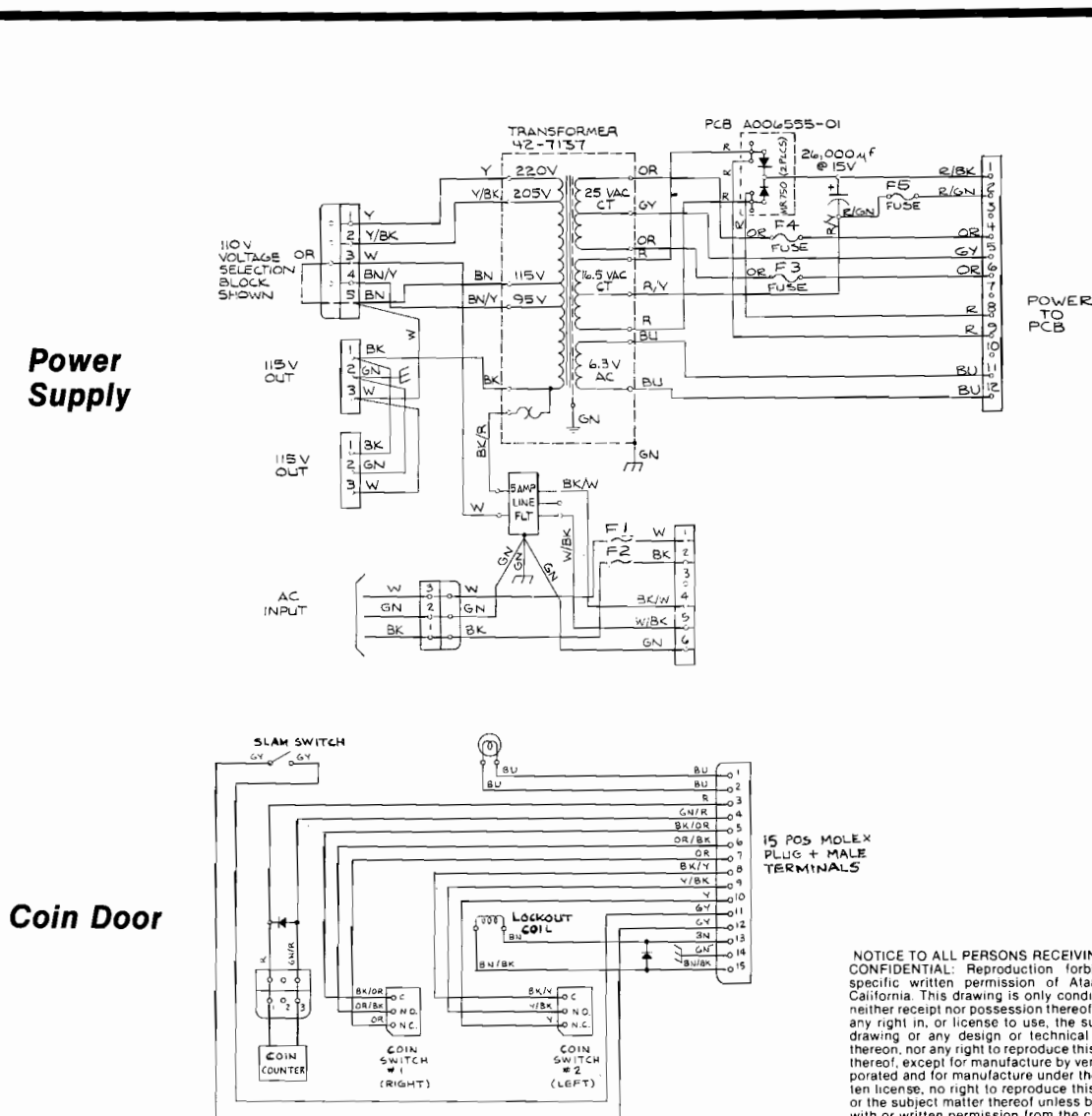
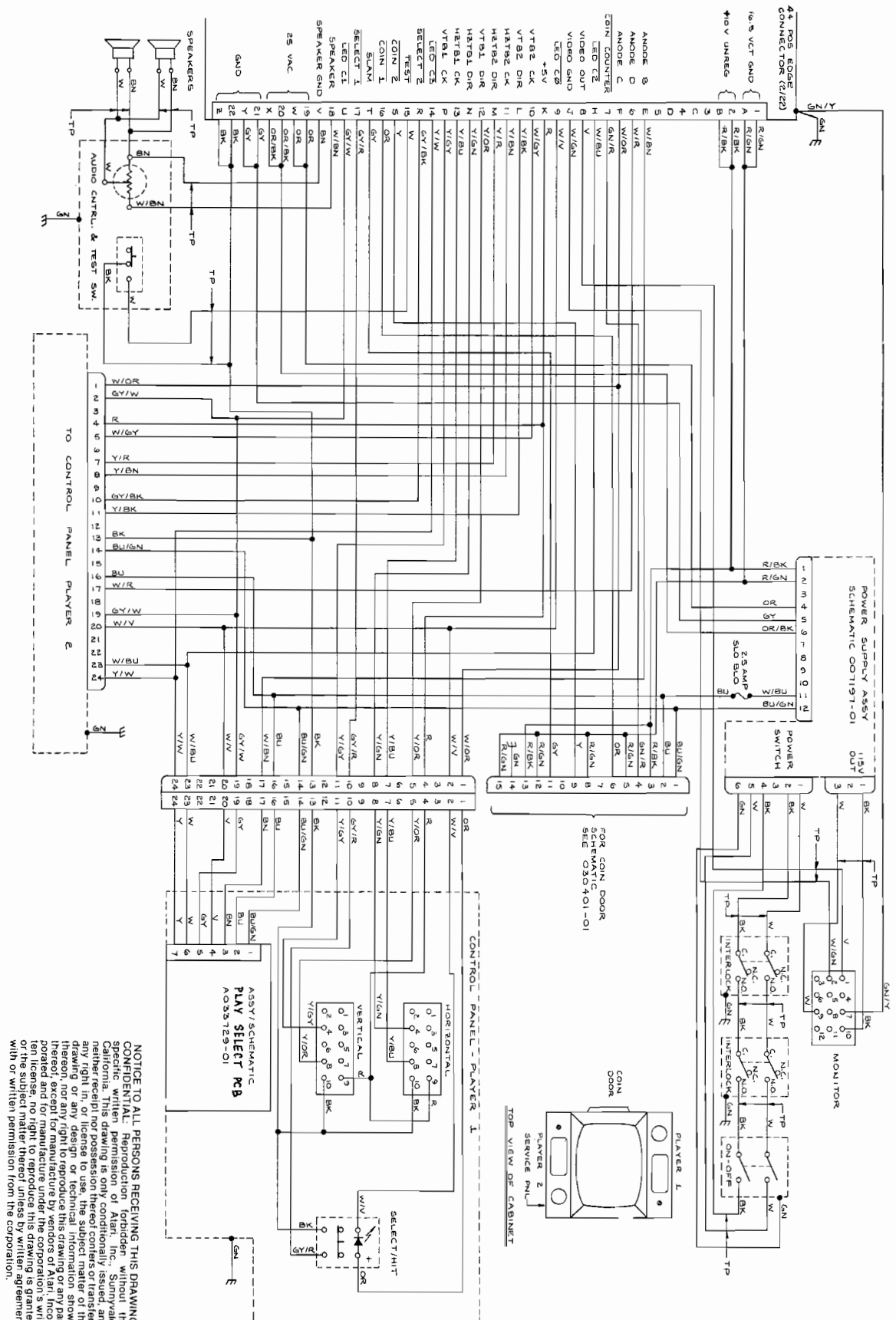


Figure 4-3 Game Power Distribution and Wiring Diagram

Figure 4-3 (Continued) Game Power Distribution and Wiring Diagram
(034562-01 B)



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b. sync generator

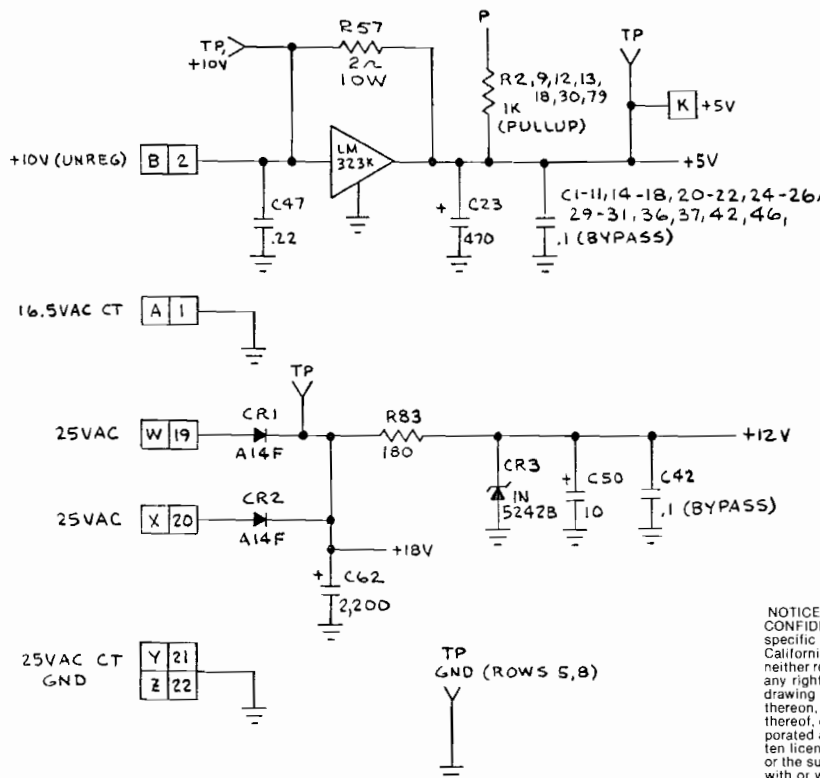
(See Figure 4-5)

The basic frequency of the sync generator is a 12.096-MHz clock, generated by a crystal-controlled oscillator consisting of crystal Y1, inverter N4 and several discrete components. The output of the oscillator is 12 MHz. Examination of this signal with an oscilloscope (at pin 2 of N4) should show a period (or one cycle) of approximately 83 nanoseconds (.083 microseconds).

This base frequency is then divided down by binary counters P5, P6 and N6. These provide the various horizontal synchronization frequencies (1H thru 256H). The final output of this horizontal counter chain is 256H (at pin 13 of N6). This signal is, in effect, a division of the base frequency by 768, or 15,750 Hz. The period of 256H is about 63.5 microseconds. The 256H signal, as well as other horizontal signals, are used to generate the HBLANK and HSYNC timing pulses at flip-flop N5. See Figure 4-9 for the relative timing of these waveforms.

The HSYNC signal is used to clock two stages of vertical sync counters M5 and M6. The HSYNC signal is divided down by these counters to form the various vertical synchronization frequencies (1V thru 128V). These two stages are used, in effect, to do a divide by 262 of the HSYNC signal. This results in the final output of these counters (128V at pin 11 of M6) to be at a frequency of 60Hz (the period is approximately 16.6 milliseconds). The various vertical frequencies address a sync PROM (L5) whose data is latched at the output of L6. The outputs of this latch are the various polarities and phases of the vertical timing frequencies used to synchronize the TV monitor display. See Figure 4-9 for the relative timing of these waveforms.

The end result of the horizontal and vertical timing waveforms is to synchronize the TV monitor display. This display consists of 262 horizontal lines per frame, with each line being the equivalent of 768 (12 MHz) clock pulses. Each frame is repeated 60 times per second, providing the necessary frequency of display refresh to provide a stable, non-flickering display.



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Figure 4-4 Game PCB Power Distribution
(Part of 034634-XX B)

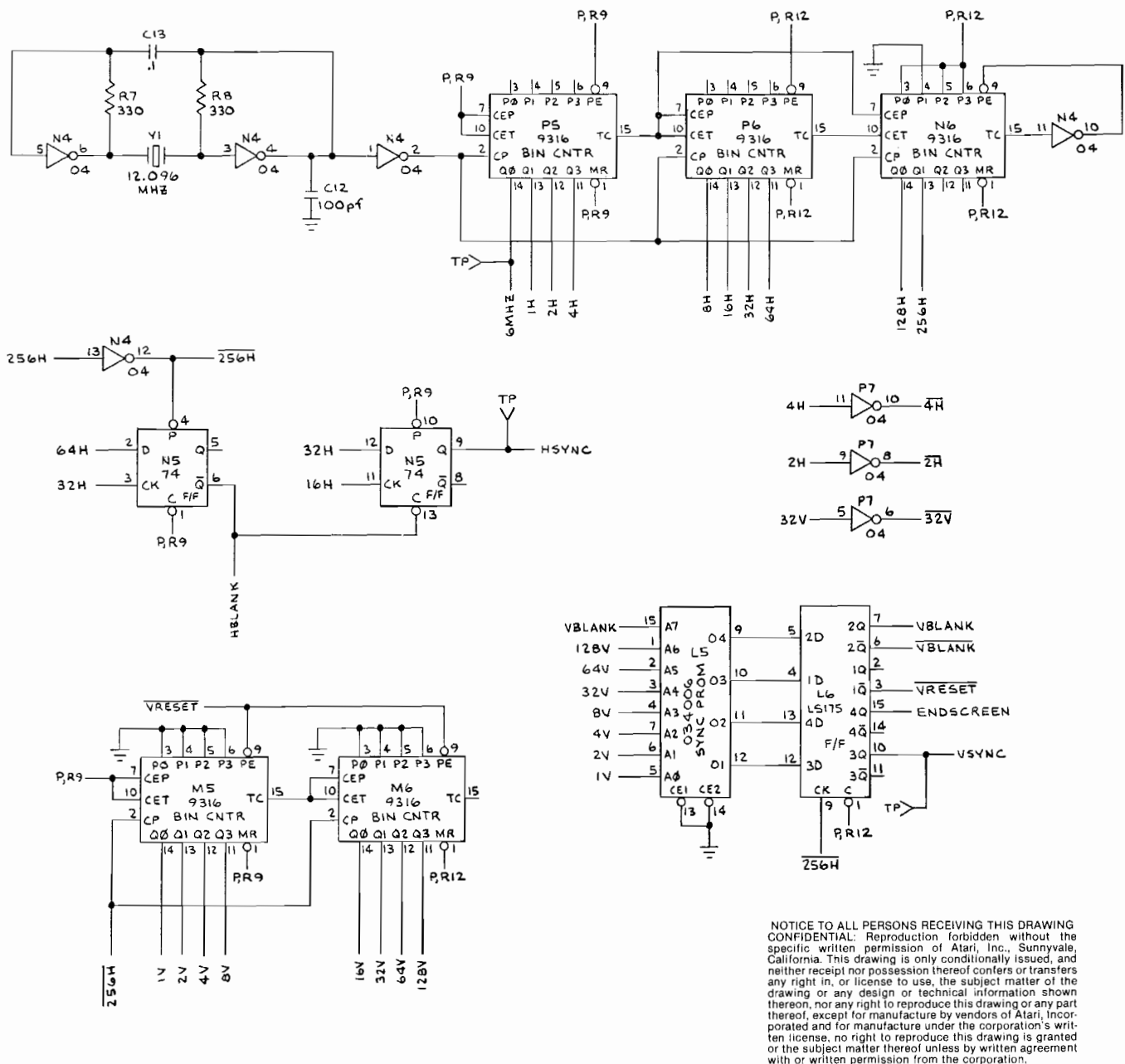
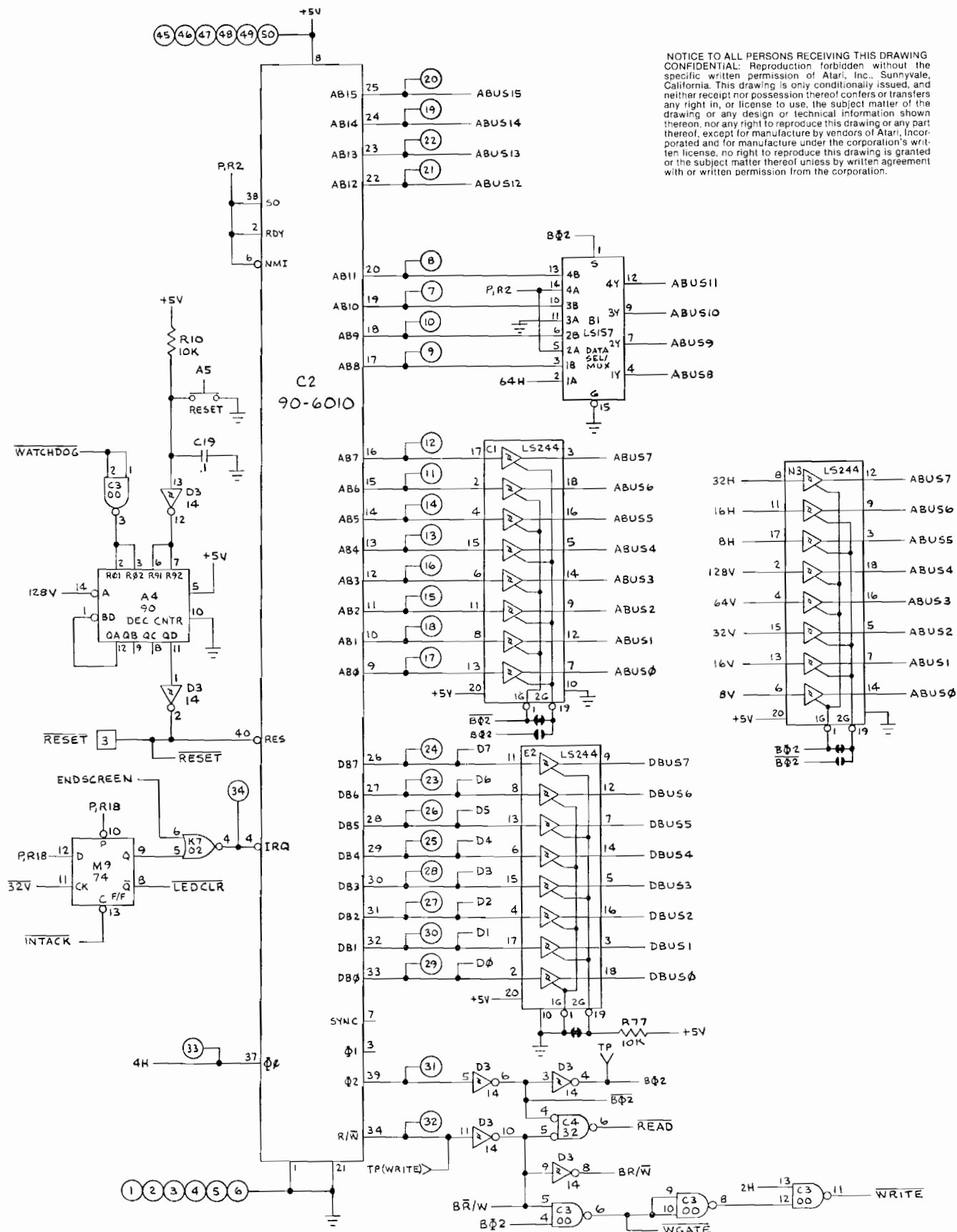


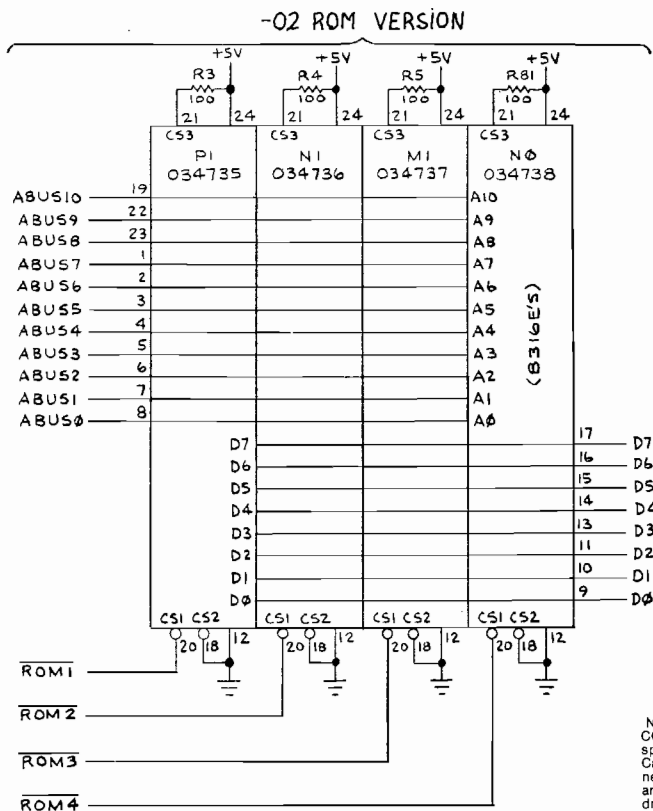
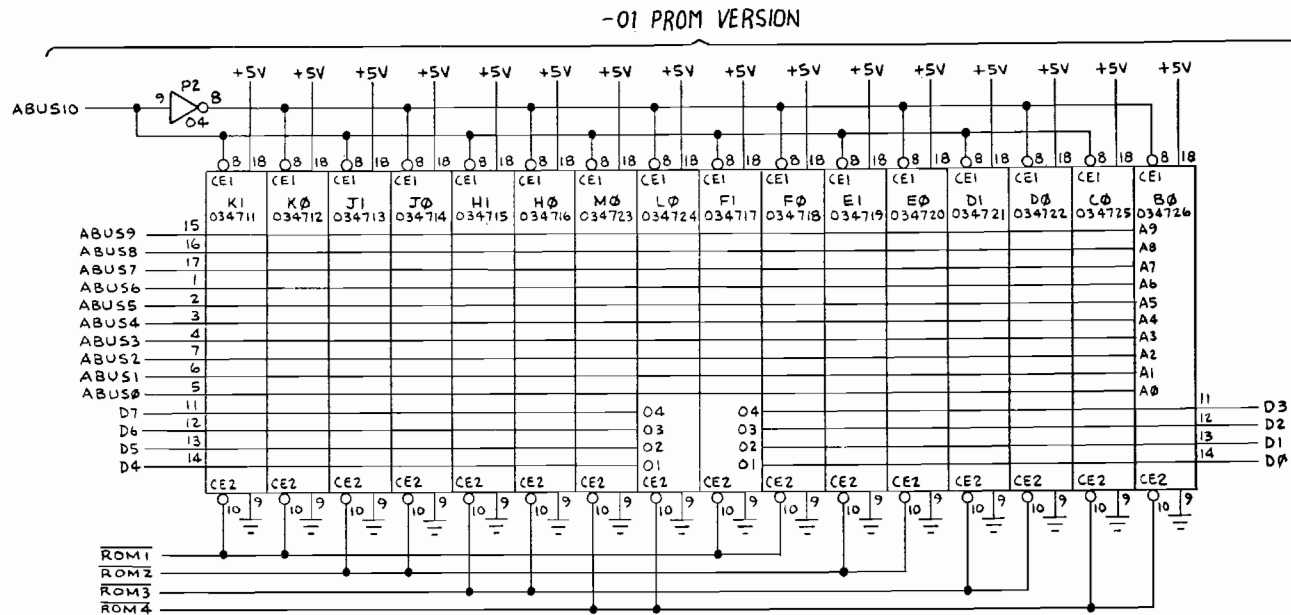
Figure 4-5 Sync Circuitry
 (Part of 034634-XX B)

c. microcomputer circuitry

The heart of the game PCB is the microcomputer circuitry. A brief description of the major components and their functions is provided in the following paragraphs. Note that the microcomputer components include the following:

1. MPU at location C2, address buffers at B1 and C1, and data buffers at location E2 (see Figure 4-6).
2. ROM memory at locations M1, N0, N1 and P1 for the -02 version, or PROM memory at B0, C0, D0, D1, E0, E1, F0, F1, H0, H1, J0, J1, K0, K1 and M0 for the -01 version (see Figure 4-7).
3. RAM memory at locations N2 and M2 (see Figure 4-8).
4. Address decoding circuitry B3, C7 and associated gates (see Figure 4-9).





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Figure 4-7 Program Memory
(Part of 034634-XX B)

5. Watchdog reset counter A4 and associated circuitry (see Figure 4-6).

MPU, ROM, and RAM

(See Figure 4-6, 4-7 and 4-8)

The microprocessor (MPU) is the "master controller" of all action that takes place in the game circuitry. Upon initialization, the MPU (via ABUS0 thru ABUS15) addresses data locations in the program ROMs or PROMs. The data in the addressed locations is then read by the MPU via the 8-bit data bus (D0 thru D7). The MPU decodes this data to determine what action it is to perform next (i.e., "read coin switch 1", "HIT", etc.). The MPU uses RAM memory to temporarily store information which it will later recall. The MPU is capable of writing (or putting data into) the RAM and then later reading (pulling data out of the RAM, via address bus ABUS0 thru ABUS15 and bi-directional data bus D0 thru D7).

Address Decoding Circuitry

(See Figure 4-9)

The MPU address decoding circuitry performs the critical function of turning on or enabling the appropriate game circuitry (i.e., RAM, ROM, latches, etc.) at the correct time, so that information can be transferred back and forth between the game circuitry and the MPU. Table 4-1 is the memory map for this game.

$\Phi 0$ Clock Driver

(See Figure 4-6)

The basic operating frequency of the MPU is established by its $\Phi 0$ input (on pin 37 of the MPU). The MPU runs at an operating frequency of 750 KHz. Examination of the MPU $\Phi 2$ output waveform (pin 39) with an oscilloscope should show a signal with a period of 1.33 microseconds.

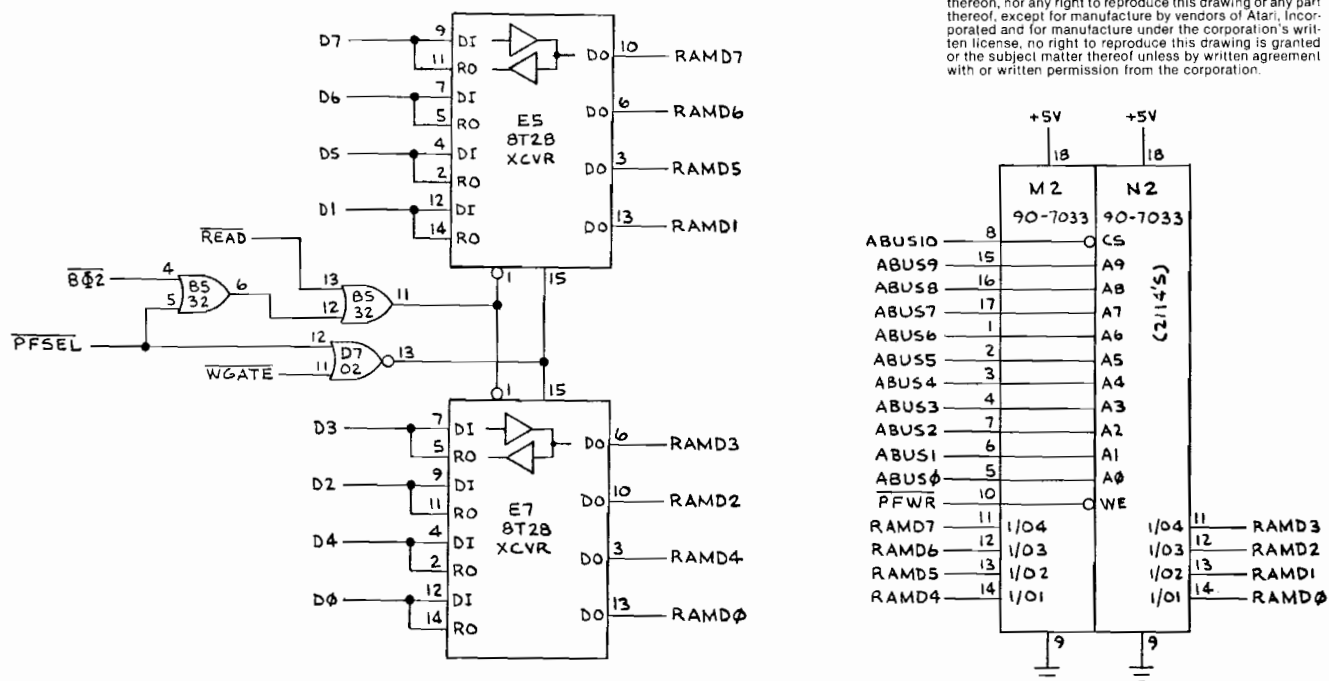


Figure 4-8 MPU RAM
(Part of 034634-XX B)

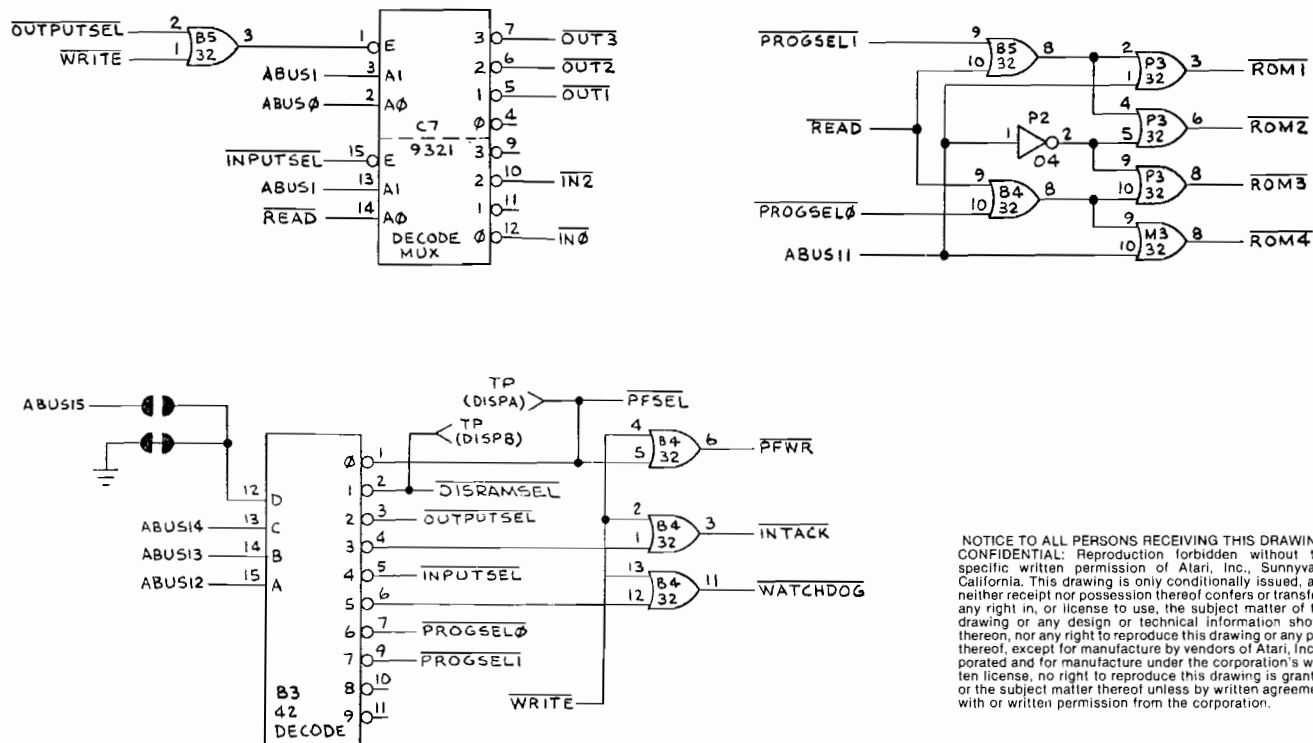


Figure 4-9 Address Decoding Circuitry
(Part of 034634-XX B)

(The period of any periodic waveform is the measurement of the time it takes to complete one full cycle.) The 750 KHz clock outputs are generated by the 4H signal. This 4H frequency is generated by the horizontal sync counter R4 to produce the $\Phi 0$ clock input.

Watchdog RESET

(See Figure 4-6)

The reset counter in the MPU control circuitry is a 4-bit decade counter, A4. The Q_D output of this counter is the $\overline{\text{RESET}}$ signal to the MPU. Counter A4 counts the times the

128V signal changes states. On every high-to-low transition of 128V, the counter advances to the next count in its sequence. Meanwhile, the $\overline{\text{WATCHDOG}}$ signal, generated by the MPU at various times during its normal instruction sequence, is resetting the counter back to zero. If for some reason, the MPU program has strayed from its intended instruction sequence and the $\overline{\text{WATCHDOG}}$ signal does not occur before this counter counts up to a point where the Q_D output goes high, a $\overline{\text{RESET}}$ signal is received by the MPU. The $\overline{\text{RESET}}$ signal causes the MPU to restart its instruction sequence from the beginning of the program.

Table 4-1 Memory Map

MEMORY MAP

6000-7FFF	PROGRAM							
5000	WATCHDOG							
4000-4003	INPUT PORTS							
3000	INTERRUPT ACKNOWLEDGE							
2000-2003	OUTPUT PORTS							
1000-13BF	PLAYFIELD							
MOTION OBJECT PARAMETERS								
13C0	MOTION OBJECT 1 PICTURE #							
13C1	MOTION OBJECT 1 VERTICAL POSITION							
13E0	MOTION OBJECT 1 HORIZONTAL POSITION							
13E1	SPARE							
13C2	MOTION OBJECT 2 PICTURE #							
13C3	MOTION OBJECT 2 VERTICAL POSITION							
13E2	MOTION OBJECT 2 HORIZONTAL POSITION							
13E3	SPARE							
13DE	MOTION OBJECT 16 PICTURE #							
13DF	MOTION OBJECT 16 VERTICAL POSITION							
13FE	MOTION OBJECT 16 HORIZONTAL POSITION							
13FF	SPARE							
03A0-03FF	PLAYER 2 ALPHANUMERICS							
0200-025F	PLAYER 1 ALPHANUMERICS							
0000-01FF	WORKING RAM							
INPUT/OUTPUT PORTS	D7	D6	D5	D4	D3	D2	D1	D0
2001 ($\overline{\text{OUT1}}$)	VIDEO INVERT	SPARE	$\overline{\text{CTRLD}}$	SPARE		NOISEN	HIT	WHISTLE
2002 ($\overline{\text{OUT2}}$)			ATTRACT	COIN CNTR	NOISE AMPLITUDE			
2003 ($\overline{\text{OUT3}}$)			SPARE		LED CATHODES (4 BITS)			
4000 ($\overline{\text{CTRLD}} = 0$)	COIN 1	END-SCREEN	SLAM	SELECT 1	PL1HD	PL1VD	PL2HD	PL2VD
($\overline{\text{IN0}}$) ($\overline{\text{CTRLD}} = 1$)	TRACK-BALL VERT. 1				TRACK-BALL HORIZ. 1			
4002 ($\overline{\text{CTRLD}} = 0$)	COIN 2	TEST	SPARE	SELECT 2	OPTION SW			
					4	3	2	1
($\overline{\text{IN2}}$) ($\overline{\text{CTRLD}} = 1$)	TRACK-BALL VERT. 2				TRACK-BALL HORIZ. 2			

d. alphanumerics generator

(See Figure 4-10)

All score board information at the top and bottom of the TV monitor is generated by the alphanumerics generator. The information is actually generated by alphanumerics PROM N7. This PROM is addressed by latched MPU RAM data signals RAMD0 thru RAMD7.

The scoreboard picture components are each displayed as two side-by-side 8-line-by-4-bit blocks of video on the TV monitor screen. The MPU writes alphanumerics "picture select" data into the MPU RAM during $\Phi 2$. During $\Phi 2$, the MPU RAM is accessed by horizontal and vertical sync signals, a process referred to as direct memory access (DMA). The data output from the MPU RAM (RAMD0 thru RAMD5, RAMD7) is latched and applied to the input of the alphanumerics PROM N7. This address information selects one of the 64 possible alphanumeric characters to be displayed. The actual line of the alphanumeric character to be displayed is defined by vertical sync signals 1V, 2V and 4V and horizontal sync signal 4H. These four signals address the graphics PROM and cause it to either output a normal alphanumeric character or an "upside-down"

alphanumeric character. This is done so that the two players' scoreboards (on opposite sides of the screen) appear in the proper orientation. This inversion is controlled by HREFCNTL, which is generated by RAMD6 latched at the output of latch M7.

The data output of the alphanumerics PROM is applied to data selector/multiplexer N8. If horizontal reflect control signal HREFCNTL is low, the data is loaded into shift register P8 in the same order as output from the alphanumerics PROM. However, if HREFCNTL is high, the data input to shift register P8 is reversed. Therefore, HREFCNTL not only causes the TV monitor character to be inverted vertically, but it is also inverted horizontally.

Shift register P8 is loaded only during the period when HBLANK* and 256H* are both low. (This is the narrow strip at the top and bottom of the screen where the players' scoreboard and other miscellaneous messages are displayed.) This results in a high ALPHASCAN signal that enables a load signal output from NAND gate N9 when both 1H and 2H are high. When 1H goes low P8 shifts four bits of the alphanumeric character out at a 6-MHz rate.

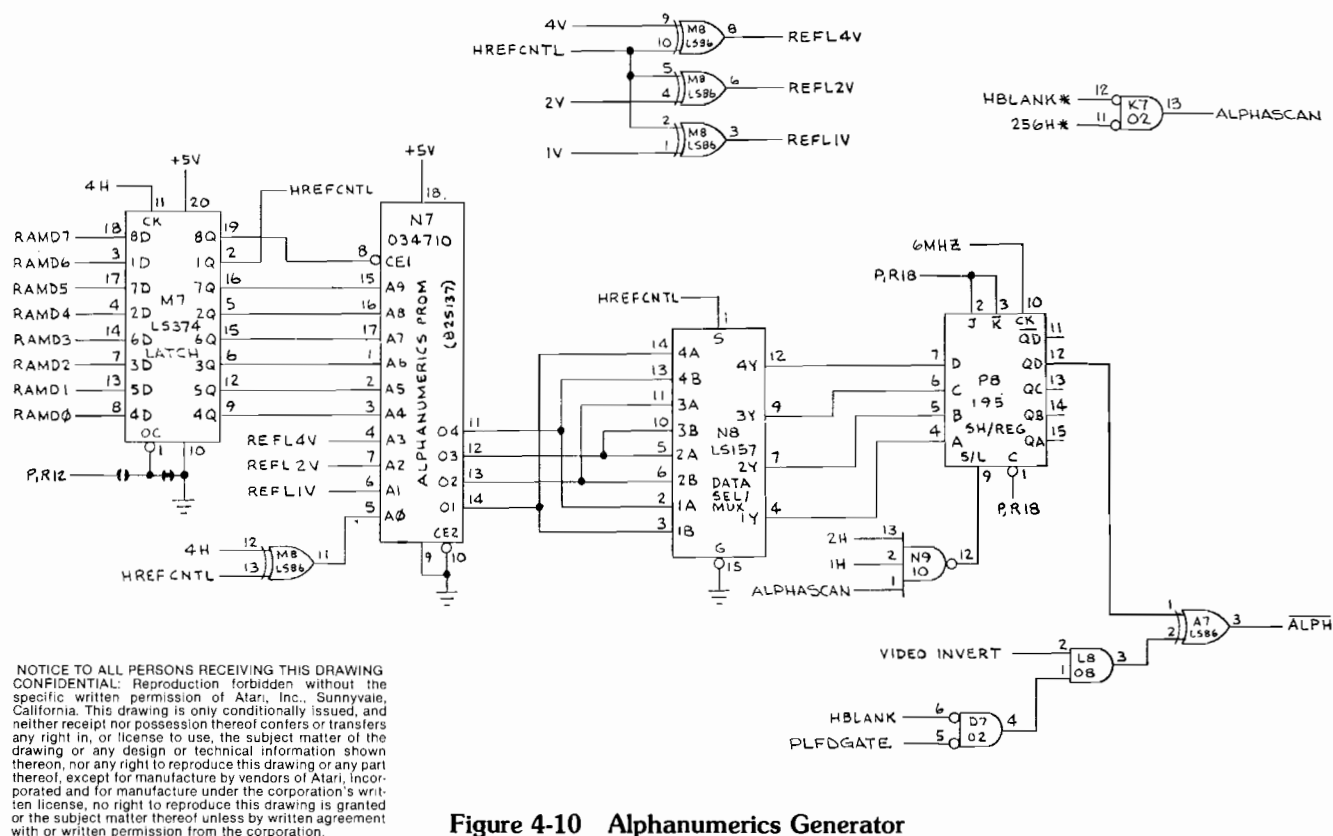
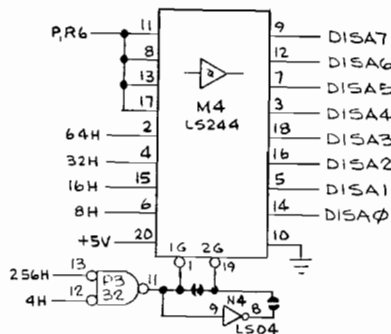
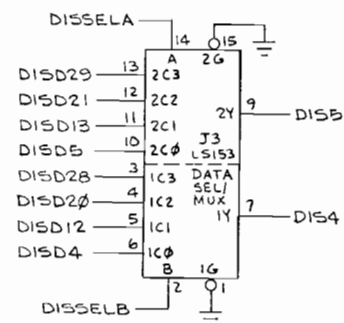
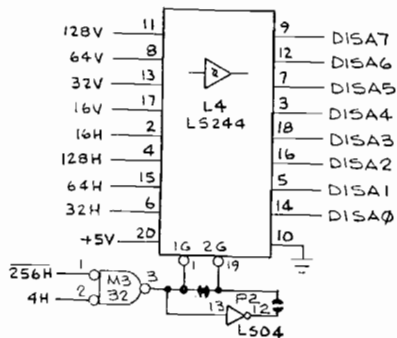
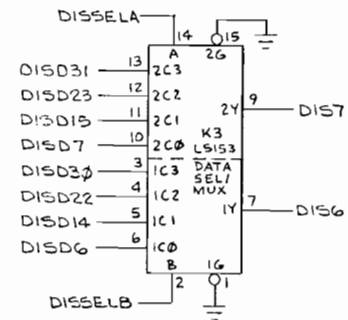
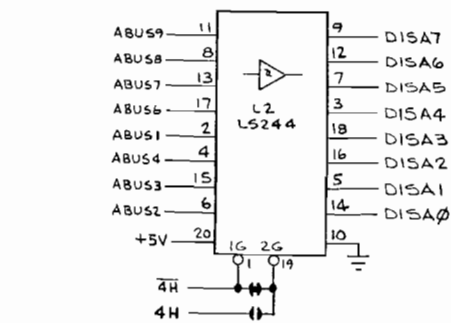


Figure 4-10 Alphanumerics Generator
(Part of 034634-XX B)



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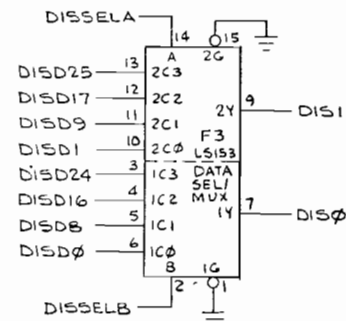
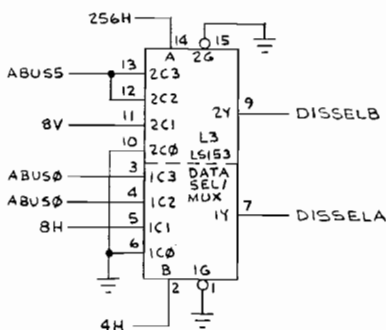
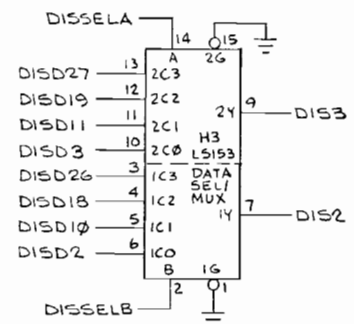
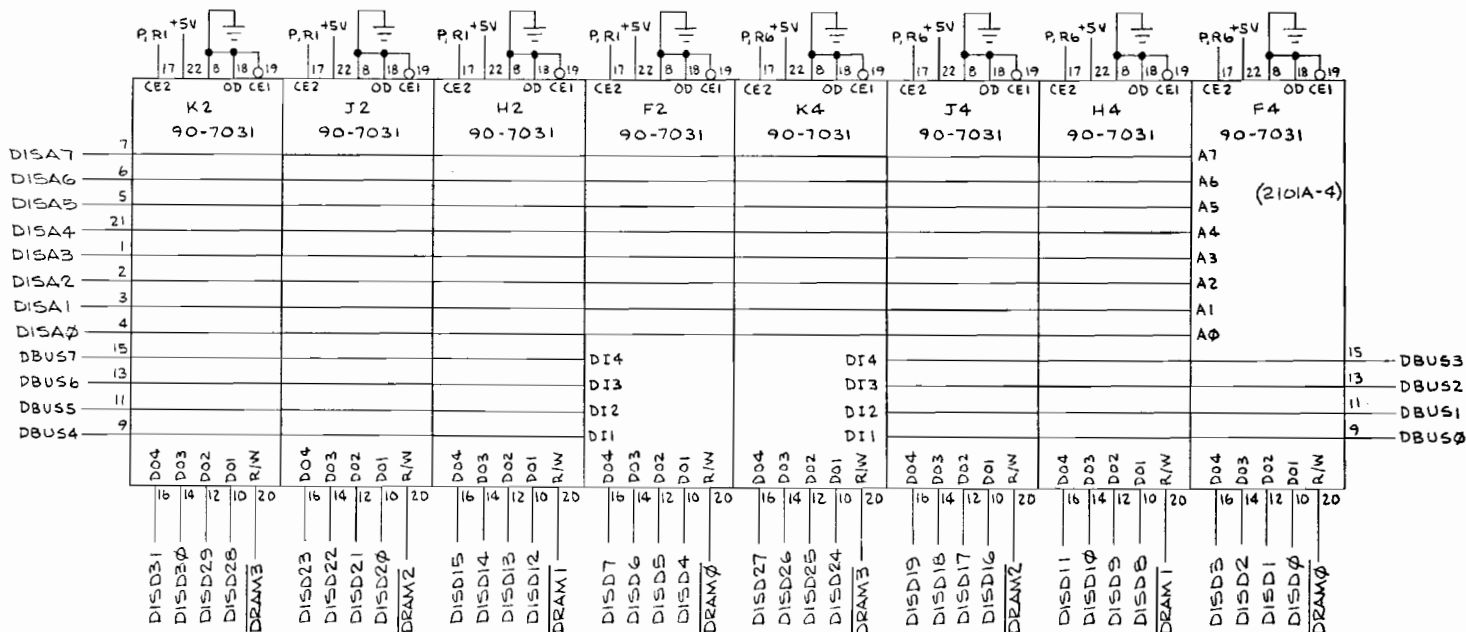
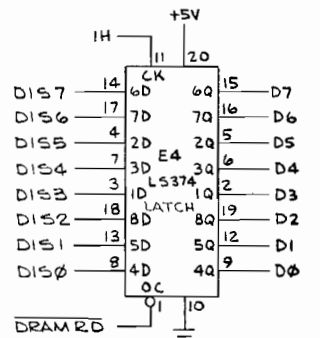
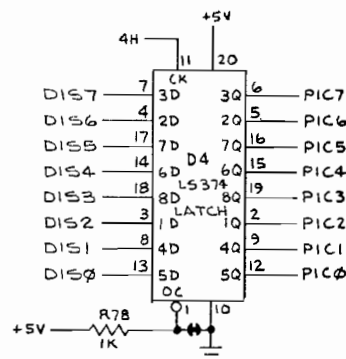
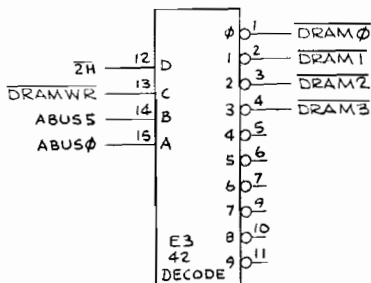
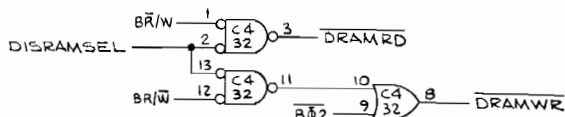


Figure 4-11 Display RAM
(Part of 034634-XX B)



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e. display ram

(See Figure 4-11)

The display RAM stores information from the MPU that defines the horizontal location, vertical location and picture of both the playfield objects (baseball diamond) and motion objects (players, ball and bat). The display RAM consists of four pairs of RAM devices, F2 and F4 (DRAM0), H2 and H4 (DRAM1), J2 and J4 (DRAM2) and K2 and K4 (DRAM3). Each pair contains 256 8-bit bytes of information.

The MPU addresses the display RAM during the $\Phi 2$ period ($4H$ is low) through tri-state buffers L2 on address lines ABUS1 thru ABUS4 and ABUS6 thru ABUS9. The MPU selects the display RAM pair to be written to with address lines ABUS0 and ABUS5, when $\overline{DRAMWR}$ goes low at the input of decoder E3. At this time data is written into the display RAM via data bus lines DBUS0 thru DBUS7.

During the $\Phi 1$ period ($4H$ is low), the display RAM receives its address from either of two different sources. When the TV monitor is actually scanning a horizontal line ($256H$ is low), the display RAM outputs playfield data to the graphics generator. The graphics generator receives its data for playfield pictures when display RAM memory is directly accessed (DMA process) by horizontal and vertical sync signals through tri-state buffers L4. When the monitor is in horizontal blanking ($256H$ is low), the display RAM outputs

motion object data to the graphics generator. The graphics generator receives its data from motion object pictures when the display RAM memory is directly accessed (DMA process) by horizontal sync signals through tri-state buffers M4.

The outputs of the display RAM are selected by data selector multiplexers F3, H3, J3 and K3. These data selector multiplexers are controlled by the data selector multiplexer L3. During horizontal blanking ($256H$ is low) and when $4H$ is low, display data (DISD0 thru DISD7) is output to the graphics generator (for motion objects). During horizontal scan time ($256H$ is high) and when $4H$ is low, horizontal sync $8H$ and vertical sync $8V$ select the data byte which is output to the graphics generator (for playfield objects).

When $4H$ goes high, the MPU selects the display RAM data byte (via address lines ABUS0 and ABUS5) which is output from the MPU. The display RAM is read by the MPU on data lines D0 thru D7. Selected display RAM data is latched into tri-state latch E4 with each rising edge of $1H$. When display RAM read $\overline{DRAMRD}$ goes low, the latched information appears at the D0 thru D7 output of latch E4.

The multiplexed data byte output D1S0 thru D1S7 is latched at the output of latch D4 (PIC0 thru PIC7). This data byte of information contains the following: PIC0 thru PIC5 defines the actual playfield picture to be generated by the graphics generator. PIC6 (when high) reverses the generated picture horizontally. PIC7 (when high) reverses the picture vertically.

f. graphics generator

(See Figure 4-12)

The graphics generator generates the video for the playfield (baseball diamond) during horizontal scan time. During horizontal blanking, the graphics generator generates the motion object signals (players, ball and bat) that are written into the motion object RAM.

For motion objects, display data DISD8 thru DISD15 from the display RAM defines the vertical scan line where there is a motion object to be displayed. When sync signals 8V thru 128V are equal to this number, at the next rising edge of 4H and MATCH signal is latched at the output of latch F6. At this time latch F6 outputs LINE0, LINE1 and LINE2. The binary count of LINE0 thru LINE2 indicates which vertical line of the motion object picture is to be scanned.

The actual graphics pictures are stored in graphics ROMs C5 and D5. Address inputs PIC0 thru PIC5 from the display RAM define the actual picture to be output by the ROMs. The vertical line of the picture is defined by address inputs GA6 thru GA8. These signals originate from vertical sync signals 1V thru 4V for the playfield pictures. For the motion object pictures, these signals originate from the compared output of adder F5.

If PIC7 is low, the output of Exclusive OR gates D6 counts from 0 to 7. If PIC7 is high, the outputs of D6 count from 7 to 0. Therefore, PIC7 reverses the vertical order of the output graphics ROMs C5 and D5.

The data output from the graphics ROMs is applied to two data selector multiplexers B6 and C6. If the output is a motion object, B6 and C6 are enabled by MATCH at the input of OR gate K7. For a playfield object, B6 and C6 are enabled by 256H* (horizontal scan time). The inputs of B6 and C6 are arranged so that if PIC6 is low, the outputs are loaded into shift register A6 with graphics data GD0 shifted out first and GD7 out last. If PIC6 is high, GD7 is shifted out first and GD0 last. Therefore, PIC6 reverses the horizontal order of the graphics data output.

Shift register A6 is loaded every 8H and shifted out at a 6-MHz rate. The output of A6 is inverted by B7 and applied to the motion object RAM data input. It is also gated with the playfield gate (PLFDGATE) signal at the input of AND gate K8. If PLFDGATE is high, it means that the horizontal scan is out of the area reserved for the alphanumeric generator and in the playfield area. Playfield video PLFDVID is applied to the video summing circuitry. Motion object signals are applied to the input of the motion object RAM as RAWVID.

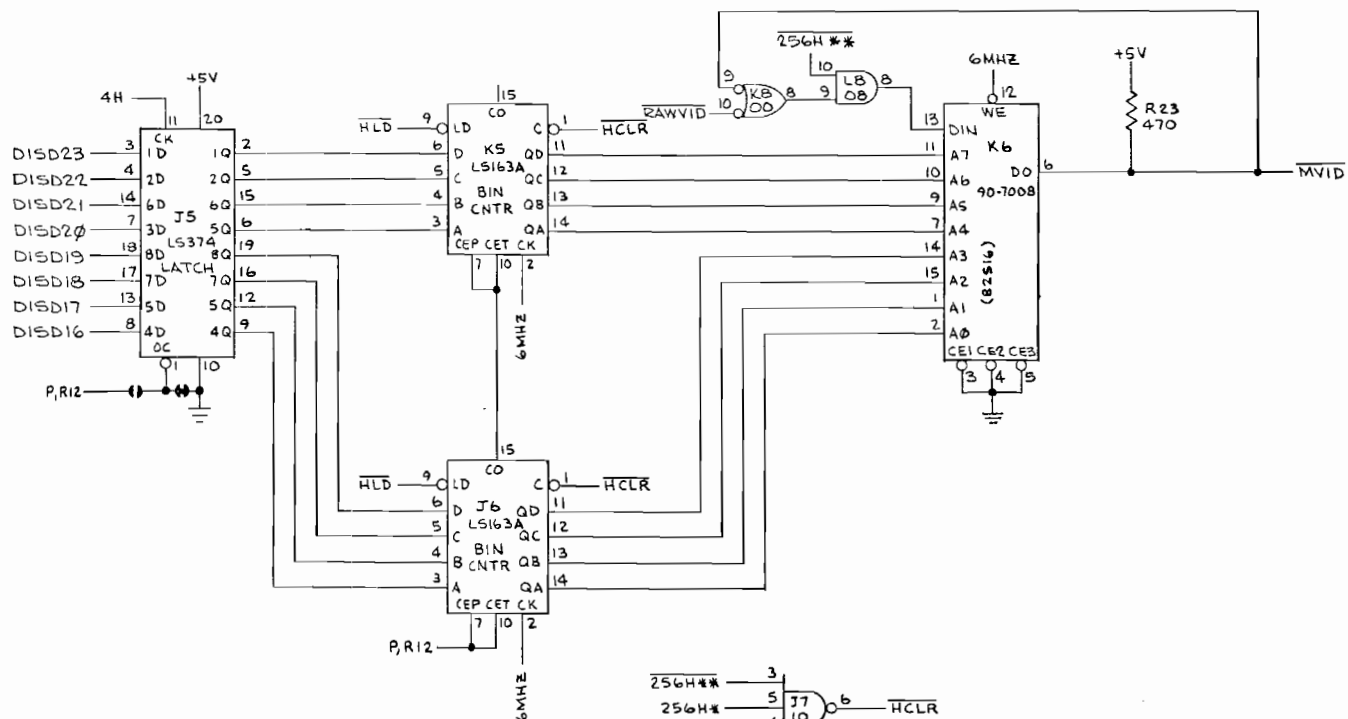
g. motion object ram

(See Figure 4-13)

The motion object RAM stores the video for sixteen 8-bit-wide motion objects, then outputs the object video bits in their proper locations during the time of scanning that horizontal line.

During the horizontal blanking period, display RAM data DISD16 thru DISD23 presets binary counters J6 and K5 when HLD goes low. When HLD goes high, the counters increment their count output one count for each rising edge of 6 MHz. The count output is received by RAM K6 as its address input. For each count, one bit of motion data from the graphics generator is written into RAM K6. The counters increment their output seven counts, then HLD again goes low, presetting the counters with a new horizontal location number. This process is repeated seven times.

Shortly after the beginning of the horizontal scan period (256H is high), counters J6 and K5 receive a HCLR pulse that sets the count output to zero. When HCLR goes high, the counters begin counting from 0 to 255, again at a 6-MHz rate. At each address count, motion object data is output from the RAM to the video summing circuit.



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Figure 4-13 Motion Object RAM Circuitry
 (Part of 034634-XX B)

h. video summing circuitry

(See Figure 4-14)

The video summing circuitry receives ALPHA from the alphanumeric generator PLFDVID (playfield video), from the graphics generator and MVID (motion object video) from the motion object RAM. These three signals are summed through various gates into flip-flops P9. The actual video to be displayed on the TV monitor is determined by the combination of the two signals at the outputs of flip-flops P9. These outputs (P9, pins 5 and 9) are mixed with HSYNC and VSNC for a composite VIDEO OUT signal.

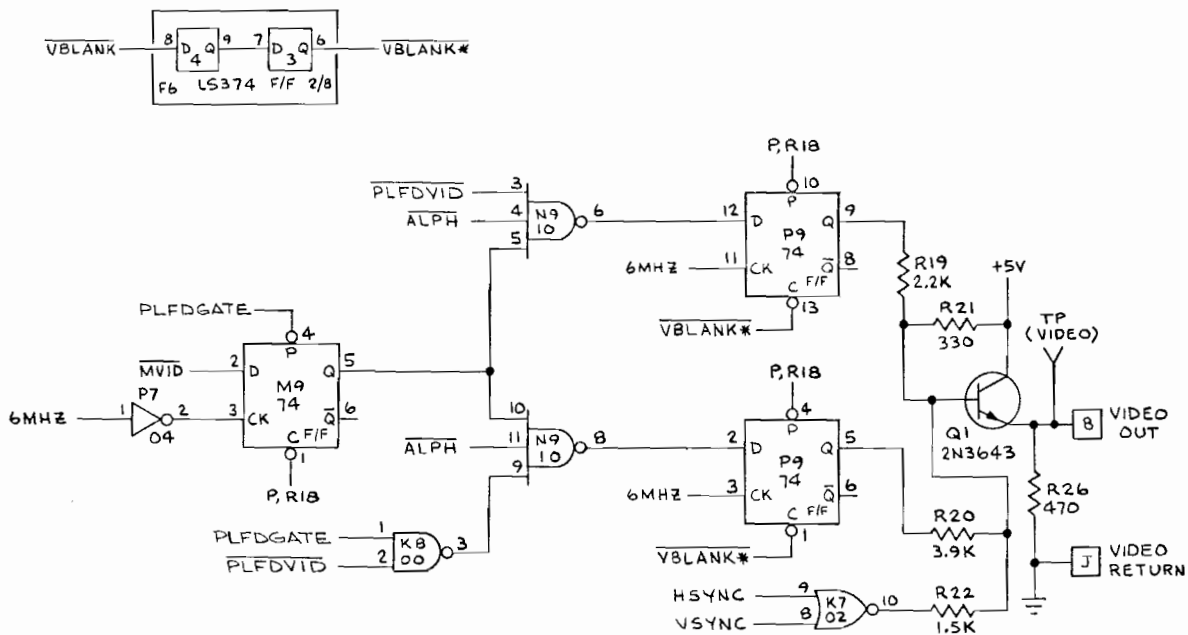


Figure 4-14 Video Summing Circuitry
 (Part of 034634-XX B)

i. switch and trak ball™ input circuitry

(See Figure 4-15)

Player Trak Ball information, player switch inputs and the game option switches are read by the MPU on data lines D0 thru D7. The three timing signals that control which inputs are read on which data lines, and when, are $\overline{IN0}$ and $\overline{IN2}$ from the address decoding circuitry and $\overline{CTRLD}$ from latch F8 that is shown on Figure 4-17.

When $\overline{IN0}$ and $\overline{CTRLD}$ are both low, horizontal and vertical direction of both Trak Balls are read by the MPU on data lines D0 thru D3 and player 1 switches are read on lines D4 thru D7. When $\overline{IN0}$ is low and $\overline{CTRLD}$ is high, the horizontal rate of player 1's Trak Ball is read by the MPU on data lines D0 thru D3. The vertical rate of player 1's Trak Ball is read on lines D4 thru D7.

When $\overline{IN2}$ and $\overline{CTRLD}$ are low, the game option switches are read by the MPU on data lines D0 thru D3 and the switches for player 2 are read on lines D4 thru D7. When $\overline{IN2}$ is low and $\overline{CTRLD}$ is high, the horizontal rate of player 2's Trak Ball is read on data lines D0 thru D3. The vertical rate of player 2's Trak Ball is read on lines D4 thru D7.

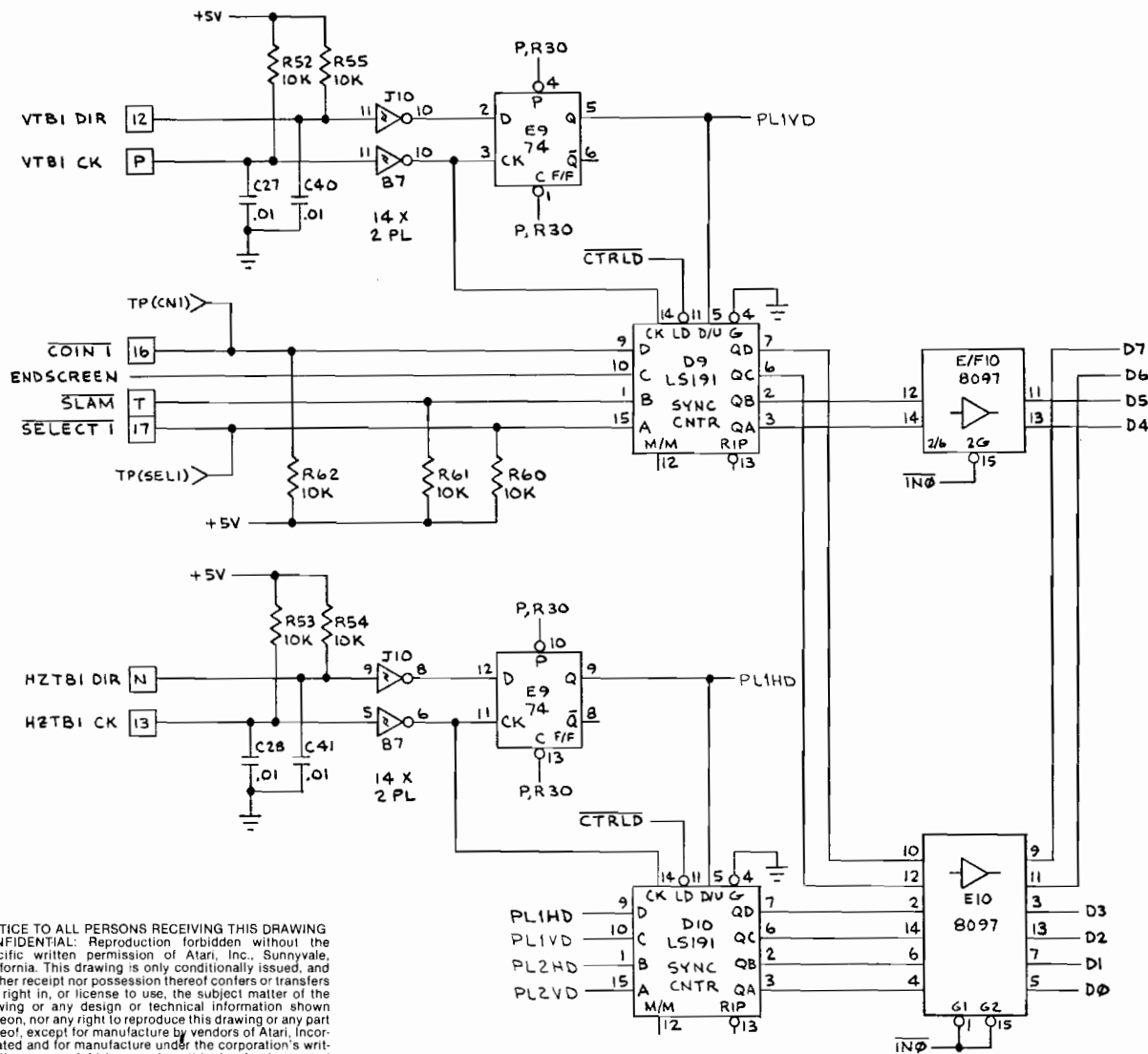
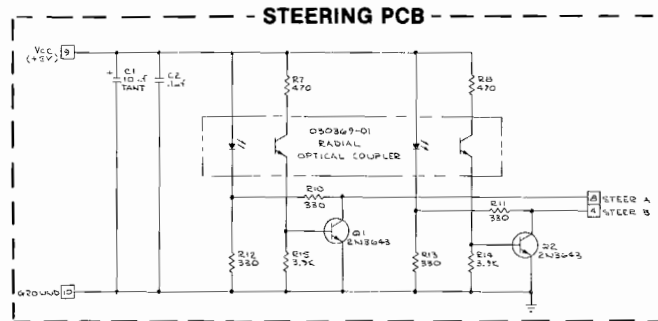
j. display pcb and coin counter outputs

(See Figure 4-16)

For a diagram of the display PCB, see Figure 4-3, Game Wiring Diagram.

The anode of all the game LEDs are strobed at the rate of 64V. The MPU lights an LED by first outputting data on bus lines DBUS0 thru DBUS3. With the proper address from the MPU, $\overline{OUT3}$ goes low and latches the data at the output of latch F9. A high on any output causes its transistor to conduct.

The coin counter is tripped when the address decoding circuitry outputs a COIN CNTR signal. The high COIN CNTR signal causes Q2 to conduct.



**Figure 4-15 Switch and Trak Ball Inputs
 (Part of 034634-XX B)**

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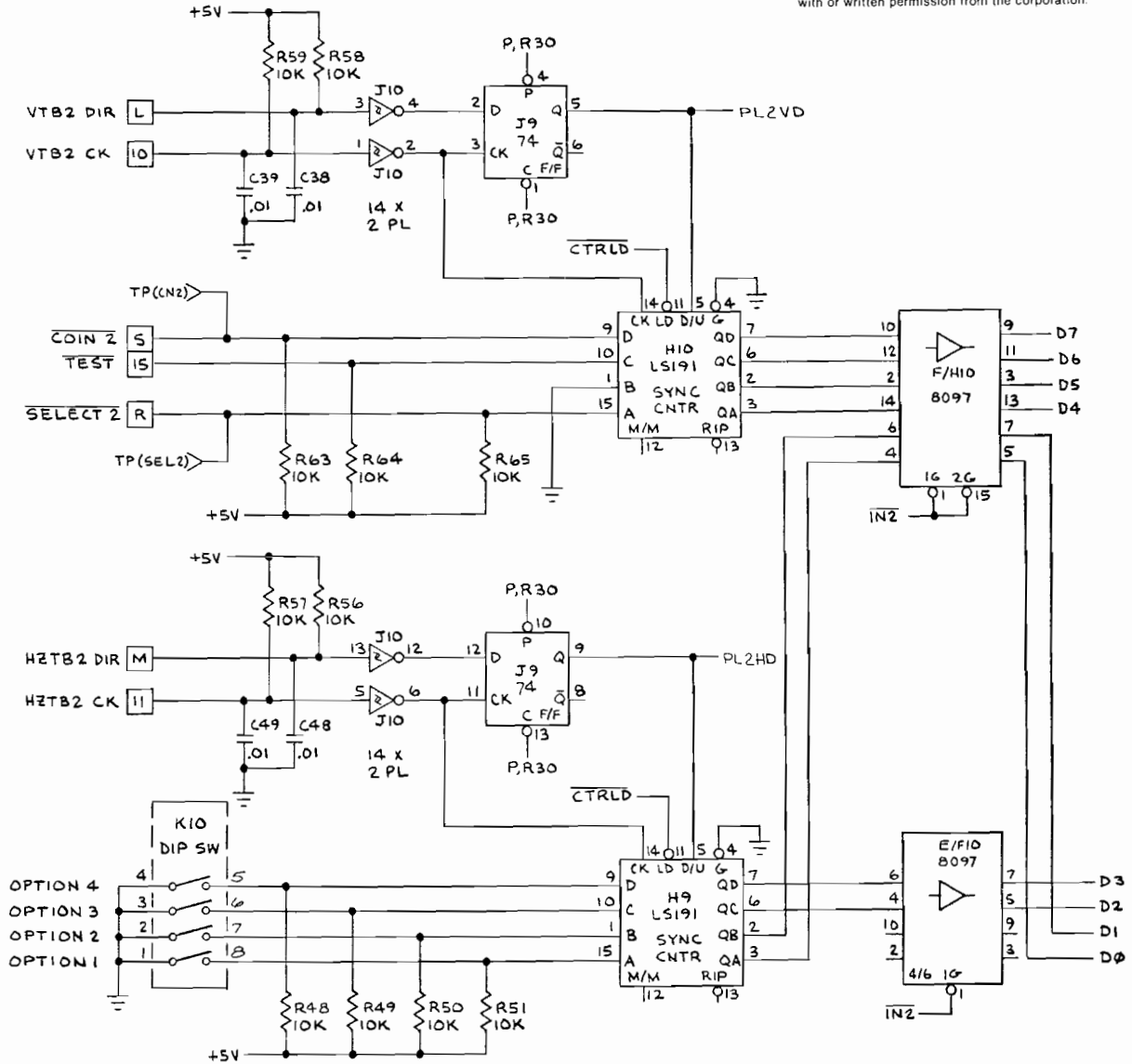
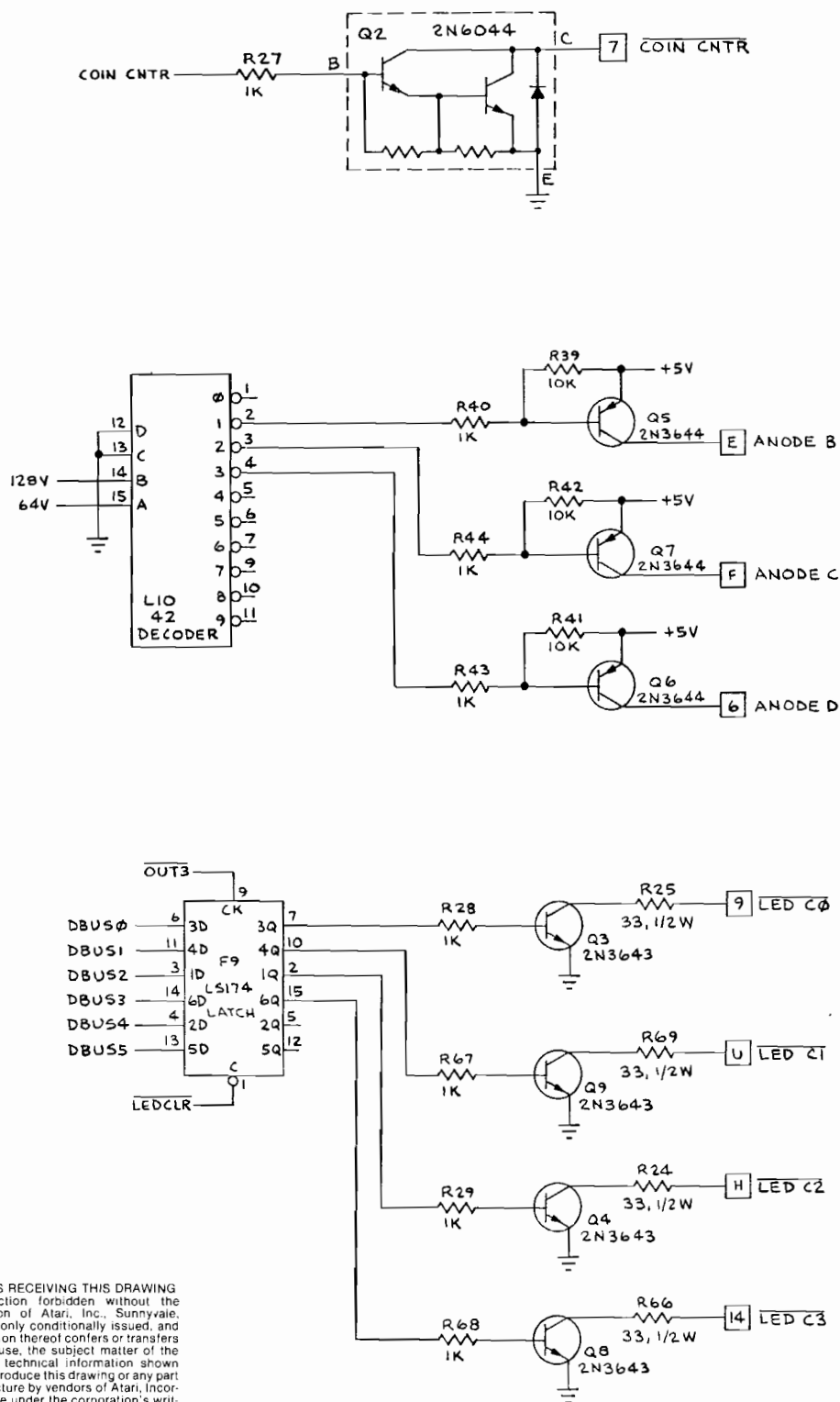


Figure 4-15 (Continued) Switch and Trak Ball Inputs



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Figure 4-16 Display PCB and Coin Counter Outputs
 (Part of 034634-XX B)

k. audio circuitry

(See Figure 4-17)

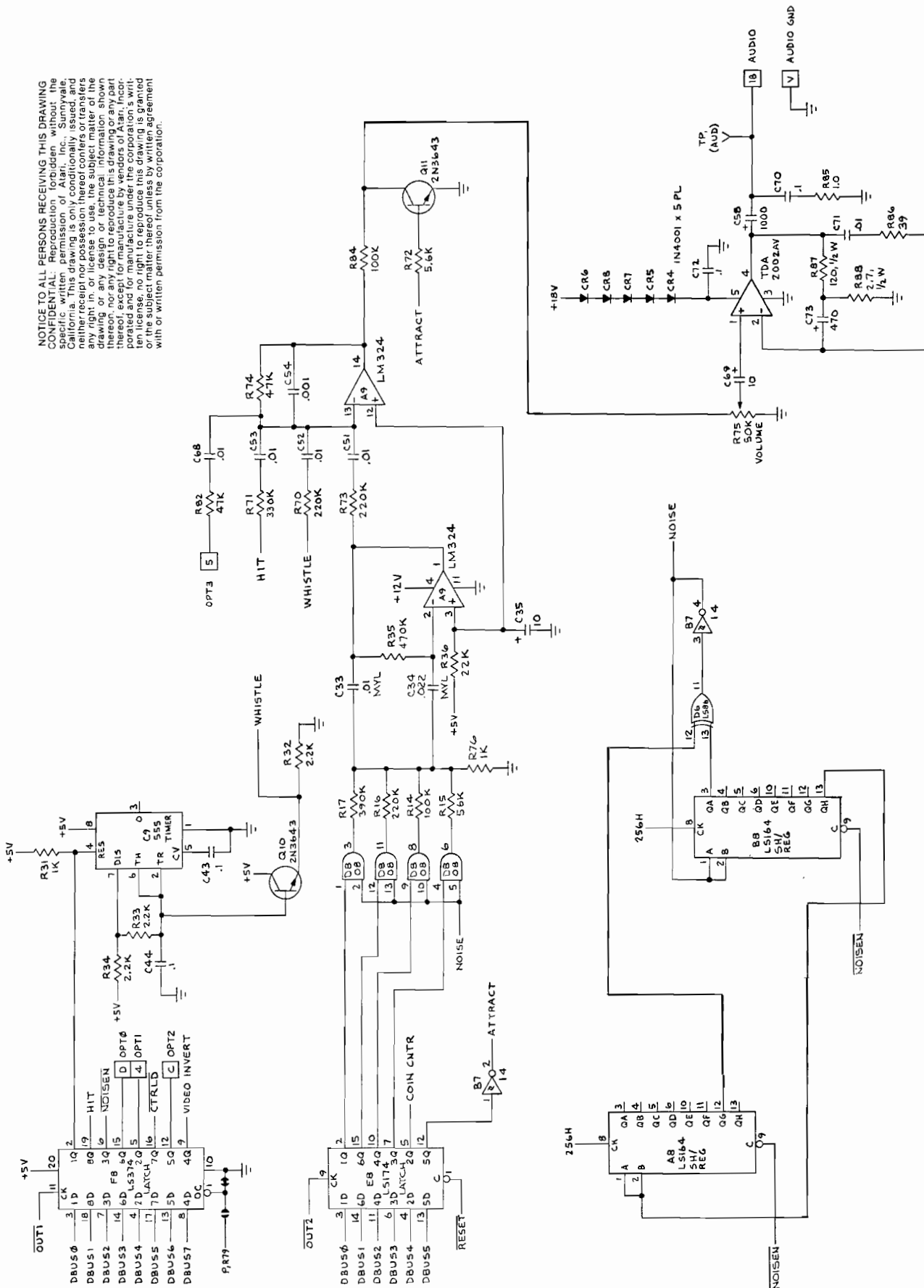
The audio circuitry produces crowd noise, HIT and WHISTLE audio. The crowd sound is the result of the gated random noise generator composed of shift registers A8 and B8. The crowd sound volume is selected by the MPU through data bits DBUS0 thru DBUS3. The noise (un-filtered crowd sound) is filtered by the active bandpass filter circuit comprised of one quarter of op-amp A9 (LM324).

The HIT audio is generated from latched data signal DBUS1 from the MPU.

The WHISTLE sound is generated by timer C9 when DBUS0 is latched high.

The three sounds are summed at the input of op-amp A9 (one quarter of LM324) and fed to the volume control. The signal is then fed to the TDA2002 amplification circuit.

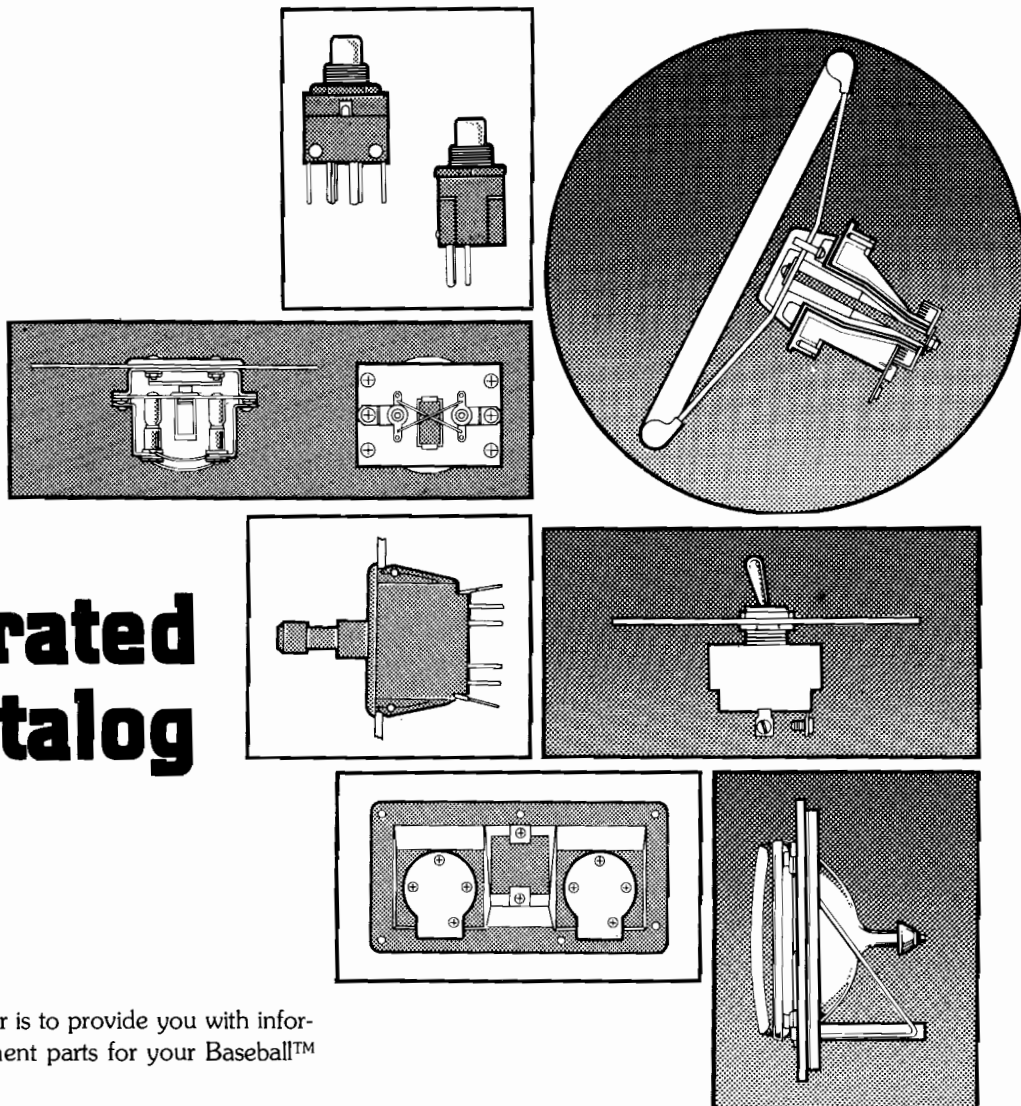
The ATTRACT signal is generated from the MPU via DBUS5 input to latch E8. When ATTRACT is high, the audio signal is grounded by conducting transistor Q11.

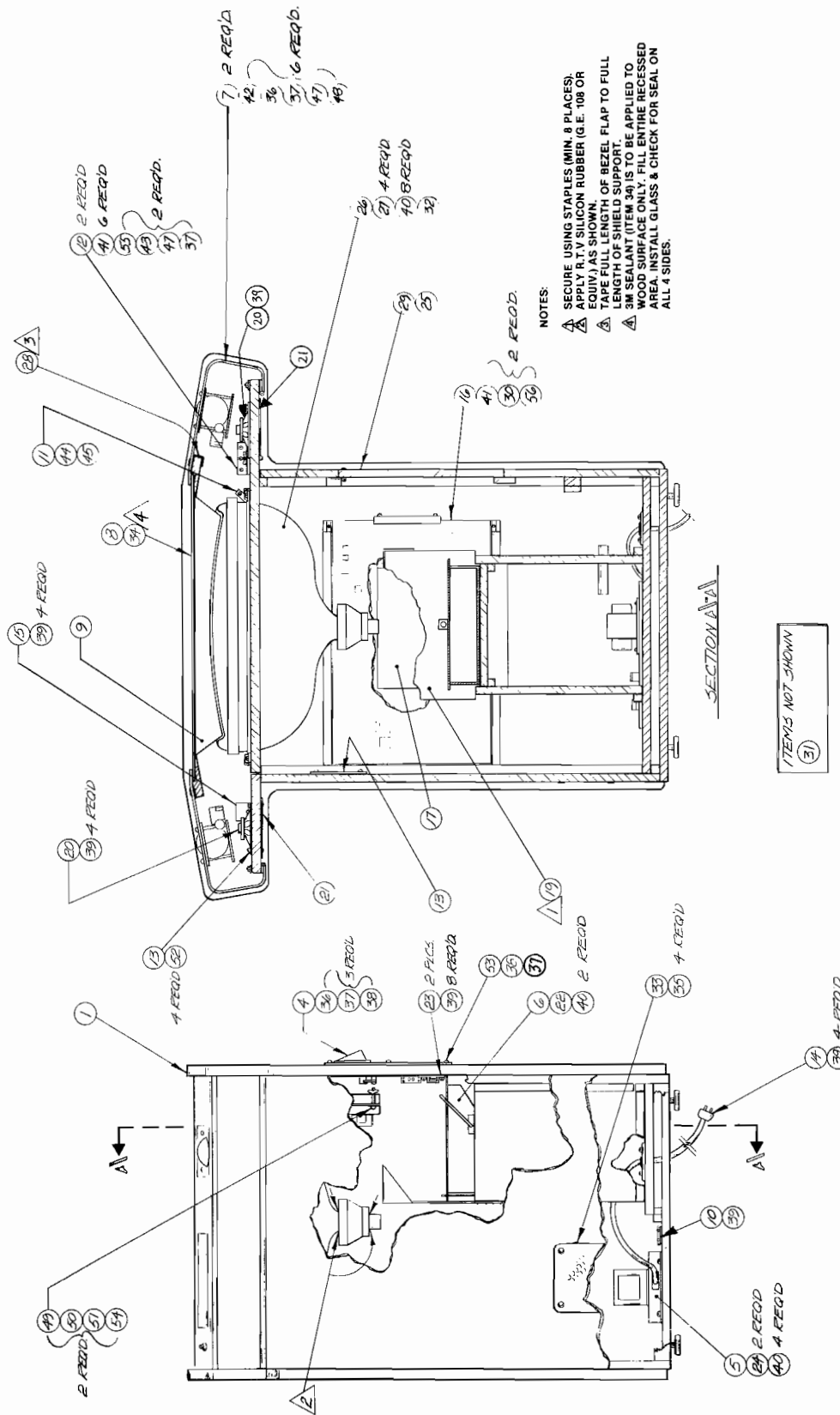


illustrated parts catalog

The purpose of this chapter is to provide you with information for ordering replacement parts for your Baseball™ game.

When ordering parts from your distributor, give the part number, part name, applicable figure number of this catalog, and serial number of your game. This will help to avoid confusion and mistakes in your order. We hope the results will be less downtime and more profit from your game.

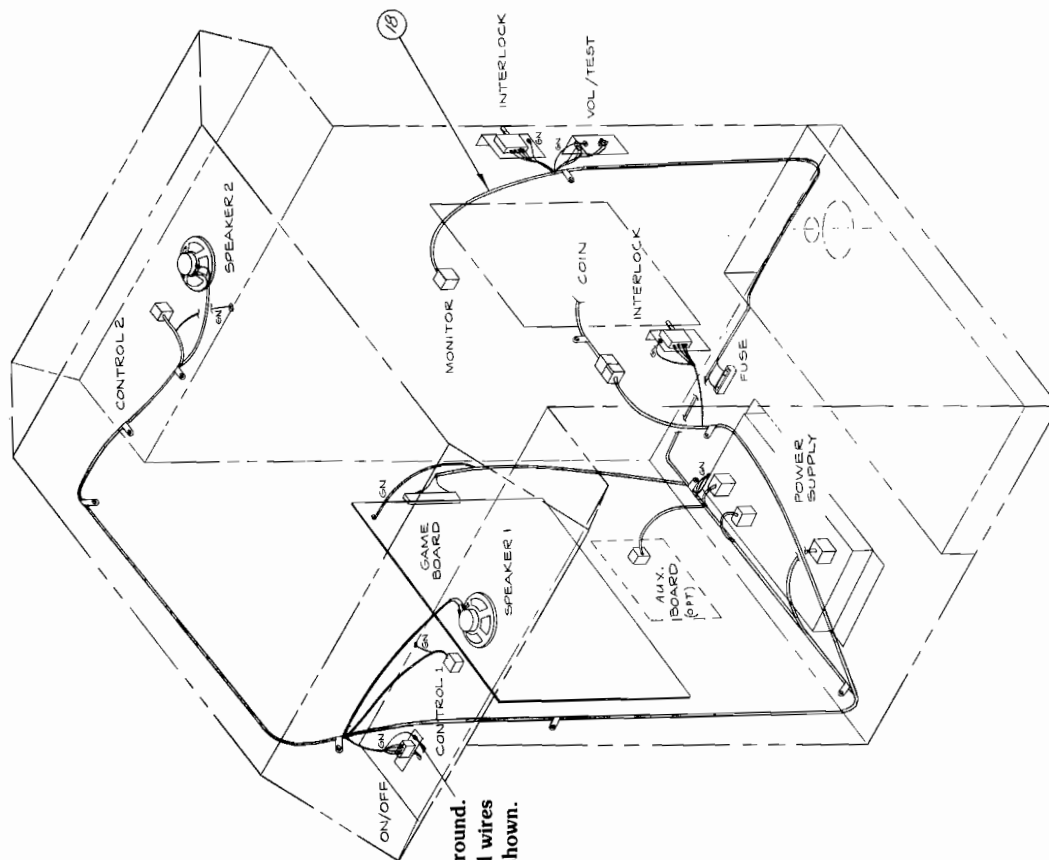




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Figure 5-1 Final Assembly
A034526-01 B

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8 places, typical ground.
 Attach green ground wires
 as shown.

Figure 5-1 Final Assembly, continued

**Figure 5-1 Final Assembly
Parts List**

Item	Part No.	Qty.	Description
1	A034504-01	1	Cabinet Assembly
4	A009083-16	1	Coin Door Final Assembly. Consists of A006794-XX Coin Door Assy. and A006921-01 Harness Assy. For breakdown of Coin Door Assy. see Figure 5-2.
5	A007197-01	1	Power Supply Assembly—see Figure 5-4
6	A007902-01	1	Cash Box Assembly, consisting of the following 3 items:
	030244-01	1	Cash Drawer
	006317-01	1	Cash Box Lid
	006445-01	1	Cash Box Handle
7	A034533-01	2	Control Panel Assembly—see Figure 5-5
8	033494-01	1	Glass Shield with Graphics
9	033493-01	1	Cardboard Bezel with Graphics
10	46-2012502	1	3AG 2½-Amp. 250-Volt Slow-Blow Cartridge-Type Fuse
11	033098-01	1	Stop
12	002728-01	2	Panel Mounting Bracket
13	004131-02	2	Mesh Ventilation Grille
14	A033016-03	1	Power Cord Assembly
15	007103-01	1	On/Off Switch Cover
16	A034634-01	1	Baseball PCB Assembly—see Figure 5-8
17	034536-01	1	Foam Vibration Damper
18	A034564-01	1	Harness/Switch Assembly—see Figure 5-9
19	034497-01	1	Monitor/Cash Box Guard
20	48-004	2	5-Inch 8-Ohm 5-Watt Speaker
21	000869-01	2	Speaker Grille
22	006870-01	1	Cash Box Bracket
23	007882-02	2	Interlock Switch Cover
24	46-2023002	2	3AB 3-Amp. 250-Volt Slow-Blow Cartridge-Type Fuse
25	005233-01	1	Rear Door Seal
26	92-030	1	23-Inch Diagonal Measure Black-and-White TV Monitor
27	005594-01	4	Monitor Tie-Down Bracket
28	78-67032	A/R	2" Wide Black Adhesive Paper Tape
29	A034534-01	1	Service Door Assembly
30	030868-01	2	Connector Mount
31	TM-123	A/R	TEC Videoelectronics Monitor Service Manual
	TM-124		Motorola Monitor Service Manual
	TM-125		Wells-Gardner Monitor Service Manual
32	006319-03	1	Copyright Decal
33	034537-01	1	Mesh Ventilation Grille
34	78-13025	A/R	3M Brand Sealant, 1/8" × 3/8" (3M Part No. EC-5354)
36	75-5520B	9	#1/4-20 × 1 1/4" Round-Head Square-Neck Black Oxide Steel Carriage Bolt
37	75-015S	12	#1/4 Flat Plain SAE-Standard Regular-Pattern Steel Washer
38	75-990505S	4	#1/4-20 Self-Locking Prevailing-Torque Shallow-Pattern Steel Hex Nut



Figure 5-1 Final Assembly, continued
Parts List

Item	Part No.	Qty.	Description
39	72-6610S	25	#6 × 5/8" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw
40	72-6812S	14	#8 × 3/4" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw
41	72-6810S	8	#8 × 5/8" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw
42	034509-16	6	#1/4-20 × 1" Socket Cap Countersunk Flat-Head Black Oxide Screw with Key Size of 0.156" Square. Thread-Locking Compound applied before Assembly.
43	75-935	2	#1/4-20 Steel Wing Nut
44	72-6012S	1	#10 × 3/4" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw
45	75-010S	1	#10 Flat Plain SAE-Standard Regular-Pattern Steel Washer
47	75-045S	8	#1/4 Corrosion-Resistant Steel Split Lock Washer
48	75-915S	6	#1/4-20 Standard Hex Pattern Cadmium-Plated Steel Machine Nut
49	75-931	2	#10-24 Steel Wing Nut
50	75-5124B	2	#10-24 × 1 1/2" Round-Head Square-Neck Black Oxide Steel Carriage Bolt
51	75-040S	2	#10 Corrosion-Resistant Steel Split Lock Washer
52	72-6608S	4	#6 × 1/2" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw
53	75-5516B	1	#1/4-20 × 1" Round-Head Square-Neck Black Oxide Steel Carriage Bolt
54	75-030S	2	#10 Flat Plain SAE-Standard Wide-Pattern Steel Washer
55	75-5524B	2	#1/4-20 × 1 1/2" Round-Head Square-Neck Black Oxide Steel Carriage Bolt
56	72-1406S	2	#4-40 × 3/8" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw



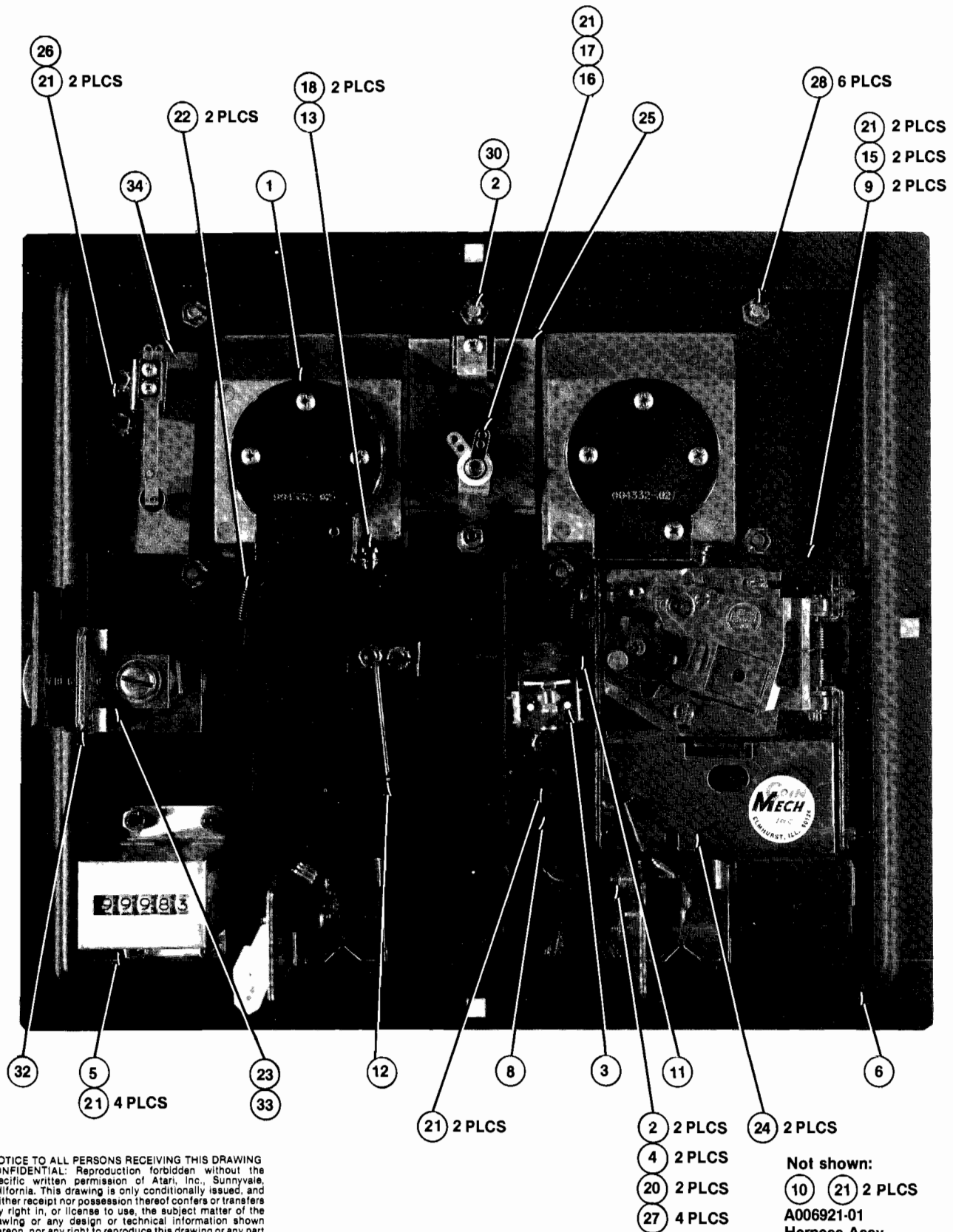


Figure 5-2 Coin Door Assembly
A006794-16 thru -27 J

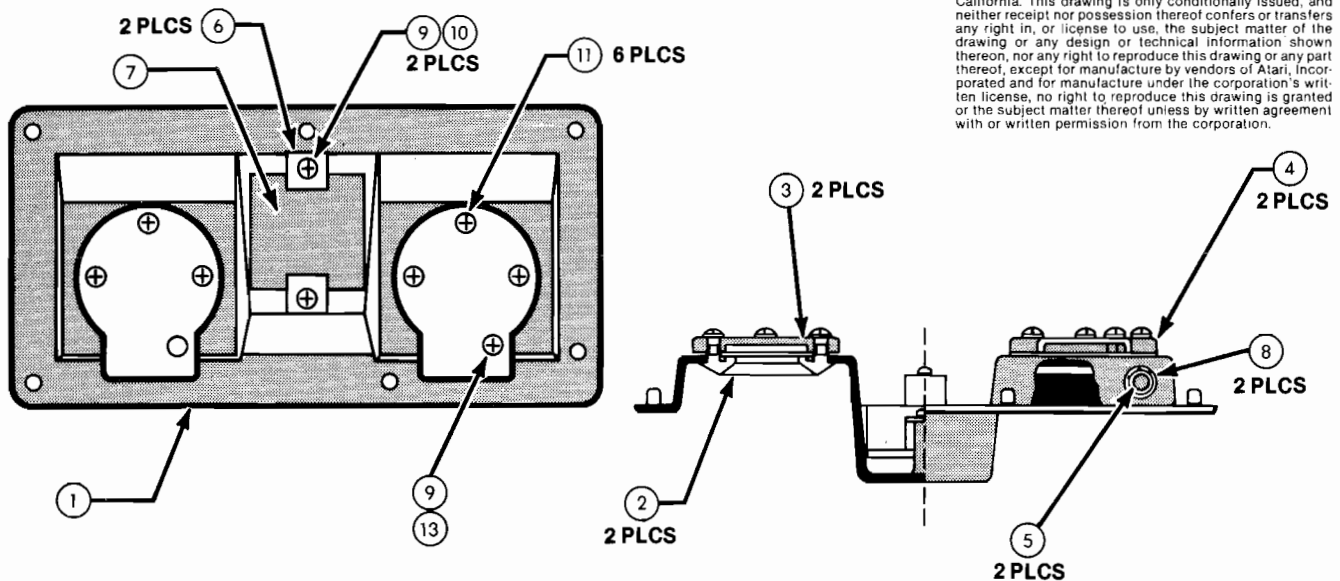
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**Figure 5-2 Coin Door Assembly
Parts List**

Item	Part No.	Qty.	Description
1	A007637-16 A007637-17 A007637-18 A007637-19 A007637-20 A007637-21 A007637-22 A007637-23 A007637-24 A007637-25 A007637-26 A007637-27	↑ One of these used per coin door ↓	Front Bezel Assy.—Used only on -16 Coin Door Assy. (25¢) Front Bezel Assy.—Used only on -17 Coin Door Assy. (5 Fr) Front Bezel Assy.—Used only on -18 Coin Door Assy. (1 DM) Front Bezel Assy.—Used only on -19 Coin Door Assy. (1 Kr) Front Bezel Assy.—Used only on -20 Coin Door Assy. (100 Y) Front Bezel Assy.—Used only on -21 Coin Door Assy. (10 pence) Front Bezel Assy.—Used only on -22 Coin Door Assy. (20¢ Australian) Front Bezel Assy.—Used only on -23 Coin Door Assy. (1 DM/2 DM) Front Bezel Assy.—Used only on -24 Coin Door Assy. (1 Fr) Front Bezel Assy.—Used only on -25 Coin Door Assy. (1 Baht) Front Bezel Assy.—Used only on -26 Coin Door Assy. (1 DM/5 DM) Front Bezel Assy.—Used only on -27 Coin Door Assy. (100 Lire) <i>For breakdown of Front Bezel Assy., see Figure 5-3</i>
2	72-HA4608C	3	#6-32 × 1/2" Cross-Recessed Pan-Head Cadmium-Plated Steel Tri-Fluted Thread-Forming Screw
3	A030362-01	1	Coin Lockout Assembly
4	A030250-01	2	Coin Switch Assembly
5	A002465-01	1	Coin Counter Assembly
6	004320-01	1	Coin Door Weldment
8	004344-01	1	Key Loop
9	004340-01	2	Spring Return (used only on German DM coin doors)
10	004337-01	2	Bracket for Lock-Out Wires
11	004338-01	1	Right-Hand Lock-Out Wire
12	004336-01	1	Left-Hand Lock-Out Wire
13	004326-01	2	Scavenger Button
15	006904-01	2	Spacer (used only on German DM coin doors)
16	030257-01	1	Lamp Socket
17	70-11-47	1	NEMA #47 Incandescent Miniature Bayonet-Base Lamp
18	73-3008	2	Carbon Spring Steel External Retaining Ring, for 1/4" Diameter Shaft
20	72-HA4604C	2	#6-32 × 1/4" Cross-Recessed Pan-Head Cadmium-Plated Steel Tri-Fluted Thread-Forming Screw
21	75-99516	13*	#6-32 Steel Nut and Spring Washer Assembly *Quantity of 15 is used on the German DM coin doors
22	008629-01	2	Spring
23	71-2118	1	Cam Lock, Hudson #CR73A045S
24	71-1225CU 71-1205FF 71-1201MG 71-1201KS 71-12100YJ 71-1210PE 71-1220CA 71-1202MG 71-1201FF 71-1201BT 71-1205MG 71-120100LI	↑ 2 of any of these used per coin door, as required ↓	Coin Mechanism for American Quarter Coin Mechanism for French 5-Francs Coin Coin Mechanism for German 1-Mark Coin Coin Mechanism for Swedish 1-Krona Coin Coin Mechanism for Japanese 100-Yen Coin Coin Mechanism for English 10-Pence Coin Coin Mechanism for Australian 20-Cent Coin Coin Mechanism for German 2-Mark Coin Coin Mechanism for French 1-Franc Coin Coin Mechanism for Thai 1-Baht Coin Coin Mechanism for German 5-Mark Coin Coin Mechanism for Italian 100-Lire Coin

Figure 5-2 Coin Door Assembly, continued
Parts List

Item	Part No.	Qty.	Description
25	007753-01	1	Anti-Probe Plate
26	A007638-01	1	Slam Switch Assembly
27	75-036S	4	#6 Flat Plain Wide-Pattern SAE-Standard Steel Washer
28	73-3025	6	Carbon Spring Steel External Retaining Ring, for 0.184" Diameter Shaft
30	75-056	1	#6 Internal-Tooth Steel Lock Washer
32	033368-01	1	Lock Bracket
33	033369-01	1	Lock Arm
34	033371-01	1	Slam Switch Insulator



**Figure 5-3 Front Bezel Assembly
A007637-16 thru -27 G**

**Figure 5-3 Front Bezel Assembly
Parts List**

Item	Part No.	Qty.	Description
1	004328-02	1	Bezel
2	004330-02	↑ Two of these used per coin door ↓	Ring for American Quarter
	004330-02		Ring for French 5-Franc Coin
	009153-02		Ring for German 1-Deutschmark Coin
	004330-02		Ring for Swedish 1-Krona Coin
	009153-02		Ring for Japanese 100-Yen Coin
	007752-02		Ring for English 10-Pence Coin
	007752-02		Ring for Australian 20¢ Coin
	030677-02		Ring for German 2-Deutschmark Coin
	009153-02		Ring for French 1-Franc Coin
	030677-02		Ring for Thai 1-Baht Coin
	007752-02		Ring for German 5-Deutschmark Coin
	030677-02		Ring for Italian 100-Lire Coin
3	004331-02	2	Coin Shield
4	004332-02	2	Primary Coin Chute
5	004327-01	2	Scavenger Button Bearing
6	004328-01	2	Price Plate Clamp
7	004343-01	↑ One of these used per coin door ↓	Price Plate—25
	004343-06		Price Plate—5 FR
	004343-04		Price Plate—1 DM
	004343-03		Price Plate—1 KR
	004343-05		Price Plate—¥ 100
	004343-02		Price Plate—10 P
	004343-07		Price Plate—20¢ Australian
	004343-08		Price Plate—Einwurf 1 DM/2 DM
	004343-09		Price Plate—1 FR
	004343-10		Price Plate—1 Baht
	004343-11		Price Plate—Einwurf 1 DM/5 DM
	004343-12		Price Plate—100 Lire
8	73-3009	2	Carbon Spring Steel External Retaining Ring, for 3/8" Shaft Diameter
9	72-1604S	3	#6-32 × 1/4" Cross-Recessed Pan-Head Cadmium-Plated Steel Machine Screw
10	75-046	2	#6 Corrosion-Resistant Steel Split Lock Washer
11	72-CL606	6	#6-32 × 3/8" Phillips Pan-Head Steel "Rolok" Self-Threading, Thread-Rolling Machine Screw
13	75-046	1	#6 Internal-Tooth Steel Lock Washer



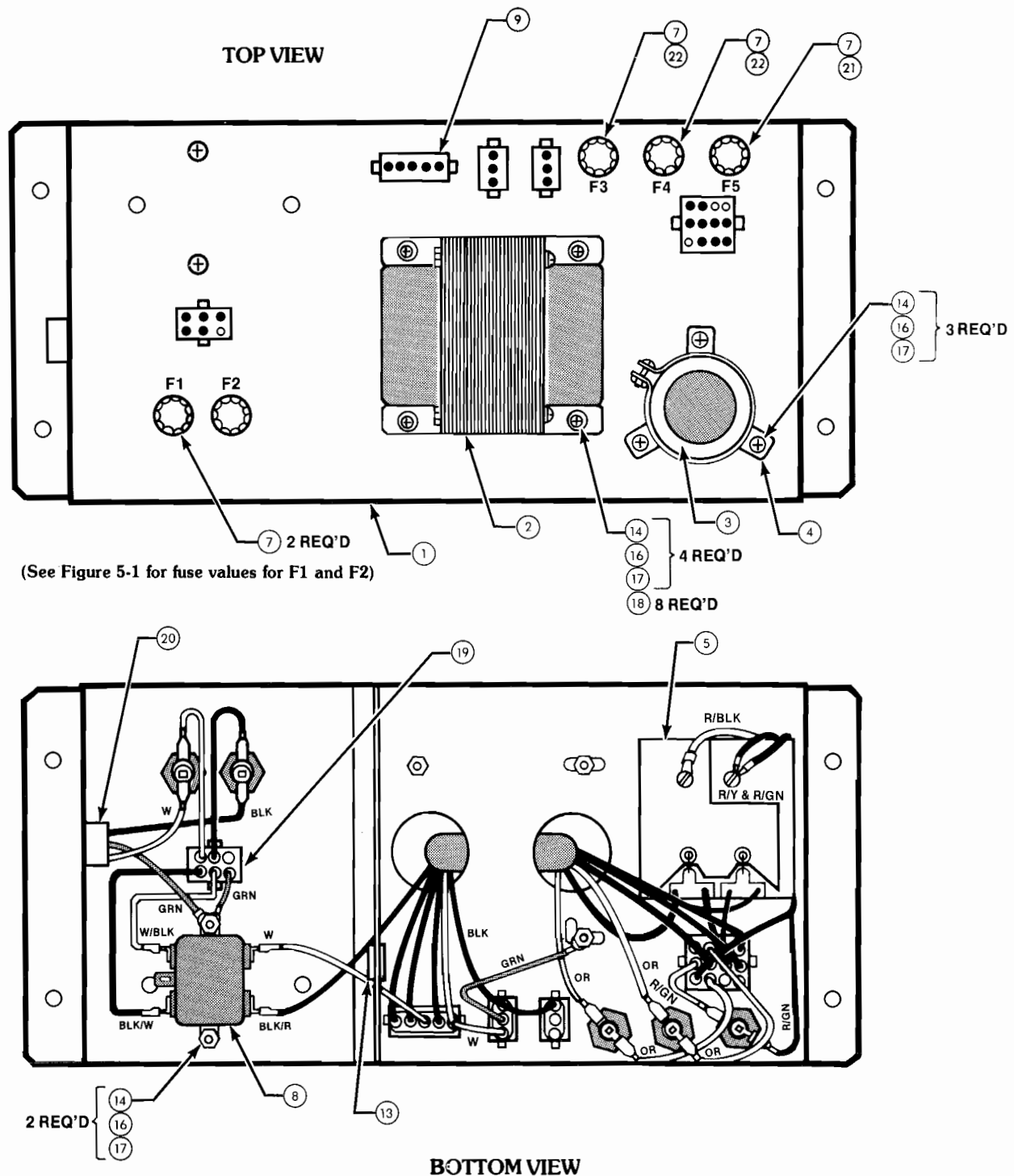


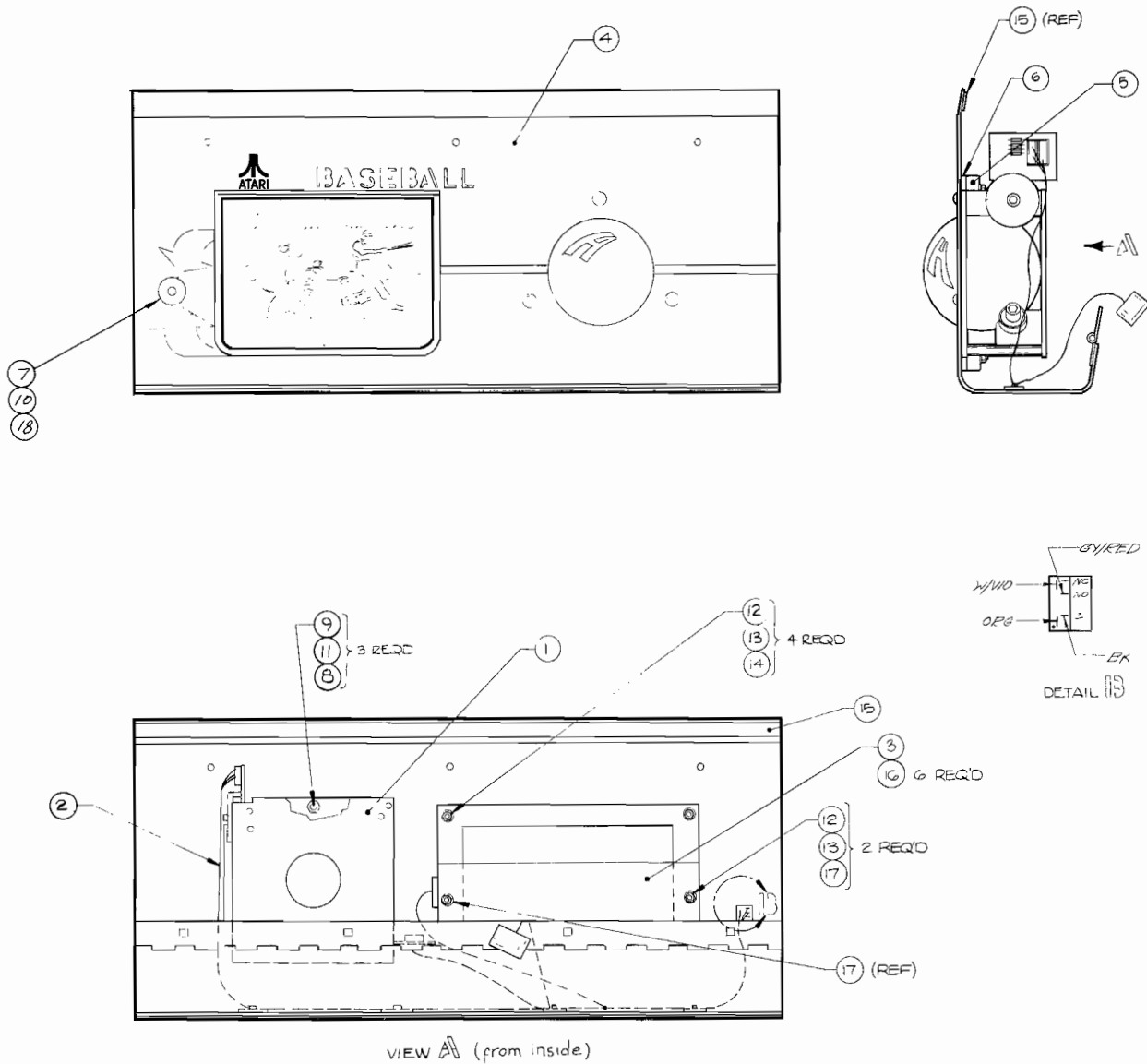
Figure 5-4 Type B Power Supply Assembly
A007197-01 J

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**Figure 5-4 Type B Power Supply Assembly
Parts List**

Item	Part No.	Qty.	Description
1	A009266-01	1	Power Supply Base Weldment Assembly
2	A006886-01	1	Type B Transformer Termination Assembly
3	29-053	1	26,000 μ f 15V Electrolytic Capacitor
4	78-70501SC	1	2" Diameter Cadmium-Plated Steel Component Mounting Bracket
5	A006555-01	1	P.C. Board Rectifier
7	79-4411004	5	Panel-Mounting Non-Indicating 3AG Fuse Post
8	41-2003	1	115/250 VAC 5-amp 5-400 Hz AC Line Filter
9	A006958-01	1	95V Voltage Selection Block (Black Wires)
10	A006958-02	1	110V Voltage Selection Block (Orange Wires)
11	A006958-03	1	205V Voltage Selection Block (Green Wires)
12	A006958-04	1	220V Voltage Selection Block (Red Wires)
13	78-2708	1	Nylon Tape 6/6 Hole Bushing, 5/8" Inside Diameter $\times$ 55/64" Outside Diameter $\times$ 1/4" Thick
14	72-1810S	9	#8-32 $\times$ 5/8" Pan-Head Cross-Recessed Cadmium-Plated Steel Machine Screw
16	75-048	9	#8 Corrosion-Resistant Steel Split Lock Washer
17	75-918S	9	#8-32 Standard Hex-Pattern Cadmium-Plated Steel Nut
18	75-018S	8	#8 Flat Plain SAE-Standard Regular-Pattern Steel Washer
19	A007192-01	1	Power Switch Termination
20	A007444-01	1	Power In Harness
21	46-2038001	1	8-amp 125V 3AG Normal-Acting Fuse
22	46-2012501	2	2 1/2-amp 125V 3AG Slow-Acting Fuse





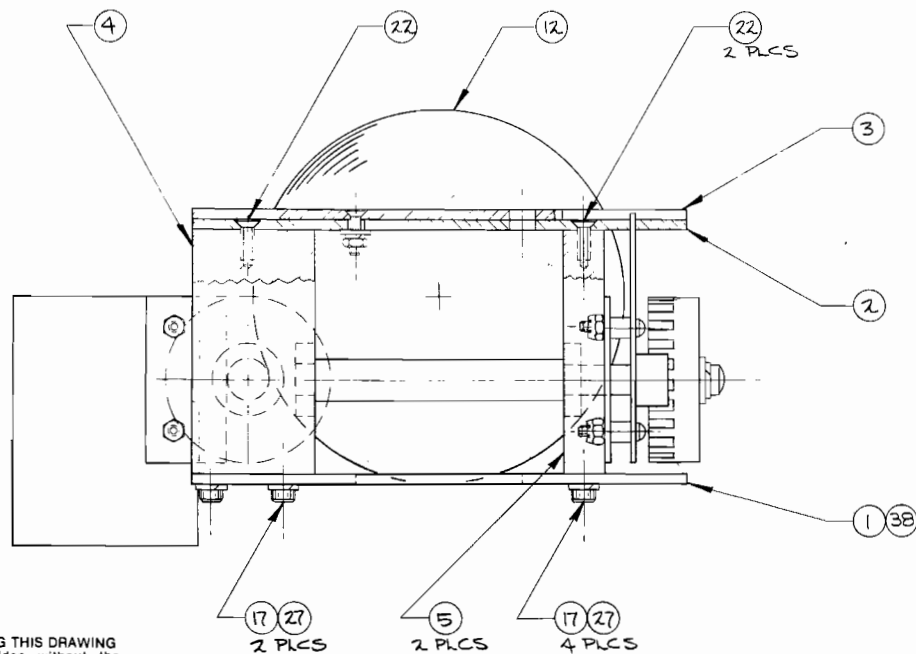
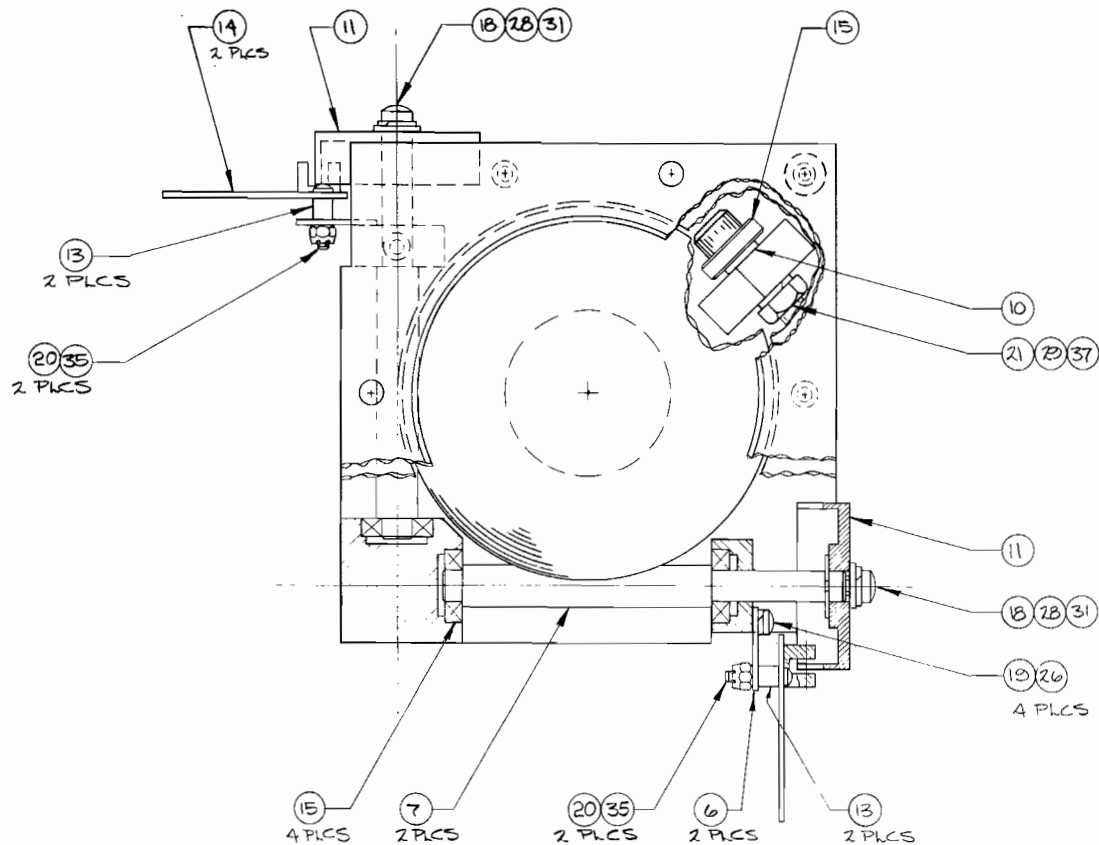
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Figure 5-5 Control Panel Assembly
 A034533-01 B

**Figure 5-5 Control Panel Assembly
Parts List**

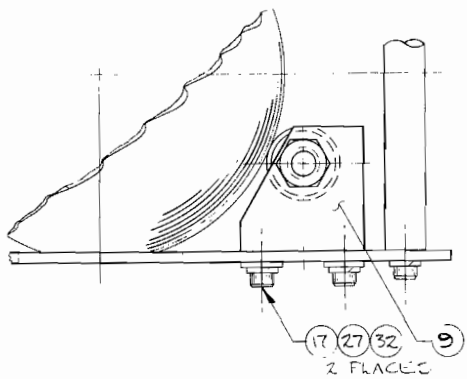
Item	Part No.	Qty.	Description
1	A033360-01	1	Trak Ball™ Assembly — see Figure 5-6
2	A034565-01	1	Control Harness Assembly
3	A033729-01	1	Play Select PCB Assembly — see Figure 5-7
4	034491-01	1	Metal Control Panel with Graphics
5	033097-01	1	Play Select Panel Support
6	034492-01	1	Acrylic Play Select Panel with Graphics
7	001856-01	1	Aluminum Bushing
8	75-990505S	3	#1/4-20 Self-Locking Prevailing-Torque Shallow-Pattern Steel Hex Nut
9	75-5512N	3	#1/4-20 × 3/4" Round-Head Square-Neck Nickel-Plated Steel Carriage Bolt
10	62-039	1	SPDT Momentary Pushbutton Switch, with Red Cap and Light-Emitting Diode
11	75-015S	3	#1/4 Flat Plain SAE-Standard Regular-Pattern Steel Washer
12	75-040S	6	#10 Corrosion-Resistant Steel Split Lock Washer
13	75-910S	6	#10-32 Standard Hex-Pattern Cadmium-Plated Steel Nut
14	75-010S	6	#10 Plain Flat Regular-Pattern Steel Washer
15	78-6900402	A/R	Black Single-Coated Adhesive Foam Tape, 1/4" wide × 1/8" thick
16	70-11-47	6	NEMA #47 Incandescent Miniature Bayonet-Base Lamp
17	75-07053	2	#10 Fiber Washer
18	75-07054	1	Flat Nylon Washer, 0.470" inside diameter × 0.968" outside diameter × 0.075" thick





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Figure 5-6 Trak Ball™ Assembly
 A033360-01 F



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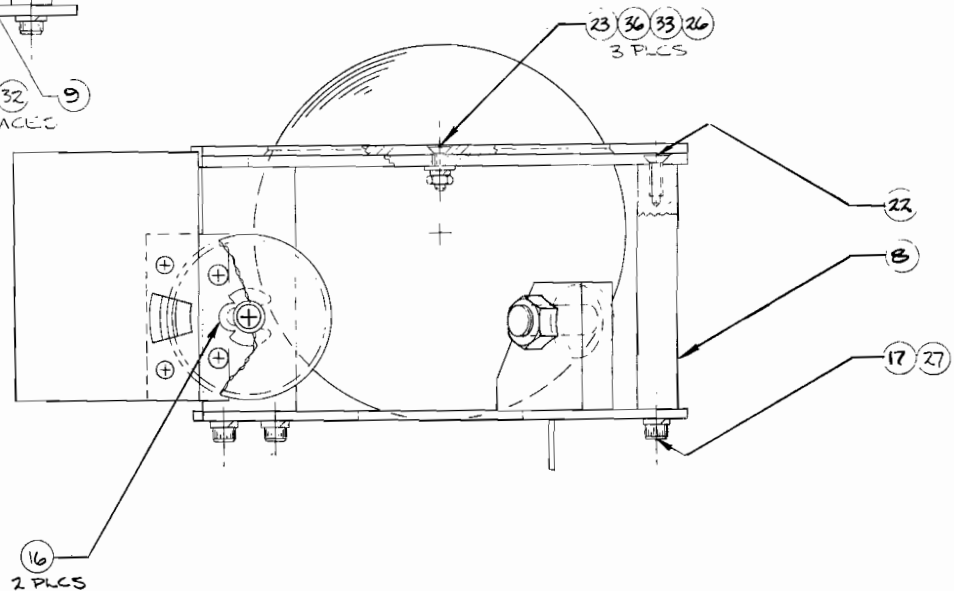


Figure 5-6 Trak Ball™ Assembly
Parts List

Item	Part No.	Qty.	Description
1	033355-01	1	Base Plate
2	033356-01	1	Top Plate
3	033357-01	1	Cover Plate (Acrylic)
4	033358-01	1	Corner Post
5	033359-01	2	End Post
6	033361-01	2	Steering PCB Bracket
7	033362-01	2	Roller Shaft
8	033363-01	1	Stand-Off
9	033364-01	1	Adjustable Post
10	033365-01	1	Spacer
11	000616-01	2	Light Hub
12	033366-01	1	Trak Ball™

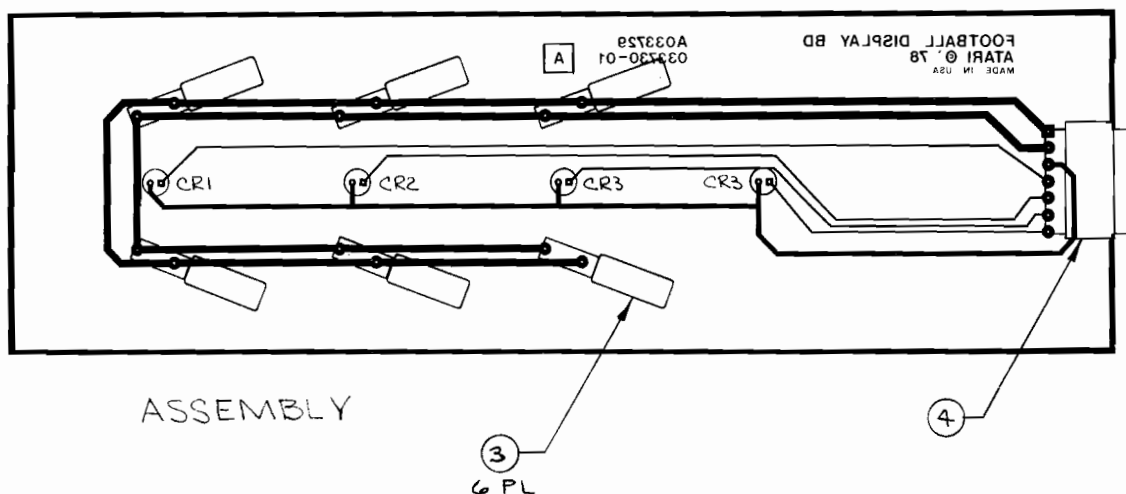


Figure 5-6 Trak Ball™ Assembly, continued
Parts List

Item	Part No.	Qty.	Description
13	74-A00011	4	Phenolic Spacer, 1/8" inside diameter × 1/4" outside diameter × 1/4" long
14	A009060-02	2	Printed Circuit Board Assembly
15	033367-01	5	Bearing
16	73-3006	2	Carbon Spring Steel External Retaining Ring, for 3/8" shaft diameter
17	72-8808	9	#8-32 × 1/2" Hex Socket-Head Cap Steel Alloy Machine Screw
18	72-1006S	2	#10-32 × 3/8" Cross-Recessed Pan-Head Cadmium-Plated Steel Machine Screw
19	72-1606S	4	#6-32 × 3/8" Cross-Recessed Pan-Head Cadmium-Plated Steel Machine Screw
20	72-1408S	4	#4-40 × 1/2" Cross-Recessed Pan-Head Cadmium-Plated Steel Machine Screw
21	72-8920S	1	#3/8-16 × 1 1/4" Hex Socket-Head Cap Steel Alloy Machine Screw
22	85-1808B	4	#8-32 × 1/2" Socket Cap Flat Countersunk Head Black Oxide Steel Screw
23	75-3608S	3	#6-32 × 1/2" Cross-Recessed Flat-Head Cadmium-Plated Steel Machine Screw
26	75-046S	4	#6 Corrosion-Resistant Steel Split Lock Washer
27	75-048S	9	#8 Corrosion-Resistant Steel Split Lock Washer
28	75-040S	2	#10 Corrosion-Resistant Steel Split Lock Washer
29	75-041S	1	#3/8 Corrosion-Resistant Steel Split Lock Washer
31	75-010S	2	#10 Flat Plain SAE-Standard Regular-Pattern Steel Washer
32	75-018S	2	#8 Flat Plain SAE-Standard Regular-Pattern Steel Washer
33	75-016S	3	#6 Flat Plain SAE-Standard Regular-Pattern Steel Washer
35	75-990504C	4	#4-40 Hex Shallow-Pattern Self-Locking Prevailing-Torque Corrosion-Resistant Steel Nut
36	75-916S	3	#6-32 Standard Hex-Pattern Cadmium-Plated Steel Machine Nut
37	75-919S	1	#3/8-16 Standard Hex-Pattern Cadmium-Plated Steel Machine Nut
38	034168-01	1	Label with Lubrication Instructions



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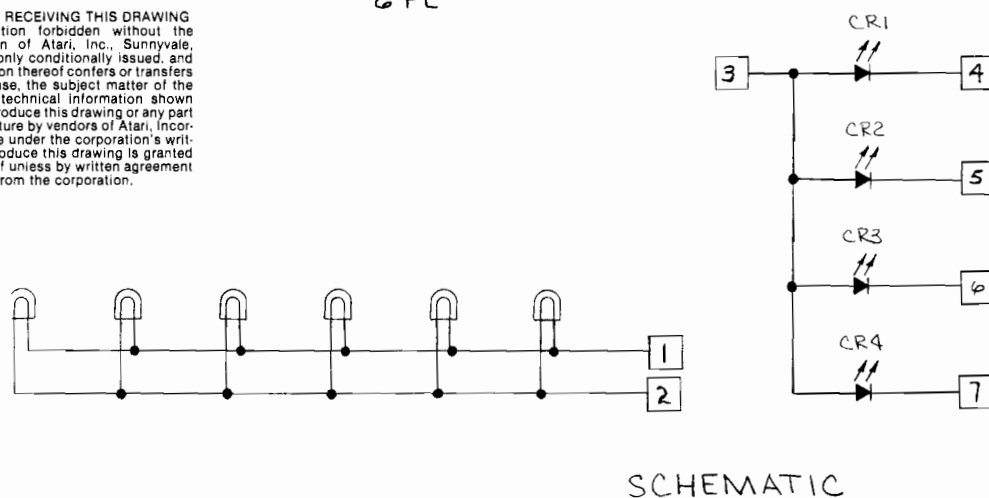


Figure 5-7 Play Select PCB Assembly
A033729-01 A

Item	Part No.	Qty.	Description
2	38-MV5053	4	Light-Emitting Diode with Red Diffused Cap: 1.6 mcd, 20 mA, 1.7 Volts (MV5053) CR1-4
3	79-4312	6	NEMA T-3/4 Right-Angle PCB Mounting Miniature Bayonet-Base Lamp Socket
4	79-58281	1	Right-Angle Header with 7 Contacts



**Figure 5-8 Baseball PCB Assembly
Parts List**

Item	Part No.	Qty.	Description	Ref. Design./ Location
2	10-5101	4	100 Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R3-5, 81
3	10-5331	3	330 Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R7, 8, 21
4	10-5471	2	470 Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R23, 26
5	10-5102	21	1K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R1, 2, 6, 9, 11-13, 18, 27-31, 40, 43, 44, 67, 68, 76, 78, 79
6	10-5152	1	1.5K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R22
7	10-5222	5	2.2K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R19, 32-34, 84
8	10-5392	1	3.9K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R20
9	10-5562	1	5.6K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R72
10	10-5103	23	10K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R10, 39, 41, 42, 48-65, 77
11	10-5223	1	22K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R36
12	10-5473	1	47K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R74
13	10-5563	1	56K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R15
14	10-5104	2	100K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R14, 82
15	10-5224	3	220K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R16, 70, 73
16	10-5334	1	330K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R71
17	10-5394	1	390K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R17
19	11-5330	4	33 Ohm, $\pm 5\%$, $\frac{1}{2}$ W Carbon Composition Resistor	R24, 25, 66, 69
20	10-5390	1	39 Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R86
21	10-51P0	1	1 Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R85
22	19-315503	1	50K Ohm Vertical PCB-Mounting Cermet Trimpot (Bournes Series 3352V-1-50K)	R75
23	19-10020001	1	2 Ohm, $\pm 10\%$, 20W Wirewound Resistor	R37
25	24-250106	3	10 μ f Electrolytic Radial-Lead Capacitor	C35, 50, 69
26	24-250108	1	1000 μ f Electrolytic 25V Radial-Lead Capacitor	C58
27	24-250477	2	470 μ f Electrolytic 25V Radial-Lead Capacitor	C23, 73
28	24-250228	1	2200 μ f Electrolytic 25V Radial-Lead Capacitor	C62
29	10-5181	1	180 Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R83
30	10-5474	1	470K Ohm, $\pm 5\%$, $\frac{1}{4}$ W Carbon Composition Resistor	R35
31	27-250102	1	0.001 μ f Ceramic-Disc 25V Radial-Lead Capacitor	C54
32	27-250103	13	0.01 μ f Ceramic-Disc 25V Radial-Lead Capacitor	C27, 28, 38-41, 48, 49, 51-53, 68, 71
33	27-250104	38	0.1 μ f Ceramic-Disc 25V Radial-Lead Capacitor	C1-11, 13-22, 24-26, 29-31, 36, 37, 42-46, 66, 67, 70, 72



**Figure 5-8 Baseball PCB Assembly
Parts List**

Item	Part No.	Qty.	Description	Ref. Design./ Location
34	27-250224	1	0.22 μ f Ceramic-Disc 25V Radial-Lead Capacitor	C47
36	28-101101	1	100pf Radial-Lead Epoxy-Dipped 100V Mica Capacitor	C12
38	21-101103	1	0.01 μ f Radial-Lead Epoxy-Dipped 100V Mylar Capacitor	C33
39	21-101223	1	0.022 μ f Radial-Lead Epoxy-Dipped 100V Mylar Capacitor	C34
40	31-1N4001	5	50V Silicon Rectifier 1N4001 Diode	CR4-8
41	31-A14F	2	50V 2.5A Miniature Axial-Lead High-Current Rectifier	CR1, 2
42	32-1N5242B	1	12V, $\pm$ 5%, 500mw Zener Diode, Type 1N5242B	CR3
44	33-2N3644	3	PNP Silicon Transistor, Type 2N3644	Q5-7
46	34-2N3643	7	NPN Silicon Transistor, Tykpe 2N3643	Q1, 3, 4, 8-11
47	34-2N6044	1	Darlington NPN Transistor, Type 2N6044	Q2
49	37-7400	2	Type 7400 TTL Quad 2-Input NAND Gate Integrated Circuit	C3, K8
50	37-7402	2	Type 7402 TTL Quad 2-Input NOR Gate Integrated Circuit	D7, K7
51	37-7404	3	Type 7404 TTL Hex Inverter Integrated Circuit	P2, N4, P7
52	37-7408	2	Type 7408 TTL 2-Input AND Gate Integrated Circuit	D8, L8
53	37-7410	2	Type 7410 TTL Triple 3-Input NAND Gate Integrated Circuit	J7, N9
54	37-7414	3	Type 7414 TTL Hex Schmitt Trigger Inverter Integrated Circuit	D3, B7, J10
55	37-7430	1	Type 7430 TTL 8-Input NAND Gate Integrated Circuit	H6
56	37-7432	5	Type 7432 TTL Quad 2-Input OR Gate Integrated Circuit	M3, P3, B4, C4, B5
57	37-7442	3	Type 7442 TTL 4-to-10 BCD-to-Decimal Integrated Circuit	B3, E3, L10
58	37-7474	5	Type 7474 TTL Dual-D Edge Trigger Flip-Flop Integrated Circuit	N5, E9, J9, M9, P9
59	37-74S74	1	Type 74S74 TTL Dual-D Edge Trigger Flip-Flop Inte- grated Crciut	L7
60	37-74LS83	2	Type 74LS83 TTL 4-Bit Binary Full Adder Integrated Circuit	F5, H5
61	37-74LS86	3	Type 74LS86 TTL Quad 2-Input Exclusive OR Gate Integrated Circuit	D6, A7, M8
62	37-7490	1	Type 7490 TTL Decade Counter Integrated Circuit	A4
64	37-74LS153	5	Type 74LS153 TTL Dual 4-line-to-1-line Data Selector/ Multiplexer Integrated Circuit	F3, H3, J3, K3 L3
65	37-74LS157	5	Type 74LS157 TTL Quad 2-line-to-1-line Data Selector/ Multiplexer Integrated Circuit	B6, C6, E6, N8, B1
66	37-74LS163A	2	Type 74LS163A TTL Synchronous 4-Bit Counter Sync Clear Integrated Circuit	K5, J6
67	37-74LS164	2	Type 74LS164 TTL 8-Bit Serial-In/Parallel-Out Shift Register Integrated Circuit	A8, B8



Figure 5-8 Baseball PCB Assembly, continued
Parts List

Item	Part No.	Qty.	Description	Ref. Design./ Location
68	37-74LS166	1	Type 74LS166 TTL 8-Bit Shift Register Integrated Circuit	A6
69	37-74LS174	2	Type 74LS174 TTL Hexadecimal D-Type Flip-Flop Integrated Circuit	E8, F9
70	37-74LS175	1	Type 74LS175 TTL Quad D Flip-Flop Integrated Circuit	L6
71	37-74LS191	4	Type 74LS191 TTL Synchronous Binary Up/Down Counter Integrated Circuit	D9, H9, D10, H10
72	37-74195	1	Type 74195 TTL 4-Bit Parallel-Access Shift Register Integrated Circuit	P8
73	37-74LS244	6	Type 74LS244 TTL Octal Buffers and Line Drivers Integrated Circuit	C1, E2, L2, N3, L4, M4
74	37-74LS374	6	Type 74LS374 TTL Octal D Flip-Flop Tri-State Integrated Circuit	D4, E4, J5, F6, M7, F8
76	37-LM323K	1	3-Amp. 5V Positive Voltage Regulator	
77	37-LM324	1	Type LM324 Linear Quad Operational Amplifier Integrated Circuit	A9
78	37-555	1	Type NE555 Timer Integrated Circuit	C9
79	37-TDA2002AV	1	Type TDA2002AV 8W Linear Audio Amplifier Integrated Circuit	
81	37-8T28	2	Type 8T28 TTL Non-Inverting Out Tri-State Quad Bus Receiver Integrated Circuit	E5, E7
82	37-9316	5	Type 9316 TTL 4-Bit Binary Counter Integrated Circuit	M5, P5, M6, N6, P6
83	37-9321	1	Type 9321 TTL Dual 1-of-4 Decoder/Demultiplexer Integrated Circuit	C7
84	37-8097	3	Type DM8097N TTL Tri-State Hex Buffer Integrated Circuit	E10, E/F10, F/H10
86	62-001	1	SPST Pushbutton Switch	A5
87	66-114P1T	1	4-Station Single-Throw Dual-Inline-Package Bit Switch	K10
88	72-1608C	2	#6-32 x 1/2" Cross-Recessed Pan-Head Corrosion-Resistant Steel Machine Screw	
89	75-016C	2	#6 Flat Plain SAE-Standard Regular-Pattern Corrosion-Resistant Steel Washer	
90	75-056C	3	#6 Internal-Tooth Stainless Steel Lock Washer	
91	75-916C	2	#6-32 Standard Hex-Pattern Corrosion-Resistant Steel Nut	
92	72-1604C	1	#6-32 x 1/4" Cross-Recessed Pan-Head Corrosion-Resistant Steel Machine Screw	
93	78-16005	1	Thermal Conductive Compound, Berquist #7403-10-04	
94	78-06001	1	Flat Black Anodized Aluminum Heat Sink	
95	009470-01	1	Heat Sink	
97	034815-01	1	Heat Sink	



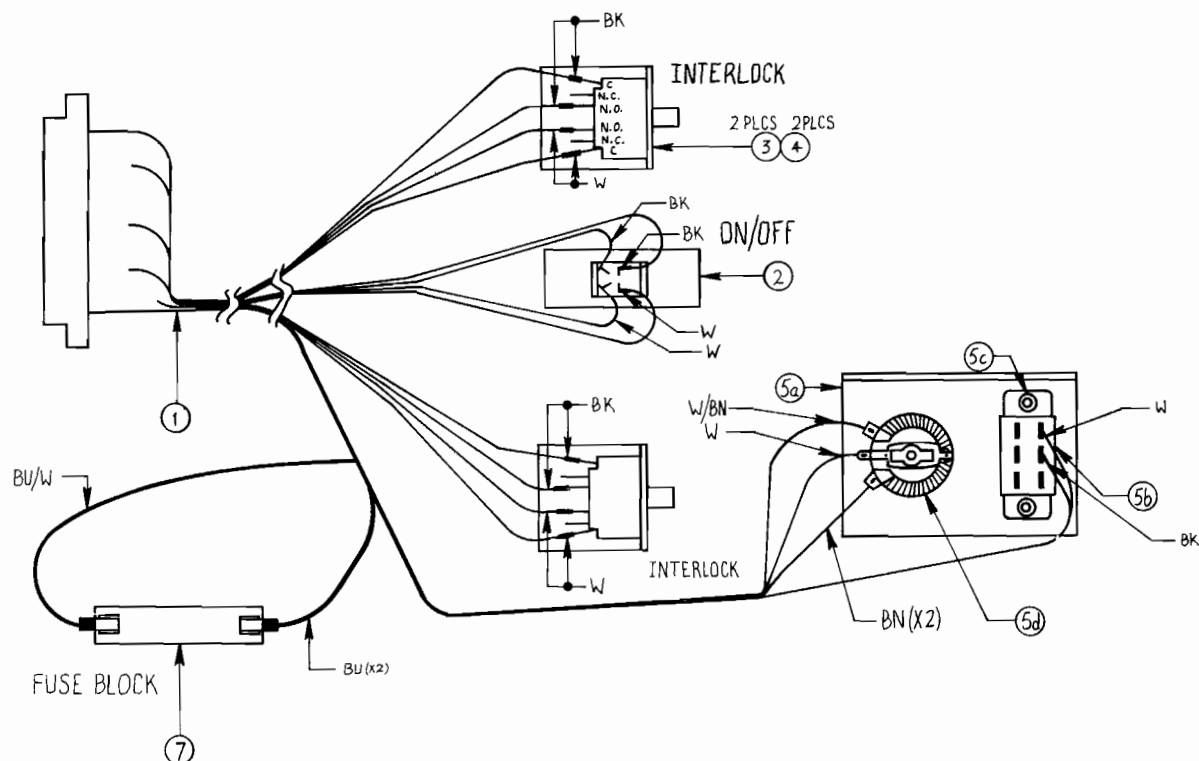
Figure 5-8 Baseball PCB Assembly, continued
Parts List

Item	Part No.	Qty.	Description	Ref. Design./ Location
98	79-42C40	1	40-Contact Medium-Insertion-Force IC Socket	C2
99	73-7A0509C	2	Oval-Head Semi-Tubular Corrosion-Resistant Stainless Steel Rivet, 5/32" Shank Diameter × 9/32" Shank Length	
100	90-102	1	12.096 MHz, ± .005%, Crystal	Y1
101	020670-01	18	Test Points	
102	90-6010	1	Microprocessor	C2
103	90-7008	1	Type 82S16 256 × 1 Bipolar Random-Access Memory Integrated Circuit	K6
104	90-7031	8	Type 2101A-4 MOS 256 × 4 Static Random-Access Memory Integrated Circuit (450 ns)	F2, H2, J2, K2, F4, H4, J4, K4
105	90-7033	2	Type 2114 MOS 1024 × 4 Static Random-Access Memory Integrated Circuit (450 ns)	M2, N2
107	034006-01	1	Programmable Read-Only Memory (Sync)	L5
108	034710-01	1	Programmable Read-Only Memory (Alphanumerics)	N7
109	034708-01	1	Programmable Read-Only Memory (Graphics/LSB)	C5
110	034709-01	1	Programmable Read-Only Memory (Graphics/MSB)	D5
<i>For remaining memory components and their part numbers, see next page.</i>				

Figure 5-8 Baseball PCB Assembly, continued

-01 P.C. Boards (PROMs)	Alternate -01 P.C. Boards (PROMs)	-02 P.C. Boards (ROMs)
034711-01 K1	034727-01 K1	034735-01 P1
034712-01 K0		
034717-01 F1	034730-01 F1	
034718-01 F0		
034713-01 J1	034728-01 J1	034736-01 N1
034714-01 J0		
034719-01 E1	034731-01 E1	
034720-01 E0		
034715-01 H1	034729-01 H1	034737-01 M1
034716-01 H0		
034721-01 D1	034732-01 D1	
034722-01 D0		
034723-01 M0	034733-01 M0	034738-01 N0
034724-01 L0		
034725-01 C0	034734-01 C0	
034726-01 B0		





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Figure 5-9 Harness/Switch Assembly
 A034564-01

Item	Part No.	Qty.	Description
1	A034563-01	1	Main Harness
2	A034631-01	1	On/Off Switch Assembly
3	68-002	2	DPDT Interlock Switch, Cherry #E79-30A
4	000268-02	2	Interlock Switch Mounting Bracket
5	A030169-01	1	Audio Control/Test Switch Assembly (Rev. G), consisting of the following four items:
5a	030168-01	1	Mounting Bracket
5b	69-001	1	DPDT Slide Switch, Switchcraft #46206LR
5c	72-6008S	2	#10 x 1/2" Cross-Recessed Pan-Head Type AB Zinc-Plated Steel Thread-Forming Screw
5d	19-9032	1	Wirewound Panel-Mounting Variable Resistor, Ohmite Model E, #0110 Rheostat
7	79-3210	1	Single-Pole .25" Quick-Disconnect Tab Fuse Block

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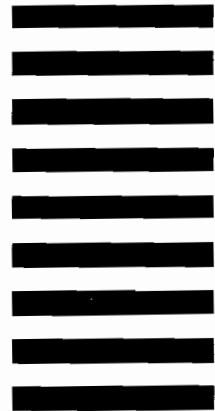
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