

SERVICE INSTRUCTION





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Nichibutsu

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Thanks for purchasing NICHIBUTSU Conversion Kit

Please read this service manual before you attempt to convert your game.

USER INFORMATION

F.C.C. REGULATION COMPLIANCE

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications.

It has been tested and found to comply with the limits for a CLASS "A" computing device pursuant to subpart J of part 15 of F.C.C. rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

F.C.C. requires that the STICKER that comes with the KIT must be on the back of your machine or elsewhere visible when inspected.

KIT CONTENTS

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SERVICE INFORMATION

NICHIBUTSU will repair and exchange parts or replace P.C. Board in the event of manufacturing defect for sixty day warranty period after original purchase with Nichibutsu.

Mail-in service can be obtained during the warranty period by sending the product postage prepaid, to the nearest distributor or NICHIBUTSU USA CORP. (California).

A purchase receipt or other proof of date of original purchase will be required before warranty performance is rendered.

All NON-WARRANTY repairs or returns will be subject to a service charge minimum \$40.00

NICHIBUTSU USA reserves the right to refuse to repair any PCBoard not sold by NICHIBUTSU USA or without NICHIBUTSU USA LICENSE SEAL Number .

It is important that the enclosed registration card be filled out entirely and sent in for your protection in case of product failure . SEND IN THE CARD TODAY !

REQUIREMENTS

This P.C. Board requires:

- 1. Vertical Mounted Raster Scan Monitor
- 2. Power Supply of
 - * \pm 5 V 7 A (+ 2%) for game logics
 - * ±12 V 1 A (+ 10%) for audio IC only

It is very important that exactly + 5 V to be attained and checkd at the edge connector pin # 4 (positive) and pin # 1 (negative) with a voltmeter.

Note:

In case of any malfunction, such as reset problems or sound problems appears , first check + 5 V at the edge connector with logic board PLUGGED IN .

MONITOR

The P.C. Board in this kit can be used with:

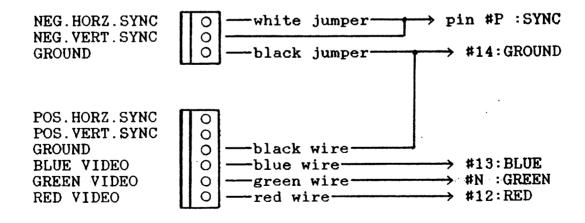
- Any VERTICALLY mounted Raster Scan Monitor .
- Negative Composite SYNC (sychronization) .

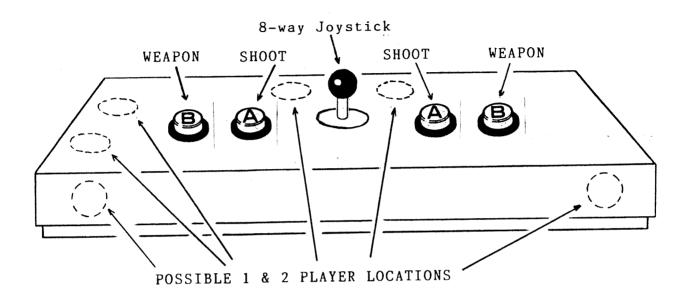
Wires of the new harness to the monitor are color coded to indicate as:

RED , BLUE , GREEN video signals to the monitor . BLACK is used for GROUND (0 V) WHITE is for NEGATIVE SYNC .

Attach the wires from the P.C.Board to the monitor's main circuit board as shown below.

*for WELLS-GARDNER MONITOR & *for ELECTROHOME MONITOR





HOW TO PLAY

* Use 8-way joystick to control



* Choose the right weapon with



* Shoot the enemies with



* Pick up the MAGIC SCROLL then push





to choose any weapon at the bottom of the screen

- * One Magic Scroll can be used for 20 seconds .
- * Any extra Scroll Power gives 5 seconds more .

CONTROL PANEL

- 1. Remove control panel buttons and joysticks. Clean and sand old vinyl or remove old vinyl and clean with thinner.
- 2. Drill the holes as needed and file the new holes smooth .
- 3. Peel off the backing paper from our new overlay and expose the adhesive. Heating of the overlay adhesive and/or your control panel recommended in this procedure. Carefully place the overlay on top of your control panel. Try not to leave any bubbles under the overlay.
- 4. Use a razor knife to cut holes for buttons & joysticks.
 To avoid cutting a wrong hole, mark it before cutting.
- 5. STICKERs of SHOOT and WEAPON:
 - a. could be placed on control panel, then put a plexi glass on top.
 - b. could be placed under the monitor glass at bottom to be corresponding to the buttons.
- 6. Stick the PLAY INSTRUCTION CARD under your monitor glass.
- 7. It is recommended to place a clear plexiglass upon the control panel, it will secure all stickers and also make your upright look like NEW.

 To avoid chipping while drilling the holes, place the plexiglass on a soft wood surface and use a plexiglass drill bit and hole cutter.

MARQUEE HEADER

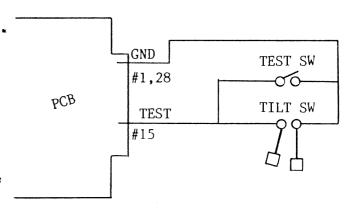
The Plexiglass could be cut easyly by a plastic cutter, you can find in any hardware store. Use the old marquee as a template and score the new marquee deeply, then break off the excess with pliers.

TEST SWITCH

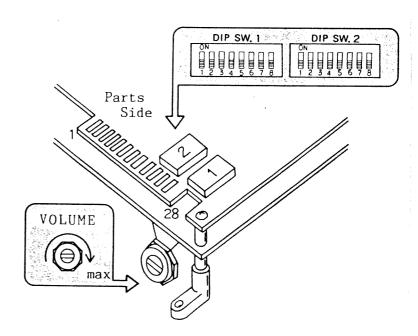
It is an option to use the TEST switch as a TILT switch, see right figure.

Below is the TEST MODE screen .

SOUND TEST:
Move the joystick UP or
DOWN, Adjust the volume
if necessary







DIP SWITCH ADJUSTMENTS

SWITCH 1

		2 -		1	2	3	4	5	6	7	8	
Number	of play	er •	3 4 5 6	OFF ON OFF ON	OFF OFF ON ON		÷					*
6	First E First E + Ever + Ever	onus y	20K 50K 60K 90K			OFF ON	off on				,	*
Demo So	ound	WITH WITH			-		·	OFF ON				
Туре		ABLE PRIGH	T					1	OFF ON			
Difficu	-	EASIE: EASY HARD HARDE:								OFF ON OFF ON	OFF OFF ON ON	

SWITCH 2

	1	2	3	4	5	6	7	8	
: 1 Coin 1 Credit COIN : 1 " 2 " 1 : 2 " 1 " : FREE PLAY	OFF ON OFF ON	OFF OFF ON ON							*
: 1 Coin 1 Credit COIN: 1 " 2 " 2 : 2 " 1 " : 2 " 3 "		-	OFF ON OFF ON	OFF OFF ON ON		-			*
CONTINUE 0 Times 3 - 5 - 99 -					OFF OFF OFF		OFF ON OFF ON	OFF OFF ON ON	
SCREEN INVERSION						: k			

WIRING CONNECTOR

SOLDER SIDE			PARTS SIDE					
#	Function	Color	#	Function	Color			
A B C D E F H J K L M N P R S T U V W X Y Z	GND GND + 5 V + 5 V + 12 V XXXXXXXXXXXXX COUNTER 2 SPEAKER - GREEN SYNC SERVICE COIN 2 2P START 2P UP 2P DOWN 2P LEFT 2P RIGHT 2P PUSH 1	black black Red Red Yellow XXXXXXXXXX Red Black green White Pink Orange Gray Green Blue Violet Yellow Red	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	GND GND + 5 V + 5 V + 12 V XXXXXXXXXXXXX COUNTER 1 SPEAKER + RED BLUE GND TEST COIN 1 1P START 1P UP 1P DOWN 1P LEFT 1P RIGHT 1P PUSH 1	black black Red Red Yellow KXXXXXXXX Violet Gray Red Blue Black Blue Tan Brown Green Blue Violet Yellow Red			
a b c d e f	2P PUSH 2 GND GND	Orange Black Black	23 24 25 26 27 28	2P PUSH 2 GND GND	Orange Black Black			

^{*} PUSH 1 means SHOOT BUTTON, close to joystick. PUSH 2 means WEAPON BUTTON, outside buttons.

^{*} It is important that (GND) and (+5V) must be connected to POWER SUPPLY by 3 wires or more, to insure the current is sufficient.

TROUBLE SHOOTING

- 1. NO SOUND & NO PICTURE
 - * Check +5 Volts at pin #4 (plus) and pin #1 (minus) with a voltmeter.
 - * Check voltage supply for monitor AC 100 or 120 Volts.
 - * Put Credit and push 1P START, start the game and check if you get sound or not.
- 2. WITH GAME MUSIC but NO PICTURE
 - * The problem could be your MONITOR.

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- * Check 5 wires: RED, BLUE, GREEN, SYNC and monitor GND.
- * Check AC voltage supply for monitor.
- * Replace monitor if necessary.
- 3. WITH PICTURE but NO SOUND
 - * Check two wires leading to SPEAKER (pin #10 and #L).
 - * Make sure both SP(+) and SP(-) are isolated from GND.
 - * Check +12 Volts at pin #6.
- 4. GARBAGE SCREEN DISPLAYED
 - * Adjust POWER SUPPLY to have just +5 Volts at pin #4.
 - * Check if any E-PROM chips are loose from the socket.
- 5. PICTURE SCROLL
 - * Recheck connections of SYNC and GND between MONITOR and edge CONNECTOR.
 - * Change SYNC polarity on your monitor POSITIVE to NEGATIVE by using inverter 74LS-04.
- 6. PICTURE UP-SIDE-DOWN
 - * Switch #6 of BANK SW 2 will invert the screen .



Nichibutsu

Nichibutsu USA Corp. 15737 Garfield Ave. Unit #18 Paramount, CA.90723

Phone (213)408-0518
Fax (213)408-0208
Telex 350246NCBT

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