ELECTROCOIN

ELECTRO CHOICE MGX

OPERATORS AND SERVICE MANUAL

CHECK LIST

Before you get started check your game to see that there are no damaged or missing parts. Refer to the Contents List below, to make sure your game is complete. The power supply and monitor specifications are listed below, so that replacement parts can be matched to the original game specifications.

Remove the packaging materials from the cabinet, and make sure that you have keys to the front-access Electronics compartment, to the rear-access monitor door. Check to see that all MEGABOARD game cards are securely in place, and there are no loose screw, wires, or other obstructions in the Electronics Compartment.

The power lead is attached inside the electronics compartment, or inside the coin box. Take it out, plug it into the back of cabinet, and power up the machine. After a few seconds, you will see the 'Initialization' screen, which reports the status of the individual game cards. Press the Fire button two times, and you will see the attract mode sequence begin. Your machine is now ready to operate.

CONTENTS

A Electrochoice MGX cabinet, complete with:

Set of MEGABOARD game cards
Power Lead
Operator Manual

POWER REQUIREMENTS

Your SUPER SELECT SYSTEM is fitted with a switching power supply which meets the following minimum specifications:

+5 Volts DC	@ 11 amp
-5 Volts DC	@ .1 amp
+12 Volts DC	@ 2 amp

MONITOR

Horizontal Mount Raster Scan with Negative Composite Sync.

CONFIGURATION MENU

Your Electrochoice MGX System has been designed to utlize a simple, easy-to-use program, whose features can be quickly mastered by experienced and inexperienced operators alike.

Several convenient operator-adjustable functions are handled through the configuration menu. Operators can adjust the game difficulty levels, coinage options, volume,etc., as well as view and clear the game play statistics and run the hardware diagnostics by using the joysticks and Fire button controls at the front of the machine. This feature is intended to improve accessibility over the usual dip switches and volume potentiometer on many other manufacturers' PC boards.

The basic procedure for altering the configuration of your system is simply to move the red highlighted bar to the line item you wish to examine or alter, and press the Fire button. Changes can be erased or saved when you exit from the Configuration Menu.

Your machine has been programmed with several standard factory 'default' settings. The following pages describe the default settings in order to customize or 'fine-tune' your machine to your particular location.

Also, included are a number of hints (paragraphs marked*), which should be particularly useful for new operators.

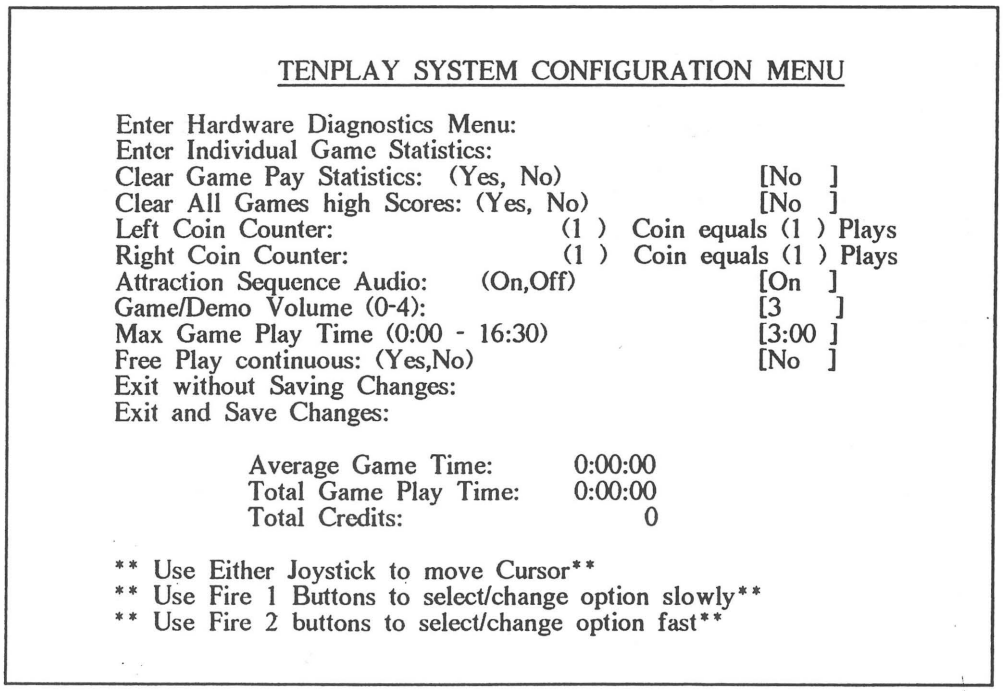
1. ENTERING THE CONFIGURATION MENU

The configuration switch is located inside the lower front door of the cabinet, mounted against the left-hand wall (see Diagram). Flip the toggle switch on and off again (i.e. - up and down) to enter the Configuration Menu.

(Note that if you leave the switch up in the "On" position, you will be unable to exit back to normal game play mode!).

* If your machine does not respond to the Configuration switch while a game is in progress, simply wait for the game to finish and cycle back to Demonstration Mode, or else switch off power to the machine, wait a few seconds, and then switch the power on again. Tap the Fire button twice when you see the first status screen appear and the machine will cycle to Demonstration Mode. The Configuration switch on and off again to return to the Configuration Menu.

You can move through the Configuration Menu by pushing the joystick up or down to highlight a particular line item (or, on the Coin Counter lines, right or left), and you can change the values on individual lines by pressing the Fire buttons as directed (see below).



TENPLAY SYSTEM CONFIGURATION MENU

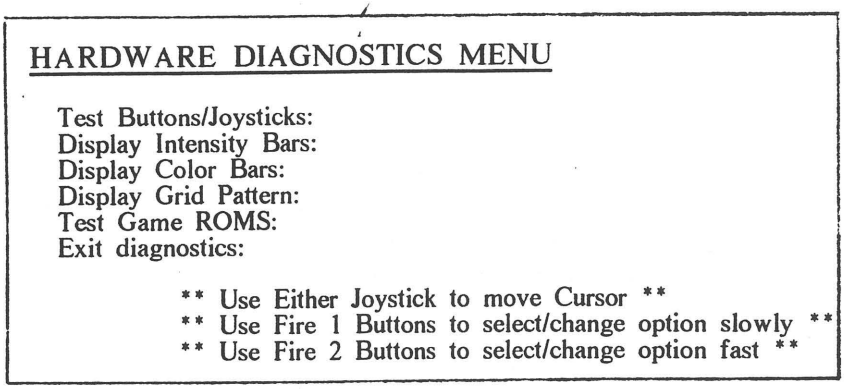
Enter Hardware Diagnostics Menu:
Enter Individual Game Statistics:
Clear Game Pay Statistics: (Yes, No) [No]
Clear All Games high Scores: (Yes, No) [No]
Left Coin Counter: (1) Coin equals (1) Plays
Right Coin Counter: (1) Coin equals (1) Plays
Attraction Sequence Audio: (On,Off) [On]
Game/Demo Volume (0-4): [3]
Max Game Play Time (0:00 - 16:30) [3:00]
Free Play continuous: (Yes,No) [No]
Exit without Saving Changes:
Exit and Save Changes:

Average Game Time: 0:00:00
Total Game Play Time: 0:00:00
Total Credits: 0

** Use Either Joystick to move Cursor**
** Use Fire 1 Buttons to select/change option slowly**
** Use Fire 2 buttons to select/change option fast**

2. THE HARDWARE DIAGNOSTICS MENU

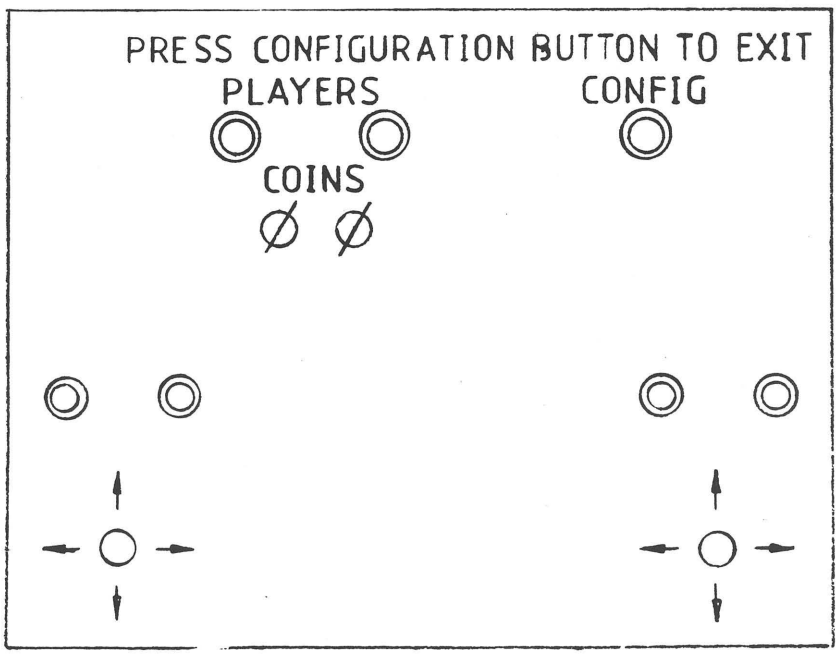
Move the joystick up or down as necessary to highlight the "Enter Hardware Diagnostics Menu" line and press the Fire button. You will then see the following screen:



Move the joystick to the line desired, and press Fire.

(This is particularly useful for setting up the machine).

A. TEST BUTTON/JOYSTICKS



This screen enables you to see if your Fire buttons, Player buttons, coin mechanisms, joysticks and configuration button are all working correctly. Each control flashes green when activated (except the coin mechanisms, which register coin drops). Intermittent or "sticky" buttons can be identified, and joysticks can be fine-tuned for good 8-way response, and to allieviate joystick "bounce".

* The wiring lugs connected to the leaf switch terminals can sometimes work loose, preventing proper contact from being made. A loose Earth wire on one switch can also disrupt other controls. Note that joystick leaf springs sometimes become slightly stretched or bent, making them either too sensitive, or not sensitive enough to control movements. Bending the steel support tab next to the leaf spring is normally sufficient to adjust joystick responsivness.

* Joystick "bounce" occurs when the joystick is released from, for example, the "Move Right" position, and jumps back to make contact briefly with the "Move Left" position before coming to rest at the central position. This can be very annoying to players who wish to precisely position their onscreen characters, and can be fixed by bending the leaf support tabs slightly away from the joystick shaft).

Toggle the Configuration switch on and off to return to the Hardware Diagnostics Menu.

B. DISPLAY INTENSITY BARS

The next three menu selections are useful to adjust the settings of your monitor. For information concerning the location of adjustment knobs for brightness, contrast, focus, horizontal and vertical hold, etc., please refer to the monitor instruction manual included with your machine. The Intensity Bars give a good reference screen to adjust brightness and contrast. Select this item from the Hardware Diagnostics Menu by moving the joystick and press Fire. Adjust the settings as needed and press Fire again to return to the Hardware Diagnostics Menu.

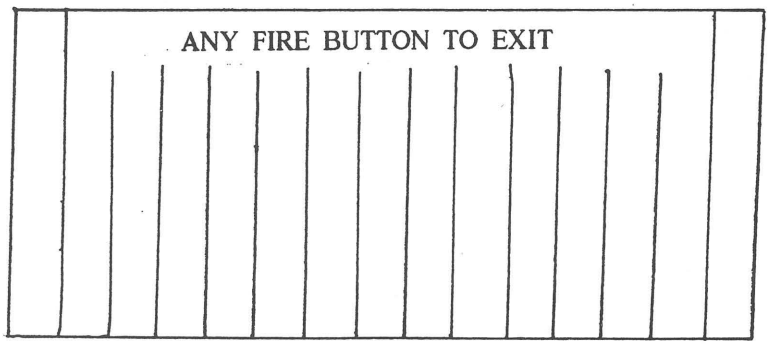
C. DISPLAY COLOUR BARS

Proceed as with Intensity Board, for adjustment of colour saturation and hue. Press Fire to exit.

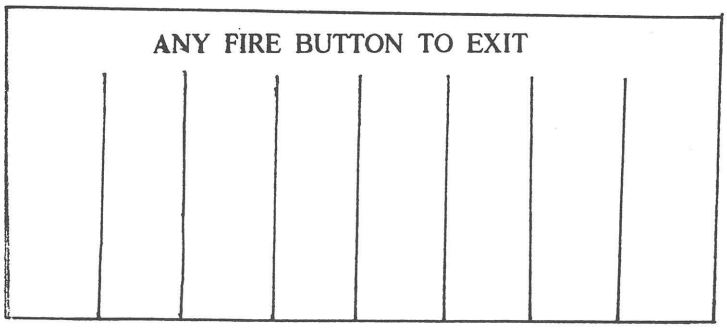
D. DISPLAY GRID PATTERN

The grid pattern is used to align the horizontal and vertical postion of the display, and to adjust the overall size of the image. Optimally, the grid should be centered about 1/2 inch inside the picture tube borders. Press Fire to exit.

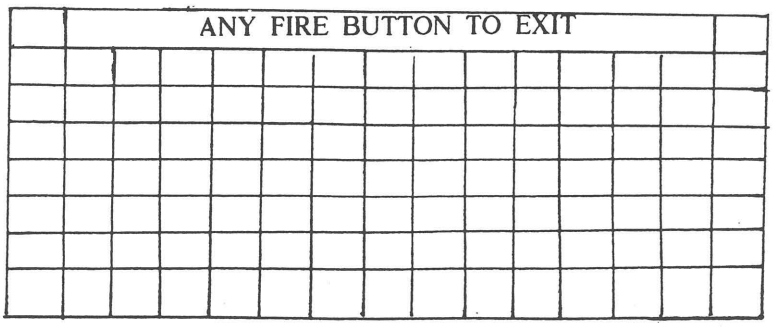
INTENSITY BARS



COLOUR BARS



GRID PATTERN



E. TEST GAME ROMS

Select this item and press Fire to check the status of the individual game cards. The system software will verify the data contained in the game program chips, and report the status of each MEGABOARD game card installed in the system. Empty slots will be reported as"No Game Present", and non functioning cards will be designated as either "No Game Present", "Failed: Check Sum Error", or "Invalid data in Game Header". Working game cards will be reported as "OK".

* In the event of an error message, try plugging the faulty MEGABOARD into another slot. DO NOT REMOVE OR INSERT MEGABOARDS WHILE THE POWER TO THE MACHINE IS SWITCHED ON, AS THIS MAY DAMAGE THE MACHINE! Switch off the power, wait a few seconds, remove and/or insert the MEGABOARDS, then switch the power back on. Any new or re-positioned MEGABOARDS in the system will be reported as "Initialized OK". Non functioning MEGABOARDS will continue to show error messages. This procedure will have taken you out of the configuration Menu, into the normal start-up sequence. To continue the system Configuration, you will have to re-toggle the Configuration Menu switch, as described above.

If you have not switched off the power to your machine, move the joystick to select Exit diagnostics, and press Fire to return to the Main Configuration Menu.

TENPLAY CONTROL PROGRAM

Copyright 1987 by Arcadia systems, inc. Mountain View. CA
Programming by: Lee M. Peterson.

Game Slot	1:	OK
Game Slot	2:	OK
Game Slot	3:	OK
Game Slot	4:	OK
Game Slot	5:	OK
Game Slot	6:	OK
Game Slot	7:	OK
Game Slot	8:	OK
Game Slot	9:	OK
Game Slot	10:	OK

10 Games Present

Press Any Fire Button to Exit

3. GAME STATISTICS

Select the Enter Individual Game Statistics item from the Main Menu, and press fire. You will see the following screen:

INDIVIDUAL GAME STATISTICS

Game Name	Diff Num	Average Time Credit	Total Time	Total Credits
All Games:				
Game 1	[2]	0	0:00:00	0
Game 2	[2]	0	0:00:00	0
Game 3	[2]	0	0:00:00	0
Game 4	[2]	0	0:00:00	0
Game 5	[2]	0	0:00:00	0
Game 6	[2]	0	0:00:00	0
Game 7	[2]	0	0:00:00	0
Game 8	[2]	0	0:00:00	0
Game 9	[2]	0	0:00:00	0
Game 10:	[2]	0	0:00:00	0
Exit to Main Menu:				

** Use Either Joystick to move Cursor**
** Use Fire 1 Buttons to select/change option slowly**
** Use Fire 2 buttons to select/change option slowly**

This screen gives you detailed information on each game's performance and enables you to adjust the difficulty level of any individual game in order to achieve optimum performance in your particular location.

The "All Games" line shows the average time, Total Time and Total Plays for the whole system since the last re-set (see section 4). This information is then broken down for each individual game and the current difficulty level setting for each game is given, on a scale of 1 (easiest) to 5 (hardest).

Average game times are often judged to be about right in the two to three minute range, with fast, exciting games usually needing less time, and quiet, strategic games needing somewhat longer to provide a satisfying game-playing experience to the player. After reviewing the statistics, if you suspect that a particular game is not being played very much because it is too hard (i.e. - the average game time may be 1 minute), you can set the game to an easier difficulty level by moving the highlighted cursor to the appropriate line with the joystick and pressing the Fire 1 button and/or Fire 2 button (for the units and tens value respectively) to select a different value.

* For example, if one week a game is averaging 1 minute game time at difficulty level 4, and is not being played very much, try decreasing the difficulty level to 2, to see if the game time and the frequency of plays will increase the following week! Or, if your regular players start to become used to a game, and often achieve long game play times, try increasing the difficulty level by one or two points, to see if this creates a new challange, and prolongs the longevity of the game.

* Note that some Electrochoice MGX games are played for a fixed amount of time, regarldless of the difficulty level settings. Time based games, such as Golf, Darts, and Table Hockey can be set at varying difficulty levels to change the quality of game lay, but this will not affect the average playing times for these games.

When you have finished examining the Individual Game Statistics and/or altering the difficulty levels of individual games, move the joystick down to select the Exit to Main Menu line, and press Fire.

The Main System configuration Menu lists the totalized game statistics, without the individual game breakdown, for quick reference.

4. CLEAR GAME PLAY STATISTICS

If you check your Game Play Statistics on a weekly basis, you can erase the current statistics by moving to the Clear Game Play Statistics line, and pressing the Fire button to change the value to Yes. Leave this new setting in place, and move to the next line with the joystick (see exiting the Configuration Menu below). Leave this line set at No if you do not wish to clear the Game Play Statistics. each time you re-enter the Configuration Menu, this value resets itself to the default value 'No'.

* You may wish to copy the weekly statistics onto a note pad before erasing all the numbers. If you keep your weekly report sheets, you can monitor the performance of individual games over a long period of time, and better identify which types of games suit your location best.

5. CLEAR ALL GAME HIGH SCORES

Many games incorporate a High Score Table, where top players can enter their name or initials opposite their best scores. The machine retains these scores in memory until they are surpassed by other players, and displays the High Score Table periodically, either during the Demonstration Mode, when the machine is not being played, or at the end of a top-scoring game.

These scores can be cleared from the machine by pressing the Fire button to select Yes. Leave this value in place, and move to the next line. Leave the value set at No if you wish to retain the High Scores. Each time you re-enter the Configuration Menu, this value resets itself to the default value 'No'.

* Some players like to write offensive or obscene words in place of their names. These can be erased by using the Clear High Scores function. Also, periodically clearing the High Scores will give less experienced players an opportunity to appear in the High Score Table.

6. LEFT COIN COUNTER / RIGHT COIN COUNTER

U.K. models of Electrochoice MGX are delivered with a standard configuration of one mechanical coin mechanism (Left), which is set to accept 10p coins, and an Electronic Coin Mechanism (Right), which is factory set to accept different denomination coins. This configuration awards 1 play for two 10p coins, 3 plays for one 50p coin, and 7 plays per L1 coin. THE ELECTRONIC MECHANISM REGULATED BOTH COIN SLOTS, AND CANNOT BE ADJUSTED FROM THE ELECTROCHOICE MGX CONFIGURATION MENU! Thus the setting for both Coin Counters should be kept at 1 Coin equals 1 Play.

The Electronic coin mechanism itself can be adjusted for different coin options by altering the switch settings on the PC Board attached to the rear of the mechanism. Details are provided in the Diagrams section of this Manual.

Most Europeans and U.S. models of Electrochoice MGX are fitted with two independent mechanical coin mechanisms, allowing the number of coins and the number of plays to be adjusted separately for each coin mechanism. Each value can be set between one and ten, to determine how many coins will be required for an individual game, and to award extra games for large-denomination coins.

For example, if one mechanism is set at two small denomination coins per play, the other machanism can allow 3 plays for a large denomination coin.

To change the settings, move to the Left Coin Counter line of the Configuration Menu, and the 'Coin' box will be highlighted: Press the Fire button and you will see the value change to 2, 3, 4, ... 10, and then back to 1. Move the joystick to the right, in order to highlight the Plays box, and press Fire to cycle through the numbers. You may select any number of coins, between 1 and 10, for any number of plays between 1 and 10: 1 coin / 2 plays, 6 coins / 1 play, 8 coins / 7 plays, etc. The Right Coin mechanism can be separately adjusted in a similar fashion.

If you wish to use one coin slot for small denomination coins, and the other for large denomination coins, the illuminated coin slot should be marked with the appropriate label, and you will need to verify that the coin chute adjustor is set to accept coins of a particular diameter.

When you have finished selecting the coin options, leave the desired values in the 'Coins' and 'Plays' boxes, and move to the next menu item.

* For example, if one week a game is averaging 1 minute game time at difficulty level 4, and is not being played very much, try decreasing the difficulty level to 2, to see if the game time and the frequency of plays will increase the following week ! Or, if your regular players start to become used to a game, and often achieve long game play times, try increasing the difficulty level by one or two points, to see if this creates a new challange, and prolongs the longevity of the game.

* Note that some Electrochoice MGX are played for a fixed amont of time, regardless of the difficulty level settings. Time-based games, such as Golf, Darts, and Table Hockey can be set at varying difficulty levels to change the quality of game play but this will not affect the average playing times for these games. See Section 9 for instructions on altering game times for time-based games.

When you have finished examining the Individual Game statistics and/or altering the difficulty levels of individual games, move the joystick down to select the Exit to Main Menu line, and press Fire.

The Main system configuration Menu lists the totalized game statistics, without the individual game breakdown, for quick reference.

7. ATTRACTION SEQUENCE AUDIO

While the machine is not being played, it, repeatedly cycles through the "Attract" or Demonstration Mode. This shows the animated Electrochoice MGX title screen, the main Game Selection Menu, and a brief self-playing demonstration of each game.

The repetitive sound effects and music can become tedious for anyone who spends many hours working in the vicinity of the machine, and thus an option has been included to silence the machine while it is not acutally being played.

To switch off the Demonstration audio, move the joystick to highlight the Attraction Sequence Audio line, and press Fire to select off. Leave this value in place, and move the joystick to select another menu item. This value will not reset until you manually change it.

If you wish to retain the Attract Sequence Audio, leave the value set at On.

8. GAME / DEMO VOLUME.

You can adjust the volume of the machine by using the joystick to select the Game/Demo Volume line, and pressing the Fire button to change the value. Each game normally has five volume steps (including the 'off' position, which is step 0), and you will therefore need to increase or decrease the value by one point in order to move to the next volume step.

If the range of volume adjustements is still altogether too loud or altogether too soft, you will need to adjust the two (stereo) volume pots on the Audio/Coin PC Board, which is included in the main PC Board Assembly (see diagram).

The normal recommended setting procedure is as follows:

1. Set the Configuration Menu value to 4.

2. Rotate the volume pots on the Audio/Coin PC Board until the two sound channels are balanced, and the music is the loudest you would ever like to hear in your location.

3. Select normal operating volume (i.e. level 1,2, or 3), and proceed to the next menu item.

9. MAX GAME PLAY TIME.

Some Electrochoice MGX games can be continued until a certain number of lives are lost, or until a minimum level of 'energy' is no longer maintained. Other games, such as GOLF, DARTS, and POOL, are structured to last for a fixed period of time. Some of these time-based games will award extra time at the end of the game, based on the player's good performance.

The fixed time limit for all time-based games can be adjusted, in increments of 10 seconds, between 0 and 16 minutes 30 seconds, by selecting Max Game Play Time from the menu, and pressing the Fire Buttons to set the desired time. Three minutes is the standard factory setting.

10. FREE PLAY CONTINUOUS.

A Free Play option is provided, and can be activated by selecting the Free Play Continuous line, and pressing the Fire button to change the value of Yes. This value will not reset until you manually change it.

Free Play is not used for normal commercial game operation, but can be useful for demonstration purposes, or for private use.

11. EXITING THE CONFIGURATION MENU.

Move the joystick to "Exit without Saving Changes" or to "Exit and Save Changes", and press Fire to return to Game Play/Demonstration Mode.

You would normally select Exit and Save Changes, unless you have made many confusing changes, lost track of where you were, and decided to start over again. Exit Without Saving Changes undoes everything you have changed since entering the Configuration Menu.

PART No 12164 ELECTRONIC CREDIT BOARD

PINOUT INFORMATION

PIN	COLOUR	FUNCTION	
1.	YEL\BLK	10p	MICROSWITCH OR N.P.N OPEN COLLECTOR INPUT.
2.	N\C	10p	MICROSWITCH OR N.P.N. OPEN COLLECTOR INPUT.
3.	WHT\BLU	10p	PNP INPUT (MS 111\SENTINEL)
4.	N\C	20p	INPUT (MICROSWITCH)
5.	WHT\GRN	20p	INPUT (MS 111\SENTINEL)
6.	N\C	50p	INPUT (MICROSWITCH)
7.	WHT\BLK	50p	INPUT (MS 111\SENTINEL)
8.	N\C	£1	INPUT (MICROSWITCH)
9.	WHT\YEL	£1	INPUT (MS 111\SENTINEL)
10.	BLU\BLK	0	VOLTS (10p INHIBIT)
11.	BLU\YEL	0	VOLTS (20p INHIBIT)
12.	BLU\ORG	0	VOLTS (50p INHIBIT)
13.	BLU\WHT	0	VOLTS (£1 INHIBIT)
14.	BLACK	0	VOLTS
15.	BLACK	0	VOLTS
16.	N\C	0	VOLTS
17.	N\C	0	VOLTS
18.	ORANGE	+ 12v	DC
19.	ORANGE	+ 12v	DC
20.	ORANGE	+ 12v	DC
21.	BLU\VIO	- POSITIVE COMMON FOR MS111\SENTINEL	
22.	WHT\RED	METER OUTPUT (NPN OPEN COLLECTOR)	
23.	ORG\BLK	CREDIT OUTPUT (NPN OPEN COLLECTOR)	
24.	N\C	0	VOLTS

NOTES:-

1) Use 0 volts for negative common if plugging into MS 125 seperator unit.
2) Ensure that there is no coin meter connected across any input, eg. via a microswitch or an adaptor card.

NOTE: On most unigame adaptors pin 10 is linked to pin 24, and pin 11 is linked to pin 25, these links should be removed completely. Then short pin 11 to pin 12 on the adaptor card. This then uses the output from the credit board meter drive.

3) The meter will always total cash in 10p units regardless of any credit setting.
4) More than one coin mech may be fed into the PCB.

e.g. A) S10 (up to four)
B) S10 X MS 111
C) S10 X MS 125
D) S10 X Sentinel

5) Most credit boards are supplied with a standard credit loom. (Part No 16315) fitted with a male 6 way amp mate 'N' lock connector.

Pinouts are shown below.

COLOUR	FUNCTION	
ORANGE	+12v	DC SUPPLY
PINK	+5v	DC (LAMP SUPPLY)
N\C		
WHT\RED	TO COIN METER	
BLACK	Ov	DC
ORG\BLK	COIN INPUT TO GAME PCB.	

DIP SWITCH SETTINGS V-2

FUNCTION	1	2	3	4	5	6	7	8
Bonus Games			Not used					
None	on	on						
For every 50p	off	on						
For every £1	on	off						
For every £2	off	off						
1 Pulse per credit					on			
2 Pulses per credit					off			
Price per play								
10p						on	on	on
20p						off	on	on
30p						on	off	on
40p						off	off	on
50p						on	on	off
60p						off	on	off
£1						on	off	off
£2						off	off	off

Please Note:- A bonus game will only be awarded if the game price of play is less than the bonus value set. Also if a mixture of coins are inserted, the time interval between coins inserted must be of less than 5 seconds for the bonus to be awarded.

EXAMPLES OF SETTINGS (FOR £1 INSERTED).

Price of Play	Bonus Games	Credits	Bonus	Total
10p	off	10	None	10
10p	For every 50p	10	2	12
10p	For every £1	10	1	11
20p	off	5	None	5
20p	For every 50p	5	2	7
20p	For every £1	5	1	6
30p	off	3	None	3
30p	For every 50p	3	2	5
30p	For every £1	3	1	4
40p	off	2	None	3
40p	For every 50p	2	2	4
40p	For every £1	2	1	3
50p	off	2	None	2
50p	For every £1	2	1	3

JAMMA ADAPTER BOARD (REV:B)

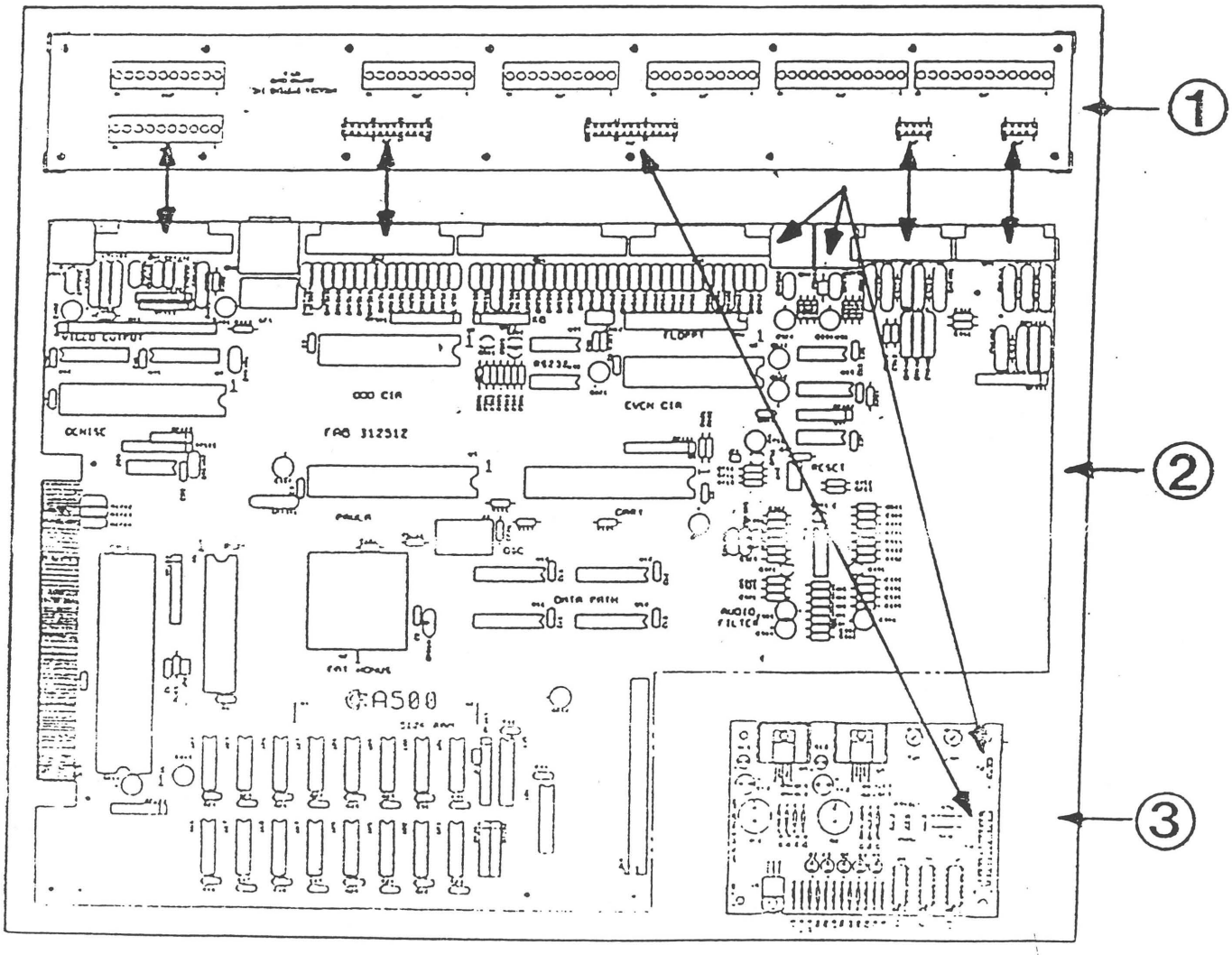
JAMMA STD EDGE CONNECTOR DIAGRAM

(BLACK) GND	A	1	GND (BLACK)
(BLACK) GND	B	2	GND (BLACK)
(PINK) +5V	C	3	+5V (PINK)
(PINK) +5V	C	4	+5V (PINK)
(VIOLET) - 5V	E	5	-5V (VIOLET)
(ORANGE)+12V	F	6	+12V (ORANGE)
KEYWAY	H	7	KEYWAY
(WHT/YEL)METER 2	J	8	METER 1 (WHT/ORG)+(WHT/RED)
LOCKOUT 2	K	9	LOCKOUT 1
(ORG/GRN) SPEAKER (-)	L	10	SPEAKER + (ORG/VIO)
(GRY/BLK) AUDIO GND	M	11	AUDIO + (BRN/BLU)
(GREEN) VIDEO	N	12	VIDEO (RED)
(WHITE) VIDEO SYNC	P	13	VIDEO (BLUE)
(GRY/WHT) SERVICE SW	R	14	VIDEO GND (BLK/BLU)
TILT SW	S	15	TEST SW (BLK/BLU)
(YEL/BLK) COIN SW 2	T	16	COIN SW1 (ORG/BLK)
(GRN/RED) START SW 2	U	17	START SW1 (GRN/BLK)
(GRY/GRN) PLAYER 2 - UP	V	18	PLAYER 1 - UP (YELLOW)
(GRY/RED) PLAYER 2 - DOWN	W	19	PLAYER 1 - DOWN (GREY)
(GRY/ORG) PLAYER 2 - LEFT	X	20	PLAYER 1 - LEFT (BLU/VIO)
(GRY/BLU) PLAYER 2 - RIGHT	Y	21	PLAYER 1 - RIGHT (BLU/YEL)
(RED/GRN) PLAYER 2 - FIRE 1	Z	22	PLAYER 1 - FIRE 1 (BLU/BLK)
(RED/BLU) PLAYER 2 - FIRE 2	Aa	23	PLAYER 1 - FIRE 2 (WHT/BLU)
(RED/BLK) PLAYER 2 - FIRE 3	Ab	24	PLAYER 1 - FIRE 3 (RED/WHT)
PLAYER 2 - SPARE	Ac	25	PLAYER 1 - SPARE
PLAYER 2 - SPARE	Ad	26	PLAYER 1 - SPARE
(BLACK) GND	Ae	27	GND (BLACK)
(BLACK) GND	Af	28	GND (BLACK)

The purpose of this board is to adapt the standard computer connectors of the A500 computer to the wiring harness of the Arcade Game System via the industry standard JAMMA type connector. Additionally, some signals from the wiring harness are routed to the AUDIO/COIN board (see schematic for details). This board is equipped with circuitry to protect the electronics of the A500 computer from static discharge originating at the joystick and fire button control panel.

NOTE: The JAMMA connector solder and component sides are reversed from most other JAMMA connectors. To avoid destruction of the computer electronics ALWAYS USE A FEMALE JAMMA CONNECTOR WITH A POLARIZING KEY ON PINS 7 & H to ensure proper connector polarization.

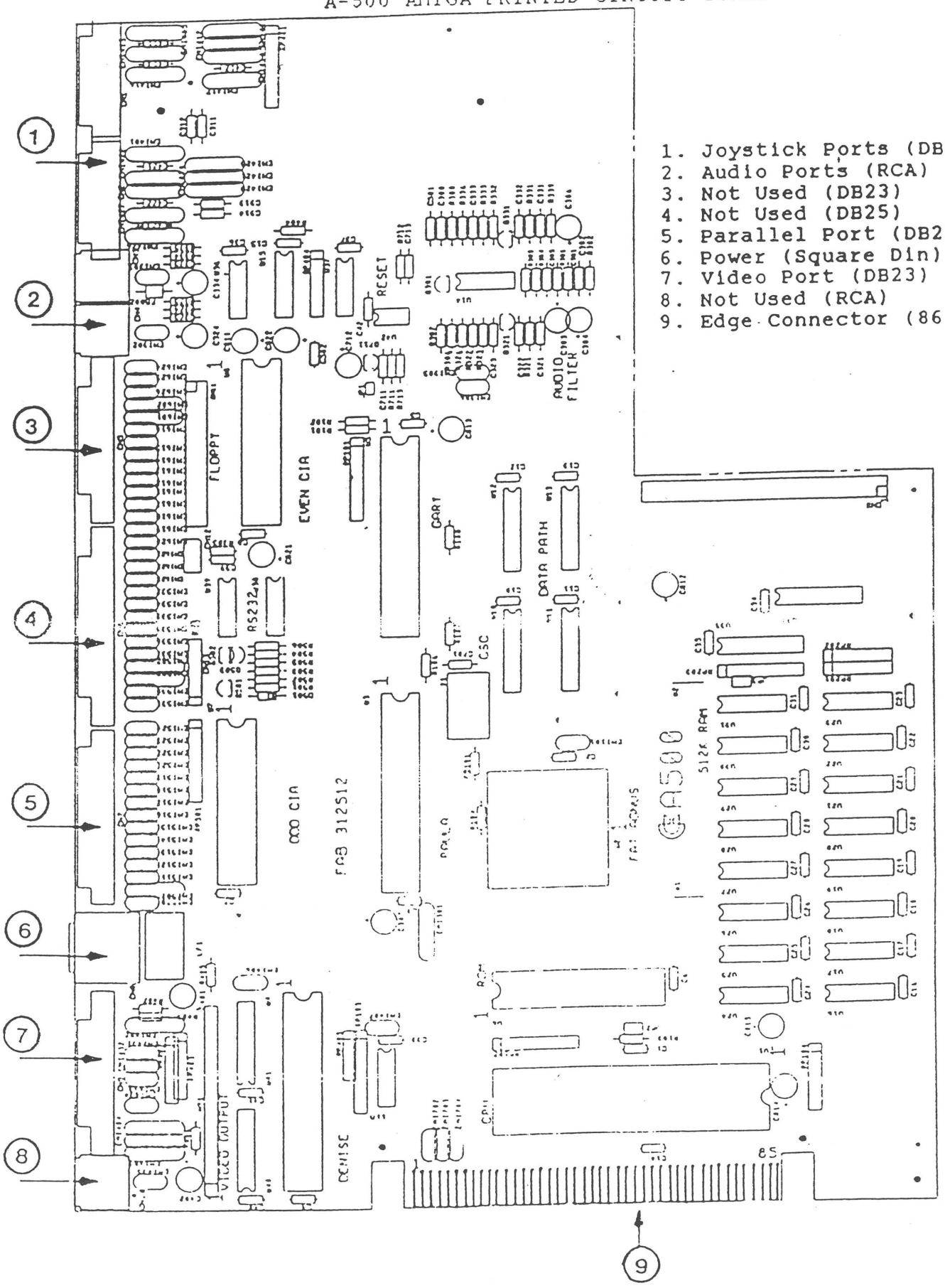
MAIN PRINTED CIRCUIT BOARD ASSEMBLY



1. Adapter Printed Circuit Board
2. A-500 Amiga Printed Circuit Board
3. Audio/Coin Printed Circuit Board

Arrows indicate wiring harness connections

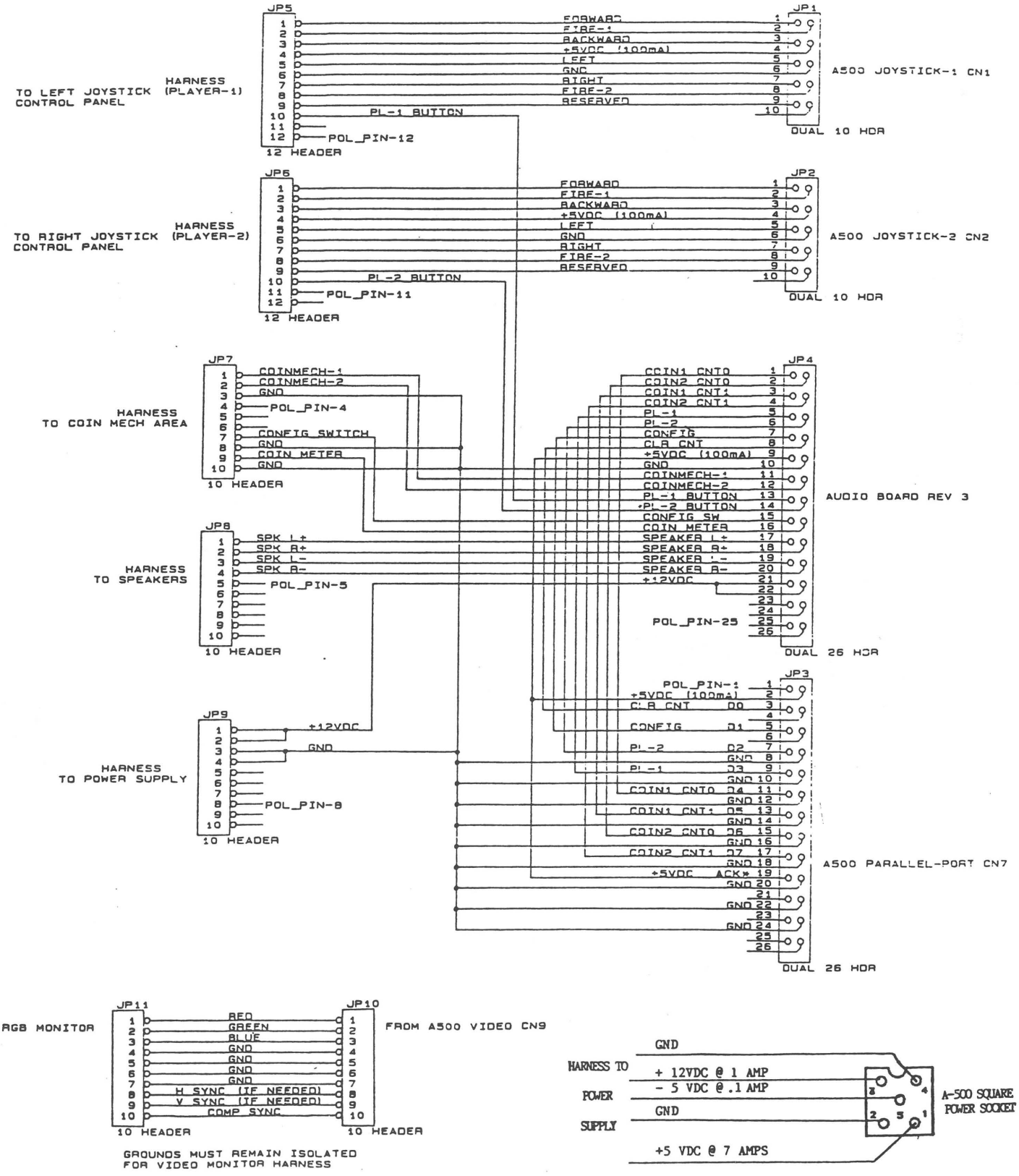
A-500 AMIGA PRINTED CIRCUIT BOARD

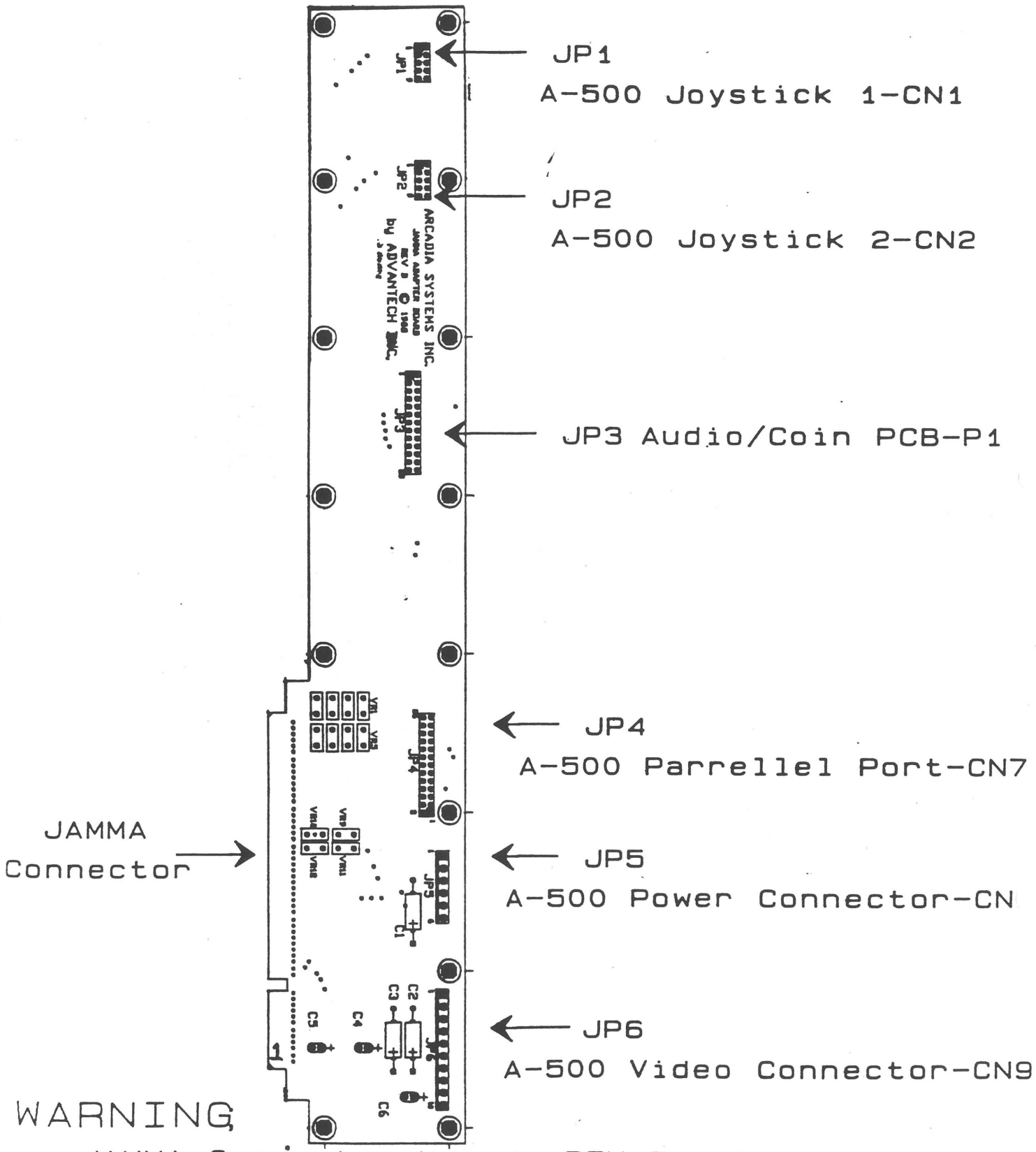


1. Joystick Ports (DB9)
2. Audio Ports (RCA)
3. Not Used (DB23)
4. Not Used (DB25)
5. Parallel Port (DB25)
6. Power (Square Din)
7. Video Port (DB23)
8. Not Used (RCA)
9. Edge Connector (86 Pin)

PIN OUT/WIRING SPECIFICATIONS

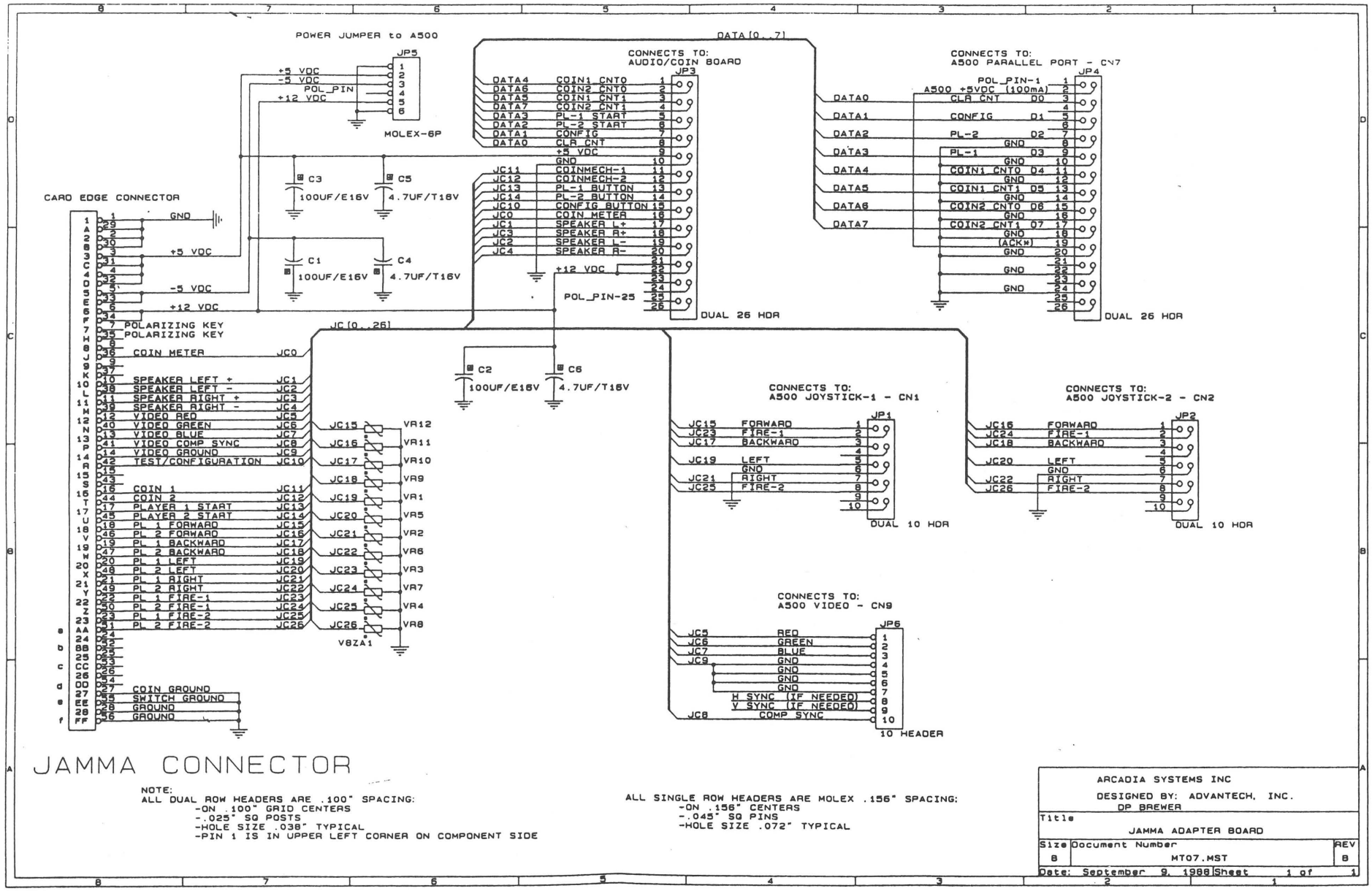
FOR ADAPTER PRINTED CIRCUIT BOARD





WARNING

JAMMA Connector boards REV B. pin 1 is on the RIGHT side of board.



JAMMA CONNECTOR

NOTE:
ALL DUAL ROW HEADERS ARE .100" SPACING:
-ON .100" GRID CENTERS
-.025" SQ POSTS
-HOLE SIZE .038" TYPICAL
-PIN 1 IS IN UPPER LEFT CORNER ON COMPONENT SIDE

ALL SINGLE ROW HEADERS ARE MOLEX .156" SPACING:
-ON .156" CENTERS
-.045" SQ PINS
-HOLE SIZE .072" TYPICAL

ARCADIA SYSTEMS INC
DESIGNED BY: ADVANTECH, INC.
DP BREWER

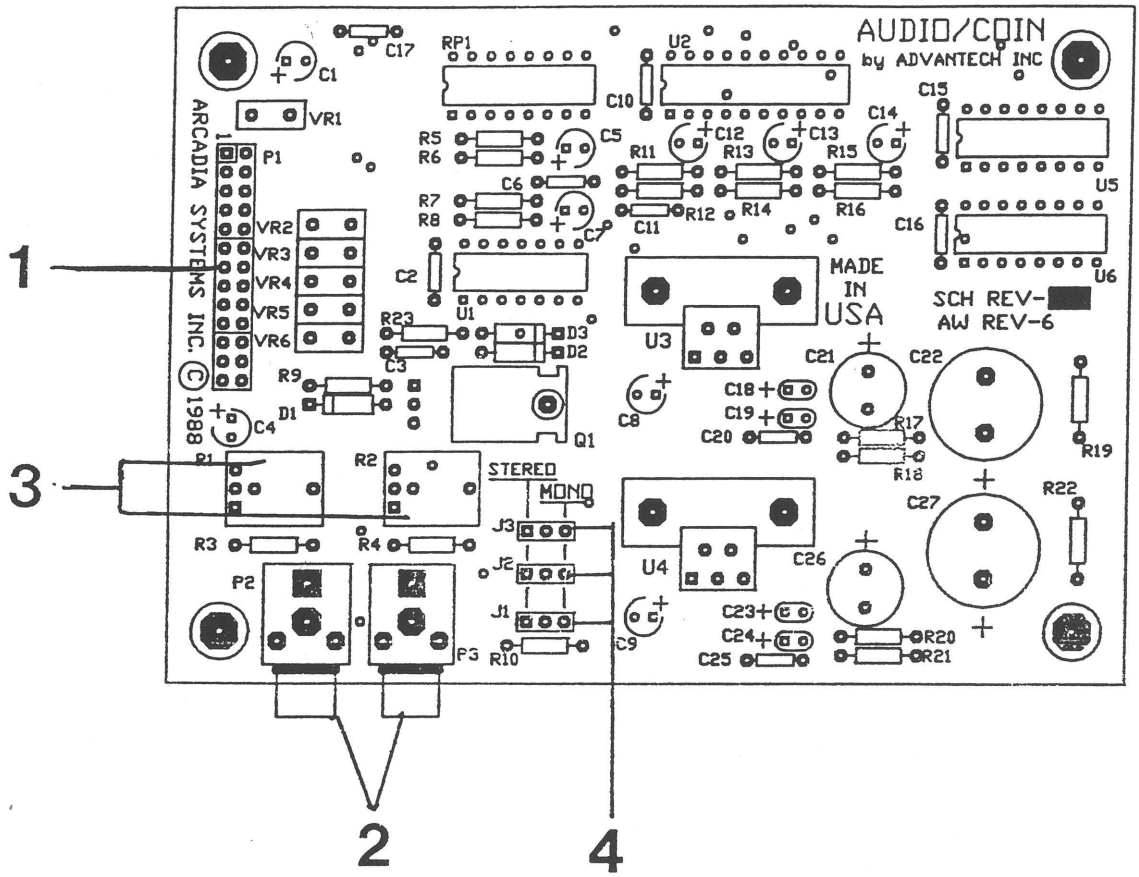
Title: JAMMA ADAPTER BOARD

Size	Document Number	REV
B	MT07.MST	B

Date: September 9, 1988 Sheet 1 of 1

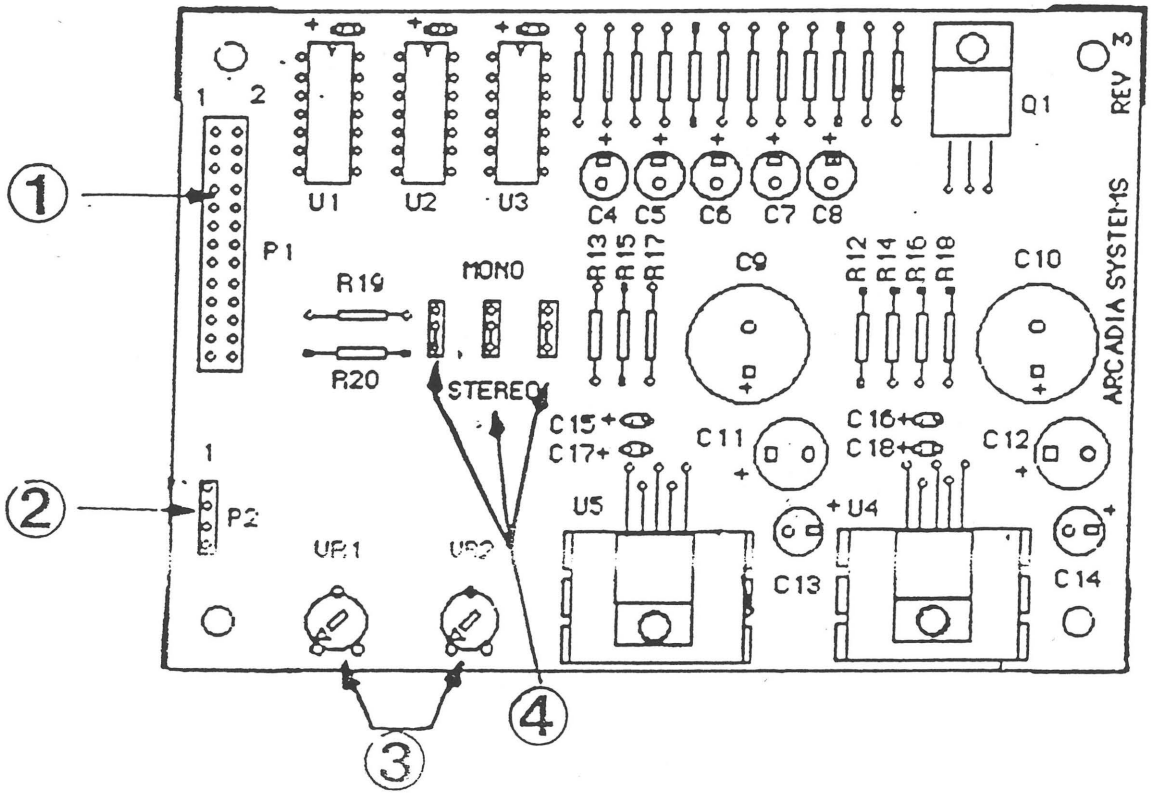
AUDIO/COIN PRINTED CIRCUIT BOARD

REV.6



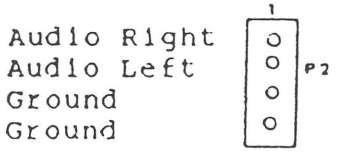
1. 26-position dual row header/connects to Adapter PCB at JP4
2. RCA Audio jacks connects to A500 Audio jacks (RCA)
3. Volume potentiometer pots
4. Sterio/Mono jumpers (x3). Normally set for sterio; move all three for mono.

AUDIO/COIN PRINTED CIRCUIT BOARD



1. 26-position dual row header/connects to Adapter PCB at JP4.

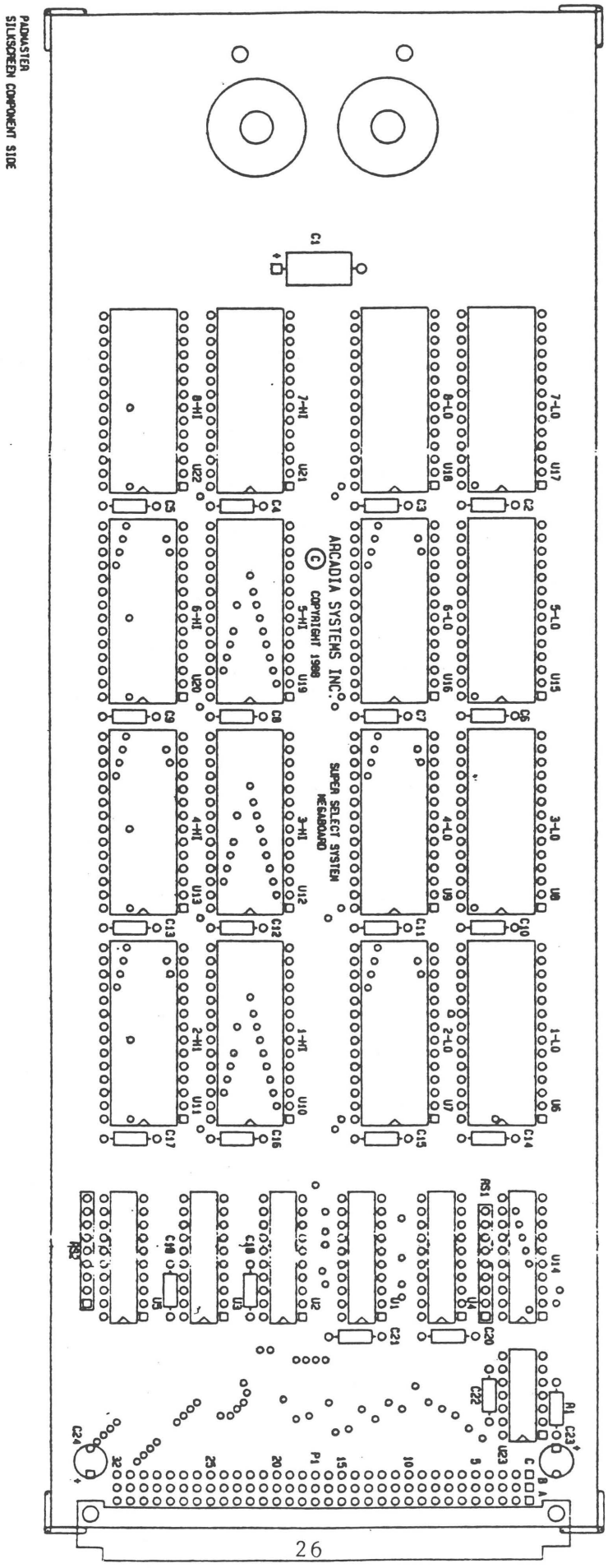
2. 4-pin single row header/connects to A-500 audio jacks(RCA).



3. Volume potentiometer pots.

4. Stereo/Mono jumpers(x3). Normally set for stereo; move all three for mono.

MEGABOARD


PADMASTER
SILKSCREEN COMPONENT SIDE
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SUPER SELECT SYSTEM
MEGABOARD

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JEFF LANGLEY
General Manager

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