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THE PREMIER NAME IN PINBALL

CAPCOM[™]

STREET FIGHTER II[™]

CHAMPION EDITION

*Note
Inside
page 15*



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INSTRUCTION MANUAL

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INSTRUCTION MANUAL

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STREET FIGHTER II™

CHAMPION EDITION

GAME #735

(3 BALL GAME)

INSTRUCTION MANUAL

TABLE OF CONTENTS

SECTION	PAGE(S)
I. INSTALLATION.....	ii-1B
II. GAME PLAY AND SCORING.....	2-5
III. TEST MODE	
I. SELF-TEST.....	6-7
II. BOOKKEEPING.....	7
III. GAME ADJUSTMENTS.....	7-15
IV. UTILITIES.....	15
V. TOURNAMENT MODE.....	15-16
IV. THEORY OF OPERATION.....	16-22
V. GENERAL INFORMATION.....	24-26
VI. WIRING AND SCHEMATIC DIAGRAMS.....	27-62
VII. PARTS INFORMATION.....	63-74
TROUBLESHOOTING GUIDE.....	INSIDE BACK COVER

GAME PROM:	DISPLAY PROM:	SOUND PROMS:	
(TYPE 26C512)	(TYPE 27C020-25)	(TYPE 27C256)	(TYPE 27C020-25)
735/GPROM	735/DSPROM	735/DROM1	735/AROM1
		735/YROM1	735/AROM2

NOTE: ANY PROM CHANGES DURING PRODUCTION WILL BE INDICATED BY A REVISION NUMBER FOLLOWING THE GAME NUMBER. CONSULT YOUR DISTRIBUTOR FOR ANY PROM CHANGE UPDATE.

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SUPPLEMENTAL ADDENDUM

ATTACH TO AND A PART OF
STREET FIGHTER II (GAME #735)
INSTRUCTION MANUAL

GAME AS SHIPPED VARIES FROM THE INSTRUCTION MANUAL AS PRINTED.

CORRECTED INSIDE FRONT COVER

Display prom type should be (TYPE 27C040-25)

CORRECTED PAGE 14

Altered global setting of step 48 as shown below in revised game prom
735/1 GPROM.

STEP						
47	GAME DIFFICULTY	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
--	-----	-----	----	-----	----	-----
48	DEFEATING OPPONENTS	EASY	EASY	EASY	EASY	MEDIUM

SUPPLEMENTAL ADDENDUM

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GAME AS SHIPPED VARIES FROM THE INSTRUCTION MANUAL AS PRINTED.

CORRECTED PAGE 25

FUSE	RATING	PART NO	USAGE	COIL/COLOR	SLEEVE
F26	2 AMP SLO-BLO	EL-7	LOWER PLAYBOARD FLIPPER	26646 (BLUE)	5065

CORRECTED PAGE 56

Change Lower Playboard Flipper coil to part number A-26646. Also change F26 to a 2 amp Slo-Blo (EL-7) fuse.

CORRECTED PAGE 65

SW11 and SW12 part number changed to 22702.

CORRECTED PAGE 67

Item 13, Upper Left Ball Hole Kicker becomes Item 78, Part No. MA-1493.
Item F, Upper Playfield Flipper rubber has been deleted.
Item D, Part No. changed to 10221.
Item 73, Part No. changed to 26366.
Item 76, Flipper coil changed to Part No. 26646.

ADDENDUM

ATTACH TO AND A PART OF
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INSTRUCTION MANUAL

GAME AS SHIPPED VARIES FROM THE INSTRUCTION MANUAL AS PRINTED.

CORRECTED PAGE 15

C. ID NUMBERS

Two six digit numbers can be entered in permanent memory during this step. One is a GAME ID and the other is an ARCADE ID. These two ID's appear on all printouts. Also the GAME ID number will appear in the display on power-up. The left and right flipper buttons alter the digit value and the credit button enters the displayed value into memory and then proceeds to the next digit position.

CORRECTED PAGE 25

FUSE	RATING	PART NO	USAGE	COIL/COLOR	SLEEVE
F19	4 AMP SLO-BLO	EL-33	BOTTOM LEFT FLIPPER	29876 (ORANGE)	5065

ADDED TO PAGE 26

SOLENOID COILS					
PART NUMBER	WHERE USED	RESISTANCE (OHMS)	NUMBER OF TURNS	WIRE GAUGE	WRAPPER COLOR
A-29876	FLIPPER (NEW UNIT)	2.36/202	560/3325	#23/#33	ORANGE

CORRECTED PAGE 56

Change Bottom Left Flipper coil to part number A-29876. Also change F19 to a 4 amp Slo-Blo fuse.

SYSTEM 3 OVERVIEW

System 3 contains many new features which improve game play and reliability. Some of these features are as follows:

- 1) New lithium battery provides data retention for a minimum of 5 years under normal operation and virtually eliminates battery leakage. Also a low battery warning is given in the displays when the voltage drops to the critical level.
- 2) New interlocking connector system for improved reliability.
- 3) Use of High Speed CMOS technology for low power consumption and cooler operation.
- 4) Improved solenoid driver reliability due to simplified circuitry and the use of Rugged Power MOSFETS.
- 5) Lamp short protection.
- 6) Switch matrix input protection.
- 7) Easy line voltage adjustment on location.
- 8) Improved bookkeeping functions.
- 9) New 128 x 32 Dot Matrix Display.
- 10) Capability for operators to enter their own messages in the attract mode.
- 11) Use of new SMART SWITCH tm technology which eliminates the use of contact points on switches. Therefore the need for cleaning dirty switches is eliminated.
- 12) Addition of a Tournament Mode switch which allows quick and easy way to replace current adjustment settings with special settings. This switch also provides an easy way to set the game for free play.

This equipment has been found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

I. INSTALLATION

A. SET-UP

1. Bolt the legs to the cabinet.
2. Lift lightbox into an upright position. Be sure none of the cables are crimped in between the lightbox and cabinet.
3. Engage the snap in the rear of the lightbox to the cabinet.
4. To remove the lightbox backglass and gain servicing access to the electronics panel and the insert lamp assembly, proceed as follows:

UNLOCK THE LIGHTBOX BY TURNING THE KEY A QUARTER TURN CLOCKWISE.

LIFT UP THE BACKGLASS RETAINING BOTTOM TRIM ABOUT 3/4" TO CLEAR THE "H" RETAINING CHANNEL ON THE TOP EDGE OF THE DISPLAY/SPEAKER PANEL, PIVOT OUT TOWARDS YOU AND SLIDE THE BACKGLASS DOWN AND OUT, CAREFULLY SET ASIDE.

REMOVE THE "H" RETAINING CHANNEL, SLIDE THE PLEXIGLASS INSERT UP AND OUT, SLIDE UP AND REMOVE THE DISPLAY/SPEAKER PANEL AND LAY FACE DOWN ON THE CABINET.

UNLOOSEN THE TWO WING NUTS ON THE LEFT SIDE AND PUSH THE LOCK SLIDE UPWARDS, THIS ALLOWS THE LIGHTBOX LAMP INSERT TO SWING OUT AND FOR GAINING ACCESS TO THE ELECTRONICS PANEL.

5. Secure the lightbox to the cabinet with the bolts and washers provided.

TO REPLACE THE BACKGLASS, INSERT THE DISPLAY/SPEAKER PANEL, ENSURE THAT THE METAL TABS ON THE PANEL MATE INTO THE WOOD RETAINERS, SLIDE IN THE PLEXIGLASS PANEL AND INSERT THE "H" RETAINING CHANNEL.

SLIDE THE BACKGLASS UP INTO THE LIGHTBOX, PIVOT INWARDS AND SLIDE DOWN INTO THE "H" CHANNEL, TURN THE KEY A QUARTER TURN COUNTER-CLOCKWISE TO LOCK THE LIGHTBOX.

6. Open the cabinet door and loosen the front moulding locking arm.
7. Remove the front moulding from the cabinet.
8. Slide the playfield glass toward you and remove it, carefully set aside.
9. Raise the playboard and pivot it upwards and back towards the lightbox,

hold in place and insert the prop stick into the countersunk hole on the underside of the playfield.

CAUTION!

Use prop stick when servicing under the playfield.

10. Unravel and straighten out the power line cord located at the rear of the cabinet.
11. Proceed to "B. CHECK-OUT".

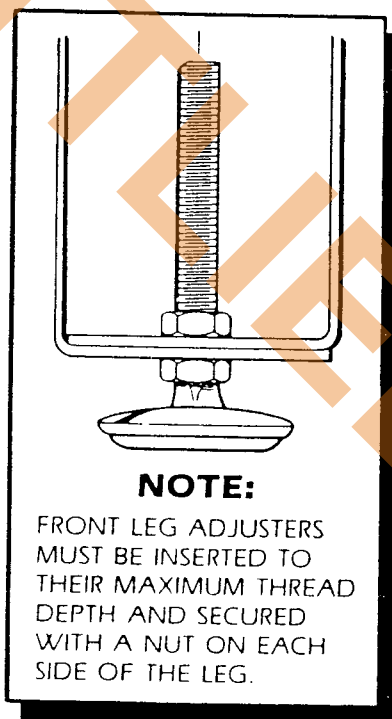
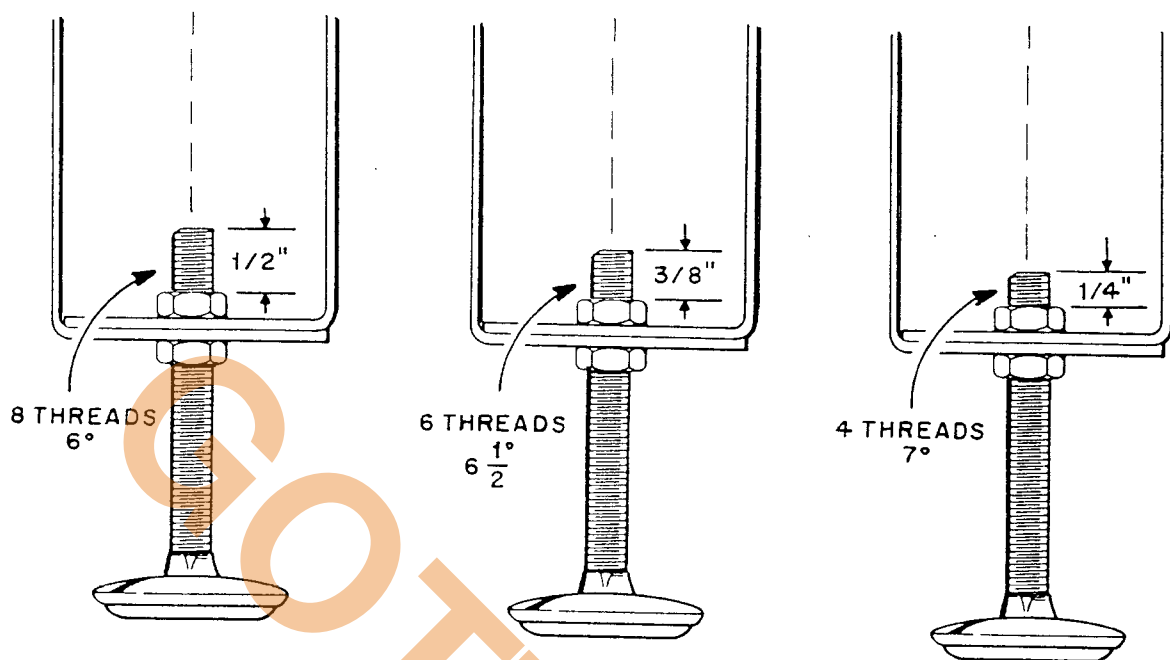
B. CHECK-OUT

1. Check that all cables are clear of moving parts.
2. Check for any loose wires.
3. Check switches for loose solder or other foreign matter.
4. Be certain all fuses are firmly seated.
5. Check transformer for any foreign matter across terminals.
6. Be sure that the Transformer Panel power input connector A12J5, corresponds to the supply voltage.
7. Check the setting of the normally open tilt switch on the underside of the playfield. One blade should be free-floating with a weight on the end.
8. The plumb-bob tilt can be adjusted by loosening the clip and raising the plumb-bob to increase its sensitivity, or lowering it to decrease its sensitivity.
9. Lower the playfield into the cabinet. Using the leg adjusters, level the playfield and set the pitch. Recommended pitch is 6°. For alternate settings, see illustration on facing page.
10. Plug the line-cord into a properly grounded 3-wire receptacle ONLY!
11. Refer to Section III to make all necessary game adjustments.
12. Re-install the playfield glass, front moulding and lock the cabinet door.
13. CAUTION! If this game has been subjected to extreme cold, allow to warm up to room temperature.

I. INSTALLATION

SET-UP PROCEDURE

TO ADJUST PLAYFIELD PITCH ANGLE
(REAR LEGS ONLY)



NOTE:

FRONT LEG ADJUSTERS
MUST BE INSERTED TO
THEIR MAXIMUM THREAD
DEPTH AND SECURED
WITH A NUT ON EACH
SIDE OF THE LEG.

WARNING

DO NOT TRANSPORT GAME WITH LIGHTBOX IN THE UPRIGHT (PLAYING) POSITION.
USE LATCH ONLY TO TEMPORARILY HOLD LIGHTBOX UPRIGHT WHILE ATTACHING THE LIGHTBOX TO THE CABINET.
SECURE THE LIGHTBOX TO THE CABINET WITH THE TWO BOLTS AND LOCKWASHERS PROVIDED.

NOTES

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I. INSTALLATION

C. COIN METER (OPTIONAL)

A +12vdc mechanical coin meter may be installed by the operator to count total coins accepted by the machine. The coin meter leads should be soldered to the lugs on the terminal strip mounted inside the front door on the right side (see Figure 1). If the coin meter is polarized, the positive lead (red) should be attached to the lug that has the cathode (banded) side of the diode attached to it otherwise the leads may be attached in any order. The COIN METER adjustment must be set to on and the following four adjustments should be set to the number of pulses (counts) required for each coin denomination used.

NOTE: Make sure that the GAME MODE adjustment is not set to either REPLAY + TICKETS or TICKETS ONLY (see Game Adjustments section).

mounting the cabinet with #10 X 1-1/4 carriage bolts. The "B" hole is for cable access to the unit. Drill the "A" holes out from the inside of the cabinet using a 13/64" drill bit. Drill the "B" hole out from the inside of the cabinet using a 1" drill bit. The GAME MODE adjustment is used to set whether to dispense a number of tickets along with each replay awarded (REPLAY + TICKETS) or to dispense a number of tickets in place of each replay awarded (TICKETS ONLY). The TICKETS TO AWARD adjustment is used to set the number of tickets to dispense for each replay awarded (see Game Adjustments section).

NOTE: Make sure that the COIN METER adjustment is set to off when using a ticket dispenser.

E. BILL ACCEPTOR (OPTIONAL)

A bill acceptor can be easily interfaced electrically to this machine. The two unused 522 (green-red-red) and 622 (blue-red-red) center chute switch wires should be attached to the switch output of the bill acceptor (see Cabinet/Front Door Schematic Diagram). The line voltage validator outlet located inside the cabinet on the right side can be used for supplying power to the unit. The CHUTE 3 UNITS adjustment can then be used to set the value of the bill being used. The bill acceptor models known to fit the door mechanically are Mars model VFM2 and Tekbilt model NV110. The Tekbilt model also requires an adapter plate.

F. COMMUNICATIONS ADAPTER (OPTIONAL)

A kit (MA-1940) may be purchased through your distributor which will allow the system to output Bookkeeping data to a serial printer.

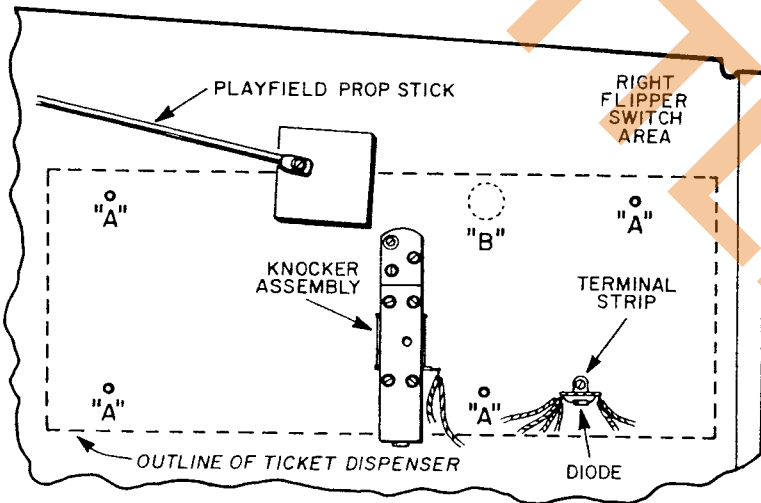


FIGURE 1.

D. TICKET DISPENSER (OPTIONAL)

This machine is equipped to easily interface to the Deltronic Labs #10001TY ticket dispenser with the outside mounting option. To install the dispenser, first locate the five partially drilled holes on the inside of the cabinet on the right side (see Figure 1). The four "A" holes are for

II. GAME PLAY AND SCORING

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*** GENERAL GAME FEATURES ***

GAME THEME:

- * THE PLAYER IS A "STREET FIGHTER" WHO MUST DEFEAT 12 OPPONENTS BEFORE HE CAN FIGHT THE "GRAND MASTER". EACH TIME AN OPPONENT IS DEFEATED, THE PLAYER USES THE FLIPPER BUTTONS TO SELECT AN AWARD. THE AWARD CHOICES INCLUDE POINTS, FEATURE ROUNDS, ADDING LETTERS TO FEATURES, MULTIBALL, AND CAR CRUNCH.

MULTIBALL:

- * GENERALLY PLAYED WITH 2 BALLS. ENTERED BY COMPLETING SAGAT BARRELS (ADJUSTABLE) OR BY CHOICE AFTER DEFEATING AN OPPONENT. THE OBJECTIVE IS TO SHOOT THE STROBING SHOTS FOR INCREASING POINT VALUES (ADJUSTABLE).

TORPEDO BONUS ROUND:

- * A SPECIAL 3 BALL MULTIBALL AFTER ALL LETTERS IN T-O-R-P-E-D-O ARE COMPLETE. MOST SWITCHES INCREASE THE DISPLAYED TORPEDO BONUS (ADJUSTABLE). THE BONUS IS COLLECTED IN THE OUTHOLE AT END OF BALL.

ONE NOTE: IF PLAYER'S 2nd BALL DOES NOT LOCK IN THE TOP LEFT HOLE, THEN IT WILL BE JUST 2 BALL MULTIBALL, NOT 3 BALL MULTIBALL.

CAR CRUNCH:

- * COMPLETELY SMASH CAR TO COLLECT BIG POINTS (ADJUSTABLE). ENTERED BY CHOICE AFTER DEFEATING OPPONENT OR COMPLETING BLANKA AMBER SHOTS.

ROAMING NINJA ROUND:

- * ENTERED BY CHOICE AFTER DEFEATING AN OPPONENT. TWO SHOTS ARE STROBING AND MOVE RANDOMLY AT TIME INTERVALS. MAKE STROBING SHOTS TO SCORE DISPLAYED POINTS (ADJUSTABLE).

COUNT-UP BONUS ROUND:

- * ENTERED BY CHOICE AFTER DEFEATING AN OPPONENT. COLLECT BONUS BY SHOOTING STROBING OBJECTIVE.

1-2 PUNCH ROUND:

- * ENTERED BY CHOICE AFTER DEFEATING AN OPPONENT. EARN AN EXTRA BALL BY SHOOTING THE STROBING BLANKA HOLE AND THEN THE STROBING KEN/RYU LOOP.

DOUBLE ROUND:

- * ENTERED BY CHOICE AFTER DEFEATING AN OPPONENT. SHOOT ALL 4 FLASHING RED OBJECTIVES. EACH COMPLETE SCORES DISPLAYED POINTS. ALL COMPLETE DOUBLES ENTIRE SCORE.

MASTER ROUND (CHAMPION CHALLENGE):

- * ENTERED AFTER ALL 12 OPPONENTS ARE DEFEATED. ALL OPPONENTS START STROBING AND ALL MUST BE DEFEATED BEFORE BALL DRAINS. ROUND COMPLETED SUCCESSFULLY SCORES BIG POINTS AND A SPECIAL (ADJUSTABLE).

OPENING PLUNGER SKILL SHOT:

- * ANY NEW BALL IN PLAY WHEN NOT IN MULTIBALL OR TORPEDO ROUND WILL DISPLAY A PICTURE OF CHUN-LI THROWING HER BRACELET. THE PLAYER SHOULD TRY TO TIME HIS SHOT SO THAT THE PLUNGER IS RELEASED WHEN THE "SHOOT" MESSAGE APPEARS IN THE DISPLAY. THE STARTING VALUE FOR THE COUNTDOWN BONUS IS BASED UPON THE TIME THE BALL REACHES THE RIGHT WIRE RAMP OPTO.

LANE CHANGE:

- * HITTING THE LEFT OR RIGHT FLIPPER ROTATES ANY LIT RED SPECIAL RETURN LANE OR OUTLANE LAMPS.

II. GAME PLAY AND SCORING

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*** PLAYFIELD FEATURES ***

POP BUMPER:

- * SCORE 3,000.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

LEFT KICKING RUBBER:

- * SCORE 30.

- * TOGGLE RED LAMP WHEN IN NORMAL PLAY.

RIGHT KICKING RUBBER:

- * SCORE 300.

- * TOGGLE RED LAMP WHEN IN NORMAL PLAY.

LEFT AND RIGHT RETURN ROLLOVERS:

- * SCORE 10,000.

- * AWARD SPECIAL WHEN LIT.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

LEFT AND RIGHT OUTLANE ROLLOVERS:

- * SCORE 100,000.

- * AWARD SPECIAL WHEN LIT.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

RIGHT SIDE SPOT TARGETS (2):

- * SCORE 1,000.

- * ADVANCE FIGHTER LEDS IF BOTH SPOTS COMPLETE. ALL SPECIAL LEDS COMPLETE WILL LIGHT AN OUTLANE OR RETURN LANE SPECIAL LAMP.

TOP SPOT TARGETS (3):

- * SCORE 5,000 OR 50,000 WHEN LIT OR FLASHING.

- * ALL 3 NOT LIT OR FLASHING STARTS THE CENTER EB TARGET FLASHING.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

CENTER SPOT TARGETS #1 AND #3:

- * SCORE 100.

- * AWARD SPECIAL IF POP BUMPER FLASHING.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

CENTER SPOT TARGET #2:

- * SCORE 100 OR 10,000 WHEN FLASHING.

- * AWARD EXTRA BALL WHEN FLASHING.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

LEFT TROUGH HOLE (DHALSIM):

- * SCORE 100,000.

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.

- * DEFEAT OPPONENT IF DHALSIM FLASHING

- * SCORE 2,000,000 IF AMBER LIT.

LEFT STARGATE RAMP:

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.

- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.

- * DEFEAT OPPONENT IF ZANGIEF OR SAGAT FLASHING.

- * SCORE 3,000,000 IF AMBER LIT.

II. GAME PLAY AND SCORING

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LEFT STARGATE ROLLOVER:

- * SCORE 10,000.
- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.
- * DEFEAT OPPONENT IF SAGAT OR ZANGIEF FLASHING.
- * IF STROBING DURING NORMAL PLAY OR AMBER LIT, REMOVE A BARREL FROM SAGAT DISPLAY (ADJUSTABLE). BEGIN MULTIBALL WHEN NO BARRELS REMAIN.

GUILE SCOOP:

- * SCORE 100,000.
- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.
- * DEFEAT OPPONENT IF GUILE FLASHING.
- * ADD A LETTER TO G-U-I-L-E IF AMBER LIT OR STROBING DURING NORMAL PLAY. ALL LETTERS COMPLETE EARNS DISPLAYED AWARD.

LOWER LEFT UPKICKER:

- * SCORE 200,000.
- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.
- * DEFEAT OPPONENT IF E-HONDA FLASHING.
- * ADD A LETTER TO T-O-R-P-E-D-O IF AMBER LIT OR STROBING DURING NORMAL PLAY. ALL LETTERS COMPLETE STARTS TORPEDO BONUS ROUND.

BOTTOM RIGHT UPKICKER:

- * SCORE 200,000.
- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.
- * IF AMBER LIT OR STROBING IN NORMAL PLAY, ADD A LETTER TO T-O-R-P-E-D-O OR SCORE DISPLAYED POINTS.
- * DEFEAT OPPONENT IF BISON OR BALROG FLASHING.

TOP LEFT ROLLOVER:

- * SCORE 100,000.

TOP RIGHT ROLLOVER:

- * SCORE 100,000.
- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.

RIGHT STARGATE RAMP:

- * SCORE 100,000.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.

LEFT WIRE RAMP:

- * IN NORMAL PLAY, SCORE 300,000.
- * DEFEAT OPPONENT IF CHUN-LI OR VEGA FLASHING.
- * SCORE DISPLAYED POINTS IF AMBER LIT.

TOP LEFT HOLE:

- * INCREASE TORPEDO BONUS WHEN IN TORPEDO ROUND.
- * IN MULTIBALL, SCORE DISPLAYED POINTS IF STROBING.

II. GAME PLAY AND SCORING

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* DEFEAT OPPONENT IF BLANKA FLASHING.

* TAKE A STEP TOWARD ENTERING CAR
CRUNCH ROUND IF AMBER LIT OR
STROBING DURING NORMAL PLAY.

TOP RIGHT HOLE:

* DEFEAT OPPONENT IF VEGA OR CHUN-LI
FLASHING.

* MYSTERY AWARD IF AMBER LIT

OUTER BRACELET TARGET:

* SCORE 10,000.

* INCREASE TORPEDO BONUS WHEN IN
TORPEDO ROUND.

* COLLECT BRACELET BONUS IF FLASHING.

INNER BRACELET TARGET:

* SCORE 100,000

* DOUBLE AND COLLECT BRACELET BONUS I
FLASHING.

KEN/RYU LOOP:

* SCORE DISPLAYED VALUE OR 10,000.

OUTHOLE:

* SCORE ANY ACCUMULATED TORPEDO ROUND
BONUS.

III. TEST MODE

There are several functions accessible to the operator while in the test mode. These functions are Self-Test, Bookkeeping, Game Adjustments, and Utilities. Each of these functions will be explained in detail later in this section. To enter the test mode, the game must be in the attract mode (game over). Then depress the Test button located just inside the front door of the game. The operator will then be given a choice as to which function he wants to access. Use the left flipper button to choose (highlight) the function desired and then either the Test button or the right flipper button to enter the chosen function.

NOTE: The Test button may be held in to fast forward through the steps of a particular function.

To exit the test mode or change functions the Slam switch (front door) must be activated or the power must be turned off.

I. SELF-TEST

This function will allow the operator to test all the hardware related devices in the game. Each test is described below.

A. MEMORY TEST

This function tests all memory devices on the Control Board (A1). If all the devices pass the test an "OK" will be displayed. If a failure occurs, a description of the faulty component will be displayed. Then after a short period of time the Game Prom check sum will be displayed. The Credit button can be used to restart this test.

B. LAMP CHECK

This function will flash all the controlled lamps and flasher lamps continuously. This will allow the operator to easily check for and replace any burned out light bulbs.

C. LAMP MATRIX TEST

This test will allow the operator to single step through and check the operation of each lamp in the game. The left flipper button will

decrement the active lamp number by one while the right flipper button will increment the active lamp number by one. The strobe number and the return number are combined to form the lamp number (strobe,return) which is shown in the display along with a description of the lamp. The Credit button can be used to restart this test. Only one lamp at a time should flash during this test.

D. RELAY AND SOLENOID TEST

This test will allow the operator to single step through and check the operation of each relay and solenoid driver in the game. The left and right flipper buttons are used to change the active driver number. The selected driver description and number will appear in the display. The Credit button is then used to activate the driver for a short time period. Solenoid #31 ("Q" relay) is always on during this test so as to provide power to devices such as the pop bumpers and kicking rubbers (see Playboard Schematic Diagram).

E. SWITCH MATRIX TEST

The first part of this test will report any inactive switches. If a switch has not been actuated in the course of the last 15 games the switch name and number will be displayed.

The second part of the test will allow the operator to test the operation of all the switches used in the game. If no switches are closed when this test is started, the message "ALL SWITCHES OPEN" will be displayed. If any switches are closed either before or after this test is started, the closed switch(s) name and number will be displayed. The strobe number and the return number are combined to form the switch number (strobe,return). The Credit button can be used to restart this test.

F. DISPLAY TEST

This test allows the operator to check the operation of the 128 x 32 dot matrix display. The right flipper button is used to advance this test. The first two steps check the different levels of display intensity.

III. TEST MODE

Each block that appears on the display should be of lesser intensity than the one to the left of it. During the next four steps a diagonal pattern is stepped from left to right in the display. While in this part of the test every fourth pixel only in each row of dots should be lit. During the next eight steps another diagonal pattern is stepped from left to right in the display. While in this part of the test every eighth pixel only in each row of dots should be lit. The Credit button can be used to restart this test.

G. SOUND TEST

This test allows the operator to test the interface lines from the Control Board (A1) to the Sound Board (A6). Every time the right flipper button is pressed, a different tone should be heard from the Sound Board. During each tone, the sound line connection which is being tested will be shown in the display. After the tone stops the sound line which is being tested will still be kept at a low level (<.8v) until the right flipper button is pressed again or the Credit button is used to restart the test.

H. FRONT DOOR TEST

This test allows the operator to check the operation of the coin chutes used in the game. Utilizing this function will not affect any bookkeeping values. Each coin chute closure is categorized and shown in the display. The Credit button can be used to restart this test.

I. AUXILIARY DRIVER TEST

This test will allow the operator to single step through and check the operation of each driver transistor on the Auxiliary Driver Board (A11). The left and right flipper buttons are used to change the active driver number. The selected driver description and number will appear in the lower display. The Credit button is then used to activate the driver for a short time period.

II. BOOKKEEPING

The Test button is used to step through bookkeeping. The display will contain a description of each step,

the step number, and two different bookkeeping values. The value in the leftmost column represents long term bookkeeping. The value in the rightmost column (in brackets) represents short term bookkeeping. These two values are provided so that the operator may compare recent performance with long term performance and then make any necessary game adjustments.

NOTE: The left column of steps 1 (earnings) and 17-20 (coin chute counts) will not be displayed unless the credit button is pressed during that active step number.

The left flipper button will allow the operator to reset all of the left (long term) and right (short term) bookkeeping values. The right flipper button will allow the operator to reset all of the right (short term) bookkeeping values only. If the R.BOOK AUTO-RESET adjustment is on, the right (short term) bookkeeping will automatically be reset after every 2000 plays (see Game Adjustments). Therefore, the operator does not need to reset the short term bookkeeping himself unless he prefers to follow his own procedure. Also, this feature will aid in adjusting the game payout percentage to the caliber of players in different locations. If there happens to be a major error in a long term bookkeeping value the word ERROR will appear to the right of that bookkeeping value. To correct this error the long term bookkeeping must be reset. A description of each bookkeeping step is given in the test mode flowchart.

III. GAME ADJUSTMENTS

This function allows the operator to make any adjustments to his game as necessary.

A. FACTORY SETTINGS

Upon entering the game adjustment section of bookkeeping, the operator is given a choice to load all factory settings or to single step through the game adjustments and adjust each section individually. If he chooses

III. TEST MODE

to enter the factory settings by depressing the Credit button, he will also be given a choice of what language to load. By using the right flipper button he may choose the appropriate language and then depress the Credit button again to enter the settings. After the settings are loaded the display should show the message "FACTORY SETTINGS LOADED" for a short time and then proceed to game adjustment step 1. At any time during the previous steps the operator may either exit the test mode or depress the Test button to proceed immediately to game adjustment step 1.

WARNING

Loading the factory settings will affect all previous game adjustment settings. Therefore be careful when selecting this feature.

B. GAME ADJUSTMENT STEPS

Each time the Test button is pressed a description of the next step appears in the display along with the step number and the current status of that step. Unless otherwise specified, the left and right flipper buttons are used to change the possible selections in each step.

- 1) SCORE REPLAY LEVEL 1
- 2) SCORE REPLAY LEVEL 2
- 3) SCORE REPLAY LEVEL 3

Each Score Replay Level may be set by using the left flipper button to decrement the score and the right flipper button to increment the score. The Credit button can be used to load the factory setting for each individual level if desired. If the Auto-Percentaging adjustment is on, Replay Levels 2 & 3 can only be set to on or off. If Replay Level 2 is on, the score level will be set to two times Replay Level 1. If Replay Level 3 is on, the score level will be set to three times Replay Level 1. This allows the operator several combinations of levels in the Auto-Percentaging mode (i.e. 1, 1 & 2, 1 & 3, or 1 & 2 & 3).

- 4) HIGH GAME TO DATE 1
- 5) HIGH GAME TO DATE 2
- 6) HIGH GAME TO DATE 3

- 7) HIGH GAME TO DATE 4
- 8) HIGH GAME TO DATE 5

Each High Game To Date may be set by using the left flipper button to decrement the score and the right flipper button to increment the score. The Credit button can be used to load the factory setting for the displayed level and all those below it.

- 9) GAME PRICING

This step provides a choice of loading a standard setting for a particular country or a custom setting. When a standard setting is selected, the following steps (10-17) are skipped.

- 10) CHUTE 1 UNITS (L)
- 11) CHUTE 2 UNITS (R)
- 12) CHUTE 3 UNITS (C)
- 13) CHUTE 4 UNITS
- 14) UNITS REQUIRED FOR CREDIT
- 15) UNITS REQUIRED FOR BONUS
- 16) BONUS CREDITS
- 17) MINIMUM UNITS REQUIRED FOR CREDIT

Steps 10-17 are used if a custom setting is selected in step 9 (GAME PRICING). Steps 10-13 select the number of units that each chute is worth when a coin is dropped into that particular chute. The value entered for step 14 determines how many units must be accumulated for a credit to be issued on the game. Steps 15 and 16 determine how many units must be accumulated for any bonus credits to be issued. A value of zero entered for step 15 will disable the bonus feature. Step 17 indicates the number of units required before any credits are issued (see Coin Chute Setting Table for examples).

- 18) COIN METER

If set to ON, the pulses to be given for each of the four coin chutes can be defined so that the number of pulses for a given chute are in relation to the currency denomination. If set to OFF, steps 19-22 will be skipped.

- 19) CHUTE 1 PULSES
- 20) CHUTE 2 PULSES
- 21) CHUTE 3 PULSES
- 22) CHUTE 4 PULSES

The four steps above are used to set

III. TEST MODE

COIN CHUTE SETTING TABLE

Country	Coin Chutes				Playe/Coin(s)	Chute Adjustment Steps
	Left	Right	Center			
	1	2	3	4		10 11 12 13 14 15 16 17
USA	.25	.25	\$1	-	1/.50, 2/.75, 3/\$1	03 03 12 00 04 00 00 00
USA (Custom)					1/.50, 3/\$1	01 01 04 00 02 04 01 00
					1/.25, 4/\$1	01 01 04 00 01 00 00 00
					1/.25, 5/\$1	01 01 04 00 01 04 01 00
Australia	1 .20	\$1	\$2	-	1/3x.20, 2/\$1, 5/\$2	02 10 20 00 05 20 01 00
	2 .20	\$1	\$2	-	1/5x.20, 1/\$1, 3/\$2	01 05 10 00 05 10 01 00
	3 .20	\$1	\$2	-	1/5x.20, 1/\$1, 2/\$2	01 05 10 00 05 00 00 00
Belgium	5Fr	20Fr	50Fr	-	1/20Fr, 2/40Fr, 3/50Fr	01 04 10 00 04 10 01 00
Canada	.25	\$1	-	-	1/.50, 2/.75, 3/\$1	03 12 00 00 04 00 00 00
Canary Islands	25P	100P	-	-	1/25P, 4/100 Pesetas	01 04 00 00 01 00 00 00
Denmark	1Kr	10Kr	-	-	1/3x1Kr, 4/10 Kroner	01 10 00 00 03 10 01 00
Finland	5Mka	1Mka	-	-	1/3x1 Markkaa, 2/5 Markkaa	10 02 00 00 05 00 00 00
	1 1Fr	5Fr	10Fr	20Fr	1/3x1Fr, 2/5Fr, 5/10Fr	02 10 20 40 05 20 01 00
France	2 1Fr	5Fr	10Fr	20Fr	2/5Fr, 4/10Fr, 9/20Fr	02 10 20 40 05 40 01 10
	3 1Fr	5Fr	10Fr	20Fr	1/5Fr, 3/10Fr, 7/20Fr	03 15 30 60 10 60 01 15
	1 5DM	2DM	1DM	-	1/1DM, 2/2DM, 6/5 D-Mark	05 02 01 00 01 05 01 00
Germany	2 5DM	2DM	1DM	-	1/2DM, 2/3DM, 3/4DM, 5/5DM	20 08 04 00 05 20 01 00
	3 5DM	2DM	1DM	-	1/2DM, 3/5DM	05 02 01 00 02 05 01 00
Italy	500L	500L	-	-	1/2x500L, 2/3x500L, 3/4x500L	03 03 00 00 04 00 00 00
Japan	100Y	100Y	-	-	1/100 Yen, 3/2x100 Yen	01 01 00 00 01 02 01 00
New Zealand	\$1	\$2	-	-	1/\$1, 3/\$2	01 02 00 00 01 02 01 00
Norway	5Kr	10Kr	-	-	1/5Kr, 2/10 Kroner	01 02 00 00 01 00 00 00
Spain	500P	100P	-	-	1/100P, 6/500 Pesetas	05 01 00 00 01 05 01 00
Sweden	10Kr	5Kr	-	1Kr	1/5x1Kr, 1/5Kr, 2/10Kr	10 05 00 01 05 00 00 00
Switzerland	1Fr	5Fr	2Fr	-	1/1Fr, 3/2Fr, 7/5 Francs	01 07 03 00 01 00 00 00
United Kingdom	1£	50P	20P	10P	1/3x10P, 2/50P, 4/1 Pound	
	2 1£	50P	20P	10P	1/50P, 3/1 Pound	
Universal	-	-	-	-	1/1 Coin	01 01 00 00 01 00 00 00

III. TEST MODE

the number of pulses to be issued for each of the four coin chutes.

23) COIN DOOR TYPE

This step provides a choice of loading a standard setting for a particular country or a custom setting. When a standard setting is selected, the following steps (24-28) are skipped.

24) COLLECTION TEXT

25) CHUTE 1 VALUE

26) CHUTE 2 VALUE

27) CHUTE 3 VALUE

28) CHUTE 4 VALUE

Step 24 is used to enter the name of the currency in use. The remaining four steps are used to set the monetary value of each coin chute.

29) 1 COIN BUY-IN BONUS

At the end of a game a 10-second timer is initialized allowing each player that participated in the previous game a chance to purchase 1 credit for each coin inserted.

30) GAME PERCENT PAYOUT

This step is used to set the game payout percentage used when the Auto-Percentage adjustment is on. The value entered for this step is compared to the value calculated by dividing total replays by total plays (see Bookkeeping section). Total replays include all replays won from beating the score replay level, achieving a new high game to date, winning a playfield special, and all match replays.

When the GAME MODE adjustment is set to Add a Ball this setting refers to extra ball percentage rather than replay percentage. The value entered in this case will be compared to the value calculated by dividing total extra balls won by total plays (see Bookkeeping section).

31) MATCH PERCENT PAYOUT

This step is used to set the match payout percentage. If this step is set to zero, the match will be disabled.

NOTE: The resulting value from subtracting the value entered for this step from the value entered for

the GAME PERCENT PAYOUT adjustment indicates what percentage is left for any other means of winning a replay during a game.

32) HIGH GAME REPLAYS

This step is used to set the number of replays to award when the highest game to date has been beaten.

33) MAXIMUM CREDITS

This step sets the maximum number of credits allowed on the game.

34) TILT WARNINGS

This step sets the number of tilts allowed before the current player's ball in play is terminated.

35) BALLS PER GAME

This step sets the game to 3-ball play or 5-ball play.

36) GAME MODE

This step allows the game to be played in Replay, Replay + Tickets, Tickets Only, Add a Ball, or Novelty mode. In Replay mode all Specials and replays are allowed. Replay + Tickets mode is the same as Replay mode with the addition of one or more tickets to be issued (TICKETS TO AWARD) along with each replay. In Tickets Only mode one or more tickets will be issued in place of each replay won. In Add a Ball mode all Score Level Replays and Playfield Specials award an extra ball in place of a replay. Also the Match and High Game To Date awards are disabled. However, after the Add a Ball mode is selected, the PLAYFIELD SPECIAL, MATCH PERCENT PAYOUT, and HIGH GAME REPLAYS adjustments may be individually set to whatever setting may be desired. In Novelty mode all Specials award 50,000,000 points, Extra Balls award 20,000,000 points and the Score Replay Levels, Match, and High Game To Date awards are disabled.

NOTE: If either the Replay + Tickets or Tickets Only setting is selected do not set the COIN METER setting to on.

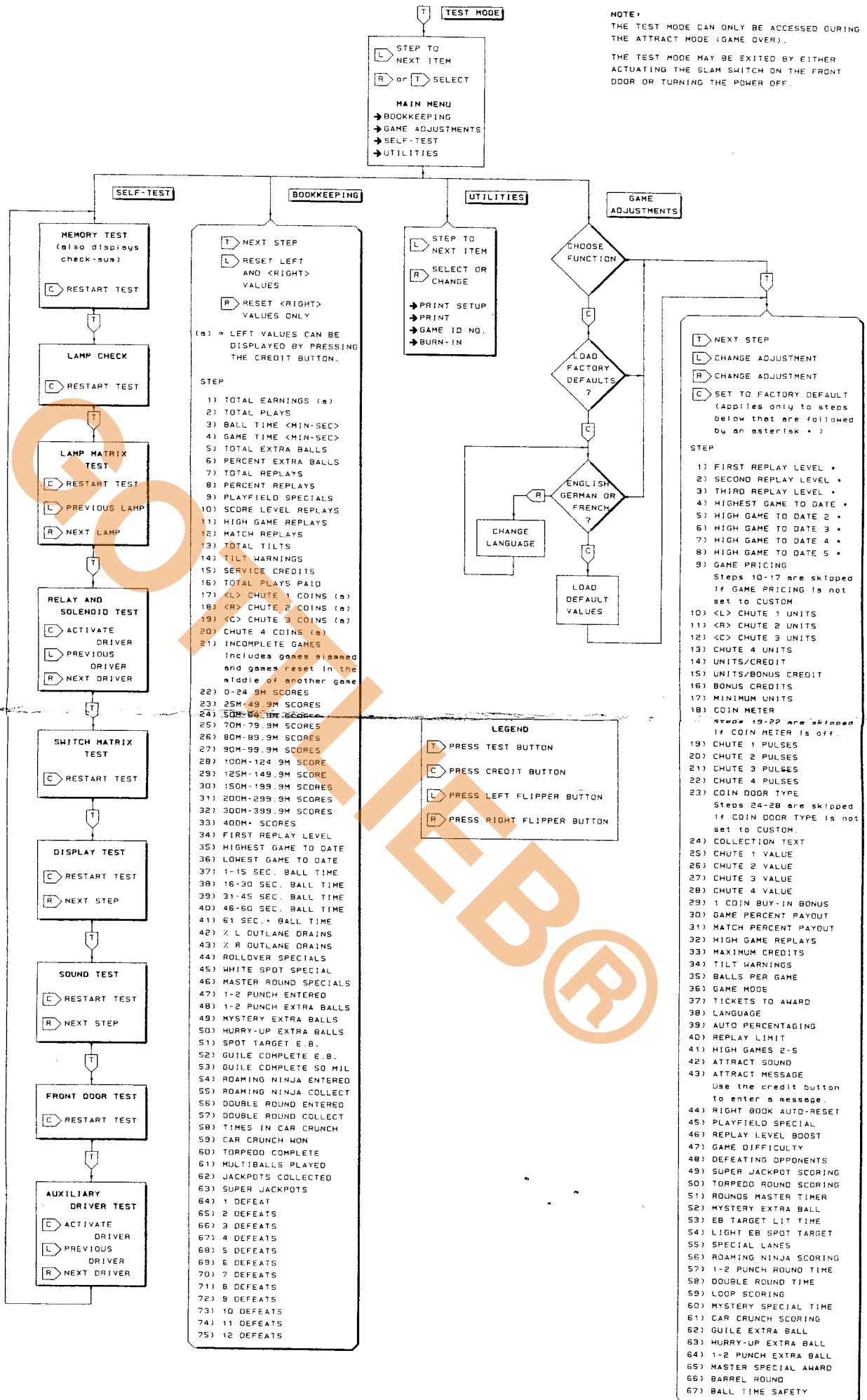
37) TICKETS TO AWARD

This step allows the operator to set the number of tickets to award

11

SYSTEM 3, TEST MODE FLOWCHART

12



III. TEST MODE

when a replay has been won. This setting will only apply when the GAME MODE is set to either Replay + Tickets, or Tickets Only.

38) LANGUAGE

This step allows the Test Mode steps to be displayed in English, German, or French.

39) AUTO-PERCENTAGING

If this step is set to on, the Score Replay Levels will be adjusted periodically so that the Game Percent Payout setting will match the actual Replay Percentage displayed in Bookkeeping.

NOTE: If the GAME MODE is set to Add a Ball, the Extra Ball Percentage in bookkeeping is used in place of the Replay Percentage.

40) REPLAY LIMIT

This step may be set to no limit or one per player per game.

41) HIGH GAMES 2-5

This step will determine if High Games to Date (2-5) will be saved or erased when power is turned off.

42) ATTRACT SOUND

This step determines whether or not sounds are enabled during the attract mode (game over).

43) ATTRACT MESSAGE

This step is used to enable or disable an operator message during the attract mode (game over). This step is also used to enter a user

message into memory. To enter a message press the Credit button. The current message will be displayed and the cursor position will be indicated by the flashing character. If the current position is blank, a flashing directional arrow will appear. This type of arrow will indicate which direction the cursor will move if the Credit button is pressed. The Credit button is also used to select characters after they have been chosen using the left and right flipper buttons.

44) RIGHT BOOKKEEPING AUTO-RESET

If this step is set to on, all the short term bookkeeping steps (in brackets) will reset after 2000 plays. Otherwise they will not reset until 10,000 games have been played on the machine.

45) PLAYFIELD SPECIAL

When a playfield special is won, either a replay or an extra ball is awarded to the player based on the setting of this step.

46) REPLAY LEVEL BOOST

This step may be set anywhere from 0 to 99,000,000 in increments of 1,000,000. If set to zero, the boost is disabled. Otherwise the Replay Level will be increased by the boost value after completing a game where a player has won a replay and his skill level has been determined to be above average. The Replay Level will return back to its base level once all of the replays won have been played.

CAPCOM™

STREET FIGHTER II™

CHAMPION EDITION

OPERATOR ADJUSTMENT SETTINGS
(*** = FACTORY DEFAULT SETTING)

47) GAME DIFFICULTY

AUTOMATICALLY SETS VARIOUS
ADJUSTMENTS LISTED BELOW IN STEPS
48 - 60. THE FINE-TUNE SETTING
ALLOWS THE OPERATOR TO
INDIVIDUALLY SELECT EACH
ADJUSTMENT.

III. TEST MODE

STEP	GAME DIFFICULTY	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
47	DEFEATING OPPONENTS	EASY	EASY	EASY	MEDIUM	HARD
48	SUPER JACKPOT SCORING	EASY	EASY	EASY	MEDIUM	HARD
49	TORPEDO ROUND SCORING	EASY	EASY	EASY	MEDIUM	HARD
50	ROUNDS MASTER TIMER	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
51	MYSTERY EXTRA BALL	VERY EASY	EASY	MEDIUM	HARD	VERY HARD
52	EB TARGET LIT TIME	EASY	EASY	MEDIUM	HARD	VERY HARD
53	LIGHT EB SPOT TARGET	EASY	EASY	MEDIUM	HARD	VERY HARD
54	SPECIAL LANES	EASY	EASY	EASY	EASY	HARD
55	ROAMING NINJA SCORING	EASY	EASY	EASY	EASY	HARD
56	1-2 PUNCH ROUND TIME	EASY	EASY	EASY	EASY	HARD
57	DOUBLE ROUND TIME	EASY	EASY	EASY	EASY	HARD
58	LOOP SCORING	EASY	EASY	EASY	EASY	HARD
59	MYSTERY SPECIAL TIME	EASY	EASY	EASY	EASY	HARD
60	DEFEATING OPPONENTS	EASY	EASY	EASY	EASY	HARD
61	SELECTS the number of opponent lamps flashing for defeat.	EASY - 3	MEDIUM - 2	HARD - 1		
62	SUPER JACKPOT SCORING	Affects the handling of super jackpot during multiball.				
63	MAINTAINS super jackpot for the rest of game.					
64	ONCE super jackpot is scored, restarts sequence at the start of next multiball.					
65	RESTARTS sequence upon scoring super jackpot.					
66	TORPEDO ROUND SCORING	SETS the bonus points increment.				
67	EASY - 5 Million					
68	MEDIUM - 3 Million					
69	HARD - 2 Million					
70	ROUNDS MASTER TIMER	SETS the speed of the timer during feature rounds.				
71	VERY EASY - Slowest					
72	EASY					
73	MEDIUM					
74	HARD					
75	VERY HARD - Fastest					
76	MYSTERY EXTRA BALL	Filters EXTRA BALL out of the mystery award when the EB exceeds the following:				
77	VERY EASY - 50%					
78	EASY - 40%					
79	MEDIUM - 30%					
80	HARD - 20%					
81	VERY HARD - 10%					
82	EXTRA BALL TARGET LIT TIME	SETS the time the EB spot target flashes after lighting from the top spot targets.				
83	EASY - No timeout					
84	MEDIUM - Slow timeout					
85	HARD - Fast timeout					
86	LIGHT EXTRA BALL SPOT TARGET	Controls difficulty of lighting the extra ball spot target from the top 3 spot targets.				
87	EASY - Lit to off.					
88	MEDIUM - Lit to flashing to off.					
89	HARD - All 3 lit to all 3 flashing to off.					
90	SPECIAL LANES	RETAINS SPECIAL LEDS from ball to ball.				
91	HARD - Start each ball with SPECIAL LEDS off.					
92	ROAMING NINJA SCORING	SETS the point sequence for this feature round.				
93	EASY - 5, 20, 50, & 100 million					
94	MEDIUM - 5, 15, 35, & 70 million					
95	HARD - 5, 10, 15, & 20 million					
96	1-2 PUNCH ROUND TIME	EASY - Most time				
97	MEDIUM					
98	HARD - Least time					
99	DOUBLE ROUND TIME	EASY - Most time				
100	MEDIUM					
101	HARD - Least time					
102	LOOP SCORING	SETS the maximum point limit for each rotation of the ball in the KEN/RVU loop.				
103	EASY - 6 million					
104	MEDIUM - 4 million					
105	HARD - 2 million					
106	MYSTERY SPECIAL TIME	SELECTS the time that the pop bumper flashes for special after mystery award.				
107	EASY - Most time					
108	MEDIUM					
109	HARD - Least time					
110	CAR CRUNCH SCORING	SETS the point sequence for complete destruction of the car.				
111	EASY - 10, 20, & 50 million max.					
112	MEDIUM - 5, 10, & 30 million max.					
113	HARD - 3, 5, & 10 million max.					
114	GUILTY EXTRA BALL	CHOOSSES if an EB is awarded for the first completion of G-U-I-L-T.				
115	OFF - No, score points instead					
116	ON - Yes, award EB					
117	HURRY-UP EXTRA BALL	SELECTS if in flipper choice table.				
118	OFF - No					
119	ON - Yes					
120	1-2 PUNCH EXTRA BALL	SELECTS award.				
121	OFF - Points					
122	ON - Extra Ball					
123	MASTER SPECIAL AWARD	SELECTS if a special is awarded for defeating the master.				
124	OFF - No					
125	ON - Yes					
126	BARREL ROUND	SETS the number of times the amber Sagat shot must be made before earning Barrel multiball.				
127	EASY - Less					
128	HARD - More					
129	BALL TIME SAFETY	SHOULD a ball drain very quickly, it will be returned to the shooter based upon setting.				
130	VERY EASY - Longest safety time					
131	EASY					
132	MEDIUM					
133	HARD					
134	VERY HARD - Shortest safety time					

III. TEST MODE

IV. UTILITIES

Use the left flipper button to choose (highlight) a function and then the right flipper button to select or change the value of the function. Each utility is described below.

A. PRINT

Bookkeeping - all values
Short Bookkeeping - first 8 values

B. PRINTER SET-UP

Type - NSM DATA or SERIAL
Baud Rate - 1200, 2400, 4800, 9600
Data - 7 bit or 8 bit
Parity - none, even, or odd

C. GAME ID NO.

A four digit number can be entered during this step which can be used as an ID number for a particular game. This ID number will appear in the display on power-up and also on all printouts. The left and right flipper buttons alter the digit value and the credit button enters the displayed value into memory and then proceeds to the next digit position.

D. BURN-IN

This function can be used to continuously exercise all the lamps and solenoids in the game.

V. TOURNAMENT MODE

The Tournament Mode switch provides a simple way to alter some of the normal game settings in order to provide for tournament play. The switch is located on a circuit board just inside the front door of the game to the lower left. The game must be in a game over condition in order to recognize the switch changing states. When the switch is moved to the "ON" position with the front door open, four Tournament Mode adjustments will appear on the display. These adjustments can be altered by using the left flipper button to select the function and the right flipper button to alter the current setting. Once these settings have been chosen they will remain in permanent memory so that all that has to be done each subsequent time that tournament play is desired is to move the switch to the "ON" position. When the Tournament Mode settings are in effect they

override the normal Game Adjustment settings. When the switch is moved to the "OFF" position, all the normal Game Adjustment settings are back in effect.

NOTE: Even if the game will not be used for tournament play, this switch can be used to provide an easy way to set the game for FRPE PLAY without affecting any other game settings by setting the remaining three Tournament Mode adjustments to "NORMAL".

Each Tournament Mode adjustment is described below.

```
*** = Factory Default Setting
```

1) FREE PLAY

```
*** OFF = Credits are required to
start a game.
```

ON = A game may be started without any credits posted.

```
2) GAME FEATURES
*** NORMAL = Normal play.
```

TOURNAMENT =

Various game features are altered as described below in order to provide the same odds for all players.

a) The same red lamps flash in the Double Round.

b) The Mystery feature always adds two letters to G-U-I-L-E.

3) SPECIAL/REPLAY

NORMAL = Normal play.
DOTNETS =

Playfield Special awards 50,000,000 points. Match, High Game to Date, and Score Replay Level payouts are disabled.

4) EXTRA BALL
*** NORMAL = Normal play.

POINTS =

Extra Ball awards 20,000,000 points.

This switch is actuated when the front door is closed. With the front door closed, all bookkeeping steps are incremented normally. When the front door is opened all bookkeeping steps are frozen at their current values. Any credits that are added with the front door open are recorded in the SERVICE CREDITS bookkeeping step.

Turning the volume control counter-clockwise will decrease the volume. Turning it clockwise will increase the volume.

There are no post adjustments on this game.



17

IV. THEORY OF OPERATION

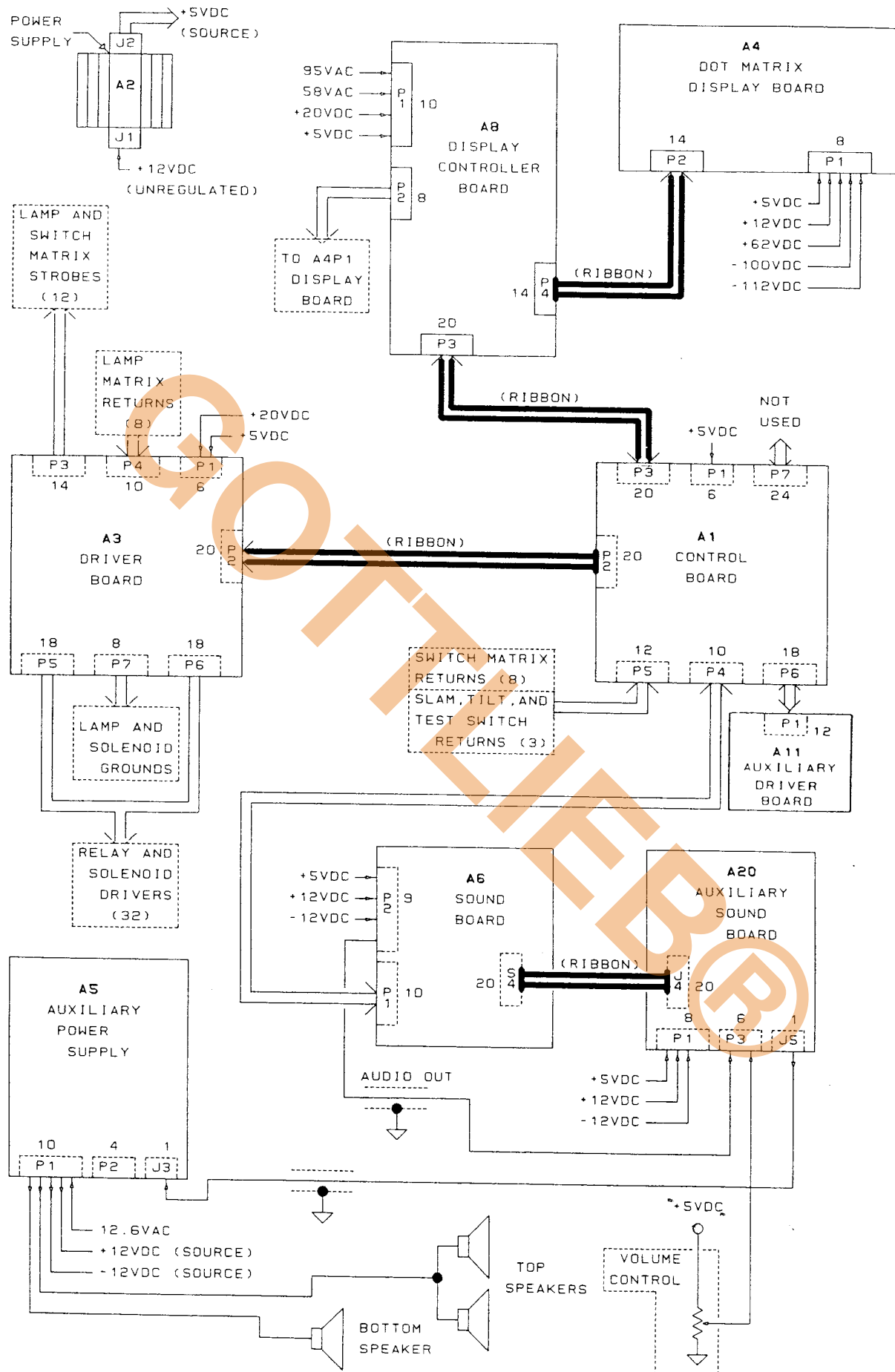


FIGURE 2. SYSTEM 3 BLOCK DIAGRAM

IV. THEORY OF OPERATION

A. CONTROL BOARD (A1)

The Control Board is supplied with 5vdc (A1P1) from the Power Supply (A2P2). The data contained in ram (U3) is kept valid when power is turned off by the lithium battery (BAT1) and controller (U6).

NOTE: When replacing either the battery, ram, or the controller there may be a message that appears in the display on power up the first time that indicates a low battery condition. If this occurs, turn the power off and back on again. The board should power up normally this time. If not, there is another problem on the board.

The Control Board can accommodate either a 27512 or a 27256 Eeprom. JP1 must be installed for a 27512 or JP2 for a 27256 Game Prom. A 4 Mhz oscillator is configured using U17, R1, R2, C22, C23, and XTAL1. The oscillator output is then divided by 2 to a 2Mhz clock by U18 which is used as the input clock to the 65C02 (U1) microprocessor. The clock output of U1 (pin 39) is used as a sync signal for reading from or writing to the peripheral devices.

Two versatile interface adapters (U4, U5) are used to develop the necessary control signals for the system. The display connector (A1P3) is comprised of several signals. U4-15 and U4-17 are used as inputs to receive data from the Display Controller Board. Data is output to the Display Controller Board by U7 (BD0-BD7) and then latched by pulsing the DS0 line at U9-4. The output at DS1 (U9-5) is used to reset the Display Controller Board if it does not respond to data output by the Control Board.

The Driver Board connector (A1P2) contains all the signals necessary to operate the lamp and switch matrix strobes, the lamp matrix returns, and the solenoids. The lamp clear (LCLR), lamp strobe (LSTB), and lamp strobe data (LDATA) are generated by U4-12, U4-11, and U4-10 respectively. The appropriate lamp return data

during each active lamp strobe is output by U7 and latched into U5 on the Driver Board by the lamp return data strobe (LDS). The solenoid data is output by U7 (BD0-BD7) and latched into the appropriate Driver Board device (U1-U4) by the solenoid strobe (SS0-SS3).

The switch matrix returns are input at A1P5, buffered by U19 and U20 and then input to U4. Discrete inputs are provided at A1P5 for the slam, tilt, and test switches.

The connection to the Sound Board (A1P4) is made up of eight sound data lines (SD0-SD7), a return line (SRET), and a reset line (MR).

A reset circuit is configured using U13, U14, R3, and C24. When power is applied to the system, the microprocessor reset pin (U1-40) is held low for approximately 10 milliseconds. The system can also be reset by pressing the switch (SW1) on the board. Whenever a reset occurs the master reset signal (MR) (U18-9) is held low until the display strobe (DSTB) becomes active. At this point the master reset goes high which enables the peripheral IC's on the Display Board and Driver Board to accept data.

A watchdog circuit is employed to monitor both the display digit strobe and the lamp strobe. This circuit is made up of U11, U12, U13, U16, R5, R6, R29, R32, R33, C20, C21, C28, and C29. If either the display strobe (DSTB) or the lamp strobe (LSTB) is missing for 330 milliseconds the system will be reset. The system will also be reset if the supply voltage drops below 4vdc. This voltage monitor is configured using U21, VR1, D1, D2, R34, and R35.

B. POWER SUPPLY (A2)

The transformer panel delivers 12vdc to the input of the power supply. The regulated output voltage should be set to 5vdc by using potentiometer R3. This voltage is then supplied to the Control Board (A1), Driver Board (A3), Display Board (A4), Sound Board

IV. THEORY OF OPERATION

(A6), Display Controller Board (A8), and any other auxillary board which may require it.

C. DRIVER BOARD (A3)

Two voltages are supplied to this board at A3P1. The 5vdc is supplied from the Power Supply (A2) and the 20vdc is supplied from the transformer panel. The 20vdc is used to source the controlled lamps and the switch matrix. The Driver Board receives its data at A3P2 from the Control Board (A1P2). Solenoid data is latched into U1-U4. Lamp return data is latched into U5. Lamp and switch strobe data is shifted through U6 and U7. The comparators (U10, U11) are used to protect the MOSFETS (Q33-Q49). If a sensed input voltage exceeds the reference voltage (V_{ref}), the corresponding MOSFET is turned off immediately following the lamp clear pulse (LCLR) supplied by U12 thus limiting the duty cycle. If the master reset signal (MR) is held low all lamps and solenoids will be disabled.

D. DISPLAY CONTROLLER (A8)

This board is comprised of the power supply section and the digital section. The power supply is used to generate the necessary voltages that are required to power the Display Board. All voltages are input at A8P1 and then output to the Display Board at A8P2.

The digital section controls the information which appears in the display and also the refresh of the display information. The clock circuit runs at 3.579 MHz and is divided by two through U5 and then fed to the microprocessor (U1-37) as the master clock. The LED on the board will flash if the microprocessor (U1) is running properly. A controller chip (U2) is used to refresh the Display Board independent from the code which is being executed by the microprocessor (U1). U1 uses the data bus during the phase 2 portion of the clock while U2 uses it during the phase 1 portion. The address lines from both U1 and U2 are multiplexed through U9-U11 to determine which device has control of

the ram (U4). The necessary data is then output to the Display Board at A8P4. Data is both transmitted and received from the Control Board at A8P3. If the Control Board cannot successfully communicate with the Display Controller Board it will attempt to reset the Controller Board by sending a negative going signal on A8P3-14 (DS1).

E. DISPLAY BOARD (A4)

The Display Board consists of a 128 column X 32 row gas plasma display. The drive electronics located on the backside of the board convert low voltage serial data in to high voltage parallel data out for driving the display. The column drivers contain output latches so that column data for the following row can be entered while the present row is being displayed. All voltages required by the display are input at A4P1. All control signals needed to multiplex the display are input at A4P2. The Display Controller Board sends 128 bits of serial column data on the SDATA line for every row of display information. The data is shifted through the driver IC's by the dot clock signal (DCLK). The column data for a particular row is then latched by the column latch (CLATCH) signal. The row clock (RCLK) signal is used to clock the row driver data (RDATA) through the row driver IC. There is only one active row at a time. Between rows the display enable (DE) signal is used to prevent the display from flickering.

F. SOUND BOARD (A6)

The Sound Board consists of two 6502 microprocessor systems, a dual DAC, an input port to receive commands from the system Control Board, and a low level audio output at A6P2-9 which is sent to the summing amplifier located on the Auxiliary Sound Board (A20) for amplification.

The Sound Board requires three supply voltages +5vdc, +12vdc, and -12vdc. In addition, a power-up reset signal is required from the Control Board. If a manual reset is desired, pressing SW2 will reset both processors.

IV. THEORY OF OPERATION

A 4MHz oscillator is configured with R11, R12, C14, C15, C22, XTAL1, and T1. This clock is then divided down by S1 into either a 2MHz or 1MHz clock signal for the processors N1 and T3. A 250 KHz clock signal from S1-11 is used by the programmable timer section consisting of N5, H5, T5, and K5.

Eight lines from the Control Board are input at A6P1 on the Sound Board and sent to the two input code latches A3 and B2. When any of these inputs goes low (except for A6P1-9 when JP7 is not installed) A2-8 goes high which causes the input code data to be latched into A3 and B2. Also at the same time the flip-flops contained in A4 are clocked which cause the IRQ input of each microprocessor to go low. The outputs of A4 will remain in the low state until each flip-flop is cleared by a signal from its associated microprocessor after each IRQ is processed.

The Sound Board is designed to accomodate different types of Eproms. Jumpers JP1, JP2, JP3, and JP4 should be set to their proper positions based on the density of the Eproms being used.

G. AUXILIARY SOUND BOARD (A20)

The Auxiliary Sound Board contains a sound generator YM2151 (U9) and a sound/speech generator MSM6295 (U1). Both of these IC's operate under the control of the T3 microprocessor on the master Sound Board (A6). The sound generator YM2151 responds to its commands by sending serial data to the YM3014 DAC (U10). The DAC then converts this data into an analog signal which is filtered through a series of op-amps and then sent to the main summing amplifier (U11).

A 74HCT74 IC (U6) is used to divide the 4 MHz clock signal present at A20P4-9 into both a 1 MHz and 2 MHz signal which is selectable via JP3 (2 MHz) or JP4 (1 MHz). This signal is then used as the master clock for the speech generator (U1). When the speech generator (U1) receives a command, it then retrieves its data from the Eproms (U4, U5). The analog output at pin 36 (DAO) is then sent

through an active filter network and then to the main summing amplifier (U11).

The output of the main summing amplifier (U11-7) is input to a voltage controlled amplifier (VCA) (U13). The volume is controlled by a potentiometer located just inside the front door of the game. The potentiometer acts as a resistor divider which supplies a 0 to 5 volt signal to the VCA at U13-2. The output of the VCA is then sent to Auxiliary Power Supply (A5) for amplification.

H. SENSOR BOARD (A15)

This board is used to detect if any flipper is energized and then inputs the data to the Control Board to be processed. This board therefore eliminates the need for a second switch to be used on the flipper assembly itself. U1 is an optocoupler device which converts the input signal from the flipper circuit when energized to a signal which can be recognized by the Control Board as a valid switch closure.

I. OPTICAL INTERFACE (A25)

The optical interface assembly generates and receives the infrared light pulses needed to optically detect the ball breaking an infrared light beam. It also provides a visual indication that the interface assembly is functioning properly.

This method of detection transmits infrared light pulses from an opto LED to an opto phototransistor receiver. The LED light pulses are generated from a switch strobe that is buffered and current amplified by two sections of the LM339 voltage comparator (output pins 1 & 2) and transistor Q2.

When no ball is present, the light pulses reach the opto receiver which passes the pulses 180 degrees out of phase with the switch strobe on to two additional sections of the comparator (pins 9 & 10). Because the strobe pulses and receive pulses are out of phase, they cancel at resistors R1 & R3 and keep comparitc

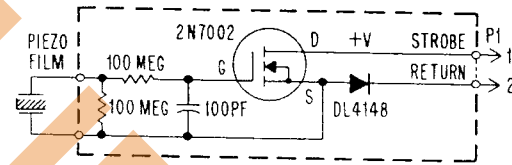
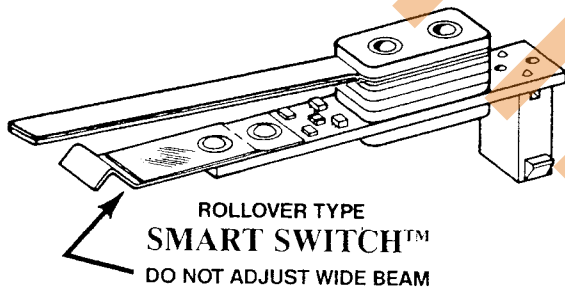
IV. THEORY OF OPERATION

output pin 13 high therefore preventing Q1 from passing strobes on to the switch return line.

As a ball passes between the opto transmitter and receiver, the light beam is broken. Now, with no out of phase pulses coming from the receiver, the strobe appears at comparator inputs 9 & 10. Comparator output pin 13 begins pulsing low and passes the strobes through Q1 to the return line to signal a closed switch. Also positive strobe pulses at output pin 14 of the comparator turn Q3 on and light LED D2. D2 lit indicates a broken light beam and a closed optical switch.

J. SMART SWITCH™ (Piezo Film Sensor)

These devices take the place of the the normal contact point type switches used for rollovers and spot targets.



These switches do not require any adjustment. DO NOT ATTEMPT TO ADJUST THE WIDE CANTILEVER BEAM. This could cause permanent damage to the device. The lifetime of these switches has been determined to be over 10 million cycles. The main advantage of these switches is the fact that they cannot be contaminated by such elements as moisture, dust, or smoke. Each switch assembly consists of a wide cantilever beam which has a piezo film sensor element laminated to its surface. When this beam is deflected, it induces a strain on the laminated piezo film sensor element. As the beam is returning to its rest position it generates an output voltage which triggers the on board circuit. This circuit then generates a momentary output which resembles that of contact points being closed.

GOITTEB®

V. GENERAL INFORMATION

A. PRINTED CIRCUIT BOARDS ARE DESIGNATED AS FOLLOWS:

A1 - Control Board
A2 - Power Supply
A3 - Driver Board
A4 - Dot Matrix Display
A5 - Auxiliary Power Supply
A6 - Sound Board
A8 - Display Controller
A11 - Auxiliary Driver Board
A13 - Resistor Board
A15 - Sensor Board
A16 - Filter Board
A17 - Diode Board
A20 - Auxiliary Sound Board
A22 - LED Board
A25 - Optional Interface Board
A26 - Games Controls Board

Printed circuit board connectors will be labeled AX-JX. For example, A3-J4 is the connector J4 to the driver board (A3).

B. WIRE COLORS ARE SHOWN AS NUMBERS:

0 Black
1 Brown
2 Red
3 Orange
4 Yellow
5 Green
6 Blue
7 Violet
8 Gray
9 White

For example, 688 is a BLUE-GRAY-GRAY striped wire.

C. FUSE AND COIL INFORMATION

TRANSFORMER PANEL

F1	Line Input.....	110V AC....	8 Amp SLO-BLO
		220V AC....	4 Amp SLO-BLO
F2	Primary Power.....	110V AC....	5 Amp SLO-BLO
		220V AC....	2-1/2 Amp SLO-BLO
F3	Display.....		3/8 Amp SLO-BLO
F4	Display.....		3/8 Amp SLO-BLO
F5	Power Supply.....		2-1/2 Amp SLO-BLO
F6	Controlled Lamps and Switches.....		10 Amp SLO-BLO
F7	Solenoids.....		8 Amp SLO-BLO
F8	Lightbox Illumination.....		15 Amp
F9	Playfield Illumination.....		10 Amp SLO-BLO
F10	Auxiliary Power Supply.....		3 Amp SLO-BLO
F11	Auxiliary Power Supply.....		3 Amp SLO-BLO

NOTE:

FUSE DESIGNATIONS F12 THRU F14 NOT USED.

V. GENERAL INFORMATION

PLAYBOARD FUSES, COILS/COLORS/SLEEVES

FUSE	RATING	PART NO.	USAGE	COIL/COLOR	SLEEVE
F15	1-1/2 AMP SLO-BLO	EL-24	POP BUMPER	16570 (GREEN)	5064
F16	1-1/2 AMP SLO-BLO	EL-24	LEFT KICKING RUBBER	5195 (WHITE)	5064
F17	1-1/2 AMP SLO-BLO	EL-24	RIGHT KICKING RUBBER	5195 (WHITE)	5064
F18	2 AMP SLO-BLO	EL-7	TOP LEFT FLIPPER	26646 (BLUE)	5065
F19	2-1/2 AMP SLO-BLO	EL-21	BOTTOM LEFT FLIPPER	25959 (RED)	5065
F20	2-1/2 AMP SLO-BLO	EL-21	BOTTOM RIGHT FLIPPER	25959 (RED)	5065
F21	1 AMP SLO-BLO	EL-6	BOTTOM LEFT UPKICKER	26450 (PINK)	21411
			BOTTOM RIGHT UPKICKER	26450 (PINK)	21411
F22	1/2 AMP SLO-BLO	EL-20	BALL RELEASE	26451 (YELLOW)	5065
			OUTHOLE	26451 (YELLOW)	5065
			LEFT HOLE	26450 (PINK)	5064
			RIGHT HOLE	26450 (PINK)	5064
			CAR RESET	16890 (ORANGE)	- -
F23	1/2 AMP SLO-BLO	EL-20	LEFT PLUNGER GATE	26451 (YELLOW)	5064
F24	1/2 AMP SLO-BLO	EL-20	RIGHT PLUNGER GATE	26451 (YELLOW)	5064
F25	1 AMP SLO-BLO	EL-6	LEFT STARGATE	27643 (GREEN)	5064
			RIGHT STARGATE	27643 (GREEN)	5064
F26	1-1/2 AMP SLO-BLO	EL-24	LOWER PLAYBOARD FLIPPER	25959 (RED)	5065

V. GENERAL INFORMATION

D. COIL CHART

SOLENOID COILS					
PART NUMBER	WHERE USED	RESISTANCE (OHMS)	NUMBER OF TURNS	WIRE GAUGE	WRAPPER COLOR
A-19300	GENERAL PURPOSE	7.8	1075	#25	ORANGE
A-5195	GENERAL PURPOSE	12.3	1305	#26	WHITE
A-16570	GENERAL PURPOSE	15.5	1450	#27	GREEN
A-17876	GENERAL PURPOSE	24	1750	#28	TAN
A-26450	GENERAL PURPOSE	42	2400	#29	PINK
A-26451	GENERAL PURPOSE	65.8	3000	#30	YELLOW
A-26926	3-BANK RESET	32.8	2650	#27	BLUE
A-25959	FLIPPER (NEW UNIT)	3.85/202	720/3325	#24/#33	RED
A-26646	FLIPPER (NEW UNIT)	4.57/201	725/3470	#25/#33	BLUE
A-28740	FLIPPER (NEW UNIT)	6.02/207	790/3600	#26/#33	TAN
A-27642	FLIPPER (NEW UNIT)	9.1/203	950/3700	#27/#33	YELLOW
A-27643	FLIPPER (OLD UNIT)	11.4/202	960/3670	#28/#33	GREEN
A-27926	GENERAL PURPOSE	64.7	3475	#29	BLUE
RELAY COILS					
PART NUMBER	WHERE USED	RESISTANCE (OHMS)	NUMBER OF TURNS	WIRE GAUGE	WRAPPER COLOR
A-26452	DROP TAR. TRIP	137	2450	#35	PINK
A-16890	GENERAL PURPOSE	231	4000	#35	ORANGE

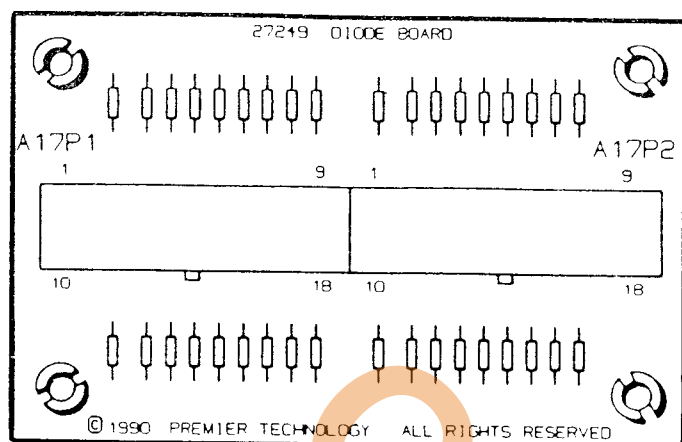
VI. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS

TABLE OF CONTENTS

	PAGE(S)
DIODE BOARD (A17)	
COMPONENT LOCATION AND PARTS LIST.....	28
FILTER BOARD (A16)	
COMPONENT LOCATION.....	28
GAME CONTROLS BOARD (A26)	
COMPONENT LOCATION AND PARTS LIST.....	28
SCHEMATIC DIAGRAM.....	28
AUXILIARY DRIVER BOARD (A11)	
SCHEMATIC DIAGRAM.....	29
COMPONENT LOCATION AND PARTS LIST.....	29A
RESISTOR BOARD (A15)	
COMPONENT LOCATION AND PARTS LIST.....	29A
SENSOR BOARD (A15)	
COMPONENT LOCATION AND PARTS LIST.....	30
SCHEMATIC DIAGRAM.....	30
CONTROL BOARD (A1)	
COMPONENT LOCATION AND PARTS LIST.....	30A
SCHEMATIC DIAGRAM.....	31-33
DRIVER BOARD (A3)	
SCHEMATIC DIAGRAM.....	34-36
COMPONENT LOCATION AND PARTS LIST.....	37
OPTO TRANSMITTER, OPTO RECIEVER, QUAD OPTICAL INTERFACE BOARD (A25)	
COMPONENT LOCATION AND PARTS LIST.....	38, 39
AUXILIARY POWER SUPPLY (A5)	
COMPONENT LOCATION AND PARTS LIST.....	40
SCHEMATIC DIAGRAM.....	40
AUXILIARY SOUND BOARD (A20)	
COMPONENT LOCATION AND PARTS LIST.....	41
SCHEMATIC DIAGRAM.....	41, 42
SOUND BOARD (A6)	
COMPONENT LOCATION AND PARTS LIST.....	43
SCHEMATIC DIAGRAM.....	44, 45
DIAGRAM CONTROLLER (A8)	
SCHEMATIC DIAGRAM.....	46-48
COMPONENT LOCATION AND PARTS LIST.....	49
DOT MATRIX DISPLAY (A4)	
FRONT VIEW, WIRING DIAGRAM.....	49
SWITCH MATRIX	
SCHEMATIC DIAGRAM.....	50, 51
POWER SUPPLY (A2)	
COMPONENT LOCATION AND PARTS LIST.....	52
SCHEMATIC DIAGRAM.....	52
LAMP MATRIX	
SCHEMATIC DIAGRAM.....	53, 54
LED BOARD (1A22)	
SCHEMATIC DIAGRAM.....	54
COMPONENT LOCATION AND PARTS LIST.....	54
PLAYBOARD	
SCHEMATIC DIAGRAM.....	55, 56
TRANSFORMER PANEL	
SCHEMATIC DIAGRAM.....	57, 58
LIGHTBOX/PLAYBOARD	
SCHEMATIC DIAGRAM.....	59, 60
CABINET/FRONT DOOR	
SCHEMATIC DIAGRAM.....	61, 62
ELECTRONIC FRON DOOR	
SCHEMATIC DIAGRAM.....	62

VI. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS

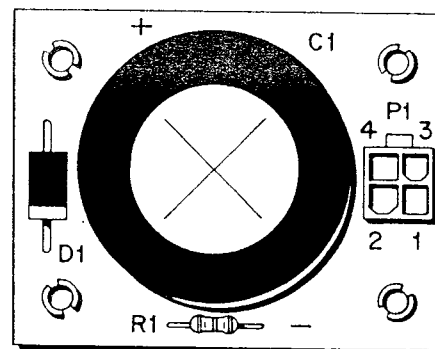
DIODE BOARD (A17) COMPONENT LOCATION



DIODE BOARD (A17) PARTS LIST

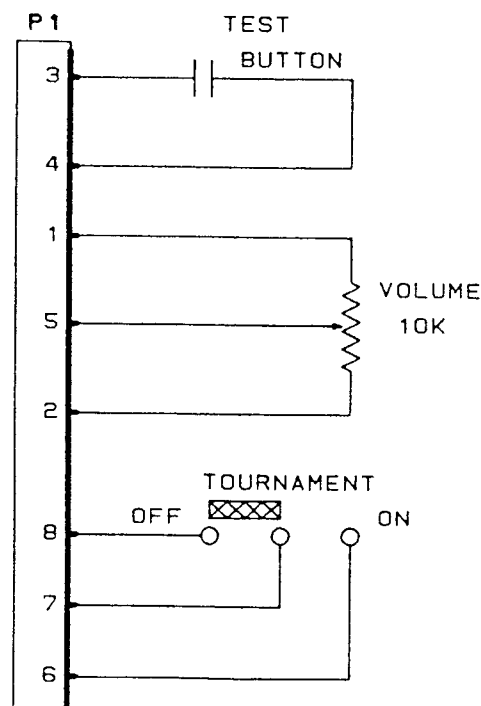
REFERENCE	DESCRIPTION	PART NUMBER
1A17	Diode Matrix Assembly	MA-1448
D1-D32	Diode, 1N4148	XO-261
P1, P2	Header, 18 Position	XO-916
R1-R4	Resistor, 220 OHM, 5%, 1/4W	XO-21
	Circuit Board Support (4)	23984

FILTER BOARD (A16) COMPONENT LOCATION

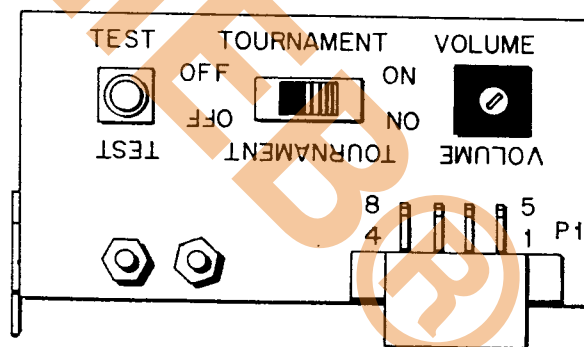


FILTER BOARD (A16) PARTS LIST

REFERENCE	DESCRIPTION	PART NUMBER
	FILTER BOARD ASSEMBLY	MA-1745
C1	CAPACITOR, 2200UF, 100V	XO-923
D1	DIODE, 1N5401	XO-263
R1	RESISTOR, 24K OHM, 5%, 1/4W	XO-10
P1	HEADER, 4 POSITION	XO-909
	CIRCUIT BOARD SUPPORT (4)	23984



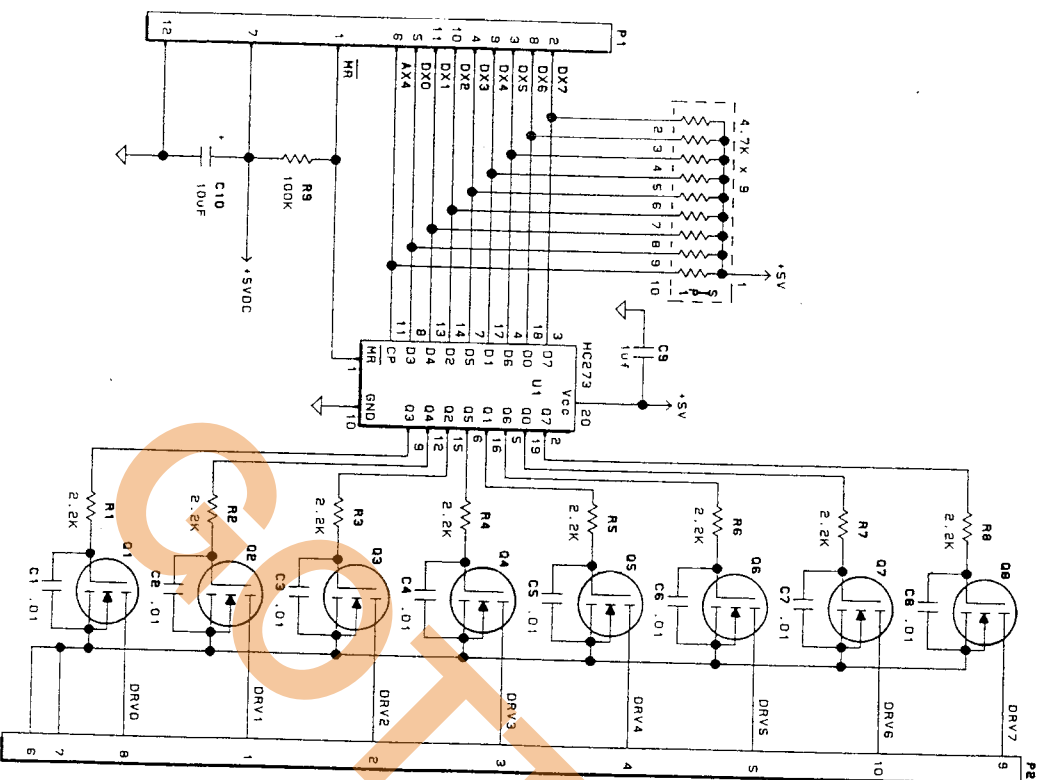
GAME CONTROLS BOARD (A26) COMPONENT LOCATION



GAME CONTROLS BOARD (A26) PARTS LIST

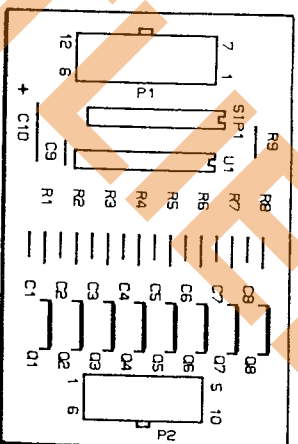
DESCRIPTION	PART NUMBER
Game Controls Board (A26)	MA-1851
Potentiometer, 10K OHM, 20%, 15W	XO-1194
Pushbutton Switch	XO-897
Slide Switch	XO-1193
Header, 8 Position	XO-920
Mounting Bracket	28619
Key Cap, Yellow	XO-1198

VI. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS



Premier Technology			
AUXILIARY DRIVER BOARD (A11)			
SCHEMATIC DIAGRAM			
DATE	REV	BY	MA
12/29/11	1	MA-1722	

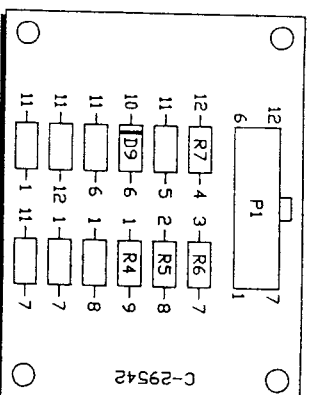
AUXILIARY DRIVER BOARD (A11) COMPONENT LOCATION



AUXILIARY DRIVER BOARD (A11) PARTS LIST

REFERENCE	DESCRIPTION	PART NUMBER
C1-C9	Capacitor, 0.01uF, 50V, 10%TOL	MA-1722
C10	Capacitor, 10uF, +80V-20%TOL	MA-1722
Q1-Q8	MOSFET, 12N10L	MA-1722
R1-R8	Resistor, 2.2K, 0.1W, 1%TOL	MA-1722
R9-R16	Resistor, 2.2K, 0.1W, 1%TOL	MA-1722
R17	Resistor, 100K, 0.1W, 1%TOL	MA-1722
R18-R25	Resistor, 2.2K, 0.1W, 1%TOL	MA-1722
R26	Resistor, 100K, 0.1W, 1%TOL	MA-1722
U1	IC, HCE73, 14-PIN DIP	MA-1722
P1	Header, 12 Position	MA-1722

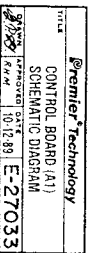
RESISTOR BOARD (A13) COMPONENT LOCATION

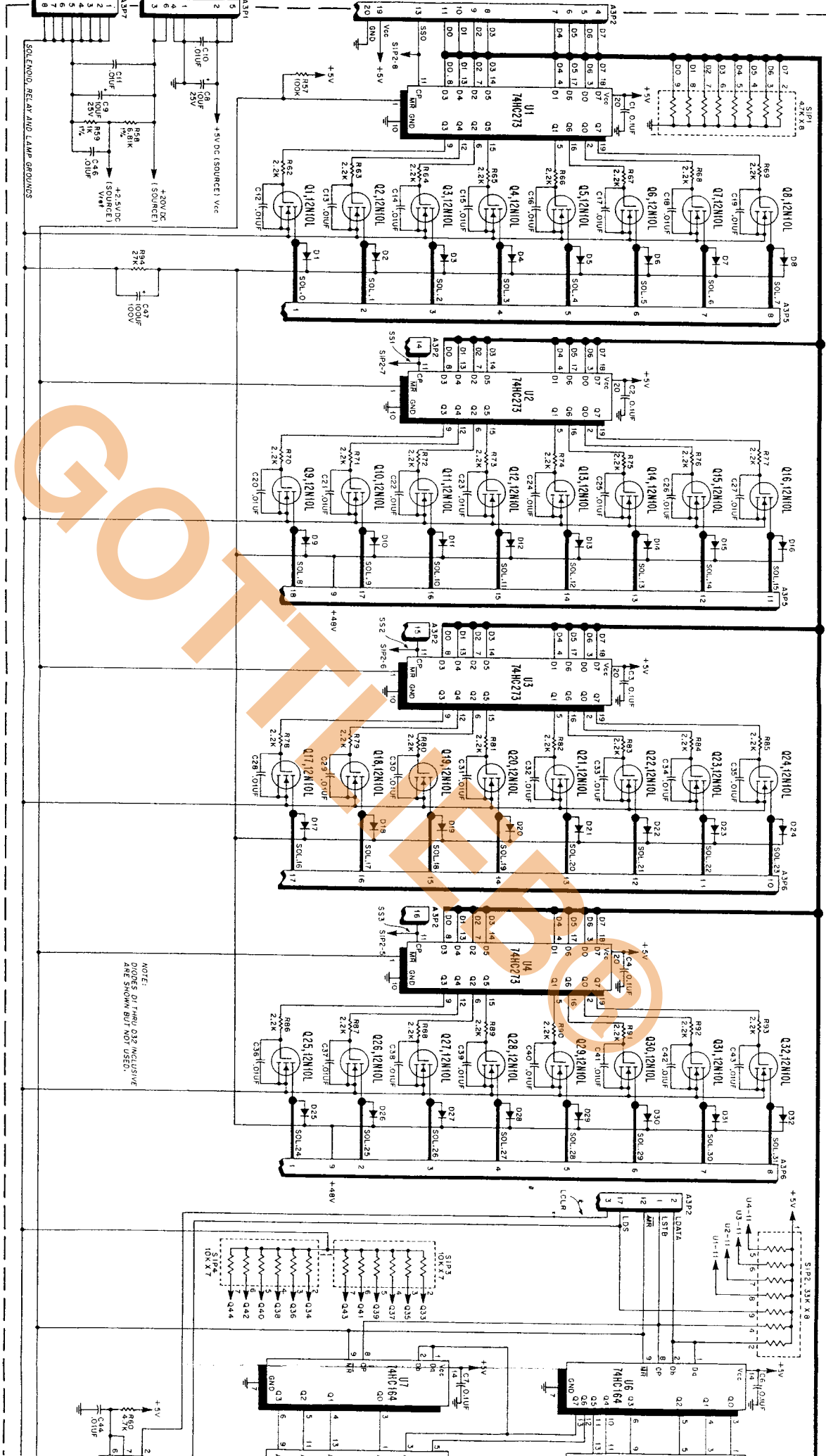


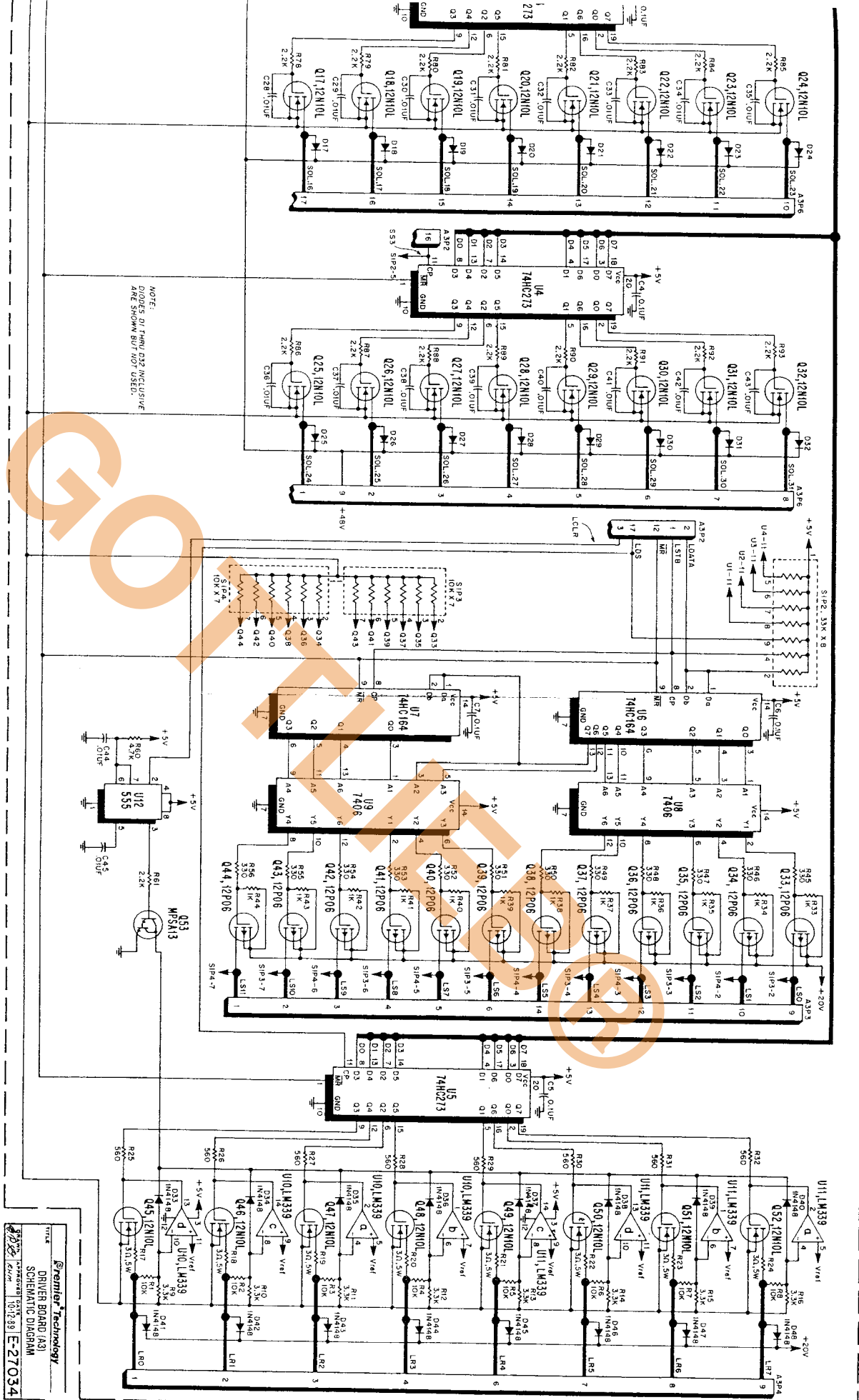
RESISTOR BOARD (A13) PARTS LIST

REFERENCE	DESCRIPTION	PART NUMBER
R1-R12	Resistor, 2.2K, 0.1W, 1%TOL	MA-1722
P1	Header, 12 Position	MA-1722

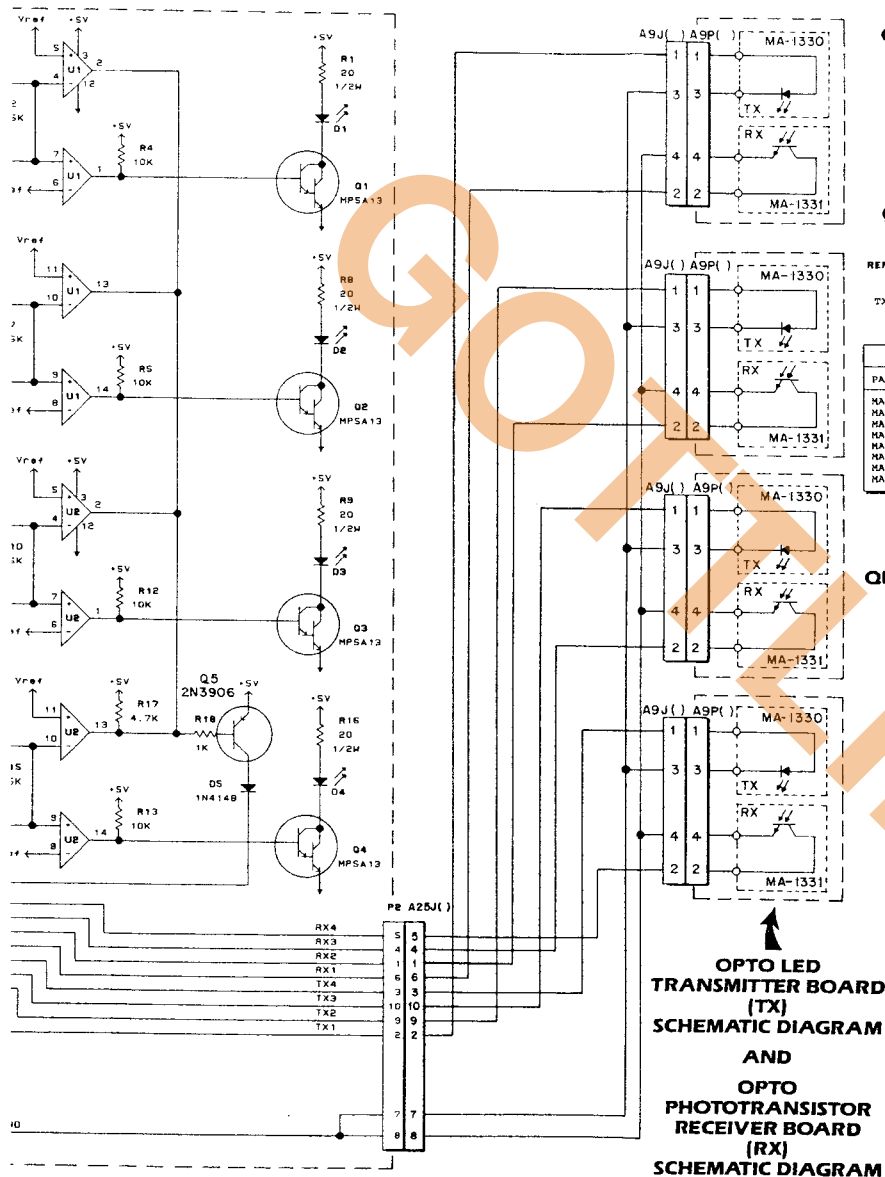
DATA BUS







VI. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS



VL INTERFACE BOARD SCHEMATIC DIAGRAM

OPTO LED TRANSMITTER BOARD COMPONENT LOCATION

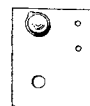


OPTO LED TRANSMITTER BOARD PARTS LIST

REFERENCE	DESCRIPTION	PART NUMBER
TX	Opto LED Transmitter Assembly	MA-1330
	Plastic Transmitter LED	XO-994

BRACKET AND OPTIC BOARD ASSEMBLIES REFERENCE			
PART NO.	CONNECTOR NO.	BRACKET NO.	LOCATION
MA-1667	A9P16	28038	LEFT TROUGH RAMP
MA-1667	A9P17	28038	RIGHT TROUGH RAMP
MA-1667	A9P18	28038	TOP LEFT RAMP
MA-1667	A9P19	28038	TOP RIGHT RAMP
MA-1930	A9P20	29749	CAR SMASHED
MA-1936	A9P21	29662	LEFT WIRE RAMP
MA-1931	A9P22	29662	CENTER WIRE RAMP
MA-1931	A9P23	29662	RIGHT WIRE RAMP

OPTO PHOTOTRANSISTOR RECEIVER BOARD COMPONENT LOCATION

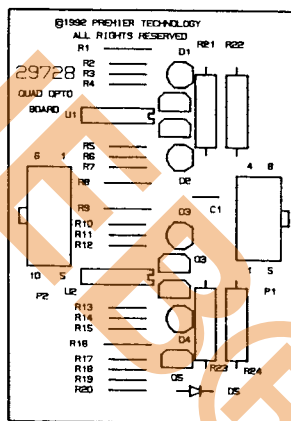


OPTO PHOTOTRANSISTOR RECEIVER BOARD PARTS LIST

REFERENCE	DESCRIPTION	PART NUMBER
RX	Opto Phototransistor Receiver Assembly	MA-1331
	Plastic Phototransistor	XO-993

DESCRIPTION	PART NUMBER
BRACKET AND OPTIC BOARDS ASSEMBLY (DOES NOT INCLUDE WIRING HARNESS)	MA-1667
BRACKET AND OPTIC BOARDS ASSEMBLY (DOES NOT INCLUDE WIRING HARNESS)	MA-1930
BRACKET AND OPTIC BOARDS ASSEMBLY (DOES NOT INCLUDE WIRING HARNESS)	MA-1931
BRACKET AND OPTIC BOARDS ASSEMBLY (DOES NOT INCLUDE WIRING HARNESS)	MA-1936
OPTICAL SWITCH BRACKET	29038
OPTICAL SWITCH BRACKET	29662
OPTICAL SWITCH BRACKET	29749

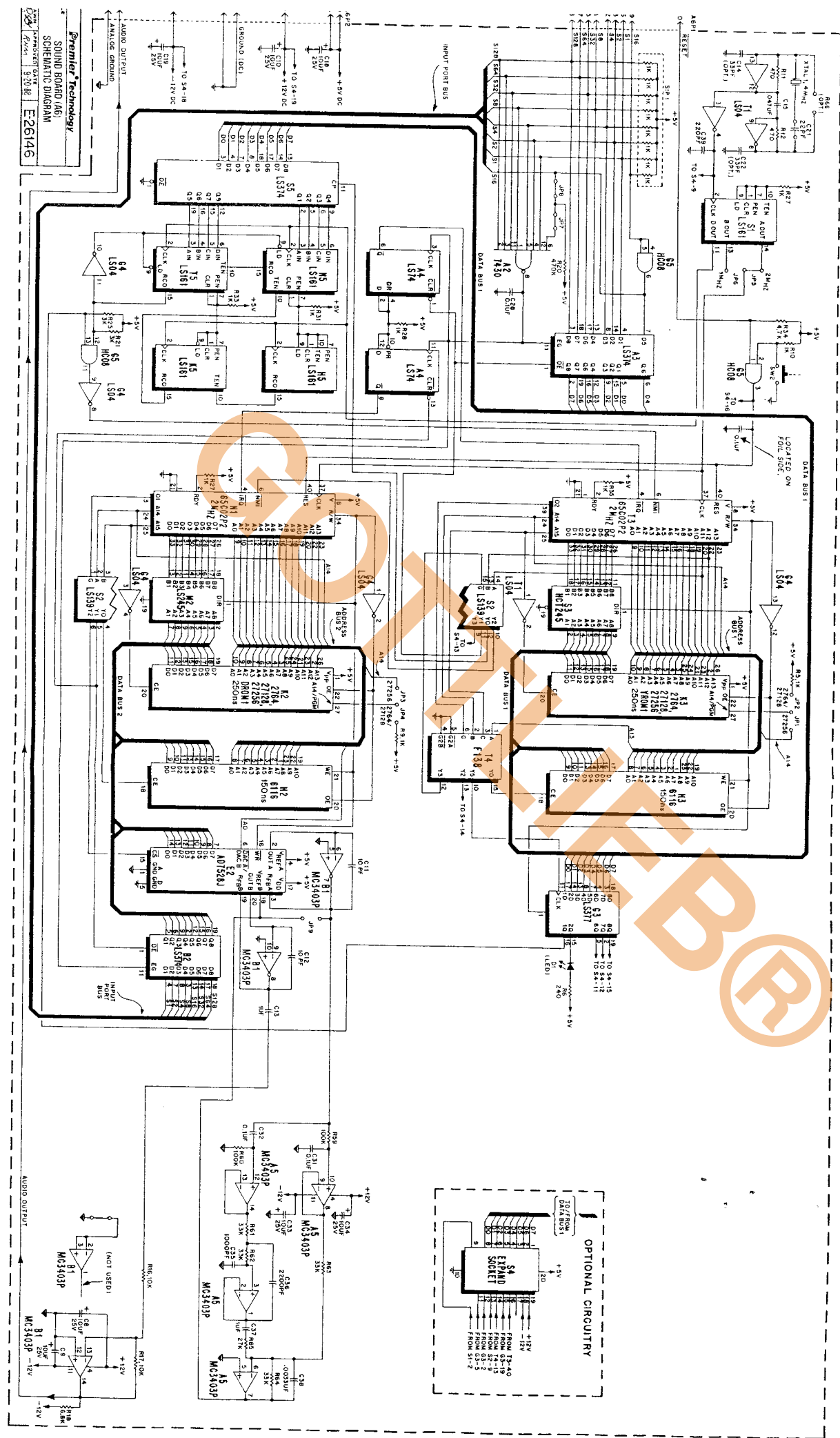
QUAD OPTICAL INTERFACE BOARD COMPONENT LOCATION

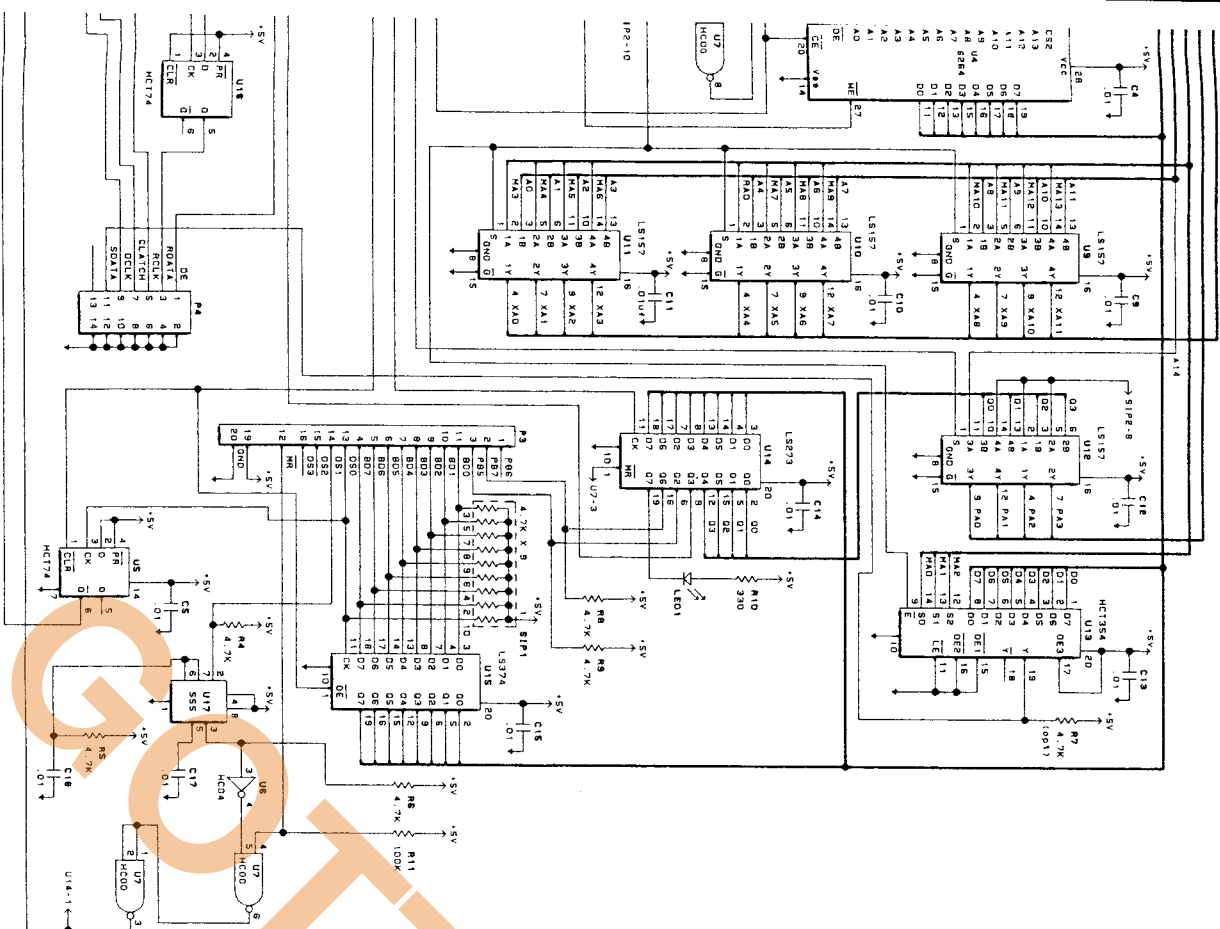


QUAD OPTICAL INTERFACE BOARD PARTS LIST

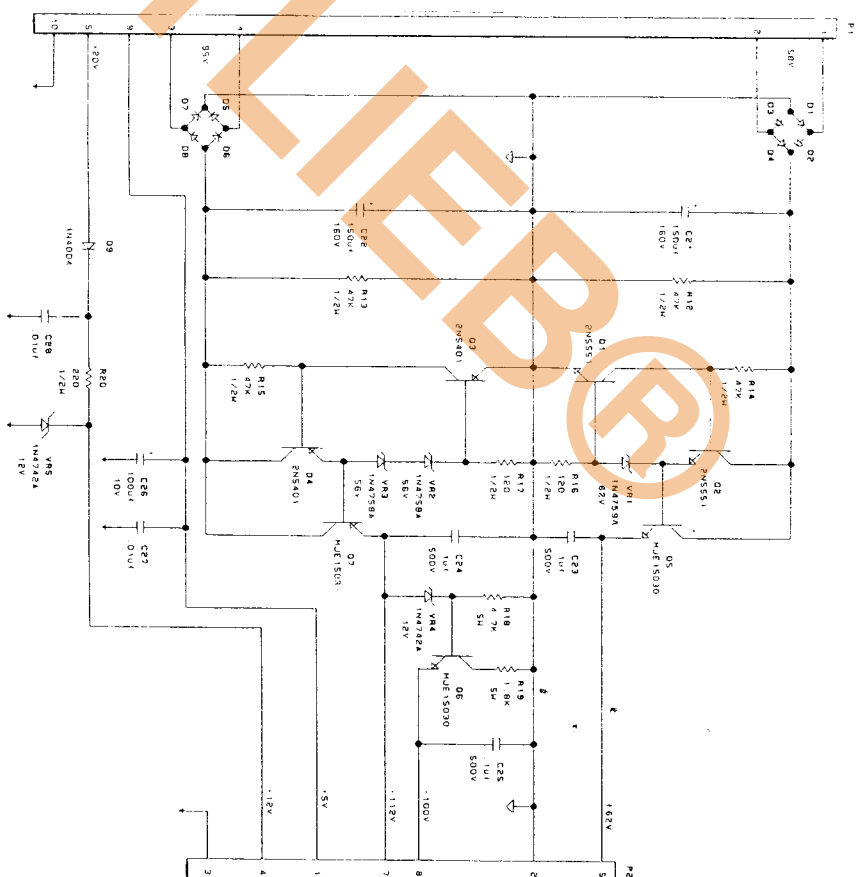
REFERENCE	DESCRIPTION	PART NUMBER
C1	QUAD OPTICAL INTERFACE BOARD (A25)	MA-17
D1-D4	CAPACITOR, 0.1UF, +80V-20V, 50V	XO-2
D5	DIODE, HV5752, (LED, RED)	XO-2
Q1-Q4	TRANSISTOR, NPN, MPS-A13	XO-3
Q5	TRANSISTOR, PNP, 2N3906	XO-51
R1, R8, R9, R16	RESISTOR, 20 OHM, 5%, 1/2W	XO-67
R2, R7, R10, R15	RESISTOR, 1.5K OHM, 5%, 1/4W	XO-21
R3, R6, R11, R14	RESISTOR, 8.2K OHM, 5%, 1/4W	XO-51
R4, R5, R12, R13	RESISTOR, 10K OHM, 5%, 1/4W	XO-11
R17	RESISTOR, 4.7K OHM, 5%, 1/4W	XO-7
R18, R19	RESISTOR, 1K OHM, 5%, 1/4W	XO-5
R20	RESISTOR, 270 OHM, 5%, 1/4W	XO-61
R21, R24	RESISTOR, 120 OHM, 10%, 5W	XO-11
U1, U2	IC, QUAD COMPARATOR, LM339	XO-51
P1	HEADER, 8 POSITION	XO-9
P2	HEADER, 10 POSITION	XO-9
	SUPPORT, SRS-8-08, (4)	29749

VI. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS





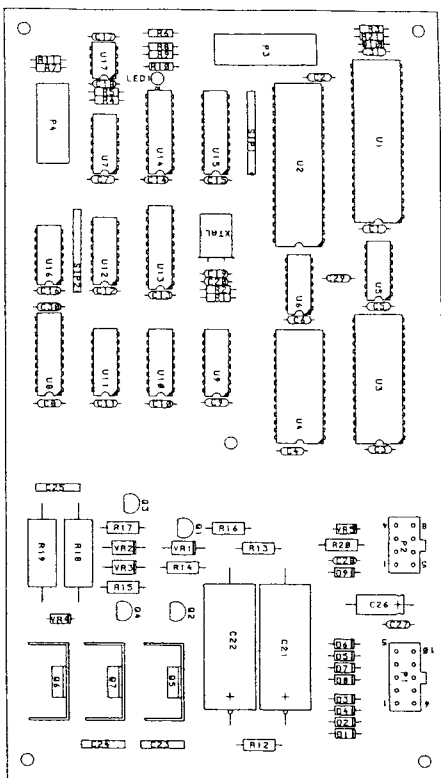
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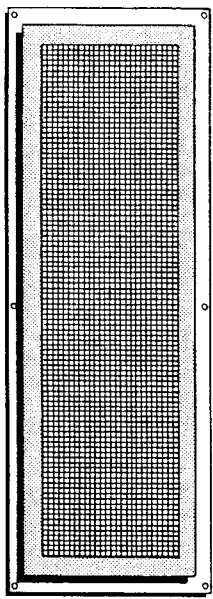
48

Premier Technology			
DISPLAY CONTROLLER (AB)			
SCHEMATIC DIAGRAM			
DATE: 1990-03-01	REV: 1.0	DESIGNER: J. S. J.	MA-1739

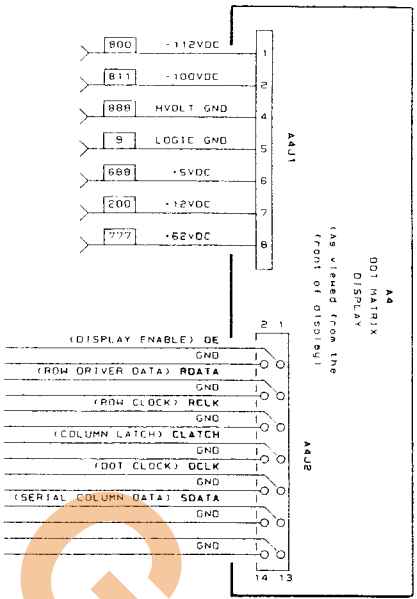
VI. WIRING AND SCHEMATIC DIAGRAMS, PART 13 DISPLAY CONTROLLER (A8) COMPONENT LOCATION



DOT MATRIX DISPLAY (A4)

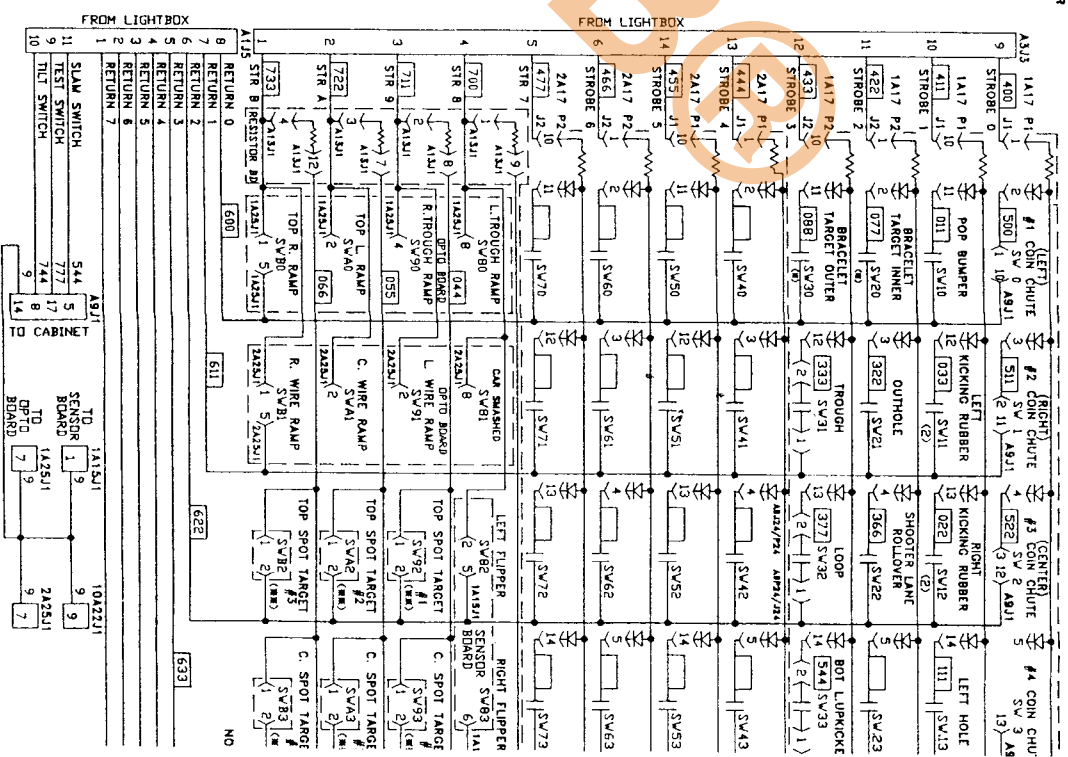


DESCRIPTION
DOT MATRIX DISPLAY
PART NUMBER
29151

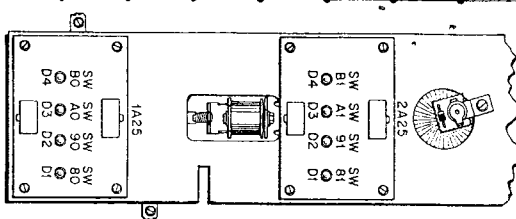
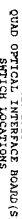


DISPLAY CONTROLLER (A8) PARTS LIST

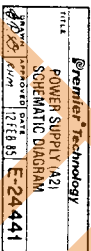
REFERENCE	DESCRIPTION	PART NUMBER
A8	DISPLAY CONTROLLER	NA-1175
C1-C3	CAPACITOR, 0.1UF, +60V-20V	NO-230
C4-C18	CAPACITOR, 0.1UF, +60V-20V	NO-229
C19, C20	CAPACITOR, 33PF, 10V, 100V	NO-895
C21, C22	CAPACITOR, 150PF, 160V	NO-883
C23, C25	CAPACITOR, 0.1UF, 50V	NO-885
C26	CAPACITOR, 0.1UF, 50V	NO-886
C27, C30	CAPACITOR, 220PF, 10V, 100V	NO-894
C31, C32	CAPACITOR, 0.1UF, 100V	NO-884
D1-D9	DIODE, 1N4148	NO-254
D10	DIODE, 1N4148	NO-254
LED1	LED, RED, MV5752	NO-270
Q1, Q2	TRANSISTOR, NPN, 2N5551	NO-1141
Q3, Q4	TRANSISTOR, NPN, 2N5401	NO-1142
Q5, Q6	TRANSISTOR, NPN, 2N5401	NO-1143
Q7	TRANSISTOR, NPN, 2N5401	NO-1144
R1	RESISTOR, 22 MEGOHM, 5%, 1/4W	NO-74
R2	RESISTOR, 10K OHM, 5%, 1/4W	NO-18
R3-R6	RESISTOR, 4.7K OHM, 5%, 1/4W	NO-7
R7, R9	RESISTOR, 330 OHM, 5%, 1/4W	NO-34
R10	RESISTOR, 100K OHM, 5%, 1/4W	NO-45
R11	RESISTOR, 47K OHM, 5%, 1/4W	NO-115
R12-R15	RESISTOR, 120 OHM, 5%, 1/4W	NO-116
R16-R17	RESISTOR, 4.7K OHM, 5%, 1/4W	NO-117
R18	RESISTOR, 1.8K OHM, 5%, 1/4W	NO-118
R19	RESISTOR, 220 OHM, 5%, 1/4W	NO-155
R20	RESISTOR, 2.2K OHM, 5%, 1/4W	NO-27
R21	RESISTOR, 4.7K OHM, 5%, 1/4W	NO-906
S1P1, S1P2	IC, 65C02P2, CPU, 28P2	NO-927
U1	IC, 68B05, CONTROLLER	NO-749
U2	IC, 68B05, CONTROLLER	NO-749
U3	IC, 68B05, CONTROLLER	NO-749
U4	IC, 68B05, CONTROLLER	NO-749
U5, U16	IC, 74HC00, INVERTER	NO-889
U6	IC, 74HC00, INVERTER	NO-888
U7	IC, 74HC00, INVERTER	NO-888
U8	IC, 74LS157, QUAD 1 OF 2 MULTIPLEXER	NO-782
U9-U12	IC, 74LS157, QUAD 1 OF 2 MULTIPLEXER	NO-390
U13	IC, 74LS273, OCTAL DATA LATCH	NO-390
U14	IC, 74LS273, OCTAL DATA LATCH	NO-94
U15	IC, 74LS273, OCTAL DATA LATCH	NO-94
U17	IC, 74LS273, OCTAL DATA LATCH	NO-94
U18	IC, 74LS273, OCTAL DATA LATCH	NO-94
U19	IC, 74LS273, OCTAL DATA LATCH	NO-94
U20	IC, 74LS273, OCTAL DATA LATCH	NO-94
V1	DIODE, ZENER, 1N4759A, 62V, 5%	NO-631
V2, V3	DIODE, ZENER, 1N4759A, 62V, 5%	NO-1164
V4, V5	DIODE, ZENER, 1N4759A, 62V, 5%	NO-257
XTAL1	CRYSTAL, 3.579MHZ	NO-912
P1	HEADER, 10 POSITION	NO-911
P2	HEADER, 8 POSITION	NO-911
P3	HEADER, 20 POSITION, RIBBON	NO-911
P4	HEADER, 16 POSITION, RIBBON	NO-1134
	HEATSINK, 6038	NO-472
	SOCKET, 32 PIN	NO-1036
	SOCKET, 20 PIN	NO-491



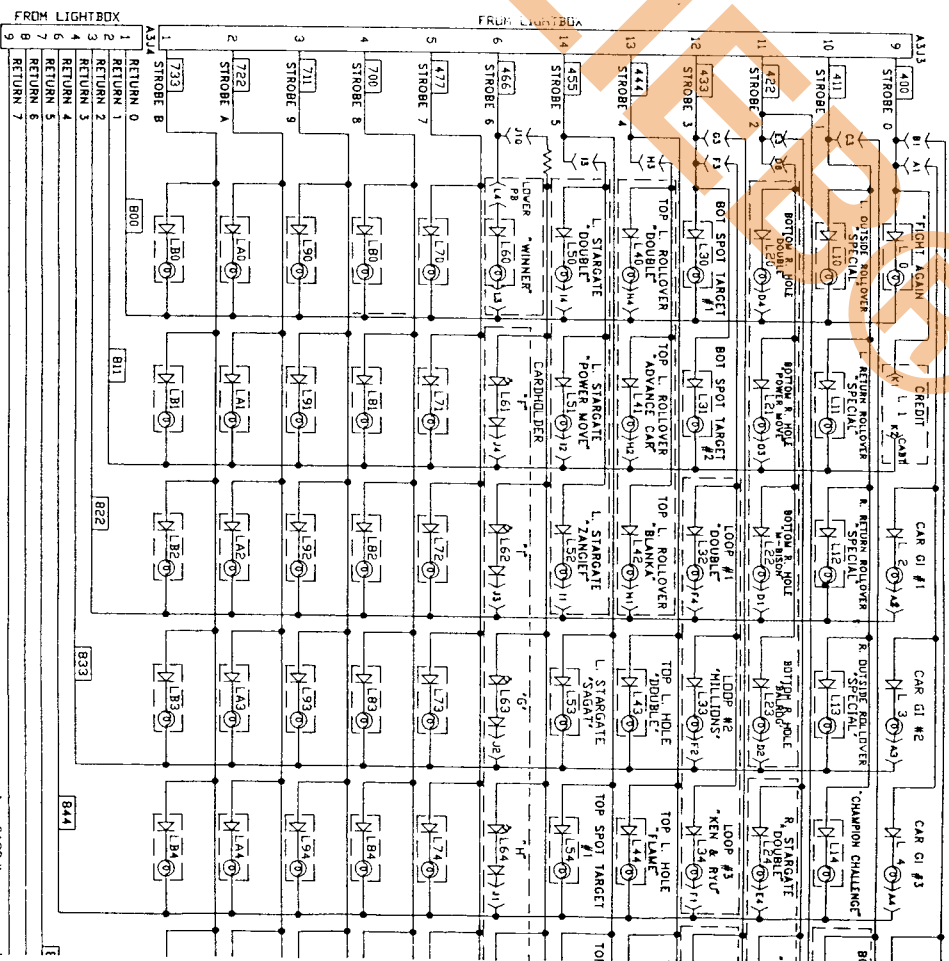
PART NUMBER

XO-491

VI. WIRING AND SCHEMA



POWER SUPPLY (A2) PARTS LIST



NOTE: 1. ALL LAMP
2. ALL LAMPS
3. A = A9J25/P25
DIODES ARE ARE TYPE #44. B = A9J26/P26
TYPE 1M4004. C = 3A22J1
E = 5A22J1
F = 6A22J1
G = 7A22J1
J = 10A22J1
K = A9J6
L = A9J7/P2

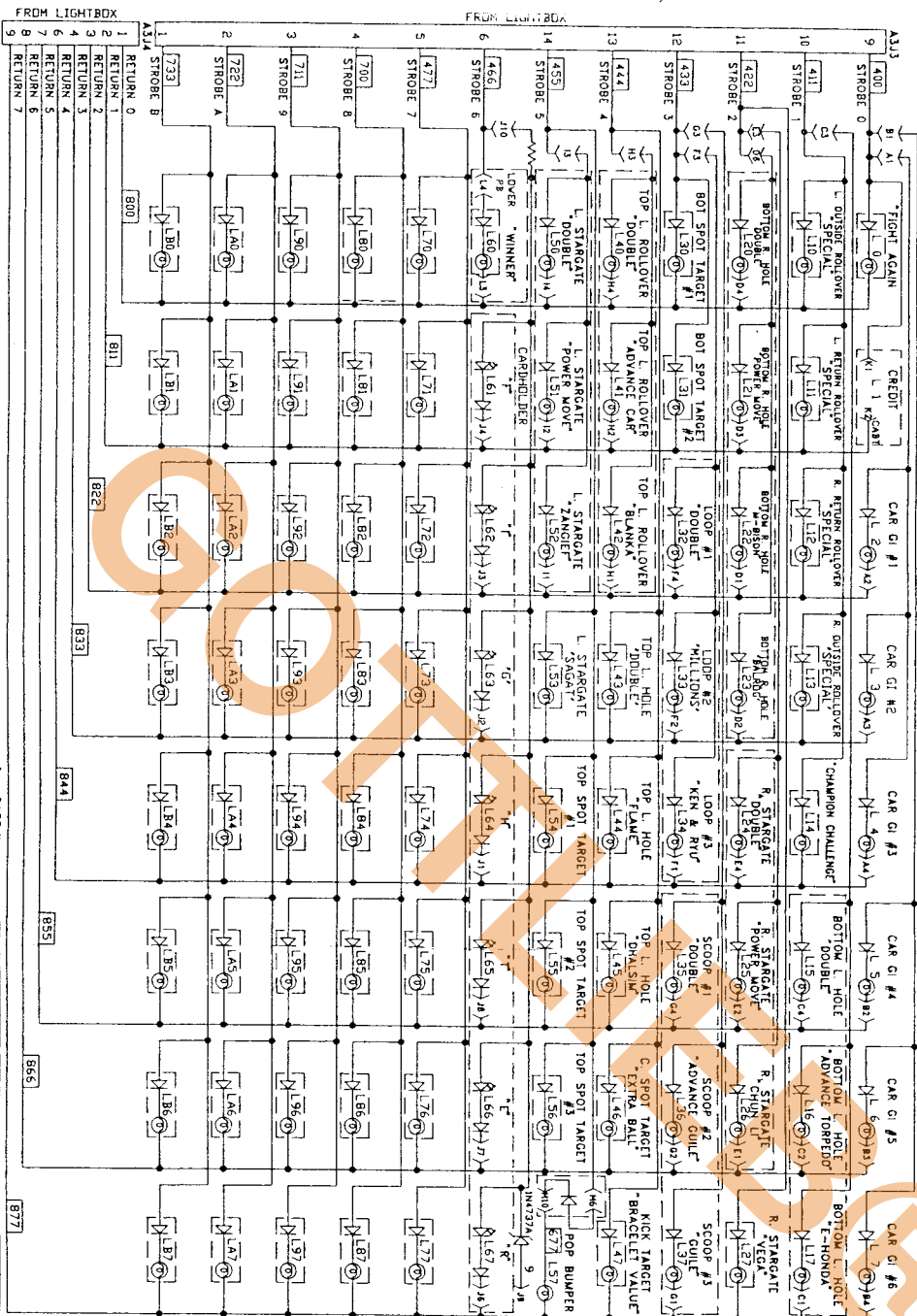
VI. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS

CONTROL 1	2
CONTROL 2	3
SOUND 1	4
DRIVER 1	5
DRIVER 2	6
DRIVER 3	7

24441	1
24441	2
24441	3
24441	4
24441	5
24441	6
24441	7

S LIST

PART NUMBER	DESCRIPTION
MA-1159	MA-1159
XO-230	XO-230
XO-236	XO-236
XO-910	XO-910
XO-839	XO-839
XO-845	XO-845
XO-21	XO-21
XO-112	XO-112
XO-534	XO-534
XO-323	XO-323



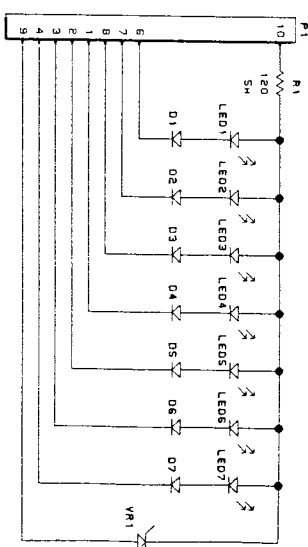
NOTE: 1. ALL LAMP
DIDDERS ARE
TYPE IN400A.

2. ALL LAMP
AGE TYPE #44.

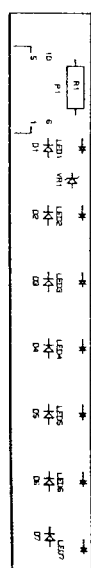
3. A = A925/P25
B = A926/P26
C = A927/P27
D = A928/P28
E = A929/P29
F = A930/P30
G = A931/P31
H = A932/P32
I = A933/P33
J = A934/P34
K = A935/P35
L = A936/P36
M = A937/P37
N = A938/P38
O = A939/P39
P = A940/P40
Q = A941/P41
R = A942/P42
S = A943/P43
T = A944/P44
U = A945/P45
V = A946/P46
W = A947/P47
X = A948/P48
Y = A949/P49
Z = A950/P50

COLOR CODE	DESCRIPTION
0	BLACK
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	VIOLET
8	PURPLE
9	WHITE

PREMIER Technology	LED BOARD (A22)
12-17-92	12-17-92
29575	29575



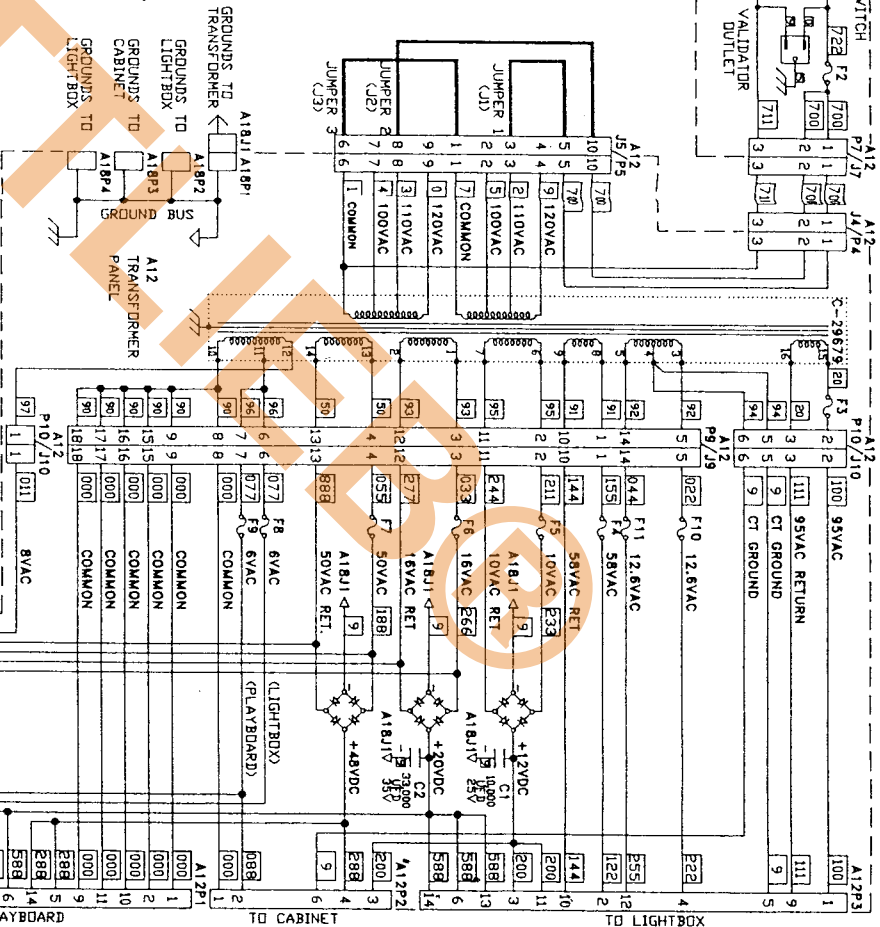
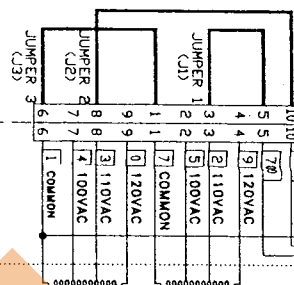
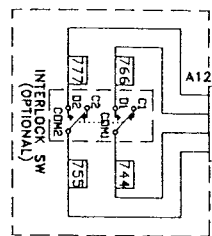
LED BOARD (A22) COMPONENT LOCATION



LED BOARD (A22) PARTS LIST

PART NUMBER	DESCRIPTION
MA-11721	MA-11721
XO-230	XO-230
XO-236	XO-236
XO-910	XO-910
XO-839	XO-839
XO-845	XO-845
XO-21	XO-21
XO-112	XO-112
XO-534	XO-534
XO-323	XO-323

Premier Technology PLAYBOARD SCHEMATIC DIAGRAM	
COLOR CODE 0 BLACK 5 GREEN 1 BROWN 6 BLUE 2 RED 7 VIOLET 3 ORANGE 8 GRAY 4 YELLOW 9 WHITE	TITLE PLAYBOARD SCHEMATIC DIAGRAM DRAWN BY RLM DATE 12-17-92 29576



FUSE DESIGNATIONS TABLE			
FUSE	RATING	PART NO.	USAGE
F1	80A SLO-BLO	E126	LINE INPUT
F2	4.0A SLO-BLO	E133	LINE INPUT
F3	2.5A SLO-BLO	E121	PRIMARY POWER
F4	3/8A SLO-BLO	E131	PRIMARY POWER
F5	2.5A SLO-BLO	E121	DISPLAY
F6	10A SLO-BLO	E136	POWER SUPPLY
F7	80A SLO-BLO	E126	CONTROLLED LAMPS
F8	15A	E125	SOLENOIDS
F9	30A SLO-BLO	E136	LIGHTBOX INSERT ILLUMINATION
F10	30A SLO-BLO	E13	FLUORESCENT ILLUMINATION
F11	30A SLO-BLO	E13	AUXILIARY POWER SUPPLY
F12	30A SLO-BLO	E13	AUXILIARY POWER SUPPLY

COLOR CODE	
0	BLACK
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	VIOLET
8	GRAY
9	WHITE

Premier Technology

TRANSFORMER PANEL

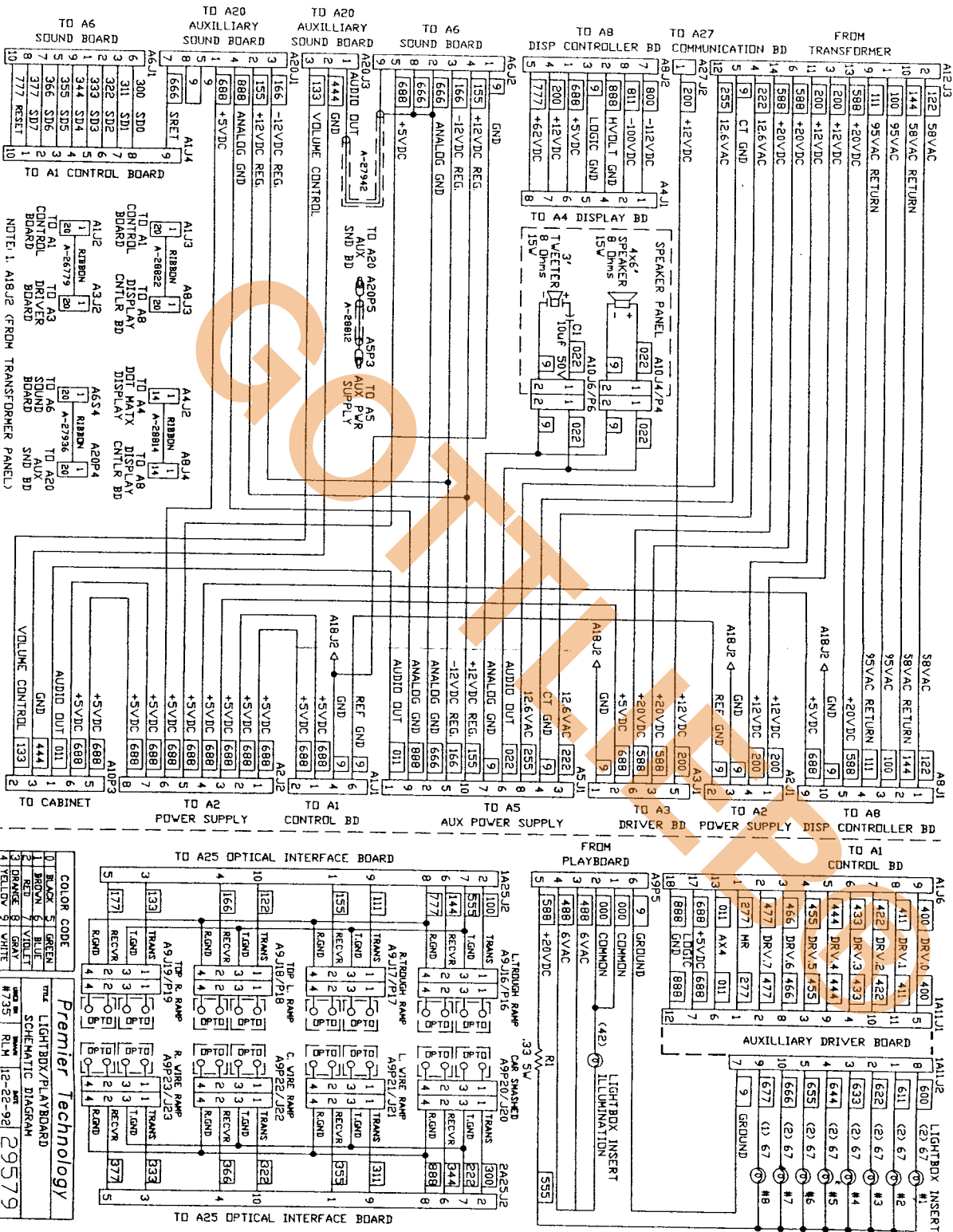
SCHEMATIC DIAGRAM

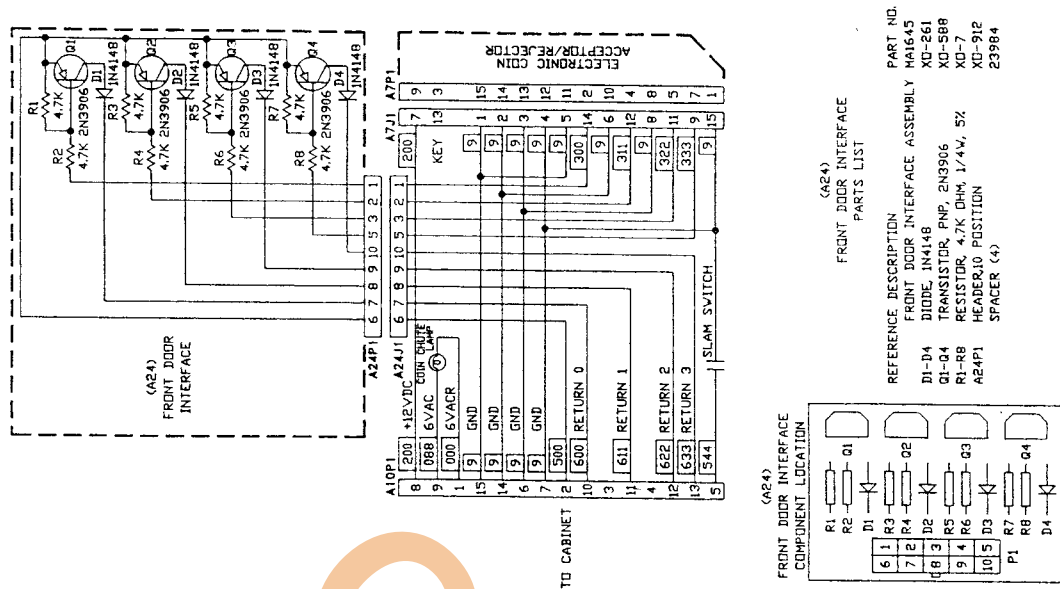
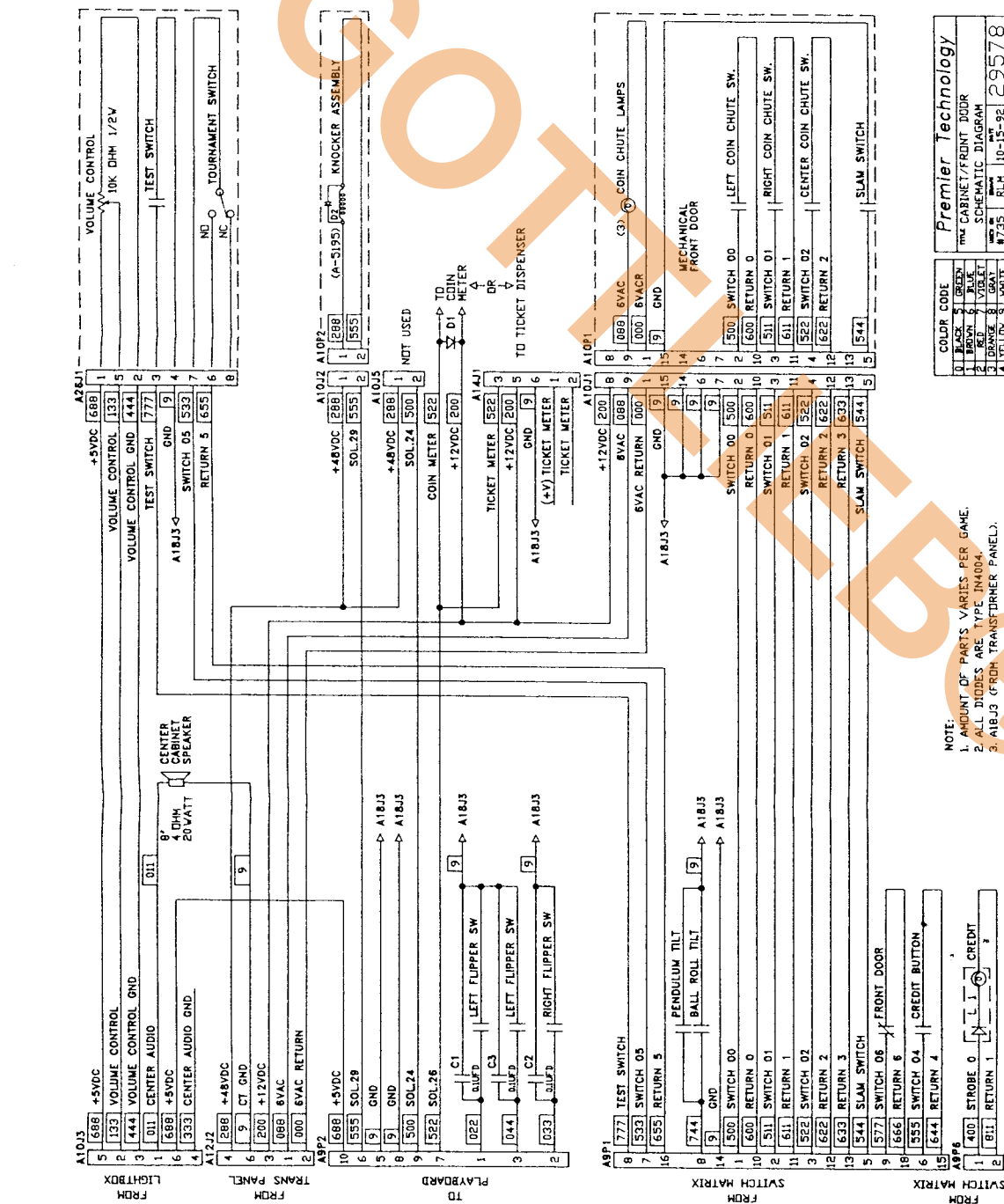
DATE 10-15-92

ISSUE 29577

CHG NO 17351

V1. WIRING AND SCHEMATIC DIAGRAMS, PARTS LISTS





(A24)
FRONT DOOR INTERFACE
PARTS LIST

REFERENCE	DESCRIPTION	PART NO.
	FRONT DOOR INTERFACE ASSEMBLY	MA1645
D1-D4	DIODE, IN4148	XD-261
Q1-Q4	TRANSISTOR, PNP, 2N3906	XD-588
R1-R8	RESISTOR, 4.7K OHM, 1/4W, 5%	XD-7
A24P1	HEADER 10 POSITION	XD-912
	SPACER (4)	23984

0	BLACK	5	GREEN
1	BROWN	6	BLUE
2	RED	7	VIOLET
3	ORANGE	8	GRAY
4	YELLOW	9	WHITE

Premier Technology							
mm CABINET / FRONT DDDR							
SCHEMATIC DIAGRAM							
<table border="1"> <tr> <td>USED ON</td> <td>DATE</td> </tr> <tr> <td>#735</td> <td>10-15-92</td> </tr> <tr> <td>RM</td> <td></td> </tr> </table>	USED ON	DATE	#735	10-15-92	RM		29578
USED ON	DATE						
#735	10-15-92						
RM							

COLOR CODE		TITLE	
0	BLACK	SCHEMATIC DIAGRAM	
1	GREEN	ELECTRONIC FRONT DOOR-4 OUTPUT	
2	BROWN	UNES	OR
3	RED	SWAY	RUM
4	ORANGE	DATE	109-20-91
5	GRAY	28541	
6	YELLOW		
7	WHITE		

VII. PARTS INFORMATION

TABLE OF CONTENTS

	PAGE
CABINET PARTS.....	64
PLAYBOARD PARTS (SWITCHES).....	65
PLAYBOARD PARTS (LAMPS).....	66
PLAYBOARD PARTS (RUBBER RINGS AND MISCELLANEOUS PARTS)....	67
FLIPPER PARTS EXPLODED VIEW.....	68
POP BUMPER PARTS EXPLODED VIEW.....	69
UPKICKER EXPLODED VIEW.....	70
BALL HOLE KICKER PARTS EXPLODED VIEW.....	71
LIGHTBOX INSERT LAMP IDENTIFICATION.....	72
TARGET ASSEMBLY EXPLODED VIEW.....	73
UNIQUE PARTS.....	74

VII. PARTS INFORMATION

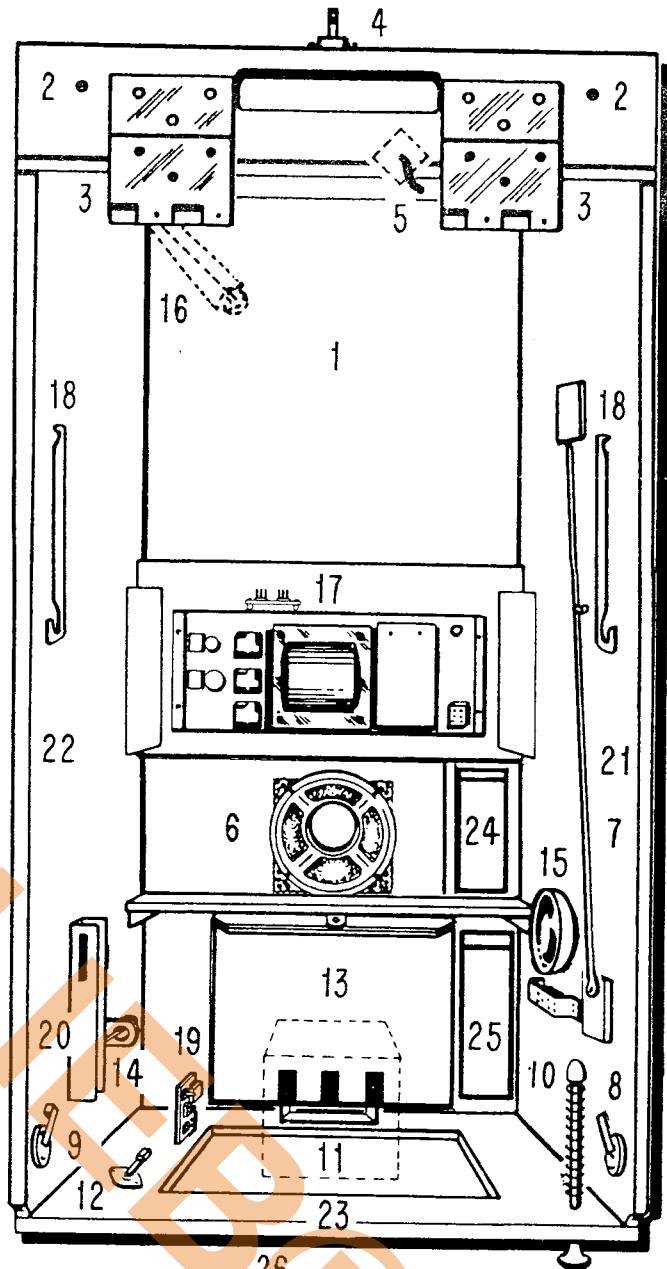
CABINET PARTS

ITEM DESCRIPTION

1	Cabinet	29633-735
2	Lightbox Mounting Thumb Screw (2) (Not Shown for Reference Only, Part of Lightbox Assembly)	FA-162
3	Butt Hinge (2) (Attached to Lightbox)	26449
4	"U" Bolt (P/O Lightbox) Latch Assembly (P/O Cabinet)	24659 21969
5	Line Cord (Domestic) Line Cord Cover Plate	23365 23364
6	Speaker, 4 Ohm, 8" Speaker Grille	28934 28935
7	Prop Stick, Playfield	23940
8	Right Flipper Switch Assembly (Switch with Bracket) (Switch Only)	28974 28963
9	Left Flipper Switch Assembly (Switch with Bracket) (Switch Only)	28973 28962
10	Ball Shooter Assembly	26314
11	Front Door Assembly (Universal) Cable Assembly Slam Switch (N/O) 6V DC Lamp, Wedge Base Lampholder	29106 MA-1938 26130 FD-2 FD-24
12	Replay Switch Assembly	18092
13	Cashbox Cover	28032 28062
14	Plumb Bob Tilt Switch Assembly Strike Plate Carbon, Tilt Bob Rod, Tilt Bracket Clip	358 MH-30 357 22043 14653
15	Knocker Assembly 5" Bell Assembly (When Used)	MA-12 27591
16	Cabinet Leg (4) Leg Bolt (8) 3" Leg Adjuster (4) 3/8-16", Jam Nut (8)	4337 3775 MH-21 FA-665
17	Transformer Panel Assembly Bridge Rectifier (3) Capacitor, (10,000UF), 25V Capacitor, (33,000UF), 35V Fuse Cover Fuse Holder and Cap F3 Fuse Block (8 Pole) F3, 3/8 Amp, SLO-BLO F4, 3/8 Amp, SLO-BLO F5, 2.5 Amp, SLO-BLO F6, 10 Amp, SLO-BLO F7, 8 Amp, SLO-BLO F8, 15 Amp F9, 10 Amp, SLO-BLO F10, 3 Amp, SLO-BLO F11, 3 Amp, SLO-BLO Transformer	MA-1893 EL-42 XO-830 XO-957 23805 EL-78 EL-10 EL-31 EL-31 EL-21 EL-36 EL-26 EL-25 EL-36 EL-9 EL-9 29724
18	Cabinet Pivot Bracket (Left) Cabinet Pivot Bracket (Right)	25658 25657
19	Game Controls Board (A26)	MA-1851
20	Ball Roll Tilt Housing and Switching Assembly Switch	24394 24393
21	Right Moulding (Not Shown)	28700
22	Left Moulding (Not Shown)	28701
23	Front Moulding (Not Shown)	16951
24	Relay Strip Assembly "Q" Relay "T" Relay "A" Relay	MA-1872 MA-1172 MA-25 MA-1021
25	Power Module Assembly (Domestic) Convenience Outlet (2) Toggle Switch Plate Double Throw Switch Fuse Holder and Cap (2) Line Filter F1, 8 Amp SLO-BLO, 110V AC 4 Amp SLO-BLO, 220V AC F2, 5 Amp SLO-BLO, 110V AC 2.5 Amp SLO-BLO, 220V AC	MA-1928 18133 18769 23799 EL-78 EL-50 EL-26 EL-33 EL-8 EL-21

DIFFERENCES

Power Module Assembly (Germany)	MA-1928A
Line Filter	EL-51
Capacitor, 0.47UF, 20%, 250V	XO-884
Power Module Assembly (Japan)	MA-1928B
On-Off Switch	25481



ITEM DESCRIPTION

26	Lock Bar (Not Shown)
	Lock Bracket (Not Shown)
	Lock Bar Bracket (Not Shown)

PART NO.

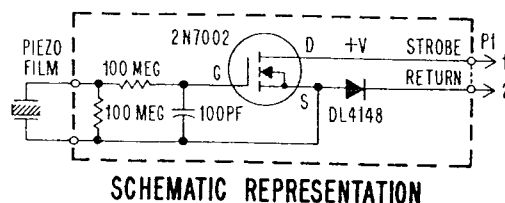
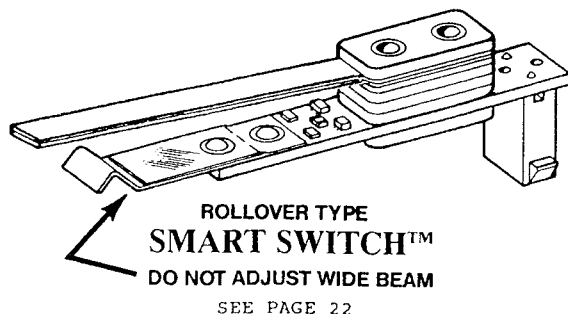
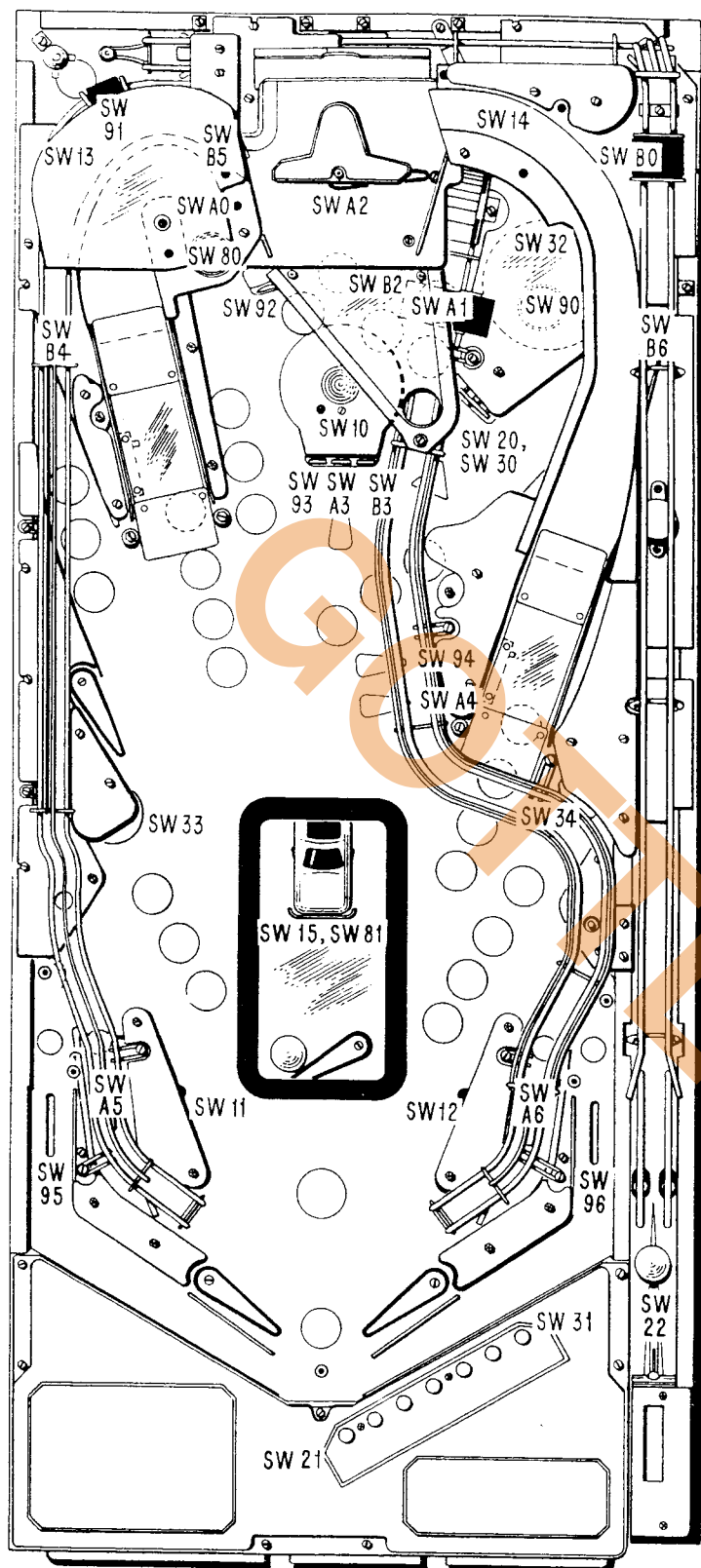
29759
29760
29761

VII. PARTS INFORMATION

PLAYBOARD SWITCH ASSIGNMENTS

SWITCH MATRIX NUMBER	SWITCH ASSIGNMENT	PART NO.
SW0	LEFT COIN CHUTE (#1)	P/O FRONT DOO:
SW1	RIGHT COIN CHUTE (#2)	P/O FRONT DOO:
SW2	CENTER COIN CHUTE (#3)	P/O FRONT DOO:
SW3	COIN CHUTE (#4)	P/O ELECTRONIC DOO:
SW4	START CREDIT BUTTON	1809
SW5	TOURNAMENT	XO-119
SW6	FRONT DOOR (SERVICE)	2930
SW7	(NOT USED)	
SW10	POP BUMPER	2270
SW11	LEFT KICKING RUBBER (2)	2770
SW12	RIGHT KICKING RUBBER (2)	2770
SW13	LEFT HOLE	1808
SW14	RIGHT HOLE	1808
SW15	CAR HIT	2973
SW16	(NOT USED)	
SW17	(NOT USED)	
SW20	BRACELET TARGET (INNER)	P/O 2754
SW21	OUTHOLE	2692
SW22	SHOOTER LANE ROLLOVER	2582
SW23		
THRU	(NOT USED)	
SW27		
SW30	BRACELET TARGET (OUTER)	P/O 2754
SW31	TROUGH	2934
SW32	LOOP	2892
SW33	BOTTOM LEFT UPKICKER	27667
SW34	RIGHT UPKICKER	27667
SW35		
THRU	(NOT USED)	
SW77		
SW80	LEFT TROUGH RAMP (OPTICAL INTERFACE)	MA-192
SW81	CAR SMASHED (OPTICAL INTERFACE)	MA-192
SW82	LEFT FLIPPER (SENSOR BOARD A15)	P/O MA-133
SW83	RIGHT FLIPPER (SENSOR BOARD A15)	P/O MA-133
SW84		
THRU	(NOT USED)	
SW87		
SW90	RIGHT TROUGH RAMP (OPTICAL INTERFACE)	MA-192
SW91	LEFT WIRE RAMP (OPTICAL INTERFACE)	MA-192
*SW92	TOP SPOT TARGET #1 (WHITE)	29099
*SW93	CENTER SPOT TARGET #1 (RED)	29104
*SW94	RIGHT SIDE SPOT TARGET #1 (RED)	29099
*SW95	LEFT OUTSIDE ROLLOVER	28625
*SW96	RIGHT OUTSIDE ROLLOVER	28625
SW97	(NOT USED)	
SWA0	TOP LEFT RAMP (OPTICAL INTERFACE)	MA-192
SWA1	CENTER WIRE RAMP (OPTICAL INTERFACE)	MA-192
*SWA2	TOP SPOT TARGET #2 (WHITE)	29764
*SWA3	CENTER SPOT TARGET #2 (WHITE)	29104
*SWA4	RIGHT SIDE SPOT TARGET #2 (RED)	29099
*SWA5	LEFT RETURN ROLLOVER	28625
*SWA6	RIGHT RETURN ROLLOVER	28625
SWA7	(NOT USED)	
SWB0	TOP RIGHT RAMP (OPTICAL INTERFACE)	MA-192
SWB1	RIGHT WIRE RAMP (OPTICAL INTERFACE)	MA-192
*SWB2	TOP SPOT TARGET #3 (WHITE)	29104
*SWB3	CENTER SPOT TARGET #3 (RED)	29104
*SWB4	TOP LEFT ROLLOVER	28625
*SWB5	LEFT STARGATE ROLLOVER	28625
*SWB6	RIGHT STARGATE ROLLOVER	28625
SWB7	(NOT USED)	

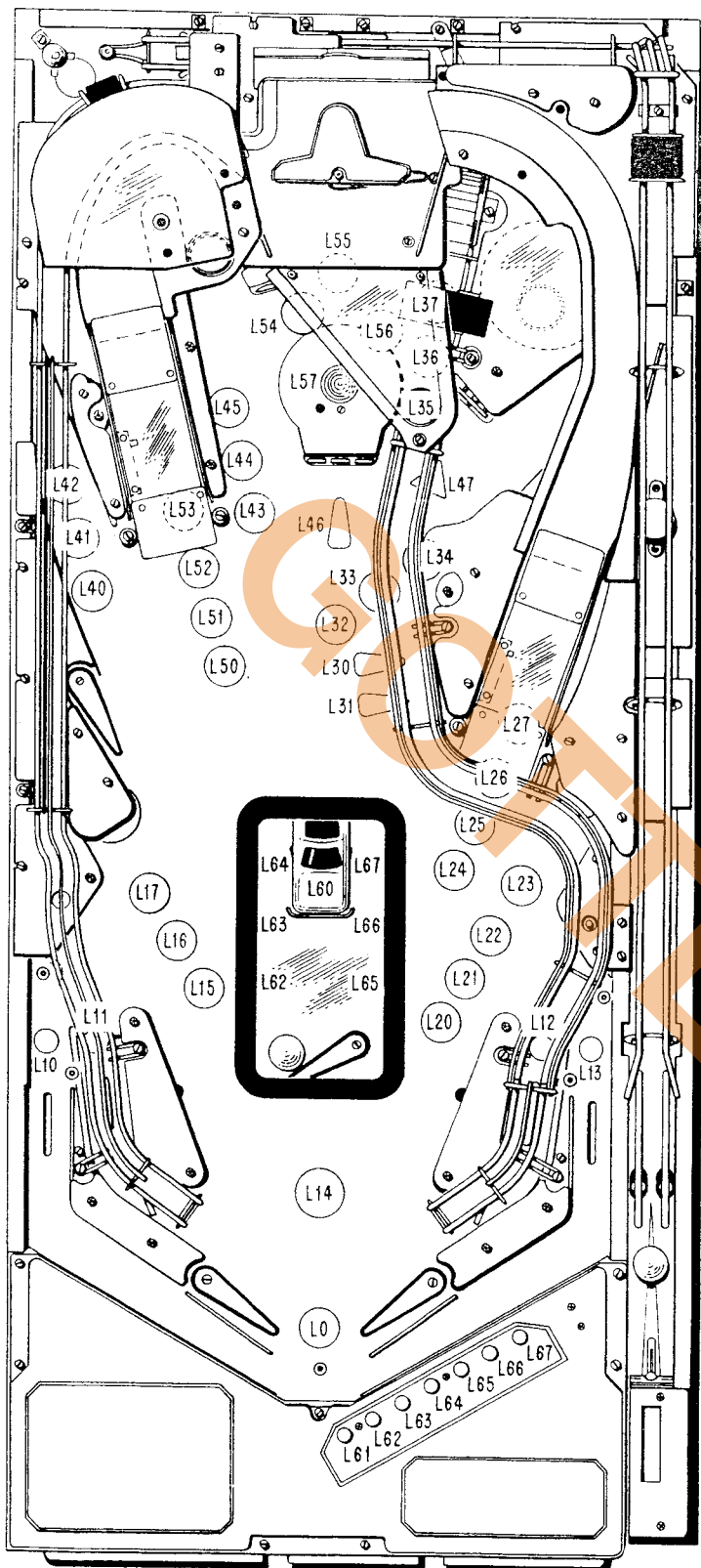
*SMART SWITCH™



VII. PARTS INFORMATION

PLAYBOARD LAMP ASSIGNMENTS

LAMP NUMBER	LAMP ASSIGNMENT
L0	"FIGHT AGAIN"
L1	Credit (Front of Cabinet)
L2	Car GI #1
L3	Car GI #2
L4	Car GI #3
L5	Car GI #4
L6	Car GI #5
L7	Car GI #6
L10	Left Outside Rollover "SPECIAL"
L11	Left Return Rollover "SPECIAL"
L12	Right Return Rollover "SPECIAL"
L13	Right Outside Rollover "SPECIAL"
L14	"CHAMPION CHALLENGE"
L15	Bottom Left Hole "DOUBLE"
L16	Bottom Left Hole "ADVANCE TORPEDO"
L17	Bottom Left Hole "E-HONDA"
L20	Bottom Right Hole "DOUBLE"
L21	Bottom Right Hole "POWER MOVE"
L22	Bottom Right Hole "M-BISON"
L23	Bottom Right Hole "BALROG"
L24	Right Stargate "DOUBLE"
L25	Right Stargate "POWER MOVE"
L26	Right Stargate "CHUN LI"
L27	Right Stargate "VEGA"
L30	Bottom Spot Target #1
L31	Bottom Spot Target #2
L32	Loop #1 "DOUBLE"
L33	Loop #2 "MILLIONS"
L34	Loop #3 "KEN AND RYU"
L35	Scoop #1 "DOUBLE"
L36	Scoop #2 "ADVANCE GUILF"
L37	Scoop #3 "GUILF"
L40	Top Left Rollover "DOUBLE"
L41	Top Left Rollover "ADVANCE CAR"
L42	Top Left Rollover "BLANKA"
L43	Top Left Hole "DOUBLE"
L44	Top Left Hole "FLAME"
L45	Top Left Hole "DHALSIM"
L46	Center Spot Target "EXTRA BALL"
L47	Kicking Target "BRACELET VALUE"
L50	Left Stargate "DOUBLE"
L51	Left Stargate "POWER MOVE"
L52	Left Stargate "ZANGIEF"
L53	Left Stargate "SAGAT"
L54	Top Spot Target #1
L55	Top Spot Target #2
L56	Top Spot Target #3
L57	Pop Bumper
L60	Lower "WINNER"
L61	"F"
L62	"I"
L63	"G"
L64	"H"
L65	"T"
L66	"E"
L67	"R"



SOLENOID, DRIVER FUNCTIONS/LOCATIONS

SOL.0	POP BUMPER	SOL.20	RIGHT CENTER, #67
SOL.1	LEFT KICKING RUBBER	SOL.21	RIGHT TOP, #67
SOL.2	RIGHT KICKING RUBBER	SOL.22	RIGHT FLIPPER, #67
SOL.3	BOTTOM LEFT UPKICKER	SOL.23	LOWER PLAYFIELD FLIPPER RELAY(S)
SOL.4	BOTTOM RIGHT UPKICKER	SOL.24	MOTOR RELAY (B)
SOL.5	LEFT PLUNGER GATE	SOL.25	LIGHTBOX INSERT ILLUM. RELAY (A)
SOL.6	RIGHT PLUNGER GATE	SOL.26	TICKET COIN/METER ENABLE
SOL.7	LEFT STARGATE	SOL.27	BALL RELEASE
SOL.8	RIGHT STARGATE	SOL.28	OUTHOLE
SOL.9	LEFT HOLE	SOL.29	KNOCKER
SOL.10	RIGHT HOLE	SOL.30	TILT RELAY (T)
SOL.11	(NOT USED)	SOL.31	GAME OVER RELAY (Q)
SOL.12	(NOT USED)	*DRV.0	#1, #67 (2)
SOL.13	CAR RESET	*DRV.1	#2, #67 (2)
SOL.14	TOP LEFT, #67	*DRV.2	#3, #67 (2)
SOL.15	LIGHTSTRIP, #67	*DRV.3	#4, #67 (2)
SOL.16	LEFT BOTTOM, #67	*DRV.4	#5, #67 (2)
SOL.17	LEFT RAMP, #67	*DRV.5	#6, #67 (2)
SOL.18	LEFT FLIPPER, #67	*DRV.6	#7, #67 (2)
SOL.19	RIGHT BOTTOM, #67	*DRV.7	#8, #67

NOTE:

*LAMPS MOUNTED ON LIGHTBOX INSERT,
SEE PAGE 72 FOR LOCATION.

LAMP SOCKETS WITH DIODE BOARD

TYPE	PART NO.
1-1/8" BRACKET	26621
1/2" BRACKET	26622
LAYDOWN	26623

VII. PARTS INFORMATION

PLAYBOARD PARTS INFORMATION

PARTS LIST

ITEM	DESCRIPTION	PART NO.
1	Wireform Ramp	29505
2	Plastic Shield Set	29691 and 29798
3	Ball Snubber	29763
4	Cellular Urethane Bumper	29828
5	Ball Snubber (2)	29762
6	Metal Shield	17300
7	Wireform Gate	26226
8	Wireform Ramp	29506
9	Polyurethane Bumper (3)	28274
10	Spacer	28104
11	Opto Switch and Support Bracket (2)	MA-1931
12	Opto Switch and Support Bracket	MA-1936
13	Ball Hole Kicker Assembly (2) (See Exploded View Illustration)	MA-1932
14	Upper Playfield Assembly	MA-1903
15	Ball Guide Rail	4832
16	Ball Guide Rail	29804
17	Spiral Ramp	29502
18	Motor Collar	25780
19	Bracket Assembly	29812
20	Revolving Flipper Assembly	29642
20A	Molded Ramp	29690
21	Revolving Flipper Motor, 50V AC, 120RPM	29587
22	Motor Mounting Bracket	29583
23	Opto Switch and Support Bracket (3)	MA-1667
24	Ball Scoop	25241
25	Molded Ramp Assembly	29707
26	Micro Switch Mounting and Bracket Assy.	29735
27	Metal Target Switch Assembly (See Exploded View Illustration)	29714
28	Ball Gate Assembly	23410
29	Gate Relay Wireform	26898
30	Opto Switch and Support Bracket	MA-1937
31	Plastic Dome, Clear (2)	25147P
32	Wireform Ramp	29507
33	Ball Deflector	21158
34	Dome Hat, Red	26293U
35	Flanged Pop Bumper Body, White	26860Z
36	Pop Bumper Bracket and Coil Assembly (See Exploded View Illustration)	MA-1375
36A	Pop Bumper Switch and Bracket	22705
37	Molded Ramp Assembly (Underneath)	29653
38	Molded Ramp Assembly (Underneath)	29652
39	Ball Snubber (2)	27256
40	Polyurethane Bumper (2)	28504
41	Vertical Kicker Assembly (2) (See Exploded Illustration)	MA-1789
42	Left Ramp Fence and Stud (2)	29656
43	Right Ramp Fence and Stud (2)	29657
44	Plastic Ramp and Flaps Assembly (2)	29654
45	Molded Ramp Assembly	29706
46	Ball Stop Plunger Assembly (2)	MA-1723
47	Mid-Left Flipper Assembly Flipper Coil Flipper Switch (See Exploded View Illustration)	MA-1790. 26646 26439
48	Lower Left Flipper Assembly Flipper Coil Flipper Switch	MA-1790 25959 26439
49	Lower Right Flipper Assembly Flipper Coil Flipper Switch (See Exploded View Illustration)	MA-1791 25959 26438
50	Wireform Ramp	29508
51	Ball Snubber (2)	13798
52	Mylar Overlay	29723
53	Steel Ball, 1-1/16" Diameter (5)	21864
54	LED Board Assembly	MA-1721
55	Kicker Assembly	MA-1373
56	Kicker Assembly	MA-1083
57	Cardholder	29096-7
58	Molded Cardholder Cover and PCB	29704
59	Playboard Window	29541
60	Window Mylar Overlay	29741
61	Lower Playfield Assembly	MA-1904
62	Armature Spring	574
63	Coil	16890
64	Ball Deflector	21158
65	Spring (2)	25604
66	Ball Deflector	21158
67	Flipper, Shaft, Rubber Ring Assembly	28548
68	Spring (2)	25604
69	Car	29661
70	Spring Support Plate	29686
71	Car-Plexi Guard	29718
72	Micro Switch Acuator	29738
73	Micro Switch, Normal Open	29739
74	Car Bumper	29734
75	(NOT USED)	
76	Flipper Assembly Flipper Coil Flipper Switch	MA-1791. 25959 26438
77	Quad Optical Interface Board (2)	MA-1925

RUBBER RINGS

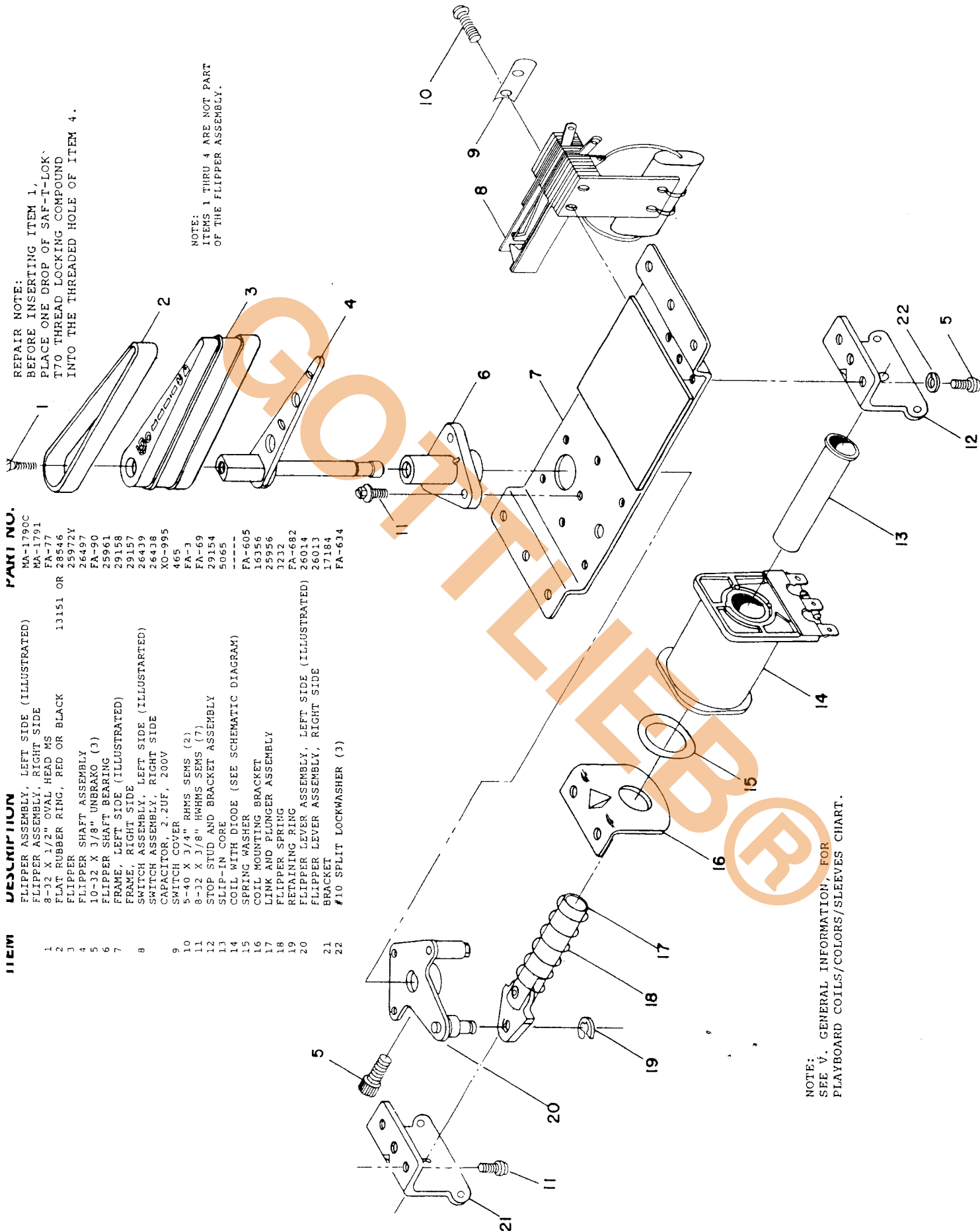
ITEM	DESCRIPTION	PART NO.
A	1" (2)	10219
B	BUMPER RUBBER, BLK. (5)	26648Y
C	3" (3)	10223
D	1-1/2"	10220
E	5/16"	10217
F	FLIPPER, BLACK (5)	28546
G	MINI-POST, SMALL (5)	14793

MISCELLANEOUS PARTS

DESCRIPTION	PART NO.
PLASTIC RIVET	MP-10
PLASTIC POST, 1", YEL.	11561T
PLASTIC SUPPORT POST	20635P
MINI-POST SCREW	14792
PLASTIC POST, 1-3/16", YEL.	11562T
HEX POST WITH GRIP	26531
"B" RELAY	MA-1738
"S" RELAY	MA-1924

VII. PARTS INFORMATION

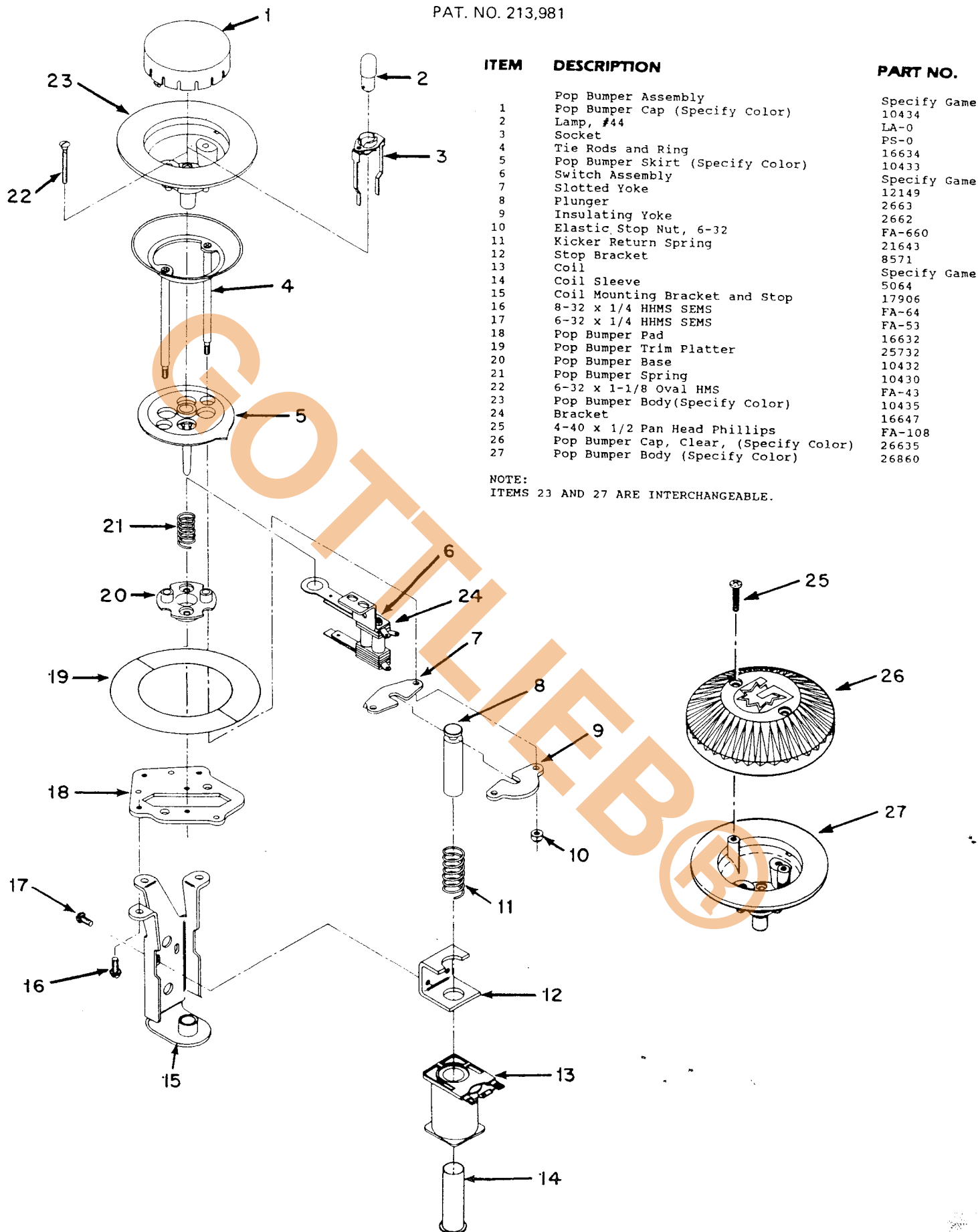
FLIPPER PARTS



VII. PARTS INFORMATION

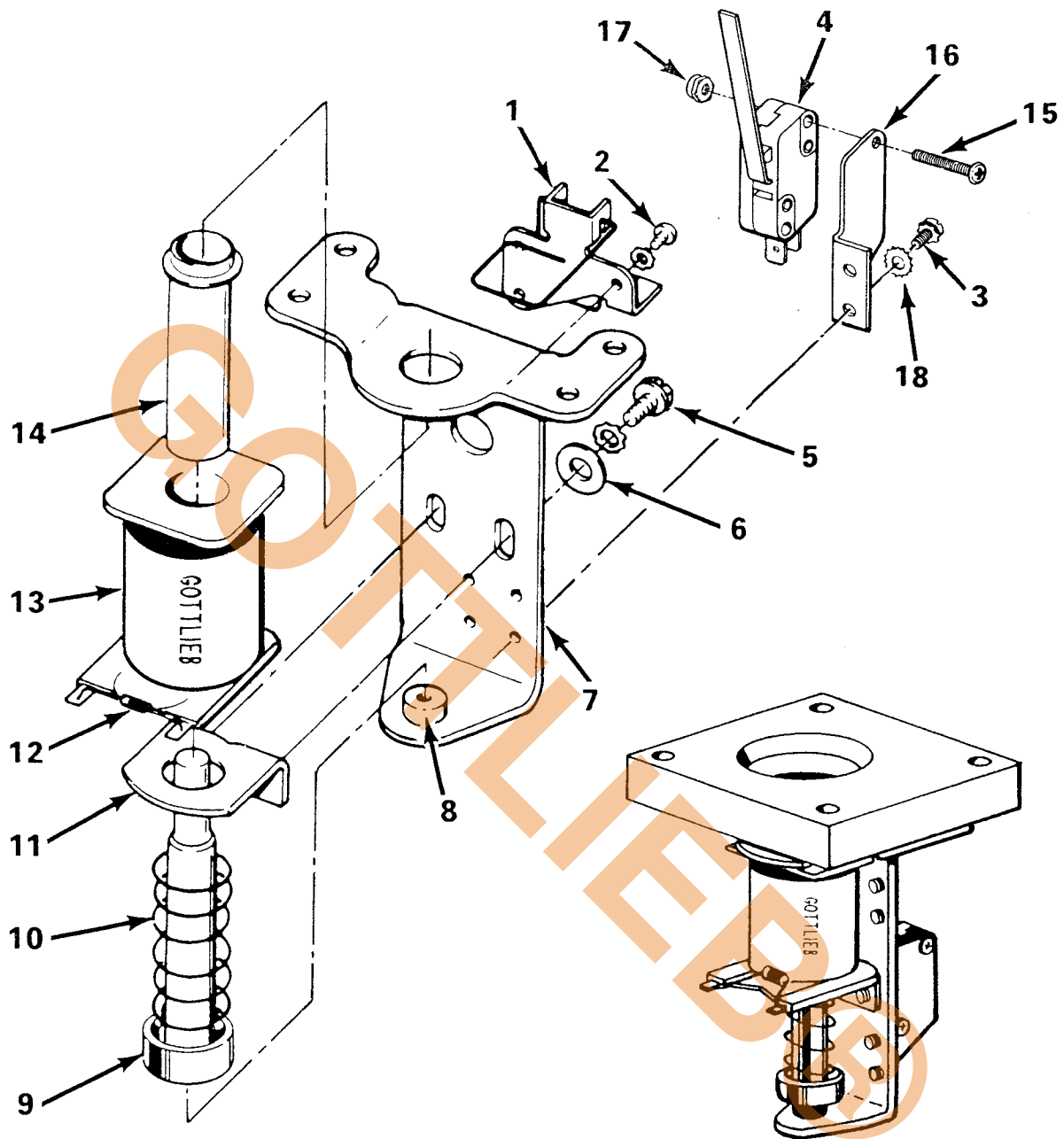
POP BUMPER PARTS

PAT. NO. 213,981



VII. PARTS INFORMATION

UPKICKER PARTS



ITEM	DESCRIPTION	PART NO.
	UPKICKER ASSEMBLY	MA-1789
1	WIREFORM AND BRACKET	28953
2	RHMS-SEMS 6-32 X 3/16" (3)	FA-30
3	RHMS 5-40 X 1/4" SEMS (2)	FA-10
4	MICROSWITCH WITH ACTUATOR	27667A
5	HWHMS-SEMS 8-32 X 5/16" (2)	FA-67
6	#8 WASHER (2)	FA-617
7	FRAME	21416
8	RUBBER GROMMET	5240
9	PLUNGER AND TIP ASSEMBLY	21412
10	SPRING	26739
11	COIL MOUNTING BRACKET	15409
12	DIODE, 1N4004	XO-254
13	COIL	(SEE SCHEMATIC)
14	SLIP-IN-CORE	21411
15	PAN HEAD 4-40 X 5/8" (2)	FA-107
16	MICROSWITCH MOUNTING BRACKET	27870
17	ELASTIC STOP NUT, 4-40 (2)	FA-648
18	#5 EXTERNAL LOCKWASHER (2)	FA-630

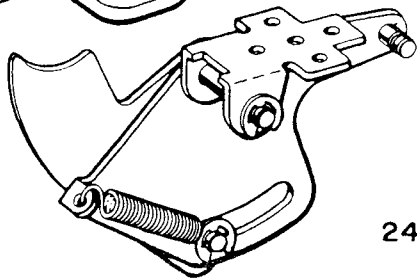
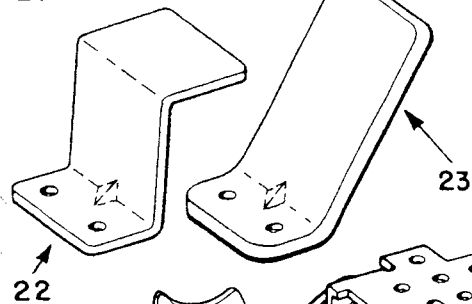
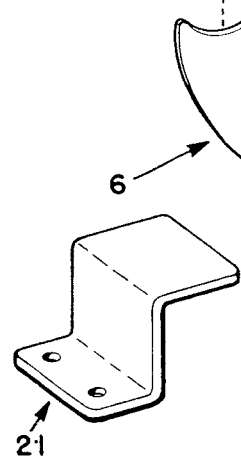
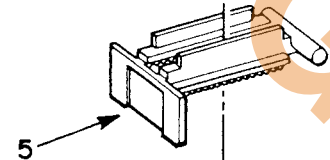
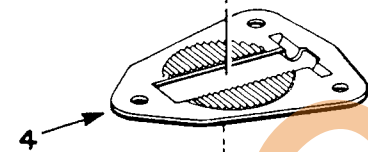
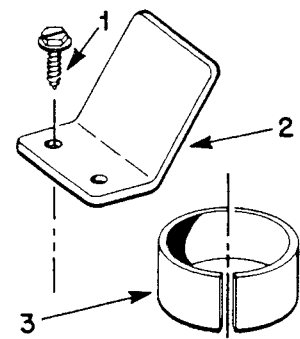
VII. PARTS INFORMATION

BALL HOLE KICKER PARTS

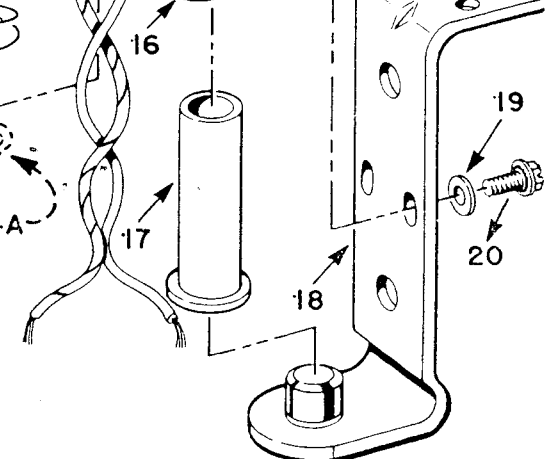
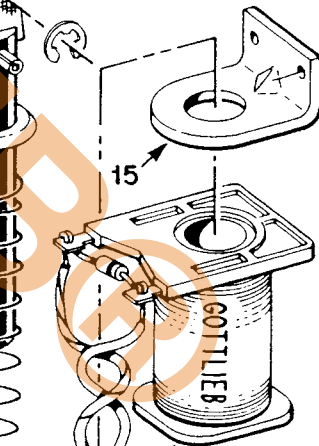
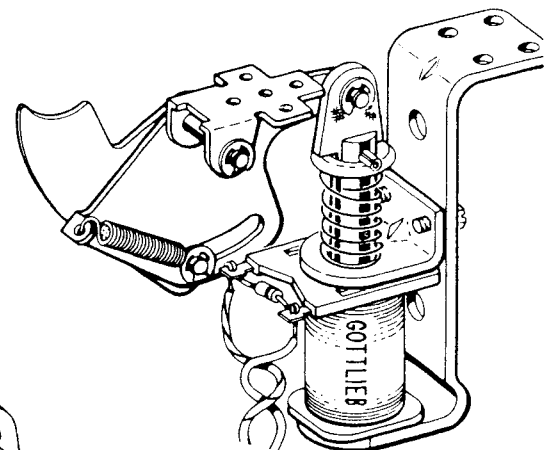
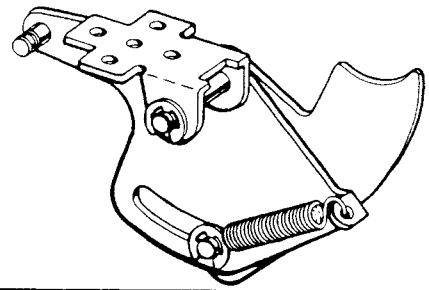
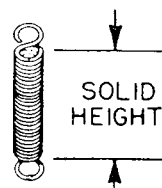
ITEM DESCRIPTION PART NO.

- 1 6 x 1/2" HWHMS (2) FA-270
- 2 Ball Snubber 16038
- 3 Metal Hole Liner 11151
- 4 Hole Base Plate 15707
- 5 Hole Switch Arm 15708
- 6 Ball Cam (See Tables)
- 7 Nylon Washer 6443
- 8 Spring Cam (See Tables)
- 9 Spring (See Tables)
- 10 Fulcrum 15819
- 11 E-Ring (3) FA-682
- 12 Link and Plunger Assy. 22234
- 13 Spring Retaining Washer 22233
- 14 Spring 1636
- 15 Mounting Bracket 15409
- 16 Coil with Diode (Specify Game) 15819
- 17 Coil Sleeve 5064
- 18 Coil Stop and Mounting Bracket 20597
- 19 #8 Washer (2) FA-617
- 20 8-32 x 5/16" HWHMS SEMS (2) FA-67
- 21 Ball Snubber 21532
- 22 Ball Snubber 29762
- 23 Ball Snubber 29763
- 24 Spring Cam (15° Offset) (See Tables) 18993
- 24A Spring Cam (Dotted Lines) (Opposite Tab) (See Tables) 27865

ASSEMBLY WITH FULCRUM	BALL CAM	SPRING CAM (NO SPRING)	SPRING	SPRING SOLID HEIGHT
A-15827	A-15822	A-15826	A-9758	5/8"
A-15828	A-15822	A-15826	A-15598	11/16"
A-16083	A-15822	A-15826	A-8727	7/8"
A-25842	A-15822	A-18993	A-15598	11/16"

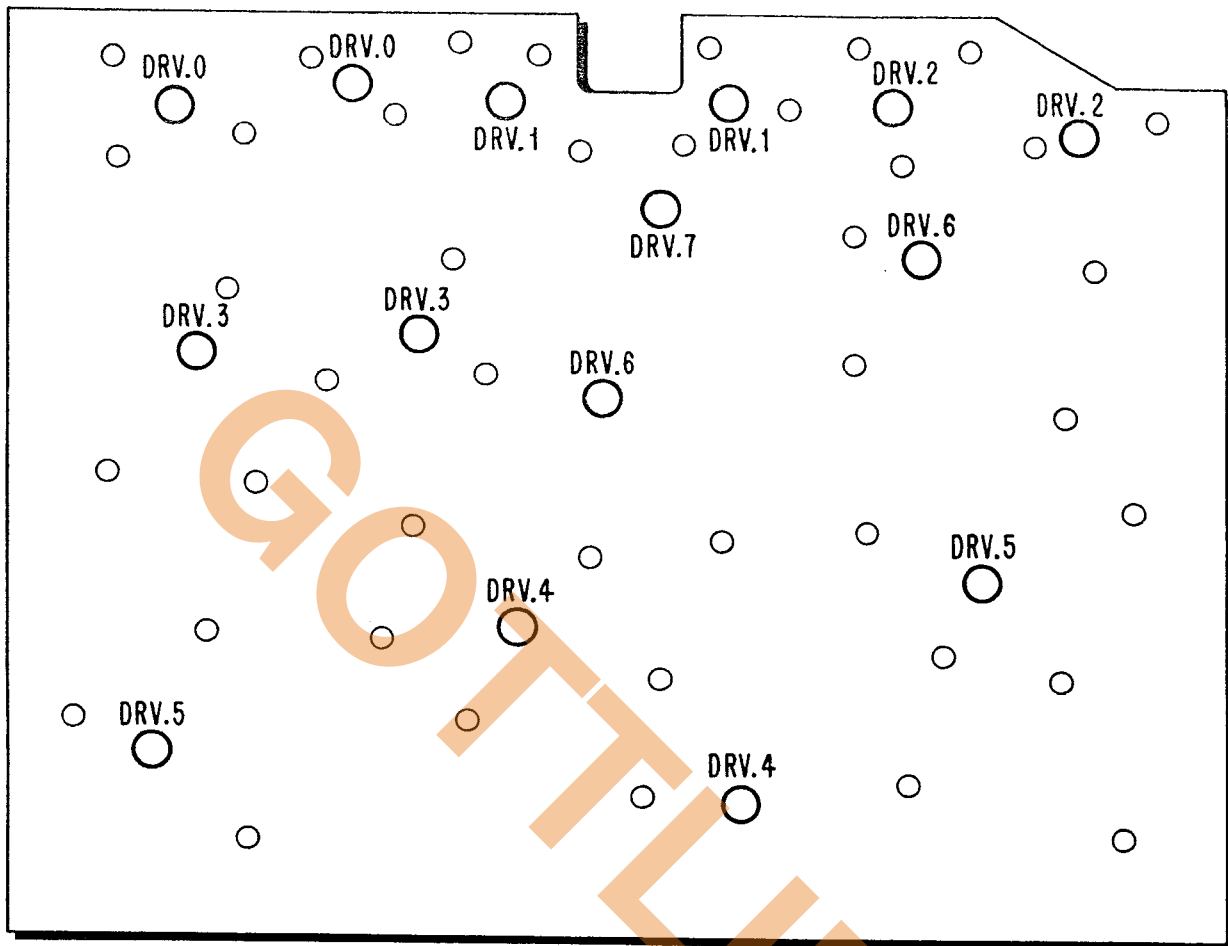


ASSEMBLY WITH FULCRUM	BALL CAM	SPRING CAM (NO SPRING)	SPRING	SPRING SOLID HEIGHT
A-16045	A-16044	A-16043	A-9758	5/8"
A-16085	A-16044	A-16043	A-8727	7/8"
A-16086	A-16044	A-16043	A-15598	11/16"
A-27866	A-15822	A-27865	A-9758	5/8"



VII. PARTS INFORMATION

LIGHTBOX INSERT LAMP IDENTIFICATION



DRIVER FUNCTIONS

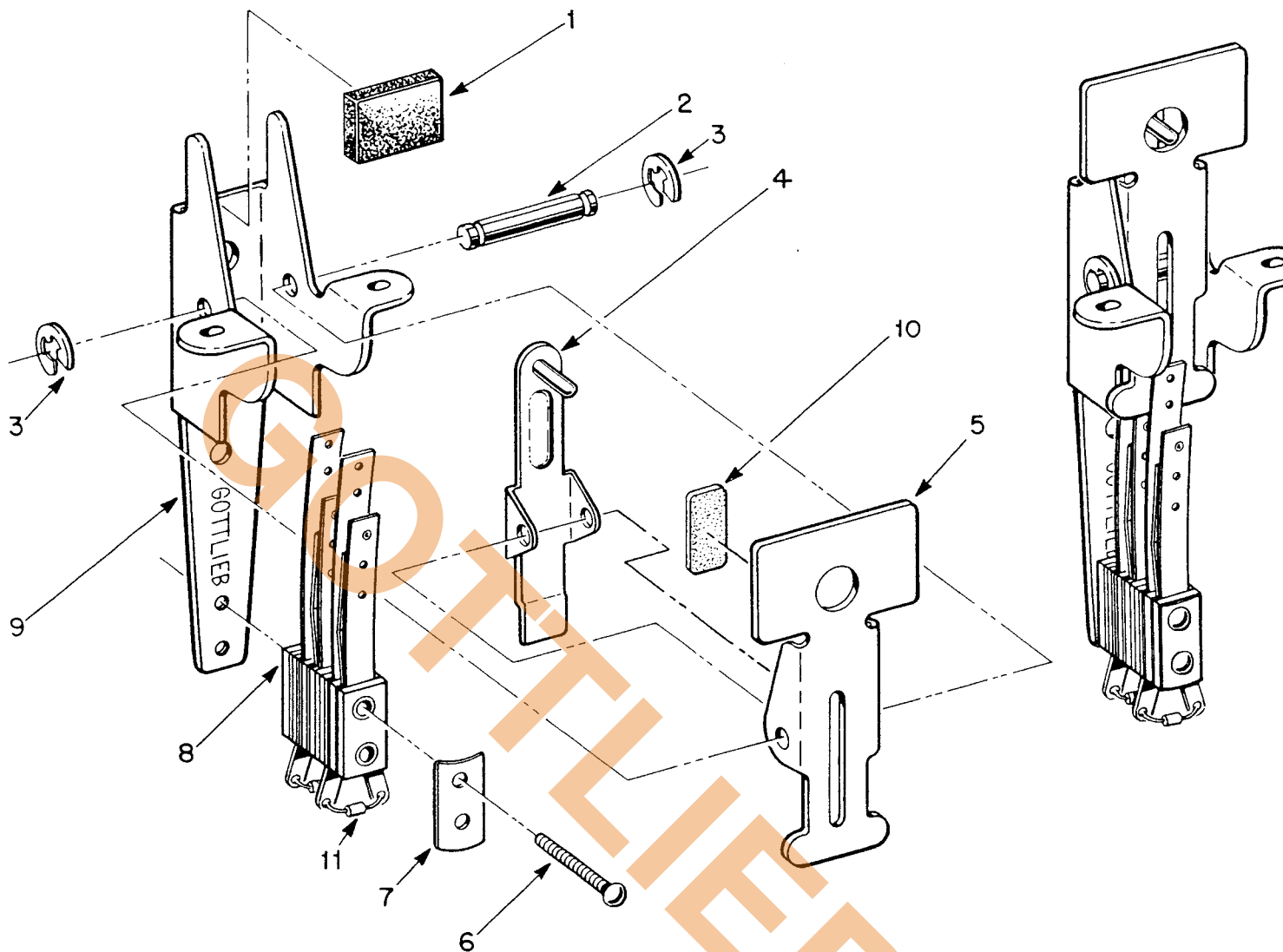
*DRV.0	#1, #67	(2)
*DRV.1	#2, #67	(2)
*DRV.2	#3, #67	(2)
*DRV.3	#4, #67	(2)
*DRV.4	#5, #67	(2)
*DRV.5	#6, #67	(2)
*DRV.6	#7, #67	(2)
*DRV.7	#8, #67	(2)

NOTE:

- *LAMPS ENABLED BY DRIVERS ON AUXILIARY BOARD.
- LAMPS NOT DESIGNATED ARE GENERAL ILLUMINATION, TYPE #44.

VII. PARTS INFORMATION

TARGET ASSEMBLY



ITEM	DESCRIPTION	PART NO.
	TARGET ASSEMBLY	29714
1	RUBBER STRIP	24290B
2	TARGET SHAFT	20211
3	E-RING (2)	FA-682
4	TARGET ARM SUB-ASSEMBLY	27443
5	TARGET ARM	27444
6	SCREW, #5-40X 1" RHMS, (2)	FA-4
7	SWITCH COVER	465
8	SWITCH ASSEMBLY	27544
9	TARGET HOUSING	29712
10	URETHANE BUMPER (2)	29758
11	CAPACITOR, 0.1UF, +80-20%, 50V, (2)	XO-230
	DECAL (NOT SHOWN)	29747

VII. PARTS INFORMATION

UNIQUE PARTS

The following denotes new parts and assemblies unique to STREET FIGHTER II, Game #735. Part Number prexified with an asterisk(*) will be illustrated or can be located on pages 28 thru 73. Numbers in parenthesis () indicates multiple quantities.

PLAYBOARD

ITEM/DESCRIPTION	PART NO.
CARDHOLDER.....	*29096-735
SPIRAL RAMP.....	*29502
WIREFORM RAMP.....	*29505
WIREFORM RAMP.....	*29506
WIREFORM RAMP.....	*29507
WIREFORM RAMP.....	*29508
PLAYBOARD WINDOW.....	*29541
MOTOR MOUNTING BRACKET.....	*29583
REVOLVING FLIPPER MOTOR, 50V AC, 120 RPM.....	*29587
NYLON BEARING (2).....	*29627
REVOLVING FLIPPER ASSEMBLY.....	*29642
MOLDED RAMP ASSEMBLY (UNDERNEATH).....	*29652
MOLDED RAMP ASSEMBLY (UNDERNEATH).....	*29653
PLASTIC RAMP AND FLAPS ASSEMBLY (2).....	*29654
LEFT RAMP FENCE AND STUD (2).....	*29656
RIGHT RAMP FENCE AND STUD (2).....	*29657
CAR.....	*29661
SPRING SUPPORT PLATE.....	*29686
MOLDED RAMP.....	*29690
PLASTIC SHIELD SET.....	*29691 AND
MOLDED CARDHOLDER COVER AND PCB.....	*29704
FLAT RAIL.....	*29705
MOLDED RAMP ASSEMBLY.....	*29706
MOLDED RAMP ASSEMBLY.....	*29707
METAL TARGET SWITCH ASSEMBLY.....	*29714
CAR-PLEXI GUARD.....	*29718
MYLAR OVERLAY.....	*29723
MICRO SWITCH MOUNTING AND BRACKET ASSEMBLY.....	*29735
MICRO SWITCH ACUTATOR.....	*29738
MICRO SWITCH, NORMAL OPEN.....	*29739
WINDOW MYLAR OVERLAY.....	*29741
CELLULAR URETHANE BUMPER (3).....	*29758
BALL SNUBBER (2).....	*29762
BALL SNUBBER.....	*29763
SPOT TARGET (WHITE).....	*29764Z
CAR BUMPER.....	*29769
BALL GUIDE RAIL.....	*29804
BRACKET ASSEMBLY.....	*29812
UPPER PLAYFIELD ASSEMBLY.....	*MA-1903
LOWER PLAYFIELD ASSEMBLY.....	*MA-1904
QUAD OPTICAL INTERFACE BOARD (2).....	*MA-1925
OPTO SWITCH AND SUPPORT BRACKET (2).....	*MA-1931
BALL HOLE KICKER ASSEMBLY (2).....	*MA-1932
OPTO SWITCH AND SUPPORT BRACKET.....	*MA-1936

CABINET

CABINET SCREENED.....	*29633-735
TRANSFORMER.....	*29724
TRANSFORMER PANEL ASSEMBLY.....	*MA-1893
POWER MODULE ASSEMBLY (DOMESTIC).....	*MA-1928
POWER MODULE ASSEMBLY (GERMANY).....	*MA-1928A
POWER MODULE ASSEMBLY (JAPAN).....	*MA-1928B
LOCK BAR.....	*29759
LOCK BRACKET.....	*29760
LOCK BAR BRACKET.....	*29761

LIGHTBOX

LIGHTBOX SCREENED.....	28750-735
SPEAKER PANEL SCREENED.....	28827-735
STYRENE (BACKGLASS ART).....	28833-735
CONTROL BOARD ASSEMBLY.....	MA-1934

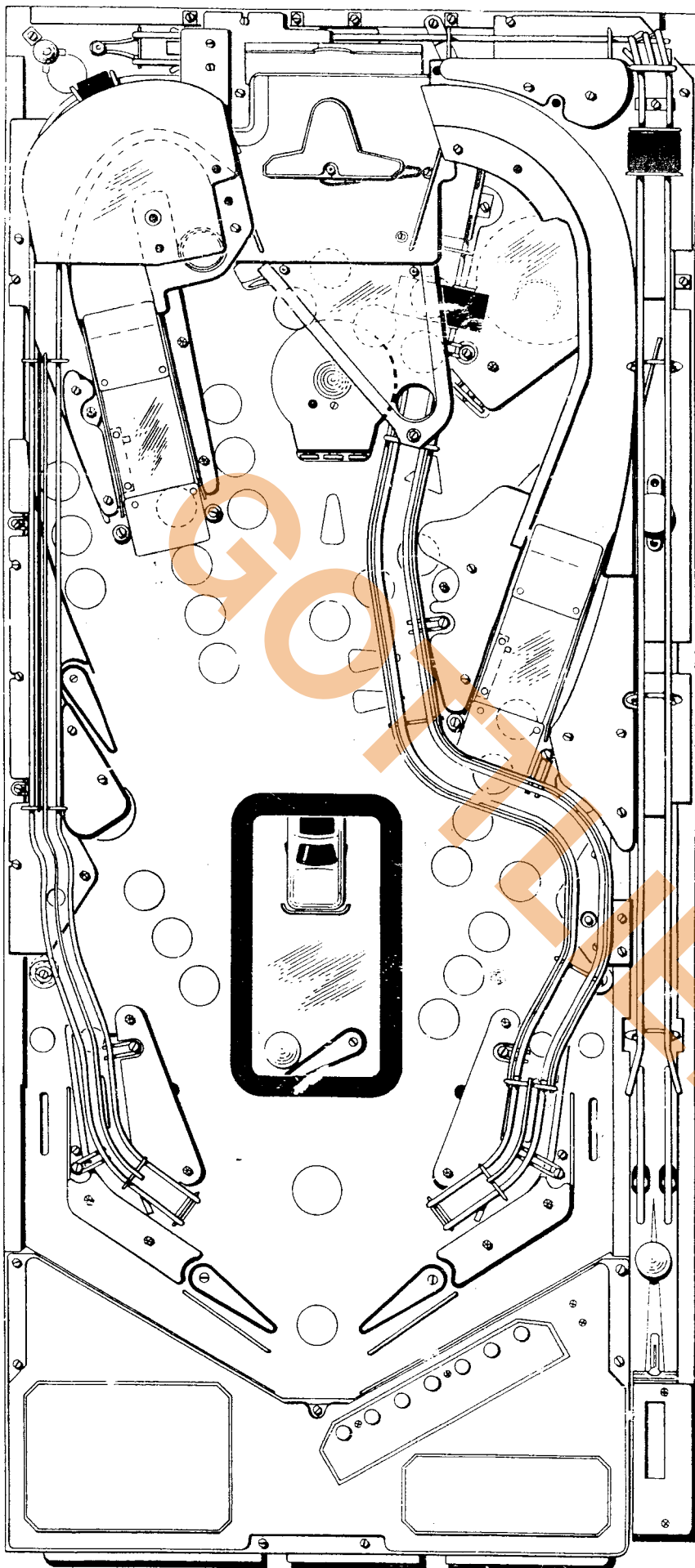
BASIC TROUBLESHOOTING GUIDE

CONDITION	POSSIBLE CAUSE
Game does not power up	* Line fuse (F1) blown * Primary fuse (F2) blown
Game does not power up but general illumination lamps light	* Power supply fuse (F5) blown
SWITCH SHORT message appears in display on power up	* Check for a voltage >0v shorted to switch return number shown in display * Bad Control Board (A1) * Bad Driver Board (A3)
Lightbox illumination lamps do not light	* Fuse (F8) blown
Playfield illumination lamps do not light	* Fuse (F9) blown
All controlled lamps, flash lamps, relays, and switches not working	* Fuse (F6) blown * Bad Driver Board (A3)
All controlled lamps work but some switches do not work	* Bad diode associated with the switch (contact point type switch only)
Some controlled lamps and some switches do not work	* Short circuit on associated strobe line on playfield * Bad Driver Board (A3)
Display not working (blank) but LED on Dot Matrix Controller Board (A8) is flashing	* Display fuse (F3) or (F4) blown * Bad Dot Matrix Display Board (A4) * Bad Display Controller Board (A8)
Display not working and LED on Control Board is flickering rapidly	* Bad Dot Matrix Controller Board (A8) * Bad Control Board (A1)
Display not working and LED on Dot Matrix Controller Board (A8) is glowing bright to dim	* Bad Dot Matrix Controller Board (A8)
A solenoid operated device does not work. (Pop Bumper, Kicker, etc.)	* Associated fuse on playfield is blown * Bad Driver Board (A3)
All flippers and solenoids do not work	* Solenoid fuse (F7) blown
A flipper coil overheats and burns	* End of stroke switch on flipper unit not opening when the flipper button is held in. * Shorted capacitor on flipper unit
Flipper chatters when flipper button is held in	* Open hold winding (small diameter wire) on flipper coil
No sound or speech	* Bad Auxiliary Power Supply fuse (F10 or F11) * Bad Auxiliary Power Supply Board (A5) * Bad Auxiliary Sound Board (A20) * Bad Sound Board (A6)
Some sounds or speech missing	* Bad Auxiliary Sound Board (A20) * Bad Sound Board (A6)
An optical switch does not work or works intermittently	* Misalignment of LED transmitter to receiver * Bad LED transmitter and/or receiver * Bad Optical Interface Board (A25)

IMPORTANT NOTICE

THIS SHIPMENT HAS BEEN CAREFULLY INSPECTED AND
PROPERLY PACKED BEFORE LEAVING THE FACTORY.

WE CANNOT ASSUME RESPONSIBILITY FOR BREAKAGE
THAT MAY OCCUR IN TRANSPORTATION. IF THIS SHIPMENT IS
DAMAGED IN ANY WAY, IMMEDIATELY NOTIFY THE CARRIER AND
FILE DAMAGE REPORT SO THAT A SATISFACTORY ADJUSTMENT
CAN BE MADE BY THEM.



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