

**ALLEYMASTER**

*Cinemat System*

The title "ALLEYMASTER" is rendered in a large, bold, blocky font with a 3D effect. The letters are white with black outlines and are set against a background of horizontal lines. To the left of the title, a silhouette of a basketball player is shown in a dynamic pose, holding a ball. The entire graphic is surrounded by various geometric shapes, including triangles and squares, some of which are tilted or rotated. The word "Cinemat System" is written in a cursive script below the title.

## W A R N I N G

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

INSTALLATION AND MAINTENANCE  
MANUAL FOR  
ALLEY MASTER

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El Cajon, California 92020

NOTICE REGARDING THE USE OF NON-CINEMATRONICS REPLACEMENT PARTS:

Cinematronics recommends the use of only Cinematronics parts when replacing any malfunctioning component or assembly in the Cinemat system. For safety and reliability, Cinematronics does not recommend or authorize any substitute parts or modifications of Cinematronics equipment. Such alterations may adversely affect game play, cause serious injury, and void your warranty. Unauthorized parts, modifications and non-Cinematronics game conversion kits may also void FCC compliance.

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SET-UP PROCEDURE

## A. SHIPPING BOLT REMOVAL

The component drawer of your Cinemat system is secured during shipment by means of a bolt located at the rear of the component drawer. (See figure 1)

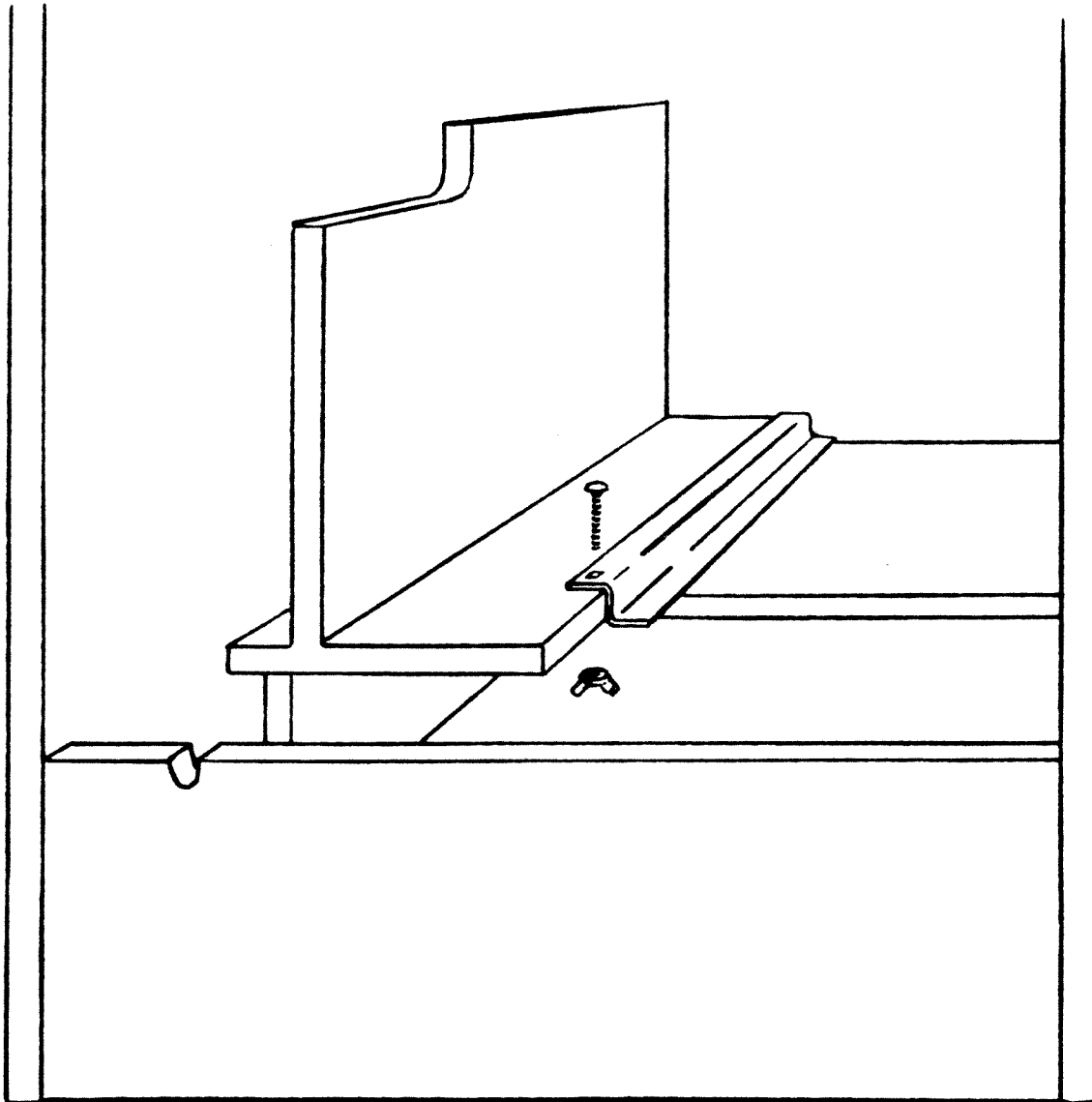


FIGURE 1



B. GAME INSPECTION

1. Examine the exterior of the game cabinet for dents, chips or broken parts.
2. Inspect the interior of the cabinet as follows:
  - a) Check that all plug in connectors are firmly seated. Re-plug any connectors found unplugged.
  - b) Check that all socketed components on the main logic board are firmly seated in their sockets.
3. Note the location of the serial number located on a tag affixed to the back of the cabinet and the main logic board serial number located near the lower right-hand corner of the board. Please make note of these numbers in the front of this manual for easy reference and mention them whenever you call your distributor or Cinematronics for service.

## GAME MODULE INSTALLATION

Your ALLEY MASTER game module should contain the following items:

- (1) ALLEY MASTER Marquee Lexan Decal
- (1) Plexiglass Marquee
- (1) Cinemat A to D Converter
- (21) PROMs
  - (1) Custom Chip (U120)
  - (1) 02-05 Custom Chip
  - (1) Control Panel Assembly
  - (4) 1 1/2" Carriage Bolts
  - (4) Washers
  - (2) 3/8" #10 Nuts
  - (2) #10 Wingnuts

To install an ALLEY MASTER game module and enhancement module in your Cinemat system refer to the following steps:

- 1) If your game has an I/O Expansion board remove it and replace the Z80B microprocessor chip at U99 of the main logic board.
- 2) Install the 21 ALLEY MASTER eeproms in the Cinemat main logic board noting the chip location ("U" number) printed on each chip and referring to Figure 2. Noting the location of pin 1 of both the eeprom and socket, plug each eeprom into the socket indicated. Be sure all eeprom pins are aligned and the eeproms are pressed firmly in place.
- 3) Install the custom chip U120 in the main logic board at location U120 and the 02-05 custom chip at U85 making sure Pin 1 of the chip and Pin 1 of the socket are aligned.
- 4) Recheck steps 2 and 3 for proper parts placement and orientation.
- 5) Install the A to D Converter board into the main logic assembly by plugging it into location U87 as shown in figure 4.
- 7) Locate the ALLEY MASTER control panel assembly to the CINEYOT cabinet and attach using the 1 1/2" carriage bolts, washers, and 3/8" nuts provided. Install only the front-most bolt, washer, and nut on each side at this time. See Figure 5.
- 8) Route the control panel wiring harness. Locate the two connectors P5 and J1 at the end of the control panel harness. Plug connector P5 into connector P5 located along the top edge of the main logic board. Similarly plug J1 into J1 of the A/D converter board. Plug the remaining two wires (white and violet) of the control panel harness into connector P4 of the main board as shown in Figure 6.

9) Remove the protective plastic covering from the marquee plexi. Now remove the paper backing from the self-adhesive decal. Attach the decal to the plexi and trim the excess with a sharp knife or razor blade. Install the marquee on the cabinet as shown in Figure 7.

10) Installation of the game module is now complete. We suggest you now use the Cinemat system's on board diagnostics to check the game. See the diagnostics section of this manual.

11) After testing the control panel, use the remaining two carriage bolts, washers and wing nuts to secure the control panel.

NOTE: Make sure to attach the ground braid to the control panel as shown in figure 5. Players may receive an electric shock if the control panel is not properly grounded.

ALLEY MASTER

CINEMAT MAIN LOGIC  
PRINTED CIRCUIT ASSEMBLY  
COMPONENT SIDE

VR1  
VOLUME CONTROL

SW1  
(RESET)

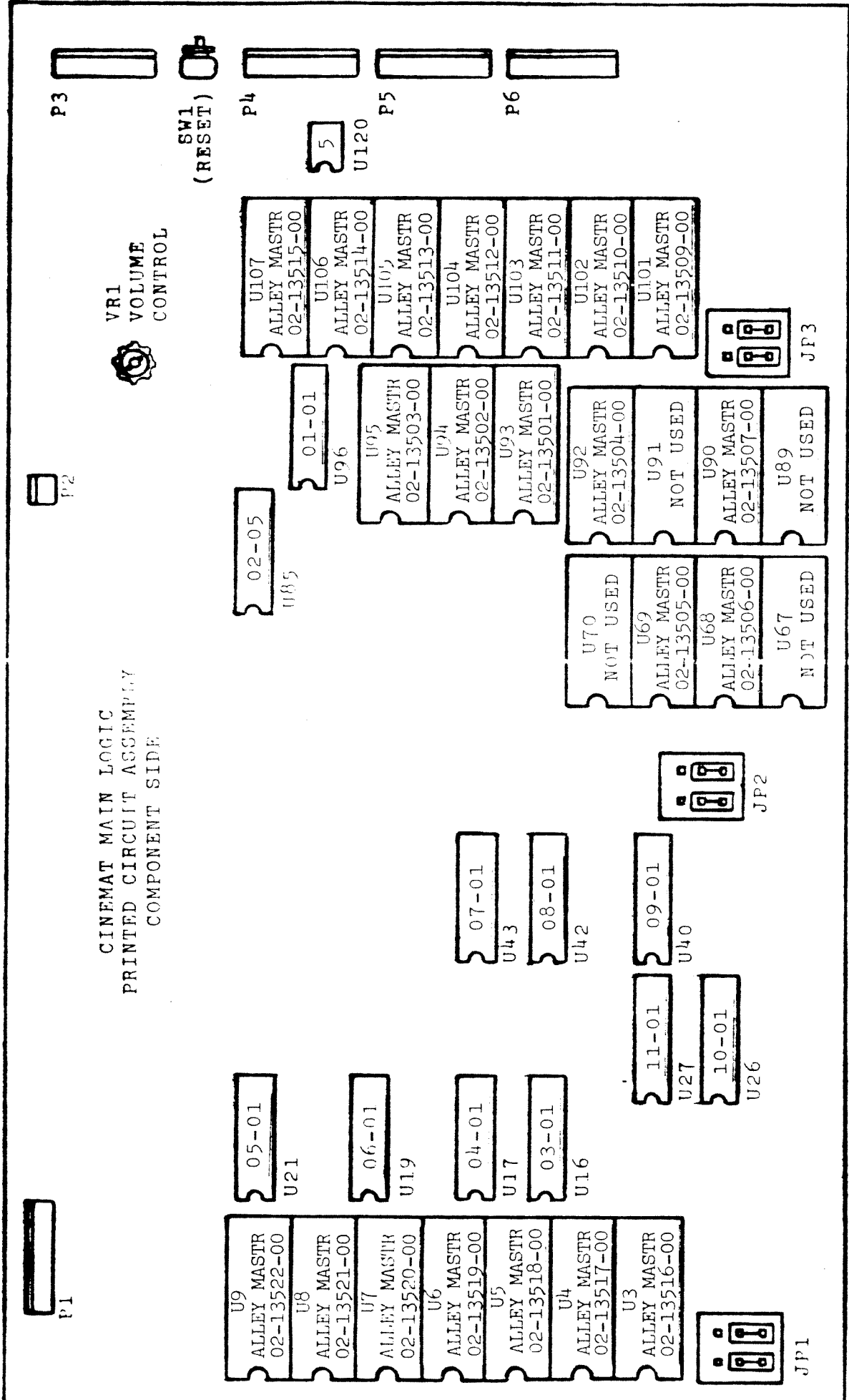


FIGURE 2

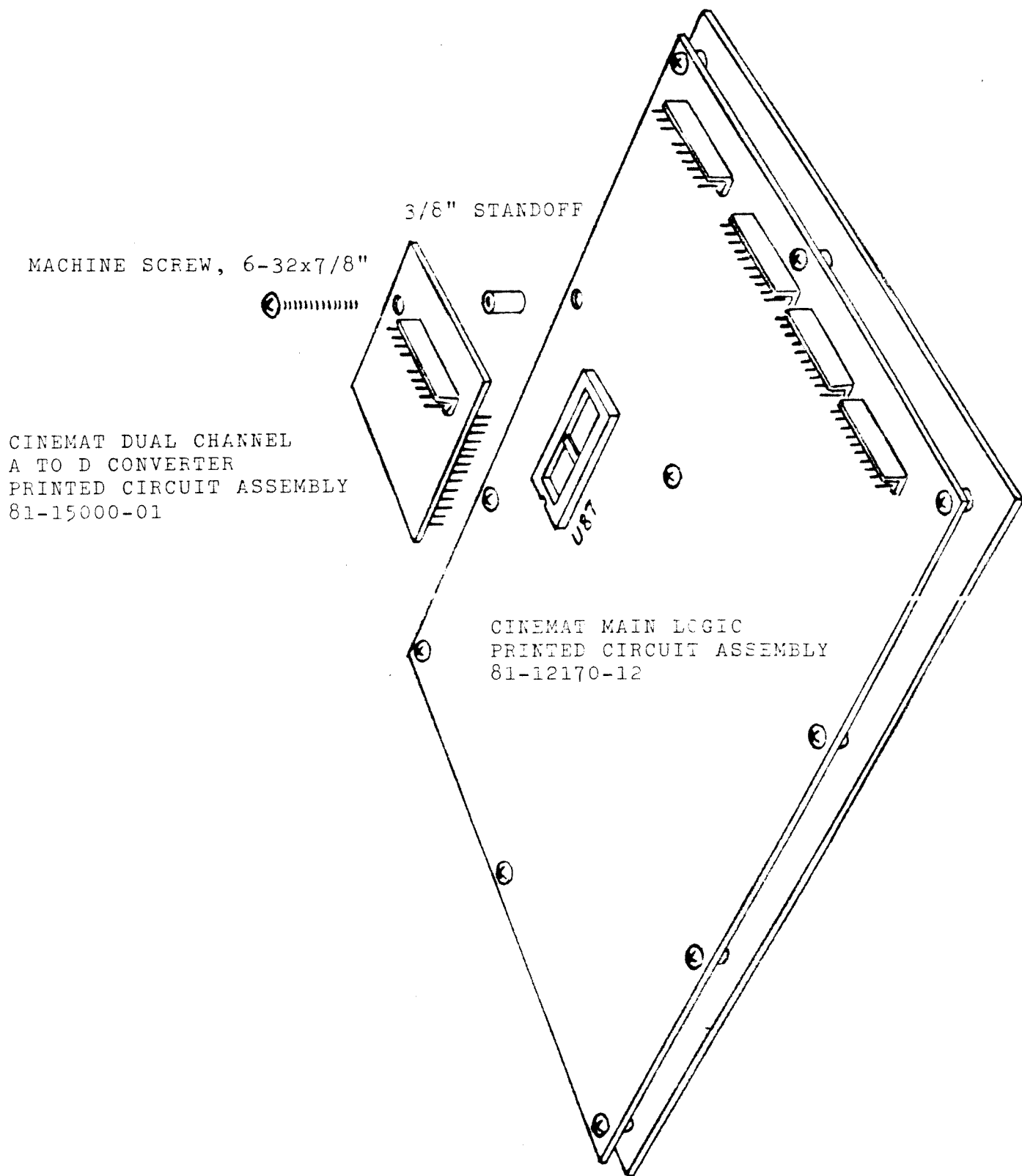


FIGURE 4 MOUNTING A TO D CONVERTER BOARD

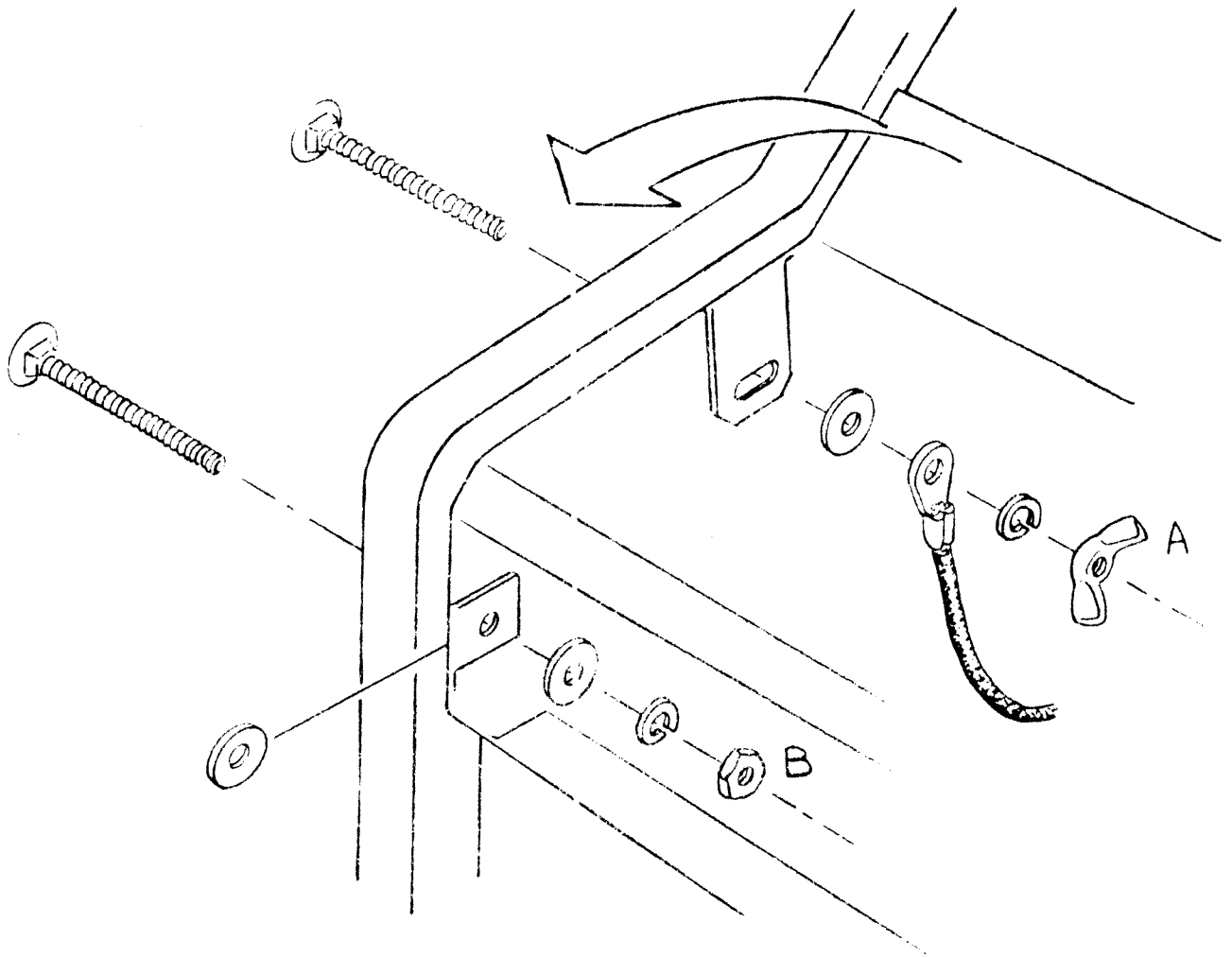
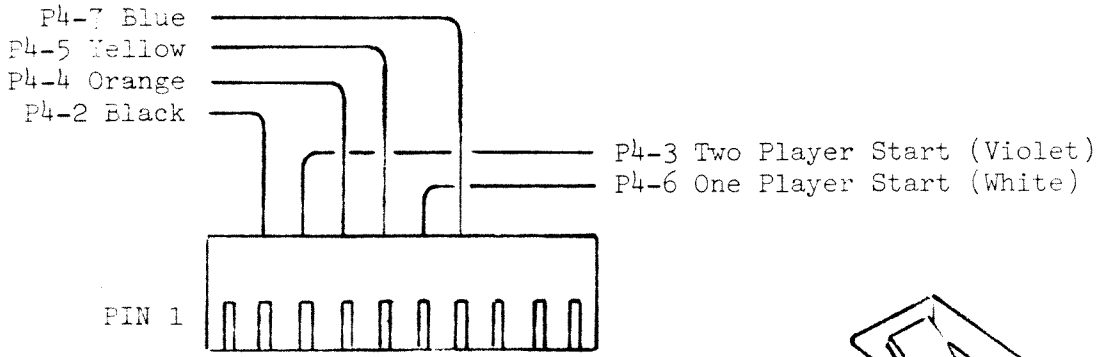


FIGURE 5



System pin-out opposite of  
 pin-out molded on connector.

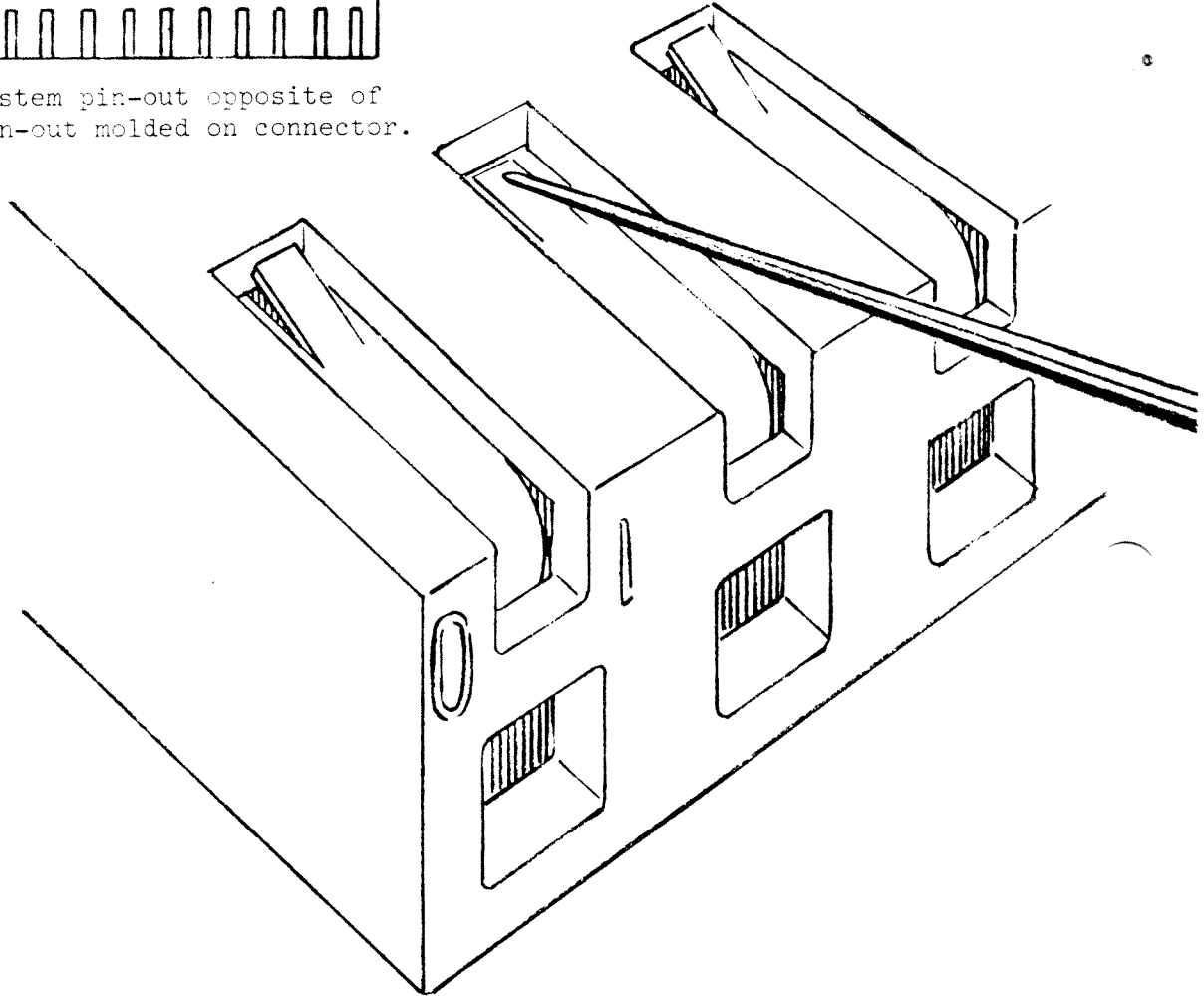


FIGURE 6

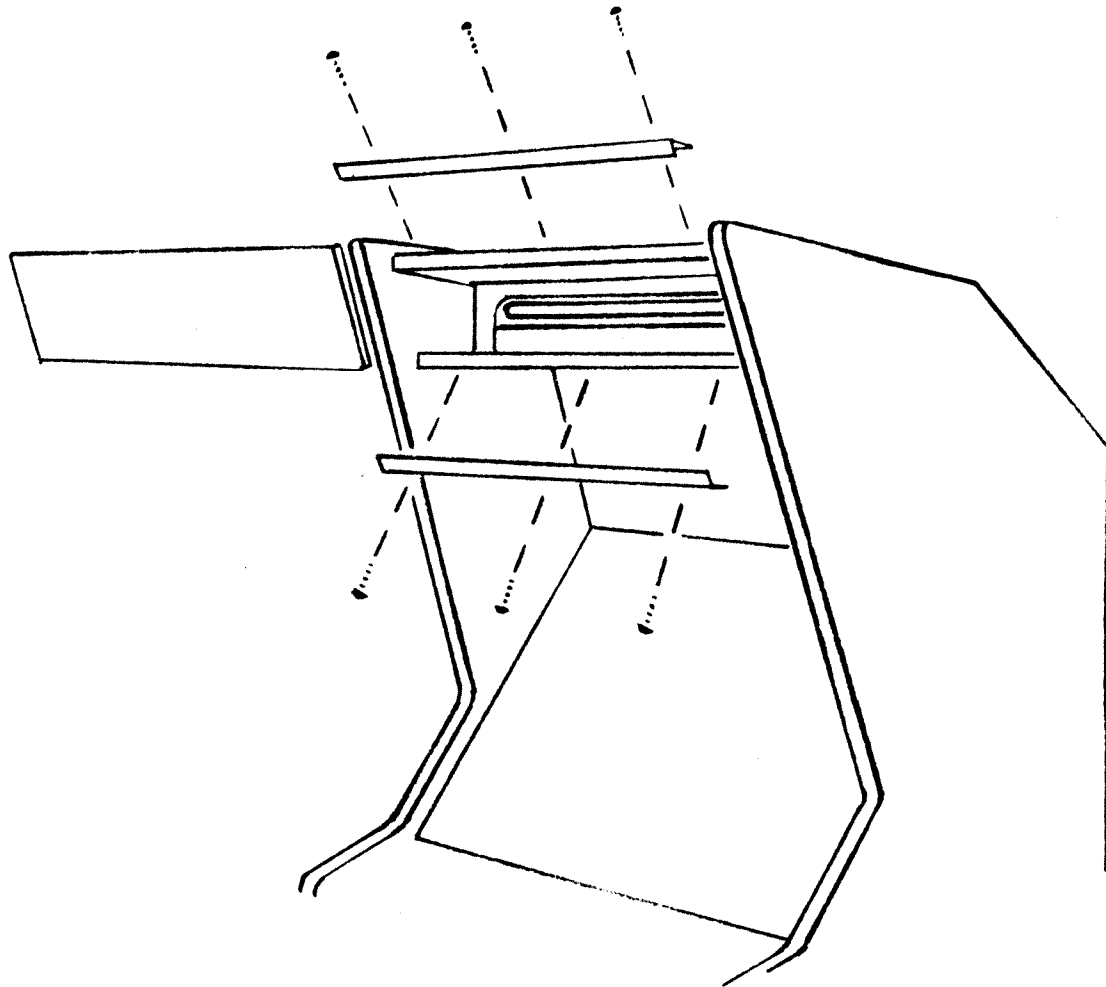


FIGURE 7



## BOOKKEEPING / DIAGNOSTIC FUNCTIONS

Your ALLEY MASTER game includes extensive bookkeeping and diagnostic functions. These functions are explained in the following chapter. To gain access to the bookkeeping and diagnostic section of your ALLEY MASTER game you must first call up the main menu.

### CALLING UP THE MAIN MENU

With the game running in the attract mode follow these steps:

1. Press and hold the one player start button while...
2. Pressing and releasing the service button (found inside the coin door mounted to the top of the coin box).
3. Release the player one start button.

The game screen should now appear as shown in figure 8. Instructions for selecting and entering the listed functions are displayed at the top of the screen with the six selectable options below them. The game's software serial number is shown in the lower left-hand corner of the screen.

### SELECTING THE DESIRED FUNCTION

The one player start button selects the desired function. The function has been selected when it's color changes from red to yellow. Pressing the two player start button now enters the selected function. Selecting the RESTART THE GAME function returns the game to normal operation.

### MAIN MENU

SELECT FUNCTION WITH ONE PLAYER START BUTTON  
ENTER FUNCTION WITH TWO PLAYER START BUTTON

BOOKKEEPING  
DIAGNOSTICS  
GAME SET-UP  
GAME STATISTICS  
GAME DURATION GRAPHS  
ERASE ALL PLAYER STATISTICS

RESTART THE GAME  
CANCEL CHANGES AND RESTART GAME

FIGURE 8

## BOOKKEEPING

The bookkeeping screen (see figure 9) is displayed when that option is selected and entered from the main menu.

Five lifetime counters are shown. These counters are set to zero at the factory and are not resetable by the operator. The counters are:

COINS DROPPED MECH 1 - This counter shows the total number of coins that have dropped through the LEFT coin mech.

COINS DROPPED MECH 2 - This counter shows the total number of coins that have dropped through the RIGHT coin mech.

TOTAL COINS DROPPED - This is the total number of coins dropped through BOTH mechs.

SERVICE BUTTON PRESSED - The number of times that the service button has been pressed to put credits on the game is displayed by this counter. Note: Pressing the service button to enter the bookkeeping / diagnostic section does not effect this counter.

TOTAL CREDITS GIVEN - The total number of credits the game has given in it's lifetime is shown on this counter. (See the game set-up options section of this manual for information on setting the number of coins per credit)

## PERIOD AND DOLLAR COUNTERS

Three resetable counters, located to the right of the lifetime counters are provided to aid the operator in tracking the games intake over a period of time. These counters are presented in two forms, coins dropped and dollars collected for each coin mech. A total for both mechs is also shown.

## RESETTING THE PERIOD AND DOLLAR COUNTERS

As in the main menu, an option is selected by pressing the one player start button and entered or executed pressing the player two start button. To reset the period and dollar counters for coin mech 1, press the one player start button until the message "RESET COIN MECH 1 DOLLARS COLLECTED" is highlighted (turns from red to yellow) and then press the player two start button. The period and dollar counters for mech 2 are reset in the same manner.

## BOOKKEEPING, CONTINUED

### SETTING COINS/TOKENS PER DOLLAR

To calculate dollars collected the bookkeeping system needs to know how many coins/tokens are required to make a dollar. Normally this number would be 4 for quarter operation. However, if you operate a location where for example 6 tokens equal one dollar, the dollar multiplier should be changed to 6 so that the dollars collected counters will reflect accurately what the game has earned. To change the coin "multiplier" use the player one start button to highlight the COINS PER DOLLAR message for the desired coin mech then use the player two start button to change the multiplier.

EXAMPLE: An arcade giving 10 tokens per dollar should have the coins/tokens per dollar multipliers set as shown below:

```
10 COINS PER DOLLAR COIN MECH 1  
10 COINS PER DOLLAR COIN MECH 2
```

NOTE: THE COINS PER DOLLAR MULTIPLIER DOES NOT AFFECT THE NUMBER OF COINS PER CREDIT OR CREDITS PER COIN. SEE THE GAME SET-UP OPTIONS SECTION OF THIS MANUAL FOR THAT INFORMATION.

## BOOKKEEPING

SELECT FUNCTION WITH ONE PLAYER START BUTTON  
ENTER FUNCTION WITH TWO PLAYER START BUTTON

COINS DROPPED - MECH 1  
LIFETIME: 0  
PERIOD COINS: 0  
PERIOD DOLLARS: 0

COINS DROPPED - MECH 2  
LIFETIME: 0  
PERIOD COINS: 0  
PERIOD DOLLARS: 0

TOTAL COINS DROPPED  
LIFETIME: 0  
PERIOD COINS: 0  
PERIOD DOLLARS: 0

SERVICE BUTTON PRESSED  
TOTAL CREDITS GIVEN

RESET COIN MECH COUNTERS  
RESET MECH 1 DOLLARS COLLECTED  
RESET MECH 2 DOLLARS COLLECTED

SET COINS/TOKENS PER DOLLAR  
4 COINS PER DOLLAR COIN MECH 1  
4 COINS PER DOLLAR COIN MECH 2

RETURN TO MAIN MENU

FIGURE 9

## DIAGNOSTICS

The diagnostic menu is displayed upon entering diagnostics from the main menu. See figure 10.

### DIAGNOSTICS

SELECT FUNCTION WITH ONE PLAYER START BUTTON  
ENTER FUNCTION WITH TWO PLAYER START BUTTON

BUTTONS AND CONTROL TEST  
PROCESSOR MEMORY TEST  
VIDEO ALIGNMENT SCREENS  
VIDEO MEMORY TEST  
BACKGROUND AND SCROLLING

RETURN TO MAIN MENU

FIGURE 10

## DIAGNOSTICS, CONTINUED

### BUTTONS AND CONTROLS TEST

This test allows the operator to check the game controls and switches. Pressing a button or activating a control causes the description of that button or control to turn from green to red on the video screen and will remain colored red as long as the switch contacts are closed. The word GOOD will appear to the right of the control's description the first time that the switch contacts close and will remain on the screen for the duration of the test. Pressing the player two start or service buttons twice will end the test and return you to the diagnostic menu.

### BUTTONS AND CONTROL TEST

PLEASE PRESS THE FOLLOWING BUTTONS:

1 PLAYER START  
2 PLAYER START  
MECH 1 COIN BUTTON  
MECH 2 COIN BUTTON  
SERVICE SWITCH  
MAN LEFT BUTTON  
MAN RIGHT BUTTON  
MAN LEFT BUTTON  
MAN RIGHT BUTTON

HOOK JOYSTICK:

AIM JOYSTICK:

PRESS THE PLAYER 2 OR  
SERVICE BUTTON TWICE TO EXIT

FIGURE 11

## DIAGNOSTICS, CONTINUED

### PROCESSOR MEMORY TEST

The processor memory test checks all on-board RAM and PROM memory with the exception of the video memory. The messages TESTING MASTER ROM, TESTING MASTER RAM, TESTING COLOR RAM, TESTING SLAVE PROM, TESTING SLAVE RAM will each appear on the left side of the screen as each of those tests are performed. The result of each test (good or bad) is displayed on left side of the screen under the description of that test. In the case of a failure the location (U number) of the suspected part is shown on the screen. See figure 12.

### PROCESSOR MEMORY TEST

MASTER ROM TESTED  
MASTER ROM GOOD

MASTER RAM TESTED  
MASTER RAM GOOD

COLOR RAM TESTED  
COLOR RAM GOOD

SLAVE MEMORY TESTED

SLAVE ROM BAD                                      CHIP U4 SUSPECT  
SLAVE RAM GOOD

PLAYER 2 START EXITS TESTING

FIGURE 12.    EXAMPLE OF DISPLAY INDICATING  
                  CHIP U4 FAILURE

## DIAGNOSTICS, CONTINUED

### VIDEO ALIGNMENT SCREENS

Three video alignment screens are provided to aid in adjusting the game's video monitor for maximum picture quality. Video monitor technical information including adjustment instructions can be found in your Cinemat system manual.

The first screen consists of a white crosshatch pattern (figure 13). This should be used to adjust screen position, horizontal size, vertical size and focus. Pressing the player two start button advances the display to the next alignment screen.

The second alignment screen is used to adjust the red and green intensity. An eight level (0-7) color scale is shown for each red and green. The monitor should be adjusted so that level zero is black and one through seven appear as seven distinct levels. See figure 14.

The third alignment screen shows a four level blue color scale. Adjust the blue intensity so that level zero is black and levels one through three show as three distinct levels of blue. Eight other colors are also displayed for reference, they are from 0-7: blue, green, red, cyan, magenta, yellow, gray and white. See figure 15.



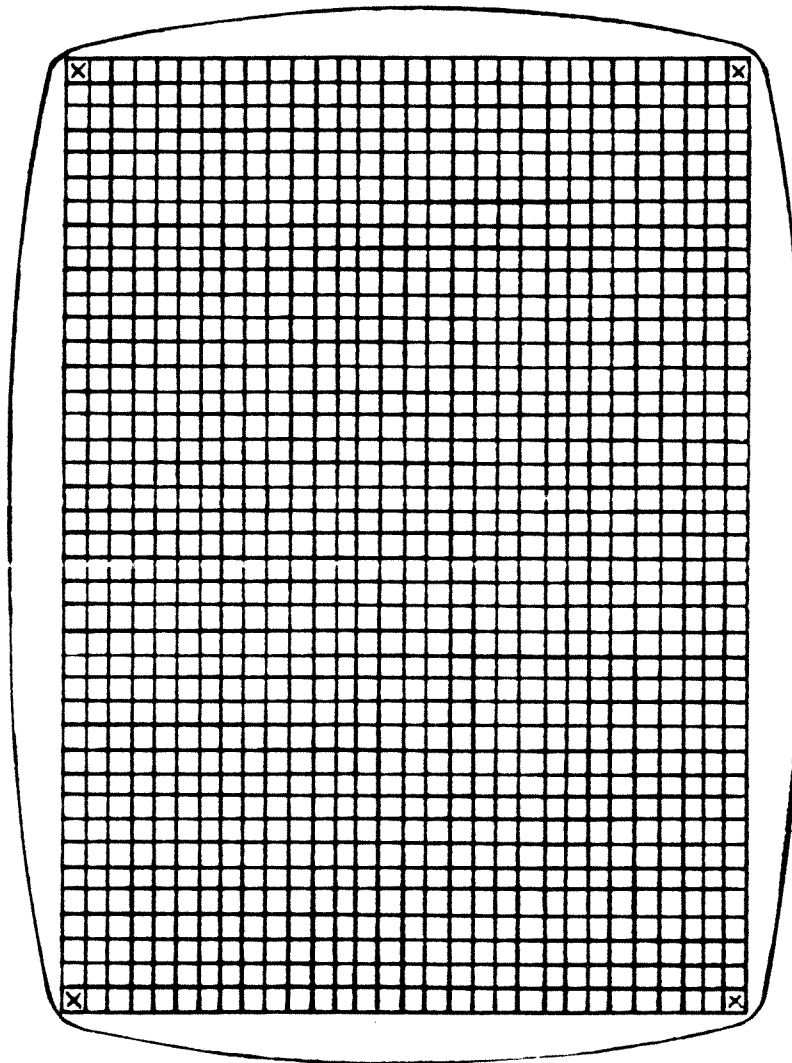


FIGURE 13 VIDEO ALIGNMENT, SCREEN 1

**RED AND GREEN TEST**

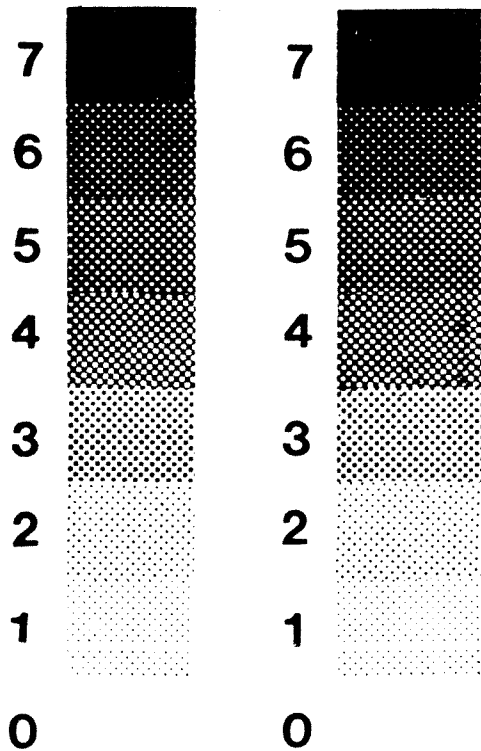


FIGURE 14  
VIDEO ALIGNMENT  
SCREEN 2

**BLUE AND MISCELLANEOUS TEST**

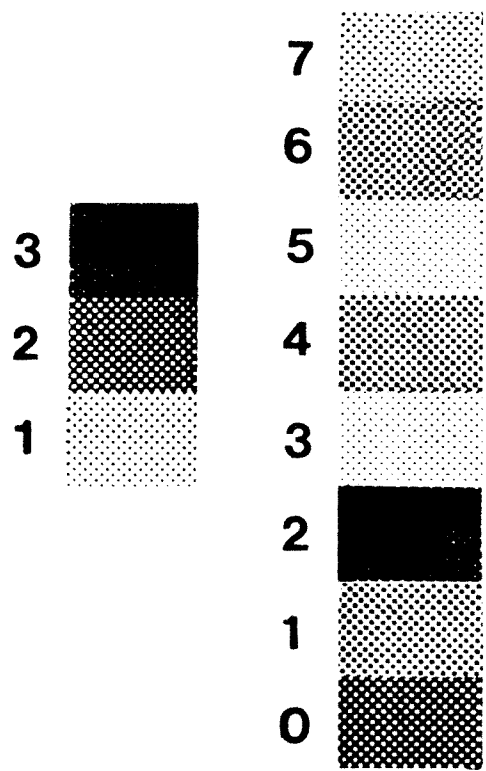


FIGURE 15  
VIDEO ALIGNMENT  
SCREEN 3

## DIAGNOSTICS, CONTINUED

### VIDEO MEMORY TEST

The video memory test checks the foreground video memory. The test appears as a series of colored bars moving across the screen (figure 16). After each pass (about 15 seconds) the results of the test will be displayed on the screen. If the pass was successful (all RAMs good) the message "VIDEO RAM CHECKS OK" will be displayed for about 5 seconds and the test will be repeated. Pressing the two player start button anytime during the test will abort the test and return you to the diagnostic menu. If the memory test fails the message "VIDEO RAM TEST FAILED" will be displayed along with the location (U number) of the suspect RAM. In the event that the video error display is unreadable, a series of tones will also indicate the suspect chip (see table below).

1	Tone(s)	U36
2	"	U35
3	"	U34
4	"	U33
5	"	U49
6	"	U48
7	"	U47
8	"	U46

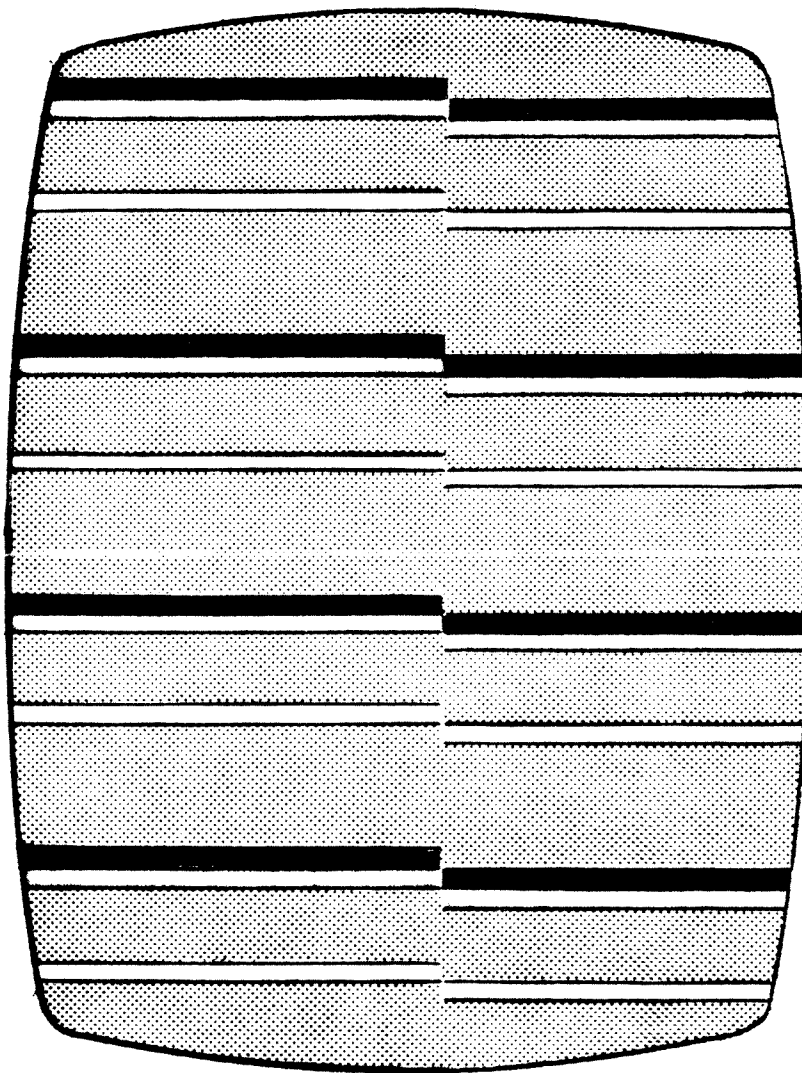


FIGURE 16 VIDEO MEMCRY

## GAME SET-UP

The game option set-up section allows the operator to change various game options. As in previous sections, the one player start button selects and highlights the desired function and the two player start button enters or executes the function.

### COINS PER CREDIT / CREDITS PER COIN

The coinage of each mech may be set to require multiple coins for each credit or give multiple credits for each coin. To do this follow the examples below: (all examples assume 1 coin=25 cents)

For 25 cent play:           1 COIN FOR  
                              1 CREDIT

For 50 cent play:           2 COINS FOR  
                              1 CREDIT

Two plays for 25 cents:   1 COIN FOR  
                              2 CREDITS

### EXTRA PLAY

An option is included to award an extra play for the insertion of multiple coins before the game is started. For example; if the coinage is set as follows:

                              1 COIN FOR  
                              1 CREDIT  
                              EXTRA PLAY FOR 2 CREDITS

The result will be, 1 coin will give 1 credit and 2 coins will give 3 credits. Each additional coin will add one credit.

### ATTRACT MODE SOUND

This option when selected enables the game sounds during the attract mode.

GAME SET-UP

SELECT FUNCTION WITH ONE PLAYER START BUTTON  
ENTER FUNCTION WITH TWO PLAYER START BUTTON

COIN MECH 1  
1 COIN FOR  
1 CREDIT  
NO EXTRA PLAY

COIN MECH 2  
1 COIN FOR  
1 CREDIT  
NO EXTRA PLAY

TWO PLAYER FOR 1 CREDIT	---	NO
ATTRACT MODE SOUND	---	YES
ALLOW BEER FRAMES	---	YES
BOWL FOR FREE 1 PLAYER GAME	---	YES
BOWL FOR FREE 2 PLAYER GAME	---	YES
SHOW LANE DOTS	---	YES

RETURN TO MAIN MENU

## GAME STATISTICS

Game play statistics are provided to aid the operator in setting up his game for maximum profit. See figure 17.

The operator may reset the game statistic counters by selecting the reset game statistics function.

### GAME STATISTICS

SELECT FUNCTION WITH ONE PLAYER START BUTTON  
ENTER FUNCTION WITH TWO PLAYER START BUTTON

NUMBER OF 1 PLAYER GAMES: 0

NUMBER OF 2 PLAYER GAMES: 0

COMPLETE GAMES BOUGHT: 0

AVERAGE SCORE: 0

RESET GAME STATISTICS  
RETURN TO MAIN MENU

FIGURE 17

## DURATION GRAPHS

Graphs are provided which indicate the duration of one and two player games. Average play time is also displayed. These graphs may be reset by selecting the reset options located at the bottom of the screen.

## DURATION GRAPHS

SELECT FUNCTION WITH ONE PLAYER START BUTTON  
ENTER FUNCTION WITH TWO PLAYER START BUTTON

### ONE PLAYER GAME TIMES

0:00-2:00  
2:01-2:30  
2:31-3:00  
3:01-3:30  
3:31-4:00  
4:01-4:30  
4:31-5:00  
5:01-5:30  
5:31-6:00  
6:01-UP

### TWO PLAYER GAME TIMES

0:00-4:00  
4:01-4:30  
4:31-5:00  
5:01-5:30  
6:31-7:00  
7:01-7:30  
8:01-8:30  
8:31-9:00  
9:01-9:30  
9:31-10:00  
10:01-10:30  
10:31-11:00  
11:01-11:30  
11:31-12:00  
12:01-UP

PLAYER ONE AVERAGE TIME:  
PLAYER TWO AVERAGE TIME:

PLAYER ONE TOTAL GAMES:  
PLAYER TWO TOTAL GAMES:

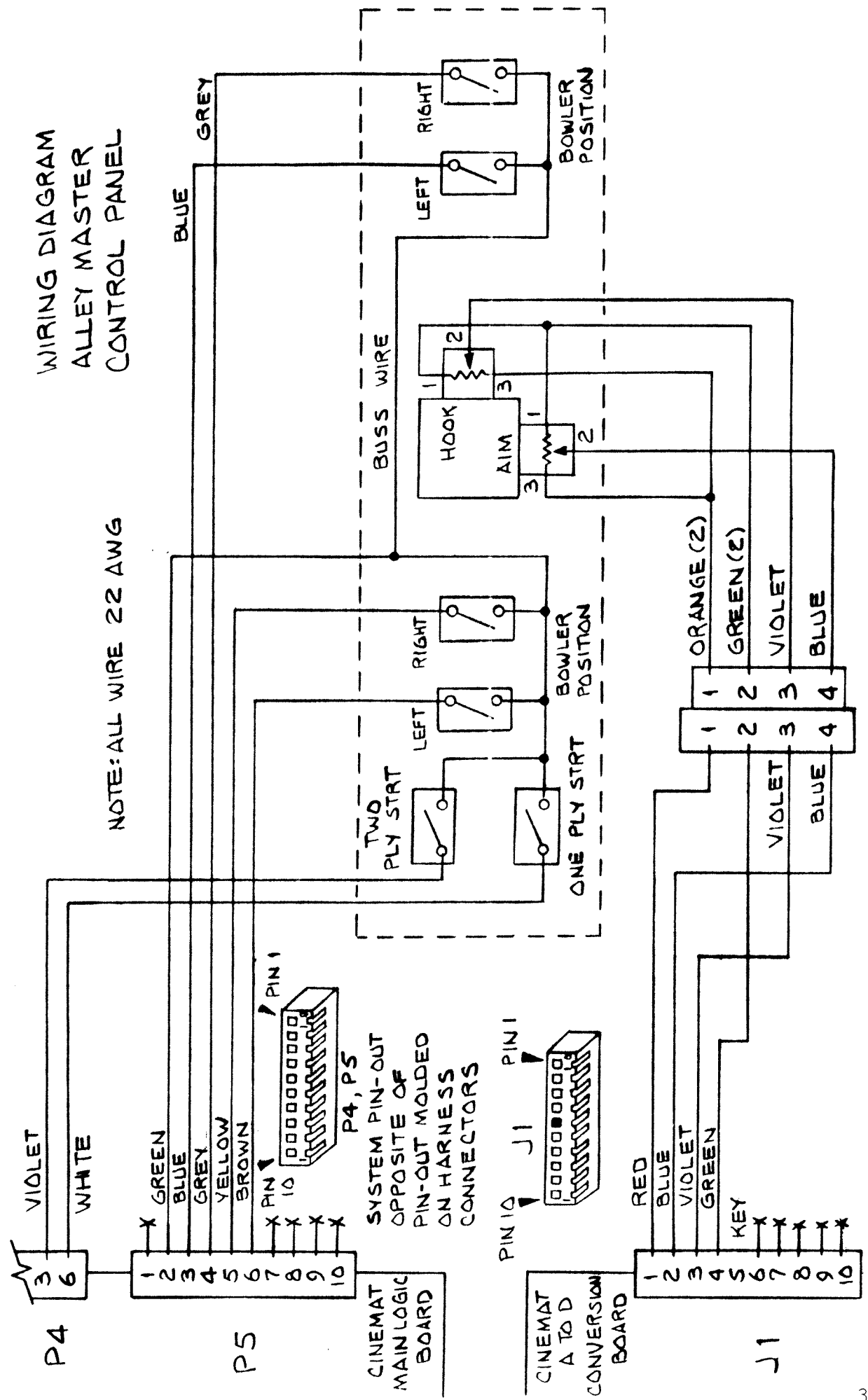
RESET 1 PLAYER BAR GRAPHS  
RESET 2 PLAYER BAR GRAPHS  
RETURN TO MAIN MENU

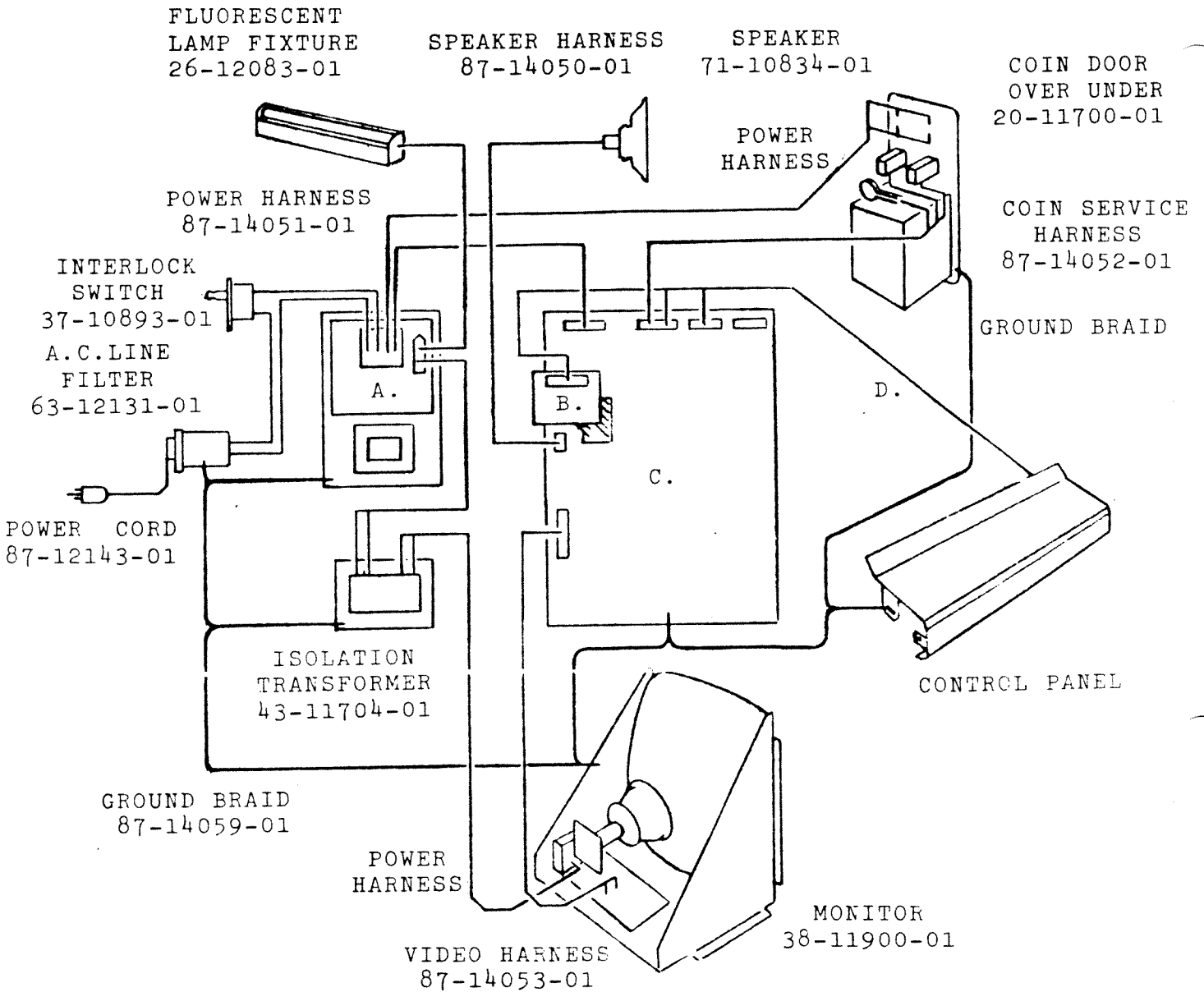


DRAWINGS

WIRING DIAGRAM  
ALLEY MASTER  
CONTROL PANEL

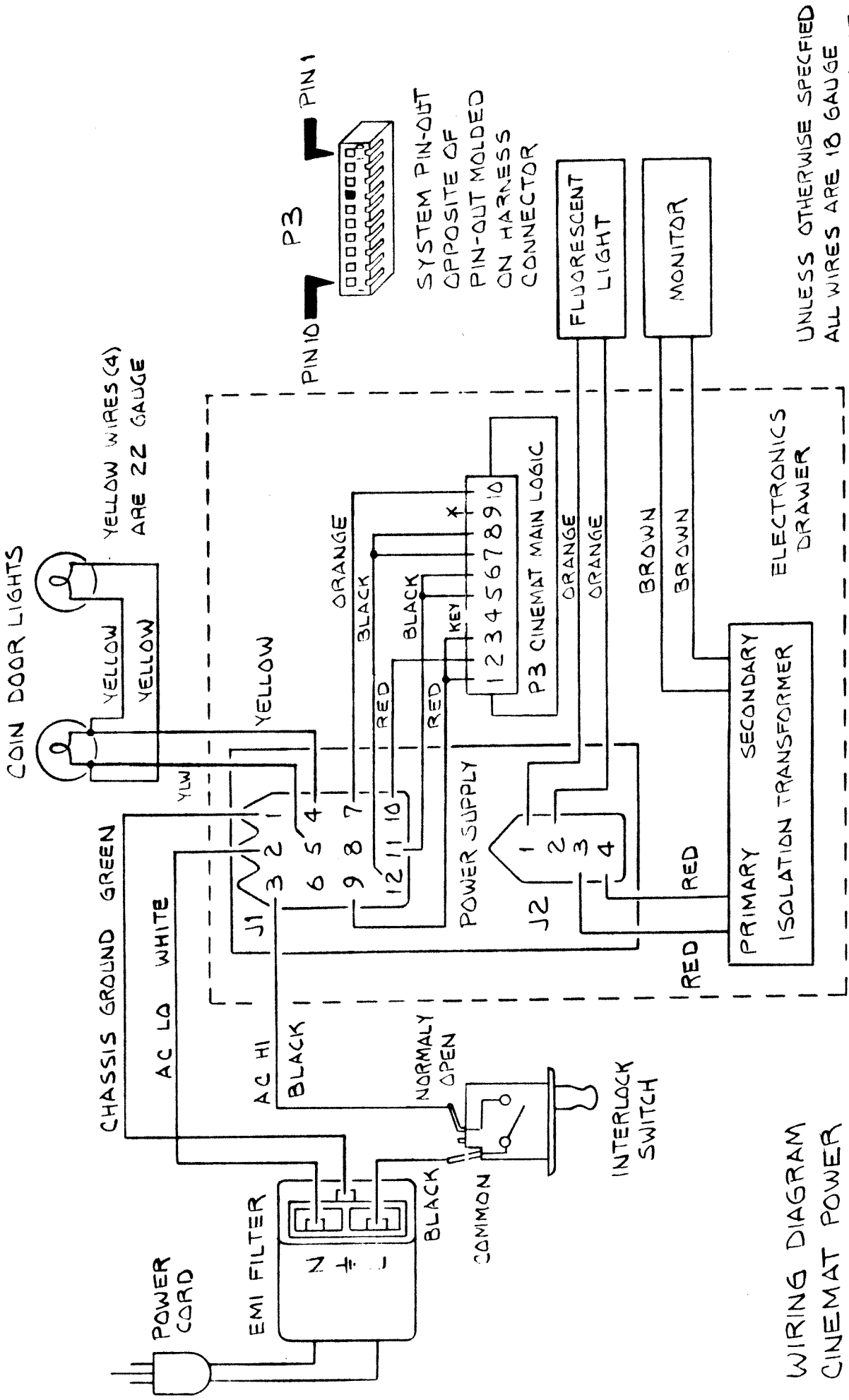
NOTE: ALL WIRE 22 AWG





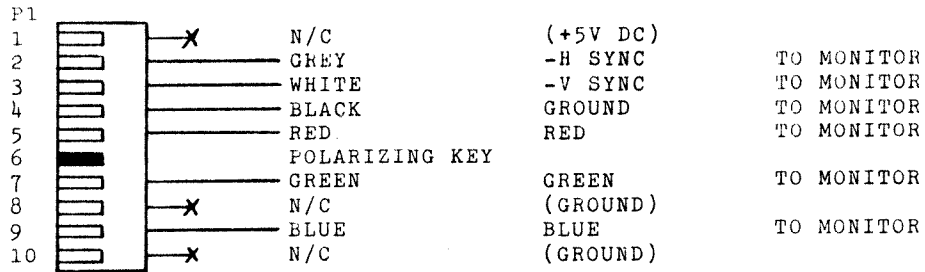
- A. POWER SUPPLY  
82-10842-50
- B. CINEMAT DUAL CHANNEL  
A TO D CONVERTER  
PRINTED CIRCUIT ASSEMBLY  
81-15000-01

- C. CINEMAT MAIN LOGIC  
PRINTED CIRCUIT ASSEMBLY  
81-12170-12
- D. CONTROL PANEL HARNESS

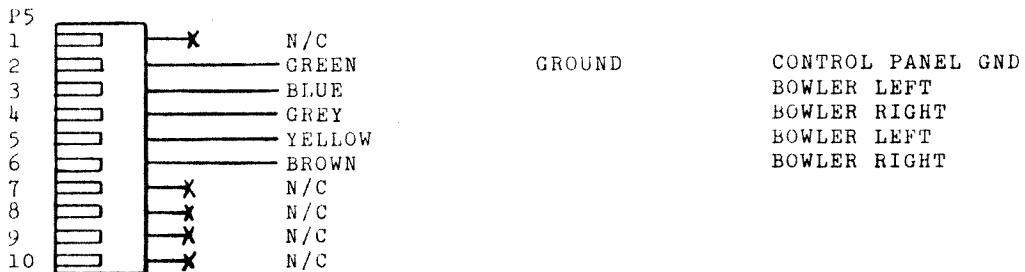
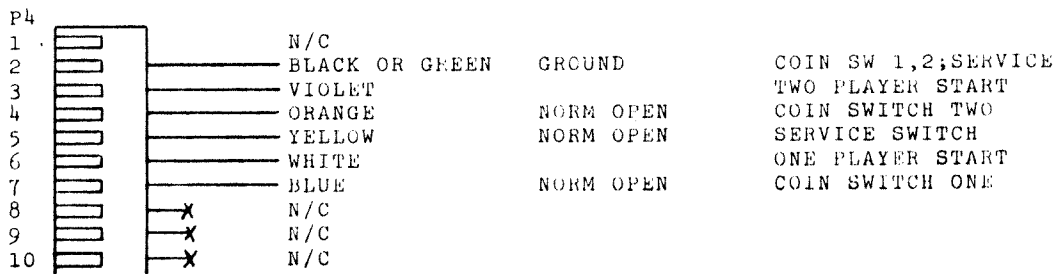


UNLESS OTHERWISE SPECIFIED  
 ALL WIRES ARE 18 GAUGE  
 J2-9, 11, 12 ARE 22 GAUGE

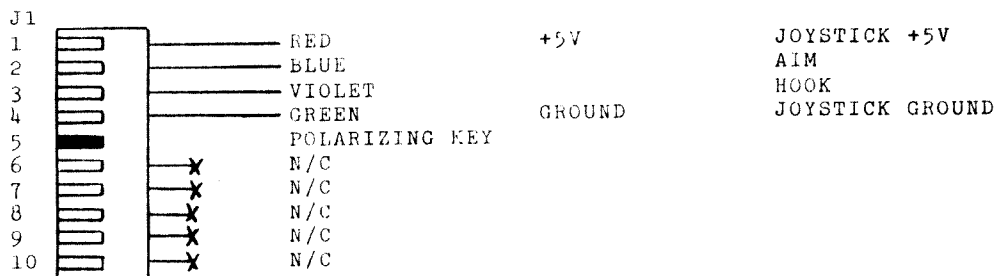
WIRING DIAGRAM  
 CINEMAT POWER



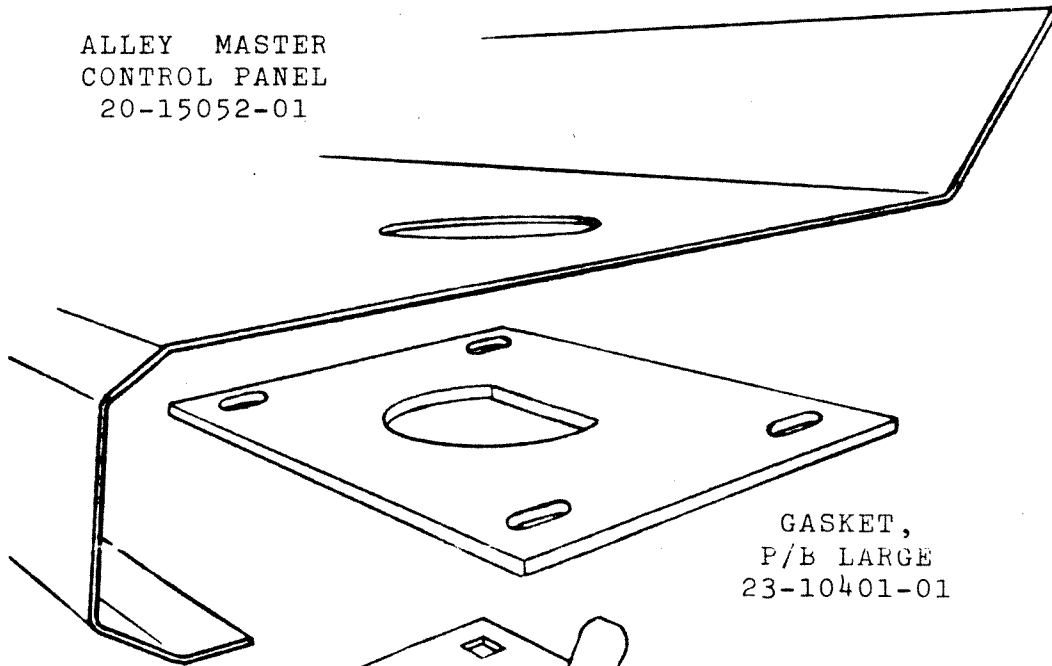
P3 CINEMAT POWER HARNESS (87-14051-01)  
TO J1 OF POWER SUPPLY



P6 NOT USED

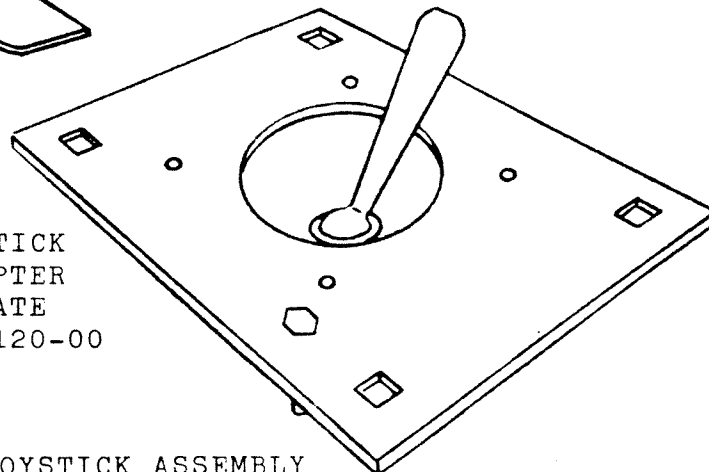


ALLEY MASTER  
CONTROL PANEL  
20-15052-01



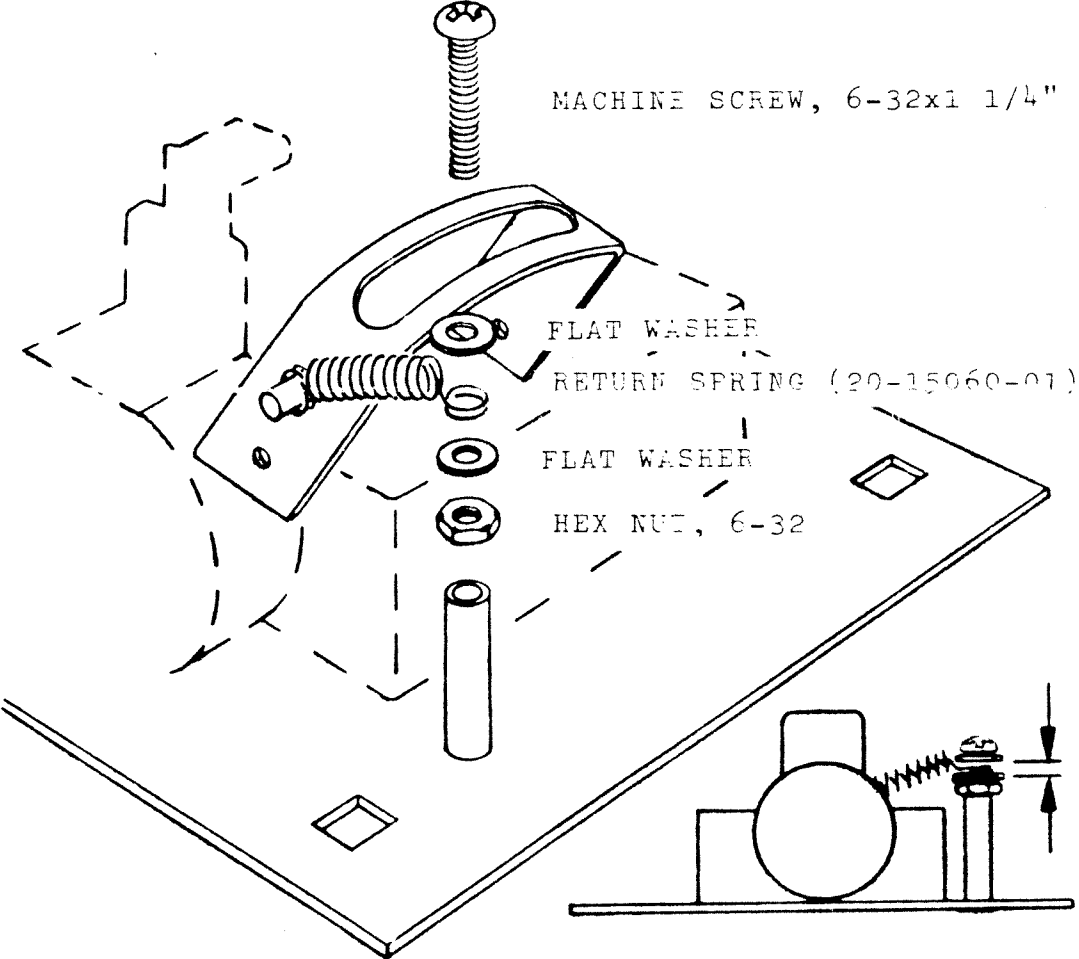
GASKET,  
P/B LARGE  
23-10401-01

JOYSTICK  
ADAPTER  
PLATE  
20-15120-00

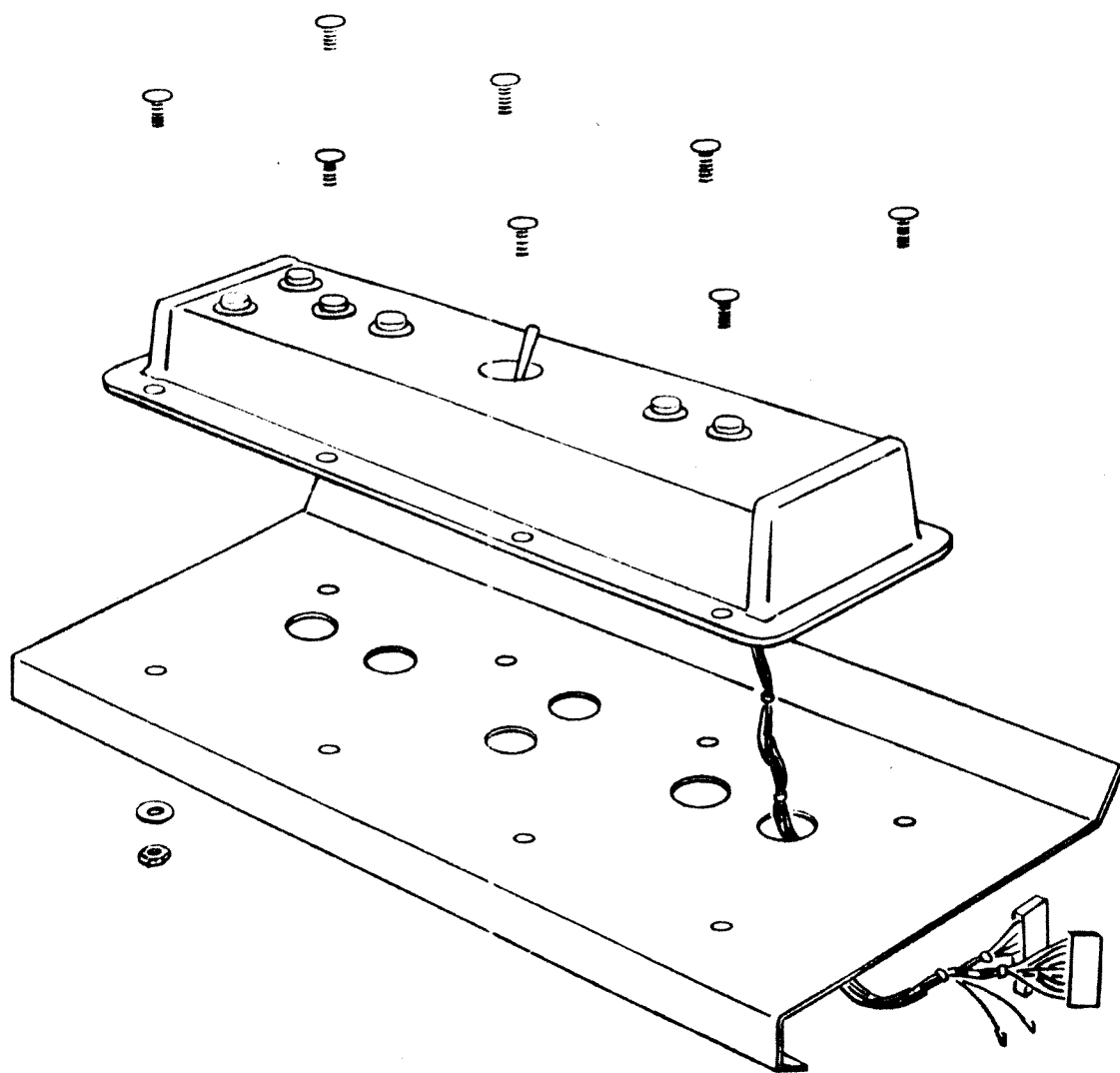


JOYSTICK ASSEMBLY  
38-11500-01

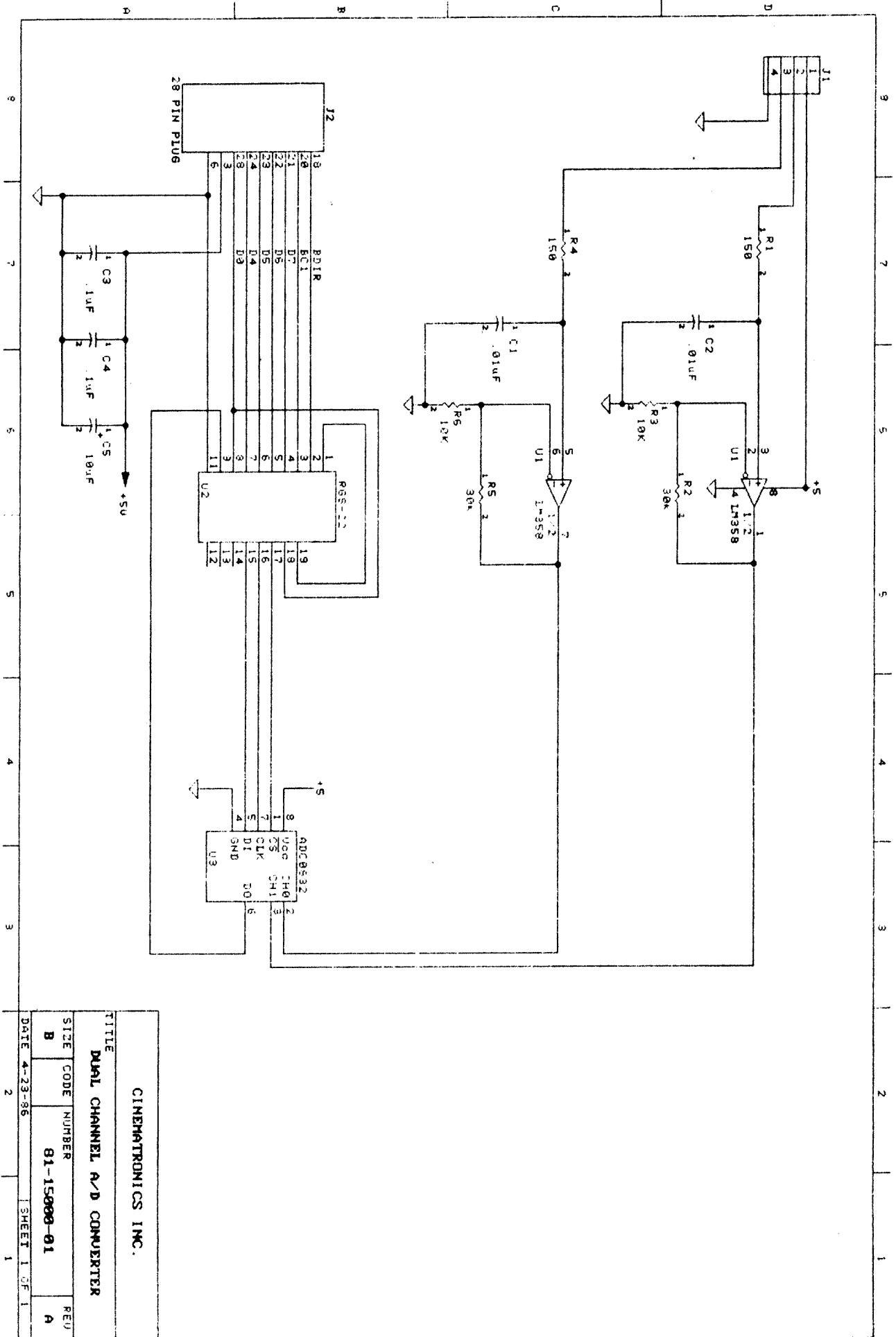
ASSEMBLY, JOYSTICK RETURN SPRING



MOUNTING THE CONVERSION KIT CONTROL PANEL







CINEMATRONICS INC.			
TITLE			
DUAL CHANNEL A/D CONVERTER			
SIZE	CODE	NUMBER	REV
B		81-15088-01	A
DATE	4-23-86		SHEET 1 OF 1