

**BY  
AMERICAN TECHNOS, INC.**

# **GAME CONVERSION KIT MANUAL**



# **AMERICAN TECHNOS, INC.**

## **Invites You to Use**

OUR PHONE OR FAX NUMBER FOR  
SERVICE INFORMATION CONCERNING THIS GAME.

CALL US FOR PROMPT, COURTEOUS  
ANSWERS TO YOUR PROBLEMS.

### **AMERICAN TECHNOS, INC.**

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# WARRANTY AND RETURN POLICY

## REPLACEMENT PARTS:

AMERICAN TECHNOS maintains a stock of replacement parts for our products. When placing an order for parts, please supply a complete description of the item, quantity required, P.O. number, and shipping information. We attempt to ship orders the day they are received, orders received after 12:00 noon will ship the following work day. We do not have a minimum order requirement at this time, however we certainly appreciate your efforts to consolidate your orders whenever possible.

Payment Terms are NET 30.

## RETURN MATERIAL AUTHORIZATIONS:

Material can be returned to AMERICAN TECHNOS only in the following situations:

1. Parts, return for credit. A parts order was processed incorrectly, ie; wrong items were shipped, wrong quantity was shipped, etc.
2. PCB, Return for Credit. A PCB is being returned for credit to satisfy an Advance Exchange transaction.
3. Other, parts are being returned for engineering analysis, etc., only with prior consent of Customer Service or Sales department.

To obtain a Return Material Authorization, please contact AMERICAN TECHNOS' Customer Service department. Describe the transaction and request an RMA number. The outside of the package must be clearly marked with the RMA number. Packages not displaying an RMA number will be returned un-opened.

## WARRANTY REPAIRS:

During the initial 90-day warranty, customers who's accounts are current are eligible for an Advance Exchange PCB. When calling for an Advance Exchange PCB, please supply a complete description of the item needed, game serial number for warranty verification, P.O. number, and shipping information. You will be issued an RMA number for the return of the defective PCB.

Terms for Advance Exchanges are NET 15. If the defective PCB is not returned within 30 days, no additional Advance Exchanges will be issued until the offending PCB is returned, or the invoice is paid in full. If the PCB is not returned until after 90 days, the warranty will be voided, and the customer will be liable for all repair charges.

It is our goal to constantly improve and better our services to you. Your cooperation with the above stated policies will help us greatly to reach this goal. If you have any comments or questions, please telephone our Customer Service department. We will make every attempt to tailor our services accordingly.

# LIMITED WARRANTY

AMERICAN TECHNOS, INC. ("Seller"), warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

- A. Printed Circuit Boards (60) days
- B. Electronic Components (30) days
- C. Television Monitors (30) days

No other parts of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from Seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

- A. Seller is notified promptly upon discovery by buyer that stated products are defective.
- B. Such products are properly packaged and then returned, prepaid to Seller's plant.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage, or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of American Technos, Inc. product.

## (WARRANTY DISCLAIMER)

EXCEPT AS SPECIFICALLY PROVIDED IN A WRITTEN CONTRACT BETWEEN SELLER AND PURCHASER, THERE ARE NO OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

## **WARNING**

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY  
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

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



**“WINNERS DON'T USE DRUGS”**

**William S. Sessions, Director, FBI**

**\*IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN\***

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No part of this manual may be reproduced by any mechanical, photographic or electronic process, or in the form of a phonographic recording, nor may it be stored in a retrieval system, transmitted, or otherwise copied for public or private use, without permission from the publisher.

The game play, all graphic designs, this technical manual, its accompanying diagrams, and the display manual are protected by the law.

You may void the game warranty if you do any of the following:

- Substitute non-American Technos electronic parts in the game.
- Modify or alter any circuits in the game by using kits or parts *not* supplied by American Technos.

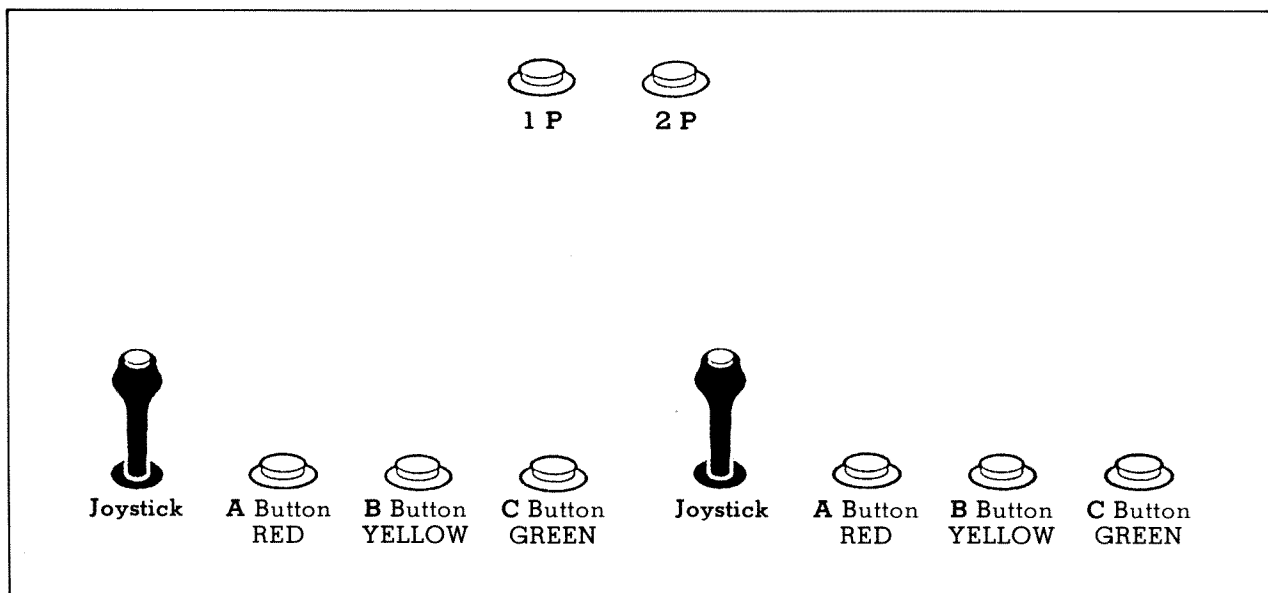
# GENERAL INFORMATION:

## A) CONTENTS OF KIT

QTY	DESCRIPTION
1	Blockout PCB
1	Blockout Control Panel Overlay
1	Blockout Logo Plex
1	Blockout Monitor Card
2	Blockout Side Decals
1	Jamma Harness
2	Push Button Joysticks
2	Pushbutton, Green
2	Pushbutton, Red
2	Pushbutton, Yellow
1	Pushbutton, 1-P
1	Pushbutton, 2-P
1	Blockout Manual
6	Button Label Tags

## B) CONTROL PANEL LAYOUT

The following figure represents the suggested layout of the control panel for BLOCKOUT.



## **C) BLOCKOUT IS A HORIZONTAL CONVERSION KIT.**

Following are the electrical and mechanical specifications required to install this BLOCKOUT kit:

Monitor:                   Horizontal Mount, RGB, Negative Composite Sync.

Control Panel:           Space Available for Two Joysticks, Six Play Buttons, and Two Start Buttons.

Power Supply:           -5 VDC @ 1 Ampere and +12 VDC @ 1 Ampere.

Please make sure that all mechanical and electrical parts/components are functioning properly before installing this conversion kit.



# BLOCKOUT GAME PLAY

Blockout is a one player or a simultaneous two player competitive game of unique dimensional action and strategy.

As the blocks drop one-by-one into the three-dimensional pit, rotate them by using the three buttons (A, B, & C) and joystick. Once the player has decided on the rotation of the block, use the button on top of the joystick to drop the block into place. The objective is to place the blocks into the pit without leaving any empty spaces. Once this is achieved, the layers without empty spaces, will disappear.

## PLAY TECHNIQUES

The player begins the game by selecting a starting stage. Game start level select can be chosen from stages 1, 5, 10, 15, or 20. There is a total of 100 stages in the game and as the players progress through the game, the stages get more and more difficult.

Each stage has a certain number of layers (faces) that must be earased. Once these faces are erased, the player will move on to the next stage. The less blocks the player has left in the pit at the end of the stage, the more points that are awarded. Remember, be efficient with the blocks.

If the player can erase all of the blocks in the pit, this will make a blockout. The player will get additional points for the blockout and the difficulty within that stage will decrease.

## 2 PLAYER COMPETITIVE MODE

In addition to the one player mode, BLOCKOUT offers a competitive simultaneous two player mode. The split screen affect gives each player their own pit with which to play in. They compete against each other in the race to erase the faces. As one player erases a face, that face will be added to the opponent's pit, making their pit rise. This allows less room to work. There are two ways to win at BLOCKOUT in the two player mode:

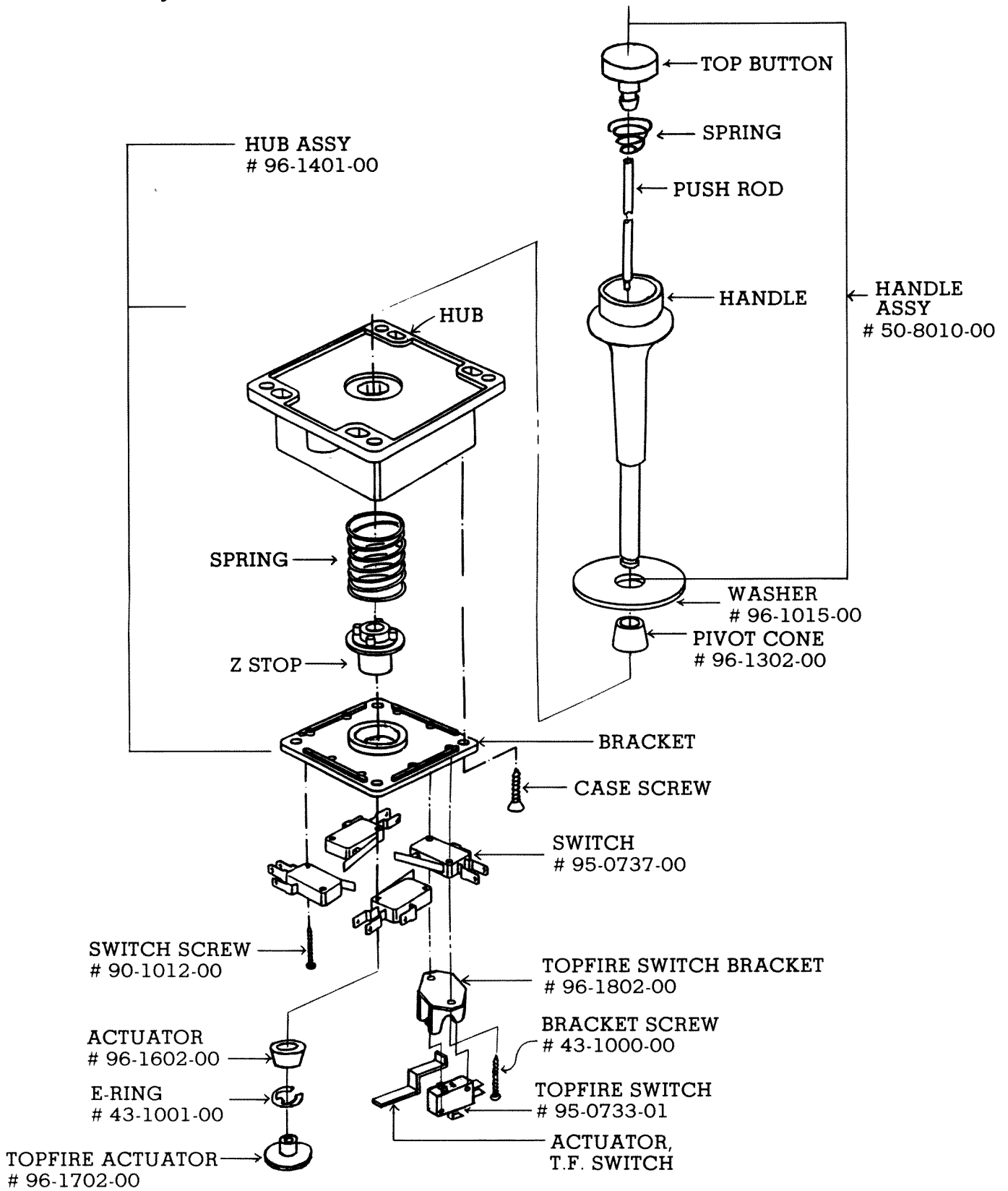
1. Force the opponent to the top of their pit and out of the game.

or

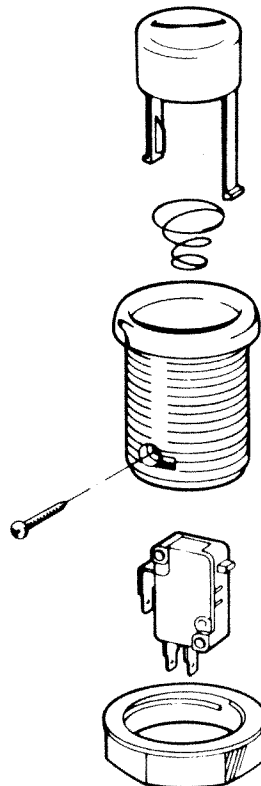
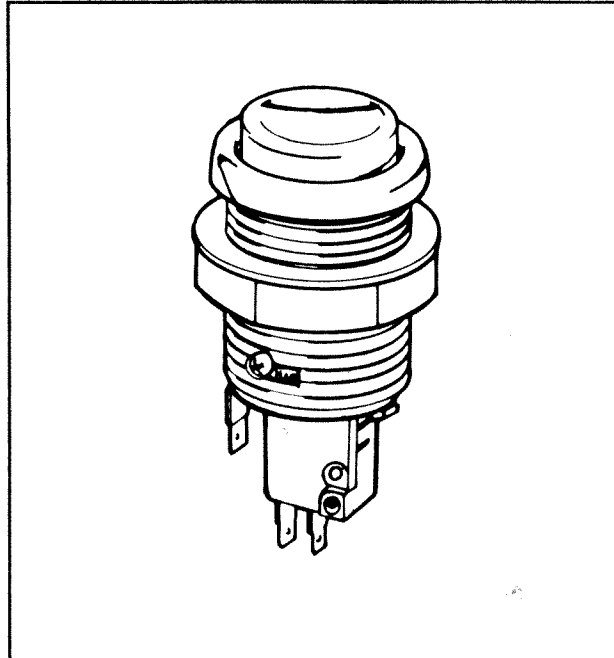
2. Erase 21 faces first.

BLOCKOUT also offers the second player buy-in feature and the continuation feature.

# TULIP STYLE TOP FIREBUTTON JOYSTICK 8 WAY, #50-8000-10



# CONTROL PANEL BUTTON



# BLOCKOUT DIPSWITCH SETTINGS

## DIP SW-1

1	2	3	4	5	6	7	8	ITEM
								<b>COIN - 1</b>
OFF	OFF							1 COIN 1 CREDIT*
ON	OFF							1 COIN 2 CREDIT
OFF	ON							2 COIN 1 CREDIT
ON	ON							3 COIN 1 CREDIT
								<b>COIN - 2</b>
		OFF	OFF					1 COIN 1 CREDIT*
		ON	OFF					1 COIN 2 CREDIT
		OFF	ON					2 COIN 1 CREDIT
		ON	ON					3 COIN 1 CREDIT
								<b>CONTINUATION</b>
				OFF				W/O CONT. PRICE*
				ON				W/ CONT. PRICE
								<b>SOUND FOR DEMO.</b>
					OFF			SOUND*
					ON			NO SOUND
						OFF	OFF	NOT USED

## DIP SW-2

1	2	3	4	5	6	7	8	ITEM
								<b>DIFFICULTY</b>
OFF	OFF							NORMAL 2*
ON	OFF							EASY 1
OFF	ON							HARD 3
ON	ON							VERY HARD 4
								<b>PLAY BUTTONS</b>
		OFF						3 BUTTONS
			OFF	OFF	OFF	OFF	OFF	NOT USED

\* FACTORY SETTING

- W/O CONTINUE PRICE: THE CONTINUE PRICE FOR GAME IS THE SAME AS THE STARTING PRICE FOR GAME.

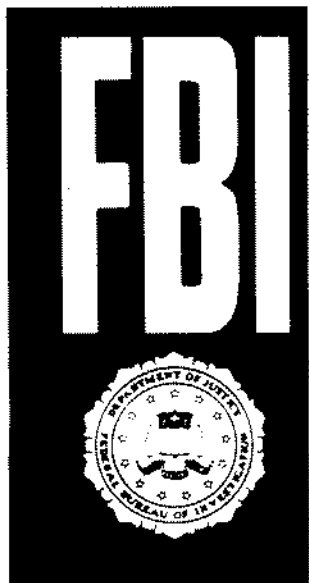
- W/ CONTINUE PRICE: THE CONTINUE PRICE IS ALWAYS 1 COIN.

# BLOCKOUT CONNECTING DIAGRAM

## JAMMA EDGE CONNECTOR

SOLDER SIDE	#	#	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
PROTECTION KEY	G	7	PROTECTION KEY
COIN COUNTER 2	H	8	COIN COUNTER 1
COIN LOCKOUT 2	I	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GND
	S	15	
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
2P CONTROL 1 UP	V	18	1P CONTROL 1 UP
2P CONTROL 2 DOWN	W	19	1P CONTROL 2 DOWN
2P CONTROL 3 LEFT	X	20	1P CONTROL 3 LEFT
2P CONTROL 4 RIGHT	Y	21	1P CONTROL 4 RIGHT
* 2P CONTROL 5 DROP	Z	22	1P CONTROL 5 DROP *
2P CONTROL 6 C BUTTON	a	23	1P CONTROL 6 C BUTTON
2P CONTROL 7 B BUTTON	b	24	1P CONTROL 7 B BUTTON
2P CONTROL 8 A BUTTON	c	25	1P CONTROL 8 A BUTTON
	d	26	
GND	e	27	GND
GND	f	28	GND

\* 1P/2P CONTROL 5 DROP IS FOR THE BUTTON ON TOP OF THE JOYSTICK.



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The Federal Bureau of Investigation investigates allegations of criminal copyright infringement.

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