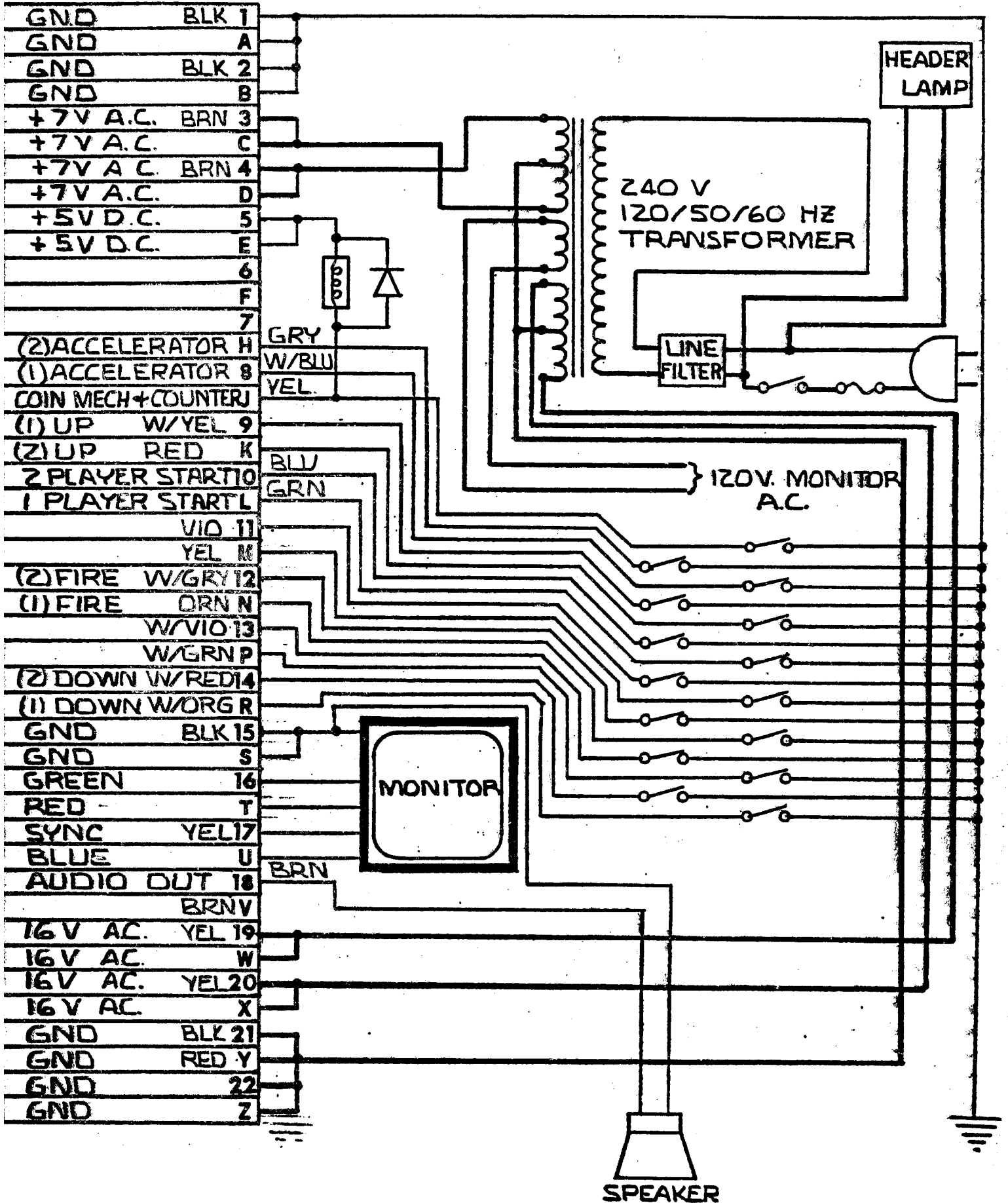
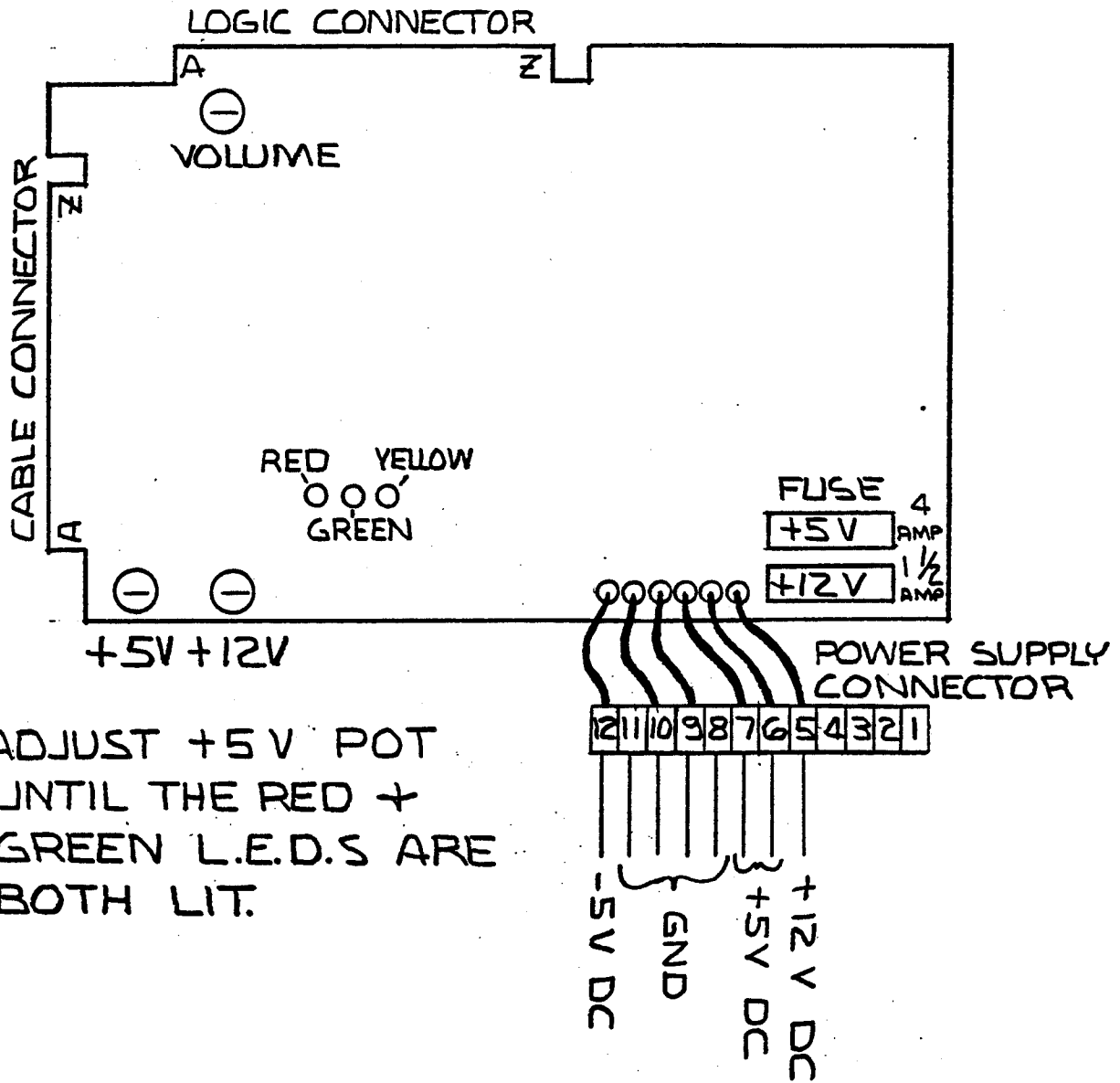


LOOPING WIRING DIAGRAM



LOOPING POWER SUPPLY ADJUSTMENTS



LOGIC BOARD CONNECTIONS

Components Side

Solder Side

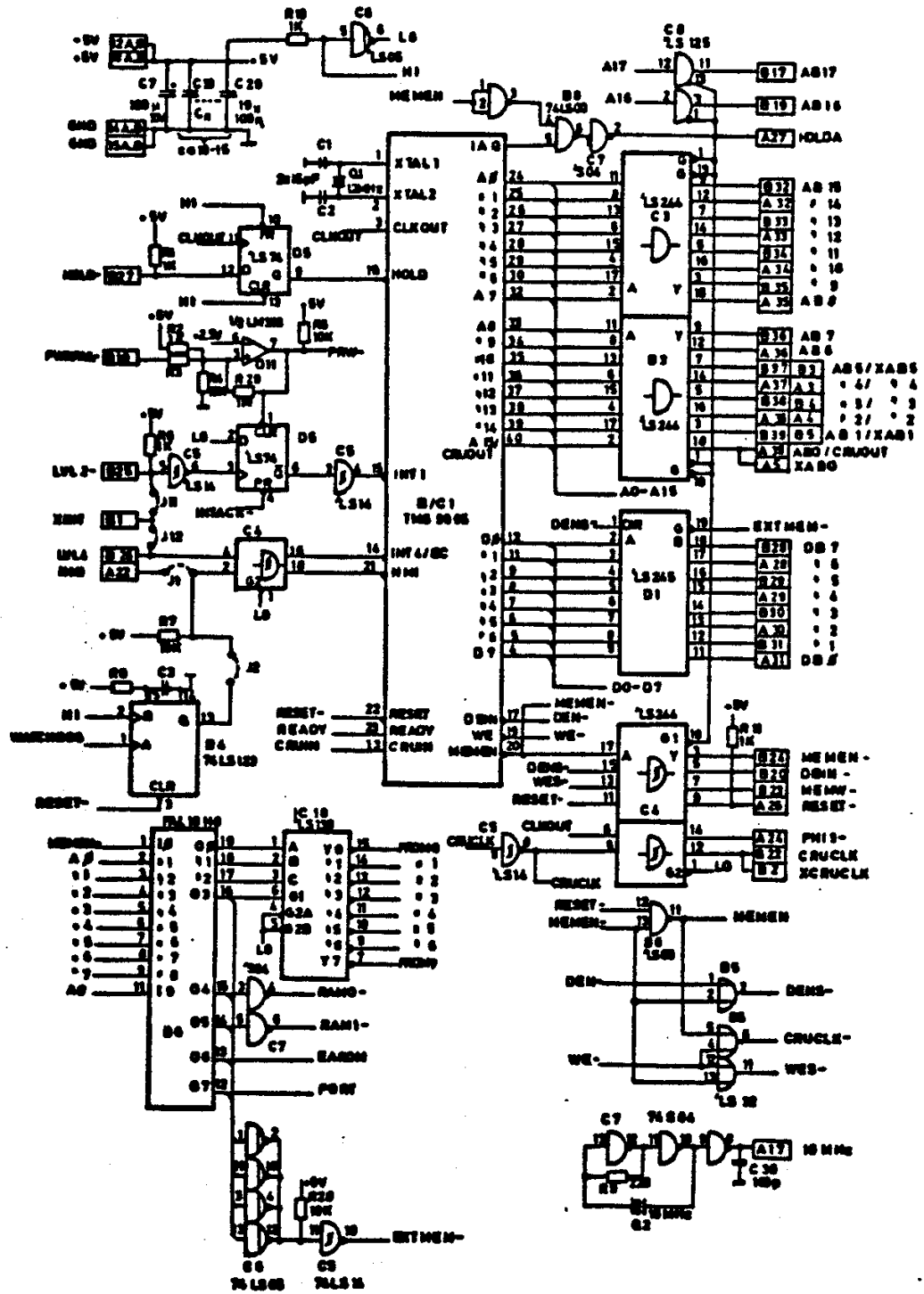
1 Red
 2 Sync.
 3 Pot 1
 4 GND Pot - Video GND
 5 1 Player Fast
 6 Coin (programmable)
 7 One Player
 8 1 Player Up
 9
 10 2 Player Fast
 11
 12 2 Player Down
 13
 14
 15
 16
 17 GND
 18
 19
 20 GND
 21
 22

1 Green
 2 Blue
 3 Pot 2
 4 Audio 1
 5 Two Player
 6 Coin 1/1
 7 1 Player Fire
 8 1 Player Down
 9
 10
 11 2 Player Fire
 12 2 Player Up
 13
 14
 15
 16
 17 GND
 18 GND
 19
 20 Audio 2
 21
 22

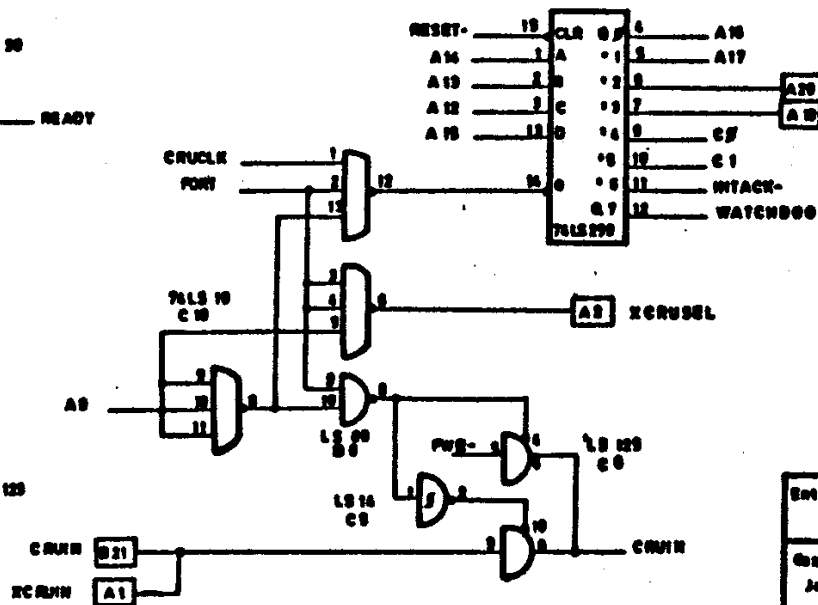
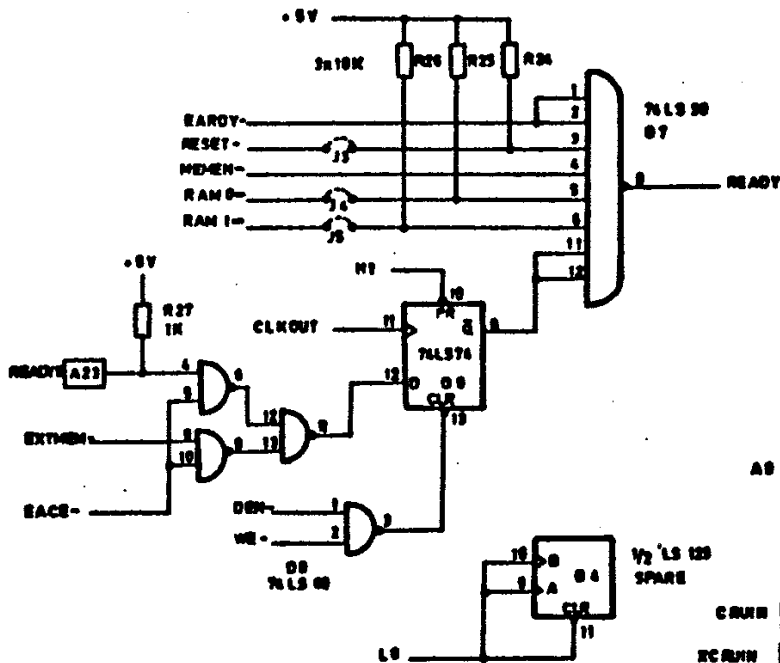
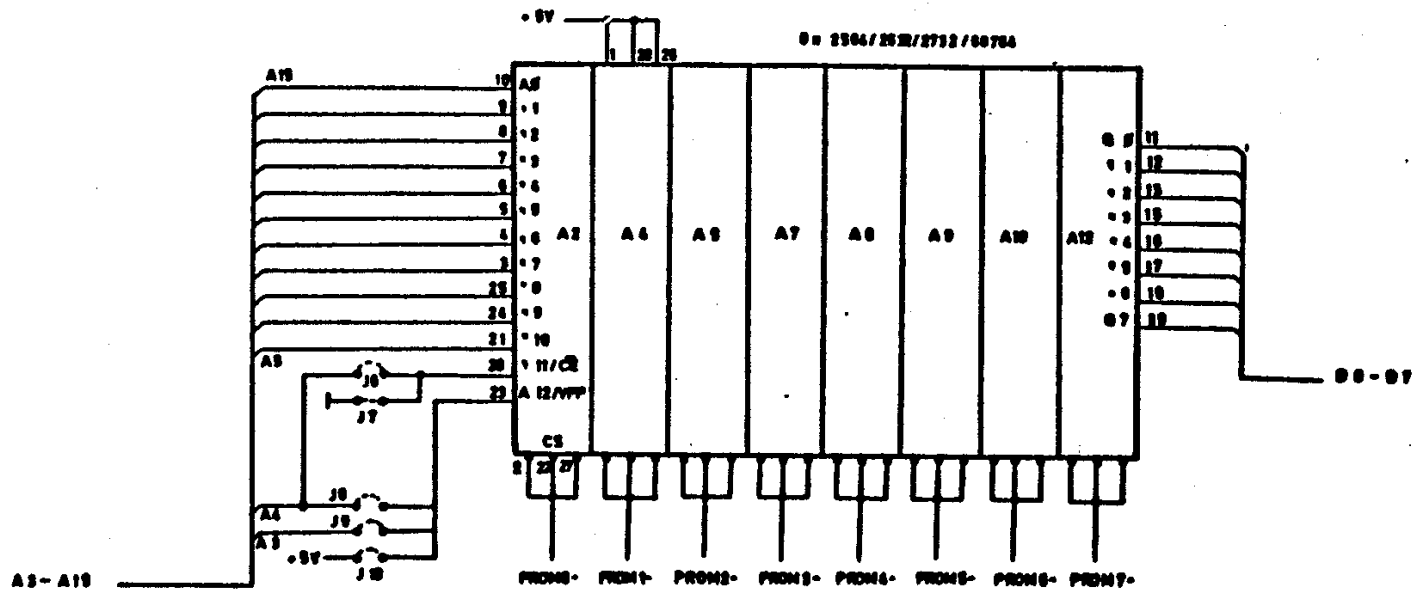
SWITCH SETTINGS

Coin 1 Coin 2

1	2	3	4	5	6	7	8	Functions
							OFF	1 Credit/Coin
							ON	2 Coins/Credit
				OFF	OFF	OFF		7 Credits/Coin
				OFF	OFF	ON		6 Credits/Coin
				OFF	ON	OFF		5 Credits/Coin
				OFF	ON	ON		4 Credits/Coin
				ON	OFF	OFF		3 Credits/Coin
				ON	OFF	ON		2 Credits/Coin
				ON	ON	OFF		1 Credit/Coin
				ON	ON	ON		10 Credits/Coin
		OFF						5 Jets/PLayer
		ON						3 Jets/Player

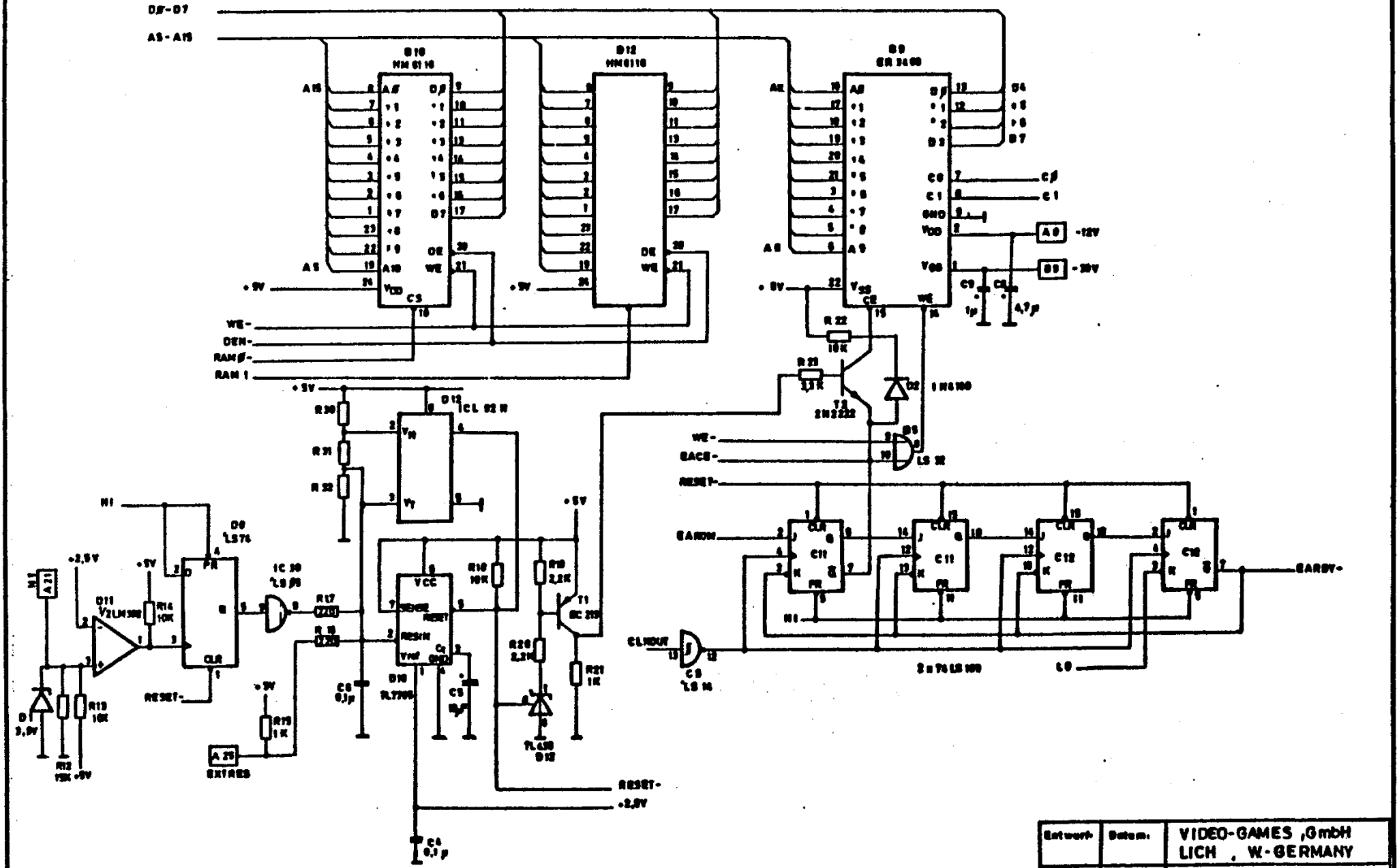


Hersteller:	Hersteller:	Hersteller:	Hersteller:
Modell:	Modell:	Modell:	Modell:
PL-Nr.:	PL-Nr.:	PL-Nr.:	PL-Nr.:
17.02.82/4	17.02.82/4	17.02.82/4	17.02.82/4
1.000	1.000	1.000	1.000
VIDEO-GAMES, GmbH LCH, W-GERMANY Bestellorg: CPU-BOARD9995 PL-Nr.: 1110-X			

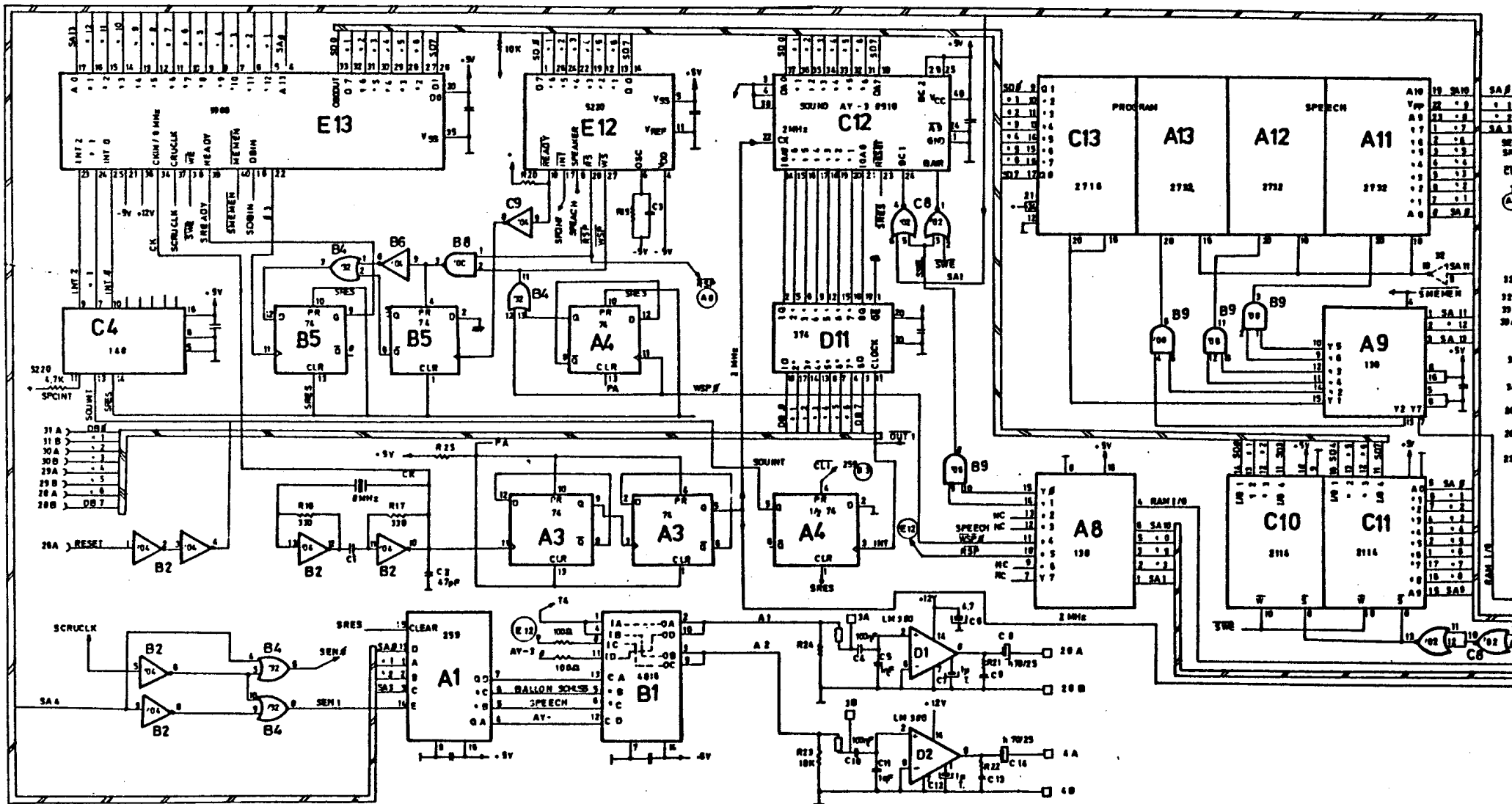


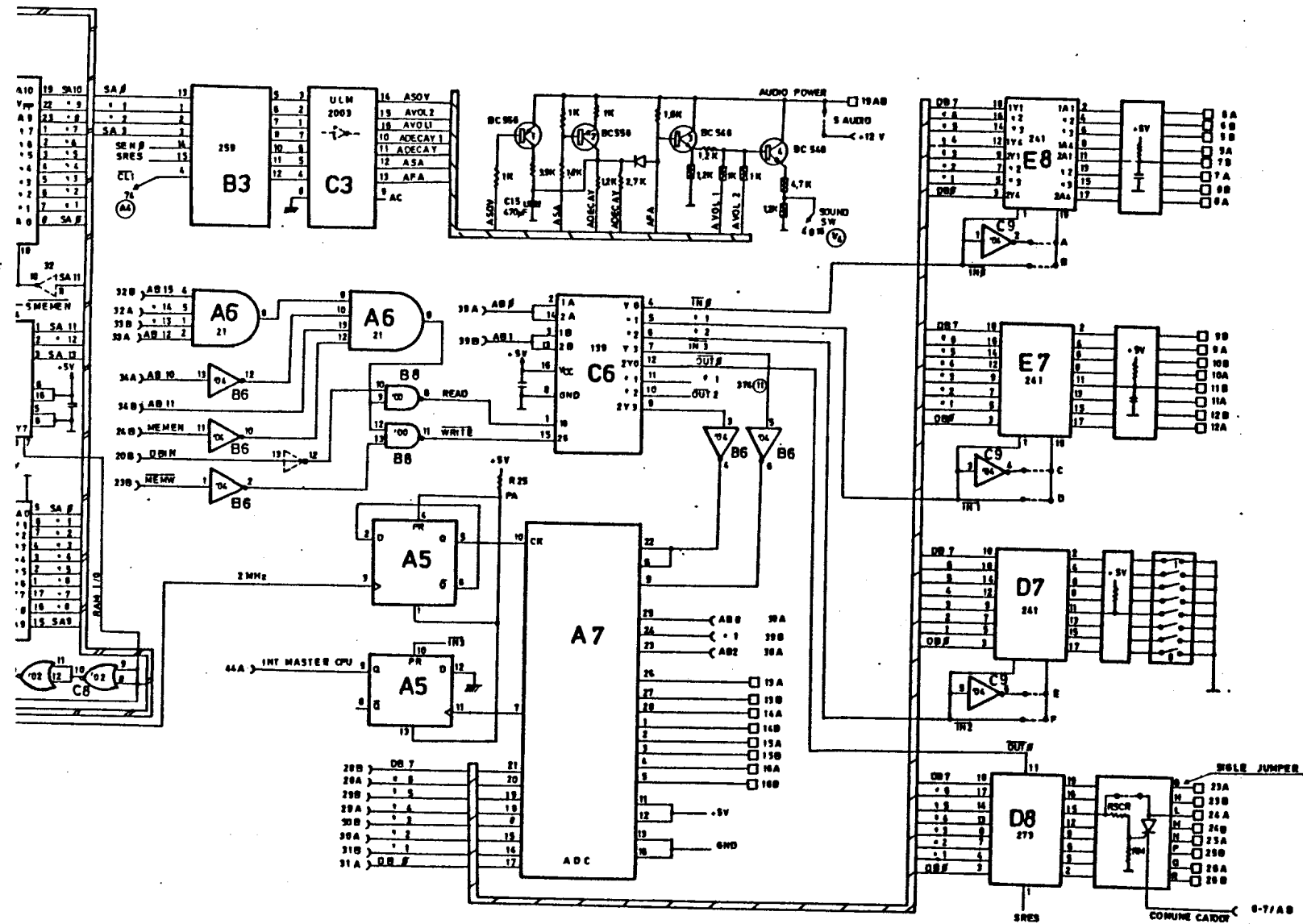
Netzwerk:	Datum:	VIDEO-GAMES, GmbH
		LICH, W.-GERMANY
Gezeichnet:	Datum:	Bezeichnung: CPU-BOARD 9985
Jobst	März 82	PL-Nr.: 1110-X
Geprüft:	Datum:	Doc.-Nr.:
		Rev.: 1/12.82/JA
		Blatt: 3 von 3

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AS-A15

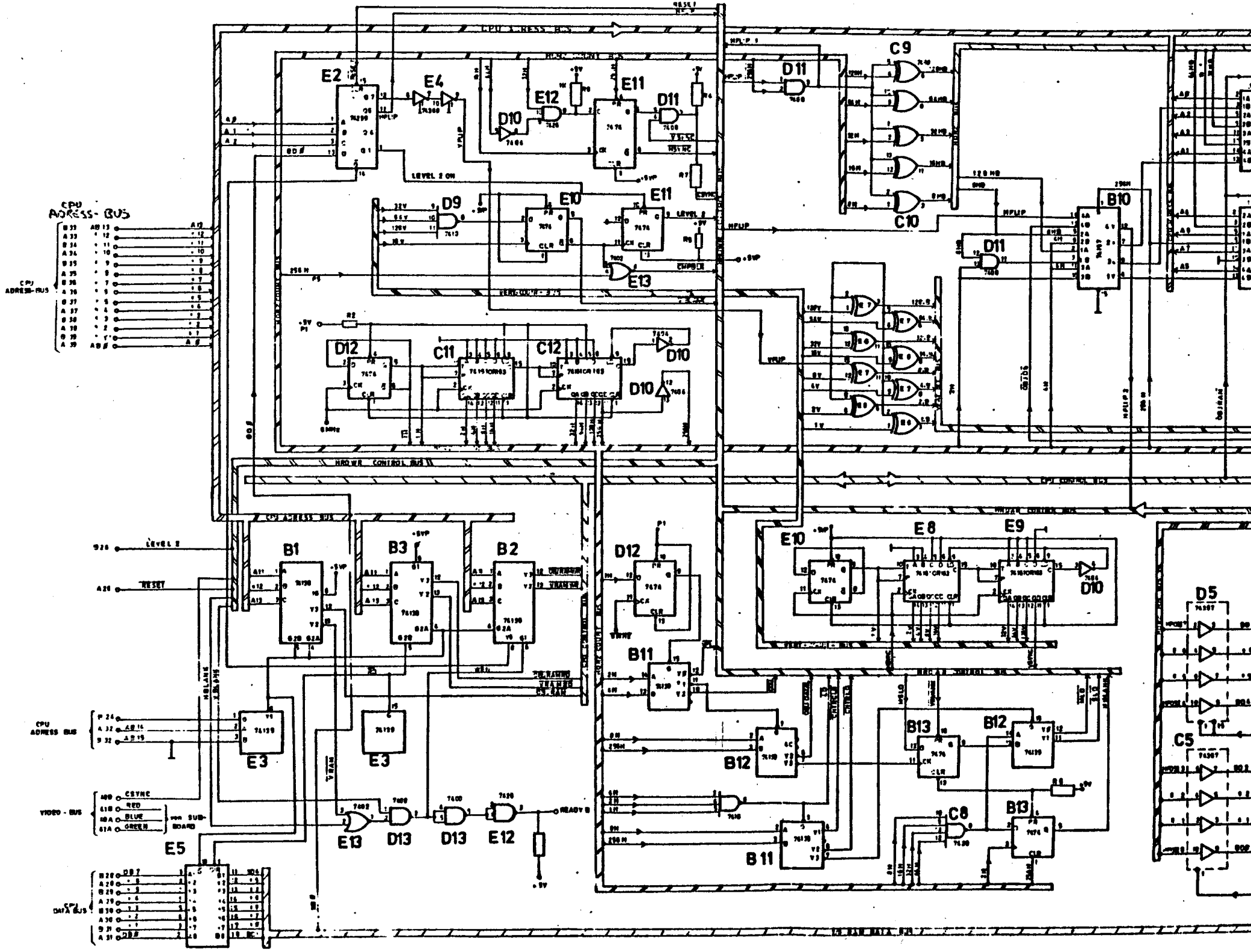


Entwurf:	Datum:	VIDEO-GAMES ,GmbH LICH , W-GERMANY		
Gemacht: Jahrb:	Datum: Märs 88	Bezeichnung: CPU-BOARD-9995 PL-NR. 1110-X		
Geprüft:	Datum:	Gez. Nr.:	Rev. 1.1/2.82/2	Blatt: 2 von 2





Entwurf:	Datum:	VIDEO-GAMES, GmbH LICH, W.-GERMANY		
Gezeichnet:	Datum:	Bezeichnung		
Jakob	März 82	I/O-SPEECH-SOUND-BOARD		
Geprüft:	Datum:	Doc.-Nr.:	Rev.:	Blatt:
			1322.9.02/1a	



CPU ADDRESS-BUS

A0	0	0
A1	1	1
A2	2	2
A3	3	3
A4	4	4
A5	5	5
A6	6	6
A7	7	7
A8	8	8
A9	9	9
A10	10	10
A11	11	11
A12	12	12
A13	13	13
A14	14	14
A15	15	15

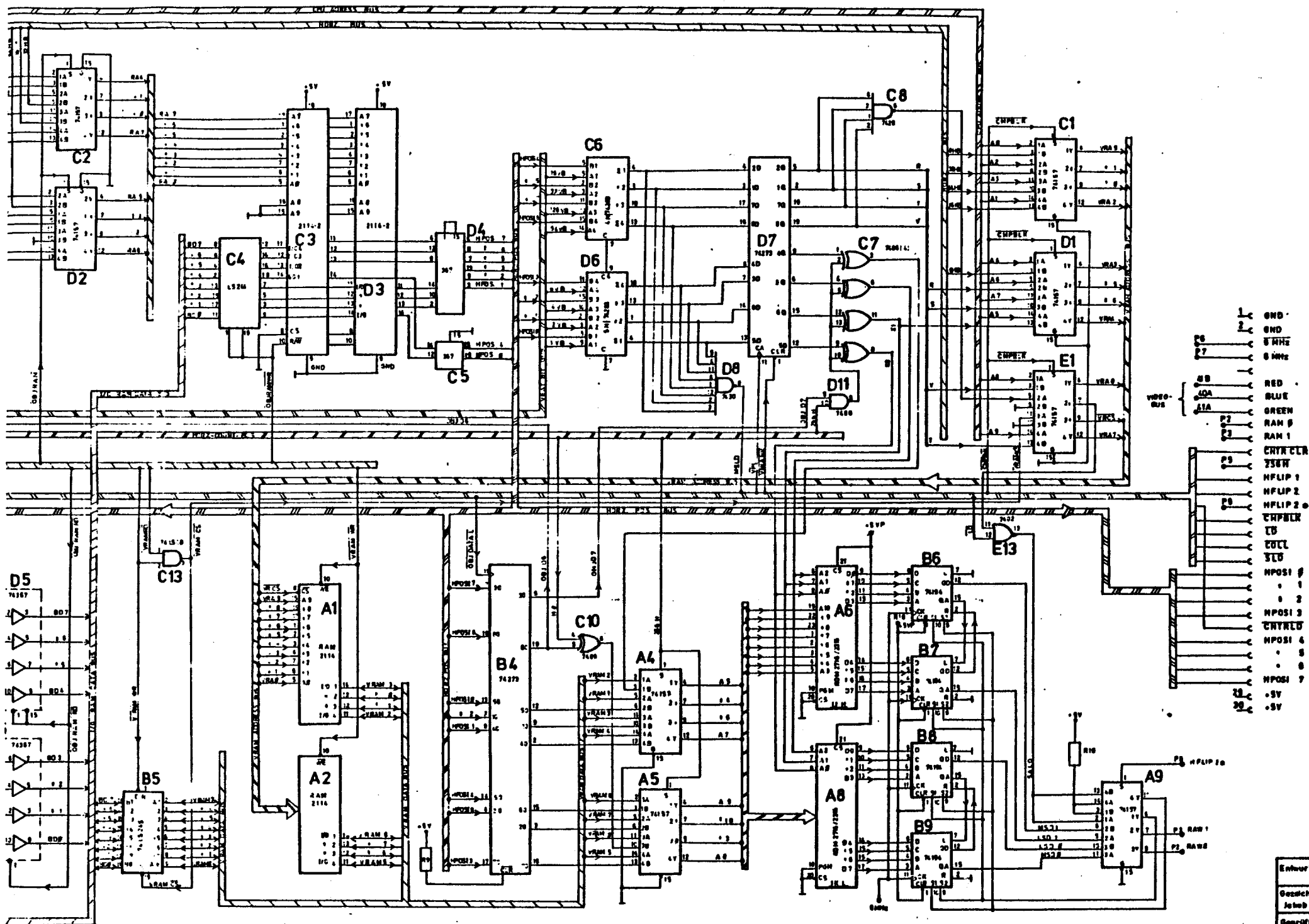
CPU ADDRESS-BUS

CPU ADDRESS BUS

VIDEO-BUS

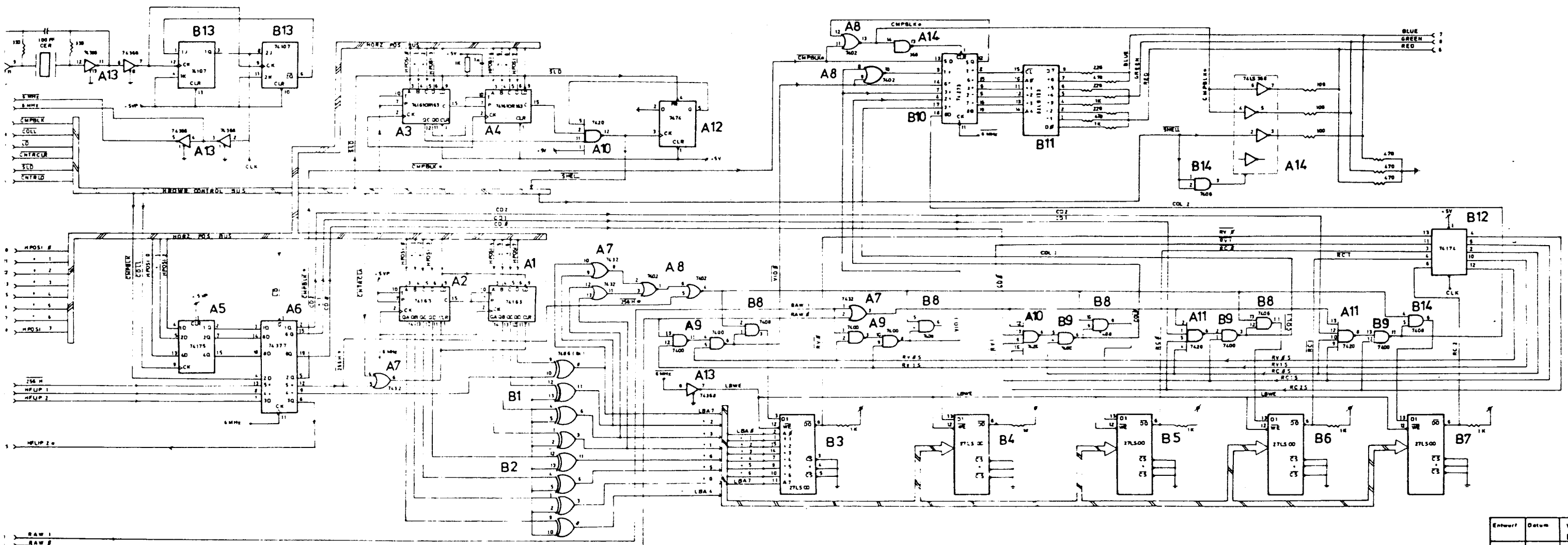
B0	0	0
B1	1	1
B2	2	2
B3	3	3
B4	4	4
B5	5	5
B6	6	6
B7	7	7
B8	8	8
B9	9	9
B10	10	10
B11	11	11
B12	12	12
B13	13	13
B14	14	14
B15	15	15

RAM DATA BUS



- 1 GND
- 2 GND
- 3 5 MHz
- 4 0 MHz
- 5 RED
- 6 BLUE
- 7 GREEN
- 8 RAM 1
- 9 RAM 1
- 10 CTRN CLR
- 11 ZSR
- 12 HFLIP 1
- 13 HFLIP 2
- 14 HFLIP 2
- 15 TRIPER
- 16 EB
- 17 COLL
- 18 STG
- 19 HPOSI 0
- 20 1
- 21 2
- 22 HPOSI 3
- 23 CTRNLED
- 24 HPOSI 4
- 25 5
- 26 HPOSI 6
- 27 HPOSI 7
- 28 +5V
- 29 -5V

Entwurf:
 Gezeichnet:
 Jobob
 Geprüft:
 And.



Entwurf	Datum	VIDEO-GAMES Gm
Gesichtl.	Datum	LICH. W-GERMANY
Jahrb.	Monat	Bezeichnung
Geprüft	Datum	CBT-Board-R 115
		Rev. 1
		1/22 3 82/74

