



DATA EAST

**CAPTAIN
AMERICA
and The AVENGERS**



Conversion Kit Manual

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P/N 780-0213-00

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CAPTAIN AMERICA AND THE AVENGERS CONVERSION KIT

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Published by:
DATA EAST CORPORATION
1850 Little Orchard Street
San Jose, CA 95125
(408) 286-7080 Phone
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Printed in the U.S.A. Produced by Data East Technical Publications Department.



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PHYSICS 321
LECTURE NOTES
BY
J. J. THORNTON

LECTURE 1
MECHANICS

1.1. Kinematics
1.2. Dynamics

1.3. Energy
1.4. Momentum

1.5. Angular Momentum
1.6. Oscillations

1.7. Relativity
1.8. Quantum Mechanics

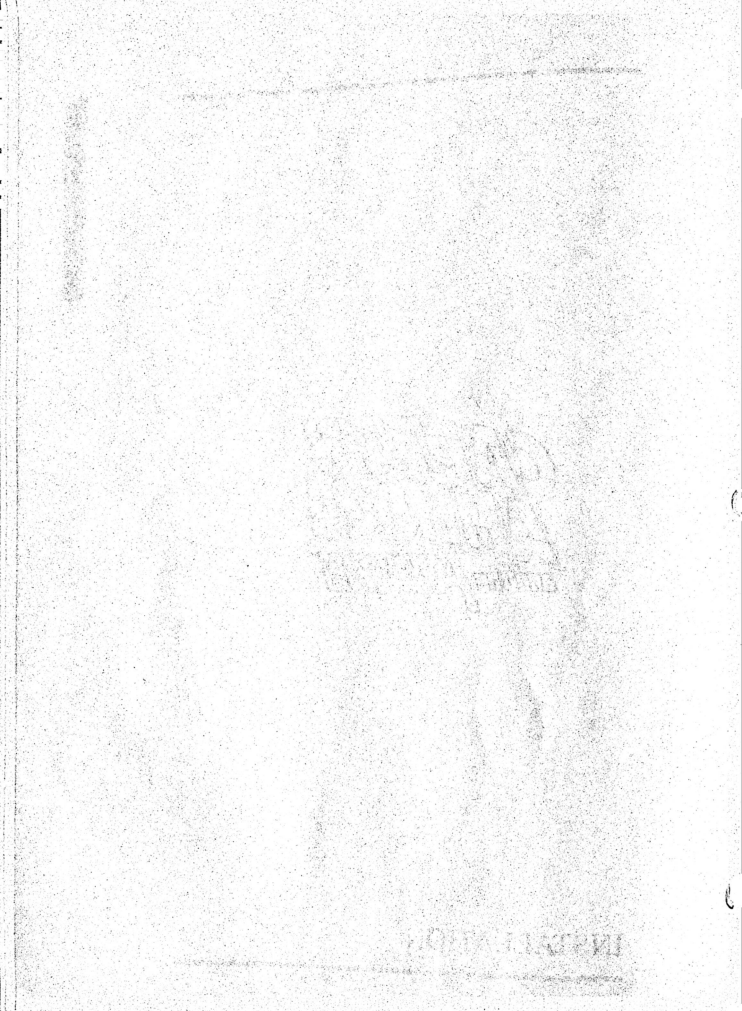
1.9. Statistical Mechanics
1.10. Thermodynamics

1.11. Electromagnetism
1.12. Optics

1.13. Atomic and Nuclear Physics
1.14. Particle Physics



INSTALLATION



INSTALLATION

SPECIFIC REQUIREMENTS

Thank you for purchasing a DATA EAST game. We hope that it will give you many years of profitable enjoyment. Your **CAPTAIN AMERICA AND THE AVENGERS** game conversion kit is intended to be installed into an existing video game cabinet, and comes with all the necessary components to make the converted unit look and play like a new, dedicated game.

WARNING

The game to be converted must meet the following requirements:

MONITOR: Horizontal, RGB, Negative Composite Sync Input

POWER SUPPLY: +5VDC \pm 25 VDC @ 0-10 Amp,
+12VDC \pm .5 VDC @ 0-1 Amp

INSTALLATION INSTRUCTIONS

When selecting a game to convert, make sure that the Power Supply, the Monitor and the Coin Acceptors are functional. There is nothing more frustrating than installing a conversion kit and having it not operate due to a faulty monitor or power supply. You should not expect the new logic PCB to be defective. It has been thoroughly tested and 'burned-in' at the factory.

It is mandatory that the cabinet be wired to conform with all National and Local electrical codes before the conversion is attempted. The primary power input section must have adequate noise filtering on the AC line to prevent undesirable conducted radio frequency interference (RFI). "Adequate" is defined as a filter with both common mode and differential mode filtering and a minimum current capacity of 2.5 amperes.

The Federal Communications Commission (FCC) and certain regulatory agencies require that every video game be clearly labeled with the Name and Address of the Original Manufacturer, Date of Manufacture (or Serial Number), Power Requirements, Suitability for Indoor or Outdoor Use and the Model Number of the Unit. In addition, the FCC requires that, after conversion, the unit must be labeled with a suitable warning stating that radio frequency interference may result from use in a residential area. An acceptable label is included with this kit.

WARNING

It is the responsibility of the person installing this kit to comply with all labeling requirements!

TAKING IT APART

Performing a few simple tasks when preparing a game to be converted can save you much time and effort when you are installing the conversion kit.

Find the Wiring Diagram of the game to be converted. You will need to identify the required DC power supply output wires and the monitor video and sync wires. Note the color coding of these wires, or better yet, label them as to their function. This kit contains a new Main Harness, but you will need to splice it into the existing power supply and video wiring. Remove the existing game harness parts that will not be used in this conversion.

Note: You are modifying only the secondary (DC from the power supply) and I/O (video, speaker and controls) sections of the wiring. **DO NOT MODIFY OR REMOVE THE PRIMARY AC WIRING.** The original manufacturer should have designed and built it to comply with Local and National Electrical Codes and FCC regulations. **IT MUST NOT BE ALTERED.**

Remove the original game PCB from the cabinet. Remove all exterior decals and repair any cabinet damage. Repaint the cabinet if necessary. Remove the Monitor Plex (or glass). If your plex has silkscreened artwork on it you will need to strip it off, or replace it with a new piece cut to the same size. Using the old Monitor Plex as a template, cut the Monitor Underlay card supplied with this kit to the same size as the old plex.

Note: Be certain that the opening in the Underlay Card lines up with the monitor screen.

Remove the Marquee Plex from the game and use it as a template to cut the new Marquee Plex down to the correct size. Remove the control panel from the game and remove all controls and graphics from it. Drill and/or punch any required new holes for the control panel. CAPTAIN AMERICA AND THE AVENGERS is designed as either a two or four player kit. The game requires a set of "Start/Attack" and "Jump" buttons although it is recommended that on the two player game two sets of each be installed (to allow the

player to 'attack' either left handed or right handed). See Figure 1 and 2 (below) for the suggested control panel layout. If you are going to cover the control panel with clear plex, you should carefully cut it to fit the control panel at this time. Thoroughly clean the control panel so that the new control panel overlay will adhere to it securely.

PUTTING IT TOGETHER

Install the Control Panel Overlay by peeling off the paper backing and carefully laying the overlay down on the panel. Smooth it out, starting in the center and working your way out to the edges, removing all of the trapped air pockets. If possible, cut the edges of the overlay oversize and fold the excess under the panel. Cut out the button and joystick holes. Install the BUTTON ID labels supplied with the kit.

You may wish to cover the control panel overlay and button ID labels with clear plex at this time. Install the new buttons and joysticks at this time. Refer to Figure 1A and 1B for the recommended control panel layout.

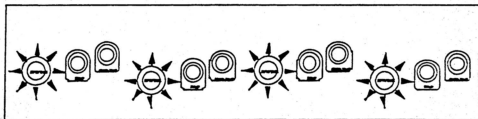


Figure 1A Suggested Four Player Control Panel Layout

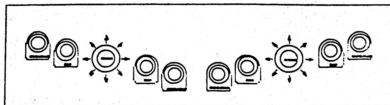


Figure 1B Suggested Two Player Control Panel Layout

GAME PRINTED CIRCUIT BOARD: Mount the Game PCB in a convenient location in the cabinet, using the mounting feet and hardware supplied with the PCB.

HARNESS: The generic main harness provided with this kit has a standard 56-pin JAMMA connector. All required RFI filtering in addition to the AC line filter is incorporated on the PC Board. No external filtering is required.

3 and 4 Player Harness - In addition to the generic main harness you will receive a 3 and 4 player harness included in your kit. This harness plugs into the main PCB and provides the connections for the extra players.

A Stereo Harness is also included in this kit. Cabinets with one speaker will use only one channel of sound, but if your cabinet has two speakers you will get all the benefits of stereo sound. Refer to Figure 2, Table 1-1 and the wiring diagrams on pages 20 and 21 for information pertaining to signals and functions as they are found on the Game PCB edge connector and other connectors.

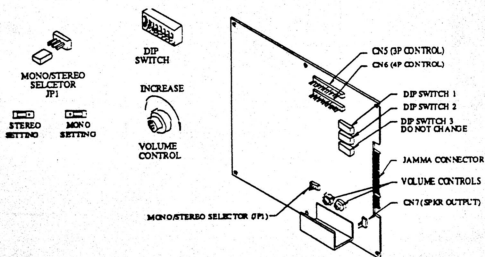


Figure 2 Printed Circuit Board Controls

SOLDER SIDE			COMPONENT SIDE		
COLOR	FIN	SIGNAL	COLOR	FIN	SIGNAL
BLK	A	GR GND	BLK	1	GR GND
BLK	B	GR GND	BLK	2	GR GND
RED	C	+5VDC	RED	3	+5VDC
RED	D	+5VDC	RED	4	+5VDC
YEL	E	-5VDC	N/C	5	-5VDC
ORN	F	+12VDC	ORN	6	+12VDC
N/A	H	BLOCKING KEY	N/A	7	BLOCKING KEY
BLU/ORN	J	COIN COUNTER 2	RED/ORN	8	COIN COUNTER 1
N/C	K		N/C	9	
N/C	L	SPEAKER (-)	N/C	10	SPEAKER (+)
N/C	M	AUDIO (GND)	N/C	11	AUDIO (+)
GRN/YLK	N	VIDEO GREEN	RED/BLK	12	VIDEO RED
WHT	P	VIDEO SYNC	BLU/BLK	13	VIDEO BLUE
ORN/BLK	R	SERVICE SWITCH	WHT/BLK	14	VIDEO GND
N/C	S		N/C	15	TEST SWITCH
GRN/BLU	T	COIN SWITCH 2	RED/BLU	16	COIN SWITCH 1
N/C	U	START SWITCH 2	N/C	17	START SWITCH 1
GRN/YEL	V	2P CONTROL 1 UP	GRN/WHT	18	1P CONTROL 1 UP
BLU/YEL	W	2P CONTROL 2 DOWN	BLU/WHT	19	1P CONTROL 2 DOWN
BLK/YEL	X	2P CONTROL 3 LEFT	BLK/WHT	20	1P CONTROL 3 LEFT
W/O/YEL	Y	2P CONTROL 4 RIGHT	VIO/WHT	21	1P CONTROL 4 RIGHT
BRN/YEL	Z	2P CONTR. CL. 5 PUSH 1	BRN/WHT	22	1P CONTROL 5 PUSH 1
WHT/YEL	a	2P CONTR. CL. 6 PUSH 2	YEL/WHT	23	1P CONTROL 6 PUSH 2
N/C	b		N/C	24	
N/C	c		N/C	25	
N/C	d		N/C	26	
BLK	e	GR GND	BLK	27	GR GND
BLK	f	GR GND	BLK	28	GR GND

Table 1-1 JAMMA Connector Signals

POWER SUPPLY WIRING: Separate the DC power wires and route them through the cabinet to the Power Supply. For best results try to keep the length of these wires to a minimum.

Note: Use a minimum of two (2) wires *each* for the +5 volts and the ground lines between the power supply and the printed circuit board. Terminate these wires at the power supply as required.

Note: Improper wiring will damage the PCB set and void the warranty!

PLAYER CONTROL WIRING: Route the push button and joystick wires up to their proper destinations, cut to length and terminate as required.

MONITOR WIRING: The game outputs are Positive for the Red, Green and Blue signals and Negative for the Composite Sync. If your monitor has separate Horizontal and Vertical sync inputs, hook the Composite Sync to the Negative Horizontal inputs. (See Audio/Video Schematic). However, some *Electrohome* models require that the Composite Sync signal be hooked up to both the Negative Horizontal and Vertical inputs. Contact your distributor for more information if you are uncertain as to how to hook up the monitor wires.

COIN DOOR: The coin counter(s) may be either the 12 volt or the 6 volt type as the game PCB utilizes an open collector drive circuit. Hook one coin counter wire to the required positive voltage and the other wire to the coin counter signal wire from the main harness edge connector. (See Coin Counter and Coin Switch Schematics). The **CAPTAIN AMERICA AND THE AVENGERS** kit can be installed into cabinets with two or four coin slot coin doors. Please refer to the owners manual for the connection information for coin doors.

Please note that the connections for coin slots 3 and 4 come from connectors CN3 and CN4 on the PCB and are not on the main JAMMA harness. These wires are part of the harness which connects the 3rd and 4th player joystick and control buttons.

The use of a 4 slot coin door or 2 double coin slot doors is not required for 4 player operation, but does allow you to make a particular coin slot associated with each player as in the upright game that is manufactured by Data East. The game PCB dip switches do need to be set to tell the PCB what kind of coin door you have. This information is called out in the DIP Switch Setting table in the owners manual, but is also specified more clearly below:

<u>FOR OPERATION AS</u>	<u>Set DIP-2 SW-5</u>	<u>Set DIP-2 SW-6</u>
2 Player game	OFF	OFF
2 Slot door		
4 Player game	ON	ON
4 Slot door		
4 Player game	OFF	ON
2 slot coin door		

GRAPHICS: Apply the coinage Instruction Decal to the monitor underlay card. Install the underlay card under a clean, clear plex or glass. Check any marquee lamps for proper operation. Replace any burned out lamps. Install the CAPTAIN AMERICA AND THE AVENGERS marquee plex in place. Use the old plex as a guide for cutting the new marquee plex to the proper size if required. Install the two CAPTAIN AMERICA AND THE AVENGERS side decals and coin door label.

Important:

Install the "FCC Warning" label to the upper rear of the cabinet.

THE BIG TEST

Remove the Main Harness connector from the Game PCB. Apply power. Measure the +5 volt signal at the edge connector of the Main Harness (at the point where it would connect to the Game PCB). Adjust to +5.15 VDC using a Digital Volt Meter. Measure the +12 volt signal to ensure that they are connected properly and are on the correct terminals.

WARNING

Turn the power off!

Now reconnect the Main Harness to the Game PCB and apply power once again. The Attract Mode Video should appear on the screen. Adjust the picture size and colors on the monitor to get the optimum appearance. Adjust the Sync and Hold controls on the monitor for a stable picture. Coin it up and give it a try! Test all the controls and check the sound for proper operation.

CONGRATULATIONS! You have successfully installed your DATA EAST conversion kit. We hope that it gives you many years of successful operation.

Data East



Game Information

GAME INFORMATION

GAME INFORMATION

OPERATOR SELECTABLE OPTIONS

The CAPTAIN AMERICA AND THE AVENGERS game allows for operator-adjustable pricing, numbers of lives, difficulty, etc. These parameters may be changed by the settings of the two eight position DIP switches located on the Game PCB. See Figure 2 for the location of these switches. Tables 2-1 and 2-2 outline the available option settings.

HOW TO PLAY

Captain America and The Avengers is simple to play and is similar in many respects to other popular coin-op games. It is a 2 or 4 player game kit, with each coin slot corresponding to a specific Avenger. The player selects the Avenger he wishes to play and controls his Avenger with an 8-way joystick and 2 buttons.

The following basic instructions are printed on the game's control panel.

CAPTAIN AMERICA and THE AVENGERS

- 1-4 players
- Insert coin(s) in the slot that goes with the Avenger of your choice, press Start/Attack to start.



8-way joystick



Start/Attack



Jump

More detailed Instructions on how to control the Avenger's movements and actions are illustrated on page 12. These instructions appear on the underlay card.

OPERATOR SELECTABLE OPTIONS

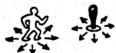
FUNCTION		DIP SWITCH 1								REMARKS
		1	2	3	4	5	6	7	8	
LIFE ENERGY SETTING	1COIN=100 Life Energy	OFF	OFF	OFF						COIN/CREDIT COIN MECH 1
	1COIN=200 Life Energy	ON	OFF	OFF						
	1COIN=300 Life Energy	OFF	ON	OFF						
	1COIN=400 Life Energy	ON	ON	OFF						
	1COIN=500 Life Energy	OFF	OFF	ON						
	1COIN=600 Life Energy	ON	OFF	ON						
	2COIN=100 Life Energy	OFF	ON	ON						
	3COIN=100 Life Energy	ON	ON	ON						
LIFE ENERGY SETTING	1COIN=100 Life Energy				OFF	OFF	OFF			COIN/CREDIT COIN MECH 2
	1COIN=200 Life Energy				ON	OFF	OFF			
	1COIN=300 Life Energy				OFF	ON	OFF			
	1COIN=400 Life Energy				ON	ON	OFF			
	1COIN=500 Life Energy				OFF	OFF	ON			
	1COIN=600 Life Energy				ON	OFF	ON			
	2COIN=100 Life Energy				OFF	ON	ON			
	3COIN=100 Life Energy				ON	ON	ON			
SCREEN ROTATION	NORMAL							OFF		
	REVERSE							ON		
CONTINUE COIN	1COIN START/1CONTIN.								OFF	SW1-6 WORK AS ABOVE
	2COIN START/1CONTIN.								ON	SW1-6 HAVE NO EFFECT, LIFE FORCE =100

Table 2-1 DIP Switch 1 Settings

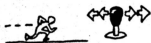
FUNCTION		DIP SWITCH 2								REMARKS
		1	2	3	4	5	6	7	8	
NOT CHANGE										
	FACTORY ADJUST ONLY	OFF	OFF							
GAME DIFFICULTY	NORMAL			OFF	OFF					
	EASY			ON	OFF					
	HARD			OFF	ON					
	HARDEST			ON	ON					
COIN SWITCHES	1 OR 2 SWITCH INPUT					OFF				
	1-4 SWITCH INPUT					ON				
MODE SELECT	2-PLAYER MODE						OFF			
	4-PLAYER MODE						ON			
CONTINUE MODE	YES							OFF		
	NO							ON		
ATTRACT MODE SOUND	YES								ON	
	NO								OFF	

Table 2-2 DIP Switch 2 Settings

HOW TO PLAY



Walk. Hold the joystick in the direction you wish to walk. All Avengers.



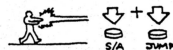
Run left or right. Tap joystick twice (not too rapidly) in the direction you wish to run. All Avengers.



Ram or power-slide. When running (see above), press S/A (Start/Attack) button to bash into enemies. All Avengers ram except Hawkeye, who power-slides.



Close-range attack. Move close to an enemy and press S/A button repeatedly. Note: characters must be lined up on the horizontal axis to hit each other. All Avengers.



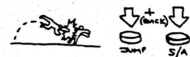
Fire Weapon. Press both S/A and Jump buttons at the same time. Each Avenger has a different projectile attack.



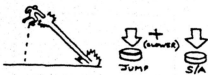
Pick up enemies and certain objects and throw them. Use joystick to move Avenger under and into enemy/object, press S/A the moment you make contact. Press S/A again to throw the enemy or object. All Avengers.



Jump. Press Jump button. Use joystick to control movement direction to some extent in mid-jump. All Avengers.



Diving attack. Press jump and then immediately press S/A. All Avengers.



Jump and attack. Press Jump then press S/A near apex of jump. Cap and Hawkeye perform a kicking attack, Iron Man and Vision fire repulsors or lasers at an angle.



Defense against enemy projectiles. Hold S/A button down.

All Avengers. Note: Vision's defense is to become immaterial.

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APPENDIX A
Replacement Parts

APPENDIX A — REPLACEMENT PARTS

EPLACEMENT PARTS LIST

1. Control Panel Overlay	800-0064-01
2. Pushbutton Assembly, Red	180-0024-02
3. Pushbutton Assembly, Blue	180-0024-06
4. Switch (for Pushbutton Assemblies)	180-0017-00
5. Joystick, 8 way	450-0015-51
6. Marquee Plex	830-0059-00
7. Decal, Right Side, Avengers	820-0072-01
8. Decal, Left Side, Avengers	820-0072-02
9. Label Set, Coin Door, Avengers	406-0488-00
10. Underlay, Monitor, Avengers	810-0057-01
11. Printed Circuit Board Assembly	510-0237-00
12. Harness, Main (JAMMA)	036-0323-00
13. Harness 3rd player	036-0324-00
14. Harness 4th player	036-0325-00
15. Harness Stereo	036-0326-00
17. Label Warning FCC	406-0003-00
18. ID Tag, Button, Jump	406-0180-07
19. ID Tag, Button, Start/Attack	406-0180-39
20. Label (50¢) 3" sq 2 Start, 1 Continue, 3" sq	406-0510-01
21. Label (50¢) 3/8 x 8" 2 Start, 1 Continue	406-0510-02
22. Manual, Captain America Kit	780-0213-00
23. Label, (25¢) 1 Start, 1 Continue, 3" sq	406-0511-01
24. Label (25¢) 1 Start, 1 Continue 3/8 x 8"	406-0511-02

1. The first step is to identify the parts that are included in the kit. These include the Captain America shield, the Avengers logo, and the conversion kit itself. The shield is made of a durable material and is designed to be easily attached to the front of the vehicle. The Avengers logo is a stylized representation of the team's name and is also made of a durable material. The conversion kit includes all the necessary hardware and instructions for installation.

2. The second step is to prepare the vehicle for installation. This involves cleaning the front of the vehicle and removing any existing bumper or grille. The bumper and grille are then replaced with the new shield and logo. The shield is attached to the front of the vehicle using the hardware provided in the kit. The Avengers logo is attached to the front of the vehicle using the hardware provided in the kit.

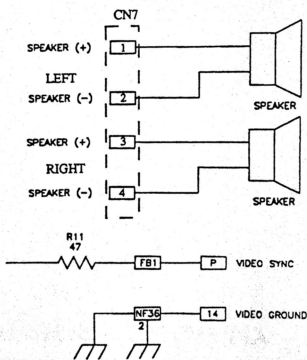
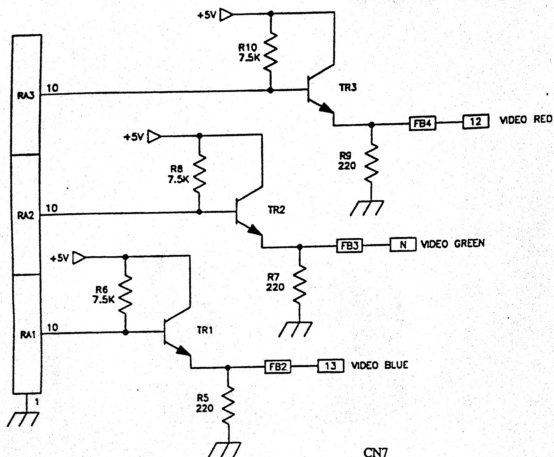
3. The third step is to test the installation. This involves driving the vehicle and checking to see if the shield and logo are securely attached. If they are not, the hardware should be tightened or replaced. Once the installation is complete, the vehicle is ready for use.

4. The final step is to enjoy the new look of the vehicle. The shield and logo are a great way to show off your love for Captain America and the Avengers. They are also a great way to protect the front of the vehicle from damage. The conversion kit is a great investment for any fan of the team.

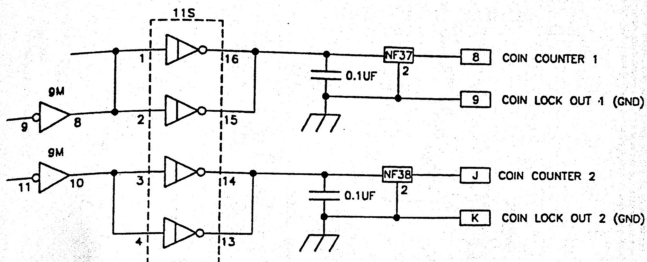
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**CAPTAIN
AMERICA**
and The **AVENGERS**

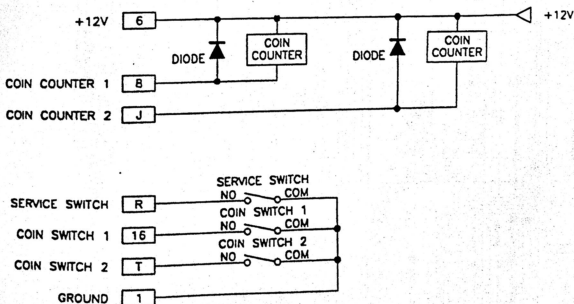
AUDIO/VIDEO SCHEMATICS



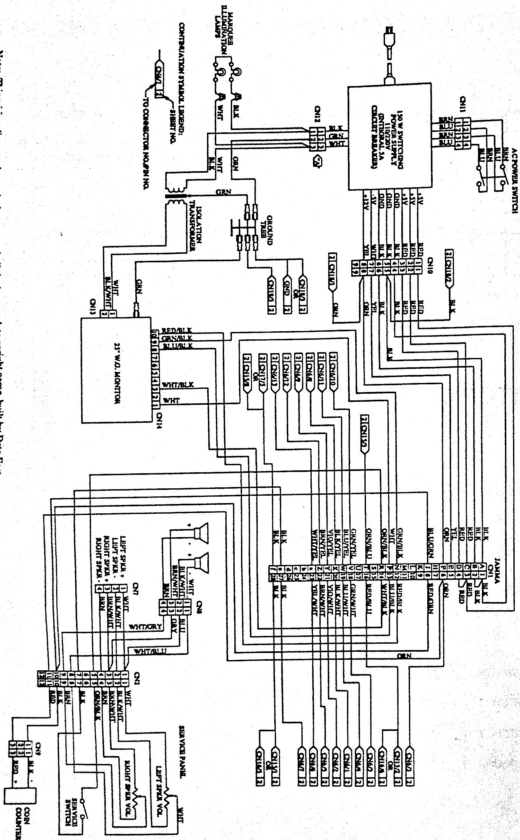
COIN COUNTER SCHEMATICS



COIN SWITCH SCHEMATIC

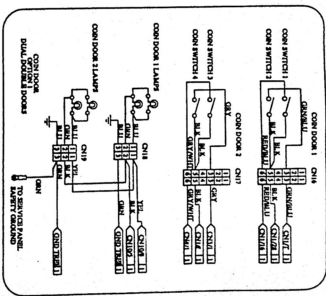
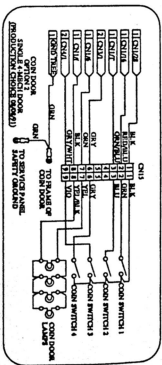
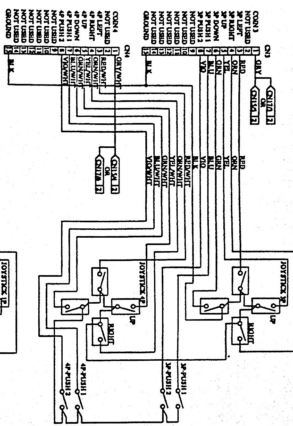
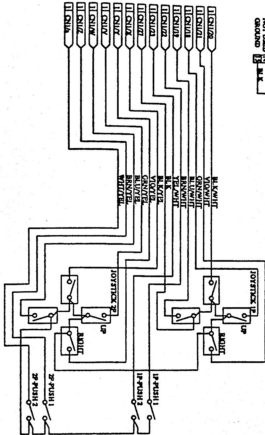


CAPTAIN AMERICA AND THE AVENGERS CONVERSION KIT



Note: This wiring diagram shows the harness as built in the complete upright game, built by Data East. It is electrically correct for the kit also, but does include extra wires that are not needed. Please provide the you may see which to add to your kit and are not required to make your kit fully functional.

CONTINUATION FROM LISTING
 SHEET NO. **CONV 11**
 TO CONNECTION HOOPING IN.



CAPTAIN AMERICA AND THE AVENGERS CONVERSION KIT

CAPTAIN AMERICA AND THE AVENGERS CONVERSION KIT

CAPTAIN AMERICA AND THE AVENGERS CONVERSION KIT

CUSTOMER RESPONSE FORM

This CAPTAIN AMERICA AND THE AVENGERS Conversion Kit Manual does not include all schematic diagrams. However, it should answer most of the technical questions that you may have. Should you require additional, or more detailed, information you should contact the DATA EAST distributor from whom you have purchased the game. His highly qualified staff will, most likely, be able to answer your questions or give you the proper direction. If, after consulting with your distributor, you still require additional assistance, you may contact the DATA EAST service department at (408) 286-7080 between the hours of 8:00 AM and 5:00 PM Pacific time. When contacting your distributor or when contacting DATA EAST, please be prepared to provide the serial numbers for the game PCB (printed on the original product seal), the "AAMA PROTECT" sticker and the game cabinet.

DATA EAST welcomes all constructive feedback, both negative and positive. We would be pleased if you would write us directly with your comments concerning our product and services. Our address is:

DATA EAST USA, INC.
1850 Little Orchard Street
San Jose, California 95125-1045

CUSTOMER SERVICE RESPONSE FORM

COMPANY NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

TELEPHONE: _____

YOUR NAME: _____ TITLE: _____

GAME CABINET SERIAL NUMBER: _____

PCB SERIAL NUMBER: _____ AAMA NUMBER: _____

(from Original Product Seal)

ADD YOUR COMPANY TO OUR DIRECT MAIL LIST? (Circle One) YES NO

COMMENTS:

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We've Got It All.

