

CHELNOV

CONVERSION KIT MODEL 1US

WARNING

This equipment generates and uses radio frequency energy and if not installed and used properly, i.e., in strict accordance with the instructions manual, may cause harmful interference to radio communications. It has been tested and found to comply with the limits for a 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 Service Manual



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B. MAIN HARNESS CONNECTOR PIN-OUT

REMEMBER: In order to prevent undesirable radio frequency interference, the RFI Filter/Adapter must be used. Do not attempt to buypass it! Listed below are the game signals as they appear on the Main Harness (44 pin) connector which mates with the RFI Filter/Adapter.

FIGURE 2. MAIN HARNESS 036-0013-02

EDGE CONNECTOR WIRING

COMPONENT SIDE			SOLDER SIDE		
color	pin	signal	color	pin	signal
gn	1	1P Down		A	2P Down
yl	2	1P Up		B	2P Up
or	3	1P Left		C	2P Left
rd	4	1P Right		D	2P Right
pk	5	1P Shoot 3		E	
	6			F	
	7			H	
lt bu	8	Service		J	
bu	9	1P Shoot 1 <i>FIRE</i>		K	2P Shoot 1
pu	10	1P Shoot 2 <i>JUMP</i>		L	2P Shoot 2
bn	11	1P Game Select	rd/wh	M	2P Game Select
gn	12	Coin 1	rd	N	Coin 2
pu	13	Coin Count 1	sl	P	Coin Count 2
bu/wh	14	TV Blue	gn/wh	R	TV Green
wh/bk	15	Sync	rd/wh	S	TV Red
	16			T	
wh	17	Speaker (+)	bk/wh	U	Speaker (-)
or	18	+ 12 Volts		V	
rd	19	+ 5 Volts	rd	W	+ 5 Volts
rd	20	+ 5 Volts	rd	X	+ 5 Volts
bk	21	TV Ground	bk	Y	Ground
bk	22	Ground	bk	Z	Ground

C. PCB EDGE CONNECTOR PIN-OUT

For your reference, these are the game signals as they appear on the edge connector of the game pcb.

SOLDER SIDE	PIN #		PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
MISTAKEN INPUT PREVENTION	H	7	MISTAKEN INPUT PREVENTION
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
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 PUSH 1	Z	22	1P CONTROL 5 PUSH 1
2P CONTROL 6 PUSH 2	a	23	1P CONTROL 6 PUSH 2
2P CONTROL 7 PUSH 3	b	24	1P CONTROL 7 PUSH 3
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

2. GAME INFORMATION

A. OPERATOR SELECTABLE OPTIONS

The CHELNOV game allows for operator adjustable pricing, bonus lives, difficulty, etc. These are accessed by two 8 position dipswitches located on the main logic pcb. Tables 1 and 2 outline the available options.

TABLE 1 - DIPSWITCH 1

		1	2	3	4	5	6	7	8
Game Charge (right)	1 Coin = 1 Credit:	OFF	OFF			A L W			
	1 Coin = 2 Credit:	ON	OFF						
COIN 1	1 Coin = 3 Credit:	OFF	ON						
	2 Coin = 1 Credit:	ON	ON						
Game Charge (left)	1 Coin = 1 Credit:			OFF	OFF	A Y S			
	1 Coin = 2 Credit:			ON	OFF				
COIN 2	1 Coin = 3 Credit:			OFF	ON				
	2 Coin = 1 Credit:			ON	ON				
Attract mode sound?	YES:					O	OFF		
	NO:						ON		
Flip Screen?	YES:					F		ON	
	NO:						F		OFF
Cocktail Table:									OFF
Upright game:									ON

TABLE 2 - DIPSWITCH 2

		1	2	3	4	5	6	7	8
Number of lives	3:	OFF	OFF				A L W		A L W
	5:	ON	OFF						
	1:	OFF	ON						
	infinite:	ON	ON						
Game Difficulty	Normal:			OFF	OFF		A Y S		A Y S
	Easy:			ON	OFF				
	Hard:			OFF	ON				
	Hardest:			ON	ON				
Continue Mode ?	Yes:					OFF	O		O
	No:					ON		F	
FREEZE FRAME?	Off:						F	OFF	F
	On:							ON	