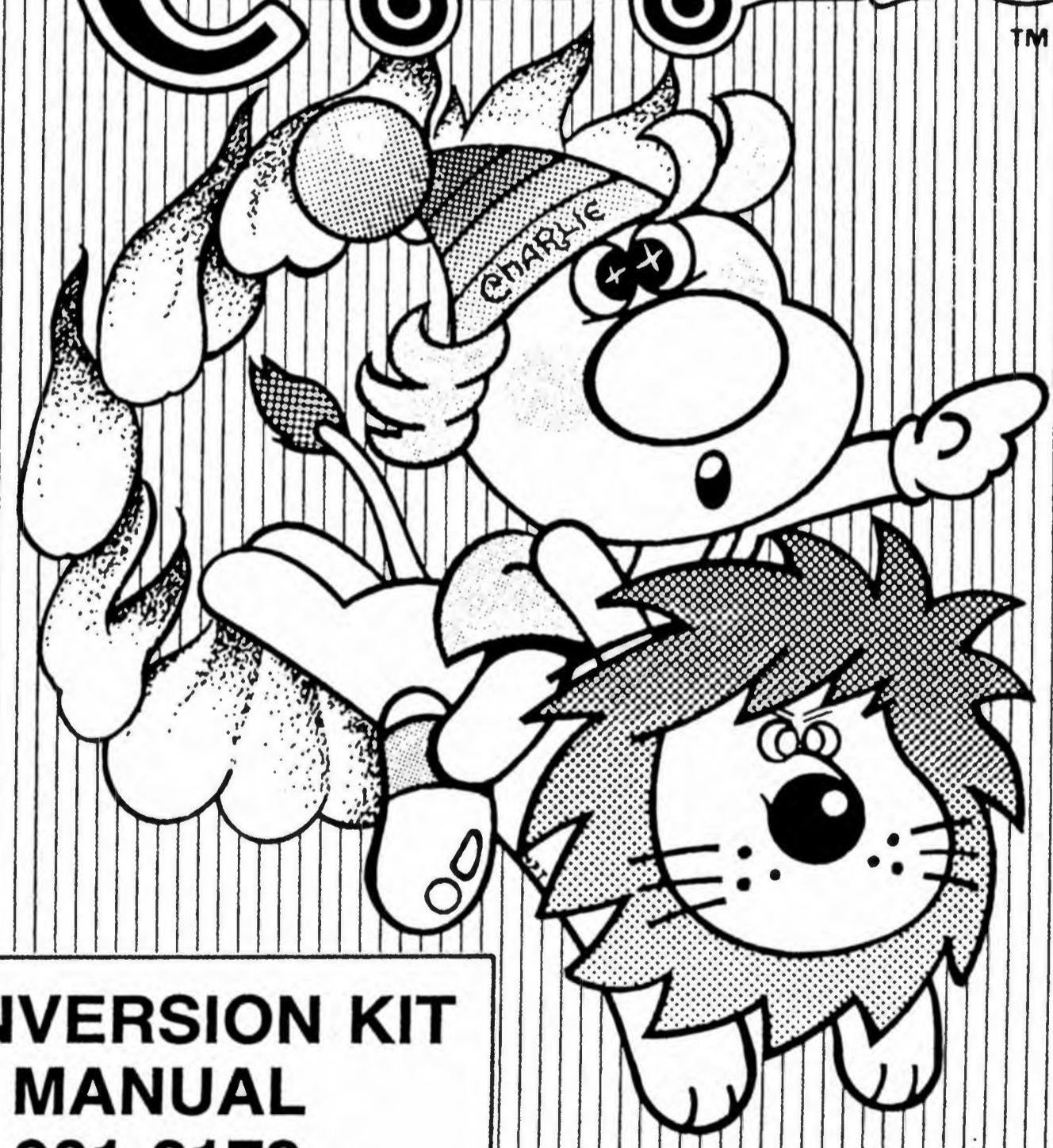


Konami Inc.  
Century Inc.

# CIRCUS CHARLIE™



**CONVERSION KIT  
MANUAL  
901-2172**

CIRCUS CHARLIE

EDGE CONNECTOR PIN IDENTIFICATION

Solder side of board

Pin	Function	Wire Color
A	NC	
B	Speaker	Brown
C	2 Player Jump *	Orange
D	2 Player Left *	Blue
E	1 Player Start	White
F	NC	
H	1 Player Jump	Yellow
J	1 Player Right	Violet
K	NC	
L	Coin-1 **	Blue
M	NC	
N	NC	
P	Video Green	Green
R	Video Red	Red
S	NC	
T	Ground ( 0 V.)	Black
U	Ground ( 0 V.)	Black
V	+ 5 Volts	Red

Component side of board

Pin	Function	Wire Color
1	+ 12 Volts	Orange
2	Speaker	Gray
3	NC	
4	2 Player Right *	Green
5	2 Player Start	Gray
6	NC	
7	Service	
8	1 Player Left	Brown
9	NC	
10	Coin-2 **	Orange
11	NC	
12	NC	
13	Video Blue	Blue
14	Video Sync	White
15	NC	
16	Ground ( 0 V.)	Black
17	Ground ( 0 V.)	Black
18	+ 5 Volts	Red

NOTES:

\* Wiring for 2 Player is ONLY used for Table Models.

\*\* Use Coin-1 and Coin-2 when coin switches on Coin Door are wired independently. Use ONLY Coin-1 if coin switches on Coin Door are wired in parallel.

THE MATERIAL CONTAINED HEREIN IS CONFIDENTIAL  
AND NO PART OF IT CAN BE REPRODUCED WITHOUT THE  
EXPRESSED PERMISSION OF CENTURI, INC.

COMPONENT SIDE

+12 VOLTS	1	ORANGE - 18AWG	60"
	A		
SPEAKER	2	GRAY - 22AWG	100"
SPEAKER	B	BROWN - 22AWG	100"
	3		
2P JUMP	C	ORANGE - 22AWG	96"
2P RIGHT	4	GREEN - 22AWG	96"
2P LEFT	D	BLUE - 22AWG	96"
2P START	5	GRAY - 22AWG	96"
1P START	E	WHITE - 22AWG	96"
	6		
	F		
SERVICE	7		
1P JUMP	H	YELLOW - 22AWG	96"
1P LEFT	8	BROWN - 22AWG	96"
1P RIGHT	J	VIOLET - 22AWG	96"
	9		
	K		
COIN-2	10	ORANGE - 22AWG	96"
COIN-1	L	BLUE - 22AWG	96"
	11		
	M		
	12		
	N		
VIDEO BLUE	13	BLUE - 22AWG	65"
VIDEO GREEN	P	GREEN - 22AWG	65"
VIDEO SYNC	14	WHITE - 22AWG	65"
VIDEO RED	R	RED - 22AWG	65"
	15		
	S		
GROUND	16	BLACK X2 - 22AWG	96"
GROUND	T	BLACK - 22AWG	96"
GROUND	17	BLACK - 22AWG	65"
GROUND	U	BLACK - 18AWG	60"
+5 VOLTS	18	RED - 18AWG	60"
+5 VOLTS	V	RED - 22AWG	96"

DUAL  
18P EDGE  
CONNECTOR

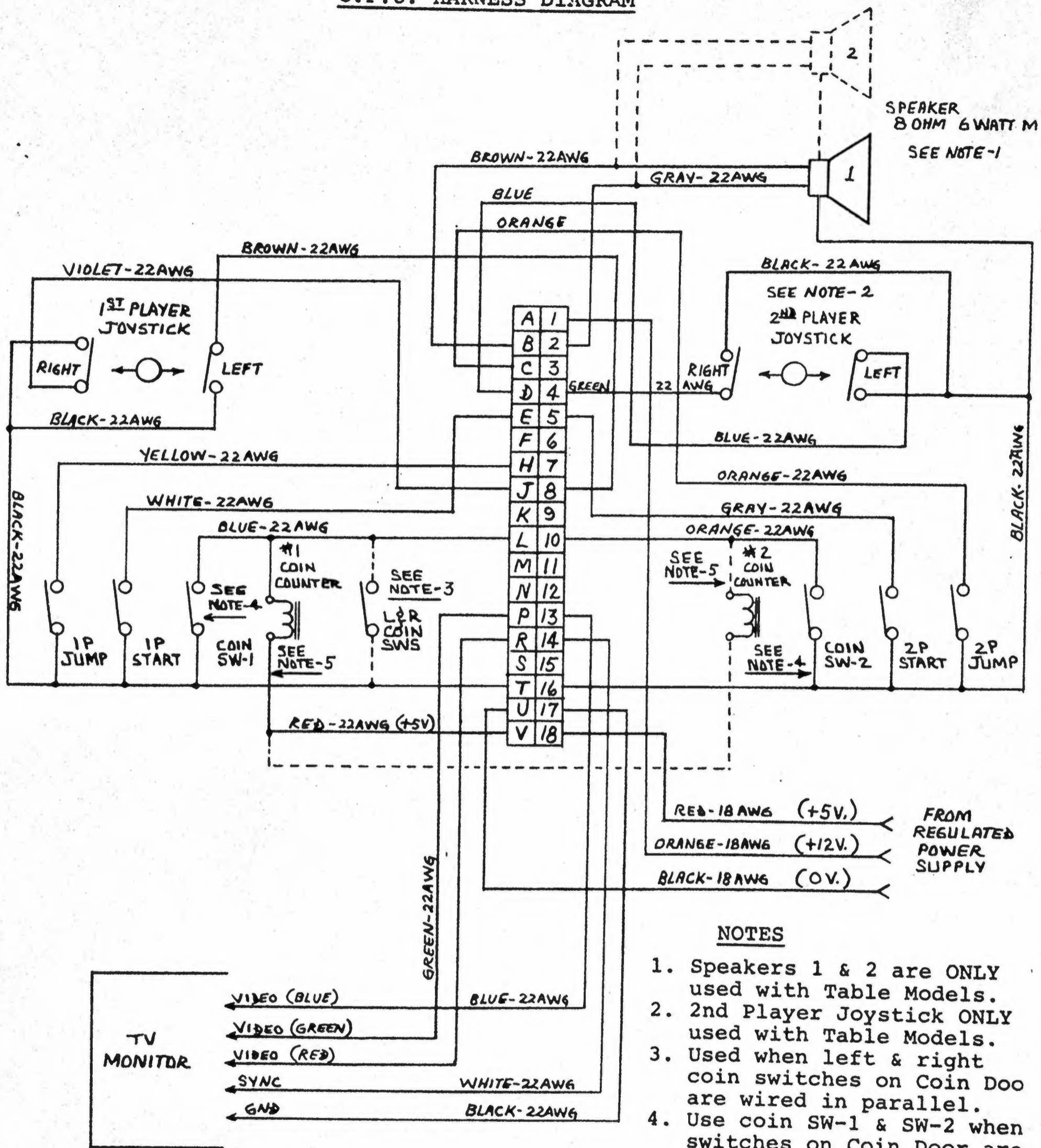
SOLDER SIDE

QC. APV'D	PROD. APV'D	QTY.	ASSEMBLY NO

				TOLERANCES		centuri <sup>inc.</sup>		HIALEAH, FLORIDA 33014	
				Unless Otherwise Specified		NAME			
				FRACTIONS	± 1/32	CPU HARNESS - CIRCUS CHARLIE			
				DECIMALS 2 PL	± .015	MAT'L'S.			
				DECIMALS 3 PL	± .005	HEAT TREAT.		FINISH	
				HOLES	+ .003				
					- .001				
				ANGLES	± 1/2'	DWN. M.J.	APPRO. [Signature]	DATE	SCALE
				SHT. MET BENDS	± 2'			3-20-84	NONE
REV. LET.	ECN NO.	REVISION	BY			PART NO.		REV.	

AF 17899A

**CIRCUS CHARLIE  
C.P.U. HARNESS DIAGRAM**



Coin counter #1 is ONLY needed if left & right Coin switches are wired in parallel.

## CIRCUS CHARLIE

### PLAY INSTRUCTIONS

- \* SELECT ONE OF SIX SCREENS, EACH WITH DIFFERENT LEVELS OF DIFFICULTY, USING JOYSTICK AND JUMP BUTTON.
- \* USE JOYSTICK TO MOVE CIRCUS CHARLIE FORWARD AND BACKWARD AND JUMP BUTTON TO MAKE HIM JUMP.
- \* EACH SCREEN MAY BE PLAYED A MAXIMUM OF FIVE TIMES.
- \* COMPLETE SCREENS AS QUICKLY AS POSSIBLE FOR MAXIMUM BONUS POINTS.
- \* LOSE ONE CIRCUS CHARLIE IF TIMER RUNS OUT BEFORE A SCREEN IS COMPLETED.
- \* BONUS POINTS FOR COMPLETING A ROUND WITHOUT LOSING CIRCUS CHARLIE.
- \* TIMER BONUS POINTS ARE ADDED TO SCORE AFTER EACH COMPLETED ROUND.
- \* LOSING CIRCUS CHARLIE BEFORE COMPLETING A ROUND REDUCES TIMER STARTING TIME FROM 5,000 TO 1,500.
- \* GAME IS OVER WHEN ALL CIRCUS CHARLIES ARE LOST.

### SCREEN SCORING

FIRE RING-- JUMP THROUGH FIRE RINGS AND FIRE POTS.  
COLLECT DOLLAR (\$) BAGS FOR EXTRA POINTS.

JUMPING THROUGH SINGLE FIRE RING -----	100 POINTS
DOUBLE FIRE RINGS -----	200 POINTS
RING AND FIRE POT -----	300 POINTS
2 RINGS & FIRE POT -----	400 POINTS
FIRE POTS -----	500 POINTS
DOLLAR (\$) BAGS	1,000 POINTS

TIGHT ROPE-- JUMP OVER MONKEYS.

BROWN MONKEY -----	200 POINTS
BLUE MONKEY -----	300 POINTS
BROWN & BLUE MONKEYS -----	1,000 POINTS
1 BROWN & 2 BLUE MONKEYS ---	2,000 POINTS

## CIRCUS CHARLIE

### SCREEN SCORING CONT'ED

TRAMPOLINE-- JUMP FROM TRAMPOLINE TO TRAMPOLINE, USING  
JOYSTICK ONLY,  
AVOID FIRE TORCHES, KNIVES AND JUMPING ON  
ONE TRAMPOLINE MORE THAN THREE TIMES,  
FROM TRAMPOLINE TO TRAMPOLINE ---- 20 POINTS  
DOLLAR (\$) BAGS ----- 300 POINTS

BALL WALK-- JUMP FROM BALL TO BALL OR EVERY OTHER BALL,  
HIGHER POINTS (500, 700, OR 2,000) FOR  
SUCCESSFULLY JUMPING OVER A BALL AND LANDING  
POINT DIFFICULTY,  
JUMP FROM BALL TO BALL ----- 100 POINTS

HORSE BACK-- JUMP FROM HORSE BACK TO SPRINGBOARD AND BACK  
TO HORSE,  
USE JOYSTICK TO CONTROL SPEED OF HORSE,  
POINTS ARE GIVEN ACCORDING TO SPRINGBOARD POINT  
VALUE,  
BOUNCING ON THE SAME SPRINGBOARD MORE THAN ONCE  
ADDS EXTRA POINTS PER BOUNCE.

FLYING TRAPEZE-- ADVANCE AS QUICKLY AS POSSIBLE FOR MAXIMUM  
POINTS,  
USE JOYSTICK TO INCREASE SWING MOVEMENT OF  
TRAPEZE,  
USE TRAMPOLINE TO BOUNCE FROM TRAPEZE TO TRAPEZE.

### BONUS POINTS

- \* BONUS POINTS FOR COMPLETING A ROUND WITHOUT LOSING  
CIRCUS CHARLIE.
- \* TIMER BONUS POINTS ARE ADDED TO SCORE AFTER EACH COMPLETED  
ROUND.
- \* LOSING CIRCUS CHARLIE BEFORE COMPLETING A ROUND REDUCES  
TIMER STARTING TIME FROM 5,000 TO 1,500.

# CIRCUS CHARLIE

## OPTIONAL DIP SWITCH SETTINGS

### A. Dip Switch No. 1 (8P Dip Switch)

#### Credits

Coin	Plays	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
1	1	Off	Off	Off	Off	Off	Off	Off	Off
1	2	On	Off	Off	Off	On	Off	Off	Off
1	3	Off	On	Off	Off	Off	On	Off	Off
1	4	On	On	Off	Off	On	On	Off	Off
1	5	Off	Off	On	Off	Off	Off	On	Off
1	6	On	Off	On	Off	On	Off	On	Off
1	7	Off	On	On	Off	Off	On	On	Off
2	1	On	On	On	Off	On	On	On	Off
2	3	Off	Off	Off	On	Off	Off	Off	On
2	5	On	Off	Off	On	On	Off	Off	On
3	1	Off	On	Off	On	Off	On	Off	On
3	2	On	On	Off	On	On	On	Off	On
3	4	Off	Off	On	On	Off	Off	On	On
4	1	On	Off	On	On	On	Off	On	On
4	3	Off	On	On	On	Off	On	On	On
Free Play		On	On	On	On	On	On	On	On

### B. Dip Switch No. 2 (8P Dip Switch)

#### 1. Number Of Clowns

Number	SW1	SW2
<input type="radio"/> 3	Off	Off
4	On	Off
5	Off	On
7	On	On

#### 2. Game Type

Style	SW3	Players
Table	Off	1 or 2 Players
Upright	On	Only 1 Player

B. Dip Switch No. 2 (continues)

3. Bonus Points Setting

First	And Every	SW4	SW5
<input type="radio"/> 20,000	70,000	Off	Off
30,000	80,000	On	Off

4. Game Play Difficulty

Option	SW6	SW7
Easy	Off	Off
<input type="radio"/> Normal	On	Off
Hard	Off	On
Difficult	On	On

5. Audio Attraction

Sound Mode	SW8
No sound in attract mode	Off
<input type="radio"/> Sound in attract mode	On

DENOTES NORMAL SETTINGS