



DARK ADVENTURE

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DARK ADVENTURE: WIRING HARNESS

DARK ADVENTURE: SUB HARNESSES

WIRE COLOR KEY:

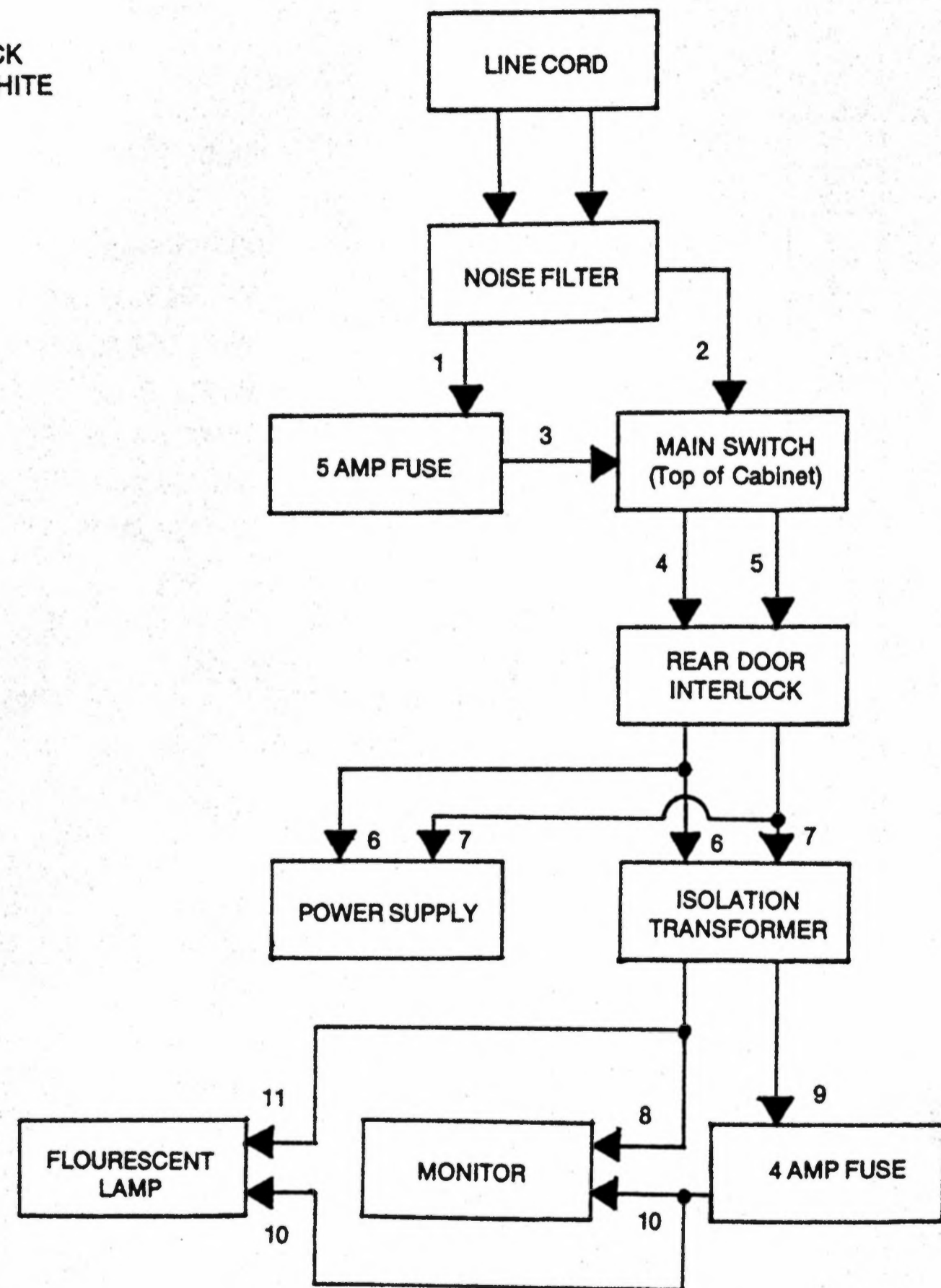
Solder Side		Parts Side	
BLACK	GND	A 1	GND
BLACK	GND	B 2	GND
RED	+ 5V DC	C 3	+ 5V DC
RED	+ 5V DC	D 4	+ 5V DC
		E 5	
ORANGE	+ 12V DC	F 6	+ 12V DC
	*KEY	H 7	*KEY
BROWN/YELLOW	COIN COUNTER 2	J 8	COIN COUNTER 1
		K 9	
		L 10	
		M 11	
WHITE/GREEN	VIDEO GREEN	N 12	VIDEO RED
WHITE	VIDEO SYNC	P 13	VIDEO BLUE
		R 14	VIDEO GROUND
		S 15	
VIOLET/WHITE	COIN 2	T 16	COIN 1
		U 17	MAP
BLUE/YELLOW	2P UP	V 18	1P UP
VIOLET/YELLOW	2P DOWN	W 19	1P DOWN
ORANGE/GREEN	2P LEFT	X 20	1P LEFT
ORANGE/YELLOW	2P RIGHT	Y 21	1P RIGHT
BLACK/YELLOW	2P JUMP/START	Z 22	1P JUMP/START
ORANGE/GRAY	2P ATTACK	a 23	1P ATTACK
BROWN/WHITE	2P DYNAMITE	b 24	1P DYNAMITE
		c 25	
		d 26	
BLACK	GND	e 27	GND
BLACK	GND	f 28	GND

(BASE COLOR/LINE COLOR)

CN3 3P CONTROLS (JST)	1	COIN 3	RED
	2		
	3	3P LEFT	WHITE/RED
	4	3P RIGHT	WHITE/YELLOW
	5	3P UP	WHITE/BLACK
	6	3P DOWN	WHITE/BLUE
	7	3P JUMP/START	WHITE/BROWN
	8	3P ATTACK	WHITE/ORANGE
	9	3P DYNAMITE	WHITE/GRAY
	10		
	11		
	12	COIN COUNTER 3	BLUE
	13		
	14		
	15	GROUND	BLACK
CN8 SPEAKER OUTPUT (JST)	1	SPEAKER +	WHITE
	2	SPEAKER -	BLACK
	3	SPEAKER -	BLACK
	4	SPEAKER +	GRAY

DARK ADVENTURE: AC FLOW CHART

- 1. GREEN/YELLOW
- 2. BLACK
- 3. RED
- 4. BLUE
- 5. BROWN
- 6. RED/BLACK
- 7. BLACK/WHITE
- 8. WHITE
- 9. GREEN
- 10. VIOLET
- 11. ORANGE



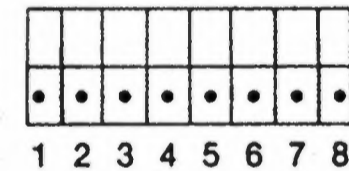
DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	CREDIT
•	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			INVALID	

DIP SWITCH 1

ON
OFF



SW5 through SW8 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

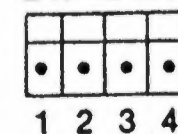
SW	1	FLIP
•	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
•	OFF	GAME MODE
	ON	CHECK MODE

DIP SWITCH 3

ON
OFF



SW2 and SW4 are not used.

DIP SWITCH NO. 2 SETTINGS

THE NUMBER OF THE PLAYER'S LIFE

	1	2	NUMBER
•	OFF	OFF	2
	ON	OFF	3
	OFF	ON	5
	ON	ON	7

*The number of players life multiplied by the number of credit makes the number of players life for a play

DIFFICULTY OF THE GAME

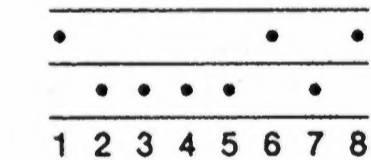
SW	6	7	DIFFICULTY
•	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

SOUND

SW	8	SOUND
•	OFF	OFF
	ON	ON

DIP SWITCH 2

ON
OFF



SW3 through SW5 are not used.

SELF TEST

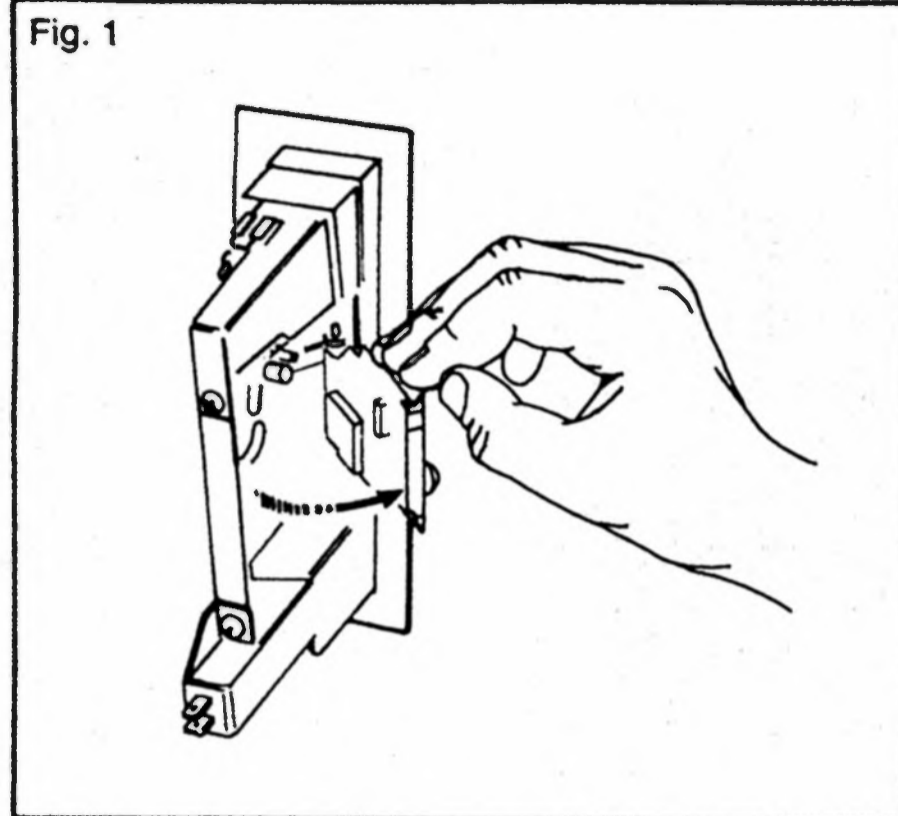
- A. How to start.
 1. Turn on the SW3 of the DIP SW3.
- B. Test Items.
 1. Color Conditioning.
 2. Control Check.
 3. Coin Counter Check.
 4. DIP SW SET.
 5. Sound Check.
 6. Video Screen Flip.

*To change items, push MAP button.

*Push 1P SHOOT (JUMP, START) button to change sound.

Gold Mech: Service Information

CLEANING and CARE of the MECHANISM



The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1). Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

Note:

Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

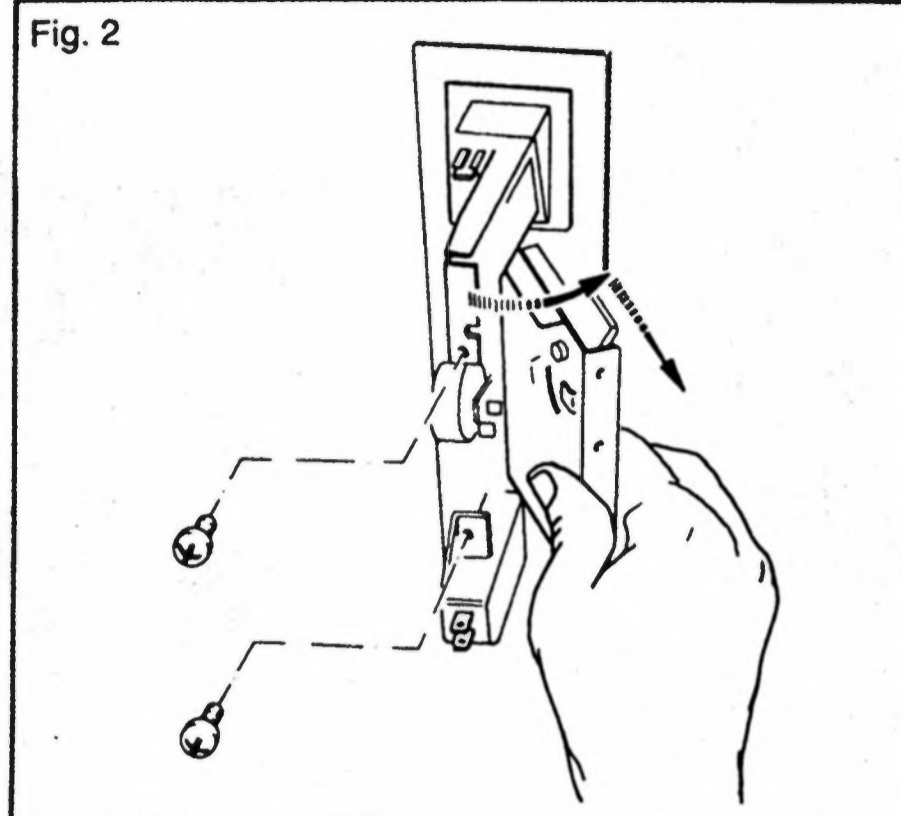
If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

Coin switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

Red: Light tension—U.S. 25¢

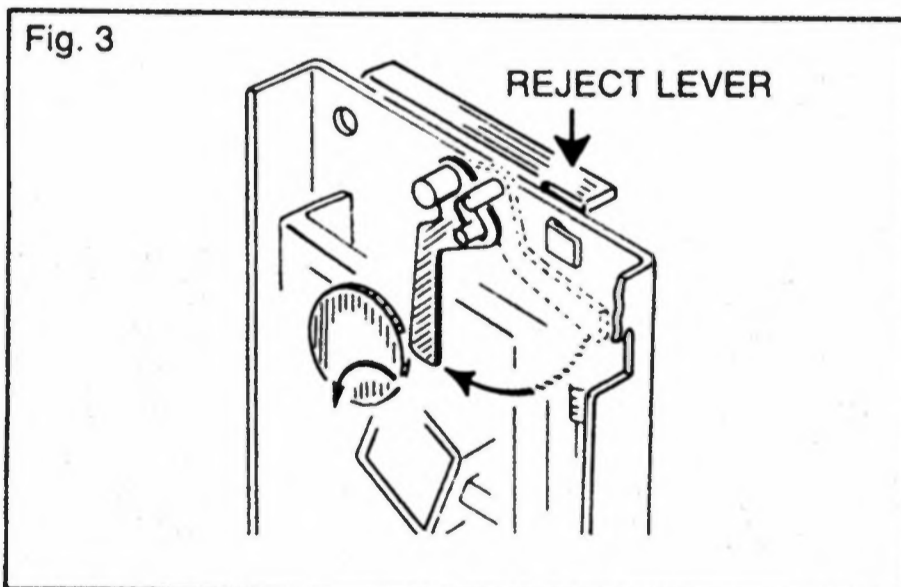
White: Heavy tension—heavy foreign coins



Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as shown in Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.

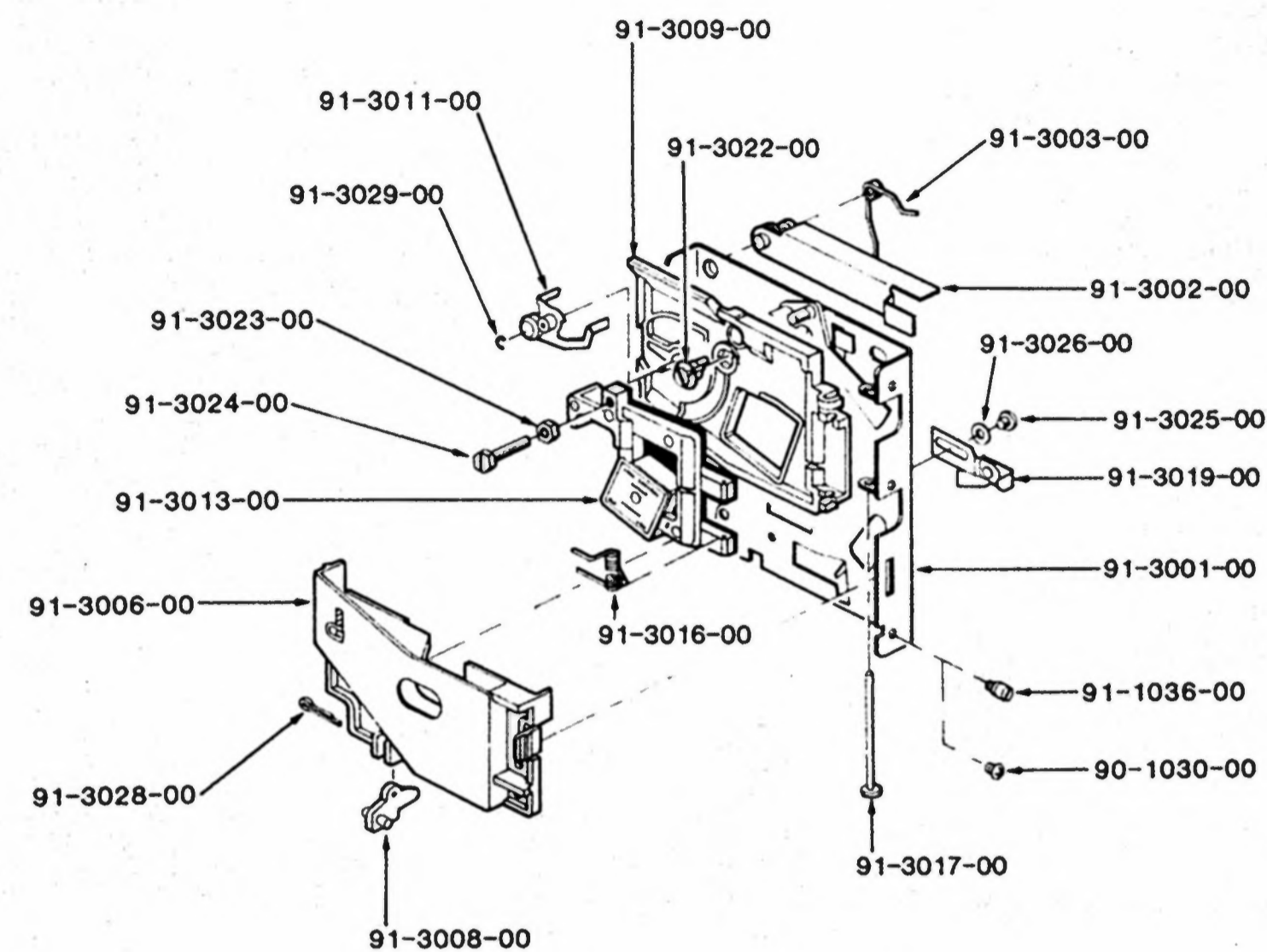


The Magnet

Coins that are too thick will fail to pass between the magnet and the backplate of the mechanism; and will be cleared by the magnet wiper when the reject lever is actuated. (Fig. 3)

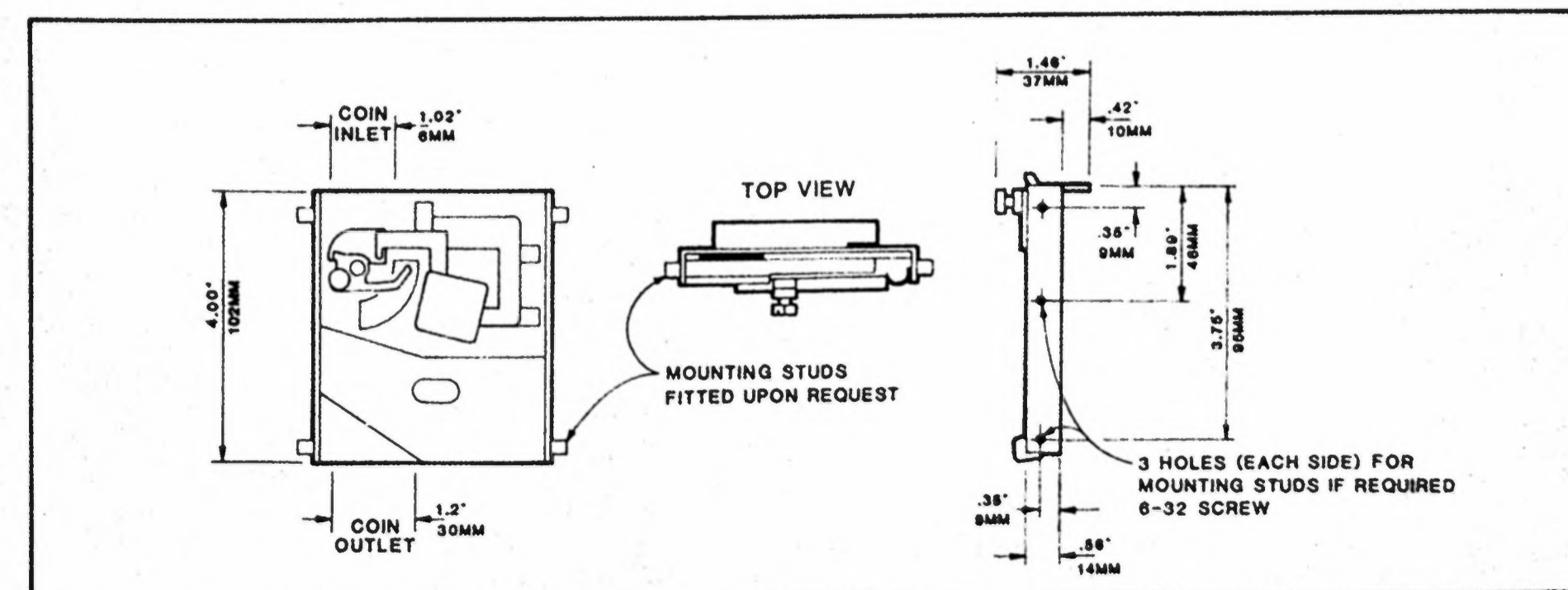
Gold Mech

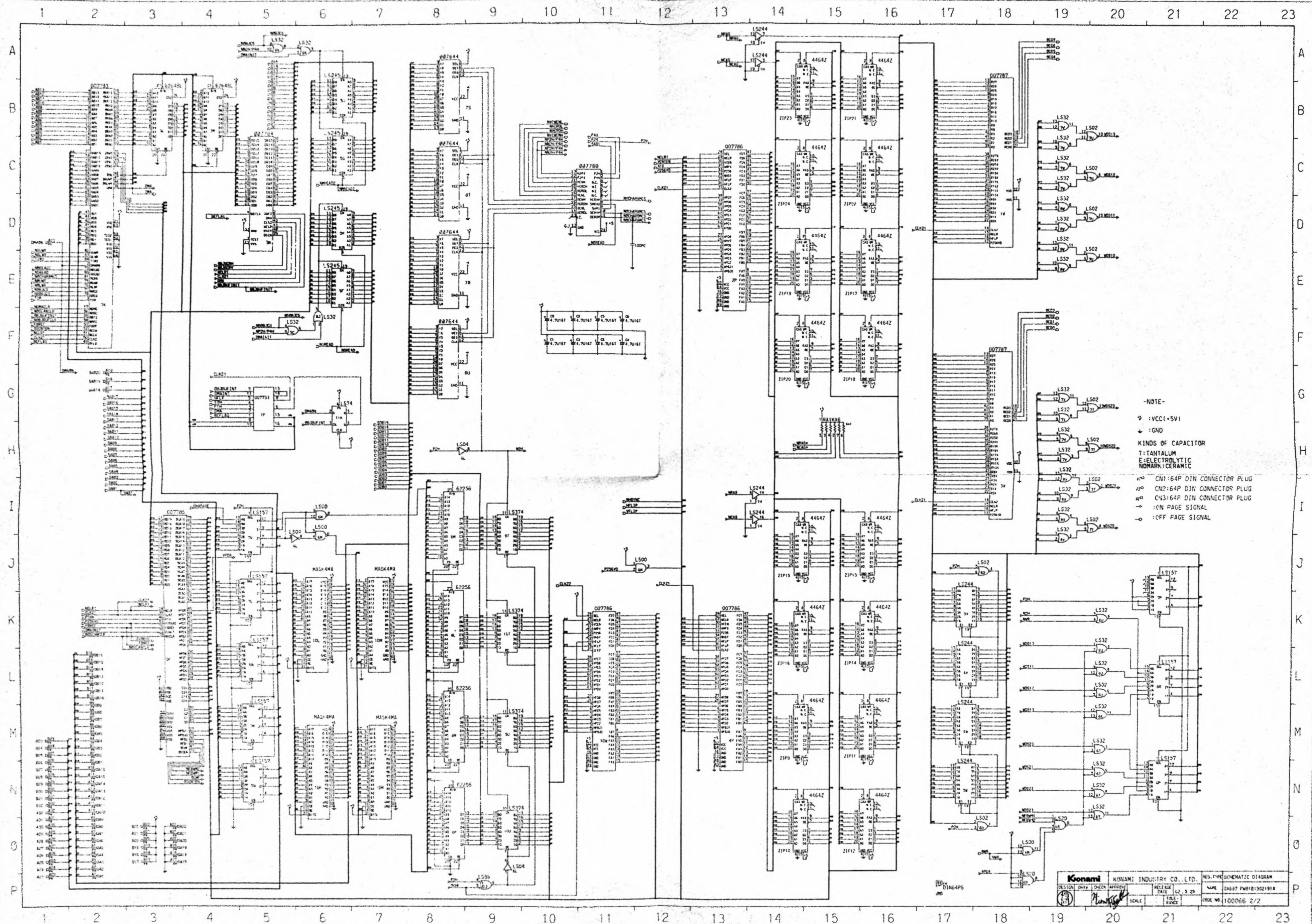
Engineering Data and Parts List



PARTS LIST

90-1030-00 Retaining Screw (#6-32" x .250")	91-3009-00 Gate	91-3023-00 Locknut-Magnet Holder
91-1036-00 Mounting Stud	91-3011-00 Cradle	91-3024-00 Screw-Magnet Holder
91-3001-00 Back Plate	91-3013-00 Magnet Holder with Magnet	91-3025-00 Screw Separator
91-3002-00 Reject Lever	91-3016-00 Gate Spring	91-3026-00 Washer
91-3003-00 Reject Lever Spring	91-3017-00 Gate Pin	91-3028-00 Cotter Pin for Anti-Stringing Device
91-3006-00 Cover Plate	91-3019-00 Separator	91-3029-00 E-Clip for Cradle
91-3008-00 Anti-Stringing Device	91-3022-00 Diameter Adjustment	





-NOTE-

- ⤴ : VCC(+5V)
- ⤵ : GND
- KINDS OF CAPACITOR
- T: TANTALUM
- E: ELECTROLYTIC
- NONMARK: CERAMIC
- ⊞ CN1: 64P DIN CONNECTOR PLUG
- ⊞ CN2: 64P DIN CONNECTOR PLUG
- ⊞ CN3: 64P DIN CONNECTOR PLUG
- ⊞ : ON PAGE SIGNAL
- : OFF PAGE SIGNAL



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