

# Armageddon Assembly Instruction

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## Introduction

When installing the harness use the Schematic Diagram and the Connection Diagram manual to insure proper connection. All the parts in our Connection Diagram manual are listed as followed:

1575	Wire, Ribbon Cable, 40 pin
1580	Wire, Harness, Jamma - Amageddon deluxe
1672	Wire, Harness, Player 1
1673	Wire, Harness, Player 2
1674	Wire, Harness, Coin Switches
1675	Wire, Harness, Service Switches
1676	Wire, Harness, Loudspeaker
1678	Switch, Push button, 1&1/8", Red
1679	Switch, Push button, 1&1/8", Yellow
1680	Switch, Push button, 1&1/8", Green
1686	Switch, Push button, 1&1/8", White 2P
1687	Switch, Push button, 1&1/8", White 1P

## #1580 Jamma Harness

The Armageddon game supplies seven custom harnesses. Each of the Harnesses have a specific function as follows:

### DC IN

The DC in connector is a four pin male connection. You will find three DC connectors on the harness. These connect directly to the power supply to supply Ground, 12 volts, and 5 volts to the boards and Harness connections.

### SERVICE PANEL

The Service Panel section has a nine pin male connector. This connector provides a 12 volt line, ground, coin slot, service, and test connection.

### COIN DOOR Part

The Coin Door is represented by a nine pin female connector. This connector provides a 12 volt line, ground lines, coin slot 1, and coin slot 2 connections.

### PLAYER 1 AND 2 BUTTONS

Player one and two section has a nine pin male (player 1) and female (player 2) connectors. Both provide a 12 volt line, grounds, starts, button 1-3, c-locks, and a button 4 for mobility. Both have the capability of controlling track-ball lights.

## **PLAYER 1 AND 2 TRACK-BALLS**

The Track-ball section has a six pin female connectors. Both connector supply 5 volts, ground, and left, right, up and down movements. These connect directly to the track-balls.

## **Mounting The Harness**

The harness must be inserted into the cabinet by opening the top of the control panel and feeding it through the port hole at the bottom of the control panel. Do this by only feeding the *Harness Connection* side first. Proceed to the next port hole located at the back of the cabinet that can be seen from the inside panel near the speakers and monitor. With the power off, connect the Harness to the MadCow board.

## ***Making The Connection***

Note: In this section you will need to refer to the Harness Schematic and the Connection Diagram manuals.

### **Buttons Part # 1678-1680**

The next step is connecting the Buttons. Please refer to the signals on the harness schematic. Each wire on the harness, except power and ground, carry a signal from the Madcow to it's proper button or switch. For example, if you wanted to connect the "start" button for player one of the control panel, you would simply look at the schematic and find "START 1". The next thing to do is to find out where the signal goes? You will find that "START 1" can be found at pin 17 of the harness, then it goes to pin 1 of the male connector marked "player 1 buttons", then from that connection it goes to pin one of the female connector found on page 2 of the schematic. You will also find the ground wire has been supplied for each button. Next, refer to the Connection Diagram manual to the page headed "Control Panel" to see how to connect the wire to the buttons. Use this same technique for each button on the control panel.

### **Track-Balls Part # 1684**

Now that the buttons are connected the next step is to connect the Track-Balls. Looking at the first page of the schematic you will find two six pin female connector. One is labeled "PLAYER 1 TRACK-BALL" and the others labeled "PLAYER 2 TRACK-BALL". Connect each track-ball to its proper female connector on the control panel. For more help see the Connection Diagram manual, the page labeled control panel, to see how the connection is made.

### **Coin Door Part # 1674**

The next step is connecting the Coin Door. At the control panel, find the nine pin female connector labeled Coin Door. Feed this connector through the port hole at the bottom of the control panel, then to the front of the cabinet where the coin door is located. Now referring to the schematic, Please find the nine pin female connector labeled COIN DOOR. Connect this connector to its male counter part. Follow each signal from the harness to the connectors and then refer to page 6 of the schematic for the signal connections to the coin switches and lights. As you can see pins 7 and 8 are coin signals and pins 1 and 2 refer to the power and ground for the lights. For further reference refer to the Connection Diagram manual , the page labeled coin door and service switches, to see how to make the connections.

### **Service Panel Part # 1675**

Now that you have the coin door connected you can connect the Service Panel. At the control panel, find the six pin male connector labeled "Service Panel". Feed this connector through the port hole at the bottom of the control panel, then to the front of the cabinet where the service button and test switch are located. Now referring to the schematic, Please find the six pin male connector labeled SERVICE PANEL. Connect this connector to its female counter part. Follow each signal from the harness to the connectors and then refer to page 4 of the schematic for the signal connections to the service switch and the test button. Pins 1 and three of the connector supply power and 4, 5, and 6 are the signals and ground. For further reference refer to the Connection Diagram manual , the page labeled coin door and service switches, to see how to make the connections.

### **DC IN**

Note: Power to the Harness is supplied power a standard PC power supply that uses four pin connections on three separate connectors. The harness was costume built to fit these connections.

Now that all connections have been made, the power connection can be made. At the control panel, find the three 4 pin male connectors labeled DC IN. Feed these connector through the port hole at the bottom of the control panel. Proceed to the next port hole located at the back of the cabinet that can be seen from the inside panel near the speakers and monitor. With the power supply off proceed to make the connections. The connectors are "keyed" so its not possible to connect the power wrong.

### **Mounting The Decals**

Refer to the Connection Diagram manual. The decal section can be found on the page labeled Decal Art Work. After properly cleaning the cabinet, using water and soap, apply the art work to the cabinet carefully. Use a soft clothe to apply the art. Do not try to hang the art all at once, try to hang small portions at a time. Watch for bubbles and scratching of the art work.

## **Test Procedure**

The testing of the connections and control devices are necessary to make sure your cabinet is complete. We have devised a check list to make this process as plain and simple as possible. We recommend that you run the game while running through this test procedure.

### **Visual**

1. Marquee light is on
2. Monitor is on (game is running)
3. Both track-ball lights flash periodically
4. Coin box lights are on

### **Physical**

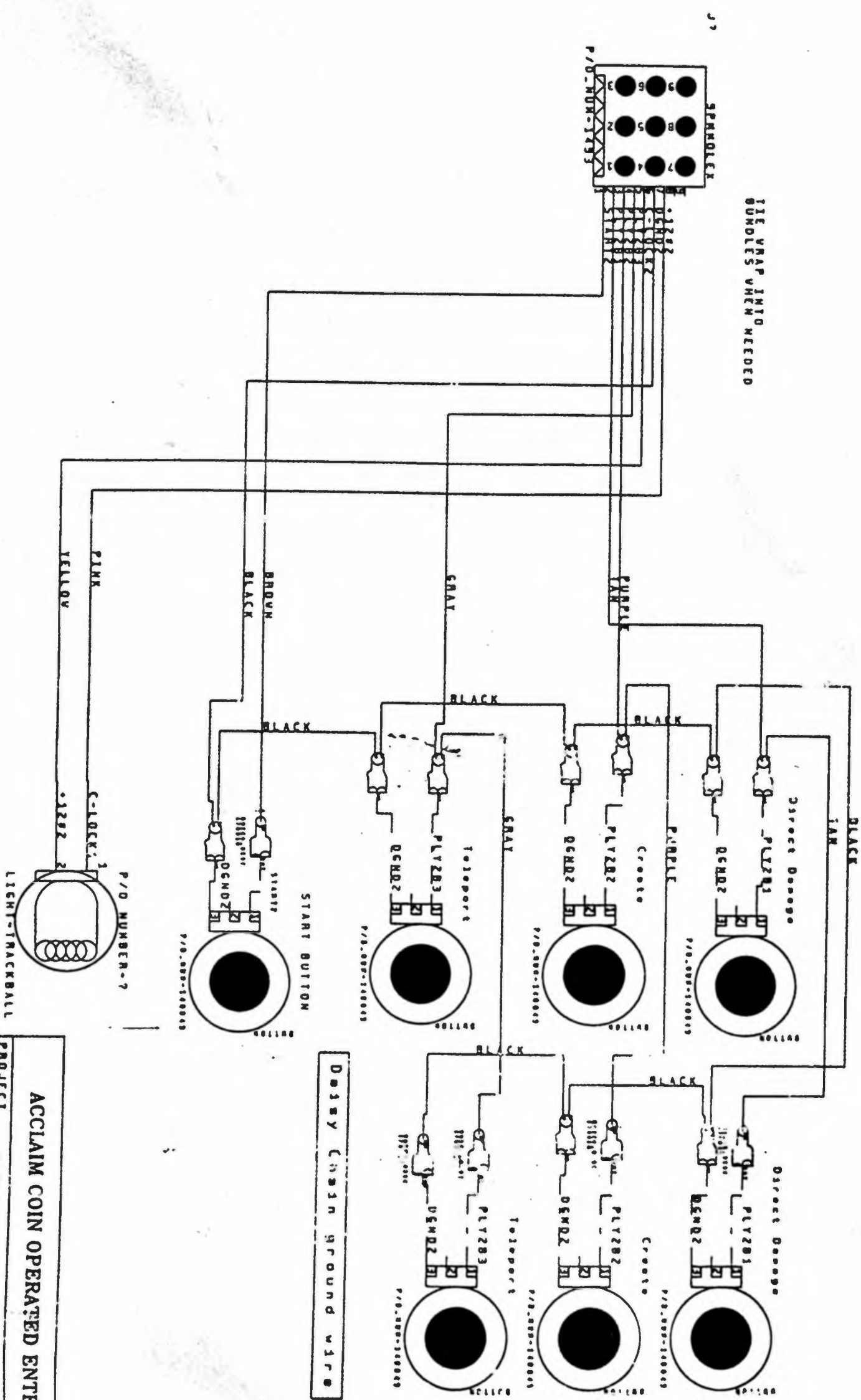
1. Both track-ball orientations are correct
2. Each button control signal is correct
3. Test and service buttons work
4. Coin signals register
5. Coin counter counts on both coin signals
6. Sound from the game can be heard from the speakers and sub-woofer

Now your ready for true ~~COIN~~.

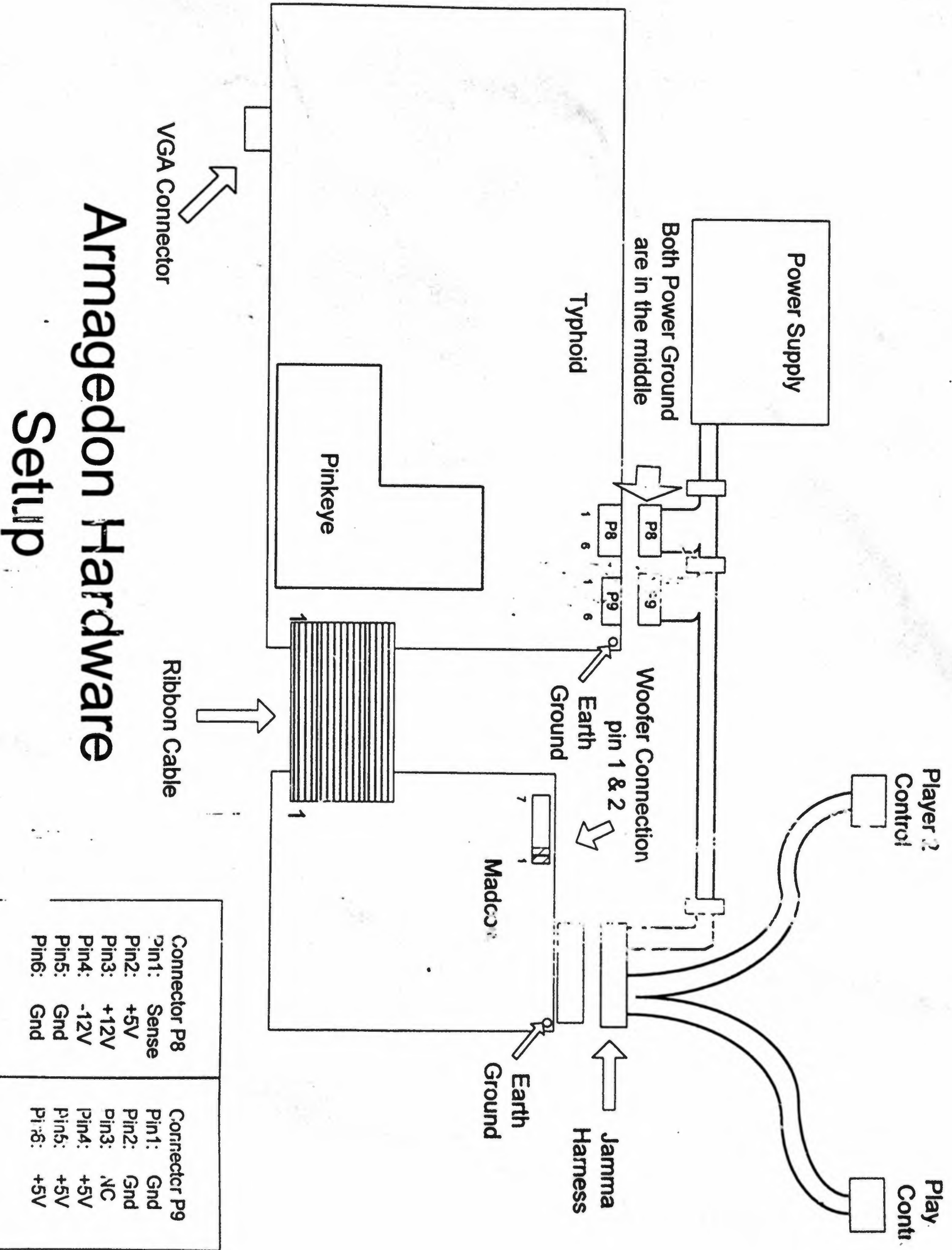




PLAYER 2



<b>ACCLAIM COIN OPERATED ENTERTAINMENT, INC</b>			
PROJECT	M/CIC HARNESS		
BLOCK NAME	PLAYER ONE		
ENGINEER	DATE	SHEET	REV
SM. CARTER	9-30-97	3 OF 7	10



# Armagedon Hardware Setup

Connector P8		Connector P9	
Pin1:	Sense	Pin1:	Gnd
Pin2:	+5V	Pin2:	Gnd
Pin3:	+12V	Pin3:	NC
Pin4:	-12V	Pin4:	+5V
Pin5:	Gnd	Pin5:	+5V
Pin6:	Gnd	Pin6:	+5V