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## CONVERSION KIT CONTENTS:

- MAIN PRINTED CIRCUIT BOARD
- P.C.B. CAGE (FCC REQUIRED)
- CONNECTING WIRING HARNESS
- 6 SETS — BUTTON ASSEMBLIES
- TWO 8-WAY JOYSTICKS
- MARQUEE (HEADER)
  (1/8" acrylic sheet)
- ONE SET SIDE PANEL GRAPHICS (left & right)
- CONTROL PANEL OVERLAY
- CONTROL PANEL DECALS
  instruction decals/button decals (2 sets)
- MANUAL
- REGISTRATION CARD

REPLACEMENT ACCESSORIES ARE AVAILABLE THROUGH YOUR DISTRIBUTOR.

THIS KIT USABLE FOR COCKTAIL AND UPRIGHT VIDEO GAMES WITH A
RASTAR SCAN MONITOR WHICH IS OR CAN BE MOUNTED HORIZONTALLY.
LIFE FORCE INTRODUCTION

KONAMI CONVERSION KITS are the most complete conversion kits available today. Every detail has been carefully considered, designed and packaged to provide you the means of easily producing a professional conversion.

These kits have all the accessories to easily convert your UPRIGHT or COCKTAIL video game.

We strongly urge you to FULLY STUDY this instruction manual BEFORE you begin your conversion. It contains step-by-step instructions, schematic diagrams and suggestions on how to install your Konami Conversion Kit and maximize your profits.

LIFE FORCE can be installed in any horizontally mounted raster scan monitor game.

Everything you will need to construct your new game is provided in this kit. All accessory parts—wiring harness, joystick, etc. are custom made for LIFE FORCE by top engineers experienced in the coin-op industry. Two 8-way joysticks (as provided) MUST be used.

The Player Instruction and Button Control decals are made of a non-destructible acrylic material specifically to keep the player from peeling them off. Should you convert a cocktail table game, LIFE FORCE is supplied with 2 sets of button decals.

★ ★ ★ IMPORTANT NOTICE ★ ★ ★

The Japanese Amusement Machine Manufacturers Association (JAMMA) has introduced a new standard in video game P.C.B.'s. It was decided that all new products from any JAMMA member will use the same pin print-out on the edge connector. The edge connector will have 56 pin outs, 28 per side.

Konami Inc. will offer a 56 to 36 pin adaptor P.C.B. available through your distributor. This new adaptor P.C.B. will enable the new 56 pin out to adapt to Konami's old standard 36 pin out.

★ ★ ★ STEREO SOUND ★ ★ ★

LIFE FORCE offers stereo sound in this kit. Please see page 7 for proper installation.
PUTTING YOUR BEST GAME FORWARD

PREPARATION:
For best results, all old graphics should be removed completely from the cabinet. "Stick-on" graphics can be removed by using a hairdryer or hot air device. The heat from the dryer will loosen the adhesive, allowing you to easily peel them off — any adhesive residue can be cleaned off with acetone and a soft dry cloth. (DO NOT USE ACETONE ON SURFACES PAINTED WITH FLAT PAINT.)

TOOLS YOU NEED:
1. Foaming Aerosol (such as “Windex”).
2. Soft Squeegee.
3. X-Acto Knife.

SIDE PANEL DECALS
1. Spray area of cabinet where Side Panel decals are to be applied with foaming aerosol or a mild soap solution.
2. Remove protective backing from decals.
3. Position decals into place.
4. With a soft squeegee, beginning from the center of the decal, slowly and evenly press out excess foam until you achieve a smooth finish.
5. Allow to set approximately 2 to 3 hours before handling. Maximum adherence is achieved in 48 to 72 hours.

6. Trim side decal to fit your cabinet.

CONTROL PANEL OVERLAY:
1. Refer to Recommended Control Panel Layout on page 1.
2. Drill any new holes needed.
3. Plug any holes that will not be used. (A permanent epoxy filler works well for this step.)
4. Pre-position the overlay prior to removing the backing.
5. Slowly apply the overlay — inch by inch on the control panel, removing the backing as you apply it.
6. Once it’s in place, by using an X-Acto knife, cut around the button and joystick placements.

INSTRUCTION/BUTTON DECALS:
Apply the Player Instruction, Button and 1 Player/2 Player decals in their respective positions. Apply pressure liberally. Allow to set as long as possible before putting game on location.

NOTE: Maximum adherence is achieved in 48 to 72 hours.

FCC WARNING LABEL:
FCC Warning Label must be applied to the outside of the cabinet near the line cord entry.

MARQUEE
(WEAR PROTECTIVE GLASSES WHILE TRIMMING MARQUEE)

1/8" Acrylic Marquee should be cut to fit your game. DO NOT remove protective mask until this is done.

One way of cutting your Marquee is as follows: (Be sure to protect painted side of Marquee from any surface which may scratch or mar finish).

CUTTING WITH A KNIFE OR SCRIBER
Acrylic sheet up to 3/16" thick may be cut by a method similar to that used for cutting window glass. Use a scribe of some kind — a scribing knife such as the one pictured, a metal scribe, an awl, or even a sturdy craft knife — to score the sheet. Draw the scribe several times (7 or 8 times for a 3/16" thick piece) along a straight edge held firmly in place. It is best not to remove the protective masking. Make the cuts carefully using firm, even pressure. For best results make each stroke cleanly off the edge of the sheet.

Then clamp the acrylic sheet or hold it rigidly under a straight edge with the scribe mark hanging just over the edge of a table. Protect your hands with a cloth, and apply a sharp downward pressure to the other side of the sheet. It will break along the scratch. Scrape the edges to smooth any sharp corners. This method is not recommended for long breaks or thick material.

P.C.B. CAGE INSTALLATION

Konami, Inc. now supplies a new style P.C.B. cage which is superior to old style cages because of ease of installation. The cage is made of a 32 point stem-stock which is fire retardant.

TO INSTALL THE CAGE:
1. Open cage bottom and secure to desired P.C.B. position.
2. Install printed circuit board inside cage using wood screws, screwed through the cage bottom into cabinet side.
3. Close the cage over printed circuit board and secure with latch on cage.
LIFE FORCE: MONITOR SPECIFICATIONS

LIFE FORCE requires a horizontally mounted monitor. It also generates composite negative sync. If your monitor is composite positive sync, you will have to change to composite negative sync.

(1) To alternate composite positive sync to composite negative sync, use 7404 IC or 74LS04 IC. The signal on the output pin from the P.C.B. is a combination of H-sync and V-sync.

**NOTE:** Please refer to Figure 2.

**FIGURE 2:**

```
+5V

FROM P.C. BOARD

1 2

14

7404 or 74LS04

NEGATIVE COMPOSITE SYNC.
(PIN 14 on P.C.B EDGE)

7 GND

OUTPUT TO MONITOR
POSITIVE COMPOSITE SYNC.
```

(+5V and GND should be taken out of the P.C. Board.)

(2) Separate Sync modification for LIFE FORCE if your monitor has "Separate Sync" input. (For example "Electrohome brand" and Wells-Gardner brand.")

**Step 1**

**WIRING HARNESS**

```
N 12  VIDE0 SYNC
P 13  
R 14  
S 15  
```

**NEGATIVE SYNC INPUT**

**MONITOR BOARD**

If the picture is still not stable...

**Step 2**

Prepare Hook-up wire to separate -H and -V sync. signals.

**WIRING HARNESS**

```
N 12  VIDE0 SYNC
P 13  
R 14  
S 15  
```

**NEGATIVE SYNC INPUT**

**MONITOR BOARD**

```
COO C04

PWB201012
```
LIFE FORCE: MONITOR INFO.

SERVICE INSTRUCTIONS

NOTE: All monitors are equipped with automatic degaussing coils (L701) which demagnetize the picture tube every time the monitor is turned on after being off for a minimum of 5 minutes. Should any part of the chassis become magnetized it will be necessary to degauss the affected area with a manual degaussing coil. Move the coil slowly around the CRT face and all surrounding metal parts. Then slowly withdraw for a distance of 6 feet before turning off.

1.0 BLACK LEVEL CONTROL ADJUSTMENT
This control has been set at the factory and should not need further attention, however, when the game is connected a slight adjustment of VR201 may be necessary to obtain the proper black level (the black portion of the picture just extinguished).

2.0 VERTICAL SIZE (HEIGHT)
Location of this control is shown in Fig. 1. This control must be adjusted slowly, if necessary, until the picture or test pattern attains the correct vertical proportions.

3.0 CIRCUIT PROTECTION
A 4.0A pigtail fuse, mounted on the Main Board has been provided to protect the Power Output Circuit.

4.0 FOCUS
Adjust the focus control, located on the HV unit (T352), for maximum over-all definition and fine picture detail.

5.0 HORIZONTAL HOLD CONTROL ADJUSTMENT, VR351 (See Fig. 1)
A warm-up period of at least five minutes should be allowed before alignment is carried out. With the monitor being driven from the game signal, short TP601 to TP31. Adjust VR351 until the picture stops sliding horizontally. Remove the short.

6.0 HORIZONTAL VIDEO POSITION
If the video is off center on the raster some compensation can be made by adjusting this control.

7.0 VERTICAL RASTER POSITION ADJUSTMENT
If the video is off center vertically, (short dimension of picture tube) some compensation can be made by moving the vertical raster position adjustment jumper to either positions "U" or "D".

8.0 HORIZONTAL RASTER POSITION ADJUSTMENT
If the video is off center horizontally (long dimension of the picture tube) some compensation can be made by moving the horizontal raster position adjustment jumper to either positions "R" or "L".

9.0 HORIZONTAL WIDTH ADJUSTMENT
The horizontal width coil is a hexagonal tuning tool adjustment. This control must be adjusted slowly, if necessary, until the picture or test pattern attains the correct horizontal proportions.

* KONAMI GAMES ARE ALL NEGATIVE COMPOSIT SYNC. USE THE THREE PIN CONNECTOR ON THE MONITOR.
**WIRE COLOR KEY:**

<table>
<thead>
<tr>
<th>Solder Side</th>
<th>Parts Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLACK GND A 1</td>
<td>GND BLACK</td>
</tr>
<tr>
<td>BLACK GND B 2</td>
<td>GND BLACK</td>
</tr>
<tr>
<td>RED + 5V DC C 3</td>
<td>+ 5V DC RED</td>
</tr>
<tr>
<td>RED + 5V DC D 4</td>
<td>+ 5V DC RED</td>
</tr>
<tr>
<td>ORANGE + 12V DC E 5</td>
<td>ORANGE</td>
</tr>
<tr>
<td>*KEY H 7</td>
<td>*KEY</td>
</tr>
<tr>
<td>WHITE/RED COIN COUNTER 2 J 8</td>
<td>COIN COUNTER 1 WHITE/BLACK</td>
</tr>
<tr>
<td>(EMPTY) K 9</td>
<td>(EMPTY)</td>
</tr>
<tr>
<td>WHITE/GREEN (Mono Speaker Output) L 10</td>
<td>(Mono Speaker Output) WHITE/BLUE</td>
</tr>
<tr>
<td>(EMPTY) M 11</td>
<td>(EMPTY)</td>
</tr>
<tr>
<td>GREEN/WHITE VIDEO GREEN N 12</td>
<td>VIDEO RED RED/WHITE</td>
</tr>
<tr>
<td>WHITE VIDEO SYNC P 13</td>
<td>VIDEO BLUE BLUE/WHITE</td>
</tr>
<tr>
<td>YELLOW/BLACK SERVICE SW R 14</td>
<td>VIDEO GROUND BLACK</td>
</tr>
<tr>
<td>NOT USED S 15</td>
<td>NOT USED</td>
</tr>
<tr>
<td>YELLOW/RED COIN 2 T 16</td>
<td>COIN 1 YELLOW/BLUE</td>
</tr>
<tr>
<td>WHITE/VIOLET 2P START U 17</td>
<td>1P START ORANGE/BLACK</td>
</tr>
<tr>
<td>WHITE/BROWN 2P UP V 18</td>
<td>1P UP WHITE/GRAY</td>
</tr>
<tr>
<td>ORANGE/WHITE 2P DOWN W 19</td>
<td>1P DOWN YELLOW/GRAY</td>
</tr>
<tr>
<td>ORANGE/RED 2P LEFT X 20</td>
<td>1P LEFT YELLOW/GREEN</td>
</tr>
<tr>
<td>ORANGE/GRAY 2P RIGHT Y 21</td>
<td>1P RIGHT ORANGE/BLUE</td>
</tr>
<tr>
<td>GRAY/RED 2P SHOOT Z 22</td>
<td>1P SHOOT GRAY/BLACK</td>
</tr>
<tr>
<td>GRAY/GREEN 2P MISSILE a 23</td>
<td>1P MISSILE GRAY/BLUE</td>
</tr>
<tr>
<td>NOT USED b 24</td>
<td>NOT USED</td>
</tr>
<tr>
<td>NOT USED c 25</td>
<td>NOT USED</td>
</tr>
<tr>
<td>NOT USED d 26</td>
<td>NOT USED</td>
</tr>
<tr>
<td>BLACK GND e 27</td>
<td>GND BLACK</td>
</tr>
<tr>
<td>BLACK GND f 28</td>
<td>GND BLACK</td>
</tr>
</tbody>
</table>

*(BASE COLOR/LINE COLOR)*

*Cocktail Table or Dual Control
Upright Only*
IS THE HORIZONTAL SCAN ON YOUR MONITOR TOO SMALL?

Most of the Wells-Gardner monitors in the field are set for an active video signal of 50 micro seconds. Konami's LIFE FORCE active video signal is 40 micro seconds. Therefore if the horizontal scan is too small, an adjustment of the monitor is recommended. This may be solved simply and inexpensively. (Refer to your Wells-Gardner schematic.)

1. Change capacitor C365 on the monitor to .15 mf 200V polypropolene.

2. Add an 820 P.F. 1500V polypropolene capacitor across the horizontal output transformer Q352 from the collector to the emitter.

3. Cut the horizontal centering wire #30. (Usually yellow in color.)

STEREO/MONO SOUND INSTALLATION

Konami introduces stereo sound.

Please read instructions carefully. If your video cabinet doesn't utilize two speakers, follow instructions for mono output.

TECHNICAL INFORMATION

Adjusting Sound Volume

In stereo specifications, adjust volume of each speaker separately (L and R).

In monaural specifications, use R-volume switch to adjust volume. L-volume switch is irrelevant to volume. By R VOLUME.

HOW TO CHANGE TO MONOAURAL/STEREO

*Note: Mono & Stereo sound cannot operate simultaneously.

For Mono Sound

Use pin #10 and of the 56 pin edge connector to the speaker contacts.

Also connect Jumper connector into CN3.

For Stereo Sound

Use connector CN5 as your speaker output ports connect pins 1 & 2 to the left speaker pins 3 & 4 to the right speakers.

Also connect Jumper connector to CN2.
LIFE FORCE: TECHNICAL INFORMATION

(1) Required Power Capacity

+ 5V DC    7A or more.
+ 12V DC    See Figure 1 below.

<table>
<thead>
<tr>
<th>SPEAKER</th>
<th>8Ω 6W</th>
<th>8Ω 6W</th>
<th>8Ω 6W</th>
<th>4Ω 12W</th>
<th>4Ω 12W</th>
<th>4Ω 12W</th>
</tr>
</thead>
<tbody>
<tr>
<td>Required Power Capacity</td>
<td>12V 1A</td>
<td>12V 2A</td>
<td>12V 2A</td>
<td>Not Applicable</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(2) Signal output
R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
Sync. H-V composite negative

PLAY INSTRUCTION

For one or two players.
Player can enter at any time.
3 ships per credit. Each coin slot can accept up to 9 credits per play.
To continue, insert coins BEFORE you lose your last ship.
(Note: The number of player's ships and the maximum credits per play can be changed by Dip Switch Settings.)

Move your space ship by 8-way joystick.
Destroy enemies by "Shoot" button.
Pick up the parts to increase your power.
• SPEED UP Five speed levels.
• MISSILE Press "Missile" button to launch.
• LASER Your forward rockets turn to deadly lasers.
• RIPPLE LASER Use "Shoot" button to fire.
• FORCE FIELD Protect your ship with barriers.
• MULTIPLE Increase your fire power by up to 4 times as much.

You can obtain multiple special powers but you cannot have LASER as well as RIPPLE LASER.

SELF TEST

A. How to start
   1. Turn on the SW3 of the DIP SW3.

B. Test Items
   1. Conditioning of Picture Contortion
   2. Color Conditioning
   3. Control Check
   4. Coin Counter Check
   5. DIP SW SET
   6. Sound Check

*To change items, push 1P start button.

RECOMMENDED CONTROL PANEL LAYOUT

1P START  2P START

SHOOT   MISSILE

SHOOT   MISSILE
## DIP SWITCH SETTINGS

### DIP SW No. 1 Settings

**Coin 1 Switch Set**

<table>
<thead>
<tr>
<th>SW</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>COIN</th>
<th>PLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>1</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>1</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>1</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>1</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>1</td>
<td>7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>2</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>2</td>
<td>5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>3</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>3</td>
<td>4</td>
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</tr>
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<td>3</td>
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<td>4</td>
<td>3</td>
<td></td>
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</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>FREE PLAY</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### DIP SWITCH NO. 2 SETTINGS

**The Number of Player's Life**

<table>
<thead>
<tr>
<th>SW</th>
<th>1</th>
<th>2</th>
<th>NUMBER</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>7</td>
<td></td>
</tr>
</tbody>
</table>

**Number of Coin Slots**

<table>
<thead>
<tr>
<th>SW</th>
<th>3</th>
<th>NUMBER</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>SINGLE</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>TWO (SEPARATE)</td>
<td></td>
</tr>
</tbody>
</table>

**Maximum Credits for Continuation**

<table>
<thead>
<tr>
<th>SW</th>
<th>4</th>
<th>5</th>
<th>MAXIMUM NUMBER</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>9</td>
<td></td>
</tr>
</tbody>
</table>

**Difficulty of the Game**

<table>
<thead>
<tr>
<th>SW</th>
<th>6</th>
<th>7</th>
<th>DIFFICULTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>EASY</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>NORMAL</td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>DIFFICULT</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>VERY DIFFICULT</td>
<td></td>
</tr>
</tbody>
</table>

* Shows normal setting

---

### DIP SWITCH NO. 3 SETTINGS

**Video Screen Flip**

<table>
<thead>
<tr>
<th>SW</th>
<th>1</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>NORMAL</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>UPSIDE DOWN</td>
<td></td>
</tr>
</tbody>
</table>

**Manual Test**

<table>
<thead>
<tr>
<th>SW</th>
<th>3</th>
<th>MODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>GAME PLAY</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>TEST MODE</td>
<td></td>
</tr>
</tbody>
</table>

**Change of Table or Up-Right**

<table>
<thead>
<tr>
<th>SW</th>
<th>4</th>
<th>TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>TABLE</td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>UP-RIGHT</td>
<td></td>
</tr>
</tbody>
</table>

*SW 2 NOT USED
USER INFORMATION

WARNING

F.C.C. REGULATION COMPLIANCE

THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

KONAMI

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