

INSTRUCTION MANUAL



PADDLE MANIA

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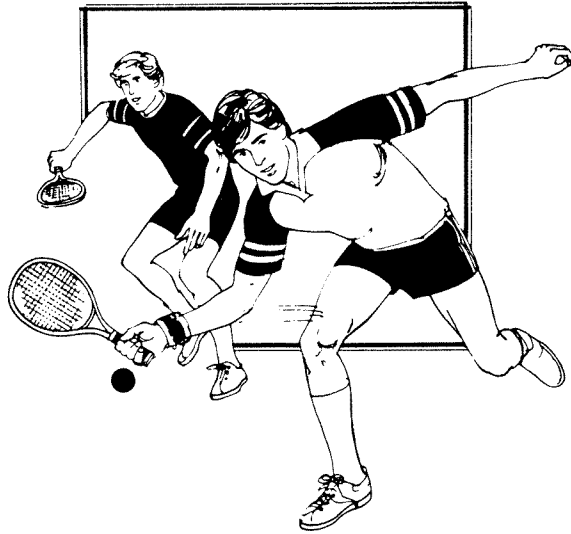


UNITED AMUSEMENTS

1975 RIVERSIDE DRIVE
LOS ANGELES, CA 90039

1 800 722 8258

PADDLE MANIA



KIT CONTENTS

1. PADDLE MANIA PC BOARD
2. PADDLE MANIA MARQUEE SIGN
3. PADDLE MANIA MONITOR PLEXI
4. WIRE HARNESS
5. CONTROL PANEL OVERLAY
6. CONTROL PANEL PLEXI
7. TWO 8-WAY JOYSTICKS
8. 6 BUTTONS WITH SWITCH ASSEMBLIES
9. INSTRUCTION LABELS
10. INSTRUCTION MANUAL



IMPORTANT F.C.C. WARNING

W A R N I N G

This equipment generates, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. As temporarily permitted by regulation it has not been tested for compliance pursuant to subpart J of part 15 of F.C.C. rules, which are designed to provide reasonable protection against such interference. 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 necessary to correct the interference.



PREPARING THE CABINET



STEPS:

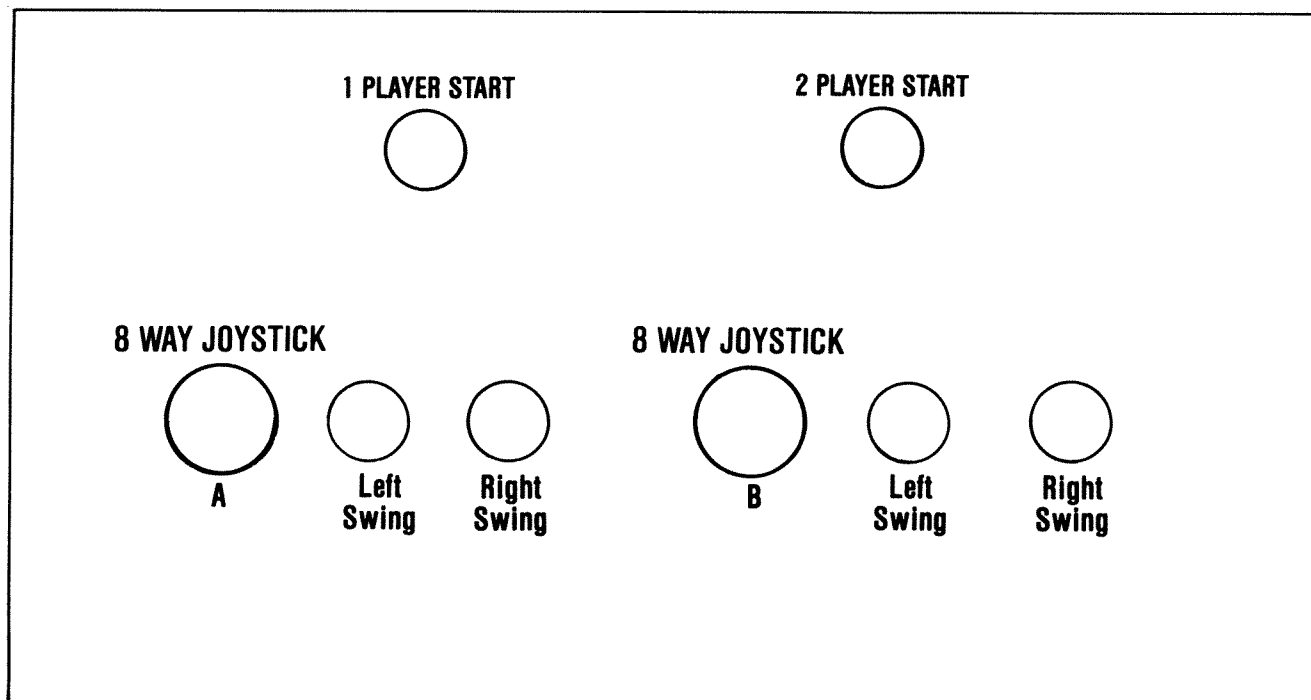
1. Remove the old P.C. board
2. Remove the control panel
3. Remove the marquee sign
4. Remove front or side decals
5. Remove the old wire harness

Leave all the A.C. wiring to monitor, power supply, fluorescent lamps, fuses, on/off switches, and transformer circuitry intact. Remove all remaining wiring from the cabinet.

Clean the cabinet thoroughly and repair any visible damage. Using a coat of paint on an older cabinet can restore a "like new" appearance. If needed, painting should be performed at this time.

A little extra time and effort spent now on enhancing a cabinet's appearance will definitely result in increased earning power later!

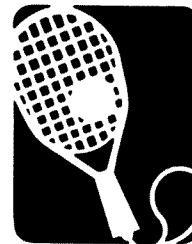
PADDLE MANIA SUGGESTED CONTROL PANEL LAYOUT



VERTICAL MONITOR MOUNTING

SPECIAL REQUIREMENTS

PADDLE MANIA



TV MONITOR:

This game is designed to be used with a

horizontally

vertically

mounted R.G.B. monitor, with the PCB as a negative polarity video and sink signals.

Your new game requires one sink wire connection called "composite sink". Tie the horizontal and vertical wires together, this signal is negative. Most monitors have supply positions for both negative and positive sink.

POWER SUPPLY:

The power supply requirements are as follows:

+5 VDC at 7 amps

+12 VDC at 1 amp

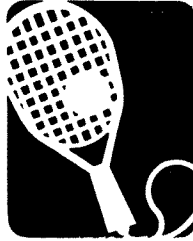
If the power supply in the game does not meet these requirements, it should be replaced prior to beginning the conversion procedures.

CONTROL PANEL:

The control panel on the game to be converted can be either metal or wood. When selecting a game to convert consider the placement of joystick, push buttons and the monitor position.

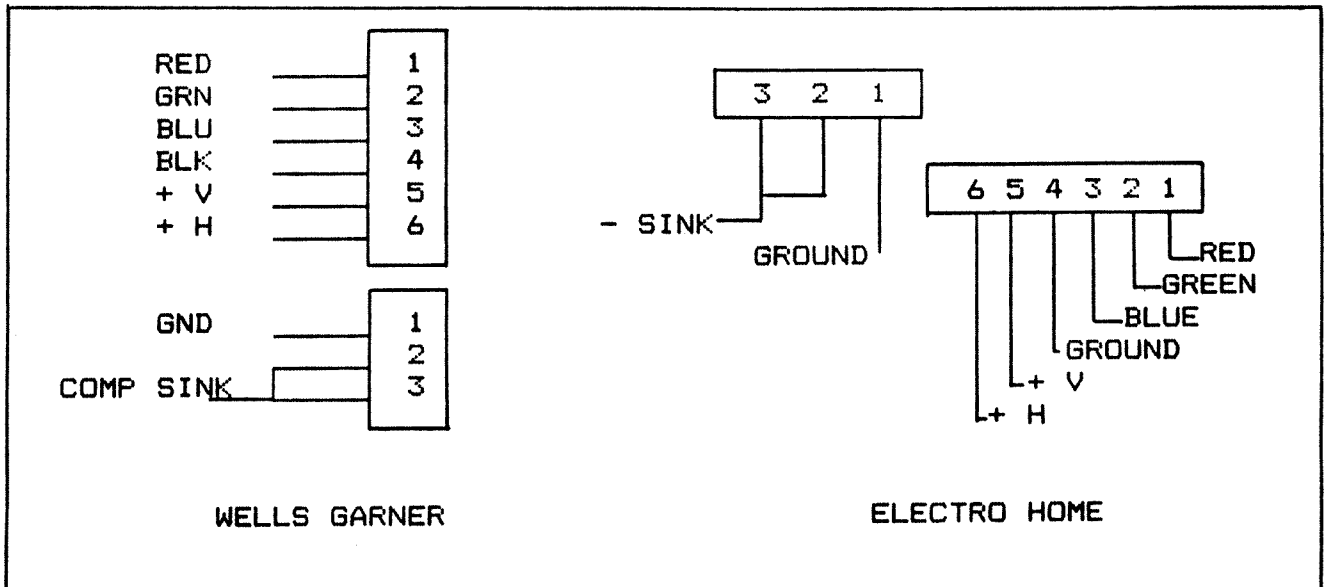
Route the wires labeled control 1 (for upright) to your control panel. Cut this down to the required length. Strip and solder the wires to the joystick, and push buttons according to the pin-out assignments.

MONITOR WIRING: PADDLE MANIA

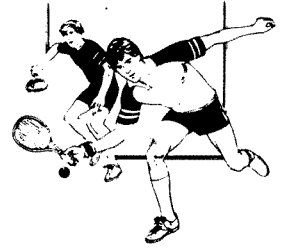


Route the wires labelled "VIDEO" or "MONITOR" up to your monitor and cut the excess wire. Refer to the pin-out assignment at the back of this manual for video outputs. The color code is as follows:

RED wire	-----	VIDEO RED
GREEN wire	-----	VIDEO GREEN
BLUE wire	-----	VIDEO BLUE
BLACK wire	-----	VIDEO GROUND
WHITE wire	-----	NEGATIVE COMP. SINK



POWER SUPPLY WIRING: PADDLE MANIA



Attach the wire harness connector to the main logic PCB.

*** CAUTION: Sometimes the connector is not keyed and it is very easy to install it reversed on the logic board. Double check that it is wired and connected properly.

The label with the game name should face the component side of the PCB.

Separate the bundle of wires labeled "POWER" and route them to your power supply. Strip about 1/2 " off the insulation and attach them to the power supply screws. The color code is:

RED wire # 4	-----	+ 5 VDC
YELLOW wire # 2	-----	+ 12 VDC
BLACK wire # 4	-----	GROUND

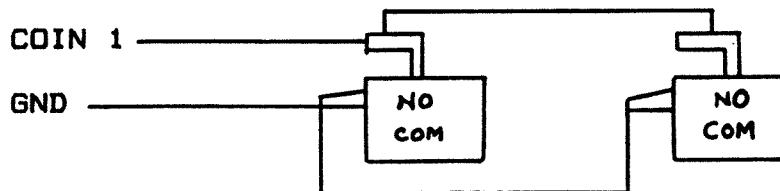
NOTE:

You can use the +5 VDC to power the lights to the coin door or the lighted push buttons.

COIN SWITCHES:

Most games have two coin outputs. Coin 1 must go to the N.O. (normally open) terminal of the microswitch, (same as with coin 2) and a ground wire will go to the common terminal of the microswitch.

If you wish to use a coin meter for both coin mechanisms, connect only one coin output to both coin switches. This will save you the use of two coin meters.



DIP SWITCH SETTING

DIP SWITCH NO. 1

PADDLE MANIA

ITEM	SPECIFICATION	1	2	3	4	5	6	7	8
UPRIGHT STYLE	a TYPE	OFF	OFF						
	b TYPE	ON							
TABLE STYLE	c TYPE	OFF	ON						
	d TYPE	ON							
TIME SETTING	A			OFF	OFF				
	B			ON					
	C			OFF	ON				
	D			ON					
PLAY PRICING COIN 1	1 COIN 1 PLAY					OFF	OFF		
	2 COIN 1 PLAY					ON			
	3 COIN 1 PLAY					OFF	ON		
	4 COIN 1 PLAY					ON			
PLAY PRICING COIN 2	1 COIN 6 PLAY							OFF	OFF
	1 COIN 4 PLAY							ON	
	1 COIN 3 PLAY							OFF	ON
	1 COIN 2 PLAY							ON	

DIP SWITCH NO. 2

ITEM	SPECIFICATION	1	2	3	4	5	6	7	8		
GAME PLAY	CONTINUEUS PLAY	OFF	OFF								
	NO CONTINUEUS PLAY	ON									
ATTRACTION SOUND	WITH									OFF	OFF
	WITHOUT									ON	
MODE	NEVER FINISH GAME PLAY			OFF	ON						
MODE	STOP VIDEO DISPLAY			ON							
TEST MODE	WITHOUT							OFF			
	WITH							ON			

TIME SETTING

	(A) (1P VS COMPUTER)	(B) (2P VS COMPUTER)	(C) (1P VS 1P)	(D) (2P VS 1P)	(E) (2P VS 2P)
A	1 : 00	1 : 10	2 : 00	2 : 30	3 : 00
B	1 : 10	1 : 20	2 : 10	2 : 40	3 : 10
C	1 : 20	1 : 30	2 : 20	2 : 50	3 : 20
D	1 : 30	1 : 40	2 : 30	3 : 00	3 : 30

PADDLE MANIA PIN-OUT

CONNECTOR
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SUB CONNECTOR (14 PINS)  
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SOLDER SIDE	PIN NO.		PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+ 5V	C	3	+ 5V
+ 5V	D	4	+ 5V
	E	5	
+ 12V	F	6	+ 12V
IN-CORRECT INSERT PREVENTING KEY	H	7	IN-CORRECT INSERT PREVENTING KEY
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	TEST SWITCH
COIN SWITCH 2	T	16	COIN SWITCH 1
START	U	17	START
2P 1 UP	V	18	1P 1 UP
2P 2 DOWN	W	19	1P 2 DOWN
2P 3 LEFT	X	20	1P 3 LEFT
2P 4 RIGHT	Y	21	1P 4 RIGHT
2P 5 LEFT SWING	Z	22	1P 5 LEFT SWING
2P 6 RIGHT SWING	a	23	1P 6 RIGHT SWING
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

No	PIN NAME	COLOR
1	3P UP	BROWN
2	3P DOWN	RED
3	3P LEFT	ORANGE
4	3P RIGHT	YELLOW
5	3P LEFT SWING	GREEN
6	3P RIGHT SWING	BLUE
7	G N D	BLACK
8	4P UP	WHITE/BROWN
9	4P DOWN	WHITE/RED
10	4P LEFT	WHITE/ORANGE
11	4P RIGHT	WHITE/YELLOW
12	4P LEFT SWING	WHITE/GREEN
13	4P RIGHT SWING	WHITE/BLUE
14	G N D	BLACK

PCB (Sub-Connector is to be used only for 4-player.)

SUB-CONNECTOR

