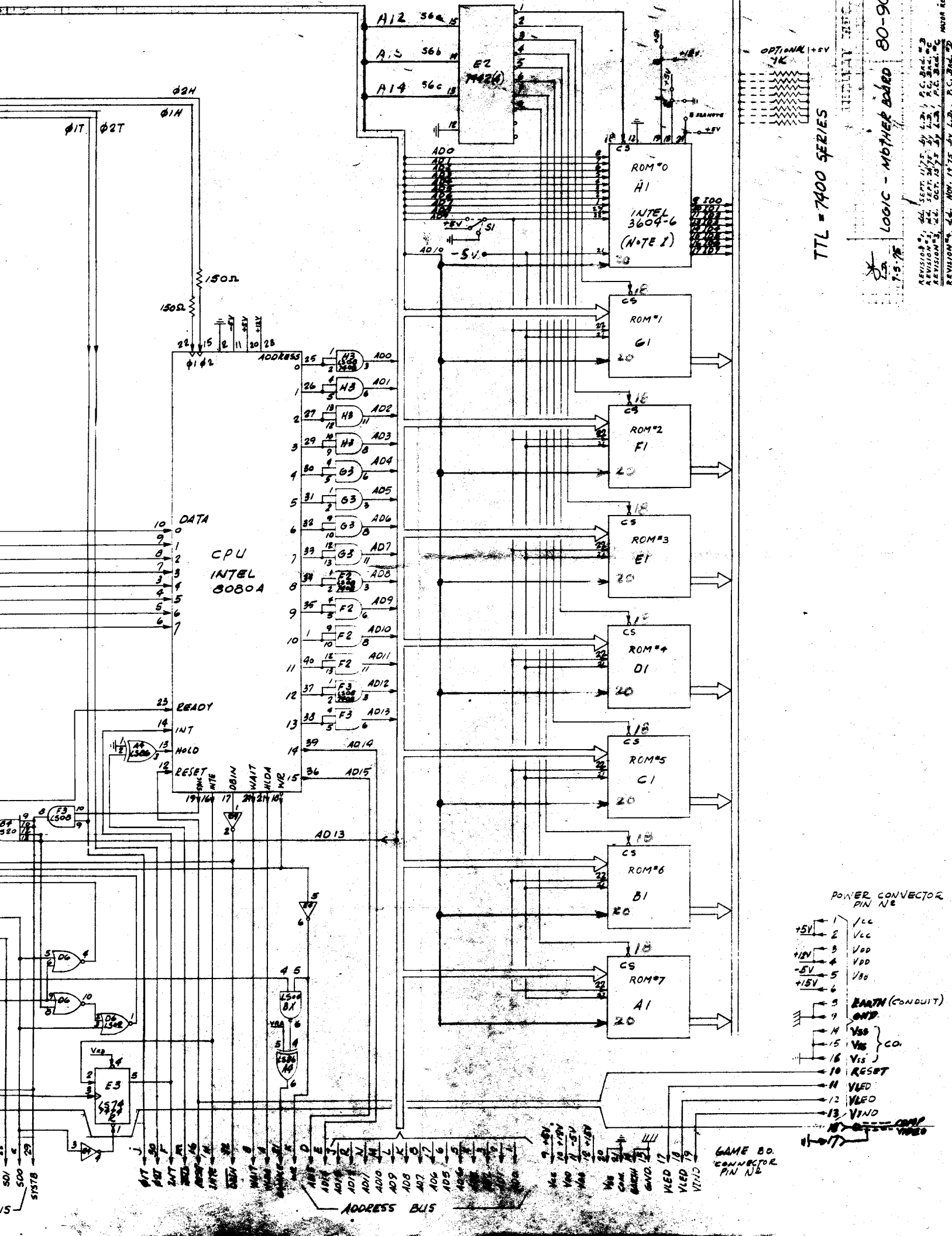
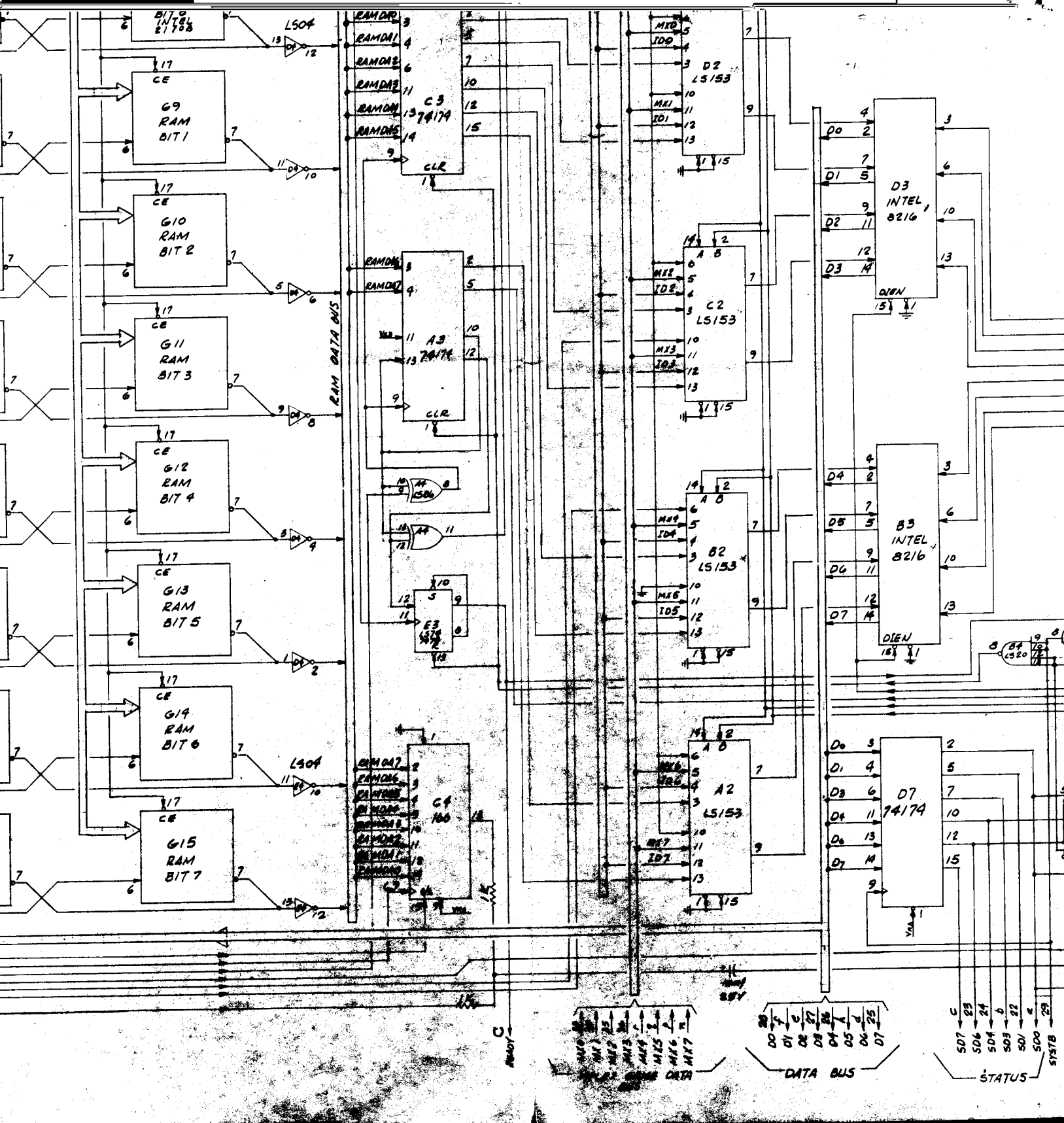

TTL = 7400 SERIES
LOGIC - MOTHER BOARD 80-90
CPU INTEL 8080A
ROM #0 H1 INTEL 3604-6 (NOTE 1)
ROM #1 G1
ROM #2 F1
ROM #3 E1
ROM #4 D1
ROM #5 C1
ROM #6 B1
ROM #7 A1
E2 7442(1)
E3 LS74
ADDRESS BUS
GAME BD. CONNECTOR PIN Nº
POWER CONVECTOR PIN Nº
OPTIONAL +5V 1K
150Ω
150Ω
SI
DATA
ADDRESS
READY
INT
HOLD
RESET
AD13
AD14
AD15
Vss
Vcc
Vdd
EARTH (CONDUIT)
GND
RESET
VLED
VLED
VIND
COMP VIDEO


G9 RAM BIT 1
G10 RAM BIT 2
G11 RAM BIT 3
G12 RAM BIT 4
G13 RAM BIT 5
G14 RAM BIT 6
G15 RAM BIT 7
RAM DATA BUS
C3 74174
A3 74174
C4 LS86
D2 LS153
C2 LS153
B2 LS153
A2 LS153
D3 INTEL 8216
B3 INTEL 8216
D7 74174
DATA BUS
STATUS

WIRE COLOR CODE		SWITCH SYMBOLS
B=BLACK	O=ORANGE	"NORMALLY OPEN" CLOSED WHEN ENERGIZED.
BLU=BLUE	R=RED	
BR=BROWN	W=WHITE	"NORMALLY CLOSED" OPEN WHEN ENERGIZED.
G=GREEN	Y=YELLOW	
EXAMPLE: G-R INDICATES GREEN WIRE WITH RED TRACER		MAKE & BREAK
ABBREVIATIONS USED		MOTOR CAM SWITCH
J=JUMPER	SW=SWITCH	
RE=RELAY	POS=POSITION	CAPACITOR
SU=STEP UP UNIT		
OSC=OSCILLATING		

P.C. 80-900 LOGIC MOTHER BOARD

17
18
6
3-4
10
5
11-12
13
14
15
1-2

18 PIN CONNECTOR

9 20-21 19 17 18 33 34 35 36 r q p n k l m 28 f e 27 26

MX0 MX1 MX2 MX3 MX4 MX5 MX6 MX7 A8 A9 A10 D0 D1 D2 D3 D4

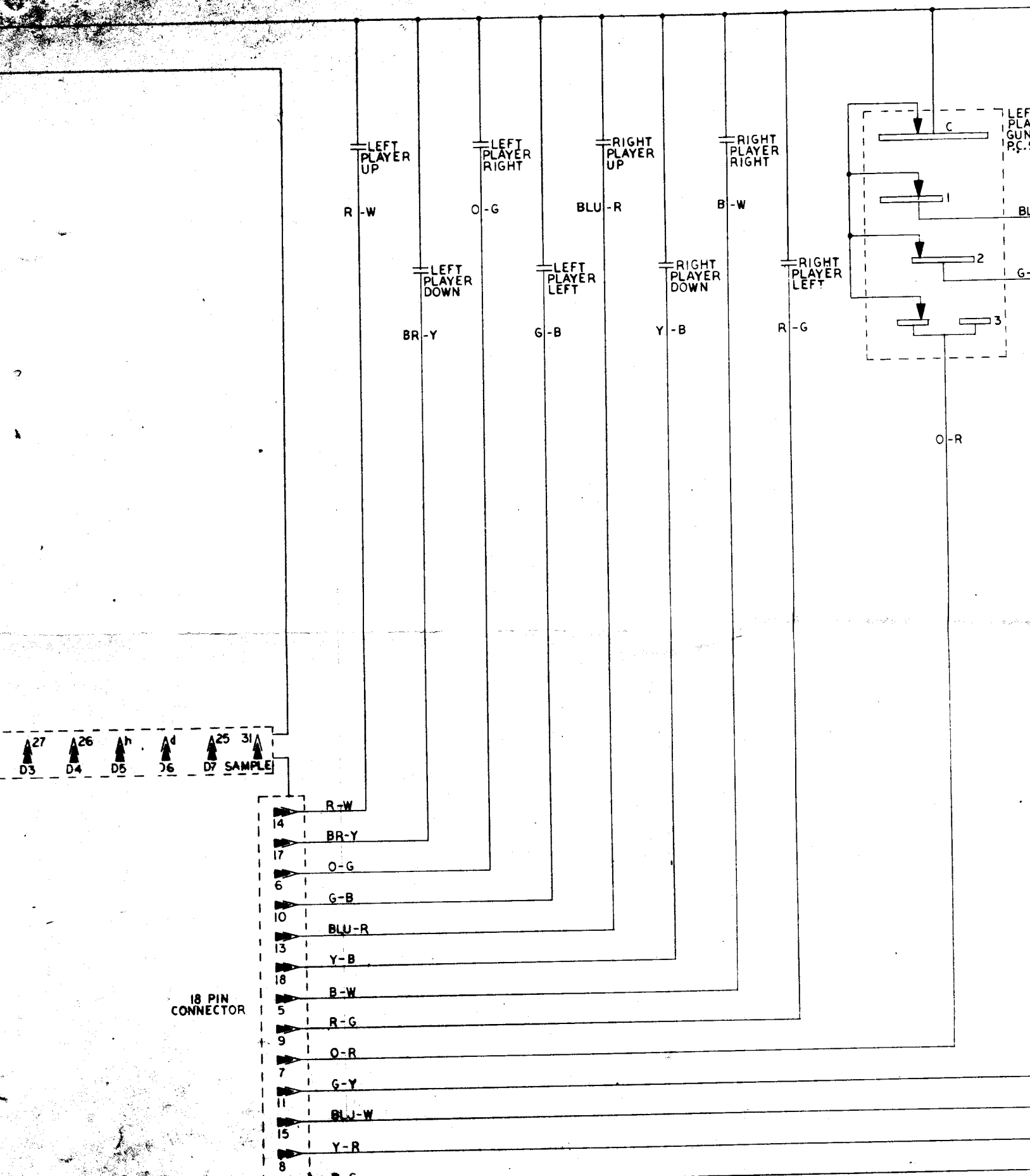
72 PIN CONNECTOR

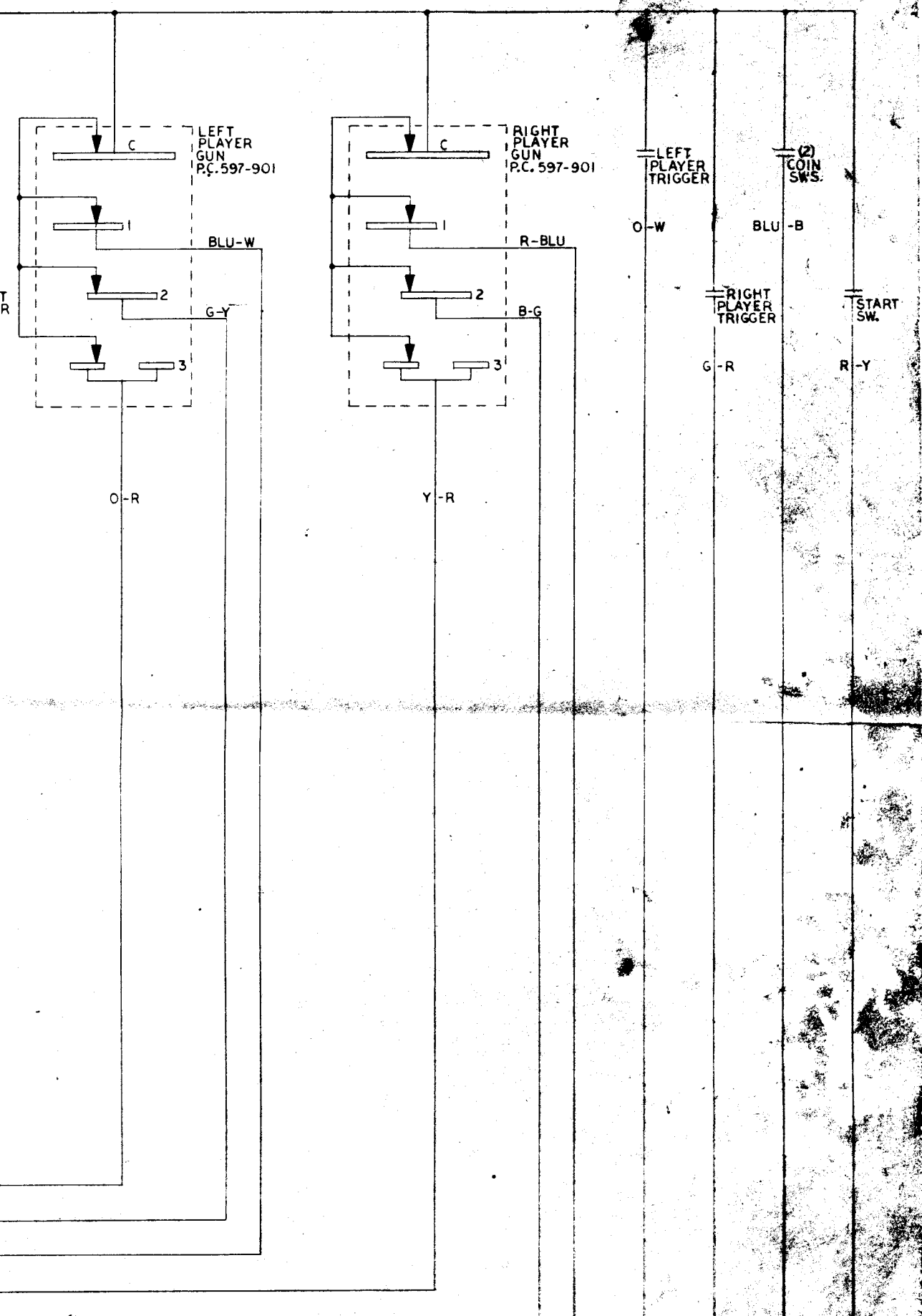
2
4
12
3
6
11
9
10
5
7

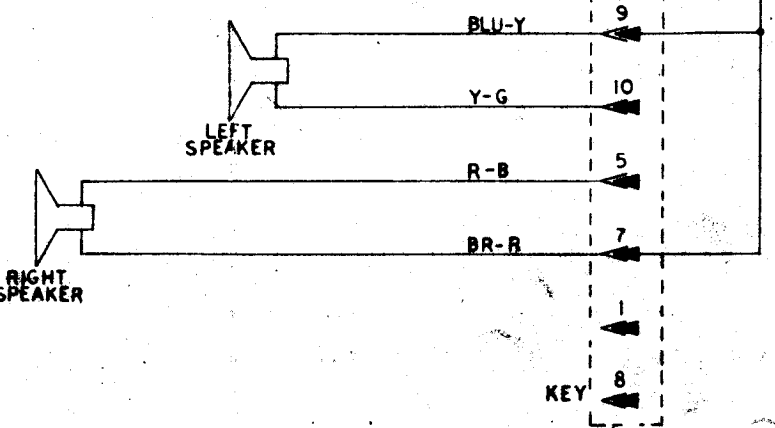
12 PIN CONNECTOR

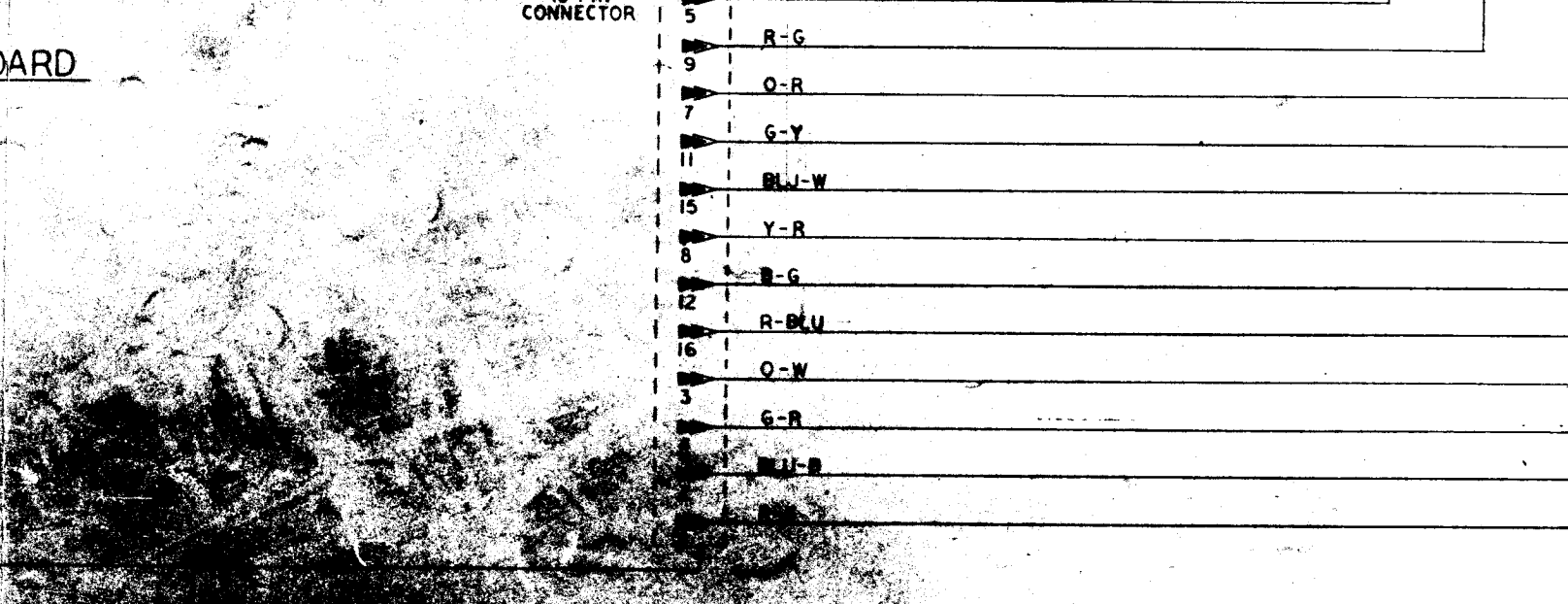
P.C. 597-907 GAME LOGIC & SOUND BOARD

*NOTE: PLAY SWS. INDICATE DIRECTION OF CHARACTER




LEFT PLAYER GUN P.C. 597-901
C
1
2
3
BLU-W
G-Y
O-R
RIGHT PLAYER GUN P.C. 597-901
C
1
2
3
R-BLU
B-G
Y-R
LEFT PLAYER TRIGGER
O-W
(2) COIN SWS.
BLU-B
RIGHT PLAYER TRIGGER
G-R
START SW.
R-Y


BLU-Y
9
Y-G
10
LEFT SPEAKER
R-B
5
BR-R
7
RIGHT SPEAKER
1
KEY
8


CONNECTOR
5
R-G
9
O-R
7
G-Y
11
BL.U-W
15
Y-R
8
B-G
12
R-BL.U
16
O-W
3
G-R
BL.U-B