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HAUNTEDTM CASTLE

INSTRUCTION MANUAL

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CONVERSION KIT CONTENTS:

- MAIN PRINTED CIRCUIT BOARD
- P.C.B. CAGE (FCC REQUIRED)
- CONNECTING WIRING HARNESS
- 6 SETS — PRE-PRINTED BUTTON ASSEMBLIES
- ONE 4-WAY JOYSTICK
- MARQUEE (HEADER)
(1/8" acrylic sheet)
- ONE SET SIDE PANEL GRAPHICS (left & right)
- CONTROL PANEL OVERLAY
- MANUAL
- REGISTRATION CARD

REPLACEMENT ACCESSORIES ARE AVAILABLE THROUGH YOUR DISTRIBUTOR.

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

HAUNTED CASTLE: 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 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.

Haunted Castle 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 Haunted Castle by top engineers experienced in the coin-op industry. One 4-way joystick (as provided) MUST be used.

★ ★ ★ 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.

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 6.
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.

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)

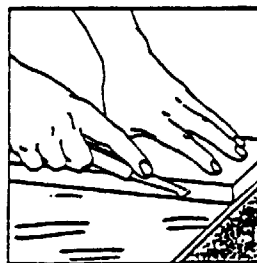
1/8" Acrylic Marquee should be cut to fit your game. DO NOT remove protective mask until this is done.

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).

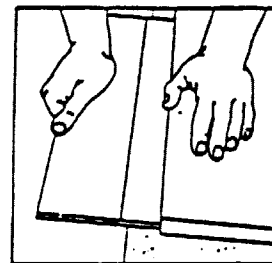
CUTTING WITH A KNIFE OR SCRIBER

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.



Always draw the scribing knife along a straight edge.



Break sheet over edge of table after scribing.

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:

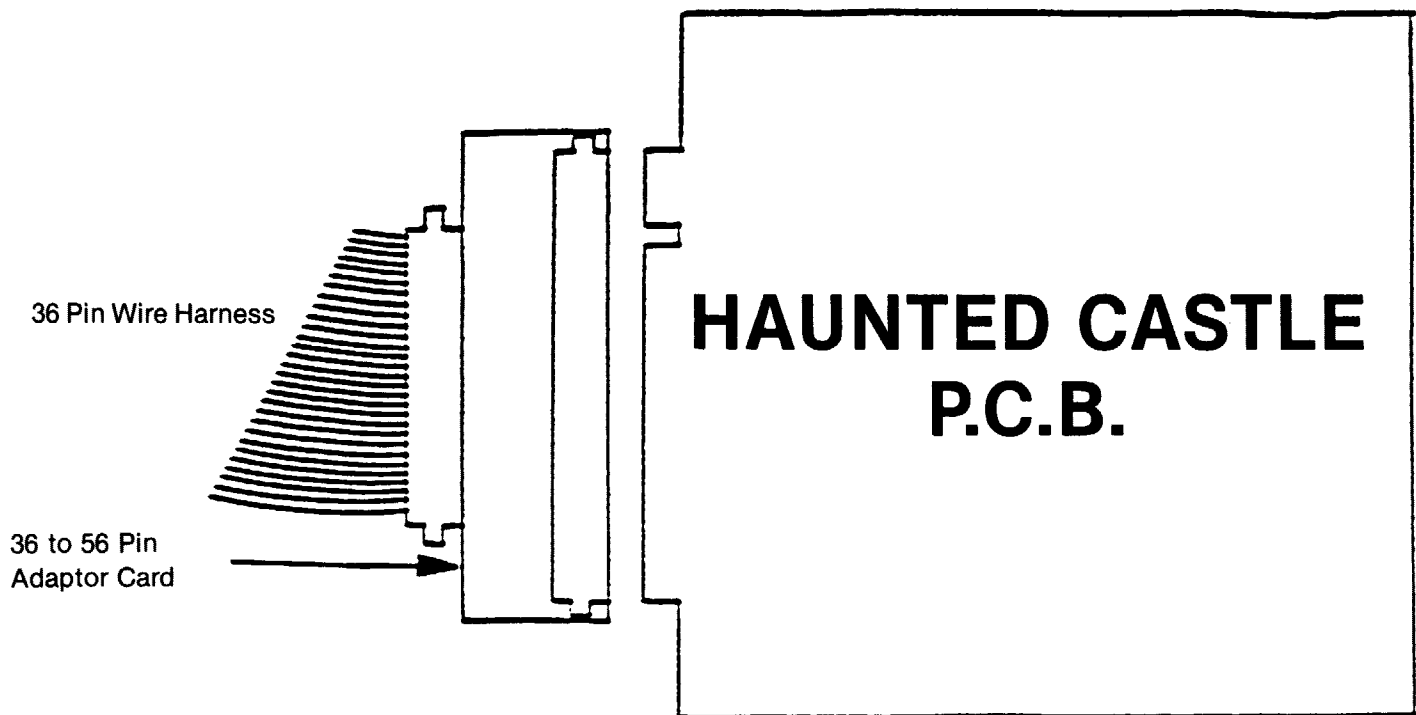
1. Open cage bottom and secure to desired P.C.B. position.
2. Install printed circuit board inside cage using wood screws, screwed through the cage bottom into cabinet side.
3. Close the cage over printed circuit board and secure with latch on cage.

NEW PRODUCT FROM



All new Konami P.C.B.'s utilize a 56 pin edge connector. This connector complies with the standard set by JAMMA (Japanese Amusement Machine Manufacturers Association). However, all Konami P.C.B.'s manufactured prior to Top Gunner utilize a 36 pin edge connector. These games include Super Cobra, Scramble, Pooyan, Locomotion, Circus Charlie, L'il Hustler, Juno First, Time Pilot, Gyryuss, Tutankham, Turtles, Super Basketball, Mega Zone, Pandora's Palace, Time Pilot '84, Track 'N' Field, Hypersports, Road Fighter, Yie-Ar Kung Fu, Kicker, Rush 'N' Attack, Mikie, Frogger, Amidar, Roc 'N' Rope, The End, Jail Break, and Nemesis.

Because of the large amount of video game cabinets that are wired for Konami's old standard edge connector, Konami now offers 36 to 56 pin adaptor P.C.B.'s. This adaptor P.C.B. enables you to simply plug in a new 56 pin JAMMA P.C.B. (not only Konami's) **rather than rewiring.**



Please contact your distributor for price and delivery!

HAUNTED CASTLE: MONITOR INFORMATION

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 COMPOSITE SYNC. USE THE THREE PIN CONNECTOR ON THE MONITOR.

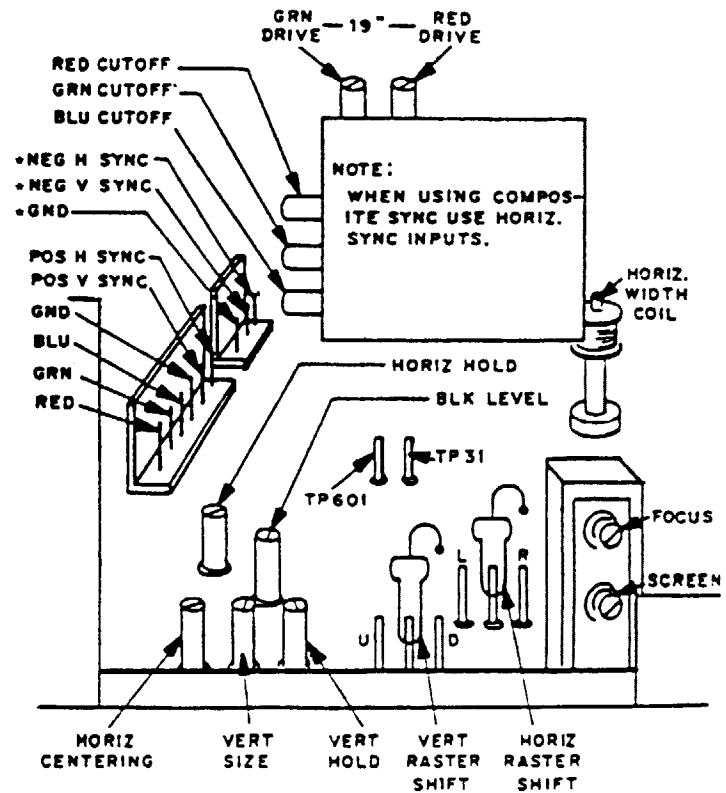
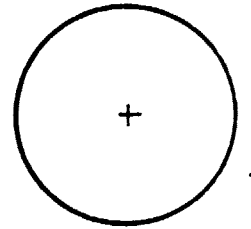


FIGURE 1

HAUNTED CASTLE CONTROL PANEL DRILLING TEMPLATE

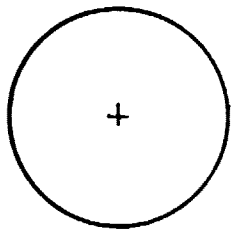
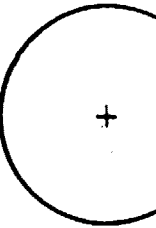
(Recommended Control Panel Design)



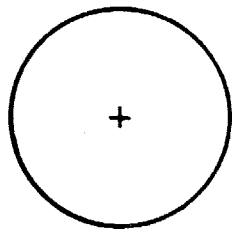
1P Start



WICO Joys



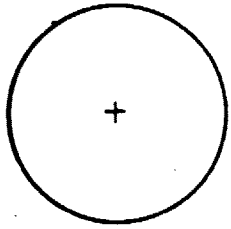
Jump



Attack



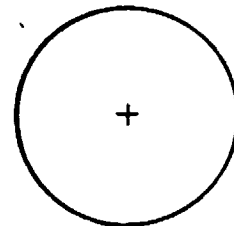
REMOVE TEMPLATE CAREFULLY



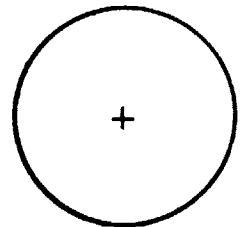
2P Start



ystick



Attack



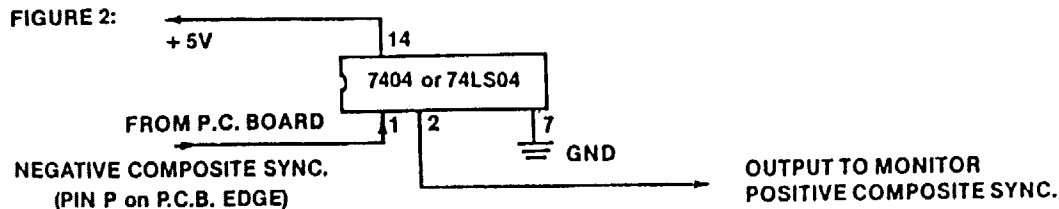
Jump

HAUNTED CASTLE: TECHNICAL INFORMATION

Haunted Castle requires 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.

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.



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

TROUBLE SHOOTING GUIDE

PROBLEM:	POSSIBLE SOLUTION
No Screen or Constant Reset	<ol style="list-style-type: none"> 1). Check + 5 V line at the P.C.B. 2). Make sure all socketed eproms and custom IC's are seated securely. Apply light pressure to secure. 3). Check harness to be sure it is not on backwards. 4). Check connectors between P.C.B.'s for secure fit.
No Sound	<ol style="list-style-type: none"> 1). Check + 12V line at the P.C.B. 2). Make sure both speaker out wires are connected to the speakers. (DO NOT CONNECT A GROUND.)
Distorted Sound	<ol style="list-style-type: none"> 1). Replace cabinet speaker.
I/O Problem (coin 1 doesn't work or Joystick Up doesn't work, etc.)	<ol style="list-style-type: none"> 1). Do not hook a coin counter to the coin 1 or coin 2 outputs. This will cause damage. 2). Check your schematic for the 74LS253 IC that corresponds to your I/O problem. Check the appropriate pin with a scope or multimeter for a high output (5V), if output is low replace the 74LS253.

CAUTION

DO NOT WIRE COIN COUNTERS TO THE COIN 1 OR COIN 2 OUTPUTS. THIS WILL CAUSE DAMAGE TO THE I/O MICROCHIP 74LS253. COIN COUNTERS CAN ONLY BE WIRED TO COIN COUNTER OUTPUTS.

HAUNTED CASTLE: WIRING HARNESS

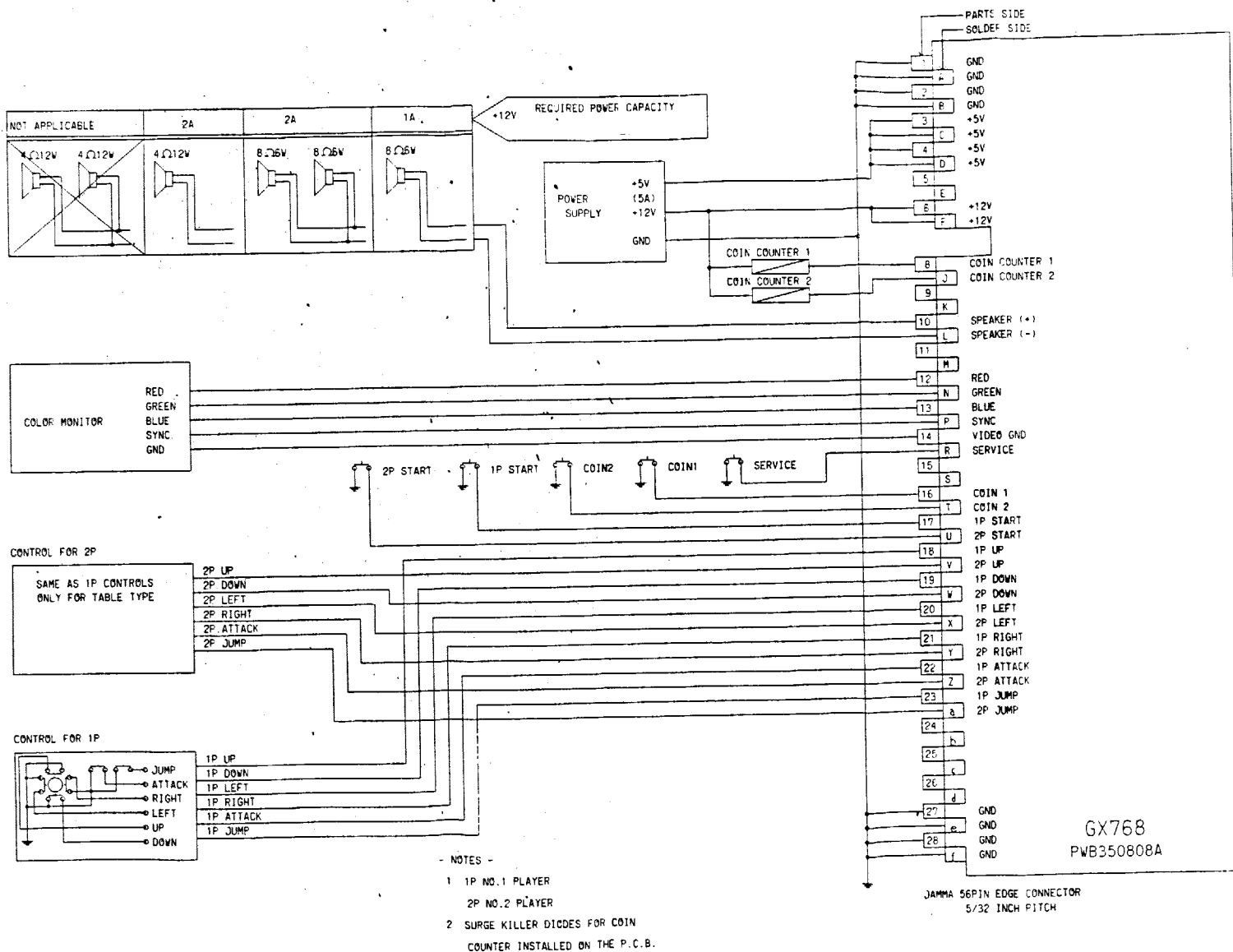
Solder Side ← → Parts Side

WIRE COLOR KEY:

Solder Side		Parts Side			
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+ 5V DC	C	3	+ 5V DC	RED
RED	+ 5V DC	D	4	+ 5V DC	RED
GREEN	NOT USED	E	5	NOT USED	GREEN
ORANGE	+ 12V DC	F	6	+ 12V DC	ORANGE
	*KEY	H	7	*KEY	
BROWN/YELLOW ^{Pink/Red}	COIN COUNTER 2	J	8	COIN COUNTER 1	GREEN/GRAY ^{White/Black}
	(EMPTY)	K	9	(EMPTY)	
WHITE/BROWN ^{Yellow}	SPEAKER	L	10	SPEAKER	YELLOW/GRAY ^{White}
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
RED/YELLOW ^{Yellow/Black}	SERVICE SW	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	(EMPTY)	
VIOLET/WHITE ^{Yellow/Red}	COIN 2	T	16	COIN 1	BLUE/BROWN ^{Yellow}
RED/GREEN ^{Blue} White/Violet	2P START	U	17	1P START	PINK/YELLOW ^{Orange/Black} Green
BLUE/YELLOW ^{White/Brown}	2P UP	V	18	1P UP	ORANGE/WHITE ^{White/Gray} Red
VIOLET/YELLOW ^{Orange/White}	2P DOWN	W	19	1P DOWN	BLACK/WHITE ^{Yellow/Gray} Brown
ORANGE/GREEN ^{Orange/Red}	2P LEFT	X	20	1P LEFT	RED/GRAY ^{Yellow/Red} Orange
ORANGE/YELLOW ^{Orange/Red}	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE ^{Orange/Blue} Tru
BLACK/YELLOW ^{Gray/Red}	2P ATTACK	Z	22	1P ATTACK	PINK/WHITE ^{Gray/Black}
ORANGE/GRAY ^{Gray/Green}	2P JUMP	a	23	1P JUMP	GREEN/BROWN ^{Gray/Blue}
BROWN/WHITE	NOT USED	b	24	NOT USED	RED/BROWN
GRAY/YELLOW	NOT USED	c	25	NOT USED	WHITE/BLACK
BLUE/GRAY	NOT USED	d	26	NOT USED	WHITE/VIOLET
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

HAUNTED CASTLE: WIRING DIAGRAM



DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN 1

SW	1	2	3	4	COIN	PLAY
•	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			FREEPLAY	

FREEPLAY: You can play game without coins.

2. COIN 2

SW	5	6	7	8	COIN	PLAY
•	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	ON			1	6
	OFF	ON			1	7
	ON	OFF			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			VOID	

DIP SWITCH NO. 2 SETTINGS

1. CHANGE OF TABLE/UPRIGHT

SW	3	TYPE
•	OFF	TABLE
	ON	UPRIGHT

2. DIFFICULTY OF THE GAME (1)

SW	4	5	DIFFICULTY
•	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

3. DIFFICULTY OF THE GAME (2)

SW	6	7	STRENGTH OF THE PLAYER
•	OFF	OFF	STRONG
	ON	OFF	NORMAL
	OFF	ON	WEAK
	ON	ON	VERY WEAK

4. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
•	OFF	OFF
	ON	ON

SW1 and SW2 are not used.

DIP SWITCH NO.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
•	OFF	NORMAL
	ON	UPSIDE DOWN

2. SINGLE/DUAL UPRIGHT CONTROL

SW	2	
•	OFF	SINGLE CONTROL UPRIGHT
	ON	DUAL CONTROL UPRIGHT

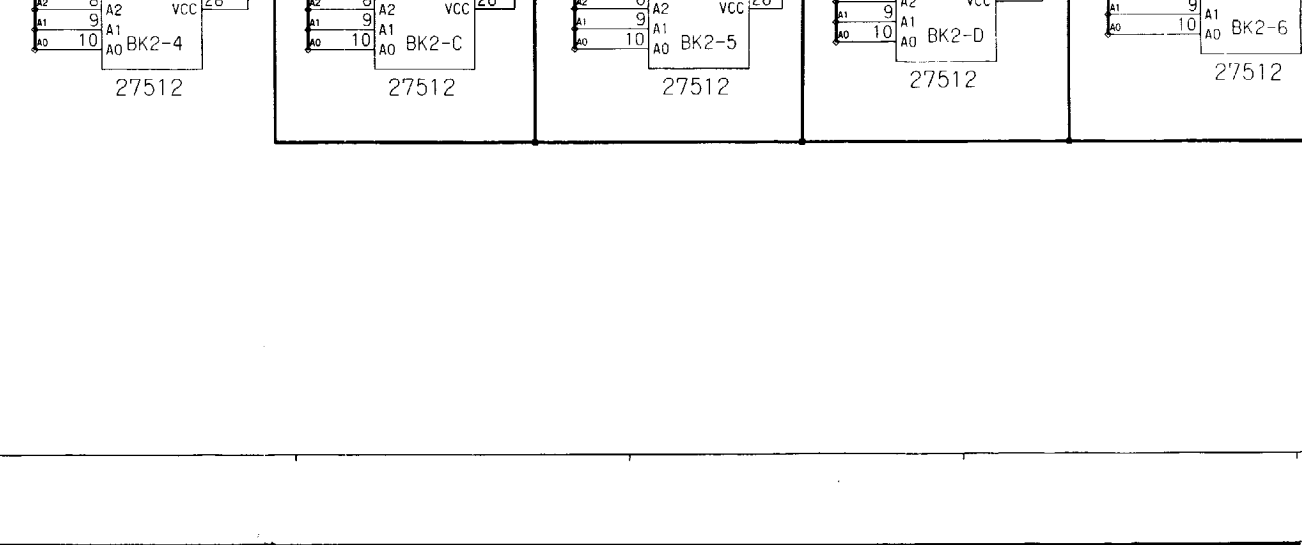
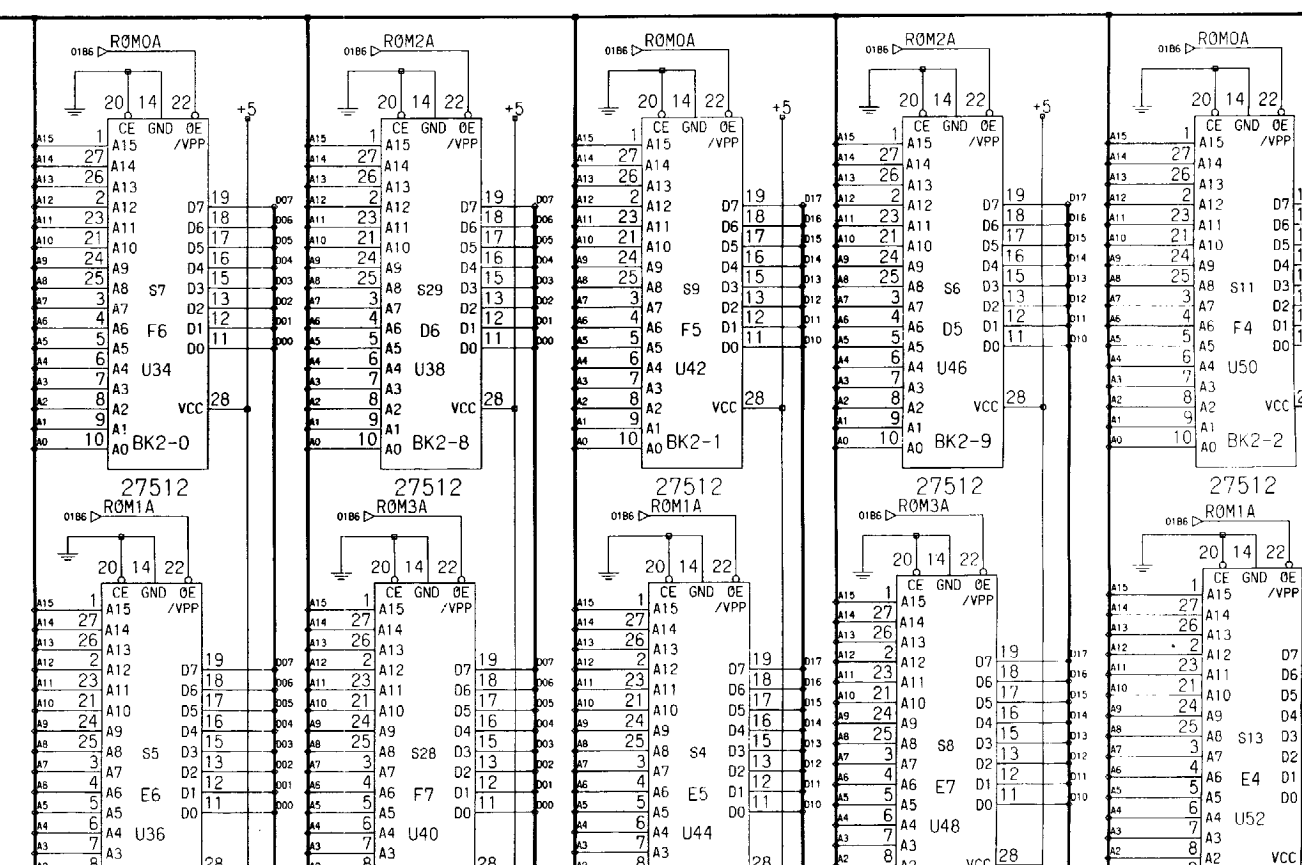
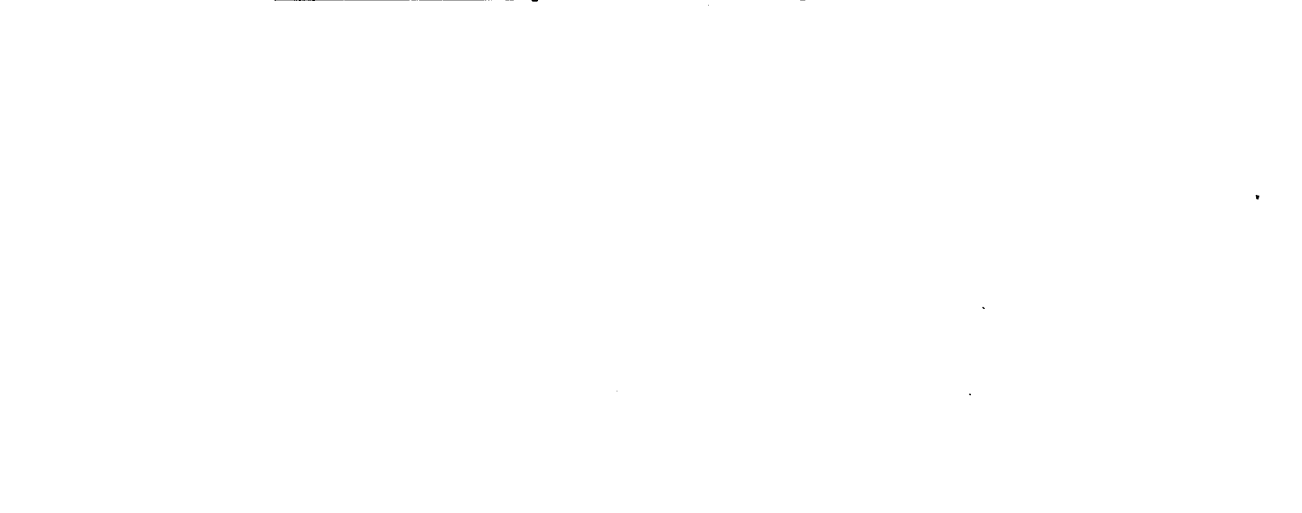
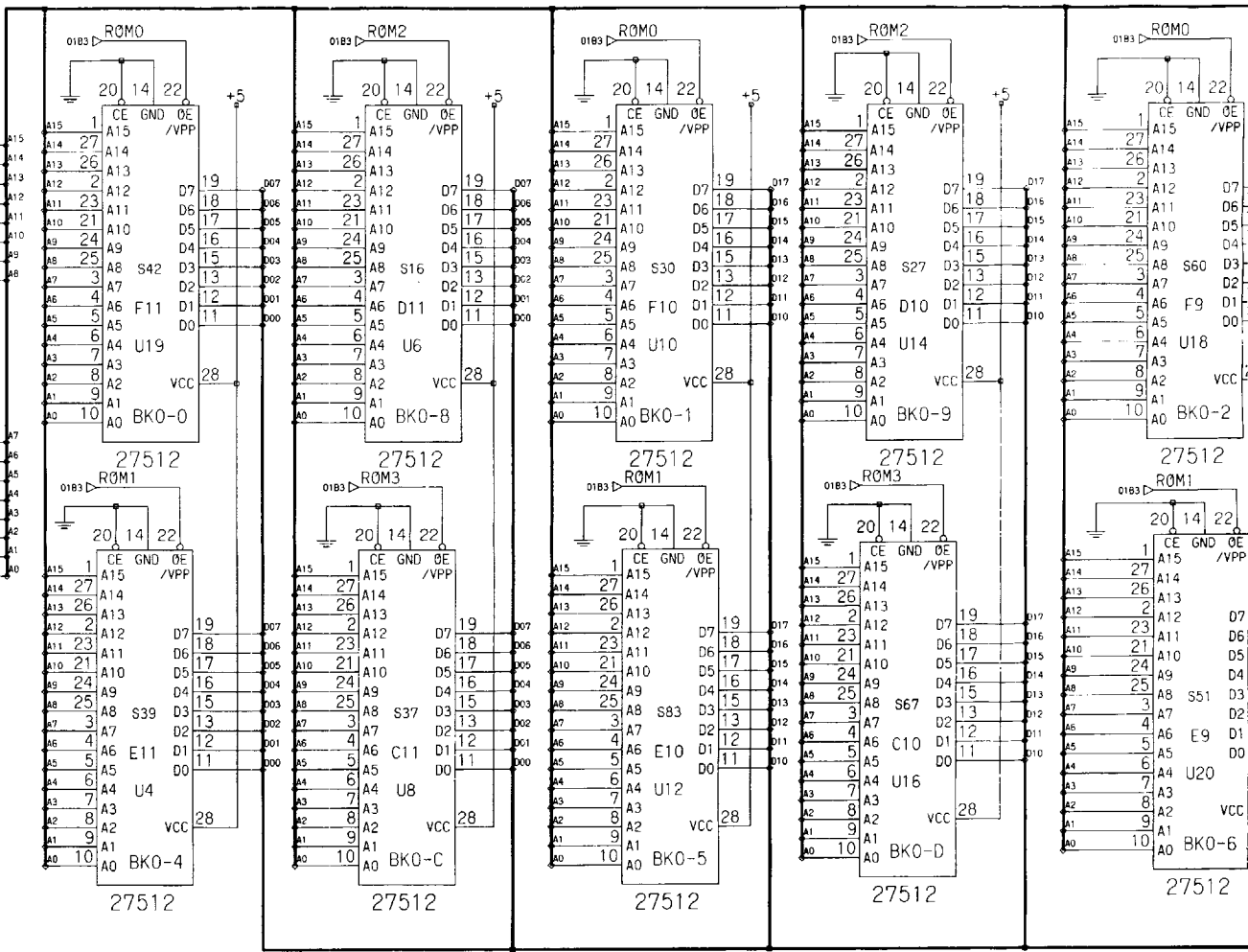
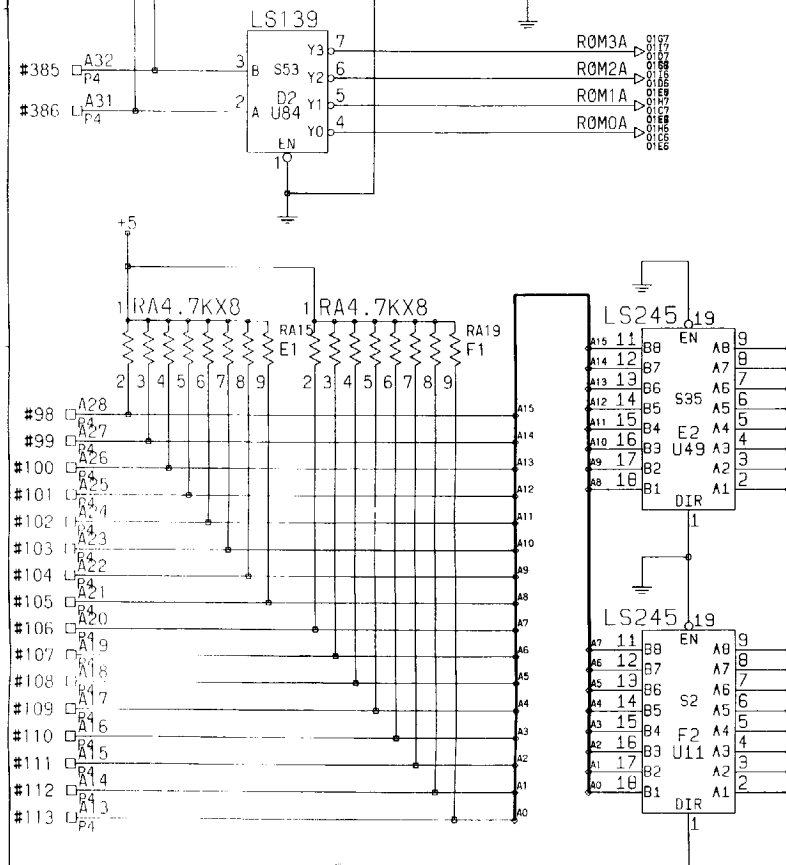
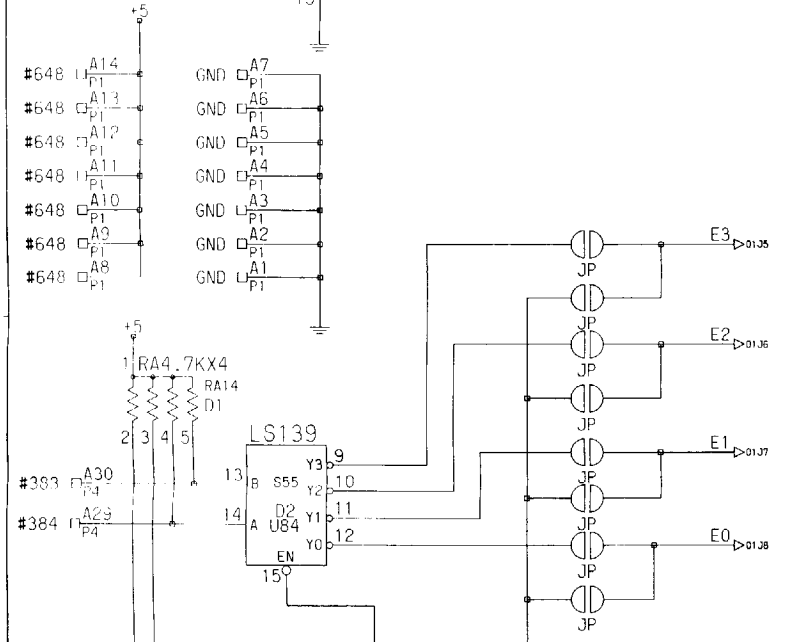
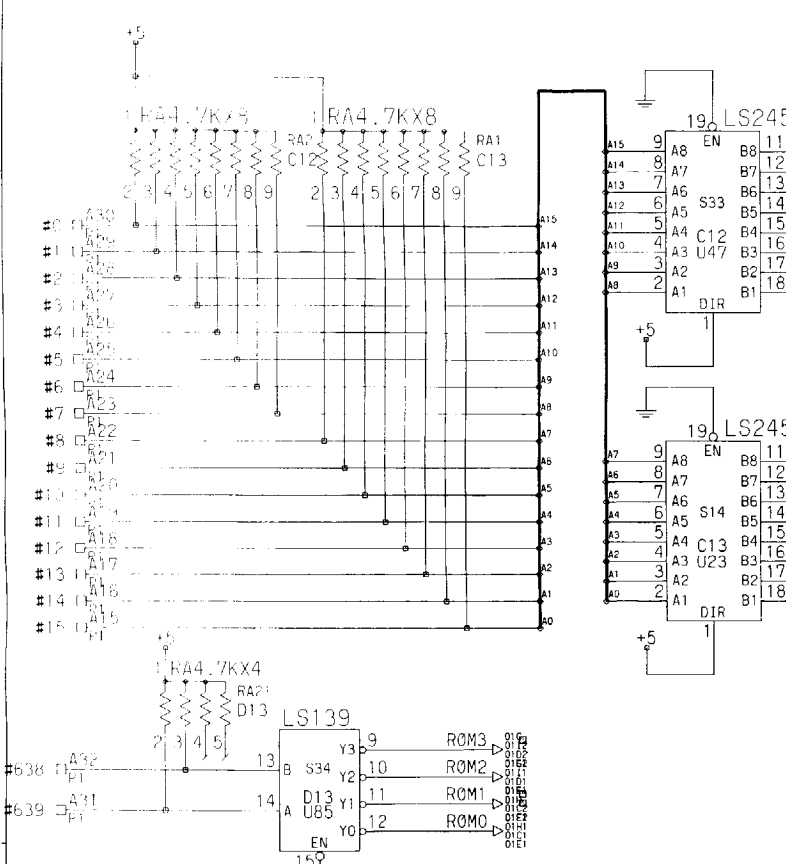
3. CHANGE OF MODE

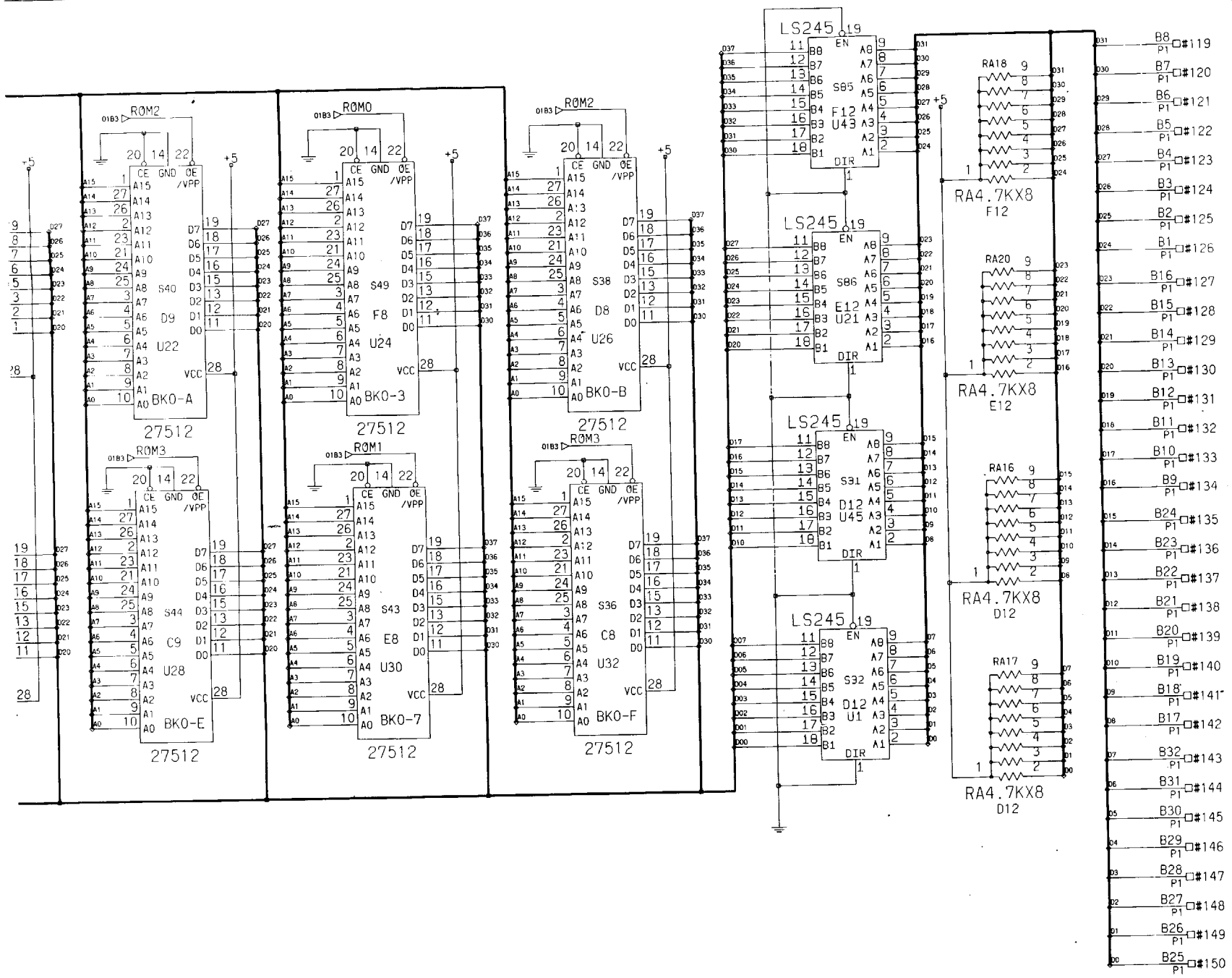
SW	3	MODE
•	OFF	GAME MODE
	ON	TEST MODE

4. CONTINUATION

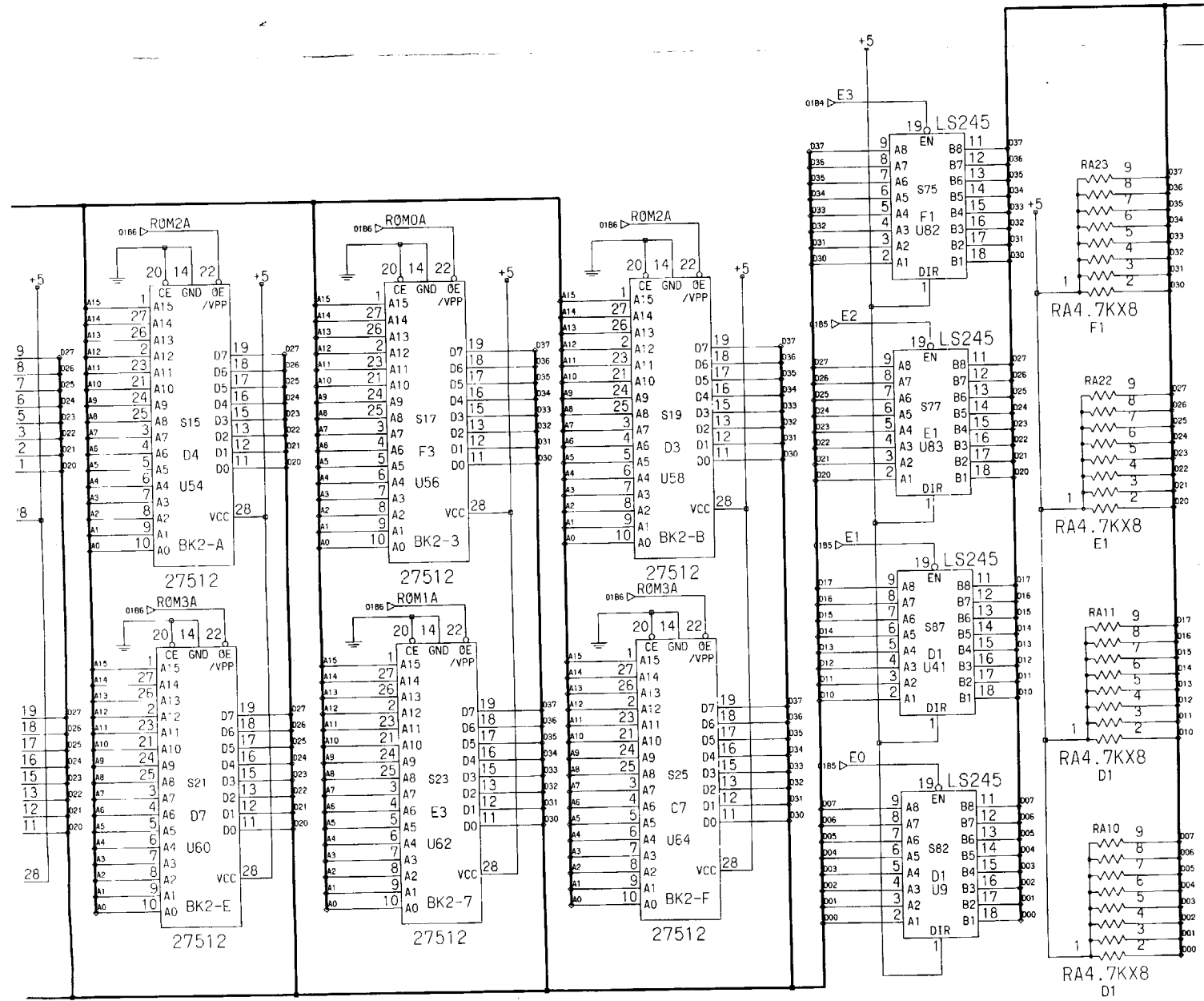
SW	4	MODE
•	OFF	YES (Up to 3 times)
	ON	NO

• Shows recommended settings





- B8 P1 □#119
- B7 P1 □#120
- B6 P1 □#121
- B5 P1 □#122
- B4 P1 □#123
- B3 P1 □#124
- B2 P1 □#125
- B1 P1 □#126
- B16 P1 □#127
- B15 P1 □#128
- B14 P1 □#129
- B13 P1 □#130
- B12 P1 □#131
- B11 P1 □#132
- B10 P1 □#133
- B9 P1 □#134
- B24 P1 □#135
- B23 P1 □#136
- B22 P1 □#137
- B21 P1 □#138
- B20 P1 □#139
- B19 P1 □#140
- B18 P1 □#141
- B17 P1 □#142
- B32 P1 □#143
- B31 P1 □#144
- B30 P1 □#145
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- B27 P1 □#148
- B26 P1 □#149
- B25 P1 □#150

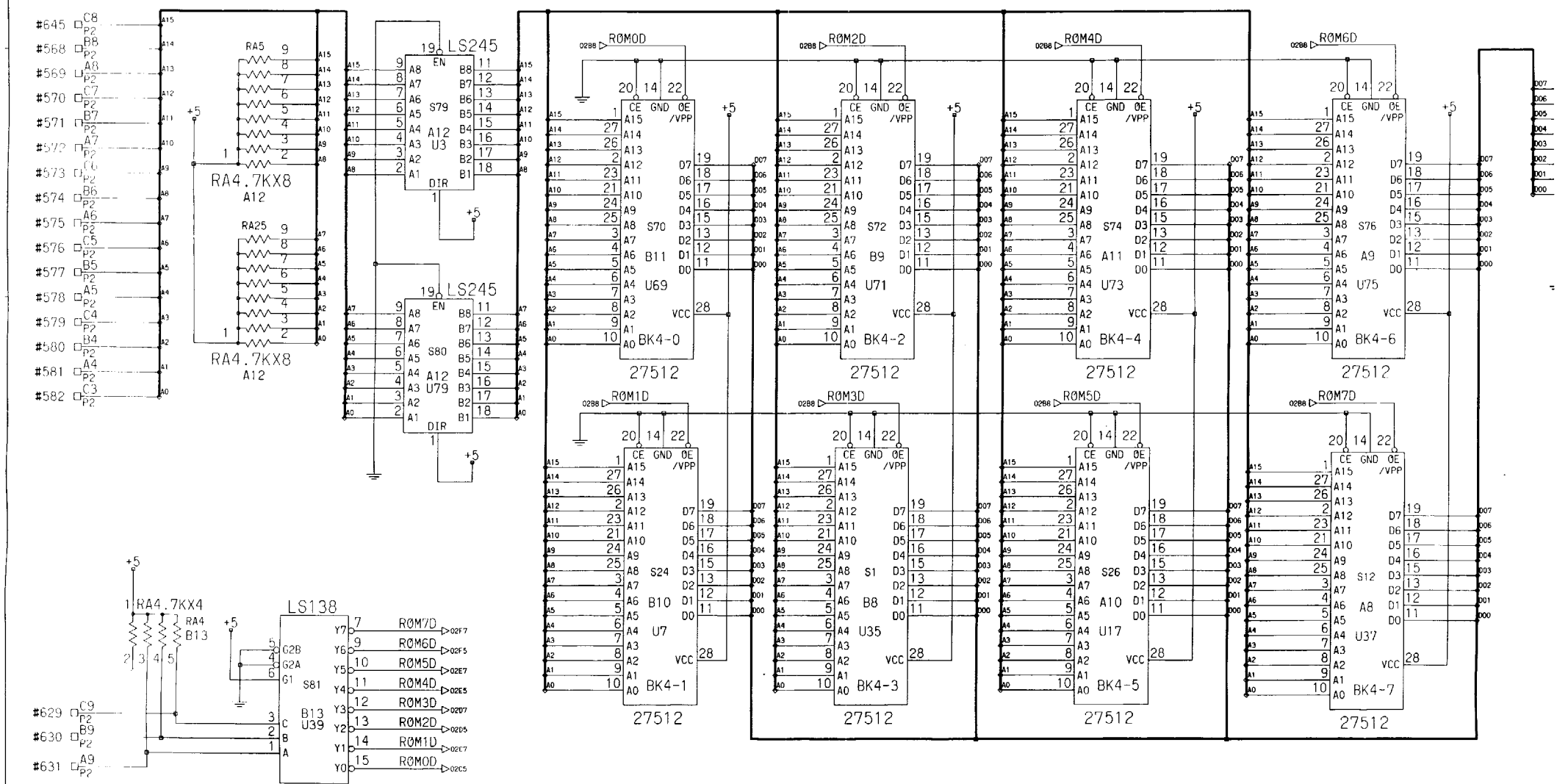
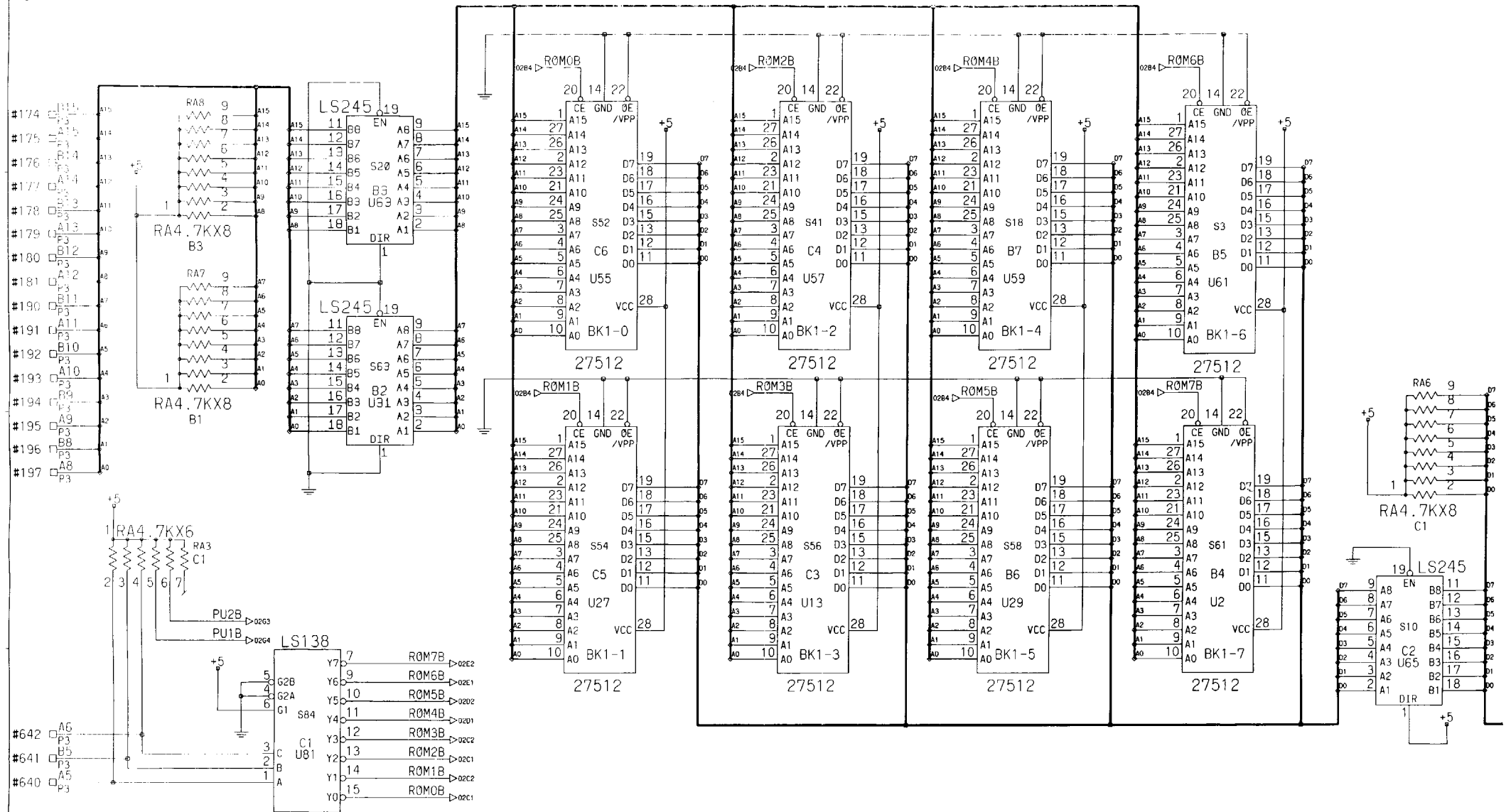


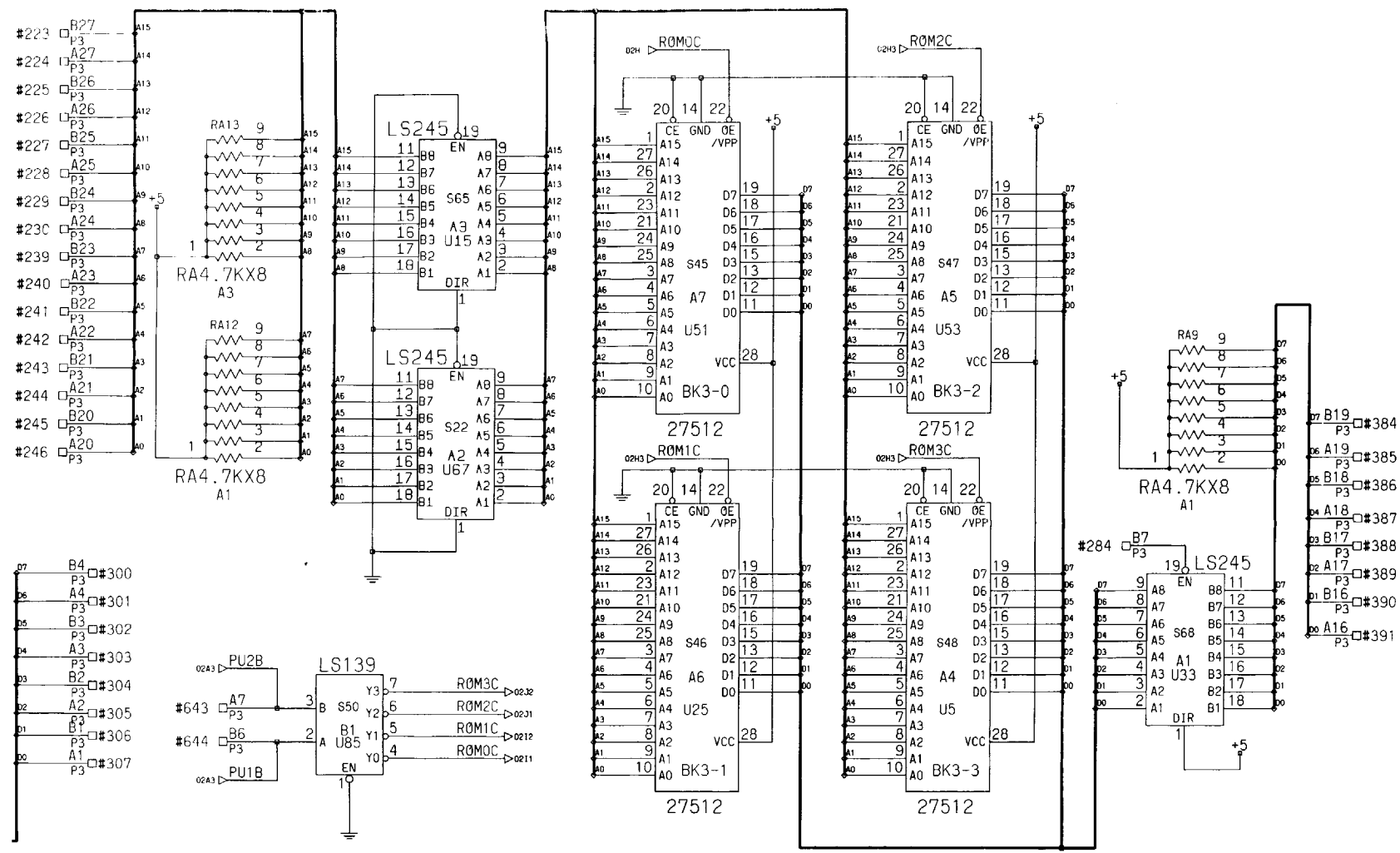
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- B6 P4 □#121
- B5 P4 □#122
- B4 P4 □#123
- B3 P4 □#124
- B2 P4 □#125
- B1 P4 □#126
- B16 P4 □#127
- B15 P4 □#128
- B14 P4 □#129
- B13 P4 □#130
- B12 P4 □#131
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- B17 P4 □#142
- B32 P4 □#143
- B31 P4 □#144
- B30 P4 □#145
- B29 P4 □#146
- B28 P4 □#147
- B27 P4 □#148
- B26 P4 □#149
- B25 P4 □#150

HAUNTED CASTLE

88 P1 D1N64PS
 88 P2 D1N48PS
 88 P3 D1N64PS
 88 P4 D1N64PS

KONAMI				KONAMI INDUSTRY CO., LTD.		REG. TYPE		01	
						DESIGN		DRAW	
K.BAN		<i>[Signature]</i>		<i>[Signature]</i>		RELEASE DATE		NAME	
SCALE		TOLERANCE		CODE NO.		ROM BOARD 26M			
PWB350782		1/2							

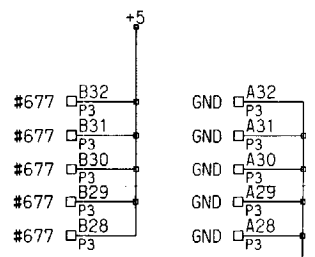
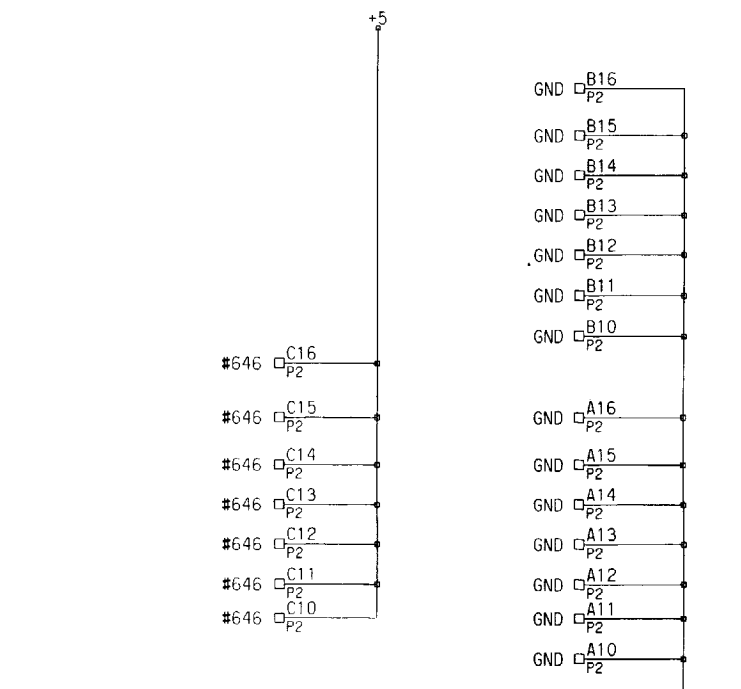
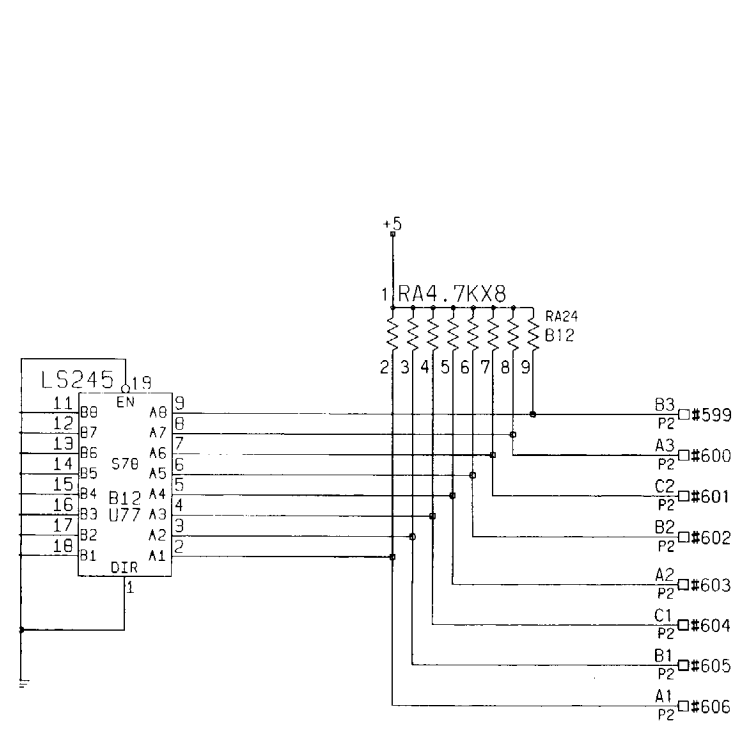




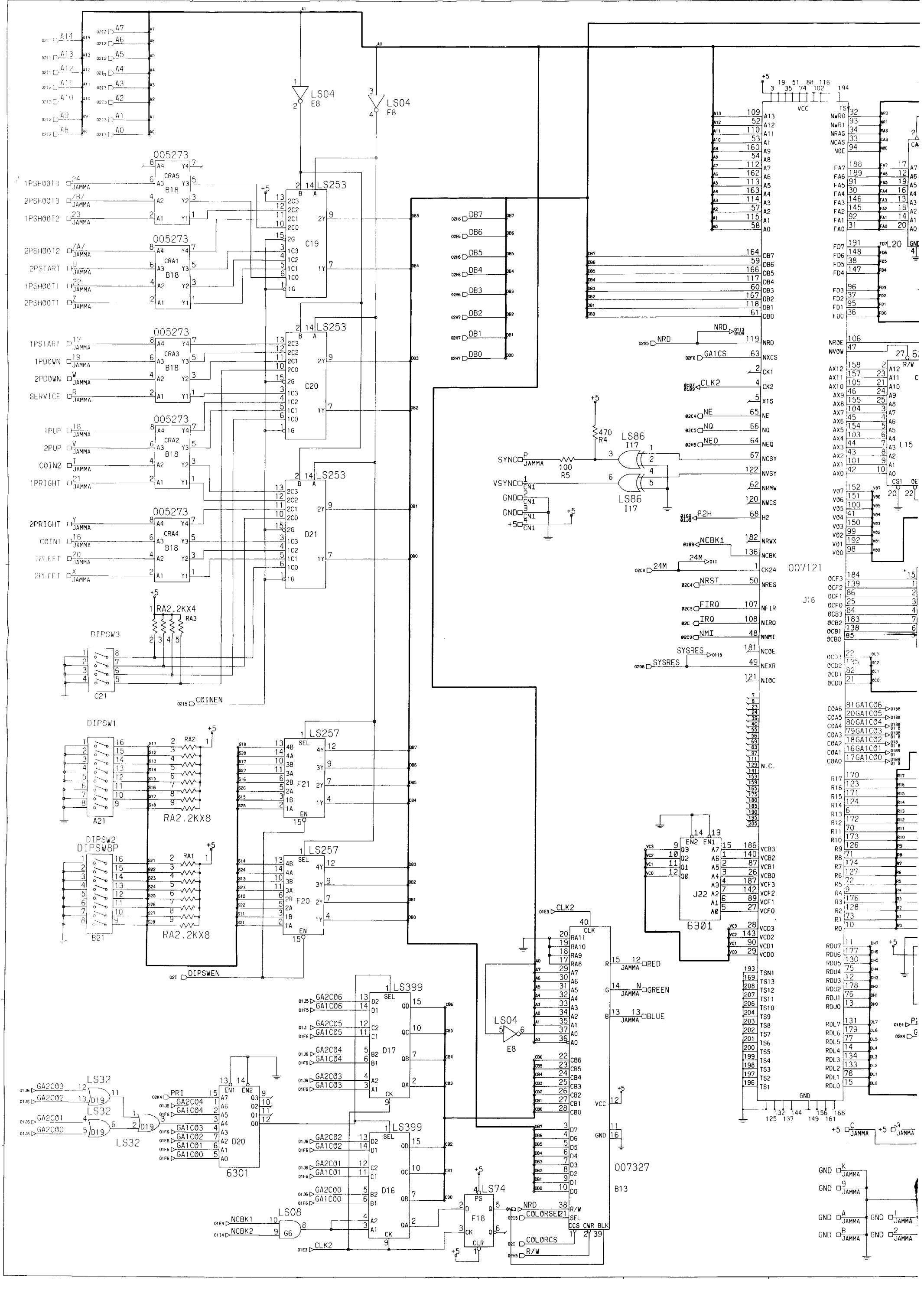
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- #230 A24 P3
- #231 B23 P3
- #232 A23 P3
- #233 B22 P3
- #234 A22 P3
- #235 B21 P3
- #236 A21 P3
- #237 B20 P3
- #238 A20 P3
- #239 B19 P3
- #240 A19 P3
- #241 B18 P3
- #242 A18 P3
- #243 B17 P3
- #244 A17 P3
- #245 B16 P3
- #246 A16 P3

- #300 B4 P3
- #301 A4 P3
- #302 B3 P3
- #303 A3 P3
- #304 B2 P3
- #305 A2 P3
- #306 B1 P3
- #307 A1 P3

- #384 B19 P3
- #385 A19 P3
- #386 B18 P3
- #387 A18 P3
- #388 B17 P3
- #389 A17 P3
- #390 B16 P3
- #391 A16 P3



KONAMI				KONAMI INDUSTRY CO., LTD.		REG. TYPE	02
DESIGN	DRAW	CHECK	APPROVE	RELEASE DATE	NAME	ROM BOARD 26M ✓	
K. BAN				SCALE	CODE NO.	PWB350782 3/2	



A13	109	A13	32
A12	52	A12	93
A11	110	A11	34
A10	53	A10	33
A9	160	A9	33
A8	54	A8	94
A7	112	A7	188
A6	162	A6	189
A5	113	A5	91
A4	163	A4	30
A3	114	A3	146
A2	57	A2	145
A1	115	A1	92
A0	58	A0	31

DB7	164	DB7	191
DB6	59	DB6	148
DB5	166	DB5	38
DB4	117	DB4	147
DB3	60	DB3	96
DB2	167	DB2	37
DB1	118	DB1	95
DB0	61	DB0	36

NRD	119	NRD	106
GA1CS	63	NXCS	47
CLK2	4	CK1	158
CK2	5	AX12	157
X1S	65	AX11	23
NE	66	AX10	21
NQ	64	AX9	24
NEQ	67	AX8	25
NCSY	122	AX7	25
NVSY	62	AX6	24
NRMW	120	AX5	25
NRWS	120	AX4	25
H2	68	AX3	25
NRWX	182	AX2	25
NCBK	136	AX1	25
CK24	50	AX0	25
NRES	184	V07	152
NFIR	107	V06	151
NIRQ	108	V05	100
NIRMI	48	V04	100
NCOE	181	V03	150
NEXR	49	V02	99
NIOC	121	V01	192
		V00	98

OCF3	184	OCF2	86
OCF1	25	OCF0	84
OCB3	183	OCB2	138
OCB1	85	OCB0	85
OCB3	22	OCB2	135
OCB1	82	OCB0	82
OCB3	21	OCB2	81
OCB1	81	OCB0	81

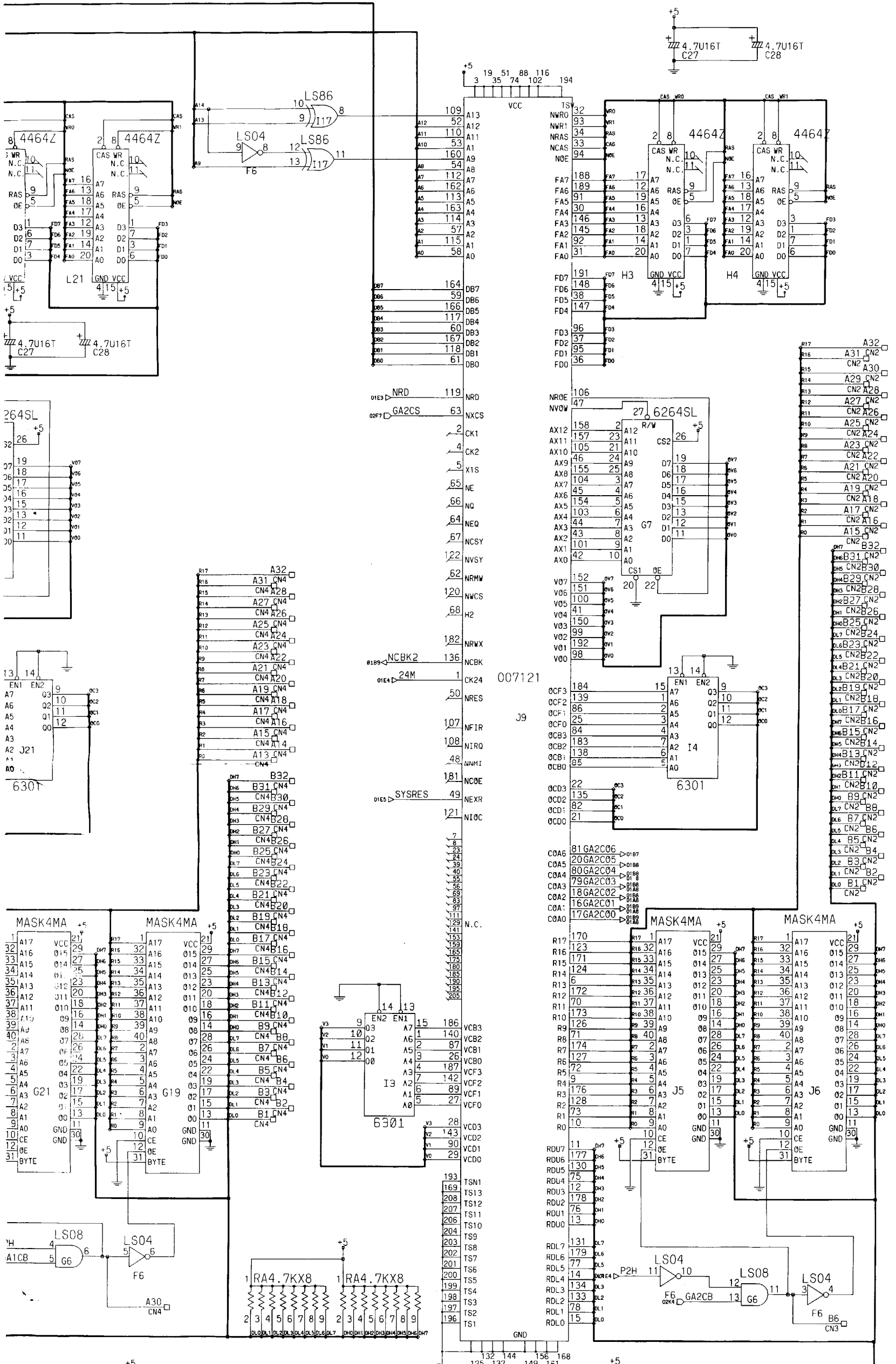
COA6	81GA1C06	COA5	20GA1C05
COA4	80GA1C04	COA3	79GA1C03
COA2	18GA1C02	COA1	16GA1C01
COA0	17GA1C00		

R17	120	R16	173
R15	171	R14	124
R13	172	R12	70
R11	173	R10	126
R9	71	R8	71
R7	127	R6	72
R5	72	R4	176
R3	176	R2	128
R1	73	R0	10

RDU7	177	RDU6	130
RDU5	75	RDU4	12
RDU2	178	RDU1	76
RDL7	131	RDL6	179
RDL5	77	RDL4	14
RDL3	134	RDL2	133
RDL1	78	RDL0	15

TSN1	193	TS12	207
TS11	206	TS10	204
TS9	203	TS8	202
TS7	201	TS6	200
TS5	199	TS4	198
TS3	197	TS2	197
TS1	196		

GND	K	JAMMA	1
GND	A	JAMMA	2
GND	B	JAMMA	3
GND	J	JAMMA	4
GND	L	JAMMA	5
GND	M	JAMMA	6
GND	N	JAMMA	7
GND	O	JAMMA	8
GND	P	JAMMA	9
GND	Q	JAMMA	10



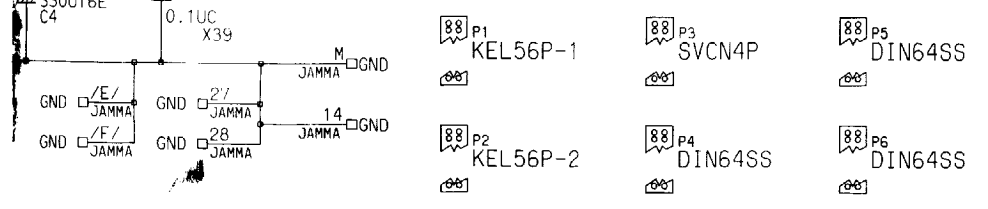
NOTE

- +5 : VCC (+5V)
- +12 : VCC (+12V)
- GND : GND
- JAMMA : JAMMA EDGE 56P PIN NO.
- ALPHABET: SOLDER SIDE NUMBER/PARTS SIDE /A/: SMALL LETTER
- CNT : 4P SV CONNECTOR
- CN2 : 64P DIN CONNECTOR
- CN3 : 64P DIN CONNECTOR
- CN4 : 64P DIN CONNECTOR

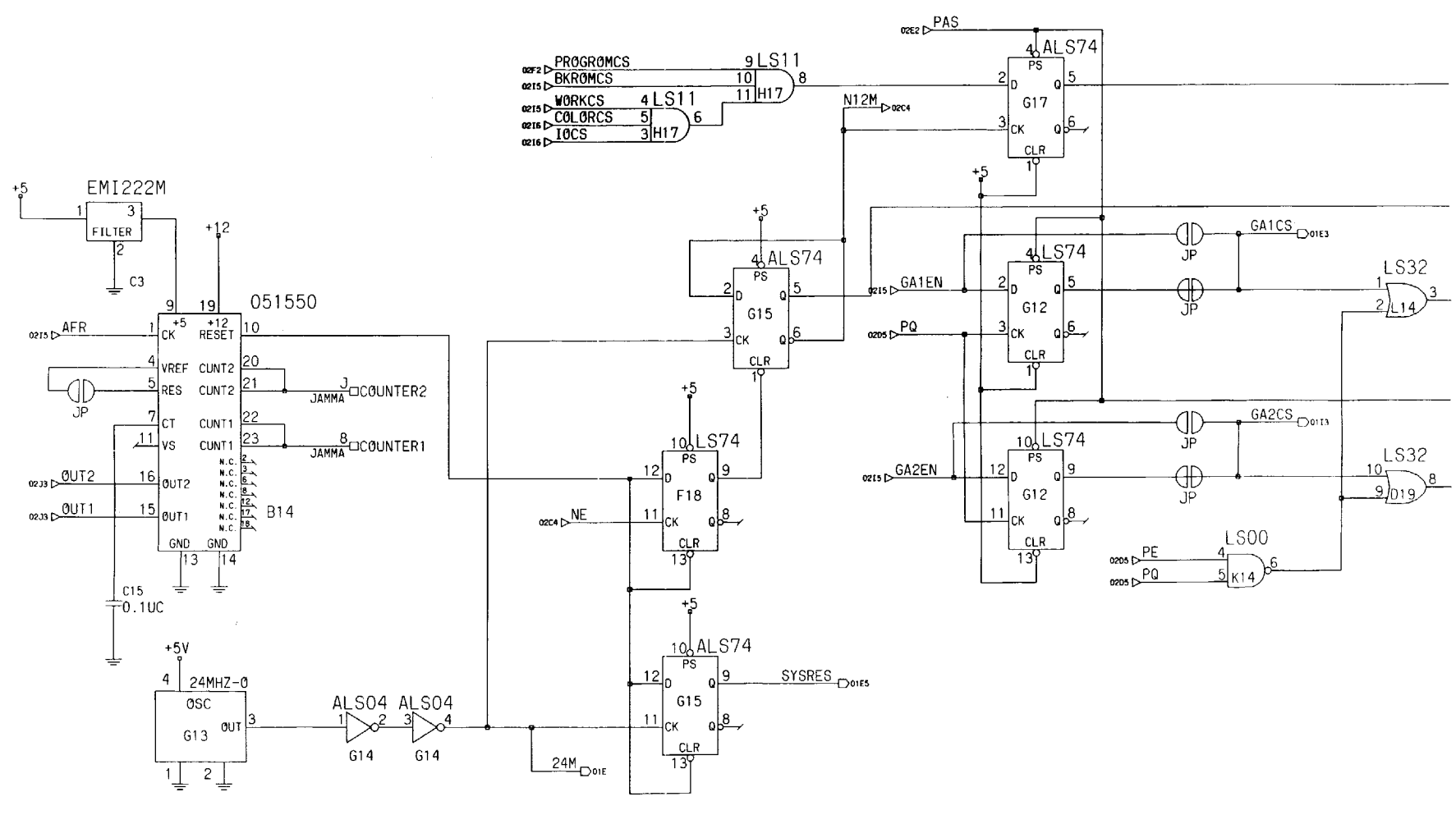
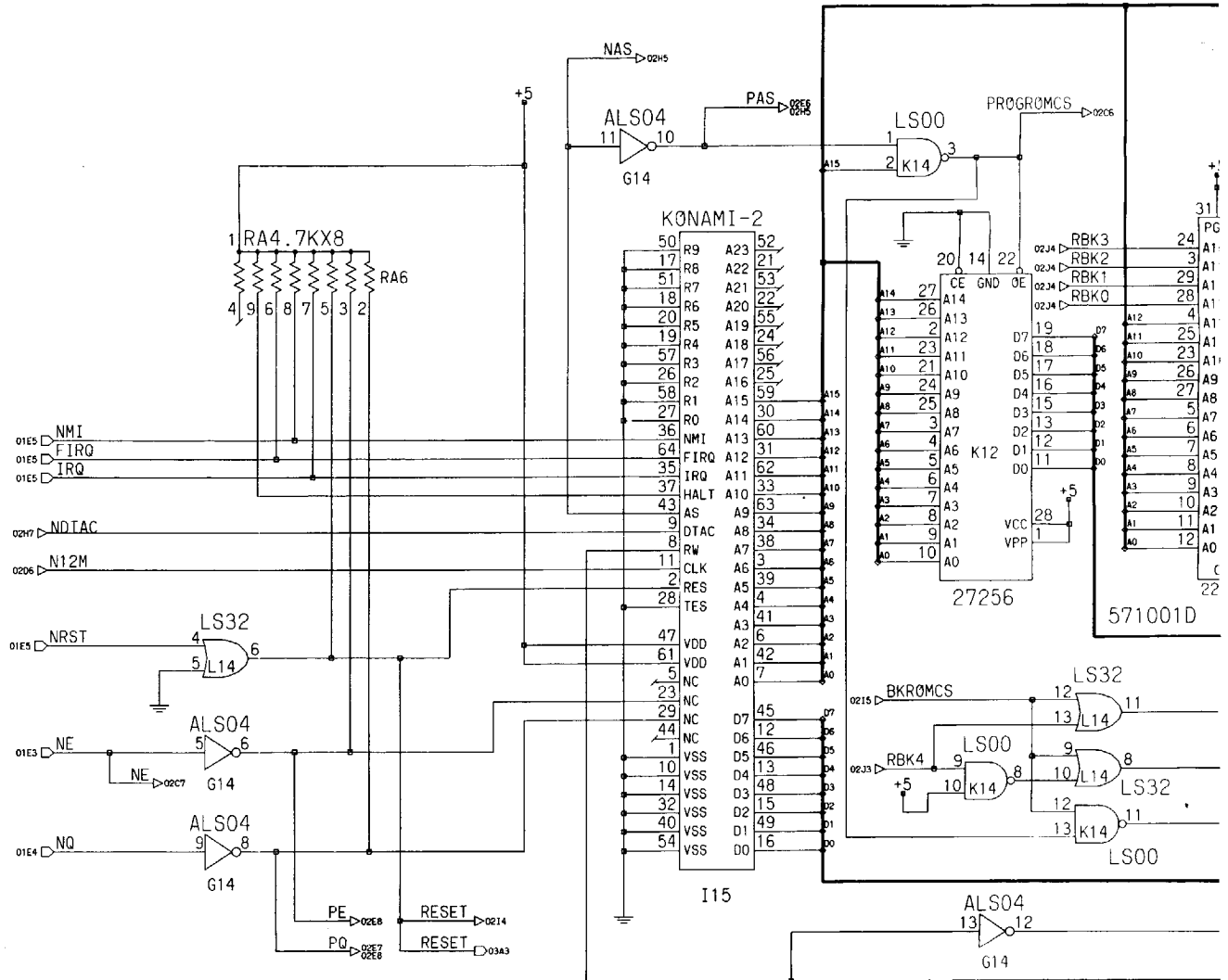
KINDS OF CAPACITOR

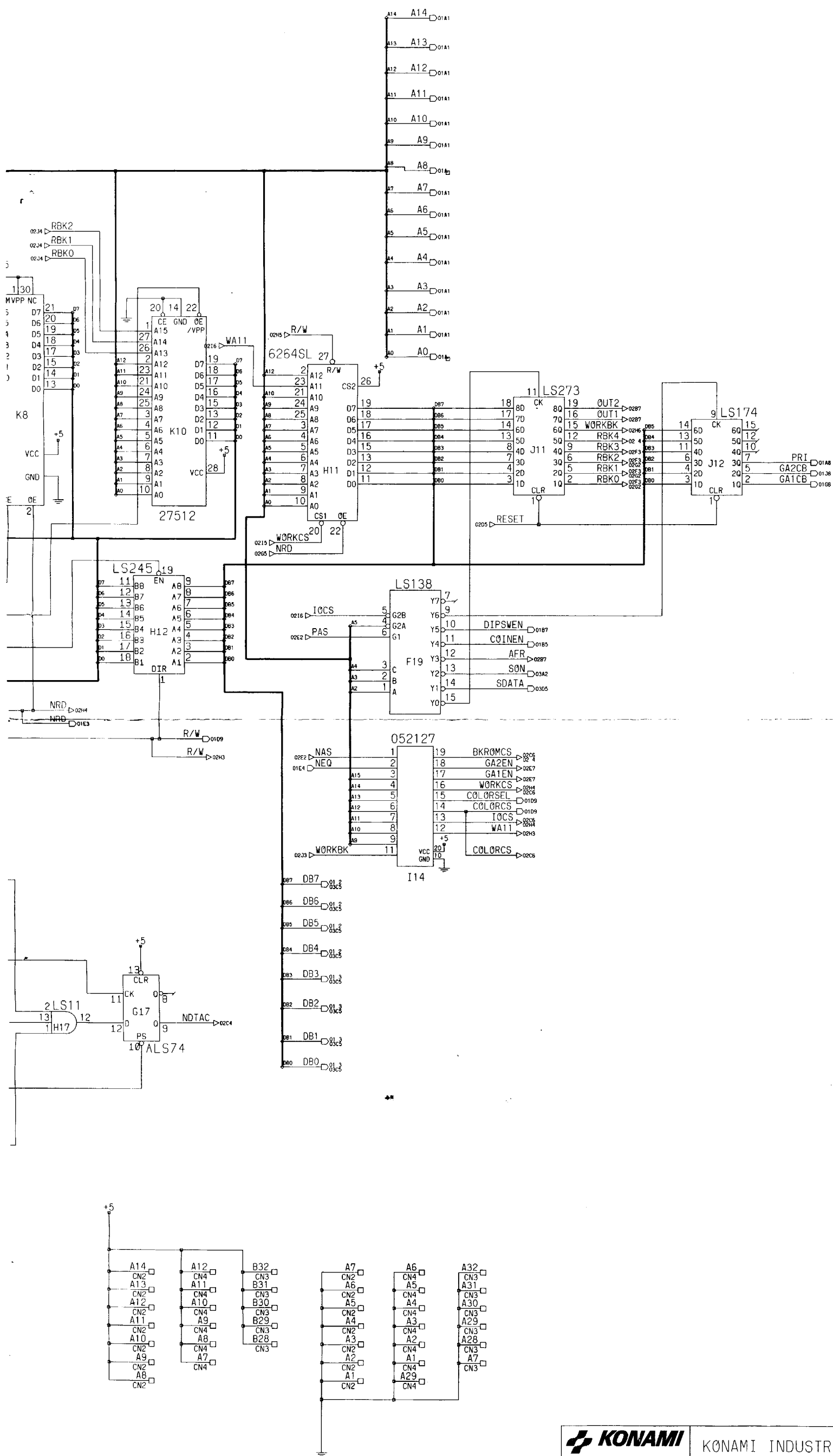
- T : TANTALUM
- M : MYLAR
- E : ELECTROLYTIC
- C : CERAMIC

HAUNTED CASTLE



KONAMI				KONAMI INDUSTRY CO., LTD.		REG. TYPE	SCHMATIC DIAGRAM		
DESIGN	DRAW	CHECK	APPROVE	01	RELEASE DATE	6.11.87	NAME	GX768 PWB350808A	
T.	T.	Pi	Pi	SCALE	1:1	TOLE-RANCE	A1	CODE NO.	100083 1/3



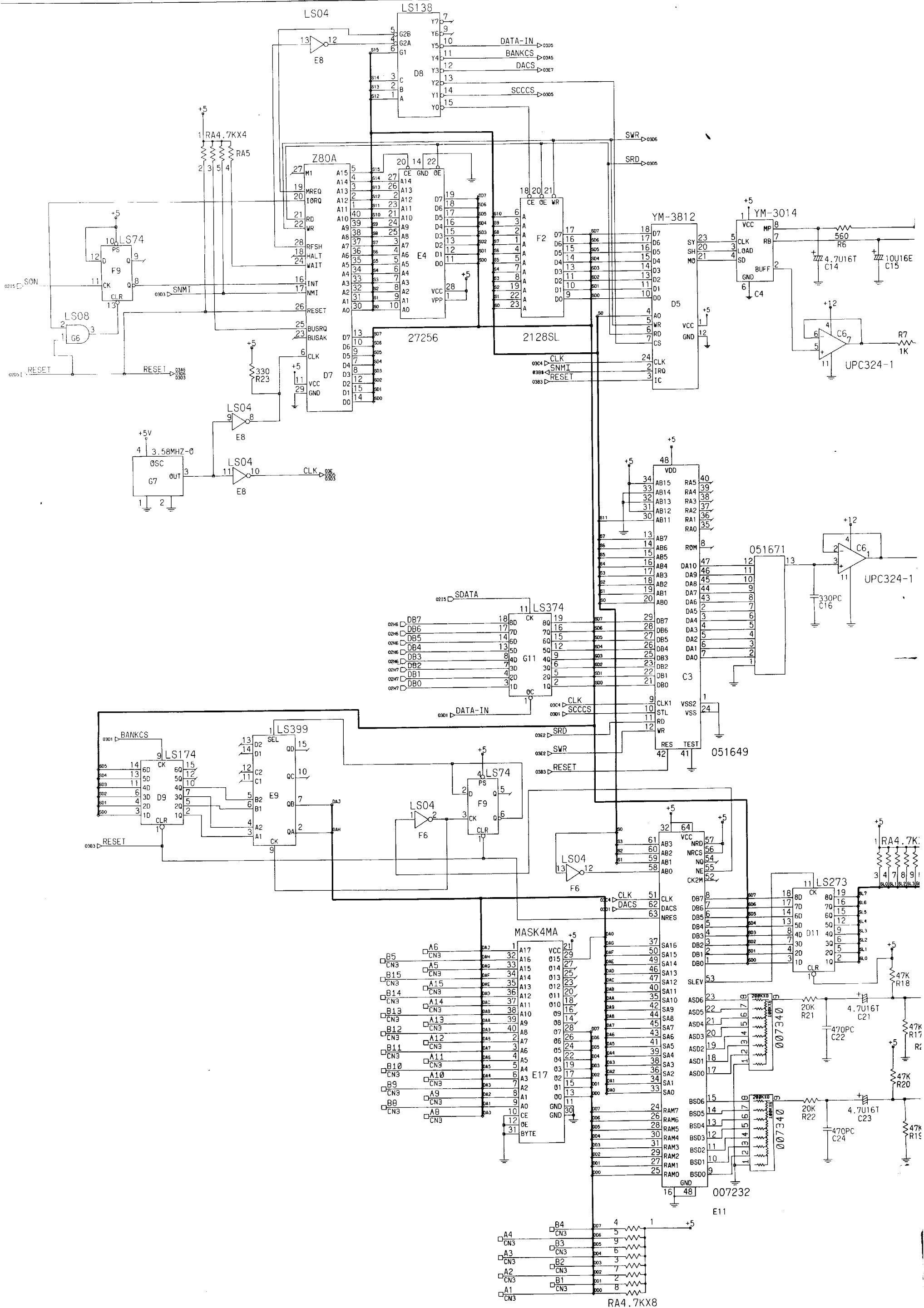


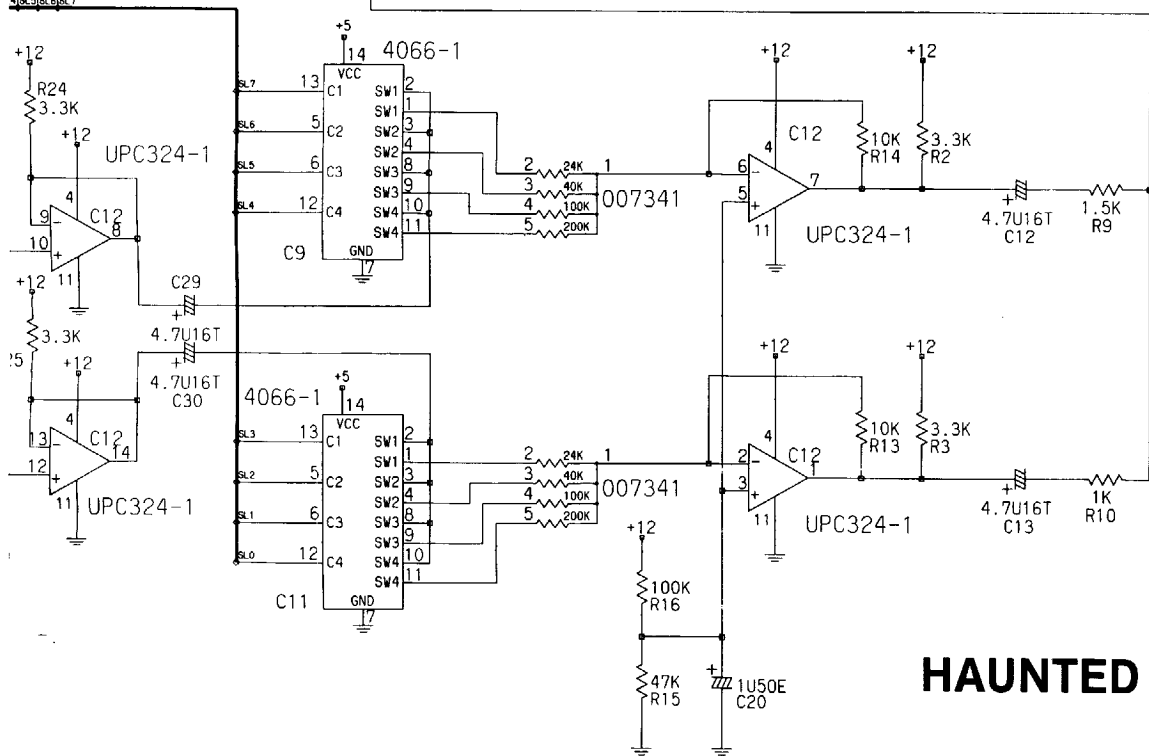
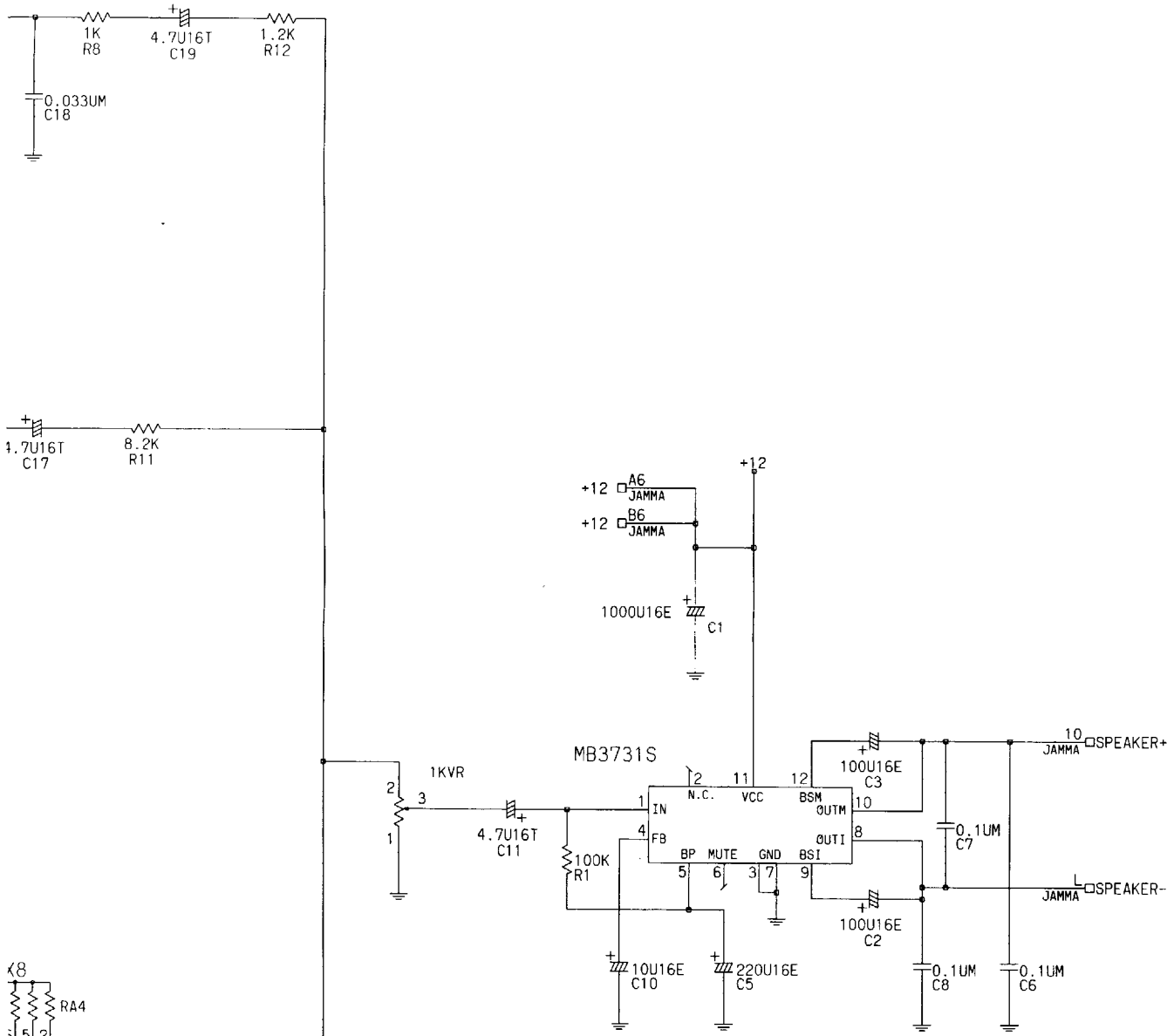
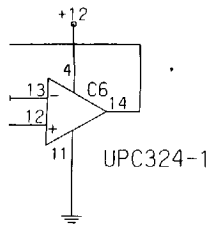
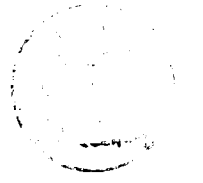
NOTE

- +5 : VCC (+5V)
- +12 : VCC (+12V)
- ⊥ : GND
- JAMMA □ : JAMMA EDGE 56P
PIN NO.
ALPHABET: SOLDER SIDE
NUMBER: PARTS SIDE
/A/: SMALL LETTER
- CN1 □ : 4P SV CONNECTOR
- CN2 □ : 64P DIN CONNECTOR
- CN3 □ : 64P DIN CONNECTOR
- CN4 □ : 64P DIN CONNECTOR

KINDS OF CAPACITOR
 T : TANTALUM
 M : MYLAR
 E : ELECTROLYTIC
 C : CERAMIC

KONAMI				KONAMI INDUSTRY CO., LTD.				REG. TYPE	SCHMATIC DIAGRAM
DESIGN	DRAW	CHECK	APPROVE	02	RELEASE DATE	6.11.87	NAME	GX768 PWB350808A	
T. MATSUURA	T. MATSUURA	<i>H. Matsui</i>	<i>H. Matsui</i>	SCALE	1:1	TOLERANCE	A1	CODE NO. 100083 2/3	





HAUNTED CASTLE

NOTE

- +5 : VCC (+5V)
- +12 : VCC (+12V)
- ⊥ : GND
- JAMMA □ : JAMMA EDGE 56P
- PIN NO.
- ALPHABET : SOLDER SIDE
- NUMBER : PARTS SIDE
- /A/ : SMALL LETTER
- CNT □ : 4P SV CONNECTOR
- CN2 □ : 64P DIN CONNECTOR
- CN3 □ : 64P DIN CONNECTOR
- CN4 □ : 64P DIN CONNECTOR

KINDS OF CAPACITOR

- T : TANTALUM
- M : MYLAR
- E : ELECTROLYTIC
- C : CERAMIC

				KONAMI INDUSTRY CO., LTD.				REG. TYPE	SCHEMATIC DIAGRAM
DESIGN	DRAW	CHECK	APPROVE	03	RELEASE DATE	6.11.87	NAME	GX768 PWB350808A	
T.	T.	<i>M. Matsuura</i>	<i>H. Matsuura</i>	SCALE	1:1	TOLE-RANCE	A1	CODE NO. 100083 3/3	
MATSUURA	MATSUURA								

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.



815 Mittel Drive, Wood Dale, Illinois 60191
Telephone: (312) 595-1443, Telex: 6871385 KONAM UW, Fax: (312) 595-2973