

III. SELECTABLE OPTIONS

TARG has several switch selectable options which are controlled by a 8-position DIP switch located on the main logic board at position 16A. This switch is accessible from the front of the game through the coin door. Figure 1 shows all selectable functions controlled by the 8-position DIP switch.

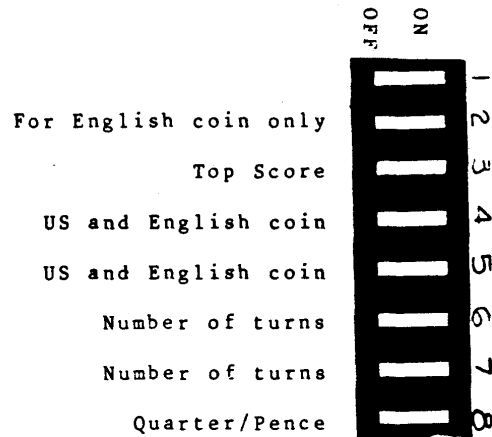
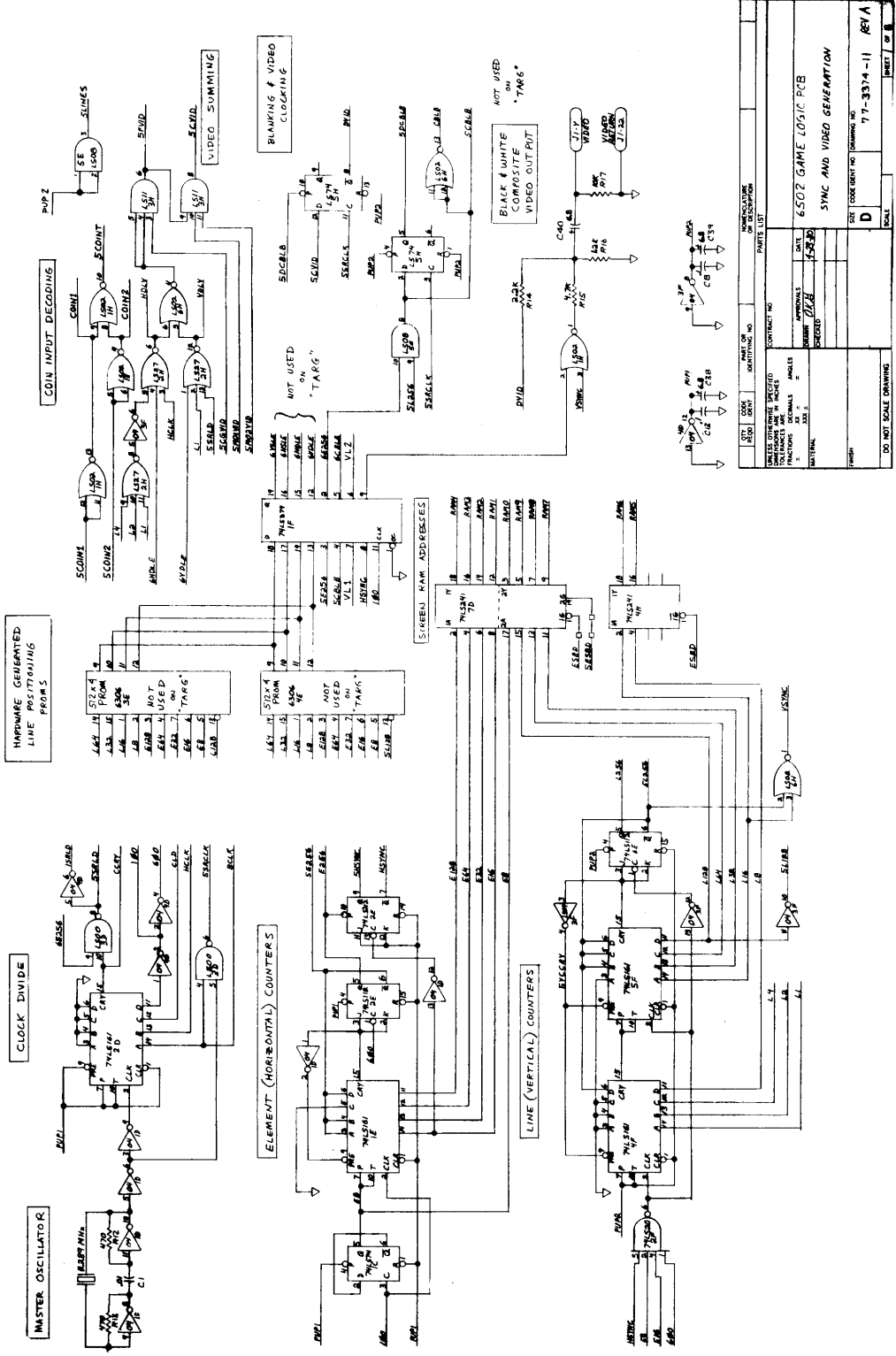


Figure 6.5: Functions of the 8-position DIP Switch

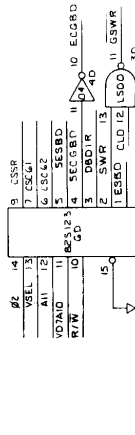
Following are the switch settings for the selection of options:

A. COINAGE	Switch 4	Switch 5		
2 Player - 1 Coin	OFF	OFF		
1 Player - 1 Coin	OFF	ON		
2 Player - 2 Coin				
1 Player - 2 Coin	ON	OFF		
2 Player - 4 Coin				
B. TYPE OF COINS	Switch 8			
Quarters	OFF			
English coins	ON			
C. FOR ENGLISH COINS ONLY		Switch 2	Switch 4	Switch 5
1 game, one 10 pence coin		ON	OFF	OFF
6 games one 50 pence coin				
1 game two 10 pence coins		OFF	OFF	OFF
3 games one 50 pence coin				
D. NUMBER OF TURNS	Switch 6	Switch 7		
2 Wummels (turns)	OFF	OFF		
3 Wummels	ON	OFF		
4 Wummels	OFF	ON		
5 Wummels	ON	ON		
E. TOP THIS SCORE	Switch 3			
Credit awarded for topping score	ON			
Extended play for topping score	OFF			

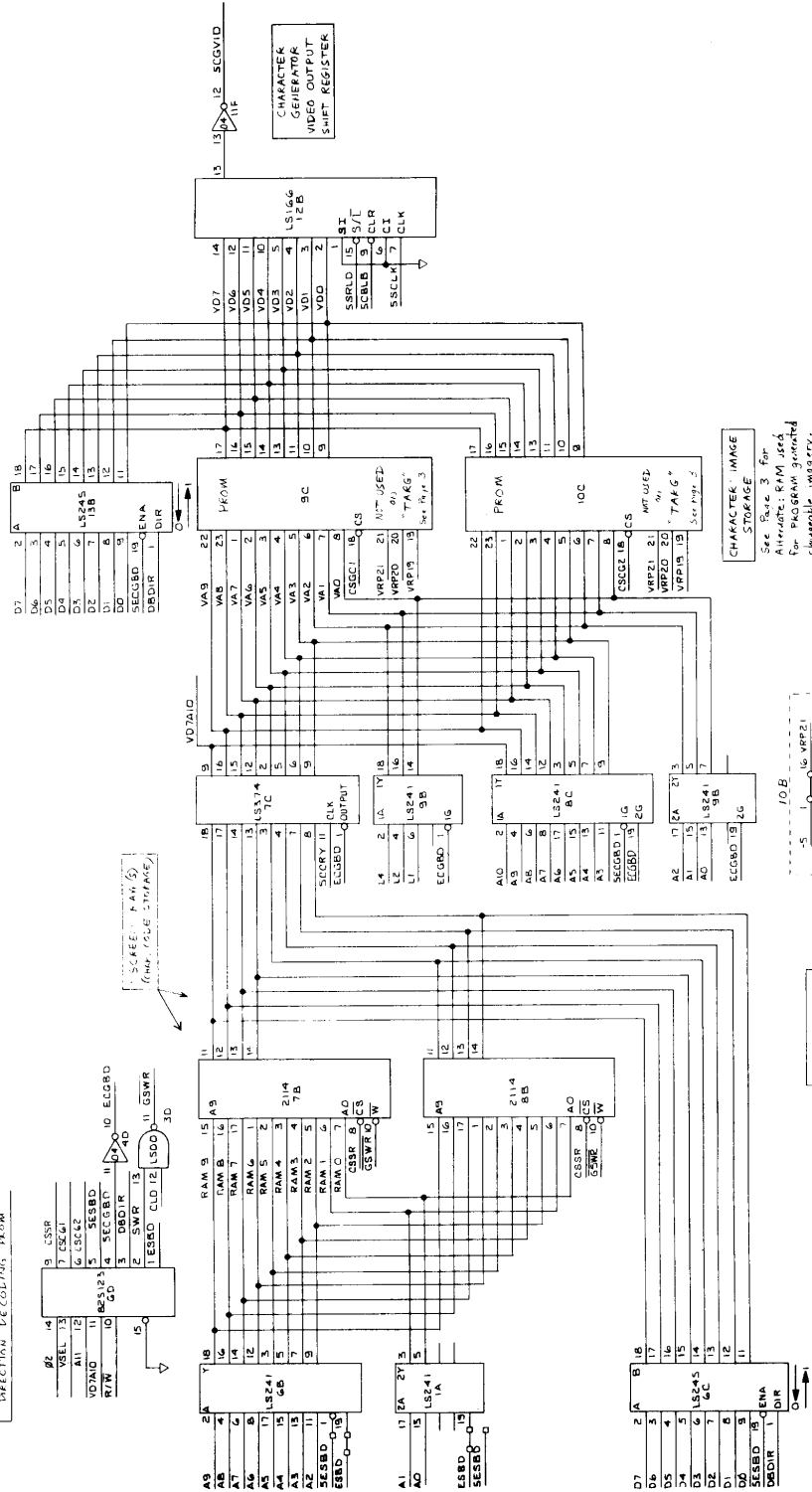


CONTRACT NO.		REV. NO.	
DATE		SCALE	
APPROVALS		PARTS LIST	
DESIGNED BY		DRAWN BY	
CHECKED BY		DATE	
MATERIAL		6502 GAME LOGIC PCB	
SYMBOLS		SYMBOLS	
FUNCTIONS		FUNCTIONS	
DIMENSIONS		DIMENSIONS	
TOLERANCES		TOLERANCES	
TEST PROCEDURE NO.		TEST PROCEDURE NO.	
DO NOT SCALE DRAWING		DO NOT SCALE DRAWING	
717-3314-11 REV A		717-3314-11 REV A	
SHEET 1 OF 8		SHEET 1 OF 8	

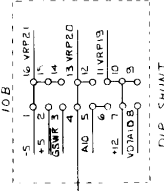
SCREEN CHIP SELECT AND BIOS
INJECTION DECODING FROM



SCALE: RAW (5)
(ONLY SCALE STRIPPER)



CHARACTER IMAGE STORAGE
See Base 3 For
Attributes: RAM, ROM
For PROGRAM GENERATED
character image.

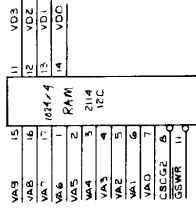
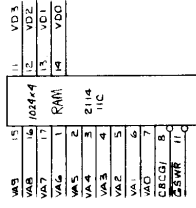
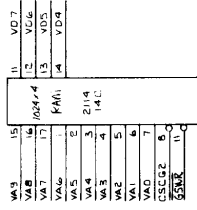
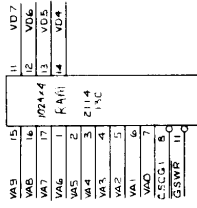


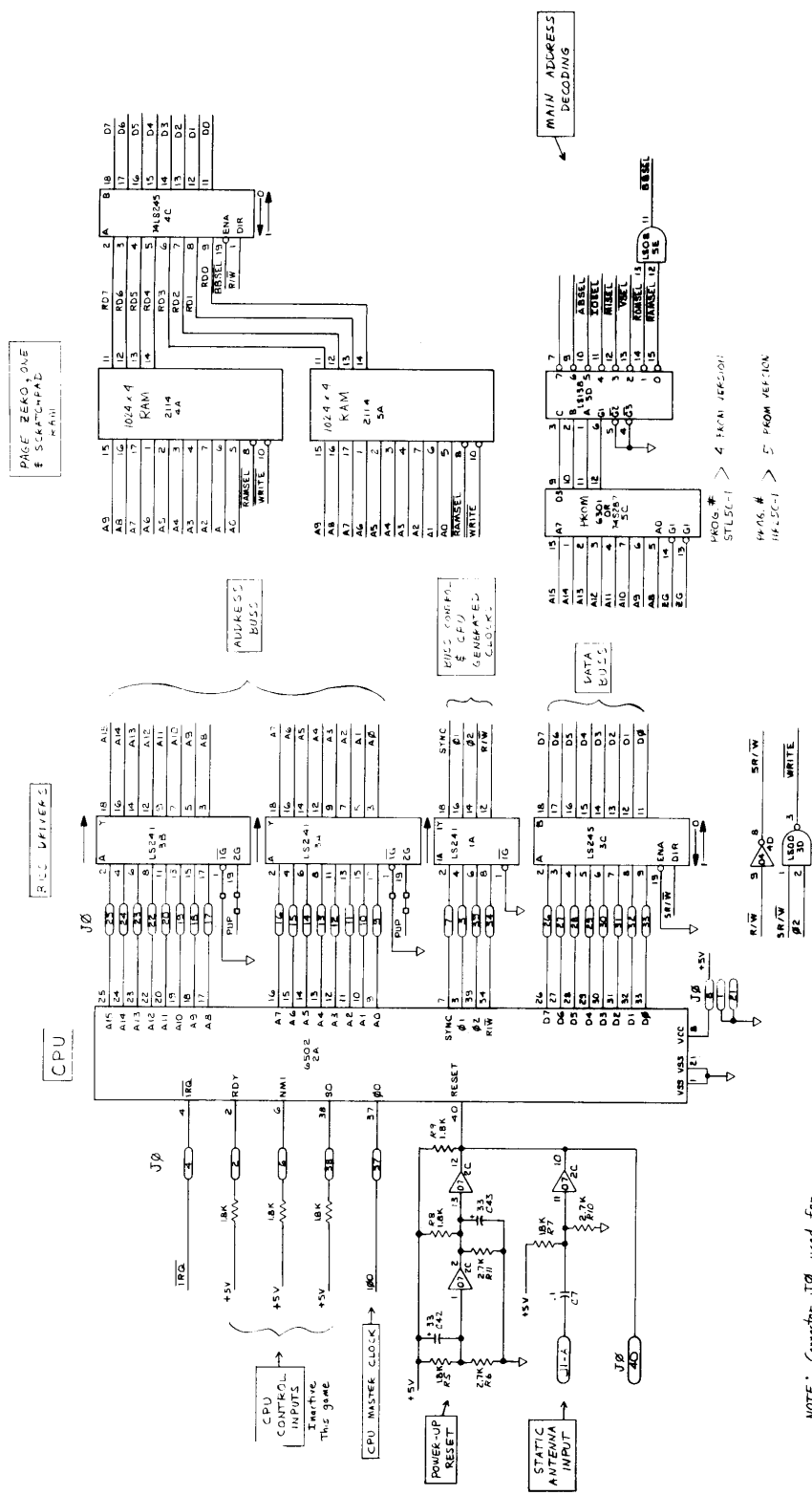
FROM
POWER & SIGNAL
SELECTION
IS FOR "TANG"

CHARACTER GENERATOR
IMAGE STORAGE RAMS

For use with PROGRAM
generated image storage master.

SEE "TAGS"

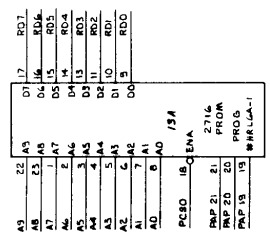


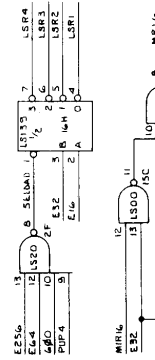
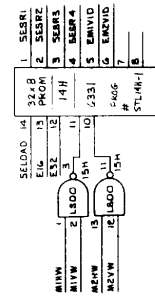
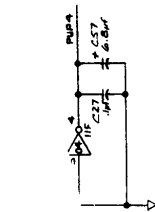
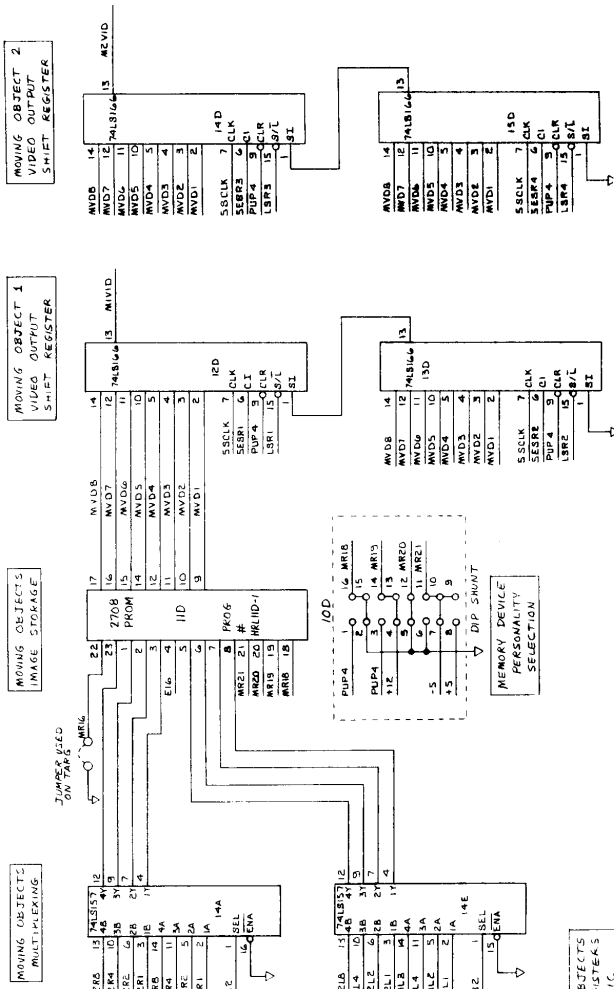


NOTE: Connector J0 used for test & analysis purposes only. Contains all CPU connections.

6502 GAME LOGIC PCB	
DATE	1-23-80
DESIGNED BY	PROGRAM MAN
TESTED BY	ARCHITECTURE
REV	408

PROGRAM MEMORY





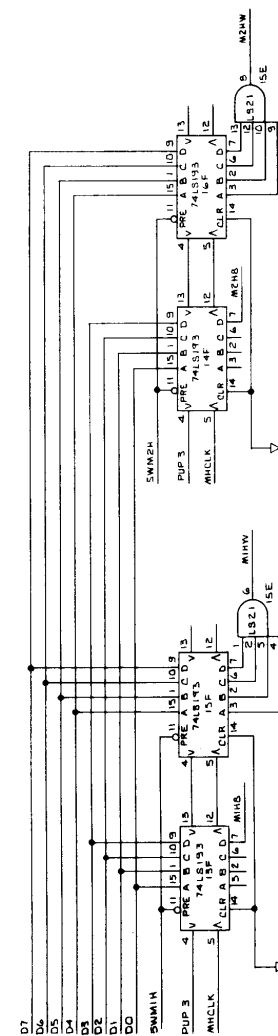
CS02 GAME LOGIC PCB

REVISION 1.0

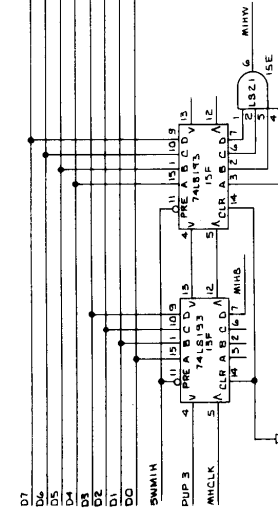
DATE: 10/15/83

DESIGNED BY: [Signature]

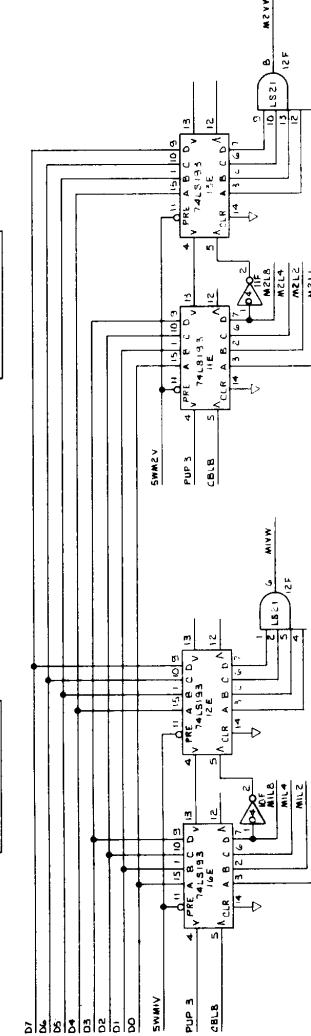
MOVING OBJECT 2
HORZ. COUNTERS



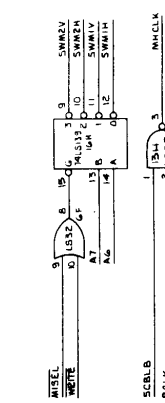
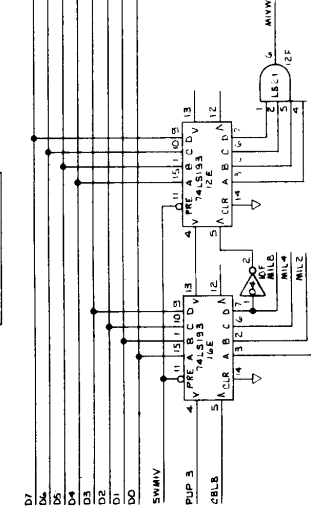
MOVING OBJECT 1
HORZ. COUNTERS



MOVING OBJECT 2
VERTICAL COUNTERS

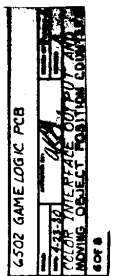
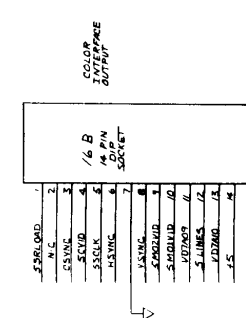


MOVING OBJECT 1
VERTICAL COUNTERS

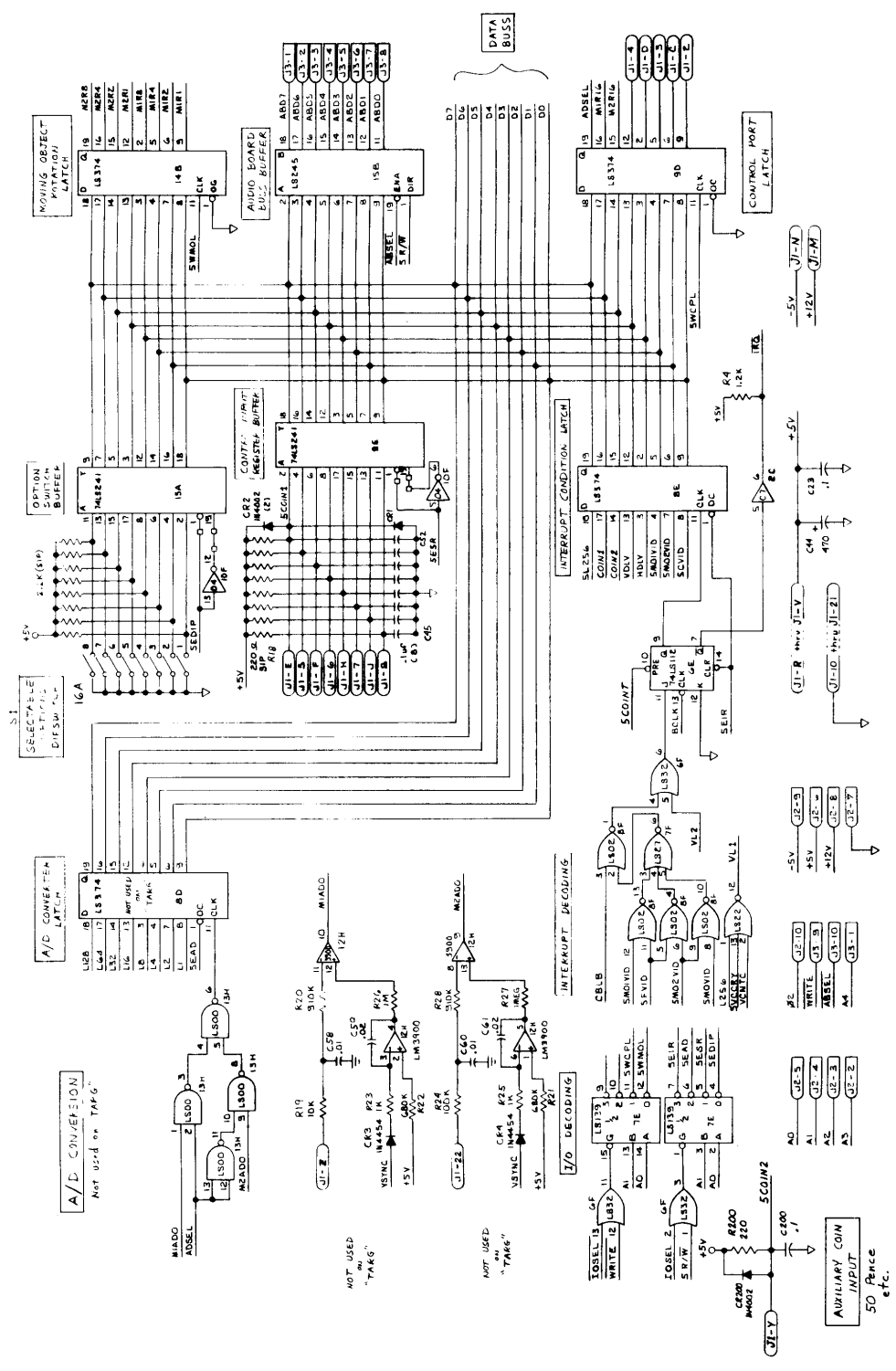


WRITE MOVING OBJECT DECODING

NOTE: FOR "TARG"
MOVING OBJECT 1 = PLAYER IMAGE (NUMBER)
MOVING OBJECT 2 = MISSILE



6702 GAME LOGIC PCB
COLOR OUTPUTS
MOVING OBJECT PARTITION BOARD
8078



74181 ALU
 74182 MUX
 74180 MAJORITY
 74183 COMPARATOR
 74184 BCD-DEC
 74185 BCD-DEC
 74186 INVERTER
 74187 BCD-DEC
 74188 BCD-DEC
 74189 BCD-DEC
 74190 COUNTER
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NOT USED
 "TAGS"
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 "TAGS"
 I/O DECODING
 INTERUPT DECODING
 INTERUPT CONDITION LATCH
 CONTROL PORT LATCH
 MOVING OBJECT SWITCH BUFFER LATCH
 OPTION SWITCH BUFFER
 AUDIO BOARD BUS BUFFER
 COUNT REGISTER BUFFER
 A/D CONVERTER LATCH
 SELECTABLE SWITCH DISPLAY
 50 Pence
 etc.

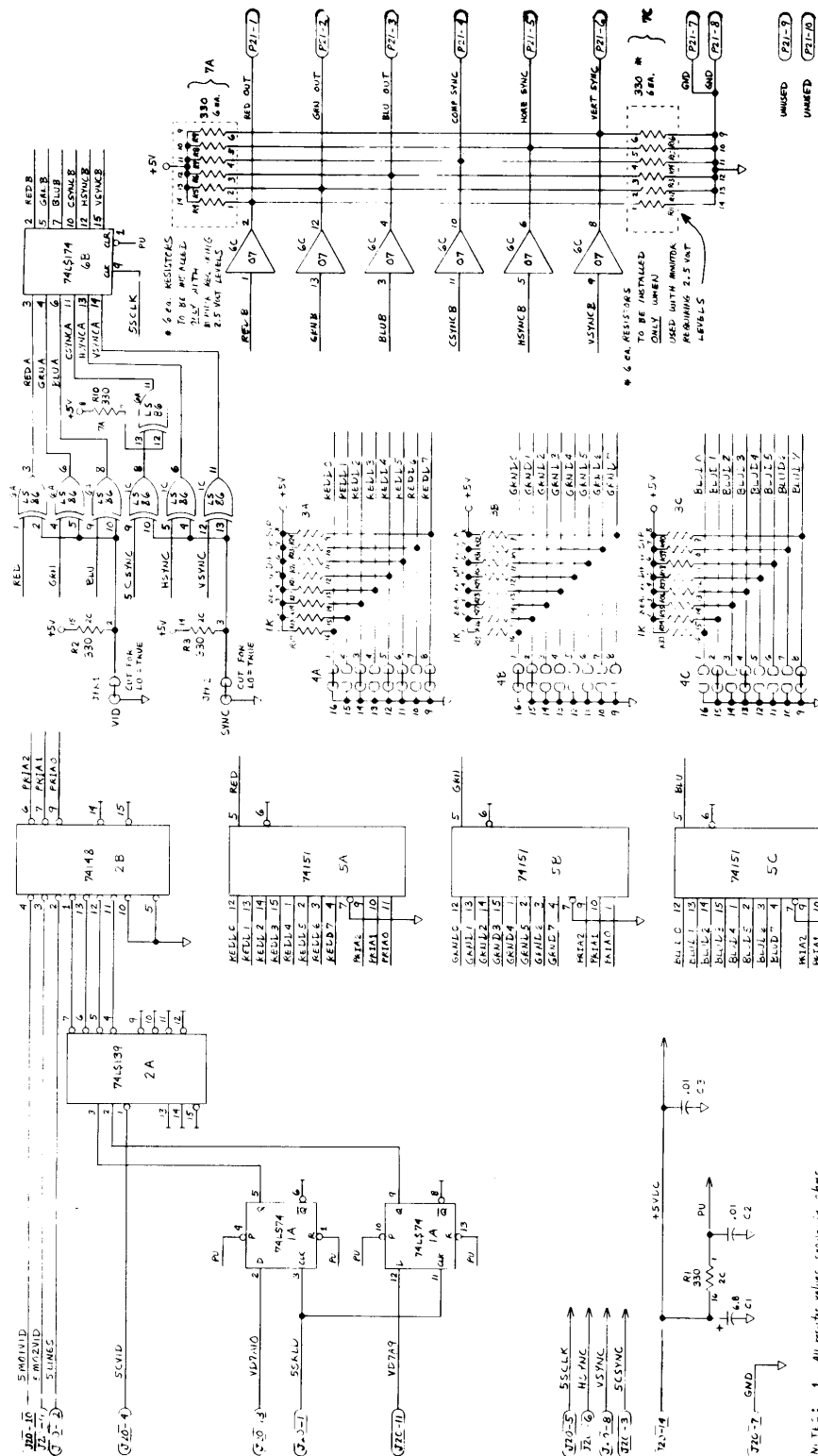
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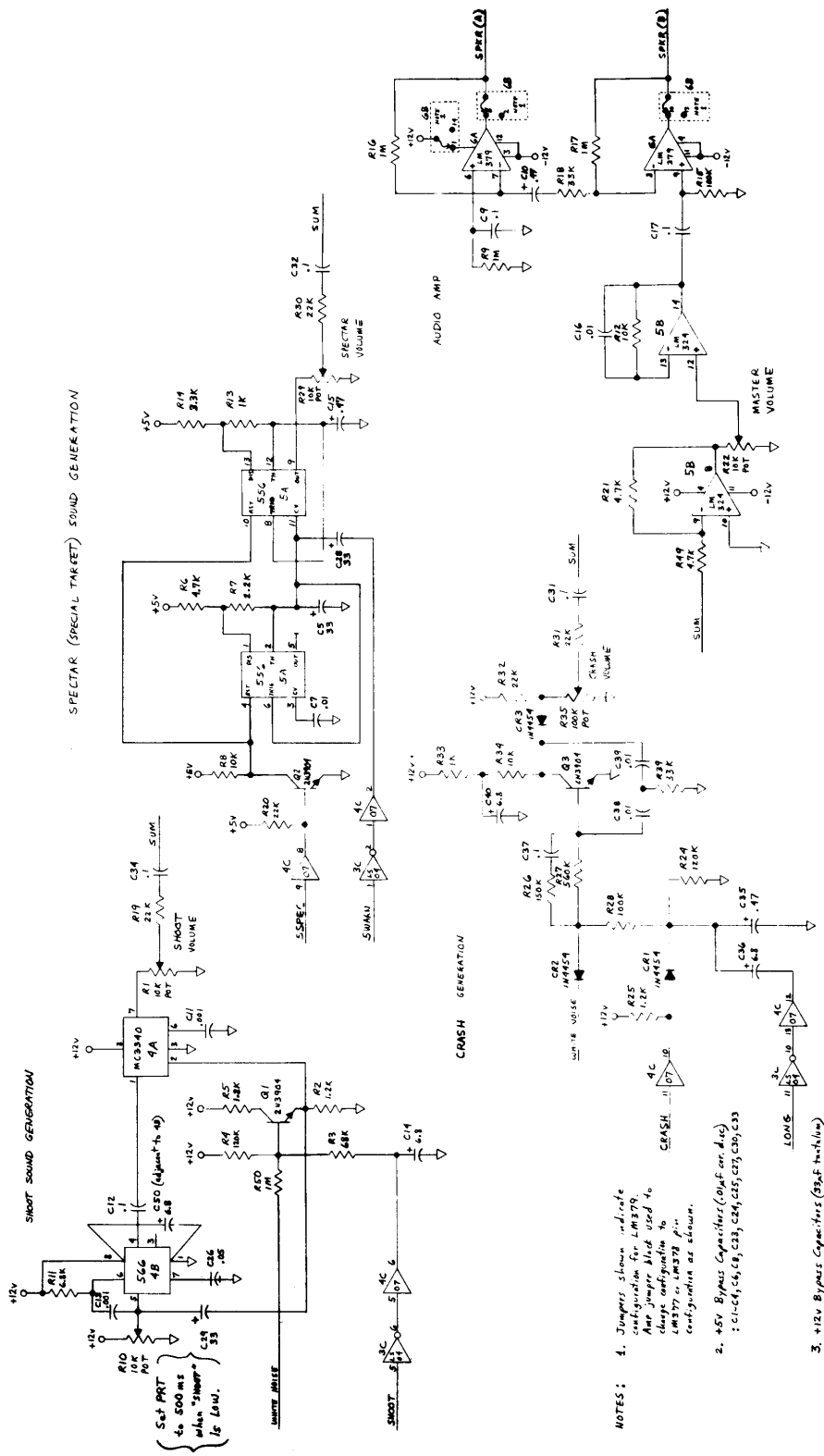
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NOTE: 1. All resistor values shown in Ohms.
 2. All resistor values shown in microhms.
 3. C4-C6 (not shown) are .01 microfarad disc. for bypass.

UNUSED (P21-9)
 UNUSED (P21-10)

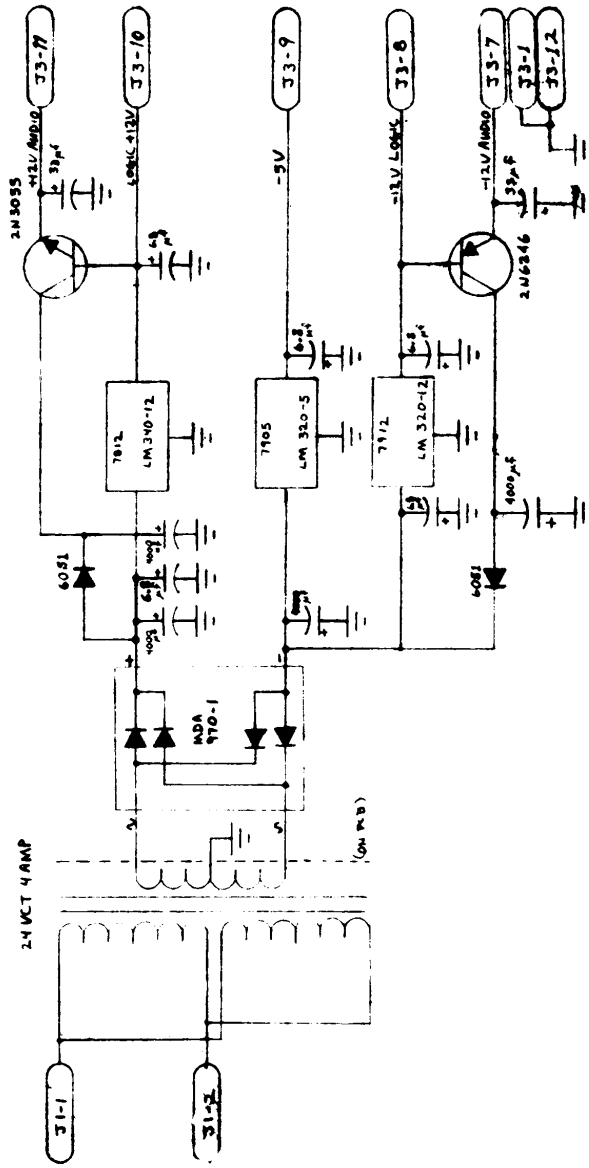


SPECTAR (SPECIAL TARGET) SOUND GENERATION

SHOOT SOUND GENERATION

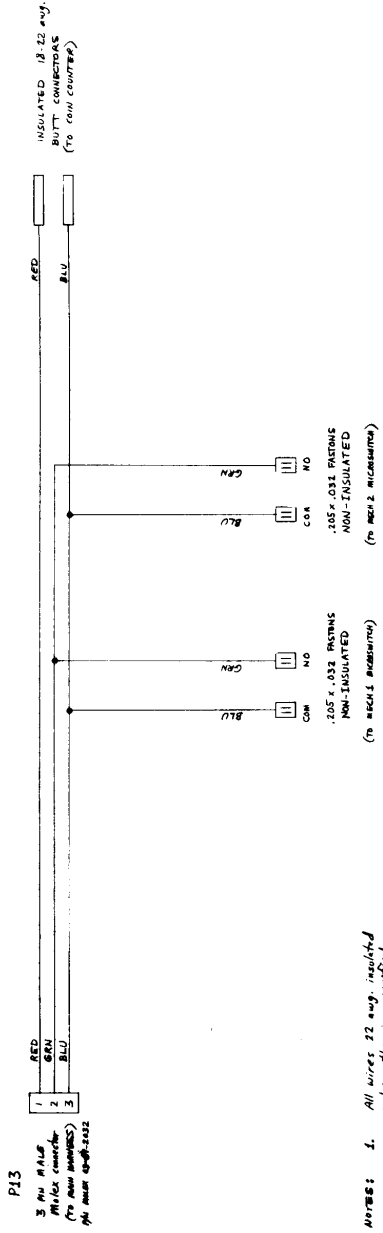
CRASH GENERATION

- NOTES:
1. Jumpers shown indicate configuration for LM379. An jumper block used to change configuration to LM377 or LM378 pin configuration as shown.
 2. +5V Bypass Capacitors (0.01µF or d.c.) : C1, C6, C8, C33, C24, C25, C35, C30, C33
 3. +12V Bypass Capacitors (50µF or 100µF) : C18, C20



UNIVERSAL POWER SUPPLY SCHEMATIC
 +12.0 V Ambio & Logic, -12.0 V Ambio & Logic
 -5.0 V Logic

TARG
CONV HARNESS SCHEMATIC
(UNIVERSAL CONV HARNESS)



- NOTES:
1. All wires 22 awg. insulated unless otherwise specified.
 2. ABSOLUTELY NO SUBSTITUTIONS ON SPECIFIED WIRE COLORS

