16-3036-101 December 15, 1988

Service Manual

13

Programmed	Chip St	immar	y (Cont	inued on Inside-Back Cover
IC	DESCRIPTION	TYPE	BOARD LOC.	PART NO.
CRAM Controller	PLD	EP153A	CPU Board U28	A-5346-3036-1
Local Ctlr	PLD	EP153A	CPU Board U78	A-5346-3036-2
Video RAM Ctlr	PLD	EP153A	CPU Board U79	A-5346-3036-3
Address Decoder	PLD	EP153A	CPU Board U80	A-5346-3036-4
Image ROM Ctir	PLD	EP153A	CPU Board U83	A-5346-3036-5
Video RAM Seq.	PLD	EP600	CPU Board U12	A-5346-3036-6
Autoerase Ctlr	PLD	EP900	CPU Board U20	A-5346-3036-7
Program ROM	ROM	27512	ROM Board U23	A-5343-3036-7
Program ROM	ROM	27512	ROM Board U24	A-5343-3036-8
Image ROM	ROM	27512	ROM Board U25	A-5343-3036-15
Image ROM	ROM	27512	ROM Board U26	A-5343-3036-16
Image ROM	FICM	27512	ROM Board U27	A-5343-3036-17
Image ROM	FOM	27512	ROM Board U28	A-5343-3036-18
Image ROM	FICM	27512	ROM Board U29	A-5343-3036-19
Image BOM	FICM	27512	ROM Board U30	A-5343-3036-20
Image ROM	ROM	27512	ROM Board U31	A-5343-3036-21
Image ROM	ROM	27512	ROM Board U32	A-5343-3036-22
Image ROM	FICM	27512	ROM Board U33	A-5343-3036-23
Image ROM	ROM	27512	ROM Board U34	A-5343-3036-24
Image ROM	ROM	27512	ROM Board U35	A-5343-3036-25
Image ROM	ROM	27512	ROM Board U36	-5343-3036-26
Image ROM	HOM	27512	ROM Board U37	A-5343-3036-27
Image ROM	ROM	27512	ROM Board U38	A-5343-3036-28
Image ROM	RCM	27512	ROM Board U39	A-5343-3036-29
Image ROM	FICM	27512	HOM Board U40	A-5343-3036-30
Program ROM	RCM	27512	ROM Board U41	A-5343-3036-9
Program ROM	FICM	27512	ROM Board U42	A-5343-3036-10
Image ROM	ROM	27512	HOM Board U43	A-5343-3036-31
Image ROM	ROM	27512	ROM Board U44	A-5343-3036-32
Image ROM	ROM	27512	ROM Board U45	A-5343-3036-33
Image ROM	FOM	27512	ROM Board U46	A-5343-3036-34
Image ROM	FOM	27512	ROM Board U47	A-5343-3036-35
Image ROM	BOM	27512	BOM Board U48	A-5343-3036-38
Image ROM	BOM	27512	BOM Board U49	A-5343-3036-37
Image ROM	ROM	27512	BOM Board U50	A-5343-3036-38
Image BOM	BOM	27512	ROM Board US1	A-5343-3036-39
Image BOM	FCM	27512	BOM Board US2	A-5343-3036-40
Image BOM	BOM	27512	BOM Board U53	A-5343-3036-41
Image BOM	PCM	27512	ROM Board 1154	A-5343-3038-42

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16-3036-101 December 15, 1988



SERVICE MANUAL

•operation •adjustment •unique parts bookkeeping
diagnostics

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Programmed Chips on the Sound Board

IC	DESCRIPTION	TYPE	BOARD LOC.	PART NO.
Sound ROM	ROM	27512	Sound Board U3	Not Used
Sound ROM	ROM	27512	Sound Board U4	A-5343-3036-1
Sound ROM	ROM	27512	Sound Board U5	A-5343-3036-2
Sound ROM	FICM	27512	Sound Board U35	A-5343-3036-3
Sound ROM	FOM	27512	Sound Board U36	A-5343-3036-4
Sound ROM	FICM	27512	Sound Board U37	A-5343-3036-5
Sound ROM	FOM	27512	Sound Board U38	A-5343-3036-6

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Jumper Table mber 15, 1988 CPU Board Connected Not Used W3 W1 W4 W2 W6 W5 W9 W7 W10 W8 W11 W12 W14 W13 **ROM Board** 1/2 (None) 3/4 5/6 7/8 9/10 11/12 handstands 13/14 sing any house R1 **CPU Board** W3 W1 W4 W2 W6 W5 5 808 W9 W7 W10 W8 OH T PA W11 W12 Hot Useri W14 W13 -A202-8% Sound Board W1 W9 W2 W13 40 303042 W4 W15 W3 W14 13-3066 3 W5 W17 W6 W16 43-8036-4 W7 W18 W10 W19 7.8000 01 W20 W8 W11 W21 13 3030 6 W12

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Table of Contents

Chapter 1. Operating Procedures	.1-5
Programmed Chip SummaryPart 1	.1-2
Programmed Chips on the Sound Board	.1-3
Jumper Table	.1-4
Warnings and Notices	1-8
Examine Your Game	.1-9
Control Locations	-10
Power Turn-On	1-11
Game Operation	1-12
Player Panel (Illustration)	1-13
Game Adjustments, Bookkeeping, Diagnostics	-15
Main Test Menu (Illustration)	1-16
Typical Audits Screen, Page 1 (Illustration)	1-17
Typical Audits Screen, Page 2 (Illustration)	1-18
Typical Game Adjustments Screen (Illustration)	1-19
Electronic Drawings	1-21



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Service Manual 1- 6

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Chapter 1. Operating Procedures

Warnings and Notices Examine Your Game Control Locations Power Turn-On

Game Operation Player Panel (Illustration) Game Adjustments, Bookkeeping, Diagnostics Main Test Menu (Illustration)

Typical Audits Screen, Page 1 (Illustration) Typical Audits Screen, Page 2 (Illustration) Typical Game Adjustments Screen (Illustration)

Pricing Table

10.2

Warnings and Notices

WARNING

FOR SAFETY AND RELIABILITY, substitute parts or modifications are
 not recommended.

USE OF NON-WILLIAMS PARTS or circuit modifications may cause injuries or equipment damage.

SUBSTITUTE PARTS OR MODIFICATIONS may void FCC Type Acceptance.

SINCE THIS GAME IS PROTECTED by Federal copyright, trademark and patent laws. Unauthotized software or hardware modifications may be illegal under Federal law.

THIS "MODIFICATION" PRINCIPLE ALSO APPLIES to unauthorized facsimiles of WILLIAMS logos, designs, publications and assemblies. Moreover, facsimiles of WILLIAMS equipment (or any feature thereof) may be illegal under Federal law. Whether or not such facsimiles are manufactured with WILLIAMS components, this rule applies.

WARNING

This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this

Service Manual 1-8

equipment in a residential area is likely to cause intereference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

WARNING

FCC STICKER. Check the back of your game for an FCC sticker. When WILLIAMS ships a game, the game has been found to comply with FCC Rules. The sticker is proof. If the sticker is missing, *legal repercussions to the* owner and distrubutor of the game may result. If your game (manufactured after December 1982) has no FCC sticker, call WILLIAMS for advice. Or write us a note on your game-registration card. Be sure the card bears your game's serial number.

WARNING

THREE-WIRE PLUG. Prevent shock hazard and assure proper game operation! Only plug this game into a properly grounded outlet. DO NOT use a "cheater" plug to defeat the power cord's ground pin. DO NOT cut off the ground pin.

RF-INTERFERENCE NOTICE

YOUR GAME'S CABLE-HARNESS PLACEMENT and ground-strap routing are very important. They are designed to keep RF radiation and conduction within levels accepted by FCC Regulations.

MAINTAIN THESE LEVELS. Servicing may require that you disconnect harnesses or gound straps. When you're finished, reposition and reconnect them as they were.

Examine Your Game

INSPECT THE OUTSIDE of the carton or game cabinet for shipping damage.

1.1.5

· UNLOCK AND OPEN the bottom-rear door. Now check circuitry.

ARE CONNECTORS SECURELY ATTACHED? Reconnect any found loose.
 Don't force connectors! They're keyed and only fit one way.

ARE PLUG-IN CHIPS FIRMLY SEATED in their sockets?

• UNWRAP THE POWER CORD coiled inside the cabinet. Don't plug it in yet!

 SCRUTINIZE MAJOR SUBASSEMBLIES, such as the monitor, player panel, transformer chassis and power supply. Make sure they're securely mounted.

UNDO THE CONTROL-PANEL LATCHES. You can reach these from the coin door by extending your arm upward and to either side. Now check connectors and circuitry as above.

Control Locations

THE ON-OFF SWITCH is above the back (monitor) door. Standing before the game, you'll find the switch at the game's top-left corner.

POWER INTERLOCK SWITCH. Your game has two power-interlock switches. These are located at the back of the game, behind the top and middle panels. Imagine that you're standing behind the game. An interlock is in the upper-right corner of each panel. Each interlock is a spring-loaded DPDT switch. It turns off the game when you remove the panel. For servicing purposes, pull the switch out and the game will power up.

THE VOLUME CONTROL is inside the coin door and to your right.

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Service Manual 1-10

THREE DIAGNOSTIC SWITCHES are mounted together on a bracket behind the coin door. These switches are useful for many purposes: Accessing Diagnostic Mode Tests, reading the bookkeeping totals or making game adjustments. See relevant discussions later in this chapter.

THE MEMORY-PROTECT INTERLOCK SWITCH is behind the coin door. •This switch must be open when you clear bookkeeping totals or make game adjustments. It automatically opens when the coin door is open.

THE CPU-BOARD RESET SWITCH is on the CPU Board near the +5VDC indicator LED.

Power Turn-On

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WHEN THE GAME IS FIRST TURNED ON general illumination should light. In a correctly running game, tests will be followed by the message "INITIAL CHECKS INDICATE: THIS GAME IS BITCHIN'." If failure messages come up on the screen instead, refer to **Built-In Test Procedures.**

DEMAGNETIZE THE GAME with a television degaussing coil. Besides the monitor, remember to degauss large steel parts (for example, the backdoor hinge). Do this whenever you move the game, and also as a regular, monthly procedure. Otherwise residual magnetism may cause color imputities that adversely affect your collections.

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Game Operation

GAME START

INSERT COINS. The game allocates an adjustable number of credits per coin. This number appears on the CRT. For example, assume that your settings specify one credit for a quarter (U.S. factory pricing). A player deposits a quarter and presses 1-PLAYER START. On its screen, the game posts one credit. Then a one-player game begins.

Using player-2 controls for a one-player game is also possible: With one credit displayed, press 2-PLAYER START.

For a two-player game, at least two credits must be displayed. To initiate this two-player game, press the 2-PLAYER START button.

PLAYER CONTROLS

On its player panel, your NARCTM game has four pushbuttons and a joystick. Players can...

- · FIRE at evil pushers with the machine pistol.
- PRESS ROCKET BOMB! Eliminate several pushers in one blast!
- · JUMP over broken sidewalks and other obstacles!
- CROUCH to duck bullets and garbage cans!
- MOVE in eight directions with the joystick.

12.2

Service Manual 1-12



^a Israe^A a value of the Cadillac. And by busting y. Then he blows that manhole. And he downs that no pimp is too high... And no gangster's too low to gat.

THE CITY'S OVERRUN! Slashers! Gangsters! Pimps! The punks are everywhere! The scum of the earth! And only the player can restore law and order! Trigger finger spraying hot metal before him... ROCKET BOMB at the ready... The player is a macho urban guerilla, defending our city from the ultimate urban scourge! This is his neighborhood too. He's committed. He says NO to inner city decadence. He carries a badge and a moral code. And he backs them both with screaming lead.

Indiation!

FEARLESS, ALOOF... He blazes away with his machine pistol. Then he launches a devastating ROCKET BOMB to trap several baddies in simultaneous ambush! With JUMP and SQUAT buttons, he dodges bullets, dynamite and other missiles. But the lurking Loaf, death-dealing Dumpster Man, patronizing Pimp and horrible Hypoman are everywhere. And these mangy marauders stop at nothing. This is their turf. So they'll hurl more bombs and deal more



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corruption. Because they're forever preparing another rendevous with death. Here's a list of the nefarious gangmembers...

- · Loaf
- Gangster
- Pimp
- Hypoman
- · Psychotic
- Slasher
- Dumpster Man
- Mr. Big (Public Enemy Number 1)

THIS JOB DEMANDS GRITTY DETERMINATION, FAST THINKING! The city is a *jungle*. Pushers may lurk in manholes... They may dart by in a heavily armed, pink Cadillac... Or they might even buzz the player with their preemptive pushercopter! But the player laughs at danger. He scores bonus points by seizing contraband *(evidence!)* hidden in the Cadillac. And by busting these parasites on society. Then he blows that manhole. And he downs that pushercopter. Because no pimp is too high... And no gangster's too low to eat hot justice!

ENTER BUILDINGS. The player must seek out and investigate gang strongholds. When enemies darts out of a tenement, the player must enter. If psycho fiends slither in the subway, the player relentlessly pursues them. Not bullets, not bombs, not even mad dogs can deter him. For our hero's sworn duty is to case the hideouts and seize the evidence. Then he can bust another offender!

THE PLAYER STARTS WITH 100 ENERGY UNITS. Busts and evidence win points. For every 25,000 points earned, the player receives 20 energy units. But there's a penalty whenever our hero's hit or if an innocent bystander's injured. Here are some of the major penalties...

Hit by hypo, player loses16 energy units

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Service Manual 1-14

- Attacked by Slasher, player sacrifices10 energy units
- Struck by a bullet, player's penalized five units

THE BIG TARGET. Ultimately the player pursues Public Enemy Number One, Mr. Big. Mr. Big is the shimmering, super slug king of the sleazy, slimy underworld empire. His glitzy, cosmopolitan crib is brimming with evidence. And he's the inevitable prospect for a megabust. But he's wily. He's quick. And he's amply equipped with the latest Hyper-Crimewave Technology. But the player must not permit him to escape! The dragnet must not fail!

Game Adjustments, Bookkeeping, Diagnostics

MENU CONCEPT. For your convenience, game adjustment, bookkeeping, audit totals and diagnostics are *menu-driven* features. Each *menu* is a list of several choices that you may act upon as desired.

LEVELS OF MENUS. Your game has several levels of menus. That is, one menu selection will send the game to another menu. The menus are arranged in outline fashion. That is, a menu of general options selects menus of more specific options.

PRESS ADVANCE. Adjustments, bookkeeping and diagnostics are available from the main test menu. Enter the main test menu by pressing the ADVANCE button inside the coin door. ADVANCE is mounted on a bracket bolted to the inside of the door. Besides initiating diagnostics and other modes, ADVANCE permits you to browse through and alter menus. When you press ADVANCE, the game steps through the options of one menu.

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Main Test Menu

Normally you may exit the menu you're inspecting and return to the previous menu. In fact, "RETURN TO MAIN MENU" and "EXIT TO GAME OVER" are typical menu options. Suppose that you select "RETURN TO MAIN MENU": The game returns to the option where it was before on the previous menu.

Pressing and holding ADVANCE also causes the game to exit from a menu.

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Service Manual 1-16

However when you press and hold ADVANCE, the game exits to the next lower option on the previous menu. This capability of the ADVANCE button allows you to access menu features even when player panel controls malfunction.

GAME AUDITS

GAME AUDITS SHOW YOU AT A GLANCE if game settings are bringing you a satisfactory return on your investment! Only games by WILLIAMS ELECTRONICS have this menu-driven feature. Think of it as a unique way to keep your NARC game the leader of the pack when it comes to earnings...location after location, week in and week out!



Typical Audits Screen, Page 1

1.1.1

ENTERING AUDIT MODE. Open the coin door and press ADVANCE. You'll see the main test menu on the CRT screen. Use either joystick to highlight GAME AUDITS. Now select GAME AUDITS by pressing any player panel button.



Typical Audits Screen, Page 2

The first GAME AUDITS page will appear. Total plays and the number of extra men that players earned are provided here. The remaining entries on this

1918

Service Manual 1-18

page relate aspects of gameplay to time. The second audit page relates how many times players achieved each *wave*. (difficulty level). Now let's examine two audit entries...

AVERAGE TIME PER CREDIT: TWO MINUTES. Your most important figure.on the first AUDITS page is AVG. PLAYER GAME TIME (MIN.). You'll want to pay special attention to this figure every day for this reason: Thorough field and factory research has shown that *two-minute games both satisfy players and also keep the quarters flowing.*



Typical Game Adjustments Screen



If games aren't running about two minutes long, then collections probably aren't at their peak. You'll want to tailor your game to your game-playing public. It's easy, and we'll talk about that subject in a moment. Meanwhile, another very useful figure is AVG. ELAPSED TIME/PLAY. This number tells you approximately how long your game must operate before earning a quarter.

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Here are some tailoring suggestions...

EXCLUSIVE GAME ADJUSTMENTS

- 1. Press ADVANCE to enter the main test menu (described earlier).
- Using either joystick, move the selection arrow down to GAME ADJUSTMENT.
- To select GAME ADJUSTMENT, press any player panel button. Now you'll see the adjustment screen.

Use either joystick to highlight the feature you desire to adjust.

To select that feature, press any player panel button.

- Use either joystick to alter the value of an adjustment. (The joystick causes YES-NO settings to toggle between YES and NO.)
- 7. To return to Game-Over Mode, follow menu selections on your screen.

Typical Game Adjustments Screen

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		20 19						10 9	SEE CHART SEE CHART	U83 U12	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEQ.	
		20 19 18						10 9 8	SEE CHART SEE CHART SEE CHART	U83 U12 U20	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEQ. IC, PLD-AUTOERA CNTL	SE
		20 19 18 17						10 9 8 7	SEE CHART SEE CHART SEE CHART S340- 12019-00	U83 U12 U20 U45	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEQ. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX B	SE
		20 19 18 17 16						10 9 8 7 6	SEE CHART SEE CHART SEE CHART 12019-00 5340- 12213-00	U83 U12 U20 U45 U42 - U49 U68 - U75	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEQ. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8K×8 IC, RAM/V 4461 64K×4	SE
		20 19 18 17 16 (4) 15	5880- 11056-00	Bi	BATTERY - LITHIUM BY BUTTON		۲	10 9 8 7 6 5	SEE CHART SEE CHART S340- 12019-00 5340- 12213-00	U83 U12 U20 U45 U42 - U49 U68 - U75	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8K×8 IC, RAM/V 4461 64K×4	SE
		20 19 18 17 16 15 14	5880- 11056-00 SEE CHART	Bi U 2.8	BATTERY - LITHIUM BY BUTTON IC, PLD-COLOR RAM CNTL		۲	10 9 8 7 6 5 4	SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 53400- 12220-00	U83 U12 U20 U45 U42 - U49 U68 - U75 U18	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEQ. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX8 IC, RAM/V 4461 64KX4 IC, TMS34010 G.S.P.	SE
		20 19 18 17 16 15 14 13	5880- 11056-00 SEE CHART SEE CHART	BI U28 U78	BATTERY - LITHIUM BY BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL		œ	10 9 8 7 6 5 4 3	SEE CHART SEE CHART SEE CHART 5340- 12019-00 5340- 12213-00 5400- 12220-00 5410- 12239-00	U83 U12 U20 U45 U42 - U49 U68 - U75 U18 U18 U77	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KXB IC, RAM/Y 4461 64KX4 IC, TMS34010 G.S.P. IC, CUSTOM AS	IC
		20 19 18 17 16 15 14 13 12	SBBO- IIDSG-OD SEE CHART SEE CHART SEE CHART	Bi U28 U78 U79	BATTERY - LITHIUM BY BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL IC, PLD-VIDEO RAM CNTL IC, PLD-VIDEO		œ	10 9 8 7 6 5 4 3 2	SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 5400- 12229-00 5410- 12239-00 16-8858 -218	U83 U12 U20 U65 U42 - U49 U68 - U75 U18 U18 U77	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEQ. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX 8 IC, RAM/Y 4461 64KX4 IC, TM534010 G.S.P. IC, CUSTOM AS LABEL, PCB IDENT.	IC
		20 19 18 17 16 15 14 13 12 11	5880- IIO56-00 SEE CHART SEE CHART SEE CHART SEE CHART	BI U28 U78 U79 U80	BATTERY - LITHIUM BY BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL IC, PLD-VIDEO RAM CNTL IC, PLD-ADDRESS DECODE		œ	10 9 8 7 6 5 4 3 2 1	SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 5400- 12220-00 5410- 12239-00 16-8858 -218 C-11878	U83 U12 U20 U45 U42 - U49 U68 - U75 U18 U18 U77	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX B IC, RAM/Y 4461 64KX4 IC, TMS34010 G.S.P. IC, CUSTOM AS LABEL. PCB IDENT. SYS-Z CPU PCB SUB-ASSEMBLY	IC
		20 19 18 17 16 15 14 13 12 11 11 11 11 11	SEBO- IIDSG-00 SEE CHART SEE CHART SEE CHART SEE CHART SEE CHART	Bi U 2.8 U 78 U 79 U 80 Met destavation	BATTERY - LITHIUM SY BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL IC, PLD-VIDEO RAM CNTL IC, PLD-ADDRESS DECODE GEOUPTIDE	1 1 1 1 1	C	10 9 8 7 6 5 5 4 3 2 1 1 11168	SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 5400- 12220-00 5410- 12239-00 16-8858 -218 C-11878 FRT RL	U83 U12 U20 U45 U45 U45 U45 U45 U75 U18 U77	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8K X B IC, RAM/V 44GI 64K X4 IC, TMS34010 G.S.P. IC, CUSTOM AS LABEL, PCB IDENT. SYS-Z CPU PCB SUB-ASSEMBLY DESORPTION	IC IC
		20 19 18 17 16 15 14 13 12 11 11 115	5880- IIO56-00 SEE CHART SEE CHART SEE CHART SEE CHART SEE CHART	Ві U28 U78 U79 U80 Met desidention BILL OF 1	BATTERY - LITHIUM SV BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL IC, PLD-VIDEO RAM CNTL IC, PLD-VIDEO RAM CNTL IC, PLD-ADDRESS BECODE MINUTION MATERIALS		۲	10 9 8 7 6 5 5 4 3 2 1 1 1108	SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 5400- 12220-00 5410- 12239-00 16-8858 -218 C-11878 Met NL	U83 U12 U20 U65 U42 - U49 U68 - U75 U18 U77 PMRT DESIGNATION BILL OF N	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX 8 IC, RAM/Y 44GI 64KX4 IC, TMS34010 G.S.P. IC, CUSTOM AS LABEL. PCB IDENT. SYS-Z CPU PCB SUB-ASSEMBLY DESORPTION	IC
		20 19 18 17 16 15 14 15 12 11 11 1105	5880- IIO56-00 SEE CHART SEE CHART SEE CHART SEE CHART NHT NL	BI U28 U78 U79 UBO PHET DESIDIATION BILL OF 1	BATTERY - LITHIUM BY BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL IC, PLD-VIDEO RAM CNTL IC, PLD-VIDEO RAM CNTL IC, PLD-ADDRESS DECODE MIDERIALS	1 1 1 1 1		10 9 8 7 6 5 4 3 2 1 1 1108	SEE CHART SEE CHART S340- 12213-00 5340- 12213-00 5400- 12239-00 16-8858 -218 C-11878 MRT NG	U83 U12 U20 U45 U42 - U49 U65 - U75 U18 U77 PHIT DESIGNATION BILL OF N	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX 8 IC, RAM/V 4461 64KX4 IC, TMS34010 G.S.P. IC, CUSTOM AS LABEL. PCB IDENI. SYS-Z CPU PCB SUB-ASSEMBLY DESOLPTION MATERIALS	
	NOTE: FOR SCHEMATIC. R	20 19 18 17 16 15 14 13 12 11 11 11 12 11	SBBO- IID56-00 SEE CHART SEE CHART SEE CHART SEE CHART MIT NG MIT NG NO,	BI U2.8 U78 U79 U80 Meet occupation BILL OF 1 16-9817.	BATTERY - LITHIUM 3V BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-COLOR RAM CNTL IC, PLD-VIDEO RAM CNTL IC, PLD-VIDEO R	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		10 9 8 7 6 5 4 3 2 1 1 1108	SEE CHART SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 5400- 12220-00 5410- 122239-00 16-8858 -218 C-11878 For ML	U83 U12 U20 U45 U42 - U49 U65 - U75 U18 U18 U77 PRET DESIGNATION BILL OF N BILL OF N BILL OF N	IC, PLD-IMAGE ROM CNTL IC, PLD-YIDEO RAM SEQ. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8K×8 IC, RAM/Y 4461 64K×4 IC, TMS34010 G.S.P. IC, CUSTOM AS LABEL, PCB IDENT. SYS-Z CPU PCB SUB-ASSEMBLY DESOLIPTION MATERIALS	
	NOTE: FOR SCHEMATIC. R	20 19 18 17 16 15 14 13 12 11 11 11 11 11 12 11	SEBO- IIO56-00 SEE CHART	BI U28 U78 U79 U80 Peer destantion BILL OF N 16-9817.	BATTERY - LITHIUM BY BUTTON SY BUTTON IC, PLD-COLOR RAM CNTL IC, PLD-LOCAL CONTROL IC, PLD-VIDEO RAM CNTL IC, PLD-VIDEO RAM CNTL IC, PLD-ADDRESS DECODE D	I I I I I I I I I I I I I I I I I I I	C REIROVE 61 DECOMUL -	10 9 8 7 6 5 5 4 3 2 1 1 108	SEE CHART SEE CHART SEE CHART S340- 12019-00 5340- 12213-00 5400- 12220-00 5410- 12239-00 16-8858 -218 C-11878 Ref ML	U83 U12 U20 U45 U42 - U49 U65 U42 - U49 U65 U18 U77 PRET DESIGNATION BILL OF M BILL OF M BILL OF M	IC, PLD-IMAGE ROM CNTL IC, PLD-VIDEO RAM SEG. IC, PLD-AUTOERA CNTL IC, RAM/S 5564 8KX B IC, RAM/Y 4461 64KX4 IC, TMS34010 G.S.P. IC, CUSTOM AS LABEL, PCB IDENT. SYS-Z CPU PCB IDENT. BSUB-ASSEMBLY DESOLITION MATERIALS	IC IC

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Programme	ed Chip Su	ımmar	y (Continued from Inside-Front Cov							
IC	DESCRIPTION	TYPE	BOARD LOC.	PART NO.						
Image ROM	RCM	27512	ROM Board U55	A-5343-3036-43						
Image ROM	RCM	27512	ROM Board U56	A-5343-3036-44						
Image ROM	ROM	27512	ROM Board U57	A-5343-3036-45						
Image ROM	ROM	27512	ROM Board U58	A-5343-3036-46						
Program ROM	RCM	27512	ROM Board U59	A-5343-3038-11						
Program ROM	BOM	27512	ROM Board U60	A-5343-3036-12						
Image ROM	ROM	27512	ROM Board U61	A-5343-3036-47						
Image ROM	RCM	27512	ROM Board U62	A-5343-3036-48						
Image ROM	RCM	27512	ROM Board U63	A-5343-3036-49						
Image ROM	ROM	27512	ROM Board U64	A-5343-3036-50						
Image ROM	ROM	27512	ROM Board U65	A-5343-3036-51						
Image ROM	FIOM	27512	ROM Board U66	A-5343-3036-52						
Image ROM	FICM	27512	ROM Board U67	A-5343-3036-53						
Image ROM	ROM	27512	ROM Board U68	A-5343-3036-54						
Image ROM	ROM	27512	ROM Board U69	A-5343-3036-55						
Image ROM	ROM	27512	BOM Board U70	A-5343-3036-56						
Image ROM	ROM	27512	ROM Board U71	A-5343-3036-57						
Image ROM	FCM	27512	ROM Board U72	A-5343-3036-58						
Image ROM	ROM	27512	ROM Board U73	A-5343-3036-59						
Image ROM	RCM	27512	ROM Board U74	A-5343-3036-60						
Image ROM	ROM	27512	ROM Board U75	A-5343-3036-61						
Image ROM	RCM	27512	ROM Board U76	A-5343-3036-62						
Program ROM	FICM	27512	ROM Board U77	A-5343-3036-13						
Program ROM	FICM	27512	ROM Board U78	A-5343-3036-14						
Image ROM	RCM	27512	ROM Board U79	A-5343-3036-63						
Image ROM	RCM	27512	ROM Board U80	A-5343-3036-64						
Image ROM	ROM	27512	ROM Board U81	A-5343-3036-65						
Image ROM	BOM	27512	BOM Board U82	A-5843-3038-66						
Image ROM	BCM	27512	ROM Board U83	A-5343-3036-57						
Image ROM	FOM	27512	BOM Board U84	A-5343-3038-68						
Image ROM	RCM	27512	ROM Board U85	A-5343-3036-69						
Image ROM	FOM	27512	BOM Board US6	A-5343-3036-70						
Image ROM	BOM	27512	BOM Board U87	A-5343-3036-71						
Image ROM	BOM	27512	ROM Board USA	A-5343-3036-72						
Image ROM	BOM	27512	BOM Board US9	A-5343-3036-73						
Image ROM	FICM	27512	ROM Board U90	A-5343-3036-74						
Image ROM	BCM	27512	BOM Board U91	A-5343-3036-75						
Image ROM	BOM	27512	BOM Board U92	A-5343-3036-76						
Image ROM	BOM	27512	BOM Board U93	A-5343-3036-77						
Image ROM	ROM	27512	ROM Board U94	A-5343-3036-78						

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