

Service-Manual

Uni Wars



GIESSENER STR.27 • 6302 LICH • 06404-2071

TECHNISCHER SERVICE TEL. 06404/2073

I. Spielbeschreibung UNI WARS

Wahlweise 1 oder 2 Spieler steuern nacheinander 3 Raumjäger und wehren den Angriff einer feindlichen Raumflotte ab. Wenn alle 3 eigenen Raumjäger getroffen wurden, ist das Spiel beendet.

- 1) Nach Münzeinwurf Wahltaste für 1 oder 2 Spieler betätigen (je Spiel DM 1,-).
- 2) Den eigenen Raumjäger mit dem "Control" Hebel in Schußposition bringen und zugleich den Angriffen ausweichen.
- 3) In Schußposition mit dem "Fire" Knopf Raketen auslösen.
 - Zusätzlicher Raumjäger für 5000 Punkte.
 - Zusatzpunkte für den Abschluß von Gegnern, die außerhalb ihrer Raumflotte angreifen.
 - Nach erfolgreicher Abwehr greifen neue gegnerische Raumflotten an.

II. Technische Anleitung

1. Maße der Geräte

Wandgerät: Breite 60cm
Tiefe 42 cm
Höhe 84 cm

Standgerät: Breite 64 cm
Tiefe 71 cm
Höhe 170 cm

Tischgerät: Breite 71 cm
Tiefe 80 cm
Höhe 68 - 88 cm
(in der Höhe verstellbar)

2. Einstellmöglichkeiten des Microschalters

| Spielvariante | Schalterstellung | | | | | |
|-----------------------------|------------------|-----|-----|-----|-----|----------------|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| <u>Münzeinwurf</u> | | | | | | keine Funktion |
| 1 Münze/1 Spiel | ON | ON | | | | |
| 1 Münze/2 Spiele | ON | OFF | | | | |
| Freispiel | OFF | OFF | | | | |
| 2 Münzen/1 Spiel | OFF | ON | | | | |
| <u>Bonus - Extra Rakete</u> | | | | | | |
| kein Bonus | | | ON | ON | | |
| Bonus bei 4.000 | | | OFF | ON | | |
| Bonus bei 5.000 | | | ON | OFF | | |
| Bonus bei 7.000 | | | OFF | OFF | | |
| <u>Anzahl der Raketen</u> | | | | | | |
| 3 Raketen | | | | | ON | |
| 5 Raketen | | | | | OFF | |

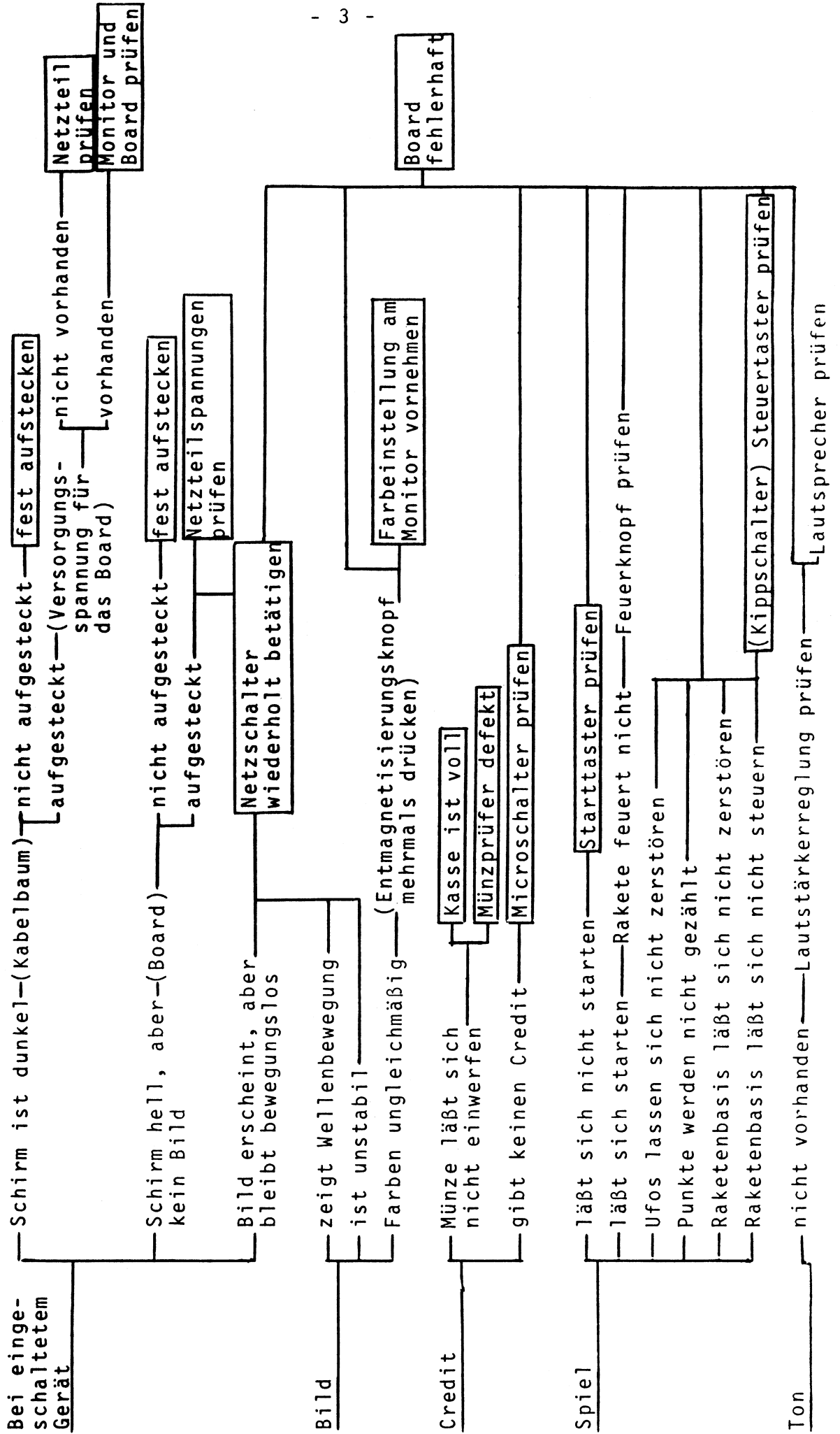
(OPEN = 0 ~~1~~)

3. Einstellung der Lautstärke

Der Potentiometer zur Regelung der Lautstärke der Spielgeräusche befindet sich auf der Platine in der

~~linker~~ rechten oberen Ecke.

4. Serviceplan



5. Steckerbelegung_Space_Fighter (Input/Output Configuration)

| | | | |
|----|-------------------------|---|---------------------------------------|
| 1 | GND | A | GND |
| 2 | GND | B | GND |
| 3 | + 5V | C | + 5V |
| 4 | + 5V | D | + 5V |
| 5 | ung. 12V | E | ung. 12V |
| 6 | 2 Player Startlampe | F | 1 Player Startlampe |
| 7 | Coin Counter | H | |
| 8 | Coin 2 | I | Coin 1 |
| 9 | Service | K | Test |
| 10 | 2 Player Start | L | 1 Player Start |
| 11 | Player 1 Rechts (Right) | M | Player 1 Links (Left) |
| 12 | Player 2 Fire | N | Player 1 Fire |
| 13 | Player 2 Rechts (Right) | P | Player 2 Links (Left) |
| 14 | | R | Bilddrehung Tisch (Picture Inversion) |
| 15 | GND | S | GND |
| 16 | Rot (Red) | T | Grün (Green) |
| 17 | Blau (Blue) | U | SYNC |
| 18 | Lautsprecher (Speaker) | V | Lautsprecher (Speaker) |
| 19 | | W | |
| 20 | | X | |
| 21 | GND | Y | GND |
| 22 | GND | Z | GND |

Brücke



I. Game Concept UNI WARS

The game can be played by 1 or 2 players. Each player has 3 (or 5) galaxips with which he can shoot the invading aliens. The player can dodge from the many missiles fired by the aliens. When all 3 galaxips are destroyed the game is over.

- 1) Put required numbers of coins in the coin slot and push the select button for 1 or 2 players.
- 2) Move the galaxip to left and right by moving the "Control" lever and thereby bring the galaxip into the best shooting position or to avoid the missiles.
- 3) For shooting the aliens depress the "Fire" button.
 - When the score reaches 5000 points (or 4000, 7000 or zero points selectable by an option switch) one more galaxip is added to the players arsenal.
 - Bonus points are given for shooting aliens which attack outside the normal formation.
 - After destroying alle the aliens in one formation a new formation appears.

II. Technical Data

1. Dimesions_of_the_game

Cocktailtable: Wide: 71 cm
 Deep: 80 cm
 High: 68 - 88 cm
 (Height adjustable)

Wall Cabinet: Wide: 60 cm
 Deep: 42 cm
 High: 84 cm

Upright Cabinet: Wide: 56 cm
 Deep: 72 cm
 High: 177 cm

2. Adjustment_of_sound_volume

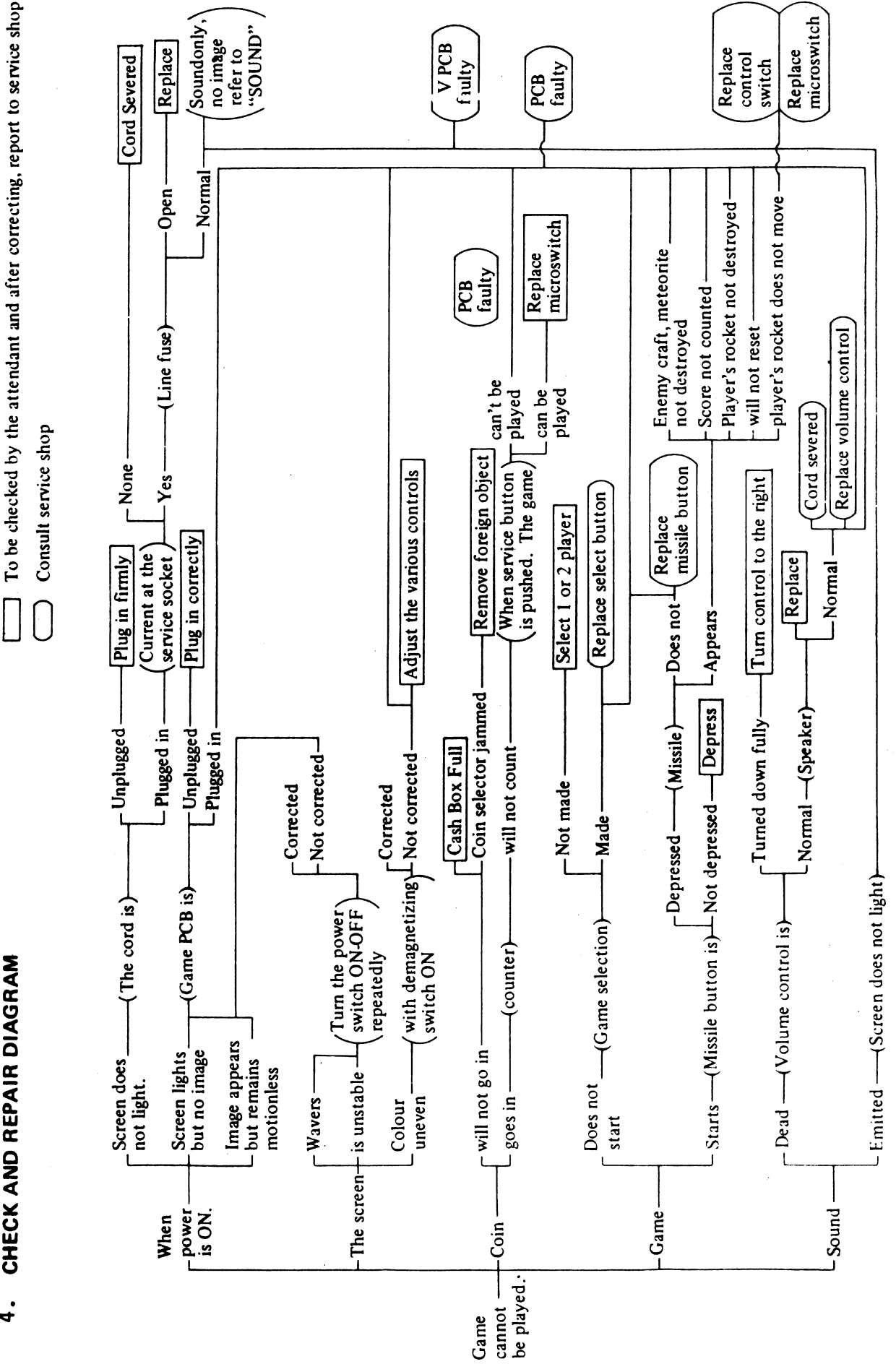
The sound volume adjustment is located on the logic board at the bottom left hand side.

3. Option_Switch_Setting

| Content | Condition of switch | | | | | |
|---------------------------|---------------------|-----|-----|-----|-----|--------|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| <u>Game Costs</u> | | | | | | No Use |
| 1 Credit/1 Play | ON | ON | | | | |
| 1 Credit/2 Plays | ON | OFF | | | | |
| Freeplay | OFF | OFF | | | | |
| 2 Credits/1Play | OFF | ON | | | | |
| <u>Bonus - Extra Ship</u> | | | | | | |
| No Bonus | | | ON | ON | | |
| Bonus at 4.000 | | | OFF | ON | | |
| Bonus at 5.000 | | | ON | OFF | | |
| Bonus at 7.000 | | | OFF | OFF | | |
| <u>Number of Ships</u> | | | | | | |
| 3 Ships | | | | | ON | |
| 5 Ships | | | | | OFF | |

(OPEN = ON)

4. CHECK AND REPAIR DIAGRAM



5. Steckerbelegung_Space_Fighter (Input/Output Configuration)

| | | | |
|----|-------------------------|---|---------------------------------------|
| 1 | GND | A | GND |
| 2 | GND | B | GND |
| 3 | + 5V | C | + 5V |
| 4 | + 5V | D | + 5V |
| 5 | ung. 12V | E | ung. 12V |
| 6 | 2 Player Startlampe | F | 1 Player Startlampe |
| 7 | Coin Counter | H | |
| 8 | Coin 2 | I | Coin 1 |
| 9 | Service | K | Test |
| 10 | 2 Player Start | L | 1 Player Start |
| 11 | Player 1 Rechts (Right) | M | Player 1 Links (Left) |
| 12 | Player 2 Fire | N | Player 1 Fire |
| 13 | Player 2 Rechts (Right) | P | Player 2 Links (Left) |
| 14 | | R | Bilddrehung Tisch (Picture Invertion) |
| 15 | GND | S | GND |
| 16 | Rot (Red) | T | Grün (Green) |
| 17 | Bläu (Blue) | U | SYNC |
| 18 | Lautsprecher (Speaker) | V | Lautsprecher (Speaker) |
| 19 | | W | |
| 20 | | X | |
| 21 | GND | Y | GND |
| 22 | GND | Z | GND |

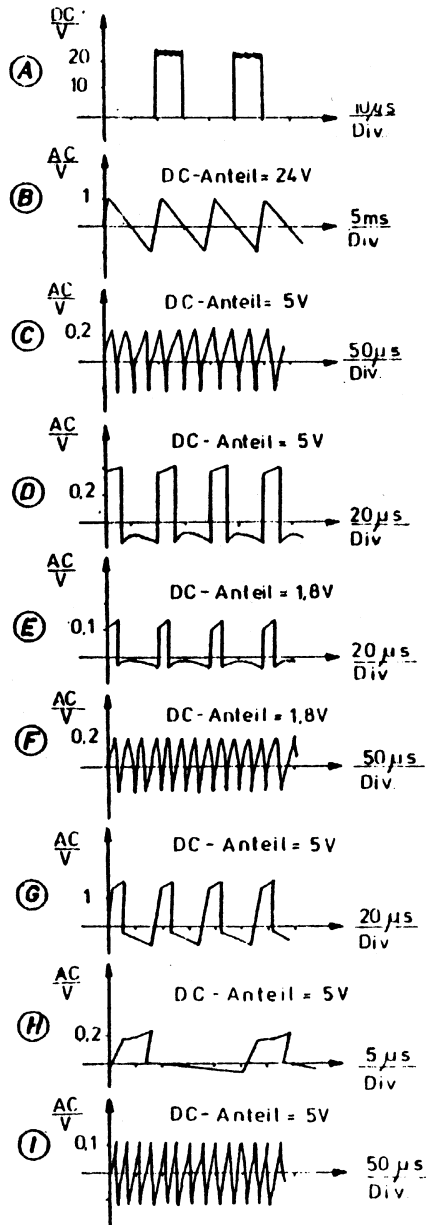
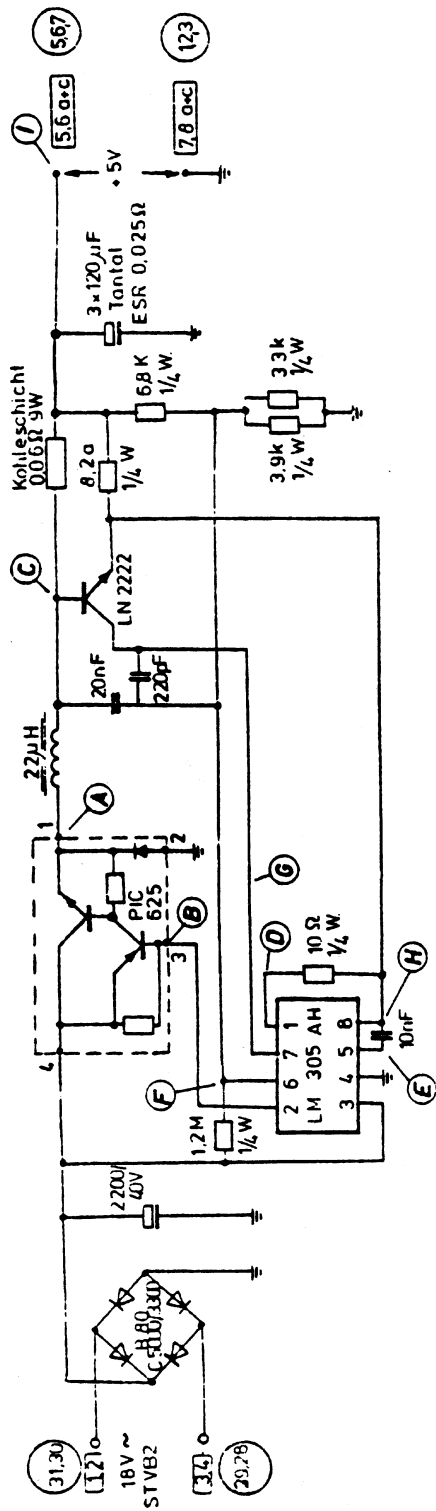
Brücke

6. ERSATZTEIL-LISTE UNI WARS

| | <u>Artikel-Nr.</u> | <u>Bezeichnung</u> |
|---------------------|--------------------|------------------------------------|
| <u>Wandgerät:</u> | 31.003-0 | Leergehäuse Wand |
| | 28.011-X | Universal-Scheibe gebogen |
| | 28.069-1 | Scheibe Sekurit mit Himmel |
| | 28.202-3 | Bedienanleitung UNI WARS |
| | 38.006-7 | Farb-Monitor 14 Zoll |
| | 38.024-5 | Halterung für Farb-Monitor 14 Zoll |
| | 4.001-S10-6 | Münzprüfer kompl. S10 1DM |
| | 22.002-3 | Kassenbox Wand |
| | 29.001-7 | HT-Rohr 40/500 |
| | 23.001-X | Kandemleuchte |
| | 23.002-8 | Halterung für Kandemleuchte |
| | 24.001-4 | Lüfter |
| | | |
| <u>Standgerät:</u> | 31.010-3 | Leergehäuse Stand |
| | 28.074-8 | Monitorscheibe |
| | 28.075-6 | Scheibe UNI WARS 600x155 |
| | 38.007-5 | Farb-Monitor 20 Zoll |
| | 38.002-9 | Halterung für Farb-Monitor 20 Zoll |
| | 3.001-S10-5 | Münzprüfer Eins S10 1DM |
| | 22.006-6 | Kassentür Stand |
| | 31.012-X | Bedienungsplatte |
| | 23.001-X | Kandemleuchte |
| | | |
| <u>Tischgerät:</u> | 31.002-2 | Leergehäuse Tisch |
| | 28.120-5 | Doppelscheibe mit Umbra 806 |
| | 31.004-9 | Bedienungsplatte Alu 1-Player |
| | 31.005-7 | Bedienungsplatte Alu 2-Player |
| | 38.007-5 | Farb-Monitor 20 Zoll |
| | 38.023-7 | Halterung für Farb-Monitor 20 Zoll |
| | 3.001-S10-5 | Münzprüfer Eins S10 1DM |
| | 22.010-4 | Kassenbox Tisch S10 |
| | 22.003-1 | Türschloss |
| | | |
| <u>Alle Geräte:</u> | 10.1052-1 | Platine UNI WARS |
| | 11.002-5 | Leuchtdrucktaster rot |
| | 11.003-3 | Leuchtdrucktaster gelb |
| | 15.011-2 | Kippschalter |
| | 25.001-9 | Lautsprecher |
| | 1074A-9 | Schaltnetzteil |
| | 37.004-6 | Netzfilter |
| | 15.007-4 | Endschalter GF 79-30A |
| | 26.001-3 | Halterung für Endschalter |
| | 36.001-7 | Sicherungshalter FEP 031-1005 |
| | 36.002-5 | Sicherungskappen FEK 031.1028 |
| | 36.012-2 | Sicherung 1,6 A, Träge 5x20 mm |
| | 8.001-5 | Münzzähler |
| | 37.030-5 | Transformator 220/220/18/14 Volt |
| | 15.0100 | Tiltschalter |

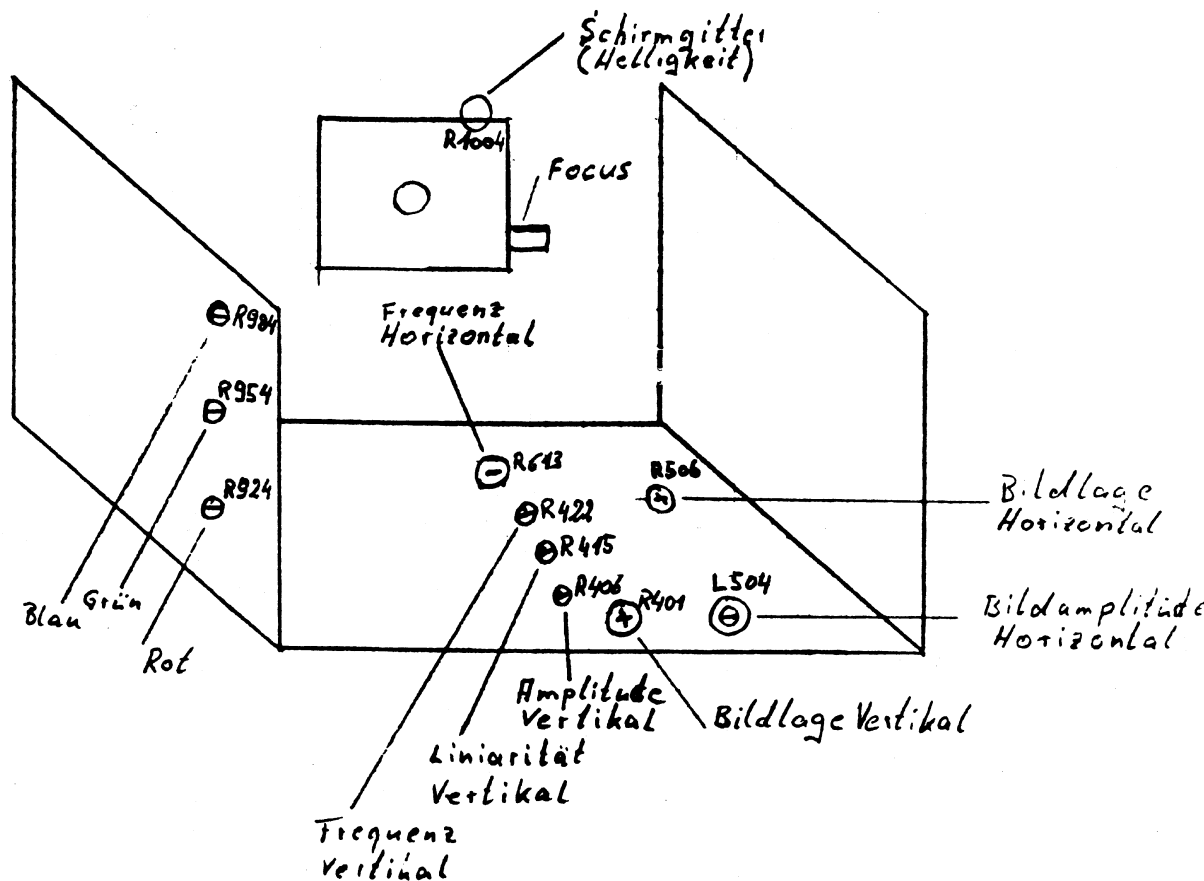
6. SPARE PART LIST UNI WARS

| | <u>No. of Article</u> | <u>Name</u> |
|-------------------------|-----------------------|--------------------------------|
| <u>Wall Cabinet:</u> | 31.003-0 | Empty Wall Cabinet |
| | 28.011-x | Universal pane, bent |
| | 28.069-1 | Pane in triplex glass |
| | 28.202-3 | Service manual Uni Wars |
| | 38.006-7 | Colour monitor 14 inches |
| | 38.024-5 | Support for colour monitor |
| | 4.001-s10-6 | Coin control, complete 1 DM |
| | 22.002-3 | Cash-box |
| | 29.001-7 | HT tube 40/500 |
| | 23.001-x | Kandemlamp |
| | 23.002-8 | Support for Kandemlamp |
| | 24.001-4 | Ventilator |
| | | |
| <u>Upright Cabinet:</u> | 31.010-3 | Empty Upright Cabinet |
| | 28.074-8 | Monitorpane |
| | 28.075-6 | Pane for Uni Wars 600x155 |
| | 38.007-5 | Colour monitor 20 inches |
| | 38.002-9 | Support for monitor |
| | 3.001-s10-5 | Coin control S10 1 DM |
| | 22.006-6 | Cashdoor |
| | 31.012-x | Control board |
| | 23.001-x | Kandemlamp |
| | | |
| <u>Cocktail Table:</u> | 31.002-2 | Empty Table |
| | 28.120-5 | Doublepane with umber 806 |
| | 31.004-9 | Control board alu 1-Player |
| | 31.005-7 | Control board alu 2-Player |
| | 38.007-5 | Colour monitor 20 inches |
| | 38.023-7 | Support for monitor |
| | 3.001-S10-5 | Coin control S10 1 DM |
| | 22.010-4 | Cash-box |
| | 22.003-1 | Door fastening |
| | | |
| <u>All Types:</u> | 10.1052-1 | PC Board Uni Wars |
| | 11.002-5 | Push button red |
| | 11.003-3 | Push button yellow |
| | 15.011-2 | Control lever |
| | 25.001-9 | Speaker |
| | 1074A-9 | Switch-mode power supply |
| | 37.004-6 | Powerline filter |
| | 15.007-4 | Final switch GF 79-30A |
| | 26.001-3 | Support for final switch |
| | 36.001-7 | Safety fuse support |
| | 36.002-5 | Safety cap |
| | 36.012-2 | Safety fuse 1.6 A |
| | 8.001-5 | Prepayment meter |
| | 37.030-5 | Transformer 220/220/18/14 Volt |
| | 15.0100 | Tiltswitch |



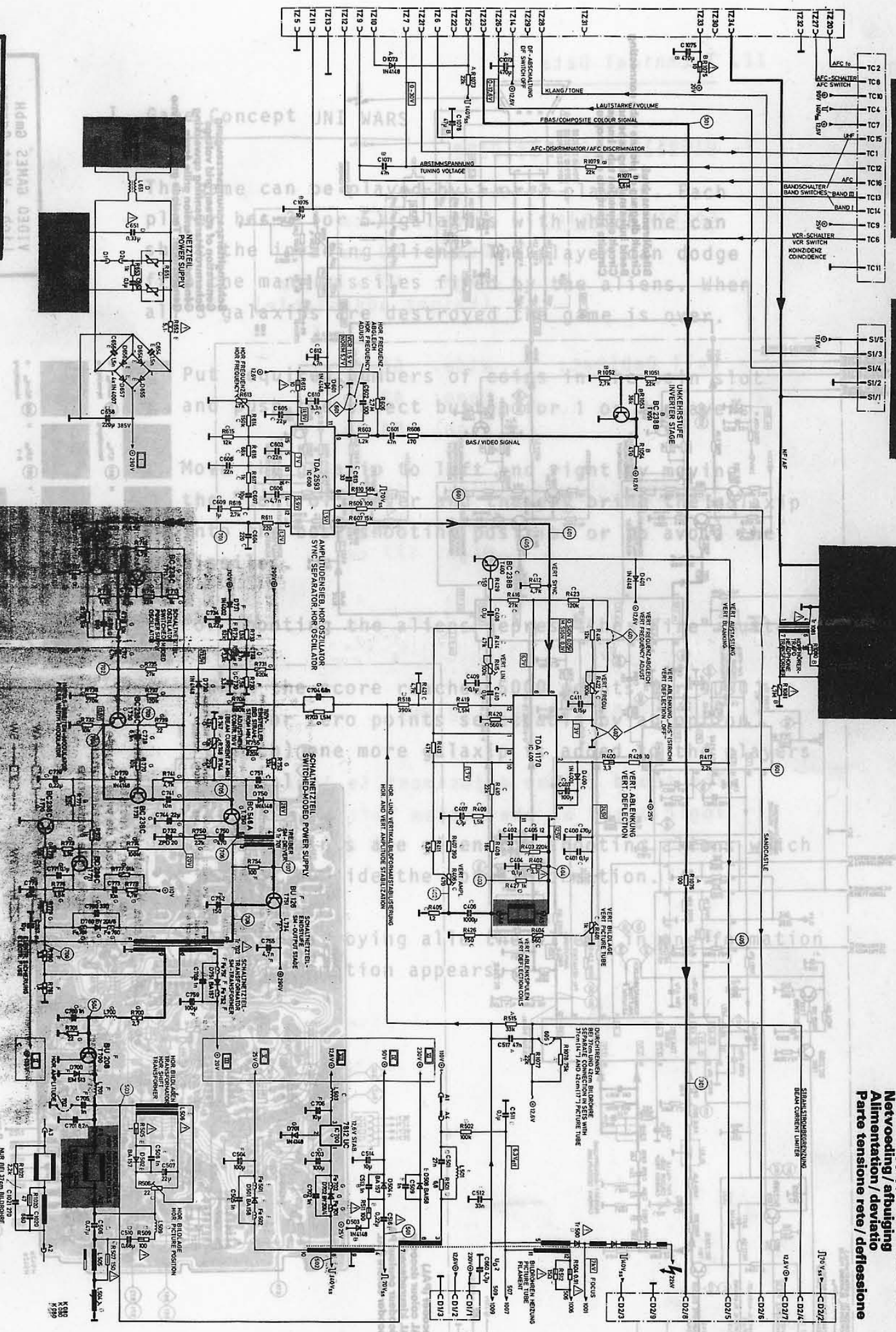
| | | | | |
|-----------------------|---------------------|---|-------|----------------|
| Entwurf: | Datum: | VIDEO-GAMES - GmbH Lich. W.- GERMANY | | |
| Gezeichnet: Stampe | Datum: 0.7.08.80 | Bez.: Schaltplan: 1074 V6- Standard - Netzteil | | |
| Geprüft: | Datum: | Ger.-Nr.: | Rev.: | Blatt: -10- |

Service einstellungen für Monitor JTT



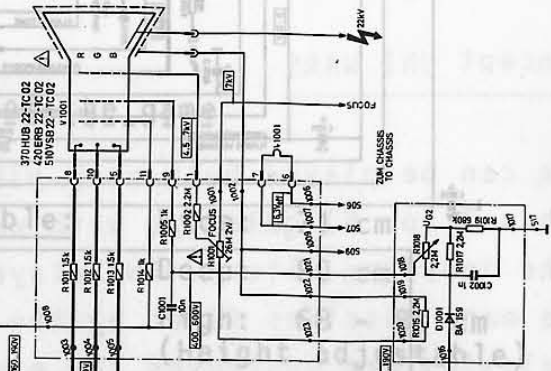
- 1.) Bild zu Rot, Grün oder Blau:
R 924, R 954 oder R 984
nachjustieren.
- 2.) Bildhoriz. gekippt (schräge Streifen)
R 613
- 3.) Bild läuft seitlich durch: R 422
- 4.) Figuren auf rechter und linker
Spielhälfte unterschiedlich breit
R 415
- 5.) Breitenausdehnung des Bildes
zu groß oder klein: R 406
- 6.) Bild nach rechts oder links verschoben: R 401
- 7.) Längsausdehnung des Bildes
zu groß oder klein: L 504
- 8.) Bild nach oben oder unten verschoben: R 506
- 9.) Bild zu hell oder zu dunkel:
R 1004
- 10.) Bild unscharf: Focus

Netztell / Ablenkung
Power supply / deflection circuit
Nettoeding / abfugung
Alimentation / deviatio
Parte tensione rete / deflessione

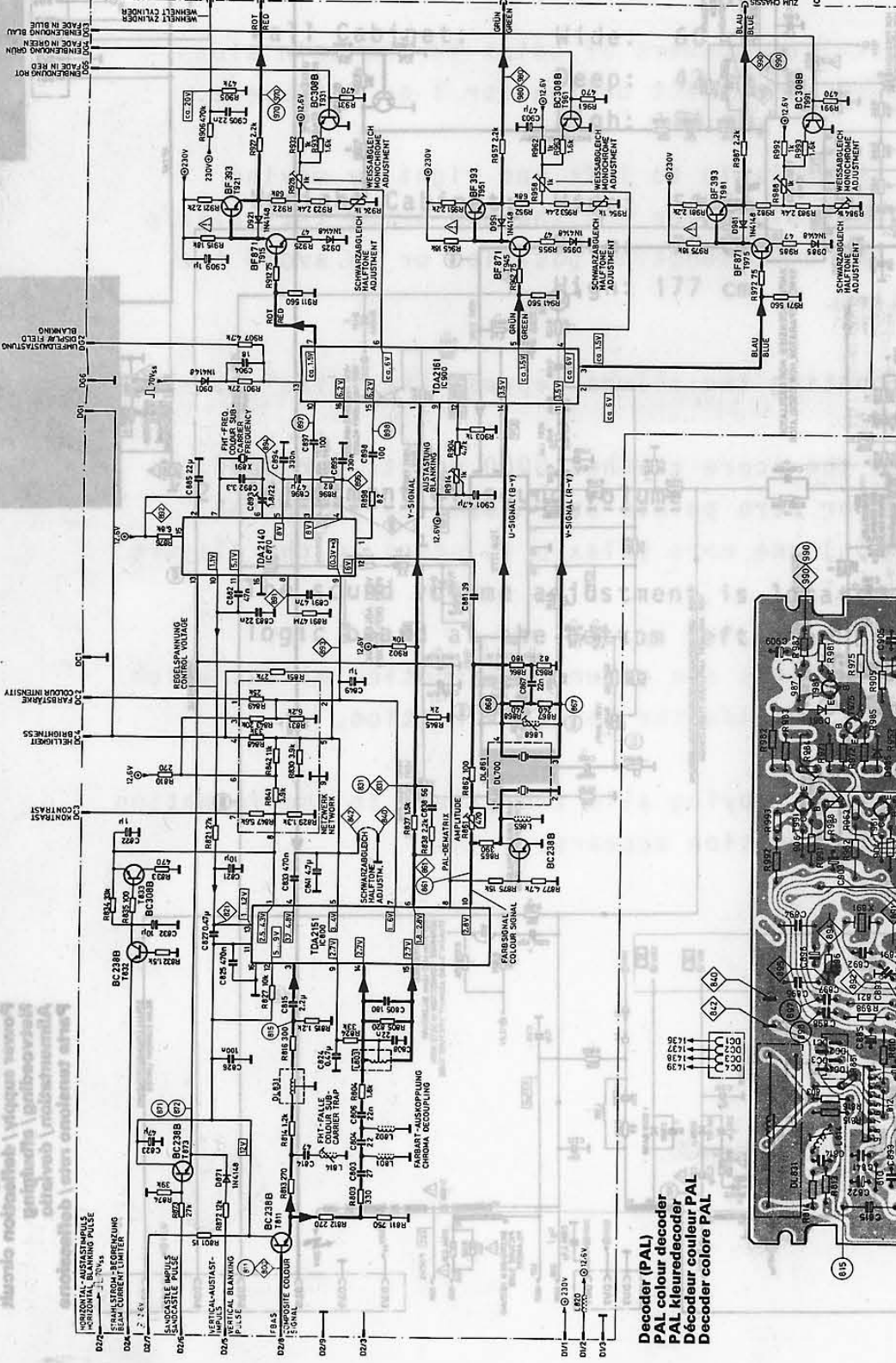
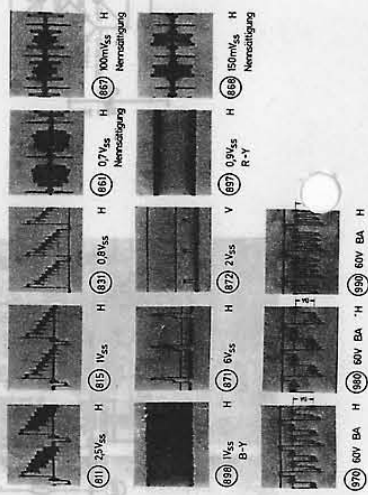


VIDEO GAMES GmbH
 Litch - West Germany
 ITT Farbmonitor

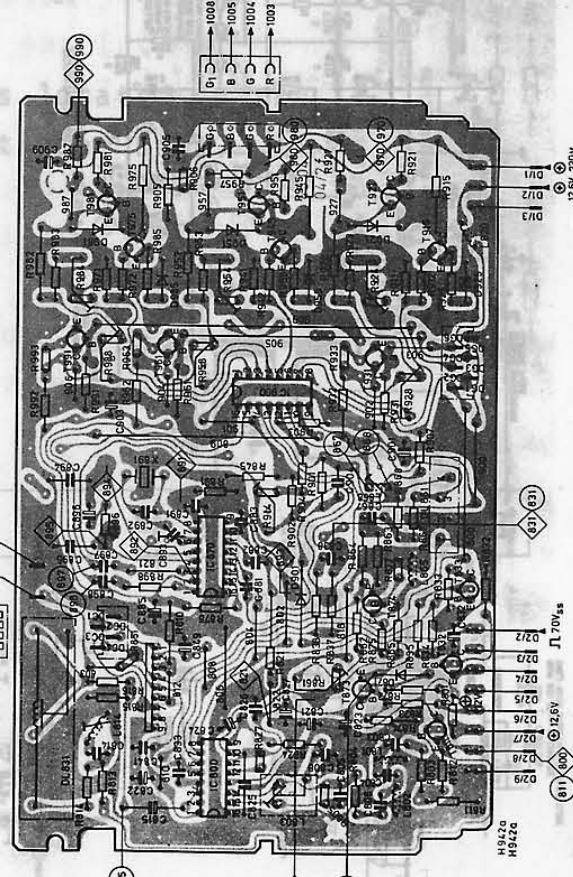
Bildrohrenanschluss
Circuit diagram of picture tube connecting
Beeld buisaansluiting-schema
Circuit connexion tube image
Circuito stampato cinescopio



Schirmgitterspannungserzeugung
Generation of screen grid voltage
Schermerooftspanning opwekking
Génération: Tension grille écran
Generazione: Tensione griglia schermo

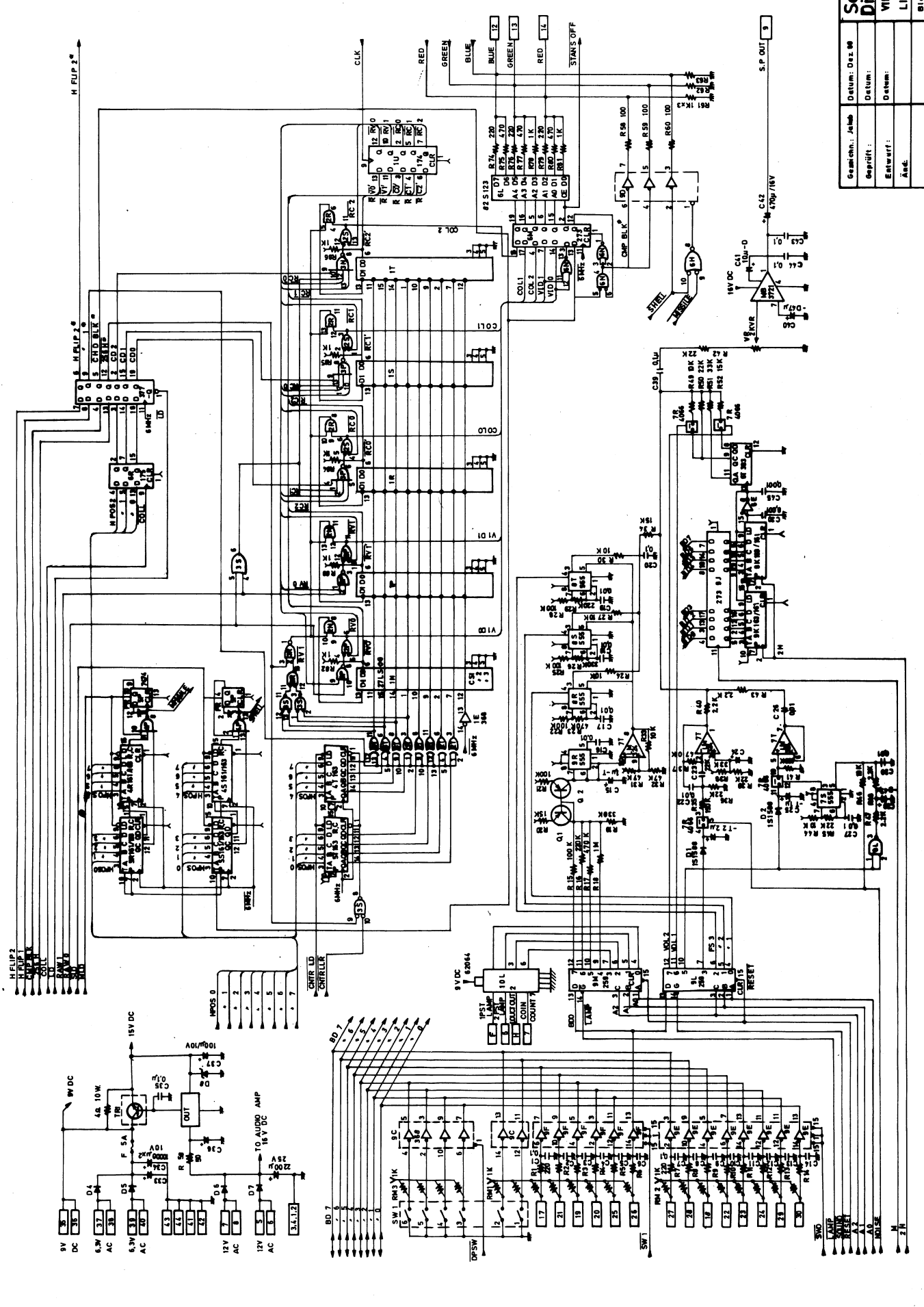


Decoder (PAL)
PAL colour decoder
PAL kleuredecoder
Décodeur couleur PAL
Decoder colore PAL



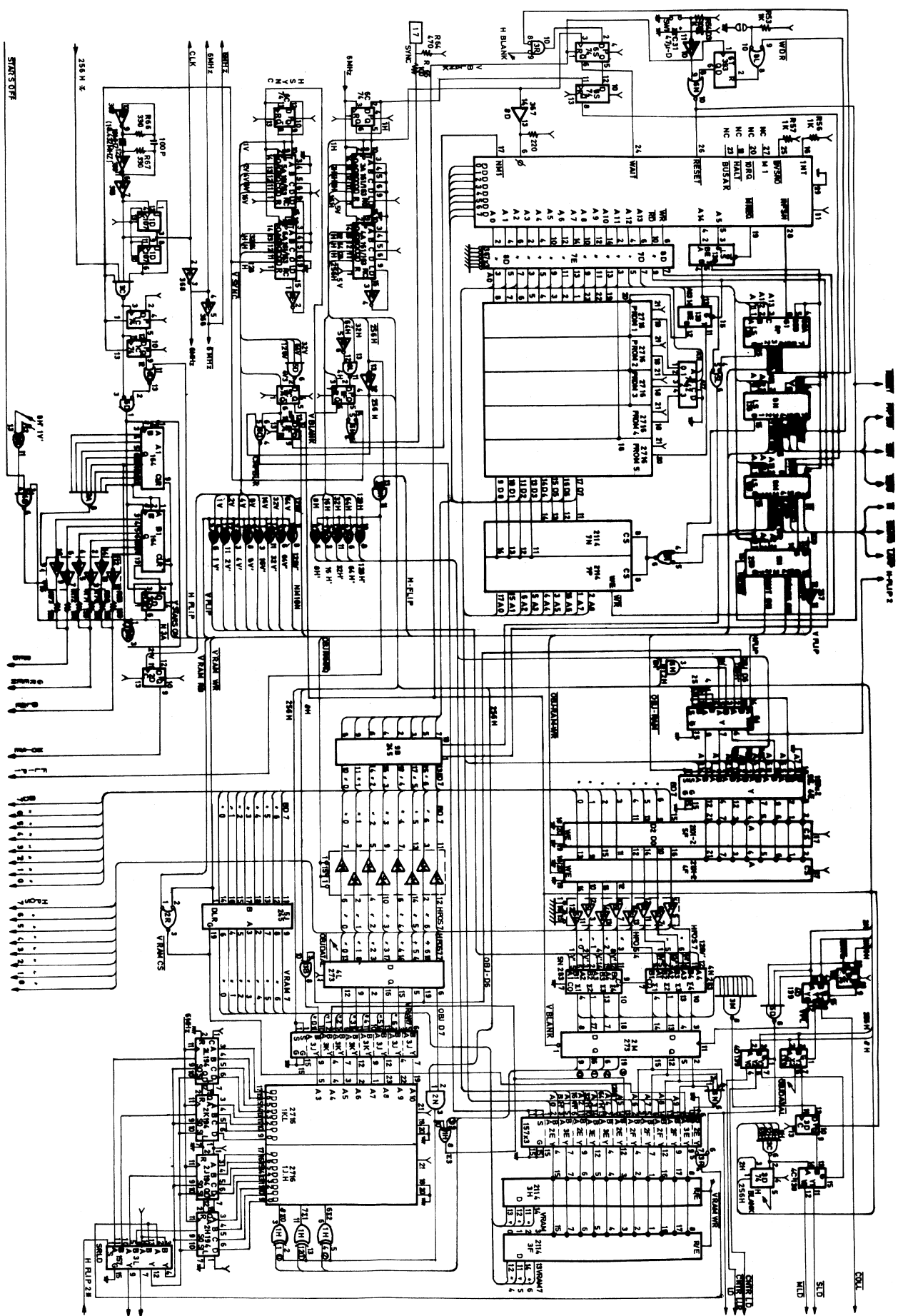
Decoderplatte
Decoder board
Decoderplaat
Platine décodeur
Platina decoder

VIDEO GAMES GmbH
 Lich - West Germany
 ITT Farbmonitor



| | |
|------------------------|----------------|
| Gezeichnet: J. Schmitt | Datum: Dez. 80 |
| Beschrift.: J. Schmitt | Datum: |
| Entwurf: J. Schmitt | Datum: |
| Age: | |

Schematic Diagram
VIDEO - GAMES
 LICHT - WEST-GERMANY
 Blatt: 1



STARTSWP

250K H S

| | | | |
|-------------------------|--|--------------------|--|
| Gezeichnet: Admo | | Datum: Dez. 80 | |
| Geprüft: [Signature] | | Datum: [Signature] | |
| Entwickelt: [Signature] | | Datum: [Signature] | |
| Ziel: | | LICH - WESTGERMANY | |
| Blatt: | | Blatt: | |

SCHEMATIC -
DIAGRAM
VIDEO-GAMES
LICH - WESTGERMANY

