

AMIDAR



WARNING: THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION IT HAS NOT BEEN TESTED FOR COMPLIANCE WITH THE LIMITS FOR CLASS A COMPUTING DEVICES PURSUANT TO SUBPART J OF PART 15 OF FCC RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT HIS OWN EXPENSE WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

The object of the game is to avoid the Amidars "attackers", and pick up the coconuts to capture territory. When the Amidars close in, push the jump button to make the Amidars jump, at this time you can pass under them to escape (only four jumps per frame).

Each coconut is worth 10 pts. when picked up, when the four corners are filled in the Amidars change colors and can be thrown off the trail. The first Amidar is worth 200 pts. the others multiply by 2 up to 1600 pts.

When the complete screen is filled in you have the opportunity of collecting 5000 bonus pts. When the paths show up push the jump button to start the pig down the paths. The pig will move randomly towards the bottom to pick up the fruit.

On the next frame, roll the paint roller around each square to capture territory, and collect points that are in the square. You can only paint the adjoining squares.

SECTION 1 INSTALLATION

1.1 INTRODUCTION

This game has been STERN final tested and is ready to play, but on all games there are some items that must be checked after shipment. Making these visual inspections may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable, such as cable connectors that may have become loosened. Check ALL CONNECTORS on the game to make sure they are firmly seated. Check to make sure that the game control boards are firmly seated. Examine the exterior of the game cabinet for dents, chips or broken parts. Check all major sub-assemblies, control panels, and T.V. monitor to make sure that they have not loosened up during shipment.

1.2 VISUAL INSPECTION BEFORE PLUGGING IN LINE CORD

1. Check the transformer for any foreign material shorting across wiring lugs.
2. Check that fuses are firmly seated and making good contact. Line fuse (3 AMP SLO-BLO) located on the transformer board, fluorescent lite fuse (1 AMP SLO-BLO) located on the fluorescent board, and 3 circuit board fuses - located on the power supply board (See drawing B).
3. Check the T.V. for any foreign material that could cause shorts (VISUAL INSPECTION ONLY).
4. Check game boards for any foreign material that could cause shorts. Make sure ribbon cables are pushed into circuit boards.

1.3 ON/OFF POWER INTERLOCK SWITCHES

1. The on/off power switch is located on the top right side, 12 inches from the front.
2. There are two interlock main power switches by the front door and one by the back access panel.
3. Interlock switch interrupts all power from game except service outlet. Interlock switch can be locked in "on" position by pulling stem out when servicing game.

1.4 GENERAL INFORMATION

1. On front door there is a service switch. Depressing this switch will coin machine without advancing coin counter (if installed).
2. Wiring for a counter is inside the front door on the left hand side of cabinet. (6 VDC COUNTER).
3. There are two coin chutes on the front door that are connected in parallel.
4. Game adjustment switches are located on CPU board. (See below for adjustments).
5. The electronics package used in **AMIDAR** is the same for stand-up model and cocktail table model. (They can be interchanged if Dip Switch #3 is changed on CPU board).
6. Volume control for electronic sound is located on CPU board.
7. Power supply board has an adjustment (See DWG B) for the +5 VDC regulator, this **MUST BE SET BETWEEN +5.0 VDC and 5.25 VDC.**
8. The crosshatch, seen during power-up, is used for convergence on the monitor. To get a constant crosshatch hold the player one start button during power up.

GAME ADJUSTMENTS

SWITCH	
1	2
OFF	OFF
OFF	ON
ON	OFF
ON	ON

SWITCH
3
OFF
ON

GORILLA'S
Freeplay
5
4
3

Table
Up Right

Cont'd. on next page.

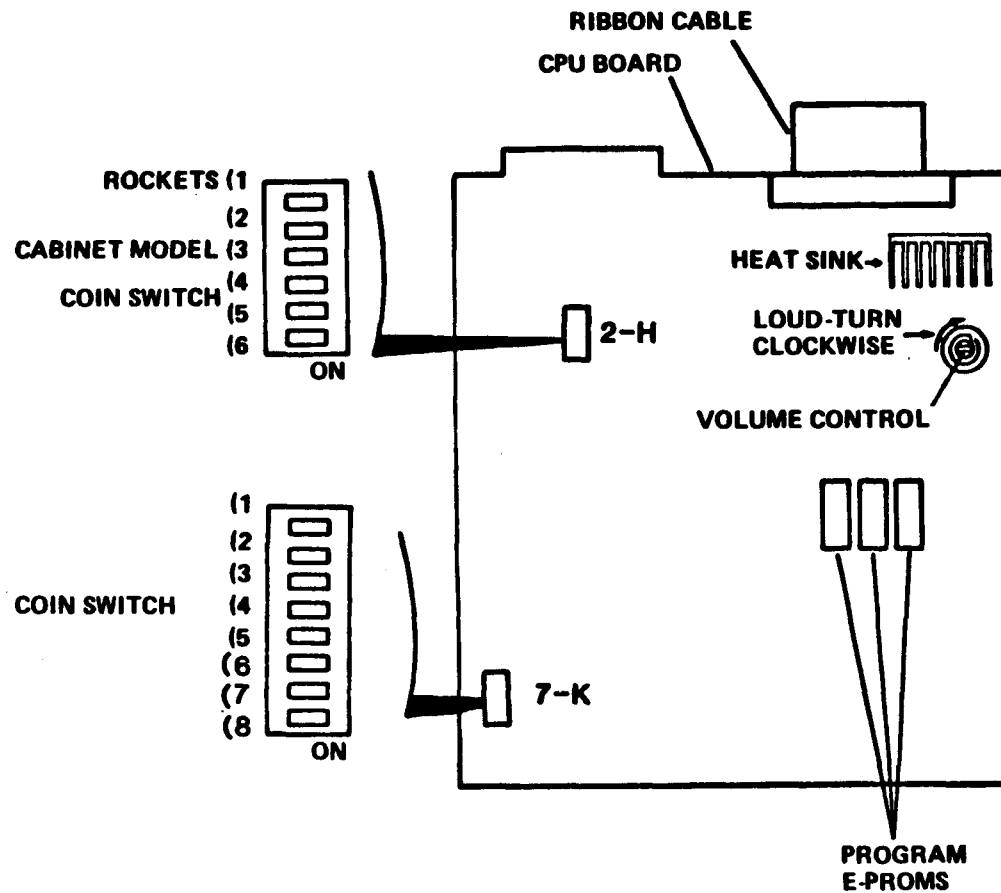
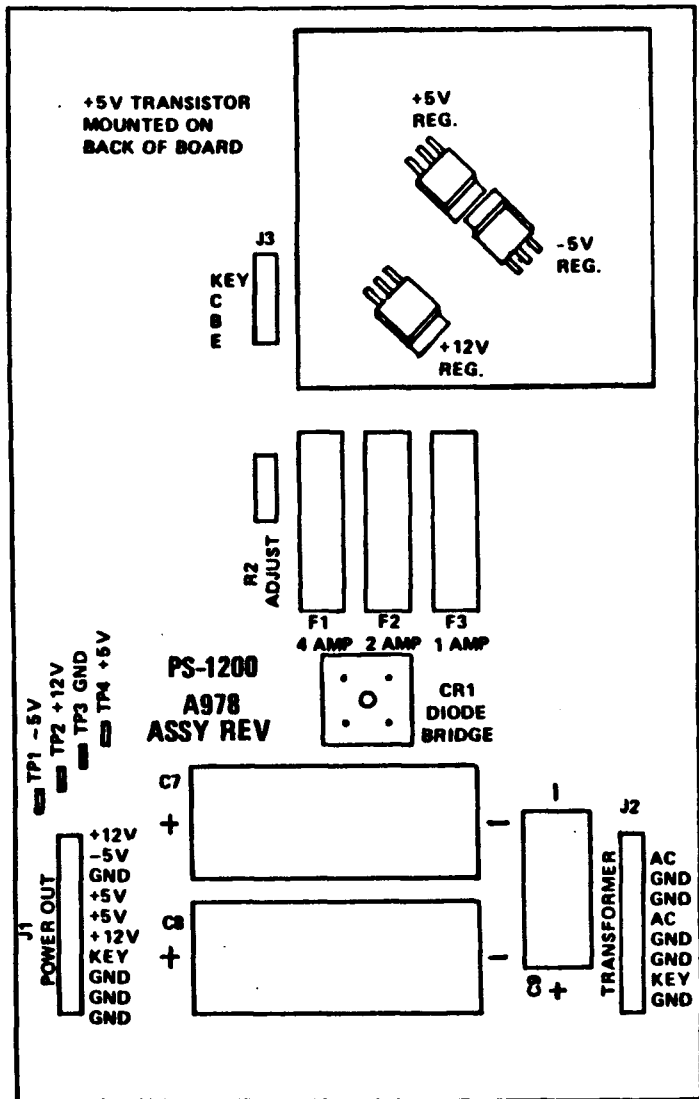
GAME ADJUSTMENTS CONTINUED

SWITCH 2-H

4	5	6	COINS	PLAYS
OFF	OFF	OFF	1	1

SWITCH 7-K

4	5	6	COINS	PLAYS
ON	ON	OFF	2	1
ON	OFF	ON	3	2
ON	ON	ON	1	4
OFF	ON	ON	FREEPLAY	
-1 THRU 8	ON		1	1



AMIDAR

12A-253-145

4A-173

8A-111-1

8A-111-2

12D-339-S

12G-10-172-M

12G-10-172-S

12A-281

34C-978-S

13C-2-32

Packing List:

Plastic Bag

1 AMP Fuse

2 AMP Fuse

Monitor Schematic

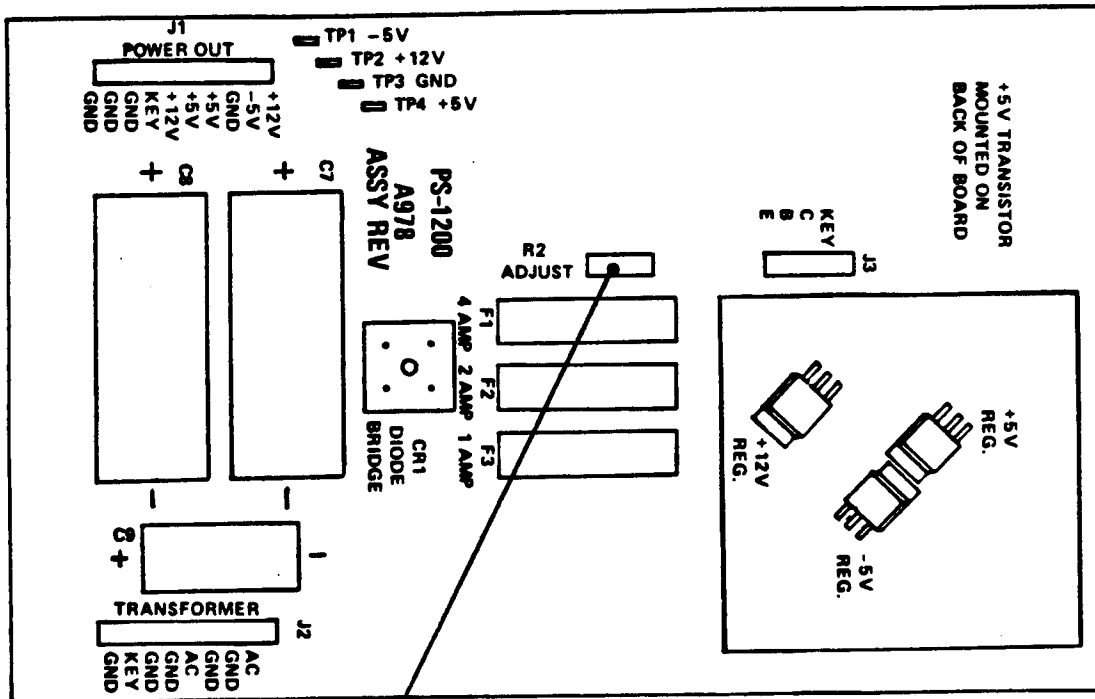
Manual

Schematic

Return Card

PS-1200 Schematic

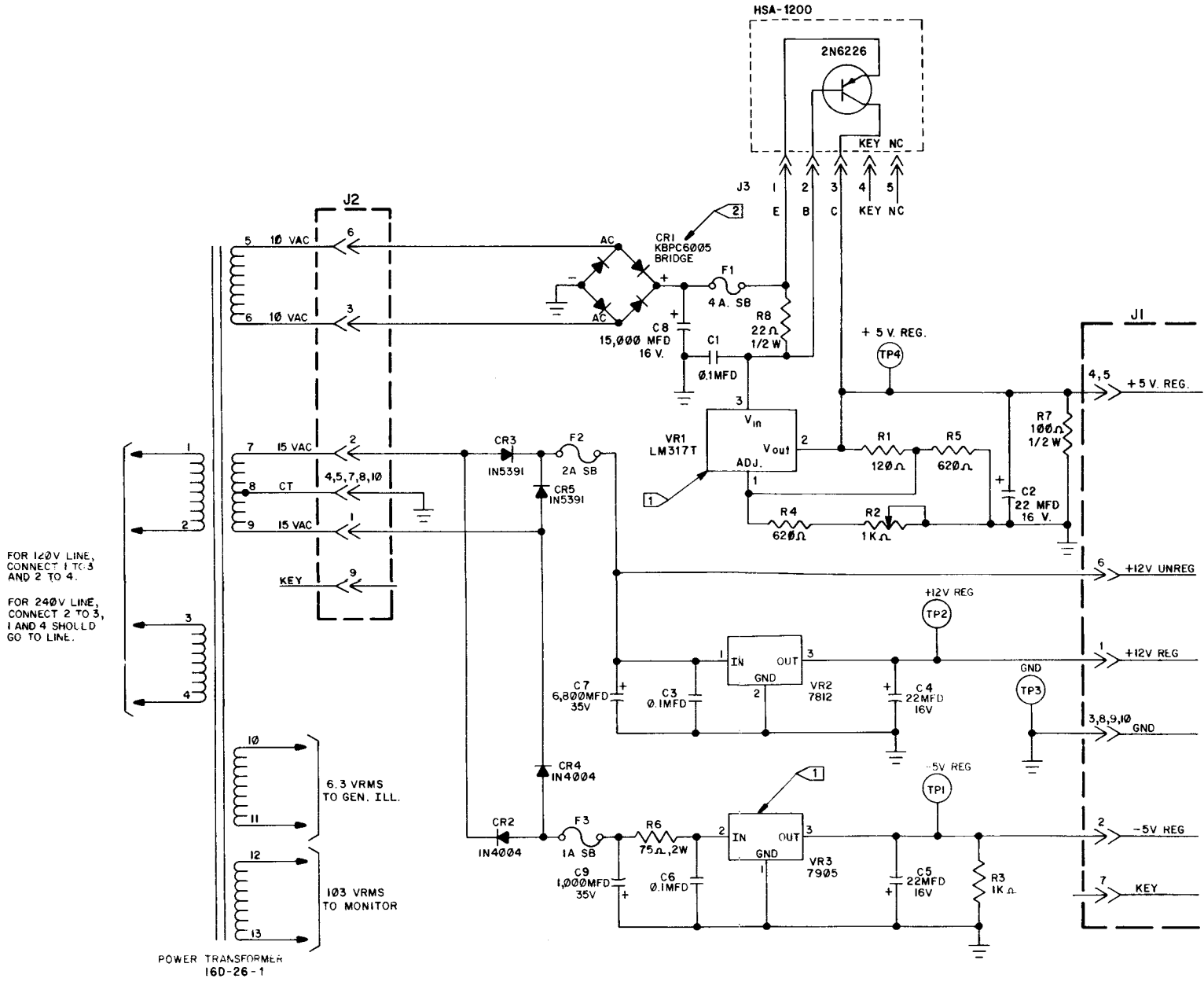
Quarter Window



NOTE:

If during power up & game play screen color goes to red, adjust pot R2 to a voltage setting between 4.75 volts & 4.85 volts. Voltage to be measured between pin B18 (+5VDC) & pin B17 (GND.) on top logic board.

REVISIONS				
SYM	DESCRIPTION	DET DATE	CHK DATE	APPD DATE
A	ISSUED E.I. 00922.	4/11/81	4/11/81	4/11/81



FOR 120V LINE, CONNECT 1 TO 3 AND 2 TO 4.

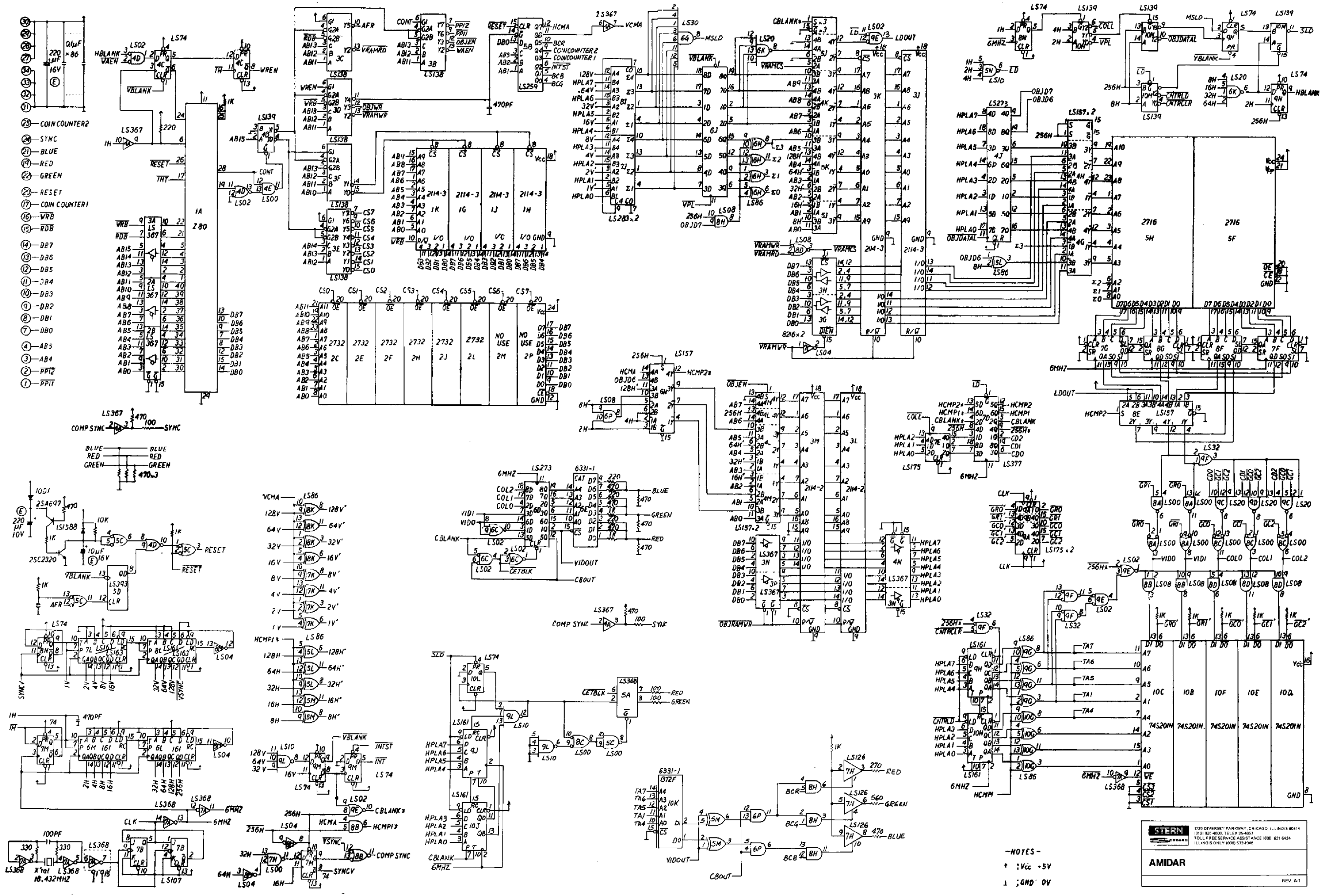
FOR 240V LINE, CONNECT 2 TO 3, 1 AND 4 SHOULD GO TO LINE.

POWER TRANSFORMER 160-26-1

- NOTES:
- 1 SHOULDER WASHER REQUIRED ON MOUNTING STUD
 - 2 GENERAL INSTRUMENTS.

STERN ELECTRONICS, INC.
 1725 Diversary Parkway, Chicago, Illinois 60614
 (312) 925-4600, Telex 25-4657
 Toll Free Service Assistance (800) 621-6424

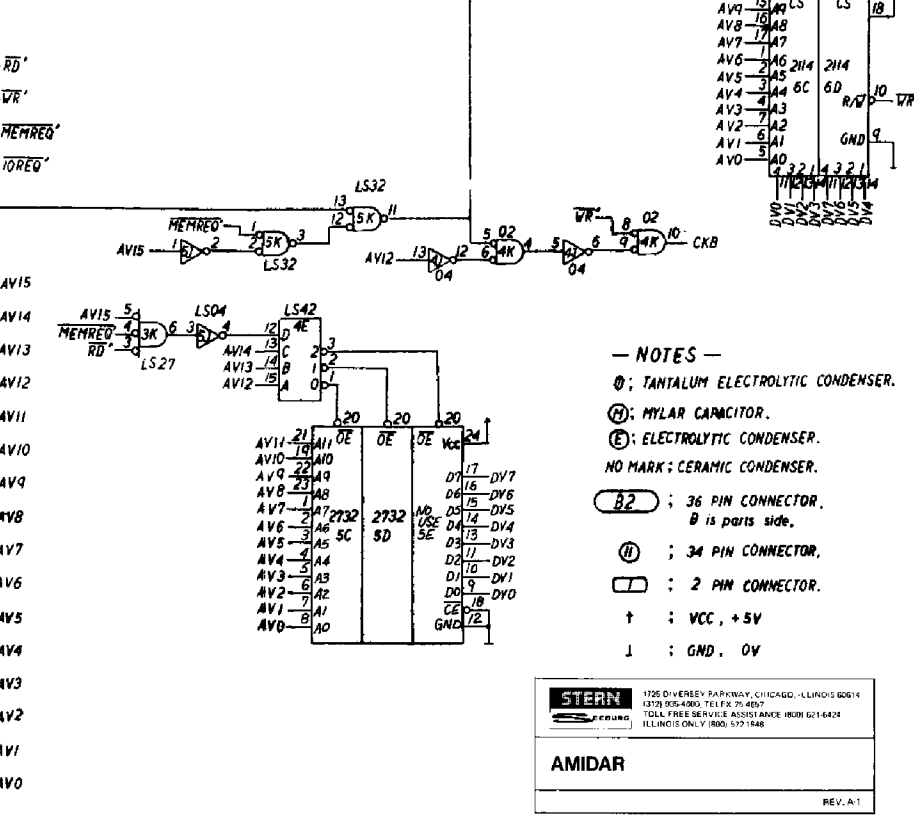
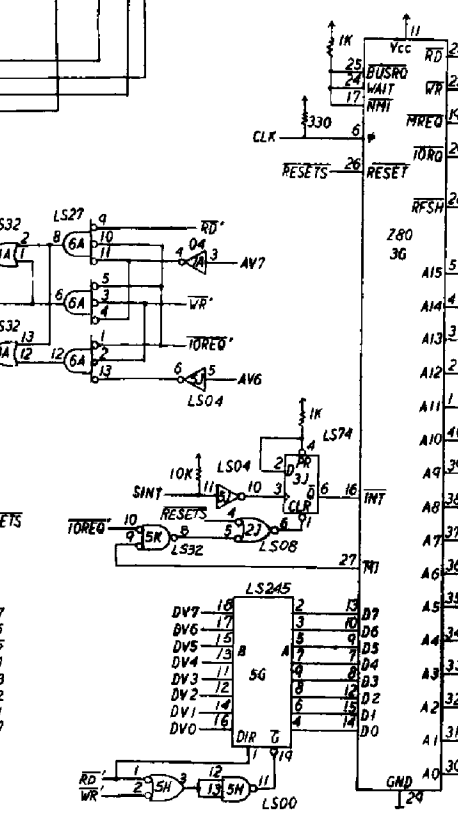
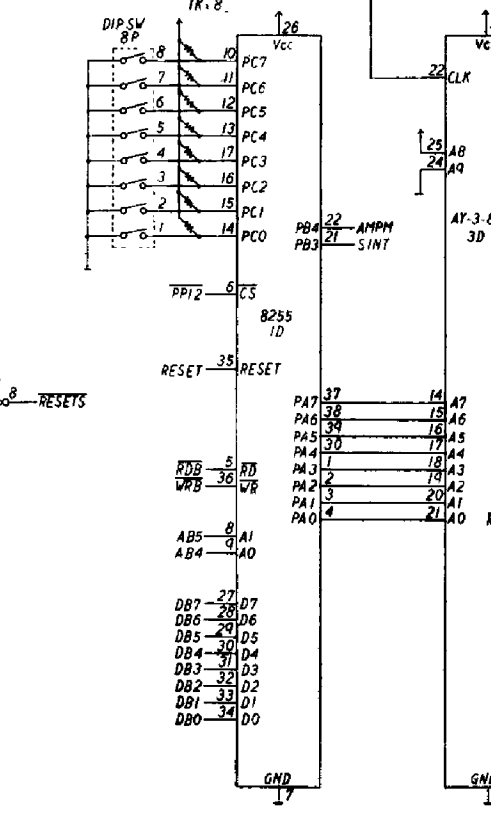
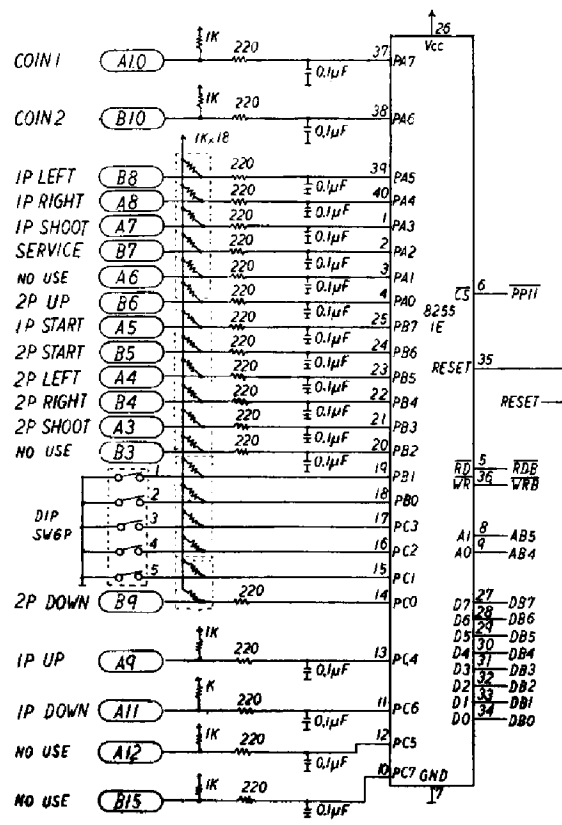
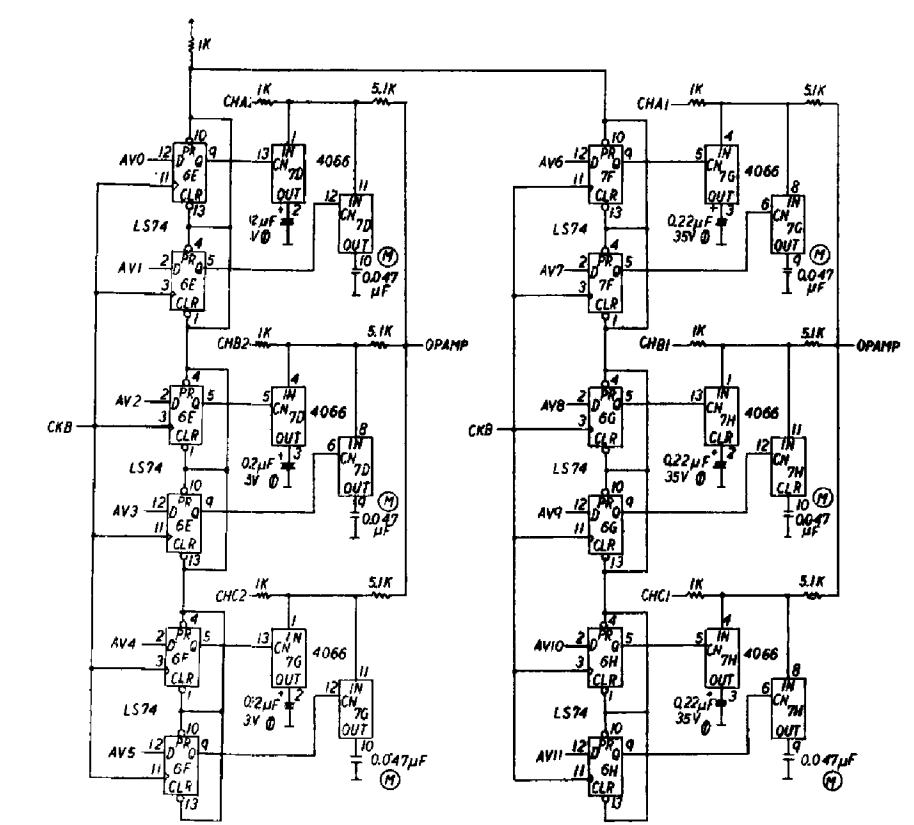
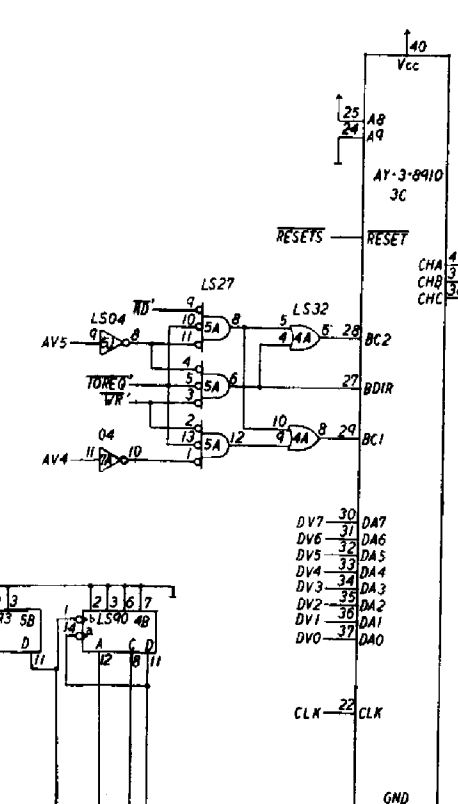
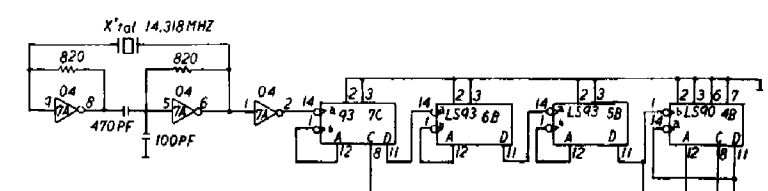
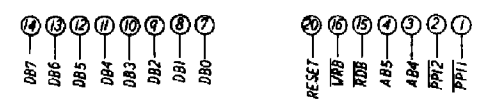
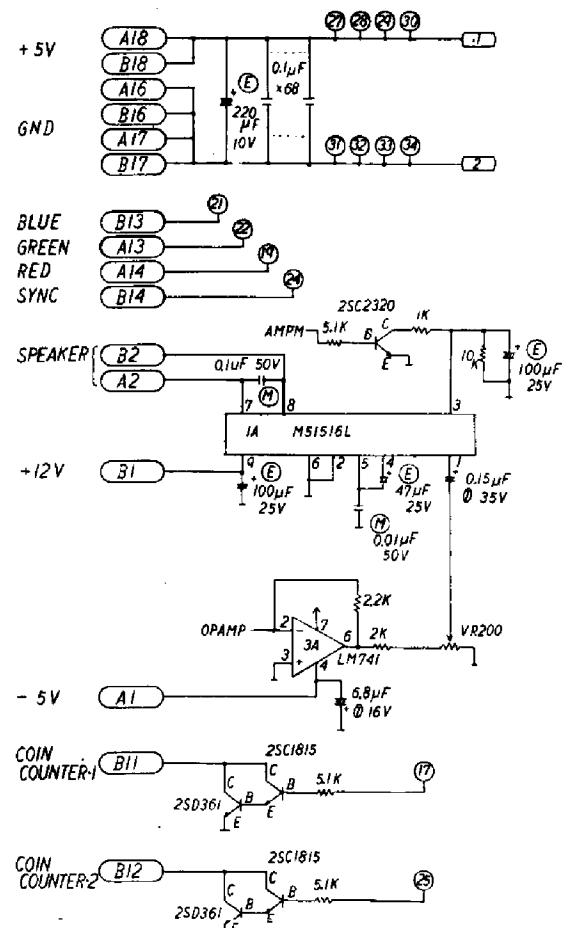
SCHEMATIC, POWER SUPPLY P.C. BOARD
 34C-978-S



- 23 COINCOUNTER2
- 24 SYNC
- 21 BLUE
- 19 RED
- 20 GREEN
- 17 RESET
- 16 COINCOUNTER1
- 15 WRB
- 14 RDB
- 13 DB7
- 12 DB6
- 11 DB5
- 10 DB4
- 9 DB3
- 8 DB2
- 7 DB1
- 6 DB0
- 5 AB5
- 4 AB4
- 3 AB3
- 2 PP1Z
- 1 PP1T

WRB	9	3A	10	22
RDB	7	3B	6	21
AB15	5	12	4	5
AB14	11	12	4	3
AB13	13	14	3	2
AB12	3	2	2	1
AB11	5	2A	4	1
AB10	9	1S	10	40
AB9	11	367	12	39
AB8	13	14	38	
AB7	7	2	37	
AB6	9	6	36	
AB5	13	14	35	
AB4	5	7S	4	34
AB3	11	367	12	33
AB2	9	8	32	
AB1	3	10	31	
AB0	3	2	30	

-NOTES-
 † Vcc +5V
 † GND 0V



- NOTES —
 Ⓞ : TANTALUM ELECTROLYTIC CONDENSER.
 Ⓜ : MYLAR CAPACITOR.
 ⓔ : ELECTROLYTIC CONDENSER.
 NO MARK : CERAMIC CONDENSER.
 B2 : 36 PIN CONNECTOR. B is parts side.
 Ⓜ : 34 PIN CONNECTOR.
 □ : 2 PIN CONNECTOR.
 † : VCC, +5V
 † : GND, 0V

The enclosed program is an updated version for your Amidar game. This program speeds up game play with increased difficulty to decrease play time on the game. The new chips go in the board locations indicated on the chips. The dip switch settings change with the new program, the changes are detailed below. Also notice that the bonus routine is adjustable between 30,000 and 50,000 points.

DIP SWITCH LOCATION 8P

<u>SWITCH</u>				<u>COIN</u>	<u>PLAY</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>		
OFF	OFF	OFF	OFF	1	1
OFF	OFF	OFF	ON	1	2
OFF	OFF	ON	OFF	1	3
OFF	OFF	ON	ON	1	4
OFF	ON	OFF	OFF	1	5
OFF	ON	OFF	ON	1	6
OFF	ON	ON	OFF	1	7
OFF	ON	ON	ON	2	1
ON	OFF	OFF	OFF	2	3
ON	OFF	OFF	ON	2	5
ON	OFF	ON	OFF	3	1
ON	OFF	ON	ON	3	2
ON	ON	OFF	OFF	3	4
ON	ON	OFF	ON	4	1
ON	ON	ON	OFF	4	3
ON	ON	ON	ON	FREEPLAY	

DIP SWITCH LOCATION 6P

<u>1</u>	<u>SWITCH</u>	<u>PLAYER</u>
<u>2</u>		<u>NUMBER</u>
OFF	OFF	3
OFF	ON	4
ON	OFF	5
ON	ON	256
<u>3</u>		
OFF		TABLE
ON		UP-RIGHT
<u>4</u>		
OFF		<u>BONUS</u>
ON		50,000
		30,000
<u>5</u>		
OFF		<u>ATTRACT MODE SOUND</u>
ON		OFF
		ON

P.S. THESE CHIPS ARE CHARGED AGAINST YOUR ACCOUNT ,PLEASE RETURN THE OLD CHIPS TO YOUR DISTRIBUTOR AS SOON AS POSSIBLE.