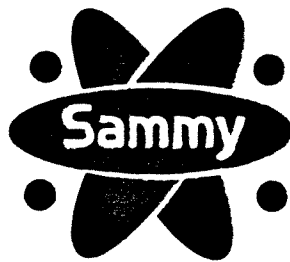


D J BOY



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F.C.C. REGULATION COMPLIANCE

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. 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 the F.C.C. rules which are designed to provide reasonable protection against such interference when operated in a commercial environment. The F.C.C. requires that the sticker included with this kit must be placed on the back of the machine or elsewhere visible when inspected.

WARRANTY INFORMATION

American Sammy warrants to the original purchaser that the PCB is in good working condition for a period of 90 days from receipt of the product. Should this product, in American Sammy's opinion, malfunction within the warranty period because of a defect in design, materials, or workmanship, American Sammy will repair or replace the product without charge under the terms listed below. Replacement of either the hardware product or its component parts will be only on an exchange basis. This warranty does not apply to those products which have been damaged due to accident, abuse, improper installation, natural disaster, or unauthorized repairs or modifications.

GAME OVERVIEW

In DJ BOY, the object of the game is to recover DJ's stolen "boom box" radio. In that pursuit, DJ and his pal OJ must skate through five different neighborhoods filled with some of the most bizarre characters ever seen on a video screen. After defeating the "big, bad guy" at the end of each neighborhood, some musical notes will appear on the screen. By running over these notes, the player earns stars which when accumulated, will give the player extra lives. Stars are also obtained each time an enemy character is killed.

EXPLANATION OF GAME PLAY

DJ BOY is a horizontal, one or two player game with full continuation and buy-in. The player defends himself with the punch, kick, and jump buttons. By using different button combinations the player can execute more elaborate moves. Repeatedly pressing the same buttons will show DJ performing various kinds of punches and kicks. When the player falls, shaking the joystick allows him to get up more quickly.

CONTROLS

Each player controls one 8-way joystick as well as 3 buttons; punch, kick, and jump.

KIT CONTENTS

DJ BOY PCB
 DJ BOY Marquee
 Control Panel Overlay
 Button labels
 Instruction Label
 JAMMA wiring harness
 monitor bezel
 eight-way joystick (2)
 button and switch assemblies (8)
 FCC Compliance sticker
 instruction manual

MONITOR REQUIREMENTS

This game requires a horizontally mounted raster scan monitor with negative composite sync.

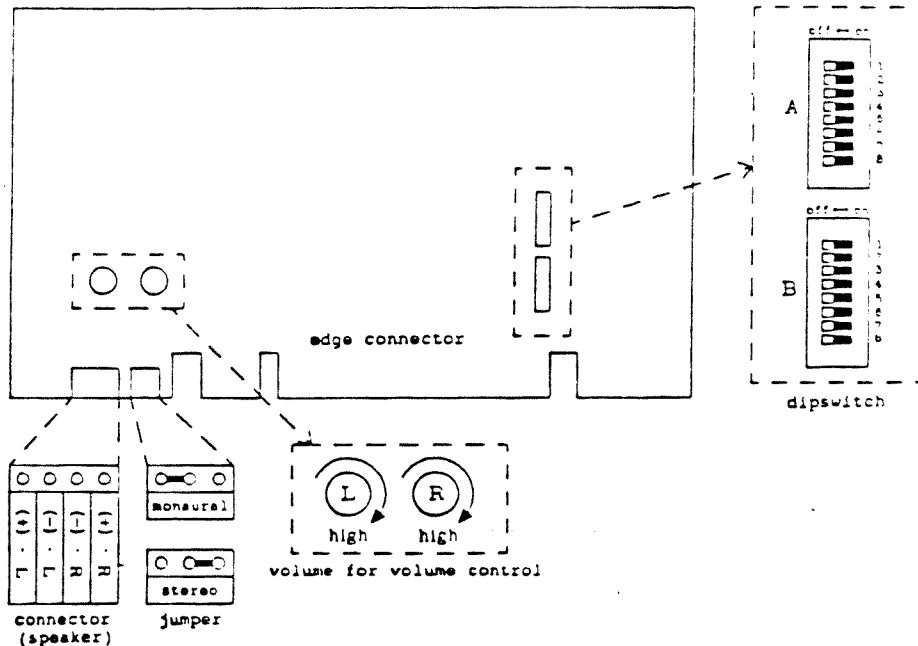
POWER REQUIREMENTS

- +5 volts DC @ 7 amps
- +12 volts DC @ 1 amp

STEREO/ MONO SOUND SET-UP

The DJ BOY PCB is capable of producing either stereo or mono sound. For cabinets with two speakers, turn dipswitch B-8 off and connect the jumper as shown below. Then run 4 wires from the speaker connector to the speakers as shown. For mono installations, turn dipswitch B-8 on and connect the jumper to the mono side as shown below.

PC Board Figure.



CONVERSION PROCEDURE

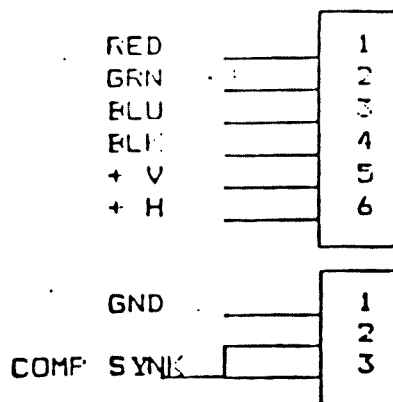
1. PREPARING THE CABINET

- A. Remove the old circuit board.
- B. Remove the control panel, marquee, and any side graphics.
- C. Remove the old wiring harness being careful to leave the A/C wiring to monitor, power supply, on/off switches, and transformer circuitry.
****NOTE:** If the game being converted is "JAMMA" standard, no rewiring is necessary. Simply plug the DJ BOY PCB into the existing harness.
- D. Clean the cabinet thoroughly and repair any visible cabinet defects. Painting the cabinet will give your game a "new game" look and will enhance the earning power of your game.
- E. If the monitor glass or plexi is scratched it should be replaced.

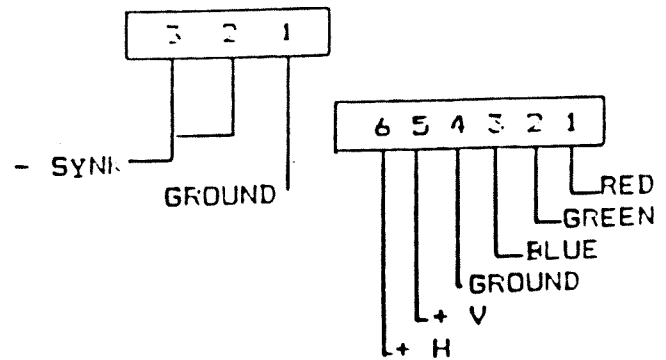
2. KIT INSTALLATION

- A. Securely mount the PCB to the inside of the cabinet.
- B. Attach the wiring harness to the PCB. The JAMMA label on the connector should face the component side of the PCB.
- C. Route the wires labeled "VIDEO" up to the monitor. Connect the wires to the monitor's main circuit board, as shown below.

Red Wire ----- Video Red
 Green Wire ----- Video Green
 Blue Wire ----- Video Blue
 Black Wire ----- Video Ground
 White Wire ----- Negative Composite Sync



WELLS GARNER



ELECTROHOME

- D. Route the wires labeled "POWER" to the power supply. Connect them as follows:

Red Wire ----- +5VDC
 Yellow Wire -- +12VDC
 Black Wire --- Ground

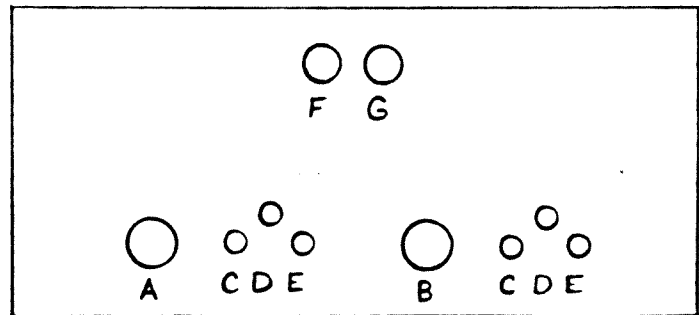
The blue wire is for -5VDC which is not required for this game. You can use the -5V to power the coin door lights if desired.

- E. Find the two wires labeled "SPEAKER" and connect to the speaker. If the sound is scratchy or distorted, try reversing the wires.
- F. Find the wires labeled "COIN" and route to the coin door. Coin switch 1 and 2 are wired to N.O. (normally open) terminal of the microswitch. A ground wire will go to the common terminal.

3. CONTROL PANEL

- A. Remove the old control panel buttons and joystick(s). Do not remove the old overlay until the new holes have been drilled.
- B. Mark and drill the new holes. File any burrs so that the control panel surface is smooth. Remove the old overlay.
- C. Using the control panel as a template, drill the holes for the control panel plexi. To cut the plexi to size, score deeply with a razor knife of plastic cutter. Break away the excess with pliers.
- D. Peel the top half of the protective backing off of the new overlay. Start from the center and smooth the overlay as you go. Leave about one inch of the overlay coming off the top of the control panel. Cut off the excess with a razor.

SUGGESTED CONTROL PANEL LAYOUT



A:pl 1 joy. B:pl 2 joy. C:punch
 D:kick E:jump F:pl 1 start G:pl 2 start

- E. Adhere the control panel function labels.
- F. Install the control panel plexi and mount the new buttons and joystick.
- G. Hook up the control panel wires. Use the existing control panel harness if possible.

4. MARQUEE INSTALLATION

- A. Use the original marquee as a template. Score the new marquee deeply and break off the excess with pliers. Before installing the new marquee, make sure the light fixture behind it is working.

TROUBLE SHOOTING

1. NO SOUND, NO PICTURE
 - * Check for +5 volts at pin #4 (red) and pin #1 (black) with a voltmeter.
 - * Refer to monitor manual and check monitor for proper voltage.
2. GAME HAS SOUND BUT NO PICTURE
 - * Check AC supply to monitor
 - * Check 5 wires to monitor: red, green, blue, sync, and monitor ground.
3. GAME HAS PICTURE BUT NO SOUND
 - * Check the two speaker wires. (Pin #10 and L).
 - * Check for +12 volts at pin #6.
 - * Make sure both speaker wires are isolated from ground.
4. GARBAGE ON THE SCREEN
 - * Adjust power supply so that you have exactly +5 volts at pin #4.
 - * Make sure all socketed EPROMS are securely seated.
5. PICTURE SCROLLS
 - * Recheck connections of SYNC and GROUND between the monitor and the edge connector.
 - * Change sync polarity of your monitor by using a 74LS-04 inverter.
6. PICTURE UPSIDE DOWN
 - * Turn the picture tube 180 degrees, or switch the two horizontal yoke wires and then the two vertical wires.
 - * See dip switch settings in this manual for screen inversion.

DJ BOY WIRING DIAGRAM

CONFORMS TO JAMMA STANDARD

SOLDER SIDE		COMPONENT SIDE	
GND	A	01	GND <i>8</i>
GND	B	02	GND <i>2</i>
+5V	C	03	+5V <i>2</i>
+5V	D	04	+5V <i>2</i>
	E	05	- 5 <i>6</i>
+12V	F	06	+12V <i>3</i>
KEY	H	07	KEY
COIN COUNTER 2	J	08	COIN COUNTER 1 <i>8</i>
COIN LOCKOUT 2	K	09	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
AUDIO GROUND	M	11	AUDIO (+)
VIDEO (GREEN)	N	12	VIDEO (RED)
VIDEO (SYNC)	P	13	VIDEO (BLUE)
<i>4</i> SERVICE SWITCH	R	14	VIDEO (GND)
TILT SWITCH	S	15	TEST SWITCH <i>9.8</i>
COIN SW 2	T	16	COIN SW 1 <i>5</i>
START SW 2	U	17	START SW 1
2P CONTROL 1 UP	Y	18	1P CONTROL 1 UP <i>4</i>
2P CONTROL 2 DOWN	W	19	1P CONTROL 2 DOWN <i>5</i>
2P CONTROL 3 LEFT	X	20	1P CONTROL 3 LEFT <i>3</i>
2P CONTROL 4 RIGHT	Y	21	1P CONTROL 4 RIGHT <i>2</i>
2P CONTROL 5 PUSH 1	Z	22	1P CONTROL 5 PUSH 1 <i>6</i>
2P CONTROL 6 PUSH 2	a	23	1P CONTROL 6 PUSH 2 <i>7</i>
2P CONTROL 7 PUSH 3	b	24	1P CONTROL 7 PUSH 3 <i>pink</i>
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

