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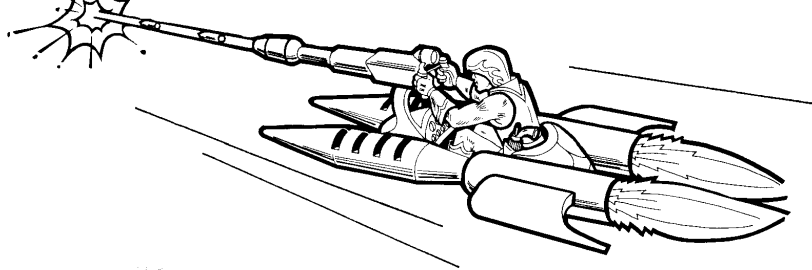


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MEGA ZONE™



CONVERSION KIT CONTENTS:

- MAIN PRINTED CIRCUIT BOARD
- P.C.B. CAGE (FCC REQUIRED)
- CONNECTING WIRING HARNESS
- 8-WAY JOYSTICK
- MARQUEE (HEADER) OVERLAY
- SIDE PANEL GRAPHICS (left & right)
- CONTROL PANEL OVERLAY
- CONTROL BUTTON DECALS
(2 sets - 1 player, 2 player, fire)
- PLAYER INSTRUCTION DECAL
- COPYRIGHT SEAL (for marquee)
- SCHEMATICS
- REGISTRATION CARD

REPLACEMENT ACCESSORIES ARE AVAILABLE THROUGH YOUR DISTRIBUTOR.



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WELCOME TO MEGA ZONE

MEGA ZONE is one of the most complete conversion kits available today. Every detail has been carefully considered, designed and packaged to provide you the means of easily producing a professional conversion.

We strongly urge you to FULLY STUDY this instruction manual BEFORE you begin your conversion. It contains step-by-step instructions, schematic diagrams and suggestions on how to assemble MEGA ZONE and maximize your profits.

MEGA ZONE can be installed in any vertically mounted raster scan monitor game.

Everything you will need to construct your new game is provided in this kit.* All accessory parts — wiring harness, joy-stick, etc. are custom made for MEGA ZONE by top engineers experienced in the coin-op industry. An 8-way joystick (as provided) MUST be used.

The Player Instruction and Button Control decals are made of a destructible acrylic material specifically to keep the player from peeling them off. Should you convert a cocktail table game, MEGA ZONE is supplied with two sets of 1 Player, 2 Player, Fire and Player Instruction decals.

PUTTING YOUR BEST GAME FORWARD

PREPARATION:

For best results, all old graphics should be removed completely from the cabinet. "Stick-on" graphics can be removed by using a hairdryer or hot air device. The heat from the dryer will loosen the adhesive, allowing you to easily peel them off — any adhesive residue can be cleaned off with acetone and a soft dry cloth. (DO NOT USE ACETONE ON SURFACES PAINTED WITH FLAT PAINT).

TOOLS YOU NEED:

1. Foaming Aerosol (such as "Windex").
2. Soft Squeegee (or cardboard).
3. X-Acto Knife.

SIDE PANEL DECALS & MARQUEE OVERLAY:

1. Spray area of cabinet where Side and Marquee decals are to be applied with foaming aerosol or a mild soap solution.
2. Remove protective backing from decals.
3. Position decals into place.
4. With a soft squeegee and beginning from the center of the decal, slowly and evenly

press out excess foam until you achieve a smooth finish.

5. Allow to set approximately 2 to 3 hours before handling.

CONTROL PANEL OVERLAY:

1. Pre-position the overlay prior to removing the backing.
2. Slowly apply the overlay — inch by inch on the control panel, removing the backing as you apply it to the surface.
3. Once it's in place, by using the X-Acto knife, cut around the button and joystick placements.

FINALLY:

Apply the Player Instruction, Fire Button and 1 Player / 2 Player decals in their respective positions.

NOTE:

It is recommended that ALL DECALS be allowed to set at least 24 HOURS for MAXIMUM ADHERENCE.

SELF-TESTING MEGA ZONE

- A. Self-test on Logic Board automatically during "POWER ON."
- B. If the board is "OK," the game will start.

***NOTE: POWER SUPPLY MUST HAVE**
+5V 5.0A
+12V 1.0A or 2.0A
CURRENT PARAMETERS

- C. If there is a problem, before contacting your distributor:
 1. Check that all chips on board and wiring connections are tight.
 2. Check output from power supply at the board. (Do not just check at the power supply as voltage drops may occur over the length of the wire.)

MEGA ZONE DIP SWITCH SETTINGS:

A. DIP 1 SWITCH SETTING

FIG. 1. — COIN 1 SW SETTING / COIN 2 SW SETTING

SW	1	2	3	4	5	6	7	8	COIN	PLAY
	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	1	1
	ON	OFF			ON	OFF			1	2
	OFF	ON			OFF	ON			1	3
	ON	ON			ON	ON			1	4
	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF	1	5
	ON	OFF			ON	OFF			1	6
	OFF	ON			OFF	ON			1	7
	ON	ON			ON	ON			2	1
	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON	2	3
	ON	OFF			ON	OFF			2	5
	OFF	ON			OFF	ON			3	1
	ON	ON			ON	ON			3	2
	OFF	OFF	ON	ON	OFF	OFF	ON	ON	3	3
	ON	OFF			ON	OFF			4	1
	OFF	ON			OFF	ON			4	1
	ON	ON			ON	ON			FREE PLAY SW 1-4	

B. DIP 2 SWITCH SETTINGS

FIG. 1. — THE NUMBER OF PLAYERS

SW	1	2	NUMBER
0	OFF	OFF	3
	ON	OFF	4
	OFF	ON	5
	ON	ON	UNLIMITED

FIG. 2. — SWITCH FOR CHANGE OF TABLE OR UPRIGHT

SW	3	TYPE
0	OFF	TABLE-USING I/O FOR 1 OR 2 PLAYER
	ON	UPRIGHT-USING I/O FOR 1 PLAYER ONLY

FIG. 3. — BONUS SETTING

SW	4	5	FIRST	SECOND	EVERY
	OFF	OFF	20,000	70,000	70,000
0	ON	OFF	20,000	80,000	80,000
	OFF	ON	30,000	90,000	90,000
	ON	ON	30,000	100,000	100,000

FIG. 4. — DIFFICULTY OF THE GAME

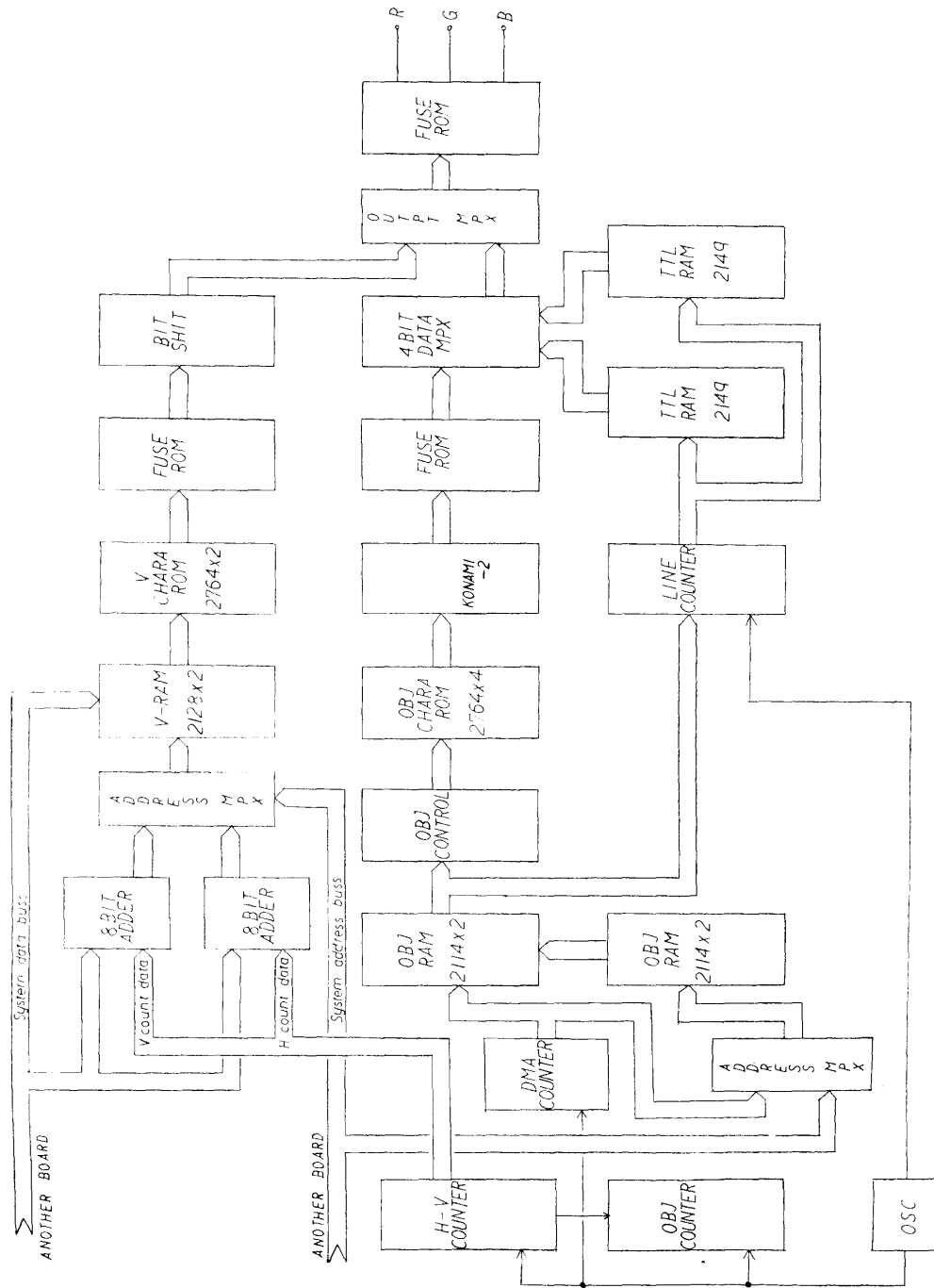
SW	6	7	DIFFICULTY
	OFF	OFF	EASY
0	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

FIG. 5. — MUSIC IN ATTRACT MODE

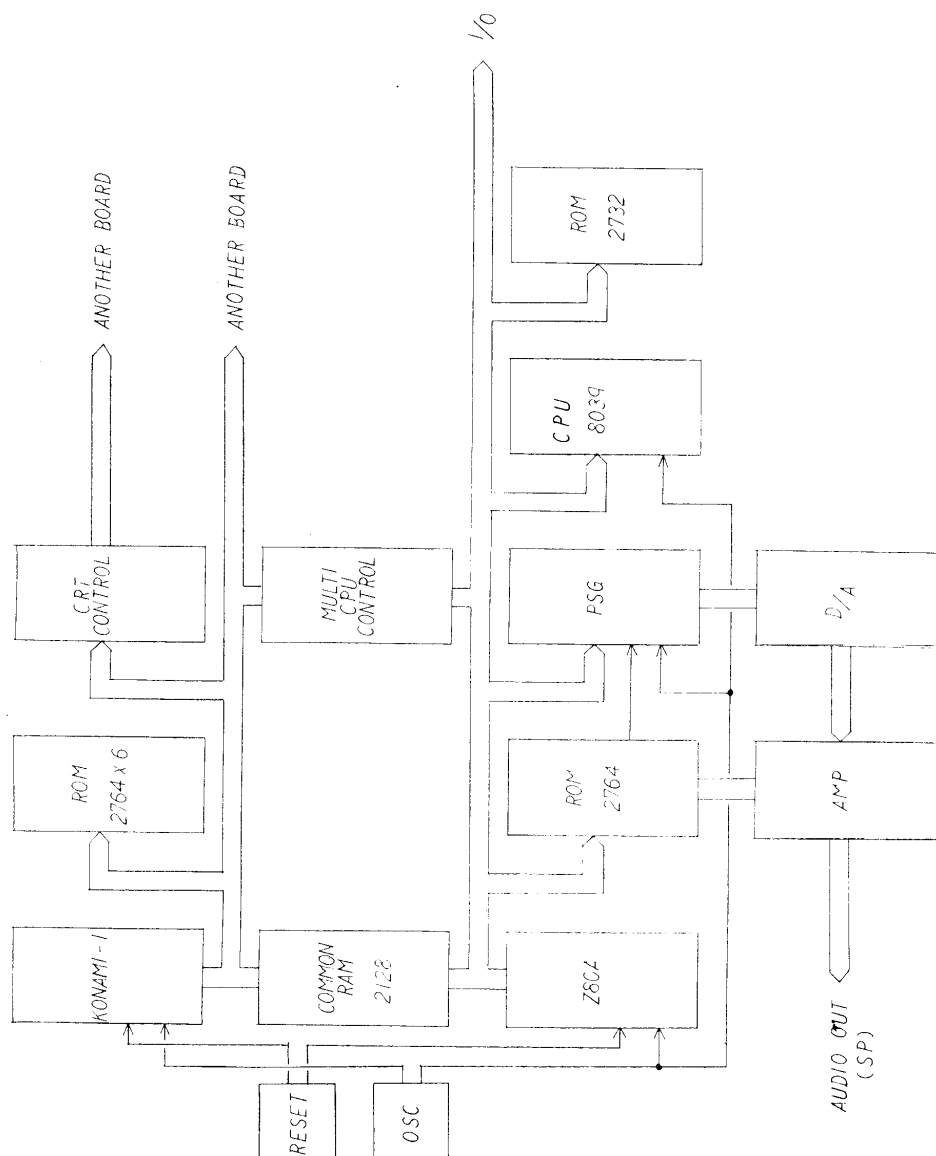
SW	8	MUSIC IN ATTRACT MODE
	OFF	OFF
0	ON	ON

NOTE: "O" SHOWS NORMAL SETTING. THE LEVEL OF DIFFICULTY OF THIS GAME WAS SET BY KONAMI FOR THE AVERAGE PLAYER'S SKILL. SHOULD YOU CHOOSE TO INCREASE THE DIFFICULTY OF THE GAME, DO SO WITH DISCRETION.

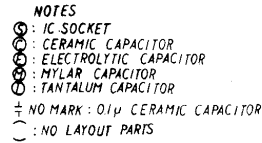
MEGA ZONE: Block Diagram 1/2



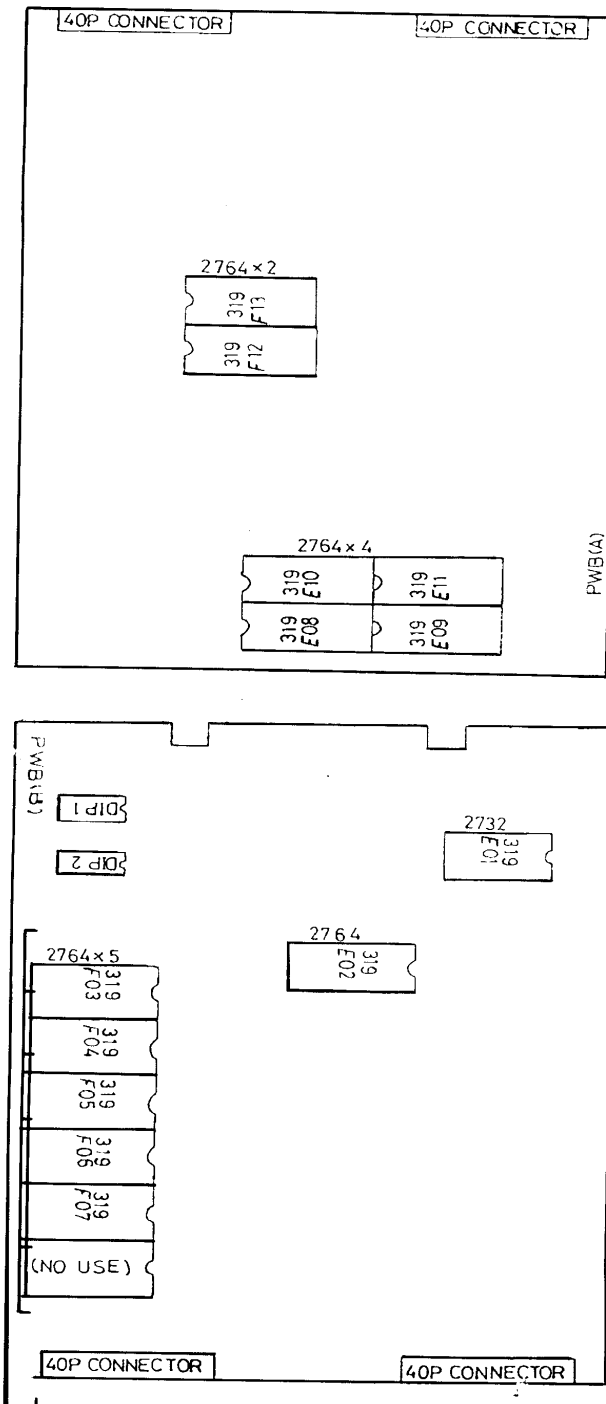
MEGA ZONE: Block Diagram 2/2







MEGA ZONE: Number of ROM and Disposition





MEGA ZONE: General Wiring Diagram - Upright

