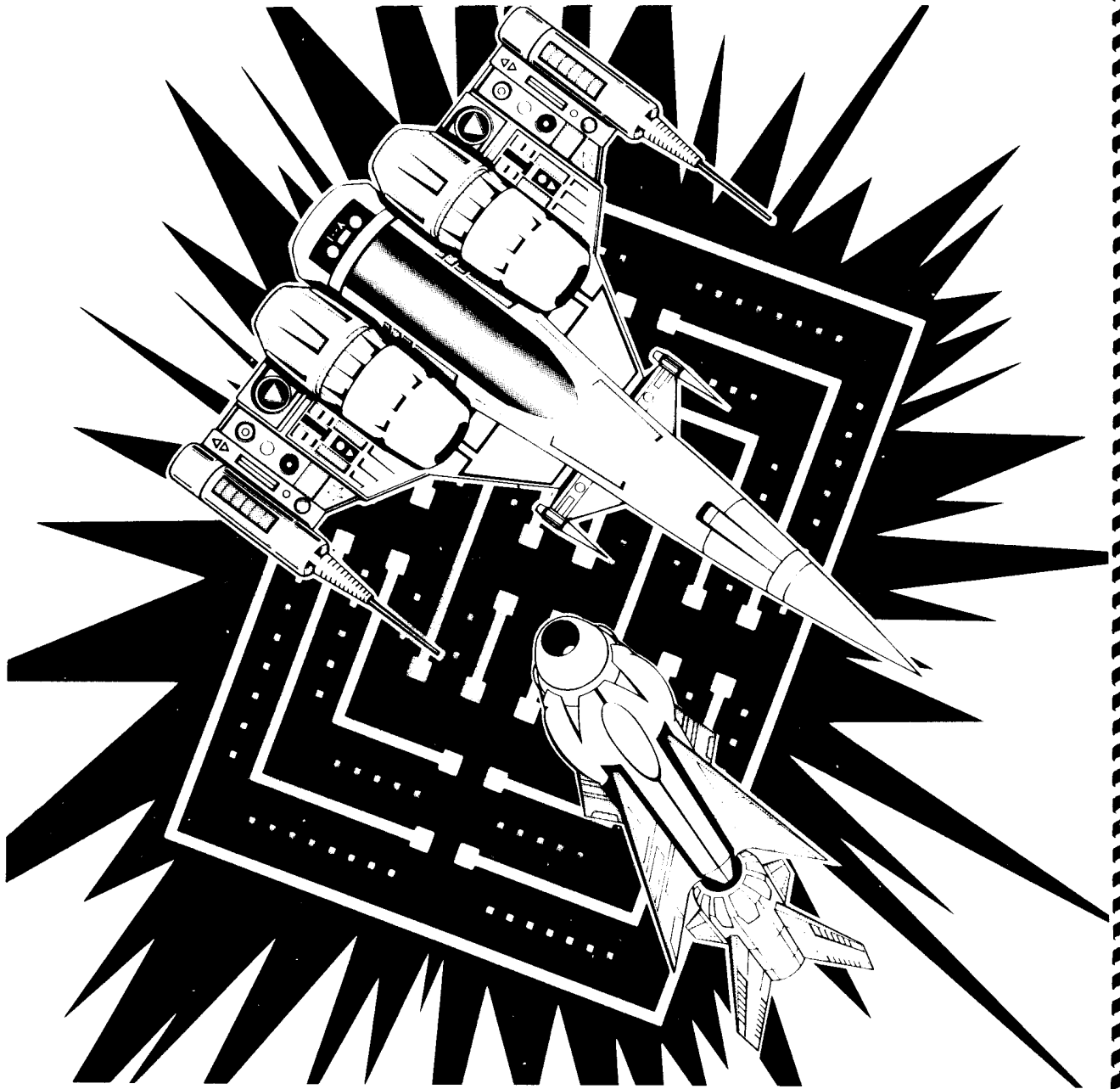


SPACE ^{COLOR} CHASER



AND PARTS CATALOG



TAITO CORPORATION

5. Playing Instruction

- o One or two players can play.
- o Insert coin(s), and select one or two player game.
 - 1 coin - 1 play ... 3 Spaceships (Adjustable)
 - 2 coins - 2 plays(1 - player game)
 - 1 play (2 - player game)
- o Spaceship (yellow)  and chaser Missile  will appear on the screen.
- o Control the Spaceship by using the Control Lever and clear dots (■) without colliding into oncoming chaser missiles.
- o By pushing the Thrust Button, the Spaceship can be some distance ahead of the Chaser Missile, but the fuel and bonus points decrease.
- o In two player mode, the play alternates between the two.

Functional Description of Game:

- o Points for a dot increase by 10 points per frame (up to 90 points) every time all dots in a frame have been created. (Bonus points will be added.)
- o The bonus points are 4,000 points at the game atart, and will decrease by pushing the Thrust Button.
- o Green Zone will appear on the course for accelerating the Chaser Missiles.
- o The second Chaser Missile will appear when the score reaches 10,000 points,
- o Game ends when the lest Spaceship is distroyed by the Chaser Missile.
- o The high-scorer's name can be registered on the screen. Any waony wording can be cancelled by pushing the Name Reset Button, but the high score will not be cancelled.

Method:

- (1) The alphabets ("A"-"Z"), "RUB", and "END" will be displayed on the screen. By moving the contrl lever, move the red underline to the alphabet one by one so that the high-scorer's name can be spelled.
- (2) An alphabet on the red underline can be resistered at a time on the screen by pushing the thrust button.

"RUB" ... If any wrong alphabet has been registered, move the red underline to the word "RUB" , and push the thrust button so that the alphabet will be canceled.

"END" ... When finishing the high-scorer's name registration move the red underline to the word "END" and push the thrust button.

- (3) The high-scorer's name register can mode within one and half minutes. After one and half minutes passed, the registration will be automalically stopped.
(In total. ten alphabets can be registered.)

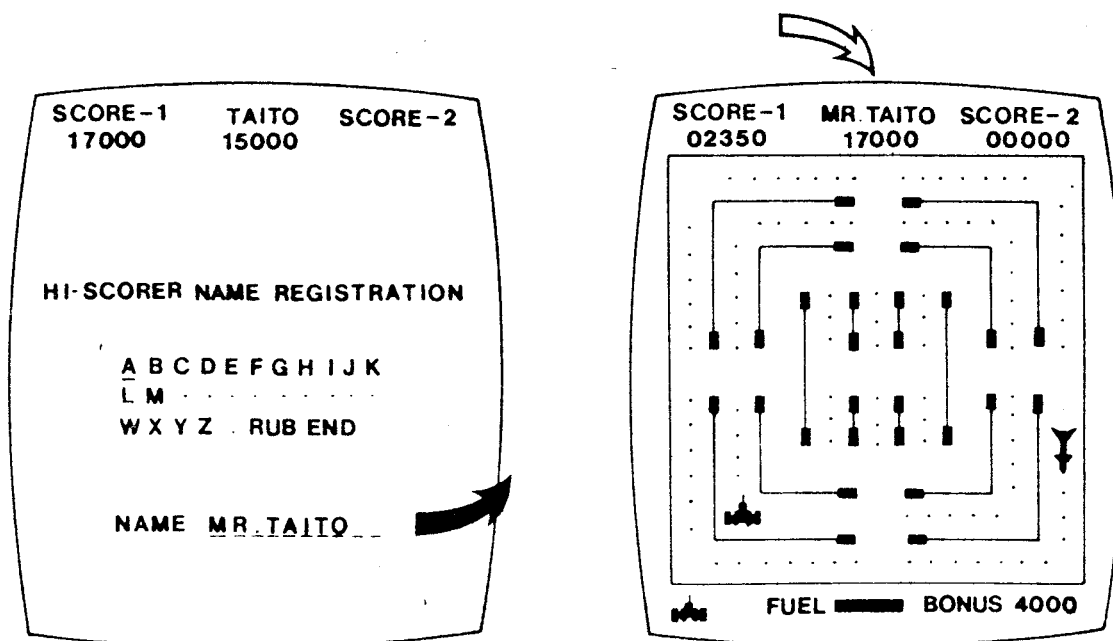


Fig.3

6. Adjustments on Switching Regulator PC Board

(See Fig. 4)

Caution: The line voltages should be set within the limit.
Failure to do so may result in destruction of the IC's.

o To check the output voltage, measure them on the G-connector or the T-connector.

(See the attaching cable Block Diagram NO. AAR00196.)

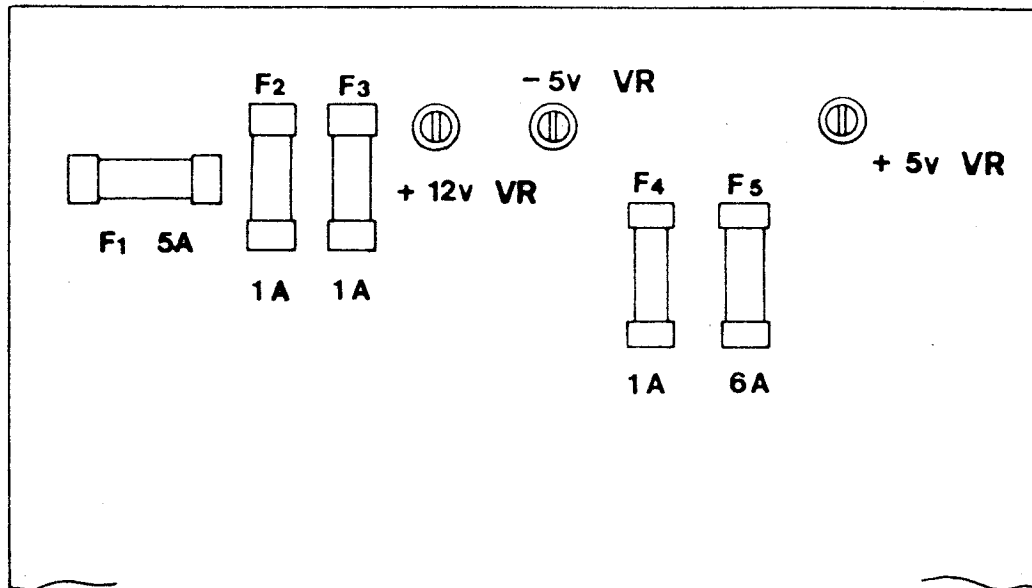


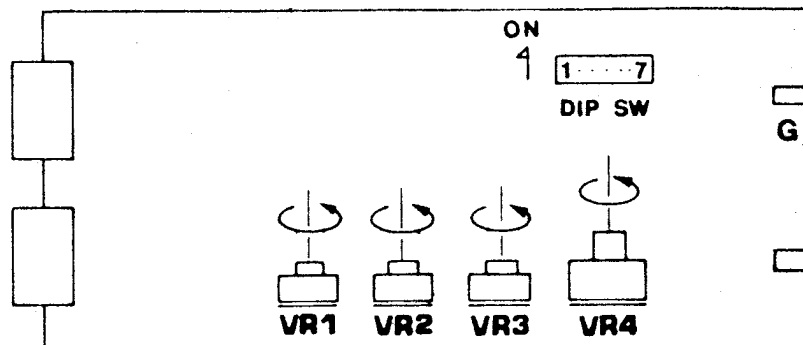
Fig. 4

- o +5V VR ... Pot for adjusting +5V DC line voltage
(Adjustment range: +4.5V to +5.5V DC)
Set approx. +5V.
- o -5V VR ... Pot for adjusting -5V DC line voltage
(adjustable range: -5.5V to -4.5V DC)
Set approx. -5V.

(When the +5V line has no load, this -5V voltage is not present on the line.)
- o +12V VR ... Pot for adjusting +5V DC line voltage
(Adjustable range: +10.8V to +13.2V DC)
Set approx. +12V.

7. Adjustments on Game PC Board (See Fig. 5 and Table 1)

- o To decrease the sound, turn each pot (VR1 -VR4) to the direction shown below with arrowheads.



Fig,5

VR1 ... Pot for adjusting the music sound

VR2 ... Pot for adjusting the effect sound and the explosion sound

VR3 ... Pot for adjusting the dot - hitting sound

VR4 ... Pot for adjusting the total sound

Change-over of DIP Switches;

- o SW1,SW2 ..Switches for changing the number of spaceships

SW 1	ON	OFF	ON	OFF
SW 2	ON	ON	OFF	OFF
Number of Spaceships	3	4	5	6

Table.1

These switches have been preset at "ON" position at the factory. (3 spaceships at the game start)

- o SW3-SW6 ..Switches for adjusting solid-state modules
These switches are for factory adjustments, and all of them should be set at "ON" position.
- o SW7 Switch for rotating images on the screen
When the switch is set at "OFF" position, the images on the screen will be rotated
This switch should be set at "ON" position.

8. Adjustments on Color Video Monitor (See Fig. 6)

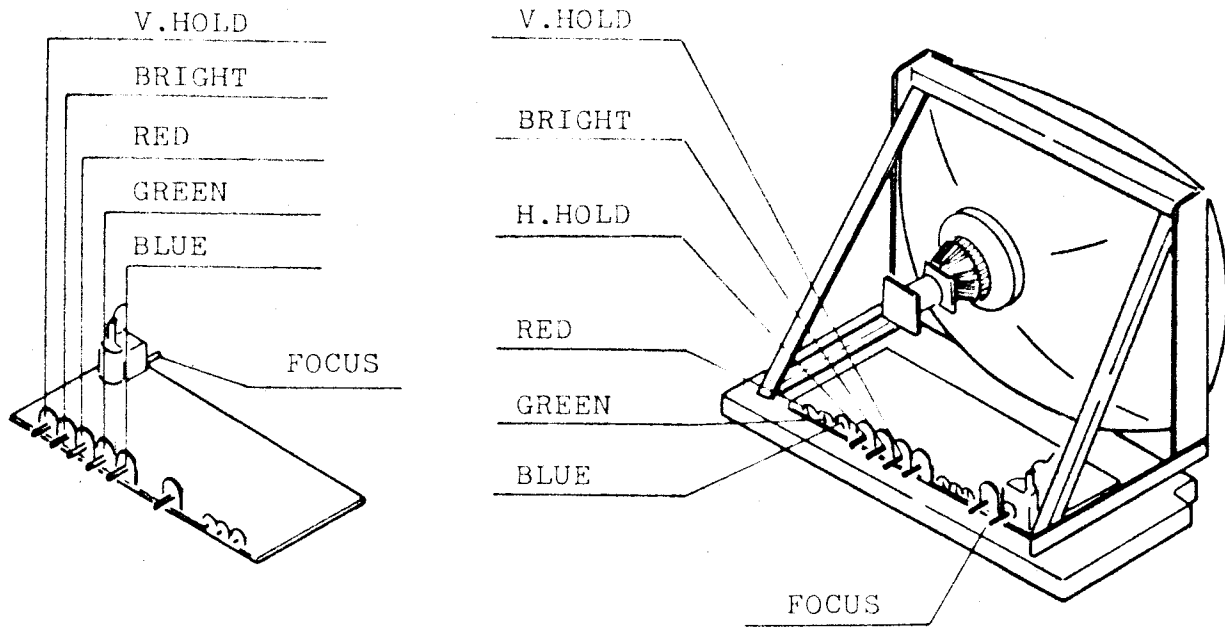


Fig. 6

The video monitor is properly adjusted before shipping, however, if necessary, readjust as follows:

Caution: Careful adjustments are required for the H.Hold and the V.Hold adjustments.

o Horizontal Hold

Adjust the H.HOLD control if the picture is warped or broken into diagonal lines.

o Vertical Hold

Adjust the V.HOLD control if the picture rolls vertically across the screen.

o Screen Brightness

Adjust the BRIGHT control to keep the screen clear.

o FOCUS ... Screen Focus Control

o RED, GREEN, and BLUE ... Color Controls

Note: (1) Color aberration may occur depending on the setting condition of the machine. In that case, use a degussing device. Keep magnet away from the screen, otherwise, it may result in color aberration.

(2) The color video monitor of Taito "SPACE CHASER" is for exclusive use, therefore, it can not be replaced with that of other models.

9. Adjustments of Supply Voltage (See Fig. 7)

If the voltage of the power supply is low, the picture on the screen sometimes gluckers. In that case, change the connection of the power transformer terminals in the cabinet. This adjustment is obtained by using the change-over switch.

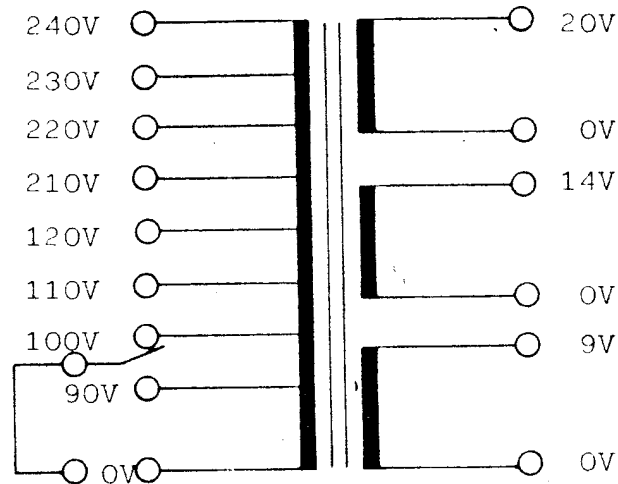


Fig. 7

10. Typical Picture During Play (See Fig.8)

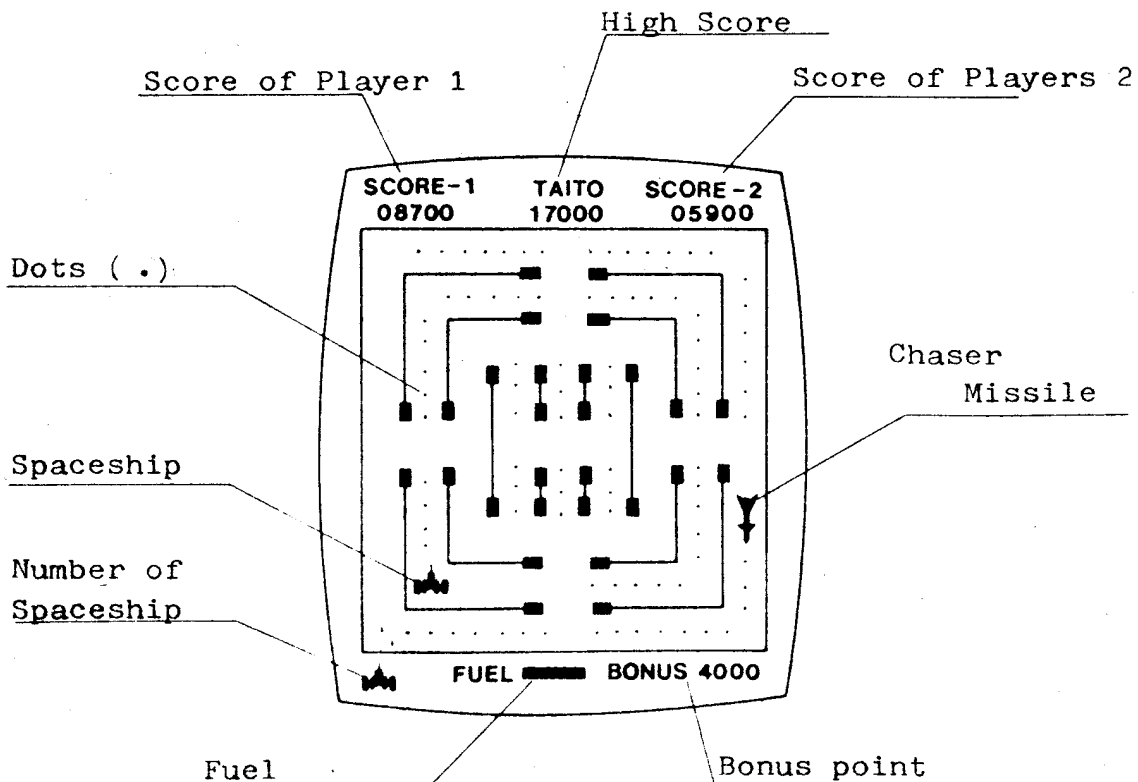
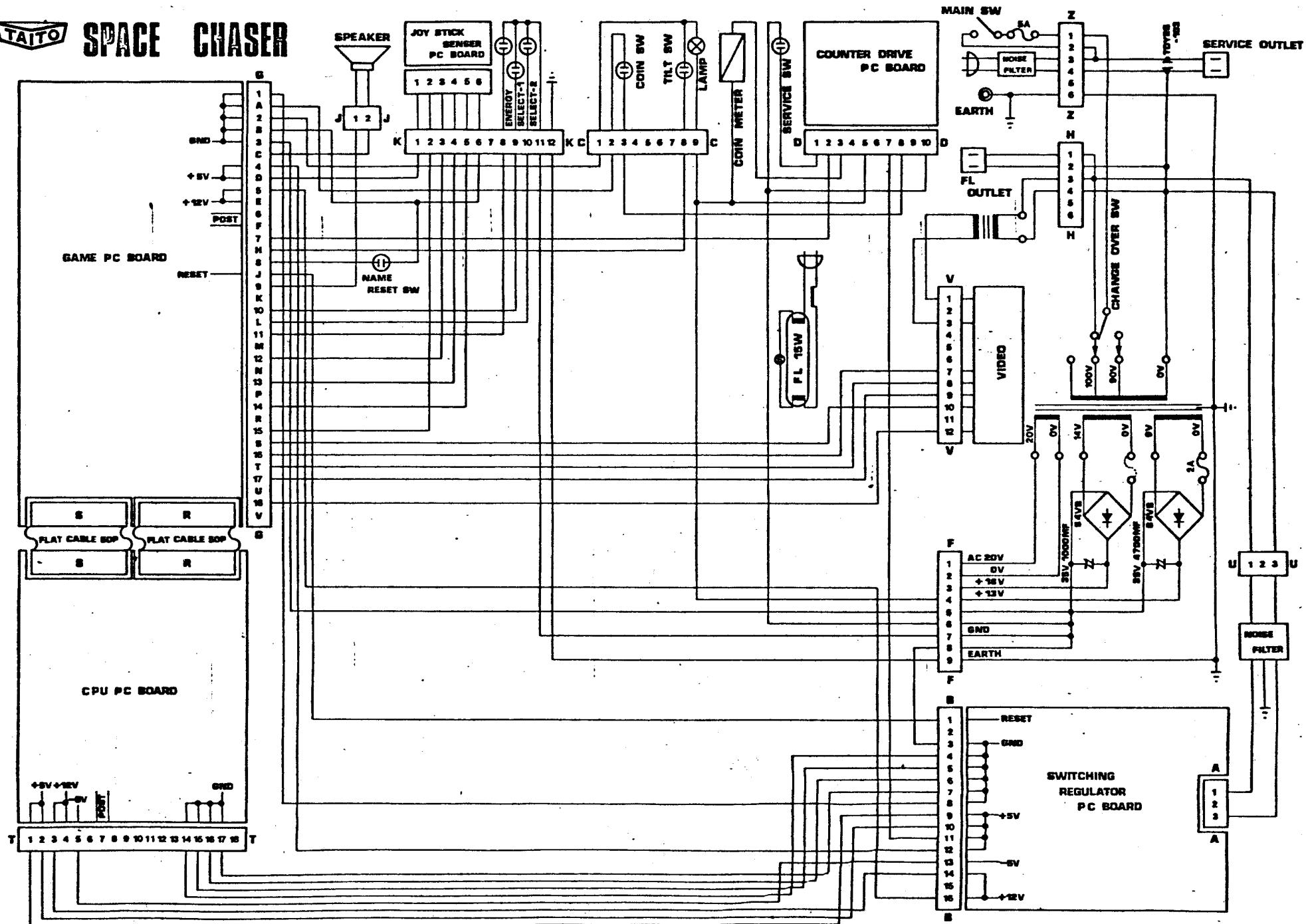
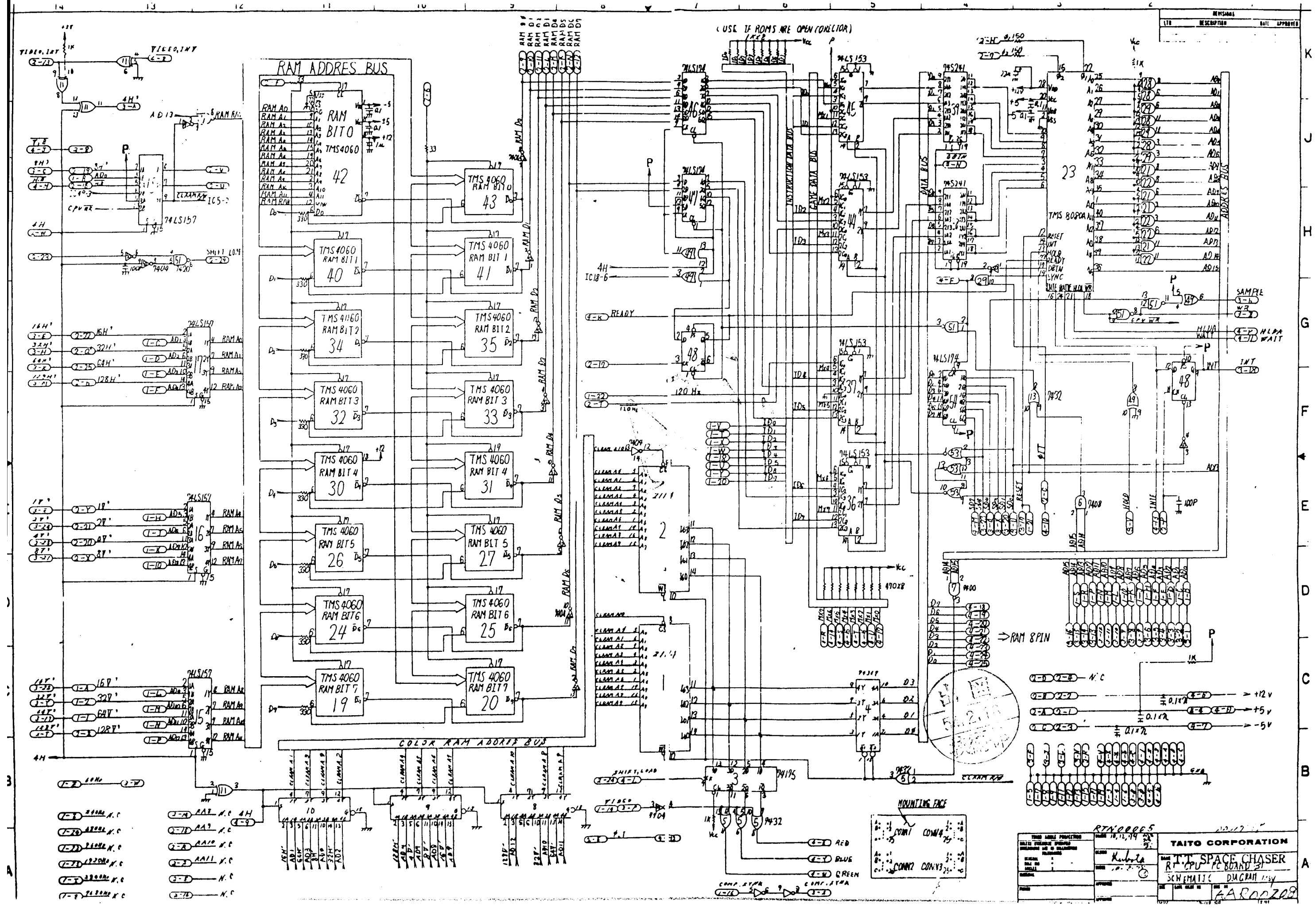


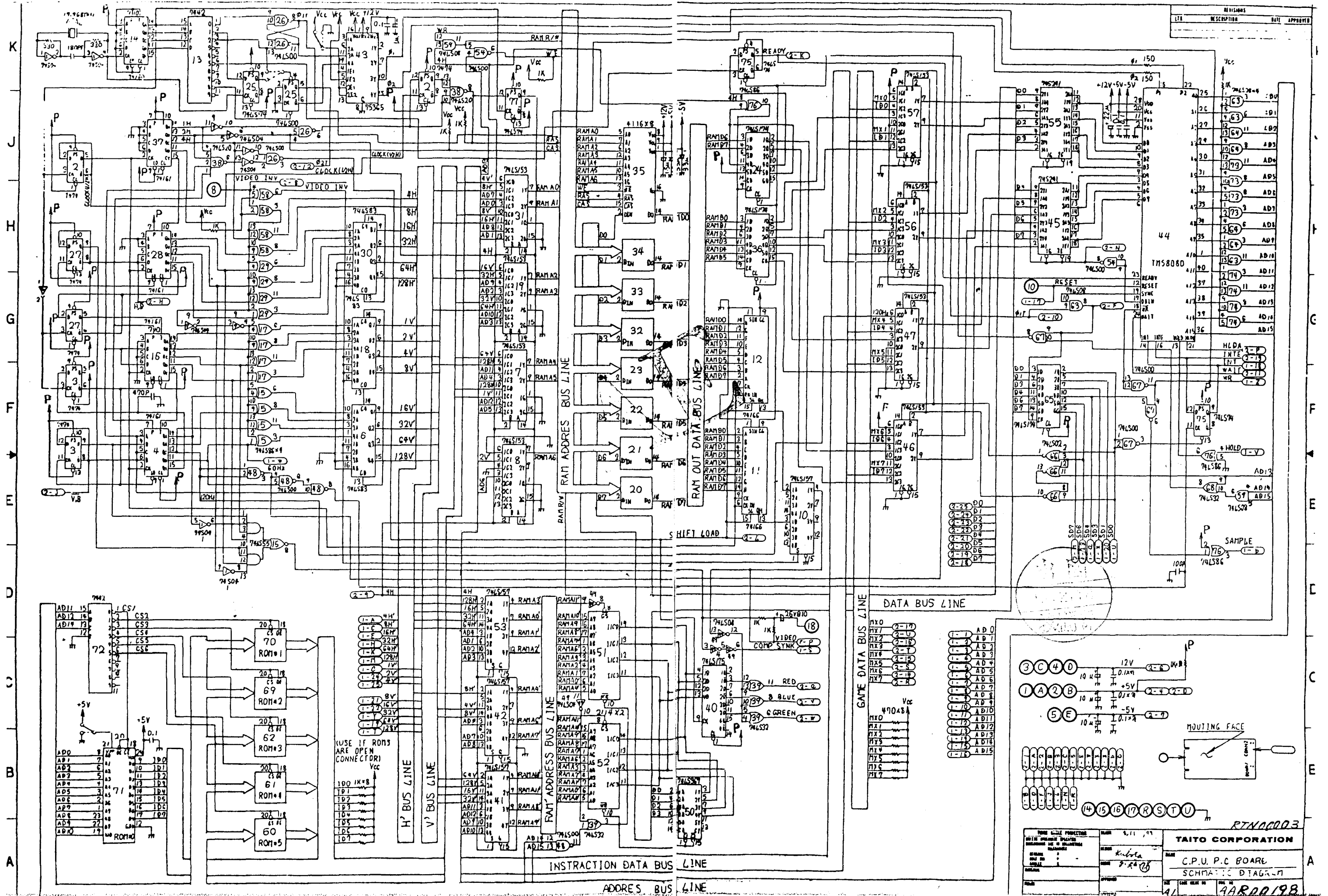
Fig. 8

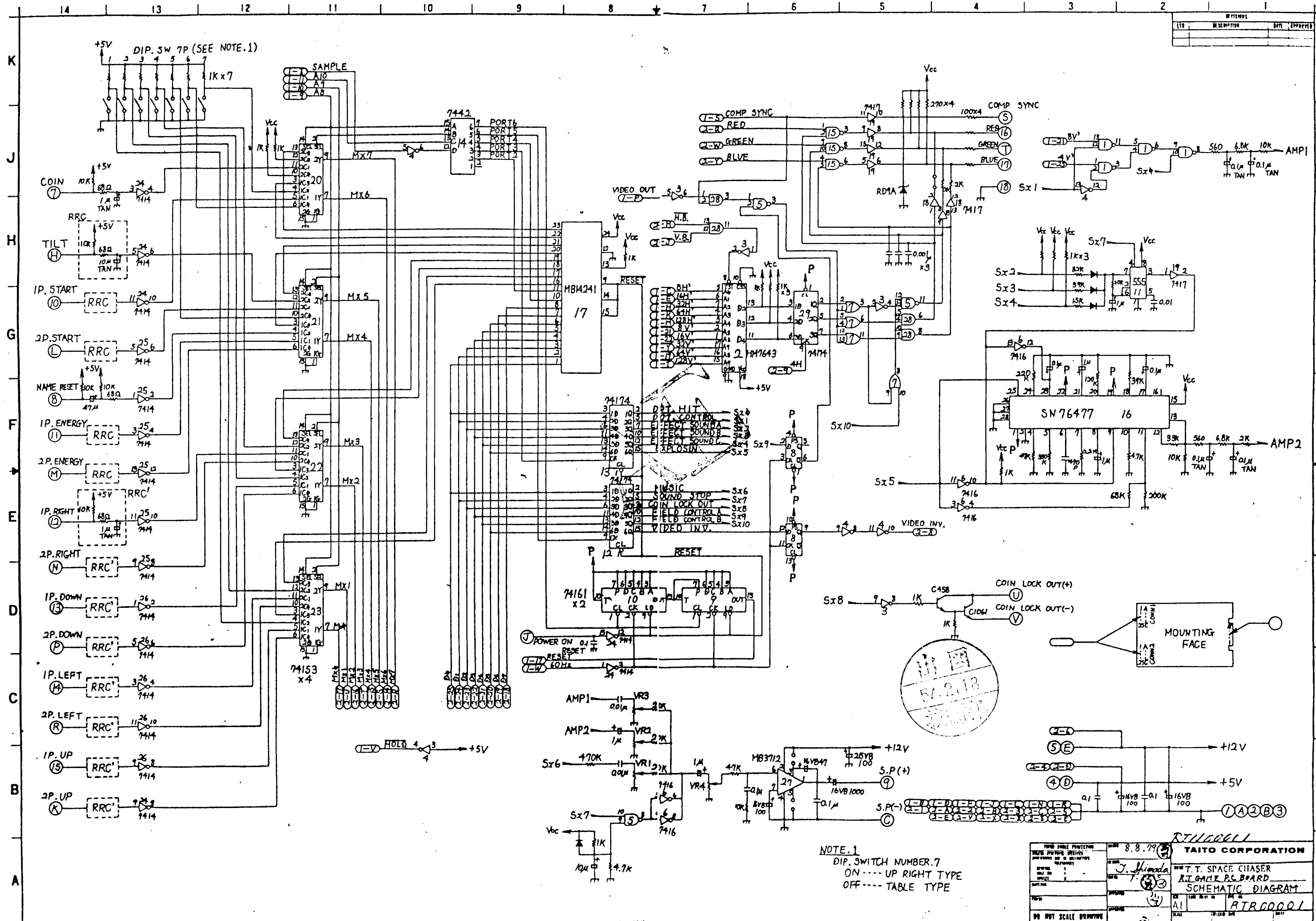


SPACE CHASER



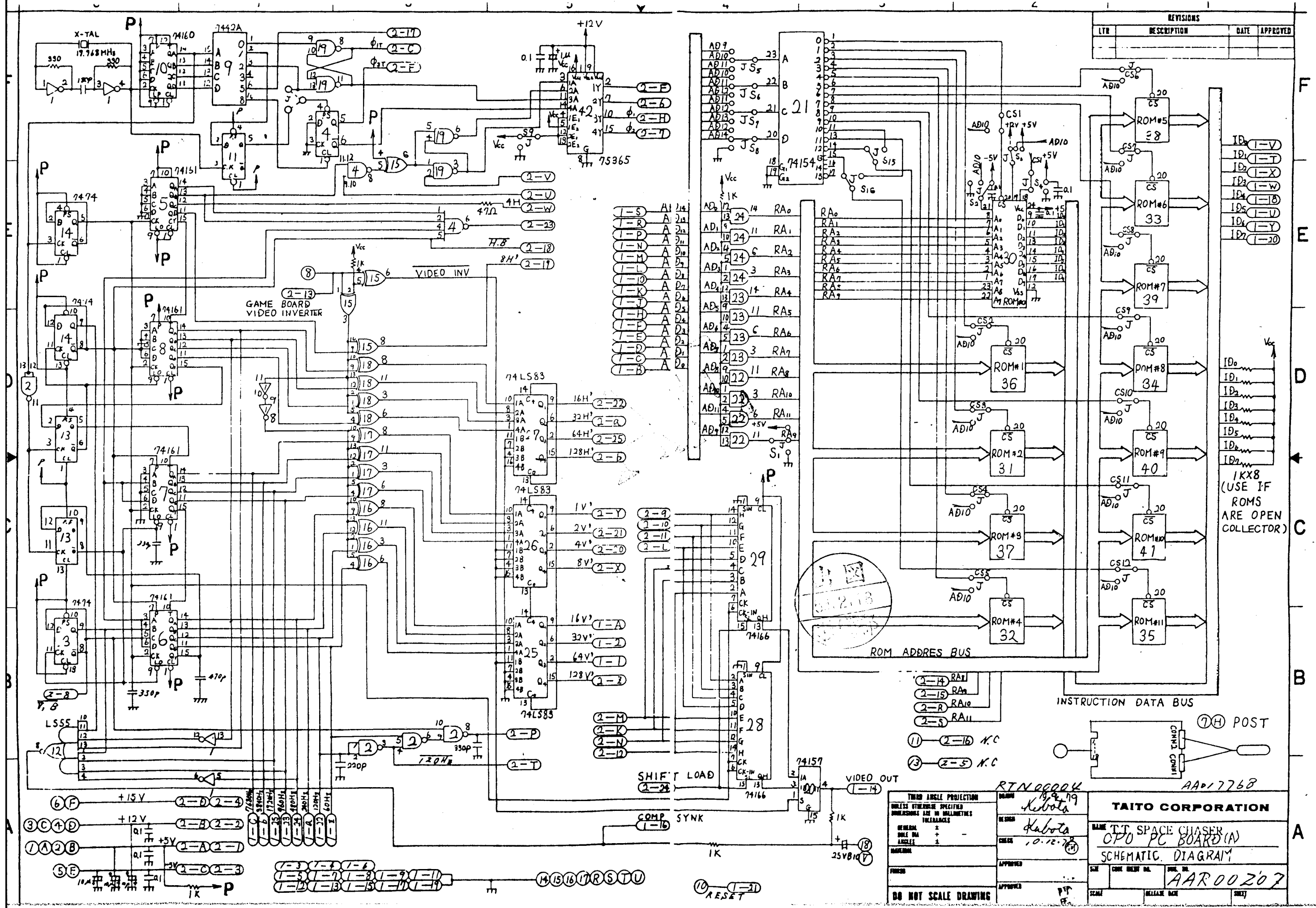






NOTE.1
DIP. SWITCH NUMBER.7
ON ---- UP RIGHT TYPE
OFF ---- TABLE TYPE

TAITO CORPORATION	
DATE	8.8.79
DESIGNED BY	T. Yamada
CHECKED BY	(Signature)
PROJECT	RT GAME PCB BOARD
FIG.	SCHEMATIC DIAGRAM
REV.	1
DO NOT SCALE DRAWING	

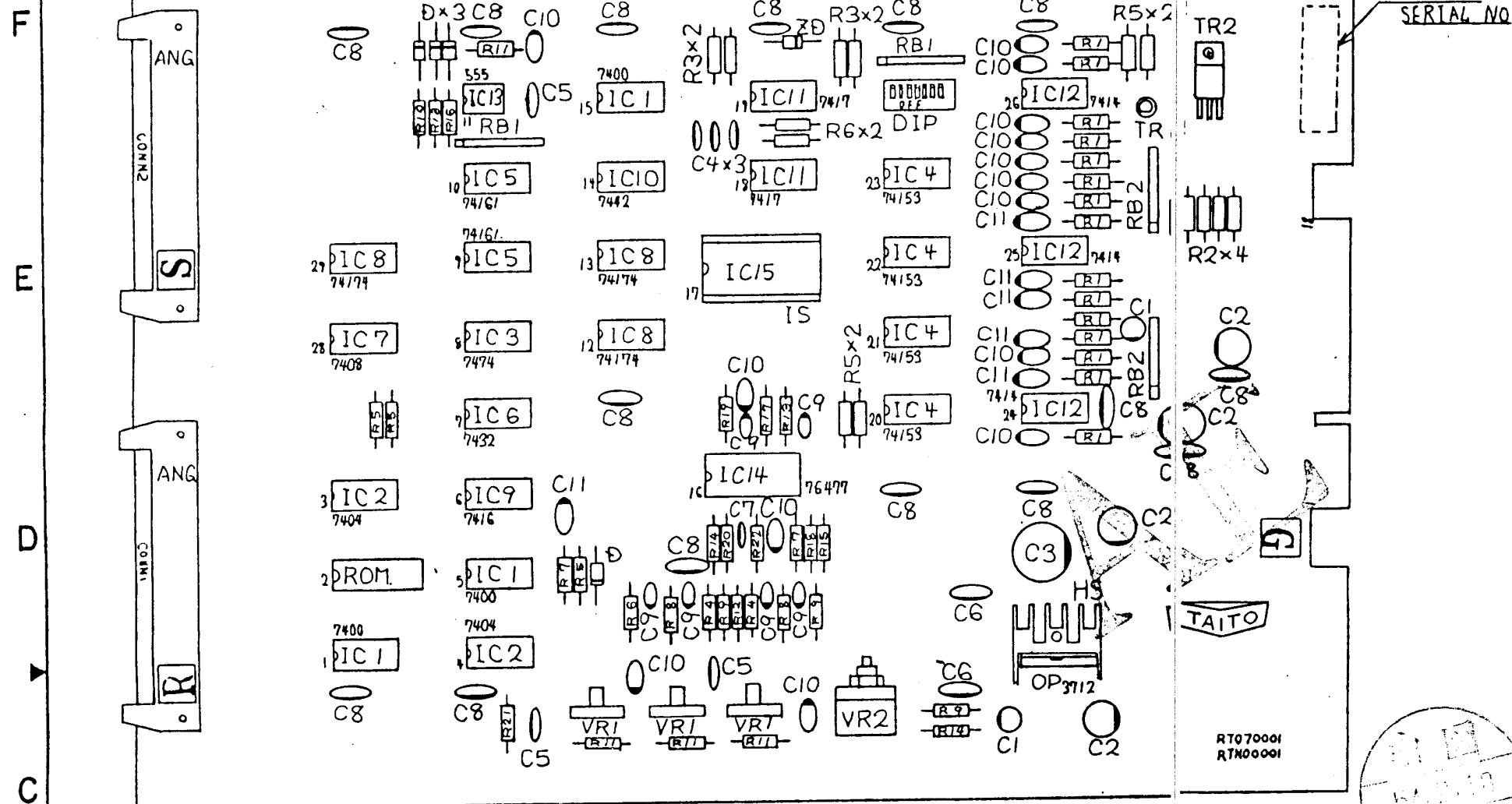


REVISIONS			
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TAITO CORPORATION			
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CPO PC BOARD (A)			
SCHEMATIC DIAGRAM			
DATE	CHKD BY	FILE NO.	

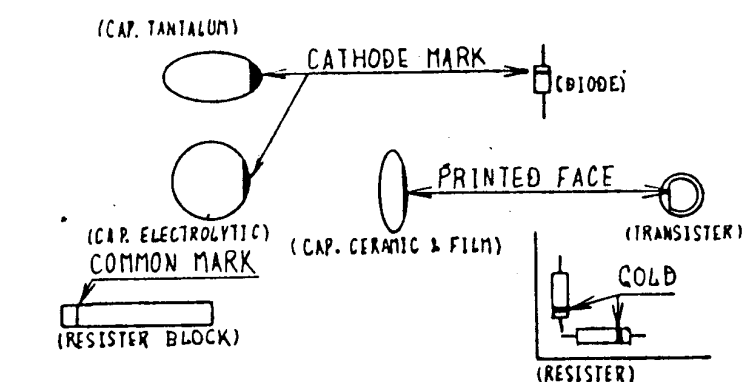
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UNLESS OTHERWISE SPECIFIED	
ALL DIMENSIONS ARE IN MILLIMETERS	
TOLERANCES	
GENERAL	±
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ANGLE	±
MARKING	
PROD	
APPROVED	
DO NOT SCALE DRAWING	

REVISIONS			
LTB	DESCRIPTION	DATE	APPROVED

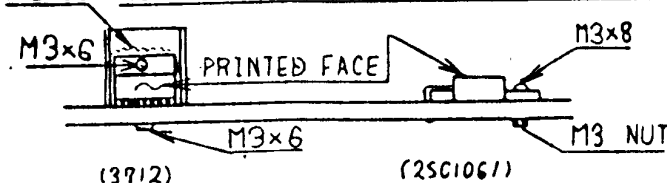


PRESS THE
SERIAL NO.

50	R 6	AAT 51772	RES., CARBON, 2K0HM 1/4W ±5%	3
49	R 5	• 51765	• , • , 1K • • •	7
48	R 4	• 51759	• , • , 560 • • •	2
47	R 3	• 51751	• , • , 270 • • •	4
46	R 2	• 51741	• , • , 100 • • •	4
45	R 1	• 51737	RES., CARBON, 680HM 1/4W ±5%	15
44	C11	• 41430	CAP., TANTALUM, SSG25-10F	6
43	C10	• 41436	• , • , SSG35-1F	14
42	C 9	• 41431	• , TANTALUM, SSG35-OR1F	6
41	C 8	• 41672	• , CERAMIC, SC45F-1H-1042 50V	15
40	C 7	• 41334	• , CERAMIC, DT-205 470PF 50V	1
39	C 6	• 41244	• , FILM, TDY-1H-104	2
38	C 5	• 41238	• , • , TDY-1H-103	3
37	C 4	• 41232	• , FILM, TDY-1H-102	3
36	C 3	• 41040	• , ELECTROLYTIC, 25VB-1000	1
35	C 2	• 41036	• , • , 25VB-100	4
34	C 1	AAT 41035	CAP., ELECTROLYTIC, 25VB-47	2
33	ROM	RT0 90006	P-ROM, RT06 (4x)	1
32	IC15	AAT 37001	CUSTOM I.C., MB14241	1
31	IC14	• 32141	TTL I.C., 76477	1
30	IC13	• 32019	• , NE555V	1
29	IC12	• 32054	• , 7414	3
28	IC11	• 32049	• , 7417	2
27	IC10	• 32039	• , 7442	1
26	IC 9	• 32033	• , 7416	1
25	IC 8	• 32029	• , 74174	3
24	IC 7	• 32023	• , 7408	1
23	IC 6	• 32021	• , 7432	1
22	IC 5	• 32018	• , 74161	2
21	IC 4	• 32017	• , 74153	4
20	IC 3	• 32011	• , 7474	1
19	IC 2	• 32003	• , 7404	2
18	IC 1	AAT 32001	TTL I.C., 7400	3
17			PAN HD SCREW, M3x6	1
16	OP	AAT 31042	OP AMPLIFIER, MB3712	1
15	ZD	• 13028	ZENER DIODE, RD-9A	1
14	D	AAT 12025	DIODE, 1S1588	4
13			NUT, M3	1
12			PAN HD SCREW, M3x8	1
11	TR2	AAT 11030	TRANSISTER, 2SC1061	1
10	TR1	AAT 11020	TRANSISTER, 2SC372	1
9	IS	AAO 55787	I.C. SOCKET, 24PIN	1
8	ANG	• 55154	ANGLE PIN HEADER, PS-50PA	2
7	DIP	• 52560	DIP SWITCH, DSS-7	1
6	S	• 17662	CONNECTOR STICKER, S	1
5	R	• 17659	• , R	1
4	G	AAO 17632	CONNECTOR STICKER, G	1
3			PAN HD SCREW, M3x6	1
2	HS	AAO 14520	HEAT SINK	1
1		RT0 70001	RT-GAME P.C BOARD	1



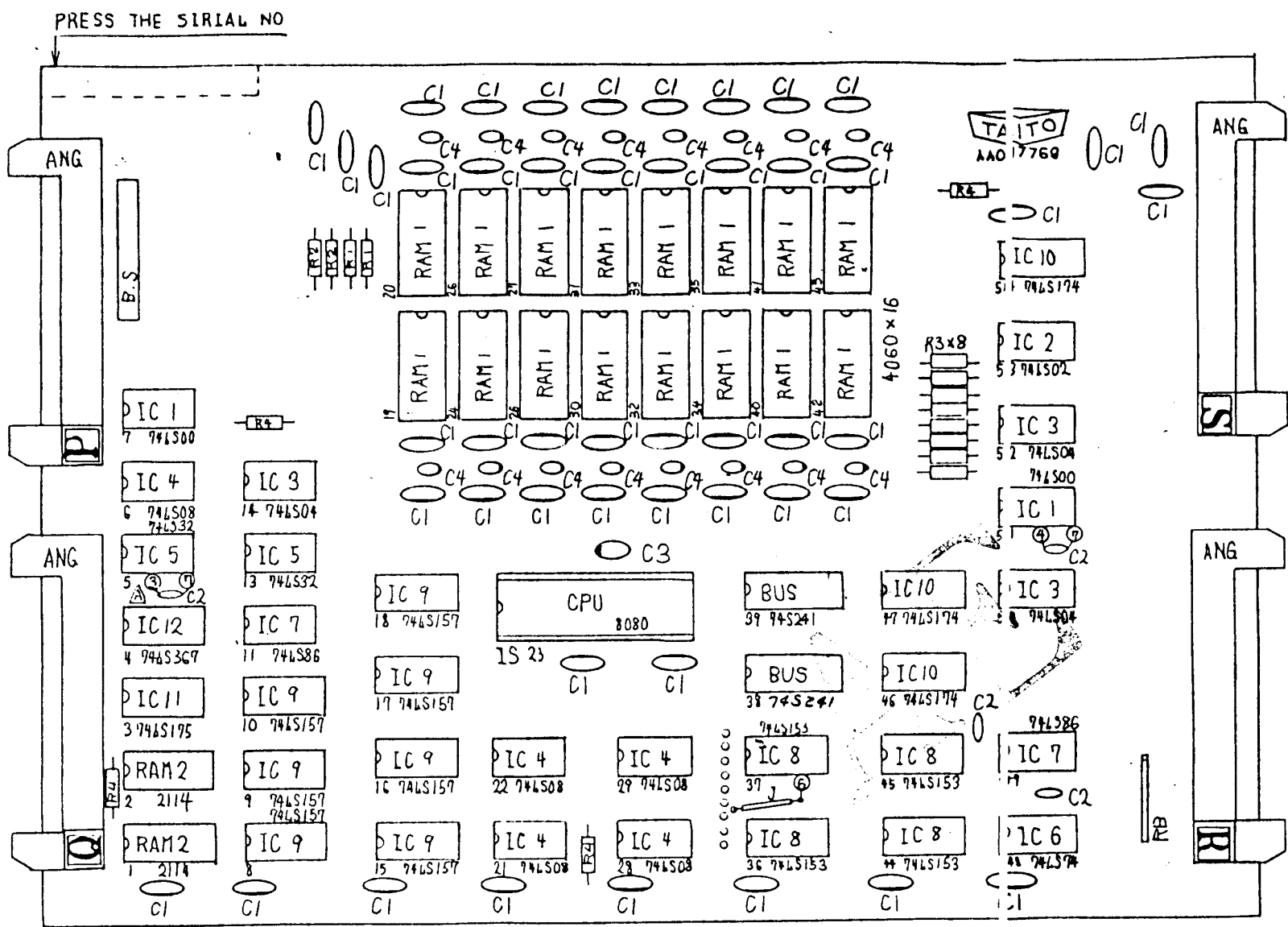
GREASE NOTE-1) THE DIRECTION OF PARTS



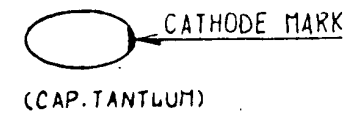
NOTE-2) HOW TO MOUNT PARTS

70	RB2	AAT 55039	RESISTER BLOCK, 10K0HM 8elements	2
69	RB1	• 55036	RESISTER BLOCK, 1K0HM 8elements	2
68	VR2	• 53047	VARIABLE RESISTER, B-50K RV/6YP	1
67	VR1	• 53041	VARIABLE RESISTER, B-50K	3
66	R22	• 51845	RES., CARBON, 2.2K0HM 1/4W ±5%	1
65	R21	• 51829	• , • , 470K • • •	1
64	R20	• 51825	• , • , 330K • • •	1
63	R19	• 51821	• , • , 220K • • •	1
62	R18	• 51820	• , • , 200K • • •	1
61	R17	• 51815	• , • , 120K • • •	1
60	R16	• 51811	• , • , 82K • • •	1
59	R15	• 51809	• , • , 68K • • •	1
58	R14	• 51805	• , • , 47K • • •	2
57	R13	• 51803	• , • , 39K • • •	2
56	R12	• 51801	• , • , 33K • • •	1
55	R11	• 51796	• , • , 20K • • •	4
54	R10	• 51793	• , • , 15K • • •	1
53	R 9	• 51789	• , • , 10K • • •	3
52	R 8	• 51785	• , • , 6.8K • • •	2
51	R 7	AAT 51782	RES., CARBON, 4.7K0HM 1/4W ±5%	2

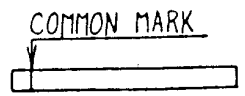
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UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN MILLIMETERS		DESIGNER K. K. K.	
GENERAL NOTE: 1. DIMENSIONS ARE IN MILLIMETERS		CHECKER S. S.	
DO NOT SCALE DRAWING		APPROVED	
TITTO CORPORATION		NAME T.T. SPACE CHASER	
RT-GAME P.C BOARD Assy		SCALE	
A2		RTN 00001	



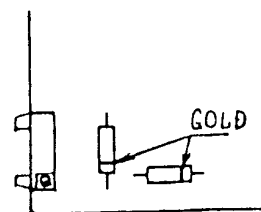
NOTE-1) PRINTED FACE



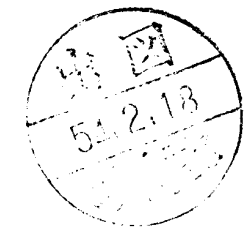
NOTE-2) CATHODE MARK



NOTE-3) RESISTOR BLOCK



NOTE-4) RESISTOR CARBON



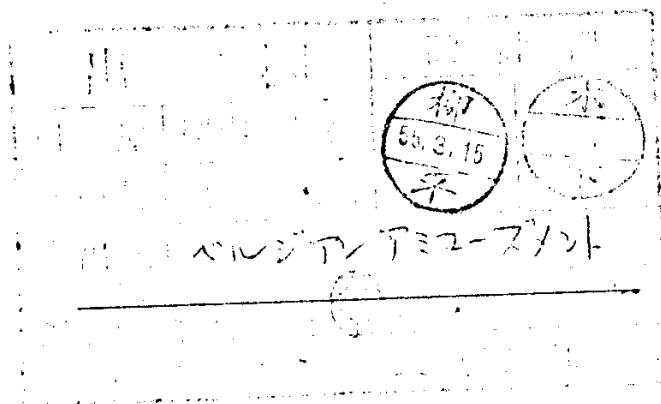
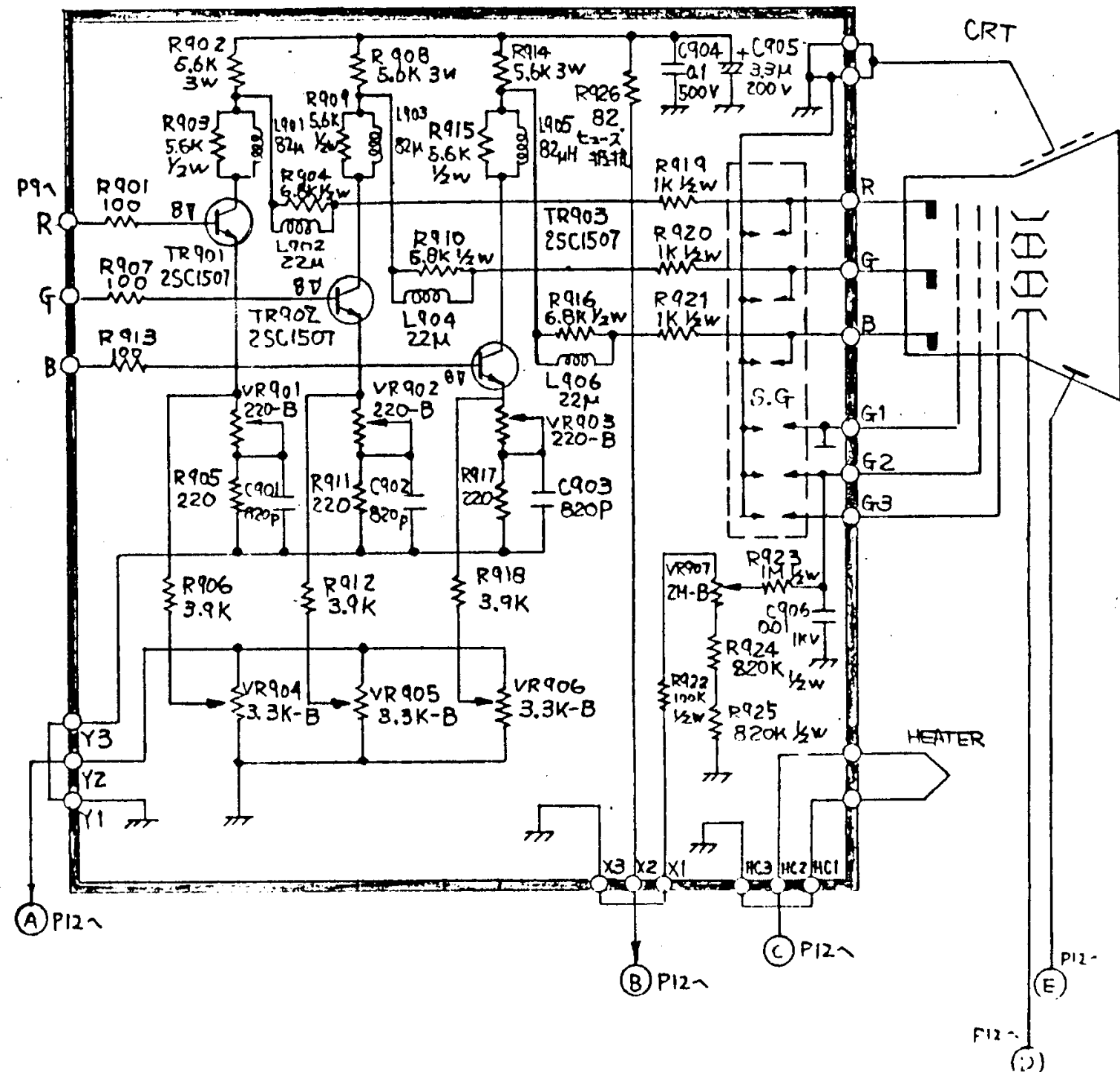
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LTB	DESCRIPTION	DATE	APPROVED

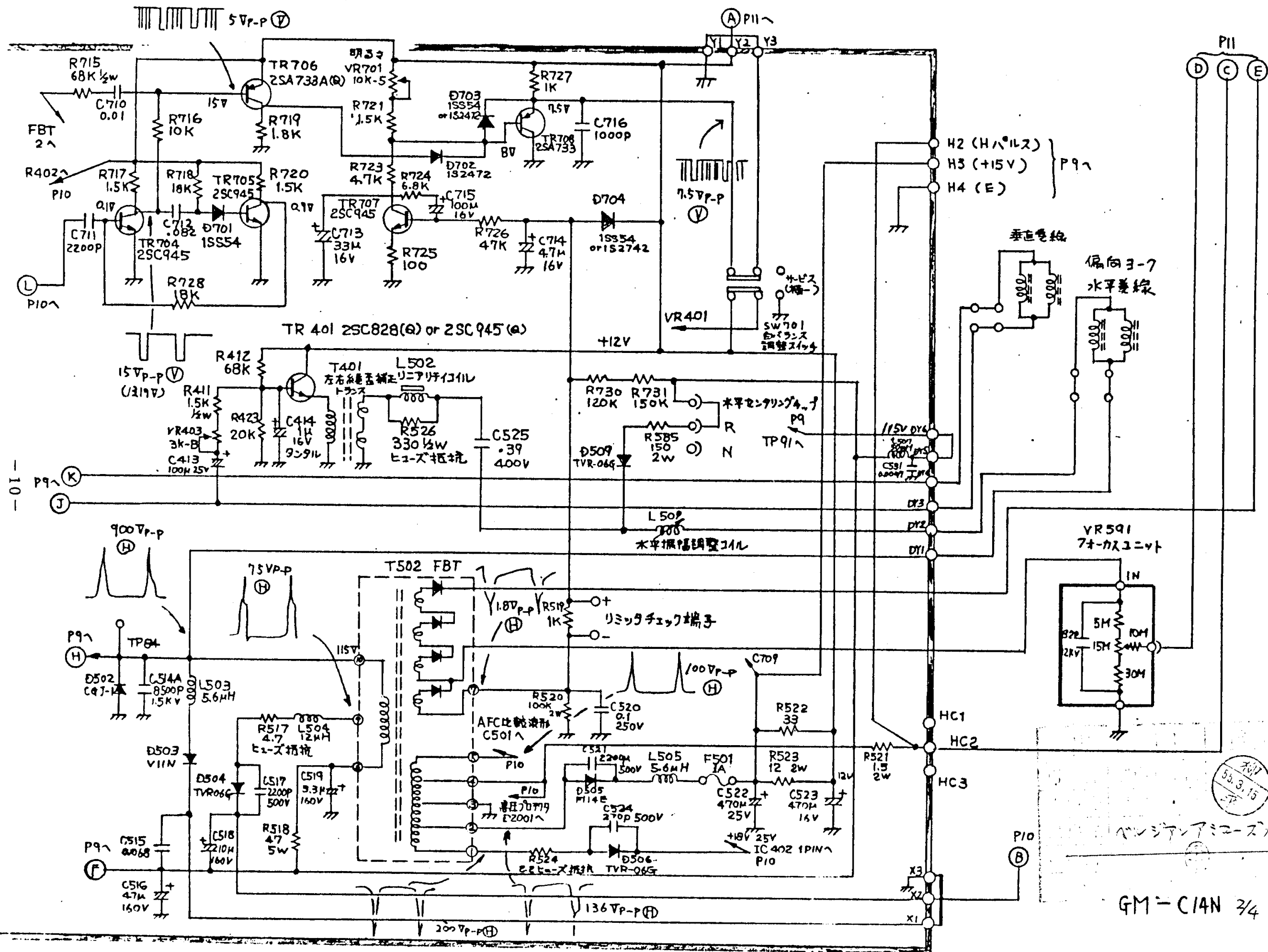
47				
46				
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38				
37				
36				
35				
34	J	JUMPER WIRE	Y 1φ 100mm	
33	RB	AAT 55041	RESISTOR BLOCK, 470Ω 8 elements	1
32	R4	51765	RES. CARBON, 1KΩ 1/4W ±5%	4
31	R3	51753	330Ω	8
30	R2	51745	150Ω	2
29	R1	51729	RES. CARBON, 330Ω 1/4W ±5%	2
28	C4	41425	CAP. TANTLUM, SSG25-1F	16
27	C3	41424	TANTLUM, SSG16-22F	1
26	C2	41318	CERAMIC, DT-201 100PF 50V	34
25	C1	41244	CAP. FILM, TDY-1H-104	49
24	BUS	35001	BUS DRIVER, 74S241	2
23	CPU	34001	C.P.U, TMS8080	1
22	IC12	33203	LS I.C, 74LS367	1
21	IC11	33128	74LS175	1
20	IC10	33127	74LS174	3
19	IC9	33112	74LS157	7
18	IC8	33108	74LS153	4
17	IC7	33062	74LS86	2
16	IC6	33051	74LS74	1
15	IC5	33027	74LS32	2
14	IC4	33009	74LS08	5
13	IC3	33005	74LS04	3
12	IC2	33003	74LS02	1
11	IC1	33001	LS I.C, 74LS00	2
10	RAM2	32156	STATIC RAM, 2114N	2
9	RAM1	AAT 32091	DYNAMIC RAM, TMS4060NL(4K)	16
8	IS	AAO 55812	I.C SOCKET, 40PIN	1
7	ANG	55154	ANGLE PIN HEADER, PS-50PA	4
6	S	17662	CONNECTOR STICKER, S	1
5	R	17659	CONNECTOR STICKER, R	1
4	Q	17656	CONNECTOR STICKER, Q	1
3	P	AAO 17653	CONNECTOR STICKER, P	1
2	BS	RTO 10020	P.C BOARD STICKER	1
1		AAO 17769	C.P.U P.C BOARD (B)	1

THIRD ANGLE PROJECTION		DATE 10.5.79	
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN MILLIMETERS		TOLERANCES	
FINISH		CHECK	
APPROVED		APPROVED	
DO NOT SCALE DRAWING		TAITO CORPORATION	
		NAME T.T. SPACE CHASER	
		R.T. C.P.U P.C BOARD (B) Assy	
		SIZE A2	
		CONE NO. RTN00005	
		SCALE	
		SHEET	

GM-C14N 1/4

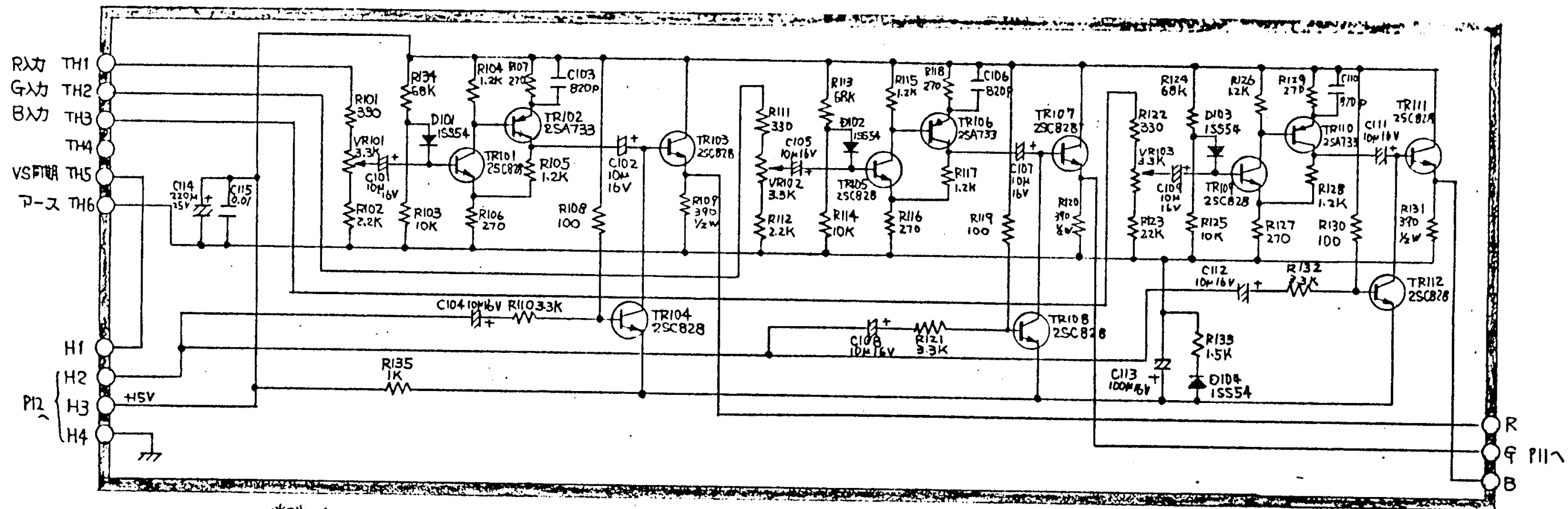
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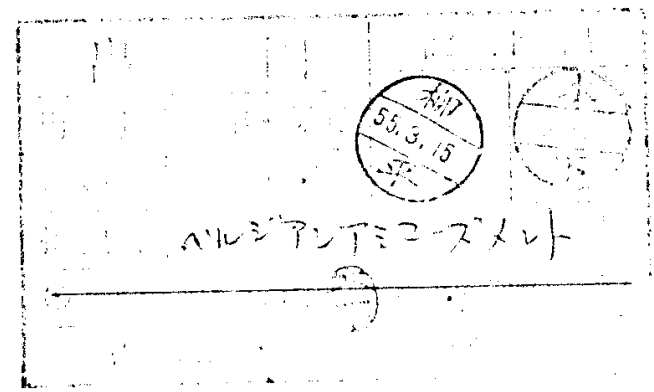
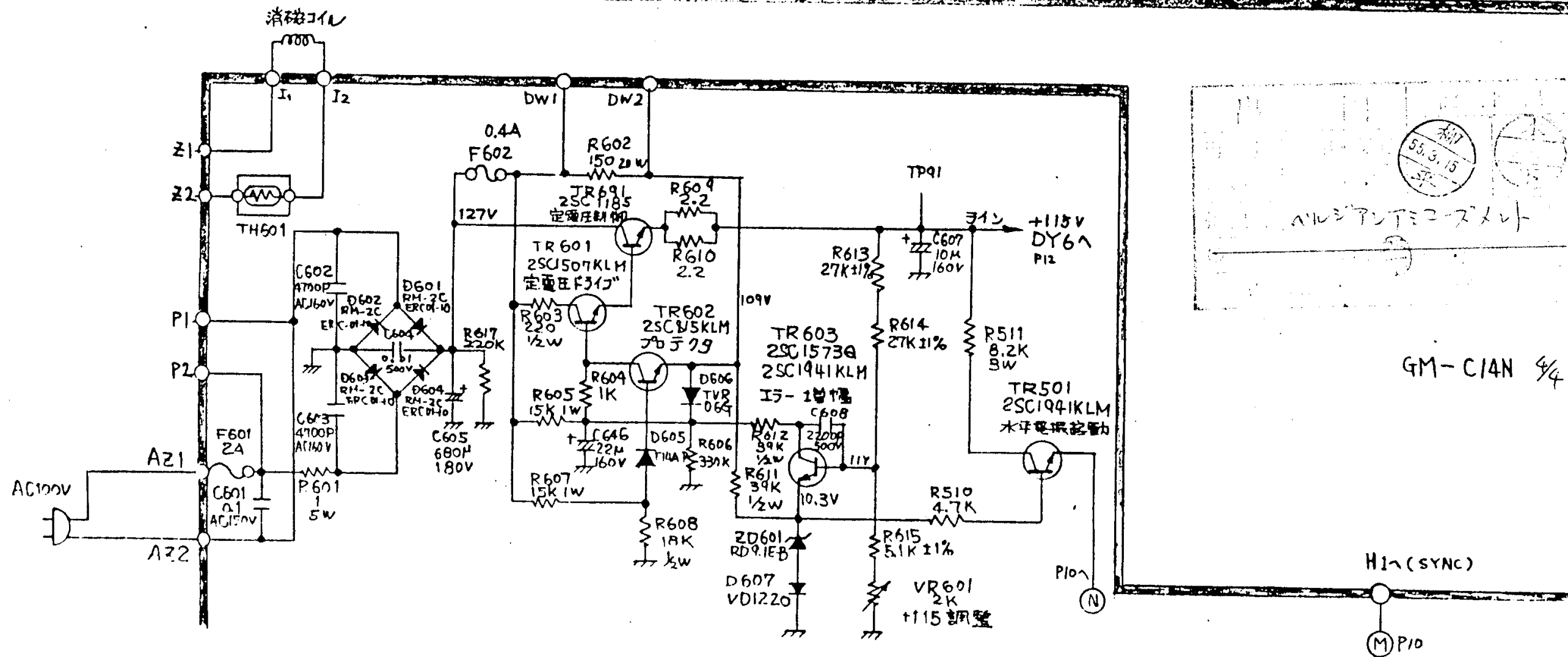




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GM-C14N 4/4

H1-(SYNC)

M P10