



By Erik Sommerdyk

My comments are in green.

MANUAL

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IMPORTANT F.C.C. WARNING

THIS KIT IS INTENDED FOR USE ONLY ON COIN OPERATED VIDEO GAMES MANUFACTURED AFTER OCT. 1, 1983, AND ARE VERIFIED TO COMPLY WITH THE REQUIREMENTS IN PART 15 OF THE FCC RULES FOR CLASS A COMPUTING DEVICED. IMPROPER CONNECTION OF THE KIT, OF CONNECTION TO ANY OTHER OPERATED VIDEO GAME NO SO MANUFACTURED, OR VERIFIED FOR COMPLIANCE, MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION: THUS REQUIRING THE OPERATOR TO MAKE THE NECESSARY CHANGES TO CORRECT THE INTERFERENCE.

MEMETRON, INC. ASSUMES NO RESPONSIBILITY
FOR KITS IMPROPERLY CONNECTED TO GAMES
FOR WHICH USE IS NOT INTENDED.

WARNING

MAKE SURE YOUR POWER SUPPLY PROVIDES THESE DC VOLTAGES:
+5 D.C. AT 7A, +12 D.C. AT 1A & -5 D.C. VOLTS.

Pac-man, Ms Pac-man, Galaxian and other select games DO NOT provide a D.C. power supply. MEMETRON will not assume responsibility for p.c. boards returned with damage caused by the introduction of improper voltages.

Pac-man, Ms Pac-man, and Galaxian are the trademarks of Bally Midway.

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K I N G K I T C O N T E N T S

SOLAR WARRIOR P.C. BOARD

INSTRUCTION MANUAL

CRT PLEXI

MARQUEE PLEXI

JOYSTICKS (1) - 8 WAY WICO RED BALL STICK

CONTROL PANEL OVERLAY

CONTROL PANEL DECALS

INSTRUCTION DECALS

WIRING HARNESS - STANDARD JAMMA HARNESS

F.C.C CAGE

CONTROL PANEL BUTTONS

Contact your Memetron distributor for replacement parts.

S O L A R W A R R I O R C O N V E R T S A N Y
C O L O R R A S T E R S C A N M O N I T O R
T H A T I S O R C A N B E M O U N T E D
H O R I Z O N T A L L Y

N O T I C E

Parts salvaged from your old game are required to complete your kit. These salvaged parts must operate perfectly for the converted game to perform properly and safely.

MAKE SURE YOUR POWER SUPPLY AND MONITOR ARE WORKING PROPERLY BEFORE ATTEMPTING CONVERSION!

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C A B I N E T

Reconditioning the cabinet is one of the most important things that you must do. Remove all old graphics and artwork for the cabinet. Clean the cabinet, and paint if necessary. Remember... A new game promoted player interest. This conversion is a new game...MAKE SURE IT LOOKS LIKE ONE!

C O N T R O L P A N E L

- 1) Remove the old buttons, joystick and control panel overlay (note... do not throw out parts, certain items are required to complete your new control panel.)
- 2) Refer to suggested control panel layout. (below.)
- 3) Drill any new holes that are necessary.
- 4) Plug and holes that will not be used, a common outo body bondo is probably the quickest filler available.
- 5) Carefully apply the new control panel overlay. Avoid getting air bubbles under the vinyl.
- 6) Once the overlay is in place, use an exacto knife to cut out the button and joystick holes.
- 7) Place the new buttons, joystick and instruction decals on the control panel.

SUGGESTED CONTROL PANEL FOR SOLAR WARRIOR



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C R T A N D M A R Q U E E P L E X I
(wear protective eyewear while cutting plexis)

- 1) The marquee and crt plexi must be cut to fit your game. Do not remove paper mask until this is done.

2) Remove old marquee and crt plexi from game.

3) Use these to measure and mark the new plexi for cutting.

4) The plexis can be cut the same way you cut tile or window glass. We suggest using a scribing knife. Using a straight edge to guide the knife, draw the scriber several times along the edge. Make sure your cuts go from end to end cleanly.

5) Lay the plexi on a table with the scribe mark hanging over the edge. While clamping the plexi to the table, apply sharp downward pressure to the otherside. Sandpaper should remove any rough edges.

G R O U N D I N G

TO ASSURE PROPER GAME OPERATION AND TO PREVENT SHOCK HAZARD, MAKE SURE GAME IS PERPERLY GROUNDED. DO NOT USE A "CHEATER" PLUG TO DEFEAT THE GROUNDING PIN ON THE POWER CORD!

N O T I C E

For safety and reliability, Memetron, Inc. doen not recomment or authorize any substitute parts or modifications of Memetron equipment.

Use of non Memetron parts and modifications of circuitry may adversely affect game performance.

Substitute parts of equipment modification may void FCC type acceptance.

Since this game is protected by federal copyright, trademark and patent laws, unauthorized game conversions may be illegal under federal law.

This "conversion" principal also applies to unauthorized facsimilies of Memetron, Inc., equipment logos, designs, publications, assemblies and games (or features not deemed to be in the public domain), wether manufactured with Memetron components or not.

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C O I N C O U N T E R

To properly connect a coin counter on Solar Warrior you will need the following items.

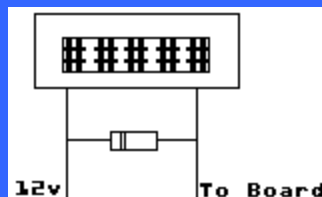
- 1) 12 vold coin counter (1)
- 2) 1N 4004 diode (1)

(see diagram below)

1) Connect the coin counter wire from the P.C. board to the anode side of the 1N 4004 diode, then connect to one lead of the coin counter.

2) Connect the other lead of the coin counter to the cathode of the diode, then connect to 12 vold D.C. on your power supply.

3) MAKE SURE THE DIODE IS IN PLACE AND HOOKED UP CORRECTLY OR DAMAGE TO HE P.C. BOARD MAY OCCUR.



IF YOU HAVE ANY QUESTIONS CONTACT YOUR MEMETRON SERVICE REPRESENTATIVE

* [DISTRIBUTOR NUMBER REMOVED] *

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DIP SWITCH SETTINGS DIP SWITCH 1

1	2	3	4	5	6	7	8	
								Coin - A
OFF	OFF							1 Coin - 1 Play
ON	OFF							1 Coin - 2 Play
OFF	ON							1 Coin - 3 Play

ON	ON							2 Coin - 1 Play
								Coin - B
		OFF	OFF					1 Coin - 1 Play
		ON	OFF					1 Coin - 2 Play
		OFF	ON					1 Coin - 3 Play
		ON	ON					2 Coin - 1 Play
								Sound for Demonstration
				OFF				On
				ON				Off
								Continue Mode
					OFF			On
					ON			Off
								Cabinet
						OFF		Cocktail Table
						ON		Up-Right Cabinet
								Screen Orientation
							OFF	Normal
							ON	Invert

(PAGE 7)**DIP SWITCH SETTINGS****DIP SWITCH 2**

1	2	3	4	5	6	7	8	Degree of Difficulty
OFF	OFF							Easy
ON	OFF							
OFF	ON							\
ON	ON							Most Difficult
								Game Time
		OFF	OFF					Normal
		ON	OFF					
		OFF	ON					\
		ON	ON					Fast
								Bonus Score
				OFF	OFF			20,000-70,000 Every 70,000
				ON	OFF			30,000-80,000 Every 80,000
				OFF	ON			20,000-80,000 Only
				ON	ON			30,000-80,000 Only
								Number of Lives
						OFF	OFF	2
						ON	OFF	3
						OFF	ON	6
						ON	ON	Free Play

(PAGE 8)**MAIN HARNESS PIN OUT CONNECTION****PARTS SIDE**

PIN NUMBER	SIGNAL NAME	COLOR	GA
1	GROUND	BLACK	18
2	GROUND	BLACK	18
3	+5V D.C. REGULATED	RED	18
4	+5V D.C. REGULATED	RED	18
5	-5V D.C. REGULATED	YELLOW	18
6	+12V D.C. REGULATED	ORANGE	18
7	NOT USED	--	--
8	COIN COUNTER 1	BLUE-RED	22
9	NOT USED	--	--
10	SPEAKER	VIOLET	22
11	NOT USED	--	--
12	VIDEO RED	RED	22
13	VIDEO BLUE	BLUE	22
14	GROUND	BLACK	22
15	NOT USED	--	--
16	COIN 1	BLUE-GRAY	22
17	1P START	GRAY	22
18	1P UP	ORANGE	22
19	1P DOWN	GRAY-YELLOW	22
20	1P LEFT	BROWN	22
21	1P RIGHT	BROWN-WHITE	22
22	1P SHOOT	BLUE-YELLOW	22
23	1P JUMP	BLUE-GREEN	22

24	NOT USED	--	--
25	NOT USED	--	--
26	NOT USED	--	--
27	NOT USED	--	--
28	NOT USED	--	--

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**MAIN HARNESS PIN OUT CONNECTION
SOLDER SIDE**

PIN NUMBER	SIGNAL NAME	COLOR	GA
A	GROUND	BLACK	18
B	NOT USED	--	--
C	NOT USED	--	--
D	NOT USED	--	--
E	NOT USED	--	--
F	NOT USED	--	--
G	NOT USED	--	--
H	NOT USED	--	--
J	NOT USED	--	--
K	NOT USED	--	--
L	SPEAKER	VIOLET-WHITE	22
M	NOT USED	--	--
N	VIDEO GREEN	GREEN	22
P	NEGATIVE COMPOSITE SYNC	WHITE	22
R	SERVICE	YELLOW-RED	22
S	NOT USED	--	--
T	COIN SWITCH 2	RED-BLACK	22
U	2P START	ORANGE-WHITE	22
FOR COCKTAIL TABLE ONLY			
V	2P UP	BLACK-ORANGE	22
W	2P DOWN	BLACK-RED	22
X	2P LEFT	BLACK-BROWN	22
Y	2P RIGHT	BLACK-WHITE	22
Z	2P SHOOT	BLACK-YELLOW	22
AA	2P JUMP	BLACK-GREEN	22
AB	NOT USED	--	--
AC	NOT USED	--	--
AD	NOT USED	--	--
AE	NOT USED	--	--
AF	NOT USED	--	--

BOARD SET PICTURES





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