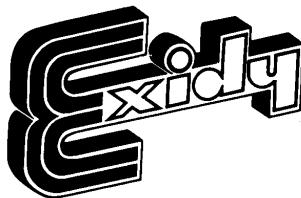


MOUSE TRAPTM

Operation and Service
Manual
3rd Edition



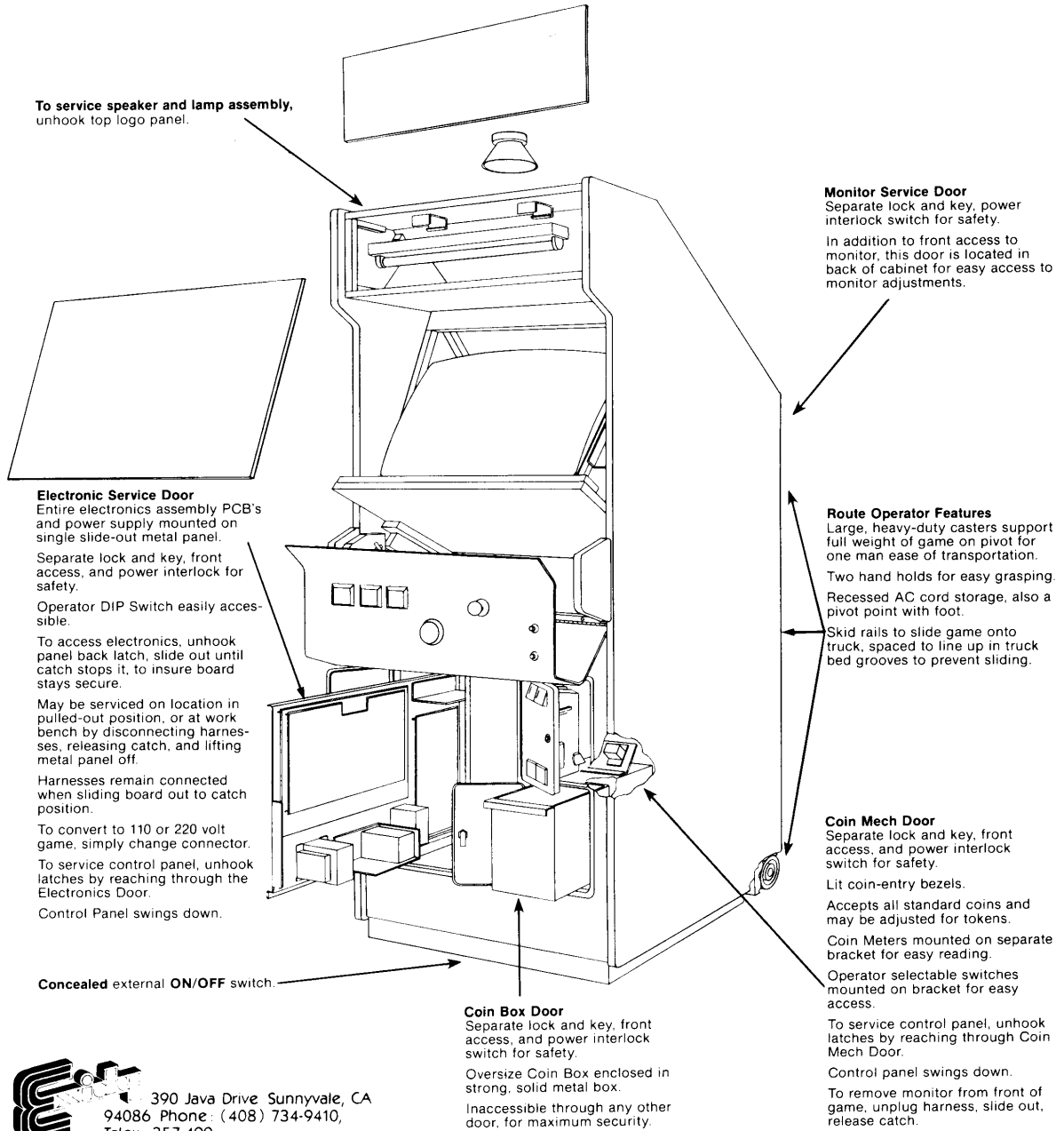
MOUSE TRAP™
Operation and Service Manual
3rd Edition

(c) 1981 Exidy, Inc.
390 Java Drive, Sunnyvale, California 94086-1271
Telephone: (408) 734-9410
Toll-free: (800) 538-8402
Telex: 357-499

INTRODUCING THE EXIDY OPERATOR CONVENIENCE PACKAGE

Exidy's New Operator Convenience Package makes all components accessible through the front of the game. Each door has its own separate

lock and key, securing game service to **capable** hands, and **profits** to the **right** hands!



390 Java Drive Sunnyvale, CA
94086 Phone: (408) 734-9410,
Telex: 357-499.

2.0 ADJUSTMENTS

2.1 POWER SUPPLY ADJUSTMENTS

All DC Power required to operate MOUSE TRAP™ is supplied by the Exidy Power Supply Module.

CAUTION: Only certified technicians should make adjustments on all components of MOUSE TRAP™. AC line voltage selection is available in your MOUSE TRAP™ game by setting the appropriate jumpers on the power chassis. Only the +5v DC is adjustable. This must be adjusted to:

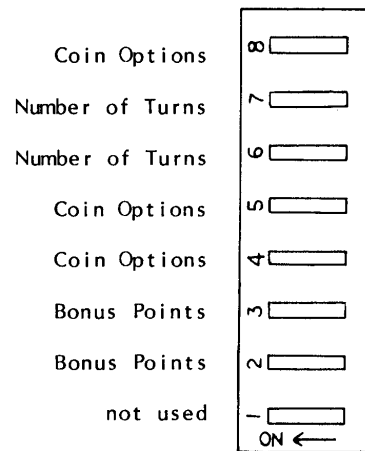
+5.00v DC +/- .25v

as measured on the Logic PCB near the microprocessor (location 2A).

2.2 SELECTABLE OPTIONS

MOUSE TRAP™ has several switch selectable options controlled by an 8-position DIP switch located on the main logic board at position 16A. This switch is accessible through the front electronics door. Simply slide the logic board out and locate the DIP switch on the lower left-hand corner.

The following drawing shows the particular functions controlled by the 8-position DIP switch.



Functions of the 8-position DIP Switch

2.3 SELECTABLE DIP SWITCH SETTINGS

MOUSE TRAP™ is shipped with the dip switch already set for optimum dollar return. Should you decide to change the settings, you may select any of the following options by setting the proper switch accordingly:

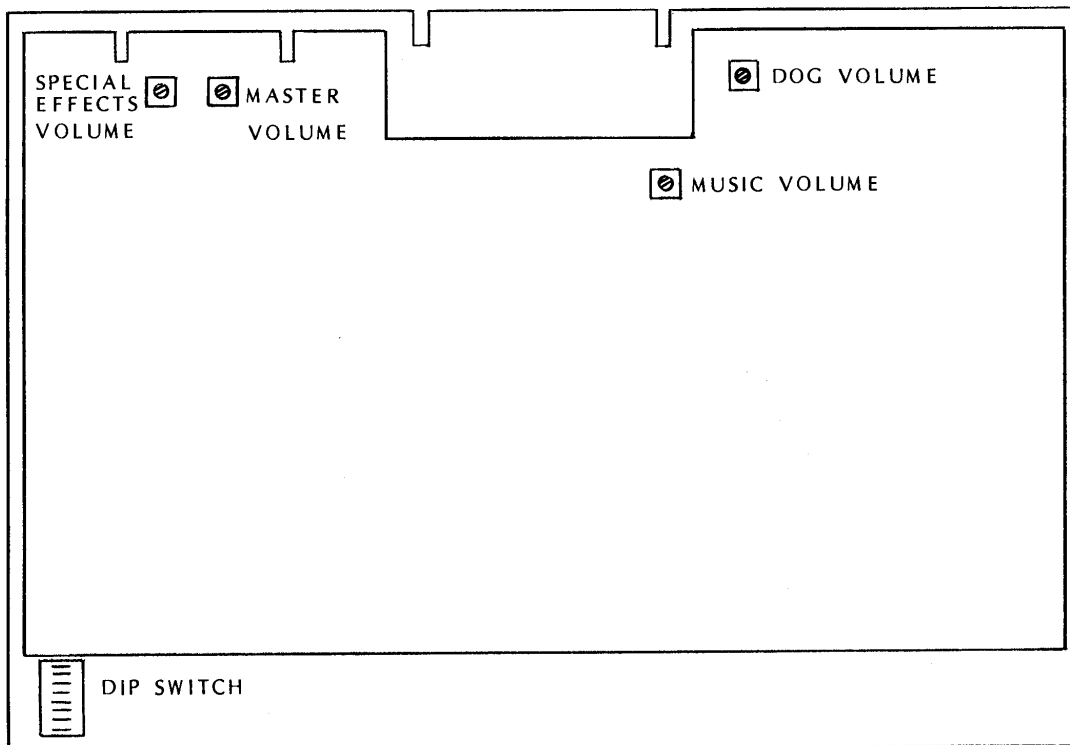
A. COINAGE	Switch 4	Switch 5	Switch 8
1 Coin - 1 Credit	OFF	OFF	OFF
2 Coins- 1 Credit	OFF	ON	OFF
1 Coin - 2 Credits	ON	OFF	OFF
1 Coin - 4 Credits	ON	ON	OFF
1 Coin - 3 Credits or 2 Coins- 7 Credits	OFF	ON	ON
1 Coin in Left Slot- 1 Credit 1 Coin in Right Slot- 5 Credits	OFF	OFF	ON
One Coin in Left Slot- 1 Credit 1 Coin in Right Slot- 4 Credits	ON	OFF	ON
Two Coins in Left Slot- 1 Credit 1 Coin in Right Slot- 3 Credits	ON	ON	ON

B. NUMBER OF TURNS	Switch 6	Switch 7
2 turns	OFF	OFF
3 turns	ON	OFF
4 turns	OFF	ON
5 turns	ON	ON

E. BONUS TURN (Extra turn awarded when selectable number of points are made).	Switch 2	Switch 3
Extra turn for 30,000 points	OFF	OFF
40,000	ON	OFF
50,000	OFF	ON
60,000	ON	ON

2.4 AUDIO BOARD ADJUSTMENTS

The illustration that follows points out the four audio adjustments and the location of the DIP switch. The audio board rides piggyback on the logic board, mounted on the left wall of the game, when viewed from the front service door.



3.0 SELF DIAGNOSTIC TESTS

MOUSE TRAP™ has two diagnostic test modes. The first mode, the Logic/Audio Diagnostic Test Mode, checks the RAM and ROM chips on the Logic Board, and simultaneously checks the Audio Board. This test mode is the normal self-test mode and is automatically performed when MOUSE TRAP™ is first turned on. The second mode tests the Controls and Color only. To run this test, activate the coin switch while powering up. We will explain both of these modes in full detail.

You may bypass both diagnostic modes by depressing either player one or player two start button while powering up. After 8 seconds of the message "STAND BY VERSION X", (where X is a number) the Attract Mode appears.

3.1 LOGIC/AUDIO DIAGNOSTIC TEST MODE

The RAM Test

When MOUSE TRAP™ is first turned on, a processor and video RAM test is done. If the RAM passes, it goes immediately into the ROM test, without a message indicating it passed the RAM test.

If a RAM chip fails, an attempt is made to indicate the RAM chip where a failure was detected. Since the screen depends on a properly functioning RAM, this indication may not be displayed. A failed RAM may be indicated by a digit from 0 to 7 in every position on the screen using four colors. The code for these digits is as follows:

Number on Screen	RAM chip to check	
0	5A	Processor RAM failure
1	4A	
2	8B	Screen RAM failure
3	7B	
4	11C	Video RAM failure
5	13C	
6	12C	
7	14C	

The RAM test cycles if the failure is persistent.

The ROM Test

If the RAM test passes, the ROM test begins. The message STAND BY VERSION X appears on the screen (where X is a number). One by one, exclamation points (!) appear on the screen. Each exclamation mark indicates half (2K) of a ROM board chip, numbered 6A through 13A, has passed the diagnostic test. After all marks appear, the game then goes into the Attract Mode, indicating all is well.

If any failure is detected during the ROM test, a hex digit appears instead of an exclamation point with a "BAD ROM" message at the top of the screen. The test repeats indefinitely if a bad ROM is encountered. The key for which chip to check is as follows:

Message: ROM Chip to check:

0	lower 2K of 11A
1	upper 2K of 11A
2	lower 2K of 10A
3	upper 2K of 10A
4	lower 2K of 9A
5	upper 2K of 9A
6	lower 2K of 8A
7	upper 2K of 8A
8	lower 2K of 7A
9	upper 2K of 7A
A	lower 2K of 6A
B	upper 2K of 6A

The Audio Test

While the Logic tests are underway, the Audio board is also being checked.

Five seconds after power on, one or more quick beeps, like an organ chord, are heard. This is part of the Exidy Audio Diagnostic Test. The number of beeps that sound indicate different conditions of the Audio board.

The following code is an indication **only**, of where to first check the Audio Board. Because this diagnostic test only evaluates certain components, other circuitry is relied upon for the test. Should this other circuitry fail, the diagnostic test may not, then, point directly to the failure. Please use the results of this test as a guideline for further troubleshooting.

The code is as follows:

- 0 beep: If no beeps are heard, along with a hum or random notes, this may indicate a failure in 3A and/or 7A.
- 1 beep: All audio hardware is OK. However, be sure to check the Attract Mode Cycle anyway for a possible message to check the Audio Board. In occasional instances, this can occur. The message will further direct you.
- 2 beeps: ZERO PAGE RAM failure. Check 6532 RAM I.O. Timer Array at location 7B on the board.
- 3 beeps: (will not occur)
- 4 beeps: ROM failure
- 5 beeps: INTERRUPT failure. Check 6532 at location 7B.

In addition, this message appears during power up **only** if the Audio Board needs to be checked:

AUDIO SELF TEST ERROR

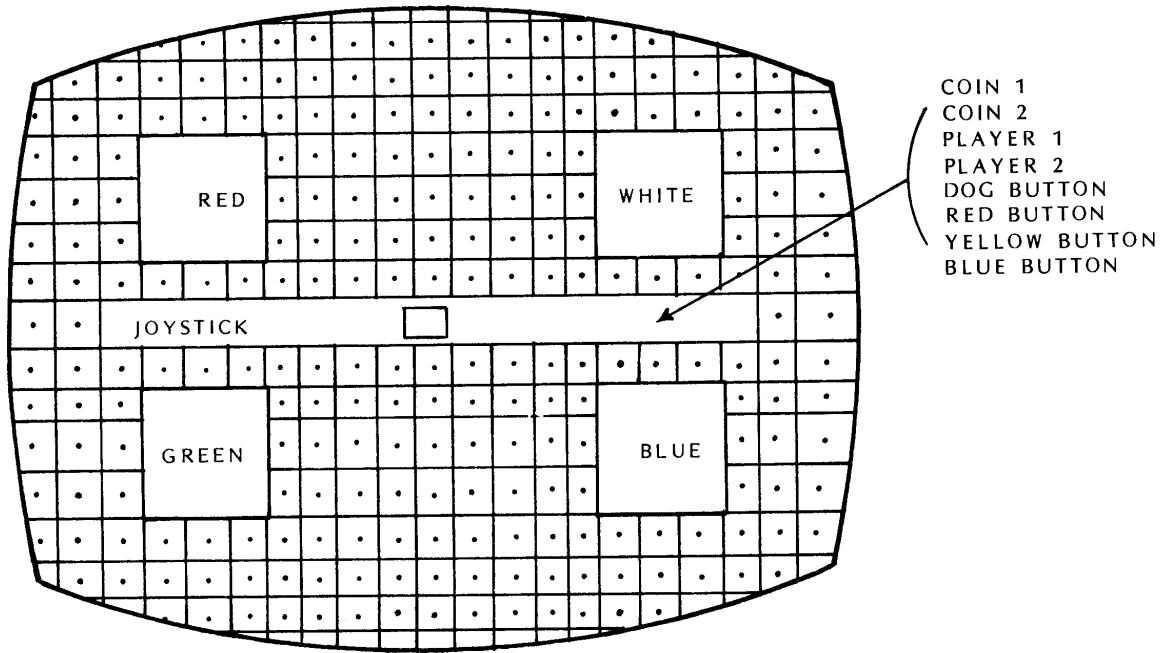
or

AUDIO COMMUNICATION ERROR

3.2 CONTROL AND COLOR TEST MODE

If desired, you may test all player controls and screen colors. To do so, activate either coin switch at power-up. The game then enters the Control/Color Test Mode. This mode lasts for seven minutes to give you time to test and make adjustments. After that, the Attract Mode begins.

In the Control/Color Test Mode, the screen shows this pattern:



The grid pattern tests your screen for any distortion or convergence.

The solid blocks of color (red, white, green, and blue) allow you to adjust the color. When any player control (player 1 start, player 2 start, or red, blue, yellow, or Dog button) or coin switch (coin 1 or coin 2) is activated, its name appears below the white box. This shows that the switch connection is proper. When the joystick is activated, the message Joystick appears below the red box. Also, in the middle of the screen, a square indicates the joystick direction.

4.0 NORMAL OPERATION

4.1 ATTRACT MODE

After the MOUSE TRAP™ is powered up and the self- diagnostic test is performed, the Attract Mode starts up, showing the following messages:

```
MOUSETRAP™  
CREDITS 00  
ONE COIN FOR ONE CREDIT  
ONE CREDIT FOR ONE PLAYER  
TWO CREDITS FOR TWO PLAYERS  
EXIDY  
(P) COPYRIGHT 1981 (C)
```

The number of coins or any currency per game is operator selectable and the message will reflect that choice.

```
MOUSETRAP HALL OF FAME  
LWH      49720    INCREDIBLE  
DJS      47340    FABULOUS  
VIC      44130    GREAT  
MRK      37830    SUPER  
HAI      25650    GOOD  
JOIN THE MOUSETRAP HALL OF FAME  
BY ENTERING YOUR INITIALS  
FOR A HIGH SCORE
```

At power up, this Hall of Fame contains fictitious high scores. The first player to exceed the lowest score may enter his score and initials. The Hall of Fame will show the high player's score until power is turned off, and then the fictitious scores reappear.

The following game instructions appear, in pictorial form:

MOUSE EATS CHEESE, BONES, TREASURES

DOG EATS CAT, CHEESE, BONES, TREASURES

CAT EATS MOUSE

HAWK EATS MOUSE AND DOG

IN MAKES HAWK STUPID

BONE TURNS MOUSE INTO DOG
WHEN YOU USE THE DOG BUTTON

A few seconds of game play is then shown and the Attract Mode cycle begins again.

4.2 Game Play

Despite many cats on the prowl, the player steers a mouse through a playfield of halls where the mouse chomps cheese for points and finds other red prizes for bonus value.

The mouse searches out dog bones which are accumulated at the top of the screen. Each bone allows the mouse to become a ferocious dog when the "dog button" on the control panel is pressed. Now the player is the aggressor, and cats are open game for additional points of escalating value. After several seconds, the red dog begins blinking blue. This warns that his power is wearing off and he'll soon be a mere mouse again.

When all the cheese morsels on one level are eaten up, the player is given another game field with more challenge.

Randomly, a purple hawk flies over the walls in search of a delicious mouse or dog. The player's only defense is to enter the secret passage marked "in" at the center of the screen. This quickly transports the mouse or dog through an unseen tunnel to one of the four corners. This tactic makes the hawk "dumb", or aimless in his flight. The mouse or dog can then escape the hawk.

The player has the added strategy of doors to open and shut to his advantage. At the touch of a button, the player may open or close three colors of doors. By closing a door, the mouse can block a cat's advance. Or, when the mouse turns into a dog, the skilled player can use the doors to trap cats, earning additional points of escalating value for each one overtaken.

4.3 BONUS TURN FEATURE

An extra turn is given to a player everytime he scores 30,000, 40,000, 50,000, or 60,000 (operator selectable) points. A good player may rack up any number of bonus turns throughout a game, but the screen does not display more than five.

4.4 ENTERING THE MOUSE TRAP™ HALL OF FAME

Anytime a player's score exceeds one of the five current high scores, he is eligible to enter his initials in the Vanity Table. If both players of a two player game are record high scorers, the highest of the two is first invited to enter his initials. To do so, he directs the mouse around an alphabet chart with the joystick. Once on the letter desired, he hits the DOG button. The RUB feature allows a player to erase mistaken letters. Once the correct initials are keyed in, the player should go to END, and hit the DOG button. This will log in his initials, and return to the next mode.

The Hall of Fame Mode runs on a timer. If a player does not enter his or her initials, the Attract Mode eventually takes over.

LOGIC BOARD ASSEMBLY PARTS LIST

PART NUMBER	DESCRIPTION
177-3391-14	Logic PCB Assembly
77-3391-14	Logic PCB
58-0002-00	Spacer
100-0005-00	Ribbon Cable Assembly
22-0001-02	I.C. 74LS00
22-0002-02	I.C. 74LS02
22-0003-02	I.C. 74LS04
22-0004-00	I.C. 7407
22-0005-02	I.C. 74LS08
22-0006-02	I.C. 74LS11
22-0007-02	I.C. 74LS20
22-0008-02	I.C. 74LS21
22-0009-02	I.C. 74LS27
22-0010-02	I.C. 74LS32
22-0011-02	I.C. 74LS74
22-0012-02	I.C. 74LS112
22-0013-02	I.C. 74LS138
22-0214-02	I.C. 74LS139
22-0015-02	I.C. 74LS157
22-0016-02	I.C. 74LS161
22-0017-02	I.C. 74LS166
22-0018-02	I.C. 74LS193
22-0019-02	I.C. 74LS241
22-0020-02	I.C. 74LS245
22-0021-02	I.C. 74LS374
25-0001-00	I.C. MICROPROCESSOR 6502A
23-0001-00	6301 PROM
23-0002-00	6331 PROM
23-0003-00	6331 PROM
20-0001-00	IN4002 DIODE
02-4712-00	RESISTOR, 470 OHM 1/4W 5%
02-1222-00	RESISTOR, 1.2K 1/4W 5%
02-2222-00	RESISTOR, 2.2K 1/4W 5%
02-3322-00	RESISTOR, 3.3K 1/4W 5%
09-2212-00	RESISTOR, 220 OHM 1/8W 5% 10 PIN SIP
09-2222-00	REISTOR, 2.2K 1/8W 5% 10 PIN SIP
09-4722-00	RESISTOR, 4.7K 1/8W 5% 10 PIN SIP
09-6822-00	RESISTOR, 6.8K 1/8W 5% 10 PIN SIP
10-1034-1	CAPACITOR, .01 UF CERAMIC DISC
10-1044-1	CAPACITOR, .1 UF CERAMIC DISC
11-6853-0	CAPACITOR, 6.8 UF 25V DIPTANT
13-4775-0	CAPACITOR, 470UF 10V ELECTROLYTIC
47-0001-00	DIPSHUNT JUMPER PAKS 16 PIN
49-5002-00	DIP SWITCH 8 POSITION
29-0001-00	CRYSTAL 11.289MHZ (SERIES)
44-1601-00	DIP SOCKETS 16 PIN LOW PROFILE
44-2401-00	DIP SOCKETS 24 PIN LOW PROFILE
44-4001-00	DIPSOCKETS 40 PIN LOW PROFILE
44-1401-00	DIP SOCKETS 14 PIN LOW PROFILE
44-1801-00	DIP SOCKETS 18 PIN LOW PROFILE
11-1053-00	CAPACITOR 1UF 25V DIPTANT
02-2212-00	RESISTOR, 220 OHM 1/4W 5%

LOGIC BOARD ASSEMBLY PARTS LIST (continued)

PART NUMBER	DESCRIPTION
02-1802-00	RESISTOR, 18 OHM 1/4W 5%
10-3314-4	CAPACITOR, 330PF CERAMIC DISC
02-4732-00	RESISTOR, 47K
11-1063-00	10UF 16V DIPTANT
23-0004-00	2732, EPROM
23-0005-00	2716, EPROM
23-0006-00	2114 STATIC RAM
02-1822-00	RESISTOR, 1.8K 1/4W 5%
02-2272-00	RESISTOR, 2.7K 1/4W 5%
02-1052-00	RESISTOR, 1M 1/4W 5%
27-0003-00	I.C., OSC NE555
20-0006-00	DIODE, 4454
23-0014-00	2732, EPROM
23-0015-00	2732, EPROM
23-0016-00	2732, EPROM
23-0017-00	2732, EPROM
23-0018-00	2732, EPROM

AUDIO/COLOR BOARD ASSEMBLY

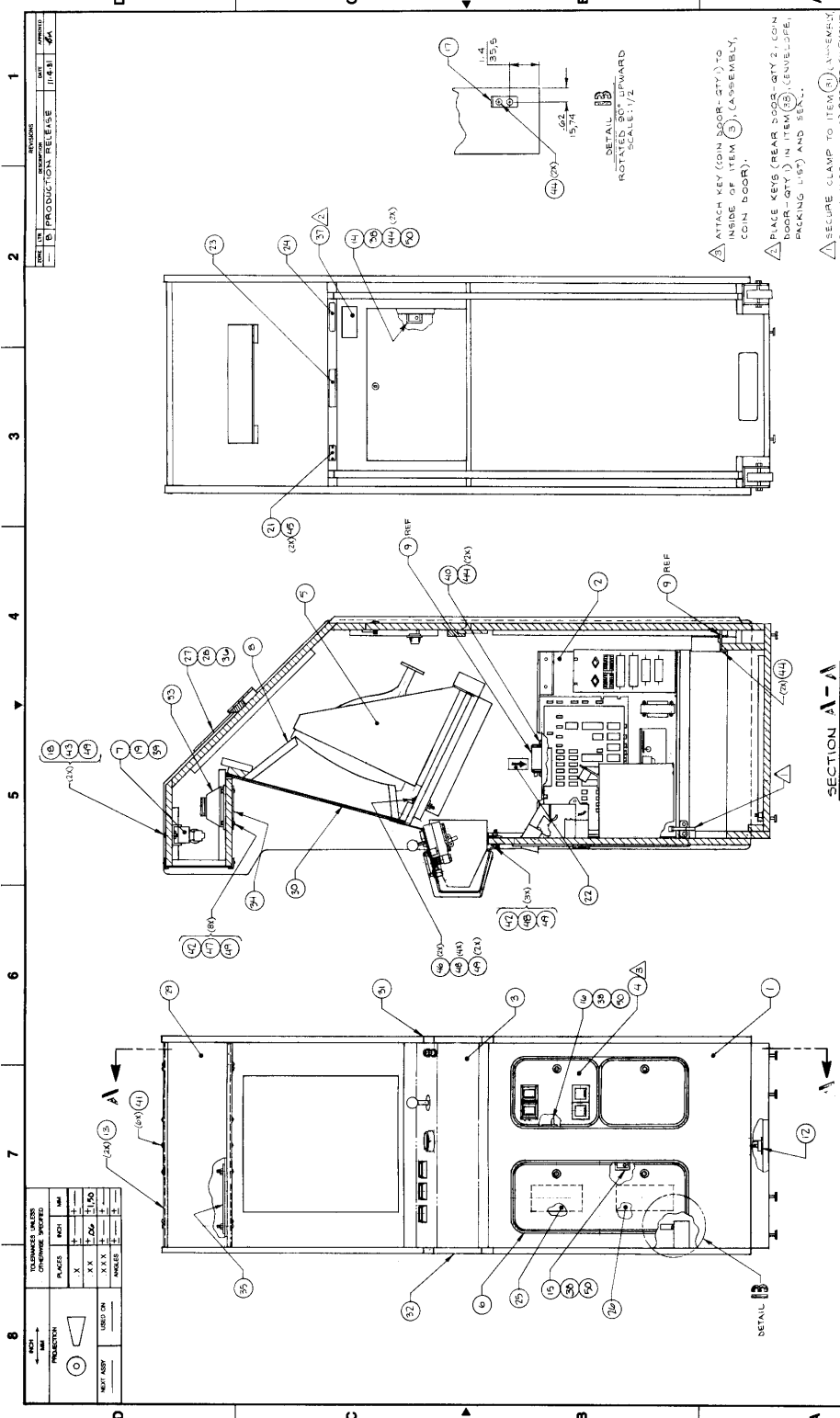
PART NUMBER	DESCRIPTION
177-3392-14	AUDIO/COLOR PCB ASSEMBLY
77-3392-14	AUDIO/COLOR PCB
22-0013-00	I.C. 74LS138
26-0001-00	I.C. 6520-A
22-0023-00	I.C. 4069
22-0003-02	I.C. 74LS04
22-0001-02	I.C. 74LS00
22-0021-02	I.C. 74LS374
22-0024-00	I.C. 4053
22-0025-00	I.C. 4175
22-0011-02	I.C. 74LS74
22-0026-00	I.C. LM324
22-0027-02	I.C. 74LS86
22-0028-00	I.C. 4051
22-0014-02	I.C. 74LS139
22-0029-02	I.C. 74LS148
22-0030-02	I.C. 74LS151
22-0031-02	I.C. 74LS174
10-1044-1	CAPACITOR, .1 UF CERAMIC
10-2204-1	CAPACITOR, 22PF 16V CERAMIC
10-1034-1	CAPACITOR, .01UF 16V CERAMIC
13-3365-1	CAPACITOR, 33UF 25V ELECTROLYTIC
13-1075-00	CAPACITOR, 100UF 16V ELECTROLYTIC
13-4755-00	CAPACITOR, 4.7UF 16V ELECTROLYTIC
02-3332-00	RESISTOR, 33K 1/4W 5%
02-3322-00	RESISTOR, 3.3K 1/4W 5%
02-1062-00	RESISTOR, 10M 1/4W 5%
02-3012-00	RESISTOR, 300 OHM 1/4W 5%
02-1802-00	RESISTOR, 18 1/4W 5%
02-2232-00	RESISTOR, 22K 1/4W 5%
02-2722-00	RESISTOR, 2.7K 1/4W 5%

AUDIO/COLOR BOARD ASSEMBLY (continued)

PART NUMBER	DESCRIPTION
02-1322-00	RESISTOR, 1.3K 1/4W 5%
02-6812-00	RESISTOR, 680 OHM 1/4W 5%
02-3312-00	RESISTOR, 330 OHM 1/4W 5%
02-1612-00	RESISTOR, 160 OHM 1/4W 5%
02-8202-00	RESISTOR, 82 OHM 1/4W 5%
02-3902-00	RESISTOR, 39 OHM 1/4W 5%
02-1032-00	RESISTOR, 10K 1/4W 5%
07-1034-00	10K POT
29-0002-00	3.579545 MHZ CRYSTAL
47-0001-00	16 PIN DIP SHUNT
44-1401-00	14 PIN DIP SOCKET
44-2401-00	24 PIN DIP SOCKET
44-2801-00	28 PIN DIP SOCKET
44-4001-00	40 PIN DIP SOCKET
44-1601-00	16 PIN DIP SOCKET
02-4712-00	RESISTOR, 470 OHM 1/4
02-2422-00	RESISTOR, 2.4K 1/4W
02-2032-00	RESISTOR, 20K 1/4W
02-1832-00	RESISTOR, 18K 1/4W
02-3922-00	RESISTOR, 3.9K 1/4W
02-2452-00	RESISTOR, 2.4M 1/4/W
22-0039-00	I.C. 74LS42
23-0007-00	2732 EPROM
23-0008-00	2732 EPROM
23-0009-00	2732 EPROM
10-2034-01	CAPACITOR .02 uf CER.
23-0010-00	2732 EPROM
27-0003-00	NE555 OSC.
22-0033-00	TL081 OP/AMP
27-0004-00	MC3417L DELTA MOD
22-0034-00	4006 CMOS SHIFT REG.
40-0003-00	6 PIN MALE CONNECTOR .156 CENTER
22-0037-00	I.C. 74LS125
22-0015-00	I.C. 74LS157
22-0010-00	I.C. 74LS32
22-0038-00	I.C. 74LS367
25-0003-00	Z80 CPU
22-0035-00	4070 CMOS EXC. OR GATE
22-0036-00	LM741EN OP/AMP
02-5643-01	RESISTOR, .560K OHM 1/4W
84-0014-00	HEATSINK, THM6045
14-2044-00	CAPACITOR, MYLAR .2UF 16V
10-1024-00	CAPACITOR, CERAMIC .001UF 16V
09-0001-00	RESISTOR, 1.8K SIP PAC 8 PIN
09-0002-00	RESISTOR, 4.7K SIP PAC 8 PIN
21-0001-00	NPN TRANSISTOR TIP 120
21-0002-00	PNP TRANSISTOR, TIP 125
10-5024-01	CAPACITOR, MYLAR .0022 UF
14-2224-00	CAPACITOR, MYLAR .0022 uf
23-0011-00	2716, EPROM
23-0012-00	2716, EPROM
23-0013-00	2716, EPROM

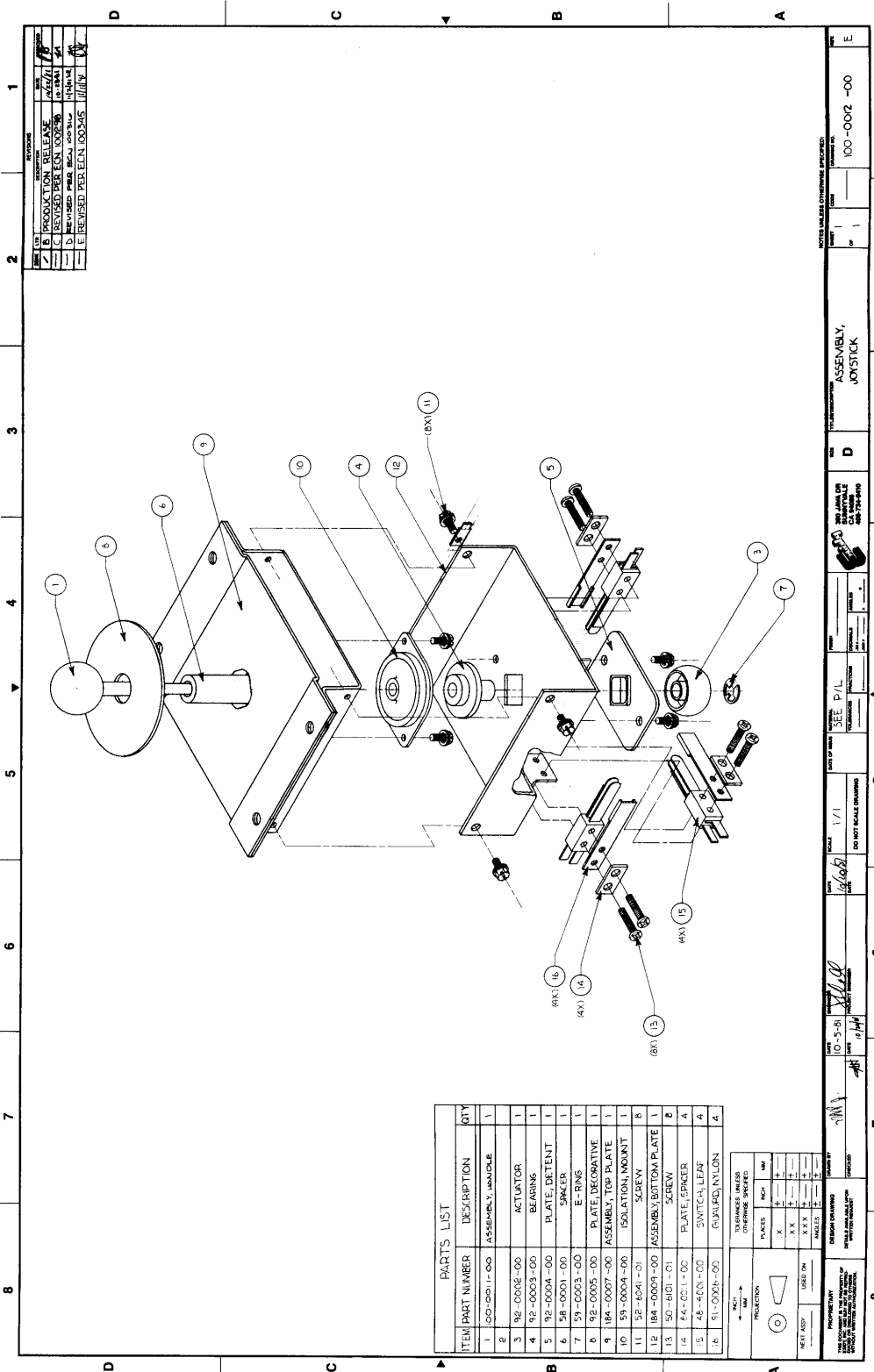
AUDIO/COLOR BOARD ASSEMBLY (continued)

PART NUMBER	DESCRIPTION
13-3355-01	CAPACITOR .33 uf 16V ELECTROLYTIC
40-0004-00	CONNECTOR, PCB MALE
25-0002-00	I.C. 6532
25-0004-00	I.C. 6502
27-0001-00	I.C. 6840
22-0022-02	I.C. 74LS154
27-0002-00	I.C. 8253



PRODUCTION RELEASE DATE: 11/8/81 BY: [Signature]	SECTION D	FIGURE 2	DATE 11/8/81	SCALE AS SHOWN	PROJECT 300-0001-00	REV 01
	NOTES UNLESS OTHERWISE SPECIFIED					
ATTACH KEY (COIN DOOR-QTY 2) TO INSIDE OF ITEM (5) (ASSEMBLY, COIN DOOR).						
PLACE KEYS (REAR DOOR-QTY 2, COIN DOOR-QTY 2) IN ITEM (8) (GENERAL-PACKING LIST) AND SEAL.						
SECURE CLAMP TO ITEM (8) (GENERAL-PACKING LIST) BEFORE SHIPMENT OF ELECTRONICS MODULE.						

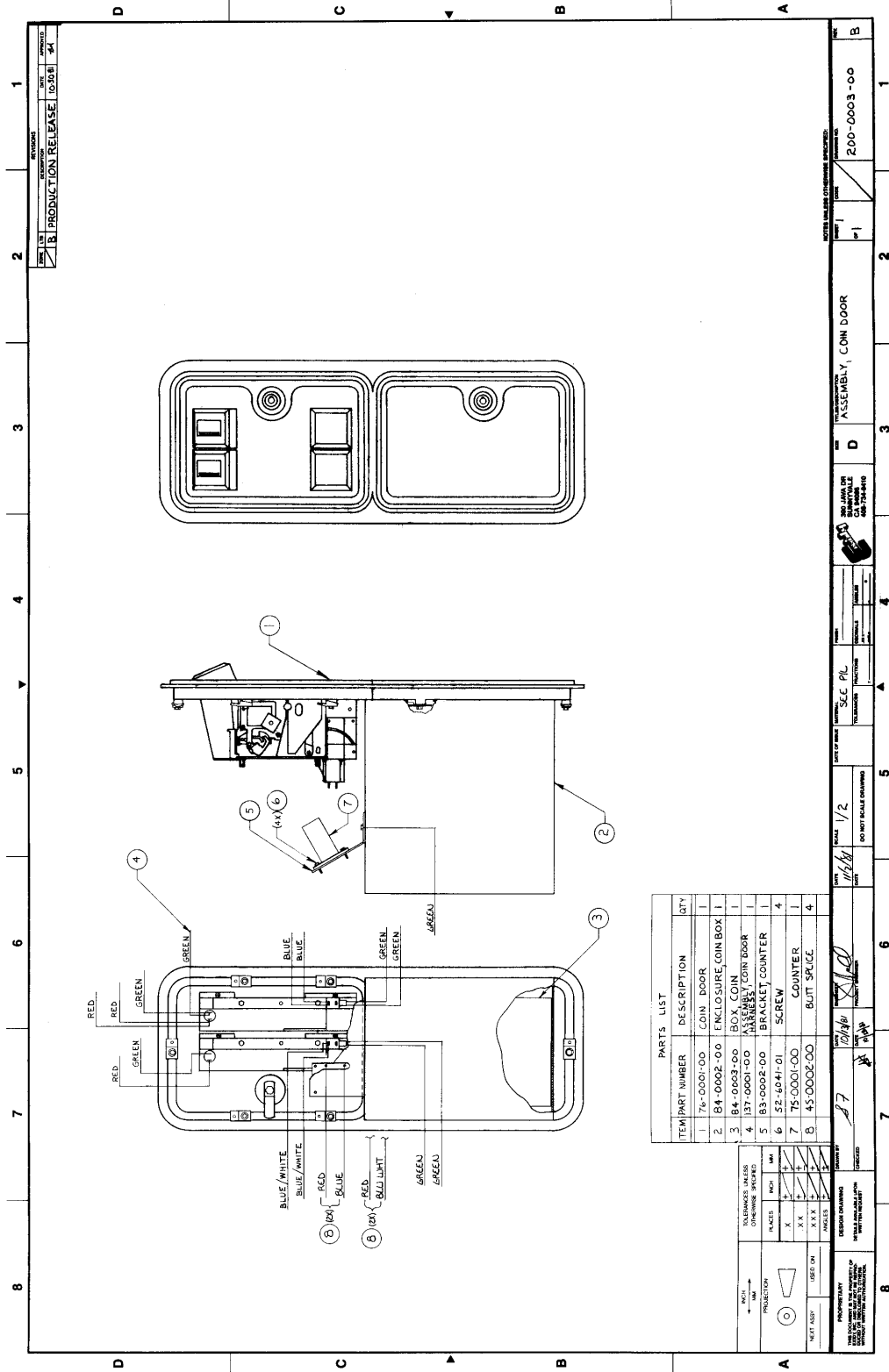
DESIGN CHECKED BY: [Signature] DATE: 11/8/81		SECTION A-A	
WORKMANSHIP CHECKED BY: [Signature] DATE: 11/8/81		FINISH NONE	
GENERAL REQUIREMENTS ALL DIMENSIONS UNLESS OTHERWISE SPECIFIED		DO NOT SCALE DRAWING	
DESIGNER VICTOR MARTELINO			
DESIGN NUMBER 300-0001-00			



ITEM	PART NUMBER	DESCRIPTION	QTY
1	50-0001-00	ASSEMBLY, JOYSTICK	1
2	92-0002-00	ACTUATOR	1
3	92-0003-00	BEARING	1
4	92-0004-00	PLATE, DETENT	1
5	92-0005-00	SPKER	1
6	58-0001-00	E-RING	1
7	92-0006-00	PLATE, DECORATIVE	1
8	184-0007-00	ASSEMBLY, TOP PLATE	1
9	59-0004-00	ISOLATION MOUNT	1
10	52-0001-00	SCREW	8
11	184-0008-00	ASSEMBLY, BOTTOM PLATE	1
12	50-0001-00	SPACER	2
13	54-0001-00	PLATE, SPACER	4
14	48-0001-00	SWITCH LEAF	4
15	51-0002-00	GUARD, NYLON	4

REV	DESCRIPTION	DATE	BY
1	PRODUCTION RELEASE	10/11/78	AW/LL
2	REVISED PER EIA 100-002	10/11/78	AW/LL
3	REVISED PER EIA 100-002	10/11/78	AW/LL
4	REVISED PER EIA 100-002	10/11/78	AW/LL
5	REVISED PER EIA 100-002	10/11/78	AW/LL

TITLE: ASSEMBLY, JOYSTICK
 PART NUMBER: 100-0002-00
 DRAWING NUMBER: 100-0002-00
 DATE: 10/11/78
 BY: AW/LL
 CHECKED: AW/LL
 APPROVED: AW/LL
 PRODUCTION: X X X X
 INCHES: INCHES MILLIMETERS
 TOLERANCES UNLESS OTHERWISE SPECIFIED:



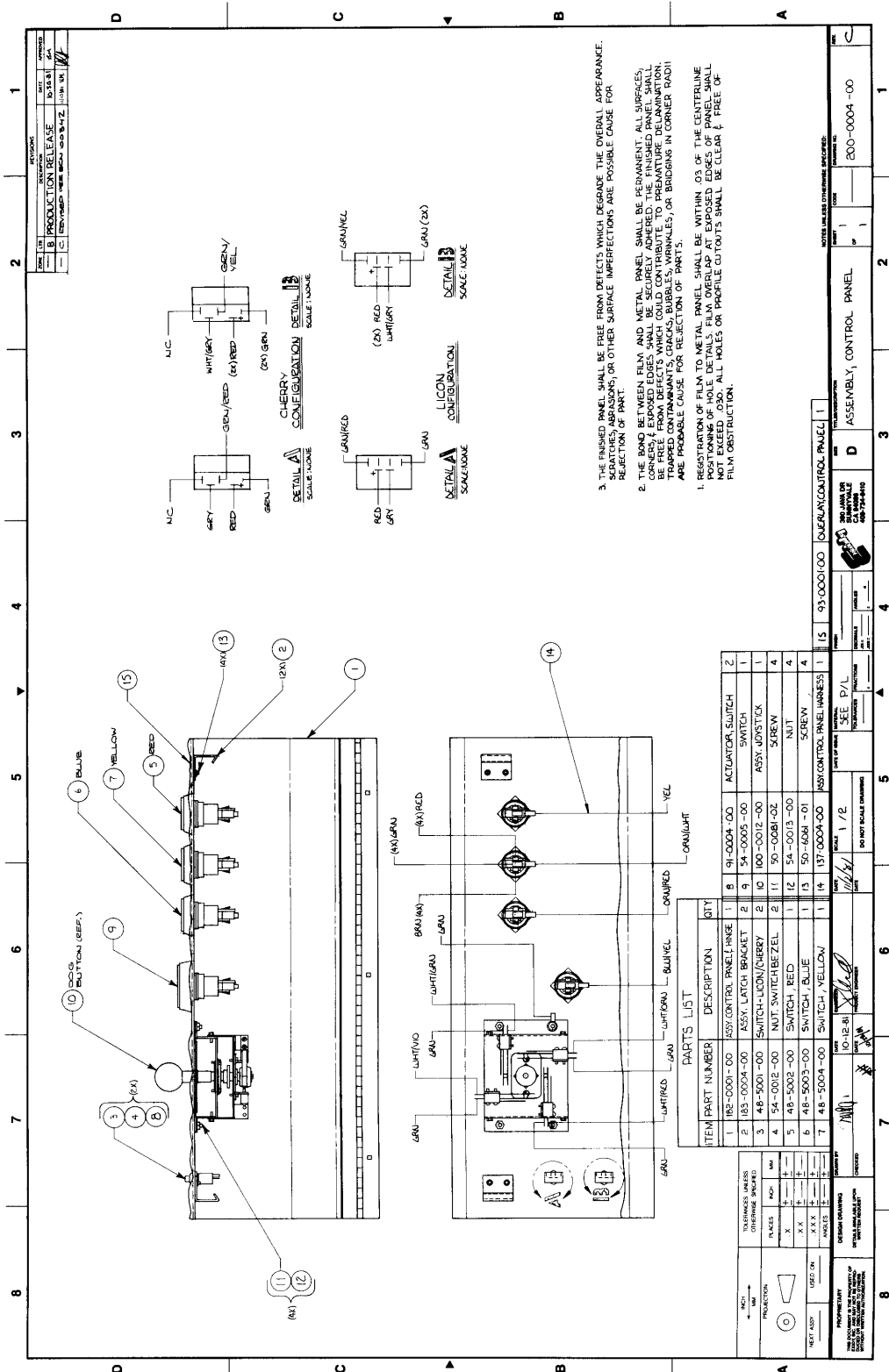
REVISIONS
 17 PRODUCTION RELEASE 10300 14

ITEM	PART NUMBER	DESCRIPTION	QTY
1	76-0001-00	COIN DOOR	1
2	84-0002-00	ENCLOSURE COIN BOX	1
3	84-0003-00	BOX COIN	1
4	83-0001-00	ASSEMBLY COIN DOOR	1
5	83-0002-00	BRACKET COUNTER	1
6	52-4041-01	SCREW	4
7	75-0001-00	COUNTER	1
8	45-0002-00	BUTT SCUICE	4

PROJECTIONS
 (C) (D) (E) (F) (G) (H) (I) (J) (K) (L) (M) (N) (O) (P) (Q) (R) (S) (T) (U) (V) (W) (X) (Y) (Z)

DESIGN DRAWING
 THIS DRAWING IS THE PROPERTY OF THE COMPANY AND IS TO BE USED ONLY FOR THE PURPOSES SPECIFIED THEREON.

DATE	12/18/80	SCALE	1/2	DO NOT SCALE DRAWING
BY	JH	SEC P/L		
CHECKED		DATE		
APPROVED		DATE		
PROJECT	ASSEMBLY, COIN DOOR			
WORK CENTER	D			
ORDER NUMBER	200-0003-00			
REV	B			



1. THE FINISHED PANEL SHALL BE FREE FROM DEFECTS WHICH DEGRADE THE OVERALL APPEARANCE. DISCOLORATIONS, IMPURITIES OR OTHER SURFACE IMPERFECTIONS ARE POSSIBLE CAUSE FOR REJECTION OF PART.

2. THE BOND BETWEEN FILM AND METAL PANEL SHALL BE PERMANENT. ALL SURFACES, CORNERS & EXPOSED EDGES SHALL BE SECURELY ADHERED. THE FINISHED PANEL SHALL BE FREE FROM DEFECTS WHICH COULD CONTRIBUTE TO PREMATURE DELAMINATION. DELAMINATION IS DEFINED AS DISCOLORATION, BUBBLING, OR BRIDGING IN CORNER JOINTS ARE PROBABLE CAUSE FOR REJECTION OF PARTS.

3. REGISTRATION OF FILM TO METAL PANEL SHALL BE WITHIN .03 OF THE CENTERLINE NOT EXCEED .030. ALL HOLES OR PROFILE CUTOUTS SHALL BE CLEAR & FREE OF FILM OBSTRUCTION.

PARTS LIST

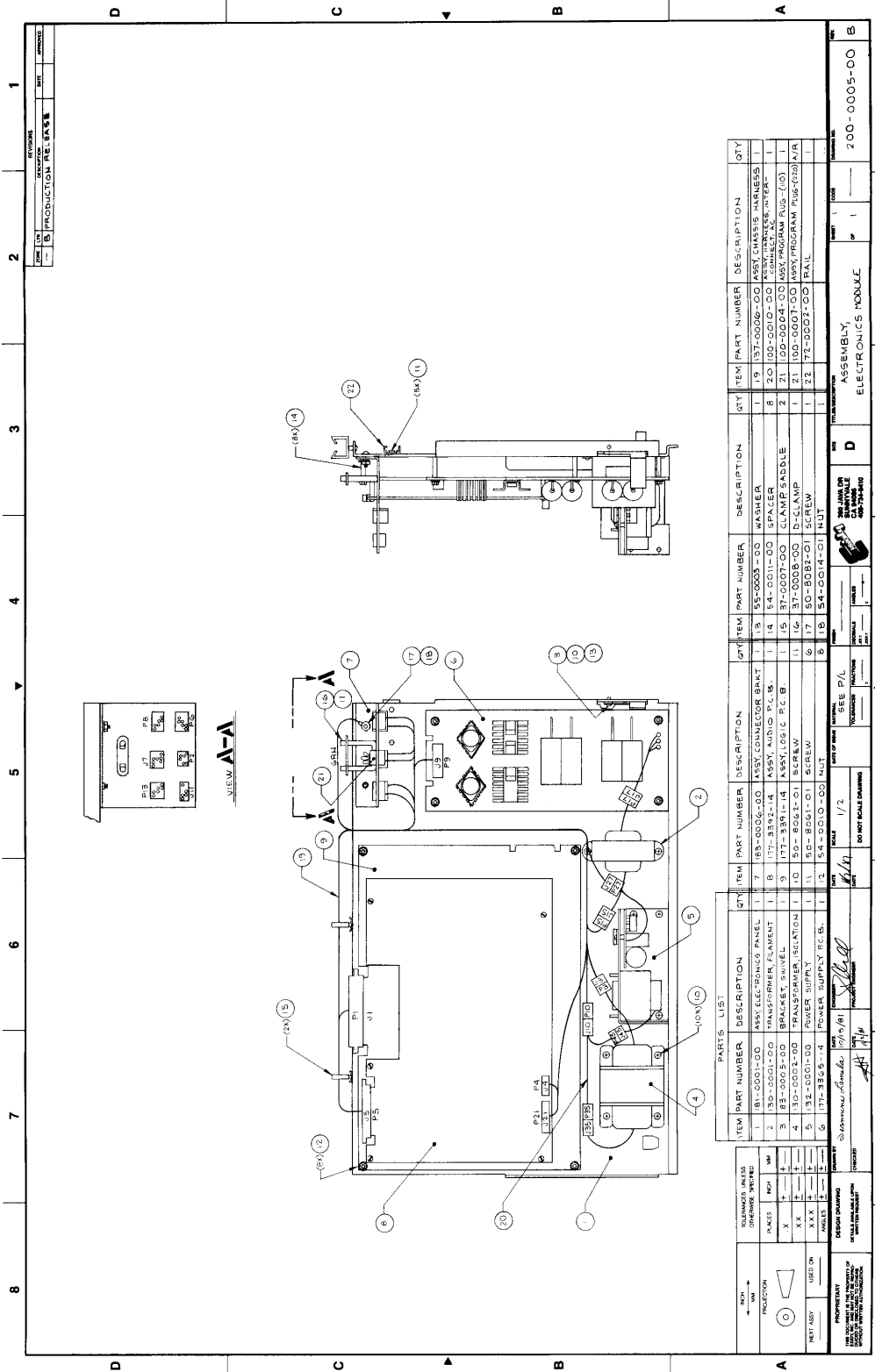
ITEM	PART NUMBER	DESCRIPTION	QTY
1	1B3-0001-00	ASSY CONTROL PANEL INKIE	1
2	1B3-0004-00	ASSY LATCH BRACKET	2
3	4B-5001-00	SWITCH-LICON/CHERRY	10
4	5A-0002-00	NUT-SWITCH BEZEL	2
5	4B-5002-00	SWITCH RED	1
6	4B-5003-00	SWITCH BLUE	1
7	4B-5004-00	SWITCH YELLOW	1
8	91-0004-00	ACTUATOR SWITCH	2
9	5A-0005-00	ASSY WIPSTICK	1
10	100-0012-00	SCREW	4
11	50-0081-02	NUT	4
12	5A-0013-00	SCREW	4
13	50-6081-01	SCREW	4
14	137-0004-00	ASSY CONTROL PANEL WIRNESS	1

TITLE: CONTROL PANEL DESIGNED BY: [Signature] CHECKED BY: [Signature] DATE: 10-12-81 SCALE: 1/2 DO NOT SCALE DRAWING	DRAWING NUMBER: 91-000100 PART NUMBER: 91-0004-00 QUANTITY: 1	PROJECT: 200-0004-00 SHEET: 1 OF 1
---	---	---------------------------------------

REVISIONS

NO.	DESCRIPTION	DATE	BY
1	PRODUCTION RELEASE	10/12/81	[Signature]
2	REVISED FROM 800-0004-00	10/12/81	[Signature]

REV. 1
 10/15/54
 PRODUCTION RE. SALES



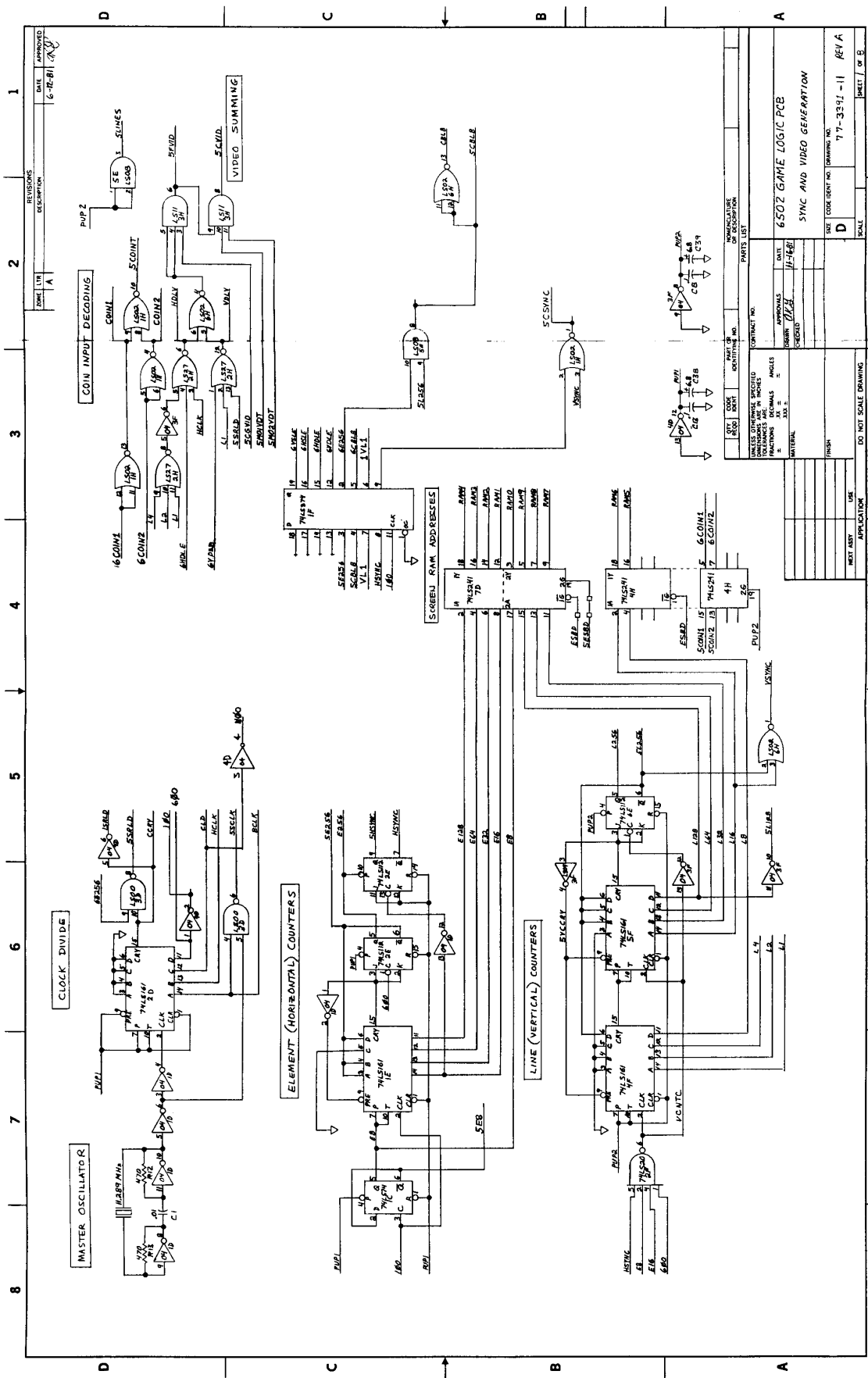
VIEW A-A

ITEM	PART NUMBER	DESCRIPTION	QTY	ITEM	PART NUMBER	DESCRIPTION	QTY
1	181-0001-00	ASST. ELECTRONICS PANEL	1	19	1157-0006-00	ASST. CASE ACCESS	1
2	150-0001-00	TRANSFORMER ELEMENT	1	20	100-0010-00	ASST. WRENCH	1
3	177-3312-14	ASST. AUDIO P.C.B.	1	21	100-0007-00	ASST. PROGRAM P.C.B.	1
4	55-0002-00	TRANSFORMER ELEMENT	1	22	175-0002-00	WASHER	1
5	132-0001-00	POWER SUPPLY REGULATION	1				
6	171-3315-14	POWER SUPPLY P.C.B.	1				
7	183-0002-00	ASST. CONNECTOR BRKT	1				
8	177-3312-14	ASST. AUDIO P.C.B.	1				
9	52-801-14	ASST. LOGIC P.C.B.	1				
10	52-801-14	ASST. LOGIC P.C.B.	1				
11	40-8061-01	SCREW	6				
12	54-0010-00	NUT	8				
13	54-0014-01	NUT	1				
14	54-0011-00	SPACER	8				
15	31-0008-00	CLAMP ASSEMBLY	2				

PARTS LIST

PROPERTY OF
 THE COMPANY
 THIS DOCUMENT IS THE PROPERTY OF
 THE COMPANY AND IS NOT TO BE
 REPRODUCED OR DISTRIBUTED
 WITHOUT PERMISSION

ASSEMBLY
 ELECTRONICS MODULE
 200-0005-00



REV. LTR	REV. DESCRIPTION	DATE		APPROVED	
		DATE	DESCRIPTION	DATE	APPROVED
A		6-18-81			

REVISIONS

CONTRACT NO. PART NO. PARTS LIST

UNLESS OTHERWISE SPECIFIED, DIMENSIONS AND TOLERANCES ARE IN INCHES. DIMENSIONS IN PARENTHESES ARE MATERIAL DIMENSIONS.

6502 GAME LOGIC PCB
 SYNC AND VIDEO GENERATION

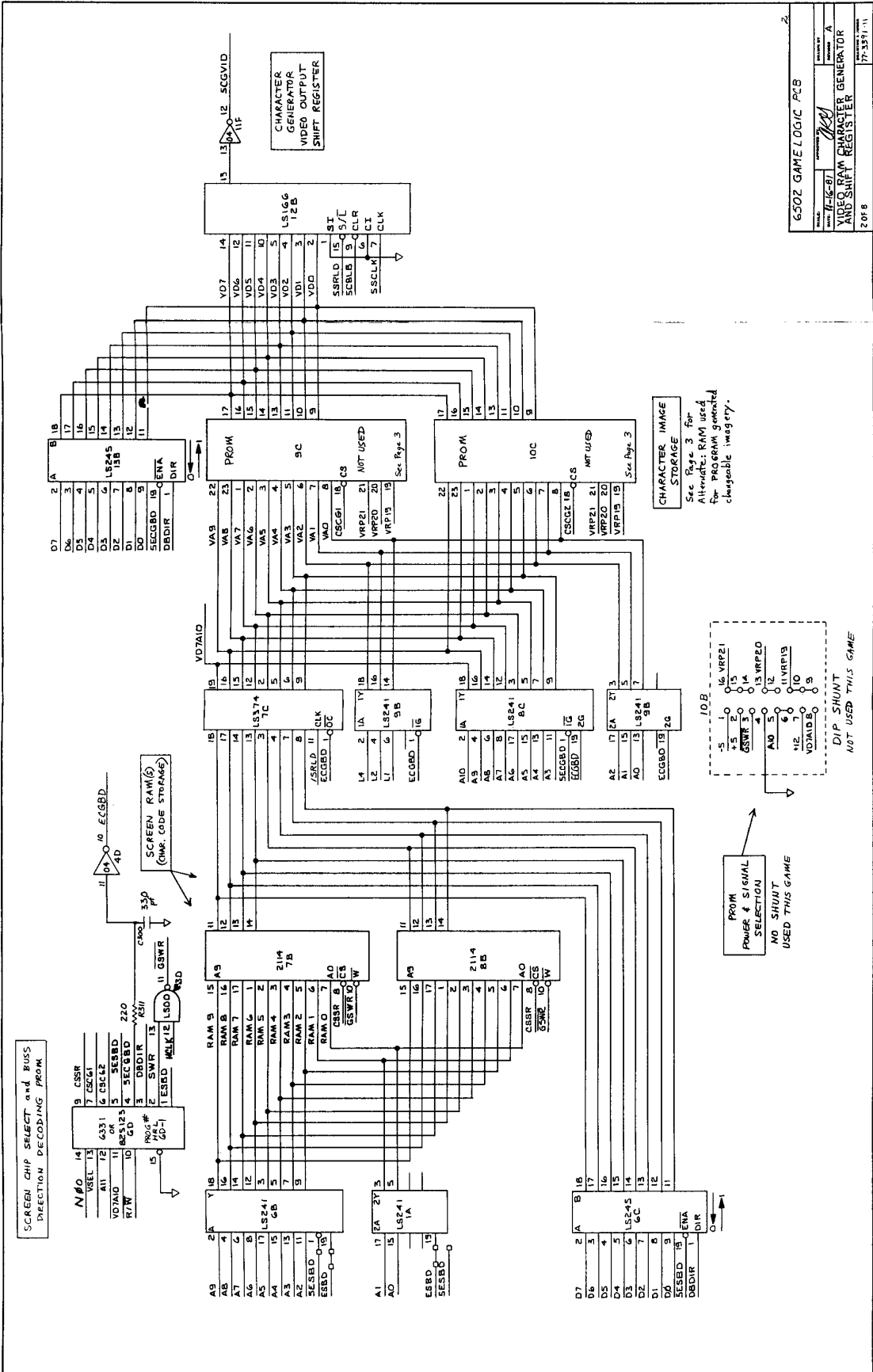
DATE: 6-18-81
 DRAWN: H-142
 CHECKED:

SHEET NO. DRAWING NO. 77-3391-11 REV A
 SHEET 1 OF 8

DO NOT SCALE DRAWING

APPLICATOR USE

1 2 3 4 5 6 7 8



CHARACTER GENERATOR
IMAGE STORAGE RAMS

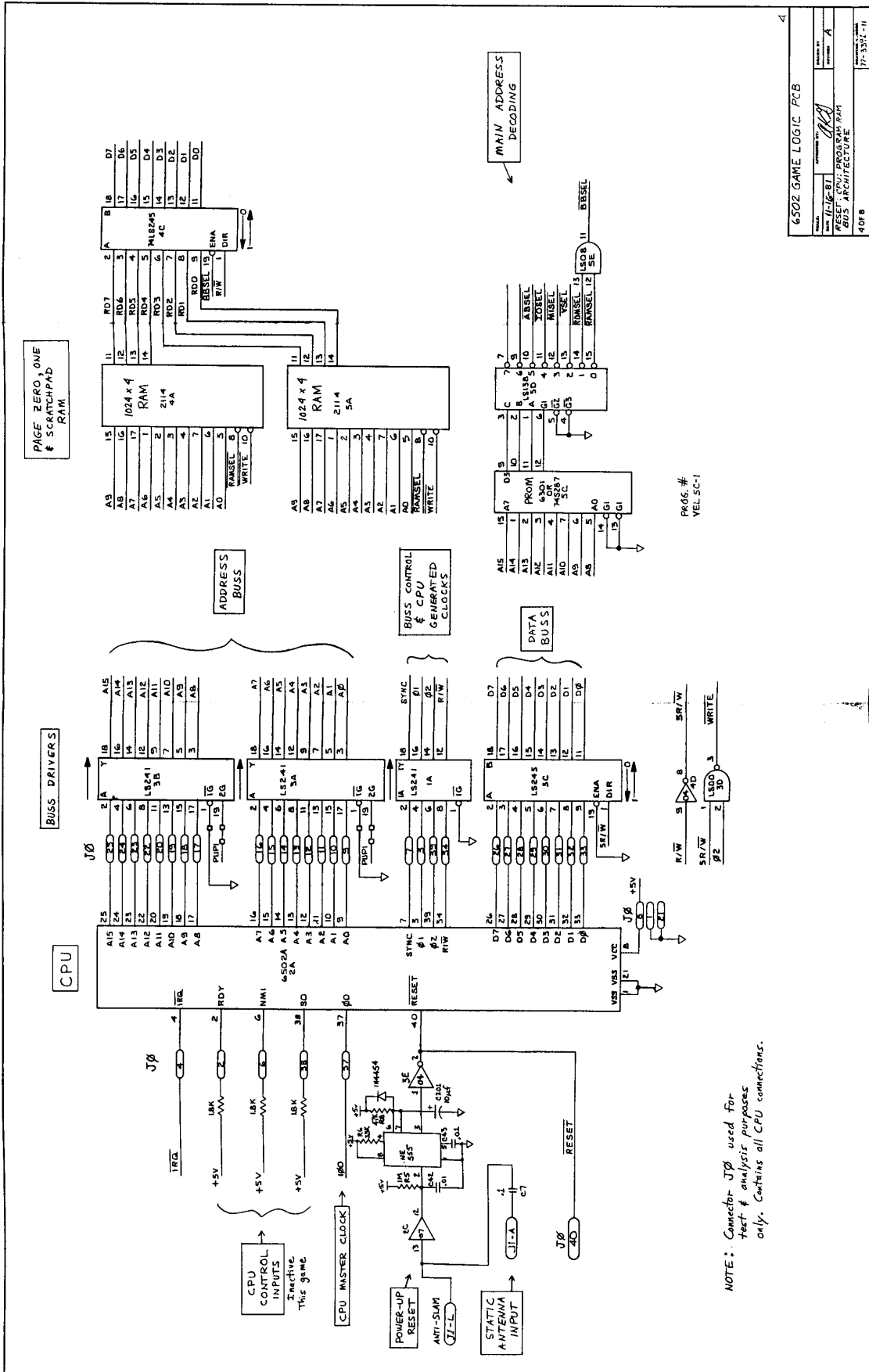
For use with PROGRAM
generated changeable images.
ALL Z114'S \leq 300ns

VAS	15	11	VD7
VAB	16	12	VD6
VAT	17	13	VD5
VAG	1	14	VD4
VAS	2		
VAS	3	2114	
VAS	4	11C	
VAS	5		
VAT	6		
VAD	7		
CSCG1	8		
CSWR	10		

VAS	15	11	VD7
VAB	16	12	VD6
VAT	17	13	VD5
VAG	1	14	VD4
VAS	2		
VAS	3	2114	
VAS	4	11C	
VAS	5		
VAT	6		
VAD	7		
CSCG2	8		
CSWR	10		

VAS	15	11	VD3
VAB	16	12	VD2
VAT	17	13	VD1
VAG	1	14	VDD
VAS	2		
VAS	3	2114	
VAS	4	11C	
VAS	5		
VAT	6		
VAD	7		
CSCG1	8		
CSWR	10		

VAS	15	11	VD3
VAB	16	12	VD2
VAT	17	13	VD1
VAG	1	14	VDD
VAS	2		
VAS	3	2114	
VAS	4	11C	
VAS	5		
VAT	6		
VAD	7		
CSCG2	8		
CSWR	10		

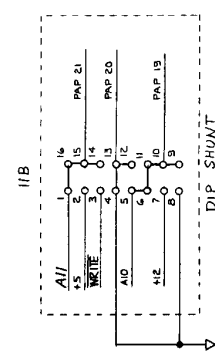
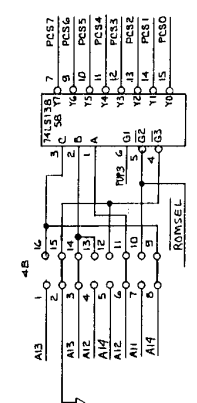
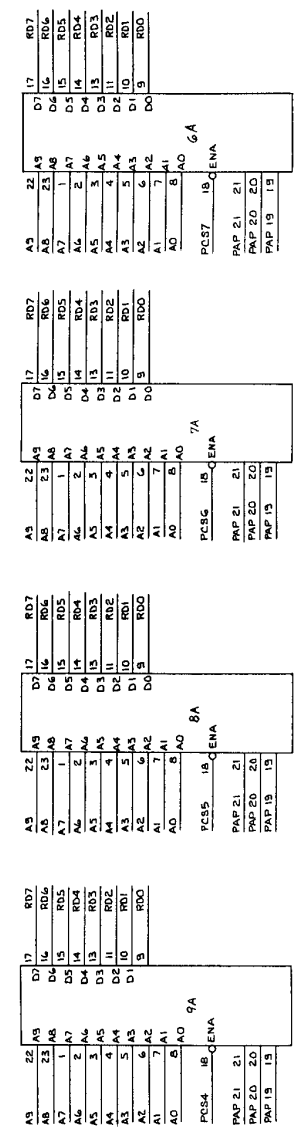
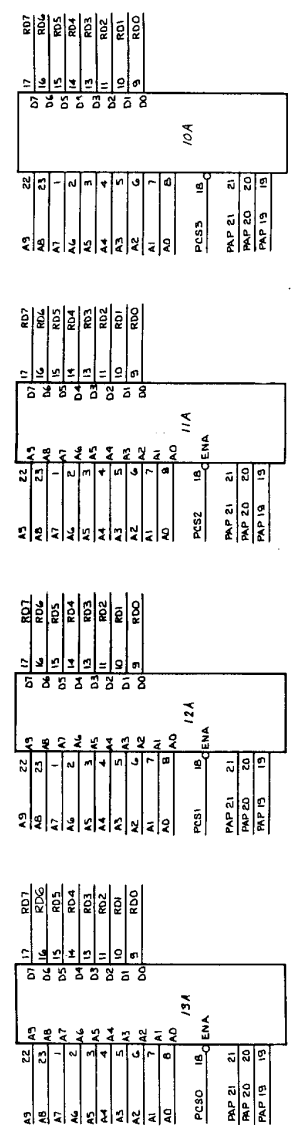


NOTE: Connector J0 used for test & analysis purposes only. Contains all CPU connections.

6502 GAME LOGIC PCB	
DATE: 11-16-81	DESIGNED BY: [Signature]
RESET: CPU PROGRAM DATA	PROJECT: A
BUS ARCHITECTURE	
40FB	17-332-11

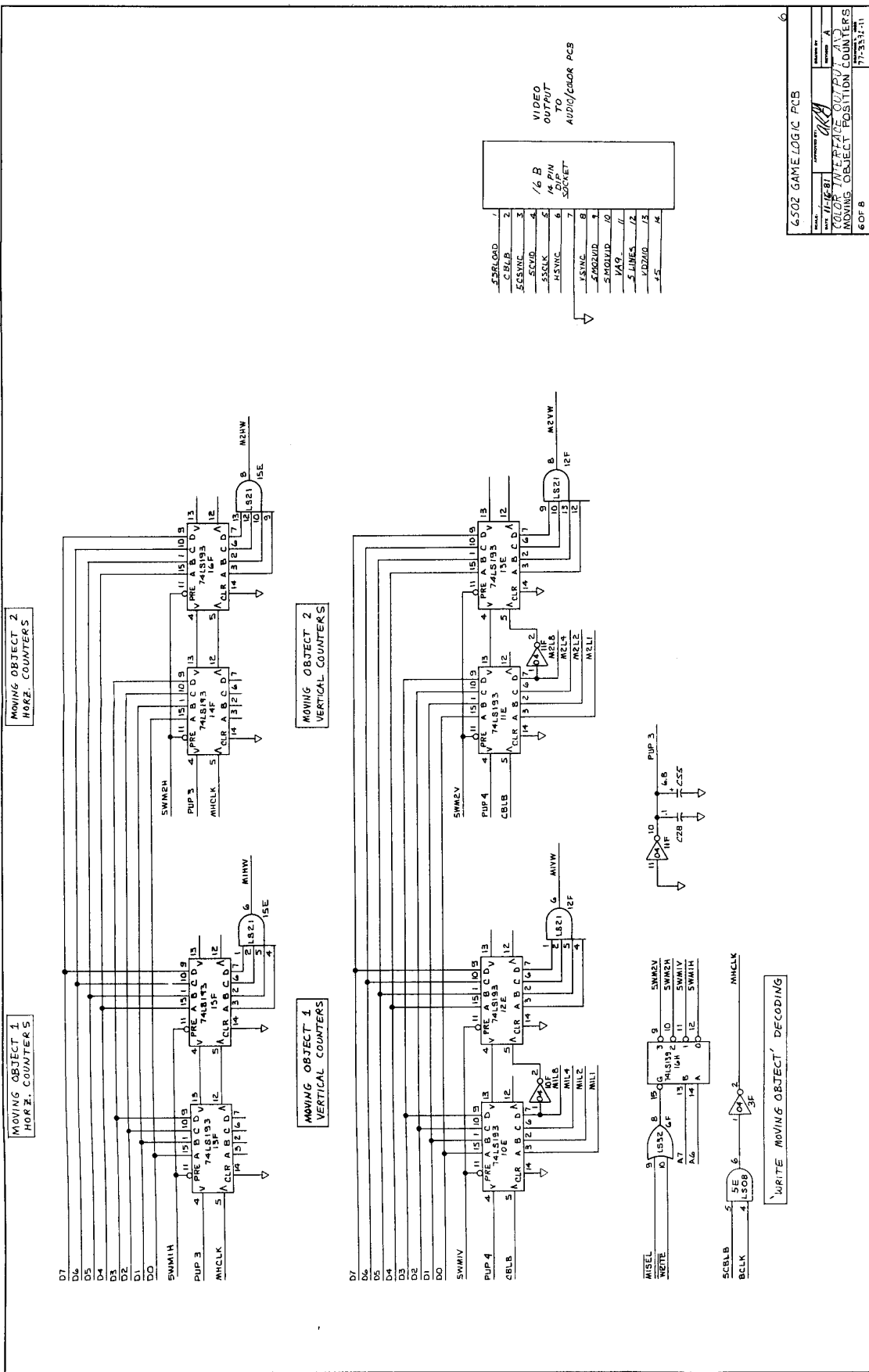
PROGRAM MEMORY

See TECHNICAL MANUAL FOR PROGRAM #'S.

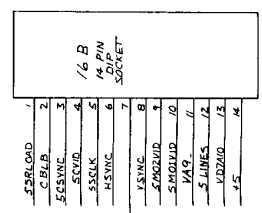


EXIDY INC.

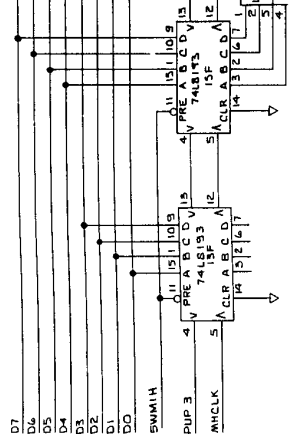
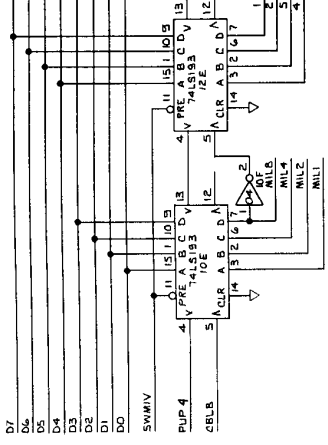
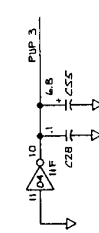
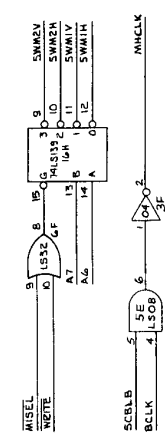
DATE: 11/28/81
REVISED BY: [Signature]
PART NO.: 6502 GAME LOG CPU BOARD
PAGE: 8 OF 8



VIDEO
 OUTPUT
 TO
 AUDIO/VIDEO PCB



WRITE MOVING OBJECT DECODING

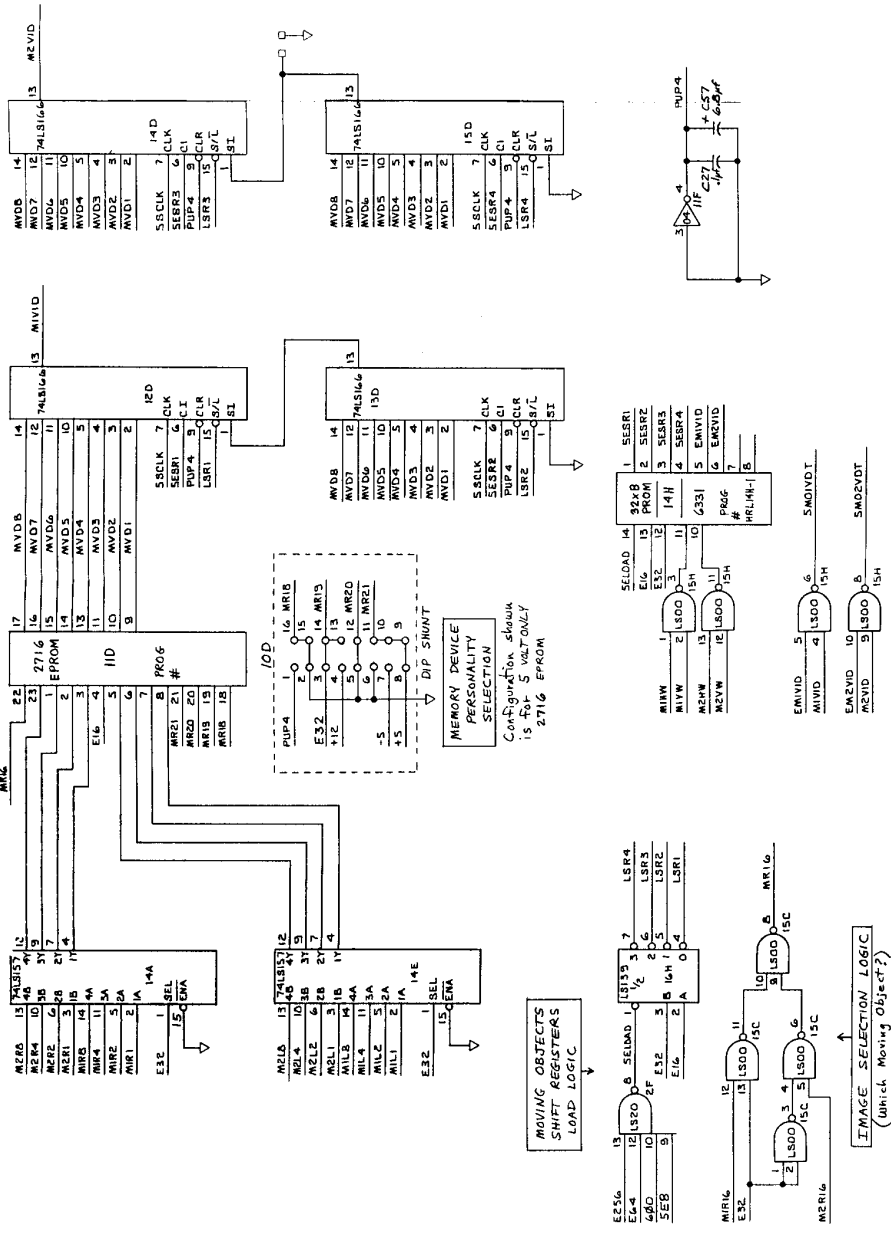


MOVING OBJECTS
MULTIPLYING

MOVING OBJECTS
IMAGE STORAGE

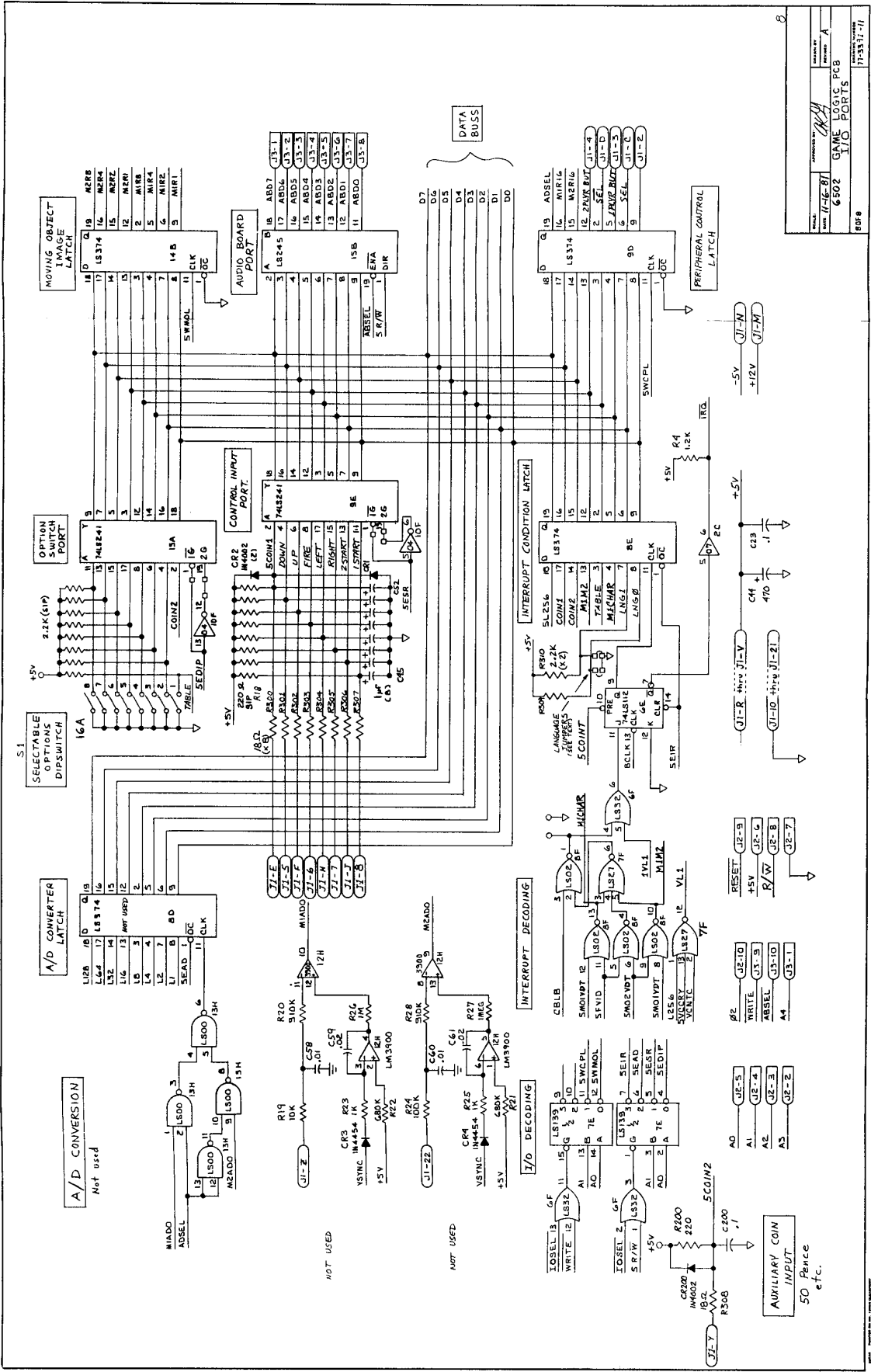
MOVING OBJECT 1
VIDEO OUTPUT
SHIFT REGISTER

MOVING OBJECT 2
VIDEO OUTPUT
SHIFT REGISTER



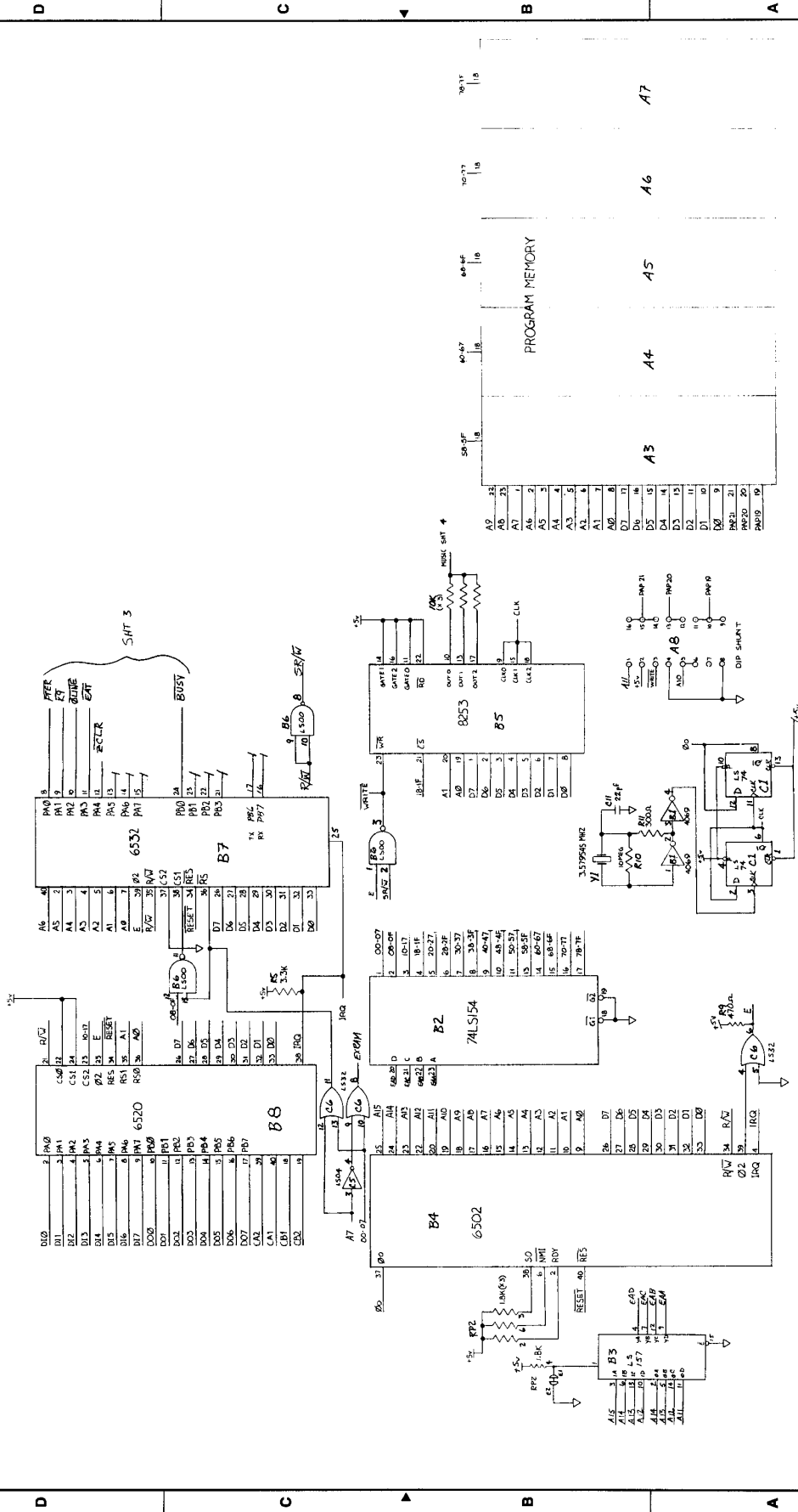
7

MOVING OBJECTS
SHIFT REGISTER
CONTROL LOGIC



REVISED BY: *AKH*
 DATE: 11-16-81
 GAME LOGIC PCB
 6502
 3/0
 808B
 11-5337-11

8 7 6 5 4 3 2 1



PROPERTY: NEAL R. ZOOK
 DESIGNER: NEAL R. ZOOK
 CHECKED: MARK VON STRUVER
 DATE: 5-81
 SCALE: 1/16" = 1"

DESIGN DRAWING: NEAL R. ZOOK
 DETAILS AVAILABLE FROM: MARK VON STRUVER
 DATE: 5-81
 SCALE: 1/16" = 1"

DATE OF REV: INTERNAL
 TELEPHONE: 408-724-810
 FAX: 408-724-810

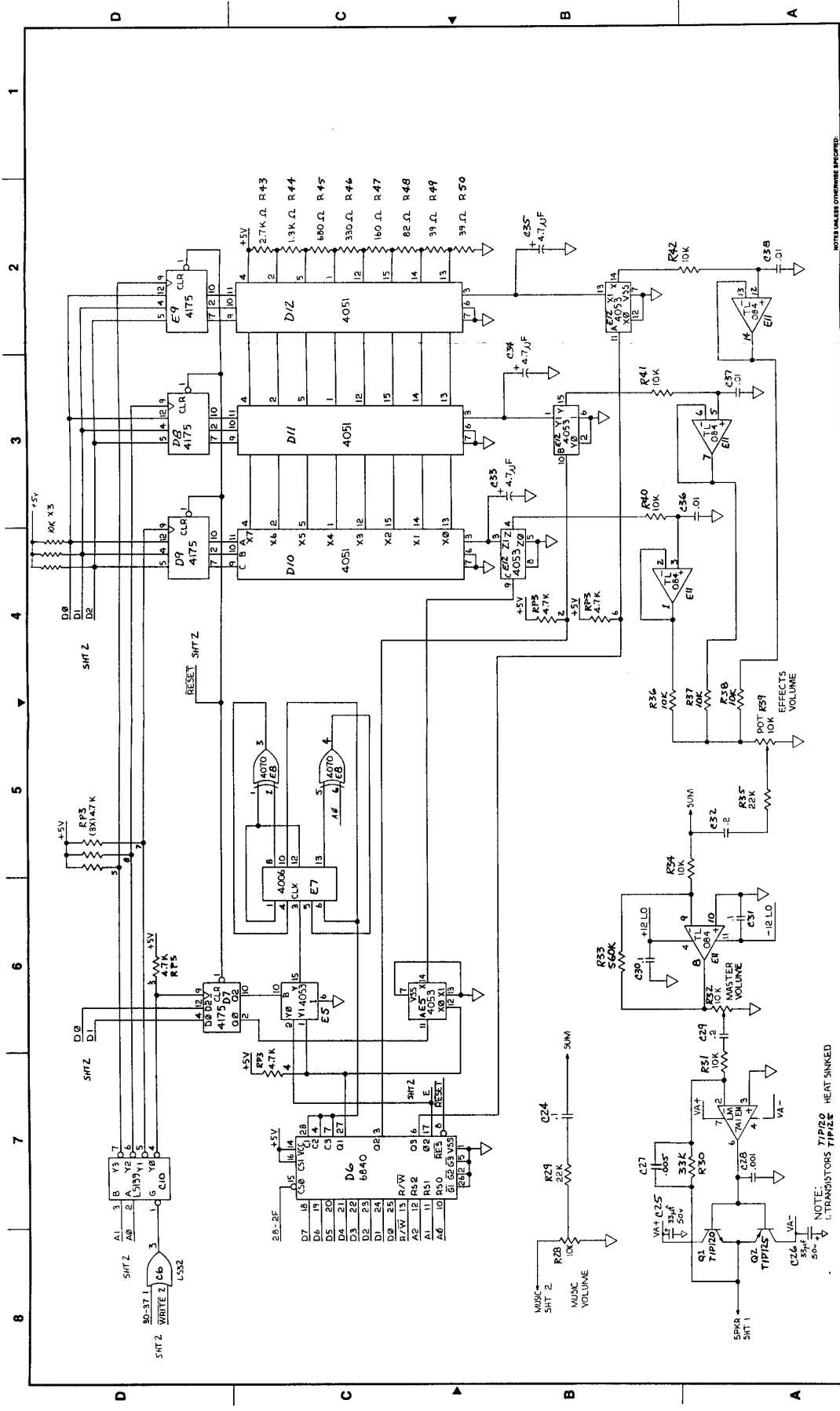
300 JAVA DR
 BERKELEY
 408-724-8100

TRANSFORMER: ADI-500-500
 77-3-2-1-1

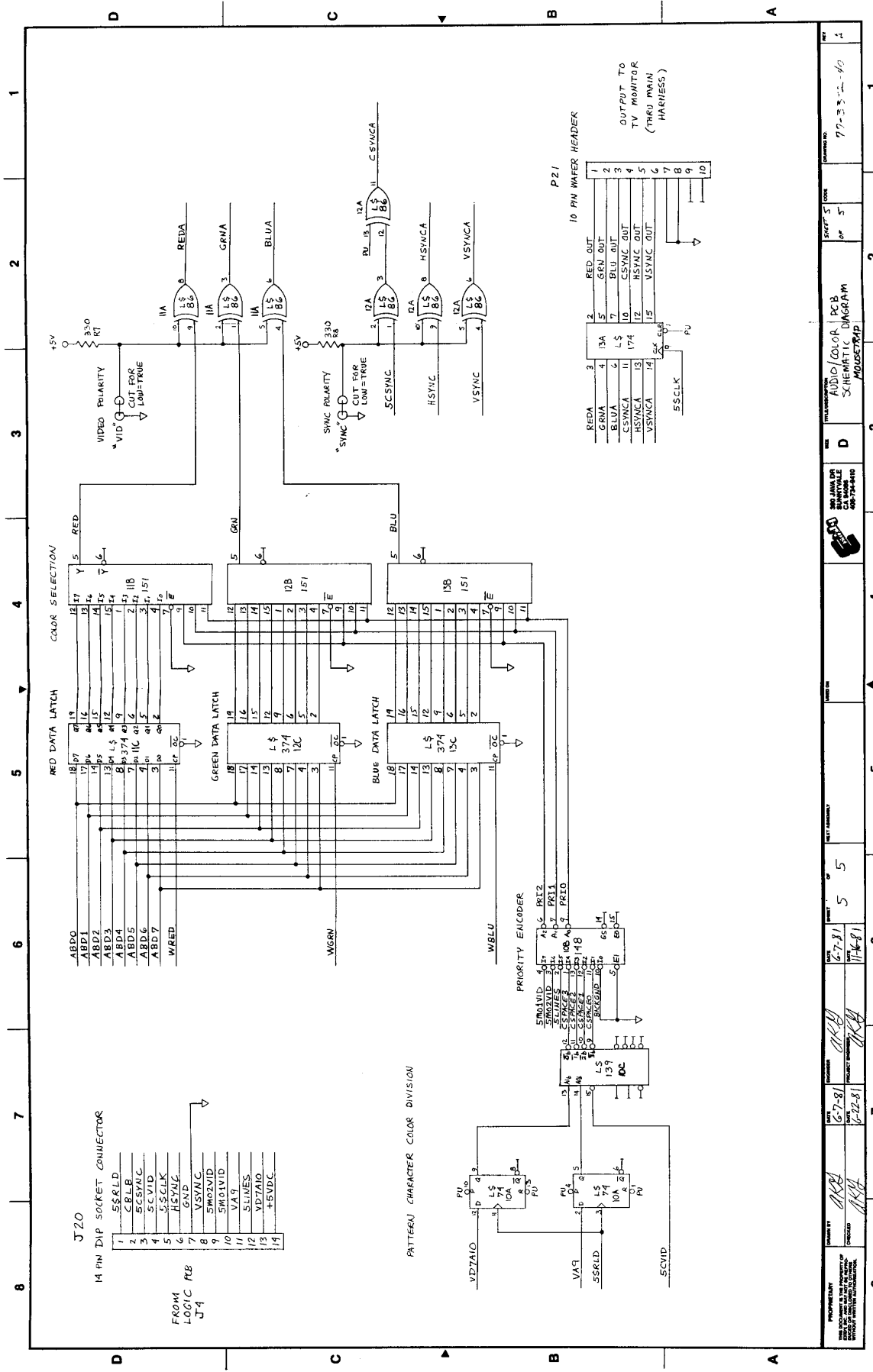
NOTE UNLESS OTHERWISE SPECIFIED:
 SHEET 2 OF 5
 CODE
 DRAWING NO. 77-3-2-1-1

PROJECT: SCHEMATIC DIAGRAM

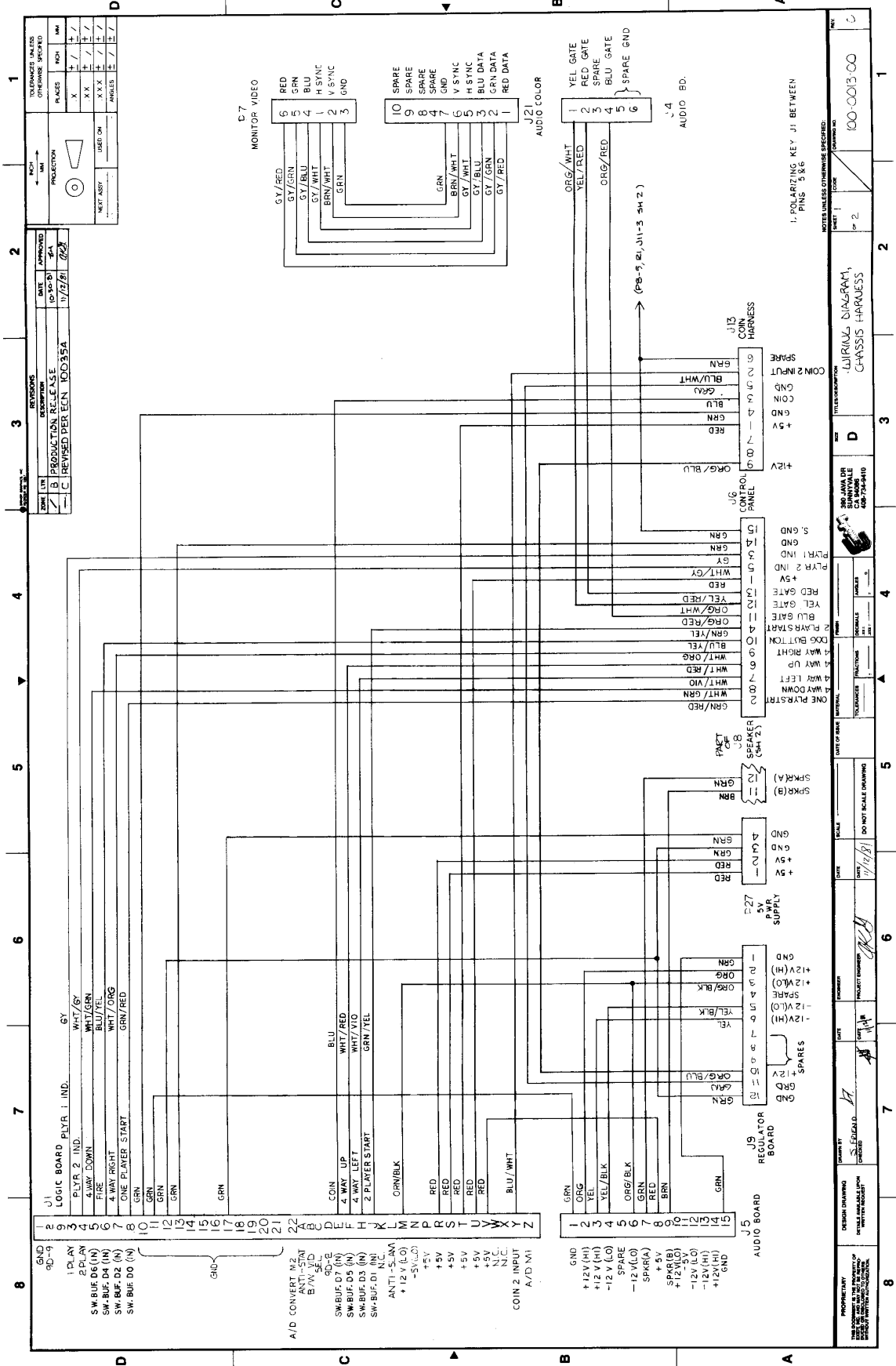
8 7 6 5 4 3 2 1



PROPERTY:	DESIGN DRAWING	DATE	SCALE	SHEET OF	MATERIAL	DATE OF BORN	PROJECT NUMBER	DATE	SCALE	DATE	SCALE	DATE	SCALE	DATE	SCALE	DATE	SCALE	DATE	SCALE
79-3-2-1-0	MARK VAN STRYKER	11-16-81	DO NOT SCALE DRAWING	11-16-81															
PROTOTYPE: 79-3-2-1-0 THIS DRAWING IS THE PROPERTY OF THE COMPANY AND IS NOT TO BE REPRODUCED OR COPIED IN ANY MANNER WITHOUT THE WRITTEN CONSENT OF THE COMPANY.										NOTES: 1. TRANSISTORS TIP122 HEAT SINKED									
APPROVED BY: _____ DRAWN BY: _____ CHECKED BY: _____ DATE: _____										APPROVED BY: _____ DRAWN BY: _____ CHECKED BY: _____ DATE: _____									
PROJECT NUMBER: 79-3-2-1-0 SHEET NUMBER: 4 OF 5										PROJECT NUMBER: 79-3-2-1-0 SHEET NUMBER: 4 OF 5									



PROPERTY	DATE	BY	CHKD	DATE	BY	CHKD	DATE	BY
DESIGNED BY	16-7-81	AKB	16-7-81	AKB	16-7-81	AKB	16-7-81	AKB
CHECKED BY	16-7-81	AKB	16-7-81	AKB	16-7-81	AKB	16-7-81	AKB
APPROVED BY								
PROJECT NO.	77-35-40			REV	1	PAGE 5 OF 5		
TITLE	AUDIO/COLOR PCB SCHEMATIC DIAGRAM			REV	D	PROJECT NO. 77-35-40		
DESIGNER	AKB			REV	5	PAGE 5 OF 5		
CHECKER	AKB			REV	5	PAGE 5 OF 5		
APPROVER	AKB			REV	5	PAGE 5 OF 5		



REV	DATE	BY	APPROVED
1	11/12/81
2
3

REV	DATE	BY	APPROVED
1	11/12/81
2
3

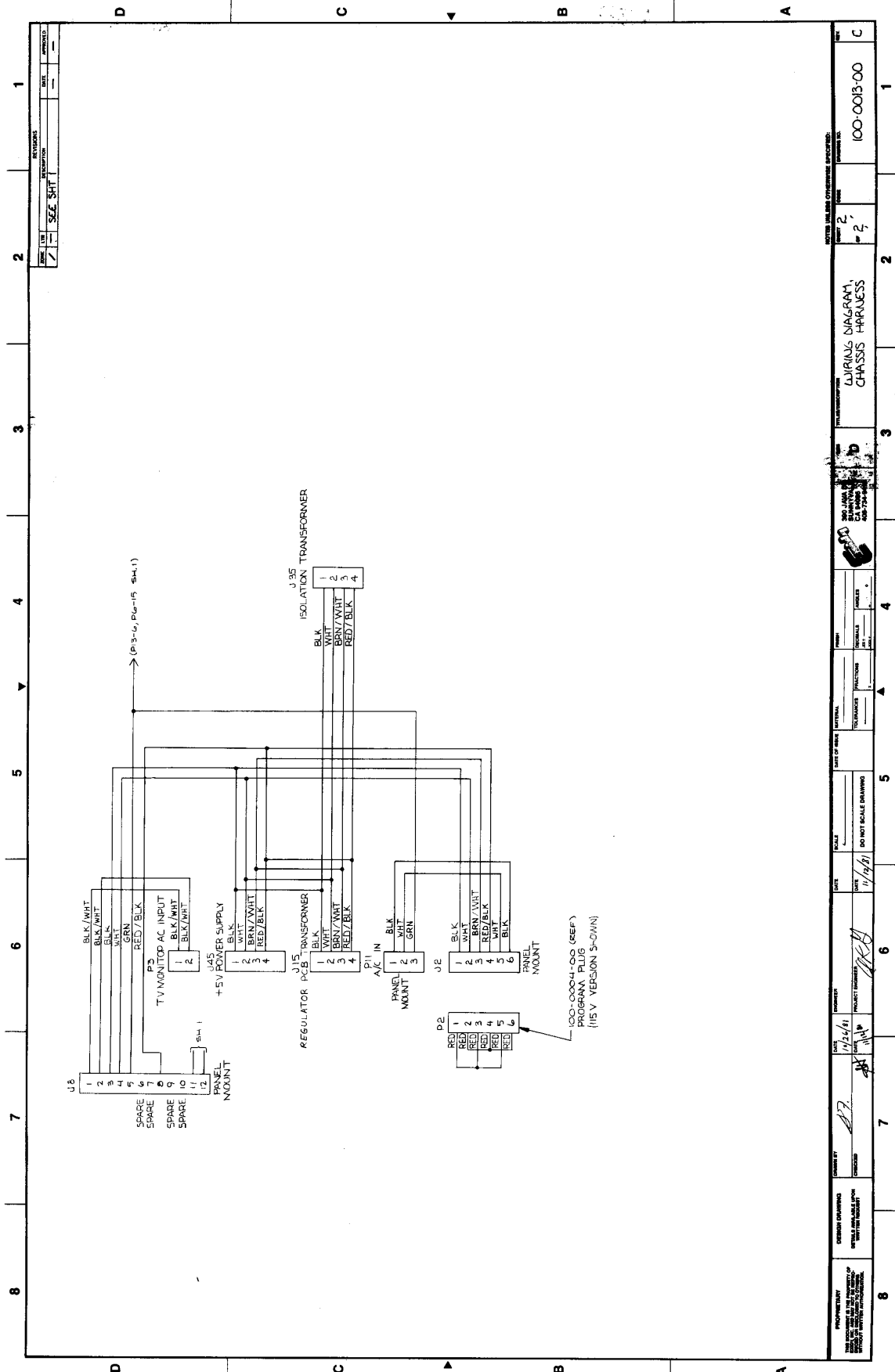
REV	DATE	BY	APPROVED
1	11/12/81
2
3

REV	DATE	BY	APPROVED
1	11/12/81
2
3

REV	DATE	BY	APPROVED
1	11/12/81
2
3

REV	DATE	BY	APPROVED
1	11/12/81
2
3

TITLE: WIRING DIAGRAM, CHASSIS HARNESS
 DRAWN BY: ...
 CHECKED BY: ...
 DATE: ...
 PROJECT NUMBER: ...
 SHEET 1 OF 2
 100-0013-00



REV.	DATE	APPROVED
1	11/19/41	

REVISIONS
 1 SEE SHIT 1

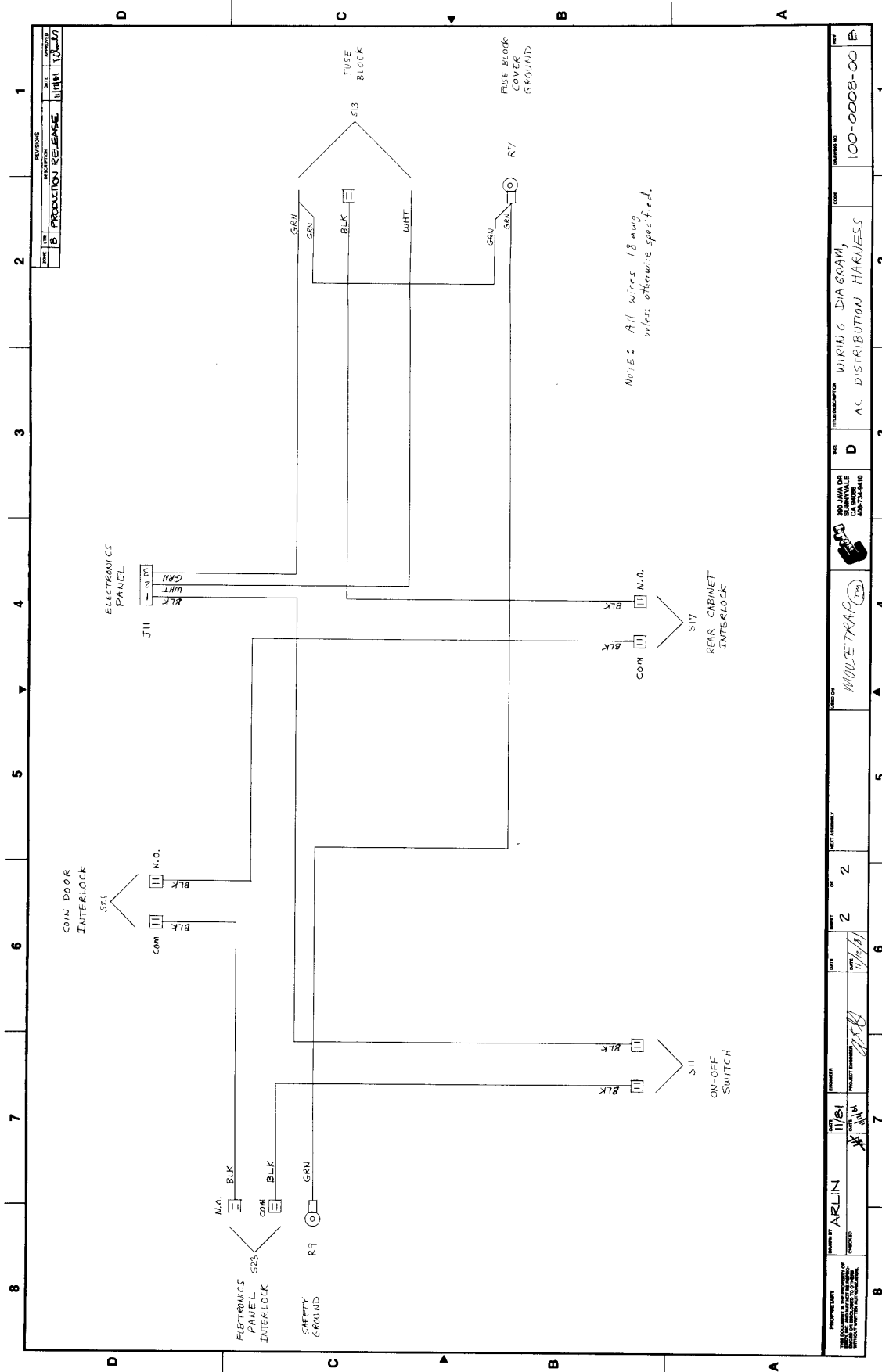
PROJECT NO.	DATE	SCALE	DO NOT SCALE DRAWING	DATE	SCALE	DO NOT SCALE DRAWING	DATE	SCALE	DO NOT SCALE DRAWING
100-0003-00	11/19/41			11/19/41			11/19/41		

NOTES: SEE DRAWING FOR CONNECTIONS

REV. 2
 OF 2

WIRING DIAGRAM,
 CHASSIS HARNESS

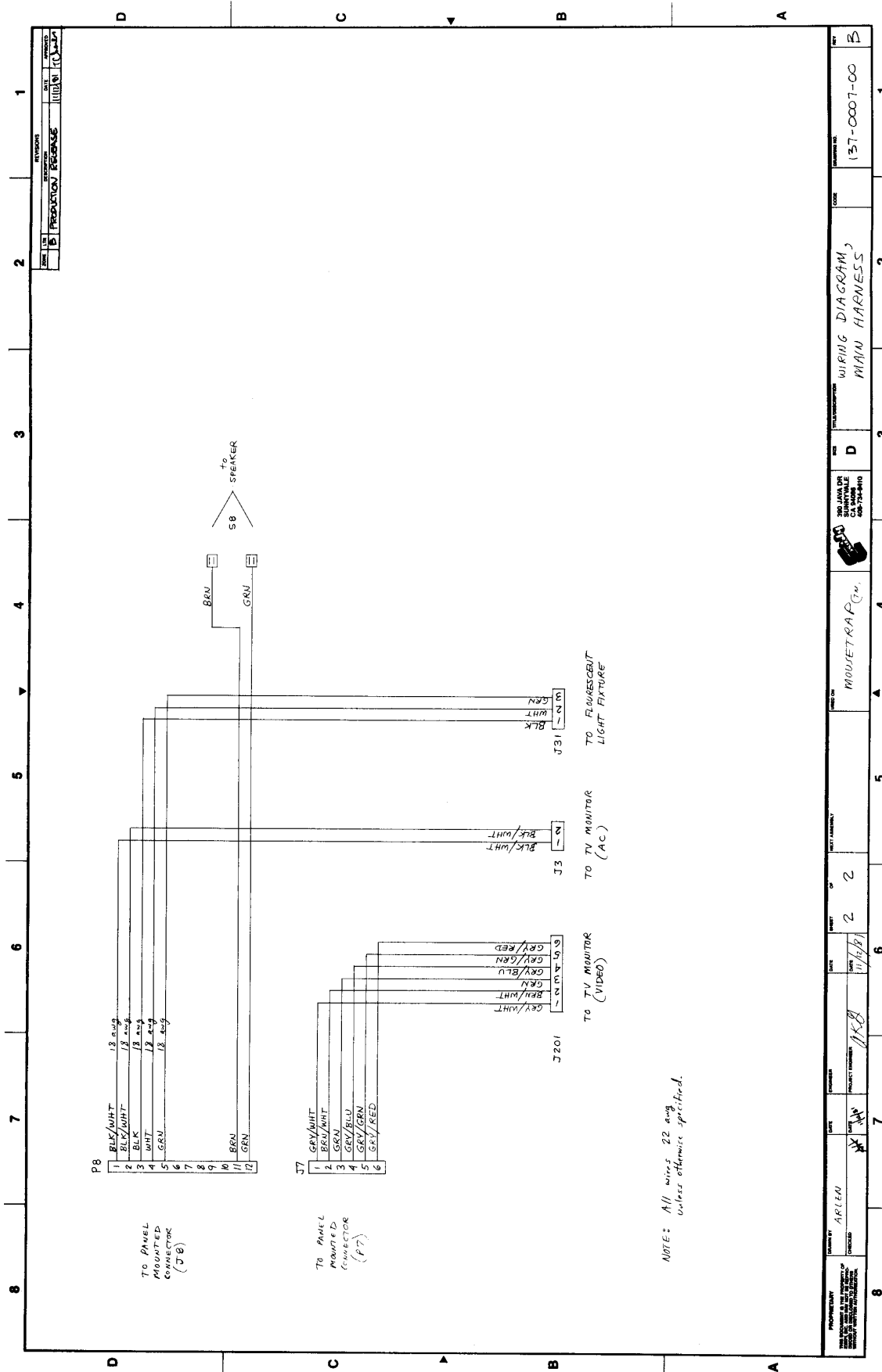
100-0003-00



NOTE: All wires 18 awg unless otherwise specified.

REV	DATE	BY	CHKD
1	10/11/77		
B PRODUCTION RELEASE			

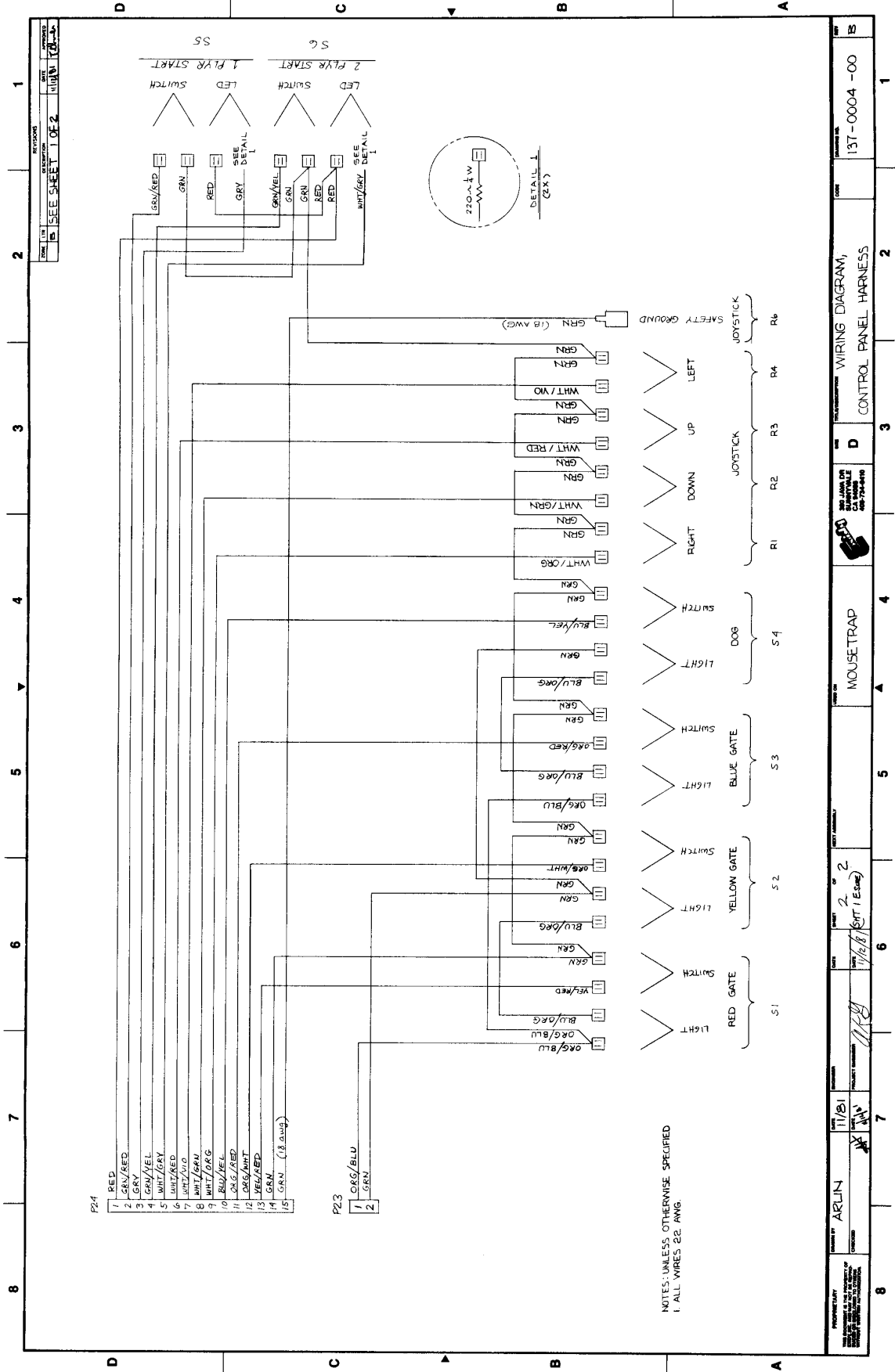
PROJECT NAME	100-0008-00
DATE	10/11/77
BY	ARLIN
CHKD	
PROJECT NUMBER	100-0008-00
REV	2
OF	2
DATE	10/11/77
BY	ARLIN
CHKD	
PROJECT NAME	MOLETRAP
DATE	10/11/77
BY	ARLIN
CHKD	
PROJECT NAME	WIRING DIAGRAM, AC DISTRIBUTION HARNESS
REV	1
OF	1
DATE	10/11/77
BY	ARLIN
CHKD	
PROJECT NAME	MOLETRAP
DATE	10/11/77
BY	ARLIN
CHKD	
PROJECT NAME	WIRING DIAGRAM, AC DISTRIBUTION HARNESS
REV	1
OF	1
DATE	10/11/77
BY	ARLIN
CHKD	



NOTE: All wires 22 awg unless otherwise specified.

REV	DATE	BY	CHKD	APPROVED
1				
PRODUCTION RELEASE				

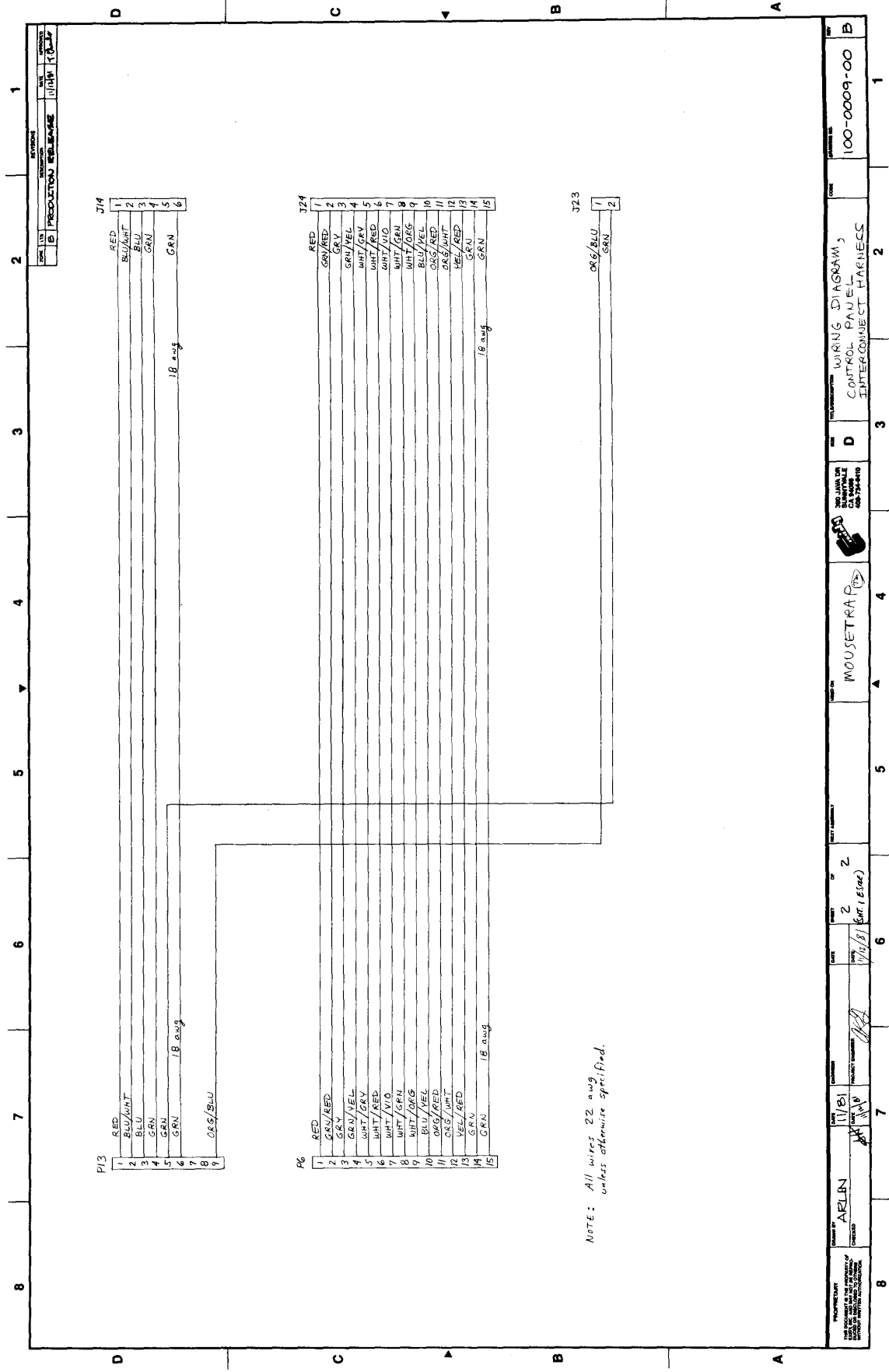
PROJECT NAME	DATE	DESIGNED BY	CHECKED BY	DATE	REV	DESCRIPTION
ARKLEAD	11/18/81	AKB	AKB	11/18/81	2	WIRING DIAGRAM, MAIN HARNESS
PROJ. NO.	137-0007-00					
REV	DATE	BY	CHKD	APPROVED		
1						



NOTES: UNLESS OTHERWISE SPECIFIED
 1. ALL WIRES 22 AWG

REVISED
 DATE 10/10/88
 BY J. B. ARLIN
 DRAWING NO. 137-0004-00
 SHEET 1 OF 2

PROPERTY OF ARLIN T/B
 DATE 1/18/88
 DRAWN BY J. B. ARLIN
 CHECKED BY J. B. ARLIN
 DATE 1/18/88
 SHEET 2 OF 2
 PART (REV)
 TITLE WIRING DIAGRAM, CONTROL PANEL HARNESS
 DRAWING NO. 137-0004-00
 DATE 10/10/88
 BY J. B. ARLIN
 DRAWING NO. 137-0004-00
 SHEET 2 OF 2



REV	DATE	BY	CHKD
1			
PRECEDENT WIRING			

APPROVED BY ARLIN PROJECT MANAGER	DATE 1/1/81	REV 2	OF 2	SHEET NO. 1	OF 1
PROJECT NAME WIRING DIAGRAM, CONTROL PANEL INTERCONNECT HARNESS		DRAWING NO. 100-0009-00		SHEET NO. 1	
TITLE MOUSETRAP		PART NO. D		PART NAME WIRING DIAGRAM, CONTROL PANEL INTERCONNECT HARNESS	

NOTE: All wires 22 awg, unless otherwise specified.