

# ATAXX™

## **Owner's Manual Addendum**

Part Number B-701-00020-00 Rev. C

### **A Word About Compatibility...**

The edge connector on the game circuit board is not directly compatible with the JAMMA standard pinout. All functions on the game circuit card are accurately detailed in the owner's manual.

Adapting the game to the JAMMA standard pinout requires the use of the included adapter board. The pinouts of the adapter board and harness are indicated on the following page

### **ATAXX Kit Parts List**

| Part Number    | Qty. | Description             |
|----------------|------|-------------------------|
| A-210-00029-00 | 1    | ATAXX Circuit Panel     |
| A-210-00030-00 | 1    | JAMMA Interface         |
| A-301-00153-00 | 1    | Harness, Kit            |
| B-603-00019-00 |      | Marquee Graphics        |
| B-604-00028-01 |      | Control Panel Graphics  |
| B-701-00018-00 | 1    | Owner's Manual          |
| B-701-00020-00 |      | Owner's Manual Addendum |
| C-741-00003-00 | 2    | Joystick, Digital       |
| C-703-00007-00 | 2    | Pushbutton, Red         |
| C-703-00008-00 | 2    | Pushbutton, Blue        |
| A-110-00007-00 | 1    | Service Switch          |

# ATAXX™ JAMMA Adapter Board Connector/Harness

| Solder Side                     | J1    | Component Side                |
|---------------------------------|-------|-------------------------------|
| (GND) Black                     | A 1   | (GND) Black                   |
| (GND) Black                     | B 2   | (GND) Black                   |
| (+5VDC) Red                     | C 3   | (+5VDC) Red                   |
| (+5VDC) Red                     | D 4   | (+5VDC) Red                   |
| (+12VDC) Orange                 | E 5   | (+12VDC) Orange               |
| Key                             | F 6   | Key                           |
|                                 | H 7   |                               |
|                                 | J 8   |                               |
|                                 | K 9   |                               |
| (Speaker -) White/Black         | L 10  | (Speaker +) White/Violet      |
|                                 | M 11  |                               |
| (Video Green) Green             | N 12  | (Video Red) Red               |
| (Video Sync) Grey               | P 13  | (Video Blue) Blue             |
| (Service Switch) Grn/Yel        | R 14  | (Video Ground) Black          |
|                                 | S 15  |                               |
| (Coin Switch #2) Brn/Whit       | T 16  | (Coin Switch #1) Grey/Red     |
|                                 | U 17  |                               |
| (2P Control Up) Green           | V 18  | (1P Control Up) Blue          |
| (2 P Control Down) Blue         | W 19  | (1P Control Down) Green       |
| (2P Control Left) Violet        | X 20  | (1P Control Left) Yellow      |
| (2P Control Right) Yellow       | Y 21  | (1P Control Right) Violet     |
| (Blue "Select" Button) Blu/Whit | Z 22  | (Red "Select" Button) Red/Blk |
| (Blue "Join" Button) Whit/Blue  | AA 23 | (Red "Join" Button) Whit/Red  |
|                                 | BB 24 |                               |
|                                 | CC 25 |                               |
|                                 | DD 26 |                               |
| (GND) Black                     | EE 27 | (GND) Black                   |
| (GND) Black                     | FF 28 | (GND) Black                   |

Plug adapter board onto edge connector of main circuit board. Adapter board edge connector is now game I/O (standard JAMMA). Plug harness onto adapter board and connect wires as indicated above.

**ATAXX**

***Owner's Manual***

## **Ataxx Game Play**

Ataxx is a thought-provoking, highly interactive 1- or 2-player strategy game based on a 7-by-7 tiled playing grid. The player attempts to secure a greater number of tiles than his opponent by moving his pieces in a manner similar to checkers.

When the game begins, each player starts with his pieces occupying one corner of the board. On any move, the player selects one of his pieces and moves it to any vacant tile no more than two squares away from his starting place. Unlike checkers, when the player moves his piece to an adjacent tile, a duplicate piece remains in the starting position to fill that tile.

If a player should move more than one tile away, he will leave the starting tile vacant—an opening which can be utilized by his opponent.

When the player moves his piece to a new tile which is adjacent to his opponent, the player will vanquish his opponent's piece(s) and occupy its tile. If the player has no valid move available, he forfeits his turn. If his personal clock expires, he loses the game.

The personal clock (initialized to 100 units) works much the same as a chess clock and runs only when it is the player's turn. When the clock gets down to 25 units of time remaining, an "Insert Coin" message will flash on the screen, permitting the player to buy an additional 100 units of time.

The Red player makes the first move, followed by a move by the Blue player. The game continues until no valid moves remain. At the end, the player with the greater number of tiles occupied wins. A message announcing the winner will flash in the status box on the play screen. This screen will then fade to another screen depicting the results of the game and how it has affected the player's rating and classification. A continuation prompt will then appear.

If a single player elects to continue, any time remaining from his previous game will be carried forward and a new game board will appear (if he won earlier—if he lost, the same game board will reappear). If he won, his subsequent computer opponent will be one level of difficulty higher than his previous level; the opposite is true if he lost. This sequence will continue until the player has played all available screens.

If two players elect to continue, any left over time from the previous game will be carried forward. The loser of the previous game may then select a new game board by rolling his track ball to cycle through the screens. A new game board may be chosen using the "Select" button.

A player's performance is rated the same way as in chess, with five distinct classification levels: Champion, Ace, Expert, Fighter, and Reserve. These ratings are based on the number of points gained in each round of play. The High-Score list will consist of those top-ranked players and will display initials, rating, and classification.

## **Features Information**

Two sets of player controls beckon new players to join the game. Individual scores are kept for each player. New players can enter their initials and have their outstanding scores appear on the rating classification board.

Normal operating checks are made easy with complete diagnostic screens. All player controls and both coin mechanisms are easily tested.

### **Other features of Ataxx include**

- 21 different game boards.
- One or two-players.
- Player's personal clock time length adjustable through game set-up menu.
- Prompts to purchase additional time throughout game.
- When playing against the computer, the level of difficulty changes depending upon the skill of the player.
- Five levels of computer "skill" versus players are tabulated on the "AI" (Artificial Intelligence) Statistics screen.



## **Maintenance and Upkeep**

Maintaining your ATAXX game is of utmost importance in order to enjoy good, steady earnings. A dirty cabinet, sticky coin mech, or poorly adjusted player controls are all suspect when a significant drop in revenue is noticed.

The following are recommended procedures to follow when servicing your machine:

### **Every Collection—**

Make sure that the cabinet and especially the control panel and glass are clean and free of gum, grease, and dirt.

Play the game. Check the trackballs and buttons for proper adjustment and response (see the buttons and controls test in the Diagnostics sections).

**NOTE:** Be sure to adjust, clean, or replace any marginal switches.

Clean and adjust the monitor to insure that the picture is "rich" and inviting.

### **Once a Month—**

Check the inside of the cabinet for dirt and dust.

**HINT:** Carry a portable "Dustbuster"-type vacuum.

Confirm proper adjustment of game volume, brightness, and contrast controls.

Use diagnostic screens to help you adjust color or horizontal/vertical size and position if required.

Check the screen corners for "rainbows" or color "fringing." This can indicate a need for degaussing.

Look for proper fluorescent lamp operation. The reduced brightness caused by one inoperative bulb is highly noticeable. Also, check coin slot lamps.

At first these steps may seem annoying or excessive, but when viewed with respect to the income generated by a clean, well-maintained machine (as opposed to income lost by a dirty, "trashed" game), the benefit of spending a few extra minutes will be seen as a wise investment.

## **Troubleshooting**

### **A Note About Power**

#### **DC Power**

The microprocessor in this machine operates most efficiently when the power supply is providing a steady +5.00 VDC to 5.05 VDC. When checking the DC power, always put your leads across the +5 VDC test points on the board and be sure that the +5 volt supply is between +5.00 VDC and +5.05 VDC. Also, be sure that there is less than .005 volts AC riding on the +5 volt line. If you do find AC on the DC line, inspect the filter capacitor or the rectifier on the power supply. Low voltage and AC on the DC lines are the main causes of the following problems:

- "Garbage" on the monitor screen
- Computer freeze-up
- A variety of seemingly unrelated problems

#### **AC Power**

Connect this game only to a grounded three-wire outlet which provides between 108 and 132 volts AC. If you have only a two-wire outlet, we recommend that you hire a licensed electrician to install a grounded outlet. This will reduce the possibility of a player receiving a shock. The possibility exists that players may receive an electrical shock if this system is not properly grounded.

#### **Our Service Department**

For parts, service, and technical information, first contact your authorized Leland Corporation Distributor. If additional technical aid is required, please contact the Leland Corporation Technical Support Department at (619) 562-7000, Monday through Friday, 8:00 a.m. to 5:00 p.m. Pacific Standard Time.

To provide you with the quickest possible response to your questions, please have the following information ready when you call:

Your game name and serial number

Any reference materials and a list of observations

NOTE: Schematics for this game are available in the form of a service manual. Contact our Customer Service department and order publication number B-703-00008-00.



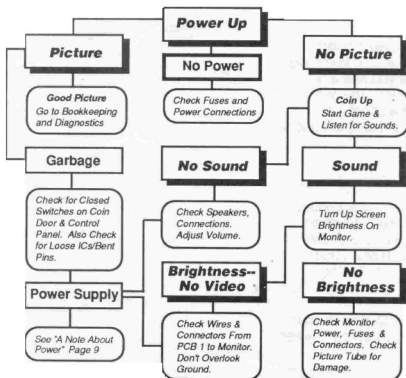
## Troubleshooting Flow Chart

*Don't Touch That Switch!*

Before you reach for the power switch, take a look at the game. Open it and check for loose wires, bad connections, or burned spots. Also look for spilled fluids or signs of vandalism. These quick checks could save you a lot of time.

Once you've eliminated the obvious, it's time to do some detective work.

Never take anything for granted. This is easy to do if you're in a hurry. Locating a broken wire or loose connection at the beginning could save you many expensive hours looking in the wrong place.



## Troubleshooting Tips

### General Troubleshooting

#### Monitor screen filled with "garbage".

- Press reset switch on main circuit board (see figure at right).
- Verify proper adjustment of monitor sync controls.
- Check power supply voltages.
- Check closed switches on the control panel or coin door.
- Look for loose connections on connectors VID1, VID2, M1 and M2. Examine J1 Pins 16-18, 20-22.
- Measure the voltage on Pins 1 & 10 on Connector J1. If the voltage is less than +5 VDC, check the switching power supply and its voltage adjustment.

#### No sound—

- Check for loose connections.
- Low +12 VDC supply.
- Defective speaker or volume pot.

#### No control or function switches (includes coin switches)—

- Check all connections (especially ground).
- Check wire continuity between board and switch.
- Look for closed or broken switches.
- Check the input buffers (see "Buffers" below).

### Monitor Troubleshooting

#### No picture—

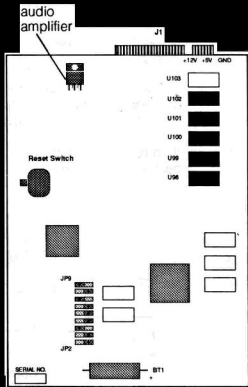
- Proceed carefully, high voltages present.
- Check all power connections including isolation transformer.
- Examine the picture tube filament, verify that it is on.
- Listen for the sound of the horizontal oscillator/flyback (a high pitched squeal).

#### Sync problems—

- Check sync and ground connections (see wiring diagrams on Pages 18 - 20).
- Check sync polarity.
- Check the video output buffer.

### Buffers

An input or output (I/O) buffer is the component that produces/receives the signals required to connect the game computer to the outside world. Static discharges and other forms of electronic "stress" encounter the buffers first. For these reasons the I/O buffers sometimes fail (while protecting the more delicate electronics). An oscilloscope is recommended to verify proper I/O function.



Main Circuit Board

**Important Note:** Any unauthorized board repair or attempted repair will void your warranty! Refer to the Leland Corporation Limited Warranty statement at the back of this manual for restrictions and or limitations.

## Video Alignment Screens

The picture on the video monitor is the most important and most neglected part of any game. It has been proven that a dirty, misaligned, or unfocused screen is the biggest cause for reduced collections—players will simply walk away if the game is not operating properly.

Making the effort to go through the following adjustment screens can make a big difference in revenues. Use all three screens to adjust your picture and then go to the Background Screens section to make the game look "rich."

### Cross Hatch Screen

Use the cross hatch screen to adjust focus, alignment, size, and contrast. Wavy horizontal lines denote misadjusted contrast. The screen's background should be black and the lines solid white.

The four "x" marks will be in the screen corners when vertical and horizontal size and position adjustments are correct.

If the crosshatch squares are rectangular, use the size controls to make them square, then the position adjustments to put the "x"s in the corners.

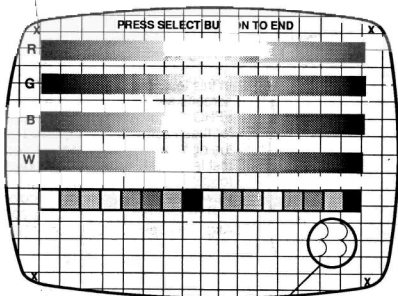
Adjust the screen or brightness control so that the green color bar shows green in the center and tapers to black on the ends.

Use the red cutoff control to adjust the red color bar to the same intensity as the green color bar.

Use the blue cutoff control to make the gray color bar appear gray (not brownish).

Adjust the red and green drive controls slightly to make the white blocks white.

"X" Indicates corner of screen



Indicates misadjusted contrast.

## Audio Subsystem Test

The sounds are the second most important feature of any game. The volume of the game's sound, for the most part, is dictated by the location. However, the quality of the sound is a function of the program. This test will help you in your quest to find "odd" sounds or to remedy the lack of certain sounds.

AUDIO SUBSYSTEM TEST  
PRESS SELECT BUTTON TO END  
TESTING AUDIO PROMS

AUDIO PROMS OK      AUDIO RAM OK

COMMUNICATIONS TEST PASSES

8 BIT DAC TEST (TONES)  
0 - 2 CHANNEL

10 BIT DAC TEST (2 SEC TONES)  
DAC INTERACTION TEST (3 TONE PULSES)  
0 - 2 CHANNEL

MUSIC TEST              (ATAXX THEME)

## Background Screens

In this test, the background screens are shown while the EPROMS containing the information for these screens are displayed at the right side of the screen. This test is not only helpful when looking for glitches, but may also be viewed as a visual test of the colors and picture clarity after the Video Alignment test has been completed.

VIEW BACKGROUND SCREENS

PRESS JOIN BUTTON FOR NEXT SCREEN  
PRESS SELECT BUTTON TO EXIT

APPROXIMATELY 30 STATIC SCREENS WILL SEQUENCE PAST.

## Game Set-up

This section is vital to the condition of your cashbox. When used in conjunction with the Bookkeeping section of the Diagnostics package the Game Set-up function will keep your game on the top of your earners list. The coins-per-credit settings range from 1 coin/1 credit to 20 coins/20 credits. Game play time can be adjusted from 1 to 4 minutes in 30 second increments. Difficulty level range is 1 to 8. Use "Join" button to move highlight to desired function, use the "Select" button to step through choices.

GAME SET UP

CHOOSE FUNCTION WITH JOIN BUTTON  
ENTER FUNCTION WITH SELECT BUTTON

... 0 COIN SETS FREE PLAY ...

COIN MECH SETTING  
1 COIN FOR  
1 CREDIT

GAME PLAY TIME . . . . . 2:00  
ATTRACT MODE SOUND . . . YES

RETURN TO MAIN MENU

GAME STATISTICS  
 CHOOSE FUNCTION WITH JOIN BUTTON  
 ENTER FUNCTION WITH SELECT BUTTON

|              | 1 PLAYER | 2 PLAYER |
|--------------|----------|----------|
| GAMES :      | 0        | 0        |
|              | [RED]    | [BLUE]   |
| START :      | 0        | 0        |
| JOIN :       | 0        | 0        |
| CONTINUE :   | 0        | 0        |
| REPLAY :     | 0        | 0        |
| AFTER WIN :  | 0        | 0        |
| AFTER LOSS : | 0        | 0        |
| COMPUTER :   | 0        | 0        |

RESET GAME STATISTICS

ERASE HALL OF FAME ON EXIT - NO

DISPLAY AI RECORDS

RETURN TO MAIN MENU

AI RECORD STATISTICS

| NAME             | RATING | WINS | LOSSES | TOP RATING BEATEN | AVG. RATING BEATEN | AVG. RATING PLAYED |
|------------------|--------|------|--------|-------------------|--------------------|--------------------|
| AIA              | 0      | 0    | 0      | 0                 | 0                  | 0                  |
| AIB              | 0      | 0    | 0      | 0                 | 0                  | 0                  |
| AIC              | 0      | 0    | 0      | 0                 | 0                  | 0                  |
| AID              | 0      | 0    | 0      | 0                 | 0                  | 0                  |
| AIE              | 0      | 0    | 0      | 0                 | 0                  | 0                  |
| TOTAL REAL GAMES |        | 0    | 0      | 0                 |                    |                    |

PRESS SELECT BUTTON TO EXIT

## Game Statistics

This section lets you know how well you've done in setting your game for maximum earning power.

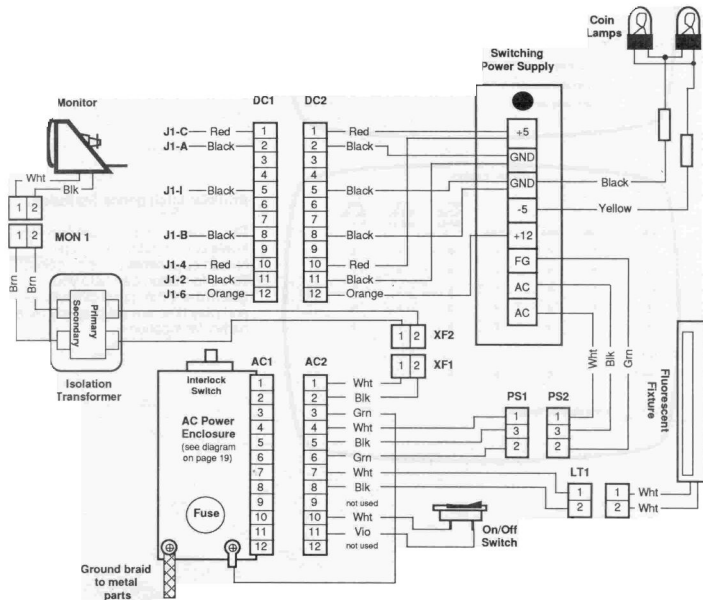
## Artificial Intelligence Statistics

This screen compares the five levels of computer "skill" versus the human opponents played against. This information can help you determine if the game difficulty level and play time are set properly for a particular location.

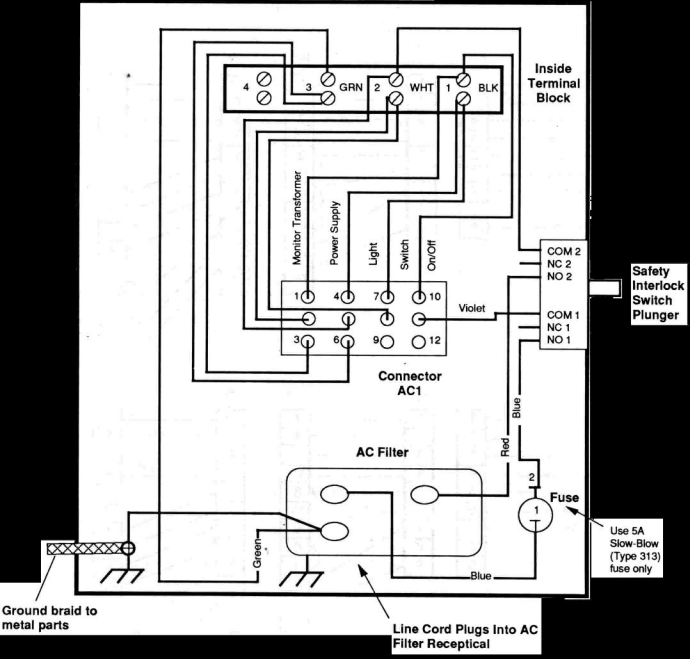
# Cabinet Wiring Diagram

**AC Power**  
108 - 132 VAC  
2.5 A Max

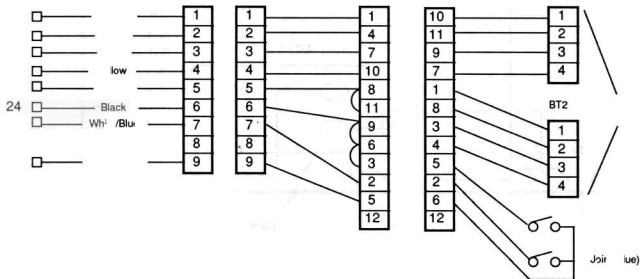
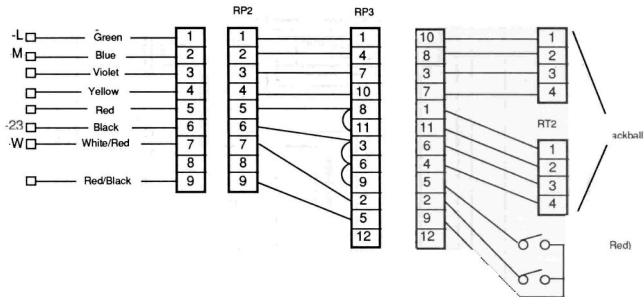
**DC Power**  
+5 VDC @ 11A  
+12 VDC @ 2A  
-5 VDC @ 1A



# AC Power Enclosure Wiring Diagram



# Play Control Wiring





# J1 Connector

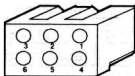
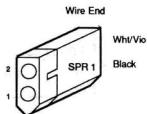
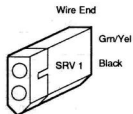
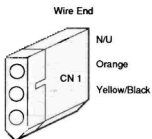
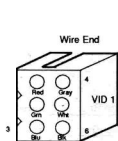
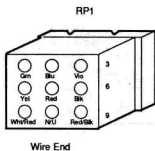
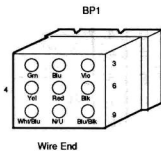
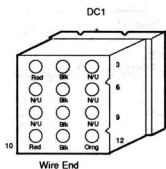
|        |                          |           |           |                          |        |
|--------|--------------------------|-----------|-----------|--------------------------|--------|
| DC1-2  | (GND) Black              | <b>A</b>  | <b>1</b>  | Black (GND)              | DC1-5  |
| DC1-8  | (GND) Black              | <b>B</b>  | <b>2</b>  | Black (GND)              | DC1-11 |
| DC1-1  | (+5VDC) Red              | <b>C</b>  | <b>3</b>  | Red (+5VDC)              | BP1-5  |
| RP1-5  | (+5VDC) Red              | <b>D</b>  | <b>4</b>  | Red (+5VDC)              | DC1-10 |
|        |                          | <b>E</b>  | <b>5</b>  |                          |        |
|        |                          | <b>F</b>  | <b>6</b>  | Orange (+12VDC)          | DC1-12 |
|        |                          | <b>H</b>  | <b>7</b>  | Key                      |        |
|        | Yellow                   | <b>J</b>  | <b>8</b>  |                          |        |
| RP1-4  | Yellow                   | <b>J</b>  | <b>8</b>  |                          |        |
| RP1-3  | Violet                   | <b>K</b>  | <b>9</b>  |                          |        |
| RP1-1  | Green                    | <b>L</b>  | <b>10</b> |                          |        |
| RP1-2  | Blue                     | <b>M</b>  | <b>11</b> |                          |        |
|        |                          | <b>N</b>  | <b>12</b> |                          |        |
| BP1-4  | Yellow                   | <b>N</b>  | <b>12</b> |                          |        |
| BP1-3  | Violet                   | <b>P</b>  | <b>13</b> |                          |        |
| BP1-1  | Green                    | <b>R</b>  | <b>14</b> |                          |        |
| BP1-2  | Blue                     | <b>S</b>  | <b>15</b> |                          |        |
| BP1-9  | (Blue Select) Blue/White | <b>T</b>  | <b>16</b> | Red (Video R)            | VID1-1 |
| BP1-7  | (Blue Join) White/Blue   | <b>U</b>  | <b>17</b> | Blue (Video B)           | VID1-3 |
| RP1-9  | (Red Select) Red/Black   | <b>V</b>  | <b>18</b> | Green (Video G)          | VID1-2 |
| RP1-7  | (Red Join) White/Red     | <b>W</b>  | <b>19</b> |                          |        |
| SRV1-2 | (Service) Green/Yellow   | <b>X</b>  | <b>20</b> | White (V Sync -)         | VID1-5 |
|        |                          | <b>Y</b>  | <b>21</b> | Gray (H Sync -)          | VID1-4 |
| CN1-2  | (Coin 2) Orange          | <b>Z</b>  | <b>22</b> | Black (Video GND)        | VID1-6 |
| CN1-1  | (Coin 1) Yellow/Black    | <b>AA</b> | <b>23</b> | Black (Red PL GND)       | RP1-6  |
|        |                          | <b>BB</b> | <b>24</b> | Black (Blue PL GND)      | BP1-6  |
|        |                          | <b>CC</b> | <b>25</b> | Black (Coin GND)         | SRV1-1 |
|        |                          | <b>DD</b> | <b>26</b> |                          |        |
|        |                          | <b>EE</b> | <b>27</b> |                          |        |
| SPK1-1 | (Speaker -) Black        | <b>FF</b> | <b>28</b> | White/Violet (Speaker +) | SPK1-2 |

Red Track Ball

Blue Track Ball

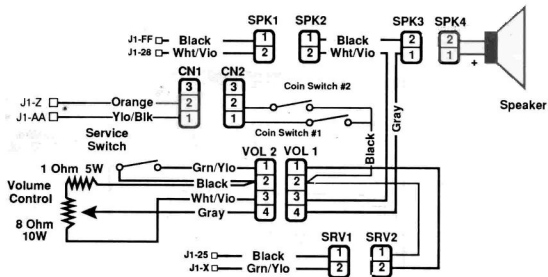
# Male Molex Connectors

## Typical Pin-Out



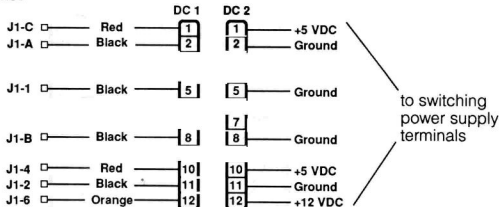
**See main board layout for board connector locations**

# Speaker, Switches Wiring Diagram

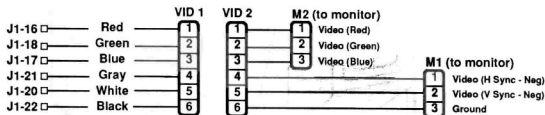


# Wiring Diagrams

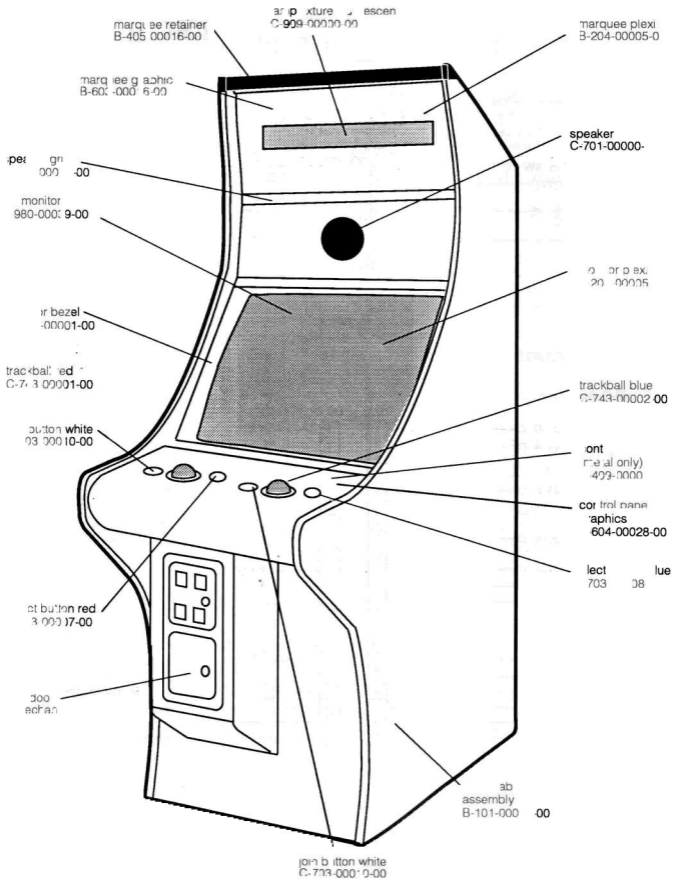
## DC Power



## Video



**Illus. a ed Parts L st**



## Illustrated Parts List (cont'd)

rocker switch  
C-707-00000-00

switching power supply  
A-101-00006-00

fuse, slow-blow, 5 amp  
C-901-00000-00  
fuse holder  
C-903-00000-00

ac power enclosure  
A-110-00005-00

ac power cord  
D-550-00001-00

safety interlock switch  
C-709-00002-00

main circuit board  
A-210-00023-00

isolation transformer  
C-710-00001-00

### Other Parts

power supply gnd harness  
A-301-00135-00

power supply harness  
A-301-00131-00

speaker harness  
A-301-00123-00

volume control harness  
A-301-00126-00

monitor gnd harness  
A-301-00139-00

cntrl panel harness player red  
A-301-00127-00

gnd volume harness  
A-301-00138-00

ac line filter  
C-905-00002-00

ac main power harness  
A-301-00130-00

cntrl panel harness player blue  
A-301-00128-00

main harness  
A-301-00132-00

ac power harness  
A-301-00129-00

dc power harness  
A-301-00122-00

volume control assembly  
A-110-00002-00

video harness  
A-301-00125-00