

Atomic Boy™

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**HOT
FOR THE
SUMMER
85**



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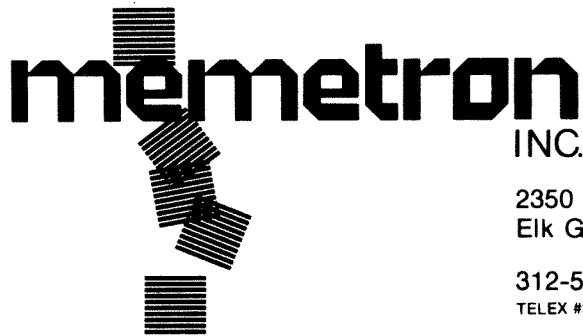
memetron
INC

**2350 Brickvale Drive
Elk Grove Village, IL 60031
312-595-2828**



memetron THE...

**KIT
KINGS™**



2350 Brickvale Dr.
Elk Grove Village, IL 60007

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TELEX #210227 ANSB. MEMORY

June 25, 1985

Dear Operator:

Atomic boy is Memetron's third kit and our first King Kit™. Memetron hope's to become part of your regular kit purchases in the future. Along with our current line up of Savage Bees, Memetron Music and Atomic Boy we will be offering various major manufacturer close outs along with other new games in the future.

Late this Summer Memetron will be bringing you Sayonara Saigon™ a real death and destruction game if there ever was one, Rambo was never this brutal ! Also coming this Fall all new Armed Forces Football™, the first Army, Navy, Air Force, Marines Football Blast with Quarterback Track Attack Action (track ball). Look on the back cover of this manual for the complete line up of Memetron game's currently available.

Thank you for supporting the fine line up of our products, continued good success and earnings.

Best Regards,

Joe Kaminkow
Director of Marketing
Memetron Inc.

VIDEO GAME OPERATOR:

Don't Get Involved In A Federal Crime. Don't Buy Or Operate Copy Or Unauthorized Boards In Your Games.

Warning



*Every operator who buys or operates a counterfeit or unauthorized board (imported or domestic) is contributing to the end of our industry and committing a **FEDERAL CRIME**.*

*New criminal laws have recently been enacted that provide for maximum penalties of \$250,000 or five years in prison or both, per offense. **EACH GAME IS A SEPARATE OFFENSE.***



WARNING

Federal law provides severe civil and criminal penalties for the unauthorized reproduction, distribution, or exhibition of copyrighted audiovisual works and video games.

The Federal Bureau of Investigation investigates allegations of criminal copyright infringement.

If you have any information about any unauthorized games in the United States, contact your local FBI or,

American Amusement Machine Association

205 The Strand
Suite 3
Alexandria, Virginia 22314
(703) 548-8044

All information will be treated in confidence.

IMPORTANT F.C.C. WARNING

"This King Kit is intended for use only on coin operated video games manufactured after October 1, 1983, which have been verified for compliance with the requirements in Part 15 of FCC rule for class A computing device. Improper connection of the kit or connection to any other coin operated video game not so manufactured or verified for compliance may cause unacceptable interference to radio and tv reception requiring the operator to make necessary changes to correct the interference. Memetron Inc., takes no responsibility for kits improperly connected and those connected to games for which use is not intended."

WARNINGS & NOTICES

WARNING

For safety and reliability, Memetron does not recommend or authorize any substitute parts or modifications of Memetron equipment.

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

Substitute parts or equipment modifications 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" principle also applies to unauthorized facimiles of Memetron equipment, logos, designs, publications, assemblies and games (or features not deemed to be in the public domain), whether manufactured with Memetron components or not.

Warning

Three-Wire Plug. This game must be plugged into a properly-grounded outlet to prevent shock hazard and to assure proper game operation. Do Not use a "cheater" plug to defeat the ground pin on the power cord, and do not cut off the ground pin.

NOTICE

Parts salvaged from your old game are required to complete your kit. These salvaged parts **MUST** operate perfectly, or the converted game cannot perform properly or safely. Always repair circuitboard malfunctions and cabinet damage before conversion is attempted

NOTICE

This kit is not intended for use with X-Y monitors. Suitable monitors are the horizontal or verticle raster-type with inputs for red, green and blue video as well as negative sync. (These inputs should be compatiabile with TTL logic levels.) Note: Atomic Boy uses a horizontal monitor.

NOTICE

Be sure the power supply from your old game is capable of +5VDC, +5VDC at 6A and +12VDC at 1A. These operating voltages are necessary for your Kit.

NOTICE

Atomic Boy is a registered trademark of Memetron Inc. , 1985.

NOTICE

Please make sure you clean and lubricate your old coin mechanisms. It is important that you service them in order for this game to earn the maximum projected earnings.

HIT HIT PARTS PROVIDED

<input type="checkbox"/> FCC Cage	(1)
<input type="checkbox"/> CPU Board	(1)
<input type="checkbox"/> Joystick(s)	(1)
<input type="checkbox"/> Control-panel overlay	(1)
<input type="checkbox"/> Marquee overlay	(1)
<input type="checkbox"/> Side Graphics	(2)
<input type="checkbox"/> Crt Graphics	(2)
<input type="checkbox"/> Wiring harness	(1)
<input type="checkbox"/> Instructions	(1)
<input type="checkbox"/> Play instructions	(1)
<input type="checkbox"/> FCC sticker	(1)
<input type="checkbox"/> Misc. control strickers	(NA)
<input type="checkbox"/> Mounting screws	(4)
<input type="checkbox"/> Drilling template	(1)
<input type="checkbox"/> Joystick star	(S2,T1)
<input type="checkbox"/> Promotional sticker	(1)

TOOLS AND SUPPLIES REQUIRED

- Electric screwdriver
- Wire Cutters
- Electric drill
- Soldering iron & solder
- Pliers
- Phillips screwdriver
- Hex driver
- 180-grit sandpaper (sander)
- Navy blue, semi-gloss latex paint
- Grease pencil or marker

CABINET

Inspect your old cabinet for any gouges or things stuck on the extremity such as chewing gum. Remove all foreign objects and fill in the gouges with with any type of quick hardening wood putty. Sand to make sure the surface is smooth and wipe clean the outside of the old cabinet.

If the decal of this kit does not cover all of the old games graphics we recommend repainting the outside of your cabinet with an acrylic based semi-gloss navy blue paint. This can be applied by either paint brush, roller or spray can. In games that have woodgrain sides please remove old decals and clean the surface so they don't have any glue residue remaining on the cabinet.

To apply your new side graphics take a straight edge and make a top guideline roughly where the old graphic started on your game. Lightly moisten the cabinet with spray window cleaner and begin to apply the decal starting at the top working your way to the bottom. After the decal is in place, use a piece of the foam strip that comes in the packing as a squeegee and smooth the sticker down on the surface to remove excess moisture. Please allow 12 hours for your sticker to become permanently adhered to the sides before use. Position the FCC sticker at the lower rear of the cabinet near the power cord.

CRT DECALS

Inspect your old CRT for cigarette burns or scratches. If it is unacceptable, replace it with a smoked or clear piece of plexiglass with the same dimensions of your old CRT glass. Place CRT decal strips and the instructions on the CRT along with the games promotional decals. Refer to your the sticker location chart for more information.

MARQUEE

Enclosed in this kit you will find one universal size marquee over-lay. We recommend using a new piece of clear plexiglass in place of your old marquee. If that is not available this overlay has been designed for easy installation over the top of your old marquee.

To install simply remove the old marquee then partially remove the backing from the left side of the new marquee . Spray foam window cleaner on the marquee and place the decal over the old marquee. Be sure you have lined the marquee up square so it will not look crooked. After you have fully placed the decal on the plexiglass turn the marquee over, with a razor blade cut a 45 degree diagonal line from each of the four corners then bend and cut the marquee overlay and fold behind until it is about 1/4" from all edges and replace in the game. Your new marquee will not have any edges showing in which to be peeled off.

NOTICE

1 - If you place the marquee over your present artwork the new overlay may not transmit light as the old marquee did.

2 - Refer to the decal layout sheet for more information on the graphics position.

3 - When using the old marquee with the new graphics and old graphics show through disconnect the marquee

CONTROL PANEL

Remove the old control panel buttons or joysticks. Clean and sand smooth any imperfections on the existing vinyl material.

Place the template that comes with the game on the control panel in order to design the best possible positioning for your buttons , joystick and control instructions.

Please leave your existing 1 or 2 player start button holes where they are. Drill holes as needed for installation of the joystick and other buttons. Any hole that is no longer needed we suggest plugging with wood blocks, putty, cardboard or epoxy. Remove the backing from the rear and carefully place the control panel overlay over the old control panel being careful not to get any air bubbles in the vinyl when it's applied.

After the control panel is securely on, with an exacto knife or razor blade carefully cut out holes on the control panel. Next stick the joystick stars and button stickers on the control panel. Replace your buttons on the control panel and tighten them down. Return the control panel to the game for the next step in the kit process.

NOTICE

Refer to the decal layout sheet for more information on graphics position.

Refer to the control panel template for control layout suggestions.

If the control panel that you are going to use is wood and is too thick for use with the enclosed button holders, than remove the switches from the holders and shim them with spacers.

Make sure that the control panel is on straight.

WIRING PROCEDURES

INSTALLING INTERBOARD WIRING

[] Disconnect the old wiring harness from the CPU board. Using the schematic drawings from your old game, carefully note the function of each wire. Label the wires if this helps.

[] Carefully remove all circuitboards and the metal circuitboard panel from the game. Leave the transformer chassis and the power supply braid in the game.

[] Leaving several inches of wire from the old wiring harness at each connector, cut the wires near the game's coin door, monitor, player panel, power supply and speaker. DON'T cut the other side of these same wires (that is at the CPU-board end).

[] Following the schematic drawings for your kit, solder the coin-door, monitor, control panel, power-supply and speaker wires to the new CPU-board harness. Using electrical tape, be sure to insulate all splices.

[] If your game has series-pass transistors for the power supply on a separate heatsink, remount the metal heatsink beside the power supply board.

[] Check and clean the input jack on the power-supply board. Replace any burned or damaged pins

INSTALLING THE FCC CAGE ASSEMBLY

[] Using the screws (supplied), mount the FCC cage on one of the inside walls of the cabinet or on the door of the game.

[] Mount the PCB on the lid of the FCC cage using the screws provided and the cardboard spacer block enclosed. The PCB should be mounted securely to the FCC cage and door.

[] Plug into the new wiring harness into the new CPU board. Support the harness as necessary with plastic wire guides.

[] Close the lid of the FCC cage and foldover to lock, make sure that the FCC cage does not touch the PCB.

NOTICE: make sure that the FCC Cage is not mounted near any direct heat sources and is well ventilated.

THANK YOU FOR THE PURCHASE OF A MEMETRON KING KIT !



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CONVERSION KIT MAIN CABLE

GA.	COLOR	FUNCTION	PIN	PIN	FUNCTION	COLOR	GA.
18	GRN	GND	A	1	GND	GRN	18
18	RED	+5 V	B	2	+5 V	RED	18
18	RED	+5 V	C	3	+5 V	RED	18
22	RED/WHT	COIN SELECTOR A	D	4	SERVICE SWITCH	BRN	22
22	GRY/WHT	1 PLAYER DOWN	E	5	1 PLAYER UP	BLU/WHT	22
22	WHT/RED	2 PLAYER DOWN	F	6	2 PLAYER UP	GRY	22
			H	7	VIDEO	BLU	22
22	GRN	VIDEO	J	8	VIDEO	RED	22
			K	9			
22	VIO	SPEAKER +	L	10	SPEAKER -	BLK	22
18	YEL/RED	+12 V	M	11	+12 V	YEL/RED	18
18	YEL/RED	+12 V	N	12	+12 V	YEL/RED	18
22	WHT	COMP SYNC	P	13	COIN SELECTOR B	ORG	22
22	ORG/WHT	COIN COUNTER B	R	14			
22	BLU/RED	1 PLAYER START	S	15	2 PLAYER START	BLU/RED	22
22	BLK/WHT	2 PLAYER JUMP	T	16	1 PLAYER JUMP	BLK/WHT	22
22	WHT/BLU	2 PLAYER RIGHT	U	17	1 PLAYER RIGHT	WHT/BLU	22
22	BRN/WHT	2 PLAYER LEFT	V	18	1 PLAYER LEFT	BRN/WHT	22
			W	19	COIN COUNTER A	YEL/RED	22
			X	20			
18	GRN	GND	Y	21	GND	GRN	18
18	GRN	GND	Z	22	GND	GRN	18

COMPONENT SIDE

DIP SWITCH ADJUSTMENTS

DIP SWITCH 1

OPTIONS		SWITCHES	1	2	3	4	5	6	7	8	
NUMBER OF RANGER BOYS		2	OFF	OFF							
		3	ON	OFF							
		4	OFF	ON							
		5	ON	ON							
RATES OF DIMINISHING SPEED OF BONUS POINTS		NORMAL			OFF	OFF					
		X 1.2			ON	OFF					
		X 1.4			OFF	ON					
		X 1.6			ON	ON					
COIN MODE	MODE 2 DIP SWITCH 3 OF 2 ON	COIN SELECTOR A	1COIN/1PLAY				OFF	OFF			
			2COINS/1PLAY				ON	OFF			
			3COINS/1PLAY				OFF	ON			
	MODE 1 DIP SWITCH 3 OF 2 OFF	COIN SELECTOR B	1COIN/2PLAYS						OFF	OFF	
			1COIN/3PLAYS						ON	OFF	
			1COIN/5PLAYS							OFF	ON
			1COIN/6PLAYS							ON	ON
			1COIN/1PLAY					OFF	OFF	OFF	OFF
			2COINS/1PLAY					ON	OFF	OFF	OFF
	3COINS/1PLAY					OFF	ON	OFF	OFF		
	4COINS/1PLAY					ON	ON	OFF	OFF		
	5COINS/1PLAY					OFF	OFF	ON	OFF		
	6COINS/1PLAY					ON	OFF	ON	OFF		
	1COIN/2PLAYS						OFF	OFF	OFF	ON	
1COIN/3PLAYS						ON	OFF	OFF	ON		
1COIN/4PLAYS						OFF	ON	OFF	ON		
1COIN/5PLAYS						ON	ON	OFF	ON		
1COIN/6PLAYS						OFF	OFF	ON	ON		
FREE PLAY						ON	ON	ON	ON		

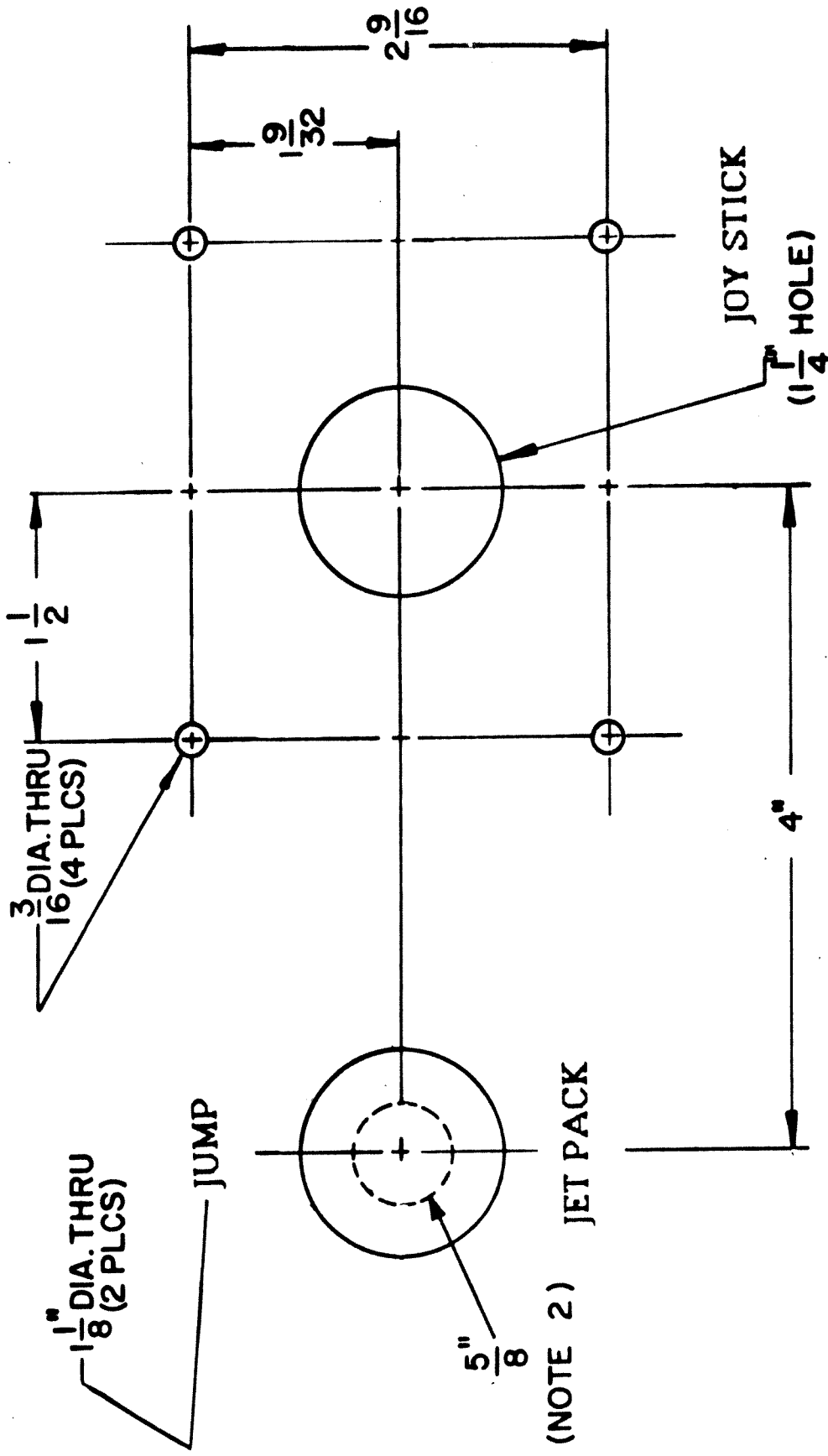
- N.B. 1) For the cabinets with a single coin selector or two coin selectors of the same value, set COIN MODE at # 1.
- 2) For cabinets with coin selectors of two different values, set COIN MODE at # 2.

DIP SWITCH 2

OPTIONS	SWITCHES	1	2	3	4	5	6	7	8
FLIP PICTURE	NO	OFF							
	YES	ON							
CABINET TYPE	TABLE		OFF						
	UPRIGHT		ON						
COIN MODE	MODE 1			OFF					
	MODE 2			ON					
FREEZE PICTURE	NO					OFF			
	YES					ON			
NO DEATH MODE	NO							OFF	
	YES							ON	
TEST MODE	NO								OFF
	YES								ON

N.B. Press 2P. start button to freeze picture. Press 1P start button to let it move again.

ATOMIC BOY™



NOTE:

1. THESE DIMENSIONS ARE TO SCALE AND REFER TO METAL CONTROL PANELS.
2. FOR WOOD CONTROL PANELS, DRILL 5/8" HOLE COMPLETELY THROUGH. THEN DRILL 1-1/8" HOLE TO 5/16" DEPTH.

CONTROL PLATE
TEMPLATE

JOYSTICK ASSEMBLY

1. Refer to FIG. 1 before starting installation.
2. For normal replacement of Ball Handle, Spring and/or Switch Actuator, disregard steps 3, 4, and 5 below.

INSTALLATION INSTRUCTIONS

1. From inside of game, remove E-ring from Ball Handle Shaft.
2. Pull Ball Handle out of Joystick Assembly and remove Switch Actuator and Spring from inside of game.
3. Remove Joystick Assembly from Control Panel of game.
4. Replace 2" washer.
5. Fasten Joystick Assembly to Control Panel of game.
6. Insert new Ball Handle through Control Panel and Joystick Assembly.
7. From inside the game, push Spring and appropriate Switch Actuator over end of Ball Handle Shaft and secure with E-ring.

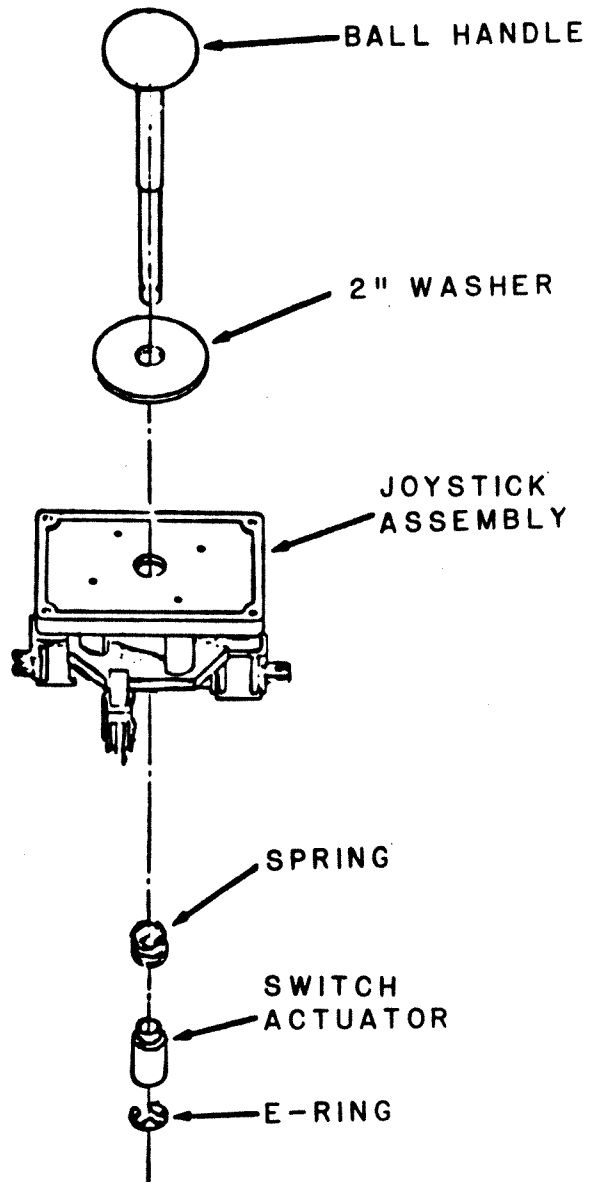
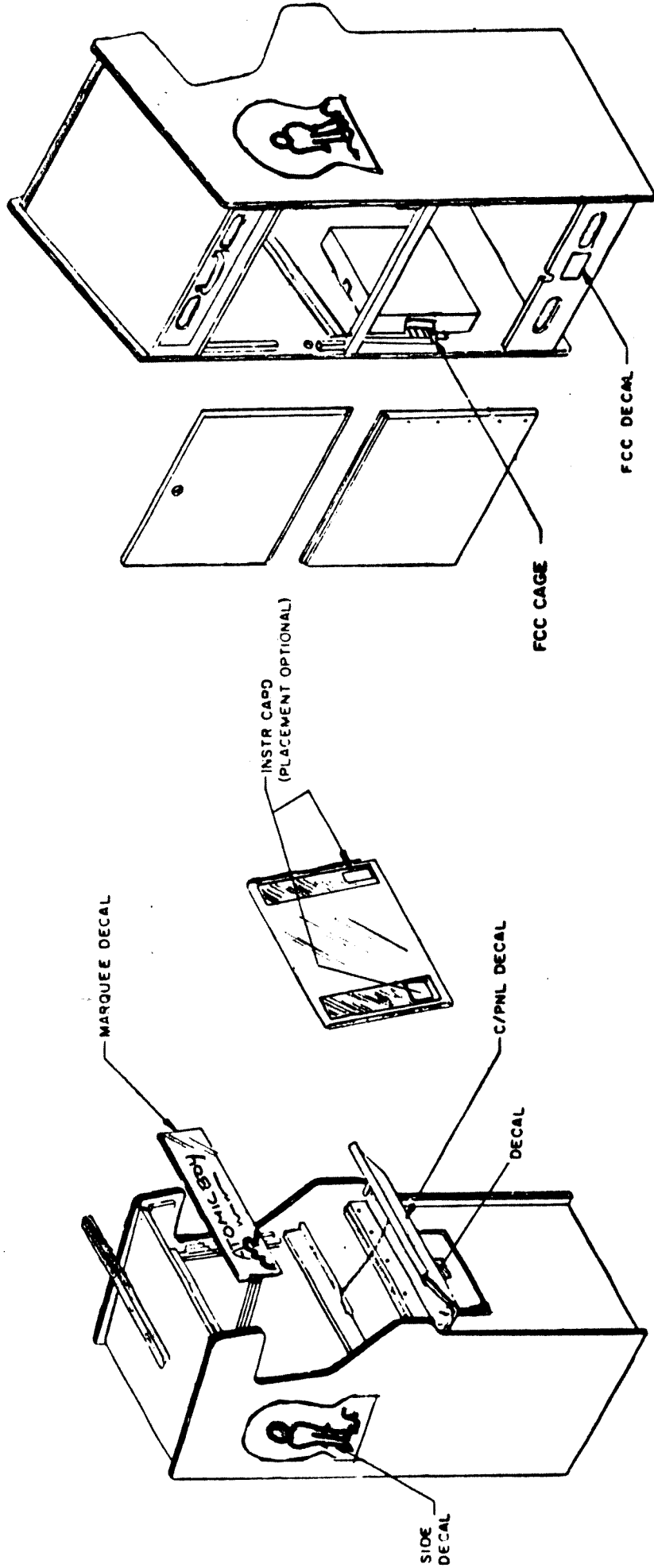


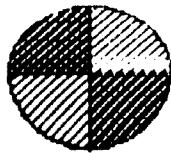
FIGURE 1

DECAL LOCATIONS



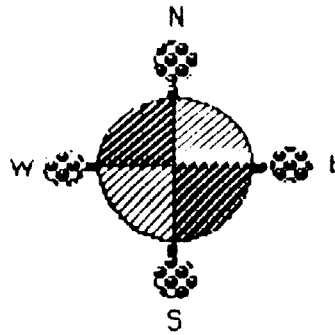
ATOMIC BOY CONTROL PANEL

JUMP



JET PACK

BUTTON



JOY STICK

TECHNICAL INFORMATION