

Konami®

WIZ QUIZ™



CONVERSION KIT INSTRUCTION MANUAL FOR TRACK AND FIELD P.C.B.'s ONLY

Konami Inc.

1555 BRUMMEL AVENUE, ELK GROVE VILLAGE, IL 60007
TELEPHONE: (312) 364-6633 FAX: (312) 364-1368 TELEX: 6871385 KONAM UW

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Ben Har-El

President

Dear Operator:

There are 1.5 Million CHILDREN REPORTED MISSING each year in America. Some of these children are players in our Arcades.

We at Konami feel that it is our responsibility to participate in combating this Real and Growing problem. Won't You Help Us Find The Children?

Konami is working in cooperation with CHILD FIND, INC., a not-for-profit corporation organized to aid parents, legal authorities and the F.B.I. in the finding of missing children. In an effort to do so, we have attached to our kits and video games, a poster and a decal showing photos of children that are listed with Child Find as missing.

Because of the tremendous exposure your gameroom or location can provide, we ask that you PROMINENTLY DISPLAY the posters and place the decals on each of the Konami games. We, and the parents of these children are very grateful for any help that you give us in assisting this extremely important program.

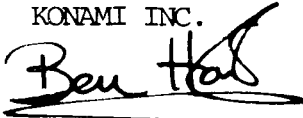
If it is possible for you to assist Child Find further by sending a tax deductible donation or if you would like to volunteer any time or services, please contact Child Find at:

CHILD FIND, INC.
P. O. BOX 277
New Paltz, NY 12561
Phone: (914) 255-1848

Again, thank you very much for helping us to help find the children. We deeply appreciate your concern and cooperation.

Best regards,

KONAMI INC.



Ben Har-El
President

PLEASE DON'T FORGET TO DISPLAY THE POSTERS AND DECALS!

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CONVERSION KIT CONTENTS:

- ONE C.P.U. MODULE
- ONE QUESTION MODULE
- ONE 6809 ADAPTER P.C.B.
- SIX WIZZ QUIZ EPROMS
- ONE PACKAGE (Spacers, Nuts, Bolts)
- TEN SETS — BUTTON ASSEMBLIES
- ONE PRE-CUT WIZZ QUIZ MARQUEE (For Track & Field Cabinet)
- ONE SET SIDE PANEL GRAPHICS
- CONTROL PANEL OVERLAY
- FCC WARNING LABEL
- MANUAL

REPLACEMENT ACCESSORIES ARE AVAILABLE THROUGH YOUR DISTRIBUTOR.

THIS KIT USABLE FOR TRACK & FIELD P.C.B. ONLY.

IF YOU WISH TO INSTALL YOUR WIZZ QUIZ CONVERTED TRACK AND FIELD P.C.B. INTO A NON-TRACK & FIELD CABINET, CONTACT YOUR DISTRIBUTOR FOR WIRING HARNESS & DIAGRAM.

WIZZ QUIZ CABINET PREPARATION

WIZZ QUIZ CABINET PREPARATION

1. Remove the TRACK & FIELD P.C.B., marquee, and the control panel from the cabinet.
 2. Replace the marquee with the WIZZ QUIZ custom cut marquee.
 3. For best results, old side decals should be removed completely from the cabinet. "Stick-on" graphics can be removed by using a hairdryer or hot air device. The heat from the dryer will loosen the adhesive, allowing you to easily peel them off — any adhesive residue can be cleaned off with acetone and a soft dry cloth. (DO NOT USE ACETONE ON SURFACES PAINTED WITH FLAT PAINT.)
 4. TO APPLY SIDE PANEL DECALS
 - A. Spray area of cabinet where Side Panel decals are to be applied with foaming aerosol or a mild soap solution.
 - B. Remove protective backing from decals.
 - C. Position decals into place.
 5. D. With a soft squeegee, beginning from the center of the decal, slowly and evenly press out excess foam until you achieve a smooth finish.
 - E. Allow to set approximately 2 to 3 hours before handling. Maximum adherence is achieved in 48 to 72 hours.
 - F. Trim side decal to fit your cabinet.
5. Remove the ten buttons from the control panel. The control panel wire harness should be left intact because it will be used on the WIZZ QUIZ.
- Remove the old TRACK & FIELD control panel overlay. (A heat gun is helpful with this process.) Next: apply Wizz Quiz control panel overlay, it is very important that the printing on the overlay line up with the button holes. When properly applied the "A, B, & C" letters should be 1/2 inch above their respective holes.
- *For wiring diagram see page 5.

HARDWARE INSTRUCTIONS

Disassemble TRACK & FIELD P.C.B.'s by removing screws and spacers, disconnect ribbon cable and power lead.

1. Remove the sound eprom from location 2C of the sound board. (PWB 'B') See Fig. 1.
2. Insert WIZZ QUIZ sound eprom (labeled 2C) into that socket. Double check for the correct polarity.

*This is the only change to be made on the sound board.

★ ☆ ★ ☆ ★ CPU/VIDEO P.C.B. ★ ☆ ★ ☆ ★

IMPORTANT: Konami released two versions of the CPU/VIDEO P.C.B. (PWB A).

Version 1 used a 42 pin Konami 1 CPU — See Fig. 2. Version 2 used a 40 pin 68B09 CPU — See Fig. 3.

★ ☆ ★ ☆ ★ ☆ ★ ☆ ★ ☆ ★

CPU BOARD — PWB A

VERSION #1 Konami 1 Custom (See Fig. 2)	VERSION #2 6809 Version (See Fig. 3)
<ol style="list-style-type: none"> 1. Remove all eproms from the CPU P.C.B. locations. A1, A2, A3, A4, A5, C11, C12, C14, C15, H14, H15, and H16. 2. Insert WIZZ QUIZ eproms labeled C11 and C14 into locations C11 and C14. 3. Insert WIZZ QUIZ eproms labeled H14, H15 & H16 into locations H14, H15, & H16. 4. Locations A1, A2, A3, A4, A5, C12 and C15 will remain empty. 5. Remove the Konami 1 CPU from location C/D3. 6. Insert WIZZ QUIZ CPU module in location C/D3 pins 1-20 and 23-42. Note: Since the Konami 1 socket is 42 pins and the CPU module is 40 pins, pins 21 and 22 in the socket are not used. (When inserted correctly, the CPU module will extend over C11. See Fig. 4.) 7. Add the Question module PCB (the eight eprom PCB) to the CPU module. 	<ol style="list-style-type: none"> 1. Remove all eproms from the CPU P.C.B locations A2, A4, A5, A6, A7, A17, A19, A20, A21, K2, K4, & K5. 2. Insert WIZZ QUIZ eprom C11 into location A20 and C14 into location A17. 3. Insert WIZZ QUIZ eprom H14 to K5; H15 to K4; and H16 to K2. 4. Locations A2, A4, A5, A6, A7, A19, and A21 will remain empty. 5. Remove the 6809 CPU from location C/D6. 6. Remove the extender socket from the CPU module and replace it with sub-board (B). Ensure the correct polarity. 7. Insert the CPU module with the sub-board into location C/D6. When inserted correctly, the CPU module will extend over IC's in locations D8-16. See Fig. 4. 8. Add the Question module PCB (the eight eprom PCB) to the CPU module.

Install bolts, nuts and spacers provided to support the sound board above the CPU module to ensure no possible electronic shorts.

Mount the newly converted WIZZ QUIZ P.C.B.'s into the TRACK & FIELD cabinet and connect the 36 pin edge connector (ensure the correct polarity).

READ THESE IMPORTANT INSTRUCTIONS TO MAXIMIZE YOUR WIZZ QUIZ INCOME

On all Konami TRACK & FIELD boards there is a service input on Pin 7 of the edge connector (components side) which allows the display of the bookkeeping functions.

There is a switch usually connected to this input on original machines. On converted machines it will be necessary to fit a switch to the above mentioned Pin 7 in order to access the bookkeeping functions. Depressing this switch quickly will give credit without affecting meters.

To access the bookkeeping functions, depress the service switch for 5 seconds. This will display bookkeeping data in the form of 15 meters. Each meter can count up to 999999, and each meter function is shown as short term and long term (S-Term; L-Term on screen). The short term meters may be re-set as and when required, by depressing button A (on the play control panel on the front of the machine) for 5 seconds. The long term meters are not re-settable.

The high scores may be cleared by depressing button B (on the play control panel) for 5 seconds.

Pressing button C on the play control panel for 5 seconds clears the screen and returns WIZZ QUIZ ready for normal play.

Please note, when pressing buttons A, B, and C, the required action will not take place, unless these buttons are depressed for the full 5 seconds.

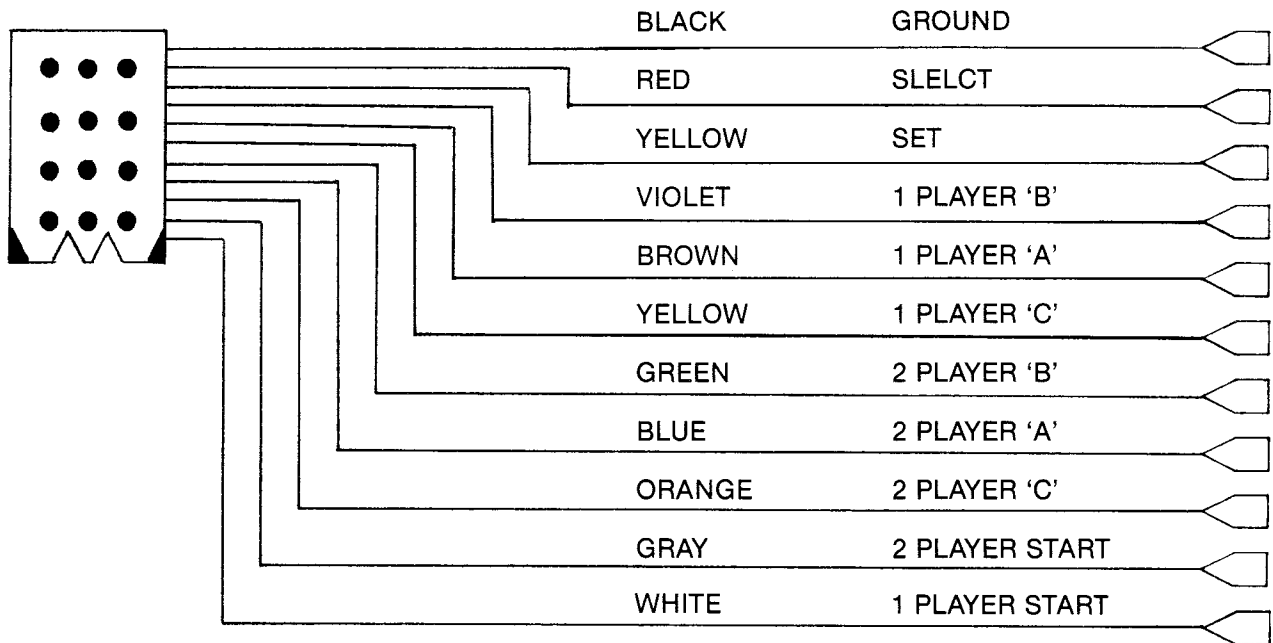
QUESTIONS AND ANSWERS

There are up to 6000 questions and 18,000 possible answers stored in the memory of WIZZ QUIZ.

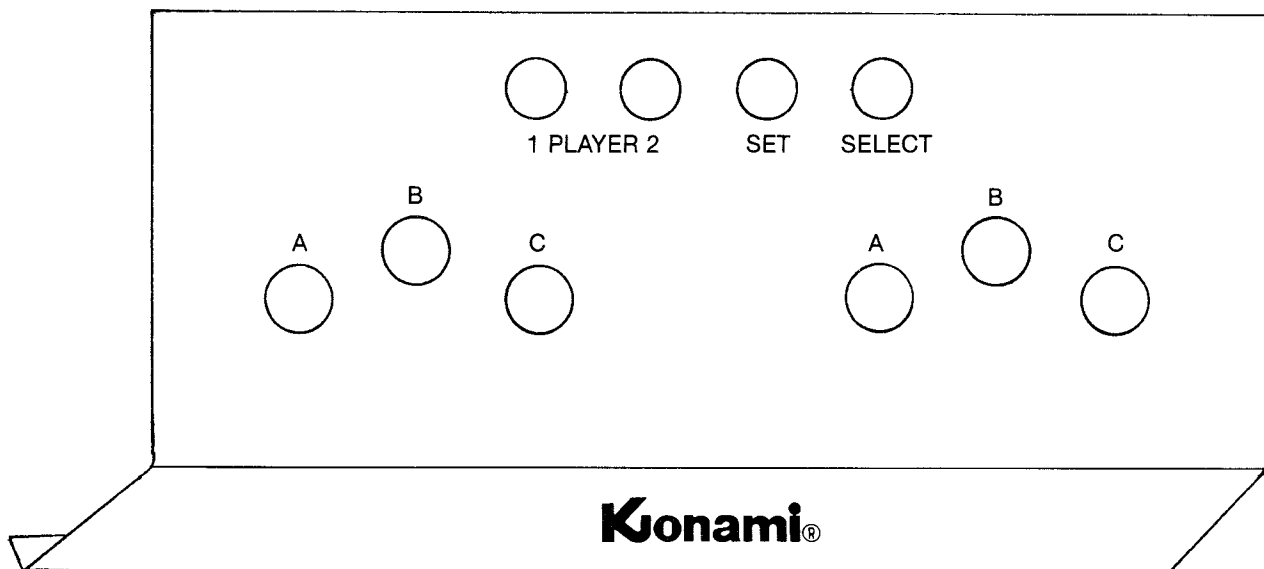
All the questions and answers have been obtained from authoritative sources, and while every effort has been made to verify the answers, Konami, Inc., cannot accept any responsibility for incorrect answers or consequences arising therefrom.

WIZZ QUIZ CONTROL PANEL

WIZZ QUIZ WIRING USING TRACK & FIELD WIRING HARNESS

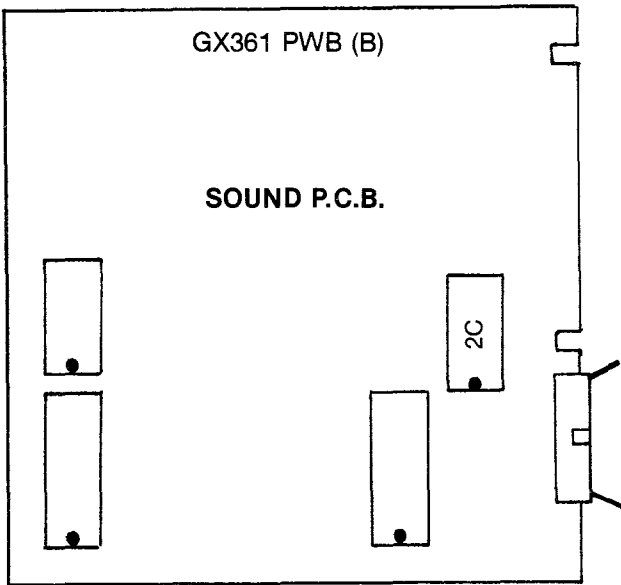


CONTROL PANEL LAYOUT



WIZZ QUIZ — TRACK & FIELD P.C.B. DIAGRAMS

Fig. 1



There are two versions of Konami TRACK & FIELD VIDEO P.C.B.'s. (See Figs. 2 & 3.) Identify the version you are converting and refer to instructions of that version.

Fig. 2

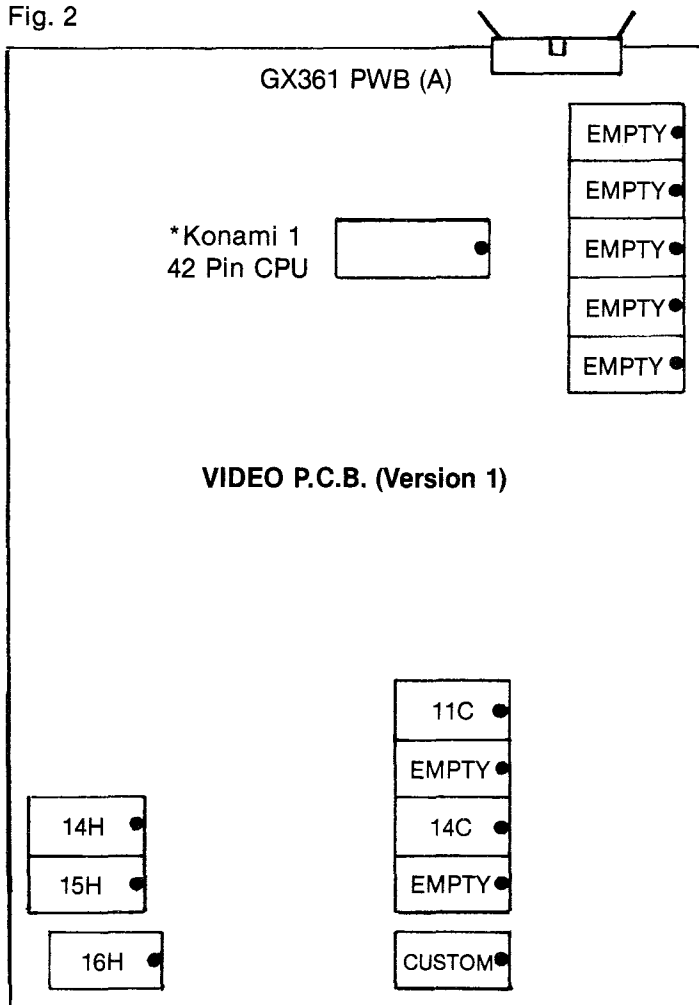


Fig. 3

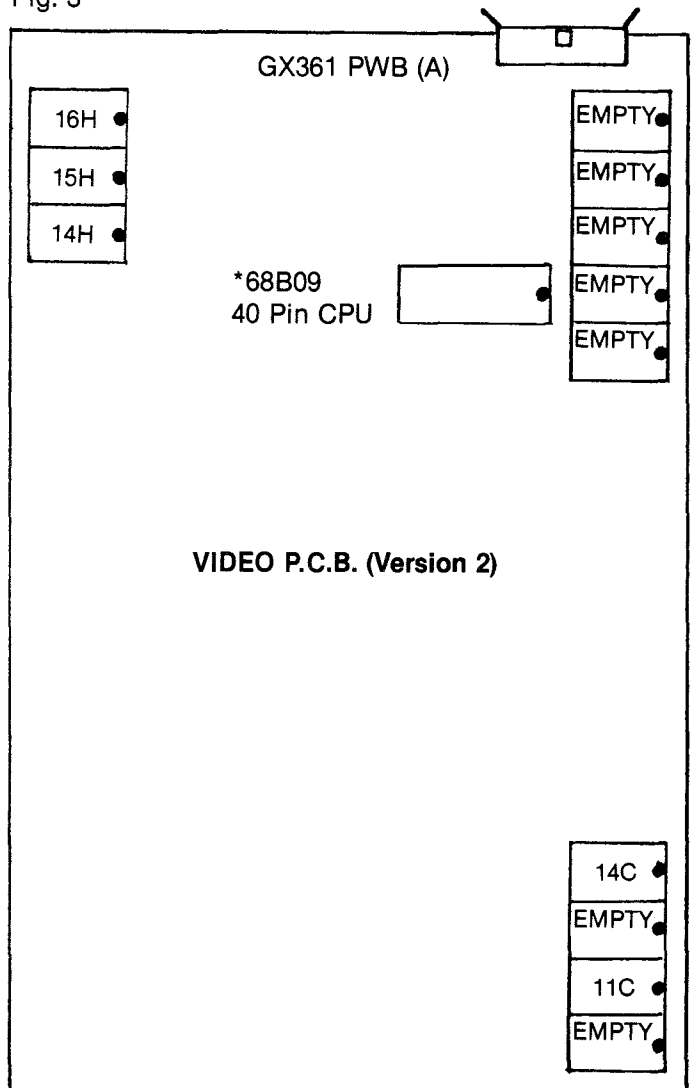
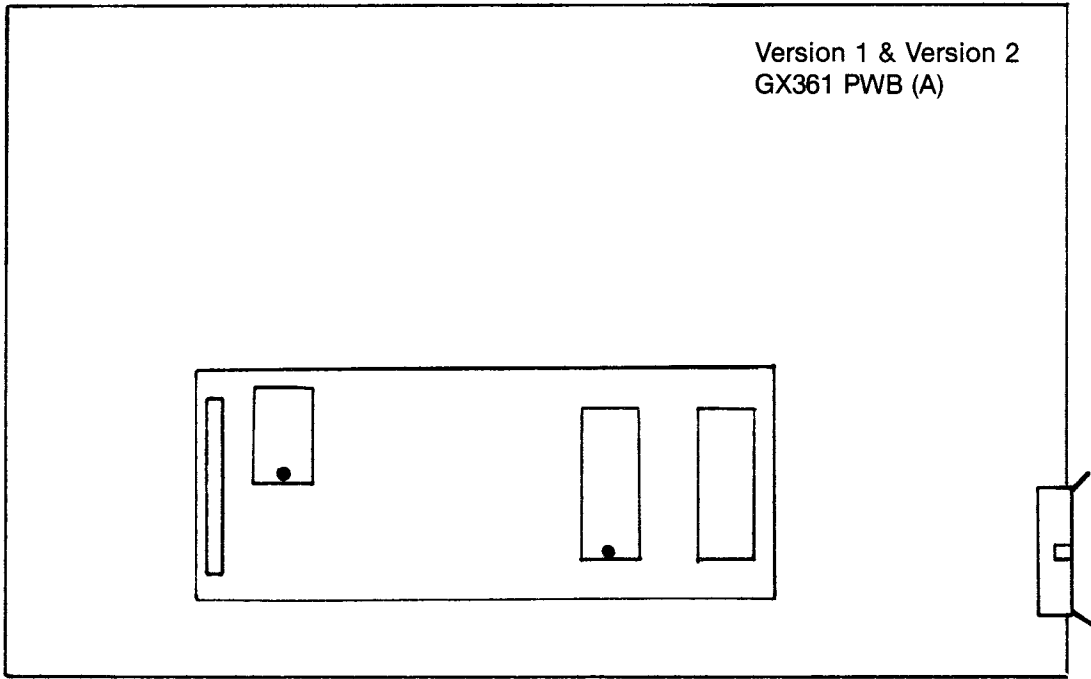


Fig. 4



WIZZ QUIZ TECHNICAL INFO:

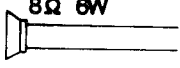
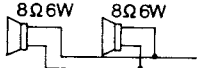
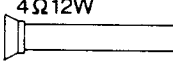
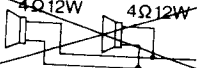
*NOTE: ORIGINAL TRACK & FIELD POWER SUPPLY IS ACCEPTABLE.

(1) Required Power Capacity

+5V DC 7A or more.

+12V DC See Figure 1 below

Figure 1:

SPEAKER				
Required Power Capacity	12V 1A	12V 2A	12V 2A	Not Applicable

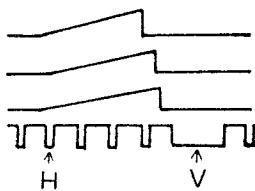
(2) Signal output

R(red) analog, positive

G(green) analog, positive

B(blue) analog, positive

Sync. H-V composite negative



OPTIONAL DIP SWITCH SETTINGS

1. Dip Switch No. 1

CREDITS		COIN INPUT #1				COIN INPUT #2			
COIN	PLAYS	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
1	1	Off	Off	Off	Off	Off	Off	Off	Off
1	2	On	Off	Off	Off	On	Off	Off	Off
1	3	Off	On	Off	Off	Off	On	Off	Off
1	4	On	On	Off	Off	On	On	Off	Off
1	5	Off	Off	On	Off	Off	Off	On	Off
1	6	On	Off	On	Off	On	Off	On	Off
1	7	Off	On	On	Off	Off	On	On	Off
2	1	On	On	On	Off	On	On	On	Off
2	3	Off	Off	Off	On	Off	Off	Off	On
2	5	On	Off	Off	On	On	Off	Off	On
3	1	Off	On	Off	On	Off	On	Off	On
3	2	On	On	Off	On	On	On	Off	On
3	4	Off	Off	On	On	Off	Off	On	On
4	1	On	Off	On	On	On	Off	On	On
4	3	Off	On	On	On	Off	On	On	On
Free Play		On	On	On	On	On	On	On	On

2. Dip Switch No. 2

START OF GAME

NUMBER OF HATS	SW1	SW2
3 Hats	Off	Off
4 Hats	On	Off
5 Hats	Off	On
6 Hats	On	On

BONUS POINTS AWARDED

BONUS POINTS	SW3
8000	On
10000	Off

Switches 4, 5, & 6 are not used

CORRECT ANSWER	SW7
Shown	On
Not Shown	Off

CREDIT LIMIT	SW8
9	On
90	Off

USER INFORMATION
WARNING
F. C. C. REGULATION COMPLIANCE

THIS KIT IS INTENDED FOR USE ONLY ON F.C.C. APPROVED TRACK & FIELD VIDEO GAMES WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

THE P.C. BOARD CAGE USED IN THE TRACK & FIELD UPRIGHT MUST BE CUSTOMIZED SO THAT IT MAY BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

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