JALECO

# St. Dragon™

## INSTRUCTION MANUAL

St. Dragon™ is a horizontal conversion kit

*St. Dragon*™ is a trademark of Jaleco USA Inc.
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**St. Dragon™** is a one player horizontal video game.
A list of components and instructions are provided with this kit for your ease of installation. Using your existing cabinet and monitor, your finished product should look and play like a new game.

**Jaleco, USA**

## KIT CONTENTS

| Qty. | Description | Part # |
|---|---|---|
| 1 | PCB, St. Dragon™ | 1501 |
| 1 | 8-Way Rotary Joystick | 1522 |
| 2 | Red Pushbutton Assemblies | 1523 |
| 2 | White Pushbutton Assemblies | 1524 |
| 1 | Wiring Harness | 1525 |
| 1 | PCB Cage (FCC required) | 1526 |
| 1 | St. Dragon™ Marquee | 1502 |
| 2 | Side Panel Graphics (Left & Right) | 1506 |
| 1 | Control Panel Overlay | 1529 |
| 1 | CRT Bezel Overlay | 1503 |
| 4 | Pushbutton ID Tags | 1504 |
| 1 | Instruction Manual | 1505 |

## SPECIFIC REQUIREMENTS

Monitor — Horizontal, Negative Composite Sync Input

Power Supply — +5 VDC @ 7 Amp
+12 VDC @ 1 Amp

- Apply the overlay to the control panel, making sure no air bubbles are present. Next, use button ID tags to correctly identify the push buttons. Replace joystick and buttons and return control panel to game.

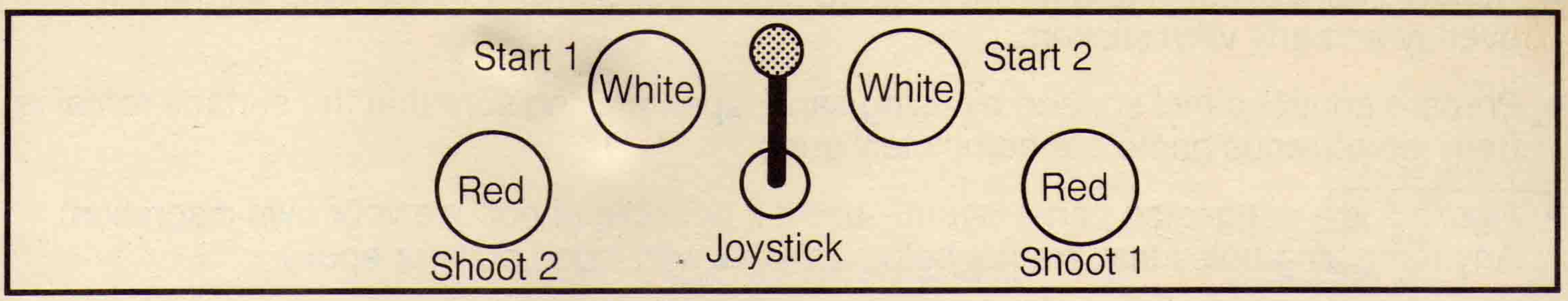



Fig. 1 Control Panel Layout

## WIRING PROCEDURE

- St. Dragon™ utilzes a standard JAMMA edge connector and should function in any cabinet with a JAMMA harness and horizontal monitor with a few changes to the existing wiring. Refer to wiring diagram for proper connections.
- To rewire the cabinet, disconnect the old wiring harness from the PCB. Remove the PCB.

## INSTALLATION INSTRUCTIONS

Cabinet

- Remove all graphics from pre-existing game. Inspect cabinet for any gouges or chips. Fill in as required with wood putty. Wipe cabinet clean and repaint if necessary.
- Apply the side graphics, using a straight edge as a guide line. Apply the decals to each side of the cabinet.
- Using the old marquee from the previous game, place it on top of the new one. Mark to proper size, making sure that the title "St. Dragon™" is not excluded. Proceed to cut the plexi using either a scribe or a curcular saw with a fine tooth blade. Beofe installing the marquee replace all burned out bulbs.

## INSTALLATION INSTRUCTIONS (Continued)

### Control Panel

- Remove control panel and remove old buttons, joysticks, and wiring. Strip off the old overlay and any vinyl stickers.
- Prepare control panel surface by using sandpaper, making sure that the surface remains from the previous game are completely gone.
- *Figure 1* is a suggested panel layout—use it if possible (if not use your own discretion). Any remaining holes that are not being used, fill with wood putty or epoxy.
- Carefully note the function of each wire. Label all wires to avoid confusion.
- Leaving several inches of wire from the old wiring harness at each connector, cut the wires near the game's coin door, monitor, control panel, speaker and power supply. DO NOT cut the other side of these wires at the PCB end.
- Using the new harness, solder wires to the coin door, monitor, control panel, speaker and power supply. Be sure to use electrical tape or heat shrink tubing on all connections.

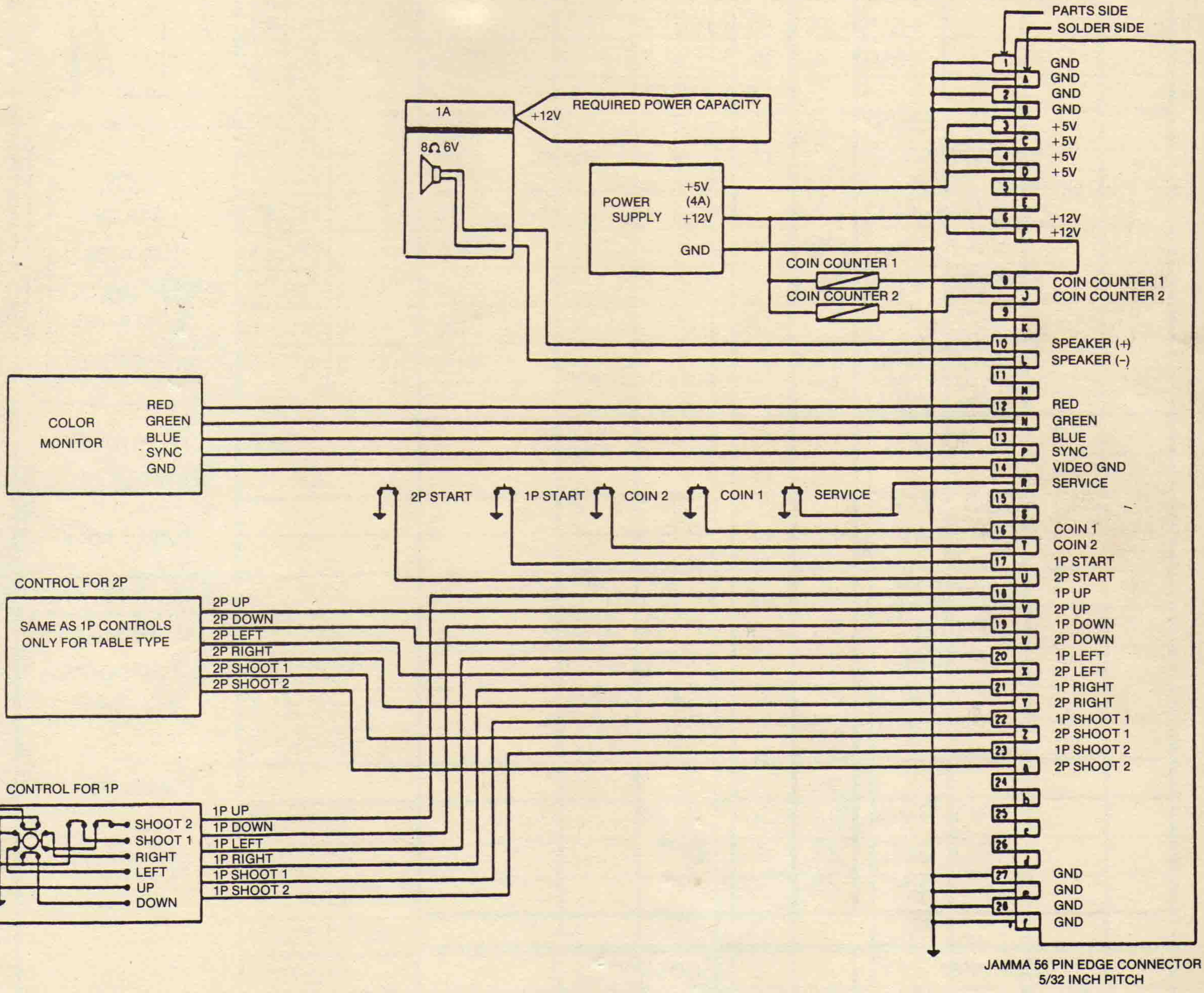
## SERVICE INFORMATION

To obtain replacement parts contact your distributor.

For technical service contact Jaleco's customer service department during the hours of 9 AM - 5 PM Central Time at (312) 647-7077.

Thank you for your purchase of a Jaleco USA Inc. *St. Dragon*™

# St. Dragon™ Wiring Diagram



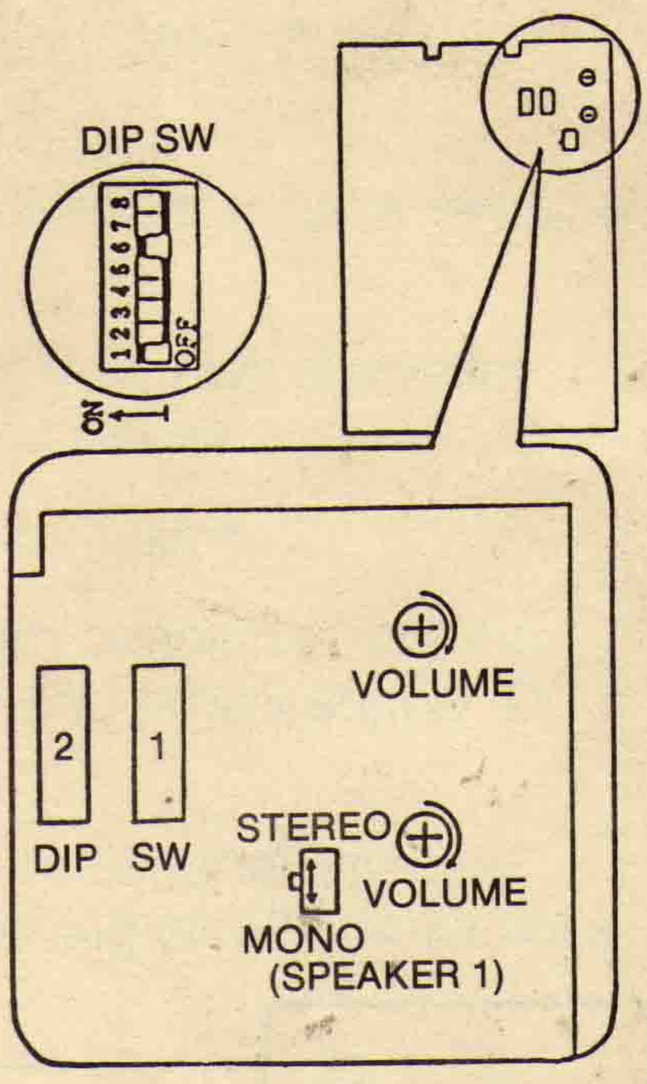
# St. Dragon™ Wiring Diagram

## Edge Connector Diagram

(Edge Connector of Jamma Specs.)

| Component Side | | | Solder Side |
|---|---|---|---|
| GND | 1 | A | GND |
| GND | 2 | B | GND |
| Headphone L&R (-) | | | |
| +5V | 3 | C | +5V |
| +5V | 4 | D | +5V |
| | 5 | E | |
| +12V | 6 | F | +12V |
| Key To Prevent Erroneous Insertion | 7 | H | Key To Prevent Erroneous Insertion |
| Coin Meter #1 | 8 | J | Coin Meter #2 |
| | 9 | K | |
| Speaker 1 (+) | 10 | L | Speaker 1 (-) |
| | 11 | M | |
| Video Red | 12 | N | Video Green |
| Video Blue | 13 | P | Video Sync |
| Video GND | 14 | R | Service Switch |
| | 15 | S | |
| Coin SW #1 | 16 | T | Coin SW #2 |
| 1P Start | 17 | U | 2P Start |
| 1P Up | 18 | V | 2P Up |
| 1P Down | 19 | W | 2P Down |
| 1P Left | 20 | X | 2P Left |
| 1P Right | 21 | Y | 2P Right |
| 1P Push 1 | 22 | Z | 2P Push 1 |
| 1P Push 2 | 23 | a | 2P Push 2 |
| | 24 | b | |
| | 25 | c | |
| | 26 | d | |
| GND | 27 | e | GND |
| GND | 28 | f | GND |

| | | | |
|---|---|---|---|
| Speaker 2 (+) | 1 | 2 | Speaker 2 (-) |
| Headphone R (+) | | | |



**Be sure to turn off the power before resetting DIP switches.**

| DIP Switch #1 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| First Coinchute | 1 Coin - 1 Credit | OFF | OFF | OFF | | | | | |
| | 1 Coin - 2 Credits | ON | OFF | OFF | | | | | |
| | 1 Coin - 3 Credits | OFF | ON | OFF | | | | | |
| | 1 Coin - 4 Credits | ON | ON | OFF | | | | | |
| | 2 Coins - 1 Credit | OFF | OFF | ON | | | | | |
| | 3 Coins - 1 Credit | ON | OFF | ON | | | | | |
| | 4 Coins - 1 Credit | OFF | ON | ON | | | | | |
| | Free Play | ON | ON | ON | | | | | |
| Second Coinchute | 1 Coin - 1 Credit | | | | OFF | OFF | OFF | | |
| | 1 Coin - 2 Credits | | | | ON | OFF | OFF | | |
| | 1 Coin - 3 Credits | | | | OFF | ON | OFF | | |
| | 1 Coin - 4 Credits | | | | ON | ON | OFF | | |
| | 2 Coins - 1 Credit | | | | OFF | OFF | ON | | |
| | 3 Coins - 1 Credit | | | | ON | OFF | ON | | |
| | 4 Coins - 1 Credit | | | | OFF | ON | ON | | |
| | Free Play | | | | ON | ON | ON | | |
| Sound in Attract Mode | Necessary | | | | | | | OFF | |
| | Unecessary | | | | | | | ON | |
| Not Used | | | | | | | | | — |
| | | | | | | | | | — |
| **DIP Switch #2** | | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** |
| Number of Dragons for Players | 2 Dragons | ON | OFF | | | | | | |
| | 3 Dragons | OFF | OFF | | | | | | |
| | 4 Dragons | OFF | ON | | | | | | |
| | 5 Dragons | ON | ON | | | | | | |
| Not Used | | | | — | — | | | | |
| Difficulty Level | Normal | | | | | OFF | OFF | | |
| | Difficult | | | | | ON | OFF | | |
| | More Difficult | | | | | OFF | ON | | |
| | Most Difficult | | | | | ON | ON | | |
| Mode | Upright | | | | | | | OFF | |
| | Table | | | | | | | ON | |
| Screen Display | Normal | | | | | | | | OFF |
| | Reverse | | | | | | | | ON |

USER INFORMATION

# WARNING

## F.C.C. REGULATION COMPLIANCE

THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

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.

THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

**JALECO**

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