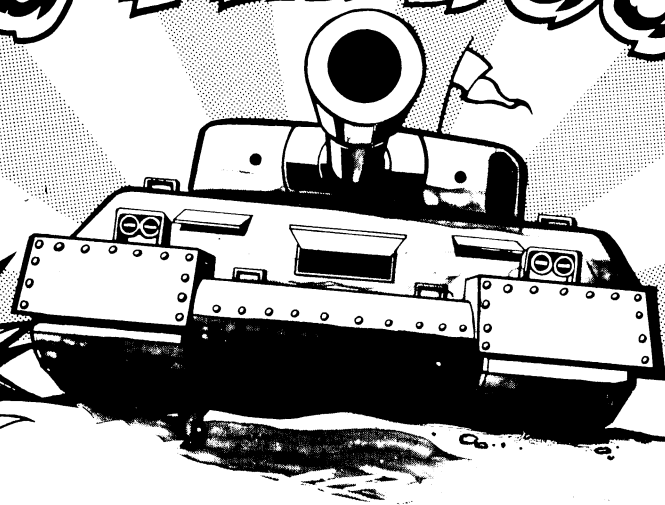


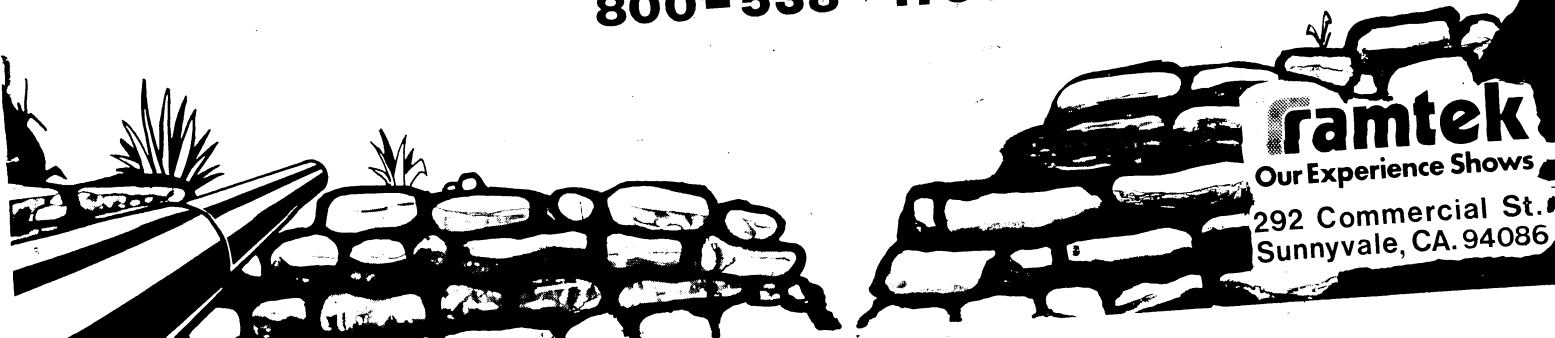
M-79

BY **ramtek**
AMBUSHTM



OPERATOR'S MANUAL

SALES & SERVICE
800-538-1733



ramtek
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292 Commercial St.
Sunnyvale, CA. 94086

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1. INTRODUCTION

M-79 Ambush is another Ramtek Amusement Device which is engineered to provide the highest degree of reliability using the most advanced techniques available. All solid-state circuitry ensures years of dependable service.

M-79 Ambush is a one or two player shooting game (\$.25 one player, \$.50 two player) where players use heavy cast aluminum guns to fire at tanks, jeeps and motorcycles and try to avoid hitting a UN truck.

Realistic firing and explosion sounds accompany the sound of the vehicles to provide an exciting audio presentation. Flashing lights occur when vehicles are struck.

Provision is made for extended play for exceeding adjustable scores, and the previous high score is displayed during the attract sequence.

2. GAME OPERATION

While the M-79 Ambush game is not coined, it displays an attract sequence which consists of a tank crossing the screen, a projectile being fired which misses, then a tank crossing the screen from the opposite direction which is fired upon and explodes. Also displayed on the screen are the messages "ONE COIN EACH PLAYER", "GAME OVER" and "PREVIOUS HIGH SCORE".

An actual game begins when the players insert coin(1). A message is then displayed which reads "PRESS START OR ADD COIN PLAYER 2". If the start button is depressed or 12 seconds elapse, the game plays as a one player game (left gun operable). If a second coin is inserted, the game plays as a two player game.

Tanks, jeeps, motorcycles and UN observer trucks now cross the screen horizontally in both directions at two different elevations. Each vehicle has a distinctive sound, and travels at a different rate. Vehicles appear in a random manner, and occasionally a vehicle will stop and reverse.

Two cannons are mounted at opposite corners of front of game. The cannons move in a horizontal plane with a 24° sweep. Players depress fire buttons mounted on the guns and projectiles originate at angles from the corners of the screen, and travel at an angle determined by the position of the cannon.

The firing of a projectile is accompanied by a shot sound, followed by the whistling sound of a moving projectile.

When a projectile strikes a vehicle, the vehicle breaks into discrete pieces. There is an explosion sound, and a light flashes to illuminate the background. Some of these pieces remain on the screen as debris between the travel bands and in the foreground. A second shot removes the debris.

A score appears on the screen when a vehicle is hit:

100 for tank
200 for jeep
700 for motorcycle

Striking the UN observer truck flashes a "PENALTY" message on the screen above the players' score, and prevents that shooter from firing for 3 seconds.

A timer on the screen counts down from 100. The word "TIMER" appears over the score, except during extended play. Actual time for the game is adjustable to 60, 90, 90 or 120 seconds.

Extended play is granted for an adjustable high score of 1500, 2500, 3500, 5000 or never. Extended play is 40% of the regular time. "EXTENDED TIME" flashes on the screen above the timer. Normal time is completed before extended time occurs.

The previous high score is updated and stored in memory. It may be reset to zero by opening the coin door and operating the tilt switch.

3. INSTALLATION

Any shipping container that appears damaged should be unpacked with the Carrier Agent present. Carefully inspect the unit for external damage, then remove the back cover and inspect for internal damage.

If any damage is found, notify the Carrier and Ramtek Corporation immediately. Retain containers for Carrier inspection.

To protect the guns and minimize the size of the shipping container the guns are shipped in a verticle position. To install the guns follow the instructions in Figure 1.

A pull-out shelf is provided for younger players. This shelf can be easily extended as shown in Figure 2.

Plug in the unit and operate to ensure proper operation.

4. OPERATOR SELECTABLE OPTIONS

The characteristics of the game which can be altered by the operator are:

1. The length of time allowed to play each game.
2. The score at which extended time is allowed. The length of the extended time allowed is factory set at 40% of the selected game play time.
3. The number of coins per game.

A component top view of the microprocessor board used on M-79 AMBUSH is shown in Figure 6.

The following chart explains the settings of the eight switches on the DIP switch. A plus(+) in a column means the toggle switch is up on the plus side of the DIP switch.

	SWITCHES		
	12	345	678
<u>Length of Game (seconds)</u>			
60	00		
90	0+		
90	+0		
120	++		
<u>Points for Extended Time</u>			
1500		000	
2500		+00	
3500		0+0	
5000		++0	
NO extended time		+++	
<u>Coins per Game</u>			
Free play - two players			0++
One Coin - two players			0+0
One coin - each player			000
Two coins - each player			+00

Based on extensive tests on location, the factory settings for the most universal combination are:

60 second long game	12345678
2500 points for extended play	00+00000
One coin each player	

The sound level of the game may also be adjustable as shown on Figure 7 of the interface board.

5. BLOCK DIAGRAM DESCRIPTION

The block diagram in Figure 3 basically describes the major components of M-79 AMBUSH game. The functional description of each block is as follows:

COIN DOOR

Coin drop provides a logic signal to the logic board to initiate the game when a coin drop is sensed through the switch closer. A tilt switch is provided to reset the game if the unit is abused. The tilt switch is also used to reset the game to remove the previous high score.

TRANSFORMER ASSEMBLY

The transformer assembly generates all the unregulated DC voltages required for the regulators located on the interface board. The assembly also contains a solid-state relay to actuate the incandescent bulb on command from the logic board.

GUN CONTROLS

The gun controls provide a logic signal indicating the gun position. They also provide a signal to logic board when a gun is fired. See Figure 5 for more detail.

LOGIC BOARD

The logic board contains the necessary logic circuitry to enable M-79 AMBUSH operation. Its heart is an 8080 microprocessor.

The logic board receives input signals from the gun controls and the coin door. It provides output signals to the interface board to generate sounds, the T.V. monitor to generate the video display, and the solid-state relay in the transformer assembly to turn on the explosion light. See Figure 6 for more detail.

INTERFACE BOARD

The interface board contains the circuitry to generate the sound signals and the DC voltage regulators. It receives input signals from the logic board and provides sound signals to the speaker. See Figures 7 for more detail.

MONITOR

The monitor provides the video display of the signal from the logic board. See Figure 9 for schematic.

SPEAKER

Provides the sound.

FLOURESCENT LIGHT

Provides header and general game illumination.

INCANDESCENT LIGHT

Provides flash of light during the explosion.

INTERLOCK SWITCH

Disconnects AC power when the back door is removed.

COIN COUNTER

Counts the coins put in the game.

6. TROUBLE SHOOTING TECHNIQUES

The following diagrams are provided to assist in trouble shooting the unit:

Figure 4	Rear View of Cabinet
Figure 5	Underview of Gun Control Panel
Figure 6	Logic Board
Figure 7	Interface Board
Figure 8	Power Supply

Make sure the power cord is plugged in the wall socket and the interlock switch is ON. The interlock switch is on when it is fully depressed -- this requires the back cover to maintain closure; or when the switch is pulled fully out -- maintains self in this position.

Check all four(4) fuses in the game -- the system power fuse located on the transformer filter board and three(3) fuses mounted on the T.V. monitor.

Check the brightness and contrast control on the monitor, and turn them in the direction to give maximum brightness and contrast. Adjust the Vertical and Horizontal Holds if necessary.

Disconnect P-7 and turn brightness and contrast up. Check to see that screen lights up indicating the monitor is working properly.

If there is no sound associated with the game, check the volume control located on the interface board. See Figure 7. Check the +23V DC at (+)side of the 250uF capacitor directly below P-7.

Whenever the game malfunctions, the +5V, -5V and +12V DC supplies should be checked. Use any standard voltmeter. The +5V can be measured by using any two buss bars in rows three through seven. The -5V can be measured from ground to S2-A. The +12V can be measured from ground to S3-A. Be careful not to short these supplies when making measurements.

IN THE EVENT THE PROBLEM IS ASSOCIATED WITH THE LOGIC OR INTERFACE BOARDS, RETURN BOTH BOARDS ALONG WITH THE INTERCONNECTING CABLE FOR REPAIR.

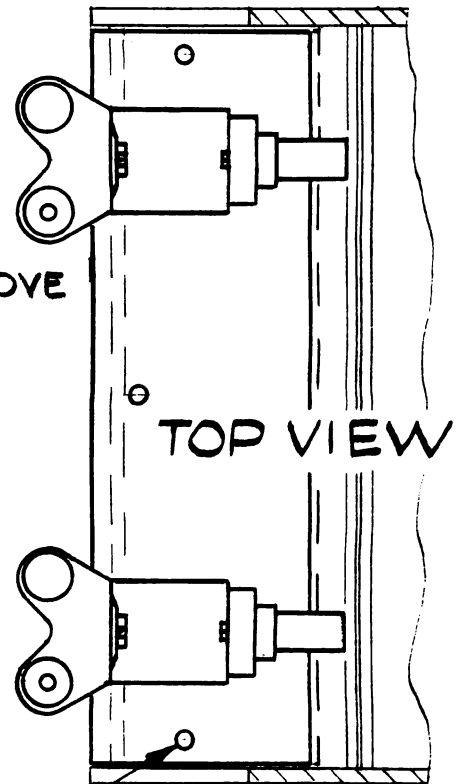
① USING CARE NOT TO DAMAGE WIRING HARNESS, REMOVE 'GUN ASSY.' FROM SHIPPING POSITION BY LIFTING TO CLEAR CABINET.

② REMOVE 'WING NUTS' & WASHERS FROM UNDERSIDE OF GUN MTG BOARD & REMOVE COIN BOX.

③ MAKE SURE WIRING HARNESS IS CLEAR AND POSITION 'GUN ASSY.' AS SHOWN, WITH LEADING EDGE OF GUN MTG. BOARD UNDER LIP IN CABINET AND GROOVE DOWN OVER TOP EDGE OF 'FRONT PANEL'.

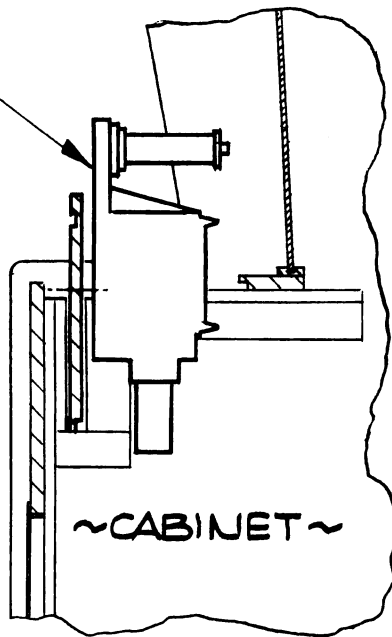
④ INSTALL WASHERS & 'WING NUTS' ON CARRIAGE BOLTS USING OPEN 'COIN DOOR' FOR ACCESS.

IMPORTANT: TIGHTEN WING NUTS SECURLY!



CARRIAGE BOLT

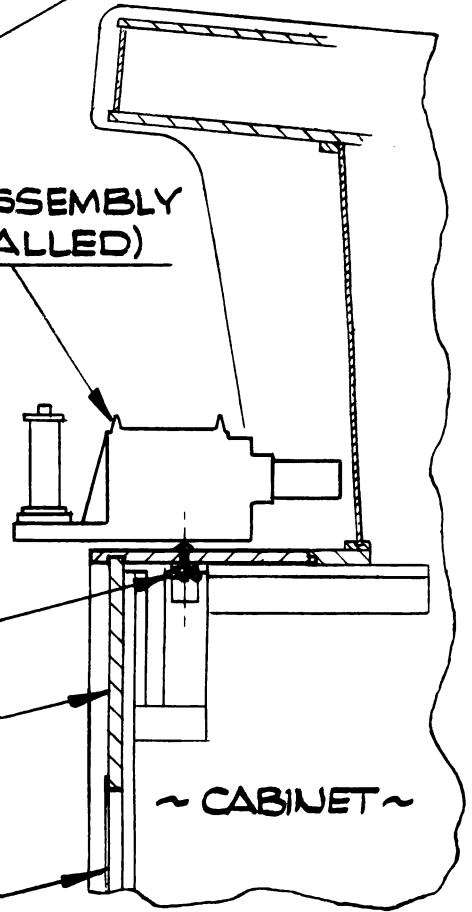
GUN ASSEMBLY
(AS SHIPPED)



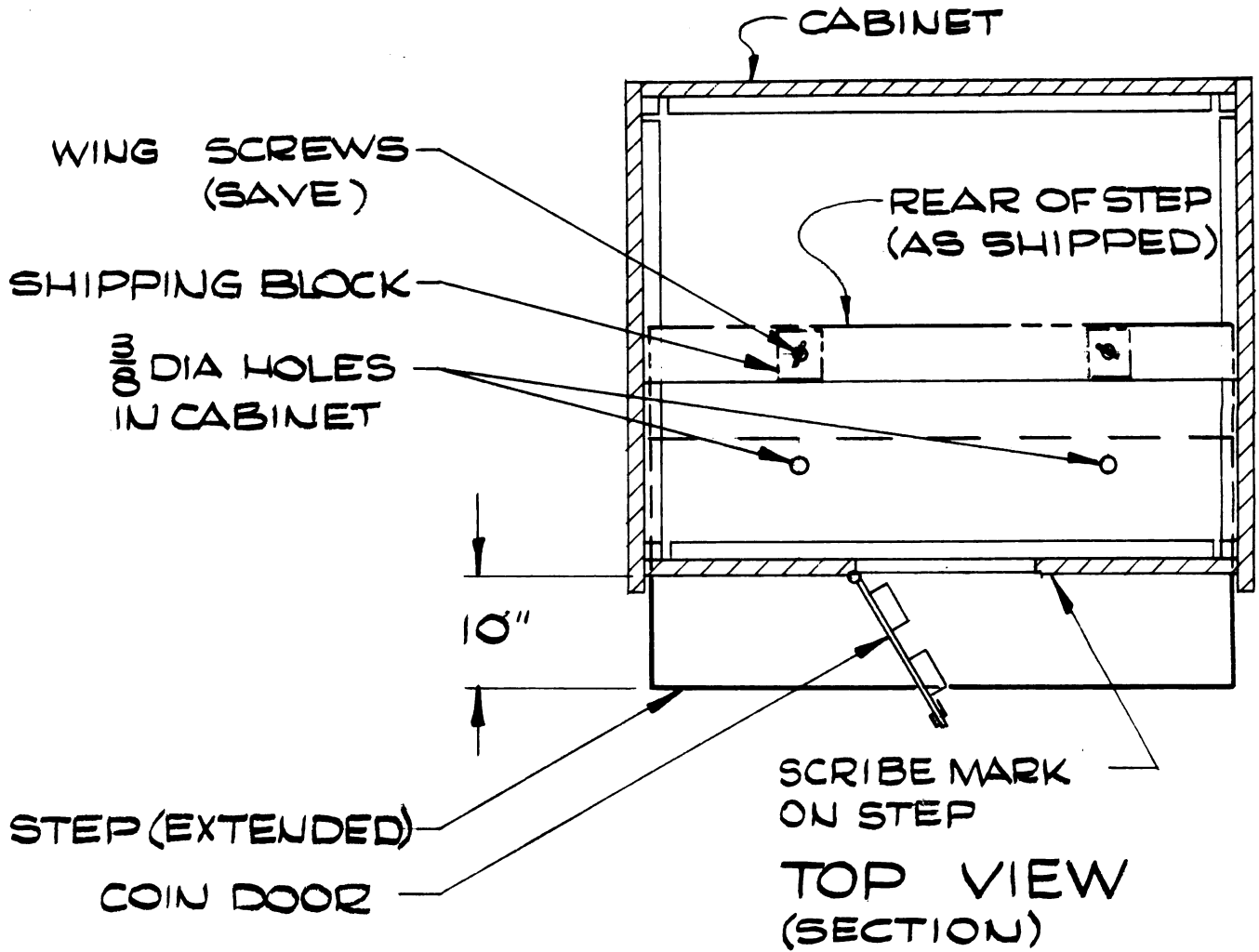
GUN ASSEMBLY
(INSTALLED)

WING NUT
FRONT
PANEL

COIN
DOOR

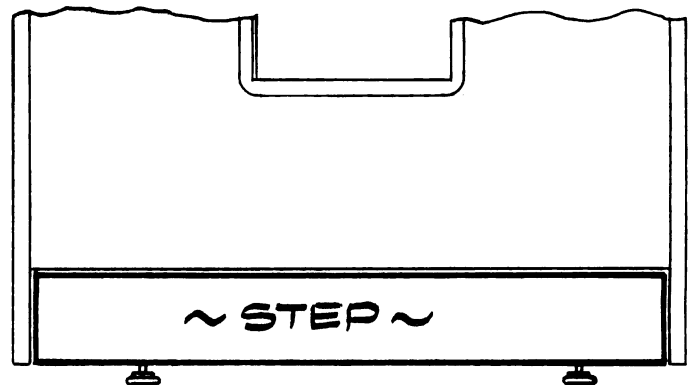


UNPACKING AND SET-UP
OF GUN PANEL
FIGURE I



TO EXTEND STEP:

- ① OPEN 'COIN DOOR' FOR ACCESS.
- ② REMOVE COIN BOX.
- ③ REMOVE 'SHIPPING BLOCKS' FROM STEP.
- ④ PULL STEP OUT TO TEN (10") INCHES OR 'SCRIBE MARK', AS SHOWN.
- ⑤ TO LOCK STEP IN PLACE, INSERT 'WING SCREWS' THRU $\frac{3}{8}$ " DIA HOLES IN CABINET AND TIGHTEN.

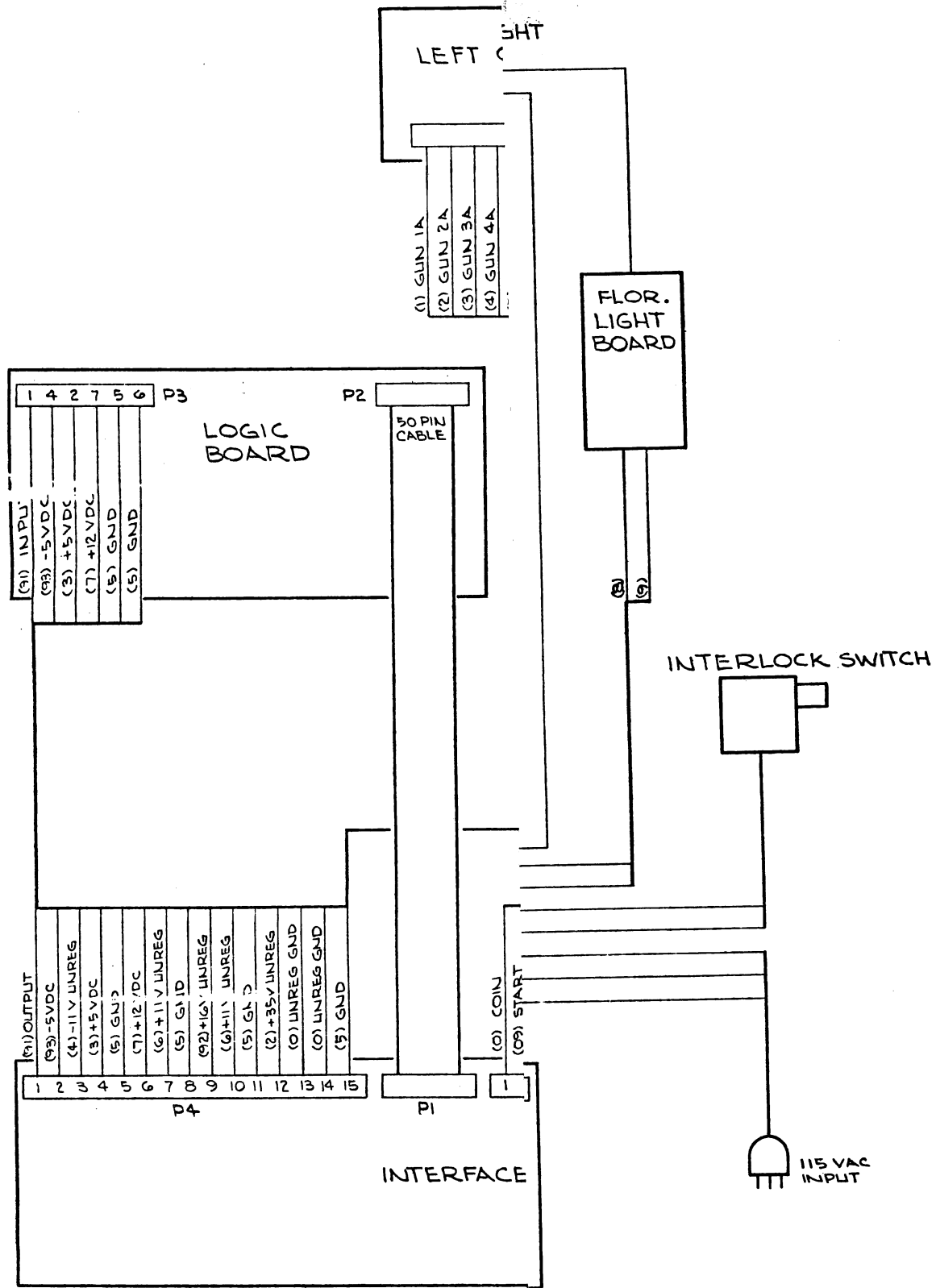


FRONT VIEW

NOTE: IF INSTALLED ON CARPET, TILT CABINET BACK BEFORE PULLING STEP OUT.

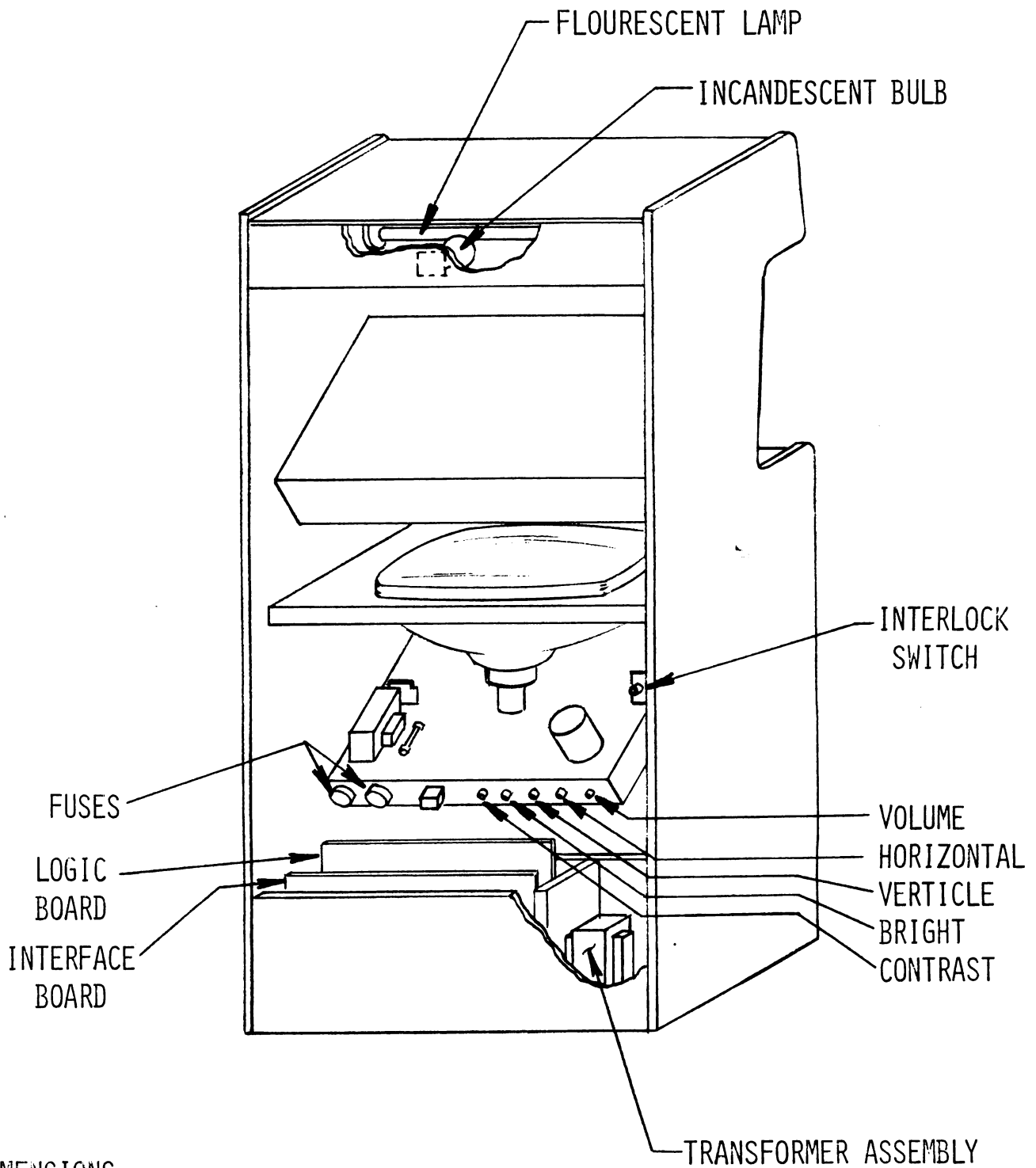
PULL OUT SHELF

FIGURE 2



BLOCK DIAGRAM

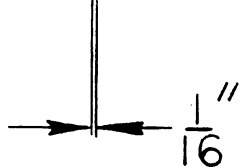
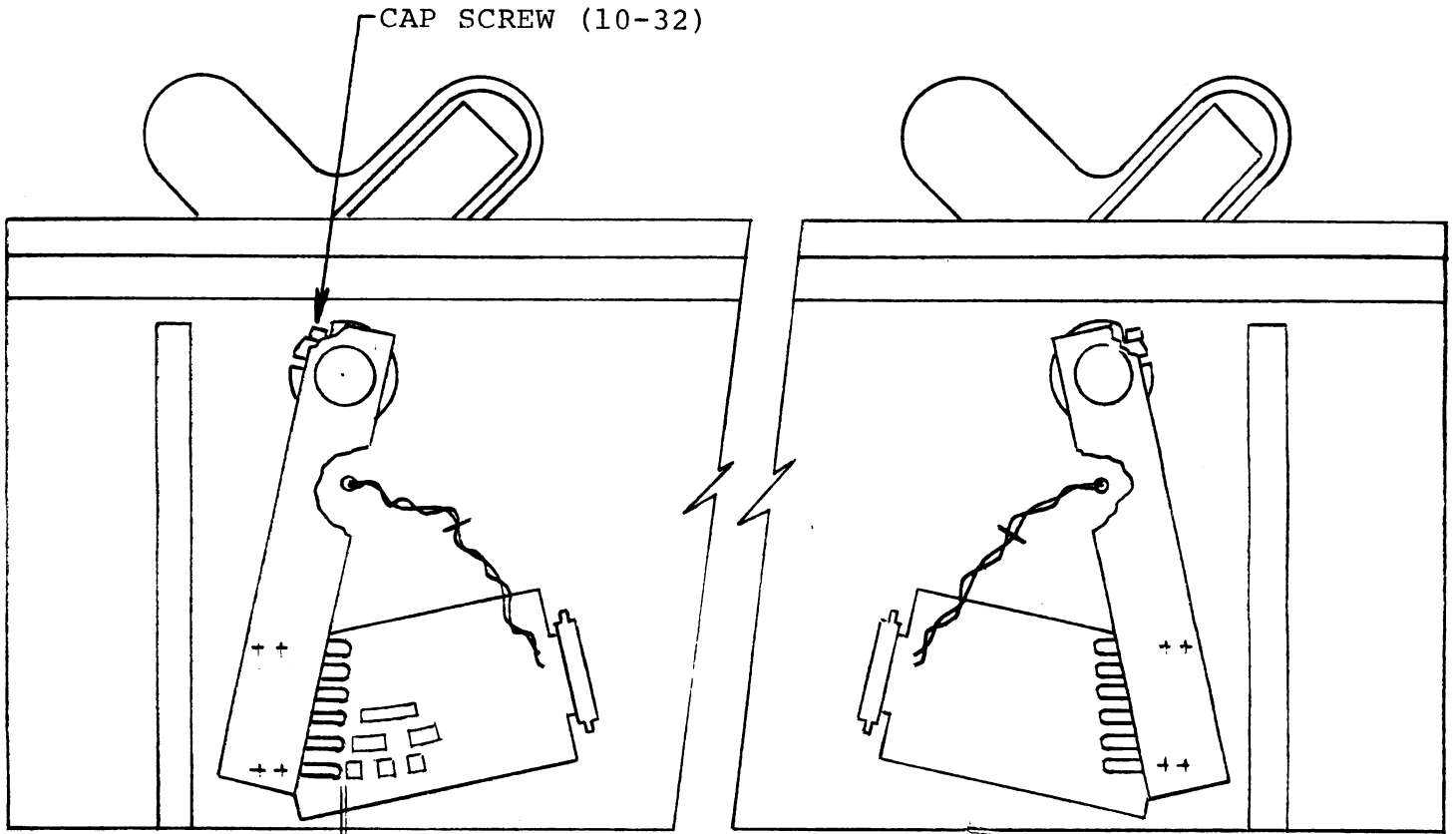
FIGURE 3



DIMENSIONS

64" HIGH
 29" WIDE
 29" DEEP

REAR VIEW OF CABINET
 FIGURE 4

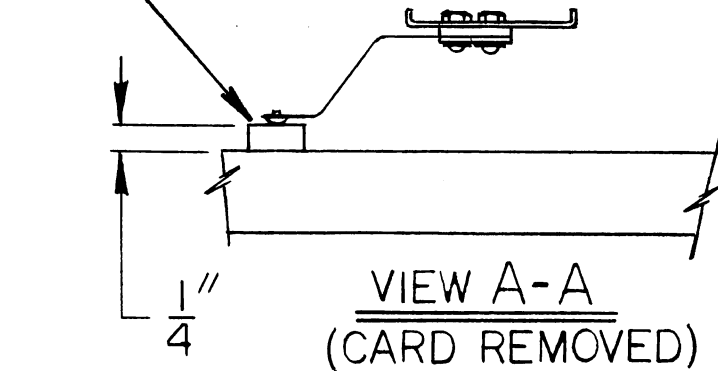


GUN ALIGNMENT:

WITH GUNS APPROXIMATELY PERPENDICULAR TO FRONT OF CONTROL PANEL AND AGAINST BUMPER STOP, ALIGN WIPER SWITCH MOUNTING PLATE SO THE OUTSIDE CONTACT IS APPROXIMATELY 1/16" FROM THE OUTSIDE PAD ON WIPER BOARD. THEN TIGHTEN CAP SCREW IN COLLAR (5/32 ALLEN WRENCH).

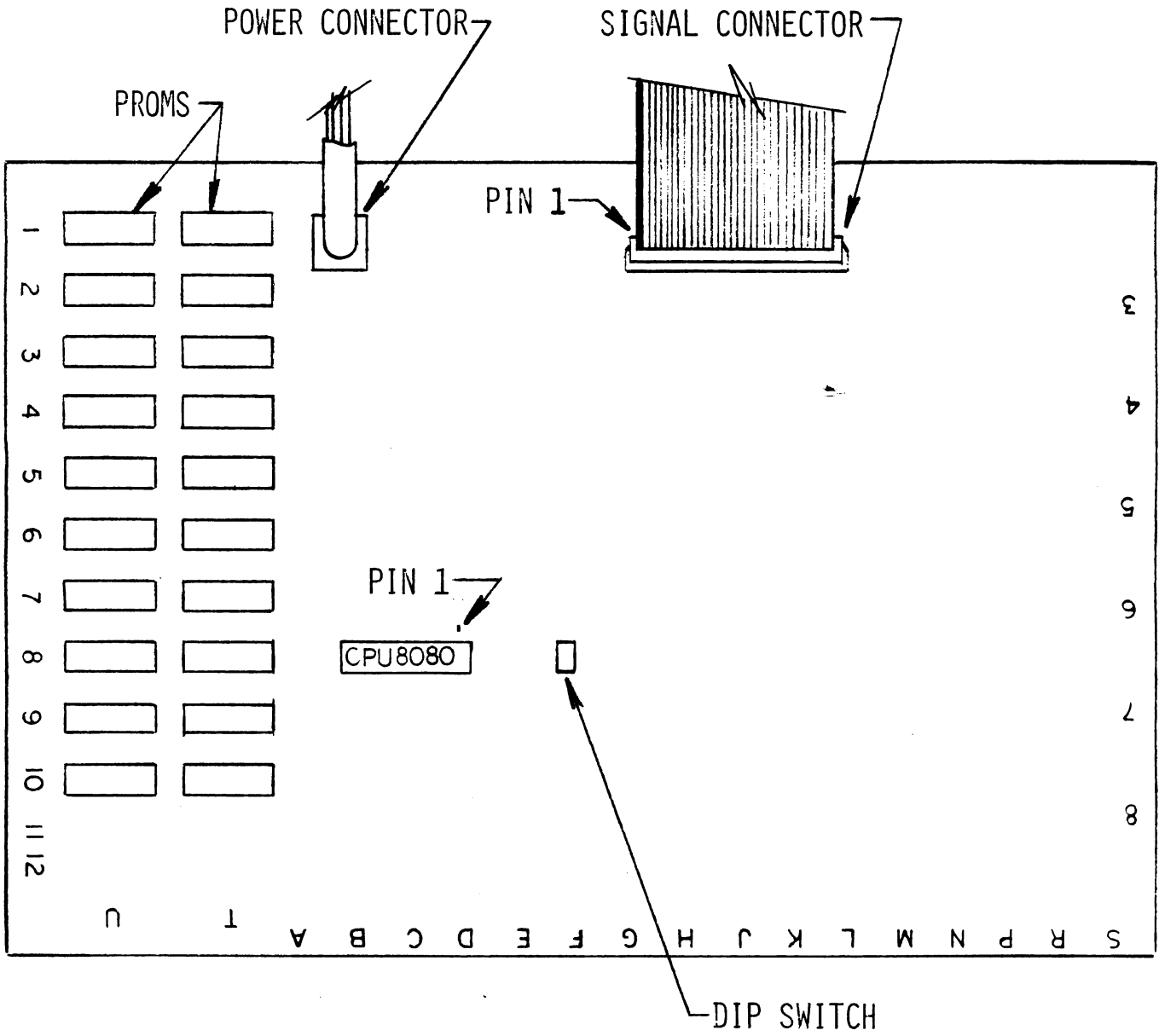


WITH WIPER BOARD REMOVED, USE SPACER BLOCK TO SET WIPER BLADES 1/4" FROM CONTROL PANEL - CARE MUST BE TAKEN NOT TO INTERFERE WITH WIPER BLADE OR WIPER BLADE MOUNTING PLATE SETTING WHEN REINSTALLING WIPER BOARD.

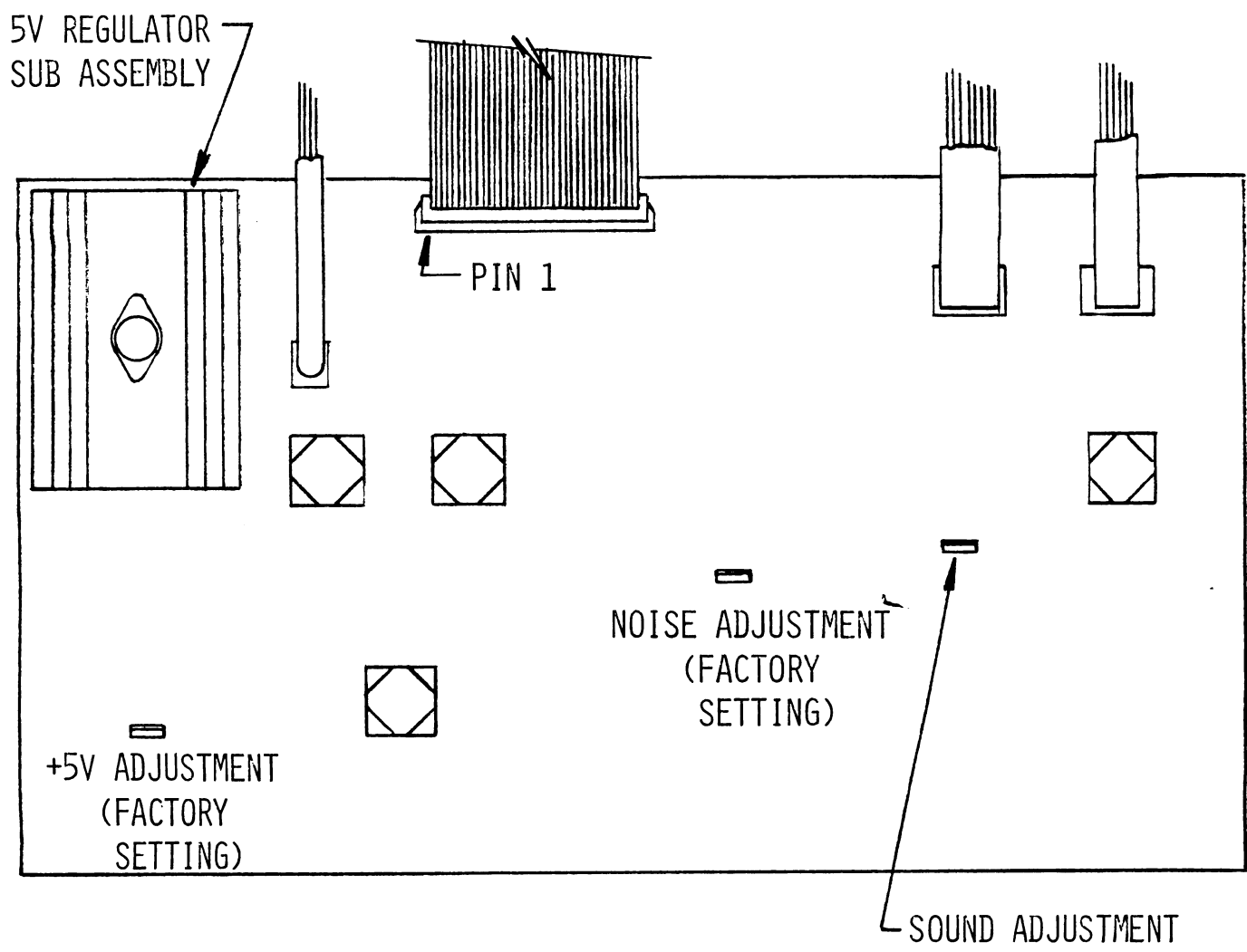


UNDERVIEW OF GUN CONTROL PANEL
FIGURE 5

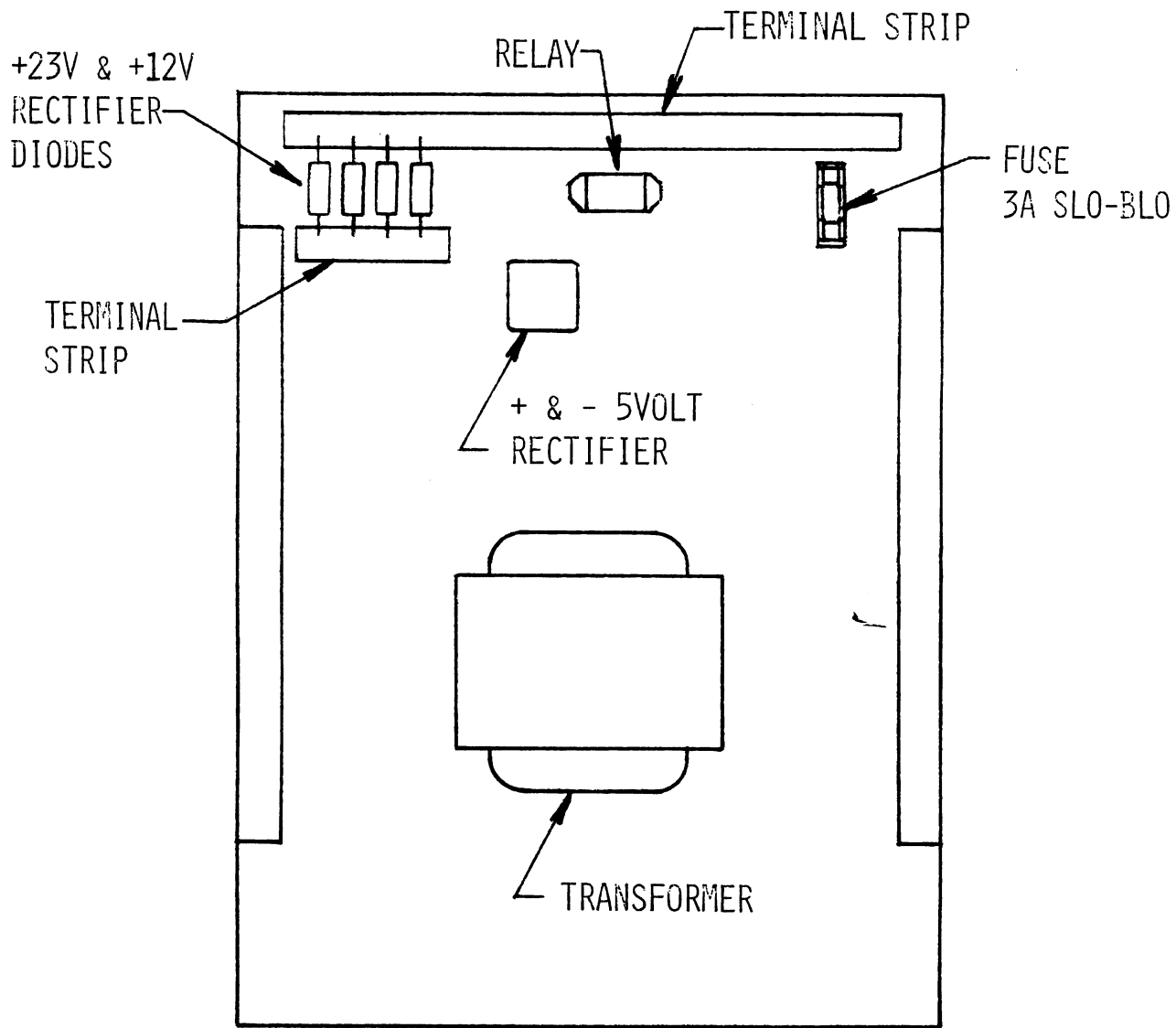
LOGIC BOARD AS POSITIONED IN CARD CAGE



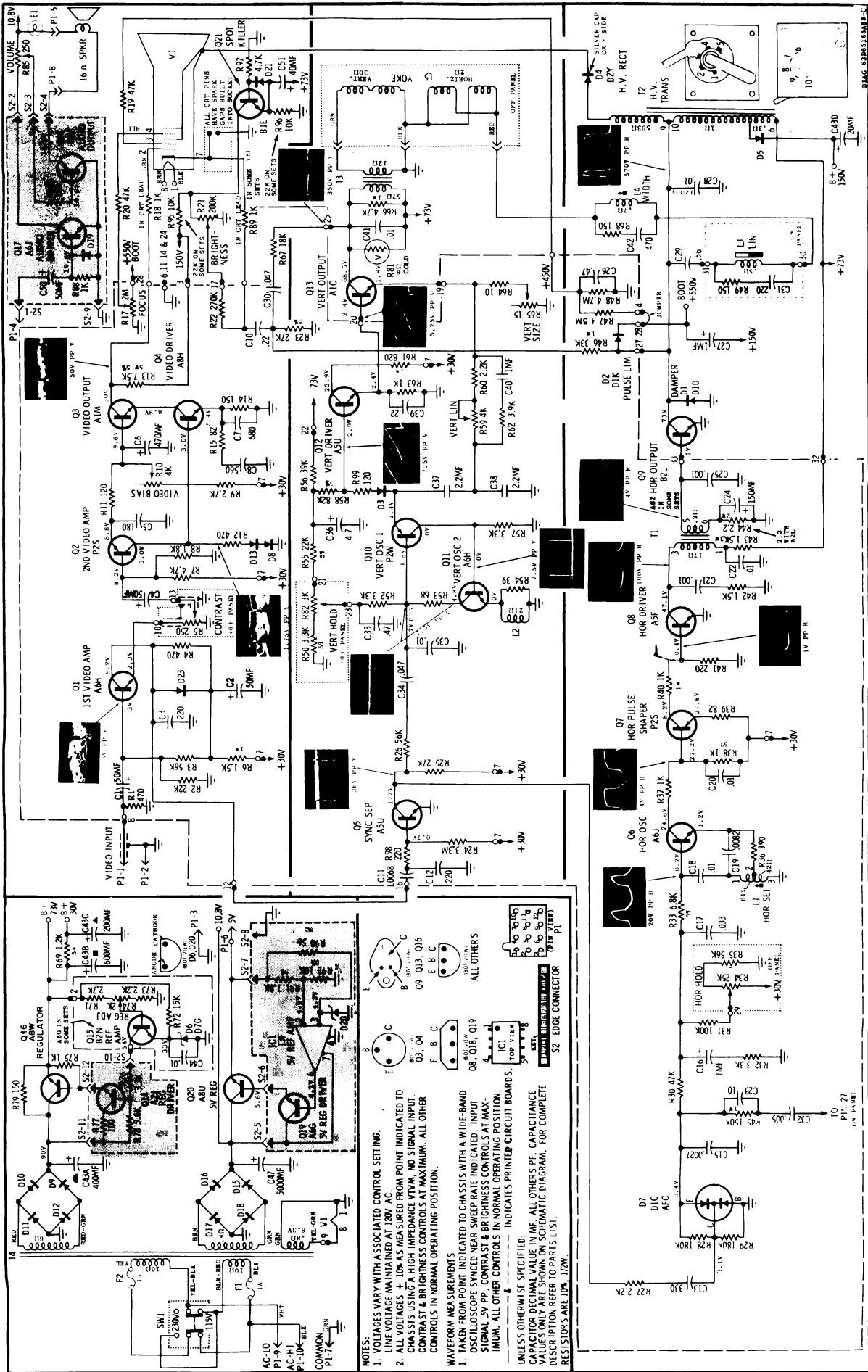
LOGIC BOARD
FIGURE 6



INTERFACE BOARD
FIGURE 7



TRANSFORMER ASSEMBLY
FIGURE 8



Schematic Diagram

FIGURE 9 - T.V. MONITOR