

MAYDAY

MODEL MD-017U



SERVICE MANUAL

• MINE	1000 POINTS	★ INITIAL SETTING
• DRONE	300 "	LEVER UP → A → Z DOWN → Z → A
• CANNON	250 "	
• PROBER	200 "	FIRE BUTTON → WRITE
• RAMMER	150 "	
• LASER	150 "	
• ROCKET	100 "	
• SUB MARINE	150 "	
• METEOR	300 "	

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1. SPECIFICATIONS

Power Source	Single-phase 50/60Hz A.C. 240, 220, 117, 110 or 100V (all within $\pm 10\%$)
Wattage	120W (at 100V)
Coin Operate	1 to 6 games per 1 coin; 1 to 4 coins for 1 game
Coin Capacitance	2000 coins (¥100 coin)
Dimensions:	
Width	620 mm
Depth	800 mm
Height	1750 mm
Weight	kg
CRT monitor	20" color CRT with smoke mask
Power Cord	Triple captyre/3 m in length

2. INSTALLATION

- (1) Install the machine on a flat floor.
- (2) Avoid locations subjected to direct sunlight, high temperature, high humidity, vigorous vibrations, dust, etc. Also avoid locations where dangerous objects or fire-fighting apparatuses are stored or which block the emergency exit.
- (3) Don't give any shock or vibrations to the machine.
- (4) Don't allow any metal objects to fall into or water to get into the cabinet.
- (5) When applying voltage on the machine, do not use the same wall outlet as the one for motors, air conditioners, etc. which tend to fluctuate the voltage of the machine or to produce noise.
- (6) The line voltage that may be selected is as follows: single-phase 50/60 Hz A.C. 240, 220, 117, 110 or 100V. Connect the plug to the socket which is fitted your local voltage. This Voltage Selection Connectors are located on Power-Transformer.



3. HOW TO PLAY THIS GAME

HOW TO PLAY

- INSERT COINS.
- PRESS EITHER 1 OR 2 PLAYER BUTTON (AFTER COIN INSERTED).
- OPERATE YOUR SHIP UP OR DOWN BY CONTROL LEVER, AND DESTROY ENEMY SHIPS AND MISSILES BY FIRE BUTTON. TURN CONTROL LEVER TO THE RIGHT, YOUR SHIP GETS HIGH SPEED.
- IF PRESS THE MAY DAY BUTTON, SLOW DOWN THE GAME SPEED.

POINT

★ MINE	1000 POINTS
★ DRONE	300 "
★ CANNON	250 "
★ PROBER	200 "
★ RAMMER	150 "
★ LASER	150 "
★ ROCKET	100 "



4. OPERATIONAL INSTRUCTIONS

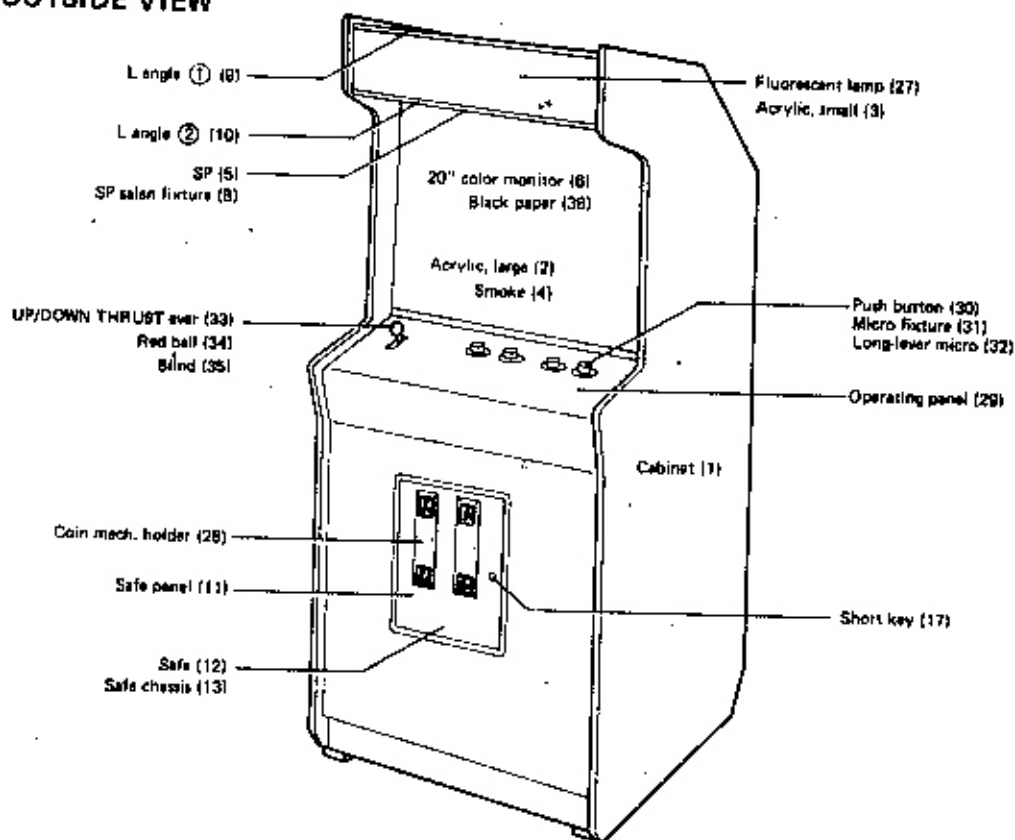
- Be sure to turn off the power switch before working on the machine.
- Avoid momentarily pushing in or pulling out the power cord plug.
- Even When it is found that the solid-state module is apparently out of order, do not check for the circuit by means of a tester, etc. since the voltage developed within the tester, etc. may destroy the IC unit.
- When carrying the machine about, be careful not to drag or drop it so as to protect the CRT of its TV set.
- Be sure to use rated fuses.
- Since there are high-tension parts on the base board and in the interior of the TV set, never touch such parts (this rule, however, does not apply to the manufacture's servicing engineers).

6. TROUBLE SHOOTING

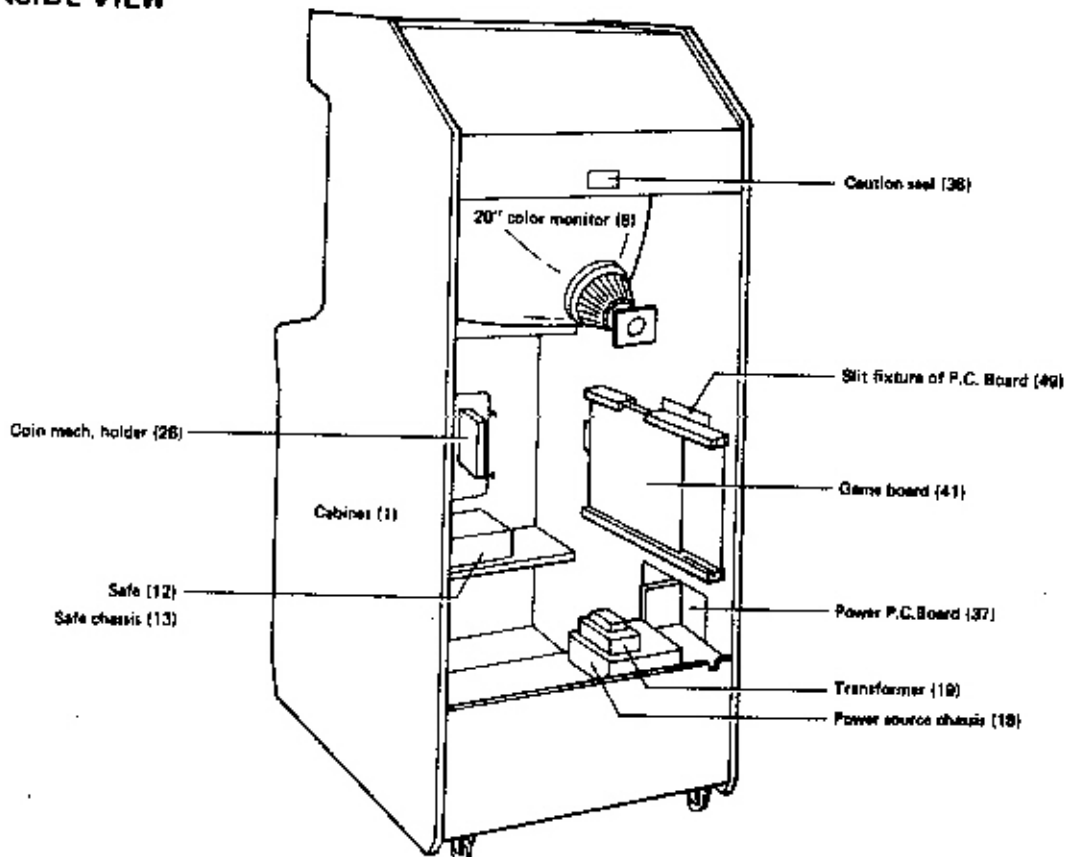
- Before considering some phenomenon as a trouble, confirm the matters listed below and then contact your dealer.
- The video game machine is broadly divided as to electrical component into four sections, namely, the monitor section, game PCB, operating section and power source section, which are connected with one another by wiring. If any one of them develops a trouble the game machine as a whole will not work normally. When you think that there is something wrong with the machine, check for the machine just for a little while before consulting your dealer since an apparent trouble may sometimes be caused by a trifling mistake or misunderstanding which can be remedied by a modicum of repairs.
- When the machine has developed any trouble, it must first be found out which part of the four sections and the wiring is malfunctioning. When you have guessed the malfunctioning part, check for each section. If the checked part shows no abnormal signs, check for other parts related to it, too.
- Is the fuse not blown? (Be sure to use the indicated fuse. If a renewal fuse is also blown, then the other part is out of order.)
- Is the connector unfirmly contacted or disconnected? Since connector's poor contact is conceivable in all trouble cases thoroughly check the connector for contact condition (Be sure to turn the power off before mounting or demounting the connector.)
- Sometimes normal images cannot be produced despite turning ON the power cord plug. This can sometimes be corrected by setting the control circuit. So, repeat turning ON and OFF the power a few times.
- When checking for the meters, switches, etc. by means of a circuit tester, be sure to pull out the IC board connector.

7. PARTS DIAGRAM

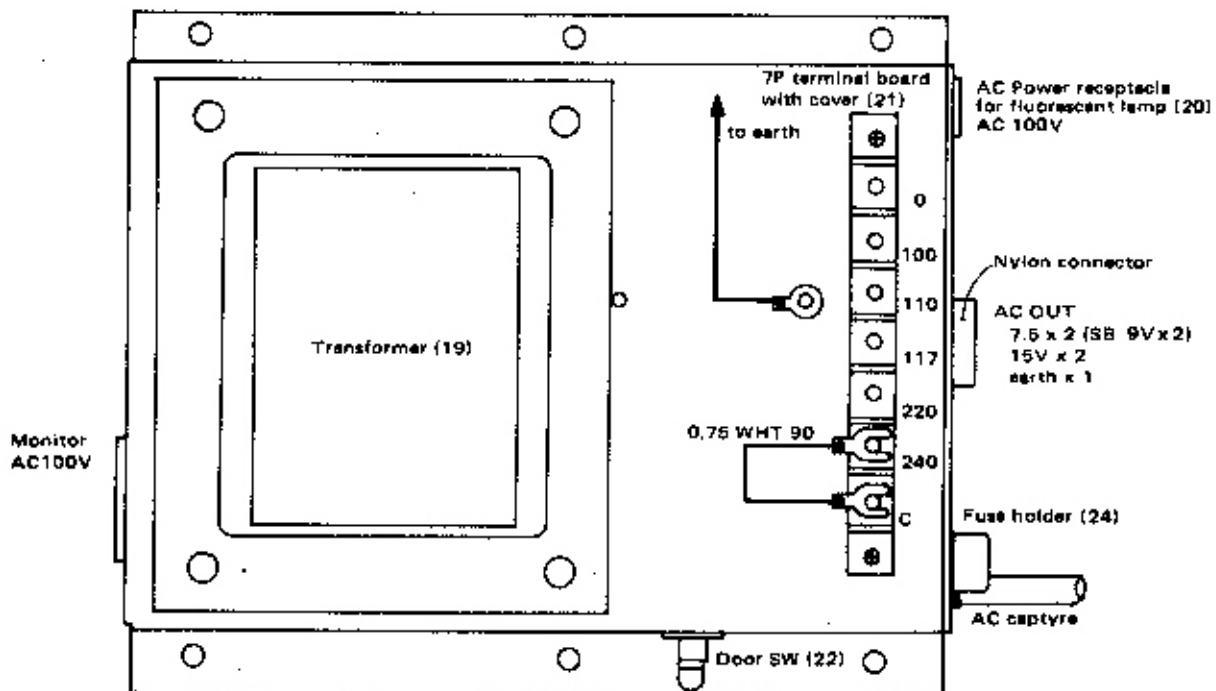
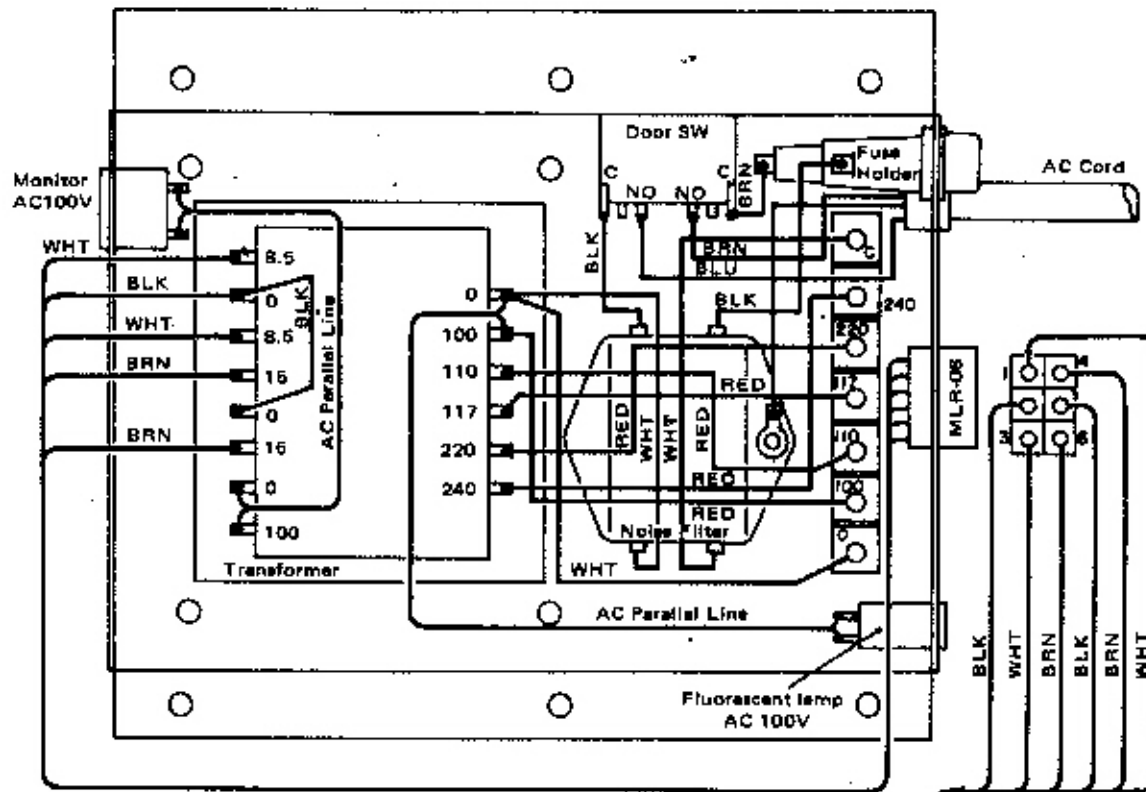
• OUTSIDE VIEW



• INSIDE VIEW



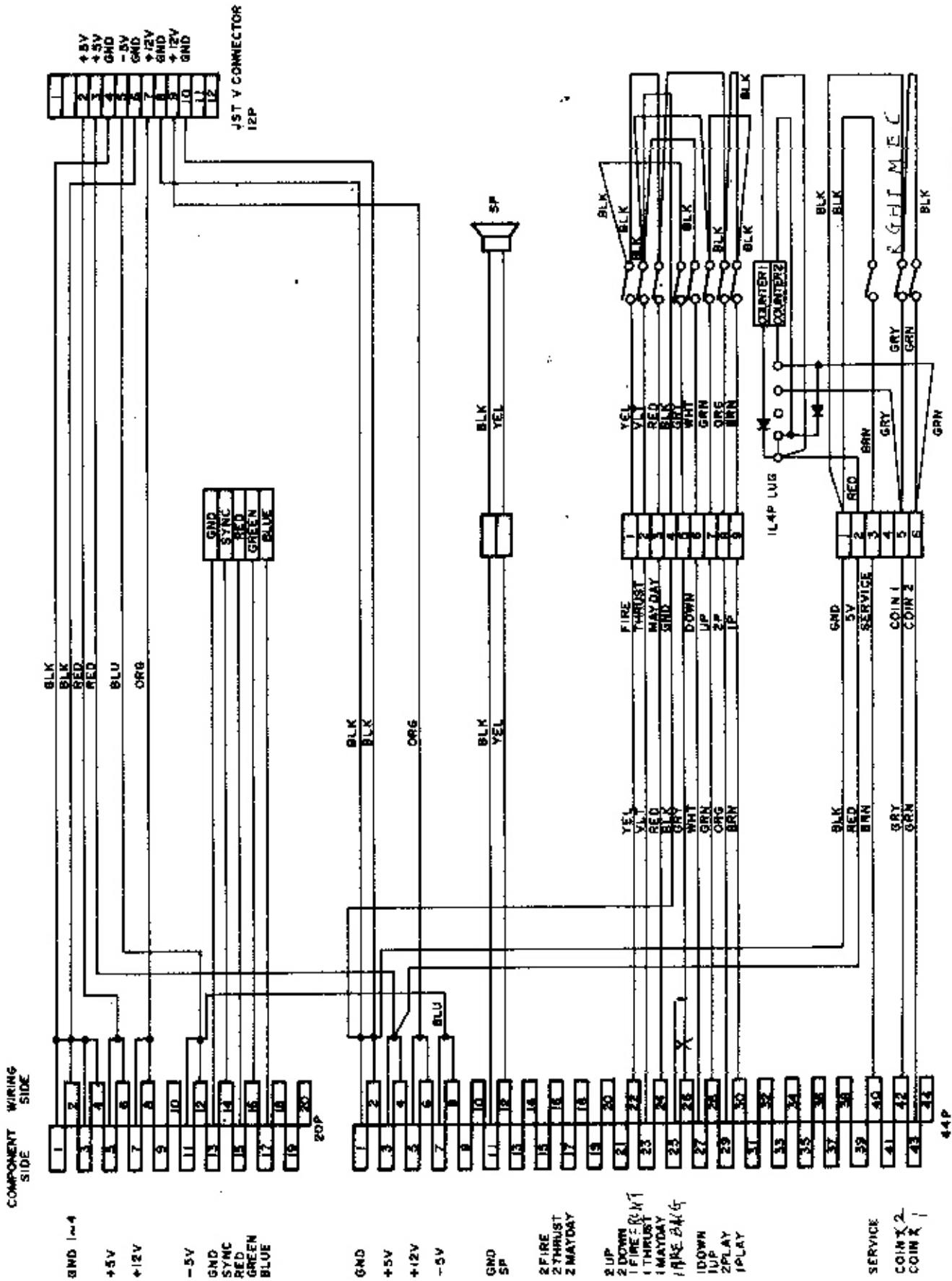
8. AC BLOCK WIRING & PARTS



9. PARTS LIST

Symbol	Nomenclature	Description	Quantity	Remark
1	Cabinet	400 type	1	Mounting board of fluorescent lamp Title board
2	Acrylic, large		1	
3	Acrylic, small		1	
4	Smoke	Blue	1	
5	SP	16 ~ 20 cm	1	
6	20" color monitor	Sanyo	1	with AC cord 1800 Signal cord 1000 for fixing Title board
7			1	
8	SP safen fixture		1	
9	L angle ①		1	
10	L angle ②		1	
11	Safe panel	Test 2 service 1 with spot fixture	1	
12	Safe		1	
13	Safe chassis		1	
14	1A class diode		1	
15	3P terminal board	40, 44m/m pitch	1	
16	Wire nut		2	for Safe panel
17	Short key		1	
18	Power source chassis	for Upright (box)	1	
19	Transformer	Horizontal-type	1	
20	AC Power receptacle	Monitor 1 Fluorescent lamp 1	2	
21	7P terminal board	Through type with cover	1	
22	Door SW		1	
23	Cord bush		1	
24	Fuse holder	Screw type	1	
25	3A fuse		1	
26	Noise filter		1	
27	Fluorescent lamp	100V, 10W	1	
28	Coin mech. holder	M75 type	2	
29	Operating panel		1	
30	Push button	Red 2, White 5	7	
31	Micro fixture		7	
32	Long-lever micro		7	
33	Up-Down thrust lever		1	
34	Red ball	25φ	1	
35	Blind	8.5φ ~ 40φ	1	
36	Blind (Black paper)		1	Including mounted parts (See attached list)
37	Power P.C. Board	for 20" CRT +5V 3A + 12V 1A -5V 100mA + 12V 1A	1	
38	Caution seal		1	
39	High-tension seal		3	
40	Primary voltage indicating seal		1	
41	Game board		1	
42	Option SW seal		1	
43	44P	4m/m pitch	1	
44	20P	4m/m pitch	1	
45	Round SW	ON-OFF	3	
46	Round SW	ON-ON	1	
47	Arrow seal		4	
48	Service manual		1	
49	Slit fixture of P.C. Board		1	

10. WIRING DIAGRAM



LEFT M.E.C

11. WHOLE BLOCK DIAGRAM

