

INSTALLATION GUIDE

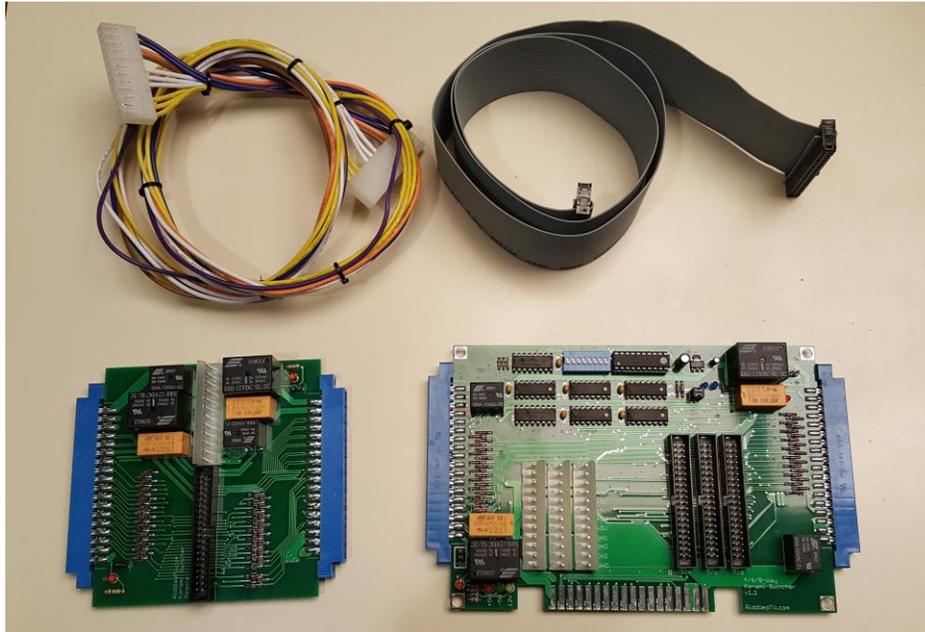


Figure 1. 4-Way Konami Switcher Kit

Each Kit Includes:

- Mainboard
- Up to 3 remote boards. Each remote board adds capacity for 2 additional Konami inputs.
- Up to 3 Ribbon cables
- Up to 3 Power cables
- Note: Jamma remote boards made by RiddledTV.com can also be connected to the Konami Switcher

Features:

- Supports 2, 4, 6, or 8 Konami boards
- Only 1 game board is powered at a time.
- No external remotes required
- Games are switched by holding Player1-Start and Player2-Start for 1.5 seconds, or alternate buttons can be connected.
- Supports up to 20 Amps on 5V
- -5V power can be disabled by removing a jumper
- Compatible with RiddledTV Remote Jamma boards, so your Jamma game boards can also be connected to this same switcher (limited to 3 buttons per player, per the Konami standard).

Mainboard Components:

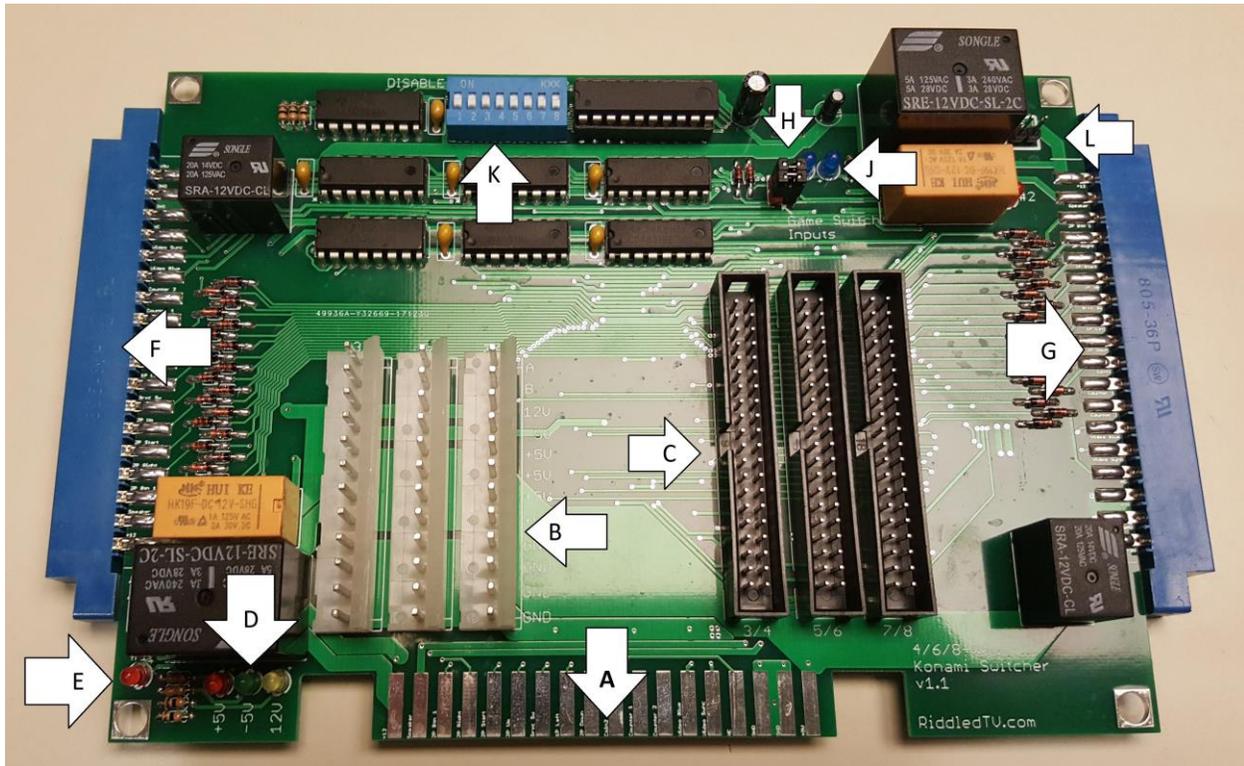


Figure 2 - Mainboard with indicators

- A. Konami harness input from control panel, monitor, speaker, and power supply
- B. Power connectors for Remote Boards (for Konami or Jamma boards #3-8)
- C. Signal connectors for Remote Boards (for Konami or Jamma boards #3-8)
- D. Indicator lights that the mainboard's operating voltages are active
- E. Indicator light that Gameboard #1 is active
- F. Konami port for Gameboard #1
- G. Konami port for Gameboard #2
- H. Game Selection Button Inputs. If jumpers are installed as shown, players 1 and 2 start buttons (held for 1.5 sec) will switch to the next game.
- J. Blue LEDs, illuminated when either or both of the Game Select button inputs are active. When both LEDs are illuminated for 1.5 seconds, the switcher will switch to the next active gameboard
- K. Disable Switch. flip switches to ON position to disable any game.
- L. -5V jumper. Remove this jumper to disable the -5V source to gameboard #2. There are similar jumpers for each game board. Each game board's -5V bus may be disabled individually.

Installation Instructions:

1. Disconnect AC power.
2. Plug the Switcher into your existing Konami harness and mount in a suitable location.
3. Plug the first and second gameboards into the right and left side of the Switcher Mainboard.
4. Plug the 3rd and 4th gameboards into the right and left side of the Remote board.
5. Plug the Ribbon cable and power cable into the remote board and mainboard in the connectors marked "3/4"
6. Similarly, repeat for remote boards 5/6 and 7/8
7. Double-check all your work.
8. Reconnect AC power, and turn the power on.
9. To advance to the next game hold down Player1-Start and Player2-Start buttons.
10. You may need to readjust your monitor's color balance levels.

Switching Games:

If both jumpers are installed as shown, the mainboard will switch games when buttons Player 1-Start and Player 2-Start are pressed for 1.5 seconds. To use alternate button inputs, disconnect the 2 jumpers, and connect two button inputs of your choice to the two terminals on the left side, above the arrow as shown in Figure 3. If only one input button is desired, connect it to BOTH pins. The Switcher will change games when both inputs are grounded for 1.5 seconds. If both buttons are held down, it will continue to cycle through games in 1.5 second increments.



Figure 3. Button Inputs for Game Selection

Indicator lights

The mainboard has 7 indicator LED lights, and each remote board has 2 more LEDs:

- Each board has 2 Red LEDs to indicate which gameboard is active
- Mainboard: Red, Green, and Yellow LEDs indicate that “some” voltage is present on the 5V, -5V, and 12V power supplies. They do not indicate the accuracy of those voltages.
- Mainboard: Two Blue LEDs indicate that Game Switch Inputs are active. If these LEDs are both active for 1.5 seconds the switcher will cycle to the next game.

Remote Board Numbering

All remote boards are identical, with “A” and “B” sides. The same board can be used for ports 3&4 or 5&6 or 7&8. Side “A” will be the odd number port (gameboards 3,5 and 7) and side “B” will be even numbers. Make certain the remote’s power cable and ribbon cable are both plugged into the same numbered ports on the gameboard.

Remote Board Connections:

If equipped, the mainboard has up to three 12-pin connectors to supply power to remote boards. These ports provide power to the remote boards, as well as the “turn on” signal that selects the active gameboard. The wires marked “AON” and “BON” are required to operate. If desired, the power cables can be removed and connected to an alternate power supply to use higher (or lower) supply voltages than those connected to the mainboard. If another power supply is used, ensure that the ground wires from all power supplies are connected together.

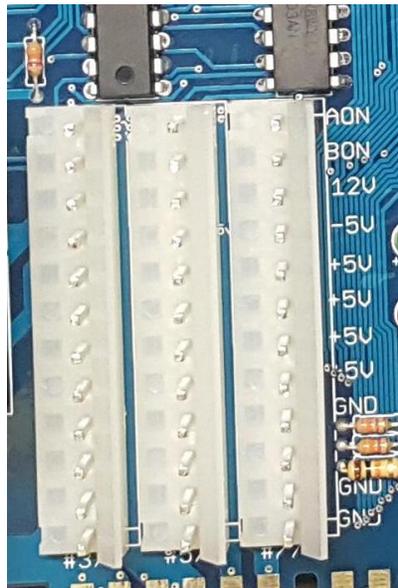


Figure 4. Remote Board Power Connectors

The mainboard has three 40-pin box connectors. These connections use ribbon cables to connect the mainboard to the remote boards. They contain the audio, video and control panel inputs.



Figure 5. Remote Board Signal Connectors

Monitor Synchronization:

The Switcher will work best with an "auto-sync" (multi-sync) type game monitor. These were common in monitors made after 1994, but there were also auto-sync monitors made before that time. It is possible to use the Switcher on an older manual-sync monitor, but depending on your game boards the display on some games could "roll" or not sync without manually tweaking the monitor controls when you switch games.

You may be able to set an older manual-sync monitor to a setting that will sync for all the games through trial and error. The success will depend upon the monitor and specific games used.