

KONAMI®

Dip Switch
Settable For
Arcade
or
Street Version

LETHAL ENFORCERS

Gun Fighters™

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Service & Parts #

708-215-5100

George Limonez Ext. 122 or 123
Catherine Hilario Ext. 123

INSTRUCTION MANUAL

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LETHAL ENFORCERS II
GUN FIGHTERS has the
capability of two different play
settings.

ARCADE VERSION

1 or 2 people may play at the
same time. The players must use
their skill to advance to higher
stages.

STREET VERSION

1 or 2 people may play at the
same time. The players may
choose their level when the
stage select screen appears.

*Konami recommends **STREET**
VERSION settings for any **ADULT**
location. (See page 3 Dip Switch
Settings.)

LETHAL ENFORCERS II PARTS LIST **GUN FIGHTERS**

Part #	Description
191010	Gun Fighters AC Harness
191011	Gun Fighters DC Harness
312003	Gun Fighters PCB
312100	Gun Fighters Control Panel Overlay
312104	Gun Fighters Upper Bezel Decal
312105	Gun Fighters Lower Bezel Decal
312200	Gun Fighters Marquee
312300	Gun Fighters Upper Right Side Decal
312301	Gun Fighters Upper Left Side Decal
312302	Gun Fighters Middle Right Side Decal
312303	Gun Fighters Middle Left Side Decal
312304	Gun Fighters Lower Right Side Decal
312305	Gun Fighters Lower Left Side Decal
312400	Gun Fighters Manual
312800	Gun Fighters Pink Gun
312801	Gun Fighters Blue Gun
312900	Gun Fighters Holster
30284	Red 2" Start Button
30285	Blue 2" Start Button
35205	ISO Transformer
35406	Power Supply
40101	Coin Door With Meter
40214	Marquee Bracket
40213	Monitor Glass Bracket
40361	Mirror Glass
40356	Monitor Glass
40357	Marquee Glass
40531	25" Monitor
40700	Light Fixture
40702	Light Bulb

LETHAL ENFORCERS II WIRING HARNESS GUN FIGHTERS

Solder Side ← → Parts Side

BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+ 12V DC	F	6	+ 12V DC	ORANGE
	*KEY	H	7	*KEY	
BROWN/YELLOW	COIN COUNTER	J	8	COIN COUNTER	GREEN/VIOLET
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	TEST SWITCH	GRAY/WHITE
WHITE/VIOLET	COIN 2	T	16	COIN 1	BLUE/VIOLET
RED/GREEN	START 2	U	17	START 1	RED/YELLOW
	(EMPTY)	V	18	(EMPTY)	
	(EMPTY)	W	19	(EMPTY)	
	(EMPTY)	X	20	(EMPTY)	
	(EMPTY)	Y	21	(EMPTY)	
	(EMPTY)	Z	22	(EMPTY)	
	(EMPTY)	a	23	(EMPTY)	
	(EMPTY)	b	24	(EMPTY)	
	(EMPTY)	c	25	(EMPTY)	
	(EMPTY)	d	26	(EMPTY)	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

LETHAL ENFORCERS II GUN FIGHTERS TECHNICAL INFORMATION

TECHNICAL INFORMATION

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+ 12V)
*See the Wiring Diagram.
- (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be horizontal and face up installed.
- (4) There is no sound volume knob on the PCB. Sound level should be adjusted in the "SOUND OPTIONS" in the Manual Test mode. (See page 6.)
- (5) Handle with care.

DIP SWITCH SETTINGS AND CABINETS AVAILABLE

This game is equipped with 2 way 8-bit DIP SWITCH on the main PCB; The following changes will easily be done with these DIP switches.

DIP SWITCHES

	CONTENTS	ON	OFF
sw1	SOUND OUTPUT	MONAURAL	STEREO
sw2	COIN MECHANISM	INDEPENDENT	COMMON
sw3	STAGE SELECTION	YES	NO

*Bold letters show default settings.

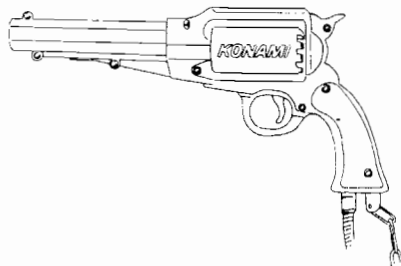
Note:

- 1) sw4 thru sw8 on Dip switch 1 and Dip switch 2 aren't used.
- 2) On the STEREO cabinet, set sw1 on Dip switch at "ON" so that you can get better music and sound effects.
- 2) Regarding other sound options, game options and coin options, refer to "Manual Test" on page 6.

CONTROL PANEL INFORMATION

Use a dual control panel with a gun and a start button for each player.

GUN



START
BUTTON



LETHAL ENFORCERS II GUN FIGHTERS TECHNICAL INFORMATION (cont.)

PLAY INSTRUCTION

(STARTING NO STAGE SELECTION TYPE GAME)

- 1 or 2 players can play at the same time. Second player can join in at any time.
- Deposit coins and press START button.

(STARTING STAGE SELECTION TYPE GAME)

- 1 or 2 players can play at the same time. Second player can join in at any time.
- Deposit coins and press START button, and the stage select screen will appear. Aim and shoot the screen to select stage. If you are playing with another player, the first selection is accepted.

(HOW TO PLAY)

- Aim and shoot the enemies to kill them.
- Don't shoot innocent people. If you shoot them, you lose one life.
- Reload your gun by shooting off screen at any time.
- Shoot power up weapons for that power.
 - 50 Caliber Sharp: Large caliber bullets. You can shoot 6 bullets without reload.
 - Rifle: 12 round bullets. You can shoot 12 bullets without reload.
 - Double Rig: 2 round burst. You can shoot 12 bullets without reload.
 - Shot Gun: Large gauge. You can shoot 5 bullets without reload.
 - Gatling Gun: Full automatic. You can shoot 24 bullets only.
 - Cannon: Explosive. You can shoot 8 bullets only.
- You lose your life by enemy's shots, or shooting innocent people.
- You can get extra lives with high scores. (The operator can change the settings in the "GAME OPTIONS.")
- When you set the game mode with no stage selection, there are 5 stages and 2 bonus stages. When you defeat the boss enemy in each stage, you can go on to the next stage. • When you set the game mode with stage selection, you can choose the stage out of 5 stages.
- Continuation is available.

SELF TEST

Normal: "OK" will be displayed. Then the game will start.
Abnormal: "BAD" will be displayed and self test will repeat.

MANUAL TEST

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the main PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

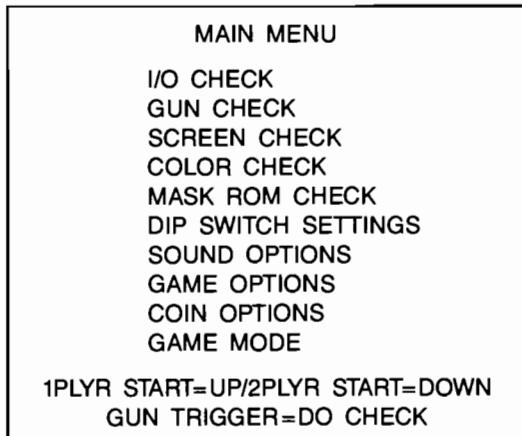
NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU with START button, then pull gun trigger to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Press player 1 START button to move up the menu, and press player 2 START button to move down the menu, selected menu item shows by red color, then pull either player 1 or player 2 gun trigger to initiate testing. Press player 1 START button during or at the end of each test to return to the MAIN MENU.



(4) EXPLANATION OF THE ITEMS

1. I/O CHECK

Check both START buttons and Triggers to see "ON" when switched on. Press player 1 and 2 START buttons at the same time to return to MAIN MENU.

2. GUN CHECK

Check gun and monitor's condition. Cross-hatch screen appears, then you can aim and shoot with both guns. You'll see green dot after you're shot at. If you cannot shoot some area, you need to adjust the monitor or gun.

3. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

4. COLOR CHECK

In color bar screen, you can adjust color brightness so that the specified area will be colorless. Improper adjustment causes the problems in game play. When you press player 2 START button, the screen will be filled with red, green, blue, white then back to color bar screen.

5. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

6. DIP SWITCH SETTINGS

Screen shows the present settings. To modify settings, turn ON/OFF the DIP switch 1 on the main PCB.

7. SOUND OPTIONS

The following screen will appear. Push player 1 or player 2 START button to select item and pull gun trigger to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and pull player 1 (2) trigger to save and return to MAIN MENU.

LETHAL ENFORCERS II GUN FIGHTERS

TECHNICAL INFORMATION (cont.)

SOUND OPTIONS

SOUND IN ATTRACT MODE=ALL THE TIME

SOUND VOLUME=13
SOUND SCALE CHECK
FACTORY SETTINGS
SAVE AND EXIT
EXIT

1PLYR START=UP/2PLYR START=DOWN
GUN TRIGGER=MODIFY SETTING

- ... Select out of "ALL THE TIME," "COMPLETE OFF," "ONCE EVERY 4 CYCLES"
- ... Sound volume from 0 to 30
- ... Music scale sounds
- ... All the settings return to default
- ... Save the modified settings

*If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

(8) GAME OPTIONS

GAME OPTIONS

DIFFICULTY LEVEL 4 MEDIUM
PLAYER'S LIFE 1 PLAY 5 LIVES
EXTRA LIFE 1ST AT 2000 POINTS
 EVERY ADDITIONAL 2000 POINTS

VIDEO SCREEN FLIP MIRROR
VIOLENT MODE BLOODY

FACTORY SETTINGS
SAVE AND EXIT
EXIT

1PLYR START=UP/2PLYR START=DOWN
GUN TRIGGER=MODIFY SETTING

- ... Select out of 8 levels
- ... Select from 1 to 9 lives
- ... Select out of "1st/1000, 2nd/1000," "1st/1000, 2nd/2000"
"1st/2000, 2nd/2000," "1st/2000, 2nd/3000,"
"NO EXTRA LIFE"
- ... "MIRROR," "UPSIDE DOWN," "NO MIRROR,"
"MIRROR FLIP"
- ... Select out of "BLOODY" or "CLEAN"
- ... Same as "SOUND OPTIONS"

(9) COIN OPTIONS

COIN OPTIONS	
FREE PLAY	NO
COIN MECHANISM	COMMON
COIN SLOT1	1 COIN 1 CREDIT
COIN SLOT2	1 COIN 1 CREDIT
PREMIUM START	YES 1
2 CREDITS TO START	
1 CREDIT TO CONTINUE	
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1PLYR START=UP/2PLRY START=DOWN	
GUN TRIGGER=MODIFY SETTING	

... "NO," "YES"

... You can change this with DIP switch 1 on the main PCB (sw2)

... "NO" or "YES 1" to "YES 4." (You can set the play fee for starting higher than the play fee for continuation)

... Same as "SOUND OPTIONS"

*When the "COIN MECHANISM" is set at "COMMON" on the DIP switch 1 on the main PCB (sw2 is "OFF"). On the cabinet with 2 coin slots, coin setting must be done for each coin slot.

When the "COIN MECHANISM" is set at "INDEPENDENT" on the DIP switch 1 on the main PCB (sw2 is "ON"), the left coin slot will be for player 1, the right one for player 2.

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for start and continuation will be the same.

*COIN SETTING OPTIONS

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

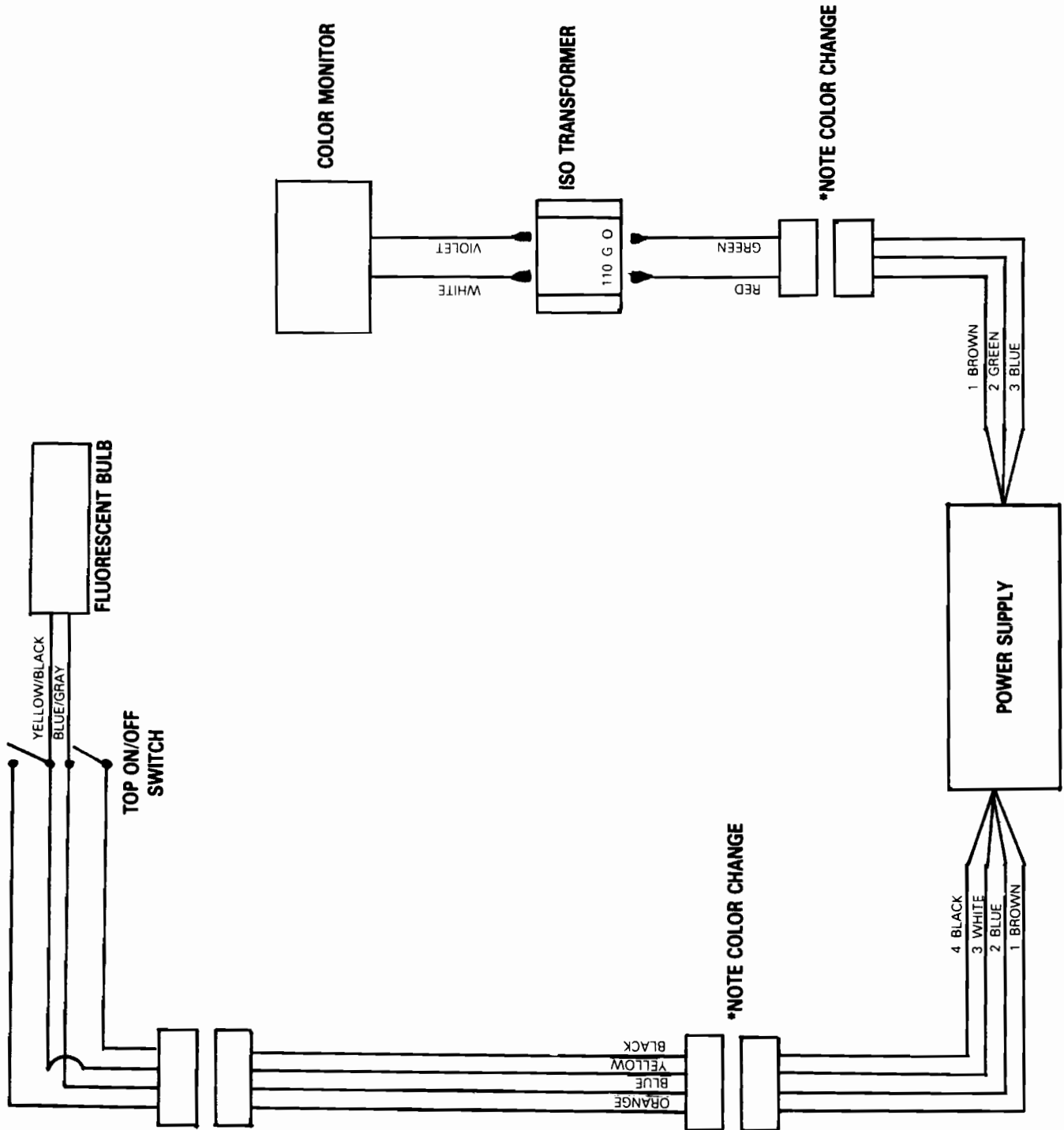
TROUBLESHOOTING ABOUT GUN AND MONITOR

Here is a list of commonly found problems and their possible solutions.

- Erratic gun shot placement.
 - Check to see that there is no reflected light from fluorescent or neon lights bouncing off of the screen. Strong sunlight also affects the shot placement.
- You cannot shoot a certain area in the screen.
 - Check to see the monitor's purity with red, blue, green, and white screen in the "COLOR CHECK" in the Manual Test. If you find purity problems, you should degauss the monitor.
 - Check to see there is no magnetic equipment around the cabinet. This may also cause the monitor to become magnetized.
 - After degaussing the monitor, you can check the gun and monitor in the "GUN CHECK" in the Manual Test.
- Screen flashes when trigger is pulled but no shot is made.
 - Check to see the gun lens inside of the barrel is clean.
 - Adjust the monitor's brightness with color bar screen in the "COLOR CHECK" of the Manual Test.
- **CLEAN MONITOR AND MIRROR REGULARLY.**

LETHAL ENFORCERS II GUN FIGHTERS

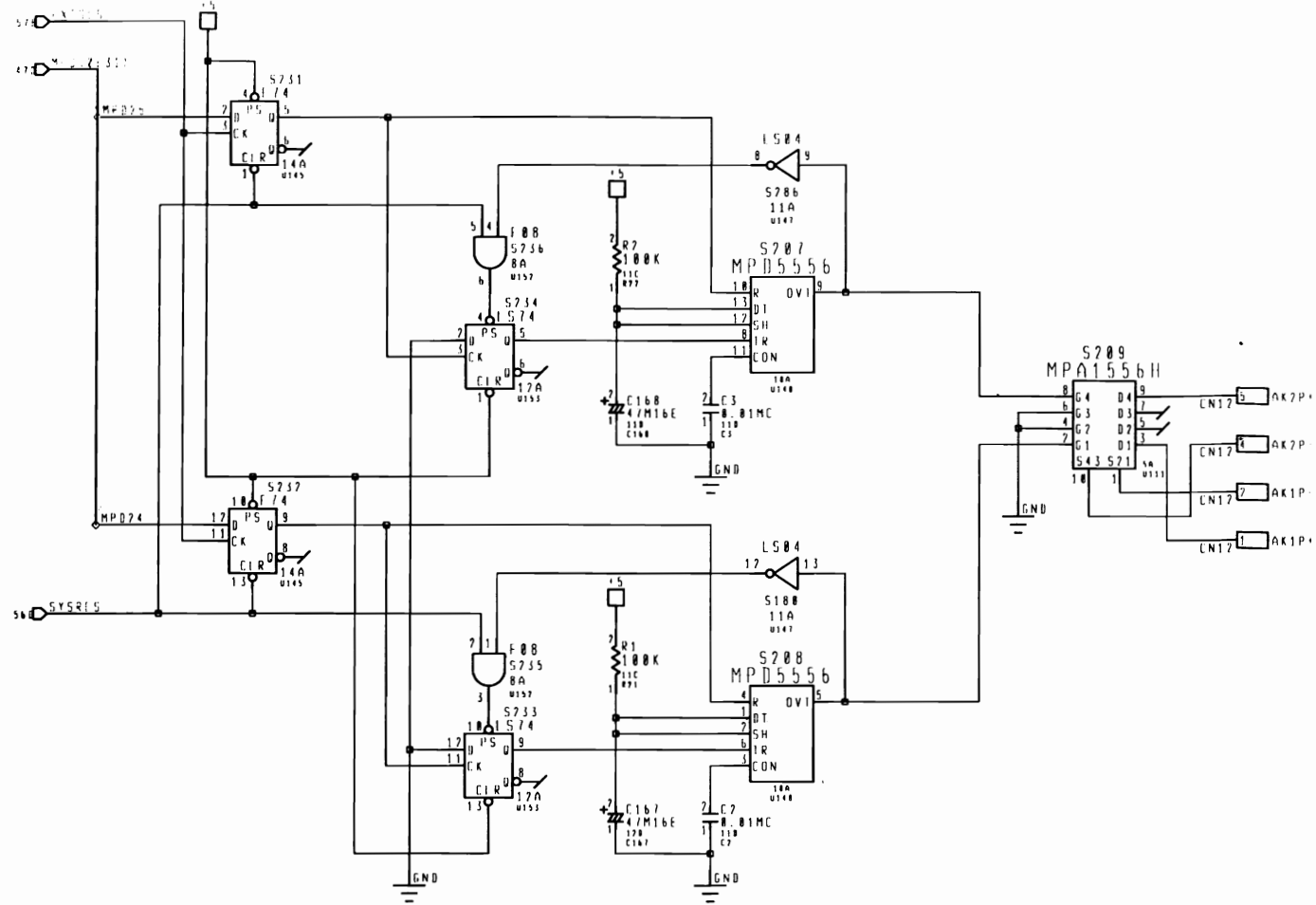
A.C. WIRING HARNESS



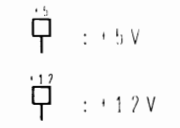
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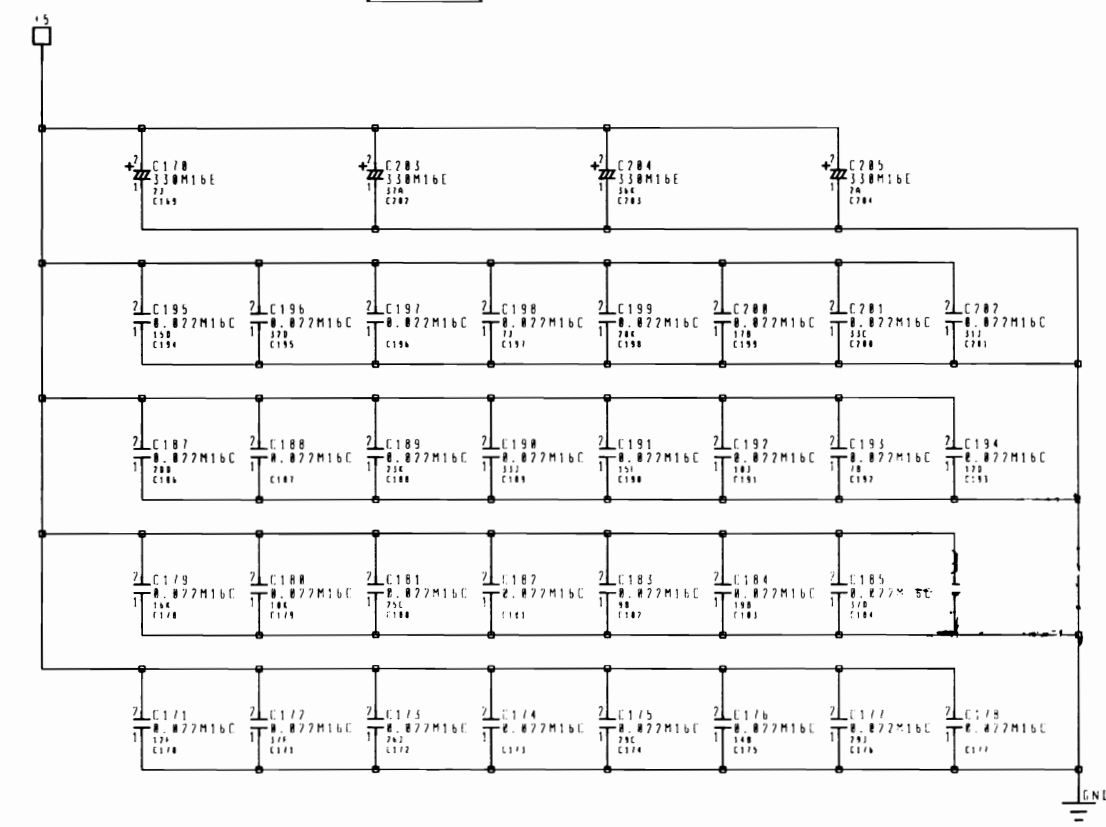
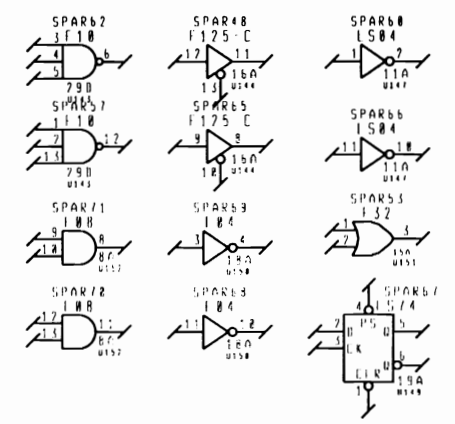
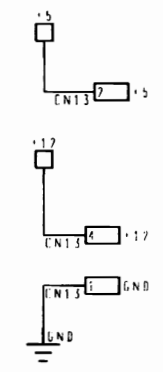
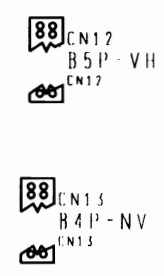


NOTE



KIND OF CAPACITOR

- : 47uF16V ELEC.
- : 330uF16V ELEC.
- : 0.01uF CERAMIC
- : 0.022uF CERAMIC (AXIAL LEAD TYPE)

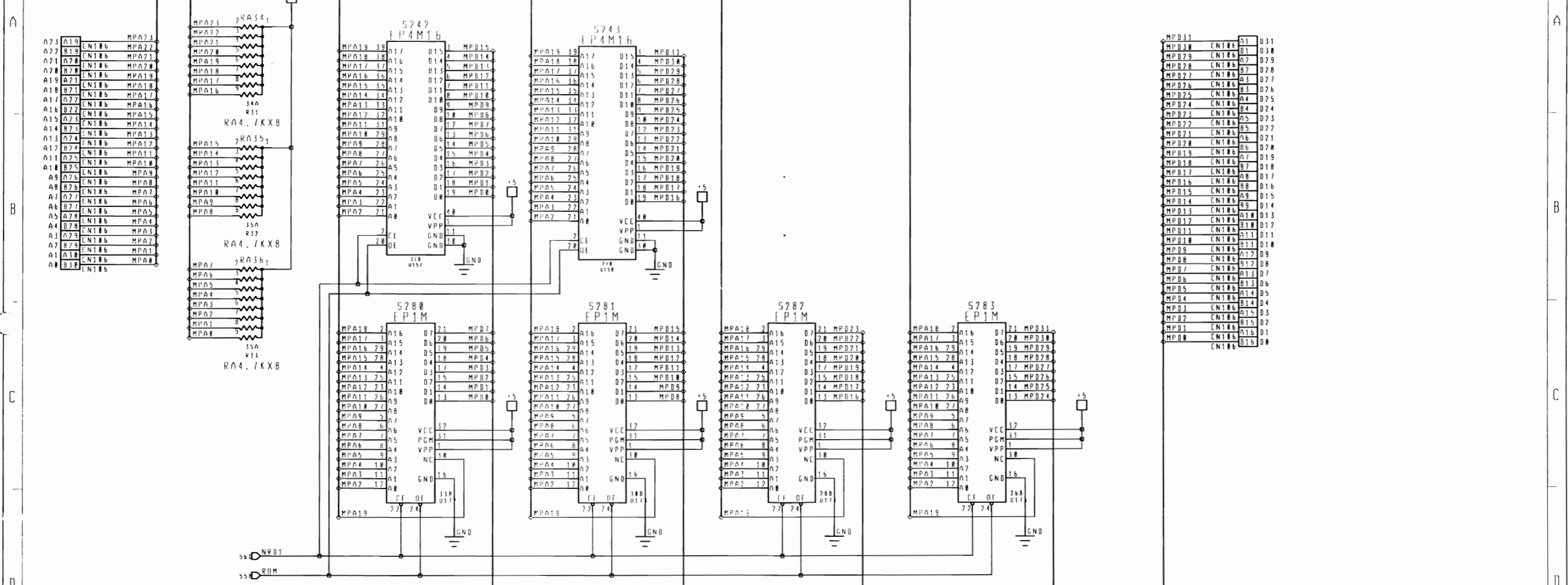


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DRAWING	DESIGN	T. Murayama	TITLE	SCHEMATIC DIAGRAM
	DRAW	T. Murayama	SUBTITLE	SOLENOID
	CHECK	<i>Yoshima</i>		
	APPROVE	<i>K. Uno</i>	CODE NO.	354624
	SCALE		REG. TYPE	SUB PCB TYPE 2
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1994. 3. 3		

1 2 3 4 5 6 7 8



A23	A19	EN186	MPA23
A22	B19	EN186	MPA22
A21	A20	EN186	MPA21
A20	B20	EN186	MPA20
A19	A21	EN186	MPA19
A18	B21	EN186	MPA18
A17	A22	EN186	MPA17
A16	B22	EN186	MPA16
A15	A23	EN186	MPA15
A14	B23	EN186	MPA14
A13	A24	EN186	MPA13
A12	B24	EN186	MPA12
A11	A25	EN186	MPA11
A10	B25	EN186	MPA10
A9	A26	EN186	MPA9
A8	B26	EN186	MPA8
A7	A27	EN186	MPA7
A6	B27	EN186	MPA6
A5	A28	EN186	MPA5
A4	B28	EN186	MPA4
A3	A29	EN186	MPA3
A2	B29	EN186	MPA2
A1	A30	EN186	MPA1
A0	B30	EN186	MPA0

MPD31	EN186	A1	031
MPD30	EN186	B1	030
MPD29	EN186	A2	029
MPD28	EN186	B2	028
MPD27	EN186	A3	027
MPD26	EN186	B3	026
MPD25	EN186	A4	025
MPD24	EN186	B4	024
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MPD14	EN186	B9	014
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MPD10	EN186	B11	010
MPD9	EN186	A12	009
MPD8	EN186	B12	008
MPD7	EN186	A13	007
MPD6	EN186	B13	006
MPD5	EN186	A14	005
MPD4	EN186	B14	004
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MPD1	EN186	A16	001
MPD0	EN186	B16	000

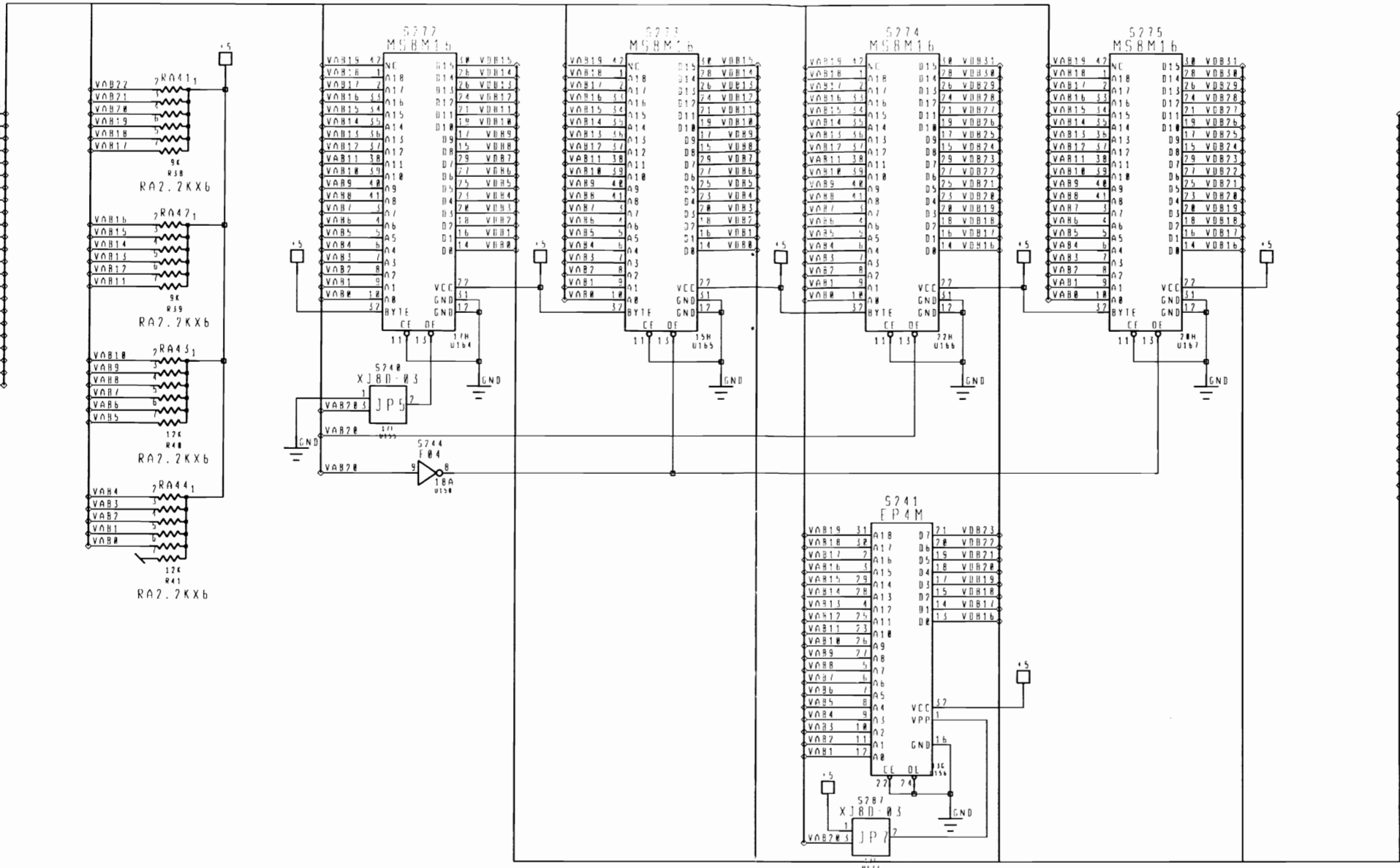
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88 EN186
 XHSB-0141A
 EN186

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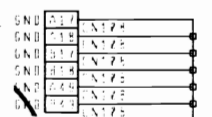
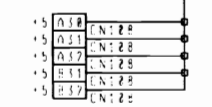
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	APPROVE	<i>I. Murayama</i>	RIG. TYPE	SUB PCB TYPE 2
	SCALE		SECURITY LEVEL	CONFIDENTIAL
	TOLERANCE		DATE	1994. 3. 3

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VA21	078	CN188 VAR21
VA20	071	CN188 VAR20
VA19	071	CN188 VAR19
VA18	071	CN188 VAR18
VA17	071	CN188 VAR17
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VA10	071	CN188 VAR10
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VA8	071	CN188 VAR8
VA7	071	CN188 VAR7
VA6	071	CN188 VAR6
VA5	071	CN188 VAR5
VA4	071	CN188 VAR4
VA3	071	CN188 VAR3
VA2	071	CN188 VAR2
VA1	071	CN188 VAR1
VA0	071	CN188



VBB31	01	VD31
VBB29	02	VD29
VBB28	03	VD28
VBB27	04	VD27
VBB26	05	VD26
VBB25	06	VD25
VBB24	07	VD24
VBB23	08	VD23
VBB22	09	VD22
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VBB6	25	VD6
VBB5	26	VD5
VBB4	27	VD4
VBB3	28	VD3
VBB2	29	VD2
VBB1	30	VD1
VBB0	31	VD0

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VAR18	32	VDR22
VAR17	33	VDR21
VAR16	34	VDR20
VAR15	35	VDR19
VAR14	36	VDR18
VAR13	37	VDR17
VAR12	38	VDR16
VAR11	39	VDR15
VAR10	40	VDR14
VAR9	41	VDR13
VAR8	42	VDR12
VAR7	43	VDR11
VAR6	44	VDR10
VAR5	45	VDR9
VAR4	46	VDR8
VAR3	47	VDR7
VAR2	48	VDR6
VAR1	49	VDR5
VAR0	50	VDR4

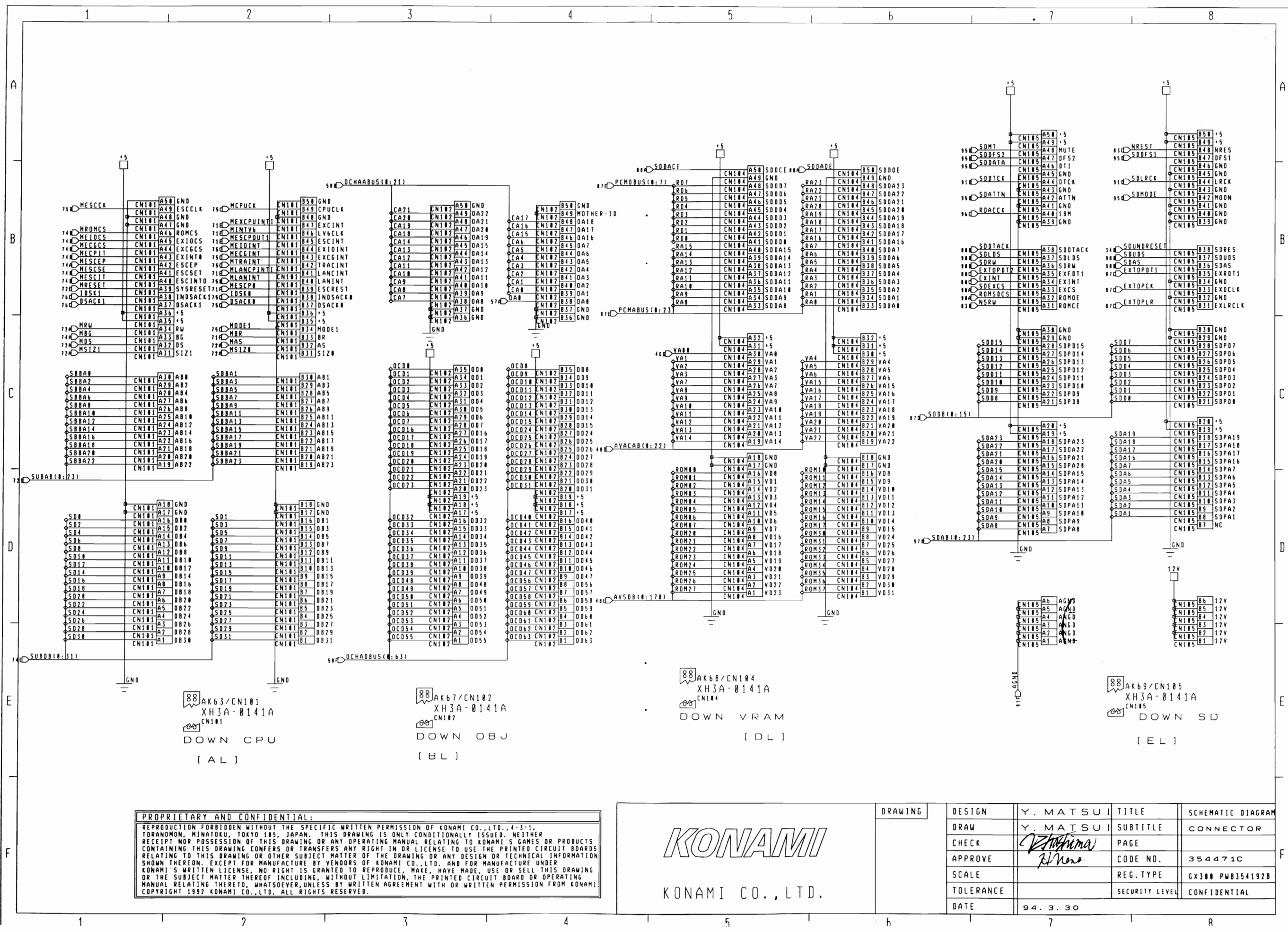


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DRAWING	DESIGN	I. Murayama	TITLE	SCHEMATIC DIAGRAM
	DRAW	I. Murayama	SUBTITLE	VRAM
	CHECK	<i>Hashima</i>	PAGE	
	APPROVE	<i>Hashima</i>	CODE NO.	354624
	SCALE		REG. TYPE	SUB PCB TYPE 2
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1994. 3. 3		

88 CN188
 X13B-0141A
 CN188



88 AK63/CN101
XH3A-0141A
CN101
DOWN CPU
[AL]

88 AK67/CN102
XH3A-0141A
CN102
DOWN OBJ
[BL]

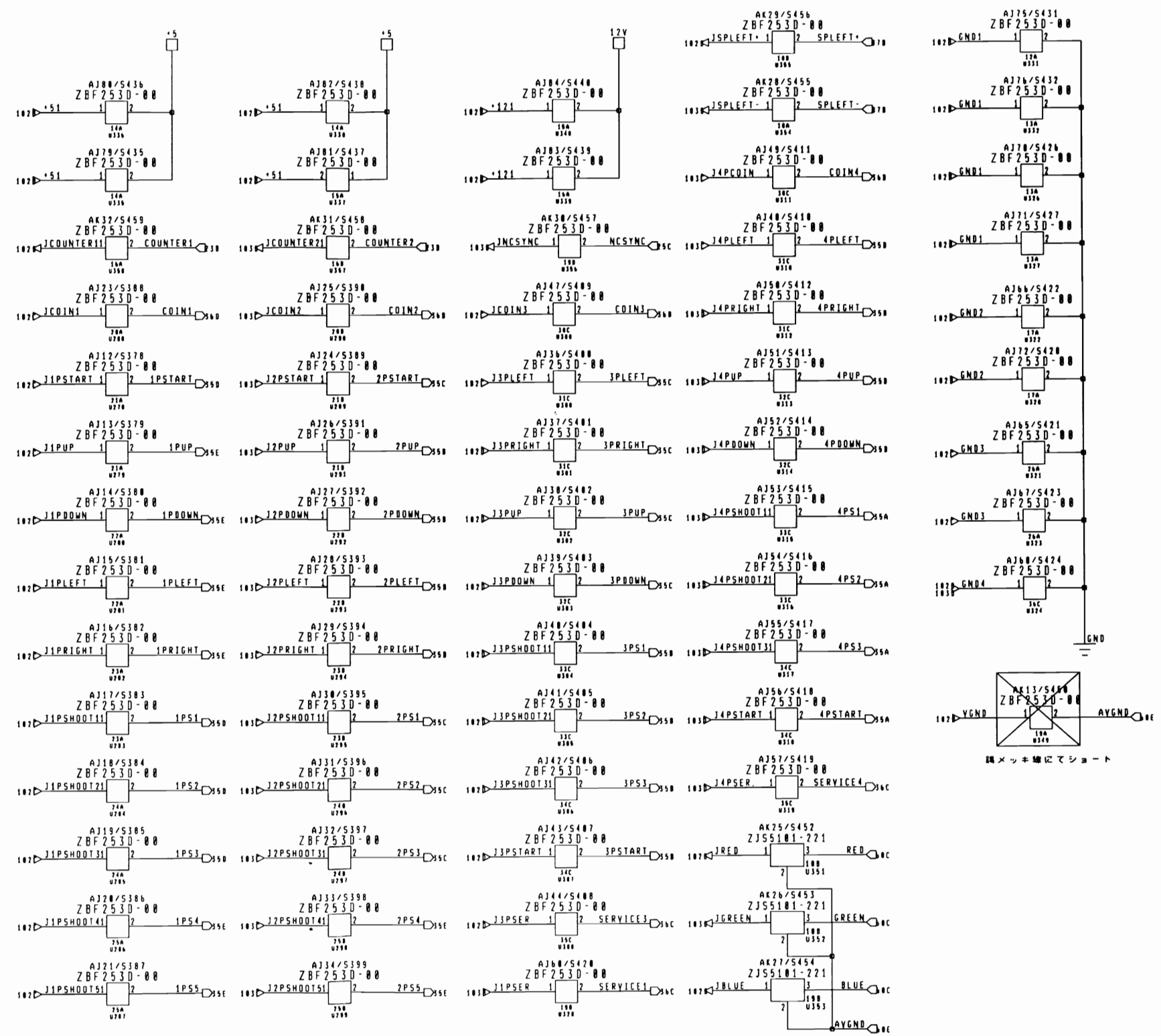
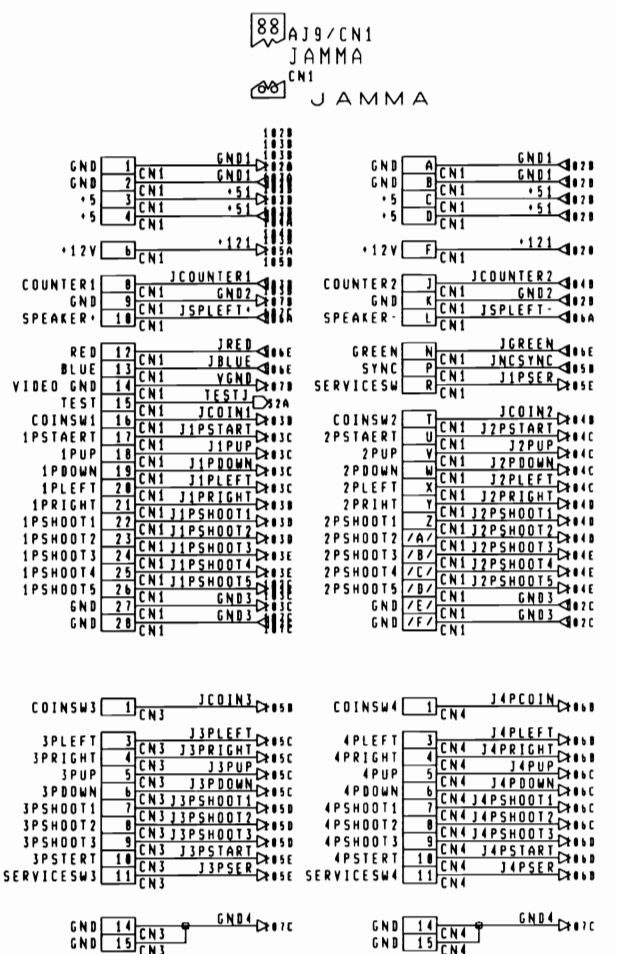
88 AK68/CN104
XH3A-0141A
CN104
DOWN VRAM
[DL]

88 AK69/CN105
XH3A-0141A
CN105
DOWN SD
[EL]

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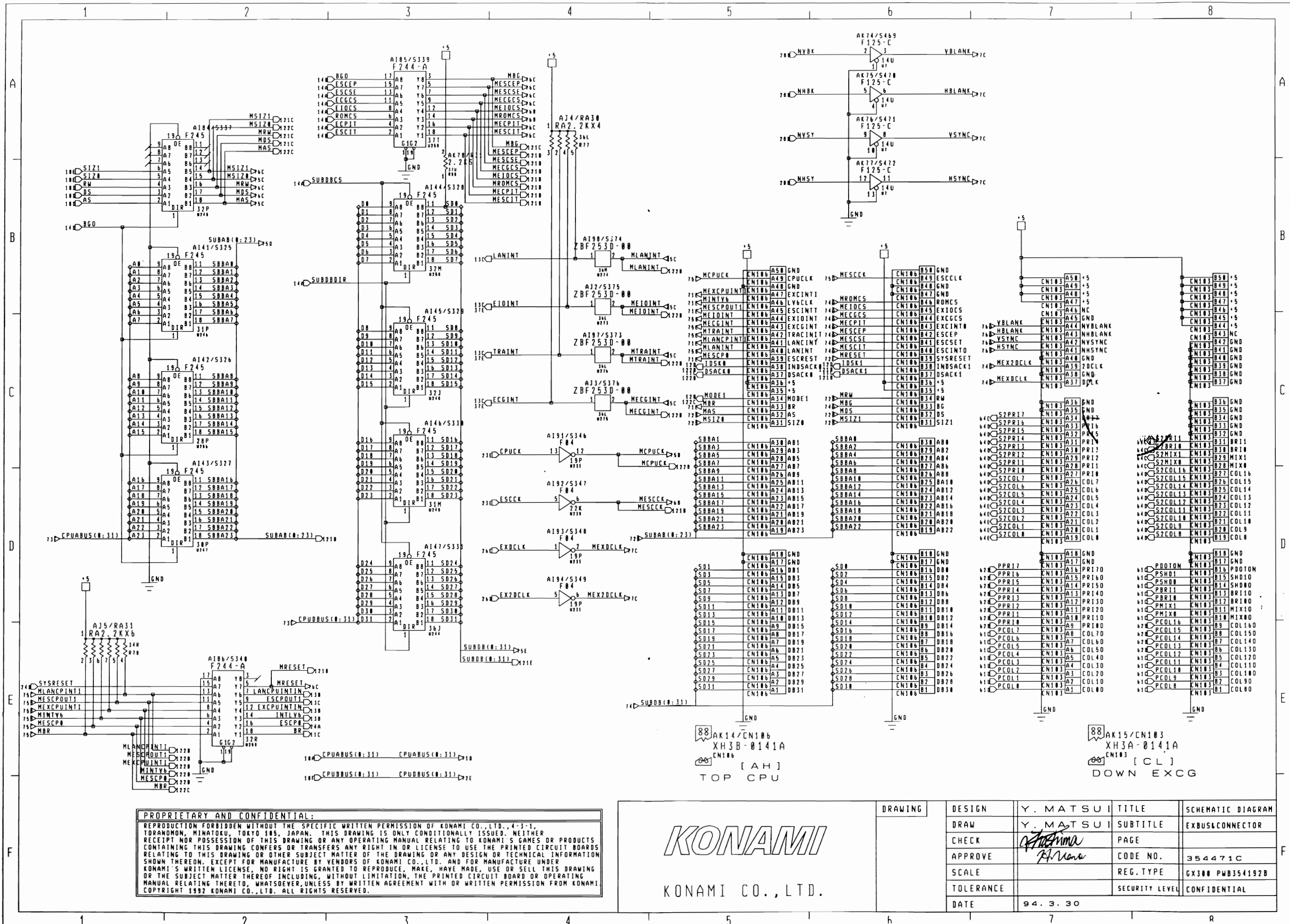
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	DRAW	Y. MATSUI	SUBTITLE	CONNECTOR
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	APPROVE	<i>[Signature]</i>	CODE NO.	354471C
	SCALE		REG. TYPE	CX300 PWB354192B
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	94. 3. 30		



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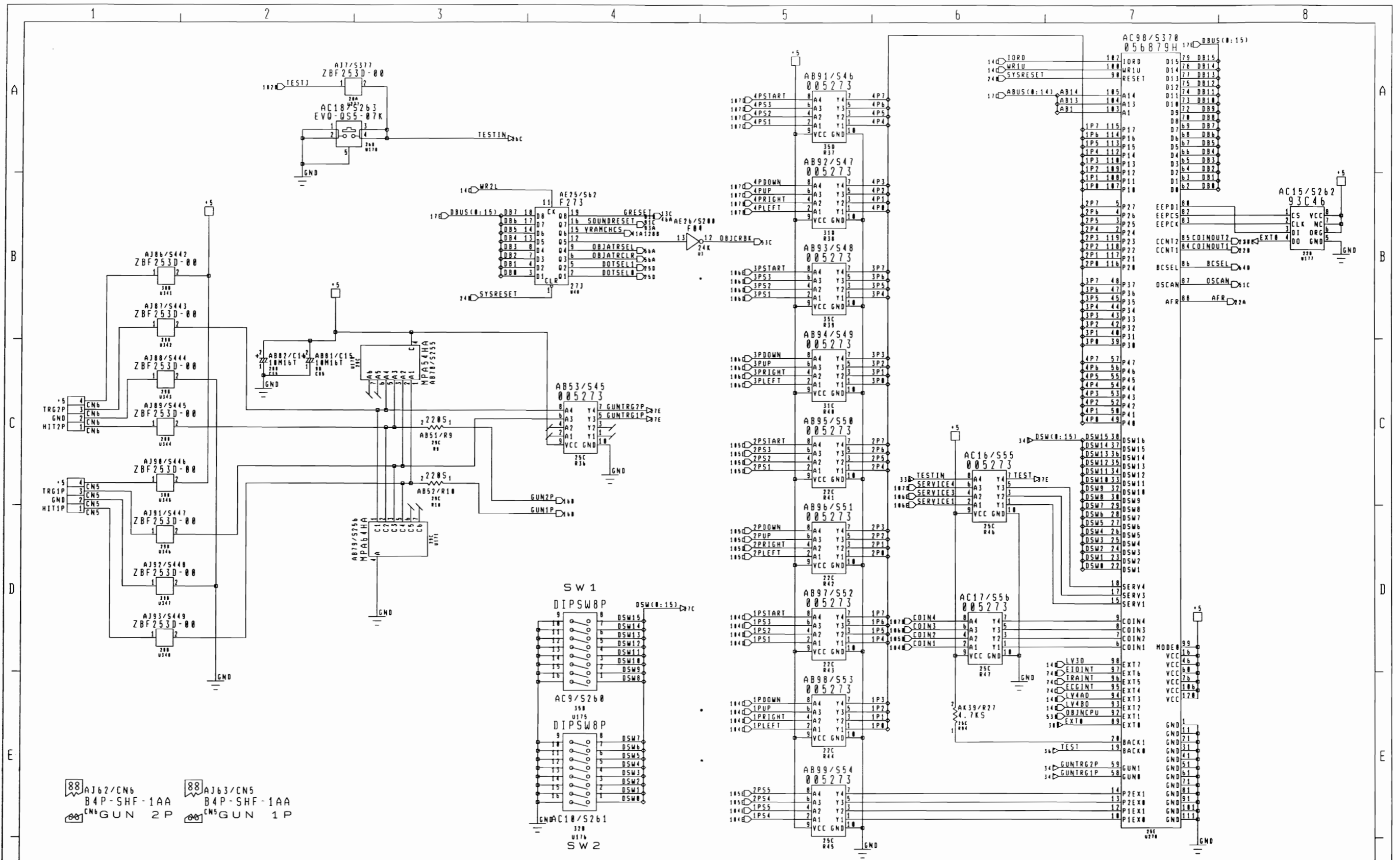
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	CHECK	<i>Shishima</i>	PAGE	
	APPROVE	<i>Akano</i>	CODE NO.	354471C
	SCALE		REG. TYPE	GX300 PWB354192B
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	94.3.30		



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DRAWING	DESIGN	Y. MATSUI	TITLE	SCHEMATIC DIAGRAM
	DRAW	Y. MATSUI	SUBTITLE	EXBUSCONNECTOR
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	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	94. 3. 30		

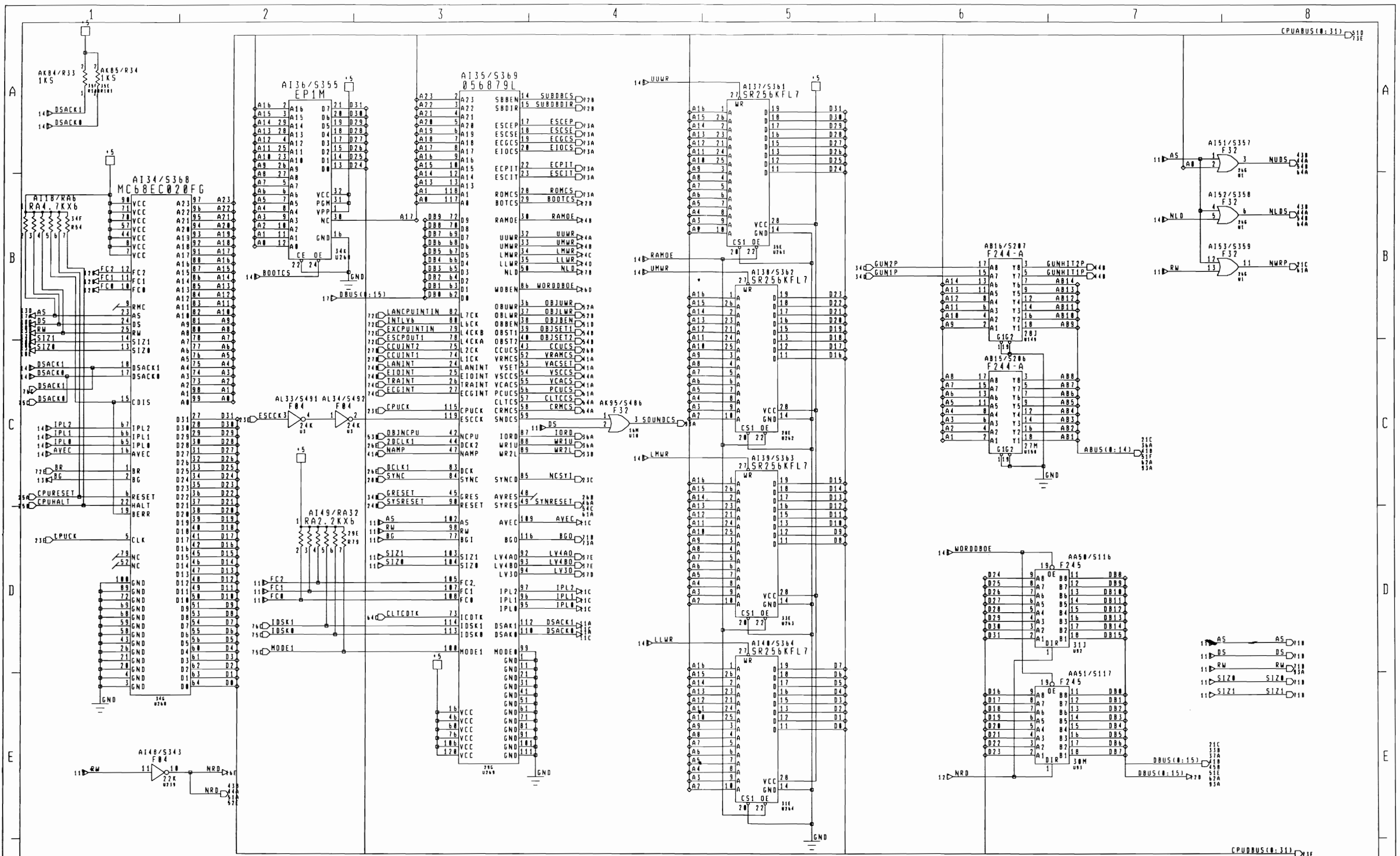


88 AJ62/CN6 B4P-SHF-1AA
 88 AJ63/CN5 B4P-SHF-1AA
 CN6 GUN 2P CN5 GUN 1P

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	CHECK	<i>[Signature]</i>	PAGE	
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	SCALE		REG. TYPE	GX300 PWB354192B
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	94.3.30		



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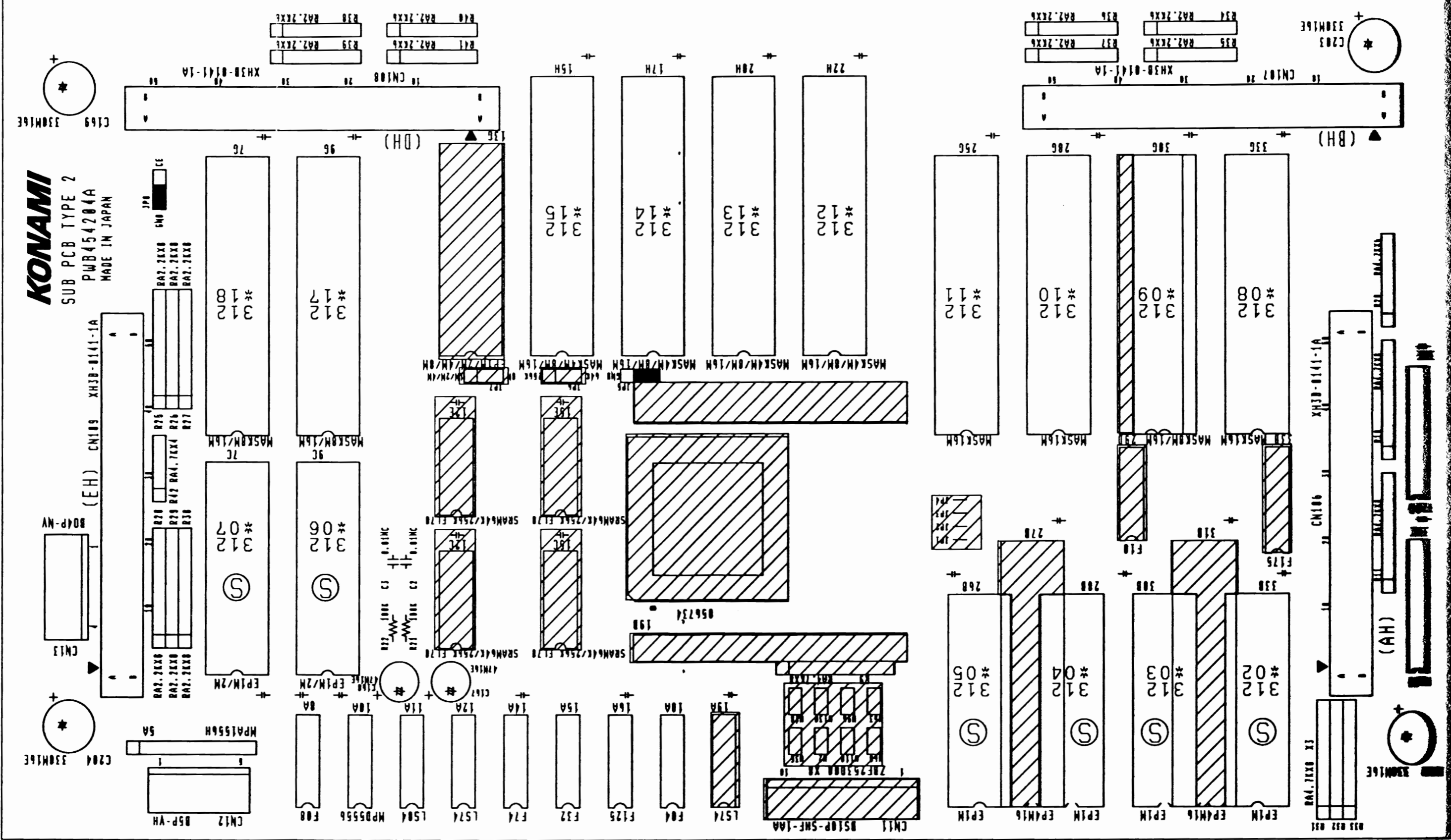
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DRAWING	DESIGN	Y. MATSUI	TITLE	SCHEMATIC DIAGRAM
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	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	94. 3. 30		

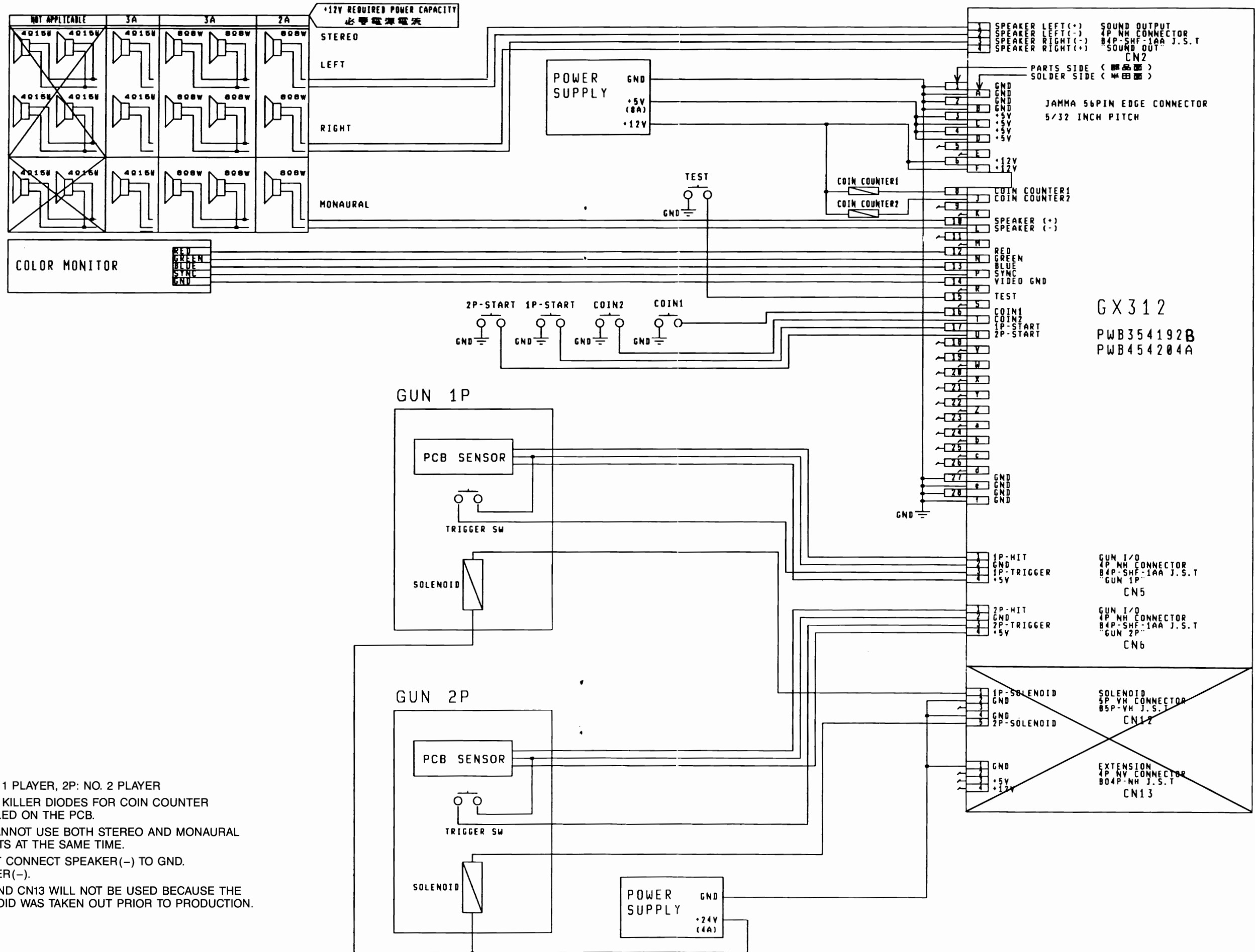
LETHAL ENFORCERS II SUB PCB LAYOUT
GUN FIGHTERS

KONAMI

SUB PCB TYPE 2
PWB454204A
MADE IN JAPAN



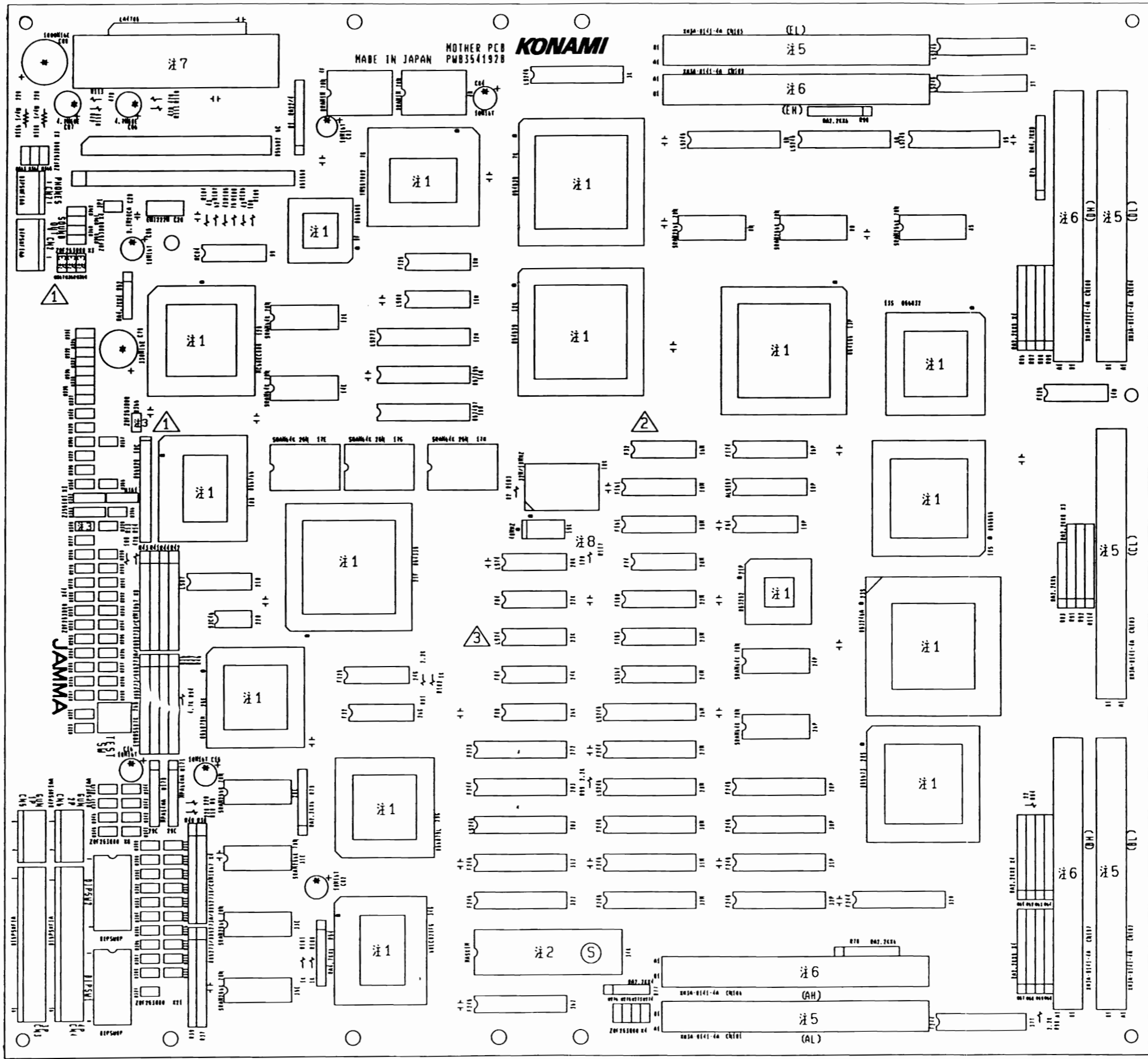
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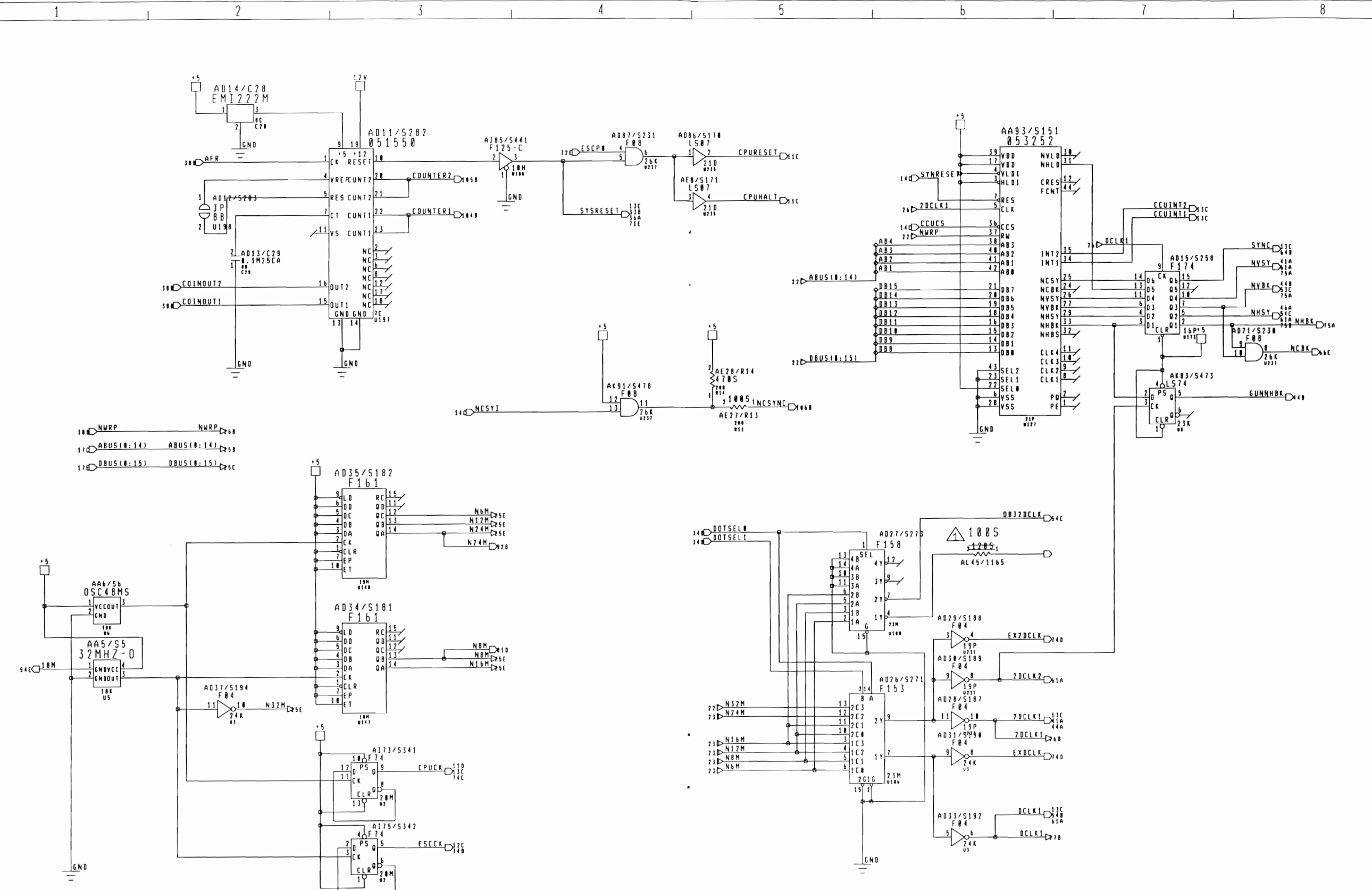


Note:

- (1) 1P: NO. 1 PLAYER, 2P: NO. 2 PLAYER
- (2) SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB.
- (3) YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.
- (4) DO NOT CONNECT SPEAKER(-) TO GND. SPEAKER(-).
- (5) CN12 AND CN13 WILL NOT BE USED BECAUSE THE SOLENOID WAS TAKEN OUT PRIOR TO PRODUCTION.

LETHAL ENFORCERS II MOTHER PCB LAYOUT GUN FIGHTERS

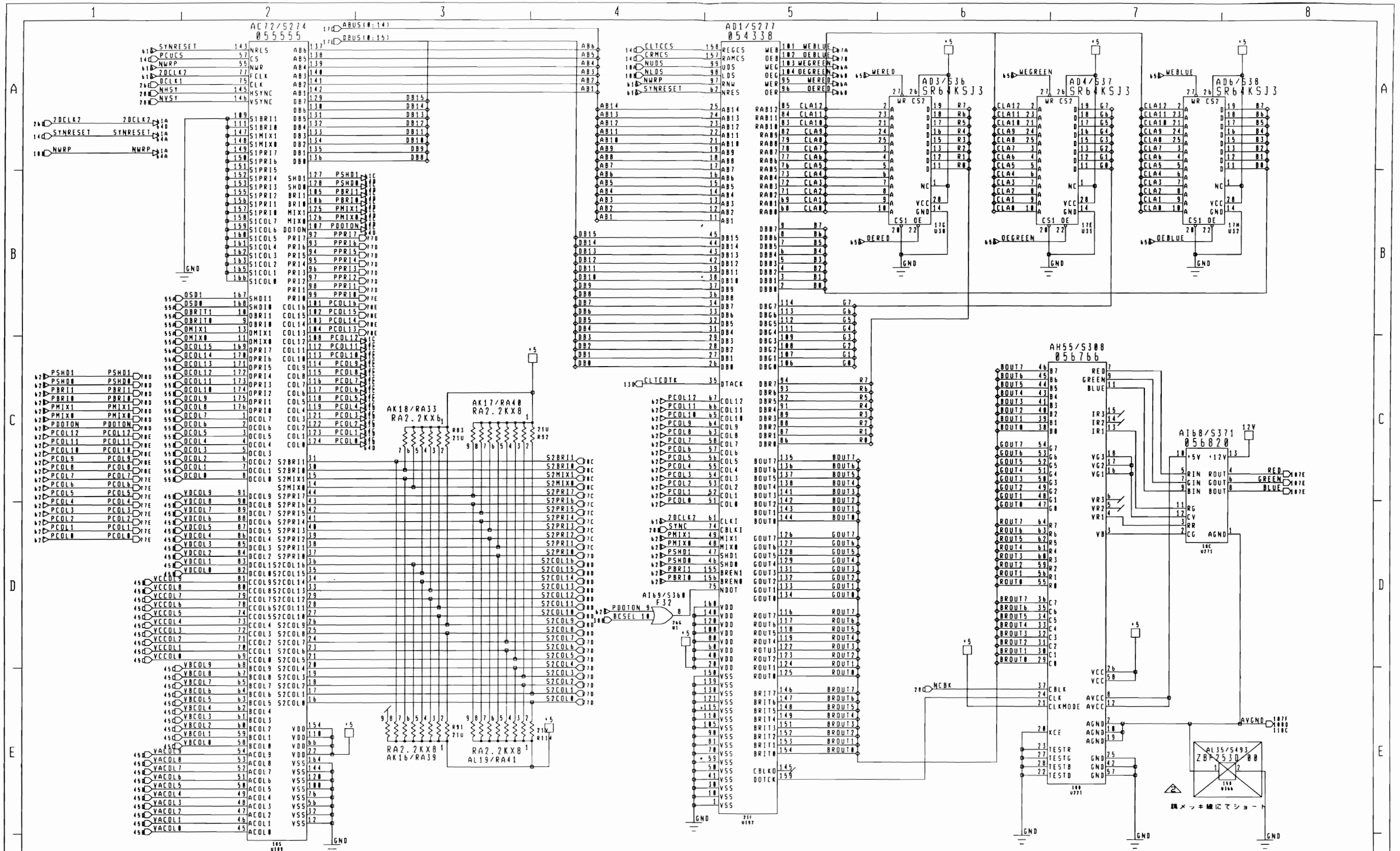




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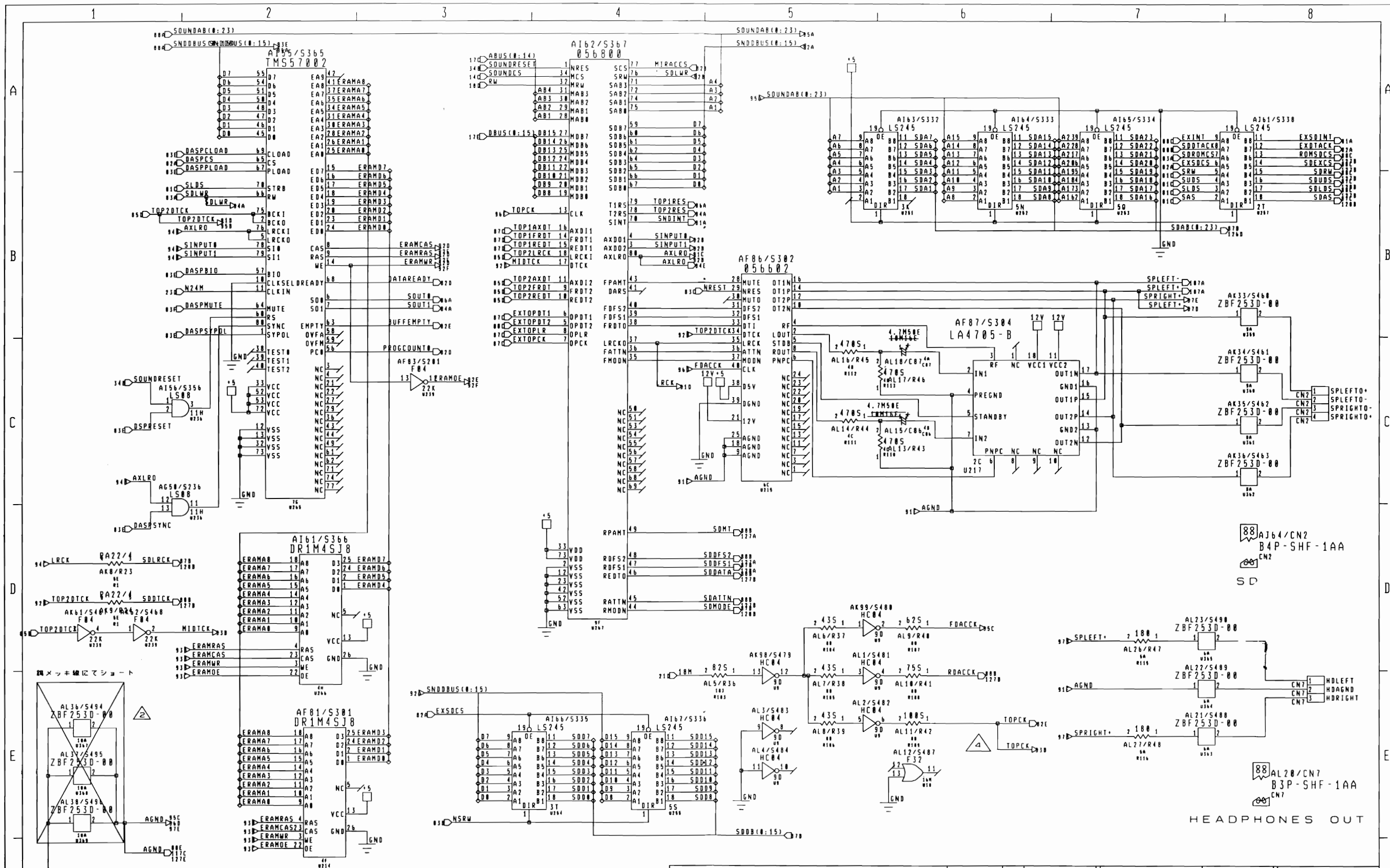
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	APPROVE	<i>[Signature]</i>	CODE NO.	354471C
	SCALE		REG. TYPE	GX300 PWB354192B
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	94. 3. 30		



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	CHECK	<i>Shoichi</i>	PAGE	
	APPROVE	<i>Alvora</i>	CODE NO.	354471C
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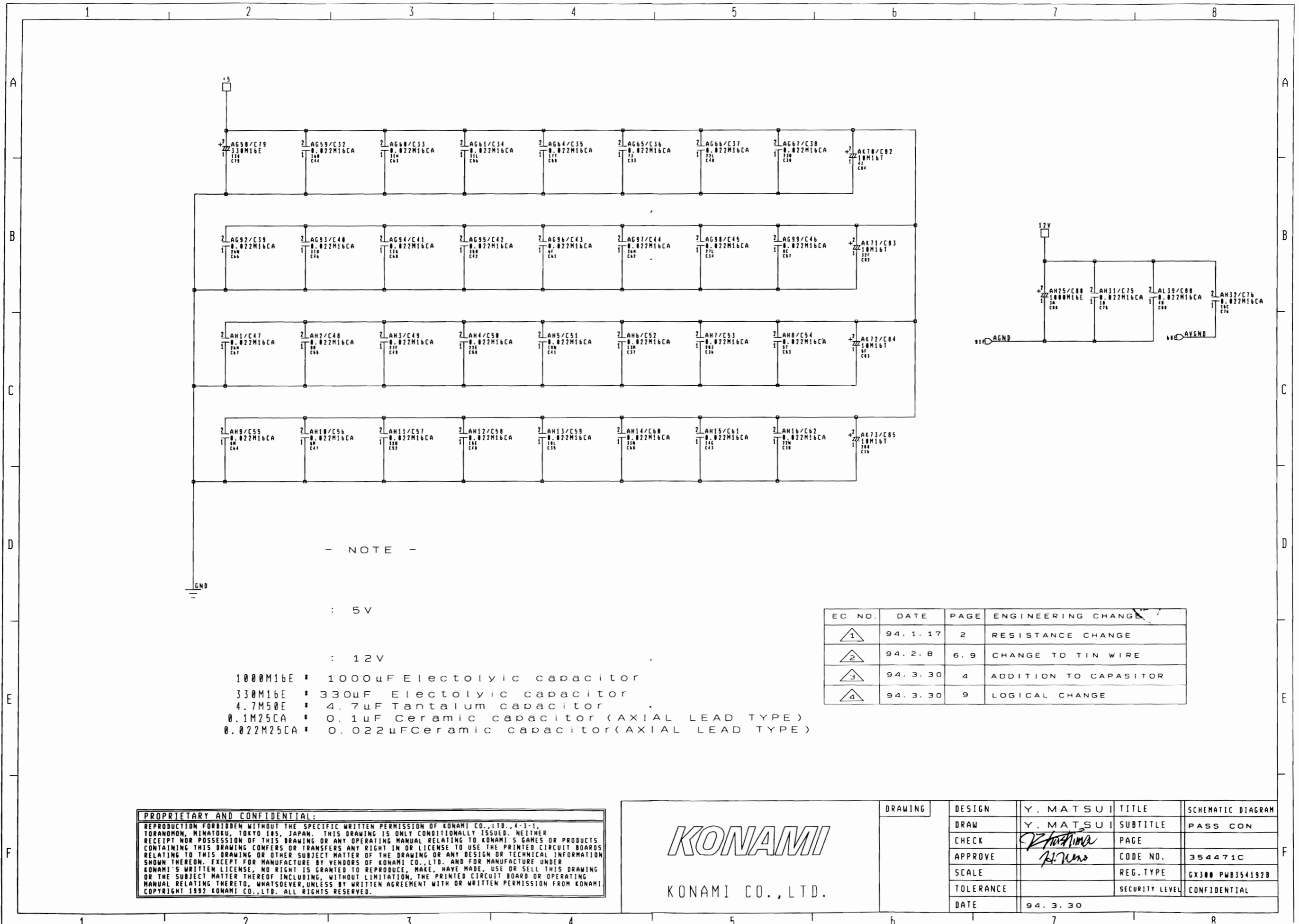
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	DATE	94. 3. 30		



- NOTE -

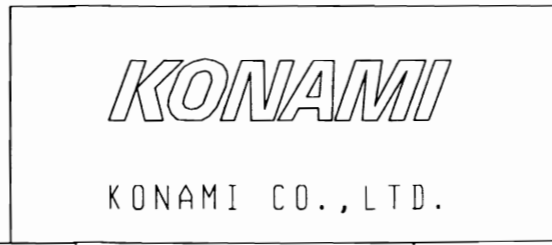
: 5V

: 12V

- 1000M16E : 1000µF Electrolytic capacitor
- 330M16E : 330µF Electrolytic capacitor
- 4.7M50E : 4.7µF Tantalum capacitor
- 0.1M25CA : 0.1µF Ceramic capacitor (AXIAL LEAD TYPE)
- 0.022M25CA : 0.022µF Ceramic capacitor (AXIAL LEAD TYPE)

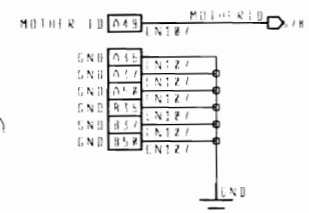
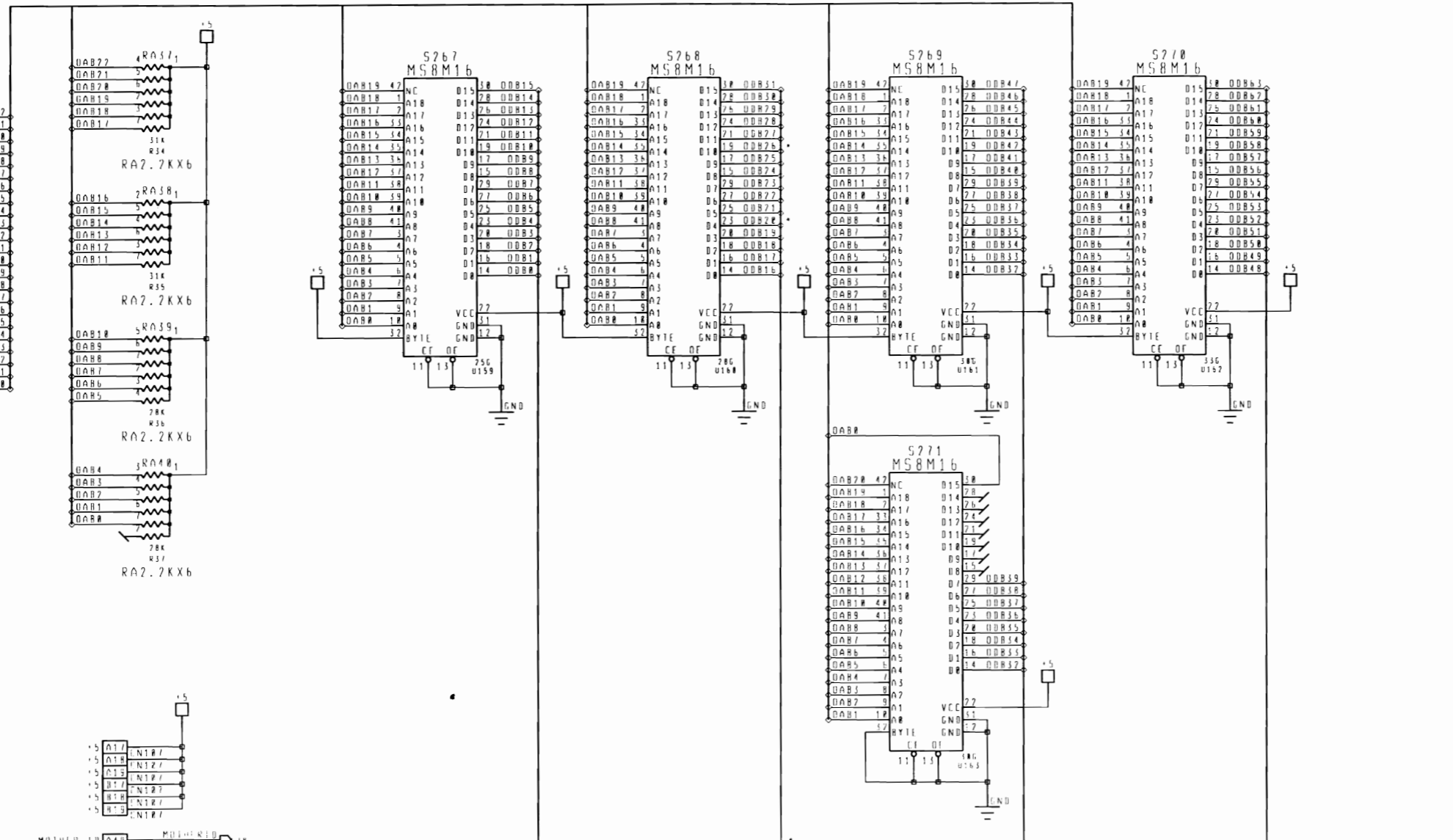
EC NO.	DATE	PAGE	ENGINEERING CHANGE
1	94. 1. 17	2	RESISTANCE CHANGE
2	94. 2. 8	6. 9	CHANGE TO TIN WIRE
3	94. 3. 30	4	ADDITION TO CAPASITOR
4	94. 3. 30	9	LOGICAL CHANGE

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		CHECK	<i>[Signature]</i>	PAGE	
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		SCALE		REG. TYPE	GX300 PWB354192B
		TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
		DATE	94. 3. 30		

OA77 849 CN187 / OAB22
 OA71 848 CN187 / OAB21
 OA70 847 CN187 / OAB20
 OA19 846 CN187 / OAB19
 OA18 845 CN187 / OAB18
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 OA9 836 CN187 / OAB9
 OA8 835 CN187 / OAB8
 OA7 834 CN187 / OAB7
 OA6 833 CN187 / OAB6
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 88 CN187 /

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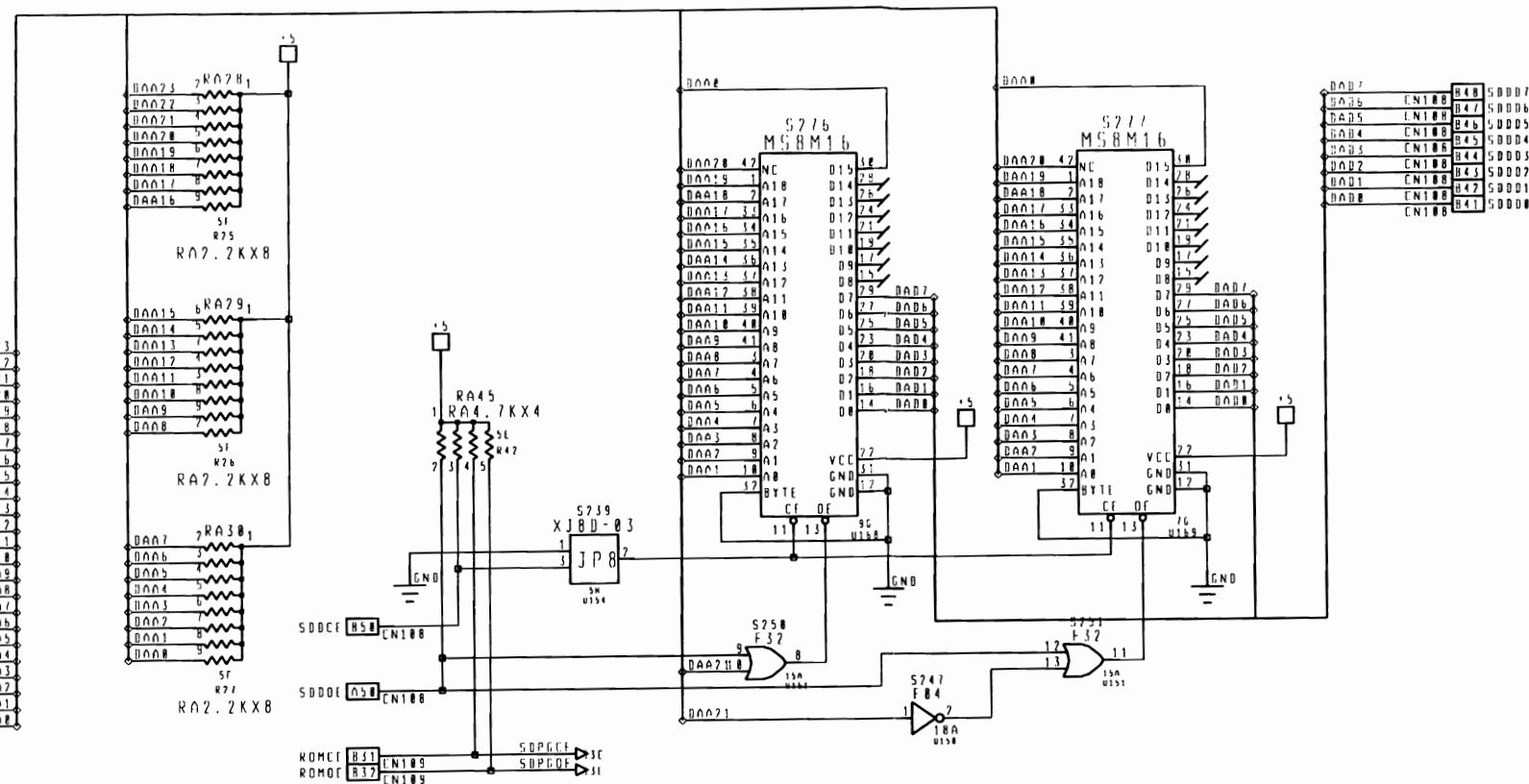
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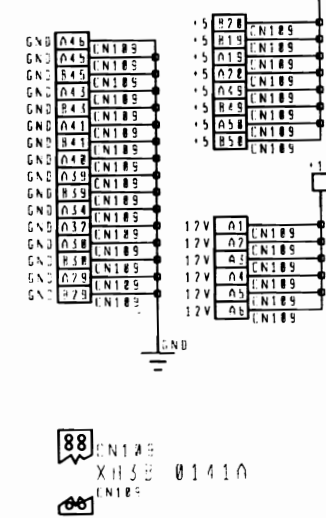
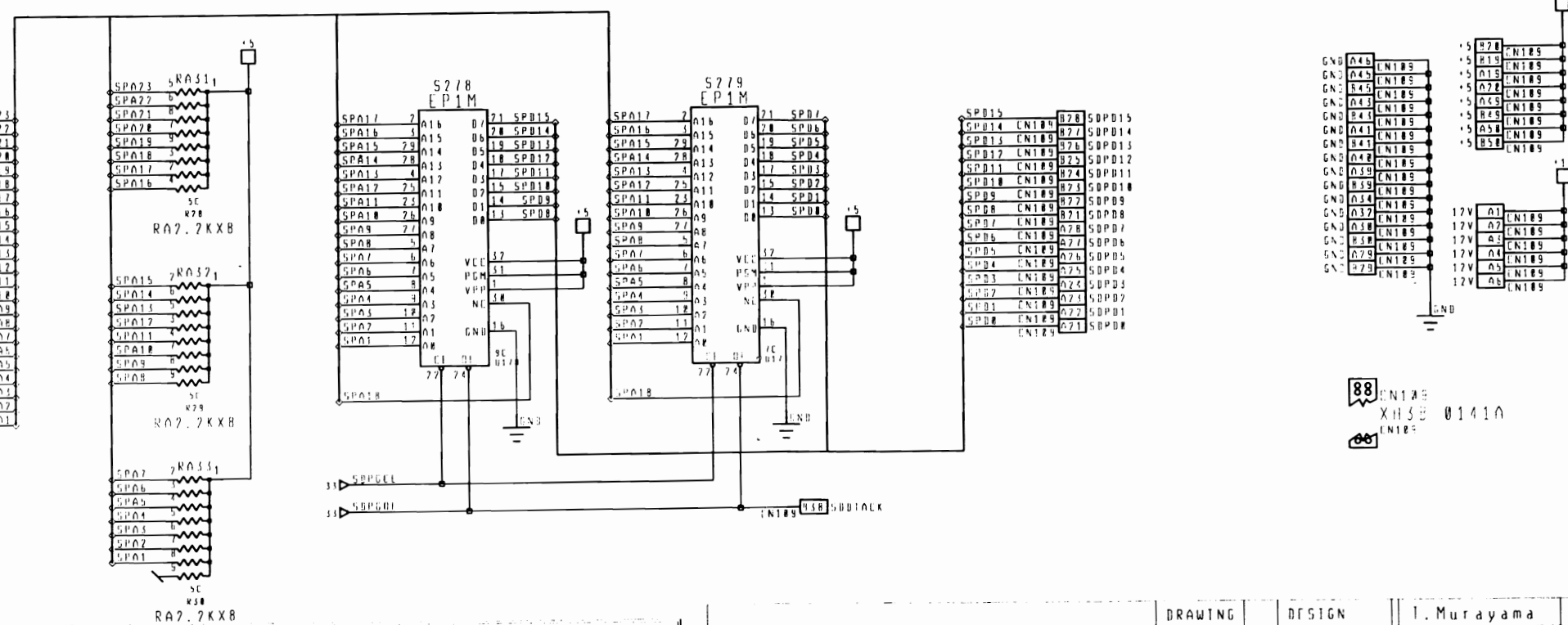
DRAWING	DESIGN	I. Murayama	TITLE	SCHEMATIC DIAGRAM
	DRAW	I. Murayama	SUBTITLE	OBJ
	CHECK	<i>Z. Hoshino</i>	PAGE	
	APPROVE	<i>A. Uno</i>	CODE NO.	354624
	SCALE		REG. TYPE	SUB PCB TYPE 2
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1994. 3. 3		

EXCS B33 CN109

SDBA23	A48	ENT88	DA023
SDBA22	A47	ENT88	DA022
SDBA21	A46	ENT88	DA021
SDBA20	A45	ENT88	DA020
SDBA19	A44	ENT88	DA019
SDBA18	A43	ENT88	DA018
SDBA17	A42	ENT88	DA017
SDBA16	A41	ENT88	DA016
SDBA15	A40	ENT88	DA015
SDBA14	A39	ENT88	DA014
SDBA13	A38	ENT88	DA013
SDBA12	A37	ENT88	DA012
SDBA11	A36	ENT88	DA011
SDBA10	A35	ENT88	DA010
SDBA09	A34	ENT88	DA009
SDBA08	A33	ENT88	DA008
SDBA07	A32	ENT88	DA007
SDBA06	A31	ENT88	DA006
SDBA05	A30	ENT88	DA005
SDBA04	A29	ENT88	DA004
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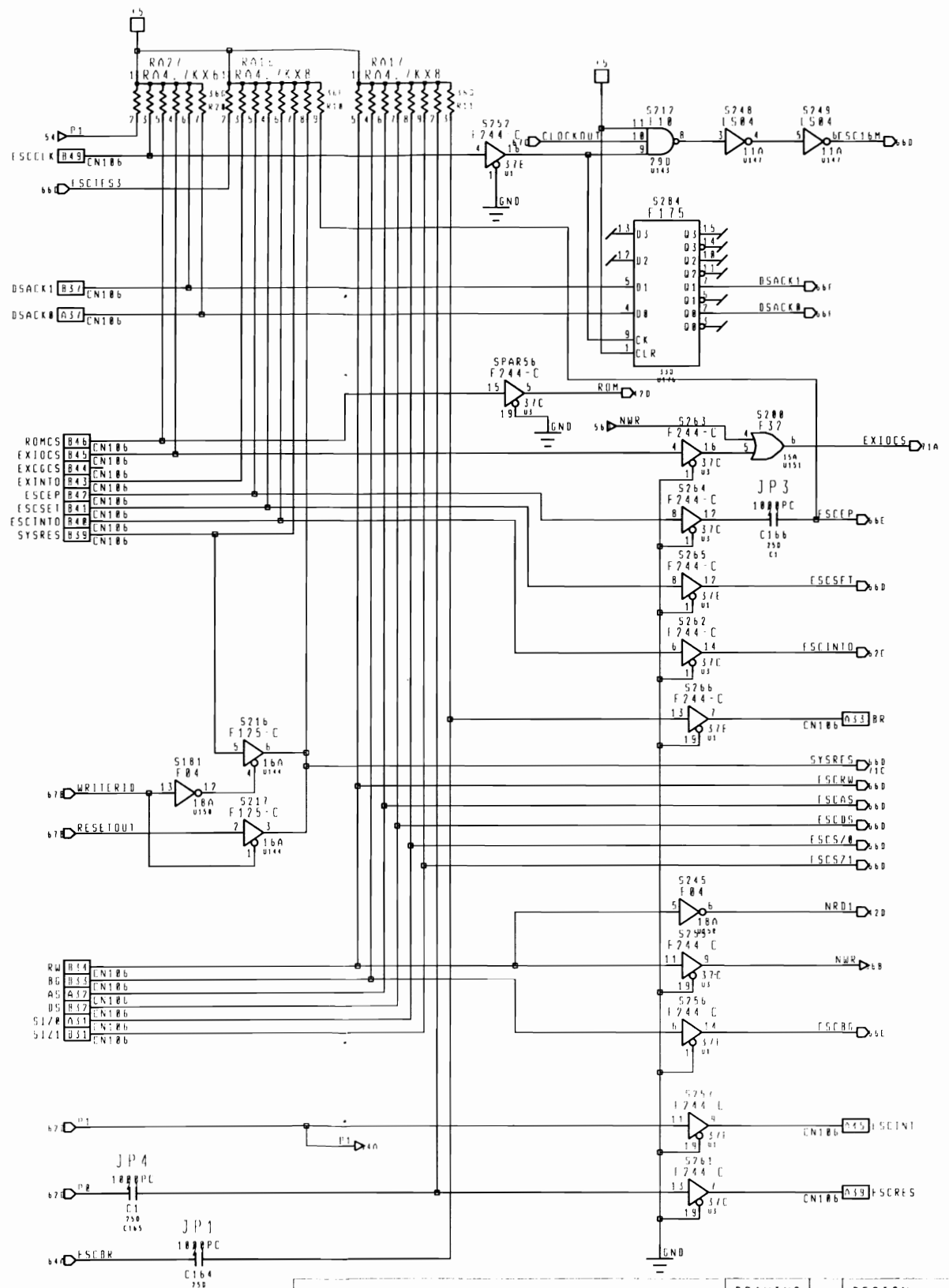
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SDBA22	A47	ENT88	DA022
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SDBA18	A43	ENT88	DA018
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SDBA16	A41	ENT88	DA016
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SDBA13	A38	ENT88	DA013
SDBA12	A37	ENT88	DA012
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SDBA07	A32	ENT88	DA007
SDBA06	A31	ENT88	DA006
SDBA05	A30	ENT88	DA005
SDBA04	A29	ENT88	DA004
SDBA03	A28	ENT88	DA003
SDBA02	A27	ENT88	DA002
SDBA01	A26	ENT88	DA001
SDBA00	A25	ENT88	DA000



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	DRAW	1. Murayama	SUBTITLE	SOUND
	CHECK	<i>[Signature]</i>		
	APPROV	<i>[Signature]</i>	CODE NO.	354624
	SCALE		REG. TYPE	SUB PCB TYPE 2
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1994. 3. 3		



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DRAWING	DESIGN	I. Murayama	TITLE	SCHEMATIC DIAGRAM
	DRAW	I. Murayama	SUBTITLE	I S C C I K
	CHECK	<i>[Signature]</i>		
	APPROVE	<i>[Signature]</i>	CODE NO.	354624
	SCALE		REG. TYPE	SUB PCB TYPE 2
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1994. 5. 3		