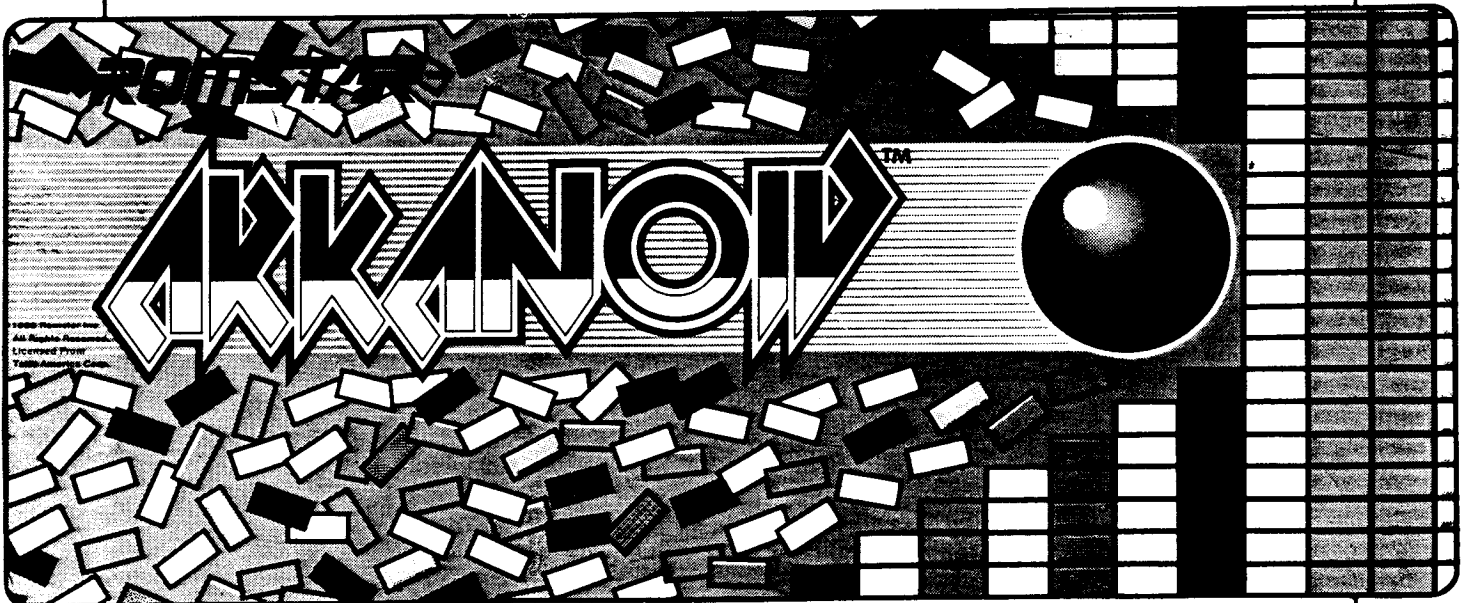


**ROMSTAR™ INC.**

# ARKANOID™

**Instruction Manual**



Romstar, Inc.

3043 Kashiwa Street, Torrance, CA 90505

Phone (213) 539-2744 Fax (213) 539-3626 Telex 182426

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## HARNESS

Wire Color	Solder Side		Parts Side		Wire Color
Black	Ground	A	1	Ground	Black
Black	Ground	B	2	Ground	Black
Red	+5VDC	C	3	+5VDC	Red
Red	+5VDC	D	4	+5VDC	Red
	N/A	E	5	N/A	
Yellow	+12VDC	F	6	+12VDC	Yellow
	Post	H	7	Post	
Red	Coin Counter 2	J	8	Coin Counter 1	Violet
	Coin Lockout	K	9	Coin Lockout	
Black	Speaker (-)	L	10	Speaker (+)	Gray
	N/A	M	11	N/A	
Green	Video Green	N	12	Video Red	Red
White	Video Sync (Comp/Neg)	P	13	Video Blue	Blue
Pink	Service Switch	R	14	Video Ground	Black
Yellow	Tilt Switch	S	15	Test Switch	Blue
Orange	Coin 2	T	16	Coin 1	Tan
Gray	2P Start	U	17	1P Start	Brown
Green	2P Up	V	18	1P Up	Green
Blue	2P Down	W	19	1P Down	Blue
Violet	2P Left	X	20	1P Left	Violet
Yellow	2P Right	Y	21	1P Right	Yellow
Red	2P Fire	Z	22	1P Fire	Red
Orange	2P Bomb	a	23	1P Bomb	Orange
	N/A	b	24	N/A	
	N/A	c	25	N/A	
	N/A	d	26	N/A	
Black	Ground	e	27	Ground	Black
Black	Ground	f	28	Ground	Black

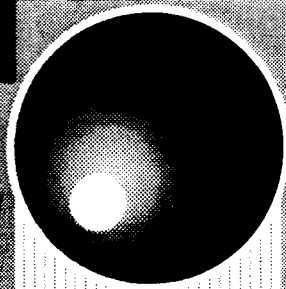
# ARKANOID

## NEW GAME PACKAGE CONTENTS

1 Main Printed Circuit Board (PCB)	1 Marquee
1 PCB Cage (FCC Required)	1 Control Panel Overlay
1 Set Legs, Bolts, & Spacers	1 Plex Control Cover
1 Connecting Wire Harness	1 Set Side Graphics
1 Control Assy.	1 Set Play Instructions & Function Labels
4 Player Button Assemblies	1 Service and Installation Manual

**Note:** Replacement accessories available through your exclusive **Romstar** distributor.

POWER REQUIREMENTS		MONITOR REQUIREMENTS
+5 VDC +12 VDC	7 amp minimum 1 amp minimum	Vertical Mount Raster Scan Negative Composite Sync



TM

# SONAR

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## CATCH CAPSULES AND REINFORCE THE VAUS!!



**SLOW**

SLOWS DOWN THE ENERGY BALL.



**LASER**

ENABLES THE VAUS TO FIRE LASER BEAMS.



**CATCH**

CATCHES THE ENERGY BALL AND SHOTS IT WHEN YOU WANT TO.



**BREAK**

ALLOWS PLAYER TO MOVE TO NEXT PLAYFIELD.



**EXPAND**

EXPANDS THE VAUS.



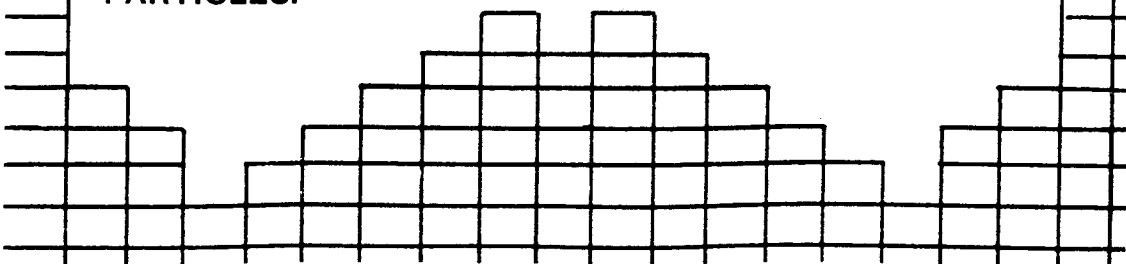
**PLAYER**

GAINS AN ADDITIONAL VAUS.



**DISRUPT**

SPLITS THE ENERGY BALL INTO THREE PARTICLES.



## Time to Apply Power:

1. Look for a smell for smoke. (TURN OFF IMMEDIATELY IF ANY IS NOTICED)
2. Listen for game sounds.

If after one minute you have not heard any sounds:

- A) Check for proper dip switch settings.
- B) Adjust volume control and check speaker connections.
- C) Check the +12V power supply to the logic board.

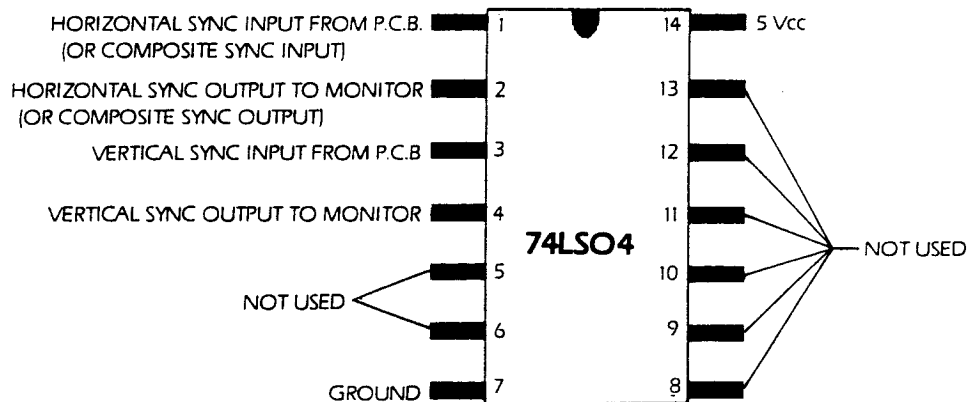
**NOTE:** If you do get sounds, but they are a little fuzzy, switch the wires around on the speaker.

3. How is the monitor image?

### A) Is the picture in sync?

If your picture has the top and bottom halves of the screen reversed and it will not stop rolling, change your sync polarity on the monitor. (Positive to negative).

If your monitor does not have dual polarity positions for sync, then you will need to reverse the sync yourself by installing a simple one I.C. circuit between the logic board and the monitor. (The following illustration shows a hookup for both **composite** and **separate** syncs.



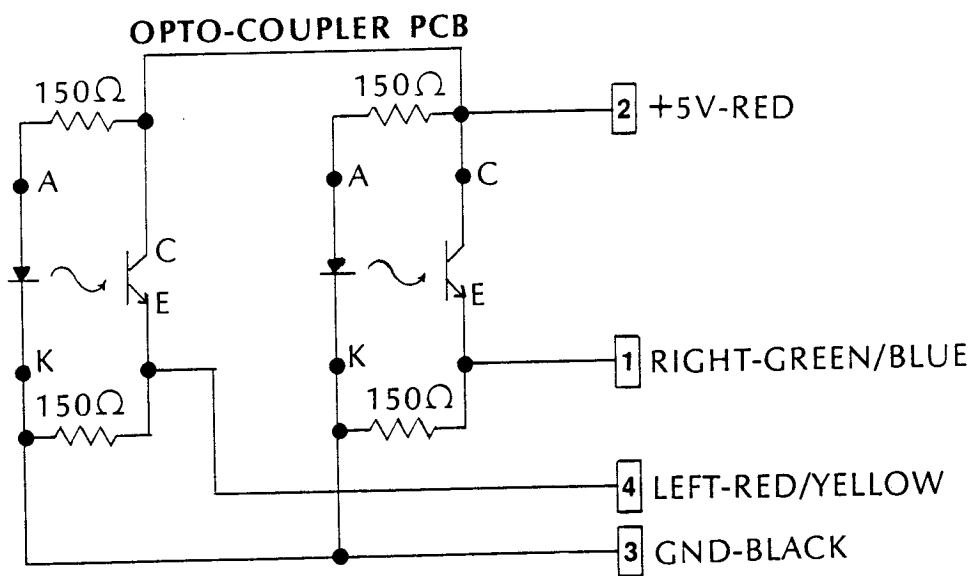
### B) Now how's your picture?

- Is it centered?
- Is it too bright or dim?
- Is it in focus?

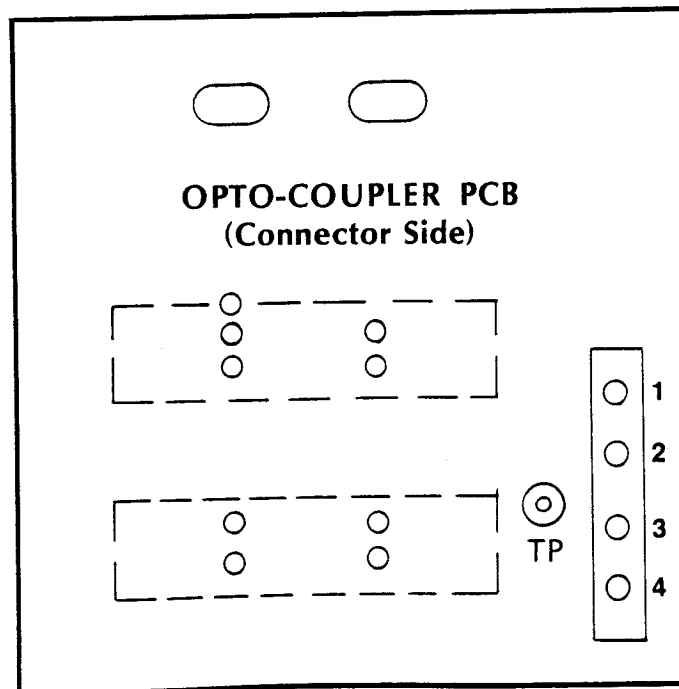
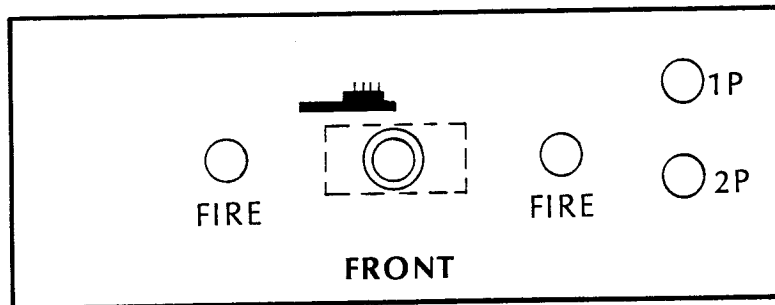
Check your monitor manual for these adjustments. If your screen looks "off", then your **new game** transformation may have been in vain. So let's take the time to make the monitor look great.

### C) Is the picture upside-down?

Dip switch 7 should solve your problems.



### CONTROL PANEL LAYOUT



TO REMOVE KNOB & SHAFT ASSEMBLY - REMOVE NUT, SPROCKET, & E-CLIP FROM MAIN SHAFT.

**NOTE :** USE CONTROL ASSY. AS A TEMPLATE FOR MOUNTING HOLES ON CONTROL PANEL.