Thank You for downloading this manual. I hope it helps you resolve any issues you have had with your game.

This manual was purchased, and scanned by Basement Arcade Associates, www.basementarcade.com and is offered for FREE download at our site.

This PDF is NOT to be distributed on any collection CD / DVD, nor is to be linked to via any other internet site without permission from us. Likewise it is not to be distributed from any other site without our permission.

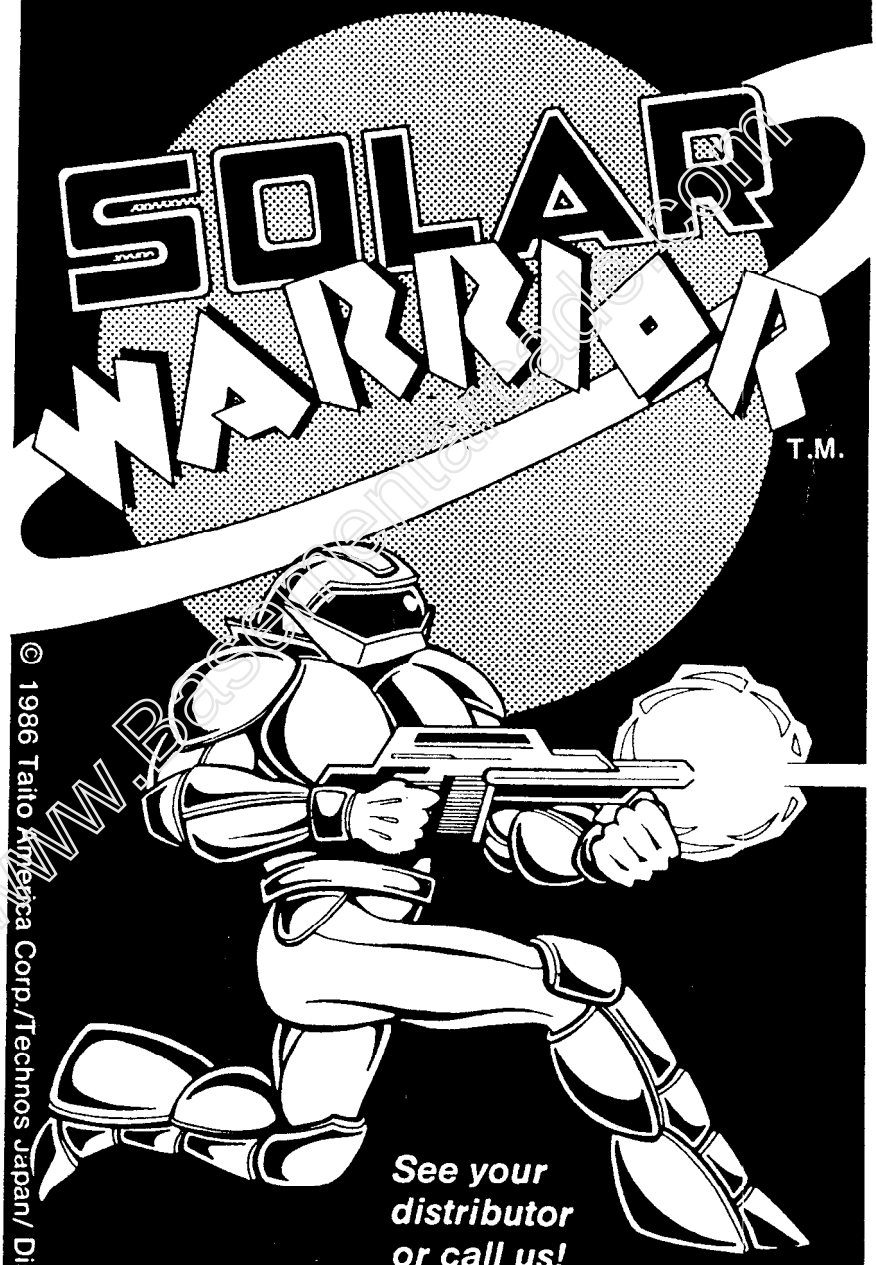
Abiding by these requests, will insure the continuing support of new manuals added to our site.

All original copyrights held by their original owners, This PDF copyrighted Basement Arcade Associates.

-=Mark=-

www.basementarcade.com

More Mania from MEMETRON!



© 1986 Taito America Corp./Technos Japan/ Distributed by MEMETRON

See your distributor or call us!

memetron INC.

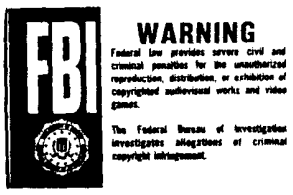
2350 Brickvale Drive
Elk Grove Village, IL 60007
Phone: (312) 595-2828
Telex:210227 ansb. memory

VIDEO GAME OPERATOR:

Don't Get Involved In A Federal Crime. Don't Buy Or Operate Copy Or Unauthorized Boards In Your Games.

Every operator who buys or operates a counterfeit or unauthorized board (imported or domestic) is contributing to the end of our industry and committing a FEDERAL CRIME.

New criminal laws have recently been enacted that provide for maximum penalties of $250,000 or five years in prison or both, per offense. EACH GAME IS A SEPARATE OFFENSE.



If you have any information about any unauthorized games in the United States, contact your local FBI or,

American Amusement Machine Association

205 The Strand
Suite 3
Alexandria, Virginia 22314
(703) 548-8044

All information will be treated in confidence.

www.BasementPinball.com

IMPORTANT
F.C.C.
WARNING

THIS KIT IS INTENDED FOR USE ONLY ON COIN OPERATED VIDEO GAMES MANUFACTURED AFTER OCT. 1, 1983, AND ARE VERIFIED TO COMPLY WITH THE REQUIREMENTS IN PART 15 OF THE FCC RULES FOR CLASS A COMPUTING DEVICES. IMPROPER CONNECTION OF THE KIT, OR CONNECTION TO ANY OTHER OPERATED VIDEO GAME NOT SO MANUFACTURED, OR VERIFIED FOR COMPLIANCE, MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION; THUS REQUIRING THE OPERATOR TO MAKE THE NECCESSARY CHANGES TO CORRECT THE INTERFERENCE.

MEMETRON, INC. ASSUMES NO RESPONSIBILITY FOR KITS IMPROPERLY CONNECTED TO GAMES FOR WHICH USE IS NOT INTENDED.

W A R N I N G

MAKE SURE YOUR POWER SUPPLY PROVIDES THESE DC VOLTAGES:
+5 D.C. AT 7A, +12 D.C. AT 1A & -5 D.C. VOLTS.

Pac-man, Ms Pac-man, Galaxian and other select games DO NOT provide a D.C. power supply. MEMETRON will not assume responsibilty for p.c. boards returned with damage caused by the introduction of improper voltages.

Pac-man, Ms Pac-man, and Galaxian are trademarks of Bally Midway.

www.BaseMountainGames.com

K I N G K I T C O N T E N T S

SOLAR WARRIOR P.C. BOARD

INSTRUCTION MANUAL

CRT PLEXI

MARQUEE PLEXI

JOYSTICKS (1)

CONTROL PANEL OVERLAY

CONTROL PANEL DECALS

INSTRUCTION DECALS

WIRING HARNESS

Contact your Memetron distributor for replacement parts.

S O L A R W A R R I O R C O N V E R T S A N Y
C O L O R R A S T E R S C A N M O N I T O R
T H A T I S O R C A N B E M O U N T E D
H O R I Z O N T A L L Y

N O T I C E

Parts salvaged from your old game are required to complete your kit. These salvaged parts must operate perfectly for the converted game to perform properly and safely.

MAKE SURE YOUR POWER SUPPLY AND MONITOR ARE WORKING PROPERLY BEFORE ATTEMPTING CONVERSION!

www.Basementarcade.com

C A B I N E T

Reconditioning the cabinet is one of the most important things that you must do. Remove all old graphics and artwork from the cabinet. Clean the cabinet, and paint if neccesary. Remember... A new game promotes player interest. This conversion is a new game....MAKE SURE IT LOOKS LIKE ONE.

www.Basementarcade.com

C O N T R O L P A N E L

1) Remove the old buttons, joystick and control panel overlay (note... do not throw out parts, certain items are required to complete your new control panel.)

2) Refer to suggested control panel layout.(below.)

3) Drill any new holes that are neccesary.

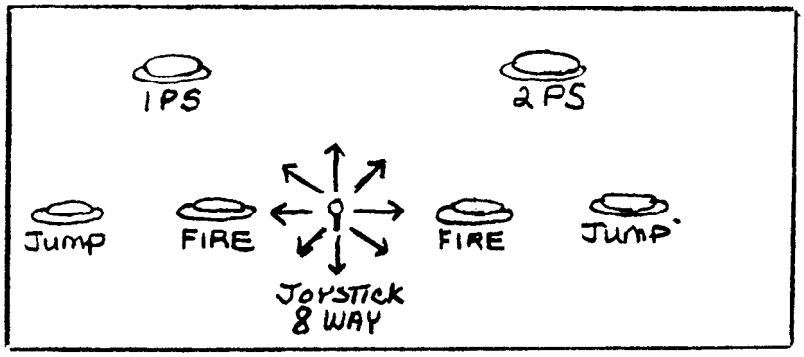
4) Plug any holes that will not be used, a common auto body bondo is probably the quickest filler available.

5) Carefully apply the new control panel overlay. Avoid getting air bubbles under the vinyl.

6) Once the overlay is in place, use an exacto knife to cut out the button and joystick holes.

7) Place the new buttons, joystick and instruction decals on the control panel.

SUGGESTED CONTROL PANEL FOR SOLAR WARRIOR



C R T A N D M A R Q U E E P L E X I

(wear protective eyewear while cutting plexis)

1) The marquee and crt plexi must be cut to fit your game. Do not remove paper mask until this is done.

2) Remove old marquee and crt plexi from game.

3) Use these to measure and mark the new plexi for cutting.

4) The plexis can be cut the same way you cut tile or window glass. We suggest using a scribing knife . Using a straight edge to guide the knife, draw the scriber several times along the edge. Make sure your cuts go from end to end cleanly.

5) Lay the plexi on a table with the scribe mark hanging over the edge. While clamping the plexi to the table apply sharp downward pressure to the other side. Sandpaper should remove any rough edges.

G R O U N D I N G

TO ASSURE PROPER GAME OPERATION AND TO PREVENT SHOCK HAZARD,

MAKE SURE GAME IS PROPERLY GROUNDED. DO NOT USE A "CHEATER"

PLUG TO DEFEAT THE GROUNDING PIN ON THE POWER CORD!

N O T I C E

For safety and reliability, Memetron,Inc does not recommend or authorize any substitute parts or modifications of Memetron equipment.

Use of non Memetron parts and modifications of circuitry may adversely affect game performance.

Substitute parts or equipment modification may void FCC type acceptance.

Since this game is protected by federal copyright, trademark and patent laws, unauthorized game conversions may be illegal under federal law.

This "conversion" principal also applies to unauthorized facsimilies of Memetron,Inc., equipment logos, designs, publications, assemblies and games (or features not deemed to be in the public domain), whether manufactured with Memetron components or not.

www.BasementArcade.com

C O I N C O U N T E R

To properly connect a coin counter on Solar Warrior you will need the following items.

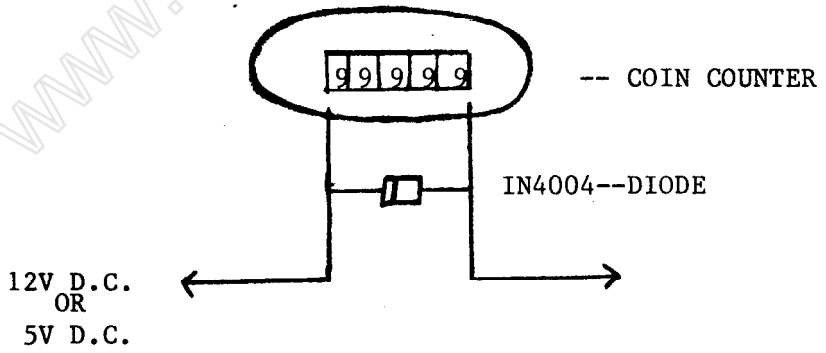
1) 12 volt coin counter (1)
2) 1N 4004 diode (1)

(see diagram below)

1) Connect the coin counter wire from the P.C. board to the anode side of the 1N 4004 diode, the connect to one lead of the coin counter.

2) Connect the other lead of the coin meter to the cathode side of the diode, then connect to 12 volt D.C. on your power supply.

3) MAKE SURE THE DIODE IS IN PLACE AND HOOKED UP CORRECTLY OR DAMAGE TO THE PC BOARD MAY OCCUR.



IF YOU HAVE ANY QUESTIONS CONTACT YOUR MEMETRON SERVICE REPRESENTATIVE

* (312)-595-2828 *

www.Basementarcade.com

SOLAR WARRIOR

MAIN HARNESS PIN OUT CONNECTION

PARTS SIDE

PIN NO.	SIGNAL NAME	COLOR	GA
1	POWER SUPPLY GND	BLACK	18
2	CONTROL PANEL GND	BLACK	18
3	NOT USED	--	--
4	+5V DC REGULATED	RED	18
5	-5V DC REGULATED	YELLOW	18
6	+12V DC REGULATED	ORANGE	18
7	NOT USED	--	--
8	COIN COUNTER 1	BLUE-RED	22
9	NOT USED	--	--
10	SPEAKER	VIOLET	22
11	NOT USED	--	--
12	VIDEO RED	RED	22
13	VIDEO BLUE	BLUE	22
14	VIDEO GND	BLACK	22
15	NOT USED	--	--
16	COIN SW 1	BLUE-GRAY	22
17	1P START	GRAY	22
18	1P UP	ORANGE	22
19	1P DOWN	GRAY-YELLOW	22
20	1P LEFT	BROWN	22
21	1P RIGHT	BROWN-WHITE	22
22	1P SHOOT	BLUE-YELLOW	22
23	1P JUMP	BLUE-GREEN	22
24	NOT USED	--	--
25	NOT USED	--	--
26	NOT USED	--	--
27	NOT USED	--	--
28	NOT USED	--	--

www.Basementarcade.com

SOLAR WARRIOR

MAIN HARNESS PIN OUT CONNECTION

SOLDER SIDE

PIN NO.	SIGNAL NAME	COLOR	GA
A	COIN DOOR GND	BLACK	18
B	NOT USED	--	--
C	NOT USED	--	--
D	NOT USED	--	--
E	NOT USED	--	--
F	NOT USED	--	--
G	NOT USED	--	--
H	NOT USED	--	--
J	COIN COUNTER 2	RED-BLUE	22
K	NOT USED	--	--
L	SPEAKER	VIOLET-WHITE	22
M	NOT USED	--	--
N	VIDEO GREEN	GREEN	22
P	NEGATIVE COMPOSITE SYNC	WHITE	22
R	SERVICE	YELLOW-BLUE	22
S	NOT USED	--	--
T	COIN SWITCH 2	GRAY-BLUE	22
U	2P START	ORANGE-WHITE	22

FOR COCKTAIL TABLE ONLY

V	2P UP	BLACK-ORANGE	22
W	2P DOWN	BLACK-RED	22
X	2P LEFT	BLACK-BROWN	22
Y	2P RIGHT	BLACK-WHITE	22
Z	2P SHOOT	BLACK-YELLOW	22
1	2P JUMP	BLACK-GREEN	22
2	NOT USED	--	--
3	NOT USED	--	--
4	NOT USED	--	--
5	NOT USED	--	--
6	NOT USED	--	--

www.Basementarcade.com

DIP SWITCH SETTINGS

DIP SWITCH 1

1	2	3	4	5	6	7	8	
								● Coin-A
OFF	OFF							1 Coin – 1 Play
ON	OFF							1 Coin – 2 Play
OFF	ON							1 Coin – 3 Play
ON	ON							2 Coin – 1 Play
								● Coin-B
		OFF	OFF					1 Coin – 1 Play
		ON	OFF					1 Coin – 2 Play
		OFF	ON					1 Coin – 3 Play
		ON	ON					2 Coin – 1 Play
								●Sound for Demonstration
				OFF				可 Sound
				ON				不 可 Not sound
								*Continue Mode
					OFF			ON
					ON			OFF
								*TV-Screen
						OFF		Table Type Use
						ON		Up-right Type Use
								*Screen Invert
							OFF	Normal
							ON	Invert

www.basementarcade.com

DIP SWITCH SETTINGS

DIP SWITCH 2

1	2	3	4	5	6	7	8	
								*Degree of Difficulty
OFF	OFF							Easy
ON	OFF							↓
OFF	ON							↓
ON	ON							Most Difficult
								*Game Time
		OFF	OFF					Normal
		ON	OFF					↓
		OFF	ON					↓
		ON	ON					Fast
								*Bonus Score
				OFF	OFF			20,000-70,000 Every 70,000
				ON	OFF			30,000-80,000 Every 80,000
				OFF	ON			20,000-80,000 Only
				ON	ON			30,000-80,000 Only
								*Number of Lifes
						OFF	OFF	2
						ON	OFF	3
						OFF	ON	6
						ON	ON	Free Play

www.basementarcade.com

SOLAR WARRIOR

MAIN HARNESS PIN OUT CONNECTION

SOLDER SIDE

UP-DATE

PIN NO.	SIGNAL NAME	COLOR	GA
A	COIN DOOR GND	BLACK	18
B	NOT USED	--	--
C	NOT USED	--	--
D	NOT USED	--	--
E	NOT USED	--	--
F	NOT USED	--	--
H	NOT USED	--	--
J	COIN COUNTER 2	RED-BLUE	22
K	NOT USED	--	--
L	SPEAKER	VIOLET-WHITE	22
M	NOT USED	--	--
N	VIDEO GREEN	GREEN	22
P	NEGATIVE COMPOSITE SNYC	WHITE	22
R	SERVICE	YELLOW-BLUE	22
S	NOT USED	--	--
T	COIN SWITCH 2	GRAY-BLUE	22
U	2P START	ORANGE-WHITE	22
	FOR COCKTAIL TABLE ONLY		
V	2P UP	BLACK-ORANGE	22
W	2P DOWN	BLACK-RED	22
X	2P LEFT	BLACK-BROWN	22
Y	2P RIGHT	BLACK-WHITE	22
Z	2P SHOOT	BLACK-YELLOW	22
1	2P JUMP	BLACK-GREEN	22
2	NOT USED	--	--
3	NOT USED	--	--
4	NOT USED	--	--
5	NOT USED	--	--
6	NOT USED	--	--

www.Basementarcade.com

SOLDER SIDE

MAIN HARNESS PIN OUT CONNECTION

SOLDER SIDE

UP-DATE

PIN NO.	SIGNAL NAME	COLOR	GA
A	COIN DOOR GND	BLACK	18
B	NOT USED	--	--
C	NOT USED	--	--
D	NOT USED	--	--
E	NOT USED	--	--
F	NOT USED	--	--
H	NOT USED	--	--
J	COIN COUNTER 2	RED-BLUE	22
K	NOT USED	--	--
L	SPEAKER	VIOLET-WHITE	22
M	NOT USED	--	--
N	VIDEO GREEN	GREEN	22
P	NEGATIVE COMPOSITE SNYC	WHITE	22
R	SERVICE	YELLOW-BLUE	22
S	NOT USED	--	--
T	COIN SWITCH 2	GRAY-BLUE	22
U	2P START	ORANGE-WHITE	22
	FOR COCKTAIL TABLE ONLY		
V	2P UP	BLACK-ORANGE	22
W	2P DOWN	BLACK-RED	22
X	2P LEFT	BLACK-BROWN	22
Y	2P RIGHT	BLACK-WHITE	22
Z	2P SHOOT	BLACK-YELLOW	22
1	2P JUMP	BLACK-GREEN	22
2	NOT USED	--	--
3	NOT USED	--	--
4	NOT USED	--	--
5	NOT USED	--	--
6	NOT USED	--	--

www.Basementarcade.com