

Side Trak

TECHNICAL MANUAL

SIDETRAK

Technical Manual

December 1979

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I. NORMAL OPERATION

A. Attract Mode

When the game is first turned on, a five lane square track is graphically displayed. Alternating with the racetrack display is TODAY'S HIGH SCORE followed by a score which changes with each new higher score attained throughout the day. During the progress of the game, Player 1's score is displayed on the upper left of the screen, Player 2's score is displayed on the upper right of the screen, and the number of crashes left is displayed in the middle of the upper screen. When the game is turned off, the high score is reset to zero.

Also displayed on screen, at the operator's selection, will be one of the following:

PL A	YER 1	-	PL A	AYER 2
1	COIN	• • • • • • • • •	. 1	PLAY
		or		
_		• • • • • • • • •		
2	COIN	• • • • • • • • •	. 2	PLAY
		or		

οr

CRASH also has a coin accumulator so a player can buy a number of games in advance.

While in the attract mode (no credits, no game in progress), the game plays automatically.

B. Introduction Mode

When a player deposits a coin, the following message comes on the screen:

SWITCH TRACKS TO AVOID CRASH WITH KILLER ENGINE

PASS STARTING POINT FOR BONUS CARS AND SCORE

ADDED TRAIN CARS INCREASES SCORE

CREDITS N

TOP THIS SCORE FOR CREDIT

Μ

Where N is the number of games in the credit counter, and M is a random score used by the TOP THIS SCORE feature. The TOP THIS SCORE MESSAGE appears when the option switch is set accordingly. At the operator's option, SIDETRAK awards one extra game to any player who matches or exceeds the M score.

C. Game Play

when a player presses one of the two START buttons (after coinage), a fanfare tune signals the start of play. The player's train starts at the bottom center of the screen (in the outer track) and moves counter-clockwise. The killer engine starts in the center of the screen, moving in the same direction.

The killer engine tries to crash into the player's train. The player must avoid crashes by changing tracks at interchanges. The player uses the FAST button to reach an interchange before the killer engine.

At game start, each player gets one car at the beginning of his train. When passengers are picked up by the train, a bell rings and the passengers disappear. When one car is attached to the train, the player gets 10 points for picking up passengers on the outside of the track. An additional 10 points are added each time passengers are picked up from a track closer to the center. For example, picking up passengers on the outer track, which is the fourth track from the center, 10 points are scored; 20 points are given for passengers picked up on the third track from the center; the second track from the center nets 30 points; the closest track to the center brings 40 points; and passengers picked up from the center track bring the highest score of 50 points.

Each time the player passes START on the outside track, another car is added to the train. For each car that is added, points are increased as passengers are picked up. For example, passengers picked up with a one-car train in the outermost track are worth 10 points. The same passengers picked up with two cars bring 20 points. Passengers picked up by three cars in the same outermost lane are worth 30 points, etc.

Play continues until the player crashes into the killer engine. If the player succeeds in picking up all the passengers without crashing into the killer engine, the player is rewarded with a bonus round. The bonus round resets the playing field and the player is given the same number of cars and passengers that he had at the end of play. For example, if there were three cars containing passengers at the end of the successful game, then the same three cars and passengers would appear on the field to begin the bonus round.

II. SELECTABLE OPTIONS

SIDETRAK has three switch selectable options. These are controlled by a 8-position DIP switch located on the main logic board at position 16A. This switch is accessible from the front of the game though the coin door. Figure 1 shows all selectable functions controlled by the 8-position DIP switch.

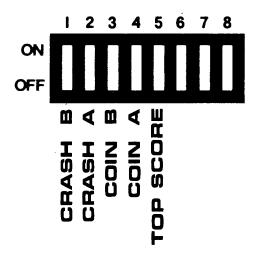


Figure 1. Functions of the 8-position DIP Switch

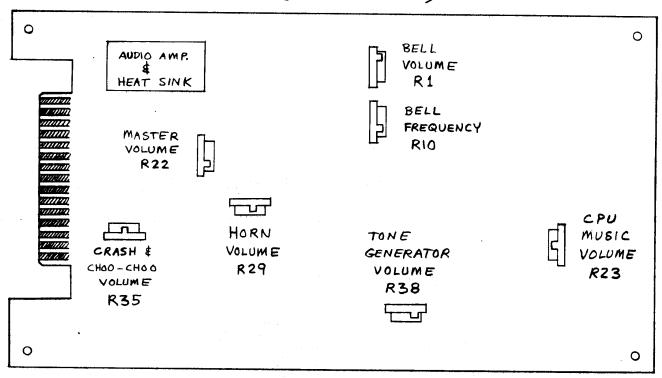
Following are the switch settings for the selection of options:

A. COINAGE	Switch 4	Switch 3
2 Player - 1 Coin	ON	ON
1 Player - 1 Coin 2 Player - 2 Coin	ON	OFF
1 Player - 2 Coin 2 Player - 4 Coin	OFF	ON
B. CRASHES (Turns)	Switch 2	Switch 1
2 Crashes	ON	ON
3 Crashes	ON	OFF
4 Crashes	OFF	ON
5 Crashes	OFF	OFF
C. TOP THIS SCORE	Switch 5	
Credit awarded for topping score	OFF	-
Credit <u>not</u> awarded for topping score	ON	

III. AUDIO ADJUSTMENTS

The following is a diagram of the audio board adjustments.

SIDE TRAK AUDIO PCB. POT CONFIGURATION (ADJUSTMENTS)



FRONT (COMPONENT) SIDE VIEW

Figure 2. Audio Board Adjustments

IV. POWER SUPPLY ADJUSTMENTS

- 1. Connect a voltmeter to the +5 and ground traces on the logic board.
- 2. Adjust the power supply potentiometer for $+5.0 \pm .1$ VDC, Figure 3.

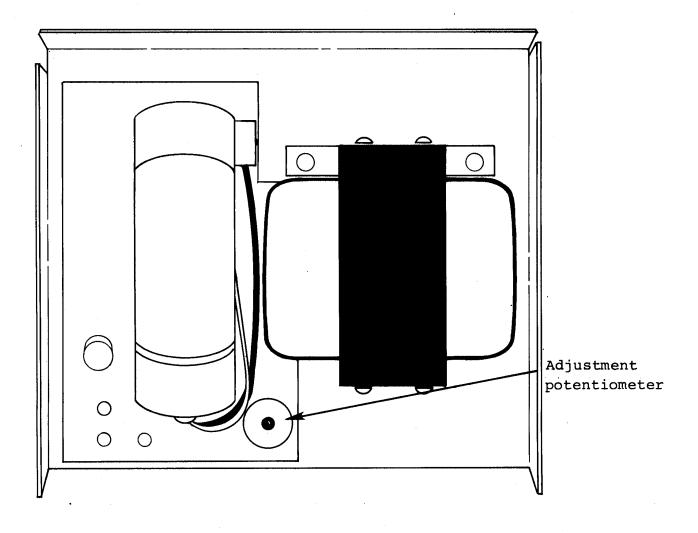


Figure 3. Power Supply Adjustment

V. MECHANICAL ASSEMBLIES

A. Servicing the Controls

Do the following to service the Controls:

- 1. Unplug the power cord.
- 3. From inside the cabinet, remove the three control panel nuts.
- 4. Open the coin door.
- 5. From the front of the cabinet, pull the control panel out and down; let it rest on the open coin door as shown in figure 4.
- 6. Check all terminal connections to the pushbuttons and the four-way control.

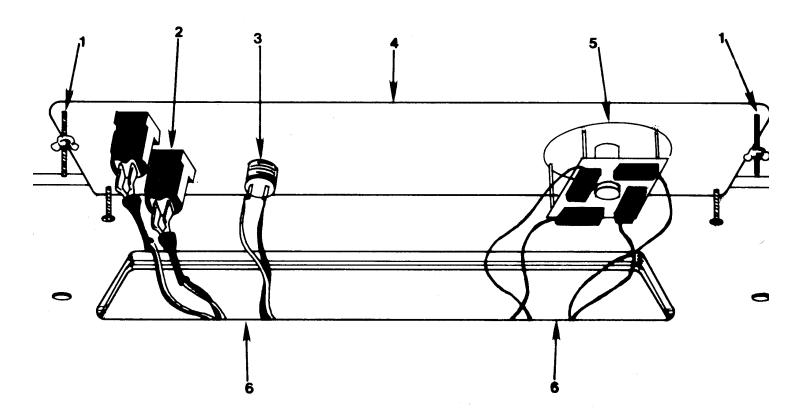
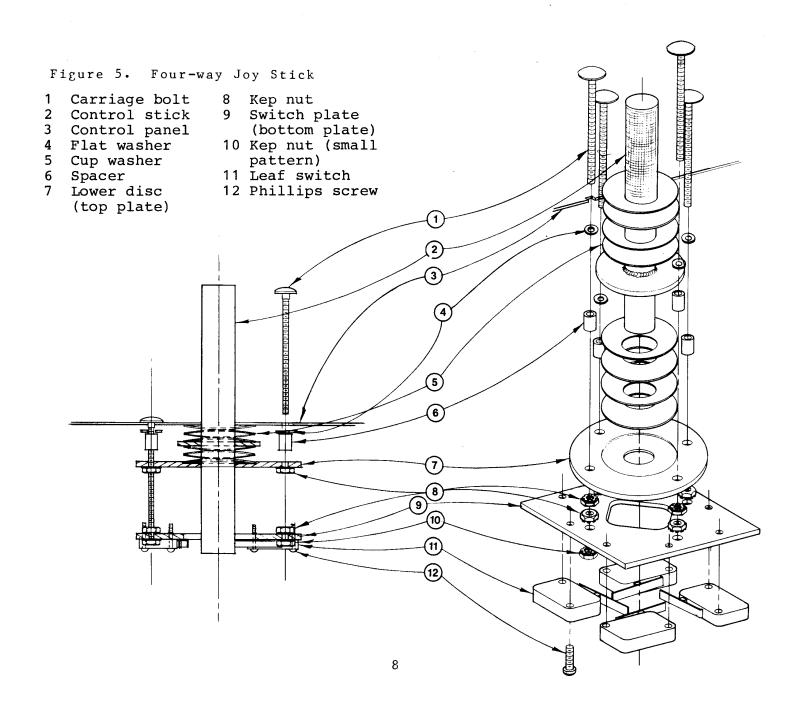


Figure 4. Control Panel

- 1 Carriage bolt 4 Control panel
- 2 Start buttons 5 Four-way control
- 3 FAST button
- 6 Control harness

B. Servicing the Four-way Joy Stick

The four-way joy stick is mounted on the control panel with four long screws and standoff spacers. Four pairs of spring steel cup washers surround the control stick, between the control panel and the top plate (see Figure 5). These cup washers bear against a disk welded to the control stick, and push the stick towards its center (rest) position. Four leaf switches on the bottom plate (activated by the control stick) signal lane changes to the logic boad.



Do the following to service the Four-way Joy Stick:

- 1. Unplug the power cord.
- 2. Open the control panel.
- 3. Check the harness connectors to each leaf switch.
- 4. Check the throw of each microswitch; the control stick should activate, but not bottom-out against, each switch.
- 5. If necessary, adjust leaf switch throw by carefully bending the switch actuator with a long-nose pliers.
- C. Removing the Monitor

To remove the monitor do the following:

- 1. Unplug the power cord.
- 2. Open and remove the back door or monitor access panel.
- 3. Unplug the harness connector from the monitor.
- 4. Remove the four bolts from the monitor chassis flange mounts.
- 5. Lift the monitor up and slide it out of the cabinet.
- D. Removing the Logic and Audio Boards

To the following to remove the Logic and Audio Boards:

- 1. Unplug the power cord.
- 2. Open and remove the back door.
- 3. Disconnect the edge connector from the logic board.
- 4. Slide the boards out of their rack.

VI. PARTS LIST

Universal Power Supply PCB

PART #	QTY	DESCRIPTION
77-3190	1	printed circuit board
20-4000	4	4000 uf 50V axial lead cap
21-4010	2	33 uf 35V dip tantalum cap
21-4015	5	6.8 uf 35V dip tantalum cap
46-3016	2	60SI diode
47-3004	1	MDA 970-l bridge rectifier
47-3041	1	2N 3055 transistor
47-3011	1	2N 6246 transistor
48-2337	1	7905T negative 5V LM320T-5 regulator
48-2217	1	7912T negative 12V LM320T-5 regulator
48-2338	1	7812T positive 12V LM340T-5 regulator
68-3041	2	thermalloy 6072 heat sink
68-2038	2	thermalloy 6015 heat sink
61-8010	1	12 pin male molex
74-2514	8	$4-40 \times 3/8$ phillips pan head machine screw
74-5216	8	#4 flat metal washer
74-5191	8	#4-40 kep nut

Power Supply Assembly

PART #	QTY	DESCRIPTION
78-3001 63-4028	1 1	+5VDC power supply 6 amp auxiliary transformer T911
77-3365-15	1	power supply PCB assy.
71-2389	1	power supply harness
76-1211-10	1	power supply mounting board (plywood bseplate)
74-3503	4	#6 x 1/2" L. phillips pan head self tap screw
74-5196	8	6-32 x 1/2" phillips pan head machine screw
74-3502	8	6-32 kep nut
74-3500	8	#6 American Standard plain washer

Speaker Assembly

PART #	QTY	DESCRIPTION	REFERENCE LOCATION
62-7061	1 2	6" x 9" oval speaker 3" brown 18 AWG insulated wire	cabinet speaker
61-8056	1	2 pin male molex connector	P14
61-8054	2	male molex pins	P14

Final Assembly

PART #	QTY	DESCRIPTION	REFEREN CE LO CATION
76-1212-10 76-1212-20	1 1	cabinet cabinet door	
38-5054-10	1	control assy.	cabinet
38-5055-10	1	monitor assy.	cabinet
77-3361-15	1	universal game black and white	
77-3363-15	1	logic PCB assy. audio PCB assy.	cabinet
38-5059	1	power supply assy.	logic PCB cabinet
38-5057	1	make-from coin door assy.	cabinet
67-5000	1	lock and key assy.	back door
	2	coin door keys (w/Vendall coin	Dack door
		door)	back door
	1	back door key (w/lock and key	
07 0000	_	assy.)	back door
87-9003-00	1	packing list envelope (for keys)	
87-1062	1	plastic bag (for manual)	back door
35-3079	1	black paper bezel	cabinet
35-3105-11	1	side artworkleft side	cutout
35-3105-12	1	side artworkright side	
12-3000	1	interlock switch	interior
			cabinet
74-0105	a/r	5/8 staples (chisel point)	harness
74-4601	6	#8 x 3/4 selftap phil. screw	PCB to cab.
			power to cab.
74-5160	12	#10 American plain washer	monitor; spkr
74-5165	14	1/4 I.D. x 1 1/4 D.D. fender	
		washer	coindoor;
			monitor;
74-6503	3	#10 external tooth lock	control panel
	•	washer	controls
74-6508	3	10/24 wing nut	controls,
		G	upper
74 - 6524	10	10/24 x 1 1/2 carriage bolt	• •
		black full thread	speaker grill;
7/ 7001	•	6 H	control panel
74-7001	3	6" tie wrap	PCB; coin box
74-8501	3	#0 5/0 15 / 1/17/	lid
74-0501	3	#8 x 5/8 self tap phillips pan head	4 - 4 1 1
		neau	interlock, coin box
74-8502	3	#8 x 5/8 self tap phillips flat	COIN DOX
	•	head	coinbox hasp
74-9301	4	10/32 kep nut	coin door
74-9302	15	10/24 kep nut	monitor, spkr,
			lower controls

Final Assembly (continued)

PART #	QTY	DESCRIPTION	REFERENCE LOCATION
74-9405 74-5148-12 68-0035-12	4 1 1	10/24 x l 1/2 hex bolt display acrylic panel black oblong speaker grille	monitor cabinet front
68-6050-10 68-6050-20 68-7001	1 1 1	6" x 9" universal coin box universal coin box lid coinbox hasp	front cabinet coinbox shelf coinbox shelf coinbox shelf
68-7010 83-0009 71-2392-10	1 1 1	interlock switch bracket 3 amp fuse label main harness assy.	inside cabinet inside cabinet
71-2391-10 71-2390-10 71-2389-10 38-5034-10	1 1 1 1	control harness assy. coin harness assy. power supply harness assy. (make from) AC line cord	inside cabinet inside cabinet inside cabinet
		harness assy.	inside cabinet

Control Panel Assembly

PART #	QTY	DESCRIPTION
72-3022	1 2 1 1 4	control panel push button switch control handle assembly Midway white pushbutton switch assy. 10/24 x 1 1/2 carriage bolt
74-9302	4	10/24 kep nut

Monitor Assembly

, I ARI #	QII	וכבע	SKIFIION						
79-2304	1	19"	monitor	black	and	white	w/o	power	supply

$\underline{\textbf{Universal}} \ \underline{\textbf{Game}} \ \underline{\textbf{Logic}} \ \underline{\textbf{Black}} \ \underline{\textbf{and}} \ \underline{\textbf{White}} \ \underline{\textbf{Assembly}}$

PART #	QTY DESCRIPTION	REFERENCE LOCATION
48-2000	2 IC 7400	3D,15H
48-2005	2 IC 7402	1н,6н
48-2010	5 IC 7404	1D,3F,4D,10F,
48-2015	1 IC 7407	2C

Universal Game Logic Black and White Assembly (continued)

PART #	QTY	DESCRIPTION	REFEREN CE LOCATION
48-2020 48-2332	1 1	IC 7408 IC 74LS11	5E 3H
48-2035	1	IC 7420	2 F
48-2316	2	IC 74LS21	12F,15E
48-2045	1	IC 7427	7F
48-2055	1	IC 7432	6 F
48-2067	2	IC 7474	1С,5Н
48-2071	2	IC 74LS112	2E,6E
48-2307	2	IC 74LS138	5B,5D
48-2321	2	IC 74LS139	7E,16H
48-2090	2	IC 74157	14A,14E
48-2095	4	IC 74161	1E,2D,4F,5F
48-2100	3	IC 74166	12B,12D,13D
48-2115	4	IC 74193	10E,12E,13F,
			15F
48-2328	9	IC 74LS241	1A,3A,3B,4H,
			6B,7D,9B,9E,
			1 5 A
48-2350	4	IC 74LS245	3C,4C,6C,15B
48-2314	3	IC 74LS374	1F,14B,7C
48-6502	1	6502 microprocessor	2 A
48-2334	4	2114 (1K x 4) RAM	4A,5A,7B,8B
	1	2716 EPROM (T.I.) (2K x 8)	9C
	3	2716 EPROM (T.I.) (2K x 8)	6A,7A,8A
	1	6341 PROM (512 x 8) (use w.	1 1 D
		hdwe. moving objects)	
	1	6331 PROM (32 x 8)	6 C
	1	6331 PROM (32 x 8) (use w.	14H
	1	hdwe. moving objects)	. .
46-3025	1 2	6301 PROM (256 x 4)	5 C
40-3023	2	IN 4002 diodes	8F,9E
1/4 w. 5% r	esis	tors:	
59-5135	2	470 ohm	1D
59-5120	2	1.2K ohm	2C,7H
59 - 5115	4	1.8K ohm	1C,2C
59-5110	3	2.2K ohm	2 A
59-5105	4	2.7K ohm	1С,2С,5Н
59-5095	1	4.7K ohm	5H
59-5080	1	10K ohm	7 H
1/4 w. 5% 8	pin	resistors:	
51-0003	1	220 ohm	OF
51-0003	1	2.2K ohm	9E
51-0002	1	4.7K ohm	16A
21-0001	1	4 • / K UIIII	1 5 A

1/4 w. 5% 8 pin resistors: (continued)

51-0004	1	6.8K ohm	14A
23-4033	1	.01 uf ceramic capacitor	1 D
23-4035	48	.1 uf ceramic capacitor	a/r
20-4011	4	6.8 uf 25 volt dip tant	1C,6E,15D,6H
20-4014	2	33 uf 25 volt dip tant	1C,2C
20-4005	1	470 uf 10 volt electrolytic	1 O H
72-3025	4	dip shunt jumpers 16 pin	4B,10B,10D,11B
72-3042	1	8 position dip switch	16A
45-3036	1	11.289 Mhz crystal	1 D
61-8041	2	10 pin male molex	16C,16E
61-8062	5	16 pin low profile sockets	3E,4E,5C,6C, 14H
77-3361-14	1	printed circuit board	
61-8045	11	24 pin low profile sockets	5A-12A,9C,10C,
61 0025	1	/O 1	1 1 D
61-8035	1	40 pin low profile socket	2 A

<u>Universal</u> <u>Make-From</u> <u>Coin</u> <u>Door</u> <u>Assembly</u>

PART #	QTY	DESCRIPTION
66-4003-10	1, or	Vendall standard double coin door (use with all
		acceptors except British and Australian)
66-4003-20	1	Vendall large (British, Australian) double coin door (use with British and Australian only)
66-4005-10	2	twenty-five-cent American Vendall coin acceptor
	or	
66-4005-20	2	one hundred Japanese yen Vendall coin acceptor
	or	
66-4005-30	2	one Deutschmark German Vendall coin acceptor
	or	
66-4005-40	2	one franc French Vendall coin acceptor
	or	
66-4005-50	2	five francs Belgian Vendall coin acceptor
	or	
66-4005-60	2	twenty-five-cent Canadian Vendall coin acceptor
	or	
66-4004-10	2	ten pence British Vendall coin acceptor
		(use with large door only)
	or	
66-4004-20	2	twenty-cent Australian Vendall coin acceptor (use with large door only)

Audio Assembly

PART #	QTY	DESCRIPTION	REFERENCE LOCATION
48-2321 48-2314 48-2071 48-2308 48-2210 48-2342 48-2215 48-2212 48-2211 48-2211	1 2 1 5 1 1 1 1 1 1 2	74LS139 74LS374 74LS112 74LS161 72748 (T.I.) LM324 NE566 NE556 MC3340 LM379 (Dual 6W audio amp) 7407	1D 2C, 2D 3D 1A, 2A, 3A, 1B, 3B 6D 5B 4B 5A 4A 6A 4C, 4D
48-2302 47-3005 46-3030 54-5021 54-5019	2 5 4 1 6	74-LS04 2N3904 1N4454 100K pot 10K pot	1C,3C Q1-Q5 CR1-CR4 R35 R1,R10,R22,
<u>1/4 w. resi</u>	stor	s:	R23,R29,R38
59-5070	8	22K	R6,R20,R30, R19,R31,R32,
59-5125 59-5163 59-5025	4 1 5	1K 820K 1 Meg	R36,R37 R7,R33,R40,R45 R41 R9,R16,R17, R42,R47
59-5055 59-5080	1 5	47K 10K	R43 R8,R12,R36, R46,R48
59-5140 59-5086 59-5069 59-5115 59-5050 59-5120 59-5095 59-5045	1 2 2 1 1 2 2 2	100 ohm 6.8K 120K 1.8K 68K 1.2K 4.7K	R44 R11,R134 R4,R24 R5 R3 R2,R25 R21,R49 R28,R15
59-5040 59-5030 59-5065 59-5102	1 1 2 1	150K 560K 33K 3.9K	R26 R27 R18,R39 R14

ceramic disk capacitors 23-4030 2 •22 uf C41,C44 23-4035 9 .1 uf C9, C12, C17, C31, C32, C34, C37,C42,C43 23-4070 1 22 pf C45 23-4060 2 .001 uf C11,C13 23-4045 2 .02 uf C26,C28 23-4050 18 •01 uf C1-4, C6-8, C16,C18,C23-25, C27,C29,C30, C33,C38,C39 dipped tantalum capacitors: 21-4015 8 6.8 uf C14,C21,C22, C36,C40,C46, C47,C50 21-4020 2.2 uf C48,C49 21-4010 2 33 uf 25V C19,C20 22-4025 .47 uf 25V C5,C10,C35,C15 61-8042 2 10 pin female connector J2, J3 68-3041 thermalloy 6072 heat sink (for 1 use only with LM379) 6A 74-2506 2 $4-40 \times 1/4$ " machine screw 6A (heat sink) DIP package shunt (16 pin) 72-3025 1 (AMP p/n 435704-8)6 B 6331 PROM (program # STA 2B-1) 48-9111-01 1 2 B 74-5075 $6-32 \times 1/2$ " nylon standoff 4 between logic and audio bds. 77-3363-14A1 1 SIDE TRAK (bare) PCB $6-32 \times 1/4$ " machine screw 74-3505 in standoffs

<u>Universal All-Postion Joystick Control</u>

PART #	QTY	DESCRIPTION
(0.0007.10	1	
	1	upper mounting plate
	1	control handle
68-2031-10	1	lower disc
68-2030-10	1	switch plate
72-3023	4	microswitch
73-9081	8	Belleville spring washer
74-5189	8	$\#4-40 \times 2 \cdot 1/2 \cdot 1g$. phillips pan head screw
74-6525	4	$#10-24 \times 2 \frac{1}{2}$ Ig. flat head screw
74-6510	4	#10-3/8 lg. spacer
74-5212	4	#10-1 1/2 1g. spacer
74-6520	4	#10-24 kep nut (small pattern)
74-5160	8	#10 flat washer

Push Button Assembly

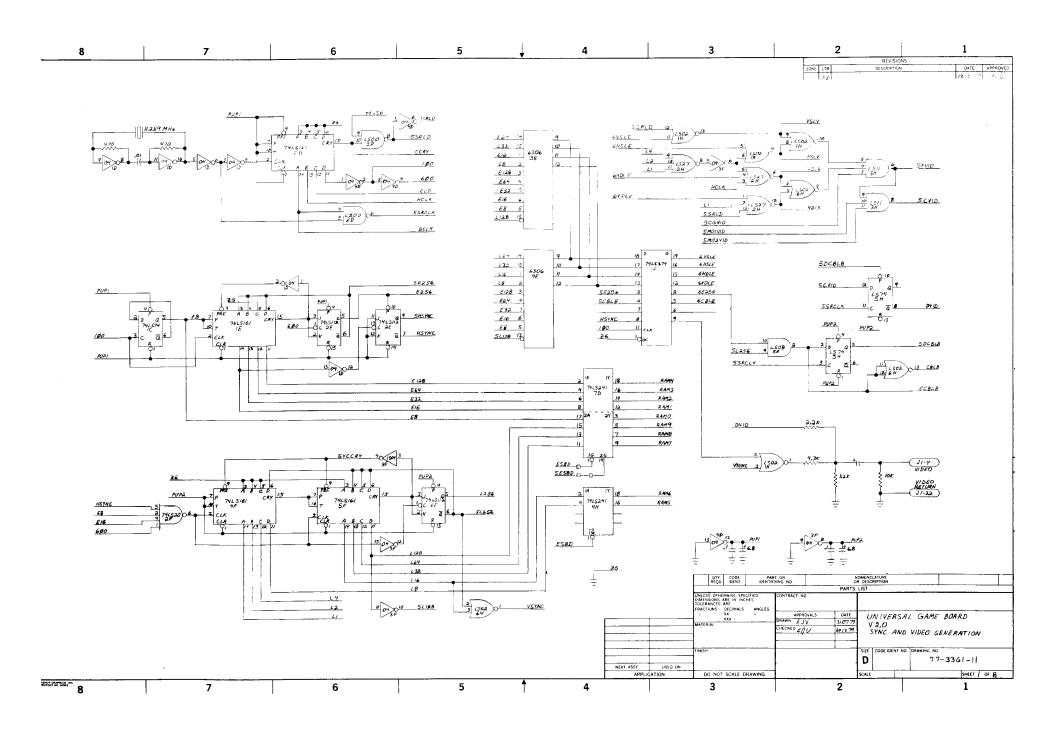
PART #	QTY	DESCRIPTION
72-3040 72-3053	1 1 1	<pre>push button bracket push button bracket push button switchwhite leaf switch</pre>
72-3033	1	leaf switch
72-2815	2	#2-56 UNC-2B threaded pan head screw x .25 lg.
72-2816	2	#4-40 UNC-2B threaded pan head screw x .375 1g.

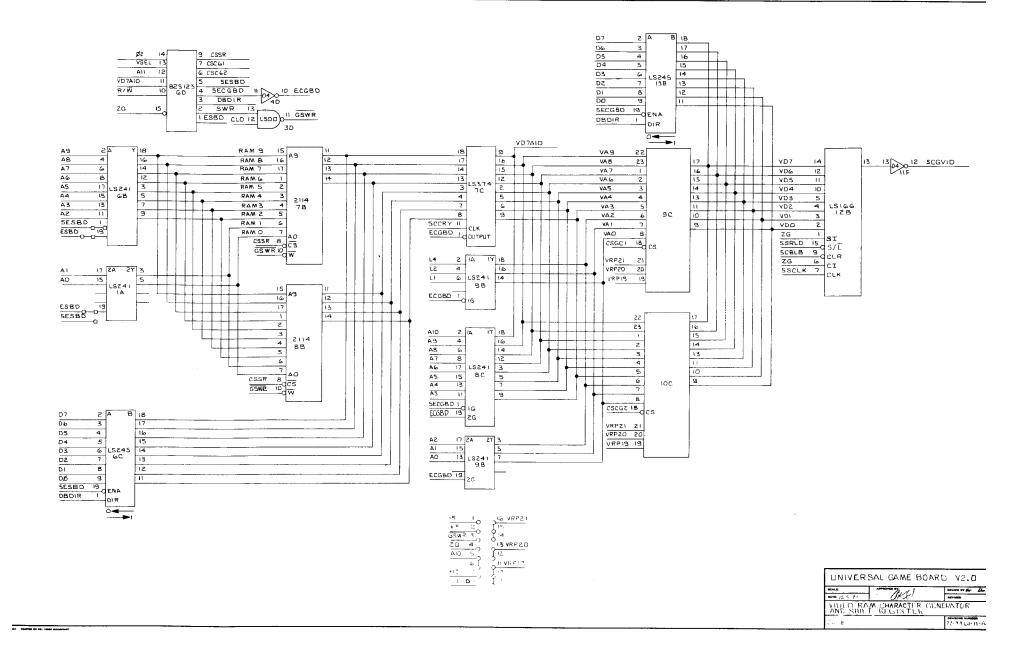
AC Line Cord Harness Assembly

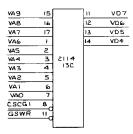
PART #	QTY	DESCRIPTION	REFERENCE LOCATION
71-2070	1	AC line cord	PL1
60-6020	1	fuse holder	F 1
60-6001	1	fuse 3 amp slow blow	F1
61-8048	1	3 pin molex receptacle	J1
61-8055	3	individual female pins	J1
88-4002	1	small tie wrap	
61-8051	2	fast-on push on terminals .1875"	E1-E2
61-8072	1	TFB butt splice	E 3

<u>Universal</u> <u>Power</u> <u>Supply</u> <u>PCB</u>

PART #	QTY	DESCRIPTION
77-3190	1	printed circuit board
20-4000	4	
21-4010	2	
21-4015	5	6.8 uf 35V dipped tantalum capacitor
46-3016	2	60Sl diode
47-3004	1	MDA 970-1 bridge rectifier
47-3041	1	2N 3055 transistor
47-3011	1	2N 6246 transistor
48-2337	1	7905T negative 5V LM320T-5 regulator
48-2217	1	7912T negative 12V LM320T-12 regulator
48-2338	1	
68-3041	2	thermalloy 6072 heat sink
68-2038	2	thermalloy 6015 heat sink
61-8010	1	12 pin male molex
74-2514	8	4-40 x 3/k phillips pan head machine screw
74-5216	8	#4 flat metal washer
74-5191	8	#4-40 kep nut





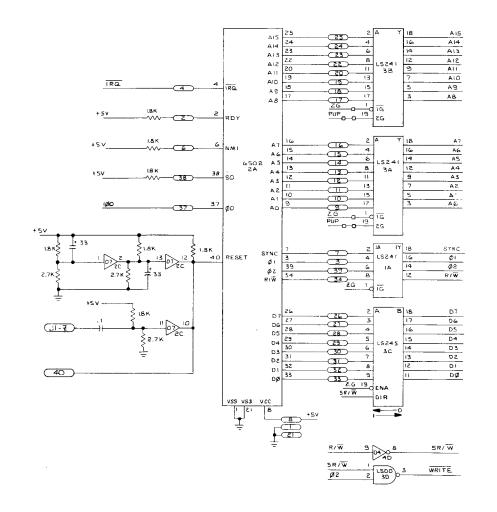


A9 15 II VD	
'A8 I6 IZ VD	_عا
A7 17 13 VD	5
A6 1 4 VD	4
A5 2	
A4 3 2114	
A3 4 14C	
A2 5	
AI 6	
AD 7	
SCG2 8	
SWR "	

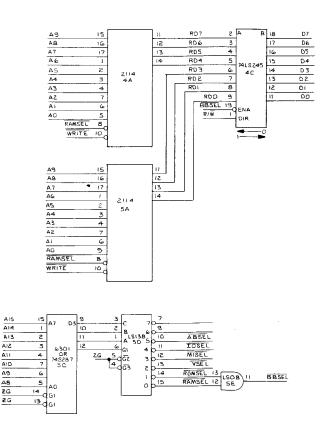
PAV	15		П	V D 3
VAB	16		12.	SOV
VA7	17		13	VDI
VAG	- 1		14	VDC
VA5	2			-
VA 4	3	2114		
VA3	4	HC.		
VAZ	5			
VAI	6			
VAO	7		-	
C8CG/	В			
GSWR	77		1	

PAV	15		11	EDV
BAV	16		12	SOV
VA7	17		13	VDI
VA 6	1		14	VDO
VA5	2			
VA4	3	2114		
VA3	4	ISC		
SAV	5			
VAI	6			
OAV	7			
CSCGS	8			
GSWR	11 7			
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UNIVERSAL GAME BOARD V2.0



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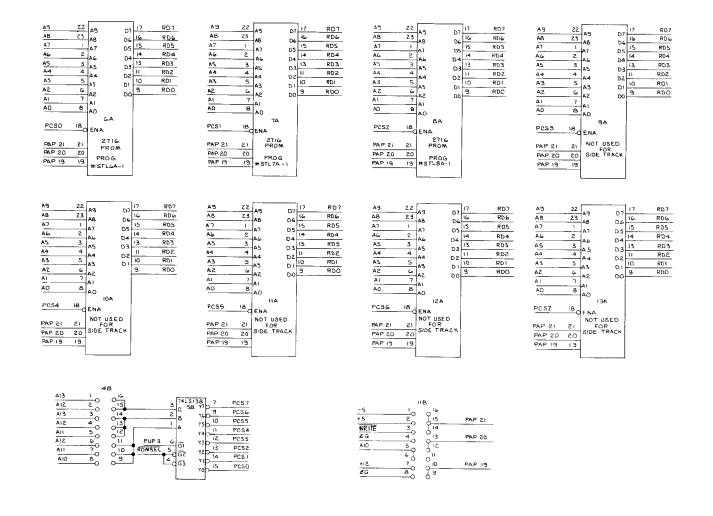


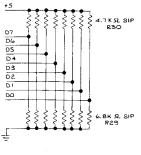
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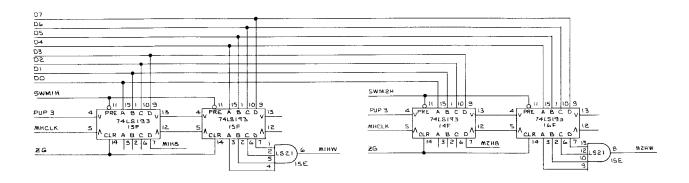
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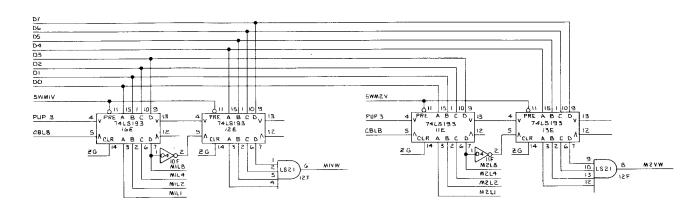
L GAME BOARD	V2.0
APPROVED BY (6/10)	DRAWN BY MAZEL
1 <i>(IKA)</i>	REVISED

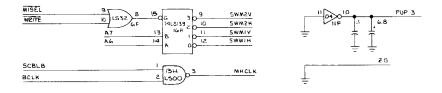




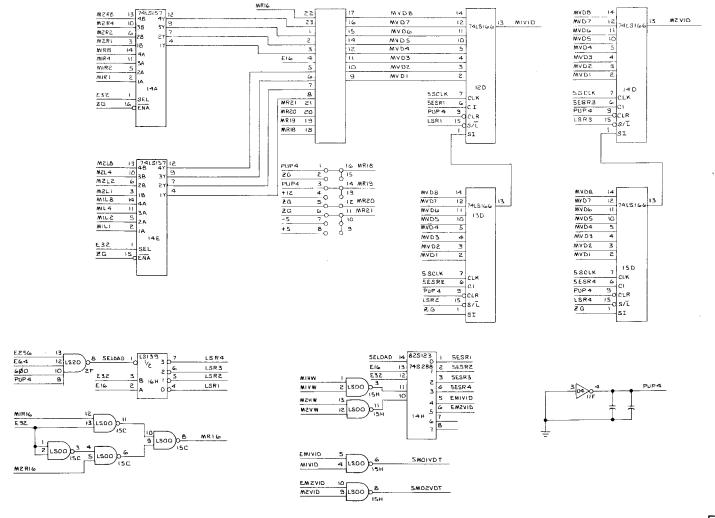
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UNIVERSAL	. GAME BOARD	V 2.0
5 OF 8		77-3361-11-AZ





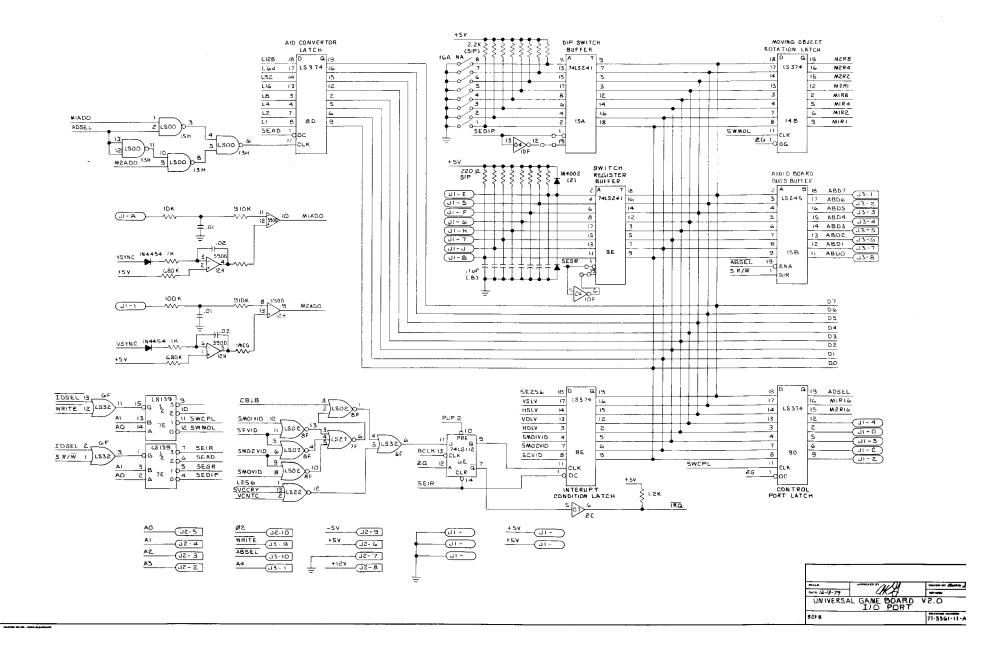


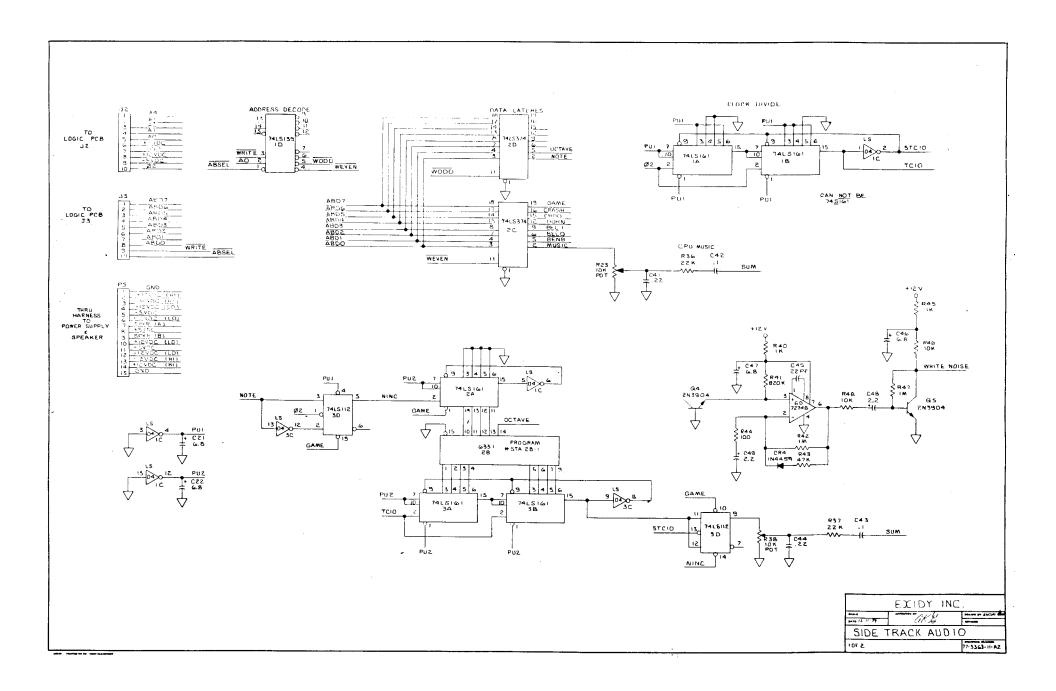
SCALE:	APPROVED ET	DRAWN BY Francis &
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UNIVERSAL	GAME BOARD	V2.0
MANAGE O	BJECT POSITION	COUNTERS

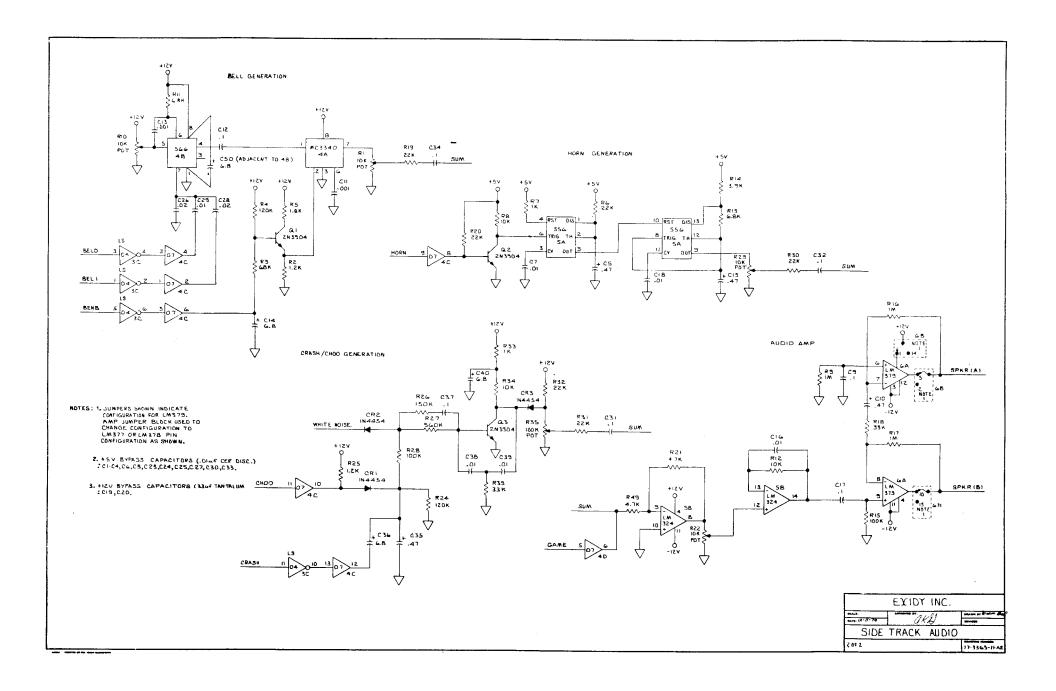


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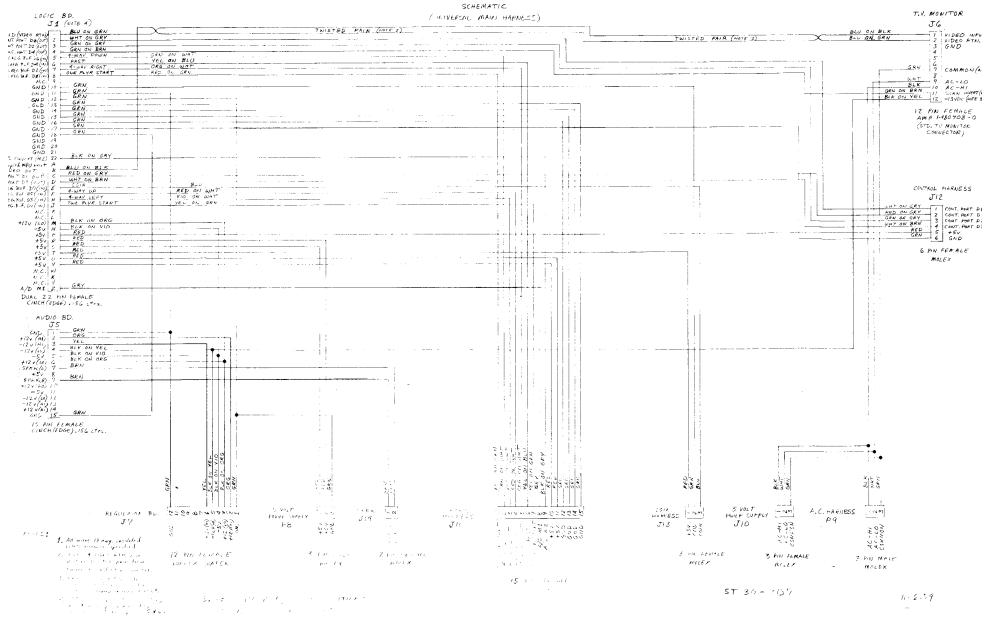
PCALE	WIN WOOD	DELVER BY (\$500)
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LINIVERSA	L GAME BOARD	V2. 0



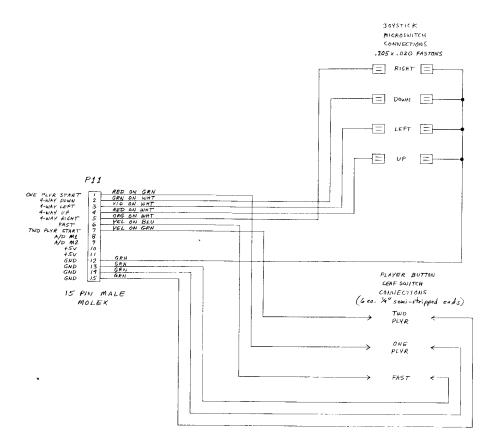




SIVE TRAK MAIN HARNESS



SIDE TRAK CONTROL PANEL HARNESS SCHEMATIC



NOTES: 1. All wires 22 awg. insulated unless otherwise specified.

2. ABSOLUTELY NO SUBSTITUTIONS
ON SPECIFIED WIRE COLORS

11-6-79

