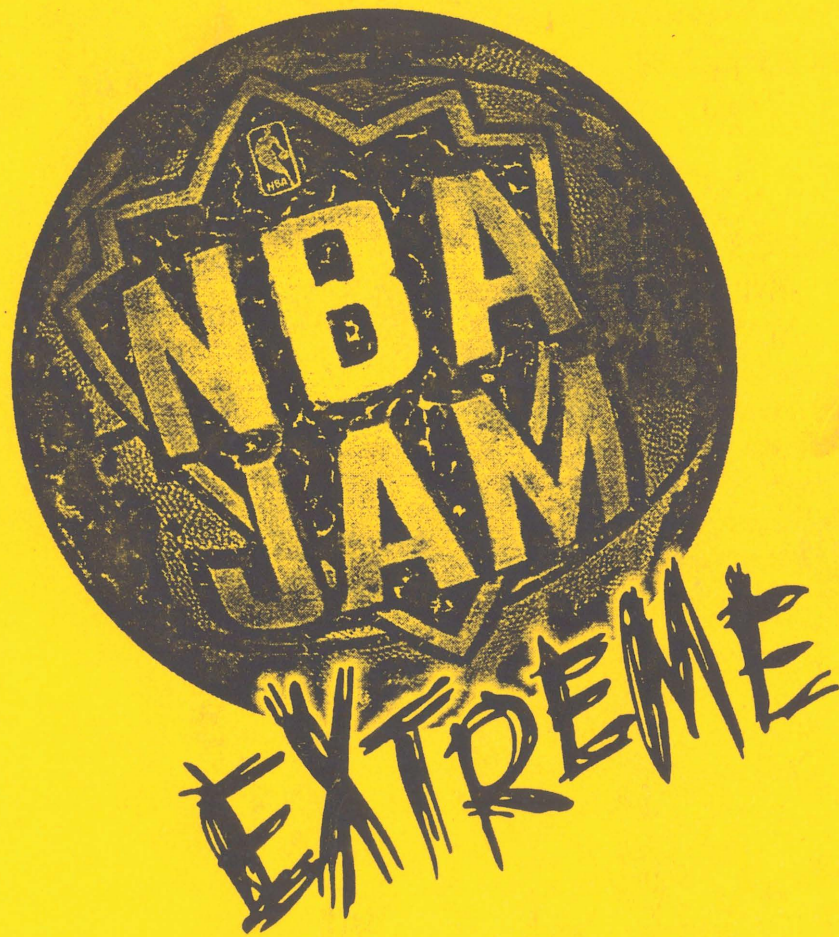


# OWNER'S MANUAL



**Acclaim ... SERIOUS COIN!**

Sales: Acclaim Coin-Operated Entertainment, Inc., 2593 Coast Avenue, Mountain View, CA 94043  
(415)528-2100 phone, (415)528-2185 fax

Customer Service: Lazer-tron Corp., 4430 Willow Road, Pleasanton, CA 94588  
(510)460-0873 phone, (510)460-0365 fax

P/N CUS252285 Rev A

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# **READ ME FIRST!!!**

**Do NOT Turn on the Game until you have read the following:**

This game is set up to accept **120 VAC 60 Hz** input voltage. Any other voltage or frequency requires switching the power supply, replacing the light bulbs and changing the power cord. If it is ever necessary to replace the power supply, monitor, or speakers the same or equivalent parts must be installed for the game to work properly. Call Lazer-Tron's Customer Service at (510)460-0873 or your distributor for further information.

**Only authorized and trained personnel should work on this game.**

## DISCLAIMERS AND SAFETY GUIDE

**The following safety precautions apply to all game operators and service personnel. Specific warnings and cautions will be found in this manual whenever they apply.**

### **Properly Ground the Game!**

The coin doors are grounded at the factory. If this grounding is removed or the game is not plugged into a grounded three-wire outlet, the players may receive an electrical shock! To avoid electrical shock, **do not** plug in the game until it has been inspected and properly grounded. If you have only a two wire outlet, we recommend you hire a licensed electrician to install a three wire grounded outlet. After servicing any part on the doors, or other grounded metal, check that the grounding wire is firmly secured to a solid metal surface.

### **AC Power Connection**

Before you plug in the game, be sure that the game's power supply can accept the AC line voltage in your location. The line voltage requirements are contained in the Product Specification section on this manual.

### **Disconnect Power During Repairs**

To avoid electrical shock, reduce the risk of fire hazard, and prevent equipment damage, perform the following safety practices when servicing this game. Disconnect the game from the AC power before removing or repairing any part of the game. The power supply can retain charge for a period of time even after the AC power is removed. Use care when working near the power supply, or on any circuitry connected to it. Make sure the indicator LED's on the PC Boards are completely OFF (dark, not dimly lit) before servicing the boards or the wiring. When repairs are completed, **DO NOT** turn on power with the harness connectors unplugged - live electrical parts will be exposed. Do not reconnect any harnesses while the power is on. Severe damage to the PCBs may occur.

### **Lithium Battery**

**CAUTION!!** Danger of explosion if battery is incorrectly replaced. Replace only with the same or equivalent type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instructions.

### **Use the proper Fuses**

To avoid electrical shock, reduce the risk of fire hazard, and prevent equipment damage, use only the replacement fuses which are specified on the power supply itself. Replacement fuses must match those that are being replaced in fuse type, voltage rating, and current rating.

***Caution!!! Properly attach all connectors. Make sure that the connectors on each printed circuit board are properly plugged in. The connectors are keyed to fit only one way. If they do not slip into place easily, do not force them. If you reverse a connector, you may damage your game and void your warranty.***

## DISCLAIMERS AND SAFETY GUIDE, continued

### Notice regarding non Acclaim Parts!!!

Use of non Acclaim parts or modifications of any Acclaim game circuitry may adversely affect the safety of your game and may cause injury to you and your players.

### FCC Information:

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J Part 15 of the Federal Communications Commissions Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area or modification to this equipment is likely to cause interference, in which case the user, at his own expense, will be required to take whatever measures may be required to correct the interference. If you suspect interference from a Acclaim product at your location check the following:

- 1) All ground wires are properly connected as shown in the game wiring diagram.
- 2) The power cord is properly plugged into a grounded three wire outlet.
- 3) All power supply and PC Board shields are installed correctly.

**UL Listing Information:** NBAJAM EXTREME™ is a UL Listed game. Installation of any non UL parts will void the UL listing and may seriously affect the safety of the game.

CE Certified IEC 1000-4-3:1995 Radiated Electromagnetic Field Immunity  
CISPR 22A; 1985 Emission IEC 1000-4-4:1995 Electrical Fast Transient/Burst Immunity  
IEC 1000-4-2, 1995 Electrostatic Discharge

## PRODUCT SPECIFICATIONS

Characteristic	Specification
Power Consumption	540 Watts Maximum
Temperature	+5 to +50 degrees C (+37 to +122 F)
Line Voltage	120 VAC (Standard Factory Wiring) For 200-240 VAC, minor modifications are required. See the "READ ME FIRST" section of this manual.
Line Current	4.5 Amps Nominal at 120 VAC.
Speakers	5 1/4" Diameter, 4 ohm, 50 watt
Monitor	Well-Gardner model 25K2193 (25")
Width	39.50 inches.
Depth	42.50 inches
Height	76.00 inches.
Weight	330 pounds.

## **COPYRIGHTS, TRADEMARKS, AND PATENTS**

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Designed by Acclaim Coin-Operated Entertainment, Inc.

Patent Pending

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This Act provides for substantial penalties for violating federal copyright laws. Courts can impound infringing articles while legal action is pending. If infringers are convicted, courts can order destruction of the infringing articles.

In addition, the Act provides for payment of statutory damages of up to \$50,000 per infringing transaction in certain cases. Infringers may also have to pay cost and attorney's fees and face an imprisonment of up to five years as well as fines of up to \$250,000 in the case of individuals and up to \$500,000 in the case of business entities.

Acclaim will aggressively enforce its copyrights against infringers. We will use all legal means to immediately halt any manufacture, distribution, or operation of a copy of any games not made or sold by us or our affiliates. Anyone who purchases such copies risks forfeiting such a game.

Published by:  
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Manufactured and Serviced by:  
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*4430 Willow Road*  
*Pleasanton, CA 94588*  
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*(510) 460-0365 fax*

## Functional Description of NBAJAM EXTREME™

### HOW TO PLAY:

The NBAJAM EXTREME™ is a video game intended for amusement and entertainment. It has been designed with on screen help information to guide a player from coin up through to hints on accessing extreme playing capabilities. Each player may choose his/her favorite team and then favorite player. They may play against each other or the computer. Through the joystick and button controls the players may jump, pass, block, jam, and push. There is also an "Extreme" button when Turbo just don't cut it!

## INSTALLING THE GAME

**Tools Required:** Side cutter or knife to cut the strapping  
Phillips screwdriver  
7/16" Socket wrench

**Persons required to lift game and set in place:** 1-2

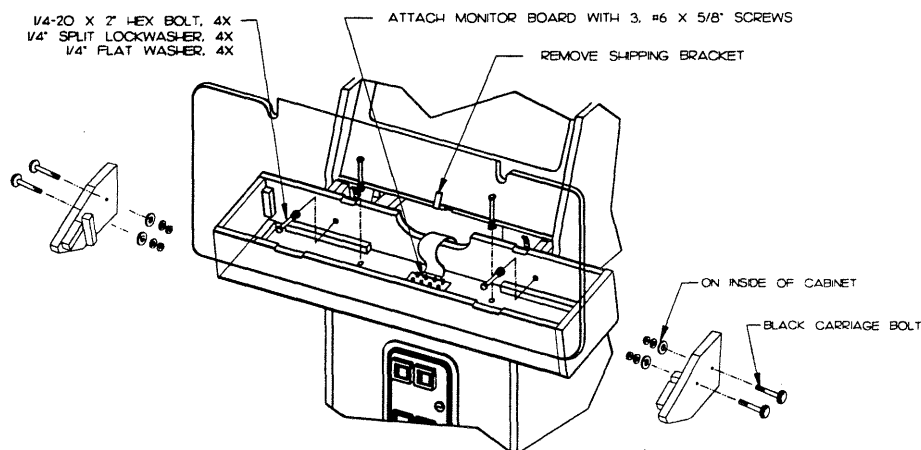
**PACKING LIST:** NBAJAM EXTREME™ Packaging, consisting of 2 boxes:

<u>BOX #</u>	<u>DESCRIPTION</u>	<u>QUANTITY</u>
1	<b>NBAJAM EXTREME™ Cabinet</b>	1
	Pairs of keys	4
	Owner's manual (CUS 252285)	1
	Game Header	1
	Power Cord	1
2	<b>Control Panel</b>	1
	Bolts, 1/4-20 x 2" Hex Head	4
	Washers, 1/4" Flat	8
	Lock washers, 1/4"	8
	Screw, #6 x 5/8" PPH	5
	Control Panel Supports (Rt & Lft)	1 each
	Bolts, 1/4-20 x 2" Black Carriage	4
	Nuts, 1/4-20 Hex	4

- **Warning !!!! Failure to follow these instructions may cause injury or damage. Do not plug the game into a 120 VAC wall socket until you have completed the following inspection steps.**

## INSTALLATION, continued

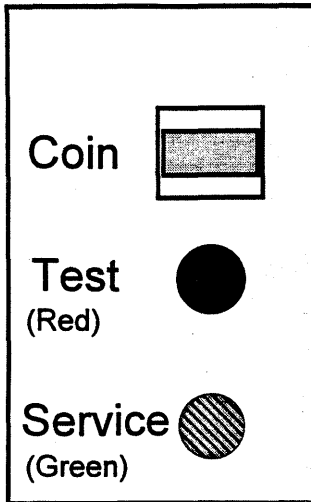
- This game is wired for a power line voltage of **120 VAC, 60 Hz**. The lamps in this game are rated for 120 VAC. The power supply is set for 120 VAC but can be switched to 200-240 VAC. See the “READ ME FIRST” section of this manual for modifications or call Lazer-Tron's Customer Service for assistance. **(510)460-0873**.
- Remove the pair of keys from the coin return slot. There will be 3 more sets of keys either in the cashbox or hanging inside the coin door.
- Refer to figure 1 for installation of the Control Panel box and supports using the supplied 1/4-20 hardware. Finger tighten bolts loosely until all 8 have been threaded, then secure with a 7/16” wrench.
- Hanging inside the front of the cabinet you will find a Monitor Adjusting board and 4 harnesses. Attach the Monitor Adjust board to the inside bottom of the Control Panel box using the 3 of the #6 x 5/8” screws provided. Connect the harnesses to their mating halves matching the colors on each end.
- Screw the “New Game” card on top of the NBAJAM EXTREME™ game against the front of the cleat using 2 of the #6 x 5/8” provided screws.
- **Before you power up**, inspect the NBAJAM EXTREME™ game carefully to ensure that the game is complete and was delivered in good condition. Inspect all printed circuit boards for snug wire connections. Re-secure as necessary.
- Plug in the game. The power switch is located on the back of the game on the power supply. Turn on the power. Visually check if the Red LED on the Sony PS Arcade board is on.
- On power up, 5 beeps and 1 tone should be heard followed by the attract mode sounds. Check for sound out of both speakers. Inspect wiring to speakers if necessary. Volume can be adjusted through the “NBAJAM EXTREME™” diagnostic menu screen.
- Refer to the Operator Adjustable Features of this manual for settings you may wish to adjust. Coin up and play the game following instructions printed on the monitor bezel and on the screen.



CONTROL PANEL INSTALLATION



**TEST MODE & OPERATOR ADJUSTABLE FEATURES:**



*Software setups are selected by using the Red Test button located in the cabinet behind the coin door.*

*Once in the NBAJAM EXTREME™ menus, selections are made using the joysticks and buttons.*

NBAJAM EXTREME™ is a video game. To this end, we have created a series of screens used to test and adjust the game. During this mode you will use the Test button to enter the menu screens. Press the RED Test button anytime after power up. Once in the NBAJAM EXTREME™ menus, access is through the Control Panel. Use any button to activate and any joystick to change.

**MAIN MENU**

**ANY BUTTON TO ACTIVATE  
ANY STICK TO CHANGE**

- DIAGNOSTIC TESTS
- GAME STATS
- GAME ADJUSTMENTS
- UTILITIES
- VOLUME ADJUSTMENTS
- EXIT TO GAME OVER

Refer to the on screen menus for all other testing, adjustments and record keeping. Everything is accessed using any joystick and any button. Follow the on screen instructions.

# TROUBLESHOOTING

## SYSTEM OVERVIEW:

The game consists of a RGB monitor, a Sony PS Arcade board, a Acclaim ROM board and a Acclaim RAX Sound board. On power up you should hear five beeps and one tone which signifies all boards are OK. If this is not the case or you experience problems during play refer to the following chart. *Always disconnect power before making any changes to the game!*

## TROUBLESHOOTING CHART:

SYMPTOM	POSSIBLE CAUSES	CORRECTIONS
1. No coin-up, test, service, or button input.	A. Blown fuse or fuses. B. Bad connection  C. ROM Board D. Incorrect voltage.	A. Replace fuse or fuses. B. Check harness and cable connections. Check plug to wall. C. Check to see if connectors are seated D. Check power supply voltage for 120V.
2. No sounds.	A. Volume too low.  B. +12V fuse blown. C. Bad connection on Sound Board D. Sony PCB failure	A. Turn up volume via the Volume Adjustment screen B. Replace fuse. C. Check cable connections to J2 & J6.. D. Refer to Sony PCB Troubleshooting section below
3. Marquee is dim or dark.	A. One or both bulbs are burned out B. Wires are loose.	A. Replace with 40W incandescent bulbs. B. Check wire nuts at light sockets.
4. Monitor colors are not correct and in odd patterns.	A. Monitor has become magnetized.	A. Degauss the monitor.
5. Characters don't respond correctly to controls	A. Connections on joystick and/or play buttons are loose.	A. Tighten all connections. Check switches with a meter and replace if necessary.
6. Power supply is on, no sound and monitor is gray	A. JAMMA harness not connected B. Power supply faulty	A. Connect JAMMA harness. B. Replace power supply
7. At power on, no tones, no sound	A. EPROM not connected on Sound board. B. Speakers not connected.	A. Properly install EPROM into Sound board.  B. Connect speakers
8. At power on, 1 tone, no sound, blue screen	A. No ROM board connection	A. Verify ROM board is properly connected.
9. At. power on screen reads "cannot fine program ROM" EPROM B930	A. No EPROM installed on ROM board U35 & U36 B. EPROM's installed incorrectly C. Ribbon cable between ROM board and Sound board not connected	A. Install EPROM's U35 & U36.  B. Install EPROM's properly. C. Install connectors properly.
10. At power on, one long tone followed by 1-4 short tones.	A. Bad SRAM on Sound Board.	A. Replace U37, U38

## TROUBLESHOOTING, continued

SYMPTOM	POSSIBLE CAUSES	CORRECTIONS
11. At power on, two long tones.	A. Bad EPROM on Sound Board.	A. Check socket. B. Replace U52
12. At power on, three long tones followed by 1-4 short tones.	A. Bad U48 ROM on Sound Board.	A. Check U48 socket. B. Replace U48.
13. At power on, three long tones followed by 5-8 short tones.	A. Bad U49 ROM on Sound Board.	A. Check U49 socket. B. Replace U49.
14. At power on, four long tones followed by 1-4 short tones.	A. Bad U50 ROM on Sound Board.	A. Check U50 socket. B. Replace U50.
15. At power on, four long tones followed by 5-8 short tones.	A. Bad U51 ROM on Sound Board.	A. Check U51 socket. B. Replace U51.

## SONY PS ARCADE PCB TROUBLESHOOTING

The SONY PCB is a microprocessor-based board that contains the circuitry for the game inputs and outputs. Make sure the power is OFF when removing or reseating any connectors or socketed IC's.

1. Check the red LED on the board. It should be on.
2. Visually check the PCB for any unseated socketed components.
3. Visually check the PCB for any burned or charred components.
4. Check the Jamma connector for a secure fit.
5. If after checking the above, your board is still not working, call your local distributor about replacing the board.

## SPARE PARTS LIST

### ELECTRICAL

HRD200092	Coin Counter
HRD200666	40W Clear Incandescent Bulb
HRD200668	Light Fixture, Dual
HRD201600	Speaker, 4 ohm, 50W, 5 1/4"
OEM190100	Monitor, 25" RGB
OEM190124	Joystick, 8 Way
OEM190125	Coin Door, Double Mini Frame
PS160051	Power Supply
SWT140007	Red Test Button
SWT140008	Green Service Button
SWT140019	Push-button Switch, 1 Player
SWT140020	Push-button Switch, 2 Player
SWT140050	Push-button Switch, Yellow
SWT140060	Push-button Switch, 3 Player
SWT140061	Push-button Switch, 4 Player
WIR180061	Power Cord

### DECALS

CUS252253	Switch Panel
CUS252258	Bezel, Inner Monitor
CUS252401	Control Panel
CUS252402	Marquee
CUS252403	Bezel, Outer Monitor
CUS252404L	Left Side
CUS252404R	Right Side
CUS252424	Game Header

### MECHANICAL & HARDWARE

CUS252255	Marquee Plastic, Inner
CUS252257	Glass
CUS252263	Marquee Plastic, Outer
CUS252285	Owner's Manual
CUS252270	Threaded Rod
CUS252273	Top Panel
CUS252274	Door, Upper Rear
CUS252275	Door, Lower Rear
HRD200764	Grill, Speaker

### PC BOARD ASSEMBLIES

OEM190127	Sony Play Station Arcade Board
FB800095	RAX Main Sound Board
FB800101	ROM Board

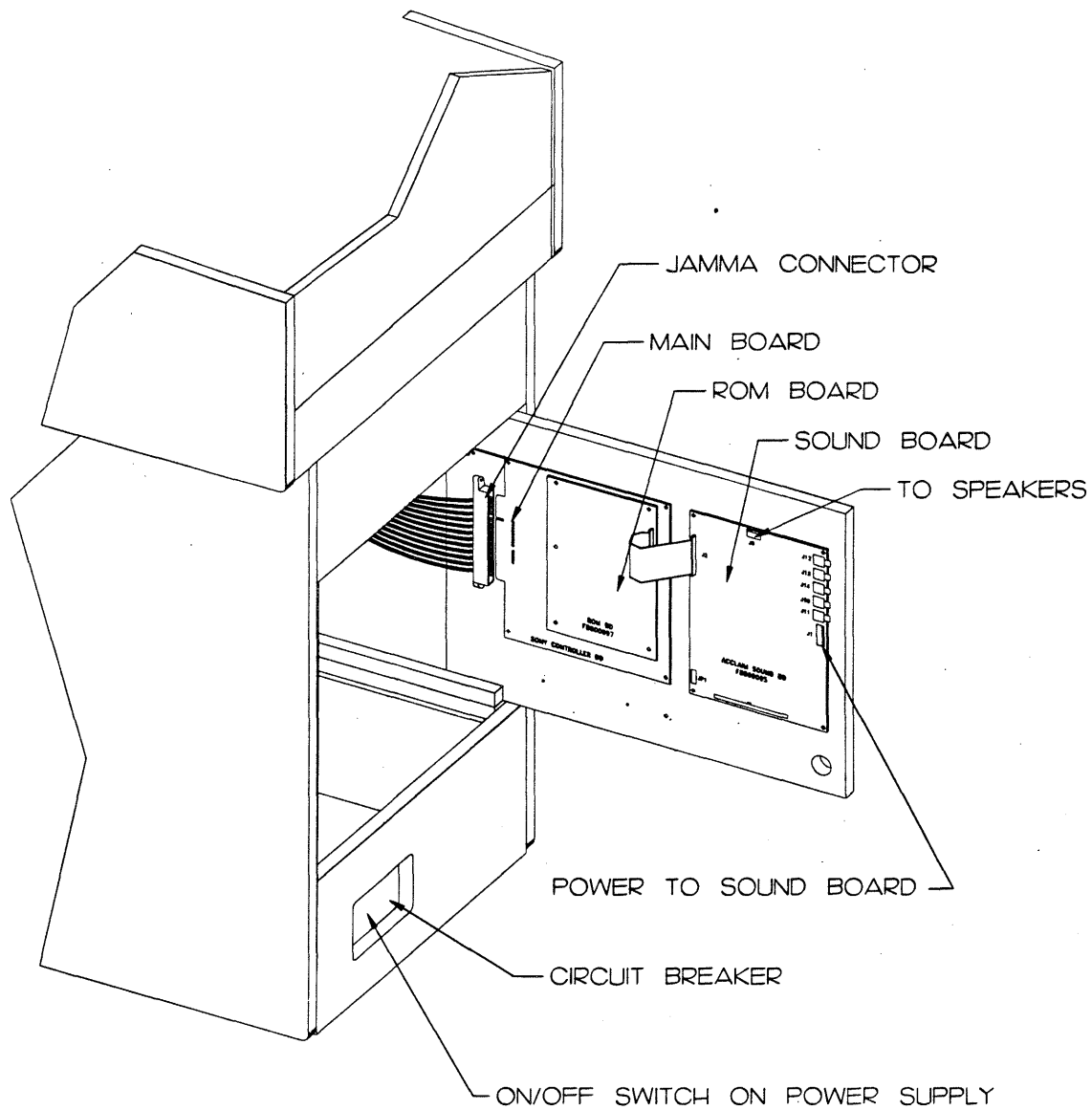
## APPENDIX A

### ASSEMBLIES

Figure 2	PCB Placement
Figure 3	Overall Cabinet Assembly

### HARNESSES

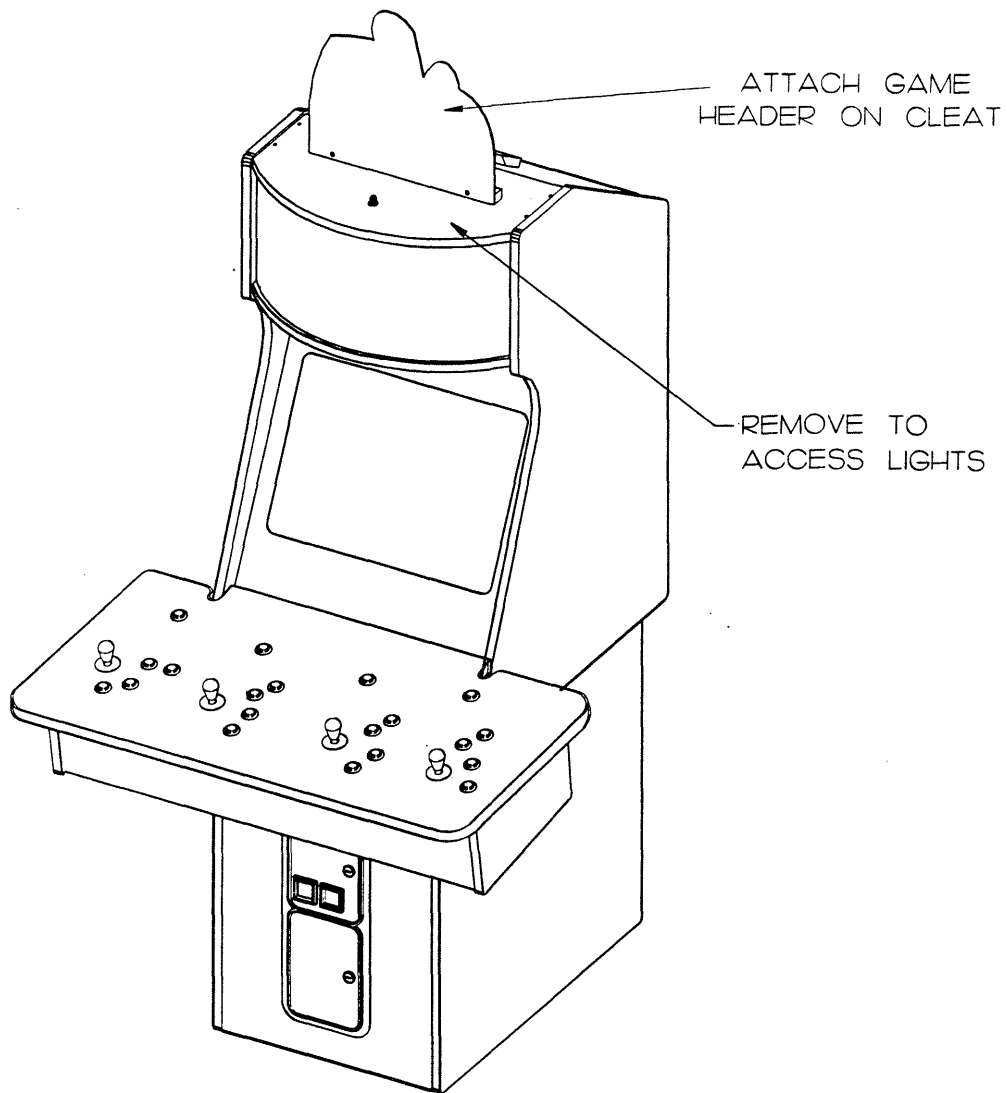
CUS 252290	Harness, Jamma M360
CUS 252291	Harness, Player 1 Control Panel M360
CUS 252292	Harness, Player 2 Control Panel M360
CUS 252293	Harness, Service Panel with Meter M360
CUS 252295	Harness, AC Power M360
CUS 252296	Harness, 15" 40 Pin Ribbon M360
CUS 252297	Harness, Coin Door
CUS 252300	Harness, Player 3 M360
CUS 252301	Harness, Player 4 M360
CUS 252302	Harness, Sound M360
CUS 252303	Harness, Player 3 Control Panel M360
CUS 252304	Harness, Player 4 Control Panel M360



REAR OF CABINET

Figure 2

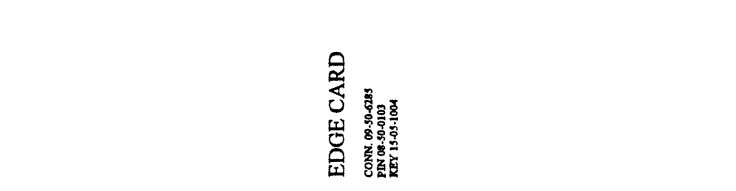
Model 360 NBAJAM EXTREME™ Rev A



NBAJAM EXTREME CABINET

Figure 3

- 1 67 18 AWG BLACK
- 2 67 18 AWG BLACK
- 3 67 18 AWG BLACK
- 4 67 18 AWG RED
- 5 67 18 AWG RED
- 6 67 18 AWG RED
- 7 67 18 AWG RED
- 8 67 18 AWG YELLOW
- 9 67 18 AWG YELLOW
- 10 67 18 AWG BLUE
- 11 67 18 AWG BLUE
- 12 67 18 AWG BLUE
- 13 67 18 AWG BLUE
- 14 67 18 AWG BLUE
- 15 67 18 AWG BLUE
- 16 67 18 AWG BROWN
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- 99 67 18 AWG BROWN
- 100 67 18 AWG BROWN



EDGE CARD  
 CONN. 09-30-0285  
 KEY 15-03-1004

DC IN  
 CONN. 09-09-2092  
 PIN 02-09-2118

SERVICE PANEL  
 CONN. 09-09-1004  
 PIN 02-09-1119 TO CUS 232203

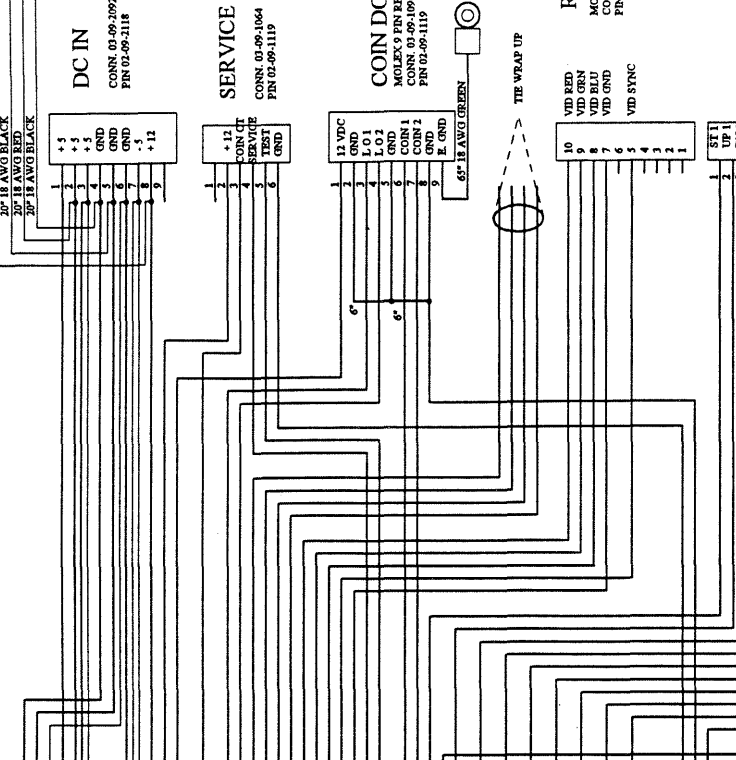
COIN DOOR  
 CONN. 09-09-1004  
 PIN 02-09-1119 TO CUS 232297

RGB  
 MOLEX 156  
 CONN. 09-30-0101  
 PIN 08-30-0106

PLAYER 1  
 CONN. 09-06-1122  
 PIN 02-06-1101 TO CUS 232201

PLAYER 2  
 CONN. 09-06-1122  
 PIN 02-06-1101 TO CUS 232292

DYE RED



TO SOUND BOARD  
 CONT  
 MOLEX 156  
 CONN. 09-30-0101  
 PIN 08-30-0106

20' 18 AWG BLUE  
 20' 18 AWG BLACK  
 20' 18 AWG RED  
 20' 18 AWG BLACK

12 VDC  
 GND  
 L.O. 1  
 L.O. 2  
 GND  
 COIN 1  
 COIN 2  
 GND  
 67 18 AWG GREEN  
 PV14-8RB

TIE WRAP UP

10 VID RED  
 9 VID GRN  
 8 VID BLU  
 7 VID GND  
 6 VID SYNC

1 ST 1  
 2 UP 1  
 3 DN 1  
 4 L 1  
 5 R 1  
 6 A 1  
 7 B 1  
 8 C 1  
 9 GND  
 10 GND  
 11 GND  
 12 GND

1 ST 2  
 2 UP 2  
 3 DN 2  
 4 L 2  
 5 R 2  
 6 A 2  
 7 B 2  
 8 C 2  
 9 GND  
 10 GND  
 11 GND  
 12 GND

45' 22 AWG BROWN  
 50' 22 AWG PINK  
 100' 22 AWG VIOLET  
 190' 22 AWG BROWN  
 150' 22 AWG GREY  
 150' 22 AWG VIOLET  
 150' 22 AWG BROWN  
 25' 22 AWG RED W/ WHITE  
 75' 22 AWG GREEN/ WHITE  
 75' 22 AWG BLUE/ WHITE  
 75' 22 AWG WHITE  
 45' 22 AWG VIOLET  
 45' 22 AWG PINK  
 200' 22 AWG BROWN  
 35' 22 AWG PINK  
 35' 22 AWG PINK  
 35' 22 AWG VIOLET  
 35' 22 AWG BROWN  
 35' 22 AWG BROWN  
 35' 22 AWG WHITE  
 35' 22 AWG WHITE  
 35' 22 AWG GREY  
 35' 22 AWG GREY  
 35' 22 AWG GREY  
 45' 22 AWG BLACK  
 35' 22 AWG BLACK  
 35' 22 AWG BLACK

LAZER TON RD  
 4400  
 PLEASANTON, CA 94888  
 (910) 460-0873

JAMMA

DRAWN BY: Jamba Latham

Size: A3  
 FCSM No.:  
 EWG No.: CUS 232290

NBA JAM & BATHMAN

DATE: FEB 11, 1996

Sheet 1 of 1

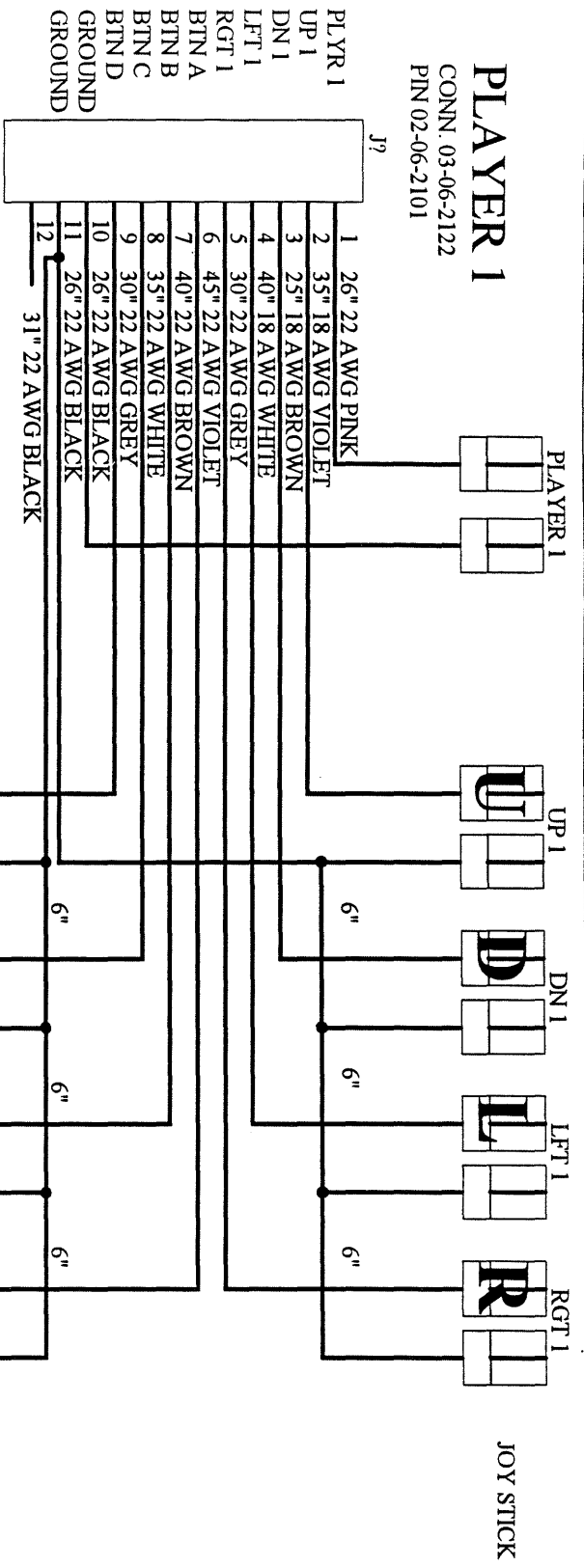
Rev	A
Sheet	1 of 1



1 2 3 4

# PLAYER 1

CONN: 03-06-2122  
PIN 02-06-2101



**NOTE:**  
1) ALL SPADE CON ARE .205 / .187 X .032  
2) LABEL ALL SPADE CON.

**BATMAN**  
BTN A NOT USED  
BTN B JUMP  
BTN C PUNCH  
BTN D KICK

**NBA JAM**  
BTN A SHOOT  
BTN B PASS  
BTN C TURBO  
BTN D EXTREME

LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510) 460-0873

PLAYER 1 CONTROL PANEL HARNESS  
DRAWN BY: Justin Leinen

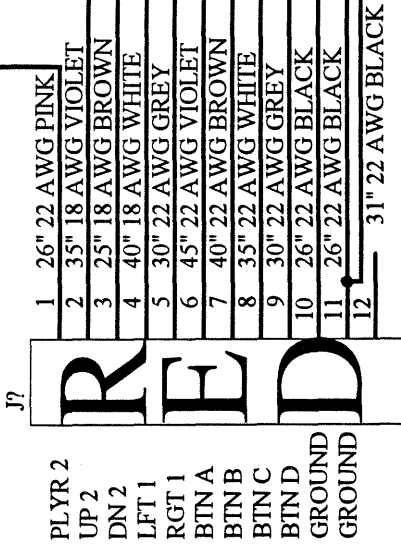
**A** NBA JAM & BATMAN

Size	A	FCSM No.		DWG No.	CUS 252291	Rev	B
Scale			DATE: FEB 23, 1996	Sheet	1 of 1		

1 2 3 4

# PLAYER 2

CONN: 03-06-2122  
PIN 02-06-2101



12 PIN CONN  
TO CUS 252290

## DYE RED

**NOTE:**

- 1) AL SPADE CON ARE .205 / .187 X .032
- 2) LABEL ALL SPADE CON.

### BATMAN      NBA JAM

- BTN A NOT USED
- BTN B JUMP
- BTN C PUNCH
- BTN D KICK
- BTN A SHOOT
- BTN B PASS
- BTN C TURBO
- BTN D EXTREME

NBA JAM & BATMAN

Size  
C

FCSM No.  
CUS 252292

Rev  
B

Scale

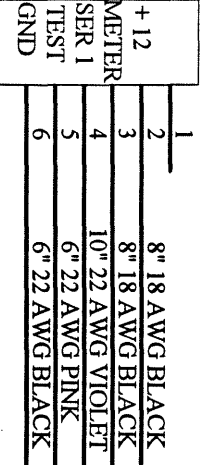
DATE: FEB 23, 1996

Sheet  
1 of 1

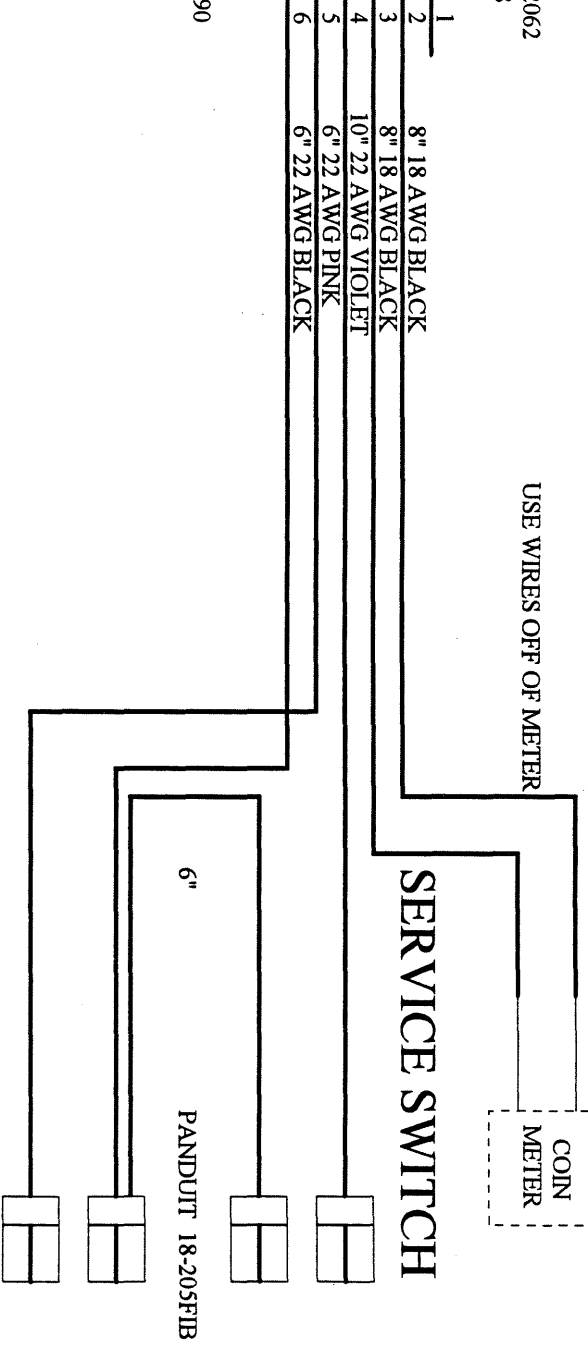
CONN. 03-09-2062  
 PIN 02-09-2118

USE WIRES OFF OF METER

COIN  
 METER



TO CUS 252290



LAZER TRON  
 4430 WILLOW ROAD  
 PLEASANTON, CA 94588  
 (510) 460-0873

SERVICE PANEL HARNESS

DRAWN BY: Justin Leinen

NBA JAM & BATMAN

Size  
 A

FCSM No.

DWGN No.  
 CUS252293

Rev  
 A

Scale

DATE: FEB 12, 1996

Sheet  
 1 of 1

1

2

3

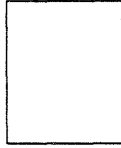
4

1 2 3 4

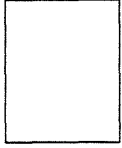
# AC IN

CONN. 03-09-2032  
PIN 02-09-2116

- 1 100" BLACK 18 AWG
- 2 100" GREEN 18 AWG
- 3 100" WHITE 18 AWG

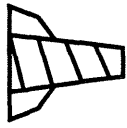
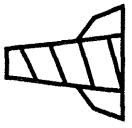


- 1 50" BLACK 18 AWG
- 2 50" GREEN 18 AWG
- 3 50" WHITE 18 AWG



# LIGHT AC

STRIP 1/2 INCH



# MONITOR AC

CONN. 1-480700-0  
PIN 350547-1

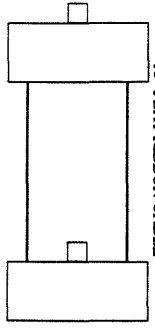
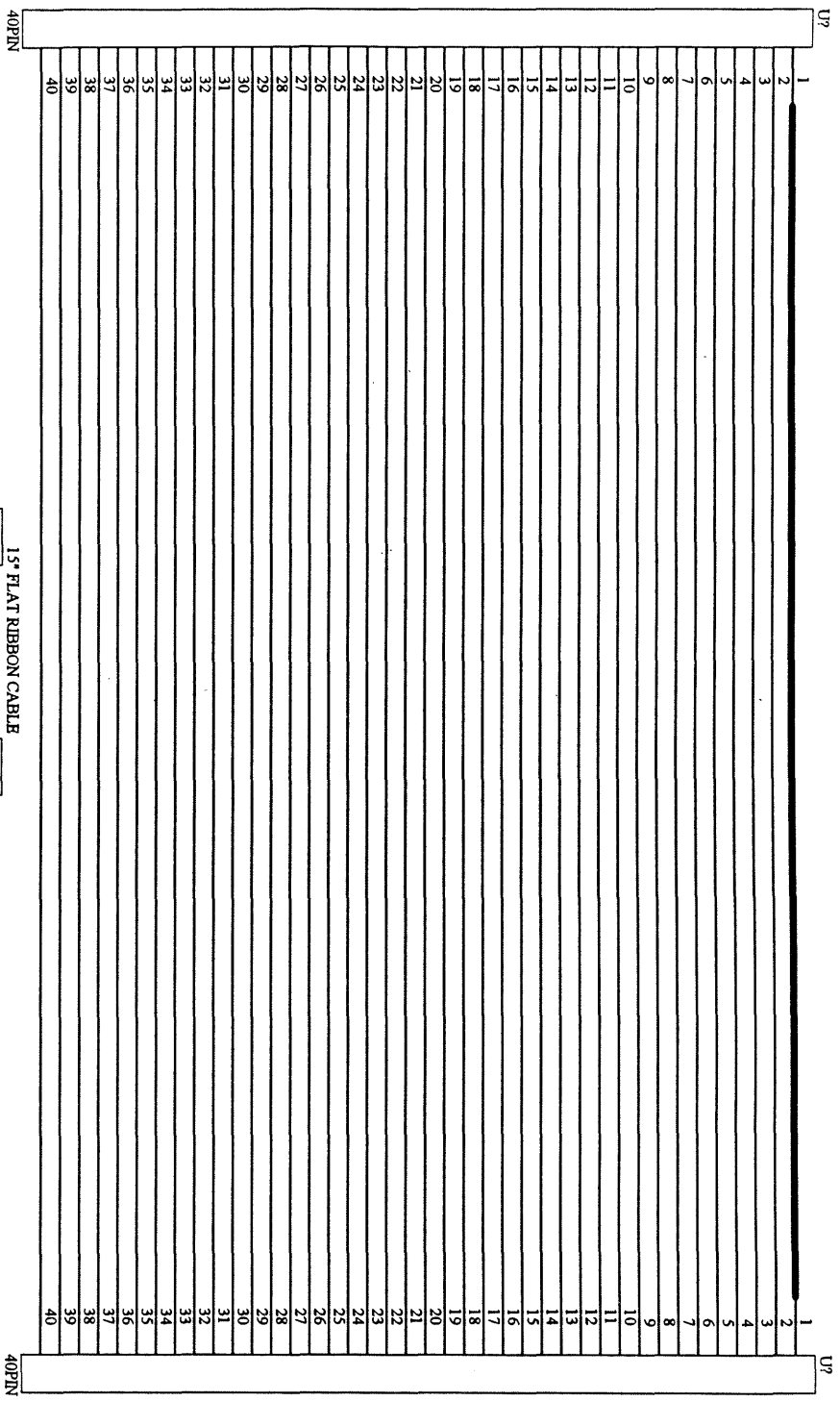
LAZER TRON  
4430 WILLOW ROAD  
PLEASANTON, CA 94588  
(510) 460-0873

AC PWR

DRAWN BY: Justin Leinen

NBA JAM & BATMAN	Size A	FCSM No.	DWG No. CUS 252295	Rev A
	Scale	DATE: FEB 12, 1996		Sheet 1 of 1

1 2 3 4



CONNECTOR: 40 PIN DIP, 0.10", WITH POLARIZING TAB

LAZER TRON  
 4430 WILLOW ROAD  
 PLEASANTON, CA 94588  
 (510) 460-0873

15° 40 PIN RIBBON CABLE

DRAWN BY: Justin Leinen

NBA JAM & BATMAN

Size  
 A

FCSM No.

DWG No.  
 CUS252296

Scale

DATE: FEB 21, 1996

Sheet  
 1 of 1

Rev  
 B

MOLEX 9 PIN PLUG  
 CON 03-09-2092  
 PIN 02-09-2118

- |        |   |                     |
|--------|---|---------------------|
| J?     | 1 | 29" 22 AWG BLUE     |
| 12 VDC | 2 | 30" 22 AWG BLACK    |
| GND    | 3 | 18" 22 AWG PINK     |
| LO 1   | 4 | 22" 22 AWG VIOLET   |
| LO 2   | 5 | 18" 22 AWG BLACK    |
| GND    | 6 | 38.25" 22 AWG BROWN |
| COIN 1 | 7 | 40.25" 22 AWG GREY  |
| COIN 2 | 8 | 38.25" 22 AWG BLACK |
| GND    | 9 | 25" 22 AWG GREEN    |

9 PIN CONN

TO CUS 252290

8"

8" LENGTH CLEAR PVC OR SPLIT CORRUGATED  
 LOOM TUBING OVER THIS LENGTH

RING LUG

PN18-610R #8

PANDUIT DNF 18-110FIB

COIN LIGHT COIN LIGHT

PANDUIT DNF 18-110FIB

LOCK OUT 1

LOCK OUT 2

COIN SWT 1

COIN SWT 2

PANDUIT DNF 18-205FIB

LAZER TRON  
 4430 WILLOW ROAD  
 PLEASANTON, CA 94588  
 (510) 460-0873

COIN DOOR HARNESS

DRAWN BY: Justin Leinen

Size A	FCSM No.	DWG No. CUS252297
-----------	----------	----------------------

Scale  
DATE: JAN 10, 1996

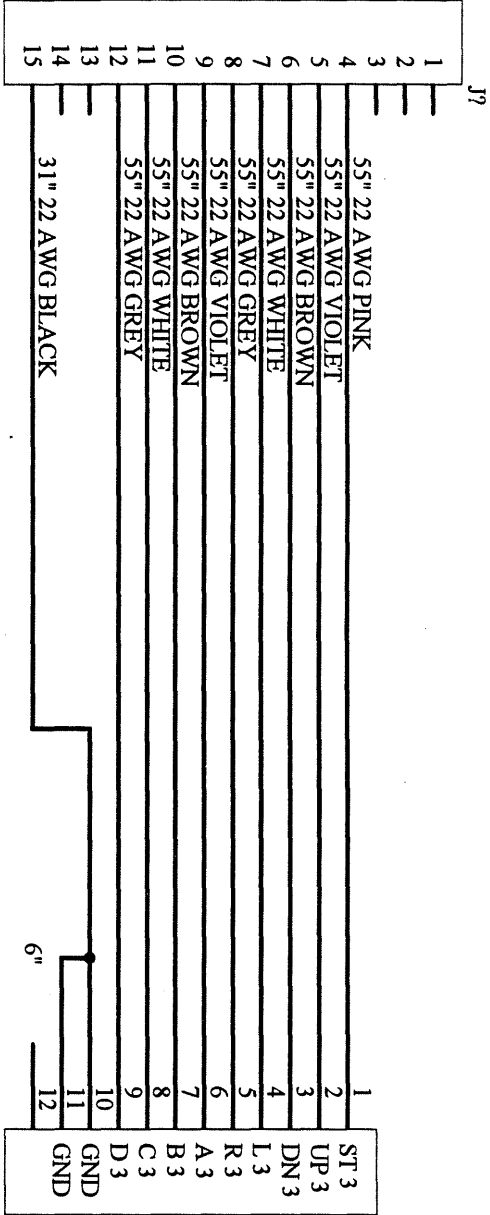
Sheet  
1 of 1

Rev  
1

# HARNESS BIULT BY COIN CONTROL MOUNTED IN COIN DOOR

KYOCERA  
 CON 60-8263-3015-15-000  
 PIN 60-8263-2523-00-808

METER  
 L O 3  
 COIN 3  
 ST 3  
 UP 3  
 DN 3  
 L 3  
 R 3  
 A 3  
 B 3  
 C 3  
 D 3  
 SPARE  
 H/V HOLD 1  
 GND



CON15

**PLAYER 3**

CONN: 03-06-1122  
 PIN 02-06-1101  
 TO CUS 252303

**DYE BLACK**

LAZER TRON  
 4430 WILLOW ROAD  
 PLEASANTON, CA 94588  
 (510) 460-0873

PLAYER 3 HARNNESS NBA-JAM

DRAWN BY: Justin Leinen

NBA JAM

Rev  
 A

A

DATE: FEB 12, 1996

Sheet  
 1 of 1

Scale

Size  
 A

FCSM No.

DWG No.  
 CUS252300

1

2

3

4

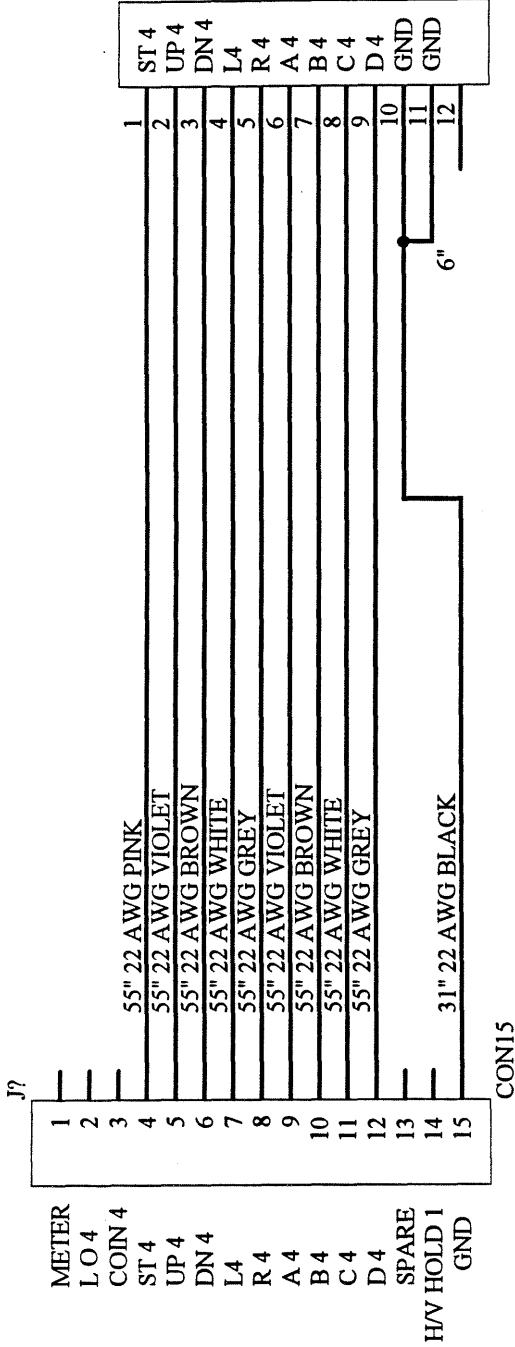
1

2

3

4

KYOCERA  
 CON 60-8263-3015-15-000  
 PIN 60-8263-2523-00-808



**PLAYER 4**

CONN. 03-06-1122  
 PIN 02-06-1101  
 TO CUS 252304

**DYE BLUE**

NOTE:  
 1} AL SPADE CON ARE .205 / .187 X .032

LAZER TRON  
 4430 WILLOW RD  
 PLEASANTON, CA 94588  
 (510) 460-0873

PLAYER 4 HARNESS NBA-JAM

DRAWN BY: Justin Leinen

NBA JAM

Size  
A

FCSM No.

DWG No.  
CUS 252301

Rev  
A

Scale

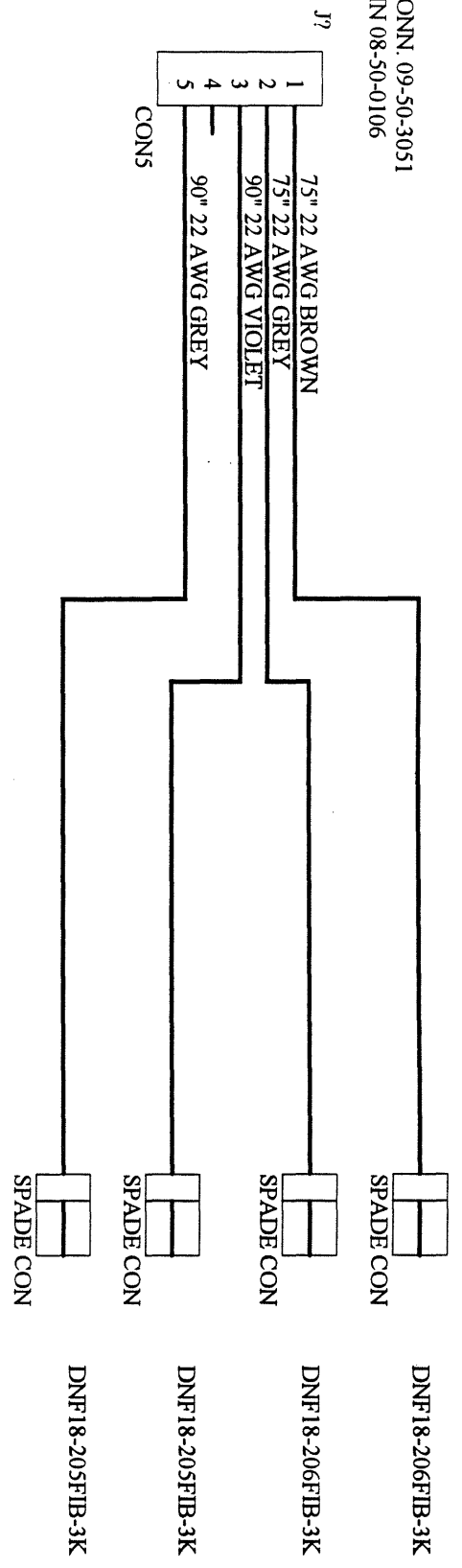
DATE: FEB 12, 1996

Sheet  
1 of 1



1 2 3 4

CONN. 09-50-3051  
PIN 08-50-0106



LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510)460-0873

SOUND HARNNESS NBA-JAM

DRAWN BY: Justin Leinen

NBA JAM & BATMAN

Size C

FCSM No.

DWG No. CUS 252302

Rev B

Scale

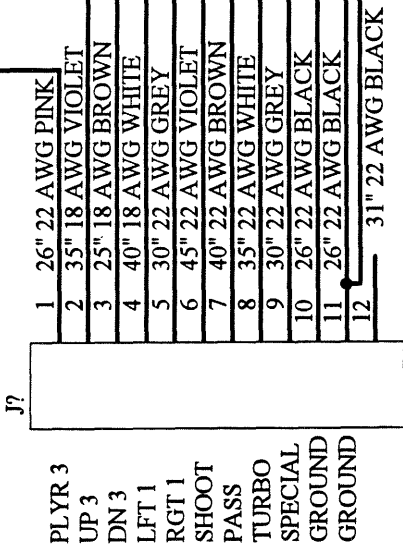
DATE: FEB 23, 1996

Sheet 1 of 1

1 2 3 4

# PLAYER 3

CONN. 03-06-2122  
PIN 02-06-2101



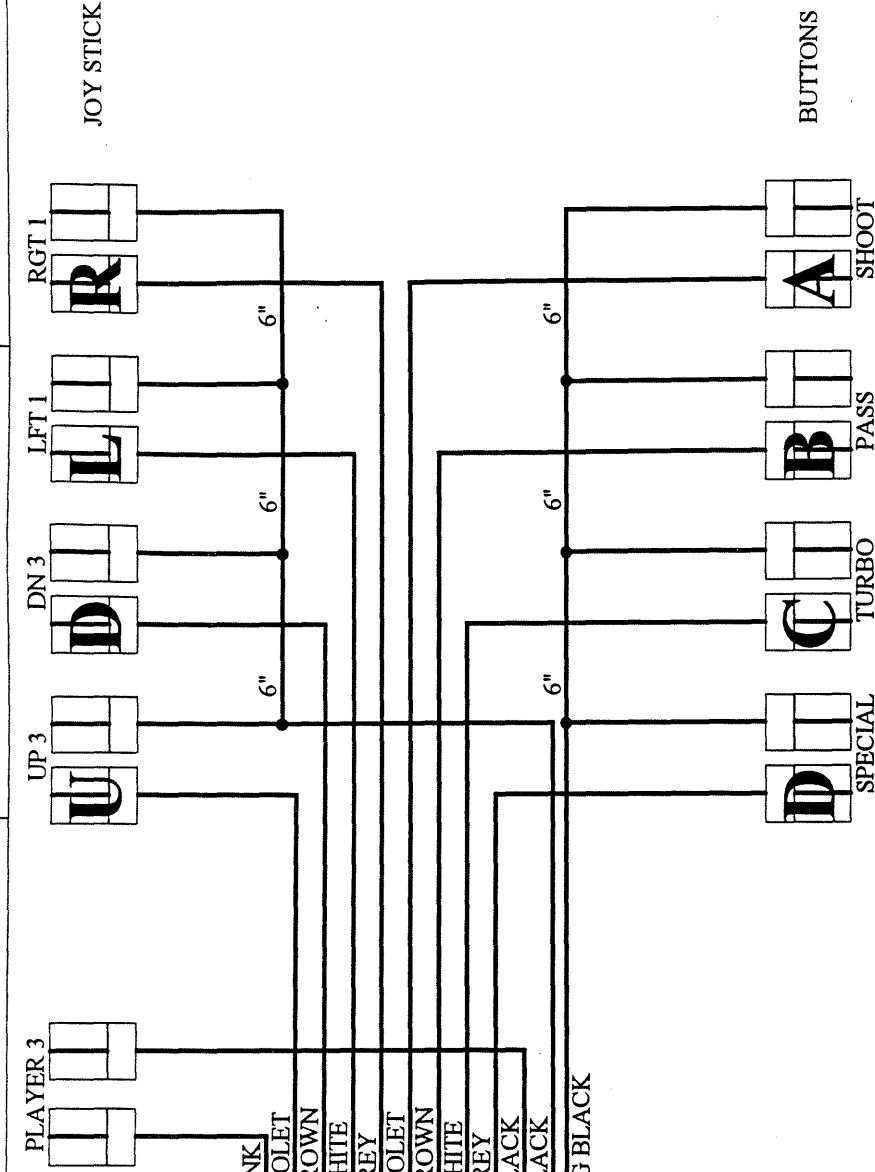
12 PIN CONN  
TO CUS 252300

# DYE BLACK

NOTE:  
1) ALL SPADE CON ARE .205 / .187 X .032  
2) LABEL ALL SPADE CON.

## NBA JAM

- BTN A SHOOT
- BTN B PASS
- BTN C TURBO
- BTN D EXTREME



LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510) 460-0873

PLAYER 3 CONTROL PANEL HARNESS NBA-JAM

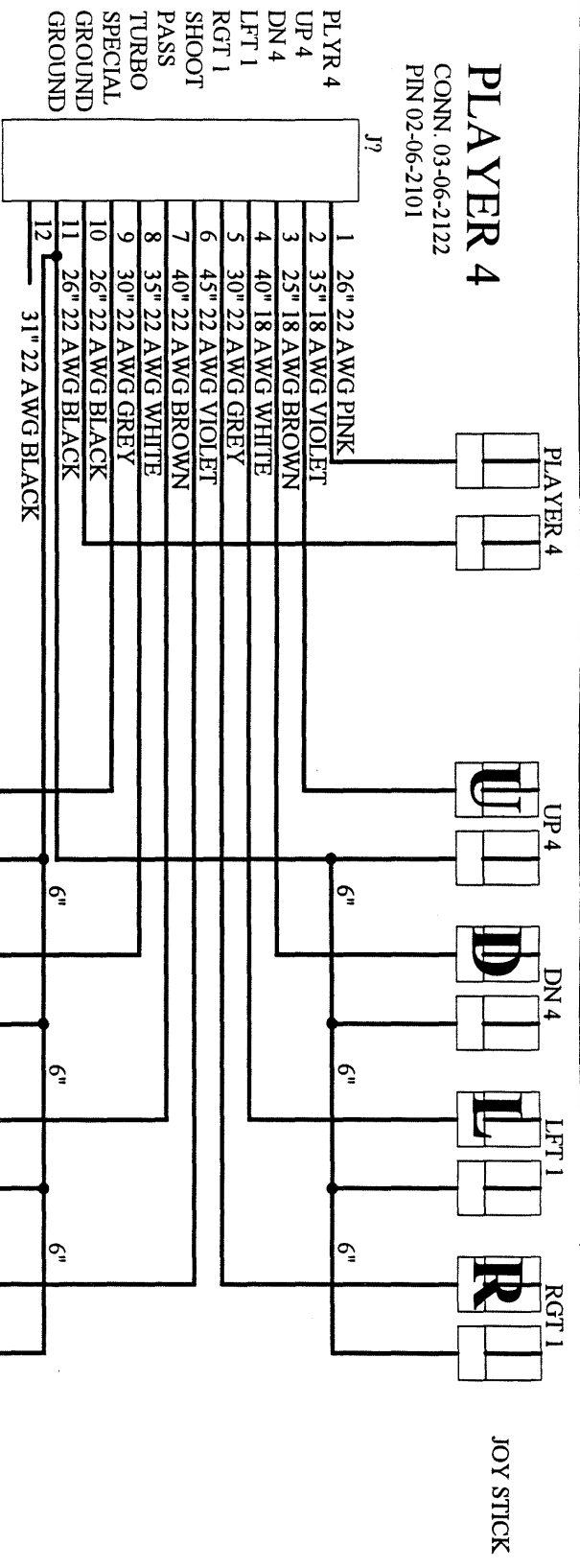
DRAWN BY: Justin Leinen

Size A	FCSM No.	DWG No. CUS 252303	Rev B
Scale	DATE: FEB 23, 1996		Sheet 1 of 1

1 2 3 4

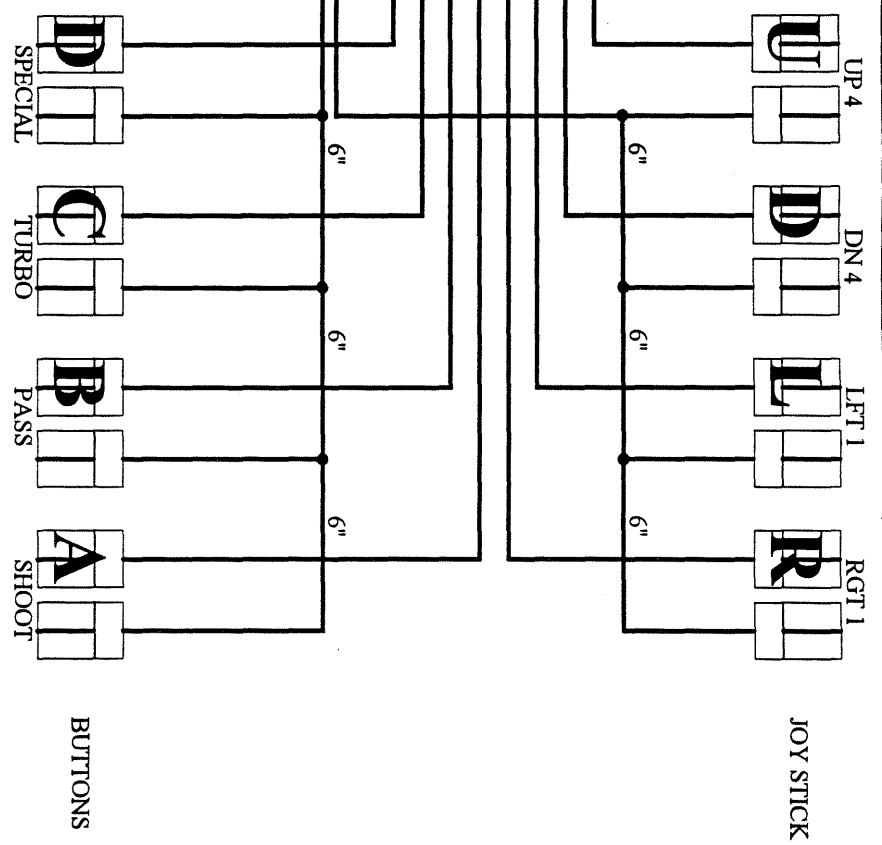
# PLAYER 4

CONN: 03-06-2122  
PIN 02-06-2101



12 PIN CONN  
TO CUS 252300

# DYE BLUE



NOTE:  
1) ALL SPADE CON ARE .205 / .187 X .032  
2) LABEL ALL SPADE CON.

## NBA JAM

BTN A SHOOT  
BTN B PASS  
BTN C TURBO  
BTN D EXTREME

LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510)460-0873

PLAYER 4 CONTROL PANEL HARNESS NBA-JAM

DRAWN BY: Justin Leinen

Size	FCSM No.	DWG No.	Rev
C		CUS 252304	B

Scale	DATE: FEB 23, 1996	Sheet
		1 of 1

1 2 3 4



# NBAJAM EXTREME™ KIT INSTALLATION

Refer to the previous sections of this manual for safety warnings, on screen menus, and troubleshooting of your NBAJAM EXTREME™ game.

**Acclaim ... SERIOUS COIN!**

Sales: Acclaim Coin-Operated Entertainment, Inc., 2593 Coast Avenue, Mountain View, CA 94043  
(415)528-2100 phone, (415)528-2185 fax

Customer Service: Lazer-tron Corp., 4430 Willow Road, Pleasanton, CA 94588  
(510)460-0873 phone, (510)460-0365 fax

P/N CUS252285 Rev A

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## KIT PARTS LIST

<u>PART #</u>	<u>DESCRIPTION</u>	<u>QUANTITY</u>
<b>HARNESSES</b>		
CUS252287	Harness, Player 1 Control Panel	1
CUS252288	Harness, Player 2 Control Panel	1
CUS252289	Harness, JAMMA Kit	1
CUS252295	Harness, AC Power	1
CUS252296	Harness, 15" Ribbon	1
CUS252300	Harness, Player 3	1
CUS252301	Harness, Player 4	1
CUS252302	Harness, Sound	1
CUS252306	Harness, Player 3	1
CUS252307	Harness, Player 4	1
<b>ARTWORK/DECALS</b>		
CUS252415	Decal, Bezel	1
CUS252416	Decal, Control Panel	1
CUS252417	Decal, Marquee Insert	1
CUS252418	Decal, Left & Right Side	2
CUS252419	Decal, Buttons & Logos	7 pieces
CUS252424	Game Header	1
CUS252429	Decal, Plain Black	1
<b>CONTROL PANEL PARTS</b>		
CUS252266	Pattern, Button Layout	5 sheets
HRD200824	Nut, 10-24 Kep	16
HRD201140	Bolt, 10-24 x 1 1/2" Black Carriage	16
OEM190124	Joystick	4
SWT140019	Push-button, One Player	1
SWT140020	Push-button, Two Player	1
SWT140060	Push-button, Three Player	1
SWT140061	Push-button, Four Player	1
SWT140050	Play-button, Yellow	16
<b>ELECTRONICS</b>		
FB800095	RAX Sound Board	1
FB800102	ROM Board	1
OEM190127	SONY PLAY STATION ARCADE BOARD	1
CUS252285	Manual	1

## INSTALLATION INSTRUCTIONS

**WARNING!! UNPLUG YOUR GAME BEFORE BEGINNING THIS INSTALLATION. FAILURE TO DO SO MAY RESULT IN INJURY TO YOURSELF AND/OR YOUR GAME.**

**ESD PRECAUTIONS!!** The printed circuit boards in this kit are sensitive to electro-static discharge. Your body is capable of transferring enough current to damage components on the boards. To avoid this, wear a proper grounding strap or take necessary precautions before handling any of the printed circuit boards.

### SPECIFICATIONS AND REQUIREMENTS

#### **Power Supply Minimum Requirements:**

150W, +12VDC @ 4 amps, +5VDC @ 5 amps

200V, +12V @ 8 amps, +5VDC @ 20 amps.

#### **Speakers**

For the best performance and sound we recommend 2 speakers rated at 4 ohm, 50W. Anything less than this will not produce adequate sound.

#### **Monitor**

This game requires a low resolution monitor. We recommend a Wells-Gardner model 25K2193 or equivalent.

### PREPARING THE GAME CABINET

1. Unplug all harnesses from printed circuit boards, joysticks, push-buttons, and other devices.
2. Remove printed circuit boards.
3. Remove buttons and joysticks from control panel.
4. Remove all old decals, overlays, and outer monitor bezel.
5. Clean all surfaces thoroughly with a good surface cleaner. Surfaces receiving new decals should also be cleaned with a degreaser like denatured alcohol.

### ADDING NEW HOLES TO THE CONTROL PANEL

1. Use sheets 2 through 4 of drawing CUS252266 included in this manual to position and cut holes for the joysticks and buttons. Position each sheet according to the dimensions on sheet 1 of 5 and the instructions on the edges of the individual sheets for proper player angles. Note, you will have to adjust the spacing between players to suit the particular size and shape of some panels, however you should try to keep the angle of each player.
2. Center punch the location of new holes and drill or punch the joystick positions to 1.25" diameter, the mounting holes to .21" diameter, and all sixteen play buttons to 1.12" diameter.
3. Locate and drill 4, 1.12" diameter holes approximately where shown for the four start buttons. Plug or fill any unused holes if desired.

If you will be using a clear plastic cover, cut those holes to match the control panel pattern.



## INSTALLATION INSTRUCTIONS, continued

### INSTALLATION OF:

#### Control Panel

1. The kit Control Panel decal is oversized to fit most 4 player games. Remove the backing and apply centered on your control panel. Take care to smooth out any bubbles as you press down firmly from the center out to the edges.
2. Trim excess from the edges.
3. Cut out the holes using the control panel as a guide for your knife.
4. Remove the backing from the words "PASS/STEAL", "SHOOT/BLOCK", TURBO, & "EXTREME" and apply at the angle and location as shown on each pattern drawing. Leave enough clearance for the button bezel overlap.
5. Apply the Player 1, 2, 3, and 4 labels if desired. These are not necessary since the buttons are screened with characters.
6. If you will be using a plastic cover, install it now and cut holes to match.
7. Install the buttons and joysticks in their appropriate holes. Install the 1 Player button on the left-hand side of the Control Panel and the 4 Player on the right.

#### Printed Circuit Boards

8. Mount the printed circuit boards on the inside of the game cabinet. An arrangement similar to figure 2 is recommended although the sliding tray is not needed.
9. Connect harnesses according to the Wiring Diagrams on the following pages.

#### Cabinet Decals & Bezel

10. Apply a large (6" x 16 1/2") Acclaim logo decal and a side NBAJAM EXTREME™ decal to each side.
11. Apply one of the wedge shaped Acclaim decals to each side of the control panel.
12. Apply the coin/test/service decal next to your existing controls. Cut the decal into pieces if necessary to fit your arrangement. For the purposes of this game, the test button is red and the service button is green.
13. Cut the monitor bezel to fit your existing monitor and install with double backed tape in place of your old one.
14. Screw the "New Game" marquee to the top of the cabinet. If there is no cleat on the cabinet top attach one 16" long.
15. Install the backlit marquee in place of your old marquee. Trim to fit if necessary. Two 40 watt incandescent bulbs are recommended to light the marquee area.
16. Save any extra decals for future needs.

THE GAME IS NOW READY TO TURN ON AND TEST. To enter the Test Mode and On Screen Menus press the red Test button anytime after power up. Turn now to the screen menus section in the beginning of this manual for further information.

## KIT TROUBLESHOOTING CHART

**Also refer to the troubleshooting section earlier in this manual**

SYMPTOM	POSSIBLE CAUSES	CORRECTIONS
1. Sound is weak.	A. Incorrect speakers	A. Replace with 2, 4 ohm, 50 watt speakers
2. Monitor has lines and odd shapes when turned on.	A. Incompatible monitor. Should be a low resolution monitor	A. Set monitor to low resolution. B. Replace with a low resolution monitor. A Wells Gardner #25K2193 or equivalent is recommended.
3. Game will not turn on.	A. Some power supplies require a steady high load. The PC boards in this game are low load and may not be enough for your supply to work properly.	A. Replace the power supply with one equivalent to the specifications listed in the beginning of this manual.
4. Game shuts down immediately after turning on.	A. On power up the Sound board requires a power surge then low power. This may be seen as a short causing the power supply to go into overvoltage protection.	A. Check by unplugging the Sound board and turning on the game. If OK, replace the power supply with the recommended type.

## APPENDIX B

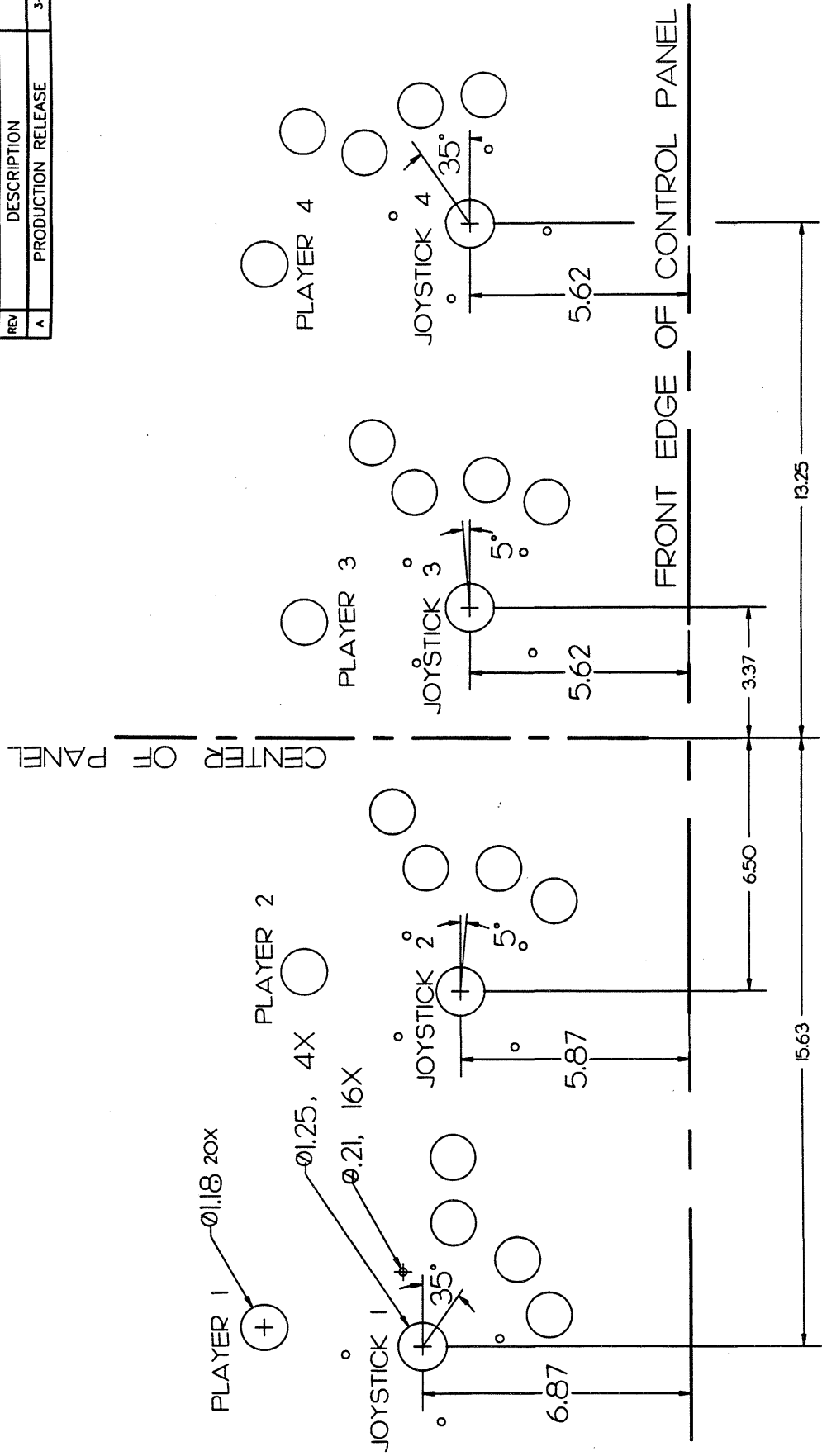
### TEMPLATE

CUS 252266 (5 sheets)    BUTTON LAYOUT

### HARNESSES

CUS 252287	HARNESS, PLAYER 1 CONTROL PANEL KIT
CUS 252288	HARNESS, PLAYER 2 CONTROL PANEL KIT
CUS 252289	HARNESS, JAMMA KIT
CUS 252295	HARNESS, AC POWER
CUS 252296	HARNESS, 15" 40 PIN RIBBON
CUS 252300	HARNESS, PLAYER 3
CUS 252301	HARNESS, PLAYER 4
CUS 252302	HARNESS, SOUND
CUS 252306	HARNESS, PLAYER 3 CONTROL PANEL
CUS 252307	HARNESS, PLAYER 4 CONTROL PANEL

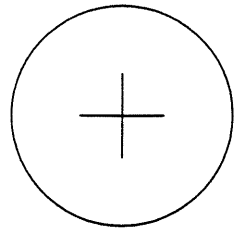
REVISIONS		
REV	DESCRIPTION	DATE
A	PRODUCTION RELEASE	3-29-96
		APPROVED
		ZLC



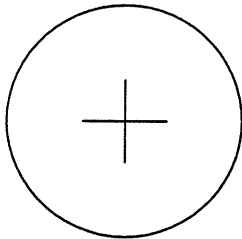
NOTES  
 1. SEE SEPARATE FULL SIZE PATTERN SHEETS FOR PLAYER POSITIONS 1 THRU 4.

QTY	DESCRIPTION	PART NO.	ITEM
-01			
-02			
PARTS LIST			
<b>LAZER-TRON</b>			
4430 WILLOW ROAD, PLEASANTON, CA. 94588			
Innovators in Redemption (510) 460-0873 FAX: 0365			
PROJECT: NBAJAM EXTREME KIT M365 DRAWN BY: ZLC			
PART: BUTTON LAYOUT DATE: 3-29-96			
SCALE: 1/4	FILE: 252266A	1 OF 5	DWG NO. CUS252266
			REV A

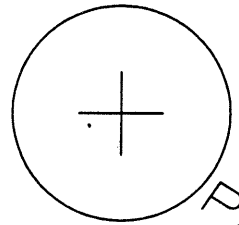
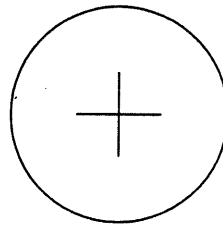
# PLAYER 1 HOLE PATTERN



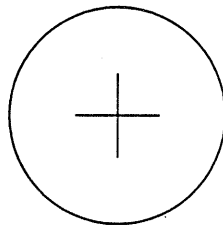
PLAYER 1



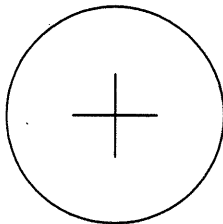
JOYSTICK



SHOOT/BLOCK  
PASS



TURBO



EXTREME

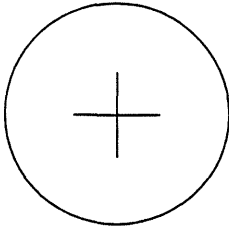
LINE UP PARALLEL WITH LEFT EDGE OF CONTROL PANEL



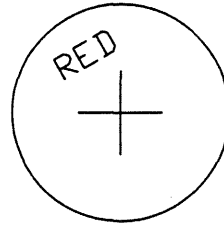
LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL



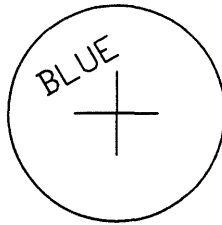
# PLAYER 4 HOLE PATTERN



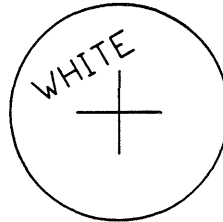
PLAYER 4



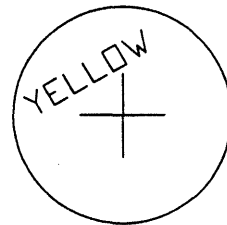
PASS/STEAL



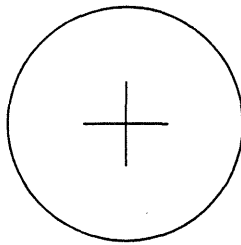
SHOOT/BLOCK



TURBO



EXTREME



JOYSTICK



LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL

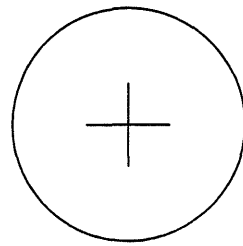
LINE UP PARALLEL WITH RIGHT EDGE OF CONTROL PANEL



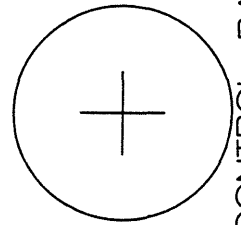


PLAYER 2  
HOLE PATTERN

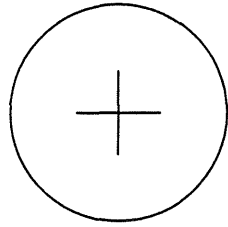
PLAYER 2



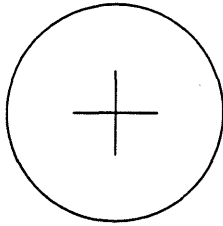
JOYSTICK



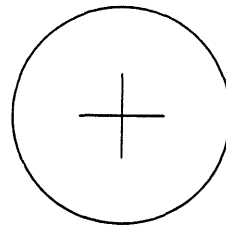
EXTREME



PASS/STEAL



SHOOT/BLOCK

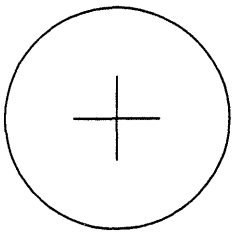


TURBO

LINE UP PARALLEL WITH LEFT EDGE OF CONTROL PANEL

LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL





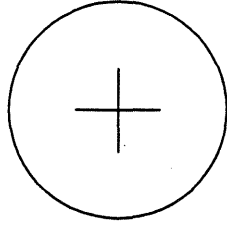
PLAYER 3

HOLE PATTERN

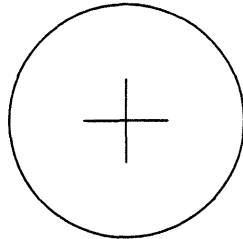
PLAYER 3



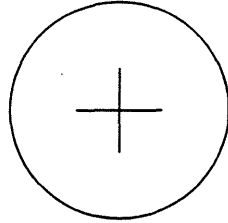
PASS/STEAL



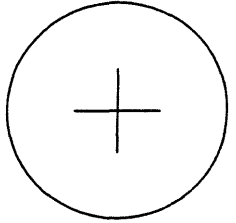
SHOOT/BLOCK



JOYSTICK



TURBO



EXTREME

LINE UP PARALLEL WITH RIGHT EDGE OF CONTROL PANEL

LINE UP PARALLEL WITH FRONT EDGE OF CONTROL PANEL



# PLAYER 1

CONN. 03-06-2122  
PIN 02-06-2101

J?

- 1 50" 22 AWG PINK
- 2 50" 18 AWG VIOLET
- 3 50" 18 AWG BROWN
- 4 50" 18 AWG WHITE
- 5 50" 22 AWG GREY
- 6 50" 22 AWG VIOLET
- 7 50" 22 AWG BROWN
- 8 50" 22 AWG WHITE
- 9 50" 22 AWG GREY
- 10 50" 22 AWG BLACK
- 11 50" 22 AWG BLACK
- 12 50" 22 AWG BLACK

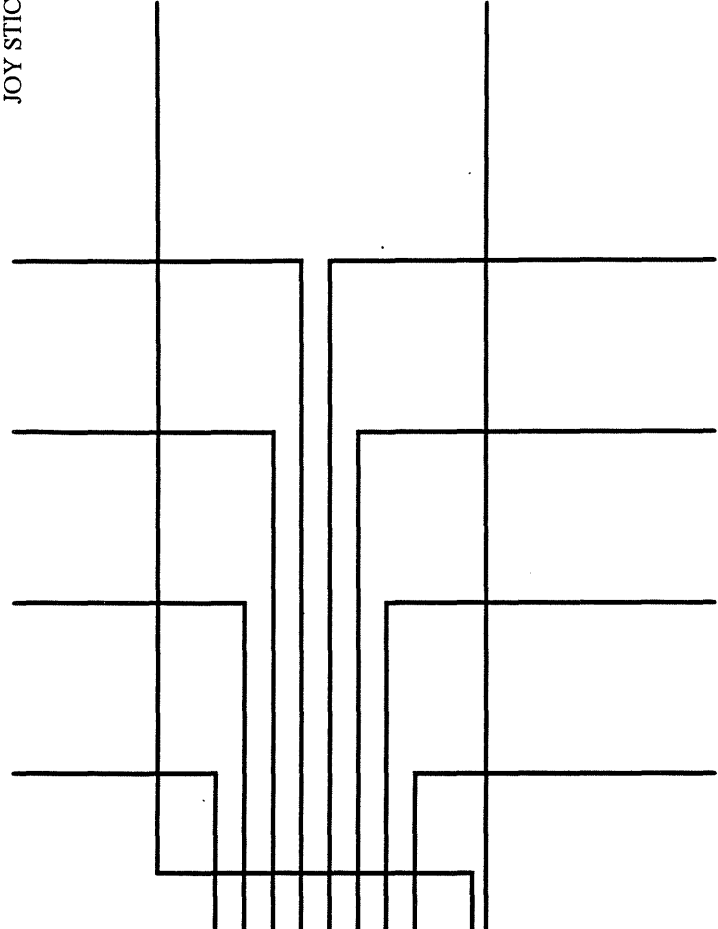
- PLYR 1
- UP 1
- DN 1
- RGT 1
- LFT 1
- BTN A
- BTN B
- BTN C
- BTN D
- GROUND
- GROUND

12 PIN CONN  
TO CUS 252263

PLAYER 1

UP 1    DN 1    RGT 1    LFT 1

JOY STICK



BUTTONS

BTN D    BTN C    BTN B    BTN A

NOTE:  
1} AL SPADE CON ARE .205 / .187 X .032

LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510) 460-0873

PLAYER 1 CONTROL PANEL HARNESS KIT

DRAWN BY: Justin Leinen

Size A	FCSM No.	DWG No. CUS 252287	Rev A
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Scale	DATE: JAN 10, 1996	Sheet 1 of 1
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# PLAYER 2

CONN. 03-06-2122  
PIN 02-06-2101

1 2 3 4  
PLAYER 2 UP 2 DN 2 RGT 2 LFT 2

JOY STICK

PLAYER 2  
UP 2  
DN 2  
RGT 2  
LFT 2  
BTN A  
BTN B  
BTN C  
BTN D  
GROUND

**R**  
**E**  
**D**

- 1 50" 22 AWG PINK
- 2 50" 18 AWG VIOLET
- 3 50" 18 AWG BROWN
- 4 50" 18 AWG WHITE
- 5 50" 22 AWG GREY
- 6 50" 22 AWG VIOLET
- 7 50" 22 AWG BROWN
- 8 50" 22 AWG WHITE
- 9 50" 22 AWG GREY
- 10 50" 22 AWG BLACK
- 11 50" 22 AWG BLACK
- 12 50" 22 AWG BLACK

12 PIN CONN  
TO CUS 252298

# DYE RED

BTND BTNC BTNB BTNA

BUTTONS

NOTE:  
1} AL SPADE CON ARE .205 / .187 X .032

LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510)460-0873

PLAYER 2 CONTROL PANEL HARNESS KIT

DRAWN BY: Justin Leinen

Size	FCSM No.	DWG No.	Rev
C		CUS 25288	A

Scale

DATE: JAN 22, 1996

Sheet  
1 of 1

A

B

C

D

A

B

C

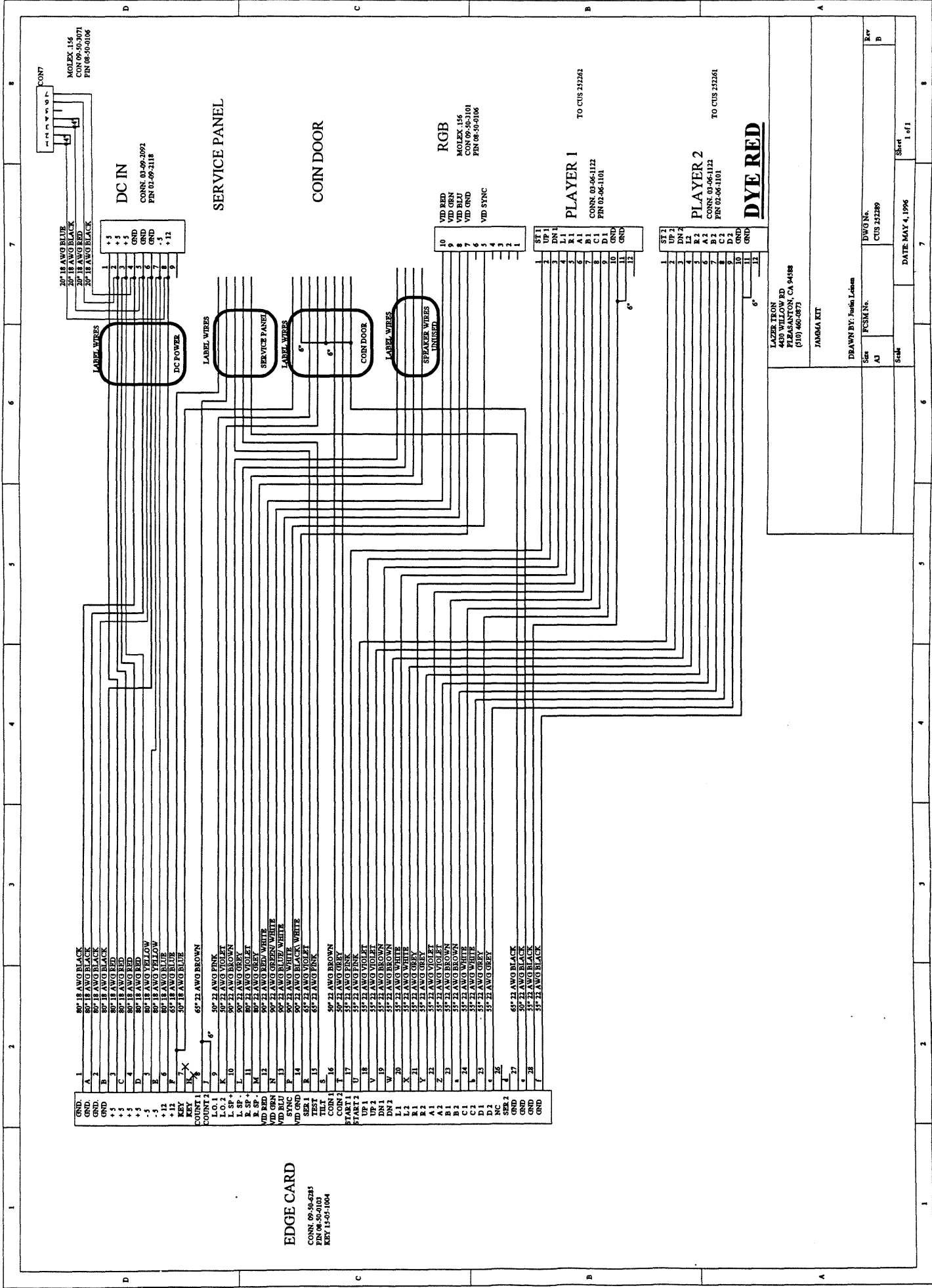
D

1

2

3

4



DC IN  
CONN: 03-09-2091  
PIN 03-09-2118

SERVICE PANEL

COIN DOOR

RGB  
MOLEX 156  
CONN: 09-50-3101  
PIN: 08-50-0106

PLAYER 1  
CONN: 03-06-1122  
PIN: 03-06-1101

PLAYER 2  
CONN: 03-06-1122  
PIN: 03-06-1101

DYE RED

1	80° 18 AWG BLACK
2	80° 18 AWG BLACK
3	80° 18 AWG BLACK
4	80° 18 AWG RED
5	80° 18 AWG RED
6	80° 18 AWG RED
7	80° 18 AWG YELLOW
8	80° 18 AWG YELLOW
9	80° 18 AWG BLUE
10	80° 18 AWG BLUE
11	80° 18 AWG BLUE
12	65° 22 AWG BROWN
13	65° 22 AWG BROWN
14	65° 22 AWG BROWN
15	65° 22 AWG BROWN
16	65° 22 AWG BROWN
17	65° 22 AWG BROWN
18	65° 22 AWG BROWN
19	65° 22 AWG BROWN
20	65° 22 AWG BROWN
21	65° 22 AWG BROWN
22	65° 22 AWG BROWN
23	65° 22 AWG BROWN
24	65° 22 AWG BROWN
25	65° 22 AWG BROWN
26	65° 22 AWG BROWN
27	65° 22 AWG BROWN
28	65° 22 AWG BROWN
29	65° 22 AWG BROWN
30	65° 22 AWG BROWN
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91	65° 22 AWG BROWN
92	65° 22 AWG BROWN
93	65° 22 AWG BROWN
94	65° 22 AWG BROWN
95	65° 22 AWG BROWN
96	65° 22 AWG BROWN
97	65° 22 AWG BROWN
98	65° 22 AWG BROWN
99	65° 22 AWG BROWN
100	65° 22 AWG BROWN

EDGE CARD  
CONN: 09-50-5285  
PIN: 08-50-0103  
REV: 15-03-1004

LAZER TRON  
440 WILLOW RD  
FLEMINGTON, CA 94988  
(510) 460-8875

JAN04A KIT

DRAWN BY: James L. Latham

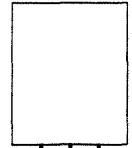
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FCSM No.: CUS 232289  
DWG No.: CUS 232289

DATE: MAY 4, 1996  
Scale: 1 of 1

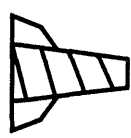
1 2 3 4

# AC IN

CONN. 03-09-2032  
PIN 02-09-2116

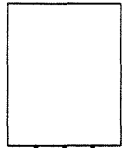


- 1 100" BLACK 18 AWG
- 2 100" GREEN 18 AWG
- 3 100" WHITE 18 AWG



STRIP 1/2 INCH

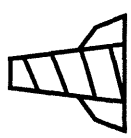
# LIGHT AC



- 1 50" BLACK 18 AWG
- 2 50" GREEN 18 AWG
- 3 50" WHITE 18 AWG

# MONITOR AC

CONN. 1-480700-0  
PIN 350547-1



LAZER TRON  
4430 WILLOW ROAD  
PLEASANTON, CA 94588  
(510) 460-0873

AC PWR

DRAWN BY: Justin Leinen

NBA JAM & BATMAN

Size  
A

FCSM No.

DWG No.  
CUS 252295

Rev  
A

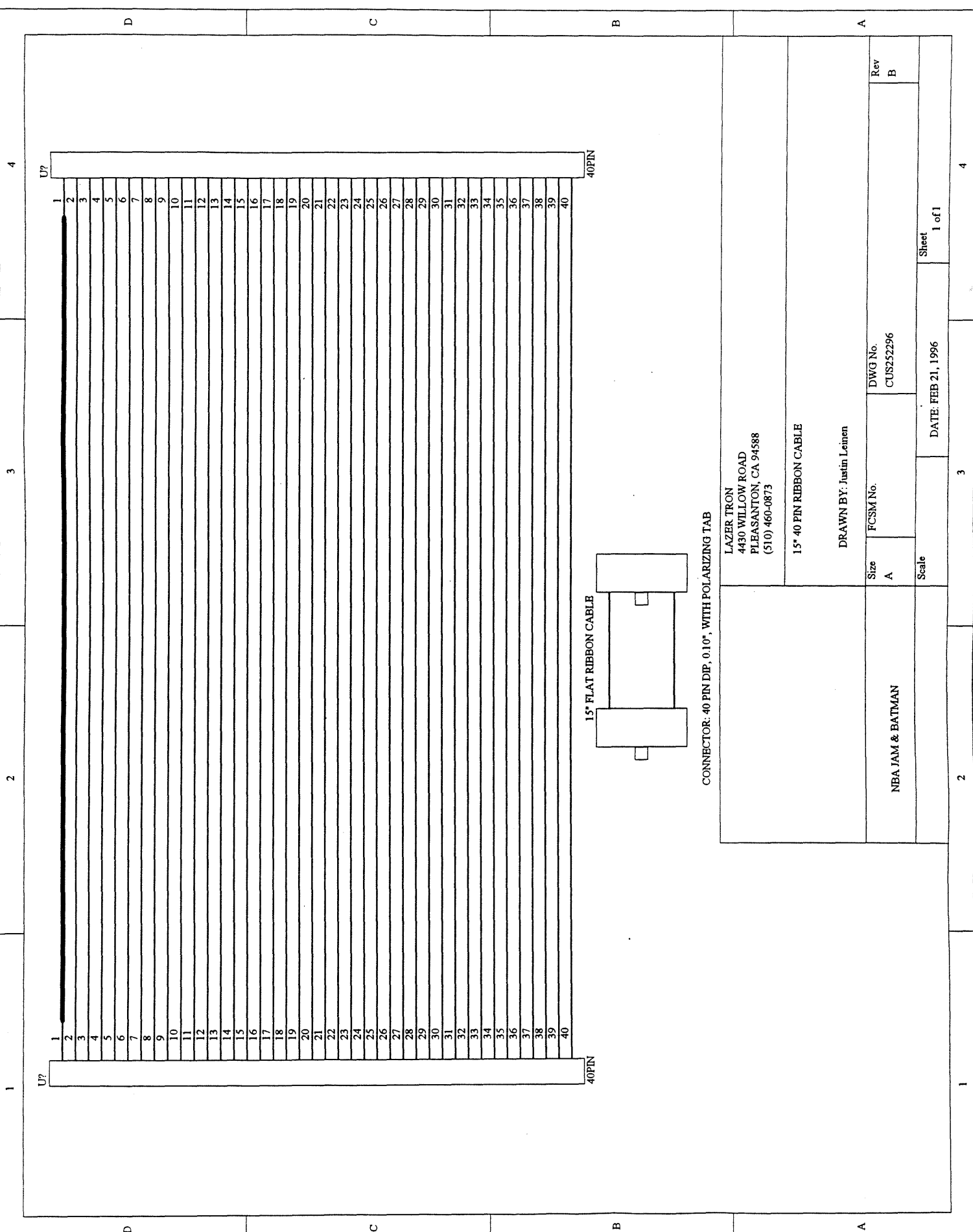
Scale

DATE: FEB 12, 1996

Sheet  
1 of 1

1 2 3 4





CONNECTOR: 40 PIN DIP, 0.10", WITH POLARIZING TAB

LAZER TRON  
 4430 WILLOW ROAD  
 PLEASANTON, CA 94588  
 (510) 460-0873

15" 40 PIN RIBBON CABLE

DRAWN BY: Justin Leinen

Size	FCSM No.	DWG No.
A		CUS252296

Rev
B

NBA JAM & BATMAN

Scale	DATE: FEB 21, 1996
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Sheet	1 of 1
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1 2 3 4

1 2 3 4

D D

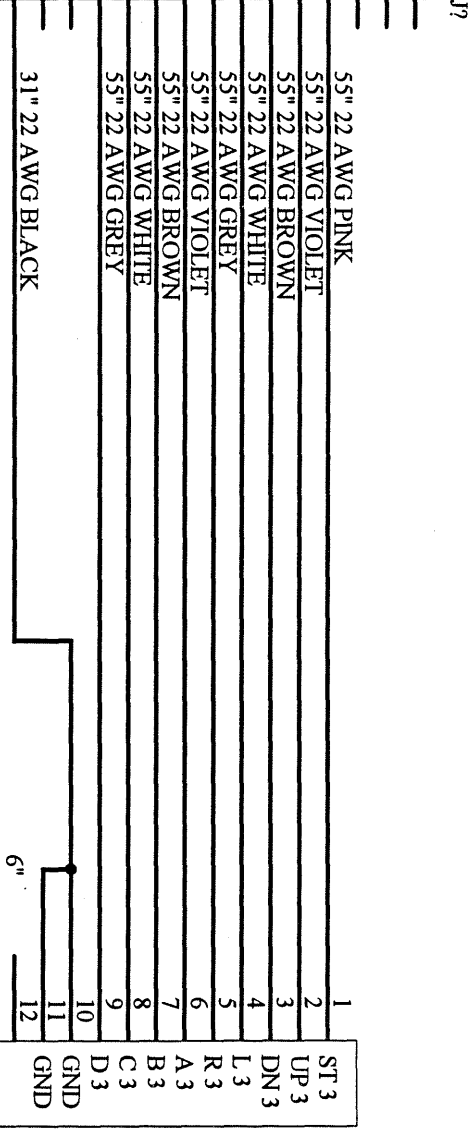
C C

B B

A A

KYOCERA  
 CON 60-8263-3015-15-000  
 PIN 60-8263-2523-00-808

- 1 METER
- 2 L O 3
- 3 COIN 3
- 4 ST 3
- 5 UP 3
- 6 DN 3
- 7 L 3
- 8 R 3
- 9 A 3
- 10 B 3
- 11 C 3
- 12 D 3
- 13 SPARE
- 14 H/V HOLD 1
- 15 GND



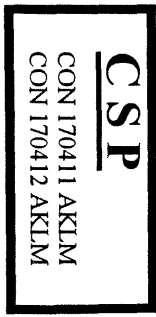
CON15

# PLAYER 3

CONN. 03-06-1122  
 PIN 02-06-1101

TO CUS 252303

# DYE BLACK



LAZER TRON  
 4430 WILLOW ROAD  
 PLEASANTON, CA 94588  
 (510) 460-0873

PLAYER 3 HARNNESS NBA-JAM

DRAWN BY: Justin Leinen

NBA JAM

Size A  
 FC SM No.

DWG No.  
 CUS252300

Scale

Rev  
 A

DATE: FEB 12, 1996

Sheet  
 1 of 1

1

2

3

4

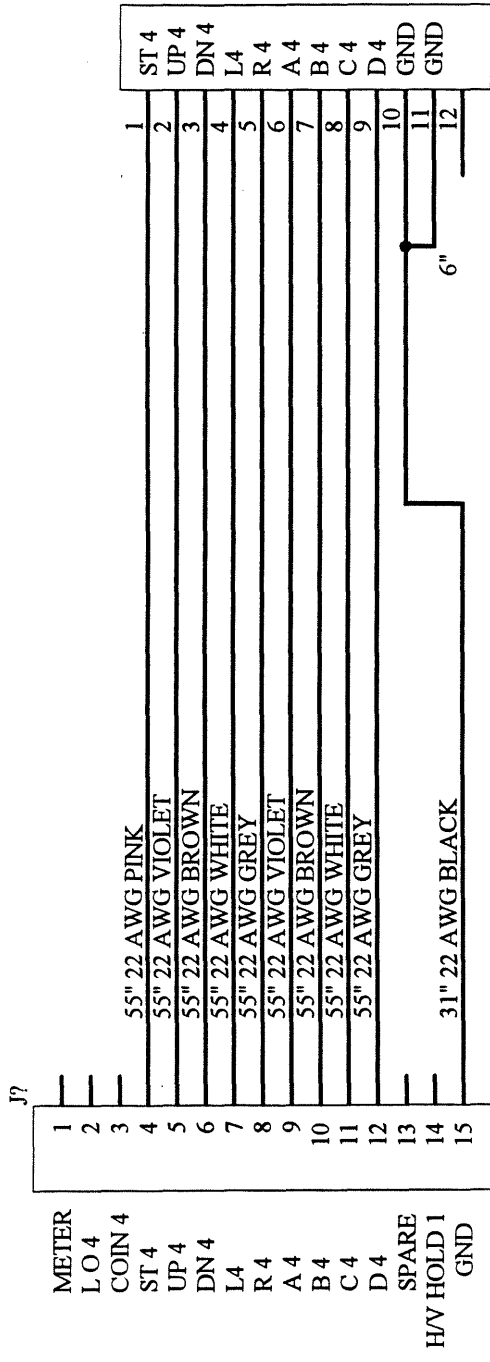
1

2

3

4

KYOCERA  
 CON 60-8263-3015-15-000  
 PIN 60-8263-2523-00-808



# PLAYER 4

CONN: 03-06-1122  
 PIN 02-06-1101

TO CUS 252304

# DYE BLUE

**CSP**  
 CON 170411 AKLM  
 CON 170412 AKLM

LAZER TRON  
 4430 WILLOW RD  
 PLEASANTON, CA 94588  
 (510) 460-0873

PLAYER 4 HARNESS NBA-JAM

DRAWN BY: Justin Leinen

NBA JAM	Size A	FCSM No.	DWG No. CUS 252301	Rev A
	Scale	DATE: FEB 12, 1996		Sheet 1 of 1

1

2

3

4

D

C

B

A

D

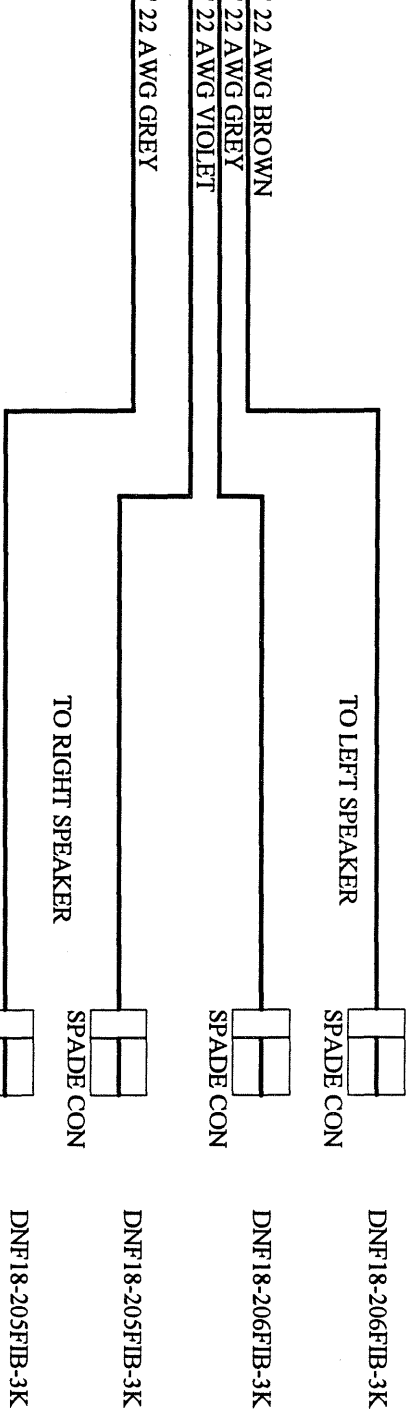
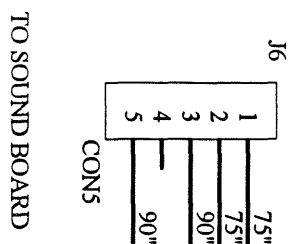
C

B

A

1 2 3 4

CONN. 09-50-3051  
PIN 08-50-0106



LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510)460-0873

SOUND HARNESS NBA-JAM  
DRAWN BY: Justin Leinen

NBA JAM & BATMAN

Size C  
FCSM No.

DWG No.  
CUS 252302

DATE: FEB 23, 1996

Rev B

Scale

Sheet 1 of 1

1 2 3 4

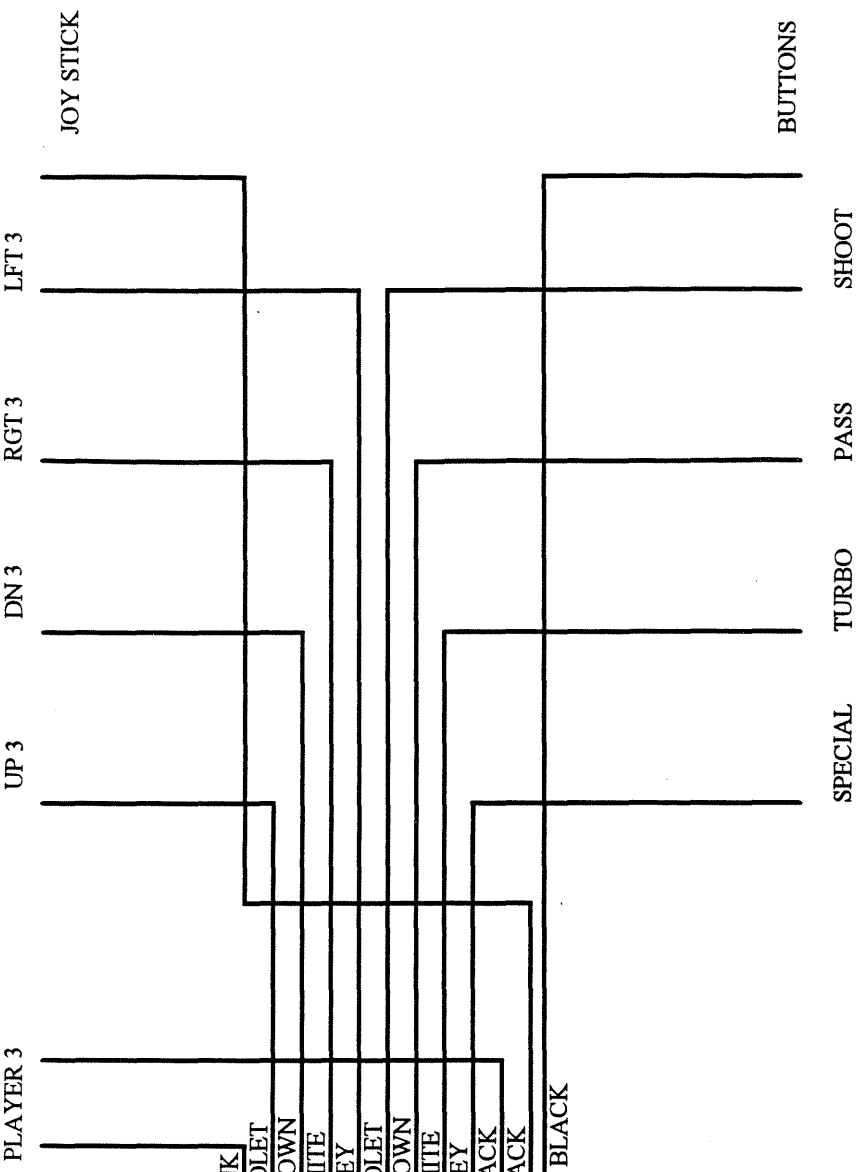
# PLAYER 3

CONN: 03-06-2122  
PIN 02-06-2101

- J7
- |    |                   |
|----|-------------------|
| 1  | 55" 22 AWG PINK   |
| 2  | 55" 18 AWG VIOLET |
| 3  | 55" 18 AWG BROWN  |
| 4  | 55" 18 AWG WHITE  |
| 5  | 55" 22 AWG GREY   |
| 6  | 55" 22 AWG VIOLET |
| 7  | 55" 22 AWG BROWN  |
| 8  | 55" 22 AWG WHITE  |
| 9  | 55" 22 AWG GREY   |
| 10 | 66" 22 AWG BLACK  |
| 11 | 66" 22 AWG BLACK  |
| 12 | 66" 22 AWG BLACK  |

12 PIN CONN  
TO CUS 252300

# DYE BLACK



LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510) 460-0873

PLAYER 3 CONTROL PANEL HARNESS KIT

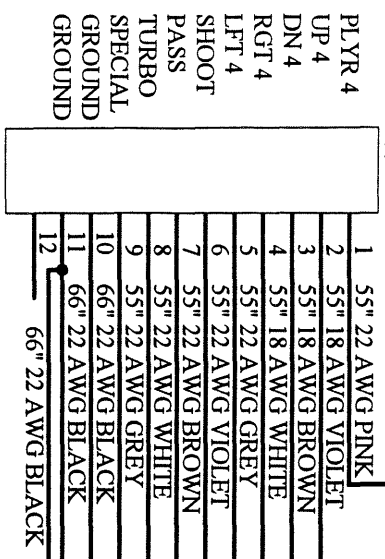
DRAWN BY: Justin Leinen

Size A	FCSM No.	DWG No. CUS 252306	Rev 1
Scale	DATE: FEB 7, 1996		Sheet 1 of 1

1 2 3 4

# PLAYER 4

CONN. 03-06-2122  
PIN 02-06-2101



12 PIN CONN  
TO CUS 252300

# DYE BLUE

SPECIAL TURBO PASS SHOOT

JOY STICK

BUTTONS

LAZER TRON  
4430 WILLOW RD  
PLEASANTON, CA 94588  
(510)460-0873

PLAYER 4 CONTROL PANEL HARNESS KIT

DRAWN BY: Justin Leinen

Size	FCSM No.	DWG No.	Rev
C		CUS 252307	1

DATE: FEB 7, 1996

Scale Sheet  
1 of 1

1 2 3 4



