

# **CRUIS'N EXOTICA**

**TM**

## **S E C T I O N F I V E**

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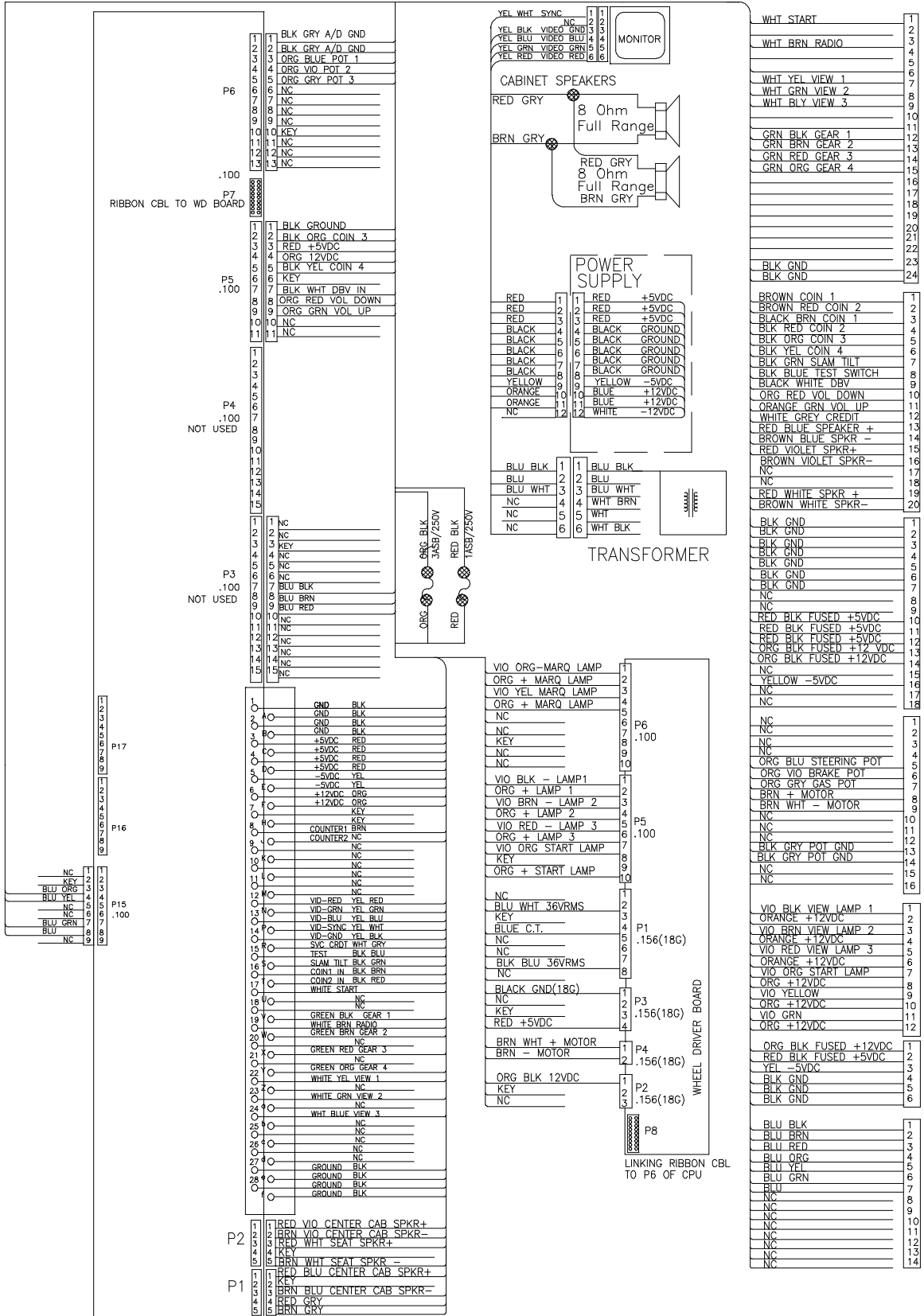
### **WIRING**

<b>JAMMA Chart</b>					
<b>FUNCTION</b>	<b>WIRE COLOR</b>	<b>PIN</b>	<b>PIN</b>	<b>WIRE COLOR</b>	<b>FUNCTION</b>
Ground	Black	A	1	Black	Ground
Ground	Black	B	2	Black	Ground
+5VDC	Red	C	3	Red	+5VDC
+5VDC	Red	D	4	Red	+5VDC
-5VDC	Yellow	E	5	Yellow	-5VDC
+12VDC	Orange	F	6	Orange	+12VDC
	Key	H	7	Key	
Counter 2	N/C	J	8	Brown	Coin Counter 1
	N/C	K	9	N/C	
	N/C	L	10	N/C	
	N/C	M	11	N/C	
Video Green	Yellow/Green	N	12	Yellow/Red	Video Red
Video Sync	Yellow/White	P	13	Yellow/Blue	Video Blue
Service Credits	White/Gray	R	14	Yellow/Black	Video Ground
Slam Tilt	Black/Green	S	15	Black/Blue	Test Switch
Coin 2	Black/Red	T	16	Black/Brown	Coin 1
	N/C	U	17	White	Start
Gear 1	Green/Black	V	18	N/C	
Gear 2	Green/Brown	W	19	White/Brown	Radio Switch
Gear 3	Green/Red	X	20	N/C	
Gear 4	Green/Orange	Y	21	N/C	
	N/C	Z	22	White/Yellow	View 1 Switch
	N/C	a	23	White/Green	View 2 Switch
	N/C	b	24	White/Blue	View 3 Switch
	N/C	c	25	N/C	
	N/C	d	26	N/C	
Ground	Black	e	27	Black	Ground
Ground	Black	f	28	Black	Ground
<b>SOLDER SIDE</b>			<b>COMPONENT SIDE</b>		

<b>Dashboard Wires (Not part of the Main JAMMA Harness)</b>			
Wheel Motor Black	Brown/White -	Green/Black	Gear Shift 1 (1 <sup>st</sup> )
Wheel Motor Red	Brown +	Green/Brown	Gear Shift 2 (2 <sup>nd</sup> )
Red	+5V Steering	Green/Red	Gear Shift 3 (3 <sup>rd</sup> )
Orange/Blue	Steering Position	Green/Orange	Gear Shift 4 (4 <sup>th</sup> )
Black	Ground Steering	Black	Gear Ground

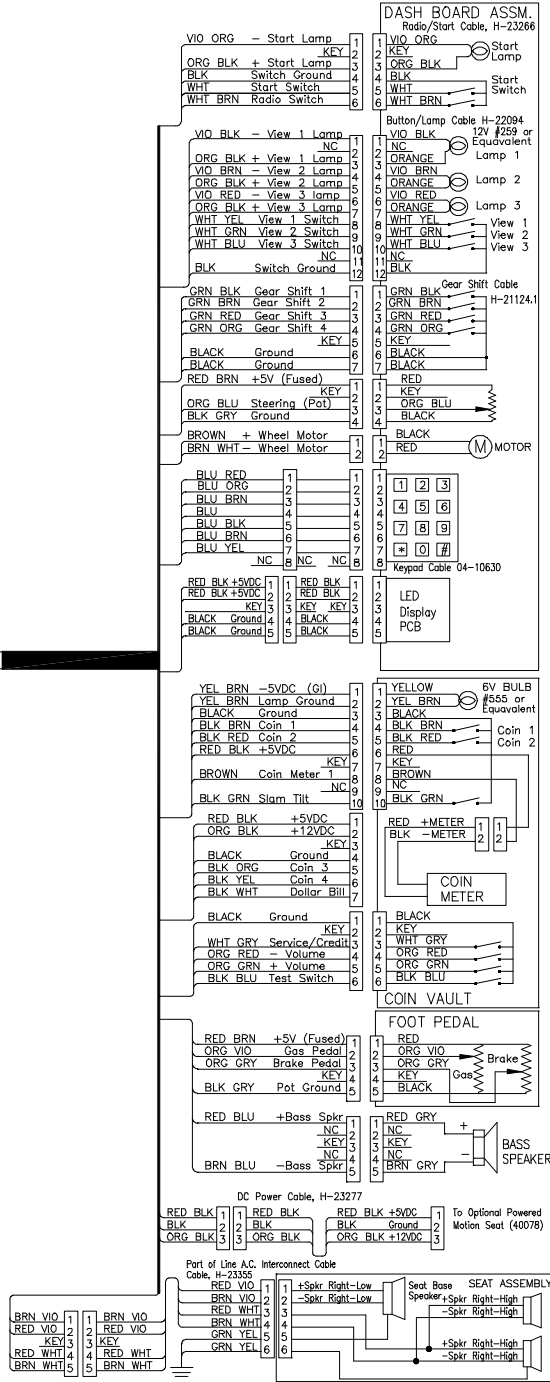
<b>DC Power Source Voltage Limits</b>					
<b>FUNCTION</b>	<b>RANGE LIMITS</b>	<b>ID</b>	<b>ID</b>	<b>RANGE LIMITS</b>	<b>FUNCTION</b>
Digital Circuits	+4.90V to +5.10V	+5V	-5V	-4.75V to -5.25V	Audio; Lights
Audio; DBV	+11.5V to +12.5V	+12V	<b>NOTE:</b> +5V is adjustable on the power supply.		

# Main Cabinet Wiring

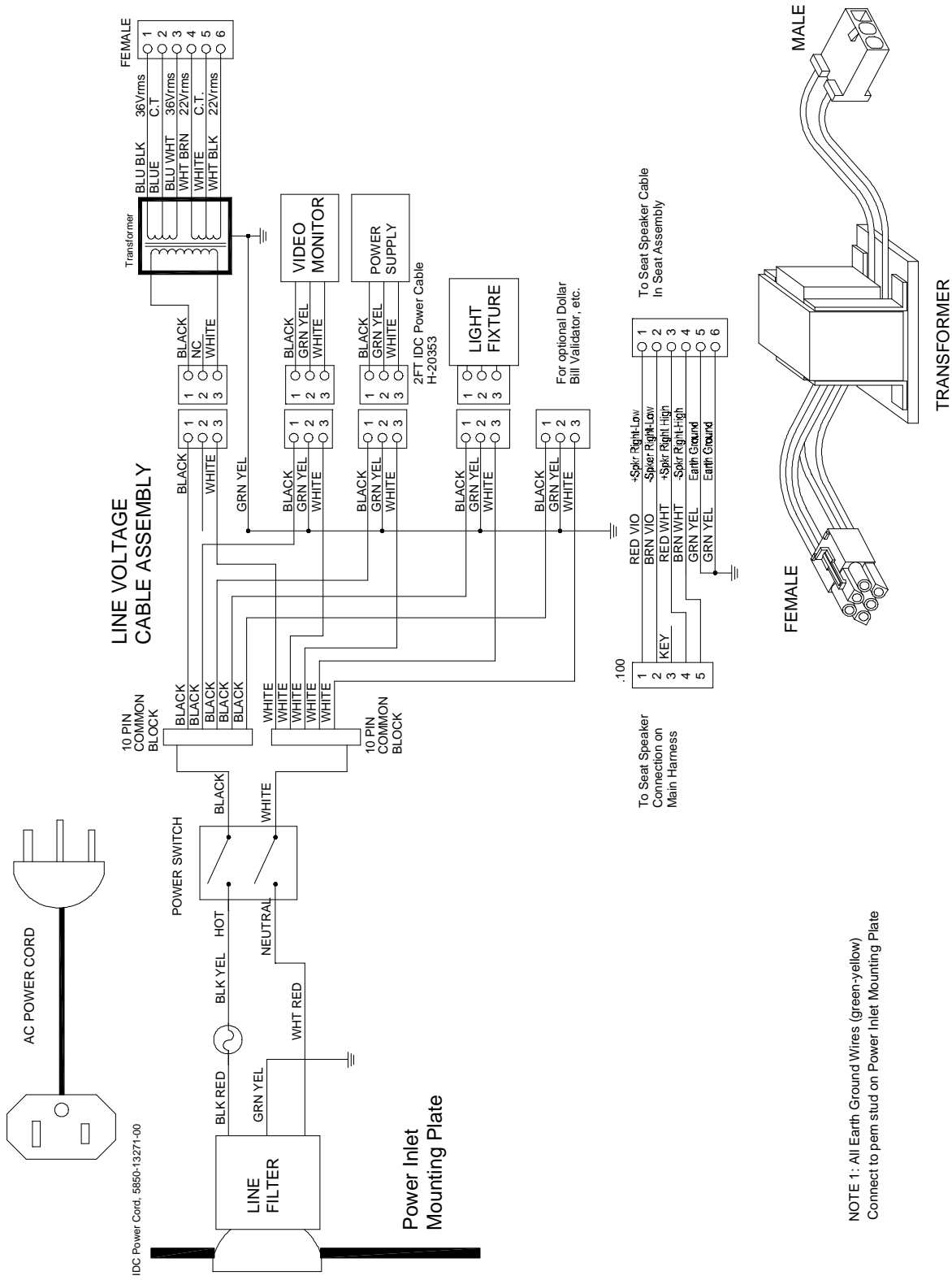


# Control Cabinet Wiring

- 1 WHT START
  - 2 NC
  - 3 WHT BRN RADIO
  - 4 NC
  - 5 NC
  - 6 WHT YEL VIEW 1
  - 7 WHT GRN VIEW 2
  - 8 WHT BLY VIEW 3
  - 9 NC
  - 10 NC
  - 11 GRN BLK GEAR 1
  - 12 GRN BRN GEAR 2
  - 13 GRN RED GEAR 3
  - 14 GRN ORG GEAR 4
  - 15 NC
  - 16 NC
  - 17 NC
  - 18 NC
  - 19 NC
  - 20 NC
  - 21 NC
  - 22 NC
  - 23 BLK GND
  - 24 BLK GND
- 
- 1 BRN COIN 1
  - 2 NC
  - 3 BLACK BRN COIN 1
  - 4 BLK RED COIN 2
  - 5 BLK ORG COIN 3
  - 6 BLK YEL COIN 4
  - 7 BLK GRN SLAM TILT
  - 8 BLK BLUE TEST SWITCH
  - 9 BLACK WHITE DBV
  - 10 ORG RED VOL DOWN
  - 11 ORANGE GRN VOL UP
  - 12 WHITE GRFY CREDIT
  - 13 RED BLUE SPEAKER +
  - 14 BROWN BLUE SPKR -
  - 15 RED VIOLET SPKR +
  - 16 BROWN VIOLET SPKR -
  - 17 NC
  - 18 NC
  - 19 RED WHITE SPKR +
  - 20 BROWN WHITE SPKR -
- 
- 1 BLK GND
  - 2 BLK GND
  - 3 BLK GND
  - 4 BLK GND
  - 5 BLK GND
  - 6 BLK GND
  - 7 BLK GND
  - 8 NC
  - 9 NC
  - 10 RED BLK FUSED +5VDC
  - 11 RED BLK FUSED +5VDC
  - 12 RED BLK FUSED +5VDC
  - 13 ORG BLK FUSED +12 VDC
  - 14 ORG BLK FUSED +12VDC
  - 15 NC
  - 16 YELLOW -5VDC
  - 17 NC
  - 18 NC
- 
- 1 NC
  - 2 NC
  - 3 NC
  - 4 NC
  - 5 ORG BLU STEERING POT
  - 6 ORG VIO BRAKE POT
  - 7 ORG GRY GAS POT
  - 8 BRN + MOTOR
  - 9 BRN WHT - MOTOR
  - 10 NC
  - 11 NC
  - 12 BLK GRY POT GND
  - 13 BLK GRY POT GND
  - 14 NC
  - 15 NC
  - 16 NC
- 
- 1 VIO BLK VIEW LAMP 1
  - 2 ORANGE +12VDC
  - 3 VIO BRN VIEW LAMP 2
  - 4 ORANGE +12VDC
  - 5 VIO RED VIEW LAMP 3
  - 6 ORANGE +12VDC
  - 7 VIO ORG START LAMP
  - 8 ORG +12VDC
  - 9 VIO YELLOW
  - 10 ORG +12VDC
  - 11 VIO GRN
  - 12 ORG +12VDC
- 
- 1 BLU BLK COL 1
  - 2 BLU BRN COL 2
  - 3 BLU RED COL 3
  - 4 BLU ORG ROW 1
  - 5 BLU YEL ROW 2
  - 6 BLU GRN ROW 3
  - 7 BLU ROW 4
  - 8 NC
  - 9 NC
  - 10 NC
  - 11 NC
  - 12 NC
  - 13 NC
  - 14 NC



# Power Wiring Diagram



**CPU Board LED Indicator Status Chart**

DESIGNATION	LOCATION	FUNCTION	COLOR	STATE	MEANING
LED 6	Bottom Center	Diagnostic	Green	Off	Abnormal Game Play
				On	Abnormal Game Play
				Blinking	Signals Normal Game Play
LED 5	Bottom Center	I/O	Green	Off	PIC Recognized
				On	PIC Not Recognized
LED 4	Bottom Center	Sound	Orange	Off	Abnormal Operation
				On	Abnormal Operation
				Blinking	Signals Normal Operation
LED 3	Bottom Center	Power	Red	Off	Power Not Received
				On	Signals Normal Operation
				Blinking	Abnormal Power Reception

**CPU DIP Switch 1 Settings**

Function	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Dedicated Kit	OFF ON							
Motion Disabled Motion Enabled		OFF ON						
Stand Up Style Cabinet Sit Down Style Cabinet			OFF ON					
Wheel Invert Disabled Wheel Invert Enabled				OFF ON				
Unused					OFF ON			
Link Disabled Link Enabled						OFF ON		
Linking I.D. Number Master (Game Number 1) Slave (Game Number 2) Slave (Game Number 3) Slave (Game Number 4)							OFF ON OFF ON	OFF OFF ON ON

## CPU DIP Switch 2 Settings

DIP Switch 2 Settings	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
<b>COUNTRY CODE</b>								
<b>USA</b>	OFF*	OFF*	OFF*	OFF*	OFF*			
<b>GERMANY</b>	ON	OFF	OFF	OFF	OFF			
<b>FRANCE</b>	OFF	ON	OFF	OFF	OFF			
<b>CANADA</b>	ON	ON	OFF	OFF	OFF			
<b>SWITZERLAND</b>	OFF	OFF	ON	OFF	OFF			
<b>ITALY</b>	ON	OFF	ON	OFF	OFF			
<b>UK</b>	OFF	ON	ON	OFF	OFF			
<b>SPAIN</b>	ON	ON	ON	OFF	OFF			
<b>AUSTRALIA</b>	OFF	OFF	OFF	ON	OFF			
<b>JAPAN</b>	ON	OFF	OFF	ON	OFF			
<b>TAIWAN</b>	OFF	ON	OFF	ON	OFF			
<b>AUSTRIA</b>	ON	ON	OFF	ON	OFF			
<b>BELGIUM</b>	OFF	OFF	ON	ON	OFF			
<b>SWEDEN</b>	OFF	OFF	OFF	OFF	ON			
<b>FINLAND</b>	ON	OFF	OFF	OFF	ON			
<b>NETHERLANDS</b>	OFF	ON	OFF	OFF	ON			
<b>NORWAY</b>	ON	ON	OFF	OFF	ON			
<b>DENMARK</b>	OFF	OFF	ON	OFF	ON			
<b>HUNGARY</b>	ON	OFF	ON	OFF	ON			
<b>GENERAL</b>	ON	ON	ON	OFF	ON			
<b>USA1/GER1/FR1/SPN1/AUSTRIA1/GEN1</b>						OFF	OFF	
<b>USA3/GER1/FR1/SPN1/AUSTRIA1/GEN3</b>						ON	OFF	
<b>USA7/GER1/FR1/SPN1/AUSTRIA1/GEN5</b>						OFF	ON	
<b>USA8/GER1/FR1/SPN1/AUSTRIA1/GEN7</b>						ON	ON	
<b>CAN1/SWI1/ITL1/UK1/JPN1/TWN1/BLGN1</b>						OFF	OFF	
<b>CAN2/SWI2/ITL2/UK2/JPN2/TWN2/BLGN2</b>						ON	OFF	
<b>CAN3/SWI3/ITL3/UK3/JPN3/TWN3/BLGN3</b>						OFF	ON	
<b>NTHRLDS1/FNLD1/NRWY1/DNMK1/HUN1</b>						OFF	OFF	
<b>NTHRLDS2</b>						ON	OFF	

\* Denotes default setting. Switches 1 through 5 select country. Switches 6 and 7 are used to select one of four modes for each country.

### NOTES ON COINAGE:

There are many ways to select the type and quantity of currency recognized by the game machine.

1. The most common coin combinations for several countries are pre-programmed and can be selected from the table when Standard Pricing is activated (see Game Adjustments).
2. DIP Switch settings may be changed with the power switched on. Set any switch and then observe the screen to verify that the desired selection is enabled. **NOTE:** If CMOS Coin Settings are active, switch settings for an individual Country will have no effect.
3. Some European countries may accept currency used in other countries. The most popular coinage settings are listed beneath 'Other' in the Standard Pricing Table.
4. Alternate settings are listed beneath 'General' in the Standard Pricing Table.

## NOTES