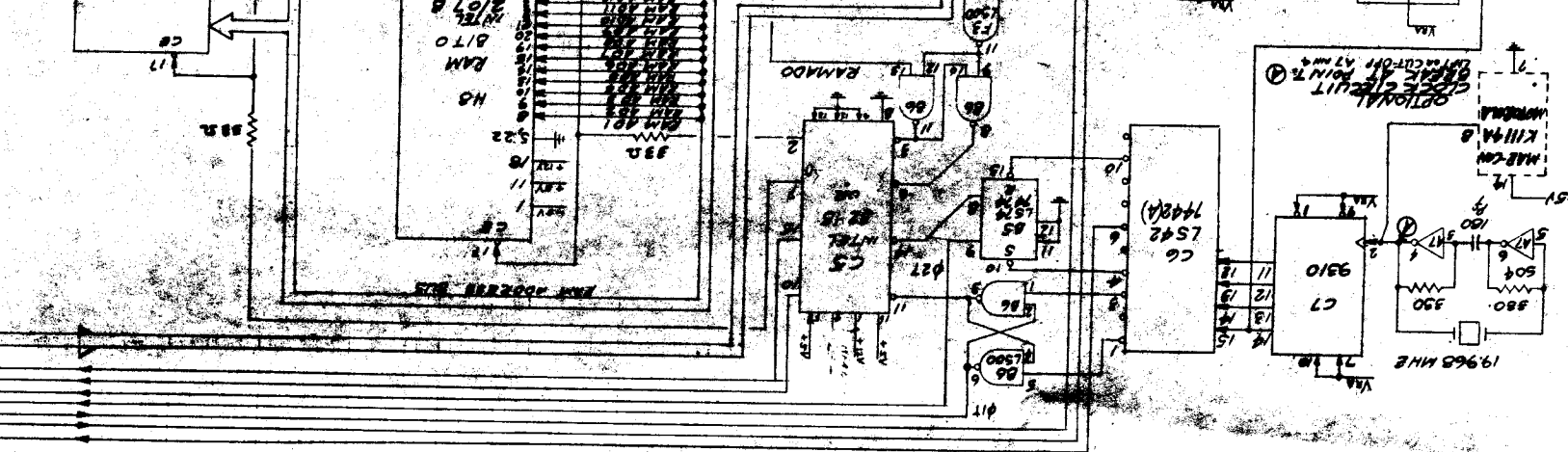
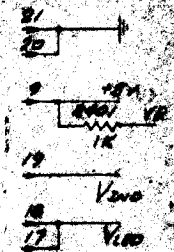
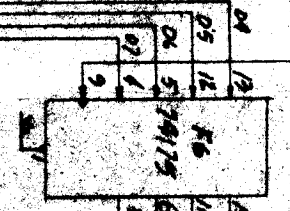
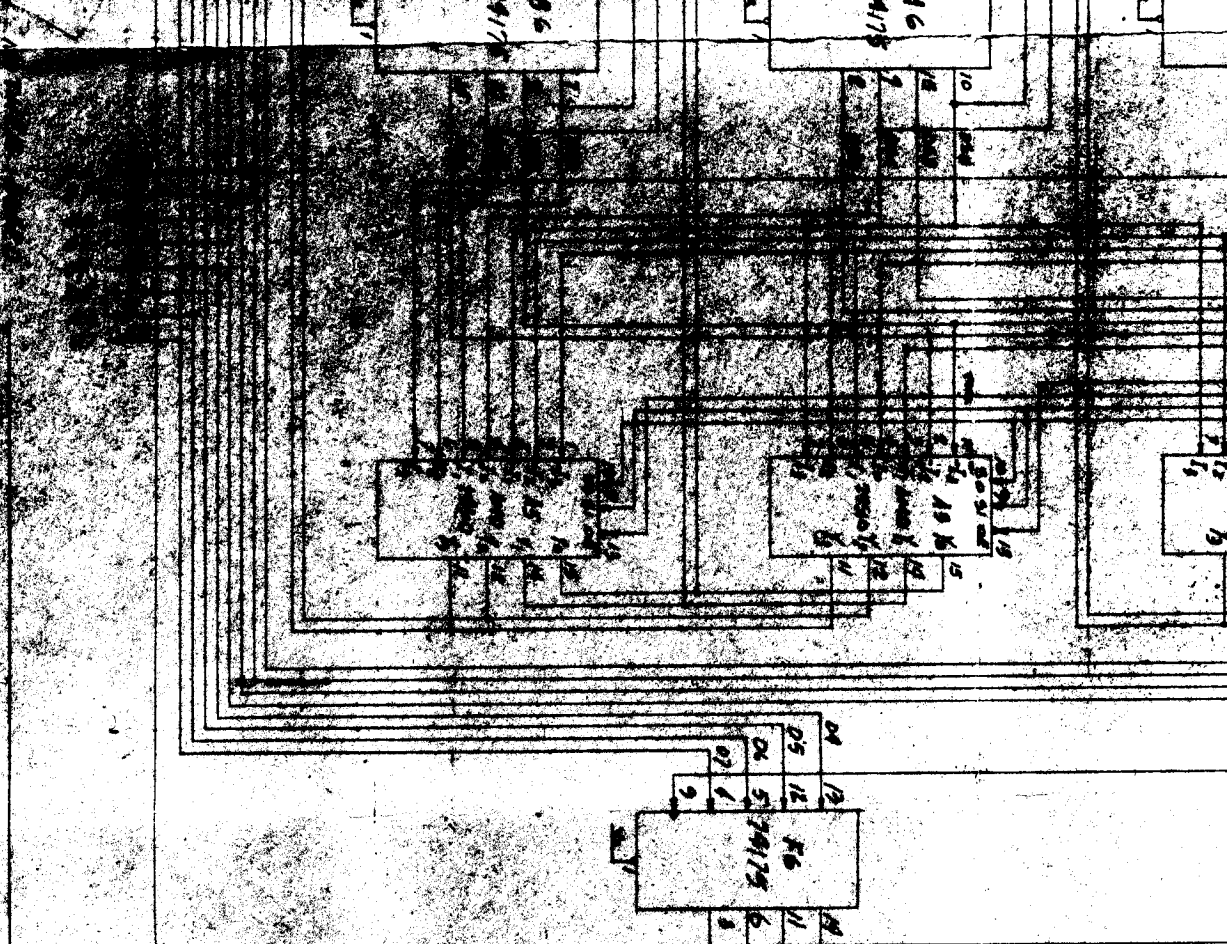


ADDRESS BUS

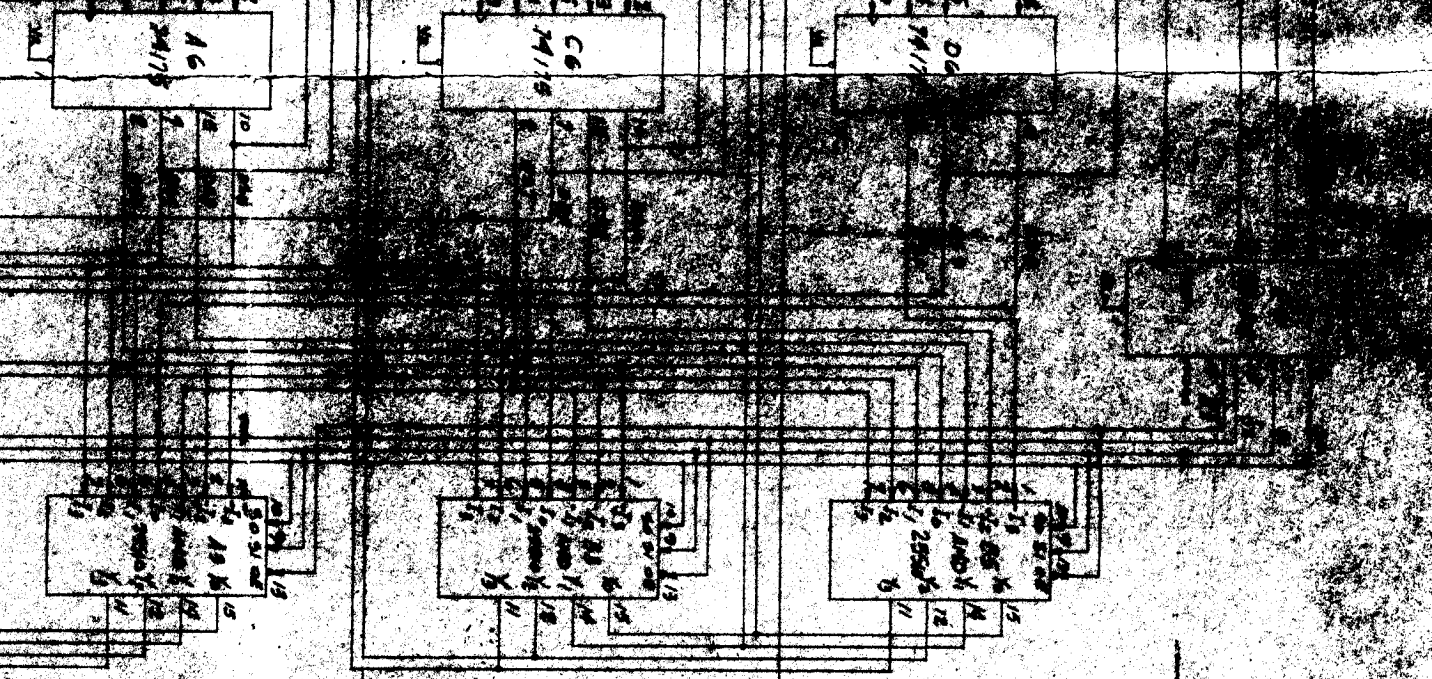
INSTRUCTION BUS



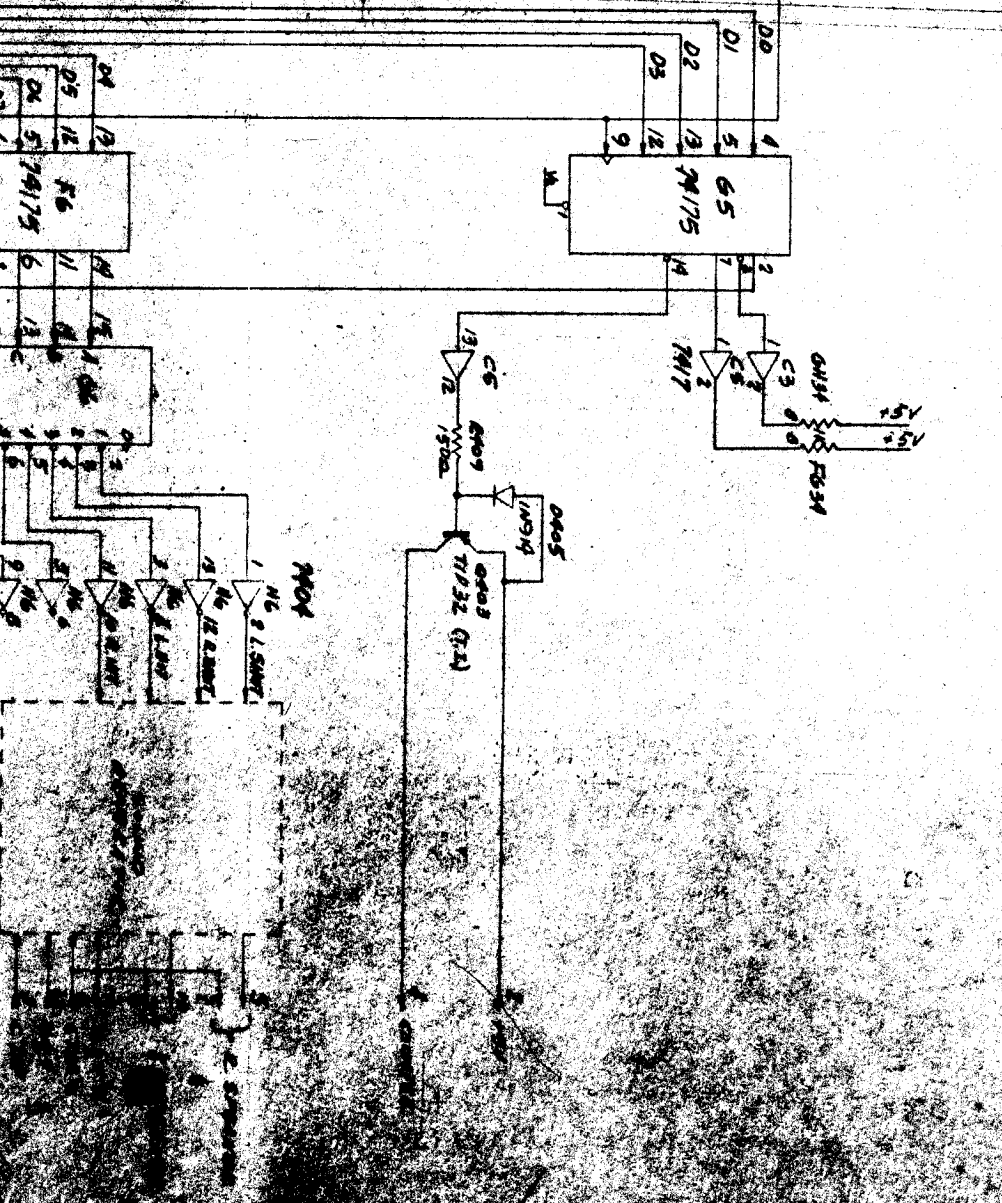


Revision # 2 of Oct 28, 76
 Drawn by J. J. [unclear]
 Checked by [unclear]
 Approved by [unclear]

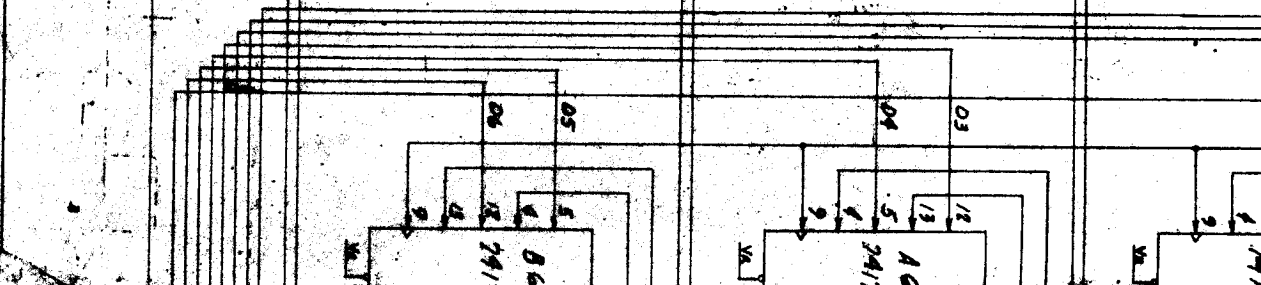
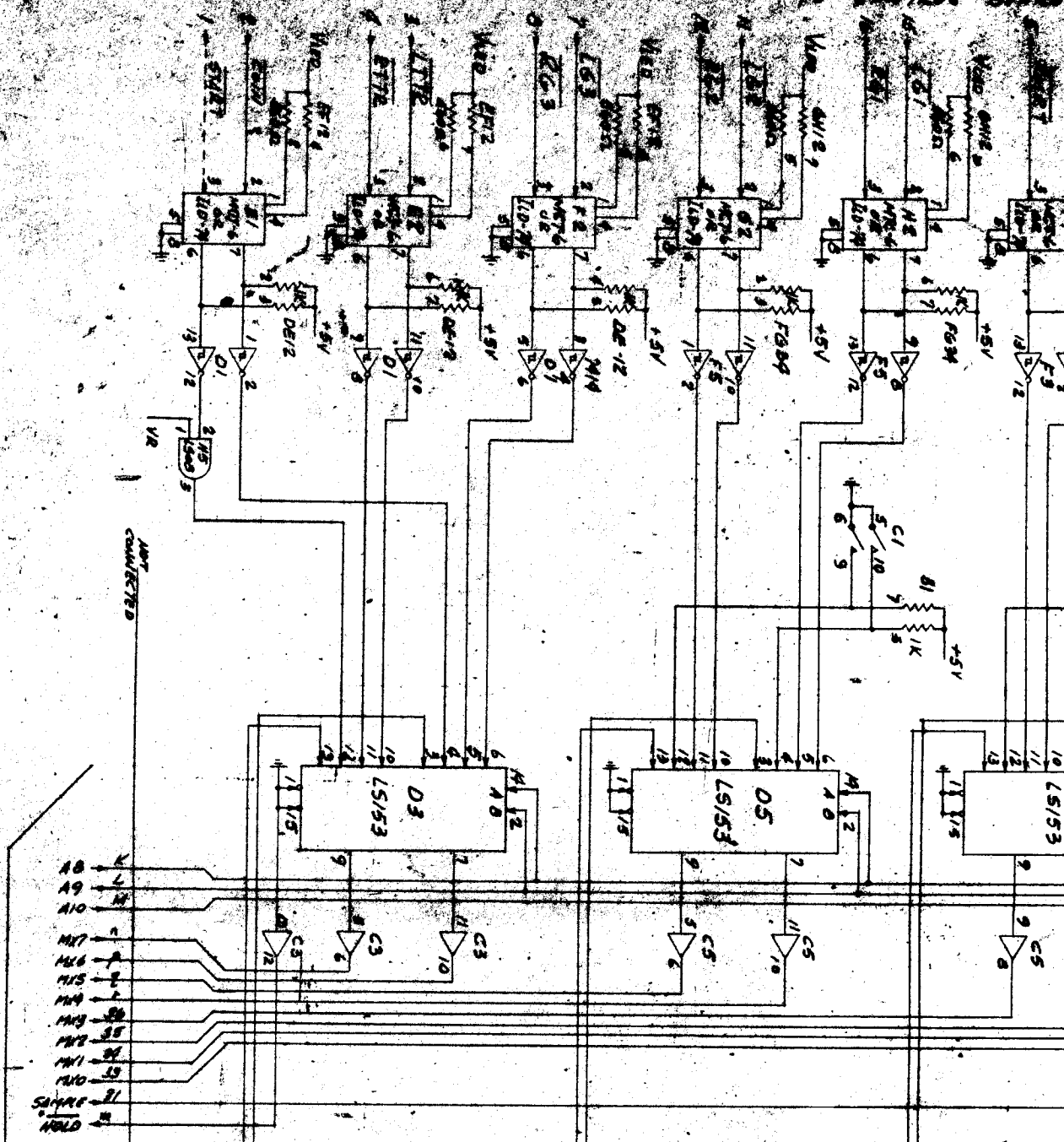
SCHEMATIC FOR
 PART LOGIC OF
 597-100



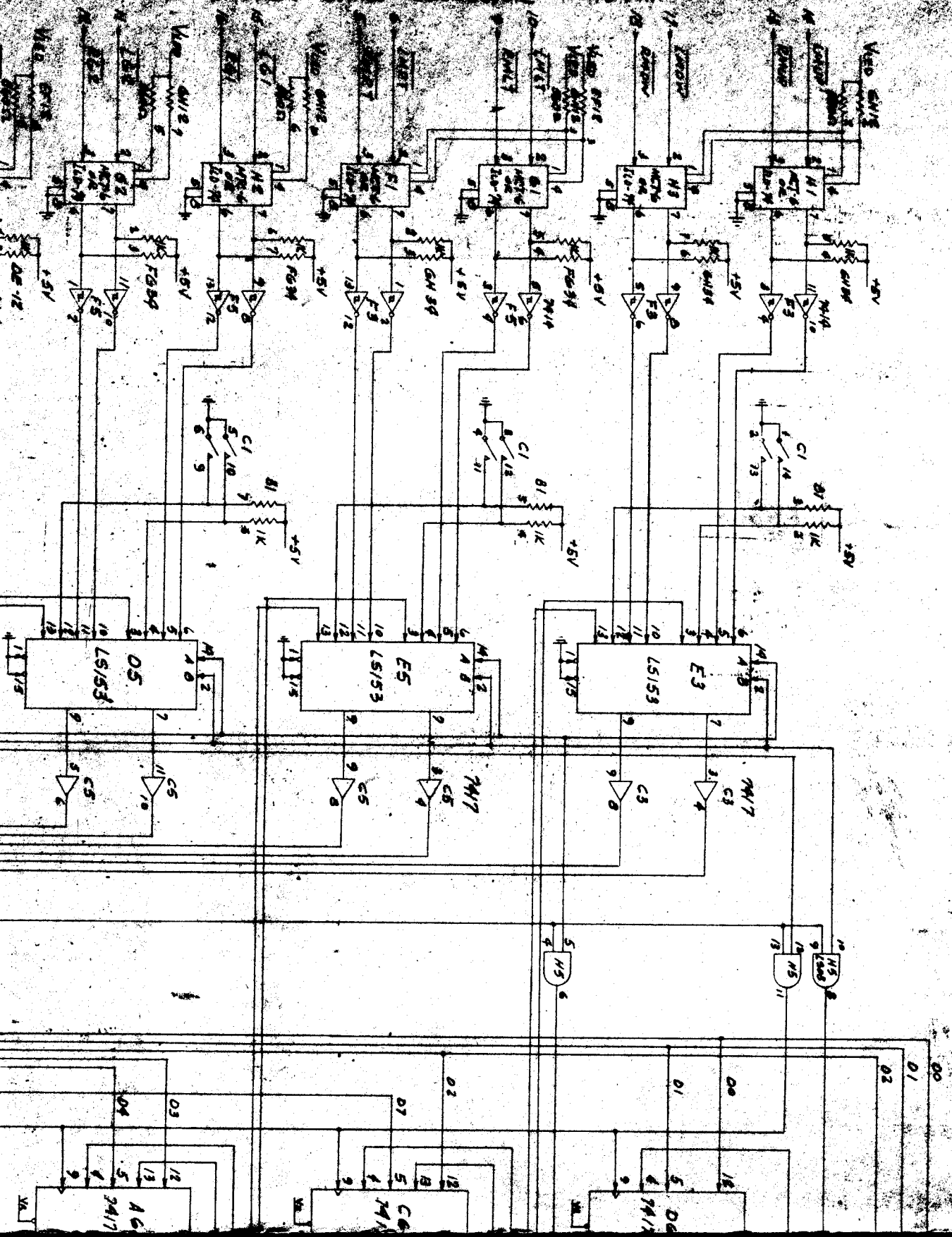
5	6	7	8	9	6	7
0	0	0	1	A	B	C
0	0	1	0	9	A	B
0	1	0	0	7	0	9
0	1	0	1	0	9	A
0	1	1	0	0	9	A
1	0	0	0	5	6	7
1	0	1	0	0	5	6
1	0	1	1	0	5	6
1	1	1	0	0	5	6
1	1	1	1	0	5	6

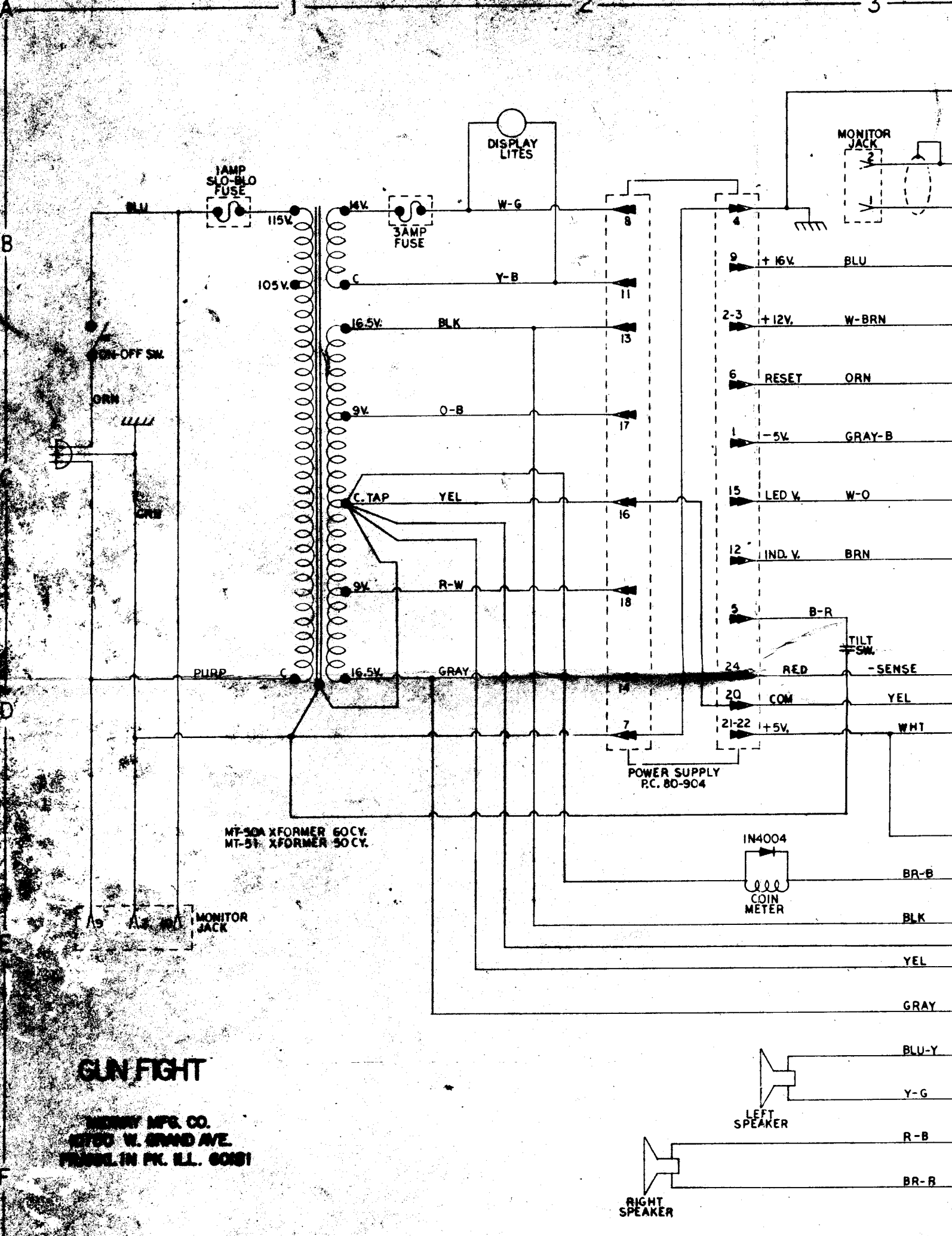
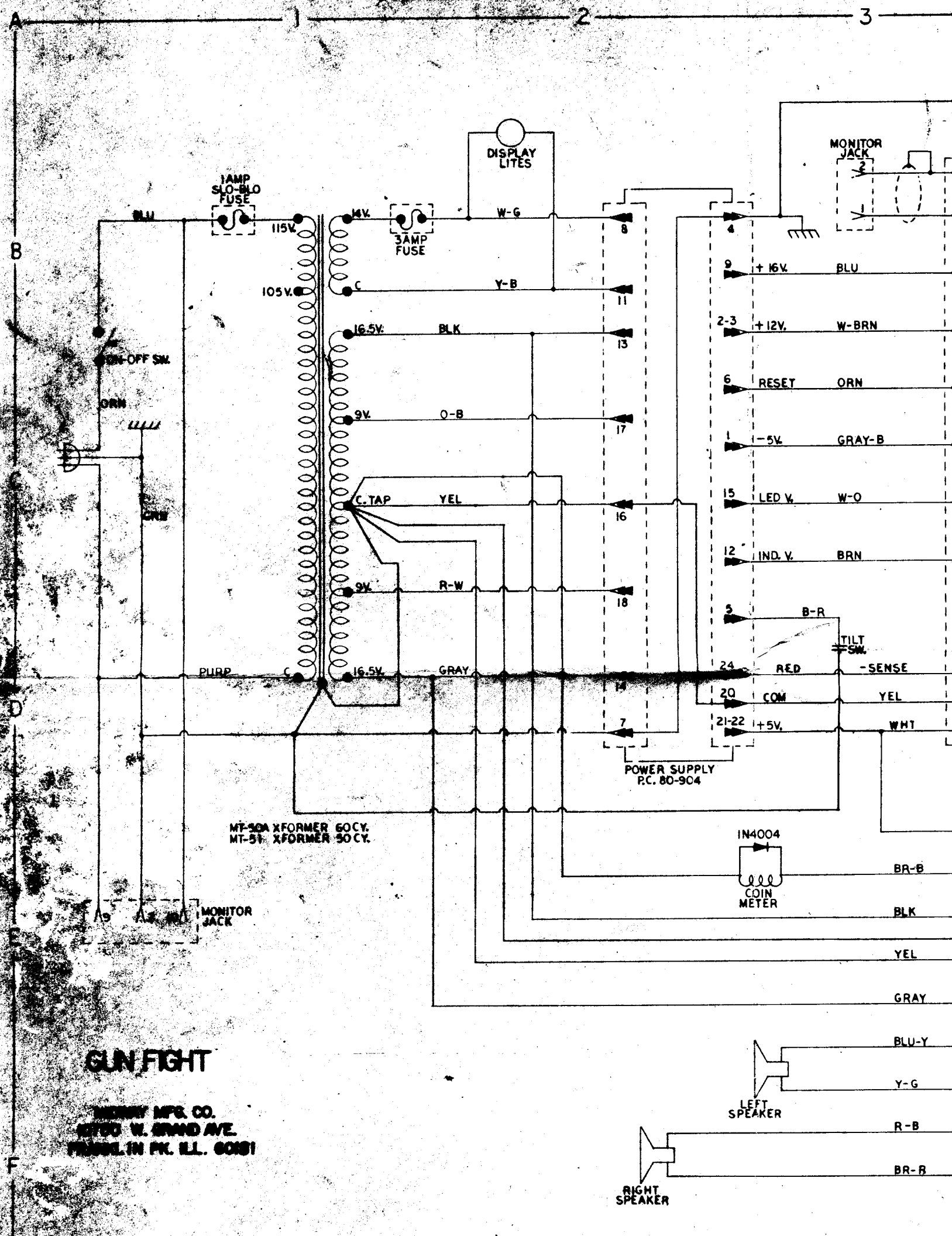


TO CONTROL BOARD



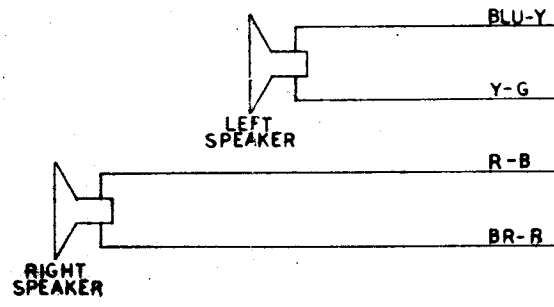
TO CONTROL SIGNAL CONNECTOR 16 PIN

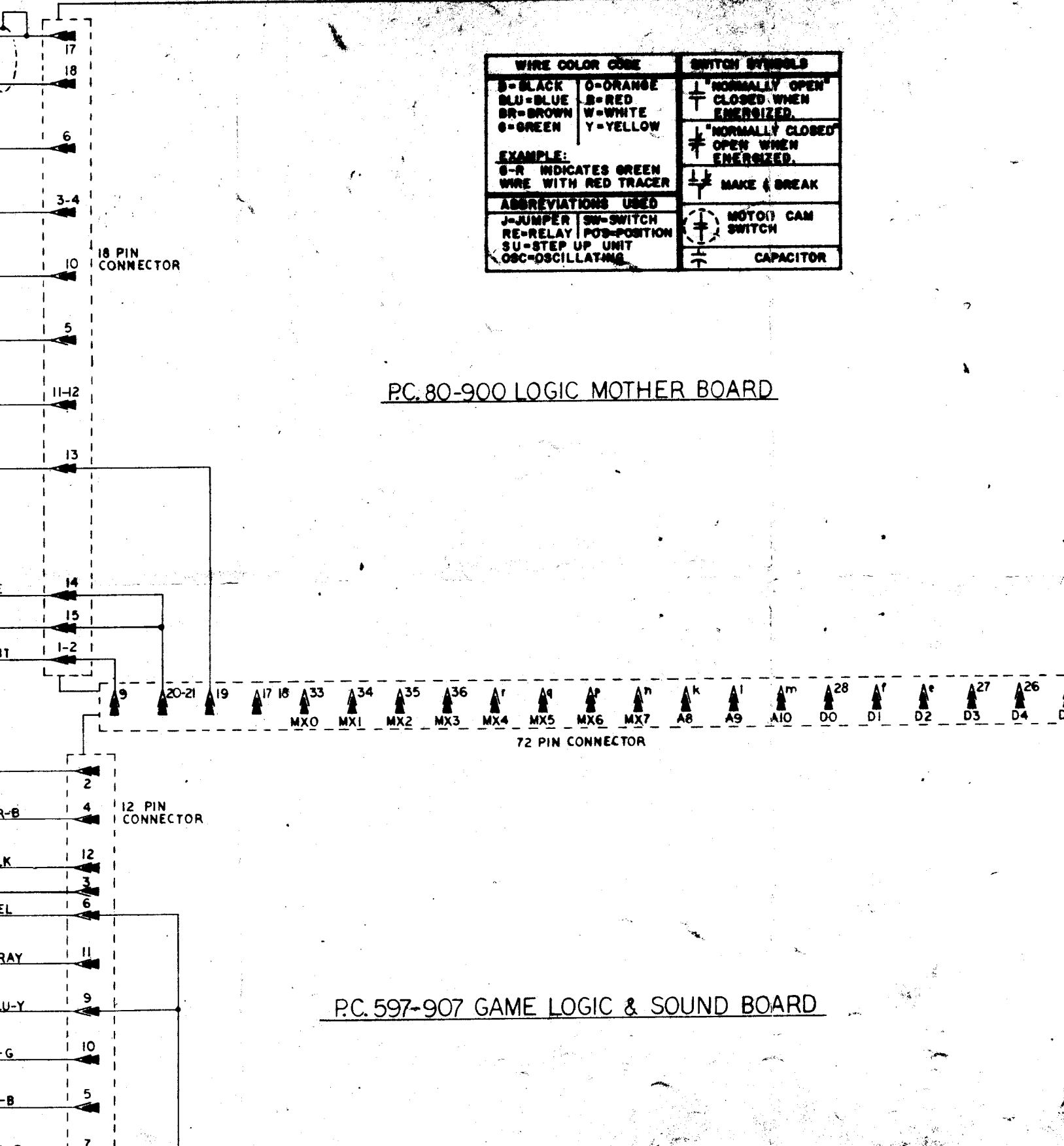




GUN FIGHT

HENRY MFG. CO.
 1700 W. GRAND AVE.
 PRASLER PK. ILL. 60181



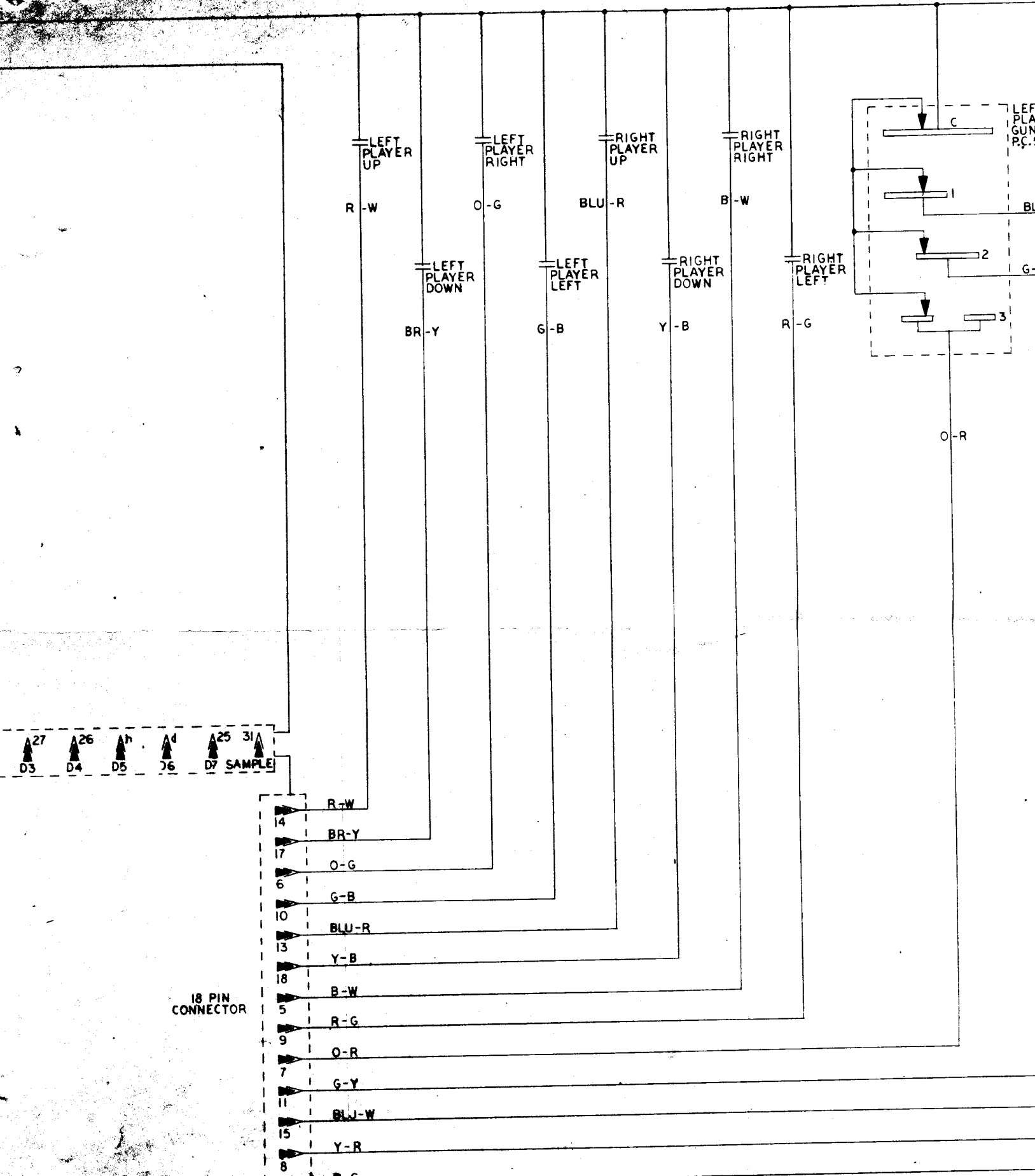


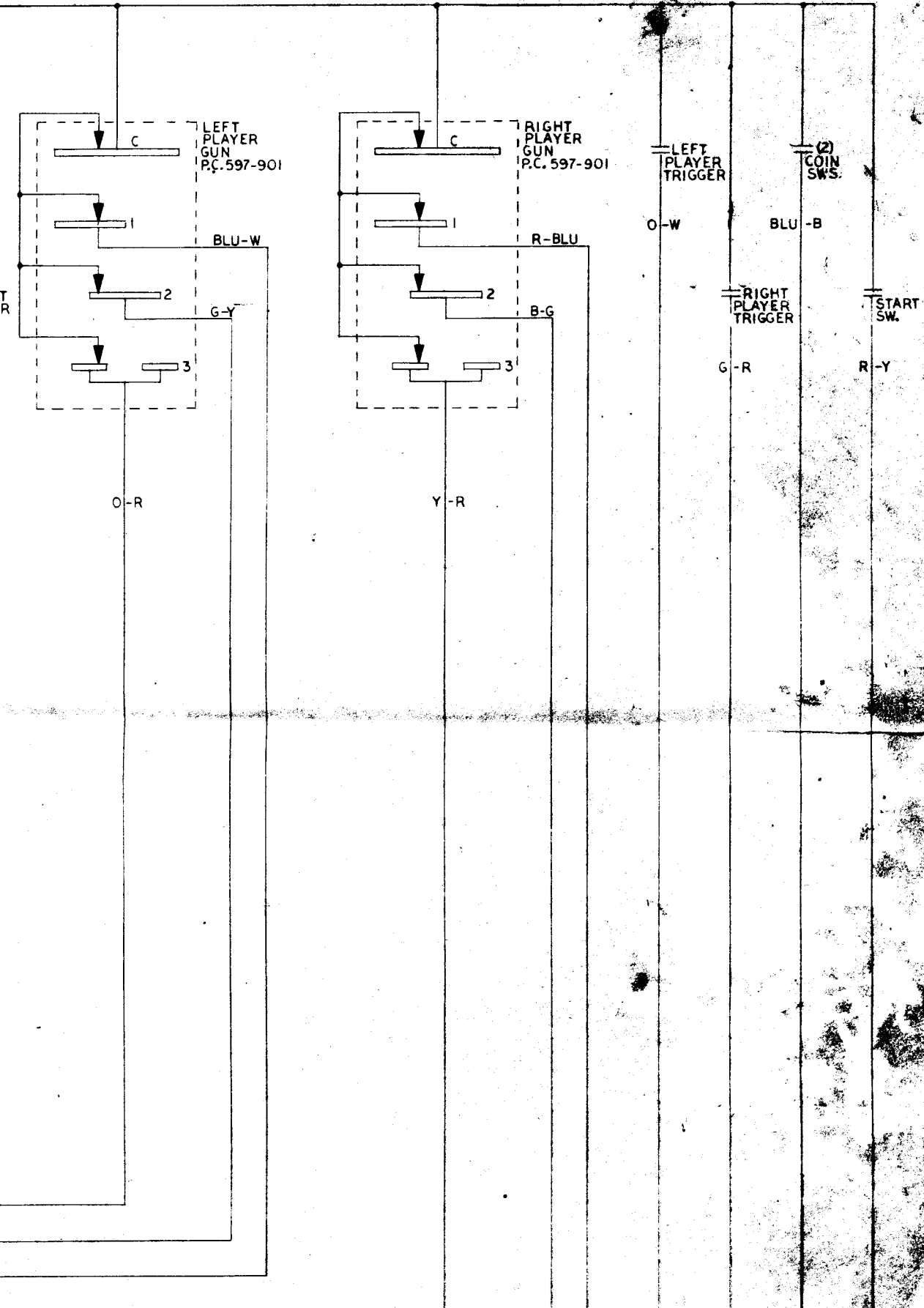
WIRE COLOR CODE		SWITCH SYMBOLS
B=BLACK	O=ORANGE	⊢ "NORMALLY OPEN" CLOSED WHEN ENERGIZED.
BLU=BLUE	R=RED	⊣ "NORMALLY CLOSED" OPEN WHEN ENERGIZED.
BR=BROWN	W=WHITE	⊢⊣ MAKE & BREAK
G=GREEN	Y=YELLOW	⊢⊣ MOTION CAM SWITCH
EXAMPLE: G-R INDICATES GREEN WIRE WITH RED TRACER		⊢⊣ CAPACITOR
ABBREVIATIONS USED		
J=JUMPER	SW=SWITCH	
RE=RELAY	POS=POSITION	
SU=STEP UP UNIT		
OSC=OSCILLATING		

PC. 80-900 LOGIC MOTHER BOARD

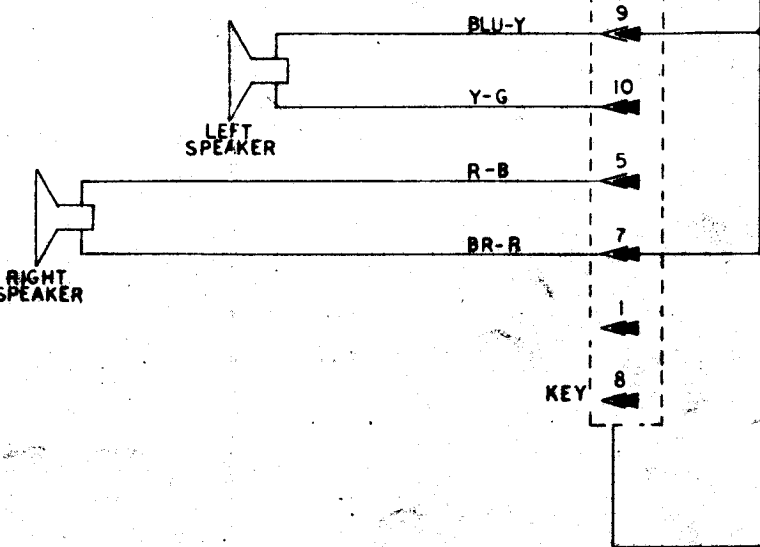
PC. 597-907 GAME LOGIC & SOUND BOARD

* NOTE: PLAY SWS, INDICATE DIRECTION OF CHARACTER





P.C. 597-907 GAME LOGIC & SOUND



BOARD

CONNECTOR

