



**MARVIN'S MAZE**  
**CONVERSION KIT**  
**INSTRUCTION**  
**MANUAL**

**SNK ELECTRONICS CORP.**

3043 KASHIWA STREET,  
TORRANCE, CALIF. 90505

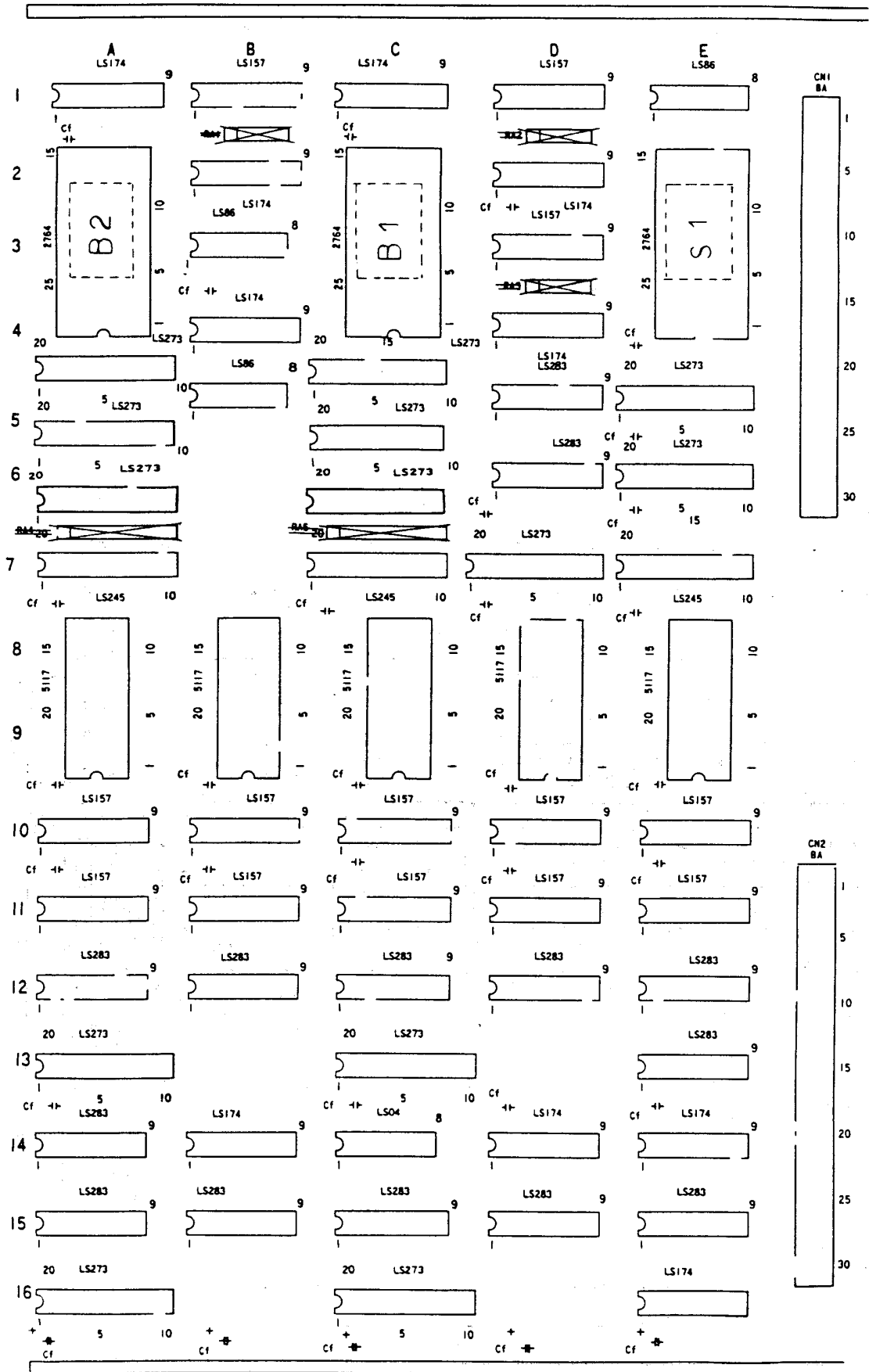
Phone: (213) 539-2744

TLX: 182426 SNK CORP.





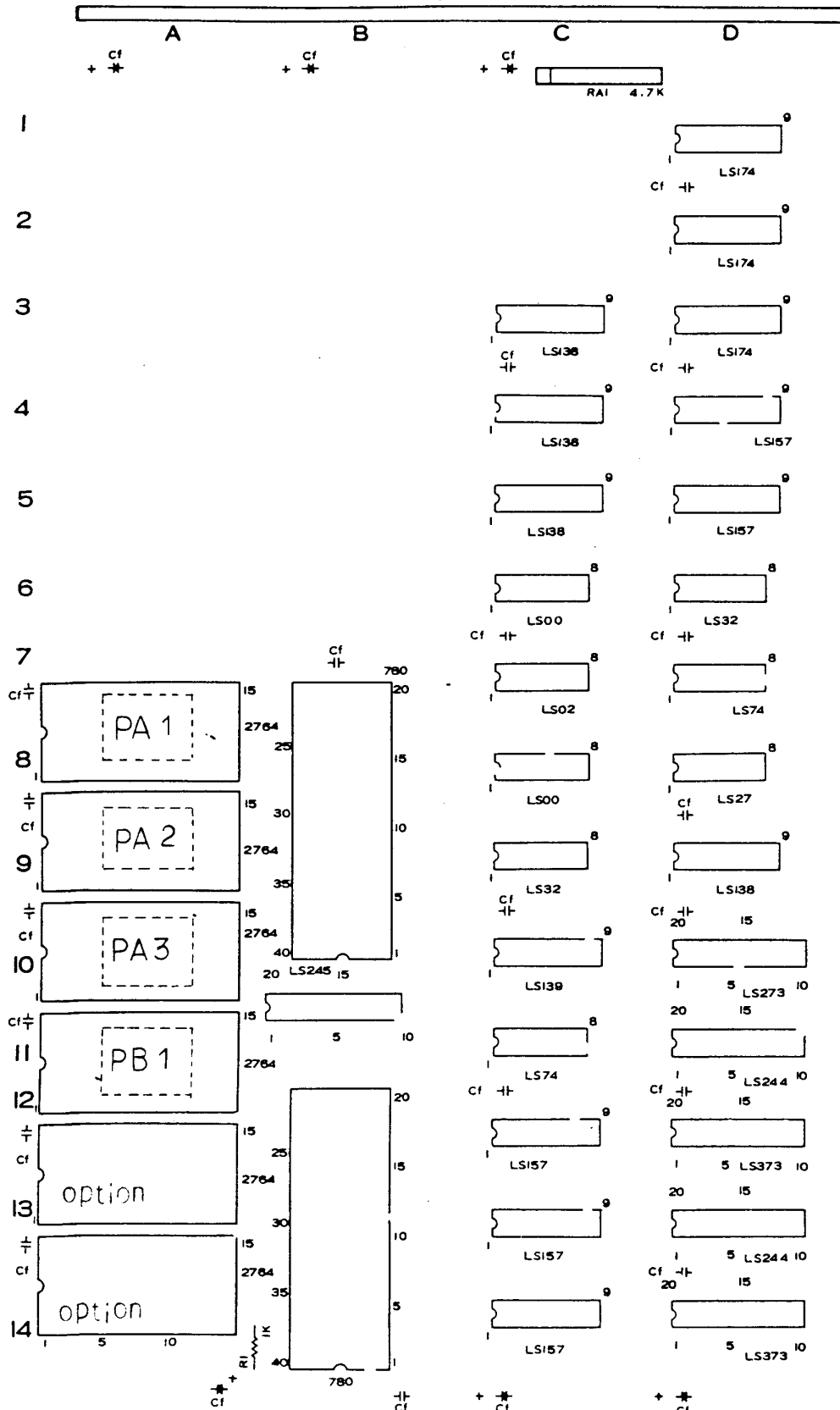
# PARTS LAYOUT & NUMBER OF ROM



PARTS LAYOUT

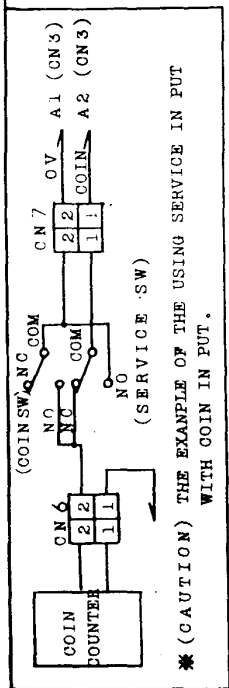


# PARTS LAYOUT & NUMBER OF ROM

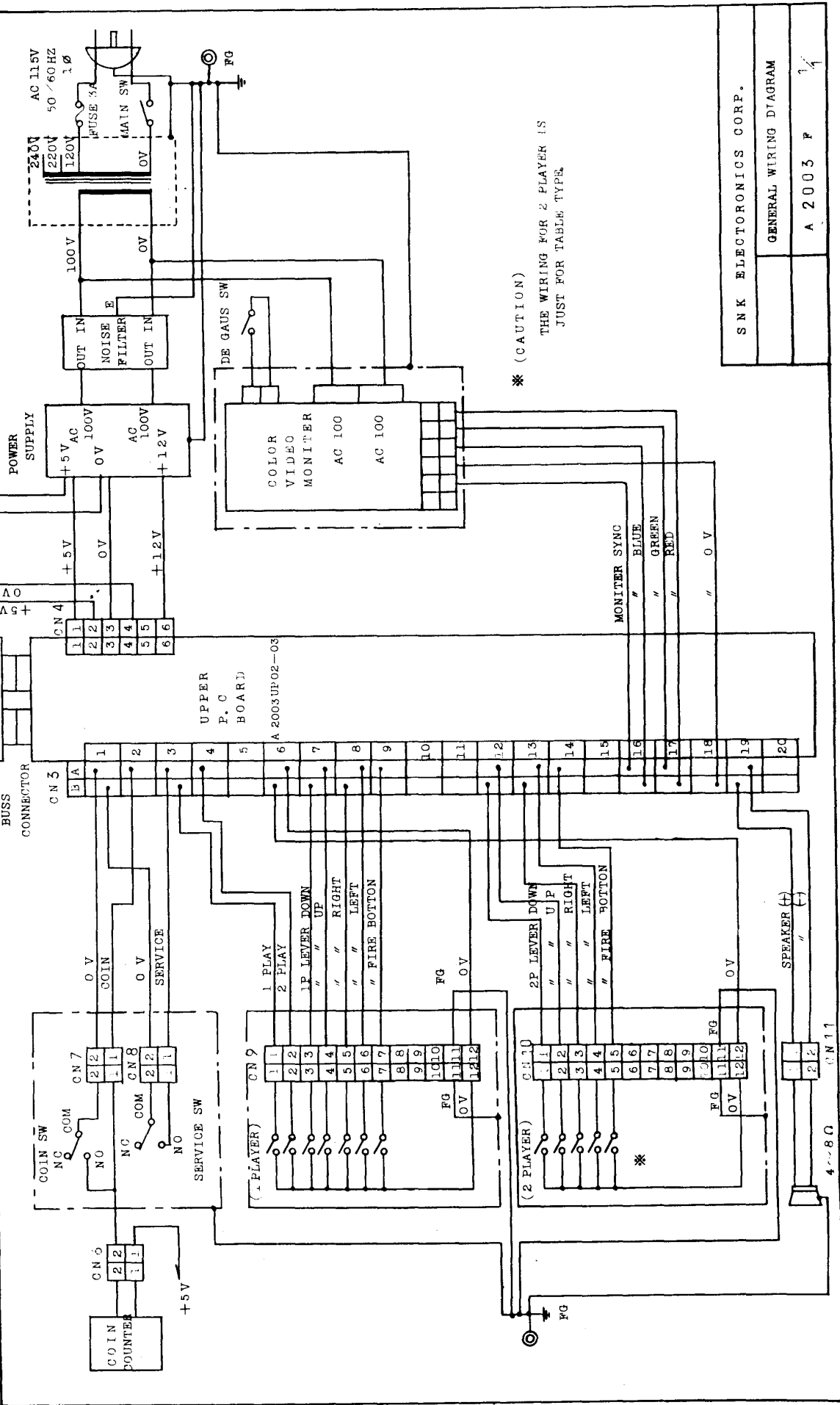


A2003UP02-03 MADE IN JAPAN SNK ELECTRONICS

PARTS LAYOUT



\*(CAUTION) THE EXAMPLE OF THE USING SERVICE IN PUT WITH COIN IN PUT.



\*(CAUTION)  
THE WIRING FOR 2 PLAYER IS  
JUST FOR TABLE TYPE.

SNK ELECTRONICS CORP.	
GENERAL WIRING DIAGRAM	
A 2003 P	1/1

1 DC POWER SUPPLY CONNECTOR ( VHR - 6N )

CN 4

PIN	SIGNAL	
1	+5V	RED
2	+5V	"
3	0V	BLACK
4	0V	"
5	NC	
6	+12V	YELLOW

CN 5

PIN	SIGNAL	
1	+5V	RED
2	+5V	"
3	0V	BLACK
4	0V	"
5	NC	
6	NC	

2 SIGNAL CONNECTOR ( PS - D4C - 40 : JAE )

CN 3

PIN	SIGNAL		PIN	SIGNAL	
A 1	0V		B 1	0V	
2	COIN		2	NC	
3	SERVICE SW	NOTE 1	3	1 PLAYER SELECT	
4	2 PLAYER SELECT		4	NC	
5	NC		5	NC	
6	0V		6	0V	
7	1 PLAY UP		7	1 PLAY DOWN	
8	" LEFT		8	" RIGHT	
9	" FIRE		9	" PUSH 2	NOTE 3
10	NC		10	NC	
11	NC		11	NC	
12	2 PLAY UP	NOTE 2	12	2 PLAY DOWN	NOTE 2
13	" LEFT	"	13	" RIGHT	"
14	" FIRE	"	14	" PUSH 2	NOTE 3
15	NC		15	NC	
16	VIDEO SYNC		16	VIDEO BLUE	
17	" GREEN		17	" RED	
18	NC		18	" 0V	
19	SPEAKER (-)		19	SPEAKER (+)	
20	NC		20	NC	

(NOTE 1) COIN INPUT CAN BE USED FOR SERVICE INPUT.  
REFER TO WIRING DIAGRAM (A2003F).

(NOTE 2) THE WIRING FOR 2-PLAYER IS JUST FOR TABLE-TYPE.

(NOTE 3) 1 PLAY PUSH 2 \_\_\_\_\_ EXTRA FOR THE FUTURE GAMES.  
2 PLAY PUSH 2

(NOTE 4) DO NOT USE EMPTY PINS.

(NOTE 5) THE SPECIFICATION ON COIN COUNTER IS +5V POWER USED ONLY.  
THE CALCULATING SPEED 600 COUNTS/M. (duty 50%)

APPR

CHECK

ORG

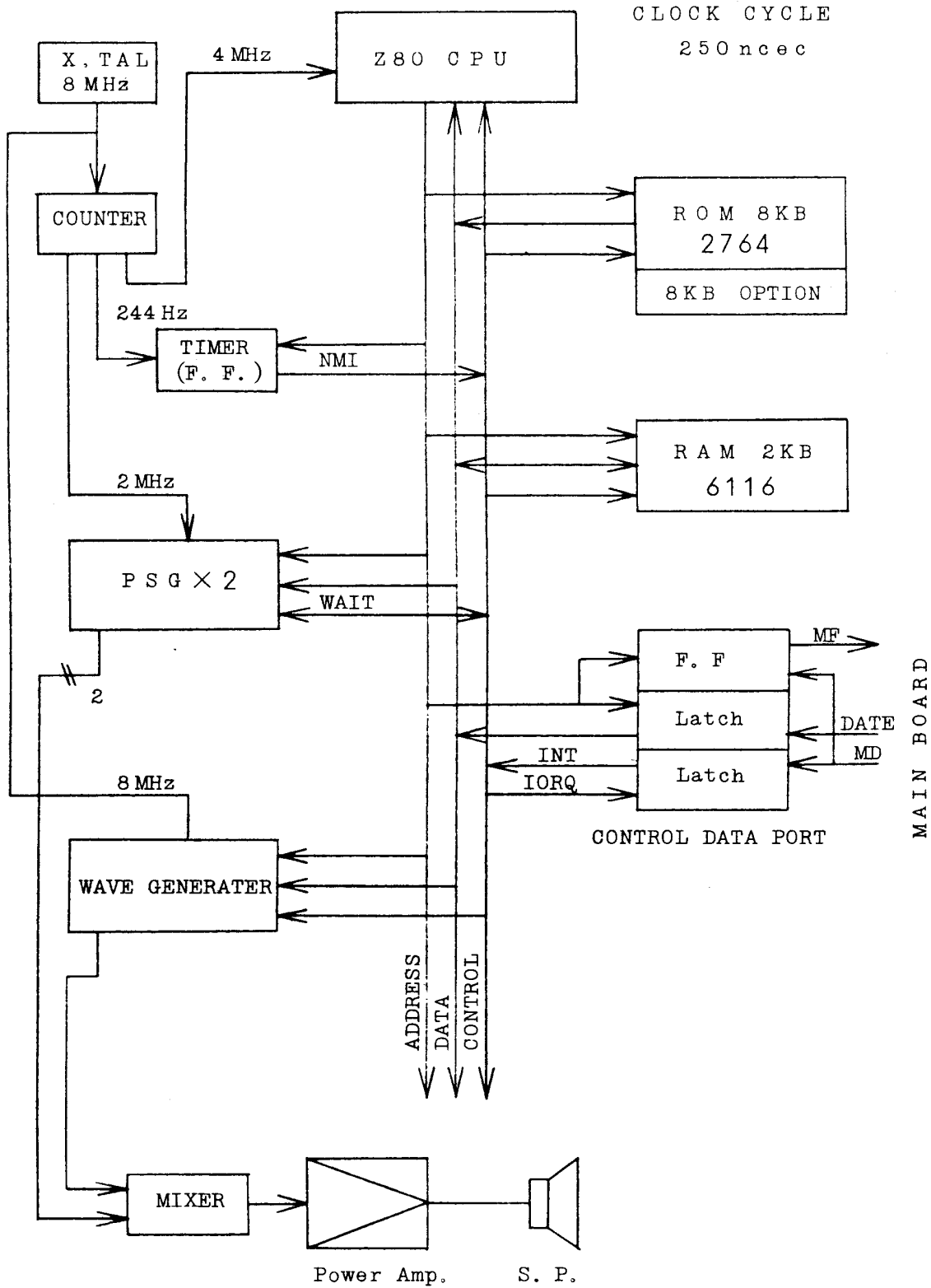
**SNK ELECTRONICS**

No.





BLOCK DIAGRAM—SOUND BOARD

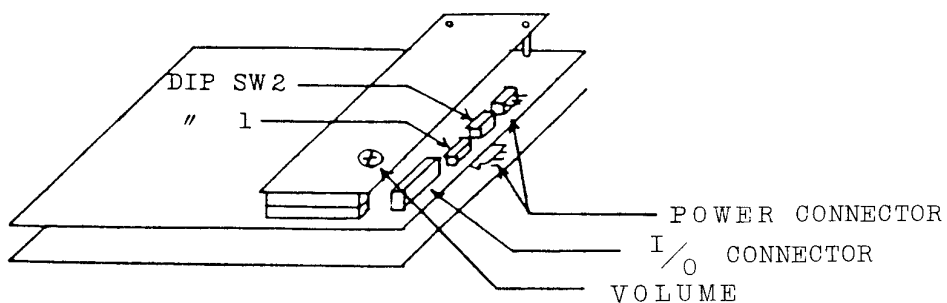


APPR . . . H. N  
 CHECK . . .  
 ORG. . . . . K

**SNK ELECTRONICS**

No BLOCK DIAGRAM(1) /

# 1 INSTRUCTION ON MAIN P. C. BOARD



## 2 DIP SW SETTINGS

2-1 DIP SW 1

SW No	8	7	6	5	4	3	2	1
NUMBER OF PLAY 1						OFF	ON	ON
" 2						OFF	ON	OFF
" 3						OFF	OFF	ON
" 5						OFF	OFF	OFF
PLAY CAN BE CONTINUED						ON		
COIN/PLAY 1/1		OFF	ON	ON	ON			
" 1/2		OFF	ON	ON	OFF			
" 1/3		OFF	ON	OFF	ON			
" 1/5		OFF	ON	OFF	OFF			
" 1/6		OFF	OFF	ON	ON			
" 2/1		OFF	OFF	ON	OFF			
" 3/1		OFF	OFF	OFF	ON			
" 5/1		OFF	OFF	OFF	OFF			
FREE PLAY		ON						
SCREEN STOP	ON							

2-2 DIP SW 2

SW No	8	7	6	5	4	3	2	1
1st BONUS 10000						ON	ON	ON
" 20000						ON	ON	OFF
" 30000						ON	OFF	ON
" 40000						ON	OFF	OFF
" 50000						OFF	ON	ON
" 60000						OFF	ON	OFF
" 70000						OFF	OFF	ON
" 80000						OFF	OFF	OFF
2nd BONUS NO USED				ON	ON			
" +1st BONUS				ON	OFF			
" +1stx2				OFF	ON			
" +1stx3				OFF	OFF			
MUSIC IN ATTRACT MODE			OFF					
TABLE		OFF						
SWITCH THE SCREEN	OFF							

THE EXAMPLE OF 2ND BONUS :

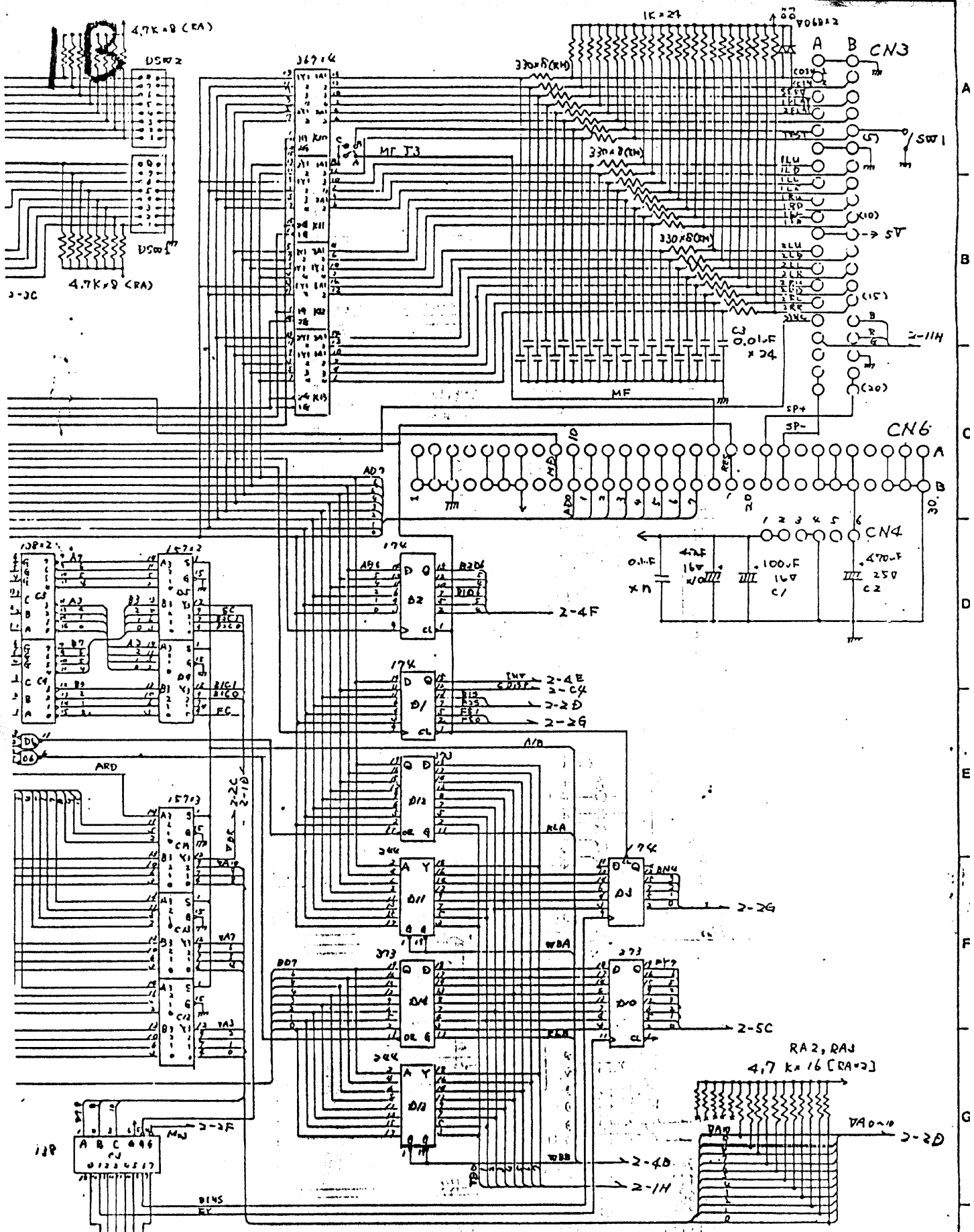
$$1st \text{ BONUS} = 30000 \quad 2nd \text{ BONUS} = 1st \times 2$$

$$2nd \text{ BONUS POINT} = 1st + 1st \times 2 \\ = 30000 + 30000 \times 2 = 90000$$

SWITCH THE SCREEN

WHEN THE DIRECTION OF PLAYER 1 IS INCORRECT, USE "ON".



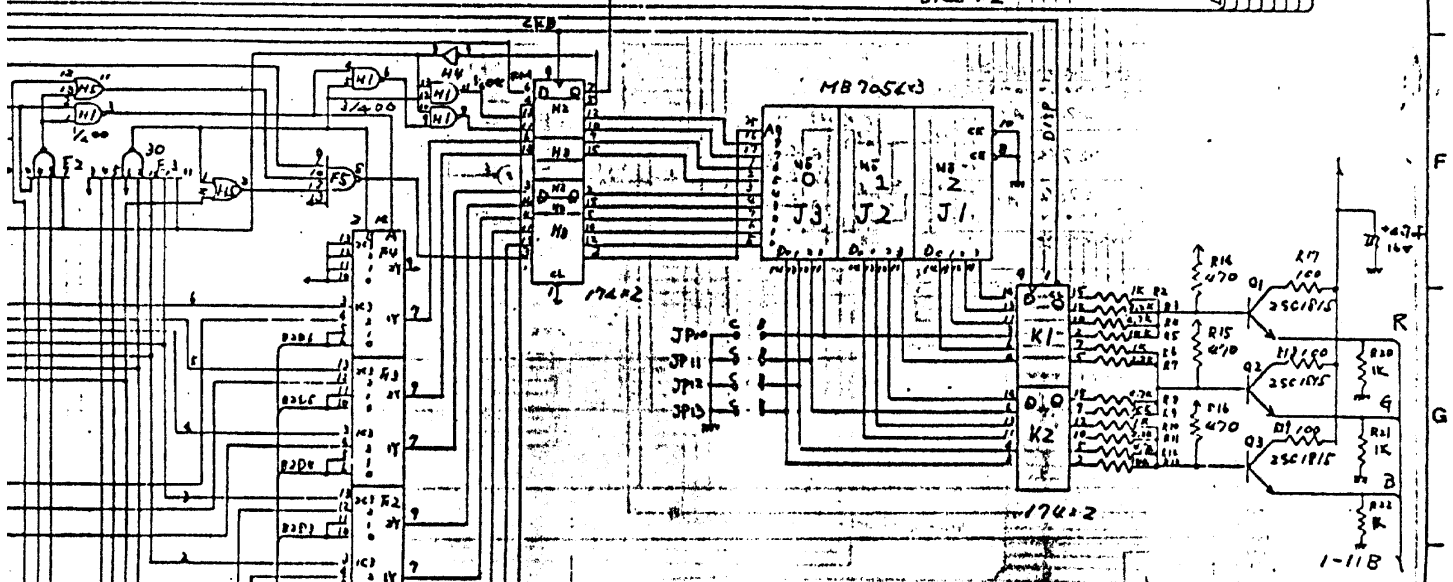
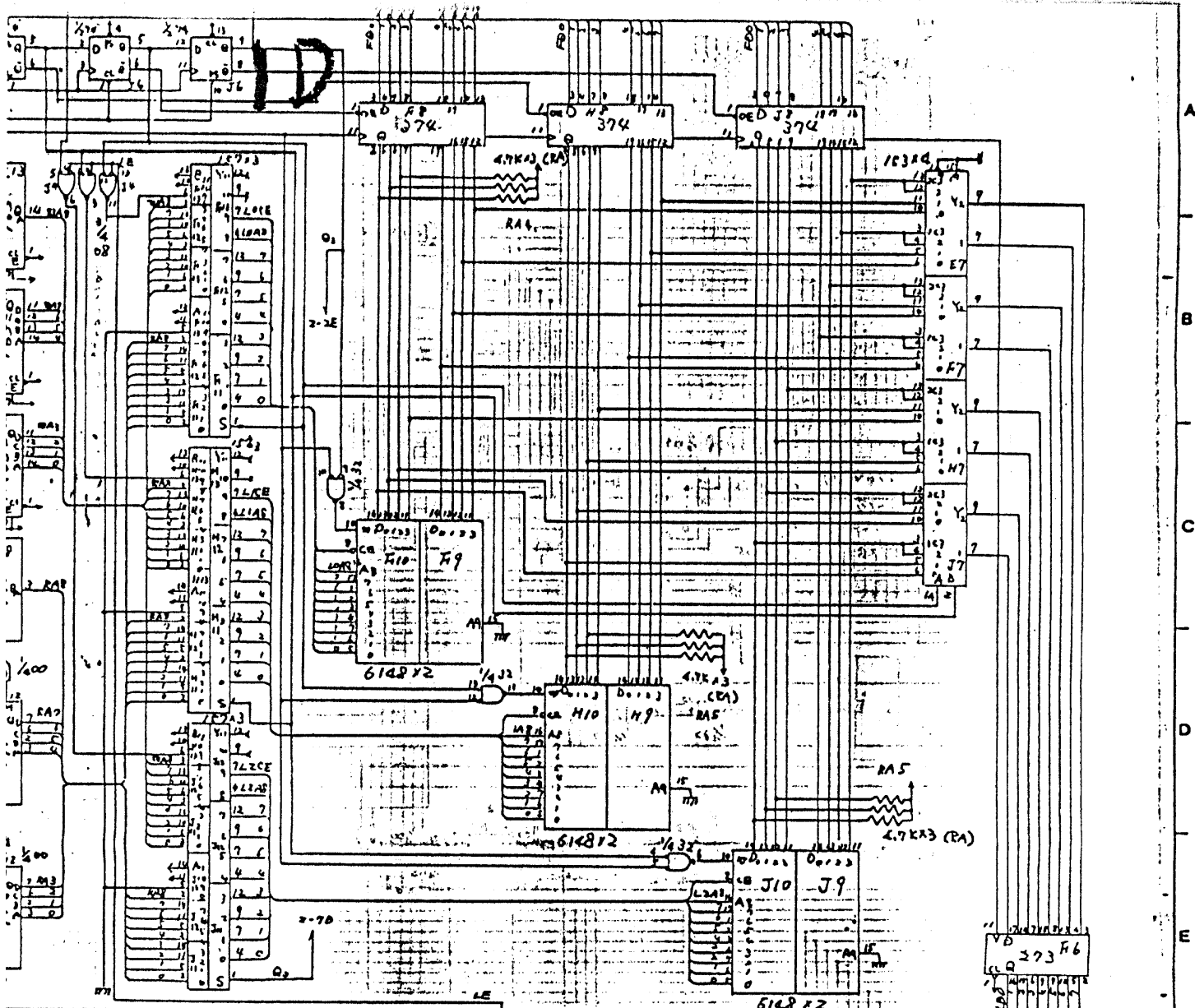


DATE	REVISION	ORG.	NAME
			MARVIN'S MAZE

**SNK ELECTRONICS**

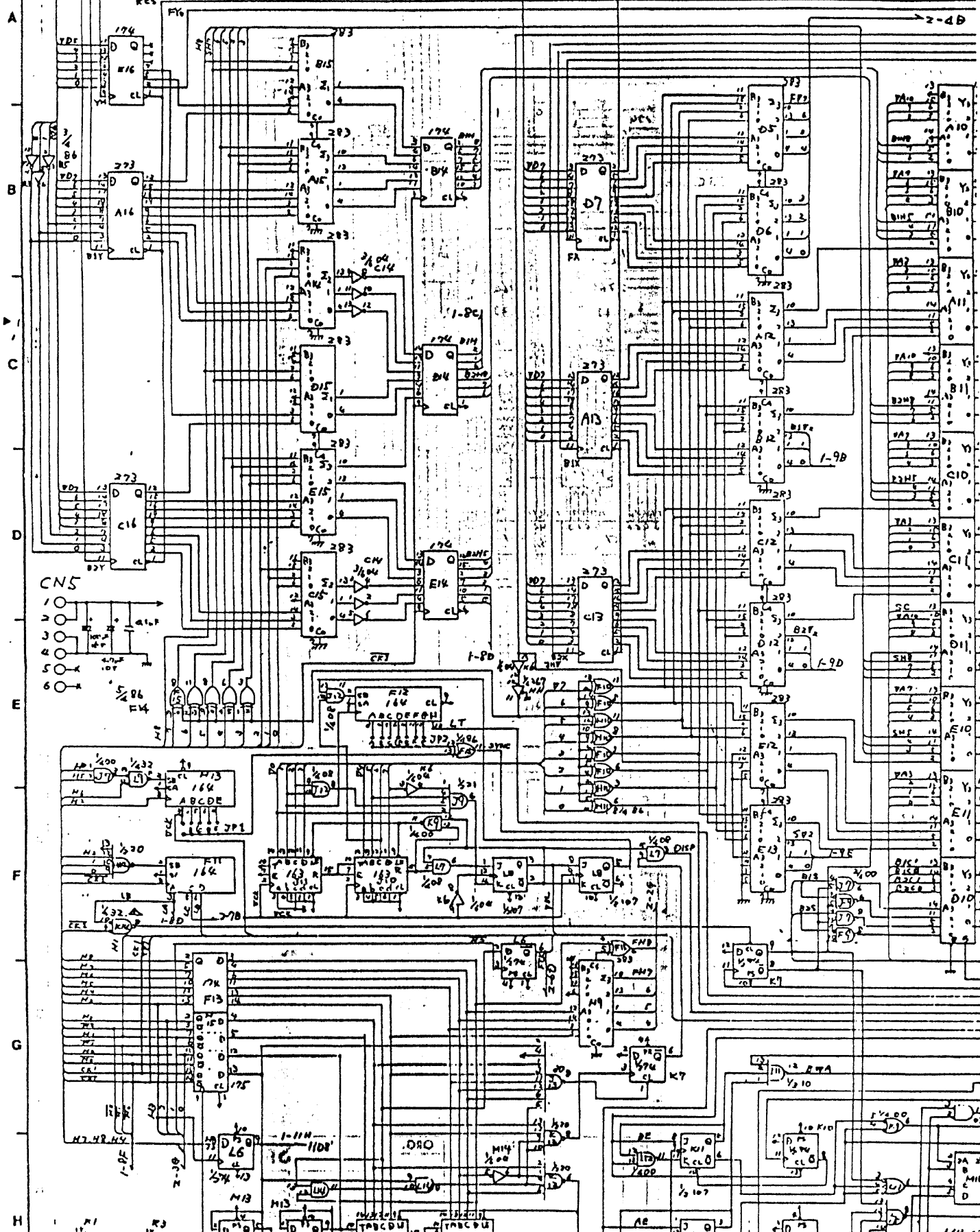
MARVIN'S MAZE





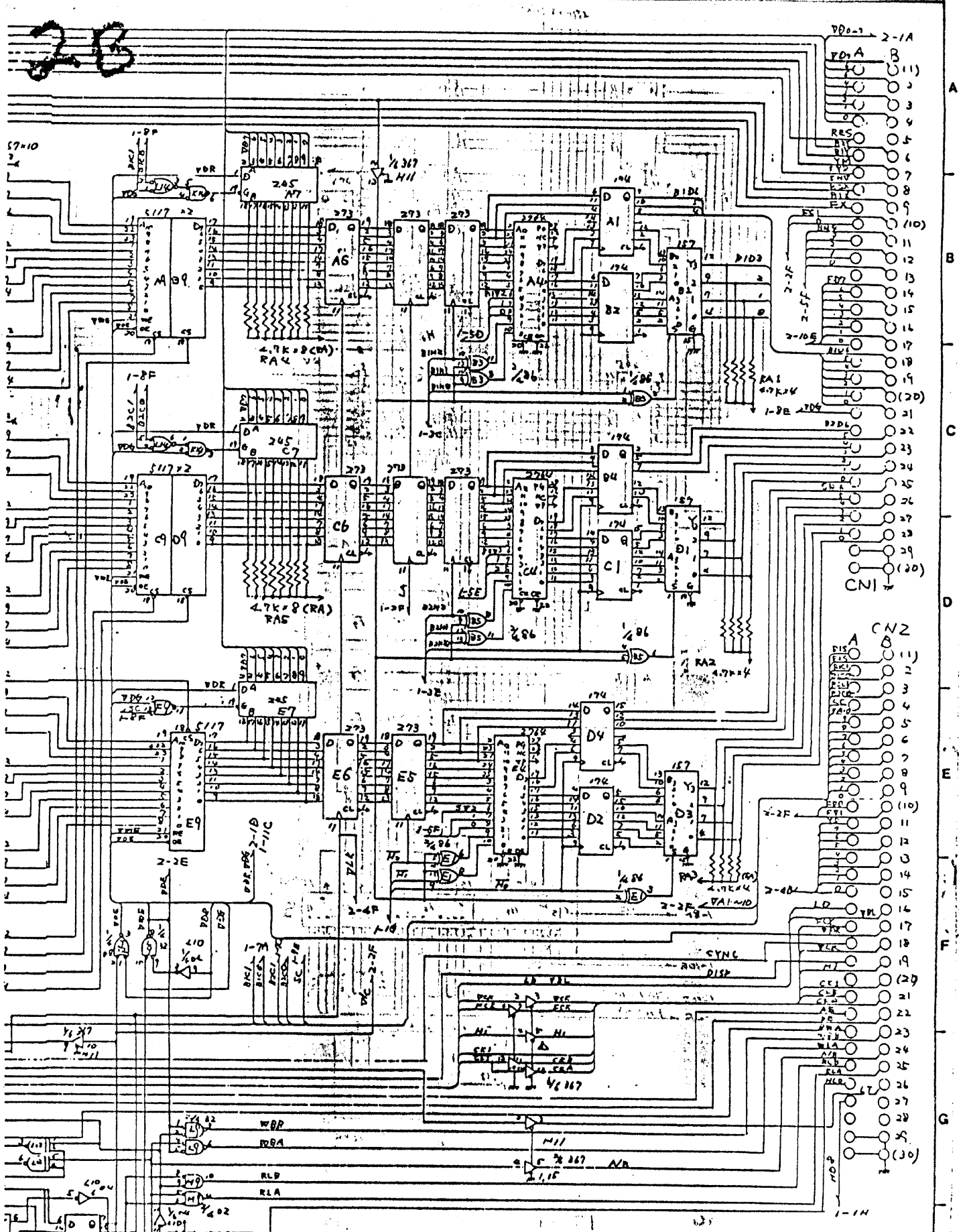
REV	REVISION	ORG.	
TRAC			
DRAWN	58.3.78	NAME	MARVIN'S MAZE

2A



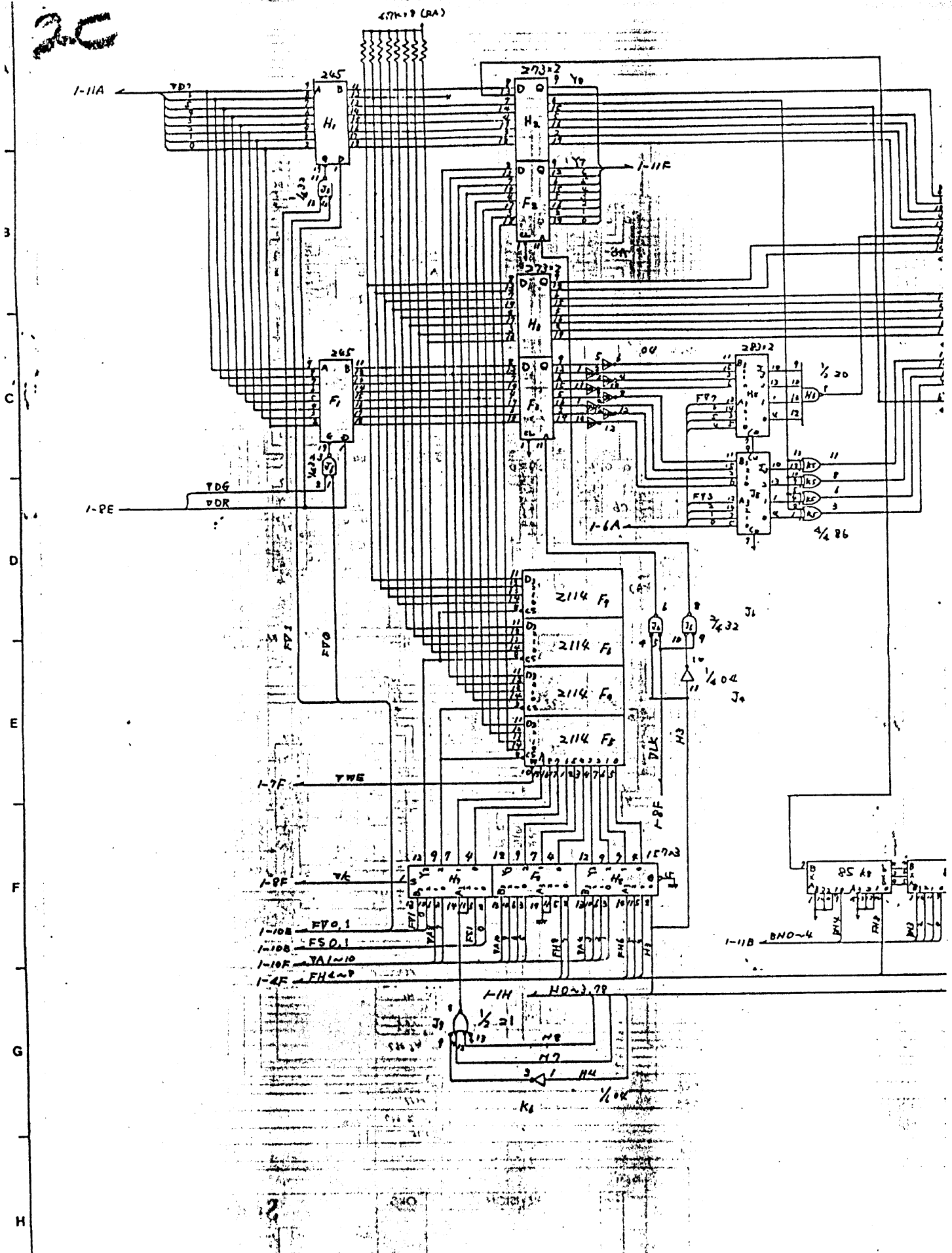


2-B

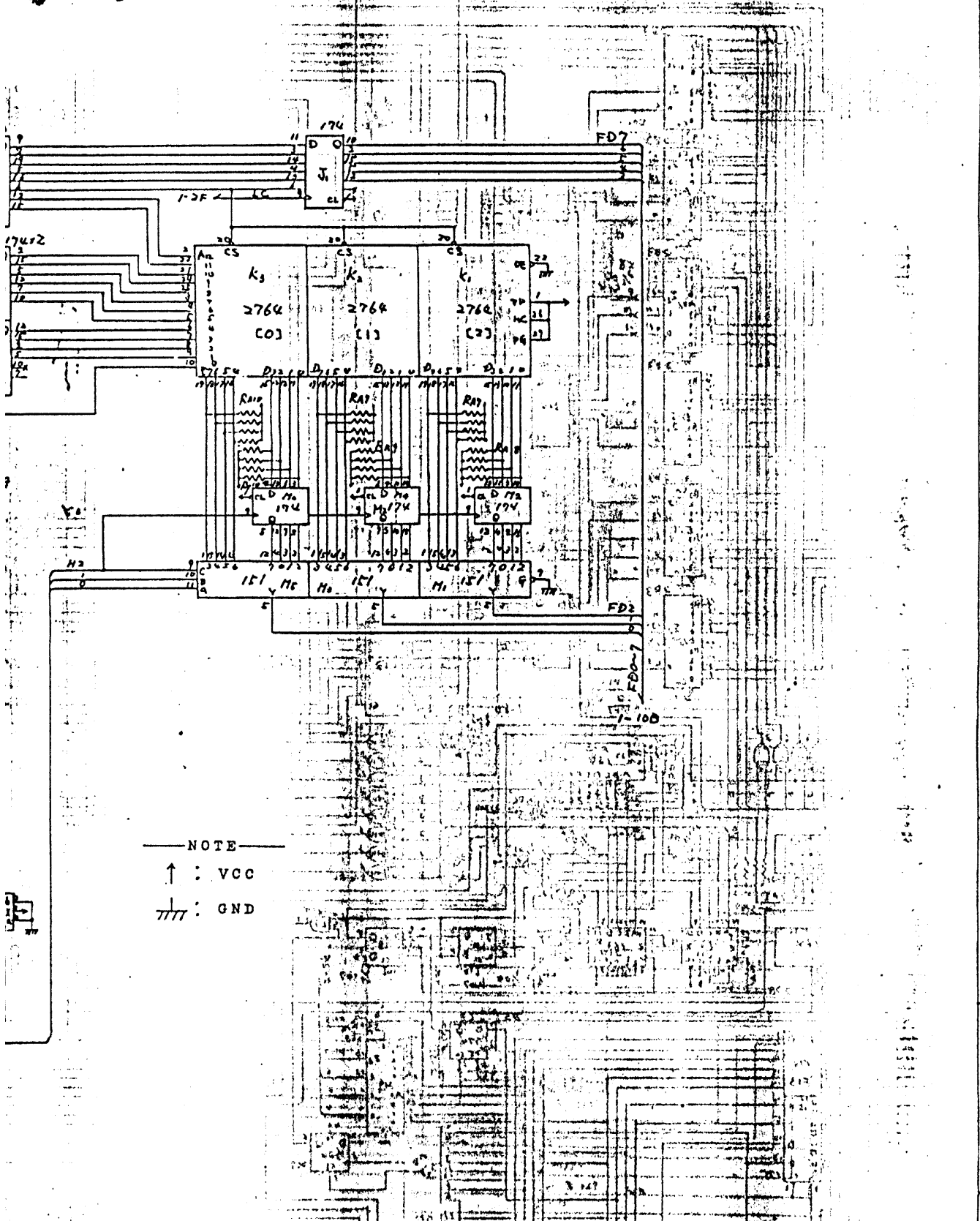


NAME	REVISION	ORG.	SNK ELECTRONICS
TRAC	NAME	MARVIN'S MAZE	

20



20

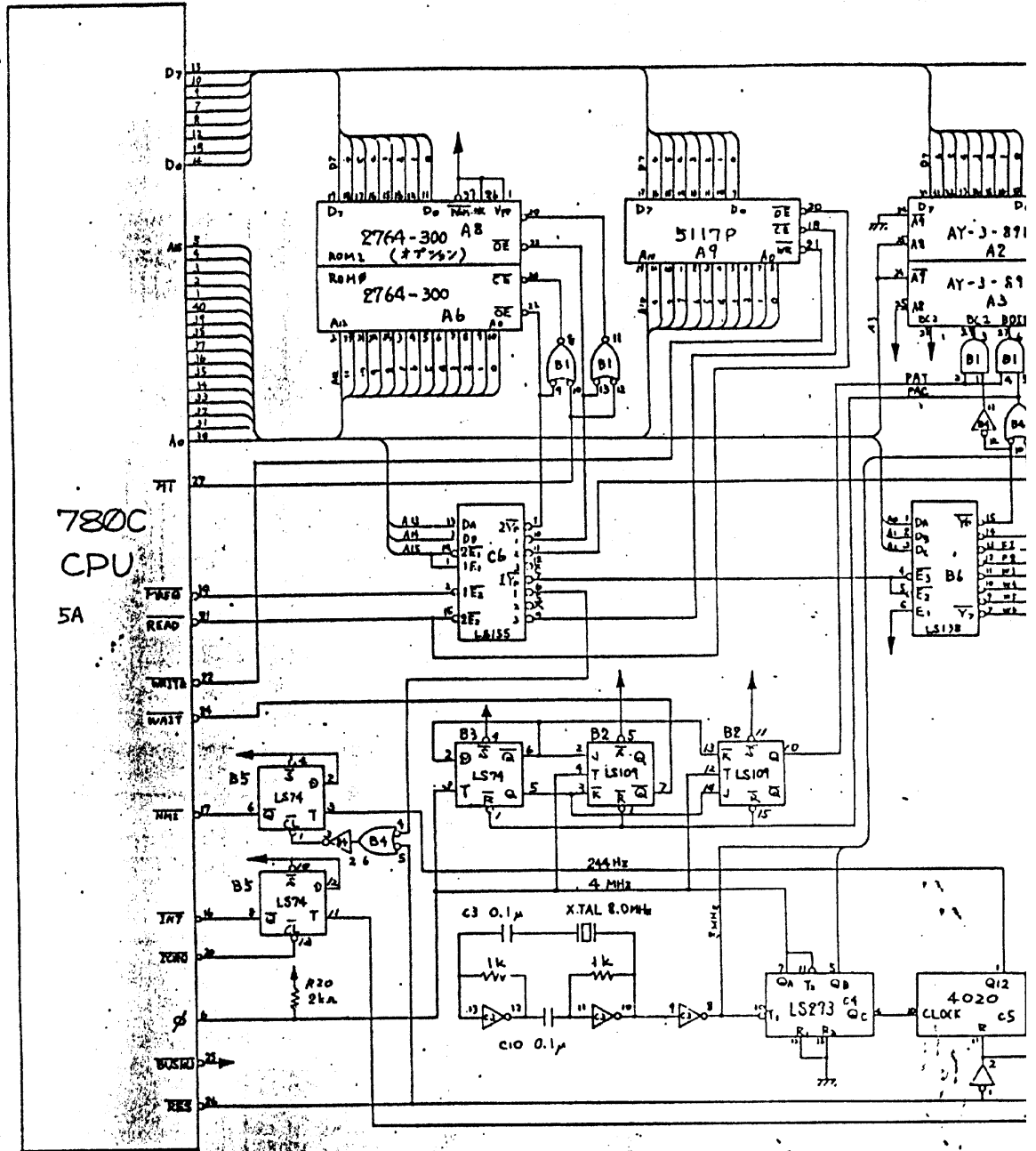


NOTE  
 ↑ : VCC  
 ▨ : GND

REV	REVISION	ORG.	SNK ELECTRONICS
TRAC	NAME	DATE	MARVIN'S MAZE
DRAWN	BY	TYPE	1/1/78
DATE	BY	TYPE	1/1/78

A  
B  
C  
D  
E  
F  
G  
H

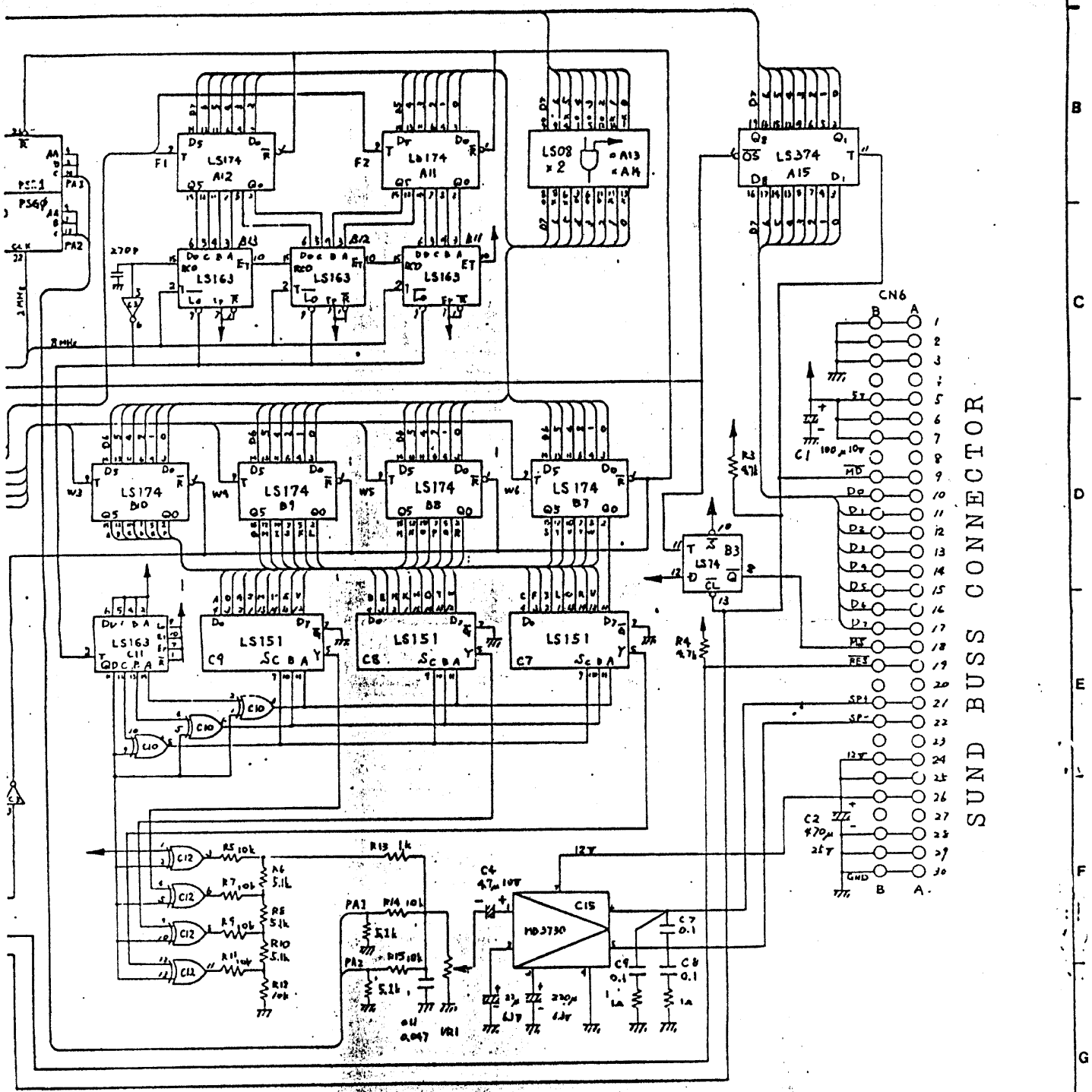
3A



NOTE  
 ↑ : VCC  
 ⊥ : GND

	VCC	GND
7800 CPU	11	29
2764 ROM	28	14
5117 RAM	24	12
4020 PS1	40	1
4020 → 4090	16	8

3B



SUND BUSS CONNECTOR

NAME	REVISION	ORG.	SNK ELECTRONICS	
			TRAC. 83.3.15	NAME MARVIN'S MAZE
			KUSUKI	TYPE SOUND SCHEMATIC
			DRAWN 83.3.15	DWG. NO. A 2003 UC 03-01
			CHKD 83.3.18	
			APPRO. 83.3.18	
			H. Number	