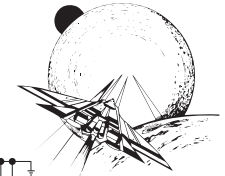


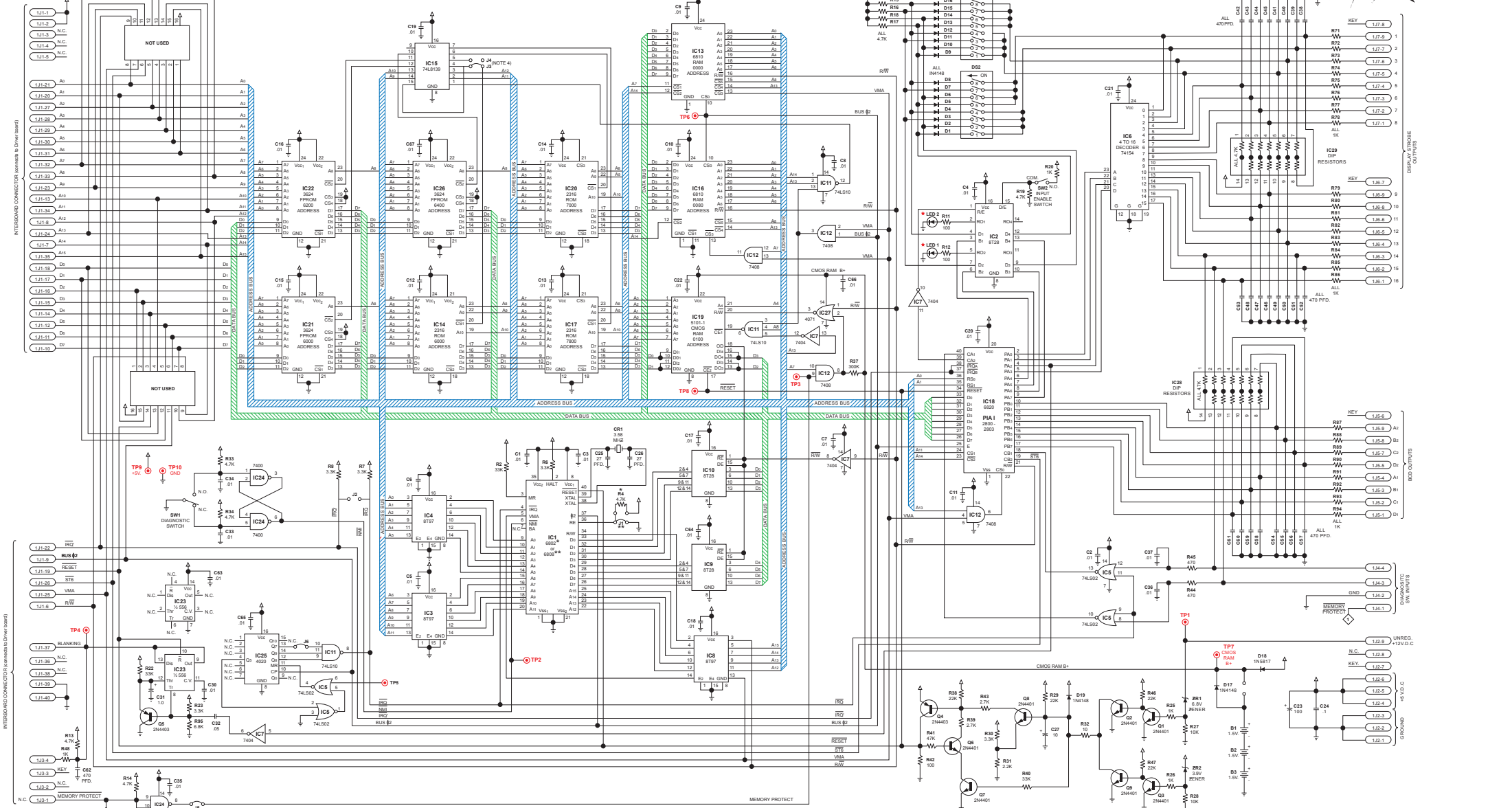
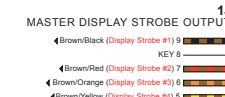
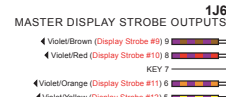
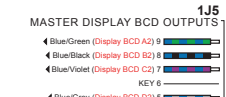
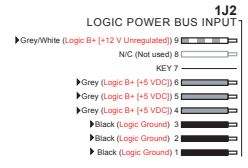
FIREPOWER

CPU Board Logic Diagram (System 6)



FOR the following indications of the LEDs, proceed as follows:
 OFF \emptyset Indicates ROM/PROM failure; one or more of
 ON \bullet IC17, IC20, IC21, IC22, and IC28 are faulty.
 ON \bullet Indicates RAM failure (IC13 or IC16).
 ON \bullet Indicates CMOS RAM (IC19) failure.
LEDS REMAIN ON AFTER POWER TURN-ON
 a) Check +5 VDC and Unregulated Logic Bus+ on CPU and Power Supply boards.
 If low:
 i) Check AC input from transformer.
 ii) Check wiring from transformer to SP1 (Power Bus Inputs) +10, +15 and +12.
 iii) Check 3D6 and 3D7.
 iv) Replace Power Supply Board

b) Turn game OFF and completely remove Driver Board from the backbox.
 Reapply power and depress the DIAGNOSTIC pushbutton on the CPU board.
 If the LEDs blink twice and then remain OFF, replace the Driver Board.
 Otherwise, replace the CPU board.
LEDs DO NOT FLASH AND REMAIN OFF WHEN DIAGNOSTIC SWITCH DEPRESSED
 a) Turn game OFF and back ON.
 b) If problems persist, check +5 VDC from power supply. If ok, replace the CPU board.
INTERMITTENT OPERATION
 a) Make checks described above for LEDs remaining on after power turn-on, and replace CPU board.
GAME COMES UP IN TEST 04 WHEN TURNED ON
 a) Check battery voltage from the Anode of 1D17 to ground, if less than 5.9 VDC, replace batteries.
 b) Check battery voltage from Cathode of 1D17 to ground, if less than 3.2 VDC, replace diode.



NOTES:
 1. ALL RESISTORS 1/4W UNLESS OTHERWISE INDICATED.
 2. ALL CAPACITORS ARE MFD UNLESS OTHERWISE INDICATED.
 3. **WITH 8800 FOR IC1, IC13 MAY BE REMOVED AND MPU INTERNAL RAM ENABLED BY ADDING R4 AND REMOVING JUMPER J1.
 ** WITH 8800 FOR IC1, IC13 MUST BE USED, R4 NOT USED, AND JUMPER J1 MUST BE CONNECTED.
 4. WHEN IC14 GAME ROM IS USED IN PLACE OF PROMS JUMPER J3 MUST BE CONNECTED AND J4 REMOVED.
 (IC ADDRESS 8000.) WHEN IC14 GAME ROM AND PROMS ARE USED JUMPER J4 MUST BE CONNECTED AND J3 REMOVED (IC ADDRESS 8000.)

