

FABTECH Toki Arcade Game



FABTECH Toki Arcade Game Owner's Manual

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FABTECH Toki Arcade Game



Every operator who buys on operates a counterfeit or unauthorized board (imported or domestic) is contributing to the end of our industry and committing a FEDERAL CRIME. New criminal laws have recently been enacted that provide for maximum penalties of \$250,000 or five years in prison or both, per offence. EACH GAME IS A SEPARATE OFFENSE. If you have any information about any unauthorized games in the United States, contact your local FBI or, American Amusement Machine Association 205 The Strand Suite 3 Alexandria, Virginia 22314 (703) 548-8044 All information will be treated in confidence.

SAFETY

The following topics should be carefully studied to insure maximum reliability and safety for both serviceman and customer. Shock Hazard: The high voltage present on the monitor may be very dangerous. Extreme caution must be used when working with or around the monitors. Be certain that the grounding strap is attached to the monitor frame. The picture tube in the monitor is also a hazard and should be handled with care. Do not strike, scratch, or subject the tube to more than moderate pressure as it may implode causing serious injury from flying glass. Be certain that the control panel, power supply monitor, and coin door are all properly grounded to the ground wire inside the line cord. Do not remove ground prong off plug end.

PARTS LIST

- 1 – Plex Marquee
- 1 – Control Panel Overlay
- 1 – FCC Cage
- 1 – Graphic Sheet
- 2 – Side Graphics
- 1 – Manual
- 6 – Buttons
- 1 – JAMMA Cable
- 1 – Marquee Art
- 1 – Toki PCB
- 1 – 8 Way Joystick & Hardware

FOR SERVICE CONTACT:

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- (612) 645-9077

TOKI® is protected by federal copyright laws and is the property of Fabtek®. Any unauthorized versions of this game are illegal by federal law. AAMA-protected stickers must be attached to the PCB. Please notify Fabtek® of any boards not having the AAMA seal.

IMPORTANT F.C.C. WARNING

THIS EQUIPMENT GENERATES AND CAN RADIATE RADIO FREQUENCY ENERGY; IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, IT MAY CAUSE INTERFERENCE WITH RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION, IT HAS NOT BEEN TESTED FOR COMPLIANCE PURSUANT TO SUBPART J OF PART 15 OF FCC RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER, AT HIS OWN EXPENSE, WILL BE REQUIRED TO TAKE WHATEVER MEASURES NECESSARY TO CORRECT THE INTERFERENCE.

DANGER

An isolation transformer must be used with the monitor and power supply. This game must be equipped with a three-wire 110-volt plug for safety. Under no circumstance remove the ground plug.

DANGER

This game is designed with a JAMMA 56-pin connector. This plug is one of the finest operator-friendly features in our industry today. What this means to you is that:

1. 1, 2, A, B, 27, 28, e and f are grounded
2. 3, 4, C and D are +5 volts
3. 5 and E are -5 volts
4. 6 and F are +12 volts

Also, all video and joystick functions are always in the same place. Once a cabinet is wired for JAMMA, it is easily changed from game to game. Many older games such as Pac Man®, etc., have a power supply on the board. This will not work!!! Only a JAMMA connector with proper voltage will work. Fabtek® recommends using an 11 or 15-amp switching power supply with Toki®.

INSTALLATION OF KIT IN USED CABINET

To Disassemble:

1. Open back door and remove old board set and power supply, if you are using a new switching power supply.
2. Remove marquee glass and monitor glass.
3. Remove control panel and set aside.
4. Remove old wire harness, leaving the 110-volt wiring intact. Also, leave the grounding straps to the monitor,

coin door, control panel, and power supply intact.

Installation

1. Mount the board set on the side panel of the cabinet as close to the middle of the game as possible (approximately 10-12" off the bottom).

NOTE: Do not mount board directly below control or any vents or cracks so that liquids may seep on to the board. Do not forget about coins that may drop on to the board. Also, mount the board with edge connector facing up.

2. Mount the power supply on the bottom of the cabinet with connectors facing the rear of the cabinet. An optional mounting might be on the side panel just below the board set, connector to rear.
3. If the game does not have an isolation transformer, you must protect your customers and your game. Install one between the 110 volt line and your monitor/ power supply.
4. Place the provided JAMMA wiring harness on the board. Connect the ts, +12, -), and ground wires to the corresponding lugs on the power supply, connecting all the wires. If you dont, you will probably burn the board connector.
5. Run a wire from -5 volts to the coin door lights. Run a wire from +12 volts to the coin counters. This completes the power requirements.
6. Connect the Audio (+) and Audio (-) to the speaker.
7. Connect the video red, green, blue, ground, and sync to the corresponding wires on the monitor. If the monitor is not a negative composite sync, see sync modifications chart.
8. Cut the marquee to size. Replace the marquee lamp, if needed. Install the marquee panel.
9. Connect the coin 1 and coin 2 wires to the coin switches. Connect the coin counter 1 and coin counter 2 wires to the coin counters.

NOTE: If you only have one coin counter, see coin counter diagram. It will not matter if the coin counters are only rated at 6 volts, as the pulse is not long enough to burn out the counter.

10. Disassemble the control panel of all the hardware. Do not remove the old panel overlay. Determine where to place the new joystick and buttons if they must be repositioned. Then, cut new holes.

NOTE: If you are going to use plexiglass over the control panel, we suggest that you use a good 1/8" polycarbonate with a scratch-resistant coating. We recommend GENERAL ELECTRIC LEXAN MRS with margard or TUFFAK CM-2. These do not crack or break with abuse. Cut and drill plex as needed. Remove the old control panel overlay carefully and apply the new overlay on top of the old glue. Use an Exacto knife to cut out any button or bolt holes. Apply decals for "1 player," "2 player," "fire," and "grenades" over appropriate buttons. Now assemble the control panel.

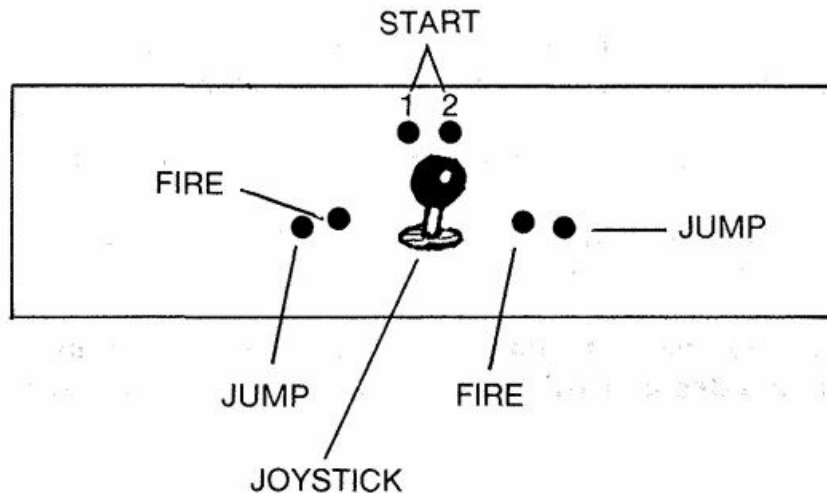
11. Bolt the control panel to the cabinet. Now connect the 1P up/down, left/ right, and weapons/ grenade wires to the correct switches. Connect the 1-player and 2-player start wires.

NOTE: The 2P control wires need not be connected on upright cabinets, but only on the cocktail tables.

12. Power up the game. Look over your installation for errors, and then apply power, listening for unusual sounds. Check for smoke or sparks. If everything is okay, wire tie all wires to form a nice, neat wiring harness. Clean the cabinet inside and out. Measure the +5 volts on the furthest point from the edge connector and adjust 5 volts to 5.05 volts. Use a tinted plex over the monitor if there are burns in the screen. We suggest bronze or grey tinted plex. Touch up the cabinet with fresh paint, and then repair all cabinet dents or chips, using an auto body product called Duraglass. This is similar to bondo. You can consult your local auto body shop or auto parts supplier for this product, as well as advice on how to use it.

Fabtek® recommends installing your new Toki® kit in only a new or refurbished cabinet. Installing Toki® in an older cabinet will result in lower earnings. The cabinet should be as follows:

1. horizontal monitor
2. 11 amp or larger power supply
3. monitor not laying down flat.



Fabtek ® is dedicated to being the most operator-oriented company in the game industry. In respect to you, the operator, this means several things, such as:

1. Having the clearest instructions possible so that you can minimize the time it takes to put the game together;
2. Providing useful information to help you produce the best-looking and highest earning game from your Fabtek® Kit;
3. Informing you of the proper setting for your game in both street and arcade locations. This is a first for the game industry; we realize that the differentiation between these two types of locations is important, and we want to help you prepare your game so that you can maximize your profits accordingly.
4. Continuing to keep the operator informed by publishing all service bulletins in the Star Tech Journal and in all other Trade Magazines.

To accomplish all of this, Fabtek® uses more operator input. Our games are made to be operated by operators such as yourself; you need all the information you can get today in order to make a maximum profit. We would like to thank you for purchasing your new Fabtek® game. We are sure that the Fabtek® way will bring you back to us, game after game. Happy remunerations!

MONITORS

Toki® is designed to be operated with a horizontal raster scan monitor with negative sync (RGB). This means Toki® will not work with any X-Y (Tempest, Space Dual, Star Trek), etc. An isolation transformer must be used in conjunction with the monitor. This is for your safety. The monitor also utilizes extremely high voltages. The monitor may also retain a charge for an extended period of time. Safety goggles must be worn while removing or replacing the monitor. It is highly recommended that the monitor is verified good before the new Toki® kit is installed in your new and or rebuilt cabinet.

Fabtek® is concerned that your Fabtek® game will out earn the competition by 20 percent. The cabinet your kit is installed in will have a major effect on how much money it earns. Installing the game in a used cabinet that has already been kitted several times may not be the best way to maximize profits. In arcade locations it is

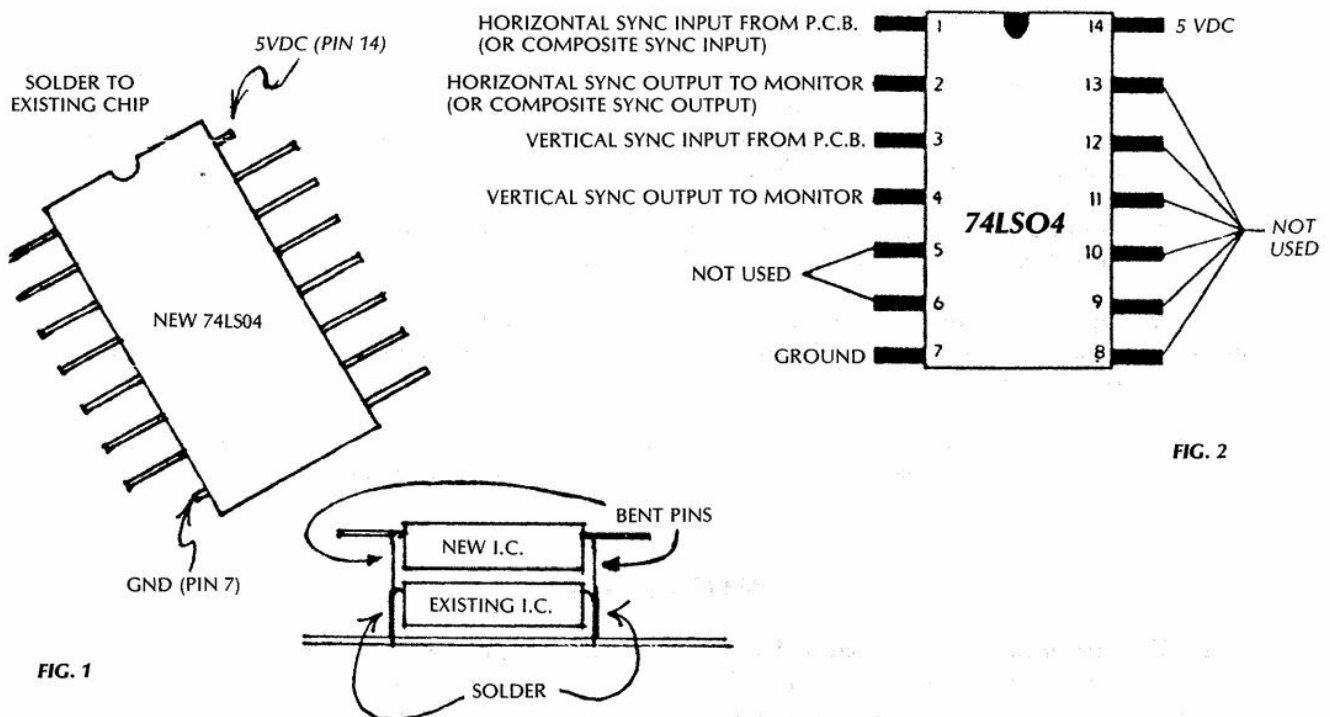
recommended installing Toki® in the Dynamo 25 inch or KD 27 inch cabinet. We feel the game will earn 20 percent more money because of the 25 or 27 inch monitor. With the JAMMA connector the game can be powered in about five minutes with only the control panel to be wired. The 19 inch game cabinets may be better for smaller street locations.

Star Tech Tips

We are grateful to Star Tech Journal for allowing us to publish excerpts from their journal.

Monitor Sync

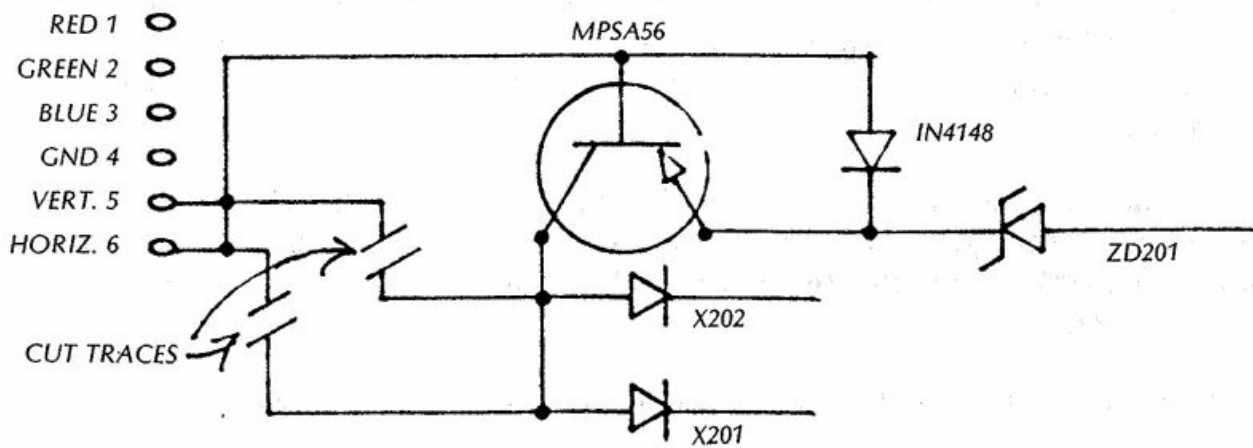
If your monitor does not have dual polarity positions for sync, you may use one of the following methods to get your game going. CURE 1: Install a simple one I.C. Circuit on your logic board. This I.C. may be "piggy backed" on to another 7404 series chip for power by bending up all but the two power pins so that they are parallel to the top surface of the new I.C. and then connecting the power pins only to the existing chip. (See Fig. 1) Next connect the sync wires as shown in Fig. 2. (Note: Figure 2 shows a hookup for either composite or separate syncs.)



CURE 2: Used for Wells-Gardner Video-Sync boards with positive sync connections only. (Vertical mount board 85×14 OB. Cut the traces on the solder side of the board between input pins 5 & 6 to the unbanded (anode) ends of diodes X201 & X202.

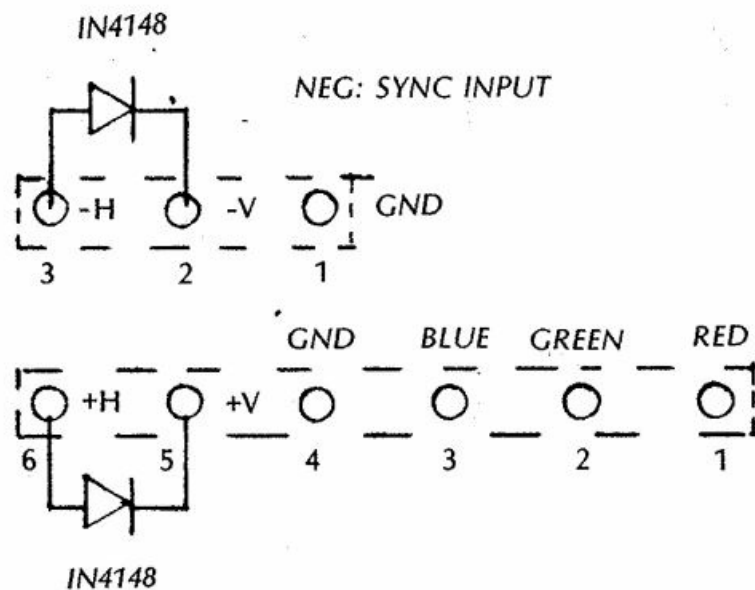
Add MPSA 56 transistor as follows:

Collector to anode leads of diodes X201 & X202. Base pins 5 & 6 of the video input connector. Emitter to cathode (banded) lead of zener diode ZD201. Insert a 1N4148 diode-cathode to the emitter of the MPSA56 and anode to the base. (See Fig. 3)



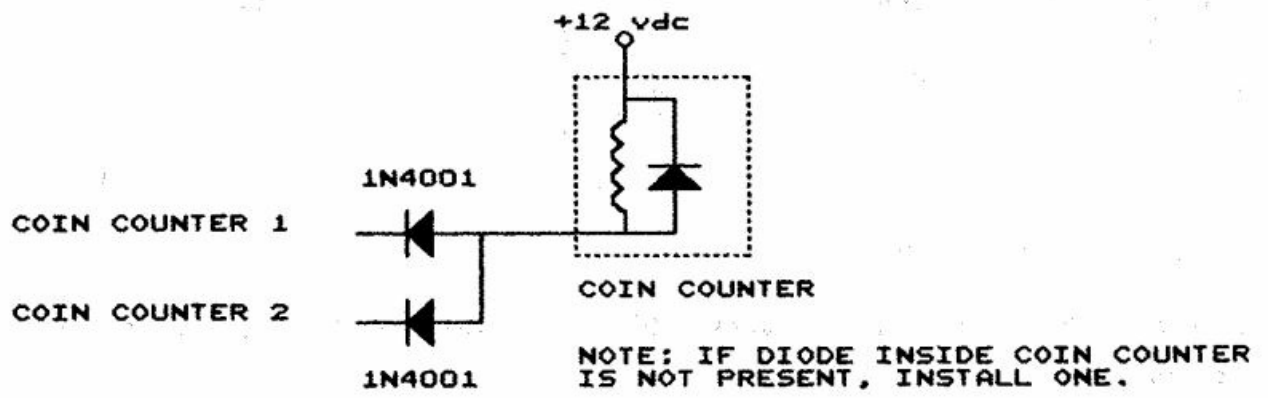
Horizontal Tearing

- **CAUSE:** The negative sync signal of most logic sets are slightly different than the GO7-CBO monitor negative sync inputs. The result of this mismatch is a horizontal "wave" or "curl".
- **CURE 1:** On the monitor deflection board, replace C303 with a 10uf 25V radial lead capacitor with the positive lead towards the collector of X305. (CAUTION: be sure to check this step as the original cap is not polarized.) Then replace C501 with the cap removed from the C303 location.
- **CURE 2:** Connect 1N4148 fast-switching diodes across both the positive and negative sync inputs to the monitor. (See Fig. 4) NOTE: Both diodes must be installed or you will not have vertical stability.



COIN COUNTER DIAGRAM

If only one coin counter is to be used install two diodes in the following manner:



JAMMA EDGE CONNECTOR/CABLE

| COMPONENT SIDE | | | SOLDER SIDE | | |
|----------------|---------|-----|-------------|---------|-----------------|
| FUNCTION | COLOR | POS | POS | COLOR | FUNCTION |
| GROUND | BLK | 1 | A | BLK | GROUND |
| GROUND | BLK | 2 | B | BLK | GROUND |
| +5 VOLTS | RED | 3 | C | RED | +5 VOLTS |
| +5 VOLTS | RED | 4 | D | RED | +5 VOLTS |
| -5 VOLTS | BRN | 5 | E | BRN | -5 VOLTS |
| +12 VOLTS | BLU | 6 | F | BLU | +12 VOLTS |
| | | 7 | H | | |
| OIN COUNTER #1 | BLU/BRN | 8 | J | WHT/PUR | COIN COUNTER #2 |
| | | 9 | K | | |
| AUDIO NEG – | WHT/BLK | 10 | L | BLK | AUDIO POS + |
| | | 11 | M | | |
| VIDEO RED | RED | 12 | N | GRN | VIDEO GRN |
| VIDEO BLU | BLU | 13 | p | WHT | VIDEO SYNC* |
| VIDEO GND | BLK | 14 | R | BRN/WHT | |
| | YEL | 15 | s | WHT/BRN | |
| COIN INPUT 1 | WHT/YEL | 16 | T | GRN/YEL | COIN INPUT 2 |
| START 1 | PNK/BLK | 17 | u | RED/BLK | START 2 |
| 1 PUP | ORG/BLU | 18 | V | BRN/BLU | 2 PUP |
| 1 P DOWN | GRN/ORG | 19 | w | ORG/WHT | 2 P DOWN |
| 1 P LEFT | GRN/BLU | 20 | X | ORG/GRN | 1 P LEFT |
| 1 P RIGHT | RED/YEL | 21 | y | WHT/ORG | 2 P RIGHT |
| 1 P FIRE | RED/WHT | 22 | z | BRN/BLK | 2 P FIRE |
| 1 P JUMP | WHT/RED | 23 | a | YEL/WHT | 2 P JUMP |
| | YEL/BLK | 24 | b | BRN/GRN | |
| | | 25 | C | | |
| | | 26 | d | | |
| GROUND | BLK | 27 | e | BLK | GROUND |
| GROUND | BLK | 28 | f | BLK | GROUND |
| | | | | | |

Video sync composite negative

NOTE: 2 Player controls are used on cocktail tables and upright with player control option. 1 and 2 player games are not interactive.

KD/DYNAMO – UNIVERSAL VIDEO WIRING 56 PIN EDGE CONN. PIN-OUT CHART (JAMMA COMPATIBLE)

| COMPONENT SIDE | | | SOLDER SIDE | | |
|-----------------|-------------|-----|-------------|----------------|-----------------|
| FUNCTION | COLOR | POS | POS | COLOR | FUNCTION |
| GROUND | BLK | 1 | A | BLK | GROUND |
| GROUND | BLK | 2 | B | BLK | GROUND |
| +5 VOLTS | RED | 3 | C | RED | +5 VOLTS |
| +5 VOLTS | RED | 4 | D | RED | +5 VOLTS |
| -5 VOLTS | WHITE | 5 | E | WHITE | -5 VOLTS |
| +12 VOLTS | YELLOW | 6 | F | YELLOW | +12 VOLTS |
| KEY | | 7 | H | | KEY |
| COIN COUNTER #1 | BRN | 8 | J | | COIN COUNTER #2 |
| COIN LOCK OUT 1 | RED | 9 | K | | COIN LOCK OUT 2 |
| SP(+) | WHT | 10 | L | WHT/BLK | SP(-) |
| N.C. | BLUE-OPTION | 11 | M | OP.-BLU/ BLACK | N.C. |
| VIDEO RED | RED | 12 | N | GRN | VIDEO GRN |
| VIDEO BLU | BLU | 13 | p | GRAY | VIDEO SYNC* |
| VIDEO GND | BLK | 14 | R | RED/BLACK | SERVICE SWITCH |
| TEST SW. | BROWN | 15 | s | OP.-BRN/BLACK | TILT SW. |
| COIN SW.1 | WHITE | 16 | T | | COIN SW. 2 |
| START 1 | GRAY | 17 | u | WHITE/GRAY | START 2 |
| 1 PUP | VIOLET | 18 | V | WHITE/VIOLET | 2 PUP |
| 1 P DOWN | BLUE | 19 | w | WHITE/BLUE | 2 P DOWN |
| 1 P LEFT | GREEN | 20 | X | WHITE/GREEN | 2 P LEFT |
| 1 P RIGHT | YELLOW | 21 | y | WHT/YELLOW | 2 P RIGHT |
| 1 P PUSH 1 | ORANGE | 22 | z | WHT/ORANGE | 2 P PUSH 1 |
| 1 P PUSH 2 | RED | 23 | a | WHT/RED | 2 P PUSH 2 |
| 1 P PUSH 3 | BROWN | 24 | b | WHT/BROWN | 2 P PUSH 3 |

| | | | | | |
|--------|------------|----|---|------------|--------|
| N.C. | BLUE/WHT | 25 | C | GREEN/WHT | N.C. |
| N.C. | RED/WHT | 26 | d | YELLOW/WHT | N.C. |
| GROUND | BLK | 27 | e | BLK | GROUND |
| GROUND | BLK-OPTION | 28 | f | BLK-OPTION | GROUND |
| | | | | | |

- **Video sync composite negative**

NOTE: 2 Player controls are used on cocktail tables and upright with player control option. 1 and 2-player games are not interactive.

TOKI® JAMMA PIN OUTS – HORIZONTAL SCREEN — 1 x 8 WAY JOYSTICK 2 BUTTONS

| FUNCTION | | SWITCH | 1 | | | | | | | |
|------------------|----------------|--------|-----|-----|-----|-----|-----|---|---|---|
| COIN MODE SELECT | COIN MODE 1 | | OFF | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| | COIN MODE 2 | | ON | | | | | | | |
| | 1 COIN 1 PLAY | (OFF) | | OFF | OFF | OFF | OFF | | | |
| | 2 COINS 1 PLAY | | | ON | OFF | OFF | OFF | | | |
| | 3 COINS 1 PLAY | | | OFF | ON | OFF | OFF | | | |
| | 4 COINS 1 PLAY | | | ON | ON | OFF | OFF | | | |
| | 5 COINS 1 PLAY | | | OFF | OFF | ON | OFF | | | |
| | 6 COINS 1 PLAY | | | ON | OFF | ON | OFF | | | |
| | 1 COIN 2 PLAY | | | OFF | ON | ON | OFF | | | |
| | 1 COIN 3 PLAY | | | ON | ON | ON | OFF | | | |
| | 1 COIN 4 PLAY | | | OFF | OFF | OFF | ON | | | |
| | 1 COIN 5 PLAY | | | ON | OFF | OFF | ON | | | |
| | 1 COIN 6 PLAY | | | OFF | ON | OFF | ON | | | |

| | | | | | | | | | | | |
|----------------------|-------------------|----------------------------|--|-------|-----|-----|-----|---------|---------|--|---------|
| MODE 1 | | 2 COINS 3 PLAY | | (OFF) | ON | ON | OFF | ON | | | |
| | | 3 COINS 2 PLAY | | | OFF | OFF | ON | ON | | | |
| | | 5 COINS 3 PLAY | | | ON | OFF | ON | ON | | | |
| | | 8 COINS 3 PLAY | | | OFF | ON | ON | ON | | | |
| | | FREE PLAY | | | ON | ON | ON | ON | | | |
| MODE2 | COIN MECH. (A) | 1 COIN 1 PLAY | | (O,N) | OFF | OFF | | | | | |
| | | 2 COINS 1 PLAY | | | ON | OFF | | | | | |
| | | 3 COINS 1 PLAY | | | OFF | ON | | | | | |
| | | 5 COINS 1 PLAY | | | ON | ON | | | | | |
| | COIN MECH. (B) | 1 COIN 2 PLAY | | (ON) | | | OFF | OFF | | | |
| | | 1 COIN 3 PLAY | | | | | ON | OFF | | | |
| | | 1 COIN 5 PLAY | | | | | OFF | ON | | | |
| | | 1 COIN 6 PLAY | | | | | ON | ON | | | |
| \$\$\$=CONTROL PANEL | | 1P-1 JOYSTICK/2 BUTT ON\ | | | | | | -OFF ON | | | |
| | | :>P-2 JOYSTICK/ 4 BUTT ON\ | | | | | | | | | |
| GAME STYLE | | UPRIGHT | | | | | | | -OFF ON | | |
| | | TABLE | | | | | | | | | |
| SCREEN REVERSE' | | NORMAL | | | | | | | | | ,OFF ON |
| | | INVERT | | | | | | | | | |
| | | | | | | | | | | | |

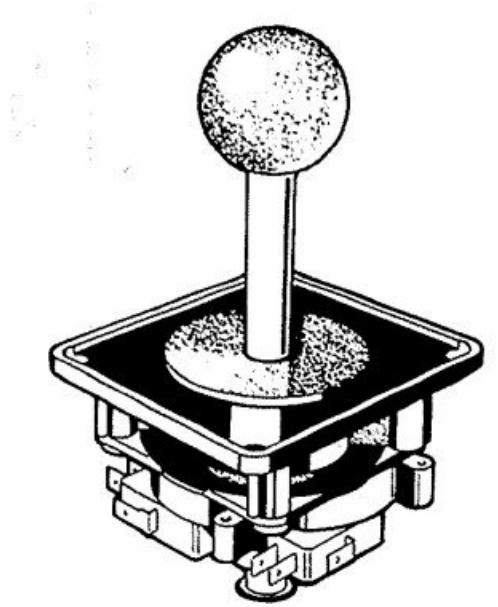
| | | | | | | | | | |
|-----------------|--|-----|-----|-----|-----|-----|-----|-----|-----|
| DEFAULT SETTING | | OFF | OFF | OFF | OFF | OFF | OFF | OFF | OFF |
|-----------------|--|-----|-----|-----|-----|-----|-----|-----|-----|

\$\$\$=ATTENTION!!! DIP SW#6 ALTERNATIVE TWO-PLAYER GAME. THE GAME WORKS WITH BOTH 1P OR 2P CONTROL PANELS, UPRIGHT OR COCKTAIL.

| | | | | | | | | | |
|-----------------------|------------|-----|-----|-----|-----|-----|-----|------------|------------|
| FUNCTION NO. OF LIVES | SWITCH | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| | | | | OFF | OFF | | | | |
| | 70000 Only | | | | | | | | |
| | 5K – 15K | | | ON | OFF | | | | |
| | 10K – 20K | | | OFF | ON | | | | |
| | Every 70K | | | ON | ON | | | | |
| DIFFICULTY | NORMAL | | | | | OFF | OFF | | |
| | EASY | | | | | ON | OFF | | |
| | HARD | | | | | OFF | ON | | |
| | VERY HARD | | | | | ON | ON | | |
| CONTINUE PLAY | YES | | | | | | | -OFF ON | |
| | NO | | | | | | | | |
| DEMO SOUND | YES | | | | | | | | -OFF ON |
| | NO | | | | | | | | |
| DEFAULT SETTING | | OFF | OFF | OFF | OFF | OFF | OFF | OFF | OFF |

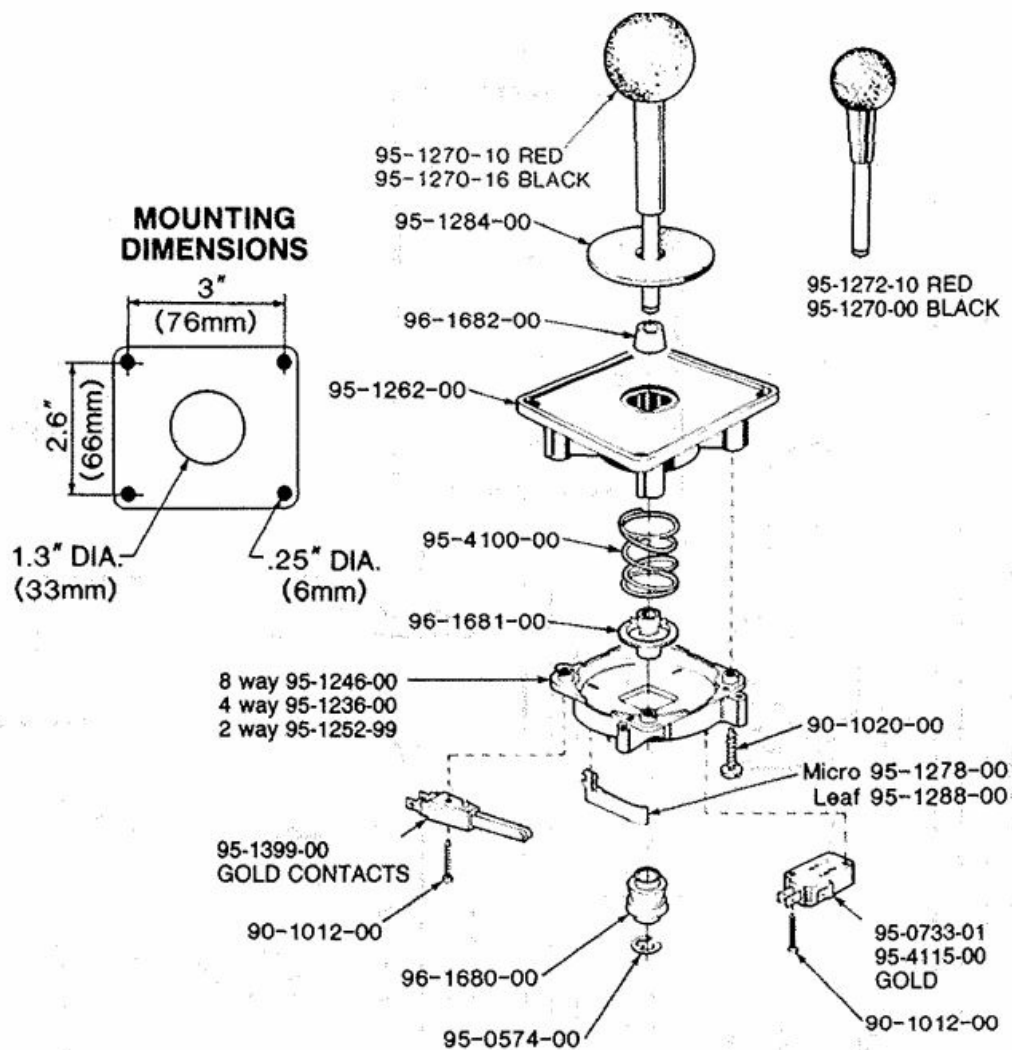
RECOMMENDED SETTINGS ARE IN THE OFF POSITION HORIZONTAL SCREEN, ALTERNATIVE TWO-PLAYER GAME, 1 x 8 WAY JOYSTICK 2 BUTTONS

SPRING ACTION JOYSTICK



Featuring:

- Nylon and solid steel construction
- Spring return to the center
- Micro or leaf switches are individually replaceable
- Long shaft, 1.5 inch diameter red knob fitted as standard



PARTS LIST

- 90-1020-00 Switch Bracket Screw
- 90-1012-00 M/S screw
- 95-0574-00 E-Ring
- 95-0733-01 Microswitch
- 95-1246-00 8-way bracket
- 95-1236-00 4-way bracket
- 95-1252-99 2-way bracket
- 95-1262-00 Hub
- 95-1270-00 Black 1.25" knob & shaft
- 95-1272-10 Red 1.25" knob & shaft
- 95-1270-10 Red 1.5" knob & shaft
- 95-1270-16 Black 1.5" knob & shaft
- 95-1278-00 Microswitch protector
- 95-1288-00 Leaf switch protector
- 95-1284-00 2" Dia. washer
- 95-1399-00 Leaf switch, side mount GOLD contacts
- 95-4100-00 850 dia. spring

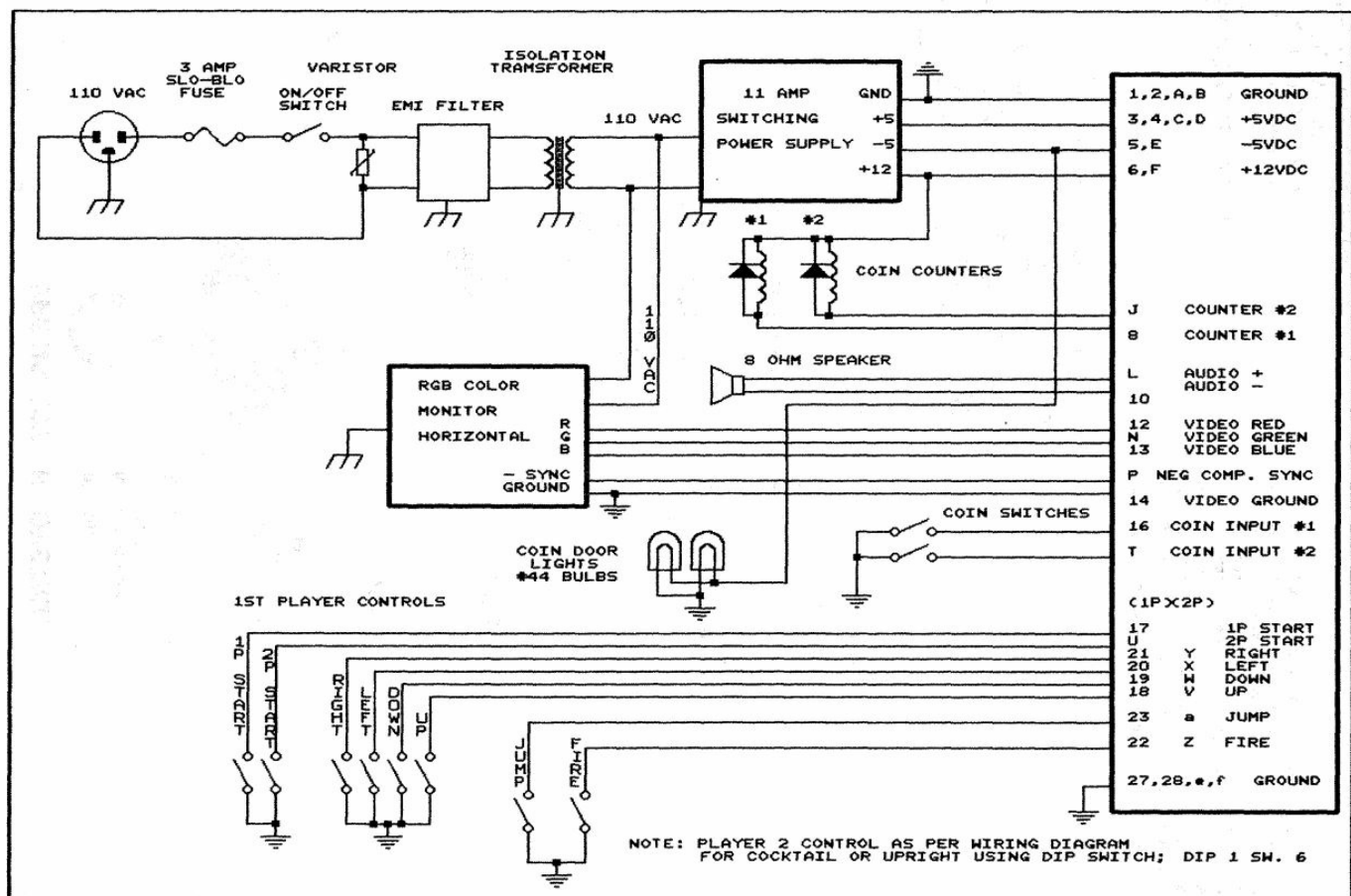
- 96-1680-00 Actuator micro/switch
- 96-1681-00 Z-Stop
- 96-1682-00 Pivot cone

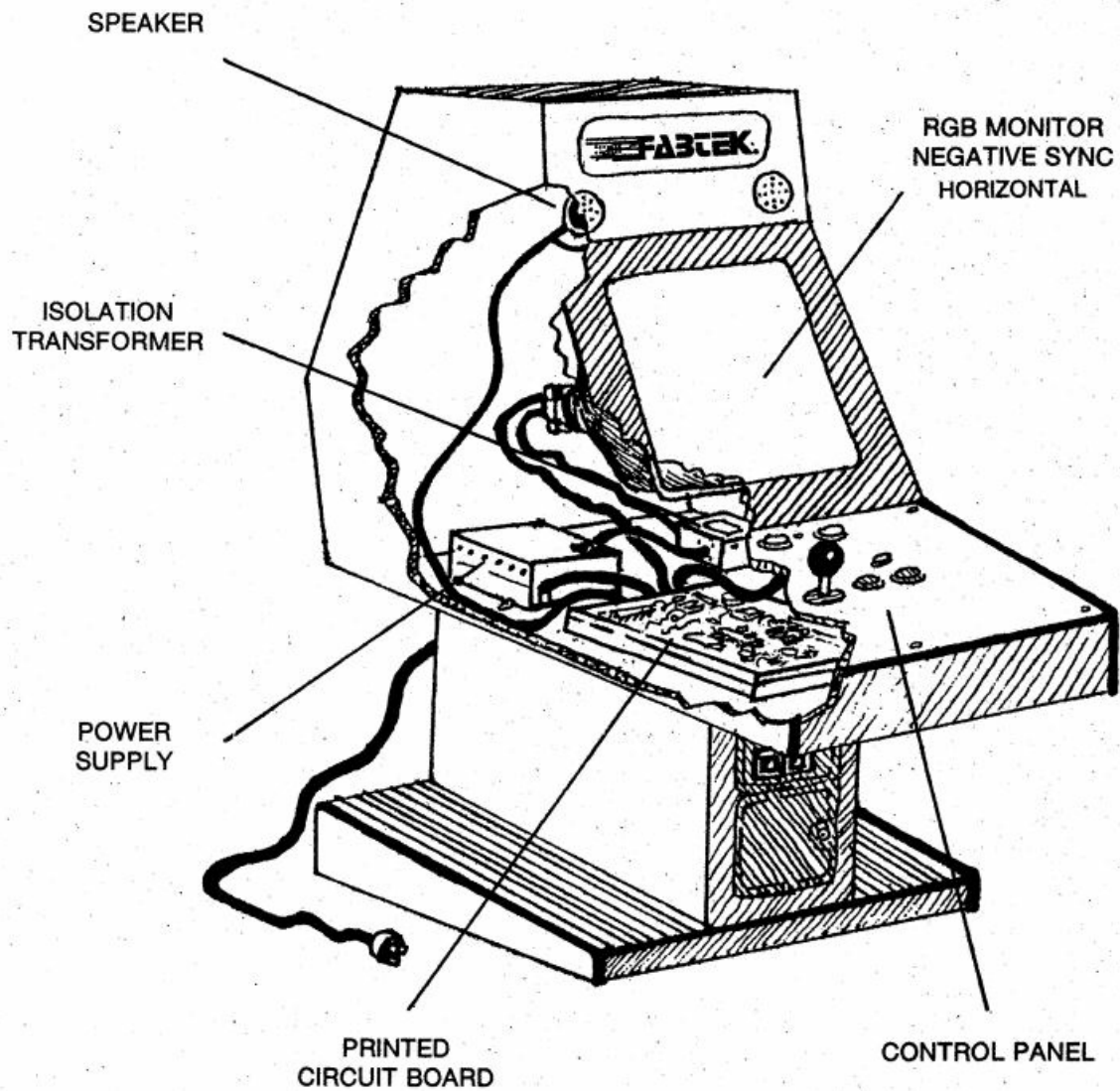
| SPRING ACTION JOYSTICK Price per ea. | 1-24 | 25+ |
|--|-------|------|
| 50-5308-02 8-way microswitch joystick 1.25" knob | 12.95 | 9.95 |
| 50-5304-02 4-way microswitch joystick 1.25" knob | 12.95 | 9.95 |
| 50-4308-02 8-way leaf switch joystick 1.25" knob | 12.95 | 9.95 |
| 50-4304-02 4-way leaf switch joystick 1.25" knob | 12.95 | 9.95 |
| 50-5508-02 8-way microswitch joystick 1.5" knob | 12.95 | 9.95 |
| 50-5504-02 4-way microswitch joystick 1.5" knob | 12.95 | 9.95 |
| 50-4508-02 8-way leaf switch joystick 1.5" knob | 12.95 | 9.95 |
| 50-4504-02 4-way leaf switch joystick 1.5" knob | 12.95 | 9.95 |

HAPP CONTROLS, Inc.


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- **Fax:** (312) 593-6137
- **Telex:** 297249 CONTROLS UR





Documents / Resources

| | |
|---|--|
|  | FABTECH Toki Arcade Game [pdf] Owner's Manual Toki Arcade Game, Arcade Game, Game |
|---|--|

References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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