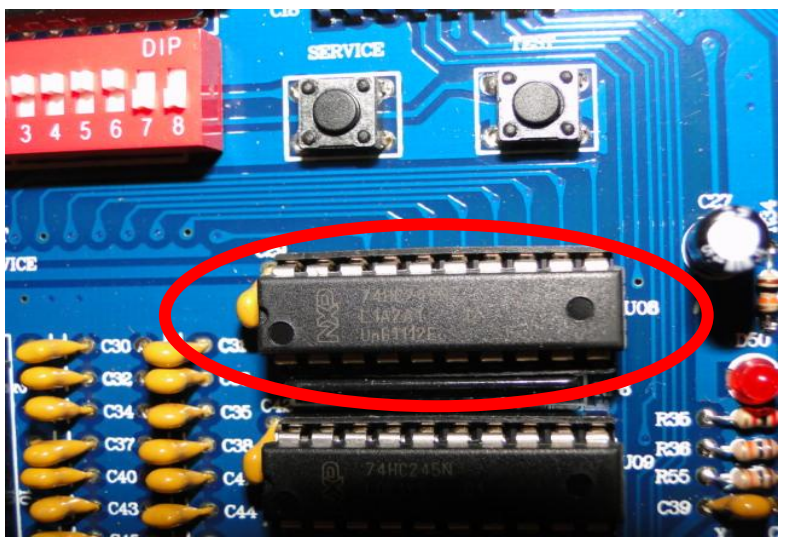
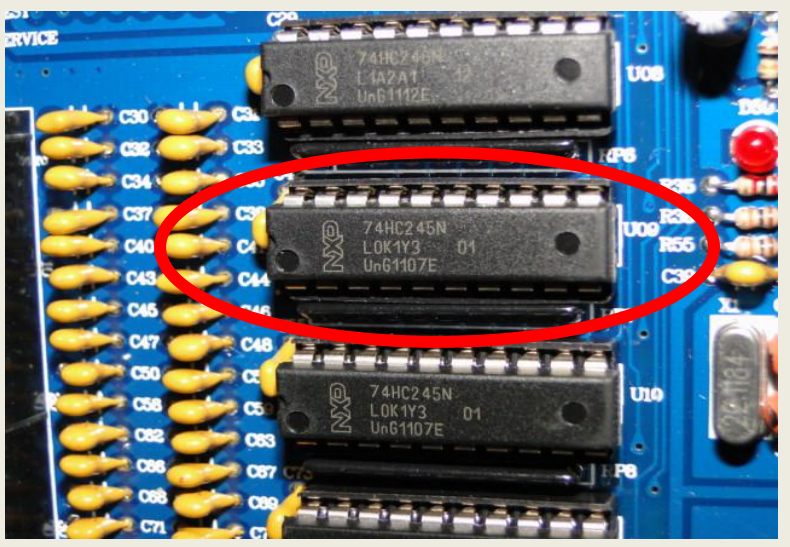
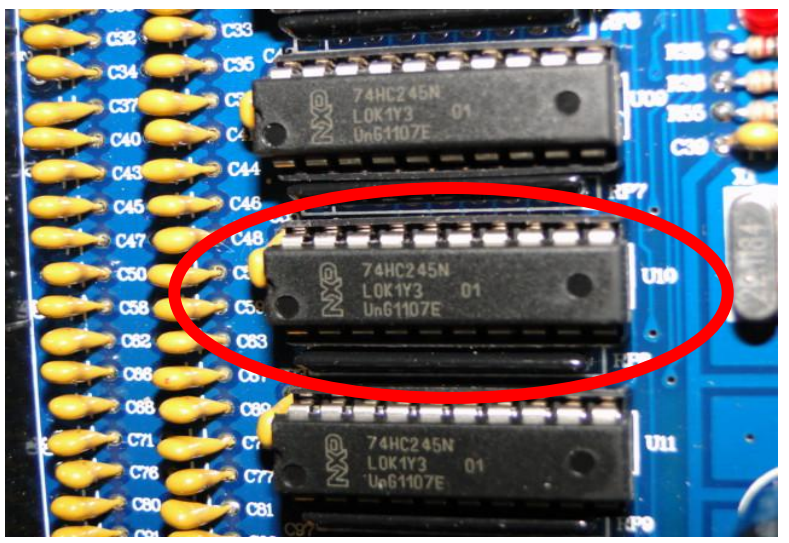
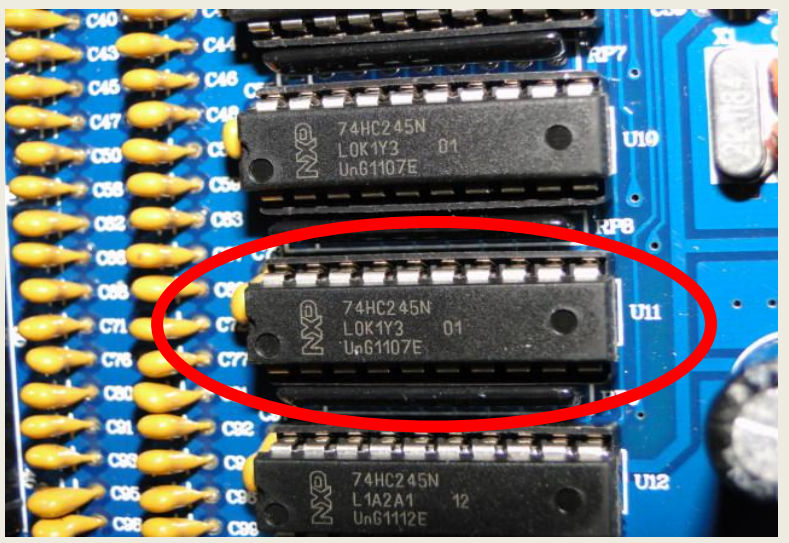
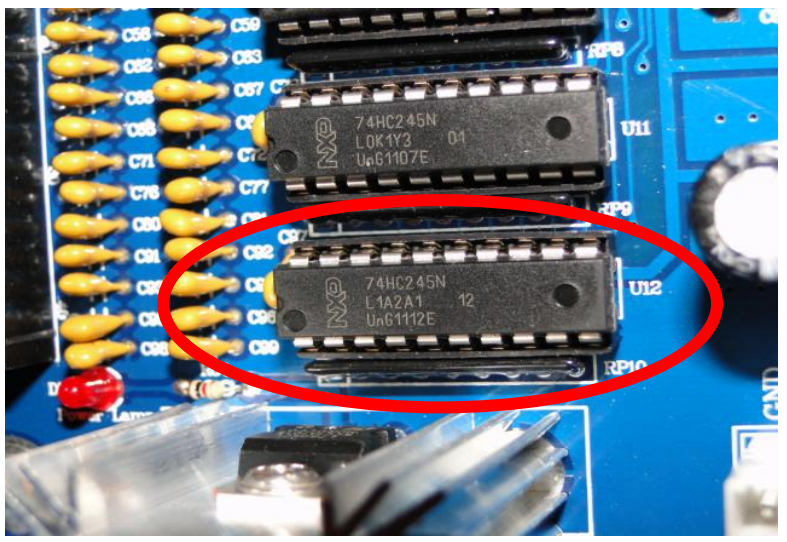
MAIN BOARD INPUTS

GOALIE ALL STARS - MAIN BOARD INPUT CHART

IC	INPUT #	CONTENT	PICTURE
U08	1	PLAYER # 1 - COIN UP SIGNAL	
	2	PLAYER # 1 - PUCK SCORE SENSOR	
	3	PLAYER # 1 - TICKET RESET	
	4	PLAYER # 1 - TICKET SIGNAL	
	5	PLAYER # 1 - SOUND SENSOR	
	6	PLAYER # 1 - SOUND SENSOR	
	7		
	8		
U09	9	PLAYER # 2 - COIN UP SIGNAL	
	10	PLAYER # 2 - PUCK SCORE SENSOR	
	11	PLAYER # 2 - TICKET RESET	
	12	PLAYER # 2 - TICKET SIGNAL	
	13	PLAYER # 2 - SOUND SENSOR	
	14	PLAYER # 2 - SOUND SENSOR	
	15		
	16		
U10	17	**U10** IS NOT UTLIZED IN GOLAIE ALL STARS. THIS SPARE IC CAN BE USED IN **U08 & U09** TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO **U10** BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN **U11** IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U11	25	**U11** IS NOT UTLIZED IN GOLAIE ALL STARS. THIS SPARE IC CAN BE USED IN **U08 & U09** TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO **U11** BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN **U11** IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	26		
	27		
	28		
	29		
	30		
	21		
	32		

MAIN BOARD INPUTS - CONTINUED

GOALIE ALL STARS - MAIN BOARD INPUT CHART CONTINUED

IC	INPUT #	CONTENT	PICTURE
U12	33	**U12** IS NOT UTLIZED IN GOALIE ALL STARS. THIS SPARE IC CAN BE USED IN **U08 & U09** TO RECITFY POTENTIAL ISSUES WITH THOSE IC'S. IF YOU SWAP IC'S, BE SURE TO PUT THE DEFECTIVE IC BACK INTO **U12** BEFORE POWERING THE UNIT ON. IF THIS FIXES YOUR PROBLEM, BE SURE TO RECORD THAT THE IC IN **U12** IS NOW DEFECTIVE AND CANNOT BE USED AGAIN IN ANOTHER SOCKET	
	34		
	35		
	36		
	37		
	38		
	39		
	40		

The Goalie All Stars input/output board utilizes 5 input IC's to control all inputs used within the game. In Goalie All Stars, only TWO of the FIVE IC's are used, those being U08 & U09. The remaining three IC's U10, U11 and U12 are not used to control any input function. These three IC's can be used to replace the other IC's should they become corrupt.

MAIN BOARD OUTPUTS - (THROUGH VERSION 20140601)

GOALIE ALL STARS - MAIN BOARD OUTPUT CHART			
OUTPUT #	**CONTENT**	**OUTPUT #**	**CONTENT**
1		**25**	PLAYER # 1 - COIN METER
2		**26**	PLAYER # 1 - TICKET METER
3		**27**	PLAYER # 1 - TICKET DISPENSER
4		**28**	PLAYER # 1 - TICKET ERR LED
5		**29**	PLAYER # 2 - COIN METER
6		**30**	PLAYER # 2 - TICKET METER
7		**31**	PLAYER # 2 - TICKET DISPENSER
8		**32**	PLAYER # 2 - TICKET ERR LED
9		**33**	# 1 LEFT CORNER LED
10		**34**	# 1 RIGHT CORNER LED
11		**35**	# 2 LEFT CORNER LED
12		**36**	# 2 RIGHT CORNER LED
13		**37**	MARQUEE LED # 1
14		**38**	MARQUEE LED # 2
15	PLAYER # 1 - COIN LOCK OUT	**39**	MARQUEE LED # 3
16	PLAYER # 2 - COIN LOCK OUT	**40**	MARQUEE LED # 4
17	PLAYER # 2 - SHUTTER MOTOR	**41**	PLAYFIELD LED # 1
18	PLAYER # 1 - SHUTTER MOTOR	**42**	PLAYFIELD LED # 2
19	BLOWER	**43**	PLAYFIELD LED # 3
20	BLOWER	**44**	PLAYFIELD LED # 4
21	# 1 PUCK EXIT LIGHT	**45**	PLAYFIELD LED # 5
22	# 2 PUCK EXIT LIGHT	**46**	PLAYFIELD LED # 6
23	# 1 GROUND LIGHT	**47**	PLAYFIELD LED # 7
24	# 2 GROUND LIGHT	**48**	PLAYFIELD LED # 8

NOTICE

THE ABOVE OUTPUT CHART CORRESPONDS TO SOFTWARE VERSION(S) THROUGH 20140601