Operator Information Display

Set the self-test switch to the on position. All credits are cancelled when the self-test switch is turned on. If the message “EAROM PLEASE WAIT” appears, wait for it to disappear before proceeding.

NOTE
The BONUS ADDER number (0 through 7) displayed indicates the price option selected by the option switch at location D4.

HOLD FIRE THEN PRESS START 1 FOR TEST
LIVES PER GAME 9
MAX START WAVE 21
GAMES PLAYED 1
AVERAGE GAME TIME 124
LEFT MECH X:
RIGHT MECH X:
BONUS ADDER 0
MEDIUM
BONUS SPIDER EVERY 20000:
COIN ON PLAY

Operator Information Display

To Erase Scores and Times:
1. Obtain an operator information display.
2. Press the player start button until the screen displays the appropriate instruction, i.e., HOLD FIRE THEN PRESS START 1 TO CLEAR SCORES (CLEAR TIMES) (CLEAR TIMES AND SCORES).
3. Hold FIRE joystick forward, then press the player start button. The words “EAROM PLEASE WAIT” will appear on the screen until the entire table is erased. Wait until the display disappears before proceeding.
4. Set the self-test switch to the off position to erase the operator information display.

Self-Test Display

The following information includes instructions for obtaining various self-test displays. These displays are provided to quickly check the game’s operation and locate malfunctions in the game controls and circuitry. If there is a failure, the game produces audiosvisual indications to help you find the problem.

NOTE
This procedure does not test the coin door lockout coils and coin counter. If the lockout coils do not energize when the game is on, suspect the lockout coil wiring, coin door harness, game PCB harness, latch R9, or driver Q2 of the game PCB. Troubleshoot using the game schematics.

SCREEN 1

The screen display indicates the condition of the ROM, RAM, and three other integrated circuits.

RAM Locations

Number of Tones RAM Location on Game PCB
1 or 2 N9/P7
3 or 4 K7

ROM failures indicated by a sound and, if possible, an R displayed in the top center of the screen.

RAM Locations

Screen Display ROM Location on Game PCB
0* L7
1* N9/P7
2* N9/P7
3 K7
4 D1
5 G/F1
6 H1
7 J1
8 K/L1
9 K/M1

If this ROM is bad, you will hear a constant low tone and the program may be unable to display a screen image.
* If this ROM is bad, the screen may be blank.

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