This game will test itself and provide data to show that the game's circuitry and controls are operating properly. The data is provided on the video display and speakers. No additional equipment is necessary.

We suggest you perform the self-test procedure when you first set up the game, any time you collect money from the game, when you change game options, or when you suspect game failure.

Locating Failed Components

### on the Video PCB

<table>
<thead>
<tr>
<th>Symptom Area</th>
<th>PROM</th>
<th>Custom IC</th>
<th>RAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large Gic Pictures</td>
<td>12K,1K,1K,1K</td>
<td>12K,1K,1K,1K</td>
<td>12K,1K,1K,1K</td>
</tr>
<tr>
<td>Large Sign Pictures</td>
<td>12K,1K,1K,1K</td>
<td>12K,1K,1K,1K</td>
<td>12K,1K,1K,1K</td>
</tr>
<tr>
<td>Small Car &amp; Signs</td>
<td>12K,12K</td>
<td>12K,12K</td>
<td>12K,12K</td>
</tr>
<tr>
<td>All Cars &amp; Signs</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
</tr>
<tr>
<td>Background</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
</tr>
<tr>
<td>Light &amp; Sound</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
</tr>
<tr>
<td>Screen</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
</tr>
<tr>
<td>Speaker</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
<td>12K,12K,12K,12K</td>
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<tr>
<td>Test</td>
<td>11E</td>
<td>11E</td>
<td>11E</td>
</tr>
<tr>
<td>Blue</td>
<td>11C</td>
<td>11C</td>
<td>11C</td>
</tr>
</tbody>
</table>

### on the CPU PCB

<table>
<thead>
<tr>
<th>Symptom Area</th>
<th>PROM</th>
<th>Custom IC</th>
<th>RAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Audio</td>
<td>9C</td>
<td>9C</td>
<td>9C</td>
</tr>
<tr>
<td>Voice</td>
<td>8D,8D</td>
<td>8D,8D</td>
<td>8D,8D</td>
</tr>
<tr>
<td>Screen/Crash</td>
<td>12A,12A</td>
<td>12A,12A</td>
<td>12A,12A</td>
</tr>
<tr>
<td>System</td>
<td>12A,12A,12A,12A</td>
<td>12A,12A,12A,12A</td>
<td>12A,12A,12A,12A</td>
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<tr>
<td>All Other Sounds</td>
<td>7K,7K</td>
<td>7K,7K</td>
<td>7K,7K</td>
</tr>
<tr>
<td>Inputs</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>Brake &amp; Accelerator Pedal</td>
<td>9K</td>
<td>9K</td>
<td>9K</td>
</tr>
<tr>
<td>Steering Switch</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>Optical Switch</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>All Other Inputs</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>Control for Audio &amp; Inputs</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>Sire</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>High Scores</td>
<td>7K</td>
<td>7K</td>
<td>7K</td>
</tr>
</tbody>
</table>

**NOTE**

Coin Option Interconnect Assembly J5A. J5A permits a coin placed in either coin mechanism to register in the same coin counter. The cover connector is located between the coin door handle and the main harness (see the Coin Option Interconnect Wiring Diagram in SP-216). When it is used, left coin mechanism options switch at 3.75V to both coin mechanisms.

If you want different options for the left and right coin mechanisms, remove Coin Option Interconnect Assembly J5A, and connect J5O directly to P55.

If you have NAMCO game PCBs, refer to ST-216-01 for the location of the option switches.

### Switch Settings for Game and Price Options

**Settings of $1 Toggle Switch on Pole Position CPU PCB (or JLA)**

<table>
<thead>
<tr>
<th>Settings</th>
<th>0</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>On</td>
<td>0</td>
<td>8</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Off</td>
<td>0</td>
<td>8</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

- **Option**:
  - 4 racing laps
  - 3 racing laps
  - 2 racing laps
  - 1 racing lap
  - 2000m speed limit
  - 3000m speed limit
  - 4000m speed limit
  - 5000m speed limit
  - 6000m speed limit
  - 7000m speed limit
  - 8000m speed limit
  - 9000m speed limit
  - 10000m speed limit
  - 11000m speed limit
  - 12000m speed limit
  - 13000m speed limit
  - 14000m speed limit
  - 15000m speed limit
  - 16000m speed limit
  - 17000m speed limit
  - 18000m speed limit
  - 19000m speed limit
  - 20000m speed limit
  - 21000m speed limit
  - 22000m speed limit
  - 23000m speed limit
  - 24000m speed limit
  - 25000m speed limit
  - 26000m speed limit
  - 27000m speed limit
  - 28000m speed limit
  - 29000m speed limit
  - 30000m speed limit
  - 31000m speed limit
  - 32000m speed limit
  - 33000m speed limit
  - 34000m speed limit
  - 35000m speed limit
  - 36000m speed limit
  - 37000m speed limit
  - 38000m speed limit
  - 39000m speed limit
  - 40000m speed limit
  - 41000m speed limit
  - 42000m speed limit
  - 43000m speed limit
  - 44000m speed limit
  - 45000m speed limit
  - 46000m speed limit
  - 47000m speed limit
  - 48000m speed limit
  - 49000m speed limit
  - 50000m speed limit
  - 51000m speed limit
  - 52000m speed limit
  - 53000m speed limit
  - 54000m speed limit
  - 55000m speed limit
  - 56000m speed limit
  - 57000m speed limit
  - 58000m speed limit
  - 59000m speed limit
  - 60000m speed limit
  - 61000m speed limit
  - 62000m speed limit
  - 63000m speed limit
  - 64000m speed limit
  - 65000m speed limit
  - 66000m speed limit
  - 67000m speed limit
  - 68000m speed limit
  - 69000m speed limit
  - 70000m speed limit
  - 71000m speed limit
  - 72000m speed limit
  - 73000m speed limit
  - 74000m speed limit
  - 75000m speed limit
  - 76000m speed limit
  - 77000m speed limit
  - 78000m speed limit
  - 79000m speed limit
  - 80000m speed limit
  - 81000m speed limit
  - 82000m speed limit
  - 83000m speed limit
  - 84000m speed limit
  - 85000m speed limit
  - 86000m speed limit
  - 87000m speed limit
  - 88000m speed limit
  - 89000m speed limit
  - 90000m speed limit
  - 91000m speed limit
  - 92000m speed limit
  - 93000m speed limit
  - 94000m speed limit
  - 95000m speed limit
  - 96000m speed limit
  - 97000m speed limit
  - 98000m speed limit
  - 99000m speed limit
  - 100000m speed limit

**Manufacturer's recommended settings for upright cabinet**: 4×100m, 5×50m, 6×25m, 7×12.5m, 8×10m, 9×7.5m, 10×6m, 11×4.5m, 12×3m, 13×2m, 14×1m, 15×0.5m, 16×0.25m, 17×0.1m, 18×0.05m, 19×0.025m, 20×0.0125m, 21×0.00625m, 22×0.003125m, 23×0.0015625m, 24×0.00078125m. Contact your distributor for further information.

### Switch Settings for Game and Play Options

Refer to the schematic package for further information.