



CO-256-07EI

CORRECTIONS TO  
SPACE ACE MANUAL  
TM-256-03

The following page replaces  
page 2-1 of the Dragon's Lair  
manual TM-256.

SELF-TEST PROCEDURE

The self-test diagnostic program provides data to show if the game's circuitry and controls are operating properly. Data is provided on the LED display, DS1, located on the game PCB near the option switches. No additional equipment is necessary.

## NOTE

Open the coin door or remove the rear access panel to see the LED readout at DS1.

The self-test runs automatically when power is applied to the game, or after system reset. (The reset switch is the red switch on the game PCB at S1.) This program can also be started manually by setting the self-test switch on the utility panel to the on position.

If all the tests pass, a "P" is displayed on DS1. If a test fails, a number from 1 to 5 will appear on DS1. Table 2-1 lists possible DS1 readouts and their meanings.

Table 2-1 Self-Test Error Messages

DS1 Readout	Meaning
P	All tests pass
1	CPU Test Failure
2	ROM Test Failure
3	RAM Test Failure
4	Display Memory Test Failure
5	CTC Test Failure

## CAUTION

If this game needs servicing, repair should only be performed by a qualified electronic technician.

## WARNING

TO EXIT SELF TEST ON THE SPACE ACE PROGRAM, IF SELF TEST SWITCH HAS BEEN OPERATED, IT IS NECESSARY TO POWER DOWN THE GAME AFTER SETTING THE SELF TEST SWITCH TO OFF. NOT DOING SO WILL PUT THE GAME INTO STANDBY MODE PERMANENTLY.