



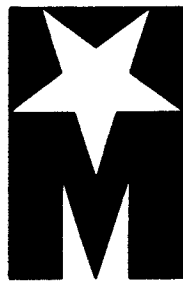
# **FIELD CONVERSION KIT**

## **FOR**

**Q\*BERT (GAME GV-103A)**

**MAD PLANETS (GAME GV-102)**

**KRULL (GAME GV-105)**



**MYLSTAR**

# **INSTALLATION INSTRUCTIONS**

CURVEBALL  
(GAME GV-134)

FIELD CONVERSION KIT

INSTALLATION INSTRUCTIONS

1. THE INTENT OF THIS INSTRUCTION PAMPHLET IS TO GUIDE QUALIFIED PERSONNEL THROUGH A STEP-BY-STEP PROCEDURE TO CONVERT ANY OF THE FOLLOWING GAMES TO THIS NEW GAME.

Q\*BERT (GAME GV-103A)  
MAD PLANETS (GAME GV-102)  
KRULL (GAME GV-105)

NOTE: Q\*BERT (GAME GV-103), WHICH IS NOT IN COMPLIANCE WITH SUBPART J OF PART 15 OF FCC RULES (RF SHIELDING), IS NOT ADAPTABLE TO THIS FIELD CONVERSION. THESE GAMES ARE IDENTIFIABLE BY SERIAL NUMBERS 00001 THRU 00935 INCLUSIVE.

2. THE FOLLOWING PARTS LISTING IDENTIFIES ALL PARTS INCLUDED WITHIN THIS FIELD CONVERSION KIT.

<u>ITEM</u>	<u>DESCRIPTION</u>	<u>PART NO.</u>
1.	CONVERSION KIT (COMPLETE)	GV-134K
2.	MARQUEE	24077
3.	SIDE DECAL (2)	24230
4.	FRONT DECAL	24096
5.	TOP GLASS	22464
6.	CRT FRAME	24078
7.	LEFT CRT FRAME	24231
8.	RIGHT CRT FRAME	24232
9.	REAR CRT FRAME	24233
10.	LOGIC PROM KIT	PK-134
11.	SOUND PROM KIT	PKS-134
12.	CONTROL PANEL ASSEMBLY	MA-1187
13.	INSTRUCTION PAMPHLET	24270
14.	EXTRACTION TOOL	24295

3. UNPLUG THE GAME FROM ITS POWER SOURCE. PROCEED IN THE CONVERSION PROCESS AT YOUR DISCRETION FOR DISASSEMBLY/ASSEMBLY PROCEDURES. CHECK OFF OR HIGHLIGHT THE STEPS AS YOU PROGRESS THROUGH EACH STAGE.
4. REFER TO YOUR SPECIFIC GAME INSTRUCTION MANUAL FOR REMOVAL AND REPLACEMENT OF THE MARQUEE, TOP GLASS, CRT FRAME AND CONTROL PANEL ASSEMBLY. THESE DETAILED INSTRUCTIONS ARE CONTAINED WITHIN SECTION I. INSTALLATION.

CAUTION

THE COLOR MONITOR CONTAINS HIGH VOLTAGES CAPABLE OF DELIVERING LETHAL QUANTITIES OF ENERGY. DO NOT ATTEMPT TO REMOVE/REPLACE THE TOP GLASS AND CRT FRAME WITHOUT FIRST SHORTING THE MONITOR ANODE TO GROUND.

5. REMOVE THE (SCREENED ARTWORK) TOP GLASS (Q\*BERT GAME), POSITION THE CRT FRAME AND THEN PLACE THE NEW CLEAR TOP GLASS OVER THE CRT FRAME.

FOR THE MAD PLANETS AND KRULL GAMES, REMOVE THE OLD CRT FRAMES AND REPLACE WITH THE NEW CRT FRAMES AND ADD THE NEW CLEAR TOP GLASS.

PLEASE NOTE: THE CLEAR TOP GLASS PROVIDED IN YOUR KIT HAS THE MYLSTAR SERIALIZED LICENSE SEAL AFFIXED. POSITION THE TOP GLASS SO THAT THE LICENSE SEAL APPEARS ON THE RIGHT HAND SIDE.

NOTICE

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THE MYLSTAR SERIALIZED LICENSE SEAL, MUST BE DISPLAYED IN ALL CONVERSIONS AS AN OFFICIAL AND LEGITIMATE CONVERSION, MANUFACTURED UNDER THE LICENSE OF MYLSTAR ELECTRONICS, INC.

FOR THE KRULL GAME ONLY, ATTACH THE LEFT RIGHT AND REAR CRT FRAMES OVER THE EXISTING SIMILAR OVERLAYS. THESE ITEMS ARE NOT REQUIRED ON Q\*BERT OR THE MAD PLANETS GAMES.

FOR THE Q\*BERT AND KRULL GAMES ONLY, COVER OVER THE CABINET SIDE DECALS WITH NEW DECALS. FOR MAD PLANETS GAME, IT WILL BE YOUR OPTION AS TO IF YOU WANT TO ADD THESE DECALS.

FOR ALL GAMES, COVER THE FRONT DECAL, LOCATED BELOW THE CONTROL PANEL, WITH THE NEW DECAL.

6. THE CONTROL PANEL ASSEMBLY MA-1187 SCHEMATIC DIAGRAM, SEE FIGURE 1., HAS TWO DIFFERENT JACKS (A9J2) CONNECTED IN PARALLEL. THE LARGER OF THE TWO JACKS (15 PIN), IS FOR THE KRULL GAME AND THE SMALLER JACK (9 PIN), IS FOR THE Q\*BERT OR THE MAD PLANETS GAME. THIS SCHEMATIC DIAGRAM REPLACES THE SIMILAR PORTION OF THE PRIMARY POWER/INTERCONNECTION DIAGRAM OF YOUR SPECIFIC GAME.

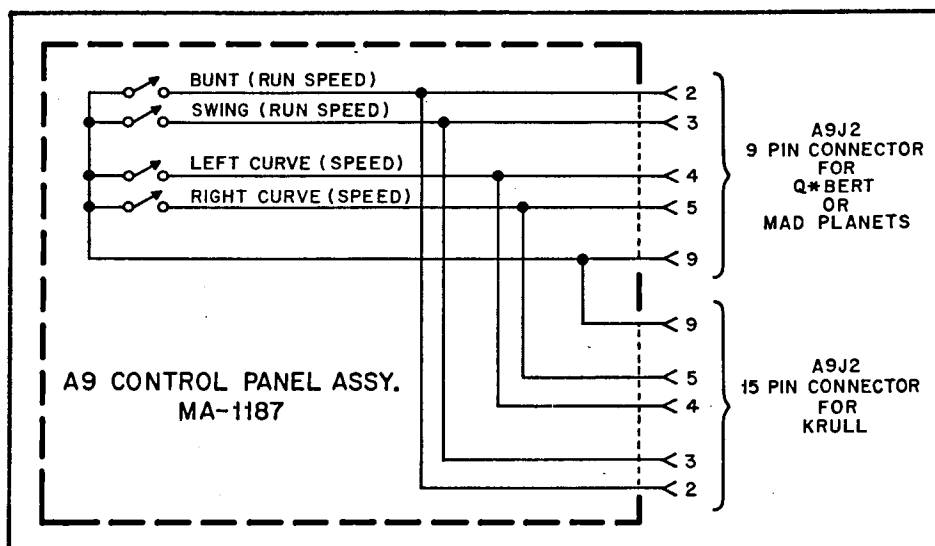


FIGURE 1

7. MAD PLANETS GAME ONLY. REMOVE THE INTERFACE BOARD ASSEMBLY MA-435 AND ITS ASSOCIATED CABLE ASSEMBLY A-22941 FROM ITS DESTINATION POINT AT THE LOGIC BOARD ASSEMBLY MA-436 AT A1J2.

8. JUMPER CONNECTIONS JP9 THRU JP12 INCLUSIVE, LOCATED ON THE LOGIC BOARD ARE NOT CHANGED FOR THE Q\*BERT OR MAD PLANETS GAME.

A. KRULL GAME ONLY, JUMPER CHANGE

UNPLUG JP11 AND CONNECT TO JP9  
UNPLUG JP12 AND CONNECT TO JP10

9. THE FOLLOWING PROCEDURES, UNIQUE FOR EACH GAME, REQUIRES THE USE OF A SPECIFIC TOOL FOR EXTRACTING INTACT AND RE-INSERTING WIRES/CONTACTS ON A1J1. AMP. INC., EXTRACTION TOOL, PART NO. 465195-1

AN EQUIVALENT EXTRACTION TOOL ITEM NO. 14, IS PROVIDED IN THIS CONVERSION KIT.

DISCONNECT JACK A1J1 FROM THE LOGIC BOARD. WITH THE EXTRACTION TOOL, REMOVE THE FOLLOWING WIRES AND THEIR ASSOCIATED CONTACTS AND RE-INSERT INTO THEIR NEW LOCATIONS AS FOLLOWS, FOR EACH SPECIFIC GAME.

TO USE THE EXTRACTION TOOL PROVIDED IN THE KIT, LOCATE WIRE ON A1J1 TO BE REMOVED; FROM THE CONTACT SIDE OF THE CONNECTOR, CAREFULLY INSERT THE FLAT PART OF THE TOOL BETWEEN THE CONTACT AND THE CONNECTOR HOUSING, (THE SIDE OF THE CONTACT THAT IS TO BE USED IS OPPOSITE OF THE SIDE WHICH ACCEPTS THE PRINTED CIRCUIT BOARD), GENTLY NUDGE THE TOOL IN A FORWARD MOTION TO DISENGAGE THE CONTACT RETAINING NOTCH AND AT THE SAME TIME GENTLY PULL THAT SPECIFIC WIRE. THE WIRE/CONTACT IS NOW FREE AND AVAILABLE FOR ITS NEW POSITION (IF USED AGAIN), INSERT THE WIRE/CONTACT IN THE CORRECT ORIENTATION, INTO ITS NEW POSITION AND SNAP/LOCK INTO PLACE.

A. Q\*BERT GAME ONLY, (GAME GV-103A)

REMOVE FROM:	RE-INSERT TO:
A1J1-19	A1J1-W
A1J1-20	A1J1-21
A1J1-T	A1J1-S
A1J1-S	A1J1-T
A1J1-14	A1J1-P
A1J1-R	A1J1-16
A1J1-15	A1J1-17

*white/orange/black*  
*white/orange*  
*white/black/yellow*  
*white/brown/yellow*  
*white/red/yellow*  
*white/yellow*  
*white/blue/yellow*

*white/orange/yellow*  
*white/green/orange*  
*These two not used*

(SEE NOTE)

B. MAD PLANETS GAME ONLY, (GAME GV-102)

REMOVE FROM:	RE-INSERT TO:
A1J1-20	A1J1-W
A1J1-19	A1J1-18
A1J1-18	A1J1-Y
A1J1-Y	A1J1-21
A1J1-16	A1J1-S
A1J1-17	A1J1-T
A1J1-14	A1J1-P
A1J1-15	A1J1-16
A1J1-R	A1J1-17

(SEE NOTE)

C. KRULL GAME ONLY, (GAME GV-105)

REMOVE FROM:	RE-INSERT TO:
A1J1-19	A1J1-W
A1J1-20	A1J1-21
A1J1-14	A1J1-P

(SEE NOTE)

NOTE: WIRES/CONTACTS REMOVED FROM A1J1 AND NOT USED IN THIS CON-  
 VERSION SHOULD BE WIRE TAPE INSULATED.

10. REMOVE AND REPLACE THE FOLLOWING INTEGRATED CIRCUITS AS INDICATED FOR  
 EACH GAME FROM THE LOGIC BOARD ASSEMBLY. THE FOREGROUND, BACKGROUND  
 AND GAME PROMS ARE IN THE LOGIC PROM KIT PK-134.

REMOVE AND REPLACE:
C11-12 , ROM 0
C12-13 , ROM 1
C13-14 , ROM 2
C14-15 , ROM 3
E11-12 , BACKGROUND 0
E13 , BACKGROUND 1
K4 , FOREGROUND 0
K5 , FOREGROUND 1
K6 , FOREGROUND 2
K7-8 , FOREGROUND 3

NOTE:

1. THE Q\*BERT GAME ORIGINALLY DID NOT UTILIZE C14-15, ROM 3.
2. REMOVE C16, ROM 4 FROM THE KRULL GAME.

11. REMOVE AND REPLACE INTEGRATED CIRCUITS U5 AND U6 FROM THE SOUND OR SOUND/SPEECH BOARD ASSEMBLYS. THE NEW SOUND PROMS ARE CONTAINED IN THE SOUND PROM KIT PKS-134.

TO ACCOMODATE THE NEW 2732 EPROM'S MAKE THE FOLLOWING JUMPER CHANGES FOR THE Q\*BERT SOUND/SPEECH BOARD ASSEMBLY AND THE MAD PLANETS SOUND BOARD ASSEMBLY.

NOTE: THE KRULL SOUND BOARD ASSEMBLY DOES NOT REQUIRE THIS CHANGE.

REMOVE JUMPER FROM:	REPLACE JUMPER TO:
E4-E6	E4-E5
E8-E9	E7-E9
E11-E12	E10-E12
E13-E15	E13-E14

*DROM 1 = Snd. Prom 2  
YROM 1 = Snd. Prom 1*

12. THE FOLLOWING SECTIONED PARAGRAPHS ARE EQUIVALENT TO SIMILARLY SECTIONED PARAGRAPHS IN YOUR PRESENT GAME INSTRUCTION MANUAL.

## II. INITIALIZATION

TURN GAME ON  
IMMEDIATELY, THE COIN CHUTE LAMPS AND THE SPEAKER MARQUEE LAMP WILL TURN ON.

AFTER A FEW SECONDS DELAY

- A. IF CREDITS ARE PRESENT THEN A MESSAGE WILL BE DISPLAYED, GIVING THE PLAYER INSTRUCTION AS TO THE NUMBER OF PLAYERS ALLOWED AND WILL WAIT HERE UNTIL THE STAR BUTTON IS PRESSED.
- B. IF NO CREDITS ARE PRESENT THEN ATTRACT MODE CYCLE WILL BEGIN. THE COMPLETE ATTRACT MODE CYCLE IS:
  1. TITLE PAGE
  2. GAME PLAY CYCLE
  3. HOME RUN LEADERS - TOP 10 HITTERS OF HOME RUNS
  4. GAME PLAY CYCLE
  5. STRIKEOUT KINGS - TOP 10 PITCHERS
  6. GAME PLAY CYCLE

7. TOP HITTERS - TOP 10 BATTING AVERAGES
8. GAME PLAY CYCLE

### III. GAME OPERATION

#### A. GAME START

1. INSERT COINS INTO COIN CHUTE.
  - A. COIN CHUTE TUNE IS PLAYED.
  - B. TOTAL CREDITS ARE DISPLAYED ON SCREEN.
2. PRESS EITHER ONE OR TWO PLAYER BUTTON TO START GAME.
  - A. TOTAL CREDITS WILL BE DECREMENTED ACCORDING TO HOW DIP SWITCH 1 IS SET.
  - B. GAME INITIALIZES.
  - C. PLAYERS WILL THEN BE ASKED TO ENTER IN A 3 DIGIT NAME THAT WILL BE USED IF THE PLAYERS NEEDED TO BE ADDED TO A HIGH SCORE TABLE AT THE END OF THE GAME.

#### B. PLAYERS

1. IN A ONE PLAYER GAME THE PLAYER WILL BE THE RED TEAM AND PLAY AGAINST THE COMPUTER. THE RED TEAM WILL BE THE VISITORS AND WILL BAT FIRST.
2. IN A TWO PLAYER GAME THE TWO PLAYERS WILL PLAY AGAINST EACH OTHER. ONE OF THE PLAYERS WILL BE THE RED TEAM AND BAT FIRST AND THE OTHER PLAYER WILL BE THE BLUE TEAM AND WILL PITCH.

#### C. CONTROLS

1. THERE ARE TWO SETS OF BUTTONS. ONE SET OF BUTTONS WILL BE USED FOR PITCHING AND THE OTHER SET OF BUTTONS WILL BE USED FOR BATTING AND RUNNING. WHEN THE RED TEAM AND BLUE TEAM SWITCH AFTER EACH THREE OUTS THEN THE PLAYER OR PLAYERS MUST SWITCH POSITIONS AT THE CONTROLS.

#### D. EXTRA INNINGS

1. A GAME CONSISTS OF THREE INNINGS. AT THE END OF THREE INNINGS THE PLAYER OR PLAYERS HAVE THE OPTION OF CONTINUING THE SAME GAME FOR ANOTHER THREE INNINGS UNTIL NINE INNINGS HAVE BEEN PLAYED.

#### E. GAME OVER

1. AT THE END OF THE GAME THE PLAYERS BATTING AVERAGE, NUMBER OR HOME RUNS HE HIT, AND THE NUMBER OF STRIKEOUTS HE PITCHED WILL BE DISPLAYED UNDER THE PLAYERS NAME.

### IV. GAME PLAY AND SCORING

#### HOW TO PLAY

THE OBJECT OF THE GAME IS TO SCORE MORE RUNS THAN THE OTHER TEAM. THE RULES ARE THE SAME AS REGULAR BASEBALL. THREE STRIKES FOR AN OUT AND FOUR BALLS FOR A WALK. EACH TEAM GETS THREE OUTS PER INNING. THE GAME IS OVER AFTER THREE COMPLETE INNINGS. THE GAME BEGINS WITH THE RED TEAM BATTING AND THE BLUE TEAM PITCHING. AFTER THREE OUTS THE TEAMS WILL SWITCH AND THE BLUE TEAM WILL BAT AND THE RED TEAM WILL PITCH.

THE BATTER HAS TWO BUTTONS. THE BUTTON ON THE LEFT WILL BUNT THE BALL AND THE BUTTON ON THE RIGHT WILL TAKE A FULL SWING AT THE BALL. TO HIT THE BALL JUST PRESS EITHER BUTTON WHEN THE BALL IS NEAR HOME PLATE.

IF YOU HIT THE BALL BEFORE IT GETS TO HOME PLATE IT WILL GO TO THE LEFT SIDE OF THE FIELD. IF YOU SWING AT THE BALL WHEN IT PASSES THE BATTER THEN IT WILL GO TO THE RIGHT SIDE. AFTER YOU HIT THE BALL YOU MUST PRESS EITHER OR BOTH OF THE BUTTONS TO RUN. THE FASTER YOU PRESS THE BUTTONS THE FASTER THE BATTER WILL RUN. WHEN YOU WANT TO STOP AT A BASE QUIT PRESSING THE BUTTONS WHEN YOU GET TO THE BASE AND THE BATTER WILL STOP AT THE BASE. WHEN YOU QUIT PRESSING THE BUTTONS THE BATTER WILL SLOW DOWN. IT IS IMPORTANT TO REMEMBER THAT IF THERE ARE MEN ON BASE WHEN THE BATTER STARTS RUNNING, THAT ALL BASE RUNNERS WILL MOVE AT THE SAME SPEED AS THE BATTER.

THE PITCHER ALSO HAS TWO BUTTONS. THE PLAYER MAY START PRESSING THE PITCHER BUTTONS AS SOON AS THE PITCHER STARTS WINDING UP. A TWO BAR GRAPH IS DISPLAYED IN THE LOWER RIGHT CORNER OF THE SCREEN. THE LEFT BAR CORRESPONDS TO THE LEFT PITCH BUTTON AND THE RIGHT BAR CORRESPONDS TO THE RIGHT PITCH BUTTON. THE AMOUNT OF CURVE ON THE BALL IS DETERMINED BY THE DIFFERENCE OF THE TWO BARS IN THE GRAPH. THE PITCHER CAN CHANGE THE CURVE OF THE BALL AFTER THE PITCHER RELEASES THE BALL. THE SPEED OF THE PITCH IS DETERMINED BY THE HEIGHT OF THE BARS, THE HIGHER THE BARS THE FASTER THE PITCH.

### V. SOUND/SPEECH

THERE IS NO SPEECH IN THE GAME. SOUND TEST IN SELF TEST HAS DESCRIPTION OF SOUNDS USED IN THE GAME.

### VI. GAME ADJUSTMENTS/OPTIONS

#### ● CONTROL BOARD SWITCH ADJUSTMENTS

SWITCH 1 \_\_\_\_\_ COIN/CREDITS  
 OFF ..... 1/1  
 ON ..... 1/1 OR 1/2

SWITCHES  
 2 3 \_\_\_\_\_ DIFFICULTY CONTROL  
 (ONE PLAYER VS. COMPUTER)  
 OFF OFF ..... EASY  
 OFF ON ..... MEDIUM  
 ON OFF ..... HARD  
 ON ON ..... VERY HARD

SWITCH 4 \_\_\_\_\_ ATTRACT PLAY  
 OFF ..... NO SOUND  
 ON ..... SOUND

SWITCH 5 \_\_\_\_\_ COIN SETTING SELECTED  
 OFF ..... ALL GAMES (DOMESTIC)  
 ON ..... FRENCH GAMES ONLY

SWITCHES  
 6 7 8 \_\_\_\_\_ COIN SETTINGS (DOMESTIC)  
 RIGHT SIDE #1 LEFT SIDE #2  
 COIN/CREDIT COIN/CREDIT  
 OFF OFF OFF ..... 1/1 ..... 1/1  
 OFF OFF ON ..... 2/1 ..... 1/2  
 OFF ON OFF ..... 2/1 ..... 1/3  
 OFF ON ON ..... 2/1 ..... 2/1  
 ON OFF OFF ..... 2/1 ..... 1/1  
 ON OFF ON ..... 3/1 ..... 1/1  
 ON ON OFF ..... 4/1 ..... 1/1  
 ON ON ON ..... FREE PLAY ..... FREE PLAY



B. SOUND ADJUSTMENTS

THE AUDIO OUTPUT IS CONTROLLED BY THE POTENTIOMETER MOUNTED ON THE SERVICE PANEL ASSEMBLY (LOCATED INSIDE THE COIN MECHANISM DOOR).

TURNING THE POTENTIOMETER COUNTER-CLOCKWISE WILL DECREASE THE VOLUME. TURNING IT CLOCKWISE WILL INCREASE THE VOLUME.

C. MONITOR ADJUSTMENTS

NORMALLY, FEW IF ANY ADJUSTMENTS ARE REQUIRED FOR PROPER MONITOR OPERATION. HOWEVER, AFTER ANY MAJOR REPAIRS TO THE MONITOR CHASSIS REFER TO THE MONITOR MANUAL.

VII. BOOKKEEPING AND SELF TEST

SELF TEST

THE BATTERY BACK-UP BOOKKEEPING FUNCTIONS OF THIS GAME ARE CONTAINED IN THE SELF TEST UNDER THE HEADING OF BOOKKEEPING.

THESE ARE IN ADDITION TO THE ELECTRO-MECHANICAL COIN COUNTER LOCATED INSIDE THE FRONT DOOR PANEL. EVERY TIME A COIN IS INSERTED INTO A COIN SLOT, THE COUNTER IS ENERGIZED, INCREMENTING THE COUNT.

THE SELF-TEST CONSISTS OF SIX FUNCTIONS WHICH MAY BE USED TO IDENTIFY PROBLEMS IN THE VIDEO SYSTEM AND TO CHANGE PROGRAM PARAMETERS.

THE SELF-TEST MODE IS ENTERED BY SETTING THE SELF-TEST TOGGLE SWITCH LOCATED INSIDE THE CASH DOOR TO "TEST". A SELECTION OF AVAILABLE TESTS IS DISPLAYED ON THE MONITOR. TO RETURN TO THE GAME MODE AT ANY TIME, THE OPERATOR NEEDS ONLY TO SET THE TOGGLE SWITCH BACK TO "GAME".

SELECTION OF TESTS IS DONE WITH THE PUSH BUTTON SWITCH LABELED "SELECT". UPON ENTERING THE TEST MODE, A FLASHING ARROW POINTS TO THE FIRST TEST SELECTION. MOMENTARILY DEPRESSING THE "SELECT" BUTTON WILL ADVANCE THROUGH EACH SELECTION ONE BY ONE.

WHEN THE ARROW IS POINTING TO THE DESIRED TEST, THE OPERATOR MAY BEGIN THAT TEST BY PRESSING THE "SELECT" BUTTON AND HOLDING IT DOWN UNTIL THE TEST APPEARS ON THE SCREEN.

ONCE A TEST HAS BEEN SELECTED, THE OPERATOR CAN RETURN TO THE SELECTION LIST BY HOLDING DOWN THE SELECT SWITCH UNTIL IT REAPPEARS. THE SIX TESTS ARE AS FOLLOWS.

1. SWITCH TEST

PRESSING ANY BUTTON OR ACTIVATING THE COIN CHUTES WILL DISPLAY A MESSAGE INDICATING WHICH SWITCH HAS BEEN CLOSED. A DIFFERENT SOUND WILL BE PLAYED EACH TIME A SWITCH IS CLOSED.

2. DIP SWITCHES

A FUNCTIONAL DESCRIPTION OF THE EIGHT DIP SWITCHES LOCATED ON THE LOGIC BOARD ASSY. IS DISPLAYED. CHANGING ANY SWITCH WILL CAUSE AN IMMEDIATE UPDATE OF THE DESCRIPTION DISPLAYED ON THE SCREEN.

3. BOOKKEEPING

SELECTING THIS TEST WILL DISPLAY A MENU OF SIX FUNCTIONS, THE NUMBER OF COINS COLLECTED ON EACH COIN CHUTE, AND THE NUMBER OF 1 AND 2 PLAYER GAMES PLAYED. PUSHING THE SELECT BUTTON MOMENTARILY

WILL MOVE THE ARROW ON THE SCREEN. TO PERFORM A TEST HOLD THE SELECT BUTTON DOWN UNTIL THE TEST APPEARS ON THE SCREEN.

THE SIX FUNCTIONS OF BOOKKEEPING ARE:

CLEAR COIN CHUTES WILL RESET THE COIN CHUTE COUNTS BACK TO 0.

CLEAR PLAYER COUNTS WILL RESET THE NUMBER OF 1 AND 2 PLAYER GAMES BACK TO 0.

TIME REPORT WILL DISPLAY A TABLE OF 9 CATEGORIES OF PLAY TIMES BY SECONDS AND A COUNT ASSOCIATED WITH EACH CATEGORY. THE COUNT REPRESENTS THE NUMBER OF PLAYS IN WHICH THE TIME AT THE END OF THE GAME FELL INTO THAT CATEGORY. ALSO DISPLAYED IS AN OPTION TO CLEAR THE COUNTS.

SCORE REPORT IS THE SAME AS THE TIME REPORT EXCEPT THAT EACH CATEGORY REPRESENTS THE PLAYERS SCORE.

NOTE: SCORE AND TIME REPORTS ARE UPDATED EVERY 3 INNINGS.

ROUND REPORT DISPLAY THE NUMBER OF 3, 6, AND 9 INNING GAMES. AN OPTION TO CLEAR THIS COUNTS IS GIVEN.

RESET ALL COUNTERS WILL RESET ALL THE COUNTERS IN THE BOOKKEEPING TEST.

4. SOUND TEST  
AFTER SELECTING THIS TEST A MENU OF ALL THE SOUNDS USED IN THE GAME ARE DISPLAYED. THE USER MAY SELECT TO HAVE ALL THE SOUNDS PLAYED OR SELECT AN INDIVIDUAL SOUND.
5. MEMORY TEST  
FOR EACH RAM OR ROM MEMORY CHIP: AN OK OR BAD APPEARS SIGNALING THAT A CHIP IS GOOD OR BAD RESPECTIVELY.
6. MONITOR ADJUSTMENT  
FOUR PATTERNS CAN BE DISPLAYED ON THE SCREEN FOR ADJUSTING MONITOR COLOR, BRIGHTNESS, CONTRAST AND CONVERGENCE. THE PATTERNS ARE: COLOR BARS, A CROSS-HATCH, A GRAY SCALE, AND A DOT PATTERN. BY MOMENTARILY PRESSING THE SELECT SWITCH, THE OPERATOR MAY CYCLE THROUGH THE FOUR PATTERNS.

13. YOU HAVE NOW COMPLETED YOUR CONVERSION PROCESS. IF, DURING YOUR PROCEDURES, OR AT THE CONCLUSION OF THIS PROCESS YOU HAVE FOUND ANY PROBLEMS OR DIFFICULTIES, DO NOT HESITATE, CALL OUR TOLL FREE NUMBERS:

1-800-323-9121

OR

(ILLINOIS)

1-800-942-1620

OUR COURTEOUS, TRAINED OPERATORS ARE ON HAND DURING REGULAR WORKING HOURS TO ASSIST YOU THROUGH ANY SITUATION YOU MAY ENCOUNTER.



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