

GENERAL INSTRUCTIONS

FOR

BURGER TIME

INSTALLATION

1. Unlock and open the coin box door.
2. Remove four (4) "CABINET LEVELING LEGS" from inside the coin box.
3. Tip the cabinet to the side and remove the shipping cleats from its bottom.
 - ° Locate the threaded holes - one in each corner - and install the "CABINET LEVELING LEGS" in them.
 - ° Level the cabinet.
 - ° When finished, the cabinet should be stable in the upright position.
4. Plug the game into a **standard** A.C. wall outlet **ONLY** .

-----WARNING-----

Game **MUST** be properly grounded.

5. The power ON/OFF switch is located:
 - ° UPRIGHT MODEL: On top of the cabinet toward the back.
 - ° COCKTAIL TABLE MODEL: Underneath the cabinet on Player No. 2's side.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage SAFETY INTERLOCK SWITCHES have been provided for your protection. The locations of these SAFETY INTERLOCK SWITCHES are:

1. UPRIGHT MODEL: Inside the rear of the cabinet on the right side of the rear access door.
2. COCKTAIL TABEL MODEL: Inside the cabinet on the hinge side of the coin door.

When the cabinet access door(s) are secured in place, the SAFETY INTERLOCK SWITCH plunger(s) are in a fully depressed condition. The game circuit can function normally.

When any cabinet access door(s) are opened, the SAFETY INTERLOCK SWITCH plunger(s) are in a partially extended condition. This isolates the game circuit from the line voltage.

To restore power to the game circuit with the access door(s) open, gently pull the SAFETY INTERLOCK SWITCH plunger(s) out to the fully extended condition. THIS IS TO BE USED FOR SERVICING THE GAME ONLY!

SELF-TEST

Slide switches are provided to make the game run a "Self-Test" on itself. The SELF-TEST SWITCHES are located on a mounting bracket on the inside right hand side of the coin door.

When in the Self-Test mode, the monitor screen will display the results of certain test functions it has run on itself. (These will be discussed in more detail later.)

TO SERVICE THE CONTROL PANEL(S)

1. UPRIGHT MODEL:

- ° The control panel is held in place by three latches, one on the left side, one on the right side, and one in the center of the front of the cabinet.

They are spring loaded to provide constant positive pressure on their latch plates.

They can be reached through the coin door AFTER turning power to the game off.

To release the latches, lift up and toward the center of the control panel.

Once they are released, unhook them from their latch plates.

- ° To remove the control panel:

Raise it up and tilt it toward you until you can see the cable behind it.

Cradling the control panel between yourself and the cabinet, disconnect it from its cabling.

The control panel is now free and can be removed.

- ° To reinstall the control panel(s), reverse this procedure.

2. COCKTAIL TABLE MODEL:

- ° Each control panel is held in place by several screws, two on the inside of the cabinet and three along the bottom edge of the control panel.

Turn the power off to the game.

Open the coin box door and release the two latches on the inside of the cabinet up next to the table top.

CAUTION: The right hand latch is very close to the **HIGH VOLTAGE** on the monitor. **BE CAREFUL!!**

Once they're released, unhook them from their latch plates.

Grasp the table top in the center above the coin door lifting up and to the side to tilt it open.

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

Remove the screws which secure the control panel in place.

° To remove the control panel(s):

Disconnect it from its cabling.

The control panel is now free and can be removed.

° To reinstall the control panel(s), reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

1. UPRIGHT MODEL:

NOTE: In order to do this, the control panel MUST be removed first. See the "UPRIGHT MODEL" procedure.

° Turn the power to the game off and remove the control panel. This frees the main-display-glass so it can be lifted up.

° By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.

° Loosen the screws which secure the T.V. bezel-glass-clamps in place.

Move the clamps to the side and the bezel glass may be removed.

Remove the above mentioned screws and the bezel with four bezel-glass-clamps may be removed.

° To reinstall the T.V. bezel assembly and the main-display-glass, reverse this procedure.

2. COCKTAIL TABLE MODEL:

NOTE: This may be done with the table top in the open or the closed position. If you decide to open the table top, **TURN THE POWER TO THE GAME OFF FIRST.**

- ° Remove the screws which secure the table top glass clamps in place.
- ° Remove the table top glass.
- ° Loosen the screws which secure the T.V. bezel-glass-clamps in place.

Move the clamps to the side and the bezel glass may be removed.

Remove the screws which secure the bezel assembly to the table top and the bezel with four bezel-glass-clamps may be removed.

- ° To reinstall the T.V. bezel assembly and the table top glass, reverse this procedure.

VOLUME CONTROL POT

The volume control pot is located on the Sound I/O board. The other board is the CPU board. There is only one pot. For adjustment, it may be reached through the rear access door on the UPRIGHT models. On the COCKTAIL TABLE models, you will have to open the table top to reach it.

To make the sounds louder, turn the pot clockwise as you face it ().

To make the sounds less loud, turn the pot counterclockwise as you face it ().

VOLTAGE CONTROL POT

The voltage control pot is located on the Power Supply P. C. Board. It is pre-set at the factory and SHOULD NOT be tampered with at all unless the distributors service department is contacted first.

SELF-TEST

The Self-Test mode is a special mode for checking game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

You may begin a Self-Test at any time after the power to the game is on by sliding the TOP Self-Test switch to the "ON" position and activating the "TILT SWITCH". (The "SELF-TEST" Switch(s) are **ONLY READ** by the games computer for instructions **AFTER** the "TILT SWITCH" has been activated or when the game is powered up.) Now that the game is in the Self-Test mode, it will react as follows:

- ° First, you will see a moving multicolored pattern appear on the screen.
- ° Immediately following this, a rightside up test display is shown on the monitor screen. Pushing the CREDIT BUTTON after each display is completed will cause the game to step through each of its 11 different Self-Tests. The game will remain in this Self-Test mode until you set the TOP Self-Test switch back to the "OFF" position and activate the "TILT SWITCH". These test displays are shown below.

Pushing the CREDIT BUTTON after each display is completed will cause the game to step through each of its SOUND P.C. BOARD Self-Tests. The game will remain in this Self-Test mode until you set the TOP and the BOTTOM Self-Test switches back to the "OFF" position and activateing the "TILT SWITCH". These test displays are shown below.

SOUND	PSG1		PSG2		END
	CHECK 01, 02, 03,		04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16		

ROM TEST OK or (a number and a letter i.e. 4D, 5B, etc.)

SW TEST - (ACTIVATE ALL OF GAMES INPUT SWITCHES - IF GOOD THEY WILL LIGHT A SQUARE)

DIP TEST 00001011 01010000 (INDICATES WHICH OPTION SWITCHES ARE TURNED "ON" AND WHICH ARE TURNED "OFF" - 1="ON" & 0="OFF".)

BACKGROUND CHARACTER DISPLAY - (SHOWS ALL BACKGROUND MAZE CONFIGURATIONS)

TILT TEST

- ° If you wish to produce ONLY a CROSS HATCH test pattern on the monitor screen for further use, slide the BOTTOM Self-Test switch to the "ON" position and activate the TILT SWITCH. The TOP Self-Test switch should REMAIN IN THE "OFF" POSITION.
- ° When finished with the Self-Test mode, slide the BOTTOM Self-Test switch back to the "OFF" position and activate the TILT SWITCH.

Normal game functions will now return to the monitor screen.

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BURGER TIME

OPTION SWITCH SETTINGS

//////////////////////////////////// DIP SWITCH 15D (SW1) //////////////////////////////////////

COINS PER CREDIT

COIN SWITCHES NUMBER 1 AND NUMBER 2				SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* 1	-	COIN	1	-	CREDIT	OFF	OFF				
1	-	COIN	2	-	CREDITS	ON	OFF				
1	-	COIN	3	-	CREDITS	OFF	ON				
2	-	COINS	1	-	CREDIT	ON	ON				

TEST CREDIT BUTTON				SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* 1	-	COIN	1	-	CREDIT		OFF	OFF			
1	-	COIN	2	-	CREDITS		ON	OFF			
1	-	COIN	3	-	CREDITS		OFF	ON			
2	-	COINS	1	-	CREDIT		ON	ON			

DIAGNOSTICS

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* GAME MODE					OFF	OFF		
NORMAL TEST PROCEDURE					ON	OFF		
CROSS HATCH ONLY					OFF	ON		
SOUND I/O BOARD TEST ONLY					ON	ON		

CABINET DESIGN

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
UPRIGHT CONTROL PANEL							ON	
COCKTAIL CONTROL PANELS							OFF	
UPRIGHT SCREEN								ON
COCKTAIL SCREEN								OFF

//////////////////////////////////// DIP SWITCH 14D (SW2) //////////////////////////////////////

NUMBER OF CHEFS PER GAME

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* 3 CHEFS	OFF					OFF	OFF	OFF
5 CHEFS	ON							

BONUS CHEFS AWARDED EVERY

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
10,000 POINTS		OFF	OFF			OFF	OFF	OFF
15,000 POINTS		ON	OFF					
* 20,000 POINTS		OFF	ON					
30,000 POINTS		ON	ON					

DIFFICULTY LEVEL OF PLAY

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* EASY - 4 PURSUERS				OFF		OFF	OFF	OFF
HARD - 6 PURSUERS				ON				

RACK BONUS

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
* BONUS PEPPER AWARDED AT END OF EACH RACK					ON	OFF	OFF	OFF
NO BONUS PEPPER AWARDED AT END OF EACH RACK					OFF			

* INDICATES FACTORY RECOMMENDED SETTINGS.

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