WARNING

This game is set up to operate at 110 VAC at 60 Hz.

DANGER
High Voltage

Only qualified personnel should attempt to work on this machine.

FOR SERVICE
CALL (203) 666-1960

IMPORTANT

This game unit has been properly grounded at the factory. To insure proper operation, the wall socket into which the game is plugged must be grounded. DO NOT remove the grounding prong from the game's line cord.
TRIV-QUIZ

SPECIAL INSTRUCTIONS

PROGRAM CHANGE "INITIALIZATION"

Whenever program chips are changed you must perform the following initialization procedures to insure proper game functioning:

1.) Turn game unit off by removing wall plug.

2.) Turn Dipswitch 4 which is located on the main circuit board to the OFF position.

3.) Turn the game unit on and wait till a picture appears.

4.) While the game is still on, turn Dipswitch 4 to the ON position.

5.) The game is now ready to be played.

HIGH SCORE RESET

The Operator may reset the players' high scores to zero by pressing the button attached to the small circuit boards. The button must be pressed while the players' high scores are being shown on the screen.

CHANGING THE BUTTON LEGENDS

1.) To remove the existing button legends, grab the top corner of the lens cover with a knife blade and pry the cover off.

2.) Remove the old legend.

3.) Insert the new legend into the clear lens cover and then the blank plate.

4.) Snap the three parts on to the button as one unit.
117 v.a.c. Primary: Jump pin 1 to pin 11 and jump pin 2 to pin 12, input 117 to pins 1 and 2.
230 v.a.c. Primary: Jump pin 2 to pin 11, input 230 v.a.c. to pins 1 and 12.
A.C. POWER DISTRIBUTION

117 VAC INPUT

LINE CORD GROUND

3 AMP FUSE (MAIN POWER)

ISOLATION TRANSFORMER

117 VAC TO MONITOR

14 VAC (Blue)

7 VAC (Red)

CENTER TAP (White) P/C BOARD POWER

3 AMP FUSE

BUTTON PANEL LIGHTS

TO SPEAKER

1/2 AMP FUSE

TO FAN

TO COIN MECHANISM

IMPORTANT:
LINE CORD GROUND MUST BE CONNECTED TO ASSURE PROPER GAME OPERATION AND PREVENT DAMAGE TO PRINTED CIRCUIT BOARD.
DIPSWITCH SETTINGS

TO GET TO OPTION PAGE FOR GAME:

1. a. Be sure game is on, open the game and turn Dipswitch #1 on. Game will continue in the attract mode until option page appears.

b. Press "PL1" button to change number of incorrect guesses (4, 5 or 6) before game is over.

c. Press "PL2" button to determine whether to show correct answer to puzzle.
   Yes = show correct answer
   no = does not show correct answer.

d. Press "Choose" button to change advertising/location name. Then follow screen instructions.

e. Press "Right" button to clear high scores.

f. TO RETURN TO GAME: Turn option switch #1 off and press "Go For It" button. This will automatically return game to attract mode.

2. Dipswitch #2 is not used

3. Dipswitch #3 is not used

4. Dipswitch #4 is to retain backup memory. This dipswitch should be left in the on position.
HANGMAN UPRIGHT BUTTON PANEL LAYOUT