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## 4-PLAYER, 25" DEDICATED VIDEO GAME



## Operation Manual

$\bullet$ Installing •Operating •Testing •Parts •Wiring Diagrams •Troubleshooting

## SportStation



| NOTICE: This manual is subject to change without notice. MIDWAY reserves the right to make |
| :--- | :--- |
| improvements in equipment function, design, or components as progress in engineering or |
| manufacturing methods may warrant. |
| Fill out and mail in the Game Information Card. Include the game serial number from the label on |
| the rear of the cabinet. For your records, write the game serial number in the manual. |
| SERIAL NUMBER |

## SAFETY INSTRUCTIONS

The following safety instructions apply to operators and service personnel. Read these instructions before preparing your game for play. Other safety instructions appear throughout this manual.

## DEFINITIONS OF SAFETY TERMS

DANGER indicates an imminent hazard. If you fail to avoid this hazard, it WILL cause death or serious injury.

WARNING indicates a potential hazard. If you fail to avoid this hazard, it COULD cause death or serious injury.

CAUTION indicates a potential hazard. If you fail to avoid this hazard, it MAY cause minor or moderate injury. CAUTION also alerts you about unsafe practices.

NOTICE indicates information of special importance.
\(\left.\begin{array}{|l|l|}\hline WARNING: TRANSPORTING GAMES. This game contains glass and fragile <br>
electronic devices. Use appropriate care when transporting this game. Avoid rough <br>

handling when moving the cabinet. Don't move this game with the power on.\end{array}\right\}\)| WARNING: DISCONNECT POWER. Always turn the power OFF and unplug the game |
| :--- |
| before attempting service or adjustments. Installing or repairing PC boards with power |
| ON can damage components and void the warranty. Be sure that you securely install |
| ground wires. |


| FRAGILE | WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE. If you drop a <br> fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet <br> or more from the implosion. |
| :--- | :--- |
|  | CAUTION: CHECK POWER SELECTOR, LAMP. Set the 110/220VAC selector on the <br> power supply for the correct line voltage. Check the selector setting before switching <br> on the game. Verify that the fluorescent lamp assembly is correct for the local line <br> voltage. |
| CAUTION: USE PROPER FUSE. Avoid electrical shock! Replacement fuses must be <br> of the same type as those they replace. Fuse voltage and current ratings must match <br> ratings on the original fuse. |  |
| CAUTION: ATTACH CONNECTORS PROPERLY. Be sure that printed circuit board <br> (PCB) connectors mate properly. If connectors don't slip on easily, don't force them. A <br> reversed connector may damage your game and void the warranty. Connector keys <br> only allow a connector to fit one set of pins on a board. |  | | CAUTION: TAKE CARE WHEN SHIPPING HARD DISKs. The hard disk drive must |
| :--- |
| be packed in an anti-static bag. When shipping the drive for repair or replacement, |
| pack it in an approved container (P/N 08-8068). Never stack or drop hard disk drives. |

## PRODUCT SPECIFICATIONS

Operating Requirements

| Location | $\frac{\text { Electrical Power }}{\text { 120VAC @ 60Hz 3.0 Amps }}$ |
| :--- | :--- |
| Domestic | 230VAC @ 50Hz 2.0 Amps |
| Foreign | 100VAC @ 50Hz 3.0 Amps |
| Japan |  |

## Cabinet Statistics

| Shipping Dimensions | (One Piece) |  |
| :--- | :--- | :--- |
| Carton | Main Cabinet | Player Control Panel |
| Width | $29^{\prime \prime}(73.7 \mathrm{~cm})$ | $37^{\prime \prime}(94.0 \mathrm{~cm})$ |
| Depth | $43^{\prime \prime}(109.2 \mathrm{~cm})$ | $13^{\prime \prime}(33.0 \mathrm{~cm})$ |
| Height | $75^{\prime \prime}(190.5 \mathrm{~cm})$ | 7 " $(17.8 \mathrm{~cm})$ |

## Equipment Characteristics

Video Display Monitor Medium Resolution RGB $25^{\prime \prime}$ ( 63.5 cm ) CRT

## Game Characteristics

Player Variables
1 to 4 players per game
High Score Recognition

Temperature
$32^{\circ} \mathrm{F}$ to $100^{\circ} \mathrm{F}$
$\left(0^{\circ} \mathrm{C}\right.$ to $38^{\circ} \mathrm{C}$ )

Shipping Weight
Approx. 385 Lbs. ( 175 kg .)

## Audio System <br> Digital Stereo Sound 5 " (12.7 cm) Coaxial,

 Full-Range SpeakersOperator Variables
Coinage, Play Mode,
Difficulty, Volume, Audits, Statistics

Humidity
Not to exceed 95\% relative

## Design Type

Dedicated Video Game with 49-Way, Optodetector Joysticks

## Currency Acceptors

2 Coin Mechanisms
Dollar Bill Validator Ready
Electronic Coin Acceptor Ready

Diagnostics
Automatic Power-Up Self-Test Manual, Multi-Level Menu System

## INSTALLATION \& INSPECTION

## INSTALL THE CONTROL PANEL



WARNING: The cabinet is top heavy. Use the two handles when moving the cabinet.

1. Remove all items from the shipping containers and set them aside. Inspect the exterior of the cabinet, and control panel for damage. Pay special attention to cabinet edges, seams, and corners.
2. Remove and save the screws at the top and sides of the rear door. Unlock the rear door, then lift it off the cabinet. Set the rear door aside. Inspect the cabinet interior for signs of damage. Check all major assemblies to assure that they mount securely. Check the joysticks for signs of damage.
3. The coin door keys are on a key hook inside the cabinet. Unlock and open the coin door. Cash box door and rear door keys are on a key hook attached to the rear of the coin door. Unlock and open the cash box door. Remove the spare parts stored in the cash box.
4. Find the leg levelers and nuts in the spare parts bag. Install one nut onto each leg leveler. Hand-turn the nut against the base of the leg leveler. Install one leveler with its nut into the threaded hole in each corner of the cabinet. Turn the levelers all the way into the holes, but don't tighten the levelers.
5. Unpack the player control panel. Place the player panel on the cabinet above the coin door. Open the player panel. Align panel-mounting holes with holes in the cabinet. Install bolts with washers (two in back; two on the bottom). Connect wiring harnesses to P1, P2, and P8 on the I-40 Joystick Interface Board. Close the player panel. Reach up through the open coin door and lock both latches.
6. Refer to the Cabinet Wiring Diagram (Chapter 5). Check to see that cable connectors are correctly secured. Don't force connectors. They're keyed to fit in only one location. Bent pins and reversed connections may damage your game and void the warranty.
7. You can install an extra padlock to secure the rear door. You'll find a hasp in the spare parts bag. Remove the two lock bracket nuts from inside the cabinet, above the rear door opening. Slide the hasp onto the bolts so that it protrudes from the hole in back of the cabinet. Reinstall nuts and tighten.
8. Modify the lock plate at the top of the rear door. Remove the bolts and nuts from the lock plate. Rotate the plate so that the slot will be above the door. Reinstall the bolts and nuts and tighten firmly.


## INSTALL THE DOOR LOCK AND SECURITY BRACKETS

9. The power cord is with the spare parts. Remove and save four screws from the line cord cover plate at the rear of the cabinet. Match the holes on the IEC plug with the prongs in the receptacle. Push the plug firmly to seat it. Route the cord away from cabinet wheels and foot traffic areas. Hang excess cord on the plastic clip near the vent.


## INSTALL THE LINE CORD

| CAUTION: CHECK POWER SUPPLY LINE VOLTAGE SELECTOR SWITCH. Set the |
| :--- | :--- |
| 110/220 VAC selector on the power supply for the correct local line voltage. Check the |
| selector setting before switching on the game. |

10. Reinstall the rear door and close it. Lock the rear door and remove the key. If required, install the extra padlock through the hasp. Install the screws at the top and sides of the rear door. Tighten the screws snugly. Close and lock the cash box and coin doors.

| NOTICE: Tamper-resistant screws and a matching wrench are provided with this game |
| :--- | :--- |
| for additional security. Four tamper-resistant screws and four wrenches are located in |
| the spare parts bag. If desired, replace the original screws with the tamper-resistant |
| screws. Tighten the screws firmly with the wrench. |

11. Move the game to its play location. Lower each leg leveler until the cabinet is stable and level. Adjust the levelers as required to raise wheels and distribute weight equally on each corner. Tighten the nuts.
12. Plug the game into a grounded (3-terminal) AC wall outlet. Switch on the game, using the on/off switch at the top-left rear of the cabinet. The game will power up and begin self-diagnostics. If diagnostics find no errors, the game enters its Attract Mode of operation. Unlock and open the coin door. Locate the control switches. Press TEST MODE to enter the Menu System.
13. Select "MONITOR SETUP" at the Diagnostics Menu. Confirm proper video display operation and adjust the monitor as necessary.
14. Select "DISK TESTS" at the Diagnostics Menu. Run all the tests in order to verify correct drive operation.
15. Select "SWITCH TESTS" at the Diagnostics Menu. Check to be sure that all control switches work.
16. Select "DIP-SWITCH TESTS" at the Diagnostics Menu. Verify that all switches are set to optimum positions for this game.
17. Select "SPEAKER TEST" at the Diagnostics Menu. Verify operation of audio system components.
18. Select "EXIT" at the Main Menu. The system should enter Game-Over Mode. Open the coin door and press the SERVICE CREDITS button to allow game play. Choose a joystick and press the START button to begin play. Listen to the audio while playing the game. Note sound irregularities (phase problems, no low frequencies, mono audio from stereo speakers, etc.). If necessary, check the wiring harness for internal shorts or strapped connections.


## GAME OPERATION

## STARTING UP

Whenever you turn on the machine or restore power, the system executes boot ROM code. The boot ROM contains self-diagnostic tests that automatically verify and report the condition of the disk drive and other hardware. The screen is blank during these tests. If the hardware fails a test, the system displays an error message. The message appears for 30 seconds or until someone presses a button.

- If nobody presses a button, the system quickly completes tests, and then loads game software.
- To skip boot ROM tests and activate the Menu System, press and hold the TEST MODE button. You'll find this button behind the coin door.

Having passed power-up tests, the system enters Attract Mode. Attract Mode consists of typical game scenes and sounds, alternating with high scores. Attract Mode continues until game play commences.
Players insert currency or tokens to start the game. Pressing a START determines which player receives the credit. The game computer asks whether players want to play NBA Showtime or NFL Blitz 2000 Gold Edition. Players request one or the other via player panel controls. Then players select a team. The game computer associates one team with the Player-1 and Player-2 joysticks. The Player-3 and Player-4 joysticks assume control of the opposing team. Play begins after a countdown period. Play progresses like a real-life football or basketball game. At Game Over Mode, players may choose to begin again. If players choose not to continue, then the system returns to Attract Mode.

## NFL BLITZ 2000 GOLD EDITION GAME RULES

## INSTRUCTIONS

Play instructions appear on the information panel over and under the video monitor.

## ONE TO FOUR PLAYERS

Players may enter their names for future reference. Then they select teams and run the first play. Players may choose an offensive or defensive play. Additional game information appears on the screen as needed. Team statistics appear at the end of each quarter.

## CONTROLLING CHARACTERS

The joystick and action buttons control characters on the field. The joysticks respond to different amounts of deflection as well as direction.

## GAME ACTION

Standard league football rules apply, with two exceptions: First downs require 30 yards, and teams only have seven active players. Game adjustment settings determine game length and speed.
The player view of the action changes automatically whenever a better camera angle becomes available. The game sounds include announcer comments and crowd noises.

## SCORING

Touchdowns and field goals score points, just as in real football games.

## NFL BLITZ 2000 GOLD EDITION PLAY SELECTION

## STANDARD PLAYS

The player may select any of the offensive or defensive plays in the game. Players can choose from pages of standard plays loaded into the game. Use the indicated pushbuttons to view and select any play.

```
CUSTOM PLAYS
```

Players may choose to create their own offensive plays rather than depend on the standard plays in the game. Players can design and name their plays using the CREATE PLAY feature, then store these plays for future use. These custom plays become available on an additional page of game plays.

## NFL BLITZ 2000 GOLD EDITION PLAYER CONTROLS

The player controls are used to maneuver the team members and attack or defend against adversaries.

- START (orange). This button allows players to begin or continue play. Use PLAYER 1 START and PLAYER 2 START to begin a two-player game. START has no game action or service function.
- JUMP / TACKLE. This button lifts the offensive team member up or causes the defensive player to tackle opponents. Use this same button to create plays or select menu items during service.
- PASS / CHANGE PLAYER. This button activates offensive throws. The defense move switches active control to another teammate. Use this same button to create plays or select menu items during service.
- TURBO (white). The TURBO button gives any active character an extra burst of power or speed. Use this same button to create plays or select menu items during service.
- JOYSTICK. Each player has a joystick to control the movements of one on-screen character at a time. Use the joystick to create plays or select menu items during service.



## RECOMMENDED PLAYER CONTROL LOCATIONS

## NBA SHOWTIME GAME RULES

## INSTRUCTIONS

Play instructions appear on the information panel over and under the video monitor.

## ONE TO FOUR PLAYERS

The player or players insert currency to start the game. Each player chooses a joystick and presses the nearest START button. Players select a team and two characters. In four-player games, each player controls one character. In games with fewer players, each player controls one character. The game computer controls remaining characters. The game displays team scores and statistics at the end of each quarter. Additional game information appears on screen as needed.

## CONTROLLING CHARACTERS

The joystick and action buttons control characters on the basketball court. The joysticks respond to different amounts of deflection as well as direction.

## GAME ACTION

Standard NBA basketball rules apply, except that the game only includes four active characters. Game settings determine game length and speed. The player view of the action changes automatically whenever a better camera angle becomes available. Game sounds include announcer comments and crowd noises.

## SCORING

The game awards points for baskets, just as in real basketball games.

## NBA SHOWTIME PLAYER CONTROLS

- JOYSTICK. Each player's joystick controls the position of that player's characters on the game screen.
- PASS/STEAL (the blue button) controls character actions on the game screen. Press PASS/STEAL to attempt to pass or steal the ball.
- SHOOT/BLOCK (the red button) controls character actions on the game screen. Press SHOOT/BLOCK to shoot or attempt to block the ball.
- START (orange buttons). Each START button allows the corresponding player to begin or continue play.
- TURBO (The white button) controls character actions on the game screen. Press TURBO to speed up the pace of a play.


## OPERATOR CONTROLS

## CABINET CONTROLS

- The DIP Switches set some system variables. You can set other variables with diagnostic control switches.
- The Monitor Remote Control Board allows you to adjust the video display for optimum viewing.
- The POWER Switch turns off the game, but does not reset game variables.


## DIAGNOSTIC CONTROL SWITCHES

- The SERVICE CREDITS Button allots credits without changing the game's bookkeeping total. SERVICE CREDITS has no function in the menu system.
- The TEST MODE Button causes the game to enter the service menu system. Press the TEST MODE button briefly to run automatic tests. To make game adjustments, press and hold TEST MODE until the Main Menu appears. Within the menu system, TEST MODE assumes another function. There, it selects a menu line item and calls up the item's submenu. The screen displays this submenu.
- VOLUME DOWN and VOLUME UP Buttons set game sound levels. To make minor volume changes, press either button briefly. To make major changes, press and hold a button. In the menu system, VOLUME UP moves the item highlight bar up the menu. VOLUME DOWN moves the item highlight bar downward.

|  | NOTICE: You must adjust Attract Mode volume independently of Game Mode volume. <br> For greater profits, increase volume levels to draw attention to this game. |
| :--- | :--- |

## PLAYER CONTROLS



PLAYER CONTROL LOCATIONS

## MAINTENANCE

## - Cabinet

Use only non-abrasive cleaners to avoid damaging game graphics. Apply cleaner to a clean cloth or sponge. Wipe the screen clean with this cloth or sponge. Do not apply cleaner directly on the cabinet!

## - Control Panel

Dirt or debris on the joysticks or buttons can affect earnings. Apply the cleaner to a clean cloth. Use the cloth to wipe the controls. Don't apply the cleaner directly to the controls!

## - Viewing Glass

To clean the glass, you don't need to switch off power to the game. Apply a mild glass cleaner to a clean cloth or sponge. Use this to wipe the viewing glass. Do not apply the cleaner directly on the glass! Liquid could drip down into switch or motor circuits and cause erratic game operation.

## SERVICING

Only qualified service personnel should perform maintenance and repairs. The following product guidelines apply to all game operators and service personnel. Notes, cautions and warnings appear throughout this manual where they apply. Read the SAFETY pages thoroughly before beginning service.

## - Circuit Board Set

The SportStation game computer uses a set of three circuit boards. The three boards include the CPU Board, I/O Board and Video Board. Switch off power to the game. Open the rear door. To expose the circuit boards, remove their perforated metal cover. Carefully note the orientation of the JAMMA connector and other cables. Extract the harness and hard disk drive ribbon cable from the board connectors. Remove circuit board mounting screws. Lift the circuit boards out of the cabinet and set them in a safe place. Use anti-static packaging from new parts to store boards that you won't reinstall.

| 3 | CAUTION: Circuit board edge connectors are fragile. Take care when separating <br> boards in the board set. Never jam the board connectors together. Never plug them <br> together on an extreme angle. If necessary, carefully straighten bent pins with a <br> small, grounded flat blade screwdriver. Also, don't touch exposed foil on printed <br> circuit boards. Skin oils are corrosive. |
| :--- | :--- |
|  | NOTICE: Avoid damage to game electronics! Turn off game power before servicing <br> circuit boards or any electronic assembly. Never "hot plug" circuit boards. |

## - Coin Mechanism

Switch off power to the game. Unlock the coin door and swing it open. To clean or replace a coin mechanism, unlatch and remove it. After reinstallation, ensure that the mechanism seats fully its bracket. Close and lock the release latch, and then close the door. Turn on the game and change the mechanism setup. Test known good and bad coins to verify operation.

## - Coin Meter

Switch off power to the game. Unlock the cash door and swing it open. The coin meter mounts to a metal plate at the bottom the cash vault. Record the meter count before testing or replacement. Remove the plate's four mounting screws, and then remove the plate.

Disconnect the meter wiring harness at the connectors. Remove front screws and slide the meter out. Assure that a protective diode connects across the replacement meter's terminals. The diode prevents driver circuit damage.

REINSTALLING CIRCUIT BOARD ASSEMBLIES

## - Hard Disk Drive

Switch off power to the game. Unlock and remove the rear cabinet door. Remove the perforated metal cover over the game electronics. Disconnect the DC power cable from the hard disk drive. Unplug the ribbon cable from the hard drive. Don't disconnect the cables from the CPU Board. Loosen the drive mounting screws and lift the drive out of its mounting bracket. Remove the screws. Save them for reuse in future hard drive installations. When returning a hard drive to your distributor, pack it in an anti-static bag. Box the drive in approved shipping container 08-8068.


## - Joysticks

Switch off power to the game. Open the player control panel. Mark and disconnect the wiring harness from a joystick. To separate the joystick from the player panel, first remove the joystick shaft. An Ering secures the shaft. Disengage this E-ring with a small, flatblade screwdriver. Grasp the joystick knob. Extract the stick from the assembly. Then remove 8-32 tamper-resistant (KEPS®) nuts from the corners of the joystick base. Retain fasteners for reassembly.

## - Memory

|  | CAUTION: Static electricity builds up on your body. This static can damage or <br> destroy sensitive the game circuits. BEFORE touching or handling electronic <br> assemblies, discharge static electricity by touching the electronics mounting plate. |
| :--- | :--- |
|  | NOTICE: CPU Board and SI/O Board chips don't face same direction. When <br> mounting chips on either board, refer only to chips on the same board for <br> reference. Never use the chips on another board for reference. |

ROM (Read Only Memory) circuits contain computer operating instructions for this game. Switch off power to the game. Unlock and remove the rear door. Remove the perforated metal cover. Note the ROM chip position. Remove the device with a chip extraction tool. To reinstall a ROM chip, orient the device over its socket. Press the chip firmly to seat pins. Don't force the chip into the socket.

## CABINET FRONT VIEW

## GAME ELECTRONICS

## INTERNAL COMPONENTS

## - Monitor Bezel

Switch off power to the game. Open the control panel. Remove the viewing glass. Lift the bezel up and off the monitor. Set the bezel aside. Clean the labels. Orient the labels right side up, so that players can read them. Reinstall the bezel.

- Viewing Glass

Switch off power to the game. Open the control panel. Loosen three mounting screws. Slide the black metal strip from the bottom of the glass. Carefully slide the glass from the side grooves. Then lift it clear of the cabinet. Set the glass in a safe place. Clean the glass before reinstalling it.

## - Monitor

| CAUTION: The video monitor is heavy, with most of the weight toward the front of |
| :--- | :--- |
| the assembly. Support the monitor as you remove it from the cabinet. |

WARNING: The monitor doesn't require isolation from AC line voltage during normal game operation. When operating the monitor outside the cabinet, use an isolation transformer. Connect the transformer between the monitor and line.

Switch off power to the game. Open the control panel. Remove the viewing glass and monitor bezel. Unlock and remove the rear door. Disconnect the monitor from the wiring harness, remote adjustment board, and ground wires. Remove the fasteners that secure the monitor frame to its mounting panel. Carefully pull the monitor from the cabinet. Set the monitor in a safe place. Remove the remote adjustment board from the cabinet and reconnect it to the monitor before servicing or replacement. Clean the face of the monitor before reinstalling the monitor bezel.

## - Power Supply

Switch off power to the game. Unlock and remove the rear door. Remove the electronics rack and set it aside. Unplug the IEC AC connector from the rear of the supply. Unplug the power wiring harnesses from the back of the supply. Remove two front and two rear screws from the supply. Lift the supply off the power chassis. Slide the supply out of the cabinet.

Reinstallation. Verify the line voltage switch setting before reinstalling the power supply. Set the voltage switch to the correct value. Place the supply on the power chassis. Align the chassis mounting holes. Install the four screws and two power connectors. Connect the IEC AC connector to the rear of the supply. Replace the electronics rack. Plug the power wiring harnesses into the back of the supply. Replace and lock the rear door. Switch on power to the game.

## - Speakers

Switch off power to the game. The full-range speakers are mounted behind grilles at the top of the player panel. Grilles and speakers come out from the front. Remove the screws and set the grilles aside. To avoid damaging a speaker, remove upper mounting screws first, and replace them last.

Remove the speakers from the enclosure just enough to expose the terminals. Label and disconnect the wires. Refer to the Wiring Diagram (Chapter Five) for speaker wiring information. Don't use excess force when removing or tightening screws threaded into plastic or particle board.

## SportStation



|  | NOTICE: Information in this manual is subject to change without notice. Midway reserves the <br> right to make improvements in equipment as progress in engineering warrants. |
| :--- | :--- |
|  | NOTICE: GAME-SELECTION SWITCH. Select NBA Showtime or NFL Blitz by flipping <br> switch 8 at DIP bank U13. Then power down and up again. The Attract Mode for the <br> game you select will appear. The player can still play either game. |

## MENU SYSTEM

## WHAT IS THE MENU SYSTEM?

The game's Menu System is a series of auditing, game adjustment and diagnostic screens. You can easily access and apply these screens to optimize game performance. For instance...

- Use game audits screens to assess game performance.
- Use adjustment screens to help you to customize game performance. For instance, you can restore factory default game settings. You can also calibrate player controls for accuracy.
- Use diagnostic screens to verify proper equipment operation.


## ACTIVATING THE MENU SYSTEM

Open the coin door. Find the TEST MODE switch inside. Press TEST MODE to invoke the Menu System. The game system responds by exiting Game Mode and entering Diagnostic Mode.

## AUTOMATIC TESTS

In Diagnostic Mode, the Power-On Self-Test (POST) activates. This routine runs automatically. It can detect faults that cause game or Menu System malfunctions. POST usually takes less than a minute. The test doesn't display anything. Instead, the system boot loader indicates the software revision number and serial numbers. The system boot loader also displays a sound-loading message and other useful information.

At the end of POST, the system displays the Control Functions Menu.

## CONTROL FUNCTIONS MENU

The Control Functions Menu is purely informational. It appears for five seconds. Then the Menu System automatically displays the Dual Game Adjustment Menu.
The Control Functions Menu introduces the menu navigation controls. The key point is that you can use either player or diagnostic controls to navigate menus. Diagnostic control switches are particularly helpful when you must troubleshoot player switches. This manual discusses the controls in more detail in this chapter's Main Menu section. Also see the page on the menu that interests you.


CONTROL FUNCTIONS MENU

## DUAL GAME ADJUSTMENT MENU

The Dual Game Adjustment Menu is another informational, read-only menu. It appears until you choose to exit. This menu reminds you that some NFL settings also affect NBA game play. Press any button to exit to the Main Menu.


DUAL GAME ADJUSTMENT MENU

## MAIN MENU

The Main Menu offers you access to the game machine's test, bookkeeping and programmable features. Game audits, adjustments and diagnostics are line items on the Main Menu. Selecting an item opens its submenu. Every submenu presents various options that you may act upon.


MAIN MENU

## MENU LAYOUT

Menus differ, but related information tends to occupy the same screen locations.

- The block at the top, center of each screen displays the current menu title.
- Data (menu items, video signals, statistics, reports, etc.) appears in the center of the screen.
- Messages (explanations, control functions, revision levels) display at the bottom of the screen.


## MENU NAVIGATION CONTROLS

Use any player panel joystick to highlight a desired menu item. You can only select one highlighted item at a time. To select a highlighted item, press any player panel button. Operator control buttons inside the coin door serve as backup menu navigation controls. Press VOLUME UP or VOLUME DOWN buttons to highlight a menu item. Press TEST MODE to select a highlighted item.

## EXIT OPTIONS

To exit the NFL menus and simultaneously enter the NBA menus, choose NBA MAIN MENU. To return the game to play, highlight either EXIT TO NFL or EXIT TO NBA. Your choice determines the game that will boot. Next, press any button.

## DIAGNOSTICS

Select DIAGNOSTICS at the Main Menu. Diagnostic tests allow you to verify the condition of the electrical and electronic hardware in the game.

Highlight a test with any player panel joystick. Select the option with any player panel button.


Diagnostic tests assist you in checking and adjusting the game's major systems. By running diagnostics, you can gain an insight into both system hardware and game software. Periodically running diagnostics is a crucial part of maintaining game performance and player satisfaction. Sometimes you can improve game performance by running a diagnostic test and making appropriate adjustments.

```
Main Menu (continued)
    Diagnostics Menu (continued)
                        Monitor Setup Menu
```


## MONITOR SETUP

Select MONITOR SETUP at the Diagnostics Menu. The Monitor Patterns routine provides test screens to verify monitor performance or make adjustments.

Highlight an option with any player panel joystick. Select the option with any player panel button.


Color Bars fills the screen with colored stripes. Use the color bars to help you to check or adjust monitor brightness and contrast. The color bars also expose defects in horizontal linearity. Each color bar consists of 32 intensity levels. On a properly adjusted monitor, the top 31 of these levels are visible. Each bar should appear sharp, clear and distinct from bars on either side. Incorrect adjustment can cause missing detail at the top or bottom of a bar. Bent bars indicate horizontal linearity flaws, such as pie crust, pincushion or barrel distortion. (Correct color bar colors, left to right: Red, Green, Blue, Black, White, Cyan, Yellow, Violet.) Set controls as follows: 1. Adjust BRIGHTNESS and CONTRAST to minimum. 2. Turn up BRIGHTNESS until the pixels in the black stripe begin to glow (turn dark gray). 3. Bring up the CONTRAST control until you can see 31 bars.

Crosshatch Patterns fill the screen with a grid and a series of dots. Crosshatch Patterns help you to check or adjust several monitor parameters: These include convergence, linearity, active viewing area and dynamic focus. The grid and the dots should be all white in color, with no fringes or parallel images. The lines should be straight and the dots round. For more detail on these adjustments, consult service literature from the monitor manufacturer.

Color Screen tests fill the screen with $100 \%$ of the chosen color at normal intensity. The Color Screen tests help you to check or adjust monitor intensity, black level, blanking and color purity. Each screen should be absolutely uniform from top to bottom and side to side. No retrace lines or noise should be visible. Color Screens may not hold their uniformity if the monitor degaussing circuit is defective.

White, Gray and Black Screens fill the screen with black, gray or white at various intensities. These monochrome screens help you to check or adjust monitor convergence, purity, contrast and intensity. These screens also simplify black level and color gun control settings. The screens should be uniform with no color tints or distortion. No retrace lines or noise should be visible.

If tests indicate a need for adjustment, use controls on the Monitor Remote Adjustment Board.

```
Main Menu (continued)
    Diagnostics Menu (continued)
        System Information Menu
```


## SYSTEM INFORMATION

Select SYSTEM INFO at the Diagnostics Menu. The System Information Menu provides the current version numbers of this game's hardware and software. Use these numbers to describe the system during parts replacement, service calls, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button.


SYSTEM INFORMATION MENU

The System Information screen reports information, but doesn't permit you to make changes. The Title line identifies the manufacturer of this game and the electronic board set used in this product. The Serial Number, Game and Date of Manufacture identify the game name and production run.

```
Main Menu (continued)
    Diagnostics Menu (continued)
        Sound Subsystem Menu
```


## SOUND SUBSYSTEM TEST

Select SOUND SUBSYSTEM at the Diagnostics Menu. Sound Subsystem Tests verify that audio components are connected and operate properly.

Highlight an option with any player panel joystick. Select the option with any player panel button.


## SOUND SUBSYSTEM MENU

Version, Status, Checksum and RAM Reports are diagnostic routines. These routines analyze the digital sound circuits and can detect sound memory problems. Test results appear as numbers or messages. Sounds may also accompany some tests. Reports other than GOOD or OK indicate a problem.

```
Main Menu (continued)
    Diagnostics Menu (continued)
    Disk Tests Menu
```


## DISK TESTS

Select DISK TESTS at the Diagnostics Menu. Disk Tests allow you to verify proper operation of the hard disk drive assembly.

Highlight an option with any player panel joystick. Select the option with any player panel button.


DISK TESTS MENU
Disk Information. The Disk Information routine verifies the interface between the CPU Board Assembly and hard disk drive. The processor requests disk information. Data cannot be retrieved successfully if there is a problem.

Sequential Disk Read. This routine tries to access every bit of data in the order it is stored directly on the disk. The hard disk drive media may be defective if this routine cannot be completed successfully.

Sequential Cache Read. This routine tries to access every bit of data in the order it is stored in the temporary disk memory cache. If this test is not successful, the memory circuits may be faulty.

Random Disk Read. This routine tries to access every bit of data in no particular order directly from the disk. This test may detect problems with ability to position the drive heads accurately over the requested data.

Random Cache Read. This routine tries to access every bit of data in no particular order from the temporary disk memory cache. If the cache fails this test, memory circuits may contain a fault.

Data Integrity Test. This test analyzes the data on the disk drive. The test determines if corrupted data is on the disk. Bad data can cause the program to falter even though the hard disk operates correctly.

File System Check. This routine performs a file-by-file check of the data stored on the hard disk.
Surface Scan. The magnetic material on the disk can become damaged, causing data to be unreadable. This routine locates unusable areas on the disk and marks them for future reference.

| Main Menu (continued) |
| :---: |
| Diagnostics Menu (continued) |
| Switch Tests Menu |

## SWITCH TESTS

Select SWITCH TESTS at the Diagnostics Menu. Switch Tests verify proper operation of the game's switches, including buttons and joystick switches.

Activate each switch, and the indicator on the screen changes state. Release the switch and the indicator returns to its previous, normally open or closed condition. You can test any combination of switches together. To exit the test, simultaneously press the middle two control buttons inside the coin door. The Switch Test Screen refers to these buttons as "volume buttons."


## SWITCH TEST SCREEN

Switches appear on the screen as colored boxes. Red boxes indicate an open state. Green indicates closed. Any other color indicates a fault condition. A single indication on the menu screen should exactly duplicate a button or joystick change. You'll notice a unique number for a switch recognized by game electronics.

Use Switch Tests to locate crossed wires, intermittent conditions and stuck switches.


## DIP-SWITCH TESTS

Select DIP-SWITCH TESTS at the Diagnostics Menu. Two 8-position DIP switch banks reside on the SIO Board. DIP-Switch Tests allow you to check the position of the 16 switches in these banks. You can change the setting of any DIP switch without removing the circuit board cage.

The screen displays an illustration of each switch block and the current settings. You can change DIPswitch positions with power on. Set any switch, and then check the screen to verify that the new setting is enabled.

Refer to the charts for assistance in choosing switch positions. (* indicates factory defaults.) To exit the DIP-switch Test, press the left control button (inside the coin door).

Game-Selection Switch. Select NBA Showtime or NFL Blitz by flipping switch 8 at DIP bank U13. Then power down and up again. After you change the game play, you must change game artwork.

| DIP Switch 1 (U13) | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Coinage Control $\begin{aligned} & \text { DIP Switch } \\ & \text { CMOS }\end{aligned}$ | $\begin{aligned} & \text { Off } \\ & \mathrm{On}^{*} \end{aligned}$ |  |  |  |  |  |  |  |
| USA1 Ger1 FreCA1 UK1 |  | Off* | Off* | Off* |  |  |  |  |
| USA2 Ger2 Freca2 UK2 |  | On | Off | Off |  |  |  |  |
| USA3 Ger3 Freca3 UK3 |  | Off | On | Off |  |  |  |  |
| USA4 Ger4 FreCA4 UK4 |  | On | On | Off |  |  |  |  |
| USA5 Ger5 Freca5 UK5 |  | Off | Off | On |  |  |  |  |
| USA9 Ger9 FreCA9 UK9 |  | On | Off | On |  |  |  |  |
| USA10 Ger10 Fr ECA10 UK ECA |  | Off | On | On |  |  |  |  |
| USA ECA / Ger ECA / Fr ECA8 |  | On | On | On |  |  |  |  |
| Free Play (All Countries) |  | On | On | On |  |  |  |  |
| Country USA |  |  |  |  | Off* | Off* |  |  |
| France |  |  |  |  | On | Off |  |  |
| Germany |  |  |  |  | Off | On |  |  |
| UK** |  |  |  |  | On | On |  |  |
| Unused -- |  |  |  |  |  |  |  |  |
| -- |  |  |  |  |  |  | On |  |
| Game NBA on NBC |  |  |  |  |  |  |  | Off* |

**Except Free Play, which is "on" for SW2 through SW6.

| DIP Switch 2 (U12) |  | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Joystick Type | 8-Way 49-Way | $\begin{aligned} & \text { Off } \\ & \mathrm{On}^{\star} \\ & \hline \end{aligned}$ |  |  |  |  |  |  |  |
| Monitor Resolution | Medium Res Low Res |  | $\begin{aligned} & \hline \text { Off* } \\ & \text { On } \end{aligned}$ |  |  |  |  |  |  |
| Unused | --- |  |  | $\begin{gathered} \hline \text { Off* }^{\prime} \\ \text { On } \\ \hline \end{gathered}$ |  |  |  |  |  |
| Unused | -- |  |  |  | $\begin{gathered} \hline \text { Off* }^{\text {On }} \\ \hline \end{gathered}$ |  |  |  |  |
| Unused | -- |  |  |  |  | $\begin{aligned} & \text { Off* } \\ & \text { On } \\ & \hline \end{aligned}$ |  |  |  |
| Player Panel Type | $\begin{aligned} & \text { 2-Player } \\ & \text { 4-Player } \end{aligned}$ |  |  |  |  |  | $\begin{aligned} & \hline \text { Off } \\ & \mathrm{On}^{*} \end{aligned}$ |  |  |
| Power Up Test | Active Inactive |  |  |  |  |  |  | $\begin{aligned} & \text { Off } \\ & \text { On }^{*} \end{aligned}$ |  |
| Operating Mode | Game Mode Test Mode |  |  |  |  |  |  |  | $\begin{gathered} \hline \text { Off* }^{\prime} \\ \text { On } \\ \hline \end{gathered}$ |

## Main Menu (continued) Diagnostics Menu (continued) <br> Speaker Test Menu

## SPEAKER TEST

Select SPEAKER TEST at the Diagnostics Menu. The Speaker Test provides audio signals to test the loudspeakers.

Use tests on the Speaker Test menu to verify operation of audio system components. Highlight an option with any player panel joystick. Select the option with any player panel button.


## SPEAKER TEST MENU

Channel and Tone Tests. The channel subtests employ voice announcements to verify speaker locations. Use the 100 Hz tone to check the speakers' bass response. Small speakers with weak magnets or poor baffles may cause poor bass response.

Play Tune repeats a series of game sounds. Use PLAY TUNE to check speaker operation and fidelity. If your game has stereo speakers, run PLAY TUNE and test speaker phasing. Muddy, weak or distorted sound during this test may indicate crossed wires or out-of-phase speaker connections. Missing sounds may indicate audio cabling errors.

| $(()))$ | NOTICE: Check the volume setting before testing. To test the speakers thoroughly, <br> increase the volume level. Before returning to Game-Over Mode, reset the volume <br> level to its original setting. |
| :--- | :--- |

## Main Menu (continued) <br> Audits Menu

## AUDITS

Select AUDITS at the Main Menu. The Audits menus permit you to review game play statistics. Additional menus give detailed reports for each player position on game starts, ends, cabinet abuse, fault conditions, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button. The screen displays a list of the statistics available to you. Select an item to view the detailed report.


## AUDITS MENU

Data in the Audits menus helps you to keep records of the game's popularity and earning potential. Use the highlight bar to select the desired subject on the Audits Menu. Each entry on the Audits Menu is the subject for an entire screen of bookkeeping information. On these screens, you can track favorite teams, frequently used offensive and defensive plays, etc.

Some audits menus also include histograms. Histogram screens allow graphical analysis of statistics. This permits visual comparisons between games. Histograms have no bar graphs until the system acquires enough data to plot.

Examine and record all game audit values before performing game service or repairs.

|  | NOTICE: Be careful when clearing audit information. Once you clear data, you cannot <br> restore it. |
| :--- | :--- |


| Main Menu (continued) |
| :---: |
| Audits Menu (continued) |
| Coin Audits Menu |

## COIN AUDITS

Select COIN AUDITS at the Audits Menu. The Coin Audits menu permits you to assess the currency collection. This report screen presents revenue quantities and other important game statistics. Coin Audits is a read-only screen.

To exit, press any player panel button.

| COIN AUDITS - PAGE: 1 |  |
| :---: | :---: |
| LEFT SLOT COINS | xxxxxxxxx |
| RIGHT SLOT COINS | xxxxxxxxx |
| BILLS | xxxxxxxxx |
| CENTER SLOT COINS | Xxxxxxxxx |
| EXTRA SLOT COINS | xxxxxxxx |
| GAME STARTS | xxxxxxxx |
| MID-GAME STARTS | xxxxxxxx |
| CONTINUES | xxxxxxxxx |
| FREE QUARTERS | XxXXXXXXX |
| AWARDED | xxxxxxxxx |
| SERVICE CREDITS | Xxxxxxxx |
| TOTAL PLAYS | xxxxxxxx |
| UP - NEXT / BUTTON - EXIT |  |

The Coin Audits menu reports total quantities of coins, bills or credits collected by each active device. The menu doesn't calculate the value of the collected currency.

This screen reports information, but doesn't permit you to make changes. To reset the coin, bill and credit counters to zero, use the Clear Audits menu.

We recommend that you examine and record audit information before you make changes. Once you've cleared the counters, you can't retrieve the previous data from the system.


## COIN AUDITS MENU, PAGE 2

```
Main Menu (continued)
    Audits Menu (continued)
    Credits Audits Menu
```


## CREDITS AUDITS

Select CREDITS AUDITS at the Audits Menu. The Credits Audits menu permits you to assess the currency collection. This report screen presents revenue quantities and other important game statistics. Credits Audits is a read-only screen.

To exit, press any player panel button.


CREDITS AUDITS MENU

```
Main Menu (continued)
    Audits Menu (continued)
    Game Audits Menu
```


## GAME AUDITS

Select GAME AUDITS at the Audits Menu. The Game Audits menus permit you to review the game play statistics. Game Audits is a read-only screen.

To exit, press any player panel button.

## GAME AUDITS - PAGE: 1

| TOTAL UPTIME | XX | 2 QUARTER GAMES | XX |
| :---: | :---: | :---: | :---: |
| TOTAL PLAY TIME | XX | 3 QUARTER GAMES | XX |
| GAME STARTED | XX | 4 QUARTER GAMES | XX |
| INITIALS ENTERED | XX | WENT INTO OVERTIME 1 | XX |
| <FG> PURCHASED AT START | XX | WENT INTO OVERTIME 2 | XX |
| CREATE PLAY SESSIONS | XX | WENT INTO OVERTIME 3 | XX |
| 1 PLAYER | XX | 1 PLAYER FINISHES | XX |
| 2 PLAYER | XX | 2 PLAYER FINISHES | XX |
| 3 PLAYER | XX | 3 PLAYER FINISHES | XX |
| 4 PLAYER | XX | 4 PLAYER FINISHES | XX |
| 2P V CPU | XX | 2P V CPU FINISHES | XX |
| 1 QUARTER GAMES | XX | H VS H LSW'S | XX |
|  |  | CPU WINS (FG) | XX |
|  |  | AVG H VS H TOTAL SCORE (FG) | XX |
|  |  | AVG H VS CPU TOTAL SCORE (FG) | XX |
|  |  | AVG H VS H WIN SCORE (FG) | XX |

UP - NEXT / BUTTON - EXIT

GAME AUDITS MENU, PAGE 1
The Game Audits menu reports information, but doesn't permit you to make changes. Examine and record information at GAME AUDITS before deleting data at the Clear Audits Menu. Once you've cleared the counters, you can't retrieve the previous data from the system.

GAME AUDIT MENU TERMS

| SCREEN TERM | DEFINITION | SCREEN TERM | DEFINITION |
| :---: | :---: | :---: | :---: |
| AVG | Average | LSW | Your game computer's internal record-keeping counters |
| CPU | Central Processing Unit: The game computer | Machine <br> Power-On | Number of power cycles (game turnons) |
| <FG>, (FG) | Full Game | OT | Overtime |
| H VS CPU | Human versus CPU: Competition that pits players against the game computer | P V | Player versus... |
| H VS H | Human versus human: Competition between human players | Total Uptime | Overall on-time for the game computer |
|  |  | 2PV | Two players versus... |


| AVG H VS H LOSS SCORE | $X X$ |
| :--- | :--- |
| (FG) | $X X$ |
| BIGGEST CPU WIN MARGIN | $X X$ |
| (fg) | $X X$ |
| BIGGEST CPU LOSS | $X X$ |
| MARGIN (fg) | $X X$ |
| TLF'S | $X X$ |
| SBLF'S | $X X$ |

DOWN - PREV / BUTTON - EXIT
GAME AUDITS MENU, PAGE 2

```
Main Menu (continued)
    Audits Menu (continued)
        Team Stats Menu
```


## TEAM STATS

Select TEAM STATS at the Audits Menu. Team Stats details the number of games played by each team in the league. Team Stats is a read-only screen.

To exit, press any player panel button.

|  | TEAM STATS - PAGE: 1 | 0 |  |
| :---: | :---: | :---: | :---: |
| ARIZONA CARDINALS | 0 | MINNESOTA VIKINGS | 0 |
| ATLANTA FALCONS | 0 | NEW ENGLAND PATRIOTS | 0 |
| BALTIMORE RAVENS | 0 | NEW ORLEANS SAINTS | 0 |
| BUFFALO BILLS | 0 | NEW YORK GIANTS | 0 |
| CAROLINA PANTHERS | 0 | NEW YORK JETS | 0 |
| CHICAGO BEARS | 0 | OAKLAND RAIDERS | 0 |
| CINCINNATI BENGALS | 0 | PHILADELPHIA EAGLES | 0 |
| CLEVELAND BROWNS | 0 | PITTSBURCH STEELERS | 0 |
| DALLAS COWBOYS | 0 | SAN DIEGO CHARGERS | 0 |
| DENVER BRONCOS | 0 | SAN FRANCISCO | 0 |
| DETROIT LIONS | 0 | SEATTLE SEAHAWKS | 0 |
| GREEN BAY PACKERS | 0 | ST. LOUIS RAMS | 0 |
| INDIANAPOLIS COLTS | 0 | TAMPA BAY BUCS | 0 |
| JACKSONVILLE JAGUARS | 0 | TENNESSEE TITANS | 0 |
| KANSAS CITY CHIEFS | 0 | WASHINGTON REDSKINS | 0 |
| MIAMI DOLPHINS | 0 |  |  |
|  |  |  |  |

TEAM STATS MENU

## Main Menu (continued) <br> Audits Menu (continued) <br> Offensive Plays Menu

## OFFENSIVE PLAYS

Select OFFENSIVE PLAYS at the Audits Menu. Offensive Plays accounts for each play type as a percentage of all offensive plays. Offensive Plays is a read-only menu.

To exit, press any player panel button.

| OFFENSIVE PLAYS - PAGE: 1 |  |  |  |
| :---: | :---: | :---: | :---: |
| UPPER CUT | 0\% | REVERSE ZIP | 0\% |
| BLIzZARD | 0\% | SWEEP R/L | 0\% |
| HAIL MARY | 0\% | MIDDLE PICK | 0\% |
| TURMOIL | 0\% | DA BOMB | 0\% |
| BACK SPLIT | 0\% | UTB DEEP | 0\% |
| CRISS CROSS | 0\% | SUB ZERO | 0\% |
| DAWG HOOK | 0\% | SUPER FLY | 0\% |
| UP THE GUT | 0\% |  |  |
| SCREEN | 0\% |  |  |
| FIELD GOAL | 0\% |  |  |
| FAKE FG | 0\% |  |  |
| EXTRA POINT | 0\% |  |  |
| PUNT | 0\% |  |  |
| FAKE PUNT | 0\% |  |  |
| HB BLOCK | 0\% |  |  |
| SLANT R/L | 0\% |  |  |
| PRESS ANY BUTTON TO EXIT |  |  |  |

OFFENSIVE PLAYS MENU

## Main Menu (continued) <br> Audits Menu (continued) <br> Defensive Plays Menu

## DEFENSIVE PLAYS

Select DEFENSIVE PLAYS at the Audits Menu. Defensive Plays accounts for each play type as a percentage of all defensive plays. Defensive Plays is a read-only menu.

To exit, press any player panel button.


```
Main Menu (continued)
    Audits Menu (continued)
    Exception Dump Menu
```


## EXCEPTION DUMP

Select EXCEPTION DUMP at the Audits Menu. Game programmers use the Exception Dump Menu to view register contents during program development. This menu has no field purpose. Exception Dump is a read-only menu.

To exit, press any player panel button.

## Main Menu (continued) <br> Audits Menu (continued) <br> Clear Audits Menu

## CLEAR AUDITS

Select CLEAR AUDITS at the Audits Menu. The Clear Audits menu allows you to clear individual memory counters or to reset them all at once.

Highlight an option with any player panel joystick. Select the option with any player panel button.


You can reset any audit screen from the Clear Audits Menu. Choose an item and zero its counter. CLEAR ALL simultaneously changes all audit categories to factory default values. After you've selected an item, the system gives you the opportunity to escape this change. For example:


LAST CHANCE MENU
After you've selected and verified a clear function, the values reset. The system can't restore the previous values. Examine and record utility values before you make changes.

```
Main Menu (continued)
    Adjustments Menu
```


## ADJUSTMENTS

Select ADJUSTMENTS at the Main Menu. The Adjustments menus permit you to change game characteristics. Use these screens to optimize game performance and earnings.

Highlight an option with any player panel joystick. Select the option with any player panel button.


ADJUSTMENTS MENU

## Main Menu (continued) <br> Adjustments Menu (continued) <br> Pricing Menu

## PRICING

Select PRICING at the Adjustments Menu. The Pricing menus allow you to view current settings or change the cost of games. Custom pricing allows you to select the number of coins or credits required for each game. The game restores factory default values if you exchange the CPU Board or if the backup battery fails.

Highlight an option with any player panel joystick. Select the option with any player panel button.
You may reset options to factory defaults or change an option after viewing it. We recommend examining and recording pricing options before making changes.

You may save several custom prices and then choose between them as needed. On-screen instructions guide you through the process of creating custom price settings.


PRICING MENU
An additional box appears on screen to explain the available functions as you select each item.

## STANDARD PRICING TABLE

| NAME | START | CONTINUE | CREDITS/COIN | COIN 1 | COIN 2 | COIN 3 | COIN4 | BILL |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ANTILLES | 2 | 2 | 1/25¢, 4/1G | .25¢ | 1G |  |  |  |
| AUSTRALIA 1 | 2 | 2 | 1/3X20¢, 2/\$1.00 | .20¢ | \$1.00 |  |  |  |
| AUSTRALIA 2 | 2 | 2 | 1/5X20¢, 1/\$1.00 | .20¢ | \$1.00 |  |  |  |
| AUSTRIA 1 | 2 | 2 | 1/5Sch, 2/10Sch | 5 Sch | 10 Sch |  |  |  |
| AUSTRIA 2 | 2 | 2 | 1/2X5Sch, 3/2X10Sch | 5 Sch | 10 Sch |  |  |  |
| BELGIUM 1 | 2 | 2 | 1/20BF | 20BF | 20BF |  |  |  |
| BELGIUM 2 | 2 | 2 | 3/20BF | 20BF | 20BF |  |  |  |
| BELGIUM 3 | 2 | 2 | 2/20BF | 20BF | 20BF |  |  |  |
| BELGIUM ECA | 2 | 2 | 1/20BF | 50BF | 20BF | 5BF |  |  |
| CANADA 1 | 2 | 2 | 1/2 x 25¢, 3 / \$1 | 25¢ | 25¢ |  |  |  |
| CANADA 2 | 2 | 2 | 1/2 x 25¢, 3 / \$1 | 25¢ | \$1.00 |  |  |  |
| CANADA 3 | 2 | 2 | 3/\$1.00, 6 / \$2.00 | \$1.00 | \$2.00 |  |  |  |
| CANADA ECA | 2 | 2 | 1/2 x 25¢, 3 /\$1 | 25¢ |  | \$1.00 | \$2.00 |  |
| DENMARK | 2 | 2 | 3/5DKr, 7/10DKr | 5DKr | 10DKr |  |  |  |
| FINLAND | 2 | 2 | 1/1Fmk | 1Fmk | 5Fmk |  |  |  |
| FRANCE 1 | 2 | 2 | 2/5Fr, 5/10Fr | 5 Fr | 10 Fr |  |  |  |
| FRANCE 2 | 2 | 1 | 2/5Fr, 4/10Fr | 5 Fr | 10Fr |  |  |  |
| FRANCE 3 | 2 | 1 | 1/5Fr, 3/10Fr | 5 Fr | 10Fr |  |  |  |
| FRANCE 4 | 2 | 1 | 1/5Fr, 2/10Fr | 5 Fr | 10Fr |  |  |  |
| FRANCE 5 | 2 | 1 | 2/5Fr, 5/10Fr, 11/2 $\times 10 \mathrm{Fr}$ | 5 Fr | 10Fr |  |  |  |
| FRANCE 6 | 2 | 1 | 2/5Fr, 4/10Fr, $9 / 2 \times 10 \mathrm{Fr}$ | 5 Fr | 10Fr |  |  |  |
| FRANCE 7 | 2 | 1 | 1/5Fr, 3/10Fr, 7/2 $\times 10 \mathrm{Fr}$ | 5 Fr | 10Fr |  |  |  |
| FRANCE 8 | 2 | 1 | 1/5Fr, 2/10Fr, $5 / 2 \times 10 \mathrm{Fr}$ | 5 Fr | 10Fr |  |  |  |
| FRANCE 9 | 2 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE 10 | 2 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE 11 | 2 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}, 5 / 2 \times 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE 12 | 2 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}, 7 / 2 \times 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE ECA 1 | 1 | 1 | 2/5Fr, 5/10Fr | 1 Fr | 5 Fr | 10Fr | 20Fr |  |
| FRANCE ECA 2 | 1 | 1 | 2/5Fr, 4/10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 3 | 1 | 1 | 1/5Fr, 3/10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 4 | 1 | 1 | 1/5Fr, 2/10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 5 | 1 | 1 | 2/5Fr, 5/10Fr, 11/2 X 10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 6 | 1 | 1 | 2/5Fr, 4/10Fr, $9 / 2 \times 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 7 | 1 | 1 | 1/5Fr, 3/10Fr, $7 / 2 \times 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 8 | 1 | 1 | 1/5Fr, 2/10Fr, $5 / 2 \times 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 9 | 1 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 10 | 1 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 11 | 1 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}, 5 / 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 12 | 1 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}, 7 / 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 13 | 1 | 1 | 1/10Fr, 2/20Fr, 4/30Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FREE PLAY | -- | -- | -- | None | None | None | None | None |
| GERMANY 1 | 2 | 2 | 1/1DM, 6/5DM | 1DM | 5DM |  |  |  |
| GERMANY 2 | 2 | 1 | 1/1DM, 7/5DM | 1DM | 5DM |  |  |  |
| GERMANY 3 | 2 | 1 | 1/1DM, 8/5DM | 1DM | 5DM |  |  |  |
| GERMANY 4 | 2 | 1 | 1/1DM, 5/5DM | 1DM | 5DM |  |  |  |
| GERMANY 5 | 2 | 1 | 1/1DM, 6/5DM | 1DM | 5DM |  |  |  |
| GERMANY ECA 1 | 2 | 2 | 1/1DM, 2/2DM, 6/5DM | 1DM | 2DM | 5DM |  |  |
| GERMANY ECA 2 | 2 | 1 | 1/1DM, 2/2DM, 6/5DM | 1DM | 2DM | 5DM |  |  |
| GERMANY ECA 3 | 1 | 1 | 1/1DM, 2/2DM, 6/5DM | 1DM | 2DM | 5DM |  |  |
| HUNGARY | 2 | 2 | 1/2X10Ft, 3/2X20Ft | 10Ft | 20 Ft |  |  |  |
| ITALY | 2 | 2 | 1/500LIt | 500LIt | 500LIt |  |  |  |
| JAPAN 1 | 2 | 2 | 1/100Yen | 100 | 100 |  |  |  |
| JAPAN 2 | 2 | 2 | 2/100Yen | 100 | 100 |  |  |  |
| NETHERLANDS | 2 | 2 | 1/1HFI, 3/2.5HFI | 1HFI | 2.5 HFI |  |  |  |
| NEW ZEALAND 1 | 1 | 1 | 1/\$1 | \$1 | \$2 |  |  |  |
| NEW ZEALAND 2 | 1 | 1 | 2/\$1 | \$1 | \$2 |  |  |  |
| NORWAY | 2 | 2 | 3/5NKr, 6/10NKr | 5NKr | 10 NKr |  |  |  |
| SPAIN 1 | 2 | 2 | 1/100Pta, 6/500Pta | 100Pta | 500Pta |  |  |  |
| SPAIN 2 | 2 | 2 | 1/100Pta, $5 / 500 \mathrm{Pta}$ | 100Pta | 500Pta |  |  |  |
| SWEDEN | 2 | 2 | 1/3X1SKr, 2/5SKr | 1SKr | 5 SKr |  |  |  |
| SWITZERLAND 1 | 2 | 2 | 1/1SFr, 6/5SFr | 1SFr | 5SFr |  |  |  |
| SWITZERLAND 2 | 2 | 2 | 1/1SFr, 7/5SFr | 1SFr | 5SFr |  |  |  |
| SWITZERLAND 3 | 2 | 2 | 1/1SFr, 8/5SFr | 1SFr | 5SFr |  |  |  |

(Table continues on next page)

STANDARD PRICING TABLE, continued

| NAME | START | CONTINUE | CREDITS/COIN | COIN 1 | COIN 2 | COIN 3 | COIN4 | BILL |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| UK ECA 1 | 1 | 1 | 1/50p, 3/£1.00 | $£ 1.00$ | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 2 | 1 | 1 | 1/50p, 2/£1.00 | $£ 1.00$ | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 3 | 1 | 1 | 1/30p, 2/50p, 5/£1.00 | $£ 1.00$ | 50p | 20p | 10p | $£ 2.00$ |
| UK 4 | 1 | 1 | 1/50p, 3/£1.00 | $£ 1.00$ | 50p |  |  |  |
| UK 5 | 1 | 1 | 1/50p, 2/£1.00 | $£ 1.00$ | 50p |  |  |  |
| UK ECA 6 | 1 | 1 | 1/30p, 2/50p, 4/£1.00 | $£ 1.00$ | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 7 | 1 | 1 | 3/£1.00 | $£ 1.00$ | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 8 | 1 | 1 | 1/50p, 2/£1.00, 4/£2.00 | $£ 1.00$ | 50p | 20p | 10p | $£ 2.00$ |
| USA1 | 2 | 2 | 1/25¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA2 | 2 | 1 | 1/25¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA3 | 1 | 1 | 1/25 ¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA4 | 1 | 1 | 1/50¢, 3/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA5 | 2 | 1 | 1/50ф, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA6 | 1 | 1 | 1/50¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA7 | 1 | 1 | 1/50¢, 3/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA8 | 2 | 2 | 1/50¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA9 | 3 | 2 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA10 | 3 | 3 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA11 | 4 | 2 | 1/25 , 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA12 | 4 | 3 | 1/25 , 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA13 | 4 | 4 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA ECA | 3 | 3 | 1/25¢, 4/\$1.00 | \$1.00 | 25¢ | 10¢ | 05¢ | \$1.00 |

## Main Menu (continued) <br> Adjustments Menu (continued) <br> Pricing Menu (continued) <br> Current Pricing Menu

## Current Pricing

Select SHOW CURRENT at the Pricing Menu. The Current Pricing Menu is a read-only screen. Use it to check pricing parameters for the pricing table your game is using. To select a new pricing table, return to the Pricing Menu. To invent your own pricing table, select Custom Pricing on the Pricing Menu.

Press any START button to exit from the menu.


The following table clarifies Pricing Menu terms:

| SCREEN TERM | DISCUSSION |
| :--- | :--- |
| Slot Units; <br> Bill Validator (DBV) <br> Units | Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism <br> or bill acceptor. For instance, if a quarter buys 1 unit, then \$1 buys 4 units. (See Coins <br> per Bill.) You insert a coin into a 1-unit coin acceptor. The system, due to its <br> programming, knows that your coin is worth one unit. |
| Units per Credit | How many units equal one credit. (Units buy credit, the price of one game.) |
| Units per Bonus | Units awarded when a player earns a bonus. |
| Minimum Units | Until this many units accumulate, the system awards no credits. |
| Credits to Start | Number of games a player must purchase to begin play. |
| Credits to Continue | Number of games a player must purchase to resume play. |
| Max Credits | Limits the number of credits that the game will accept. |
| Coins per Bill | How many coins one bill is worth. |


| Main Menu (continued) |
| :---: |
| Adjustments Menu (continued) |
| Pricing Menu (continued) |
| Custom Pricing Menu |

## Custom Pricing

Select CUSTOM PRICING at the Pricing Menu. The Custom Pricing Menu permits you to program and use your own pricing table. You can save several pricing schemes and chose between them as desired.

Highlight an option with any player panel joystick. Change the option with any player panel button. Press any START button to save your pricing table and exit from the menu.


Add allows you to write a new custom pricing scheme. If you choose ADD, the system directs you to...
[] 1. Name your scheme.
[ ] 2. Program pricing information.
[ ] 3. Select the coin denomination for your scheme.
[] 4. Compose a pricing screen message.
Delete permits you to eliminate a single custom pricing scheme.
Edit lets you modify a stored custom pricing scheme.
Delete, when enabled, clears all custom pricing schemes.
Select enables you to choose which custom pricing scheme is the active one.

| Main Menu (continued) |
| :---: |
| Adjustments Menu (continued) |
| Pricing Menu (continued) |
| Custom Pricing Menu (continued) |
| Creating Pricing Scheme Menu |

## Creating Pricing Scheme

After you name your custom pricing scheme, you encounter the Creating Pricing Scheme Menu. This menu is where you program the pricing scheme. You can save several pricing schemes and chose between them as desired.

Highlight an option with any player panel joystick. Select Change Mode with with any player panel button. Use a joystick to change the option. Save your setting by pressing any player panel button. Press any START button to save your pricing table and exit from the menu.

| CREATING XXXX |  |  |  |
| :---: | :---: | :---: | :---: |
| LEFT UNITS | xX | RIGHT UNITS | XX |
| CENTER UNITS | XX | EXTRA UNITS | XX |
| DBV UNITS | xx | UNITS PER CREDIT | Xx |
| UNITS / BONUS | xx | MINIMUM UNITS | xx |
| CREDITS TO START | xx | CREDITS TO CONT. | Xx |
| MAX CREDITS | XX | COINS / BILL | XX |
| SHOW FRACTIONS | xx | LEFT COUNT | xx |
| RIGHT COUNT | xx | CENTER COUNT | Xx |
| EXTRA COUNT | xx | DBV COUNT | xx |
| USE STICK TO SELECT AN ITEM TO MODIFY PRESS ANY BUTTON TO MODIFY THE ITEM PRESS ANY START BUTTON TO SAVE AND EXIT |  |  |  |

The Custom Pricing Menu employs the same terms that appear on the Current Pricing Table. See the table below for definitions of these terms.

PRICING MENU TERMS

| SCREEN TERM | DISCUSSION |
| :--- | :--- |
| Slot Units; <br> Bill Validator (DBV) <br> Units | Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism <br> or bill acceptor. For instance, if a quarter buys 1 unit, then \$1 buys 4 units. (See Coins <br> per Bill.) You insert a coin into a 1-unit coin acceptor. The system, due to its <br> programming, knows that your coin is worth one unit. |
| Units per Credit | How many units equal one credit. (Units buy credit, the price of one game.) |
| Units per Bonus | Units awarded when a player earns a bonus. |
| Minimum Units | Until this many units accumulate, the system awards no credits. |
| Credits to Start | Number of games a player must purchase to begin play. |
| Credits to Continue | Number of games a player must purchase to resume play. |
| Max Credits | Limits the number of credits that the game will accept. |
| Coins per Bill | How many coins one bill is worth. |

BASIC CUSTOM PRICING. Custom pricing creates an imaginary currency exchange. In this currency exchange, the coins of the realm are "units." Think of units as a type of cyber-currency, useful only within the game software. By inserting coins, you purchase units.

Since units are only negotiable within game software, the system stores your units for you. When the system receives enough units, it buys a game for you. The price of a game is one "credit." You can think of credits as a second form of cyber-currency.

Even though you've now bought one game, you may not be able to begin playing. In many pricing schemes, you must buy two or more credits to begin play. The idea here is something like a minimum order of goods at a store. That is, the operator can "shrink-wrap" two or more games in a package. You can't play unless you buy the entire package.
-1 / $25 ¢$ COIN; 1 CREDIT TO START. In a simple, quarter pricing scheme, the player inserts one coin to buy one unit. The system exchanges that unit for one credit. If CREDITS TO START contains the value one, then play commences. A dollar bill buys four units.

| Left Slot Units | Validator Units | Units / Credit | Credits to Start | Coins / Bill |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 4 | 1 | 1 | 4 |

-1/3 X 25¢; 2 CREDITS TO START. Again, assuming quarter slots, here's one way to implement $75 \phi$ pricing... In this scheme, each coin that the player inserts buys one unit. The system exchanges three units for one credit. CREDITS TO START contains the value two. To play, the player must pay for two credits. In this scheme, a dollar buys four units.

| Left Slot Units | Validator Units | Units / Credit | Credits to Start | Coins / Bill |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 4 | 3 | 2 | 4 |

-2 / 1 COIN; 6 CREDITS TO START. Now let's consider a more unusual pricing scheme. Here, the player can buy two units with one coin. The system exchanges each of these units for one credit. Notice that CREDITS TO START contains the value six. To play, the player must insert two more coins to pay for six credits. Also notice that if the player pays with a bill, the system throws in an extra unit.

| Left Slot Units | Validator Units | Units / Credit | Credits to Start | Coins / Bill |
| :---: | :---: | :---: | :---: | :---: |
| 2 | 9 | 1 | 6 | 4 |

```
Main Menu (continued)
    Adjustments Menu (continued)
        Pricing Menu (continued)
            Custom Pricing Menu (continued)
                        Screen Message Menu
```


## Screen Message

Towards the end of the Custom Pricing Menus, you encounter the Screen Message Menu. The Screen Message Menu allows you to enter a brief pricing or advertising message. The video game machine displays your message during the Attract Mode.

You may enter one or two lines of text. Each line may include up to 32 alphanumeric characters. Here's an example of a typical message...

## 1 CREDIT / 2 COINS EAT AT JOE'S

Highlight a letter with any player panel joystick. Select the letter with any player panel button. Delete the rightmost character of the default message by selecting the on-screen asterisk (*). Watch the bottom of the screen to see your message line develop. Save the entire line and proceed to the second line by selecting the arrow (>).


SCREEN MESSAGE MENU

After you complete your message, you may edit it by reentering the Screen Message Menu. To reenter the menu, choose EDIT from the Custom Pricing Menu.

| Main Menu (continued) |
| :---: |
| Adjustments Menu (continued) |
| Free Play Menu |

## Free Play

Select FREE PLAY at the Adjustments Menu. Free play is a useful feature for promotions and long-term testing under play conditions. Enable free play to allow players to play the game without inserting currency. Disable free play to sell games.

Highlight an option with any player panel joystick. Select the option with any player panel button.

| Main Menu (continued) |
| :---: |
| Adjustments Menu (continued) |
| Attract Sound Menu |

## Attract Sound

Select ATTRACT SOUND at the Adjustments Menu. The Attract Mode operates between games. It attempts to lure prospective players into trying your game. Attract Mode sound may not be appropriate for some locations. The Attract Sound Menu allows you to enable or disable the Attract Mode sound feature. You can turn Attract Mode sound on or off without changing the game volume level.

Highlight an option with any player panel joystick. Select the option with any player panel button.


ATTRACT SOUND MENU

```
Main Menu (continued)
    Adjustments Menu (continued)
    Additional Adjustments Menu
```


## ADDITIONAL ADJUSTMENTS

Select ADDITIONAL ADJUSTMENTS at the Adjustments Menu. Additional Adjustments menu items allow you to set the game to match player requirements. These adjustments affect speed, challenge, rewards, etc. that determine player enjoyment.

Highlight an option with any player panel joystick. Select the option with any player panel button.


ADDITIONAL ADJUSTMENTS MENU
Game Difficulty allows you to alter the challenge that a game poses to players. Choose the level that most closely matches the players' skills.

Discount Price / Credits adjusts the quantity of buy-in points to encourage multiple game purchases.
Clock Speed alters how much game time that a player can purchase for one credit. Choose one of these settings: Extra slow, slow, medium, fast or extra fast.

Operator Message. Enter your own, custom message at this menu. Program the message to turn on at the appropriate day and time.

Free Games and Free Quarters. Use these features to provide incentives to good players.
Violence. You can remove violence from the game without affecting other game play characteristics.
Bad Language. You can remove rough language without affecting other game play characteristics.
Clear Player Records allows you to delete stored game play data.
Tournament Mode, when enabled, adapts your game's scoring for tournament-style play

Attract Movie Sound, when enabled, allows Attract Mode movie sound with Attract Mode sound off. The Attract Mode movie is only one component of the Attract Mode graphics.

```
Main Menu (continued)
    Adjustments Menu (continued)
    Full Factory Restore Menu
```


## FULL FACTORY RESTORE

Select FULL FACTORY RESTORE at the Adjustments Menu. The Full Factory Restore menu allows you to clear all memory counters at once.

Highlight an option with any player panel joystick. Select the option with any player panel button.


FULL FACTORY RESTORE MENU


Examine and record utility values before you make changes. If you choose YES, the system restores all adjustments and audits to factory default values. This change isn't reversible. The system can't restore the previous values. With the settings restored, the system displays the Reset Complete Menu.


RESET COMPLETED MENU

```
Main Menu (continued)
    Volume Level Menu
```


## VOLUME LEVEL

Select VOLUME LEVEL at the Main Menu. Music plays continuously with the Volume Level screen.
Raise or lower the game's sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button.


## VOLUME LEVEL SCREEN

Loud games attract more player interest than games with low-level sound. The Attract Mode sound level is lower than the game play sound level.

You can turn Attract Mode sound on or off without changing the game volume level (see Adjustments).


## Main Menu (continued) Utilities Menu

## UTILITIES

Select UTILITIES at the Main Menu. Utilities Menu items allow you to clear bookkeeping totals. From the Utilities Menu, you can also restore game adjustments to factory settings.

Highlight an option with any player panel joystick. Select the option with any player panel button.


## UTILITIES SCREEN

Dump Audits allows you to send data to the game computer's serial port. You can connect a serial printer to make a paper record of your audit data.

Clear Credits opens a menu that allows you to zero the game's credit data. Examine and record audit information before you make changes.

Clear Audits opens a menu that allows you to zero the game's audit data.
Reset High Scores permits you to delete player names and scores that appear in the Attract Mode. This feature may be useful if players insert inappropriate language into the high score table.

Default Adjustments opens a menu that allows you to reset game adjustments to factory settings.
Full Factory Restore allows you to reset game adjustments and audits to factory settings.

|  | NOTICE: Be careful when clearing audit information. Once you clear data, you can't <br> restore it. |
| :--- | :--- |

## SPORTSTATION



| NOTICE: Information in this manual is subject to change without notice. Midway reserves the |
| :--- | :--- |
| right to make improvements in equipment as progress in engineering warrants. |

## MENU SYSTEM

## WHAT IS THE MENU SYSTEM?

The game's Menu System is a series of auditing, game adjustment and diagnostic screens. You can easily access and apply these screens to optimize game performance. For instance...

- Use game audits screens to assess game performance.
- Use adjustment screens to help you to customize game performance. For instance, you can restore factory default game settings. You can also calibrate player controls for accuracy.
- Use diagnostic screens to verify proper equipment operation.


## ACTIVATING THE MENU SYSTEM

Open the coin door. Find the TEST MODE switch inside. Press TEST MODE to invoke the Menu System. The game system responds by exiting Game Mode and entering Diagnostic Mode.

## AUTOMATIC TESTS

In Diagnostic Mode, the Power-On Self-Test (POST) activates. This routine runs automatically. It can detect faults that cause game or Menu System malfunctions. POST usually takes less than a minute. The test doesn't display anything. Instead, the system boot loader indicates the software revision number and serial numbers. The system boot loader also displays a sound-loading message and other useful information.

At the end of POST, the system displays the Control Functions Menu.

## CONTROL FUNCTIONS

The Control Functions Menu is purely informational. It appears for five seconds. Then the Menu System automatically displays the Dual Game Adjustment Menu.

The Control Functions Menu introduces the menu navigation controls. The key point is that you can use either player or diagnostic controls to navigate menus. Diagnostic control switches are particularly helpful when you must troubleshoot player switches. This manual discusses the controls in more detail in this chapter's Main Menu section. Also see the page on the menu that interests you.


CONTROL FUNCTIONS MENU

## DUAL GAME ADJUSTMENT MENU

The Dual Game Adjustment Menu is another informational, read-only menu. It appears until you choose to exit. This menu reminds you that some NFL settings also affect NBA game play. Press any button to exit to the Main Menu.

| ATTENTION! |
| :---: |
| ANY CHANGES TO THE FOLLOWING ADJUSTMENTS |
| UPDATE BOTH NBA AND NFL |
| PRICING |
| FREE PLAY |
| vOLUME LEVEL |
| DISCOUNT PRICE / CREDITS |
| ATTRACT MODE SOUND ON / OFF |
| THIS ALSO INCLUDES DEFAULT ADJUSTMENTS |
| AND |
| FULL FACTORY RESTORE FUNCTIONS. |
| PRESS ANY BUTTON TO EXIT. |

DUAL GAME ADJUSTMENT MENU

## MAIN MENU

The Main Menu offers you access to the game machine's test, bookkeeping and programmable features. Game audits, adjustments and diagnostics are line items on the Main Menu. Selecting an item opens its submenu. Every submenu presents various options that you may act upon.


## MENU LAYOUT

Menus differ, but related information tends to occupy the same screen locations.

- The block at the top, center of each screen displays the current menu title.
- Data (menu items, video signals, statistics, reports, etc.) appears in the center of the screen.
- Messages (explanations, control functions, revision levels) display at the bottom of the screen.


## MENU NAVIGATION CONTROLS

Use any player panel joystick to highlight a desired menu item. You can only select one highlighted item at a time. To select a highlighted item, press any player panel button. Operator control buttons inside the coin door serve as backup menu navigation controls. Press VOLUME UP or VOLUME DOWN buttons to highlight a menu item. Press TEST MODE to select a highlighted item.

## EXIT OPTIONS

To exit the NBA menus and simultaneously enter the NFL menus, choose NFL MAIN MENU. To return the game to play, highlight either EXIT TO NFL or EXIT TO NBA. Your choice determines the game that will boot. Next, press any button.

```
Main Menu (continued)
    Diagnostics Menu
```


## DIAGNOSTICS

Select DIAGNOSTICS at the Main Menu. Diagnostic tests allow you to verify the condition of the electrical and electronic hardware in the game.

Highlight a test with any player panel joystick. Select the option with any player panel button.


Diagnostic tests assist you in checking and adjusting the game's major systems. By running diagnostics, you can gain an insight into both system hardware and game software. Periodically running diagnostics is a crucial part of maintaining game performance and player satisfaction. Sometimes you can improve game performance by running a diagnostic test and making appropriate adjustments.

```
Main Menu (continued)
    Diagnostics Menu (continued)
                        Monitor Setup Menu
```


## MONITOR SETUP

Select MONITOR SETUP at the Diagnostics Menu. The Monitor Patterns routine provides test screens to verify monitor performance or make adjustments.

Highlight an option with any player panel joystick. Select the option with any player panel button.


Color Bars fills the screen with colored stripes. Use the color bars to help you to check or adjust monitor brightness and contrast. The color bars also expose defects in horizontal linearity. Each color bar consists of 32 intensity levels. On a properly adjusted monitor, the top 31 of these levels are visible. Each bar should appear sharp, clear and distinct from bars on either side. Incorrect adjustment can cause missing detail at the top or bottom of a bar. Bent bars indicate horizontal linearity flaws, such as pie crust, pincushion or barrel distortion. (Correct color bar colors, left to right: Red, Green, Blue, Black, White, Cyan, Yellow, Violet.) Set controls as follows: 1. Adjust BRIGHTNESS and CONTRAST to minimum. 2. Turn up BRIGHTNESS until the pixels in the black stripe begin to glow (turn dark gray). 3. Bring up the CONTRAST control until you can see 31 bars.

Crosshatch Patterns fill the screen with a grid and a series of dots. Crosshatch Patterns help you to check or adjust several monitor parameters: These include convergence, linearity, active viewing area and dynamic focus. The grid and the dots should be all white in color, with no fringes or parallel images. The lines should be straight and the dots round. For more detail on these adjustments, consult service literature from the monitor manufacturer.

Color Screen tests fill the screen with $100 \%$ of the chosen color at normal intensity. The Color Screen tests help you to check or adjust monitor intensity, black level, blanking and color purity. Each screen should be absolutely uniform from top to bottom and side to side. No retrace lines or noise should be visible. Color Screens may not hold their uniformity if the monitor degaussing circuit is defective.

White, Gray and Black Screens fill the screen with black, gray or white at various intensities. These monochrome screens help you to check or adjust monitor convergence, purity, contrast and intensity. These screens also simplify black level and color gun control settings. The screens should be uniform with no color tints or distortion. No retrace lines or noise should be visible.

If tests indicate a need for adjustment, use controls on the Monitor Remote Adjustment Board.

```
Main Menu (continued)
    Diagnostics Menu (continued)
        System Information Menu
```


## SYSTEM INFORMATION

Select SYSTEM INFO at the Diagnostics Menu. The System Information Menu provides the current version numbers of this game's hardware and software. Use these numbers to describe the system during parts replacement, service calls, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button.


The System Information screen reports information, but doesn't permit you to make changes. The Title line identifies the manufacturer of this game and the electronic board set used in this product. The Serial Number, Game and Date of Manufacture identify the game name and production run.

```
Main Menu (continued)
    Diagnostics Menu (continued)
        Sound Subsystem Menu
```


## SOUND SUBSYSTEM TEST

Select SOUND SUBSYSTEM at the Diagnostics Menu. Sound Subsystem Tests verify that audio components are connected and operate properly.

Highlight an option with any player panel joystick. Select the option with any player panel button.


## SOUND SUBSYSTEM MENU

Version, Status, Checksum and RAM Reports are diagnostic routines. These routines analyze the digital sound circuits and can detect sound memory problems. Test results appear as numbers or messages. Sounds may also accompany some tests. Reports other than GOOD or OK indicate a problem.

```
Main Menu (continued)
    Diagnostics Menu (continued)
            Disk Tests Menu
```


## DISK TESTS

Select DISK TESTS at the Diagnostics Menu. Disk Tests allow you to verify proper operation of the hard disk drive assembly.

Highlight an option with any player panel joystick. Select the option with any player panel button.


DISK TESTS MENU
Disk Information. The Disk Information routine verifies the interface between the CPU Board Assembly and hard disk drive. The processor requests disk information. Data cannot be retrieved successfully if there is a problem.

Sequential Read. This routine tries to access every bit of data in the order it is stored directly on the disk. The hard disk drive media may be defective if this routine cannot be completed successfully.

Sequential Cache Read. This routine tries to access every bit of data in the order it is stored in the temporary disk memory cache. If this test is not successful, the memory circuits may be faulty.

Random Read. This routine tries to access every bit of data in no particular order directly from the disk. This test may detect problems with ability to position the drive heads accurately over the requested data.

Random Cache Read. This routine tries to access every bit of data in no particular order from the temporary disk memory cache. If the cache fails this test, memory circuits may contain a fault.

Data Integrity Test. This test analyzes the data on the disk drive. The test determines if corrupted data is on the disk. Bad data can cause the program to falter even though the hard disk operates correctly.

File System Check. This routine performs a file-by-file check of the data stored on the hard disk.
Surface Scan. The magnetic material on the disk can become damaged, causing data to be unreadable. This routine locates unusable areas on the disk and marks them for future reference.

```
Main Menu (continued)
    Diagnostics Menu (continued)
        Switch Tests Menu
```


## SWITCH TESTS

Select SWITCH TESTS at the Diagnostics Menu. Switch Tests verify proper operation of the game's switches, including buttons and joystick switches.

Activate each switch, and the indicator on the screen changes state. Release the switch and the indicator returns to its previous, normally open or closed condition. You can test any combination of switches together. To exit the test, simultaneously press the middle two control buttons inside the coin door. The Switch Test Screen refers to these buttons as "volume buttons."


## SWITCH TEST SCREEN

Switches appear on the screen as colored boxes. Red boxes indicate an open state. Green indicates closed. Any other color indicates a fault condition. A single indication on the menu screen should exactly duplicate a button or joystick change. You'll notice a unique number for a switch recognized by game electronics.

Use Switch Tests to locate crossed wires, intermittent conditions and stuck switches.


## Main Menu (continued) Diagnostics Menu (continued) <br> DIP Switch Tests Menu

## DIP-SWITCH TESTS

Select DIP-SWITCH TESTS at the Diagnostics Menu. Two 8-position DIP switch banks reside on the SIO Board. DIP-Switch Tests allow you to check the position of the 16 switches in these banks. You can change the setting of any DIP switch without removing the circuit board cage.

The screen displays an illustration of each switch block and the current settings. You can change DIPswitch positions with power on. Set any switch, and then check the screen to verify that the new setting is enabled.

Refer to the charts for assistance in choosing switch positions. (* indicates factory defaults.) To exit the DIP-switch Test, press the left control button (inside the coin door).

Game-Selection Switch. Select NBA Showtime or NFL Blitz by flipping switch 8 at DIP bank U13. Then power down and up again. After you change the game play, you must change game artwork.

| DIP Switch 1 (U13) | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{array}{ll}\text { Coinage Control } & \begin{array}{l}\text { DIP Switch } \\ \text { CMOS }\end{array}\end{array}$ | $\begin{aligned} & \mathrm{Off} \\ & \mathrm{On}^{\star} \end{aligned}$ |  |  |  |  |  |  |  |
| USA1 Ger1 Fr ECA1 UK1 |  | Off* | Off* | Off* |  |  |  |  |
| USA2 Ger2 FrecA2 UK2 |  | On | Off | Off |  |  |  |  |
| USA3 Ger3 FreCA3 UK3 |  | Off | On | Off |  |  |  |  |
| USA4 Ger4 FreCA4 UK4 |  | On | On | Off |  |  |  |  |
| USA5 Ger5 Freca5 UK5 |  | Off | Off | On |  |  |  |  |
| USA6 Ger6 Freca6 UK6 |  | On | Off | On |  |  |  |  |
| USA7 Ger7 Fr ECA7 UK ECA |  | Off | On | On |  |  |  |  |
| USA ECA / Ger ECA / Fr ECA8 |  | On | On | On |  |  |  |  |
| Free Play (All Countries) |  | On | On | On |  |  |  |  |
| Country USA |  |  |  |  | Off* | Off* |  |  |
| France |  |  |  |  | On | Off |  |  |
| Germany |  |  |  |  | Off | On |  |  |
| UK** |  |  |  |  | On | On |  |  |
| Unused |  |  |  |  |  |  |  |  |
| --- |  |  |  |  |  |  | On |  |
| Game NBA on NBC |  |  |  |  |  |  |  | Off* |

**Except Free Play, which is "on" for SW2 through SW6.

| DIP Switch 2 (U12) |  | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Joystick Type | 8-Way 49-Way | $\begin{aligned} & \text { Off } \\ & \mathrm{On}^{*} \end{aligned}$ |  |  |  |  |  |  |  |
| Monitor Resolution | Medium Res Low Res |  | $\begin{aligned} & \hline \mathrm{Off}^{*} \\ & \mathrm{On} \end{aligned}$ |  |  |  |  |  |  |
| Unused | -- |  |  | $\begin{aligned} & \hline \mathrm{Off}^{*} \\ & \mathrm{On} \\ & \hline \end{aligned}$ |  |  |  |  |  |
| Unused | -- |  |  |  | $\begin{gathered} \mathrm{Off}^{*} \\ \text { On } \\ \hline \end{gathered}$ |  |  |  |  |
| Unused | -- |  |  |  |  | $\begin{aligned} & \hline \text { Off* }^{\prime} \\ & \text { On } \\ & \hline \end{aligned}$ |  |  |  |
| Player Panel Type | $\begin{aligned} & \text { 2-Player } \\ & \text { 4-Player } \end{aligned}$ |  |  |  |  |  | $\begin{aligned} & \hline \mathrm{Off} \\ & \mathrm{On}^{\star} \end{aligned}$ |  |  |
| Power Up Test | Active Inactive |  |  |  |  |  |  | $\begin{gathered} \hline \mathrm{Oft} \\ \mathrm{On}^{*} \\ \hline \end{gathered}$ |  |
| Operating Mode | Game Mode Test Mode |  |  |  |  |  |  |  | $\begin{aligned} & \hline \text { Off* }^{\text {On }} \end{aligned}$ |

```
Main Menu (continued)
    Diagnostics Menu (continued)
        Speaker Test Menu
```


## SPEAKER TEST

Select SPEAKER TEST at the Diagnostics Menu. The Speaker Test provides audio signals to test the loudspeakers.

Use tests on the Speaker Test menu to verify operation of audio system components. Highlight an option with any player panel joystick. Select the option with any player panel button.


## SPEAKER TEST MENU

Channel and Tone Tests. The channel subtests employ voice announcements to verify speaker locations. Use the 100 Hz tone to check the speakers' bass response. Small speakers with weak magnets or poor baffles may cause poor bass response.

Play Tune repeats a series of game sounds. Use PLAY TUNE to check speaker operation and fidelity. If your game has stereo speakers, run PLAY TUNE and test speaker phasing. Muddy, weak or distorted sound during this test may indicate crossed wires or out-of-phase speaker connections. Missing sounds may indicate audio cabling errors.

| $(())$ | NOTICE: Check the volume setting before testing. To test the speakers thoroughly, <br> increase the volume level. Before returning to Game-Over Mode, reset the volume <br> level to its original setting. |
| :--- | :--- |

## Main Menu (continued) <br> Audits Menu

## AUDITS

Select AUDITS at the Main Menu. The Audits menus permit you to review game play statistics. Additional menus give detailed reports for each player position on game starts, ends, cabinet abuse, fault conditions, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button. The screen displays a list of the statistics available to you. Select an item to view the detailed report.


AUDITS MENU

Data in the Audits menus helps you to keep records of the game's popularity and earning potential. Use the highlight bar to select the desired subject on the Audits Menu. Each entry on the Audits Menu is the subject for an entire screen of bookkeeping information. On these screens, you can track favorite teams, frequently used offensive and defensive plays, etc.

Some audits menus also include histograms. Histogram screens allow graphical analysis of statistics. This permits visual comparisons between games. Histograms have no bar graphs until the system acquires enough data to plot.

Examine and record all game audit values before performing game service or repairs.

|  | NOTICE: Be careful when clearing audit information. Once you clear data, you cannot <br> restore it. |
| :--- | :--- |

```
Main Menu (continued)
    Audits Menu (continued)
    Coin Audits Menu
```


## COIN AUDITS

Select COIN AUDITS at the Audits Menu. The Coin Audits menu permits you to assess the currency collection. This report screen presents revenue quantities and other important game statistics. Coin Audits is a read-only screen.

To exit, press any player panel button.

| COIN AUDITS - PAGE: 1 |  |
| :---: | :---: |
| LEFT SLOT COINS | xxxxxxxx |
| RIGHT SLOT COINS | Xxxxxxxxx |
| BILLS | xxxxxxxx |
| CENTER SLOT COINS | xxxxxxxx |
| EXTRA SLOT COINS | xxxxxxxx |
| GAME STARTS | xxxxxxxx |
| MID-GAME STARTS | xxxxxxxx |
| CONTINUES | xxxxxxxx |
| CHALLENGER ACCEPTED | xxxxxxxx |
| FREE QUARTERS AWARDED | xxxxxxxx |
| FREE GAMES AWARDED | xxxxxxxx |
| SERVICE CREDITS | xxxxxxxx |
| UP - NEXT / BUTTON - EXIT |  |

The Coin Audits menu reports total quantities of coins, bills or credits collected by each active device. The menu doesn't calculate the value of the collected currency.

This screen reports information, but doesn't permit you to make changes. To reset the coin, bill and credit counters to zero, use the Clear Audits menu.

We recommend that you examine and record audit information before you make changes. Once you've cleared the counters, you can't retrieve the previous data from the system.


## Main Menu (continued) <br> Audits Menu (continued) <br> Credits Audits Menu

## CREDITS AUDITS

Select CREDITS AUDITS at the Audits Menu. The Credits Audits menu permits you to assess the currency collection. This report screen presents revenue quantities and other important game statistics. Credits Audits is a read-only screen.

To exit, press any player panel button.


CREDITS AUDITS MENU

## Main Menu (continued) <br> Audits Menu (continued) <br> Game Audits Menu

## GAME AUDITS

Select GAME AUDITS at the Audits Menu. The Game Audits menus permit you to review the game play statistics. Game Audits is a read-only screen.

To exit, press any player panel button.


GAME AUDITS MENU
The Game Audits menu reports information, but doesn't permit you to make changes. Examine and record information at GAME AUDITS before deleting data at the Clear Audits Menu. Once you've cleared the counters, you can't retrieve the previous data from the system.

GAME AUDIT MENU TERMS

| SCREEN TERM | DEFINITION | SCREEN TERM | DEFINITION |
| :---: | :---: | :---: | :---: |
| AVG | Average | LSW | Your game computer's internal record-keeping counters |
| CPU | Central Processing Unit: The game computer | Machine Power-On | Number of power cycles (game turnons) |
| <FG>, (FG) | Full Game | OT | Overtime |
| H VS CPU | Human versus CPU: Competition that pits players against the game computer | PV | Player versus... |
| H VS H | Human versus human: Competition between human players | Total Uptime | Overall on-time for the game computer |
|  |  | 2PV | Two players versus... |

```
Main Menu (continued)
    Audits Menu (continued)
    Team Stats Menu
```


## TEAM STATS

Select TEAM STATS at the Audits Menu. The Team Stats Menu details the number of games played by each team in the league. Team Stats is a read-only screen.

To exit, press any player panel button.

| TEAM STATS - PAGE: 1 |  |  |  |
| :---: | :---: | :---: | :---: |
| ATLANTA HAWKS | $0 \%$ | NEW JERSEY NETS | $0 \%$ |
| BOSTON CELTICS | $0 \%$ | NEW YORK NICKS | $0 \%$ |
| CHARLOTTE HORNETS | $0 \%$ | ORLANDO MAGIC | $0 \%$ |
| CHICAGO BULLS | $0 \%$ | PHILADELPHIA 76ERS | $0 \%$ |
| CLEVELAND CAVALIERS | $0 \%$ | PHOENIX SUNS | $0 \%$ |
| DALLAS MAVERICKS | $0 \%$ | PORTLAND TRAILBLAZERS | $0 \%$ |
| DENVER NUGGETS | $0 \%$ | SACRAMENTO KINGS | $0 \%$ |
| DETROIT PISTONS | $0 \%$ | SAN ANTONIO SPURS | $0 \%$ |
| GOLDEN STATE WARRIORS | $0 \%$ | SEATTLE SUPERSONICS | $0 \%$ |
| HOUSTON ROCKETS | $0 \%$ | TORONTO RAPTORS | $0 \%$ |
| INDIANAPOLIS PACERS | $0 \%$ | UTAH JAZZ | $0 \%$ |
| LOS ANGELES CLIPPERS | $0 \%$ | VANCOUVER GRIZZLIES | $0 \%$ |
| LOS ANGELES LAKERS | $0 \%$ | WASHINGTON WIZARDS | $0 \%$ |
| MIAMI HEAT | $0 \%$ |  |  |
| MILWAUKEE BUCKS | $0 \%$ |  |  |
| MINESOTA TIMBERWOLVES | $0 \%$ |  |  |
|  |  |  |  |

TEAM STATS MENU

| Main Menu (continued) |
| :---: |
| Audits Menu (continued) |
| Game Features Menu |

## GAME FEATURES

Select GAME FEATURES at the Audits Menu. Game Features tracks play statistics that relate characters in the game and game play. Game Features is a read-only screen.

To exit, press any player panel button.

| GAME FEATURES - PAGE: 1 |  |  |  |
| :---: | :--- | :---: | :--- |
| NUMBER OF PLAYER RECORDS | 0 | CREATP CUSTOM UNIFORM | 0 |
| NUMBER OF LRU RECORDS | 0 | CREATP TEAM UNIFORM | 0 |
| RECORDS FROM CREATE PLAYER | 0 | CREATP NICKNAME | 0 |
| NUMBER OF PLAYER FIRE | 0 | CREATP AVG HEIGHT PTS | 0 |
| AVG PTS PLAYER FIRE | 0 | CREATP AVG WEIGHT PTS | 0 |
| NUMBER OF TEAM FIRE | 0 | CREATP AVG PWR PTS | 0 |
| AVG PTS TEAM FIRE | 0 | CREATP AVG SPEED PTS | 0 |
| NUMBER OF ALLEY OOPS | 0 | CREATP AVG TWOPTS PTS | 0 |
| NUMBER OF DOUBLE DUNKS | 0 | CREATP AVG STEAL PTS | 0 |
| CREATP MASCOT HEADS | 0 | CREATP AVG BLOCK PTS | 0 |
| CREATP NBA HEADS | 0 | CREATP AVG DUNK PTS | 0 |
| CREATP FEMALE HEADS | 0 | PRIV1 | 0 |
| CREATP UM HEADS | 0 | PRIV2 | 0 |
| CREATP MID HEADS | 0 | PRIV3 | 0 |
| CREATP OTHER HEADS | 0 |  |  |
| CREATP DEFAULT UNIFORM | 0 |  |  |
|  |  |  |  |
|  |  |  |  |

GAME FEATURES MENU, PAGE 1

Number Of Player Records. Number of player initial sets entered in CMOS RAM.
Number Of LRU Records. Number of record slots (space for player data) left in CMOS RAM.
Records From Create Player. Number of player records produced in Create Player Mode.
Number Of Player Fire. Number of times a player has started on fire.
Avg Pts Player Fire. Average number of points that player scored while player was on fire.
Number Of Team Fire. Number of times that the team has started on fire.
Avg Pts Team Fire. Average number of points that the team scored while it was on fire.
Number Of Alley Oops. Total number of alley oops performed.

Number Of Double Dunks. Total number of double dunks performed.
Creatp Mascot Heads. Number of player-created characters with mascot heads.
Creatp NBA Heads. Number of player-created characters with NBA-personality heads.
Creatp Female Heads. Number of player-created characters with female heads.
Creatp UM Heads. Number of player-created characters with Universal Studios $\mathbb{\otimes}$ monster heads.
Creatp Mid Heads. Number of player-created characters with Midway Games $®$ heads.
Creatp Other Heads. Number of player-created characters with custom heads.
Creatp Default Uniform. Number of player-created characters with the selected team's uniforms.
Creatp Custom Uniform. Number of player-created characters with custom uniforms.
Creatp Team Uniform. Number of player-created characters with specific team uniforms.
Creatp Nickname. Number of player-created characters with nicknames.
Creatp Avg Height Pts. Average height attribute setting.
Creatp Avg Weight Pts. Average weight attribute setting.
Creatp Avg Pwr Pts. Average power attribute setting.
Creatp Avg Speed Pts. Average speed attribute setting.
Creatp Avg TwoPts Pts. Average two-point shot attribute setting.
Creatp Avg Steal Pts. Average stealing attribute setting.
Creatp Avg Block Pts. Average blocking attribute setting.
Creatp Avg Dunk Pts. Average dunking attribute setting.
Priv1. Number of times player-created characters include privilege 1 (a player selection).
Priv2. Number of times player-created characters include privilege 2 (a player selection).
Priv3. Number of times player-created characters include privilege 3 (a player selection).
Priv4. Number of times player-created characters include privilege 4 (a player selection).
Priv5. Number of times player-created characters include privilege 5 (a player selection).
Priv6. Number of times player-created characters include privilege 6 (a player selection).
Priv7. Number of times player-created characters include privilege 7 (a player selection).
Priv8. Number of times player-created characters include privilege 8 (a player selection).
Game With Creatp. Number of games played with player-created characters.
Win V CPU With Creatp. Number of player-won games with player-created characters.
Win V Human With Creatp. Number of computer-won games with player-created characters.
Tournament Games. Number of games played in Tournament-Scoring Mode.
Timer Level. Speed at which game machine produces time-released and created characters.
TLF's. A counter employed by designers (has no purpose in the field).
SBLF's. A counter employed by designers (has no purpose in the field).

Highlight an option with any player panel joystick. Select the option with any player panel button.


```
Main Menu (continued)
    Audits Menu (continued)
        Exception Dump Menu
```


## EXCEPTION DUMP

Select EXCEPTION DUMP at the Audits Menu. Game programmers use the Exception Dump Menu to view register contents during program development. This menu has no field purpose. Exception Dump is a read-only menu.

To exit, press any player panel button.

| Main Menu (continued) |
| :---: |
| Audits Menu (continued) |
| Clear Audits Menu |

## CLEAR AUDITS

Select CLEAR AUDITS at the Audits Menu. The Clear Audits menu allows you to clear individual memory counters or to reset them all at once.

Highlight an option with any player panel joystick. Select the option with any player panel button.


You can reset any audit screen from the Clear Audits Menu. Choose an item and zero its counter. CLEAR ALL simultaneously changes all audit categories to factory default values. After you've selected an item, the system gives you the opportunity to escape this change. For example:


## LAST CHANCE MENU

After you've selected and verified a clear function, the values reset. The system can't restore the previous values. Examine and record utility values before you make changes.

```
Main Menu (continued)
    Adjustments Menu
```


## ADJUSTMENTS

Select ADJUSTMENTS at the Main Menu. The Adjustments menus permit you to change game characteristics. Use these screens to optimize game performance and earnings.

Highlight an option with any player panel joystick. Select the option with any player panel button.

| ADJUSTMENTS |
| :---: |
| PRICING |
| FREE PLAY |
| ATTRACT SOUND |
| ADDITIONAL ADJUSTMENTS |
| FULL FACTORY RESTORE |
| EXIT |
| ADJUSTMENTS MENU |

```
Main Menu (continued)
    Adjustments Menu (continued)
        Pricing Menu
```


## PRICING

Select PRICING at the Adjustments Menu. The Pricing menus allow you to view current settings or change the cost of games. Custom pricing allows you to select the number of coins or credits required for each game. The game restores factory default values if you exchange the CPU Board or if the backup battery fails.

Highlight an option with any player panel joystick. Select the option with any player panel button.
You may reset options to factory defaults or change an option after viewing it. We recommend examining and recording pricing options before making changes.

You may save several custom prices and then choose between them as needed. On-screen instructions guide you through the process of creating custom price settings.


PRICING MENU
An additional box appears on screen to explain the available functions as you select each item.

STANDARD PRICING TABLE

| NAME | START | CONTINUE | CREDITS/COIN | COIN 1 | COIN 2 | COIN 3 | COIN4 | BILL |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ANTILLIES | 2 | 2 | 1/25¢, 4/1G | .25¢ | 1G |  |  |  |
| AUSTRALIA 1 | 2 | 2 | 1/3X20¢, 2/\$1.00 | .20¢ | \$1.00 |  |  |  |
| AUSTRALIA 2 | 2 | 2 | 1/5X20¢, 1/\$1.00 | .20¢ | \$1.00 |  |  |  |
| AUSTRIA 1 | 2 | 2 | 1/5Sch, 2/10Sch | 5 Sch | 10 Sch |  |  |  |
| AUSTRIA 2 | 2 | 2 | 1/2X5Sch, 3/2X10Sch | 5 Sch | 10 Sch |  |  |  |
| BELGIUM 1 | 2 | 2 | 1/20BF | 20BF | 20BF |  |  |  |
| BELGIUM 2 | 2 | 2 | 3/20BF | 20BF | 20BF |  |  |  |
| BELGIUM 3 | 2 | 2 | 2/20BF | 20BF | 20BF |  |  |  |
| BELGIUM ECA | 2 | 2 | 1/20BF | 50BF | 20BF | 5BF |  |  |
| CANADA 1 | 2 | 2 | 1/2 x 25¢, 3 /\$1 | 25¢ | 25¢ |  |  |  |
| CANADA 2 | 2 | 2 | 1/2 x 25¢, 3 / \$1 | 25¢ | \$1.00 |  |  |  |
| CANADA 3 | 2 | 2 | $3 / \$ 1.00,6 / \$ 2.00$ | \$1.00 | \$2.00 |  |  |  |
| CANADA ECA | 2 | 2 | 1/2 x 25¢, 3 / \$1 | 25¢ |  | \$1.00 | \$2.00 |  |
| DENMARK | 2 | 2 | 3/5DKr, 7/10DKr | 5DKr | 10DKr |  |  |  |
| FINLAND | 2 | 2 | 1/1Fmk | 1Fmk | 5Fmk |  |  |  |
| FRANCE 1 | 2 | 2 | 2/5Fr, 5/10Fr | 5 Fr | 10Fr |  |  |  |
| FRANCE 2 | 2 | 1 | 2/5Fr, 4/10Fr | 5 Fr | 10 Fr |  |  |  |
| FRANCE 3 | 2 | 1 | 1/5Fr, 3/10Fr | 5 Fr | 10Fr |  |  |  |
| FRANCE 4 | 2 | 1 | 1/5Fr, 2/10Fr | 5 Fr | 10 Fr |  |  |  |
| FRANCE 5 | 2 | 1 | 2/5Fr, 5/10Fr, 11/2 X 10Fr | 5 Fr | 10 Fr |  |  |  |
| FRANCE 6 | 2 | 1 | 2/5Fr, 4/10Fr, $9 / 2 \times 10 \mathrm{Fr}$ | 5 Fr | 10 Fr |  |  |  |
| FRANCE 7 | 2 | 1 | $1 / 5 \mathrm{Fr}, 3 / 10 \mathrm{Fr}, 7 / 2 \times 10 \mathrm{Fr}$ | 5 Fr | 10 Fr |  |  |  |
| FRANCE 8 | 2 | 1 | $1 / 5 \mathrm{Fr}, 2 / 10 \mathrm{Fr}, 5 / 2 \times 10 \mathrm{Fr}$ | 5 Fr | 10 Fr |  |  |  |
| FRANCE 9 | 2 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE 10 | 2 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE 11 | 2 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}, 5 / 2 \times 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE 12 | 2 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}, 7 / 2 \times 5 \mathrm{Fr}$ | 1 Fr | 5 Fr |  |  |  |
| FRANCE ECA 1 | 1 | 1 | 2/5Fr, 5/10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 2 | 1 | 1 | 2/5Fr, 4/10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 3 | 1 | 1 | 1/5Fr, 3/10Fr | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 4 | 1 | 1 | 1/5Fr, 2/10Fr | 1 Fr | 5 Fr | 10 Fr | 20 Fr |  |
| FRANCE ECA 5 | 1 | 1 | 2/5Fr, 5/10Fr, 11/2 X 10Fr | 1 Fr | 5 Fr | 10 Fr | 20 Fr |  |
| FRANCE ECA 6 | 1 | 1 | 2/5Fr, 4/10Fr, $9 / 2 \times 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 7 | 1 | 1 | $1 / 5 \mathrm{Fr}, 3 / 10 \mathrm{Fr}, 7 / 2 \times 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10 Fr | 20 Fr |  |
| FRANCE ECA 8 | 1 | 1 | $1 / 5 \mathrm{Fr}, 2 / 10 \mathrm{Fr}, 5 / 2 \times 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10 Fr | 20 Fr |  |
| FRANCE ECA 9 | 1 | 1 | $1 / 3 \times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 10 | 1 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 11 | 1 | 1 | 1/3 $\times 1 \mathrm{Fr}, 2 / 5 \mathrm{Fr}, 5 / 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 12 | 1 | 1 | $1 / 2 \times 1 \mathrm{Fr}, 3 / 5 \mathrm{Fr}, 7 / 10 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FRANCE ECA 13 | 1 | 1 | $1 / 10 \mathrm{Fr}, 2 / 20 \mathrm{Fr}, 4 / 30 \mathrm{Fr}$ | 1 Fr | 5 Fr | 10Fr | 20 Fr |  |
| FREE PLAY | -- | -- | -- | None | None | None | None | None |
| GERMANY 1 | 2 | 2 | 1/1DM, 6/5DM | 1DM | 5DM |  |  |  |
| GERMANY 2 | 2 | 1 | 1/1DM, 7/5DM | 1DM | 5DM |  |  |  |
| GERMANY 3 | 2 | 1 | 1/1DM, 8/5DM | 1DM | 5DM |  |  |  |
| GERMANY 4 | 2 | 1 | 1/1DM, 5/5DM | 1DM | 5DM |  |  |  |
| GERMANY 5 | 2 | 1 | 1/1DM, 6/5DM | 1DM | 5DM |  |  |  |
| GERMANY ECA 1 | 2 | 2 | 1/1DM, 2/2DM, 6/5DM | 5DM | 2DM | 1DM |  |  |
| GERMANY ECA 2 | 2 | 1 | 1/1DM, 2/2DM, 6/5DM | 5DM | 2DM | 1DM |  |  |
| GERMANY ECA 3 | 1 | 1 | 1/1DM, 2/2DM, 6/5DM | 5DM | 2DM | 1DM |  |  |
| HUNGARY | 2 | 2 | 1/2X10Ft, 3/2X20Ft | 10 Ft | 20 Ft |  |  |  |
| ITALY | 2 | 2 | 1/500Lit | 500Lit | 500Lit |  |  |  |
| JAPAN 1 | 2 | 2 | 1/100Yen | 100 | 100 |  |  |  |
| JAPAN 2 | 2 | 2 | 2/100Yen | 100 | 100 |  |  |  |
| NETHERLANDS | 2 | 2 | 1/1HFI, 3/2.5HFI | 1HFI | 2.5 HFI |  |  |  |
| NEW ZEALAND 1 | 1 | 1 | 1/\$1 | \$1 | \$2 |  |  |  |
| NEW ZEALAND 2 | 1 | 1 | 2/\$1 | \$1 | \$2 |  |  |  |
| NORWAY | 2 | 2 | 3/5NKr, 6/10NKr | 5NKr | 10NKr |  |  |  |
| SPAIN 1 | 2 | 2 | 1/100Pta, 6/500Pta | 100Pta | 500Pta |  |  |  |
| SPAIN 2 | 2 | 2 | 1/100Pta, $5 / 500 \mathrm{Pta}$ | 100Pta | 500Pta |  |  |  |
| SWEDEN | 2 | 2 | 1/3X1SKr, 2/5SKr | 1SKr | 5SKr |  |  |  |
| SWITZERLAND 1 | 2 | 2 | 1/1SFr, 6/5SFr | 1SFr | 5 SFr |  |  |  |
| SWITZERLAND 2 | 2 | 2 | 1/1SFr, 7/5SFr | 1SFr | 5SFr |  |  |  |
| SWITZERLAND 3 | 2 | 2 | 1/1SFr, $8 / 5 \mathrm{SFr}$ | 1SFr | 5SFr |  |  |  |

(Table continues on next page)

## STANDARD PRICING TABLE, continued

| NAME | START | CONTINUE | CREDITS/COIN | COIN 1 | COIN 2 | COIN 3 | COIN4 | BILL |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| UK ECA 1 | 1 | 1 | 1/50p, 3/£1.00 | £1.00 | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 2 | 1 | 1 | 1/50p, 2/£1.00 | £1.00 | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 3 | 1 | 1 | 1/30p, 2/50p, 5/£1.00 | £1.00 | 50p | 20p | 10p | $£ 2.00$ |
| UK 4 | 1 | 1 | 1/50p, 3/£1.00 | £1.00 | 50p |  |  |  |
| UK 5 | 1 | 1 | 1/50p, 2/£1.00 | £1.00 | 50p |  |  |  |
| UK ECA 6 | 1 | 1 | 1/30p, 2/50p, 4/£1.00 | £1.00 | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 7 | 1 | 1 | 3/£1.00 | £1.00 | 50p | 20p | 10p | $£ 2.00$ |
| UK ECA 8 | 1 | 1 | 1/50p, 2/£1.00, 4/£2.00 | £1.00 | 50p | 20p | 10p | $£ 2.00$ |
| USA1 | 2 | 2 | 1/25¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA2 | 2 | 1 | 1/25¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA3 | 1 | 1 | 1/25¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA4 | 1 | 1 | 1/50¢, 3/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA5 | 2 | 1 | 1/50¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA6 | 1 | 1 | 1/50¢ | 25¢ | 25¢ |  |  | \$1.00 |
| USA7 | 1 | 1 | 1/50¢, 3/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA8 | 2 | 2 | 1/50¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA9 | 3 | 2 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA10 | 3 | 3 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA11 | 4 | 2 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA12 | 4 | 3 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA13 | 4 | 4 | 1/25¢, 4/\$1.00 | 25¢ | 25¢ |  |  | \$1.00 |
| USA ECA | 3 | 3 | 1/25¢, 4/\$1.00 | \$1.00 | 25¢ | 10¢ | 05¢ | \$1.00 |

```
Main Menu (continued)
    Adjustments Menu (continued)
        Pricing Menu (continued)
            Current Pricing Menu
```


## Current Pricing

Select SHOW CURRENT at the Pricing Menu. The Current Pricing Menu is a read-only screen. Use it to check pricing parameters for the pricing table your game is using. To select a new pricing table, return to the Pricing Menu. To invent your own pricing table, select Custom Pricing on the Pricing Menu.

Press any START button to exit from the menu.


## CURRENT PRICING MENU

The following table clarifies Pricing Menu terms:

| SCREEN TERM | DISCUSSION |
| :--- | :--- |
| SIot Units; <br> Bill Validator (DBV) <br> Units | Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism <br> or bill acceptor. For instance, if a quarter buys 1 unit, then \$1 buys 4 units. (See Coins <br> per Bill.) You insert a coin into a 1-unit coin acceptor. The system, due to its <br> programming, knows that your coin is worth one unit. |
| Units per Credit | How many units equal one credit. (Units buy credit, the price of one game.) |
| Units per Bonus | Units awarded when a player earns a bonus. |
| Minimum Units | Until this many units accumulate, the system awards no credits. |
| Credits to Start | Number of games a player must purchase to begin play. |
| Credits to Continue | Number of games a player must purchase to resume play. |
| Max Credits | Limits the number of credits that the game will accept. |
| Coins per Bill | How many coins one bill is worth. |

## Main Menu (continued) <br> Adjustments Menu (continued) <br> Pricing Menu (continued) <br> Custom Pricing Menu

## Custom Pricing

Select CUSTOM PRICING at the Pricing Menu. The Custom Pricing Menu permits you to program and use your own pricing table. The menu heading CREATING XXXX allows you to input a descriptive name for your new pricing table. You can save several pricing schemes and chose between them as desired.

Highlight an option with any player panel joystick. Change the option with any player panel button. Press any START button to save your pricing table and exit from the menu.


The Custom Pricing Menu employs the same terms that appear on the Current Pricing Table. See the table below for definitions of these terms.

PRICING MENU TERMS

| SCREEN TERM | DISCUSSION |
| :--- | :--- |
| Slot Units; <br> Bill Validator (DBV) <br> Units | Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism <br> or bill acceptor. For instance, if a quarter buys 1 unit, then \$1 buys 4 units. (See Coins <br> per Bill.) You insert a coin into a 1-unit coin acceptor. The system, due to its <br> programming, knows that your coin is worth one unit. |
| Units per Credit | How many units equal one credit. (Units buy credit, the price of one game.) |
| Units per Bonus | Units awarded when a player earns a bonus. |
| Minimum Units | Until this many units accumulate, the system awards no credits. |
| Credits to Start | Number of games a player must purchase to begin play. |
| Credits to Continue | Number of games a player must purchase to resume play. |
| Max Credits | Limits the number of credits that the game will accept. |
| Coins per Bill | How many coins one bill is worth. |

BASIC CUSTOM PRICING. Custom pricing creates an imaginary currency exchange. In this currency exchange, the coins of the realm are "units." Think of units as a type of cyber-currency, useful only within the game software. By inserting coins, you purchase units.

Since units are only negotiable within game software, the system stores your units for you. When the system receives enough units, it buys a game for you. The price of a game is one "credit." You can think of credits as a second form of cyber-currency.

Even though you've now bought one game, you may not be able to begin playing. In many pricing schemes, you must buy two or more credits to begin play. The idea here is something like a minimum order of goods at a store. That is, the operator can "shrink-wrap" two or more games in a package. You can't play unless you buy the entire package.
-1 / 25c COIN; 1 CREDIT TO START. In a simple, quarter pricing scheme, the player inserts one coin to buy one unit. The system exchanges that unit for one credit. If CREDITS TO START contains the value one, then play commences. A dollar bill buys four units.

| Left Slot Units | Validator Units | Units / Credit | Credits to Start | Coins / Bill |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 4 | 1 | 1 | 4 |

-1 / 3 X 25c; 2 CREDITS TO START. Again, assuming quarter slots, here's one way to implement 756 pricing... In this scheme, each coin that the player inserts buys one unit. The system exchanges three units for one credit. CREDITS TO START contains the value two. To play, the player must pay for two credits. In this scheme, a dollar buys four units.

| Left Slot Units | Validator Units | Units / Credit | Credits to Start | Coins / Bill |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 4 | 3 | 2 | 4 |

-2 / 1 COIN; $\mathbf{6}$ CREDITS TO START. Now let's consider a more unusual pricing scheme. Here, the player can buy two units with one coin. The system exchanges each of these units for one credit. Notice that CREDITS TO START contains the value six. To play, the player must insert two more coins to pay for six credits. Also notice that if the player pays with a bill, the system throws in an extra unit.

| Left Slot Units | Validator Units | Units / Credit | Credits to Start | Coins / Bill |
| :---: | :---: | :---: | :---: | :---: |
| 2 | 9 | 1 | 6 | 4 |

```
Main Menu (continued)
    Adjustments Menu (continued)
        Free Play Menu
```


## Free Play

Select FREE PLAY at the Adjustments Menu. Free Play is a useful feature for promotions and long-term testing under play conditions. Enable Free Play to allow players to play the game without inserting currency. Disable Free Play to sell games.

Highlight an option with any player panel joystick. Select the option with any player panel button.

## Main Menu (continued) <br> Adjustments Menu (continued) <br> Attract Sound Menu

## Attract Sound

Select ATTRACT SOUND at the Adjustments Menu. The Attract Mode operates between games. It attempts to lure prospective players into trying your game. Attract Mode sound may not be appropriate for some locations. The Attract Sound Menu allows you to enable or disable the Attract Mode sound feature. You can turn Attract Mode sound on or off without changing the game volume level.

Highlight an option with any player panel joystick. Select the option with any player panel button.


ATTRACT SOUND MENU

```
Main Menu (continued)
    Adjustments Menu (continued)
        Additional Adjustments Menu
```


## ADDITIONAL ADJUSTMENTS

Select ADDITIONAL ADJUSTMENTS at the Adjustments Menu. Additional Adjustments menu items allow you to set the game to match player requirements. These adjustments affect speed, challenge, rewards, etc. that determine player enjoyment.

Highlight an option with any player panel joystick. Select the option with any player panel button.


Game Difficulty allows you to alter the challenge that a game poses to players. Choose the level that most closely matches the players' skills.

Discount Price / Credits adjusts the quantity of buy-in points to encourage multiple game purchases.
Clock Speed alters how much game time that a player can purchase for one credit. Choose one of these settings: Extra slow, slow, medium, fast or extra fast.
Free Game, when enabled, allows the program to award a free game. The free game may be a fourplayer or a one-on-one game. The free game may also involve competition against the game computer.
Free Quarter. The program divides games into quarters, as in NBA rules. The Free Quarter feature, when enabled, allows the program to award a free game quarter. The free quarter may be a four-player or a one-on-one quarter. The free quarter may also involve competition against the game computer.
Clear Player Records allows you to zero out game play data. Examine and record this information before you clear it. Once you've cleared player records, you can't retrieve the previous data.
Clear World Records allows you to zero out world record data. Examine and record this information before you clear it. Once you've cleared player records, you can't retrieve the previous data.

Player Head Size allows you to alter the head size of on-screen characters. This feature determines whether the characters appear more lifelike, or more like caricatures. Choose "normal" or "big."
Tournament Mode, when enabled, adapts your game's scoring for tournament-style play.
Computer Assistance, when enabled, permits the game computer to aid players in play action.
Attract Movie Sound, when enabled, allows Attract Mode movie sound with Attract Mode sound off. The Attract Mode movie is only one component of the Attract Mode graphics.

## Main Menu (continued) <br> Volume Level Menu

## VOLUME LEVEL

Select VOLUME LEVEL at the Main Menu. When you display the Volume Level Menu, music plays continuously.

Raise or lower the game's sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button.


## VOLUME LEVEL MENU

Loud games attract more player interest than games with low-level sound. The Attract Mode sound level is always lower than the game play sound level.


```
Main Menu (continued)
    Adjustments Menu (continued)
        Full Factory Restore Menu
```


## FULL FACTORY RESTORE

Select FULL FACTORY RESTORE at the Adjustments Menu. The Full Factory Restore menu allows you to clear all memory counters at once.

Highlight an option with any player panel joystick. Select the option with any player panel button.


FULL FACTORY RESTORE MENU

| NOTICE: Examine and record audit information before you make changes. Once |
| :--- | :--- |
| you've cleared the counters, you can't retrieve previous data from the system. |

Examine and record utility values before you make changes. If you choose YES, the system restores all adjustments and audits to factory default values. This change isn't reversible. The system can't restore the previous values. With the settings restored, the system displays the Reset Complete Menu.


RESET COMPLETED MENU

## Main Menu (continued)

Attract Mode Volume Level Menu

## VOLUME LEVEL

Select ATTRACT VOLUME LEVEL at the Main Menu. When you display the Attract Mode Volume Level Menu, music plays continuously.

Raise or lower the game's Attract Mode sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button. Your setting won't affect the game play sound level.


## ATTRACT MODE VOLUME LEVEL MENU

Increase the Attract Mode sound level to generate player interest. The game play sound-level setting determines the maximum level for Attract Mode sound. Regardless of your setting, the Attract Mode level remains lower than the game play level.

## Main Menu (continued) Utilities Menu

## UTILITIES

Select UTILITIES at the Main Menu. Utilities Menu items allow you to clear bookkeeping totals. From the Utilities Menu, you can also restore game adjustments to factory settings.

Highlight an option with any player panel joystick. Select the option with any player panel button.


## UTILITIES SCREEN

Dump Audits allows you to send data to the game computer's serial port. You can connect a serial printer to make a paper record of your audit data.

Clear Credits opens a menu that allows you to zero the game's credit data. Examine and record audit information before you make changes.

Clear Audits opens a menu that allows you to zero the game's audit data.
Reset High Scores permits you to delete player names and scores that appear in the Attract Mode. This feature may be useful if players insert inappropriate language into the high score table.

Default Adjustments opens a menu that allows you to reset game adjustments to factory settings.
Full Factory Restore allows you to reset game adjustments and audits to factory settings.
Discount Price / Credits permits you to enter special game pricing or award extra credits. You can use this feature for advertising or promotional purposes.

|  | NOTICE: Be careful when clearing audit information. Once you clear data, you can't <br> restore it. |
| :--- | :--- |

## SPORTSTATION



## PARTS



WARNING: Use of non-Midway parts or circuit modifications may cause serious injury or equipment damage! Use only Midway authorized parts.

For safety and reliability, don't substitute parts or modify MIDWAY products. Substitute parts or modifications may void the game's EMC directive or FCC type acceptance.

## CABINET FRONT VIEW

MONITOR AND LAMP FIXTURE MOUNTING

## CABINET REAR VIEW

CONTROL PANEL INSTALLATION

## CONTROL PANEL \& HOUSING ASSEMBLY A-23467



## PLAYER PANEL ASSEMBLY A-23469

## PLAYER PANEL EXPLODED VIEW



COIN DOOR ASSEMBLY

CASH DOOR ASSEMBLY


49-WAY JOYSTICK ASSEMBLY A-21939-1
AND BUTTON ASSEMBLY 20-10209-X

## ELECTRONICS ASSEMBLY A-23483

## POWER SUPPLY 20-10167



## SOUND I/O CARD A-23431

Field Replaceable Parts

| Description | Location | Part Number |
| :---: | :---: | :---: |
| Amplifier, 20W, TDA 7204A | U 19, U20 | $\mathbf{5 3 7 0 - 1 4 1 4 6 - 0 0}$ |
| Capacitor, 2200 $\mathrm{FF}, 16 \mathrm{~V}$ | C 310 | $\mathbf{5 0 4 0 - 1 5 9 0 4 - 0 0}$ |
| Capacitor, 2200 $\mu \mathrm{F}, 25 \mathrm{~V}$ | C 254 | $\mathbf{5 0 4 0 - 1 4 6 3 0 - 0 0}$ |
| Crystal, 4 MHz, Type HC49U | Y 2 | $\mathbf{5 5 2 0 - 1 4 6 0 2 - 0 0}$ |
| Crystal, 16 MHz, Type HC49U | Y3 | $\mathbf{5 5 2 0 - 1 4 5 9 5 - 0 0}$ |
| Crystal, 20 MHz, 3-Lead Type | Y1 | $\mathbf{5 5 2 0 - 1 5 1 5 9 - 0 0 ~}$ |
| Heatsink, TO-220, Type 5298b | $\mathrm{U} 19, \mathrm{U} 20$ | $\mathbf{5 7 0 5 - 1 2 6 3 8 - 0 0}$ |
| IC, TDA7240V, 20W Amplifier | $\mathrm{U} 19, ~ U 20$ | $\mathbf{5 3 7 0 - 1 4 1 4 6 - 0 0}$ |
| Oscillator, 33 MHZ, TTL, Tri-State | U3 | $\mathbf{5 5 2 1 - 1 3 8 0 6 - 0 6}$ |
| ROM, Sound Boot | U44 | A-5343-45994-2 |
| Shunt, 0.025" Square Pins | Any Jumper | $\mathbf{5 8 8 2 - 1 3 0 4 6 - 0 0}$ |

CPU BOARD ASSEMBLY A-23429

Field Replaceable Parts

| Description | Location | Part Number |
| :---: | :---: | :---: |
| Capacitor, $2200 \mu \mathrm{~F}, 16 \mathrm{~V}$, Radial | C24, C115, C209, <br> C229, C294 | $\mathbf{5 0 4 0 - 1 5 9 0 4 - 0 0}$ |
| Heatsink, TO-220, Small | U5 | $\mathbf{5 7 0 5 - 1 4 5 6 2 - 0 0}$ |
| Heatsink, TO-220, Type 5298b | U15 | $\mathbf{5 7 0 5 - 1 2 6 3 8 - 0 0}$ |
| PLD, CPU Configuration | U22 | A-22912 |
| Regulator, CS5203a | U5 | $\mathbf{5 2 5 0 - 1 6 0 1 5 - 0 0 ~}$ |
| ROM, Boot | U27 | A-5343-45994-1 |
| ROM, Expansion | U28 | For Future Use |

## BANSHEE VIDEO CARD 20-10516

No Field-Replaceable Parts

## AUXILIARY ADAPTER CARD ASSEMBLY 04-12652

## No Field-Replaceable Parts

## I-40 BOARD ASSEMBLY 04-11089

No Field-Replaceable Parts

## OTHER PARTS

Bulbs, Filters and Fuses
Ballast, 15W ..... 20-10481.1
Bulb, \#555 6.3V, 0.25A, Wedge-Based Light ..... 24-8768
Fuse, 1ASB, 250V ..... 5731-06569-00
Fuse, 3ASB, 250V, 3AG ..... 5731-10356-00
Holder, $1 \times 3$ AG, $1 / 4$ " Terminal Fuse ..... 5733-15299-00
Tube, Fluorescent, 15W, 18" ..... 24-8809
Cables
Braid, Ground with $1 / 4^{\prime \prime}$ Terminal ..... H-22327-86
Cable, Coin Meter Extension ..... H-22786
Cable, Disk Drive Fan ..... H-22900.2
Cable, IDC AC ..... H-20353
Cable, Main Harness (JAMMA) ..... H-22824.1
Cable, Ribbon, 40-Pin ..... 5795-15344-07
Cable, Ribbon, 20-Pin ..... 5795-10937-09
Cable, Shielded Video ..... 20-10493
Cable, Stereo Speaker ..... H-22758
Cable, Fluorescent Lamp and Electronic Ballast ..... H-22507
Harness, Cabinet AC ..... A-22693
Documents
Card, Game Information ..... 16-10650
Manual, SportStation, 25" ..... 16-40094-101
Kit, Spare Parts
Kit, Spare Parts ..... A-22561
Leveler, Leg Adjustment, 3" ..... 08-7377
Wrench, T-20, Long Arm Tamper-Resistant (Torx®) ..... 20-9620
Meter, Coin
Meter, 5V, 2W Coin (with Diode) ..... 5580-13476-00

## LINE CORD APPLICATION TABLE

|  |  |  | $\begin{aligned} & \mathrm{O} \\ & \underset{N}{N} \\ & \underset{N}{M} \\ & \underset{N}{1} \\ & 0 \\ & 0 \end{aligned}$ |  |  |  | $\begin{aligned} & \mathrm{O} \\ & \dot{0} \\ & N \\ & \\ & \dot{i} \\ & 0 \\ & 0 \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| USA |  | $\square$ |  |  |  |  |  |
| UK |  |  |  | - |  |  |  |
| Italy | $\square$ |  |  |  |  |  |  |
| Japan |  |  |  |  |  |  | ■ |
| New Zealand |  |  |  |  |  | ■ |  |
| Germany |  |  | $\square$ |  |  |  |  |
| Spain |  |  | $\square$ |  |  |  |  |
| Denmark |  |  | $\square$ |  |  |  |  |
| Finland |  |  | $\square$ |  |  |  |  |
| Holland |  |  | $\square$ |  |  |  |  |
| Norway |  |  | $\square$ |  |  |  |  |
| Switzerland |  |  |  |  | $\square$ |  |  |
| Hungary |  |  | ■ |  |  |  |  |
| Canada |  | ■ |  |  |  |  |  |
| Austria |  |  | $\square$ |  |  |  |  |
| France |  |  | $\square$ |  |  |  |  |
| Australia |  |  |  |  |  | $\square$ |  |
| Belgium |  |  | ■ |  |  |  |  |

TYPICAL I.E.C. LINE CORD WITH INLINE FEMALE PLUG

COIN DOOR APPLICATION TABLE

|  |  | $\begin{aligned} & \stackrel{\rightharpoonup}{\prime} \\ & \stackrel{\rightharpoonup}{\circ} \\ & \stackrel{\circ}{\circ} \\ & \text { ò } \end{aligned}$ | $\begin{aligned} & \stackrel{m}{1} \\ & \stackrel{\rightharpoonup}{\circ} \\ & \stackrel{\circ}{\circ} \\ & \stackrel{\circ}{\circ} \end{aligned}$ |  |
| :---: | :---: | :---: | :---: | :---: |
| Australia |  |  |  | ■ |
| Austria |  |  |  | ■ |
| Belgium |  |  |  | $\square$ |
| Canada |  |  | ■ |  |
| Denmark |  |  |  | $\square$ |
| Finland |  |  |  | $\square$ |
| France |  |  |  | $\square$ |
| Germany |  |  |  | $\square$ |
| Holland |  |  |  | ■ |
| Hungary |  |  |  | $\square$ |
| Italy |  |  |  | $\square$ |
| Japan | ■ |  |  |  |
| New Zealand |  | $\square$ |  |  |
| Norway |  |  |  | ■ |
| Spain |  |  |  | $\square$ |
| Switzerland |  |  |  | ■ |
| UK |  |  |  | $\square$ |
| USA |  |  | ■ |  |

## NOTES

## SPORTSTATION"



## WIRING



JAMMA Chart

| Function | Wire Color | Pin | Function | Wire Color | Pin |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Ground | Black | A | Ground | Black | 1 |
| Ground | Black | B | Ground | Black | 2 |
| +5VDC | Red | C | +5VDC | Red | 3 |
| +5VDC | Red | D | +5VDC | Red | 4 |
| -5VDC | Yellow | E | -5VDC | Yellow | 5 |
| +12VDC | Orange | F | +12VDC | Orange | 6 |
| Key | N/C | H | Key | N/C | 7 |
| Coin Counter 2 | Brown-Red | J | Coin Counter 1 | Brown | 8 |
| Not Used | N/C | K | Not Used | N/C | 9 |
| Speaker -, Left | Brown-Gray | L | Speaker +, Left | Red-Gray | 10 |
| Speaker -, Right | Brown-White | M | Speaker +, Right | Red-White | 11 |
| Video Green | Yellow-Green | N | Video Red | Yellow-Red | 12 |
| Video Sync | Yellow-White | P | Video Blue | Yellow-Blue | 13 |
| Service Credits | White-Gray | R | Video Ground | Yellow-Black | 14 |
| Slam Tilt | Black-Green | S | Test | Black-Blue | 15 |
| Coin 2 | Black-Red | T | Coin 1 | Black-Brown | 16 |
| 2 Start | Violet-White | U | 1 Start | White | 17 |
| 2 Up | Violet-Black | V | 1 Up | White-Black | 18 |
| 2 Down | Violet-Brown | W | 1 Down | White-Brown | 19 |
| 2 Left | Violet-Red | X | 1 Left | White-Red | 20 |
| 2 Right | Violet-Orange | Y | 1 Right | White-Orange | 21 |
| 2 Jump | Violet-Yellow | Z | 1 Jump | White-Yellow | 22 |
| 2 Pass | Violet-Green | a | 1 Pass | White-Green | 23 |
| 2 Turbo | Violet-Blue | b | 1 Turbo | White-Blue | 24 |
| Not Used | Violet | c | Not Used | White-Violet | 25 |
| Not Used | N/C | d | Not Used | N/C | 26 |
| Ground | Black | e | -5V Ground | Yellow-Brown | 27 |
| Ground | Black | f | Ground | Black | 28 |
| Solder Side of Circuit Board |  |  | Component Side of Circuit Board |  |  |

Control Panel Wires That Aren't Part of Main JAMMA Harness

| Function | Wire Color | P14- | Function | Wire Color | P7- |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 4 Digital Ground | Black | 1 | 3 Digital Ground | Black | 1 |
| +5 Volts | Red | 2 | Unused | Not Connected | 2 |
| Unused | Not Connected | 3/4/15 | Unused | Not Connected | 3/4/15 |
| 4 Start | Gray-White | 5 | 3 Start | Blue-White | 6 |
| 4 Stick Up, Bit 0 | Gray-Black | 6 | 3 Stick Up, Bit 0 | Blue-Black | 7 |
| 4 Stick Down, Bit 1 | Gray-Brown | 7 | 3 Stick Down, Bit 1 | Blue-Brown | 8 |
| 4 Stick Left, Bit 2 | Gray-Red | 8 | 3 Stick Left, Bit 2 | Blue-Red | 9 |
| 4 Stick Right, Bit 3 | Gray-Orange | 9 | 3 Stick Right, Bit 3 | Blue-Orange | 10 |
| 4 Button A, Jump | Gray-Yellow | 10 | 3 Button A, Jump | Blue-Yellow | 11 |
| 4 Button B, Pass | Gray-Green | 11 | 3 Button B, Pass | Blue-Green | 12 |
| 4 Button C, Turbo | Gray-Blue | 12 | 3 Button C, Turbo | Blue | 13 |
| 4 Button D (N/U) | Gray-Violet | 13 | 3 Button D (N/U) | Blue-Violet | 14 |

D.C. Power Source Voltage Limits

| Function | Range Limits | ID | Function | Range Limits | ID |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Digital Circuits | +4.90 V to +5.10 V | +5 V | Audio, Lights | -4.75 V to -5.25 V | -5 V |
| Audio, DBV | +11.5 V to +12.5 V | +12 V | NOTE: +5 V is adjustable at the Power Supply |  |  |

## Power Wiring Chart



CABINET WIRING DIAGRAM

CONTROL PANEL WIRING DIAGRAM


## CONTROL WIRING DIAGRAM (49-WAY JOYSTICK)



POSITION LOGIC TABLE

| DIRECTION | FULLY | MODERATELY | SLIGHTLY | DEAD | SLIGHTLY | MODERATELY |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| LEFT |  |  |  |  |  |  |

NOTE: 1. Connector pin sequence for the above data is as follows: 98765432 referred to ground at pin 12. 2. Numbers in parentheses are found in the Switch Test. Program does not use the "slightly" positions.

SOUND I/O BOARD JUMPER POSITION TABLE *

| Jumper | Location | Function | Meaning | Position | State |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{gathered} \text { J1 } \\ \text { (Note 1) } \end{gathered}$ | Near U9 \& Crystal Y3 | I/O Connector P2 | Input Mode | Pins 1 \& 2 | - |
|  |  |  | Output Mode | Pins 2 \& 3 |  |
| J2 | Between U35 \& U10 | Video Sync | Positive Sync | Jumper Not Installed | - |
|  |  |  | Negative Sync | Pins 1 \& 2 |  |
| $\begin{gathered} \mathrm{J} 3 \\ \text { (Note 2) } \end{gathered}$ | Near U15 | I/O Connector P4 | Input Mode | Pins 1 \& 2 | - |
|  |  |  | Output Mode | Pins 2 \& 3 |  |
| J4 | None | None | Not Used | None | --- |
| $\begin{gathered} \mathrm{J} 5 \\ \text { (Note 2) } \end{gathered}$ | Between U15 \& Connector P2 | I/O Connector P4 | Input Mode | Pins 1 \& 2 | $\square$ |
|  |  |  | Output Mode | Pins 2 \& 3 |  |
| J6 | None | None | Not Used | None | --- |
| J7 | None | None | Not Used | None | --- |
| $\begin{gathered} \text { J8 } \\ \text { (Note 1) } \end{gathered}$ | Between U9 \& Connector P4 | I/O Connector P2 | Input Mode | Pins 1 \& 2 | - |
|  |  |  | Output Mode | Pins 2 \& 3 |  |

## Notes

1. Configure I/O port P2 by setting both jumpers J 1 and J 8 to input or output mode.
2. Configure I/O port P4 by setting both jumpers J 3 and J 5 to input or output mode.

SOUND I/O BOARD LED INDICATOR STATUS TABLE

| LED | Location | Function | Color | State | Meaning |
| :---: | :---: | :---: | :---: | :---: | :---: |
| LED1 <br> (Note 1) | Near U11 | Not Used(Remains Off) | Green | Off | -- |
|  |  |  |  | On | -- |
|  |  |  |  | Blinking | -- |
| LED2 <br> (Note 2) | Near U34 \& Crystal Y1 | Linking Connector Status | Green | Off | Not in Use (No Game Linking) |
|  |  |  |  | On | Link Continuity Good |
| LED3 <br> (Note 2) | Near the JAMMA Connector | -5V Power Indicator | Red | Off* | No Power |
|  |  |  |  | On* | Normal Operation |
| LED4 (Note 2) | Near U35 \& Connector P14 | +12V Power Indicator | Red | Off | No Power |
|  |  |  |  | On | Normal Operation |
| $\begin{aligned} & \text { LED5 } \\ & \text { (Note 2) } \end{aligned}$ | Near Connector P23 | +5V Power Indicator | Red | Off | No Power |
|  |  |  |  | On | Normal Operation |
| LED6 (Note 2) | Near U34 \& Crystal Y1 | CPU Linking Activity | Red | Off | Not in Use |
|  |  |  |  | On | CPU Communicating with Ethernet Controller |
| $\begin{aligned} & \text { LED7 } \\ & \text { (Note 2) } \end{aligned}$ | Near U34 \& Crystal Y1 | Linking Transmitting Data | Red | Off | Not in Use (No Game Linking) |
|  |  |  |  | On | Sending Data |
|  |  |  |  | Blinking | Normal Operation |
| LED8 (Note 1) | Near U14 \& Crystal Y1 | Audio Activity | Yellow | Off | No Sound Boot ROM |
|  |  |  |  | On | Locked Up |
|  |  |  |  | Blinking | Normal Operation |
| $\begin{aligned} & \text { LED9 } \\ & \text { (Note 2) } \\ & \hline \end{aligned}$ | Near U34 \& Crystal Y1 | Linking Receiving Data | Yellow | Off | Not in Use (No Game Linking) |
|  |  |  |  | On | Receiving Data |
| LED10 <br> (Note 1) | Near U44 \& Crystal Y2 | Not Used(Remains On) | Green | Off | -- |
|  |  |  |  | On | -- |
|  |  |  |  | Blinking | -- |
| LED11 <br> (Note 1) | Near U44 \& Crystal Y2 | Not Used(Remains On) | Red | Off | -- |
|  |  |  |  | On | -- |
|  |  |  |  | Blinking | -- |
| LED12 <br> (Note 1) | Near U44 \& Crystal Y2 | Not Used(Remains On) | Yellow | Off | -- |
|  |  |  |  | On | -- |
|  |  |  |  | Blinking | -- |
| LED13 <br> (Note 1) | Near U44 \& Crystal Y2 | Not Used(Remains On) | Yellow | Off | -- |
|  |  |  |  | On | -- |
|  |  |  |  | Blinking | -- |

## Notes

1. Software controls this LED. Indications are game and revision-specific. Changing the EPROMs on this board may alter the function of this LED. Firmware damage may also cause new of different LED behavior.
2. Hardware controls this LED. Indications depend on hard-wired circuitry. A change in normal LED behavior may indicate a circuit fault. Changing the EPROMs on this board shouldn't alter the function of this LED.

## CPU BOARD INDICATOR AND SWITCH LOCATIONS

## CPU BOARD SWITCH

| Switch | Location | Function | Positions | State | Meaning |
| :---: | :---: | :---: | :---: | :---: | :---: |
| S1 $^{*}$ | Edge Near U10 <br> and U12 | Resets and <br> Restarts Game | 2 | Off | Normal Operation |
|  |  | On | Forced Reset |  |  |

*Notes
This switch resets the CPU Board without shutting off power at the power supply.

## CPU BOARD JUMPER LOCATION TABLE

| Jumper | J1 | J2 | J3 | J4 | J5 | J6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Located <br> Near... |  <br> Connector P5 | U22 \& U27 |  |  |  |  |

## CPU BOARD JUMPER POSITION TABLE

| ROM Type | Default | Options* | J1 | J2 | J3 | J4 | J5 | J6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { Boot } \\ & \text { (U27) } \end{aligned}$ |  | 27C080, 1M X 8, EPROM | 1-2 | 2-3 | 1-2 | 1-2 | -- | -- |
|  | ■ | 27C040, 512K x 8, EPROM | 1-2 | 1-2 | 1-2 | 1-2 | -- | -- |
|  |  | 27C010, 128K x 8, EPROM | 1-2 | 1-2 | 1-2 | 2-3 | -- | -- |
|  |  | 29F040, 512K x 8, Flash | 2-3 | 1-2 | 2-3 | 1-2 | -- | -- |
|  |  | 29F020, 256K x 8, Flash | 1-2 | 1-2 | 2-3 | 1-2 | -- | -- |
|  |  | 29F010, 128K x 8, Flash | 1-2 | 1-2 | 2-3 | 1-2 | -- | -- |
| Expansion <br> (U28) |  | 27C080, 1M x 8, EPROM | -- | -- | -- | -- | 2-3 | -- |
|  | ■ | 27C040, 512K x 8, EPROM | -- | -- | -- | -- | 1-2 | -- |
|  |  | 27C010, 128K x 8, EPROM | -- | -- | -- | -- | 1-2 | - |
| External Boot | ■ | Boot from CPU ROM | -- | -- | -- | -- | -- | 1-2 |
|  |  | Boot from SIO ROM | -- | -- | -- | -- | -- | Removed |

## *Notes

1. -- = Not Applicable
2. Memory type numbers shown are for blank parts. Your game requires programmed parts.

## CPU BOARD LED INDICATOR STATUS TABLE

| Device | Location | Function | Color | State | Meaning |
| :---: | :---: | :---: | :---: | :---: | :---: |
| LED1 | $\begin{gathered} \text { Near U6, U7 \& } \\ \text { U16 } \end{gathered}$ | 3.3V CPU Power Indicator | Red | Off | Insufficient Power |
|  |  |  |  | On | Power OK |
|  |  |  |  | Blinking | Power Supply Fault |
| LED2 | Near U28 \& Connector P5 | Hard Disk Drive Activity | Green | Off | Disk Not in Use |
|  |  |  |  | On | Locked Up Disk |
|  |  |  |  | Blinking | Normal Disk Activity |
| RP63 | $\begin{aligned} & \text { Near U22 \& } \\ & \text { U26 } \end{aligned}$ | Indicator | Red | Off* | See Note 3, Below. |
|  |  |  |  | On* |  |
|  |  |  |  | Blinking* Sequentially |  |

## Notes

1. LED1 monitors CPU power ( +3.3 volts). If his LED is off or blinking, investigate processor circuits. If other LEDs are off or blinking at the same time, check +5 -volt circuits or the game power supply.
2. LED2 flashes when the hard disk is operating during game play. LED2 may light continuously during startup. If this LED remains lighted, the hard drive may be locked up or faulty.
3. Software controls RP63. In this game, RP63 initially indicates program startup stages. This LED is a sevensegment, alphanumeric display device. Normally, RP63 displays a lowercase "b," or an "O" pattern with sequentially blinking segments. During Self-Test screens, RP63 displays a "bouncing bar" that resembles a hyphen ("-").

## VIDEO BOARD INDICATOR AND SWITCH LOCATIONS

## Note

This video board has no jumpers or LEDs.

## NOTES

## SPORTSTATION"



- Before servicing electronics, turn off AC power to the VGM. Wait for capacitors to discharge.
- Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge this static, begin by connecting the line cord to a grounded outlet. Don't turn on the VGM! Next, touch the safety ground stud of the power supply chassis.
- Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport VGM circuit boards. Transport the hard drive in its shipping container.
- Don't remove or connect electronic assemblies when cabinet power is on. Otherwise, you'll damage electronic assemblies and void the VGM warranty.
- After you complete maintenance or service, replace ground wires, shields, safety covers, etc. Install and tighten ground and mounting screws.


## Coin Mechanism and Pricing Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| VGM (video game machine) accepts currency or tokens, but number of credits per coin or bill is incorrect. | Improper settings at Pricing Menu | From Coin Options Menu, choose PRICING OPTIONS MENU. Verify that units and credits are set correctly. |
|  | Incorrect pulse width on bill validators | 1. Consult bill validator manufacturer's literature. Adjust pulse width on validator to long setting. <br> 2. Retest validator operation. |
|  | Faulty wiring | 1. Check that cabinet wiring is correct for this VGM. <br> 2. Assure that coin meter and coin switches connect properly to control input wires. |
|  | Faulty coin mechanism | 1. Verify that coin mechanism works correctly by testing it in working VGM. <br> 2. If mechanism is bad, replace it. |
| - VGM won't accept currency or tokens. <br> - VGM won't start. <br> - Audio and video are present. | Improper currency | 1. Unlock and open cash door. Empty cash box. Inspect revenue for counterfeit currency. <br> 2. Check vault. Remove any items that block path from mechanism. |
|  | Faulty coin mechanism | 1. Unlock and open coin door. Check each mechanism for proper mounting. <br> 2. Remove mechanism. <br> 3. Clear currency path. <br> 4. Reinstall mechanism and latch it. <br> 5. Enter Menu System by pressing and holding TEST MODE switch inside coin door. From Main Menu, choose CONTROLS TEST. Use tests to |
|  | Tilted coin mechanism or VGM | 1. Verify that mechanism is level after doors close. <br> 2. Repair or replace coin door if it is bent or damaged. <br> 3. If necessary, adjust cabinet leg levelers to keep mechanisms vertical. |
| - Coin indicators don't light | Burned-out bulb | 1. Burned-out bulbs may appear white or darkened. Check continuity with DVM. <br> 2. Replace burned-out bulb with same type. |
|  | Open fuse circuit | 1. Check fuse continuity with DVM. <br> 2. If fuse is blown, replace fuse with same type. <br> 3. If fuse isn't blown, check wiring. |

CAUTION: Don't remove or install any connector when power is turned on. Installation under power will damage the circuit boards or hard disk drive and void the warranty.


Typical Coin Mechanism Mounting

## VGM Startup Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - VGM (video game machine) doesn't start. <br> - VGM appears completely non-functional. <br> - No audio <br> - No illumination <br> - No video display | Power problem | 1. Check that VGM power switch is on. <br> 2. Inspect electronics to see if fans are turning. If not: Is power supply connected to its power cable? Is power supply turned on? <br> 3. Plug VGM into AC power outlet. Verify presence of $A C$ line voltage. |
|  | Improper line voltage switch setting | Turn off VGM power. Unplug AC line cord. Check line voltage switch. If necessary, set it to agree with local AC line voltage. Retest VGM. |
|  | Open fuse | 1. Turn off VGM power. Examine AC fuse on power supply. <br> 2. Examine DC fuses inside coin door vault. <br> 3. Replace faulty fuses with identically rated parts. <br> 4. Turn on VGM power. If fuse opens again, check DC wiring harness and connectors. |
|  | Faulty wiring | 1. Remove line cord. Test line cord, power plug, and IEC connector for breaks or damage. Verify continuity of each wire in cord. Install cord at power chassis. Press connector firmly to seat it. <br> 2. Check other cables in same manner. <br> 3. Assure that cabinet wiring harness connectors fully seat in corresponding power supply and board connectors. <br> 4. Inspect wiring for breaks or damage. |
|  | Faulty circuit boards | Turn off power for one minute and turn VGM on again. Power On Self-Test checks electronics. |



## Typical Location of Power Supply and Line Cord

## VGM Startup Troubleshooting Table, continued

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - VGM (video game machine) appears non-functional. <br> - Currency acceptor price indicator is illuminated. | Power problem | 1. Inspect circuit boards under low-light conditions. LEDs glow if processor circuits receive voltage. Fan should be turning. These indications prove presence of DC from power supply. Still, voltages or signals may not be normal. <br> 2. Turn on VGM power. Using 20 -volt DC setting on digital voltmeter, measure DC voltages at power connector pins. <br> 3. Using 2 -volt AC setting on digital voltmeter, measure same DC voltages as above. Any reading indicates ripple or noise. In that case, service power supply. |
|  | Faulty wiring | Turn off VGM power. Assure that wiring harness connectors attach and fully seat onto mating board connectors. |
|  | Improper jumper or DIP switch settings | Verify that circuit board jumpers are set as intended. Check DIP switch settings. |
|  | Faulty circuit boards | Run power-up self-test sequence. Note errors or failures during tests. Compare LEDs with LED indicator status charts. Note discrepancies. |




Front View Of Coin Door


Interior View Of Electronics

## VGM Startup Troubleshooting Table, continued

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - VGM (video game machine) doesn't start. <br> - VGM accepts currency or tokens. <br> - Audio and video are present. | Faulty coin mechanism | 1. Unlock and open coin door. Check each currency acceptor to assure proper mounting. Verify that each release latch is closed and locked. Does mechanism accept and reject currency correctly? Test mechanism with good and bad coins. <br> 2. Inspect to see if external acceptor indicators (Pricing, Flashing Arrows, etc.) are lit. <br> 3. Verify that each acceptor operates properly by placing it in working VGM. Replace bad parts. |
|  | Faulty switches | 1. Enter Menu System by pressing and holding TEST MODE switch inside coin door. From Main Menu, choose CONTROLS TEST. Use tests to confirm operation of each switch. <br> 2. Assure that no loose parts or wires are caught in switch contacts. <br> 3. Check for continuity in each suspect switch connection (Common to Normally Open or Common to Normally Closed). <br> 4. Replace faulty switches (bent levers, broken actuators, etc.). |
|  | Faulty wiring | 1. Assure that no wires are caught in hinges, latches or switch contacts. <br> 2. Check wiring continuity from circuit board connectors to acceptors. |



Interior View of Coin Door and Cash Door

## Audio Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - No audio <br> - Video is present <br> - VGM (video game machine) appears to operate normally | Improper volume setting | 1. From Main Menu, choose VOLUME LEVEL. Check that Attract Music is on (enabled). Verify that all volume levels are set well above zero. <br> 2. If necessary, change levels to make VGM audible. |
|  | Faulty SIO Board | 1. From Main Menu, enter Diagnostics Menu. Select SOUND SUBSYSTEM TEST. Test checks entire sound system. <br> 2. Run power-up self-test sequence. Note errors that VGM finds during tests. Compare Sound I/O Board (SIO) LEDs with LED indicator status charts. Note discrepancies. <br> 3. Verify proper operation of SIO Board by placing it in working VGM. <br> 4. If board is faulty, replace it. |
| - Constant low hum from all speakers. | Faulty wiring | 1. Check that cabinet wiring is correct for this VGM. <br> 2. Verify that cabinet wiring provides separate wires (not common return) for each speaker. <br> 3. Check connection of all cabinet ground wires. |
|  | Faulty power supply | Using 2 Volt AC setting on digital voltmeter, measure voltages at speaker terminals. Any reading indicates ripple or noise. In that case, service power supply. |
| - Audio is distorted, muffled or has missing frequencies. | Faulty or improper speaker | 1. Turn off VGM power. Remove grilles and check speakers. Assure that speakers are full range (100 to $10,000 \mathrm{~Hz}$ response) and rated for at least 20 watts. Woofers must be rated for at least 40 watts. <br> 2. Verify proper speaker operation by connecting speaker in question to working VGM. <br> 3. If speaker is faulty, replace it. |
|  | Faulty wiring | Multiple-speaker installations: Check for reversed wires at one speaker. Weak low frequencies and thin or hollow sound quality is symptom of incorrectly phased speakers. Sound tests may not detect this condition, but you can hear it during VGM operation. |
| - Dead sound channel | Faulty speaker | 1. From Main Menu, choose SOUND TEST. Recheck speakers with audio signals provided by test. <br> 2. Verify proper speaker operation by connecting speaker in question to working VGM. <br> 3. If speaker is faulty, replace it. |
|  | Faulty circuit board | 1. From Main Menu, enter Diagnostics Menu. Select SOUND SUBSYSTEM TEST. Test checks entire sound system. <br> 2. Run power-up self-test sequence. Note errors that VGM finds during tests. Compare circuit board LEDs with LED indicator status charts. Note discrepancies. <br> 3. Verify SIO Board operation by connecting board to working VGM. <br> 4. If board is faulty, replace it. |
|  | Faulty wiring | Verify that cabinet wiring is correct. Assure that all speakers connect to audio wires. Check for broken or shorted wires. |

## Joystick Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - Players complain that joystick operates erratically or unreliably <br> - Game starts normally | Faulty switch | Enter game Menu System by pressing and holding TEST MODE switch inside coin door. From Diagnostics Menu, choose SWITCH TEST. Operate joystick in question. Check for proper readings of up, down, left and right. |
|  | Faulty switch wiring | 1. Check for wires caught in door hinges, latches or switch contacts. <br> 2. Verify that harness connectors are attached and fully seated. <br> 3. Assure that joystick switches connector properly to control input wires. <br> 4. Check joystick cable ground connections. <br> 5. Check that cabinet wiring is correct for this VGM (video game machine). |
|  | Faulty mechanical parts | 1. Inspect joystick for: Missing, loose or damaged parts, torn rubber T-band, etc. <br> 2. Replace bad parts. |
|  | Dirty optos | Clean dust out of optos with swab and cleaner. Don't apply cleaner directly into opto. Never use solvents! |
|  | Faulty joystick fuse | Check fuses on I-40 Joystick Interface Board inside player control panel. Each joystick has its own fuse. |
|  | Faulty joystick electronics | 1. If joystick fuses are okay, install joystick in working VGM (video game machine) and retest it. <br> 2. If joystick still doesn't work, replace it. |
|  | Faulty I-40 Joystick Interface Board | 1. If joystick works in second VGM, I-40 Joystick Interface Board may be bad. <br> 2. Replace board and retest joystick. |



## Video Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - Monitor appears nonfunctional <br> - Audio is present <br> - VGM (video game machine) controls operate normally | Power problem | Verify connection of AC Power to video monitor. Inspect CRT neck in dim light. Glowing filament near CRT base proves that some monitor circuits receive power. Still, voltages or signals may not be normal. |
|  | Faulty wiring | 1. Turn off VGM power. Verify that video signal and Remote Adjustment Board connectors seat properly on Video Monitor Board. <br> 2. Assure that video cables connect to circuit boards. <br> 3. Assure that no wires are caught on chassis or mounting brackets. |
|  | Improper monitor adjustments | Check that BRIGHTNESS (intensity) and CONTRAST are set above their minimum levels. |
|  | Faulty monitor circuitry | 1. Examine AC line fuse on Video Monitor Board. If fuse is faulty, replace it with identical fuse. <br> 2. If fuse is good: Verify that video monitor operates correctly by placing it in working VGM. <br> 3. If monitor is bad: Check monitor power supply. <br> 4. If power supply is good: Check monitor horizontal output transistor and related circuitry. |


| WARNING: HIGH VOLTAGE. VGM monitors generate and store potentially lethal high |
| :--- | :--- |
| voltages. Avoid touching any part of the monitor until power has been off for some |
| time. A picture tube can maintain a hazardous charge for up to several days. Only |
| qualified technicians should service monitors. Turn off the power, unplug the VGM and |
| discharge the CRT before attempting service. Even properly discharged tubes can |
| revert to a highly charged state, without reapplication of power. |



## Video Troubleshooting Table, continued

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - Game screens don't appear <br> - No audio <br> - Power-up self-test runs | Improper components | 1. Verify that hard disk drive is correct for this VGM (video game machine). Label on drive records manufacturer name, assembly number and program version. <br> 2. Verify that circuit boards are correct for this VGM. Label on each board records manufacturer name, assembly number and hardware version. <br> 3. Verify that ROM instruction set is correct for this VGM. VGM set only has one ROM. Label on ROM records assembly number and software version. |
|  | Hard drive problems | 1. Turn VGM on. Immediately look under hard drive. Hard Drive Activity LED flashes if drive is operating properly. <br> 2. Allow VGM to load normally. Note and record any error messages that occur during self-test. <br> 3. Remove hard drive and install it in working VGM. If symptom recurs there, hard drive is faulty. Replace it. |
| - Blotches of color appear on screen | Picture tube aperture mask is magnetized | Remove diskettes from room. Demagnetize monitor with external degaussing coil. Take care not to magnetize neighboring VGMs. Monitor may be on or off for this procedure. |
| - White areas in center of screen appear tinged with color <br> - Object edges have fringe of one or more colors | Picture tube purity or static convergence is out of alignment | 1. Turn on VGM (video game machine). <br> 2. Press and hold TEST MODE to enter Menu System. At Main Menu, select Monitor Tests Menu. Run through Crosshatch, Red, Green and Blue screens to find clearest display of problem. <br> 3. Display screen with greatest problem. <br> 4. Display Crosshatch Screen. Locate purity and static convergence ring magnets on back of monitor neck. Watch screen in mirror. Adjust magnets to minimize problem. Follow instructions from monitor manufacturer. <br> 5. Display Crosshatch Screen. Touch up adjustments while watching screen in mirror. |
| - Background of Attract Mode screens seems out of sync <br> - Words on screen read OK | Someone set DIP switch for resolution lower than VGA | 1. VGM only outputs VGA video. Press and hold TEST MODE to enter Menu System. At Main Menu, select DIP Switch Test Menu. <br> 2. Locate DIP switch bank U12 on the Sound I/O Board. <br> 3. Turn off switch 2. <br> 4. Reenter Attract Mode and check screens. |


| CAUTION: Don't operate the monitor without its Remote Adjustment Board. |  |
| :--- | :--- |
| FRAGILE | WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE. If you drop a <br> fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet <br> or more from the implosion. |

## Video Troubleshooting Table, continued

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :--- | :--- | :--- |

## Software Update Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - Update didn't work <br> - After update procedure, screen reports lower than latest version | You skipped steps or performed them out of sequence. | Return update components to kit, reinstall original parts in cabinet, and try process again. |
|  | Installation error may have damaged device. | 1. Inspect for bent or broken pins. <br> 2. If you have another kit, try it. <br> 3. Ask your distributor to check your floppy disk. |
| - No Attract Mode screens <br> - Board indicators illuminate, but screen is completely blank | Mismatched boot update version and hard drive. | Once you've updated disk drive, CPU instructions must be at correct version to make use of new data stored on disk. Be certain that boot ROM device resides in proper socket. |
|  | You may have installed devices in wrong sockets. | 1. Install disk ROM. Only use upgrade socket for hard disk drive updates. During game play, upgrade socket must be empty. <br> 2. Load ROM contents onto drive. <br> 3. Remove ROM from game. |


|  | NOTICE: Someday, software updates for your VGM (video game machine) might <br> become available. These upgrades may improve your VGM's performance or add new <br> VGM features. Such upgrades tend to appear sometime after factory first releases <br> VGM. Contact your distributor for information about updates. |
| :--- | :--- |

## Miscellaneous Problem Troubleshooting Table

| SYMPTOM | CAUSE | REQUIRED ACTION |
| :---: | :---: | :---: |
| - Marquee lamp is intermittent or non-functional <br> - VGM (video game machine) starts and plays normally | Faulty fluorescent tube | 1. Remove fluorescent tube from its sockets. If you find cracks or darkened ends, install new lamp. Clean tube. <br> 2. Check continuity of both fluorescent tube filaments. <br> 3. Verify that fluorescent tube operates by placing it in working VGM. |
|  | Faulty lamp fixture | 1. Verify that lamp pins make good connection with socket contacts. <br> 2. Check ballast for continuity. |
|  | Faulty wiring | 1. Measure fluorescent lamp AC voltages. Check wiring and connector continuity from AC power chassis to lamp assembly. <br> 2. If you find faulty wiring, repair or replace it. |
| - VGM operates normally <br> - Cabinet becomes warm after several hours of use | Obstructed fan | 1. Check bottom and rear of cabinet for blocked airflow. <br> 2. Move VGM away from sources of heat. <br> 3. Turn off VGM power. Remove dust from vent holes with high-power vacuum cleaner. |
|  | Faulty wiring | 1. Check fan wiring and connectors. <br> 2. If you find faulty wiring, repair or replace it. |
|  | Faulty fan | 1. Check operation of all fans, including power supply fan. <br> 2. If fan is faulty, replace it. |
| - Error messages appear on screen | Faulty hardware | 1. Check any assembly (RAM, ROM, Battery, etc.) identified in error messages. <br> 2. Call your authorized distributor for help with unresolved screen messages. |



Fan Location and Mounting

## WARNINGS \& NOTICES

## WARNING

- Use of non-Midway parts or circuit modifications may cause serious injury or equipment damage!
- Use only Midway authorized components and parts. Failure to do so will void your warranty and may result in incorrect or unsafe operation. Substitute parts or modifications may void the EMC directive or FCC type acceptance.
- Federal copyright, trademark and patent laws protect this game. Unauthorized modifications may be illegal under Federal law. The modification ban also applies to Midway Games Inc. game logos, designs, publications and assemblies. Moreover, facsimiles of Midway equipment (or any feature thereof) may be illegal under federal law, regardless of whether or not such facsimiles are manufactured with Midway Games Inc. components.


## WARNING

Prevent shock hazard and assure proper game operation. Plug this game into a properly grounded outlet. Do not use a cheater plug to defeat the power cord's grounding pin. Do not cut off the ground pin.

## WARNING

A small portion of the population has a condition which may cause epileptic seizures or momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. seizures or loss of awareness), consult your physician before using video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

## NOTICE

This video game machine has been tested. It complies with limits for a Class A digital device, under FCC Rules, Part 15. These limits provide reasonable protection against harmful interference when the equipment operates in a commercial environment. This equipment generates, uses and can radiate radio frequency energy. If not installed and used according to the instruction manual, this equipment may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference. If interference occurs, the user must correct it at his own expense.

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