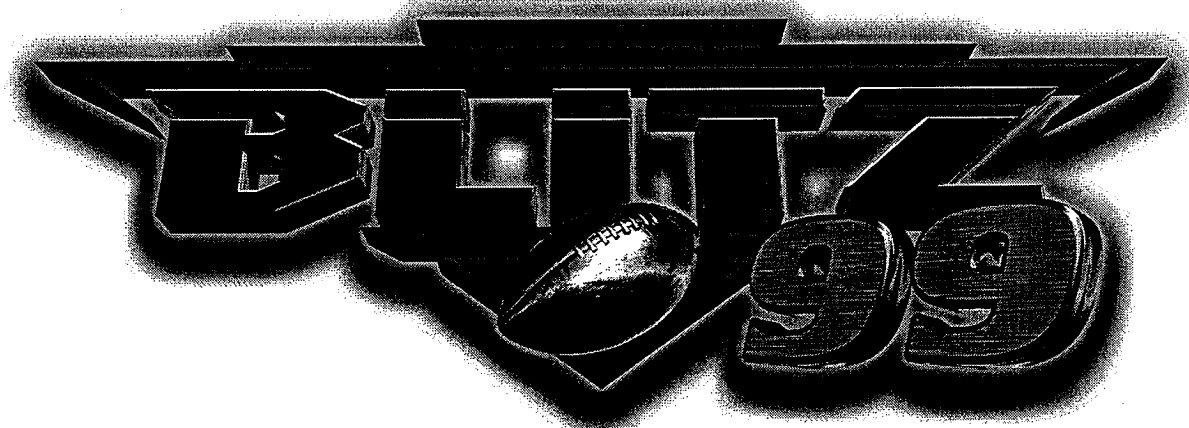


NBA SHOWTIME

CHANGE OVER TO



OPERATOR INSTRUCTION MANUAL

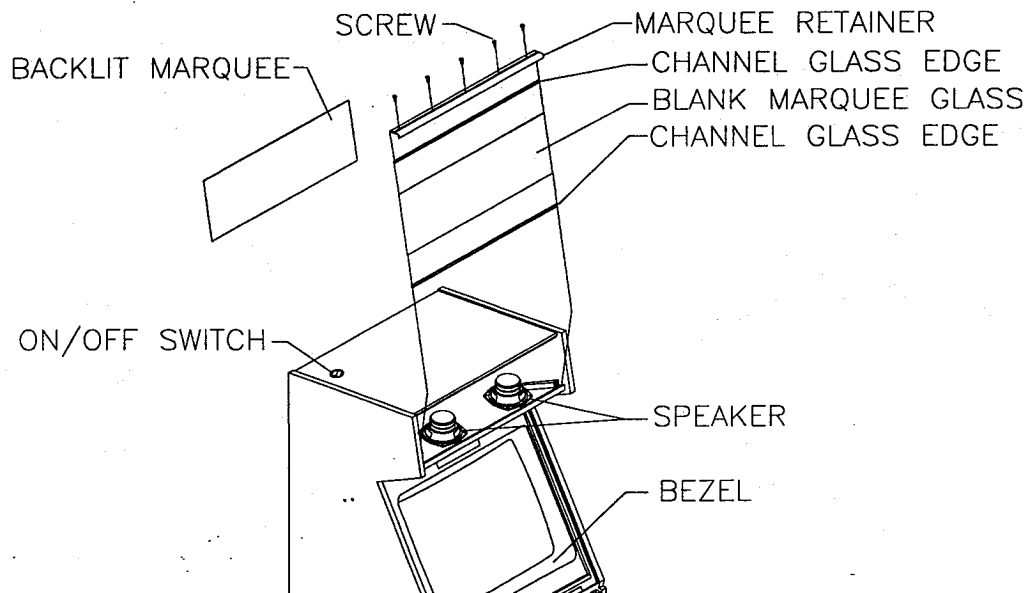
- CABINET MODIFICATIONS
- CONTROL PANEL MODIFICATIONS
- ELECTRONICS ADJUSTMENT

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CONVERTING THE GAME CABINET

CABINET MODIFICATIONS

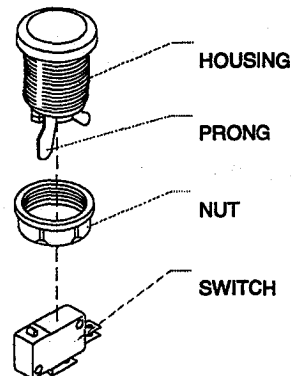
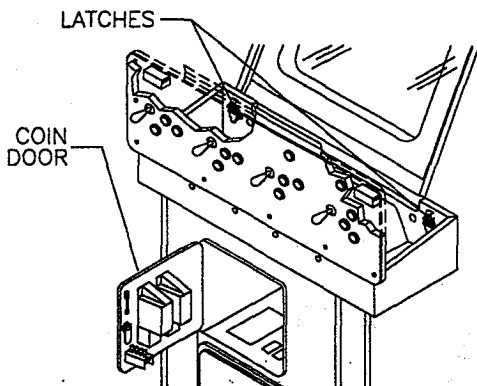
1. Verify the operation of the existing game before making any changes to the cabinet. Pay special attention to those components that are used by players (Pushbuttons, Video Monitor, Coin Door, etc).
2. Switch off power to the game. Disconnect the line cord from the A.C. power. Clear the work area.
3. Remove the hex head screws from the black marquee retaining strip located at the top of the header. Hold the glass in place as you lift the strip up off of the game, then lift out the glass and set it aside. Remove the existing marquee from the game cabinet and install the new kit marquee in its place. Check the lamp and install a new one if cracks or darkened ends are found, even if it still lights. Clean the marquee glass before reinstalling. Install the retaining strip. *Do not overtighten the screws.*
4. Unlock and open the coin door. Reach up through the coin door opening into the control panel. Locate the two latches, one on each side of the control panel housing. Lift each spring-loaded latch handle and unhook the wire fasteners to free the control panel. From the top of the control panel, grasp the two upper corners and swing the panel up toward the front of the game until it rests on the hinge stops. *Caution! Do not jar cabinet or control panel while in this position. Damage can occur if it slams shut.*
5. While keeping the control panel in its open position, loosen three mounting screws and slide the black metal strip away from the bottom of the viewing glass. Carefully slide the glass out of the side grooves, then lift it clear of the cabinet and set it aside. Store the glass in a safe place where it won't be broken.
6. Using tape with a very mild adhesive (such as inexpensive cellophane tape), apply the player moves and the game play instruction decals to the top and bottom of the viewing glass. *Keep in mind that these items must be removed without damaging them when the game is changed over at the end of the season.* Be sure that decals and labels cover the existing game instructions, but do not obstruct the epilepsy warning or the viewing area. Clean the CRT, bezel, and viewing glass before reinstalling.
7. Gently lower the control panel onto the housing. Do not fasten the latches at this time.
8. Remove and save the screws at the top and sides of the rear door. Unlock the rear door, then lift it off of the cabinet and set it aside. Use a vacuum cleaner to remove any dirt or debris inside the cabinet.



MARQUEE ARTWORK AND DECAL POSITIONS

CONTROL PANEL MODIFICATIONS

1. From the top of the control panel, grasp the two upper corners and swing the panel up toward the front of the game until it rests on the hinge stops. *Caution! Do not jar cabinet or control panel while in this position. Damage can occur if it slams shut.* Mark each of the wires going to a switch or a joystick, noting both the location and function (for example, player 1 start button, player 4 joystick, etc.). *Do not disconnect any of the wires from the switches or the joysticks.*
2. Separate each switch from its pushbutton. Gently bend the large prong away from the microswitch just enough to slide the switch off of the pushbutton housing. Unscrew the nut from the housing and press the housing through the front of the control panel. Lay the pushbutton parts inside the control panel housing. Repeat this process until all switches are freed and all pushbuttons are removed.
3. Remove the tamper resistant screws holding the clear plastic cover to the control panel. Lift the cover up and off of the control panel and set it aside. Do not damage or remove the existing artwork.
4. Locate the control panel artwork supplied with the kit. Lay the large wallpaper decal face up on a flat work surface. Locate the clear plastic control panel cover and center it over the wallpaper decal. Mark the outside shape of the panel and each of the joystick, pushbutton, and screw hole locations.
5. Cut out each of the holes and trim the decal to match the shape of the control panel. Use care not to wrinkle or remove the backing during cutting. Locate the control panel add-on decals and place them onto the trimmed wallpaper to form the new control panel artwork.
6. *Do not remove the backing from the wallpaper decal!* Lift the completed artwork and lay it over the top of the existing control panel. Align the holes. Ensure that none of the original game artwork is visible. Install the clear cover and the tamper resistant mounting screws.
5. Group the Player Controls by color: Start - orange, Pass / Change Player - red, Jump / Tackle - blue, Turbo - white, Joysticks - black. The joysticks are already in place, but the buttons must be installed.
6. Insert a push-button housing through its switch hole from the front side of the control panel. Screw the nut finger tight onto the switch housing at the back of the panel. Snap the switch onto the housing.
7. Repeat this step for each button of a different color. Continue until all button groups are mounted. Rotate the housing so that the switch terminals will be properly oriented and tighten the nuts firmly
8. Verify that the control panel ground braid is connected tightly to the metal ground stud on the hinge. Close the control panel, ensuring that no wires are pinched or caught in the process. Reach up through the open coin door and secure the latches at the sides of the control panel housing. Try each of the joysticks and buttons to make certain that they do not stick or bind when operated rapidly.



LOCATION OF CONTROL PANEL LATCHES

PUSHBUTTON COMPONENT ASSEMBLY

ELECTRONICS ADJUSTMENT

1. From the rear of the cabinet, remove the perforated metal cover over the game electronics. Locate the two blocks of DIP Switches on the SIO Board Assembly. DIP Switch U-13 number 8 must be changed from Off to On. This changes the original game over to the new game. **NOTE: The function of the DIP Switches vary between games. Refer to the correct game manual for switch adjustments.**
2. Do not reinstall the metal cover until the game operation has been verified in the Power Up steps.

INITIAL POWER UP

1. Plug the line cord into a source of A.C. power and turn it on. CPU Board indicators should illuminate.
2. The game will power up and begin self diagnostics. If no errors are found, the game will automatically enter its "attract" mode. Check wiring and refer to Troubleshooting (Section Four) if problems occur.
3. Unlock and open the coin door. Press the TEST button to enter the menu system. Select DIAGNOSTICS and choose SWITCH TESTS. Use this screen to verify that each switch and control operates properly. Refer to Operation (Section Two) for explanations of test conditions and results.
4. From the DIAGNOSTICS menu, choose MONITOR TESTS to confirm proper video display operation. If the monitor remote adjustment controls do not permit satisfactory picture quality to be obtained, the monitor may not be matched correctly to the CPU Board video circuits. Jumpers are included in some monitors to optimize the video impedance. Consult the video monitor manufacturer's literature for jumper information. See Operation (Section Two) for test steps or Troubleshooting (Section Four).
5. From the DIAGNOSTICS menu, choose DISK TESTS to examine the Hard Disk Drive. Run each of the tests in order to determine correct operation. The tests are described in Operation (Section Two).
6. From the DIAGNOSTICS menu, choose SOUND SUBSYSTEM TEST to check the audio circuitry. It may be necessary to raise the volume level higher than normal for this group of tests (Section Two).
7. From the DIAGNOSTICS menu, choose DIP-SWITCH TESTS to verify optimum switch positions.
8. From the main menu, select EXIT to begin normal game operation. Open the coin door and press the SERVICE CREDITS button to allow game play. Press a START button and select a team to begin. Listen to the audio while playing the game. Note unexpected irregularities in sound (out of phase, no low frequencies, mono signals from stereo speakers, etc.). Check the wiring harness for internal shorts or strapped connections. Refer to Wiring (Section Three) or Troubleshooting (Section Four).
9. Turn off power, reinstall the perforated metal cover over the game electronics, and turn power back on.
10. Close and lock the coin door. Replace the rear cabinet door. Allow the system to operate for several hours before attempting any game changes. Refer to Operation (Section Two) for adjustment steps.

SEASONAL CHANGEOVER

To return to the original game, reverse the changeover process. Turn off the game, change the cabinet and control panel artwork, relocate the pushbuttons, and change the game switch. Store the unused artwork carefully so that it can be used again and again. Be certain that power is off when DIP Switch U13 number 8 is set; the other switches may be adjusted with power on and DIP-SWITCH TESTS active.

SWITCH U13-8
(AT TOP OF BLOCK)
SETS ACTIVE GAME

OFF = NBA SHOWTIME
ON = NFL BLITZ '99

