

New Program for Tempest™ Game

Supplement to TM-190, Tempest Upright; TM-193, Tempest Cocktail; and TM-196, Tempest Cabaret™ Operation, Maintenance and Service Manuals

The erasable programmable read-only memories (EPROMs) in this game contain a new program that changes the Tempest™ self-test. Refer to *Figure 6, Part 2* in Tempest Upright and Cabaret Manuals, and *Figure 7, Part 2* in Tempest Cocktail Manual.

To test the encoder wheel (*Step 3*), rotate the wheel **slowly**. On the lower right of the screen, a line segment rotates around one endpoint (like a hand on a clock). Slowly rotate the wheel clockwise, and the line rotates clockwise. Rotate the wheel counterclockwise, and the line rotates counterclockwise.

If the line does not rotate as described, the harness wires are loose or incorrectly connected, or the encoder wheel is bad.

A linear scale test has been added to Step 5. A rectangle appears at the display edges and shrinks smoothly to about $\frac{1}{3}$ screen size. The rectangle snaps back to full size and shrinks again.

If the rectangle *abruptly* changes size, there is a problem in the linear-scaling circuit D9 and D10 and associated circuitry.

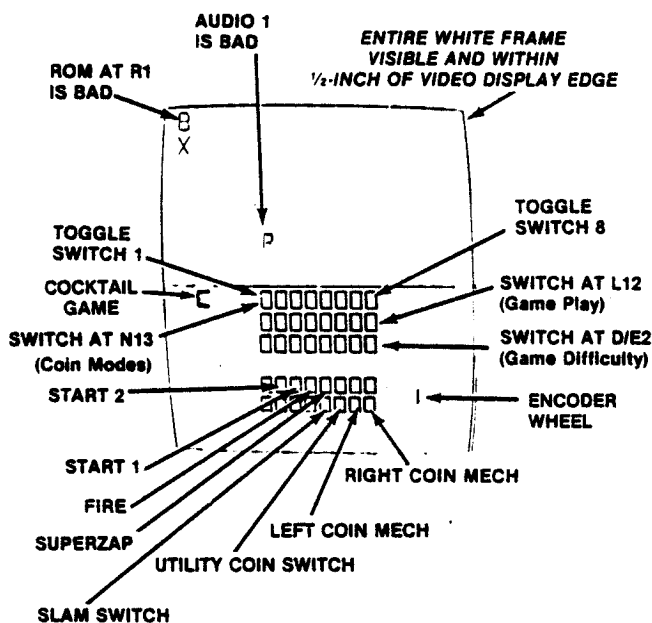


PHOTO ABOVE SHOWS
AN EXAMPLE ONLY

Self-Test Screen